

## Weapons D6 / M19 SSM Rocket Launcher

### M19 SSM Rocket Launcher

The M19 SSM Rocket Launcher, alternatively called the Jackhammer, Pain, and SPNKR[3], is a heavy ordnance weapon of the UNSC. It fires a 102mm Shaped-Charge High-Explosive Surface to Surface Missile. The launcher sports a 2x scope and can fire rockets over long distances with devastating accuracy, although it falls in altitude and moves at a very slow rate if fired from a long distance.

The weapon consists of two disposable barrels and the weapon unit, allowing two consecutive shots. When reloading, the spent barrels are discarded and a new pair is inserted. With this mechanism, a Marine can greatly reduce the weight he carries without throwing the weapon away, and reduced production costs as only the barrels are thrown away.

Model: M19 SSM Rocket Launcher

Type: Anti-tank rocket launcher

Scale: Speeder

Skill: Missile weapons: UNSC Rocket Launcher

Ammo: 2

Availability: 4 X

Fire Rate: 1

Range: 15-45/400/1.5 km

Blast Radius: 2-5/8/12

Damage: 5D

Game Notes:

Crew: Recommended a crew of two soldiers.

If one soldier functions the weapon alone, +2D to the difficulty.

Reloading: The weapon is a double-shot weapon, and must be reloaded after both shots via the loading port in the rear of the tube. This takes one round to do so.

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

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