Vehicles D6 / Imperial Munitions Falconer II M

Craft: Imperial Munitions Falconer II MAAAA
Type: Tracked Mobile Armored Anti Aircraft Artillery
Scale: Walker
Length: 5.89 meters
Skill: Ground Vehicle Operation: MAAAA
Crew: 1 + 2 gunners
Passengers: 0
Cargo Capacity: 100 kg
Cost: 45,000 (new), 25,000 (used)
Cover: Full (driver and bow gunner), 3/4 (turret gunner)
Manueverability: 0D
Move: 21; 60 kmh
Body Strength: 5D
Weapons
Quad Laser Cannon
Scale: Starfighter
Fire Arc: Turret
Crew: 1
Skill: Vehicle Blasters
Fire Control: 4D (Flying targets), 2D (Ground targets)
Range: 100-300/1.2/2.5 km
Damage: 6D
Light Repeating Blaster
Scale: Character
Fire Arc: Front
Crew: 1
Skill: Vehicle Blasters
Fire Control: 1D
Range: 3-50/120/300
Damage: 6D
Description: The Falconer II MAAAA is an improved version of the Falconer MAAA, with the cab and wheels removed and relying entirely on tracks, a higher output powerplant, and heavy armor. The turret is also equipped with armor except atop it, to make it easier for the gunner to spot flying targets. Work on the fire control software combined with the heavier more stable platform lead to increased accuracy versus both flying and ground targets (though problems with ground targeting persist).

In an attempt to allow the Falconer II to defend itself against infantry and speeders, a light repeating blaster is mounted in the bow. The wholly tracked design makes it more capable of keeping up over rough terrain. Falconer II's sometimes feature camo schemes to make them more difficult to spot before they open fire.

Despite these improvements, Falconer II's have been mixed successes, they lack the cargo and passenger capacity of the original Falconer, and their improved armor still is unlikely to withstand

Starfighter attacks. Also, the bow gunner's light repeating blaster is ineffective against enemies who can get behind or to the sides of the ponderous vehicle, and throwing grenades inside the turret is a popular method of negating its quad laser, rendering the vehicle ineffective at its intended purpose. However, the second hand market has shown Falconer II's to be valued over twice as much as a Falconer. At present, Imperial Munitions continues to support and produce both lines, as the scourge of New Republic fighters is a devastating threat to Imperial ground forces. New Republic pilots respect the Falconer II much more than the original, in part because of its improved fire control, and because the better gunners are assigned to them.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Alex Panzerkit, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.