



## Vehicles D20 / Ubrikkian Republic Squ

### Republic "Squad Runner" APC

Throughout any major ground operation the need to safely transport troops from one point to another through a constant bombardment of small arms fire is often times a constant problem. Armored personnel carriers, also known as APCs for short, help to solve this problem.

When Ubrikkian designed the Republic's r1-series repulsortanks they also designed an APC based off of the same chassis. This APC was equipped with armor strong enough to absorb or deflect most blaster fire from rifles and repeaters, thus protecting the squad of eight soldiers inside.

The only major modification made to the basic chassis was the addition of a loading ramp at the rear of the vehicle in addition to the main hatch on the top.

Craft: Ubrikkian Republic "Squad Runner" APC r1-A

Class: Speeder [Ground]

Size: Colossal (19.5 m long)

Passangers: 8 (troops)

Cargo Capacity: 250 kg

Speed: 105 m

Max Velocity: 300 km/h

Cost: Not available for sale

Crew: 2 (Skilled +4)

Initiative: -4 (-8 size, +4 crew)

Maneuver: -4 (-8 size, +4 crew)

Defense: 12\* (-8 size, +10 armor)

Shield Points: 0

Hull Points: 45 (DR 10)

\*Provides full cover to crew and passangers.

Weapons:

Medium Blaster Cannon

Fire Arc: Front

Attack Bonus: -4 (-8 size, +2 crew, +2 fire control)

Damage: 3d8

Range Increments: 100 m

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