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M A R C M I L L E R ' S **TRAVELLER**[®]

EMPEROR'S VEHICLES

Science-Fiction Adventure in the Far Future

Go to war on a Shuzarii battle lizard, page 7.

How much is it to own a private luxury sub? See page 35.

Moneymaking grav vehicles galore! page 47.

Witness the monstrous wheeled terraformers on page 59.

The Third Imperium is ready to take on anybody with the warmachines on page 81.

Nuke 'em from space! page 100.

Drift among the clouds in a blimp, page 107.

The Future is Just Around the Corner

CREDITS

Design

Timothy Brown
Tony Lee

Design Contribution

Steve Charlton
Chris Cox
Katrina Fairchild
Guy Garnett
Bruce Johnson
D. B. Johnson
Bill Prankard
Douglas Sinclair

Main Text

Tony Lee

Editing

Timothy Brown
Tony Lee

Production Coordinator

Timothy Brown

Production

Dave Conant

Cover Art

Chris Foss

Interior Art

Bryan Gibson

Traveller[®],

Science-Fiction Adventure in the Far Future

by Marc Miller

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The game and universe presented in this book envisions a referee or game master as the ultimate supervisor of game play. The publisher is prepared to answer questions about Traveller provided a stamped, self-addressed envelope accompanies the request.



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INTRODUCTION

Greetings, traveller! Within these pages you'll find vehicles frequenting (or infrequenting, as the case may be) Cleon's intergalactic empire at Milieu 0. From little one-man town scooters to sky-blocking terraformers, and everything in between, we have provided vital statistics alongside descriptions, as well as occasional anecdotes to provide glimpses of their daily (or historical) roles in the Sylean Empire.

The entries are divided into categories, each denoting an individual vehicle's capacity and function. "Personal" vehicles, for example, are those designed for one to three persons, while "Passenger" means common family/group vehicles. Business transport craft, liners, and buses fall under the "Commercial" heading, as opposed to "Industrial" which covers abnormally huge, mobile construction-minded behemoths. The vehicles are then further grouped by their mode of movement: wheel, track, grav, rail, wing, rotary wing, water, submersible, close orbit, even dirigible. You want something with a little fire-power? Check out the array of gunships, fighters, bombers, AFV (armored fighting vehicles), and personnel transports for your next combat or military action. The listings are self-explanatory and compiled for speedy reference.

Since the Third Imperium spans no less than 12 star sectors and each contains hundreds of worlds of disparating technology, this book is by no means the ultimate compilation of vehicle variants, nor is it the final authority on what is

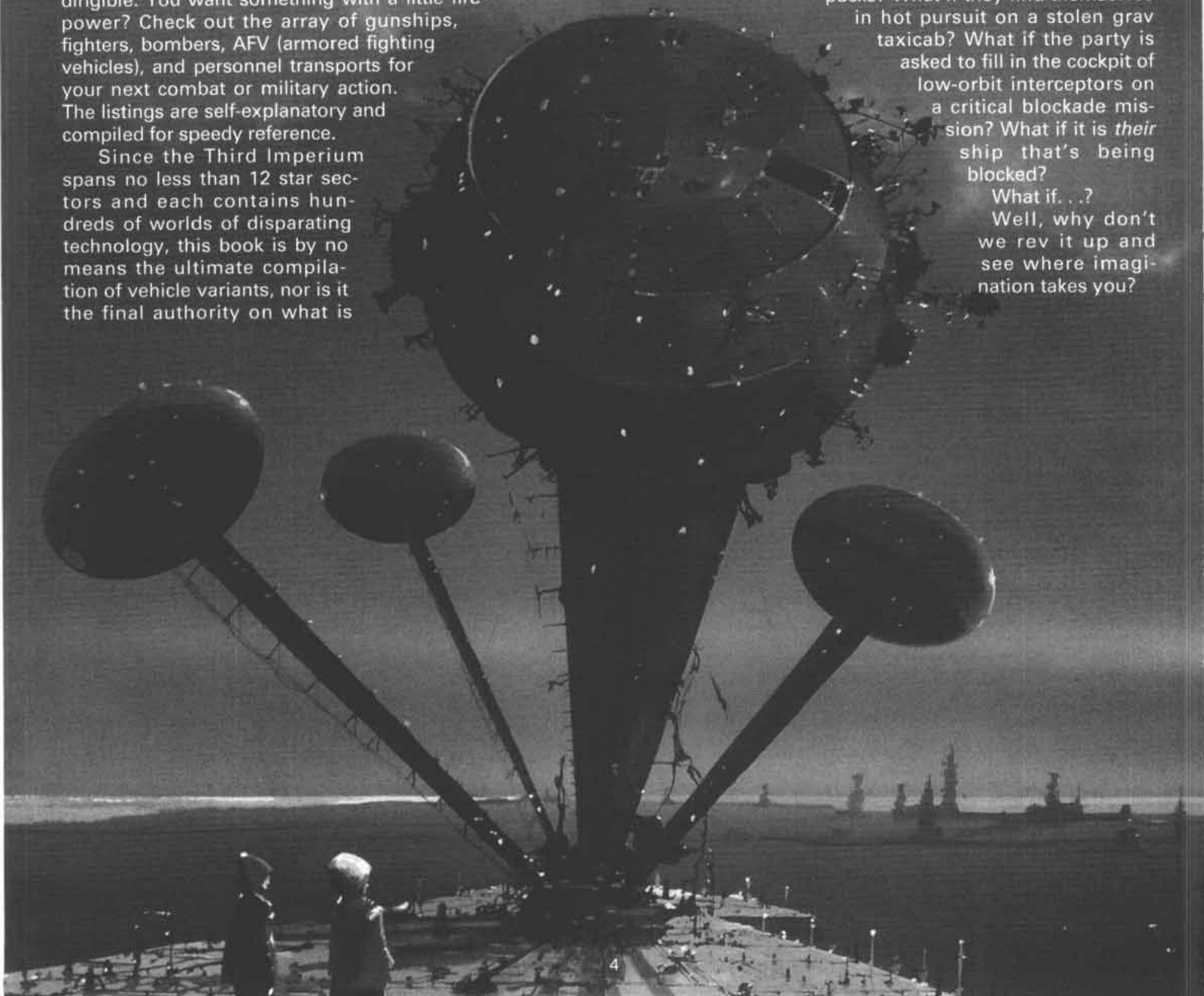
available. It is, however, a basis for referees to improvise and expand upon. Just because we elected to leave out, say, rocket skateboards does not translate to a total absence of them in the Traveller universe. Likewise, there is no reason why a personal go-cart can't be converted for underwater use. Hey, if it works for your game. . .

Think of *Emperor's Vehicles* as your basic-model car; it has a dependable engine (Traveller game system format), versatile starting package (52 illustrated categories), with sufficient power (vehicle info and data) to get you around. The body is designed so that you can easily add extra options later on if you like: offshoot classification, custom modifications, etc. Or you can use it as-is and still receive good mileage for your Traveller campaign.

At the same time, don't look at the vehicles merely as props, but stories and adventure possibilities: What if the characters must go across the planet and the only transportation present are copter packs? What if they find themselves in hot pursuit on a stolen grav taxicab? What if the party is asked to fill in the cockpit of low-orbit interceptors on a critical blockade mission? What if it is *their* ship that's being blocked?

What if. . .?

Well, why don't we rev it up and see where imagination takes you?



Notes of Related Interests

The vehicles presented herein are designed and built for humans. Beings of roughly average humanoid shape and size may operate or occupy them with relative comfort. Aliens possessing a more outlandish physique, such as Denaar and Hresh, will require extensive modification of the vehicle, if not an entirely new design altogether. Usually, they are either too big to fit into the current seating (in the case of Denaar), or lack the physical means to manipulate the consoles (Hresh). To include alien accommodations can run from one-and-a-half to double — or even triple — the normal cost, depending on the amount of work involved, plus parts. (Consult *Aliens Archive* for vehicle compatibility for the minor races in Third Imperium.)

Commerce-wise, vehicles can be bought, brokered, and traded just like any other commodity, differing only in that they are not measured in tons for price calculation, but rather in multiples of the individual cost. Ten ordinary, no-frill grav cars at Cr30,000 each will have a base sale of Cr300,000 for the lot, for instance (10 x 30,000), before figuring in other factors. Naturally, sales is affected foremost by the demands of the marketworld, i.e., it's easier to command top dollars when you're pitching motorboats to a low-tech waterworld than to hawk them on an advanced dry world. Prestige is another selling point, as automobiles of a reputable manufacturer can endow considerable status to their owners. Smart merchants also know how to create perceived values for a vehicle by hyping its amenities, performance, or whatever fine point it has. And the aforementioned adjustment for alien races can drastically increase the price tag too.

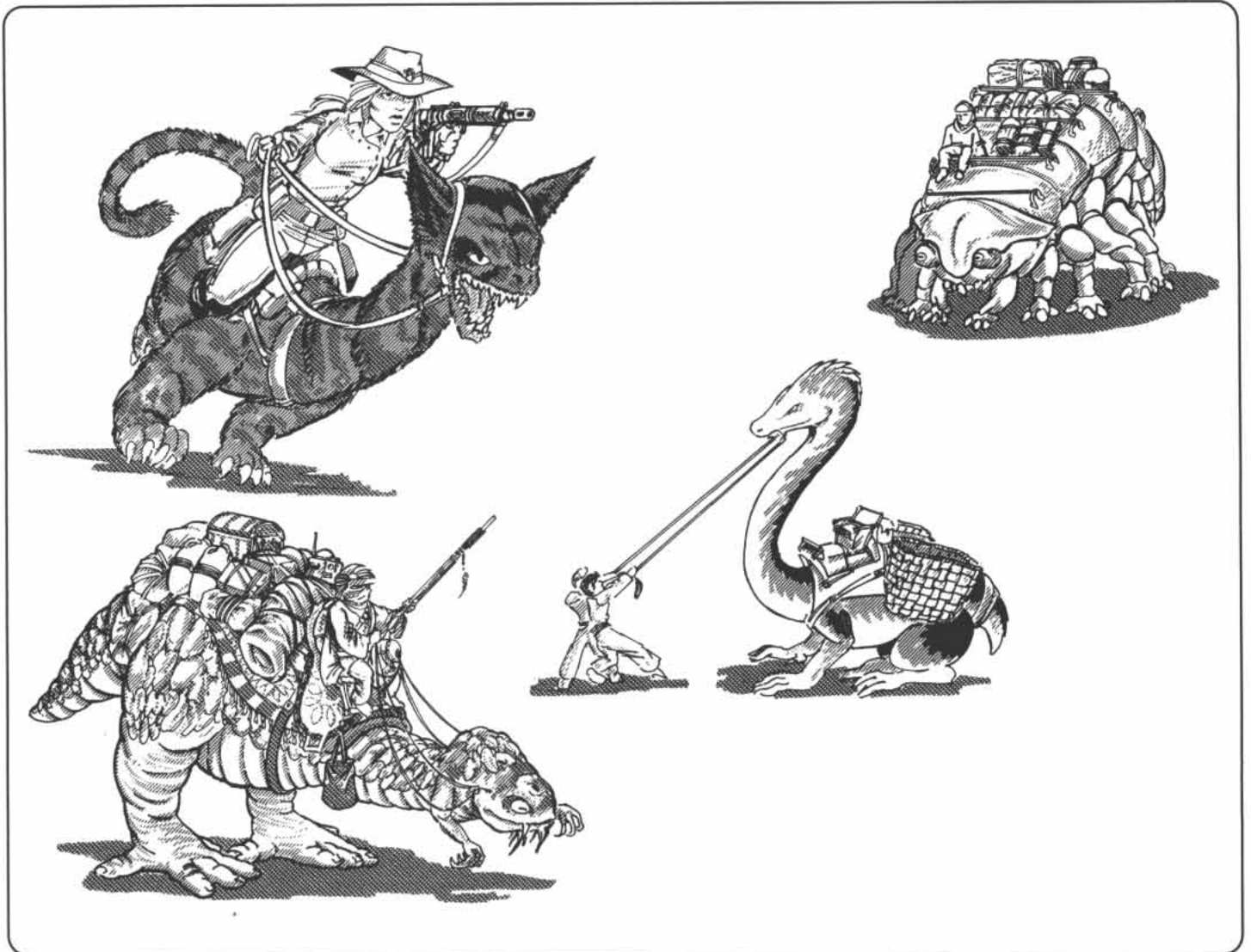
Military vehicles with active offense capabilities are

barred from civilian transactions by Imperial law, though stripped, decommissioned versions can be obtained from the Imperial Surplus Department (ISD) for personal use or resale. The process requires the prospective buyer to first show proper authorizations or export permits before purchases can be arranged through a local branch office. (See *Central Supply Catalog* for details and availability of items.) This, of course, does not prevent gunrunners and arms dealers from smuggling combat vehicles, which invariably fetch a hefty sum over their normal value on black markets. In fact, the Imperium is currently facing a rash of elaborate, yet illegal trafficking schemes, perpetrated by unscrupulous profiteers who completely disassemble a fighting vehicle, then ship the parts (turrets, sensors, electronics . . . everything) piecemeal to the marketworld for re-assembling and sale. This is considered a major felony carrying a minimum 30-years prison term plus Cr1,000,000 fine, since the Imperium wants to make examples of the offenders. Nevertheless, the profit margin is apparently worth the risk in the smugglers' eyes for them to continue business as usual.

Building plans can be bought or sold for the purchaser to construct a vehicle on his own. Instructions for generic transportation common (electric car) or outdated (steam boat) are available from dealerships and local Departments of Civilian Vehicles at a fraction (usually one-percent) of the price of a commercial model. At least one corporation, TransInnovation, generates incomes by selling diagrams for constructing top-quality vehicles to private parties. Unfortunately, criminals and con artists have also taken to offering unsuspecting consumers pirated or smuggled blueprints, as well as plans of defective designs. Buyers beware. . .



BEAST OF BURDEN



History's oldest form of transportation is still around at Milieu 0. Throughout the Third Imperium, and within the rare patches of pristine civilization on even Sylea itself, beasts of burden stride where technology fails to reach.

Endurance is the hallmark of such creatures. They are able to perform long, laborious tasks, sometimes under grueling conditions. Utilized for jobs ranging from plowing fields to recreational racing, a properly bred and trained stock is often viewed as valuable as, if not more than, a machine designed for similar functions. In their indigenous environment, animals are more ready to traverse the terrain and brave the elements — compared to a vehicle that may require special modifications. Besides, a car isn't very edible should food supply become scarce.

These beasts vary in shapes, sizes, and primary tasks. While a terrestrial ox gamely turns over acres of soil, for instance, its Jukugii counterpart half a galaxy away is battering down Kiwa fruit-trees for local farmers. On Kagash, the 22nd Division Imperial Rangers have already ridden into combat lore on the backs of their ferocious, purple-furred reptilian mounts.

Then there's the Krakentras of Shiro, essentially giant, amphibious worms with enough legs to rival a centipede, used by the natives to haul goods over a long stretch of ocean.

Exotic? No more than a horse or mule is to, say, a Hana Saka.

Vehicle Name / Model Krakentra			Cost KCr20	
Environment Atm. 5-9; Hyd. 2+	Dimensions 30m x 1.85m diameter		Mass 20 tons	
Endurance 100 hours	Speed 1 Underwater	Max. 50 kph	Cruise 10 kph	Min. 0
Power Source / Fuel Type Muscle	Speed 2 Land	Max. 20 kph	Cruise 5 kph	Min. 0
Accommodations 0			Armor 0	
			Cargo VHvy	
			Operator Skill n/a	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Krakentra		Safety	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +4	Year New
		Reliability 0	Quality Varied
		Hazard +2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Shuzarii War Lizard			Cost KCr31	
Environment Atm. 6-8	Dimensions 3.5m x 2.5m x 2m		Mass 2 tons	
Endurance 30 hours	Speed 1 Land	Max. 30 kph	Cruise 12 kph	Min. 0
Power Source / Fuel Type Muscle	Speed 2	Max.	Cruise	Min.
Accommodations 1			Armor 1	
			Cargo ULite	
			Operator Skill Equestrian	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Shuzarii War Lizard		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 1	
Options and Additional Features		Ease of Use +2	Year New
		Reliability 0	Quality Varied
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Jukugii Beast			Cost KCr12	
Environment Atm. 6-8	Dimensions 2.6m x 1.8 m x 1.8m		Mass 1.8 tons	
Endurance 42 hours	Speed 1 Land	Max. 25 kph	Cruise 3 kph	Min. 0
Power Source / Fuel Type Muscle	Speed 2	Max.	Cruise	Min.
Accommodations 0			Armor 0	
			Cargo ULite	
			Operator Skill n/a	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Jukugii Beast		Safety	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +3	Year New
		Reliability 0	Quality Varied
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Horse			Cost KCr2-10	
Environment Atm. 5-8	Dimensions 2.8m x 1.2m x 2.3m		Mass 1 ton	
Endurance 28 hours	Speed 1 Land	Max. 45 kph	Cruise 10 kph	Min. 0
Power Source / Fuel Type Muscle	Speed 2	Max.	Cruise	Min.
Accommodations 2			Armor 0	
			Cargo ULite	
			Operator Skill Equestrian	
Comments				

VEHICLE CARD

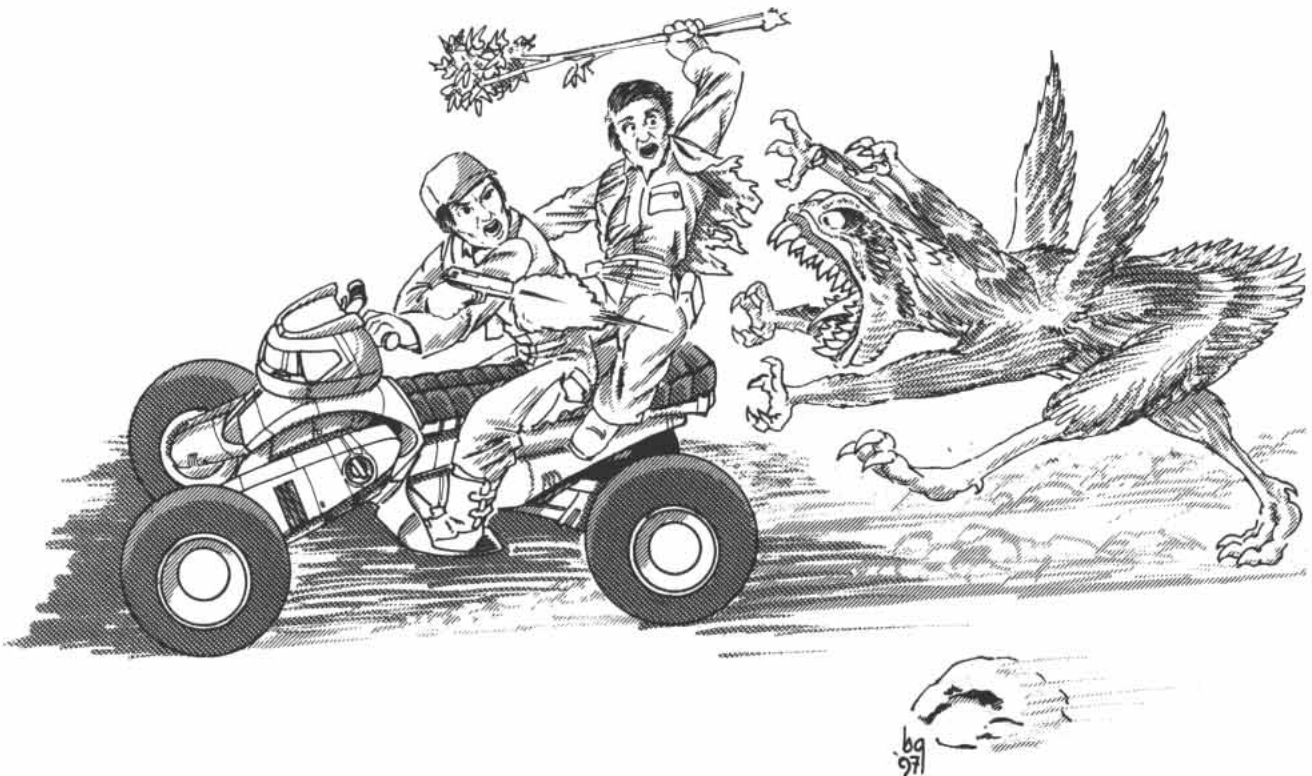
002-000

Vehicle Name / Model Horse		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use 0	Year New
		Reliability 0	Quality Varied
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PERSONAL WHEELED



Speed. Cost. Convenience. Whatever the consumer's preference is, there's a model for it in this category.

Motorcycles and tricycles comprise the majority of personal wheeled vehicles. Generally available on TL7-9 worlds, they have very limited seating capacity (just the rider and maybe a passenger), with usually even less room for cargo.

A high-performance cycle is a commodity to be cherished. The combination of speed and maneuverability is tailor-made for the exhilarating prize races popular on many worlds. There is undeniable thrill in snaking around bulkier vehicles while the road unfolds before you at top speed. However, it can also lead to tragedy when in the possession of an enthusiast whose skill does not quite match up to his ego.

"Econobikes" offer a sensible option to those seeking an inexpensive personal transport. Granted, they operate at well below the speed of their high-performance cousins, but the advantages of low-maintenance cost, cheaper recharge, easy storage, and affordable price make them a practical choice.

And off-road cycles are the convenient choice for inhabitants living away from the cities, as well as those who enjoy a recreational ride through the wilderness or countryside. They cost a little more than the econobikes due to extra external fittings, but are still comparatively cheap to own and operate. They have also been deployed for recon purposes by military forces on some worlds.

Vehicle Name / Model "Blur" High-Performance Cycle			Cost KCr10.91	
Environment Atm. 5-8	Dimensions 2.3m x 0.8m x 1.5m		Mass 480 kg	
Endurance 3 hours	Speed 1 Road	Max. 300 kph	Cruise 75 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.
Accommodations 2			Armor 0	
			Cargo ULite	
			Operator Skill Ground Craft	
Comments Common race bike.				

VEHICLE CARD

002-000

Vehicle Name / Model "Blur" High-Performance Cycle		Safety	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Anti-theft system, roadgrid control		Ease of Use 0	Year New
		Reliability 0	Quality 6
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Nagada "Woodpecker"			Cost KCr3.02	
Environment Atm. 5-8	Dimensions 2.2m x 0.7m x 1.3m		Mass 550 kg	
Endurance 5 hours	Speed 1 Road	Max. 85 kph	Cruise 40 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2 Off-road	Max. 45 kph	Cruise 20 kph	Min. 0
Accommodations 2			Armor 0	
			Cargo ULite	
			Operator Skill Ground Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Nagada "Woodpecker"		Safety	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Anti-theft system, roadgrid control		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Sylean "Econobike"			Cost KCr2.64	
Environment Atm. 0-9	Dimensions 2.1m x 0.5m x 1.2m		Mass 300 kg	
Endurance 6 hours	Speed 1 Road	Max. 65 kph	Cruise 30 kph	Min. 0
Power Source / Fuel Type Battery	Speed 2	Max.	Cruise	Min.
Accommodations 2			Armor 0	
			Cargo ULite	
			Operator Skill Ground Craft	
Comments Common motorcycle in Sylea.				

VEHICLE CARD

002-000

Vehicle Name / Model Sylean "Econobike"		Safety	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Roadgrid control		Ease of Use -3	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Illiant Gemini LE			Cost KCr8	
Environment Atm. 0-9	Dimensions 2.8m x 2.41m x 1.8m		Mass 1.5 tons	
Endurance 20 hours	Speed 1 Road	Max. 110 kph	Cruise 40 kph	Min. 0
Power Source / Fuel Type Battery	Speed 2	Max.	Cruise	Min.
Accommodations 2			Armor 0	
			Cargo ULite	
			Operator Skill Ground Craft	
Comments Common econo-car.				

VEHICLE CARD

002-000

Vehicle Name / Model Illiant Gemini LE		Safety	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Anti-theft system, roadgrid control		Ease of Use 0	Year New
		Reliability 0	Quality 6
		Hazard +2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PERSONAL TRACKED



Personal tracked vehicles find their place either as recreational tools, or individual transportation on worlds with environments too harsh for conventional wheeled vehicles to operate.

Icy, arctic regions will see abundant snowmobiles, for example. The cleated track digs right into ice for traction, and two front skis provide maneuverability while the vehicle plows through snow at 60 kph. For extra credits the dealers will throw in options like a convertible dome, which can completely encase the driver and protect him from severe storm; oxygen mask with life support outlet; heater seat; navigational radar and collision-avoidance system.

On sandy, desert-like planets, tracked dune-buggies rule the surface. These single-seat sand scooters have an open-top frame, but also possess retractable, computer-adjusted reflectors to dissipate heat. Specify which model — fusion or gasoline — you wish to purchase; getting fuel for a fusion drive may be problematical if water is scarce on that particular world.

Vehicle Name / Model Hi-Track "Sand Runner"			Cost KCr5.87	
Environment Atm. 5-8	Dimensions 2.12m x 1.6m x 1.2m		Mass 800 kg	
Endurance 20 hours	Speed 1 Road	Max. 60 kph	Cruise 15 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2 Off-road	Max. 45 kph	Cruise 15 kph	Min. 0
Accommodations 2			Armor 0	
			Cargo ULite	
			Operator Skill Ground Craft	
Comments Recreational "dune buggy."				

VEHICLE CARD

002-000

Vehicle Name / Model Hi-Track "Sand Runner"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Solar-power cells		Ease of Use +1	Year New
		Reliability -1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Hi-Track "Ice Runner"			Cost KCr7.33	
Environment Atm. 5-8	Dimensions 2.4m x 1.5m x 1.5m		Mass 1 ton	
Endurance 20 hours	Speed 1 Ice/snow	Max. 60 kph	Cruise 20 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.
Accommodations 1			Armor 0	
			Cargo ULite	
			Operator Skill Ground Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Hi-Track "Ice Runner"		Safety	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Life support, navigational radar, retractable dome		Ease of Use +2	Year New
		Reliability 0	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Hi-Track "Country Runner"			Cost KCr3.92	
Environment Atm. 5-8	Dimensions 2.1m x 2m x 1.2m		Mass 720 kg	
Endurance 20 hours	Speed 1 Road	Max. 50 kph	Cruise 20 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2 Off-road	Max. 40 kph	Cruise 10 kph	Min. 0
Accommodations 1			Armor 0	
			Cargo ULite	
			Operator Skill Ground Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Hi-Track "Country Runner"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Navigation uplink		Ease of Use +1	Year New
		Reliability +1	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Hi-Track "Super Runner"			Cost KCr12.45	
Environment Atm. 0-9	Dimensions 2.8m x 2.5m x 1.3m		Mass 1.2 tons	
Endurance 50 hours	Speed 1 Road	Max. 70 kph	Cruise 30 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 Off-road	Max. 60 kph	Cruise 30 kph	Min. 0
Accommodations 2			Armor 0	
			Cargo VLite	
			Operator Skill Ground Craft	
Comments Top-of-the-line personal tracked vehicle				

VEHICLE CARD

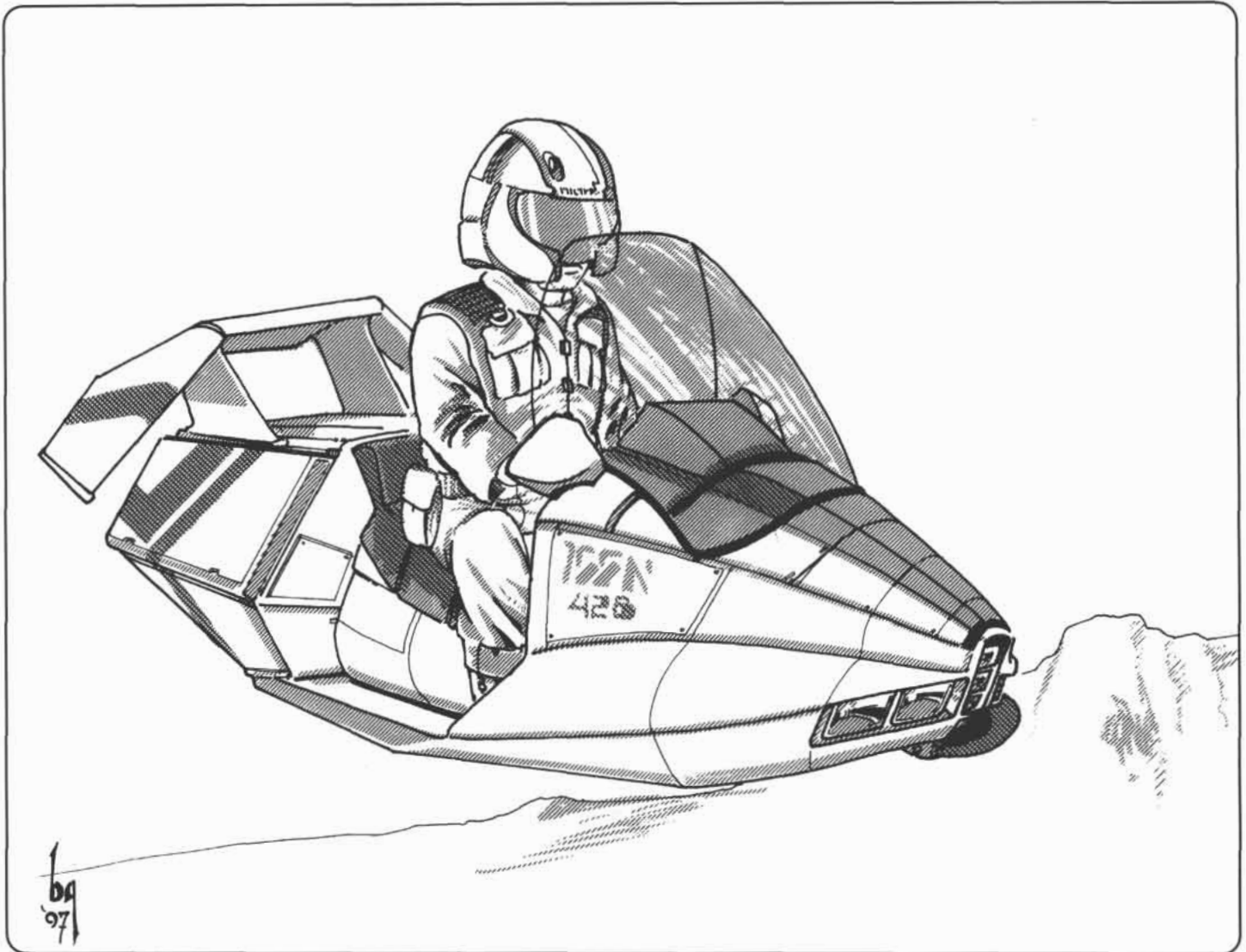
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Vehicle Name / Model Hi-Track "Super Runner"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Autopilot system, heat shield, navigational radar		Ease of Use 0	Year New
		Reliability -1	Quality 7
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PERSONAL GRAV



These “pocket rockets” aren’t for the faint of heart. Indeed, running at a clip well over 100 kph, they are the ultimate speed vehicle on land.

Considered much superior to their conventional wheeled cousins, grav cycles count basic terrain-navigation radar, safety strap, and a standard fusion plant among the standard equipment. Their professional counterparts (and every speed demon’s dream) come with a fully enclosed cockpit, precision grav-compensators, ejection seat, and high-stress frame hosting a Fusion+ unit that is capable of topping 300 kph!

Despite repeated warnings and heavy fines, many reckless, unlicensed adolescents continue to take their gravbikes off the roadgrid control in urban areas, causing serious accidents. To combat the problem, the Imperial Traffic Patrol has begun a vigorous crackdown of uncertified riders, as well as imposing stiffer penalties for disengaging safety features, illegal alterations, unauthorized sales, and other grav vehicle-related violations. New ordinances now surface virtually everyday on Sylea amidst the rumors of a ban.

Vehicle Name / Model "Baron Claus von Kringle" Gravboard			Cost KCr2.2	
Environment Atm. 0-9	Dimensions 25cm x 8cm x 0.5cm		Mass 7.8 kg	
Endurance 1 hour	Speed 1 NOE	Max. 35 kph	Cruise 8 kph	Min. 0
Power Source / Fuel Type Battery	Speed 2	Max.	Cruise	Min.
Accommodations 1			Armor 0	
			Cargo ULite	
			Operator Skill Athletics	
Comments Foot pressure sensors control the height of the board over the surface, and enable turns and stunts. Propulsion is usually provided by pushing off from the ground with one foot.				

VEHICLE CARD

002-000

Vehicle Name / Model "Baron Claus von Kringle" Gravboard		Safety	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use 0	Year New
		Reliability 0	Quality 5
		Hazard +3	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Swallow" Speeder			Cost KCr9.78	
Environment Atm. 0-9	Dimensions 1.99m x 0.6m x 1.7m		Mass 373 kg	
Endurance 10 hours	Speed 1 Air	Max. 146 kph	Cruise 109 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 40 kph	Cruise 25 kph	Min. 0
Accommodations 1			Armor 0	
			Cargo ULite	
			Operator Skill Grav Craft	
Comments Small, open-topped one-person grav vehicle. A simple fabric cover provides protection from inclement weather. It does not include a flight computer, and therefore requires the pilot's continuous attention during flight.				

VEHICLE CARD

002-000

Vehicle Name / Model "Swallow" Speeder		Safety Gravitic restraint	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +1	Year New
		Reliability 0	Quality 7
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Scout/Recon Gravcycle			Cost KCr17.83	
Environment Atm. 0-9	Dimensions 1.8m x 0.33m x 1.65m		Mass 6 tons	
Endurance 100 hours	Speed 1 Air	Max. 146 kph	Cruise 109 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 40 kph	Cruise 25 kph	Min. 0
Accommodations 1			Armor 1	
			Cargo ULite	
			Operator Skill Grav Craft	
Comments This cycle incorporates a wide selection of electronics, including a 5-km range passive sensor, navigational aids, and terrain-following avionics. The relatively heavy weight of the vehicle is due to its superdense structure, which make it very rugged under field conditions.				

VEHICLE CARD

002-000

Vehicle Name / Model Scout/Recon Gravcycle		Safety Gravitic restraint	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 1	
Options and Additional Features Sensors		Ease of Use -1	Year New
		Reliability -2	Quality 7
		Hazard -2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Grav Racer			Cost KCr52	
Environment Atm. 0-9	Dimensions 1.7m x 0.5m x 1.7m		Mass 364 kg	
Endurance 200 hours	Speed 1 Air	Max. 325 kph	Cruise 200 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 138 kph	Cruise 50 kph	Min. 0
Accommodations 1			Armor 0	
			Cargo ULite	
			Operator Skill Grav Craft	
Comments Professional racing bike.				

VEHICLE CARD

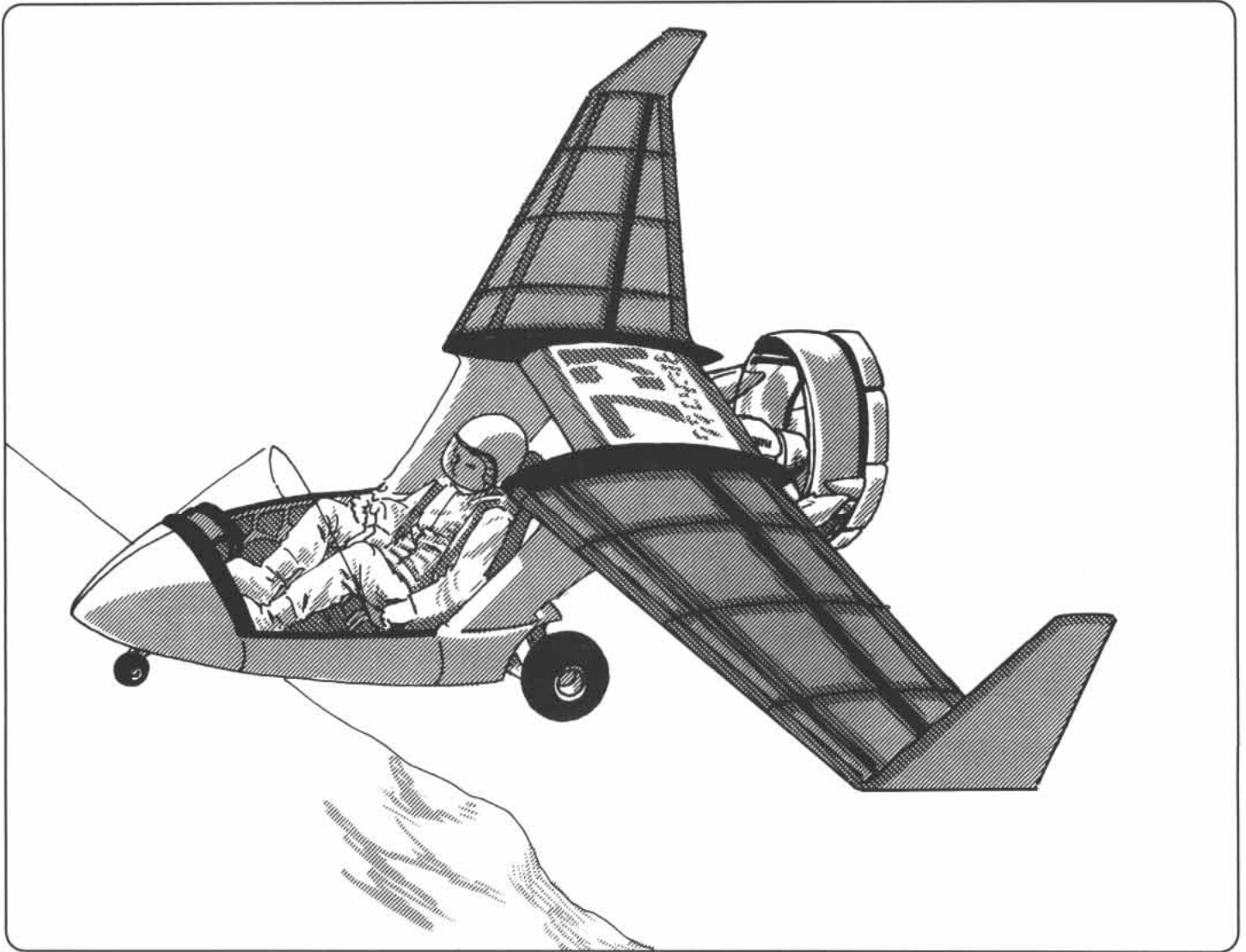
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Vehicle Name / Model Grav Racer		Safety Gravitic restraint	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Positional radar, military-grade ejection seat.		Ease of Use +1	Year New
		Reliability 0	Quality 8
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PERSONAL WINGED



"Howdy, friends! Artie here. Do you need to get around mountains, swamps, and other troublesome terrain fast but don't want to spend a lot of money? Boy, have I got a solution for you.

"I have the widest selection of pre-fusion flying machines anywhere, guaranteed to suit your needs at bottom prices, with minimal maintenance to boot!

"If you like to travel alone, check out these planes. These TL7 beauties refitted with TL12 materials seat one comfortably, and still have enough space for small luggage. Compact gas turbine engine. Aerodynamically streamlined for maximum agility. Best of all, the wings are foldable so you can easily tuck away the ultralight frame!

"Or how 'bout my hang gliders, preferred by the more adventurous crowd. They are made from sturdy steel-alloy with anti-corrosive, tearproof canvas to help you sail through any environment. We also have an assortment of electric models in stock, complete with light propellers to increase and maintain speed, rechargeable battery, plus optional booster rockets mounted on the crossbar for immediate altitude — no wind or high ground required!

"Credit plans are available. So hurry over to Artie Archer's Aeroporium, conveniently located right next world to Sylea on Shaaak. See you here!"

Vehicle Name / Model "Sparrow" Lightwing			Cost KCr12		
Environment Atm. 5-8	Dimensions 6.7m wing span		Mass 900 kg		
Endurance 7 hours	Speed 1 Air	Max. 160 kph	Cruise 60 kph	Min. 50 kph	
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.	
Accommodations 2			Armor 0		
			Cargo ULite		
			Operator Skill Aircraft (Prop Plane)		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model "Sparrow" Lightwing		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Subregional radar		Ease of Use +1	Year New
		Reliability +1	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Icarus" Power Glider			Cost KCr4.18		
Environment Atm. 1-9	Dimensions 3.8m x 3.6m x 1.87m		Mass 50 kg		
Endurance 5 hours	Speed 1 Air	Max. 45 kph	Cruise 20 kph	Min. 10 kph	
Power Source / Fuel Type Battery	Speed 2	Max.	Cruise	Min.	
Accommodations 1			Armor 0		
			Cargo ULite		
			Operator Skill Aircraft (Prop) or Athletics		
Comments Hang glider with miniature propellers and booster rockets. Not very safe.					

VEHICLE CARD

002-000

Vehicle Name / Model "Icarus" Power Glider		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Collapsible frame, booster rockets		Ease of Use +3	Year New
		Reliability 0	Quality 4
		Hazard +3	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Daedalus "Pro Lightning"			Cost KCr22.5		
Environment Atm. 0-9	Dimensions 8.8m wing span		Mass 2.87 tons		
Endurance 30 hours	Speed 1 Air	Max. 800 kph	Cruise 420 kph	Min. 180 kph	
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.	
Accommodations			Armor 0		
			Cargo ULite		
			Operator Skill Aircraft (Prop)		
Comments High-performance 1-person plane capable of executing aerial stunts.					

VEHICLE CARD

002-000

Vehicle Name / Model Daedalus "Pro Lightning"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Ejection seat, life support, subregional radar		Ease of Use +2	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Imperial Aerial Surveyor			Cost KCr24.1		
Environment Atm. 0-9	Dimensions 9m wing span		Mass 2.5 tons		
Endurance 5 hours	Speed 1 Air	Max. 180 kph	Cruise 120 kph	Min. 75 kph	
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.	
Accommodations 2			Armor 0		
			Cargo VLite		
			Operator Skill Aircraft (Prop)		
Comments Outdated survey plane. May be available through ISD at 60% of original price.					

VEHICLE CARD

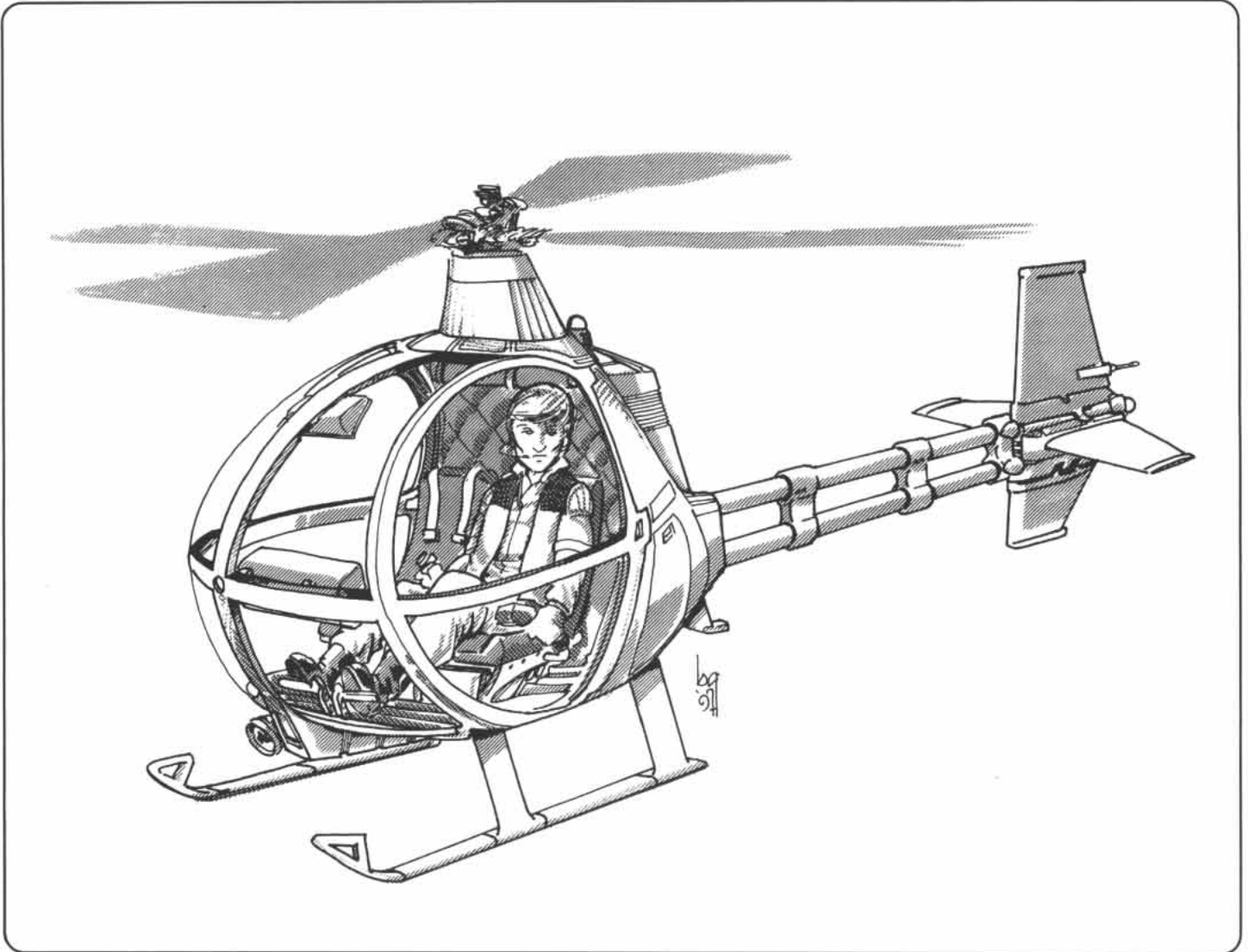
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Vehicle Name / Model Imperial Aerial Surveyor		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Camera recorders, emergency gear, regional radar, survey instruments		Ease of Use +2	Year New
		Reliability -1	Quality 6
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PERSONAL ROTARY WINGED



An ingenuity in design, the typical personal rotary winged "copterette" can be assembled manually in ten minutes right out of the box; disassembling is even quicker. This allows an individual to travel with a vehicle-in-a-box. The copterette is fashioned from hollow, synthetic rubber and steel tubes, all fitting together to form its frame. The finished assemblage shows two-meter-long rotary blades, compact fusion plant, a single seat, basic directions control panel, and rails for landing. It performs just like a normal helicopter: vertical takeoff/landing, hover, etc., with max speed of 30 kph and altitude of 100 meters.

