



# Vehicles D20 / 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

Class: Speeder [Ground]

Size: Gargantuan (13.5 m long)

Cargo Capacity: 175 kg

Speed: 18 m

Max Velocity: 50 km/h

Cost: Not available for sale

Crew: 3 (Skilled +4)

Initiative: +0 (-4 size, +4 crew)

Maneuver: +0 (-4 size, +4 crew)

Defense: 11\* (-4 size, +5 armor)

Shield Points: 0

Hull Points: 50 (DR 5)

\*Provides full cover to crew.

Weapons:

150mm (Self-Propelled Artillery) Massdriver Cannon

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

Attack Bonus: -2 (-4 size, +2 crew, +0 fire control)

Damage: 8d8

Range Increments:

#### Concussion Grenade Launcher

Fire Arc: Front

Attack Bonus: -1 (-4 size, +2 crew, +1 fire control)

Damage: 3d8

Range Increments:

#### 2 Heavy Anti-Armor Missile Tubes

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

Attack Bonus: +0 (-4 size, +2 crew, +2 fire control)

Damage: 6d10

Range Increments:

#### 2 Light Repeating Blasters

Fire Arc: 1 front; 1 back

Attack Bonus: -1 (-4 size, +2 crew, +1 fire control)

Damage: 3d8

Range Increments:

#### 2 Smoke Projector Units

Fire Arc: Back

Attack Bonus: -2 (-4 size, +2 crew, +0 fire control)

Damage: None

Range Increments: None

Note: Provides one-half concealment within 10 meters of vehicle.

Smoke last for 6d6 rounds.

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