

## CONVENTIONS

SKILL POINTS: Are based on Age group.

AGE:	Group	Formula: All basic attributes added together X Age group = Skill Points.
21 - 30	1	
31 - 40	2	
41 - 50	3	

All points on 1 - 1 Basis.

### **No starting Skill Above 80%.**

Maximum Weight Carried: Strength X 3 in kg.

Maximum Weight for 5 Moves: Str X 3/16

Maximum Weight for 4 Moves: Str X 3/8

Maximum Weight for 3 Moves: Str X 3/4

Maximum Weight for 2 Moves: Str X 3/2

Maximum Weight for 1 Moves: Str X 3

## WEAPON CONVENTIONS

Tracers: Add 5% to hit per round of tracers used.

Armor Piercing: Ignores Armor Value less than E-Factor of round used. Damage is as follows:

AV < E-Factor = Full E-Factor Damage

AV = E-Factor = 1 point of Damage

1 + AV > E-Factor = 75% Damage (Subdual)

2 + AV > E-Factor = 50% Damage (Subdual)

3 + AV > E-Factor = 25% Damage (Subdual)

4 + AV > E-Factor = No Damage

Point Blank Range: E-Factor X 2

Short Range: E-Factor X 1

Medium Range: E-Factor X .5

Long Range: E-Factor X .25

To Hit Rolls:

01 - 05 = Called Shot (Player's Choice)

96 - 00 = Jam or Misfire (Automatics Only)

98 - 00 = Revolver Misfire

Called Shot Modifier: -25%

	Rnd 1	Rnd 2	Rnd 3	Rnd 4
Successive Autofire:	-11%	-33%	-66%	-99%

**GAS EFFECT TABLE**  
**PERCENT CHANCE OF TEMPORARY DISABILITY**

Constitution	(HC - Smoke)	(CN-DM)	(CS Gas)	(BZ)
0-1	35	70	45	99
2-3	30	70	40	95
4	25	65	40	90
5	20	60	35	90
6	20	60	35	80
7-8	20	55	35	80
9-11	15	55	30	75
12	15	50	30	70
13	10	45	25	70
14-15	5	40	20	60
16-17	1	35	20	55
18	1	30	15	50
19	1	30	15	50
20	1	30	15	45

# Character Creation Matrix

Basic Attributes: 4D6 minus 4

Movement: Dependent on Dexterity.

0 - 4	-----1
5 - 8	-----2
9 - 13	-----3
14 - 18	-----4
19 - 20	-----5

Maximum Weight for 5\_, 4\_, 3\_, 2\_, 1\_, see conventions sheet.

Skill Points: Add all Basic Attributes and multiply by Age Group, see conventions sheet.

Height, weight, sex, hair, eyes, race, birthday, is determined by player, age is 18 + 3D10 years.

Handedness is by %, 1 - 90 = Right, 91 - 97 = Left, 98 - 00 = Ambidexterity.

Bloodtype 2D20,	1 - 8 O	Rh Factor
	9 - 16 A	1 - 17 + (Positive)
	17 - 19 B	18 - 20 - (Negative)
	20 AB	

1/2 Strength and 1/4 strength are self-explanatory.

Structure Points/Blood Points: Strength X Constitution + 100 = SP/BP

Area Hit Points

1 - 3 = SP/BP X .06	4 - 9 = SP/BP X .38 /6	10 - 11 = SP/BP X .01
12 = SP/BP X .01	13 - 14 = SP/BP X .08	15 - 16 = SP/BP X .01
17 - 18 = SP/BP X .05	19 - 20 = SP/BP X .04	21 - 22 = SP/BP X .01
23 - 24 = SP/BP X .02	25 - 26 = SP/BP X .01	27 - 28 = SP/BP X .02
29 - 30 = SP/BP X .01		

Freezing Date : DM Option.

Equipment: Basic Equipment - see Basic Load Sheet, Weapons roll 1D20 Contact DM.

Chance of Being a Veteran	Rank	Combat Veteran	Spec. Forces
Mars 75%	1 - 4 Enlisted	50%	5%
Recon 50%	5 - 6 Officer	25%	3%
Science 20%		10%	1%

Former Enlisted: +5% in rifle, CSW, bayonet, first aid, hide, climb, swim, jump

Former Officer: +5% in oratory, camouflage, +10% in handgun, SW, mapmaking

Combat Time: +5% in rifle, SW, knife, listen

Spec. Forces: +10% in rifle, smg, hand to hand, SW, camouflage, +15% in hide, climb, swim, jump, move silently, and tracking

Basic Stat Modifiers:

	0 - 7	8 - 12	13 - 17	18 +
Strength	-5	-	+5	+10
Dexterity	-5	-	+5	+10
Intelligence	-5	-	+5	+10

Strength Modifies: climb, swim, jump, bayonet

Dexterity Modifies: handgun, rifle, mg, knife, bayonet, move silently

Intelligence Modifies: CSW, SW, first aid, map making, tracking, camouflage, hide

Degrees: Roll 1D6  
 1 - 3 = 20% in one Degree Field  
 4 - 5 = 40% in one, or 20/20 split in two degree fields  
 6 = 60% in one, or 20/40 split in two degree fields

50 point allocation in Hobby/non-combat skill/skills

Skills

	RECON	MARS	SCIENCE
HANDGUN	10	15	10
SHOTGUN	20	25	20
MG	10	20	10
CSW	15	20	10
SW	10	20	15
BAYONET	10	20	10
KNIFE	15	20	10
RIFLE	25	30	25
HAND TO HAND	20	30	20
DRIVE MPV	40	40	30
ELECTRICAL	15	10	30
MECHANICAL	15	10	30
FIRST AID	30	30	50
MAPMAKING	20	15	10
TREAT POISON	10	10	20
TREAT DISEASE	10	10	20
TRACKING	10	10	20
ORATORY	20		
HIDE	20	20	10
CAMOUFLAGE	20	15	10
LISTEN	20	20	10
MOVE SILENTLY	20	20	10
CLIMB	30	30	30
JUMP	30	30	30
SWIM	20	25	10

Grenade throwing range:  
 Type A: 4 X Str. In meters.  
 Type B: 3.5 X Str. In meters  
 Type C: 2.5 X Str. In meters  
 Type D: 2 X Str. In meters

Accuracy is the same as your Dexterity score.  
 SMG's treat as Rifle for skill, pistols for range.  
 MG skill is from LMG to HMG, for weapon type.

