

A. Combat Walker Critical Hit Table:

- 1. 1-4 No Effect
- 5-6 Secondary
- 7-8 Operator
- 9-10 Secondary
- 11-12 Armament
- 13-14 Mobility
- 15-16 Operator
- 17-18 Armament
- 19-22 Mobility
- 23-24 Armament
- 25-30 Catastrophic

2. Description of Effects:

- a) No Effect: The Combat Walker is unaffected
- b) Secondary: A system of secondary importance (secondary weapon nonweapon arm, sensor, ect) is destroyed. Roll randomly among possible systems.
- c) Operator: The walker's operator takes half of the damage that penetrated the walker.
- d) Armament: The primary weapon is destroyed.
- e) Mobility: The walker is stopped, its movement ratings are halved (dropped to zero after 3 mobility hits), and the operator must roll Blue to avoid falling down when moving. If the walker falls, he must make a Cobalt result to return to a standing position.
- f) Catastrophic: The combat walker is destroyed and the operator is killed.

3. Standard Combat Walker Statistics:

Walker	Pts	Armor Coats	Mass	Max Use Time
BH-21	650	15	380 Kg	24 hrs
Kz-7	600	15	455 Kg	18 hrs
Wb A-6	625	12	410 Kg	20 hrs
Ir 9-3	550	8	320 Kg	12 hrs
Furibundus	600	15	475 Kg	18 hrs

