



## Vehicles D20 / Snowtrooper Repulsor-

### Snowtrooper Repulsor-Snowmobile

Snowtroopers are trained to operate in the most deserted, barren snow worlds in the galaxy. This icy-cold terrain requires certain special mission vehicles. The patrol snowmobile is one of these pieces of equipment.

Designed as a means of travel on ice, snow, and sometimes even water, the repulsor-snowmobile allows variety in missions from quick travel for patrol duty to passenger room for small field medical emergencies.

Having "skis" towards the back of the machine (not the front like regular snowmobiles) and a repulsor generator in the front for limited use (the repulsor generator is mainly used to help support and balance the machine), the repulsor-snowmobile is rather quick and suitable to carry a pilot and a passenger. Snowtroopers usually have one of these vehicles to carry an E-Web, allowing transport of the weapon to where a soldier calls for it.

AT-ATs can carry up to eight of these machines and still be able to carry the snowtroopers necessary to pilot them. Once a combat zone is relatively under control, the AT-AT knees on the ground to disembark the soldiers with their vehicles.

Craft: QuarTech Snowtrooper Patrol Snowmobile

Class: speeder [Ground]

Size: Medium (2 m long)

Passangers: 1 (or 5 kg of cargo)

Cargo Capacity: 5 kg (or 1 passenger)

Speed: 55 m

Max Velocity: 160 km/h

Cost: Not available for sale

Crew: 1 (Normal +2)

Initiative: +2 (+2 crew)

Maneuver: +2 (+2 crew)

Defense: 13\* (+3 armor)

Shield Points: 0

Hull Points: 20 (DR 5)

\*Provides one-quarter cover to crew and passanger.

Weapons:

Twin Laser Cannon

Fire Arc: Front

Attack Bonus: +1 (+1 fire control)

Damage: 3d8

Range Increments: 20 m

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