



Vehicles D6 / Raytheon Bifors AIM-200A

Model: Raytheon Bifors AIM-200A AMRAAM 2 I/ALH-guided medium-range air-to-air missiles

Type: Guided medium-range air-to-air missiles

Skill: Aircraft Gunnery/Mecha Gunnery; OR use Starship Gunnery

Scale: Starfighter MRMs (medium range missiles)

Cost:

-per missile: 3,000 U.N. Spacy credits

-missile rack (carries 3 missiles per hardpoint): 2,000 credits

Fire Control: 2D (If attached fixed); 1D (if attached as a "turret" or handheld by mecha)

Space Range: 1/3/15; max range of 40

Atmosphere Range: 100/300/1.5km, max range of 4km

Damage: 4D

Rate of Fire: Single round per attack; OR volley fire.

Game Notes: The AIM-200A AMRAAM 2 missiles are a further advanced version of the older AIM-120 AMRAAM model. They utilize the OverTechnology discovered within the remains of the SDF-1 Macross, which eventually led to advancements in all of humanity's technological achievements, as well as leading to others thought beyond the human race's grasp. This version of the AMRAAM missile can engage anything between Speeder, Walker and Starfighter scales equally without any penalty, and does damage with an advanced Starfighter scale warhead, both qualities made possible through the advent of OverTechnology.

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

All text and stats by Hellstormer, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).