

## 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 NO<sub>2</sub> is injected into the container .05 ms prior to the emission of the laser light - the rotation of the NO<sub>2</sub> 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 NO<sub>2</sub> 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.