

Vehicles D20 / Imperial Light Land-Cruiser

Imperial Light Land-Cruiser

During the time immediately surrounding the battle of Endor, the Empire began a small and short-lived revitalization of treaded vehicles. Rather than using repulsors these Land-Cruisers used old fashioned tank tread. However the reasons for this were logistical. Treaded vehicles can handle uneven terrain better in many cases for one thing. Also heavy cannon recoil would cause a repulsor vehicle to rock backwards. Finally, there are 'dead reckoning' sensors in each tread. These sensors monitor and record, with a high degree of accuracy, the distance and direction the craft moves. This way, even if typical navigation systems fail, the pilot will still know where the craft is and where it's heading. This is fed into a Global Positioning Computer, and a Terrain Sensor that picks up and digitizes landmarks. These systems work independently with low power sensors to determine the craft's surroundings and heading. the 'dead reckoning' supplements this and serves as a backup should these sensors be interfered with. The Land-Cruisers typically have a Pilot, a Navigator, A Communications office, and a captain, as well as any gunners that may be on board. The bridge of the cruisers is a small circular area ringed with instrument panels and monitors that feed information to the crew, with a captain's chair positioned at the center, able to rotate to look at any station. The Land-Cruisers saw the most amount of action during the hasty retreats the Empire was forced to make. These craft showed up time and again to supplement withdrawal forces to cover a retreat while under attack from the New Republic.

The Light Land-Cruiser was just a basic small assault craft with a fairly highspeed and agile turning and maneuvering. It's only armament is it's heavy cannon, capable of breaching duracrete walls with ease. The Light LC is typically crewed only by three people, excluding the need for a 'captain', as most Light LC's are just directed by Medium or Heavy LC's. The light LC is fairly small for such a potent attack craft, and were produced in larger numbers than any other kind. The body of the Light LC is a flattened ellipsoid with the treads run right down the centerlines. The main cannon comes right out front from the top half, and a hatch sits on the top center of the craft.

Craft: Imperial Light-class Land-Cruiser

Class: Speeder [Tracked]

Size: Gargantuan (12 m long)

Passangers: 0

Cargo Capacity: 0

Speed: 45 m

Max Velocity: 130 km/h

Cost: Not Available For Sale

Crew: 3 or 4 (Expert +8)

Initiative: +4 (-4 size, +8 crew)

Maneuver: +4 (-4 size, +8 crew)

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

Shield Points: 0

Hull Points: 100 (DR 10)

*Provides full cover to crew.

Weapons:

Heavy Laser Cannon

Fire Arc: Turret

Attack Bonus: +3 (-4 size, +4 crew, +3 fire control)

Damage: 5d10

Range Increments: 250 m

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

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