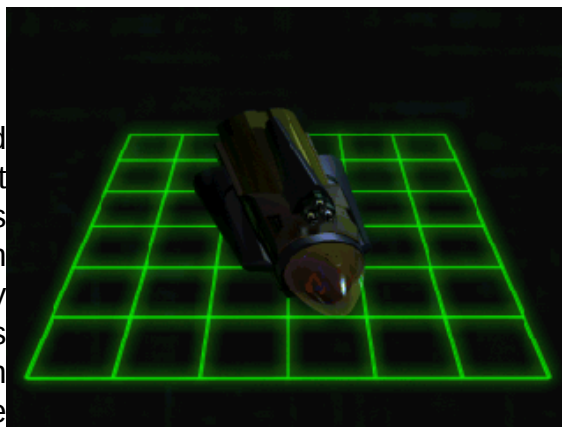


Starships D6 / GTM-14 Electromagnetic Pulse

GTM-14 Electromagnetic Pulse Advanced

The 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 Maneuverability for D/6 combat rounds.

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