Type:	Dacian	Heavy Tank	(Christianson, Cappiazi, and Carter)
Tech Rating:	D		
Chassis Type:	Tracked		
Mass:	70 tons		
Chassis Modifications:			
	Armored		
Crew:	5		
Cargo:	NA		

Engine Type:	Fission	
Cruise MP/Safe Thrust:		3
Flank MP/Maximum Thrust:		5
Range (km)/Thrust Points		NA
Heat Sinks:	16	
Armor Type	BAR 10	
Armor Points	142	

Location	Internal Structure	Armor Value
Front	7	30
Right/Left	7	27
Rear	7	24
Turret	7	34

Controls: Advanced

Weapons and Equipment:

PPC	Turret	7
Medium Laser	Turret	0.5
Medium Laser	Front	1

Type:	Growling Kodiak
Tech Rating:	D
Chassis Type:	Tracked
Mass:	75
Chassis Modifications:	
Crew:	5
Cargo:	

Engine Type:	ICE
Cruise MP/Safe Thrust:	3
Flank MP/Maximum Thrust:	5
Range (km)/Thrust Points	385 km
Heat Sinks:	0
Armor Type	BAR 7
Armor Points	133

Location	Internal Structure	Armor Value
Front	8	73
Right/Left Side	8	20
Rear	8	20

Controls: Advanced

Weapons and Equipment:

3 x Heavy Rifle (Front)

18 tons Heavy Rifle Ammo

Variants: Golden Kodiak: exchanges the 3 heavy rifles for 2 ultra heavy rifles

Royal Kodiak: Exchanges the 3 Heavy rifles for 4 AC-5s and reduces ammo load to 6 tons, adds 6 MG (2 ea Side and 2 rear) and 1 ton MG ammo

Type:	Sybaris HQ Vehicle	(Christianson, Cappiazi, and Cart Engine Type:	Fission
Tech Rating:	D	Cruise MP/Safe Thrust:	2
Chassis Type:	Tracked	Flank MP/Maximum Thrust:	3
Mass:	192 tons	Range (km)/Thrust Points	Unlimited
Chassis Modifications:		Heat Sinks:	0
	Tractor	Armor Type	BAR 7
		Armor Points	388

Location	Internal Structure	Armor Value
Front	20	70
Front R/L	20	48
Rear R/L	20	48
Rear	20	48
Turret	20	78

Crew: 22

Cargo:

Controls: Advanced

Weapons and Equipment:

1 x 5 inch Naval Cannon (Turret)

5 tons 5 inch Naval Cannon Ammo

2 x Machinegun (Turret)

1 x Machinegun (Front)

1 x Machinegun (Rear)

.5 tons MG ammo (100)

1 x Rocket Launcher-15 (Primative) (Right Front)

1 x Rocket Launcher-15 (Primative) (Left Front)

Type:	Sybaris HQ Trailer
Tech Rating:	D
Chassis Type:	Tracked
Mass:	156
Chassis Modifications:	
	Trailer
Crew:	48
Cargo:	
	21 tons

Engine Type:	None
Cruise MP/Safe Thrust:	0
Flank MP/Maximum Thrust:	0
Range (km)/Thrust Points	NA
Heat Sinks:	0
Armor Type	BAR 7
Armor Points	311

Location	Internal Structure	Armor Value
Front	16	46
Front R/L	16	41
Rear R/L	16	41
Rear	16	41
Turrets (2)	16	60

Controls:

Weapons and Equipment:

3 x Medium Rifle (Turret 1)

3 tons Medium Rifle ammo (Turret 1)

3 x Medium Rifle (Turret 2)

3 tons Medium Rifle ammo (Turret 2)

Communicatons Gear (10 tons)

MASH w/2 Theaters

Field Kitchen

3 Infantry Bay (3 platoons)

Variants: Field modifications are very common including increasing infantry, exchanging rifles for mor advanced autocannon, etc. Generally, these modifications come at the expense of cargo capacity.

Type:	Dancing Bear Self-Propelled Artillery	(Rothstein Defense Solutions)
Tech Rating:	D	
Chassis Type:	Tracked	
Mass:	38 tons	
Chassis Modifications:		
Crew:	4	
Cargo:		

Engine Type:		ICE
	Cruise MP/Safe Thrust:	3
	Flank MP/Maximum Thrust:	5
Range (km)/Thrust Points		500 km
Heat Sinks:		0
Armor Type		BAR 7
Armor Points		66

Location	Internal Structure	Armor Value
Front	4	16
Right/Left Side	4	12
Rear	4	10
Turret	4	16

Controls: Basic

Weapons and Equipment:

1 x "Triple" Three Inch Naval Cannon (Turret)

4 tons Triple Ammo

1 x Machinegun (Turret)

1 x Machinegun (Front)

.5 tons Machinegun ammo (Body)

Type:	Drakaina WiGE Military Transport (Christianson, Cappiazi, and
Tech Rating:	D
Chassis Type:	WiGE
Mass:	200 tons
Chassis Modifications:	
	Amphibious
Crew:	7
Cargo:	80 tons (capable of carrying more in burdened status)

Engine Type:	Fission
Cruise MP/Safe Thrust:	5
Flank MP/Maximum Thrust:	8
Range (km)/Thrust Points	NA
Heat Sinks:	0
Armor Type	BAR 7
Armor Points	66

Location	Internal Structure	Armor Value
Front	20	11
Front R/L	20	11
Rear R/L	20	11
Rear	20	11
Turret	20	11

Controls: Advanced

Weapons and Equipment:

2 x Light Chain Guns (Turret)

2 tons Light Chain Gun Ammo

80 tons Cargo