



# Vehicles D20 / RanCorp Behemoth Rep

## Behemoth Repulsor Tank

The Behemoth Repulsor Tank was made due to complaints that other RanCorp tanks were far too expensive. Though relatively simple in design, it still serves its purpose well. Its top half actually swings like a turret over the drive section. Inside the top half are two gunners who man the massive forward firing heavy blaster cannons. Front in this case depends on which way the top half is facing. Off of the top half is a one man turret on the left side which houses a medium cannon. Down below in the drive section safely protected by the armor and drive components is the cockpit. It lies in the center of the bottom half and has a long vertical tub leading up to a hatch to get out. In the rear of the craft is a troop area which can hold a full squad of troops with a fold down loading ramp coming off the rear. Though simple, the design is well based for an assault craft.

Craft: RanCorp Behemoth Repulsor Tank

Class: Speeder [Ground]

Size: Colossal (22 m long)

Passangers: 8

Cargo Capacity: 600 kg

Speed: 105 m

Max Velocity: 300 km/h

Cost: 48,000

Crew: 2 (Skilled +4)

Initiative: -4 (-8 size, +4 crew)

Maneuver: -4 (-8 size, +4 crew)

Defense: 12\* (-8 size, +10 armor)

Shield Points: 0

Hull Points: 60 (DR 10)

\*Provides full cover to crew and passangers.

Weapons:

Dual Heavy Laser Cannon

Fire Arc: Front

Attack Bonus: -4 (-8 size, +2 crew, +2 fire control)

Damage: 6d8

Range Increments: 500 m

## Medium Blaster Cannon

Fire Arc: Turret

Attack Bonus: -5 (-8 size, +2 crew, +1 fire control)

Damage: 4d8

Range Increments: 100 m

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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