

Weapons D6 / Arakyd Imperial Anti-Inf

Name: Imperial Anti-Infantry Turret
Model: Arakyd Imperial Anti-Infantry Turret
Scale: Speeder
Skill: Blaster Artillery; Anti-Infantry
Crew: 3; Skeleton 1/+10
Cost: 10,000 (new); 2000 (used)
Availability: 2, R or X
Body: 5D
Fire Rate: 1
Fire Control: 4D
Range: 5-100/400/2,000
Damage: 6D



Description: Designed to be quick and easy to installed, the Imperial Anti-Infantry Turret is a common sight on Imperial bases throughout the galaxy. They are built in prefabricated parts and can be put together by a skilled team in less than 12 hours, making a tough facility for troops to protect bases against attack and intrusion. They are equipped with powerful visual sensors, which can switch to infra-red if necessary, and the laser cannon can swivel through a full 360 degree arc, meaning that they can fire on enemy troops who have managed to evade the tower and make it into the base. Although they are fairly small inside, being only 3 meters by 5 meters, their six meter height gives them an impressive field of fire, even if the weapon they mount is not the most powerful. When backed up by more powerful and permanent weaponry, the Anti-Infantry turret is excellent at taking out speeders and troops who are too nimble for the large weapons and installations. This turret has advanced targeting systems, and can operate totally independantly due to its integrated power supply systems which can provide energy for the systems and weapons of this turret for many months without interuption or recharging.

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