

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
Mass	60					
Base Handling	-2	Plate	100/200	1600c		1.3
Stock Engine	G	Under Coat	50/100	Weight	2	Engine
Collision Mod	+3	Ablative	300			ACC
To-Hit	+2	Stats	Coverage	DP		CRL
Clearance	11.2" (3)	Vehicle	6	+800		G
Base DP	2000	CORE	8	+150		+20
Core DP	390					-0
STC Ratio	-1:133 dp					
Spaces	16					
Tank Size	70					
Efficiency	1.2					
Cab	3					
MPG						

Extras	Cost	Space	Effect
Strider Improved Suspension	150c	0	-2 Terrain Mods, +1.5" 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			Armor Pen Table		
Plate	200		Ucoat	100	
Roll	DAMAGE		Roll	DAMAGE	
20-	20	- 39	20-	10	- 19
19-	40	- 49	19-	20	- 24
18-	50	- 65	18-	25	- 32
17-	66	- 99	17-	33	- 49
16-	100	- 113	16-	50	- 56
15-	114	- 132	15-	57	- 65
14-	133	- 139	14-	66	- 69
13-	140	- 159	13-	70	- 79
12-	160	- 179	12-	80	- 89
11-	180	- 199	11-	90	- 99
10-	200	- 219	10-	100	- 109
09-	220	- 239	09-	110	- 119
08-	240	- 259	08-	120	- 129
07-	260	- 299	07-	130	- 149
06-	300	- 349	06-	150	- 174
05-	350	- 399	05-	175	- 199
04-	400	- 499	04-	200	- 249
03-	500	- 599	03-	250	- 299
02-	600	- 799	02-	300	- 399
01-	800	- 999	01-	400	- 499
00-	1000	- 1000	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
Mass	60					Final Cost
Base Handling	-2	Plate	30/60	800c		1.3
Stock Engine	G	Under Coat	11/22	Weight	1	Engine
Collision Mod	+3	Ablative	30			H
To-Hit	+2	Stats	Coverage	DP		ACC
Clearance	10.7" (3)	Vehicle	6	+250		CRL
Base DP	1450	CORE	8	+50		-0
Core DP	170	Extras	Cost	Space	Effect	
STC Ratio	-1:97 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
.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		
Plate	60		Ucoat	22	
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						
Base Handling	-2	Plate	8 / 16		Weight	200c		1.3	260
Stock Engine	G	Under Coat	4 / 8						
Collision Mod	+3	Ablative	10			0	Engine	G	
To-Hit	+2	Stats	Coverage	DP			ACC		
Clearance	10.7" (3)	Vehicle	6	+50			CRL	-0	
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
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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.

Armor Pen Table		
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	

Armor Pen Table		
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									
Base Handling	-1	Plate	14/28		Weight	500c	0	1	500	
Stock Engine	F	Under Coat	7/14							
Collision Mod	-1	Ablative	20		ACC	+25				
To-Hit	+0	Stats	Coverage	DP			CRL	-1		
Clearance	9"	Vehicle	6	100						
Base DP	745	CORE	8	10						
Core DP	74	Extras			Cost	Space	Effect			
STC Ratio	-1:50 DP	All Wheel Drive			150c	0	-2 Unstuck			
Spaces	8	Swivel Weapon Mount			50c	0	Size 1 weapon, front			
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.

Armor Pen Table		
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	

Armor Pen Table		
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	Size Mod	Final Cost		
Mass	32										
Base Handling	-1	Plate	30/60			800c		1	800		
Stock Engine	F	Under Coat	11/22			Weight	1	Engine	G		
Collision Mod	-1	Ablative	30								
To-Hit	+0	Stats	Coverage	DP				ACC	+20		
Clearance	10.2"	Vehicle	6	+250				CRL	+0		
Base DP	845	CORE	8	+50							
Core DP	114	Extras			Cost	Space	Effect				
STC Ratio	-1:56 DP	Front Weapon Mount			0	0					
Spaces	8	Max Traction Tires			100c	0	-1 Terrain Mods, +1.2"				
Tank Size	33	Backup Fuel Tank			20c	1	+20 gallon fuel				
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.

Armor Pen Table		
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	

Armor Pen Table		
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.

