MegaTraveller
101 Vehicles
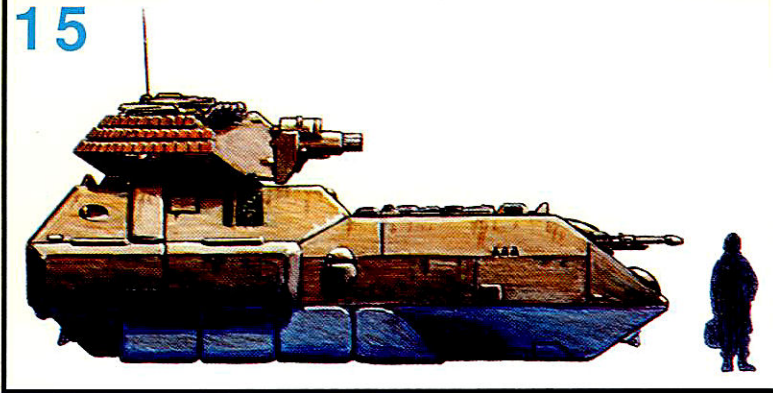## AN ILLUSTRATED CATALOG

Approved for use with **MegaTraveller**

Digest Group Publications

CraftID:	Sword Worlds *Gram* Grav Tank, TL11, MCr13.282
Hull:	5/12, Disp=5, Config=4USL, Armor=55E, Unloaded=215 tons, Loaded=218 tons
Power:	1/2, Fusion=18Mw, Dur=20/60
Loco:	1/2, LP Hvy Grav, Thrust=400 tons, NOE=150kph, Cruise=720kph, Top=960kph, MaxAccel=0.8G
Commo:	Radio=Cont (5,000km)
Sensors:	Laser Sensor, EM Mask, Headlights x 2
Off:	Hardpoints=1

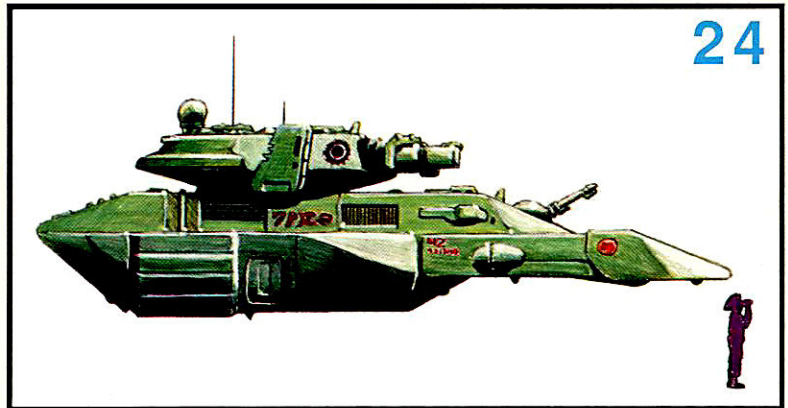|	Ammo	Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Plasma PA-11		—	44/5	20	VDist(5.1)	2	15	H	40
3cm AutoCan	HE	500	2	6	VLong(3.5)	4	3	M	200
	HEAP	500	5	4	VLong(3.5)	4	—	M	200
	KEAP	500	4	4	VLong(3.5)	4	—	M	200

Def:	Prismatic Aerosol x 8 TL 10 Stabilization, TL 11 Point Defense
Control:	Computer=0/bis x 2, Dyn Link x 4, HUD x 4
Accom:	Crew=3 (Cmdr, driver, gunner), Seats=Roomy x 4, Env=Basic env, basic ls, ext ls, inert comp
Other:	Fuel=13.5kl, Cargo=3.2kl, ObjSize=Average, EmLevel=Moderate

TL 11 SWORD WORLDS *GRAM* GRAV TANK

This Sword Worlds *Gram* class grav tank is heavy on armor and power, very light on sensors. It is used in massive battle lines where it can rely on data from forward observers and deployed sensors. This is typical of the brute force approach used by Sword Worlds in combat.

CraftID:	*Invader* Light Grav Tank, TL14, MCr42.977
Hull:	9/12, Disp=10, Config=4AF, Armor=50G, Unloaded=152 tons, Loaded=155 tons
Power:	2/4, Fusion=60Mw, Dur=8/25
Loco:	2/4, LP Hvy Grav, Thrust=900 tons, NOE=180kph, Cruise=2,730kph, Top=3,640kph, MaxAccel=4.8G
Commo:	Radio=Sys (1,000 AU), Maser=Sys (1,000 AU)
Sensors:	Pass EMS=Cont (5,000km), Act EMS=Cont (5,000km), Densitometer=HiPen/250m, Neutrino=10kw, EM Mask, Pass Audio=Dist (5km), Pass Mag=VDist (50km), Act Audio=Dist (5km), Headlights x 2
Off:	Hardpoints=1

	Ammo	Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Fusion FY-14	—	—	71/5	30	VDist(21)	2	45	H	40

| Other: | Fuel=10kl, Cargo=3.5kl, ObjSize=Average, EmLevel=Faint |

Def:	Sandcaster, PGMP-14
Control:	Computer=3/fib x 4, Holo Link x 4, HHUD x 4
Accom:	Crew=4 (Cmdr, driver, gunner=2), Seats=Roomy x 4, Env=Basic env, basic ls, ext ls, grav plates, inert comp

TL14 *INVADER* LIGHT GRAV TANK

The *Invader* class grav tank, built by the Military Technologies Group of Ling Standard Products, is popular on many tech 14 worlds in the Imperium.
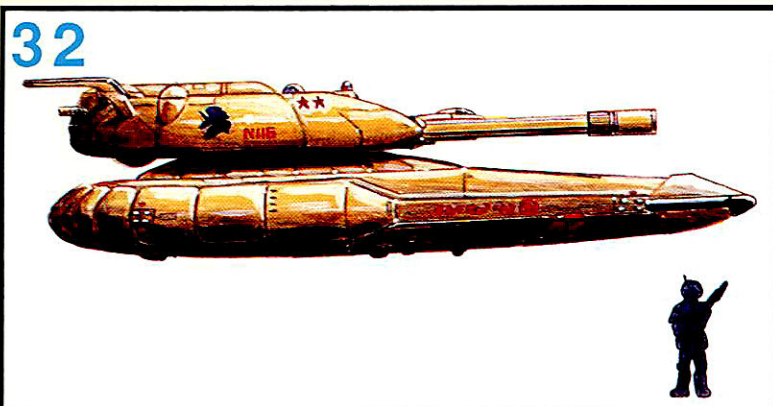
TL14 *TREPIDA* GRAV TANK

The *Trepida* class became the standard issue Imperial grav tank (at least at the high end of the technology level scale) in 1109, and is widely distributed within the Imperium.

CraftID:	*Trepida* Grav Tank, TL 14, MCr20.6
Hull:	12/29, Disp=10, Config=4SL, Armor=40G, Unloaded=110 tons, Loaded=125 tons
Power:	2/4, Fusion=126Mw, Dur=43/130
Loco:	1/2, Std Grav, Thrust=400 tons, NOE=180kph, Cruise=750kph, Top=1,000kph, MaxAccel=0.9G
Commo:	Radio=Cont (5,000km), Maser=Dist (5km) x 2
Sensors:	EM Mask, Pass EMS=VDist (50km), Cont (5,000km), Act EMS=Dist (5km) x 2, ActObjScan=Form, ActObjPin=Form, PassEngScan=Form
Off:	Hardpoints=1

	Ammo	Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Fusion RFX-14	—	—	67/5	30	VDist(18)	3	45	H	80

Def:	Prismatic Aerosol x 2, Sandcaster x 2
Control:	Computer=3x2, Dyn Link, HUD, Env=Basis env, basic ls, ext ls, grav plates, inert comp
Accom:	Crew=2 (Operator/gunner, cmdr), Seats=Roomy x 2, Bunks=2
Other:	Fuel=73kl, Cargo=10kl, ObjSize=Small, EmLevel=Faint

101 Vehicles

MegaTraveller means that high adventure revolves
around *travelling*. The journey to adventure starts with that
ubiquitous construct known to all travellers: the vehicle.

his book contains over 100 official **MegaTraveller**
vehicle designs. Ready for immediate use, these vehi-
cles should prove invaluable to any campaign. Each
vehicle includes a detailed illustration and a complete
MegaTraveller craft profile.

This book has been designed to serve as your primary ref-
erence whenever characters need a vehicle. All the basic
vehicle designs from the **MegaTraveller** *Imperial Ency-
clopedia* and the *Rebellion Sourcebook* have been included,
as well as many designs from classic (pre-**Mega-
Traveller**) **Traveller** works. Together with the more than
70 totally new designs, these vehicles should fill any need
that may arise in an adventure session.

The designs in this book serve as excellent examples of
the **MegaTraveller** craft design system, and as a source
of inspiration for your own custom vehicle designs. New
weapon tables expand your options as you arm your vehicle
in preparation for the rebellion.

TYPES OF VEHICLES

The vehicles in this book are grouped into three catego-
ries: military, paramilitary, and civilian.

Military vehicles are typically armed, have extensive ar-
mor and are clearly militarily oriented. Vehicles from a varie-
ty of minor and major races depict the different military doc-
trines these aliens have. An example of a purely military
vehicle is a grav tank.

Paramilitary vehicles are militarily oriented in their basic
design, but their actual use need not be military. Paramili-
tary vehicles often have a limited amount of armor, and oc-
casionally are armed with a light weapon. An example of a
paramilitary vehicle is an armored all-terrain vehicle (ATV).

Civilian vehicles are never armed, and are clearly non-
military in their purpose. Such craft vary in their specific
purpose, all the way from providing basic transportation to
being the embodiment of luxury itself. This category also in-
cludes scientific and research vehicles. An example of a
non-military vehicle is a four-person air/raft.

Within each of the three categories, the vehicles are in or-
der by tech level, with the lower tech level designs coming
first, followed by the higher tech level designs.

THE FORMAT

Each vehicle is presented using the same format: a profile
(side-view) picture of the vehicle, the official **Mega-
Traveller** universal craft profile (UCP), and a brief narra-
tive containing some notes about the vehicle.

If a vehicle does not list any race name, such as "Zhoda-
ni" or "Aslan", then the vehicle is "Imperial".

Some craft profile entries have been added or altered
slightly from the suggested format presented in the **Mega-
Traveller** *Referee's Manual* in an effort to more accurate-
ly present the vehicle's capabilities. These modifications in-
clude:

MaxAccel: For flying vehicles, especially those that can
go outside the atmosphere, top vacuum speed has no real
meaning. Other than the speed of light, there really is no
such thing as "top speed" in a vacuum. The craft can accel-
erate as long as it wants, and can attain any speed de-
sired — limited only by its duration and acceleration. There-
fore, acceleration in Gs is a more sensible and useful
number than top vacuum speed, since it tells you how
quickly the craft can *change* its speed. Once you know the
craft's maximum acceleration rate, you can compute the
travel time using the basic travel time formula found in the
Referee's Companion from GDW.

Therefore, Top Vacuum Speed has been replaced by Max-
Accel.

Top Speed: This value applies to a craft operating in a
standard atmosphere only. Note that wheeled, tracked, and
legged vehicles are subject to the same top speed restric-
tions as flying craft, based on their streamlining. For exam-
ple, an unstreamlined wheeled vehicle can never exceed
300 kph in a standard atmosphere. If the wheeled vehicle
needs to go faster, it must be streamlined, just as any flying
vehicle.

CREDITS

VEHICLE DESIGN: ADDITIONAL CONSIDERATIONS

In producing the vehicle designs for this book, some gen-
eral observations can be made about vehicle design in
general.

• If an air cushion vehicle has to carry any amount of a
cargo load, the vehicle must be made very large in order to
allow for the necessarily massive air cushion locomotion.

• Mass has a significant effect on grav vehicle speed (not
totally surprising). However, mass has a much lesser effect
on ground vehicle speed.

• If its control point (CP) needs are very low, a craft can
get by without a computer. The "linked" control panel units
have a limited amount of computer intelligence built into
them. A control panel unit with a volume of 1 kiloliter in-
volves much more than just the control panel face -- the vol-
ume includes all the circuitry links necessary to make the
control panel work. In fact, very little of the control panel

MISCELLANEOUS SLUG THROWERS TABLE

TL	Type	Power	Vol	Wt	Price	Range	Sig	ROF
6	18cm MRL-6 tube*	0.010	3.600	3.600	5,000	—		1
	Short range rocket*	—	0.003	0.001	170	Distant (9)	H	
	Medium range rocket*	—	0.004	0.002	340	Distant (18)	H	
	40 long range rocket*	—	0.005	0.003	510	Distant (32)	H	
8	3cm Autocannon-8	0.002	0.350	0.350	11,000	VLong (3.5)	M	200
	200 round ammo hopper	—	0.100	0.100	1,000	—		
	Ground tripod/pintel mount	—	0.050	0.050	250	—		
10	12cm Remote MRL-10 tube	0.020	2.000	2.000	5,000	—		1
	Short range rocket*	—	0.002	0.001	75	Distant (7)	H	
	Medium range rocket*	—	0.003	0.002	150	Distant (13)	H	
	Long range rocket*	—	0.004	0.003	225	Distant (22)	H	
11	6cm Light MRL-11 tube	0.004	0.120	0.006	500	—		1
	Short range rocket*	—	0.001	0.001	11	V. Long (4)	M	
	Medium range rocket*	—	0.002	0.002	22	Distant (6)	M	
	Long range rocket*	—	0.003	0.003	33	Distant (10)	M	

*Select HE, HEAP, or KEAPER warhead. Treat as a mortar round for determining penetration, damage and danger space.

HEAVY SLUG THROWERS (CREW SERVED)

TL	Type	Power	Vol	Wt	Price
5	Medium Machinegun-5	—	0.010	0.010	1,500
	100 round ammo belt	—	0.003	0.003	120
	Ground tripod/pintel mount	—	0.025	0.025	300
	Water cooling jacket	—	0.019	0.019	400
6	Heavy Machinegun-6	—	0.015	0.015	3,000
	100 round ammo belt	—	0.010	0.010	250
	Ground tripod/pintel mount	—	0.040	0.040	400
	Water cooling jacket	—	0.034	0.034	500
7	Light Machinegun-7	—	0.006	0.006	1,200
	100 round ammo belt	—	0.003	0.003	120
	Ground tripod/pintel mount	—	0.010	0.010	250
7	5.5mm Gatling Gun-7	0.001	0.070	0.070	12,350
	2,500 round ammo hopper	—	0.031	0.031	2,250
	Ground tripod/pintel mount	—	0.200	0.200	1,250
7	7mm Gatling Gun-7	0.002	0.100	0.100	15,500
	2,500 round ammo hopper	—	0.062	0.062	3,000
	Ground tripod/pintel mount	—	0.300	0.300	1,500
8	5.5mm Gatling Gun-8	0.001	0.080	0.080	19,500
	5,000 round ammo hopper	—	0.062	0.062	4,500
	Ground tripod/pintel mount	—	0.250	0.250	1,350
8	7mm Gatling Gun-8	0.002	0.100	0.100	23,500
	5,000 round ammo hopper	—	0.125	0.125	6,000
	Ground tripod/pintel mount	—	0.300	0.300	1,750
10	VRF Gauss Gun-10	0.004	2.000	2.000	200,000
	1,000 round ammo hopper	—	0.300	0.300	6,000
	Ground tripod/pintel mount	—	4.000	4.000	4,500

TL	Type	Pwr	Pen/Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
8	Beam Laser	0.5	5/2	4	Dist(2.5)	2	1.5	H	40
		1.0	10/2	5	Dist(5.0)	2	3.0	H	40
		5.0	28/3	10	VDist(25)	2	4.5	H	40
		10.0	36/3	20	VDist(50)	2	15	H	40
		25.0	47/4	50	Rgnl(125)	2	30	H	40
		50.0	55/4	100	Rgnl(250)	2	45	H	40
13	Beam Laser	0.5	6/2	5	Dist(2.5)	2	1.5	L	40
		5.0	30/3	12	VDist(25)	2	4.5	L	40
		25.0	49/4	60	Rgnl(125)	2	30	L	40

TL	Type	Pwr	Pen/Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
8	Pulse Laser	1.0	6/2	4	Dist(2.5)	3	1.5	H	80
		2.0	13/2	5	Dist(5.0)	3	3.0	H	80
		10.0	30/3	10	VDist(25)	3	4.5	H	80
		20.0	38/3	20	VDist(50)	3	15	H	80
		50.0	49/4	50	Rgnl(125)	3	30	H	80
		100.0	57/4	100	Rgnl(250)	3	45	H	80
13	Pulse Laser	1.0	7/2	5	Dist(2.5)	3	1.5	L	80
		10.0	33/3	12	VDist(25)	3	4.5	L	80
		50.0	51/4	60	Rgnl(125)	3	30	L	80

volume is actual "panel". As a rough guide, the maximum number of control panel units that one person can operate and monitor is 12 kiloliters.

• Vehicle 23 includes a robot brain instead of a computer (see *Book 8: Robots* from GDW for information on creating a robot brain). A robot brain can take the place of the computer and one crew member. The question comes up, then: if the robot brain can replace a computer, what is its CP multiplier? The answer we came up with is simple, and we think fits quite well with the craft design system: 250 per point of robot brain intelligence.

This has some interesting implications to the computer table on page 81 of the *Referee's Manual.* Notice that if 250 CP is intelligence 1, then a tech level 16 model 11 computer (CP multiplier of 200) is almost intelligence 1. A tech 17 model 12 computer (CP multiplier of 1,000) is intelligence 4. Thus you can see that by tech level 17, starship computers themselves become truly intelligent. In essence, then, synaptic CPU units have become reliable enough by tech 17 that they can be trusted as a common portion of the best craft computers.•

TL	Type	Ammo	Pen/Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
8	3cm Autocannon	HE	2	6	VLong(3.5)	4	3	M	200
		HEAP	5	4	VLong(3.5)	4	—	M	200
		KEAP	4	4	VLong(3.5)	4	—	M	200

Tech Level Modifications:

HE Pen/Attn: +1 for every 2 tech levels over 8.
HE Dngr Spc: +10 meters for every 3 tech levels over 8.
HEAP Pen/Attn: TL 9-10, +5. TL 11-12, +7. TL 13+, +9.
KEAP Pen/Attn: +1 for every 3 tech levels over 8.

TL	Type	Pen/Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
10	Standard Plasma PA-10	44/5	20	VDist(5.1)	2	15	H	40
11	Standard Plasma PA-11	44/5	20	VDist(5.1)	2	15	H	40
11	Standard Plasma PB-11	54/5	20	VDist(7.8)	2	30	H	40
12	Standard Plasma PB-12	54/5	20	VDist(7.8)	2	30	H	40
12	Standard Plasma PC-12	64/5	20	VDist(12)	2	45	H	40
13	Standard Plasma PC-13	64/5	20	VDist(12)	2	45	H	40

TL	Type	Pen/Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
12	Rapid Pulse Plasma RPA-12	44/5	20	VDist(5.1)	3	15	H	80
13	Rapid Pulse Plasma RPA-13	44/5	20	VDist(5.1)	4	15	H	160
13	Rapid Pulse Plasma RPB-13	54/5	20	VDist(7.8)	3	30	H	80
14	Rapid Pulse Plasma RPA-14	44/5	20	VDist(5.1)	5	15	H	320
14	Rapid Pulse Plasma RPB-14	54/5	20	VDist(7.8)	4	30	H	160
14	Rapid Pulse Plasma RPC-14	64/5	20	VDist(12)	3	45	H	80
15	Rapid Pulse Plasma RPA-15	44/5	20	VDist(5.1)	6	15	H	640
15	Rapid Pulse Plasma RPB-15	54/5	20	VDist(7.8)	5	30	H	320
15	Rapid Pulse Plasma RPC-15	64/5	20	VDist(12)	4	45	H	160

TL	Type	Pen/Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
12	Standard Fusion FX-12	67/5	30	VDist(18)	2	45	H	40
13	Standard Fusion FX-13	67/5	30	VDist(18)	2	45	H	40
13	Standard Fusion FY-13	71/5	30	VDist(21)	2	45	H	40
14	Standard Fusion FY-14	71/5	30	VDist(21)	2	45	H	40
14	Standard Fusion FZ-14	79/5	30	VDist(30)	2	45	H	40
15	Standard Fusion FZ-15	79/5	30	VDist(30)	2	45	H	40

TL	Type	Pen/Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
14	Rapid Pulse Fusion RFX-14	67/5	30	VDist(18)	3	45	H	80
15	Rapid Pulse Fusion RFX-15	67/5	30	VDist(18)	4	45	H	160
15	Rapid Pulse Fusion RFY-15	71/5	30	VDist(21)	3	45	H	80
16	Rapid Pulse Fusion RFX-16	67/5	30	VDist(18)	5	45	H	320
16	Rapid Pulse Fusion RFY-16	71/5	30	VDist(21)	4	45	H	160
16	Rapid Pulse Fusion RFZ-16	79/5	30	VDist(30)	3	45	H	80

MILITARY VEHICLES

1

TL 6 *PENETRATOR* ARMORED CAR

As military vehicles go, the *Penetrator* class armored car is cheap, which makes it very popular with national and planetary armies on very low tech worlds. Small mercenary forces find it attractive for swift raids and reconnaissance in more urban territory. Its low off-road speed renders it less than ideal for back-country fighting.

CraftID: Imperial *Penetrator* Armored Car, TL 6, Cr15,000
Hull: 1/2, Disp=1, Config=4USL, Armor=6B, Unloaded=5 tons, Loaded=11.1 tons
Power: 1/2, Imp Int Comb=0.40Mw, Dur=8/25
Loco: 1/2, Wheels=6, P/W=36, Road=170kph, Off-road=20kph
Commo: Radio=VDist (50km)
Sensors: Headlights x 2
Off: Hardpoints=1

Ammo	Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
HMG x 2	—	200	6/3 3	VLong(1.5)	3	—	H	80

Def: —
Control: Enhanced Mech
Accom: Crew=2 (Driver, gunner), Seats=Adequate x 2
Other: Fuel=5kl, Cargo=1.0kl, ObjSize=Small, EmLevel=Moderate

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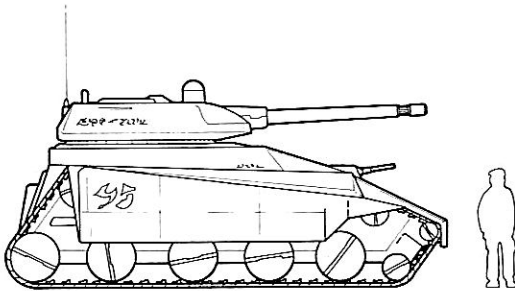
TL 6 *DIVINE RETRIBUTION* LIGHT BATTLE TANK

The *Divine Retribution* class light battle tank is typical of the tanks found in many lower-tech armies throughout the Spinward Marches. Its class name comes from its original homeworld, a religious dictatorship. The *Divine Retribution* is particularly prized for its see-in-the-dark capabilities.

CraftID: Imperial *Divine Retribution* Tank, TL 6, Cr470,900
Hull: 2/5, Disp=2, Config=4USL, Armor=12B, Unloaded=24 tons, Loaded=27.3 tons
Power: 1/2, Imp Int Comb=1.2Mw, Dur=1/3
Loco: 1/2, Tracks, P/W=44, Road=80kph, Off-road=24kph
Commo: Radio=Rgnl (500km)
Sensors: Radar=Dist (5km), Act IR x 4, Pass IR x 4, Headlights x 2, ActObjScan=Form, PassEngScan=Impos
Off: Hardpoints=1

Ammo		Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
6cm HiV	HE	25	9	10	Dist(10)	—	—	H	14
	HEAP	25	10	8	Dist(10)	—	—	H	14
	KEAPER	25	22	9	Dist(10)	—	—	H	14
	Flech.	25	—	2	Dist(10)	—	150	H	14
HMG x 2	—		100	6/3 3	VLong(1.5)	2	—	M	80

Def: Smoke Discharger x 6
Control: Computer=0bis x 2, Enhanced Mech x 2
Accom: Crew=4 (Cmdr, driver, gunners x 2), Seats=Adequate x 4 , Env=Basic env, basic ls, ext ls
Other: Fuel=2.5kl, Cargo=0.2kl, ObjSize=Small, EmLevel=Moderate

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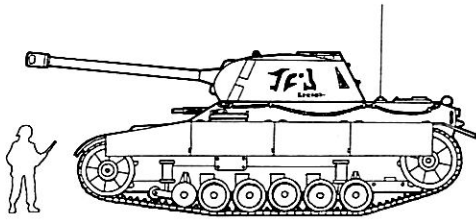
TL 6 D'WOR TRACKED TANK

The *D'wor* class tracked tank is a popular fighting vehicle on very low tech worlds. The *D'wor's* combination of armor, mounted weapons, and speed make it a durable and feared weapon on the battlefield.

