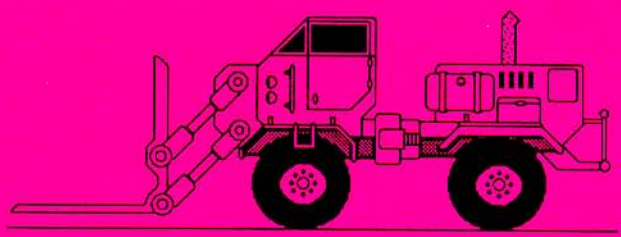
The ADJUTANT

RM-90-04

Imperial Armed Forces Vehicle Guide, Altair Sub-Sector

Set Number Four, *Wheeled, Service & Support*



Introduction

Thank you for your purchase of this vehicle guide. It contains wheeled vehicles designed for use with the Traveller® and the Striker® science fiction role playing game systems. However, the specifications are comprehensive enough that conversion to other systems should cause no problems. This guide is dedicated to service and support vehicles used to keep fighting forces in the field, an area often overlooked in an effort to showcase bigger and better fighting vehicles.

With the advent of small, functional fusion drives, internal combustion engines became obsolete for military use. The low maintenance and long range provided by these power plants were perfectly suited to military applications. While the high ground pressure make the vehicles in this guide unsuited to off-road use, they are much better in urban environments than tracked, air cushioned or even grav systems. The vehicles in this guide are all designed at tech level 9 and represent one line in the state of the art design (for that tech level). All the vehicles in this guide have the ability to adjust their suspension to gain an additional .5 meters of ground clearance when moving cross country. This is done with the aid of a hydraulic system in each wheel well. Universal joints allow for the variation in wheel/axle alignment. All have food & supplies for their crew for at least one week and small arms & ammunition for each crew-member. Once in a combat environment, the crews often personalize their vehicles. Because of this and the fact that spare parts can be scarce, it is not uncommon to find extras of everything that can be strapped on, buckled in or shoved under any usable space in the crew compartment or on the outside of the vehicle.

Wheeled vehicles move by virture of a sophisticated transmission that transfers torque from an electrical generator (driven by the fusion plant), to the wheels via a drive shaft, differential and axle. Vehicles in this guide are "all wheel drive" which means that all the wheels provide propulsion for movement. This is done in the event some of the wheels loose traction, the rest will be able to move the vehicle. All tires are equipped with a hard "donut" inside the tire. If the tire is punctured, it is prevented from going completely flat by virtue of this donut. Another feature of the six and eight wheeled platforms is the multi-wheeled stearing capability. When a turn is executed, the front and rear wheels turn in opposite directions so the turn radius is significantly reduced.

The biggest disadvantage of wheeled vehicles are their slow speed and lack of traction when moving cross-country. This is due to the small surface contact between tires and ground. They may not pass over very soft ground, climb steep obstacles and are prevented from crossing rubble that could damage tires. To help overcome this problem, all these vehicles have the ability to inflate-

deflate each tire individually from inside the crew compartment. For soft ground, the tires are deflated to improve traction, and on hard ground/roadways they are inflated to their normal rating. Because they are designed for on-road activity, the max. range listed is based on road movement.

All of these vehicles are still in the current military inventory as well as exported to several client worlds for use in medium tech level conflicts. The two large missile launchers are equipped with chemical, nuclear, or specialized multiple warhead munitions installed are used at the upper end of the Tactical scale. These platforms can also use planetary defense missiles in a Strategic role. An example of a planetary defense missile can be found in the Air Cushion Guide.

The final point to address is the use of chemically propelled munitions vs. high energy weapons. The decision to use CPR guns was based on expense, maintenance, versatility, and technology levels available. Wheeled vehicles are subject to moderate jarring. High precision energy weapons in these vehicles would need to be constantly calibrated and adjusted and repair parts are expensive and time consuming to install. CPR guns, on the other hand, are a cost effective alternative and have the advantage of firing a wide variety of ammunition based on the situation with minimal energy requirements. And while lasers may be defeated in several ways, the only protection agains CPR rounds is armor and lots of it. Plus, when was the last time you saw a fusion gun fire smoke, or offer indirect fire support? And yes you could use missiles or rockets but again look at the expense. For that reason, no high energy weapons are included for use in this guide.

I hope this brief explanation helps in the use of these vehicles in your campaigns. I will be happy to answer any questions or clarify an unclear point, simply enclose an S.A.S.E. with your questions and I will return an answer to you. Look for future sets outlining other vehicle families.

Also write for a sample issue of The ADJUTANT, a newsletter written for Traveller Army, Marine and Mercenary characters. Published six times a year, each issue is full of rules variants, suggestions, personal weapons, etc. At only $9.00 per year, it's one of the best deals in the Imperium.

Mark
Schmidt

Acknowledgments

Anyone who has ever tried to design new and innovative vehicles for a science fiction game realizes the complexities involved. Great amounts of time are spent in calculating and designing all the components that make up futuristic combat vehicles.. Staying up until the wee hours of the morning before the gaming session vainly trying to get the last little details worked out for detail greedy players. As GMs, we have all been placed in this unenviable position.

It is my intent to save you the time and aggravation required to put vehicles into your campaign. I hope you find this and future guides useful. My thanks and deepfelt gratitude go to the following individuals for their help in working as many of the "bugs" out of this package as is possible;

Cindy Popp, for her production assistance,
Steve Popp for his valuable technical assistance and experience and the suggestion to remember the folks behind the front line combat troops that keep the machine running.

Thanks to these friends and the rest of the Marina Gaming Club without whose help this project would never have been.

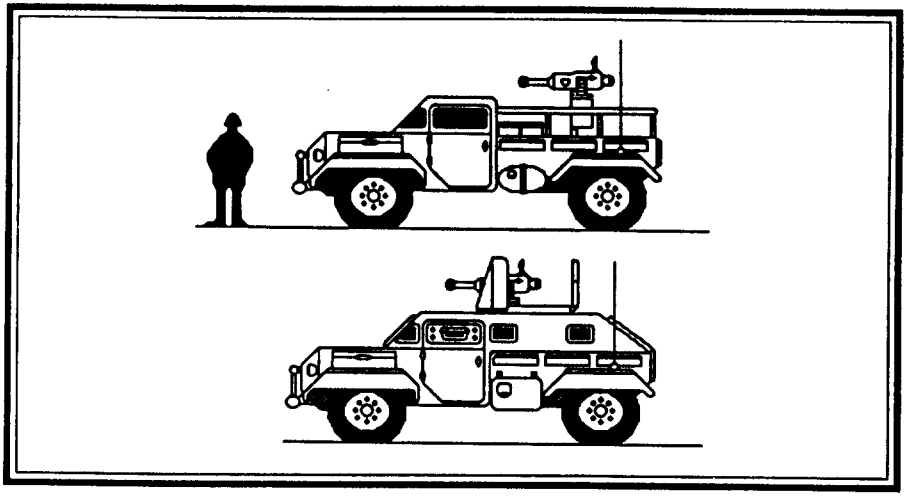
Mark Schmidt

M-12

The M-12 "FAST" (Fast Attack/Scout Truck) is a light wheeled, AIFV used as an ASRV. Two versions of this vehicle are available. The first has an armored cab and open back. The second (-A version) carries an armored shell and up to six passengers. A 12.7 mm HMG is either pintel mounted in the bed, or coupola mounted on the roof top. This vehicle can be carried in medium lift transport vehicles. The specs. below are given first for the open back and second for the shell back.