Smaller still, but rigid and more conspicuous, is the "copter pack", which is actually a precursor to jet packs. It is rotary blades mounted on a fusion-pack. The pilot secures himself to the pack with padded steel cable. Maneuvering is achieved using the twin control bars or by simply shifting weight.

Vehicle Name / Model McDowell "Copterette"			Cost KCr7.75	
Environment Atm. 0-9	Dimensions 2m blades		Mass 25 kg	
Endurance 8 hours	Speed 1 Air	Max. 30 kph	Cruise 20 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 1			Armor 0	
			Cargo ULite	
			Operator Skill Aircraft (Helicopter)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model McDowell "Copterette"		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use 0	Year New
		Reliability 0	Quality 6
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Copter Pack			Cost KCr6.29	
Environment Atm. 0-9	Dimensions 1.5m blades		Mass 15 kg	
Endurance 2 hours	Speed 1 Air	Max. 45 kph	Cruise 25 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 1			Armor 0	
			Cargo ULite	
			Operator Skill Aircraft (Helicopter)	
Comments Difficult item to obtain.				

VEHICLE CARD

002-000

Vehicle Name / Model Copter Pack		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features Blade-ejecting emergency parachute system		Ease of Use +1	Year New
		Reliability +1	Quality 5
		Hazard +2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Copter Glide"			Cost Cr850	
Environment Atm. 0-9	Dimensions 0.6m blades		Mass 10 kg	
Endurance 1 hour	Speed 1 Air	Max. 25 kph	Cruise 8 kph	Min. 0
Power Source / Fuel Type Battery	Speed 2	Max.	Cruise	Min.
Accommodations 1			Armor 0	
			Cargo ULite	
			Operator Skill Athletics	
Comments Cheap attempt to cash in on the Icarus Power Glider market. Basically rotary blades mounted atop a rectangular frame, with the rider leaning on the bottom crossbar. Extremely unsafe and is being banned by the Department of Civilian Vehicles.				

VEHICLE CARD

002-000

Vehicle Name / Model "Copter Glide"		Safety	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features Padded crossbar		Ease of Use +3	Year New
		Reliability +2	Quality 2
		Hazard +5	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model DeLorant "Sprite"			Cost KCr32.63	
Environment Atm. 0-9	Dimensions 2.5m blades		Mass 900 kg	
Endurance 8 hours	Speed 1 Air	Max. 65 kph	Cruise 40 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 2			Armor 0	
			Cargo ULite	
			Operator Skill Aircraft (Helicopter)	
Comments High-quality 2-persons helicopter.				

VEHICLE CARD

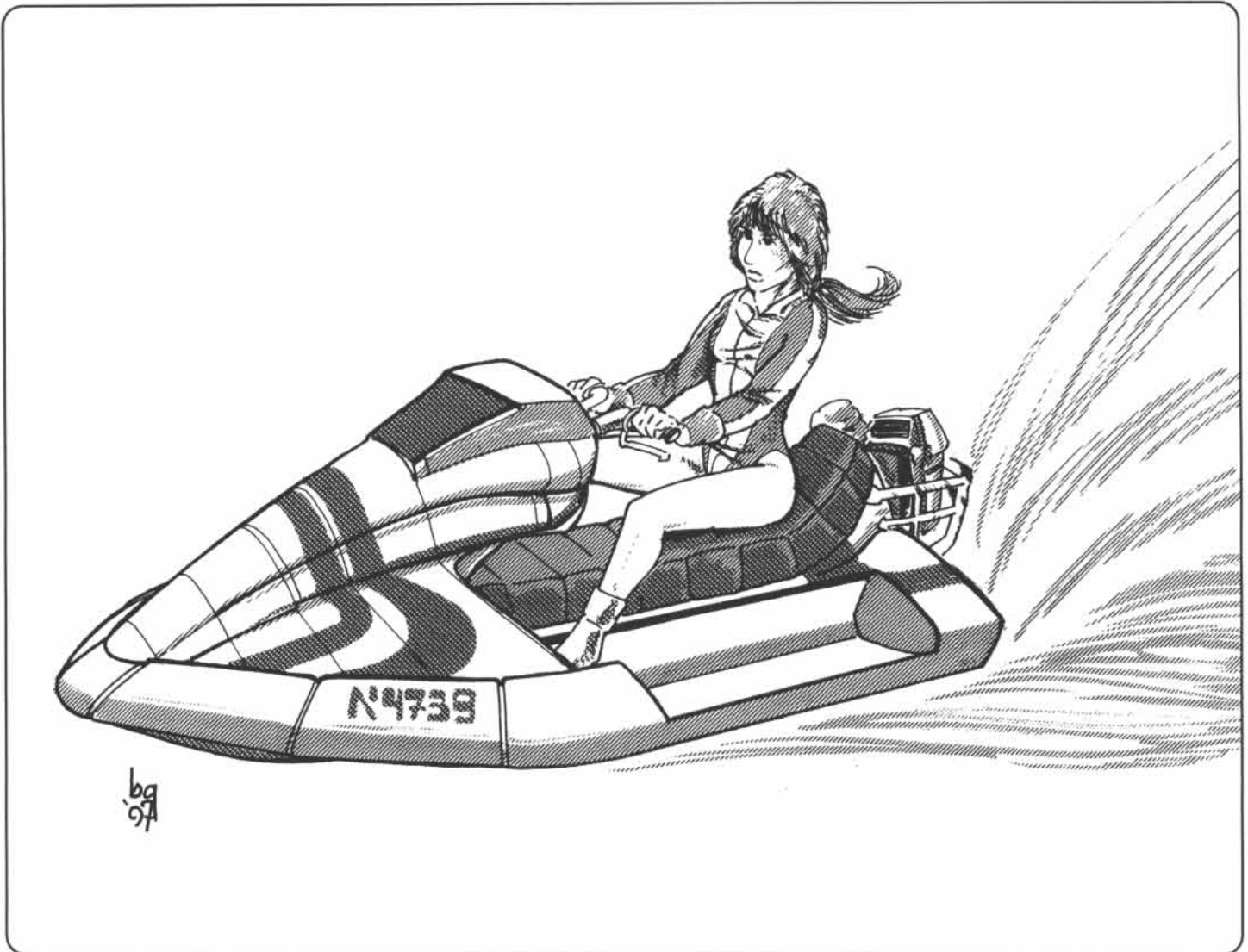
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Vehicle Name / Model DeLorant "Sprite"		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features Blade-jettison emergency parachute system, subregional comm		Ease of Use 0	Year New
		Reliability -2	Quality 7
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PERSONAL WATER



Power ski is a favorite individual water vehicle in the Third Imperium. The basic TL7 version still operates with gas-powered motor, while the advanced Sylean model has a sealed, waterproof fusion engine to let the user cruise the wave at up to 100 kph. The government has now wisely decided to make a top-grade gravity restraint seat and footplate mandatory for all fusion power skis, so they're effectively a luxury item, especially when compared to the price of small personal boats and windsurfers.

Personal water transport on primitive worlds (TL1-3) takes the form of rafts, small row boats and canoes. They depend less on muscle power than on currents or wind for movement. To sail one at top speed is normally an Easy Water Craft task, but the difficulty can increase greatly under harsh conditions, such as a raging storm or a strong undertow. As they are commonly made of wood, characters with Craftsman skill may attempt to build or properly repair one (a Difficult task).

Vehicle Name / Model Hi-Track "Waverunner"			Cost KCr5.06	
Environment Atm. 0-9; Hyd. 1+	Dimensions 1.7m x 0.42m x 1.06m		Mass 350 kg	
Endurance 18 hours	Speed 1 Water	Max. 100 kph	Cruise 45 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 2			Armor 0	
			Cargo ULite	
			Operator Skill Water Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Hi-Track "Waverunner"		Safety Gravitic restraint	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features Emergency flare gun		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Power Canoe			Cost KCr1.08	
Environment Atm. 5-8; Hyd. 1+	Dimensions 1.32m x 0.6m x 0.68m		Mass 56 kg	
Endurance 8 hours	Speed 1 Water	Max. 35 kph	Cruise 15 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.
Accommodations 1			Armor 0	
			Cargo ULite	
			Operator Skill Water Craft	
Comments Canoe with gas-powered motor.				

VEHICLE CARD

002-000

Vehicle Name / Model Power Canoe		Safety	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features Oar		Ease of Use +1	Year New
		Reliability +2	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Power Rubber Raft			Cost KCr1.36	
Environment Atm. 5-8; Hyd. 1+	Dimensions 1.62m diameter		Mass 20 kg	
Endurance 12 hours	Speed 1 Water	Max. 40 kph	Cruise 18 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.
Accommodations 2			Armor 0	
			Cargo VLite	
			Operator Skill Water Craft	
Comments Rubber raft powered by gas motor.				

VEHICLE CARD

002-000

Vehicle Name / Model Power Rubber Raft		Safety	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features Emergency kit		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Hi-Track "Sun Sailor"			Cost KCr3.55	
Environment Atm. 0-9; Hyd. 1+	Dimensions 1.36m x 0.42m x 4.2m		Mass 140 kg	
Endurance 20 hours (in darkness)	Speed 1 Water	Max. 50 kph	Cruise 22 kph	Min. 0
Power Source / Fuel Type Solar	Speed 2	Max.	Cruise	Min.
Accommodations 1			Armor 0	
			Cargo ULite	
			Operator Skill Water Craft	
Comments Solar-powered, single-person sailboat.				

VEHICLE CARD

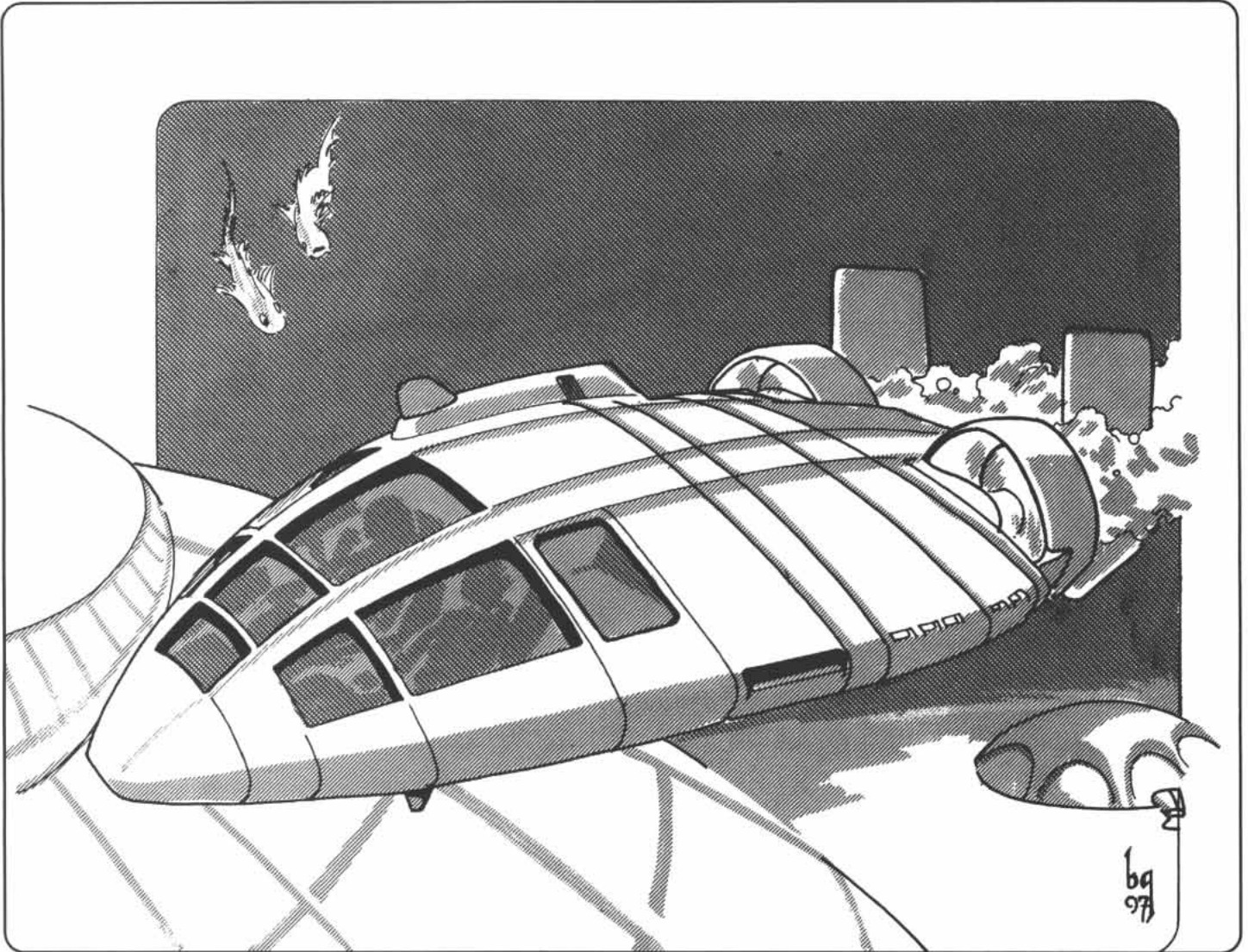
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Vehicle Name / Model Hi-Track "Sun Sailor"		Safety	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PERSONAL SUBMERSIBLE



Most prominent in this category is the “scuba jet,” best described as a domed, one-man underwater power ski. Fully pressurized, a topline scuba jet’s safe depth of submersion can almost match that of an exploration submarine — which is still a lot deeper than the range of conventional diving. Of course, the miniature life support system to extract oxygen from water, reinforced glass shielding, concentrated beamlight, sonar, and all other gizmos to make it undersea-worthy means even a basic model will cost you several times more than a regular power ski.

The chance of survival also isn’t great in a mishap. Life support failure, accidental entanglement, collision with rocks or larger ocean life forms are things few scuba-jettors can live through. But despite the number of deaths each year, the hobby never lacks aficionados.

A person must undergo a training course and be certified by the Imperial Office of Marine Transport and Safety before he can operate a scuba jet. The whole process usually takes about three months. It is illegal to outfit a scuba jet with weapons, though some poachers of endangered underwater species have done just that, arming their vehicles with harpoon and net guns.

Vehicle Name / Model Grum 261D			Cost KCr19.72	
Environment Atm. 0-9; Hyd. 1+	Dimensions 5.6m x 1.8m x 2m		Mass 2.75 tons	
Endurance 22 hours	Speed 1 Water	Max. 12 kph	Cruise 9 kph	Min. 0
Power Source / Fuel Type Battery	Speed 2 Underwater	Max. 9 kph	Cruise 7 kph	Min. 0
Accommodations 1			Armor 0	
			Cargo V Lite	
			Operator Skill Water Craft	
Comments Substation maintenance vehicle				

VEHICLE CARD

002-000

Vehicle Name / Model Grum 261D		Safety Harness, self-sealing hull	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Life Support, two manipulator arms		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Grum 527C			Cost KCr25.6	
Environment Atm. 0-9; Hyd. 1+	Dimensions 5.8m x 1.3m x 2.1m		Mass 3.5 tons	
Endurance 28 hours	Speed 1 Water	Max. 8 kph	Cruise 5 kph	Min. 0
Power Source / Fuel Type Battery	Speed 2 Underwater	Max. 5 kph	Cruise 3 kph	Min. 0
Accommodations 1			Armor 1	
			Cargo ULite	
			Operator Skill Water Craft	
Comments Deep sport-submersible.				

VEHICLE CARD

002-000

Vehicle Name / Model Grum 527C		Safety Harness, self-sealing hull	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Life support		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard -1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Asher Industries "K-Shell"			Cost KCr20.725	
Environment Atm. 0-9; Hyd. 1+	Dimensions 5.1m x 1.4m x 2m		Mass 2.15 tons	
Endurance 16 hours	Speed 1 Water	Max. 12 kph	Cruise 9 kph	Min. 0
Power Source / Fuel Type Battery	Speed 2 Underwater	Max. 12 kph	Cruise 8 kph	Min. 0
Accommodations 1			Armor 0	
			Cargo ULite	
			Operator Skill Water Craft	
Comments Shallow sport-submersible.				

VEHICLE CARD

002-000

Vehicle Name / Model Asher Industries "K-Shell"		Safety Harness, self-sealing hull	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Life support		Ease of Use +1	Year New
		Reliability -1	Quality 6
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model CLASSIFIED			Cost KCr321.650	
Environment Atm. 0-A; Hyd. 1+	Dimensions 4.1m x 1.4m x 1.7m		Mass 450 kg	
Endurance 8 days	Speed 1 Water	Max. 26 kph	Cruise 22 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 Underwater	Max. 20 kph	Cruise 15 kph	Min. 0
Accommodations 1			Armor 2	
			Cargo ULite	
			Operator Skill Water Craft	
Comments Top-secret underwater stealth speeder.				

VEHICLE CARD

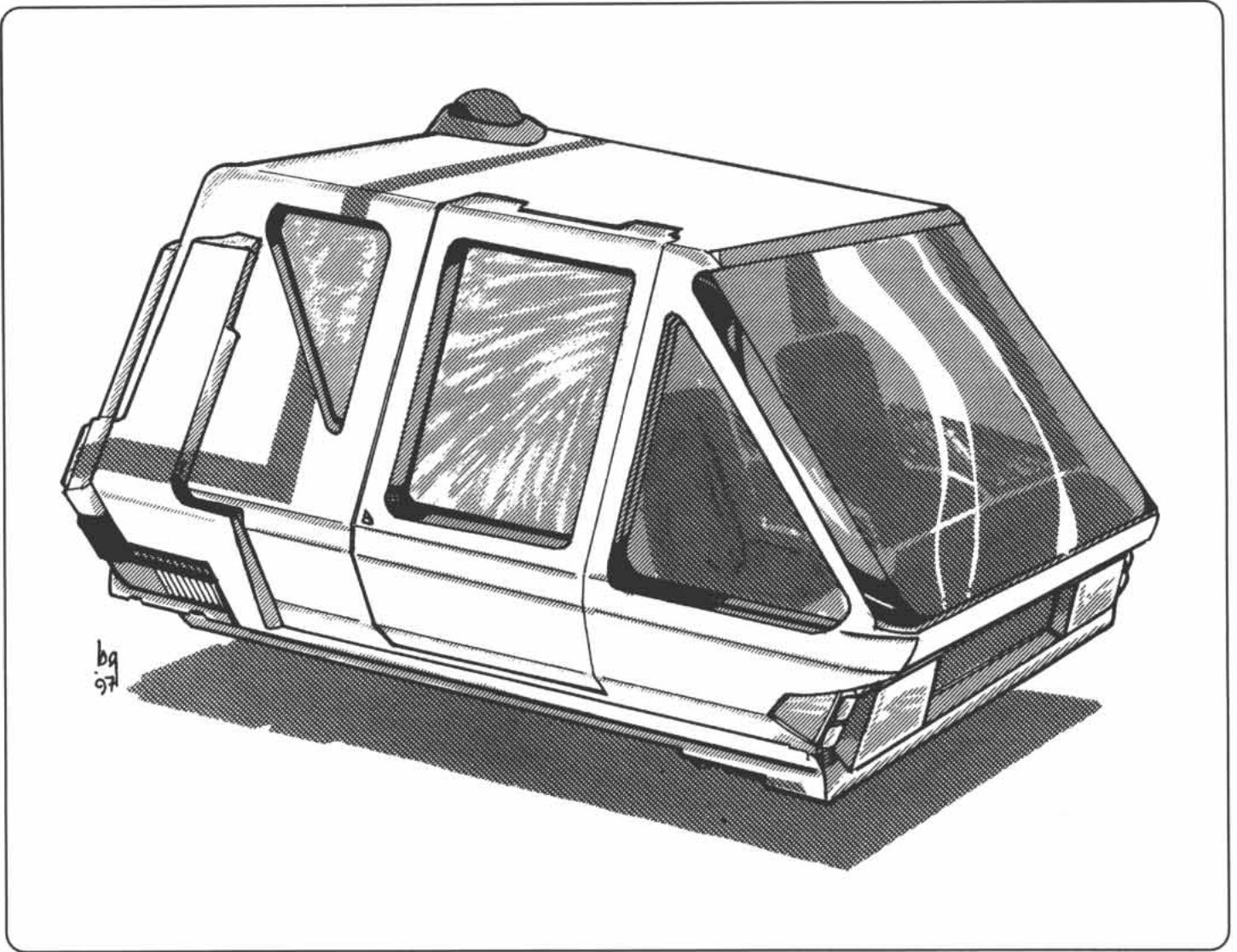
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Vehicle Name / Model CLASSIFIED		Safety Harness, self-sealing hull	
Primary Weapon Harpoon	Mount front	Ammo 4	
Secondary Weapon	Mount	Ammo	
Screens and Defenses Sonar-absorbing hull		Armor 2	
Options and Additional Features Life support, sensors, water intake/fuel converter		Ease of Use +3	Year New
		Reliability -1	Quality 8
		Hazard +2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PERSONAL CLOSE ORBIT



This is usually a speeder, a streamlined grav-powered craft using the identical motive system as an air raft (see Traveller rulebook for descriptions). In addition to high-speed transport between two points on a world surface, it is commonly used as a "messenger ship" by orbital stations as well as the world below.

A normal air raft can be modified for safe low-orbit traffic: enclose the cockpit, install a life support system, graft on stabilizing mechanisms to fight off strong, high winds. These additions likely take up the entire passenger and cargo space of an average air raft, leaving enough room for just one person — the driver. Any starport or shipyard (class C or better) can do the job, though it will cost Cr100,000 and up, depending on the quality. Do-it-yourself adventurers will need at minimal a Difficult Mechanics roll to complete the task, plus expenses for parts.

Vehicle Name / Model Sportdrop 2.2			Cost KCr2.75	
Environment Atm. 0-9	Dimensions 0.5m x 1.3m x 2.2m		Mass 215 kg	
Endurance 1 reentry	Speed 1	Max.	Cruise	Min.
Power Source / Fuel Type None	Speed 2	Max.	Cruise	Min.
Accommodations 1			Armor 0	
			Cargo ULite	
			Operator Skill Dex	
Comments Ablative sport reentry kit.				

VEHICLE CARD

002-000

Vehicle Name / Model Sportdrop 2.2		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use 2	Year New
		Reliability 0	Quality 6
		Hazard +3	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Survkit			Cost KCr1.687	
Environment Atm. 0-B	Dimensions .35m x 1.5m x 2.4m		Mass 290 kg	
Endurance 1 reentry	Speed 1	Max.	Cruise	Min.
Power Source / Fuel Type None	Speed 2	Max.	Cruise	Min.
Accommodations 1			Armor 0	
			Cargo ULite	
			Operator Skill Dex	
Comments Emergency ablative reentry kit.				

VEHICLE CARD

002-000

Vehicle Name / Model Survkit		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use 0	Year New
		Reliability +1	Quality 0
		Hazard +2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Backboost			Cost KCr5.25	
Environment Atm. 0-A	Dimensions 0.2m x 0.4m x 0.95m		Mass 110 kg	
Endurance 6 hours	Speed 1 Close orbit	Max. 0.2G	Cruise 0.1G	Min. 0
Power Source / Fuel Type Battery	Speed 2	Max.	Cruise	Min.
Accommodations 1			Armor 0	
			Cargo ULite	
			Operator Skill Vac Suit	
Comments Personal EVA propulsion kit.				

VEHICLE CARD

002-000

Vehicle Name / Model Backboost		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use 0	Year New
		Reliability 0	Quality 5
		Hazard -1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Astashii Service Module			Cost KCr21.725	
Environment Atm. 0-9	Dimensions 4.2m x 5.5m x 3.5m		Mass 1.17 tons	
Endurance 12 hours	Speed 1 Close orbit	Max. 0.4G	Cruise 0.3G	Min. 0
Power Source / Fuel Type Battery	Speed 2	Max.	Cruise	Min.
Accommodations 1			Armor 0	
			Cargo Lite	
			Operator Skill Grav Craft/Ship's Boat	
Comments Station maintenance sentry.				

VEHICLE CARD

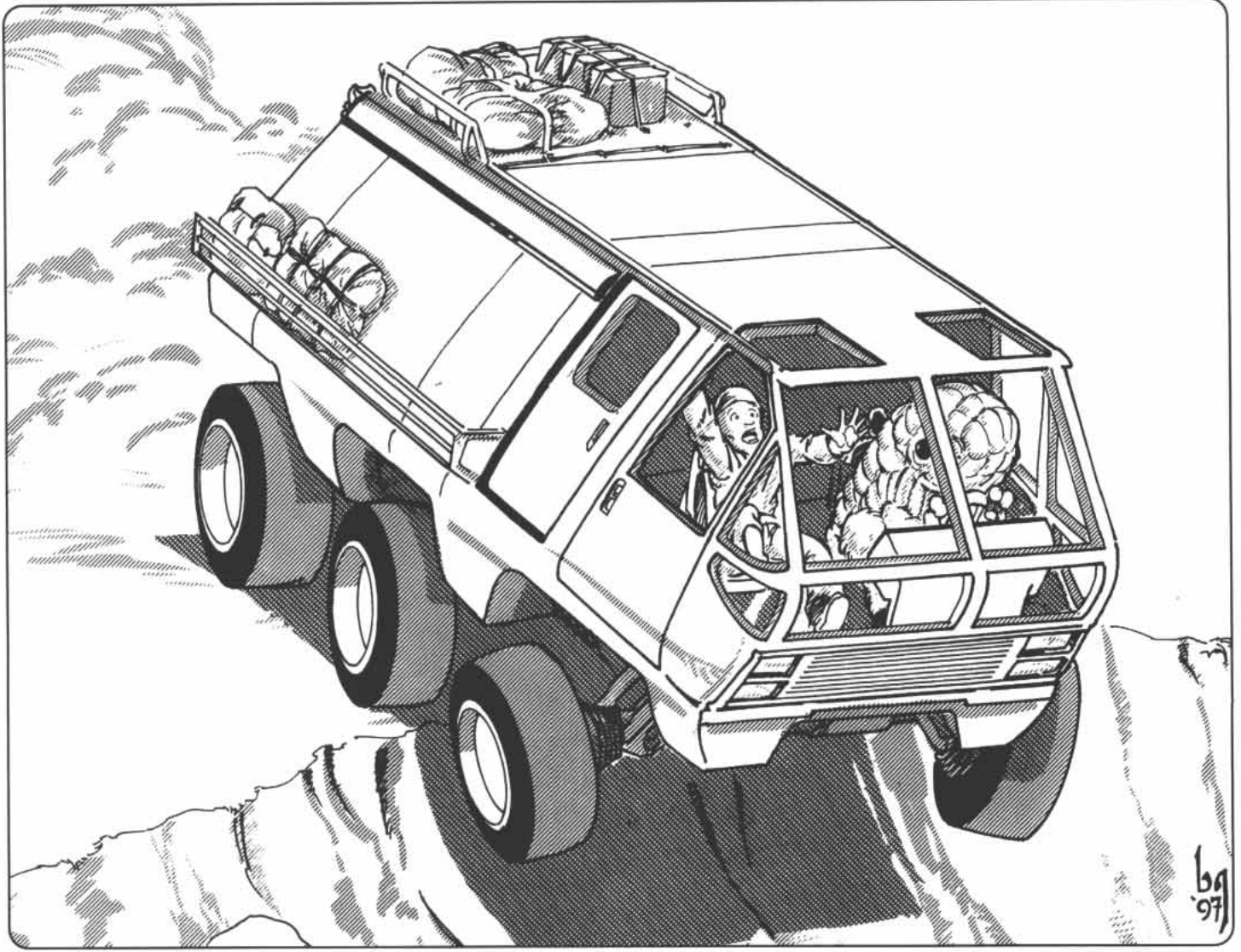
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Vehicle Name / Model Astashii Service Module		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features Life support		Ease of Use +1	Year New
		Reliability +1	Quality 4
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PASSENGER WHEELED



On Sylea, nearly all passenger wheeled vehicles have been converted into “electric smartcars:” automobiles guided and, if need be, powered by computerized electric road grids.

A typical family, i.e. a Nagada Dove XE or Javianni Spark-I, is operated by fusion unit (up to two weeks straight on a 25-liter tank). Its suspension, bearings, and brake interacts magnetically, so they do not wear down. A basic communications package (“cellular phone”) is included, as is voice-control system. It has a max load of about 300 kg and top speed of 120 kph.

It earned the “smartcar” nickname in its road-grid hookup. Through the hookup, the computerized road-grid system is able control the speed as well as the direction of the car. The driver can let the automobile steer itself if he so chooses, all he needs to do is speak or punch in the destination into a comm. Accidents are also minimized by making micro-second adjustments before impact. Worse comes to worse, there’s a “panic button” to pull the car safely away from traffic.

Vehicle Name / Model Nagada "Dove XE"			Cost KCr15.92	
Environment Atm. 0-9	Dimensions 2.5m x 1.61m x 1.88m		Mass 2 tons	
Endurance 25 hours	Speed 1 Road	Max. 150 kph	Cruise 50 kph	Min. 0
Power Source / Fuel Type Battery/Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 4			Armor 0	
			Cargo V Lite	
			Operator Skill Ground Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Nagada "Dove XE"		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features Basic comm, roadgrid control, voice control		Ease of Use -1	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Javianni "Spark-I"			Cost KCr20.21	
Environment Atm. 0-9	Dimensions 2.3m x 1.58m x 1.78m		Mass 1.88 tons	
Endurance 28 hours	Speed 1 Road	Max. 180 kph	Cruise 55 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 4			Armor 1	
			Cargo Lite	
			Operator Skill Ground Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Javianni "Spark-I"		Safety Air bag, harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 1	
Options and Additional Features Basic comm, roadgrid control, voice-control		Ease of Use -1	Year New
		Reliability -2	Quality 7
		Hazard -5	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Viracchi "Strobe 625"			Cost KCr43.47	
Environment Atm. 0-9	Dimensions 2.3m x 1.35m x 1.55m		Mass 1.5 tons	
Endurance 18 hours	Speed 1 Road	Max. 288 kph	Cruise 80 kph	Min. 0
Power Source / Fuel Type Battery/Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 4			Armor 0	
			Cargo V Lite	
			Operator Skill Ground Craft	
Comments Stylish sports car.				

VEHICLE CARD

002-000

Vehicle Name / Model Viracchi "Strobe 625"		Safety Air bag, harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features Advanced comm, roadgrid control, voice-control		Ease of Use +1	Year New
		Reliability -1	Quality 8
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Colleco "City Slicker"			Cost KCr13.9	
Environment Atm. 0-9	Dimensions 2.4m x 1.6m x 1.76m		Mass 2.1 tons	
Endurance 16 hours	Speed 1 Road	Max. 100 kph	Cruise 40 kph	Min. 0
Power Source / Fuel Type Battery	Speed 2	Max.	Cruise	Min.
Accommodations 4			Armor 0	
			Cargo Lite	
			Operator Skill Ground Craft	
Comments No-frill mid-priced family vehicle.				

VEHICLE CARD

002-000

Vehicle Name / Model Colleco "City Slicker"		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features Basic comm, roadgrid control		Ease of Use -2	Year New
		Reliability -1	Quality 5
		Hazard -1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PASSENGER TRACKED



ATV (all-terrain vehicles) are tough transports that use tracks for propulsion, which enables them to cross almost any type of terrain, but with inferior road speed to wheeled vehicles.

A civilian ATV is intended for world exploration or off-road recreations. It requires one driver, with room for 16 passengers, and contains complete (though cramped) facilities for 8 travellers. Options include standard life support, kitchen, towing hitch, direction finder, airlock, additional cargo hold. Many medium-tech worlds have taken to powering ATVs with Fusion+ units.

Military ATVs, on the other hand, are a command and control vehicle, armed with machinegun or other anti-personnel weapons, and sometimes a light turret as well. Precision sensors and electronics package also highlight the military ATV. Reasonably armored, it sees wide application as a mobile command center/base.

Vehicle Name / Model Korenii K223			Cost KCr18.185	
Environment Atm. 5-8	Dimensions 4.5m x 2.25m x 1.1m		Mass 11.55 tons	
Endurance 16 hours	Speed 1 Road	Max. 65 kph	Cruise 35 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2 Off-road	Max. 19 kph	Cruise 10 kph	Min. 0
Accommodations 3			Armor 0	
			Cargo Lite	
			Operator Skill Ground Craft	
Comments Open-topped all-wheel-drive sport/utility vehicle. It is rugged, practical-ly maintenance-free, and has a reputation for dependability.				

VEHICLE CARD

002-000

Vehicle Name / Model Korenii K223		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use 0	Year New
		Reliability -3	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Javianni "Sunset Canyon"			Cost KCr47.853	
Environment Atm. 0-9	Dimensions 6.8m x 2.8m x 2.2m		Mass 6.2 tons	
Endurance 16 hours	Speed 1 Road	Max. 78 kph	Cruise 60 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 Off-road	Max. 50 kph	Cruise 40 kph	Min. 0
Accommodations 8			Armor 1	
			Cargo Medium	
			Operator Skill Ground Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Javianni "Sunset Canyon"		Safety Air bag, harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 1	
Options and Additional Features Advanced comm, suburban navigational link		Ease of Use +1	Year New
		Reliability -3	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Akarii Sandskimmer 2000			Cost KCr42.957	
Environment Atm. 5-8	Dimensions 5.9m x 3.8m x 2.4m		Mass 3.5 tons	
Endurance 12 hours	Speed 1 Road	Max. 80 kph	Cruise 70 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2 Off-road	Max. 50 kph	Cruise 45 kph	Min. 0
Accommodations 4			Armor 0	
			Cargo Lite	
			Operator Skill Ground Craft	
Comments Sport dune-runner.				

VEHICLE CARD

002-000

Vehicle Name / Model Akarii Sandskimmer 2000		Safety Air bag, harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use -1	Year New
		Reliability +1	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Daedalus "Roughrider"			Cost KCr61.85	
Environment Atm. 4-9	Dimensions 7.1m x 3.7m x 2.1m		Mass 3.6 tons	
Endurance 16 hours	Speed 1 Road	Max. 80 kph	Cruise 58 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2 Off-road	Max. 65 kph	Cruise 58 kph	Min. 0
Accommodations 6			Armor 2	
			Cargo Heavy	
			Operator Skill Ground Craft	
Comments Halftrack				

VEHICLE CARD

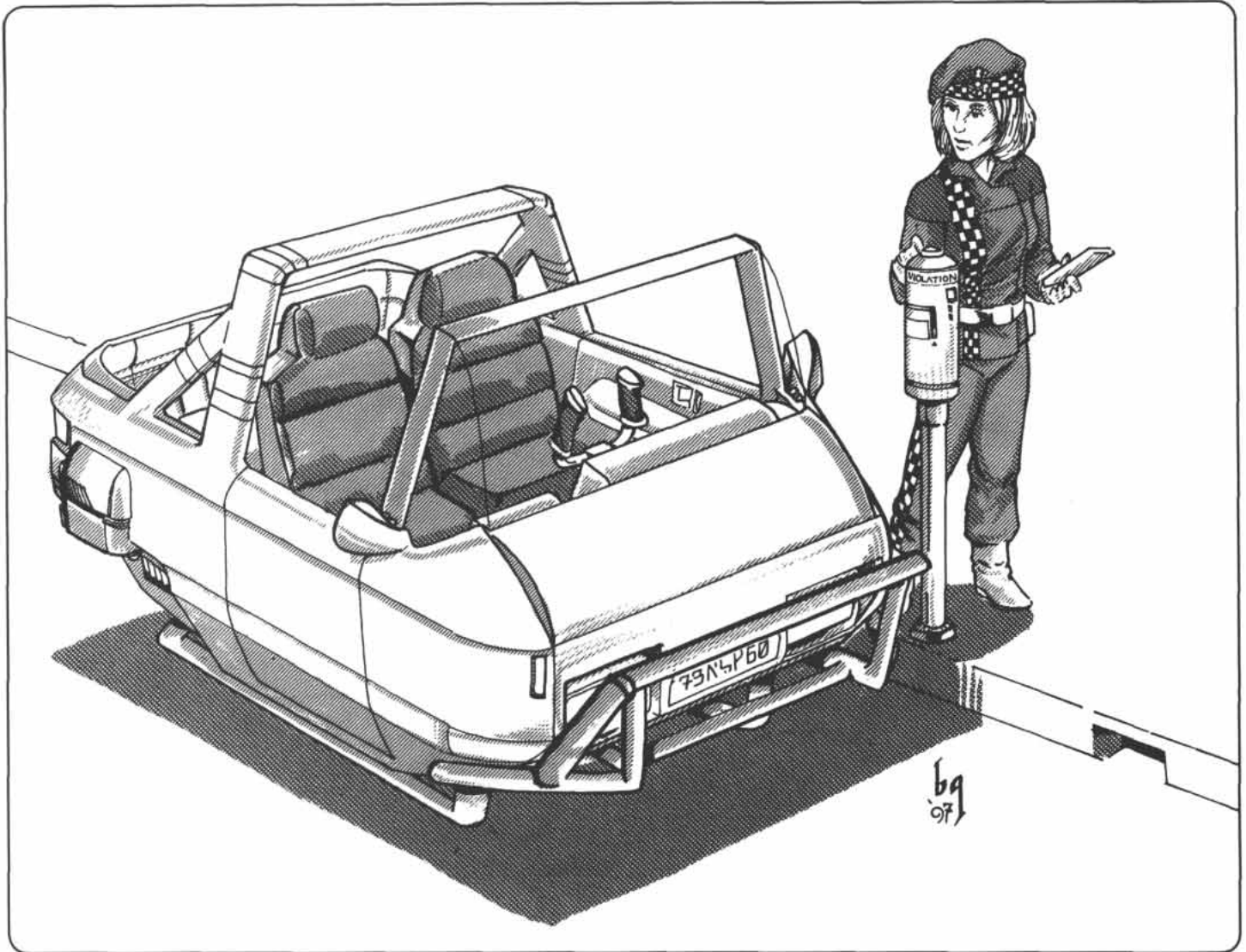
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Vehicle Name / Model Daedalus "Roughrider"		Safety	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 2	
Options and Additional Features		Ease of Use +1	Year New
		Reliability -2	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PASSENGER GRAV



As gravitics become increasingly accessible to the public, several noted automobile manufacturers leap at the opportunity to push upon the consumers their applications of the technology. The result is an influx of "family" grav vehicles.

There are normally two repulsors — one at the bottom, one at the rear — to constitute a thrust-lift system for the vehicle. It is able to traverse any terrain since it never comes into contact with the ground. Breaking 500 kph is not unusual for a mid-range car or up. It is also capable of reaching orbit from a world surface, though at a considerably slower pace.

The low-end grav cars, represented by Iliant Enterprise's Lion S, are outfitted with only the basic package: reserve power, transponder, drogue chute and air bags. The features get fancier as you shell out the credits, ultimately ending with cool stuff like Rolan Politesse's double-pane diamond sheet windows, orbital range comm link, continental range radar, carbon dioxide-to-oxygen converter, not to mention an atmospheric acceleration up to 900 kph!

Vehicle Name / Model Hi-Track "Wildrunner"			Cost KCr153	
Environment Atm. 0-9	Dimensions 10.4m x 5.2m x 3.2m		Mass 11.3 tons	
Endurance 20 hours	Speed 1 Air	Max. 114 kph	Cruise 101 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 70 kph	Cruise 40 kph	Min. 0
Accommodations 8 (3 small staterooms)			Armor 1	
			Cargo VHvy	
			Operator Skill Grav Craft	
Comments Grav camper.				

VEHICLE CARD

002-000

Vehicle Name / Model Hi-Track "Wildrunner"		Safety Air bag, gravitic restraint	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 1	
Options and Additional Features Anti-hijack, anti-theft, automated kitchenette, subregional comm		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Akarii "Vanguard"			Cost KCr94	
Environment Atm. 0-9	Dimensions 5.1m x 3.9m x 2.7m		Mass 5.1 tons	
Endurance 16 hours	Speed 1 Air	Max. 120 kph	Cruise 106 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 90 kph	Cruise 65 kph	Min. 0
Accommodations 8			Armor 0	
			Cargo Heavy	
			Operator Skill Grav Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Akarii "Vanguard"		Safety Air bag, gravitic restraint	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use 0	Year New
		Reliability 0	Quality 4
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Javianni "Bravo"			Cost KCr72.53	
Environment Atm. 0-9	Dimensions 4.6m x 3.7m x 1.6m		Mass 2.7 tons	
Endurance 20 hours	Speed 1 Air	Max. 180 kph	Cruise 135 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 130 kph	Cruise 60 kph	Min. 0
Accommodations 4			Armor 1	
			Cargo Medium	
			Operator Skill Grav Craft	
Comments Family speeder.				

VEHICLE CARD

002-000

Vehicle Name / Model Javianni "Bravo"		Safety Air bag, gravitic restraint	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Advanced comm, anti-hijack, anti-theft		Ease of Use +1	Year New
		Reliability 0	Quality 6
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Nagada "Chief"			Cost KCr60.76	
Environment Atm. 0-9	Dimensions 4.9m x 3.8m x 2m		Mass 3.2 tons	
Endurance 16 hours	Speed 1 Air	Max. 120 kph	Cruise 100 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 90 kph	Cruise 70 kph	Min. 0
Accommodations 6			Armor 1	
			Cargo Medium	
			Operator Skill Grav Craft	
Comments Family cruiser.				

VEHICLE CARD

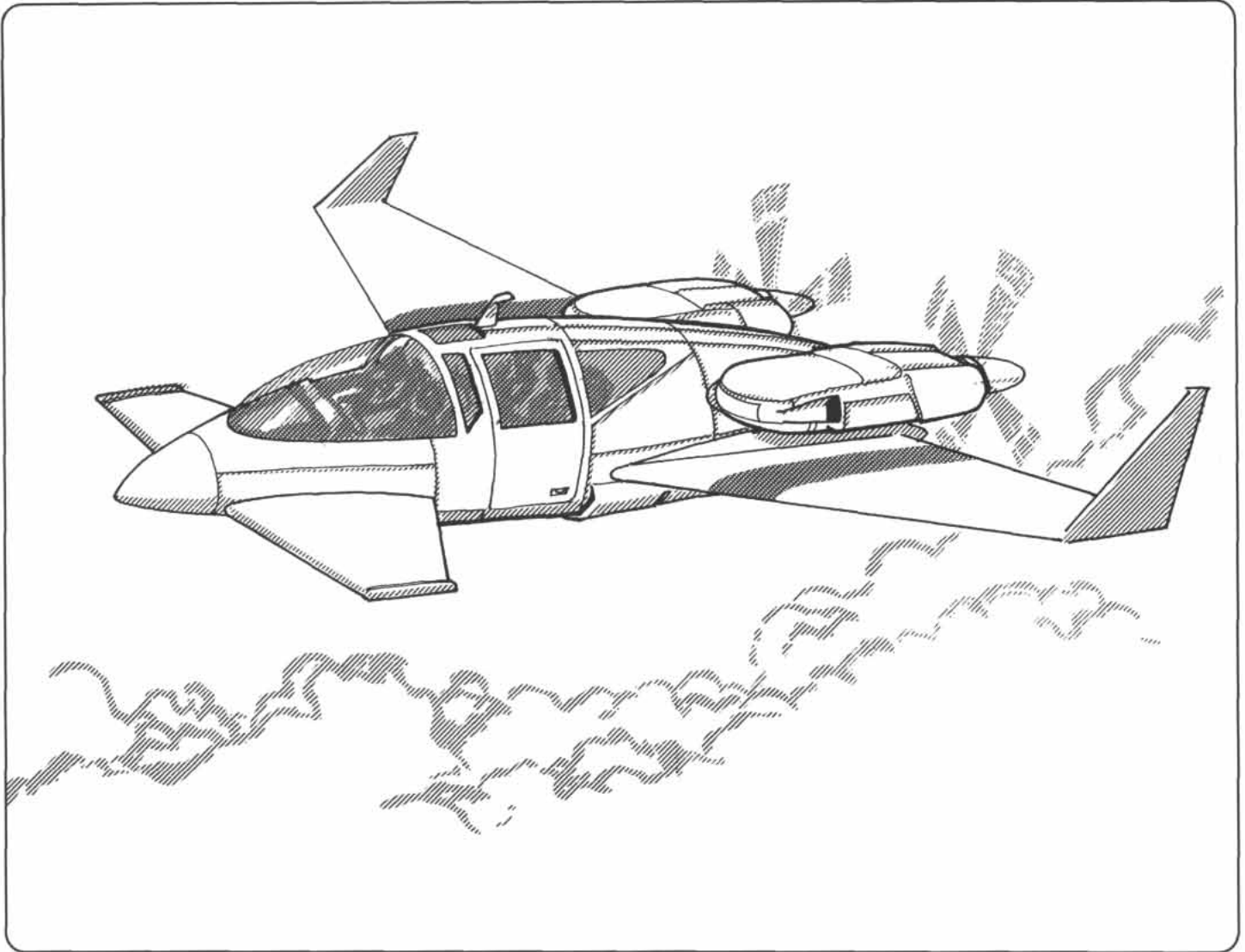
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Vehicle Name / Model Nagada "Chief"		Safety Gravitic restraint, harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 1	
Options and Additional Features Basic comm		Ease of Use 0	Year New
		Reliability -1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PASSENGER WINGED



"Hey friends! Artie again, here to remind you that flying is still the way to go.

"If you're going by group, I have a light cabin monoplane with your name on it. This is the light high-wing flyers you'll see on any small airfield. It's the perfect passenger plane, but with a 200 kg worth of cargo capacity, it can also double as a freighter just as easily as an aerial survey or agricultural aircraft. Great short-field takeoff capability. STOL wings for low stall speed. The standard 30 gallon gas tank is good for 7 hours of cruising.

"For you history buffs out there, I've dug up an oldie: Twin-engine, propellers, VHF radio, navigation compass, fixed landing gears. . . the works. And it works! Clocked it at 300 kph myself just the other day. A fully functional aviation throwback, or your Crimps back!

"Or do yourself a real big favor and pick up one of our luxury jets. Plush, wall-to-wall carpeted cabin, communications hookup, private sleeping quarters, leather recliners, entertainment center, and a wet bar. . . Pure style at a mile high. C'mon, you owe it to yourself!

"So don't walk, fly over to Artie Archer's Aeroporium and fly away with a smile. See you here!"

Vehicle Name / Model Vicknee 215DC		Cost KCr240.3		
Environment Atm. 5-8	Dimensions 14.2m wing span		Mass 6 tons	
Endurance 16 hours	Speed 1 Air	Max. 315 kph	Cruise 250 kph	Min. 80 kph
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.
Accommodations 4		Armor 0		
		Cargo Lite		
		Operator Skill Aircraft (Prop)		
Comments Common personal aircraft.				

