# CAR WARD COMBAT GARAGE

# Lawn Mauler

## === VEHICLE ===

Body: Riding Mower Chassis: Standard Mower

Suspension: Light
Weight: 800 lbs
Tech Level: ADQ Vol 3 #1
Hand Wpns: 1 GE Holster

### = PERFORMANCE =

Handling Class: 1 to 15 mph Acceleration: 10\* TopSpeed: 30 mph Range: 300 miles Cargo Space: none Cargo Weight: n/a

### ==== CREW ====

Driver

Reflex Roll: Driver Skill: Gunner Skill:

Gunner

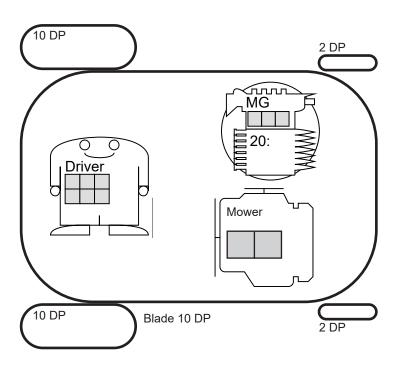
Driver Skill: Gunner Skill:

WEAPONS					
Weapon Name	Ammo Type	To Hit	Damage	FM	BD
Machine Gun		7	1d		

Front 2
Left 3
Right 3
Back 7
Top 0
Under 7

Lawn Mauler -- Riding mower, mower motor (2 DP, 400 Power Factors, Top Speed 30 mph), light suspension, standard chassis, two solid mower-tires front (2 DP each) two large solid mower tires rear (10 DP each), driver w/ body armor, MG front. Plastic armor: F2, R3 L3 (L-R protects motor and gun only), B7 (armored seat back), U7 (blade housing). Acceleration 10 without blade engaged, Acceleration 5 with blade engaged,, (HC 1 up to 15 mph HC 0 20+ mph); 800 lbs., \$2,720.

Zero-turn Radius. Mower can perform the Pivot maneuver as a D0 at 15 mph or less as a D1 at 20-20 mph



Riding Mower blade 10DP - Does 1 D6 damage per second the blade is over something with less DP than the blade. 1 D6 - 2 for each second the blade is over something with equal DP and blade takes 1 damage. Blade does 1 D6- 4 every second over something greater then equal DP but less than double DP. Blade takes 1 D6 - 2 every second over something greater than double blade DP. If the blade is down to 75% of beginning DP it has a 1-in-6 chance of jamming each second. If the blade jams, the operator has 2 seconds to disengage (that would be the action for the turn) the blade or the feedback will start the power plant to overheat. At the third second the power plant has a 1-in-6 chance of catching fire, 2-in-6 at the fourth, 3-in-6 at the 5th and the engine WILL catch fire after 8 seconds.