

## Stryker Mobile Gun System (Tech Level 8)

The *Stryker* MGS has a crew of 3 (commander, gunner and driver).

Length: 6.95m. Width: 2.72m Height: 3.44m. Total volume: 47.83 m<sup>3</sup>. Weight: 36.580 tons. Price: Cr 210,595 (plus fuel and ammunition).



### Movement:

**Road:** 72 kph/60 cm

**Cross Country:** 22 kph/18 cm

**Ground Pressure:** 15 tons/m<sup>2</sup>

### Armor:

Chassis: Front, 16; Side, 12; Rear, 12; Top, 12; Bottom, 12

Turret: Front, 12; Side, 16; Rear, 12

**Target Size DMs:** high +1; low, +3.

### Communications:

- 50 km laser communicator
- 2x 100 power radios

### Environment:

- Overpressure
- Intake compressor

### Obscuration:

- 20x Anti-laser aerosol
- Turret Laser Sensor (8+)
- Basic ECM
- 4x4 Smoke Dischargers

### Sensors:

- Searchlight
- Gunner Thermal Imaging
- Driver Thermal Imaging
- Gunner TL8 Image Enhancement

### Equipment:

- Wire cutters
- Light earth moving equipment
- 50 m roll of barbed wire

**Power:** 0.64 MW gas turbine power plant consumes 320 liters per hour; fuel capacity is 5000 liters, enough for 15.6 hours.

### Weapon Stations:

- Commander's Pintle Mount Heavy MG: no fire control

Shots	ROF	Effective	Long	Extreme	Targets	Signature	Set Up
100	40	50(6)+3	100(5)+2	150(3)+1	4	+2	2

**Movement Effects on Fire:** Move ½ or less: -4 FFP, no fire EFP. Move > ½: No fire.

- Gunner's Remote Turret

1. 10 cm Hyper Velocity CPR Cannon: TL8 Direct Fire Control, stabilized, autoloader; 20 ready rounds, 480 rounds in chassis.

Shots	ROF	Effective	Long	Extreme	HE	KEAP	HEAP	Signature	Set Up
80	5	150/250/400			18/2/3	37/33/29	40	+2	10

**Movement Effects on Fire:** Move ½ or less: No effect. Move > ½: -4 EFP

The vehicle has 12 m<sup>3</sup> of cargo space and 0.526 m<sup>3</sup> of waste space.

**Maintenance Points:** Vehicle=15; Weapons=2; Electronics=16