

Starships D6 / Galactic Terran Alliance Myrm

Name: GTF Myrmidon
Type: Galactic Terran Alliance Myrmidon Class Fighter
Scale: Starfighter
Length: 16 Meters
Skill: Starfighter Piloting - Myrmidon
Crew: 1
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2
Consumables: 2 Days
Cargo Capacity: 170 Kg
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Yes
Space: 9
Atmosphere: 375;1050kmh
Maneuverability: 3D
Hull: 3D
Shields: 4D
Sensors:
 Passive: 35/1D
 Scan: 50/2D
 Search: 70/3D
 Focus: 3/3D+2



Weapons:
 6 Laser Cannons (Fire Linked)
 Fire Arc: Front
 Fire Control: 3D
 Space: 1-5/15/30
 Atmosphere Range: 100-500/1.5/3km
 Damage: 6D
 2 Interceptor Missile Launchers (20 Missile Magazine)
 Fire Arc: Front
 Fire Control: 3D
 Space: 1/3/7
 Atmosphere Range: 50-100/300/700
 Damage: 8D
 1 Trebuchet Missile Launcher (24 Missiles Magazine)
 Fire Arc: Front
 Fire Control: 2D
 Space: 2/6/14
 Atmosphere Range: 100-200/600/1400
 Damage: 9D

Description: RNI Systems' GTF Myrmidon replaces the Ulysses as the Alliance's primary space

superiority fighter. The Myrmidon has received high marks for speed, maneuverability, armor, and loadout. An ultra-efficient hull configuration provides space for three secondary weapon systems, a first for Terran-Vasudan fighters. This versatility enables Myrmidon squadrons to fulfill a range of combat roles, from light assault to heavy reconnaissance. In the Deneb system, the 53rd Hammerheads of the GTD Aquitaine have demonstrated the effectiveness of the Myrmidon against NTF forces.

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