SPECIFICATIONS:

Dimensions:	6.25 m L x 3.5 m W x 2.25 m H, DM low hit +1,				
Combat Weight:	6.7 / 7.9 metric Tons				
Power Plant:	Fusion, 1 megawatt output				
Fuel Req.:	1.5 liters/hour, twin 18 liter tanks carried				
Armor:	Chassis Front	Sides	Rear	Deck	Belly
Actual/Rated mm	15/30	10/20	7.5/15	5/10	3/6
Ground Pressure:	1.28 kg/cm2				
Pwr. to Wt. Ratio:	126:1				
Max.Road Speed:	126 kph				
Cross Country Speed:	50 kph				
Max. Eff. Rng:	3,024 km				
Weapons: (Main)	One 12.7 mm HMG, personal weapons				
Range:	Effective: 500 m +3, Long: 1 km +2, Extreme: 1.5 km +1				
Fire Rate:	10 rounds / turn				
Feed Device:	100 round linked belts in boxes, 1,000 rounds carried				
Crew:	2 - Driver, Gunner/Commander				
Defense:	NBC				
Electronics:	1 k power Radio				
Cargo:	.5 tons				
Flotation:	No				
Price:	104,000 cr				



Munitions:

KEAP:	60 mm pent. at Eff. / 50 mm at Long / 30 mm at Extreme	1.5 cr

M-20

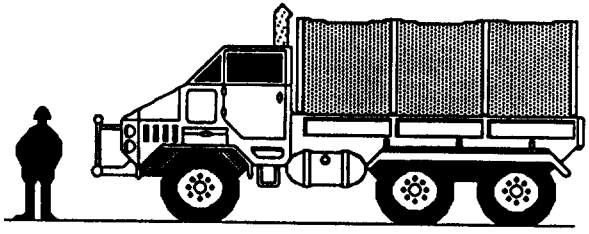
The M-20 "Mule" (Military Utility Lifter, Equipment) is a wheeled, general purpose platform used for a variety of roles. It is, without a doubt, the most modified vehicle currently in inventory. The only armored portion of this vehicle is the crew compartment (cab). No weapons are normally mounted except as shown at right. The MEV can also be equipped as a Battalion Aid Station. In this mode it carries tents, cots and supplies as well as diagnostic and surgery equipment. The ADA platform is normally organized into a 6 truck battery with 4 gun trucks and one TCV and one ammo carrier. This battery provides air defense for up to a company sized unit. The liquids carrier is used for fuel or potable water. The field kitchen is equipped to serve company sized units. The kitchen is self contained with its own small power generator good for 112 hours of operation. The Mobile Maintenance truck is equipped with 3 sets of mechanical, eletronic, weapon tool sets and a full workshop. Also carried on board is a full range of spare parts. The exact type of spares carried is determined by the type of unit the truck serves (eg: Armor, Inf. Arty.) These trucks are organized into service companies. Each truck can serve a platoon of vehicles, or a 2 companies of infantry. When assigned to Armored units, they normaly tow an M-21-H crane. All these variants can be carried in medium lift transports. Listed below the Specifications are the variations, their additional weights and the total cost for the package.

SPECIFICATIONS:

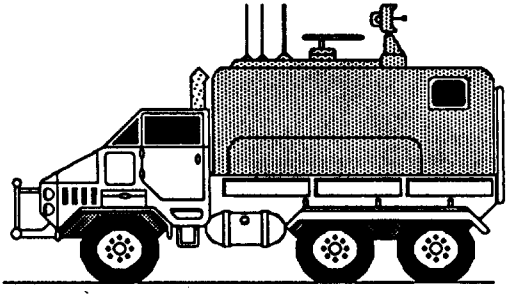
Dimensions:	8 m L x 4.5 m W x 2.8 m H, DM low hit +1,				
Combat Weight:	8.18 metric Tons (basic truck)				
Power Plant:	Fusion, 2 megawatt output				
Fuel Req.:	1.5 liters/hour, two 60 liter tanks carried				
Armor:	Cab Front	Sides	Rear	Deck	Belly
Actual/Rated mm	10/20	5/10	3/6	3/6	3/6
Ground Pressure:	1.85 kg/cm2 (max. load)				
Pwr. to Wt. Ratio:	71:1				
Max.Road Speed:	111 kph				
Cross Country Speed:	22 kph				
Max. Eff. Rng:	8,880 km				
Weapons:	Personal weapons				
Crew:	1 - Driver				
Defense:	NBC (cab only)				
Electronics:	500 power Radio				
Passengers:	Up to 20				
Cargo:	28 tons or 60 m3				
Flotation:	No				
Price:	300,500 cr (Basic truck package)				

M-20-A	HQ or BCC, +3 tons, 350,000 cr
M-20-B	MEV, +3.5 tons, 250,000 cr
M-20-C	ADA, +10 tons, 75,000 cr
M-20-D	Liquids, 40k liters (14 tons), 202,000 cr
M-20-E	Mobile Field Kitchen, 1.5 tons, 202,500 cr
M-20-F	Mobile Maintenance & Repair, 4.5 tons, 264,500 cr

