



Weapons D6 / M19 SSM Rocket Launcher

M19 SSM Rocket Launcher

The M19 SSM Rocket Launcher, alternatively called the Jackhammer, Pain, and SPNKR[3], is a heavy ordnance weapon of the UNSC. It fires a 102mm Shaped-Charge High-Explosive Surface to Surface Missile. The launcher sports a 2x scope and can fire rockets over long distances with devastating accuracy, although it falls in altitude and moves at a very slow rate if fired from a long distance.

The weapon consists of two disposable barrels and the weapon unit, allowing two consecutive shots. When reloading, the spent barrels are discarded and a new pair is inserted. With this mechanism, a Marine can greatly reduce the weight he carries without throwing the weapon away, and reduced production costs as only the barrels are thrown away.

Model: M19 SSM Rocket Launcher

Type: Anti-tank rocket launcher

Scale: Speeder

Skill: Missile weapons: UNSC Rocket Launcher

Ammo: 2

Availability: 4 X

Fire Rate: 1

Range: 15-45/400/1.5 km

Blast Radius: 2-5/8/12

Damage: 5D

Game Notes:

Crew: Recommended a crew of two soldiers.

If one soldier functions the weapon alone, +2D to the difficulty.

Reloading: The weapon is a double-shot weapon, and must be reloaded after both shots via the loading port in the rear of the tube. This takes one round to do so.

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

All text and stats by Bob the Dinosaur, 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](#).