

# QnS Orbital Weapons Pods

[Qel'noran Shipyards](#) Orbit Weapons pods orbit the ship. Each contains its own shield generator and anti missile/fighter turrets (6) that automatically target and fire at incoming threats. The pods resemble rings with the turrets located around the edges and with the shield and power generators located on the inside of the ring. Contained in the center is a wormhole that allows the pods to redirect incoming fire away from the ship (usually there is an equal number of defensive and offensive pods). When not in use the pods link up and attach to the [QnS Twin Spine System](#) at the rear of the ship forming a cylindrical like tail attachment that can easily be detached and used when needed.

- Location: External
- Primary Purpose: Anti-fighter
- Secondary Purpose: Anti-missile
- Damage: Tier 9, Heavy Anti-Mecha
- Range: 100,000 miles
- Rate of Fire: Constant energy stream

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