

## Stryker Mortar Carrier (Tech Level 8)

The *Stryker* Mortar Carrier has a crew of 6 (commander/gunner, driver and 4 additional mortar crew).

Length: 6.95m. Width: 2.72m Height: 3.64m. Total volume: 46.05 m<sup>3</sup>. Weight: 39.216 tons. Price: Cr 197,430 (plus fuel and ammunition).



### Movement:

**Road:** 71 kph/59 cm

**Cross Country:** 21 kph/18 cm

**Ground Pressure:** 17 tons/m<sup>2</sup>

### Armor:

Chassis Front, 16; All Others, 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
- Chemical mine sniffer
- 50 m roll of barbed wire
- Magnetic mine detector

**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 Remote Turret

1. 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: No effect. Move > ½: -4 EFP

- Chassis 12 cm Mortar: Indirect fire control

Bore (cm)	Crew (normal/min)	Wt. (tons)	Price (kCr)	Set-up (rnds)	Range (km)	Accuracy	ROF	Signature	Ammo wt. (kg)
12	11/3	0.525	6	11	8.25	-1/-5	10	+3	20

800 rounds storage: HE: 20/3/3 (60 Cr); CBM: 15 +1 (180 Cr); Illum: 84 cm (120 Cr)

The vehicle has 8 m<sup>3</sup> of cargo space and 0.340 m<sup>3</sup> of waste space.

**Maintenance Points:** Vehicle=17; Weapons=2; Electronics=10