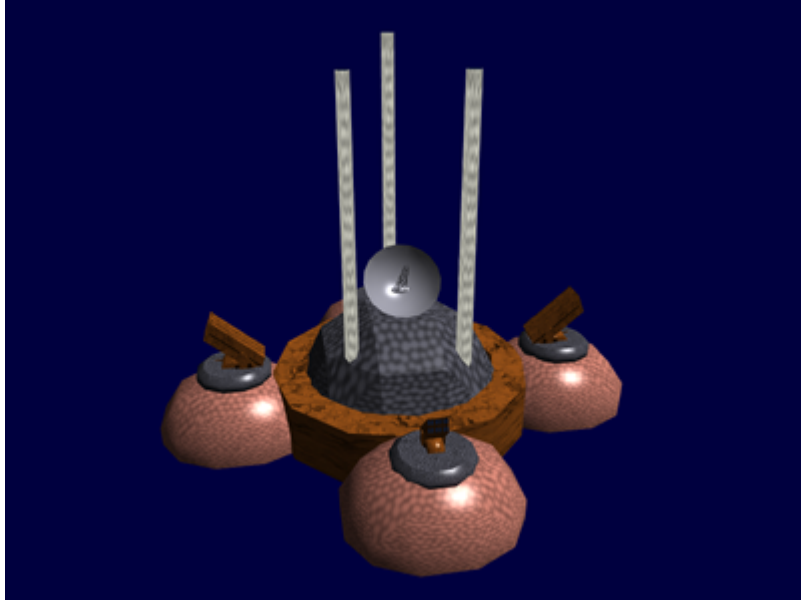


# NMX - Planetary Anti-Starship Battery

The NMX - Planetary Anti-Starship Battery code named *Repeller*, is an planetary weapon platform that became available in [YE 32](#).



## Purpose

The *Repeller* is intended to be deployed in groups to defend a planet held by the [NMX](#) from ships trying to land with invasion forces. Each battery can cover a portion of the orbit above it. Typically the NMX place them in groups to ensure complete coverage.

## Appearance

The dominant feature of the *Repeller* are three massive plasma cannons. Each one is five hundred meters long, they extend from the main facility a round building with a dome. There are four smaller domes that house the secondary weapons and the defense turrets. The domes are in standard NMX color scheme.

## Dimensions

Length: 725 meters (2,378 feet) Width: 725 meters (2,378 feet) Height: 500 meters (1,640 feet)


## Damage Capacity

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

- Structure: 30 SP - Ship scale
- Shields: 30 SP Threshold (3)

## Systems

### Structure

The frame work for the structure is composed of [Durandium Alloy](#) beams, the inner walls are composed of concrete reinforced with [Durandium](#)  [Rebar](#). The next layer of the structure is covered with [Durandium Alloy](#) sheets.

### Three Plasma Cannons

The primary weapon of the *Repeller* is a trio of huge plasma cannons. Each cannon can fire once every twenty seconds. At the base of each cannon the plasma charge is formed and contained within a force field reinforced [Yamataium](#) casing. The barrel of each cannon is in fact a massive mass driver. Each cannon is capable of moving 30° along the x and y axes for targeting.

The charge is accelerated out of the barrel at 2,414.016 kps (1,500 miles per second). The charge uses a proximity detonator and when within 50 meters of a target, the containment field is released causing the detonation. The power supply in the casing only lasts 66.6 seconds hence the range limitation.

Range: 160,934.4 kilometers (100,000 miles)

### Damage Capacity

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

- 5 SDR each cannon

### Surface to Air Missiles

Each *Repeller* has four batteries of missiles. These are intended to either finish off a ship, or weaken its shields so that the plasma cannons can finish it off. Each battery has eight tubes, and can fire in salvos of 1, 2, 4, or 8. Each battery has a magazine that holds 16 missiles.

Missiles are the equivalent to the Anti-Matter, and Anti-Shield [Ke-Z1 Series Anti-Starship Torpedoes](#).

## Damage Capacity


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

- Anti-Shield 5 SDR - Damages shields only
- Anti-Matter 4 SDR - Area effect

## Anti-Armor Batteries

Under each of the SAM batteries there are three retractable Anti-Armor Turrets similar in function to the [Ke-S3-W3102 Star Army Anti-Fighter Turret, Type 31](#).

[Damage Rating \(Version 3\)](#): Tier 9, Heavy Anti-Mecha/Tier 8 or Tier 9, Medium Anti-Mecha or Heavy Anti-

Mecha (  : Staff needs to determine which) per cannon (roll 1D4 to see how many hit)

## Power Supply

The Repeller has its own [Aether Generator](#) to power its systems.

## OOO Notes

Authored by [Nashoba](#) and approved by [Soresu](#) on Jan 24, 2010 <sup>1)</sup>

<sup>1)</sup>  
<https://stararmy.com/roleplay-forum/index.php?threads/nmx-planetary-anti-starship-battery.4845/>

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