

## Vehicles D20 / Ventricon Enterprises A

### Vetricon A7V Light Tank

The A7V was developed as sort of an odity. Using treads instead of repulsors, half the mines empoloyed in the galaxy, strong enough to damage a tank, would not be set off by the A7V's passage. The vehicle was designed after old style tanks with a rombus shape to it so that it rolls over hills and obstaceles easily. The tank is riven by two men who lie back with the displays in the ceiling and walls around them and no external viewport, only holodisplays. Heads-up displays have tactical and strategical anlysis displays as well as unit deployment monitors to feed the pilots plenty of information on the battlefield. A heavy blaster cannon is emplaced on a turret at the top of the vehicle and long rectangular ports, one on either flank and one right under the turret, allow 3 repeaters to strafe without having the gunner be exposed. The ports are made only high enough to let the barrels move a little bit verticly and long to allow plenty of horizontal strafing. The ports are thusly too small for grenades to be thrown in.

Craft: Ventricon Enterprises A7V Light Tank

Class: Speeder [Tracked]

Size: Huge (8.93 m long)

Passangers: 0

Cargo Capacity: 1 ton

Speed: 105 m

Max Velocity: 300 km/h

Cost: 45,950 (new)

Crew: 2 (Skilled +4)

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

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

Defense: 13\* (-2 size, +5 armor)

Shield Points: 0

Hull Points: 55 (DR 5)

\*Provides full cover to crew.

Weapons:

Heavy Blaster

Fire Arc: Turret

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

Damage: 7d8

Range Increments: 180 m

3 MG-34 Repeating Blasters

Fire Arc: Front, Left, Right

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

Damage: 3d8

Range Increments: 150 m

Game notes: When a hit is established, all following shots against nearby (1 meter) targets are at +3 fire control.

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