A. -- Description --

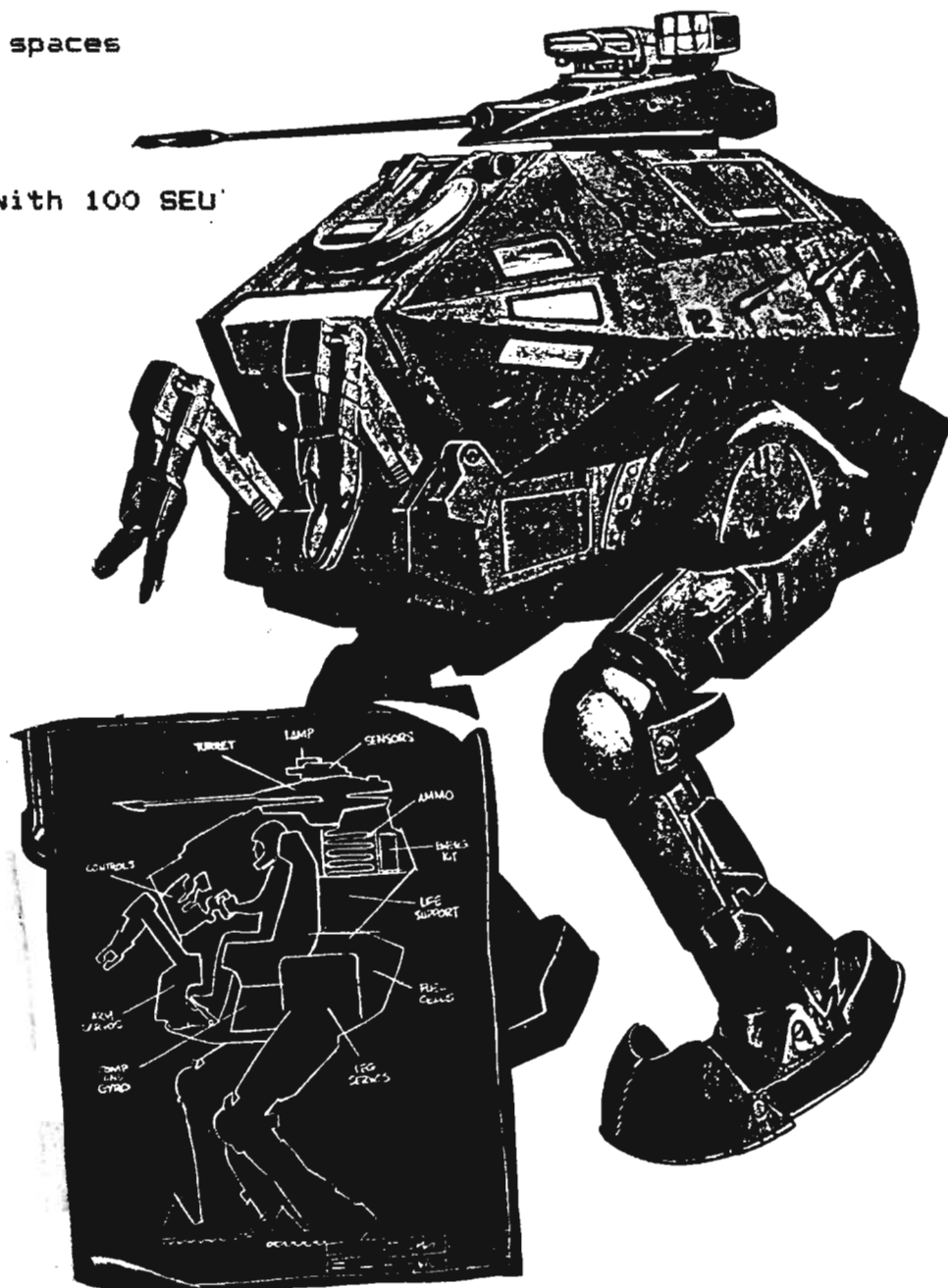
1. Furibundus Combat Walker

- a) Move: 15m/35m/6km
- b) Monitor:
 - 1) 360 degree view
 - 2) Starlight
 - 3) Magni
 - 4) Infra-red
 - 5) Ultra-violet
- c) Scanners:
 - 1) Parabolic (B)
 - 2) Motion (B)
 - 3) Radar (B)
- d) Computer:
 - 1) Body Scan --> Life Support
 - 2) Hear-all
 - 3) Comp Sight I, II, III
 - 4) Dis Viz
 - 5) Para Scan
 - 6) 4 extra progit spaces
- e) T-Systems III
- f) Special:
 - 1) Albedo Screen with 100 SEU
 - 2) 4 hrs oxygen
- g) Weapons:
 - 1) KE-5000 with 200 SEU
 - 2) 2 linked .44 Automatic sub machine guns
 - a) 48 rnd. drum

A. -- Description --

1. Ir 9-3 Combat Walker

- a) Move: 10m/30m/5km
- b) Monitor:
 - 1) 360 degree view
 - 2) Starlight
 - 3) Infra-red
- c) Scanners:
 - 1) Radar (B)
 - 2) Motion (B)
- d) Computer:
 - 1) Comp Sight I, II, III
 - 2) Dis Viz
 - 3) Dis Map
 - 4) 4 extra progit spaces
- e) T-Systems III
- f) Special:
 - 1) Albedo screen with 100 SEU
 - 2) not airtight
- g) Weapons:
 - 1) Vehicle Cannon
 - a> 30 rnds



A. -- Description --

1. Kz-7 Combat Walker

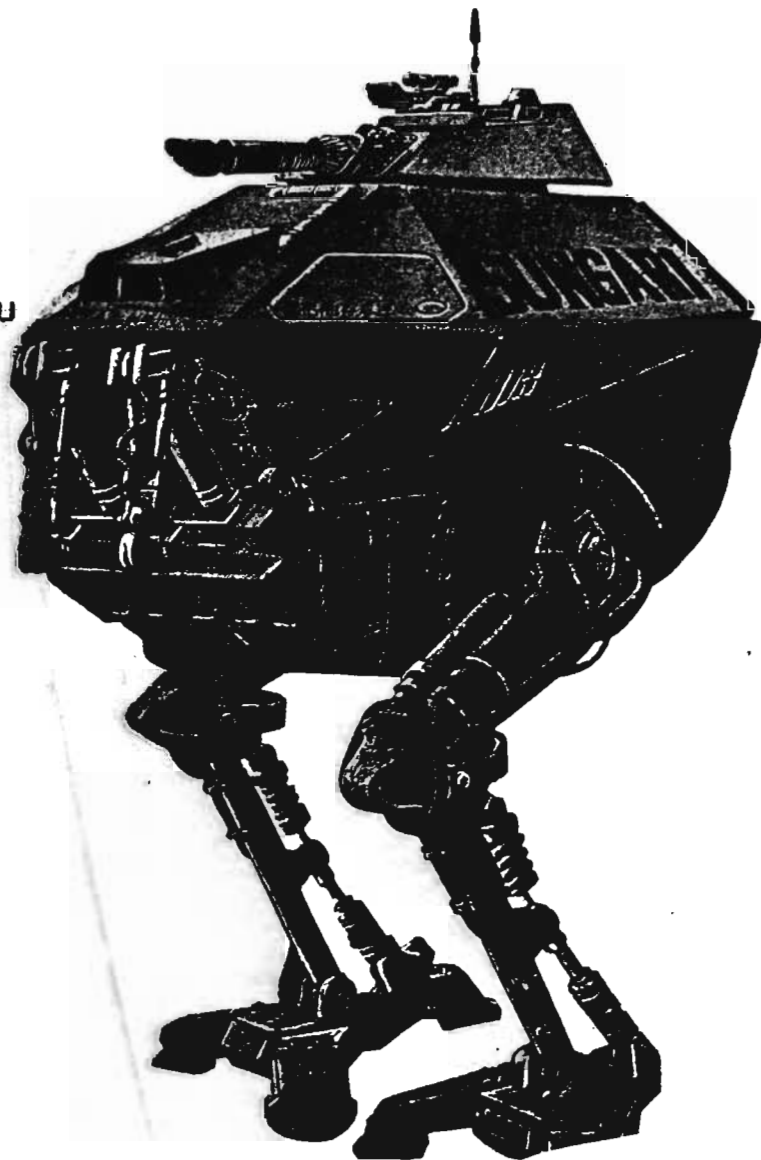
- a) Move: .20m/50m/10km
- b) Monitor:
 - 1) 360 degree view
 - 2) Starlight.
 - 3) Infra-red
 - 4) Electromagnetic
 - 5) Ultra-violet
- c) Scanners:
 - 1) Parabolic (B)
 - 2) Motion (B)
 - 3) Radar (B)
- d) Computer:
 - 1) Body Scan --> Life Support
 - 2) Comp Sight I, II, III
 - 3) Hear-all
 - 4) Dis Viz
 - 5) Para Scan
 - 6) Dis Map
 - 7) 3 extra progit spaces
- e) T-Systems III
- f) Special:
 - 1) Albedo screen with 100 SEU
 - 2) 3 hrs oxygen
- g) Weapons:
 - 1) EMA Assult rifle - Hvy Explosive
 - a) 600 rnds, 200 SEU
 - 2) KE-2000 200 SEU



