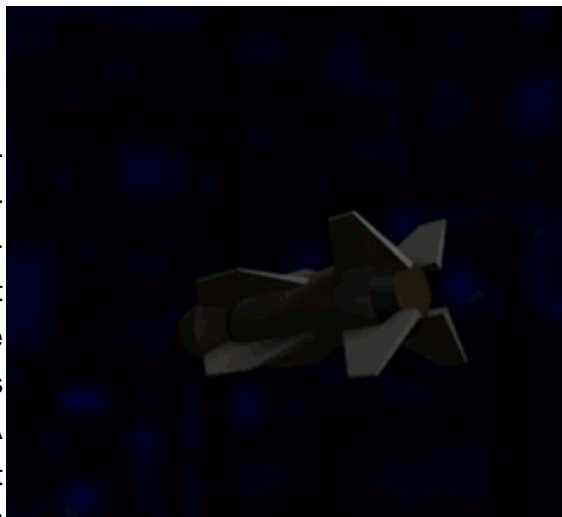


GTM MX-50

Suitable for all space battles - defensive and offensive - medium payload (16.5 Kt) - infrared tracking and semi-intelligent targeting - pilot chooses desired target, and the MX-50 tracks the chosen target based off the emission of heat from the - engine, the weapon bays, and the cockpit of the target ship - the MX-50 will always attack a target that is determined to be hostile by the onboard computer of any GTA combat vessel, thus ensuring a higher kill rate, should the pilot find himself in a heated battle situation where precise aiming might be difficult.



Early experiments with energy based defenses like the deflector array at Ross 128 have shown that this weapon is exceedingly weak against anything besides steel based targets.

Model: GTM MX-50

Type: Missile

Scale: Starfighter

Skill: Starship Gunnery

Cost: 1,500

Fire Rate: 1

Fire Control: 1D

Space Range: 1-6/9/15

Atmosphere Range: 100-600/900/1500

Damage: 6D

Game Notes: MX-50's are poor performers against shielded targets, and their damage is dropped by 1D against targets with shields.

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