

Fatbod APC

During the early days of the Rebellion the Alliance was often forced to modify non-combat vehicles into effective weapons to throw at the Imperial forces. Such widespread modification created a large variety of patchwork vehicles throughout the Alliance. If a particular modification on a specific vehicle proved to be exceedingly effective, that modification was made standard on all other similar model vehicles in the area.

One such common patchwork vehicle was the "flying fortress" - not to be confused with the Empire's floating fortress - which was a heavily modified Aratech B-A7 cargo airspeeder. The Aratech B-A7 was originally marketed on worlds similar to Coruscant where there just wasn't much room for landspeeders and the bulk of all transportation was done by airspeeder or starship. The B-A7 is essentially a speeder truck with a much higher altitude range than standard speeder trucks.

When the Alliance got a hold of a few B-A7s during a cargo raid on a supply depot on Celanor the local SecForce commander was hit with a brilliant idea - flying combat APCs.

The modifications invested in each B-A7 were quite expensive and time consuming. Most of the cargo space was removed to make room for troop benches capable of seating up to eight as well as room for the four gunners. The armor plating was increased slightly and power was rerouted from the main repulsorlift drive to the weapons reducing the maximum altitude nearly three kilometers.

The craft is self carriers four blaster emplacements: an anti-vehicle blaster turret mounted on the dorsal side of the craft, a pair of anti-personnel repeating blasters with one on each side and finally a double repeating blaster cannon in the rear to ward off pursuit. The anti-vehicle blaster turret is mounted under a bubble canopy giving the gunner an unobstructed view all around. However, the gunners manning the repeating blasters on either side of the craft must stand directly behind their weapon and rely heavily on a cheap holographic display as the side mounts are merely modified E-webs mounted in small openings. Finally, the tail gunner lays down on his stomach across a bench where he looks directly over the barrels of his double repeating blaster and out of another bubble canopy which provides only limited movement for aiming.

These modified B-A7s are typically reserved for two main roles in a combat scenario: air support and troop transport. They have been used quite successfully on numerous occasions where heavy ground resistance is expected. A single modified B-A7 can effectively lay down enough cover fire in every direction to allow the squad of troops it is carrying to safely debark and seek cover.

After the first few combat missions in which the modified B-A7s were used the crews gave them the rather odd nickname of "fat and tough bringer of doom" or Fatbod for short. While the local SecForce commander didn't quite understand the meaning behind it, he didn't argue.

Only three B-A7s were modified in this manner on Celanor while there are several other B-A7s - and other similar vehicles - modified in very similar ways serving the Alliance across the galaxy.

Craft: Rebel Alliance "Fatbod" APC

Class: Airspeeder

Size: Colossal (19.8 m long)

Hyperdrive: None

Passangers: 8 (troops)

Cargo Capacity: 250 kg

Maximum Altitude: 5 km

Cost: 24,000 (as modified)

Maximum Speed In Space: Not applicable

Atmospheric Speed: 530 km/h (7 squares/action)

Crew: 2 (Skilled +4)

Initiative: -4 (-8 size, +4 crew)

Maneuver: -4 (-8 size, +4 crew)

Defense: 12* (-8 size, +10 armor)

Shield Points: 0

Hull Points: 35 (DR 5)

*Provides full cover to crew and passangers.

Weapons:

Blaster Cannon

Fire Arc: Dorsal turret

Attack Bonus: -5 (-8 size, +2 crew, +1 fire control)

Damage: 3d8

Range Increments: 100 m

2 Repeating Blaster Cannons

Fire Arc: 1 right turret, 1 left turret

Attack Bonus: -4 (-8 size, +2 crew, +2 fire control)

Damage: 4d8

Range Increments: 50 m

Double Repeating Blaster Cannon

Fire Arc: Back

Attack Bonus: -4 (-8 size, +2 crew, +2 fire control)

Damage: 5d8

Range Increments: 50 m

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