VEHICLE CARD

002-000

Vehicle Name / Model Vicknee 215DC		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use 0	Year New
		Reliability -1	Quality 4
		Hazard -1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model McDowell "Hurricane HL"		Cost MCR6.1		
Environment Atm. 0-9	Dimensions 16.75m wing span		Mass 15 tons	
Endurance 24 hours	Speed 1 Air	Max. 1,320 kph	Cruise 1,015 kph	Min. 250 kph
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 8		Armor 0		
		Cargo Heavy		
		Operator Skill Aircraft (Jet)		
Comments Corporate jet.				

VEHICLE CARD

002-000

Vehicle Name / Model McDowell "Hurricane HL"		Safety Harness, parachutes	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features Continental comm		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model McDowell "Slingshot"		Cost MCR10.44		
Environment Atm. 0-9	Dimensions 22.78m wing span		Mass 16.5 tons	
Endurance 20 hours	Speed 1 Air	Max. 1,500 kph	Cruise 1,200 kph	Min. 317 kph
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 8 (4 small staterooms)		Armor 2		
		Cargo Heavy		
		Operator Skill Aircraft (Jet)		
Comments Luxury private jet.				

VEHICLE CARD

002-000

Vehicle Name / Model McDowell "Slingshot"		Safety Harness, parachutes	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 2	
Options and Additional Features Continental comm, life support		Ease of Use 0	Year New
		Reliability -1	Quality 8
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Imperial Courtyard Class Jet		Cost MCR2.6		
Environment Atm. 0-9	Dimensions 29.6m wing span		Mass 90 tons	
Endurance 30 hours	Speed 1 Air	Max. 300 kph	Cruise 230 kph	Min. 70 kph
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 25		Armor 5		
		Cargo UHVy+		
		Operator Skill Aircraft (Jet)		
Comments Personal servants and entourage transport for mid-level Imperial officials.				

VEHICLE CARD

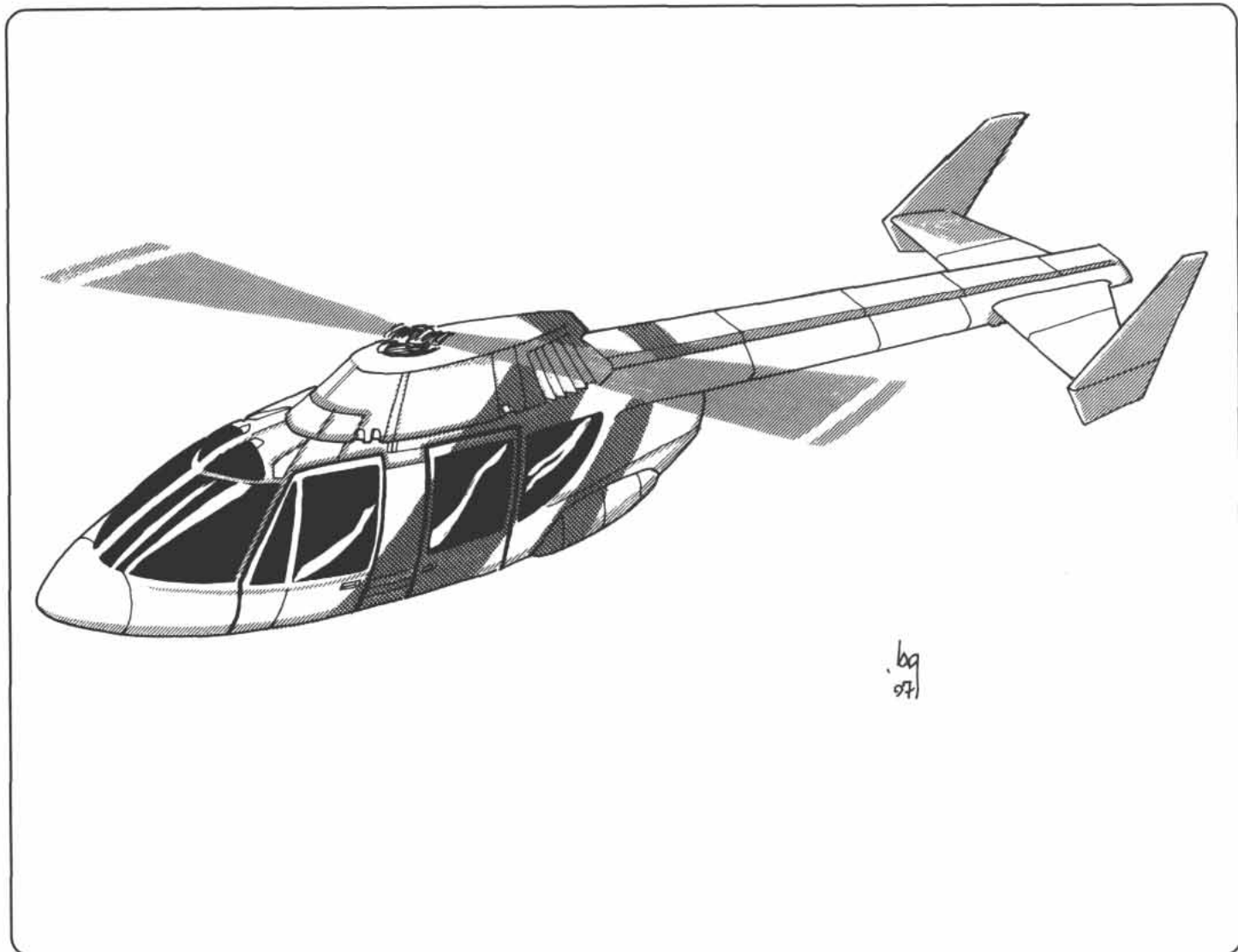
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Vehicle Name / Model Imperial Courtyard Class Jet		Safety Harness, parachutes	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 5	
Options and Additional Features Auto-bar, continental comm		Ease of Use +2	Year New
		Reliability -3	Quality 4
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PASSENGER ROTARY WINGED



Typically helicopters are employed by the private sectors, or for preliminary surveys of a dense area. It can carry up to 8 passengers, although most of the seating compartment behind the cockpit can be taken out to make room for a maximum 300 kg load of hunting equipment, packing crates, specimen cages, survey cameras or recorder setup, etc.

Businesses or individuals dealing with the outdoors prefer fusion-driven rotary winged vehicles, since they can hover in one place, require no runway for takeoff, take less preparation time than an aircraft, and they aren't rattled by the wind as easily as grav craft. Plus they may try to avoid crashing by using auto-rotation in case of lost power, whereas contragrav vehicles will drop like a rock. Of course, having something tangled in the blades is always a problem. . .

Vehicle Name / Model Chaney Y77			Cost KCr321.6	
Environment Atm. 5-8	Dimensions 11.5m blades		Mass 1.2 tons	
Endurance 18 hours	Speed 1 Air	Max. 195 kph	Cruise 140 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.
Accommodations 4			Armor 0	
			Cargo Lite	
			Operator Skill Aircraft (Helicopter)	
Comments Private helicopter.				

VEHICLE CARD

002-000

Vehicle Name / Model Chaney Y77		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Chaney Z21			Cost MCr2.3	
Environment Atm. 0-9	Dimensions 13.7m blades		Mass 5.6 tons	
Endurance 12 hours	Speed 1 Air	Max. 245 kph	Cruise 195 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 8			Armor 1	
			Cargo Medium	
			Operator Skill Aircraft (Helicopter)	
Comments Deluxe corporate shuttle.				

VEHICLE CARD

002-000

Vehicle Name / Model Chaney Z21		Safety Escape comp., jetison chute	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 1	
Options and Additional Features		Ease of Use 0	Year New
		Reliability +1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Nagada "Dragon"			Cost MCr5.1	
Environment Atm. 0-9	Dimensions 18.6m blades		Mass 10.6 tons	
Endurance 24 hours	Speed 1 Air	Max. 215 kph	Cruise 175 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 30			Armor 2	
			Cargo Heavy	
			Operator Skill Aircraft (Helicopter)	
Comments Air bus for small corporations.				

VEHICLE CARD

002-000

Vehicle Name / Model Nagada "Dragon"		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 2	
Options and Additional Features		Ease of Use +1	Year New
		Reliability 0	Quality 3
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Daedalus "Kinghammer"			Cost MCr4.46	
Environment Atm. 0-A	Dimensions 16.6m blades		Mass 7.7 tons	
Endurance 16 hours	Speed 1 Air	Max. 200 kph	Cruise 130 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 16			Armor 1	
			Cargo Heavy	
			Operator Skill Aircraft (Helicopter)	
Comments				

VEHICLE CARD

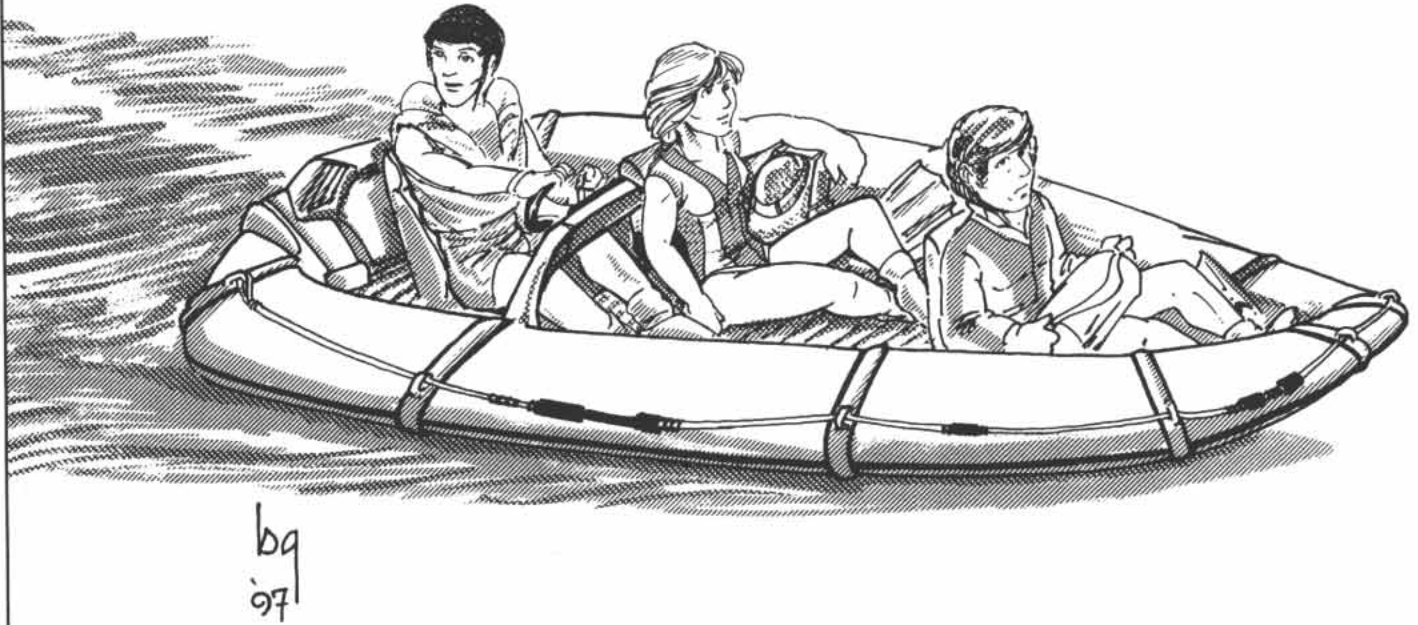
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Vehicle Name / Model Daedalus "Kinghammer"		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 1	
Options and Additional Features		Ease of Use +1	Year New
		Reliability -2	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PASSENGER WATER/SUBMERSIBLE



This classification refers to waterfaring vessels carrying more than two persons, though it also applies to special "watercraft" designed for worlds where hydrographic percentages represent non-water oceans.

On lower TL, steam-powered boats are the common water transport, puffing along at approximately 30 kph using combustible fuel. Motor boats are more advanced, utilizing hydrofoils to double — and at top burst, triple — the speed of steam ships. The performance, naturally, is many times better if yours is a new, fusion+ "Wavebreaker" model instead of one that runs on hydrocarbons or batteries.

The rich routinely take their yachts out on the weekend. On top of amenities like fully automated kitchen/wet bar, you can bet the hull is reinforced steel and the cabin can eject/detach itself to become a floatation lifeboat in an emergency.

Submersibles here are usually for exploration purpose, therefore have deeper submerging depth. Private passenger submarines are equivalent to family grav cars on waterworlds.

Vehicle Name / Model Grummond "Wavebreaker"			Cost KCr20.4	
Environment Atm. 0-9; Hyd. 1+	Dimensions 6.5m x 3.4 m x 1.7m		Mass 4.8 tons	
Endurance 18 hours	Speed 1 Water	Max. 220 kph	Cruise 130 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 5			Armor 0	
			Cargo Medium	
			Operator Skill Water Craft	
Comments Speedboat.				

VEHICLE CARD

002-000

Vehicle Name / Model Grummond "Wavebreaker"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +1	Year New
		Reliability -1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model DeLorant "Sea King"			Cost KCr201.8	
Environment Atm. 0-9; Hyd. 1+	Dimensions 23.2m x 15m x 8m		Mass 53.6 tons	
Endurance 20 hours	Speed 1 Water	Max. 168 kph	Cruise 48 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 12			Armor 1	
			Cargo Heavy	
			Operator Skill Water Craft	
Comments Luxury yacht.				

VEHICLE CARD

002-000

Vehicle Name / Model DeLorant "Sea King"		Safety Harness, self-sealing hull	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 1	
Options and Additional Features Ejection cabin		Ease of Use 0	Year New
		Reliability -1	Quality 7
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model TAS Explorer Sub			Cost MCr2.817	
Environment Atm. 0-B; Hyd. 1+	Dimensions 42m x 20m x 15m		Mass 90 tons	
Endurance 2 months	Speed 1 Water	Max. 40 kph	Cruise 20 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 Underwater	Max. 35 kph	Cruise 14 kph	Min. 0
Accommodations 8			Armor 2	
			Cargo UHvy	
			Operator Skill Water Craft	
Comments Traveller's Aid Society survey sub.				

VEHICLE CARD

002-000

Vehicle Name / Model TAS Explorer Sub		Safety Self-sealing hull	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 2	
Options and Additional Features Life support, sonar, underwater camera		Ease of Use +2	Year New
		Reliability -2	Quality 6
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model DeLorant "Neptune"			Cost KCr839.477	
Environment Atm. 0-9; Hyd. 1+	Dimensions 40m x 18m x 16m		Mass 108 tons	
Endurance 1.5 months	Speed 1 Water	Max. 38 kph	Cruise 17 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 Underwater	Max. 26 kph	Cruise 12 kph	Min. 0
Accommodations 6			Armor 2	
			Cargo VHvy	
			Operator Skill Water Craft	
Comments Private sub.				

VEHICLE CARD

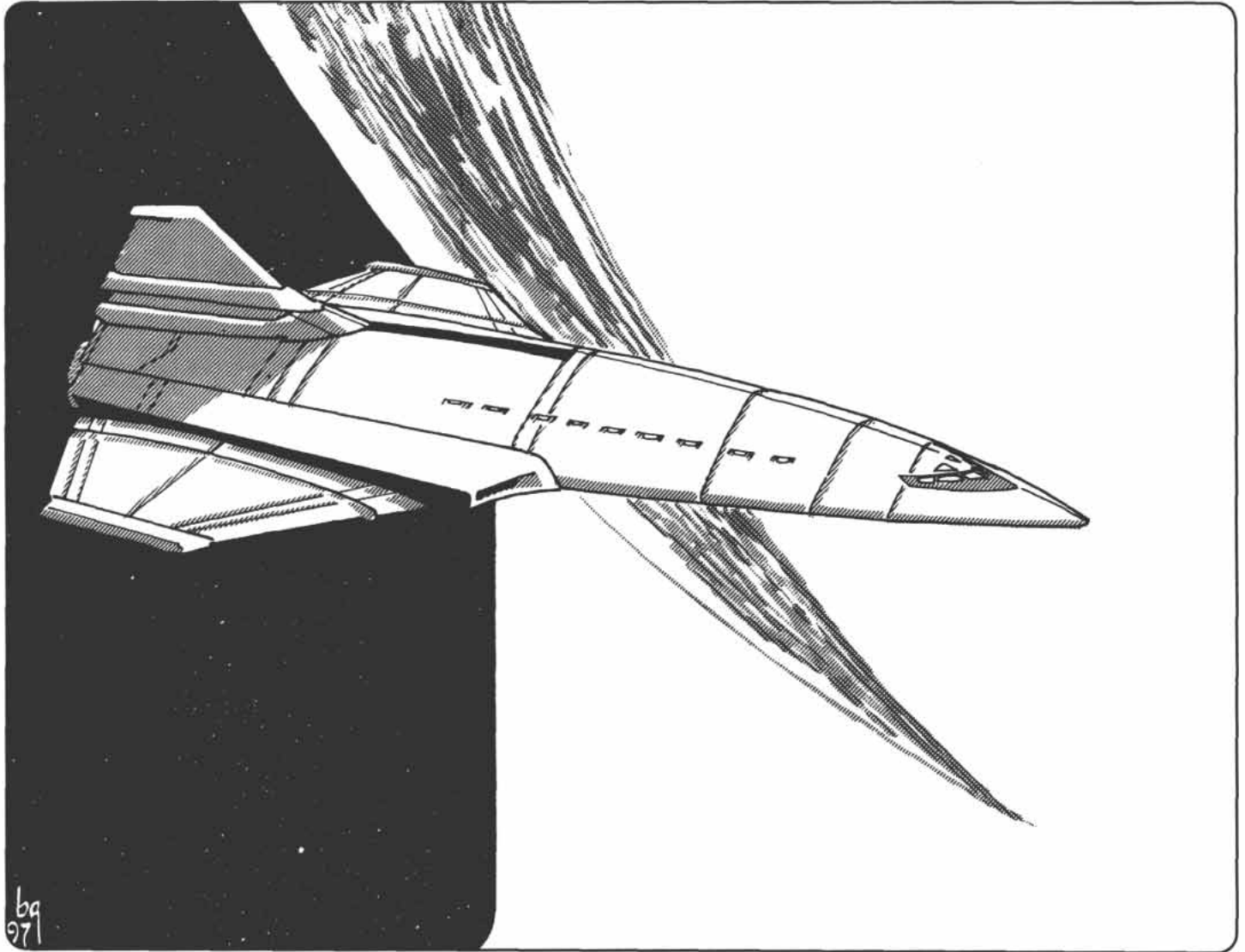
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Vehicle Name / Model DeLorant "Neptune"		Safety Harness, self-sealing hull	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 2	
Options and Additional Features Life support, sonar		Ease of Use +1	Year New
		Reliability -2	Quality 7
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PASSENGER CLOSE ORBIT



Identical to personal close orbit vehicles, naturally, only larger. Includes air raft and GCarriers (though technically a personnel vehicle). Improved engineering has enabled a sealed air raft to reach orbit in shorter time, but still not suitable for interplanetary travel. It is not terribly hard to convert an air raft into an extra-atmospheric vehicle. Simply purchase a steel-fiberglass dome and magnetic attachment kit (Cr300,000, 100,000 for a generic brand; available at better grav shops), secure it over the seating area, then wire in the life support and pressurization system.

Then again, it may be cheaper to just buy vac suits. . .

Vehicle Name / Model Sportdrop LX3.7			Cost KCr4.25		
Environment Atm. 0-B	Dimensions 1.5m x 2m x 2.8m		Mass 420 kg		
Endurance 1 reentry	Speed 1	Max.	Cruise	Min.	
Power Source / Fuel Type None	Speed 2	Max.	Cruise	Min.	
Accommodations 4			Armor 2		
			Cargo VLite		
			Operator Skill Dex		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model Sportdrop LX3.7		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 2	
Options and Additional Features		Ease of Use 0	Year New
		Reliability -1	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Survkit+			Cost KCr1.4		
Environment Atm. 0-C	Dimensions 1.3m x 2m x 2.6m		Mass 200 kg		
Endurance 1 reentry	Speed 1	Max.	Cruise	Min.	
Power Source / Fuel Type None	Speed 2	Max.	Cruise	Min.	
Accommodations 4			Armor 2		
			Cargo VLite		
			Operator Skill Dex		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model Survkit+		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 2	
Options and Additional Features		Ease of Use 0	Year New
		Reliability 0	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model LeFringe "Star Surfer"			Cost MCr1.8		
Environment Atm. 0-9	Dimensions 3.7m x 2.3m x 2.3m		Mass 3.6 tons		
Endurance 28 hours	Speed 1 Close orbit	Max. 1G	Cruise 0.3G	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 Atmosphere	Max. 130 kph	Cruise 68 kph	Min. 0	
Accommodations 4			Armor 0		
			Cargo Lite		
			Operator Skill Grav Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model LeFringe "Star Surfer"		Safety Air bag, gravitic restraint	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Life support, propulsion rockets		Ease of Use +2	Year New
		Reliability -2	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Astashii Air/Orbit Raft			Cost KCr863		
Environment Atm. 0-9	Dimensions 5.93m x 4.7m x 3.6m		Mass 4.7 tons		
Endurance 32 hours	Speed 1 Close orbit	Max. 0.5G	Cruise 0.1G	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 Atmosphere	Max. 115 kph	Cruise 60 kph	Min. 0	
Accommodations 3			Armor 0		
			Cargo Lite		
			Operator Skill Grav Craft/Ship's Boat		
Comments					

VEHICLE CARD

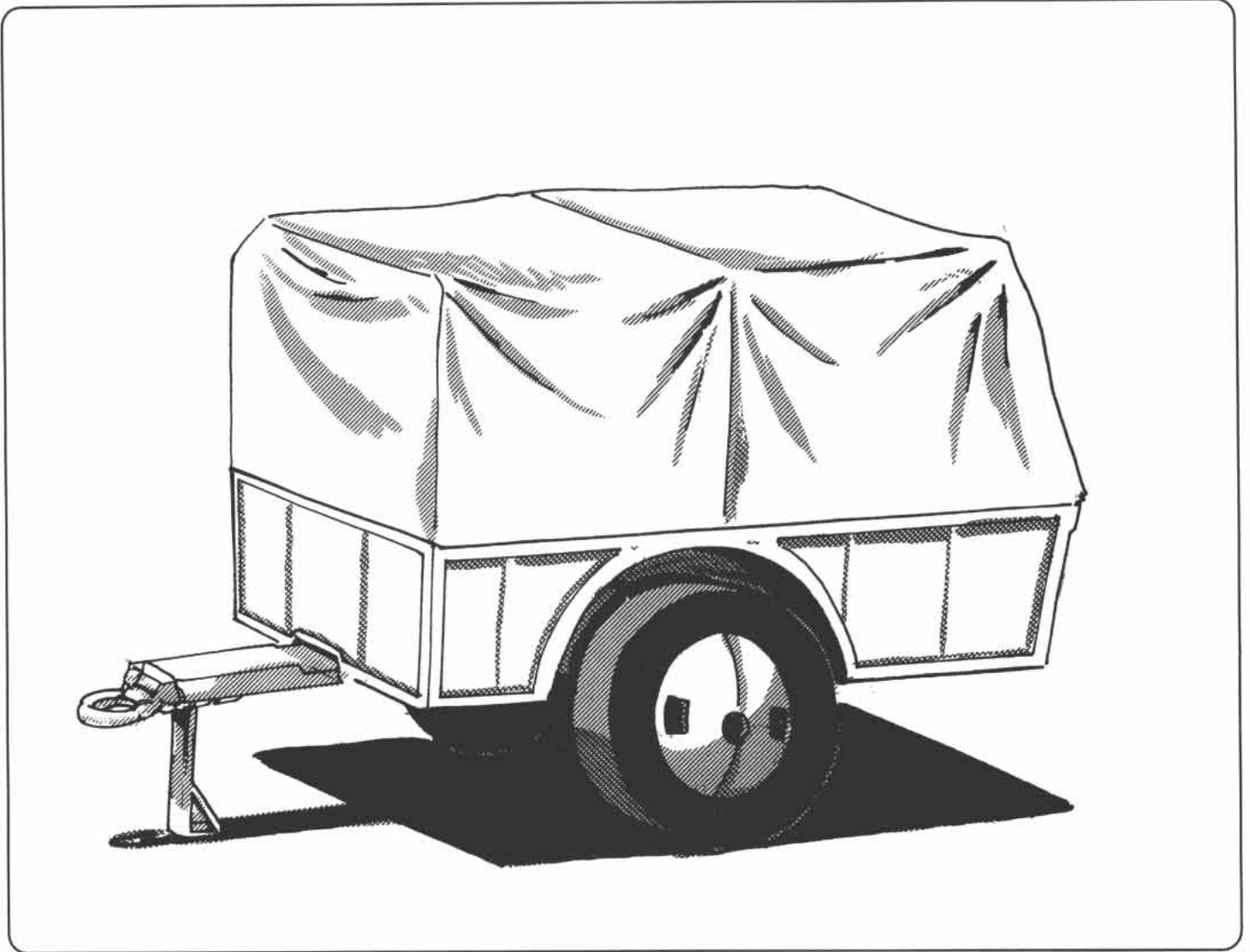
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Vehicle Name / Model Astashii Air/Orbit Raft		Safety Gravitic restraint, harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Life support, propulsion rockets		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

CARRIAGES, WHEELED



Now here's something you don't see in Sylea everyday. On primitive worlds, a wheeled carriage is beast-drawn; a good example would be the chuck wagon circa Terran year 1800's. A typical carriage seats about 5: one driver in his own front seat, four passengers in either a open-top or enclosed cab. Its speed varies by the beasts drawing them and their number. Operation might require both Ground Craft and Equestrian skills. This type of vehicles is also used for entertainment purposes, at carnivals or as an attraction and novelty ride for tourists.

Two other common sources of power for wheeled carriages are electricity and gasoline engine. However, these vehicles are very rare since they eventually evolve into cars on worlds that used them.

Vehicle Name / Model Transveh Tow Rack			Cost KCr1.35	
Environment Atm. 0-9	Dimensions 2.6m x 3.8m x 0.4m		Mass 400 kg	
Endurance n/a	Speed 1	Max.	Cruise	Min.
Power Source / Fuel Type None	Speed 2	Max.	Cruise	Min.
Accommodations 0			Armor 0	
			Cargo Medium	
			Operator Skill n/a	
Comments Vehicle tow rack.				

VEHICLE CARD

002-000

Vehicle Name / Model Transveh Tow Rack		Safety	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +1	Year New
		Reliability -3	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Buckner Model 2			Cost KCr1.21	
Environment Atm. 0-9	Dimensions 3.1m x 3.8m x 1.6m		Mass 570 kg	
Endurance n/a	Speed 1	Max.	Cruise	Min.
Power Source / Fuel Type None	Speed 2	Max.	Cruise	Min.
Accommodations 0			Armor 0	
			Cargo Medium	
			Operator Skill n/a	
Comments Small cargo carrier.				

VEHICLE CARD

002-000

Vehicle Name / Model Buckner Model 2		Safety	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use 0	Year New
		Reliability -2	Quality 6
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Buckner Model 3.3			Cost KCr2.05	
Environment Atm. 0-9	Dimensions 4.2m x 3.9m x 1.8m		Mass 1.2 tons	
Endurance n/a	Speed 1	Max.	Cruise	Min.
Power Source / Fuel Type None	Speed 2	Max.	Cruise	Min.
Accommodations 0			Armor 0	
			Cargo Heavy	
			Operator Skill n/a	
Comments Large cargo carrier.				

VEHICLE CARD

002-000

Vehicle Name / Model Buckner Model 3.3		Safety	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +1	Year New
		Reliability -2	Quality 6
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Buckner Live Haul			Cost KCr2.65	
Environment Atm. 0-9	Dimensions 5.1m x 3.8m x 2.3m		Mass 2 tons	
Endurance n/a	Speed 1	Max.	Cruise	Min.
Power Source / Fuel Type None	Speed 2	Max.	Cruise	Min.
Accommodations 1-4 large animals			Armor 0	
			Cargo Heavy	
			Operator Skill n/a	
Comments Animal hauler.				

VEHICLE CARD

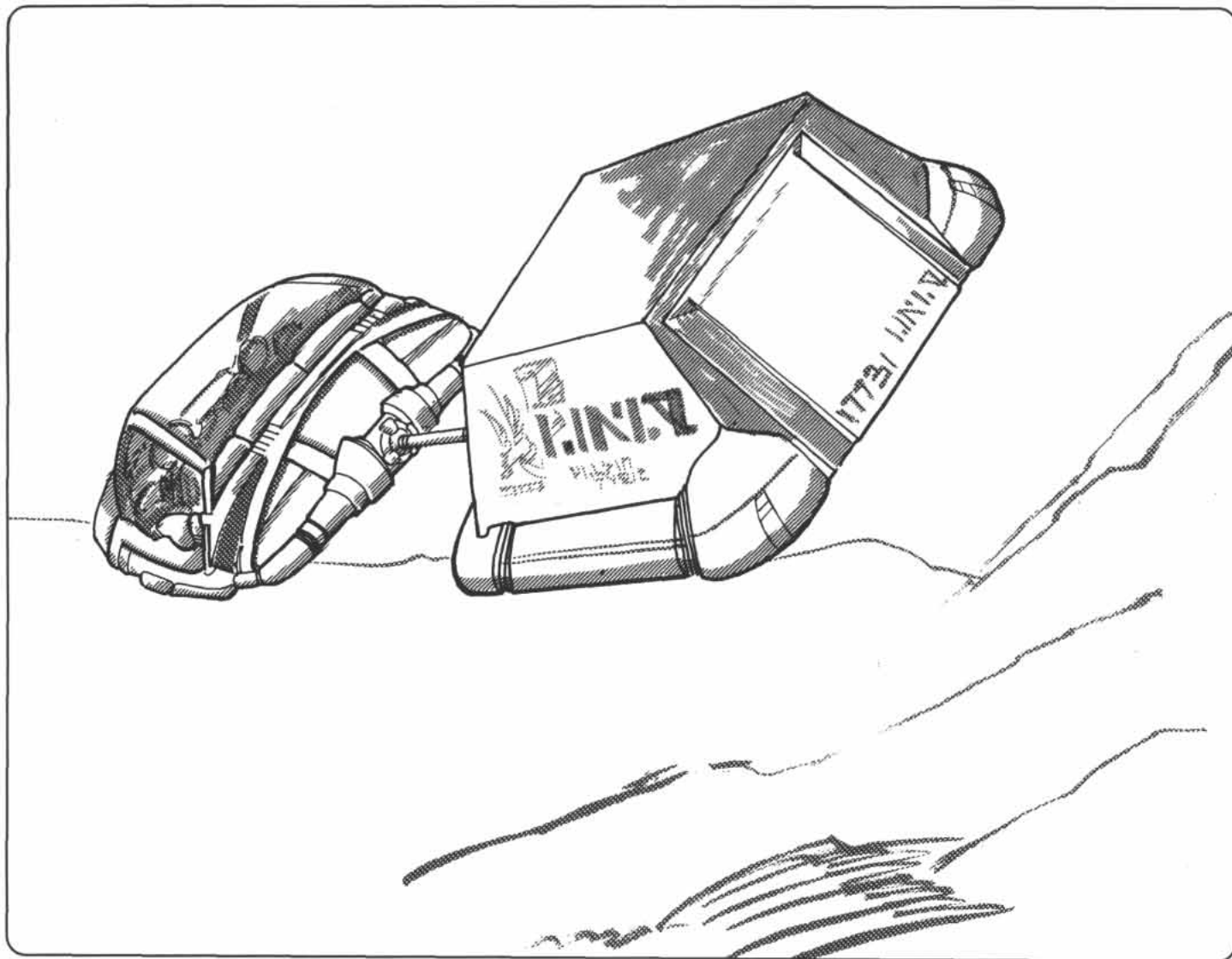
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Vehicle Name / Model Buckner Live Haul		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +1	Year New
		Reliability -1	Quality 6
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

CARRIAGES, GRAV



Vehicles based on gravitics are all supposed to deliver you to your destination as fast as possible. . . Well, maybe not all. Grav carriages are low-speed cruisers that commonly serve as “tour buses” at major theme parks and holo-vid studios. They have even begun to replace the regular carts for the rich on their usual rounds of the old terran game, golf.

Life support is nonexistent, since grav carriages serve a leisure purpose. Special gadgets are frequently added in addition to the normal instruments. A tour carriage will likely have a heads-up display installed in the passenger seat to flash info and data on the current stop. Golfers can replay their own swings via holo-recorder on the grav cart, as well as ignoring much-needed advice from the Compu-Caddy.

Vehicle Name / Model XSport 21XL			Cost KCr12.4	
Environment Atm. 0-9	Dimensions 1.2m x 0.7m x 1.1m		Mass 120 kg	
Endurance 8 hours	Speed 1 NOE	Max. 48 kph	Cruise 32 kph	Min. 0
Power Source / Fuel Type Battery	Speed 2	Max.	Cruise	Min.
Accommodations 1			Armor 0	
			Cargo ULite	
			Operator Skill n/a	
Comments Sport sled.				

VEHICLE CARD

002-000

Vehicle Name / Model XSport 21XL		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Parasail attachment.		Ease of Use +3	Year New
		Reliability -1	Quality 7
		Hazard +2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Paniversal Studio Tour Carriage			Cost KCr239.17	
Environment Atm. 0-9	Dimensions 15m x 4m x 1.77m		Mass 3.2 tons	
Endurance 40 hours	Speed 1 NOE	Max. 50 kph	Cruise 24 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 50			Armor 0	
			Cargo Lite	
			Operator Skill Grav Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Paniversal Studio Tour Carriage		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Passenger seat heads-up display		Ease of Use +1	Year New
		Reliability -1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Grav Golf Cart			Cost KCr5.62	
Environment Atm. 0-9	Dimensions 2.8m x 1.8m x 1.67m		Mass 150 kg	
Endurance 30 hours	Speed 1 NOE	Max. 28 kph	Cruise 12 kph	Min. 0
Power Source / Fuel Type Battery	Speed 2	Max.	Cruise	Min.
Accommodations 2			Armor 0	
			Cargo ULite	
			Operator Skill Grav Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Grav Golf Cart		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features AutoCaddy club dispenser, CompuCaddy program		Ease of Use -2	Year New
		Reliability -1	Quality 7
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Buckner G-All			Cost KCr29.6	
Environment Atm. 0-9	Dimensions 4.1m x 3.8m x 1.7m		Mass 3.6 tons	
Endurance 34 hours	Speed 1	Max.	Cruise	Min.
Power Source / Fuel Type Battery	Speed 2	Max.	Cruise	Min.
Accommodations n/a			Armor 0	
			Cargo Heavy	
			Operator Skill n/a	
Comments Service carrier, internal gravity controlled.				

VEHICLE CARD

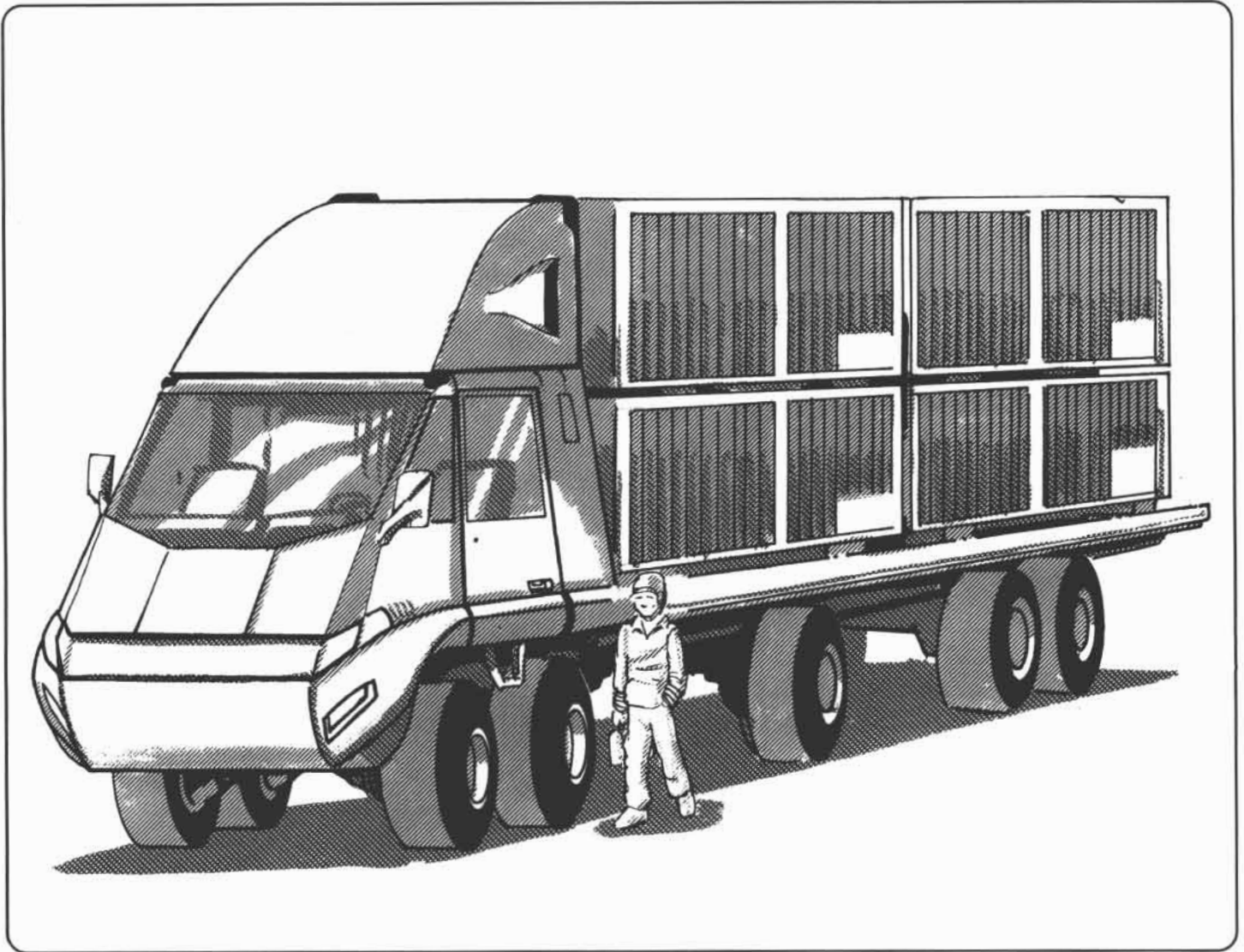
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Vehicle Name / Model Buckner G-All		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use 0	Year New
		Reliability 0	Quality 6
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

COMMERCIAL WHEELED



Buses, long-bed trucks, rigs, 18-wheel semis and the like fall into this classification. Most of these bulky service vehicles have limited off-road ability, able to traverse unpaved ground or dirt roads for a short time. A commercial transport is intended to haul a large number of people or items over a long period of time, so to that extent must be able to withstand wear and tear, plus a good amount of physical punishment in case of an accident, if it is to profit the owner.

Public transportation on Sylea and other advanced worlds generally operate without a driver, moving about the city via roadgrid. Fees are collected by a robot or "smartslot" upon entering. (Some governments have been accused of installing spy cameras inside these collectors.) Although a central network system controls all scheduled stops and speed, you can bring a bus to an immediate halt by pulling the emergency lever above the door. This would, of course, set off an alarm and have the police on scene in five minutes.

Vehicle Name / Model Syleahaul Mega		Cost KCr206.3	
Environment Atm. 4-9	Dimensions 14.3m x 6.8m x 5.5m	Mass 32.6 tons	
Endurance 4 hours	Speed 1 Road	Max. 12 kph	Cruise 9 kph
		Min. 0	
Power Source / Fuel Type Hydrocarbon	Speed 2 Off-road	Max. 8 kph	Cruise 6 kph
		Min. 0	
Accommodations 2	Armor 0		
	Cargo UHvy+		
	Operator Skill Ground Craft		
Comments Earthmover and hauler.			

VEHICLE CARD

002-000

Vehicle Name / Model Syleahaul Mega		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Grader, scoop		Ease of Use +2	Year New
		Reliability 0	Quality 3
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Transveh R175		Cost KCr25.6	
Environment Atm. 4-9	Dimensions 4.6m x 3.8m x 2m	Mass 5.3 tons	
Endurance 12 hours	Speed 1 Road	Max. 130 kph	Cruise 110 kph
		Min. 0	
Power Source / Fuel Type Hydrocarbon	Speed 2 Off-road	Max. 100 kph	Cruise 60 kph
		Min. 0	
Accommodations 2	Armor 0		
	Cargo Heavy		
	Operator Skill Ground Craft		
Comments Utility work vehicle.			

VEHICLE CARD

002-000

Vehicle Name / Model Transveh R175		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Storage bins for specific common tools		Ease of Use 0	Year New
		Reliability 0	Quality 4
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Paulbilt Overcab		Cost KCr421.5	
Environment Atm. 5-8	Dimensions 5.1m x 4.1m x 3.3m	Mass 12.5 tons	
Endurance 18 hours	Speed 1 Road	Max. 120 kph	Cruise 100 kph
		Min. 0	
Power Source / Fuel Type Hydrocarbon	Speed 2 Urban road	Max. 80 kph	Cruise 45 kph
		Min. 0	
Accommodations 2 with a small stateroom	Armor 0		
	Cargo VHvy		
	Operator Skill Ground Craft		
Comments Long-haul cargo transport.			

VEHICLE CARD

002-000

Vehicle Name / Model Paulbilt Overcab		Safety Air bag, harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +1	Year New
		Reliability -2	Quality 4
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Transveh UB22		Cost KCr100.9	
Environment Atm. 0-9	Dimensions 9.2m x 4.1m x 3.4m	Mass 13.3 tons	
Endurance 2 years	Speed 1 Road	Max. 110 kph	Cruise 90 kph
		Min. 0	
Power Source / Fuel Type Battery/Fusion+	Speed 2 Urban road	Max. 80 kph	Cruise 45 kph
		Min. 0	
Accommodations 62	Armor 0		
	Cargo VHvy		
	Operator Skill Ground Craft		
Comments Urban bus.			

VEHICLE CARD

002-000

Vehicle Name / Model Transveh UB22		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +1	Year New
		Reliability -1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

COMMERCIAL TRACKED



Since track propulsion is slow by comparison, tracked vehicles have never competed with other types in commercial transport ventures. Instead, they handle the dirty construction work and agricultural planting that nothing else touches.

Dirtmovers are used to shift materials or ground cover for building shelters and installations; they move a large amount of dirt like the name implied. A bulldozer consists of a crawler tractor and a front blade used to push, cut or grade earth. Plows, reapers, cultivators, and various planting machines are all important parts of a rural tractor. Optional outboard plantaries with adjustable wheel treads help boost traction.

Recently, MMF (mobile fabrication facilities, essentially repair shops on wheels) have been outfitted with track treads by certain businesses to operate as commercial repair dispatch, specifically to serve farming and other rural industry-based communities.

Vehicle Name / Model MMF Special			Cost KCr162	
Environment Atm. 4-9	Dimensions 5.38m x 2.8m x 2.8m		Mass 22.459 tons	
Endurance 20 hours	Speed 1 Road	Max. 68 kph	Cruise 31 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2 Off-road	Max. 50 kph	Cruise 28 kph	Min. 0
Accommodations 6			Armor 0	
			Cargo Medium	
			Operator Skill Ground Craft	
Comments Mobile repair shop on track.				

VEHICLE CARD

002-000

Vehicle Name / Model MMF Special		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features Storage trailer		Ease of Use +2	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Bulldozer			Cost KCr42.39	
Environment Atm. 4-9	Dimensions 4.63m x 2.41m x 2.3m		Mass 5.5 tons	
Endurance 20 hours	Speed 1 Road	Max. 22 kph	Cruise 10 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2 Off-road	Max. 16 kph	Cruise 8 kph	Min. 0
Accommodations 1			Armor 0	
			Cargo ULite	
			Operator Skill Ground Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Bulldozer		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +1	Year New
		Reliability -1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Dirtmover			Cost KCr48.11	
Environment Atm. 4-9	Dimensions 4.8m x 2.6m x 2.61m		Mass 10 tons	
Endurance 30 hours	Speed 1 Road	Max. 30 kph	Cruise 12 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2 Off-road	Max. 22 kph	Cruise 6 kph	Min. 0
Accommodations 1			Armor 0	
			Cargo VHvy	
			Operator Skill Ground Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Dirtmover		Safety	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +2	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Tractor			Cost KCr40.64	
Environment Atm. 4-9	Dimensions 4.8m x 2.6m x 2.8m		Mass 11.8 tons	
Endurance 20 hours	Speed 1 Road	Max. 26 kph	Cruise 10 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2 Off-road	Max. 20 kph	Cruise 15 kph	Min. 0
Accommodations 2			Armor 0	
			Cargo VHvy	
			Operator Skill Ground Craft	
Comments Farming vehicle.				