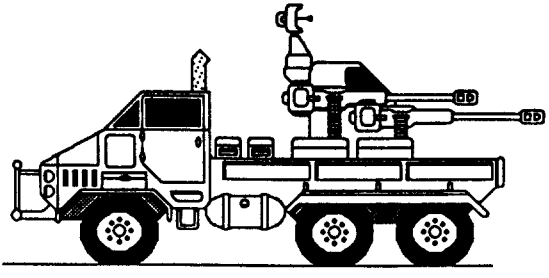
M-20 Basic Truck



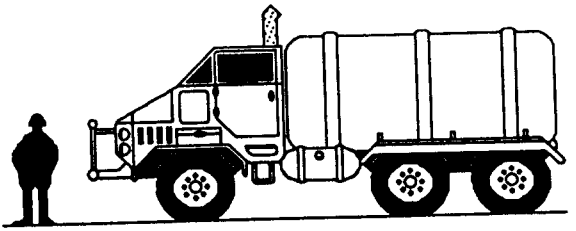
M-20-A HQ or BCC
M-20-B MEV, M-20-E Kithcen
M-20-F Maintenance



M-20-C ADA Platform



M-20-D Liquids Transporter



Weapons Effects & Munitions:

Thor's Hammer Rockets

Weight: 57 kg
Range: 2.5 km min. to 10 km max.
Damage: 330 mm contact pent. w/ 5 meter radius / 50 mm frag. pent.
Price: 228 cr
Salvo Damage: 7 rocket spread covers an area of 140 m2

20mm Quad ADA

Electronics: 5k radio & target radar, Direct and Point Defense Fire Control
Rate of Fire: 30 rnds/turn (x4), +2 eff. / +1 long range
Feed Device: 5,000 rnd bin (ea.)
# of Targets: 2 / phase (point defense mode)
KEAP: 320 cr, 370 mm pent. at Eff. / 330 mm at Long / 290 at Extreme

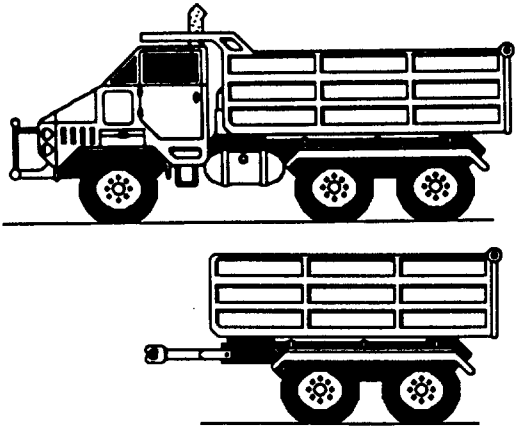
M-22

The M-22 is a wheeled platform used for hauling solid materials. It is normally found in Engineering units and is used in conjuntion with an M-160 Loader. A tilt bed on the back of the truck has a 40 m3 capacity or up to 35 tons of materials such as dirt, gravel, sand etc. This vehicle can be carried in medium lift transports. A trailer can be used with this truck which doubles the load that can be hauled.

SPECIFICATIONS:

Dimensions:	8 m L x 4.5 m W x 2.8 m H, DM low hit +1,				
Combat Weight:	8.5 metric Tons (empty)				
Power Plant:	Fusion, 2 megawatt output				
Fuel Req.:	1.5 liters/hour, two 60 liter tanks carried				
Armor:	Cab Front	Sides	Rear	Deck	Belly
Actual/Rated mm	10/20	5/10	3/6	3/6	3/6
Ground Pressure:	1.85 kg/cm2 (max. load)				
Pwr. to Wt. Ratio:	71:1				
Max.Road Speed:	111 kph				
Cross Country Speed:	22 kph				
Max. Eff. Rng:	8,880 km				
Weapons:	Personal weapons				
Crew:	1 - Driver				
Defense:	NBC (cab only)				
Electronics:	500 power Radio				
Passengers:	0				
Cargo:	35 tons or 40 m3				
Flotation:	No				
Price:	302,500 cr (trailer: 2,000 cr)				

M-22 Dump Truck
(trailer shown below)



M-21-*

The M-21 is a family of wheeled, general and specific purpose trailers designed to acompany a variety of vehicles. Equipped with a universal towing hitch, all wheeled and most tracked vehicles in current inventory can utilize these trailers. The primary reason to use trailers is the advantage of freeing the towing vehicle free to continue a mission while leaving the materials on the trailers where they are needed. Thus one truck could service several locations by simply dropping off full trailers and returing the empty ones to a supply point. An additional advantage is the ability to transport more cargo than the truck can fit in its cargo area. For items such as field generators, kitchens and MASH units, these trailers offer maximum mobility without the need to tie up valuable transportation elements while they are deployed. These platforms can be carried in medium lift transport vehicles.

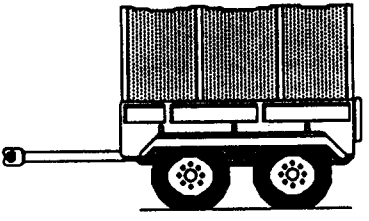
* - *denotes trailer type, see below*

SPECIFICATIONS:

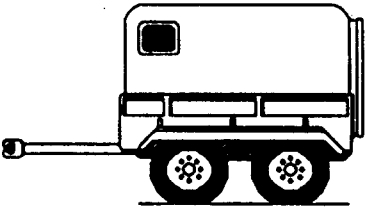
Dimensions:	6.25 m L x 4.5 m W x 2 m H, DM low hit +1, (basic trailer)				
Combat Weight:	by type				
Power Plant:	Fusion, (when equipped)				
Fuel Req.:	by type				
Armor:	Front	Sides	Rear	Deck	Belly
Actual/Rated mm	3/6	3/6	3/6	n/a	4/8
Ground Pressure:	by type				
Pwr. to Wt. Ratio:	n/a				
Max.Road Speed:	same as towing vehicle				
Cross Country Speed:	same as towing vehicle				
Max. Eff. Rng:	n/a				
Weapons:	by type				
Crew:	0				
Defense:	none				
Electronics:	by type				
Passengers:	by type				
Cargo:	by type				
Flotation:	No				
Price:	by type				

Type	Name	Pwr Plnt	Fuel	Gnd Prs	Wpns
M-21-A	Utility trailer,	none,	none,		none,
M-21-B	Batln Ald Stn,	1 mw,	150 lt /.75/hr,		none,
M-21-C	MRLS Pltfrm,	none,	Batteries,		Missile Rack,
M-21-D	Liquids Carrier,	none,	30k liters,		none,
M-21-E	Field Kitchen,	none,	Batteries,		none,
M-21-F	Maint/Repair,	1 mw,	150 lt /.75/hr,		none,
M-21-G	ADA Platform,	none,	Bateries,		Quad 20 mm,
M-21-H	Mobile Crane,	.5 mw,	75 lt / .375/hr,		none,
M-21-I	Mobile Gentr,	60 mw,	10 k lt/90 l/hr,		none,
M-21-J	Cntr Bat. Rrd,	none,	none,		none,

