

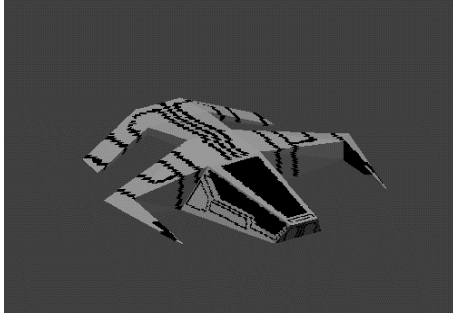
BATTLECRUISER 3000AD™

APPENDIX P SURFACE THREATS DATABASE

The following is a list of the principle threats found on the planet surface. All ranges and lengths are in meters, and all times in milliseconds. The individual lasers and missiles used by surface to air laser (SAL) and surface to air missile (SAM) systems, can also be found deployed on several other types of surface craft.

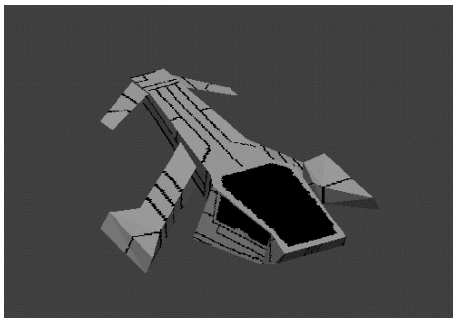
1. LIGHT AIRCRAFT

LIGHT ASSAULT GUNSHIP - LAG



SHIELDS	0	- WEAPONRY	
ARMOR	150	GUN	1 x T1 LASER
LASER RANGE	3500		
LASER RECHARGE TIME	250		
LASER BLAST ENERGY	10		
MAX RADAR RANGE	15000		
PITCH/ROLL/YAW	3/2/4		

HEAVY ASSAULT GUNSHIP - HAG



SHIELDS	0	- WEAPONRY	
ARMOR	250	GUN	1 x T1 LASER
LASER RANGE	3500	MISSILES	10 x RADIX
LASER RECHARGE TIME	250		
LASER BLAST ENERGY	10		
MAX RADAR RANGE	30000		
PITCH/ROLL/YAW	4/1/5		

2. NAVAL CRAFT

SEA CARRIER



SHIELDS	250	- WEAPONRY	
ARMOR	1000	TURRETS	3 x Mk IIP ULSESAL
LASER RANGE	10000	MISSILES	10 x TSX1 SAM
LASER RECHARGE TIME	1000		10 x TSX 2SAM
LASER BLAST ENERGY	10	CRAFT	4 x S24 RAVEN
MAX RADAR RANGE	100000		4 x P21 VANDAL
PITCH/ROLL/YAW	1/3/3		4 x CORSAIR

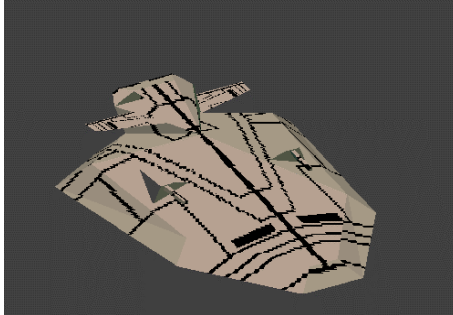
SEA SKIMMER



SHIELDS	0
ARMOR	250
LASER RANGE	5000
LASER RECHARGE TIME	500
LASER BLAST ENERGY	15
MAX RADAR RANGE	100000
PITCH/ROLL/YAW	3/3/5

- WEAPONRY -
TURRETS 1 x XP10 SAL

GUNBOAT



SHIELDS	0
ARMOR	250
LASER RANGE	5000
LASER RECHARGE TIME	500
LASER BLAST ENERGY	20
MAX RADAR RANGE	100000
PITCH/ROLL/YAW	2/2/4

- WEAPONRY -
TURRETS 1 x XP15 SAL
MISSILES 4 x GDN4 SAM

3. SURFACE VEHICLES

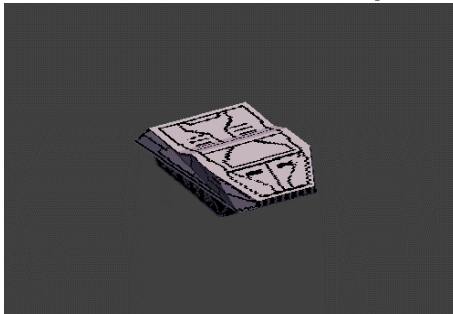
ALL TERRAIN VEHICLE - ATV



SHIELDS	0
ARMOR	500
LASER RANGE	2500
LASER RECHARGE TIME	250
LASER BLAST ENERGY	10
MAX RADAR RANGE	15000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
GUN 1 x T1 LASER
MISSILES 10 x RADIX

