Starships D6 / Incoherence Ray

Incoherence Ray

An innovative design from Dearborn Industries, the Firestorm is a new design that allows starfighters to disable larger ships with surgical precision.

Model: Dearborn Industries Firestorm
Type: Incoherence Ray
Scale: Starfighter
Skill: Starship Gunnery: Incoherence Ray
Ammo: Unlimited
Cost: 5,000
Fire Rate: 1
Fire Control: 3D
Space Range: 1-3/6/10
Atmosphere Range: 100-300/500/800
Damage: 3D
Game Notes: When hit, the target resists with ONLY shield dice. If the Ray's damage roll is at least 4 more than the resist roll, the specific system hit is disabled until repaired. If the damage roll is 10 more than the resist roll, either all of that type of system on the entire ship or all of the systems nearby are disabled (GM's choice).

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