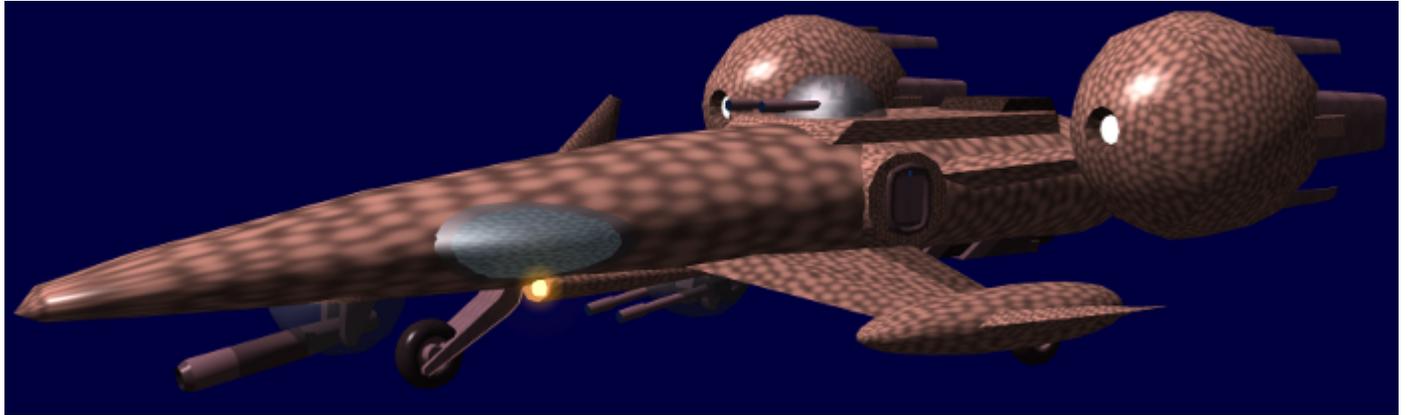


NMX Type 32 "Shredder" Gunboat

The Type 32 Gunboat (nicknamed "Shredder") is a very small [NMX](#) starship designed for air operations against power armor. It entered service in [YE 32](#).



About the Shredder

The [NMX](#) created the Type 32 Gunboat to neutralize the threat of enemy power armor. First produced in [YE 32](#), the "Shredder" is a very small starship designed for atmospheric flight and equipped with light anti-starship weapons for use against ground troops and fighters. It can be used as an air-support gunship, a bomber, light troop transport, convoy escort, or a mobile armory for ground troops; typically the the Shredder's role is to remove power armored targets from the battlefield. It can vaporize a Mindy or Daisy armor in a single shot.

In the atmosphere, the Shredder can zip around at speeds of 0-800 kilometers per hour (0-500 mph). In space, it has speeds comparable to the fastest [NMX](#) warships. It can travel independently (for special operations) or aboard NMX carriers.

Key Features

- Operates well in space and in the atmosphere and capable of planetary ground and water landings
- Weapons:
 - Main heavy aether turret (Tier 11, Medium Anti-Starship/Tier 3, Heavy Anti-Personnel5)
 - Two twin anti-armor plasma turrets (Tier 9, Heavy Anti-Mecha/Tier 8 or Tier 9, Medium Anti-Mecha or Heavy Anti-Mecha (: Staff needs to determine which))
 - Six underside launchers for bombs, mines, sensor drones, or [excessive amounts of mini-missiles](#)
 - 24 mini-missiles per launcher allow firing up to 144 missiles at once...and it has room for multiple reloads. Each mini-missile = Tier 4, Light Anti-Armor.
 - Can be arranged in a combination (eg 4 mini-missile launchers and two napalm bomb launchers)

- Two side entry hatches and one large rear hatch
- Large thrust-vectoring aether plasma engines allow the gunship to keep up with starships when it is in space
- Combined Field System
- Anti-gravity System
- Sophisticated sensor system
 - Motion tracking full-spectrum optical arrays (large insect-like compound sensor eyes)
 - Thermal
 - Gravitic
 - Aether sensors
 - Ultra-wide band time-modulated radar
- Retractable wheeled landing gear

Dimensions

- Length:
- Wingspan:
- Height: (includes extended wheels)
- Decks: 1

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Yamatium Hull: 5 SP (starship scale)
- Shields: 5 SP (starship scale)



Inside the Type 32 Gunboat

Inside the gunboat there is a versatile forward cockpit with modular controls and retractable seats for 2 humanoids or 1 Mishhuvurthyar (using tentacles to man both positions). The gunboat can also be operated remotely, by a brain-slave, or by AI depending on the configuration of its avionics. Humanoids are the most common pilots, as full Mishhuvurthyar would have to enter through the rear doorway before the cargo is loaded; and brain slaves cannot care for themselves. The Shredder is equipped with internal gravity and redundant anti-scalar and radiation shielding. The vehicle is airtight and has an advanced air filtration and recycling system that keep the interior full of clean air at a comfortable temperature and can operate for as long as three months at a time.

The left seat controls the gunboat's movements and the main cannon. The right seat controls the other two turrets and the rear weapons systems (missiles, etc). In addition to conventional controls, the gunship's seats are **SPINE**-compatible. Using SPINE, it is possible for one operator to fully control the gunship. A holographic projection system displays annotated exterior visual imagery around the pilot and gunner. A fireproof hatch separates the cargo area from the cockpit.

A communication systems sits in the center, between the pilot's dashboard and the gunner's targeting displays; it includes a mid-size screen for visual communications. Beneath the comm system, a number of displays and gauges face forward towards the cockpit for monitoring and adjusting the power systems. The walls are painted black and the cockpit is lit in red, with backlit yellow controls.

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