Starships D6 / GTM-3 Tsunami Bomb



GTM-3 Tsunami Bomb

Intelligent tracking similar to GTA targeting system - prior to launch, communicates with ship computer, gathering data about enemy target types and whereabouts - slow, low maneuverability - antimatter warhead (500 tonne3 mass-to-energy conversion) - due to instability of antimatter, no more than 10 may be carried on board a GTA bomber at any given time, unless pilot is granted a special permit by an appropriate governing body.

The Tsunami has now become the standard Terran bomb used to take out large targets. It's short life requires that you get within 1500 meters of the target before sending it off, and since it needs a lock to be fired, it takes a brave pilot to fly straight enough for long enough to let one of these fly. A few Tsunami's will take out almost any ship, barring a destroyer. The antimatter warhead also washes over shields a little, so as long as it isn't too close to the center of the blast, a fighter or bomber has a good chance of surviving detonation.

Model: GTM-3 Tsunami Bomb
Type: Missile
Scale: Capital
Skill: Starship Gunnery
Cost: 12,500
Fire Rate: 1/2
Fire Control: 0D
Space Range: 1-6/8/15
Atmosphere Range: 100-600/800/1500
Damage: 6D
Game Notes: MX-50's are poor performers against shielded targets, and their damage is dropped by 1D against targets with shields.

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