



Vehicles D20 / MetaCorp M11A1 APC

MetaCorp M11A1 APC

The M11A1 is MetaCorp's main fighting vehicle and is positioned almost everywhere. Not only is the M11A1 maneuverable and powerful, but it can also carry a compliment of 12 combat ready soldiers in the back. The M11A1 carries a crew of 2. 1 Pilot and 1 gunner, the gunner sits in the co-pilot's seat and actually doesn't need to climb into the turret to operate it. The gunner can instead hook up to a goggle piece that is hooked directly into the sensory systems. The pilot also has his own goggle piece which he can clearly see his surroundings and maneuver accordingly, very rarely do either crew member have to expose themselves during combat situations. Within the passenger area, the passengers are secured in individual safety harnesses to prevent minimal injury when the craft is performing high speed maneuvers in combat. This can also be easily modified to act as a prisoner transport speeder, where each prisoner is secured in place.

The M11A1 is an extremely modifiable craft, and comes in several official modifications. The M11A2, M11A3, M11A4, and M11P5, which all look very much the same as the M11A1 but with separate armaments. Also equipped on the M11A1 are shock absorbing safety bars that will prevent the turret from crushing if the APC were ever to flip on it's top. The bars also prevent 1D damage to the craft if it were ever rammed in the front.

Craft: MetaCorp Industries M11A1 APC

Class: Speeder [Ground]

Size: Huge (8 m long)

Passangers: 12

Cargo Capacity: 500 kg

Speed: 90 m

Max Velocity: 260 km/h

Cost: 45,000 Credits

Crew: 1 (Skilled +4)

Initiative: +2 (-2 size, +4 crew)

Maneuver: +2 (-2 size, +4 crew)

Defense: 13* (-2 size, +5 armor)

Shield Points: 0

Hull Points: 50 (DR 5)

*Provides full cover to crew and passengers.

Weapons:

Double Blaster Cannon

Fire Arc: Turret

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

Damage: 4d8

Range Increments: 200 m

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