



# Starships D6 / AIM-9P Sidewinder

## AIM-9P Sidewinder

Model: Mestic Munitions AIM-9P Sidewinder

Type: Air-to-air heat seeking missile

Scale: Speeder

Cost: 1,800 credits

Fire Control: 3D (seeker: rear-aspect infrared)

Range: 100-900/7/16 km

Damage: 5D

Game Notes: Missile will not track a target when fired in a head-to-head engagement. In this case, reduce Fire Control to 0D.

The Sidewinder is a battle-proven, close-range missile that has been in production for more than thirty years. The AIM-9P is the best of the second-generation Sidewinders, but is outdated compared with the -9M and the -9R. The AIM-9P can only acquire its target from rear hemisphere, where it has an unobstructed view of the target's engines. Still, under good launch conditions, the -9P is a capable weapon.

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