A. -- Description --

1. Wu-Beijing A-6 Combat Walker

- a) Move: 20m/60m/10km
- b) Monitor:
 - 1) 360 degree view
 - 2) Starlight
 - 3) Infra-red
 - 4) Electromagnetic
 - 5) Ultra-violet
 - 6) Magni
- c) Scanners:
 - 1) Parabolic (B)
 - 2) Motion (B)
 - 3) Radar (B)
- d) Computer:
 - 1) Body Scan --> Life Support
 - 2) Comp Sight I, II, III
 - 3) Hear-all
 - 4) Dis Viz
 - 5) Para Scan
 - 6) Dis Map
 - 7) 4 extra progit spaces
- e) T-Systems III
- f) Special:
 - 1) Albedo Screen with 100 SEU
 - 2) 5 hrs oxygen
- g) Weapons:
 - 1) KE-5000 500 SEU



A. -- Description --

1. BH-21 combat walker

a) Move: 10m/20m/6km

b) Monitor:

- 1) 360 degree view
- 2) Starlight
- 3) Infra-red
- 4) Electromagnetic
- 5) Ultra-violet

c) Scanners:

- 1) Parabolic (B)
- 2) Motion (B)
- 3) Radar (B)
- 4) Seismic (B)

d) Computer:

- 1) Body Scan --> Life Support
- 2) Comp Sight I, II, III
- 3) Hear-all
- 4) Dis Viz
- 5) Para Scan
- 6) Dis Map
- 7) 4 extra progit spaces

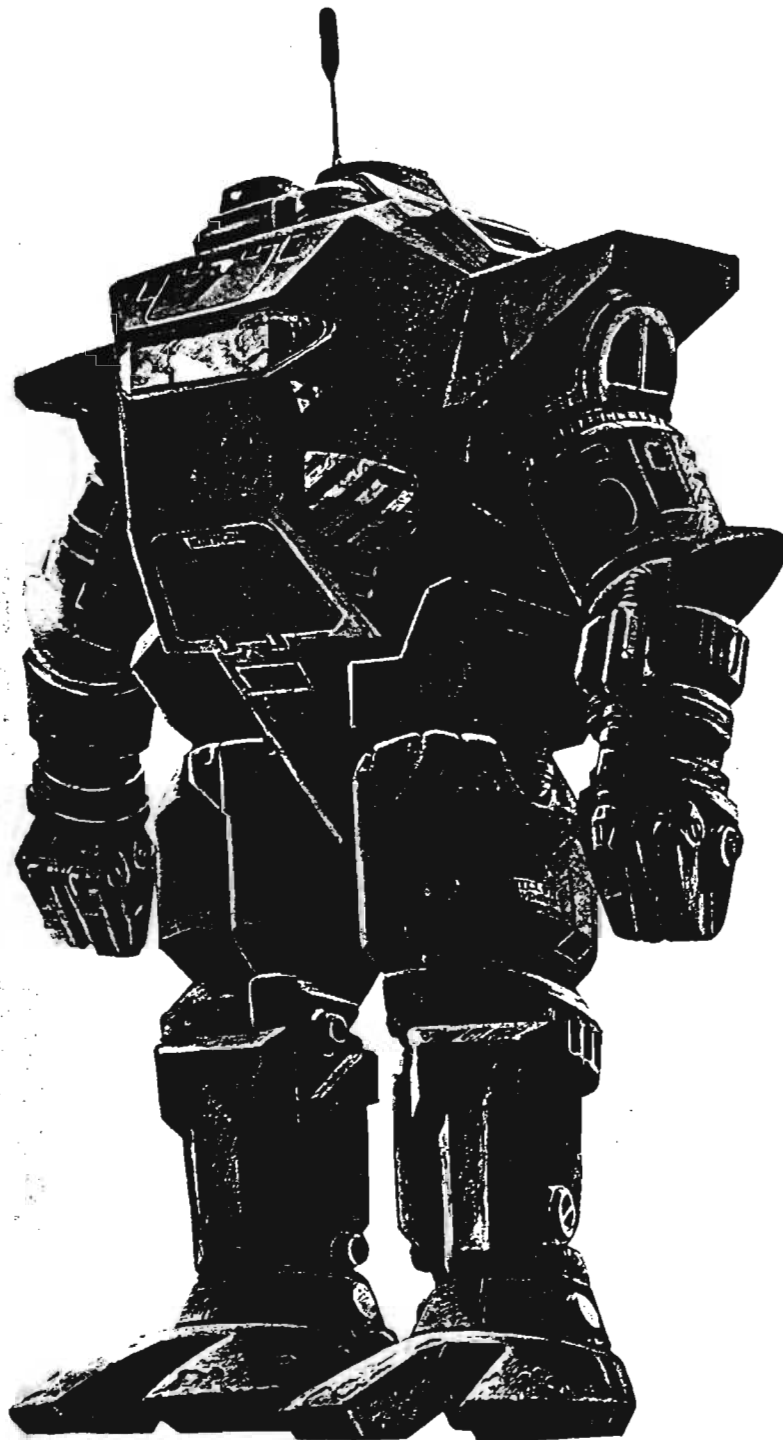
e) T-Systems III

f) Special:

