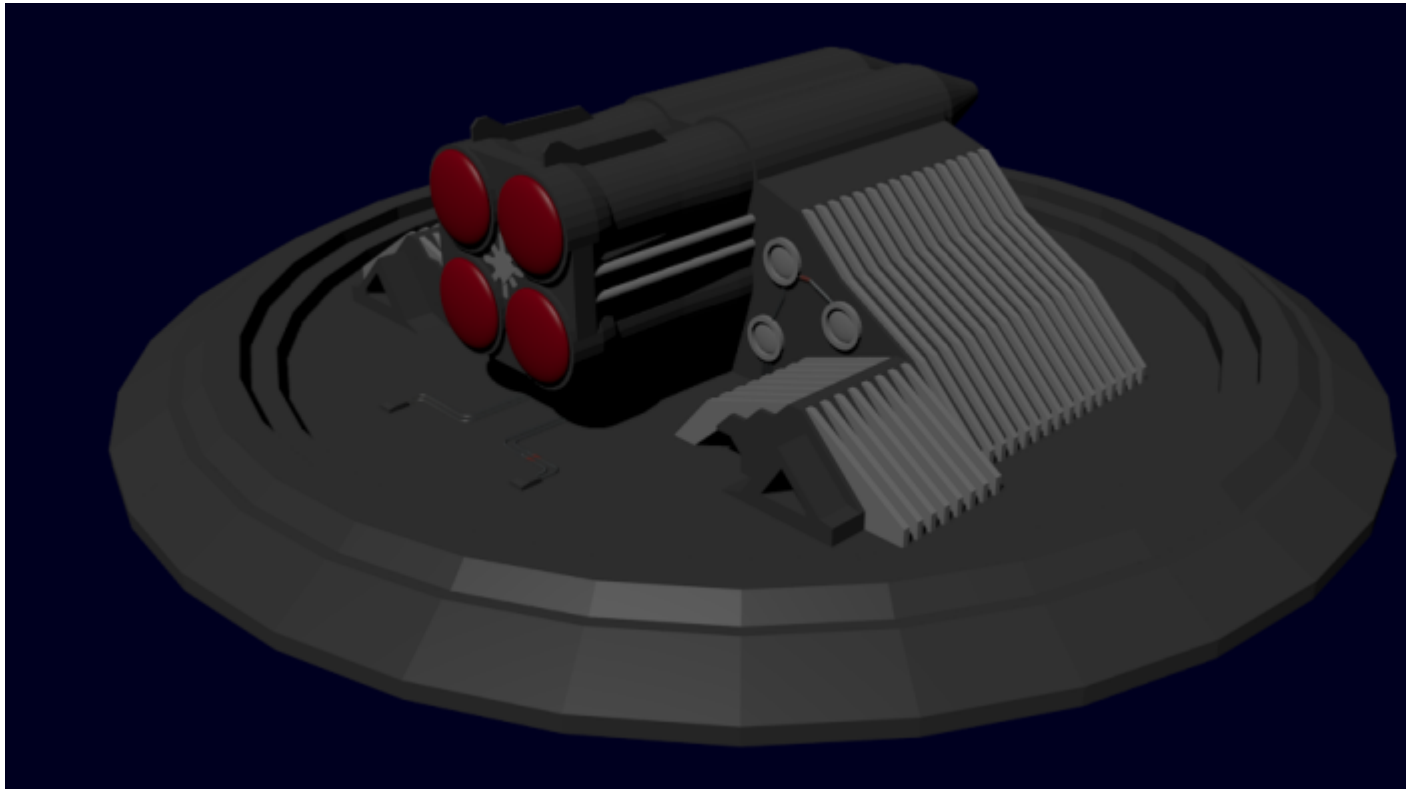


# Tren'ton Torpedo Launcher

The Tren'ton torpedo launcher is a firing system named after a Navy Submariner by the name of Suku'raza'ka Tren'ton. The launcher was designed ER 770 and put into service in ER 773.

## Appearance



The launchers actual appearances differs considerably based on what it is placed on, this has a lot to do with its dual design where it can be placed either in a turret mount or be set up more as a fixed forward firing weapon. It's design can go in many directions, but it does have two default designs:

In other words, when as a turret mount it'll resembles a boxed object with four circular openings that has coverings over them.

When designed as a fixed forward mount, the only thing that would identify it as an actual torpedo launcher is the four to six tube covers.

## History

The Tren'ton wasn't always a space-based torpedo launcher, in fact, originally it was a launcher found used on waterborn destroyers and submarines owned and operated by the Neshaten in the early days of resettling of [Nesha Prime \(Planet\)](#).

The Tren'ton was conceived during the design phase of the [She'tanora Class Hybrid Exploration Vessel](#), but the design of the launcher came too late. The She'tan'ora had been green-lighted for construction and thus the launcher idea was abandoned briefly until the [La'zerus Class Carrier](#) was put onto the drawing board, this allowed one submariner by the name of Suku'raza'ka Tren'ton to take the launchers of a submarine and destroyer and combine them together.

This created two results, the first being a launcher that can be placed onto a medium turret mount of a ship and thus gives that ship a three hundred and sixty degree torpedo turret. The second was that when not placed in a turret mount, the launcher can be made into a fixed stationary platform with a few minor modification either to the base itself to the ship it is being designed into.

## Details

Class: Launcher Type: Launching Platform Designers: [Yuina'cema Merchant Family](#) Manufacturer: [Yuina'cema Merchant Family](#), Military Dockyards

## Specifications

- Primary Role: Torpedo Launcher
- Secondary Role: Missile Launcher
- Firing Modes
  - Torpedo Mode: Mode designed to fire torpedos
  - Missile Mode: Mode designed to fire missiles
- Rearm: If the launcher is designed as a fixed forward weapon, it has a rearm timer of five seconds after each shot. However, if designed as a turret, it has a rearm timer of fifteen seconds due to needing to 'recess' into the hull of the ship in order to rearm.
- Launch Velocity: 0.1c

## Modes

### Torpedo Mode

Torpedo Mode is rather self-exclamatory, this mode is the launchers default firing mode. This allows it to fire any types of torpedos that a ship or station might have in their possession.

### Missile Mode


Missile Mode turns the launcher into a forward firing missile launcher, in order to make this possible, a 'rack' is placed within the torpedo tube itself where up to eight missiles can be loaded. The rack also includes an auto-loader for the missiles, the ammunition rack that the auto-loader pulls the missiles from only has enough room for twenty eight missiles.

The racks include all of the software and hardware needed to fire the missiles.

## Ammunition

The launcher can use the following munitions:

- [Neshaten Multipurpose Torpedo](#)<sup>1)</sup>
- [Type 1 Nuclear Missile](#) (Tier 8 or Tier 9, Medium Anti-Mecha or Heavy Anti-Mecha (

 **Fix Me!** : Staff needs to determine which))

- [Neshaten Concussion Missiles](#) (Tier 3, Heavy Anti-Personnel)
- [Type 1 Explosive Missile](#) (Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor (

 **Fix Me!** : Staff needs to determine which))

## Components

Components to the launcher, for use by engineers and others.

- Torpedo Launching Mechanism
- Targetting computer
- Missile Racks (x24 missiles per)
- Missile Conversation Kit

<sup>1)</sup>

DR depends on warhead type, just page for details

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