



Starships D6 / RanCorp Diamond Tipped

RanCorp Diamond Tipped Warhead

These warheads are high yield warheads with the firepower apoxamitely of a concussion missile. The warheads are fast but have a limited range. The main feature that makes this warhead so special is the diamon encasing at the nose of the warhead. The armor strengthens the warhead's ability to resist attemptps to destory it. The reflective diamond tip severely limits the chance of laser fire destorying the missile before it hits it's target. These weapons though expensive can cause lots of damage becuase of their inability to be stopped.

Model: RanCorp BR-17 "Burrower" Diamond tipped missile

Type: Diamond tipped warhead

Scale: Starfighter

Skill: Missile Weapons

Length: 6 meters

Cost: 25,000 credits

Availability: 3, X

Body Strength: 3D (reflective: half damage from energy weapons)

Fire Control: 4D

Range: 1-3/12/25

Damage: 7D

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All text and stats by Dave Maloney, HTML and logos done by FreddyB

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