Starships D6 / RanCorp Diamond Tipped War

RanCorp Diamond Tipped Warhead

These warheads are high yield warheads with the firepower apoxamitely of a concussion missile. The warheads are fast but have a limited range. The main feature that makes this warhead so special is the diamon encasing at the nose of the warhead. The armor strengthens the warhead's ability to resist attemtps to destory it. The reflective diamond tip severely limits the chance of laser fire destorying the missile before it hits it's target. These weapons though expensive can cause lots of damage becuase of their inability to be stopped.

Model: RanCorp BR-17 "Burrower" Diamond tiped missile
Type: Diamond tipped warhead
Scale: Starfighter
Skill: Missile Weapons
Length: 6 meters
Cost: 25,000 credits
Availability: 3, X
Body Strength: 3D (reflective: half damage from energy weapons)
Fire Control: 4D
Range: 1-3/12/25
Damage: 7D

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