

Type 3 Gravitic Weapons System

The Type 3 is effectively a middle step between the [Type 1](#) and the [Type 2](#) and first designed by [NovaCorp](#) to be integrated into the [Onslaught Battleship](#). The weapon can create devastating gravitic spikes, capable of ripping entire ships apart, or making a ship implode. Even if the hull and body of the ship are not damage, the softer interior, and the crew in particular, will be crushed to death. Unless there is protection against gravitic weapons, and extremely powerful ones as that, ships are enormously damaged. The weapon can either create five devastating effects that can cripple and destroy large ships, or creating hundreds of smaller effects, powerful enough to destroy a fighter, or to thrust at larger ships, causing them to fly away or causing them to crash into other ships. The hideously complicated calculations needed for this weapon is dealt with easily by the AI.

Location: No fixed location, drive is in the centre of the ship. **Primary Purpose:** Anti-starship
Secondary Purpose: Anti-fighter, anti-mecha, Planetary bombardment. **Damage:** 0-7 Range: 1 AU Rate of Fire: See above. Payload Effectively unlimited as long as energy source lasts.

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