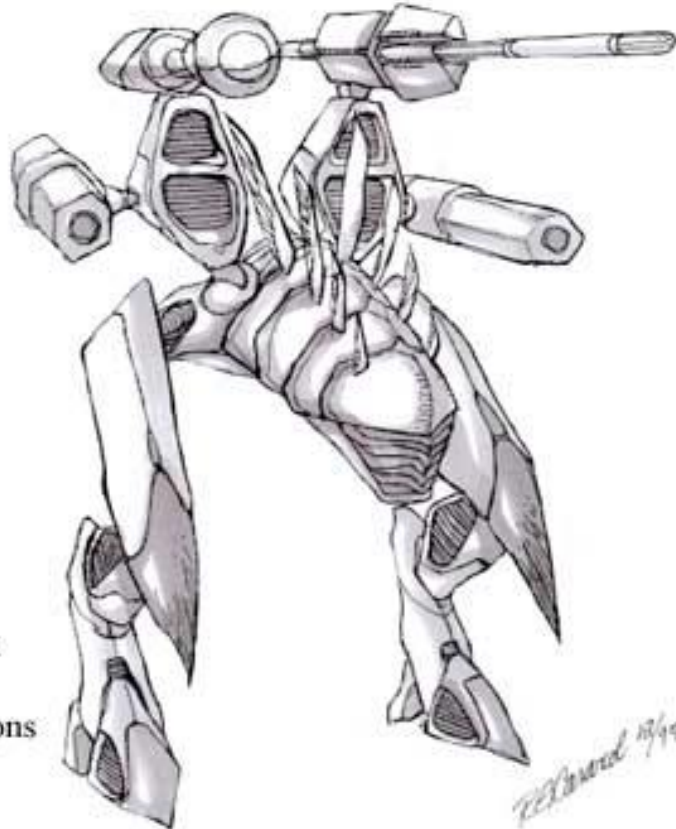


Vehicle Concept Art

ADJUDICATOR



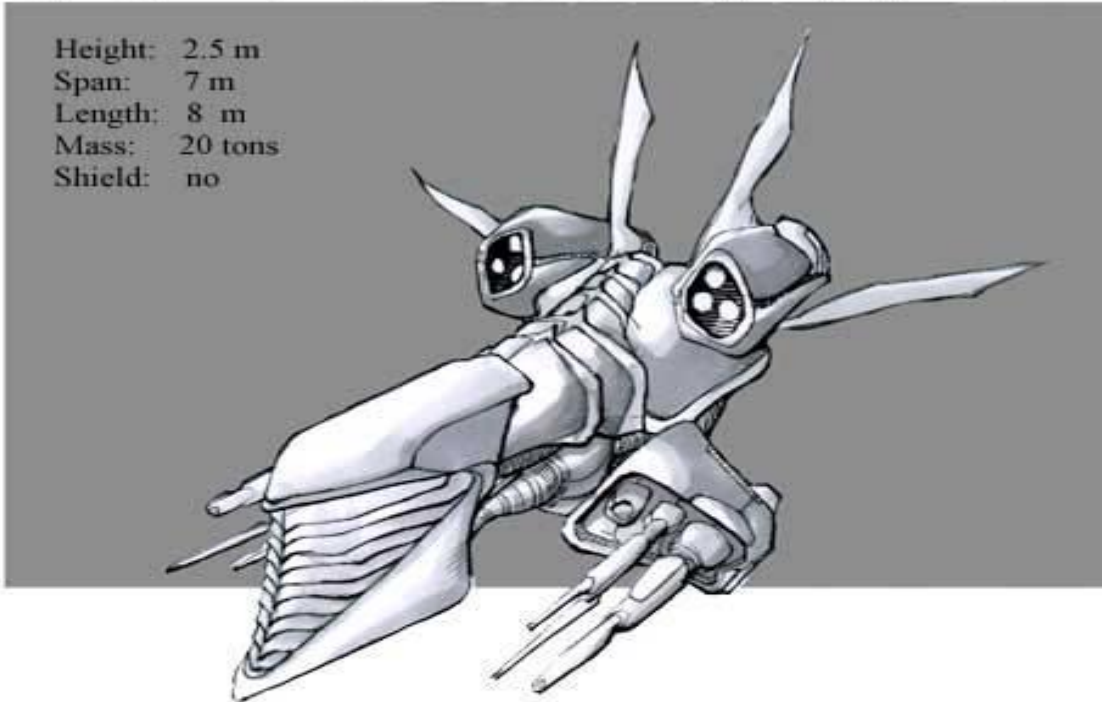
Height: 10 m
Width: 7 m
Mass: 70 tons
Shield: Yes

Speed: 89 KPH
Armor: Ferro Composite
Main Armament: Radiation Gun, 2 EMP Cannon, Thermal Lance
Special: Thermal Diffuser

The Adjudicator is a Cybrid terror weapon typically employed to attack civilian targets where it can inflict maximum carnage on unprotected citizens.

ADVOCATE

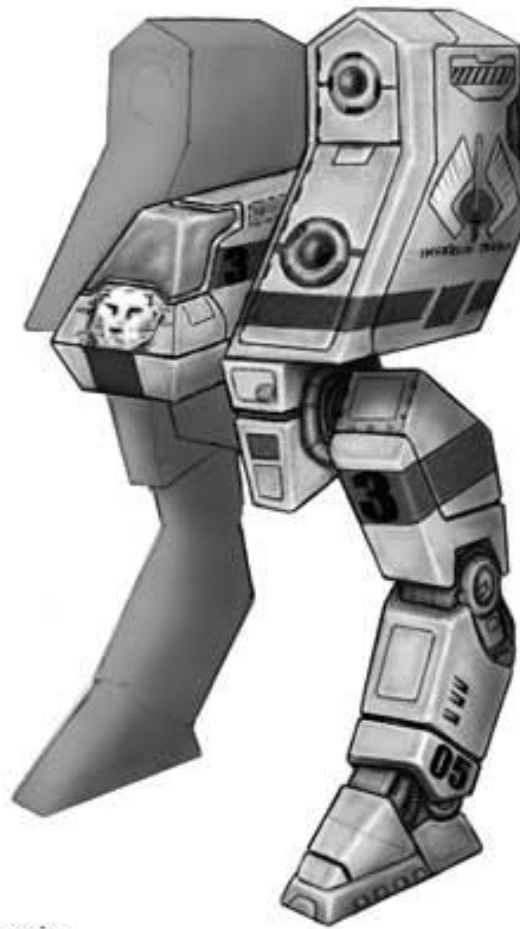
Height: 2.5 m
Span: 7 m
Length: 8 m
Mass: 20 tons
Shield: no



Speed: 500 KPH
Armor: Carbon Fiber
Main Armament: 2 Medium Laser cannon,
6 SLAM bombs or Archmitrons
Special: Guardian ECM

Advocate is the Cybrid fast attack airskimmer. It is often employed in scouting and counter-artillery missions where it is highly effective against Myrmidon and Obsidian based artillery.

APOCALYPSE



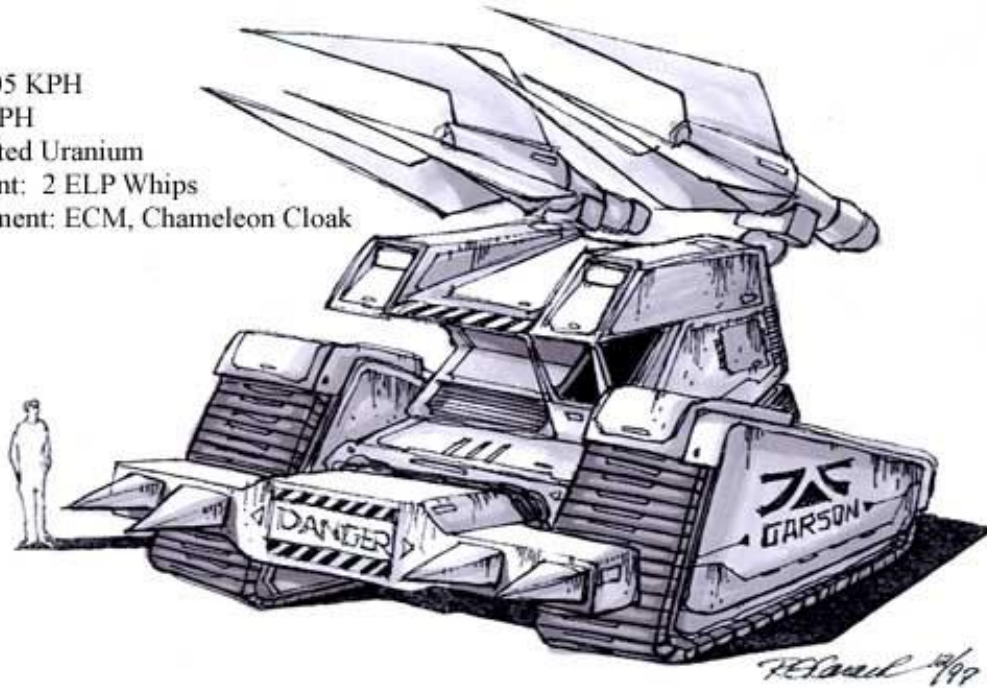
The Apocalypse is the main heavy attack here of the Terran Forces.

Height: 11 m
Width: 7 m
Mass: 85 tons
Shield: Yes

Speed: 97 KPH
Armor: Ferro-Composite
Main Armament: 2 Quantum Guns, 2 Swarm Missile launchers
Special Equipment: Capacitor, Crossbow targeting system

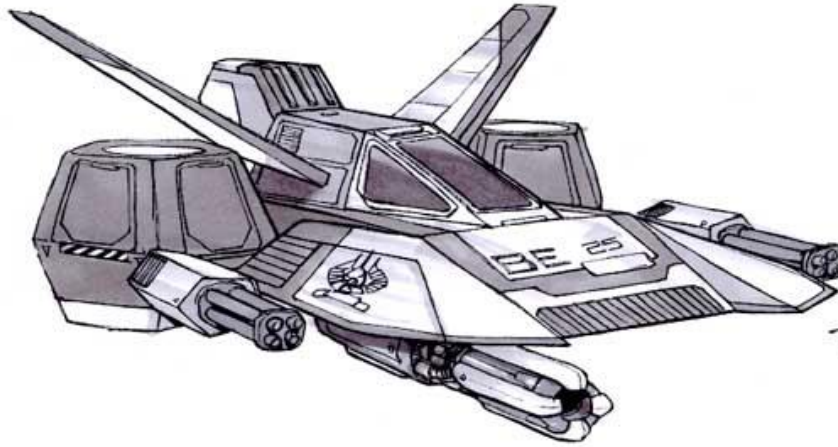
AVENGER

Max Speed: 105 KPH
Cruise: 89 KPH
Armor: Depleted Uranium
Main Armament: 2 ELP Whips
Special Equipment: ECM, Chameleon Cloak
Shield: no



The Avenger is a close range attack beast. It is particularly effective against Hercs and well protected from autocannon fire.

BANSHEE

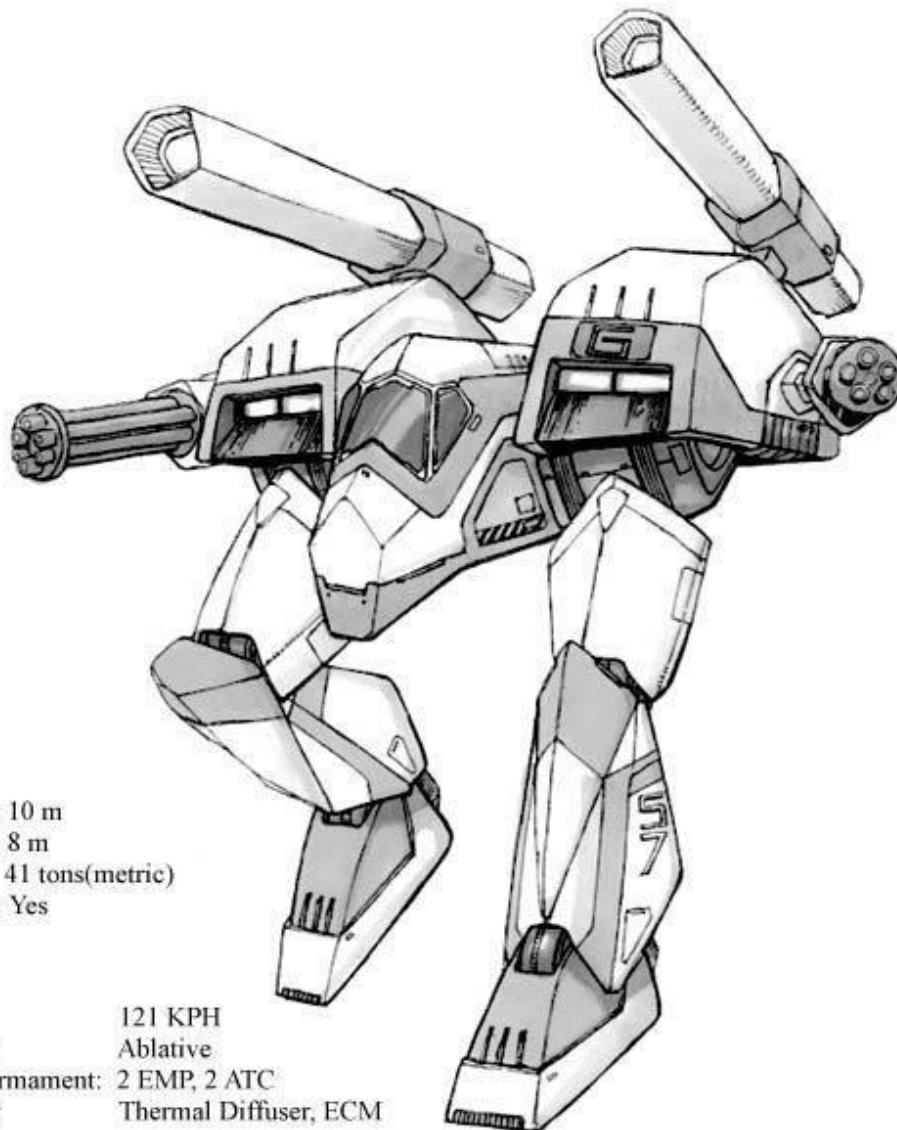


Height: 2.5 m
Length: 5 m
Wingspan: 8.5 m
Mass: 35 tons
Shield: no

Speed: 400 KPH
Armor: Carbon Fiber
Main Armament: 2 Plasma cannon 2 Autocannon
Special: Thermal Diffuser

An airskimmer developed in the tradition of the TDF's Razor, the Banshee serves Terran forces in the close air support role.

BASILISK



Height: 10 m
Width: 8 m
Mass: 41 tons(metric)
Shield: Yes

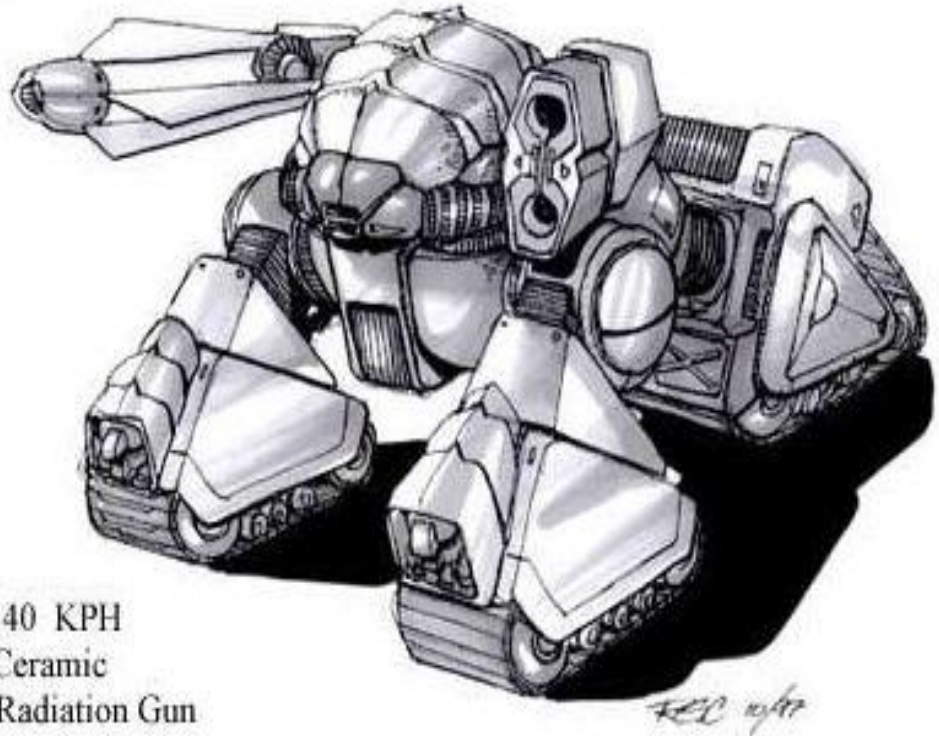
Speed: 121 KPH
Armor: Ablative
Main Armament: 2 EMP, 2 ATC
Special: Thermal Diffuser, ECM

Basilisk is the Terran standard patrol here. Its duties include medium patrol, escort and light attack missions. Its pogo thruster provides a jumping capability.