CraftID: *D'wor* Tracked Tank, TL 6, Cr108,800
Hull: 2/6, Disp=2, Config=4USL, Armor=26B, Turret=25%, Unloaded=36.4 tons, Loaded=41.1 tons
Power: 1/2, Imp Int Comb=0.52 Mw, Dur=3 hrs
Loco: 1/3, Tracks, Road=45 kph, Off-road=23kph, P/W=13
Commo: Radio=Cont (5,000km)
Sensors: Headlights x 2
Off: Hardpoints=1,WeaponStabilize=20kph

	Ammo	Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
8cm HiV	HE	100	14	12	Dist(16)	—	20	H	10
LMG x 3		1000	3/3	3	VLong(1.0)	2	—	H	60

Def: Smoke x 6
Control: Enhanced Mech x 43,
Accom: Crew=5 (Operator, gunner x 2, cmdr/gunner, loader), Seats=Cramped x 5, Env=Basic env
Other: Fuel=0.1 kl, Cargo=4.6kl, ObjSize=Small, EmLevel=Moderate

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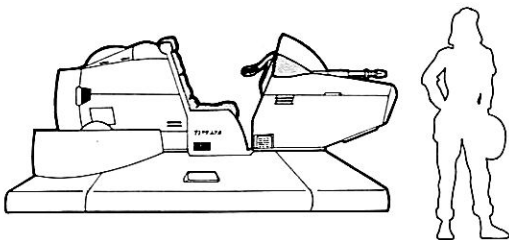
TL 8 SURVEYOR HOVER-BUGGY

The *Surveyor* class hover-buggy is originally from the world of Champa in Solomani Rim Sector. Recently several nearby Imperial worlds purchased a few of these vehicles.

In the Champa army, the mounted weapon is usually a RAM GL, a LMG, or even a HMG. Imperial Starport Security usually mounts a laser rifle, and sometimes a FGMP.

CraftID: *Surveyor* Hover-buggy, TL 8, Cr2,466,600
Hull: 1/2, Disp=0.75, Config=6USL, Armor=25C, Unloaded=13.7 tons, Loaded=15.6 tons
Power: 1/2, MHD Turbine=2.4Mw, Dur=9 hrs
Loco: 1/2, Air Cushion, Thrust=18 tons, CruiseAtm=30kph, TopAtm=45kph, Max Accel=0.15G
Commo: Radio=Cont (5,000km)
Sensors: All Weather Radar=Rgnl (500km), Ladar=VDist(50km), Laser Sensor, Headlights x 1 ActObjScan=Diff, ActObjPin=Diff, PassEngScan=Form
Off/Def: Weapon mount on outside of hull, just behind and above driver's right shoulder. Weapon must operate on its own power pack. There is a remote firing control on the control panel.
Control: Computer=0fib x 2, Elect Link x 1
Accom: Crew=1 (Driver/gunner)
Other: Fuel=1kl, Cargo=1.9kl, ObjSize=Small, EmLevel=Moderate

5
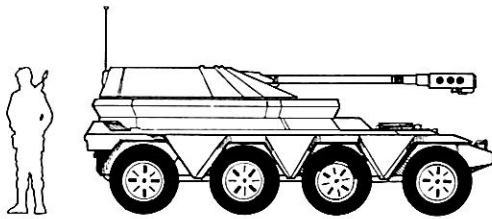
TL 8 *VIGIL* RECON ACV

The *Vigil* class air cushion vehicle (ACV) is a valuable recon vehicle used by the military forces of many low-tech worlds, especially those with high hydrographic ratings. The *Vigil* serves well for offshore patrols and as an adjunct to the local wet navy. Some starports on low-tech worlds also use the *Vigil* as as a perimeter patrol vehicle.

The vehicle includes a tarp so that it may be enclosed in bad weather. The *Vigil* requires a crew of two: a driver who sits on the right, and a gunner who sits on the left.

CraftID: *Vigil* Recon ACV, TL 8, Cr1,517,600
Hull: 2/4, Disp=2, Config=4USL, Armor=20C, Unloaded=24.7 tons, Loaded=26.2 tons
Power: 1/2, Gas Turbine=4.5 Mw, Dur=5 hrs
Loco: 1/2, Air Cushion, Thrust=37 tons, Cruise=90kph, Top=120kph, MaxAccel=0.40Gs
Commo: Radio=Cont (5,000km), Maser=VDist (50km),
Sensors: EM Mask, Radar=Cont (5,000km), Laser Sensor, Ladar=Dist (5km), Headlights x 2, ActObjScan=Diff, ActObjPin=Form, PassEngScan=Form
Off: Hardpoints=1

Ammo		Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
6cm HiV	HE	1200	9	10	Dist(10)	—	10	H	15

Def: Smoke Screen, Anti-Laser Aerosol
Control: Computer=0 x 2, Elect Link
Accom: Crew=2 (Driver, gunner), Seats=Cramped x 2, Env=Basic env (includes tarp)
Other: Fuel=1.5 kl, Cargo=0.4 kl, ObjSize=Small, EmLevel=Faint

6
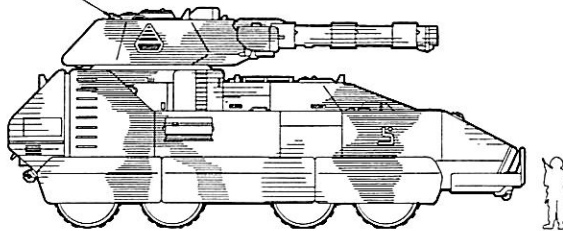
TL 8 *FUSILLADE* ARMORED CAR

The *Fussilade* class armored car is suitable for intimidating a populace or fereting out an armed enemy. It possesses nearly every sensor possible at tech level 8. Other models, seating one less man and carrying more cargo, are used by banks, jewelers, and governments for the transport of valuables. Some of these models may be equipped with non-lethal weapons to subdue any would-be holdup men.

CraftID: *Fusillade* Armored Car, TL 8, Cr5,795,300
Hull: 11/27, Disp=12, Config=45L, Armor=25C, Unloaded=96 tons, Loaded=173 tons
Power: 3/6, MHD Turbine=42Mw, Dur=2/7
Loco: 3/6, Wheels=8, P/W=243, Road=140kph, Off-road=30kph

Commo: Radio=Cont (5,000km), Maser=Cont (5,000km)
Sensors: All Weather Radar=Cont (5,000km), Ladar=Rgnl (500km), Laser Sensor, Pass IR x 3, Adv Act IR x 3, Image Enh x 3, Pass Audio=Dist (5km), Pass Mag=VDist (50km), Pass Rad=VDist (50km), Headlights x 4, ActObjScan=Diff, ActObjPin=Diff, PassEngScan=Form
Off: Hardpoints=1

Ammo		Rounds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
4cm MD	HE	500	6	8	Dist(10)	—	10	L	20
	HEAP	2000	5	6	Dist(10)	—	—	L	20
	KEAPER	2000	15	7	Dist(10)	—	—	L	20
	Flech.	500	—	2	Dist(10)	—	150	L	20

Def: —
Control: Computer=2bis, Elect Link x 3
Accom: Crew=3 (Cmdr=1, driver=1, gunner=1), Seats=Roomy x 3 , Env=Basic env, basic ls
Other: Fuel=70kl, Cargo=7.1kl, ObjSize=Avg, EmLevel=Moderate

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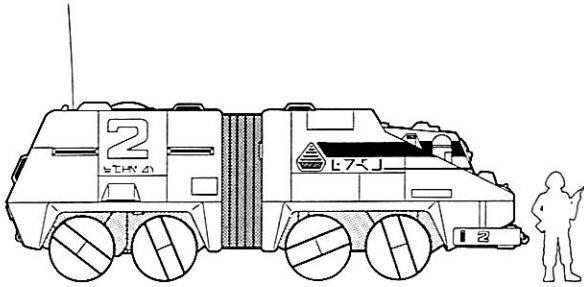
TL8 *SEPOY* APC

The *Sepoy* class armored personnel carrier derives its name from a historical event in the India province on Terra. In the days before a unified world government, the name *Sepoy* was given to the native soldiers employed by the British nation around -2750 on old Terra. While soldiers, these men were also slaves of a sort to the British national government. Thus the name seems highly appropriate to unwilling troops on any world, but especially to conscripts.

CraftID: *Sepoy* APC, TL 8, Cr1,560,700
Hull: 4/9, Disp=4 , Config=4USL, Armor=23C, Unloaded=33 tons, Loaded=38 tons
Power: 1/2 MHD Turbine=13.2Mw, Dur=10 hrs
Loco: 1/2, Wheels=8, P/W=350, Road=300kph, Off-road=60kph
Commo: Radio=Cont (5,000km), Maser=Cont (5,000km)
Sensors: All Weather Radar=Cont (5,000km), Ladar=Rgnl (500km), Laser Sensor, PassIR x 3, Adv Act IR x 3, Pass Audio=Dist (5km), Pass Mag=VDist (50km), Pass Rad=VDist (50km), Headlights x 6, ActObjScan=Diff, ActObjPin=Diff, PassEngScan=Form
Off/Def: Hardpoints=1
Control: Computer=0, Elect Link
Accom: Crew=1 (Driver), Seats=Cramped x 11, Env=Basic env, basic ls
Other: Fuel=4kl, Cargo=0.6kl, ObjSize=Small, EmLevel=Moderate

8
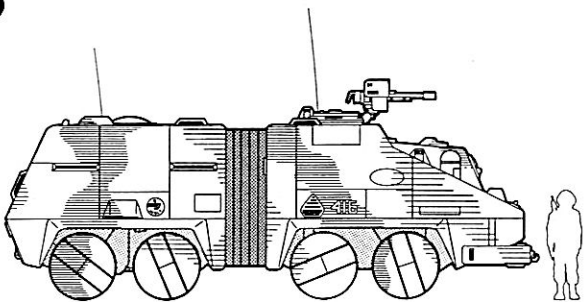
TL8 *STORM TROOPER* APC

The *Storm Trooper* class vehicle looks similar to the *Sepoy* except that it is armed with a small turret mounting a 3cm auto-cannon.

However, in terms of performance, the *Storm Trooper* is markedly different from the *Sepoy*. Namely, the *Storm Trooper* sacrifices speed for duration.

CraftID: *Storm Trooper* APC, TL 8, Cr1,504,300
Hull: 4/10, Disp=4, Config=4USL, Armor=23C, Unloaded=24 tons, Loaded=39 tons
Power: 2/4, MHD Turbine=0.8Mw, Dur=16/48
Loco: 2/4, Wheels=8, P/W=20.6, Road=70kph, Off-road=10kph
Commo: Radio=Cont (5,000km), Maser=Cont (5,000km)
Sensors: All Weather Radar=Cont (5,000km), Ladar=Rgnl (500km), Laser Sensor, Pass IR x 3, Adv Act IR x 3, Pass Audio=Dist (5km), Pass Mag=VDist (50km), Pass Rad=VDist (50km), Headlights x 6, ActObjScan=Diff, ActObjPin=Diff, PassEngScan=Form
Off: Hardpoints=1

	Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
3cm AutoCannon	5000	5/3	4	VLong(3.5)	4	—	M	200

Def: —
Control: Computer=0, Elect Link x 2
Accom: Crew=2 (Driver=1, gunner=1), Seats=Cramped x 12, Env=Basic env, basic ls
Other: Fuel=14kl, Cargo=1.7kl, ObjSize=Small, EmLevel=Moderate

9
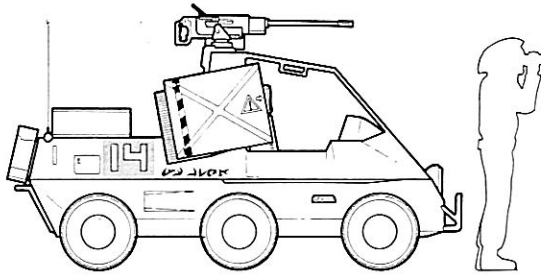
TL 8 *INQUIRY* VERY LIGHT RECON ATV

The *Inquiry* class light all-terrain vehicle finds itself being used on low-tech worlds by both army and marine forces, as well as at starports by the security forces alongside the *Vigil* class ACV. This vehicle is also sometimes sold to mercenary units. There is an unarmed civilian version of this craft available for Cr19,600.

CraftID: *Inquiry* VLt Recon ATV, TL 8, Cr24,100
Hull: 1/2, Disp=0.75, Config=4USL, Armor=18C, Unloaded=3.9 tons, Loaded=5.2 tons
Power: 1/2, Imp Int Comb=0.40Mw, Dur=3.5 hrs
Loco: 1/2, Wheels=6, P/W=77, Road=170kph, Off-road=25kph
Commo: Radio=Rgnl (500km)
Sensors: Headlights x 2
Off: Hardpoints=1

Ammo	Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
HMG —	100	6/3	3	VLong(1.5)	3	—	H	80
MRLx2 HE	8	24	24	varies*	—	35	H	4
HEAP	8	45	18	varies*	—	—	H	4

*Range depends on the type of rocket: short=distant(9), medium=distant(18), and long=distant(32).

Def: —
Control: Elect x 2
Accom: Crew=3 (Cmdr/observer, driver, gunner), Seats=Cramped x 3, Open-topped, Env=Intake compressor
Other: Fuel=88 liters, Cargo=1.2kl, ObjSize=Small, EmLevel=Moderate

10
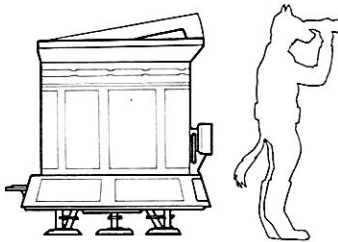
TL 9 VARGR *BUCCANEER* GRAV PLATFORM

The *Buccaneer* class grav platform is one of the frequently encountered small vehicles that come from the Vargr Extents. This vehicle is used mainly by corsair bands such as the dreaded Kforuzeng, as well as by many military and mercenary units. The *Buccaneer* is imported into the Imperium by Akerut and Oberlindes.

This vehicle can be found at starports being put to a variety of uses including cargo handling, security, and scouting surveys.

CraftID: Vargr *Buccaneer* Grav Platform, TL 9, Cr161,500
Hull: 1/2, Disp=0.25 , Config=3SL, Armor=2D, Unloaded=1.4 tons, Loaded=1.5 tons
Power: 1/2, Fusion=0.5Mw, Dur=3/9
Loco: 1/2, Std Grav, Thrust=2.5 tons, NOE=130 kph, Cruise=750kph, Top=1,000kph
Commo: Radio=Rgnl (500km)
Sensors: Radar=Rgnl (500km), Headlights x 1, ActObjScan=Diff
Off: None initially installed. The weapon and its pintle mount are optional equipment. The installed weapon is usually a HMG. Add Cr3,100.
Def: —
Control: Computer=0, Elect Link
Accom: Crew=1 (Driver=1), Psgrs=1, Seats=None, Open-topped
Other: Fuel=58 liters, Cargo=44 liters, ObjSize=Small, EmLevel=Moderate

11
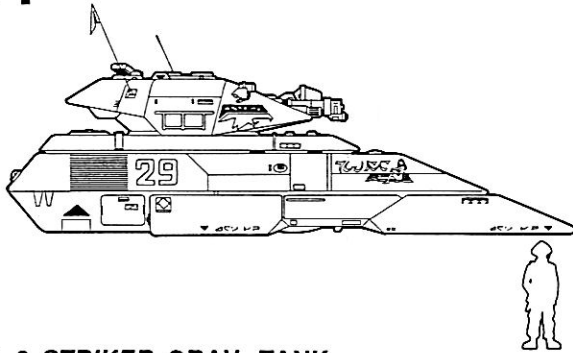
TL 9 *STRIKER* GRAV TANK

The *Striker* class grav tank is a good example of state-of-the-art tech level 9 technology. It mounts an impressive array of tech 9 sensors and a powerful model 0/bis computer. This combination provides enough assistance that it allows the gunnery duties to be combined with those of the operator, thus requiring only a crew of two: the operator/gunner and a commander.

The *Striker's* armor and powerful 50-megawatt pulse laser render it a formidable foe on the battlefield.

CraftID: *Striker* Grav Tank, TL 9, Cr13,6739,900
Hull: 7/16, Disp=6.6, Config=1SL, Armor=55D, Unloaded=522 tons, Loaded=523 tons
Power: 5/10, Fusion=124 Mw, Dur=1/3
Loco: 1/3, Std Grav, Thrust=735 tons, NOE=130 kph, Cruise=360kph, Top=480kph, MaxAccel=0.4G
Commo: Radio=Cont x 2 (5,000km), Maser=Dist (5km)
Sensors: EM Mask, All Weather Radar=Dist (5km), Adv Act IR, Adv Image Enh, Headlights x 2, ActObjScan=Form, PassEngScan=Form
Off: Hardpoints=1

	Ammo	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Pulse Laser	0	49/4	50	Rgnl(125)	4	30	H	160
7mm Gatling	15000	3/3	3	Dist(1.2)	3	—	H	100
HMG	300	6/3	3	VLong(1.5)	2	—	M	40

Def: Smoke x 2, Anti-Laser Aerosol x 4
Control: Computer=0/bis x 2, Comp Link x 5, Headsup Displayx2
Accom: Crew=2 (Operator/gunner, cmdr), Seats=Roomyx2, Env=,Basic env, basic ls
Other: Fuel=4.5 kl, Cargo=0.7 kl, ObjSize=Small, EmLevel=Moderate

12
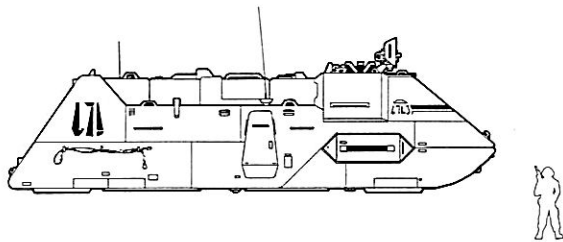
TL 10 *TARSAN* G-CARRIER

The *Tarsan* class G-carrier can carry a double squad into any environment. Seating is roomy enough to allow soldiers to wear full gear in transport and keep their weapons at hand. The transport's life support systems will protect from chemical or biological warfare agents, and the vehicle's armor provides reasonable protection against radiation for short periods.

CraftID: *Tarsan* G-Carrier, TL 10, Cr4,564,100
Hull: 8/18, Disp=8, Config=3USL, Armor=24E, Unloaded=51 tons, Loaded=64 tons
Power: 1/2, Fusion=12Mw, Dur=63/188
Loco: 1/2, LP Hvy Grav, Thrust=100 tons, NOE=140kph, Cruise=225kph, Top=300kph, MaxAccel=0.6G
Commo: Radio=Cont (5,000km), Maser=Cont (5,000km)
Sensors: All Weather Radar=Dist (5km), Laser Sensor, Pass IR, Adv Act IR, Image Enh, ActObjScan=Form, PassEngScan=Form
Off: Hardpoints=1

	Ammo	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Beam Laser	0	28/3	10	VDist(25)	2	4.5	H	40

Def: Prismatic Aerosol x 6
Control: Computer=0fib x 2, Dyn Link x 2, HUD x 2
Accom: Crew=2 (Driver=1, gunner=1), Psgrs=10, Seats=Roomy x 12, Env=Basic env, basic ls, ext ls, inert comp, airlock
Other: Fuel=27kl, Cargo=11kl, ObjSize=Small, EmLevel=Moderate

13
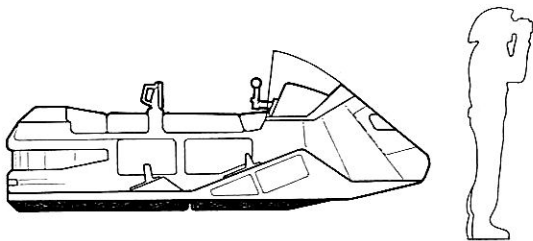
TL 10 *SWALLOW* FLYCYCLE FC-10A

The *Swallow* class flycycle has excellent performance figures. Unlike many grav cycles, this particular design includes integral inertial compensators.

This vehicle can also be used by mercenaries, if the weapon is fixed forward, and if an energy weapon uses a separate power pack.

CraftID: *Swallow* Flycycle FC-10A, TL 10, Cr317,600
Hull: 1/2, Disp=0.35, Config=1USL, Armor=10E, Unloaded=3.2 tons, Loaded=3.3 tons
Power: 1/2, Fusion=1Mw, Dur=6/17
Loco: 1/2, Std Grav, Thrust=4.5 tons NOE=140kph, Cruise=225kph, Top=300kph, MaxAccel=0.25G
Commo: Radio=Rgnl (500km)
Sensors: Radar=Rgnl (500km), Headlights x 1, ActObjScan=Diff, ActObjPin=Diff
Off/Def: Hardpoints=1
Control: Computer=0 x 2, Comp Link, HUD
Accom: Crew=1 (Driver=1), Psgrs=1, Env=Basic env, inert comp, Open-topped
Other: Fuel=0.2kl, Cargo=0.1kl, ObjSize=Small, EmLevel=Moderate

14
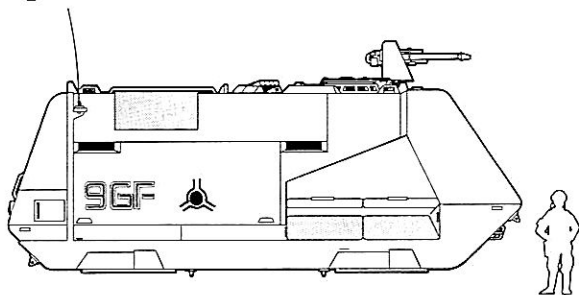
TL 11 SWORD WORLDS *MASALA* GRAV APC

The *Masala* class grav armored personnel carrier hails from the Sword Worlds Confederation, and is used by the military's mechanized infantry battalion. The only other place this vehicle may be encountered is Garda-Vilis (Garda-Vilis/Vilis/Spinward Marches) in support of the Tanoose Freedom League (TFL), along with rumored Zhodani commandos.

CraftID: Sword Worlds *Masala* Grav APC, TL 11, Cr6,204,000
Hull: 5/12, Disp=5, Config=45L, Armor=43E, Unloaded=20 tons, Loaded=53 tons
Power: 1/2, Fusion=4Mw, Dur=94/282
Loco: 1/2, LP Hvy Grav, Thrust=125 tons, NOE=190kph, Cruise=750kph, Top=1,000kph, MaxAccel=1.3G
Commo: Radio=Rgnl (500km)
Sensors: Headlights x 2

Ammo	Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
3cm AutoCannon HE	3000	2	3	VLong(3.5)	4	4.5	H	200
HEAP	3000	6	2	VLong(3.5)	4	—	H	200
KEAP	3000	5	2	VLong(3.5)	4	—	H	200

Off: Hardpoints=1
Def: Prismatic Aerosol x 8
Control: Computer=1bis x 2, Dyn Link x 2, HUD x 2
Accom: Crew=3 (Cmdr=1, driver=1, gunner=1), Seating=Cramped x 15, Env=Basic env, basic ls
Other: Fuel=13.5kl, Cargo=2kl, ObjSize=Small, EmLevel=Moderate

15 TL 11 SWORD WORLDS *GRAM* GRAV TANK
See inside front cover.

16
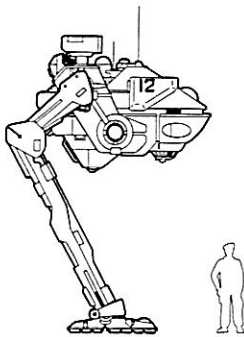
TL 12 DYNCHIA *SIEGA* STRIDER

The *Siega* class strider of the Dynchia (a minor human race) is perhaps one of the most unusual sights that can be seen. With its deck-mounted laser-turret and twin triple-tube MRL's, the *Siega* can take good care of itself, and is often used in a light armor support role for marine infantry.

CraftID: Dynchia *Siega* Light Attack/Recon Strider, TL 12, Cr13,974,600
Hull: 5/12, Disp=5, Config=7USL, Armor=24F, Unloaded=60 tons, Loaded=64
Power: 1/2, Fusion=21Mw, Dur=20/60
Loco: 1/2, Legs, P/W=330, Road=200kph, Off-road=60kph
Commo: Radio=Cont (5,000km), Maser=Cont (5,000km)

Sensors: EMS Act=Rgnl (500km), Densitometer=Hi Pen/50m, EMS Pass=Cont (5,000km), EMS Jammer=Rgnl (500km), Neutrino Sensor=1Mw, EM Mask, Headlights x 2, ActObjScan=Diff ActObjPin=Diff, PassObjScan=Diff, PassObjPin=Diff, PassEnScan=Diff, PassEnPin=Form
Off: Hardpoints=1

Ammo	Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Beam Laser 0	—	36/3	20	VDist(50)	2	15	H	40
MRL x 2 HEAP	6	50	12	varies*	—	—	H	3
KEAPER	6	29	14	varies*	—	—	H	3

*Range depends on type of rocket: short=distant(7), medium=distant(13), and long=distant(22).

