

Rebel

MPTL

Type: Rebel Alliance Mobile Proton Torpedo
Launcher

Scale: Walker

Length: 15 Meters

Skill: Ground Vehicle Operation, MPTL

Crew: 2 + 2 Gunners

Passengers: 5

Cargo Capacity: 500 Kg

Cover: Full

Maneuverability: 0D

Move: 20, 50 kmh

Altitude Range: Ground

Body Strength: 3D

Weapons:

Proton Torpedo Launcher (50 Torpedoes)

Scale: Starfighter

Fire Arc: Turret

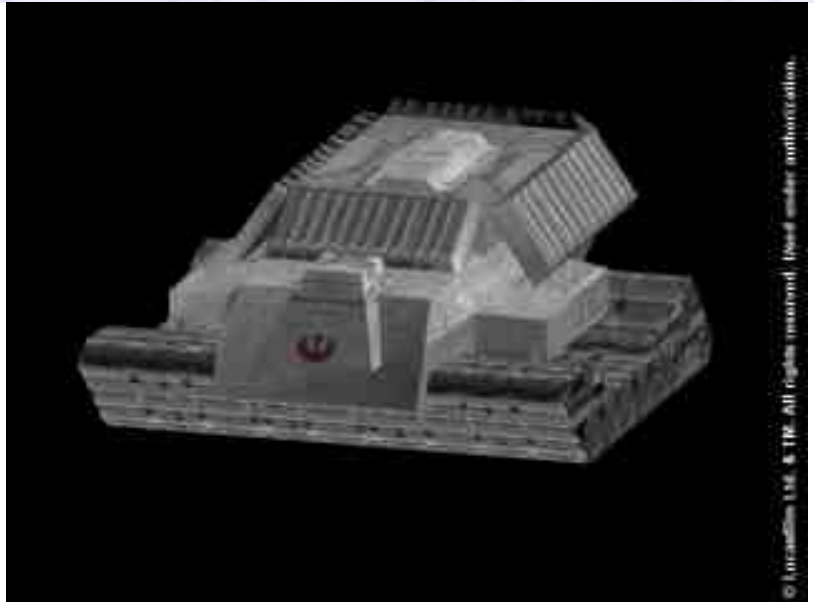
Crew: 2

Skill: Missile Weapons

Fire Control: 4D

Range: 50-200/1/2km

Damage: 9D



Description: The MPTL is the most powerful artillery that the Rebel Alliance had, capable of firing Starfighter Proton Torpedoes over long distances with astounding accuracy. This accuracy was mainly down to the large targetting systems which take up most of the vehicle, but apart from these, the MPTL could easily be constructed from parts that the Rebels had in abundance, making this a common vehicle for them to use in ground battles. The main problems with this design were its slow drive system, and weak armour, that meant that if reduced to slugging it out with the Empires AT-AT Walkers, although the MPTL could hand out admirable amounts of damage, it would always lose. However in direct ground engagements, the Rebel Alliance almost always lost anyway, so this was not a noticable disadvantage to a powerful combat vehicle. There are rumours that the New Republic has been putting designs for a new version of the MPTL out to tender, requesting repulsorlift drive and sheilds amongst the improvements needed to take this vehicle into the future.

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