M-21A , General Purpose

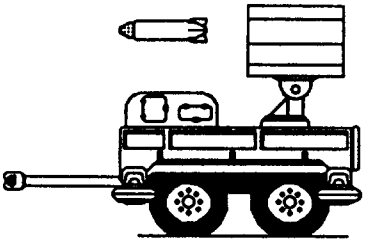


M-21-B , Battalion Aid Station
M-211-E, Field Kitchen
M-21-F, Field Maintenance Platform

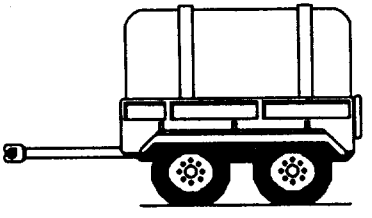


Electronics	Cargo	Weight	Max. Weight	Price
none,	14 tons / 30 m3,	2.4 ,	16.4 tons,	3, 900 cr
5k Radio, Cmptr,	2k kg / 25 m3,	3.15,	4 tons,	23,900 cr
see drawing,	none	3.5,	3.7 tons,	140,600 cr
none	30 m3 / 30k ltrs	3	13.4	5,000 cr
none	1k kg /25 m3,	3,	3.5 tons,	5,400 cr
5k radio	1 ton / 2 m3,	4.5,	5.5 tons,	63,900 cr
see drawing	none,	4	4.5 tons,	200,500 cr
none,	3 ton capacity	2.8,	6 tons,	4,700 cr
none,	none	5.85,	5.85 tons,	228,900 cr
5 k Radar,	none	4.1,	4.1 tons,	60,000 cr

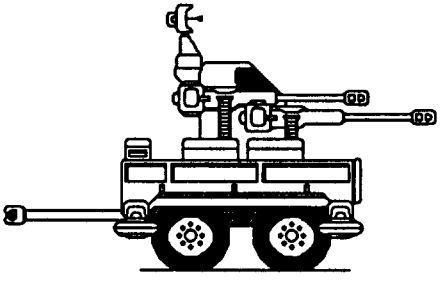
M-21-C, MRLSS



M-21-D , Liquids



M-21-G, Air Defense Platform



Weapons Effects & Munitions:

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20mm Quad ADA

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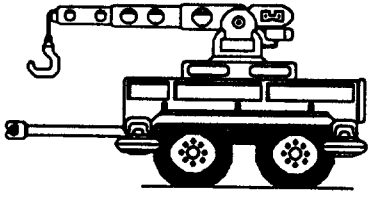
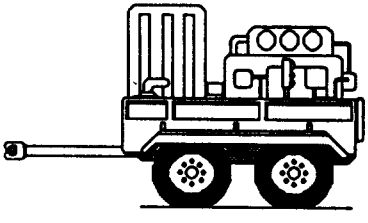
Feed Device: 5,000 rnd bin (ea.)
# of Targets: 2 / phase (point defense mode)
KEAP: 320 cr, 370 mm pent. at Eff. / 330 mm at Long / 290 at Extreme

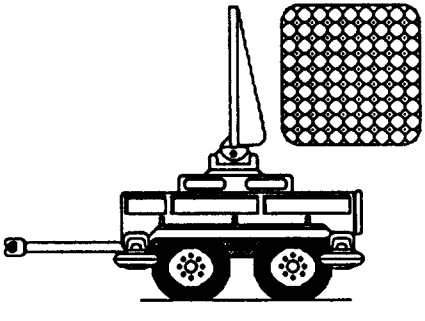
M-21-H, Crane



M-21-I, Portable Generator



M-21-J, Counterbattery Search Radar



M-24

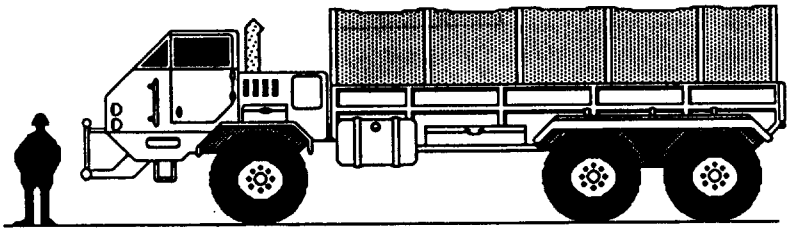
The M-24 "Clydesdale" is a wheeled, general purpose platform used to directly support field units. A higher ground clearance and large tires makes this possible. The only armored portion of this vehicle is the crew (cab) and engine compartment. No weapons are normally mounted although a 12.7 mm HMG can be fitted. The HQ variant is equipped to serve as a Regimental command center. The MEV can also be equipped as a Battalion Aid Station. The liquids carrier is used for fuel or potable water. The field kitchen is equipped to serve battalion sized units. It is self contained with its own power generator good for 200 hours of operation. The Mobile Maintenance truck is equipped with 5 sets of mechanical, electronic, weapon tool sets and a full workshop. Also carried on board is a full range of spare parts. The exact type of spares carried is determined by the type of unit the truck serves (eg: Armor, Inf. Arty.) These trucks are organized into service companies. Each truck can serve a company of vehicles, or a battalion of infantry. They are equipped with 3 ton crane. All these variants can be carried in medium lift transports. Listed below the Specifications are the variations, their additional weights and the total cost for the package. The low road speed in comparison to the off road speed is due to the low gear ratio installed for maximum off-road performance.

SPECIFICATIONS:

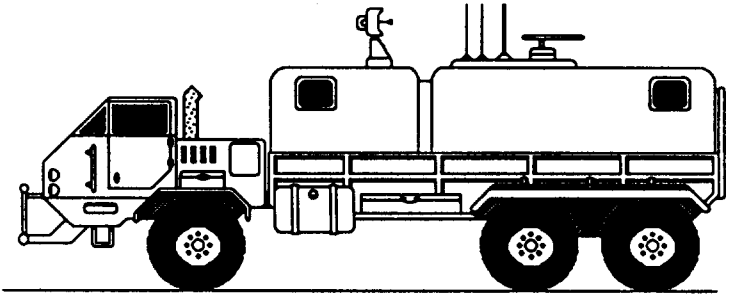
Dimensions:	12.25 m L x 4.5 m W x 4 m H, DM low hit +1,				
Combat Weight:	12 metric Tons (basic truck)				
Power Plant:	Fusion, 3 megawatt output				
Fuel Req.:	2.25 liters/hour, two 120 liter tanks carried				
Armor:	Cab Front	Sides	Rear	Deck	Belly
Actual/Rated mm	20/40	20/40	10/20	5/10	5/10
Ground Pressure:	.92 kg/cm2 (max. load)				
Pwr. to Wt. Ratio:	80:1				
Max.Road Speed:	111 kph				
Cross Country Speed:	55 kph				
Max. Eff. Rng:	5,860 km				
Weapons:	Personal weapons				
Crew:	1 - Driver				
Defense:	NBC (cab only)				
Electronics:	500 power Radio				
Passengers:	Up to 30				
Cargo:	80 tons or 80 m3				
Flotation:	No				
Price:	400,500 cr (Basic truck package)				