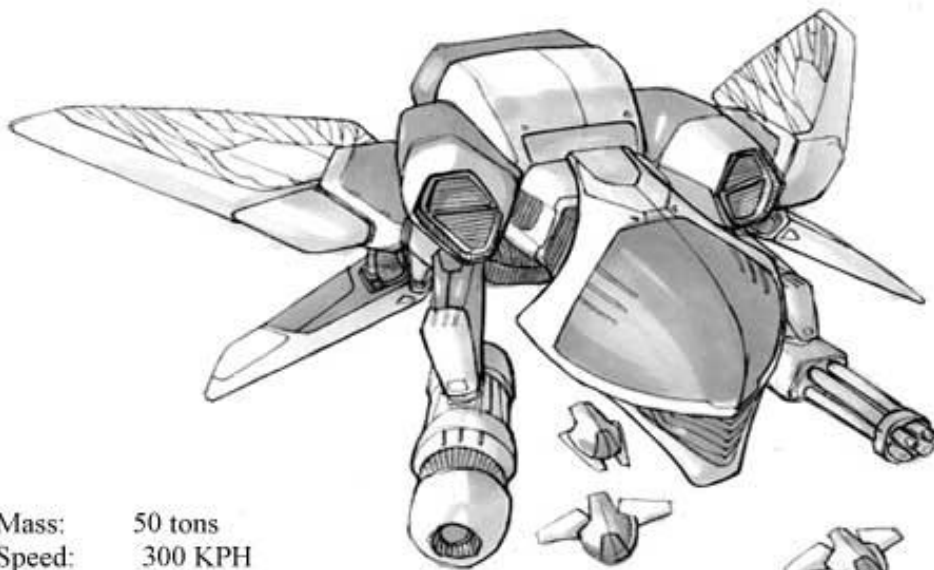
BOLO

Height: 3 m
Width: 6.75 m
Length: 7.25 m
Mass: 26 tons
Shield: No

Max Speed: 140 KPH
Armor: Ceramic
Armament: Radiation Gun



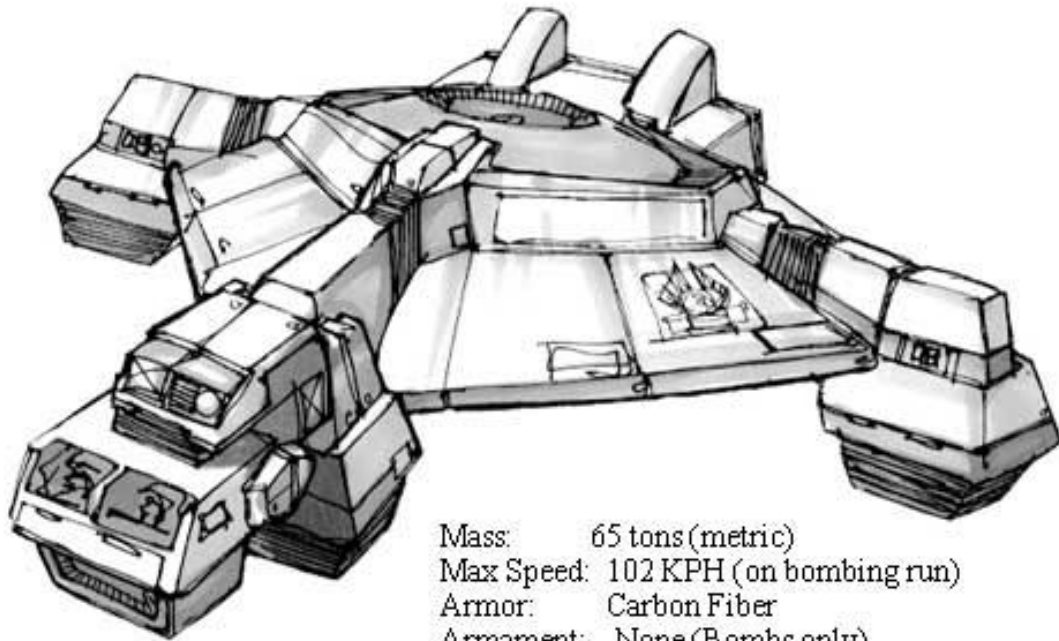
CONSUL



Mass: 50 tons
Speed: 300 KPH
Armor: Carbon Fiber
Armament: 1 Plasma Cannon, 1 ATC, 12 Hades Laser Glide Bombs
Shields: no
Special: Watchtower ECM, Laser Bombsight

The Consul is employed in area denial and artillery counter-battery missions. It is highly vulnerable to attack from missile and gun turrets.

CONVEYOR

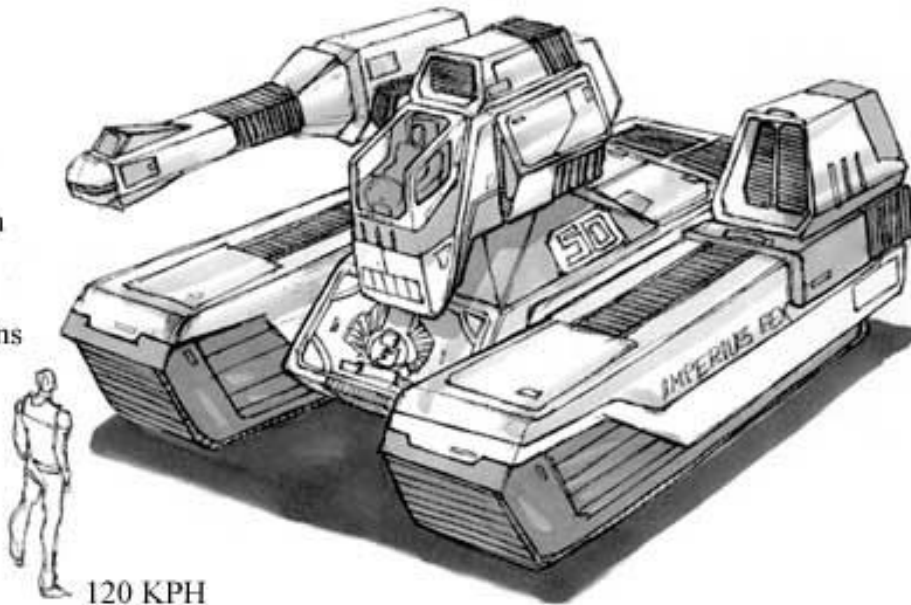


Mass: 65 tons (metric)
Max Speed: 102 KPH (on bombing run)
Armor: Carbon Fiber
Armament: None (Bombs only)
Special Equipment: ECM
Shield: Yes

Conveyor is the standard Terran vehicle transport for combat drops.

DISRUPTER

Height: 2.5 m
Width: 3 m
Length: 6 m
Mass: 25 tons

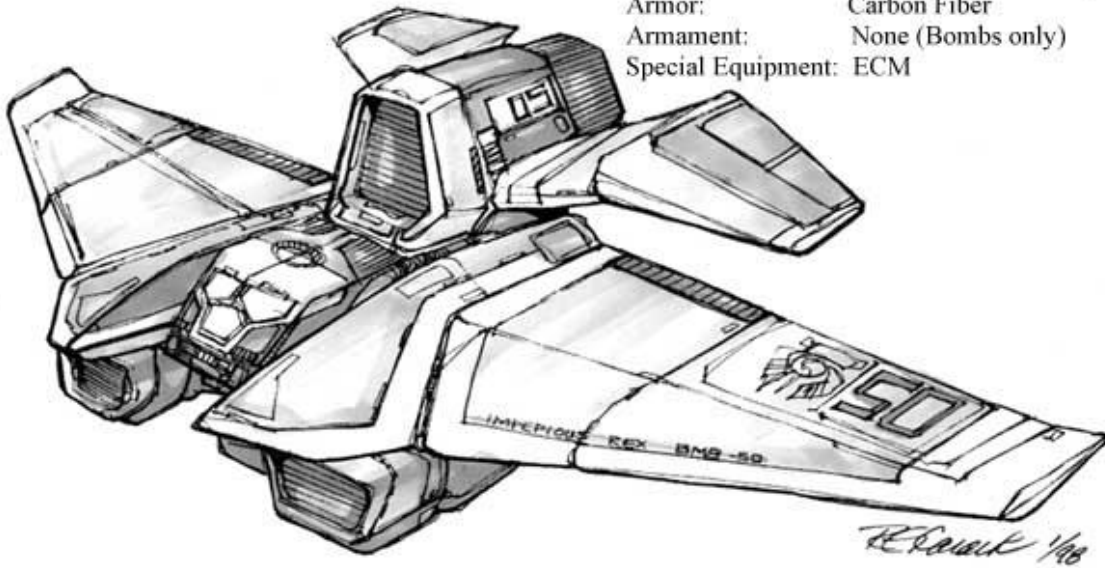


Max Speed: 120 KPH
Armor: Depleted Uranium
Main Armament: Disrupter
Special Equipment: Electrohull

The D-tanks main armament, the powerful disrupter cannon, depletes the energy from an enemy vehicle to slow or disable it. The disrupter tank then rams its opponent, causing damage with its ElectroHull.

DRACO

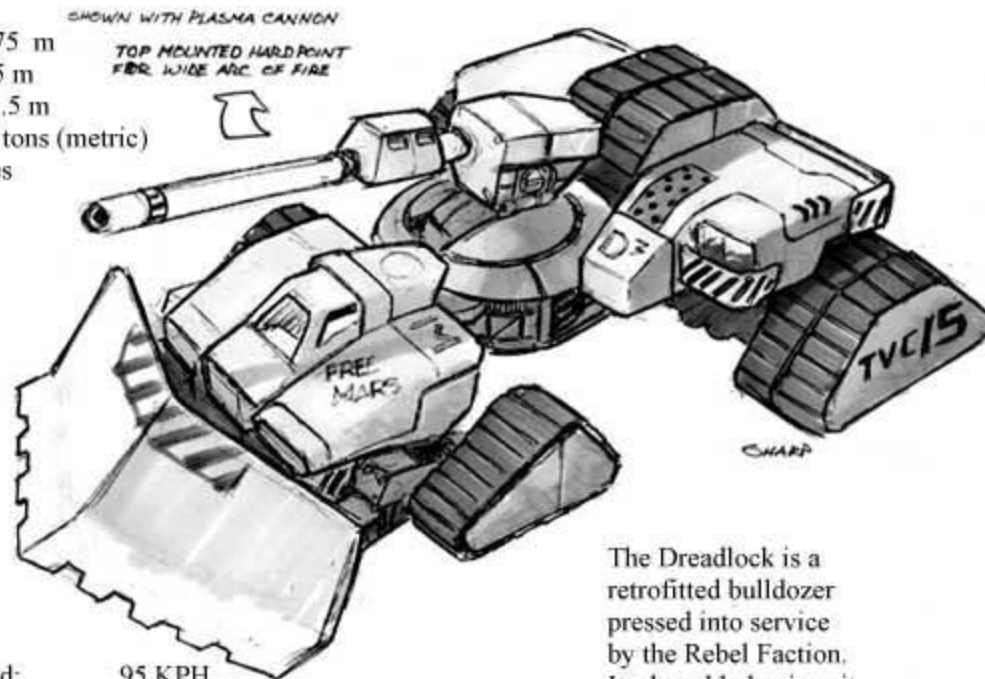
Max Speed: 102 KPH (on bombing run)
Armor: Carbon Fiber
Armament: None (Bombs only)
Special Equipment: ECM



The Draco is the terran heavy bomber platform. It must slow down on a bombing run to make an accurate pass, making it highly vulnerable to ground fire from cannon and missiles.

DREADLOCK

Height: 3.75 m
Width: 7.5 m
Length: 11.5 m
Mass: 44 tons (metric)
Shield: Yes



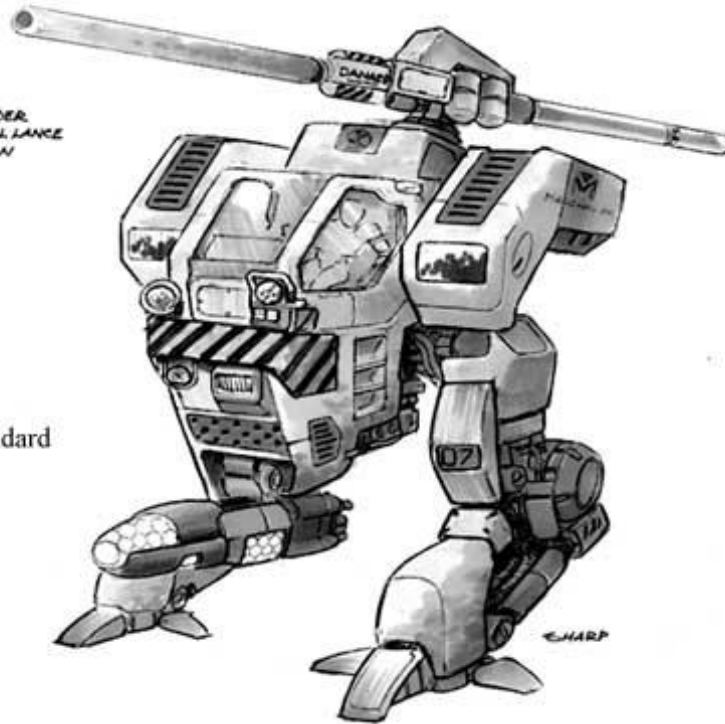
Max Speed: 95 KPH
Main Armament: Plasma Cannon
Armor: Ferro-Composite (special)
Special Equipment: Dozer Blade

The Dreadlock is a retrofitted bulldozer pressed into service by the Rebel Faction. Its dozerblade gives it excellent protection from frontal attacks, but armor is weak to the rear.

EMANCIPATOR

*MODIFIED CARGO LOADER,
EQUIPPED WITH THERMAL LANCE
AND NANITE CANNON*

Height: 5.2 m
Width: 3.2 m
Mass: 18 tons
Shield: 500 GW Standard

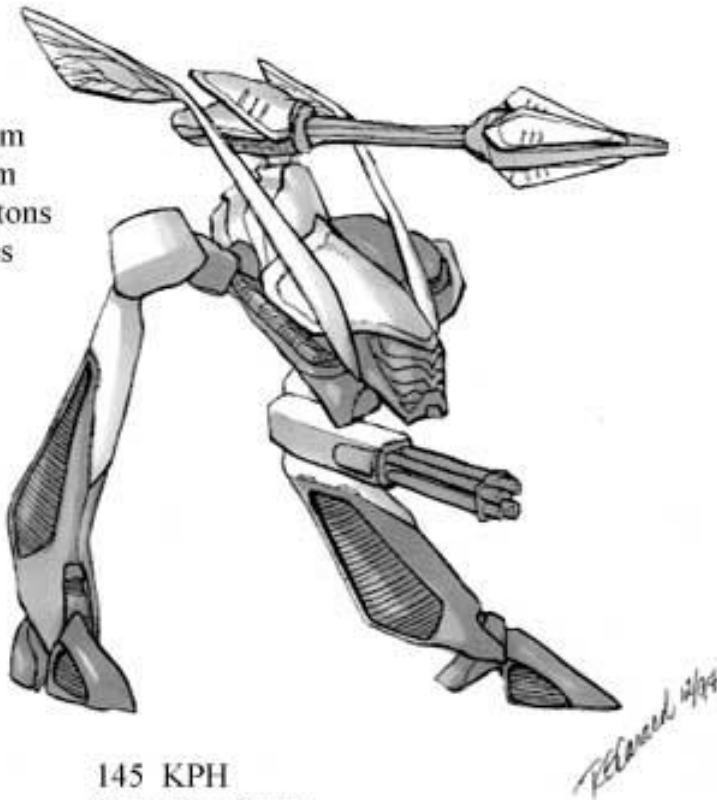


Max Speed: 82 KPH
Armor Type: Ferro-Composite
Armament: Thermal Lance, Nanite Cannon
Special Equipment: Chameleon cloak, grappling beam.

The ingenuity of the Mars Militia Technicians is nowhere more evident than in the construction of the Emancipator Class Herce with critical shortages of military hardware, the Rebels created a vehicle of considerable firepower based on a cargo-loader chassis. The Emancipator is slower than other light Herces, but it can withstand a considerable amount of damage for its size due to its very rugged construction.

