

# RPGGamer.org Vehicles D20 / Cruise Missile Battery

## Cruise Missile Battery

In modern ground warfare heavy weapons and vehicles have replaced the need for vast amounts of ground troops. Pinpoint orbital bombardments, airspeeder and starfighter strikes and artillery bombardment do most of the damage during many ground operations. Even when two opposing armies meet on the field of battle, massive battle tanks and combat speeders do most of the work while the infantry is used as cannon fodder and for clean up.

KTD decided that the next logical step in ground warfare at this point was some sort of long range weapon that could navigate and find its way to any target under any situation and deal a massive amount of damage. The answer was the cruise missile.

KTD designed their TCM-class cruise missile off of a highly modified courier droid body. They replaced most of the droid's systems with military-grade guidance systems and a small thermo-nuclear warhead. The only problem with this was the means by which they would be launched and carried into a combat zone.

A fixed missile firing position would only be useful for so long until the enemy is destroyed, the relocate or the emplacement is destroyed. The only real answer was to design a mobile launching system.

The resulting TCM-LS design was a massively large treaded vehicle with a large rotating missile battery on the top rear. The missile launcher is a large rectangular box with all of the missiles safely stored inside of it. The launcher can rotate in any direction and can fire any combination of missiles at any single target simultaneously. The gunnery crew is in a sealed compartment directly behind the main cockpit.

The final design for a mobile cruise missile launcher was exceedingly expensive. The PDF only contracted ten of the units to be constructed and each were deployed only to the top priority commands in the sector.

Craft: Kashan Technological Development's TCM-LS

Class: Speeder [Walker]

Size: Colossal (26.87 m long)

Passangers: 0

Cargo Capacity: 2 tons

Speed: 30 m

Max Velocity: 90 km/h

Cost: 131,300 (new)

Crew: 2 (Skilled +4)

Initiative: -4 (-8 size, +4 crew)

Maneuver: -4 (-8 size, +4 crew)

Defense: 12\* (-8 size, +10 armor)

Shield Points: 0

Hull Points: 100 (DR 10)

\*Provides full cover to crew.

Weapons:

Cruise Missile Launcher

Fire Arc: Turret (turns one arc per round)

Attack Bonus: -2 (-8 size, +2 crew, +4 fire control)

Damage: 3d10x5

Range Increments: 25 km (30 m)

Notes: Missiles in transit can be shot down by laser weapons

(Defense: 26). Missiles remain in the air one round for every 20 kilometers it crosses. Missiles launched at different targets cannot be fired in the same round.

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

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