



## Starships D6 / Starship Cruise Missile

### 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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