



# Ground Vehicles

Ground vehicles (civil or military) operate on or near world surfaces.

## Ground

# 1

### GROUND VEHICLES

	Code	Type	TL	Tons	Speed	Load	Armor	Cage	FlashProof	RadProof	SoundProof	PsiShield	Insulated	Sealed	Note	KCr
Type	C	Car	-	2	-	1	-	-	-	-	-	-	-	-	-	20
	-	Van	-	3	-	2	-	-	-	-	-	-	-	-	-	30
	T	Truck	-	4	-	3	-	-	-	-	-	-	-	-	-	50
	V	Vehicle	-	5	-	3	-	-	-	-	-	-	-	-	-	60
	M	Mover	-	3	-	-	-	-	-	-	-	-	-	-	-	50
	T	Transport	-	5	-	4	-	-	-	-	-	-	-	-	-	40
Mission	-	(blank)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	P	Passenger	-	-	-	-	5	-	-	-	-	-	12	-	-	10
	C	Cargo	-	-	-	-	5	-	-	-	-	-	6	-	-	10
	U	Utility	-	-	-	-	5	-	-	-	-	-	6	-	-	10
	X	Explorer	-	-	-	-	20	10	10	10	10	-	20	20	-	100
Motive	ACV	Air Cushion	8	+2	6	-	-	-	-	-	-	-	-	-	-	x2
	W	Wheeled	6	0	5	-	-	-	-	-	-	-	-	-	-	-
	L	Lifter	9	+1	3	-	-	-	-	-	-	-	-	-	-	x2
	G	Grav	10	-1	5	-	-	-	-	-	-	-	-	-	-	x3
	T	Tracked	7	+2	4	-	-	-	-	-	-	-	-	-	-	x2

An ACV Explorer Vehicle is an STV Some Terrain Vehicle.

A Wheeled Explorer Vehicle is an MTV Most Terrain Vehicle.

A Tracked Explorer Vehicle is an ATV All Terrain Vehicle.

### MILITARY VEHICLES

	Code	Type	TL	Tons	Speed	Load	Armor	Cage	FlashProof	RadProof	SoundProof	PsiShield	Insulated	Sealed	Note	KCr
Type	T	Tank	9	5	3	-	50	10	10	10	20	0	20	20	NoteT	700
	C	Carrier	8	4	4	2	40	10	10	10	20	0	20	20	NoteC	500
	V	Vehicle	7	2	5	1	30	10	10	10	20	0	20	20	NoteV	300
Mission	-	(blank)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	W	Weapon	-	+2	--	-	-	-	-	-	-	-	-	-	NoteV	100
	T	Troop	-	+1	--	-	-	-	-	-	-	-	-	-	-	--
	S	Supply	-	+3	-1	+1	-10	-	-	-	-	-	-	-	-	--
	R	Recon	-	-1	+1	-	-10	-	-	-	-	-	-	-	-	100
Motive	ACV	Air Cushion	8	+2	6	-	-	-	-	-	-	-	-	-	-	x2
	W	Wheeled	6	0	5	-	-	-	-	-	-	-	-	-	-	-
	L	Lifter	9	+1	3	-	-	-	-	-	-	-	-	-	-	x2
	G	Grav	10	-1	5	-	-	-	-	-	-	-	-	-	-	x3
	T	Tracked	7	+2	4	-	-	-	-	-	-	-	-	-	-	x2

**Quality** = Motive TL minus Actual TL.

A Military vehicle automatically has weapons mount capabilities.

NoteT. Install TWO weapons: one Vehicle-Mount and one Turret-Mount.

NoteC. Install ONE turret mount weapon.

NoteV. Install ONE fixed mount weapon (supercedes NoteT or NoteC).

