



Vehicles D20 / Compact Assault Vehicle

Compact Assault Vehicle, Field Modified

Tanks need to be supported by artillery, and the only means of keeping artillery up with fast moving repulsortanks is to mount them on the chassis of older-generation tracked vehicles. With a few field modifications to vehicles such as the CAVs, artillery can become highly mobilized.

Craft: Imperial Compact Assault Vehicle, Field Modified

Class: Speeder [Tracked]

Size: Huge (6 m long)

Passangers: 1 (communications officer)

Cargo Capacity: 25 kg

Speed: 90 m

Max Velocity: 260 km/h

Cost: Not available for sale

Crew: 1 (Normal +2)

Initiative: +0 (-2 size, +2 crew)

Maneuver: +0 (-2 size, +2 crew)

Defense: 13* (-2 size, +5 armor)

Shield Points: 0

Hull Points: 35 (DR 5)

*Provides full cover to crew and passanger.

Weapons:

88mm S-5 Artillery Field Gun

Fire Arc: Front

Attack Bonus: -1 (-2 size, +1 fire control)

Damage: 4d10

Range Increments: 300 m (16 m)

Medium Repeating Blaster

Fire Arc: Front

Attack Bonus: -2 (-2 size, +0 fire control)

Damage: 4d8

Range Increments: 50 m

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All text and stats by Craig Marx,Overlord, HTML and logos done by FreddyB

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