

Feleini-Arat T30 Siege Tank

After the moderate success of their T29 battle tank design, Feleini-Arat RepulsorMotors went out on a limb and invested the marginal profits made by the T29 into designing a new, more powerful battle tank. The risk they made proved to be well worth it. After two full years of design work, Feleini-Arat unveiled the T30 siege tank.

The T30 siege tank was designed for a single purpose, heavy bombardment during sieges of enemy bunkers, cities and other large-scale targets. The T30 made Feleini-Arat billions in credits during the opening stages of the Clone Wars alone, the design had proven itself impressive during demonstrations to the Republic.

The T30 siege tank itself is a rather unique and complicated design. It operates in two completely different modes, a tank mode and a siege mode. While in tank mode the siege tank operates like any other standard ground tank (the T30 is not a repulsorlift equipped vehicle) and utilizes a large double blaster cannon as its main weapon for use against other vehicles - infantry escort is typically required for antipersonnel work.

What makes it unique in nature is when it operates in siege mode. In siege mode the tank lowers three braces to steady the tank from the kick of the massive "shock" cannon. The cannon itself "transforms" from the double blaster cannon turret and engine power is diverted away from the engines - mainly because the tank does not move in siege mode - and rerouted into the extensive power couplings of the shock cannon.

The shock cannon features a highly advanced targeting and fire control system which can score a direct hit on a single soldier at medium range with little to no difficulty. Even in moderately sized groups, the siege tanks can massacre entire regiments of troops from a distance. Working in conjunction with air reconnaissance units as well as infantry support, the tanks were perhaps one of the most effective weapons of the era.

Craft: Feleini-Arat RepulsorMotors T30 Siege Tank

Class: Speeder [Ground]

Size: Gargantuan (13.2 m long)

Passangers: 0

Cargo Capacity: 100 kg

Speed: 55 m

Max Velocity: 160 km/h

Cost: Not available for sale

Crew: 1 (Normal +2)

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

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

Defense: +16* (-4 size, +10 armor)

Shield Points: 0

Hull Points: 60 (DR 10)

*Provides full cover to crew.

Weapons:

Double Blaster Cannon (only in tank mode)

Fire Arc: Turret

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

Damage: 5d8

Range Increments: 90 m

"Shock" Cannon (only in siege mode)

Fire Arc: Turret

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

Damage: 6d10

Range Increments: 350 m (6 m)

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny,Overlord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).