



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).

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Paul Hattrem, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).