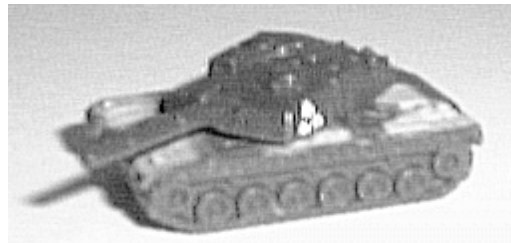


**Unit Name:** **Fury** ( Tank (Treaded) ) **Call Sign:** Internal Damage Chart

**Duty/History/Innovations:** The Fury is one of the Big Three from Harley Davidson. Designed for long term support, the Fury can fire non-stop for up to 33 minutes. While not as versatile as the Mason, and lacking indirect fire capability, the 330 rounds in the Fury is over three times what the Mason carries. Most targets wither under the barrage the Fury can unleash. Fury's are common among Free State Armies

Defense Values	F/R	F/R	Sds	Sds	Armor Chart	
Ballistic	9			7		
Energy	6			4		
Missile	7			5		
Indirect	11			9		
Small Arms	28			27		
Physical				8	Shock Threshold	
Radar Signature (F/S/T):	165	/	248	/	338	Penetration Chart
Heat Signature (Main):	10					
Sound Signature:	10					
Nuclear Emission:	0					
Silhouette (F/S/T):	165	/	248	/	338	
Laser/UV Reflection:	2					
Electro Emission:	8					
Gale (F/S):	47	/	67	/	1d 10	

Weight:	85
Length:	22.5
Width:	15
Height:	11
Clearance:	5
GPV:	3.5
MSRP:	1



00	A	P	00
99	B	P	99
98	C	P	98
97	E	P	97
96	E	P	96
95	E	W	95
94	E	W	94
93	E	W	93
92	E	F	92
91	E	F	91
90	E	F	90
89	E	F	89
88	E	F	88
87	E	F	87
86	E	V	86
85	E	V	85
84	E	V	84
83	E	V	83
82	U	V	82
81	U	V	81
80	U	V	80
79	U	V	79
78	U	V	78
77	U	V	77
76	U	V	76
75	U	V	75
74	U	G	74
73	U	G	73
72	U	G	72
71	U	G	71
70	U	G	70
69	U	G	69
68	U	G	68
67	U	G	67
66	U	S	66
65	U	S	65
64	U	S	64
63	U	S	63
62	U	S	62
61	U	a	61
60	U	a	60
59	U	Y	59
58	U	Y	58
57	U	N	57
56	U	L	56
55	U	J	55
54	U	J	54
53	U	J	53
52	U	J	52
51	R	J	51
50	R	J	50
49	R	J	49
48	R	J	48
47	R	J	47
46	R	J	46
45	R	K	45
44	R	K	44
43	R	K	43
42	R	K	42
41	R	K	41
40	R	K	40
39	R	K	39
38	R	K	38
37	R	K	37
36	O	K	36
35	O	K	35
34	O	K	34
33	O	K	33
32	O	K	32
31	O	K	31
30	O	X	30
29	O	X	29
28	O	X	28
27	O	X	27
26	O	X	26
25	O	D	25
24	Z	D	24
23	Z	D	23
22	Z	D	22
21	M	D	21
20	M	D	20
19	M	D	19
18	Q	D	18
17	Q	D	17
16	Q	D	16
15	Q	D	15
14	Q	D	14
13	T	b	13
12	T	b	12
11	T	b	11
10	T	b	10
9	T	b	9
8	H	b	8
7	H	b	7
6	H	b	6
5	H	b	5
4	H	b	4
3	H	b	3
2	H	b	2
1	H	b	1

5% 1 hit	10% 1 hit	15% 2 hits	20% 2 hits	25% 3 hits	30% 3 hits	35% 3 hits	40% 4 hits	45% 4 hits	72 +
7 - 13	14 - 21	22 - 28	29 - 35	36 - 42	43 - 49	50 - 57	58 - 64	65 - 71	

Acceleration	Speed	T	2	Knigs	Pos.
<b>5</b>	0	0	9		A
	1	1	8		B
	2	2	8		C
	3	2	7		D
	4	3	6		E
	5	4	5		F
	6	5	4		G
	7	5	3		H
	8	6	2		J
	9	7	2		K
Deceleration					L
<b>7</b>					M
					N
					O
					P
					Q
					R
					S
					T
Movement Costs:					U
					V
					W
					X
					Y
					Z
Free Hex Facing					a
<b>0</b>					b
Open Ground					
<b>1</b>					
Rough Ground					
<b>2</b>					
Thick Growth					
<b>4</b>					
Sand or Snow					
<b>2</b>					
Swamp or Mud					
<b>0</b>					
1 Level					
<b>2</b>					
2 Levels					
<b>3</b>					
3 Levels					
<b>4</b>					
4+ Levels					
<b>5</b>					
Vertical Grade					
<b>0</b>					
Floating on Water					
<b>0</b>					
Shallow Water					
<b>3</b>					
Under Water					
<b>4</b>					
Muck Factor					
<b>30</b>					
ECV's					
Base:	1,993				
Stand LO:	0				
Crew:	0				
Cargo:	0				
Total:	<b>1,993</b>				

**Unit Manifest**

**CREW & Crew Accessories:**  
 Pilot/G - P:+ G:+  
 Commander - G:+  
 Field EMT Kit  
 N/B/C Protection

**EQUIPMENT:**  
 Flywheel Engine: [3] Hits  
 8 Krieg Flywheel Aux. Power Unit: [3] Hits  
 Sensor Array  
 Sensor Array  
 Satellite Uplink: Receiver  
 Satellite Uplink: Transmitter  
 Smith Tube  
 Lysol Wash  
 Somaflange  
 Hardened Spotlight (On Turret # 2)  
 Targeting Computer for Pilot [+1]  
 Targeting Computer for Commander [+1]  
 Unit Sealing  
 Left Tread  
 Right Tread

**WEAPONS:**

Body:  
 Full Turret #1 (+40, -5): [2] Hits  
 25mm Rail Gun  
 330 Round Ammo Bin

DHS Full Turret #2 (+90, -15): [1] Hit  
 5 Slot External Hardpoint

20 Slot External Hardpoint

**DEFENSE MECHANISMS:**  
 MARK PDS Pod  
 PAMS Pod

	1	2	3	4	5 = A	6 = D
1	X	N/A	N/A	N/A	1	SLIP
2	N/A	X	N/A	1	1	2
3	N/A	N/A	X	2	2	2
4	N/A	1	2	X	2	3
5	1	1	2	2	X	3
6	1	2	2	3	3	X
7	1	2	3	3	4	4
8	1	2	3	3	4	5
9	1	1	2	2	3	3
0	TURN	1	1	2	2	MSRP

dVT	Dam	Sh	Pen	Krg	Spr?	Ind?	Rng	Operators
P	1.27	1.27	0.68					Pilot
B	5	3	15	10	N	N	4mi	P / C

**Fury**