# Starships D6 / GTW-7 Banshee



GTW-7 Banshee

An electromagnetic weapon - sends rapid pulses of exceptionally strong electromagnetic energy resulting in a 1.63 x 105 J blast that forces its way through any known shield technology and produces a dramatic shearing effect which quickly destroys the target ship's materials - named for the fact that in an atmosphere, the pulse creates an atmospheric disturbance similar to a quasi-human scream at 140 dB - uses up a tremendous amount of available ship energy - already, it is has been used by many GTA fighter aces and test pilots as a coup de grace, although such a use for this massively powerful offensive weapon is officially viewed as poor sportsmanship by the GTA.

The GTW-7's impressive anti-shielding capabilities make it the weapon of choice against the Shivans. The main limitation of this weapon is low weapons compatibility. It can only be fitted on a GTF Valkyrie or a GTF Hercules.

Model: GTW-7 Banshee
Type: Anti Shield Blaster
Scale: Starfighter
Skill: Starship Gunnery
Cost: 5,000
Fire Rate: 1
Fire Control: 1D+2
Space Range: 1-5/7/10
Atmosphere Range: 100-500/700/1000
Damage: 4D
Game Notes: When used against shielded targets, the Banshee gains a bonus 2D damage to penetrate the shields.

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