



Vehicles D20 / Light Raptor-class Repulsortank

Light Raptor-class Repulsortank

This is RanCorp's firststrike tank craft. It surrenders body armor and heavy weapons for speed and maneuverability. It has a single turret mounted medium repeating blaster, and a single rear firing flame canister launcher.

This craft was meant to swipe through the enemy lines and clear a path for the medium and heavy tanks to enter through. It accomplishes this by utilizing a medium repeating anti-personnel cannon and a rear firing flame canister launcher to clear the road behind it. These craft are immediately followed by the medium tanks which take out more of the resistance allowing the heavy tanks to deal with enemy vehicles and artillery. After the tanks come infantry to mop up the remains. This tactic can quite often devastate enemy lines.

Craft: RanCorp Light Repulsor Tank

Class: Speeder [Ground]

Size: Gargantuan (18 m long)

Passengers: 2

Cargo Capacity: 100 kg

Speed: 105 m

Max Velocity: 300 km/h

Cost: 53,000

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: 50 (DR 5)

*Provides full cover to crew and passengers.

Weapons:

Medium Repeating Blaster

Fire Arc: turret

Attack Bonus: -3 (-4 size, +1 fire control)

Damage: 5d4

Range Increments: 50 m

Fire Canister launcher

Fire Arc: rear

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

Damage: 3d6 (fire)

Range Increments: 1 m (3 m)

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All text and stats by Dave Maloney, OverLord, HTML and logos done by FreddyB

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