

Craft:

Fury Assault Tank

Type: Galactech "Fury" Ground Assault Tank

Scale: Walker

Length: 15.2m

Skill: Ground Vehicle Operation: Fury Tank

Crew: 1+2Gunners

Passengers: 0

Cargo Capacity: 60kg

Cover: Full

Altitude Range: Ground level

Maneuverability: 1D

Move: 20; 50kmh

Body Strength: 3D

Weapons:

Light Blaster Cannon

Fire Arc: Front

Scale: Character

Skill: Vehicle Blasters

Fire Control: 2D

Range: 10-100/200/500m

Damage: 5D

Heavy Rail Gun

Fire Arc: Turret

Scale: Walker

Skill: Missile Weapons

Fire Control: 2D

Range: 50-500/1.5/3km

Damage: 5D

2 * Concussion Missiles

Fire Arc: Turret

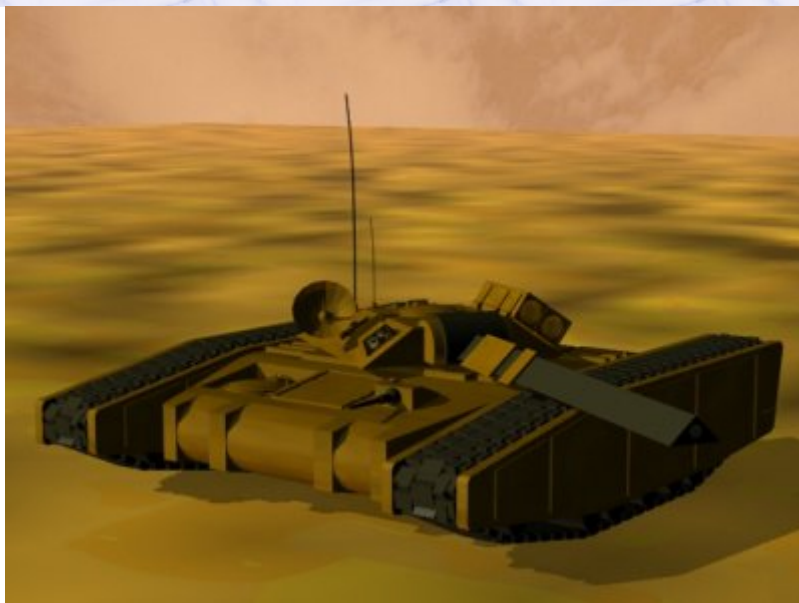
Scale: Walker

Skill: Missile Weapons

Fire Control: 3D

Range: 100-500/2.5/5km

Damage: 7D



Description: With the fighting continuing between the Empire and the New Republic, Galactech saw a gap in the market for arming planetary forces with military gear to help defend against invasion from one side or the other. The Fury Assault Tank is a walker scale vehicle capable of standing up to AT-AT

walkers and their New Republic counterparts, with a powerful rail gun and long ranged missiles the Fury is a tank to be reckoned with. The vehicle however uses old and cheap technology wherever possible, making it an affordable if less than spectacularly performing addition to the battlefield. Slow and weakly armoured, the Fury has become common in the militia forces of planets in the mid-rim systems, where funding prohibits the purchasing of newer and more high tech tanks and walkers.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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