

Name Tech

Mass tons Size hexes Hits

speed armor -0d

3 front d+

4 right d+

6 left d+

8 rear d+

11 top d+

16 bottom d+

23

32 to hit -2d

45 dmg limit

65 cost P

90 MCr

125 capabilities scale -3d

175

250

350

500 -4d

handling 1 2 3 4 5 6 7 8 9 10 +5 +10

fuel 0% 10% 20% 30% 40% 50% 60% 70% 80% 90% 100% fire

penetr. hits +5 +10 -5d

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