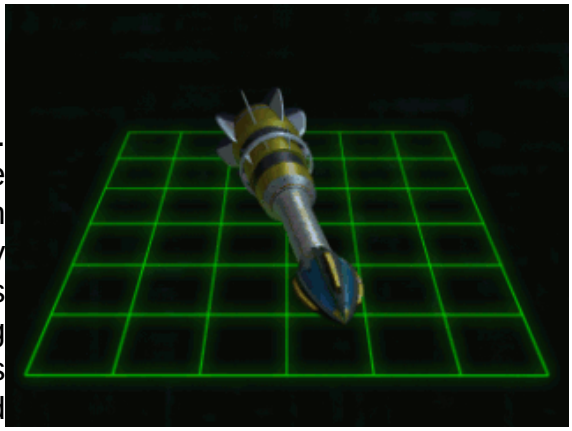
Starships D6 / GTM-4a Tornado



GTM-4a Tornado

The GTM-4a Tornado is an upgrade to the Hornet missile. With improved fire control systems and guidance computers, the Tornado can be fired more rapidly and with greater accuracy than the Hornet. Though physically smaller than its predecessor, the Tornado launcher fires more rockets per volley, delivering a more devastating punch. Be advised that a Tornado missile will fail to arm its payload properly if aspect lock has not been achieved before firing.

Model: GTM-4a Tornado
Type: Missile
Scale: Starfighter
Skill: Starship Gunnery
Cost: 4,500
Fire Rate: 1
Fire Control: 2D+1
Space Range: 1-4/8/16
Atmosphere Range: 100-400/800/1600
Damage: 7D
Game Notes: Hornets fire 4 missiles with every launch, so with every attack the pilot gets to make four attack rolls, and if they hit, four damage rolls for a single action.

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