VEHICLE CARD

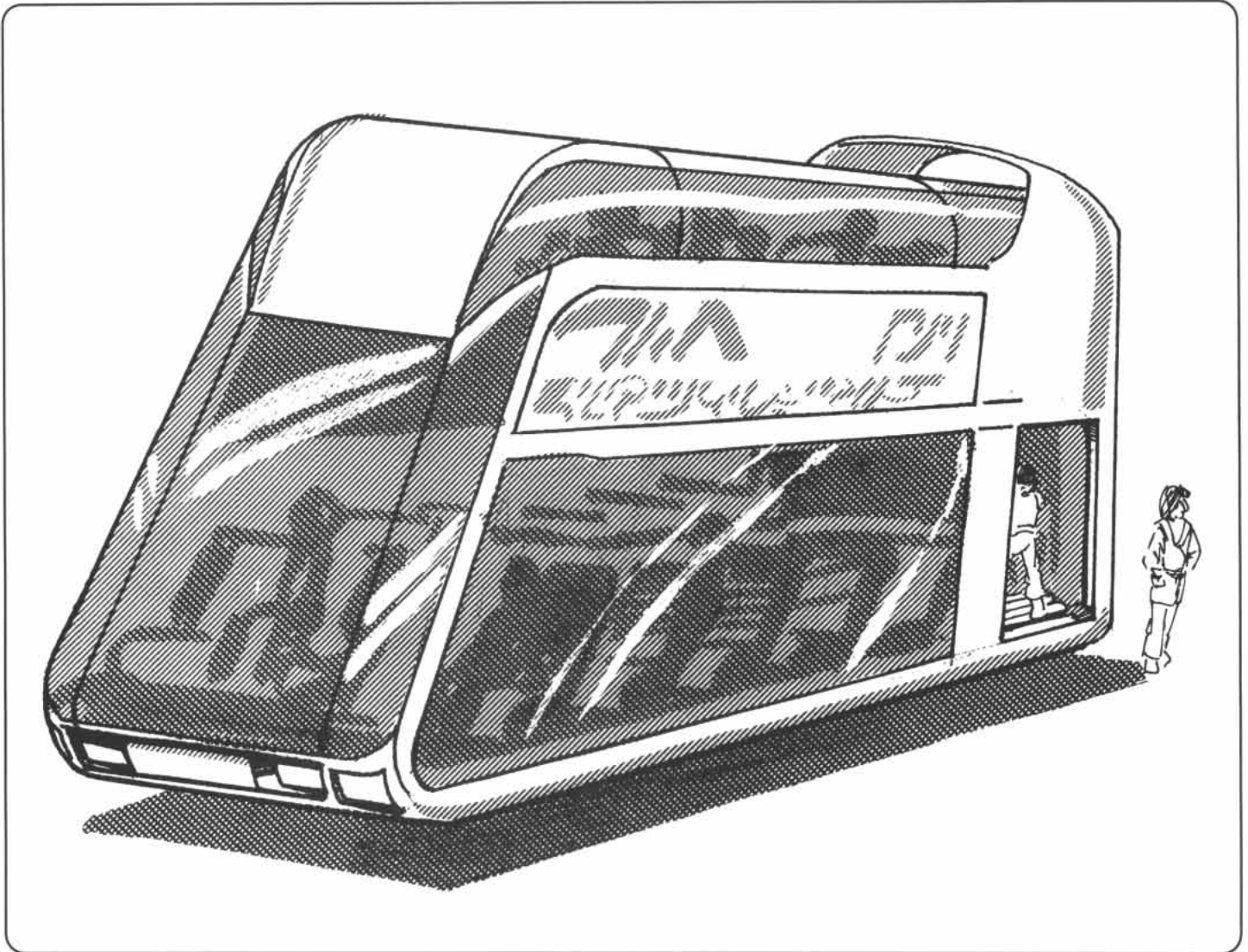
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Vehicle Name / Model Tractor		Safety	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features Adjustable treads, outboard plantaries		Ease of Use +2	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

COMMERCIAL GRAV



Considering the speed and versatility of grav vehicles, it wasn't long before somebody got the idea of using them to make money. Grav taxis are now becoming popular in larger cities. At the same time, grav shuttles, which post comparable if not less travel time to conventional aircraft, are servicing more passengers every day.

A commercial grav shuttle designated for a long journey typically holds about 100 passengers, has excellent inertial and turbulence compensators to ensure a smooth ride, zipping across the sky at about 1,000 kph, but a ticket is still expensive enough for you to want to sneak it through on a corporate expense account. As for grav taxis, the expertise of the driver is more important than how fast you get there.

Grav trucks, on the other hand, are just starting to see some commercial action, since they are more costly than the wheeled versions and not as effective, except when terrain figures into the picture. Thus, they are usually found delivering goods in wilderness and off-road areas.

The city engineers on Sylea have begun developing plans for a public grav transportation system. However, it will be some time before they produce a functional proposal, as this will have a great effect on the current roadgrid setup.

Vehicle Name / Model Grav Taxi			Cost KCr53	
Environment Atm. 0-9	Dimensions 3.2m x 2.8m x 1.7m		Mass 3 tons	
Endurance 20 hours	Speed 1 Air	Max. 280 kph	Cruise 190 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 150 kph	Cruise 75 kph	Min. 0
Accommodations 5			Armor 1	
			Cargo Lite	
			Operator Skill Grav Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Grav Taxi		Safety Air bag, gravitic restraint	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 1	
Options and Additional Features Subregional comm		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Condor Gravline Shuttle			Cost MCR20	
Environment Atm. 0-9	Dimensions 58m x 20m x 5.5m		Mass 150 tons	
Endurance 18 hours	Speed 1 Air	Max. 1000 kph	Cruise 600 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 240 kph	Cruise 145 kph	Min. 0
Accommodations 100			Armor 0	
			Cargo UHvy	
			Operator Skill Grav Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Condor Gravline Shuttle		Safety Gravitic restraint, harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Life support, radar, subregional comm		Ease of Use +2	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Daedalus "Hercules"			Cost KCr38	
Environment Atm. 0-9	Dimensions 3.75m x 1.95m x 1.95m		Mass 13 tons	
Endurance 18 hours	Speed 1 Air	Max. 100 kph	Cruise 75 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 75 kph	Cruise 48 kph	Min. 0
Accommodations 2			Armor 0	
			Cargo Medium	
			Operator Skill Grav Craft	
Comments Grav truck.				

VEHICLE CARD

002-000

Vehicle Name / Model Daedalus "Hercules"		Safety Gravitic restraint	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +1	Year New
		Reliability -1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Grav Bus			Cost KCr183.14	
Environment Atm. 0-9	Dimensions 10m x 4.2m x 3.1m		Mass 15.6 tons	
Endurance 24 hours	Speed 1 Air	Max. 220 kph	Cruise 160 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 180 kph	Cruise 100 kph	Min. 0
Accommodations 50			Armor 0	
			Cargo VHvy	
			Operator Skill Grav Craft	
Comments				

VEHICLE CARD

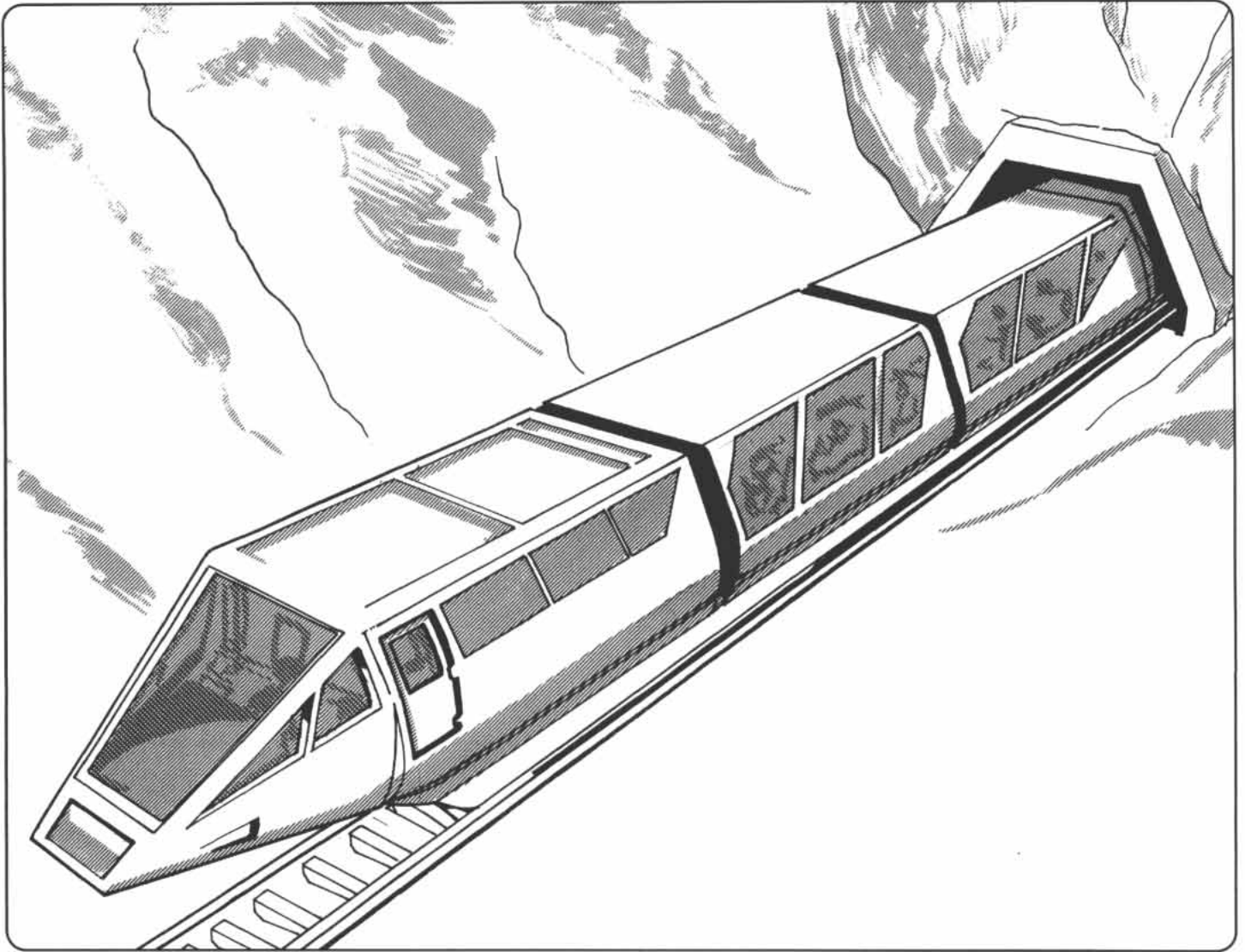
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Vehicle Name / Model Grav Bus		Safety Gravitic restraint, harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Auto roadgrid control system, collision-avoidance		Ease of Use -5	Year New
		Reliability -1	Quality 6
		Hazard -2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

COMMERCIAL RAIL



The advanced engineering of the Third Imperium has replaced the old railroad system with monorails. Commercial trains, at least on Sylea, can be seen gliding noiselessly on magnetic rails. They silently snake through the city at 100 kph, and an impressive 500 kph out in countryside. The rails are built high overhead whenever possible; since nobody can hear the train coming, a ground track would have posed greater danger to pedestrians, inattentive drivers, and children in particular (who always have a knack for playing near a railroad).

At least two cities on Sylea have also developed an underground public transfer system. This, apart from the magnetic rails, is not unlike the subway of 20th century Terra, in that the passengers pay tolls at substations, cram into crowded shuttles, and ride in dimly-lit tunnels while wishing the person next to him had taken a shower.

Vehicle Name / Model Sylean Monorail			Cost MCR18.77		
Environment Atm. 0-9	Dimensions 120m x 4.5m x 2.75m		Mass 36 tons		
Endurance 40 hours	Speed 1 Rail	Max. 500 kph	Cruise 160 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.	
Accommodations 200			Armor 0		
			Cargo UHvy+		
			Operator Skill Ground Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model Sylean Monorail		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +2	Year New
		Reliability -2	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model SyTrack "Uptown Express"			Cost MCR30		
Environment Atm. 0-9	Dimensions 200m x 5.3m x 5m		Mass 50 tons		
Endurance 42 hours	Speed 1 Rail	Max. 680 kph	Cruise 310 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.	
Accommodations 120			Armor 0		
			Cargo UHvy+		
			Operator Skill Ground Craft		
Comments First-class train operated by SyTrack for wealthy businessmen.					

VEHICLE CARD

002-000

Vehicle Name / Model SyTrack "Uptown Express"		Safety Gravitic restraint, harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Auto-bar, inertial compensator, passenger seat HUD		Ease of Use +1	Year New
		Reliability -1	Quality 8
		Hazard -2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Subway Train			Cost MCR4.1		
Environment Atm. 0-9	Dimensions 100m x 4.2m x 2.5m		Mass 12.5 tons		
Endurance 20 hours	Speed 1 Rail	Max. 160 kph	Cruise 120 kph	Min. 0	
Power Source / Fuel Type Battery	Speed 2	Max.	Cruise	Min.	
Accommodations 150			Armor 0		
			Cargo UHvy		
			Operator Skill Ground Craft		
Comments Underground mass transit system.					

VEHICLE CARD

002-000

Vehicle Name / Model Subway Train		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use 0	Year New
		Reliability +1	Quality 4
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model IPS "Iron Messenger"			Cost MCR20		
Environment Atm. 0-A	Dimensions 230m x 5.8m x 5.6m		Mass 58 tons		
Endurance 28 hours	Speed 1 Rail	Max. 500 kph	Cruise 280 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.	
Accommodations 20			Armor 0		
			Cargo UHvy+		
			Operator Skill Ground Craft		
Comments Delivery service train.					

VEHICLE CARD

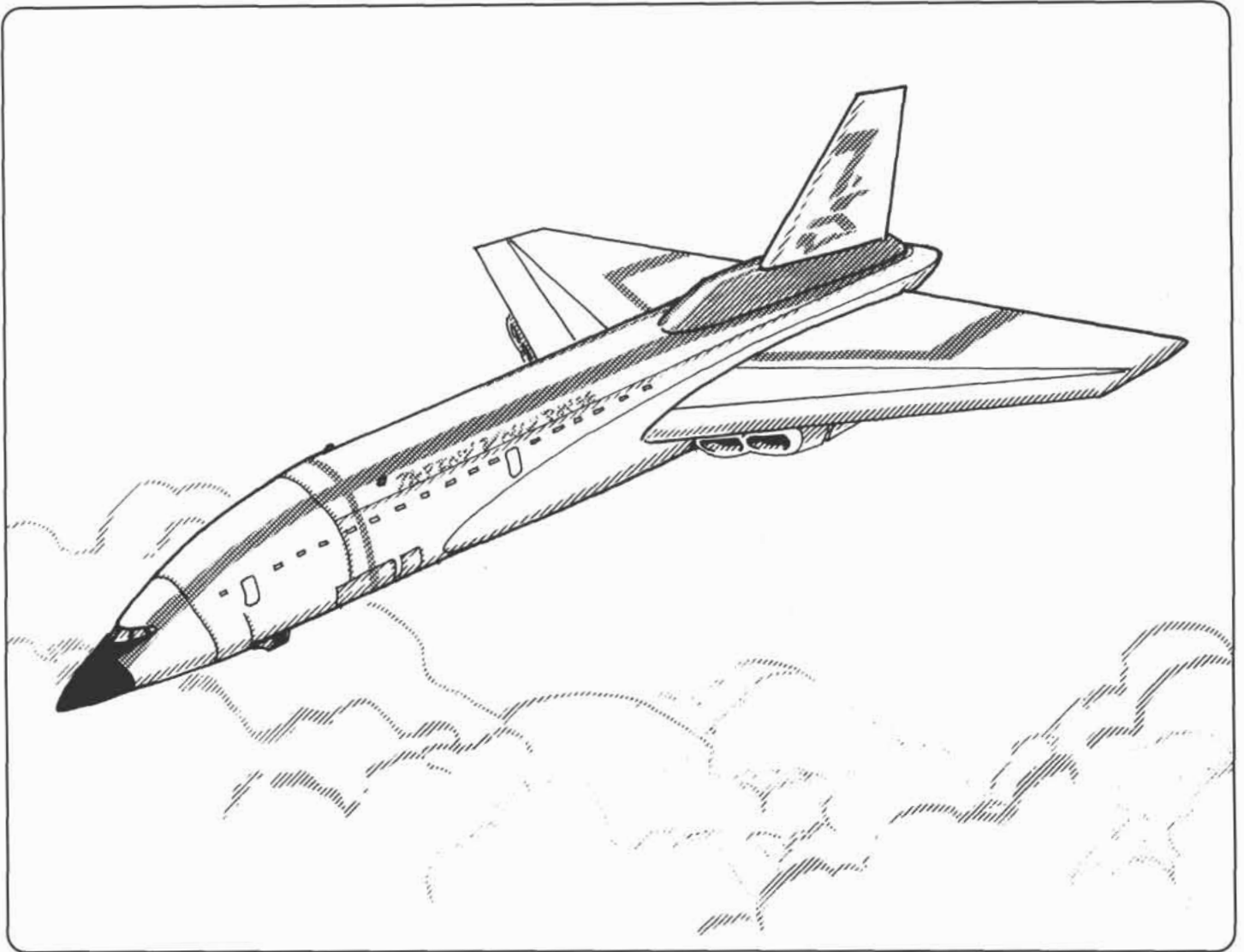
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Vehicle Name / Model IPS "Iron Messenger"		Safety	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +2	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

COMMERCIAL WINGED



With the advent of grav technology, some experts are predicting the doom of commercial flights via aircraft. While it's true that grav shuttle services are on the rise, as any airline moguls would tell you, it is still too early to write off the aviation "dinosaurs."

Though declining in popularity on Sylea and other TL12+ worlds, jetliners remain the primary mode of long-distance travel for rest of the Third Imperium that lag behind in technology. Mile for mile, it's a cheaper ticket than grav shuttles, which makes it the businessmen's choice. A commercial aircraft can transfer more people in one flight. Moreover, it certainly isn't going to drop straight down like a ton of brick when the power's gone. Add in generous frequent flyer programs now offered by practically every airline, you've got quite a deal.

Vehicle Name / Model TransCon Airliner			Cost MCr15.3	
Environment Atm. 4-9	Dimensions 55m wing span		Mass 80 tons	
Endurance 18 hours	Speed 1 Air	Max. 1200 kph	Cruise 680 kph	Min. 328 kph
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.
Accommodations 250			Armor 0	
			Cargo UHvy+	
			Operator Skill Aircraft (Jet)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model TransCon Airliner		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +2	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model TransCon "Sky Hopper"			Cost MCr2.8	
Environment Atm. 5-8	Dimensions 20m wing span		Mass 30 tons	
Endurance 6 hours	Speed 1 Air	Max. 680 kph	Cruise 480 kph	Min. 160 kph
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.
Accommodations 50			Armor 0	
			Cargo VHvy	
			Operator Skill Aircraft (Jet)	
Comments Built for short shuttle flights.				

VEHICLE CARD

002-000

Vehicle Name / Model TransCon "Sky Hopper"		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +1	Year New
		Reliability 0	Quality 4
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Commuter Jet			Cost MCr8.93	
Environment Atm. 5-8	Dimensions 44m wing span		Mass 55 tons	
Endurance 12 hours	Speed 1 Air	Max. 1000 kph	Cruise 750 kph	Min. 480 kph
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.
Accommodations 150			Armor 0	
			Cargo UHvy	
			Operator Skill Aircraft (Jet)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Commuter Jet		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard -2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Charter Jet			Cost MCr4.7	
Environment Atm. 4-9	Dimensions 25m wing span		Mass 25 tons	
Endurance 10 hours	Speed 1 Air	Max. 1200 kph	Cruise 600 kph	Min. 320 kph
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.
Accommodations 28			Armor 0	
			Cargo UHvy	
			Operator Skill Aircraft (Jet)	
Comments				

VEHICLE CARD

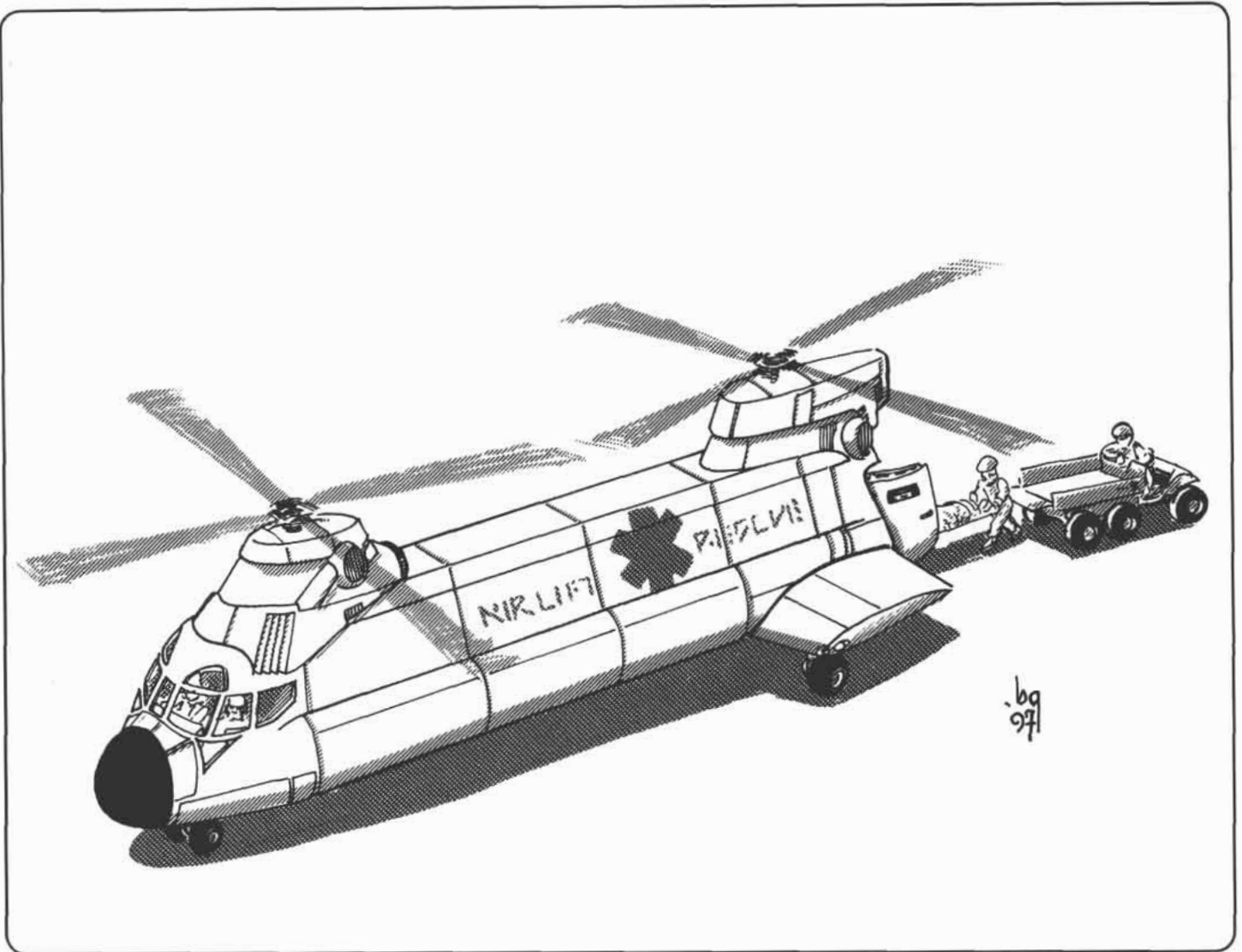
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Vehicle Name / Model Charter Jet		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +1	Year New
		Reliability -1	Quality 6
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

COMMERCIAL ROTARY WINGED



What wheel has done to track's viability as a commercial passenger vehicle, aircraft have done to the rotary wings. Like track, rotary wings move considerably slower than their rival. But like track, rotary wings enjoy certain advantages over aircraft, advantages that enable them to survive and prosper as construction aids.

With a few modifications, a heavy-duty helicopter can become a hovering crane when there is no room on the ground to have one. Should an accident or injury happen on a remote part of the site, a copter can be a god-send.

Aside from construction, rotary wings sometimes serve as connecting "shuttle flights" for small airlines, commuting to and from out-of-the-way areas with small clearings that demand little or no room for runway. This secondary market has kept a few outdated rotary wings alive.

Vehicle Name / Model Daedalus "Anvil-1"			Cost KCr800	
Environment Atm. 0-A	Dimensions 6.1m blade		Mass 40 tons	
Endurance 18 hours	Speed 1 Air	Max. 240 kph	Cruise 160 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 6			Armor 1	
			Cargo UHvy+	
			Operator Skill Aircraft (Helicopter)	
Comments Double-rotary.				

VEHICLE CARD

002-000

Vehicle Name / Model Daedalus "Anvil-1"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 1	
Options and Additional Features Construction equipment		Ease of Use +2	Year New
		Reliability -2	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Shuttlecopter"			Cost KCr566	
Environment Atm. 5-8	Dimensions 4.8m blade		Mass 12 tons	
Endurance 6 hours	Speed 1 Air	Max. 200 kph	Cruise 120 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.
Accommodations 25			Armor 0	
			Cargo Heavy	
			Operator Skill Aircraft (Helicopter)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model "Shuttlecopter"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +1	Year New
		Reliability 0	Quality 4
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Nagada "Workhorse"			Cost KCr390	
Environment Atm. 0-9	Dimensions 5.1m blade		Mass 9.7 tons	
Endurance 20 hours	Speed 1 Air	Max. 220 kph	Cruise 131 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 6			Armor 1	
			Cargo Medium	
			Operator Skill Aircraft (Helicopter)	
Comments Small business helicopter.				

VEHICLE CARD

002-000

Vehicle Name / Model Nagada "Workhorse"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 1	
Options and Additional Features Business equipment		Ease of Use 0	Year New
		Reliability -1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Hi-Track "Windcutter"			Cost KCr148	
Environment Atm. 0-9	Dimensions 4.4m blade		Mass 7.2 tons	
Endurance 18 hours	Speed 1 Air	Max. 180 kph	Cruise 120 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 4			Armor 0	
			Cargo Lite	
			Operator Skill Aircraft (Helicopter)	
Comments "Workhorse" imitation from Hi-Track				

VEHICLE CARD

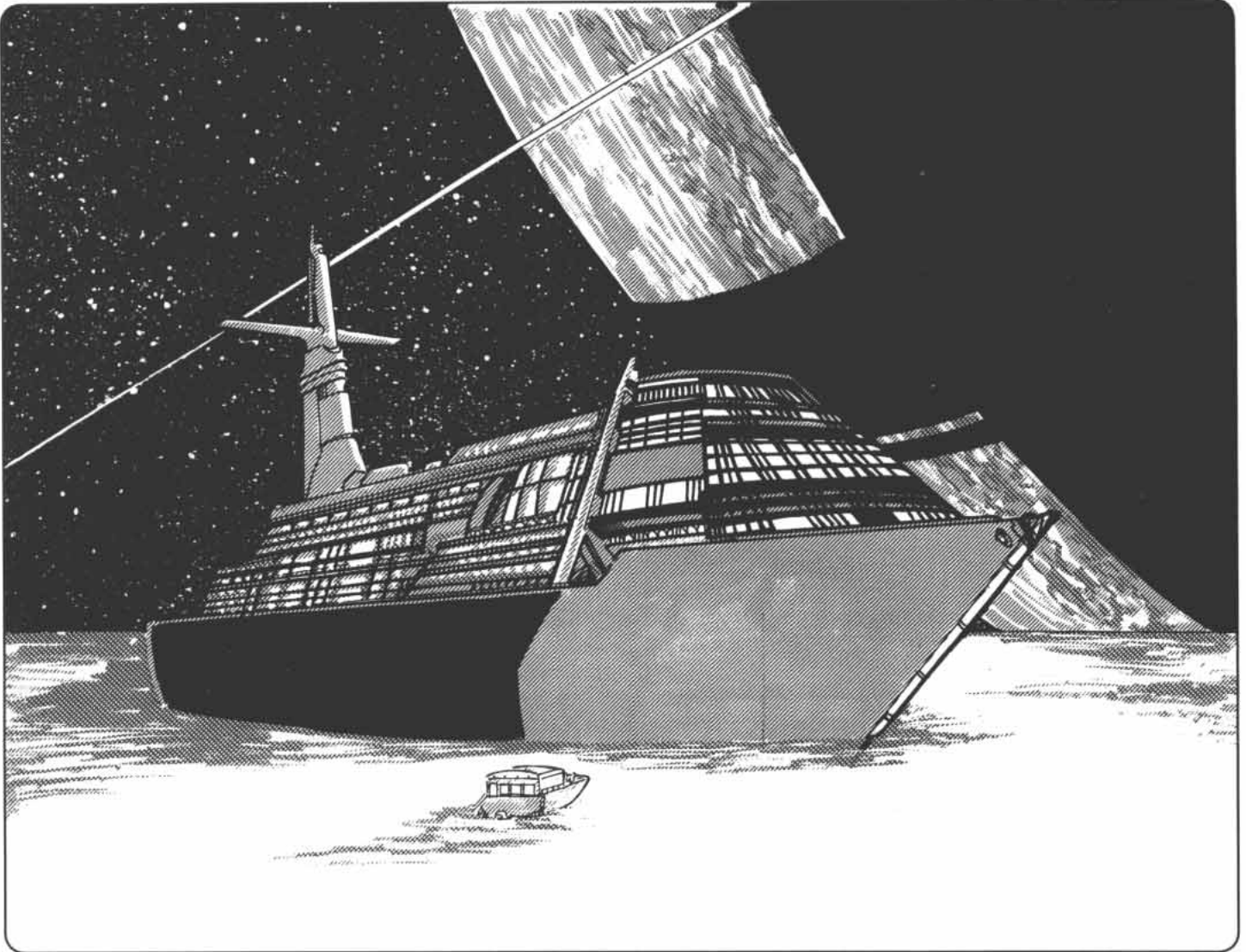
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Vehicle Name / Model Hi-Track "Windcutter"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Business equipment		Ease of Use 0	Year New
		Reliability +1	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

COMMERCIAL WATER



Used more frequently for delivering goods, much less so for personal transport unless it's a world high on hydrographic percentages.

Similar to starships, the size of a water vessel is determined chiefly by its commercial purpose. An oil tanker can check in at many thousands of tons, while a ferry may weigh as much a small car — a van if it expects to handle more passengers. The power source vary widely, too. Depending on the tech level of a world, a freighter can be propelled by oars, sails, paddle wheels, steam engine, MHD tunnels, or reactionless thrusters just as easily as a mail boat. Even a wild motive "system" like harnessed sea/aerial animals isn't unheard of.

Cruise lines remain a favorite among vacationers; let's just say one seldom goes on a plane or grav shuttle for RR. And after a record year for the industry, several companies have recently re-invested the profits into upgrading their ships and ad campaigns in the face of competition from interplanetary tour lines.

Vehicle Name / Model Super Tanker			Cost MCR23	
Environment Atm. 0-9; Hyd. 2+	Dimensions 180m x 70m x 30m		Mass 2.8 ktons	
Endurance 2 weeks	Speed 1 Water	Max. 180 kph	Cruise 100 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 36			Armor 5	
			Cargo UHvy+	
			Operator Skill Water Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Super Tanker		Safety Lifeboats	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 5	
Options and Additional Features		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Cruise Liner			Cost MCR20	
Environment Atm. 0-9; Hyd. 1+	Dimensions 68m x 52m x 25m		Mass 700 tons	
Endurance 100 hours	Speed 1 Water	Max. 215 kph	Cruise 150 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 100			Armor 2	
			Cargo UHvy+	
			Operator Skill Water Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Cruise Liner		Safety Lifeboats	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 2	
Options and Additional Features Entertainment/recreational facilities		Ease of Use 0	Year New
		Reliability 0	Quality 7
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model SeaBorne Express			Cost MCR5.75	
Environment Atm. 0-A; Hyd. 1+	Dimensions 20m x 10m x 7m		Mass 120 tons	
Endurance 30 hours	Speed 1 Water	Max. 220 kph	Cruise 160 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 8			Armor 5	
			Cargo UHvy+	
			Operator Skill Water Craft	
Comments Mail/express delivery ship on hostile waterworlds.				

VEHICLE CARD

002-000

Vehicle Name / Model SeaBorne Express		Safety	
Primary Weapon Machinegun	Mount front, rear	Ammo 500 rds. ea.	
Secondary Weapon Rocket launcher	Mount top	Ammo 4	
Screens and Defenses		Armor 5	
Options and Additional Features Anti-theft system, regional radar		Ease of Use +2	Year New
		Reliability -3	Quality 5
		Hazard -3	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Merchant Trawler			Cost MCR7.66	
Environment Atm. 0-9; Hyd. 1+	Dimensions 70m x 34m x 17m		Mass 1.8ktons	
Endurance 100 hours	Speed 1 Water	Max. 206 kph	Cruise 180 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 25			Armor 3	
			Cargo UHvy+	
			Operator Skill Water Craft	
Comments				

VEHICLE CARD

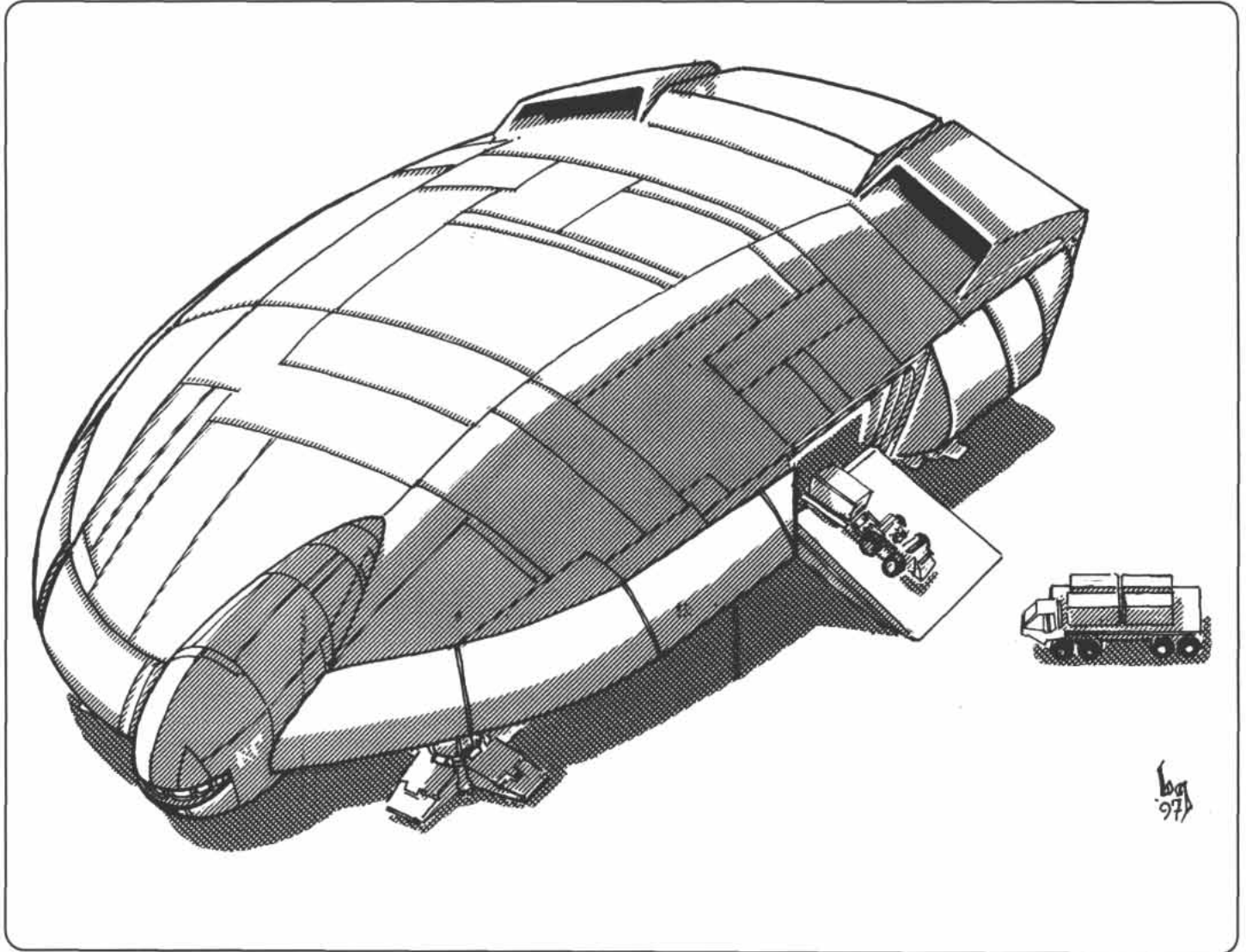
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Vehicle Name / Model Merchant Trawler		Safety Lifeboats	
Primary Weapon Laser turret	Mount internal bay	Ammo 100 shots	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 3	
Options and Additional Features		Ease of Use +1	Year New
		Reliability -1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

COMMERCIAL CLOSE ORBIT



Profit-oriented shuttles designed to move people or transfer cargoes to and from orbital stations. Occasionally it's a mini 10-ton gig.

These are commonly powered by contragrav thrust plates. Where gravitics technology is lacking or expensive to produce, old-fashioned rocket fuel "space shuttles" fill in the job. Publicity-conscious corporations usually run tour ships between their satellite platforms and the host world. Failing that, sometimes you can find a grav taxi that is equipped to take you there; in fact, the Starburst Flag Company is supposed to have a fleet of outeratmospheric cabs for hire ("You're there in one hour or you don't pay!" "Time subject to change due to world size" in fine print).

Vehicle Name / Model Skylight Shuttle			Cost MCR10.32		
Environment Atm. 0-9	Dimensions 25m x 8m x 4.2m		Mass 10 tons		
Endurance 30 hours	Speed 1 Close orbit	Max. 0.6 G	Cruise 0.3 G	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 Air	Max. 200 kph	Cruise 180 kph	Min. 0	
Accommodations 20			Armor 1		
			Cargo Heavy		
			Operator Skill Ship's Boat		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model Skylight Shuttle		Safety Gravitic restraint	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 1	
Options and Additional Features Life support		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model OrbitBorne Express			Cost MCR7.24		
Environment Atm. 0-A	Dimensions 13m x 5.5m x 3.8m		Mass 6.35 tons		
Endurance 28 hours	Speed 1 Close orbit	Max. 1 G	Cruise 0.6 G	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 Air	Max. 190 kph	Cruise 160 kph	Min. 0	
Accommodations 4			Armor 3		
			Cargo UHvy		
			Operator Skill Grav Craft/Ship's Boat		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model OrbitBorne Express		Safety Gravitic restraint, harness	
Primary Weapon VRF gauss gun	Mount front	Ammo 200 rds.	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 3	
Options and Additional Features Auto loader, life support		Ease of Use +2	Year New
		Reliability -3	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model McDowell Starbus			Cost MCR8.69		
Environment Atm. 0-9	Dimensions 30m x 10m x 3.5m		Mass 13 tons		
Endurance 21 hours	Speed 1 Close orbit	Max. 0.4 G	Cruise 0.2 G	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 Air	Max. 120 kph	Cruise 100 kph	Min. 0	
Accommodations 50			Armor 2		
			Cargo VHvy		
			Operator Skill Grav Craft/Ship's Boat		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model McDowell Starbus		Safety Gravitic restraint, harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 2	
Options and Additional Features Life support		Ease of Use 0	Year New
		Reliability -1	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Astashii "Centaurii"			Cost MCR5.92		
Environment Atm. 0-9	Dimensions 6m x 3.6m x 2.5m		Mass 5 tons		
Endurance 26 hours	Speed 1 Close orbit	Max. 1.2 G	Cruise 0.8 G	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 Air	Max. 170 kph	Cruise 140 kph	Min. 0	
Accommodations 6			Armor 1		
			Cargo Lite		
			Operator Skill Grav Craft/Ship's Boat		
Comments Sky taxi.					

VEHICLE CARD

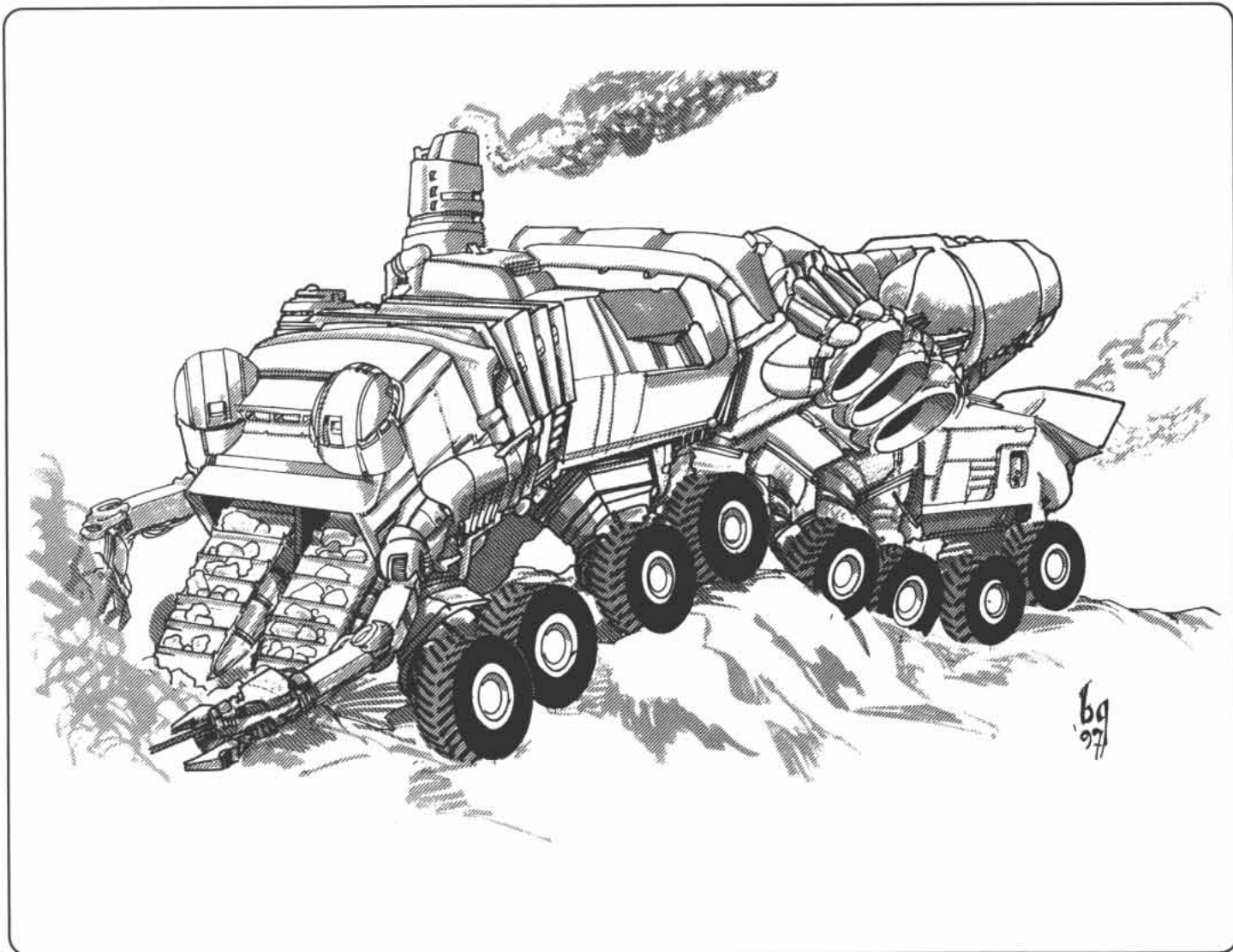
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Vehicle Name / Model Astashii "Centaurii"		Safety Gravitic restraint, harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 1	
Options and Additional Features Life support, subregional comm		Ease of Use 0	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

INDUSTRIAL WHEELED



These juggernauts have titanium-alloy tires the size of an office tower and a chassis that stretch over city blocks. Even mere routine maintenance alone can take up a month.

Terraforming is the primary function for these behemoths. Fifty or more operators are needed to constantly coordinate the hulking drills, shovels, and claws needed for various tasks; still more operators control its movements. Living quarters, of course, are provided, along with recreational facilities and bays for supply/mail/emergency shuttles. Multiple banks of fusion-based generators crank out power sufficient to support a metropolis. Adverse ground conditions cease to be a problem for the giant wheels — they are just too big to be bothered by muddy, soft terrain.

“Factories on Wheels” are not unknown during wartime, when logistics and mobility can decide the outcome of a campaign. Though not quite matching the size of their terraforming brethren, each of these vehicles literally carry a whole manufacturing facility on a fleet of wheels to the frontline. However, progress in transportation technology is easing them out quickly, relying on faster, more efficient vehicles for combat supply lines.

Vehicle Name / Model Daedalus "Megalith"			Cost MCr108.292	
Environment Atm. 0-C	Dimensions 500m x 650m x 150m		Mass 150 ktons	
Endurance 1 year	Speed 1 Land	Max. 16 kph	Cruise 8 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 210			Armor 100	
			Cargo UHvy+	
			Operator Skill Ground Craft	
Comments Terraformer for final stage of terraforming.				

VEHICLE CARD

002-000

Vehicle Name / Model Daedalus "Megalith"		Safety Harness	
Primary Weapon PD Laser (30)	Mount	Ammo 200 shots ea.	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 100	
Options and Additional Features Blades/drills/scoops, life support, living quarters		Ease of Use +5	Year New
		Reliability -2	Quality 6
		Hazard +2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Daedalus "Cyclops"			Cost MCr28.502	
Environment Atm. 0-A	Dimensions 22m x 50 m x 100 m		Mass 200 tons	
Endurance 50 hours	Speed 1 Land	Max. 12 kph	Cruise 10 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 50			Armor 5	
			Cargo UHvy+	
			Operator Skill Ground Craft	
Comments Building mover.				

