

# Heavy Gear 3e Vehicle Errata

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October 30, 2005

## 1 Introduction

This errata applies to the mechanical designs found in Heavy Gear 3e Player's Handbook (DP9-925), the Heavy Gear 3e Vehicle Companion (DP9-927), and the Heavy Gear 3e Earth Companion (DP9-926). Some vehicles here are straight conversions from their 2e counterparts, others are heavily tweaked to be better balanced and better match the assumptions of the setting. These are generally covered in the Notes section, below.

**This errata is for the Heavy Gear 3e RPG only. This errata does not apply to, and is not compatible with, the Silhouette Core Heavy Gear Miniature Rules.**

## 2 Changelog

21/9/2005 – First version. Conversions of all designs except custom Duellist designs, as we're pretty sure no-one uses those.

## 3 Notes

The CEF hover tanks (the HT-68 and HT-72) have been seriously tweaked. Their stats before did not reflect (and, in several places, explicitly contradicted) the fluff previously written about them, and they were, in general, severely overpowered. The TAAF-54 and TAEF-54 have also been tweaked. The other CEF designs were, for the most part, fine and have been left alone.

Utopian and Edenite drones have been heavily tweaked. See Auto Notes and Bug Notes, below. We'd like to think that these vehicles actually make sense now.

All vehicles have been adjusted to use the new "clip" rules. These rules have little impact on gameplay, and are intended mostly for flavour.

### 3.1 Clips

Weapons with a "cXX" following their ammo count use clips for their ammo. Clips do not have to be manually changed in combat, nor are they overly vulnerable to weapons fire. Their only advantage is that they make it very easy for tech crews to add ammo to or remove ammo from the weapon, within reason. The "XX" is the default size of the clip - adding or removing multiples of this much ammo is even easier than adding or removing ammo in general.

The exact difficulty is up to the GM, though he should remember that it is not totally trivial - the tech crews still need to find places to bolt the clips on where they are out of the way of enemy fire and easy to reach. The exact consequences of burdening a machine down with too much ammo (usually defined as more than six additional clips) are also left up to the GM, but may include reduced speed, reduced maneuver, or

the addition of the Hazardous Ammo/Fuel Storage Weakness. TV must be paid for this additional ammo as usual, if TV is being used.

Note that a vehicle must have a functional Manipulator Arm or appropriate Tool Arm to change clips. If a vehicle loses all appropriate arms, its effective ammo load for any clip-fed weapons should drop to at most one clip.

### 3.2 Drone Notes

Drones, regardless of their faction of manufacture, are controlled by simple dumb computer systems (Dumb Level 1) and because of this, must be remote-operated by higher-skill humans to perform most tasks well. When operating under their own control, they follow their orders blindly, can only deal with simple orders, and will react to changing circumstances in only the most basic ways. Humans must control individual drones as per the standard drone control rules, but may also spend 1 action to issue orders to a pre-set unit of drones for those drones to carry out on their own.

### 3.3 Auto Notes

Utopian Autos are distinguished from Drones by their onboard computers. Onboard Near-AI computers allow Autos to exercise self-initiative, making them nearly-autonomous combat units. They will follow almost any order to the best of their ability, and will do their best to complete objectives in the face of changing circumstances. As with Drones, it takes one action to give an Auto or squad (or other pre-assigned unit) of Autos a command. Sub-units or super-units must be commanded one auto or pre-designated unit at a time.

The exact capabilities of Autos vary based on the level of their Computer crew. More sophisticated Autos, like the Command Auto-Tank, simply require a set of objectives, which they can then devise tactics to achieve on their own with their squadronmates. The most sophisticated form of NAI used on the Utopian battlefield, the Battlefield AI, is capable of formulating complete battle strategies for entire battalions of units, or, working together with other BAIs, for entire armies. Autos can, of course, issue or relay orders to other Autos (or units thereof) at the standard 1 action cost.

Despite this, Autos are NOT intelligent or sentient. They are only capable of carrying on limited conversations (about their status, situation, and orders) and are not in any way self-aware. The NAIs of combat autos are powerful and theoretically capable of basic learning, but much of their processing power is taken up by self-diagnostic routines, to protect against battlefield viruses and other digital attacks. These same routines prevent their systems from developing too far beyond their factory settings.

Autos are generally given orders by their superiors and then left to manage their own affairs during combat, unless a Battlefield AI is on the field. BAIs often use their incredible processing power to augment the abilities of other combat autos by taking direct control of those in difficult situations or important positions, in addition to giving orders to units. BAIs also often control or command the swarms of drones that accompany Utopian armies in the field, as they are far more efficient than any human drone controller.

### 3.4 Bug Notes

Bugs are simply drones with slightly more powerful onboard computers. They are networked together and controlled by a central Hive Control System, usually an intelligent computer operating with the aid of one or more humans. The increased processing power of individual Bugs allows the operator to give them orders and leave them to their task, as opposed to traditional (Dumb Level 1) drones, which require constant remote control for most tasks due to their low skill level. They still only have limited self-initiative, and obey simple orders in a direct, unimaginative fashion, but are able to perform many tasks without direct supervision despite this. Bug networks are also capable of learning. Over time, groups of Bugs working together with the same control system will be able to more effectively share processing power, increasing their effective

capabilities. (Represent this by increasing the skill level of some or all of the drones or the central system) Unlike other kinds of Drones, any selection of Bugs linked to the same central control computer may be given an order at the cost of 1 action.

If mounted on a vehicle, this Hive Control System often has a dedicated computer system supporting it. In game terms, we represent this by a Smart Level 2 computer system and the perk Laboratory (Hive Control Systems, 0). As this is a Smart computer, it can take initiative to a limited degree, but is still not sentient. Any of the vehicle's crewmen may devote actions to operating a Bug, but the computer system gets one action, separate from crew actions, that it may only use to operate a Bug or command Bugs. The computer may NOT use this action to operate the vehicle that carries it, nor may it take control of the vehicle if the rest of the crew is incapacitated, except by way of Bug intermediaries. It does not count as part of the crew for purposes of MTV calculation or action total calculation. The vehicle may also just have the Laboratory perk and simply allocate its regular actions to Bug operations as desired, or dedicate a living crewmember to Bug operations in the same manner as the computer above. Only one crewman, computer or living, may be *dedicated* to Bug operations.

## 4 Vehicle Errata

Cheetah (N)									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		935							
* Defensive Threat Value (DTV):		1338							
Movement:		Walk 6/11 Ground 8/15							
Maneuver:		+2							
Armor:		10/20/30							
* Miscellaneous Threat Value (MTV):		*Miscellaneous Threat Value (MTV): 908							
Crew:		Living 1 (2 actions)							
Deployment Range:		600 km							
Reaction Mass:		n/a							
Perks & Flaws:									
Arms: 2x Manipulator Arm (6, can punch); Communications (+1/25km); Hostile Environment Protection: Desert; Information Warfare: ECM (3/5km); Sensors (+2/5km)									
* Offensive Threat Value (OTV):		560							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	M25 Pack Gun	P	F	-1	x8	2	2	HH	30
1	RP-109 Pepperbox	M	F	-1	x12	1	3	HP, IF; HEAT	24
4	M-2a Hand Grenade	P	F	-1	x15	0	0	AI, HH; HEAT	1
1	HW-VB1 Vibroknife	P	F	0	x8	M	0	AP, HH	U
1	Designator	E	F	0	x0	2	0	HP, TD	U

<b>Black Cat (N)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		6 (4930 kg)							
* Threat Value (TV):		1292							
* Defensive Threat Value (DTV):		1338							
Movement:		Walk 6/11 Ground 8/15							
Maneuver:		+2							
Armor:		10/20/30							
* Miscellaneous Threat Value (MTV):		1988							
Crew:		Living 1 (2 actions)							
Deployment Range:		250 km							
Reaction Mass:		n/a							
Perks & Flaws:									
Arms: 2x Manipulator Arm (6, can punch); Communications(+1/25km); Hostile Environment Protection: Desert; Information Warfare: ECM(2/5km), Stealth(6); Sensors(+2/5km); Weaknesses: Exposed Auxilliaris									
* Offensive Threat Value (OTV):		550							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MS225 LAC	P	F	0	x8	2	2	HH	40
1	RPS-107 LRP/16	M	F	-1	x12	1	2	HP; HEAT	16
1	HW-VB-3S VB	P	F	0	x8	M	0	AP, HH	U
4	M-2S HG	P	F	-1	x15	0	0	AI, HH; HEAT	1
1	TD	E	F	0	x0	2	0	TD	U
*	HRF	P	F	0	x12	4	0	HH; Rc; Snpr	40

\* - Black Claw. Remove LAC, LRP. ADD HRF, Exposed Systems. MTV: 1913, OTV: 475, TV: 1242

<b>Cheetah MP (N)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		6							
* Threat Value (TV):		851							
* Defensive Threat Value (DTV):		1338							
Movement:		Walk 6/11 Ground 8/15							
Maneuver:		+2							
Armor:		10/20/30							
* Miscellaneous Threat Value (MTV):		*Miscellaneous Threat Value (MTV): 531							
Crew:		Living 1 (2 actions)							
Deployment Range:		220 km							
Reaction Mass:		n/a							
Perks & Flaws:									
Arms: 2x Manipulator Arm (6, can punch); Communications (-1/10km); Hostile Environment Protection: Desert; Information Warfare: ECM (3/5km); Reinforced Systems: Backups; Sensors (-1/2km)									
* Offensive Threat Value (OTV):		685							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Frag Shotgun	P	F	+0	x14	1	0	AI, HH, Sctr	20c20
2	APGL	M	FF	-1	x3	1	0	AE(0), AI, HP, IF	6
1	HW-VB1 Vibroknife	P	F	0	x8	M	0	AP, HH	U
1	Riot Shield	P	F	0	x6	M	0	HH, Shld	U

<b>Cheetah Paratrooper (N)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		6							
* Threat Value (TV):		803							
* Defensive Threat Value (DTV):		1338							
Movement:		Walk 6/11 Ground 8/15							
Maneuver:		+2							
Armor:		10/20/30							
* Miscellaneous Threat Value (MTV):		728							
Crew:		Living 1 (2 actions)							
Deployment Range:		600 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2 x Manipulator Arm (6, can punch); Communications (0/10km); Features: Airdroppable; Hostile Environment Protection: Desert; Information Warfare: ECM (3/2km); Reinforced Systems: Movement; Sensors (+1/2km)							
* Offensive Threat Value (OTV):		343							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Paratrooper Rfl (LAC)	P	F	0	x8	2	2	HH	30c30
-	Paratrooper Rfl (LGL)	M	F	-1	x15	1	2	IF, HH; HEAT	10c10
1	CR	P	F	0	x7	M	0	HP	U
1	TD	E	F	0	x0	2	0	HP, TD	U

<b>Strike Cheetah (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		1048							
* Defensive Threat Value (DTV):		1401							
Movement:		Walk 6/11 Ground 8/15							
Maneuver:		+2							
Armor:		11/22/33							
* Miscellaneous Threat Value (MTV):		*Miscellaneous Threat Value (MTV): 1022							
Crew:		Living 1 (2 actions)							
Deployment Range:		600 km							
Reaction Mass:		n/a							
Perks & Flaws:		Armor: HEAT Resistant (3); Arms: 2x Manipulator Arm (6, can punch); Communications (+1/25km); Hostile Environment Protection: Desert; Information Warfare: ECM (2/5km); Sensors (+2/5km)							
* Offensive Threat Value (OTV):		722							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	RFL-2 Soothsayer	P	F	+0	x14	1	2	HH; HEAT	60c60
1	M25 Pack Gun	P	F	-1	x8	2	2	HH	30
1	HW-VB1 Vibroknife	P	F	0	x8	M	0	AP, HH	U
4*	M-2a Hand Grenade	P	F	-1	x15	0	0	AI, HH; HEAT	1

\* - Optional load-out. OTV+84 TV+28

Note: The Strike Cheetah originally had Armor 14. However, this was far too much in practice, and even the original designer admitted it was a mistake. It now has Armor 11 and 3 points of Heat Resistant. This matches the fluff better, and seems to fit the vehicle's intended role.

<b>White Cat (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		1513							
* Defensive Threat Value (DTV):		1338							
Movement:		Walk 6/11 Ground 8/15							
Maneuver:		+2							
Armor:		10/20/30							
* Miscellaneous Threat Value (MTV):		*Miscellaneous Threat Value (MTV): 2702							
Crew:		Living 1 (2 actions)							
Deployment Range:		600 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Searchlight (200m, FF); Arms: 2x Manipulator Arm (6, can punch); Communications (+1/30km), Satellite Uplink; Hostile Environment Protection: Desert; Information Warfare: ECM (4/5km), ECCM(2/5km); Sensors (+2/7km)							
* Offensive Threat Value (OTV):		500							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	LAC	P	F	+0	x8	2	2	HH	40c20
1	LRP/8	M	F	-1	x12	1	1	HP, IF; HEAT	8
4	M-2a Hand Grenade	P	F	-1	x15	0	0	AI, HH; HEAT	1
1	HW-VB1 Vibroknife	P	F	0	x8	M	0	AP, HH	U
1	Designator	E	F	0	x0	2	0	HP, TD	U

<b>Bobcat (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		799							
* Defensive Threat Value (DTV):		804							
Movement:		Walk 4/8 Ground 7/13							
Maneuver:		+1							
Armor:		13/26/39							
* Miscellaneous Threat Value (MTV):		1113							
Crew:		Living 1 (2 actions)							
Deployment Range:		650 km							
Reaction Mass:		n/a							
Perks & Flaws:		Armor: All-Around; Arms: 2x Manipulator Arm (6, can punch); Communications (+1/20km); Hostile Environment Protection: Desert; Information Warfare: ECM(2/4km); Sensors (+1/4km); Weakness: Fragile Chassis							
* Offensive Threat Value (OTV):		480							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	M25 Pack Gun	P	F	-1	x8	2	2	HH	30
1	RP-109 Pepperbox	M	F	-1	x12	1	3	HP, IF; HEAT	24
4	M-2A Hand Grenade	P	F	-1	x15	0	0	AI, HH; HEAT	1
1	HW-VB1 Vibroknife	P	F	0	x8	M	0	AP, HH	U

<b>Ferret</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		5							
* Threat Value (TV):		502							
* Defensive Threat Value (DTV):		524							
Movement:		Walk 3/6 Ground 7/13							
Maneuver:		+1							
Armor:		12/24/36							
* Miscellaneous Threat Value (MTV):		484							
Crew:		Living 1 (2 actions)							
Deployment Range:		700 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2 x Manipulator Arm (6, can punch); Communications (+1/25km); Features: Low Profile (ground movement only); Hostile Environment Protection: Desert; Sensors (+1/5km); Movement Flaws: Decreased Maneuver (2, walker); Weaknesses: Exposed Movement							
* Offensive Threat Value (OTV):		497							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	M25 Pack Gun	P	F	-1	x8	2	2	HH	30
1	RP-109 Pepperbox	M	F	-1	x12	1	3	HP, IF	24
1	M-2A Hand Grenade	P	F	-1	x15	0	0	AI, HH; HEAT	1
1	HW-VB1 Vibroknife	P	F	0	x8	M	0	HH	U
1	Designator	E	F	0	x0	2	0	HP, TD	U

Notes: Wild Ferret: Remove Target Designator, LRP/24. Add ECM (+2/5km), ECCM (+2, 5km), Exposed AUX, Vulnerable to haywire. OTV: 225,MTV: 932, TV: 560

<b>Weasel (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		1615							
* Defensive Threat Value (DTV):		414							
Movement:		Walk 4/7 Ground 7/13							
Maneuver:		+0							
Armor:		14/28/42							
* Miscellaneous Threat Value (MTV):		4233							
Crew:		Living 1 (2 actions)							
Deployment Range:		500 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, can punch); Communications (+2/50km), Satellite Uplink; Hostile Environment Protection: Desert; Information Warfare: ECM(4/10km), ECCM(4/10km); Sensors (+0/10km); Negative Features: Vulnerable to Haywire Effects; Weaknesses: Exposed Auxiliaries							
* Offensive Threat Value (OTV):		198							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	M222 Autocannon	P	F	-1	x8	2	2	HH	50c25
1	MkIV Grenade Launcher	M	F	-2	x3	1	0	AE(0), AI, HP, IF	6
1	HW-VB1 Vibroknife	P	F	-1	x8	M	0	HH	U
1	M-2A Hand Grenade	P	F	-2	x15	0	0	AI, HH; HEAT	1

<b>Tattletale (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		1577							
* Defensive Threat Value (DTV):		414							
Movement:		Walk 4/7 Ground 7/13							
Maneuver:		+0							
Armor:		14/28/42							
* Miscellaneous Threat Value (MTV):		4104							
Crew:		Living 1 (2 actions)							
Deployment Range:		500 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, can punch); Communications (+3/50km), Satellite Uplink; Hostile Environment Protection: Desert; Information Warfare: ECM(2/10km); Sensors (+1/10km); Negative Features: Vulnerable to Haywire Effects; Weaknesses: Exposed Auxiliaries							
* Offensive Threat Value (OTV):		213							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	M222 Autocannon	P	F	-1	x8	2	2	HH	50c25
1	MkIV Grenade Launcher	M	F	-2	x3	1	0	AE(0), AI, HP, IF	6
1	HW-VB1 Vibroknife	P	F	-1	x8	M	0	HH	U
2	M-2A Hand Grenade	P	F	-2	x15	0	0	AI, HH; HEAT	1

<b>Hunter (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		527							
* Defensive Threat Value (DTV):		418							
Movement:		Walk 4/7 Ground 6/12							
Maneuver:		0							
Armor:		15/30/45							
* Miscellaneous Threat Value (MTV):		469							
Crew:		Living 1 (2 actions)							
Deployment Range:		500 Km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2 x Manipulator Arm (6, can punch); Communications (+0/10 km); Features: Easy to Modify (All); Hostile Environment Protection: Desert; Sensors (+0/2 km)							
* Offensive Threat Value (OTV):		694							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	M222 Autocannon	P	F	0	x8	2	2	HH	60c30
1	RP-109 Pepperbox	M	F	-1	x12	1	3	HP, IF; HEAT	24
1	Mk IV Grenade Launcher	M	FF	-1	x3	1	0	AE(0), AI, HP, IF	6
3	M-2A Hand Grenade	P	F	-1	x15	0	0	AI, HH; HEAT	1
1	HW-VB1 Vibroknife	P	F	0	x8	M	0	AP, HH	U
*	Snub Cannon	P	F	-1	x28	1	0	HH	6

\* - OPTION: Headhunter. Upgrade Comms from (0/10km) to (+1/15 km), MTV: 549, TV: 552

\* - OPTION: Assault Hunter. Remove LRP, LAC. Add SC. OTV: 566, TV: 484

<b>Armored Hunter (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		518							
* Defensive Threat Value (DTV):		299							
Movement:		Walk 3/6 Ground 5/11							
Maneuver:		-1							
Armor:		17/34/51							
* Miscellaneous Threat Value (MTV):		277							
Crew:		Living 1 (2 actions)							
Deployment Range:		480 Km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2 x Manipulator Arm (6, can punch); Communications (-1/8 km); Features: High Towing Capacity (2x); Hostile Environment Protection: Desert; Sensors (+0/1.5 km)							
* Offensive Threat Value (OTV):		979							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	M226 Armored Autocannon	P	F	0	x8	2	2	HH, Red	60c30
1	RP-109A Iron Pepperbox	M	F	-1	x12	1	3	HP, IF, Red; HEAT	24
1	Anti-Personnel Mortar	P	FF	+0	x4	2	0	AE(0), AI, IF, HP, Red; HEAT, MR(-1)	6
3	M-2A Hand Grenade	P	F	-1	x15	0	0	AI, HH, Red; HEAT	1
1	HW-VB1 Vibroknife	P	F	0	x8	M	0	AP, HH, Red	U

<b>Bricklayer (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		542							
* Defensive Threat Value (DTV):		274							
Movement:		Walk 3/6							
Maneuver:		0							
Armor:		12/24/36							
* Miscellaneous Threat Value (MTV):		1335							
Crew:		Living 1 (2 actions)							
Deployment Range:		600 Km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2 x Manipulator Arm (6, can punch), Tool Arm (8, crane); Communications (-1/5 km); Features: Easy to Modify (All), High Towing Capacity (3x); Hostile Environment Protection: Desert; Sensors (-1/1 km); Negative Features: Large Sensor Profile (1); Weaknesses: Exposed Crew							
* Offensive Threat Value (OTV):		18							

<b>Hunter Commando (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		673							
* Defensive Threat Value (DTV):		443							
Movement:		Walk 4/7 Ground 7/13							
Maneuver:		0							
Armor:		15/30/45							
* Miscellaneous Threat Value (MTV):		784							
Crew:		Living 1 (2 actions)							
Deployment Range:		480 Km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2 x Manipulator Arm (6, can punch); Armor: Reinforced (F,2); Communications (+0/15 km); Features: Airdroppable, Easy to Modify (All); Hostile Environment Protection: Desert; Sensors (+0/3 km)							
* Offensive Threat Value (OTV):		793							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	ATL-70 Bazooka	P	F	+0	x15	2	0	HH; HEAT	30c30
1	RP-209 Rocket Pod	M	F	-1	x18	2	3	HP, IF; HEAT	18
1	Mk IV Grenade Launcher	M	FF	-1	x3	1	0	AE(0), AI, HP, IF	6
3	M-2A Hand Grenade	P	F	-1	x15	0	0	AI, HH; HEAT	1
1	HW-VB1 Vibroknife	P	F	0	x8	M	0	AP, HH	U
1	"Jackhammer" SKG	P	F	-1	x12	M	0	HP	5

<b>Hunter Paratrooper (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		526							
* Defensive Threat Value (DTV):		418							
Movement:		Walk 4/7 Ground 6/12							
Maneuver:		0							
Armor:		15/30/45							
* Miscellaneous Threat Value (MTV):		892							
Crew:		Living 1 (2 actions)							
Deployment Range:		500 Km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2 x Manipulator Arm (6, can punch); Communications (+0/10km); Features: Airdroppable, Easy to Modify (ALL); Hostile Environment Protection: Desert; Reinforced Systems: Movement; Sensors (+0/2km)							
* Offensive Threat Value (OTV):		267							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	M260P Rifle (LAC)	P	F	0	x8	2	2	HH	30c30
-	M260P Rifle (LGL)	M	F	-1	x15	1	1	HH, IF; HEAT	10c10
2	APGL	M	FF	-1	x3	1	0	AE(0), AI, HP, IF	6
1	CR	P	F	0	x7	M	0	-	U

<b>Hunter Recon (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		365							
* Defensive Threat Value (DTV):		429							
Movement:		Walk 4/8 Ground 7/13							
Maneuver:		0							
Armor:		14/28/42							
* Miscellaneous Threat Value (MTV):		413							
Crew:		Living 1 (2 actions)							
Deployment Range:		600 Km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2 x Manipulator Arm (6, can punch); Communications (+0/10 km); Features: Easy to Modify (All); Hostile Environment Protection: Desert; Sensors (+0/2 km); Weaknesses: Exposed Movement, Exposed Systems							
* Offensive Threat Value (OTV):		254							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	30mm MAC	P	F	+0	x10	3	1	HH	40c40

<b>Jaguar (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		682							
* Defensive Threat Value (DTV):		759							
Movement:		Walk 5/9 Ground 7/13							
Maneuver:		+1							
Armor:		16/32/48							
* Miscellaneous Threat Value (MTV):		369							
Crew:		Living 1 (2 actions)							
Deployment Range:		550							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2 x Manipulator Arm (6, can punch); Communications (+1/15km); Features: Airdroppable; Hostile Environment Protection (Desert); Sensors (+0/3km)							
* Offensive Threat Value (OTV):		918							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MR25 Autocannon	P	F	+1	x10	3	1	HH	40c40
1	RP-111 Pepperbox II	M	F	0	x12	1	4	HP, IF; HEAT	32
1	MK IV APGL	M	FF	0	x3	1	0	AE(0), AI, HP, IF	6
3	M-2A Hand Grenades	P	F	0	x15	0	0	AI, HH; HEAT	1
1	HW-VB1 Vibroknife	P	F	+1	x8	M	0	AP, HH	U
*1	MBZK	M	F	+1	x20	2	0	HH, HEAT	20c20
*1	IRP/20	M	F	0	x13	1	2	HP, IF, Inc, Pers, HEAT	20
**1	RFB	M	F	+1	x14	1	2	HH, HEAT	60c60
**1	MRP/9	M	F	0	x18	2	1	HP, IF, HEAT	9
**3	HWG	E	F	0	x10	0	0	HH, HW, HEAT	1

\* - Strike Jaguar. Remove MAC, LRP. Add MBZK, IRP/20. OTV 1451, TV: 860

\*\* - Jaguarundi. Remove All weapons except VB. Add RFB, MRP/ 9, 3x HWG, Backups, reinforced Chassis, Computer Crew 1 (Dumb2, +1 action). MTV: 798, OTV: 1200, TV: 919

<b>Fire Jaguar (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		928							
* Defensive Threat Value (DTV):		759							
Movement:		Walk 5/9 Ground 7/13							
Maneuver:		+1							
Armor:		16/32/48							
* Miscellaneous Threat Value (MTV):		823							
Crew:		Living 1 (2 actions)							
Deployment Range:		530							
Reaction Mass:		n/a							
Perks & Flaws:		Armor: All-Around, Reinforced (F,1); Arms: 2 x Manipulator Arm (6, can punch); Communications (+1/15km); Features: Airdroppable; Hostile Environment Protection (Desert); Sensors (+0/3km)							
* Offensive Threat Value (OTV):		1202							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MR25 Autocannon	P	F	+0	x10	3	1	HH	40c40
2	GH-16 Rocket Pod	M	F	-1	x18	2	4	HP, IF; HEAT; Link	36

