

Ionic Pulse Cannon

These basic starship weapons were designed by [Origin Defense Manufacturing](#) in YE 29

Emitters are mounted on the ship's hull which fire pulses which produce an immense electromagnetic pulse and ion bolt. These pulses can cause aetheric generators to overload, and confuse ZPE-based sensors. The Ionic pulse cannon is designed to cripple other vessels. Note that this weapon does not pierce shields over its own damage rating.

- **Primary Purpose:** Anti-starship
- **Secondary Purpose:** Anti-mecha/Anti-fighter
- **Damage:** Tier 10, Light Anti-Starship, heavy damage to electronics.
- Range: 3,000 miles
- Rate of Fire: Twice every 15 seconds.
- Payload Effectively unlimited, so long as the ship provides power.
- **Price:** 6,000 KS/unit

OOC Notes

Created by [kai](#). [Approval Thread](#).

Products & Items Database	
Product Categories	weapons: starship
Product Name	Ionic Pulse Cannon
Manufacturer	Origin Industries

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