

Vehicle Name		Total Cost								
Body Type		Body Cost								
Size Class		Armor Type				Armor Cost	Base	Size Mod	Final Cost	
Mass		Plate								
Base Handling		Under Coat			Weight	1		Engine	G	
Stock Engine		Ablative						ACC	+20	
Collision Mod		Stats	Coverage	DP				CRL	-0	
To-Hit		Vehicle								
Clearance		CORE								
Base DP		Extras	Cost	Space	Effect					
Core DP										
STC Ratio										
Spaces										
Tank Size										
Efficiency										
Cab										
MPG										
Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload

Description:

Armor Pen Table

Plate	300
Roll	DAMAGE
20-	30 - 59
19-	60 - 74
18-	75 - 99
17-	100 - 149
16-	150 - 170
15-	171 - 199
14-	200 - 209
13-	210 - 239
12-	240 - 269
11-	270 - 299
10-	300 - 329
09-	330 - 359
08-	360 - 389
07-	390 - 449
06-	450 - 524
05-	525 - 599
04-	600 - 749
03-	750 - 899
02-	900 - 1199
01-	1200 - 1499
00-	1500 - 1500

Armor Pen Table

Ucoat	100
Roll	DAMAGE
20-	10 - 19
19-	20 - 24
18-	25 - 32
17-	33 - 49
16-	50 - 56
15-	57 - 65
14-	66 - 69
13-	70 - 79
12-	80 - 89
11-	90 - 99
10-	100 - 109
09-	110 - 119
08-	120 - 129
07-	130 - 149
06-	150 - 174
05-	175 - 199
04-	200 - 249
03-	250 - 299
02-	300 - 399
01-	400 - 499
00-	500 - 500

Total Damage STC Roll

49	15-
98	14-
147	13-
196	12-
245	11-
294	10-
343	09-
392	08-
441	07-
490	06-
539	05-
588	04-
637	03-
686	02-
735	01-
More	destroyed

Vehicle Name

Heavy Warhorse **Total Cost** 1200c + 1600c + 1762c + 1700c = 6262c

Body Type

Pickup Truck **Body Cost** 1200c

Size Class

7

Armor Type

Neo Ceramic Shell

Armor Cost	Base	Size Mod	Final Cost
1600c		1.3	2080

Mass

60

Base Handling

-2

Plate

100/200

Weight

2

Stock Engine

G

Under Coat

50/100

Collision Mod

+3

Ablative

300

Engine

G

To-Hit

+2

Stats

Coverage

DP

ACC

+20

CRL

-0

Clearance

11.2" (3)

Vehicle

6

+800

Base DP

2000

CORE

8

+150

Core DP

390

STC Ratio

-1:133 dp

Extras

Cost

Space

Effect

Strider Improved 150c

0

-2 Terrain Mods, +1.5"

Suspension

Ground Clearance

Strider Off Road tires

175c

0

-2 Terrain Mods, +1.2"

Ground Clearance

All Wheel Drive

0c

0

-2 Stuck modifier

Swivel Weapon Mount

100c

0

2-space weapon, Front

180 degrees

Front Weapon Mount

0c

0

Front mount

Industry IIV Rebuild

1200c

3

+2 ACC +120 Core DP

Towing Wench

16c

1

14- Unstuck

Halo Rack Lights

20c

0

Night Driving

Electric Generator

11c

1

7700 Watt power

Extra fuel tank (50 gallon)

50c

1

Extra 50 to tank

Industry IIV Shocks

40c

0

Reduce -2 hit mods

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
.50 Cal Belt Fed MG	Swivel	2	RRAT	800c		115 PEN	3x[8]	-1	-1/225	Belt
25mm Cannon	Front	2	Open T	900c		125 HEAP	1	-.25	-1/100	Belt

Description: The

Warhorse is a true battle vehicle. Its firepower (the coaxial .50 and 25mm cannon) define it's well known profile. It's also tough and unexpectedly speedy due to the Industry Rebuild.

At more than 6000c, the Heavy Warhorse is a luxury (it doesn't look like that, though: it looks like gray death), but it's extra features (the towing wench and the electric generator) help it earn its keep when there's not a war on.

Armor Pen Table		
Plate	200	
Roll	DAMAGE	
20-	20	- 39
19-	40	- 49
18-	50	- 65
17-	66	- 99
16-	100	- 113
15-	114	- 132
14-	133	- 139
13-	140	- 159
12-	160	- 179
11-	180	- 199
10-	200	- 219
09-	220	- 239
08-	240	- 259
07-	260	- 299
06-	300	- 349
05-	350	- 399
04-	400	- 499
03-	500	- 599
02-	600	- 799
01-	800	- 999
00-	1000	- 1000

Armor Pen Table		
Ucoat	100	
Roll	DAMAGE	
20-	10	- 19
19-	20	- 24
18-	25	- 32
17-	33	- 49
16-	50	- 56
15-	57	- 65
14-	66	- 69
13-	70	- 79
12-	80	- 89
11-	90	- 99
10-	100	- 109
09-	110	- 119
08-	120	- 129
07-	130	- 149
06-	150	- 174
05-	175	- 199
04-	200	- 249
03-	250	- 299
02-	300	- 399
01-	400	- 499
00-	500	- 500

Total Damage	STC Roll
133	15-
266	14-
399	13-
532	12-
665	11-
798	10-
931	09-
1064	08-
1197	07-
1330	06-
1463	05-
1596	04-
1729	03-
1862	02-
1995	01-
More	destroyed

Vehicle Name	Warhorse	Total Cost	1200c + 800c + 375c + 580c = 2955c					
Body Type	Pickup Truck	Body Cost	1200c					
Size Class	7	Armor Type	5mm Armor Steel		Armor Cost	Base	Size Mod	Final Cost
Mass	60	Plate	30/60		800c		1.3	1040
Base Handling	-2	Under Coat	11/22		Weight	1	Engine	H
Stock Engine	G	Ablative	30					
Collision Mod	+3	Stats	Coverage	DP			ACC	+20
To-Hit	+2	Vehicle	6	+250			CRL	-0
Clearance	10.7" (3)	CORE	8	+50				
Base DP	1450	Extras		Cost	Space	Effect		
Core DP	170	Strider Improved		150c	0	-2 Terrain Mods, +1.5" Ground Clearance		
STC Ratio	-1:97 DP	Suspension						
Spaces	16	Strider Off Road tires		175c	0	-2 Terrain Mods, +1.2" Ground Clearance		
Tank Size	20	All Wheel Drive		0	0	-2 Stuck modifier		
Efficiency	1.2	Swivel Weapon Mount		50	0	1-space weapon, Front 180 degrees		
Cab	3	Front Weapon Mount		0	0	Front mount		
MPG								

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
.30 Cal Belt Fed MG	Front	1	RRAT	200c		30 PEN	3x[8]	-1	-1/100	Belt
Mars-Cor LMG	Swivel	1	Open T	380c		40 PEN	3x[8]	-1	-1/100	Belt

Description: The Warhorse is either a very heavy truck or a very light war machine. In practice, it serves a work role until it's needed in action, but it's heavy steel plate and substantial anti-personnel firepower is appreciated out on the range.

