

Vehicles D6 / Ubrikkian Republic Republic

Republic Medium Repulsortank

The medium Republic repulsortank was a limited production command vehicle. It had enough room and crew space to fit a driver, gunner, lieutenant and sergeant major, and the communication equipment necessary for command of armor units. Platoon officers used these in the field to keep close command of their units.

While designed and produced in quantities only sufficient to serve as platoon command vehicles, the medium repulsortanks were often thrown directly into a fight along side the light and heavy repulsortanks.

Craft: Ubrikkian Republic Repulsortank r1-M

Type: Medium repulsortank

Scale: Speeder

Length: 19.5 meters

Skill: Repulsorlift operation: Republic repulsortank

Crew: 1, gunners: 1

Crew Skill: Repulsorlift operation 4D+2, vehicle blasters 4D+2

Passengers: 2

Cargo Capacity: 200 kilograms

Cover: Full

Altitude Range: Ground level - 2 meters

Cost: Not available for sale

Maneuverability: 1D

Move: 105; 300 kmh

Body Strength: 4D

Weapons:

Medium Blaster Cannon

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters: medium blaster cannon

Fire Control: 1D

Range: 50-200/500/1 km

Damage: 3D

Heavy Repeating Blaster

Fire Arc: Front turret

Crew: 1

Scale: Character

Skill: Vehicle blasters: repeating blaster

Fire Control: 1D

Range: 3-75/200/500

Damage: 7D

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

All text and stats by Ryan Matheny, 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](#).