

## 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

Type: Armored Personnel Carrier

Scale: Speeder

Length: 10.1 meters

Skill: Repulsorlift Operation: APC

Crew: 2; Gunners: 1

Crew Skill: Repulsorlift Operation 5D, Vehicle Blasters 4D+2, Communications 4D+1

Passengers: 9

Cargo Capacity: 250 kg

Cover: Full

Altitude Range: Ground Level - 2 Meters

Cost: 54,000 (new)

Maneuverability: 2D

Move: 70;200Kmh

Body: 4D+1

Weapons:

Tri-barrel Repeating Blaster

Fire Arc: Turret

Crew: 1

Scale: Character

Skill: Vehicle blasters

Fire Rate: 5

Fire Control: 3D

Range: 20-150/300/800

Damage: 7D

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

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