



# Vehicles D20 / Ventricon Enterprises A7

## Vetricon A7V Light Tank

The A7V was developed as sort of an oddity. Using treads instead of repulsors, half the mines employed in the galaxy, strong enough to damage a tank, would not be set off by the A7V's passage. The vehicle was designed after old style tanks with a rhombus shape to it so that it rolls over hills and obstacles easily. The tank is driven by two men who lie back with the displays in the ceiling and walls around them and no external viewport, only holodisplays. Heads-up displays have tactical and strategical analysis displays as well as unit deployment monitors to feed the pilots plenty of information on the battlefield. A heavy blaster cannon is emplaced on a turret at the top of the vehicle and long rectangular ports, one on either flank and one right under the turret, allow 3 repeaters to strafe without having the gunner be exposed. The ports are made only high enough to let the barrels move a little bit vertically and long to allow plenty of horizontal strafing. The ports are thusly too small for grenades to be thrown in.

Craft: Ventricon Enterprises A7V Light Tank

Class: Speeder [Tracked]

Size: Huge (8.93 m long)

Passangers: 0

Cargo Capacity: 1 ton

Speed: 105 m

Max Velocity: 300 km/h

Cost: 45,950 (new)

Crew: 2 (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: 55 (DR 5)

\*Provides full cover to crew.

Weapons:

Heavy Blaster

Fire Arc: Turret

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

Damage: 7d8

Range Increments: 180 m

### 3 MG-34 Repeating Blasters

Fire Arc: Front, Left, Right

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

Damage: 3d8

Range Increments: 150 m

Game notes: When a hit is established, all following shots against nearby (1 meter) targets are at +3 fire control.

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