



Vehicles D6 / Compact Assault Vehicle,

Compact Assault Vehicle, Field Modified

Tanks need to be supported by artillery, and the only means of keeping artillery up with fast moving repulsortanks is to mount them on the chassis of older-generation tracked vehicles. With a few field modifications to vehicles such as the CAVs, artillery can become highly mobilized.

Craft: Imperial Compact Assault Vehicle, Field Modified

Type: Self-propelled artillery vehicle

Scale: Speeder

Length: 6 meters

Skill: Ground vehicle operation: CAV

Crew: 1, gunners: 3

Crew Skill: Varies

Passengers: 1 (communications officer)

Cargo Capacity: 25 kilograms

Cover: Full

Cost: Not available for sale

Maneuverability: 1D

Move: 90; 260 km/h

Body Strength: 3D+2

Weapons:

88mm S-5 Artillery Field Gun

Fire Arc: Front

Crew: 3

Scale: Walker

Fire Rate: 1/2

Skill: Firearms Artillery

Ammo: 35 rounds

Fire Control: 1D+1

Range: 30-250/750/3 km

Blast Radius: 2-8/16/26

Damage: 3D/2D/1D

Medium Repeating Blaster

Fire Arc: Front

Crew: 1

Scale: Character

Skill: Vehicle Blasters

Range: 3-75/375/575

Damage: 7D

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

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