



Vehicles D6 / Merr-Sonn Mil/Sci Ibliton

Craft: Merr-Sonn Mil/Sci Ibliton-Class Infantry Fighting Vehicle

Type: Light Assault Vehicle

Scale: Speeder

Length: 6 meters

Skill: Ground Vehicle Operations

Crew: 2, Gunners: 1

Passengers: 10 Troops

Cargo Capacity: 1 metric ton (Troop Gear)

Cover: Full

Cost: 35,000 credits

Maneuverability: 3D

Move: 140; 400 kmh

Body Strength: 5D

Shields: 3D

Sensors:

Passive: 5 km/2D

Scan: 7 km/2D+2

Search: 11 km/3D

Focus: 350 meters/3D+1

Weapons:

1 Medium Turbolaser Cannon

Scale: Walker

Fire Arc: Turret

Fire Rate: 1

Crew: 1

Skill: Vehicle Blasters

Fire Control: 3D

Range: 40-1.2/6/32 km

Blast Radius: 10 meters

Damage: 7D

3 Light Rotary Blaster Cannon

Scale: Speeder

Fire Arc: 1 Left, 1 Right, 1 Back

Fire Rate: 20

Crew: 1 Each

Skill: Vehicle Blasters

Fire Control: 6D For Fire Suppression or 3D For Sustained Fire

Range: 40-1.2/6/32 km

Blast Radius: 10 meters

Damage: 4D For A Single Blaster Bolt (10D For Sustained Fire)

1 Anti-Infantry Blaster Cannon

Scale: Speeder

Fire Rate: 10

Crew: Pilot

Skill: Vehicle Blasters

Fire Control: 4D For Fire Suppression or 2D For Sustained Fire

Range: 20-600/3/16 km

Blast Radius: 3 meters

Damage: 4D For Fire Suppression (8D For Sustained Fire)

Capsule: The Ibliton-Class infantry fighting vehicle is made specifically for use with the Shepherd-Class APC and is frequently purchased as part of a package deal which includes both vehicles. The Ibliton functions as a squad vehicle and light assault craft. While not as mobile as a repulsorlift craft the Ibliton has the benefit of being much less complex and much more easily repaired than comparable repulsorlift assault vehicles. Additionally, the Ibliton is not subject to the problems that repulsorlift craft suffer when subjected to high radiation environments. The Ibliton's main weapon is a medium turbolaser which allows it to engage much larger battlecraft with a reasonable chance of hurting the enemy. The secondary weapons are three light rotary blaster cannons used for point defense and anti-infantry work. These guns are typically crewed by the combat squad that the Ibliton carries into battle. Normally three of the ten-man squad remains with the vehicle at all times to ensure that the guns are always manned and ready to fire. The tertiary weapon system is manned by the pilot. This is an anti-infantry blaster cannon designed to clear troops out of the way of the vehicle's path. As a secondary use the cannon can be used to punch holes in barriers blocking the Ibliton's path. The sturdy little vehicle is layered in 5 centimeters of ceramic-durasteel composite plating. This, along with the Class 3 shield generators, allows the Ibliton to survive hits that would vaporize some other types of light assault vehicles.

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