Def: Sandcaster
**Control:** Computer=4fib, Dyn Link, HUD
Accom: Crew=1(Driver/gunner), Seat=Cramped, Environ=Basic env, basic ls
Other: Fuel=10kl, Cargo=3kl, ObjSize=Small, EmLevel=Faint

17
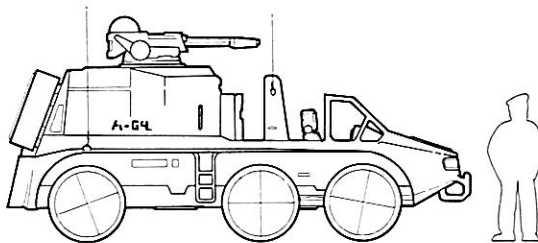
TL 12 DYNCHIA *SURVU* RECON VEHICLE

The *Survu* class wheeled recon vehicle is an exquisite example of the Dynchia (a minor human race) warrior-ethic design engineering.

CraftID: Dynchia *Survu* Recon Vehicle, TL 12, Cr6,662,700
Hull: 3/7, Disp=3, Config=4USL, Armor=41F, Unloaded=62 tons, Loaded=64 tons
Power: 1/2, Fusion=18Mw, Dur=18/54
Loco: 1/2, Wheels=6, P/W=284, Road=240kph, Off-road=35kph

Commo: Radio=Rgnl (500km), Maser=Rgnl (500km)
Sensors: All Weather Radar=Cont (5,000km), Ladar=Cont (5,000km), Laser Sensor, Pass IR x 2, Adv Act IR x 2, Adv Image Enh x 2, Pass Audio=Dist (5km), Pass Mag=VDist (50km), Pass Rad=VDist (50km), Headlights x 4, ActObjScan=Diff, ActObjPin=Diff, PassEngScan=Form
Off: Hardpoints=1

Ammo	Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Beam Laser 0	—	36/3	20	VDist(50)	2	15	H	40

Def: —
Control: Computer=2bis, Dyn Link x 2, HUD
Accom: Crew=2 (Cmdr/driver, gunner), Seats=Roomy x 2, Open-topped
Other: Fuel=8kl, Cargo=0.6kl, ObjSize=Small, EMLevel=Moderate

18
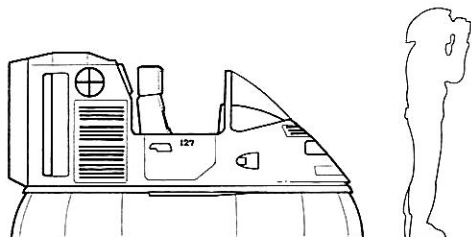
TL 12 SOLOMANI *SCUD* RECON ACV

The *Scud* class air cushion vehicle was first employed at the end of the Solomani Rim War (990-1002) for light scouting duties, as well as for lightning-quick hit-and-run raids. The *Scud's* ancestry as a vehicle design philosophy can be traced all the way back to the time of the Interstellar Wars (-2408 to -2219).

Today, the *Scud* still serves on many medium-tech worlds in the Solomani military.

CraftID: Solomani *Scud* Recon ACV, TL 12, Cr2,274,100
Hull: 1/2, Disp=0.5, Config=1USL, Armor=4F, Unloaded=20 tons, Loaded=20 tons
Power: 1/2, Fusion=6Mw, Dur=12 hrs
Loco: 1/2, Air Cushion, Thrust=25 tons, Cruise=120kph, Top=160kph, MaxAccel=0.24G
Commo: Radio=Rgnl (500km)
Sensors: Ladar=Rgnl (500km), Headlight, ActObjPin=Diff
Off: Hardpoints=1

	Ammo	Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Beam Laser	—	—	10/2	5	Dist(5)	2	3.0	H	40
PGMP-12	—	40	20/1	12	Dist	—	4.5	H	—

Def: —
Control: Computer=0bis x 2, Dyn Link
Accom: Crew=1 (Driver/gunner), Seats=1 (external), Open-topped
Other: Fuel=0.1kl, Cargo=0.012kl, ObjSize=Small, EmLevel=Moderate

19
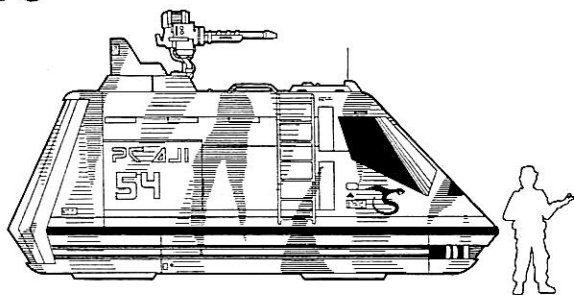
TL 12 *KUUM* GRAV APC

The *Kuum* class armored personnel carrier is a craft favored by many organized mercenary groups. Its heavy armor plating and fast speed give it good protection against many weapons. The *Kuum* carries up to ten combat-equipped soldiers.

CraftID: *Kuum* Grav APC, TL 12, Cr1,209,900
Hull: 3/7, Disp=3, Config=4SL, Armor=26F, Unloaded=30 tons, Loaded=37 tons
Power: 1/2, Fusion=7 Mw, Dur=5/15
Loco: 1/2, Std Grav, Thrust=66 tons, NOE=160 kph, Cruise=720kph, Top=960kph, MaxAccel=0.80G
Commo: Radio=Cont x 2 (5,000km)
Sensors: Act EMS=Vdist (50km), Pass EMS=VDist (50km), Headlights x 2, ActObjScan=Diff, ActObjPin=Diff, PassEngScan=Form
Off: Hardpoints=1

	Ammo	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
VRF Gauss	10000	21/4	10	VDist(4.5	4	—	L	300

Def: Smoke x 2, Prismatic Aerosol x 4
Control: Computer=0/bis x 2, Dyn Link x 7
Accom: Crew=2 (Operator, cmdr), Seats=Cramped x 12, Env=Basic env, basic ls
Other: Fuel=1.3 kl, Cargo=6.8 kl, ObjSize=Small, EmLevel=Moderate

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Ladar=Cont (5,000km), Radio Jammer=Cont (5,000km), Radar Jammer=Cont (5,000km), Radar Direction Finder, Pass IR x 4, Adv ActIR x 4, Image Enh x 4, Laser Sensor, EM Mask, Headlights x 4, ActObjScan=Diff, ActObjPin=Diff, PassEng Scan=Form
Off: Hardpoints=1

	Ammo	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Fusion FY-13	—	71/5	30	VDist(21)	2	45	H	40
Beam Laser	—	28/3	10	VDist(25)	2	4.5	L	40

Def: Sandcaster
Control: Computer=0/fib, Holo Link x 5, HUD x 5
Accom: Crew=5 (Cmdr=1, driver=1, gunner=3), Seats=Roomy x 5, Env=Basic env, basic ls, extended ls, inert comp
Other: Fuel=27kl, Cargo=15kl,ObjSize=Average, EmLevel=Faint

TL 13 SOLOMANI *BLITZKRIEG* LIGHT TANK

The *Blitzkrieg* class light battle tank was encountered often by Imperial Forces during the Solomani Rim War (990-1002). This tank was encountered by Imperial ground forces on nearly every world garrisoned by the Solomani.

CraftID: Solomani *Blitzkrieg* Light Battle Tank, TL13, Cr13,991,200
Hull: 9/22, Disp=10, Config=4SL, Armor=42F, Unloaded=221 tons, Loaded=238 tons
Power: 2/4 (ECP), Fusion=66Mw, Dur=20/60
Loco: 2/4 (ECP), Tracks, P/W=277, Road=405kph, Off-road=80kph
Commo: Radio=Cont (5,000km), Laser=Rgnl (500km), Maser=Rgnl (500km)
Sensors: All Weather Radar=Cont (5,000km),

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Loco: 1/2, Tracks, P/W=275, Road=400kph, Off-road=80kph
Commo: Radio=Rgnl (500km), Maser=Cont (5,000km)
Sensors: All Weather Radar=Rgnl (500km), Ladar=Rgnl (500km), Pass IR x 2, Pass Audio=Dist (5km), Pass Magnetic=VDist (50km), Adv Act IR x 2, Adv Image Enh x 2 Headlights x 2, ActObjScan=Diff, ActObjPin=Diff, PassEngScan=Form
Off: Hardpoints=1

	Ammo	Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Pulse Laser	0	—	13/2	5	Dist(5)	3	3.0	L	80
HMG	—	100	6/3	3	VLong(1.5)	3	—	H	80

Def: —
Control: Computer=0/bis, Dyn Link x 2
Accom: Crew=2 (Cmdr/driver=1, gunner=1), Seats=Adequate x 2, Env=Basic env, basic ls
Other: Fuel=1.9kl, Cargo=0.06kl, ObjSize=Small, EmLevel=Moderate

TL 13 DARRIAN *YORIN* LIGHT TANK

The *Yorin* class light tank is the highest tech level vehicle currently produced by the Darrians. When equipment of higher tech levels is needed, they procure tech level 14 equipment from the Imperium, as well as some occasional tech 15 gear. The *Yorin* is used by both the army and marines in the Darrian Confederation. It is named for the falcon-like avian native to the Darrian homeworld.

CraftID: Darrian *Yorin* Light Scout Tank, TL 13, Cr1,377,100
Hull: 1/3, Disp=1, Config=4USL, Armor=30F, Unloaded=19.9 tons, Loaded=21.8 tons
Power: 1/2, Fusion=6Mw, Dur=8/24

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TL 13 DARRIAN *HUNTER* AC TANK

The *Hunter* class air cushion tank is used by the Darrian Confederation military forces, both for its recon and combat capabilities.

CraftID: Darrian *Hunter* Scout Tank ACV, TL13, Cr43,924,300
Hull: 7/17, Disp=7.5, Config=4SL, Armor=42F, Unloaded=210 tons, Loaded=215 tons
Power: 1/2, Fusion=126Mw, Dur=3/9
Loco: 1/2, Air Cushion, Thrust=250 tons, Cruise=33kph, Top=45kph, MaxAccel=0.16G
Commo: Radio=Rgnl (500km), Maser=Cont (5,000km)
Sensors: All Weather Radar=Rgnl (500km), Ladar=Cont (5,000km), Laser Sensor, Pass IR x 6, Pass Audio=Dist (5km), Pass Rad=VDist (50km), Adv Image Enh x 6, Neutrino=100kw, Densitometer=Hi Pen/100m, Headlights x 6, ActObjScan=Diff, ActObjPin=Diff, PassObjScan=Diff, PassObjPin=Diff, PassEngScan=Diff, PassEngPin=Diff
Off: Hardpoints=1

	Ammo	Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Pulse Laser	—	—	49/4	50	Rgnl(125)	3	30	L	80
VRF Gauss	—	30K	21/4	10	VDist(4.5)	4	—	L	300
18cm MRL	HE	20	28	24	varies*	—	55	H	2
	HEAP	20	59	18	varies*	—	—	H	2
	KEAPER	20	35	22	varies*	—	—	H	2

*Range depends on type of rocket: short=distant(9), medium=distant(18), long=distant(32).

Def: Prismatic Aerosol
Control: Computer=2/bis x 2, Holo Link x 6
Accom: Crew=6 (Cmdr=1, driver=1, gunner=4), Seats=Adequate x 6, Env=Basic env, basic ls, extended ls
Other: Fuel=5kl, Cargo=5kl, ObjSize=Average EmLevel=Moderate

23
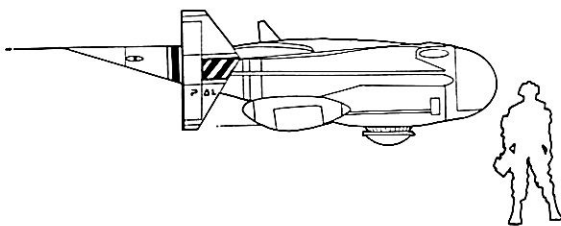
TL 13 *ESSOR* RECON DRONE

The *Essor* recon drone is piloted by a built-in robot brain, programmed for Grav Vehicle-4 and Recon-4 skill. The optional crew position is for an observer/sensor specialist who rides along in order to perform an onsite evaluation of the reconnaissance data. The *Essor* is designed to weave its way through enemy lines, acquire as much data as possible, and return. Alternately, the data is compressed and "squirt-transmitted" to an orbiting comsat.

CraftID: *Essor* Recon Drone, TL 13, Cr875,800
Hull: 2/5, Disp=2, Config=2SL, Armor=4F, Unloaded=4.3 tons, Loaded=9.7 tons
Power: 1/2, Fusion=2.2Mw, Dur=80/240
Loco: 1/2, Std Grav, Thrust=19 tons, NOE=170kph, Cruise=810kph, Top=1,000kph, MaxAccel=0.9G
Commo: Radio=Sys (1,000 AU) x 2
Sensors: EM Mask, Act EMS=VDist (50km), Pass EMS=VDist (50km), Headlights x 4, ActObjScan=Diff, ActObjPin=Diff, PassEngScan=Form
Off: Hardpoints=1
Def: Smoke x 2
Control: Robot Brain (Int 5, Edu 3), Holo Link, HUD
Accom: Crew=1 (optional observer), Seat=Cramped, Env=Basic env
Other: Fuel=7kl, Cargo=5.4kl, ObjSize=Small, EmLevel=Faint

24 TL14 IMPERIAL *INVADER* GRAV TANK
See inside front cover.

25
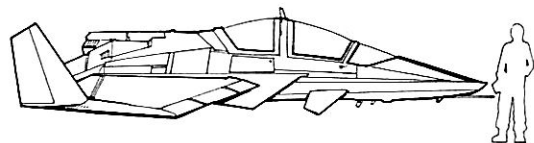
TL 14 ZHODANI *PREBLSHIENCHIASHAV* ATTACK SPEEDER

The Zhodani *Preblshienchiashav* (Imperial designation:*Princely Lord*) attack speeder made its debut during the Fourth Frontier War. The speeder is a good example of Zhodani military craft design philosphy: fast and deadly. In addition, the *Preblshienchiashav* has exceptionally good armor. This vehicle and its cousin the *Silent Grasp* were responsible for more fear and panic among the Imperial populace in the Spinward Marches than any other Zhodani fighting vehicle in the Fourth Frontier War.

CraftID: Zhodani *Preblshienchiashav* Attack
Speeder, TL 14, MCr8.05

Hull: 4/11, Disp=4.8, Config=4AF, Armor=56G,
Unloaded=171.6 tons, Loaded=171.8 tons
Power: 2/4, Fusion=68.7Mw, Dur=4/12
Loco: 1/3, LP Hvy Grav, Thrust=310 tons,
NOE=180kph, Cruise=720kph, Top=960kph,
MaxAccel=0.8G
Commo: Radio=Rgnl (500km) x 2
Sensors: EM Mask, Act EMS=Cont (5,000km),
Neutrino=1Mw, Pass EMS=Cont (5,000km),
Headlights x 2, Densitometer=LowPen/50m,
Act EMS Jammer=Cont (5,000km),
ActObjScan=Diff, ActObjPin=Diff
PassObjScan=Rout, PassObjPin=Diff,
PassEngScan=Rout, PassEngPin=Form
Off: Hardpoints=1

	Ammo Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Pulse Laser	—	—	51/4	60	Rgnl(125)	3	30	H	80

Def: Prismatic Aerosol x 2
Control: Computer=2/bis x 2, Dyn Link, HUD
Accom: Crew=2, Seats=Adequate x 2, Env=Basic
env, basic ls, grav plates, inertial comp
Other: Fuel=11.0kl, Cargo=0.14kl,
ObjSize=Small, EmLevel=Moderate

26
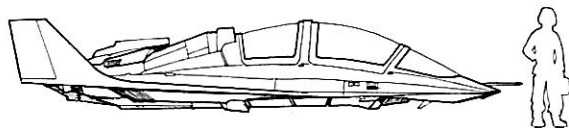
TL 14 ZHODANI *ADRTLETLVRA* ATTACK SPEEDER

The Zhodani *Adrtletlvra* (Imperial designation:*Silent Grasp*) attack speeder is similar to the *Princely Lord.* The *Silent Grasp* is faster and has slightly less armor. In addition, the *Silent Grasp* mounts a fusion gun instead of a pulse laser — a shorter range, but more deadly weapon.

The *Silent Grasp* looks so much like a *Princely Lord* that the two craft are often confused by civilians and military observers alike. Only with sensitive high-tech sensors or close visual contact can the two craft be distinguished.

CraftID: Zhodani *Adrtletlvra* Attack Speeder, TL 14,
MCr7.734

Hull: 4/10, Disp=4.4, Config=4AF, Armor=50G,
Unloaded=125.0 tons, Loaded=125.2 tons
Power: 1/3, Fusion=60.3Mw, Dur=4/12
Loco: 1/3, LP Hvy Grav, Thrust=310 tons,
NOE=180kph, Cruise=1,190kph,
Top=1,590kph, MaxAccel=1.4G
Commo: Radio=Rgnl (500km) x 2,
Sensors: EM Mask, Act EMS=Cont (5,000km),
Neutrino=1Mw, Pass EMS=Cont (5,000km),
Headlights x 2, Densitometer=LowPen/50m,
Act EMS Jammer=Cont (5,000km),
ActObjScan=Diff, ActObjPin=Diff,
PassObjScan=Rout, PassObjPin=Diff,
PassEngScan=Rout, PassEngPin=Form
Off: Hardpoints=1

	Ammo Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Fusion RFX-15	—	—	67/5	30	VDist(18)	3	45	H	80

Def: Prismatic Aerosol x 2
Control: Computer=2/bis x 2, Dyn Link, HUD
Accom: Crew=2 (Operator, cmdr/gunner),
Seats=Adequate x 2, Env=Basic env, basic
ls, grav plates, inertial comp
Other: Fuel=9.6kl, Cargo=0.14kl,
ObjSize=Small, EmLevel=Moderate

27
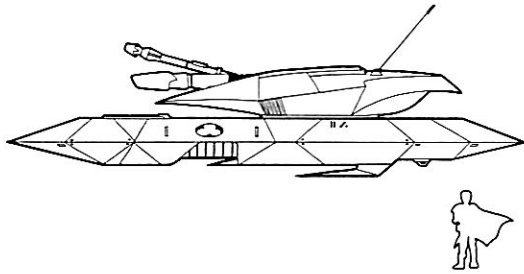
TL 14 ZHODANI *QIKNAVRA* GRAV TANK

The *Qiknavra* (Imperial designation *Z-80)* class is one of the Zhodani's newest grav tank designs. The craft is intended to be an inexpensive, yet highly survivable vehicle on the battlefield. To date, the Zhodani have kept the complete vehicle details a secret from the Imperium. The statistics given below are known only by the Zhodani.

CraftID: *Qiknavra* Grav Tank, TL 14, Cr2,853,800
Hull: 12/30, Disp=10, Config=4SL, Armor=40G, Unloaded=184 tons, Loaded=188 tons
Power: 2/5, Fusion=91.7Mw, Dur=30/90
Loco: 1/2, Std Grav, Thrust=400 tons, NOE=180kph, Cruise=750kph, Top=1,000kph, MaxAccel=1G
Commo: Radio=Rgnl (500km) x 2

Sensors: EM Mask, Act EMS=Dist (50km), Neutrino=1Mw, Pass EMS=VDist (50km), Headlights x 2, Densitometer=LowPen/50m, ActObjScan=Diff, ActObjPin=Diff, PassObjScan=Rout, PassObjPin=Diff, PassEngScan=Diff, PassEngPin=Form
Off: Hardpoints=1

	Ammo	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Pulse Laser	0	51/4	60	Rgnl(250)	3	30	L	80
VRF Gaussx2	20000	21/4	10	VDist(4.5)	4	—	L	300

Def: Prismatic Aerosol x 2
Control: Computer=2/bis x 2, Dyn Link, HUD
Accom: Crew=2 (Operator/gunner, cmdr), Seats=Roomy x 2, Env=Basic env, basic ls, ext ls, grav plates, inertial comp
Other: Fuel=110kl, Cargo=3.4kl, ObjSize=Small, EmLevel=Faint

28
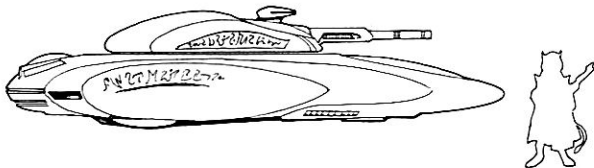
TL 14 ASLAN *FIREBOLT* SUPPORT VEHICLE

The *Firebolt* class support vehicle is used by allied clans and mercenary units, most notably the Teahleikhoi (Setting Sun) Regiment. The *Firebolt* and *Thundercrackers* are usually carried together aboard a transport starship. The number carried often varies, but a typical load is six *Firebolts* and two *Thundercrackers*.

CraftID: Aslan *Firebolt* Direct Fire Support Vehicle, TL 14, Cr6,065,800
Hull: 4/10, Disp=4.5, Config 7SL+turret, Armor=47G, Unloaded=64 tons, Loaded=78 tons
Power: 1/2, Fusion=54Mw, Dur=9/28
Loco: 1/2, Grav, Thrust=125 tons, NOE=180kph, Cruise=540kph, Top=720kph, MaxAccel=0.6G
Commo: Radio=Rgnl (500km), Maser=Rgnl (500km)
Sensors: All Weather Radar=Rgnl (500km), Ladar=Rgnl (500km), ActObjScan=Diff, ActObjPin=Diff
Off: Hardpoints=1

	Ammo	Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Plasma PB-12	0	0	54/5	20	VDist(7.8)	2	30	H	40
VRF Gauss	—	30K	21/4	10	VDist(4.5)	4	—	L	300

Def: —
Control: Computer=3fib x 2, Holo Link x 3
Accom: Crew=3 (Cmdr=1, driver=1, gunner=1), Seats=Roomy x 3, Env=Basic env, basic ls, extended ls, inert comp
Other: Fuel=7kl, Cargo=12kl, ObjSize=Small, EmLevel=Moderate

29
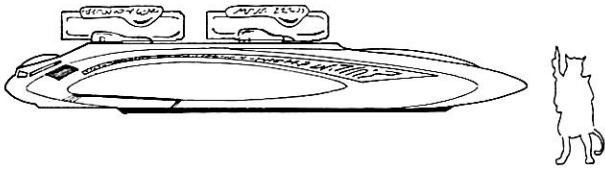
TL 14 ASLAN *THUNDERCRACKER* SUPPORT VEHICLE

The Aslan *Thundercracker* class support vehicle is used alongside the *Firebolt* by allied clans and mercenary units, most notably the Teahleikhoi (Setting Sun) Regiment. As with the *Firebolt*, the *Thundercracker* is usually carried aboard transport starships.

CraftID: Aslan Thundercracker Support Vehicle,TL14, Cr19,208,600
Hull: 4/10, Disp=4.3, Config 7SL, Armor=56G, Unloaded=107 tons, Loaded=114 tons
Power: 1/2, Fusion=27Mw, Dur=9/27
Loco: 1/2, Grav, Thrust=185 tons, NOE=180kph, Cruise=540kph, Top=720kph, MaxAccel=0.6G

Commo: Radio=Rgnl (500km), Maser=Rgnl (500km)
Sensors: All Weather Radar=Rgnl (500km), Ladar=Rgnl (500km), ActObjScan=Diff, ActObjPin=Diff
Off: Hardpoints=1

Ammo	Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
VRF Gauss	—	30K	21/4	10	VDist(4.5)	4	—	L	300
18cm MRL HE	30	28	24	varies*	—	55	H	3
HEAP	30	59	18	varies*	—	—	H	3
KEAPER	30	35	22	varies*	—	—	H	3

*Range depends on type of rocket: short=distant(9), medium=distant(18), long=distant(32).

