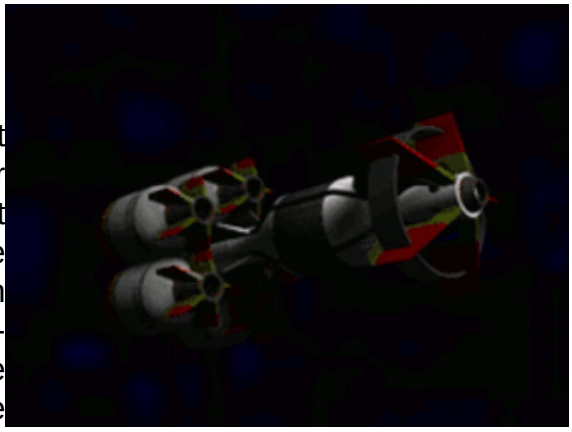
Starships D6 / GTM-1 Synaptic Bomb



GTM-1 Synaptic Bomb

Missile propulsion unit carrying several small intelligent "bomblets" - when distance to target is less than 100 m or when time to impact is less than 2 sec., bomblets direct missile to the most vulnerable part of the ship of those parts of the ship facing the missile - bomblets then separate from missile propulsion unit and form a sphere - inertia continues to carry bomblets in the direction of the target - the missile propulsion unit continues to advance toward the target - when the missile hits the target or 1.5 sec. after the missile should have hit the target, the bomblets explode - the spherical shape of the formation of the bomblets helps to ensure a fairly even level of damage across a sensitive area on the target - the spherical shape also ensures that the target will not be able to effectively maneuver away from the blast, thus "pinning" the target to a specific area in space - can also act as dumbfire - medium payload per bomblet (15 Kt) - very small payload for missile (2 Kt).

Nicknamed the "Earthshaker" by the bomber pilots who tested this, it is a bombers best defense against fighters. The Synaptic Bomb can do a lot of damage to a lot of ships at one time.

Model: GTM-1 Synaptic Bomb
Type: Missile
Scale: Starfighter
Skill: Starship Gunnery
Cost: 6,500
Fire Rate: 1
Fire Control: 1D
Space Range: 1-3/6/11
Atmosphere Range: 100-300/600/1100
Damage: 4D (see game notes)
Game Notes: Releases 5 bomblets which each do the above damage.

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