

# CAR WARS 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		

### ARMOR

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 dis-engage (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.

