

Nepleslian Charge Lance

The *charge lance* is a common secondary ship laser weapon available to many types of [SMDIoN](#) vessels. It also available as a primary armament for lighter vessels or types of sub-ship craft such as heavy shuttles.

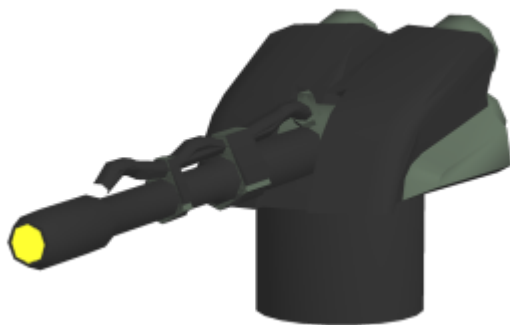
The charge lance is available to civilian vessels and is common enough in the civilian sector as an anti-pirate ship weapon.

Nomenclature Information

- Designer: [NAM](#)
- Manufacturer: [NAM](#)
- Name: Charge Lance
- Type: Laser
- Role: Anti-ship

Appearance

The charge lance is more of a weapon concept than any one platform but is most commonly used as a



standard turret.

Discharge Information

- Retort: A whipcrack style snap retorts from the weapon followed by an intense vibration of the air for as long as the weapon is firing.
- Beam Appearance: A bright spear of yellow energy as thick around as a telephone pole and half as long fires from the weapon and continues until the energy fades a fraction of a second later.
- Effective Range: 300,000km
- Rate of Fire: 60 lances per minute (one per second)

Ammunition

The charge lance doesn't use traditional ammunition but instead draws energy from a ships reactor, power bank, batteries, or dedicated generator.

- [Purpose](#): T-10 (Light Anti-Starship)

OOC Notes

[Charmaylarg](#) created this article on 2020/09/13 17:03.

- [Approval Thread](#)

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