



Vehicles D6 / Ubrikkian Industries I-Mk.

Imperial Mk. V "Lion" Heavy Repulsortank

After the widespread success of the Ghest repulsortank, Ubrikkian design teams set out to make a tank that could knock out any other enemy tank then in service. Not only had the Ghest's 175mm of frontal armor become highly penetrable to larger-calibre anti-tank guns, but the tank's own 105mm cannon could only knock out heavy Commonwealth tanks from an almost suicidal distance.

Ubrikkian researched and designed for months, incorporating several techniques learned from the Ghest. However, because of delays in field tests, Rebel forces were able to bomb 15 of the 23 Ubrikkian repulsorlift testing facilities in the Outer Rim. Only three prototypes remained and a mere 35% of Ubrikkian's factories survived.

The three prototype tanks were transported to Byss under extremely heavy security and were developed into production model vehicles. This model of repulsortank is classified as the Imperial Mk. V "Lion". The tank came to Emperor Palpatine's delight, and production started immediately.

The Imperial Mk. V "Lion" is a low silhouette repulsortank that has 275mm of sloped frontal armor at a 40° angle. The benefit of sloped armor is that it offers greater protection for less weight, and also makes it harder for armor-piercing and hollow-charge munitions to pierce the tank's armor because there is less of an angle with which to penetrate it's hull. Side armor is 215mm and is sloped at a 65° angle.

A powerful Catheros-Merkin B3 Repulsorlift Engine is the backbone of the vehicle. With the B3 engine, the Mk. V's performance is almost second-to-none when compared with other main battle tanks. The "Lion" has a road speed of 230 km/h and a cross country speed of 195 km/h. Despite relatively high speeds, the "Lion" can only operate for four standard hours before needing to be completely refueled.

The main armament that supplements the Mk. V's excellent gun/armour combination is an elongated, high-velocity 165mm cannon. This tank gun is one of the largest calibre, vehicle-mounted weapons in the Imperial arsenal, and the Mk. V's turret ring can barely support its immense weight. With it, however, the "Lion" can pierce 445mm of armor at a optimum distance of 4.2 km. To put that into perspective, most New Republic

vehicles have a frontal armor of about 185mm. This cannon is one of the most accurate weapons available to Imperial units, however adds to the Mk. V's already astronomical cost.

Fortunately for the New Republic, Imperial ground forces only managed to receive 283 of these vehicles (a result of intense convoy raiding and cache bombing conducted by Republic fighter-bombers). However, those few tanks that did reach Imperial Remnants forces often dominated entire battlefields at a time, some "Lions" often destroying 15 to 20 tanks during the course of one battle.

Model: Ubrikkian Industries I-Mk. V "Lion" Heavy Repulsortank

Type: Battlefield superiority repulsortank

Scale: Speeder

Length: 12.75 meters

Skill: Repulsorlift operation: "Lion"

Crew: 2, gunners: 3

Crew Skill: Varies

Cargo Capacity: 150 kilograms

Cover: Full

Altitude Range: Ground - 3.5 meters

Cost: Not available for sale

Maneuverability: 1D

Move: 80; 230 km/h

Body Strength: 7D+2

Sensors:

Passive: 25/0D

Search: 75/2D

Weapons:

165mm High-Velocity Massdriver Cannon

Fire Arc: Turret

Crew: 2

Scale: Walker

Skill: Vehicle firearms

Ammo: 45 rounds

Fire Control: 1D+1

Range: 25-405/2.15/4.2 km

Damage: 8D+2

2 Heavy Anti-Armor Missile Packs

Fire Arc: Front/Left (1); Front/Right (1)

Crew: 1

Scale: Walker

Skill: Missile weapons

Ammo: 4 (2 missiles per launcher)

Fire Control: 1D+2

Range: 35-185/685/1.25 km

Damage: 3D+2

Concussion Grenade Launcher

Fire Arc: Front

Crew: 1

Skill: Missile weapons

Fire Control: 1D

Range: 1-50/100/200

Damage: 3D

2 RB-23 Medium Repeating Blasters

Fire Arc: Front (1); Rear (1)

Crew: 2 (1 per repeating blaster)

Scale: Character

Skill: Vehicle blasters

Ammo: 750 (per repeating blaster)

Fire Control: 1D

Range: 3-75/375/575

Damage: 7D

RB-27 Medium Repeating Blaster

Fire Arc: Front, Left and Right

Crew: 1

Scale: Character

Skill: Vehicle blasters

Ammo: 1250

Fire Control: 1D+1

Range: 3-85/475/675

Damage: 7D+2

Game Notes: The RB-27 is mounted on top of the vehicle, just outside the hatch, as a limited means of anti-starfighter defense. Cover for anyone using the RB-27 becomes 1/2.

Game Notes:

Fuel Consumption: The Mk. V "Lion" consumes fuel at an almost voracious rate. If a Mk. V has been operating or running for four standard hours, it has become depleted of its primary fuel tank and switches into an auxiliary fuel reserve that has enough fuel for another half hour. The Mk. V needs to be completely refueled at the end of this period, otherwise the "Lion" shuts down and cannot move until refueled (although battery power is able to operate some weapon systems and the vehicle's radio/transmitter).

RTD-114: Mk. Vs' are equipped with highly secretive and highly efficient RTD-114 radio transmission discrimination devices.

See "RTD-114 Radio Discriminator" stats for a complete description.

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

All text and stats by Craig Marx,Overlord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).