

## Starships D6 / GTW-5 Prometheus

### GTW-5 Prometheus

Named after the Titan who gave fire to humanity, the Prometheus is a laser-based weapon - an advanced radar and X-ray tracking system lock on the target and determine the target's material structure - argon laser focused via transparent ceramic optics - the laser is generated at the destructive frequency (full out-of-phase) for the target's material structure - emitted no more than .02 ms after targeting and activation by



the pilot, the Prometheus stands as one of the GTA's most effective deterrents to enemy attack, an effective form of defense for GTA pilots, and as a durable, portable, and highly destructive offensive tool.

The Prometheus works best against target hulls. Against shields, it only achieves mediocre performance. It's slow speed and high energy consumption work against it as well. However, the primary advantage of the Prometheus is that it can be equipped on almost any fighter in the GTA.

Model: GTW-5 Prometheus

Type: Blaster Cannon

Scale: Starfighter

Skill: Starship Gunnery

Cost: 4,500

Fire Rate: 1

Fire Control: 2D

Space Range: 1-5/8/15

Atmosphere Range: 100-500/800/1500

Damage: 5D

Game Notes: Gains a bonus 1D damage if used against an unshielded target.

---

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

All text from Freespace 2, HTML and logos done by FreddyB

Images stolen from Freespace 2, copyright Volition.

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