



# Starships D6 / Kashan Technological D

## Kashan TCM II Cruise Missile

When Kashan Technological Development 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.

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

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