



## Vehicles D6 / RanCorp Urban Terrain Assault Transport

### RanCorp UT-AT

The Rancorp UT-AT is a horrible monstrosity cooked up from sentients worst nightmares. It looks like some kind of giant arachnid. It has a long thick body with legs that arch up and back down away from it in a similar fashion to a spider's. It's rear quarter holds troops or vehicles for deployment into a safe zone. It has a single weapon, a 100mm chaingun. The chaingun feeds off large ammo racks which must be replaced every 800 shots. It takes 2 crewmen to reload the massive racks. This weapon has inspired fear beyond belief on the battlefield.

Craft: RanCorp Urban Terrain Assault Transport

Type: Assault Walker

Scale: Walker

Length: 23 meters long, 12 meters tall

Skill: Walker operation: UT-AT

Crew: 3, gunners: 1

Crew Skill: Vehicle blasters 5D, Walker operation 5D

Passengers: 40 (troops) or 2 Rancor-class Heavy tanks

Cargo Capacity: 1 metric ton

Cover: Full

Cost: 135,000

Move: 20; 60 kmh

Body Strength: 5D+2

Weapons:

100mm ChainGun

Fire Arc: Front

Crew: 1

Scale: Walker

Skill: Vehicle Blasters

Ammo: 800 (per rack)

Fire Control: 2D

FireRate: 50

Range: 50-500/1.5/2.5 km

Damage: 3D+2

Each shot is actually a burst of 5 shots, roll once for that burst if it beats the dodge roll by 5 or more that entire burst hits. (If it beats it by less the number of shots from the burst that hit is equal to the difference between the hit roll and the dodge roll) Roll for any other bursts as well. Then treat these as successful combined action shots applying the appropriate bonuses. (the fire rate of 50 means a max of 10 bursts in one round)

1 Burst: +2D to damage

2 Bursts: +4D to damage

3 Bursts: +5D to damage

4 Bursts: +5D to damage

5 Bursts: +6D to damage

6 Bursts: +6D to damage

7 bursts: +7D to damage

8 bursts: +8D to damage

9 bursts: +8D to damage

10 bursts: +10D to damage

(All of each burst must hit and hit the same target for the bonuses)

Spray: The gunners may fire their maximum fire rate into a specified area to fill it with fire. If they do this they get no hit bonuses from fire control and roll their gunnery skill once without multi-action, each round. Units in that area or trying to get through it must roll their dodge vs. that gunnery roll to avoid getting hit. Roll 1D to determine how many bursts hit if the unit doesn't make it through.

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