Weapons D6 / Galactech "Fellstroke" Man Po



Name: "Fellstroke" Man Portable Missile System
Model: Galactech "Fellstroke" Man Portable Missile System
Scale: Walker
Skill: Missile Weapons; Fellstroke
Ammo: 1
Cost: 1500, 400 per missile
Availability: 2, X
Range: 100-500/2.5km/5km
Damage: 7D
Fire Control: 1D

Description: The Fellstroke is an Anti-Walker Missile System that is intended to be man portable, it is, barely, being able to be broken into three components (the tripod, launcher, and missile) for transport by three individuals, though this is very tiring (Lifting or Stamina checks every hour). The Fellstroke fires the same concussion missiles used by Galactech's popular ground vehicle series and has punch sufficient to take out most any vehicle (or even some ships). In order to achieve portability the fire control system is quite rudimentary and much less accurate than the vehicle mounted versions. Someone with 4d strength can carry two components of the system, and someone with 6d can carry all three.

It takes 5 rounds to attach the launcher to the tripod, and 5 rounds to load the missile with Easy Missile Weapons checks. The system has tremendous backblast, and anyone directly behind the launcher, or anyone in a somewhat enclosed space with it takes 6d damage. The smoke and flame is also very visible. Due to this Fellstrokes are used mostly at long range, or by desperate or fanatical troops.

Attracted by its low cost, and unconcerned with their own soldiers well-being, the Fellstroke is purchased in great numbers by Imperial Remnants and is thus loathed by New Republic forces (who at the same time wish they had the weapon back when they were Rebels facing AT-ATs).

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