## Morrow Project Surgical Kit

1. Airway tubes (10 ea. Various sizes) 20 total.
2. Endotracheal tubes (10 ea. Various sizes) 20 total.
3. 20 Syringes/needles
4. Tongue Depressors (100 ea.)
5. Aromatic Ammonia capsules (50)
6. Glucose Tablets (100)
7. Tourniquets (10)
8. Ace Bandages various sizes (10).
9. Cleaning equipment
10. 6 rolls adhesive tape
11. 2 bottles PhisoHex
12. 200 Alcohol wipes
13. 25 pr. Surgical gloves
14. 100 bandage strips
15. 25 surgical masks
16. 100 sterile gauze pads (large)
17. 5 ea. Instant ice packs.
18. 2 pr. Bandage scissors.
19. Bp cuff.
20. Electronic ear thermometer.
21. Watch.
22. Stethoscope
23. MP analyzer.
24. 20 each Emergency Medications  
Injectable      Epenephine      Ingested      ipecac syrup  
                      phenobarbital                              nitroglycerin (sublingual)  
                      benadryl  
                      valium  
                      isuprel  
                      lidocaine  
                      sodium bicarbonate
25. Battery powered defibrillator.
26. Oxygen tank. (1 liter/minute 8 hour supply)
27. IV solutions Saline and Dextros (8 each with catheters)
28. Transfusion pump (battery powered)
29. Scalpels, forceps, retractors, misc surgical tools (various sizes 5 each)
30. Resistweave carry- satchel (with shoulder strap)

## Airscout (Modified)

Crew: 1  
Length: 3.71m (2.3m with Tail boom collapsed)  
Width: 1.64m  
Rotor Dia.: 7.01 (3.505m folded)  
Height: 2.34m  
Weight (empty): 280kg  
W/Armament: 383kg  
Max. Take-off Weight: 540kg  
Landing Gear: Tricycle wheels  
Max. Speed: 250KPH  
Max. Cruising Speed: 168KPH  
Min. Speed: 24KPH  
Max. Rate of Climb: 330m/minute  
Service Ceiling: 5000m  
T - O Run: 31m  
Landing Run: 0 - 6m  
Range between Maintenance: 1800Km

Armament: 1 chin mounted M-207 LMG (5.56 X 45mm) EF=15.

Ammunition: 900 Rounds for M-207, 8- M26A1 Frag. 8-M34 WP, 8- AN-M8 Smoke, 1,200 extra rounds 5.56 X 45mm. *Note: M-207 ammo is loaded 4 ball, 1 Tracer.*

Features: (1 Million CP Searchlight), (1 FLIR), **\*\*{ (1 CP-7 Laser range finder, 1 Pair AN-TVS-5 Electronic Binoculars, 1 AN-PAS-7 Thermal Imaging System) }**, (1 AN-PPS-05 Radar), (1 Multi-Power VHS Camcorder/Player) (AN-PRC-70 Radio), (PA Speaker), (compass, RDF, Autonav), (Battery Recharger), (M1 CBR Detection Kit), 1 Personal Medkit, Modified Personal Basic Pack, 1 pr, Zeiss 20X Binoculars, Tool kit and Lubricants.

Armored Crew Capsule: Armor Factor 35. Sealed and pressurized with filtered outside air. Ejectable forward, and up, via rocket motor with parachute landing. Contains crew, instruments, modified personal pack, personal weapons, and self-destruct device.

### Modified personal pack

Resist Weave Coveralls (AC=7), KCB-70 Bayonet, M17A1 Gas Mask, M1 CBR Kit, Medkit, AN/PRC - 68 Personal Communicator w/Scrambler, Backpack with: 1 Liter Canteen with Cup, 7 Days Dry Rations, 1 Compass, 1 Generator Flashlight w/Extra Bulb, 3 Boxes Matches, 50 Meters Nylon Rope (150KG Breaking Strength), 1 Sleeping Bag (Water Proof), 1 Waterproof Poncho, 1 Web Belt w/ Ammo pouches, Knife Sheath, Holster, and Equipment Pouches, 1 Swiss Army Knife.

**\*\*{ Listed equipment is built into armored helmet. Battery life: 6 hours external use. Helmet Armor Value 10. Includes microphone and earphones for AN -PRC-70 radio or AN-PRC-68 } \*\***

**Mule/Quad runner**

Crew: 2

Length: 2.5m

Width: 1m

Height: 0.8m

Ground Clearance: .4m

Turning Radius: 2.0m

Max. Road Speed: 84KPH

Fording Depth: .5m

Climb Gradient: 70%

Vertical Obstacle: .5m

Trench: .5m

Armament: None.

## **Dirt Bikes**

Crew: 1  
Length: 1.5m  
Width: 04m  
Height: 1.5m  
Ground Clearance: .5m  
Turning Radius: 1.8m  
Max. Road Speed: 100KPH  
Fording Depth: .5m  
Climb Gradient: 70%  
Vertical Obstacle: .5m  
Trench: 1.2m  
Armament: None.



**Jetbelt**

Crew: 1

Length: 1.3m

Width: .4m

Height: .5m

Weight (empty): 20kg

W/armament: 21.50kg

Max. Take-off Weight: 130kg

Max. Speed: 200kph

Max. Cruising Speed: 100kph

Min. Speed: Hover

Max. Rate of Climb: 400m/min.

Service Ceiling: 3100m

Range: 200km

Range between Maintenance: 300km

Armament: 2- HAFLA-35Ls, 1 Forward, 1 Backward

Ammunition: 2- HAFLA-35Ls

**Contact Pack (One Per Team)**

1 Floppy White Felt Hat.

1 Red Bandana.

1 Levi Denim Jacket.

1 Pair Levi Jeans.

2 Cotton Plaid Shirts.

1 Pair Hiking Boots.

1 Leather Belt.

4 Pairs Of Wool Socks.

Nylon Pack: 10 Candles, 1000ft Twine, 10 fishhooks 3 Days canned food.

1 Hip Flask of 162 Year Old Scotch.

1 M-29 With 50 Rounds of Ammo.

1 Lever Action Rifle Marlin 1894C. (Ammo will fit both Rifle and Handgun)

## MP Large Vehicle Computer Files

Detailed Atlas (topographic, political as of 1988)

Detailed Census (as of 1988)

Detailed list of Expected First and Second strike targets and effects.

