



Vehicles D6 / Defence Corp. R-104 Storm

Craft: Defence Corp. R-104 Storm

Type: Super Heavy Tank

Scale: Walker

Skill: Ground Vehicle Operation : R-104

Crew: 15

Passengers: 0

Cover: Full

Cargo: 50KG

Move: 18; 52 KMH

Body Strength: 7D+1 (front), 6D+1 (sides & rear)

Combat Weight: 1,295 tons

Length (gun forward): 101m

Weapons:-

1 x Heavy Plasma Cannon

Fire Arc: Turret

Skill: Vehicle Blasters

Crew: 2

Fire Control: 2D

Range: 50-500/1.5/3.5 KM

ROF: 3

Damage: Special

1 x Heavy Laser Cannon

Fire Arc: Front

Skill: Vehicle Blasters

Crew: 1

Fire Control: 2D

Range: 50-500/1.5/3.5 KM

Damage: 5D

1 x Hunter/Killer Missile Rack

Fire Arc: As Turret

Skill: Missile Weapons

Crew: 2

Fire Control: 4D

Range: 75-1/3/7 KM

Damage: 6D

Ammo: 4

1 x Fusion Missile

Fire Arc: As Turret

Skill: Missile Weapons

Crew: 1

Scale: Capital

Fire Control: 3D

Range: 1-5/10/30 KM

ROF: 1

Ammo: 1

Damage: 10D/8D/5D/2D

Blast Radius: 0/500/2/5 KM

6 x 20mm Automatic Cannon

Fire Arc: 1 front, 2 left, 2 right, 1 rear

Skill: Firearms

Scale: Character

Crew: 1

Fire Control: 2D

Range: 3-10/100/250

Damage: 8D

Ammo: 1000

The plasma cannon charges up over time, storing plasma from the reactor in a plasma well. It charges at the following rates:-

Stopped: 6D/turn

1 Move: 5D/turn

2 Moves: 4D/turn

3 Moves: 3D/turn

4 Moves: 2D/turn

The plasma well can hold up to 30D of plasma. Up to 10D may be used per shot. When the vehicle is destroyed, roll one dice. On a 4+ the plasma reactor melts down, doing the following Capital Scale Damage: 6D/5D/4D/3D/2D/1D, blast radius: 10/20/30/40/50/60m

Yet another design used by the HPL on Fanjin, this incorporates an experimental Loblic Arms plasma cannon. Only 4 of these prototypes exist, but they have proved effective, if massively expensive, vehicles.

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

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