Starships D6 / Kashan Technological Develop

Kashan TCM II Cruise Missile

When Kashan Technological Developement introduced their TCM cruise missile and TCM-LS launching vehicle, the PDF military commanders demanded something even more devastating. Instead of opting for a slightly improved missile with perhaps better range or a wider blast radius, KTD technicians went all out and created the most powerful and devastating weapon in the history of the sector.

The TCM II carries an extremely powerful thermo-nuclear warhead which can effectively turn a major city into a crater a hundred kilometers across with massive radioactive fallout that has a half life of nearly a thousand years.

Model: Kashan Technological Development TCM II Cruise Missile
Type: Multi-purpose thermo-nuclear guided missile
Scale: Capital
Length: 6.77 meters
Cost: 56,100 credits
Availability: 4, X
Body Strength: 1D+1
Fire Control: 4D+2
Range: 1-25/100/250 km
Blast Radius: 50/25/15/5 km
Damage: 7D/5D/3D/1D and 4D/3D/2D/1D (ionization; EMP damage)
Game Notes: A nuclear blast unleashes a vast amount of radiation that will last for centuries, roll as follows:

Distance	Required Rolls
1-5 km	- Heroic Survival roll every round.
6-15 km	- Very Difficult Survival roll every hour.
16-25 km	- Difficult Survival roll every 6 hours.
26-50 km	- Moderate Survival roll every 12 hours.
51-100 km	- Easy Survival roll once a day.
101-200 km	- Very Easy Survival roll once a week.

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