Starships D6 / GTW-15 Avenger Cannon



GTW-15 Avenger Cannon

A rapid-fire, computer-controlled radar and gun system - capable of firing at a rate of more than 4500 rounds per minute - used primarily for close-defense situations - uses closed-loop radar technology to locate, identify, and direct a stream of highly destructive 45mm projectiles to the target.

With the advent of shield technology, the GTW-15 is preferred over the ML-16 in any ship that can carry it. It's extra damage against hulls make it one of the best anti cruiser weapons. It has also proven very effective against Vasudan fighters. However, it's substandard anti-shield capabilities make it a poor choice for dogfighting Shivans, although far better than the ML-16.

Model: GTW-15 Avenger Cannon
Type: Blaster Cannon
Scale: Starfighter
Skill: Starship Gunnery
Cost: 3000
Fire Rate: 1
Fire Control: 2D+1
Space Range: 1-4/6/10
Atmosphere Range: 100-400/600/1000
Damage: 5D
Game Notes: Although description has a high rate of fire, this is all figured into fire control and damage already.

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