Weather Prediction tables

Grey's Anatomy

Detailed First Aid manuals

MP Tech Manuals (All)

Encyclopedia Britannica (1988 edition full)

How Things Work (All)

U.S. Army Field Sanitation Manuals

Effects of Long Term Radiation on Mammals

NPC Dossiers

Name: \_\_\_\_\_ Age: \_\_\_\_\_ Sex: \_\_\_\_\_ Move: \_\_\_\_\_

1/2 Str: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_ SP/BP: \_\_\_\_\_

Blood Type: \_\_\_\_\_ Team: \_\_\_\_\_ Job: \_\_\_\_\_ Race: \_\_\_\_\_

STR: \_\_\_\_\_ INT: \_\_\_\_\_ DEX: \_\_\_\_\_ CHR: \_\_\_\_\_ PSI: \_\_\_\_\_ CON: \_\_\_\_\_

LUCK: \_\_\_\_\_ ACC: \_\_\_\_\_

Degree Skills: \_\_\_\_\_

HANDGUN \_\_\_\_\_ SHOTGUN \_\_\_\_\_ MG \_\_\_\_\_ CSW \_\_\_\_\_ SW \_\_\_\_\_

BAYONET \_\_\_\_\_ KNIFE \_\_\_\_\_ RIFLE \_\_\_\_\_ HAND TO HAND \_\_\_\_\_

DRIVE MPV \_\_\_\_\_ ELECTRICAL \_\_\_\_\_ MECHANICAL \_\_\_\_\_ FIRST AID \_\_\_\_\_

MAPMAKING \_\_\_\_\_ TREAT POISON \_\_\_\_\_ TREAT DISEASE \_\_\_\_\_ TRACKING \_\_\_\_\_

ORATORY \_\_\_\_\_ HIDE \_\_\_\_\_ CAMOUFLAGE \_\_\_\_\_ LISTEN \_\_\_\_\_

MOVE SILENTLY \_\_\_\_\_ CLIMB \_\_\_\_\_ JUMP \_\_\_\_\_ SWIM \_\_\_\_\_

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NPC Dossiers

Name: \_\_\_\_\_ Age: \_\_\_\_\_ Sex: \_\_\_\_\_ Move: \_\_\_\_\_

1/2 Str: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_ SP/BP: \_\_\_\_\_

Blood Type: \_\_\_\_\_ Team: \_\_\_\_\_ Job: \_\_\_\_\_ Race: \_\_\_\_\_

STR: \_\_\_\_\_ INT: \_\_\_\_\_ DEX: \_\_\_\_\_ CHR: \_\_\_\_\_ PSI: \_\_\_\_\_ CON: \_\_\_\_\_

LUCK: \_\_\_\_\_ ACC: \_\_\_\_\_

Degree Skills: \_\_\_\_\_

HANDGUN \_\_\_\_\_ SHOTGUN \_\_\_\_\_ MG \_\_\_\_\_ CSW \_\_\_\_\_ SW \_\_\_\_\_

BAYONET \_\_\_\_\_ KNIFE \_\_\_\_\_ RIFLE \_\_\_\_\_ HAND TO HAND \_\_\_\_\_

DRIVE MPV \_\_\_\_\_ ELECTRICAL \_\_\_\_\_ MECHANICAL \_\_\_\_\_ FIRST AID \_\_\_\_\_

MAPMAKING \_\_\_\_\_ TREAT POISON \_\_\_\_\_ TREAT DISEASE \_\_\_\_\_ TRACKING \_\_\_\_\_

ORATORY \_\_\_\_\_ HIDE \_\_\_\_\_ CAMOUFLAGE \_\_\_\_\_ LISTEN \_\_\_\_\_

MOVE SILENTLY \_\_\_\_\_ CLIMB \_\_\_\_\_ JUMP \_\_\_\_\_ SWIM \_\_\_\_\_

## To Hit Modifiers Weapon Type

Weapon	PB	Short	Medium	Long
Shotgun	+ 40	+20	Normal	N/E
SMG	+ 20	+10	Normal	N/E
MG	+ 20	+20	+10	+10
Assault Rifle	+ 20	+15	+10	Normal
Single Shot	Normal	-----		
Pistol	Normal	Normal	-10	Luck
Scope Sight	Normal	Normal	+20	+10
MG Shotgun	+80	+40	+10	N/E

## To Hit Modifiers Positions

Position	PB	Short	Medium	Long
Prone	+30	+20	+15	+10
Kneeling	+15	+10	+05	-----
Braced	+20	+15	+10	-----
Standing	+10	+05	-----	-----

## To Hit Modifiers Concealment

Concealment	PB	Short	Medium	Long
1/4 Mansize	Normal	-10	-30	-40
1/2 Mansize	Normal	-05	-15	-20
Mansize	Normal	Normal	-05	-10
2X Mansize	+20	+15	+10	+05
3X Mansize	+30	+25	+20	+15
4X Mansize	+40	+35	+30	+25

## Westland Lynx (MP Long Range RECON)

Crew: 8  
Length: 15.163m  
Width: 2.75m  
Rotor Dia.: 12.802m  
Height: 3.66m  
Weight (empty): 3072kg  
W/Armament: 3150kg  
Max. Take-off Weight: 4536kg  
Landing Gear: skids  
Max. Speed: 259KPH  
Max. Cruising Speed: 168KPH  
Min. Speed: Hover  
Max. Rate of Climb: 330m/minute  
Service Ceiling: 5000m  
T - O Run: 31m  
Landing Run: 0 - 6m  
Range: 2000km  
Range between Maintenance: 2800Km

Armament: 1 door mounted M-60LMG (7.62 X 51mm) EF=17, 1 chin mounted M134 Mini-gun (7.62 X 51mm) EF=17.

Ammunition: 900 Rounds for M-60, 3,000 Rounds for M134, 8- M26A1 Frag. 8-M34 WP, 8- AN-M8 Smoke, **Note: M-134, M-60 ammo is loaded 4 ball, 1 Tracer.**

Features: (1 Million CP Searchlight), (1 FLIR), **\*\*{ (2 CP-7 Laser range finders, 2 Pair AN-TVS-5 Electronic Binoculars, 2 AN-PAS-7 Thermal Imaging System) }**, (1 AN-PPS-05 Radar), (1 Multi-Power VHS Camcorder/Player) (AN-PRC-70 Radio), (PA Speaker), (compass, RDF, Autonav), (Battery Recharger), (M1 CBR Detection Kit), 1 Personal Medkit, Modified Personal Basic Pack, 1 pr, Zeiss 20X Binoculars, Tool kit and Lubricants. Standard Vehicle Supplies, and extra weapons and ammunition carried. 2 MP Dirt Bikes. 1 MP Jetbelt. V-150 Project Computer Files.

**Armored Crew Capsule: Armor Factor 35. Sealed and pressurized with filtered outside air. Ejectable forward, and up, via rocket motor with parachute landing. Contains crew, instruments, modified personal pack, personal weapons, and self-destruct device.**

### Modified personal pack

Resist Weave Coveralls (AC=7), KCB-70 Bayonet, M17A1 Gas Mask, M1 CBR Kit, Medkit, AN/PRC - 68 Personal Communicator w/Scrambler, Backpack with: 1 Liter Canteen with Cup, 7 Days Dry Rations, 1 Compass, 1 Generator Flashlight w/Extra Bulb, 3 Boxes Matches, 50 Meters Nylon Rope (150KG Breaking Strength), 1 Sleeping Bag (Water Proof), 1 Waterproof Poncho, 1 Web Belt w/ Ammo pouches, Knife Sheath, Holster, and Equipment Pouches, 1 Swiss Army Knife.