- 1) Albedo Screen with 100 SEU
- 2) 4 hrs oxygen

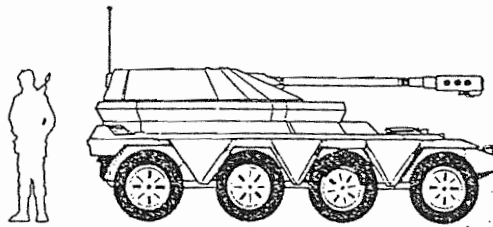
g) Weapons:

- 1) Ep auto-cannon 500 PEU



Vehicle: Vigil

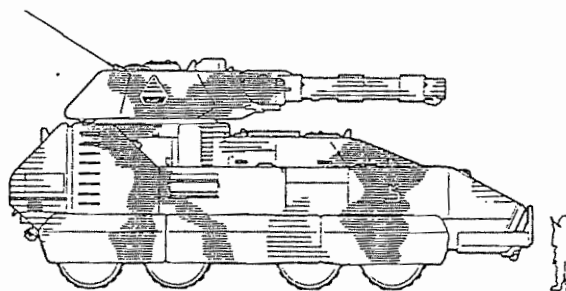
1. Type: recon ACV
2. Top Speed: 150 kph
3. Turn Speed: 100 kph
4. AC/DC: 80/70
5. Crew: 2 seats 2
6. Parabattery: 3
7. Mileage: 2 SEU/km
8. Sensors: R, Ir, Sl
9. Defenses: Irj, Al5
10. Turrets: 1(L)
 - a) One: Cannon



11. Notes: The Vigil class recon APC forms the mainstay of many armies in the Alliance. Its good speed, sensors, and passive defenses make it the perfect scout. Some starports on low tech worlds also use the Vigil as Heavy Perimeter Guard.

Vehicle: Fusillade

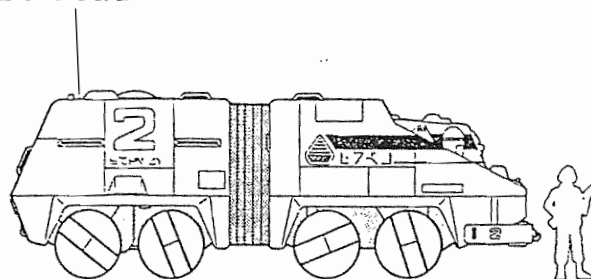
1. Type: Armored Car
2. Top Speed: 130 kph
3. Turn Speed: 90 kph
4. AC/DC: 70/65
5. Crew: 3 seats 3
6. Parabattery: 3
7. Mileage: 5 SEU/km
8. Sensors: R, Ir, Sl, V
9. Defenses: Al8
10. Turrets: 1(L)
 - a) One: Cannon



11. Notes: The Fussilade class armored car is suitable for intimidating a populace or fereting out an armed enemy. It possesses nearly every sensor possible at TL8. Other models, seating one less man and carrying more cargo, are used by banks, jewelers, and governments for the transport of valuables. Some of these models may be equipped with non-lethal weapons to subdue any would-be holdup men.

Vehicle: Sepoy

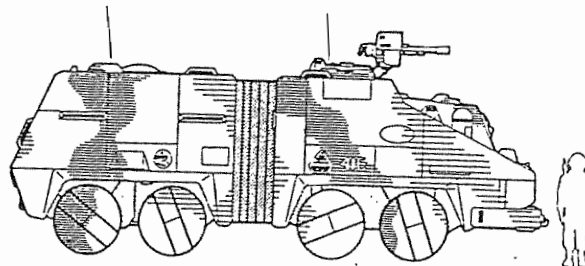
1. Type: APC
2. Top Speed: 300 kph on road, 60 off-road
3. Turn Speed: 150 kph
4. AC/DC: 100/120
5. Crew: 1 seats 11
6. Parabattery: 4
7. Mileage: 10 SEU/km
8. Sensors: R,Ir,V,Au,Sl
9. Defenses: A20, Irj
10. Turrets: none



11. Notes: The Sepoy armored personnel carrier derives its name from a historical event in the India province on Terra. In the days before a unified world government, the name Sepoy was given to the native soldiers employed by the British nation around 1925 on Terra. While soldiers, these men were also slaves of a sort to the British national government. Thus the name seems highly appropriate to unwilling troops on any world, but especially conscripts.

