



Vehicles D6 / Tyn'lk Corporation CSR U

UT-38/130 Main Battle Repulsortank

The Commonwealth soldier of the middle years during the Commonwealth Sector War had much to be proud of. Imperial forces had been driven back in a two-year-long retreat that was constantly under pressure from Commonwealth tank units, mainly equipped with UT-38/125s.

A large operation to try and entrap an immense Imperial tank force in the northern sector of the planet Drakos required a special repulsortank to spearhead the operation. By the latter stages of the war, the Empire began to equip its armored forces with the fast and well-armed Lynx tanks and the superlative, unmatched Lion repulsortanks. Commonwealth forces needed to stay on top of the Empire, and a new UT-38 design was sent to the drawing boards.

The Tyn'lk Corporation once again produced a runaway success in creating the UT-38/130. Incorporating a new metal alloy that was lighter than any other at the time, yet still as durable as standard steel plating, the UT-38/130 was hoped to be produced in large numbers by the Commonwealth High Command.

The UT-38/130 is equipped with a 130mm cannon, a slightly larger calibre gun than that of the Empire's Lynx repulsortank. A slight upgrade in armor from the UT-38/125 included the addition of armor skirts, or plates of steel bolted onto the sides of the tank to minimize the effects of hollow- and shaped-charge weapons. The UT-38/130 is also fitted with a concussion grenade launcher, a weapon that allows the tank to overrun enemy infantry positions without having to use the main gun's expensive ammunition.

Unfortunately for the Commonwealth Army, the Empire managed to capture a vital Tyn'lk production facility on Drakos before the UT-38/130 was able to be produced in mass numbers. The war ended a few years afterward when the Empire captured the capital city of Drakosia, leaving behind a long line of dead soldiers and destroyed vehicles, and a legacy of infamy of the UT-38 tank series.

Model: Tyn'lk Corporation CSR UT-38/130 Main Battle Repulsortank

Type: Upgraded main battle repulsortank

Scale: Speeder

Length: 11 meters

Skill: Repulsorlift operation: UT-38/130

Crew: 2, gunners: 2

Crew Skill: Varies

Cargo Capacity: 90 kilograms

Cover: Full

Altitude Range: Ground - 3.25 meters

Cost: Not available for sale

Maneuverability: 1D+2

Move: 63; 180 km/h

Body Strength:

Front: 5D+2

Left/Right: 5D+1

Rear: 4D+2

Top/Beneath: 4D

Sensors:

Passive: 20m/0D

Search: 65m/1D+2

Weapons:

130mm Rifled Massdriver Cannon

Fire Arc: Turret

Crew: 2

Scale: Walker

Skill: Vehicle firearms

Ammo: 47 rounds

Fire Control: 1D+1

Range: 27-435/1.75/3.5 km

Damage: 7D+1

Concussion Grenade Launcher

Fire Arc: Front

Crew: 1

Skill: Missile weapons

Fire Control: 1D

Range: 1-50/100/200

Damage: 3D

Heavy Repeating Blaster

Fire Arc: Front/Left/Right

Crew: 1

Scale: Character

Skill: Vehicle blasters

Ammo: 500

Fire Control: 1D+2

Range: 5-125/250/500 m

Damage: 8D

2 Light Repeating Blasters

Fire Arc: Front (1); Rear (1)

Crew: 2 (1 per repeating blaster)

Scale: Character

Skill: Vehicle blasters

Ammo: 350 (per repeating blaster)

Fire Control: 1D+1

Range: 2-60/200/400 m

Damage: 6D

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