

## Vehicles D6 / Imperial Medium Land-C

### Imperial Medium 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-Crusiers sued old fahsioned tnak tread. However the reasons for this were logistical. Treaded vehicles can handle uneven terrain better in many cases for one thing. Also hevay cannon recoil would cause a repulsor vehicle to rock backwards. Finaly, there are 'dead reckoning' sensors in each tread. These sensors monitor and record, with a high degree of accuracy, the distance aand 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 independantly with low power sensors to determine the craft's surroundings and ehading. the 'dead reckoning' supplements this and serves as a backup should these sensors be interfered with. The Land-Cruisers typicaly have a Pilot, a Navigator, A Communciations office, and a captain, as well as any gunenrs that may be on board. The bridge of the cruisers is a small circular area ringed with instrument pannels and montiors 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 msot ammount of action during the hasty retreats the Empire was forced to make. These craft showed up time and again to supplement withdrawl forces to cover a retreat while under attack from the New Republic.

The Medium Land-Cruiser is half again as big as the lgiht class and more heavily armoured. However the Medium is also slower. The Medium-LC has a block-like apperance to it. The front slants down with the heavy blaster cannons sticking right out of the middle of it. The sides go straight up and the back slants up as it goes back, at a 45 degree angle. On either side, are small semi-globular turrtes that stick out with slits on them. These turrets house heavy repeaters that can cut through infantry ranks with ease. These craft often act as command craft for groups of four to eight Light-LCs, and foten have a captain on board.

Craft: Imperial Medium-class Land-Cruiser

Type: Land Cruiser

Era: Endor+

Scale: Walker

Length: 18 meters

Skill: Ground Vehicle Operations: Land-Cruiser

Crew: 3 or 4 ; gunners:3

Crew Skill: Ground Vehicle operation 6D, Vehicle Blasters 6D+1

Cover: Full

Cost: Not Available For Sale

Maneuverability: 1D+2

Move: 30; 90 kmh

Body Strength: 5D+1

Weapons:

Heavy Laser Cannon

Fire Arc: Turret

Scale: Walker

Skill: Vehicle Blasters

Ammo: 30

Fire Rate: 2

Fire Control: 3D+2

Range: 50-500/1.5/2.5 km

Damage: 5D

2 Heavy Repeating Blaster

Fire Arc: Left Turret, Right Turret

Scale: Character

Skill: Vehicle blasters

Fire Rate: 5

Fire Control: 6D

Range: 20-150/300/800

Damage: 7D

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