



Vehicles D20 / Kashan Industries HK-6

PDF Anti-tank Hunter Killer

The Hunter Killer is an awesome assault speeder which primary use is as a tank destroyer. Its secondary use is as a bunker buster. It takes 2 men to fly the HK-6, the pilot performs maneuvers, and the gunner acquires target locks and operates weapons control. The gunner sits behind the pilot, back faced to him much like the Alliance's combat airspeeder. The HK-6 was a joint effort of Kashan and Mestic, much to Kashan's distaste.

Craft: Airspeeder Hunterkiller

Class: Airspeeder

Size: Gargantuan (16.16 m long)

Hyperdrive: None

Passangers: 0

Cargo Capacity: 1 ton

Maximum Altitude: 10 km

Cost: Not Available for Sale

Maximum Speed In Space: Not applicable

Atmospheric Speed: 450 km/h (7 squares/action)

Crew: 2 (Skilled +4)

Initiative: +0 (-4 size, +4 crew)

Maneuver: +0 (-4 size, +4 crew)

Defense: 16* (-4 size, +10 armor)

Shield Points: 0

Hull Points: 60 (DR 5)

*Provides full cover to crew.

Weapons:

4 Air-to-Surface Anti-Bunker Missiles

Fire Arc: Front

Attack Bonus: +2 (-4 size, +2 crew, +4 fire control)

Damage: 8d8

Range Increments: 100 m

6 Air-to-Surface Anti-Tank Missiles

Fire Arc: Front

Attack Bonus: +2 (-4 size, +2 crew, +4 fire control)

Damage: 6d8

Range Increments: 80 m

Vulcan 20mm Cannon

Fire Arc: Front

Attack Bonus: +0 (-4 size, +2 crew, +2 fire control)

Damage: 4d8

Range Increments: 40 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.