<b>Jaguar MP (N)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		6							
* Threat Value (TV):		1033							
* Defensive Threat Value (DTV):		759							
Movement:		Walk 5/9 Ground 7/13							
Maneuver:		+1							
Armor:		16/32/48							
* Miscellaneous Threat Value (MTV):		531							
Crew:		Living 1 (2 actions)							
Deployment Range:		550							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2 x Manipulator Arm (6, can punch); Communications (+1/15km); Features: Airdroppable; Hostile Environment Protection (Desert); Reinforced Systems: Backups; Sensors (-1/3km)							
* Offensive Threat Value (OTV):		1808							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Frag Shotgun	P	F	+2	x14	1	0	AI, HH, Sctr	20c20
1	APGL	M	FF	+0	x3	1	0	AE(0), AI, HP, IF	12
1	HW-VB1 Vibroknife	P	F	+1	x8	M	0	AP, HH	U
1	Riot Shield	P	F	+1	x6	M	0	HH, Shld	U

<b>Nemesis Jaguar (N)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		6							
* Threat Value (TV):		887							
* Defensive Threat Value (DTV):		1425							
Movement:		Walk 5/9 Ground 7/13							
Maneuver:		+2							
Armor:		15/30/45							
* Miscellaneous Threat Value (MTV):		384							
Crew:		Living 1, Computer 1 (Dumb lvl2) (3 actions)							
Deployment Range:		380 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, can punch); Communications (+0/10km); Features: Airdroppable; Hostile Environment Protection: Desert; Reinforced Systems: Crew; Sensors (+0/2km); Weaknesses: Exposed Auxiliaries							
* Offensive Threat Value (OTV):		852							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MR25 MAC	P	F	+1	x10	3	1	HH	40c40
1	RP-109 LRP/32	M	F	+0	x12	1	4	IF, HP; HEAT	32
1	HW-VB2 VB	P	F	+1	x8	M	0	AP, HH	U
1	Spike	P	F	+1	x7	M	0	-	U

<b>Tiger (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6 (7320 kg)							
* Threat Value (TV):		447							
* Defensive Threat Value (DTV):		497							
Movement:		Walk 4/8 Ground 6/12							
Maneuver:		0							
Armor:		17/34/51							
* Miscellaneous Threat Value (MTV):		202							
Crew:		Living 1 (2 actions)							
Deployment Range:		500 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, punch); Communications(0/12km); Hostile Environment Protection: Desert; Sensors(0/3km)							
* Offensive Threat Value (OTV):		641							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	AR-25 30mm MAC	P	F	+1	x10	3	1	HH	40c40
1	Co. 71mm MRP/9	M	F	0	x18	2	1	HP; HEAT	9
1	MkIII APGL	M	F	0	x3	1	0	AE(0), AI, IF, HP	6

<b>Grizzly (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		7							
* Threat Value (TV):		877							
* Defensive Threat Value (DTV):		322							
Movement:		Walk 3/6 Ground 6/11							
Maneuver:		-1							
Armor:		18/36/54							
* Miscellaneous Threat Value (MTV):		357							
Crew:		Living 1 (2 actions)							
Deployment Range:		400							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (7, can punch); Armor: Reinforced (2,F); Communications (0/10km); Features: High Towing Capacity (2x); Hostile Environment Protection: Desert; Sensors (0/2km); Negative Features: Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		1952							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	M222 Heavy AC	P	F	0	x12	3	1	HH	30c30
2	GH-8 Rocket Pod	M	F	-1	x18	2	3	HP, IF; HEAT; Linked	18
1	GU-10 MG	P	FF	0	x4	1	3	AI	300
1	M25 Pack Gun	P	F	-1	x8	2	2	HH	30
1	TD-76 HGM	P	F	-1	x20	5	0	G, HP, IF; HEAT, MR(-1)	12
1	HW-VB1 Vibrokinfe	P	F	0	x8	M	0	AP, HH	U
*	MBZK	M	F	0	x20	2	0	HH; HEAT	30c30
*	IRP/20	M	F	-1	x13	1	2	HP, IF, Inc, Pers; HEAT; Link	20

\* - OPTION: Assault Grizzly. Remove HAC, 2xMRP/18, HGM. Add MBZK, 2x IRP/20, Autopilot, Backups. Upgrade Comms to (+1/15km). MTV: 909, OTV: 1720, TV: 984

<b>Engineering Grizzly (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		7							
* Threat Value (TV):		222							
* Defensive Threat Value (DTV):		277							
Movement:		Walk 3/6 Ground 6/11							
Maneuver:		-1							
Armor:		16/32/48							
* Miscellaneous Threat Value (MTV):		328							
Crew:		Living 1 (2 actions)							
Deployment Range:		400							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Searchlight(FF,100m); Arms: 2x Tool Arm (7, claws, cannot punch); Armor: Reinforced (2,F); Communications (-1/10km); Features: High Towing Capacity (2x); Hostile Environment Protection: Desert; Sensors (-2/2km); Negative Features: Large Sensor Profile (1); Weaknesses: Exposed Crew							
* Offensive Threat Value (OTV):		61							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Chainsaw	P	F	+0	x9	M	0	HP	U

<b>Rabid Grizzly (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		7							
* Threat Value (TV):		829							
* Defensive Threat Value (DTV):		322							
Movement:		Walk 3/6 Ground 6/11							
Maneuver:		-1							
Armor:		18/36/54							
* Miscellaneous Threat Value (MTV):		392							
Crew:		Living 1 (2 actions)							
Deployment Range:		400							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (7, can punch); Armor: Reinforced (3,F); Communications (0/10km); Features: High Towing Capacity (2x); Hostile Environment Protection: Desert; Sensors (0/2km); Negative Features: Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		1772							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	G-60 Grenade Launcher	M	F	-1	x15	1	2	HH, IF; HEAT	60c60
1	GH-16 Rocket Pack	M	F	-1	x18	2	4	HP, IF; HEAT	36
1	UBM-100 MFM	P	F	-1	x20	5	0	AE(0), HP, IF; HEAT, MR(-1)	12
1	GU-10 MG	P	FF	0	x4	1	3	AI	300
1	M25 Pack Gun	P	F	-1	x8	2	2	HH	30
1	HW-VB1 Vibrokinfe	P	F	0	x8	M	0	AP, HH	U
1	APGL	M	F	-1	x3	1	0	AE(0), AI, HP, IF	6

<b>Kodiak (N)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		7							
* Threat Value (TV):		1181							
* Defensive Threat Value (DTV):		373							
Movement:		Walk 3/6 Ground 6/11							
Maneuver:		-1							
Armor:		20/40/60							
* Miscellaneous Threat Value (MTV):		1029							
Crew:		Living 1 (2 actions)							
Deployment Range:		400							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (7, can punch); Armor: All Around, Reinforced (3,F); Communications (+1/15km); Features: High Towing Capacity (2x); Hostile Environment Protection: Desert; Sensors (+1/2km); Negative Features: Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		2142							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	XPA-001 LPA	E	F	+1	x10	2	0	HH, HW; AD(1), HEAT	12
1	GH-16 Rocket Pod	M	F	-1	x18	2	4	HP, IF; HEAT	36
2	GU-10 HMG	P	FF	0	x4	1	3	AI	400
1	MkIV APGL	M	FF	-1	x3	1	0	AE(0), AI, HP, IF	6
1	Hammerstrike-II AGM	M	F	1	x15	3	0	G, HP, IF; HEAT	12
6	HG	P	F	-1	x15	0	0	AI, HH; HEAT	1
6	HHG	P	F	-1	x25	0	0	HH; HEAT	1
1	HW-VB2 Vibroknife	P	F	0	x8	M	0	AP, HH	U

<b>Bear (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		7							
* Threat Value (TV):		652							
* Defensive Threat Value (DTV):		285							
Movement:		Walk 3/6 Ground 5/10							
Maneuver:		-1							
Armor:		17/34/51							
* Miscellaneous Threat Value (MTV):		287							
Crew:		Living 1 (2 actions)							
Deployment Range:		380 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arms (7, Can Punch); Communications (0/10); Features: High Towing Capacity (2x); Hostile Environment Protection: Desert; Sensors (0/2); Negative Features: Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		1384							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	M225 HAC	P	F	0	x12	3	1	HH	40c40
2	GH-10 Rocket Pod	M	FF	-1	x18	2	4	HP, IF; HEAT; Link	36
1	GU-4 MG	P	F	0	x3	1	4	AI	200
1	T-12 Mortar	P	F	-1	x15	3	0	G, HP, IF; HEAT, MR(-1)	8
1	HW-VB1 Vibroblade	P	F	0	x8	M	0	AP, HH	U

<b>Den Mother (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		7							
* Threat Value (TV):		836							
* Defensive Threat Value (DTV):		285							
Movement:		Walk 3/6 Ground 5/10							
Maneuver:		-1							
Armor:		17/34/51							
* Miscellaneous Threat Value (MTV):		840							
Crew:		Living 1 (2 actions)							
Deployment Range:		360 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (7, can punch); Armor: Reinforced (1,F); Communications (+1/20km), Satellite Uplink; Features: High Towing Capacity (2x); Hostile Environment Protection: Desert; Sensors (+0/2km); Negative Features: Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		1384							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	M225 HAC	P	F	+0	x12	3	1	HH	40c40
2	GH-10 Rocket Pod	M	FF	-1	x18	2	4	HP, IF; HEAT; Link	36
1	GU-4 MG	P	F	+0	x3	1	4	AI	200
1	T-12 Mortar	P	F	-1	x15	3	0	G, HP, IF; HEAT, MR(-1)	8
1	HW-VB1 Vibroblade	P	F	0	x8	M	0	AP, HH	U

<b>Razorback (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		7							
* Threat Value (TV):		503							
* Defensive Threat Value (DTV):		359							
Movement:		Walk 3/6 Ground 5/10							
Maneuver:		-1							
Armor:		20/40/60							
* Miscellaneous Threat Value (MTV):		148							
Crew:		Living 1 (2 actions)							
Deployment Range:		350 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (7, can punch); Communications (+0/10km); Hostile Environment Protection: Desert; Sensors (+0/2 km), Defective(1); Negative Features: Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		1003							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	LGPC Snub Cannon	P	F	-1	x28	1	0	HH	10c10
1	Co. 71mm Rocket Pack	M	F	-1	x18	2	1	HP, IF; HEAT	9
1	GU-05 9mm MG	P	FF	+0	x3	1	4	AI	100
1	M25 Pack Gun	P	F	-1	x8	2	2	HH	30
1	MkIV APGL	M	FF	-1	x3	1	0	AE(0), AI, HP, IF	6

<b>Mammoth (N)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		9							
* Threat Value (TV):		1516							
* Defensive Threat Value (DTV):		325							
Movement:		Walk 3/5							
Maneuver:		-2							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		1941							
Crew:		Living 2 (3 actions)							
Deployment Range:		320							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Life Support (limited); Arms: 2x Battle Arms (9, can punch); Armor: HEAT Resistant (5), Reinforced (2,F); Communications (+0/12km); Features: Off Road Ability; Hostile Environment Protection: Desert; Reinforced Systems: Ammo/Fuel Storage, Backups; Sensors (+1/3km); Negative Features: Large Sensor Profile (2), Sensor Dependant							
* Offensive Threat Value (OTV):		2283							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	GU-20 MAC	P	F	0	x10	3	1	-	200
1	Fireball II ATM	M	F	+1	x25	3	0	G, IF, HEAT	8
2	KJ-16 LMG	P	FF	0	x3	1	4	AI	600
1	SB-90 SC	P	F	-1	x28	1	0	-	20
1	Designator	E	F	0	x0	1	0	TD	U
*	HAC	P	F	0	x12	3	1	-	150
*	SC	P	F	-1	x28	1	0	-	25

\* - Assault Mammoth. Remove SC, MAC, ATM, add 2x SC with 25 ammo, HAC. Change Reinforced Armor to 4. Downgrade comms to 0/10 and Sensors to 0/2. OTV:1739, MTV: 1923, TV: 1329

<b>Damocles (N)</b>									
Production Type:		Early Production (3 + 1 lemon dice)							
Size:		9							
* Threat Value (TV):		2607							
* Defensive Threat Value (DTV):		325							
Movement:		Walk 3/5							
Maneuver:		-2							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		763							
Crew:		Living 2 (3 actions)							
Deployment Range:		320							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Life Support (limited); Armor: HEAT Resistant (6), Reinforced (4,F); Communications (+0/12km); Hostile Environment Protection: Desert; Reinforced Systems: Ammo/Fuel Storage, Backups; Sensors (+1/3km); Negative Features: Large Sensor Profile (2), Problem-Prone, Sensor Dependant							
* Offensive Threat Value (OTV):		6732							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	KLG-675 LAG	P	FF	-2	x12	25	1	AE(0), IF; MR(-1)	20c20
2	Sergon Optics SLC	E	F	+1	x12	5	0	AD(1), HEAT	15
2	HMG	P	F	+0	x4	1	3	AI	250

Notes: Although the original stats for the Damocles said it had “4 salvoes”, the fluff claims that “The gun draws its ammunition from a twenty-shot heavily armored clip magazine mounted underneath”. Since RoF 1 now consumes 5 shots, a 20-shot ammo load allows it to fire 4 RoF 1 salvoes. Also note that, although the KLG-675’s ammo is clip-based, the Damocles cannot change its own ammo, as it lacks Manipulator Arms. Another unit with Manipulator Arms can do this for it, at the cost of 1 action.

<b>Thunderhammer (N)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		12							
* Threat Value (TV):		1426							
* Defensive Threat Value (DTV):		625							
Movement:		Walk 3/5							
Maneuver:		-2							
Armor:		35/70/105							
* Miscellaneous Threat Value (MTV):		1213							
Crew:		Living 2, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		250 km							
Reaction Mass:		n/a							
Perks & Flaws:		Armor: All-Around; Communications (+0/20km); Features: Off-Road Ability; Hostile Environment Protection: Desert; Reinforced Systems: Ammo/Fuel Storage, Backups; Sensors (+0/5km); Negative Features: Large Sensor Profile (2), Sensor Dependant							
* Offensive Threat Value (OTV):		2438							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	GU-67 HAC	P	F	+1	x12	3	1	-	350
1	120mm LFG	P	F	+1	x22	5	0	IF	12c12
1	WE 71mm MRP/36	M	F	+0	x18	2	4	IF; HEAT	36
1	WD 27mm APGL	M	T	+0	x3	1	0	AE(0), AI, IF	20

<b>Aller (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		14							
* Threat Value (TV):		3307							
* Defensive Threat Value (DTV):		850							
Movement:		Ground 5/10							
Maneuver:		-2							
Armor:		40/80/120							
* Miscellaneous Threat Value (MTV):		2519							
Crew:		Living 3, Computer 2 (4 actions)							
Deployment Range:		580 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Pintle Mount; Armor: HEAT Resistant (10), Reinforced (5,F); Communicationss (0/20km); Features: High Towing Capacity (2x); Hostile Environment Protection: Desert; Reinforced Systems: Backups, Crew, Movement; Sensors (0/2km); Negative Features: Large Sensor profile (2), Sensor Dependant							
* Offensive Threat Value (OTV):		6552							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	THOR 10mm HRG	P	T	0	x35	10	0	Snpr	20
1	SO 20MW LPLC	E	T	+1	x20	3	0	A/T(Ground/Air); AD(3), HEAT	30
1	Northco 30mm MAC	P	T	0	x10	3	1	-	60
2	G6 10MM MG	P	T	0	x3	1	4	AI	1200
1	Smoke launcher	M	T	0	x0	0/0/0/1	0	Smk	10

<b>Verder (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		14							
* Threat Value (TV):		2531							
* Defensive Threat Value (DTV):		738							
Movement:		Ground 5/9							
Maneuver:		-3							
Armor:		42/80/120							
* Miscellaneous Threat Value (MTV):		2388							
Crew:		Living 3, Computer 2 (4 actions)							
Deployment Range:		540 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Pintle Mount; Armor: HEAT Resistant (10); Communicationss (0/20km); Features: High Towing Capacity (2x); Hostile Environment Protection: Desert; Reinforced Systems: Backups, Crew, Movement; Sensors (+1/5km); Negative Features: Large Sensor profile (2), Sensor Dependant							
* Offensive Threat Value (OTV):		4468							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	200mm HAG	P	FF	-2	x22	40	0	AE(2), IF; MR(-1), Rc	1c1
1	AA SLC	E	T	+1	x12	5	0	A/T(Ground/Air); AD(1), HEAT	20
1	Smoke launcher	M	T	0	x0	0/0/0/1	0	Smk	10

Note: Although the Verder's HAG ammo is in a clip, the Verder itself cannot change the clip, as it has no arms. A unit with a manipulator or tool arm can do this, at the cost of 1 action.

<b>Klemm (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		1287							
* Defensive Threat Value (DTV):		500							
Movement:		Ground 6/11							
Maneuver:		-1							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		948							
Crew:		Living 2, Computer 2 (4 actions)							
Deployment Range:		500							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot; Armor: HEAT Resistant (5), Reinforced (5,F); Communications (0/15 km); Features: High Towing Capacity (x2); Hostile Environment Protection: Desert; Reinforced Systems: Backups; Sensors (0/1 km)							
* Offensive Threat Value (OTV):		2413							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	LAC	P	T	0	x8	2	2	-	200
1	ATM	M	T	+1	x25	3	0	G, IF; HEAT	6
1	APGL	M	T	-1	x3	1	0	AE(0), AI, IF	16
*	HRP/48	M	T	-1	x20	3	4	IF; HEAT; Link	48

\* - Option: Jaxon Support Tank. Remove LAC, ATM, Computer crew (drop actions to 3). Add 2x HRP/48, linked. MTV: 911, OTV: 1637, TV: 1016

<b>Tyburr (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		973							
* Defensive Threat Value (DTV):		363							
Movement:		Ground 5/10							
Maneuver:		-2							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		976							
Crew:		Living 2, Computer 2 (4 actions)							
Deployment Range:		500							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot; Armor: HEAT Resistant (5), Location(1, Movement), Reinforced (5,F); Communications (0/15 km); Features: High Towing Capacity (x2); Hostile Environment Protection: Desert; Reinforced Systems: Backups; Sensors (0/1 km)							
* Offensive Threat Value (OTV):		1580							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	100mm LFG	P	T	+0	x22	5	0	IF	16
1	GU-12 HMG	P	T	+0	x4	1	3	AI	600

<b>Baxter (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		913							
* Defensive Threat Value (DTV):		244							
Movement:		Ground 5/9							
Maneuver:		-3							
Armor:		23/46/69							
* Miscellaneous Threat Value (MTV):		2107							
Crew:		Living 2 (3 actions)							
Deployment Range:		500							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Light Mining Equipment, Pintle Mount, Searchlight(F,300m); Arms: Tool Arm (12, crane, cannot punch); Armor: HEAT Resistant (5), Reinforced (5,F); Communications (0/12 km); Features: High Towing Capacity (x3); Hostile Environment Protection: Desert; Sensors (-1/2 km)							
* Offensive Threat Value (OTV):		389							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Grapple Launcher	P	T	-4	x12	0/1/3/5	0	Wi; Def	U

<b>Badger APC (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		8							
* Threat Value (TV):		295							
* Defensive Threat Value (DTV):		244							
Movement:		Ground 10/20							
Maneuver:		-3							
Armor:		12/24/36							
* Miscellaneous Threat Value (MTV):		191							
Crew:		Living 2/ Passengers 20 (3 actions)							
Deployment Range:		560 km							
Reaction Mass:		n/a							
Perks & Flaws:		Communications (0/10); Hostile Environment Protection: Desert; Reinforced Systems: Crew; Sensors (0/2km); Weaknesses: Exposed Systems							
* Offensive Threat Value (OTV):		418							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	LAC	P	T	0	x8	2	2	-	30
*	AGM	M	T	+1	x15	3	0	G, IF; HEAT	12
**	MRP/36	M	T	-1	x18	2	4	IF; HEAT; Link	72

\* - Rabid Badger. Drop movement to 10/19, Deployment to 550. Remove all weapons. Add ATM. MTV: 187, OTV: 953, TV: 447

\*\* - Cavalry Badger. Drop movement to 10/19, Deployment to 550. Remove all weapons. Add 2 MRP/36 with double ammo, Reinforced ammo/fuel. MTV: 292, OTV: 2560, TV: 1018

Note: Link the LACs, OTV: 459, TV: 289

Note: Medivac badger. Remove all weapons. Add Emergency Medical, Life Support (limited), Sick Bay (4), Reinforced Ammo/Fuel, Decoy (2, Sensor Only). Change Comms to (0/20) and Sensors to (0/1). MTV: 1070, OTV: 0, TV: 429

<b>Camel (N)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	4
* Threat Value (TV):	127
* Defensive Threat Value (DTV):	93
Movement:	Ground 7/13
Maneuver:	-3
Armor:	8/16/24
* Miscellaneous Threat Value (MTV):	289
Crew:	Living 1 / Passengers 2 (2 actions)
Deployment Range:	700 km
Reaction Mass:	n/a
Perks & Flaws:	
Accessories: Searchlight (F, 100m); Communications (-1/2km); Features: Cargo Bay (40 m <sup>3</sup> , open), High Towing Capacity (2x); Hostile Environment Protection: Desert; Negative Features: Large Sensor Profile (1); Weaknesses: Exposed Movement; Defects: Motive Defect (already factored in)	
* Offensive Threat Value (OTV):	0

<b>Stinger (N)</b>									
Production Type:	Mass Production (3 lemon dice)								
Size:	4								
* Threat Value (TV):	2560								
* Defensive Threat Value (DTV):	74								
Movement:	Ground 6/11								
Maneuver:	-3								
Armor:	8/16/24								
* Miscellaneous Threat Value (MTV):	33								
Crew:	Living 1 / Passengers 2 (2 actions)								
Deployment Range:	350 km								
Reaction Mass:	n/a								
Perks & Flaws:									
Communications (0/20km); Hostile Environment Protection: Desert; Sensors (0/4km); Negative Features: Large Sensor Profile (1); Weaknesses: Exposed Movement;									
* Offensive Threat Value (OTV):	7574								
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	LAM	M	FF	-5	x12	50	4	AE(0), G; HEAT, MR(-1), Rc	16

<b>Behemoth (N)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	12
* Threat Value (TV):	709
* Defensive Threat Value (DTV):	275
Movement:	Ground 8/15
Maneuver:	-2
Armor:	18/36/54
* Miscellaneous Threat Value (MTV):	1852
Crew:	Living 2 / Passengers 5 (3 actions)
Deployment Range:	1250 km
Reaction Mass:	n/a
Perks & Flaws:	
Accessories: Pintle Mount, Searchlight (FF,100m); Communications (+0/20km); Features: Accomodations (40 m <sup>3</sup> , military for 7 people), 5x Cargo Bay (80 m <sup>3</sup> , space for 1 size 7 Walker); Hostile Environment Protection: Desert; Sensors (+0/2km); Negative Features: Large Sensor Profile (2)	
* Offensive Threat Value (OTV):	0

<b>Murdock (N)</b>									
Production Type:	Mass Production (3 lemon dice)								
Size:	4								
* Threat Value (TV):	1070								
* Defensive Threat Value (DTV):	208								
Movement:	Ground 6/12								
Maneuver:	+0								
Armor:	8/16/24								
* Miscellaneous Threat Value (MTV):	2927								
Crew:	Living 3 / Passengers 4 (3 actions)								
Deployment Range:	500 km								
Reaction Mass:	n/a								
Perks & Flaws:									
Communications (+2/30km), Satellite Uplink; Features: Laboratory (Leadership,1); Information Warfare: ECCM(3/2km); Reinforced Systems: Backups; Sensors (+0/2km); Negative Features: Vulnerable to Haywire Effects; Weaknesses: Exposed Auxiliaries, Exposed Systems									
* Offensive Threat Value (OTV):	76								
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	APGL	M	T	-1	x3	1	0	AE(0), AI, IF	80

<b>Seeker (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		4							
* Threat Value (TV):		1414							
* Defensive Threat Value (DTV):		208							
Movement:		Ground 6/12							
Maneuver:		+0							
Armor:		8/16/24							
* Miscellaneous Threat Value (MTV):		3890							
Crew:		Living 3 (3 actions)							
Deployment Range:		500 km							
Reaction Mass:		n/a							
Perks & Flaws:		Communications (+1/30km), Satellite Uplink; Features: Accomodations (10 m <sup>3</sup> , 2 people); Information Warfare: ECM(2,10km), ECCM(3/10km); Reinforced Systems: Backups; Sensors (+2/10km); Negative Features: Vulnerable to Haywire Effects; Weaknesses: Exposed Auxiliaries, Exposed Systems							
* Offensive Threat Value (OTV):		143							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	HMG	P	F	-1	x4	1	3	AI	80
1	VLRP/8	M	F	-2	x8	1	3	IF; HEAT	8

<b>Antelope (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		3							
* Threat Value (TV):		169							
* Defensive Threat Value (DTV):		161							
Movement:		Ground 8/15							
Maneuver:		-1							
Armor:		4/8/12							
* Miscellaneous Threat Value (MTV):		344							
Crew:		Living 1 / Passengers 1 (2 actions)							
Deployment Range:		550 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Pintle Mount; Communications (-2/10km); Features: Easy to Modify (All); Weaknesses: Exposed Crew							
* Offensive Threat Value (OTV):		0							

