CAR WARD COMBAT GARAGE

Professor's 10Wheel

\$154,070

KILLS: WINS:

■ VEHICLE ===

Body: Longnose Chassis: Extra-Heavy

Suspension:

 P^{N}

07:31

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(version

http://carwars.opentools.org/

Weight: 17068 lbs.
Tech Level: UACFH/Pyrar

Hand Wpns: GEs

= PERFORMANCE =

Handling Class: 1
Acceleration: 2.5/5
TopSpeed: 145

Range: 200mi @72 Cargo Space: 29 spaces Cargo Weight: 2732 lbs.

CREW =

Driver

Reflex Roll: Driver Skill: Gunner Skill:

Gunner

Driver Skill: Gunner Skill:

■ WEAPONS ■

To Hit	Damage	FM	BD
6	2d		
9	2d		
	6	6 2d	6 2d

=== ARMOR ====

Cab Front 25:
Cab Left 25:
Cab Right 25:
Cab Back 5:
Cab Top 15:
Cab Under 15:
Cr. Front 15:
Cr. Left 25:
Cr. Right 25:
Cr. Back 25:
Cr. Top 15:

Cr. Under 15:

Longnose, Extra-Heavy chassis, Regular power plant w/PC & SC, Heavy-Duty High-Torque Motors, Improved Fire Extinguisher, Heavy-Duty Transmission, 10 Solid tires, Driver w/HRTC and BA and Ejection Seat and Tool Kit, Gunner w/HRTC and IBA and Ejection Seat and Laser Rifle w/extra clip and folding stock and laser targeting scope and power backpack, Vulcan Machine Gun Front, Heavy-Duty Shocks, Heavy-Duty Brakes, Antilock Brakes, Overdrive, No-Paint Windshield, Back Door, Surge Protector, Anti-Theft System, ERIS Receiver, Identify Friend or Foe, Long-Distance Radio, Radar, Radar Detector, Radar Jammer, Link (2 VMGs Carrier in Turret), Link (3 MRs Carrier in Rocket EWP Left), Link (3 MRs Carrier in Rocket EWP Right), Plastic Armor: F25 (Ramplate), L25, R25, B5, T15, U15, Cargo: [1 space], Acceleration 2.5 (x2 w/HDHTMs), Top Speed 145 +20 w/Overdrive, HC 1, 11038 lbs., \$134130. Max carrier weight 8762 lbs.

15' Van, 2 Vulcan Machine Guns in Turret, 3 Medium Rockets in Rocket EWPs Left and Right, Wheel Ramps, Left Side Door, Right Side Door, Plastic Armor: F15, L25, R25, B25, T15, U15, Cargo: [28 spaces], 6030 lbs., \$19940. Overall Cargo 29 spaces and 2732 lbs.

Walkaround: Longnose, 10 tires, Electric Power Plant, Driver, Gunner, Small Bore Projectile Weapon Front, Ramplate

15' Van, Left Side Door, Right Side Door, Turret Top with 2x Small Bore Projectile Weapon, 2 Rocket EWPs Left and Right with 3x Rocket

