



Starships D6 / Arakyd CM-650 HellFire I

Hellfire Incindiary Missiles

Arakyd's less popular missile for planetary bombing missions. Usually carried aboard Imperial Scimitar assault bombers to be dropped in mass quantities at a time. The missiles will drop down in free-fall for 2-3 seconds while it's guidance system afixes on the designated target and then fires it's powerful thruster.

The warhead actually will imbed itself in the ground partly before detonating. This way if it is dropped on a bunker it will try to get through into the interior of the bunker for maximum effect. The missiles blast is unparalleled in sheer force in terms of surface missiles. They disintegrate everything in their blast radius with an overwhelming blast of heat.

Model: Arakyd CM-650 HellFire Incindiary Missile

Type: Air-to-surface Incindiary warhead

Scale: Walker

Cost: 5,900 credits

Fire Control: 3D

Range: 340/1.2/2.4 km

Blast Radius: 45 meters

Damage: 4D (penetration); 7D(warhead)

Game Notes: Can be used in replacement of standard Concussion misiles.

For every concussion missile the craft can carry it can carry
3 Hellfires.

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