M-24-A	HQ or BCC, +4 tons, 850,000 cr
M-24-B	MEV, +4.5 tons, 470,000 cr
M-24-C	(reserved for air defense modifications)
M-24-D	Liquids, 55k liters (19 tons), 406,000 cr
M-24-E	Mobile Field Kitchen, 2.5 tons, 402,500 cr
M-24-F	Mobile Maintenance & Repair, 8.5 tons, 464,500 cr

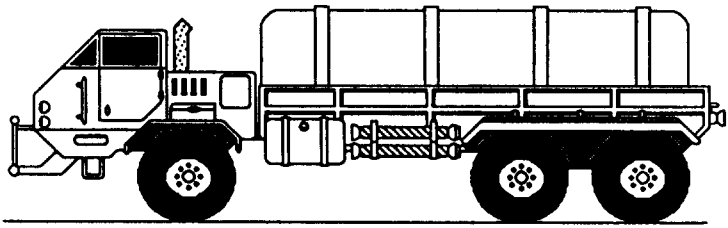
M-24 Basic Truck



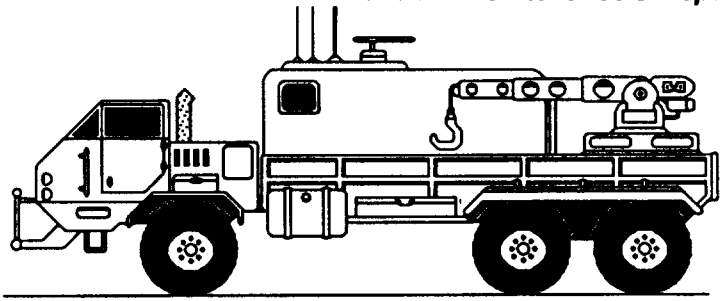
M-24-A HQ or BCC
M-24-B MEV, M-24-E Kithcen
(for -B & -E delete radar dish)



M-24-D Liquids Carrier



M-24-F Maintenance & Repair

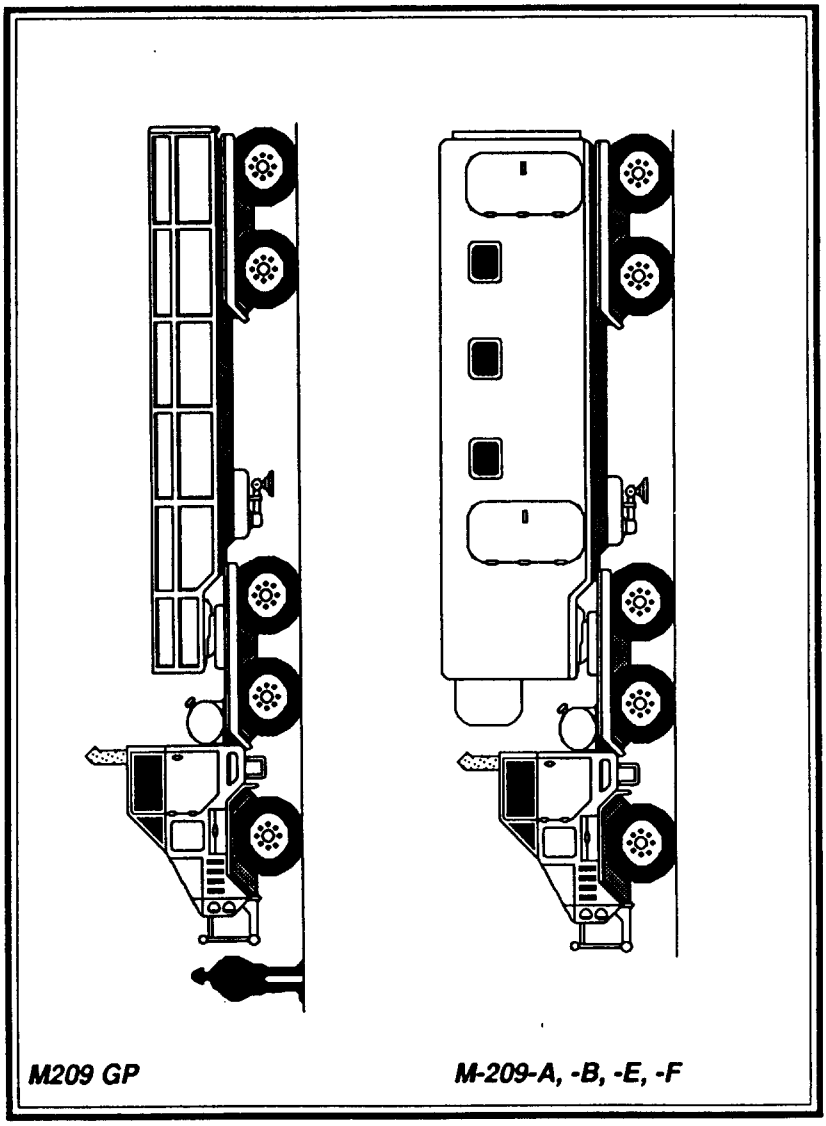


M-209

The M-209 "Ox" is a wheeled, Tractor/Trailer combination used to move heavy cargos road networks. The HQ version is desined as a Divisional command center. The MASH and Kitchen platforms are used in three and four trailer combinations to support Regimental level forces. The liguids trailer tranfers large volumes of fuel or potable watter from storage or refinery sites to foreward supply depots. The maintenance and Repair trailer supports a Battalion sized force. The transport trailer is assigned primarily to Recovery and Transportaion units These trucks are used to transport disabled vehicles from rear area FEBA locations to repair facilities located far to the rear of the war zone. They are also used to transport vehicles from rail heads, or docks to the FEBA . The only armored portion on these vehicles is the crew compartment (cab). No weapons are normally mounted. This vehicle can be carried in Heavy lift transport vehicles, if space allows. The recovery trailer has a heavy winch with a 120 ton capacity. For loading and unloading disabled vehicles, a CEV is used to lift or push disabled vehicles onto the trailer. Tools and equipment to tie down and cover loads are carried in tool bins on the sides of the trailer. The table below the specifications gives the additional weights (max.) and trailer cost for each variant.

