

Vehicles D6 / Yutrane Industries Attack

Yutrane Attack Tank

Craft: Rebel Alliance/ Yutrane Industries

Attack Tank

Scale: Walker

Length: 5m

Skill: Ground Vehicle Operation: Attack Tank

Crew: 1+2Gunners

Passengers: 1

Cargo Capacity: 130kg

Cover: Full

Altitude Range: Ground level

Maneuverability: 1D

Move: 25; 50kmh

Body Strength: 3D

Shield Strength: 2D

Weapons:

Twin Heavy Laser Cannons (firelinked)

Fire Arc: Turret

Scale: Walker

Skill: Vehicle Blasters

Fire Control: 1D

Range: 20-200/500/1km

Damage: 6D

Concussion Missile Launcher

Fire Arc: Front

Scale: Speeder

Skill: Missile Weapons

Fire Control: 3D

Range: 50-500/1/2km

Damage: 7D



Description: The Yutrane Corporation was another of the military technology companies nationalised by the Empire, who's development and production teams joined the Rebel Alliance. This after changing their designs to take into account the limited resources of the Rebellion, the Yutrane Attack Tank was rushed into production on a few allied fringe worlds, and saw its first use shortly after. Although limited in comparison to Walkers, and even fairly weak compared to Imperial Heavy Repulsor Tanks, the Yutrane

Attack Tank was never the less a very effective vehicle, especially when used in conjunction with its Repulsorlift little brother. The Concussion Missile Launcher provides a powerful weapon for protection against speeders, but also has a heavy enough payload to be effective against walkers, and the built in shield generators make the Yutrane strong enough to hold its own in any firefight.

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

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