



Vehicles D6 / Imperial Jagdghest Heavy

Imperial Jagdghest Heavy Repulsortank

The Jagdghest heavy repulsortank is the hunting version of the older-generation Ghest heavy repulsortank. Equipped with a 75mm self-propelled artillery cannon, the Jagdghest is now a converted tank-killing weapon.

The Empire first started production of the Jagdghest in the autumn of +1, or one year after the Battle of Yavin. However, due to technical problems and lack of construction materials, the repulsortank was not released off the production lines until late in the winter of +2.

The Jagdghest made its premiere in the Commonwealth Sector conflict, an outlying sector of resource poor systems that revolted against the Empire. The tank, with its supreme tank-killing ability, made repulsor-aces out of many tank commanders fast.

It wasn't until the Battle of Astenda (a city of intense fighting that took place in the Commonwealth Sector) though that the Jagdghest showed its true ability. SE repulsor commander Major Sepp Wunsch outflanked an army of Commonwealth tanks with his lowly division of Jagdghests, and when the 20th day of the conflict came about, every Commonwealth tank was left in a field of burning metal and man. Not a single Imperial tank was lost during the entire battle.

Craft: Ubrikkian Jagdghest Heavy Repulsorlift Tank

Type: Upgraded anti-armor repulsortank

Scale: Speeder

Length: 13.5 meters

Skill: Repulsorlift operation: repulsortank

Crew: 3, gunners: 2; skeleton: 3/+15

Crew Skill: Repulsorlift operation 5D, vehicle firearms 3D+2,
vehicle blasters 4D, missile weapons 5D+1

Cargo Capacity: 175 kilograms

Cover: Full

Altitude Range: Ground level - 1.5 meters

Cost: Not available for sale

Move: 18; 50 kmh

Body Strength: front: 5D, sides: 4D+2, rear: 4D, beneath: 2D+1

Sensors:

Passive: 10/0D

Scan: 50/1D+2

Weapons:

150mm (Self-Propelled Artillery) Massdriver Cannon

Fire Arc: Front (limited 13° traverse in each direction)

Crew: 1

Skill: Vehicle firearms

Fire Rate: 1/2

Ammo: 30 rounds

Fire Control: 0D

Range: 20-500/1.5/2.5 km

Damage: 8D

Concussion Grenade Launcher

Fire Arc: Front

Crew: 1

Skill: Missile weapons

Fire Control: 1D+2

Range: 25-80/250/450

Damage: 3D

2 Heavy Anti-Armor Missile Tubes

Fire Arc: 1 Front/Left, 1 Front/Right

Crew: 1

Scale: Walker

Skill: Missile weapons

Ammo: 4 missiles (per launcher)

Fire Control: 2D+1

Range: 75-200/1.5/2 km

Damage: 6D

2 Light Repeating Blasters

Fire Arc: 1 front; 1 back

Crew: 2 (1 each)

Scale: Character

Skill: Vehicle blasters

Fire Control: 1D

Range: 3-50/200/300

Damage: 6D

2 Smoke Projector Units

Fire Arc: Back

Crew: 1

Skill: Missile weapons

Fire Control: 0D

Area of Effect: 10 meters

Effect/Damage: +2D to the difficulty of all Perception, search, or ranged combat skills until smoke clears. Smoke effect last for 6D rounds.

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