



## Vehicles D6 / Vengeance Heavy Repul

### Vengeance Heavy Repulsortank

The Vengeance-class heavy repulsortank is the heaviest piece of armor in the Palvar Defense Force. It serves much the same purpose as the Imperial AT-AT walkers, but much more effectively.

The Vengeance repulsortank is a combination of a floating weapons platform and an armored personnel carrier. As a weapons platform it carries an impressive arsenal including a heavy laser cannon as the main weapon, a concussion grenade launcher on the same axis, a pair of E-Webs modified into effective antipersonnel turrets on either side as well as an anti-vehicle land mine layer.

In standard operation, the Vengeance tanks engage other vehicles with their heavy laser cannon which is supplemented by the concussion grenade launcher for close-range engagements. The modified E-Web turrets make for excellent antipersonnel and anti-light vehicle work, each being able to cover the front and rear fire arcs to some extent (there are only small blind spots directly in front and directly behind the tank). At last minute, designers added an anti-vehicle mine layer to the tank's aft end, routing controls to the co-pilot's station. The mine layer allows the tank to effectively set up a perimeter around itself and more or less "dig in" for extended periods of time.

The Vengeance repulsortank boasts top of the line electronic systems that Imperial repulsortanks and walkers lacked for reasons of cost. The Palvar Defense Force is able to afford such luxuries as shield generators and enhanced sensor arrays on board their heavy tanks. In addition to the shield generator and sensor array, the Vengeance repulsortanks feature a long range communications terminal which has an effective range of low orbit, allowing the tank crew to communicate directly to a command ship above the planet.

Other features include a smoke generator on the aft end and a spot light in front of the ingress/egress hatch on top of the main turret. The Palvar Defense Force has had each tank specifically painted with various camouflage patterns for varying types of terrain and surroundings while supplementing

the tank with whatever else it may require for that specific environment (such as extra internal heaters for tanks intended for use on an ice world).

The Vengeance tanks tend to be deployed only to company strength units and higher with each crew being trained extensively in proper fighting and survival techniques for the environment type that their tank was assigned.

Model: Kashan Industries T11 "Vengeance"

Type: Heavy repulsortank

Scale: Walker

Length: 17.53 meters

Skill: Repulsorlift operation: Vengeance repulsortank

Crew: 3; Gunners: 4; Skeleton: 1/+10

Crew Skill: Repulsorlift operation 4D+2, sensors 4D, vehicle blasters 5D+2

Passengers: 8 (troops)

Cargo Capacity: 2 metric tons

Cover: Full

Altitude Range: Ground level-4 meters

Cost: 95,500 (new)

Maneuverability: 1D

Move: 70; 200 kmh

Body: 5D

Shields: 1D

Sensors:

Passive: 20 meters/0D

Search: 75 meters/1D

Weapons:

Heavy Laser Cannon

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D+1

Range: 200-1/3/5 km

Damage: 6D

Concussion Grenade Launcher

Fire Arc: Turret (same axis as heavy laser cannon)

Crew: 1

Skill: Missile weapons

Fire Control: 1D

Range: 10-50/100/200

Damage: 3D

2 Heavy Repeating Blasters (modified E-Webs)

Fire Arc: 1 left turret, 1 right turret

Crew: 1 each

Scale: Character

Skill: Vehicle blasters

Fire Control: 1D

Range: 3-75/200/500

Damage: 8D

Game Notes: Cover is reduced to 3/4 for repeater gunners.

#### Land Mine Layer

Fire Arc: Back

Crew: 1 (co-pilot)

Scale: Speeder

Skill: Missile weapons

Ammo: 20

Range: 1/2/3

Blast Radius: 0-2/4/5/10

Damage: 5D/4D/3D/2D

#### Smoke Generator

Fire Arc: Back

Crew: 1 (co-pilot)

Damage: 3D (smoke)

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