# Vehicles D6 / Tenoo Hovertrain



Name: Tenoo Hovertrain
Type: Repulsorlift train
Scale: Walker
Skill: Repulsorlift operation: repulsortrain
Crew: Automated (or 1 person can operate)
Crew Skill: Repulsorlift operation 2D
Passengers: 25 Seated configuration
Cargo Capacity: 50 tonnes Cargo Configuration
External Cargo Racks: 10 Tonnes x4
Cover: Full
Altitude Range: Ground running on track
Maneuverability: 0D *
Move: 40; 120 kmh
Body Strength: 3D
Game Notes: The Hovertrain runs on tracks, gaining some of it's power from them and the power stations which are built at intermittent places along the track. It therefore cannot dodge, instead only being able to avoid attacks by varying it's speed, giving a bonus +2D to hit it in combat.

Description: A train was a ground vehicle that moved along rails or magnetic guides. One type of train were railspeeders, which were used outside of the Citadel Tower on Scarif. Another type of train was the 20-T Railcrawler conveyex transport used by the Galactic Empire to transport high-value cargo along the surface of various frontier planets. Additionally, the Pyke Syndicate utilized a hovering train on Tatooine for the purpose of transporting spice, until it was hijacked by a clan of Tusken Raiders alongside Boba Fett.
During the Old Republic era, hovertrains were used to carry passengers and cargo on the world of Tenoo, they were automated moving from station to station along single rails which had no switching, and had external cargo racks as they were often used to take construction materials to remote locations.

---

Stats by FreddyB, Descriptive Text from WookieePedia.
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.