Vehicle: Storm Trooper

1. Type: APC
2. Top Speed: road 70 kph, off-road 10 kph
3. Turn Speed: 65 kph
4. AC/DC: 40/35
5. Crew: 2 seats 12
6. Parabattery: 4
7. Mileage: 4 SEU/km
8. Sensors: R,Ir,Sl,Au,V
9. Defenses: A18
10. Turrets: 1(M)
 - a) One: VRR

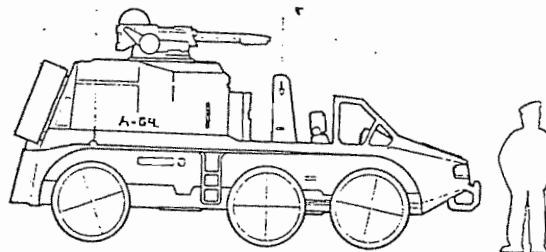


11. Notes: The Storm Trooper class vehicle looks similar to the Sepoy except that it is armed with a small turret mounting a Vehicle Rocket Launcher.

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

Vehicle: Survu

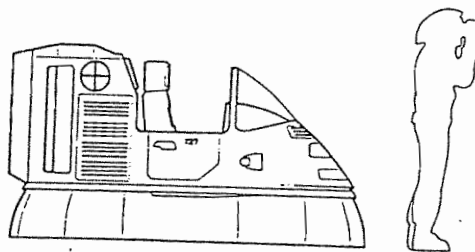
1. Type: Dynchia Recon Vehicle
2. Top Speed: Road=240 kph Off-road=35 kph
3. Turn Speed: 90 kph
4. AC/DC: 60/40
5. Crew: 2 seats 2
6. Parabattery: 3
7. Mileage: 3 SEU/km
8. Sensors: R,Ir,V,S1,Au
9. Defenses: A5
10. Turrets: 1(S)
 - a) One: E.P. Support



11. Notes: The Survu class wheeled recon vehicle is an example of the Dynchia (a minor human race) warrior-ethic design engineering. It is perfect for front-line mobile signal duties and its E.P. Support weapon keeps it out of minor fights.

Vehicle: Scud

1. Type: Commonwealth Recon ACV
2. Top Speed: 160 kph
3. Turn Speed: 100 kph
4. AC/DC: 100/50
5. Crew: 1 seats 1
6. Parabattery: 1
7. Mileage: 1/km
8. Sensors: S1
9. Defenses: A2
10. Turrets: 1(S), 1(S)
 - a) One: Ke-2000
 - b) Two: Pulse rifle

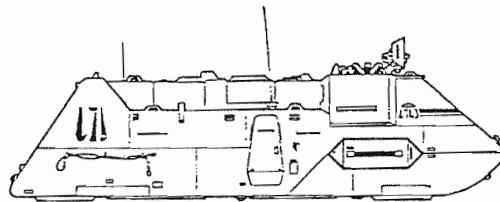


11. Notes: The Scud class air cushion vehicle was first employed at the end of the Terran-Hedgemony war for light scouting duties, as well as for lightning-quick hit-and-run raids. The Scud's ancestry as a vehicle design philosophy can be traced all the way back to the time of the Expansion Wars.

Today, the Scud still serves on many medium tech worlds in the Commonality military.

Vehicle: Tarsan

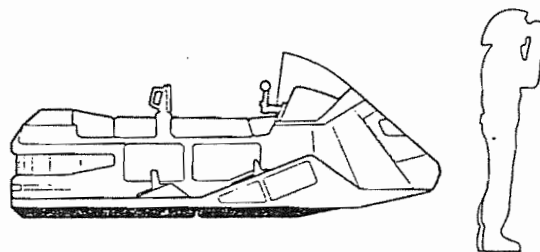
1. Type: G-Carrier
2. Top Speed: NOE=140 kph Top=300 kph
3. Turn Speed: 140 kph
4. AC/DC: 0.6G
5. Crew: 2 seats 10 10hrs. airlock
6. Parabattery: 4
7. Mileage: 10 SEU/km
8. Sensors: R,Ir,Au,V,Sl
9. Defenses: A25,S,Irj
10. Turrets: 1(S)
 - a) One: E.P. Auto Cannon



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

Vehicle: Swallow Fc-10A

1. Type: Flycycle
2. Top Speed: NOE=140 kph Top=300
3. Turn Speed: 200 kph
4. AC/DC: 0.25G
5. Crew: 1 seats 1
6. Parabattery: 2
7. Mileage: 4 SEU/km
8. Sensors: R,Sl
9. Defenses: S
10. Turrets: 1(S)
 - a) One: varies

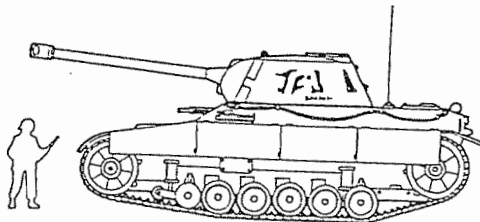


11. Notes: The Swallow class flycycle has excellent performance figures. Unlike many grav cycles, this particular design includes integral inertial compensators.

