

Imperial Heavy Land-Cruiser

During the time immediately surrounding the battle of Endor, the Empire began a small and short-lived revitalization of treaded vehicles. Rather than using repulsors these Land-Crusiers used old fashioned tank tread. However the reasons for this were logistical. Treaded vehicles can handle uneven terrain better in many cases for one thing. Also heavy cannon recoil would cause a repulsor vehicle to rock backwards. Finally, there are 'dead reckoning' sensors in each tread. These sensors monitor and record, with a high degree of accuracy, the distance and direction the craft moves. This way, even if typical navigation systems fail, the pilot will still know where the craft is and where it's heading. This is fed into a Global Positioning Computer, and a Terrain Sensor that picks up and digitizes landmarks. These systems work independently with low power sensors to determine the craft's surroundings and heading. The 'dead reckoning' supplements this and serves as a backup should these sensors be interfered with. The Land-Cruisers typically have a Pilot, a Navigator, A Communications office, and a captain, as well as any gunners that may be on board. The bridge of the cruisers is a small circular area ringed with instrument panels and monitors that feed information to the crew, with a captain's chair positioned at the center, able to rotate to look at any station. The Land-Cruisers saw the most amount of action during the hasty retreats the Empire was forced to make. These craft showed up time and again to supplement withdrawal forces to cover a retreat while under attack from the New Republic.

The Heavy Land-Cruiser was considered a fairly respectable vehicle, with a devastating punch to it. The Heavy-LC has basically the same wedge/box shape to it that the Medium does. Its front slopes down, however it has channels cut into it. These channels are cut into a cross, which the Ultra-Heavy cannon traverses through, or can come all the way up and out the top to aim at skybound targets. There are diagonal panels coming back on either side of the front. These panels have dome-like turrets on them with heavy repeaters mounted in them. The sides are perfectly vertical with semi-global turrets on either side also sporting the heavy repeaters. The last repeater turret is on the back which slants up at a 45 degree angle. The turret here is actually just a slit that widens out inside letting the gunner turn the gun while keeping a very low profile. The angle of the back also gives cover and prevent any sort of fire from above from hitting the slightly softer spot where the slit

is. The main weapon, an Ultra-Heavy blaster cannon, is a devastating force. It traverse typically in the cross-shaped channels in the front of the LC however it can also come free to the sides or up above giving it a wide fire range. The cannon has several gas chambers at regular intervals down along the barrel maintaining the blasts' power. The recoil from this blast is such that it knocks the craft dead in it's tracks for a second, leaving the LC immobile for approximately 1.8 seconds. The cannon however is capable of taking down a shielded starfighter at two and a half kilometers, making it a very formidable weapon. The Heavy LC saw little use in it's intended role of assaults. Once or twice when it did though, the Ultra-Cannon was capable of cracking enemy emplacements in one shot. One such incident involved a New Republic stronghold in an ancient fortress whose walls had been reinforced with modern armour. One shot from the Ultra-Cannon blew a hole in the main wall. Demonstrating the LC's sheer armour and horsepower strength, it then breached a relatively thin outer wall made of stone, simply by ramming it. The original design for the Heavy LC was slightly smaller, but it was enlarged to fit a more powerful drive section, thus leaving it capable of moving as fast as a Medium or APC-LC.

Craft: Imperial Heavy-class Land-Cruiser

Type: Land Cruiser

Era: Endor+

Scale: Walker

Length: 28 meters

Skill: Ground Vehicle Operations: Land-Cruiser

Crew: 3 or 4; gunners: 6

Crew Skill: Ground Vehicle operation 6D, Vehicle Blasters 6D+1

Cover: Full

Cost: Not Available For Sale

Maneuverability: 1D+2

Move: 30; 90 kmh

Body Strength: 6D

Weapons:

Ultra-Heavy Laser Cannon

Fire Arc: Turret

Scale: Walker

Skill: Vehicle Blasters

Ammo: 30

Fire Rate: 1

Fire Control: 3D+2

Range: 50-500/1.5/2.5 km

Damage: 9D+1

Game Notes: The recoil on the Ultra-Heavy Cannon immobilizes the Land-Cruiser for one round. When firing the cannon, the land-Cruiser loses any movement action

that round. It may resume normal movement next round.

5 Heavy Repeating Blaster

Fire Arc: 2 Front, 1 Left turret, 1 Right Turret, 1 Rear Turret

Scale: Character

Skill: Vehicle blasters

Fire Rate: 5

Fire Control: 6D

Range: 20-150/300/800

Damage: 7D

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

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