

Name:

Imperial Turret Control

Model: Arakyd Turret Targetting Control
Centre

Scale: Speeder

Skill: Blaster Artillery; Targetting Control

Crew: 5; Skeleton 2/+15

Cost: 15,000 (new); 3,500 (used)

Availability: 2, R or X

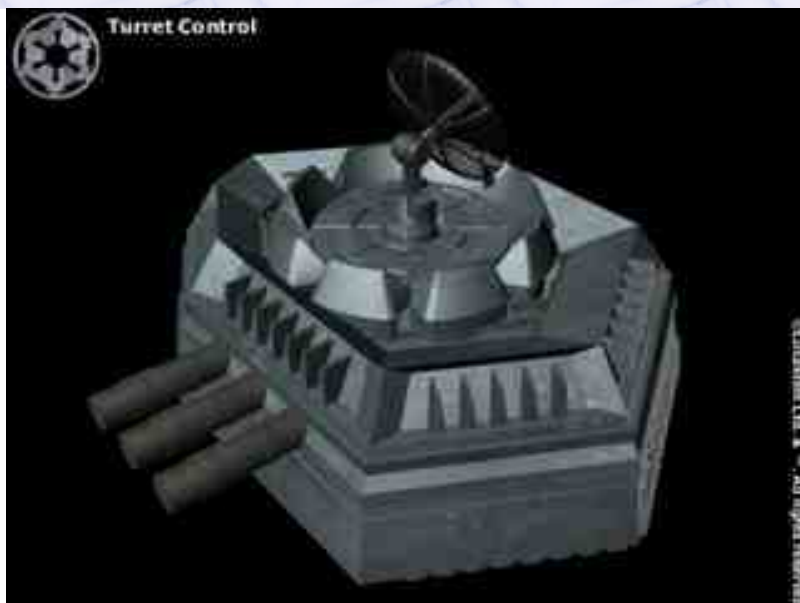
Body: 5D

Fire Rate: 1

Fire Control: 3D

Range: *

Damage: *



*: The Targetting Control Centre does not actually have any weapons, however when successfully used it adds its fire control bonus to all of the fire controls of attached turrets. The difficulty for successfully using a Targetting control centre is one difficulty level for each attached turret.

Description: A Turret Targetting Control Centre is a 15 meter square armoured building which contains advanced targetting systems which can control and co-ordinate the weapons of an entire base or facility should it be staffed by skilled enough crew. The systems make the weapons more accurate, with aid of targetting computers, sensors and focussing electronics, making this building dangerous although not directly. Because of the indirect nature of the advantage that this building offers Imperial Forces, many Imperial Commanders overlook its deployment when setting up bases. But Rebel Commanders have learnt the advantage that it gives the Empire in bitter deaths, so if it is known that a Turret Targetting Control Centre is present, then Rebel Commandoes will normally be despatched to help balance the scales once more.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

Text completely by FreddyB. Image is by LucasArts, copyright resides with them.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)