

Vehicles D6 / Galactech Frightful Missile Bike

Craft: Frightful Missile Bike
Type: Galactech "Frightful" Missile Bike
Scale: Speeder
Length: 2.5 meters
Skill: Ground Vehicle Operation: Freewheel Missile Bike
Crew: 1
Cargo Capacity: 1 kilogram
Cover: 3/4
Cost: 4000 (new), 2000 (used), Missiles cost 400 each
Maneuverability: 3D
Move: 80; 200 kmh
Body Strength: 2D
Weapons:
 4 * Concussion Missiles
 Fire Arc: Front
 Scale: Walker
 Skill: Missile Weapons
 Fire Control: 2D
 Range: 100-500/2.5/5km
 Damage: 7D



Description: The Frightful is a high performance motorcycle equipped with a pair of concussion missile pods, intended as a scouting and skirmish vehicle well suited for hit and run tactics. The mostly enclosed cockpit protects the driver from both outside attack and the backblast of the missiles. Unfortunately to fit in a bike the fire control electronics had to be reduced, and the Frightful's accuracy is less than that of other vehicles.

Galactech is criticized for using a wheeled rather than repulsor design, and while Galactech argues the lower to the ground wheeled vehicle is better suited to low profile scouting and ambush, most believe a faster repulsor design would be superior and that Galactech was cutting on costs.

Frightfuls are quite popular and well loved by their crews, and their high maneuverability is considered an excellent asset leading to great survivability. However the fact the driver must both drive and use the missiles degrades performance.

The Frightful sells quite a few units and is used by many organizations, however, it has a stiff competitor in Assan's Giantslayer. While the Frightful is held to be the far superior vehicle, the fact you can buy 8 Giantslayers for the price of 1 Frightful, and the Giantslayers far cheaper ammunition means the Frightful is not as widely adopted as it could be.

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

All text and stats by Alex Panzerkit.

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