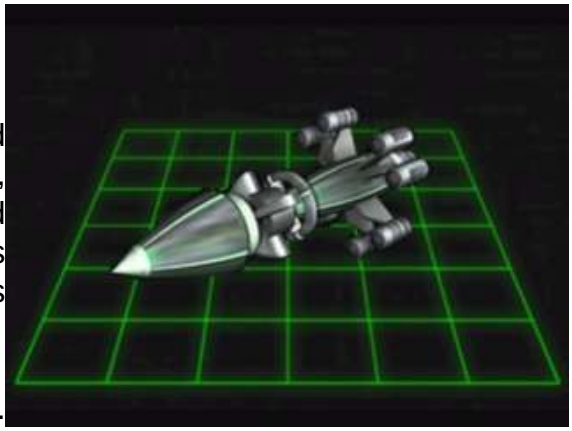
Starships D6 / GTM-9 Interceptor



GTM-9 Interceptor

All-aspect seeking - laser tracking senses energy reflected off a target from the primary weapon systems of the target, increasing single-pass kill probability - medium payload (18.5 Kt) - missile is designed to pierce reinforced hull, thus securing itself to the target, prior to detonating (15 ms delay).

This is the standard issue fighter-killer in the GTA. Designed to take out fighters with minimum hassle, a simple lock is all that is needed to grab the enemies attention. Short lock time, good speed, and decent payload makes this the best missile to use against all but the strongest ships. It's effectiveness against large targets, however, is less than a typical laser run, making this primarily a ship to ship missile.

Model: GTM-9 Interceptor
Type: Missile
Scale: Starfighter
Skill: Starship Gunnery
Cost: 2,500
Fire Rate: 1
Fire Control: 1D+2
Space Range: 1-5/8/13
Atmosphere Range: 100-500/800/1300
Damage: 7D
Game Notes:

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