



# Vehicles D6 / DeathTek Combat Platform

## Combat Platform

This was, quite simply, designed to be a mobile flying cover for a handfull of ground troops, while providing a bit of fire support. Small enough to fit through hallways, this vehicle has a rather weak engine, and heavy armor for its size.

Model: DeathTek Combat Platform

Type: Mobile Infantry Platform

Scale: Speeder

Skill: Repulsorlift operation: Hovercraft

Length: 2 meters

Crew: 1

Passengers: 4

Cover: 3/4

Cost: 5,000 credits

Altitude Range: Ground to 50 meters (if higher, can maintain altitude)

Maneuverability: 2D+2

Move: 70; 200 kmh

Body: 4D

Game Notes: This weapon has a single turret mounted on it. Cover from the rear is Nil for all passengers, but remains 3/4 for pilot.

Typically, a single man pilots it, while one of the others fires the turret gun. The Turret gun can be either a Heavy Repeating Blaster (7D character scale), or a blast cannon (6D speeder scale, 1D fire control)

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

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