TROOP CARRIER - GCV (MK I & MK II)

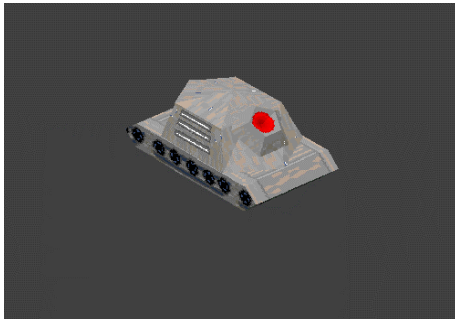


SHIELDS	0
ARMOR	250
LASER RANGE	2500
LASER RECHARGE TIME	250
LASER BLAST ENERGY	10
MAX RADAR RANGE	25000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
GUN 1 x Mk I PULSE SAL
MISSILES 4 x RADIX
(Mk II ONLY)

4. MOBILE SAM SYSTEMS

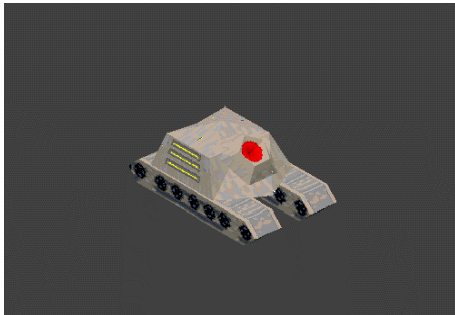
TSX1 LIMPET



SHIELDS	0
ARMOR	250
MISSILE RANGE	35000
MISSILE BLAST ENERGY	50
MISSILE RELOAD TIME	35000
MAX RADAR RANGE	35000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
MISSILES 4 x TSX1 SAM

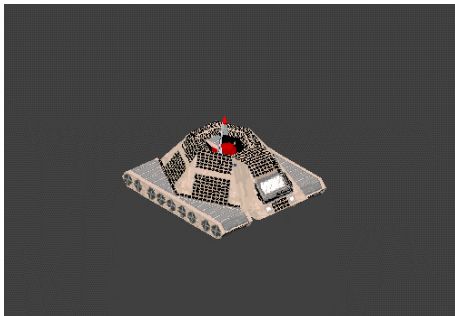
TSX2 LIMPET



SHIELDS	0
ARMOR	150
MISSILE RANGE	50000
MISSILE RELOAD TIME	25000
MISSILE BLAST ENERGY	75
MAX RADAR RANGE	50000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
MISSILES 4 x TSX2 SAM

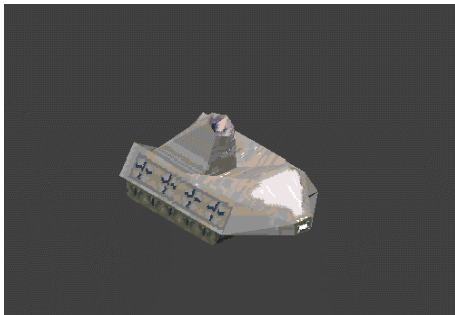
ACM ROGAN



SHIELDS	0
ARMOR	250
MISSILE RANGE	100000
MISSILE RELOAD TIME	35000
MISSILE BLAST ENERGY	100
MAX RADAR RANGE	100000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
MISSILES 6 x ACM SAM

ADV HAWKEYE

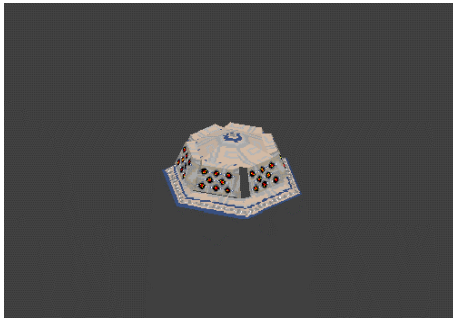


SHIELDS	0
ARMOR	150
MISSILE RANGE	75000
MISSILE RELOAD TIME	35000
MISSILE BLAST ENERGY	125
MAX RADAR RANGE	75000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
MISSILES 6 x ADV SAM

5. FIXED SAM SYSTEMS

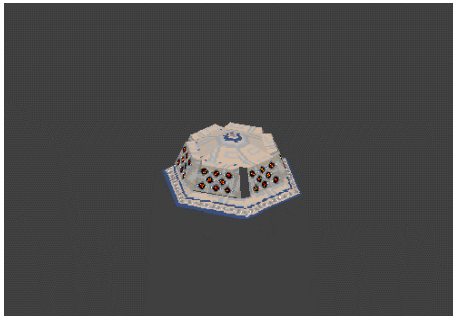
AX10 FIREBALL



SHIELDS	0
ARMOR	150
MISSILE RANGE	75000
MISSILE RELOAD TIME	35000
MISSILE BLAST ENERGY	50
MAX RADAR RANGE	75000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
MISSILES 4 x AX10 SAM