The Warhorse is dull gray, its steel armor finished and obvious giving it menacing, industrial appearance.

The Mars-Cor light machine gun is fired by a gunner in the *open* flatbed (the front-mounted .30 is fired by computer by the driver or a passenger). Note that the Mars-Cor can be disengaged from the mount and carried by hand if the gunner chooses to dismount.

Armor Pen Table			Armor Pen Table		
Roll	DAMAGE		Roll	DAMAGE	
20-	6	11	20-	2	3
19-	12	14	19-	4	4
18-	15	19	18-	5	6
17-	20	29	17-	7	10
16-	30	33	16-	11	11
15-	34	39	15-	12	13
14-	40	41	14-	14	14
13-	42	47	13-	15	16
12-	48	53	12-	17	18
11-	54	59	11-	19	21
10-	60	65	10-	22	23
09-	66	71	09-	24	25
08-	72	77	08-	26	27
07-	78	89	07-	28	32
06-	90	104	06-	33	37
05-	105	119	05-	38	43
04-	120	149	04-	44	54
03-	150	179	03-	55	65
02-	180	239	02-	66	87
01-	240	299	01-	88	109
00-	300	300	00-	110	110

Total Damage	STC Roll
97	15-
194	14-
291	13-
388	12-
485	11-
582	10-
679	09-
776	08-
873	07-
970	06-
1067	05-
1164	04-
1261	03-
1358	02-
1455	01-
More	destroyed

Vehicle Name	Workhorse			Total Cost	1200c + 200c + 375c = 1775			
Body Type	Pickup Truck			Body Cost	1200c			
Size Class	7	Armor Type	Light Bullet Proof	Armor Cost	Base	Size Mod	Final Cost	
Mass	60		Armor	200c		1.3	260	
Base Handling	-2	Plate	8 / 16	Weight	0	Engine	G	
Stock Engine	G	Under Coat	4 / 8					
Collision Mod	+3	Ablative	10			ACC	+20	
To-Hit	+2	Stats	Coverage	DP		CRL	-0	
Clearance	10.7" (3)	Vehicle	6	+50				
Base DP	1250	CORE	8	+10				
Core DP	130	Extras		Cost	Space	Effect		
STC Ratio	-1:83 DP	Strider	Improved	150c	0	-2 Terrain Mods, +1.5" Ground Clearance		
Spaces	16	Suspension						
Tank Size	20	Strider Off Road tires		175c	0	-2 Terrain Mods, +1.2" Ground Clearance		
Efficiency	1.2	All Wheel Drive		0	0	-2 Stuck modifier		
Cab	3	Swivel Weapon Mount		50	0	1-space weapon, Front 180 degrees		
MPG		Front Weapon Mount		0	0	Front mount		

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload

Description: The Workhorse is a standard, if expensive part of life in the Middle Ring. Most shops have two or three of these and use them for everything from moving goods, to people, to security actions.

The workhorse is *not* a highly efficient combat vehicle; stock, it has weapon *mounts* but no weapons and its armor is only adequate for the lightest engagements.

The average workhorse is caked with dust and mud, scored with dents (and the occasional bullet hole) and rebuilt and repaired a hundred times over.

Plate	16	
Roll	DAMAGE	
20-	1 - 2	
19-	3 - 3	
18-	4 - 4	
17-	5 - 7	
16-	8 - 8	
15-	9 - 9	
14-	10 - 10	
13-	11 - 11	
12-	12 - 13	
11-	14 - 15	
10-	16 - 16	
09-	17 - 18	
08-	19 - 19	
07-	20 - 23	
06-	24 - 27	
05-	28 - 31	
04-	32 - 39	
03-	40 - 47	
02-	48 - 63	
01-	64 - 79	
00-	80 - 80	

Ucoat	8	
Roll	DAMAGE	
20-	0 - 0	
19-	1 - 1	
18-	2 - 2	
17-	2 - 3	
16-	4 - 4	
15-	4 - 4	
14-	5 - 5	
13-	5 - 5	
12-	6 - 6	
11-	7 - 7	
10-	8 - 8	
09-	8 - 8	
08-	9 - 9	
07-	10 - 11	
06-	12 - 13	
05-	14 - 15	
04-	16 - 19	
03-	20 - 23	
02-	24 - 31	
01-	32 - 39	
00-	40 - 40	

Total Damage	STC Roll
83	15-
166	14-
249	13-
332	12-
415	11-
498	10-
581	09-
664	08-
747	07-
830	06-
913	05-
996	04-
1079	03-
1162	02-
1245	01-
More	destroyed

Vehicle Name	Range Patrol II			Total Cost	350c + 500c + 200c + 200c = 1250c					
Body Type	Dune Buggy / Jeep			Body Cost	350c					
Size Class	4	Armor Type	Battle Plas-Armor		Armor Cost	Base	Size Mod	Final Cost		
Mass	32	Plate	14/28		500c		1	500		
Base Handling	-1	Under Coat	7/14		Weight	0	Engine	F		
Stock Engine	F	Ablative	20							
Collision Mod	-1	Stats	Coverage	DP			ACC	+25		
To-Hit	+0	Vehicle	6	100			CRL	-1		
Clearance	9"	CORE	8	10						
Base DP	745	Extras		Cost	Space	Effect				
Core DP	74	All Wheel Drive		150c	0	-2 Unstuck				
STC Ratio	-1:50 DP	Swivel Weapon Mount		50c	0	Size 1 weapon, front				
Spaces	8									
Tank Size	13									
Efficiency	1.5									
Cab	3									
MPG										
Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
.30 Cal Belt Fed MG	Front	1	RRAT	200c		30 PEN	3x[8]	-1	-1/100	Belt

Description: Middle ring shops that are big enough to afford security need something for security to ride around in. Since the Workhorses are out in the field, working, range patrol jeeps are ubiquitous.

The RP II, described here, has just a little bit of armor at considerable cost. The more popular RP I is a stock jeep with All Wheel Drive and the .30 cal listed. With no armor, it's making a statement: specifically, that 500c is too much to spend on the welfare of your security forces.

