

Armed military vehicles are only available via favor with the government, or special circumstances.

Ground Vehicles

LIGHT TANK

Acceleration 6
Top Speed 18
Toughness 16 (8) Heavy Armor
Crew 3
Passengers 0
Tracked
30mm Cannon: 50/100/200 3d8 AP6 HW
Light MG: 24/48/96 ROF4 2d8 AP2

MEDIUM TANK

Acceleration 4
Top Speed 12
Toughness 20 (10) Heavy Armor
Crew 4
Passengers 0
Tracked
40mm cannon: 75/150/300 4d8 AP 8 HW
Light MG: 24/48/96 ROF 4, 2d8 AP2

SCOUT CAR

Acceleration 10
Top Speed 25
Toughness 12(3)
Crew 1
Passengers 5
Light MG: 24/48/96 ROF4, 2d8, AP2

MILITARY ARMORED CAR

Acceleration 8
Top Speed 20
Toughness 14 (5) Heavy Armor
Crew 3
Passengers 0
Heavy MG: 50/100/200, ROF3, 2d10 HW

Sikorsky CH-37 Mojave Transport Helicopter

Acceleration 10
Top Speed 40, Climb 0
Toughness 14(2)
Crew 4
Passengers Up to 26
Cargo area can hold 4 jeeps and personnel, or up to 26 passengers

LIGHT FIGHTER-COURIER

Acceleration 20
Top Speed 140, Climb 2
Toughness 11 (1)
Crew 1
Passengers 1
2x.LMG (24/48/96, ROF 4, AP2, 2d8)

PURSUIT FIGHTER

Acceleration 25
Top Speed 145, Climb 2
Toughness 12 (2)
Crew 1
Passengers 0
6x HMG (50/100/200, ROF 3, AP4, 2d10 HW)

GROUND ATTACK PLANE

Acceleration 15
Top Speed 120, Climb 1
Toughness 14 (4)
Crew 1
Passengers 0
2x 20mm Cannon(50/100/200, ROF 4, AP4, 2d12 HW)
8xRockets (50/100/200, 3d8, Small, AP8 HW)
6x LMG (24/48/96, ROF 4, AP2, 2d8)

HEAVY FIGHTER

Acceleration 20
Top Speed 140, Climb 1
Toughness 14 (4)
Crew 1
Passengers 0
8xHMG (50/100/200, ROF 3, AP4, 2d10 HW)

DIVE BOMBER

Acceleration 20
Top Speed 140, Climb 2
Toughness 12 (2)
Crew 2
Passengers 0
4xHMG (50/100/200, ROF 3, AP4, 2d10 HW)
2 Small Bombs, small burst, 3d8, AP10 HW

LIGHT BOMBER

Acceleration 15

Top Speed 100, Climb 1

Toughness 14 (2)

Crew 6

Passengers 0

6xLMG (24/48/96, ROF 4, AP2, 2d8)

8 medium bombs med bu, 4d8. AP20 HW
or 16 small bombs, sm bu, 3d6, AP10 HW

HEAVY BOMBER

Acceleration 10

Top Speed 100, Climb -1

Toughness 16 (2)

Crew 10

Passengers 0

HMG x6 (50/100/200, ROF 3, AP4, 2d10 HW)

12 medium bombs med bu, 4d8. AP20 HW or 6 large bombs, lrg bu, 5d8, AP40, HW

TORPEDO BOMBER

Acceleration 20

Top Speed 140, Climb 1

Toughness 12 (2)

Crew 2

Passengers 0

4xLMG (24/48/96, ROF 4, AP2, 2d8)

Torpedo: 5d8, AP40, HW, 500 range