**\*\*{ Listed equipment is built into armored helmet. Battery life: 6 hours external use. Helmet Armor Value 10. Includes microphone and earphones for AN -PRC-70 radio or AN-PRC-68 } \*\***

## Grenades: Type, and Stats.

Name: M26A1 Fragmentation

Type: A

Burst Radius: 15m

Wt. Each: .448kg

Package: 20/case 8.96 kg

Damage: All Targets in Burst Radius take 1D20 Shrapnel X (EF=4) =Damage

Explosive Damage: 232 pts.

Anti-Armor Class: G

Name: M34 White Phosphorus Incendiary

Type: C

Burst Radius: 35m

Wt Each: .756kg

Package: 16/case 12.096 kg

Damage: 1D20 for Fragments (EF=4) x 4 Rounds =Total Damage

Explosive Damage: N/A

Anti-Armor Class: Flame

Name: AN-M8 HC Smoke

Type: C

Burst Radius: 2m H X 4m WX 18m L

Wt Each: .672kg

Package: 16/case 10.752 kg

Damage: N/A

Explosive Damage: N/A

Anti-Armor Class: N/A

Name: M6 CN-DM Tear/Vomit Agent

Type: B

Burst Radius: 2m Hx 4m W x 18m L

Wt. Each: .476kg

Package: 16/case 7.616 kg

Damage: Tear Gas, Smoke, Vomit Agent Lasts one hour after exposure

Explosive Damage: N/A

Anti-Armor Class: N/A

Name: M7A3 CS Gas Tear Gas

Type: A

Burst Radius: 2m Hx 4m W x18m L

Wt. Each: .434kg

Package: 16/case 6.944 kg

Damage: Tear Gas Lasts 15 min. after exposure

Explosive Damage: N/A

Anti-Armor Class: N/A

Grenades: Type, and Stats. pg. 2

Name: M9A1 BZ Gas  
Type: A  
Burst Radius: 2m Hx 4m Wx 18m L  
Wt. Each: .450kg  
Package: 16/case 7.2 kg  
Damage: Hallucinations, disorientation, sleep, Lasts up to 6 hours after exposure  
Explosive Damage: N/A  
Anti-Armor Class: N/A

Name: AN-M14 Thermite Incendiary  
Type: D  
Burst Radius: 15m  
Wt. Each: .896kg  
Package: 16/case 14.336 kg  
Damage: 1D20 for Fragments (EF=4) x 4 Rounds = Total Damage  
Explosive Damage: N/A  
Anti-Armor Class: Flame

Name: Mk 3A2 Explosive  
Type: A  
Burst Radius: 2m  
Wt. Each: .437kg  
Package: 20/case 9 kg  
Damage: *Stun Damage, Knock-Down*  
(Save Vs. Con -10 and Dex -10 to shrug-off effect)  
Explosive Damage: 295 pts.  
Anti-Armor Class: G

Name: Mk 1 Illuminating  
Type: A  
Burst Radius: 200m  
Wt. Each: .28kg  
Package: 25/case 7 kg  
Damage: *55,000cpw for 25 seconds Stun Damage, Blindness 2-20 Rounds*  
(Save vs. Con-10 to shrug-off effect)  
Explosive Damage: N/A  
Anti-Armor Class: N/A

Name: NICO Thunderflash  
Type: D  
Burst Radius: 10m  
Wt. Each: .25kg  
Package: 16/case 4 kg  
Damage: 8 flashes @ 175db plus 2.5 million cpw, up to 1minute. Targets in range are stunned, blinded, and helpless for 1 minute. Operate at 1/4 all attributes and skills for 5 minutes after that.  
(Save vs. Con -15 to shrug-off effect, -5 if aware prior to use)  
Explosive Damage: N/A  
Anti-Armor Class: N/A



Cabin Cruiser

Crew: 8  
 Length: 11.3m  
 Width: 3.76m  
 Height: 4.6m  
 Max. Cargo Weight: 1000kg  
 Max. Speed: 112 KPH

Cruise: 50 kph

Armament: 1- Port Firing M2HB .50 HMG, 1-Starboard Firing M2HB .50HMG, 1-Bow Mounted M174E3 Grenade Launcher, 1-Aft Firing M29A1 81mm Mortar

Ammunition: 6 cases (1260 rnds) 12.7 X 99mm EF=30, **loaded 4 API 1 API-T** 2 cases (144 rnds) 40mm M381HE, 2 cases (144 rnds) 40mm M433HEDP, 1 case (44 rnds) 40mm M583 White Parachute Flares, 1 case (44 rnds) 40mm mixed M585 White, M663 Green, M664 Red star shells. 6 cases (18 rnds) 81mm M374A2 HE Mortar shells. 6 cases (18 rnds) 81mm M374A4 White Phosphorus mortar shells.

Features: 1 Million CPW Searchlight, 1 FLIR, 1 sonar, 1 CP-7 Laser range finder, 2 Pair AN-TVS-5 Electronic Binoculars, 1 AN-PAS-7 Thermal Imaging System, 1 AN-PPS-05 Radar, 1 Multi-Power VHS Camcorder/Player, AN-PRC-70 Radio, PA Speaker, compass, RDF, Autonav, Battery Recharger, M1 CBR Detection Kit, 3 pr, Zeiss 20X Binoculars, Tool kit and Lubricants. Standard Vehicle Supplies, and extra weapons and ammunition carried. 1 MP Jetbelt. Morrow Project Large Vehicle Computer Files.

Extra Equipment:

- 8 - Life Jackets
- 1 - Contact Pack
- 1 - Folding boat/oars 2 person
- 1 - Trade Pack
- 3 - Ration Packs
- 2 - 4 man emergency life rafts
- 8 - Gill Packs/wetsuits/masks/fins
- 4 - Gyro Pistols
- 4 - Gyro Rifles

WEAPON	E-FAC.	PB	SHORT	MEDIUM	LONG
Gyro Rifle (meters)	15	0-15	16-663	664-1326	1327-2653
(underwater)	15	0- 8	8-331	332- 664	665-1330
Gyro Pistol (feet)	14	0-14	15-502	503-1005	1006-2012
(underwater)	14	0- 7	8-251	252- 504	505-1010

Can Fire Underwater at half listed ranges.  
 E-Factor Damage is reversed for range categories.  
 All Rounds act as Tracers.  
 All rounds fired are silenced.