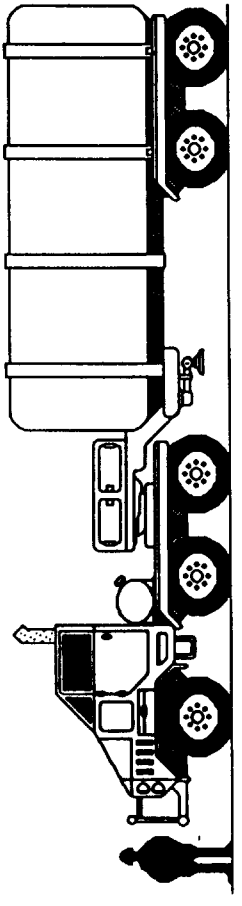
SPECIFICATIONS:

Dimensions:	18 m L x 4.5 m W x 3 m H, DM low hit +1, (-H 20 m L)				
Combat Weight:	50 metric Tons				
Power Plant:	Fusion, 6 megawatt output				
Fuel Req.:	4.5 liters/hour, 150 liter tank carried				
Armor:	Cab Front	Sides	Rear	Deck	Belly
Actual/Rated mm	10/20	5/10	3/6	3/6	3/6
Ground Pressure:	2 kg/cm2 (-H 6.4 kg/cm2 w/full load)				
Pwr. to Wt. Ratio:	30:1				
Max.Road Speed:	120 kph				
Cross Country Speed:	36 kph				
Max. Eff. Rng:	3,960 km				
Weapons:	Personal weapons				
Crew:	1 - Driver (+staff based on type)				
Defense:	NBC (cab only)				
Electronics:	500 power Radio				
Passengers:	2				
Cargo:	variable by type				
Flotation:	No				
Misc.:	120 ton capacity winch on -H				
Price:	600,900 cr, tractor (plus trailer)				

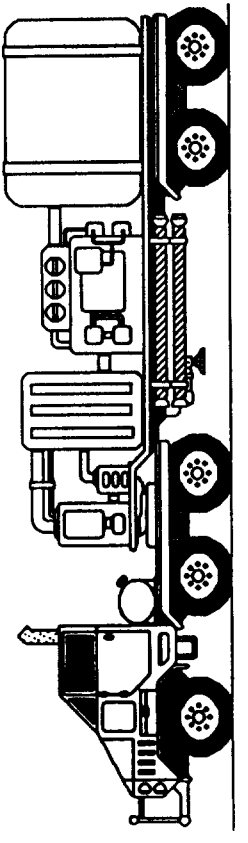


M209 GP *M-209-A, -B, -E, -F*

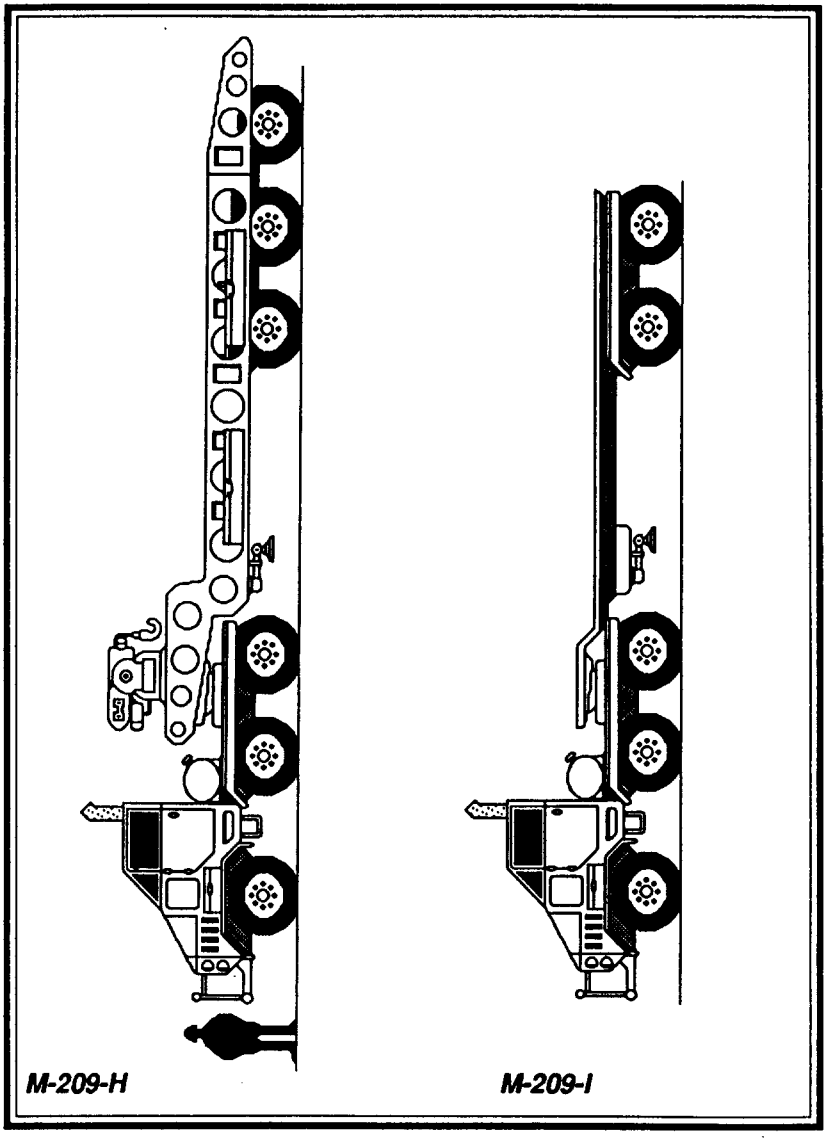
Model	Type	Weight/Volume	Trailer Cost
M-209	Genral Purpose	85 tons/95 m3	8,500 cr
M209-A	HQ Divisional	12 tons	1 million cr
M-209-B	MASH	13 tons	1.5 million cr
M-209-C	no version at this time (reserved for ADA)		
M-209-D	Liquids	40 tons/70k liters	12,000 cr
M-209-E	Field Mess	10 tons	500,000 cr
M-209-F	Maintenance	20 tons	130,000 cr
M-209-G	Fuel Refinery	80 tons	*
M-209-H	Transporter	up to 150 tons	9,000 cr
M-209-I	Flatbed	85 tons/95 m3	7,500 cr



M209 -D



M-209-G


M-209-H
M-209-I

M-160 & M-161

The M-160 is a wheeled special purpose vehicle used in Engineering units for demolition and construction. A front loading bucket with a 16 m3 or 24 ton capacity is used to move or load loose material such as dirst, sand, gravel, etc. This vehicle operates closely with the M-22 truck.

