Starships D6 / GTW-32 Flail Rifle



GTW-32 Flail Rifle

A rapid-fire, low energy, ceramic optic focused, krypton laser - used in tactical situations to distract or lead an enemy to their destruction at the hands of other allied fighters - this weapon, if used over an extended period of in-flight battle, can destroy an enemy fighter, but, as a destructive weapon, should only be used as a last resort.

The fast firing rate and high mass of the Flail make it great for changing the velocity vector of an enemy fighter or bomber. It is slightly more effective than the Avenger against shields, rated at damage/second. Its low energy consumption rate makes it useful for prolonged engagements. Note, however, that once you have taken out an enemy's shields, switching to another weapon is advised.

Model: GTW-32 Flail Rifle
Type: Kinetic Blaster
Scale: Starfighter
Skill: Starship Gunnery
Cost: 3,500
Fire Rate: 1
Fire Control: 1D+1
Space Range: 1-5/7/12
Atmosphere Range: 100-500/700/1200
Damage: 1D
Game Notes: Although the Flail has a low damage, it has a high kinetic energy transfer, shaking the target vessel around and making it harder to control. While ineffective by itself, the Flail does lower a targets ability to avoid other weapon fire. In game terms, a target hit by a Flail has it's pilots skill dropped by 3D.

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