Def: —
Control: Computer=3/fib x 2, Holo Link x 3
Accom: Crew=3 (Cmdr=1, driver=1, gunner=1), Seats=Roomy x 3, Env=Basic env, basic ls, ext ls, inert comp
Other: Fuel=6.5kl, Cargo=14kl, ObjSize=Average, EmLevel=Moderate

30
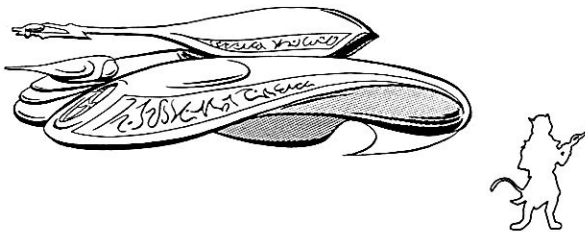
TL 14 ASLAN *FTAOHTE* SUPPORT VEHICLE

The *Ftaohte (Lightning)* class grav support vehicle is a popular combat vehicle among many Aslan clans. Like many high-tech Aslan vehicles, the extensive sensors on the vehicle allow the commander to act as both operator and commander.

CraftID: Aslan *Ftaohte*, TL 14, Cr6,686,300
Hull: 6/15, Disp=6, Config=7SL, Armor=50G, Unloaded=176 tons, Loaded=194 tons
Power: 2/5, Fusion=89Mw, Dur=5/15
Loco: 1/2, Std Grav, Thrust=320 tons, NOE=180kph, Cruise=540kph, Top=720kph, MaxAccel=0.6G
Commo: Radio=Rgnl (500km) x 2

Sensors: Act EMS=Dist (50km), Neutrino=1Mw, Pass EMS=VDist (50km), Headlights x 2, ActObjScan=Diff, ActObjPin=Diff, PassObjScan=Rout, PassObjPin=Diff, PassEngScan=Diff, PassEngPin=Form
Off: Hardpoints=1

Ammo	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Pulse Laser	0	7/2	5	Dist(2.5)	3	1.5	L	80
VRF Gauss	20000	21/4	10	VDist(4.5)	4	—	L	300

Def: Smoke x 2, Prismatic Aerosol x 10
Control: Computer=0/bis x 2, Holo Link x 22, HUD
Accom: Crew=2 (Cmdr/operator, gunner), Seats=Roomy x 2, Env=Basic env, basic ls, grav plates, inert comp
Other: Fuel=18kl, Cargo=18kl, ObjSize=Small, EmLevel=Moderate

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Neutrino=1Mw, Pass EMS=VDist (50km),
Headlights x 2, ActObjScan=Diff,
ActObjPin=Diff, PassObjScan=Rout,
PassObjPin=Diff, PassEngScan=Diff,
PassEngPin=Form
Off: Hardpoints=1

	Ammo	Rds	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
12cm MRL	HE	20	22	16	varies*	—	55	H	2
	HEAP	20	52	14	varies*	—	—	H	2
	KEAPER	10	30	14	varies*	—	—	H	2
VRF Gauss		20K	21/4	10	Vdist(4.5)	4	—	L	300

*Range depends on type of rocket: short=distant(7),
medium=distant(13), long=distant(22).

Def: Smoke x 2, Prismatic Aerosol x 10
Control: Computer=0/bis x 2, Holo Dyn Link x 1, HUD
Accom: Crew=2 (Operator/cmdr, gunner),
Seats=Roomy x 2, Env=Basic env, basic ls,
grav plates, inert comp
Other: Fuel=6kl, Cargo=16kl, ObjSize=Small,
EmLevel=Moderate

TL 14 ASLAN *TIHKA* GRAV SUPPORT VEHICLE

The *Tihka (Thunderer)* class grav support vehicle is a commonly used support vehicle among several Aslan clans. The operator and commander positions are combined, since the multitude of sensors on the vehicle allow the commander to operate the vehicle with little extra effort.

CraftID: Aslan *Tihka,* TL 14, Cr3,010,600
Hull: 5/14, Disp=6, Config=7SL, Armor=54G,
Unloaded=125 tons, Loaded=141 tons
Power: 1/2, Fusion=28Mw, Dur=5/15
Loco: 1/2, Std Grav, Thrust=220 tons,
NOE=180kph, Cruise=450kph,
Top=600kph, MaxAccel=0.5G
Commo: Radio=Rgnl (500km) x 2
Sensors: Act EMS=Dist (50km),

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32 TL 14 *TREPIDA* GRAV TANK
See inside front cover.

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Loco: 1/2, Std Grav, Thrust=400 tons,
NOE=180kph, Cruise=750kph,
Top=1,000kph, MaxAccel=0.9G
Commo: Radio=Cont (5,000km), Maser=Dist (5km) x 2
Sensors: EM Mask, Pass EMS=VDist (50km), Cont
(5,000km), Act EMS=Dist x 2,
ActObjScan=Form, ActObjPin=Form,
PassEngScan=Form
Off: Hardpoints=1
Def: Prismatic Aerosol x 2, Sandcaster x 2
Control: Computer=3 x 2, Panel=Dyn, HUD,
Env=Basic env, basic ls, ext ls, grav plates,
inert comp
Accom: Crew=2 (Operator/gunner, cmdr),
Seats=Roomy x 2, Adequate x 10
Other: Fuel=73kl, Cargo=10kl, ObjSize=Small,
EmLevel=Faint

TL 14 *ASTRIN* GRAV APC

The *Astrin* class grav armored personnel carrier was developed as a companion to the *Trepida* grav tank to carry troops into battle. Its deployment has followed the *Trepida* by about three years.

The *Astrin* carries up to 10 combat-equipped soldiers.

CraftID: *Astrin* Grav APC, TL 14, MCr18
Hull: 12/29, Disp=10, Config=4SL, Armor=40G,
Unloaded=100 tons, Loaded=130 tons
Power: 2/4, Fusion=120Mw, Dur=40/120

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TL 15 *INQUISITOR* GRAV SLED

The *Inquisitor* class grav sled was developed in the early 1100's, just prior to the onslaught of the Fifth Frontier War.

The *Inquisitor* is used at Naval bases and depots for base security, or as an early warning platform to assist other Naval vessels.

CraftID: *Inquisitor* Recon Grav Sled, TL 15, Cr33,292,800
Hull: 6/14 Disp=6, Config=1SL, Armor=45G Unloaded=51 tons, Loaded=53 tons
Power: 2/4 (ECP), Fusion=63Mw, Dur=4/12
Loco: 2/4 (ECP), LP Hvy Grav, Thrust=500 tons, NOE=190kph ,Cruise=750kph, Top=1,000kph, MaxAccel=6G
Commo: Meson=Cont (5,000 km), Maser=Sys (1,000 AU)
Sensors: Pass EMS=Substellar (100,000 km),

Act EMS=Far Orbit (500,000 km), EMS Jammer=Far Orbit (500,000 km), Densitometer=Hi Pen/1 km, Neutrino=10Kw, NAS Sensor=VLong (0.5km), Pass Audio=Dist (5km), Pass Mag=VDist (50km), Act Audio (Sonar)=Dist (5km), EM Mask, Holorecorders=2, Headlights=2, ActObjScan=Rout, ActObjPin=Rout, PassObjScan=Routine, PassObjPin=Rout, PassEngScan=Simp, PassEngPin=Rout
Off: Hardpoints=1

		Pen/		Max	Auto	Dngr		
	Ammo	Attn	Dmg	Range	Tgts	Spc	Sig	ROF
Fusion RFX-15	—	67/5	30	VDist(18)	4	45	H	160

Def: TL 15 Point Defense
Control: Computer=2/bis x 2 with ECP, Holo Link x 2, HUD x 2
Accom: Crew=2 (Cmdr/driver, sens op/gunner) Seats=Roomy x 2, Env=Basic Is, ext Is, grav plates, inert comp
Other: Fuel=7kl, Cargo=2kl, ObjSize=Small, EmLevel=Faint

35
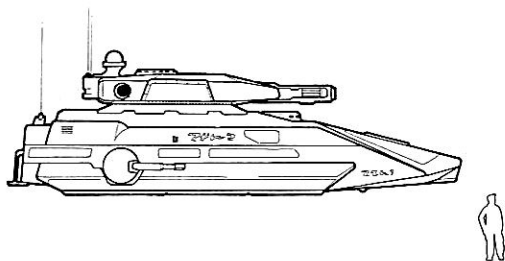
TL 15 *LANCER* COMBAT VEHICLE

The *Lancer* class combat vehicle is among the most significant additions to the military vehicle inventory since the *Inquisitor* recon grav sled.

CraftID: *Lancer*, TL15, Cr67,534,300
Hull: 18/45, Disp=20, Config=1SL, Armor=50G, Unloaded=251 tons, Loaded=258 tons
Power: 2/4, Fusion=252Mw, Dur=10/30
Loco: 2/4, LP Hvy Grav, Thrust=1,500 tons, NOE=190kph, Cruise=750kph, Top=1,000kph, MaxAccel=4G
Commo: Radio=Sys (1,000 AU), Maser=Sys(1,000 AU), Meson=Cont (5,000km)

Sensors: Act EMS=Far Orbit (500,000km), Pass EMS=Substellar (100,000 AU), Densitometer=HiPen/1km, Neutrino=10kw, EMS Jam=Far Orbit (500,000km), Pass Audio=Dist (5km), Pass Mag=VDist (50km), Pass Rad=VDist (50km), EM Mask, Act Audio=Dist (5km), NAS=VLong (0.5km), Headlights x 2, ActObjScan=Rout, ActObjPin=Rout, PassObjScan=Rout, PassObjPin=Rout, PassEngScan=Simp, PassEngPin=Rout
Off: Hardpoints=1

		Pen/		Max	Auto	Dngr		
	Ammo	Rds	Attn	Dmg	Range	Tgts	Spc	Sig	ROF
RPY-15	0	—	71/5	30	Vdist(21)	3	—	H	80
Beam Laser	0	—	49/4	60	Rgnl(125)	2	—	L	40

Def: Prismatic Aerosol
Control: Computer=3/fib x 2, Holo Link x 5, HUD x 5, (all ECP)
Accom: Crew=5 (Cmdr, driver, gunner=3), Troops=24, Seats=Roomy x 5, Adequate x 24, Env=Basic env, basic Is, ext Is, grav plates, inert comp, airlock
Other: Fuel=30kl, Cargo=5kl, ObjSize=Average, EmLevel=Faint

36
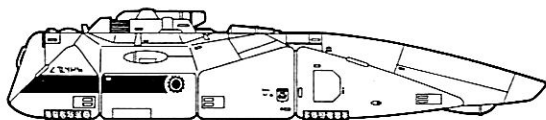
TL 15 *EMPRESS* GRAV APC

The *Empress* class grav armored personnel carrier is a popular model with the Imperial Marines. The craft is fast, heavily armored, and mounts an RPY-15 fusion gun — making it an ideal personal carrier for military campaigns.

CraftID: *Empress* Grav APC, TL 15, Cr9,835,700
Hull: 12/30, Disp=13, Config=4SL, Armor=60G, Unloaded=305 tons, Loaded=332 tons
Power: 2/4, Fusion=135Mw, Dur=14/42
Loco: 1/2, Std Grav, Thrust=600 tons, NOE=190kph, Cruise=720kph, Top=960kph, MaxAccel=0.8G
Commo: Radio=Cont (5,000km) x 2, Meson=Rgnl (500km)
Sensors: EM Mask, Act EMS=Dist (50km), Pass EMS=VDist (50km), Headlights x 2, ActObjScan=Diff, ActObjPin=Diff, PassEngScan=Form
Off: Hardpoints=1

		Pen/		Max	Auto	Dngr		
	Ammo	Attn	Dmg	Range	Tgts	Spc	Sig	ROF
Fusion RFY-15	0	71/5	30	VDist(21)	3	45	H	80

Def: Smoke x 5, Prismatic Aerosol x 5
Control: Computer=0/bis x 2, Holo Dyn Link x 2, HUD
Accom: Crew=2 (Operator, cmdr), Seats=Adequate x 10, Env=Basic env, basic ls, ext ls, grav plates, inert comp
Other: Fuel=68kl, Cargo=27kl, ObjSize=Small, EmLevel=Moderate

PARAMILITARY VEHICLES

37
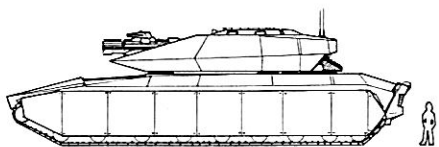
TL 9 *LAGERHEDD* ARMORED FIGHTING VEHICLE

The *Lagerhedd* class illustrates a different philosophy in low-tech armored fighting vehicles: duration and near-total automation. The *Lagerhedd* is designed to be operated by only a single crewmember, with an optional co-operator. As far as duration, the vehicle can operate for up to *eight standard days* without needing to be refueled.

CraftID: *Lagerhedd* Tracked AFV, TL 9, Cr21,951,800
Hull: 23/56, Disp=20, Config=1USL, Armor=26D, Unloaded=570 tons, Loaded=584 tons
Power: 7/17, Fusion=201Mw, Dur=8/24
Loco: 8/21, Tracks, Road=110kph, Off-road=44kph, P/W=344
Commo: Radio=Cont (500km)
Sensors: All Weather Radar=Dist (5km), Adv Act IR, Adv Image Enh, Headlights x 6
Off: Hardpoints=1

		Pen/		Max	Auto	Dngr		
	Ammo	Attn	Dmg	Range	Tgts	Spc	Sig	ROF
Pulse Laser x2	0	57/4	100	Rgnl(250)	4	45	H	160
LMG x 8	1000	3/3	3	VLong(1.0)	2	—	H	60

Def: Smoke x 6
Control: Computer=3/fib, Computer Link x 18, HUD x 2
Accom: Crew=1 (Operator/cmdr), Seats=Roomy x 6, Env=Basic env, basic ls
Other: Fuel=58kl, Cargo=13.5kl, ObjSize=Small, EmLevel=Moderate

38
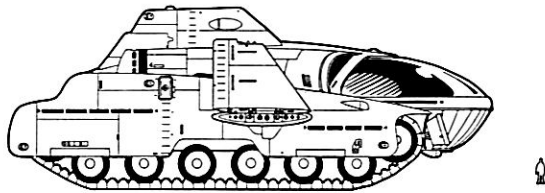
TL 10 *GASHEDA* UNDERSEA ATV

The *Gasheda* is designed primarily as an undersea all-terrain vehicle. The craft diplaces over 160 tons — nearly as large as a starship. The *Gasheda* has complete accommodations for up to six occupants.

CraftID: *Gasheda* Undersea ATV, TL 10, Cr7,747,000
Hull: 148/369, Disp=164, Config=4USL, Armor=16E, Unloaded=184 tons, Loaded=241 tons
Power: 1/2, Fusion=5.7Mw, Dur=30/90
Loco: 131/327, Tracks, Road=110kph, Off-road=66kph, P/W=23
Commo: Radio=Cont (500km) x 2
Sensors: Env Sensor, Act Audio (pinger)=5km, Pass EMS=VDist (5km), Headlights x 10, Densitometer=Low Pen/Surface, ActObjScan=Form, PassObjScan=Form, PassObjPin=Imp
Off/Def: Hardpoints=1
Control: Computer=2/bis x 2, Dyn Link x 3, HUD
Accom: Crew=(Operator,cooperator), Seats=Small Stateroom x 6, Env=Basic env, basic ls, ext ls
Other: Fuel=6kl, Cargo=57kl, ObjSize=Average, EmLevel=Faint

39
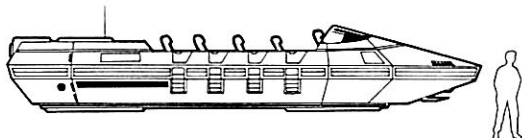
TL 10 *TRAVELER* OPEN AIR/RAFT

The *Traveler* class open-topped air/raft serves well in a variety of uses, from carrying passengers to ferrying small parcels of cargo. The *Traveler* , a larger air/raft, thus has room for up to eight passengers besides the operator.

CraftID: *Traveler* Open Air/Raft, TL 10, Cr950,700
Hull: 3/7, Disp=4, Config=4USL, Armor=4E, Unloaded=17 tons, Loaded=23 tons
Power: 1/2, Fusion=6.5Mw, Dur=20/59
Loco: 1/2, Std Grav, Thrust=30 tons, NOE=140kph, Cruise=270kph, Top=360kph, MaxAccel=0.3G
Commo: Radio=Cont (5,000km) x 2
Sensors: Act EMS=VDist (50km), Headlights x 4, ActObjScan=Diff, ActObjPin=Diff
Off/Def: Hardpoints=1
Control: Computer=0/bis x 2, Dyn Link x 6
Accom: Crew=1 (Operator), Seats=Adequate x 9, Env=Basic env, grav plates, inertial comp
Other: Fuel=4.5kl, Cargo=5.4kl, ObjSize=Small, EmLevel=Moderate

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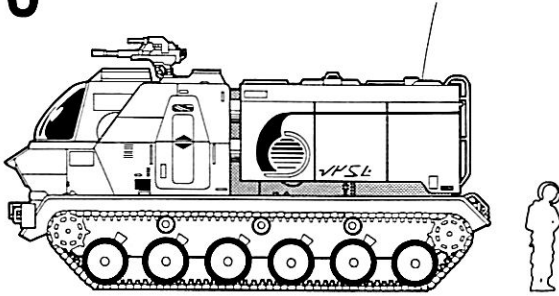
TL10 *HORRONON* ATV

The *Horronon* class all-terrain vehicle was designed primarily for use as a police or rescue vehicle. The police version is shown here. The rescue vehicle does not mount a weapon.

CraftID: *Horronon* ATV, TL 10, Cr1,246,700
Hull: 10/26, Disp=11, Config=4USL, Armor=16E,
　　　　Unloaded=49 tons, Loaded=106 tons
Power: 1/2, Fusion=11Mw, Dur=50/150
Loco: 2/5, Tracks, Road=120kph,
　　　　Off-road=70kph, P/W=101
Commo: Radio=Cont (500km) x 2
Sensors: Act EMS=VDist (50km), Pass EMS=VDist
　　　　(50km), Headlights x 4, ActObjScan=Diff,
　　　　PassObjScan=Diff, PassObjPin=Imp,
　　　　PassEngScan=Form
Off: Hardpoints=1

	Ammo	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Pulse Laser	0	30/3	10	VDist(25)	3	4.5	H	40

Def: Smoke x 5, Anti-Laser Aerosol x 2
Control: Computer/0, Dyn Link x 3, HUD
Accom: Crew=2 (Operator, cmdr), Seats=Roomy x 6,
　　　　Bunk, LowBerth, Env=Basic env, basic ls,
　　　　ext ls
Other: Fuel=20kl, Cargo=57kl, ObjSize=Small,
　　　　EmLevel=Moderate

41
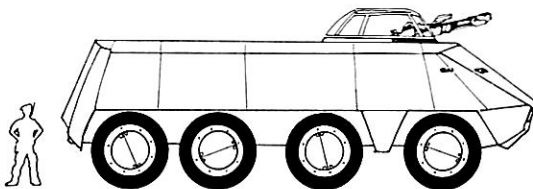
TL12 *MADWICK* ATV

The *Madwick* class is a quite popular ATV, often carried on board starships as the planetside vehicle.

CraftID: *Madwick* ATV, TL 12, Cr1,002,100
Hull: 9/24, Disp=10, Config=4USL, Armor=18F,
　　　　Unloaded=36 tons, Loaded=63 tons
Power: 1/2, Fusion=8.7Mw, Dur=40/120
Loco: 1/3, Wheels, Road=150kph,
　　　　OffRoad=45kph, P/W=136,
Commo: Radio=Cont (500km)
Sensors: Act EMS=VDist (50km), Headlights x 4,
　　　　Densitometer=Surface, ActObjScan=Form,
　　　　PassObjScan=Diff, PassObjPin=Imp
Off: Hardpoints=1

	Ammo	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Plasma PA-10	0	44/5	20	VDist(5.1)	2	15	H	40

Def: Smoke x 2, Anti-Laser Aerosol x 2
Control: Computer/0, Dyn Link x 3, HUD
Accom: Crew=1 (Operator), Seats=Roomy x 17,
　　　　Env=Basic env, basic ls, ext ls
Other: Fuel=13kl, Cargo=27kl, ObjSize=Small,
　　　　EmLevel=Moderate

42
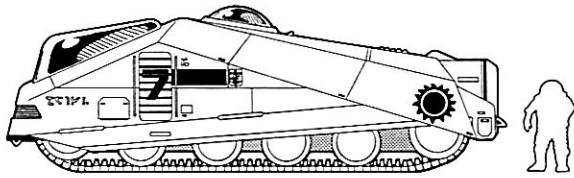
TL 12 *ARGOSY* ATV

The *Argosy* class all-terrain vehicle is a well-liked design. It has an excellent duration for travelling away from civilization, a good off-road speed, and plenty of room. It typically mounts a plasma PA-10 — a particularly nasty weapon for a paramilitary design.

CraftID: *Argosy* ATV, TL 12, Cr1,002,500
Hull: 9/24, Disp=10, Config=4USL, Armor=18F, Unloaded=39 tons, Loaded=95 tons
Power: 1/2, Fusion=8.7Mw, Duration=50/150
Loco: 1/2, Tracks, P/W=91, Road=140 kph, Off-road=60kph
Commo: Radio=Cont (5,000km)
Sensors: Active EMS=VDist (50km), Headlights x 4, Densitometer=Low Pen/Surface, ActObjScan=Form, PassObjScan=Diff, PassObjPin=Imp
Off: Hardpoints=1

		Pen/		Max	Auto	Dngr		
	Ammo	Attn	Dmg	Range	Tgts	Spc	Sig	ROF
Plasma PA-10	0	44/5	20	VDist(5.1)	2	15	H	40

Def: Smoke x 2, Anti-Laser Aerosol x 2
Control: Computer/0, Dyn Link x 3, HUD
Accom: Crew=2 (Operator, gunner), Seats=Roomy x 12, Env=Basic env, basic ls, ext ls
Other: Fuel=16kl, Cargo=57kl, ObjSize=Small, EmLevel=Moderate

43
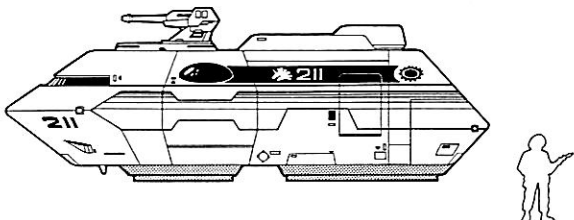
TL 12 *RESOLVE* G-CARRIER

The *Resolve* class G-carrier serves admirably either as a light military APC or as an armored air/raft in paramilitary or civilian applications. When used for non-military purposes, the *Resolve* is often unarmed.

CraftID: *Resolve* G-Carrier, TL 12, Cr3,559,700
Hull: 9/23, Disp=10, Config=4SL, Armor=10F, Unloaded=76 tons, Loaded=103 tons
Power: 1/2, Fusion=26Mw, Dur=15/45
Loco: 1/2, Std Grav, Thrust=140 tons, NOE=160kph, Cruise=315kph, Top=420kph, MaxAccel=0.35G
Commo: Radio=Cont (5,000km) x 2

Sensors: Act EMS=Dist (50km), Neutrino=1Mw, Pass EMS=VDist (50km), Headlights x 2, Densitometer=HiPen/1km, NAS Sensor=VLong, ActObjScan=Diff, ActObjPin=Diff, PassObjScan=Diff, PassObjPin=Diff, PassEngScan=Diff, PassEngPin=Form
Off: Hardpoints=1

		Pen/		Max	Auto	Dngr		
	Ammo	Attn	Dmg	Range	Tgts	Spc	Sig	ROF
Beam Laser	0	5/2	4	Dist(2.5)	2	1.5	H	40

Def: Smoke x 2, Anti-Laser Aerosol x 2
Control: Computer=0/bis x 2, Dyn Link, HUD
Accom: Crew=2 (Operator, gunner), Seats=Roomy x 14, Env=Basic env, basic ls, ext ls, grav plates, inert comp
Other: Fuel=14kl, Cargo=27kl, ObjSize=Small, EmLevel=Moderate

44

Commo: Radio=Cont (5,000km) x 2, Maser=VDist (50km)
Sensors: Act EMS=Dist (5km), Neutrino=1Mw, Pass EMS=VDist (50km), Headlights x 3 Densitometer=LowPen/1m, ActObjScan=Diff, ActObjPin=Diff, PassObjScan=Diff, PassObjPin=Form, PassEngScan=Diff, PassEngPin=Form
Off: Hardpoints=1

		Pen/		Max	Auto	Dngr	
	Ammo	Attn	Dmg	Range	Tgts	Spc	Sig
Plasma RPA-12	0	44/5	20	VDist(5.1)	3	15	H	80

Def: Smoke, Prismatic Aerosol x 3
Control: Computer=0/bis x 2, Dyn Link, HUD
Accom: Crew=2 (Operator, gunner), Seats=roomy x 14, Env=Basic env, basic ls, ext ls, grav plates, inert comp
Other: Fuel=21kl, Cargo=26kl, ObjSize=Small, EmLevel=Moderate

TL 12 ZHODANI *IAVCHIEQL* G-CARRIER

The *lavchieql* class G-carrier is a good example of Zhodani light vehicle design philosphy: weaponry is preferred over armor. Also, sensors are less powerful than those in equivalent Imperial craft — presumably because the Zhodani place more stock in psionics as a supplement to sensors.