VEHICLE CARD

002-000

Vehicle Name / Model Daedalus "Cyclops"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 50	
Options and Additional Features Pincer towers (for securing and lifting)		Ease of Use +4	Year New
		Reliability 0	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Grummond "Clockwork"			Cost MCr47.361	
Environment Atm. 0-9	Dimensions 240m x 162m x 15m		Mass 50 ktons	
Endurance 30 hours	Speed 1 Land	Max. 16 kph	Cruise 8 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 100			Armor 5	
			Cargo UHvy+	
			Operator Skill Ground Craft	
Comments Factory-on-wheel				

VEHICLE CARD

002-000

Vehicle Name / Model Grummond "Clockwork"		Safety	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 5	
Options and Additional Features		Ease of Use +3	Year New
		Reliability 0	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Imperial "Force 10"			Cost MCr370	
Environment Atm. 0-A	Dimensions 500m x 600 m x 80 m		Mass 160 ktons	
Endurance 2 months	Speed 1 Land	Max. 25 kph	Cruise 18 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 200			Armor Classified	
			Cargo Classified	
			Operator Skill Ground Craft	
Comments Mobile fortress				

VEHICLE CARD

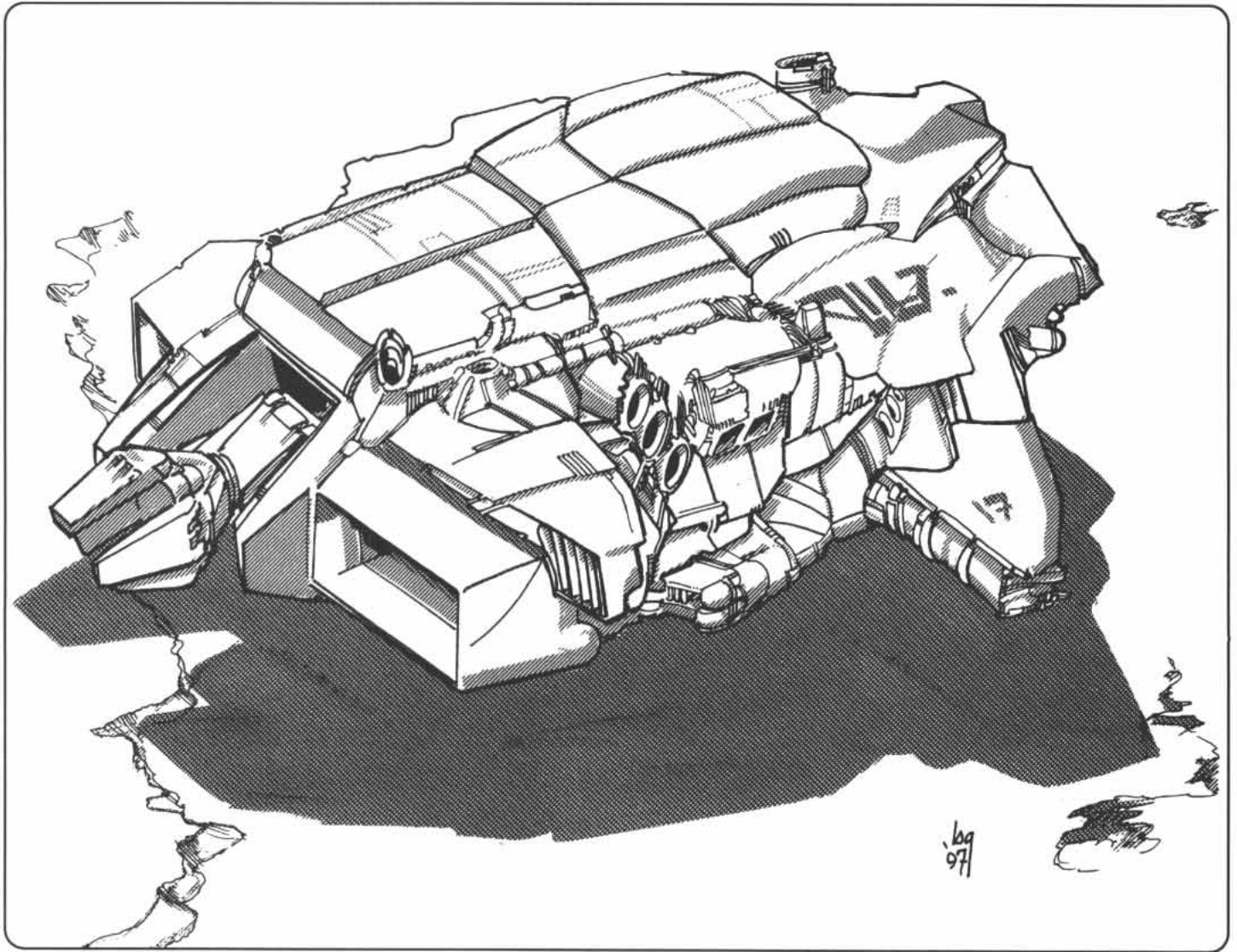
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Vehicle Name / Model Imperial "Force 10"		Safety Classified	
Primary Weapon RF plasma cannon (30)	Mount	Ammo 250 shots ea.	
Secondary Weapon VRF laser autocannon (50)	Mount	Ammo 500 shots ea.	
Screens and Defenses Classified		Armor Classified	
Options and Additional Features Classified		Ease of Use +5	Year New
		Reliability -5	Quality 9
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

INDUSTRIAL GRAV



Industrial gravs epitomize the reversal of design intent: whereas grav craft always opt for speed first and foremost, these exceptions go for muscles and raw power.

Contra-grav terraformers are every bit as useful as they are costly to make, mainly due to the amazing power output needed to keep the gigantic frame and tools suspended, while maintaining its formidable might at the same time. The entire crew must be specially trained, since the grav plates are of enough size to actually affect the gravity of the ground below if not maneuvered properly.

Regular industrial gravs are considerably smaller, but retain the same proportional strength. They function mostly as cranes, erecting bridges and other constructions for which their steel cables come in handy. Occasionally they are used to aid archaeological expeditions. In fact, that's an industrial grav pulling up stoneheads on the cover of *Milieu 0 Campaign*.

Vehicle Name / Model Daedalus "Megalith 2"		Cost MCR203.7			
Environment Atm. 0-C	Dimensions 500m x 650m x 100m		Mass 180 ktons		
Endurance 14 months	Speed 1 Air	Max. 32 kph	Cruise 24 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.	
Accommodations 230			Armor 100		
			Cargo UHvy+		
			Operator Skill Grav Craft		
Comments Identical to the original Megalith, but outfitted with massive grav plates. It's too big for effective NOE flight.					

VEHICLE CARD

002-000

Vehicle Name / Model Daedalus "Megalith 2"		Safety Harness	
Primary Weapon PD laser (20)	Mount	Ammo 100 shots ea.	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 100	
Options and Additional Features Blades/drills/scoops, life support, living quarters		Ease of Use +5	Year New
		Reliability 0	Quality 8
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Daedalus "Deadlift"		Cost MCR94.61			
Environment Atm. 0-B	Dimensions 100m x 50m x 50m		Mass 300 tons		
Endurance 40 hours	Speed 1 Air	Max. 32 kph	Cruise 24 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 8 kph	Cruise 5 kph	Min. 0	
Accommodations 20			Armor 10		
			Cargo UHvy+ (lift)		
			Operator Skill Grav Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model Daedalus "Deadlift"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 10	
Options and Additional Features Crane, life support		Ease of Use +3	Year New
		Reliability -1	Quality 6
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Grummond "Groundbreaker"		Cost MCR178			
Environment Atm. 0-B	Dimensions 608m x 450m x 85m		Mass 120 ktons		
Endurance 12.5 months	Speed 1 Air	Max. 28 kph	Cruise 20 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.	
Accommodations 220			Armor 80		
			Cargo UHvy+		
			Operator Skill Grav Craft		
Comments Grummond's safer, user-friendlier version of Megalith.					

VEHICLE CARD

002-000

Vehicle Name / Model Grummond "Groundbreaker"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 80	
Options and Additional Features Life support		Ease of Use +2	Year New
		Reliability -2	Quality 6
		Hazard -2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Grummond "Evergreen"		Cost MCR250			
Environment Atm. 0-A	Dimensions 400m x 800m x 45m		Mass 80 ktons		
Endurance 50 hours	Speed 1 Air	Max. 32 kph	Cruise 20 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 16 kph	Cruise 10 kph	Min. 0	
Accommodations 80			Armor 20		
			Cargo UHvy+		
			Operator Skill Grav Craft		
Comments Environmental purification vehicle.					

VEHICLE CARD

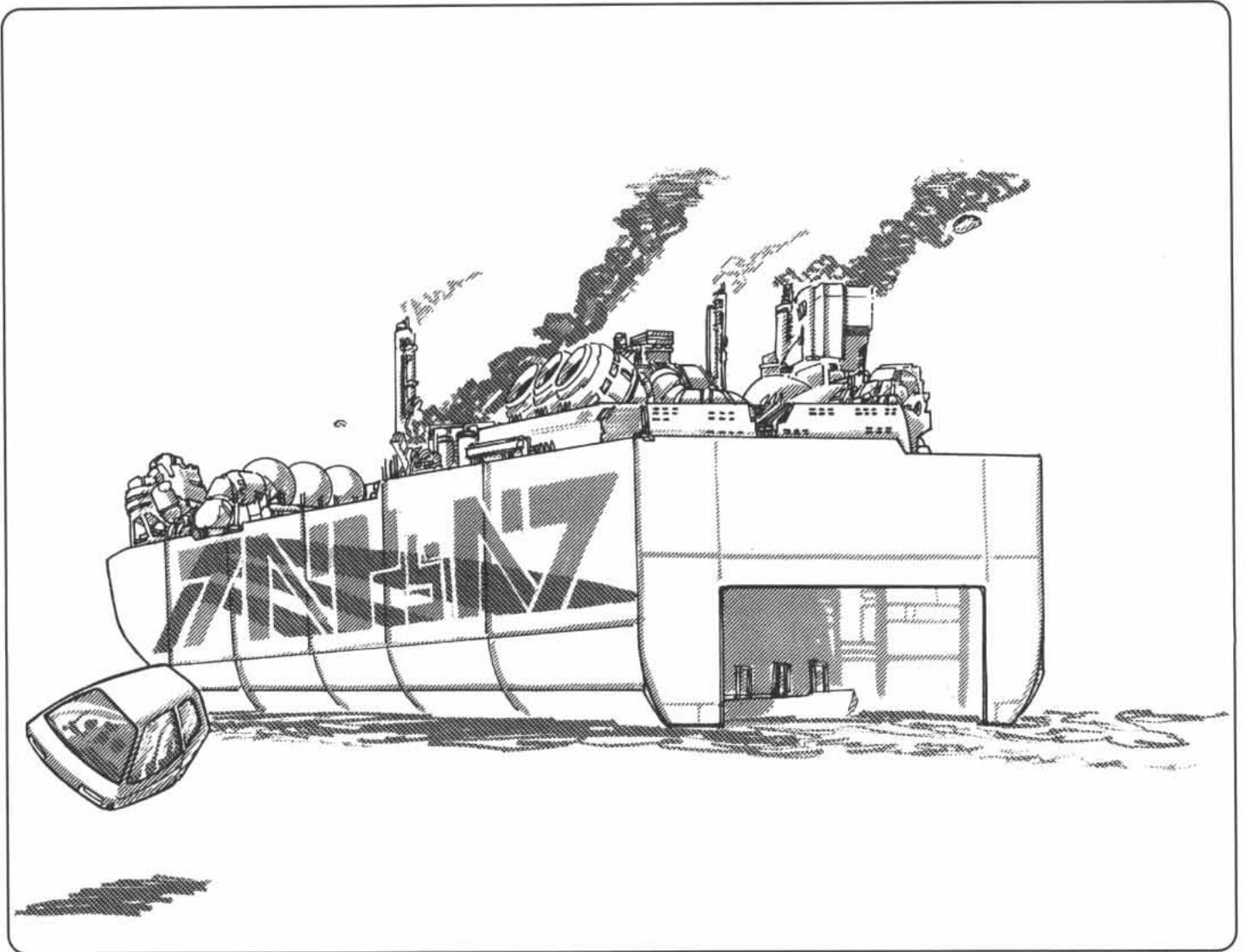
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Vehicle Name / Model Grummond "Evergreen"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 20	
Options and Additional Features Life support, scoop bay		Ease of Use +5	Year New
		Reliability 0	Quality 6
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

INDUSTRIAL WATER



Voluminous machines meant to perform grand-scale tasks at sea. Or under it, as the case may be.

Mobile platforms are a common sight on ocean surfaces controlled by the Imperium, used to cultivate sea life as a food source. They have mechanisms such as large rotating scoops to ensnare fish by the ton, then separate and process the daily catch. Maximum drift speed of 20 kph, they can be manned or programmed to detect and automatically adjust course for the nearest, best “fishing hole.”

Undersea is the domain of “leviathans,” nickname for the enormous machines used to construct underwater colonies and research domes. A leviathan takes a minimum crew of 30 to operate its various drills, robotic arms, extendible bulldozer blades, fusion drive, tread, etc. It can also dispatch a fleet of small, specialized construction submersibles from its bay for fine-detail work.

Vehicle Name / Model Hildreth Foods "Tidal Wave-1"			Cost MCR157	
Environment Atm. 0-9; Hyd. 2+	Dimensions 1000m columns		Mass 200 ktons	
Endurance 6 months	Speed 1 Water	Max. 20 kph	Cruise 8 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 80			Armor 20	
			Cargo UHvy+	
			Operator Skill Water Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Hildreth Foods "Tidal Wave-1"		Safety Harness, lifeboats	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 20	
Options and Additional Features Retractable columns, rotating scoops		Ease of Use +5	Year New
		Reliability -1	Quality 5
		Hazard +2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Hildreth Foods "Tidal Wave-2"			Cost MCR120	
Environment Atm. 0-9; Hyd. 2+	Dimensions 1500m columns		Mass 108 ktons	
Endurance 8 months	Speed 1 Water	Max. 28 kph	Cruise 16 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 30			Armor 20	
			Cargo UHvy+	
			Operator Skill Water Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Hildreth Foods "Tidal Wave-2"		Safety Harness, lifeboats	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 20	
Options and Additional Features Retractable columns, rotating scoops		Ease of Use +3	Year New
		Reliability -1	Quality 5
		Hazard -1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Cross Industries "Doc-1"			Cost MCR280	
Environment Atm. 0-9; Hyd. 5+	Dimensions 1500m x 1200m x 2800m		Mass 300 ktons	
Endurance 18 months	Speed 1 Water	Max. 8 kph	Cruise 6 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 250			Armor 10	
			Cargo UHvy+	
			Operator Skill Water Craft	
Comments Serves as mobile relay ports on waterworlds. There are currently eight "Doc Crosses" in existence.				

VEHICLE CARD

002-000

Vehicle Name / Model Cross Industries "Doc-1"		Safety	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 10	
Options and Additional Features		Ease of Use +5	Year New
		Reliability -3	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Daedalus "Sea Quake"			Cost MCR200	
Environment Atm. 0-A; Hyd. 3+	Dimensions 200m x 80m x 25m		Mass 20 ktons	
Endurance 2 years	Speed 1 Water	Max. 32 kph	Cruise 20 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 Underwater	Max. 20 kph	Cruise 10 kph	Min. 0
Accommodations 30			Armor 20	
			Cargo UHvy+	
			Operator Skill Water Craft	
Comments Undersea colony builder.				

VEHICLE CARD

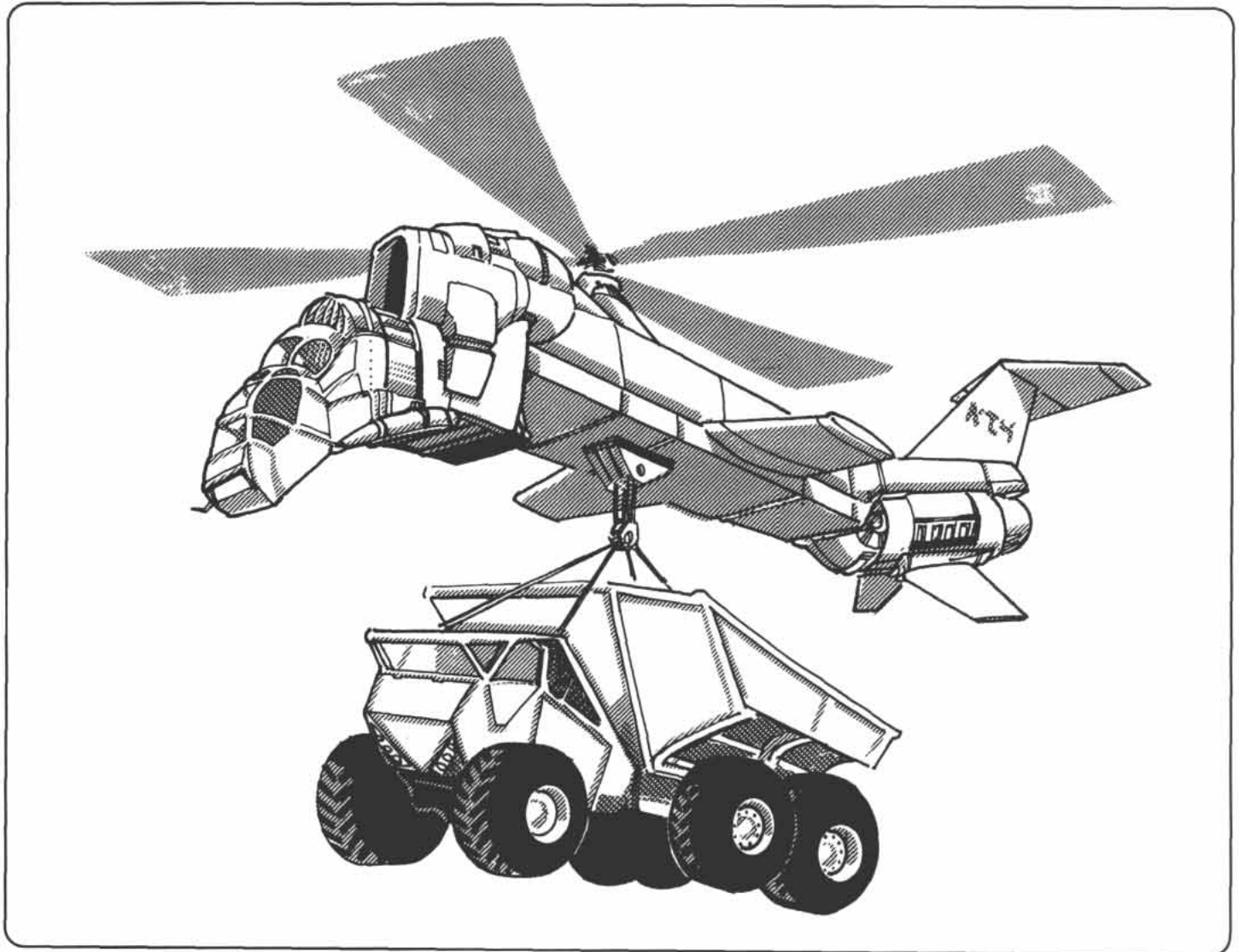
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Vehicle Name / Model Daedalus "Sea Quake"		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 20	
Options and Additional Features Life support, living quarters		Ease of Use +4	Year New
		Reliability 0	Quality 5
		Hazard -2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

INDUSTRIAL ROTARY WINGED



Industrial rotary wings represent the best method known to man for relocating large buildings or planting new ones. Just make sure the structure is sturdy, hook it up to one of these "sun-blockers," and off it goes to its new destination.

Having the entire headquarters ripped up from under you can be very annoying, as the Vidarii rebels found out when an Imperial sun-blocker descended, then proceeded to secure its magnetic tendrils on the command center. It remains not only one of the most humiliating blows to terrorism of all time, but also one of the least publicized, since the Imperium doesn't want anybody getting weird ideas with these vehicles.

Vehicle Name / Model Daedalus "Supreme"			Cost MCr120	
Environment Atm. 0-A	Dimensions 45m blade		Mass 10 ktons	
Endurance 20 hours	Speed 1 Air	Max. 28 kph	Cruise 18 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 20			Armor 5	
			Cargo UHvy+	
			Operator Skill Aircraft (Helicopter)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Daedalus "Supreme"		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 5	
Options and Additional Features Magnetic hooks, power hooks, pincer towers		Ease of Use +3	Year New
		Reliability -1	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Grummond "Atlas"			Cost MCr123	
Environment Atm. 0-A	Dimensions 40m blade		Mass 6.5 ktons	
Endurance 12 hours	Speed 1 Air	Max. 25 kph	Cruise 18 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 24			Armor 8	
			Cargo UHvy+	
			Operator Skill Aircraft (Helicopter)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Grummond "Atlas"		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 8	
Options and Additional Features Magnetic hooks, pincer towers		Ease of Use +4	Year New
		Reliability 0	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model D. Lambert "Heave"			Cost MCr50	
Environment Atm. 0-9	Dimensions 35m blade		Mass 3 ktons	
Endurance 18 hours	Speed 1 Air	Max. 32 kph	Cruise 20 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 18			Armor 5	
			Cargo UHvy+	
			Operator Skill Aircraft (Helicopter)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model D. Lambert "Heave"		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 5	
Options and Additional Features Magnetic hooks, pincer towers		Ease of Use +2	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Imperial "Sun Blocker"			Cost Classified	
Environment Atm. 0-A	Dimensions 52m blade		Mass Approx. 30 ktons	
Endurance Approx. 16 hours	Speed 1 Air	Max. 48 kph (?)	Cruise 36 kph (?)	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 30-50			Armor 50	
			Cargo Classified	
			Operator Skill Aircraft (Helicopter)	
Comments Secret Imperial "powercopter."				

VEHICLE CARD

002-000

Vehicle Name / Model Imperial "Sun Blocker"		Safety Gravitic restraint, harness	
Primary Weapon Classified		Mount Classified	Ammo Classified
Secondary Weapon		Mount	Ammo
Screens and Defenses Classified		Armor 50	
Options and Additional Features Classified		Ease of Use +4	Year New
		Reliability -2	Quality 6
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PERSONNEL WHEELED



Wheeled carriers designed primarily to transport troops in combat. The armor is bulletproof, offering passengers complete protection against conventional large-caliber handguns. The armored tires can withstand explosions from small explosions or grenades and self-seal in five seconds. Some have weapons mounted on them, though nothing heavy — most on the level of a front submachinegun or a couple of rocket launchers on the side.

A normal-size carrier can hold 30 people in relative comfort. Heavy, unwieldy weapons are secured by overhead racks and undersea lockers. Micro-thin filaments within the interior panel provide climate control, with limited life support (30 minutes) if necessary.

Civilians may purchase surplus or decommissioned personnel vehicles from the Imperial Surplus Department (as outlined in *Central Supply Catalog*). There is no warranty of conditions and all sales are final. Armaments are stripped prior to such transactions, as are certain other parts (replacing military-grade subcontinental radio/sensors with a regular package, for one).

Vehicle Name / Model Grummond TC Carrier			Cost KCr108.3		
Environment Atm. 4-9	Dimensions 7.52m x 2.76m x 2.76m		Mass 7.47 tons		
Endurance 12 hours	Speed 1 Road	Max. 94 kph	Cruise 40 kph	Min. 0	
Power Source / Fuel Type Hydrocarbon	Speed 2 Off-road	Max. 23 kph	Cruise 12 kph	Min. 0	
Accommodations 10			Armor 5		
			Cargo Medium		
			Operator Skill Ground Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model Grummond TC Carrier			Safety Harness		
Primary Weapon 25mm autocannon			Mount top	Ammo 500 rds.	
Secondary Weapon Submachinegun			Mount front	Ammo 1000 rds.	
Screens and Defenses			Armor 5		
Options and Additional Features laser rangefinder, limited life support			Ease of Use 0	Year New	
			Reliability 0	Quality 5	
			Hazard 0		
Additional Comments					

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model G18 "Northstar" Carrier			Cost KCr248		
Environment Atm. 0-9	Dimensions 14.18m x 5.6m x 2.43m		Mass 3.7 tons		
Endurance 20 hours	Speed 1 Road	Max. 128 kph	Cruise 56 kph	Min. 0	
Power Source / Fuel Type Battery	Speed 2 Off-road	Max. 30 kph	Cruise 15 kph	Min. 0	
Accommodations 30			Armor 3		
			Cargo Heavy		
			Operator Skill Ground Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model G18 "Northstar" Carrier			Safety Harness		
Primary Weapon Machinegun (4)			Mount front, side	Ammo 1500 rds. ea.	
Secondary Weapon			Mount	Ammo	
Screens and Defenses			Armor 3		
Options and Additional Features Limited life support			Ease of Use 0	Year New	
			Reliability -1	Quality 5	
			Hazard 0		
Additional Comments					

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Imperial "Warhog" Carrier			Cost KCr221.61		
Environment Atm. 0-9	Dimensions 9.08m x 3.8m x 2.8m		Mass 9 tons		
Endurance 18 hours	Speed 1 Road	Max. 101 kph	Cruise 47 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 Off-road	Max. 25 kph	Cruise 18 kph	Min. 0	
Accommodations 16			Armor 10		
			Cargo Heavy		
			Operator Skill Ground Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model Imperial "Warhog" Carrier			Safety Harness		
Primary Weapon Rocket launchers (2)			Mount side	Ammo 4 each	
Secondary Weapon			Mount	Ammo	
Screens and Defenses			Armor 10		
Options and Additional Features Life support			Ease of Use +1	Year New	
			Reliability -2	Quality 5	
			Hazard 0		
Additional Comments					

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Nike L20" Carrier			Cost KCr392		
Environment Atm. 0-A	Dimensions 6.88m x 2.8m x 2.7m		Mass 2.16 tons		
Endurance 28 hours	Speed 1 Road	Max. 180 kph	Cruise 120 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 Off-road	Max. 140 kph	Cruise 100 kph	Min. 0	
Accommodations 8			Armor 20		
			Cargo Medium		
			Operator Skill Ground Craft		
Comments					

VEHICLE CARD

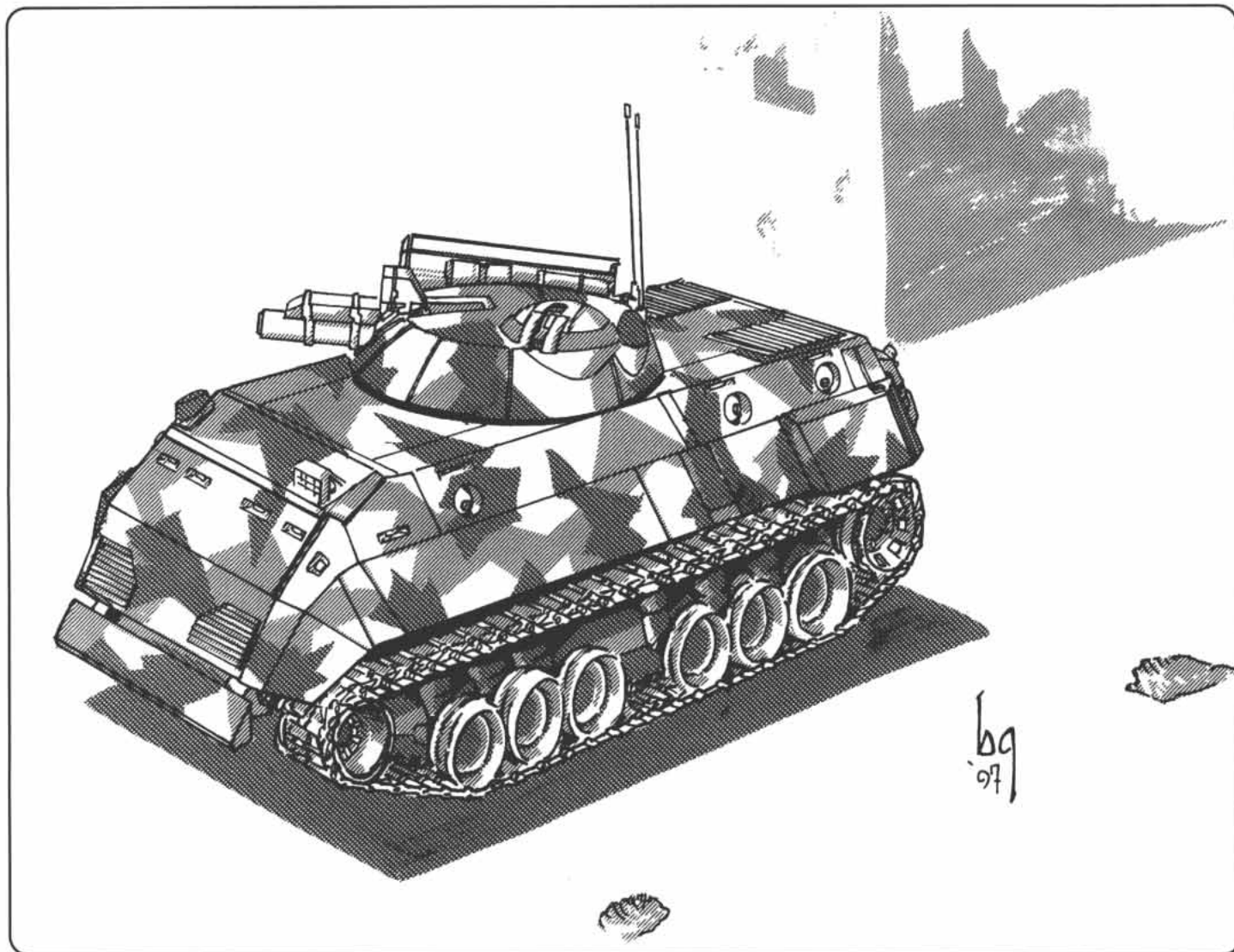
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Vehicle Name / Model "Nike L20" Carrier			Safety Harness		
Primary Weapon Laser turret			Mount top	Ammo 200	
Secondary Weapon			Mount	Ammo	
Screens and Defenses			Armor 20		
Options and Additional Features Life support			Ease of Use 0	Year New	
			Reliability -1	Quality 7	
			Hazard -3		
Additional Comments					

VEHICLE WEAPONS EXTENSION CARD

002-000

PERSONNEL TRACKED



Because of its lumbering mobility, a tracked personnel vehicle is deployed only when grav is not available and wheeled transports are not an option (soft or watery ground, for instance). A sample Imperial military carrier of this type can haul 50 people, has machinegun placements in front, rear, and sides, is armored, with cleated treads for maximum traction, and can rumble through any terrain at 30 kph. Plus, certain models have a contractible, accordion-like body that can stretch to provide extra compartments.

The LAV, a vehicle typical of this category, is a popular transporter among the Imperial military until it is superseded by fusion-powered antigrav units. It is a tracked utility vehicle serving the role of non-combat troop transport and light weapons platform. LAV has been a mainstay in the ISD ever since the service's formation, and any given one may be missing tracks, engines, or instrumentation. On the other hand, the original wiring and data paths for military electronics is still intact, awaiting the proper equipment.

Vehicle Name / Model WG2 Sanzan APC			Cost KCr121.4	
Environment Atm. 5-8	Dimensions 6.08m x 3.04m x 3.04m		Mass 17 tons	
Endurance 10 hours	Speed 1 Road	Max. 67 kph	Cruise 20 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2 Off-road	Max. 34 kph	Cruise 10 kph	Min. 0
Accommodations 10			Armor 12	
			Cargo Heavy	
			Operator Skill Ground Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model WG2 Sanzan APC			Safety Harness	
Primary Weapon 25mm autocannon			Mount top	Ammo 500 rds.
Secondary Weapon Machinegun			Mount front	Ammo 1500 rds.
Screens and Defenses			Armor 12	
Options and Additional Features Limited life support			Ease of Use 0	Year New
			Reliability 0	Quality 4
			Hazard 0	
Additional Comments				

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Heinsoo R3 Imperial Rover			Cost KCr447	
Environment Atm. 0-9	Dimensions 10m x 3.5m x 3m		Mass 21.4 tons	
Endurance 24 hours	Speed 1 Road	Max. 98 kph	Cruise 47 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 Off-road	Max. 90 kph	Cruise 78 kph	Min. 0
Accommodations 25			Armor 20	
			Cargo VHvy	
			Operator Skill Ground Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Heinsoo R3 Imperial Rover			Safety Harness	
Primary Weapon Gauss turret			Mount top	Ammo 200 rds.
Secondary Weapon Machinegun (2)			Mount front, rear	Ammo 1000 rds. ea.
Screens and Defenses Nuclear damper			Armor 20	
Options and Additional Features Auto hull-sealing, life support			Ease of Use 0	Year New
			Reliability -1	Quality 5
			Hazard 0	
Additional Comments				

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Goldberg-M "Phalanx" Carrier			Cost KCr496	
Environment Atm. 0-9	Dimensions 16.7m x 3.8m x 3.16m		Mass 25 tons	
Endurance 20 hours	Speed 1 Road	Max. 92 kph	Cruise 50 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 Off-road	Max. 68 kph	Cruise 42 kph	Min. 0
Accommodations 50			Armor 25	
			Cargo UHvy	
			Operator Skill Ground Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Goldberg-M "Phalanx" Carrier			Safety Harness	
Primary Weapon Machinegun (16)			Mount front, side	Ammo 1000 rds. ea.
Secondary Weapon			Mount	Ammo
Screens and Defenses Nuclear damper			Armor 25	
Options and Additional Features Extendible body			Ease of Use +1	Year New
			Reliability -1	Quality 5
			Hazard -2	
Additional Comments				

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Stolze-G "Lancer" Squad Carrier			Cost KCr380	
Environment Atm. 0-A	Dimensions 5.7m x 3.02m x 3.02m		Mass 8 tons	
Endurance 22 hours	Speed 1 Road	Max. 110 kph	Cruise 80 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 Off-road	Max. 60 kph	Cruise 35 kph	Min. 0
Accommodations 8			Armor 20	
			Cargo Heavy	
			Operator Skill Ground Craft	
Comments				

VEHICLE CARD

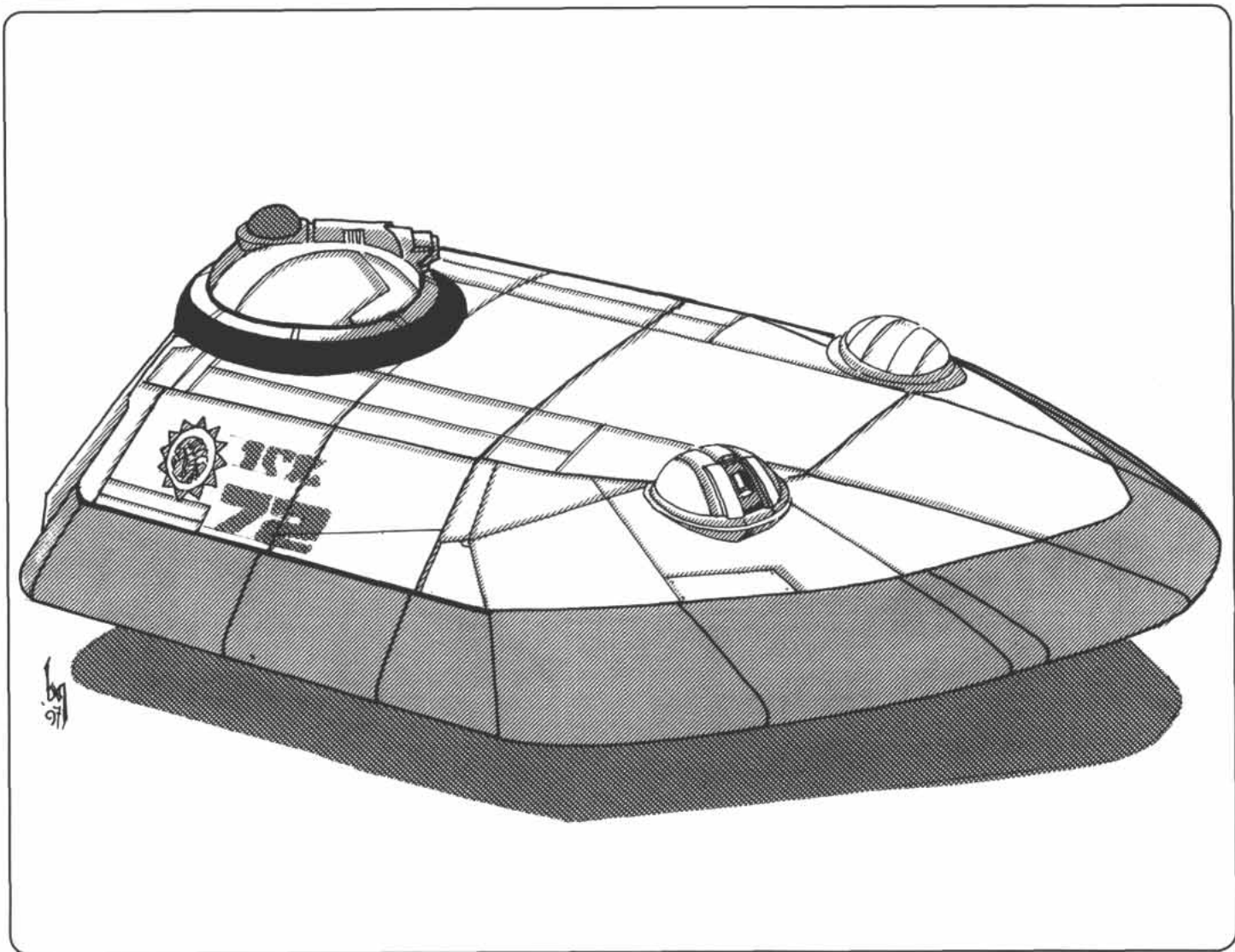
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Vehicle Name / Model Stolze-G "Lancer" Squad Carrier			Safety Harness	
Primary Weapon Machinegun			Mount front	Ammo 2000 rds.
Secondary Weapon			Mount	Ammo
Screens and Defenses Nuclear damper			Armor 20	
Options and Additional Features Life support, subregional radar			Ease of Use -1	Year New
			Reliability -1	Quality 5
			Hazard -1	
Additional Comments				

VEHICLE WEAPONS EXTENSION CARD

002-000

PERSONNEL GRAV



GCarriers spearhead this category of military or quasi-military grav personnel vehicles. The GCarrier is an enclosed, armored air raft whose size dwarfs a normal air raft. It seats 15 (including the pilot, and gunner, if any), has cargo space of 2 tons, possibly a gun mount, plus a rear hatch door. Approximately 250 additional kg of load can be added for each passenger less than capacity.

A GCarrier is very slow reaching the orbit even when completely devoid of passengers, taking twice the time of a regular air raft. However, it's considerably faster on a world surface, skimming the terrain at 150 kph at optimal performance. Every GCarrier in service of the Imperial forces has a superior (and massive) grav compensator installed to ensure maximum safety of the troops. This, along with vigilant maintenance, makes surplus military GCarriers scarce, as well as expensive to purchase.

Vehicle Name / Model Troth-L GCarrier			Cost KCr445	
Environment Atm. 0-A	Dimensions 8.6m x 2.5m x 2.5m		Mass 8.4 tons	
Endurance 30 hours	Speed 1 Air	Max. 118 kph	Cruise 70 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 68 kph	Cruise 47 kph	Min. 0
Accommodations 15			Armor 20	
			Cargo Heavy	
			Operator Skill Grav Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Troth-L GCarrier		Safety Harness	
Primary Weapon Light autocannon	Mount top	Ammo 500	
Secondary Weapon	Mount	Ammo	
Screens and Defenses Nuclear damper		Armor 20	
Options and Additional Features Life support		Ease of Use -1	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model GAV-Y11			Cost KCr307	
Environment Atm. 0-A	Dimensions 4.97m x 2.4m x 2.3m		Mass 7.7 tons	
Endurance 28 hours	Speed 1 Air	Max. 130 kph	Cruise 62 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 65 kph	Cruise 40 kph	Min. 0
Accommodations 6			Armor 10	
			Cargo Medium	
			Operator Skill Grav Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model GAV-Y11		Safety Harness	
Primary Weapon Machinegun	Mount front	Ammo 1500	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 10	
Options and Additional Features Life support		Ease of Use -1	Year New
		Reliability +1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model GAV-Y12			Cost KCr388	
Environment Atm. 0-A	Dimensions 5.38m x 3.1m x 2.8m		Mass 8.2 tons	
Endurance 36 hours	Speed 1 Air	Max. 125 kph	Cruise 80 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 70 kph	Cruise 50 kph	Min. 0
Accommodations 8			Armor 15	
			Cargo Heavy	
			Operator Skill Grav Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model GAV-Y12		Safety Harness	
Primary Weapon Laser turret	Mount front	Ammo 200	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 15	
Options and Additional Features Grav compensator, life support		Ease of Use 0	Year New
		Reliability -1	Quality 5
		Hazard -1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Velb R-88			Cost KCr659	
Environment Atm. 0-A	Dimensions 14.55m x 3.6m x 3.4m		Mass 16 tons	
Endurance 30 hours	Speed 1 Air	Max. 82 kph	Cruise 50 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 60 kph	Cruise 40 kph	Min. 0
Accommodations 30			Armor 30	
			Cargo VHvy	
			Operator Skill Grav Craft	
Comments				

VEHICLE CARD

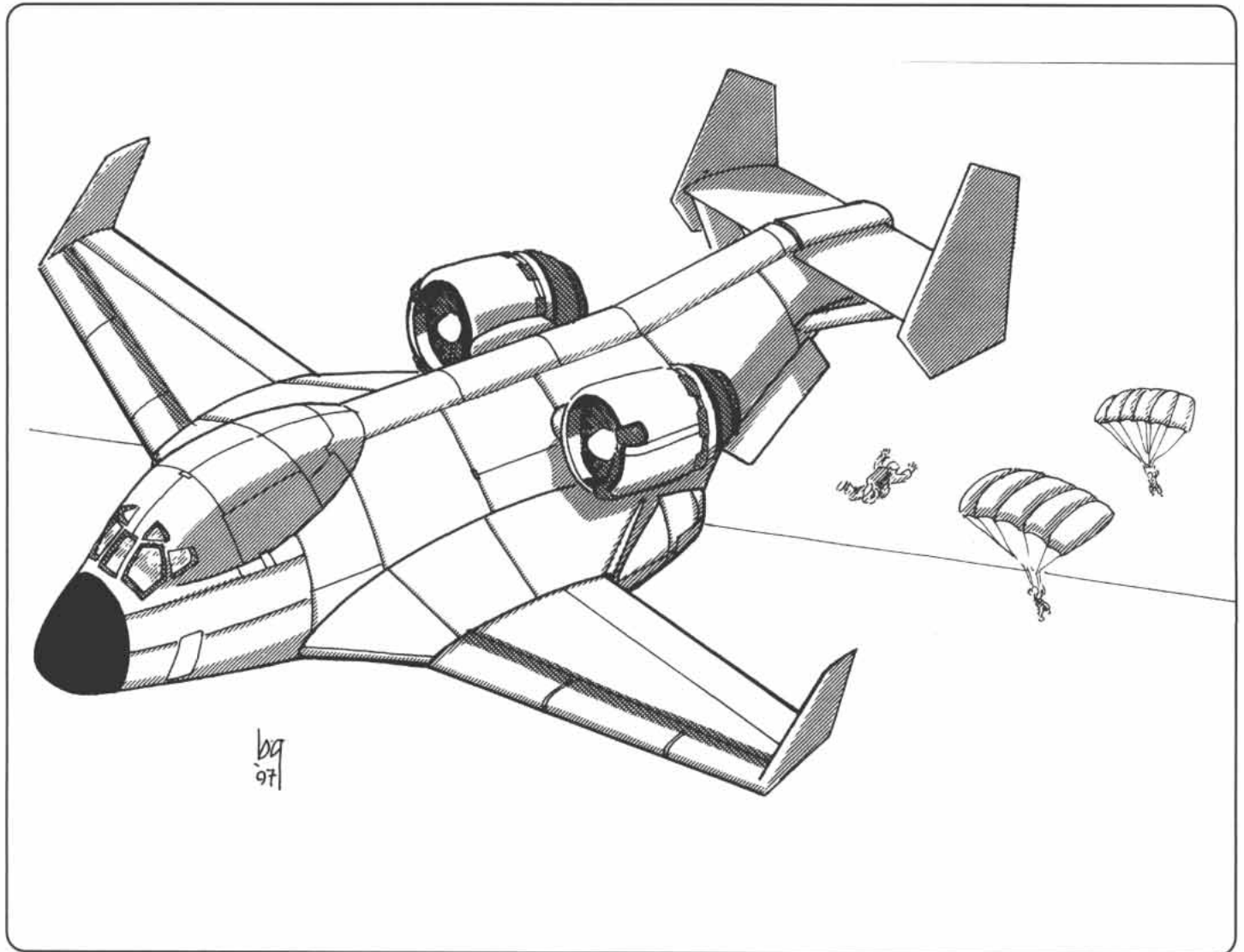
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Vehicle Name / Model Velb R-88		Safety Harness	
Primary Weapon Gauss turret	Mount front	Ammo 300	
Secondary Weapon Light laser autocannon	Mount top	Ammo 350	
Screens and Defenses Nuclear damper		Armor 30	
Options and Additional Features Grav compensator, life support, regional comm		Ease of Use +1	Year New
		Reliability -3	Quality 5
		Hazard -2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PERSONNEL WINGED



Large aerial carriers deploying troops hundreds at a time. These aircraft range from jumbo, noisy TL6 airscrew-propellered "gooses," to the almost-stealthy, fusion-powered flyers employed by the Imperial Air Force. In any form, a winged personnel vehicle is built for long intercontinental flights, hence it will have a larger, more efficient fuel capacity. The body is also armored, and in Imperial force's case, wholly weatherproof — no storm or lightning is going to bring one down.

Combat abilities for these vehicles vary considerably from one tech level to another, going from virtually nil to short range missiles, to laser turrets on some of the Imperial craft. However, the firepower is usually limited, as an armed escort is often present for the transporter to concentrate on its purpose, which is getting the troops to the destination quickly.

A carrier plane can store a number of vehicles in addition to or in lieu of troops. Typically jeeps and other lightly-armed combat vehicles, they can be parachuted directly from the aircraft for recon missions. The Imperial forces are known for launching combat gravs from transport aircraft during surprise strikes.

Vehicle Name / Model "Big Goose" Carrier Jet			Cost MCr18.1	
Environment Atm. 4-9	Dimensions 37m wing span		Mass 106 tons	
Endurance 20 hours	Speed 1 Air	Max. 580 kph	Cruise 450 kph	Min. 320 kph
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.
Accommodations 500			Armor 15	
			Cargo UHvy+	
			Operator Skill Aircraft (Jet)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model "Big Goose" Carrier Jet		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 15	
Options and Additional Features		Ease of Use +4	Year New
		Reliability 0	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Ariel Class Courier			Cost MCr25.62	
Environment Atm. 0-9	Dimensions 30m wing span		Mass 85 tons	
Endurance 40 hours	Speed 1 Air	Max. 1000 kph	Cruise 775 kph	Min. 280 kph
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 200			Armor 20	
			Cargo UHvy+	
			Operator Skill Aircraft (Jet)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Ariel Class Courier		Safety Gravitic restraint, harness	
Primary Weapon PD laser	Mount front	Ammo 200	
Secondary Weapon Missile	Mount hardpoints	Ammo 2 each	
Screens and Defenses Nuclear damper		Armor 20	
Options and Additional Features ECM, fuel scoop, life support		Ease of Use 0	Year New
		Reliability -1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Guardian Angel" 777			Cost MCr31.99	
Environment Atm. 0-A	Dimensions 66m wing span		Mass 120 tons	
Endurance 36 hours	Speed 1 Air	Max. 880 kph	Cruise 575 kph	Min. 400 kph
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 600			Armor 80	
			Cargo UHvy+	
			Operator Skill Aircraft (Jet)	
Comments Massive carrier; instant morale picker-upper when one flies overhead.				

