



# Vehicles D6 / ZevLon Armaments RT-32

## RT-32 "Minotaur" Combat Support Repulsotank

Mercenary units often times find themselves in the worst of combat conditions, where they are either out-gunned or out-numbered. Support from armor is essential to mercenary infantry's survival, especially on Imperial or New Republic-scale battlefields.

The RT-32, dubbed the "Minotaur", is a lightweight repulsortank designed around the closure of the Clone Wars, and its influence can still be detected in modern armor. Designed by Zev'Lon Armaments for use with independant militia groups, the RT-32 has supplemented many mercenary factions, who have used the vehicle to great success in combat.

The RT-32 is a well-armored vehicle, featuring 215mm of 45° sloped frontal armor, and approximately 185mm of 65° sloped side armor. The extreme sloping of the armor in the RT-32 allows the tank to have a low weight output and a smaller silhouette from medium and longer ranges. The low profile of the "Minotaur" makes it more difficult for enemy repulsortanks to hit the RT-32, and increases the vehicle's combat survivability.

A high-velocity 130mm massdriver cannon supports the brunt of the RT-32's engagements. With a optimum performance range of 3 km and an armor piercing capability of 285mm, the "Minotaur" is able to compete with even the best repulsortanks on the modern battlefield. The RT-32 is also one of the first tanks to be fitted with an auto-loading mechanism for the main cannon, cutting down on time-consuming work for the crew.

Model: Zev'Lon Armaments RT-32 "Minotaur" Combat Support Repulsortank

Type: Battlefield superiority repulsortank

Scale: Speeder

Length: 11.5 meters

Skill: Repulsorlift operation: RT-32

Crew: 2, gunners: 2

Crew Skill: Varies

Cargo Capacity: 110 kilograms

Cover: Full

Altitude Range: Ground - 3 meters

Cost: 83,500 (new)

Maneuverability: 1D+1

Move: 71; 205 km/h

#### Body Strength:

Front: 4D+2

Left/Right: 4D+1

Rear: 4D

Top/Beneath: 3D+1

#### Sensors:

Passive: 27m/0D

Search: 105m/1D+2

#### Weapons:

##### 130mm High-Velocity Massdriver Cannon

Fire Arc: Turret

Crew: 1 (with auto-loading mechanism)

Scale: Walker

Fire Rate: 2 (with auto-loading mechanism)

Skill: Vehicle firearms

Ammo: 62 rounds

Fire Control: 1D+2

Range: 15-350/1.5/3 km

Damage: 7D+1

Game Notes: Auto-Loading Mechanism: The RT-32 features a sophisticated loading system for the tank's main gun. If a complication occurs as the result of a wild die roll while trying to fire the main gun, the auto-loader has jammed and the cannon will not fire. The main gun can be unjammed on hand with five minutes repair time and a Moderate Vehicle Firearms Repair or Technical skill roll. If successful, the auto-loader is inoperable, but the cannon may now be loaded manually by the crew. The number of crewmen to operate the weapon now becomes 2, and the cannon's fire rate decreases to 1.

##### Concussion Grenade Launcher

Fire Arc: Front

Crew: 1

Skill: Missile weapons

Fire Control: 1D

Range: 1-50/100/200

Damage: 3D

##### 2 Medium Repeating Blasters

Fire Arc: Front (1); Rear (1)

Crew: 2 (1 per repeating blaster)

Scale: Character

Skill: Vehicle blasters

Ammo: 350 (per repeating blaster)

Fire Control: 1D+1

Range: 2-70/250/500 m

Damage: 7D

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