CraftID: Zhodani *lavchieql* G-Carrier, TL 12, Cr3,991,100
Hull: 9/22, Disp=10, Config=4SL, Armor=8F, Unloaded=95 tons, Loaded=122 tons
Power: 1/3, Fusion=38Mw, Dur=16/48
Loco: 1/2, Std Grav, Thrust=160 tons, NOE=160kph, Cruise=270kph, Top=360kph, MaxAccel=0.3G

45

CraftID: *Venery* Police Speeder, TL 12, Cr918,200
Hull: 1/4, Disp=1.6, Config=2SL, Armor=4F, Unloaded=12 tons, Loaded=18 tons
Power: 1/2, Fusion=3.7Mw, Duration=30/90
Loco: 1/2, Std Grav, Thrust=34 tons, NOE=170kph, Cruise=810kph, Top=1,080kph, MaxAccel=0.9G
Commo: Radio=Sys (1,000AU) x 2
Sensors: Act EMS=Dist (5km), Pass EMS=VDist (50km), Headlights x 6, ActObjScan=Form, ActObjPin=Form, PassEngScan=Form
Off: Hardpoints=1

		Pen/		Max	Auto	Dngr		
	Ammo	Attn	Dmg	Range	Tgts	Spc	Sig	ROF
VRF Gauss	2,000	21/4	10	VDist(4.5)	4	—	L	300

Def: Smoke x 2
Control: Computer=0 x 2, Holo Link, HUD
Accom: Crew=1 (Operator), Seat=Roomy, Env=Basic env
Other: Fuel=4kl, Cargo=5.4kl, ObjSize=Small, EmLevel=Moderate

TL 12 *VENERY* POLICE SPEEDER

The *Venery* class police speeder is meant for patrol of urban environments and high-speed pursuit. It is equipped with both active and passive EMS sensors, which give it excellent night and bad-weather vision. In addition, the *Venery* is equipped with several searchlights to aid in spotting criminals at night. Similar vehicles can be found throughout human space in use by the local worlds' law enforcement agencies.

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TL 13 *VIEUS* HYDROFOIL

The *Vieus* class grav-thrusted hydrofoil illustrates a technique sometimes used for high-tech watercraft: grav-thrust propulsion. The watercraft does not have enough thrust to actually fly, but instead has just enough thrust to propel it forward on its foils. The combination of fusion power and grav propulsion makes the *Vieus* a quiet vessel even when nearby.

The *Vieus* hydrofoil is quite fast for a surface watercraft, able to reach 110kph. Many higher-tech worlds use such fast surface watercraft for patrol and courier duty in their wet navies.

Craft ID: *Vieus* Grav-Thrusted Hydrofoil, TL 13, Cr987,400
Hull: 2/4, Disp=1.5, Config=1SL, Armor=26F, Turret=15%, Unloaded=22 tons, Loaded=34 tons
Power: 1/2, Fusion=12Mw, Dur=18/54
Loco: 1/2, Grav Thrust=18 tons, Cruise=80kph, Top=110kph
Commo: Radio=Cont (5,000km) x 3, Maser=VDist (50km)
Sensors: ActEMS=VDist (50km), PassEMS=VDist (50km), Headlights x 2, ActObjScan=Diff, ActObjPin=Difficult, PassEngScan=Form
Off: Hardpoints=1

	Ammo	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Pulse Laser	0	33/3	12	VDist(25)	3	4.5	L	80

Def: Smoke x 5, PrismaticAerosol x 10
Control: Computer=0, Holo Dyn Link x 30
Accom: Crew=2 (Driver=1, gunner=1), Seats=Cramped x 2, Env=Basic env
Other: Fuel=9kl, Cargo=3kl, ObjSize=Small, EmLevel=Moderate

47
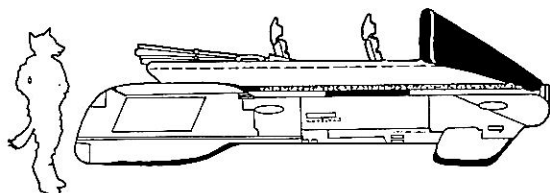
TL 13 VARGR *OEGHAEGHZ RRUERRGH* AIR/RAFT

The *Oeghaeghz Rruerrgh* (Imperial designation *Luck's Paw*) class air/raft is one of the more popular Vargr grav vehicles found in and around the Extents. The seats are quite roomy, and the convertible roof does much to lessen the uncomfortable effects of rainy or hot sunny weather. As with most Vargr vehicles, these air/rafts are often painted in bright or gaudy multi-color paint schemes. Many non-Vargr consider both the vehicle's body contours and typical paint schemes to be quite tasteless.

CraftID: Vargr *Oeghaeghz Rruerrgh* Air/Raft, TL 13, Cr586,900
Hull: 2/6, Disp=2.5, Config=4USL, Armor=4E, Unloaded=7.5 tons, Loaded=11.5 tons
Power: 1/2, Fusion=4Mw, Duration=12/36
Loco: 1/2, Std Grav, Thrust=14.5 tons, NOE=160 kph, Cruise=225kph, Top=300kph, MaxAccel=0.25G
Commo: Radio=Cont (5,000km)
Sensors: Active EMS=VDistant (50km), Headlights x 3, ActObjScan=Diff, ActObjPin=Diff
Off: Hardpoints=1
Def: —
Control: Computer=0/bis x 2, Dyn Link x 4
Accom: Crew=1 (Operator), Seats=Roomy x 6, Environ=Basic env, grav plates, inert comp
Other: Fuel=2kl, Cargo=4kl, ObjSize=Small, EmLevel=Moderate

48
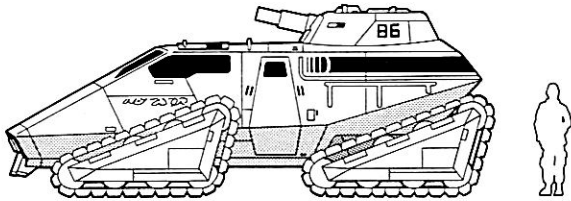
TL 13 *OR-E-CULL* ATV

The *Or-E-Cull* class ATV is a small all-terrain vehicle designed for speed.

CraftID: *Or-E-Cull* ATV, TL 13, Cr148,700
Hull: 4/10, Disp=4, Config=4USL, Armor=1F, Unloaded=10 tons, Loaded=10.2 tons
Power: 1/2, Fusion=0.4Mw, Dur=50/150
Loco: 2/4, Tracks, Road=175kph, Off-road=55kph, P/W=39
Commo: Radio=Cont (500km)
Sensors: Act EMS=VDist (50km), Pass EMS=VDist (50km), Headlights x 2, ActObjScan=Diff, PassObjScan=Diff, PassObjPin=Imp, PassEngScan=Form
Off/Def: Hardpoints=1
Control: Computer/0, Dyn Link x 1, HUD
Accom: Crew=1 (Operator), Seats=Roomy x 6, Env=Basic env, basic ls, ext ls
Other: Fuel=0.8kl, Cargo=0.15kl, ObjSize=Small, EmLevel=Moderate

49
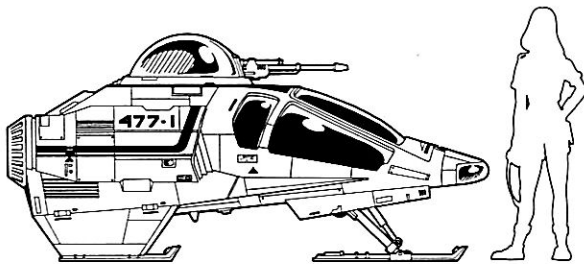
TL 14 *DASHI* HUNTERFOIL

The *Dashi* class grav-thrusted hunterfoil is similiar to the *Vieus* in concept; a high-tech watercraft with grav-thrust propulsion. The *Dashi* has just enough thrust to propel it forward on its foils, but not enough to fly. As with the *Vieus*, grav propulsion also makes the *Dashi* a quiet operating vessel.

The *Dashi* hunterfoil can race along at up to 125kph on the surface. The *Dashi* is a versatile craft, and can also operate submerged at up to 25kph.

CraftID: *Dashi* Hunterfoil, TL 14, Cr99,700
Hull: 1/2, Disp=1, Config=2SL, Armor=1G, Unloaded=2 tons, Loaded=6 tons
Power: 1/2, Fusion=1Mw, Dur=5/15
Loco: 1/2, Std Grav, Thrust=5 tons, Cruise=90kph, Top=125kph, Submerged=25kph, MaxAccel=0.8G
Commo: Radio=Cont (5,000km) x 2
Sensors: Act EMS=Dist (5km), Act Audio (pinger)=Dist (5km), Headlights x 2, ActObjScan=Form
Off: Hardpoints=1

	Ammo	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Beam Laser	0	5/2	4	Dist(2.5)	2	1.5	H	40

Def: Smoke x 2, Prismatic Aerosol x 4
Control: Computer=0 x 2, Dyn Link x 2,
Accom: Crew=2 (Operator, gunner), Seats=Adequate x 2, Env=Basic env, basic ls
Other: Fuel=0.2kl, Cargo=4kl, ObjSize=Small, EmLevel=Moderate

50
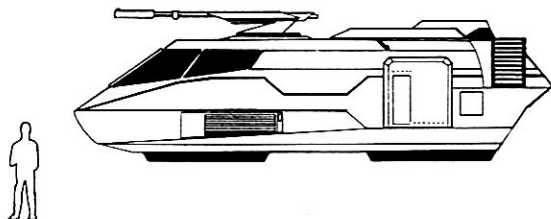
TL 15 *LOPEC* G-CARRIER

The *Lopec* class G-carrier is an enclosed military or quasi-military grav vehicle. Similar in concept to an armored air/raft, the G-carrier has a gun mount and an armored rear hatch door.

CraftID: *Lopec* G-Carrier, TL 15, MCr14.44
Hull: 7/18, Disp=8, Config=1USL, Armor=10G, Unloaded=20 tons, Loaded=48 tons
Power: 1/2, Fusion=54Mw, Dur=10/30
Loco: 1/2, Std Grav, Thrust=53 tons, NOE=120kph, Cruise=90kph, Top=120kph
Commo: Radio=Sys (1,000 AU)
Sensors: PassEMS=VDist (50km), ActEMS=VDist (50km), ActObjScan=Diff, ActObjPin=Diff, PasEngScan=Rout
Off/Def: HardPoints=1

	Ammo	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Fusion RFX-15	0	67/5	30	VDist(18)	4	45	H	160

Control: Computer=0 x 2, Panel=Holo Dyn Link, HUD, Env=Basic env, basic ls, inert comp
Accom: Crew=1 (Operator=1), Seats=Roomy x 4
Other: Cargo=27kl, Fuel=13kl, ObjSize=Small EmLevel=Faint

51
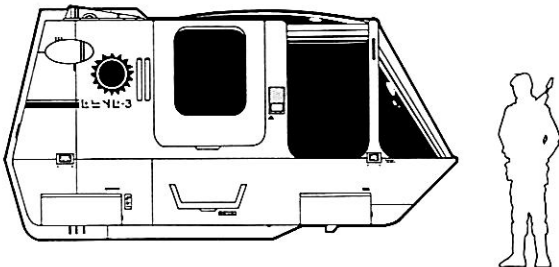
TL 15 *HURRICANE* AIR/RAFT

The *Hurricane* class air/raft is a popular model with allImperial military services, but especially popular with Scouts. The craft mounts a full array of sensors and a continental range meson communicator, which makes it a valuable platform for planetside survey and reconnaissance missions. The Scout's main survey vessel, the *Donosev* class, is designed to carry three *Hurricane* class air/rafts in its small craft bay.

CraftID: *Hurricane* Air/Raft, TL 15, Cr5,085,600
Hull: 3/7, Disp=3, Config=4USL, Armor=10G, Unloaded=10 tons, Loaded=17 tons
Power: 1/2, Fusion=6Mw, Dur=20/59
Loco: 1/2, Std Grav, Thrust=21 tons, NOE=190kph, Cruise=180kph, Top=240kph, MaxAccel=0.2G
Commo: Radio=Cont (5,000km) x 2, Meson=Cont (5,000km)
Sensors: Act EMS=Dist (50km), Neutrino=10kw, Pass EMS=VDist (50km), Headlights x 2, Densitometer=HiPen/1km, NAS Sensor=VLong (0.5km), ActObjScan=Diff, ActObjPin=Diff, PassObjScan=Rout, PassObjPin=Rout, PassEngScan=Rout, PassEngPin=Rout
Off/Def: Hardpoints=1
Control: Computer=0/bis x 2, Holo Dyn Link x 1, HUD
Accom: Crew=1 (Operator), Seats=Adequate x 4 Env=Basic env, basic ls, ext ls, grav plates, inert comp
Other: Fuel=4kl, Cargo=7kl, ObjSize=Small, EmLevel=Moderate

52
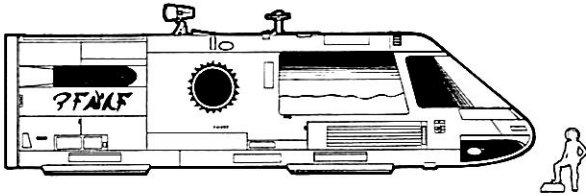
TL 15 *KANKURUR* G-CARRIER

The *Kankurur* class G-Carrier, manufactured by the Imperial megacorporation Ling Standard Products, is heavily used by the Scouts and the Navy. The craft mounts a full array of sensors and a planetary range meson communicator, which makes the *Kankurur* quite useful for survey and reconnaissance missions.

CraftID: *Kankurur* G-Carrier, TL 15, Cr10,630,600
Hull: 10/25, Disp=11, Config=4SL, Armor=10G, Unloaded=55 tons, Loaded=82 tons
Power: 1/2, Fusion=25Mw, Dur=20/60
Loco: 1/2, Std Grav, Thrust=99 tons, NOE=190kph, Cruise=180kph, Top=240kph, MaxAccel=0.2G
Commo: Radio=Cont (5,000km) x 2, Meson=Planetary (50,000km)
Sensors: Act EMS=Dist (50km), Pass EMS=VDist (50km), Neutrino=10kw, Densitometer=HighPen/1km, NAS Sensor=VLong (0.5km), Headlights x 2, ActObjScan=Diff, ActObjPin=Diff, PassObjScan=Rout, PassObjPin=Rout, PassEngScan=Rout, PassEngPin=Rout
Off/Def: Hardpoints=1
Control: Computer=0/bis x 2, Holo Dyn Link, HUD
Accom: Crew=1 (Operator), Seats=Roomy x 6, Env=Basic env, basic ls, ext ls, grav plates, inert comp
Other: Fuel=22kl, Cargo=27kl, ObjSize=Small, EmLevel=Moderate

CIVILIAN VEHICLES

53
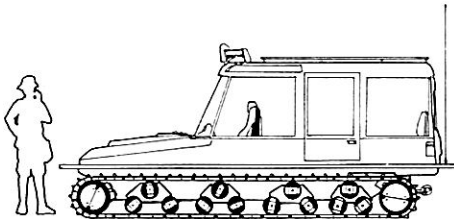
TL 5 SOLOMANI *SHACKLETON* EXPLORER

The *Shackleton* class explorer is a rugged, widely used vehicle, even on planets above tech level 5. The main reason for this is the simplicity of the *Shackelton's* design, and its ease of upkeep even under polar conditions.

The *Shackleton* does not need the extensive shielding against cold that most grav vehicles must have in order to protect their circuits. This vehicle usually needs only a chemical additive to its fuel and lubricants to keep going in the worst arctic weather.

CraftID: Solomani *Shackleton* Tracked Vehicle, TL 5, Cr8,900
Hull: 2/5, Disp=2, Config=4USL, Armor=4A, Unloaded=8 tons, Loaded=20 tons
Power: 1/2, Int Comb=0.5Mw, Dur=5/15
Loco: 1/2, Tracks, P/W=25.5, Road=70kph, Off-road=30kph
Commo: Radio=Cont (5,000km)
Sensors: —
Off/ Def: Hardpoints=1
Control: Basic Mech x 2
Accom: Crew=1 (Driver=1), Seats=Adequate x 3, Env=Basic env
Other: Fuel=7kl, Cargo=4kl, ObjSize=Small, EmLevel=Moderate

54
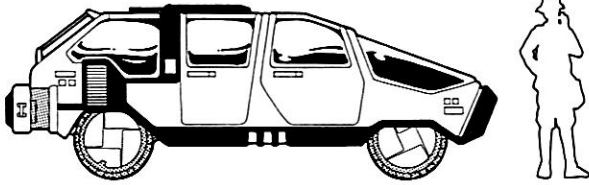
TL 5 *LETRA* GROUND CAR

The *Letra* ground car is an ordinary self-powered vehicle suitable for use in civilized areas on low-tech worlds.

CraftID: *Letra* Ground Car, TL 5, Cr3,100
Hull: 2/5, Disp=2, Config=4USL, Armor=4B,
　　　　Unloaded=4 tons, Loaded=5 tons
Power: 1/2, Int Comb=0.1Mw, Dur=6 hrs
Loco: 1/2, Wheels, Road=80kph, Off-road=25kph
Commo: — (some have a radio receiver)
Sensors: —
Off/Def: HardPoints=1
Control: Panel=Mech, Env=Basic env
Accom: Crew=1 (Operator=1), Seats=Cramped x 6
Other: Cargo=1kl, Fuel=0.072kl, ObjSize=Small,
　　　　EmLevel=Faint

55
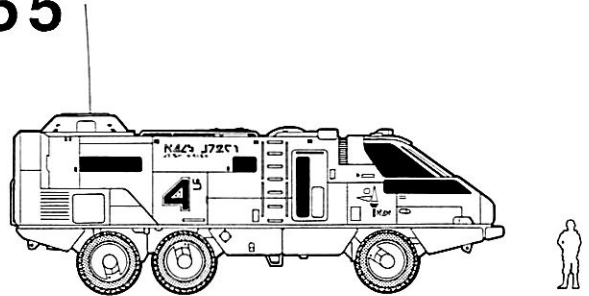
TL 6 *BUNDAN* WHEELED ATV

The *Bundan* wheeled all-terrain vehicle is a wheeled vehicle used on low-tech worlds for exploration.

CraftID: *Bundan* Wheeled ATV, TL 6, Cr46,400
Hull: 9/23, Disp=10, Config=4USL, Armor=6B,
　　　　Unloaded=28 tons, Loaded=55 tons
Power: 1/2, Int Comb=2Mw, Dur=4 /12
Loco: 1/2, Wheels, Road=100kph,
　　　　Off-road=35kph
Commo: — (some have a radio receiver)
Sensors: —
Off/Def: HardPoints=1
Control: Panel=Mech, Env=Basic env, basic ls
Accom: Crew=1 (Operator=1), Seat=Roomy x 17
Other: Cargo=25kl, Fuel=18kl, ObjSize=Small,
　　　　EmLevel=Faint

CraftID: *Permax* Tracked ATV, TL 6, Cr49,600
Hull: 9/23, Disp=10, Config=4USL, Armor=6B,
Unloaded=47 tons, Loaded=74 tons
Power: 1/2, Int Comb=2Mw, Dur=4/12 hrs
Loco: 1/2, Tracks, Road=80kph, Off-road=50kph
Commo: Radio=Rgnl (500km)
Sensors: —
Off/Def: HardPoints=1
Control: Panel=Mechl, Env=Basic env, basic ls
Accom: Crew=1 (Operator=1), Seat=Roomy x 17
Other: Cargo=25kl, Fuel=18kl, ObjSize=Small,
EmLevel=Faint

56
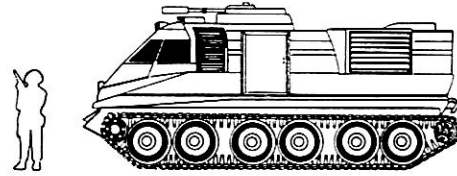
TL 6 *PERMAX* TRACKED ATV

The *Permax* tracked ATV is used on low-tech worlds for exploration.

57
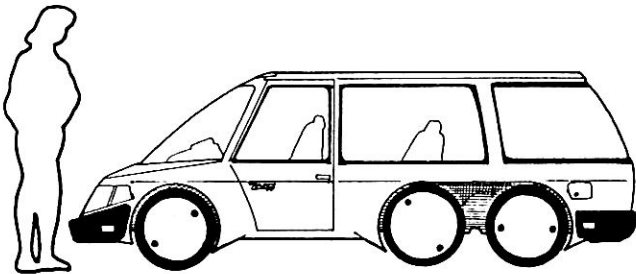
TL 8 *JAK RABBIT* GROUND CAR

The *Jak Rabbit* class ground car is typical of similar vehicles found on industrial and pre-stellar worlds across the Imperium. On worlds without central commuter control systems, its quick handling and tight turning radius make it far more maneuverable than most larger craft. Prior to the advent of grav vehicles, craft of this style are commonplace.

CraftID: *Jak Rabbit* Ground Car, TL 8, Cr3,500
Hull: 1/2, Disp=0.05, Config=4USL, Armor=4B,
Unloaded=1.5, Loaded=2.4
Power: 1/2, ImpInt Comb=0.02Mw, Dur=4 hrs
Loco: 1/2, Wheels, Road=80kph, Off-road=15kph
Commo: — (some have a radio receiver)
Sensors: Headlights x 2
Off/Def: Hardpoints=1
Control: Basic Mech
Accom: Crew=1 (Operator=1), Seats=Cramped x 4,
Env=Basic env
Other: Cargo=0.8kl, Fuel=0.125kl,
ObjSize=Small, EmLevel=Moderate

CraftID: Vargr *Sourztourrgh* Motorcycle, TL 8, Cr520
Hull: 1/1, Disp=0.06, Config=0USL, Armor=1B,
Unloaded=0.35 tons, Loaded=0.45 tons
Power: 1/2, ImpInt Comb=0.5Mw, Dur=4 hrs
Loco: 1/2, Wheels, Road=185kph, Off-road=35kph
Commo: — (some have a radio receiver)
Sensors: Headlight
Off/Def: Hardpoints=1
Control: Basic Mech
Accom: Seats=1, Open-topped
Other: Cargo=0, Fuel=0.1kl, ObjSize=Small,
EmLevel=Moderate
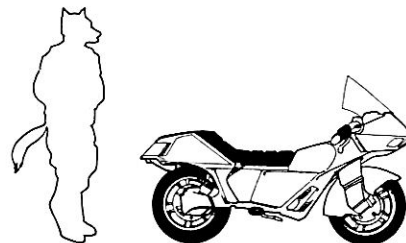
TL 8 VARGR *SOURZTOURRGH* MOTORCYCLE

The Vargr-built *Sourztourrgh* (brave corsair) class motorcycle is, like many Vargr craft, a mechanic's nightmare. Built for raw speed, it has an inefficient engine which has a higher than average failure rate. Still, with a fierce advertis-

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ing campaign to back it up, it sells well among young Vargr. On human worlds, similar vehicles abound as well. Once again, they are made to appeal to the young, who, like their canine counterparts, long to be a "roukhthaeghz" or leader of the pack.

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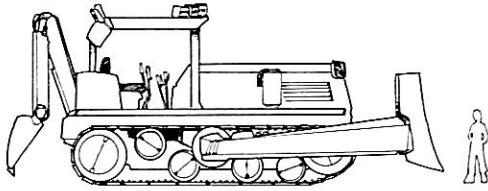
TL 8 *CINTO* CONSTRUCTION VEHICLE

The *Cinto* class is a typical example of a low-tech basic construction vehicle.

CraftID: *Cinto* Construction Vehicle, TL 8, Cr7,300
Hull: 1/2, Disp=1, Config=4USL, Armor=10B, Unloaded=6 tons, Loaded=7 tons
Power: 1/2, Imp Int Comb=0.08Mw, Dur=3 hrs
Loco: 1/2, Tracks, Road=75kph, Off-road=15kph, P/W=11
Commo: Radio=Cont (500km)
Sensors: Headlights x 6
Off/Def: Hardpoints=1
Control: Enhanced Mech
Accom: Crew=1, Seats=Adequate, Env=Basic env
Other: Fuel=0.03kl, Cargo=0.7kl, Excavation Blade, ObjSize=Small, EmLevel=Moderate

60
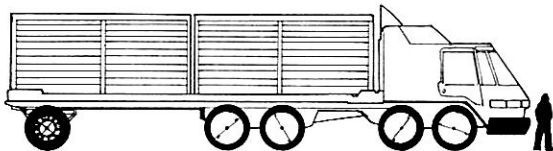
TL 8 *HUGHESTON* TRANSPORTER

The *Hugheston* Model FH-4800 cargo transporter, al-hough rather unusual because of its turbine drive system, is a good example of long-range freight transports employed by many societies which haven't attained gravitics technology. The craft is designed for long-distance travel on pavement at moderate, constant speeds while transporting a large amount of cargo.

