Starships D6 / GTM-N1 Harbinger Bomb



GTM-N1 Harbinger Bomb

Fusion bomb surrounded by 3 salted fission bombs - propulsion unit is a half-size version of a regulation GTA fighter thruster (Class II) - given the weight of the payloads, the missile is slow despite the power of the thruster - as the Harbinger is exceptionally large, GTA bombers are limited to carrying 6 of these weapons at any given time - the resultant shock wave from this weapon is potentially deadly, due to the size of the payloads (5000 Mt in total) - use near allied installations or allied ship groupings is strongly discouraged by the GTA - most effective when used in preemptive defensive strike against non-military installations.

Model: GTM-N1 Harbinger Bomb
Type: Missile
Scale: Capital
Skill: Starship Gunnery
Cost: 15,000
Fire Rate: 1/3
Fire Control: 0D
Space Range: 1-6/7/15
Atmosphere Range: 100-600/700/1500
Damage: 8D
Game Notes: Harbingers have a blast radius of 250m, any vessels within that range also take damage from the weapon blast unless they can dodge out of the blast area.

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.