

### Ventricon A7V Light Tank

The A7V was developed as sort of an oddity. Using treads instead of repulsors, half the mines employed in the galaxy, strong enough to damage a tank, would not be set off by the A7V's passage. The vehicle was designed after old style tanks with a rombus shape to it so that it rolls over hills and obstacles easily. The tank is driven by two men who lie back with the displays in the ceiling and walls around them and no external viewport, only holodisplays. Heads-up displays have tactical and strategical analysis displays as well as unit deployment monitors to feed the pilots plenty of information on the battlefield. A heavy blaster cannon is emplaced on a turret at the top of the vehicle and long rectangular ports, one on either flank and one right under the turret, allow 3 repeaters to strafe without having the gunner be exposed. The ports are made only high enough to let the barrels move a little bit vertically and long to allow plenty of horizontal strafing. The ports are thusly too small for grenades to be thrown in.

Model: Ventricon Enterprises A7V Light Tank

Type: Light Tank

Scale: Speeder

Length: 8.93 meters

Skill: Ground Vehicle Operation: Tank

Crew: 2; Gunners: 4; Skeleton: 1/+10

Crew Skill: ground vehicle operation 4D+2, vehicle blasters 5D, blaster artillery 5D+1

Cargo Capacity: 1 metric ton

Cover: Full

Altitude Range: Ground level-5 meters

Cost: 45,950 (new)

Maneuverability: 1D

Move: 105; 300 kmh

Body: 5D+1

Weapons:

Heavy Blaster

Fire Arc: Turret

Crew: 1

Scale: Speeder

Skill: Vehicle blasters

Fire Rate: 1

Fire Control: 2D

Range: 20-350/700/1800

Damage: 7D+2

### 3 MG-34 Repeating Blasters

Fire Arc: Front, Left, Right

Scale: Character

Skill: Blaster Artillery

Ammo: 200

Crew: 1

Fire Rate: 5

Range: 3-70/450/1500

fire Control: 1D

Damage: 6D+2

Game notes: On constant-fire mode, fires a burst of 5 rounds per shot. Once a hit is established, all following shots against

nearby (1 meter) targets are one difficulty lower.

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