

Republic

Gunship (LAAT/i)

Craft: Rothana Heavy Engineering Low

Altitude Assault Transport/Infantry

Type: Air Speeder

Scale: Walker

Length: 17.4m

Skill: Repulsorlift operation: Air Speeder

Crew: 2 + 2 Gunners

Passengers: 20

Cargo Capacity: 1 Ton

Cover: Full

Altitude Range: Ground level-2km

Cost: 38,500 (used)

Maneuverability: 3D

Move: 350; 1,000kmh

Body Strength: 4D

Weapons:

3 Anti-Personel Laser Turrets

Fire Arc: Turret

Scale: Character

Crew: Controlled by Co-Pilot

Fire Arcs: 2 Front, 1 Rear

Skill: Vehicle Blasters

Fire Control: 2D

Range: 2-50/100/200

Damage: 5D

4 Composite Beam Laser Turrets

Fire Arc: Turret

Scale: Speeder

Crew: 2 turrets manned by gunners, 2 controlled by co-pilot

Fire Arcs: 2 Front,Left,Rear, 2 Front,Right,Rear

Skill: Vehicle Blasters

Fire Control: 1D

Range: 2-100/200/500

Damage: 5D

2 Mass Driver Missile Launchers

Fire Arc: Front

Scale: Walker

Crew: Controlled by Co-Pilot

Fire Arc: Front



Skill: Missile Weapons

Fire Control: 1D

Range: 4-40/75/150

Damage: 9D

8 Light Air-to-Air Rockets

Fire Arc: Front

Scale: Walker

Crew: Controlled by Co-Pilot

Fire Arc: Front

Skill: Missile Weapons

Fire Control: 3D

Range: 3-75/150/350

Damage: 7D

Description: The LAAT/i is the main infantry gunship and troop transporter used by the Republic during the Clone Wars. Featuring chin mounted laser cannon turrets for use against enemy personel, two dorsal mounted mass driver missile launchers make the vehicles main armament, while two automated laser turrets are built into the wings, and two manned turrets are mounted on articulated arms connected to the main cabin, and the vehicles armament is rounded out by air-to-air rockets slung on the ventral surface of each wing. LAAT/i remain expensive vehicles, but their extreme level of armament means that they remain popular with those that can get their hands on them.

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