

Imperial

TRSD

Type: Imperial Tracked Shield Disabler (TR-SD)

Scale: Walker

Length: 12 Meters

Skill: Ground Vehicle Operation, TR-SD

Crew: 1 + 2 Gunners

Passengers: 3

Cargo Capacity: 100 Kg

Cover: Full

Maneuverability: 0D

Move: 30, 80 kmh

Altitude Range: Ground

Body Strength: 3D

Weapons:

Shield Disabler

Scale: Starfighter

Fire Arc: Turret

Crew: 2

Fire Control: 1D

Range: 20-50/100/300m

Damage: 1D *



* - Every time the Shield Disabler is fired it negates 1D of Starfighter scale shields (effectively 7D character scale). The lost energy takes 1 hour per lost dice to regenerate.

Description: The Imperial TRSD is a tracked vehicle designed to destroy the protective effects of shields, built after the Battle of Hoth to weaken the shields of Rebel bases or shut down the shields of starships. The TRSD was only built in small quantities because of its very limited range of targets, and although it was used successfully on a number of occasions was never popular with Imperial commanders because of its lack of any normal weaponry. The TRSD was considered to be somewhat of a liability because of the weakness of its hull, and the relative slow speed it travelled at. There was some talk of including the Shield Disabler weapon into the body of an AT-AT or other walker, but because of the diminished resources of the Empire after the Battle of Endor, this never came to pass.

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