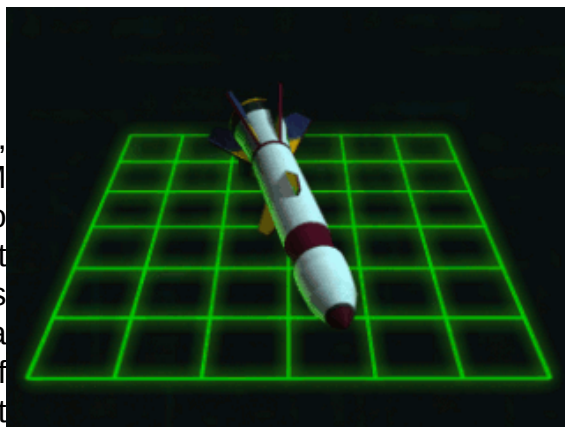


Starships D6 / GTM MX-6 Tempest

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:

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text from Freespace 2, HTML and logos done by FreddyB

Images stolen from Freespace 2, copyright Volition.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).