



Vehicles D20 / Ubrikkian Republic Repu

Republic Light Repulsortank

The light Republic repulsortank, the direct ancestor to the light Imperial repulsortank, is an economical version of the heavy repulsortank minus the expensive heavy gun.

It usually works in swarms or individually as scouts and is intended primarily as a garrison tank. The light tank has a crew of two; a driver and a gunner, both usually regular troopers under the tight command of their sergeant via comlink. The light tanks have a passenger seat for use of the section sergeant or platoon sergeant major, both of whom traditionally shift vehicles from day to day.

Craft: Ubrikkian Republic Repulsortank r1-L

Class: Speeder [Ground]

Size: Colossal (19.5 m long)

Passangers: 1

Cargo Capacity: 150 kg

Speed: 105 m

Max Velocity: 300 km/h

Cost: Not available for sale

Crew: 1 (Skilled +4)

Initiative: -4 (-8 size, +4 crew)

Maneuver: -4 (-8 size, +4 crew)

Defense: 17* (-8 size, +15 armor)

Shield Points: 0

Hull Points: 120 (DR 15)

*Provides full cover to crew and passanger.

Weapons:

Medium Blaster Cannon

Fire Arc: Front turret

Attack Bonus: -4 (-8 size, +2 crew, +2 fire control)

Damage: 3d8

Range Increments: 100 m

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).