



Vehicles D20 / RanCorp WEQ-9-13 Rep

Repulsor Bunkers

These bunkers are metal and tough. They have a flat square base with a staircase running up the center of each of the 4 sides into a hatch for the dome portion of the bunker. There are small slots in each face of the dome. At each wall there are four of these slots for men inside to fire from. It gets fairly cramped with all 16 people in there.

The pilots are in the cockpit that is buried within the drive systems in the square area. They rely on sensors for direction. These bunkers can move forward over heavy tanks and provide cover or suppression fire or even fall back.

Sometimes the repulsors are even used for evasion of targets such as dangerous creatures that can't reach high enough to get the bunker with its repulsors on.

Craft: RanCorp WEQ-9-13 Repulsor bunker

Class: Speeder [Ground]

Size: Gargantuan (12 m long)

Passangers: 16 (two squads of troops)

Cargo Capacity: 1 ton

Speed: 70 m

Max Velocity: 200 km/h

Cost: 80,000

Crew: 2 (Normal +2)

Initiative: -2 (-4 size, +2 crew)

Maneuver: -2 (-4 size, +2 crew)

Defense: 11* (-4 size, +5 armor)

Shield Points: 0

Hull Points: 70 (DR 5)

*Provides full cover to crew and passangers.

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