



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-doppler radar. Both the enemy SA-8 Gecko and the allied Roland SAM systems use pulse-doppler radar.

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

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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