GOAD

Height: 6 m
Width: 5 m
Mass: 44 tons
Shield: yes

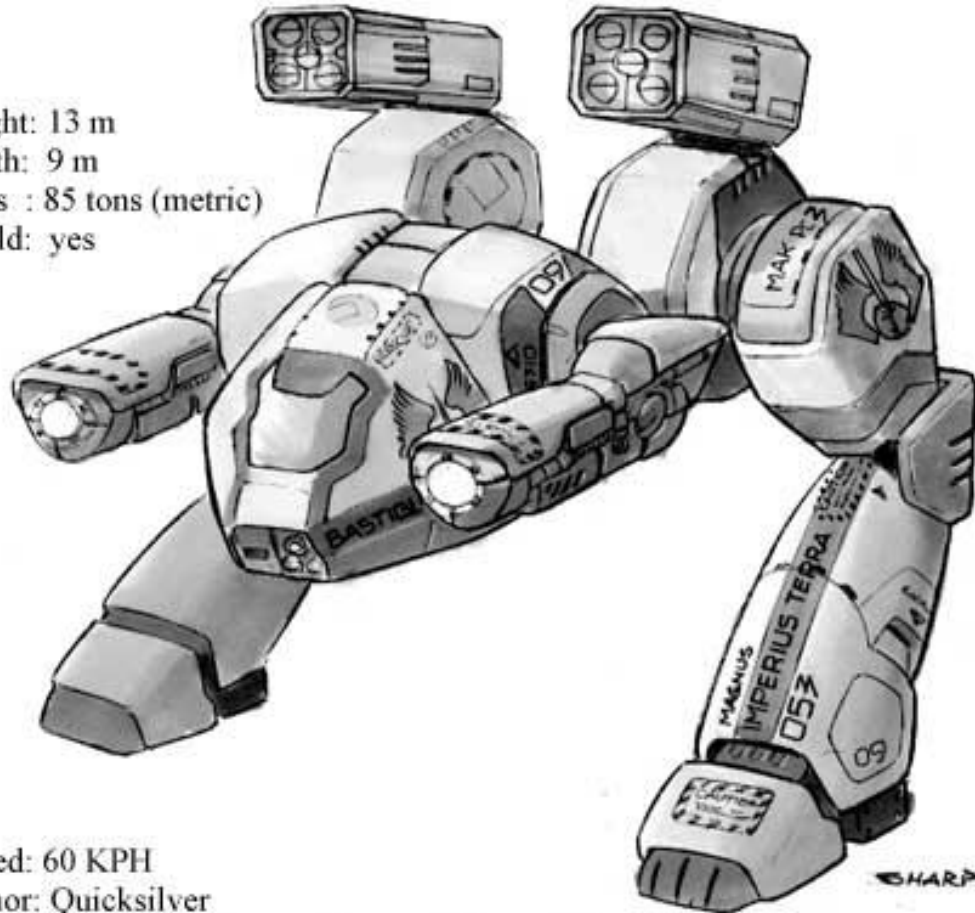


Speed: 145 KPH
Armor: Crystalluminum
Main Armament: 1 Autocannon, 1 Blink Gun
Special: Chameleon, Field Stabilizer,
Watchtower ECM, Kangaroo Jump

Advanced Cybrid cloaking technology allow the Goad to carry an experimental version of the Chameleon, making it the heaviest Here on either side to have the ability to cloak.

GORGON

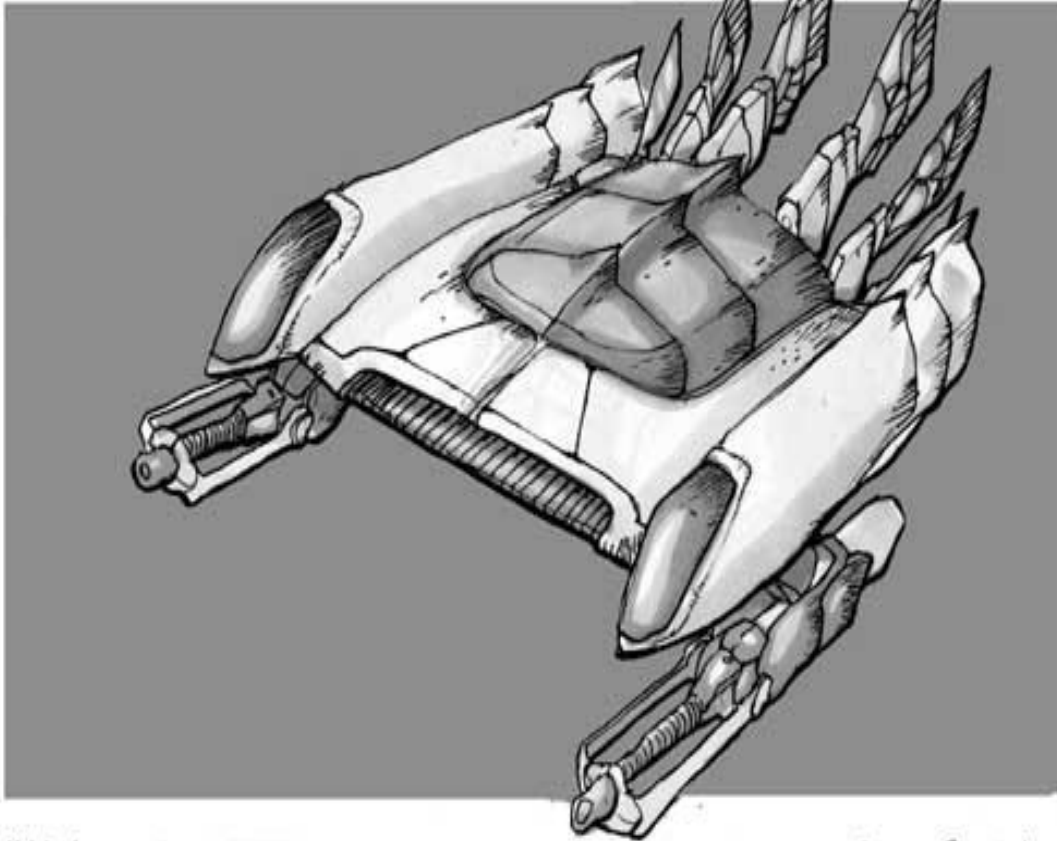
Height: 13 m
Width: 9 m
Mass : 85 tons (metric)
Shield: yes



Speed: 60 KPH
Armor: Quicksilver
Main Armament: 2 Plasma Cannon 2 Swarm Missile Launchers
Special: Quicksilver Armor (nano armor)

Gorgon twin plasma cannon will reduce the shields of any enemy vehicle unfortunate enough to get in his way, and the swarm missile launcher is the ideal finisher.

MENACER



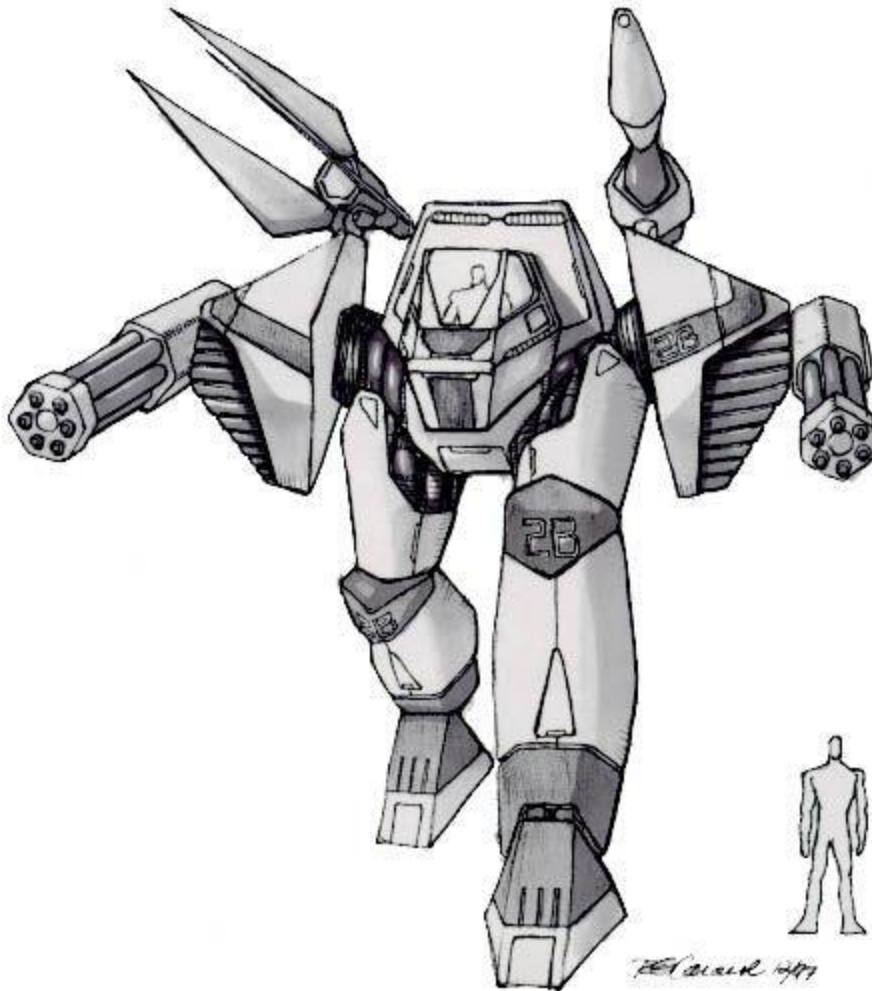
Height: 3 m
Width: 6 m
Length: 7 m
Mass: 52 tons
Shield: No

Speed: 160 KPH
Armor: Carbon Fiber
Main Armament: 2 PBW
Special Equipment: FastCharge Energy Booster. ECM

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Menacer is the Cybrid main counter-artillery weapon. It is effective against all Terran tanks and also fares well against the medium Terran hercs.

MINOTAUR



Height: 8 m

Width: 5.7 m

Mass: 32 tons (metric)

Shield: yes

Max Speed: 137 kph

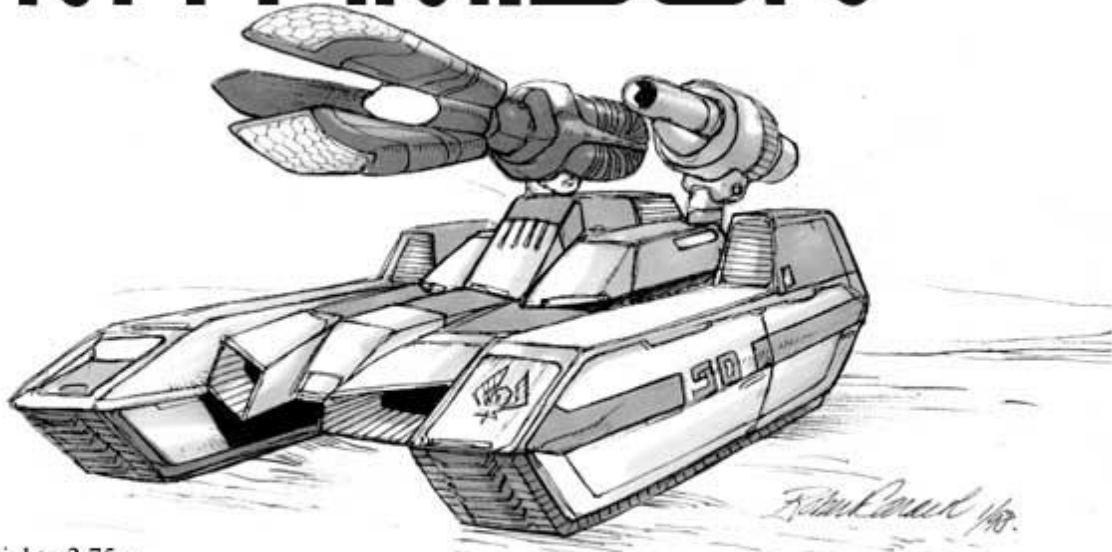
Armor: Crystalluminum

Armament: ELF, Compression laser, 2 light autocannons

Special: Thermal Diffuser, Pogo thruster

The Minotaur is the premier Terran raider and is ideally suited for convoy strikes. The Minotaur is a match for any light Cybrid Here foolish enough to tangle with it.

MYRMIDON

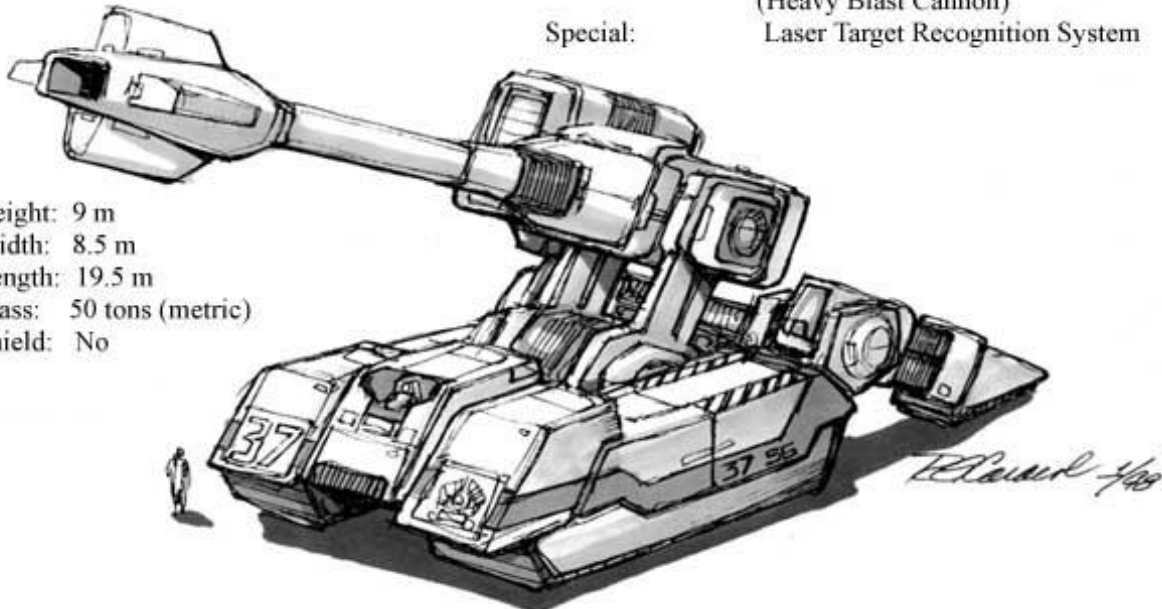


Height: 2.75 m
Width: 5.5 m
Length: 9 m
Mass: 40 tons
Shield: No

Max Speed: 80 KPH
Armor: Ferro-Composite
Main Armament: EMP Mortar, MFAC
Special: Laser Target Recognition System

The Myrmidon is the mainstay of the Terran tank force. Its well protected by its armor, but suffers from limited speed and maneuverability.

NIKE



Height: 9 m
Width: 8.5 m
Length: 19.5 m
Mass: 50 tons (metric)
Shield: No

Max Speed: 60 KPH
Armor: Carbon Fiber
Main Armament: Bombardier Siege Cannon
(Heavy Blast Cannon)
Special: Laser Target Recognition System

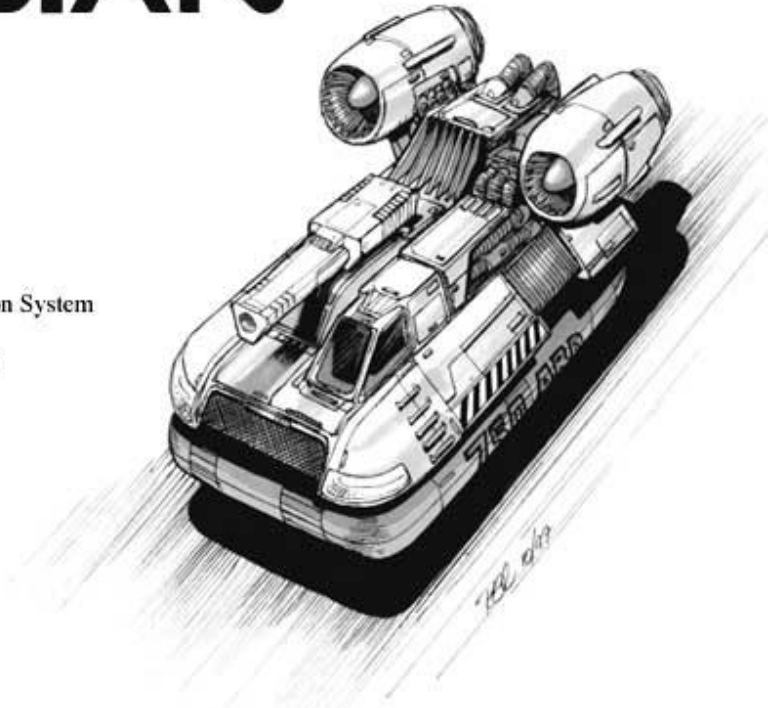
The HTAV Heavy tank chassis is the only vehicle capable of mounting the huge bombardier assault cannon. The tremendous power of the cannon required substantial modification to the standard HTAV chassis, including a pair of large hydraulic jacks at the rear of the vehicle.