Plate	28	
Roll	DAMAGE	
20-	2 - 4	
19-	5 - 6	
18-	7 - 8	
17-	9 - 13	
16-	14 - 15	
15-	16 - 17	
14-	18 - 18	
13-	19 - 21	
12-	22 - 24	
11-	25 - 27	
10-	28 - 29	
09-	30 - 32	
08-	33 - 35	
07-	36 - 41	
06-	42 - 48	
05-	49 - 55	
04-	56 - 69	
03-	70 - 83	
02-	84 - 111	
01-	112 - 139	
00-	140 - 140	

Ucoat	14	
Roll	DAMAGE	
20-	1 - 1	
19-	2 - 2	
18-	3 - 3	
17-	4 - 6	
16-	7 - 7	
15-	8 - 8	
14-	9 - 9	
13-	9 - 10	
12-	11 - 11	
11-	12 - 13	
10-	14 - 14	
09-	15 - 15	
08-	16 - 17	
07-	18 - 20	
06-	21 - 23	
05-	24 - 27	
04-	28 - 34	
03-	35 - 41	
02-	42 - 55	
01-	56 - 69	
00-	70 - 70	

Total Damage	STC Roll
50	15-
100	14-
150	13-
200	12-
250	11-
300	10-
350	09-
400	08-
450	07-
500	06-
550	05-
600	04-
650	03-
700	02-
750	01-
More	destroyed

Vehicle Name	LandWar Scout	Total Cost	350c+800c+120c+600c = 1870c				
Body Type	Dune Buggy / Jeep	Body Cost	350c				
Size Class	4	Armor Type	5mm Steel	Armor Cost	Base Mod	Size Mod	Final Cost
Mass	32	Plate	30/60	800c	1	1	800
Base Handling	-1	Under Coat	11/22	Weight	1	Engine	G
Stock Engine	F	Ablative	30			ACC	+20
Collision Mod	-1	Stats	Coverage	DP		CRL	+0
To-Hit	+0	Vehicle	6	+250			
Clearance	10.2"	CORE	8	+50			
Base DP	845	Extras		Cost	Space	Effect	
Core DP	114	Front Weapon Mount		0	0		
STC Ratio	-1:56 DP	Max Traction Tires		100c	0	-1 Terrain Mods, +1.2"	
Spaces	8	Backup Fuel Tank		20c	1	+20 gallon fuel	
Tank Size	33						
Efficiency	1.5						
Cab	3						
MPG							

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
.30 Cal Rotary Minigun	Front	1	RATT	600c		30 PEN	9x[32]	-5	-1/100y	Belt

Description: The LandWar scout is an armor-frame dune buggy with a cage for the driver, gunner, passenger and engine. It was designed as a long-range reconnaissance vehicle and is often equipped with sensors (mine detectors, ground-radar, etc.) although the stock model is not.

These are used to patrol more secure areas and to bring the battle to the enemy when necessary.

Because of their fuel capacity and considerable firepower, the LandWar scout is also a favorite of bandits and raiders.

Plate	60	
Roll	DAMAGE	
20-	6 - 11	
19-	12 - 14	
18-	15 - 19	
17-	20 - 29	
16-	30 - 33	
15-	34 - 39	
14-	40 - 41	
13-	42 - 47	
12-	48 - 53	
11-	54 - 59	
10-	60 - 65	
09-	66 - 71	
08-	72 - 77	
07-	78 - 89	
06-	90 - 104	
05-	105 - 119	
04-	120 - 149	
03-	150 - 179	
02-	180 - 239	
01-	240 - 299	
00-	300 - 300	

Ucoat	22	
Roll	DAMAGE	
20-	2 - 3	
19-	4 - 4	
18-	5 - 6	
17-	7 - 10	
16-	11 - 11	
15-	12 - 13	
14-	14 - 14	
13-	15 - 16	
12-	17 - 18	
11-	19 - 21	
10-	22 - 23	
09-	24 - 25	
08-	26 - 27	
07-	28 - 32	
06-	33 - 37	
05-	38 - 43	
04-	44 - 54	
03-	55 - 65	
02-	66 - 87	
01-	88 - 109	
00-	110 - 110	

Total Damage	STC Roll
56	15-
112	14-
168	13-
224	12-
280	11-
336	10-
392	09-
448	08-
504	07-
560	06-
616	05-
672	04-
728	03-
784	02-
840	01-
More	destroyed

Vehicle Name	Baja Battle Buggy			Total Cost	350c+900c+800c=2050c			
Body Type	Dune Buggy / Jeep			Body Cost	350c			
Size Class	4	Armor Type	Unarmored	Armor Cost	Base	Size Mod	Final Cost	
Mass	32	Plate	4/8	0			0	
Base Handling	-1	Under Coat	2/4	Weight	0	Engine	E	
Stock Engine	F	Ablative	0			ACC	+25	
Collision Mod	-1	Stats	Coverage	DP		CRL	-2	
To-Hit	+0	Vehicle	4	--				
Clearance	9"	CORE	6	--				
Base DP	645	Extras	Cost	Space	Effect			
Core DP	96	Max Traction Tires	100c	0	-1 Terrain Mods, +1.2"			
STC Ratio	-1:43	Carotid High-Performance	800c	0	+1 ACC, + 32 Core DP			
Spaces	8	Fuel Injection System						
Tank Size	13	Front Mount	0	0	90 front arc			
Efficiency	1.5							
Cab	3							
MPG								

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
MLRS HE Rocket Pod	Front	1	RATT	800c		150X IMP	4x[4]	-1	-1/50	16s

Description: A Baja battle buggy is a custom-rebuilt car, usually around a salvaged frame. The mechanic gives it an off-road, high-impact suspension and better tires, and usually bolts on a ridiculously over-powered weapon.

Enthusiasts take these out in the badlands and roll them over with wild abandon while shooting up rock formations and other "downrange" targets.

Raiders and bandits are the more likely buyers for the Battle Buggies. They give them to green recruits to see if they'll live long enough to be part of the crew.

Plate	8
Roll	DAMAGE
20-	0 - 0
19-	1 - 1
18-	2 - 2
17-	2 - 3
16-	4 - 4
15-	4 - 4
14-	5 - 5
13-	5 - 5
12-	6 - 6
11-	7 - 7
10-	8 - 8
09-	8 - 8
08-	9 - 9
07-	10 - 11
06-	12 - 13
05-	14 - 15
04-	16 - 19
03-	20 - 23
02-	24 - 31
01-	32 - 39
00-	40 - 40

Ucoat	4
Roll	DAMAGE
20-	0 - 0
19-	0 - 0
18-	1 - 1
17-	1 - 1
16-	2 - 2
15-	2 - 2
14-	2 - 2
13-	2 - 2
12-	3 - 3
11-	3 - 3
10-	4 - 4
09-	4 - 4
08-	4 - 4
07-	5 - 5
06-	6 - 6
05-	7 - 7
04-	8 - 9
03-	10 - 11
02-	12 - 15
01-	16 - 19
00-	20 - 20

Total Damage	STC Roll
43	15-
86	14-
129	13-
172	12-
215	11-
258	10-
301	09-
344	08-
387	07-
430	06-
473	05-
516	04-
559	03-
602	02-
645	01-
More	destroyed

Vehicle Name	Guardian Executive Security Escort			Total Cost	1500c + 3640c + 2560c + 1800c = 9500c			
Body Type	SUV			Body Cost	1500c			
Size Class	8	Armor Type	15mm Steel Armor		Armor Cost	Base	Size Mod	Final Cost
Mass	78	Plate	250/500		2600		1.4	3640
Base Handling	-1	Under Coat	100/200		Weight	3	Engine	H
Stock Engine	G	Ablative	1000					
Collision Mod	+5	Stats Coverage DP					ACC	+10
To-Hit	+3	Vehicle	6	+1400			CRL	-0
Clearance	12"	CORE	8	+200				
Base DP	2960	Extras			Cost	Space	Effect	
Core DP	512	Ground Radar			250c	0	Detection system	
STC Ratio	-1:157	Luxury Cab (good)			210c	0	Nice interior	
Spaces	20	Turret			600c	0	4 space weapon	
Tank Size	25	Front Mount			-	-	90 degree front arc	
Efficiency	1	Industry IIV Rebuild			1500c	4	+2 ACC (Max H) + 1x Core	
Cab	7							
MPG								

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
Medium Rocket Launcher	AV Turret	4	RATT	1000c		300 HEAP	1	--	-1/200	0s
.50 Cal Belt Fed MG	Front	2	RRAT	800c		115 PEN	3x[8]	-1	-1/225	Belt

Description: The Guardian is a mean, powerful-looking SUV (comes in black, dull gray, and desert). In a real convoy, the weapon mix will vary (there are a variety of turrets available).

