



Vehicles D20 / Heavy Rancor-class Rep

Heavy Rancor-class Repulsortank

The RanCorp Heavy tank is one of their first assault craft. This is one of the largest Heavy Tanks on the market. It carries several peices of heavy weaponry including, dual heavy laser cannons,a grenade launcher, and a medium repeating cannon. The craft's repulsors themselves are weapons in their own right. They create a much more condensed feild that crushes everything under it with a strength of 7D (7d8).

the tank itself can quite easily strike fear into the heart of an opponent. It is 25 meters long and about 10-15 meteres tall (top to bottom, not on repulsorfield) On the front End of the gaint tank is a sylised Death's Head. where the eyes of the deaths head are are two veiwwports for the drivers to see out of. In the Death's Head's open mouth are twin Heavy Laser Cannons. In the Death's Head's Nose socket is a 100mm massdriver cannon for anti-tank use. At the center of the Craft one either side are anti-personel weapons, on the right side on a 90 degree joint is a concussion missile launcher, on the left on a simialir joint is a medium repeating blaster cannon. At the very aft of the huge monstrosity are three flame canister launching tubes. These are used to make sure the area Behind the tank is clear of unwanted surprises. Also the tank appears to have treads these are actually disguised heavy missile tubes.

This tank was often the main vehicle assault coming in right after the light tanks and right ahead of the infantry.

Craft: RanCorp Repulsor Tank

Class: Speeder [Ground]

Size: Colossal (25 m long)

Passangers: 3

Cargo Capacity: 500 kg

Speed: 30 m

Max Velocity: 90 km/h

Cost: 62,000

Crew: 4 (Normal +2)

Initiative: -6 (-8 size, +2 crew)

Maneuver: -6 (-8 size, +2 crew)

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

Shield Points: 0

Hull Points: 100 (DR 10)

*Provides full cover to crew and passengers.

Weapons:

Dual Heavy Heavy Laser Cannon (fire-linked)

Fire Arc: Forward

Attack Bonus: -6 (-8 size, +2 fire control)

Damage: 7d8

Range Increments: 500 m

Concussion Grenade Launcher

Fire Arc: forward/back/right

Attack Bonus: -6 (-8 size, +2 fire control)

Damage: 5d8

Range Increments: 20 m

Medium Repeating Blaster

Fire Arc: forward/back/left

Attack Bonus: -7 (-8 size, +1 fire control)

Damage: 3d8

Range Increments: 50 m

2 Heavy Missile Tubes

Fire Arc: Turret

Attack Bonus: -7 (-8 size, +1 fire control)

Damage: 4d10

Range Increments: 400 m

100mm Massdriver Cannon

Fire Arc: Front

Attack Bonus: -7 (-8 size, +1 fire control)

Damage: 6d10

Range Increments: 250 m

Triple Linked Fire Canister launchers

Fire Arc: rear

Attack Bonus: -6 (-8 size, +2 fire control)

Damage: 5d8

Range Increments: 1 m (3 m)

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

All text and stats by Dave Maloney, OverLord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).