VEHICLE CARD

002-000

Vehicle Name / Model "Guardian Angel" 777		Safety Harness	
Primary Weapon Plasma autocannon	Mount internal bay	Ammo 500	
Secondary Weapon PD laser (4)	Mount internal bay	Ammo 1000 each	
Screens and Defenses Nuclear damper		Armor 80	
Options and Additional Features Fuel scoop, life support, regional radar		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Halo Class Carrier Jet			Cost MCr18.81	
Environment Atm. 0-A	Dimensions 38m wing span		Mass 68 tons	
Endurance 40 hours	Speed 1 Air	Max. 950 kph	Cruise 820 kph	Min. 300 kph
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 100			Armor 18	
			Cargo UHvy	
			Operator Skill Aircraft (Jet)	
Comments				

VEHICLE CARD

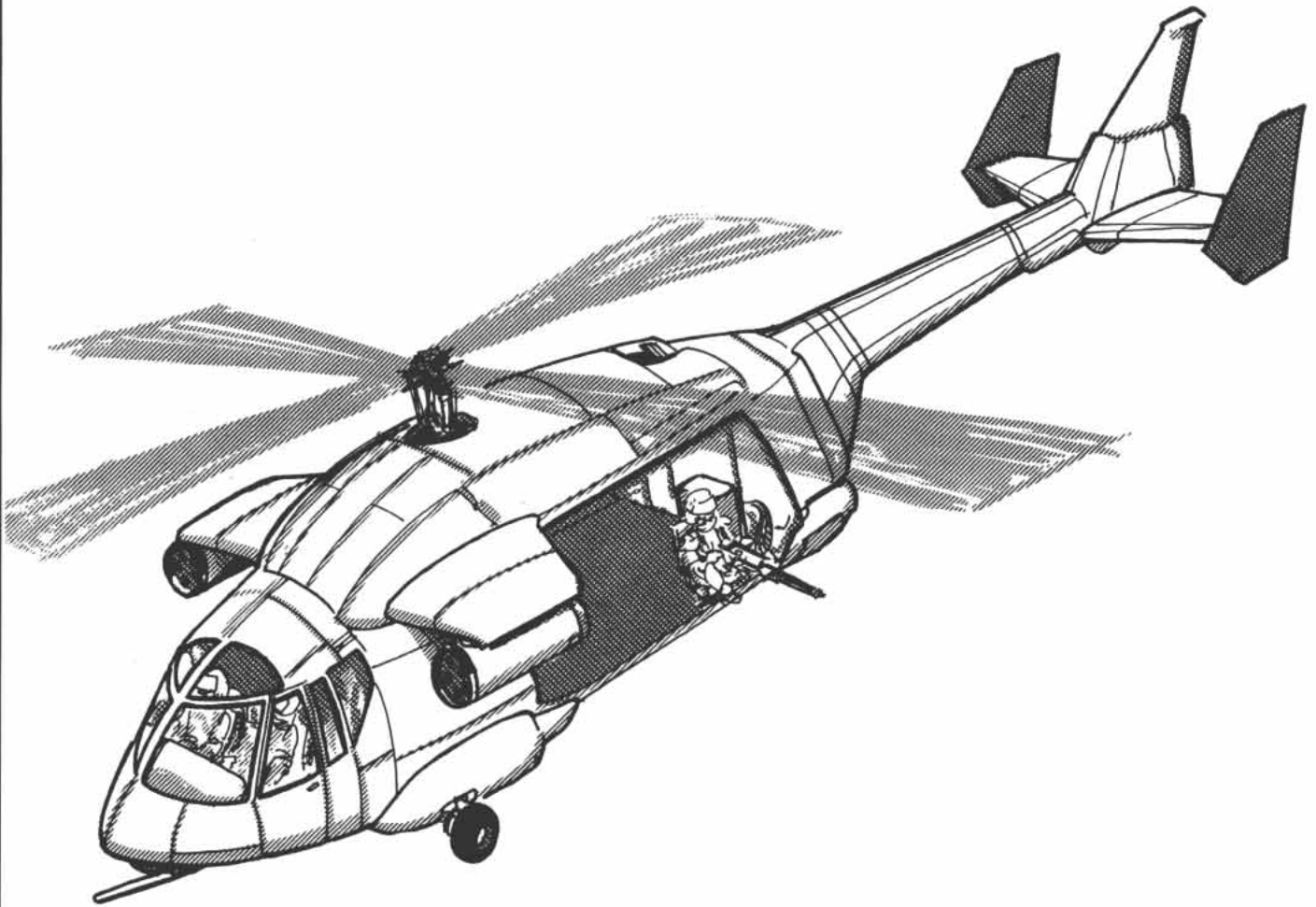
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Vehicle Name / Model Halo Class Carrier Jet		Safety Harness	
Primary Weapon PD laser (2)	Mount front	Ammo 500	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 18	
Options and Additional Features ECM, life support, regional radar		Ease of Use 0	Year New
		Reliability +1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PERSONNEL ROTARY WINGED



A combat rotary winged carrier utilizes its advantage in landing and takeoff to deliver soldiers into jungles and other dense terrain inaccessible to other vehicles. The rotating blades are armored and, in rumored prototypes, protected by magnetic repulsion field to reduce the vehicle's vulnerability. A twin machinegun mount in front, and perhaps rocket missiles on the sides. The rear and side panels can be opened to allow weapons fire from the passengers (with additional -DM equal to 6 minus the pilot's skill level). It is also possible to set up a larger tripod gun or two when the vehicle is not at full capacity.

Professional construction companies are likely to own the civilian versions, used to drop off engineers, architects, and workers at remote housing or commercial projects. They are, naturally, forbidden by Imperial laws to bear arms, though it's not unheard of for corporations to militarize their assets in the heat of competition.

Vehicle Name / Model McDowell "Nightdrop"			Cost KCr938	
Environment Atm. 0-9	Dimensions 8m blade		Mass 15 tons	
Endurance 30 hours	Speed 1 Air	Max. 480 kph	Cruise 280 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 20			Armor 10	
			Cargo UHvy	
			Operator Skill Aircraft (Helicopter)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model McDowell "Nightdrop"		Safety Harness	
Primary Weapon Machinegun (2)		Mount side	Ammo 1000 each
Secondary Weapon Missile		Mount hardpoints	Ammo 2 each
Screens and Defenses		Armor 10	
Options and Additional Features Thermal masking		Ease of Use 0	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Cule-M Air Rover			Cost KCr614	
Environment Atm. 5-8	Dimensions 6m blade		Mass 5 tons	
Endurance 8 hours	Speed 1 Air	Max. 200 kph	Cruise 140 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.
Accommodations 8			Armor 5	
			Cargo Heavy	
			Operator Skill Aircraft (Helicopter)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Cule-M Air Rover		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 5	
Options and Additional Features Continental comm		Ease of Use -1	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model DeLorant "Palace"			Cost KCr762.7	
Environment Atm. 0-9	Dimensions 7m blade		Mass 9 tons	
Endurance 38 hours	Speed 1 Air	Max. 300 kph	Cruise 138 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 8			Armor 5	
			Cargo Medium	
			Operator Skill Aircraft (Helicopter)	
Comments Luxury copter for nobles and their personal servants.				

VEHICLE CARD

002-000

Vehicle Name / Model DeLorant "Palace"		Safety Harness	
Primary Weapon		Mount	Ammo
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 5	
Options and Additional Features Entertainment center, rear ejection pod, regional comm		Ease of Use 0	Year New
		Reliability -1	Quality 8
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model McDowell "Cavalry"			Cost KCr705	
Environment Atm. 0-A	Dimensions 6.3m blade		Mass 14 tons	
Endurance 30 hours	Speed 1 Air	Max. 480 kph	Cruise 300 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 12			Armor 10	
			Cargo Medium	
			Operator Skill Aircraft (Helicopter)	
Comments				

VEHICLE CARD

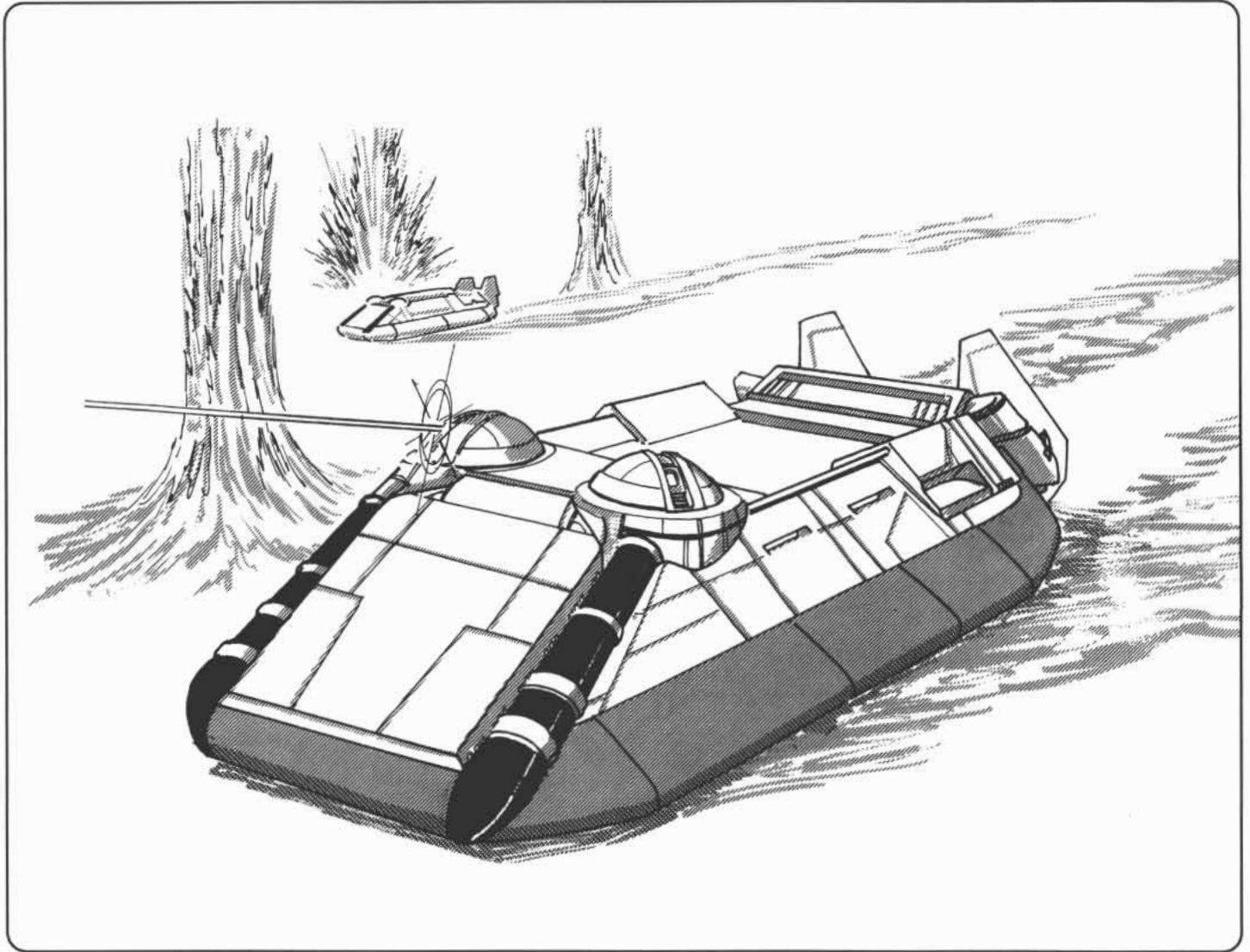
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Vehicle Name / Model McDowell "Cavalry"		Safety Harness	
Primary Weapon Machinegun (2)		Mount front	Ammo 1500 each
Secondary Weapon		Mount	Ammo
Screens and Defenses		Armor 10	
Options and Additional Features		Ease of Use 0	Year New
		Reliability 0	Quality 5
		Hazard -2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

PERSONNEL WATER



Enormous, mega-ton seaborne vessels on the scale of ocean liners. The most well-armed of all personnel vehicles, enough to be combat-worthy by itself, what with multiple turrets, a full complement of fighter jets, and a crew of 100+.

Lighter ships for personnel transfer purpose, of course, are available. Sealed, camouflaged and heavily armored "water boxes" traffic platoons between the shore and a mothership at 50 kph. Their aesthetic appeal is nonexistent, but then, war is ugly. The more conventional open-top boats are much faster, sacrificing, however, protection and carrying capacity for speed. Light weapons such as machine-guns can be mounted as usual for defense.

Vehicle Name / Model "Glacier" Super Carrier			Cost MCR230.98		
Environment Atm. 0-9; Hyd. 2+	Dimensions 500m x 250m x 40m		Mass 67 ktons		
Endurance 2 weeks	Speed 1 Water	Max. 320 kph	Cruise 120 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.	
Accommodations 250			Armor 150		
			Cargo UHvy+		
			Operator Skill Water Craft		
Comments Aircraft carrier.					

VEHICLE CARD

002-000

Vehicle Name / Model "Glacier" Super Carrier			Safety		
Primary Weapon VRF laser cannon (24)		Mount All decks	Ammo 1000 each		
Secondary Weapon Anti-aircraft missile		Mount Main deck	Ammo 200		
Screens and Defenses Nuclear damper			Armor 150		
Options and Additional Features Continental comm and radar, ECM, fighter jets, internal hangars			Ease of Use +5	Year New	
			Reliability 0	Quality 5	
			Hazard 0		
Additional Comments					

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Water Box"			Cost KCr650		
Environment Atm. 0-9; Hyd. 1+	Dimensions 8.38m x 6.16m x 3.07m		Mass 3.6 tons		
Endurance 8 hours	Speed 1 Water	Max. 150 kph	Cruise 100 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.	
Accommodations 25			Armor 25		
			Cargo Heavy		
			Operator Skill Water Craft		
Comments Cramped seating.					

VEHICLE CARD

002-000

Vehicle Name / Model "Water Box"			Safety		
Primary Weapon		Mount	Ammo		
Secondary Weapon		Mount	Ammo		
Screens and Defenses			Armor 25		
Options and Additional Features Autoguiding system, life support (minimal)			Ease of Use +2	Year New	
			Reliability -1	Quality 5	
			Hazard 0		
Additional Comments					

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model W31-J Light Carrier			Cost KCr701.8		
Environment Atm. 0-A; Hyd. 1+	Dimensions 7.2m x 6.6m x 6m		Mass 2.5 tons		
Endurance 18 hours	Speed 1 Water	Max. 400 kph	Cruise 260 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.	
Accommodations 18			Armor 25		
			Cargo Medium		
			Operator Skill Water Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model W31-J Light Carrier			Safety Harness		
Primary Weapon		Mount	Ammo		
Secondary Weapon		Mount	Ammo		
Screens and Defenses			Armor 25		
Options and Additional Features			Ease of Use 0	Year New	
			Reliability -4	Quality 5	
			Hazard 0		
Additional Comments					

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Brown-T "Undertow" 315			Cost MCR10.88		
Environment Atm. 0-9; Hyd. 1+	Dimensions 27.3m x 8.6m x 8.1m		Mass 30 tons		
Endurance 3 weeks	Speed 1 Water	Max. 140 kph	Cruise 100 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 Underwater	Max. 180 kph	Cruise 140 kph	Min. 0	
Accommodations 40			Armor 30		
			Cargo Heavy		
			Operator Skill Water Craft		
Comments Personnel sub.					

VEHICLE CARD

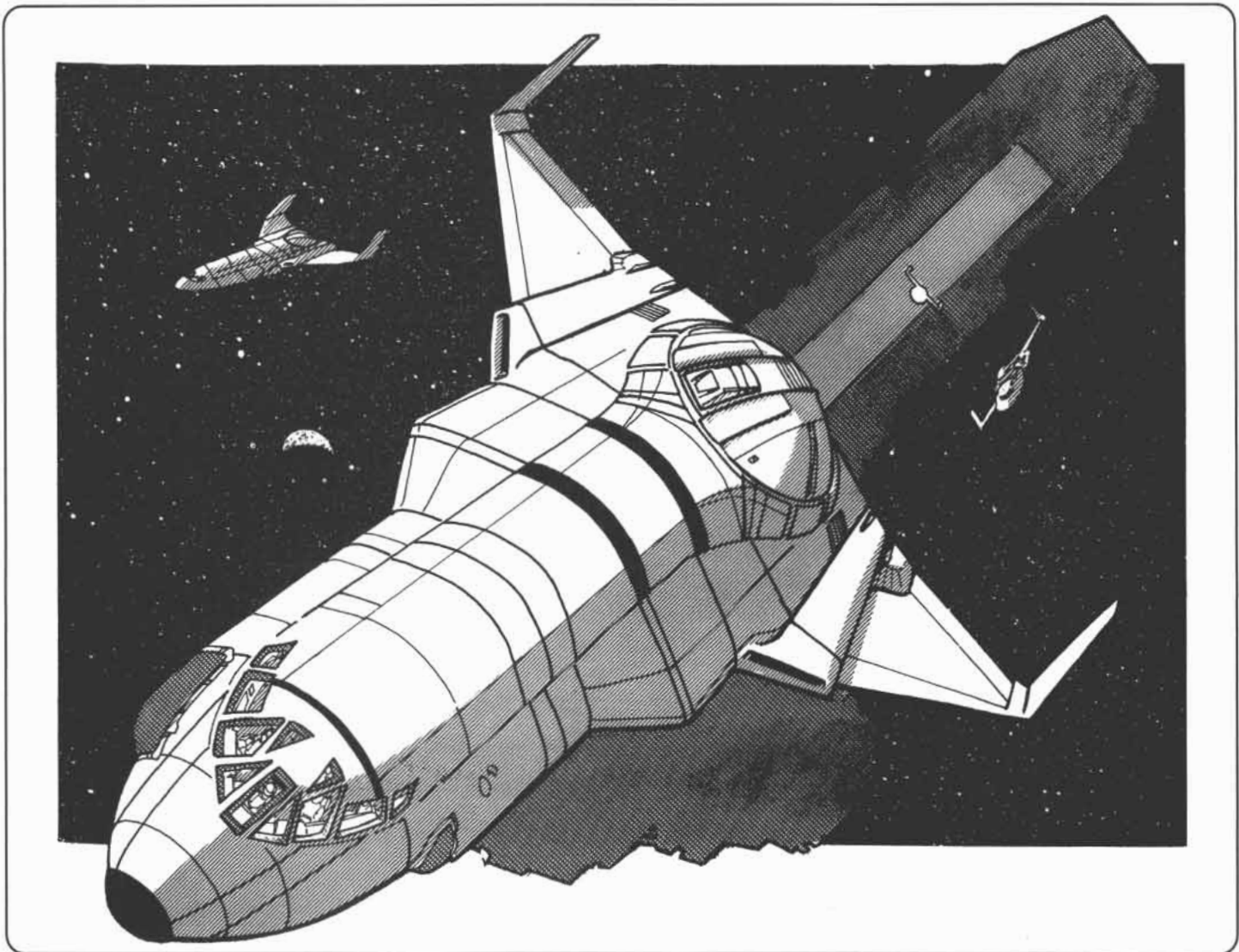
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Vehicle Name / Model Brown-T "Undertow" 315			Safety Harness		
Primary Weapon Torpedo		Mount bay	Ammo 10		
Secondary Weapon Missile		Mount bay	Ammo 6		
Screens and Defenses Nuclear damper			Armor 30		
Options and Additional Features Life support			Ease of Use +2	Year New	
			Reliability 0	Quality 5	
			Hazard +2		
Additional Comments					

VEHICLE WEAPONS EXTENSION CARD

002-000

PERSONNEL CLOSE ORBIT



Vehicles used by corporations and governments for personnel and large cargo transfer between satellite stations or low-orbit platforms and world surfaces. Comes in a variety of grav and rocket-fueled designs.

In essence, their greater carrying capacity is what separates them from any other close orbit vehicles. Depending on their origins, they may or may not be armed; and if so, it is typically a more sophisticated array of weapons, on the level of laser and electronic countermeasures rather than ballistics. Some governments, as well as several megacorporations, have in their possessions mass-transport speeders for unbelievably high-speed troop movement between two points on a world.

Vehicle Name / Model McDowell "Starhook"		Cost MCR6.014		
Environment Atm. 0-9	Dimensions 10m x 5m x 4.2m		Mass 8.3 tons	
Endurance 18 hours	Speed 1 Close orbit	Max. 1.5 G	Cruise 0.9 G	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 Air	Max. 320 kph	Cruise 290 kph	Min. 0
Accommodations 4		Armor 5		
		Cargo Heavy		
		Operator Skill Grav Craft/Ship's Boat		
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model McDowell "Starhook"		Safety Gravitic restraint	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 5	
Options and Additional Features Life support		Ease of Use +3	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Nagada "Centurion"		Cost MCR5.838		
Environment Atm. 0-9	Dimensions 8.6m x 4.8m x 3.1m		Mass 8 tons	
Endurance 20 hours	Speed 1 Close orbit	Max. 1.2 G	Cruise 0.5 G	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 Air	Max. 320 kph	Cruise 260 kph	Min. 0
Accommodations 4		Armor 2		
		Cargo Heavy		
		Operator Skill Grav Craft/Ship's Boat		
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Nagada "Centurion"		Safety Gravitic restraint	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 2	
Options and Additional Features Life Support		Ease of Use 0	Year New
		Reliability +1	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model DeLorant "Nebula"		Cost MCR9.2		
Environment Atm. 0-9	Dimensions 35m x 18m x 12m		Mass 14.7 tons	
Endurance 21 hours	Speed 1 Close orbit	Max. 1.8 G	Cruise 1.2 G	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 Air	Max. 300 kph	Cruise 240 kph	Min. 0
Accommodations 16		Armor 5		
		Cargo Medium		
		Operator Skill Grav Craft/Ship's Boat		
Comments Noble/diplomat close orbit vehicle.				

VEHICLE CARD

002-000

Vehicle Name / Model DeLorant "Nebula"		Safety Gravitic restraint, harness	
Primary Weapon PD laser (3)	Mount front, side	Ammo 1000 each	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 5	
Options and Additional Features Auto-bar, life support		Ease of Use -2	Year New
		Reliability -1	Quality 7
		Hazard -1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model COP-7 Imperial Transpod		Cost MCR7.474		
Environment Atm. 0-B	Dimensions 28m x 6m x 5m		Mass 15 tons	
Endurance 12 hours	Speed 1 Close orbit	Max. 2.5 G	Cruise 1.6 G	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 Air	Max. 400 kph	Cruise 300 kph	Min. 0
Accommodations 22		Armor 20		
		Cargo Heavy		
		Operator Skill Grav Craft/Ship's Boat		
Comments				

VEHICLE CARD

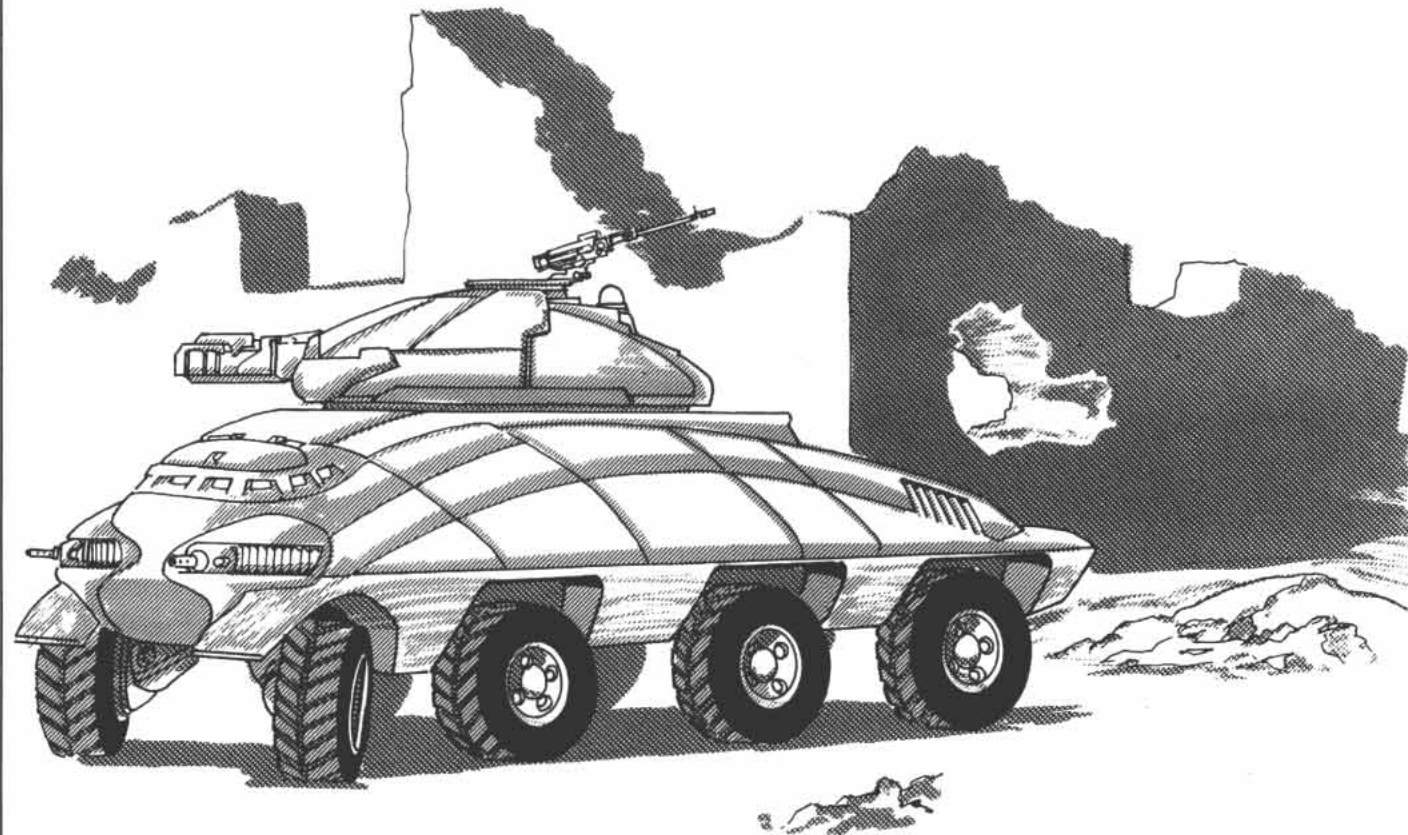
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Vehicle Name / Model COP-7 Imperial Transpod		Safety Gravitic restraint, harness	
Primary Weapon Laser autocannon (2)	Mount side	Ammo 200 each	
Secondary Weapon	Mount	Ammo	
Screens and Defenses Nuclear damper		Armor 20	
Options and Additional Features Orbital comm, life support		Ease of Use +2	Year New
		Reliability -3	Quality 5
		Hazard -3	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

AFV, WHEELED



Wheeled AFV (armored fighting vehicles) are commonly deployed for urban combat. They can simply be a jeep with a tripod mount, or as elaborate as a fully armored van or bus from which turrets and gunports protruding out of every window.

Providing favorable road conditions, the mobility of wheeled AFVs and their arsenals are a combination for quick strike into enemy territory. The Third Imperium categorized assault vehicles of this type into two divisions, based on its power source: electric and fusion. In addition to normal combat, when the Imperial forces occupy a new city, the engineer corps quickly lay down a makeshift road-grid system (if one isn't already in place), and hook in the electric AFV for completely automated patrol within the premises. The latter division, because of the efficiency of their power plant, is deployed when a prolonged campaign is expected.

Vehicle Name / Model Imperial "Blitz" A32			Cost KCr783.77		
Environment Atm. 0-9	Dimensions 5.3m x 4.1m x 3.3m		Mass 12.5 tons		
Endurance 10 hours	Speed 1 Road	Max. 320 kph	Cruise 280 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 Off-road	Max. 66 kph	Cruise 42 kph	Min. 0	
Accommodations 4			Armor 25		
			Cargo VLite		
			Operator Skill Ground Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model Imperial "Blitz" A32		Safety Harness	
Primary Weapon Laser turret	Mount top	Ammo 200	
Secondary Weapon RF gauss gun (4)	Mount front, side	Ammo 1000 each	
Screens and Defenses		Armor 25	
Options and Additional Features Life support		Ease of Use +2	Year New
		Reliability -1	Quality 6
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model G. Bernard "Roadkill" FP1			Cost KCr802.1		
Environment Atm. 0-A	Dimensions 5.8m x 4.3m x 3.7m		Mass 12.7 tons		
Endurance 8 hours	Speed 1 Road	Max. 160 kph	Cruise 89 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 Off-road	Max. 50 kph	Cruise 36 kph	Min. 0	
Accommodations 4			Armor 55		
			Cargo VLite		
			Operator Skill Ground Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model G. Bernard "Roadkill" FP1		Safety Harness	
Primary Weapon VRF gauss cannon	Mount top	Ammo 250	
Secondary Weapon RF laser gun (2)	Mount side	Ammo 500 each	
Screens and Defenses Nuclear damper		Armor 55	
Options and Additional Features Life support		Ease of Use +2	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model T. Wickstrom "Toastmaster" H97			Cost KCr717.96		
Environment Atm. 2-9	Dimensions 6.1m x 4.8m x 4m		Mass 14 tons		
Endurance 8 hours	Speed 1 Road	Max. 130 kph	Cruise 100 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 Off-road	Max. 42 kph	Cruise 36 kph	Min. 0	
Accommodations 4			Armor 30		
			Cargo VLite		
			Operator Skill Ground Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model T. Wickstrom "Toastmaster" H97		Safety Harness	
Primary Weapon RF plasma cannon	Mount top	Ammo 200	
Secondary Weapon Flamethrower (3)	Mount side, rear	Ammo 1 hr. each	
Screens and Defenses Super coolant system		Armor 30	
Options and Additional Features Life support		Ease of Use +3	Year New
		Reliability 0	Quality 6
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model T. Wickstrom "Toastmaster" H99			Cost KCr920		
Environment Atm. 2-9	Dimensions 6.5m x 4.7m x 3.8m		Mass 13.3 tons		
Endurance 8 hours	Speed 1 Road	Max. 180 kph	Cruise 140 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 Off-road	Max. 50 kph	Cruise 32 kph	Min. 0	
Accommodations 4			Armor 25		
			Cargo VLite		
			Operator Skill Ground Craft		
Comments					

VEHICLE CARD

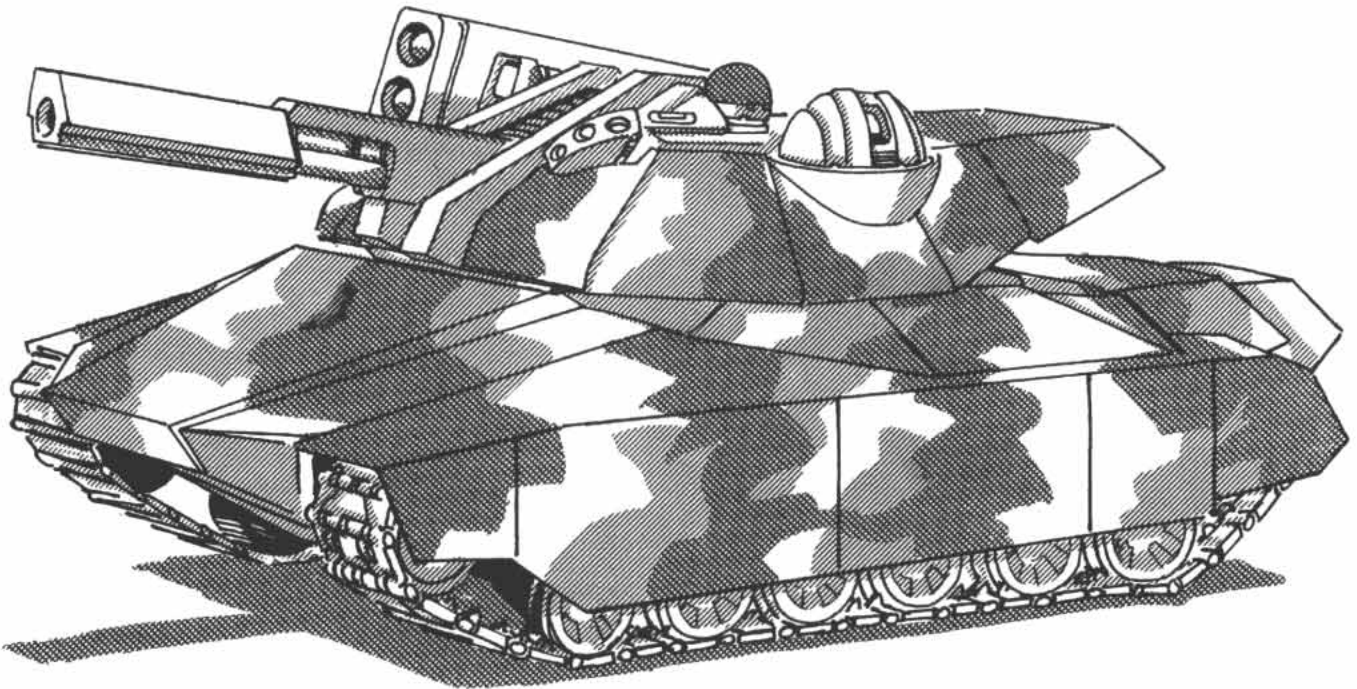
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Vehicle Name / Model T. Wickstrom "Toastmaster" H99		Safety Harness	
Primary Weapon RF plasma cannon	Mount top	Ammo 200	
Secondary Weapon Napalm rocket (2)	Mount side	Ammo 4 each	
Screens and Defenses Super coolant system		Armor 25	
Options and Additional Features Life support		Ease of Use +3	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

AFV, TRACKED



Although warfare in Milieu 0 is progressing toward electronic precision and increasing application of versatile, speedy gravs, combat vehicles using tracks as the primary motive system are not yet relics in the deluge of new technology. Tracked AFVs still have their place in everyday campaign, as well as in skirmishes for which the Third Imperium wishes to maximize the firepower while minimizing the loss.

A tank is a heavy assault AFV designed to engage infantry and opposing armored units. TL5 is the minimum level required to construct one, hence it is one of the most common units in military forces throughout the galaxy. However, the lack of adequate sensors at the lower levels means that it is unable to operate at night and under obscure conditions.

A variation on assault vehicles is the serpentine AFV, whose long and slender body enables it to fit the narrow passages within villages and minor cities. With high-tech turrets and plasma guns protruding on all sides, it can cover all firing arcs while snaking through a city, making it the ultimate urban fighting machine.

Vehicle Name / Model M92K Battle Tank			Cost KCr519.1	
Environment Atm. 5-8	Dimensions 12.1m x 8m x 4.5m		Mass 55.1 tons	
Endurance 8 hours	Speed 1 Road	Max. 50 kph	Cruise 32 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2 Off-road	Max. 13 kph	Cruise 9 kph	Min. 0
Accommodations 4			Armor 50	
			Cargo VLite	
			Operator Skill Ground Craft	
Comments Historical relic				

VEHICLE CARD

002-000

Vehicle Name / Model M92K Battle Tank		Safety Harness	
Primary Weapon Turret	Mount	Ammo 60	
Secondary Weapon Machinegun	Mount	Ammo 1600	
Screens and Defenses		Armor 50	
Options and Additional Features Limited life support, passive VL/IR		Ease of Use +3	Year New
		Reliability 0	Quality 2
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model J4 Alchrim Battle Tank			Cost KCr596.3	
Environment Atm. 4-9	Dimensions 8.95m x 4.2m x 3.48m		Mass 60 tons	
Endurance 9 hours	Speed 1 Road	Max. 76 kph	Cruise 60 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2 Off-road	Max. 38 kph	Cruise 27 kph	Min. 0
Accommodations 4			Armor 75	
			Cargo VLite	
			Operator Skill Ground Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model J4 Alchrim Battle Tank		Safety Harness	
Primary Weapon Hypervelocity turret	Mount	Ammo 50	
Secondary Weapon Machinegun	Mount	Ammo 10000	
Screens and Defenses		Armor 75	
Options and Additional Features Limited life support, passive VL/IR		Ease of Use +2	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Elder Wurm" MBT3000			Cost MCr3.93	
Environment Atm. 0-A	Dimensions 17.8m x 4.4m x 4.3m		Mass 70 tons	
Endurance 18 hours	Speed 1 Road	Max. 120 kph	Cruise 108 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 Off-road	Max. 60 kph	Cruise 40 kph	Min. 0
Accommodations 8			Armor 100	
			Cargo Lite	
			Operator Skill Ground Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model "Elder Wurm" MBT3000		Safety Harness	
Primary Weapon Laser turret	Mount	Ammo 300	
Secondary Weapon Heavy autocannon (3)	Mount	Ammo 500 each	
Screens and Defenses		Armor 100	
Options and Additional Features Life support, subregional imaging radar/VL/IR		Ease of Use +2	Year New
		Reliability -3	Quality 6
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model G. Allen TX3 "Rolling Thunder"			Cost MCr2.2	
Environment Atm. 0-A	Dimensions 12.1m x 4.2m x 4.7m		Mass 48 tons	
Endurance 18 hours	Speed 1 Road	Max. 90 kph	Cruise 67 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 Off-road	Max. 68 kph	Cruise 40 kph	Min. 0
Accommodations 4			Armor 75	
			Cargo VLite	
			Operator Skill Ground Craft	
Comments				

VEHICLE CARD

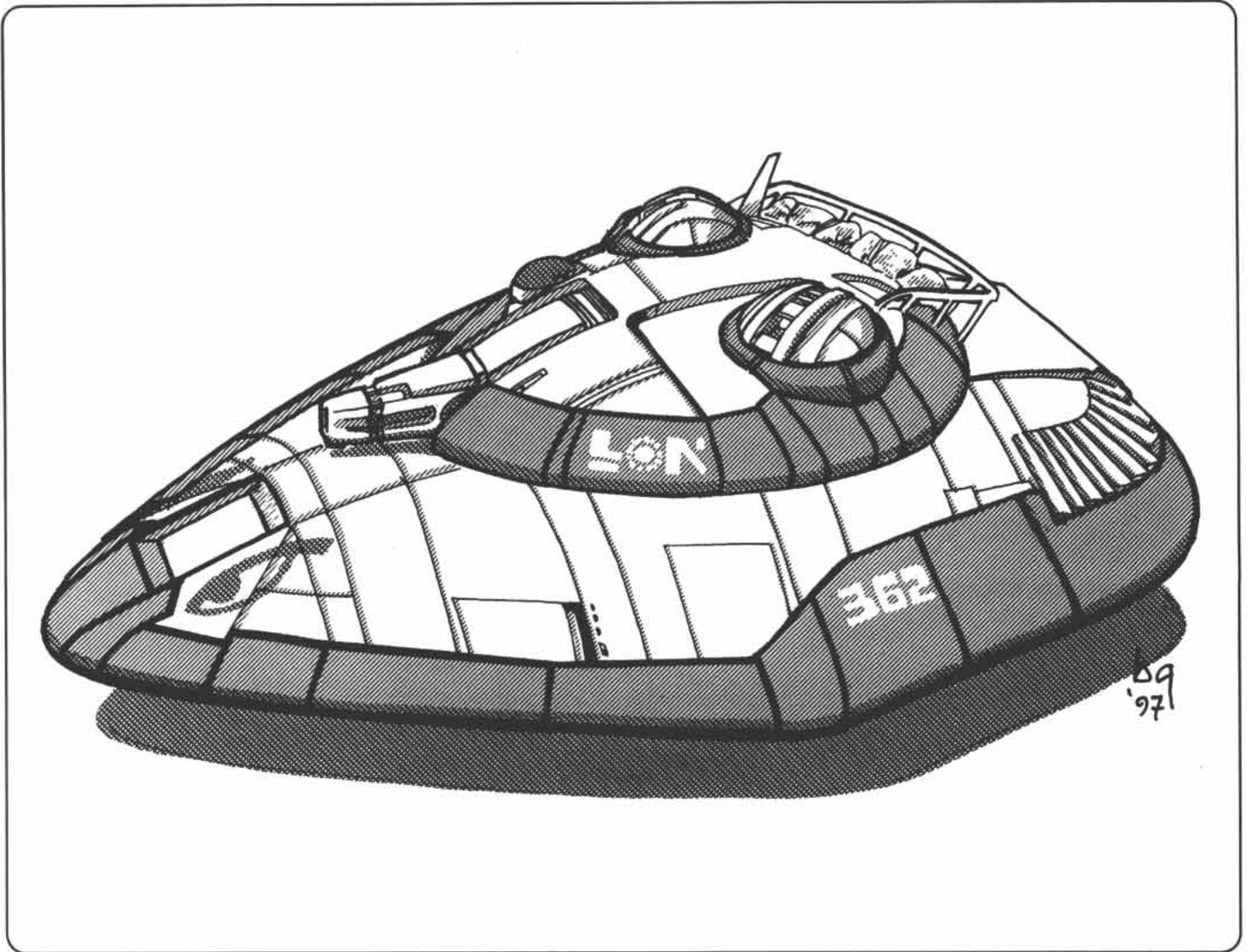
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Vehicle Name / Model G. Allen TX3 "Rolling Thunder"		Safety Harness	
Primary Weapon Gauss cannon	Mount top	Ammo 500	
Secondary Weapon Laser cannon (3)	Mount side, rear	Ammo 200 each	
Screens and Defenses Nuclear damper		Armor 75	
Options and Additional Features Life support, regional imaging radar/VL/IR, spike tread		Ease of Use +1	Year New
		Reliability -2	Quality 6
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

AFV, GRAV



Grav AFVs are a valuable commodity in combat. Not only is high-speed, heavy firepower over any terrain a frightening prospect, but they are also very few in number — rare enough to be conserved by the Imperium for only the most crucial battles, and even then only if authorized by one of the Sylean Council generals.

Tactics for grav tanks (and other similarly-powered combat vehicles) are still considered “experimental.” They have a disk-like body and a sloped front surface, with a heavy turret set well to the rear, mounting the heavy plasma cannon (which is likely to be replaced by a less power-hungry alternative in a future model), rapid-fire laser and several point-defense lasers. The body contains various sensor ports. Basic life support, orbital communications, and a rudimentary adverse condition propulsion system are also included.

Vehicle Name / Model "Emperor" Grav Tank			Cost MCr11.51	
Environment Atm. 0-9	Dimensions 7.2m x 4.64m diameter		Mass 158 tons	
Endurance 50 hours	Speed 1 Air	Max. 90 kph	Cruise 50 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 55 kph	Cruise 15 kph	Min. 0
Accommodations 4			Armor 70	
			Cargo VLite	
			Operator Skill Grav Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model "Emperor" Grav Tank		Safety Gravitic restraint	
Primary Weapon Plasma cannon	Mount rear	Ammo 300	
Secondary Weapon RF laser (3)	Mount front, side	Ammo 1000 each	
Screens and Defenses		Armor 70	
Options and Additional Features Fire suppression, life support, subcontinental radar		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Hot Box" Ground Striker			Cost MCr8.44	
Environment Atm. 0-A	Dimensions 5.59m x 4.26m x 3.5m		Mass 92 tons	
Endurance 60 hours	Speed 1 Air	Max. 120 kph	Cruise 60 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 65 kph	Cruise 28 kph	Min. 0
Accommodations 3			Armor 70	
			Cargo VLite	
			Operator Skill Grav Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model "Hot Box" Ground Striker		Safety Gravitic restraint	
Primary Weapon Plasma cannon	Mount top	Ammo 300	
Secondary Weapon Napalm rocket (2)	Mount side	Ammo 12 each	
Screens and Defenses High-heat suppression system		Armor 70	
Options and Additional Features Lidar, life support		Ease of Use +1	Year New
		Reliability -1	Quality 5
		Hazard -1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Collado X2L "War Viper"			Cost MCr23.618	
Environment Atm. 0-A	Dimensions 30m x 4m x 3.8m		Mass 200 tons	
Endurance 24 hours	Speed 1 Air	Max. 50 kph	Cruise 20 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 25 kph	Cruise 10 kph	Min. 0
Accommodations 16			Armor 100	
			Cargo Medium	
			Operator Skill Grav Craft	
Comments Segmented body for urban/inner city assault.				

VEHICLE CARD

002-000

Vehicle Name / Model Collado X2L "War Viper"		Safety Gravitic restraint	
Primary Weapon Gauss cannon (8)	Mount	Ammo 200 each	
Secondary Weapon RF Flechette gun (8)	Mount	Ammo 1000 each	
Screens and Defenses Nuclear damper		Armor 100	
Options and Additional Features Fire suppression, life support, targeting radar/IR/VL		Ease of Use +2	Year New
		Reliability -2	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Pugnier B30 "Jungle Cutter"			Cost MCr6.19	
Environment Atm. 0-A	Dimensions 6.76m x 2.35m diameter		Mass 48 tons	
Endurance 28 hours	Speed 1 Air	Max. 160 kph	Cruise 80 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 80 kph	Cruise 64 kph	Min. 0
Accommodations 2			Armor 50	
			Cargo VLite	
			Operator Skill Grav Craft	
Comments Jungle scout/warmachine; equipped with retractable hypervelocity saw blades to cut down trees in its flight path.				

