

Starships D6 / GTM-N1 Harbinger Bomb

GTM-N1 Harbinger Bomb

Fusion bomb surrounded by 3 salted fission bombs - propulsion unit is a half-size version of a regulation GTA fighter thruster (Class II) - given the weight of the payloads, the missile is slow despite the power of the thruster - as the Harbinger is exceptionally large, GTA bombers are limited to carrying 6 of these weapons at any given time - the resultant shock wave from this weapon is potentially deadly, due to the size of the payloads (5000 Mt in total) -

use near allied installations or allied ship groupings is strongly discouraged by the GTA - most effective when used in preemptive defensive strike against non-military installations.



Model: GTM-N1 Harbinger Bomb

Type: Missile

Scale: Capital

Skill: Starship Gunnery

Cost: 15,000

Fire Rate: 1/3

Fire Control: 0D

Space Range: 1-6/7/15

Atmosphere Range: 100-600/700/1500

Damage: 8D

Game Notes: Harbingers have a blast radius of 250m, any vessels within that range also take damage from the weapon blast unless they can dodge out of the blast area.