Vehicles D6 / Kuat Drive Yards HAVw A6 Jug



Name: Kuat Drive Yards HAVw A6 Juggernaut
Manufacturer: Kuat Drive Yards
Line: Juggernaut series
Class: Wheeled
Scale: Walker
Length: 49.4 meters
Width: 19.6 meters
Height/depth: 22 meters
Skill: Ground vehicle operation: Juggernaut
Crew: Pilot (12), Gunners (8)
Crew Skill: Ground vehicle operation 4D+2, missile weapons 4D, vehicle blasters 4D+1
Passengers: 50-300 troops, depending on internal configuration
Cargo Capacity: 30 metric tons
Consumables: 20 days provisions, Fuel for 30,000 km
Cover: Full
Cost: Not available for sale (valued at 350,000 credits)
Manoeuvrability: 0D
Move: 55; 160 km/h
Body Strength: 10D
Weapons:

- Heavy laser cannon turret (1)
  - Fire Arc: Turret
  - Crew: 1
  - Skill: Vehicle blasters
  - Fire Control: 1D
  - Range: 50-50/1/2 Km
  - Damage: 5D
- Rapid repeating laser cannon (1)
  - Fire Arc: Left/rear/right turret
  - Crew: 1
  - Skill: Vehicle blasters
  - Fire Control: 2D
  - Range: 50-250/750/1.5 Km
  - Damage: 5D
- Medium anti-personnel laser cannons (2)
  - Fire Arc: 1 left turret, 1 right turret
  - Scale: Character
  - Crew: 1
  - Skill: Vehicle blasters
  - Fire Control: 2D
  - Range: 50-50/1/2 Km
  - Damage: 6D
- Twin blaster cannons (2)
  - Fire Arc: Front turret

Crew: 1
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-250/750/1.5 Km
Damage: 3D

Rocket/grenade launchers (2) (21 rockets/grenades each)
Fire Arc: Front turret
Crew: 1
Skill: Missile weapons
Fire Control: 1D
Range: 50-100/250/500
Damage: 5D (rocket), 2D+2 (grenade)

Note: A sentry in the observation tower grants a +1D fire control bonus to all gunners.

Description: The HAVw A6 Juggernaut, also known as the A6 Juggernaut, Clone turbo tank, or HAVw A6 heavy assault vehicle, was an upgraded version of the HAVw A5 Juggernaut.

The A6 Juggernaut model was larger than its predecessor. It measured 30.4 meters in height and 49.4 meters in length. Its interior space was greatly increased to allow for up to three hundred troopers and equipment, a complement of close support craft such as speeder bikes and light airspeeders, or a mix of both. A combination of twelve crew members were required to pilot and control the massive vehicle, although with an automation package, that requirement could be reduced to just two pilots.

With thick, thermally superconducting armor (capable of absorbing enemy fire and dispersing heat over a wide area) and a heavier load, the A6 Juggernaut could only achieve 160 kilometers per hour, and the turning issues of the A5 model were magnified with the A6. The slowness required for negotiating turns encouraged the A6's use on open terrain rather than urban battlefields.

Weapons systems were also upgraded to include a heavy laser cannon turret, a rapid repeating laser cannon, two medium antipersonnel laser cannons, two twin antipersonnel blaster cannons, and two turreted projectile launchers, loadable with variable-yield concussion grenades for close support or missiles added for anti-armor firepower. Missile range was 30km. Against an unshielded target, a Juggernaut could deliver the heat of a nuclear bomb into a small area.

From a small pod above the vehicle's front, a spotter kept lookout for enemy forces. Though there was a large view of the area, he was an easy target for hostile troops. This observation mast could be retracted when not in use.

History
The A6 model saw its heaviest use in service of the Galactic Republic during the Clone Wars. Due to a flawed direct-delivery system maintained by Kuat Drive Yards during the conflict, some A6 Juggernauts also fell into the hands of the CIS.

HAVw A6 Juggernauts were used fairly extensively in the Battle of Kashyyyk alongside AT-APs, where they went up against enemy NR-N99 tank droids and DSD1 dwarf spider droids.

After the Clone Wars, the Imperial Army developed sleeker and more versatile combat vehicles. The various Juggernaut models were gradually phased out, and during the Galactic Civil War, they primarily served on battlefronts in the Outer Rim. Some fell into the hands of the Rebel Alliance.

According to Imperial-turned Rebel General Crix Madine, the HAVw A6 Juggernauts tended to break down. It appears that the HAVt B5 Juggernaut served as its successor, even though its purpose was different. A6s were deployed in the Battle of Hoth. By 13 ABY, they were one of a number of Clone Wars-era Galactic Republic vehicles being used by the Restored Empire faction of the Imperial Remnant.

Later-generation AT-ATs would borrow certain design-elements from the Juggernauts.

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