

Cruise Missile

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.

Model: Kashan Technological Development TCM I Cruise Missile

Type: Multi-purpose high-yield guided missile

Scale: Capital

Length: 6.77 meters Cost: 15,560 credits Availability: 4, X Body Strength: 1D

Fire Control: 4D

Range: 1-25/100/250 km

Blast Radius: 30/20/10 meters

Damage: 3D/2D/1D

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.