

Rebel

Troop Carrier

Type: Rebel Alliance Juggernaut Troop
Carrier Variant

Scale: Walker

Length: 25 Meters

Skill: Ground Vehicle Operation, Troop
Carrier

Crew: 6 + 2 Gunners

Passengers: 30

Cargo Capacity: 2 Tons

Cover: Full

Maneuverability: 1D

Move: 35, 100 kmh

Altitude Range: Ground

Body Strength: 4D

Weapons:

2 Heavy Laser Cannons (firelinked)

Scale: Walker

Fire Arc: Turret

Crew: 2

Skill: Vehicle Blasters

Fire Control: 1D

Range: 50-200/500/1.5km

Damage: 5D



Description: The Rebel Troop Carrier is an adaptation of the old Juggernaut designs, that preceded the AT-AT walker, and although its systems have been updated it is still a fairly low tech solution to the problem of transporting troops around, but that makes it no less reliable. The Troop Carrier is a powerful combat vehicle in its own right, capable of protecting itself and its payload against smaller walkers, but it should be noted that it is not an attack vehicle, so shouldn't be expected to be able to take on front line combat vehicles such as AT-AT walkers.

Page designed in Notepad, logo's done on Personal Paint on the Amiga.

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