



Vehicles D20 / Vetricon Enterprises Jack

Vetricon Jack-knife APC

Vetricon Enterprises was founded by a small group of combat engineers from Hammer's Slammers. They retired from the mercenary business with Colonel Hammer's blessings and some monetary aid from their contacts in the fledgeling New Republic. Hammer's Slammers had seen a serious problem during the war, in getting their hands on serviceable equipment and so the engineers intended to make the corporation for the purpose of supplying the Slammers. Once they got rolling though they became a full fledged corporation selling to whoever pays, but giving the Slammers top priorities in all things.

The Jack-Knife APC serves as the main groundside troop transport for Hammer's Slammers. It is a fast and very maneuverable craft with solid armour all around it. It has shallow sloped walls on the outside and a single turret sticking out of the front left corner with a tribarrel repeater sticking out of it. Pannels on the sides and back of the APC drop down on hidden hinges to become quick ramps for the troops to charge down without being crowded into one spot to get out. This was done to allow them to get out quickly, and to prevent a single repeating emplacement from tearing them up before they even got off the APC. The Jack-Knife has practically the same crew complement as a Riot-class tank. It has a pilot, a gunner who sits in the turret for the repeater, and a captain. The 'captain' is also in the role of com expert, he controls the communications equipment and monitors the video-feeds from the troops' helmets. The APC can hold a squad of troops and a commander in its bay, and can discharge them in a few seconds and be on the move again.

Craft: Vetricon Enterprises Jack-Knife-class APC

Class: Speeder [Ground]

Size: Gargantuan (10.1 m long)

Passengers: 9

Cargo Capacity: 250 kg

Speed: 70 m

Max Velocity: 200 km/h

Cost: 54,000 (new)

Crew: 2 (Skilled +4)

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

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

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

Shield Points: 0

Hull Points: 45 (DR 5)

*Provides full cover to crew and passengers.

Weapons:

Tri-barrel Repeating Blaster

Fire Arc: Turret

Attack Bonus: +1 (-4 size, +2 crew, +3 fire control)

Damage: 4d8

Range Increments: 80 m

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