

## Vehicles D6 / GH-28A 8-tube general-p

Model: GH-28A 8-tube general-purpose micro missile launchers

Type: general-purpose micro missile launchers

Skill: Aircraft Gunnery/Mecha Gunnery; OR use Starship Gunnery

Scale: Speeder MMs (micro missiles)

Cost:

-per launcher (8 launch tubes): 4,000 U.N. Spacy credits

-per tube (3 micro missiles each): 600 credits

-per missile: 250 credits

Fire Control: 2D

Space Range: 1/2/6; max range of 14

Atmosphere Range: 100/300/1.5km, max range of 4km

Damage: 5D

Rate of Fire: Single missile per attack; OR volley fire (up to 8 missiles per volley)

Game Notes: The GH-28A micro-missile launcher is a step up from the conventional rocket launchers used on other fighters jets and helicopters of the age before OverTechnology was discovered, filling a niche always needed in close air support roles and to aid troops on the ground against heavier armored targets. The micro-missiles used are basically Speeder scale rockets, both in attack and damage. While not as devastating as other missiles designed to take out higher scaled targets, each launcher has an abundance of these missiles and many can be launched all at once against a single target for greater effect and chance of taking it out.

Volley fire essentially means that a certain amount of missiles can be fired all at once with a single attack roll (either a specific number, or possibly the entire payload for some launch systems). If the attack roll hits the target, then the attacker gets to roll damage as many times as the number of missiles they fired, each roll being individual from the others.

If the attack roll misses, it is that simple; the target has successfully evaded all of the missiles. This can either be done by a successful dodge/maneuver roll to weave away from the incoming missiles, then letting them speed off in other directions afterwards; OR, the target can attempt to shoot the missiles out of the sky with whatever weapons he possesses. If using standard weapons, they will have to roll an attack against every incoming missile, of which they may not be able to. If their weaponry is capable of autofire or rapid fire, then they can spread their bonus dice among the incoming volley, one bonus die per missile (but only from the bonus dice, not the base damage dice).

Also, if the missiles are guided, homing, or in some way have dice for attacking a target and can maneuver to re-engage them, then the missile volley can turn around and attack them again the next round.

The target can always try to outrun the missiles, since most have a maximum range before their fuel runs out. But all of this depends on the players and the GM.

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