

BATTLECRUISER 3000AD™

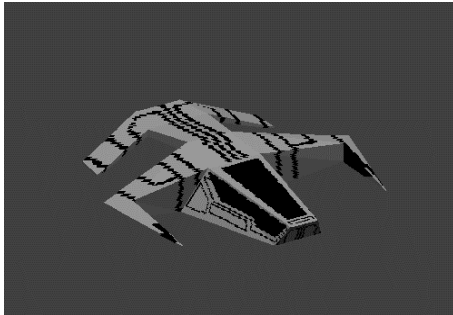
APPENDIX E THREATS DATABASE

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.

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

1. LIGHT AIRCRAFT

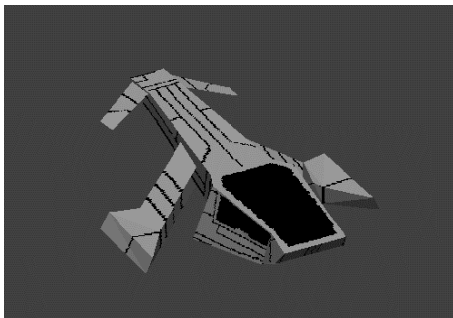
LIGHT ASSAULT GUNSHIP - LAG



SHIELDS	0
ARMOR	150
LASER RANGE	3500
LASER RECHARGE TIME	250
LASER BLAST ENERGY	10
MAX RADAR RANGE	15000
PITCH/ROLL/YAW	3/2/4

- WEAPONRY -
GUN 1 x T1 LASER

HEAVY ASSAULT GUNSHIP - HAG



SHIELDS	0
ARMOR	250
LASER RANGE	3500
LASER RECHARGE TIME	250
LASER BLAST ENERGY	10
MAX RADAR RANGE	30000
PITCH/ROLL/YAW	4/1/5

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

2. NAVAL CRAFT

SEA CARRIER



SHIELDS	250
ARMOR	1000
LASER RANGE	10000
LASER RECHARGE TIME	1000
LASER BLAST ENERGY	10
MAX RADAR RANGE	100000
PITCH/ROLL/YAW	1/3/3

- WEAPONRY -
TURRETS 3 x Mk II PULSE SAL
MISSILES 10 x TSX1 SAM
10 x TSX2 SAM
CRAFT 4 x S24 RAVEN
4 x P21 VANDAL
4 x CORSAIR

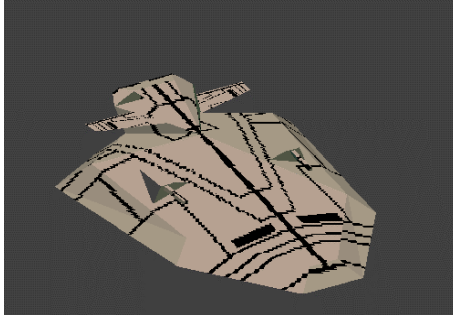
SEA SKIMMER



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

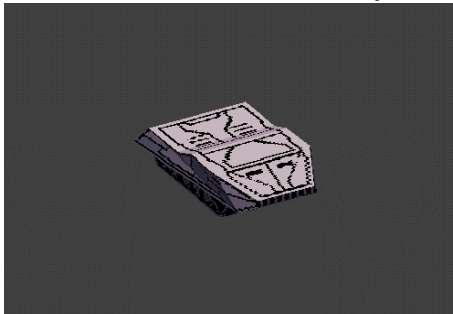
ALL TERRAIN VEHICLE - ATV



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

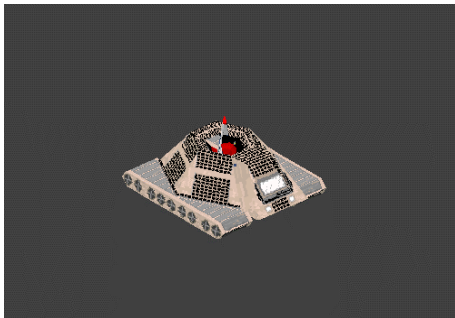
TSX2 LIMPET



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

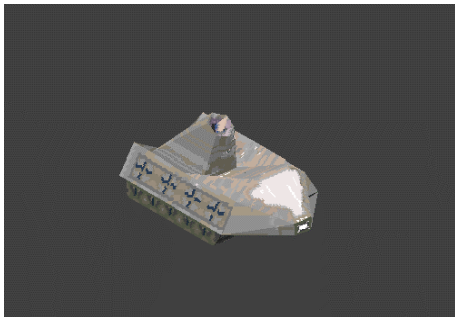
ACM ROGAN



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

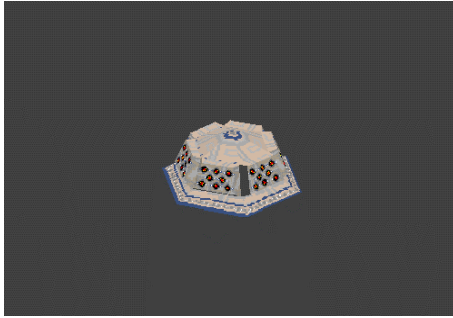


SHIELDS 0
ARMOR 150
MISSILE RANGE 75000
MISSILE RELOAD TIME 35000
MISSILE BLAST ENERGY 125
MAX RADAR RANGE 75000
PITCH/ROLL/YAW 1/1/3

