Starships D6 / T-33 Plasma Torpedoes



T-33 PLASMA TORPEDOES

The T-33 plasma torpedo was a projectile weapon designed to disable deflector shield systems and carried by the K-wing bomber. Sometimes known as "shieldbusters," "rotten eggs," or simply "eggs," the T-33 detonated at the shield perimeter and overloaded ray shields with a powerful cone of radiation. The radiation burst was described as "several times the output of a capital ship's ion cannon batteries," but this description has not been explicitly quantified.

Model: New Republic T-33 Plasma Torpedoes
Type: Shield negating projectile weapon
Scale: Capital
Skill: Capital ship gunnery
Cost:
-Plasma Torpedo Launcher (includes 8-torpedo rack): 3,000 credits
-Replacement Torpedoes: 1,100 credits
Availability: 2, X
Range:
-Space: 1/3/7
-Atmosphere: 50-100/300/700m
Damage: 8D
Game Notes:
The damage effects of a T-33 plasma torpedo only roll against a target ship's shields. The target does NOT get to roll their Hull dice to resist the damage. When damage is checked on the Starship Damage chart, it is considered ion weapon damage done to the shield systems alone. Note that if a target has no shields, then these torpedoes inflict no damage.

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