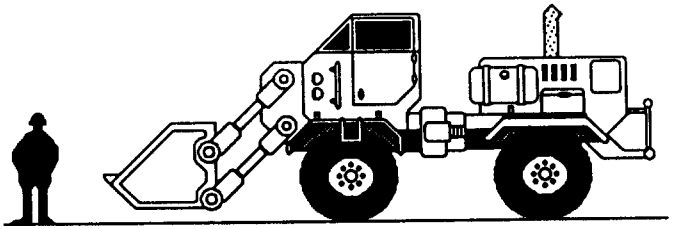
The M-161, based on the same chassis as the M-160 is designed to load and unload palletized cargo loads. It can move a pallet load of up to 20 m3 or 24 tons. Some of these vehicles may be founds in maintenance and repair companies and are used to lift small vehicles for access to their bellies.

Both of these vehicles can be carried in medium lift transports. Both also carry armored cabs. While capable of moving long distances, these vehicles are normally moved by M-209-H Ox Transporters

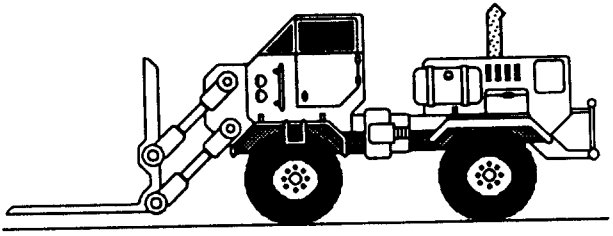
SPECIFICATIONS:

Dimensions:	10 m L x 4.5 m W x 3.8 m H, DM low hit +1,				
Combat Weight:	7 metric Tons				
Power Plant:	Fusion, 2 megawatt output				
Fuel Req.:	1.5 liters/hour, two 60 liter tanks carried				
Armor:	Cab Front	Sides	Rear	Deck	Belly
Actual/Rated mm	10/20	5/10	3/6	3/6	3/6
Ground Pressure:	1.85 kg/cm2 (max. load)				
Pwr. to Wt. Ratio:	71:1				
Max.Road Speed:	111 kph				
Cross Country Speed:	22 kph				
Max. Eff. Rng:	8,880 km				
Weapons:	Personal weapons				
Crew:	1 - Driver/Operator				
Defense:	NBC (cab only)				
Electronics:	500 power Radio				
Passengers:	0				
Cargo:	M-160; 16 m3 / 24 tons or M-161 20 m3 / 24 tons				
Flotation:	No				
Price:	320,000 cr				

M-160 Skip Loader



M-161 Fork Lift1



M-23

The M-23 is a specialized, wheeled platform used for laying flexible piping or communications cables. It is normally found in Signal Units. The truck is designed to hold two large reels of çable, piping or other similar material. A specialezed trailer takes the material (up to 3" diam.) off the reels and feeds it to a "plow" that burries it up to 1 meter deep in medium to soft ground. A scraper attachment behind the plow smooths and comacts the area just disturbed. With this vehicle, there is no need to dig trenches to burry commo or other types of lines. Some of the non communications lines used are; Fuel, Waste, Water, Pneumatic, etc. This vehicle can be carried in medium lift transports.

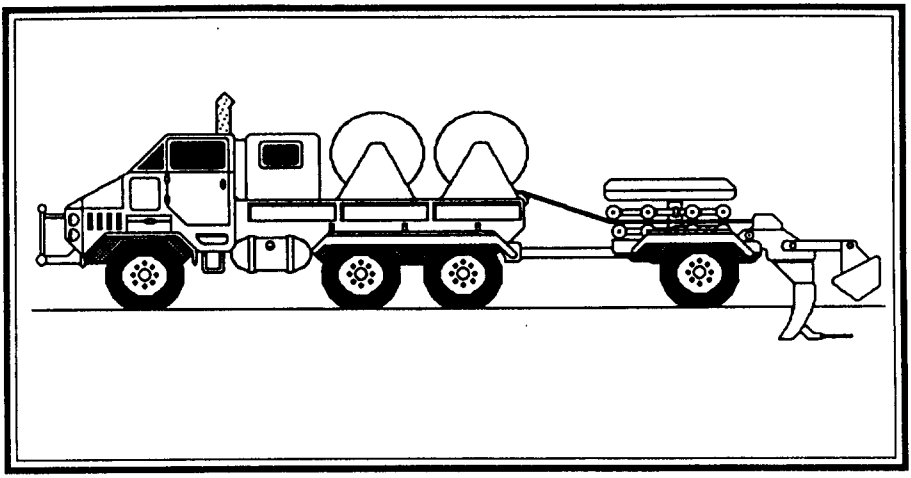
Commo Cable is usually fiber optic and comes 2 km to the reel, although standard coax cable is still in use (1 km / reel). The small compartment behind the truck's cab is a splicing station to join the ends of these cables together.

SPECIFICATIONS:

Dimensions:	15 m L x 4.5 m W x 2.8 m H, DM low hit +1, (length w/trailer)				
Combat Weight:	12 metric Tons				
Power Plant:	Fusion, 2 megawatt output				
Fuel Req.:	1.5 liters/hour, two 60 liter tanks carried				
Armor:	Cab Front	Sides	Rear	Deck	Belly
Actual/Rated mm	10/20	5/10	3/6	3/6	3/6
Ground Pressure:	1.85 kg/cm2 (max. load)				
Pwr. to Wt. Ratio:	71:1				
Max.Road Speed:	111 kph				
Cross Country Speed:	22 kph				
Max. Eff. Rng:	8,880 km				
Weapons:	Personal weapons				
Crew:	3 - Driver , 2 Engineers				
Defense:	NBC (cab only)				
Electronics:	500 power Radio				
Passengers:	0				
Cargo:	35 tons or 40 m3				
Flotation:	No				
Price:	402,500 cr				

Cable Costs:

Fiber Optic	300 cr / Reel (2 km)
Shielded Coax	50 cr / Reel (1 km)
1" Hollow Core	100 cr / Reel (100 m)
2" Hollow Core	150 cr / Reel (50 m)
3" Hollow Core	200 cr / Reel (25 m)

