Vehicles D6 / Imperial patrol transport



Name: Imperial patrol transport
Type: Air Speeder
Scale: Speeder
Length: 11.48 meters
Width: 5.43 meters
Height: 5.76 meters
Skill: Repulsorlift operation: Air Speeder
Crew: 1 + 1 Gunner
Passengers: 15
Cargo Capacity: 1 Ton
Cover: Full
Altitude Range: Ground level-2km
Maneuverability: 2D
Move: 300; 900kmh
Body Strength: 5D
Weapons:

- Turret laser cannons (2)
  - Fire Arc: Turret (front)
  - Scale: Speeder
  - Crew: Controlled by Co-Pilot
  - Skill: Vehicle Blasters
  - Fire Control: 2D
  - Range: 2-50/100/200
  - Damage: 5D
- Tail laser cannon (1)
  - Fire Arc: Turret (rear)
  - Scale: Speeder
  - Crew: Controlled by Co-Pilot
  - Skill: Vehicle Blasters
  - Fire Control: 1D
  - Range: 2-50/100/200
  - Damage: 4D
- Missile launchers (2)
  - Fire Arc: Front
  - Scale: Walker
  - Crew: Controlled by Co-Pilot
  - Fire Arc: Front
  - Skill: Missile Weapons
  - Fire Control: 3D
  - Range: 3-75/150/350
  - Damage: 7D

Description: The patrol transport, also referred to as the police gunship, known first as the Republic police gunship or Republic police helicopter and later as the Imperial patrol transport, was a

gunship introduced during the Clone Wars to perform law enforcement functions on the Republic capital of Coruscant. Designed to be sleeker and smaller as well as less heavily armed than the Republic attack gunship, the patrol transport was better suited for policing the dense city-wide planet while reducing the risks of collateral damage.

After the formation of the Galactic Empire, the patrol transport saw a broader use as a patrol craft for the Imperial Military on various worlds, as well as an escort carried on some of its capital ships. Patrol transports saw extensive against various rebel cells and factions during both the early Rebellion and the Galactic Civil War.

The Patrol transport was the civilian model of the Republic attack gunship and was sleeker, smaller, and less heavily armed. The police gunship possessed a spoked cockpit and solar gatherer panels which acted as the power generator for the ship. Two ball-mounted laser cannons were underneath the cockpit and one laser cannon was mounted on the rear of the ship which were better suited for patrolling the city scape as well as having a lower risk overall in causing collateral damage.

The patrol transports were also equipped with searchlights in the event that they had to conduct searches at night or in areas of Coruscant where visibility was low, such as the underworld. The gunship's cockpit also had two seats for the pilot and gunner, with the pilot being slightly behind of and elevated over the gunner. The side hatches opened for entry, and had a ramp near the rear in the event that the circumstances required rapid deployment of its personnel.

The patrol transport was armed with ball-mounted turrets and fixed cannons. A troop bay allowed for the rapid deployment of police officers. Though utilized primarily by the Coruscant Security Force, the patrol transport also was available to the Coruscant Guard shock troopers who could procure them if need be. Following the formation of the Galactic Empire, the patrol transport was used as a patrol craft and as an escort carried on some capital ships.

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