

TECH LEVEL 5 SKIMMER CYCLE

Razorback

VEHICLE STATISTICS

Cost: 11,400cr

Crew: 1 (8)

Size: 2.9m L x 1.5m W x 1.6m H (15)

Size Mod: +25/-15

Weight: 400kg

Max Weight: 960kg

Cargo: 620 (1)

Top Speed: 71 m/s (256kph)

Range: 550km

Piloting Modifier: +25

Autopilot: Level 8

Acceleration: 5 m/s²

ARMOR

LOCATION	THR	AI
Front Armor	4	9
Left Armor	4	18
Rear Armor	4	9
Right Armor	4	18
Top Armor	4	18
Bottom Armor	4	18

COMPONENTS	THR	BP
Engine (reactor)	12	48
Engine (power system)	8	24
Lift Unit	7	24

EQUIPMENT

Erenex Computer



DESCRIPTION

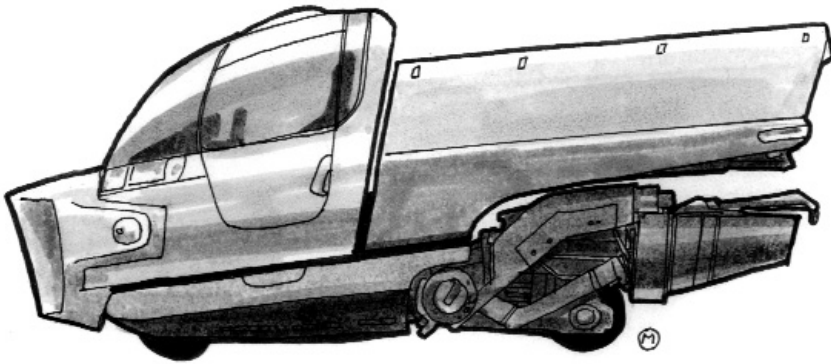
The Razorback is an oversized skimmer cycle, marketed towards Ram Pythons and Python Lizards by Rockwell. This vehicle features a built-in forward viewscreen to enable the pilot to see out to 500m in good conditions, which tends to compensate for the lizards' poor vision. The Razorback is unusual in that it does not have any wind-screen; treat any damage result which would normally strike the glass as hitting the driver instead, except that rear glass hits should strike the rear armor instead (the driver is fully protected from behind). The pilot may easily be targeted by enemies; however, there is a 50% cover penalty for shots from the front (-25 to hit) and 90% cover for shots from behind (-50 to hit).

The Razorback is known more for its audio/visual system than its capabilities as a skimmer. Standard Razorback bikes come with very loud engines (+50 to Hearing checks to detect) and are often modified to be even louder by their Python owners. The built-in Tri-V/sound system combination is capable of breaking windows at up to 10m when cranked up to full volume! Naturally, most riders of the Razorback either go deaf quickly or wear ear protection. The intense bass vibrations are very appealing to young Rams and these skimmers are considered to be a problem in upscale neighborhoods which may enforce noise ordinances.

Some buyers of the Razorback perform a highly illegal modification involving a sonic disruptor. With a level 8 Electronics check, it is possible to wire the output from a sonic disruptor into the sound system of the Razorback. When the driver "fires" this weapon, every person within 5m of the bike has an 85% chance of being struck by a sonic disruptor attack. There are two drawbacks: first, the configuration is unstable and has a malfunction number of 95. Secondly, the driver had better be wearing some form of protection, because it is just as bad in the pilot's seat!

Rockwell Bayliner

TECH LEVEL 4 SKIMMER TRUCK



DESCRIPTION

The Rockwell Bayliner skimmer was the first skimmer ever offered for public sale, in 2158 on New Washington. The resulting frenzy for the “flying pickup” left 2 people dead from trampling. Unfortunately, once the hype had passed, it was discovered that the skimmer had serious flaws. The primitive lift unit cannot achieve heights of more than 1.5m, cannot pilot over water, and even suffers a -20 to all Piloting checks over soft ground such as snow or mud. Furthermore, there is a 1% chance per week of operation that the lift unit suffers a mechanical failure (level 2-7 Skimmer Mechanic check to fix). The skimmer features an open-sided configuration to provide easy access for repairs; this provides a +10 on all repair checks, but the lift unit is considered exposed (unprotected by armor) when hit from any location other than front left or front right.

