



Vehicles D6 / RanCorp Ravisher Missile

Ravisher Mobile Missile Platform

What can be said about the ravisher? Well to start it's name was originally gonna be called the raper for it's ability to shred any force it strikes at. Without the proper support force an army would be devaastated by just one of these. It's only weapon is the hellraiser. It's in a 6 by 10 tube arrangement and can fire 1,6,10,30, or 60 at a time reaking massive destruction. It also has the ability to reach farly good heights and reach high speeds for a vehcile it's size.

Craft: RanCorp Ravisher Missile Car

Type: mobile missile platform

Scale: speeder

Length: 20 meters

Skill: Repulsorlift operation: ravisher

Crew: 2, gunners: 8

Crew Skill: Repulsorlift operation 5D, missile weapons 7D

Passengers: none

Cargo Capacity: 230 kilograms

Cover: Full

Altitude Range: Ground level-35 meters

Cost: 160,000

Maneuverability: 2D

Move: 70; 200 kmh

Body Strength: 3D+2

Weapons:

Hellraiser concussion Missile Launcher

Scale: Speeder

Skill: Missile Weapons: concussion missile launcher

Crew: 5

Ammo: 60 (reloadable from inside the tank)

Fire Control: 2D

Range: 20-600/3/16 km

Blast Radius: 20 meters

Damage: 7D

All text and stats by Dave Maloney, OverLord, HTML and logos done by FreddyB

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