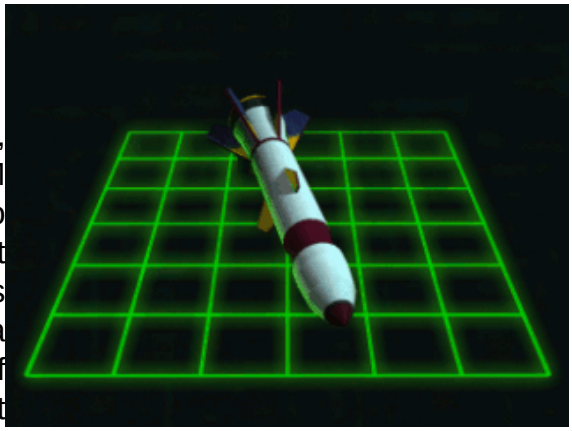
Starships D6 / GTM MX-6 Tempest



GTM MX-6 Tempest

The GTM MX-6 Tempest improves upon its predecessor, the Fury missile. Faster and more deadly than the GTM Fury, the Tempest is also smaller, enabling flight crews to load more into each Secondary weapon bay. The Tempest is a dumb fire missile, moving in a straight line from its point of release. The missile detonates when it strikes a solid object or when it reaches its effective range of approximately 600 meters. Tempests are best used at close range. With a velocity of 360 m/s, nothing outruns a Tempest.

Model: GTM MX-6 Tempest
Type: Missile
Scale: Starfighter
Skill: Starship Gunnery
Cost: 2,250
Fire Rate: 1
Fire Control: 0D
Space Range: 1-2/4/6.5
Atmosphere Range: 100-200/400/650
Damage: 9D
Game Notes:

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