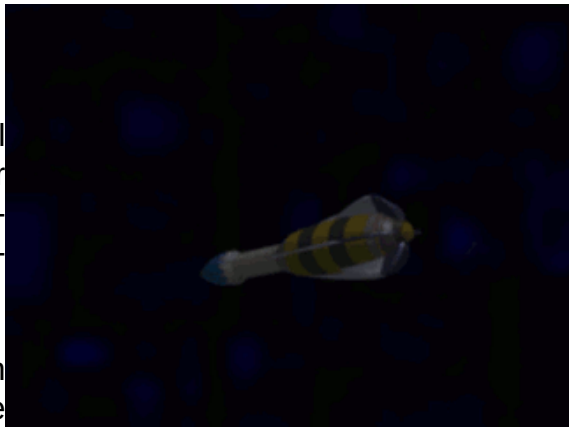
Starships D6 / GTM-4 Hornet



GTM-4 Hornet

Infrared and ultraviolet tracking - designed to fire in small groups of 4 missiles per burst - light medium payload per missile (12 Kt) - semi-intelligent on-board tracking - single-pass kill probability will not exceed 60% on average - designed as an offensive version of the Fury.

As a "swarm" based weapon, this missile can take out an unshielded fighter without any difficulty. It's four missile system almost guarantees one or two hits, and its speed is quite amazing. Twice as powerful against naked hulls.

Model: GTM-4 Hornet
Type: Missile
Scale: Starfighter
Skill: Starship Gunnery
Cost: 3,500
Fire Rate: 1
Fire Control: 2D
Space Range: 1-6/5/13
Atmosphere Range: 100-500/800/1300
Damage: 6D
Game Notes: Hornets fire 4 missiles with every launch, so with every attack the pilot gets to make four attack rolls, and if they hit, four damage rolls for a single action.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text from Freespace 2, HTML and logos done by FreddyB
Images stolen from Freespace 2, copyright Volition.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.