

## Vehicles D20 / Imperial Hover Train

### Imperial Hover Train

When the Imperial Army needed a mass transport vehicle to transport supplies and troops across long distances on a planet where standardized landing craft and other conventional transports could not go - mainly due to enemy weapons emplacements or atmospheric conditions - they turned to an almost ancient technology, the hover train.

Hover trains are massive repulsorlift-propelled planetary transport vehicles that are capable of carrying variable amounts of troops, supplies and even weaponry from place to place.

Repulsorlift trains are composed of essentially only two essential parts - the "engine" and the guidelines. The engine is more or less a massive repulsorlift engine with a cockpit and small bunk area at the front. It is nearly always located at the front of the train and pulls the rest of the free-floating repulsorlift cars behind it. In case that a single engine is not capable of pulling a specific series of repulsorlift cars then a second or even third engine can be added for extra tug.

The second basic part to a train, but not really required, is the guidelines or tracks. Most civilized worlds have at least a few repulsorlift train tracks set and in active use as a public transit system. The guidelines are usually no more than simple poles and/or signal beacons which the train's pilot follows as an indicator to a safe and clear path, allowing the train to safely travel at speeds up to eight hundred kilometers per hour.

No two repulsorlift train systems tend to be identical since each train can be customized with whatever cars it needs. Typically civilian trains will pull at least one cargo car with the rest as passenger cars to ferry citizens from city to city. Military trains often times boast anywhere from one to five weapons cars which offer a full complement of two manned double laser cannon turrets as well as a concussion missile launcher for defense against almost any type of attack.

### Propulsion Unit

This is the basic unit in a train and is essentially what moves all of the other cars (even though each car is equipped with its own repulsorlift units to keep it elevated during the event of an accident).

The engine itself features a cramped cockpit for a pilot and co-pilot at the front of the vehicle with another cramped bunk room with a small refresher unit behind that. These cramped conditions for the crew of the train free up more room to house the extensive repulsorlift engines that take up the rest of the room in the engine itself.

While trains typically follow guidelines or tracks, they do not have to do so since guidelines and tracks are nothing more than path markers and do not control the train's path at all.

Craft: Ubrikkian Type VI-C RepulsorTrain Engine

Class: Speeder [Ground]

Size: Colossal (25.51 m long)

Passangers: 0

Cargo Capacity: 150 kg (does not include cargo cars)

Speed: 280 m

Max Velocity: 800 km/h

Cost: 150,950 credits (new)

Crew: 2 (Normal +2)

Initiative: -6 (-8 size, +2 crew)

Maneuver: -6 (-8 size, +2 crew)

Defense: 7\* (-8 size, +5 armor)

Shield Points: 0

Hull Points: 100 (DR 5)

\*Provides full cover to crew.

## Passenger Car

The passenger car is one of the most commonly found train cars in the galaxy as it is perfect for civilian transit trains and also makes for an excellent armored personnel transport for military purposes. They typically offer seating for up to forty passengers (civilians or troops) as well as room for any carry-on cargo that they may have.

Craft: Ubrikkian Repulsorlift Passenger Car

Class: Speeder [Ground]

Size: Colossal (22.5 m long)

Passangers: 40

Cargo Capacity: 200 kg

Cost: 85,330 credits (new)  
Defense: 7\* (-8 size, +5 armor)  
Shield Points: 0  
Hull Points: 80 (DR 5)  
\*Provides full cover to passengers.

## Cargo Car

The cargo train, while quite useful in civilian purposes, is more commonly found on military trains for the transportation of supplies and ground vehicles from place to place. The military versions feature folding side ramps for quick loading and unloading of vehicles and supplies.

Craft: Ubrikkian Repulsorlift Cargo Car  
Class: Speeder [Ground]  
Size: Colossal (22.5 m long)  
Cargo Capacity: 10 tons (or 5 CAVs or 20 speeder bikes/swoops)  
Cost: 69,600 credits (new)  
Defense: 7 (-8 size, +5 armor)  
Shield Points: 0  
Hull Points: 70 (DR 5)

## Weapons Car

After several trains began falling victim to enemy fire the Empire soon began modifying cars to hold repeating blasters which proved to be highly ineffective against combat airspeeders and starfighters. This forced the Empire to design a dedicated weapons platform that could be attached to a train and offer enough firepower to deter almost any attack.

The Ubrikkian/KDY Type V-A weapons platform was one of the most successful of the offensive cars to be added to hover trains. It offered up two double laser cannon turrets as well as a concussion missile launcher for added stopping power.

Craft: Ubrikkian/Kuat Drive Yards Type V-A Weapons Platform  
Class: Speeder [Ground]  
Size: Colossal (25.9 m long)  
Cargo Capacity: 200 kg  
Cost: 180,599 credits (new)  
Defense: 12\* (-8 size, +10 armor)  
Shield Points: 0  
Hull Points: 100 (DR 10)

\*Provides full cover to gunners.

Weapons:

2 Double Laser Cannons

Fire Arc: Turret

Attack Bonus: -5 (-8 size, +2 gunners, +1 fire control)

Damage: 4d10

Range Increments: 200 m

Concussion Missile Launcher

Fire Arc: Front

Attack Bonus: -3 (-8 size, +2 gunners, +3 fire control)

Damage: 6d10

Range Increments: 150 m

---

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, Overlord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).