OBSIDIAN

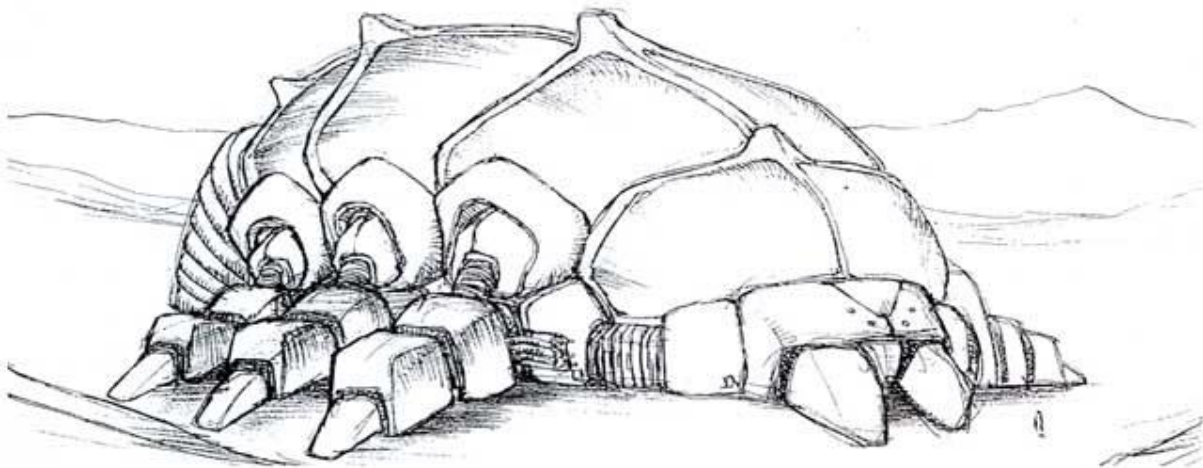
Height: 2.25 m
Width: 5 m
Length: 7.5 m
Mass: 48 tons (metric)
Shield: no

Speed: 150 KPH
Armor: Carbon Fiber
Main Armament: Blast Cannon
Special Equipment: Laser Target Recognition System

The Obsidian is a very fast assault platform with the high maneuverability and all terrain capabilities of a hovercraft.



OMNICRAWLER



Cybrid ore processor/ Base Demolisher
Chassis: Omnicrawler
Max Speed: 40 KPH
Cruise: 35 KPH
Armor: Ferro Composite
Armament: None
Shield: No

The Cybrid Omnicrawler is usually an ore processor, but it can be used in an attack role effectively. It is huge and heavily armored, making it very difficult to destroy. Omnicrawlers are utilized in a brute force attack. They simply ram a building until it is destroyed.

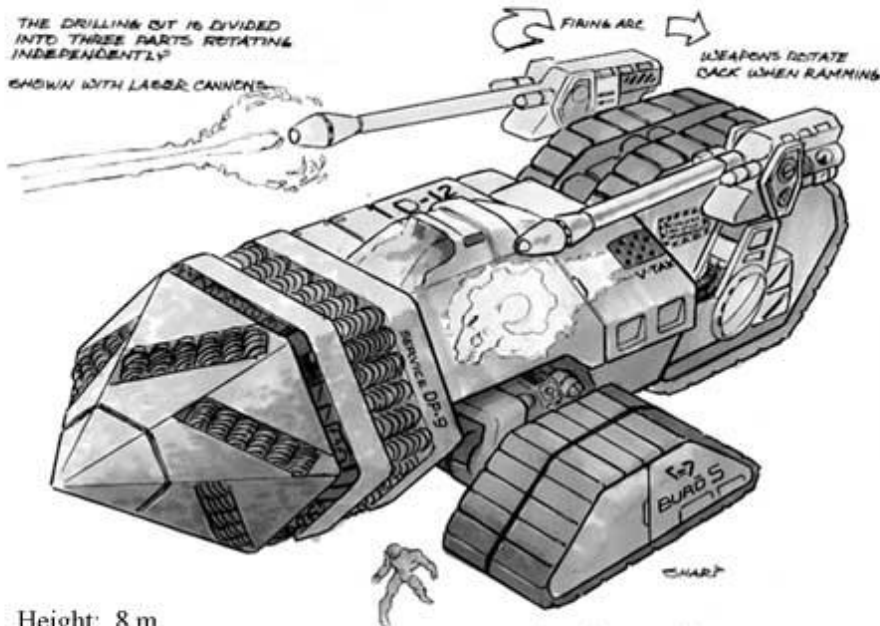
PENETRATOR

THE DRILLING BIT IS DIVIDED
INTO THREE PARTS ROTATING
INDEPENDENTLY

SHOWN WITH LASER CANNONS

↻ FIRING ARC ↻

WEAPONS ROTATE
BACK WHEN RAMMING



Height: 8 m

Width: 7.5 m

Length: 12.5 m

Mass: 63 tons (metric)

Shield: no

Max Speed: 60 KPH

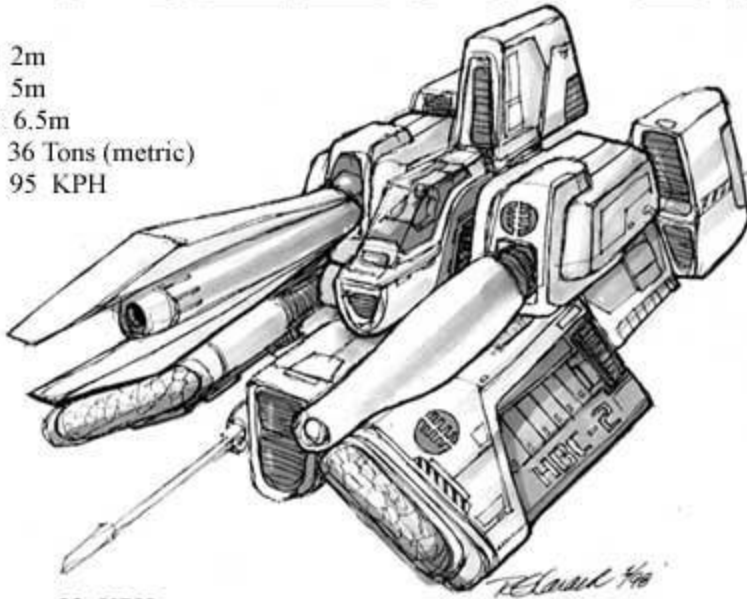
Main Armament: 2 Laser Cannon

Armor: Ferro-Composite

Special: Drill, Grappler Beam, Field Dampener

PREDATOR

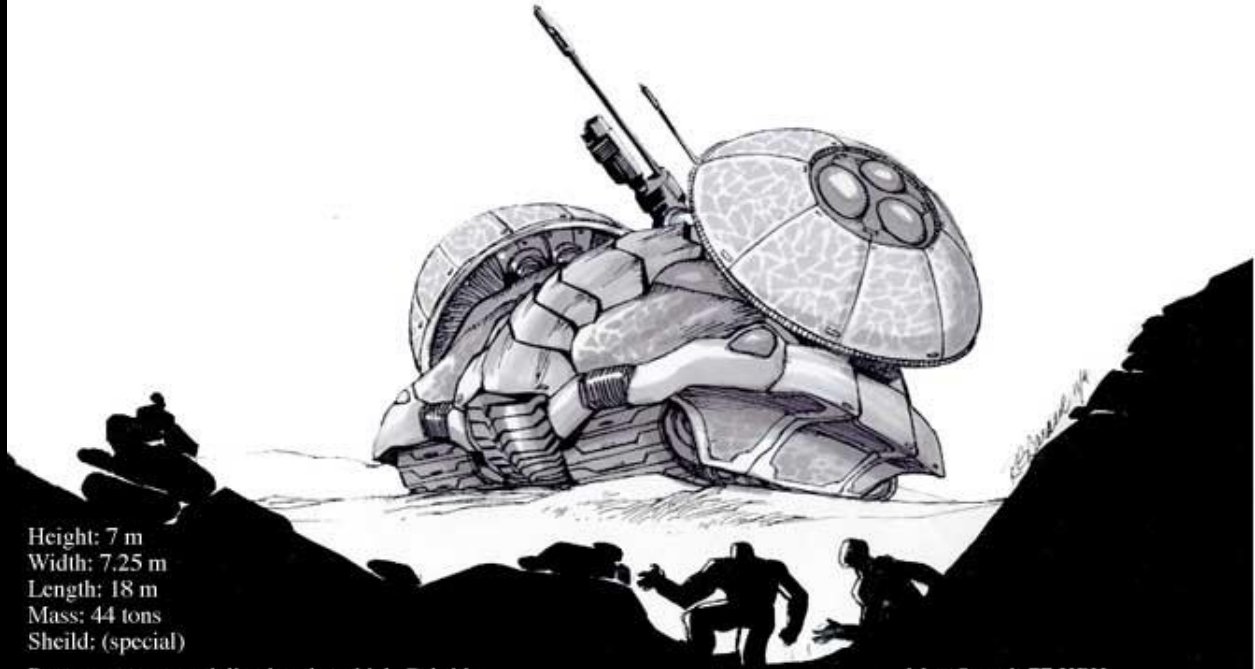
Height: 2m
Width: 5m
Length: 6.5m
Mass: 36 Tons (metric)
Speed: 95 KPH



Cruise: 82 KPH
Armor: Ferro-Composite
Armament: QGUN, Plasma Cannon
Shield: No
Cloak: No
Special Equipment: Nano Repair System,
Shield Imploder,
Agrav-Generator

Harabec's other vehicle of choice is a highly modified hovercraft, fitted with Masters anti-grav generators which allow it to operate on planets without an atmosphere.

PROTECTOR

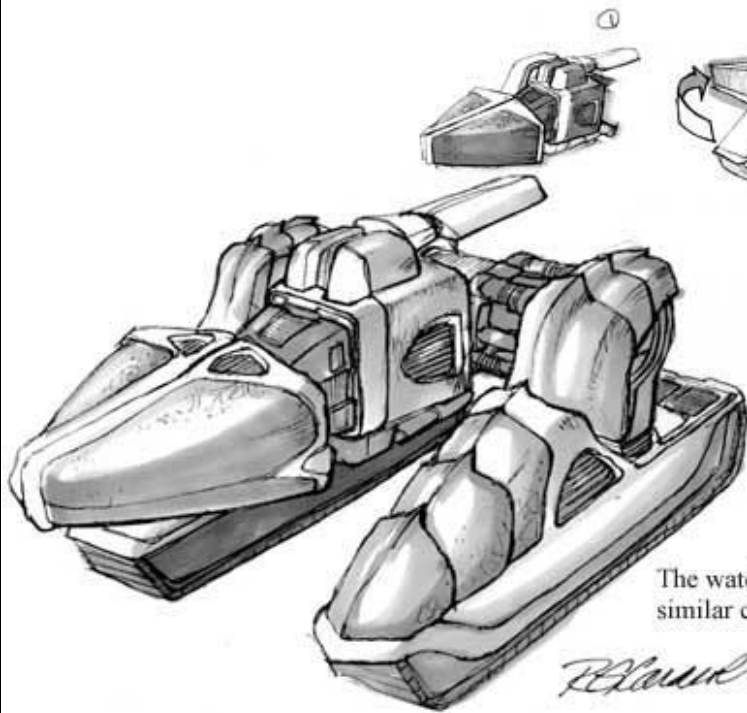


Height: 7 m
Width: 7.25 m
Length: 18 m
Mass: 44 tons
Shield: (special)

Protectors are specialized tanks which Cybrids employ for defense of assembly areas and convoys. They generate a shield bubble which protects nearby vehicles out to a range of 100 meters.

Max Speed: 77 KPH
Armor: Ablative
Armament: none
Special: Area Shield Generator

RADAR JAMMER



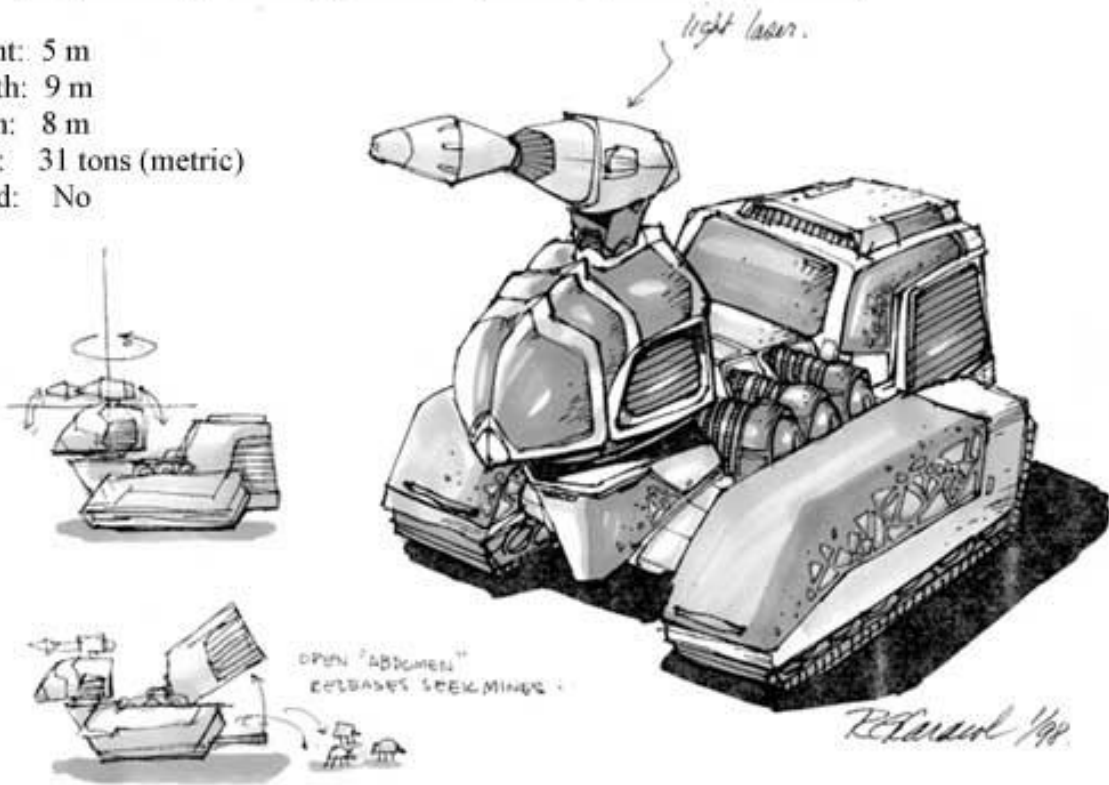
Chassis: Cybrid Wheeled
Max Speed: 70 KPH
Armor: Carbon Fiber
Shield: No
Cloak: No
Special Equipment: Highband Radar

The watcher class Cybrid radar support unit has very similar characteristics to its Terran counterpart.

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RECLUSE

Height: 5 m
Length: 9 m
Width: 8 m
Mass: 31 tons (metric)
Shield: No

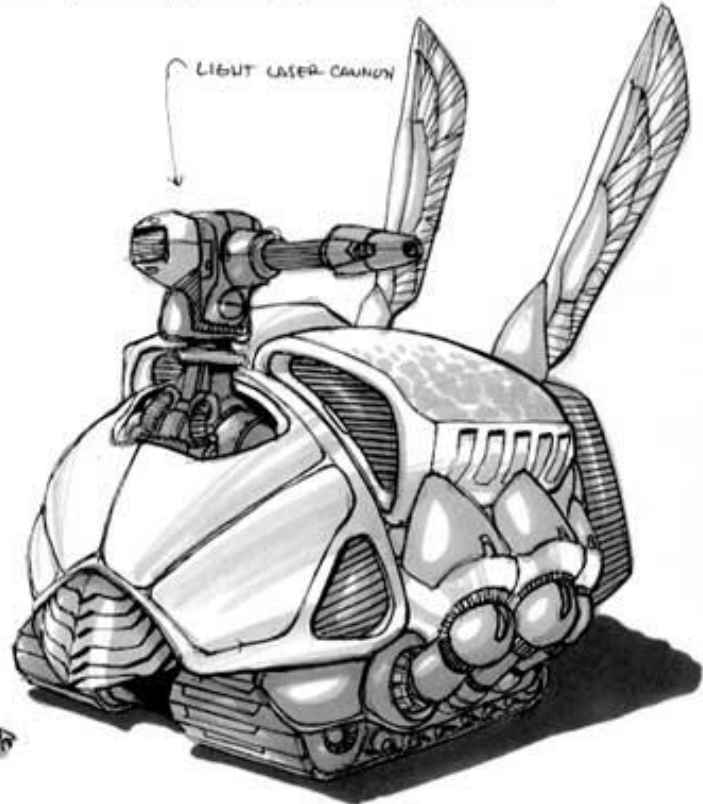
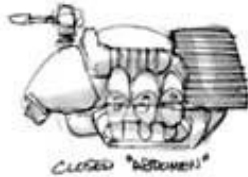


Max Speed: 95 KPH
Armor: Ablative
Armament: Light Laser Cannon
Special: Arachnitron seeker mines

The Recluse is an anti-vehicle weapon of formidable power. The arachnitron seeker mines it carries are deadly to human vehicles, especially the vulnerable legs of a herc.