**Weapon Weights and Loads**

WEAPON	AMMO	WGT (LOADED)	LOAD WGT	BASIC LOAD	ROUNDS
Gyro Rifle	30	3.6	5.46	12 Magazines	360 Rounds
Gyro Pistol	8	2.27	1.0	4 Magazines	32 Rounds

**Mad Max Special**

Crew: 4

Length: 3.2m

Width: 1.6m

Height: 1.8m

Ground Clearance: .4m

Turning Radius: 15m

Max. Road Speed: 80 KPH

Range: 300km/tank of fuel

Fuel Type: Alcohol

Fording Depth: .5m

Climb Gradient: 25%

Vertical Obstacle: .2m

Trench: 1m

Armament: tbd

**Semi-Tractor/Trailer**

Crew: 1/2

Length: 4m/20m

Ground Clearance: .5m

Turning Radius: 40m

Max. Road Speed: 75kph

Range: 400km/tank of fuel

Fuel Type: Diesel

Fording Depth: 1.2m

Climb Gradient: 30%

Vertical Obstacle: .5m

Trench: 2m

Armament: N/A

## **Biography of Anton Krell**

### **A. Origin:**

1. Born Anton Krell in Warsaw Poland, Aug 28, 1950. Only Child of Mishka and Grisella Krell.
2. Escaped with family to the west in 1955.

### **B. Early Life/Education:**

1. Immigrated to the U.S. and moved to Berkeley, California in 1960, attended public school. Honor student in grammar school, Valedictorian of his high school.
2. Attended Berkeley University on a Fulbright scholarship, majoring in Economics, minor in Chemistry. Graduated in 1976, with a MA in Economics and a BA in Chemistry.

### **C. Work/Professional Resume:**

1. Worked for DOW Chemical from 1977-1979 in weapons research division.
2. Started his own Business in 1979, soon became known as the most unscrupulous arms dealer in the world.
3. Indicted on income tax evasion in 1981, all charges dropped after intensive investigation.
4. Became exclusive supplier for Morrow Project armaments from 1980-1987. Contract dropped after project personnel became aware of repeated attempts by Krell to purchase advanced project technology.

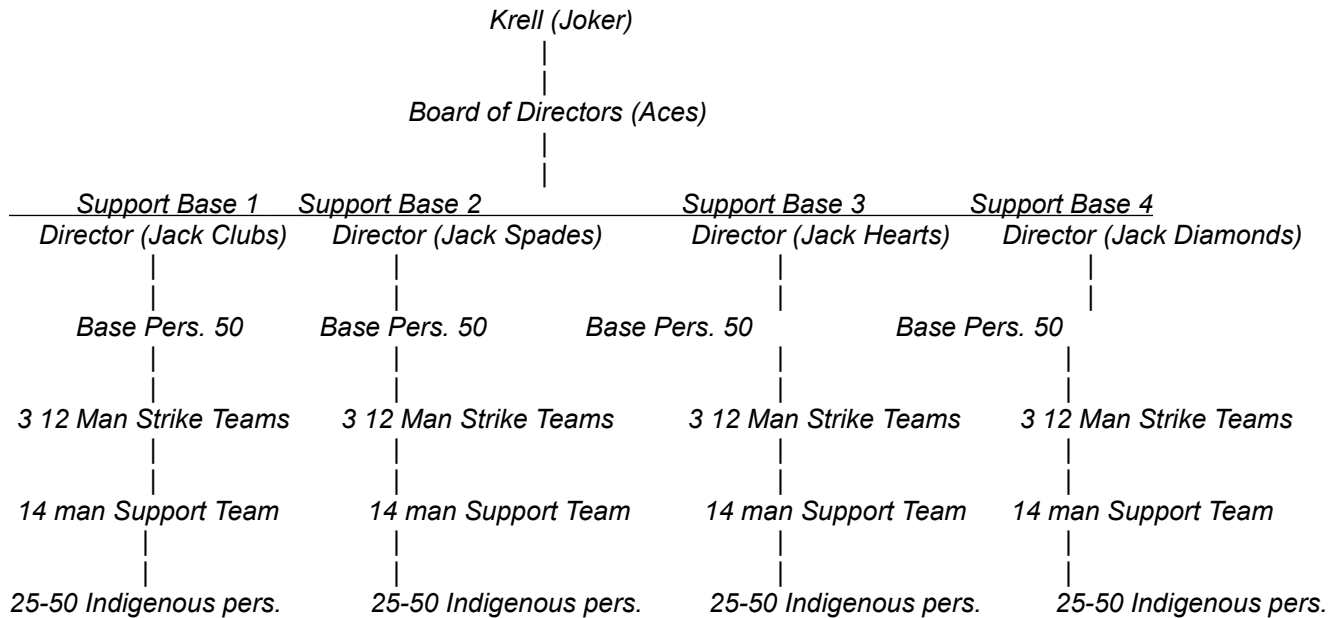
### **D. Morrow Project Connections:**

1. *Learned of Morrow Project charter and mission from private detectives in April of 1982.*
2. *Stole Project technology (freeze tubes, weapons, fusion power etc) from 1982-1987.*
3. *Layed in stockpiles of arms and equipment, recruited teams and froze his own teams from Jan. 1985-Oct. 1989.*
4. *Survived three separate assassination attempts by Project MARS teams from 1987 - 1989.*

### **E. Goals/Objectives:**

1. *Defeat Morrow Project.*
  - a. *Capture MP equipment and Tech. Manuals.*
2. *Establish Control over CONUS.*
3. *Extend Control over the rest of the world.*

F. Force Structure:



G. Weapons:

1. Strike teams will Normally be equipped as follows: Resistweave Coveralls, Helmets, Boots, Gloves, 2 week Standard rations, AN-PRC 68's, KCB-70's, M1 CBR kits, AN-PRC 70 or vehicle radio.

Sqd Ldr (1)	Sqd Ldr (1)	Squad (4)	Squad (4)	LMG Support (2)
M-21 12 mags	M-21 12 Mags	M-16 12 Mags	Mac 10 12 Mags	M207 6 Belts
.44 Auto 4 mags	11mm Wildey 5 mags	HP-35/silenced 3 mags	.44 Anaconda 4 spd ldrs	HK69A1
4 - M26A1	4 - M26A1	4 - M26A1	4 - M26A1	4- M381 HE
4 - MK-1	4 - MK-1	4 - MK-1	4 - MK-1	4-M433 HEDP
4 - AN-M8	4 - AN-M8	4 - AN-M8	4 - AN-M8	4- M651 CS
4 - M6 CN-DM	4 - M6 CN-DM	4 - M6 CN-DM	4 - M6 CN-DM	4-40mm Stun

**Indigenous Augmentees normally carry:**

Marlin 1894c .44 Mag/50 rnds  
 S&W M-29 .44 Magnum  
 KCB-70  
 2 Weeks standard rations  
 2 - M26A1

Other Morrow Project equipment/weapons at the GM's discretion.

H. Transport

1. Can be found in any sort of vehicle, project or otherwise. *Most project vehicles are used to assist in Close range support / defense of main support bases. Exceptions: Krell does not have any of the MARS or Science One vehicles. They do possess limited air assets, Airscouts, Jelbelts, etc.*

Text in ***Italics*** is for GM use only. All other info is either known or can be found out by the players.