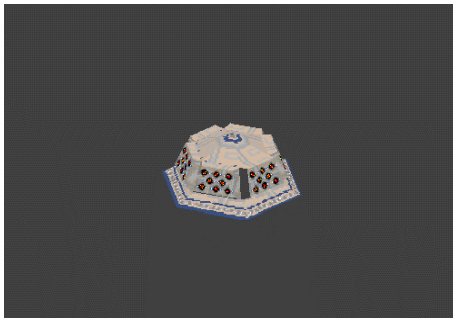
AX21 FIRESTORM



SHIELDS	0
ARMOR	150
MISSILE RANGE	125000
MISSILE RELOAD TIME	25000
MISSILE BLAST ENERGY	75
MAX RADAR RANGE	125000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
MISSILES 4 x AX21 SAM

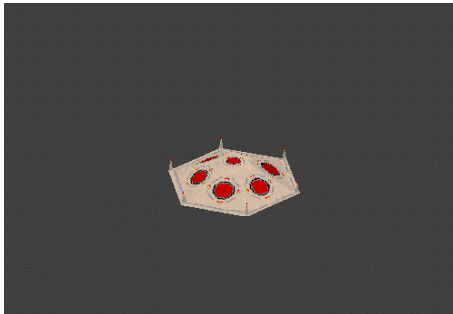
AX25 FIREEYE



SHIELDS	0
ARMOR	250
MISSILE RANGE	100000
MISSILE RELOAD TIME	35000
MISSILE BLAST ENERGY	100
MAX RADAR RANGE	100000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
4 x AX25 SAM

GDN4 WORM



SHIELDS	0
ARMOR	250
MISSILE RANGE	55000
MISSILE RELOAD TIME	25000
MISSILE BLAST ENERGY	75
MAX RADAR RANGE	55000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
MISSILES 6 x GDN4 SAM

GDN7 WORM

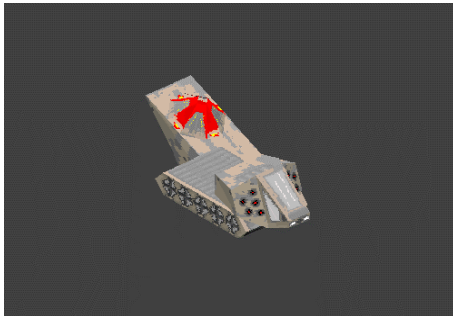


SHIELDS	0
ARMOR	250
MISSILE RANGE	75000
MISSILE RELOAD TIME	30000
MISSILE BLAST ENERGY	100
MAX RADAR RANGE	75000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
MISSILES 6 x GDN7 SAM

6. MOBILE SAL SYSTEMS

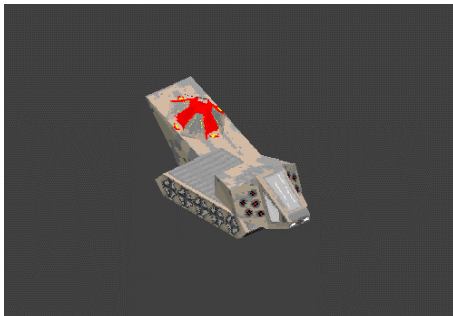
MK I PULSE



SHIELDS	0
ARMOR	200
LASER RANGE	25000
LASER RECHARGE TIME	250
LASER BLAST ENERGY	10
MAX RADAR RANGE	35000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
TURRETS 1 x Mk I PULSE SAL

MK II PULSE



SHIELDS	0
ARMOR	200
LASER RANGE	50000
LASER RECHARGE TIME	350
LASER BLAST ENERGY	10
MAX RADAR RANGE	50000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
TURRETS 1 x Mk II PULSE SAL

XP10



SHIELDS	0
ARMOR	150
LASER RANGE	50000
LASER RECHARGE TIME	500
LASER BLAST ENERGY	15
MAX RADAR RANGE	50000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
TURRETS 1 x XP10 SAL

XP15



SHIELDS	0
ARMOR	150
LASER RANGE	75000
LASER RECHARGE TIME	750
LASER BLAST ENERGY	20
MAX RADAR RANGE	75000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
TURRETS 2 x XP15 SAL

