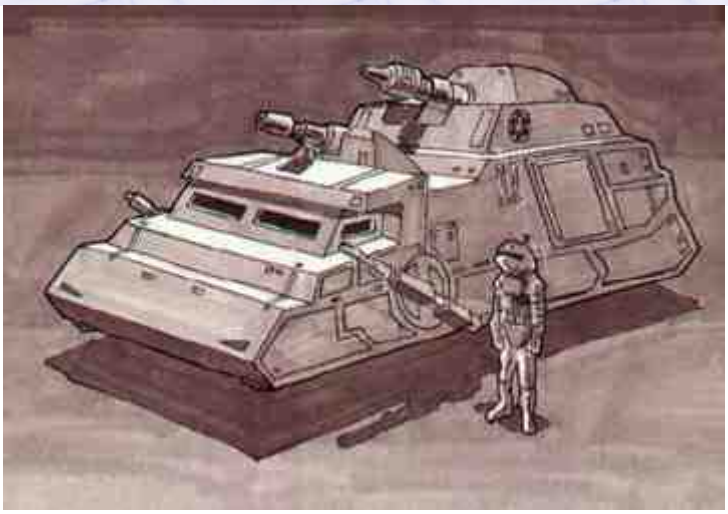
Vehicles D6 / Imperial "Pummel" Class H



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 sheild generators and enemy starships, capturing bases, vehicles and supplies intact, an important objective since the battle of Endor.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.
Text completely by FreddyB. Image is by Joe Corroney and copyright resides with him.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.