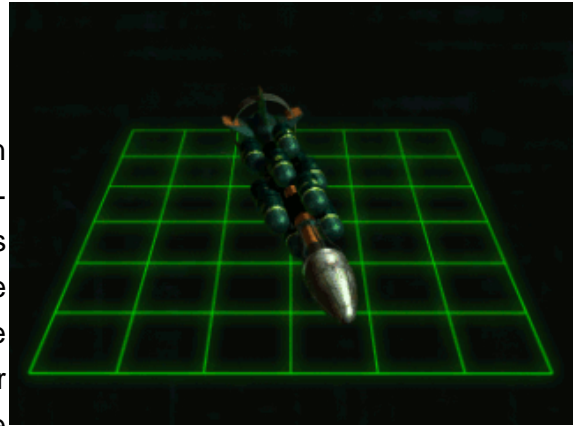


GTM-11 Infyrno

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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