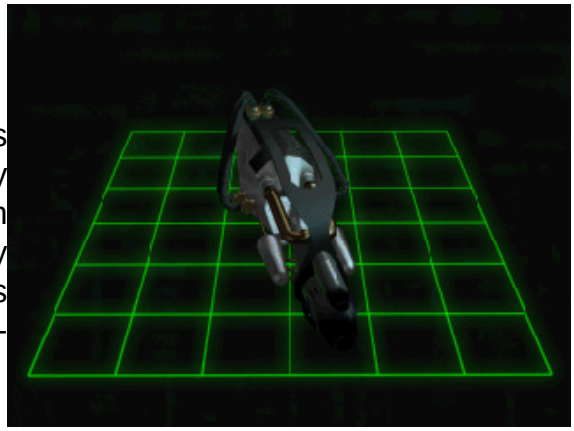
Starships D6 / GTW-19 Circe



GTW-19 Circe

Derived from advanced electromagnetic weaponry, such as the Banshee, the GTW-19 Circe disrupts shield systems by focusing a barrage of widely varying EM harmonics upon its target. This energy is completely ineffective against any kind of armor plating or insulated subsystem. For this reason, the Circe is most effective when paired with a hull-damaging partner, such as the Maxim or Prometheus.

Model: GTW-19 Circe
Type: Laser Cannon
Scale: Starfighter
Skill: Starship Gunnery
Cost: 3,500
Fire Rate: 1
Fire Control: 2D
Space Range: 1-5/8/13.5
Atmosphere Range: 100-500/800/1350
Damage: 0D
Game Notes: The Circe doesn't actually do any physical damage to a target, however, it makes a target more vulnerable by disrupting it's energy shielding and removing all protection. Each hit from a Circe drops the target shielding by 1D.

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.