



Vehicles D6 / Imperial Ghest Heavy Rep

Imperial Ghest Heavy Repulsortank

People tend to exaggerate repulsortanks in service of the StormElite. Ganjuko and Jagdghest vehicles, although being two of the most powerful tanks on the modern repulsor-battlefield, are relatively rare and very expensive. The brunt of the repulsortank fighting in the SE is conducted with the Ghest Heavy Repulsortank.

The Ghest is named for the voracious reptilian creature that stalks Rodian swamps in search of unwary natives. The Ghest repulsortank acts in much the same way, stalking and hunting enemy armor that dares to challenge the mighty Ghest in armored combat.

Craft: Ubrikkian Ghest-class Heavy Repulsortank

Type: Heavy assault repulsortank

Scale: Speeder

Length: 12 meters

Skill: Repulsorlift operation: Ghest

Crew: 2, gunners: 3

Crew Skill: Varies

Cargo Capacity: 150 kilograms

Cover: Full

Altitude Range: Ground level - 2 meters

Cost: Not available for sale

Move: 55; 160 km/h

Maneuverability: 1D

Body Strength: Front/Sides: 4D+2, Rear/Top: 4D, Beneath: 2D+2

Sensors:

Passive: 10m/0D

Scan: 20m/1D

Weapons:

105mm Massdriver Cannon

Fire Arc: Turret

Crew: 1

Scale: Walker

Skill: Vehicle firearms

Ammo: 60 rounds

Fire Control: 1D+1

Range: 50-500/1.5/2.5 km

Damage: 6D+1

Concussion Grenade Launcher

Fire Arc: Front

Crew: 1

Skill: Missile weapons

Fire Control: 1D+2

Range: 25-80/250/450

Damage: 3D

2 Light Repeating Blasters

Fire Arc: 1 Front; 1 Rear

Crew: 2 (1 each)

Scale: Character

Skill: Vehicle blasters

Fire Control: 1D+2

Range: 3-50/200/300

Damage: 6D

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

All text and stats by Craig Marx,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](#).