



# Vehicles D6 / Kuat Drive Yards MAVq A3

## Imperial Land Crawler

The Imperial land crawler is a massive wheeled vehicle that saw deployment in the early days of the Empire as a heavy APC and mobile artillery weapon. It was typically deployed along with repulsortank units and can still be found in service among some lower priority commands.

The land crawler is a bulky vehicle feature thick armor plating and huge armored wheels. It was originally intended only to be used as a heavy APC but the Imperial Army required a mobile artillery vehicle that it could redeploy easily more than an APC. KDY designers simply removed the small first aid room and put in a retractable concussion shell launcher for lob shellings of enemy positions.

Model: Kuat Drive Yards MAVq A3 Land Crawler

Type: Heavy armored personnel carrier/mobile artillery

Scale: Walker

Length: 17.8 meters

Skill: Ground vehicle operation: Land crawler

Crew: 1, gunners: 3

Crew Skill: Ground vehicle operation 4D+2, missile weapons 4D, vehicle  
blasters 4D+1

Passengers: 16 (troops)

Cargo Capacity: 2 metric tons

Cover: Full

Cost: Not available for sale

Maneuverability: 0D

Move: 70; 200 kmh

Body Strength: 4D+2

Weapons:

3 Double Repeating Blasters

Fire Arc: 1 right turret, 1 left turret, 1 back turret

Crew: 1

Scale: Character

Skill: Vehicle blasters

Fire Control: 2D

Range: 3-75/200/500

Damage: 7D+2

Game Notes: Cover only 1/2 for gunners.

Concussion Shell Launcher (retractable)

Fire Arc: Front  
Crew: 1 (pilot)  
Skill: Missile weapons  
Fire Rate: 1  
Fire Control: 1D  
Range: 50-250/750/1.5 km  
Damage: 7D

---

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga  
All text and stats by Ryan Matheny, 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](#).