



Vehicles D6 / Tagge class Mobile Artillery

Tagge-class Self-Propelled Artillery Laser

A variant of the Imperial-class Hammer repulsortank and named after General Tagge, the Tagge replaces the Hammer's laser cannons and turret with a single larger laser cannon for the battlefield targeting of enemy fortifications and extremely well-armoured vehicles. The laser cannon is also capable of shooting starships out of the sky, though there are other variants dedicated to the anti-air role. The Tagge also mounts a light repeating blaster for close defence against infantry. To mount the larger cannon the speeder's speed and manoeuvrability had to be reduced.

Tagge Co. Industries in the CSA produces the Tagge (under licence from the makers of the Hammer Imperial repulsortank).

Craft: Tagge class Mobile Artillery Laser cannon (Tagge SPAL)

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

Cargo: 200 kilograms

Cover: Full

Altitude: Ground to 3 meters

Manoeuvre: 1D+1

Move: 125; 360 kmh

Body Strength: 4D+2

Weapons:

Laser Cannon

Fire Arc: Front

Scale: Walker

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-500/1.5/3 km

Damage: 6D

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

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