



Vehicles D20 / RanCorp Ravisher Miss

Ravisher Mobile Missile Platform

What can be said about the ravisher? Well to start it's name was originally gonna be called the raper for it's ability to shred any force it strikes at. Without the proper support force an army would be devaastated by just one of these. It's only weapon is the hellraiser. It's in a 6 by 10 tube arrangement and can fire 1,6,10,30, or 60 at a time reaking massive destruction. It also has the ability to reach farly good heights and reach high speeds for a vehcile it's size.

Craft: RanCorp Ravisher Missile Car

Class: Speeder [Ground]

Size: Colossal (20 m long)

Passangers: 0

Cargo Capacity: 230 kg

Speed: 70 m

Max Velocity: 200 km/h

Cost: 160,000

Crew: 2 (Very Skilled +6)

Initiative: -2 (-8 size, +6 crew)

Maneuver: -2 (-8 size, +6 crew)

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

Shield Points: 0

Hull Points: 80 (DR 10)

*Provides full cover to crew and passangers.

Weapons:

Hellraiser concussion Missile Launcher

Fire Arc: Turret

Attack Bonus: -3 (-8 size, +3 crew, +2 fire control)

Damage: 7d8

Range Increments: 1.6 km (20 m)

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

All text and stats by Dave Maloney,OverLord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).