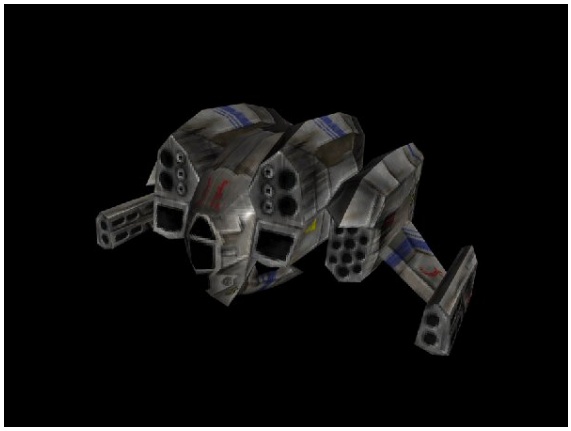
Starships D6 / Galactic Terran Alliance Myrm



Name: GTF Myrmidon
Type: Galactic Terran Alliance Myrmidon Class Fighter
Scale: Starfighter
Length: 16 Meters
Skill: Starfighter Piloting - Myrmidon
Crew: 1
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2
Consumables: 2 Days
Cargo Capacity: 170 Kg
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Yes
Space: 9
Atmosphere: 375;1050kmh
Maneuverability: 3D
Hull: 3D
Shields: 4D
Sensors:
- Passive: 35/1D
- Scan: 50/2D
- Search: 70/3D
- Focus: 3/3D+2

Weapons:
- 6 Laser Cannons (Fire Linked)
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 1-5/15/30
  - Atmosphere Range: 100-500/1.5/3km
  - Damage: 6D
- 2 Interceptor Missile Launchers (20 Missile Magazine)
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 1/3/7
  - Atmosphere Range: 50-100/300/700
  - Damage: 8D
- 1 Trebuchet Missile Launcher (24 Missiles Magazine)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 2/6/14
  - Atmosphere Range: 100-200/600/1400
  - Damage: 9D

Description: RNI Systems' GTF Myrmidon replaces the Ulysses as the Alliance's primary space

superiority fighter. The Myrmidon has received high marks for speed, maneuverability, armor, and loadout. An ultra-efficient hull configuration provides space for three secondary weapon systems, a first for Terran-Vasudan fighters. This versatility enables Myrmidon squadrons to fulfill a range of combat roles, from light assault to heavy reconnaissance. In the Deneb system, the 53rd Hammerheads of the GTD Aquitaine have demonstrated the effectiveness of the Myrmidon against NTF forces.

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