Starships D6 / GTM-31 Disruptor Missile



GTM-31 Disruptor Missile

Advanced signal processing - high precision interception capability - small payload (9 Kt), combining both conventional explosives and a localized blast of energy caused by the effect of impact upon the laser-propulsion system of the missile - designed to temporarily disable subsystems on hostile targets.

The D-Missile is designed to temporarily stop a cruiser or destroyer from firing its laser turrets. The effect will last about 10 seconds per missile fired, so using these to temporarily disable a cruiser should usually be for suppression until the cruiser is destroyed, or whatever was trying to evade the cruiser has gotten out of range. Only a few ships can carry these - and they are very scarce - so proper utilization is important.

Model: GTM-31 Disruptor Missile
Type: Missile
Scale: Capital
Skill: Starship Gunnery
Cost: 7,500
Fire Rate: 1
Fire Control: 1D
Space Range: 1-6/8/12
Atmosphere Range: 100-600/800/1200
Damage: 0D
Game Notes: The described effect jams only Starfighter Scale weapons (the power signature of capital scale weapons is too large to jam), and only energy weapons. It stops the capital ship target from using these weapons for one combat round.

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