

Sulovani Mark-XXXIII Attack Tank

The Sulovani are a race of sentient artificial beings from outside the galaxy. It is unknown who originally created them but they gained sentience and broke away and destroyed their masters. They created other sentient artificials, computers, machines, droids ect. They built an entire civilization with castes based on function, industrial labour, intellectual, military ect. They took over all the space that was controlled by their former masters and reshaped it. After they wiped out the last survivors of their creator race, they were not satisfied. They felt they were perfect and flesh and blood creatures were a plague on all the universe and had to be eliminated. They expanded outward, they expanded across one fourth of their galaxy but were stopped by what they called the Great Wall. This was a strange energy disrupting phenomenon that blocked any further travel through the galaxy on their part. So instead they expanded outside their galaxy. They conquered countless races and none stood a chance. That was until they met a race that was also conquering their own galaxy, Humans. These Human creatures were clever and incredibly dangerous violent beings bent on domination and destruction. They had incredible willpower and resisted the Sulovani by sheer force of will. The Sulovani retreated in defeat. They continued scouring the space outside the humans' galaxy until they met yet another conqueror race, the Ssi-ruuk. Ever since their first encounter the Ssi-ruuk and the Sulovani have been at war with one another. To try and break the deadlock, the Sulovani started a new line of powerful attack tanks with Sulovani sentience in them. The conflict between the Sulovani and the Ssi-ruuk blew over into the human galaxy causing it to be terrorized by both yet again.

The Mark-XXXIII was designed to be the ultimate Sulovani Attack Tank. Its main armament consists of three 200cm hellbores, mounted separately in three turrets. Secondary armament includes sixteen 30cm hellbore infinite repeaters in two lateral batteries, and four 240cm howitzers. Road speed is approximately 110 kph. The Mark-XXXIII is a full planetary scale assault craft with three large cannons capable of causing significant damage to orbiting starships as well as four high bore howitzers capable of decimating large areas with ease. Among both the citizens of the "Human Galaxy" and the Ssi-ruuk it gained a reputation. It was thought that once you let a Mark-XXXIII get through and land on a planet, that planet was lost. Shortly before Admiral Daala's second attack on the New Republic, a Sulovani Mark-XXXIII landed on a world controlled by high Admiral Terradoc by mistake. Terradoc's fleet responded to the distress calls from the planet and his

Victory Star Destroyers launched an orbit bombardment on the XXXIII. Three Victory Star Destroyers were destroyed and six more severely damaged before the XXXIII was stopped thanks to heavy Concussion missile bombardment. Unfortunately the missiles left so little of the XXXIII that nothing could really be taken for study. Although the "Human Galaxy" lost its opportunity to reverse engineer the massive tank, it broke the legend of the unbeatable Mark-XXXIII and the Sulovani tried a little harder to stick to battling the Ssi-ruuk for the time being.

Craft: Sulovani Mark XXXIII Tank

Type: Heavy repulsortank

Era: 7.5 years Post-Endor +

Scale: Capital

Length: 200 meters

Skill: Repulsorlift operation: repulsortank

Crew: None (Droid Brain)

Crew Skill: Repulsorlift operation 7D, Vehicle Blasters 7D+1

Cover: Full

Cost: Not Available For Sale

Maneuverability: 0D

Move: 35; 110 kmh

Body Strength: 6D

Weapons:

3 200cm Hellbores

Fire Arc: Turret

Scale: Capital

Skill: Vehicle Blasters

Ammo: 30

Fire Rate: 1

Fire Control: 6D

Range: Atmosphere/Low Orbit (2*)/High Orbit (5*)

Damage: 10D

* This refers to the number of units from the planet if conducting a space battle.

16 30cm Hellbore Repeaters

Fire Arc: 8 left Turret, 8 right turret

Scale: Walker

Skill: Vehicle Blasters

Ammo: 200 (each)

Fire Rate: 5

Fire Control: 8D

Range: 50-500/1.5/2.5 km

Damage: 9D

4 240cm Howitzers

Fire Arc: Front, Left, Right, Back

Scale: Starfighter

Crew: 1

Skill: Vehicle firearms

Fire Rate: 1/2

Ammo: 30 rounds (each)

Fire Control: 5D

Range: 20-500/1.5/2.5 km

Damage: 12D

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