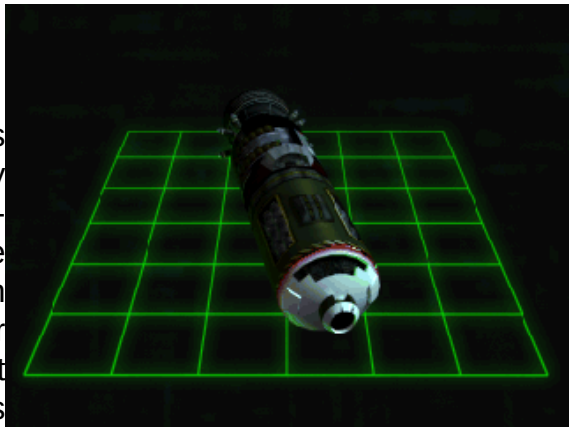
Starships D6 / GTM-12 Cyclops



GTM-12 Cyclops

The GTM-12 Cyclops has been in service for over 15 years in the GTVA arsenal. It is the standard ultra-high-delivery Secondary weapon loadout, utilizing the latest in aspect-seeking guidance technologies. The Cyclops has the distinction of being the most consistently upgraded weapon in the fleet. Although its development began shortly after the Great War ended, its excellent performance has kept it firmly entrenched in the role of main assault weapon. Its payload is approximately fifty percent greater than that of the older Tsunami warhead.

Model: GTM-12 Cyclops
Type: Missile
Scale: Capital
Skill: Starship Gunnery
Cost: 17,500
Fire Rate: 1/5
Fire Control: -2D
Space Range: 1-8/15/24
Atmosphere Range: 100-800/1500/2375
Damage: 10D
Game Notes: The Cyclops has a blast radius of 200m, any vessels within that range also take damage from the weapon blast unless they can dodge out of the blast area.

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