Vehicles D6 / Colonial Landram



Craft: Colonial Landram
Type: Tracked Ground Assault/Support Vehicle
Scale: Speeder
Length: 9.2m.
Skill: Ground Vehicle Operations; Landram
Crew: 1 or 2; gunners: 1
Crew Skill: Ground Vehicle Operations 4D, Vehicle Blasters 4D+2.
Passengers: 10-20 troops.
Cargo Capacity: 1 metric ton!
Cover: Full (gunner for turret has 1/2)
Cost: 7,000 Colonial Credits (new); 4,500 (used).
Maneuverability: 2D
Move: 55; 160kmh
Body Strength: 4D

WEAPONS:
Twin Laser Cannons:
Location: Top center of the chassis.
Fire Arc: Turret
Crew: 1
Skill: Vehicle Blasters
Scale: Speeder
Fire Control: 2D
Range: 50-200/1/2 km
Damage: 5D
Ammo: Unlimited (unless its energizer is damaged)
Rate of Fire: Twin-linked beam per attack.

DESCRIPTION:
A landram is a tracked vehicle used for ground operations (Saga of a Star World), typically shuttled to a planet via a shuttle (The Gun on ice Planet Zero, Part I). It is capable of holding crew and cargo, and is equipped with a top mounted turret weapon. A landram was used for the initial scouting of Carillon. They were later used to evacuate civilians and warriors from the "pleasure resort" on the planet (Saga of a Star World).

A landram is deployed to the surface of Kobol (Lost Planet of the Gods, Part II).

A version of the landram modified for use in frigid climates is the snowram (The Gun on Ize Planet Zero, part I).

Another modified version, this time without the cabin and open to the air, and presumably without Colonial markings, appears in "The Magnificent Warriors". It is stolen by agents of the Sheriff in Serenity.

RE-IMAGINED SERIES LANDRAM:
A landram is among the Original Series vehicles in the exhibition in Galactica's starboard hangar

bay in the Miniseries. Included in the display are an original Viper, shuttle and Cylon Raider.

A landram also appears at the beginning of the episode "Scar", aiding the Majahual in mining activities on an asteroid. Another one is hit by a crash-landing Raptor in Galactica's landing bay (Escape Velocity).

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