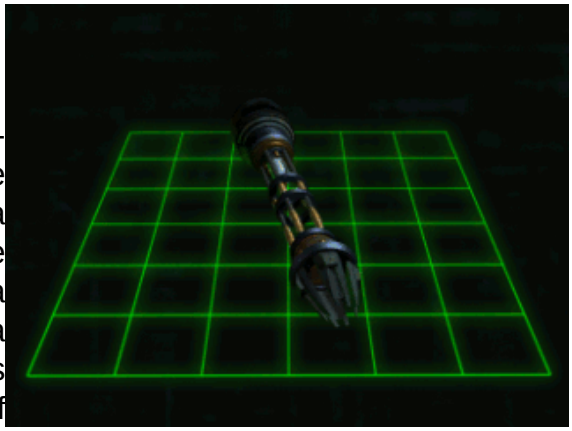
Starships D6 / GTI TAG-A Missile



GTI TAG-A Missile

The TAG-A missile was conceived during the GTVI's top-secret stealth technology research projects. The missile was manufactured and swiftly pressed into service as a means of counteracting the sensor-disrupting effects of the recently discovered Knossos nebula. Upon impact with a hard surface, the TAG missile adheres and activates a small, short-lived electronic beacon. This beacon is powered by a small fuel cell with a usable lifetime of several seconds. During this time, it broadcasts location and targeting information to all friendly ships within range.

Model: GTI TAG-A Missile
Type: Missile
Scale: Starfighter
Skill: Starship Gunnery
Cost: 3,500
Fire Rate: 1
Fire Control: 0D
Space Range: 1-5/10/20
Atmosphere Range: 100-500/1000/2000
Damage: 0D
Game Notes: The TAG-A Missile does no damage on its own, but when it hits, it adheres to a target and broadcasts a targeting signal. This allows vessels which know this signal (usually capital ships allied to the firing vessel) to target their weapons with additional accuracy. In use it adds 3D to the Fire Control of allied vessels.

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.