RECLUSE

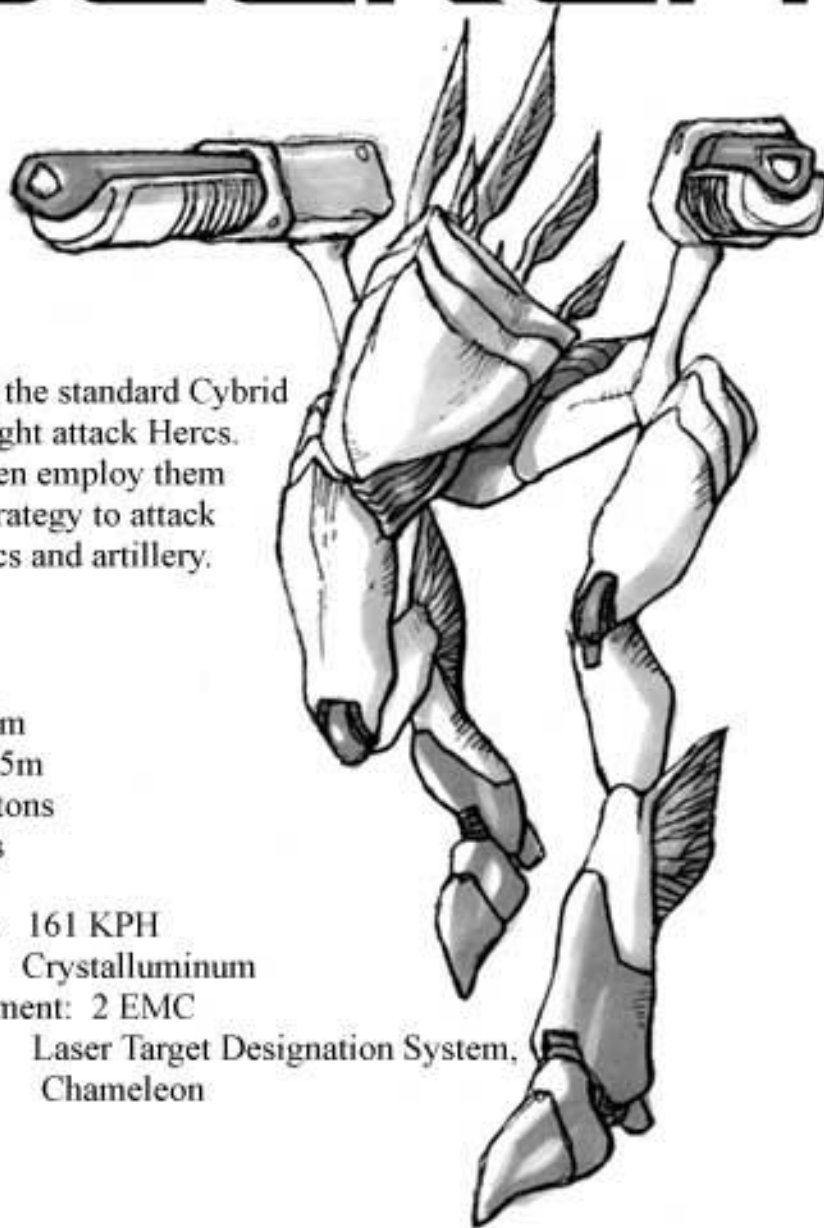
Height: 5 m
Length: 9 m
Width: 8 m
Mass: 31 tons
Shield: No



Max Speed: 95 KPH
Armor: Ablative
Armament: Light Laser Cannon
Special: Arachnitron seeker mines

The Recluse is an anti-vehicle weapon of formidable power. The arachnitron seeker mines it carries are deadly to human vehicles, especially the vulnerable legs of a here.

SEEKER

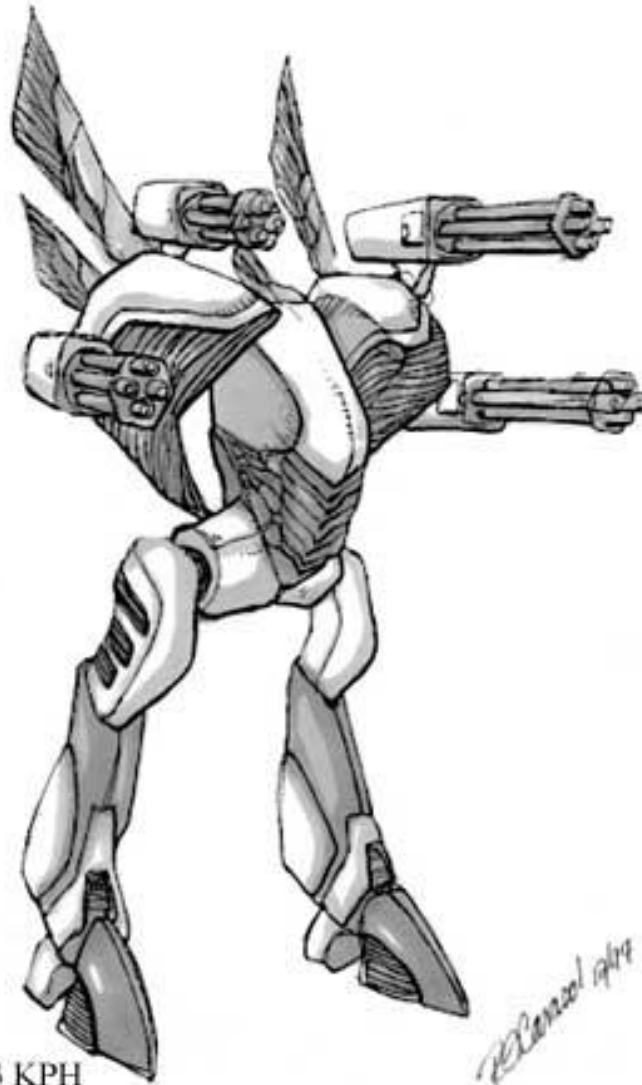


Seekers are the standard Cybrid scout and light attack Herces. Cybrids often employ them in a pack strategy to attack assault Herces and artillery.

Height: 6.5m
Width: 3.25m
Mass: 25 tons
Shield: yes

Max Speed: 161 KPH
Armor: Crystalluminum
Main Armament: 2 EMC
Special: Laser Target Designation System,
Chameleon

SHEPHERD



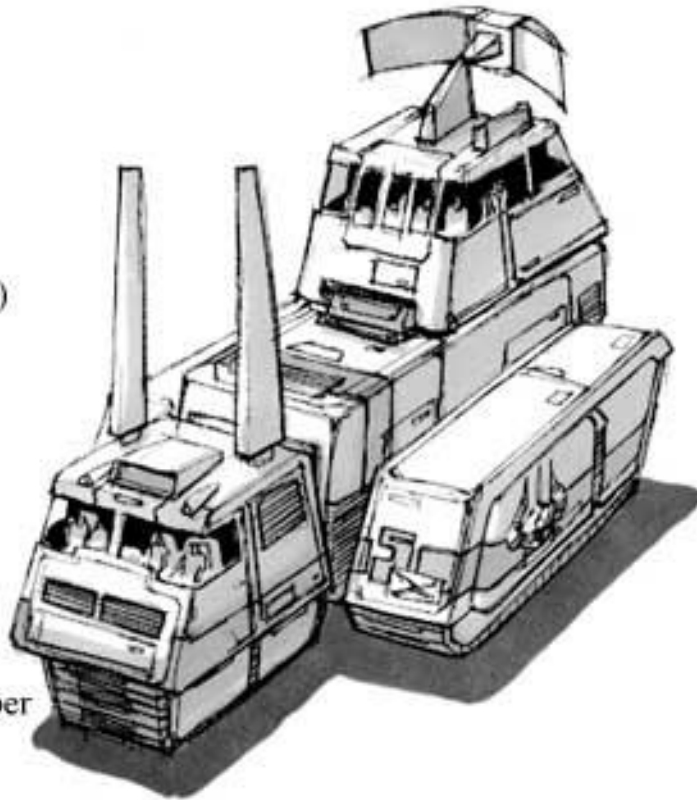
Height: 9 m
Width: 6 m
Mass: 44 tons
Shield: yes

Speed: 113 KPH
Armor: Ferro-Composite
Main Armament: 4 Cybermax heavy Autocannons
Special: ECM

Shepherd is most often employed in a convoy protection role by Cybrid forces. It has good firepower and protection for its size, but is limited by a relatively low top speed.

SOVEREIGN

Height: 9 m
Width: 8.5 m
Length: 19.5 m
Mass: 30 tons (metric)
Shield: no



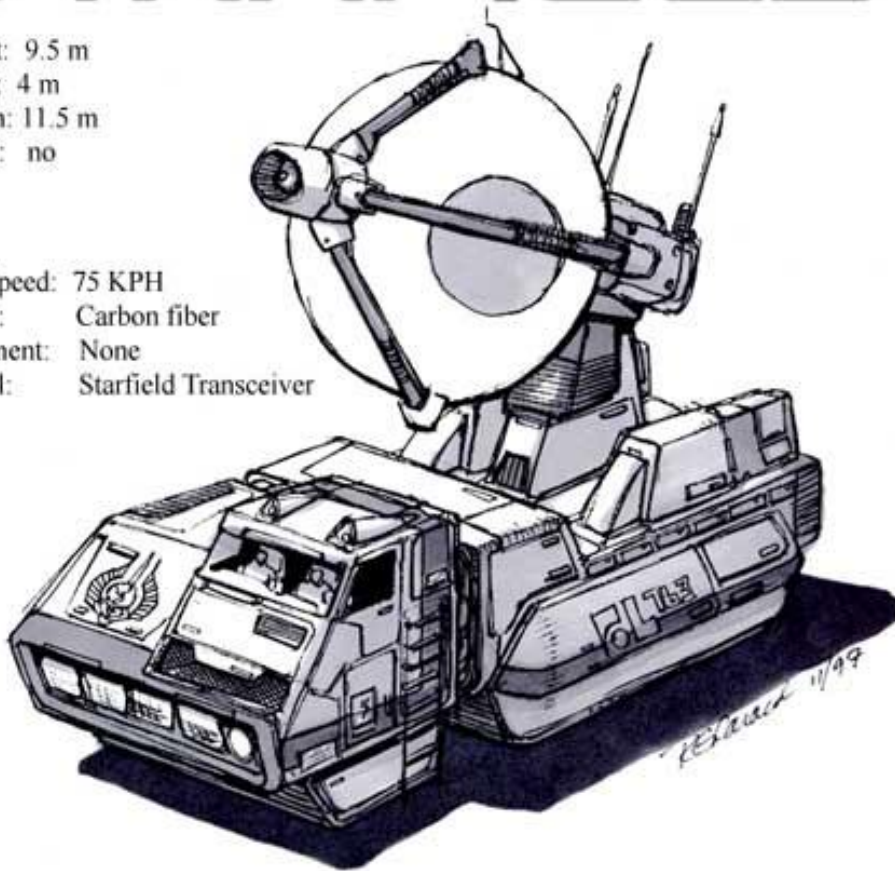
Max Speed: 85 KPH
Armor: Carbon Fiber
Armament: None
Special: Tactical
Command Suite

The Sovereign has the capability to data-link all friendly vehicles operating in the theater in real-time . This provides the squadron commanders with significantly enhanced tactical data on tactical satellite displays in the cockpit.

STARFIELD

Height: 9.5 m
Width: 4 m
Length: 11.5 m
Shield: no

Max Speed: 75 KPH
Armor: Carbon fiber
Armament: None
Special: Starfield Transceiver



The Starfield provides early warning of space based attacks, especially from Cybrid drop-pods. It also enables a field commander to be in constant contact with his headquarters, even if they are in space or on the opposite side of the planet.

SUPPRESSOR

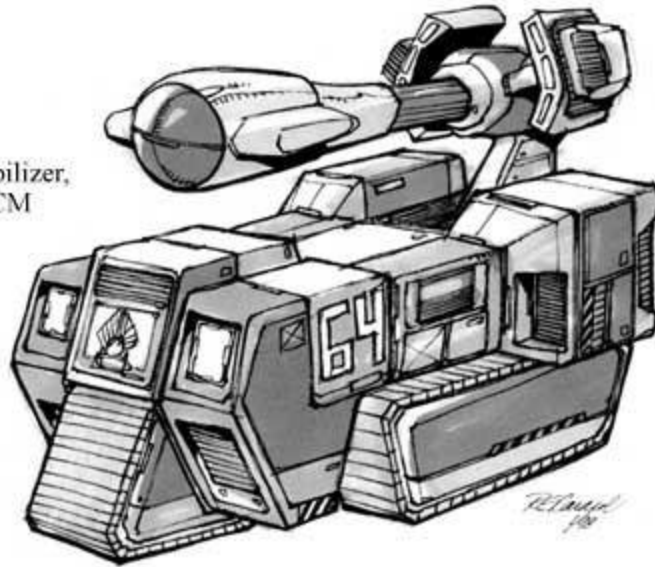
Max Speed: 120 KPH

Armor: Carbon Fiber Mesh

Armament: Special

Shields: No

Special Equipment: Field Dampener,
Molecular Destabilizer,
Doppleganger ECM



The Suppressor is a combat engineering vehicle designed to take out enemy structures and fortifications.

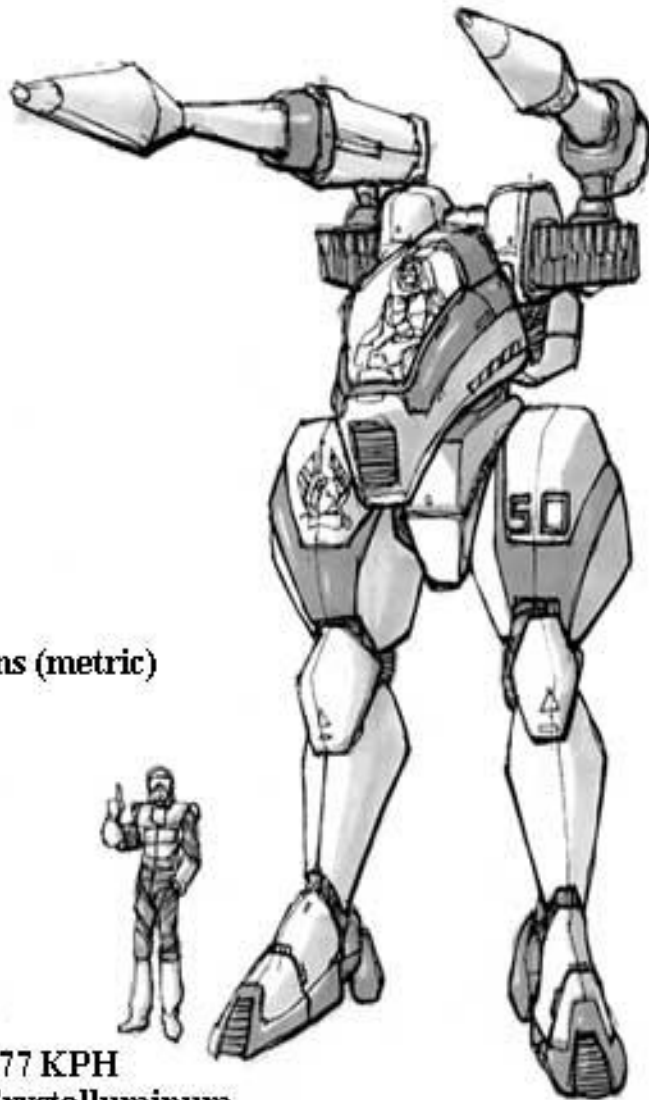
SURVEYOR

Height: 6.5 m	Max Speed: 80 Max
Width: 7.75 m	Armor: Carbon Fiber
Length: 9.5 m	Armament: None
Shield: no	Special: Hermes Radar



The Surveyor is employed in a stand-off radar jamming and early warning role. It has a very long radar range and command network interlink, allowing it to share data in real time with any friendly unit.

