

Imperial Medium 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-Cruisers 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 officer, 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 Medium Land-Cruiser is half again as big as the Light class and more heavily armored. However the Medium is also slower. The Medium-LC has a block-like appearance to it. The front slants down with the heavy blaster cannons sticking right out of the middle of it. The sides go straight up and the back slants up as it goes back, at a 45 degree angle. On either side, are small semi-globular turrets that stick out with slits on them. These turrets house heavy repeaters that can cut through infantry ranks with ease. These craft often act as command craft for groups of four to eight Light-LCs, and often have a captain on board.

Craft: Imperial Medium-class Land-Cruiser

Class: Speeder [Tracked]

Size: Gargantuan (18 m long)

Passengers: 0

Cargo Capacity: 0

Speed: 30 m

Max Velocity: 90 km/h

Cost: Not Available For Sale

Crew: 3 or 4 (Very Skilled +6)

Initiative: +2 (-4 size, +6 crew)

Maneuver: +2 (-4 size, +6 crew)

Defense: 16* (-4 size, +10 armor)

Shield Points: 0

Hull Points: 105 (DR 10)

*Provides full cover to crew.

Weapons:

Heavy Laser Cannon

Fire Arc: Turret

Attack Bonus: +2 (-4 size, +3 crew, +3 fire control)

Damage: 5d10

Range Increments: 250 m

2 Heavy Repeating Blasters

Fire Arc: Left Turret, Right Turret

Attack Bonus: +5 (-4 size, +3 crew, +6 fire control)

Damage: 4d8

Range Increments: 80 m

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