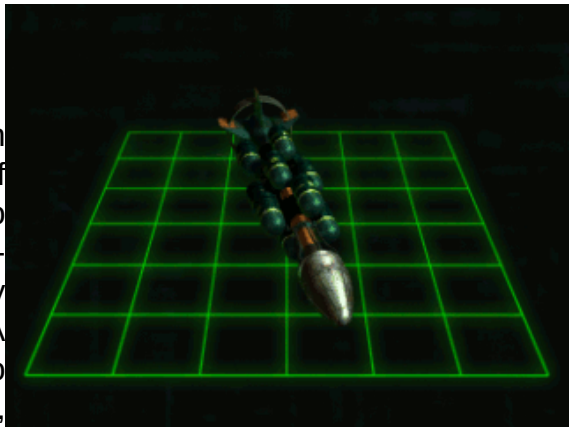
Starships D6 / GTM-11 Infyrno



GTM-11 Infyrno

The GTM-11 Infyrno is an area-effect bomber suppression weapon, often employed to knock out incoming waves of slow-moving bombers. Upon detonation, the Infyrno releases multiple submunitions that contain ultra-high-explosive charges. The Infyrno is detonated remotely by pressing the Secondary weapon trigger a second time. A HUD indicator displays the distance from the warhead to the firing ship. If the pilot triggers the detonation too early, he risks being caught in the Infyrno's extensive blast radius.

Model: GTM-11 Infyrno
Type: Missile
Scale: Starfighter
Skill: Starship Gunnery
Cost: 8,500
Fire Rate: 1
Fire Control: 1D+2
Space Range: 1-2/4/8
Atmosphere Range: 100-200/400/840
Damage: 3D (see game notes)
Game Notes: Releases 12 bomblets which each do the above damage

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