Starships D6 / GTW-41 Disruptor Cannon



GTW-41 Disruptor Cannon

A gas-focused krypton laser - when the ship is in flight, the chamber of the GTW-41 rotates at a constant speed - a small amount of NO2 is injected into the container .05 ms prior to the emission of the laser light - the rotation of the NO2 in the chamber focuses the laser pulse to a state that is only very slightly (1%) diffused - after the laser pulse is emitted from the chamber into space, the chamber expels the NO2 into space (thus expelling ionized molecules and moisture) - the process repeats for each subsequent burst of laser energy - as this laser is very slightly diffused, it is not effective as a destructive weapon, but as a tactical weapon - the Disruptor Cannon is best suited and is used for the permanent disabling of enemy ship subsystems.

The Disruptor Cannon should be utilized in all capture operations in order to minimize risk of targets destruction.

Model: GTW-41 Disruptor Cannon
Type: Ion Cannon
Scale: Starfighter
Skill: Starship Gunnery
Cost: 2,500
Fire Rate: 1
Fire Control: 1D+1
Space Range: 1-3/5/700
Atmosphere Range: 100-300/500/700
Damage: 4D
Game Notes: Galactic Terran Alliance disruptor cannons have the same effect as Ion weapons.

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