

Vehicles D6 / Republic Troop Transport

New Republic Troop Transport

Type: Military Speeder; Repulsorlift Troop Transporter

Scale: Walker

Length: 19 Meters long, 4 Meters Tall

Skill: Repulsorlift Operation, Troop Transport

Crew: 2 + 4 Gunners

Passengers: 40

Cargo Capacity: 1 Ton

Cover: Full

Maneuverability: 3D

Move: 35, 100 kmh

Altitude Range: Ground-5 Meters

Body Strength: 5D+2

Weapons:

4 Heavy Laser Cannons (firelinked)

Scale: Walker

Fire Arc: Front

Crew: 1

Skill: Vehicle Blasters

Fire Control: 1D

Range: 50-500/1.5/3km

Damage: 7D

Twin Laser Cannon

Scale: Walker

Fire Arc: Turret

Crew: 1

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-500/1.5/3km

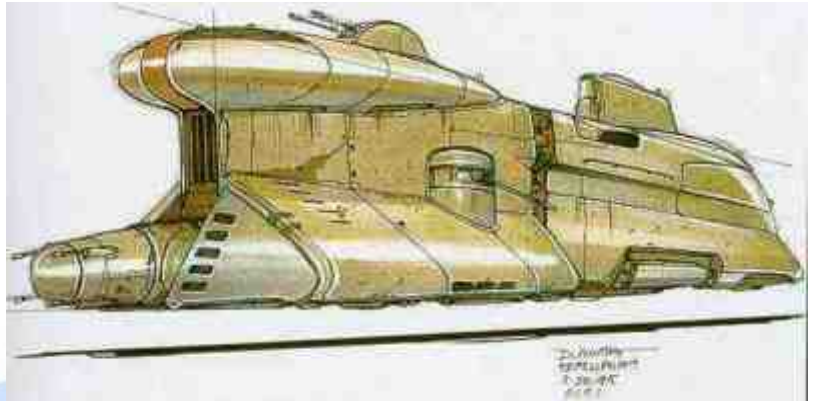
Damage: 4D

Blaster Cannon

Scale: Speeder

Fire Arc: 1 Front/Left/Back, 1 Front/Right/Back

Crew: 1 each



Skill: Vehicle Blasters
Fire Control: 2D+2
Range: 50-200/1/2km
Damage: 4D

Description: The Republic Troop Transport is the New Republics answer to the AT-AT walker which being newer technology is reasonably better. Although the RTT is less well armoured, it is as well armed and is faster, and being a repulsor-lift vehicle does not rely on the terror that a walker was designed to cause for some of its effectiveness, because this would not fit in with New Republic policies. The RTT is an evolution of older designs, using principles from the Old Republic Juggernaut and Trade Federation MTT, and the influence from these vehicles can be seen in the RTT's design and operation.

Page designed in Notepad, logo's done on Personal Paint on the Amiga.
Text completely by FreddyB. Image is by Lucasfilm, copyright remains with them.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)

