

Unit Name: **Manx-140** (Walker (4 Legs)) Call Sign:

Duty/History/Innovations: The Manx was the UN's first attempt at Walkers. The designers took to heart all the strengths of Walkers, namely maneuverability and agility. The Manx was meant to act as on board artillery, transport infantry and avoid direct fighting. While adequately armored, the low Shock Threshold of the Manx makes it very vulnerable to cannon fire. Keep Manx's to the flanks. UNITED NATIONS

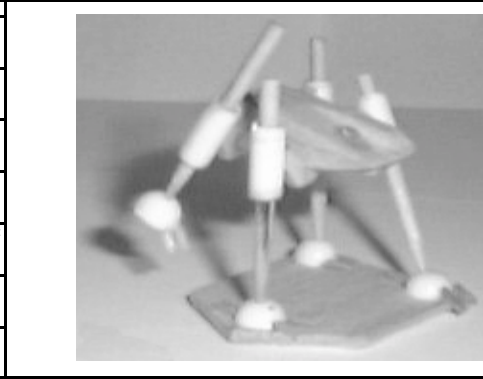
Internal Damage Chart

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

Defense Values	F/R	F/R	Sds
Ballistic	13		10
Energy	8		6
Missile	10		7
Indirect	17		12
Small Arms	18		17
Physical			9

Armor Chart
86
50 <input type="checkbox"/> 50
18

Specifics:
Weight: 45.5
Length: 26
Width: 8.9
Height: 8
Clearance: 3
GPV: 3.4
MSRP: 3



Penetration Chart
10 <input type="checkbox"/> 25 <input type="checkbox"/> 10
5 <input type="checkbox"/> 5 <input type="checkbox"/> 5

Shock Threshold
13

% ground	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	36 +
	4 - 6	7 - 10	11 - 13	14 - 17	18 - 20	21 - 24	25 - 27	28 - 31	32 - 35	36 +

Acceleration	4
Deceleration	7
Movement Costs:	10 11 12 13 14
1 1 1 1 1 2	
Free Hex Facing	0
Open Ground	1
Rough Ground	1
Thick Growth	1
Sand or Snow	1
Swamp or Mud	2
1 Level	1
2 Levels	2
3 Levels	3
4+ Levels	4
Vertical Grade	5
Floating on Water	0
Shallow Water	1
Under Water	2
Muck Factor	15

Unit Manifest
CREW & Crew Accessories:
 Pilot/G - P:+ G:+
 Gunner - G:+
 Commander - G:+
 Loader
 N/B/C Protection
EQUIPMENT:
 Fuel Cell Engine: 141 Hits
 4 Krieg Low Altitude Turbine Aux. Power Units
 8 Hour Fuel Tank for APU
 24 Krieg Battery
 Satellite Uplink: Receiver
 Satellite Uplink: Transmitter
 Sensor Array
 Unit Sealing
 Targeting Computer for: Pilot
 Targeting Computer for: Gunner
 Targeting Computer for: Commander
 Reticle Dome
 Smith Tube

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

WEAPONS:
 Body:
 140mm Smoothbore Cannon
 20 rnd. Ammo. Bin: Sabot
 Ammunition Bin Reinforcement
 20 rnd. Ammo. Bin: HEP
 Ammunition Bin Reinforcement
 20 rnd. Ammo. Bin: HE
 Ammunition Bin Reinforcement
 aa TBE Laser (8)
 1 Hit Full Turret #1 (+90, -15):
 14mm Machine Gun
 12 rnd. Ammo. Bin: Military Ball
 Ammunition Bin Reinforcement
 ff Left Leg:
 Right Leg:

dVT	Dam	Sh	Pen	Krg	Spr?	Ind?	Rng	Operators
Phys	0.68	0.68	0.36					
B	9	6	4	0	n	y	6	P
	5	4	9			n		
	9	11	2			y		
	14	4	2					
E	8	0	0	8	y	b		G + P
SA	2	2	1	0	y	n	0.5	C + P
Phys	7	7	5					
Phys	7	7	5					

DEFENSE MECHANISMS:
 PAMS Pod
CARGO:
 Rapid Deploy: 1.44 tons (12 standard men)

ECV's
Base: 1,260
Stand LO: 0
Crew: 0
Cargo: 0
Total: 1,260