

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.

