Starships D6 / GTW-7 Banshee



GTW-7 Banshee

An electromagnetic weapon - sends rapid pulses of exceptionally strong electromagnetic energy resulting in a 1.63 x 105 J blast that forces its way through any known shield technology and produces a dramatic shearing effect which quickly destroys the target ship's materials - named for the fact that in an atmosphere, the pulse creates an atmospheric disturbance similar to a quasi-human scream at 140 dB - uses up a tremendous amount of available ship energy - already, it is has been used by many GTA fighter aces and test pilots as a coup de grace, although such a use for this massively powerful offensive weapon is officially viewed as poor sportsmanship by the GTA.

The GTW-7's impressive anti-shielding capabilities make it the weapon of choice against the Shivans. The main limitation of this weapon is low weapons compatibility. It can only be fitted on a GTF Valkyrie or a GTF Hercules.

Model: GTW-7 Banshee
Type: Anti Shield Blaster
Scale: Starfighter
Skill: Starship Gunnery
Cost: 5,000
Fire Rate: 1
Fire Control: 1D+2
Space Range: 1-5/7/10
Atmosphere Range: 100-500/700/1000
Damage: 4D
Game Notes: When used against shielded targets, the Banshee gains a bonus 2D damage to penetrate the shields.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text from Freespace 2, HTML and logos done by FreddyB
Images stolen from Freespace 2, copyright Volition.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.