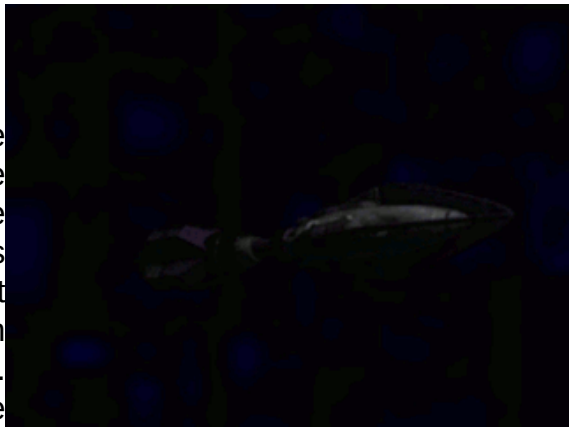
Starships D6 / GTM-11 EM Pulse



GTM-11 EM Pulse

Upon impact, the EM Pulse temporarily disables the electronics systems of the target ship. This renders the target ship unable to track targets, manage communications, or gain aspect missile lock. This has numerous tactical applications. For example, a direct hit with an EM Pulse missile will prevent bombers from launching aspect-seeking warheads for several seconds. Once the EMP field has worn off, they must also take the time to reacquire missile lock, granting you valuable time.

Model: GTM-11 EM Pulse
Type: Missile
Scale: Starfighter
Skill: Starship Gunnery
Cost: 6,500
Fire Rate: 1
Fire Control: 1D+2
Space Range: 1-3/7/13
Atmosphere Range: 50-300/700/1300
Damage: 0D (see notes)
Game Notes: The EM Pulse causes the target to lose Sensors, Communications, Fire Control and Manueverability for D/3 combat rounds.

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