



Vehicles D20 / ZevLon Armaments RT-32

RT-32 "Minotaur" Combat Support Repulsotank

Mercenary units often times find themselves in the worst of combat conditions, where they are either out-gunned or out-numbered. Support from armor is essential to mercenary infantry's survival, especially on Imperial or New Republic-scale battlefields.

The RT-32, dubbed the "Minotaur", is a lightweight repulsortank designed around the closure of the Clone Wars, and its influence can still be detected in modern armor. Designed by Zev'Lon Armaments for use with independant militia groups, the RT-32 has supplemented many mercenary factions, who have used the vehicle to great success in combat.

The RT-32 is a well-armored vehicle, featuring 215mm of 45° sloped frontal armor, and approximately 185mm of 65° sloped side armor. The extreme sloping of the armor in the RT-32 allows the tank to have a low weight output and a smaller silhouette from medium and longer ranges. The low profile of the "Minotaur" makes it more difficult for enemy repulsortanks to hit the RT-32, and increases the vehicle's combat survivability.

A high-velocity 130mm massdriver cannon supports the brunt of the RT-32's engagements. With a optimum performance range of 3 km and an armor piercing capability of 285mm, the "Minotaur" is able to compete with even the best repulsortanks on the modern battlefield. The RT-32 is also one of the first tanks to be fitted with an auto-loading mechanism for the main cannon, cutting down on time-consuming work for the crew.

Craft: Zev'Lon Armaments RT-32 "Minotaur" Combat Support Repulsortank

Class: Speeder [Ground]

Size: Gargantuan (11.5 m long)

Passangers: 0

Cargo Capacity: 110 kg

Speed: 71 m

Max Velocity: 205 km/h

Cost: 83,500 (new)

Crew: 2 (Normal +2)

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

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

Defense: 11* (-4 size, +5 armor)

Shield Points: 0

Hull Points: 80 (DR 5)

*Provides full cover to crew.

Weapons:

130mm High-Velocity Massdriver Cannon

Fire Arc: Turret

Attack Bonus: -3 (-4 size, +1 fire control)

Damage: 7d10

Range Increments: 300 m

Game Notes: Auto-Loading Mechanism: The RT-32 features a sophisticated loading system for the tank's main gun. If a roll of 1 occurs as the attack roll while trying to fire the main gun, the auto-loader has jammed and the cannon will not fire. The main gun can be unjammed on hand with five minutes repair time and a repair roll (DC 15). If successful, the auto-loader is inoperable, but the cannon may now be loaded manually by the crew. The weapon now needs one extra man to fire and can only fire 1 shot each round.

Concussion Grenade Launcher

Fire Arc: Front

Attack Bonus: -3 (-4 size, +1 fire control)

Damage: 3d8

Range Increments: 20 m

2 Medium Repeating Blasters

Fire Arc: Front (1); Rear (1)

Attack Bonus: -3 (-4 size, +1 fire control)

Damage: 5d8

Range Increments: 50 m

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