

Feleini-Arat T30 Siege Tank

After the moderate success of their T29 battle tank design, Feleini-Arat RepulsorMotors went out on a limb and invested the marginal profits made by the T29 into designing a new, more powerful battle tank. The risk they made proved to be well worth it. After two full years of design work, Feleini-Arat unveiled the T30 siege tank.

The T30 siege tank was designed for a single purpose, heavy bombardment during sieges of enemy bunkers, cities and other large-scale targets. The T30 made Feleini-Arat billions in credits during the opening stages of the Clone Wars alone, the design had proven itself impressive during demonstrations to the Republic.

The T30 siege tank itself is a rather unique and complicated design. It operates in two completely different modes, a tank mode and a siege mode. While in tank mode the siege tank operates like any other standard ground tank (the T30 is not a repulsorlift equipped vehicle) and utilizes a large double blaster cannon as its main weapon for use against other vehicles - infantry escort is typically required for antipersonnel work.

What makes it unique in nature is when it operates in siege mode. In siege mode the tank lowers three braces to steady the tank from the kick of the massive "shock" cannon. The cannon itself "transforms" from the double blaster cannon turret and engine power is diverted away from the engines - mainly because the tank does not move in siege mode - and rerouted into the extensive power couplings of the shock cannon.

The shock cannon features a highly advanced targeting and fire control system which can score a direct hit on a single soldier at medium range with little to no difficulty. Even in moderately sized groups, the siege tanks can massacre entire regiments of troops from a distance. Working in conjunction with air reconnaissance units as well as infantry support, the tanks were perhaps one of the most effective weapons of the era.

Model: Feleini-Arat RepulsorMotors T30 Siege Tank

Type: Heavy assault tank

Scale: Speeder

Skill: Ground vehicle operation: siege tank

Length: 13.2 meters

Crew: 1; Gunners: 1

Crew Skill: Ground vehicle operation 4D, vehicle blasters 4D

Cargo Capacity: 100 kilograms

Cover: Full

Cost: Not available for sale

Maneuverability: 0D

Move: 55; 160 kmh

Body: 5D

Weapons:

Double Blaster Cannon (only in tank mode)

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D

Range: 5-50/300/900

Damage: 5D

"Shock" Cannon (only in siege mode)

Fire Arc: Turret

Crew: 1

Scale: Walker

Skill: Vehicle blasters

Fire Rate: 1

Fire Control: 3D

Range: 50-450/1.2/3.5 km

Blast Radius: 2/4/6

Damage: 6D/3D/1D

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