



## Vehicles D20 / RanCorp Harasser Rep

### Harasser Repulsortank

The Harasser Hovortank is for some reason very popular with resistance groups. It is a fast, agile craft with armor that is decent but hardly a match for a larger tank's weaponry. It's arsenal consists of a 2 by 6 tube missile launcher. 3 men operate the firing control while two more handle reloading, which fortunately can be done from within the tank. The launcher has a very impressive range and it's mobility makes it hard to catch. It is perfect for the sort of high damage hit and run tactics resistance groups like. The missiles may be fired one at a time, one row at a time or all 24 at once for maximum damage.

Craft: RanCorp Harasser Repulsortank

Class: Speeder [Ground]

Size: Gargantuan (15 m long)

Passangers: 0

Cargo Capacity: 450 kg

Speed: 150 m

Max Velocity: 430 km/h

Cost: 110,000

Crew: 4 (Very Skilled +6)

Initiative: +2 (-4 size, +6 crew)

Maneuver: +2 (-4 size, +6 crew)

Defense: 11\* (-4 size, +5 armor)

Shield Points: 0

Hull Points: 35 (DR 5)

\*Provides full cover to crew.

Weapons:

Hellraiser concussion Missile Launcher

Fire Arc: Front

Attack Bonus: +1 (-4 size, +3 crew, +2 fire control)

Damage: 7d8

Range Increments: 1.6 km (20 m)

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