<b>Wallaby (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		2							
* Threat Value (TV):		151							
* Defensive Threat Value (DTV):		308							
Movement:		Ground 7/14							
Maneuver:		+1							
Armor:		3/6/9							
* Miscellaneous Threat Value (MTV):		146							
Crew:		Living 1 / Passengers 1 (2 actions)							
Deployment Range:		275 km							
Reaction Mass:		n/a							
Perks & Flaws:		Communications (-2/10km); Features: Cargo Bay (1 m <sup>3</sup> , saddle bags), Off-Road Ability; Weaknesses: Exposed Crew							
* Offensive Threat Value (OTV):		0							

<b>Northern Field Artillery (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		4							
* Threat Value (TV):		243							
* Defensive Threat Value (DTV):		43							
Movement:		None							
Maneuver:		-1							
Armor:		8/16/24							
* Miscellaneous Threat Value (MTV):		47							
Crew:		Living 1 (2 actions)							
Deployment Range:		n/a							
Reaction Mass:		n/a							
Perks & Flaws:		Armor: Reinforced (2,F); Hostile Environment Protection: Desert; Reinforced Systems: Movement; Weaknesses: Exposed Fire Control							
* Offensive Threat Value (OTV):		639							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	130mm DK-12 LFG	P	F	+0	x22	5	0	IF	12

<b>Buzzard (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		14							
* Threat Value (TV):		3671							
* Defensive Threat Value (DTV):		400							
Movement:		Flight 15/30, Stall 4 Ground 13/25 (Derived)							
Maneuver:		-3							
Armor:		18/36/54							
* Miscellaneous Threat Value (MTV):		7391							
Crew:		3 (3 actions)							
Deployment Range:		3250 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Life Support (limited); Communications (+1/100km), Satellite Uplink; Information Warfare: Decoy (2, Sensors), ECM (1/2km), Stealth (3); Reinforced Systems: Ammo/Fuel Storage; Sensors (0/2km); Movement Flaws: Max Climb Angle (2), Decreased Maneuver (2, Ground), Requires Airstrip							
* Offensive Threat Value (OTV):		3223							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
4	LB	M	F	-1	x10	0	+3	AE(0), A/T(Air/Land), G, HP	10
2	MB	M	F	-1	x15	0	+2	AE(0), A/T(Air/Land), G, HP	4
1	TD	E	F	+1	0	3	0	A/T(Air/Land), TD	U

<b>Dragonfly (N/Paxton)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		7							
* Threat Value (TV):		2592							
* Defensive Threat Value (DTV):		444							
Movement:		Flight 7/14, Stall 0							
Maneuver:		+1							
Armor:		10/20/30							
* Miscellaneous Threat Value (MTV):		583							
Crew:		2 (3 actions)							
Deployment Range:		500 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Escape System (seats); Communications (+1/15km); Features: NOE Flyer; Hostile Environment Protection: Desert; Information Warfare: Decoy (1, Sensors); Reinforced Systems: Backups; Sensors (+1/2km); Movement Flaws: Cannot Glide, Max Ceiling (4); Negative Features: Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		6748							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MAC	P	F	0	x10	3	1	A/T(Air/Land)	160
1	LMG	P	F	0	x3	1	4	AI, A/T(Air/Land)	1600
2	ATM	M	F	+1	x25	3	0	A/T(Air/Land), G, HP, IF; HEAT; Link	3
2	AAM	M	F	+2	x10	8	0	G, HP; HEAT, MR(-2); Link	1
1	TD	E	F	+1	0	4	0	A/T(Air/Land), TD	U

<b>Eagle (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		9							
* Threat Value (TV):		4844							
* Defensive Threat Value (DTV):		3825							
Movement:		Flight 35/70, Stall 10 Ground 26/52 (Derived)							
Maneuver:		0							
Armor:		15/30/45							
* Miscellaneous Threat Value (MTV):		2673							
Crew:		1 (2 actions)							
Deployment Range:		2000 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Escape System (seats), Life Support (limited); Communications (+1/22.5km); Features: Decoy (2, Sensors), Stealth (2); Reinforced Systems: Ammo/Fuel Storage, Backups; Sensors (+1/3km); Movement Flaws: Decreased Maneuver (3, Ground), Requires Airstrip							
* Offensive Threat Value (OTV):		8034							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	LAC	P	F	+1	x8	2	+2	-	2560
2	AAM	M	F	+3	x10	8	0	G, HP; HEAT, MR(-2); Link	3
1	TD	E	F	+1	0	7	0	TD	U

<b>Goliath (N)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	14
* Threat Value (TV):	5456
* Defensive Threat Value (DTV):	507
Movement:	Flight 17/34, Stall 6 Ground 16/32 (Derived)
Maneuver:	-3
Armor:	22/44/66
* Miscellaneous Threat Value (MTV):	15862
Crew:	4 (4 actions)/ 100 Passengers (10 squads of infantry)
Deployment Range:	6000 km
Reaction Mass:	n/a
Perks & Flaws:	Accessories: Autopilot, Escape System (Seats), Life Support (limited); Communications (+1/30km); Features: Cargo bay (25m <sup>3</sup> ), Easy to Modify (All); Hostile Environment Protection: Desert; Information Warfare: Decoy (1, Sensors); Reinforced Systems: Backups; Sensors (0/2km); Movement Flaws: Decreased Maneuver (1, Ground), Max Climb Angle (1); Negative Features: Large Sensor Profile (2); Weaknesses Exposed Movement Systems
* Offensive Threat Value (OTV):	0

<b>Orca (N)</b>									
Production Type:	Mass Production (3 lemon dice)								
Size:	15								
* Threat Value (TV):	2368								
* Defensive Threat Value (DTV):	284								
Movement:	Flight 11/22, Stall 0 Ground 0/0								
Maneuver:	-3								
Armor:	15/30/45								
* Miscellaneous Threat Value (MTV):	*Miscellaneous Threat Value (MTV): 6325								
Crew:	2, Passengers 12 (3 actions)								
Deployment Range:	3500 km								
Reaction Mass:	n/a								
Perks & Flaws:	Accessories: Autopilot, Escape System, Life Support (limited), Searchlight (FF, 200m); Communications (0/4.5km ); Features: Cargo Bay (50m <sup>3</sup> ), Cargo Bay (365m <sup>3</sup> , 2 squads of size 7 Gears), NOE Flyer; Information Warfare: Decoy (2, Sensors), ECM (2/1km), Stealth (2); Sensors (+1/1km); Movement Flaws: Cannot Glide, Max Ceiling (2), Max Climbing Angle (1); Negative Features: Large Sensor Profile (2)								
* Offensive Threat Value (OTV):	496								
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MAC	P	F	-1	x10	3	1	A/T(Air/Land)	300

<b>Redjacket (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		9							
* Threat Value (TV):		2131							
* Defensive Threat Value (DTV):		541							
Movement:		Flight 20/39, Stall 8 Ground 25/50 (Derived)							
Maneuver:		-2							
Armor:		11/22/33							
* Miscellaneous Threat Value (MTV):		*Miscellaneous Threat Value (MTV): 1660							
Crew:		2							
Deployment Range:		1800 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Escape System (seats), Life Support (Limited); Communications (0/16km); Information Warfare: Decoy (1, Sensors), ECM (1/1.2); Reinforced Systems: Ammo/fuel Storage; Sensors (0/1.2km); Movement Flaws: Decreased Maneuver (3, Ground), Requires Airstrip							
* Offensive Threat Value (OTV):		4193							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	LAC	P	F	0	x8	2	+2	A/T(Air/Land)	60
1	AAM	M	F	+2	x10	8	0	G, HP; HEAT, MR(-2)	2
1	ATM	M	F	+1	x25	3	0	A/T(Air/Land), G, HP, IF; HEAT	2
1	AGM	M	F	+1	x15	3	0	A/T(Air/Land), G, HP, IF; HEAT	8
1	TD	E	F	0	0	6	0	A/T(Air/Land), TD	U

<b>Scorpion (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		7							
* Threat Value (TV):		2898							
* Defensive Threat Value (DTV):		435							
Movement:		Flight 7/13, Stall 0 Ground 0/0							
Maneuver:		+1							
Armor:		11/22/33							
* Miscellaneous Threat Value (MTV):		666							
Crew:		2 (3 Actions)							
Deployment Range:		500 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Searchlight (400m, F); Communications (+1/20); Features: NOE Flyer; Hostile Environment Protection: Desert; Information Warfare: ECM (1/3km), Decoy (1, Sensors); Reinforced Systems: Backups; Sensors (+1/3km); Movement Flaws: Cannot Glide, Max Ceiling (6); Weaknesses: Exposed Movement							
* Offensive Threat Value (OTV):		7594							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MAC	P	F	+1	x10	3	1	A/T(Air/Land)	320
2	ATM	M	F	+2	x25	3	0	A/T(Air/Land), G, HP, IF; HEAT; Link	4
2	MRP/18	M	F	0	x18	2	3	A/T(Air/Land), HP, IF; HEAT; Link	18
1	TD	E	F	+1	0	4	0	A/T(Air/Land), TD	U

<b>Shadowfox (N)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		5160							
* Defensive Threat Value (DTV):		337							
Movement:		Flight 13/26, Stall 3 Ground 10/20 (Derived)							
Maneuver:		-2							
Armor:		12/24/36							
* Miscellaneous Threat Value (MTV):		14248							
Crew:		2 (3 Actions)							
Deployment Range:		5800 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Searchlight (200m, F); Communications (0/1.6km); Features: Fuel Efficient (1.5), NOE Flyer; Information Warfare: Decoy (2, Sensors), Stealth (5); Sensors (+1/0.4km); Movement Flaws: Decreased Man (1, ground); Negative Features: Difficult to Modify (all), Poor Towing Capacity, Vulnerable to Haywire							
* Offensive Threat Value (OTV):		894							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	LB	M	F	-2	x10	0	+3	AE(0), A/T(Air/Land), G, HP	4
1	TD	E	F	0	0	4	0	A/T(Air/Land), TD	U

<b>Iguana (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		725							
* Defensive Threat Value (DTV):		710							
Movement:		Walk 5/9 Ground 7/14							
Maneuver:		+1							
Armor:		14/28/42							
* Miscellaneous Threat Value (MTV):		880							
Crew:		Living 1 (2 actions)							
Deployment Range:		700 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, can punch); Communications (+2/30km); Hostile Environment Protection: Desert; Information Warfare: ECM (2/4km); Reinforced Systems: Backups; Sensors (+1/4km)							
* Offensive Threat Value (OTV):		666							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MPGU-22 Pack Gun	P	F	-1	x8	2	2	HH	30
1	Vogel-7 Rocket Pod	M	F	-1	x12	1	3	HP, IF; HEAT	24
1	VU-11 Vibromachete	P	F	0	x8	M	0	AP, HH	U
1	Designator	E	F	0	x0	3	0	HP, TD	U

<b>Blitz Iguana (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		618							
* Defensive Threat Value (DTV):		710							
Movement:		Walk 5/9 Ground 7/14							
Maneuver:		+1							
Armor:		14/28/42							
* Miscellaneous Threat Value (MTV):		645							
Crew:		Living 1 (2 actions)							
Deployment Range:		700 km							
Reaction Mass:		n/a							
Perks & Flaws:		Armor: Reinforced Armor (1,F); Arms: 2x Manipulator Arm (6, can punch); Communications (+1/20km); Hostile Environment Protection: Desert; Reinforced Systems: Backups; Sensors (+1/4km)							
* Offensive Threat Value (OTV):		500							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	PR-25 Autocannon	P	F	+0	x8	2	2	HH	40c20
1	Vogel-8 Rocket Pod	M	F	-1	x12	1	4	HP, IF; HEAT	32
1	VU-11 Vibromachete	P	F	0	x8	M	0	AP, HH	U

<b>Chameleon (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		904							
* Defensive Threat Value (DTV):		710							
Movement:		Walk 5/9 Ground 7/14							
Maneuver:		+1							
Armor:		14/28/42							
* Miscellaneous Threat Value (MTV):		1404							
Crew:		Living 1 (2 actions)							
Deployment Range:		700 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, can punch); Communications (+2/30km); Hostile Environment Protection: Desert; Information Warfare: Stealth(5); Sensors (+1/4km); Weakness: Exposed Auxiliaries							
* Offensive Threat Value (OTV):		599							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	TASW-15 Pack Gun	P	F	-1	x8	2	2	HH	30
1	Vogel-6 STL Rocket Pod	M	F	-1	x12	1	3	HP, IF; HEAT	24
1	VU-11 Vibromachete	P	F	+0	x8	M	0	AP, HH	U
1	Designator	E	F	+0	x0	3	0	TD	U

<b>Chatterbox (S)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		6							
* Threat Value (TV):		1410							
* Defensive Threat Value (DTV):		710							
Movement:		Walk 5/9 Ground 7/14							
Maneuver:		+1							
Armor:		14/28/42							
* Miscellaneous Threat Value (MTV):		3304							
Crew:		Living 1 (2 actions)							
Deployment Range:		680							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, can punch); Communications (+2/50km), Satellite Uplink; Hostile Environment Protection: Desert; Information Warfare: ECM (3/4km), ECCM(2/4km); Reinforced Systems: Backups; Sensors (+2/4km); Negative Features: Vulnerable to Haywire Effects							
* Offensive Threat Value (OTV):		217.8							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MPGU-22 Pack Gun	P	F	-1	x8	2	2	HH	30
1	VU-11 Vibromachete	P	F	0	x8	M	0	AP, HH	U
1	HLB-16 APGL	M	F	-1	x3	1	0	AE(0), AI, HP, IF	6

<b>Iguana MP (S)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		6							
* Threat Value (TV):		722							
* Defensive Threat Value (DTV):		710							
Movement:		Walk 5/9 Ground 7/14							
Maneuver:		+1							
Armor:		14/28/42							
* Miscellaneous Threat Value (MTV):		510							
Crew:		Living 1 (2 actions)							
Deployment Range:		700							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, can punch); Communications (+1/20km); Hostile Environment Protection: Desert; Reinforced Systems: Backups; Sensors (+0/3km)							
* Offensive Threat Value (OTV):		948							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	FGC	P	F	+1	x14	1	0	AI, HH, Sctr	20c20
1	APGL	M	F	-1	x3	1	0	AE(0), AI, HP, IF	6
1	Riot Shield	P	F	+0	x6	M	0	HH, Shld	U
1	VU-11 Vibromachete	P	F	0	x8	M	0	AP, HH	U

<b>Iguana Paratrooper (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		779							
* Defensive Threat Value (DTV):		710							
Movement:		Walk 5/9 Ground 7/14							
Maneuver:		+1							
Armor:		14/28/42							
* Miscellaneous Threat Value (MTV):		1377							
Crew:		Living 1 (2 actions)							
Deployment Range:		600 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, can punch); Communications (+2/30km); Features: Airdroppable; Hostile Environment Protection: Desert; Information Warfare: ECM (2/4km); Reinforced Systems: Movement; Sensors (+1/4km)							
* Offensive Threat Value (OTV):		251							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Paratrooper Rfl (LAC)	P	F	+0	x8	2	2	HH	30c30
-	Paratrooper Rfl (LGL)	M	F	-1	x15	1	2	HH, IF; HEAT	10c10
1	CR	P	F	+0	x7	M	0	-	U

<b>Rapier Iguana (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		546							
* Defensive Threat Value (DTV):		710							
Movement:		Walk 5/9 Ground 7/14							
Maneuver:		+1							
Armor:		14/28/42							
* Miscellaneous Threat Value (MTV):		589							
Crew:		Living 1, Computer 1 (Dumb lvl 2) (3 actions)							
Deployment Range:		500 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Ram Plate (F); Arms: 2x Manipulator Arm (6, can punch); Communications (+1/20km); Hostile Environment Protection: Desert; Reinforced Systems: Backups; Sensors (+0/3km)							
* Offensive Threat Value (OTV):		338							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MPGU-22 Pack Gun	P	F	-1	x8	2	2	HH	30
1	VR	P	F	+1	x6	M	0	AP, HH	U
1	Shield	P	F	+0	x12	M	0	HH, Sh; Def	U

<b>Anolis (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		452							
* Defensive Threat Value (DTV):		557							
Movement:		Walk 5/9 Ground 7/13							
Maneuver:		+1							
Armor:		11/22/33							
* Miscellaneous Threat Value (MTV):		485							
Crew:		Living 1 (2 actions)							
Deployment Range:		800 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, can punch); Communications (+1/20km); Hostile Environment Protection: Desert; Sensors(+1/4km), Defective (1); Negative Features: Random Shutdown (2)							
* Offensive Threat Value (OTV):		316							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	DP76 Pack Gun	P	F	-1	x8	2	2	HH	40
2	TA Werg-II LRP/8	M	FF	-1	x12	1	1	IF, HP; HEAT; Link	8
1	Designator	E	F	+0	x0	2	0	HP, TD	U

<b>Basilisk (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		477							
* Defensive Threat Value (DTV):		443							
Movement:		Walk 4/7 Ground 7/13							
Maneuver:		+0							
Armor:		15/30/45							
* Miscellaneous Threat Value (MTV):		199							
Crew:		Living 1 (2 actions)							
Deployment Range:		500 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, can punch); Communications (+0/15km); Hostile Environment Protection: Desert; Sensors (-1/3km)							
* Offensive Threat Value (OTV):		699							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	PR-25 LAC	P	F	+0	x8	2	2	HH	60c30
1	Vogel-6 LRP/24	M	F	-1	x12	1	3	HP, IF; HEAT	24
1	HLB-12 APGL	M	F	-1	x3	1	0	AE(0), AI, HP, IF	6
1	HHVB-2 VB	P	F	+0	x8	M	0	AP, HH	U
3	HG-3 Grenade	P	F	-1	x15	0	0	AI, HH; HEAT	1

<b>Silverscale (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		608							
* Defensive Threat Value (DTV):		414							
Movement:		Walk 4/7 Ground 7/13							
Maneuver:		+0							
Armor:		14/28/42							
* Miscellaneous Threat Value (MTV):		764							
Crew:		Living 1 (2 actions)							
Deployment Range:		730 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, can punch), 1x Tool Arm (1, TD camera boom, cannot punch); Communications (+1/20km); Hostile Environment Protection: Desert; Information Warfare: ECM (2/5km); Sensors (+1/5km)							
* Offensive Threat Value (OTV):		647							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	PR-25 LAC	P	F	+0	x8	2	2	HH	60c30
1	LRP/8	M	F	-1	x12	1	1	HP, IF; HEAT	8
1	HLB-12 APGL	M	F	-1	x3	1	0	AE(0), AI, HP, IF	6
1	HHVB-2 VB	P	F	+0	x8	M	0	AP, HH	U
3	HG-3 Grenade	P	F	-1	x15	0	0	AI, HH; HEAT	1
1	Designator	E	F	+0	x0	2	0	TD	U

<b>Jager (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		527							
* Defensive Threat Value (DTV):		418							
Movement:		Walk 4/7 Ground 6/12							
Maneuver:		0							
Armor:		15/30/45							
* Miscellaneous Threat Value (MTV):		469							
Crew:		Living 1 (2 actions)							
Deployment Range:		500 Km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2 x Manipulator Arm (6, can punch); Communications (0/10 km); Features: Easy to Modify (ALL); Hostile Environment Protection: Desert; Sensors (0/2 km)							
* Offensive Threat Value (OTV):		694							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	LAC	P	F	0	x8	2	2	HH	60c30
1	LRP/24	M	F	-1	x12	1	3	IF, HP; HEAT	24
1	APGL	M	FF	-1	x3	1	0	AE(0), AI, HP, IF	6
3	HG	P	F	-1	x15	0	0	AI, HH; HEAT	1
1	VB	P	F	0	x8	M	0	AP, HH	U
*	MAC	P	F	0	x10	3	1	HH	40c40
*	ATM	M	F	+1	x25	3	0	G, HP, IF; HEAT	1
**	MAC	P	F	0	x10	3	1	HH	30c30
***	MFL	P	F	1	x7	0/0/0/1	1	HH, IF, Inc, Pers	20
***	IRP/20	M	F	-1	x13	1	2	HP, IF, Inc, Per; HEAT	20

\* - Blitz Jager. Remove LAC, LRP. Add MAC, ATM. OTV: 650, TV: 512

\*\* - Command Hero Jager. Remove LAC, Easy to Modify. Add MAC, Escape system (seat), Reinforced Armor (R1, F, Rr), Difficult to Modify (all). Upgrade Comms from (0/10km) to (+1/15 km). MTV: 308, OTV: 546, TV: 424

\*\*\* - FlammJager. Remove LAC, LRP. Add MFL, IRP/20, Fire resistant. MTV: 949, OTV: 1064, TV: 810

\*\*\*\* - Command Jager. Upgrade Comms from (0/10km) to (+1/15 km), MTV: 549, TV: 554

<b>Dartjager (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		659							
* Defensive Threat Value (DTV):		404							
Movement:		Walk 4/8 Ground 7/14							
Maneuver:		0							
Armor:		12/24/36							
* Miscellaneous Threat Value (MTV):		932							
Crew:		Living 1 (2 actions)							
Deployment Range:		520 Km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2 x Manipulator Arm (6, can punch); Communications (0/10 km); Features: Easy to Modify (ALL), Off-Road Ability; Hostile Environment Protection: Desert; Sensors (0/2 km); Weakness: Exposed Movement							
* Offensive Threat Value (OTV):					*Offensive Threat Value (OTV): 615				
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	LAC	P	F	0	x8	2	2	HH	60c30
1	LRP/16	M	F	-1	x12	1	3	IF, HP; HEAT	16
1	APGL	M	F	-1	x3	1	0	AE(0), AI, HP, IF	6
1	HG	P	F	-1	x15	0	0	AI, HH; HEAT	1
1	VB	P	F	0	x8	M	0	AP, HH	U

<b>Jager Paratrooper (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		526							
* Defensive Threat Value (DTV):		418							
Movement:		Walk 4/7 Ground 6/12							
Maneuver:		0							
Armor:		15/30/45							
* Miscellaneous Threat Value (MTV):		892							
Crew:		Living 1 (2 actions)							
Deployment Range:		500 Km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2 x Manipulator Arm (6, can punch); Communications (0/10 km); Features: Airdroppable, Easy to Modify (ALL); Hostile Environment Protection: Desert; Reinforced Systems: Movement; Sensors (0/2 km)							
* Offensive Threat Value (OTV):					267				
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Paratrooper Rfl (LAC)	P	F	0	x8	2	2	HH	30c30
-	Paratrooper Rfl (LGL)	M	F	-1	x15	1	2	HH, IF; HEAT	10c10
2	APGL	M	FF	-1	x3	1	0	AE(0), AI, HP, IF	6
1	CR	P	F	0	x7	M	0	-	U

<b>Jager Recon (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		370							
* Defensive Threat Value (DTV):		429							
Movement:		Walk 4/8 Ground 7/13							
Maneuver:		0							
Armor:		14/28/42							
* Miscellaneous Threat Value (MTV):		413							
Crew:		Living 1 (2 actions)							
Deployment Range:		600 Km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2 x Manipulator Arm (6, can punch); Communications (0/10 km); Features: Easy to Modify (ALL); Hostile Environment Protection: Desert; Sensors (0/2 km); Weakness: Exposed Movement, Exposed Systems							
* Offensive Threat Value (OTV):		268							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	PR-25 MAC	P	F	+0	x10	3	1	HH	40c40
2	LPZ	M	F	-1	x10	1	0	HH; HEAT	1

<b>Stone Mason Jager (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		248							
* Defensive Threat Value (DTV):		314							
Movement:		Walk 4/7 Ground 6/11							
Maneuver:		0							
Armor:		12/24/36							
* Miscellaneous Threat Value (MTV):		404							
Crew:		Living 1 (2 actions)							
Deployment Range:		320 Km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2 x Manipulator Arm (6, can punch), 2x Tool Arm (4, pinchers, cannot punch); Communications (-1/5 km); Features: Easy to Modify (ALL); Hostile Environment Protection: Desert; Sensors (-1/1 km); Negative Features: Large Sensor Profile (1); Weaknesses: Exposed Crew							
* Offensive Threat Value (OTV):		26							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	APGL	M	FF	-1	x3	1	0	AE(0), AI, HP, IF	6

Black Mamba (S)									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		713							
* Defensive Threat Value (DTV):		849							
Movement:		Walk 5/9 Ground 7/14							
Maneuver:		+1							
Armor:		17/34/51							
* Miscellaneous Threat Value (MTV):		359							
Crew:		Living 1 (2 actions)							
Deployment Range:		480 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, can punch); Communications (+1/12km); Features: Airdroppable; Hostile Environment Protection: Desert; Sensors (+1/3km); Weaknesses: Weak Facing (rear)							
* Offensive Threat Value (OTV):		930							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	PR-55 MAC	P	F	+1	x10	3	+1	HH	40c40
1	Vogel-8 LRP/32	M	F	0	x12	1	+4	HP, IF; HEAT	32
1	GL-01 APGL	M	FF	0	x3	1	0	AE(0), AI, HP, IF	6
1	GL-01 APGL	M	FR	0	x3	1	0	AE(0), AI, HP, IF	6
3	HG-C4 HG	P	F	0	x15	0	0	AI, HH; HEAT	1
1	VU-11 VB	P	F	+1	x8	M	0	AP, HH	U
*	HGL	M	F	0	x20	2	+1	IF, HH, HEAT	20c20
*	VLRP/32	M	F	0	x8	1	+4	IF, HP, HEAT	32
**	MRP/32	M	F	0	x18	2	+4	IF, HP, HEAT, Linked	36

\* - Brawler BM. Add HGL w/20 rounds, VLRP/32. Change ground speed to 7/13. Remove MAC, LRP. DTV: 809, OTV: 971, TV: 713

\*\* - Long Fang BM. Remove LRP, APGL. Decrease Deployment to 480 and ground speed to 7/13. Add 2 MRP/32. DTV: 809, MTV: 351, OTV: 1912, TV: 1024