The FH-4800 is divided into two parts: the control cabin and the cargo module. Only the cabin area is provided with life support equipment, although various models of the FH-4800 come with extras such as refrigerated, heated, or airtight cargo modules. In such cases, of course, the cargo space is reduced by as much as 10 percent.

CraftID: *Hugheston* Cargoload Transporter, TL 8, Cr252,600
Hull: 14/34, Disp=15, Config=4USL, Armor=4B, Unloaded=21 tons, Loaded=180 tons
Power: 1/2, MHD Turbine=5Mw, Dur=24 hrs
Loco: 1/2, Wheels, Road=95kph, Off-road=20kph
Commo: Radio=Cont (5,000km)
Sensors: Headlights x 2
Off/Def: HardPoints=1
Control: Computer=0/bis, Elect Link
Accom: Crew=2 (Operator=1), Seats=Roomy x 2, Bunk, Env=Basic env, basic ls, ext ls
Other: Cargo=150kl, Fuel=4kl, ObjSize=Average, EmLevel=Moderate

61
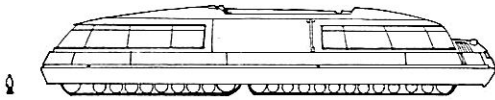
TL 9 *AQUANAUT* RESTAURANT

The *Aquanaut* tracked undersea restaurant gives its customers a close-up view of fascinating marine life while they enjoy their meal. Tours of coral reefs or ancient wrecks are offered with formal suppers, while other meals are served at one underwater location. A meal for two with a tour usually costs around Cr100, although this varies widely from planet to planet. Seating capacity is 85 customers.

CraftID: *Aquanaut* Undersea Restaurant, TL 9, Cr3,062,400
Hull: 50/124, Disp=55, Config=3SL, Armor=18B, Unloaded=251 tons, Loaded=344 tons
Power: 1/2, Fusion=20Mw, Dur=60/180
Loco: 2/4, Tracks, P/W=58, Road=110kph Off-road=45kph
Commo: Laser=Rgnl (500km)
Sensors: Headlights x 20, Act Audio=Dist (5km), ActObjScan=Form
Off/Def: Hardpoints=1
Control: Computer=0bis, Computer Link x 33
Accom: Crew=15 (Driver=1, engineer=1, maint=1, steward=12), Seats=Roomy x 100, Env=Basic env, basic ls, ext ls, airlock
Other: Fuel=43kl, Cargo=80kl, ObjSize=Average, EmLevel=Faint

62
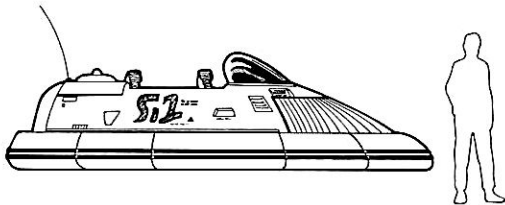
TL 9 *RHONOR* SCOUT ACV

The *Rhonor* class air cushion vehicle (ACV) serves well as a fast forward scout or courier vehicle, particularly in regions with swamp, grasslands, ice fields or other relatively flat terrain. The *Rhonor* is a popular vehicle for expeditions to these relatively flat wilderness areas on some lower-tech worlds. By carrying extra fuel, the operating range of this vehicle can be extended slightly.

The vehicle includes a tarp and frame so that it may be "enclosed" during periods of bad weather.

CraftID: *Rhonor* Scout ACV, TL 9, Cr157,100
Hull: 1/2, Disp=0.5, Config=4SL, Armor=1D, Unloaded=2 tons, Loaded=2.5 tons
Power: 1/2, MHD Turbine=0.4Mw, Dur=1/3
Loco: 1/2, Air Cushion, Thrust=4 tons, Cruise=110kph, Top=150kph, MaxAccel=0.5G
Commo: Radio=Cont (5,000km)
Sensors: All Weather Radar=VDist (5km), Headlights x 2, ActObjScan=Form
Off/Def: Hardpoints=1, Smoke
Control: Computer=0, Elect Link
Accom: Crew=1 (Operator), Seats=Cramped x 3, Env=Basic env
Other: Fuel=0.4kl, Cargo=0.1kl, ObjSize=Small, EmLevel=Moderate

63
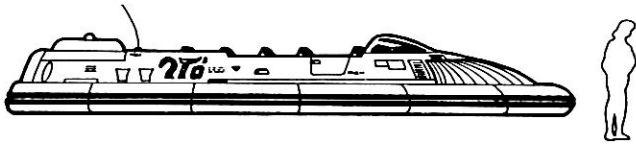
TL 9 *RHEENA* PASSENGER ACV

The *Rheena* class air cushion vehicle (ACV) can carry up to 15 passengers and over 40 kiloliters of cargo, making it a popular passenger hovercraft, especially for wilderness expeditions. The *Rheena* serves well as a multi-purpose transport vehicle on lower-tech worlds. By carrying extra fuel, the operating range of this vehicle can be extended.

The vehicle includes a tarp and frame so that it may be "enclosed" during periods of bad weather.

CraftID: *Rheena* Passenger ACV, TL 9, Cr1,436,000
Hull: 5/14, Disp=6, Config=4SL, Armor=1D, Unloaded=25 tons, Loaded=46 tons
Power: 1/2, MHD Turbine=5.6Mw, Dur=1/3
Loco: 1/2, Air Cushion, Thrust=55 tons, Cruise=45kph, Top=60kph, MaxAccel=0.2G
Commo: Radio=Cont (5,000km)
Sensors: All Weather Radar=VDist (5km), Headlights x 2, ActObjScan=Form
Off/Def: Hardpoints=1, Smoke
Control: Computer=0, Elect Link
Accom: Crew=1 (Operator), Seats=Cramped x 16, Env=Basic env
Other: Fuel=7kl, Cargo=14kl, ObjSize=Small, EmLevel=Moderate

TL 9 *AVI* CARGO ACV

The *Avi* class air cushion vehicle (ACV) can carry nearly 90 kiloliters of cargo (6 displacement tons' worth). As a cargo hovercraft, the *Avi* is one of the more popular designs, particularly for expeditions into relatively flat wilderness areas on lower-tech worlds. By carrying extra fuel, the operating range of this vehicle can be extended.

The vehicle includes a tarp and frame so that it may be "enclosed" during periods of bad weather.

CraftID: *Avi* Passenger ACV, TL 9, Cr9,050,800
Hull: 7/18, Disp=20, Config=4SL, Armor=1D, Unloaded=8 tons, Loaded=13 tons
Power: 3/8, MHD Turbine=36Mw, Dur=1/3
Loco: 1/2, Air Cushion, Thrust=359 tons, Cruise=45kph, Top=60kph, MaxAccel=0.2G
Commo: Radio=Cont (5,000km)
Sensors: All Weather Radar=VDist (5km), Headlights x 2, ActObjScan=Form

64
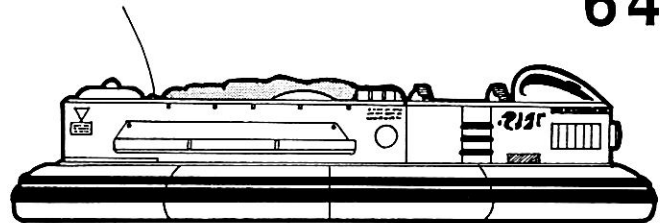
Off/Def: Hardpoints=1, Smoke
Control: Computer=0, Elect Link x 12
Accom: Crew=1 (Operator), Seats=Cramped x 4, Env=Basic env
Other: Fuel=54kl, Cargo=88kl, ObjSize=Small, EmLevel=Moderate

65
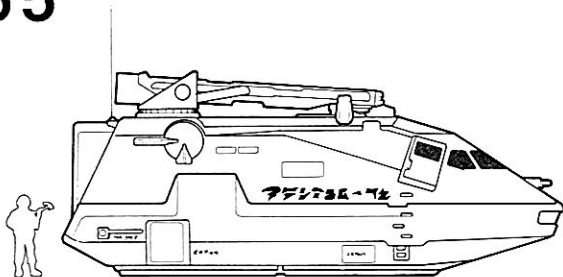
TL 10 *MOTHERLODE* MINING GRAV

The *Motherlode* mining grav is used for locating, mining, and transporting raw ore to a processing facility in a multitude of environments.

CraftID: *Motherlode*, TL 10, Cr3,392,800
Hull: 10/24, Disp=10.5, Config=4SL, Armor=1D, Unloaded=49 tons, Loaded=55 tons

Power: 1/2, Fusion=12Mw, Dur=7/21
Loco: 1/2, Grav, Thrust=80 tons, NOE=135kph, Cruise=405kph, Top=540kph, MaxAccel=.45G
Commo: Radio=VDist (50km)
Sensors: Radar=VDist (50km), Laser Sensor, Echo Sounder, Mineral Analyzer, Headlights x 2, ActObjScan=Diff, ActObjPin=Diff, PassEngScan=Form
Off/Def: Hardpoints=1

	Ammo	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Pulse Laser	0	12/2	5	Dist(5)	3	3.0	H	80

Control: Computer=0/bis x 2, Computer Link x 2
Accom: Crew=2 (Driver=1, gunner=1), Seats=Adequate x 4, Small Stateroom x 3, Env=Basic env, basic ls, extended ls, inert comp, airlock
Other: Fuel=3kl, Cargo=5kl, ObjSize=Small, EmLevel=Moderate, Crane Cap=1 ton

CraftID: *Lifesaver* Ambulance Air/Raft, TL 10,
Cr309,400
Hull: 5/12, Disp=5, Config=4SL, Armor=1B
Unloaded=11 tons, Loaded=13 tons
Power: 1/2, MHD Turbine=2.4Mw, Dur=20 hrs
Loco: 1/2, Std Grav, Thrust=20 tons,
NOE=150kph, Cruise=450kph, Top=600kph,
MaxAccel=0.5G
Commo: Radio=Rgnl (5,000km)
Sensors: Headlight, Pass IR
Off/Def: Hardpoints=1
Control: Computer=0, Dyn Link x 5
Accom: Crew=3 (Driver=1, medic=2),
Seats=Adequate x 1, Cramped x 2,
Bunk x 1, Emergency Low Berth x 1,
Env=Basic env, basic ls for patient
Other: Fuel=2kl, Cargo=0.5kl, ObjSize=Small,
EmLevel=Moderate
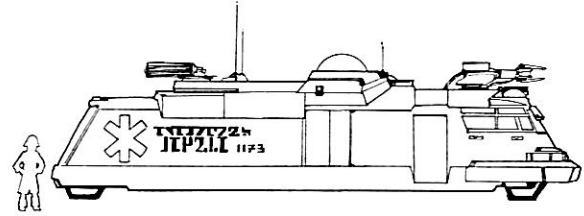
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TL 10 *LIFESAVER* AMBULANCE

The great advantage of a grav ambulance is that it can pick up injured people from anywhere: wilderness, tops of buildings, crowded city streets.

67
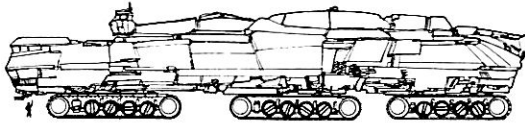
TL 10 *TIAMAT* MINING CRAWLER

The *Tiamat* mining vessel is a self-contained colony for 50 people and can stay undersea for three to six months at a time. The colony's depth capability is 10 km. Sternmetal markets the *Tiamat* on any world that has deep seas and mineral deposits beneath them.

CraftID: *Tiamat* Crawler, TL 12, MCr13.785
Hull: 450/1125, Disp=500, Config=4USL,
Armor=40B, Unloaded=964 tons,
Loaded=5,000 tons
Power: 2/4, Fusion=36Mw, Dur=46/139
Loco: 10/20, Tracks, P/W=7,
Road=70kph, Off-road=15kph
Commo: Laser=Cont (5,000km)
Sensors: Headlight (rotatable), Act IR, Act
Audio=Dist(5 km), Mag=VDist (50 km), Video
Rec, ActObjScan=Form, ActObjPin=Form,
PassObjScan=Diff
Off/Def: Hardpoints=1
Control: Computer=2/bis, Elect Link x 70
Accom: Crew=14 (Bridge=2,engineer=4, maint=7,
medic=1), Small Stateroom x 50,
Env=Basic env, basic ls, extended ls
Other: Fuel=60kl, Cargo=4,000kl, Hvy Robot Arm,
ObjSize=Avg, EmLevel=Faint

TL 10 *QUEST* HUNTER AIR/RAFT

The *Quest* class hunter air/raft, manufactured by the Imperial megacorporation Ling Standard Products, is a popular grav vehicle for exploratory excursions into wilderness areas. The *Quest* sports a completely enclosed and sealed environment, complete with extended life-support facilities (food and waste recycle).

CraftID: LSP *Quest* Hunter Air/Raft, TL 10,
Cr801,500
Hull: 2/5, Disp=2, Config=4SL, Armor=4E,
Unloaded=8.3 tons, Loaded=8.7 tons
Power: 1/2, Fusion=2.5Mw, Dur=31/94
Loco: 1/2, LP Hvy Grav, Thrust=13 tons,
NOE=140kph, Cruise=405kph, Top=540kph,
MaxAccel=0.45G
Commo: Radio=Cont (5,000km)
Sensors: Act EMS=Dist (5km), Pass EMS=VDist
(50km), Headlights x 2, ActObjScan=Form,
PassEngScan=Form
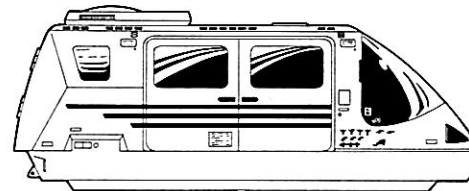
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Off/Def: Hardpoints=1
Control: Computer=0/bis x 2, DynLink x 1, HUD
Accom: Crew=1 (Operator), Seats=Adequate x 6,
Env=Basic env, basic ls, grav plates, inert
comp
Other: Fuel=2.9kl, Cargo=0.4kl, ObjSize=Small,
EmLevel=Moderate

69 TL 10 IMPERIAL *SIRVAAN* AIR/RAFT
See inside back cover.

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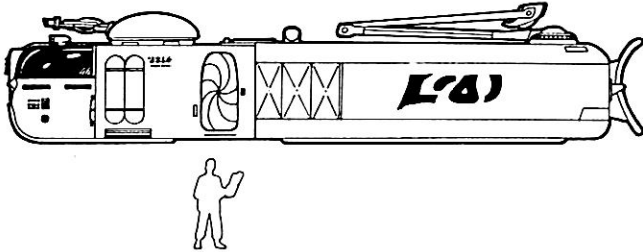
TL 10 *JACQUES* MINING VEHICLE

The *Jacques* class mining vehicle is designed to locate, mine, and transport ore from a variety of environments. Under certain circumstances, this grav vehicle can be a useful alternative to an all-terrain vehicle or air/raft as a shipboard vehicle.

CraftID: *Jacques* Grav Mining Vehicle, TL 10, Cr2,639,500
Hull: 9/23, Disp=10, Config=4USL, Armor=4E, Unloaded=67 tons, Loaded=161 tons
Power: 1/2, Fusion=27Mw, Dur=1/3 days
Loco: 1/2, Std Grav, Thrust=180 tons, NOE=120kph, Cruise=90kph, Top=120kph, MaxAccel=0.1G

Commo: Radio=VDist (50km)
Sensors: Act EMS=Dist (5km), Headlights x 5 (includes 2 spotlights), ActObjScan=Form, ActObjPin=Form
Off/Def: Hardpoints=1

	Ammo	Pen/ Attn	Dmg	Max Range	Auto Tgts	Dngr Spc	Sig	ROF
Pulse Laser	0	6/2	4	Dist(2.5)	3	1.5	H	80

Control: Computer=0/bis x 2, Dyn Link x 25
Accom: Crew=2 (Operator, gunner), Seats=Roomy x 4, Env=, basic env, basic ls, ext ls, grav plates
Other: Fuel=1kl, Cargo=95kl, Loading Crane, ObjSize=Small, EmLevel=Moderate

71
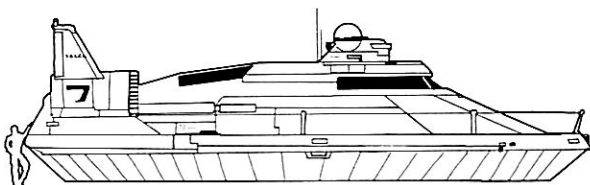
TL 11 *TAVEE-GHO* RECREATIONAL ACV

The *Tavee-Gho* recreational air cushion vehicle is a popular all-terrain travel home for tech level 11. The *Tavee-Gho* can traverse relatively flat land terrain with ease, and does quite well on all but the roughest bodies of water. Fold-up bunks are located in the common area, along with food storage and preparation facilities. Three luxurious staterooms make the *Tavee-Gho* an enjoyable craft to take on vacations and on extended wilderness excursions.

CraftID: *Tavee-Gho* Recreational ACV, TL 11, Cr5,387,100
Hull: 18/45, Disp=20, Config=6SL, Armor=1E, Unloaded=82 tons, Loaded=96 tons
Power: 1/2, Fusion=13.4Mw, Duration=20/60
Loco: 2/4, Air Cushion, Thrust=130 tons, Cruise=80kph, Top=105kph, MaxAccel=0.35G
Commo: Radio=Cont (5,000km)
Sensors: Act EMS=VDist (50km), Headlights x 5, ActObjScan=Diff
Off/Def: Hardpoints=1
Control: Computer=0, Computer Link x 1, HUD
Accom: Crew=1 (Operator), Bunks x 4, Stateroom x 3, Env=Basic env, basic ls
Other: Fuel=1.4kl, Cargo=13.5kl, ObjSize=Small, EmLevel=Faint

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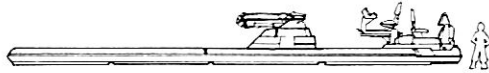
TL 11 *DEMETER* GRAV WAGON

Grav-powered farm implements became popular on most worlds as soon as they were available because they do not disturb the crops they tend. Thus "row" crops can be planted in dense patches to shade out weeds and save water, and grains are never matted down by tractor wheels. The *Demeter* is a typical grav wagon whose robot arm may control assorted attachments (sold separately), or simply load cargo into the open cargo section. Said cargo may occupy 17kl or be heaped even higher, but should weigh no more than 15 tons or the vehicle will lose speed. If slow travel is acceptable, 20 tons may be carried.

CraftID: *Demeter* Grav Wagon, TL 11, Cr107,100
Hull: 3/7, Disp=3, Config=4USL Open, Armor=4B, Unloaded=11 tons, Loaded=30 tons
Power: 1/2, MHD Turbines=4.8Mw, Dur=20 hrs
Loco: 1/2, Std Grav, Thrust=40 tons, NOE=75kph, Cruise=225kph, Top=300kph, MaxAccel=.33G
Commo: Radio=Dist (5km)
Sensors: Headlight
Off/Def: Hardpoints=1
Control: Elect x 32
Accom: Crew=3, Seats=Adequate x 3, Env=Basic env
Other: Fuel=4kl, Cargo=17kl, Hvy Robot Arm

73

TL 11 *ARCTICA* REFRIGERATED DELIVERY VAN

The *Arctica* refrigerated delivery van is self-loading and solar powered. It is guaranteed to deliver your cargo fresh, and it's cheap for the service it gives. There are different models for liquids and solids. The refrigeration can be augmented to handle liquified gases.

The strangest use to which it was ever put was as the travelhome for a delegation of methane breathers from Argonos to Sardia. These dignitaries found the modified van very comfortable at -70°C. A view window had been installed to allow them to see the exotic scenery of their hosts' "hellishly hot" planet.

CraftID: *Artica* Refrigerated Delivery Van, TL 11, Cr766,000
Hull: 4/9, Disp=4, Config=4SL, Armor=4B, Unloaded=6 tons, Loaded=53 tons
Power: 1/2, Storage Batt=0.9Mw, Solar Cells=.045Mw
Loco: 1/2, Wheels, P/W=18, Road=120kph, Off-road=25kph
Sensors: Headlight
Off/Def: Hardpoints=1
Control: Computer=0, Dyn Link, HUD
Accom: Crew=1, Seat=Adequate, Env=Basic env
Other: Cargo=47kl, ObjSize=Small, EmLevel=Moderate

74 TL 11 *COVA* ENCLOSED AIR/RAFT
See inside back cover.

75
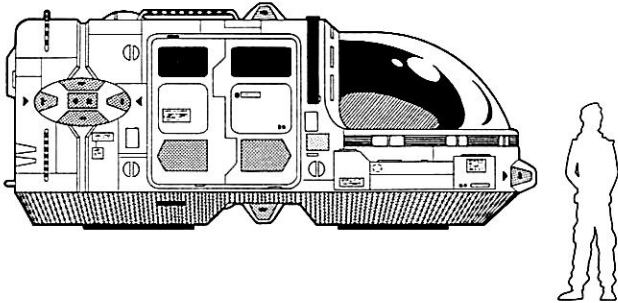
TL 11 *AURUM SEEKER* BUGGY

The *Aurum Seeker* class air/raft "buggy" is specifically designed to serve as a belter's grav vehicle. The craft mounts a low penetration densitometer, making the craft useful for examining surface deposits of asteroids up close, without requiring the belter to actually go on an outside excursion in a vacc suit.

CraftID: *Aurum Seeker* Buggy, TL 11, MCr1.293
Hull: 4/9, Disp=4, Config=4USL, Armor=4E, Unloaded=26 tons, Loaded=46 tons
Power: 1/2, Fusion=9.7Mw, Dur=8/25
Loco: 1/2, Std Grav, Thrust=55 tons, NOE=150kph, Cruise=135kph, Top=180kph, MaxAccel=0.15G
Commo: Radio=Cont (5,000km) x 2
Sensors: Act EMS=VDist (50km), Mag=VDist(50km), Densitometer=Low Pen/Surface, Headlights x 4, ActObjScan=Diff, PassObjScan=Form, PassObjPin=Imp
Off/Def: Hardpoints=1
Control: Computer=0/bis x 2, Dyn Link, HUD
Accom: Crew=1 (Operator), Seats=Roomy x 5, Env=Basic env, basic ls, grav plates, inert comp
Other: Fuel=3kl, Cargo=20kl, ObjSize=Small, EmLevel=Moderate

76
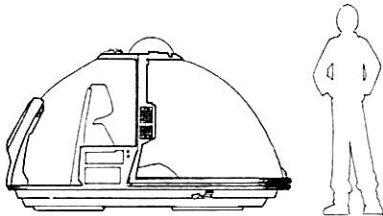
TL 12 *ZEUS* LUXURY FLOAT CHAIR

This is the ultimate in individual luxury transport, the limousine of grav chairs. The *Zeus* float chair has very roomy seating (it can carry two for a private conference). The onboard computer can fly the craft without human attention, so that the rider may use his time working, talking on the radio, or relaxing with a drink. A robot tentacle serves as a butler. Various decoration schemes and custom modifications are available, but the amenities added cannot weigh more than 150kg without sacrificing speed.

CraftID: *Zeus* Luxury Grav Chair, TL 12, Cr92,000
Hull: 1/1, Disp=0.5, Config=4USL, Armor=4F, Unloaded=0.48 tons, Loaded=.56 tons
Power: 1/2, Fuel Cell=0.05Mw, Dur=4/12
Loco: 1/2, Hvy Grav, Thrust=1 ton, NOE=75kph, Cruise=225kph, Top=300kph, MaxAccel=0.9Gs
Commo: Radio=Rgnl (500km)
Sensors: Headlight, Act IR
Off/Def: Hardpoints=1
Control: Computer=0, Dyn Link
Accom: Seat=Very Roomy, Env=Basic env
Other: Fuel=0.03kl, Robot Tentacle, ObjSize=Small, EmLevel=Faint

77
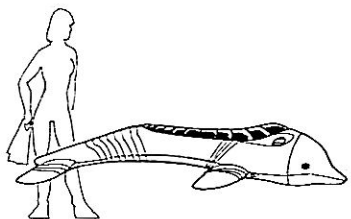
TL 12 *CETACEAN* RECREATIONAL DOLPHIN

The *Cetacean* is intended for hours of fun in the sea. The rider can glide through the water, driven by a powerful fluke, mingling with dolphin schools and even communicating with them via recordings of dolphin words. Like a real dolphin, the craft is supplied with sonar. The radio is usable only at the surface. The fuel cell has fuel for 30 hours of enjoyment, but no more than 4 hours at a time are recommended for comfort. Recently, a modified version of this vehicle has been put out for use by researchers working with the Lasat race on Zur.

