Vehicles D6 / Assan Aeroplane Company Gia



Assan Giantslayer Artillery Scooter
Craft: Assan Aeroplane Company Giantslayer Artillery Scooter
Type: Artillery Scooter
Scale: Speeder
Length: 2.2m
Skill: Ground Vehicle Operation: Giantslayer Scooter
Crew: 1 + 1 Gunner
Passengers: 0
Cargo Capacity: 10kg
Cover: 1/2 front, 1/4 other fire arcs
Cost: 6000 for a Troop of 12 kits, shells cost 500 for a crate of supplies for 20 shells (choose HE or HEAT)
Altitude Range: Ground
Manueverability: 1D
Move: 40; 100kmh
Body Strength: 2D
Weapons:
Recoilless Rifle
Fire Arc: Front
Scale: Walker
Skill: Artillery (is this a skill? If not, change to appropriate skill)
Fire Control: 1D (0D if fired by driver/on the move)
Fire Rate: 1/10
Range: 50-500/1.5/3km
Damage: 4D/3D/2D/1D HE, 5D HEAT
Burst Radius: 0-5/10/15/20, none

Description: The Giantslayer is a internal combustion driven scooter armed with a large recoilless rifle, intended as an affordable defense against pirates armed with Walkers and also as artillery for use against the same pirates. The fact pirates do not in general use Walkers was apparently missed by Assan's designers.

The small vehicle (a mere 250 or so kilograms when fully loading, not counting the crew) is quite insignificant looking, but its recoilless rifle packs commendable punch power and can in fact fell an AT-AT with a lucky shot, and easily smash AT-STs and other weaker walkers. That is, if it hits, with its low velocity parabolic trajectory compared to a blaster shot, and Assan's crude sighting system does not help, the accuracy further degraded if fired on the move or by the driver alone rather than with the gunners assistance.

The sighting system does not need power to operate nor does the gun, so Giantslayers are sometimes rolled into position while unpowered to attempt to foil enemy sensors and strike by surprise. The recoilless rifle does produce a significant backblast (doing 4d damage to anyone standing directly behind the vehicle, the gunner stands to the side) and producing a great cloud of

dust and smoke, generally pinpointing the vehicles position. 7 rounds can be carried, 3 on each side and one in the chamber.

Despite these flaws the Giantslayer is quite a brisk seller, and found operating on many worlds under many different colors, the New Republic and many Imperial Remnants included. The Giantslayers low cost and small size being a winning combination, for while generally held as unsuitable for frontline artillery and anti-armor service, the Giantslayer is cheap enough to issue to many militia or reserve units or frontline troops by impoverished or cheap planets, and its small size allows Giantslayers to be tucked into cargoholds of any ship 'in case their needed', or rapidly moved by any kind of transport, including balanced in the back seat of the family landspeeder. Special Operations units particularly like the small and stealthy Giantslayer and the ease with which it can be smuggled.

Unfortunately, despite Assan's best efforts to sell only to legitimate organizations, Giantslayers are popular among terrorists and criminals as well, for much the same reason they are with Special Forces, and sometimes with slavers and occasionally pirates as well.

A Giantslayer weighs 250kg, so kits for a troop of 12 weigh 3 tons. It takes a week and an easy Ground Vehicle Build/Repair roll to assemble a Giantslayer from its kit, assuming appropriate tools. Shells take an hour to assemble and an easy Artillery Build/Repair roll.

Note: HEAT shells rely on impacting squarely with the targets armor, thus, shield dice are doubled against them

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