**Modified Psionics Table:**

PSI	% Chance of PSI Ability
15	5%
16-17	10%
18-19	15%
20	20%

All Psionic abilities are powered by the characters' PSI score. Each use of PSI ability must make its % chance of success and costs the user 1-4 PSI points. PSI points can be reclaimed at a rate of 1/hour of sleep. A character cannot replace PSI points while awake. If a character uses all of their PSI points without replenishment they fall into a coma for a number of hours equal to their PSI score and roll on mishap table.

#### **Mishap Table:**

If a character misses the target range for their ability one of the following will happen roll 1D12:

- 1-8 Ability fails to function. No PSI power can be used for 1 hour.
- 9 Opposite effect takes place. Or non-function as per 1-8.
- 10 Re-roll on PSI Table for new ability. Requires 1-3 Months to determine new ability begins at Level 1.
- 11 Re-roll on PSI Table for new ability. Requires 1-3 weeks to determine new ability begins at Level 1
- 12 Increase to next higher power level.

Psionic Powers are as follows: Roll 1D20

1. Aegiakinesis: Creation of force-fields for protection by mental command.
2. CyroKinesis: Decrease of temperature/creation of cold/ice through mental command.
3. ElectroKinesis: Manipulation/Generation of electrical flow by mental command.
4. Empathy: Read/influence mood and or emotional state.
5. Gravikinesis: Manipulation of Gravity by mental command.
6. Healing: Repair, or curing of wounds, disease, etc.
7. Hexakinesis: Manipulation of probability by mental command.
8. Photokinesis: Manipulation of light by mental command.
9. Magnetokinesis: Manipulation of magnetic fields by mental command.
10. Meterokinesis: Manipulation of weather by mental command.
11. Pyrokinesis: Increase of temperature/creation of heat/fire through mental command.
12. Telekinesis: Movement of objects through mental command.
13. Telepathy: Transmission/reception of thoughts.
14. Temporakinesis: Travel through time by mental command.
15. Teleportation: Travel in space by mental command.
16. Unified mind. Ability to link multiple Psionically endowed persons together.
17. Clairvoyance: Ability to see around solid objects, greater distance etc.
18. Clairaudience: Ability to hear at greater distance.
19. Mechanical/Electrical empathy. An intuitive understanding of mechanical or electrical devices, their operation, repair etc.
20. Will and the word. Mind over matter, multiple abilities, thought taking form.

Power Scale selected by 1D5.

1. Aegiakinesis: Creation of force-fields for protection by mental command. 10% control/activation Level 1 Shield 1-10 cm across Armor Value 10 pts.
  2. Aegiakinesis: Creation of force-fields for protection by mental command. 20% control/activation Level 2 Shield 1-100 cm across Armor Value 30 pts.
  3. Aegiakinesis: Creation of force-fields for protection by mental command. 40% control/activation Level 3 Shield 1-3 m across Armor Value 100 pts.
  4. Aegiakinesis: Creation of force-fields for protection by mental command. 70% control/activation Level 4 Shield 1-10 m across Armor Value 300 pts.
  5. Aegiakinesis: Creation of force-fields for protection by mental command. 90% control/activation Level 5 Shield 1-30 m across Armor Value 1000 pts.
1. CyroKinesis: Decrease of temperature/creation of cold/ice through mental command. 10% control/activation Level 1 temperature decrease of 1-100 degrees within 1-6 m.
  2. CyroKinesis: Decrease of temperature/creation of cold/ice through mental command. 30% control/activation Level 2 temperature decrease of 50- 200 degrees within 1-10 m.
  3. CyroKinesis: Decrease of temperature/creation of cold/ice through mental command. 50% control/activation Level 3 temperature decrease of 100-400 degrees within 10-40 m.
  4. CyroKinesis: Decrease of temperature/creation of cold/ice through mental command. 75% control/activation Level 4 temperature decrease of 100-600 degrees within 10-40 m.
  5. CyroKinesis: Decrease of temperature/creation of cold/ice through mental command. 95% control/activation Level 5 temperature decrease of 100-1000 degrees within line of sight.
1. ElectroKinesis: Manipulation/Generation of electrical flow by mental command. 10% control/activation Level 1 voltage change/creation of 1-100 volts within 1-6 m.
  2. ElectroKinesis: Manipulation/Generation of electrical flow by mental command. 30% control/activation Level 2 voltage change/creation of 50-200 volts within 1-10 m.
  3. ElectroKinesis: Manipulation/Generation of electrical flow by mental command. 50% control/activation Level 3 voltage change/creation of 100-600 volts within 10-40 m.
  4. ElectroKinesis: Manipulation/Generation of electrical flow by mental command. 75% control/activation Level 4 voltage change/creation of 1000-2000 volts within 40-100 m.
  5. ElectroKinesis: Manipulation/Generation of electrical flow by mental command. 95% control/activation Level 5 voltage change/creation of 5000-10000 volts within line of sight. Generation of Lightning bolts possible.
1. Empathy: Read/influence mood and or emotional state. 10% control/activation Level 1 reception only 1 person, within line of sight.
  2. Empathy: Read/influence mood and or emotional state. 30% control/activation Level 2 reception only 1-5 persons, within line of sight.
  3. Empathy: Read/influence mood and or emotional state. 50% control/activation Level 3 full reception and partial transmission only 3-10 persons, within line of sight.

4. Empathy: Read/influence mood and or emotional state. 75% control/activation Level 4 full reception and transmission only 5-30 persons, within line of sight.

5. Empathy: Read/influence mood and or emotional state. 95% control/activation Level 5 full reception and transmission only 10-50 persons, within line of sight.

1. Gravikinesis: Manipulation of Gravity by mental command. 10% control/activation Level 1 gravity control of 1-20 grams within 1-20 m.

2. Gravikinesis: Manipulation of Gravity by mental command. 30% control/activation Level 2 gravity control of 10-100 grams within 10-50 m.

3. Gravikinesis: Manipulation of Gravity by mental command. 50% control/activation Level 3 gravity control of 10-25 kg within 20-50 m.

4. Gravikinesis: Manipulation of Gravity by mental command. 75% control/activation Level 4 gravity control of 20-100 kg within 30-100 m.

5. Gravikinesis: Manipulation of Gravity by mental command. 95% control/activation Level 5 gravity control of 100 - 300 kg within line of sight. Psionic flight possible.

1. Healing: Repair, or curing of wounds, disease, etc. 5% control/activation Level 1 healing, slow minor bleeding by 50% and arrest sickness.

2. Healing: Repair, or curing of wounds, disease, etc. 25% control/activation Level 2 healing, slow minor bleeding by 75% and arrest sickness.

3. Healing: Repair, or curing of wounds, disease, etc. 50% control/activation Level 3 healing, slow all bleeding by 75% , arrest sickness, and speed natural healing by 50%.

