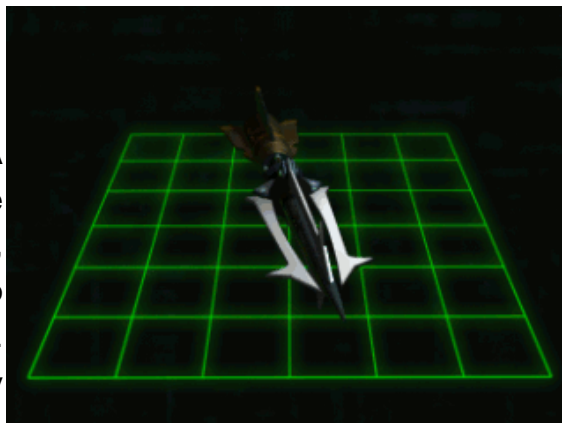


GTI TAG-B Missile

The TAG-B is an enhanced version of the standard TAG-A missile, also developed by GTVI laboratories. With a more shock-resistant substructure around its electronics package, the TAG-B is packed with ultra-sophisticated equipment to provide more useful targeting information to friendly forces. Massive retrofitting of GTVA ship turrets is underway to fully utilize this improved targeting technology.



Model: GTI TAG-B Missile

Type: Missile

Scale: Starfighter

Skill: Starship Gunnery

Cost: 4,250

Fire Rate: 1

Fire Control: 2D

Space Range: 1-4/8/16.25

Atmosphere Range: 100-400/800/1625

Damage: 0D

Game Notes: The TAG-B 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

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