

Craft: Fractal Missile Speeder

Type: Galactech "Fractal" Missile Speeder

Scale: Walker

Length: 12m

Skill: Repulsorlift Operation: Fractal Missile Speeder

Crew: 1+1 Gunners

Passengers: 0

Cargo Capacity: 40kg

Cover: Full

Altitude Range: Ground level - 100m

Cost: 60,000 new; 30,000 used

Maneuverability: 4D

Move: 275; 800kmh

Body Strength:3D

Weapons:

16 \* Concussion Missiles

Fire Arc: Turret

Scale: Walker

Skill: Missile Weapons

Fire Control: 3D

Range: 100-500/2.5/5km

Damage: 7D



Description: Responding to complaints about the lack of speed, maneuverability and armor of the Frenzy, GalacTech designed an entirely new chassis upon which to mount the highly effective missiles, changing to a repulsorcraft rather than crawler design. The Fractal holds 4 more missiles than the Frenzy, and mounts them in a turret. Most changed however is that the Fractal has an exceptionally maneuverable and fast chassis, such that Fractal drivers have been known to race there walker scale vehicles against there speeder driving compatriots. And sometimes win. The increased speed and maneuverably means Fractals can dash to the front, unleash there missiles while evading fire, then fly back to the rear lines to reload in quick order. With the high powered engines Galactech was even able to give the Fractal heavier armor.

The cost of these improvements however was in credits, and the Fractal was priced out of the Frenzy buying market. It is sometimes found in the armies of rich worlds or mercenaries, but not as common as the Frenzy.

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