

Champions Vehicle Sheet

Type : XI-024 Experimental Infiltration Vessel

Stat	Value	Points
Mass	6.4 tons	30
Str	40	-
KNB	-6"	-
Body	20	4
Def	15, Hardened	50
Dex	20	30
Spd	4	10
Total		120

OCV : 7

DCV : 16 (12 without Combat Pilot)

Phases : 3 6 9 12

Shape : Cuboid

Size : 5.3m x 4m x 3m

Current Body :

Laboratories	Pts
Concealment 14-	9
Paramedic 14-	9
Systems Operations 14-	9
Cryptography 11-	3
Electronics 11-	3
Mechanical 11-	3
Security Systems 11-	3
Weaponsmith 11-	3
Total	42

Powers	Pts
45" Flight, x 4 non-cbt, Bulky IIF (3G combat, 24G non-cbt acceleration)	57
-6" Running	-12
+20 with Flight, Bulky IIF	23
+9 DCV	45
Full Life Support	30
1 Body/hour Regeneration	6
-5 Lack of Weakness	5
12 points Visual Flash Defence	12
25 points Mental Defence, Bulky IIF	14
Desolidification, 0 End, Bulky IIF	34
Invisible to Hound Spatial Awareness, All Sight, All Radio, Mind Scan, 0 End, Bulky IIF	39
Missile Deflection vs All Attacks, +30 to roll, Invisible to All, Bulky OAF	80
IR and UV Vision	5,5
Sense Hard Radiation, Ranged, Discrim.	15
Spatial Awareness, Bulky IIF	14
Discriminatory Smell (chemical analysis)	5
Sense Living Things, Ranged, Discriminatory, Bulky IIF	9
Mental Awareness, Discriminatory	8
360° with All Senses	25
+50 Telescopic Vision and Radio	150
+50 Telescopic Spatial Awareness, Bulky IIF	43
2d6 RKA, Invisible to All, 0 Endurance, 2 x Penetrating, No Range Modifier, x 5 ⁶ range (25781 km), no KNB, Bulky OAF (small X-ray laser)	60
Str 20 TK with Fine Manipulation, 0 End, Selective AE (8" radius), Invisible to Sight, No Range, Bulky IIF (visible to Touch and Gravity Detectors)	58
Images to Hound Spatial Awareness, All Sight, All Radio, -15 to Perception, 0 End, 4 x Radius (4"), No Range, Bulky OAF	25
Stealth 24-	25
Total	780

Disadvantages	Pts
Distinctive Features (not concealable, major reaction) - UN Ship	20
Watched (The UN, more, NCI, 14-)	15
Hunted (The Hounds, more, 8-)	15
Total	50

Total Points = 942

Carries a computer which is identical to that used by a Masquerade class scout ship.