Starships D6 / AGM-88A HARM

AGM-88A HARM

Model: Mestic Munitions AGM-88A HARM
Type: Air-to-surface passive radar seeking missile
Scale: Speeder
Cost: 3,100 credits
Fire Control: 3D+2 (seeker: passive radar)
Range: 1-3/22/48 km
Blast Radius: 25 meters
Damage: 5D+2
Game Notes: If no active radar/sensor emissions are present (either active or passive) reduce Fire Control to 0D.

The AGM-88A HARM (High Speed Anti-Radiation Missile) is an upgrade of the Shrike. The HARM was developed with a much higher speed and range so it could hit a radar source without warning. It also has a better target acquisition system that is effective against both CW and pulse-dopppler radar. Both the enemy SA-8 Gecko and the allied Roland SAM systems use pulse-doppler radar.

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