CraftID: *Cetacean* Recreational Dolphin, TL 12, Cr12,000
Hull: 1/1, Disp=0.25, Config=7SL, Armor=12F, Unloaded=0.74 tons, Loaded=0.81 tons
Power: 1/2, Fuel Cell=0.03Mw, Dur=30 hrs
Loco: 1/2, Legs (fluke), Cruise=35kph, Top=50kph
Commo: Radio=VDist (50km)
Sensors: Act Audio=Dist (5km), ActObjScan=Form
Off/Def: Hardpoints=1
Control: Elect x 3
Accom: Crew=1, Seat=Cramped x 1, Env=Basic env, basic ls
Other: Fuel=0.006kl, ObjSize=Small, EmLevel=Faint

78
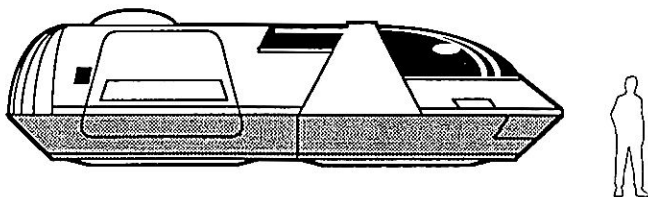
TL 12 *PROTEAN* EMERGENCY RESPONDER

Far more than a common ambulance or fire truck, the General Products *Protean* Model 2970 Emergency Response Vehicle (ERV) is designed to cope with a wide variety of accidents and disasters without assistance. It includes a wide variety of sensors useful for anything from pinpointing a radiation leak to locating survivors in the ruins of a collapsed building. Further, standard models include a high pressure cannon which fires a flame retardant foam for use in combatting any manner of conflagration. As a rule, the "cargo" space is filled with various emergency equipment and first aid supplies and the 10 persons on board are all highly trained disaster relief specialists.

Despite the expensive price tag, the versatility of this unit makes it a better buy than specialized craft which cost far less but are equipped for only a single type of crisis.

CraftID: *Protean* Emergency Response Vehicle, TL 12, Cr85,772,000
Hull: 9/23, Disp=10, Config=4SL, Armor=5F, Unloaded=98 tons, Loaded=129 tons
Power: 1/2, Fusion=40Mw, Dur=5/15
Loco: 1/2, LP Lt Grav, Thrust=200 tons, NOE=150kph, Cruise=450kph, Top=600kph, MaxAccel=0.5G
Commo: Radio=Cont (5,000km)
Sensors: Synthetic Vision, Densitometer=Hi Pen/50m, Pass Audio=Dist (5km), Act Audio=Dist (5km), Env Sensor, Mag=VDist(50km), Radiation=VDist(50km), All Weather Radar=Cont (5,000km), ActObjScan=Diff, ActObjPin=Diff, PasObjScan=Diff, PasObjPin=Diff
Off/Def: Hardpoints=1
Control: Computer=2 x 2, Dyn Link x 2, Large Holo
Accom: Crew=2 (Operator=2), Seats=Adequate x 10, Env=Basic env, basic ls, ext ls, grav plates, inert comp, airlock
Cargo: Cargo=41.257kliters, Fuel=.36kliters, ObjSize=Average, EmLevel=Moderate

79
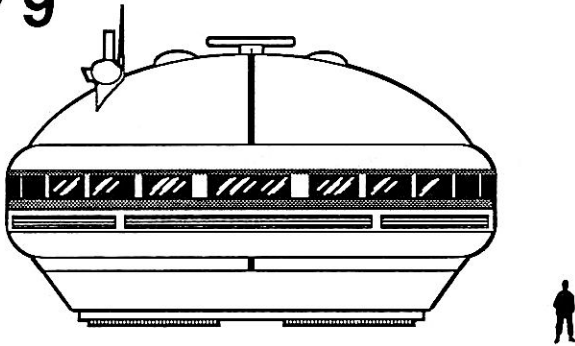
TL 12 *WINDRIDER* WEATHER LAB

Weather prediction becomes a more exact science when instruments can be taken up where the action is. The *Windrider* goes even further and takes meteorologists up with their instruments, in a craft that can follow developing fronts from place to place.

CraftID: *Windrider* Grav Weather Lab, TL 12, Cr7,284,300
Hull: 27/68, Disp=30, Config=5SL, Armor=8D, Unloaded=88 tons, Loaded=96 tons
Power: 1/2, Fusion=20Mw, Dur=16/48
Loco: 1/2, Hvy Grav, Thrust=100 tons, NOE=15kph, Cruise=45kph, Top=60kph, MaxAccel=0.1G
Commo: Maser=Dist (5km)
Sensors: Environment Sensors, Pass EMS=VDist (50km), PassEngScan=Form
Off/Def: Hardpoints=1
Control: Computer=1, Holo Link x 6, Large Holo
Accom: Crew=6 x 2 (Driver=2, scientist=10), Small Staterooms=6, Seats=Roomy x 6, Env=Basic env, basic ls, extended ls
Other: Fuel=96kl, ObjSize=Small, EmLevel=Moderate

CraftID: *Hass* Minisub, TL 12, Cr71,100
Hull: 1/2, Disp=0.5, Config=4SL, Armor=4F, Unloaded=1.0 tons, Loaded=1.1 tons
Power: 1/2, Fuel Cell x 3=0.27Mw, Dur=2/6
Loco: 1/2, LP Hvy Grav, Thrust=1.3 tons, Cruise=20kph, Top=25kph, MaxAccel=0.02G
Commo: Radio=Rgnl (500km)
Sensors: Act EMS=Dist (5km), Act Audio (pinger)=Dist(5km), Headlights x 2, ActObjScan=Form
Off/Def: Hardpoints=1
Control: HUD
Accom: Crew=1 (Operator), Seats=Cramped x 2 (reclining), Env=Basic env, basic ls
Other: Fuel=0.6kl, Cargo=0.03kl, ObjSize=Small, EmLevel=Moderate

80
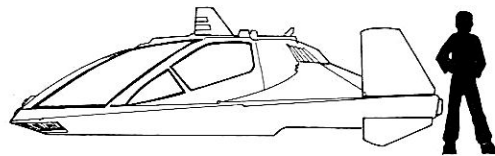
TL 12 *HASS* GRAV MINISUB

The *Hass* class grav minisub is a good example of the application of grav technology to other than atmospheric flight. The minisub can make speeds up to 25kph, which is relatively fast for a small underwater vehicle.

81
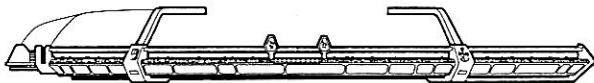
TL 12 K'KREE *KUKR'NG'B* GRAV PLATFORM

The *Kukr'ng'b* class platform is a typical K'kree design: spacious and open to the elements, with a floor (10m x 27m) covered in grass. This design includes a windscreen and inertial compensators to make for a smooth, pleasant ride. Also included are safety "roll bars" to protect the occupants in case the platform were to flip in an accident.

CraftID: K'kree *Kukr'ng'b* Grav Platform, TL 12, Cr4,583,700
Hull: 18/45, Disp=20, Config=4USL, Armor=4F, Unloaded=122 tons, Loaded=222 tons
Power: 2/4, Fusion=47Mw, Dur=33/100
Loco: 1/2, Std Grav, Thrust=280 tons, NOE=160kph, Cruise=225kph, Top=300kph, MaxAccel=0.25G
Commo: Radio=Cont (5,000km) x 2
Sensors: Act EMS=Dist (5km), Headlights x 6, ActObjScan=Form
Off/Def: Hardpoints=1
Control: Computer=0/bis, Dyn Link, HUD
Accom: Crew=1 (Operator), Passengers=12, Env=Basic env, grav plates, inert comp
Other: Fuel=57kl, Cargo=50kl, ObjSize=Small, EmLevel=Faint

CraftID: *Casline* G-Tube, TL 12, Cr342,000
Hull: 1/2, Disp=0.5, Config=4USL, Armor=1F,
Unloaded=0.9 tons, Loaded=1.0 tons
Power: 1/2, Fuel Cell x 2=0.18Mw, Dur=2/6
Loco: 1/2, LP Lt Grav, Thrust=1.2 tons,
NOE=160kph, Cruise=225kph, Top=300kph,
MaxAccel=0.25G
Commo: Radio=Cont (5,000km)
Sensors: Act EMS=Dist (5km), Headlights x 2,
ActObjScan=Form
Off/Def: Hardpoints=1
Control: Dyn Link,HUD
Accom: Crew=1 (Operator), Seats=Cramped x 2,
Env=Basic env, basic ls, inert comp
**Other:** Fuel=0.4kl, Cargo=0.14kl, ObjSize=Small,
EmLevel=Moderate

82
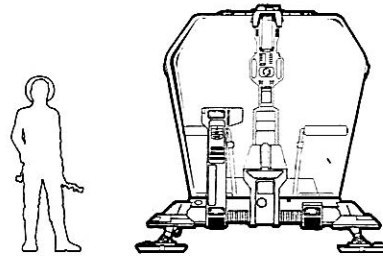
TL 12 *CASLINE* G-TUBE

The *Casline* class G-tube is essentially an enclosed grav belt for two. However, unlike the grav belt, the ride in the G–tube is very smooth because of its inertial compensators.

83
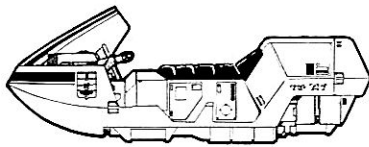
TL 12 *TRASEA* GRAV "BIKE"

The *Trasea* class grav "bike" is a popular alternative to a grav belt and costs very little more. The vehicle includes complete computer control (with backup) allowing the operator to work undistracted while the craft flies itself to the desired destination. In addition, the craft has more cargo space than a grav belt, can carry a passenger, and includes avionics allowing it to fly nap-of-earth at 160kph.

CraftID: *Trasea* Grav Bike, TL 12, Cr171,600
Hull: 1/2, Disp=0.25, Config=4SL, Armor=1F,
Unloaded=1.0 tons, Loaded=1.1 tons
Power: 1/2, Fuel Cell x 3=0.27Mw, Dur=2/6
Loco: 1/2, LP Hvy Grav, Thrust=1.3 tons,
NOE=160kph, Cruise=225kph, Top=300kph,
MaxAccel=0.25G
Commo: Radio=Rgnl (500km)
Sensors: Act EMS=Dist (5km), Headlights x 2,
ActObjScan=Form
Off/Def: Hardpoints=1
Control: Computer=0 x 2, DynLink, HUD
Accom: Crew=1 (Operator), Seats=Cramped x 2,
Open-topped
Other: Fuel=0.6kl, Cargo=0.05kl,
ObjSize=Small, EmLevel=Moderate

CraftID: *Thorian-Kur* Mobile Repair Shop, TL13,
Cr8,005,000
Hull: 11/30, Disp=13, Config=4SL, Armor=4C,
Unloaded=127 tons, Loaded=157 tons
Power: 1/2, Fusion=6Mw, Dur=30/90
Loco: 1/2, LP Hvy Grav, Thrust=200 tons,
Cruise=250kph, Top=330kph,
MaxAccel=0.3G
Commo: Radio=Cont (5,000km)
Sensors: All Weather Radar=Rgnl (500km), Synthetic
Vision, ActObjScan=Diff, ActObjPin=Diff
Off/Def: Hardpoints=1
Control: Computer=0/bis,Holo Dyn Link, HUD
Accom: Crew=1 (Operator=1), Seats=Adequate x 4 ,
Env=Basic env, basic ls, extend ls, airlock
Other: Cargo=29kl, fuel=7.2kl, VLt Robot Arm x 2,
Hvy Robot Arm x 2, ObjSize=Average,
EmLevel=Moderate

84
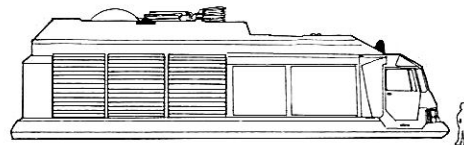
TL 13 *THORIAN-KUR* REPAIR SHOP

The *Thorian-Kur* mobile repair shop has become a common sight on many worlds across the Imperium, in commercial and military service. With its 100 tons of vehicle diagnostic and repair equipment, it can make needed repairs to even the most complex vehicles on the spot.

85
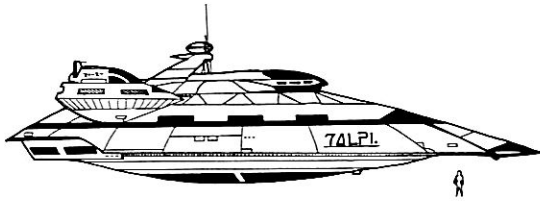
TL 13 *SANS SOUCI* GRAV YACHT

The *Sans Souci* grav yacht is the ultimate millionaire's portable mansion. Equipped with high-tech armor and sensors, it provides adequate protection against many hazards. The craft is also quite fast, and can run away from most would-be attackers. The interior of each *Sans Souci* is custom designed to the owner's taste; some models even include a swimming pool.

CraftID: *Sans Souci* Grav Yacht, TL 13, Cr23,244,200
Hull: 90/225, Disp=100, Config=6SL, Armor=10F, Unloaded=342 tons, Loaded=370 tons
Power: 4/10, Fusion=170Mw, Duration=30/90
Loco: 1/2, Std Grav, Thrust=700 tons, NOE=170kph, Cruise=720kph, Top=960kph, MaxAccel=0.8G
Commo: Radio=Cont (5,000km)
Sensors: Act EMS=Rgnl (500km), Pass EMS=Cont (5,000km), Headlights x 4, ActObjScan=Diff, ActObjPin=Diff, PassObjScan=Diff, PassObjPin=Rout, PassEngScan=Rout, PassEngPin=Rout
Off/Def: Hardpoints=1
Control: Computer=4 x 2, Holo Link, HUD
Accom: Crew=1 (Operator), Stateroom x 14, Env=Basic env, basic ls, ext ls, grav plates, inert comp
Other: Fuel=205kl, Cargo=27kl, ObjSize=Average, EmLevel=Faint

86
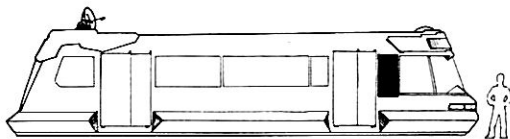
TL 13 *WANDERER* AIRBUS

Mass transport is not as popular on some planets as it once was, but tour groups still get together for chartered rides to points of interest. The *Wanderer* will take 10 people in comfort (or 14 a bit more cramped) to any point on a planet in a day or less. It is air-conditioned, provided with restrooms, and the seats can recline. Huge view windows line the sides and roof. On some hops the driver will take it to the very edge of the stratosphere for a spectacular view of the night sky, but only if no meteor showers are expected. All such buses carry repair kits for accidental punctures, and oxygen masks in case the pressure should drop.

CraftID: *Wanderer* Grav Airbus, TL 13, Cr997,600
Hull: 4/9, Disp=4, Config=4SL, Armor1D, Unloaded=5 tons, Loaded=8.7 tons
Power: 1/2, Fusion=3Mw, Dur=30/90
Loco: 1/2, Hvy Grav, Thrust=20 tons, NOE=350kph, Cruise=1,050kph, Top=1,400kph, MaxAccel=1.2G
Commo: Radio=Rgnl (500km)
Sensors: All Weather Radar=VDist (50km), Headlights x 4, ActObjScan=Diff, ActObjPin=Diff
Off/Def: Hardpoints=1
Control: Computer=0/bis x 2, Dyn Link x 10
Accom: Crew=1 (Driver), Seats=Roomy x 11, Env=Basic env, basic ls
Other: Fuel=3.6kl, Cargo=2.5kl, ObjSize=Small, EmLevel=Moderate

87
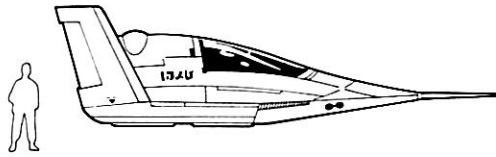
TL 13 *DUONE* RAPID SPEEDER

The *Duone* class rapid speeder, an exceedingly fast grav vehicle, is a preferred craft in a variety of settings. Businesses use the craft to travel around a planet's globe to conduct their meetings and transactions in a timely manner. Government institutions use the craft for ferrying heads of state to critical hotspots at a moment's notice. Shipping organizations use the *Duone* to offer their customers rapid courier service. The rich often own a *Duone* for its sheer speed — either because they enjoy the exhilaration of the velocity, or because the cares of their estates leave them precious little time to waste.

CraftID: *Duone* Sport Speeder, TL 13, Cr3,819,200
Hull: 3/7, Disp=3, Config=1AF, Armor=4F, Unloaded=14 tons, Loaded=23 tons
Power: 1/2, Fusion=6Mw, Duration=10/30
Loco: 1/2, Std Grav, Thrust=140 tons, NOE=170kph, Cruise=2,880kph, Top=3,840kph, MaxAccel=5G
Commo: Radio=Cont (5,000km)
Sensors: Act EMS=VDist (50km), Headlights x 2, ActObjScan=Diff, ActObjPin=Diff, PassObjScan=Diff, PassObjPin=Rout, PassEngScan=Rout, PassEngPin=Rout
Off/Def: Hardpoints=1
Control: Computer=0/bis x 2, Holo Link, HUD
Accom: Crew=1 (Operator), Seats=Roomy x 4, Env=Basic env, basic ls, grav plates, inert comp
Other: Fuel=2.4kl, Cargo=9.5kl, ObjSize=Small, EmLevel=Moderate

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TL 13 *STRIKE-IT-RICH* PROSPECTOR'S BUBBLE

The *Strike-It-Rich* prospector's bubble speeds an asteroid miner's work with its maneuverable size, densitometer, and sampling arm. No further need to don a space suit and carry hand tools to an asteroid for sampling. The bubble is designed to be used from a base or larger vessel on a daily basis as it has no sleeping facilities. Thus a team usually has one man parked in their ore ship, digging, while one prospects for the next site. The bubble can also be used as an individual landing vehicle from planetary orbit.

CraftID: *Strike-It-Rich* Prospector's Bubble, TL 13, Cr1,851,000
Hull: 1/3, Disp=1, Config=5SL, Armor=40F, Unloaded=15 tons, Loaded=18 tons
Power: 1/2, Fusion=3Mw, Dur=21/62
Loco: 1/2, Hvy Grav, Thrust=45 tons, NOE=170kph, Cruise=1,200kph, Top=1,600kph, MaxAccel=1.4G
Commo: Radio=Sys (1,000 AUs)
Sensors: Headlight, Densitometer=Low Pen/50m, PassObjScan=Diff, PassObjPin=Diff
Off/Def: Hardpoints=1
Control: Computer=0, Holo Link x 2
Accom: Crew=1, Seats=Adequate x 1, Env=Basic env, basic ls
Other: Fuel=2.5kl, Cargo=3kl, Hvy Robot Arm, ObjSize=Small, EmLevel=Moderate

89
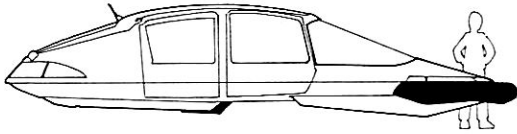
TL 13 *PLANET-HOPPER* GRAV FAMILY CAR

This high-tech family vehicle permits commuting between planets and their satellites (natural or artificial) or even travel between inner-system planets when they are in opposition. It is not designed for long-haul comfort, however. Seats can be reclined into beds so that two or more drivers can take turns at the controls, but only pre-packaged meals can be brought along. There is no artificial grav, but the constant acceleration and deceleration necessary to make good time between stops should render eating comfortable enough. Sanitation is provided for.

On-planet travel is quicker and more comfortable than hopping between orbital complexes and ground. An optional control unit allows the craft to interface with local traffic control systems where these are used.

CraftID: *Planet-hopper* Family Car, TL 13, Cr2,633,400
Hull: 3/7, Disp=3, Config=3SL, Armor=40F, Unloaded=26 tons, Loaded=32 tons
Power: 1/2, Fusion=2Mw, Dur=42/125
Loco: 1/2, Hvy Grav, Thrust=80 tons, NOE=250kph, Cruise=750kph, Top=1,000kph, MaxAccel=1.2G
Commo: Radio=Planetary (50,000km)
Sensors: All Weather Radar=VDist (50km) ActObjScan=Diff, ActObjPin=Diff
Off/Def: Hardpoints=1
Control: Computer=0 x 3, Computer Link x 11, HUD
Accom: Crew=1 (Driver), Seats=Long-term Adequate x 4, Env=Basic env, basic ls, extended ls
Other: Fuel=3kl, Cargo=5kl, ObjSize=Small, EmLevel=Moderate

90
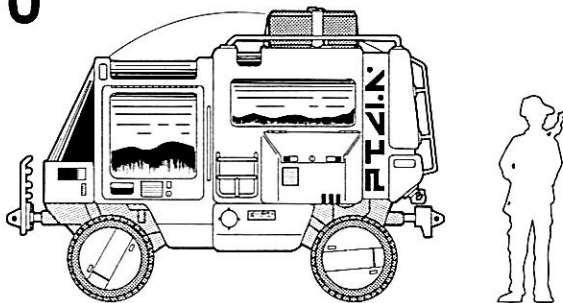
TL 14 *ANATAA* TWO-MAN ROVER

The *Anataa* class may seem a bit anachronistic in a tech 14 society, but the vehicle is in high demand on breathable atmosphere worlds where conditions make it difficult or dangerous to fly in grav vehicles. The *Anataa* is ideal for two people and their extended expedition gear.

CraftID: *Anataa* Two-Man Rover, TL 14, Cr86,200
Hull: 1/2, Disp=0.5, Config=4USL, Armor=4G, Unloaded=0.5 tons, Loaded=0.7 tons
Power: 1/2, Fusion=0.03Mw, Dur=30/90
Loco: 1/2, Wheels, Road=185kph, Off-road=55kph, P/W=45
Commo: Radio=Cont (500km) x 2
Sensors: Act EMS=Dist (5km), Headlights x 4, NAS Sensor=Long (0.25km), ActObjScan=Form, ActObjPin=Form
Off/Def: Hardpoints=1
Control: Computer=0/bis, Dyn Link x 2
Accom: Crew=1 (Operator), Seats=Roomy x 2, Env=Basic env
Other: Fuel=0.04kl, Cargo=0.14kl, ObjSize=Small, EmLevel=Moderate

91
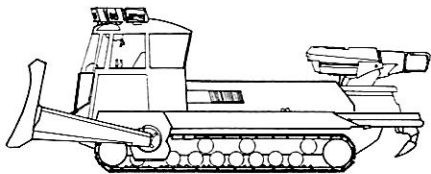
TL 14 SHO CONSTRUCTION VEHICLE

The *Sho* class is a popular construction vehicle on high-tech worlds in the Imperium. It mounts a densitometer to determine the elements being encountered, and a plasma gun for blasting bedrock for excavation.

CraftID: *Sho* Construction Vehicle, TL 14, Cr558,700
Hull: 1/2.25, Disp=1, Config=4USL, Armor=12B, Unloaded=18.6 tons, Loaded=19.2 tons
Power: 1/2, Fusion=8Mw, Dur=2/6
Loco: 1/2, Tracks, Road=175kph, Off-road=70kph, P/W=419
Commo: Radio=Cont (500km),
Sensors: Act EMS=Dist (5km), Headlights x 3, Densitometer=Surface, ActObjScan=Form, PassObjScan=Rout, PassObjPin=Imp
Off/Def: Hardpoints=1

	Pen/		Max	Auto	Dngr	
Ammo	Attn	Dmg	Range	Tgts	Spc	Sig ROF
Plasma PA-10 0	44/5	20	VDist(5.1)	2	15	H 40

Control: Computer=0, Dyn Link x 2, HUD
Accom: Crew=1 (Operator), Seat=Adequate, Env=Basic env, basic ls
Other: Fuel=0.6kl, Cargo=0.55kl, Excavation Blade, ObjSize=Small, EmLevel=Moderate

92
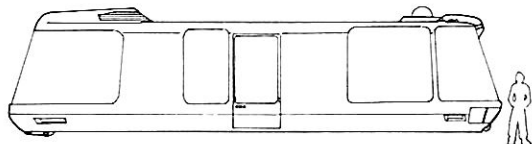
TL 14 CLOUD NINE GRAV HOUSEBOAT

For all footloose, well-to-do families, the Cloud Nine grav houseboat provides maximum comfort and convenience anywhere in the world. Take a vacation or live in the sky permanently; the house has over a year's supply of fuel, and water recycling capability. Furniture, appliances, and storage are built in or bolted down for minimum mess if the ride gets rough. Two offices are in the standard model so that a working couple can keep working, staying in touch with employers or employees by radio.

