



## Vehicles D20 / Vetricon Enterprises Ri

### Riole Medium Repulsortank

Vetricon Enterprises was founded by a small group of combat engineers from Hammer's Slammers. They retired from the mercenary business with Colonel Hammer's blessings and some monetary aid from their contacts in the fledgeling New Republic. Hammer's Slammers had seen a serious problem during the war, in getting their hands on serviceable equipment and so the engineers intended to make the corporation for the purpose of supplying the Slammers. Once they got rolling though they became a full fledged corporation selling to whoever pays, but giving the Slammers top priorities in all things.

Made by Vetricon Enterprises, the Riole-class repulsortank serves as the backbone of the Hammer's Slammers mercenary group. It is a fairly speedy and maneuverable medium tank with maneuvering vanes that direct the thrust from the 'blowers' which are essentially extremely powerful fans that blow the ship while it is lightened considerably by the repulsors. The tank is fairly well armored with angled sides very steep on the sides, and more shallow on the front and back. The main cannon can swivel 360 degrees on its turret and in a cupola next to it is a tri-barrel repeating blaster capable of cutting down infantry quickly. The tank is usually manned by four people, a pilot, a com expert, a gunner, and a captain. The captain directs the tank's crew and control the main cannon. The gunner mans the tri-barrel repeater, and the pilot is self-explanatory. The com expert has a panel of comscanners and receiving equipment as well as a helmet with built in com headset with over 50 possible tactical frequencies. they keep track of all the com chatter during an operation and scan for enemy signals trying to decode them. The pilot has fairly advanced sensor and terrain finding equipment as well as GPS and 'dead reckoning' systems that provide navigational data for the pilot. There are no viewports or openings for skilled snipers to fire through. However should those sensors be knocked out the pilot only has the dead reckoning system which keeps track of the craft's movements and corresponds it to the navigational charts in the computer. This is usually very accurate, but pilots generally prefer to have constant update of information, not wanting to rely only on the gunner's sights to tell enemy positions and

the terrain ahead. The inside of the tank is very cramped with slanted walls and a low ceiling, and it is constantly bathed in a red glow with flickerings of green from the various display panels.

Craft: Vetricon Enterprises Role-class Medium Tank

Class: Speeder [Ground]

Size: Gargantuan (10.1 m long)

Passengers: 0

Cargo Capacity: 1 ton

Speed: 55 m

Max Velocity: 160 km/h

Cost: 56,000

Crew: 3 (Skilled +4)

Initiative: +0 (-4 size, +4 crew)

Maneuver: +0 (-4 size, +4 crew)

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

Shield Points: 0

Hull Points: 50 (DR 5)

\*Provides full cover to crew.

Weapons:

Heavy Blaster Cannon

Fire Arc: Turret

Attack Bonus: +0 (-4 size, +2 crew, +2 fire control)

Damage: 6d8

Range Increments: 350 m

Tri-barrel Repeating Blaster

Fire Arc: Turret (in side cupola)

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

Damage: 4d8

Range Increments: 80 m

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