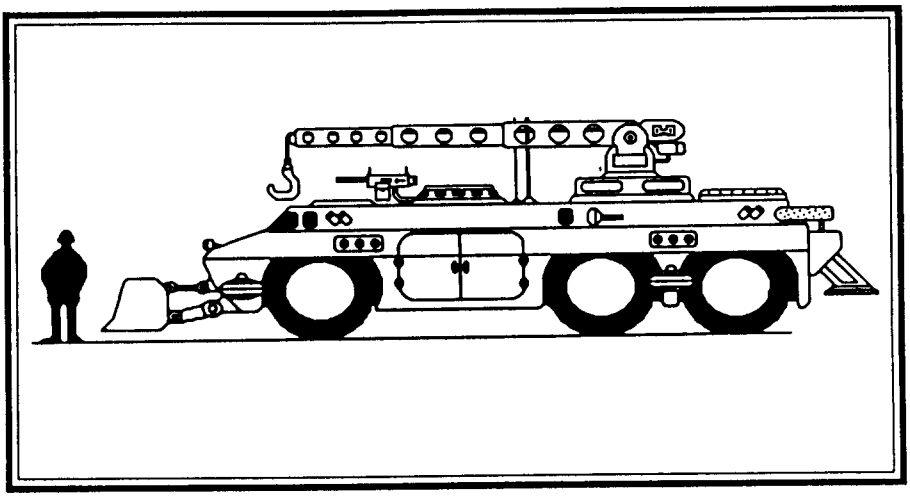


M-130

The M-130 is a wheeled CEV. It's role is either as battlefield repair and recovery platform or as a construction vehicle for battlefield fortifications. Two chassis mounted LMGs serve as its armament with a third LMG mounted on the commander's coupola. A medium lift crane (5 tons) is fitted to the chassis deck and stabilizers are fitted on the chassis sides and rear. A 3.5 cubic meter, articulated scoop/dozer blade is fitted to the front. This vehicle can be carried in medium lift transports. Eight anti-laser smoke dischargers are chassis mounted and smoke can also be generated from the heat exhaust ports. An APERS system is mounted to the side of the chassis. For repair and recovery roles , it is stocked with common repair parts along with an extra 250 liter fuel tank. For construction roles it is equipped with a full compliment of construction and demolition tools.

SPECIFICATIONS:

Dimensions:	11 m L x 4.5 m W x 4 m H, DM low hit +1, DM high hit +1				
Combat Weight:	64 metric Tons				
Power Plant:	Fusion, 6 megawatt output				
Fuel Req.:	9 liters/hour, 250 liters carried, (extra tank w/250 liters)				
Armor:	Chassis Front	Sides	Rear	Deck	Belly
Actual/Rated mm	75/225	50/150	40/80	30/60	10/20
Ground Pressure:	1 kg/cm2				
Pwr. to Wt. Ratio:	93:1				
Max.Road Speed:	133 kph				
Cross Country Speed:	40 kph				
Max. Eff. Rng:	3,591 km				
Weapons:	Three 7.62 LMGs; 2 chassis, 1 coupola				
Range:	Effective: 350 m +4, Long: 700 m +3, Extreme: 1 km +2				
Fire Rate:	10 rounds / turn / per gun (2 targets ea.)				
Feed Device:	100 round linked belts in boxes, 3,000 rounds carried				
Crew:	5 - Driver, Commander, 3 Engineers				
Defense:	8 smoke dischargers and smoke from exhaust ports, NBC				
Electronics:	1 k power Radio, Thermal Image				
Passengers:	0				
Cargo:	2 tons (spare parts, tools or construction equipment)				
Misc.:	5 ton capacity crane, 3.5 m3 scoop/dozer blade				
Flotation:	No				
Price:	715,000 cr				



Glossary of Terms

AASV	Armored Ammunition Supply Vehicle
ADA	Air Defense Artillery
ADMP	Air Defense Missile Platform
AFSV	Armored Fire Support Vehicle
AIFV	Armored Infantry Fighting Vehicle
APERS	Anti-Personnel
ARSV	Armored Recon/Scout Vehicle
ARV	Armored Recovery Vehicle
ASRV	Armored Recon / Scout Vehicle
AVGP	Armored Vehicle, General Purpose
BCC	Battery Control Center (arty. command vehicle)
CBTSS	Counterbattery Targeting Solution System
CEV	Combat Engineering Vehicle
CSI	Computer Synthesized Image
CVR (W)	Combat Recon Vehicle (Wheeled)
C3	Command, Control & Communications
ECM	Electronic Counter Measures
EW	Electronic Warfare
FACE	Field Artillery Computer Equipment
FCS	Fire Control System
FEBA	Forward Edge of Battle Area (the front lines!)
GLCBM	Ground Launched Continental Balistic Missile
GLCM	Ground Launched Cruise Missile
HE	High Explosive
HEI	High Explosive, Incindiary
HMG	Heavy Machine Gun, 12.7 mm
HQ	Head Quarters, the C3 center for a unit
IFV	Infantry Fighting Vehicle, see also AIFV
IR	Infra Red (detects variations in heat signatures)
k	1,000
km	kilometer, egual to 1,000 meters (.62 miles)
KEAP	Kinetic Energy, Armor Piercing
LADS	Light Air Defense System
L3 TV	Low Light Level TeleVision
LMG	Light Machine Gun
MASH	Mobile Army Surgical Hospital
MEV	Medical Evacuation Vehicle
MRLS	Multiple Rocket Launcher System (includes missile equipped systems)
NBC	Nuclear, Biological, Chemical (protective system

	includes overpressurization & shielding)
RAFTAC	Radar For Field Tactical Artillery Fire Control
RDF	Radio Direction Finder (locates radio transmission for artty. fire)
RFC	Rapid Fire Cannon
SP	Self Propelled
STAFF	Smart Target Activated, Fire and Forget
Tractor	Special truck used to tow trailers, field pieces
TCV	Tactical Control Vehicle
TIS	Thermal Imaging System (infra-red observation)
VDU	Video Display Unit (combined with L3TV)
WP	White Phospherous, also called "Willy Pete"

Other guides planned in this series will include:

RM-90-01	Air Cushioned
RM-90-02	Rotary and Fixed Wing Aircraft
RM-90-03	Tracked Vehicles
RM-90-05	Grav Vehicles
RM-90-06	Waterborne Vehicles
RM-90-07	Orbital Assault & Landing Vehicles
RM-90-08	Exotic Vehicles
RM-90-09	Infantry Weapons
RM-90-10	Wheeled Vehicles, Combat

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