



# Starships D6 / AIM-120 AMRAAM

## AIM-120 AMRAAM

Model: Mestic Munitions AIM-120 AMRAAM

Type: Air-to-air radar seeking missile

Scale: Speeder

Cost: 2,500 credits

Fire Control: 3D+1 (seeker: active radar)

Range: 1-3/15/40 km

Damage: 5D+2

The AMRAAM (Advanced Medium-Range Air-to-Air Missile) was designed to replace the disappointing AIM-7 Sparrow. It is guided by an active pulse-doppler radar and propelled by a high-speed, reduced smoke rocket. The AMRAAM can acquire its targets beyond visual range (BVR) and be launched at any aspect angle and speed.

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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