Black Mamba MP (S)									
Production Type:		Limited Production (2 lemon dice)							
Size:		6							
* Threat Value (TV):		1017							
* Defensive Threat Value (DTV):		849							
Movement:		Walk 5/9 Ground 7/14							
Maneuver:		+1							
Armor:		17/34/51							
* Miscellaneous Threat Value (MTV):		480							
Crew:		Living 1 (2 actions)							
Deployment Range:		480 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, can punch); Communications (+1/12km); Features: Airdroppable; Hostile Environment Protection: Desert; Reinforced Systems: Backups; Sensors (0/3km); Weaknesses: Weak Facing (rear)							
* Offensive Threat Value (OTV):		1723							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	FGC	P	F	+2	x14	1	0	AI, HH, Sctr	20c20
1	APGL	M	F	+0	x3	1	0	AE(0), AI, HP, IF	12
1	Riot Shield	P	F	+1	x6	M	0	HH, Shld	U

<b>Razor Fang Black Mamba (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		882							
* Defensive Threat Value (DTV):		849							
Movement:		Walk 5/9 Ground 7/14							
Maneuver:		+1							
Armor:		17/34/51							
* Miscellaneous Threat Value (MTV):		868							
Crew:		Living 1 (2 actions)							
Deployment Range:		480 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, can punch); Communications (+1/20km), Satellite Uplink; Features: Airdroppable; Hostile Environment Protection: Desert; Sensors (+1/3km); Weaknesses: Weak Facing (rear)							
* Offensive Threat Value (OTV):		929							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	PR-55 MAC	P	F	+1	x10	3	+1	HH	40c40
1	Vogel-8 LRP/32	M	F	0	x12	1	+4	HP, IF; HEAT	32
1	GL-01 APGL	M	FF	0	x3	1	0	AE(0), AI, HP, IF	6
1	GL-01 APGL	M	FR	0	x3	1	0	AE(0), AI, HP, IF	6
3	HG-C4 HG	P	F	0	x15	0	0	AI, HH; HEAT	1
1	VU-11 VB	P	F	+1	x8	M	0	AP, HH	U

<b>Snakeye Black Mamba (S)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		6							
* Threat Value (TV):		933							
* Defensive Threat Value (DTV):		849							
Movement:		Walk 5/9 Ground 7/14							
Maneuver:		+1							
Armor:		17/34/51							
* Miscellaneous Threat Value (MTV):		983							
Crew:		Living 1 (2 actions)							
Deployment Range:		480 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, can punch); Communicationss (+1/10km); Features: Airdroppable; Hostile Environment Protection: Desert; Information Warfare: Stealth (5); Sensors (+1/2km); Weaknesses: Exposed Auxiliaries							
* Offensive Threat Value (OTV):		966							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	TU-16 SLC	E	F	+2	x12	5	0	HH; AD(1), HEAT	40
1	GL-01 APGL	M	FF	0	x3	1	0	AE(0), AI, HP, IF	6
1	GL-01 APGL	M	FR	0	x3	1	0	AE(0), AI, HP, IF	6
3	HG-C4 HG	P	F	0	x15	0	0	AI, HH; HEAT	1
1	VU-11 VB	P	F	+1	x8	M	0	AP, HH	U

<b>Sidewinder (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		470							
* Defensive Threat Value (DTV):		489							
Movement:		Walk 4/8 Ground 7/13							
Maneuver:		+0							
Armor:		16/32/48							
* Miscellaneous Threat Value (MTV):		375							
Crew:		Living 1 (2 actions)							
Deployment Range:		550 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Emergency Medical; Arms: 2x Manipulator Arm (6, can punch); Communications (+0/12km); Hostile Environment Protection: Desert; Reinforced Systems: Crew; Sensors (+0/3km)							
* Offensive Threat Value (OTV):		546							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	PR-50 MAC	P	F	+0	x10	3	1	HH	40c40
1	FSRP-42N MRP/36	M	FF	-1	x18	2	4	HP, IF; HEAT	36
1	HLB-16 APGL	M	FF	-1	x3	1	0	AE(0), AI, HP, IF	6

<b>Spitting Cobra (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		7							
* Threat Value (TV):		934							
* Defensive Threat Value (DTV):		387							
Movement:		Walk 3/6 Ground 5/10							
Maneuver:		-1							
Armor:		21/42/63							
* Miscellaneous Threat Value (MTV):		468							
Crew:		Living 1 (2 actions)							
Deployment Range:		400 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (7, can punch); Communications (0/10km); Features: High Towing Capacity (2x); Hostile Environment Protection: Desert; Reinforced Systems: Crew; Sensors (0/2km); Negative Features: Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		1947							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MR-60 HAC	P	F	0	x12	3	1	HH	30c30
1	FSRP-36 MRP/18	M	F	-1	x18	2	3	HP, IF; HEAT	18
1	SCRP-98 HRP/48	M	F	-1	x20	3	4	HP, IF; HEAT	48
1	MGU-77 LMG	P	FF	0	x3	1	4	AI, HP	400
1	Vogel-H LGM	P	F	-1	x15	3	0	G, HP, IF; HEAT, MR(-1)	10
6	HG-2 HG	P	F	-1	x15	0	0	AI, HH; HEAT	1
1	VU-11 VB	P	F	0	x8	M	0	AP, HH	U
*	MBZK	M	F	0	x20	2	0	HH; HEAT	30c30
**	VHAC	P	F	0	x15	3	1	HH	40c40
**	VLFG	p	FF	-1	x20	5	0	HP, IF	12

\* - Striking Cobra. Remove HAC, HRP/48,LGM. Add MBZK. OTV: 1204, TV: 686

\*\* - Support Cobra. Remove HAC, HRP/48, LGM, MRP/18. Add VHAC, VLFG. OTV: 1947, TV 670

<b>Engineering Cobra (S)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	7
* Threat Value (TV):	175
* Defensive Threat Value (DTV):	333
Movement:	Walk 3/6 Ground 5/10
Maneuver:	-1
Armor:	19/38/57
* Miscellaneous Threat Value (MTV):	192
Crew:	Living 1 (2 actions)
Deployment Range:	400 km
Reaction Mass:	n/a
Perks & Flaws:	Accessories: Searchlight (FF,100m); Arms: 2x Tool Arm (8, cannot punch, claws); Communications (-1/10km); Features: High Towing Capacity (2x); Hostile Environment Protection: Desert; Sensors (-2/2km); Negative Features: Large Sensor Profile (1); Weaknesses: Exposed Crew
* Offensive Threat Value (OTV):	0

<b>King Cobra (S)</b>									
Production Type:	Limited Production (2 lemon dice)								
Size:	7								
* Threat Value (TV):	1199								
* Defensive Threat Value (DTV):	401								
Movement:	Walk 3/6 Ground 6/11								
Maneuver:	-1								
Armor:	21/42/63								
* Miscellaneous Threat Value (MTV):	1335								
Crew:	Living 1 (2 actions)								
Deployment Range:	400 km								
Reaction Mass:	n/a								
Perks & Flaws:	Arms: 2 x Manipulator Arm (7, can punch); Armor: All Around, Reinforced (F,2), HEAT Resistant (6); Communications (+1/18km); Hostile Environment Protection: Desert; Reinforced Systems: Crew; Sensors (0/2km); Negative Features: Large Sensor Profile (1)								
* Offensive Threat Value (OTV):	1861								
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	SRWI PA-2X LPA	E	F	+1	x10	2	0	HH, Hw; AD(1), HEAT	12
1	Vogel-H2 MRP/36	M	F	-1	x18	2	4	HP, IF; HEAT	36
1	FLRP-74 HRP/24	M	F	-1	20	3	3	HP, IF; HEAT	24
1	SRWI G-11 LAC	P	FF	0	x8	2	2	HP	120
1	TA-12 LGM	P	F	-1	x15	3	0	G, HP, IF; HEAT, MR(-1)	10
1	HLB-16 APGL	M	FF	-1	x3	1	0	AE(0), AI, HP, IF	6
6	HG	P	F	-1	x15	0	0	AI, HH; HEAT	1
1	VB	P	F	0	x8	M	0	AP, HH	U
1	CR	P	F	0	x8	M	0	HP	U

<b>Python (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		7							
* Threat Value (TV):		655							
* Defensive Threat Value (DTV):		333							
Movement:		Walk 3/6 Ground 5/10							
Maneuver:		-1							
Armor:		19/38/57							
* Miscellaneous Threat Value (MTV):		169							
Crew:		Living 1 (2 actions)							
Deployment Range:		400 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (7, can punch); Communications (+0/10km); Hostile Environment Protection: Desert; Sensors (+0/2km), Defective(1); Negative Features: Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		1464							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MR60 HAC	P	F	+0	x12	3	1	HH	30c30
1	TA-12 LGM	P	F	-1	x15	3	0	G, HP, IF; HEAT, MR(-1)	15
1	SRWI TLX-12 HRP/24	M	F	-1	x20	3	3	HP, IF; HEAT	24
1	FSRP-36 MRP18	M	F	-1	x18	2	3	HP, IF; HEAT	18
1	HLB-16 APGL	M	FF	-1	x3	1	0	AE(0), AI, HP, IF	6

<b>Desert Viper (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		615							
* Defensive Threat Value (DTV):		305							
Movement:		Walk 4/7							
Maneuver:		+0							
Armor:		16/32/48							
* Miscellaneous Threat Value (MTV):		720							
Crew:		Living 1 (2 actions)							
Deployment Range:		475 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 2x Manipulator Arm (6, can punch); Armor: Reinforced (2,F); Communications (+0/10km); Features: Off-Road Ability; Hostile Environment Protection: Desert; Reinforced Systems: Movement; Sensors (+0/3km), Defective (2); Negative Features: Large Sensor Profile (1), Overheating (1)							
* Offensive Threat Value (OTV):		821							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	TA HGL-70 HGL	M	F	-1	x20	2	1	HH, IF; HEAT	20c20
1	FSRP-36 MRP/18	M	F	-1	x18	2	3	HP, IF; HEAT	18
1	HLB-16 APGL	M	F	-1	x3	1	0	AE(0), AI, HP, IF	6
1	HG-2 HG	P	F	-1	x15	0	0	AI, HH; HEAT	1

<b>Water Viper Silent Running (S)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		6							
* Threat Value (TV):		1025							
* Defensive Threat Value (DTV):		354							
Movement:		Walk 4/7 Submarine 4/7							
Maneuver:		+0							
Armor:		16/32/48							
* Miscellaneous Threat Value (MTV):		1313							
Crew:		Living 1 (2 actions)							
Deployment Range:		475 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Life Support (limited), Searchlight(F,200m); Arms: 2x Manipulator Arm (6, can punch); Communications(+0/10km); Hostile Environment Protection: Desert; Information Warfare: ECM(2/4km), Stealth (3); Reinforced Systems: Crew; Sensors (+0/4km); Movement Flaws: Decreased Maneuver (-2, submarine); Negative Features: Difficult to Modify (all)							
* Offensive Threat Value (OTV):		1409							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Garan M2 FGC	P	F	+1	x14	1	0	AI, HH, Sctr	20c20
2	Requin-72 LRP/32	M	F	-1	x12	1	4	HP, IF; HEAT; Link	32
1	AQ-GL2 APGL	M	R	-1	x3	1	0	AE(0), AI, HP, IF	6
1	VU-12 VB	P	F	+0	x8	M	0	AP, HH	U
1	SKG	P	F	+0	x12	M	0	HP	5
1	Smoke Launchers	P	F	+0	x0	0/0/0/1	0	Smk	10

<b>Black Adder (S)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		7							
* Threat Value (TV):		639							
* Defensive Threat Value (DTV):		449							
Movement:		Walk 4/7 Ground 6/12							
Maneuver:		0							
Armor:		16/32/48							
* Miscellaneous Threat Value (MTV):		407							
Crew:		Living 1 (2 actions)							
Deployment Range:		500 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Emergency Medical; Arms: 2x Manipulator Arm (6, can punch); Armor: Location (Crew, 3); Communications (+0/10km); Hostile Environment Protection: Desert; Reinforced Systems: Crew; Sensors (+0/2km); Negative Features: Sensor Dependant							
* Offensive Threat Value (OTV):		1078							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	SRWI 90mm SC	P	F	-1	x28	1	0	HH	10c10
1	FSRP-42N MRP/36	M	F	-1	x18	2	4	HP, IF; HEAT	36
1	HLB-16 APGL	M	FF	-1	x3	1	0	AE(0), AI, HP, IF	6
*	LAC	P	F	0	x8	2	2	HH	30

\* - Long Fang Black Adder. Remove SC, Sensor dependant, Add LAC, second MRP/36 (linked to first), downgrade Deployment Range to 450. OTV: 1148, MTV: 413, TV: 670

<b>Naga (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		8							
* Threat Value (TV):		927							
* Defensive Threat Value (DTV):		307							
Movement:		Walk 4/7 Ground 6/12							
Maneuver:		-2							
Armor:		23/46/69							
* Miscellaneous Threat Value (MTV):		137							
Crew:		Living 2 (3 actions)							
Deployment Range:		400 km							
Reaction Mass:		n/a							
Perks & Flaws:		Arms: 3x Tool Arms (1, sensor pods); Armor: HEAT Resistant (2); Communications (0/12km); Hostile Environment Protection: Desert; Sensors (0/4km); Negative Features: Large Sensor Profile (R1)							
* Offensive Threat Value (OTV):		2283							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MT-30 MAC	P	F	0	x10	3	1	HP	200
2	Pilum-VI ATM	M	F	+1	x25	3	0	G, HP, IF; HEAT	4
1	Designator	E	F	0	x0	1	0	TD	U
*	SRWI Thunder LFG	P	FF	0	22	5	0	HP, IF; Rc	12

\* - Long Fang Naga. Remove ATMs, add 2x LFG. OTV: 1400, TV: 633

<b>Sagittarius (S)</b>									
Production Type:		Early Production (3 lemon dice)							
Size:		9							
* Threat Value (TV):		6584							
* Defensive Threat Value (DTV):		562							
Movement:		Walk 5/10							
Maneuver:		-2							
Armor:		32/64/96							
* Miscellaneous Threat Value (MTV):		749							
Crew:		Living 2 (3 actions)							
Deployment Range:		500 km							
Reaction Mass:		n/a							
Perks & Flaws:		Armor: HEAT Resistant (5); Communications (+0/12km); Features: Off-Road Ability; Hostile Environment Protection: Desert; Information Warfare: ECM(2/4km); Sensors (+1/4km); Negative Features: Difficult to Modify (All); Weaknesses: Exposed Movement							
* Offensive Threat Value (OTV):		18440							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	PW20 LAC	P	F	+0	x8	2	2	-	160
1	PW987 HMG	P	F	+0	x4	1	3	AI	500
1	SALS LAM	M	FF	-3	x12	50	4	AE(0), G; HEAT, MR(-1), Rc; Snpr	8

<b>Venemous Sagittarius (S)</b>									
Production Type:		Early Production (3 lemon dice)							
Size:		9							
* Threat Value (TV):		823							
* Defensive Threat Value (DTV):		553							
Movement:		Walk 5/9							
Maneuver:		-2							
Armor:		32/64/96							
* Miscellaneous Threat Value (MTV):		805							
Crew:		Living 2 (3 actions)							
Deployment Range:		450 km							
Reaction Mass:		n/a							
Perks & Flaws:		Armor: HEAT Resistant (5); Communications (+0/12km); Features: Off-Road Ability; Hostile Environment Protection: Desert; Information Warfare: ECM(2/4km); Sensors (+1/4km); Negative Features: Difficult to Modify (All)							
* Offensive Threat Value (OTV):		1112							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	PW20 LAC	P	F	+0	x8	2	2	-	160
1	PW987 HMG	P	F	+0	x4	1	3	AI	500
1	APGL	M	F	-1	x3	1	0	AE(0), AI, IF	5
3	VLRP/128	M	FF	-1	x8	1	6	IF; HEAT; Link	144

<b>Fire Dragon (S)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		11							
* Threat Value (TV):		1930							
* Defensive Threat Value (DTV):		457							
Movement:		Walk 4/7 Ground 5/9							
Maneuver:		-2							
Armor:		28/56/84							
* Miscellaneous Threat Value (MTV):		705							
Crew:		Living 3, Computer 2 (Dumb 2) (4 actions)							
Deployment Range:		320 km							
Reaction Mass:		n/a							
Perks & Flaws:		Armor: HEAT Resistant (6); Communications (+1/15km); Features: Off-Road Ability; Hostile Environment Protection: Desert; Reinforced Systems: Backups; Sensors (+1/2km); Negative Features: Large Sensor Profile (2), Sensor Dependent							
* Offensive Threat Value (OTV):		4629							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	DF 20mm LAC	P	L	+1	x8	2	2	-	160
1	DF 20mm LAC	P	Ri	+1	x8	2	2	-	160
1	DB MFL	P	F	+2	x7	0/0/0/1	1	IF, Inc, Pers	200
1	DC 90mm HRP/48	M	T	+0	x20	3	4	IF; HEAT; Snpr	48
1	AMS	P	T	+1	x1	1	1	AM; Def	50

<b>Visigoth (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		13							
* Threat Value (TV):		2913							
* Defensive Threat Value (DTV):		850							
Movement:		Ground 5/10							
Maneuver:		-2							
Armor:		40/80/120							
* Miscellaneous Threat Value (MTV):		2505							
Crew:		Living 2, Computer 2 (Dumb 2) (4 actions)							
Deployment Range:		550 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Pintle Mount; Armor: HEAT Resistant (10), Reinforced (5, F); Communications (+0/20km); Features: High Towing Capacity (2x); Hostile Environment Protection: Desert; Reinforced Systems: Backups, Crew, Movement; Sensors (+0/2km); Negative Features: Large Sensor Profile (2), Sensor Dependant							
* Offensive Threat Value (OTV):		5386							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MAGISTER II HFG	P	T	0	x28	8	0	IF	25
1	RFC-097 HAC	P	T	0	x12	3	1	-	300
1	RO 15 mW LLC	E	T	+1	x16	5	0	A/T(Ground/Air); AD(2), HEAT	30
2	HARGON-C MRP/9	M	F	-1	18	2	1	HP, IF; HEAT; Link	9
1	Smoke launcher	M	T	0	x0	0/0/0/1	0	Smk	10

<b>Vandal (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		13							
* Threat Value (TV):		6299							
* Defensive Threat Value (DTV):		672							
Movement:		Ground 5/9							
Maneuver:		-3							
Armor:		40/80/120							
* Miscellaneous Threat Value (MTV):		2385							
Crew:		Living 2 (3 actions)							
Deployment Range:		310 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Pintle Mount; Armor: HEAT Resistant (10); Communications (+0/30km); Features: High Towing Capacity (2x); Hostile Environment Protection: Desert; Reinforced Systems: Backups, Crew, Movement; Sensors (+1/5km); Negative Features: Large Sensor Profile (2), Sensor Dependant							
* Offensive Threat Value (OTV):		15838							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Hellbringer MAM	M	FF	-3	x18	60	1	AE(0), G; HEAT, MR(-1)	2
1	Smoke launcher	M	T	0	x0	0/0/0/1	0	Smk	10

Notes: MAM RoF is usually +3, but since we only have Ammo 2 here...

<b>Hun (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		788							
* Defensive Threat Value (DTV):		518							
Movement:		Ground 6/12 Naval 1/2							
Maneuver:		-1							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		393							
Crew:		Living 2 (3 actions)							
Deployment Range:		460 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot; Armor: HEAT Resistant (6), Reinforced (3,F); Communications (0/15 km); Hostile Environment Protection: Desert; Sensors (0/2 km); Negative Features: Sensor Dependant							
* Offensive Threat Value (OTV):		1453							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	SRWI 60mm HRF	P	T	0	12	4	0	Red	40
1	O-65 LLC	E	T	+1	x16	5	0	Red; AD(2), HEAT	10
1	Vogel-N MRP/36	M	FF	-1	x18	2	4	HP, IF, Red; HEAT	36

<b>Ballista (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		512							
* Defensive Threat Value (DTV):		518							
Movement:		Ground 6/12 Naval 1/2							
Maneuver:		-1							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		393							
Crew:		Living 2 (3 actions)							
Deployment Range:		460 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot; Armor: HEAT Resistant (6), Reinforced (3,F); Communications (0/15 km); Hostile Environment Protection: Desert; Sensors (0/2 km); Negative Features: Sensor Dependant							
* Offensive Threat Value (OTV):		625							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Dart-IV VLRP/128	M	F	-1	x8	1	6	IF, Red; HEAT; Snpr	256

<b>Hittite (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		1931							
* Defensive Threat Value (DTV):		503							
Movement:		Ground 6/11 Naval 1/2							
Maneuver:		-1							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		415							
Crew:		Living 2 (3 actions)							
Deployment Range:		420 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot; Armor: HEAT Resistant (6), Location(Movement,2), Reinforced (3,F); Communications (0/15 km); Hostile Environment Protection: Desert; Sensors (0/2 km); Negative Features: Sensor Dependant							
* Offensive Threat Value (OTV):		4874							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	BURN-9p HFL	P	T	+1	x9	0/0/1/2	2	IF, Inc, Pers	260
2	HMG	P	L	+0	x4	1	3	AI	500
2	HMG	P	Ri	+0	x4	1	3	AI	500

<b>Ostrigoth (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		7144							
* Defensive Threat Value (DTV):		373							
Movement:		Ground 6/11							
Maneuver:		-2							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		372							
Crew:		Living 3 (3 actions)							
Deployment Range:		400 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot; Armor: HEAT Resistant (5), Reinforced (2,F); Communications (0/20 km); Hostile Environment Protection: Desert; Sensors (0/5 km); Negative Features: Sensor Dependant							
* Offensive Threat Value (OTV):		20688							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	75mm ETC LAG	P	T	-2	x12	25	1	AE(0), IF, Red; MR(-1)	12

<b>Celt (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		376							
* Defensive Threat Value (DTV):		290							
Movement:		Ground 5/10							
Maneuver:		-3							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		830							
Crew:		Living 3 (3 actions)							
Deployment Range:		200 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot; Armor: HEAT Resistant (10), Reinforced (5,bottom); Communications (0/10 km); Hostile Environment Protection: Desert; Reinforced Systems: Ammo/Fuel Storage; Sensors (+2/1 km); Negative Features: Sensor Dependant							
* Offensive Threat Value (OTV):		8							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	Minesweeping Gear	P	F	+0	x0	1	0	MB	U

<b>Artemis (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		9							
* Threat Value (TV):		4590							
* Defensive Threat Value (DTV):		292							
Movement:		Ground 5/10							
Maneuver:		-2							
Armor:		22/44/66							
* Miscellaneous Threat Value (MTV):		181							
Crew:		Living 2, Computer 2 (Dumb 2) (4 actions)							
Deployment Range:		500 km							
Reaction Mass:		n/a							
Perks & Flaws:		Communications (+0/15km); Sensors (+1/5km); Weakness: Exposed Systems							
* Offensive Threat Value (OTV):		13297							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
4	LAAC	P	T	+1	x8	2	6	A/T(Land/Air); Link, Snpr	500

<b>Caiman (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		8							
* Threat Value (TV):		514							
* Defensive Threat Value (DTV):		170							
Movement:		Ground 8/16							
Maneuver:		-3							
Armor:		13/26/39							
* Miscellaneous Threat Value (MTV):		169							
Crew:		living 2/passengers 10 (3 actions)							
Deployment Range:		460 km							
Reaction Mass:		n/a							
Perks & Flaws:		Communications (+0/8km); Hostile Environment Protection: Desert; Reinforced Systems: Crew; Sensors (+0/1.5km)							
* Offensive Threat Value (OTV):		1202							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	SRWI-7M LMG	P	T	0	x3	1	4	AI, Redundant	800
1	SRWI 30mm MAC	P	T	0	x10	3	1	Redundant	40
*	HRP/48	M	T	-1	20	3	4	IF, Redundant, HEAT	48

\* - Alligator APC: Add Naval move 1/2, DTV: 172, TV: 514

\* - Crocodile APC. Remove all weapons, add HRP/48. OTV: 1074, TV: 471

\* - Support Crocodile. Remove all weapons, add HRP/48 Drop passengers to 5, add Lab (R1, Repair): MTV: 420, TV: 555

<b>Barnaby (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		12							
* Threat Value (TV):		637							
* Defensive Threat Value (DTV):		256							
Movement:		Ground 8/16							
Maneuver:		-2							
Armor:		16/32/48							
* Miscellaneous Threat Value (MTV):		1655							
Crew:		Living 2 (2 actions) / Passengers 5							
Deployment Range:		1000 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Searchlight (FF, 100m); Communications (+0/10km); Features: Accomodations (40 m <sup>3</sup> , military for 7 people), Cargo Bay (400 m <sup>3</sup> , storage+servicing for 5 Size 7 Gears), Off-Road Ability; Hostile Environment Protection: Desert; Reinforced Systems: Chassis, Movement; Sensors (-1/5km); Negative Features: Large Sensor Profile (2)							
* Offensive Threat Value (OTV):		0							

<b>Nightingale (S)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	6
* Threat Value (TV):	92
* Defensive Threat Value (DTV):	90
Movement:	Ground 6/12
Maneuver:	-3
Armor:	9/18/27
* Miscellaneous Threat Value (MTV):	185
Crew:	Living 1 (2 actions) / Passengers 2
Deployment Range:	500 km
Reaction Mass:	n/a
Perks & Flaws:	
Accessories:	Emergency Medical; Communications (+0/10km); Features: Accomodations (4 m <sup>3</sup> , 2 beds), Laboratory (0, Medicine);
* Offensive Threat Value (OTV):	0

<b>Elan (S)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	4
* Threat Value (TV):	154
* Defensive Threat Value (DTV):	341
Movement:	Ground 11/22
Maneuver:	-1
Armor:	5/10/15
* Miscellaneous Threat Value (MTV):	120
Crew:	Living 1 (2 actions) / Passengers 4
Deployment Range:	575 km
Reaction Mass:	n/a
Perks & Flaws:	
Accessories:	Searchlight (FF,100m); Communications (-2/5km); Hostile Environment Protection: Desert;
Weaknesses:	Exposed Crew
* Offensive Threat Value (OTV):	0

<b>Evil Eye (S)</b>									
Production Type:	Mass Production (3 lemon dice)								
Size:	4								
* Threat Value (TV):	309								
* Defensive Threat Value (DTV):	301								
Movement:	Ground 10/20								
Maneuver:	-1								
Armor:	7/14/21								
* Miscellaneous Threat Value (MTV):	371								
Crew:	Living 1 (2 actions)								
Deployment Range:	575 km								
Reaction Mass:	n/a								
Perks & Flaws:									
Communications (+1/30km); Information Warfare: ECCM (1/2km); Reinforced Systems: Backups;									
Sensors (+1/2km); Weakness: Exposed Auxiliaries									
* Offensive Threat Value (OTV):	254								
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	VLAC	P	F	-1	x6	2	2	-	100
1	Designator	E	F	-1	x0	3	0	TD	U

<b>Jackrabbit (S)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	2
* Threat Value (TV):	260
* Defensive Threat Value (DTV):	780
Movement:	Ground 8/16
Maneuver:	+2
Armor:	2/4/6
* Miscellaneous Threat Value (MTV):	0
Crew:	Living 1 (2 actions) / Passengers 1
Deployment Range:	250 km
Reaction Mass:	n/a
Perks & Flaws:	Communications (-2/10km); Features: Cargo Bay (1 m <sup>3</sup> , saddlebags); Weaknesses: Exposed Crew, Exposed Movement
* Offensive Threat Value (OTV):	0

<b>Southern Field Artillery (S)</b>									
Production Type:	Mass Production (3 lemon dice)								
Size:	5								
* Threat Value (TV):	227								
* Defensive Threat Value (DTV):	43								
Movement:	None								
Maneuver:	-1								
Armor:	8/16/24								
* Miscellaneous Threat Value (MTV):	0								
Crew:	Living 1 (2 actions)								
Deployment Range:	0 km								
Reaction Mass:	n/a								
Perks & Flaws:	Armor: Reinforced (2,F); Hostile Environment Protection: Desert; Weaknesses: Exposed Movement								
* Offensive Threat Value (OTV):	639								
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	LFG	P	F	+0	x22	5	0	IF	12c12

Note: Although the Southern Field Artillery's LFG uses clips for its ammo, it cannot change the clips itself, as it lacks a manipulator arm. A nearby Infantry unit or vehicle with Manipulator Arms or appropriate Tool Arms must do so for it.