In recognition of the problems with the Bayliner, Rockwell refitted the original design with tires in a “training wheel” type configuration; this allows the skimmer to land without damage following most lift unit failures. In desperate situations, the skimmer can even be operated as a wheeled vehicle with a top speed of 15 m/s and a Piloting modifier of -50, as long as the engine is operational. A standard radio is thrown in with the vehicle, so in case you find yourself stranded, you can call for a tow.

With all of the drawbacks, one might wonder why the Bayliner is still in production after 120 years of service. The answer is simple: the Tech Level Laws. On tech level 4 planets, the Bayliner faces only minimal competition in the skimmer market. Rockwell delivers these to planets hungry for skimmers which can haul a decent load. With its nearly one-ton capacity and spacious pickup bed, the Bayliner is well-suited to Frontier lifestyles. It is easy to haul several persons or substantial amounts of cargo in the rear.

Anyone in the rear of a Bayliner should be considered to have 25% cover if seated on top of something in the bed; more if they are crouching or laying prone. There are no “rear side” glass locations in the Bayliner and any shots to these locations should be considered to have struck the vehicle’s bed or cargo.

VEHICLE STATISTICS

Cost: 25,000cr**Crew:** 2 (12)**Size:** 5.2m L x 2.1m W x 2.2m H (85)**Size Mod:** +40/+00**Weight:** 1,815kg**Max Weight:** 3,200kg**Cargo:** 2,290 (1)**Top Speed:** 44 m/s (159kph)**Range:** 400km**Piloting Modifier:** -10**Autopilot:** Level 2**Acceleration:** 1 m/s²

ARMOR

LOCATION	THR	AI
Front Armor	2	33
Front Left Armor	2	33
Rear Left Armor	2	18
Rear Armor	2	18
Rear Right Armor	2	18
Front Right Armor	2	33
Top Armor	2	55
Bottom Armor	2	40
Front Glass	1	3
Left Glass	1	2
Right Glass	1	2
Rear Glass	1	3

COMPONENTS	THR	BP
Engine (reactor)	8	90
Engine (power system)	5	40
Lift Unit	5	80
Basic-XL Tires (4)	0	5

EQUIPMENT

Navilex computer
Standard Radio

Chieftain

TECH LEVEL 7 WALKER

VEHICLE STATISTICS

Cost: 38.0Mcr
Crew: 1 (7)
Size: 1.5m L x 1.9m W x 4.8m H (90)
Size Mod: +40/+00
Weight: 4,300kg
Top Speed: 47 m/s (169 kph)
Range: 1,400km
Initiative Modifier: -8
Flux Shield: 30HP

ARMOR

LOCATION	THR	AI	AR
Anvil	450	330	110
Left Arm	450	430	210
Right Arm	450	430	210
Torso	450	11HP	370
Left Leg	450	875	320
Right Leg	450	875	320

