



Vehicles D6 / Veers class Air Defence M

Veers-class Air Defence Missile Tank

A variant of the Imperial-class Hammer repulsortank and named after General Veers (who lead the successful ground attack at Hoth), the Veers is designed as a mobile air-defence platform. Mounting a small bank of proton torpedoes, the Veers is a very effective anti-starfighter vehicle, its small size making it a very difficult target for attacking starfighters. On several occasions rebel starfighters have had to abort their attacks on Imperial installations due to a Veers hidden behind cover. The Veers just breaking cover long enough to launch torpedoes, the rebel starfighters were either forced to avoid the torpedoes (hazardous at low altitude) or gain altitude: putting them in sight of Imperial starfighters.

Like the Tagge S.P.A.L, Tagge Co. Industries manufactures the Veers ADMT (sometimes nicknamed 'Adamant' by rebel bomber pilots).

Craft: Veers class Air Defence Missile Tank (Veers ADMT)

Scale: Speeder

Skill: Repulsorlift operation: Imperial Repulsor Tank

Crew: 1, gunners: 2

Crew Skill: Repulsorlift operation 5D+2, vehicle blasters 7D+1, repulsorlift repair 3D, missile weapons 5D+1

Cargo: 100 kilograms

Cover: Full

Altitude: Ground to 3 meters

Manoeuvre: 1D+1

Move: 125; 360 kmh

Body Strength: 4D+2

Weapons:

Proton Torpedoes (6 carried)

Fire Arc: Turret

Scale: Starfighter

Skill: Missile weapons

Fire Control: 2D

Range: 30-100/300/700

Damage: 8D

Light Repeating Blaster

Fire Arc Turret (all but rear 90?)

Skill: Vehicle blasters

Scale: Character

Fire Control: 1D

Range: 3-50/120/300

Damage: 6D

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

All text and stats by Craig Marx,Overlord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).