



# Vehicles D6 / Heavy Rancor-class Repu

## Heavy Rancor-class Repulsortank

The RanCorp Heavy tank is one of their first assault craft. This is one of the largest Heavy Tanks on the market. It carries several peices of heavy weaponry including, dual heavy laser cannons,a grenade launcher, and a medium repeating cannon. The craft's repulsors themselves are weapons in their own right. They create a much more condensed feild that crushes everything under it with a strength of 7D (7d8).

the tank itself can quite easily strike fear into the heart of an opponent. It is 25 meters long and about 10-15 meteres tall (top to bottom, not on repulsorfield) On the front End of the gaint tank is a sylised Death's Head. where the eyes of the deaths head are are two veiwwports for the drivers to see out of. In the Death's Head's open mouth are twin Heavy Laser Cannons. In the Death's Head's Nose socket is a 100mm massdriver cannon for anti-tank use. At the center of the Craft one either side are anti-personel weapons, on the right side on a 90 degree joint is a concussion missile launcher, on the left on a simialir joint is a medium repeating blaster cannon. At the very aft of the huge monstrosity are three flame canister launching tubes. These are used to make sure the area Behind the tank is clear of unwanted surprises. Also the tank appears to have treads these are actually disguised heavy missile tubes.

This tank was often the main vehicle assault coming in right after the light tanks and right ahead of the infantry.

Craft: RanCorp Repulsor Tank

Type: Heavy repulsortank

Scale: Speeder

Length: 25 meters

Skill: Repulsorlift operation: repulsortank

Crew: 4, gunners: 4

Crew Skill: Varies

Passengers: 3

Cargo Capacity: 500 kilograms

Cover: Full

Altitude Range: Ground level-8 meters

Cost: 62,000

Maneuverability: 1D

Move: 90 kmh

Body Strength: 5D ,front,left, right; 4D back; 3D top; 2D bottom

Weapons:

Dual Heavy Heavy Laser Cannon

Fire Arc: Forward

Crew: 2

Skill: Vehicle blasters: heavy laser cannon

Fire Control: 2D

Range: 200-1/3/5 km

Damage: 6D (7D linked)

Concussion Grenade Launcher

Scale:Personel

Fire Arc: forward/back/right

Crew: 1 (co-pilot)

Skill: Missile weapons: grenade launcher

Fire Control: 2D

Range: 10-50/100/200

Damage: 5D

Medium Repeating Blaster

Scale: Character

Fire Arc: forward/back/left

Crew: 1

Skill: Vehicle Blasters

Fire Control: 1D

Range: 3-75/200/500 m

Damage: 5D

Game notes: each "shot" fires a three bursts in rapid succession.

2 Heavy Missile Tubes

Fire Arc: Turret

Scale: Walker

Skill: Missile Weapons

Fire Control: 1D

Range: 100-500/2/4 km

Damage: 4D

100mm Massdriver Cannon

Fire Arc: Front

Crew: 1

Scale: Walker

Skill: Vehicle Blasters

Ammo: 30

Fire Control: 1D+2

Range: 50-500/1.5/2.5 km

Damage: 6D

triple Linked Fire Canister launchers

Scale: speeder

fire arc: rear

skill: missile weapons

fire control: 2D

Range:1-3/5/6-7

Blast Radius: 3 meters

Damage:5D fire damage ;4D for the next 6D rounds

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