

Rhino

Main Ground Vehicle
1 pilot, 1 gunner, 4 passengers

200

Weapon	type	damage	modifiers
Lasers (two)	energy	5x	spray 5, burst 6x
Grenade Launcher	smoke		
	kinetic		blast 4

Armor: 6

1	2	3	4	5	6	7	8	9	10
Pilot	Computer	Turret	Gunner	Passenger	Passenger	Engine	Generator	Tracks	

A slow to medium armored personnel carrier. This tracked vehicle has a powerful engine that can drive up 45° slopes and drive straight through many obstacles such as walls or trees. The Rhino sports heavy armor, allowing it to shrug off small arms and most small vehicle fire. It is armed with a dual laser cannon turret operated remotely by the gunner (360° field of fire). As well as a front-facing grenade launcher that both the gunner and the driver can trigger.

Badger

Main Ground Vehicle
1 pilot, 1 navigator/gunner, 2 scientists, 2 passengers

150

Weapon	type	damage	modifiers
Laser	energy	2x	piercing 1

Armor: 2

1	2	3	4	5	6	7	8	9	10
Pilot	Computer	Navigator	Sensors	Scientist	Passenger	Engine	Generator	Turret	Wheels

A lightly-armored wheeled research vehicle. The Badger is equipped with a wide array of sensors and science equipment, making it a mobile lab that rivals the equipment available at the Drop Base itself. It is armed with a single small laser turret (180° front-facing fire arc) that doubles as the laser used to hit rocks for spectrometer analysis.

Gazelle

Main Ground Vehicle

1 pilot, 1 co-pilot/navigator, 2 passengers

120

Armor: 3

1	2	3	4	5	6	7	8	9	10
Pilot	Computer	Navigator	Passenger	Passenger	Engine				

This unarmed fast antigrav-hovercraft is the fastest ground vehicle available and is known for its versatility. It can drive over water or ground, and has a ground clearance of up to 4 meters, allowing it to pass over many obstacles. At full power and while standing still or almost so, it can also hover up to 10 m high, allowing its driver to reach places no other ground vehicle could reach.

Condor

Main Air Vehicle

1 pilot, 1 co-pilot/navigator, 3 scientists

180

Armor: 2

1	2	3	4	5	6	7	8	9	10
Pilot	Computer	Navigator	Sensors	Sensors	Scientist	Generator	Engine		

An unarmed, medium-speed antigrav-plane. The Condor is filled with recon and science equipment, making it an excellent scout or exploration craft. Thanks to its antigrav drive, it can hover and fly slowly in vacuum, but it requires an atmosphere to reach its full speed and cruising altitude.

Hawk

Main Air Vehicle

1 pilot, 1 co-pilot/gunner, 2 passengers

220

Weapon	type	damage	modifiers
Lasers (two)	energy	4x	spray 5
Missiles	kinetic	6x	piercing 4, ammo 4

Armor: 3

1	2	3	4	5	6	7	8	9	10
Pilot	Computer	Weapons	Gunner	Passenger	Wing	Wing	Generator	Engine	

A fast attack plane, useless without an atmosphere (and it can't hover, either). It does, however, carry an impressive array of weapons and the strongest armor of any aircraft. Dual scatter lasers provide ground strafing capabilities as well as air-to-air power. A total of 4 powerful fire-and-forget high-explosive armor-piercing (HEAP) missiles take care of armored targets. These missiles cannot be reloading during the mission, so use carefully.

Dragonfly

Main Air Vehicle

1 pilot, 1 gunner or 4 passengers per module

180

pick 2 of the modules below and cross out the others:

Weapon	type	damage	modifiers
Lasers	energy	4x	piercing 1
Minigun	kinetic	4x	spray 10, burst 5x
Missiles	kinetic	6x	blast 4, ammo 8
cargo bay			space for up to 4 additional passengers or gear

Armor: 2

1	2	3	4	5	6	7	8	9	10
Pilot	Computer	Module 1		Module 2		Generator	Engine		

A slow antigrav helicopter (hover, no atmosphere required) with 2 detachable modular bays. When picking this vehicle, also select 2 modules (or the same module twice). These will be installed for the mission. All weapon bays are turrets and have a 360° firing arc.

Dolphin

Main Water Vehicle
1 pilot, 4 passengers

120

Armor: 2

1	2	3	4	5	6	7	8	9	10
Pilot	Computer	Passenger	Passenger	Air Supply	Generator	Engine			

A fast water craft capable of both submarine and surface operations. Unarmed, but very mobile.

Orca

Main Water Vehicle
1 pilot, 1 navigator/gunner, 4 passengers

160

Weapon	type	damage	modifiers
Lasers (each side)	energy	5x	piercing 1
Torpedoes	kinetic	6x	piercing 2, ammo 6

Armor: 5

1	2	3	4	5	6	7	8	9	10
Pilot	Computer	Lasers	Gunner	Passenger	Air Supply	Torpedoes	Generator	Engine	

A slow combat-submarine, heavily armed and armored with underwater laser systems (one turret on each side, each having a 180° firing arc), two front torpedo tubes.

Shark

Main Water Vehicle
1 pilot, 1 gunner, 2 passengers

140

Weapon	type	damage	modifiers
Plasma Gun	energy	6x	piercing 2

Armor: 2

1	2	3	4	5	6	7	8	9	10
Pilot	Computer	Gunner	Weapon	Passenger	Engine				

Fast surface attack patrol boat with little armor but a single powerful front-mounted plasma gun intended to burn holes into much larger and well-armored targets. Firing the plasma gun takes so much energy that it takes a full turn to recharge (can only fire every other turn).