

Yutrane

Hover Tank

Craft: Rebel Alliance/ Yutrane Industries

Light Repulsor Tank

Scale: Speeder

Length: 4.5m

Skill: Repulsorlift Operation: Hover Tank

Crew: 1+2Gunner

Passengers: 0

Cargo Capacity: 80kg

Cover: Full

Altitude Range: Ground level-15m

Maneuverability: 1D+2

Move: 105; 200kmh

Body Strength: 3D

Shield Strength: 3D

Weapons:

Twin Light Laser Cannons (firelinked)

Fire Arc: Turret

Scale: Walker

Skill: Vehicle Blasters

Fire Control: 2D

Range: 20-200/500/1km

Damage: 4D

Concussion Missile Launcher

Fire Arc: Front

Scale: Speeder

Skill: Missile Weapons

Fire Control: 3D

Range: 50-500/1/2km

Damage: 7D



Description: The Yutrane Corporation was another of the military technology companies nationalised by the Empire, who's development and production teams joined the Rebel Alliance. The Yutrane Hover Tank was only half developed at this time, and after a few months it was rushed into production, faster and more maneuverable than the Attack Tank, the Hover tank manages only to be slightly weaker on the offence, but keeps the powerful Missile Launcher, so is capable of handing out impressive levels of damage to its opponents. The basic components used in the Yutrane tanks are an advantage for the Rebellion's small resource base, but led to the tanks being weaker than their Imperial counterparts meaning that the Rebellion was never capable of taking on the Empire in direct confrontations, but the

Rebel Alliance's relative lack of numbers compared to the Empire also accounted for this as well. Since the New Republic became legitimate, they have had the Yutrane developers working on a more advanced version of this tank, but unfortunately work has been slow and it will be a few years before the replacement is ready to use, meaning that the Yutrane Hover Tank will have years of use ahead of it yet.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

Text completely by FreddyB. Image is by LucasArts, copyright resides with them.

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