<b>Aspic (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		7							
* Threat Value (TV):		2736							
* Defensive Threat Value (DTV):		5142							
Movement:		Flight 33/66, Stall 8 Ground 25/50 (Derived)							
Maneuver:		+1							
Armor:		8/16/24							
* Miscellaneous Threat Value (MTV):		895							
Crew:		1 (2 actions)							
Deployment Range:		1100 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Escape system (seats), Life Support (Limited); Communications (0/20km); Information Warfare: Decoy (2, Sensors), Stealth (1); Reinforced Systems: Backups; Sensors (0/2km); Movement Flaws: Decreased Maneuver (2, Ground), Requires Airstrip							
* Offensive Threat Value (OTV):		2171							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	AAM	M	F	+2	x10	8	0	G, HP; HEAT, MR (-2)	4
1	TD	E	F	0	0	6	0	TD	U

<b>Azrael (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		14							
* Threat Value (TV):		4930							
* Defensive Threat Value (DTV):		449							
Movement:		Flight 18/36, Stall 8 Ground 24/47 (Derived)							
Maneuver:		-4							
Armor:		24/48/72							
* Miscellaneous Threat Value (MTV):		7853							
Crew:		4 (4 Actions)							
Deployment Range:		4000 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Life Support (Limited); Communications(+1/25); Features: Cargo Bay (10m <sup>3</sup> ); Information Warfare: Decoy (1, Sensors), ECM (1/4km), Stealth (1); Reinforced Systems: Ammo/Fuel Storage, Backups; Sensors (+1/4km); Movement Flaws: Max Climb (1), Decreased maneuver (2, ground), Requires Airstrip							
* Offensive Threat Value (OTV):		6488							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	HMG	P	Rr	0	x4	1	3	AI	1600
2	MB	M	F	-2	x15	0	+2	AE(0), A/T(Air/Land), G, HP	32
2	HB	M	F	-2	x20	0	+2	AE(1), A/T(Air/Land), G, HP	16
1	FAB	M	F	-1	x35	0	+2	AE(2), A/T(Air/Land), HP, Inc, Pers	2
1	TD	E	F	0	0	4	0	A/T(Air/Land), TD	U

<b>Quetzal (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		3604							
* Defensive Threat Value (DTV):		Defensive Threat Value (DTV): 2448							
Movement:		Flight 32/64, Stall 6 Ground 25/50 (Derived)							
Maneuver:		-1							
Armor:		17/34/51							
* Miscellaneous Threat Value (MTV):		2950							
Crew:		2 Living (3 Actions)							
Deployment Range:		2000 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Escape System (Seats), Life Support (Limited); Communications (+2/25km); Information Warfare: Decoy (2, Sensors), Stealth (2); Reinforced Systems: Ammo/Fuel Storage, Backups; Sensors (0/3km); Movement Flaws: Decreased Maneuver: (3, Ground), Requires Airstrip							
* Offensive Threat Value (OTV):		5413							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MAC	P	0	FF	x10	3	1	-	2560
2	ATM	M	1	F	x25	3	0	A/T(Air/Land), G, HP, IF; HEAT; Link	3
2	AAM	M	2	F	x10	8	0	G, HP, ; HEAT, MR(-2); Link	1
2	MB	M	-2	F	x15	0	2	AE(0), A/T(Air/Land), G, HP	1
1	TD	E	0	F	x0	6	0	A/T(Air/Land), TD	U

<b>Samson (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		11							
* Threat Value (TV):		722							
* Defensive Threat Value (DTV):		424							
Movement:		Flight 5/10, Stall 0 Ground 0/0							
Maneuver:		0							
Armor:		18/36/54							
* Miscellaneous Threat Value (MTV):		1148							
Crew:		3 Living, 90 Passengers (3 Actions)							
Deployment Range:		1500 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Airlift Winch (6), Autopilot; Communications (-1/8km); Features: 2xCargo Bay (10m <sup>3</sup> ), NOE Flyer; Hostile Environment Protection: Desert; Reinforced Systems: Backups; Sensors (-1/1.5km); Movement Flaws: Cannot Glide, Maximum Ceiling (6); Negative Features: Large Sensor Profile (2); Weaknesses: Exposed Auxiliaries, Exposed Movement							
* Offensive Threat Value (OTV):		594							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	HMG	P	-1	L	x4	1	3	A/T(Air/Land), AI	1200
1	HMG	P	-1	Rt	x4	1	3	A/T(Air/Land), AI	1200

<b>HA-7 Titan (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		9							
* Threat Value (TV):		1052							
* Defensive Threat Value (DTV):		346							
Movement:		Flight 6/11, Stall 0 Ground 0/0							
Maneuver:		0							
Armor:		15/30/45							
* Miscellaneous Threat Value (MTV):		233							
Crew:		2 Living, 8 Passengers (3 Actions)							
Deployment Range:		360 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot; Communications (0/12km); Features: NOE Flyer; Hostile Environment Protection: Desert; Information Warfare: Decoy (2, Sensors); Reinforced Systems: Ammo/Fuel Storage, Backups; Sensors (0/3km); Movement Flaws: Cannot Glide, Maximum Ceiling (7); Negative Features: Large Sensor Profile (1); Weaknesses: Exposed Movement							
* Offensive Threat Value (OTV):		Offensive Threat Value (OTV): 2578							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	LAC	P	0	F	x8	2	2	A/T(Air/Land)	2400
4	LRP/32	M	-1	FF	x12	1	4	A/T(Air/Land), HP, IF; HEAT; Link	32
2	ATM	P	+1	FF	x25	3	0	A/T(Air/Land), G, HP, IF; HEAT; Link	2
1	TD	E	0	F	x0	4	0	A/T(Air/Land), TD	U

<b>HA-750 Varis (S)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		7							
* Threat Value (TV):		553							
* Defensive Threat Value (DTV):		164							
Movement:		Flight 4/8, Stall 0 Ground 0/0							
Maneuver:		0							
Armor:		10/20/30							
* Miscellaneous Threat Value (MTV):		218							
Crew:		2 Living (3 Actions)							
Deployment Range:		450 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Escape System (Seats); Communications (0/2km); Features: NOE Flyer; Hostile Environment Protection: Desert; Information Warfare: Decoy (1, Sensors); Sensors (0/0.3km); Movement Flaws: Cannot Glide, Maximum Ceiling (4); Negative Features: Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		1278							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	LAC	P	0	F	x8	2	2	A/T(Air/Land)	250
2	AGM	M	+1	F	x15	3	0	A/T(Air/Land), G, HP, IF; HEAT; Link	3

<b>Type 11-22 Frame (CEF)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		5 (Height 4.0 m)							
* Threat Value (TV):		1513							
* Defensive Threat Value (DTV):		1612							
Movement:		Walk 5/10 Hover 13/25							
Maneuver:		+1							
Armor:		9/18/27							
* Miscellaneous Threat Value (MTV):		2403							
Crew:		Living 1, Computer 1 (Dumb, Level 2) (3 actions)							
Deployment Range:		300 km							
Reaction Mass:		n/a							
Perks & Flaws:		Armor: Reinforced (3, Front); Arms: 2x Manipulator Arm (5, Can Punch); Communications (+2, 30 km), Satellite Uplink; Features: Airdroppable, Cargo Bay (1 m <sup>3</sup> , 1 minesweeper drone), Laboratory (Mine Detection, 2); Hostile Environment Protection: Desert; Sensors (+1, 6 km); Movement Flaws: Decreased Maneuver (Hover, 2); Negative Features: Difficult to Modify (All), Inefficient Controls, Vulnerable to Haywire Effects;							
* Offensive Threat Value (OTV):		578							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Defensive Laser Cannon	E	F	+1	x12	5	0	HP; AD(1), HEAT	10
3	Hand Grenade	P	F	-1	x15	0	0	AI, HH; HEAT	1
3	Haywire Grenade	P	F	-1	x10	0	0	HH, Hw; HEAT	1
1	Target Designator	E	F	+0	x0	3	0	TD	U

<b>Type 55 Frame (CEF)</b>									
Production Type:		6 (Height 4.4 m)							
Size:		699							
* Threat Value (TV):		750							
* Defensive Threat Value (DTV):		Walk 5/10							
Movement:		Hover 12/23							
Maneuver:		0							
Armor:		11/22/33							
* Miscellaneous Threat Value (MTV):		295							
Crew:		Living 1, Computer 1 (Dumb2) (3 Actions)							
Deployment Range:		250 km							
Reaction Mass:		N/A							
Perks & Flaws:		Armor: Reinforced (3, Front); Arms: 2x Manipulator Arms (6, Can punch); Communications (+1, 10 km); Features: Airdroppable; Hostile Environment Protection: Desert; Sensors (+1, 2 km); Movement Flaws: Decreased Maneuver (2, Hover); Negative Features: Difficult to Modify (All)							
* Offensive Threat Value (OTV):		*Offensive Threat Value (OTV): 1052							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Gatling Laser Cannon	E	F	+1	x16	2	+1	HP; AD(3), HEAT	150
1	Airburst Missiles	M	F	0	x10	3	0	AE(1), HP; HEAT	9c3
1	Anti-Personnel Mortar	P	F	-1	x4	2	0	AE(0), AI, HP, IF; HEAT, MR(-1)	12
3	Hand Grenade	P	F	-1	x15	0	0	AI, HH; HEAT	1
3	Heavy Hand Grenade	P	F	-1	x25	0	0	HH; HEAT	1
1	Vibroblade	P	F	0	x8	M	0	AP, HH	U

<b>Type 2-07 Frame (CEF)</b>									
Production Type:		6 (Height 4.6 m)							
Size:		599							
* Threat Value (TV):		633							
* Defensive Threat Value (DTV):		Walk 4/8							
Movement:		Hover 10/20							
Maneuver:		0							
Armor:		13/26/39							
* Miscellaneous Threat Value (MTV):		362							
Crew:		Living 1, Computer 1 (Dumb lvl2) (3 actions)							
Deployment Range:		200 km							
Reaction Mass:		n/a							
Perks & Flaws:		Armor: Reinforced (4, Front); Arms: 2x Manipulator Arms (6, can punch); Communications (+2, 10 km); Hostile Environment Protection: Desert; Sensors (+0, 4 km), Counter-Battery Sensors (0); Movement Flaws: Decreased Maneuver (R2, Hover); Negative Features: Difficult to Modify (All)							
* Offensive Threat Value (OTV):		803							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Light Laser Cannon	E	F	+1	x16	5	0	HH; AD(2), HEAT	20
1	Heavy Field Mortar	P	FF	-1	x25	6	0	AE(0), HP, IF; HEAT, MR(-1)	8
1	Anti-Personnel Mortar	P	F	-1	x4	2	0	AE(0), AI, HP, IF; HEAT, MR(-1)	12
3	Hand Grenade	P	F	-1	x15	0	0	AI, HH; HEAT	1

<b>Type 6-16 Frame (CEF)</b>									
Production Type:		6 (Height 4.6 m)							
Size:		724							
* Threat Value (TV):		633							
* Defensive Threat Value (DTV):		Walk 4/8							
Movement:		Hover 10/20							
Maneuver:		0							
Armor:		13/26/39							
* Miscellaneous Threat Value (MTV):		187							
Crew:		Living 1, Computer 1 (Dumb lvl 2) (3 actions)							
Deployment Range:		200 km							
Reaction Mass:		n/a							
Perks & Flaws:		Armor Quality: Reinforced (R4, Front); Arms: Manipulator Arms x2 (R6, Can Punch); Communications (+1, 10 km); HEP(Desert); Sensors (+1, 2 km); Negative Features: Difficult to Modify; Movement Flaws: Decreased Maneuver (R2, Hover)							
* Offensive Threat Value (OTV):		1352							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Light Laser Cannon	E	F	+1	x16	5	0	HP; AD(2), HEAT	20
1	Anti-Gear Missile	M	F	+1	x15	3	0	G, HP, IF; HEAT	6
3	Hand Grenade	P	F	-1	x15	0	0	AI, HH; HEAT	1
1	Vibroblade	P	F	0	x8	0	0	AP, HH	U
1	Target Designator	E	F	0	x0	3	0	HP, TD	U

<b>Type 81-12 Frame (CEF)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		5 (Height 4.0 m)							
* Threat Value (TV):		924							
* Defensive Threat Value (DTV):		453							
Movement:		Walk 5/10 Space 7/11 (Jump 50mx25m or 25mx50m)							
Maneuver:		+1							
Armor:		9/18/27							
* Miscellaneous Threat Value (MTV):		1546							
Crew:		Living 1, Computer 1 (Dumb, Level 2) (3 actions)							
Deployment Range:		300 km							
Reaction Mass:		110 BP (5 full jumps)							
Perks & Flaws:		Accessories: Autopilot; Armor: Reinforced (Front, 3); Arms: 2x Manipulator Arm (5, Can Punch); Communications (+2, 30 km); Features: Off-Road Ability; Hostile Environment Protection: Desert, Extreme Cold; Sensors (+1, 6km); Negative Features: Difficult to Modify (All), Overheating (Light)							
* Offensive Threat Value (OTV):		772							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Defensive Laser Cannon	E	F	+1	x12	5	0	HP; AD(1), HEAT	10
1	Light Field Mortar	P	FF	-1	x15	4	0	AE(0), HP, IF; HEAT, MR(-1)	32
1	Anti-Personnel Mortar	P	F	-1	x4	2	0	AE(0), AI, HP, IF; HEAT, MR(-1)	12
3	Hand Grenade	P	F	-1	x15	0	0	AI, HH; HEAT	1
3	Heavy Hand Grenade	P	F	-1	x25	0	0	HH, HEAT	1
1	Vibroblade	P	F	0	x8	0	0	AP, HH	U
1	Grapple Launcher	P	F	0	x6	1	0	HP, Wi	8

<b>Type 99 Frame (CEF)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		5 (Height 4.0 m)							
* Threat Value (TV):		828							
* Defensive Threat Value (DTV):		309							
Movement:		Walk 5/10 Space 3/5							
Maneuver:		+1							
Armor:		9/18/27							
* Miscellaneous Threat Value (MTV):		1758							
Crew:		Living 1, Computer 1 (Dumb, Level 2) (3 actions)							
Deployment Range:		200 km							
Reaction Mass:		60 BP							
Perks & Flaws:		Accessories: Autopilot, Life Support (Limited); Armor: Reinforced (Front, 3); Arms: 2x Manipulator Arm (5, Can Punch); Communications (+1, 30 km); Hostile Environment Protection: Extreme Cold, Extreme Heat, Vacuum, Radiation (R3); Sensors (+1, 6 km); Reinforced Systems: Backups; Movement Flaws: Decreased Maneuver (Walk, 1); Negative Features: Difficult to Modify (All)							
* Offensive Threat Value (OTV):		417							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Defensive Laser Cannon	E	F	+1	x12	5	0	HP; AD(1), HEAT	10
1	Heavy Spike Gun	P	F	-1	x14	M	0	AP, HP	10
1	Chain Sword	P	F	0	x9	M	0	HH	U
1	Grapple Launcher	P	F	0	x6	1	0	HP, Wi	8

<b>HC-3 Hover Command Car (CEF)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		12 (Length 3.5m)							
* Threat Value (TV):		1261							
* Defensive Threat Value (DTV):		1241							
Movement:		Hover 13/25 Space 7/11 (Jump 50mx25m or 25mx50m)							
Maneuver:		+1							
Armor:		9/18/27							
* Miscellaneous Threat Value (MTV):		2616							
Crew:		Living 2 (3 actions)							
Deployment Range:		300 km							
Reaction Mass:		110 BP (5 full jumps)							
Perks & Flaws:		Accessories: Life Support (Limited); Communication (+2, 30km), Satellite Uplink; Features: Airdroppable; Hostile Environment Protection: Desert; Information Warfare: ECM(+3, 6km), ECCM(+3, 6km); Sensors (+1, 6km); Negative Features: Vulnerable to Haywire Effects; Weaknesses: Exposed Movement, Exposed Auxiliaries							
* Offensive Threat Value (OTV):		103							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Defensive Laser Cannon	E	FF	+1	x12	5	0	AD(1), HEAT	10

<b>HPC-64 Hover APC (CEF)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		12 (Length 10.2m)							
* Threat Value (TV):		507							
* Defensive Threat Value (DTV):		410							
Movement:		Hover 12/23 Space 7/11 (Jump 50mx25m or 25mx50m)							
Maneuver:		-2							
Armor:		13/26/39							
* Miscellaneous Threat Value (MTV):		361							
Crew:		Living 2, Passengers 10 GRELS or 12 humans (3 Actions)							
Deployment Range:		300 km							
Reaction Mass:		110 BP (5 full jumps)							
Perks & Flaws:		Accessories: Emergency Medical, Large Doors, Life Support (Limited); Communications (+1, 10km); Features: Airdroppable; Hostile Environment Protection: Desert; Reinforced Sytems: Crew; Sensors (+1, 2km); Negative Features: Large Sensor Profile (1); Weaknesses: Exposed Movement, Exposed Auxiliaries							
* Offensive Threat Value (OTV):		749							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Gattling Laser Cannon	E	T	+1	x16	2	+1	AD(3), HEAT	150

<b>HT-68 Hovertank (CEF)</b>									
Production Type:		Mass Production (2 lemon dice)							
Size:		12 (Length 10.2m)							
* Threat Value (TV):		1724							
* Defensive Threat Value (DTV):		933							
Movement:		Hover 10/20 Space 7/13 (Jump 100mx50m or 50m x100m)							
Maneuver:		-2							
Armor:		36/72/108							
* Miscellaneous Threat Value (MTV):		345							
Crew:		Living 3, Computer 1							
Deployment Range:		200 km							
Reaction Mass:		130 BP (5 full jumps)							
Perks & Flaws:		Accessories: Life Support (Limited), Ram Plate (F); Communications (+2/15km); Features: Airdroppable; Hostile Environment Protection: Desert; Reinforced Systems: Backups, Ammo/Fuel Storage; Sensors (+1/4km); Negative Features: Difficult to Modify (All), Large Sensor Profile (3), Sensor Dependent, HEAT Vulnerable (6); Weaknesses: Exposed Movement							
* Offensive Threat Value (OTV):		3893							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Hvy Particle Cannon	E	T	+2	x15	3	0	Hw; AD(1), HEAT; Snpr	60
1	Target Designator	E	T	0	x0	3	0	TD	U
*	Anti-tank Missiles	M	T	+1	x25	3	0	G, IF; HEAT	8

\* - Optional armament, OTV +1760, TV=2310

<b>HRT-68 Self-Propelled Artillery (CEF)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		12 (Length 10.2m)							
* Threat Value (TV):		3777							
* Defensive Threat Value (DTV):		933							
Movement:		Hover 10/20 Space 7/13 (Jump 100mx50m or 50m x100m)							
Maneuver:		-2							
Armor:		36/72/108							
* Miscellaneous Threat Value (MTV):		685							
Crew:		Living 3, Computer 1 (Dumb 2) (4 actions)							
Deployment Range:		200 km							
Reaction Mass:		130 BP (5 full jumps)							
Perks & Flaws:		Accessories: Life Support (Limited), Ram Plate (F); Communications (+2, 15km); Features: Airdroppable; Hostile Environment Protection: Desert; Reinforced Systems: Backups, Ammo/Fuel; Sensors (+1, 4km), Counter-Battery(2); Negative Features: Difficult to Modify (All), HEAT Vulnerable (6), Large Sensor Profile (3), Sensor Dependent; Weaknesses: Exposed Movement							
* Offensive Threat Value (OTV):		9714							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Lt. Artillery Gun	P	FF	+0	x12	25	0	AE(0), IF; MR(-1); Snpr	10

<b>HT-72 Hovertank (CEF)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		12 (Length 10.7m)							
* Threat Value (TV):		2537							
* Defensive Threat Value (DTV):		975							
Movement:		Hover 11/22 Space 7/13 (Jump 100mx50m or 50m x100m)							
Maneuver:		-2							
Armor:		36/72/108							
* Miscellaneous Threat Value (MTV):		885							
Crew:		Living 2, Computer 2							
Deployment Range:		200 km							
Reaction Mass:		130 BP (5 full jumps)							
Perks & Flaws:		Accessories: Life Support(Limited), Ram Plate (F); Communications (+2/15km); Features: Airdroppable; Hostile Environment Protection: Desert; Reinforced Systems: Backups, Ammo/Fuel Storage, Movement; Sensors (+1/4km); Negative Features: Difficult to Modify (All), HEAT Vulnerable (4), Large Sensor Profile (2), Sensor Dependent; Weaknesses: Exposed Movement							
* Offensive Threat Value (OTV):		5752							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Hvy Particle Cannon	E	T	+2	x15	3	0	Hw; AD(1), HEAT; Snpr	60
1	Anti-tank Missiles	M	T	+1	x25	3	0	G, IF; HEAT	10
1	Target Designator	E	T	0	x0	3	0	TD	Inf.
1	Anti-Personnel Charges	P	T	+1	x3	0	+1	AI, Smt(2)	30
*	EMH Airburst Missiles	M	T	+1	x10	3	0	AE(1), EH; HEAT	4

\* - Optional armament, drop ATM ammo to 6 OTV -264, TV=2449

<b>HRT-72 Self-Propelled Artillery (CEF)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		12 (Length 10.7m)							
* Threat Value (TV):		2772							
* Defensive Threat Value (DTV):		975							
Movement:		Hover 11/22 Space 7/13 (Jump 100mx50m or 50m x100m)							
Maneuver:		-2							
Armor:		36/72/108							
* Miscellaneous Threat Value (MTV):		813							
Crew:		Living 2, Computer 2 (Dumb 2) (4 actions)							
Deployment Range:		200 km							
Reaction Mass:		130 BP (5 full jumps)							
Perks & Flaws:		Accessories: Life Support (Limited), Ram Plate (F); Features: Airdroppable; Communications (+2, 15km); Hostile Environment Protection: Desert; Reinforced Systems: Backups, Ammo/Fuel, Movement; Sensors (+1, 4km); Negative Features: Difficult to Modify (All), HEAT Vulnerable (4), Large Sensor Profile (2), Sensor Dependent; Weaknesses: Exposed Movement							
* Offensive Threat Value (OTV):		6528							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Med. Artillery Gun	P	FF	-1	x18	30	0	AE(1), IF; MR(-1), Rc; Snpr	9
1	Anti-Personnel Charges	P	T	+1	x3	0	+1	AI, Smt(2)	30