4. Healing: Repair, or curing of wounds, disease, etc. 75% control/activation Level 4 healing, slow all bleeding by 75% , arrest sickness, and speed natural healing by 50%.

5. Healing: Repair, or curing of wounds, disease, etc. 95% control/activation Level 5 healing, stop all bleeding by arrest and cure sickness, and speed natural healing by 75%.

1. Hexakinesis: Manipulation of probability by mental command. 10% control/activation Level 1 probability alteration, change 10% of affected skill, attribute, or ability, self only.

2. Hexakinesis: Manipulation of probability by mental command. 30% control/activation Level 2 probability alteration, change 30% of affected skill, attribute, or ability, 10-25m.

3. Hexakinesis: Manipulation of probability by mental command. 50% control/activation Level 3 probability alteration, change 30% to affected skill, attribute, or ability, 20-100m.

4. Hexakinesis: Manipulation of probability by mental command. 75% control/activation Level 4 probability alteration, change 50% to affected skill, attribute, or ability, line of sight.

5. Hexakinesis: Manipulation of probability by mental command. 95% control/activation Level 5 probability alteration, change 66% to affected skill, attribute, or ability, line of sight, 1-6 targets

1. Photokinesis: Manipulation of light by mental command. 10% control/activation Level 1 light control, affect up to 1000 cpw within 1-6m.



2. Photokinesis: Manipulation of light by mental command. 30% control/activation Level 2 light control, affect up to 10,000 cpw within 10-60m.

3. Photokinesis: Manipulation of light by mental command. 50% control/activation Level 3 light control, affect up to 50,000 cpw within 100-600m.

4. Photokinesis: Manipulation of light by mental command. 75% control/activation Level 4 light control, affect up to 1, 000,000 cpw within line of sight.

5. Photokinesis: Manipulation of light by mental command. 95% control/activation Level 5 light control, affect up to 5,000,000 cpw within line of sight. Creation of Laser beam possible.

1. Magnetokinesis: Manipulation of magnetic fields by mental command. 10% control/activation Level 1 control of 1-20 grams of ferrous metal within 1-20 m.

2. Magnetokinesis: Manipulation of magnetic fields by mental command. 30% control/activation Level 2 control of 10-100 grams of ferrous metals within 10-50 m.

3. Magnetokinesis: Manipulation of magnetic fields by mental command. 50% control/activation Level 3 control of 10-25 kg of ferrous metal within 20-50 m.

4. Magnetokinesis: Manipulation of magnetic fields by mental command. 75% control/activation Level 4 control of 20-100 kg of ferrous metal within 30-100 m.

5. Magnetokinesis: Manipulation of magnetic fields by mental command. 95% control/activation Level 5 control of 100 - 300 kg of ferrous metal within line of sight.

1. Meteorokinesis: Manipulation of weather by mental command. 10% control/activation Level 1 weather control of within 1-20 m.

2. Meteorokinesis: Manipulation of weather by mental command. 30% control/activation Level 2 weather control of within 10-50 m.

3. Meteorokinesis: Manipulation of weather by mental command. 50% control/activation Level 3 weather control within 20-50 m.

4. Meteorokinesis: Manipulation of weather by mental command. 75% control/activation Level 4 weather control kg within 30-100 m.

5. Meteorokinesis: Manipulation of weather by mental command. 95% control/activation Level 5 weather control within line of sight.

1. Pyrokinesis: Increase of temperature/creation of heat/fire through mental command. 10% control/activation Level 1 temperature increase of 1-100 degrees within 1-6 m.

2. Pyrokinesis: Increase of temperature/creation of heat/fire through mental command. 30% control/activation Level 2 temperature increase of 50- 200 degrees within 1-10 m.

3. Pyrokinesis: Increase of temperature/creation of heat/fire through mental command. 50% control/activation Level 3 temperature increase of 100-400 degrees within 10-40 m.

4. Pyrokinesis: Increase of temperature/creation of heat/fire through mental command. 75% control/activation Level 4 temperature increase of 100-600 degrees within 10-40 m.

5. Pyrokinesis: Increase of temperature/creation of heat/fire through mental command. 95% control/activation Level 5 temperature increase of 100-1000 degrees within line of sight.

1. Telekinesis: Movement of objects through mental command. 10% control/activation Level 1 control of 1-20 grams within 1-20 m.

2. Telekinesis: Movement of objects through mental command. 30% control/activation Level 2 control of 1-100 grams within 1-20 m.

3. Telekinesis: Movement of objects through mental command. 50% control/activation Level 3 control of 50-500 grams within 1-50 m.

4. Telekinesis: Movement of objects through mental command. 75% control/activation Level 4 control of 1-6 kg within 1-100 m.

5. Telekinesis: Movement of objects through mental command. 95% control/activation Level 5 control of 2-24 kg within line of sight.

1. Telepathy: Transmission/reception of thoughts. 10% control/activation Level 1 control reception only. Line of sight.

2. Telepathy: Transmission/reception of thoughts. 30% control/activation Level 2 control reception only. Line of sight.

3. Telepathy: Transmission/reception of thoughts. 50% control/activation Level 3 control with full reception and 50% transmission. Line of sight.

4. Telepathy: Transmission/reception of thoughts. 75% control/activation Level 4 control with full reception and transmission. Line of sight.

5. Telepathy: Transmission/reception of thoughts. 95% control/activation Level 5 control with full reception and transmission. Line of sight.

1. Temporakinesis: Travel through time by mental command. 10% control/activation Level 1 control travel 60 seconds. Self only.

2. Temporakinesis: Travel through time by mental command. 30% control/activation Level 2 control travel 60 minutes. Self only.

3. Temporakinesis: Travel through time by mental command. 50% control/activation Level 3 control travel 60 hours. Self only.

4. Temporakinesis: Travel through time by mental command. 75% control/activation Level 4 control travel 60 years. 1-10m area.

5. Temporakinesis: Travel through time by mental command. 95% control/activation Level 5 control travel 600 years. 1-25m area.

1. Teleportation: Travel in space by mental command. 10% control/activation Level 1 travel within 1-20 m. Must see target. Self-only.

2. Teleportation: Travel in space by mental command. 30% control/activation Level 2 travel within 10-50 m. Must see target. Self-only.

3. Teleportation: Travel in space by mental command. 50% control/activation Level 3 travel 20-50 m. Must have seen target. Opposed PSI score roll for other than self.

4. Teleportation: Travel in space by mental command 75% control/activation Level 4 travel within line of sight. Must have seen target. Opposed PSI score roll for other than self.

5. Teleportation: Travel in space by mental command 95% control/activation Level 5 travel within line of sight. Must have seen target. Opposed PSI score roll for other than self.

1. Unified mind. Ability to link multiple Psionically endowed persons together. 10% control/activation Level 1 combination within 1-20 m. 1-3 persons.

