

## COLONIAL M270 MRLS LANDRAM

[MOBILE ROCKET LAUNCHER SYSTEM]

### DIMENSIONS:

WEIGHT: 55,000 LBS      SCALE: VEHICLE  
LENGTH: 22'6"      BEAM: 9'6"      HEIGHT: 8'6"  
SCALE: VEHICULAR  
CREW: 3 [COMMANDER, DRIVER, GUNNER]  
RANGE: 250 MILES

### ATTRIBUTES:

AGILITY: D4      ALERTNESS: D10  
STRENGTH: D10      INTELLIGENCE: D2  
VITALITY: D10      WILLPOWER: D10  
  
INITIATIVE: D4+D10      SPEED: 50MPH  
LIFE POINTS: 20      ARMOR: 3W, 4S

### TRAITS:

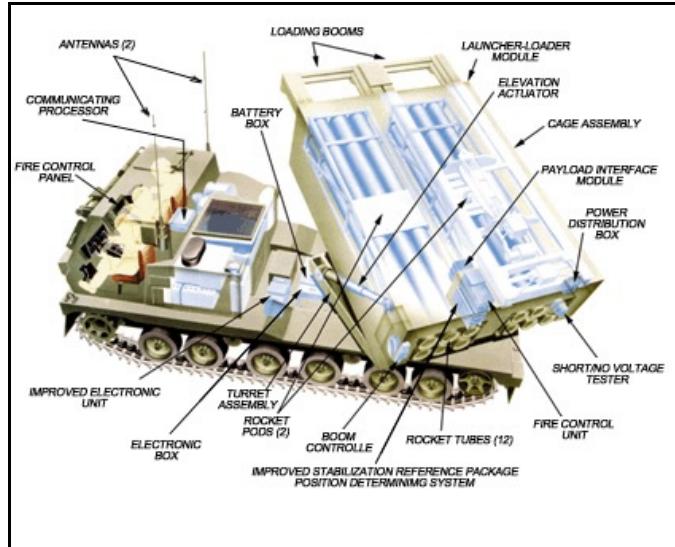
NBC HARDENED [D4], SLOW THROTTLE [D4]

### SKILLS:

HEAVY WEAPONRY/MISSILES [D4], PERCEPTION [D4; ALSO ADDS TO DRADIS TESTS]

### ARMAMENT:

12 HEAVY ANTI-AIRCRAFT MISSILES, SKIRMISH-RANGE      [D12, VEHICLE-SCALE]  
[RELOAD TIME, 9 MINUTES. CAN FIRE UP TO 2 MISSILES AT TWO TARGETS/ROUND.]



## COLONIAL LION MEDIUM TANK

### DIMENSIONS:

LENGTH: 30'      BEAM: 11'      HEIGHT: 9'  
SCALE: VEHICULAR  
CREW: 4      PASSENGERS: 4 [OUTSIDE]  
RANGE: 250 MILES  
TOWING CAPACITY: 7.5 TONS

### ATTRIBUTES:

AGILITY: D2      ALERTNESS: D4  
STRENGTH: D12      INTELLIGENCE: D2  
VITALITY: D12      WILLPOWER: D10  
  
INITIATIVE: D2+D4      SPEED: 80MPH  
LIFE POINTS: 24      ARMOR: 6W, 3S

### TRAITS:

NBC HARDENED [D4], SLOW THROTTLE [D2]

### SKILLS:

HEAVY WEAPONS [D4], PERCEPTION [D4; ADDS TO PERCEPTION TESTS]

### ARMAMENT:

120MM MAIN CANNON, VEHICLE-SCALE/SKIRMISH-RANGE      [D12+D2, 40 RNDs]  
12.7MM HMG, PERSONAL-SCALE/SKIRMISH-RANGE      [D12, AUTO, 250 RNDs]  
60MM MORTAR DECK, PERSONAL-SCALE/SKIRMISH-RANGE      [6D10 BLAST, 30' INCREMENT]

## COLONIAL LANDRAM MK III

INFANTRY FIGHTING VEHICLE

### DIMENSIONS:

LENGTH: 23' BEAM: 10' HEIGHT: 9'

SCALE: VEHICULAR

CREW: 3 PASSENGERS: 10

CARGO: 2000 LBS. RANGE: 300 MI.

TOWING CAPACITY: 3.5 TONS

### ATTRIBUTES:

AGILITY: D4	ALERTNESS: D0
STRENGTH: D10	INTELLIGENCE: D0
VITALITY: D6	WILLPOWER: D6

INITIATIVE: D4+D0 SPEED: 60 MPH

LIFE POINTS: 16 ARMOR: 3W, 2S

### TRAITS:

DIFFICULT TO REPAIR [D4], NBC HARDENED [D4]

### SKILLS:

NONE

### ARMAMENT:

30MM MEC-A6B CANNON

4 SMI-92 FLYING NEEDLE AAM



## COLONIAL SHUTTLE

CLASS: GAL-365 MK II

TYPE: SHORT RANGE FTL SHUTTLE

### DIMENSIONS:

LENGTH: 74'11" BEAM: 24'8" DRAUGHT: 21'6"

SCALE: VEHICULAR [BARELY]

CREW: 2 PASSENGERS: 24 [100  
EMERGENCY]

CARGO: 70 TONS [1 MBT OR UP TO 4 LANDRAMS]

### ATTRIBUTES:

AGILITY: D4	ALERTNESS: D8
STRENGTH: D12	INTELLIGENCE: D8
VITALITY: D8	WILLPOWER: D6

INITIATIVE: D4+D8 SPEED: 5 [SL/JC]

LIFE POINTS: 20 ARMOR: 1W, 2S

### TRAITS:

MASS-PRODUCED [D2], SHORT-RANGE [D4], WORKHORSE [D4]

### SKILLS:

MECHANICAL ENGINEERING [D4], PERCEPTION [D4], PILOT [D4]

### ARMAMENT:

NONE

### HISTORY:

THE GAL-365 MK II SHORT-RANGE SHUTTLE IS A MAINSTAY OF SHIP-TO-SHORE ACTIVITY, BOTH IN THE MILITARY AND THE CIVILIAN WORLD. GAL-365C VERSIONS ARE CALLED MLC [MARINE LANDING CRAFT] AND ARE MODIFIED WITH STRONGER DECK RIBBING TO CARRY UP TO 70 TONS - A MAIN BATTLE TANK, OR UP TO 4 LANDRAMS, DEPENDING ON CONFIGURATION. THEY CAN CARRY THE CREWS OF THESE VEHICLES, OR CAN BE USED TO DO EMERGENCY EVACUATIONS OF UP TO 100 PEOPLE. THEY ARE EQUIPPED WITH A SHORT-RANGE FTL SYSTEM GOOD FOR TWO JUMPS (AS OPPOSED TO 10 WITH A RAPTOR).