Typically, one or more of these will accompany a VIP vehicle, although it is not uncommon for the actual VIP to be in one of the escorting vehicles.

In the Middle Ring, the Guardian often *is* the VIP vehicle.

Armor Pen Table			Armor Pen Table		
Roll	DAMAGE		Roll	DAMAGE	
20-	50	99	20-	20	39
19-	100	124	19-	40	49
18-	125	165	18-	50	65
17-	166	249	17-	66	99
16-	250	284	16-	100	113
15-	285	332	15-	114	132
14-	333	349	14-	133	139
13-	350	399	13-	140	159
12-	400	449	12-	160	179
11-	450	499	11-	180	199
10-	500	549	10-	200	219
09-	550	599	09-	220	239
08-	600	649	08-	240	259
07-	650	749	07-	260	299
06-	750	874	06-	300	349
05-	875	999	05-	350	399
04-	1000	1249	04-	400	499
03-	1250	1499	03-	500	599
02-	1500	1999	02-	600	799
01-	2000	2499	01-	800	999
00-	2500	2500	00-	1000	1000

Total Damage	STC Roll
197	15-
394	14-
591	13-
788	12-
985	11-
1182	10-
1379	09-
1576	08-
1773	07-
1970	06-
2167	05-
2364	04-
2561	03-
2758	02-
2955	01-
More	destroyed

Vehicle Name	LandWar Command Prowler	Total Cost	1500c + 11200 + 8050 + 5500c = 26,250c		
Body Type	SUV	Body Cost	1500c		
Size Class	8	Armor Type	Ultrion Alloy Shell	Armor Base Cost	Size Mod
Mass	78			8000	1.4
Base Handling	-1	Plate	500/1000	Weight	2
Stock Engine	G	Under Coat	250/500	Engine	F
Collision Mod	+5	Ablative	1100	ACC	+25
To-Hit	+3	Stats	Coverage	DP	CRL
Clearance	12"	Vehicle	6	+2400	
Base DP	3960	CORE	8	+500	
Core DP	890	Extras			
STC Ratio	264	Cost			
Spaces	8	Space			
Tank Size	25	Effect			
Efficiency	1	Turbo Charger 1200c 0 +1 ACC, +78 core DP			
Cab	7	Harvester Engine Rebuild 1800c 4 +2 ACC, +156 core DP			
MPG		Earth Station 400c 0 Communications			
		Ground Radar 250c 0 Detection system			
		ECM Module (Wild Weasel) 900c 0 -6 to radar perception rolls when active			
		Active Response Laser Array 2500c 0 -4 to laser-guided weapons			
		Advanced Sights (Front mount) 900c 0 Night sight, +1 to hit vehicles, allows normal aim			
		Swivel Mount 100c 2 Space Front 180			

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
Particle Lance	Front	3	Advanced	2500c		500 IMP	3	-1	-1/200y	1s
Gauss Cannon	Swivel	2	RATT	3000c		250 PEN	4x[12]	-0	-1/300y	Belt

Description: The Command Prowler is a high-tech paramilitary vehicle from the Age of War. It was intended to carry land-based commanders in areas that were considered secure, but not so secure. Today, these are rare and are both collectors items and highly sought after personal transports.

A common modification is to rebuild the interior (which is Spartan in the stock model) for various levels of luxury.

Armor Pen Table			Armor Pen Table		
Roll	DAMAGE		Roll	DAMAGE	
20-	100 - 199		20-	50 - 99	
19-	200 - 249		19-	100 - 124	
18-	250 - 332		18-	125 - 165	
17-	333 - 499		17-	166 - 249	
16-	500 - 570		16-	250 - 284	
15-	571 - 665		15-	285 - 332	
14-	666 - 699		14-	333 - 349	
13-	700 - 799		13-	350 - 399	
12-	800 - 899		12-	400 - 449	
11-	900 - 999		11-	450 - 499	
10-	1000 - 1099		10-	500 - 549	
09-	1100 - 1199		09-	550 - 599	
08-	1200 - 1299		08-	600 - 649	
07-	1300 - 1499		07-	650 - 749	
06-	1500 - 1749		06-	750 - 874	
05-	1750 - 1999		05-	875 - 999	
04-	2000 - 2499		04-	1000 - 1249	
03-	2500 - 2999		03-	1250 - 1499	
02-	3000 - 3999		02-	1500 - 1999	
01-	4000 - 4999		01-	2000 - 2499	
00-	5000 - 5000		00-	2500 - 2500	

Total Damage	STC Roll
264	15-
528	14-
792	13-
1056	12-
1320	11-
1584	10-
1848	09-
2112	08-
2376	07-
2640	06-
2904	05-
3168	04-
3432	03-
3696	02-
3960	01-
More	destroyed

Vehicle Name	Overland Ranger			Total Cost	1500c + 560 + 80 + 200 = 2340c			
Body Type	SUV			Body Cost	1500c			
Size Class	8	Armor Type	Junk Yard Steel		Armor Cost	Base	Size Mod	Final Cost
Mass	78	Plate	15/30		400		1.4	560
Base Handling	-1	Under Coat	8/16		Weight	2	Engine	I
Stock Engine	G	Ablative	10				ACC	+8
Collision Mod	+5	Stats	Coverage	DP			CRL	-0
To-Hit	+3	Vehicle	6	+100				
Clearance	12"	CORE	8	+20				
Base DP	1660	Extras	Cost	Space	Effect			
Core DP	176	All Wheel Drive	0	0	-2 Stuck modifier			
STC Ratio	-1:111 dp	Backup fuel tank	30	1	+30 tank			
Spaces	8	Swivel Weapon Mount	50	0	1 space weapon (front)			
Tank Size	25	Open Turret Aiming	0	0	Sunroof access for swivel mount			
Efficiency	1							
Cab	7							
MPG								

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
Mil-Cor SAW	Swivel	1	Open	200c		15	4x[12]	-1	-1/100	Belt

Description: The overland ranger is a favorite for modification on the cheap. This is the stock model with a SAW bolted on and a variety of DIY metal plates.

These "moded" rangers are the sort of thing bandit leaders or local sheriffs ride around it.

