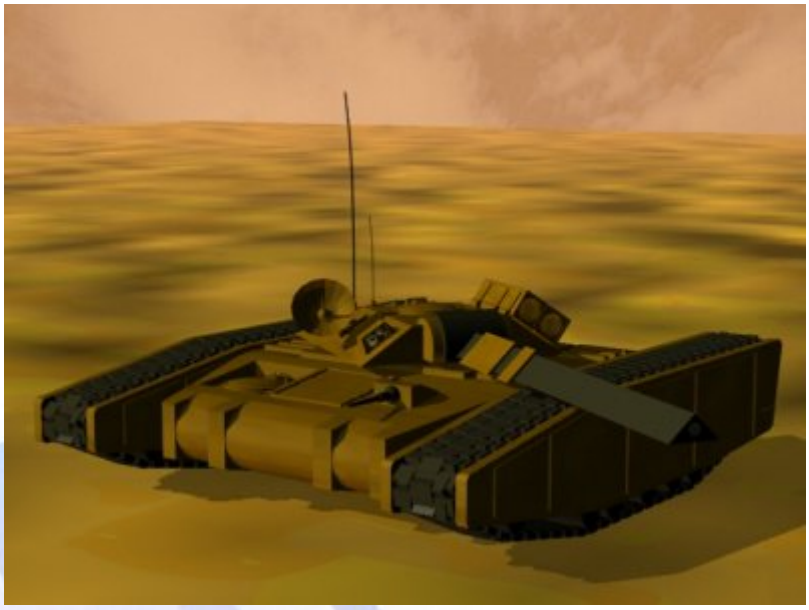
Vehicles D6 / Galactech "Fury" Ground Assau



Craft: Fury Assault Tank
Type: Galactech "Fury" Ground Assault Tank
Scale: Walker
Length: 15.2m
Skill: Ground Vehicle Operation: Fury Tank
Crew: 1+2Gunners
Passengers: 0
Cargo Capacity: 60kg
Cover: Full
Altitude Range: Ground level
Maneuverability: 1D
Move: 20; 50kmh
Body Strength: 3D
Weapons:

- Light Blaster Cannon
  - Fire Arc: Front
  - Scale: Character
  - Skill: Vehicle Blasters
  - Fire Control: 2D
  - Range: 10-100/200/500m
  - Damage: 5D
- Heavy Rail Gun
  - Fire Arc: Turret
  - Scale: Walker
  - Skill: Missile Weapons
  - Fire Control: 2D
  - Range: 50-500/1.5/3km
  - Damage: 5D
- 2 * Concussion Missiles
  - Fire Arc: Turret
  - Scale: Walker
  - Skill: Missile Weapons
  - Fire Control: 3D
  - Range: 100-500/2.5/5km
  - Damage: 7D

Description: With the fighting continuing between the Empire and the New Republic, Galactech saw a gap in the market for arming planetary forces with military gear to help defend against invasion from one side or the other. The Fury Assault Tank is a walker scale vehicle capable of standing up to AT-AT walkers and their New Republic counterparts, with a powerful rail gun and long ranged missiles the Fury is a tank to be reckoned with. The vehicle however uses old and cheap technology whereever possible, making it an affordable if less than spectacularly performing

addition to the battlefield. Slow and weakly armoured, the Fury has become common in the militia forces of planets in the mid-rim systems, where funding prohibits the purchasing of newer and more high tech tanks and walkers.

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