

## Vehicles Specification



### **Emancipator: Rebel Herc**

**Chassis:** Modified Cargo Lifter

Height: 6m

Width: 4m

Mass: 18 tons (metric)

### **Rebel Retrofit Herc**

Max Speed: 122 kph

Armor: Ferro-Composite

Armament: 2 Blasters

Shield: yes

Cloak: yes

Special Equipment.

Reinforced Chassis

The emancipator is a modified cargo-lifter and repair vehicle pressed into an offensive role by the rebels. It is slower than other comparable light Hercs, but it can withstand a large amount of collision damage for its size, due to its rugged construction.



### **Basilisk**

Height: 8 m

Width: 5.7 m

Mass: 32 tons (metric)

### **Terran Empire Herc**

Max Speed: 133 kph

Armor: Crystalluminum

Armament: 2 Lasers, 2 Missile Launcher

Shield: yes

Cloak: yes

Mass: 32 tons

Special Equipment.

Thermal Diffuser

Basilisk is the Terran Empire's standard patrol Herc. Its duties include medium patrol, escort and light attack missions.



### **Chassis: Goad**

Height: 6 m

Width: 5m

Mass: 24 tons (metric)

### **Cybrid Herc**

Speed: 145 kph

Armor: Crystalluminum

Armament: 2 Autocannon  
Shield: yes  
Cloak: yes  
Special Equipment  
Chameleon  
Field Stabilizer

Advanced Cybrid cloaking technology allow the Goad to carry an experimental version of the Chameleon, providing it an unmatched ability to remain cloaked. With this capability, Goads are often utilized in an ambush role.

### **Weapons Specifications**

Autocannons:

These weapons are ballistic weapons which fire a short burst of projectiles at a target. After firing, the weapon requires a brief reload and recycle period. The more powerful autocannons inflict greater damage, but carry less ammo and require a longer period of time to recharge. The lead distance on an autocannon is accounted for by the targeting computer, but gravity (windage) must be manually compensated for by the pilot at longer ranges.

Light Autocannon (A-Cannon)

Mass	1750 Kg
Damage vs Armor	Very Good
Damage vs Shields	Fair
Energy Required	None
Ammo	1000 Rounds
Recycle	.67 sec
Range	900 m

Lasers:

Reliable, durable, and efficient, lasers are the standard armament for most vehicles. Lasers are highly effective against shields, but do moderate damage to most types of armor. Lasers are pinpoint weapons and only damage one particular area of a targeted vehicle.

Light Laser	Laser
Mass	1200 Kg
Damage vs. Armor	Fair
Damage vs. Shields	Good
Energy Required	Low
Ammo	None
Recycle time:	1 sec
Range	1200 m

Blaster

A blaster is a hybrid laser plasma weapon with increased hitting power. They deliver a somewhat larger energy packet than the standard laser and are more effective against armor. Slower projectile speed, and a higher rate of energy consumption are the trade-offs.

Light Blaster	Blaster
Mass	1200 Kg
Damage vs. Armor	Good
Damage vs. Shields	Good
Energy Required	Moderate
Ammo	None
Recycle time:	2 sec

Range                      1000 m

#### HS Missile Launcher

The Heat seeking missile launcher homes in on the radiated infra-red energy from a hot target such as a Herc or Tank. Missiles are highly effective against armor, but their impact is severely blunted by shields. The best tactic is to knock down a target's shields and use missiles for the kill. HS Missiles require approximately 1.5 seconds to achieve a target lock before firing each salvo.

Mass	3200 Kg
Damage vs. Armor	Excellent
Damage vs. Shields	Fair
Energy Required	none
Ammo	8
Recycle time:	1.5 sec
Range	800 m