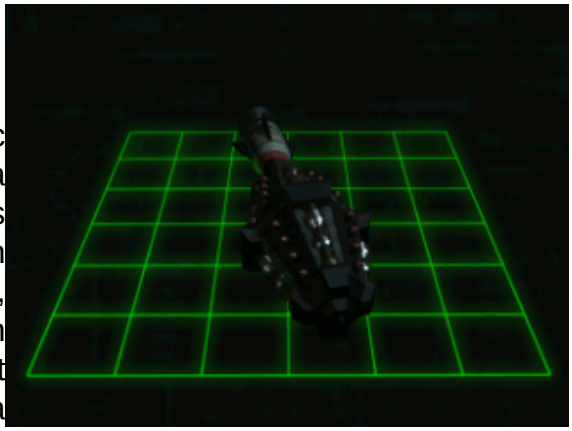
Starships D6 / GTM-10 Piranha



GTM-10 Piranha

A third-generation version of the old Synaptic and Havoc missiles, the GTM-10 Piranha provides bombers with a high-explosive anti-fighter screen. The Piranha is detonated remotely by pressing the Secondary weapon trigger a second time. This releases over a dozen small, heat-seeking missiles that attack any enemy vessel within range. This function makes the missile effective against incoming wings of fighters in close formation. The Piranha is now the standard issue defensive weapon for bombers attacking targets protected by close fighter cover.

Model: GTM-10 Piranha
Type: Missile
Scale: Starfighter
Skill: Starship Gunnery
Cost: 7,800
Fire Rate: 1
Fire Control: 1D+2
Space Range: 1-3/6/10.5
Atmosphere Range: 100-300/600/1050
Damage: 5D (see game notes)
Game Notes: Releases 4 bomblets which each do the above damage.

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