

VEHICLE STATS						
Type	Armour Ratings *					
	Top	Front	Sides	Rear	Bottom	Crew
Light Transports	0	0	0	0	0	1
APCs	3	5	4	3	3	2
IFVs	4	6	5	4	4	3
Light Tanks	5	7	6	5	5	3
Medium Tanks	6	8	7	6	6	4
Main Battle Tanks	7	9	8	7	7	5
Walkers **	7	9	8	7	7	1

VEHICLE SPEEDS		
Method	Cautious	Standard
Fly	14"	20"
Hover	10"	16"
Tracked	12"	18"
Walk	6"	12"
Wheeled	18"	24"

* These are suggested maximum values for the basic vehicle types. Actual ratings can vary from those shown, and should be agreed upon by the players.

** Walkers come in all shapes and sizes, from lightly armoured recon vehicles to heavily armoured destroyers. The stats shown are for a heavy walker.

VEHICLE WEAPONS					
Weapon	Range	Damage	Fire Effect	Anti-Tank	Blast
Auto Cannon - Light	x10	+6	-	+2	-
Auto Cannon - Heavy	x13	+6	-	+4	-
Beam - Light *	x15	+2	-	+3	-
Beam - Heavy *	x20	+3	-	+5	-
Cannon - Light	x10	+2	-	+3	2"
Cannon - Medium **	x12	+3	+1	+4	3"
Cannon - Heavy **	x15	+3	+3	+5	4"
Chain Gun - Light	x4	+2	+5	-	-
Chain Gun - Heavy	x7	+2	+7	-	-
General Purpose MG	x7	+2	+3	-	-
Heavy MG	x8	+4	+2	+1	-
Missile Launcher	x8	+2	+1	+5	2"
Mortar - Light	x10	+1	-	-	2"
Mortar - Heavy **	x12	+2	+1	-	3"
Rail Gun - Light	x12	+4	-	+5	-
Rail Gun - Heavy	x15	+4	-	+7	-

* Range-based Fire Effect Modifiers are never applied to these weapons.

** Infantry targeted by these weapons suffer a Pinned result instead of being Under Fire.