<b>TAAF-54 Transatmospheric Fighter (CEF)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		15 (Length 15.0 m)							
* Threat Value (TV):		4251							
* Defensive Threat Value (DTV):		2913							
Movement:		Flight 20/40 (Stall 0) Space 30/60							
Maneuver:		-2							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		6954							
Crew:		Living 2 (3 actions)							
Deployment Range:		1500 km							
Reaction Mass:		800 BP							
Perks & Flaws:		Accessories: Acceleration Protection, Autopilot, Escape System (Pods), Life Support (Limited); Armor: All Around; Communications (+2, 30 km); Features: NOE Flyer, Reentry System (Permanent), Stratospheric Flight; Hostile Environment Protection: Extreme Cold, Extreme Heat, Vacuum, Radiation (4); Information Warfare: Stealth (2); Reinforced Systems: Backups; Sensors (+1, 2 km); Movement Flaws: Cannot Glide, Poor Towing Capacity, Requires Airstrip							
* Offensive Threat Value (OTV):		2888							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Heavy Particle Cannon	E	FF	+2	x15	3	0	Hw; AD(1), HEAT	60
1	Gattling Laser Cannon	E	T	+1	x16	2	+1	AD(3), HEAT	150
1	Anti-tank Missiles	M	FF	+2	x25	3	0	G, IF, HP; HEAT	4
1	Target Designator	E	T	+0	x0	3	0	TD	U

<b>TAEF-54 Transatmospheric Fighter (CEF)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		15 (Length 15.0 m)							
* Threat Value (TV):		4428							
* Defensive Threat Value (DTV):		2913							
Movement:		Flight 20/40 (Stall 0) Space 30/60							
Maneuver:		-2							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		8461							
Crew:		Living 2 (3 actions)							
Deployment Range:		1500 km							
Reaction Mass:		800 BP							
Perks & Flaws:		Accessories: Acceleration Protection, Autopilot, Life Support (Limited), Escape System (Pods); Communications (+2, 30 km), Satellite Uplink; Features: NOE Flyer, Reentry System (Permanent), Stratospheric Flight; Hostile Environment Protection: Extreme Cold, Extreme Heat, Vacuum, Radiation (4); Information Warfare: ECM(+3, 2 km), ECCM (+3, 2 km), Stealth (2); Reinforced Systems: Backups; Sensors (+1, 2 km); Movement Flaws: Cannot Glide, Poor Towing Capacity, Requires Airstrip; Negative Features: Vulnerable to Haywire Effects							
* Offensive Threat Value (OTV):		1911							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Heavy Particle Cannon	E	FF	+2	x15	3	0	Hw; AD(1), HEAT	60
1	Gattling Laser Cannon	E	T	+1	x16	2	+1	AD(3), HEAT	150
1	EMH Airburst Missiles	M	FF	+1	x10	3	0	AE(1), EH, HP; HEAT	4

<b>SSK-41 Mini-Submarine (CEF)</b>									
Production Type:		Mass Production							
Size:		24 (Length 40m)							
* Threat Value (TV):		2243							
* Defensive Threat Value (DTV):		178							
Movement:		Submarine 3/6 Naval 3/5							
Maneuver:		-3							
Armor:		24/48/72							
* Miscellaneous Threat Value (MTV):		6551							
Crew:		Living 4, Computer 4 (Dumb, Level 2) (8 actions)							
Deployment Range:		2000 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Emergency Medical, Life Support (Limited); Communications (+1, 30 km), Satellite Uplink; Features: Accommodations (10 m <sup>3</sup> , Military for 4 people), Cargo Bay (25 m <sup>3</sup> , 12 CEF Torpedo Drones), Fuel Efficient (x3), Low Profile; Hostile Environment Protection: High Pressure; Information Warfare: Stealth (2); Reinforced Systems: Backups; Sensors (+1, 6 km), Defective(2); Movement Flaw: Decreased Maneuver (Naval, 1); Negative Features: Difficult to Modify (All), Sensor Dependent							
* Offensive Threat Value (OTV):		0							

<b>Tarantula Assault Lander (CEF)</b>									
Production Type:		Limited Production (3 lemon dice)							
Size:		44							
* Threat Value (TV):		9792							
* Defensive Threat Value (DTV):		*Defensive Threat Value (DTV): 1960							
Movement:		Flight 15/30, Stall 0 Space 10/20							
Maneuver:		-3							
Armor:		60/120/180							
* Miscellaneous Threat Value (MTV):		*Miscellaneous Threat Value (MTV): 6873							
Crew:		4 (4 actions)							
Deployment Range:		800 km							
Reaction Mass:		500 BP							
Perks & Flaws:		Accessories: Autopilot, 2x Life Support (Limited); Communications (+1/30km); Features: Cargo Bay (8000 m <sup>3</sup> ), Cargo Bay (1000 m <sup>3</sup> , 4 HT/HRT's or 36 Frames), Re-entry system (permanent), Stratospheric flight; Hostile Environment Protection: All Radiation (3); Sensors(+1/4km); Movement Flaws: Cannot Glide, Decreased Maneuver (1, Flight); Negative Features: Large Sensor Profile (4)							
* Offensive Threat Value (OTV):		*Offensive Threat Value (OTV): 20544							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	LRG	P	T	0	x14	5	0	AP, A/T(Air/Land); Link	200
2	LRG	P	T	0	x14	5	0	AP, A/T(Air/Land); Link	200
1	A-M System	P	Rr	0	x1	3	+3	AM	30

Notes: The Tarantula's LRGs are listed in two groups because they're linked in pairs of two.

<b>Minesweeper Drone (CEF)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		1 (height 1m)							
* Threat Value (TV):		5 (1.25 with crew)							
* Defensive Threat Value (DTV):		15							
Movement:		Walker 2/3							
Maneuver:		+1							
Armor:		1/2/3							
* Miscellaneous Threat Value (MTV):		0							
Crew:		Computer 1 (Dumb, Level 1) (2 actions)							
Deployment Range:		50 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot; Communications (-5, 5 km); Features: Off-Road Ability, Laboratory (Mine detection, 2); Sensors (-4, 1 km); Movement Flaws: External Power (cable, can be cut off); Negative Features: Inefficient Controls, Sensor Dependent; Weaknesses: Exposed Auxiliaries, Exposed Movement, Fragile Chassis							
* Offensive Threat Value (OTV):		0							

Notes: This drone is intended to be wire-guided by a Type 11-22 Frame or similar unit. It is used only for detecting mines, never for clearing them. Detection is accomplished by the Laboratory, not the Sensors.

<b>Utility Octopus (CEF)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	4 (Height 2.5m)
* Threat Value (TV):	38 (10 with crew)
* Defensive Threat Value (DTV):	65
Movement:	Flight 2/4 (stall 0)
Maneuver:	0
Armor:	7/14/21
* Miscellaneous Threat Value (MTV):	0
Crew:	Computer 2 (Dumb, Level 1) (3 actions)
Deployment Range:	50 km
Reaction Mass:	n/a
Perks & Flaws:	Accessories: Autopilot; Armor: All-Around; Arms: 4x Tool Arm (7, Can Punch); Communications (+1, 10 km); Features: High Towing Capacity (x3), NOE Flyer; Hostile Environment Protection: Desert; Sensors (+1, 2km); Movement Flaws: Cannot Glide, Maximum Ceiling (10); Negative Features: Inefficient Controls, Overheating (Extreme), Sensor Dependent; Weaknesses: Exposed Systems
* Offensive Threat Value (OTV):	49

Note: This drone can attach to the back of any CEF Frame. The pilot can then operate it like a drone he has a wire link to. It can also be detached and operated remotely, either by radio or wire.

<b>Support Octopus (CEF)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		4 (Height 2.5m)							
* Threat Value (TV):		SDGs: 114 (29 w/crew), HGs: 72 (18 w/crew)							
* Defensive Threat Value (DTV):		65							
Movement:		Flight 2/4 (Stall 0)							
Maneuver:		0							
Armor:		7/14/21							
* Miscellaneous Threat Value (MTV):		0							
Crew:		Computer 2 (Dumb, Level 1) (3 actions)							
Deployment Range:		50 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot; Armor: All-Around; Arms: 4x Battle Arm (5, Can Punch); Communications (+1, 10 km); Features: High Towing Capacity (x3), NOE Flyer; Hostile Environment Protection: Desert; Sensors (+1, 2km); Movement Flaws: Cannot Glide, Maximum Ceiling (10); Negative Features: Inefficient Controls, Overheating (Extreme), Sensor Dependent; Weaknesses: Exposed Systems							
* Offensive Threat Value (OTV):		*							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
8*	Self-Destruct Grenades	P	F	-1	x30	0	0	HEAT, Del	1
8*	Hand Grenades	P	F	-1	x15	0	0	AI; HEAT	1

\* - Choose one set of weapons. SDG OTV: 277, HG OTV: 151.

Notes: The SDG version of the Support Octopus is intended for use as a demolitions drone - it can deploy its SDGs as needed. The HG version can drop its HGs to attack units in the same hex, or they can be taken at the cost of 1 action by any friendly unit in the same hex with at least one free Manipulator Arm. This drone can attach to the back of any CEF Frame. The Frame's pilot can then operate it as if it were a drone he has a wire link to that cannot get snagged.

Note: This drone can attach to the back of any CEF Frame. The pilot can then operate it like a drone he has a wire link to. It can also be detached and operated remotely, either by radio or wire.

<b>Assault Octopus (CEF)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		4 (Height 2.5m)							
* Threat Value (TV):		890							
* Defensive Threat Value (DTV):		65							
Movement:		Flight 2/4 (stall 0)							
Maneuver:		0							
Armor:		7/14/21							
* Miscellaneous Threat Value (MTV):		0							
Crew:		Computer 2 (Dumb, Level 1) (3 actions)							
Deployment Range:		50 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot; Armor: All-Around; Arms: 4x Battle Arm (5, Can Punch); Communications (+1, 10 km); Features: High Towing Capacity (x3), NOE Flyer; Hostile Environment Protection: Desert; Sensors (+1, 2km); Movement Flaws: Cannot Glide, Maximum Ceiling (10); Negative Features: Inefficient Controls, Overheating (Extreme), Sensor Dependent; Weaknesses: Exposed Systems							
* Offensive Threat Value (OTV):		2604							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	Heavy Pulse Laser	E	R/L	+1	x24	3	0	HP; AD(3), HEAT	10
2	Frag Cannon	P	R/L	+1	x14	1	0	AI, HP, Sctr	20

Note: This drone can attach to the back of any CEF Frame. The pilot can then operate it like a drone he has a wire link to. It can also be detached and operated remotely, either by radio or wire.

<b>CEF Torpedo Drone (CEF)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		2 (Length 2.0m)							
* Threat Value (TV):		86 (22 w/crew)							
* Defensive Threat Value (DTV):		175							
Movement:		Submarine 8/15							
Maneuver:		-1							
Armor:		6/12/18							
* Miscellaneous Threat Value (MTV):		0							
Crew:		Computer 1 (Dumb, Level 1) (2 actions)							
Deployment Range:		50 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot; Communications (-4, 30 km); HEP: Extreme Pressure, Sensors (+1, 2 km); Negative Features: Inefficient Controls, Sensor Dependent; Weaknesses: Exposed Auxiliaries, Exposed Movement, Exposed Systems, Fragile Chassis.							
* Offensive Threat Value (OTV):		83							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Warhead	P	F	0	x25	0	0	AE(0), A/T(Submarine/Land); HEAT	1

Note: This drone is intended for wire-guided operation by the launching vehicle.

<b>Sleipnir Shuttle (CEF)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		44 (118m long, 78m wide, 1300tons empty)							
* Threat Value (TV):		7023							
* Defensive Threat Value (DTV):		2480							
Movement:		Space 10/20 Flight 15/30, Stall 0							
Maneuver:		-3							
Armor:		70/140/210							
* Miscellaneous Threat Value (MTV):		8075							
Crew:		4 Human (4 actions)							
Deployment Range:		800hrs							
Reaction Mass:		600BPs							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pods), 2x Life Support (Full); Communications (+1/30km); Features: Cargo Bay (8000m <sup>3</sup> ), Cargo Bay (Vehicles, 1000m <sup>3</sup> / 230 tons of vehicles), High Towing Capacity (Double), Re-entry System (Permanent), Stratospheric Flight; HEP: Desert, Extreme Cold, Vacuum, Rad (4); Sensors (+1/4km); Movement Flaws: Cannot Glide; Annoyance: High Towing Capacity (Double) only available in Flight							
* Offensive Threat Value (OTV):		10514							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
12	Laser Turrets	E	T	+1	x12	5	0	AP; AD(1), HEAT	40
4	Area Guns	P	L	0	x4	1	+3	AI	1000
4	Area Guns	P	R	0	x4	1	+3	AI	1000

<b>Wasteland Oasis (Utopia)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		350							
* Defensive Threat Value (DTV):		82							
Movement:		Ground 7/13							
Maneuver:		-3							
Armor:		6/12/18							
* Miscellaneous Threat Value (MTV):		969							
Crew:		Living 1, Computer 1 (Dumb, Level 2), Passengers 9 (3 actions)							
Deployment Range:		700 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, 2x Life Support (Limited), Searchlight (50 m, F); Communications (-2, 10km); Features: Accomodations (35 m <sup>3</sup> , military for 10 people), Off-Road Ability, Sick Bay (2); Hostile Environment Protection: Desert, Radiation (3); Sensors(-2, 2km); Negative Features: Large Sensor Profile (2); Weaknesses: Exposed Systems, Exposed Movement, Fragile Chassis; Annoyance: Life Support prone to non-threatening malfunctions							
* Offensive Threat Value (OTV):		0							

<b>Constable APES (Utopia)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		3							
* Threat Value (TV):		247							
* Defensive Threat Value (DTV):		234							
Movement:		Walk 2/4 Space 7/13 (Jump 100mx50m or 50mx100m)							
Maneuver:		+0							
Armor:		7/14/21							
* Miscellaneous Threat Value (MTV):		322							
Crew:		Living 1 (2 actions)							
Deployment Range:		150km							
Reaction Mass:		78 BP (3 full jumps)							
Perks & Flaws:		Accessories: Life Support (Limited); Arms: 2x Manipulator Arm (3, can punch); Communications(-1, 20km); Features: Airdroppable; Hostile Environment Protection: Desert, Radiation(2); Information Warfare: Stealth (2); Sensors(-1, 2km); Weaknesses: Exposed Auxiliaries, Exposed Systems; Annoyance: Life support built by lowest bidder							
* Offensive Threat Value (OTV):		184							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Hypervelocity AC	P	F	-1	x6	2	+2	HH	50c25
-	AP Grenade Launcher	M	F	-2	x3	1	+0	AE(0), AI, IF	5c5
2	Zapper Grenades	E	F	-2	x10	0	0	HH, Hw; HEAT	1
2	Hand Grenades	P	F	-2	x15	0	0	AI, HH; HEAT	1
1	Vibroblade	P	F	-1	x8	M	0	AP, HH	U

Note: Originally, the Constable had Off-Road Ability. However, as it is intended to be used in cities, is ALREADY a Walker, and has abnormally low ground clearance, we felt that this was unreasonable. Removing it also returned the Constable's TV to a sane value.

<b>Fireman APES (Utopia)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		3							
* Threat Value (TV):		451							
* Defensive Threat Value (DTV):		234							
Movement:		Walk 2/4 Space 7/13 (Jump 100mx50m or 50mx100m)							
Maneuver:		+0							
Armor:		7/14/21							
* Miscellaneous Threat Value (MTV):		657							
Crew:		Living 1 (2 actions)							
Deployment Range:		150km							
Reaction Mass:		78 BP (3 jumps)							
Perks & Flaws:		Accessories: Life Support (Limited); Arms: 2x Manipulator Arm (3, can punch); Communications (-1, 10km); Features: Airdroppable, Fire Resistant; Hostile Environment Protection: Desert, Radiation(2); Information Warfare: Stealth(2); Sensors(-1, 2km); Negative Features: Overheating(Light); Weaknesses: Exposed Auxiliaries, Exposed Systems; Annoyance: Life support built by the lowest bidder.							
* Offensive Threat Value (OTV):		462							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Inferno Torch	P	F	+0	x7	0/0/0/1	+1	HH, IF, Inc, Pers	40
2	Hand Grenades	P	F	-2	x15	0	+0	AI, HH; HEAT	1
2	Heavy Grenades	P	F	-2	x25	0	0	HH; HEAT	1
1	Vibroblade	P	F	-1	x8	M	0	AP, HH	U

Note: Originally, the Fireman had Off-Road Ability. However, as it is intended to be used in cities, is ALREADY a Walker, and has abnormally low ground clearance, we felt that this was unreasonable. Removing it also returned the Fireman's TV to a sane value.

<b>Man-At-Arms Heavy APES (Utopia)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		4							
* Threat Value (TV):		525							
* Defensive Threat Value (DTV):		218							
Movement:		Walk 2/4 Space 6/11 (Jump 50x25m or 25x50m)							
Maneuver:		+0							
Armor:		9/18/27							
* Miscellaneous Threat Value (MTV):		979							
Crew:		Living 1 (2 actions)							
Deployment Range:		150 km							
Reaction Mass:		88 (4 jumps)							
Perks & Flaws:		Accessories: Life Support (Limited), Ram Plate (F); Arms: 2x Manipulator Arm (4, can punch); Communications(-1, 10km); Features: Airdroppable, Off-Road Ability; Hostile Environment Protection: Desert, Radiation(2); Information Warfare: Stealth(1); Sensors (-1, 2km); Weaknesses: Exposed Systems; Annoyance: "Organ Grinder" firing temporarily deafens pilot.							
* Offensive Threat Value (OTV):		377							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Hypervelocity Rifle	P	F	-1	x10	4	+0	HH	10c10
-	AP Grenade Launcher	M	F	-2	x3	1	+0	AE(0), AI, IF	10c10
1	Organ Grinder Rocket Pod	M	F	-2	x8	1	+6	IF; HEAT	100
1	Vibroblade	P	F	-1	x8	M	0	AP, HH	U

Notes: The Man-At-Arms uses a different APGL clip size than the Constable. Thus, the two APES cannot share APGL clips.

<b>Command Auto-Tank (Utopia)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		17							
* Threat Value (TV):		22706 (102179 incl. crew)							
* Defensive Threat Value (DTV):		842							
Movement:		Ground 4/7							
Maneuver:		-4							
Armor:		50/100/150							
* Miscellaneous Threat Value (MTV):		4260							
Crew:		Computer 4 (Smart, Level 3) (4 actions)							
Deployment Range:		300km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Life Support (Limited); Armor: All-Around; Communications(+3, 50km), Satellite Uplink; Features: Cargo Bay(125 m <sup>3</sup> , for Battlefield AI); Hostile Environment Protection: Desert, Radiation(3); Reinforced Systems: Backups; Sensors(+0, 4km); Movement Flaws: Poor Off-Road Ability; Negative Features: Large Sensor Profile (4), Sensor Dependant							
* Offensive Threat Value (OTV):		63018							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	200mm ETC	P	F	-3	x22	40	+0	AE(2), IF; MR(-2), Rc	25
2	PD Beam Cannon	E	F	+0	x16	2	+1	AD(3), HEAT	120
2	AP Mortar	T	M	-1	x4	2	+0	AE(0), AI, IF; HEAT, MR(-1)	20
2	AP Grenade Launcher	T	M	-2	x3	1	+0	AE(0), AI, IF	20
4	Defensive Chaingun	*	P	-1	x3	2	+1	AI	200
1	Laser AM System	T	E	+0	x1	1	+5	AM; HEAT	40

\* - One per each arc: F, L, Ri, R

<b>Light Combat Auto (Utopia)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		995 (1990 incl. crew)							
* Defensive Threat Value (DTV):		274							
Movement:		Walk 4/7							
Maneuver:		+0							
Armor:		15/30/45							
* Miscellaneous Threat Value (MTV):		1407							
Crew:		Computer 2 (Smart, Level 2) (3 actions)							
Deployment Range:		300 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot; Armor: All-Around; Communications (+1, 50km); Features: Low Profile; Hostile Environment Protection: Desert, Radiation (3); Reinforced Systems: Backups; Sensors(+0, 2km); Negative Features: Sensor Dependant							
* Offensive Threat Value (OTV):		1305							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Frag Cannon	P	F	+1	x14	1	+0	AI, HP, Sctr	20
2	LRP/32	M	F	-1	x12	1	+4	HP, IF; HEAT	32
1	APGL	M	F	-1	x3	1	+0	AI, AE(0), HP, IF	10

<b>Heavy Combat Auto (Utopia)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		7							
* Threat Value (TV):		1419 (2839 incl. crew)							
* Defensive Threat Value (DTV):		266							
Movement:		Walk 3/6							
Maneuver:		-1							
Armor:		19/38/57							
* Miscellaneous Threat Value (MTV):		1693							
Crew:		Computer 2 (Smart, Level 2) (3 actions)							
Deployment Range:		300 km							
Reaction Mass:		n/a							
Perks & Flaws:									
Accessories:		Autopilot; Armor: All-Around; Communications(+2, 50km); Hostile Environment Protection: Desert, Radiation(3); Reinforced Systems: Backups; Sensors(+0, 2km); Negative Features; Large Sensor Profile(1), Sensor Dependant							
* Offensive Threat Value (OTV):		2280							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Light PA	E	F	+1	x10	2	0	HP, Hw; AD(1), HEAT	12
1	HRP/48	M	F	-1	x20	3	4	HP, IF; HEAT	48
1	Frag Cannon	P	T	+1	x14	1	+0	AI, HP, Sctr	20
1	APM	P	T	+0	x4	2	0	AE(0), AI, IF, HP; MR(-1), HEAT	10

<b>VTOL Combat Auto (Utopia)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		583 (1167 w/crew)							
* Defensive Threat Value (DTV):		87							
Movement:		Flight 4/7 (Stall Speed 0)							
Maneuver:		-1							
Armor:		9/18/27							
* Miscellaneous Threat Value (MTV):		1285							
Crew:		Computer 1 (Smart, Level 2) (2 actions)							
Deployment Range:		450 km							
Reaction Mass:		n/a							
Perks & Flaws:									
Accessories:		Autopilot; Communications (+1, 50km), Satellite Uplink; Hostile Environment Protection: Desert, Radiation (3); Reinforced Systems: Backups; Sensors (+1, 2km); Movement Flaws: Cannot Glide; Negative Features: Sensor Dependant							
* Offensive Threat Value (OTV):		379							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Air-to-Ground Missile Launcher	M	FF	+1	x15	3	0	G, IF; HEAT	6
1	Airburst Missile Launcher	M	FF	+0	x10	3	0	AE(1); HEAT	3
1	Target Designator	E	FF	+0	x0	3	0	TD	U

<b>Battlefield AI (Utopia)</b>	
Production Type:	Limited Production (2 lemon dice)
Size:	9
* Threat Value (TV):	88 (704 with crew)
* Defensive Threat Value (DTV):	3
Movement:	None.
Maneuver:	-10
Armor:	4/8/12
* Miscellaneous Threat Value (MTV):	261
Crew:	Computer 16 (Smart, Level 4) (6 actions)
Deployment Range:	1500 hours
Reaction Mass:	n/a
Perks & Flaws:	
Armor:	Brittle; Communications(+4, 50km); Hostile Environment Protection: Radiation (3); Reinforced Systems: Backups; Movement Flaws: No Engine; Negative Features: Difficult to Modify (All), Highly Flammable, Large Sensor Profile (5), Vulnerable to Haywire Effects; Weaknesses: Exposed Auxiliaries, Exposed Systems, Fragile Chassis
* Offensive Threat Value (OTV):	0

Notes: The Battlefield AI is carried in the cargo bay of a Command Auto-Tank. It uses its communication system and insane skill level to strategically take control of or issue commands to autos and drones. These are subject to the normal drone rules, and it must still communicate by radio with the autotank carrying it, since its systems are isolated from said tank to make it harder to damage.

