



Vehicles D20 / Marauder Medium Repul

Marauder Medium Repulsortank

The M14 "Marauder" medium repulsortank is not as widely used as the M11A2 APVs, but have still been produced in staggering numbers. Most MetaCorp generals believe quantity over quality. Therefore, very rarely will you see a Marauder travelling alone. They are often found travelling in packs of 3 at the very least. To compensate for low armor, the Marauder is highly maneuverable and will often attack heavier tanks by outmaneuvering it and attacking it's weak aft or top. It is very common to see one Marauder drawing the fire of the enemy while the others attempt to expose the weak spots and destroy them.

The Marauder houses a crew of 4. The driver sits in the hull of the tank up front, usually driving with electronic aide which includes map references and thermal imaging. The other 3 sit within the turret's 'Basket', 2 gunners and the commander. The tank is very advanced and the driver/commander can navigate entirely by sensor readings. Although the Marauder can move at top speeds of 160 km/h, it usually doesn't risk travelling at those speeds and will generally cruise around at 60 km/h if in a generally clear area.

Craft: MetaCorp Industries M14 "Marauder" Medium Tank

Class: Speeder [Ground]

Size: Huge (6 m long)

Passangers: 0

Cargo Capacity: 1 ton

Speed: 55 m

Max Velocity: 160 km/h

Cost: 60,000 (new)

Crew: 4 (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: 50 (DR 5)

*Provides full cover to crew.

Weapons:

Medium Blaster Cannon

Fire Arc: Turret

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

Damage: 6d8

Range Increments: 350 m

Heavy Repeating Blaster

Fire Arc: Turret (it follows the same aim as the cannon)

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

Damage: 4d8

Range Increments: 80 m

Light Repeating Blaster

Fire Arc: Turret (mounted on turret outside within reach from the main hatch)

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

Damage: 3d8

Range Increments: 60 m

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