

## **Waterfall Missile Tank (Tech Level 12)**

The *Waterfall* Missile Tank has a crew of 8 (commander, gunner, driver, vehicle technician, weapons technician and 3 electronics technicians) in sealed life support environment. The 5 technicians and driver also serve as missile loaders and are able to reload 3 missiles per turn. There is room for 1 passenger.

Length: 8.00m. Width: 5.70m Height: 4.50m. Total volume: 81.264 m<sup>3</sup>. Weight: 112.113 tons. Price: Cr16,329,716 (plus fuel and ammunition).

### **Movement:**

**Road:** 108 kph/90 cm

**Cross Country:** 54 kph/45 cm

**Ground Pressure:** 12 tons/m<sup>2</sup>

**Movement Effects on Fire:** no effect.

**Armor:** All, 30

**Target Size DMs:** high +2; low, +3.

### **Equipment:**

- sealed environment
- 1x laser sensor (4+)
- extensive ECM package
- 1x power-30 maser communicator
- battle computer
- power-300 target acquisition ladar
- all weather radar direction finder (+9 indirect fire accuracy)
- power-300 counter battery radar
- TL 9 image enhancement
- 50m roll of barbed wire
- fire direction control center (25 targets, +2 initiative for crews)
- life support
- 10x prismatic aerosols
- 2x 1000 km laser communicators
- 2x 1000 power radios
- map box
- power-300 all weather target acquisition radar
- radio direction finder (+8 indirect fire accuracy)
- thermal imaging
- wire cutters
- light earth moving equipment
- 1 m<sup>3</sup> cargo space

**Power:** 2.0 MW fusion power plant consumes 3 liters per hour; fuel capacity is 180 liters, enough for 60 hours.

**Weapons:** 20 *Sunburst* Tactical Missile Launchers. There is storage for 100 *Sunburst* tactical missile reloads (120 missiles total).

The vehicle has 0.624 m<sup>3</sup> of waste space.

**Maintenance Points:** Vehicle=8; Weapons=20; Electronics=132