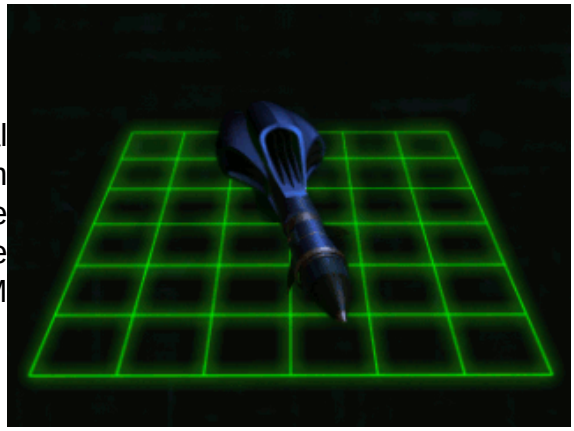
Starships D6 / GTM-43a Stiletto II



GTM-43a Stiletto II

The GTM-43a Stiletto II improves upon the original Stiletto's design with higher acceleration and maximum velocity, better guidance system, and greater range. The Stiletto II, like its predecessor, is designed to incapacitate the subsystems of capital ships, homing in on the EM signature of the currently targeted subsystem.

Model: GTM-43a Stiletto II
Type: Missile
Scale: Starfighter
Skill: Starship Gunnery
Cost: 5,200
Fire Rate: 1
Fire Control: 1D+2
Space Range: 1-12/24/55
Atmosphere Range: 100-1200/2400/5500
Damage: 9D
Game Notes: When used to attach individual systems on a capital ship (for example to disable its engines), the Stiletto gains 4D damage.

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