VEHICLE CARD

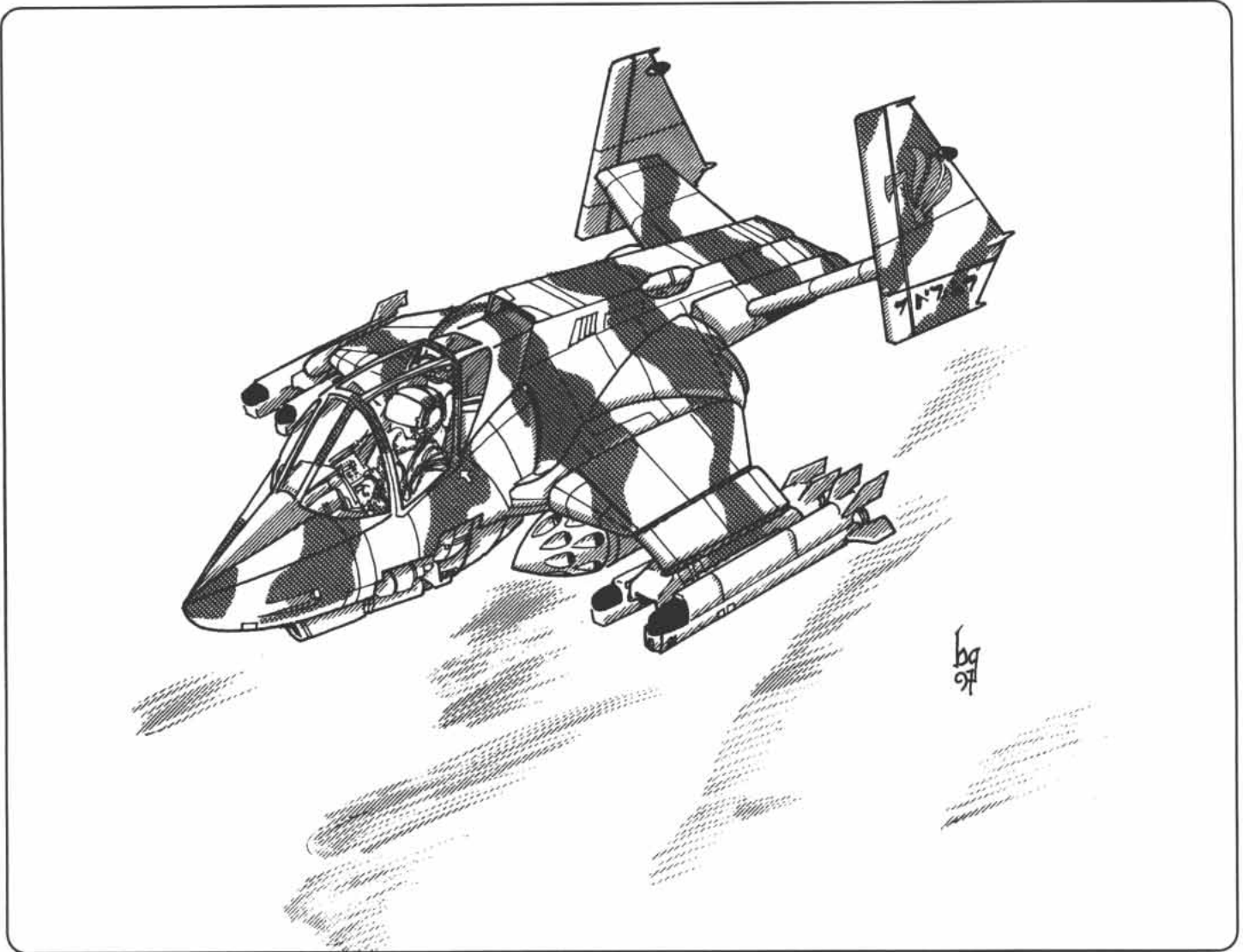
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Vehicle Name / Model Pugnier B30 "Jungle Cutter"		Safety Gravitic restraint	
Primary Weapon RF laser	Mount front	Ammo 500	
Secondary Weapon Saw blade (3)	Mount front, side (ret.)	Ammo 12 hrs.	
Screens and Defenses		Armor 50	
Options and Additional Features Life support		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard -1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

GUNSHIP, GRAV



Grav gunships are not quite as precious as grav AFVs, but still below the average vehicles-per-troop ratio for the Imperium. They are basically armed air rafts, but the problem of load vs. speed that plagues other potential designs in their class nevertheless remains — the more weapons and armor you install on such a vehicle, the more it nullifies the speed advantage that you had intended to gain with it.

As uncommon as they are, grav gunships saw actions as far back as the Chenestin Kingdom campaign; Admiral Tamara Reed (ret.) issued a daring raid on the Chenestin capital by a squadron of then-secret grav gunships, sneaking in under the radar line while their attention was diverted by a bombardment on a supply outpost. The success of this operation is credited with hastening Chenestin's surrender.

Vehicle Name / Model Dawson-A Battle Air/Raft			Cost MCR4.07		
Environment Atm. 0-9	Dimensions 8.28m x 5.06m x 4.2m		Mass 5.8 tons		
Endurance 30 hours	Speed 1 Air	Max. 115 kph	Cruise 80 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 68 kph	Cruise 40 kph	Min. 0	
Accommodations 4			Armor 55		
			Cargo VLite		
			Operator Skill Grav Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model Dawson-A Battle Air/Raft		Safety Gravitic restraint, harness	
Primary Weapon RF autocannon (2)	Mount side	Ammo 500 each	
Secondary Weapon Machinegun (2)	Mount front, rear	Ammo 2500 each	
Screens and Defenses Nuclear damper		Armor 55	
Options and Additional Features Ejection seats, life support, thermal masking		Ease of Use +1	Year New
		Reliability -2	Quality 5
		Hazard -2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Padol-L A/R Battle Cruiser			Cost MCR8.557		
Environment Atm. 0-9	Dimensions 8.81m x 5.61m x 4.27m		Mass 36 tons		
Endurance 18 hours	Speed 1 Air	Max. 90 kph	Cruise 43 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 53 kph	Cruise 28 kph	Min. 0	
Accommodations 6			Armor 30		
			Cargo Lite		
			Operator Skill Grav Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model Padol-L A/R Battle Cruiser		Safety Gravitic restraint, harness	
Primary Weapon RF plasma cannon	Mount top	Ammo 350	
Secondary Weapon RF gauss cannon (2)	Mount front, rear	Ammo 1000 each	
Screens and Defenses		Armor 30	
Options and Additional Features Ejection seats, life support, subcontinental radar, thermal masking		Ease of Use +2	Year New
		Reliability 0	Quality 5
		Hazard -1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Imperial Scout A/R			Cost MCR2.33		
Environment Atm. 0-B	Dimensions 5.6m x 4.2m x 2.63m		Mass 4.6 tons		
Endurance 50 hours	Speed 1 Air	Max. 320 kph	Cruise 200 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2 NOE	Max. 200 kph	Cruise 180 kph	Min. 0	
Accommodations 2			Armor 20		
			Cargo VLite		
			Operator Skill Grav Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model Imperial Scout A/R		Safety Gravitic restraint, harness	
Primary Weapon PD laser (2)	Mount side	Ammo 100 each	
Secondary Weapon	Mount	Ammo	
Screens and Defenses Nuclear damper		Armor 20	
Options and Additional Features Life support, long-range scanners and sensors		Ease of Use 0	Year New
		Reliability -2	Quality 6
		Hazard -2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Fannon-S HTEMF			Cost MCR1.2 (KCR600 stripped)		
Environment Atm. 0-9	Dimensions 7.3m x 3.86m x 2.9m		Mass 6.9 tons		
Endurance 12 hours	Speed 1 Air	Max. 85 kph	Cruise 46 kph	Min. 0	
Power Source / Fuel Type Fusion	Speed 2 NOE	Max. 46 kph	Cruise 23 kph	Min. 0	
Accommodations 4			Armor 80 (ablativ)		
			Cargo VLite		
			Operator Skill Grav Craft		
Comments A failed experiment; weapons often overheat and explode.					

VEHICLE CARD

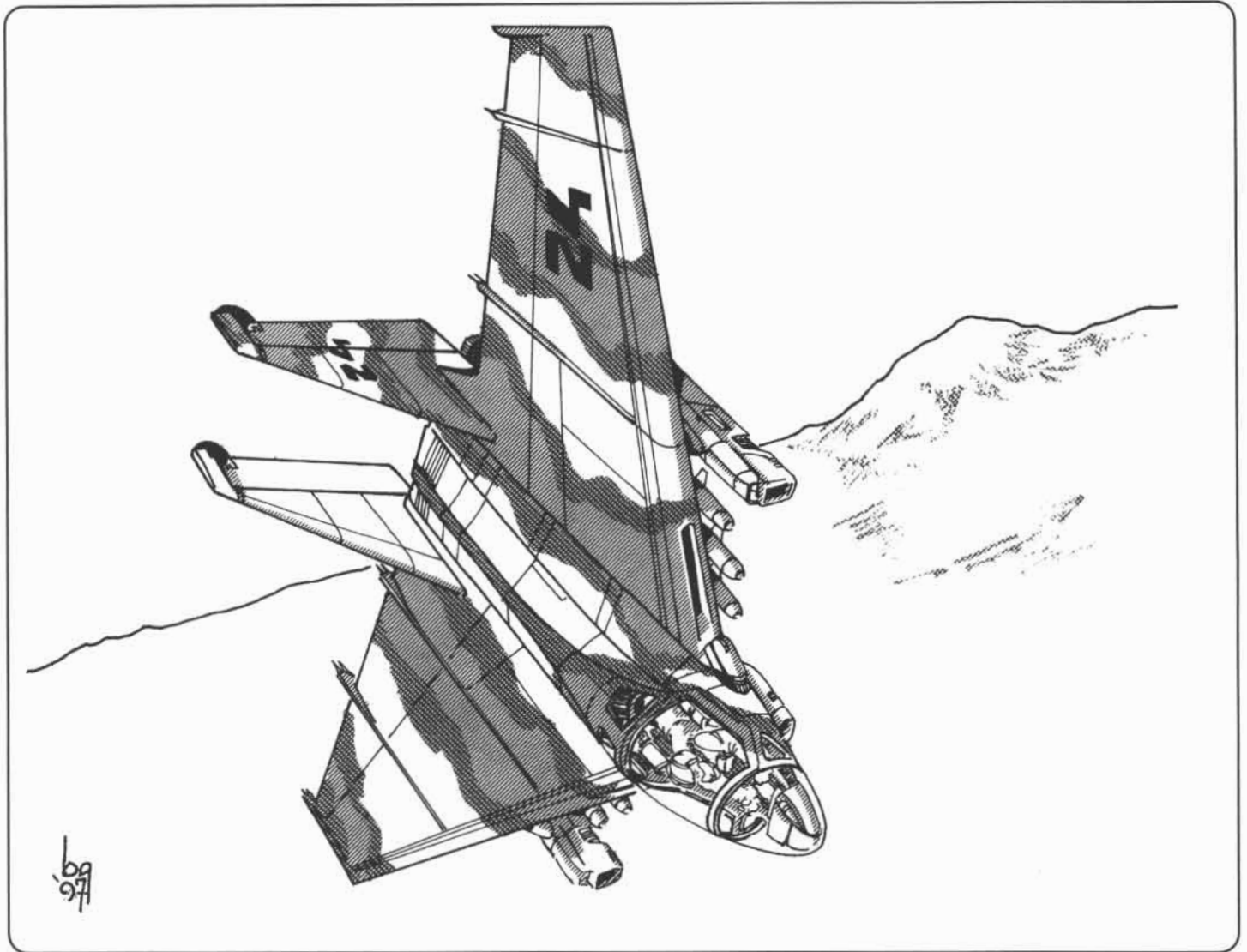
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Vehicle Name / Model Fannon-S HTEMF		Safety Harness	
Primary Weapon Plasma cannon	Mount front	Ammo 100	
Secondary Weapon Light gauss cannon	Mount side	Ammo 200 each	
Screens and Defenses		Armor 80 (ablativ)	
Options and Additional Features Ejection seats, life support.		Ease of Use +4	Year New
		Reliability +3	Quality 4
		Hazard +5	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

GUNSHIP, WINGED



There are three types of aerial gunships in the Imperium: the light, swift variety to swarm the adversary; the medium aerial assault boats; and heavy-hitting monster “flying fortresses.”

The first type is intended for “hit-and-run” ops. They rely on quick speed to maneuver to, around, and away from the target, while packing just enough punch to keep it distracted.

The second usually has a crew of four: one pilot, a front gunner, a rear gunner, and a missile specialist. The front gunner is responsible for gauss gun operation. The rear, plasma or laser cannon. The third is typically a demolitions/aircraft specialist in charge of probing for weakness in the structure of enemy craft, calculating the optimal missile courses and firing them. The pilot will handle point-defense laser should the ship be equipped with one.

Their greater cousin sacrifices speed for firepower — lots of it. It is essentially a flying heavy tank. Because it guzzles up fuel like there’s no tomorrow, the ship is normally either deployed to deliver the coupe de grace, or early on to intimidate the opposing forces. It’s not nearly as easy to fight one as to outrun one.

Vehicle Name / Model "Air Dragon" Assault Craft			Cost MCR10.67	
Environment Atm. 0-9	Dimensions 16.8m wing span		Mass 22.8 tons	
Endurance 5 hours	Speed 1 Air	Max. 1600 kph	Cruise 1200 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 4			Armor 55	
			Cargo VLite	
			Operator Skill Aircraft (Jet)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model "Air Dragon" Assault Craft		Safety Harness	
Primary Weapon RF gauss gun (4)	Mount front, wing	Ammo 1000 each	
Secondary Weapon Missile	Mount hardpoints	Ammo 6 each	
Screens and Defenses		Armor 55	
Options and Additional Features Ejection seats, PD laser, subcontinental radar.		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Gold-L "Mercury" Light Fighter			Cost MCR8.8	
Environment Atm. 0-9	Dimensions 12.9m x 11.7m x 1.81		Mass 15 tons	
Endurance 10 hours	Speed 1 Air	Max. 2000 kph	Cruise 1600 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 2			Armor 25	
			Cargo ULite	
			Operator Skill Aircraft (Jet)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Gold-L "Mercury" Light Fighter		Safety Harness	
Primary Weapon VRF autocannon	Mount front	Ammo 2000	
Secondary Weapon Missile (hardpoint)	Mount internal bay	Ammo 6 each	
Screens and Defenses		Armor 25	
Options and Additional Features Ejection seats, subcontinental radar		Ease of Use 0	Year New
		Reliability -1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Jones-S "Aegis" Air Fortress			Cost MCR58.38	
Environment Atm. 0-9	Dimensions 50.8m x 30m x 13.8m		Mass 150 tons	
Endurance 2 hours	Speed 1 Air	Max. 600 kph	Cruise 150 kph	Min. 130 kph
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 8			Armor 125	
			Cargo VHvy	
			Operator Skill Aircraft (Jet)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Jones-S "Aegis" Air Fortress		Safety Harness	
Primary Weapon RF gauss cannon (10)	Mount	Ammo 300 each	
Secondary Weapon RF laser cannon (8)	Mount	Ammo 200 each	
Screens and Defenses Nuclear damper		Armor 125	
Options and Additional Features Auto-targeting system, continental radar, internal weapon bay, PD laser		Ease of Use +3	Year New
		Reliability -3	Quality 5
		Hazard -1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Crane-A Ultralight Patrol			Cost MCR3.5	
Environment Atm. 0-9	Dimensions 11.3m x 2.8m x 2.51m		Mass 4.86 tons	
Endurance 30 hours	Speed 1 Air	Max. 800 kph	Cruise 600 kph	Min. 180 kph
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 1			Armor 10	
			Cargo ULite	
			Operator Skill Aircraft (Jet)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Crane-A Ultralight Patrol		Safety Harness	
Primary Weapon Machinegun	Mount front	Ammo 1000	
Secondary Weapon Missile	Mount wing	Ammo 2 each	
Screens and Defenses		Armor 10	
Options and Additional Features Continental comm and radar, ejection seat		Ease of Use -2	Year New
		Reliability -2	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

GUNSHIP, ROTARY WINGED



Combat-oriented helicopters are better armored, better armed than all other rotary winged military counterparts.

These vehicles usually required just one person to operate — the pilot can do it all because of the sophistication of technology. Each of them also boasts an impressive arsenal, usually a complement of 12 heat-seeking missiles, RF point-defense laser, and electronics countermeasures. Maximizing their hovering ability, some forces have modified them to include a bomb bay in the weaponry. (Naturally they will have to hover high enough to be out of the blast range.)

Attack helicopters are quick to deploy while packing a wallop. Their maneuverability is tailor made for quick-strike missions and battles over dense terrain. When properly used, they can cause quite a devastation to unsuspecting (or unprepared) enemies.

Vehicle Name / Model "Wasp" Assault Autogyro			Cost MCR5.58	
Environment Atm. 0-9	Dimensions 7m blade		Mass 2.7 tons	
Endurance 8 hours	Speed 1 Air	Max. 800 kph	Cruise 600 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 2			Armor 20	
			Cargo V Lite	
			Operator Skill Aircraft (Helicopter)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model "Wasp" Assault Autogyro			Safety Harness	
Primary Weapon RF autocannon (2)			Mount side	Ammo 300 each
Secondary Weapon Missile			Mount hardpoints	Ammo 12 each
Screens and Defenses			Armor 20	
Options and Additional Features ECM, internal weapon bay, IR/radar auto-targeting			Ease of Use +1	Year New
			Reliability -2	Quality 5
			Hazard 0	
Additional Comments				

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Onyx" Assault Copter			Cost MCR7.3	
Environment Atm. 0-9	Dimensions 8m blade		Mass 3.7 tons	
Endurance 10 hours	Speed 1 Air	Max. 660 kph	Cruise 400 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 4			Armor 40	
			Cargo Lite	
			Operator Skill Aircraft (Helicopter)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model "Onyx" Assault Copter			Safety Harness	
Primary Weapon Missile			Mount hardpoints	Ammo 10 each
Secondary Weapon Gauss autocannon (4)			Mount front, side	Ammo 500 each
Screens and Defenses			Armor 40	
Options and Additional Features ECM, internal weapon bay, IR/radar auto-targeting			Ease of Use +1	Year New
			Reliability -2	Quality 5
			Hazard -1	
Additional Comments				

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Epiphany" Assault Copter			Cost MCR15	
Environment Atm. 0-9	Dimensions 20m x 6m x 4.8m		Mass 8.2 tons	
Endurance 6 hours	Speed 1 Air	Max. 500 kph	Cruise 280 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 8			Armor 75	
			Cargo Medium	
			Operator Skill Aircraft (Helicopter)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model "Epiphany" Assault Copter			Safety Harness	
Primary Weapon RF laser autocannon (6)			Mount front, side, rear	Ammo 300 each
Secondary Weapon VRF laser gun (6)			Mount hardpoints, side	Ammo 200 each
Screens and Defenses Nuclear damper			Armor 75	
Options and Additional Features ECM, internal weapon bay			Ease of Use +3	Year New
			Reliability -3	Quality 5
			Hazard -1	
Additional Comments				

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Classified			Cost Classified	
Environment Atm. 0-A	Dimensions Classified		Mass Classified	
Endurance Classified	Speed 1 Air	Max. 2400 kph	Cruise 1890 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 2			Armor Classified	
			Cargo Classified	
			Operator Skill Aircraft (Helicopter)	
Comments Ultra-top secret government project				

VEHICLE CARD

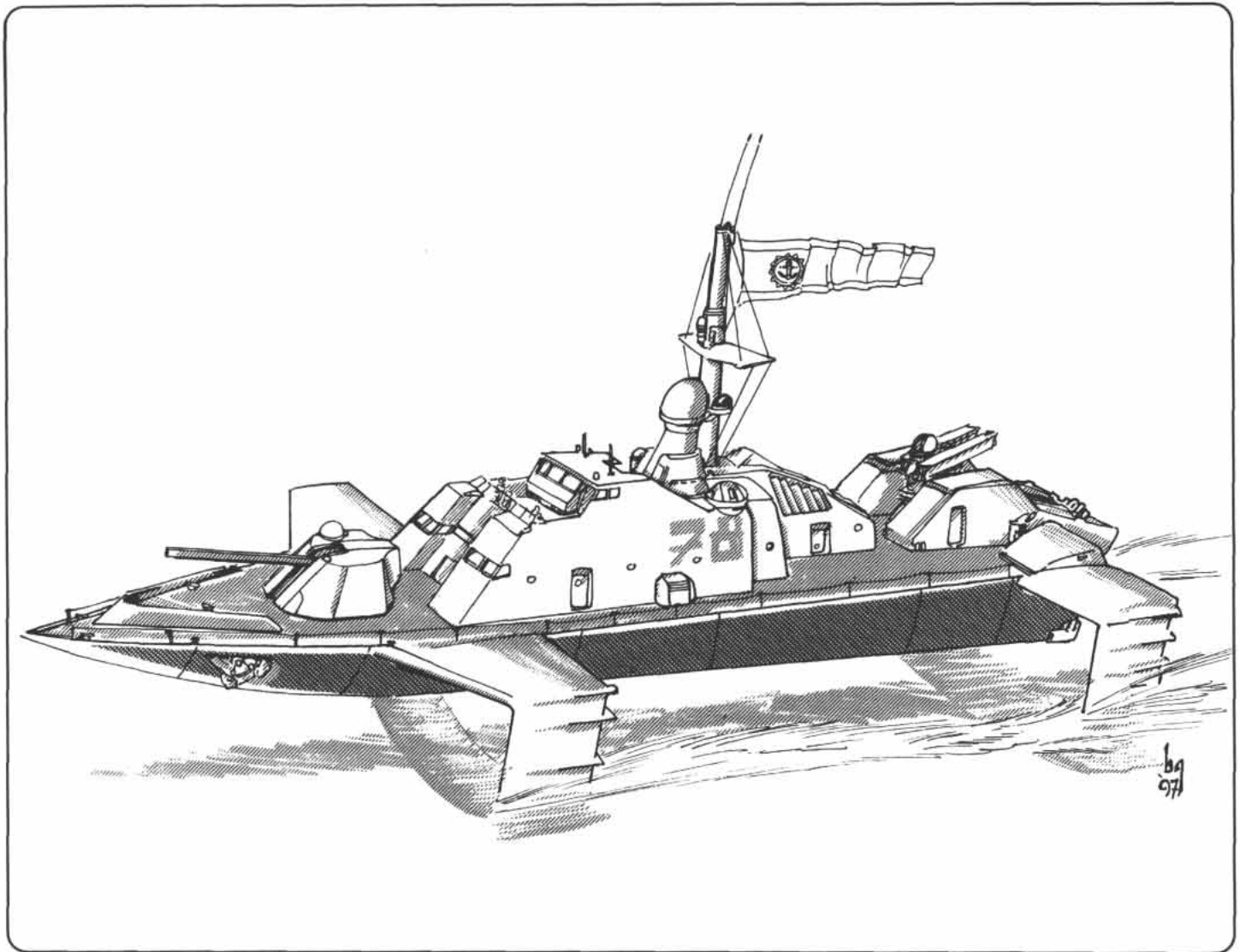
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Vehicle Name / Model Classified			Safety Classified	
Primary Weapon Anti-matter missile			Mount Classified	Ammo Classified
Secondary Weapon Classified			Mount Classified	Ammo Classified
Screens and Defenses Force field			Armor Classified	
Options and Additional Features Classified			Ease of Use -1	Year New
			Reliability -5	Quality 10
			Hazard -1	
Additional Comments				

VEHICLE WEAPONS EXTENSION CARD

002-000

GUNSHIP, WATER



The Imperial Wet Navy version of water gunship runs on standard fusion, with fully retractable hydrofoil. Armaments include rear missile launcher or laser turret, and gauss gun up front. Steel-particled plexiglass shield can be raised all around, though does not totally enclosed the vehicle, to protect the soldiers to eye-level standing up. It has capable sensors, some even come equipped with limited minesweeping ability.

For gunships of lower tech levels, gas engines replace fusion, RF machineguns in lieu of gauss gun, and perhaps a light cannon in the rear. At TL5-6, where gunship first becomes possible, the firepower is drastically reduced, to mounted rifle and submachinegun at best. The engine and the hull are also vulnerable to even pistol fire.

Vehicle Name / Model Kellogg-A "Hammerhead" BM-3			Cost KCr606	
Environment Atm. 0-A; Hyd. 1+	Dimensions 13m x 5.6m x 1.6m		Mass 3 tons	
Endurance 25 hours	Speed 1 Water	Max. 300 kph	Cruise 180 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 4			Armor 50	
			Cargo Lite	
			Operator Skill Water Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Kellogg-A "Hammerhead" BM-3		Safety Harness	
Primary Weapon Rocket	Mount rear	Ammo 6	
Secondary Weapon RF gauss gun	Mount front	Ammo 1000	
Screens and Defenses		Armor 50	
Options and Additional Features		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Typhoon" Heavy Gunship			Cost KCr910	
Environment Atm. 0-9; Hyd. 1+	Dimensions 18m x 7.1m x 4.9m		Mass 23 tons	
Endurance 18 hours	Speed 1 Water	Max. 200 kph	Cruise 120 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 8			Armor 75	
			Cargo VHvy	
			Operator Skill Water Craft	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model "Typhoon" Heavy Gunship		Safety Harness	
Primary Weapon Laser turret (4)	Mount front, side	Ammo 200 each	
Secondary Weapon Torpedo	Mount internal bay	Ammo 12	
Screens and Defenses		Armor 75	
Options and Additional Features		Ease of Use +2	Year New
		Reliability -1	Quality 5
		Hazard -2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Stevens-M "Lazer Ace" Speed Gunboat			Cost KCr100	
Environment Atm. 0-9; Hyd. 1+	Dimensions 6m x 2.3m x 1.4m		Mass 1 ton	
Endurance 14 hours	Speed 1 Water	Max. 480 kph	Cruise 320 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 4			Armor 20	
			Cargo Lite	
			Operator Skill Water Craft	
Comments Common gunboat for smugglers.				

VEHICLE CARD

002-000

Vehicle Name / Model Steven-M "Lazer Ace" Speed Gunboat		Safety Harness	
Primary Weapon Machinegun	Mount front, rear	Ammo 1000 each	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 20	
Options and Additional Features		Ease of Use -1	Year New
		Reliability 0	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Tigershark 2000"			Cost Classified	
Environment Atm. 0-9; Hyd. 1+	Dimensions Classified		Mass Classified	
Endurance 50 hours	Speed 1 Water	Max. Classified	Cruise	Min. 0
Power Source / Fuel Type Fusion+	Speed 2 Underwater	Max. 100 kph	Cruise 80 kph	Min. 0
Accommodations 1			Armor 10	
			Cargo ULite	
			Operator Skill Water Craft	
Comments Rumored to be a power ski with guns.				

VEHICLE CARD

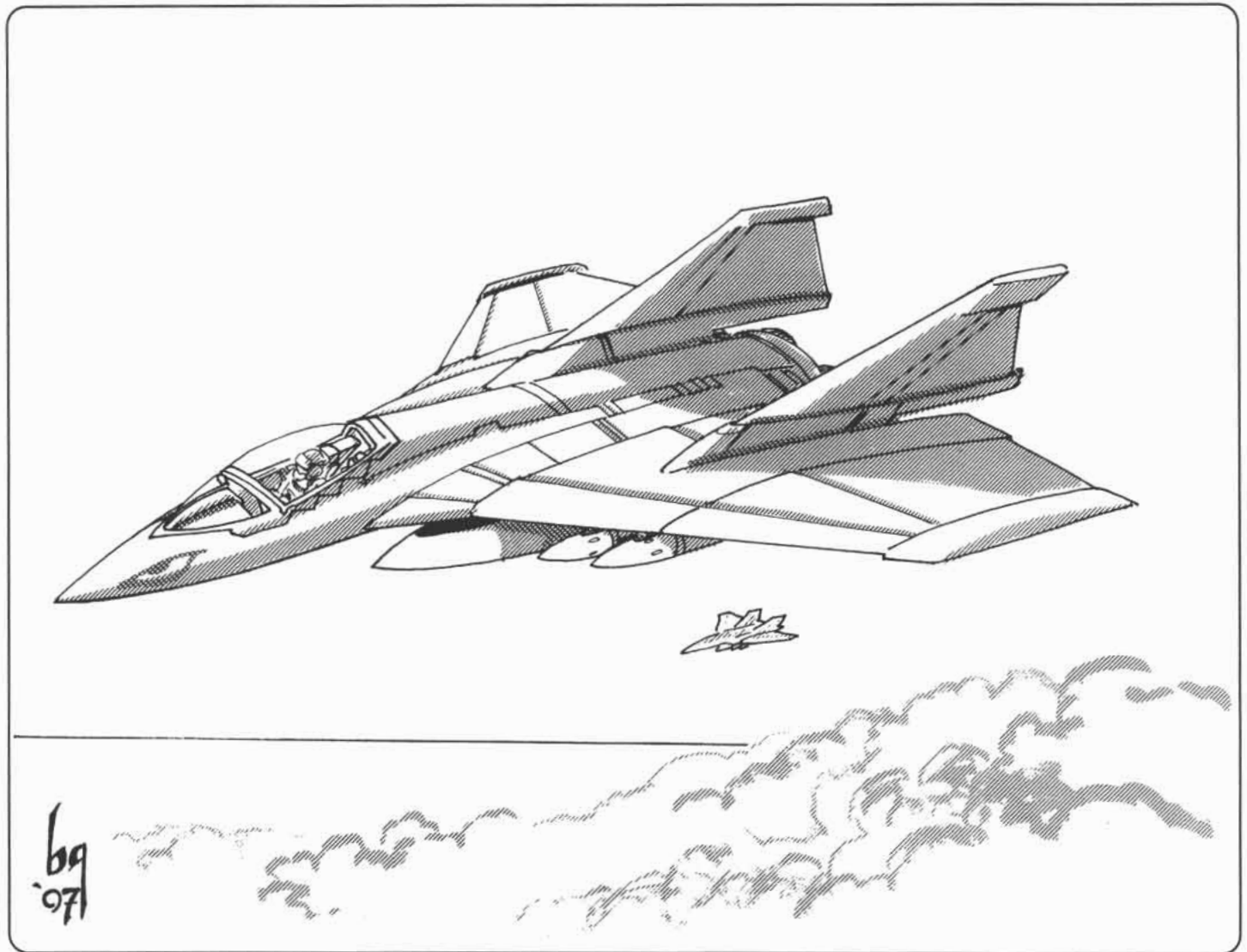
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Vehicle Name / Model "Tigershark 2000"		Safety Gravitic restraint	
Primary Weapon Gauss ACR	Mount front	Ammo 500	
Secondary Weapon Mini-missile	Mount internal bay	Ammo 4	
Screens and Defenses Classified		Armor 10	
Options and Additional Features Classified		Ease of Use -1	Year New
		Reliability -2	Quality 8
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

FIGHTER, WINGED



Chiefly TL7-9 products, winged fighters are instrumental in modern warfare, since the side that controls the air will enjoy a great advantage over its foe.

Pre-fusion era fighters have outdated electronics, lack inertial compensators and collision-avoidance capability as well, unlike the Milieu 0 generation. The new batch employs a phenomenal variety of sensors for computer-guided precision flight, plus advanced missile deterrent systems, complete environmental control, improved canopy ejection, all in addition to a powerful arsenal for establishing air superiority.

Another in this classification is the ground-attack aircraft, meant to engage armored ground targets, destroying them with either a rapid-fire cannon or explosive guided missiles. The armor, though light, offers the pilot solid protection from ground fire. Its radar and optical sensor package enable flight under all weather conditions.

Vehicle Name / Model "Terrax" Jet Fighter			Cost MCR10.6		
Environment Atm. 5-8	Dimensions 22.77m wing span		Mass 24.287 tons		
Endurance 2 hours	Speed 1 Air	Max. 1150 kph	Cruise 660 kph	Min. 277 kph	
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.	
Accommodations 1			Armor 40		
			Cargo ULite		
			Operator Skill Aircraft (Jet)		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model "Terrax" Jet Fighter		Safety Harness	
Primary Weapon RF light autocannon	Mount front	Ammo 1000	
Secondary Weapon Missile	Mount hardpoints	Ammo 6 each	
Screens and Defenses		Armor 40	
Options and Additional Features Ejection seat, internal weapon bay, subcontinental radar		Ease of Use +2	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Terradynamix" Jet Fighter			Cost MCR6.239		
Environment Atm. 4-9	Dimensions 19.5m wing span		Mass 21.08 tons		
Endurance 3 hours	Speed 1 Air	Max. 800 kph	Cruise 400 kph	Min. 195 kph	
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.	
Accommodations 1			Armor 50		
			Cargo ULite		
			Operator Skill Aircraft (Jet)		
Comments Outdated terran fighter.					

VEHICLE CARD

002-000

Vehicle Name / Model "Terradynamix" Jet Fighter		Safety Harness	
Primary Weapon RF light autocannon	Mount front	Ammo 1000	
Secondary Weapon Heavy missile	Mount hardpoints	Ammo 3 each	
Screens and Defenses		Armor 50	
Options and Additional Features Ejection seat, fire control system, subcontinental radar		Ease of Use +3	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Imperial Bluewing			Cost MCR25.18		
Environment Atm. 0-A	Dimensions 21m wing span		Mass 18 tons		
Endurance 6 hours	Speed 1 Air	Max. 2400 kph	Cruise 1600 kph	Min. 292 kph	
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.	
Accommodations 1			Armor 50		
			Cargo ULite		
			Operator Skill Aircraft (Jet)		
Comments Standard Imperial fighter jet.					

VEHICLE CARD

002-000

Vehicle Name / Model Imperial Bluewing		Safety Gravitic restraint, harness	
Primary Weapon RF autocannon	Mount front	Ammo 1500	
Secondary Weapon Plasma missile	Mount internal bay	Ammo 20	
Screens and Defenses Nuclear damper		Armor 50	
Options and Additional Features Collision-avoidance, continental comm and radar, ejection seat, heat-suppression		Ease of Use -1	Year New
		Reliability -1	Quality 6
		Hazard -1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Imperial "Foray" G16			Cost MCR16.6		
Environment Atm. 0-9	Dimensions 20.7m wing span		Mass 15 tons		
Endurance 5.5 hours	Speed 1 Air	Max. 1200 kph	Cruise 1000 kph	Min. 245 kph	
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.	
Accommodations 2			Armor 35		
			Cargo ULite		
			Operator Skill Aircraft (Jet)		
Comments					

VEHICLE CARD

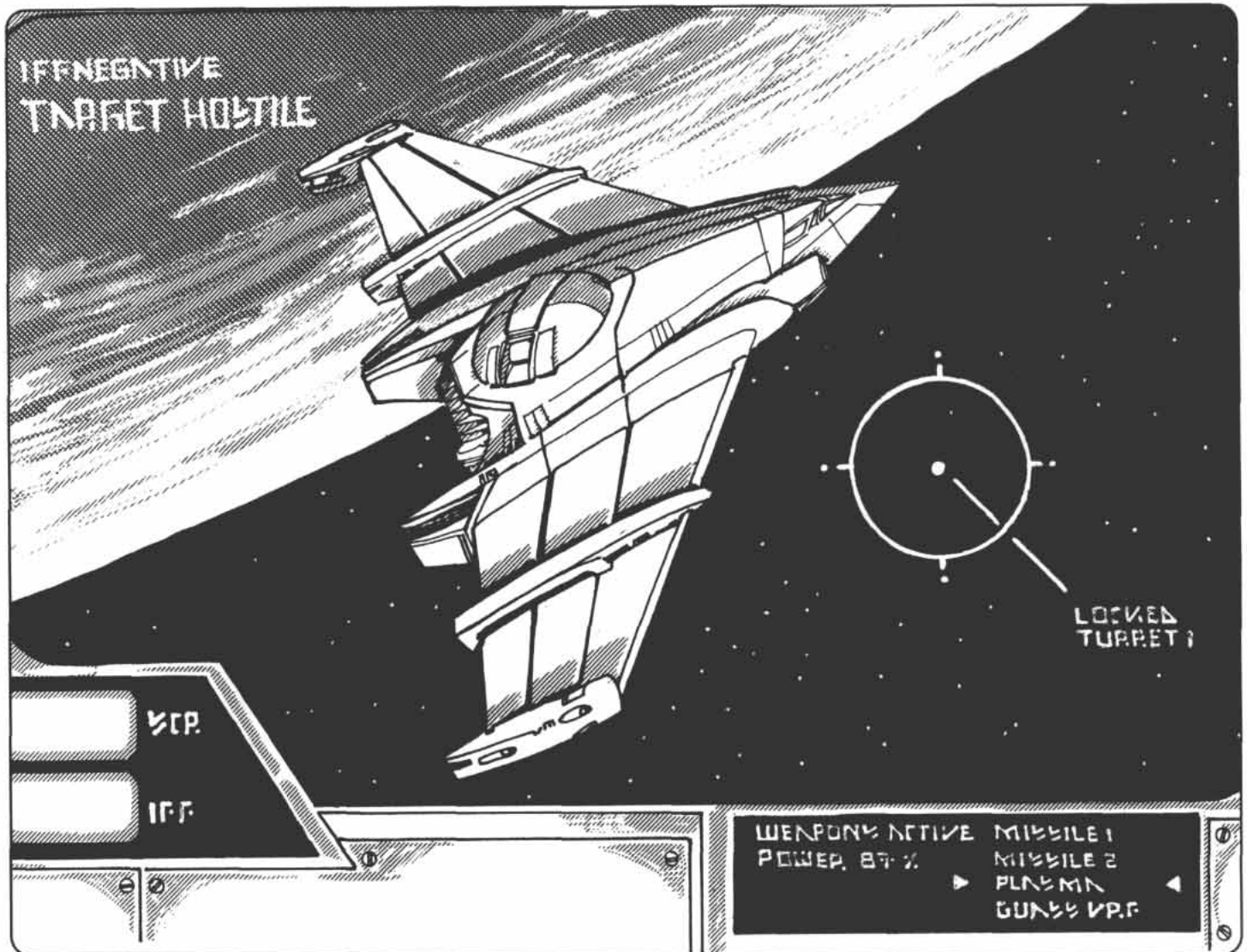
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Vehicle Name / Model Imperial "Foray" G16		Safety Harness	
Primary Weapon RF autocannon	Mount front	Ammo 1000	
Secondary Weapon Missile	Mount wing	Ammo 4 each	
Screens and Defenses		Armor 35	
Options and Additional Features Collision-avoidance, continental comm and radar, ejection seat, heat-suppression		Ease of Use 0	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

FIGHTER, CLOSE ORBIT



These fighters are designed to intercept small hostile vessels entering or exiting the atmosphere.

A fighter of this type is capable of limited space travel (approximate range of 20 hours) before life support becomes inadequate. It has a delta wing to carry extra weapons or thrust rockets to complement the fusion engine. Virtually all kinds of sensors known to man are installed, hence very little escapes its detection. The communications package is of orbital range, so no command escapes the pilot.

Although it can reach the upper atmosphere from surface in as little as 20 minutes, it is commonly stationed inside orbital defense platforms or launched from a spaceship just outside of a world's atmosphere. Some can occasionally be found on aircraft carriers in time of mobilization.

Vehicle Name / Model "Falcon-1" Interceptor		Cost MCr 6.587		
Environment Atm. 1-9	Dimensions 17m wing span		Mass 10 tons	
Endurance 1.5 hours	Speed 1 Air	Max. 4445 kph	Cruise 3335 kph	Min. 330 kph
Power Source / Fuel Type Power Cell	Speed 2 Close orbit	Max. 6185 kph	Cruise 3855 kph	Min. 500 kph
Accommodations 1		Armor 20		
		Cargo ULite		
		Operator Skill Aircraft (Jet)		
Comments Early-model close orbit fighter.				

VEHICLE CARD

002-000

Vehicle Name / Model "Falcon-1" Interceptor		Safety Harness	
Primary Weapon Missile	Mount hardpoints	Ammo 4 each	
Secondary Weapon Machinegun (2)	Mount front	Ammo 1000 each	
Screens and Defenses		Armor 20	
Options and Additional Features		Ease of Use +2	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Alpha-II" Fighter		Cost MCr15.56		
Environment Atm. 0-9	Dimensions 20.55m wing span		Mass 17.6 tons	
Endurance 5 hours	Speed 1 Air	Max. 8663 kph	Cruise 4000 kph	Min. 400 kph
Power Source / Fuel Type Fusion+	Speed 2 Close orbit	Max. 3G	Cruise 2G	Min.
Accommodations 1		Armor 20		
		Cargo ULite		
		Operator Skill Aircraft (Jet)		
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model "Alpha-II" Fighter		Safety Gravitic restraint, harness	
Primary Weapon Laser turret socket	Mount	Ammo 1000	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 20	
Options and Additional Features Basic thermal masking, life support, passive and active EMS		Ease of Use 0	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Bednar AMK-620 Talon		Cost MCr19.387		
Environment Atm. 0-9	Dimensions 21.8m wing span		Mass 15.2 tons	
Endurance 3.5 hours	Speed 1 Air	Max. 6275 kph	Cruise 3600 kph	Min. 480 kph
Power Source / Fuel Type Fusion+	Speed 2 Close orbit	Max. 1.7 G	Cruise 0.8 G	Min.
Accommodations 2		Armor 30		
		Cargo ULite		
		Operator Skill Aircraft (Jet)		
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Bednar AMK-620 Talon		Safety Gravitic restraint, harness	
Primary Weapon Laser turret (2)	Mount side	Ammo 1000 each	
Secondary Weapon	Mount	Ammo	
Screens and Defenses Nuclear damper		Armor 30	
Options and Additional Features Life support, passive and active EMS		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Aerostryker T-5		Cost MCr10.91		
Environment Atm. 0-A	Dimensions 22.3m wing span		Mass 14 tons	
Endurance 2 hours	Speed 1 Air	Max. 4600 kph	Cruise 3791 kph	Min. 390 kph
Power Source / Fuel Type Fusion+	Speed 2 Close orbit	Max. 5800 kph	Cruise 3500 kph	Min.
Accommodations 2		Armor 30		
		Cargo ULite		
		Operator Skill Aircraft		
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Aerostryker T-5		Safety Gravitic restraint, harness	
Primary Weapon Gauss turret	Mount front	Ammo 1000	
Secondary Weapon Missile	Mount hardpoints	Ammo 4 each	
Screens and Defenses		Armor 30	
Options and Additional Features Life support, orbital comm and radar		Ease of Use 0	Year New
		Reliability +1	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

BOMBER, WINGED



What it lacks in head-to-head firepower, it makes up for in devastation to ground targets. A winged bomber is designed with one clear purpose: carry the maximum amount of bombs and drop the explosive payload en masse on enemy ground below.

Since much of the cargo space is devoted to bombs and the bay, a bomber has very little offense to mount in aerial combat. However, with a quiet fusion engine as power source, a fleet of them can stealthily enter enemy air, start bombing away and incur great damage. It is a very effective tactic, both in destroying the assets and psyche of the nemesis.

The type of munitions used depends on the intention. For sheer destruction, anything from high-incendiary to hydrogen bomb to fusion bomb has seen usage at one point or another in history. Bombs carrying chemical agents are considered immoral and banned by several treaties, but still surreptitiously dropped "off-record" from time to time.

Vehicle Name / Model L-1060 Bomber			Cost MCr12	
Environment Atm. 5-8	Dimensions 28.5m wing span		Mass 180 tons	
Endurance 6 hours	Speed 1 Air	Max. 600 kph	Cruise 480 kph	Min. 275 kph
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.
Accommodations 4			Armor 50	
			Cargo UHvy+	
			Operator Skill Aircraft (Jet)	
Comments TL7 model				

VEHICLE CARD

002-000

Vehicle Name / Model L-1060 Bomber		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 50	
Options and Additional Features Sensors		Ease of Use +3	Year New
		Reliability -1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Q-240 Bomber			Cost MCr15.6	
Environment Atm. 2-9	Dimensions 32m wing span		Mass 200 tons	
Endurance 18 hours	Speed 1 Air	Max. 720 kph	Cruise 580 kph	Min. 360 kph
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 3			Armor 20	
			Cargo UHvy+	
			Operator Skill Aircraft (Jet)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Q-240 Bomber		Safety Gravitic restraint, harness	
Primary Weapon PD laser	Mount front	Ammo 1000	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 20	
Options and Additional Features Continental comm and radar		Ease of Use 0	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Ground Zero" I-19			Cost MCr20	
Environment Atm. 2-9	Dimensions 52m wing span		Mass 225 tons	
Endurance 20 hours	Speed 1 Air	Max. 708 kph	Cruise 520 kph	Min. 380 kph
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 4			Armor 65	
			Cargo UHvy+	
			Operator Skill Aircraft (Jet)	
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model "Ground Zero" I-19		Safety Harness	
Primary Weapon Missile	Mount hardpoints	Ammo 8 each	
Secondary Weapon PD laser	Mount front	Ammo 1000	
Screens and Defenses Nuclear damper		Armor 65	
Options and Additional Features Continental comm and radar, targeting analysis and guidance		Ease of Use +3	Year New
		Reliability 0	Quality 6
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Sunspot" (codename)			Cost MCr80	
Environment Atm. 1-9	Dimensions 18m wing span		Mass 70 tons	
Endurance 40 hours	Speed 1 Air	Max. 1480 kph	Cruise 980 kph	Min. 250 kph
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 2			Armor Classified	
			Cargo UHvy+	
			Operator Skill Aircraft (Jet)	
Comments Ultra-stealth bomber.				

VEHICLE CARD

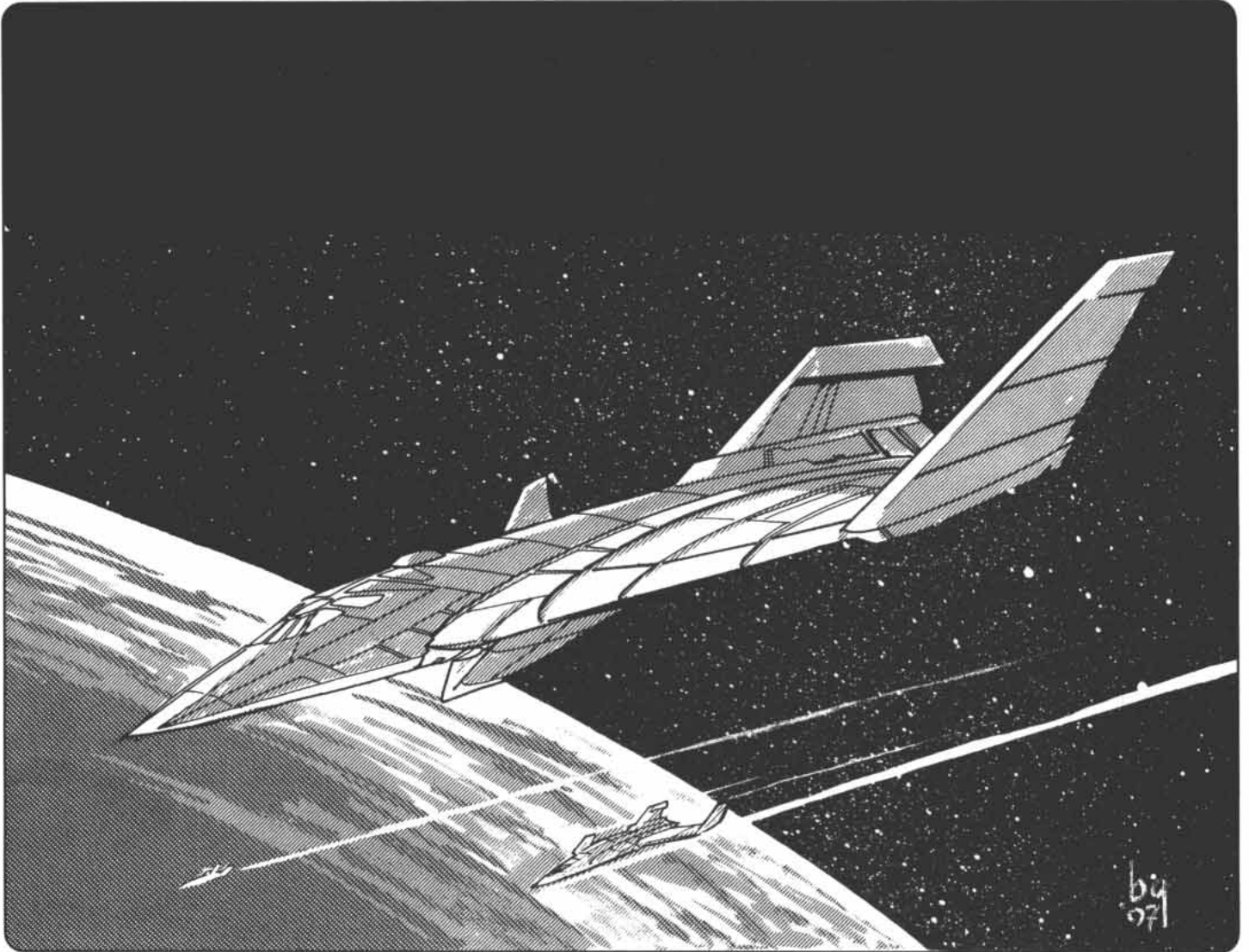
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Vehicle Name / Model "Sunspot" (codename)		Safety Gravitic restraint, harness	
Primary Weapon PD laser	Mount front	Ammo Classified	
Secondary Weapon	Mount	Ammo	
Screens and Defenses Classified		Armor Classified	
Options and Additional Features Orbital comm and radar, ejection seat, sensors-absorbing hull		Ease of Use +3	Year New
		Reliability -3	Quality 8
		Hazard -2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

BOMBER, CLOSE ORBIT



A close orbit bomber is a much-sneakier cousin of a winged bomber. Its goal is to bombard a world surface from near or even slightly past its upper atmosphere — well out of the range of 95% of the ground sensors, where it will do and finish its dirty work, and usually leave before counter forces can arrive. As one would expect, this is extremely effective against a world without orbital defense of any kind.

