



Vehicles D6 / Ubrikkian Republic Repuls

Republic Light Repulsortank

The light Republic repulsortank, the direct ancestor to the light Imperial repulsortank, is an economical version of the heavy repulsortank minus the expensive heavy gun.

It usually works in swarms or individually as scouts and is intended primarily as a garrison tank. The light tank has a crew of two; a driver and a gunner, both usually regular troopers under the tight command of their sergeant via comlink. The light tanks have a passenger seat for use of the section sergeant or platoon sergeant major, both of whom traditionally shift vehicles from day to day.

Craft: Ubrikkian Republic Repulsortank r1-L

Type: Light repulsortank

Scale: Speeder

Length: 19.5 meters

Skill: Repulsorlift operation: Republic repulsortank

Crew: 1, gunners: 1

Crew Skill: Repulsorlift operation 4D+2, vehicle blasters 4D+2

Passengers: 1

Cargo Capacity: 150 kilograms

Cover: Full

Altitude Range: Ground level - 2 meters

Cost: Not available for sale

Maneuverability: 1D

Move: 105; 300 kmh

Body Strength: 4D

Weapons:

Medium Blaster Cannon

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters: medium blaster cannon

Fire Control: 1D+1

Range: 50-200/500/1 km

Damage: 3D

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