



Vehicles D6 / RanCorp Neo-773 Armored

Armored Attack Tank

The AAT is another part of the Alpha Wing research project. It's based off another Trade Federation design. The tanks aren't exactly the Rancor heavy tank but are much more reasonable and less cumbersome. The tanks are smaller than many other RanCorp tanks but it packs a decent punch in it's own right. It was mainly to release a more purchasable tank to the market.

The tank has a top turret mounted heavy cannon with a very powerful blast capable of destroying most enemy vehicles. Then on either side of the tank is a medium cannon capable of doing reasonable damage as well. The front nose of the tank is heavily armored allowing it to break through building walls or barricades easily. The back of the tank release a ramp for two squads of war droids to exit from. The AAT is mainly a siege vehicle meant to get in taking out enemy vehicles then deploying troops. The tank is much simpler, requires less crew, and is much cheaper than most RanCorp tanks and it has quickly become popular.

Craft: RanCorp Neo-773 Armored Attack Tank

Type: Heavy repulsortank

Scale: Speeder

Length: 20.5 meters

Skill: Repulsorlift operation: AAT

Crew: 2, gunners: 3

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

Passengers: 16 (two squads of battle droids)

Cargo Capacity: 250 kilograms plus troop gear)

Cover: Full

Altitude Range: Ground level-2 meters

Cost: 38,000

Maneuverability: 1D

Move: 105; 300 kmh

Body Strength: 4D

Weapons:

Heavy Laser Cannon

Fire Arc: Turret

Crew: 2

Skill: Vehicle blasters

Fire Control: 2D

Range: 200-1/3/5 km

Damage: 6D

2 Medium Blaster Cannon

Fire Arc: forward

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-200/500/1 km

Damage: 4D

Armored Nose

Fire Arc: front

scale: walker

crew: 0

skill: repulsorlift ops: AAT

Range: Contact

Damage: Ramming Damage+2D (tank suffers no damage as it normally would from the collision)

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

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