# Vehicles D6 / Galactech "Grand Fury" Ground



Craft: Grand Fury Assault Tank
Type: Galactech "Grand Fury" Ground Assault Tank
Scale: Walker
Length: 22.4m
Skill: Ground Vehicle Operation: Grand Fury Tank
Crew: 4+3Gunners
Passengers: 8
Cargo Capacity: 320kg
Cover: Full
Cost: 105,000 new
Altitude Range: Ground level
Maneuverability: 3D
Move: 63; 180kmh
Body Strength: 6D
Shields: 3D, 1D
Sensors:
- Passive: 20/0D (about 2,400 km)
- Scan: 40/1D (about 4,800 km)
- Search: 60/2D (about 7,200 km)
- Focus: 3/3D

Weapons:
- Repeating Blaster Cannon
  - Fire Arc: Turret
  - Scale: Character
  - Skill: Vehicle Blasters
  - Fire Control: 2D
  - Range: 10-100/200/500m
  - Damage: 6D
- Dual Heavy Rail Guns
  - Fire Arc: Turret
  - Scale: Walker
  - Skill: Missile Weapons
  - Fire Control: 3D
  - Range: 50-500/2/4km
  - Damage: 8D
- 12 * Concussion Missiles
  - Fire Arc: Turret
  - Scale: Walker
  - Skill: Missile Weapons
  - Fire Control: 3D
  - Range: 100-500/2.5/5km
  - Damage: 7D
- Dual Flamethrowers

Fire Arc: Turret

Scale: Walker
Skill: Flamethrower
ROF: 1/2
Fire Control: 2D
Range: 3-10/20/50
Damage: 5D+1 (First round, 4D for next 10 rounds unless extinguished)

Note: The repeating blaster is mounted atop the turret on its own smaller turret. The other weapons however must face the same direction

Description: Seeking to attract higher end clientele, Galactech created a new version of the Fury using all modern technology (aside from being a crawler tank). The Grand Fury is larger, far more manueverable due to an innovative quad independent tracks design, features paired heavier bore railguns, more concussion missiles, and a slightly more potent anti-infantry blaster, which is now turreted to defend in all directions. The Grand Fury has a passenger compartment, either to carry troops or replacement crew members.

The Grand Fury also features much heavier composite armor and shielding to permit trading blows with any walker, and with its bigger engine, quad track design, and improved suspension it is very fast for a crawler. Finally for close in combat, underbarrel flamethrowers have been added making it able to defend itself over a wide area, and increasing its intimidating presence in combat. A small backup generator is included, allowing 1d of replacement shields to be brought online.

Impressed by tales of Astromech droids repairing Starfighters in the middle of battle, GalacTech built in a droid brain with autopilot and repair abilities, and internal manipulators with which to conduct repairs (5D in Ground Vehicle Repair and Ground Vehicle Operation). The crews quite like having a vehicle that can talk with them and simplifies maintenance. Without crew guidance the Grand Fury will not attack and will simply maintain formation with friendly units, or if alone will flee toward friendly lines. It is not unknown for a Grand Fury to be nearly destroyed and its crew killed, but the droid brain to repair functionality enough to return to base. After such an ordeal however the vehicle generally never seems the same again, even with a mindwipe.

Grand Furies are frequently seen leading groups of Furies or other inexpensive vehicles, but are far to pricy for most worlds to buy more than a few. Due to their impressive but non walker appearances they are also purchased for ceremonial duties by worlds where walkers bring up painful memories. Due to their role in leading other vehicles in combat, the Grand Fury has a starfighter caliber sensor system, which allows it to effectively coordinate group movements. It also can be used to feed targeting data to friendly units, boosting their fire control (with a successful sensors or tactics check, the Grand Fury can provide +1d fire control to friendlies as situations warrant) provided appropriate software is available (GalacTech provides the needed software free of charge for all GalacTech ground vehicles, starfighters and other products. Software is available for most common vehicles such as AT-ATs and X-Wings for a fee of a few hundred credits per vehicle type).

GalacTech is confident the Grand Fury is the next step in ground vehicle design, but most of the galaxy is unsure about this, noting both the inherent flaws of a Crawler type vehicle as well as the high pricetag and crew requirement.

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