



# Vehicles D6 / Ubrikkian Lynx Combat Support

## Lynx Combat Support Repulsortank

The modern-day repulsortank is fast and is both heavily armored and armed. The Imperial Lynx Combat Support Repulsortank is designed to far surpass any enemy tank, especially MetaCorp's "Marauder" and RanCorp's "Rancor" repulsortanks.

The Lynx is armed to the teeth, with a 125mm massdriver cannon incorporating 'sabot' ammunition (see stats). A medium blaster cannon acts as a secondary weapon, in case the main gun has become disabled or inoperative. An RB-23 medium repeating blaster provides covering fire for the crew when being attacked by infantry/anti-tankers.

Craft: Ubrikkian Lynx Combat Support Repulsortank, Model A

Type: Battlefield superiority repulsortank

Scale: Speeder

Length: 11.5 meters

Skill: Repulsorlift operation: Lynx Combat Support Repulsortank

Crew: 4

Crew Skill: Varies

Passengers: 1 (platoon sergeant or communications officer)

Cargo Capacity: 150 kilograms

Cover: Full

Altitude Range: Ground - 3 meters

Cost: Not available for sale

Maneuverability: 1D+2

Move: 60; 170 km/h

Body Strength: 5D

Sensors:

Passive: 15m/0D

Scan: 25m/1D

Weapons:

125mm Massdriver Cannon

Fire Arc: Turret

Crew: 2

Scale: Walker

Skill: Vehicle Firearms

Ammo: 50 standard and 20 sabot

Fire Control 1D+2

Range: 35-150/550/2.5 km

Damage: 7D\*

Medium Blaster Cannon

Fire Arc: Turret

Crew: 1

Skill: Vehicle Blasters

Fire Control: 1D+1

Range: 50-200/500/1 km

Damage: 3D+2

Medium Repeating Blaster

Fire Arc: Front

Crew: 1

Scale: Character

Skill: Vehicle Blasters

Range: 3-75/375/575

Damage: 7D

Smoke Projection Unit

Fire Arc: Rear, Left and Right

Crew: 1

Skill: Missile Weapons

Range: 10 meters

Effect: +2D to the difficulty of all ranged weapon and Perception skill checks for characters within the radius of the smoke.

Effect last for 4D rounds.

\* The damage code listed is for standard massdriver ammunition. See Imperial X4 Rocket-Propelled Sabot Round stats for the damage of the sabot round.

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