

This is fairly basic, just fitting the vehicle type into the standard Alternity vehicle tables. I haven't investigated how those stats stack up with weapon damage, since that would require me to look at tanks as well, potentially a much bigger set of changes.

There is actually quite a range of sizes for light vehicles. The APC that I've listed covers relatively large types such as the Bradley and BMP. There should also be a Small Armoured Vehicle type that has slightly more Durability than the PL 4 Scout Car but otherwise similar performance to the PL 5 APC or PL 6 Skycarrier (or just use the D.M A&EG stat block for a HMMWV and add Medium Armour or vehicle weapons if desired).

Add to table P42: Vehicles

	Skill	Drv	Acc	Cruise	Max	Type	Dur	Avail	Cost
PL 4									
Scout Car or Tankette	Land	+1	30	50	70	G	12/12/6	Mil	50K
PL 5									
Infantry Fighting Vehicle (IFV), Light	Land	+1	30	100	150	G	16/16/8	Mil	
Fast Attack Vehicle (FAV)	Land	-	40	110	200	G	15/15/8	Com/Mil	
Armoured Personnel Carrier (APC)	Land	+1	30	100	150	G	18/18/9	Mil	100K
PL 6									
Patrol Car or Gun Carrier	Air	-	150	800	2000	G	16/16/8	Mil	
Skimmer	Air	-1	200	1000	3000	G	15/15/8	Com/Mil	
Skycarrier or Combat Car	Air	-	150	800	2000	G	20/20/10	Mil	200K
Skytank, Light	Air	-	100	500	2000	G	22/22/11	Mil	300K

Notes

Scout Car: Light Alloy Armour d6-1LI/d6-1HI/d4-1En

APC: Medium Alloy Armour d4+1LI/d4+1HI/d4En, can be improved to Medium Composite (Cerametal) Armour which provides d4+1LI/d4+1HI/d4+1En. Crew 2 or 3 at designer's option, Passengers 2 plus any assigned Infantry Seating. The same hull type becomes an Infantry Fighting Vehicle (IFV) or armoured cavalry vehicle simply by assigning less Infantry Seating and no Dismount Ramp.

Skycarrier: Medium Cerametal Armour d4+1LI/d4+1HI/d4+1En. Crew 2 or 3 at designer's option, Passengers 2 plus any assigned Infantry Seating.

Add to table G28: Vehicular Accessories

System	PL	DUR	Avail	Cost
Rapid Dismount Door	0	1	Com	2K
Rapid Dismount Ramp	1	2	Com	5K
Firing Port	3	0	Con	1K
Infantry	0	1+	Com	1K

Seating				
Passenger Seating	0	0.5+	Any	300

Notes

Rapid Dismount Door: Allows an infantryman in body armour, including a body tank, to exit the vehicle in a walk move.

Rapid Dismount Ramp: Allows any number of infantrymen in body armour, including body tanks and wheeled or dragged gear, to exit the vehicle in a walk move.

Firing Port: Allows passengers to fire personal ranged weapons while remaining fully protected by the vehicle's armour. Includes a periscope, viewport or viewscreen. This prevents the attacker from using any form of weapon sight and imposes an additional +2 accuracy penalty to modes F or B, or +1 to mode A. Personal weapons can be adapted for use in a firing port. This reduces the penalty for using a firing port by 1 step, but the weapon always has the same accuracy as if it was fired from a firing port.

Infantry Seating: Seats one fully-equipped infantryman, including a body tank, with his weapons ready to hand.

Passenger Seating: Seats one unarmoured person, in addition to the normal crew/passenger seating of the vehicle. Gear must be stored separately. May optionally include a gun rack for each two passengers, a window, and a standard door or hatch. Passengers next to non-bulletproof windows have medium cover but are not protected by the vehicle's armour.

Passengers exposed through open doors or hatches have light cover but are not protected by the vehicle's armour.

Add to table G29: Vehicular Weapons

Weapon	Acc	Range	Type	Damage	Act	Mode	Clip	Dur	Avail	Cost
Progress Level 7										
Heavy Plasma Gun	0	50/100/300	En/G	d8+1w/2d6+1w/d12+4w	2	F	10	3	Mil	25K

Notes

A Heavy Plasma Gun mount is fired with the Heavy Weapons-direct skill.

Rapid-Fire Plasma Gun

As Plasma Gun, but add fire mode B, Dur 4, Cost 30000