- WEAPONRY -
MISSILES 6 x ADV SAM

5. FIXED SAM SYSTEMS

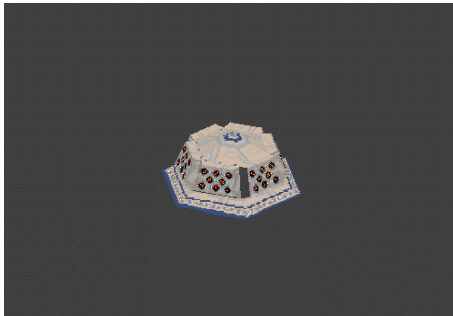
AX10 FIREBALL



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

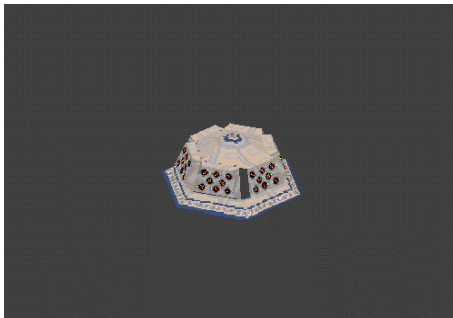
AX21 FIRESTORM



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

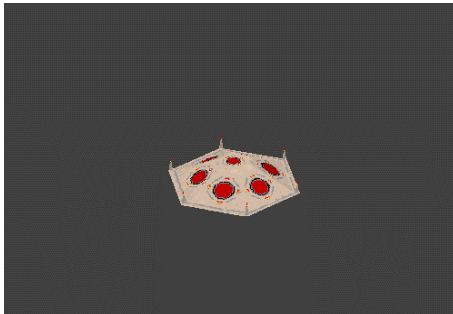
AX25 FIREEYE



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

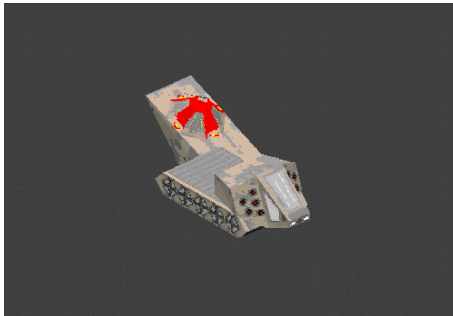


SHIELDS 0
ARMOR 250
MISSILE RANGE 75000
MISSILE RELOAD TIME 30000
MISSILE BLAST ENERGY 100
MAX RADAR RANGE 75000
PITCH/ROLL/YAW 1/1/3

- 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

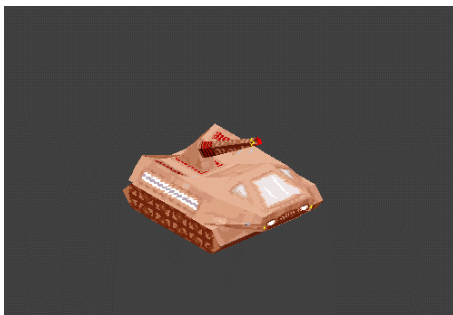
MK II PULSE



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

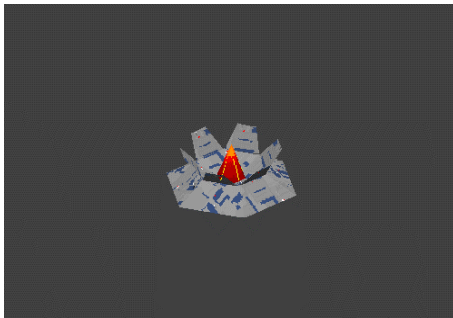
MK III PULSE



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

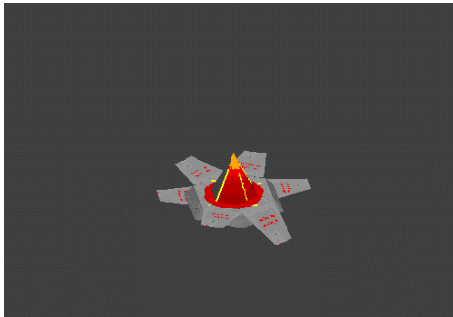
MK I DEFENDER



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

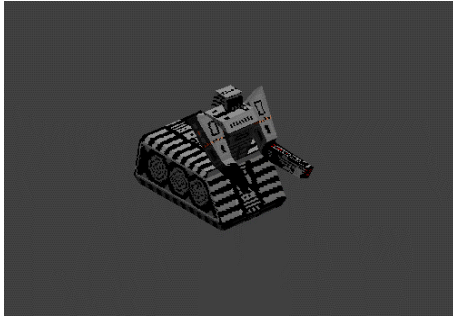


SHIELDS	0
ARMOR	200
LASER RANGE	100000
LASER RECHARGE TIME	500
LASER BLAST ENERGY	25
MAX RADAR RANGE	75000
PITCH/ROLL/YAW	1/1/3

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

8. MECHS

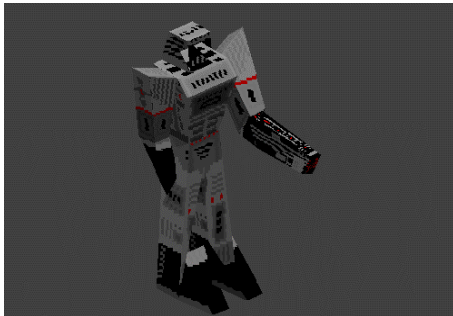
MECH TYPE I



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

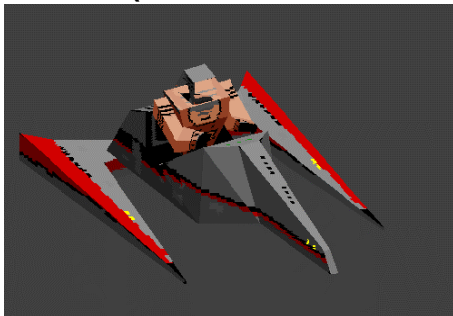
- WEAPONRY -
GUN 1 x T1 LASER
MISSILES 5 x RADIX

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