

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:

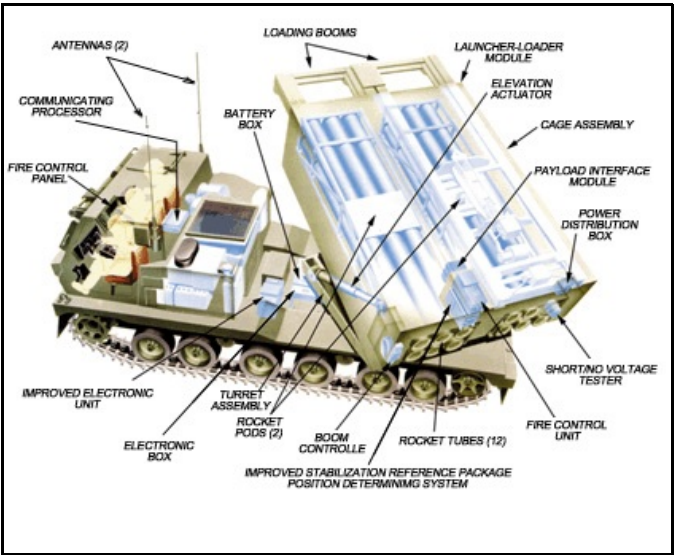
NBC HARDENED [D4], **SLOW THROTTLE [D4]**

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



D8W VEHICLE-SCALE, SKIRMISH-RANGE

D6W VEHICLE-SCALE, SKIRMISH-RANGE

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.

