

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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