Armor Pen Table		
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	

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

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
Medium AV Rocket Launcher	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		
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
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	Ulturion Alloy Shell		Armor Base Cost	Size Mod
Mass	78					
Base Handling	-1					
Stock Engine	G	Plate	500/1000		8000	1.4
Collision Mod	+5	Under Coat	250/500	Weight	2	Engine ACC
To-Hit	+3	Ablative	1100			F
Clearance	12"	Stats	Coverage	DP		CRL
Base DP	3960	Vehicle	6	+2400		
Core DP	890	CORE	8	+500		
STC Ratio	264	Extras		Cost	Space	Effect
Spaces	8	Turbo Charger		1200c	0	+1 ACC, +78 core DP
Tank Size	25	Harvester Engine Rebuild		1800c	4	+2 ACC, +156 core DP
Efficiency	1	Earth Station		400c	0	Communications
Cab	7	Ground Radar		250c	0	Detection system
MPG		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		
Plate	1000		Ucoat	500	
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							
Base Handling	-1	Plate	15/30		400		1.4	560
Stock Engine	G	Under Coat	8/16		Weight	2	Engine	I
Collision Mod	+5	Ablative	10				ACC	+8
To-Hit	+3	Stats	Coverage	DP			CRL	-0
Clearance	12"	Vehicle	6	+100				
Base DP	1660	CORE	8	+20				
Core DP	176	Extras		Cost	Space	Effect		
STC Ratio	-1:111 dp	All Wheel Drive		0	0	-2 Stuck modifier		
Spaces	8	Backup fuel tank		30	1	+30 tank		
Tank Size	25	Swivel Weapon Mount		50	0	1 space weapon (front)		
Efficiency	1	Open Turret Aiming		0	0	Sunroof access for swivel mount		
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			Armor Pen Table		
Plate	30		Ucoat	16	
Roll	DAMAGE		Roll	DAMAGE	
20-	3	5	20-	1	2
19-	6	6	19-	3	3
18-	7	9	18-	4	4
17-	10	14	17-	5	7
16-	15	16	16-	8	8
15-	17	19	15-	9	9
14-	20	20	14-	10	10
13-	21	23	13-	11	11
12-	24	26	12-	12	13
11-	27	29	11-	14	15
10-	30	32	10-	16	16
09-	33	35	09-	17	18
08-	36	38	08-	19	19
07-	39	44	07-	20	23
06-	45	51	06-	24	27
05-	52	59	05-	28	31
04-	60	74	04-	32	39
03-	75	89	03-	40	47
02-	90	119	02-	48	63
01-	120	149	01-	64	79
00-	150	150	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			
Body Type	Medium Truck			Body Cost	3000c			
Size Class	11	Armor Type	5mm steel plate		Armor Cost	Base	Size Mod	Final Cost
Mass	200							
Base Handling	-4	Plate	30/60		800		1.7	1360
Stock Engine	H	Under Coat	11/22		Weight	1	Engine	I
Collision Mod	+7	Ablative	30					
To-Hit	+7	Stats	Coverage	DP			CRL	-0
Clearance	14"	Vehicle	6	+250				
Base DP	4255	CORE	8	+50				
Core DP	325	Extras		Cost	Space	Effect		
STC Ratio	-1/284	Extra Axels		150c	0	+25 Core		
Spaces	100	Swivel Mount		50c	0	Space 1 weapon (front)		
Tank Size	100	Swivel Mount		100c	0	Space 2 weapon (front)		
Efficiency	.4	Front Mount		0	0	Front 90 degrees		
Cab	40	Front Mount		0	0	Front 90 degrees		
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.

Armor Pen Table			Armor Pen Table		
Plate	60		Ucoat	22	
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
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				1600		1.7	2720
Base Handling	-4	Plate	100/200		Weight	2	Engine	G
Stock Engine	H	Under Coat	50/100					
Collision Mod	+7	Ablative	300					
To-Hit	+7	Stats	Coverage	DP			ACC	+20
Clearance	14"	Vehicle	6	+800			CRL	-0
Base DP	4805	CORE	8	+150				
Core DP	875	Extras		Cost	Space	Effect		
STC Ratio	-1:320	Industry IIV Rebuild		3000c	8	+3 ACC; +250 Core		
Spaces	100	Turbo Charger		1200c	0	+1 ACC; +125 Core		
Tank Size	100	Front Mount		0	0	Front 90 degrees		
Efficiency	.4	Front Mount		0	0	Front 90 degrees		
Cab	4	Improved sights		900c	0	+1 to hit, -1 to hit pedestrians, Normal Aim		
MPG								