<b>Scarab VTOL Transport (Utopia)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	8
* Threat Value (TV):	395
* Defensive Threat Value (DTV):	86
Movement:	Flight 4/8 (Stall Speed 0)
Maneuver:	-1
Armor:	8/16/24
* Miscellaneous Threat Value (MTV):	1099
Crew:	Living 1, Computer 1 (Smart, Level 2) (3 actions), Passengers 2
Deployment Range:	350 km
Reaction Mass:	n/a
Perks & Flaws:	
Accessories:	Autopilot, Airlift Winch(4), Life Support(Limited); Communications(-2, 20km); Features: Cargo Bay(150 m <sup>3</sup> ), Easy to Modify, High Towing Capacity(double), NOE Flyer; Hostile Environment Protection: Desert; Sensors(-2, 2km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile(1); Weaknesses: Exposed Movement, Exposed Systems, Fragile Chassis
* Offensive Threat Value (OTV):	0

<b>Recon/EW Drone (Utopia)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	3
* Threat Value (TV):	567 (142 with crew)
* Defensive Threat Value (DTV):	55
Movement:	Flight 5/10 (Stall Speed 0)
Maneuver:	-2
Armor:	3/6/9
* Miscellaneous Threat Value (MTV):	1971
Crew:	Computer 1 (Dumb Lvl 1) (2 actions)
Deployment Range:	50 km
Reaction Mass:	N/A
Perks & Flaws:	
Accessories:	Autopilot; Communications(+2, 20km); Hostile Environment Protection: Radiation(4);
Information Warfare:	ECM(3, 5km), ECCM(3, 5km), Stealth(5); Sensors(+2, 5km); Movement Flaws:
Cannot Glide; Negative Features:	Sensor Dependant, Vulnerable to Haywire Effects; Weaknesses: Exposed
Auxiliaries, Exposed Movement, Exposed Systems, Fragile Chassis	
* Offensive Threat Value (OTV):	0

<b>Decoy Drone (Utopia)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	3
* Threat Value (TV):	514 (129 with crew)
* Defensive Threat Value (DTV):	55
Movement:	Flight 5/10 (Stall Speed 0)
Maneuver:	-2
Armor:	3/6/9
* Miscellaneous Threat Value (MTV):	1488
Crew:	Computer 1 (Dumb, Level 1) (2 actions)
Deployment Range:	50 km
Reaction Mass:	N/A
Perks & Flaws:	
Accessories:	Autopilot, Power Booster (2); Communications(+2, 50km); Hostile Environment Protection:
Radiation (4); Information Warfare:	Decoy System (Sensors, 4), Decoy System (Visual, 4), Stealth (5);
Sensors(+0, 2km); Movement Flaws:	Cannot Glide; Negative Features: Sensor Dependant; Weaknesses:
Exposed Auxiliaries, Exposed Movement, Exposed Systems, Fragile Chassis	
* Offensive Threat Value (OTV):	0

<b>Mine Drone (Utopia)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		3							
* Threat Value (TV):		125 (31 with crew)							
* Defensive Threat Value (DTV):		29							
Movement:		Ground 4/7							
Maneuver:		-2							
Armor:		3/6/9							
* Miscellaneous Threat Value (MTV):		509							
Crew:		Computer 1 (Dumb, Level 1) (2 actions)							
Deployment Range:		50 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Power Booster(2); Communications (+0, 10km); Hostile Environment Protection: Radiation(4); Information Warfare: Stealth(5); Sensors (+0, 2km); Negative Features: Sensor Dependant; Weaknesses: Exposed Auxiliaries, Exposed Movement, Exposed Systems, Fragile Chassis							
* Offensive Threat Value (OTV):		63							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Self-Destruct Warhead	P	F	+0	x25	0	0	AE(0); HEAT	1

<b>Hunter/Seeker Drone - Ground (Utopia)</b>									
Production Type:		Mass Producton (3 lemon dice)							
Size:		3							
* Threat Value (TV):		353 (88 w/crew)							
* Defensive Threat Value (DTV):		29							
Movement:		Ground 4/7							
Maneuver:		-2							
Armor:		3/6/9							
* Miscellaneous Threat Value (MTV):		408							
Crew:		Computer 1 (Dumb, Level 1) (2 actions)							
Deployment Range:		50 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Power Booster (2); Communications (+1, 10km); Hostile Environment Protection: Radiation (4); Information Warfare: Stealth (5); Sensors (+1, 2km); Negative Features: Sensor Dependant; Weaknesses: Exposed Auxiliaries, Exposed Movement, Exposed Systems Fragile Chassis							
* Offensive Threat Value (OTV):		408							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Heavy MG	P	F	0	x4	1	+3	HP	150
1	MRP/36	M	F	-1	x18	3	+3	HP, IF; HEAT	36

<b>Hunter/Seeker Drone - Flier (Utopia)</b>									
Production Type:		Mass Producton							
Size:		3							
* Threat Value (TV):		HMG: 142 (36 w/crew); MRP: 216.5 (54 w/crew)							
* Defensive Threat Value (DTV):		55							
Movement:		Flight 5/10 (Stall Speed 0)							
Maneuver:		-2							
Armor:		3/6/9							
* Miscellaneous Threat Value (MTV):		133							
Crew:		Computer 1 (Dumb, Level 1) (2 actions)							
Deployment Range:		50 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Power Booster (2); Communications (+1, 10km); Hostile Environment Protection: Radiation (4); Information Warfare: Stealth (5); Sensors (+1, 2km); Movement Flaws: Cannot Glide; Negative Features: Sensor Dependant; Weaknesses: Exposed Auxiliary, Exposed Movement, Exposed Systems, Fragile Chassis							
* Offensive Threat Value (OTV):		*							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
*	Heavy MG	P	F	0	x4	1	+3	HP	400
*	MRP/36	M	F	-1	x18	3	+3	HP, IF; HEAT	36

\* - Choose one weapon. HMG: OTV 239; MRP: OTV 462

<b>Type 32 "Little Boy" (Caprice)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		4							
* Threat Value (TV):		218							
* Defensive Threat Value (DTV):		129							
Movement:		Walk 6/12							
Maneuver:		-1							
Armor:		7/14/21							
* Miscellaneous Threat Value (MTV):		421							
Crew:		Living 1 (2 actions)							
Deployment Range:		350 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Life Support (Limited), Loudspeakers, Searchlight (FF, 50m); Arms: 2x Manipulator Arm (4, can punch); Communications (+0, 10km); Features: Off-Road Ability; Hostile Environment Protection: Desert, Extreme Cold; Sensors (+0, 2km); Negative Features: HEAT Vulnerable (1), Sensor Dependant; Annoyance: Cramped cockpit, max pilot BLD +0.							
* Offensive Threat Value (OTV):		102.24							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Gas Grenade Launcher	P	T	-1	x3	1	+0	AE(0), Chem, IF, Pers; NL	24
1	Vibroblade	P	F	+0	x8	M	+0	AP, HH	U
*	Kroker 10mm MG	P	F	+0	x3	1	+4	AI, HH	200
**	Grapple Launcher	P	F	+0	x4	2	+0	Wi	U

\* - Armament Upgrade, add +324 OTV, +108 TV

\*\* - Equipment Upgrade, add +180 OTV, +60 TV

<b>Type 55 "Fatman" (Caprice)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		5							
* Threat Value (TV):		306							
* Defensive Threat Value (DTV):		124							
Movement:		Walk 6/11							
Maneuver:		-1							
Armor:		8/16/24							
* Miscellaneous Threat Value (MTV):		583							
Crew:		Living 1 (2 actions)							
Deployment Range:		350 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Life Support (Limited), Loudspeakers, Searchlight (FF, 50m); Arms: 2x Manipulator Arm (5, can punch); Communications(+0, 12km); Features: Off-Road Ability; Hostile Environment Protection: Desert, Extreme Cold; Sensors (+0, 3km); Negative Features: HEAT Vulnerable (1), Sensor Dependant; Annoyance: Can hear things bouncing off entry hatch.							
* Offensive Threat Value (OTV):		210							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Gas Grenade Launcher	P	T	-1	x3	1	+0	AE(0), Chem, IF, Pers; NL	36
1	Water Cannon	P	F	+1	x5	0/0/0/1	+0	IF, HH, Kb, Liq; NL	50
1	Vibroblade	P	F	+0	x8	M	+0	AP, HH	U
*	Mark XIV 25mm Recoilless Rifle	P	F	+0	x6	2	+0	HH	30
**	Grapple Launcher	P	F	+0	x5	1	+0	Wi	U

\* - Remove Water Cannon, add Mark XIV 25mm rifle. OTV -34, TV -11

\*\* - Add Grapple Launcher. OTV +195, TV +65

Type 27 "Big Guy" (Caprice)									
Production Type:		Mass Production (3 lemon dice)							
Size:		5							
* Threat Value (TV):		793							
* Defensive Threat Value (DTV):		121							
Movement:		Walk 5/10							
Maneuver:		-1							
Armor:		9/18/27							
* Miscellaneous Threat Value (MTV):		1764							
Crew:		Living 1 (2 actions)							
Deployment Range:		250 m							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Life Support (Limited), Loudspeakers, Searchlight (FF, 50m); Arms: 2x Manipulator Arm (5, can punch); Armor: Reinforced(F, 2); Communications (+1, 12km); Features: Fire Resistant, Off-Road Ability; Hostile Environment Protection: Desert, Extreme Heat, Extreme Cold; Sensors (+0, 3km); Negative Features: Sensor Dependant; Annoyance: Wide shoulders makes maneuvering in narrow streets difficult.							
* Offensive Threat Value (OTV):		494							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Gas Grenade Launcher	P	T	-1	x3	1	+0	AE(0), Chem, IF, Pers; NL	36
1	Foam Cannon	P	F	+1	x7	0/0/0/1	+1	FireF, IF, HH; NL	75
1	Vibroblade	P	F	+0	x8	M	+0	AP, HH	U
*	Model 2700 Chaingun	P	F	+0	x6	2	+2	HH	60
**	Grapple Launcher	P	F	+0	x5	1	+0	Wi	U

\* - Replace Foam Cannon with Model 2700 Chaingun. OTV -144; TV -48

\*\* - Add Grapple Launcher. OTV +195; TV +65

<b>Type 112 "Bug Monster" (Caprice)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		5							
* Threat Value (TV):		216							
* Defensive Threat Value (DTV):		251							
Movement:		Walk 5/10 Ground 8/15							
Maneuver:		-1							
Armor:		7/14/21							
* Miscellaneous Threat Value (MTV):		288							
Crew:		Living 1 (2 actions)							
Deployment Range:		350 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Life Support (Limited), Loudspeakers, Searchlight (FF, 50m); Arms: 2x Manipulator Arm (5, can punch); Reinforced Armor (F, 2); Communications (+1, 10km); Hostile Environment Protection: Desert, Extreme Cold; Sensors (+0, 2km); Negative Features: Sensor Dependant; Annoyance: Loud engine noise in cockpit.							
* Offensive Threat Value (OTV):		110							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Gas Grenade Launcher	P	T	-1	x3	1	+0	AE(0), Chem, IF, Pers; NL	36
1	Vibroblade	P	F	+0	x8	M	+0	AP, HH	U
*	Mark XIV 25mm Recoilless Rifle	P	F	+0	x6	2	+0	HH	30
**	Model 2700 Chaingun	P	F	+0	x6	2	+2	HH	60
***	Grapple Launcher	P	F	+0	x5	1	+0	Wi	U
* - Add Mk XIV Recoilless Rifle. OTV +66; TV +22									
** - Add Model 2700 Chaingun. OTV +240; TV +80									
*** - Add Grapple Launcher. OTV +195; TV +65									

<b>Rapid Response Transport VTOL (Caprice)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		403							
* Defensive Threat Value (DTV):		130							
Movement:		Flight 8/15 (Stall 0) Ground 2/3 (Derived)							
Maneuver:		-3							
Armor:		10/20/30							
* Miscellaneous Threat Value (MTV):		1047							
Crew:		Living 2 (3 actions)							
Deployment Range:		500 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Airlift Winch (5), Autopilot, Life Support (Limited), Searchlight (F, 100m); Communications (+1, 15km); Features: Cargo Bay(40 m <sup>3</sup> , up to 15 tons of vehicles), Fuel Efficient (x1.5); Hostile Environment Protection: Desert, Extreme Cold; Sensors (+0, 2km); Movement Flaws: Cannot Glide, Maximum Ceiling (6); Negative Features: Large Sensor Profile (2)							
* Offensive Threat Value (OTV):		30							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Gas Grenade Launcher	P	T	-1	x3	1	+0	AE(0), Chem, IF, Pers; NL	24

<b>Mark 9 "Flitter" VTOL Transport (Caprice)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	8
* Threat Value (TV):	382
* Defensive Threat Value (DTV):	67
Movement:	Flight 4/8
Maneuver:	-1
Armor:	6/12/18
* Miscellaneous Threat Value (MTV):	1080
Crew:	Living 2, Computer 1 (Dumb, Level 2) (3 actions), Passengers 2
Deployment Range:	350 km
Reaction Mass:	n/a
Perks & Flaws:	
Accessories:	Airlift Winch (4), Autopilot, Life Support (Limited); Communications (-2, 10km); Features: Cargo Bay (96 m <sup>3</sup> ), Easy to Modify (All), High Towing Capacity (Double), NOE Flyer; HEP: Desert; Sensors (-2, 2km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile (1); Weaknesses: Exposed Systems, Exposed Movement, Fragile Chassis
* Offensive Threat Value (OTV):	0

<b>Type 42 "Peregrine" Gunship (Caprice)</b>									
Production Type:		Late Prototype (1 lemon dice)							
Size:		7							
* Threat Value (TV):									
* Defensive Threat Value (DTV):		434							
Movement:		Flight 8/15							
Maneuver:		+1							
Armor:		8/16/24							
* Miscellaneous Threat Value (MTV):		836							
Crew:		Living 2 (3 actions)							
Deployment Range:		250 km							
Reaction Mass:		n/a							
Perks & Flaws:									
Accessories:		Autopilot, 2x Life Support (Limited); Communications (+1, 10km); Features: NOE Flyer; Hostile Environment Protection: Desert, Extreme Cold; Information Warfare: Decoy System (2, sensor only), ECM (1, 2km), ECCM (1, 2km); Sensors (+1, 2km); Movement Flaws: Cannot Glide, Maximum Ceiling (6); Negative Features: Difficult to Modify (All), Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		776							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	FE Laser Cannon	E	F	+1	x16	5	+0	AD(2), HEAT	20
2	51mm Pilum Rocket Pack	M	F	-1	x12	1	+4	HP, IF; HEAT; Link	32

<b>Crusader Groundcar (Caprice)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	5
* Threat Value (TV):	181
* Defensive Threat Value (DTV):	208
Movement:	Ground 10/20
Maneuver:	-2
Armor:	4/8/12
* Miscellaneous Threat Value (MTV):	334
Crew:	Living 1 (2 actions), Passengers 6
Deployment Range:	250 km
Reaction Mass:	n/a
Perks & Flaws:	
Accessories: Autopilot, Life Support (Limited); Communications (-3, 5km); Features: Cargo Bay (8 m <sup>3</sup> ), Easy to Modify (All); Reinforced Systems: Ammo/Fuel; Sensors (-3, 1km); Negative Features: Large Sensor Profile (1); Weaknesses: Exposed Systems, Exposed Movement, Fragile Chassis	
* Offensive Threat Value (OTV):	0

<b>Liberati Bungalo (Caprice)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	6
* Threat Value (TV):	266
* Defensive Threat Value (DTV):	65
Movement:	Ground 7/13
Maneuver:	-5
Armor:	8/16/24
* Miscellaneous Threat Value (MTV):	733
Crew:	None (Towed by Mule, drive provides additional motive power)
Deployment Range:	700 km
Reaction Mass:	n/a
Perks & Flaws:	
Accessories: 2x Life Support (Limited), Searchlight(F, 50m); Arms: Tool Arm (2, docking airlock, cannot punch); Communications (-2, 20km); Features: Accomodations (100 m <sup>3</sup> , military for 10-20 people), Off-Road Ability, Sick Bay (2); Hostile Environment Protection: Desert, Extreme Cold; Reinforced Systems: Crew; Sensors (-2, 2km); Negative Features: Large Sensor Profile (1); Weaknesses: Exposed Systems, Exposed Movement, Fragile Chassis	
* Offensive Threat Value (OTV):	0

<b>Liberati Prospector (Caprice)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	6
* Threat Value (TV):	629
* Defensive Threat Value (DTV):	65
Movement:	Ground 7/13
Maneuver:	-5
Armor:	8/16/24
* Miscellaneous Threat Value (MTV):	1821
Crew:	Living 2 (3 actions)
Deployment Range:	700 km
Reaction Mass:	n/a
Perks & Flaws:	Accessories: Life Support (Limited), Mining Equipment (Light Duty); Arms: Tool Arm (2, docking airlock, cannot punch); Communications (-2, 20km); Features: Cargo Bay (24 m <sup>2</sup> , open-topped), High Towing Capacity (Triple), Laboratory (Natural Sciences (Earth Sciences), 0), Off-Road Ability; Hostile Environment Protection: Desert, Extreme Cold; Sensors (-2, 2km); Negative Features: Large Sensor Profile (1); Weaknesses: Exposed Systems, Exposed Movement, Fragile Chassis
* Offensive Threat Value (OTV):	0

<b>Reubeni Attack Trike (Caprice)</b>									
Production Type:	Scratchbuilt (10 lemon dice)								
Size:	5								
* Threat Value (TV):	250								
* Defensive Threat Value (DTV):	169								
Movement:	Ground 9/17								
Maneuver:	-2								
Armor:	7/14/21								
* Miscellaneous Threat Value (MTV):	416								
Crew:	Living 2 (2 actions), Passengers 2								
Deployment Range:	700 km								
Reaction Mass:	n/a								
Perks & Flaws:	Accessories: Life Support (Limited); Communications (-2, 20km); Features: Cargo Bay (72 m <sup>3</sup> ), Easy to Modify (All), Off-Road Ability; Hostile Environment Protection: Desert, Extreme Cold; Sensors (-2, 2km); Negative Features: Inefficient Controls, Large Sensor Profile (1); Weaknesses: Exposed Systems, Exposed Movement, Fragile Chassis								
* Offensive Threat Value (OTV):	164								
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	25mm Recoilless Rifle	P	FF	-1	x6	2	0	HP	30
1	10mm Machinegun	P	FF	-1	x3	1	+4	AI, HP	200

<b>Pithom Workmount (Caprice)</b>									
Production Type:		Mass Production							
Size:		7							
* Threat Value (TV):									
* Defensive Threat Value (DTV):		*Defensive Threat Value (DTV):							
Movement:		Walk 3/5							
Maneuver:		-2							
Armor:		14/28/42							
* Miscellaneous Threat Value (MTV):		*Miscellaneous Threat Value (MTV):							
Crew:		Living 2 (3 actions)							
Deployment Range:		250 km							
Reaction Mass:		n/a							
Perks & Flaws:									
*Offensive Threat Value (OTV):									
* Offensive Threat Value (OTV):		Ammo							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	10mm Machinegun	P	T	-1	x3	1	+4	Linked, Hardpoint, Anti-Infantry	400

<b>Deep-Diver Worksuit (Atlantis)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		2							
* Threat Value (TV):		227							
* Defensive Threat Value (DTV):		11							
Movement:		Walker 1/2 Submarine 1/2							
Maneuver:		-1							
Armor:		3/6/9							
* Miscellaneous Threat Value (MTV):		664							
Crew:		Living 1 (2 actions)							
Deployment Range:		100km							
Reaction Mass:		n/a							
Perks & Flaws:									
Accessories:		2x Life Support (Limited), Searchlight (FF, 50m); Arms: 2x Manipulator Arm (2, can punch); Communications (-2, 10km); Features: Infantry (counts as infantry), Laboratory (Geography, 0); Hostile Environment Protection: Extreme Heat, Extreme Pressure; Sensors (-1, 2km); Movement Flaws: Decreased Maneuver(-1, Submarine); Weaknesses: Exposed Auxiliaries, Exposed Movement, Exposed Systems, Fragile Chassis; Annoyance: Life Support floods suit with oxygenated liquid, rendering wearer mute.							
* Offensive Threat Value (OTV):		5							

<b>Kavouri (Atlantis)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	9
* Threat Value (TV):	517
* Defensive Threat Value (DTV):	137
Movement:	Walk 2/3 Submarine 2/3
Maneuver:	-2
Armor:	16/32/48
* Miscellaneous Threat Value (MTV):	1374
Crew:	2 (3 actions)
Deployment Range:	400 km
Reaction Mass:	n/a
Perks & Flaws:	Accessories: 2x Life Support (Limited), Searchlight (F, 50m); Arms: 2x Manipulator Arm(2, cannot punch), 2x Tool Arm (9, can punch); Communications(-2, 10km); Features: Cargo Bay(4 m <sup>3</sup> , up to 1.1 tons of ROVs), Laboratory (Geology, 0); Hostile Environment Protection: Extreme Heat, Extreme Pressure; Sensors (-1, 2km); Weaknesses: Exposed Systems, Fragile Chassis
* Offensive Threat Value (OTV):	41

<b>Wavepiercer (Atlantis)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	3
* Threat Value (TV):	154
* Defensive Threat Value (DTV):	463
Movement:	Naval 15/30 Submarine 2/3
Maneuver:	-2
Armor:	4/8/12
* Miscellaneous Threat Value (MTV):	0
Crew:	Living 1, Passenger 1 (2 actions)
Deployment Range:	360 km
Reaction Mass:	n/a
Perks & Flaws:	Accessories: Life Support (Limited); Armor: Brittle; Communications (-2, 10km); Features: Easy to Modify, No Fuel Required (Power Can Be Cut Off); Hostile Environment Protection: High Pressure; Information Warfare: Stealth (4); Sensors (-1, 3km); Movement Flaws: Poor Off-Road Ability, Poor Towing Capacity; Negative Features; Highly Flammable; Weaknesses: Exposed Auxiliaries, Exposed Systems, Exposed Movement, Fragile Chassis
* Offensive Threat Value (OTV):	0

<b>Cargo Submarine (Atlantis)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	57
* Threat Value (TV):	5514
* Defensive Threat Value (DTV):	1035
Movement:	Submarine 3/6 Naval 2/3
Maneuver:	-6
Armor:	64/128/192
* Miscellaneous Threat Value (MTV):	15506
Crew:	Living 2, Computer 4 (Dumb, Level 2) (4 actions)
Deployment Range:	3500 km
Reaction Mass:	n/a
Perks & Flaws:	Accessories: Autopilot, 2x Life Support (Limited); Communications(-2, 10km); Features: Accomodations (20 m <sup>3</sup> ), 4x Cargo Bay (1000 m <sup>3</sup> ), Easy to Modify, Fuel Efficient (3x), High Towing Capacity (triple), Sick Bay(2); Hostile Environment Protection: Extreme Cold, High Pressure; Information Warfare: Stealth (2); Sensors (-1, 2km); Movement Flaws: Poor Off-Road Ability; Negative Features: Sensor Dependant; Weaknesses: Exposed Auxiliaries, Exposed Systems, Exposed Movement, Fragile Chassis
* Offensive Threat Value (OTV):	0

<b>Atlantean Torpedo Drone (Atlantis)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		2 (300 kg)							
* Threat Value (TV):		183 (46 with crew)							
* Defensive Threat Value (DTV):		*Defensive Threat Value (DTV): 279							
Movement:		Submarine 10/20							
Maneuver:		-1							
Armor:		4/8/12							
* Miscellaneous Threat Value (MTV):		186							
Crew:		Computer 1 (Dumb, Level 1) (2 actions)							
Deployment Range:		50 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot; Armor: Brittle; Communications (-5, 20km); Hostile Environment Protection: Extreme Cold, Extreme Pressure; Information Warfare: Stealth (4); Sensors (+0, 2km); Movement Flaws: Poor Towing Capacity; Negative Features: Sensor Dependant; Weaknesses: Exposed Auxiliaries, Exposed Systems, Exposed Movement, Fragile Chassis							
* Offensive Threat Value (OTV):		84							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Warhead	P	F	-1	x30	0	0	AE(0), A/T(Submarine/Land); HEAT	1

Note: The torpedo drone, due to its poor sensors and onboard systems, is either given targeting orders on launch (which cannot be changed once it's in the water) or, more commonly, controlled by a wire running to the launching submarine. The Attack/Target(Submarine/Land) on the warhead allows it to attack targets on the surface of the water.

<b>Kekrops-Class Attack Submarine (Atlantis)</b>	
Components:	1xMain Hull, 1xSupport Module, 2xCrew Module. Carries 40x Torpedo Drones
Total Movement:	Submarine 7/13, Naval 3/6, Maneuver -5
Total Reaction Mass:	n/a
Total Size:	64
Main Hull	
<p>* Basic Attributes: Size 58, Movement: Submarine 7/13, Naval 3/6, Armor: 80/160/240, Crew: Living 70 (8 actions), Deployment Range: 1500 hrs</p> <p>* Perks &amp; Flaws: Accessories: Autopilot, Emergency Medical, 2x Life Support (Full); Arms: 2x Tool Arm (1, Cannot Punch, sensor periscopes); Communications(+1, 40km), Satellite Uplink; Features: Cargo Bay (80 m<sup>3</sup>, 40 Torpedo Drones + servicing space), No Fuel Required (permanent); Hostile Environment Protection: Extreme Cold, High Pressure; Information Warfare: Stealth (5); Reinforced Systems: Movement; Sensors(+3, 4km); Negative Features: Sensor Dependant</p> <p>* Offensive/Defensive Systems: None.</p>	
Support Module	
<p>* Basic Attributes: Size 28, Movement: Towed by Main Hull, Armor: 80/160/240, Crew: Living 4, Computer 4 (Dumb lvl2) (4 actions), Deployment Range: 1500 hrs</p> <p>* Perks &amp; Flaws: Accessories: Emergency Medical, 2x Life Support (Full); Features: Laboratory (Craft (Cooking), 1), Laboratory (Technical Sciences (Electronics), 0), Laboratory (Technical Sciences (Mechanics), 0); Hostile Environment Protection: Extreme Cold, High Pressure; Information Warfare: Stealth (5); Movement Flaws: External Power (power fed from main hull); Negative Features: Sensor Dependant</p> <p>* Offensive/Defensive Systems: None.</p>	
Crew Module	
<p>* Basic Attributes: Size 28, Movement: Towed by Main Hull, Armor: 80/160/240, Crew: Living 3 (3 actions), Deployment Range: 1500 hrs</p> <p>* Perks &amp; Flaws: Accessories: Emergency Medical, 2x Life Support (Full); Features: Accomodations (150 m<sup>3</sup>, military for 40 people), Sick Bay (4); Hostile Environment Protection: Extreme Cold, High Pressure; Information Warfare: Stealth (5); Movement Flaws: External Power (power fed from main hull); Negative Features: Sensor Dependant</p> <p>* Offensive/Defensive Systems: None.</p>	

Sisyphus-Class Attack Submarine (Atlantis)							
Components:	1xMain Hull, 1xASAT Laser, 1xSupport Module, 3xCrew Module. Carries 55x Torpedo Drone						
Total Movement:	Submarine 5/10, Naval 3/6, Maneuver -6						
Total Reaction Mass:	n/a						
Total Size:	76						
Main Hull							
* Basic Attributes: Size 69, Movement: Submarine 5/10, Naval 3/6, Armor: 60/160/240, Crew: Living 99 (8 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Autopilot, Emergency Medical, 2x Life Support (Full); Arms: 2x Tool Arm (1, Cannot Punch, sensor periscopes); Communications(+2, 40km), Satellite Uplink; Features: Cargo Bay (110 m <sup>3</sup> , 55 Torpedo Drones + servicing space), No Fuel Required (permanent); Hostile Environment Protection: Extreme Cold, High Pressure; Information Warfare: Stealth (4); Reinforced Systems: Movement; Sensors(+2, 4km); Negative Features: Sensor Dependant							
* Offensive/Defensive Systems: None.							
ASAT Laser Tower							
* Basic Attributes: Size 28, Movement: Towed by Main Hull, Armor: 80/160/240, Crew: Computer 8 (Dumb lvl2) (5 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Emergency Medical, Life Support(Full) x2; Arms: Battle Arm (6, cannot punch, laser periscope); Features: Laboratory(Navigation(Space), 2); Hostile Environment Protection: Extreme Cold, High Pressure; Information Warfare: Stealth (4); Sensors(+1, 10km); Movement Flaws: External Power (power fed from Main Hull); Negative Features: Sensor Dependant							
* Offensive/Defensive Systems: 1x ASAT Laser (T)							
Support Module							
* Basic Attributes: Size 28, Movement: Towed by Main Hull, Armor: 80/160/240, Crew: Computer 4 (Dumb lvl2) (4 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Emergency Medical, 2x Life Support (Full); Features: Laboratory (Craft (Cooking), 1), Laboratory (Technical Sciences (Electronics), 0), Laboratory (Technical Sciences (Mechanics), 0); Hostile Environment Protection: Extreme Cold, High Pressure; Information Warfare: Stealth (4); Movement Flaws: External Power (power fed from main hull); Negative Features: Sensor Dependant							
* Offensive/Defensive Systems: None.							
Crew Module							
* Basic Attributes: Size 28, Movement: Towed by Main Hull, Armor: 80/160/240, Crew: Living 3 (3 actions), Deployment Range 1500 hrs							
* Perks & Flaws: Accessories: Emergency Medical, 2x Life Support (Full); Features: Accomodations (150 m <sup>3</sup> , military for 40 people), Sick Bay (4); Hostile Environment Protection: Extreme Cold, High Pressure; Information Warfare: Stealth (4); Movement Flaws: External Power (power fed from main hull); Negative Features: Sensor Dependant							
* Offensive/Defensive Systems: None.							
Name	Type	Acc	DM	BR	ROF	Perks & Flaws	Ammo
ASAT Laser (High-Orbit Attack Mode)	E	+0	x30	250	-2	AP, A/T(Land/Space); AD(5), HEAT, MR(-2); Snpr	10*
ASAT Laser (Low-Orbit Attack Mode)	E	+0	x20	55	-1	AP, A/T(Land/Space), Pers; AD(2), HEAT, MR(-1); Snpr	20*
ASAT Laser (Shore Attack Mode)	E	+1	x25	5	0	AD(3), HEAT; Snpr	U

\* - Note: The ASAT Laser's High-Orbit Attack Mode and Low-Orbit Attack Mode may only be used on targets in space. The laser may not be used while submerged or against targets underwater. The HOAE and LOAE modes are powered by capacitor banks that can be recharged from the submarine's reactor over the course of several days. The Support Module and ASAT Tower may be operated by the crew of other sections as if they were drones with an unseverable wire link.