TALON



Height: 7m
Width: 5m
Mass: 22 tons (metric)
Shield: yes

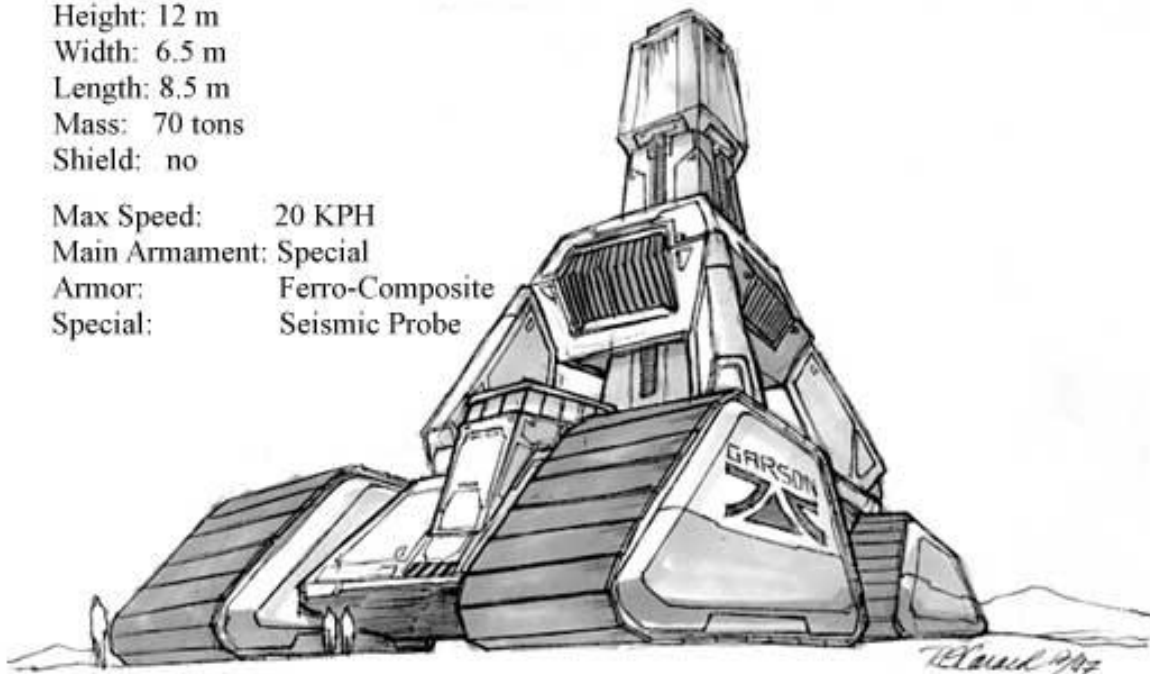
Max Speed: 177 KPH
Armor: Crystalluminum
Main Armament: 2 sunbeam 100 GW lasers
Special: Laser targeting system, Chameleon

Talon is the Terran light duty Herc, typically employed in reconnaissance missions. Talon is also tasked with attacking enemy artillery units and in counter-insurgency against scout vehicles.

THUMPER

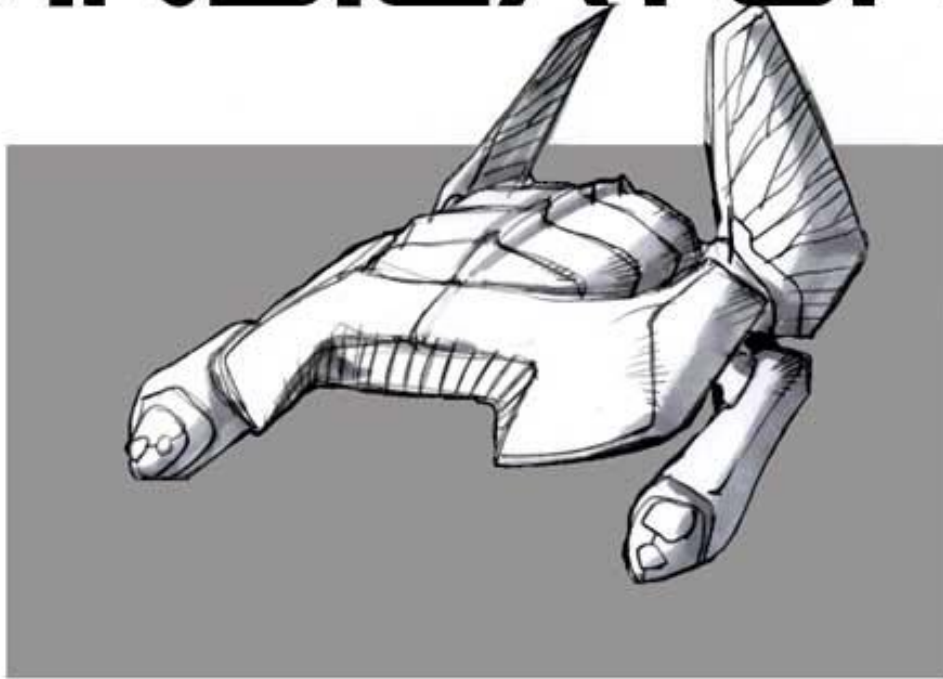
Height: 12 m
Width: 6.5 m
Length: 8.5 m
Mass: 70 tons
Shield: no

Max Speed: 20 KPH
Main Armament: Special
Armor: Ferro-Composite
Special: Seismic Probe



The hammertank attack is a powerful seismic wave which literally bounces a vehicle into the air, using its own weight against it as it crashes to the ground.

VINDICATOR



Height: 1.5 m
Width: 4 m
Length: 4 m
Mass: 27 tons
Shield: No

Speed: 180 KPH
Armor: Carbon Fiber
Main Armament: 2 EMC
Special: Laser Targeting System

Vindicator are especially well suited for knocking out Disrupter tanks. Its EMC autocannon use very little power, making the Disrupter tanks main weapon largely ineffective.

Weaponry Concept Art

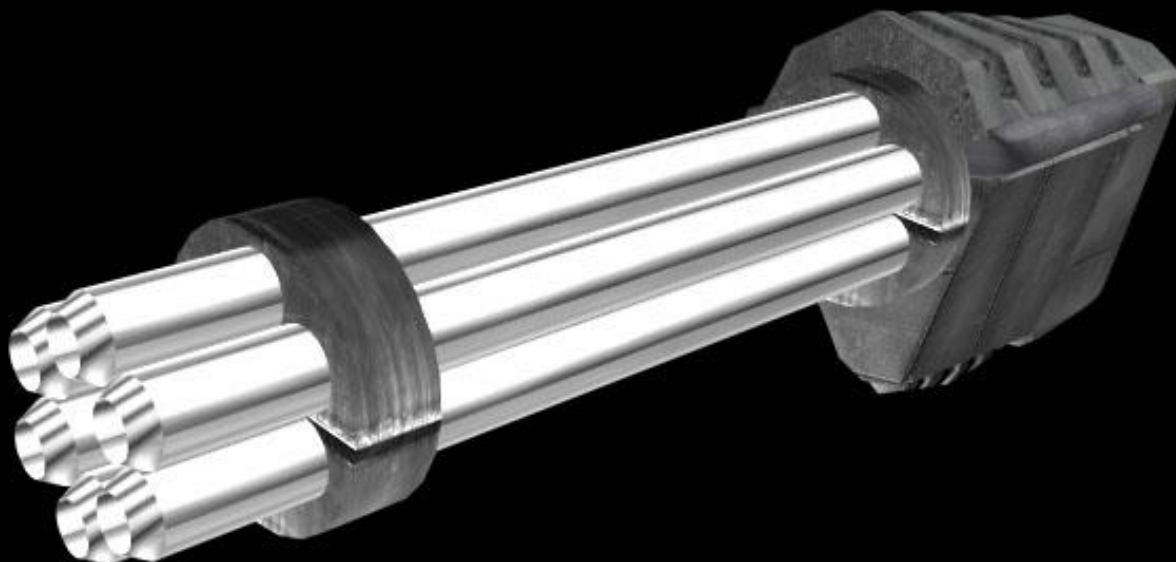


Arachnitron.

Commonly referred to as "spiders" the Arachnitron mobile assault mine is one of the most feared weapons in the Cybrid arsenal. Unlike standard land mines, the Arachnitron mine is ambulatory, which gives it the unique capability to chase its targets. Like standard land mines, the Arachnitron is highly effective against most Hercs due to its ability to strike the vulnerable feet and legs. Rumors of an experimental "black widow" variant with enhanced capabilities persist despite a complete lack of credible evidence.

STANDARD AUTOCANNON

THESE "GATTLING-CANNONS" HAVE LONG BEEN THE WORKHORSE WEAPON OF BOTH THE IMPERIAL DEFENSE FORCES AND CYBRID BATTLE LEGIONS. THE STANDARD AUTOCANNON IS VERY ACCURATE AND HAS A HIGH RATE OF FIRE, MAKING IT A GOOD WEAPON CHOICE AGAINST AGILE GROUND TARGETS AND AIRCRAFT. THE AUTOCANNON'S TUNGSTEN-TIPPED DEPLETED URANIUM PROJECTILES HAVE GOOD ARMOR PENETRATION, BUT THE WEAPON IS FAR LESS EFFECTIVE AGAINST SHIELDED TARGETS. HOWEVER, ONCE AN ENEMY'S SHIELDS ARE DOWN A SKILLED PILOT CAN USE THE WEAPON TO TARGET AN ENEMY'S MOST VULNERABLE AREAS WITH GREAT PRECISION.



BLAST CANNON

THE BLAST CANNONS OCCUPY THE HIGH END OF THE BALLISTIC WEAPONS SPECTRUM IN TERMS OF HITTING POWER. FIRING A SINGLE ARMOR PIERCING HIGH-EXPLOSIVE SHELL, THE STANDARD BLAST CANNON IS A POTENT WEAPON AGAINST LARGE VEHICLES AND BUILDINGS AT CLOSE RANGE. THE WEAPON IS LIMITED BY A SMALL AMMO CAPACITY AND DEGRADATION IN ACCURACY AT LONGER RANGES, ESPECIALLY AGAINST FAST MOVING TARGETS. THE SIZE AND RECOIL OF THE BLAST CANNON PREVENT IT FROM BEING MOUNTED ON LIGHTER VEHICLES.



Blaster (BLAS)

Armor damage: Good

Shield damage: Good

Damage type: Electric/Plasma

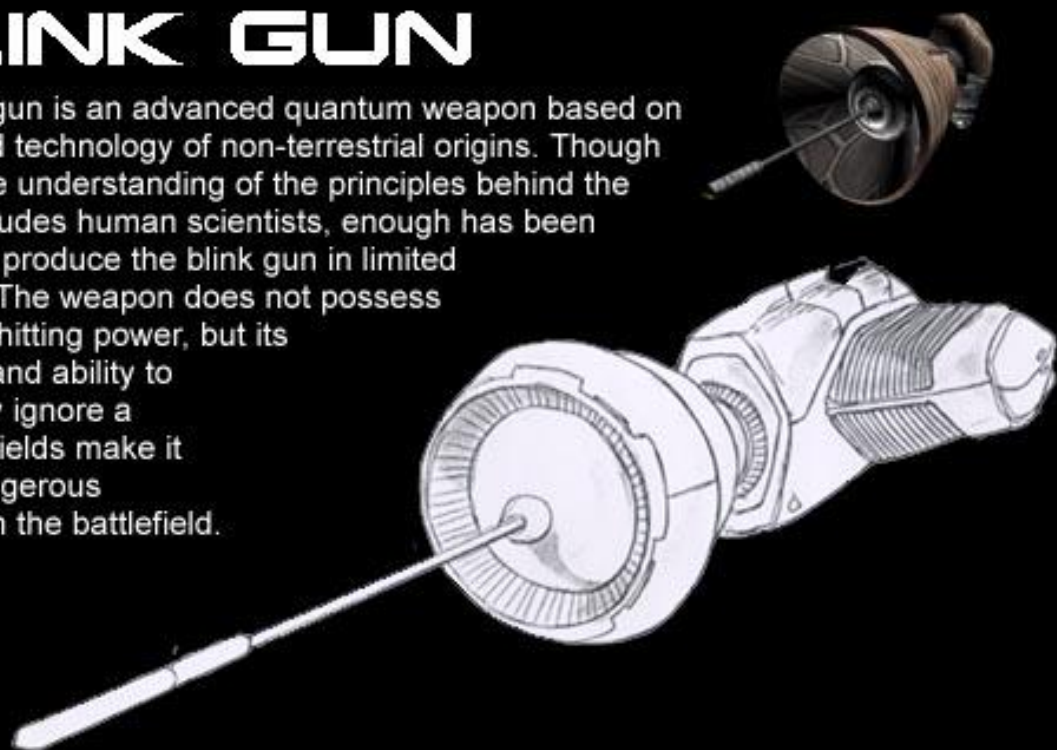
Energy use: High

One of the most successful rebel weapons derived from "cache" technology, the blaster is a hybrid energy plasma weapon with good hitting power against both shields and armor. The blaster pulse travels more slowly than the laser, making it more difficult to hit a target and it consumes a great deal of energy. It is also too heavy for most light vehicles to mount.



BLINK GUN

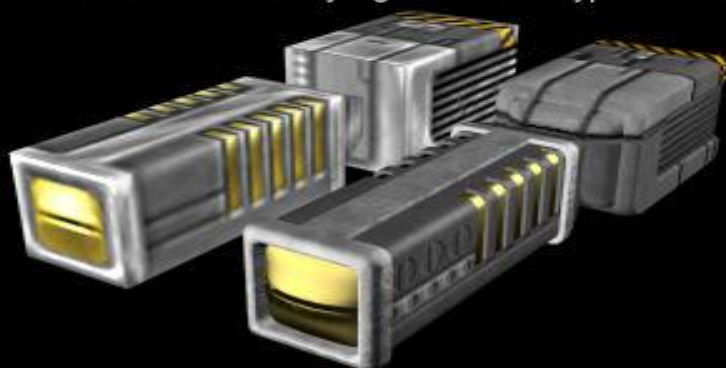
The blink gun is an advanced quantum weapon based on discovered technology of non-terrestrial origins. Though a complete understanding of the principles behind the weapon eludes human scientists, enough has been learned to produce the blink gun in limited numbers. The weapon does not possess incredible hitting power, but its accuracy and ability to completely ignore a target's shields make it a very dangerous weapon on the battlefield.



Compression Laser (CLAS)

Armor damage: Fair
Shield damage: Good
Damage type: Thermal
Energy use: Moderate

Compression lasers are an advanced Imperial energy weapon designed improve the weapon's armor penetration capability. The compression laser fires a series of laser pulses in extremely rapid succession, each tuned to a slightly different wavelength. Taken as a whole, the pulses have a synergistic effect which enhances its lethality against most types of armor.



Command Detonated Mines (CMD)

Armor damage: Good

Shield damage: Moderate

Damage Type: Concussion

Blast Radius: Large

Energy Use: None

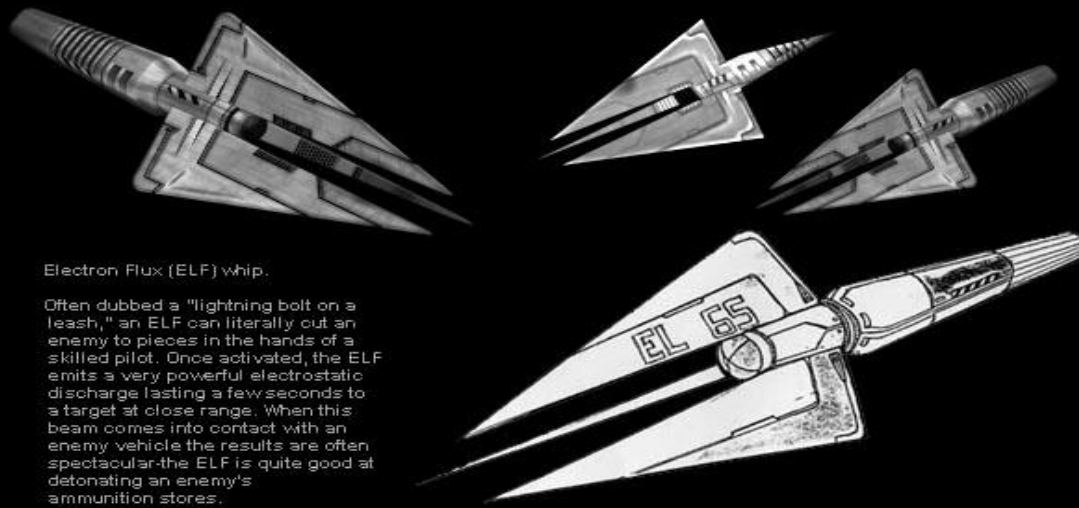


Command detonated mines are often used as part of an ambush. Typically radio silence is maintained until the enemy is well into the minefield, whereupon the commander detonates them all at once and the attack is launched.

EM DISRUPTER

THE EM DISRUPTER DELIVERS AN INTENSE BLAST OF TUNED EM ENERGY AT CLOSE RANGE. ITS EMISSIONS ARE PHASED AT CRITICAL OPERATING FREQUENCIES OF ELECTRONIC NAVIGATION, WEAPONS CONTROL, AND PROPULSION SYSTEMS OF MOST HUMAN AND CYBRID VEHICLES. DAMAGE EFFECTS INCLUDE LOSS OF POWER, REDUCED MOBILITY, LOSS OF TARGETING SYSTEMS, AND CYBRID PILOT MALFUNCTION. THE DISRUPTER DOES NOT PERMANENTLY DAMAGE A VEHICLE IN MOST CASES, SO IT IS BEST USED IN CONJUNCTION WITH ANOTHER WEAPON SYSTEM.





Electron Flux (ELF) whip.

Often dubbed a "lightning bolt on a leash," an ELF can literally cut an enemy to pieces in the hands of a skilled pilot. Once activated, the ELF emits a very powerful electrostatic discharge lasting a few seconds to a target at close range. When this beam comes into contact with an enemy vehicle the results are often spectacular-the ELF is quite good at detonating an enemy's ammunition stores.