The stock ranger *looks* stylish and bad-ass, but take note: armored up, it's 0-60 in *two minutes*. If you want to impress anyone, make sure they find you *standing still*.

Armor Pen Table		
Roll	DAMAGE	
20-	3 - 5	
19-	6 - 6	
18-	7 - 9	
17-	10 - 14	
16-	15 - 16	
15-	17 - 19	
14-	20 - 20	
13-	21 - 23	
12-	24 - 26	
11-	27 - 29	
10-	30 - 32	
09-	33 - 35	
08-	36 - 38	
07-	39 - 44	
06-	45 - 51	
05-	52 - 59	
04-	60 - 74	
03-	75 - 89	
02-	90 - 119	
01-	120 - 149	
00-	150 - 150	

Armor Pen Table		
Roll	DAMAGE	
20-	1 - 2	
19-	3 - 3	
18-	4 - 4	
17-	5 - 7	
16-	8 - 8	
15-	9 - 9	
14-	10 - 10	
13-	11 - 11	
12-	12 - 13	
11-	14 - 15	
10-	16 - 16	
09-	17 - 18	
08-	19 - 19	
07-	20 - 23	
06-	24 - 27	
05-	28 - 31	
04-	32 - 39	
03-	40 - 47	
02-	48 - 63	
01-	64 - 79	
00-	80 - 80	

Total Damage	STC Roll
111	15-
222	14-
333	13-
444	12-
555	11-
666	10-
777	09-
888	08-
999	07-
1110	06-
1221	05-
1332	04-
1443	03-
1554	02-
1665	01-
More	destroyed

Vehicle Name

Cattle-Car Combat Bus	Total Cost	3000 + 1360 + 300 + 2200 = 6660c
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Body Type

Medium Truck	Body Cost	3000c
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Size Class	11	Armor Type	5mm steel plate	Armor Cost	800	Base	1	Size Mod	1.7	Final Cost	1360
Mass	200	Plate	30/60	Weight	1	Engine	I	ACC	+8	CRL	-0
Base Handling	-4	Under Coat	11/22	Stats Coverage DP	6 +250						
Stock Engine	H	Ablative	30	Vehicle CORE	8 +50						
Collision Mod	+7	Extras									
To-Hit	+7	Cost									
Clearance	14"	Space									
Base DP	4255	Effect									
Core DP	325	Extra Axels 150c 0 +25 Core									
STC Ratio	-1/284	Swivel Mount 50c 0 Space 1 weapon (front)									
Spaces	100	Swivel Mount 100c 0 Space 2 weapon (front)									
Tank Size	100	Front Mount 0 0 Front 90 degrees									
Efficiency	.4	Front Mount 0 0 Front 90 degrees									
Cab	40										
MPG											

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
.30 Cal Belt Fed MG	Front	1	RRAT	200c		30 PEN	3x[8]	-1	-1/100	Belt
.30 Cal Belt Fed MG	Front	1	RRAT	200c		30 PEN	3x[8]	-1	-1/100	Belt
25mm Cannon	Front	2	RRAT	900c		125 HEAP	1	-25	-1/100	Belt
25mm Cannon	Front	2	RRAT	900c		125 HEAP	1	-25	-1/100	Belt

Description: The cattle car is a school bus upgraded to be a troop carrier. Grievously under armored for the kind of engagements it might get into (it's built for trouble), the Battle Bus compensates by being over-armed.

The *plan* is always to get the troops (it can carry a full platoon, plus equipment, and a driver and gunner as well) *close* to the action and have them dismount and take care of business with the Bus nearby to lend fire support if required.

When it doesn't work that way and the bus ends up in battle itself, things can get ugly fast.

Note: These are custom made vehicles, but fairly common in the Ring.

Plate	60
Roll	DAMAGE
20-	6 - 11
19-	12 - 14
18-	15 - 19
17-	20 - 29
16-	30 - 33
15-	34 - 39
14-	40 - 41
13-	42 - 47
12-	48 - 53
11-	54 - 59
10-	60 - 65
09-	66 - 71
08-	72 - 77
07-	78 - 89
06-	90 - 104
05-	105 - 119
04-	120 - 149
03-	150 - 179
02-	180 - 239
01-	240 - 299
00-	300 - 300

Ucoat	22
Roll	DAMAGE
20-	2 - 3
19-	4 - 4
18-	5 - 6
17-	7 - 10
16-	11 - 11
15-	12 - 13
14-	14 - 14
13-	15 - 16
12-	17 - 18
11-	19 - 21
10-	22 - 23
09-	24 - 25
08-	26 - 27
07-	28 - 32
06-	33 - 37
05-	38 - 43
04-	44 - 54
03-	55 - 65
02-	66 - 87
01-	88 - 109
00-	110 - 110

Total Damage	STC Roll
284	15-
568	14-
852	13-
1136	12-
1420	11-
1704	10-
1988	09-
2272	08-
2556	07-
2840	06-
3124	05-
3408	04-
3692	03-
3976	02-
4260	01-
More	destroyed

Vehicle Name	Merchant III			Total Cost	3000+2720+6100+8400=20,220		
Body Type	Medium Truck			Body Cost	3000c		
Size Class	11	Armor Type	New-Ceramic Shell	Armor Cost	Base	Size Mod	Final Cost
Mass	200	Plate	100/200	1600		1.7	2720
Base Handling	-4	Under Coat	50/100	Weight	2	Engine	G
Stock Engine	H	Ablative	300				
Collision Mod	+7	Stats	Coverage	DP		ACC	+20
To-Hit	+7	Vehicle	6	+800		CRL	-0
Clearance	14"	CORE	8	+150			
Base DP	4805	Extras	Cost	Space	Effect		
Core DP	875	Industry IIV Rebuild	3000c	8	+3 ACC; +250 Core		
STC Ratio	-1:320	Turbo Charger	1200c	0	+1 ACC; +125 Core		
Spaces	100	Front Mount	0	0	Front 90 degrees		
Tank Size	100	Front Mount	0	0	Front 90 degrees		
Efficiency	.4	Improved sights	900c	0	+1 to hit, -1 to hit pedestrians, Normal Aim		
Cab	4	Linked Weapons	100c	0	Linked RR's		
MPG		Turret	450c	3	Gauss Gun		
		Turret	450c	3	Gauss Gun		

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
Gauss Cannon	Turret	2	RATT	3000c	2	250 PEN	4x[12]	-0	-1/300	Belt
Gauss Cannon	Turret	2	RATT	3000c	2	250 PEN	4x[12]	-0	-1/300	Belt
75mm recoilless rifle	Front	3	Improved	1200c	3	225 HEAP	1	--	-1/150	4s
75mm recoilless rifle	Front	3	Improved	1200c	3	225 HEAP	1	--	-1/150	4s

Description: The Merchant III is a cargo-transport truck designed to get the goods where they're going, even if they're going someplace rough.

The Merchant III is a little under-armored for heavy combat, and is *intended* to operate with an escort (a convoy of armed and armored cars).

Still, it is not unusual to find Merchant III's operating alone as part of mid-sized outfits that can't afford a comprehensive firepower solution.

