



Vehicles D6 / Light Raptor-class Repulsor

Light Raptor-class Repulsortank

This is RanCorp's firststrike tank craft. It surrenders body armor and heavy weapons for speed and maneuverability. It has a single turret mounted medium repeating blaster, and a single rear firing flame canister launcher.

This craft was meant to swipe through the enemy lines and clear a path for the medium and heavy tanks to enter through. It accomplishes this by utilizing a medium repeating anti-personnel cannon and a rear firing flame canister launcher to clear the road behind it. These craft are immediately followed by the medium tanks which take out more of the resistance allowing the heavy tanks to deal with enemy vehicles and artillery. After the tanks come infantry to mop up the remains. This tactic can quite often devastate enemy lines.

Craft: RanCorp Light Repulsor Tank

Type: Light repulsortank

Scale: Speeder

Length: 18 meters

Skill: Repulsorlift operation: repulsor Tank

Crew: 2, gunners: 1

Crew Skill: varies

Passengers: 2

Cargo Capacity: 100 kilograms

Cover: Full

Altitude Range: Ground level-25 meters

Cost: 53,000

Maneuverability: 2D+1

Move: 105; 300 kmh

Body Strength: 4D

Weapons:

Medium Repeating Blaster

Scale: Character

Fire Arc: turret

Crew: 1

Skill: Vehicle Blasters

Fire Control: 1D

Range: 3-75/200/500 m

Damage: 5D

Game notes: each "shot" fires a three bursts in rapid succession.

Fire Canister launcher

Scale character

fire arc: rear

skill: missile weapons

fire control: 2D

Range:1-3/5/6-7

Blast Radius: 3 meters

Damage: 4D fire Damage

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

All text and stats by Dave Maloney,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](#).