



Vehicles D20 / Vengeance Heavy Repul

Vengeance Heavy Repulsortank

The Vengeance-class heavy repulsortank is the heaviest piece of armor in the Palvar Defense Force. It serves much the same purpose as the Imperial AT-AT walkers, but much more effectively.

The Vengeance repulsortank is a combination of a floating weapons platform and an armored personnel carrier. As a weapons platform it carries an impressive arsenal including a heavy laser cannon as the main weapon, a concussion grenade launcher on the same axis, a pair of E-Webs modified into effective antipersonnel turrets on either side as well as an anti-vehicle land mine layer.

In standard operation, the Vengeance tanks engage other vehicles with their heavy laser cannon which is supplemented by the concussion grenade launcher for close-range engagements. The modified E-Web turrets make for excellent antipersonnel and anti-light vehicle work, each being able to cover the front and rear fire arcs to some extent (there are only small blind spots directly in front and directly behind the tank). At last minute, designers added an anti-vehicle mine layer to the tank's aft end, routing controls to the co-pilot's station. The mine layer allows the tank to effectively set up a perimeter around itself and more or less "dig in" for extended periods of time.

The Vengeance repulsortank boasts top of the line electronic systems that Imperial repulsortanks and walkers lacked for reasons of cost. The Palvar Defense Force is able to afford such luxuries as shield generators and enhanced sensor arrays on board their heavy tanks. In addition to the shield generator and sensor array, the Vengeance repulsortanks feature a long range communications terminal which has an effective range of low orbit, allowing the tank crew to communicate directly to a command ship above the planet.

Other features include a smoke generator on the aft end and a spot light in front of the ingress/egress hatch on top of the main turret. The Palvar Defense Force has had each tank specifically painted with various camouflage patterns for varying types of terrain and surroundings while supplementing the tank with whatever else it may require for that specific environment (such as extra internal heaters for tanks intended for use on an ice world).

The Vengeance tanks tend to be deployed only to company strength units and

higher with each crew being trained extensively in proper fighting and survival techniques for the environment type that their tank was assigned.

Craft: Kashan Industries T11 "Vengeance"

Class: Speeder [Ground]

Size: Gargantuan (17.53 m long)

Passangers: 8 (troops)

Cargo Capacity: 2 tons

Speed: 70 m

Max Velocity: 200 km/h

Cost: 95,500 (new)

Crew: 3 (Skilled +4)

Initiative: +0 (-4 size, +4 crew)

Maneuver: +0 (-4 size, +4 crew)

Defense: 16* (-4 size, +10 armor)

Shield Points: 25 (DR 10)

Hull Points: 130 (DR 10)

*Provides full cover to crew and passangers.

Weapons:

Heavy Laser Cannon

Fire Arc: Turret

Attack Bonus: +0 (-4 size, +2 crew, +2 fire control)

Damage: 6d10

Range Increments: 500 m

Concussion Grenade Launcher

Fire Arc: Turret (same axis as heavy laser cannon)

Attack Bonus: -1 (-4 size, +2 crew, +1 fire control)

Damage: 3d10

Range Increments: 20 m

2 Heavy Repeating Blasters (modified E-Webs)

Fire Arc: 1 left turret, 1 right turret

Attack Bonus: -1 (-4 size, +2 crew, +1 fire control)

Damage: 5d8

Range Increments: 50 m

Land Mine Layer

Fire Arc: Back

Attack Bonus: -2 (-4 size, +2 crew)

Damage: 5d8

Range Increments: 0.3 m

Smoke Generator

Fire Arc: Back

Attack Bonus: -2 (-4 size, +2 crew)

Damage: None

Range Increments: None

Note: Provides one-half concealment within 10 meters of vehicle. Smoke last for 4d6 rounds.

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