



Vehicles D6 / Imperial Cougar Medium Repulsortank

Imperial Cougar Medium Repulsortank

Developed shortly before the Battle of Hoth, the Cougar medium repulsortank was contracted to the StormElite as an economic variant of a repulsortank that could be produced at a rate close to three times that of the Jagdghest. General of the Legion Alwen Kowell, an experienced repulsortank commander, accepted the proposal.

The Cougar medium repulsortank is like that of any military's tank: fast, agile, and well equipped. But, due to 'quality over quantity' tactics employed by the SE, the Cougar really didn't hold well with StormElite repulsortank commanders. Cev-Narvon Industries lost it's Cougar licensing contract just a week prior to the Battle of Endor.

Legion General Alwen Kowell and Under-General Freyler Von Sherrdon both agreed that the tank was considered too much of a waste for ever-depleting StormElite military funds. It was discontinued just in the nick of time: the Empire was to fall a week later.

Craft: Cev-Narvon Imperial Cougar Medium Repulsortank

Type: Medium repulsortank

Scale: Speeder

Skill: Repulsorlift operation: Cougar repulsortank

Crew: 2, gunners: 2

Crew Skill: Repulsorlift operation 4D+1, vehicle blasters 4D,
missile weapons 3D+2

Passengers: 2

Cargo Capacity: 125 kilograms

Cover: Full

Altitude Range: Ground level - 3 meters

Cost: Not available for sale

Maneuverability: 1D+2

Move: 35; 100 kmh

Body Strength: 4D front; 3D+2 sides; 3D+1 rear; 2D beneath

Weapons:

Heavy Laser Cannon

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D

Range: 10-500/1.5/3 km

Damage: 6D

Heavy Repeating Blaster

Fire Arc: Turret (Coax with heavy laser cannon)

Crew: 1

Scale: Character

Skill: Vehicle blasters

Fire Control: 1D+1

Range: 3-75/200/500

Damage: 6D

Smoke Generator Unit

Fire Arc: Back

Crew: 1 (same as heavy laser cannon)

Skill: Missile weapons

Fire Control: 0D

Area of Effect: 10 meters

Effect/Damage: +2D to the difficulty of any search, Perception, or ranged weapon skill until smoke effect clears.

Smoke last for 6D rounds.

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