Starships D6 / Chiss Maser Weapons (Maser

CHISS MASER WEAPONS

The Chiss, being remote from the rest of Galactic civilization, developed their own variants on standard weaponry throughout the galaxy. Instead of turbolasers they created maser weaponry. Unlike various laser and turbolaser models that only burned with extreme heat and inflicted energy damage, maser weapons were a combination of both energy and accelerated particles. This gave them kinetic force that could be felt upon impact of the target, and could cause targets to be knocked down or moved while being attacked, if hit hard enough.

While the Chiss made wide use of maser cannons and various models of the megamaser, they would also later make use of Imperial weapons technology as it began to be integrated into their society and culture, slowly at first by the Empire of the Hand established by Thrawn, and later by the Chiss Ascendancy itself and their Chiss Expeditionary Defense Fleet and its component ships. Never the less, though the megamaser has a slower recharge time on its capacitors than the turbolaser and has somewhat shorter range, it still packed quite a punch and remained an important aspect of Chiss weapons technology and is still used in later dates as the Chiss became more widely known throughout the galaxy.

MODEL: Chiss Expansionary Defense Force capital ship maser weapons
TYPE: Energy/particle combination weapons
SCALE:
-Maser Cannons: Starfighter or Capital
-Megamasers: Capital
SKILL: Capital ship gunnery
COST:
-Light Maser Cannon: 1,800
-Maser Cannon: 3,000
-Heavy Maser Cannon: 4,000
-Maser Cannon (Capital): 9,500
-Light Megamaser: 10,500
-Megamaser: 13,000
-Heavy Megamaser: 16,000
AVAILABILITY:
-Maser Cannons (All): 3, R
-Megamasers (All): 3, X (R if agents of the Chiss Ascendancy or CEDF)
RANGE:
-Light Maser Cannon:
--Space: 1-5/10/20
--Atmosphere: 50-500/1/2km
-Maser Cannon:
--Space: 1-5/10/20
--Atmosphere: 50-500/1/2km
-Heavy Maser Cannon:
--Space: 1-5/15/30

--Atmosphere: 50-500/1/2km
-Maser Cannon (Capital):
--Space: 3-10/20/40
--Atmosphere: 6-2-/40/80km
-Light Megamaser:
--Space: 3-10/25/50
--Atmosphere: 6-20/50/100km
-Megamaser:
--Space: 3-10/30/60
--Atmosphere: 6-20/60/120km
-Heavy Megamaser:
--Space: 3-10/30/60
--Atmosphere: 6-20/60/120km
DAMAGE:
-Light Maser Cannon: 3D
-Maser Cannon: 5D
-Heavy Maser Cannon: 6D
-Maser Cannon (Capital): 6D
-Light Megamaser: 8D
-Megamaser: 10D
-Heavy Megamaser: 12D
RATE OF FIRE:
-Light Maser Cannon: 1
-Maser Cannon: 1
-Heavy Maser Cannon: 1
-Maser Cannon (Capital): 1/2
-Light Megamaser: 1/3
-Megamaser: 1/3
-Heavy Megamaser: 1/3
GAME NOTES:

When a maser weapon hits a target it may push them in the opposite direction, especially in combat with vehicles and starships in atmosphere or space. When a maser hits a target capital starship and rolls above Light Damage on the Damage Chart, the target is moved +1 Spaces (or 100 meters in atmosphere) per damage category rolled. The target can use a defensive action to make a piloting skill roll against Moderate Difficulty to negate this. This Difficulty is modified at +1 Difficulty Level for every extra Damage Category rolled on the chart past Heavy Damage. If the Starship is destroyed, then the remains are pushed 1D+2 Spaces, and the remains may collide with another target that was behind it (use the Collision Damage tables in the WEG Star Wars RPG Rulebook, or on the Gamemaster Screen).

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