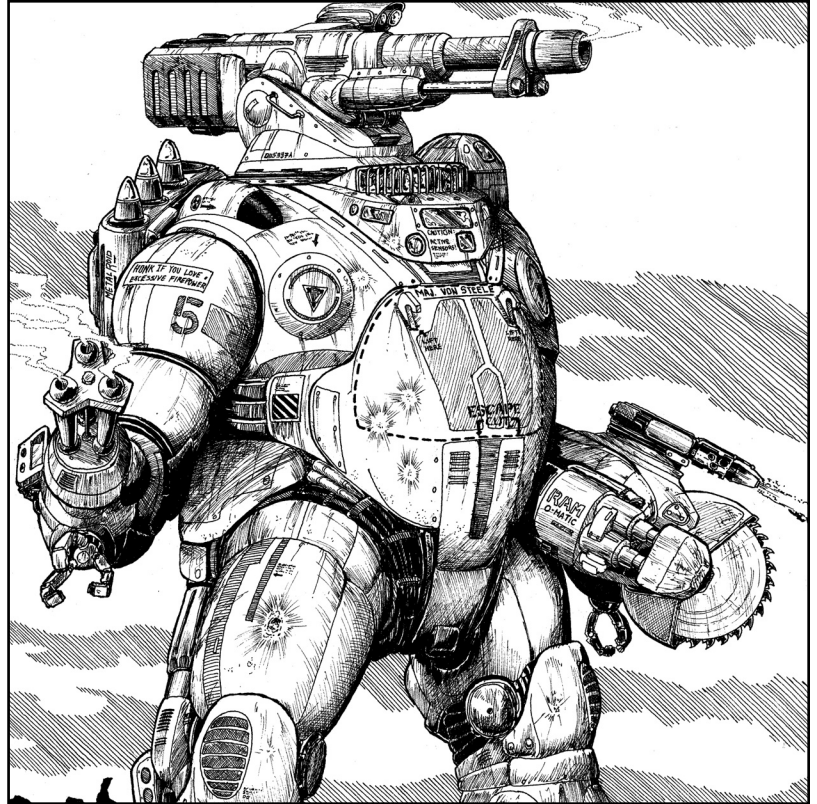
COMPONENTS	THR	BP
Reactor	25	200
Flux Shield Generator	50	40
Theater Armor	15	54
Brilliance pAI	25	80
Theater Interface System	0	45

PHYSICAL COMBAT

Punch: ATK 50, DAM 4d10 + 45, ROF 1/3
Kick: ATK 25, DAM 8d10 + 45, ROF 1/6
Step On: ATK 10, DAM 3d10x10 + 75/sec

WEAPONRY

Tormentor PCS (anvil)
 Valley Green PAWS (right arm)
 Blazer Flamethrower (left arm)
 FreewillH LAMS (torso mount)
 (2) Mycroline missile racks (legs, fire 3 ea per sec-
 ond): 24 Ballistex arm rockets
 Metalroid missile rack (THR 35): 3 Bonoir anti-tank
 missiles
 Flechette Unit (rear torso)



EQUIPMENT

ECM/ECCM: 40/40
 Brilliance pAI (Autopilot IM -2, Pilot level
 6, Gunnery level 2, Actions 5, IQ 60,
 Int 30)
 Scramble-X (right leg)
 Mini Phase Nullifier (left leg)
 Digiton Battle System
 UV Scrambler

DESCRIPTION

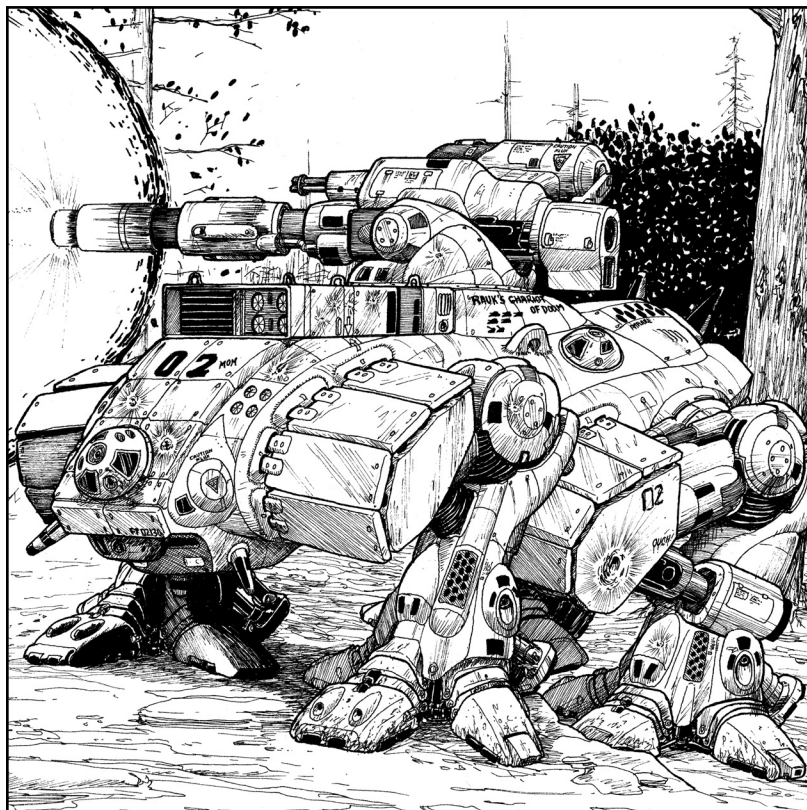
"Call in the Big Chief". That's the frequent call of Galactic Marines when confronted by particularly stubborn fortified enemy positions. The Chieftain class Ultra Armor is deployed with elite Alliance military units to provide heavy weapon support against mechanized infantry, fortified bunkers, and Arachnid "captains" such as the Maelstrom General. The Chieftain possesses a substantial 30HP Flux shield and heavy 450 point threshold. Its customized Metalroid missile rack contains 3 Bonoir anti-tank missiles. The PCS on the Chieftain's anvil is a purpose-built system