ELECTRO MAG AUTOCANNON

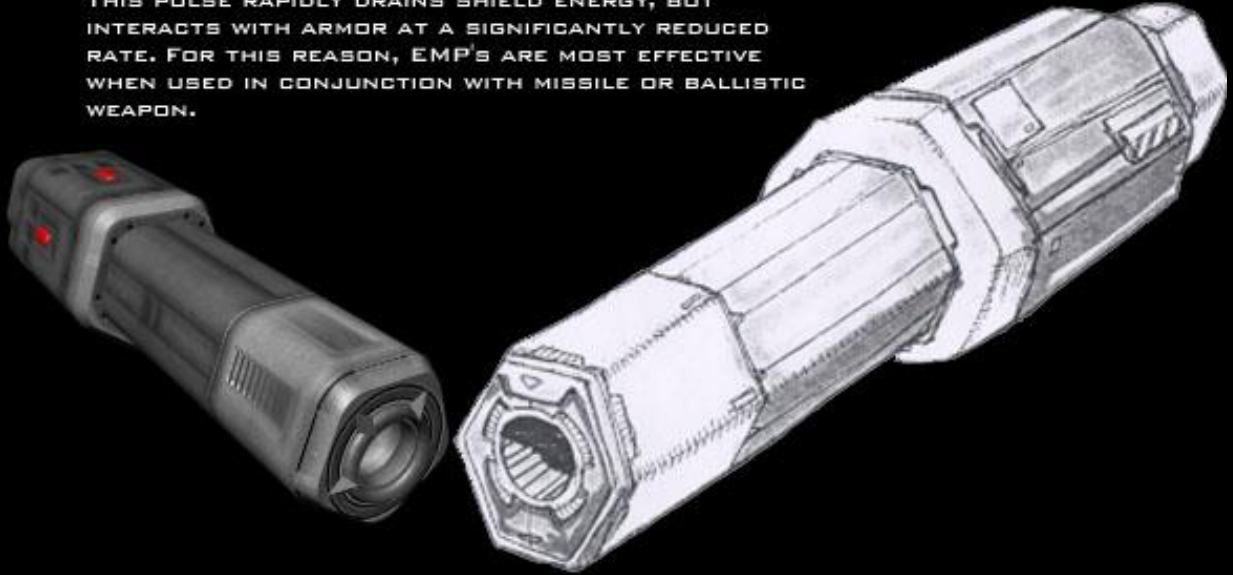
EMC ELECTROMAG AUTOCANNON

THE CYBRID ELECTROMAG AUTOCANNON REPRESENTS A GREAT STEP FORWARD OVER THE STANDARD AUTOCANNON IN MANY RESPECTS. IT MAINTAINS THE LIGHT WEIGHT, HIGH RATE OF FIRE, AND LOW ENERGY CONSUMPTION BENEFITS OF THE STANDARD AUTOCANNON. BUT BY ADDING AN ELECTRON PUMP THE BIN AND A SMALL AMOUNT OF CAPACITANCE TO THE PROJECTILES, THE EMC YIELDS A MUCH GREATER EFFECTIVENESS AGAINST SHIELDED TARGETS. THE ONLY DRAWBACK OF THIS WEAPON IS A DECREASED AMMUNITION CAPACITY AND SLIGHTLY LESS ARMOR PENETRATION THAN THE STANDARD AUTOCANNON.



ELECTROMAGNETIC PULSE CANNON (EMP)

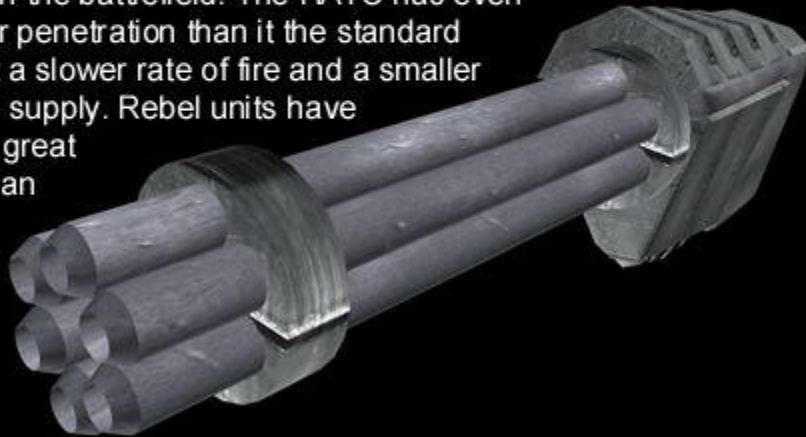
THE EMP FIRES A HIGH-ENERGY BURST OF PLASMA AT ITS TARGET, CAUSING KINETIC DAMAGE AT THE POINT OF IMPACT WHILE RELEASING AN ELECTROMAGNETIC PULSE WITHIN THE TARGET AS THE PLASMA BURST DISSIPATES. THIS PULSE RAPIDLY DRAINS SHIELD ENERGY, BUT INTERACTS WITH ARMOR AT A SIGNIFICANTLY REDUCED RATE. FOR THIS REASON, EMP'S ARE MOST EFFECTIVE WHEN USED IN CONJUNCTION WITH MISSILE OR BALLISTIC WEAPON.



Heavy Autocannon (HATC)

Armor damage: Good
Shield damage: Minimal
Damage Type: Concussion
Energy Use: None

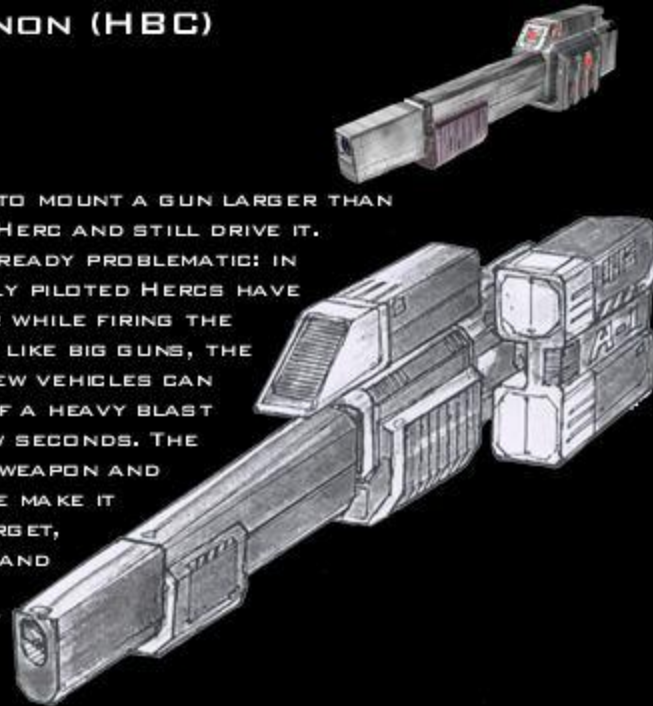
Like its smaller brethren, the Heavy Autocannon enjoys widespread popularity on the battlefield. The HATC has even better armor penetration than the standard version, but a slower rate of fire and a smaller ammunition supply. Rebel units have used it with great success as an anti-tank weapon.



HEAVY BLAST CANNON (HBC)

ARMOR DAMAGE: EXCELLENT
SHIELD DAMAGE: MODERATE
DAMAGE TYPE: CONCUSSION
BLAST RADIUS: LARGE
ENERGY USE: NONE

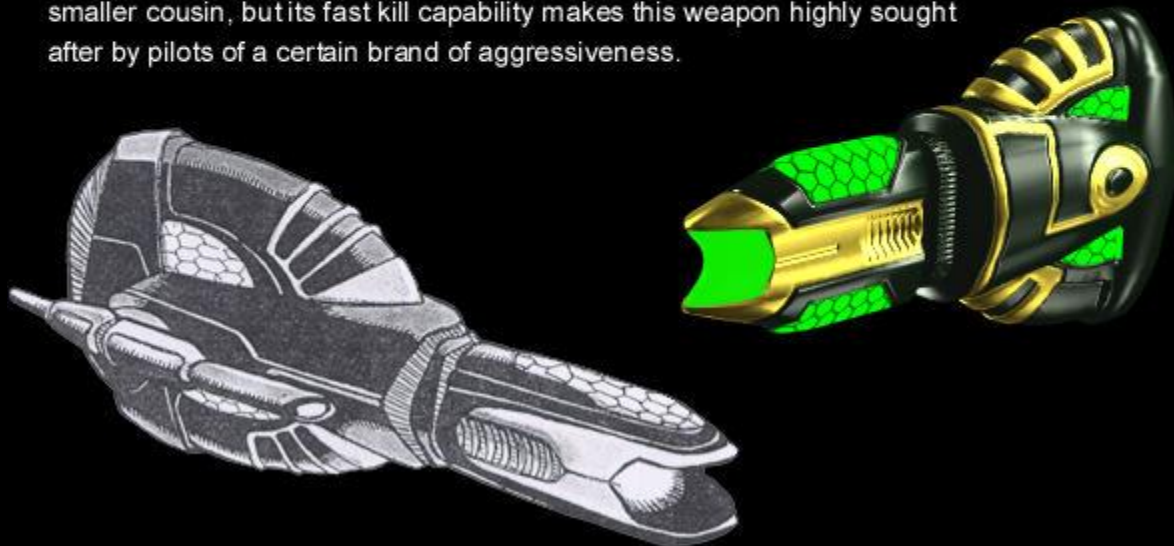
IT IS PROBABLY NOT FEASIBLE TO MOUNT A GUN LARGER THAN A HEAVY BLAST CANNON ON A HERC AND STILL DRIVE IT. THE RECOIL OF THE HBC IS ALREADY PROBLEMATIC: IN TEST SITUATIONS, INCAUTIOUSLY PILOTED HERCS HAVE ACTUALLY BEEN KNOCKED OVER WHILE FIRING THE WEAPON. BUT FOR PILOTS WHO LIKE BIG GUNS, THE HBC IS THE ULTIMATE. VERY FEW VEHICLES CAN STAND UP TO THE POUNDING OF A HEAVY BLAST CANNON FOR MORE THAN A FEW SECONDS. THE LOW MUZZLE VELOCITY OF THE WEAPON AND SLOW SPEED OF ITS PROJECTILE MAKE IT DIFFICULT TO HIT A MOVING TARGET, BUT THE LARGE BLAST RADIUS AND POWER OF THE WEAPON ARE SUCH THAT YOU USUALLY ONLY NEED TO GET CLOSE.



Heavy Blaster (HBLAS)

Armor damage: Very Good
Shield damage: Very Good
Damage type: Electric/Plasma
Energy use: Very High

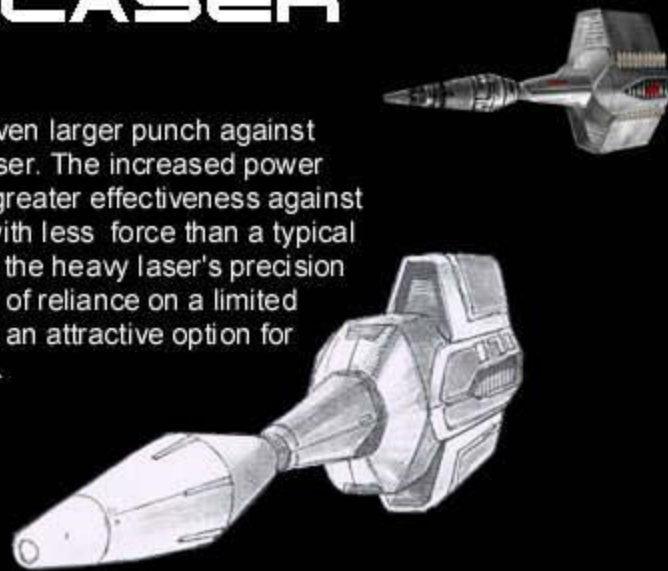
The big brother to the standard blaster, the heavy version has more hitting power, and a much larger energy drain. It also gives up some range and speed to its smaller cousin, but its fast kill capability makes this weapon highly sought after by pilots of a certain brand of aggressiveness.



HEAVY LASER

HLAS Heavy Laser

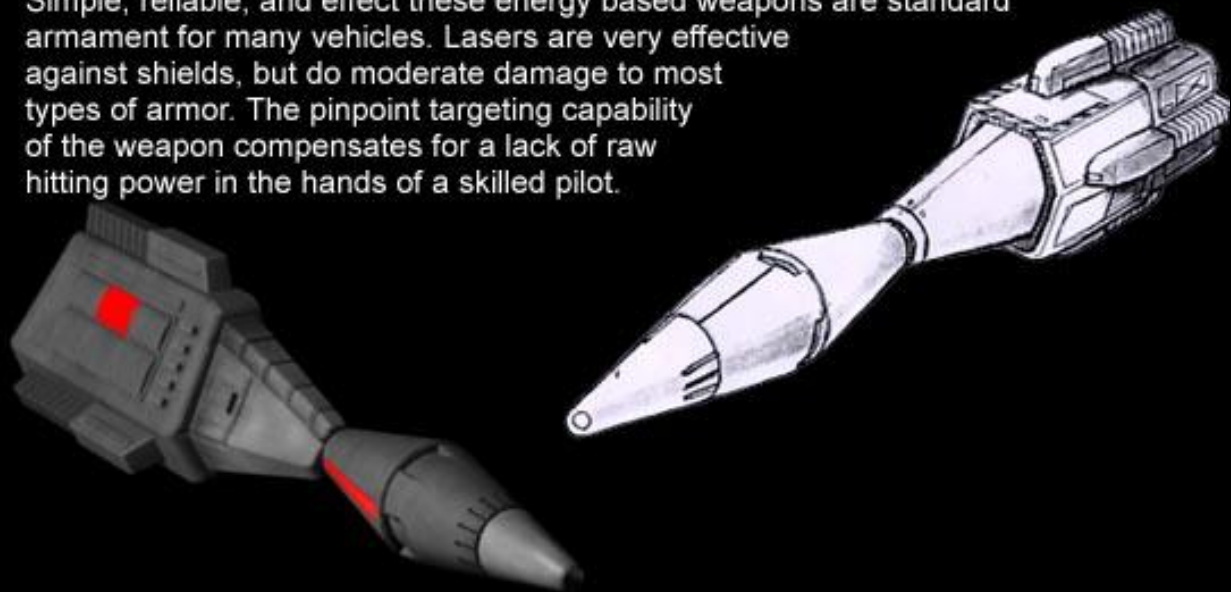
The heavy laser packs an even larger punch against shields than the standard laser. The increased power of the weapon also gives it greater effectiveness against armor, however it still hits with less force than a typical autocannon salvo. Even so, the heavy laser's precision targeting capability and lack of reliance on a limited ammunition supply makes it an attractive option for pilots on extended missions.



LASER

350 GW Laser:

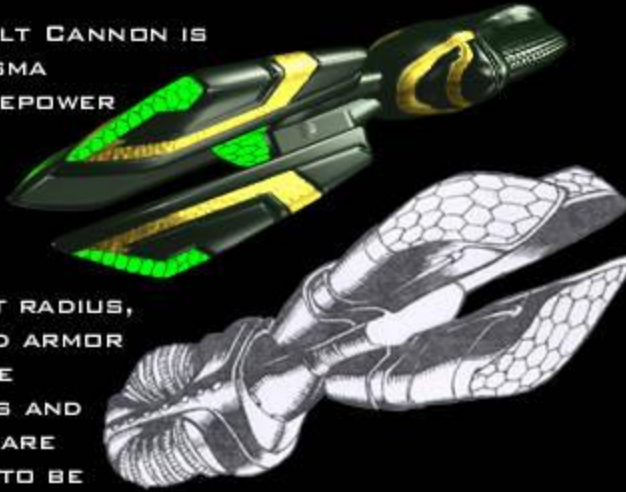
Simple, reliable, and effective these energy based weapons are standard armament for many vehicles. Lasers are very effective against shields, but do moderate damage to most types of armor. The pinpoint targeting capability of the weapon compensates for a lack of raw hitting power in the hands of a skilled pilot.



MAGNETO FUSION CANNON

MFAC

THE MAGNETOFUSION ASSAULT CANNON IS AN ADVANCED QUANTUM-PLASMA WEAPON OF DEVASTATING FIREPOWER BASED ON TECHNOLOGY DISCOVERED IN THE THARSIS CACHE. THE MFAC FIRES AN UNGUIDED BURST OF PLASMA ENERGY AT A TARGET THAT IMPACTS WITH A LARGE BLAST RADIUS, DAMAGING BOTH SHIELDS AND ARMOR OF ANY NEARBY OBJECTS. THE MASS, ENERGY REQUIREMENTS AND RECYCLE TIME OF THE MFAC ARE CONSIDERABLE, ALLOWING IT TO BE MOUNTED ONLY ON THE LARGEST VEHICLE TYPES.



