



Vehicles D6 / Defence Corp. R-98 Pun

R-98 Punisher

Craft: Defence Corp. R-98 Punnisher

Type: Super Heavy Battle Tank

Scale: Walker

Skill: Ground Vehicle Operation : R-98

Crew: 14

Passengers: 0

Cover: Full

Cargo: 50kg (Personal belongings only)

Move: 15; 43 KMH

Body Strength: 8D (front), 7D (sides), 6D (rear)

Combat Weight: 1,350 tons

Length (gun forward): 102m

Weapons:-

1 x High Power Laser Cannon

Fire Arc: Turret

Skill: Vehicle Blasters

Crew: 1

Fire Control: 3D

Range: 75-750/2.5/5 KM

ROF: 1

Damage: 9D

2 x 150mm Cannons

Fire Arc: Turrets (1 left, 1 right)

Skill: Vehicle Firearms

Crew: 1

Fire Control: 2D (stopped), 0D (moving)

Range: 50-500/1.5/4 KM

ROF: 1

Damage: Ammo dependant

Ammo: 30 APFSDS, 30 HEAT

8 x 20mm Automatic Cannon

Fire Arc: 2 front, 2 back, 2 left, 2 right

Skill: Firearms

Scale: Character

Crew: 1

Fire Control: 2D

Range: 3-10/100/250

Damage: 8D

Ammo: 1000

Ammo Types:-

APFSDS: 4D+1 v's hard targets, 2D v's soft targets

HEAT: 3D+1/2D+1/1D+1, blast radius: 0/6/12m

The R-98 Punisher is another HPL design which has been seen in service on Fanjin to a limited extent. The Punisher is primarily a long-range anti-armor tank.

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

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