

## Vehicles D6 / Imperial "Pummel" Class

### Imperial Heavy Repulsor Tank

Craft: Imperial "Pummel" Class Heavy Repulsor Tank

Type: Speeder

Scale: Speeder

Length: 5.2m

Skill: Repulsorlift operation: Repulsor Tank

Crew: 2+1Gunner

Passengers: 1

Cargo Capacity: 180kg

Cover: Full

Altitude Range: Ground level-10m

Maneuverability: 1D

Move: 70; 200kmh

Body Strength: 6D

Weapons:

#### Twin Heavy Blaster Cannon

Fire Arc: 1 Front/Left 1 Front/Right

Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 1D+2

Range: 50-300/1/2km

Damage: 5D

#### Heavy Laser Cannon

Fire Arc: Front

Scale: Walker

Skill: Vehicle Blasters

Fire Control: 2D+1

Range: 50-500/1.5/3km

Damage: 6D

#### Heavy Ion Cannon

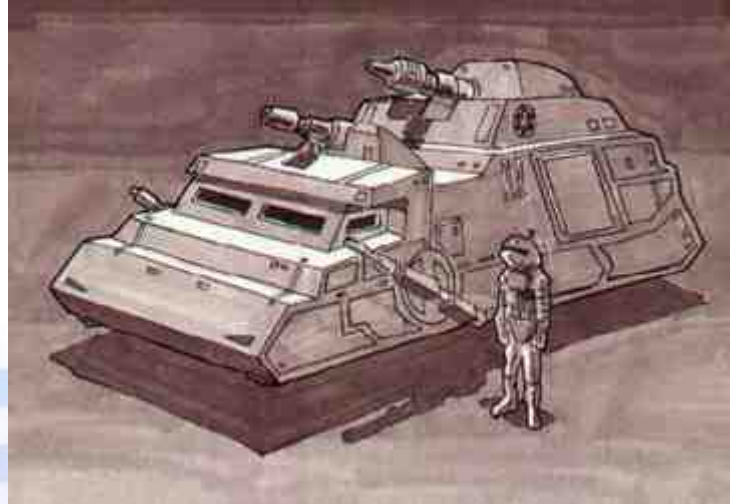
Fire Arc: Front

Scale: Walker

Skill: Vehicle Blasters

Fire Control: 3D

Range: 50-500/2/4km



Damage: 4D

Description: The Pummel class Repulsor Tank is the front line Imperial Repulsor Tank. Imperial forces have been forced to start using repulsor tanks since production of ATAT and ATST walkers has been reduced, and the Raptor sees use as the main battle tank of choice for Imperial forces. With its combination of Anti-Speeder weaponry (which can be used on infantry as well) and its powerful Anti-Walker weapons it can cause a great deal of damage to enemy forces. The Ion Cannon allows Imperial forces to disable shield generators and enemy starships, capturing bases, vehicles and supplies intact, an important objective since the battle of Endor.

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