Minion Optically Guided Missile
Armor Damage: Excellent
Shield Penetration: Average
Damage type: Concussion
Blast Radius: Large
Seeker type: Image Recognition



The Minion boasts the largest payload of any missile fielded by the Imperium. It is primarily designed for use against slow moving targets and installations. Though it is slow and lacks maneuverability, it is highly resistant to all types of jamming. An experimental "command guided" version of the minion has been tested, but the pilot workload is considerable, compromising its usefulness greatly in a pitched battle.

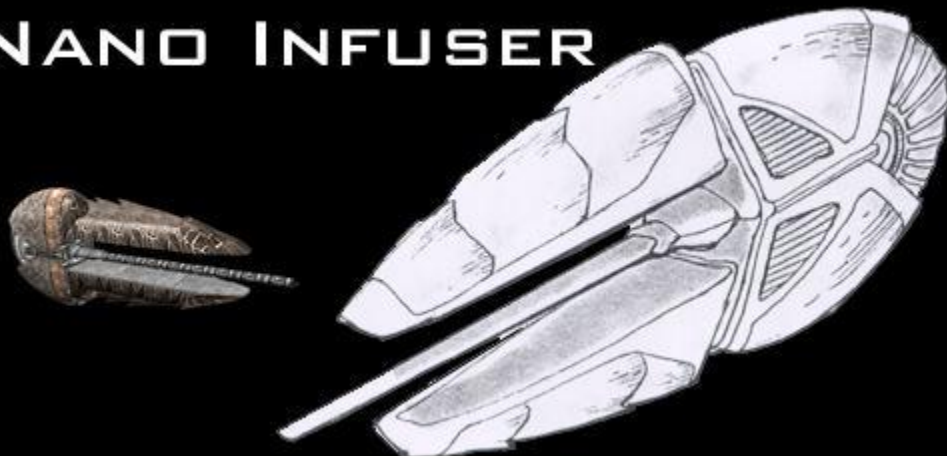
Nannite Cannon (NCAN)
Armor damage: Moderate**
Shield damage: None**
Damage type: Special
Energy use: None



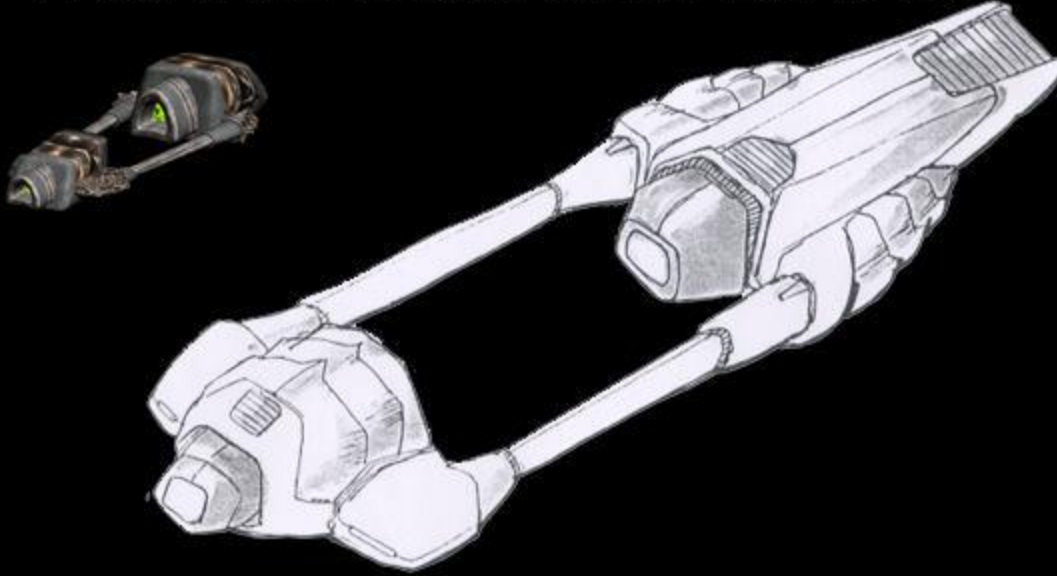
The Tharsis Cache has yielded many secrets, possibly none of them more valuable to the human race than the nano-technology components found there. The decades long Cybrid lead in the field was erased virtually overnight and in some areas human endeavors now surpass the Cybrid. The Nannite Cannon is a salient example. Unlike the Cybrid weapon which fires a "cloud" of nannites, the nano-cannon delivers its "eaters" in a beam. This releases the payload in a precisely focused area providing optimal penetration and much more efficient means of delivery. Consequently, the nano-cannon does more damage per volley and can fire several more rounds from an equivalent supply of nannites than its Cybrid counterpart.

**Ignores shields, partially bypasses armor

NANO INFUSER



PARTICLE BEAM WEAPON (PBW)



Pit Viper Missile
Armor Damage: Fair
Shield Damage: Minimal
Damage type: Concussion
Blast Radius: Small
Seeker type: Thermal

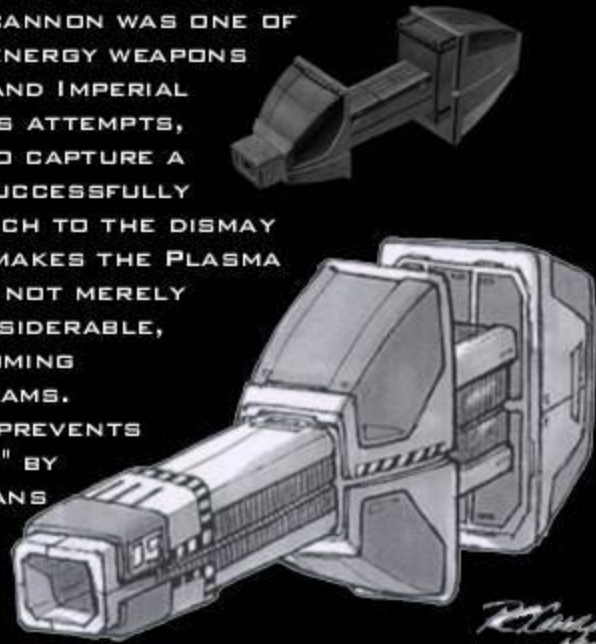
The Pit Viper heat seeking missile complements the Sparrow in the Imperial arsenal, providing a more agile weapon capable of engaging fast moving scouts and aircraft. The added maneuverability comes at a cost in payload, but this is a trade off many pilots are more than willing to accept. As with the sparrow, the Cybrid field an equivalent weapon. Pit Viper mounts contain either 8 or 12 missiles.



PLASMA CANNON

FOR YEARS THE PLASMA CANNON WAS ONE OF THE MOST DEVASTATING ENERGY WEAPONS FIELDIED BY THE TERRAN AND IMPERIAL FORCES. AFTER NUMEROUS ATTEMPTS, THE CYBRID WERE ABLE TO CAPTURE A WORKING EXAMPLE AND SUCCESSFULLY REVERSE ENGINEER IT, MUCH TO THE DISMAY OF THE EMPEROR. WHAT MAKES THE PLASMA CANNON SO EFFECTIVE IS NOT MERELY ITS POWER, WHICH IS CONSIDERABLE, BUT ALSO THE LIMITED HOMING ABILITY OF ITS ENERGY BEAMS. THIS HOMING CAPABILITY PREVENTS PRECISE "PART TARGETING" BY PILOTS, BUT MOST VETERANS AGREE THE INCREASED CHANCE TO HIT AN ENEMY MORE THAN OFFSETS THIS

LIMITATION. THE MAJOR DRAWBACKS TO THE PLASMA CANNON ARE ITS CONSIDERABLE MASS AND HUGE ENERGY CONSUMPTION WHICH LIMITS ITS AVAILABILITY TO ALL BUT THE LARGEST VEHICLES. THE PLASMA CANNON'S QUANTUM/PLASMA ENERGY BEAMS ARE EQUALLY EFFECTIVE AGAINST BOTH SHIELDS AND ARMOR.



Proximity Mines (PROX)

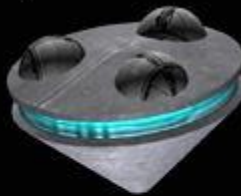
Armor damage: Good

Shield damage: Moderate

Damage Type: Concussion

Blast Radius: Medium

Energy Use: None



Proximity mines are designed as area-denial munitions but have also become popular with pilots as a means of tactical retreat. Dropping a few mines in the path of a pursuing foe is often enough to encourage them to break off the attack, or at least provide a little breathing room to recharge energy reserves.

QUANTUM GUN



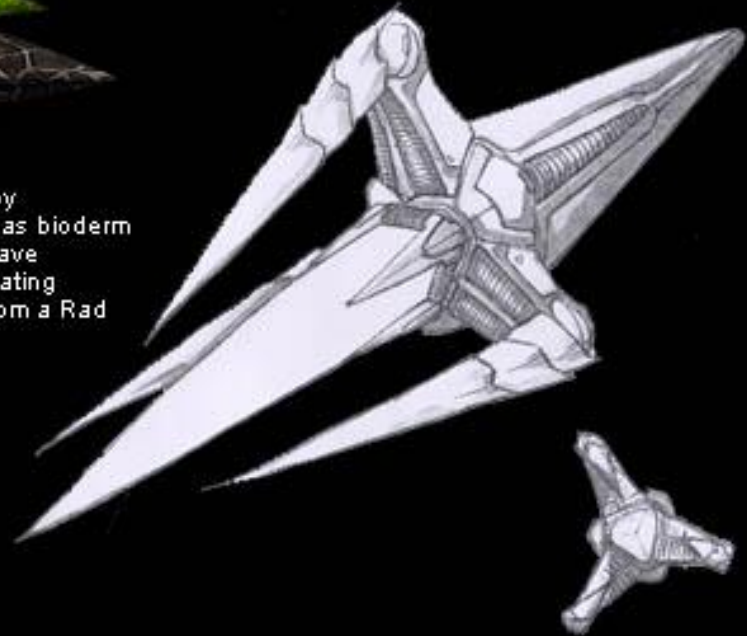
Quantum Gun:

These incredibly powerful weapons are only available through acquisition of alien technology. The QGUN "projectile" travels as a probability wave that completely ignores the shields of an enemy target. The relativistic effects of the weapon make it difficult to employ on the battlefield, but a successful hit with a Quantum Gun can be devastating. It is one of the few weapons with a one-shot, one kill potential.

RADIATION GUN



These horrific weapons are employed by the Cybrids against living targets such as bioderm and human pilots or civilians. Cybrids have used this as a terror weapon in devastating attacks on the colony worlds. A blast from a Rad Gun against an unprotected bioderm can compromise its genetic stability, causing it to freeze, panic, or go berserk. Against a human pilot, repeated blasts will weaken the pilot, and can eventually kill him. These weapons do no damage to a vehicle, making ideal for salvage.

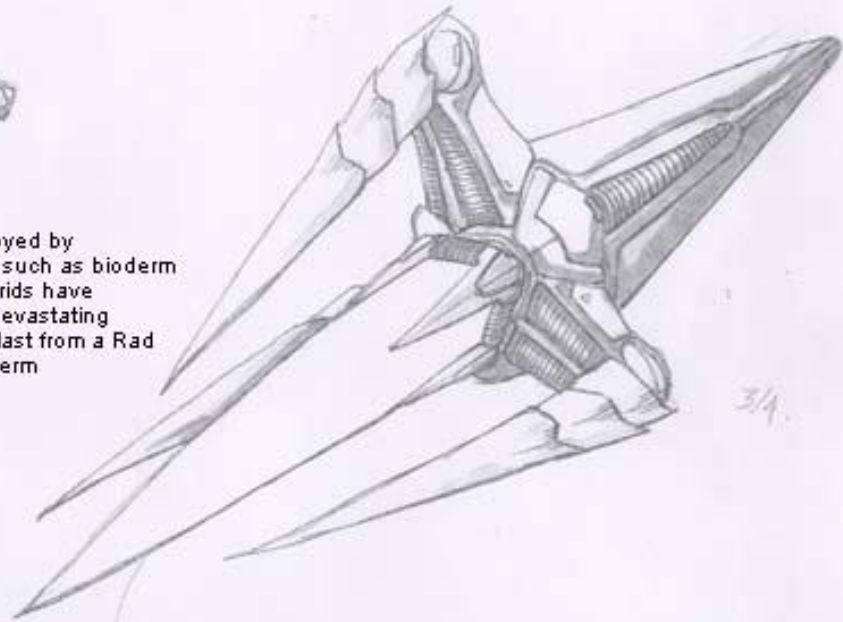


RADIATION GUN



Radiation Guns:

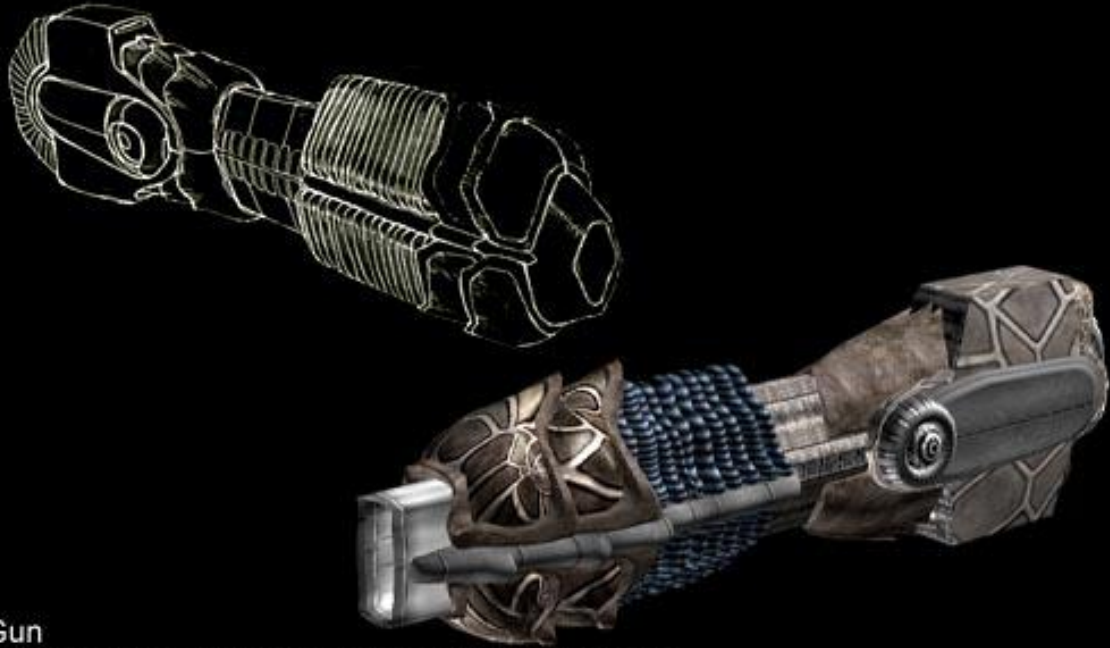
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SPINE GLOWS

CYBRID RAD-GUN

RAILGUN



Rail Gun

The rail gun fires a single heavy slug at extremely high velocity at a target. Superconducting magnets along the barrel length accelerate the slug via a phased pulse induction system. This requires more energy than most other ballistic type weapons, but the stopping power of the rail gun is quite impressive. The rail gun is an excellent sniping weapon.

"SHRIKE" MISSILE

A FAIRLY RECENT ADDITION TO THE CYBRID ARSENAL IS THE "SHRIKE" MISSILE. THE SHRIKE COMBINES A POWERFUL WARHEAD WITH A HIGH TERMINAL VELOCITY, GIVING IT IMPRESSIVE STOPPING POWER. THE CYBRID APPEAR TO AVE DESIGNED THIS WEAPON TO COUNTER NEW TERRAN HEAVY VEHICLE DESIGNS, PARTICULARLY THE GORGON CLASS MERC. THE SHRIKE'S EXTREMELY HIGH VELOCITY PLACES SIGNIFICANT CONSTRAINTS ON ITS MANEUVERABILITY ENVELOPE IN THE TERMINAL PHASE. PRESUMABLY IT WILL BE FAR LESS EFFECTIVE AGAINST AGILE VEHICLES.



Sparrow Missile



Swarm Saturation Missile

Armor Damage: Fair to Good
Shield Damage: Minimal
Damage type: Concussion
Blast Radius: Small
Seeker type: Thermal and Radar



The swarm missile is just coming into service with front-line Imperial units and has already become a favorite weapon of the Knights. Swarm fires a volley of three mini-missiles at an enemy target, which greatly increases the chance that at least one will hit. Though each missile is small, a hit from a full swarm volley is quite powerful. Swarm's main drawback is that its sensor has proven to be somewhat more susceptible to jamming than expected. Imperial engineers are working on an improved version, but it probably will not be fielded for many months.



Twin Laser (TLAS)
Armor damage: Fair
Shield damage: Good
Damage type: Thermal
Energy use: Moderate

Faced with the same problem as the Imperials, the Cybrid adopted a somewhat different approach with their advanced laser. The twin laser fires two powerful beams precisely tuned to optimum wavelengths. This approach is somewhat simpler and less efficient than the imperial compression laser, but yields similar results, albeit at a somewhat higher energy cost.

