



## Vehicles D20 / Kuat Drive Yards MAVc

### 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.

Craft: Kuat Drive Yards MAVq A3 Land Crawler

Class: Speeder [Wheeled]

Size: Gargantuan (17.8 m long)

Passangers: 16 (troops)

Cargo Capacity: 2 tons

Speed: 70 m

Max Velocity: 200 km/h

Cost: Not available for sale

Crew: 1 (Normal +2)

Initiative: -2 (-4 size, +2 crew)

Maneuver: -2 (-4 size, +2 crew)

Defense: 16\* (-4 size, +10 armor)

Shield Points: 0

Hull Points: 100 (DR 10)

\*Provides full cover to crew and passangers.

Weapons:

3 Double Repeating Blasters

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

Attack Bonus: -2 (-4 size, +2 fire control)

Damage: 7d10

Range Increments: 50 m

Game Notes: Cover only 1/2 for gunners.

## Concussion Shell Launcher (retractable)

Fire Arc: Front

Attack Bonus: -1 (-4 size, +1 fire control)

Damage: 7d10

Range Increments: 150 m

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

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