2. Unified mind. Ability to link multiple Psionically endowed persons together. 30% control/activation Level 2 combination within 10-50 m. 1-6 persons.

3. Unified mind. Ability to link multiple Psionically endowed persons together. 50% control/activation Level 3 combination within 20-50 m. 5-12 persons.

4. Unified mind. Ability to link multiple Psionically endowed persons together. 75% control/activation Level 4 combination within line of sight.

5. Unified mind. Ability to link multiple Psionically endowed persons together. 95% control/activation Level 5 combination within line of sight. All PSI persons in line of sight.

1. Clairvoyance: Ability to see around solid objects, greater distance etc. 10% control/activation Level 1 sight 1-10 m

2. Clairvoyance: Ability to see around solid objects, greater distance etc. 30% control/activation Level 2 sight 1-100m.

3. Clairvoyance: Ability to see around solid objects, greater distance etc. 50% control/activation Level 3 sight 1-300m.

4. Clairvoyance: Ability to see around solid objects, greater distance etc. 75% control/activation Level 4 sight 1Km.

5. Clairvoyance: Ability to see around solid objects, greater distance etc. 95% control/activation Level 5 sight Line of sight.

1. Clairaudience: Ability to hear at greater distance. 10% control/activation Level 1 hearing 1-10 m

2. Clairaudience: Ability to hear at greater distance. 30% control/activation Level 2 hearing 1-100m.

3. Clairaudience: Ability to hear at greater distance. 50% control/activation Level 3 sight 1-300m.

4. Clairaudience: Ability to hear at greater distance. 75% control/activation Level 4 sight 1Km.

5. Clairaudience: Ability to hear at greater distance. 95% control/activation Level 5 sight Line of sight.

1. Mechanical/Electrical empathy. An intuitive understanding of mechanical or electrical devices, their operation, repair etc. 10% control/activation Level 1 increase skill by 10%.

2. Mechanical/Electrical empathy. An intuitive understanding of mechanical or electrical devices, their operation, repair etc. 30% control/activation Level 2 increase skill by 20%.

3. Mechanical/Electrical empathy. An intuitive understanding of mechanical or electrical devices, their operation, repair etc. 50% control/activation Level 3 increase skill by 30%.
4. Mechanical/Electrical empathy. An intuitive understanding of mechanical or electrical devices, their operation, repair etc. 75% control/activation Level 4 increase skill by 50%.
5. Mechanical/Electrical empathy. An intuitive understanding of mechanical or electrical devices, their operation, repair etc. 95% control/activation Level 5 increase skill by 60%.
1. Will and the word. Mind over matter, multiple abilities, thought taking form. 10% control/activation Level 1 change, create, manipulate small items, up 2kg. Line of sight.
2. Will and the word. Mind over matter, multiple abilities, thought taking form. 30% control/activation Level 2 change, create, manipulate small items, up 5kg. Line of sight.
3. Will and the word. Mind over matter, multiple abilities, thought taking form. 50% control/activation Level 3 change, create, manipulate small items, up 5kg. Line of sight.
4. Will and the word. Mind over matter, multiple abilities, thought taking form. 75% control/activation Level 4 change, create, manipulate small items, up 1/2 carrying capacity. Or duplicate any other PSI Ability at Level 4 Line of sight.
5. Will and the word. Mind over matter, multiple abilities, thought taking form. 95% control/activation Level 5 change, create, manipulate small items, up full carrying capacity. Or duplicate any other PSI Ability at Level 5 Line of sight.

Name: M60A1 Main Battle Tank  
Crew: 4, (Commander, Gunner, Loader, Driver)  
Length: (Hull) 6.946m  
Length Gun Forward: 9.039m  
Width: 3.631m  
Height: 3.257m  
Wt. Unloaded: 40,000kg  
Wt. Loaded: 48,987kg  
Ground Clearance: .463m  
Turning Radius: 6.946m  
Max. Road Speed: 48kph  
Range: 500km  
Fuel: 1420L  
Fording Depth: 1.219m  
Gradient: 60%  
Vertical Obstacle: .914m  
Trench: 2.59m  
AC: (Hull) Front 860 (400), Sides 200, Rear 100, Top 140, Floor 160  
AC: (Turret) Front 1000 (350), Sides 450 (300), Top 42  
Armament: 1-105mm M68 Gun (elevation +19', Depression -10')  
1-12.7mm M85 Machinegun (Top Cupola)  
1- 7.62mm M73 (M219) Machine gun (coaxial)

Ammunition: 105mm: 63 rnds  
12.7mm: 900 rnds  
7.62mm: 5,940 rnds

Main Gun Ammunition is stored as follows: 16 rnds in ready rack, 21 rnds behind gun in turret, 3 rnds in floor basket, 15 rnds in hull to the right of the driver, 11 rnds to the left of the driver,.

#### Addl. Equipment

- 4- M1911A1 .45 cal. pistols w/3 mags.
- 3- M3A1 .45 cal. smgs w/12 mags.
- 8- M26A1 Frag. Grenades
- 4- Bayonets
- 2- Binoculars
- 24- C-rations
- assorted tools,
- extra track materials

Name: Truck M151A1 1/4 ton (Jeep)

Crew: 1 plus 3

Length: 3.371m

Width: 1.634m

Height: 1.322m

Max. Load Wt. 545kg

Ground Clearance: .24m

Turning Radius: 5.638m

Max. Road Speed: 104kph

Range: 482km

Fuel: 56L

Fording Depth: .533m

Gradient: 75%

Name: M35A1 2 1/2 ton Truck (deuce and a half)  
Crew: 2 plus 14  
Length: 6.978m  
Width: 2.438m  
Height: 2.844m  
Max. Load Wt. 4695kg  
Ground Clearance: .316m  
Turning Radius: 10.68m  
Max. Road Speed: 96kph  
Range: 563km  
Fuel: 189L  
Fording Depth: .762m  
Gradient: 64%

Name: FAV Fast Attack Vehicle

Crew: 2

Length: 3.8m

Width: 1.3m

Height: 1.1 to top of roll cage

Ground Clearance: 0.2m

Turning Radius: 6m

Max. Road Speed: 100kph

Vertical Obstacle: 0.3m

Gradient: 60%

Trench: None.

Armament: 1- TOW Launcher or 1- M174E3

Ammunition: 3- TOW Missiles, or 200- 40mm Grenades

Addl. equipment: AN-PRC-70 Radio, PA Speaker, compass, RDF, Autonav, Battery Recharger, M1 CBR Detection Kit, 1 pr, Zeiss 20X Binoculars, Tool kit and Lubricants. 2- FAV Helmets AV: 15, with AN-PRC-68 radios built-in, and polarized goggles, 1-shovel, 1-axe, 1-sledgehammer, 1-machete, 20m tow chain, 50m 11mm rope, 1 fire extinguisher, 1-ration pack, 1-trade pack.