

# RPGGamer.org Weapons D6 / LAU-65D/SGM-151 Missile

## LAU-65D/SGM-151 Missile Pod

The LAU-65D/SGM-151[1], also known as the Missile Pod, is a portable United Nations Space Command infantry weapon. It is a missile-launching weapon, and holds up to eight small, highly explosive missiles when released from its tripod. The Missile Pod is capable of locking onto vehicle or turret position targets.



When mounted, the weapon system can be attached to an automated reloading system giving it an constant supply of ammunition. The Missile Pod can carry eight rounds when detached, which are less powerful than the Rocket Launcher, and can fire continuously without the need for reloading. In its mounted form, the Missile Pod is used by Marines as a rocket-powered mortar (by firing its missiles vertically into the sky). This allows the missiles to hit targets from above, inflicting maximum damage and leaving less time for the target to avoid the strike; however, in its mounted form, it can't hit targets on the ground up close easily (it will just fire up into the air and do no damage).

Model: LAU-65D/SGM-151 Missile Pod

Type: Anti-tank Missile launcher

Scale: Speeder

Skill: Missile weapons: UNSC Missile Pod

Ammo: 8\* Can be attached to an automated ammunition system of 80 per ammunition crate.

Availability: 4, X

Fire Rate: 1

Range: 15-60/600/2 km

Blast Radius: 2-3/4/6

Damage: 4D+2

Game Notes:

Crew: Recommended a crew of two soldiers or attached to automated ammunition system.

If one soldier functions the weapon alone, +2D to the difficulty, unless using an automated ammunition system.

Reloading: The takes one round reload without an automated ammunition system.

Weight: When using this weapons with out tripod support, the character must make a Heavy Lifting roll each round in order to support the weight of the gun.

Targeting System: +2D to Missile Launcher Skill if used for one round of aiming.

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