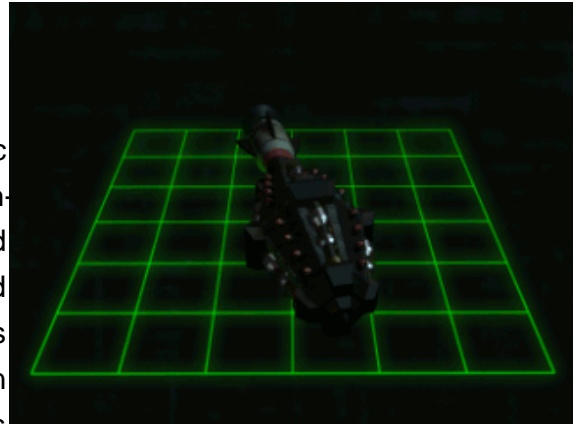


GTM-10 Piranha

A third-generation version of the old Synaptic and Havoc missiles, the GTM-10 Piranha provides bombers with a high-explosive anti-fighter screen. The Piranha is detonated remotely by pressing the Secondary weapon trigger a second time. This releases over a dozen small, heat-seeking missiles that attack any enemy vessel within range. This function makes the missile effective against incoming wings of fighters in close formation. The Piranha is now the standard issue defensive weapon for bombers attacking targets protected by close fighter cover.



Model: GTM-10 Piranha

Type: Missile

Scale: Starfighter

Skill: Starship Gunnery

Cost: 7,800

Fire Rate: 1

Fire Control: 1D+2

Space Range: 1-3/6/10.5

Atmosphere Range: 100-300/600/1050

Damage: 5D (see game notes)

Game Notes: Releases 4 bomblets which each do the above damage.

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

All text from Freespace 2, HTML and logos done by FreddyB

Images stolen from Freespace 2, copyright Volition.

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