

### Buzzsaw Light Repulsortank

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.

Made by Vetricon Enterprises, the Buzzsaw-class repulsortank serves as the main source of light armour in the Hammer's Slammers mercenary group. Where the Riolo-class tank was supposed to be a backbone craft capable of taking charge of the whole battle at any moment, the Buzzsaw is a straightout fast attack craft. The com stations and main gun were removed from the design, as well as a lot of free space, and the Buzzsaw was made about half as big as the Riolo. The comm instructions all go to the pilot's headset in his helmet. Besides the pilot there are only two gunners who ride up in turrets on either side of the craft's centerline. From the outside the craft is a strange floating box with skirts around it to protect the repulsorlifts. It's front angles back towards the center of the ship at about an 80 degree angle, while the back of the craft angles away from it at the same degree. The sides of the tank slope up at a 45 degree angle and at the center of either side a rotating turret sit with the three barrels of the tank's repeaters sticking out of them. The tank's blowers are the same strength as those on a Riolo but they have considerably less mass to propel allowing them to reach higher speeds and maneuver more easily.

Craft: Vetricon Enterprises Buzzsaw-class Light Tank

Class: Speeder [Ground]

Size: Huge (6 m long)

Passengers: 0

Cargo Capacity: 500 kg

Speed: 80 m

Max Velocity: 230 km/h

Cost: 49,000

Crew: 1 (Skilled +4)

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

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

Defense: 13\* (-2 size, +5 armor)

Shield Points: 0

Hull Points: 40 (DR 5)

\*Provides full cover to crew.

Weapons:

2 Tri-barrel Repeating Blasters

Fire Arc: Turret

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

Damage: 4d8

Range Increments: 80 m

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