



Vehicles D6 / Eagles Talon Heavy Repu

(Eagle's) Talon Heavy Repulsortank

One of the many beginning mistakes's the Rebel Alliance ground forces committed was their neglection of the repulsortank. Traplign over Rebel troops armed only with light small arms, the Empire, the Imperial Army to be more specific, repulsortanks showed a decisive tactical advantage. An advantage the Rebellion couldn't neglect any more.

Besides the field modified speeder truck Victory repulsortank, the Eagle's Talon (more popularly known as the Talon) heavy repulsortank is a devoted, production-based repulsortank that the Rebel Alliance ground forces desperately yearned for for over five years, directly after the Battle of Yavin/Pre-Hoth time period.

Light and mobile, the Talon must rely on its speed and maneuverability to escape pressed enemy anti-armor strikes, from such vehicles as the Ghest and Jagdghest, to make up for rather poor armor plating, a drawback Rebel field commanders later corrected in prototype and later production Talon models.

Armed with a 105mm massdriver cannon, a heavy repeating blaster, and two light repeating blasters, the Talon is a force that is to be reckoned with, and has already taken on much more heavily armed but complicated and hard to produce tanks, such as the Jagdghest, tallying marks up for the Rebel repulsortanks.

Fitted with other equipment, the Talon also did special-purpose repulsortank needs, such as mine detection and clearing, tank-hunting versions, and serving as command tanks with the Rebellion through its long, dedicated career.

Craft: Merkuun Eagle's Talon Heavy Repulsorlift Tank

Type: Multi-purpose infantry support repulsortank

Scale: Speeder

Length: 11.5 meters

Skill: Repulsorlift operation: Talon repulsortank

Crew: 2, gunners: 3

Crew Skill: Repulsorlift operation 4D+2, vehicle blaster 4D,
vehicle firearms 3D+2

Cargo Capacity: 105 kilograms

Cover: Full

Altitude Range: Ground level - 1 meter

Cost: 45,000 (black market only)

Maneuverability: 2D+2

Move: 25; 70 kmh

Body Strength: 5D

Weapons:

105mm Massdriver Cannon

Fire Arc: Turret

Crew: 1

Skill: Vehicle firearms

Fire Control: 2D

Range: 50-100/500/1 km

Damage: 5D+2

Heavy Repeating Blaster

Fire Arc: Turret (coax with massdriver cannon)

Crew: 1

Scale: Character

Skill: Vehicle blasters

Fire Control: 1D+1

Range: 3-75/200/500

Damage: 8D

Game Notes: When a gunner wishes to fire the heavy repeating blaster,
which is located on top of the vehicle, outside, cover
for him becomes 1/2.

Two Light Repeating Blasters

Fire Arc: 1 front, 1 back

Crew: 2 (1 each)

Scale: Character

Skill: Vehicle blasters

Fire Control: 1D

Range: 3-50/120/300

Damage: 6D

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

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