7. FIXED SAL SYSTEMS

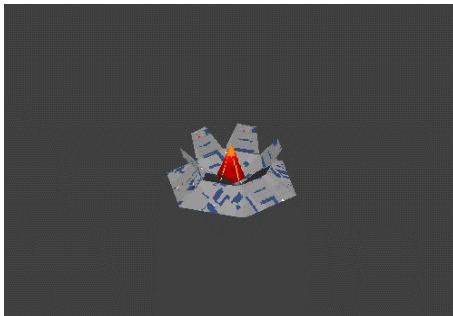
MK III PULSE



SHIELDS	0
ARMOR	200
LASER RANGE	75000
LASER RECHARGE TIME	750
LASER BLAST ENERGY	15
MAX RADAR RANGE	35000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
TURRETS 1 x Mk III PULSE SAL

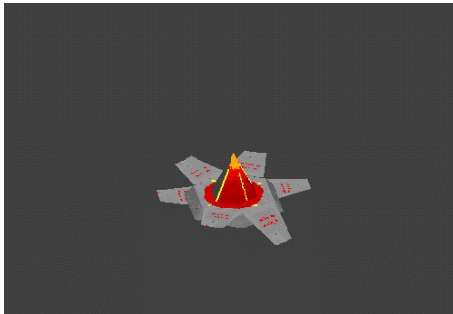
MK I DEFENDER



SHIELDS	0
ARMOR	200
LASER RANGE	75000
LASER RECHARGE TIME	750
LASER BLAST ENERGY	15
MAX RADAR RANGE	50000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
TURRETS 1 x Mk I DEF'R SAL

MK II DEFENDER



SHIELDS	0
ARMOR	200
LASER RANGE	100000
LASER RECHARGE TIME	500
LASER BLAST ENERGY	25
MAX RADAR RANGE	75000
PITCH/ROLL/YAW	1/1/3

- WEAPONRY -
TURRETS 1 x Mk II DEF'R SAL

8. MECHS

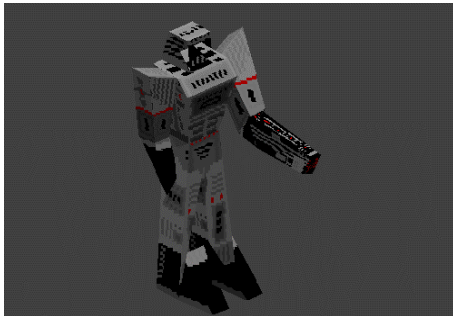
MECH TYPE I



SHIELDS	0
ARMOR	350
LASER RANGE	10000
LASER RECHARGE TIME	1000
LASER BLAST ENERGY	10
MAX RADAR RANGE	25000
PITCH/ROLL/YAW	3/4/5

- WEAPONRY -	
GUN	1 x T1 LASER
MISSILES	5 x RADIX

MECH TYPE II



SHIELDS	0
ARMOR	250
LASER RANGE	10000
LASER RECHARGE TIME	750
LASER BLAST ENERGY	10
MAX RADAR RANGE	35000
PITCH/ROLL/YAW	3/4/5

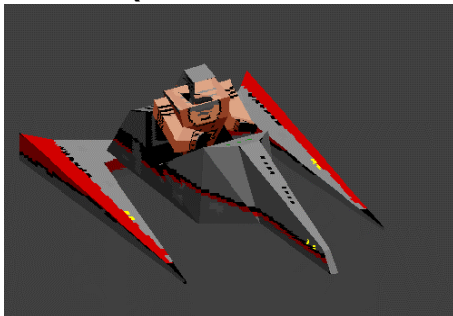
- WEAPONRY -	
GUN	1 x T1 LASER
MISSILES	5 x RADIX

9. MARINES (EXAMPLES)

Marines can be found in a variety of different forms, each one equipped with different types and quantities of portable SAM and SAL weapons systems.

For notes on weaponry, see Appendix C (Weapons Database).

MARINE (PILOTING LAND SKIMMER)



SHIELDS	0
ARMOR	25
LASER RANGE	10000
LASER RECHARGE TIME	1000
LASER BLAST ENERGY	10
MAX RADAR RANGE	25000
PITCH/ROLL/YAW	3/4/5

- WEAPONRY -	
GUN	1 x MFX1 SAL
MISSILES	2 x MFX2 SAM
	2 x STARFLY SAM

MARINE (USING PORTABLE SAM LAUNCHER)



SHIELDS	0
ARMOR	25
MISSILES RANGE	25000
MISSILE RELOAD TIME	15000
MISSILE BLAST ENERGY	50
MAX RADAR RANGE	25000
PITCH/ROLL/YAW	3/4/5

- WEAPONRY -	
MISSILES	2 x MFX2 SAM
	2 x STARFLY SAM