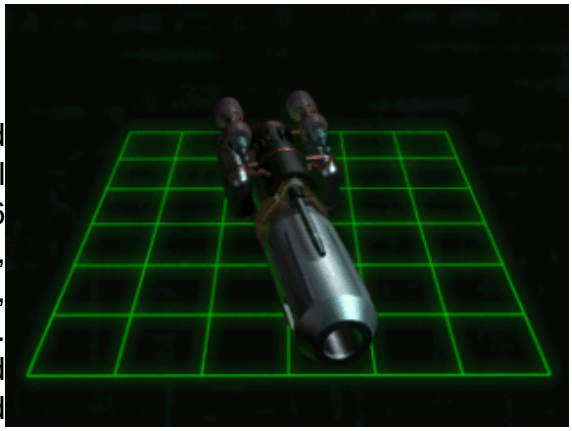
Starships D6 / GTW-66 Maxim



GTW-66 Maxim

Reconstruction efforts after the Great War inspired advancements in metallurgy and efficient conventional explosives. The two are elegantly combined in the GTW-66 Maxim. The Maxim is by definition an energy weapon, though it behaves like a high-velocity mass-driver cannon, accelerating uranium slugs along its smoothbore barrel. The Maxim has a difficult time penetrating energy-based shields, but it has a devastating effect on hull plating and subsystem armor.

Model: GTW-66 Maxim
Type: Laser Cannon
Scale: Starfighter
Skill: Starship Gunnery
Cost: 7,500
Fire Rate: 1
Fire Control: 2D
Space Range: 1-6/18/36
Atmosphere Range: 100-600/1800/3600
Damage: 7D
Game Notes: The Maxim has difficulty penetrating Energy Shielding, and does -2D against targets with Energy 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.