The Merchant III can carry about 70 "units" of space, or several tons of material

Plate	200	
Roll	DAMAGE	
20-	20	39
19-	40	49
18-	50	65
17-	66	99
16-	100	113
15-	114	132
14-	133	139
13-	140	159
12-	160	179
11-	180	199
10-	200	219
09-	220	239
08-	240	259
07-	260	299
06-	300	349
05-	350	399
04-	400	499
03-	500	599
02-	600	799
01-	800	999
00-	1000	1000

Ucoat	100	
Roll	DAMAGE	
20-	10	19
19-	20	24
18-	25	32
17-	33	49
16-	50	56
15-	57	65
14-	66	69
13-	70	79
12-	80	89
11-	90	99
10-	100	109
09-	110	119
08-	120	129
07-	130	149
06-	150	174
05-	175	199
04-	200	249
03-	250	299
02-	300	399
01-	400	499
00-	500	500

Total Damage	STC Roll
320	15-
640	14-
960	13-
1280	12-
1600	11-
1920	10-
2240	09-
2560	08-
2880	07-
3200	06-
3520	05-
3840	04-
4160	03-
4480	02-
4800	01-
More	destroyed

Vehicle Name	Bone Yard Cab			Total Cost	850+3840+2550+2000=9240			
Body Type	Sedan			Body Cost	850c			
Size Class	6	Armor Type	12mm Composite	Armor Cost	Base	Size Mod	Final Cost	
Mass	40	Plate	250/500	3200c		1.2	3840	
Base Handling	-1	Under Coat	100/200	Weight	1	Engine	G	
Stock Engine	G	Ablative	800					
Collision Mod	+2	Stats	Coverage	DP		ACC	+20	
To-Hit	+1	Vehicle	6	+300		CRL	-0	
Clearance	6"	CORE	8	+1800				
Base DP	2610	Extras	Cost	Space	Effect			
Core DP	450	Luxury Vehicle	150c	0	Good Interior			
STC Ratio	-1:174	Auto Nav	60c	0	Electronic maps			
Spaces	12	Run Flat Tires	540c	0	+30 Core, -2 breaking			
Tank Size	18	Afterburner Sports	750c	0	+1 ACC, +40 Core			
Efficiency	1.3	Exhaust System						
Cab	5	Swivel Mount	150c	0	Front (weapon size 3)			
MPG		Front Mount	0c	0	Front 90 degree mount			
		Advanced Sights (Front mount)	900c	0	Night sight, +1 to hit vehicles, allows normal aim			

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
Heavy Pulsar	Swivel	3	Advanced	1800c	3	600 IMP	1	--	-1/200	2s
.30 Cal Belt Fed MG	Front	1	RRAT	200c		30 PEN	3x[8]	-1	-1/100	Belt

Description: Cabs, in the Yard, are ubiquitous. They fill the streets, they facilitate the never-ending ebb and flow of business. They're always around, but when you need them, they're full.

Cabs are usually rented by their drivers. At nearly 10 grand, they're beyond the reach of most workers, and are paid for by the agencies, who take a cut of every fare.

Because the ROI (return on investment) is so long, they're built to last. They're also built for trouble. The .30 cal is for small annoyances (jay-walkers, people who cut them off), and the pulsar is for more significant threats.

Cabs often have other features such as anti-theft homing devices and interior security systems (the ability to flood the passenger compartment with nerve gas, for instance), entertainment consoles, and advertising displays.

Plate	500	Roll	DAMAGE
20-	50 - 99		
19-	100 - 124		
18-	125 - 165		
17-	166 - 249		
16-	250 - 284		
15-	285 - 332		
14-	333 - 349		
13-	350 - 399		
12-	400 - 449		
11-	450 - 499		
10-	500 - 549		
09-	550 - 599		
08-	600 - 649		
07-	650 - 749		
06-	750 - 874		
05-	875 - 999		
04-	1000 - 1249		
03-	1250 - 1499		
02-	1500 - 1999		
01-	2000 - 2499		
00-	2500 - 2500		

Ucoat	200	Roll	DAMAGE
20-	20 - 39		
19-	40 - 49		
18-	50 - 65		
17-	66 - 99		
16-	100 - 113		
15-	114 - 132		
14-	133 - 139		
13-	140 - 159		
12-	160 - 179		
11-	180 - 199		
10-	200 - 219		
09-	220 - 239		
08-	240 - 259		
07-	260 - 299		
06-	300 - 349		
05-	350 - 399		
04-	400 - 499		
03-	500 - 599		
02-	600 - 799		
01-	800 - 999		
00-	1000 - 1000		

Total Damage	STC Roll
174	15-
348	14-
522	13-
696	12-
870	11-
1044	10-
1218	09-
1392	08-
1566	07-
1740	06-
1914	05-
2088	04-
2262	03-
2436	02-
2610	01-
More	destroyed

Vehicle Name	Bone Yard Police Cruiser			Total Cost	900+4560+2930+2600=10990			
Body Type	Sedan (GT)			Body Cost	900c			
Size Class	6	Armor Type	3mm Neonium Alloy	Armor Cost	Base	Size Mod	Final Cost	
Mass	41	Plate	250/500	3800		1.2	4560	
Base Handling	-1	Under Coat	100/200	Weight	2	Engine	D	
Stock Engine	D	Ablative	600			ACC	+30	
Collision Mod	+2	Stats	Coverage	DP		CRL	-2	
To-Hit	+1	Vehicle	6	+1600				
Clearance	5 1/2"	CORE	8	+300				
Base DP	2425	Extras	Cost	Space	Effect			
Core DP	494	"Afterburner" Sports	750c	0	+1 ACC, +41 Core, Max E			
STC Ratio	-1:162	Exhaust System						
Spaces	12	Carotid High-Performance Fuel Injection System	800c	0	+1 ACC, +41 Core, Max D			
Tank Size	18	Anaconda Coil Shocks	900c	0	+1 Handling, +20 Core			
Efficiency	1.3	Sports Tires	180c	0	-1 mods when breaking, +10 Core			
Cab	5	Police Lights and Siren	50c	0	Gets attention			
MPG		Ground Radar	250c	0	Vehicle detection			
		Front Mount	0c	0	90 degree front arc			

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
Shrike 4 Rocket Pod	Front	2	RATT	2600c	2	600 PEN	2	-2	-1/200	--

Description: The police cruise in cruisers. They go to war in gunboats. This is a cruiser. It's meant for city driving and can handle light combat if it needs to.

Make no mistake—with strong armor and a missile launcher, it's quite formidable, but the lack of a backup gun reduces its flexibility and a lot of what it might run into in the Yard (like an opponent armed with its own weapon) would punch through it.

The cruiser's back seat is designed for bringing in perps (it's not *uncomfortable*, but it is secure), while the truck is usually a small armory and medical supply closet. It's not unusual for police cruisers to be issued a different weapons loadout, or special equipment (surveillance gear for stakeouts, medical cocoons for backup duty, etc.)

