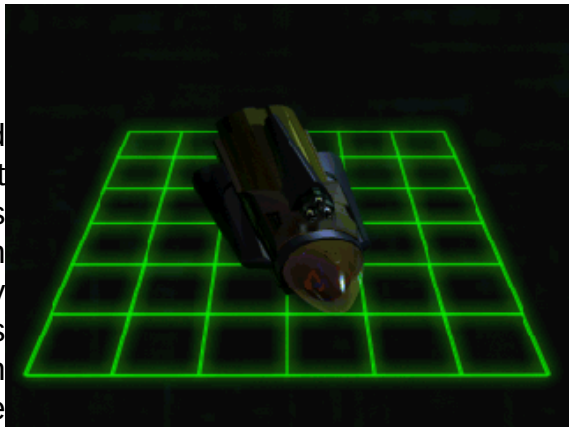
Starships D6 / GTM-14 Electromagnetic Pulse



GTM-14 Electromagnetic Pulse Advanced

he GTM-14 Electromagnetic Pulse Advanced warhead interferes with the electronics systems of vessels caught within its blast radius. This renders the affected ships unable to track targets, manage communications, or gain aspect missile lock. Tactically, the GTM-14 is a very effective anti-bomber weapon, as it also temporarily shuts down the guidance and propulsion systems of warheads in flight. This advanced version of the standard EM Pulse missile disrupts subsystems at a deeper circuitry level, resulting in a longer-lasting effect.

Model: GTM-14 Electromagnetic Pulse Advanced
Type: Missile
Scale: Starfighter
Skill: Starship Gunnery
Cost: 7,300
Fire Rate: 1
Fire Control: 2D
Space Range: 1-3/7/14
Atmosphere Range: 50-300/700/1375
Damage: 0D (see notes)
Game Notes: The EM Pulse causes the target to lose Sensors, Communications, Fire Control and Manueverability for D/6 combat rounds.

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