



# Vehicles D6 / Imperial Hover Train

## Imperial Hover Train

When the Imperial Army needed a mass transport vehicle to transport supplies and troops across long distances on a planet where standardized landing craft and other conventional transports could not go - mainly due to enemy weapons emplacements or atmospheric conditions - they turned to an almost ancient technology, the hover train.

Hover trains are massive repulsorlift-propelled planetary transport vehicles that are capable of carrying variable amounts of troops, supplies and even weaponry from place to place.

Repulsorlift trains are composed of essentially only two essential parts - the "engine" and the guidelines. The engine is more or less a massive repulsorlift engine with a cockpit and small bunk area at the front. It is nearly always located at the front of the train and pulls the rest of the free-floating repulsorlift cars behind it. In case that a single engine is not capable of pulling a specific series of repulsorlift cars then a second or even third engine can be added for extra tug.

The second basic part to a train, but not really required, is the guidelines or tracks. Most civilized worlds have at least a few repulsorlift train tracks set and in active use as a public transit system. The guidelines are usually no more than simple poles and/or signal beacons which the train's pilot follows as an indicator to a safe and clear path, allowing the train to safely travel at speeds up to eight hundred kilometers per hour.

No two repulsorlift train systems tend to be identical since each train can be customized with whatever cars it needs. Typically civilian trains will pull at least one cargo car with the rest as passenger cars to ferry citizens from city to city. Military trains often times boast anywhere from one to five weapons cars which offer a full complement of two manned double laser cannon turrets as well as a concussion missile launcher for defense against almost any type of attack.

## Propulsion Unit

This is the basic unit in a train and is essentially what moves all of the other cars (even though each car is equipped with its own repulsorlift units to keep it elevated during the event of an accident).

The engine itself features a cramped cockpit for a pilot and co-pilot at the front of the vehicle with another cramped bunk room with a small refresher unit behind that. These cramped conditions for the crew of the train free up more room to house the extensive repulsorlift engines that take up the rest of the room in the engine itself.

While trains typically follow guidelines or tracks, they do not have to do so since guidelines and tracks are nothing more than path markers and do not control the train's path at all.

Model: Ubrikkian Type VI-C RepulsorTrain Engine

Type: Repulsorlift train

Scale: Walker

Length: 25.51 meters

Skill: Repulsorlift operation: repulsortrain

Crew: 2

Crew Skill: Repulsorlift operation 4D+2

Cargo Capacity: 150 kilograms (does not include cargo cars)

Cover: Full

Altitude Range: Ground-35 meters

Cost: 150,950 credits (new)

Maneuverability: 0D

Move: 280; 800 kmh

Body Strength: 4D+1

Game Notes: Can successfully pull up to fifteen cars without the addition of a second engine.

## Passenger Car

The passenger car is one of the most commonly found train cars in the galaxy as it is perfect for civilian transit trains and also makes for an excellent armored personnel transport for military purposes. They typically offer seating for up to forty passengers (civilians or troops) as well as room for any carry-on cargo that they may have.

Model: Ubrikkian Repulsorlift Passenger Car

Type: Repulsorlift train passenger car

Scale: Walker

Length: 22.5 meters

Cargo Capacity: 200 kilograms

Passengers: 40  
Cover: Full  
Altitude Range: Ground-35 meters  
Cost: 85,330 credits (new)  
Body Strength: 4D

### Cargo Car

The cargo train, while quite useful in civilian purposes, is more commonly found on military trains for the transportation of supplies and ground vehicles from place to place. The military versions feature folding side ramps for quick loading and unloading of vehicles and supplies.

Model: Ubrikkian Repulsorlift Cargo Car  
Type: Repulsorlift train cargo car  
Scale: Walker  
Length: 22.5 meters  
Cargo Capacity: 10 metric tons (or 5 CAVs or 20 speeder bikes/swoops)  
Cover: Full  
Altitude Range: Ground-35 meters  
Cost: 69,600 credits (new)  
Body Strength: 3D+2

### Weapons Car

After several trains began falling victim to enemy fire the Empire soon began modifying cars to hold repeating blasters which proved to be highly ineffective against combat airspeeders and starfighters. This forced the Empire to design a dedicated weapons platform that could be attached to a train and offer enough firepower to deter almost any attack.

The Ubrikkian/KDY Type V-A weapons platform was one of the most successful of the offensive cars to be added to hover trains. It offered up two double laser cannon turrets as well as a concussion missile launcher for added stopping power.

Model: Ubrikkian/Kuat Drive Yards Type V-A Weapons Platform  
Type: Repulsorlift train weapons car  
Scale: Walker  
Length: 25.9 meters  
Crew: 3 (gunners)  
Crew Skill: Vehicle blasters 5D, missile weapons 5D

Cargo Capacity: 200 kilograms  
Cover: Full  
Altitude Range: Ground-35 meters  
Cost: 180,599 credits (new)  
Body Strength: 4D  
Weapons:

2 Double Laser Cannons

Fire Arc: Turret  
Crew: 1  
Skill: Vehicle blasters  
Fire Control: 1D+1  
Range: 50-200/1/2 km  
Damage: 4D

Concussion Missile Launcher

Fire Arc: Front  
Crew: 1  
Skill: Missile weapons  
Ammo: 30  
Fire Control: 3D  
Range: 50-250/750/1.5 km  
Damage: 6D

---

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga  
All text and stats by Ryan Matheny, Overlord, HTML and logos done by FreddyB  
Images stolen from an unknown website at some remote time in the past.  
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).