



Vehicles D6 / Kuat Drive Yards MAVq

Imperial Land Crawler

The Imperial land crawler is a massive wheeled vehicle that saw deployment in the early days of the Empire as a heavy APC and mobile artillery weapon. It was typically deployed along with repulsortank units and can still be found in service among some lower priority commands.

The land crawler is a bulky vehicle feature thick armor plating and huge armored wheels. It was originally intended only to be used as a heavy APC but the Imperial Army required a mobile artillery vehicle that it could redeploy easily more than an APC. KDY designers simply removed the small first aid room and put in a retractable concussion shell launcher for lob shellings of enemy positions.

Model: Kuat Drive Yards MAVq A3 Land Crawler

Type: Heavy armored personnel carrier/mobile artillery

Scale: Walker

Length: 17.8 meters

Skill: Ground vehicle operation: Land crawler

Crew: 1, gunners: 3

Crew Skill: Ground vehicle operation 4D+2, missile weapons 4D, vehicle
blasters 4D+1

Passengers: 16 (troops)

Cargo Capacity: 2 metric tons

Cover: Full

Cost: Not available for sale

Maneuverability: 0D

Move: 70; 200 kmh

Body Strength: 4D+2

Weapons:

3 Double Repeating Blasters

Fire Arc: 1 right turret, 1 left turret, 1 back turret

Crew: 1

Scale: Character

Skill: Vehicle blasters

Fire Control: 2D

Range: 3-75/200/500

Damage: 7D+2

Game Notes: Cover only 1/2 for gunners.

Concussion Shell Launcher (retractable)

Fire Arc: Front

Crew: 1 (pilot)

Skill: Missile weapons

Fire Rate: 1

Fire Control: 1D

Range: 50-250/750/1.5 km

Damage: 7D

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

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