

All-Terrain Transport ilvl 3

Huge land vehicle (10 ft. wide, 20 ft. long, 7 ft. high)

Speed 10 ft., full 450 ft., 50 mph

EAC 13; **KAC** 16; **Cover** total cover

HP 90 (45); **Hardness** 8

Attack (Collision) 6d4 (DC 10)

Modifiers -4 Piloting, -3 attack (-6 at full speed)

Systems autopilot (Piloting +13), plntry comms; **Passengers** 7

Turrets take no penalty to attack (-2 at full speed)

Turret 1:

Turret 2:

Adv. Shirren Eye Rifle	Sniper	2d10 P	4 rds	70'/500'
Adv. X-gen Gun	Auto	2d12 P	50 rds*	120'
Tac. Magnetar Rifle	Auto	2d8 P	18 rds	60'

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<u>Pilot Action</u>	<u>Skill Check</u>	<u>DC</u>	<u>Result of Success</u>
Break free	Piloting	27	End vehicle engagement (and move 1 zone forward in chase progress phase)
Double maneuver*	Varies	-4 to both	Special-see page 283 (and vehicle moves 1 zone forward in chase progress phase)
Engage	Piloting	22	Vehicles* can ram
Evade	Piloting	13	Vehicle gains a +2 bonus to its AC (and moves 1 zone forward in chase progress phase)
Keep pace	Piloting	13	Vehicle moves 1 zone forward in chase progress phase
Slow down	None	None	Vehicle doesn't move forward in chase progress phase
Speed up	Piloting	20	Move 1 zone forward immediately (and move 1 zone forward in chase progress phase)
Trick	Varies	18	Pilots behind you take -2 penalty to Piloting checks for 1 round (and vehicle moves 1 zone forward in chase progress phase)

Gain a +2 on piloting checks involving enemies behind you

<u>Pilot Action</u>	<u>Skill Check</u>	<u>DC</u>	<u>Result of Success</u>
Break free	Piloting	27	End vehicle engagement (and move 1 zone forward in chase progress phase)
Double maneuver*	Varies	-4 to both	Special-see page 283 (and vehicle moves 1 zone forward in chase progress phase)
Engage	Piloting	22	Vehicles* can ram
Evade	Piloting	13	Vehicle gains a +2 bonus to its AC (and moves 1 zone forward in chase progress phase)
Keep pace	Piloting	13	Vehicle moves 1 zone forward in chase progress phase
Slow down	None	None	Vehicle doesn't move forward in chase progress phase
Speed up	Piloting	20	Move 1 zone forward immediately (and move 1 zone forward in chase progress phase)
Trick	Varies	18	Pilots behind you take -2 penalty to Piloting checks for 1 round (and vehicle moves 1 zone forward in chase progress phase)

Gain a +2 on piloting checks involving enemies behind you

<u>Worm Action</u>	<u>Skill Check</u>	<u>DC</u>	<u>Result of Success</u>
Break free	Piloting	21	End vehicle engagement (and move 1 zone forward in chase progress phase)
Double maneuver*	Varies	-4 to both	Special-see page 283 (and vehicle moves 1 zone forward in chase progress phase)
Engage	Piloting	16	Vehicles* can ram
Evade	Piloting	10	Vehicle gains a +2 bonus to its AC (and moves 1 zone forward in chase progress phase)
Keep pace	Piloting	10	Vehicle moves 1 zone forward in chase progress phase
Slow down	None	None	Vehicle doesn't move forward in chase progress phase
Speed up	Piloting	17	Move 1 zone forward immediately (and move 1 zone forward in chase progress phase)
Trick	Varies	15	Pilots behind you take -2 penalty to Piloting checks for 1 round (and vehicle moves 1 zone forward in chase progress phase)

Gain a +2 on piloting checks involving enemies behind you