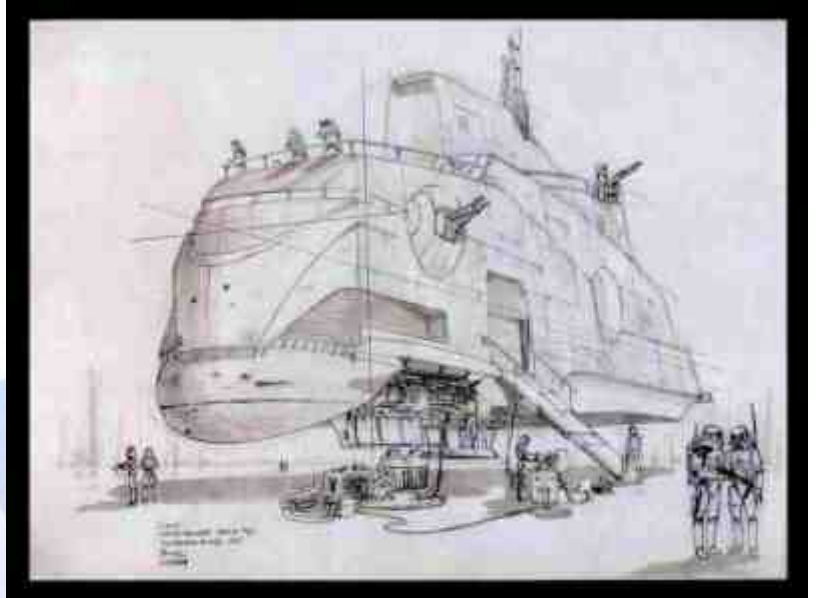


Vehicles D6 / Repulsorlift Mobile Command

Craft: Repulsorlift Mobile Command Centre
Type: Imperial Armoured Speeder
Scale: Walker
Length: 23.5 Meters long
Skill: Repulsorlift Operation: RMCC
Crew: 5, skeleton; 3,+10
Passengers: 40 (or 2 ATST's, or can support 10 in relative comfort)
Cargo Capacity: 2 Tons
Cover: Full
Maneuverability: 1D
Move: 70, 200 kmh
Body Strength: 6D
Weapons:

2 Twin Heavy Blaster Cannons
Fire Arc: Turret (1 Front/Left/Back, 1 Front/Right/Back)
Skill: Vehicle Blasters
Fire Control: 2D
Range: 50-200/1.5/3km
Damage: 7D

3 Heavy Repeating Blaster (Pintle mounts)
Fire Arc: 1 Front/Left/Right, 1 Right/Back, 1 Left/Back
Scale: Character
Skill: Blaster: Repeating Blasters
Fire Control: N/A
Range: 3-75/200/500
Damage: 8D



Description: As the Empire's manufacturing capability became reduced as more of the galaxy fell to the New Republic its ability to create ATAT and ATST walkers became too small to meet demands, so Repulsor Tanks came into greater use. However Repulsor tanks did not have the transport and command facilities of an ATAT walker, plus an ATAT walker could not keep up with the speed of repulsorlift vehicles. So the RMCC was created, capable of handling all of the battle command and control for an entire army, but also if available in large enough numbers to transport squads and cargo to the battlefield. The RMCC design combines the speed of a repulsorlift vehicle with the armor and weapons of a walker.

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.](#)