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

Armor Pen Table			Armor Pen Table		
Plate	200		Ucoat	100	
Roll	DAMAGE		Roll	DAMAGE	
20-	20	- 39	20-	10	- 19
19-	40	- 49	19-	20	- 24
18-	50	- 65	18-	25	- 32
17-	66	- 99	17-	33	- 49
16-	100	- 113	16-	50	- 56
15-	114	- 132	15-	57	- 65
14-	133	- 139	14-	66	- 69
13-	140	- 159	13-	70	- 79
12-	160	- 179	12-	80	- 89
11-	180	- 199	11-	90	- 99
10-	200	- 219	10-	100	- 109
09-	220	- 239	09-	110	- 119
08-	240	- 259	08-	120	- 129
07-	260	- 299	07-	130	- 149
06-	300	- 349	06-	150	- 174
05-	350	- 399	05-	175	- 199
04-	400	- 499	04-	200	- 249
03-	500	- 599	03-	250	- 299
02-	600	- 799	02-	300	- 399
01-	800	- 999	01-	400	- 499
00-	1000	- 1000	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				3200c		1.2	3840
Base Handling	-1	Plate	250/500		Weight	1	Engine	G
Stock Engine	G	Under Coat	100/200					
Collision Mod	+2	Ablative	800					
To-Hit	+1	Stats	Coverage	DP			ACC	+20
Clearance	6"	Vehicle	6	+300			CRL	-0
Base DP	2610	CORE	8	+1800				
Core DP	450	Extras		Cost	Space	Effect		
STC Ratio	-1:174	Luxury Vehicle		150c	0	Good Interior		
Spaces	12	Auto Nav		60c	0	Electronic maps		
Tank Size	18	Run Flat Tires		540c	0	+30 Core, -2 breaking		
Efficiency	1.3	Afterburner	Sports	750c	0	+1 ACC, +40 Core		
Cab	5	Exhaust System						
MPG		Swivel Mount		150c	0	Front (weapon size 3)		
		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.

Armor Pen Table		
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	

Armor Pen Table		
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 ½"	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.)

Armor Pen Table		
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	

Armor Pen Table		
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				2600		1.2	3120	
Base Handling	-1	Plate	250/500		Weight	3	Engine	G	
Stock Engine	G	Under Coat	100/200						
Collision Mod	+2	Ablative	1000						
To-Hit	+1	Stats	Coverage	DP	ACC		+20		
Clearance	7.5"	Vehicle	6	+1400	CRL		-0		
Base DP	2210	CORE	8	+200					
Core DP	320	Extras		Cost	Space	Effect			
STC Ratio	-1:147	2x Front Mount		0c	0				
Spaces	12	1x Swivel Mount		150c	0	3 space			
Tank Size	18	Harvester Overdrive		1020c	2	+2 ACC			
Efficiency	1.3	Air Breather		800c	1	+1 ACC, +40 DP			
Cab	5	Improved Suspension		150c	0	-2 terrain mods, +1.5"			
MPG		IR/HUD Headlights		60c	0	Normal operation at night			

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.

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
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	
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	Size Mod	Final Cost
Mass	35							
Base Handling	+1	Plate	100/200		1600		1	1600
Stock Engine	D	Under Coat	50/100		Weight	2	Engine	E
Collision Mod	+0	Ablative	300					
To-Hit	+0	Stats	Coverage	DP			ACC	
Clearance	4"	Vehicle	6	+800			CRL	
Base DP	1505	CORE	8	+150				
Core DP	255	Extras		Cost	Space	Effect		
STC Ratio	-1:100	Predator Hyper drive		2210c	2	+2 ACC (Max C)		
Spaces	8	Afterburner Exhaust		750c	0	+1 ACC (Max E) +35 Core		
Tank Size	13	Spoiler		10c	0	+1 Handling above 90mph		
Efficiency	1.5	Aerodynamic		50c	2	+5 mpg		
Cab	4	Mine Sweeper		25c	0	Detects Mines 15-		

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.

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
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				3200c		1	3200
Base Handling	+1	Plate	250/500		Weight	1	Engine	
Stock Engine	D	Under Coat	100/200					
Collision Mod	0	Ablative	800					
To-Hit	0	Stats	Coverage	DP			ACC	
Clearance	4"	Vehicle	6	+1600			CRL	
Base DP	2305	CORE	8	+300				
Core DP	435	Extras		Cost	Space	Effect		
STC Ratio	154	Afterburner system	exhaust	750c	0	+1 ACC, +35 Core		
Spaces	8	Run Flat Tires		360c	0	+30 DP		
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