



## Vehicles D20 / Hellfire Light Repulsortank

### Hellfire Light Repulsortank

The need for a standardized repulsortank in the Palvar Defense Force became quite obvious during the long and bloody Battle of Palan, in which PDF forces were entrenched against rival MetaCorp forces for nearly four years of continuous and ineffective fighting. Unfortunately for those PDF soldiers on Palan, the Hellfire light repulsortank came only mere weeks after the final cruise missile assault on the MetaCorp lines. The first Hellfires off the lines were deployed to the Hellfire assault regiment for which they were named.

The Hellfire repulsortank is typical of many tanks found throughout the galaxy with a large weapons turret located on top of the vehicle and the main access hatch on the top of that. An antipersonnel repeating blaster is mounted just in front of the hatch, allowing the gunner to quickly man it if needed. However, unlike most repulsortanks in service, the main weapon on the Hellfire is not an energy weapon, it is a large railgun. The railgun fires a projectile several times the speed of sound via magnetic propulsion. Unlike many projectile weapons, the railgun is almost silent in operation as there is no internal explosion propelling the round.

The Hellfire is the most common repulsortank in the Palvar Defense Force and can be found almost anywhere there is a significant number of PDF soldiers.

Craft: Kashan Industries/Mestic Munitions "Hellfire" Light Repulsortank

Class: Speeder [Ground]

Size: Huge (8.93 m long)

Passangers: 0

Cargo Capacity: 1 ton

Speed: 105 m

Max Velocity: 300 km/h

Cost: 45,950 (new)

Crew: 2 (Skilled +4)

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

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

Defense: 13\* (-2 size, +5 armor)

Shield Points: 0

Hull Points: 50 (DR 5)

\*Provides full cover to crew.

Weapons:

Medium Railgun

Fire Arc: Turret (turns one arc per round)

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

Damage: 5d10

Range Increments: 350 m

Heavy Repeating Blaster

Fire Arc: Turret (on top of main turret)

Attack Bonus: +1 (-2 size, +2 crew, +1 fire control)

Damage: 4d8

Range Increments: 80 m

Notes: The repeating blaster is mounted on top of the turret just in front of the main access hatch. Cover is reduced to 1/4 when operating the repeating blaster. Blaster cannot be fired from inside the tank.

---

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](#).