CraftID: *Cloud Nine* Grav Houseboat, TL 14, Cr1,996,000
Hull: 27/68, Disp=30, Config=4USL, Armor=4G, Unloaded=17 tons, Loaded=32 tons
Power: 1/2, Fusion=3Mw, Dur=417/1,250 Top=300kph, MaxAccel=0.26G
Commo: Radio=Cont (5,000km)
Sensors: Floodlights x 8
Control: Computer=0/bis x 2, Holo Dyn Link x 12
Accom: Bedroom=3, Kitchen=1, Living/Dining=1, Office=2, Bath=2, Env=Basic env
Other: Fuel=50kl, Water tank=5kl, Water Distillation=1, Obj Size=small EmLevel=Moderate

93
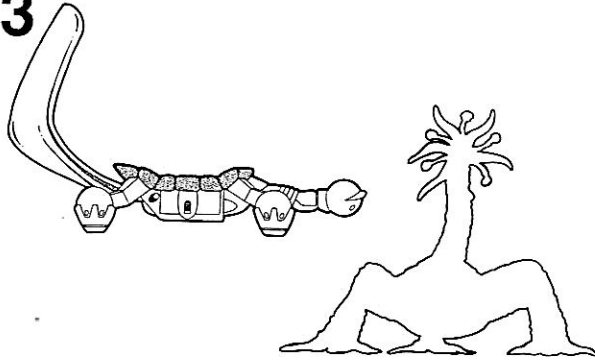
TL 14 HIVER *TIMLA* PERSONAL GRAV SLED

The *Timla* class personal grav sled is typical of the personal grav transportation vehicles used by the hivers. Velocity is controlled by exerting pressure on the front sphere (either left or right). The operator uses the rear sphere to control the craft's altitude and direction.

The Hivers are particularly fond of the *Timla* design because it includes inertial compensators, which makes for an extremely smooth ride, even when maneuvering in heavy traffic.

CraftID: Hiver *Timla* Grav Sled, TL 14, Cr288,500
Hull: 1/2, Disp=0.75, Config=7USL, Armor=1G, Unloaded=1.3 tons, Loaded=2.0 tons
Power: 1/2, Fusion=0.5Mw, Dur=67/200
Loco: 1/2, Std Grav, Thrust=3 tons, NOE=180kph, Cruise=225kph, Top=300kph, MaxAccel=0.25G
Commo: Radio=Rgnl (500km)
Sensors: Act EMS=Dist (5km), Headlights x 2, ActObjScan=Form
Off/Def: Hardpoints=1
Control: Computer=0/bis x 2, Holo Dyn Link, HUD
Accom: Crew=1, Seats=Roomy, Open-topped, Env=Inert comp
Other: Fuel=1.5kl, Cargo=0.7kl, ObjSize=Small, EmLevel=Moderate

94
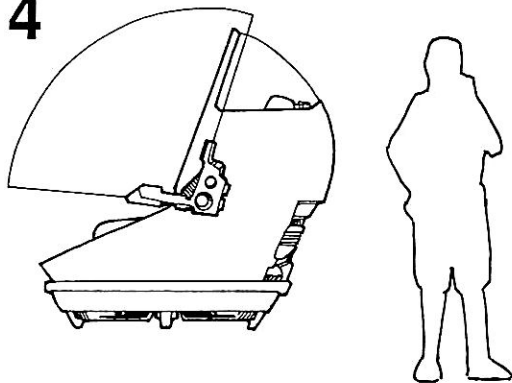
TL 15 *PETER PAN* CHILD'S FLOAT CHAIR

Parents may rest assured when they tuck their children into the *Peter Pan* commuter bubble. Young passengers are guaranteed to reach the destination that has been programmed at home, since the computer will not accept program changes in flight without radio authorization from the parent. There is an automatic distress signal in case of mechanical failure and forced landing. A child can literally go anywhere in the world on one fuel tank, and refills cost less than two credits. The use of rest stops is necessary, however, as there are no extended life support facilities in the bubble.

CraftID: Imperial *Peter Pan* Float Chair, TL 15, Cr76,200
Hull: 1/1, Disp=0.25, Config=5SL, Armor=4F, Unloaded=0.47 tons, Loaded=0.56 tons
Power: 1/2, Fuel Cells=0.54Mw, Dur=4/12
Loco: 1/2, Grav, Thrust=2 tons, NOE=240kph, Cruise=720kph, Top=960kph, MaxAccel=0.8G
Commo: Radio=VDist (50km)
Sensors: Radar=Dist (5km), ActObjScan=Form, ActObjPin=Form
Off/Def: Hardpoints=1 (squirt gun, maybe?)
Control: Computer=0, Elect Link
Accom: Crew=1, Seats=Cramped x 1, Env=Basic env
Other: Fuel=0.04kl, Cargo=0.5kl, ObjSize=Small, EmLevel=Moderate

95
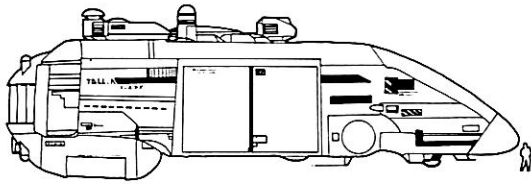
TL 15 *ZEFF* GRAV CARGO TRANSPORT

The *Zeff* grav cargo transport is typically seen on many high-tech worlds in human space. For moving cargo on-planet, there are very few methods as cost effective. On frontier worlds, these vehicles often mount defensive armament and carry extra crew to repel unauthorized boarders. The *Zeff* is the high-tech equivalent of the oceangoing tramp steamer seen on low-tech worlds, slowly winding from city to city on circuits that always terminate at the planetary main starport.

CraftID: *Zeff* Grav Cargo Transport, TL 15, Cr5,889,200
Hull: 90/225, Disp=100, Config=6SL, Armor=1G, Unloaded=243 tons, Loaded=1,055 tons
Power: 3/8, Fusion=275Mw, Duration=30/90
Loco: 2/6, Std Grav, Thrust=1,750 tons, NOE=170 kph, Cruise=540kph, Top=720kph, MaxAccel=0.6G
Commo: Radio=Cont (5,000km)
Sensors: Active EMS=Rgnl (500km), Headlights x 4, ActObjScan=Diff, ActObjPin=Diff, PassObjScan=Rout, PassObjPin=Rout, PassEngScan=Rout, PassEngPin=Rout
Off/Def: Hardpoints=1
Control: Computer=0/bis x 2, Holo Link, HUD
Accom: Crew=1 (Operator), Seat=Roomy, Stateroom x 2, Env=Basic env, basic ls, ext ls, grav plates, inert comp
Other: Fuel=297kl, Cargo=810kl, ObjSize=Average, EmLevel=Faint

96
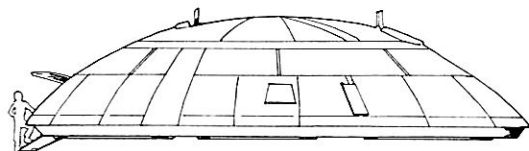
TL 15 *ATHENE* GRAV LOUNGE

This mobile lounge is popular with private clubs and business executives because of its seclusion and luxurious atmosphere. It is also often used for international or interplanetary negotiations. At such times it is, of course, heavily guarded by escort fighters. The lounge itself is defenseless, but its EMM package includes special bug-proofing features to render all inside conversations secure.

CraftID: *Athene* Grav Lounge, TL 15, Cr2,134,800
Hull: 15/36, Disp=16, Config=6SL, Armor=4G, Unloaded=8 tons, Loaded=12.5 tons
Power: 1/2, Fusion=2Mw, Dur=100/300
Loco: 1/2, Hvy Grav, Thrust=20 tons, NOE=180kph, Cruise=540kph, Top=720kph, MaxAccel=0.6G
Commo: Radio=Rgnl (500km)
Sensors: All Weather Radar=Rgnl (500km), EM Mask
Off/Def: Hardpoints=1
Control: Computer=0/bis x 2, Holo Link x 20
Accom: Crew=6 (Driver=2, steward=4), Psgrs=30 Seats=Roomy x 36, Env=Basic env, basic ls
Other: Fuel=3.6kl, Cargo=1kl, ObjSize=Small, EmLevel=None

97
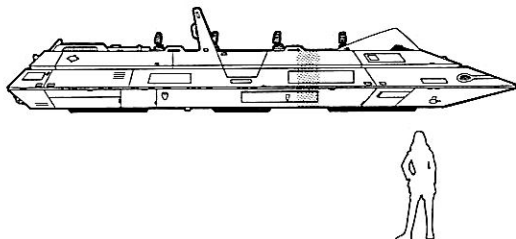
TL 15 *SKY FLOATER* OPEN-TOP AIR/RAFT

The *Sky Floater* is common on high-tech worlds, it is efficient and inexpensive.

CraftID: *Sky Floater* Open-Top Air/Raft, TL 15, Cr275,000
Hull: 2/5, Disp=2, Config=4SL, Armor=4G, Unloaded=1.6 tons, Loaded=7.2 tons
Power: 1/2, Fusion=1.5Mw, Dur=60/180
Loco: 1/2, Std Grav, Thrust=8.0 tons, NOE=120kph, Cruise=90kph, Top=120kph
Commo: Radio=Planetary (50,000km)
Sensors: PassEMS=VDist (50km), ActEMS=VDist (50km), ActObjScan=Diff, ActObjPin=Diff, PasEngScan=Form
Off/Def: HardPoints=1
Control: Computer=0 x 2, Holo Dyn link x 5, Env=Basic env
Accom: Crew=1 (Operator=1), Seats=Roomy x 4
Other: Cargo=5.4kl, Fuel=3.3kl, ObjSize=Small, EmLevel=Faint

98
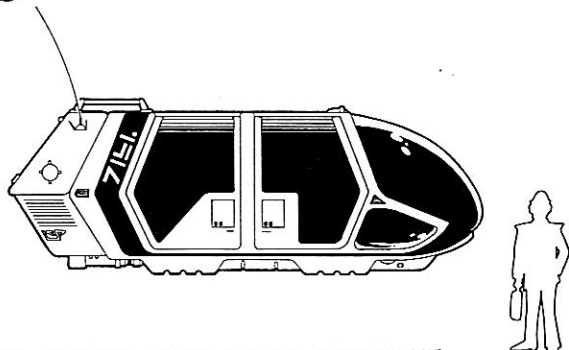
TL 15 *HEGIRA* ENCLOSED AIR/RAFT

The *Hegira* enclosed air/raft is another of the most common vehicles on high-tech worlds; it has a slightly higher cost but correspondingly more comfort than the open version.

CraftID: *Hegira* Enclosed Air/Raft, TL 15, Cr389,000
Hull: 3.6/9, Disp=4, Config=1USL, Armor=4G, Unloaded=5 tons, Loaded=19 tons
Power: 1/2, Fusion=0.25Mw, Dur=60/180
Loco: 1/2, Std Grav, Thrust=20.6 tons, NOE=120kph, Cruise=90kph, Top=120kph
Commo: Radio=Planetary (50,000km)
Sensors: PassEMS=VDist (50km), ActEMS=VDist (50km), ActObjScan=Diff, ActObjPin=Diff, PasEngScan=Form
Off/Def: HardPoints=1
Control: Computer=0 x 2, Holo Dyn Link, HUD, Env=Basic env, basic ls, inertial comp
Accom: Crew=1 (Operator), Seats=Roomy x 4
Other: Fuel=8kl, Cargo=13.5kl, ObjSize=Small, EmLevel=Faint

99 TL 15 IMPERIAL *METERIOR* SPEEDER
See inside back cover.

100
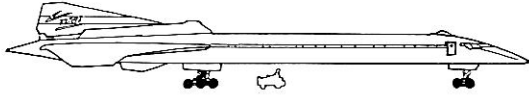
TL 15 *TACHCEL* HYPERGRAV TRANSPORT

The *Tachcel* hypergrav transport vehicle is typical of the ultra-fast grav passenger vehicles available at high tech levels. The *Tachcel* soars above the atmoshere for much of its flight, allowing it to far exceed its atmospheric speed limit of 4,200kph. Beyond the atmosphere, the *Tachcel* can continue to accelerate at 6 gees, making it possible to reach any location on a size 8 world in under an hour.

CraftID: HyperGrav Transport, TL 15, Cr 2,659,000
Hull: 18/45, Disp=20, Config=1AF, Armor=4G, Unloaded=50 tons, Loaded=59.0 tons
Power: 1/2, Fusion=54.6Mw, Dur=2/6
Loco: 1/2, Std Grav, Thrust=347 tons, Cruise=3,150kph, Top=4,200kph, MaxAccel=6G
Commo: Radio=Cont (5,000km) x 3
Sensors: Act EMS=VDist (50km), Pass EMS=VDist (50km), Headlights x 2, ActObjScan=Diff, ActObjPin=Difficult, PassEngScan=Form
Off/Def: Hardpoints=1
Control: Computer=0, Holo Dyn Link, HUD, Env=Basic env, basic ls, grav plates, inert comp
Accom: Crew=2 (Pilot=1, copilot=1), Seats=Cramped x 2, Adequate x 62, Roomy x 10
Other: Fuel=3.9kl, Cargo=9.5kl, ObjSize=Small, EMLevel=Faint

101
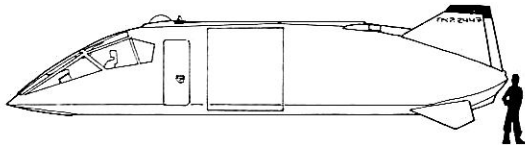
TL 16 *HERMES* GRAV LANDING SHUTTLE

The *Hermes* is a popular model for a subordinate craft on much larger vessels such as the *Olympus* planetary pleasure cruisers, but is also often used alone, to carry people and cargo from surface to orbit and vice versa. Its speed is not great but it is a reliable workhorse. Artificial grav makes it comfortable for ground-lubbers even after orbit is achieved.

CraftID: *Hermes* Grav Landing Shuttle, TL 16, Cr797,900
Hull: 4/9, Disp=4, Config=4SL, Armor=4G, Unloaded=3, Loaded=17
Power: 1/2, Fusion=3.5Mw, Dur=4/12
Loco: 1/2, Lt Grav, Thrust=20 tons, NOE=45kph, Cruise=135kph, Top=180kph, MaxAccel=0.15G
Commo: Maser=Rgnl (500km)
Sensors: All Weather Radar=VDist (50km), ActObjScan=Diff, ActObjPin=Diff
Off/Def: Hardpoints=1
Control: Computer=0 x 2, Holo Link x 10
Accom: Crew=1 (Driver), Seat=Roomy, Adequate x 10, Env=Basic env, basic ls, grav plates
Other: Fuel=0.5kl, Cargo=13kl, ObjSize=Small, EmLevel=Moderate

CraftID: LSP *Sirvaan* Air/Raft, TL 10, Cr295,900
Hull: 1/2, Disp=0.75, Config=4USL, Armor=4E,
Unloaded=1.3 tons, Loaded=1.4 tons
Power: 1/2, Fuel Cell x 4=0.36Mw, Duration=4/12
Loco: 1/2, LP Hvy Grav, Thrust=1.7 tons,
NOE=140 kph, Cruise=135kph,
Top=180kph, MaxAccel=0.15G
Commo: Radio=Cont (5,000km)
Sensors: Act EMS=Dist (5km), Headlights x 2,
ActObjScan=Form
Off/Def: Hardpoints=1
Control: Computer=0/bis x 2, Dyn Link
Accom: Crew=1, Seats=Cramped x 4
Other: Fuel=1.5 kl, Cargo=0.14 kl,
ObjSize=Small, EmLevel=Moderate
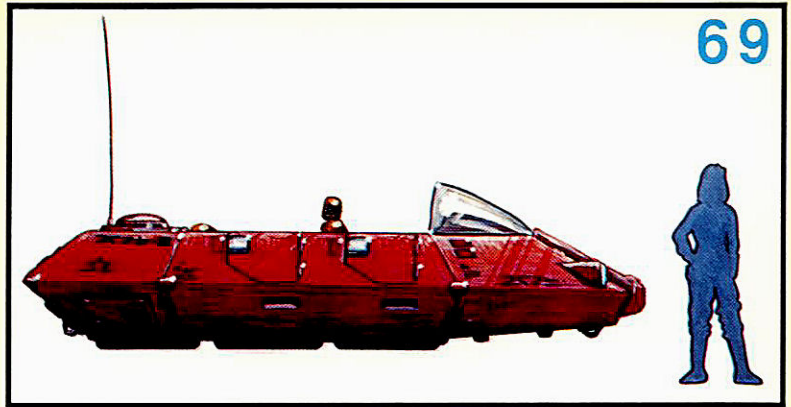
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TL10 *SIRVAAN* AIR/RAFT

The *Sirvaan* class air/raft, manufactured by the Imperial megacorporation Ling Standard Products, can be found in all areas of the Imperium.

The *Sirvaan* includes a tarp to protect its occupants from the elements during bad weather.

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TL11 *COVA* ENCLOSED AIR/RAFT

The *Cova* class air/raft serves well as a multi-purpose passenger and cargo van, and is especially popular for commercial applications.
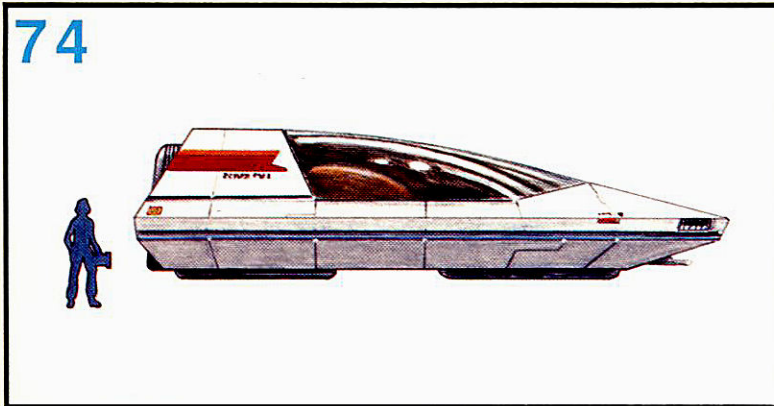
CraftID: *Cova* Enclosed Air/Raft, TL 11, MCr1.159
Hull: 4/9, Disp=4, Config=4USL, Armor=4E,
Unloaded=23 tons, Loaded=36 tons
Power: 1/2, Fusion=8.4Mw, Duration=8/25
Loco: 1/2, Std Grav, Thrust=42 tons,
NOE=150 kph, Cruise=135kph,
Top=180kph, MaxAccel=0.15G
Commo: Radio=Cont (5,000km) x 2
Sensors: Act EMS=VDist (50km), Headlights x 4,
ActObjScan=Diff
Off/Def: Hardpoints=1
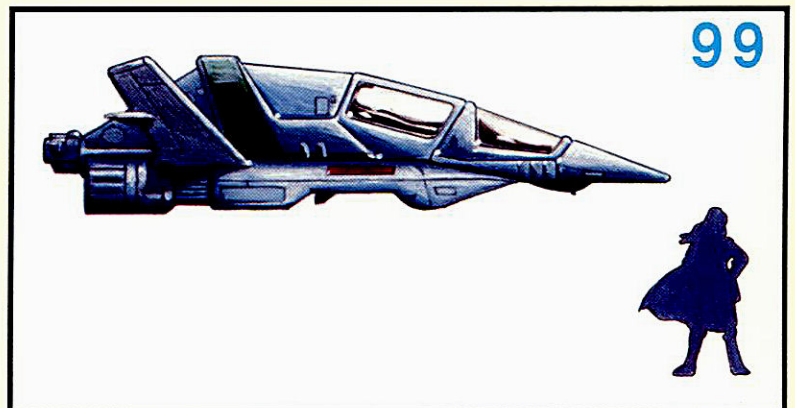**Control:** Computer=0/bis x 2, Dyn Link, HUD
Accom: Crew=1 (Operator), Seats=Adequate x 9,
Env=Basic env, basic ls, grav plates,
inert comp
Other: Fuel=2.5kl, Cargo=13.5kl, ObjSize=Small,
EmLevel=Moderate

CraftID: *Meterior* Speeder, TL 15, MCr1.36
Hull: 5/14, Disp=6, Config=1AF, Armor=4G,
Unloaded=19 tons, Loaded=25 tons
Power: 1/2, Fusion=54Mw, Duration=45/135
Loco: 1/2, StdGrav Trust=52 tons, NOE=190
kph, Cruise=810kph, Top=1080kph
Commo: Radio=Sys (1,000 AU)
Sensors: PassiveEMS=VDist (50km),
ActiveEMS=VDist (50km),
ActObjScan=Diff, ActObjPin=Diff,
PasEngScan=Rout
Off/Def: HardPoints=1
Control: Computer=0 x 2, Holo Link, HUD
Env=basic env, basic ls, inertial comp
Accom: Crew=1 (Operator), Seats=Roomy x 2
Other: Fuel=58kl, Cargo=2kl, ObjSize=Small,
EmLevel=Faint

99

TL15 *METERIOR* SPEEDER

The *Meterior* Speeder is a streamlined grav-powered craft intended for high-speed transport between points on a world surface.

101 VEHICLES

AN ILLUSTRATED CATALOG

Official MegaTraveller Designs

Here under one cover are 101 different vehicles for use in **MegaTraveller** games. Every single vehicle comes with a detailed illustration, a description, and an official Universal Craft Profile. You will know what each vehicle can (and can't) do, what the vehicle looks like, and what the vehicle costs.

If you're just starting to design your own vehicles, this book has more than a hundred examples. If you already have several designs of your own, here are 101 more to add to your campaign.

Whether you're a **MegaTraveller** player or a referee, *101 Vehicles* gives you all the vehicles you need to travel insystem at higher tech levels. Vehicles include—

• **Military Vehicles:** Designs ranging from the early Imperial *Penetrator* armored car to the latest *Inquisitor* and *Lancer* class special-purpose vehicles.

• **Paramilitary Vehicles:** Land, sea, and air vehicles, including the *Gashedda* submarine, the Vargr ''floater'', and the IISS *Kankurur* survey G-carrier.

• **Civilian Vehicles:** Everything from the first automobile to the mobile undersea restaurant, the massive K'kree grav platform, the asteroid prospector's bubble, the Hiver grav sled, the hypersonic grav passenger liner, and the *Olympian* shuttle.

• **Classic Vehicles:** Designs from earlier **Traveller** works, fully updated and detailed for the times of the Shattered Imperium.
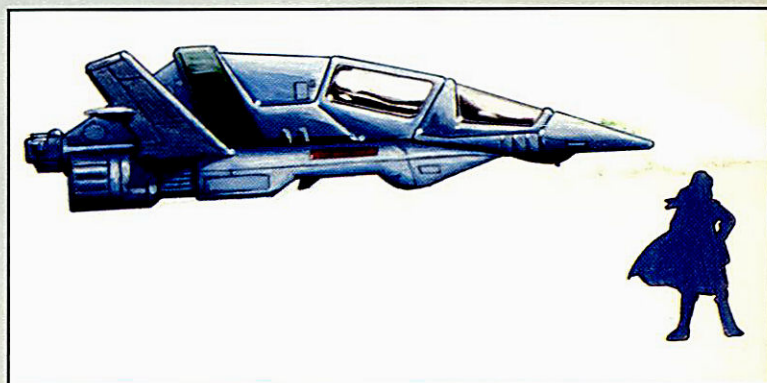
• **MegaTraveller Vehicles:** Designs from the *Imperial Encyclopedia* and the *Rebellion Sourcebook*, including details on the top-secret Zhodani *Z-80* and the Imperial *Trepida* grav tanks.

• **Alien Vehicles:** Designs from a variety of major and minor races, demonstrating the different design philosophies they follow.

• **Design System Examples:** Vehicles that show just how to use the **MegaTraveller** vehicle design system.

• **Vehicle Weaponry:** New tables for use with vehicles, expanding your design options for armed craft.

• **Index:** A complete index to all 101 vehicles.

For Use With MegaTraveller

This module is intended for use with **Traveller** or **MegaTraveller**. It requires that you have a copy of the game rules.

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