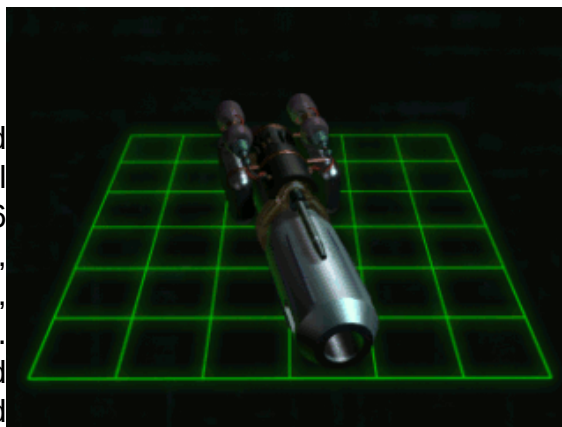


Starships D6 / GTW-66 Maxim

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.