known as the Tormentor; treat this system as an HB-120 Pulse weapon, except that the malfunction number is 100. The Tormentor is also much smaller than the HB-120, with a size of 5 and weight of only 225 kilograms.

Chieftain Humpty Dumpties have amassed a solid record on the battlefield since their first deployment in 2262. They are not designed to engage enemy vehicles and are typically escorted by a squadron of marines with anti-tank weaponry to complement this unit's considerable killing power. The Blazer flamethrower, while decidedly low tech, is very effective in urban areas and close combat. One known drawback to the Chieftain is its lack of reactive armor, although this is partially offset by the use of a Scramble-X device to break incoming radar-guided weaponry.

Warthog

TECH LEVEL 6 CRAWLER



DESCRIPTION

The Warthog is one ugly machine, but it can get the job done on the battlefield. At least, that's how Telydyne is marketing this crawler which features the BC-Incinerator Pulse Combat System. Unfortunately for any pilots of the Warthog, in order to "get the job done" with the main weapon, you need to close to 150m! That is fairly difficult in an ungainly beast with a low top speed and only moderate protection. Warthogs are basically ineffective outside of urban or other enclosed environments where surprise attacks can be made. However, any enemies which do blunder within 150m of this unit will definitely "feel the pain" from its main weapon. In order to increase the survivability of this system, Telydyne has included triply

redundant LAMS systems, a coaxial Omega cannon for anti-personnel use, and a healthy complement of Reflex and Heavy missiles. Combat experience suggests that a more efficient design would have provided a camouflage unit for stealth, or K-sats for support. Still, the Warthog is able to "clean up" against lesser opposition without difficulty.

EQUIPMENT

ECM/ECCM: 60/40
Mentax pAI (Autopilot IM -1, Pilot level 5, Gunnery level 1, Actions 4, IQ 50, Int 20)
Dynatech radar system
Sprint Batteries
Radar Absorbent Coating

VEHICLE STATISTICS

Cost: 37.5Mcr

Crew: 1 (6)

Size: 5.0m L x 2.1m W x 1.6m H (100)

Size Mod: +40/+00

Weight: 5,350kg

Top Speed: 21 m/s (76 kph)

Range: 1,050km

Initiative Modifier: -5

Flux Shield: 15HP

ARMOR

LOCATION	THR	AI	AR
Anvil	300	330	120
Front Left Leg	300	7HP	260
Front Right Leg	300	7HP	260
Torso	300	10HP	360
Rear Left Leg	300	7HP	260
Rear Right Leg	300	7HP	260

COMPONENTS	THR	BP
Reactor	15	120
Flux Shield Generator	40	40
Theater Armor	12	35
Mentax pAI	25	60
Theater Interface System	0	35

PHYSICAL COMBAT

Front or Rear Kick: ATK 40, DAM 10d10 + 50, ROF 1/3

Trample/Overrun: ATK 55, DAM 10d10 + 50

Step On: ATK 15, DAM 4d10x10 + 100/sec

WEAPONRY

BC-Incinerator PCS (anvil)
Cobra XM2 Omega Weapon (anvil)
(3) EWES LAMS (torso mounts)
Launchpad Missile Rack (Torso F, Thr 4HP): 4
Envelopment Heavy Missiles
(4) Sabot Reflex Missiles (internal mount, F)
(4) Saylon Warhead Reflex Missiles (internal mount, F)
(4) Flechette Units (1/leg)