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

Vehicle: D'wor tracked tank

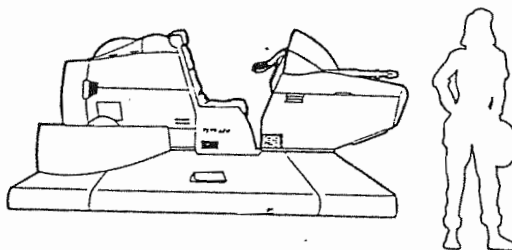
1. Type: Tank
2. Top Speed: 35 kph
3. Turn Speed: 20 kph
4. AC/DC: 17/30
5. Crew: 5 seats 5
6. Parabattery: 3
7. Mileage: 4 SEU/km
8. Sensors: SL
9. Defenses: A15
10. Turrets: 1(L), 1(M)
 - a) One: Cannon
 - b) Two: VMG



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

Vehicle: Surveyor hover-buggy

1. Type: Hover Bike
2. Top Speed: 175 kph
3. Turn Speed: 90 kph
4. AC/DC: 100/40
5. Crew: 1 seats 1
6. Parabattery: 1
7. Mileage: 1 SEU/km
8. Sensors: R, SL
9. Defenses: A2
10. Turrets: 1 (S)
 - a) One: variable

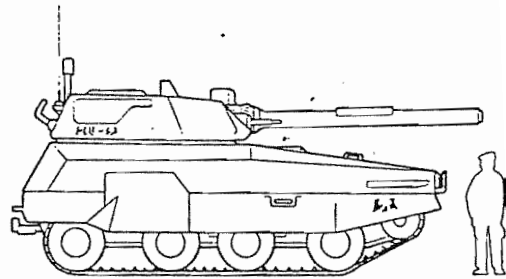


11. Notes: The Surveyor class hover-buggy is originally from the world of Champa in the Commonality Rim Sector. Recently several nearby Alliance worlds purchased a few of these vehicles.

In the Champa army, the mounted weapon is usually a Ke-2000, a pulse rifle, or even a E.P. Blaster. Starport Security usually mounts a Ke-2000, and sometimes a sonic stunner.

Vehicle: Yorin

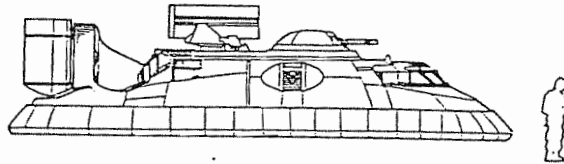
1. Type: Light Tank
2. Top Speed: Road=400 kph Off-road=80 kph
3. Turn Speed: 80 kph
4. AC/DC: 80/100
5. Crew: 2 seats 2
6. Parabattery: 3
7. Mileage: 3 SEU/km
8. Sensors: R,Ir,V,Au,Sl
9. Defenses: A20
10. Turrets: 1(L),1(M)
 - a) One: Cannon
 - b) Two: VMG



11. Notes: The Yorin class light tank is the mainstay of the Darrian Confederation's armored cavalry. The Yorin is used by both the army and marines in the Darrian Confederation. It is named for the falcon-like avian native to the Darrian Capital.

Vehicle: Hunter

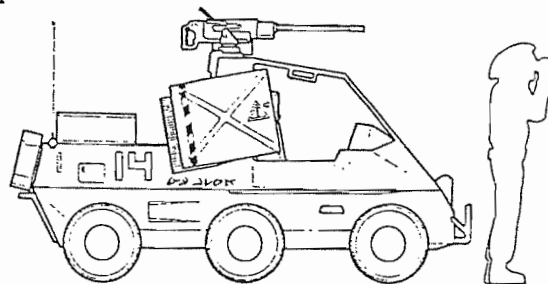
1. Type: AC Tank
2. Top Speed: 200 kph
3. Turn Speed: 70 kph
4. AC/DC: 60/40
5. Crew: 6 seats 6
6. Parabattery: 4
7. Mileage: 4 SEU/km
8. Sensors: Ir,V,Sl
9. Defenses: Irj,S,A20
10. Turrets: 1(L),1(M)
 - a) One: VMG, Ke-5000
 - b) Two: GM*6



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

Vehicle: Inquiry

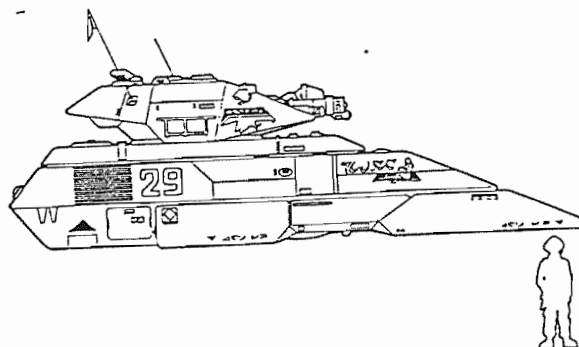
1. Type: Very light recon ATV
2. Top Speed: road 170 kph off-road 25 kph
3. Turn Speed: 80 kph
4. AC/DC: 60/50
5. Crew: 3 seats 3
6. Parabattery: 2
7. Mileage: 3 SEU/km
8. Sensors: S1
9. Defenses: A5
10. Turrets: 1(S)
 - a) One: .24 Gruder Auto



