

Starsiege ATR 2

Vehicles And Weapons Specifications

Vehicles Specification



Emancipator: Rebel Herc

Chassis: Modified Cargo Lifter

Height: 6.5 m

Width: 6 m

Mass: 10/40 tons (metric)

Max Speed: 127 kph

The emancipator is a modified cargo-lifter and repair vehicle pressed into an offensive role by the rebels. It is slower than other comparable light Hercs, but it can withstand a large amount of collision damage for its size, due to its rugged construction.



Minotaur: Terran Empire Herc

Height: 8 m

Width: 6 m

Mass: 12.5/40 tons (metric)

Max Speed: 116 kph

The Minotaur is a premier Terran raider and is ideally suited for convoy strikes. The Mino is usually a match for any light Cybrid Herc foolish enough to tangle with it. It needs support against the heavier vehicles, however.



Goad: Cybrid Herc

Height: 6 m

Width: 5 m

Mass: 8/35 tons (metric)

Speed: 144 kph

Advanced Cybrid cloaking technology allow the Goad to carry an experimental version of the Chameleon, providing it an unmatched ability to remain cloaked. With this capability, Goads are often utilized in an ambush role.



Chassis: Myrmidon

Height: 4 m

Width: 8 m

Length: 11 m

Mass: 40/90 tons (metric)

Terran Tank

Speed: 97 kph

Myrmidon is the mainstay of the Terran tank force. Its well protected by its armor, but suffers from limited speed and maneuverability. This lack is made up for by its ability to swivel the turret in a 360 degree firing arc.

Weapons Specifications



Autocannon:

These weapons are ballistic weapons which fire a short burst of projectiles at a target. After firing, the weapon requires a brief reload and recycle period. The more powerful autocannons inflict greater damage, but carry less ammo and require a longer period of time to recharge. The lead distance on an autocannon is accounted for by the targeting computer, but gravity (windage) must be manually compensated for by the pilot at longer ranges.

Hard Point Size	Small
Mass	1
Damage vs Armor	Very Good
Damage vs Shields	Bad
Energy Required	None
Ammo	750 Rounds
Recycle	.3 sec
Range	1000 m



Lasers:

Simple, reliable, and effective these energy based weapons are standard armament for many vehicles. Lasers are highly 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.

Hard Point Size	Small
Mass	1
Damage vs. Armor	Average
Damage vs. Shields	Good
Energy Required	Low
Ammo	None
Recycle time:	0.5 sec
Range	850 m



Blaster

A blaster is a hybrid laser plasma weapon with increased hitting power. They deliver a somewhat larger energy packet than the standard laser and are more effective against armor. Slower projectile speed, and a higher rate of energy consumption are the trade-offs.

Hard Point Size	Medium
Mass	6
Damage vs. Armor	Good
Damage vs. Shields	Good
Energy Required	Moderate
Ammo	None
Recycle time:	1 sec
Range	1500 m



Sparrow Missiles (6 and 10 packs)

The Sparrow missile is the standard anti-vehicle missile employed by the Imperial defense forces. It is a maneuverable weapon with moderate hitting power capable of engaging a wide

variety of ground targets and low-flying aircraft. Its effectiveness against shields is limited, so it is best used as a "finisher" after a targets energy has been depleted. The Cybrid version has nearly identical capabilities. Sparrow comes in 6, and 10 pack configurations.

Mass	2/3
Hard Point Size	Small/Medium
Damage vs. Armor	Excellent
Damage vs. Shields	Average
Energy Required	none
Ammo	6 or 10
Recycle time:	1.0 sec
Range	1500 m



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.

Hard Point Size	Large
Mass	10
Damage vs. Armor	Excellent
Damage vs. Shields	Fair
Energy Required	none
Ammo	20
Recycle time:	2.0 sec
Effective Range	500 m



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.

Hard Point Size	Medium
Mass	5
Damage vs. Armor	Poor
Damage vs. Shields	Excellent
Energy Required	High
Ammo	8
Recycle time:	2.0 sec
Range	1000 m