Plate	500	Roll	DAMAGE
20-	50 - 99		
19-	100 - 124		
18-	125 - 165		
17-	166 - 249		
16-	250 - 284		
15-	285 - 332		
14-	333 - 349		
13-	350 - 399		
12-	400 - 449		
11-	450 - 499		
10-	500 - 549		
09-	550 - 599		
08-	600 - 649		
07-	650 - 749		
06-	750 - 874		
05-	875 - 999		
04-	1000 - 1249		
03-	1250 - 1499		
02-	1500 - 1999		
01-	2000 - 2499		
00-	2500 - 2500		

Ucoat	200	Roll	DAMAGE
20-	20 - 39		
19-	40 - 49		
18-	50 - 65		
17-	66 - 99		
16-	100 - 113		
15-	114 - 132		
14-	133 - 139		
13-	140 - 159		
12-	160 - 179		
11-	180 - 199		
10-	200 - 219		
09-	220 - 239		
08-	240 - 259		
07-	260 - 299		
06-	300 - 349		
05-	350 - 399		
04-	400 - 499		
03-	500 - 599		
02-	600 - 799		
01-	800 - 999		
00-	1000 - 1000		

Total Damage	STC Roll
162	15-
324	14-
486	13-
648	12-
810	11-
972	10-
1134	09-
1296	08-
1458	07-
1620	06-
1782	05-
1944	04-
2106	03-
2268	02-
2430	01-
More	destroyed

Vehicle Name	Midway Battlewagon			Total Cost	850+3120+2180+2400=8550c		
Body Type	Sedan			Body Cost	850c		
Size Class	6	Armor Type	15mm Armor Steel	Armor Cost	Base	Size Mod	Final Cost
Mass	40	Plate	250/500	2600		1.2	3120
Base Handling	-1	Under Coat	100/200	Weight	3	Engine	G
Stock Engine	G	Ablative	1000				ACC
Collision Mod	+2	Stats	Coverage	DP		CRL	-0
To-Hit	+1	Vehicle	6	+1400			
Clearance	7.5"	CORE	8	+200			
Base DP	2210	Extras		Cost	Space	Effect	
Core DP	320	2x Front Mount		0c	0		
STC Ratio	-1:147	1x Swivel Mount		150c	0	3 space	
Spaces	12	Harvester Overdrive		1020c	2	+2 ACC	
Tank Size	18	Air Breather		800c	1	+1 ACC, +40 DP	
Efficiency	1.3	Improved Suspension		150c	0	-2 terrain mods, +1.5"	
Cab	5	IR/HUD Headlights		60c	0	Normal operation at night	
MPG							

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
.30 Cal Rotary Minigun	Front	1	RATT	600c	1	30 PEN	9x[32]	-5	-1/100y	Belt
.30 Cal Rotary Minigun	Front	1	RATT	600c	1	30 PEN	9x[32]	-5	-1/100y	Belt
75mm Recoilless Rifle	Swivel	3	RATT	1200c	3	255 HEAP	1	--	-1/150y	4s

Description: The Midway is an example of a class of car that is distinctive to the Middle Ring. These are custom jobs, usually built and re-built a thousand times over.

The Midway model shown here would be popular with travelers, adventurers (especially those whose travels didn't take them into the deep outback), and outlaws who keep one step ahead of the bounty-hunters and competition.

You'll almost never find a Midway in good condition. Imagine them beat-up, banged up, and covered with so much dust the original color might as well have been desert.

Plate	500
Roll	DAMAGE
20-	50 - 99
19-	100 - 124
18-	125 - 165
17-	166 - 249
16-	250 - 284
15-	285 - 332
14-	333 - 349
13-	350 - 399
12-	400 - 449
11-	450 - 499
10-	500 - 549
09-	550 - 599
08-	600 - 649
07-	650 - 749
06-	750 - 874
05-	875 - 999
04-	1000 - 1249
03-	1250 - 1499
02-	1500 - 1999
01-	2000 - 2499
00-	2500 - 2500

Ucoat	200
Roll	DAMAGE
20-	20 - 39
19-	40 - 49
18-	50 - 65
17-	66 - 99
16-	100 - 113
15-	114 - 132
14-	133 - 139
13-	140 - 159
12-	160 - 179
11-	180 - 199
10-	200 - 219
09-	220 - 239
08-	240 - 259
07-	260 - 299
06-	300 - 349
05-	350 - 399
04-	400 - 499
03-	500 - 599
02-	600 - 799
01-	800 - 999
00-	1000 - 1000

Total Damage	STC Roll
147	15-
294	14-
441	13-
588	12-
735	11-
882	10-
1029	09-
1176	08-
1323	07-
1470	06-
1617	05-
1764	04-
1911	03-
2058	02-
2205	01-
More	destroyed

Vehicle Name	Executive Town Car			Total Cost	1400+4160+1710+6600=13870c			
Body Type	Limousine			Body Cost	1400c			
Size Class	7	Armor Type	12mm Composite	Armor Cost	Base	Size Mod	Final Cost	
Mass	60	Plate	250/500	3200		1.3	4160	
Base Handling	-2	Under Coat	100/200	Weight	1	Engine	G	
Stock Engine	G	Ablative	800			ACC	+20	
Collision Mod	+3	Stats	Coverage	DP		CRL	-0	
To-Hit	+2	Vehicle	6	+1600				
Clearance	5 1/2"	CORE	8	+300				
Base DP	2800	Extras		Cost	Space	Effect		
Core DP	492	Expanded Cab		30c	3	6 passengers, 3 crew		
STC Ratio	-1:187	Luxury Interior		180c	0	Good Luxury		
Spaces	16	Swivel Mount		100c	0	2 Space; 180 Right		
Tank Size	20	Swivel Mount		100c	0	2 Space; 180 Left		
Efficiency	1.2	Carotid HP Fuel Injection		800c	0	+1 ACC, +60 Core		
Cab	9	Extra Axles		500c	0	+12 Core, +1 ACC		
MPG		Fixed Mount		0c	0	Front 90 degree arc		

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ct rl	Range	Reload
Industrial Cutting Laser	Right Swv	2	RATT	2800c	0	300 PEN /1500	1	--	-1/1400	0
Industrial Cutting Laser	Right Swv	2	RATT	2800c	0	300 PEN /1500	1	--	-1/1400	0
Medium AV Rocket Launcher	Front	4	RATT	1000c	0	300 HEAP	1	--	-1/200y	0

Description: Most people get around the Yard on their own. Those who can afford to, might take a cab. Those who can afford better, hire a town car.

The Executive model is a bit of a misnomer—real executives travel in even better, even more highly-powered vehicles, but the Exec Town Car looks good and it's comfortable. The distinctive cutting lasers (right and left mounted on swivel columns) give it street cred with an intentionally industrial look.

Note that to bring both of the cutting lasers to bear, the Limo must line up perfectly with its target. When it can, watch out!

