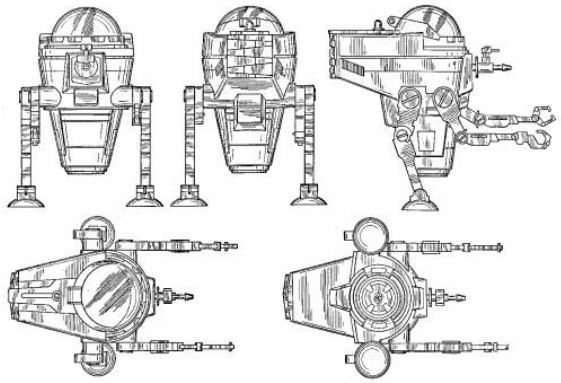
Vehicles D6 / CAP-2 Captivator



Craft: CAP-2
Type: CAP-2 Captivator
Scale: Speeder
Length: 2 Meters long, 3 Meters Tall
Skill: Walker Operation, CAP-2
Crew: 1
Passengers: 1
Cargo Capacity: 35 kilograms
Cover: Full (for pilot, 1/2 for passenger)
Maneuverability: 2D
Move: 20, 60 kmh
Body Strength: 3D
Weapons:
Light Blaster Cannon
Fire Arc: Front
Scale: Character
Skill: Vehicle Blasters
Fire Control: 1D
Range: 50-100/500/1km
Damage: 6D

Equipment:
Manipulator Claws
{The CAP-2 Has two arms with claws, these have a strength of 5D and can be used to attack or hold targets}
Restraining Vice
{A captured target can be held in this vice at the rear of the vehicle, which holds with a strength of 8D}
Climbing Feet
{The CAP-2 can climb sheer surfaces using magnetic suction cup feet, allowing it to hang upside down and ambush targets}

Description: The CAP-2 Captivator was a model of walker employed by the Galactic Empire and by bounty hunters.

It was a small, one-man vehicle, designed to ambush and capture enemy personnel. It walked on two legs, with the pilot standing upright in a bubble-enclosed canopy. Two arms ending in claws extended from the front of the vehicle with a blaster mounted between them, and a large vice on the back held captives for transport.

Snowtroopers were equipped with these walkers for capturing Rebel personnel in battle. One such walker was used by the bounty hunter Bossk.

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