# Starships D6 / AIM-9P Sidewinder

AIM-9P Sidewinder

Model: Mestic Munitions AIM-9P Sidewinder
Type: Air-to-air heat seeking missile
Scale: Speeder
Cost: 1,800 credits
Fire Control: 3D (seeker: rear-aspect infrared)
Range: 100-900/7/16 km
Damage: 5D
Game Notes: Missile will not track a target when fired in a head-to-head engagement. In this case, reduce Fire Control to 0D.

The Sidewinder is a battle-proven, close-range missile that has been in production for more than thirty years. The AIM-9P is the best of the second-generation Sidewinders, but is outdated compared with the -9M and the -9R. The AIM-9P can only acquire its target from rear hemisphere, where it has an unobstructed view of the target's engines. Still, under good launch conditions, the -9P is a capable weapon.

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