<b>Scylla Sensor Buoy (Atlantis)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	1
* Threat Value (TV):	205
* Defensive Threat Value (DTV):	1
Movement:	Submarine 0/0
Maneuver:	-10
Armor:	2/4/8
* Miscellaneous Threat Value (MTV):	613
Crew:	Computer 1 (Dumb, Level 2) (2 actions)
Deployment Range:	400 hrs
Reaction Mass:	n/a
Perks & Flaws:	Arms: Tool Arm (1, cannot punch, sensor periscope); Communications(-1, 20km); Features: Laboratory(Navigation(Space), 0), No Fuel Required (Solar, power can be cut off); Information Warfare: Stealth (7); Sensors (+1, 10km), Space Sensors; Negative Features: Highly Flammable, Sensor Dependant, Vulnerable to Haywire Effects; Weaknesses: Exposed Auxiliaries, Exposed Systems, Fragile Chassis, Hazardous Ammo/Fuel; Annoyance: Spacecraft can only be detected if illuminated by Eos or re-entering atmosphere, and only at night.
* Offensive Threat Value (OTV):	0

<b>ANG-01X Sea Serpent (Black Talons/Atlantis)</b>									
Production Type:		Testbed Prototype (2 lemon dice)							
Size:		6							
* Threat Value (TV):		710							
* Defensive Threat Value (DTV):		354							
Movement:		Walk 4/7 Submarine 4/7							
Maneuver:		+0							
Armor:		16/32/48							
* Miscellaneous Threat Value (MTV):		425							
Crew:		Living 1 (2 actions)							
Deployment Range:		350 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Life Support (Limited), Searchlight(FF, 50m); Arms: Tool Arm (1, cannot punch, sensor periscope), Manipulator Arms (6, can punch); Armor: Brittle; Communications(-1/10km); Hostile Environment Protection: High Pressure; Information Warfare: Stealth (3); Sensors (+1, 3km); Movement Flaws: Decreased Maneuver (-2, Submarine movement); Negative Features: Difficult to Modify (all); Defects: Electronics Glitch: -1 Communications (already factored in to stats); Annoyance: Stealth (1) when out of water.							
* Offensive Threat Value (OTV):		1351							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Garan M2Ua Cannon	P	F	+1	x14	1	+0	AI, HH, Sctr	20
1	Requin-36a Rocket/Torpedo Launcher	M	F	-1	x18	2	+4	HP, IF; HEAT	36
1	HLB-16Ua AP Launcher	M	F	-1	x3	1	+0	AE(0), AI, IF, HP	6
1	VU-12a Vibromachete	P	F	+0	x8	M	+0	AP, HH	U
1	Smoke launcher	M	T	0	x0	0/0/0/1	0	Smk	10

Note: All weapons work both in and out of the water, but cannot fire across the barrier.

<b>CEF Type V Gunboat (CEF)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		22							
* Threat Value (TV):		1282							
* Defensive Threat Value (DTV):		493							
Movement:		Naval 6/12							
Maneuver:		-3							
Armor:		33/66/99							
* Miscellaneous Threat Value (MTV):		2935							
Crew:		Living 8 (5 actions), Passenger 12 (10 if GRELS)							
Deployment Range:		750 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Escape System (life rafts), 2x Pintle Mount (L/R), 2x Searchlight (L/R, 100m); Communications (+0, 20km); Features: Cargo Bay (24 m <sup>3</sup> , space for 12 torpedo drones + maintenance), High Towing Capacity (triple); Information Warfare: ECM (1, 4km); Reinforced Systems: Movement; Sensors(+0, 4km); Negative Features: 2x Problem Prone							
* Offensive Threat Value (OTV):		416							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Gattling Laser Cannon	E	F	+1	x16	2	+1	AD(3), HEAT	150

Note: The Type V's sensors can detect targets on or under the water.

<b>D-Fin Submarine (Atlantis)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		3							
* Threat Value (TV):		103							
* Defensive Threat Value (DTV):		51							
Movement:		Submarine 4/7 Naval 2/4							
Maneuver:		-2							
Armor:		6/12/18							
* Miscellaneous Threat Value (MTV):		259							
Crew:		Living 1 (2 actions)							
Deployment Range:		200 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Life Support (Limited), Searchlight (FF, 50m); Communications (-2, 10km); Features: Low Profile; Hostile Environment Protection: Extreme Pressure; Information Warfare: Stealth (3); Sensors (-1, 2km); Weaknesses: Exposed Auxiliaries, Exposed Systems, Exposed Movement, Fragile Chassis; Annoyance: Using built-in audio entertainment system negates Stealth							
* Offensive Threat Value (OTV):		0							

<b>Jophi Transport Vehicle (Eden)</b>	
Production Type:	Mass Production (3 lemon dice)
Size:	4
* Threat Value (TV):	139
* Defensive Threat Value (DTV):	124
Movement:	Ground 8/13
Maneuver:	-1
Armor:	4/8/12
* Miscellaneous Threat Value (MTV):	292
Crew:	Living 1 (2 actions), Passengers 3
Deployment Range:	400 km
Reaction Mass:	n/a
Perks & Flaws:	
Accessories:	Pintle Mount; Communications(-2, 8km); Features: Cargo Bay(1 m <sup>3</sup> , 2x1x0.5), Easy to Modify (all); Weaknesses: Exposed Crew, Weak Point (1, cargo bay)
* Offensive Threat Value (OTV):	0

Notes: Military Variant: Add +2 armor, Exposed Crew(2, passengers/gunners). DTV: 137, MTV: 321, TV: 153

Notes: Passenger Variant: Remove Cargo Bay, +2 Passengers. MTV: 260, TV: 128

<b>Hundmar Combat Boat (Eden)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		6							
* Threat Value (TV):		445							
* Defensive Threat Value (DTV):		346							
Movement:		Naval 6/11 Submarine 5/9							
Maneuver:		+0							
Armor:		12/24/48							
* Miscellaneous Threat Value (MTV):		264							
Crew:		Living 2 (3 actions)							
Deployment Range:		150 km							
Reaction Mass:		n/a							
Perks & Flaws:									
Accessories:		Life Support (Limited); Communications (-1, 10km); Features: Airdroppable, Low Profile; Hostile Environment Protection: High Pressure; Sensors (-1, 2km); Movement Flaws: Decreased Maneuver (-1, Submarine); Poor Towing Capacity; Annoyance: Turret restricted to last fixed arc if no second crewman.							
* Offensive Threat Value (OTV):		724							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	Unguided Torpedos	M	FF	-3	x18	2	+3	IF; HEAT; Link	18
2	10mm Gattling Cannon	P	ST	-2	x4	1	+3	AI, HP; Link	400

Notes: Older Model: Communications (-2, 8km), Sensors (-2, 2km); MTV = 249; TV = 440

Notes: Cheaper Model: Add Armor: Brittle; MTV = 104; TV = 391

Notes: Adu'uth Torpedo Hundmar: Add 2x Cargo Bay (3 m<sup>3</sup>, 3 Torpedo Bugs), Laboratory (Hive Control Systems, 0). Change crew to Living 1 (2 actions), Computer 1 (Smart, Level 2). The computer has one action to use controlling drones, which is not part of the listed action total. MTV = 550; TV = 540 + 6 Edenite Torpedo Bugs

Notes: Privateer: Change to Scratchbuilt, reroll model & vehicle lemon dice.

<b>Albautrus Cargo Plane (Eden)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		14							
* Threat Value (TV):		1362							
* Defensive Threat Value (DTV):		370							
Movement:		Flight 15/30 (Stall 3 - 90km/h) Ground (Derived) 8/15 Naval (Derived) 8/15							
Maneuver:		-3							
Armor:		14/28/42							
* Miscellaneous Threat Value (MTV):		3717							
Crew:		Living 3 (3 actions)							
Deployment Range:		3000 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Life Support(Limited); Armor: Brittle; Communications (-2, 10km); Features; Cargo Bay(250 m <sup>3</sup> , 5x5x10m), Easy to Modify (all), Fuel Efficient (2x); Reinforced Systems: Backups; Sensors (-2, 2km); Movement Flaws: Decreased Maneuver(-1, Ground), Decreased Maneuver(-1, Naval), Maximum Climbing Angle (3); Negative Features: Large Sensor Profile (3); Weaknesses: Exposed Movement							
* Offensive Threat Value (OTV):		0							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
*	Heavy Bombs	M	FF	-5	x25	0	+1	AE(1), A/T(Air/Ground), G	4
*	Light Bombs	M	FF	-5	x10	0	+3	AE(0), A/T(Air/Ground), G	16

Notes: Bomber Variant. 2 Heavy Bomb Racks, 2 Light Bomb Racks. OTV = 357; TV = 1481

Notes: Passenger Model. Passengers 100, Cargo Bay (50 m<sup>3</sup>); MTV = 3539; TV = 1303

Zephyr Sailship (Eden)									
Production Type:		Mass Production (3 lemon dice)							
Size:		18							
* Threat Value (TV):		1338							
* Defensive Threat Value (DTV):		98							
Movement:		Naval 3/5							
Maneuver:		-5							
Armor:		18/36/54							
* Miscellaneous Threat Value (MTV):		3707							
Crew:		Living 10 (5 actions)							
Deployment Range:		1700 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Escape System (Pods), Gun Ports (half crew); Arms: Tool Arm (5, cannot punch, cargo crane); Communications (-2, 8km); Accessories: Accomodations (80 m <sup>3</sup> , military for 20 people), Cargo Bay (1000 m <sup>3</sup> ), Easy to Modify, Fuel Efficient (2x), Laboratory (Natural Sciences (Earth), 0), Laboratory (Navigation (Sea), 0), No Fuel Required (wind, can be cut off); Sensors (-4, 8km); Negative Features: Highly Flammable, Inefficient Controls (acc. for); Weaknesses: Exposed Auxiliaries, Exposed Crew (5 on deck), Exposed Movement, Hazardous Ammo/Fuel; Annoyance: HRF cannot fire into rear arc							
* Offensive Threat Value (OTV):		211							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Heavy Rifle	P	ST	-2	x12	4	+0	HP	20
*	Deck Gun	P	ST	-3	x20	5	+0	HP, IF	20
*	Depth Charge Launcher	M	R	-3	x15	1	+2	A/T(Land/Underwater), IF; HEAT	20

Notes: Bargain Model. Add Armor: Brittle. MTV = 2957; TV = 1088

Notes: Improved Armaments. Remove Heavy Rifle, add Deck Gun. OTV = 567; TV = 1457

Notes: Scientific Expedition Model. Add Computer (Dumb, Level 2), Laboratory (ichoose<sub>i</sub>, 1), Satellite Uplink, make Sensors (-2, 3km) MTV = 6459; TV = 2256

Notes: Anti-Submarine. Add Depth Charge Launcher, Sensors (-2, 3km) MTV = 3701; OTV = 350.76; TV = 1383

<b>Reshef Submersible Frigate (Eden)</b>									
Production Type:		Early Production (3 lemon dice)							
Size:		30							
* Threat Value (TV):		2814							
* Defensive Threat Value (DTV):		1028							
Movement:		Submarine 3/6 Naval 3/6							
Maneuver:		-5							
Armor:		60/120/180							
* Miscellaneous Threat Value (MTV):		4814							
Crew:		Living 12, Computer 1 (Smart, level 2) (5 actions)							
Deployment Range:		2000 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Life Support (Full); Armor: Brittle; Communications(-1, 10km), Satellite Uplink; Features: Accomodations (40 m <sup>3</sup> , military, 12 people), Cargo Bay (40 m <sup>3</sup> , 20 Bug Torpedoes + servicing), Cargo Bay (170 m <sup>3</sup> , 3 Hundmars + servicing), Fuel Efficient (2x), Laboratory (Hive Control Systems, 0), Laboratory (Navigation, 0), Sick Bay (1); Hostile Environment Protection: Extreme Cold, Pressure; Sensors (-1, 3km); Movement Flaws: Decreased Maneuver (-1, Naval); Negative Features: Inefficient Controls, Sensor Dependant; Weaknesses: Exposed Movement; Annoyance: VLFG turret cannot fire to the rear.							
* Offensive Threat Value (OTV):		2599							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	56mm Cannon	P	ST	-2	x20	5	+0	IF; Link	60

Note: Computer crew is intended as a hive controller. It can handle controlling the Bug Torpedoes, but cannot control the vehicle itself. The computer has 1 action to use when controlling drones, which is not included in the listed action total. This extra action comes from and is paid for with the Laboratory (Hive Control Systems) perk.

Note: Dropped Weak Point (Rear), as you can't use Weak Point like that and no point in double-penalizing.

<b>Sarif Shuttle (Eden)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		20							
* Threat Value (TV):		1060							
* Defensive Threat Value (DTV):		1400							
Movement:		Space 20/39 Flight 8/16 (Stall 3, 90 km/h) Naval (Derived) 8/15							
Maneuver:		-1							
Armor:		20/40/60							
* Miscellaneous Threat Value (MTV):		1780							
Crew:		Living 4 (4 actions)							
Deployment Range:		300 hrs							
Reaction Mass:		900 BP (water)							
Perks & Flaws:		Accessories: Autopilot, 2x Life Support (Limited); Armor: Brittle; Communications (-1, 10km); Features: Accomodations(16 m <sup>3</sup> , military for 4 people), Cargo Bay (500 m <sup>3</sup> , 5x5x20m), Reentry Systems (Permanent), Stratospheric Flight; Hostile Environment Protection: Radiation(3), Vacuum; Sensors (-1, 2km); Movement Flaws: Decreased Maneuver(-1, Space), Decreased Maneuver(-1, Naval); Negative Features: Large Sensor Profile (3); Weaknesses: Exposed Movement, Fragile Chassis							
* Offensive Threat Value (OTV):		0							

<b>Gabor Amphibious Golem (Eden)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		11							
* Threat Value (TV):		998 (Mortar), 1064 (Cannon)							
* Defensive Threat Value (DTV):		330							
Movement:		Walker 3/5 Submarine 2/3							
Maneuver:		-2							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		1291							
Crew:		Living 3, Computer 1 (Smart, Level 2) (3 actions)							
Deployment Range:		300 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Life Support (Limited); Armor: All-Around; Communications (-1, 10km); Features: Cargo Bay(30 m <sup>3</sup> , 8 Anak drones), Laboratory (Hive Control Systems, 0), Off-Road Ability; Hostile Environment Protection: Pressure; Information Warfare: ECM(2, 3km), ECCM(2, 3km); Sensors (-1, 3km); Movement Flaws: Decreased Maneuver (-2, Submarine); Negative Features: Large Sensor Profile (2), Sensor Dependant; Weaknesses: Exposed Auxiliaries, Exposed Systems, Weak Underbelly; Annoyance: ST Weapons cannot fire into Rear Arc.							
* Offensive Threat Value (OTV):		*							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	72mm Subroc Pack	M	ST	-2	x18	2	+2	HP, IF; HEAT; Link	18
2	10mm Gattling Gun	P	F/Rr	-1	x4	1	+3	AI	400
2	44mm Grenade Gun	M	F/Rr	-2	x3	1	+0	AE(0), AI, IF	6
*	120mm Field Mortar	P	ST	-2	x20	5	+0	AE(0), HP, IF; HEAT, MR(-1), Unrel(1)	12
*	56mm Cannon	P	ST	-2	x20	5	+0	HP, IF; Unrel(1)	20

\* - Choose one. OTV w/Mortar: 1373, OTV w/Cannon: 1570

Notes: The Smart Computer is part of the Gabor's Hive Control System. It has one action that can be used to control Bug Drones only and is not included in the listed action total, and cannot pilot the vehicle. This extra action comes from and is paid for with the Laboratory (Hive Control Systems) perk.

Notes: Privateer: Change to Scratchbuilt, reroll model & vehicle lemon dice.

<b>Oannes APES (Eden)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		4							
* Threat Value (TV):		317							
* Defensive Threat Value (DTV):		146							
Movement:		Walk 2/4 Submarine 4/7							
Maneuver:		+0							
Armor:		9/18/27							
* Miscellaneous Threat Value (MTV):		644							
Crew:		Living 1 (2 actions)							
Deployment Range:		250km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Life Support (Limited); Arms: 2x Manipulator Arm (5, can punch); Communications (-1, 10km); Features: Airdroppable, Off-Road Ability; Hostile Environment Protection: High Pressure; Sensors (-1, 2km); Movement Flaws: Decreased Maneuver (-2, Submarine); Weaknesses: Exposed Auxiliary, Exposed Systems; Annoyances: Small cockpit hatch, 2 turns to enter/exit.							
* Offensive Threat Value (OTV):		163							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Gyroc Recoilless Rifle	P	F	-2	x6	2	+0	HH	25
-	65mm Panzerfaust	M	F	-2	x15	1	+0	HEAT	1
1	Vibromachette	P	F	-1	x8	M	+0	AP, HH	U
3	Hand Grenade	P	F	-1	x15	0	+0	AI, HH; HEAT	1
1	Forearm Spike	P	F	+0	x6	M	+0	-	U
*	Light Bazooka	M	FF	-1	x15	2	+0	HEAT	5
**	Light Grenade Launcher	M	F	-2	x15	1	+2	HH, IF; HEAT	6
***	Vibroaxe	P	F	-2	x10	M	+0	AC, HH	U
-	Heavy Panzerfaust	M	F	-2	x20	2	+0	HEAT	1

\* - Add backpack-mounted Light Bazooka. OTV +33; TV +11

\*\* - Remove Gyroc and 65mm Panzerfaust, add Light Grenade Launcher. OTV +67; TV +22

\*\*\* - Remove Gyroc and 65mm Panzerfaust, add Vibroaxe/Heavy Panzerfaust comboweapon. OTV +21; TV +7

Notes: Obsolete Model: Change to Communications(-2, 8km), Sensors (-2, 2km); MTV = 615; TV = 308

<b>Anak Light Bug (Eden)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		3							
* Threat Value (TV):		85							
* Defensive Threat Value (DTV):		126							
Movement:		Walk 3/5 Submarine 4/7 Space 7/13 (Jump 100mx50m or 50mx100m)							
Maneuver:		-2							
Armor:		3/6/9							
* Miscellaneous Threat Value (MTV):		0							
Crew:		Computer 1 (Dumb, Level 2) (2 actions)							
Deployment Range:		200 km							
Reaction Mass:		52 BP (2 jumps)							
Perks & Flaws:		Accessories: Autopilot; Arms: 2x Tool Arm (3, can punch); Communications(-2, 8km); Features: Improved Off-Road, Low Profile; Hostile Environment Protection: High Pressure; Sensors(-2, 2km); Movement Flaws: Decreased Maneuver(-2, Submarine), Poor Towing Capacity, Sensor Dependant; Negative Features: Difficult to Modify (all); Weaknesses: Exposed Auxiliaries, Exposed Systems, Exposed Movement							
* Offensive Threat Value (OTV):		128							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	5mm Gattling Gun	P	F	+0	x2	1	+3	AI, HP	80
1	Target Designator	E	F	+0	x0	1	+0	TD	U

<b>Emu Heavy Bug (Eden)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		4							
* Threat Value (TV):		227							
* Defensive Threat Value (DTV):		20							
Movement:		Walker 4/7 Submarine 2/3							
Maneuver:		+0							
Armor:		9/18/27							
* Miscellaneous Threat Value (MTV):		450							
Crew:		Computer 1 (Dumb, Level 2) (2 actions)							
Deployment Range:		100 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot; Arms: 2x Battle Arm (4, cannot punch); Communications (-2, 8km); Features: Airdroppable, Airlift Ready, Low Profile, Off-Road Ability; Hostile Environment Protection: High Pressure; Sensors (-2, 2km); Movement Flaws: Decreased Maneuver (-2, Submarine); Negative Features: Difficult to Modify (all), Sensor Dependant; Weaknesses: Exposed Auxiliaries, Exposed Systems, Weak Underbelly							
* Offensive Threat Value (OTV):		211							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	60mm Subroc	M	FF	-2	x8	1	+4	IF; HEAT	32
1	5mm Gattling Gun	P	F	-1	x2	1	+3	AI	200
2	VibroAxe	P	F	-2	x10	M	0	AC	U

<b>Auwa VTOL Bug (Eden)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		5							
* Threat Value (TV):		101							
* Defensive Threat Value (DTV):		159							
Movement:		Flight 3/5 (Stall Speed 0)							
Maneuver:		+1							
Armor:		9/18/27							
* Miscellaneous Threat Value (MTV):		0							
Crew:		Computer 1 (Dumb, Level 2) (2 actions)							
Deployment Range:		400 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Airlift Winch(4, 2.4 metric tons), Autopilot; Communications (-1, 10km); Information Warfare: ECM (1, 2km), ECCM(1, 2km); Sensors (-1, 2km); Movement Flaws: Cannot Glide, Maximum Ceiling (6km); Negative Features: Difficult to Modify (all), Sensor Dependant; Weaknesses: Exposed Auxiliaries, Exposed Movement							
* Offensive Threat Value (OTV):		143							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	Rocket Pack	M	FF	-2	x12	1	+1	IF; HEAT; Link	8
1	5mm Gattling Gun	P	F	-1	x2	1	+3	AI	400

<b>Edenite Torpedo Bug (Eden)</b>									
Production Type:		Mass Production (3 lemon dice)							
Size:		2							
* Threat Value (TV):		57							
* Defensive Threat Value (DTV):		121							
Movement:		Submarine 8/15							
Maneuver:		-2							
Armor:		4/8/12							
* Miscellaneous Threat Value (MTV):		0							
Crew:		Computer 1 (Dumb, Level 2) (2 actions)							
Deployment Range:		25 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot, Power Booster(2); Communications (-4, 30km); Hostile Environment Protection: High Pressure; Sensors (-1, 2km); Movement Flaws: Poor Towing Capacity; Negative Features: Difficult to Modify, Sensor Dependant; Weaknesses: Exposed Auxiliaries, Exposed Systems, Exposed Movement							
* Offensive Threat Value (OTV):		50							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Warhead	P	FF	-1	x30	0	0	AE(0), Red; HEAT	1

Notes: The Torpedo Bug is meant to be controlled VIA wire.

<b>Bug Cruise Missile (Eden)</b>									
Production Type:		Limited Production (2 lemon dice)							
Size:		5							
* Threat Value (TV):		170							
* Defensive Threat Value (DTV):		348							
Movement:		Flight 15/30 (Stall Speed 8, 250 km/h)							
Maneuver:		-1							
Armor:		6/12/17							
* Miscellaneous Threat Value (MTV):		123							
Crew:		Computer 1 (Dumb, Level 2) (2 actions)							
Deployment Range:		1200 km							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Autopilot; Communications (-2, 8km), Satellite Uplink; Features: Fuel Efficient (2x), NOE Flyer; Information Warfare: ECCM (1, 2km); Sensors (-2, 2km); Movement Flaws: Cannot Glide, Poor Towing Capacity; Negative Features: Difficult to Modify (all), Sensor Dependant; Weaknesses: Exposed Auxiliaries, Exposed Movement, Fragile Chassis, Hazardous Ammo/Fuel							
* Offensive Threat Value (OTV):		38							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Warhead	P	FF	-1	x30	0	0	AE(0); HEAT	1