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

Vehicle: Striker

1. Type: Grav Tank
2. Top Speed: NOE=130 kph Top=480 kph
3. Turn Speed: 130 kph
4. AC/DC: 0.4G
5. Crew: 2 seats 2 10 hrs.
6. Parabattery: 4
7. Mileage: 10 SEU/km
8. Sensors: R,Ir,V,S1,Au
9. Defenses: A25,S,Irj
10. Turrets: 1(L)
 - a) One: Ke-5000,VMG

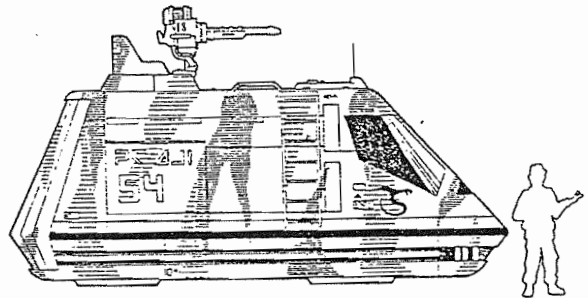


11. Notes: The Striker class grav tank is a good example of state-of-the-art tech level 9 technology. It mounts an impressive array of tech 9 sensors and a powerful model 3 computer. This combination provides enough assistance that it allows the hunnery duties to be combined with those of the operator, thus requiring only a crew of two: the operator/gunner and a commander.

The Striker's armor and powerful laser render it a formidable foe on the battlefield.

Vehicle: Kuum

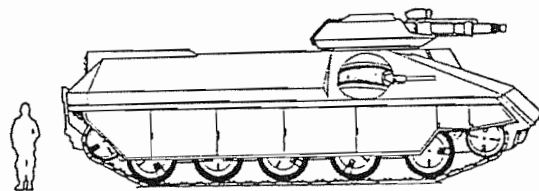
1. Type: Grav APC
2. Top Speed: NOE=160 kph Top=960 kph
3. Turn Speed: 150 kph
4. AC/DC: 60/100
5. Crew: 2 seats 12
6. Parabattery: 5
7. Mileage: 10 SEU/km
8. Sensors: V,Au,S1
9. Defenses: S,A20
10. Turrets: 1(S)
 - a) One: EMA assult rifle



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

Vehicle: Blitzkreig

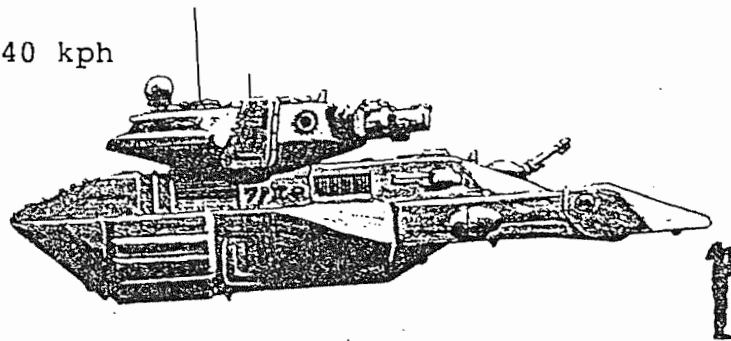
1. Type: Light Tank
2. Top Speed: Road=300 kph Off-road=80 kph
3. Turn Speed: 120 kph
4. AC/DC: 100/80
5. Crew: 5 seats 5
6. Parabattery: 4
7. Mileage: 7 SEU/km
8. Sensors: R,Ir,S1
9. Defenses: Spr,A15
10. Turrets: 1(M),1(S)
 - a) One: Ke-5000
 - b) Two: E.P. Support



11. Notes: The Blitzkrieg class light battle tank was encountered often by Hedgemony forces during the Hedgemony-Commonality War. This tank was fought by Hedgemony ground forces on nearly every world garrisoned by the Terrans.

Vehicle: Invader

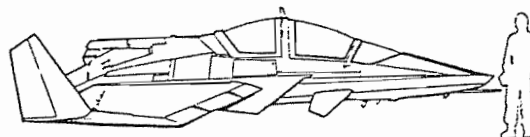
1. Type: Light Grav Tank
2. Top Speed: NOE= 180 kph Top=3,640 kph
3. Turns: 3
4. AC/DC: 4.8G
5. Crew: 4 seats 4
6. Parabattery: 5
7. Mileage: 8 NOE/15 Air SEU/km
8. Sensors: R,Ir,V,Au,Fl
9. Defenses: S,A15
10. Turrets: 1(L)
 - a) One: Cannon



11. Notes: The Invader class grav tank, built by the Military Technologies Group of Ling Standard Products, is popular on many Tech 14 worlds in the Alliance.

