## Vehicles D6 / Galactech "Frenzy" Missile

Craft: Frenzy Missile Crawler

Type: Galactech "Frenzy" Missile Crawler

Scale: Walker Length: 9m

Skill: Ground Vehicle Operation: Frenzy Missile Crawler

Crew: 1+1 Gunners

Passengers: 0

Cargo Capacity: 40kg

Cover: Full

Altitude Range: Ground level Cost: 15,000 new; 5000 used

Maneuverability: 0D Move: 20; 50kmh Body Strength: 2D

Weapons:

12 \* Concussion Missiles

Fire Arc: Front Scale: Walker

Skill: Missile Weapons

Fire Control: 3D

Range: 100-500/2.5/5km

Damage: 7D



Description: With the success of the Fury tank, Galactech introduced the Frenzy Missile Crawler as an accompanying support vehicle. Not intended for direct combat, the Frenzy is even lighter armored, has no secondary weapons, and its missile tubes are not mounted in a rotating turret. However, with its ability to deliver 12 concussion missiles is powerful a group of Frenzy's can in quick order reduce enemy formations or fortifications to so much charred and churned soil. Ammo costs can be severe, and 12 missiles can quickly run out, creating logistical problems for any army using Frenzies in an extended campaign.

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