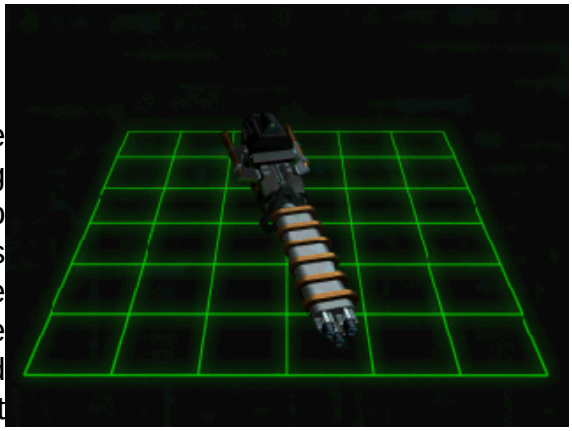
Starships D6 / GTW ML-70 Morning Star



GTW ML-70 Morning Star

The GTW ML-70 Morning Star improves upon the performance of the Flail gun, which was developed during the Great War. The original Flail was too expensive to mass produce, because of its limited usage/effectiveness profile. Recent advances in high-temperature optics enable the main focusing chamber of the Morning Star to produce a much more coherent beam, increasing its range and damage levels. This comes at the expense of somewhat higher energy requirements, however.

Model: GTW ML-70 Morning Star
Type: Kinetic Blaster
Scale: Starfighter
Skill: Starship Gunnery
Cost: 5,250
Fire Rate: 1
Fire Control: 2D
Space Range: 1-6/10/20
Atmosphere Range: 100-600/1000/2000
Damage: 1D
Game Notes: Although the Morning Star has a low damage, it has a high kinetic energy transfer, shaking the target vessel around and making it harder to control. While ineffective by itself, the Morning Star does lower a targets ability to avoid other weapon fire. In game terms, a target hit by a Morning Star has it's pilots skill dropped by 4D.

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