Vehicle: Preblshienchiashav (Princely Lord)

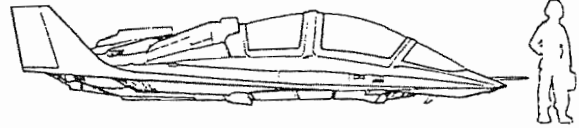
1. Type: Zhodani Attack Speeder
2. Top Speed: NOE=180 kph Top=960 kph
3. Turns: 7
4. AC/DC: 0.8G
5. Crew: 2 seats 2
6. Parabattery: 5
7. Mileage: 8 SEU/km
8. Sensors: Ir,R,Sl,V
9. Defenses: S,A35
10. Turrets: 1(M)
 - a) One: Ke-5000



11. Notes: The Zhodani Preblshienchiashav (Alliance designation: Princely Lord) attack speeder is a good example of Zhodani military craft design philosophy: fast and deadly. In addition, the Princely Lord has exceptionally good armor. This vehicle and its cousin the Silent Grasp are the best fighters the Zhodani have every produced.

Vehicle: Adrtletlvra

1. Type: Zhodani Attack Speeder
2. Top Speed: NOE=180 kph Top=1,590
3. Turns: 6
4. AC/DC: 1.4G
5. Crew: 2 seats 2
6. Parabattery: 5
7. Mileage: 8 SEU/km
8. Sensors: V,R,Ir,S1
9. Defenses: S,A30
10. Turrets: 1(M)
 - a) One: Fusion RFX-15
Max: 125 pSEU 100 SEU pack E-Use: 1-20 SEU ROF:1
Defense: Asbestos 0-5/6-50/51-250/251-500/501-1km

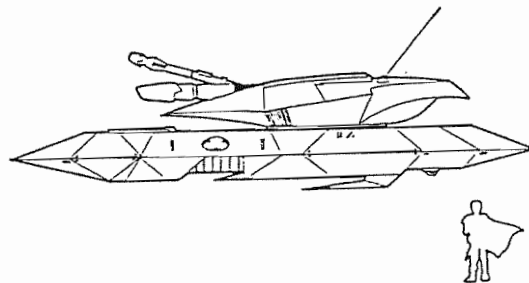


11. Notes: The Zhodani Adrtletlvra (Alliance designation: Silent Grasp) attack speeder is similar to the Princely Lord. The Silent Grasp is faster and has slightly less armor. In addition, the Silent Grasp mounts a fusion gun instead of a Ke-5000 - a shorter range, but more deadly a weapon.

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

Vehicle: Qiknavra

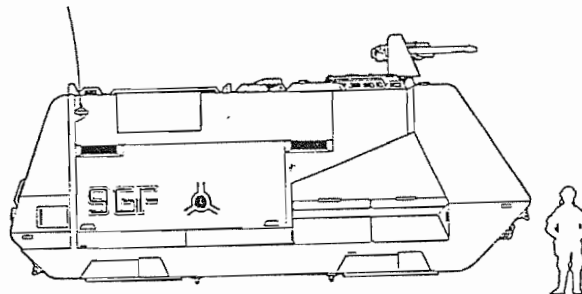
1. Type: Grav Tank
2. Top Speed: NOE=180 Top=1000
3. Turns: 7
4. AC/DC: 1G
5. Crew: 2 seats 2
6. Parabattery: 5
7. Mileage: 10 SEU/km
8. Sensors: Ir,S1,R
9. Defenses: S,A40
10. Turrets: 1(M), 1(L)
 - a) Cannon
 - b) Ke-5000



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

Vehicle: Masala

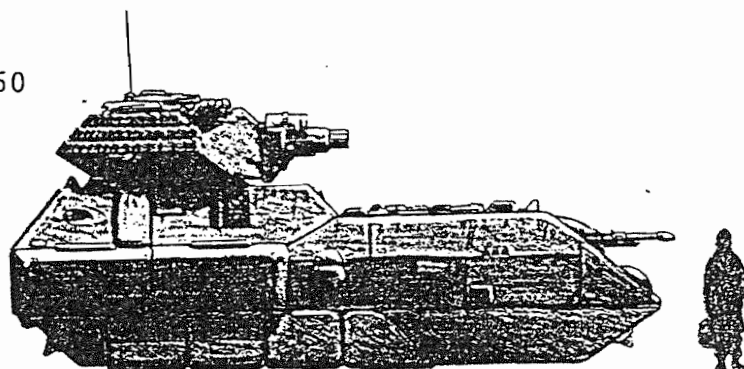
1. Type: Sword World Grav APC
2. Top Speed: NOE=190 kph Top=1000 kph
3. Turn Speed: 150 kph
4. AC/DC: 1.3G
5. Crew: 3 seats 15
6. Parabattery: 4
7. Mileage: 10 SEU/km
8. Sensors: S1
9. Defenses: S,A15
10. Turrets: 1(S)
 - a) One: VRR



11. Notes: The Masala class grav armored personnel carrier hails from the Sword Worlds sector of the Commonality, and is used by the military's mechanized infantry battalion. The only other place this vehicle may be encountered is the Frontier/Commonality boarder, along with rumored Zhodani commandos.

Vehicle: Gram

1. Type: Sword World Grav Tank
2. Top Speed: NOE=150 kph Top=960
3. Turn Speed: 150 kph
4. AC/DC: 0.8G
5. Crew: 3 seats 4
6. Parabattery: 4
7. Mileage: 12 SEU/km
8. Sensors: V,S1
9. Defenses: S,A35
10. Turrets: 1(L)
 - a) One: Ke-5000, VRR



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