Armor Pen Table			Armor Pen Table		
Plate	500		Ucoat	200	
Roll	DAMAGE		Roll	DAMAGE	
20-	50	- 99	20-	20	- 39
19-	100	- 124	19-	40	- 49
18-	125	- 165	18-	50	- 65
17-	166	- 249	17-	66	- 99
16-	250	- 284	16-	100	- 113
15-	285	- 332	15-	114	- 132
14-	333	- 349	14-	133	- 139
13-	350	- 399	13-	140	- 159
12-	400	- 449	12-	160	- 179
11-	450	- 499	11-	180	- 199
10-	500	- 549	10-	200	- 219
09-	550	- 599	09-	220	- 239
08-	600	- 649	08-	240	- 259
07-	650	- 749	07-	260	- 299
06-	750	- 874	06-	300	- 349
05-	875	- 999	05-	350	- 399
04-	1000	- 1249	04-	400	- 499
03-	1250	- 1499	03-	500	- 599
02-	1500	- 1999	02-	600	- 799
01-	2000	- 2499	01-	800	- 999
00-	2500	- 2500	00-	1000	- 1000

Total Damage	STC Roll
187	15-
374	14-
561	13-
748	12-
935	11-
1122	10-
1309	09-
1496	08-
1683	07-
1870	06-
2057	05-
2244	04-
2431	03-
2618	02-
2805	01-
More	destroyed

Vehicle Name	FENRIS Vector Interceptor	Total Cost	1700+1600+3335+4000=10635c				
Body Type	Sports Car (GT)	Body Cost	1700c				
Size Class	4	Armor Type	Neo-Ceramic Shell	Armor Cost	Base Mod	Size Mod	Final Cost
Mass	35	Plate	100/200	1600	1	1	1600
Base Handling	+1	Under Coat	50/100	Weight	2	Engine ACC	E
Stock Engine	D	Ablative	300				
Collision Mod	+0	Stats	Coverage	DP	CRL		
To-Hit	+0	Vehicle	6	+800			
Clearance	4"	CORE	8	+150			
Base DP	1505	Extras		Cost	Space	Effect	
Core DP	255	Predator Hyper drive		2210c	2	+2 ACC (Max C)	
STC Ratio	-1:100	Afterburner Exhaust		750c	0	+1 ACC (Max E) +35 Core	
Spaces	8	Spoiler		10c	0	+1 Handling above 90mph	
Tank Size	13	Aerodynamic		50c	2	+5 mpg	
Efficiency	1.5	Mine Sweeper		25c	0	Detects Mines 15-	
Cab	4	Backup Fuel Tank		40c	1	+40 gallons	
MPG		Ground Radar		250c	0	Vehicle Detection	

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
Gauss Cannon	Front	2	RATT	3000c	0	250 PEN	4x[12]	-0	-1/300y	Belt
Medium AV Rocket Launcher	Front	4	RATT	1000c	0	300 HEAP	1	--	-1/200y	0s

Description: The Vector Interceptor (by FENRIS) is an archetypical scout car. Fast, and deadly, the Vector Interceptor counts on winning a fight in the first volley; it's armor, while acceptable for most city driving, won't stand up to a serious assault (like, say, the kind of damage it can dish out).

As a "starter" scout car, the Vector Interceptor is loaded with useful sensors.

Plate	200	
Roll	DAMAGE	
20-	20	39
19-	40	49
18-	50	65
17-	66	99
16-	100	113
15-	114	132
14-	133	139
13-	140	159
12-	160	179
11-	180	199
10-	200	219
09-	220	239
08-	240	259
07-	260	299
06-	300	349
05-	350	399
04-	400	499
03-	500	599
02-	600	799
01-	800	999
00-	1000	1000

Ucoat	100	
Roll	DAMAGE	
20-	10	19
19-	20	24
18-	25	32
17-	33	49
16-	50	56
15-	57	65
14-	66	69
13-	70	79
12-	80	89
11-	90	99
10-	100	109
09-	110	119
08-	120	129
07-	130	149
06-	150	174
05-	175	199
04-	200	249
03-	250	299
02-	300	399
01-	400	499
00-	500	500

Total Damage	STC Roll
100	15-
200	14-
300	13-
400	12-
500	11-
600	10-
700	09-
800	08-
900	07-
1000	06-
1100	05-
1200	04-
1300	03-
1400	02-
1500	01-
More	destroyed

Vehicle Name	Aesir Motors Impulse GT-7		Total Cost	1700+3200+1110+3600=9610c			
Body Type	Sports Car (GT)		Body Cost	1700c			
Size Class	4	Armor Type	12mm Composite	Armor Cost	Base	Size Mod	Final Cost
Mass	35	Plate	250/500	3200c		1	3200
Base Handling	+1	Under Coat	100/200	Weight	1	Engine	
Stock Engine	D	Ablative	800				ACC
Collision Mod	0	Stats	Coverage	DP		CRL	
To-Hit	0	Vehicle	6	+1600			
Clearance	4"	CORE	8	+300			
Base DP	2305	Extras	Cost	Space	Effect		
Core DP	435	Afterburner system	exhaust 750c	0	+1 ACC, +35 Core		
STC Ratio	154	Run Flat Tires	360c	0	+30 DP		
Spaces	8						
Tank Size	13						
Efficiency	1.5						
Cab	4						
MPG							

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
Heavy Pulsar	Front	3	RATT	1800c	0	600 IMP	1	--	-1/200y	2s
Heavy Pulsar	Front	3	RATT	1800c	0	600 IMP	1	--	-1/200y	2s

Description: The GT-7 is cheaper than FENRIS's vector interceptor, but not as "feature rich." It does score a little better in the dish-it-out/take-it category, though. The floor model GT-7 lacks some common scout gear (ground radar, mine detection, satellite radio) which can be added at the usual prices. Like most other scout vehicles, though, the GT-7 prefers to avoid fights it can and win decisively when it can't. It isn't built for a prolonged slug-fest.

Armor Pen Table		Armor Pen Table	
Plate	500	Ucoat	200
Roll	DAMAGE	Roll	DAMAGE
20-	50 - 99	20-	20 - 39
19-	100 - 124	19-	40 - 49
18-	125 - 165	18-	50 - 65
17-	166 - 249	17-	66 - 99
16-	250 - 284	16-	100 - 113
15-	285 - 332	15-	114 - 132
14-	333 - 349	14-	133 - 139
13-	350 - 399	13-	140 - 159
12-	400 - 449	12-	160 - 179
11-	450 - 499	11-	180 - 199
10-	500 - 549	10-	200 - 219
09-	550 - 599	09-	220 - 239
08-	600 - 649	08-	240 - 259
07-	650 - 749	07-	260 - 299
06-	750 - 874	06-	300 - 349
05-	875 - 999	05-	350 - 399
04-	1000 - 1249	04-	400 - 499
03-	1250 - 1499	03-	500 - 599
02-	1500 - 1999	02-	600 - 799
01-	2000 - 2499	01-	800 - 999
00-	2500 - 2500	00-	1000 - 1000

Total Damage	STC Roll
154	15-
308	14-
462	13-
616	12-
770	11-
924	10-
1078	09-
1232	08-
1386	07-
1540	06-
1694	05-
1848	04-
2002	03-
2156	02-
2310	01-
More	destroyed