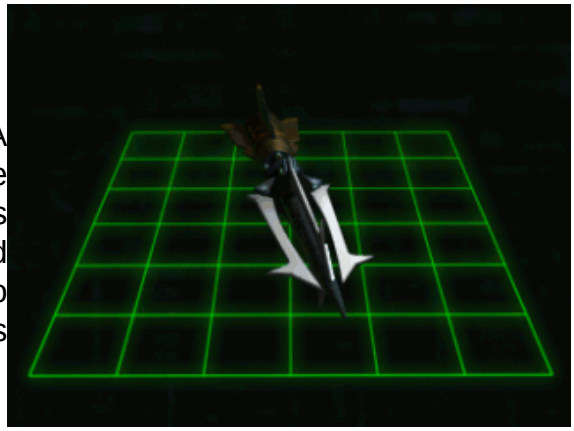
Starships D6 / GTI TAG-B Missile



GTI TAG-B Missile

The TAG-B is an enhanced version of the standard TAG-A missile, also developed by GTVI laboratories. With a more shock-resistant substructure around its electronics package, the TAG-B is packed with ultra-sophisticated equipment to provide more useful targeting information to friendly forces. Massive retrofitting of GTVA ship turrets is underway to fully utilize this improved targeting technology.

Model: GTI TAG-B Missile
Type: Missile
Scale: Starfighter
Skill: Starship Gunnery
Cost: 4,250
Fire Rate: 1
Fire Control: 2D
Space Range: 1-4/8/16.25
Atmosphere Range: 100-400/800/1625
Damage: 0D
Game Notes: The TAG-B Missile does no damage on its own, but when it hits, it adheres to a target and broadcasts a targeting signal. This allows vessels which know this signal (usually capital ships allied to the firing vessel) to target their weapons with additional accuracy. In use it adds 3D to the Fire Control of allied vessels.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text from Freespace 2, HTML and logos done by FreddyB
Images stolen from Freespace 2, copyright Volition.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.