Because it must operate from an incredibly high altitude, the bombs are “smart bombs,” with gliding wings and some sort of internal guidance system that constantly adjusts for wind factors, speed, and trajectory, maybe even possess a mechanism to enable aerial suspension for timed release (giving the bomber plenty of time to vacate the scene).

A variation of this vehicle type carries and lays aerial mines instead of bombs. This is either a defensive measure (to prevent intrusion of a world’s atmosphere) or as a blockade maneuver (to deter ships from leaving the atmosphere).

Vehicle Name / Model "Alpha-X" Bomber			Cost MCr12.56		
Environment Atm. 0-9	Dimensions 22m wing span		Mass 18 tons		
Endurance 6 hours	Speed 1 Air	Max. 7080 kph	Cruise 5800 kph	Min. 420 kph	
Power Source / Fuel Type Fusion+	Speed 2 Close orbit	Max. 1.8 G	Cruise 1.3 G	Min.	
Accommodations 2			Armor 25		
			Cargo UHvy		
			Operator Skill Air Craft (Jet)/Ship's Boat		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model "Alpha-X" Bomber		Safety Gravitic restraint, harness	
Primary Weapon Gauss cannon	Mount internal bay	Ammo 250	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 25	
Options and Additional Features Life support, orbital comm and radar, targeting analysis and guidance		Ease of Use +2	Year New
		Reliability -1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Bednar AMK Talon 91			Cost MCr19.7		
Environment Atm. 0-9	Dimensions 32m wing span		Mass 21 tons		
Endurance 4 hours	Speed 1 Air	Max. 5600 kph	Cruise 4200 kph	Min. 420 kph	
Power Source / Fuel Type Fusion+	Speed 2 Close orbit	Max. 1.3 G	Cruise 1 G	Min.	
Accommodations 2			Armor 30		
			Cargo UHvy+		
			Operator Skill Ship's Boat		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model Bednar AMK Talon 91		Safety Gravitic restraint, harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses Nuclear damper		Armor 30	
Options and Additional Features Life support, orbital comm and radar, targeting analysis and guidance		Ease of Use +1	Year New
		Reliability -2	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Ground Zero" I-20			Cost MCr25		
Environment Atm. 0-9	Dimensions 30.6m wing span		Mass 180 tons		
Endurance 3 hours	Speed 1 Air	Max. 1420 kph	Cruise 1200 kph	Min. 428 kph	
Power Source / Fuel Type Fusion+	Speed 2 Close orbit	Max. 0.3 G	Cruise 0.2 G	Min.	
Accommodations 2			Armor 75		
			Cargo UHvy+		
			Operator Skill Ship's Boat		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model "Ground Zero" I-20		Safety Gravitic restraint, harness	
Primary Weapon RF gauss cannon	Mount hardpoints	Ammo 1500 each	
Secondary Weapon	Mount	Ammo	
Screens and Defenses Nuclear damper		Armor 75	
Options and Additional Features Life support, orbital comm and radar, targeting analysis and guidance		Ease of Use +2	Year New
		Reliability -1	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Starspot"			Cost MCr103		
Environment Atm. 0-9	Dimensions 14m wing span		Mass 60 tons		
Endurance 8 hours	Speed 1 Air	Max. 9205 kph	Cruise 7800 kph	Min. 352 kph	
Power Source / Fuel Type Fusion+	Speed 2 Close orbit	Max. 2.1 G	Cruise 1.6 G	Min.	
Accommodations 1			Armor 30		
			Cargo UHvy+		
			Operator Skill Ship's Boat		
Comments					

VEHICLE CARD

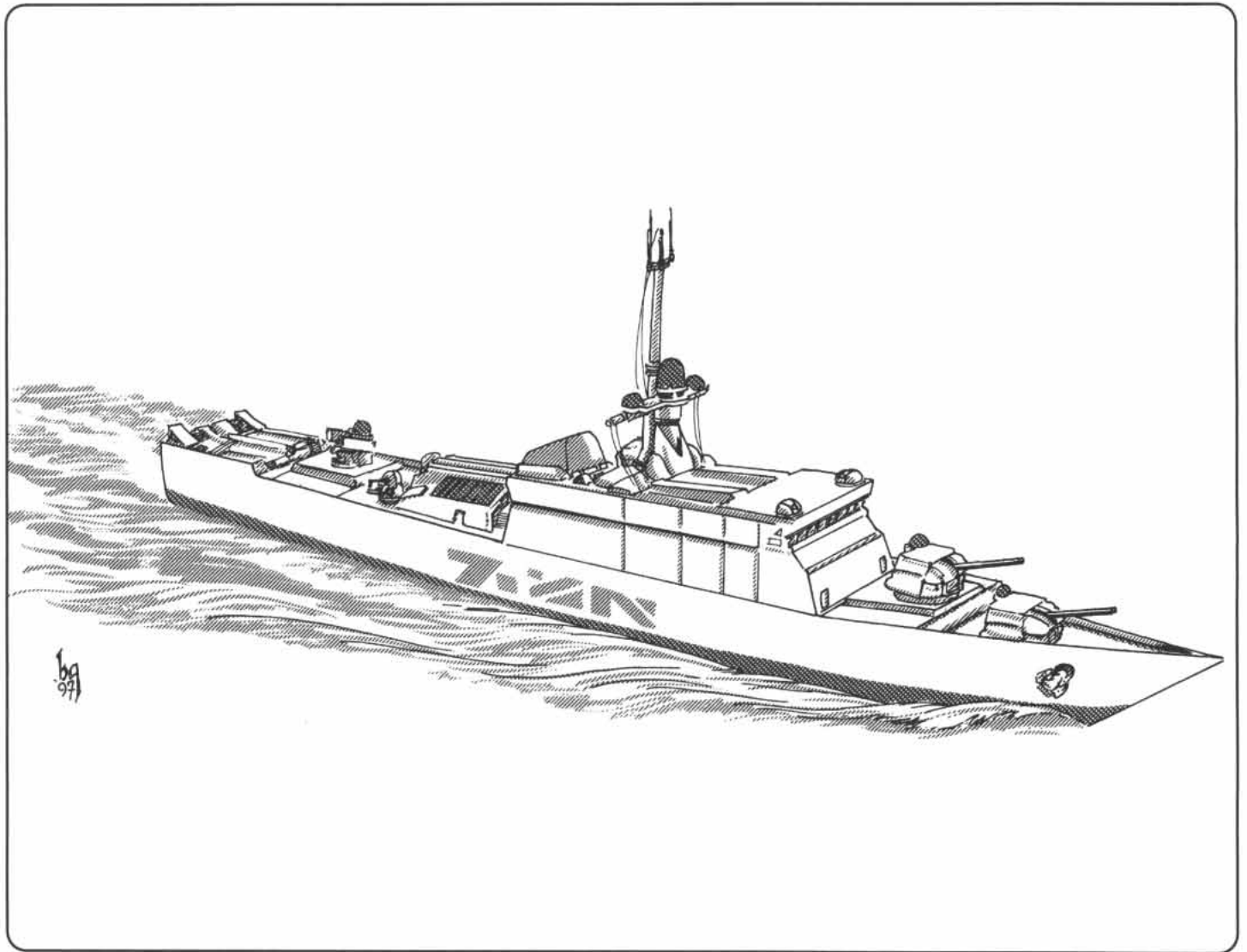
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Vehicle Name / Model "Starspot"		Safety Gravitic restraint, harness	
Primary Weapon RF Gauss gun (2)	Mount front	Ammo 500 each	
Secondary Weapon	Mount	Ammo	
Screens and Defenses Classified		Armor 30	
Options and Additional Features Life support, orbital comm and radar, sensors-absorbing hull		Ease of Use +2	Year New
		Reliability -2	Quality 8
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

DESTROYER, WATER



Crewed by competent seamen, this is a potent warship geared to perform its namesake function: destroy in a swift and decisive fashion.

A destroyer has multiple main turrets, each requiring a team of two to four gunners. Smaller turrets and anti-aircraft gunpods scatter about the decks, operated by one or two persons. The guns are aided by fire control directors and director radar. Long-range missiles, gauss cannons, state-of-art electronic warfare chamber, anti-submarine mines, and reinforced hull and bridge all combined to make the ship a formidable presence indeed.

Sailors who served on a destroyer share a unique pride and bond like the Imperial Scouts or other special services. Annual gatherings happen on many worlds, where ex-crewmembers congregate, reminiscence, and swap old war stories.

Vehicle Name / Model "Eclista" Warship			Cost MCr133.19		
Environment Atm. 0-9; Hyd. 2+	Dimensions 218m x 100m x 18m		Mass 2.8 ktons		
Endurance 1 Week	Speed 1 Water	Max. 500 kph	Cruise 250 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.	
Accommodations 120			Armor 200		
			Cargo UHvy+		
			Operator Skill Water Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model "Eclista" Warship		Safety	
Primary Weapon RF plasma/gauss turret	Mount all decks	Ammo 1500 each	
Secondary Weapon Missile/torpedo	Mount internal bay	Ammo 50 each	
Screens and Defenses		Armor 200	
Options and Additional Features Continental comm and radar, ECM, fire control		Ease of Use +3	Year New
		Reliability 0	Quality 6
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Admiral Class Destroyer			Cost MCr168.71		
Environment Atm. 0-9; Hyd. 2+	Dimensions 260m x 120m x 24m		Mass 3.6 ktons		
Endurance 12 days	Speed 1 Water	Max. 520 kph	Cruise 220 kph	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.	
Accommodations 300			Armor 280		
			Cargo UHvy+		
			Operator Skill Water Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model Admiral Class Destroyer		Safety	
Primary Weapon VRF laser turret	Mount all decks	Ammo 1500 each	
Secondary Weapon Long-range missile	Mount decks/internal bays	Ammo 20 each	
Screens and Defenses Nuclear damper		Armor 280	
Options and Additional Features Anti-sub weaponry, continental comm and radar, ECM, fire control		Ease of Use +4	Year New
		Reliability -3	Quality 5
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Visantii "Warmonger"			Cost ?		
Environment Atm. 0-9; Hyd. 2+	Dimensions ?		Mass ?		
Endurance ?	Speed 1 Water	Max. 600 kph	Cruise 460 kph	Min. 0	
Power Source / Fuel Type Fusion+ (?)	Speed 2	Max.	Cruise	Min.	
Accommodations 180-250			Armor ?		
			Cargo ?		
			Operator Skill Water Craft		
Comments Secret flagship of the Visantii rebels.					

VEHICLE CARD

002-000

Vehicle Name / Model Visantii "Warmonger"		Safety	
Primary Weapon RF laser turret	Mount all decks	Ammo ?	
Secondary Weapon Ship-to-ship missile	Mount weapon bays	Ammo ?	
Screens and Defenses ?		Armor ?	
Options and Additional Features ?		Ease of Use +4	Year New
		Reliability +1	Quality 4
		Hazard +2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Zero Hour" Battle Cruiser			Cost ?		
Environment Atm. 0-A; Hyd. 2+	Dimensions Classified		Mass Classified		
Endurance Classified	Speed 1 Water	Max. 800 kph (?)	Cruise ?	Min. 0	
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.	
Accommodations 150-400 (?)			Armor Classified		
			Cargo Classified		
			Operator Skill Water Craft		
Comments Secret "ultimate battleship," currently under development by the Third Imperium Navy.					

VEHICLE CARD

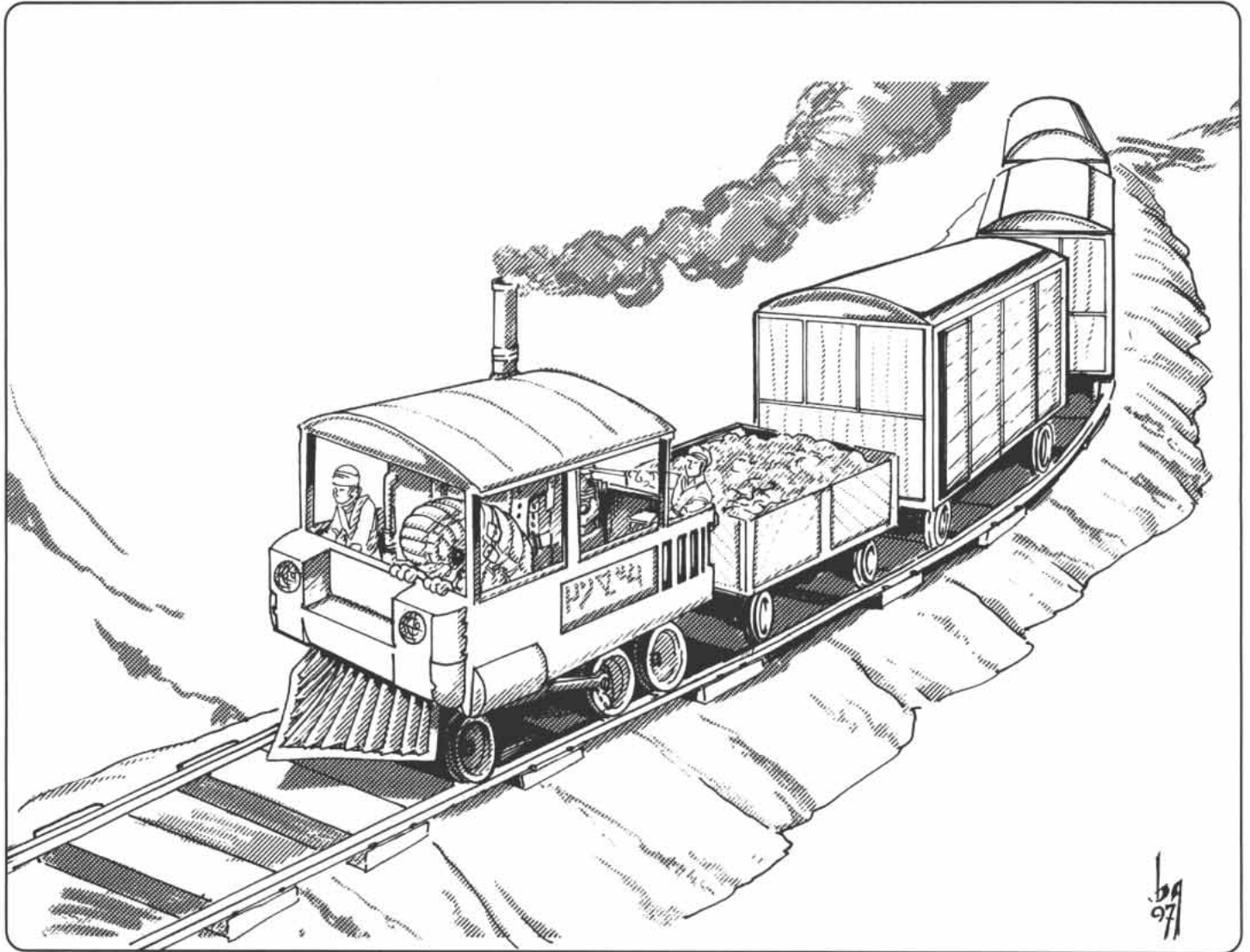
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Vehicle Name / Model "Zero Hour" Battle Cruiser		Safety	
Primary Weapon Particle accelerator (?)	Mount ?	Ammo ?	
Secondary Weapon Nuclear warheads	Mount ?	Ammo ?	
Screens and Defenses Force field (?)		Armor Classified	
Options and Additional Features Subcontinental ECM (?)		Ease of Use +3	Year New
		Reliability 0	Quality 8
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

RAIL



This category refers to locomotives operating on railroad tracks that become obsolete at the higher tech levels (TL10+).

The means to power these trains, in technological order, include steam (produced by burning coal), diesel fuel, turbine, and electric. Speed ranges from 50 kph for steam, to 250 kph for electric. Boxcars, flatcars, and open-top cars are the main types of freight cars, while passenger trains are comprised of sleeping cars, dining cars, lounge (or observation cars) and baggage cars. Industrial locomotives may be pulling hopper cars (coals), tank cars (containing crude oil), and stock cars (for livestock).

The sheer bulk and weight of a train makes it rather difficult to topple over or throw off-track. Derailment usually only happens on high speed, head-on collision with another locomotive, broadside by a large automobile (i.e. 18-wheeled rig), or concussive blow dealing equal or greater force (i.e. anti-vehicular weapons).

Vehicle Name / Model Steam Locomotive			Cost KCr422		
Environment Atm. 5-8	Dimensions 300m x 8m x 6.2m		Mass 50-200 tons		
Endurance 18 hours	Speed 1 Rail	Max. 50 kph	Cruise 20 kph	Min. 0	
Power Source / Fuel Type Steam	Speed 2	Max.	Cruise	Min.	
Accommodations 8-150			Armor 10		
			Cargo UHvy+		
			Operator Skill Ground Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model Steam Locomotive		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 10	
Options and Additional Features		Ease of Use +4	Year New
		Reliability +1	Quality 4
		Hazard +1	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Diesel Train			Cost KCr807.1		
Environment Atm. 5-8	Dimensions 250m x 8m x 6.7m		Mass 50-300 tons		
Endurance 20 hours	Speed 1 Rail	Max. 100 kph	Cruise 65 kph	Min. 0	
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.	
Accommodations 10-200			Armor 10		
			Cargo UHvy+		
			Operator Skill Ground Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model Diesel Train		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 10	
Options and Additional Features		Ease of Use +2	Year New
		Reliability +1	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "Ballistix" Speed Train			Cost MCr 9.6		
Environment Atm. 0-9	Dimensions 210m x 6.5m x 4.8m		Mass 30-180 tons		
Endurance n/a	Speed 1 Rail	Max. 400 kph	Cruise 320 kph	Min. 0	
Power Source / Fuel Type Battery	Speed 2	Max.	Cruise	Min.	
Accommodations 300			Armor 10		
			Cargo UHvy+		
			Operator Skill Ground Craft		
Comments					

VEHICLE CARD

002-000

Vehicle Name / Model "Ballistix" Speed Train		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 10	
Options and Additional Features		Ease of Use 0	Year New
		Reliability 0	Quality 6
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Phraxillian Railcar			Cost KCr25		
Environment Atm. 5-8	Dimensions 50m x 5m x 2.3m		Mass 12 tons		
Endurance 4 hours	Speed 1 Rail	Max. 40 kph	Cruise 20 kph	Min. 0	
Power Source / Fuel Type Muscle	Speed 2	Max.	Cruise	Min.	
Accommodations 80			Armor 0		
			Cargo VHvy		
			Operator Skill Equestrian		
Comments Drawn by native Phraxillian animals					

VEHICLE CARD

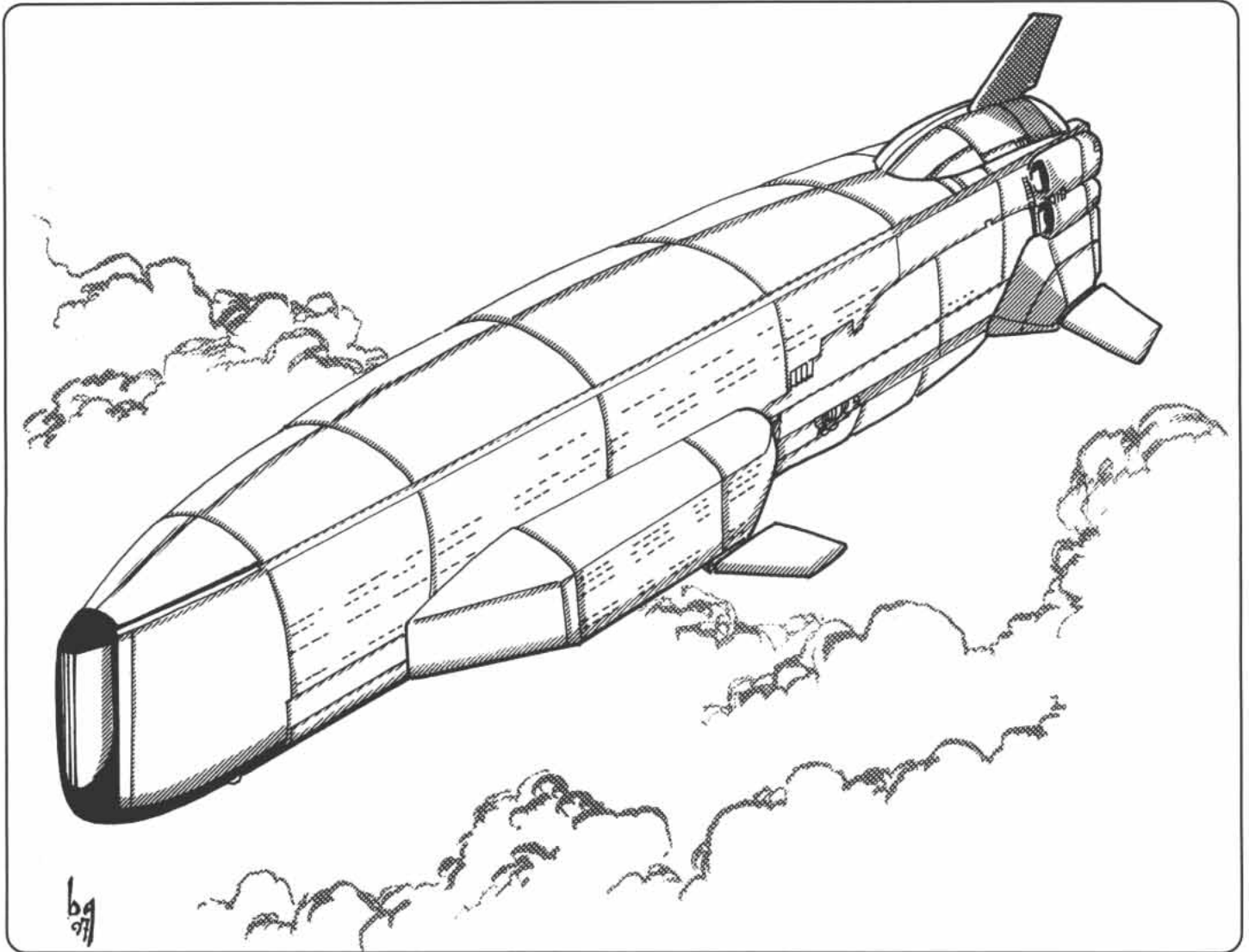
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Vehicle Name / Model Phraxillian Railcar		Safety	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +3	Year New
		Reliability +2	Quality 3
		Hazard +2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

DIRIGIBLE



Vehicles of this type use a lighter-than-air propulsion system, which usually is a huge gas envelope containing either hot air, hydrogen, or helium. A commercial dirigible would carry advertising banners, while a military dirigible would be limited to mainly bombing missions. It is useful in that it can remain in air for an extended period without refueling.

However, it is not very fast. Movement comes from either wind or, more reliably, propellers, pushing it forward at a clip of 60 kph max — slower if loaded. Dirigibles are divided into three types: non-rigid, which denotes that a carrier is suspended under a flexible gasbag (i.e. hot air balloon); semi-rigid, indicating the carrier is attached to a stronger flexible gasbag by a solid keel; and rigid, which has the gasbag inside a solid exoskeleton that is also built around the carrier.

Damage to the gas envelope can be catastrophic, sending the vehicle into immediate descent. Hydrogen-filled dirigibles may catch fire and explode as a consequence.

Vehicle Name / Model "Strassberg" Airship			Cost MCr3.51	
Environment Atm. 5-8	Dimensions 165m x 19.1m diameter		Mass 25 tons	
Endurance 23 hours	Speed 1 Air	Max. 96 kph	Cruise 72 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.
Accommodations 11			Armor 0	
			Cargo Medium	
			Operator Skill Aircraft (Prop)	
Comments The Strassberg airship is representative of early air transportation on many worlds. Sometimes designed as long-ranged bombers.				

VEHICLE CARD

002-000

Vehicle Name / Model "Strassberg" Airship		Safety Harness	
Primary Weapon Machinegun (4)	Mount front, side, rear	Ammo 200 each	
Secondary Weapon Bombs	Mount internal bay	Ammo up to 3 tons	
Screens and Defenses		Armor 0	
Options and Additional Features		Ease of Use +3	Year New
		Reliability +2	Quality 5
		Hazard +3	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model "SkyEye" Blimp			Cost KCr254	
Environment Atm. 5-8	Dimensions 43m x 14m diameter		Mass 4 tons	
Endurance 48 hours	Speed 1 Air	Max. 90 kph	Cruise 68 kph	Min. 0
Power Source / Fuel Type Hydrocarbon	Speed 2	Max.	Cruise	Min.
Accommodations 6			Armor 0	
			Cargo Lite	
			Operator Skill Aircraft (Prop)	
Comments All-purpose blimp.				

VEHICLE CARD

002-000

Vehicle Name / Model "SkyEye" Blimp		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Ad display, long-range camera		Ease of Use +1	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model DeLorant "Regal"			Cost MCr4.96	
Environment Atm. 2-9	Dimensions 86m x 17m diameter		Mass 17 tons	
Endurance 80 hours	Speed 1 Air	Max. 130 kph	Cruise 68 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 12			Armor 0	
			Cargo Medium	
			Operator Skill Aircraft (Prop)	
Comments Airship for nobles and dignitaries.				

VEHICLE CARD

002-000

Vehicle Name / Model DeLorant "Regal"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Climate control, regional comm, staterooms		Ease of Use +1	Year New
		Reliability 0	Quality 8
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Apex "Sky High"			Cost KCr213	
Environment Atm. 2-9	Dimensions 35m x 13m diameter		Mass 3 tons	
Endurance 40 hours	Speed 1 Air	Max. 60 kph	Cruise 48 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 4			Armor 0	
			Cargo V Lite	
			Operator Skill Aircraft (Prop)	
Comments Recreational/sport dirigible.				

VEHICLE CARD

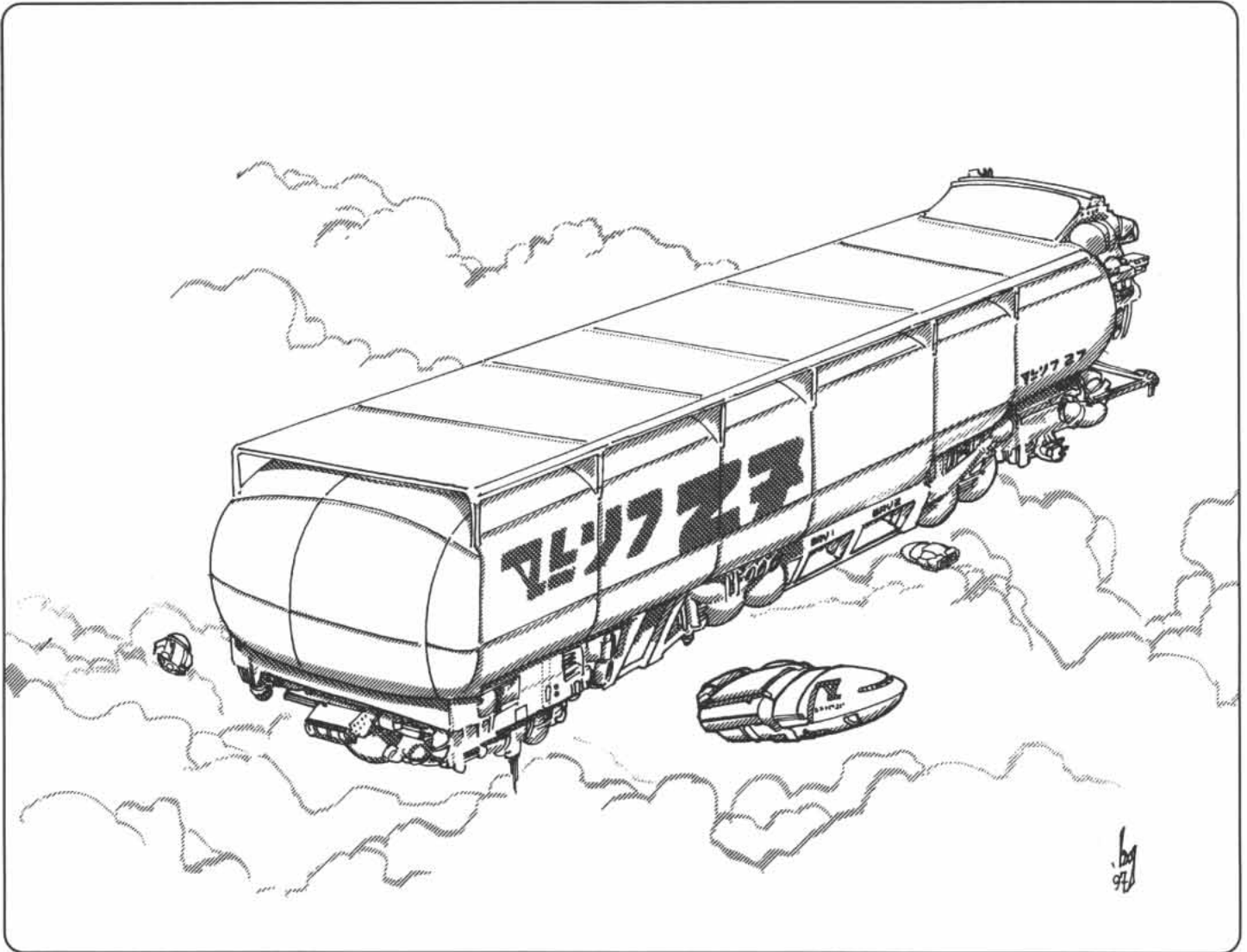
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Vehicle Name / Model Apex "Sky High"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 0	
Options and Additional Features Parachutes		Ease of Use -1	Year New
		Reliability 0	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

INDUSTRIAL DIRIGIBLE



Industrial dirigibles actually present a very viable tool in terraforming. They are, however, extremely difficult to engineer and produce. Only four prototypes exist in Imperial space.

Like other vehicles in the industrial class, an industrial dirigible easily dwarfs a small city. Since it's both dangerous and impractical to have such a huge gasbag remaining full all the time, the engineers sought and found a solution: the gasbag will actually have openings to constantly intake and circulate ammonia clouds, after converting into them into the necessary gas. This also minimize the effect of accidental punctures to the gasbag, buying the crew time to repair the breach.

The fact that it can stay suspended indefinitely over one spot will ensure quality and expediency in terraforming a new world. Unfortunately, it requires an ammonia-rich atmosphere to perform properly — thus it has seen limited action so far.

Vehicle Name / Model Daedalus "Cloud Kingdom"		Cost MCR550		
Environment Atm. 1-9	Dimensions 10km x 2.5km diameter	Mass 150 ktons		
Endurance 8 months+	Speed 1 Air	Max. 30 kph	Cruise 10 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 250		Armor 75		
		Cargo UHvy+		
		Operator Skill Aircraft (Prop)		
Comments				

VEHICLE CARD

002-000

Vehicle Name / Model Daedalus "Cloud Kingdom"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 75	
Options and Additional Features Internal hangar, mini-rail, stateroom, terraforming devices		Ease of Use +5	Year New
		Reliability -1	Quality 5
		Hazard +2	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Daedalus "Trailblazer"		Cost MCR472		
Environment Atm. 1-9	Dimensions 7.6km x 1.6km diameter	Mass 80 ktons		
Endurance 14 months+	Speed 1 Air	Max. 48 kph	Cruise 20 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 150		Armor 50		
		Cargo UHvy+		
		Operator Skill Aircraft (Prop)		
Comments Trailblazer is sent first to test-terraform a world before others move in.				

VEHICLE CARD

002-000

Vehicle Name / Model Daedalus "Trailblazer"		Safety Harness	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 50	
Options and Additional Features Environmental analysis devices, mini-rail, observation probe, stateroom		Ease of Use +4	Year New
		Reliability -2	Quality 5
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Imperial "Peacesetter"		Cost MCR850		
Environment Atm. 2-9	Dimensions 25km x 3.8km diameter	Mass 300 ktons		
Endurance 2 years+	Speed 1 Air	Max. 28 kph	Cruise 16 kph	Min. 0
Power Source / Fuel Type Fusion+	Speed 2	Max.	Cruise	Min.
Accommodations 1000		Armor 200		
		Cargo UHvy+		
		Operator Skill Aircraft (Prop)		
Comments Used by Emperor Cleon or his high-ranking staff for top-secret conferences and negotiations. Heavily armed and guarded.				

VEHICLE CARD

002-000

Vehicle Name / Model Imperial "Peacesetter"		Safety Harness	
Primary Weapon RF laser cannon (100)	Mount	Ammo 1000 each	
Secondary Weapon Missile	Mount internal bays	Ammo 50 each	
Screens and Defenses Meson screen, nuclear damper		Armor 200	
Options and Additional Features fighter jets, railed commuters, staterooms		Ease of Use +4	Year New
		Reliability -3	Quality 7
		Hazard 0	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

Vehicle Name / Model Togaawynn Nomad Airship		Cost n/a		
Environment Atm. 5-8	Dimensions 3 km x 0.5km diameter	Mass Undetermined		
Endurance Undetermined	Speed 1 Air	Max. 58 kph	Cruise 32 kph	Min. 0
Power Source / Fuel Type Hydrocarbon/muscle	Speed 2	Max.	Cruise	Min.
Accommodations 300		Armor 10		
		Cargo ?		
		Operator Skill Aircraft (Prop)		
Comments "Home city" for the Togaawynn sky nomads.				

VEHICLE CARD

002-000

Vehicle Name / Model Togaawynn Nomad Airship		Safety ?	
Primary Weapon	Mount	Ammo	
Secondary Weapon	Mount	Ammo	
Screens and Defenses		Armor 10	
Options and Additional Features ?		Ease of Use +4	Year New
		Reliability -1	Quality 4
		Hazard +3	
Additional Comments			

VEHICLE WEAPONS EXTENSION CARD

002-000

VEHICLE CHARTS

EASE OF USE

Value	Description
+5	Very difficult
+4	—
+3	Hard
+2	—
+1	Slightly difficult
0	Ease of use neutral
-1	Better than some
-2	—
-3	Easy
-4	—
-5	Very easy

Ease of Use is a measure of the facility with which a vehicle can be put into operation.

Determining Ease of Use. If Ease of Use for a vehicle is not stated, generate initial score with 2D-7 (which produces a range between +5 and -5).

QUALITY

Value	Description
0	Very poor Quality
1	—
2	—
3	—
4	—
5	Average Quality
6	—
7	—
8	—
9	—
10	Exceptional Quality

Quality measures workmanship; it reflects the number of years between reliability downgrades.

Determining Quality. If Quality for a vehicle is not stated, generate initial score with 2D-7 (which produces a range between +5 and -5).

DIMENSION

Vehicle dimensions are given in the metric system using the most appropriate unit of measure: kilometers, meters, centimeters, or millimeters.

Dimensions should be given to two significant digits (i.e. 1.1 meters).

Mass is in grams, kilograms, tons, or kilotons.

POWER SOURCE / FUEL TYPE

The power source/fuel type reflects how the vehicle is powered. Examples include:

Battery. Recharge available at TL5+.

Fusion. Free refuel at Hyd. 1+.

Fusion+. Free refuel at Hyd. 1+.

Hydrocarbon. Fuel Cr1 per kilogram at TL4-B.

Muscle.

None.

Power Cell. Recharge available TL6+.

Power Grid. Available on worlds TL9+, HiPop.

Steam. Combustible fuel, Cr20 per ton at TL2-5, or can be foraged.

Solar. Sunlight required to recharge.

ENDURANCE

The endurance of a vehicle is the time it may operate before it requires refueling or repowering. Endurance is distinct from the possibility of failure, which may happen at any time.

Endurance is expressed in general terms of time:

One-Shot. Used once.

N-Shot. Used N number of times.

Other units of measure include: Hours, Days, Weeks, Months (30 days), Seasons (3 months), Years (12 months), Decades, Centuries.

VEHICLE CAPACITY

Capacity	Tons
ULite	up to 200kg
VLite	500kg
Lite	1.0
Medium	2.5
Heavy	5.0
VHvy	10.0
UHvy	20.0
UHvy+	20.0 or more

Vehicle capacity details the total payload for a vehicle including cargo and passengers. Passengers are assumed to require 100kg each.

HAZARD

Value	Description
+5	Very hazardous
+4	—
+3	Hazardous
+2	—
+1	Slightly hazardous
0	Hazard neutral
-1	Better than some
-2	—
-3	Safe to use
-4	—
-5	Very safe

Hazard is a measure of the difficulty of operating a vehicle. It expresses how ergonomically well-fitted to use the vehicle is.

Determining Hazard. If Hazard for a vehicle is not stated, generate initial score with 2D-7 (which produces a range between +5 and -5).

ENVIRONMENT

Environment for a vehicle indicates the physical conditions under which it can operate (primarily where its engine can operate).

SAH. The Vehicle is specific to a world whose UWP Size=S, Atmosphere=A, Hydrographics=H.

Atmosphere

Vacuum. Atmosphere type 0 or 1.

Atm N-M. Any location within the atmosphere range (N is minimum; M is maximum) stated.

Environment

Zero-G. Off world or in an asteroid or planetoid belt.

Temp. The vehicle can operate in the stated range of temperatures.

SC (Self-Contained). The vehicle can operate independent of local conditions.

RELIABILITY

Value	Description
+5	Very unreliable
+4	—
+3	Unreliable
+2	—
+1	Slightly unreliable
0	Reliability neutral
-1	Better than some
-2	—
-3	Reliable
-4	—
-5	Very reliable

Reliability is a measure of the dependability of a vehicle.

Determining Reliability. If Reliability for a vehicle is not stated, generate initial score with 2D-7 (which produces a range between +5 and -5).

Reliability Degradation. Reliability degrades over time at a rate determined by the quality of the vehicle. Quality indicates the number of years between reliability downgrades. Reduce reliability by -1 at the end of each period.

THE TRADER INSTINCT

When acquired, a vehicle card may indicate a value for Ease of Use, Hazard, and/or Reliability. Using this value as a base, roll +D -D -Trader for the true value of the specific characteristic of the vehicle.

SPEEDS

Vehicle speeds reflect a range of capabilities. Speed1 is typically using favorable terrain (roads, controlled air corridors). Speed2 reflects unimproved terrain or cross-country travel.

Speed is influenced by other factors, including weather.

THE TRAVELLER VEHICLE CARD

Each vehicle should be recorded on a Traveller Vehicle Card. This page details which items of information are called for and where they should be noted.

Vehicle Name/ Model. Enter the name, model, or brief description of the vehicle.

Environment. Enter the environment in which the vehicle may be used.

Endurance. The amount of time this vehicle may be operated before refueling.

Dimensions. Enter the length, width, and height of the vehicle. Use meters as units of measure.

Cost. Enter the cost of the vehicle.

Mass. Enter the mass of the vehicle. This value should reflect a ready-to-operate vehicle, but without cargo or passengers.

Speed1 and Speed2. Enter the environment or type of terrain in which the vehicle will be operated. Use kilometers per hour as units of measure.

Max. Enter the maximum speed of which the vehicle is capable.

Cruise. Enter the speed at which the vehicle routinely operates.

Min. Enter the minimum speed for the vehicle (for ground vehicles, this is usually 0; for aircraft, it is some minimum airspeed).

Vehicle Name / Model		Cost		
Environment	Dimensions		Mass	
Endurance	Speed 1	Max.	Cruise	Min.
Power Source / Fuel Type	Speed 2	Max.	Cruise	Min.
Accommodations		Armor		
		Cargo		
		Operator Skill		
Comments				

VEHICLE CARD 002-000

Power Source/Fuel Type. Enter the type of power source or fuel used by the vehicle.

Accommodations. Enter the capacity of the vehicle to carry passengers.

Comments. Insert any applicable comments about the operation of the vehicle. Include the year of manufacture or most recent complete overhaul, if known.

Armor. Enter the armor factor for the vehicle.

Cargo. Enter the cargo capacity of the vehicle. This value typically is the total carried load for the vehicle and includes the weight of the passengers.

Operator Skill. Enter the skill required for operation.

Vehicle Name / Model		Cost		
Environment	Dimensions		Mass	
Endurance	Speed 1	Max.	Cruise	Min.
Power Source / Fuel Type	Speed 2	Max.	Cruise	Min.
Accommodations		Armor		
		Cargo		
		Operator Skill		
Comments				

VEHICLE CARD 002-000

Traveller Vehicle Cards are provided for player and referees to record the details of vehicles they may encounter or use during their adventures. Cards may be photocopied for personal use.

THE TRAVELLER VEHICLE CARD EXTENSION

Additional information about a vehicle can be recorded on the Vehicle Card Extension. This card allows additional information, especially about armaments and special capabilities.

Vehicle Name/ Model.
Enter the name, mode, or brief description of the vehicle.

Primary Weapon. Enter the main weapon carried by the vehicle (if any).

Secondary Weapon.
Enter the supplementary weapon carried by the vehicle (if any).

Screens and Defenses.
Enter the types of screens (other than Armor) installed on the vehicle.

Vehicle Name / Model	Safety	
Primary Weapon	Mount	Ammo
Secondary Weapon	Mount	Ammo
Screens and Defenses	Armor	
Options and Additional Features	Ease of Use	Year New
	Reliability	Quality
	Hazard	
Additional Comments		

VEHICLE WEAPONS EXTENSION CARD 002-000

Safety. Enter safety equipment installed.

Primary Weapon Ammo. Enter the number of rounds or shots for the Primary Weapon.

Primary Weapon Mount. Enter the type of mount used for the Primary Weapon.

Armor. Enter the armor factor for the vehicle.

Hazard. Enter the vehicle's Hazard modifier (default value is 0).

Ease of Use. Enter the vehicle's Ease of Use modifier (default value is 0).

Reliability. Enter the vehicle's Reliability modifier (default value is 0).

Options and Additional Features. Enter any special modifications or equipment not ordinarily expected on a vehicle of this type, including Communications and Sensors.

Additional Comments.
Insert any additional comments about the vehicle, especially with respect to its armament.

Vehicle Name / Model	Safety	
Primary Weapon	Mount	Ammo
Secondary Weapon	Mount	Ammo
Screens and Defenses	Armor	
Options and Additional Features	Ease of Use	Year New
	Reliability	Quality
	Hazard	
Additional Comments		

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Secondary Weapon Mount. Enter the type of mount used for the Secondary Weapon.

Secondary Weapon Ammo. Enter the number of rounds or shots for the Secondary Weapon.

Year New. Enter the year the vehicle was first placed in service (default value is blank).

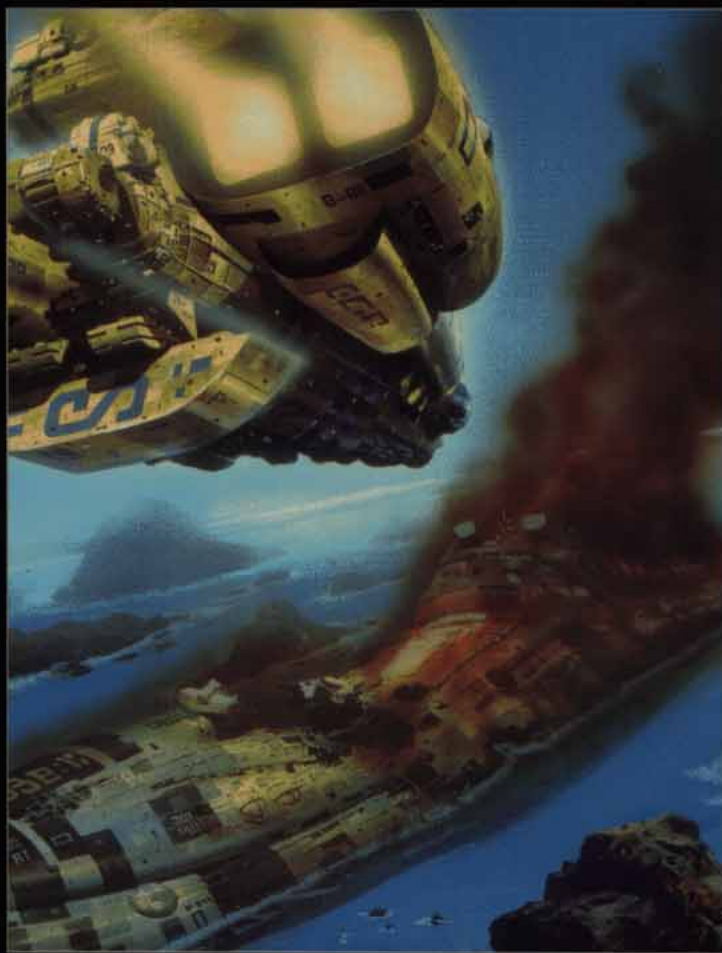
Quality. Enter the quality factor for the vehicle (default value is 5).

Traveller Vehicle Card Extensions are provided for player and referees to record the details of vehicles they may encounter or use during their adventures. Cards may be photocopied for personal use.

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