Starships D6 / Starship Cruise Missile Launcl

Starship Cruise Missile Launcher

With the advent of the ground based cruise missile launchers a demand came to design a cruise missile launcher that could be installed on any capital scale starship to turn it into a deadly planetary assault weapon.

The TCM-SS was designed in record time using much of the same technology that was put forth into the TCM-LS. The TCM-SS does come with an added bonus, however. The atmospheric range of each missile has been doubled due to a superior fire control computer.

Model: Kashan Technological Development TCM-SS
Type: Cruise missile launcher
Scale: Capital
Skill: Capital ship gunnery
Crew: 6
Cost: 45,990 credits
Availability: 4, X
Ammo: 4
Fire Rate: 1
Fire Control: 5D
Space Range: 1-25/100/250
Atmosphere Range: 2-50/200/500 km
Damage: Varies by warhead type
Game Notes: Missiles available for use include the TCM I and TCM II which can both have variants suited for use in a vacuum. The TCM I does 3D/2D/1D capital scale damage with a blast radius of 30/20/10 meters. The TCM II carries a high-yield nuclear warhead and does 7D/5D/3D/1D physical damage AND 4D/3D/2D/1D (ionization) EMP damage over a 25/12/7/3 space unit and 50/25/15/5 atmospheric blast radius (radiation rules also apply).

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