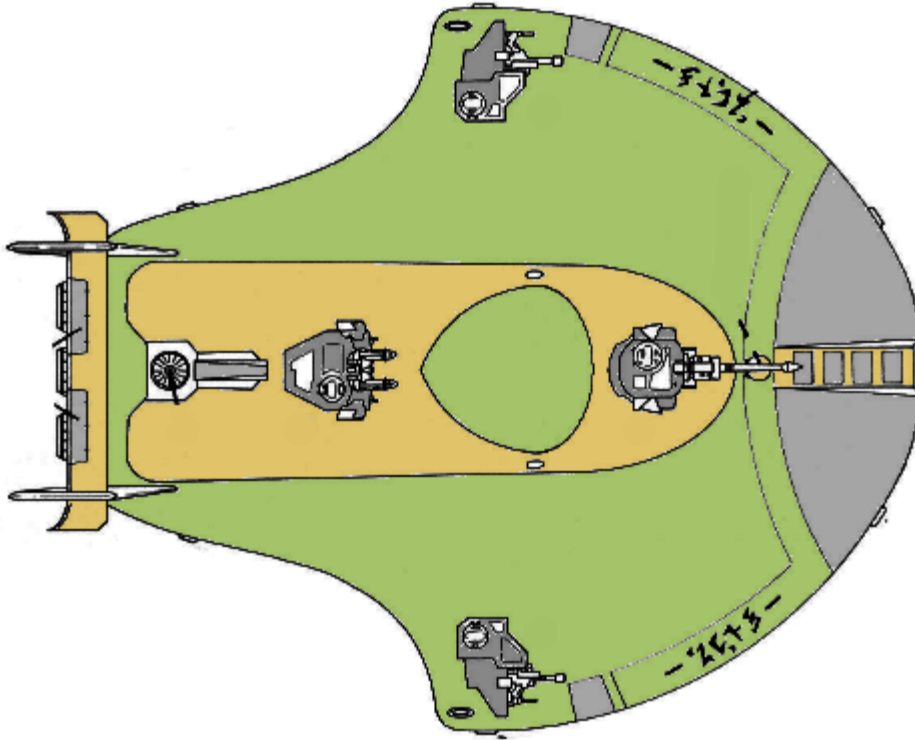


CLIKK WAR TANK Mk. II

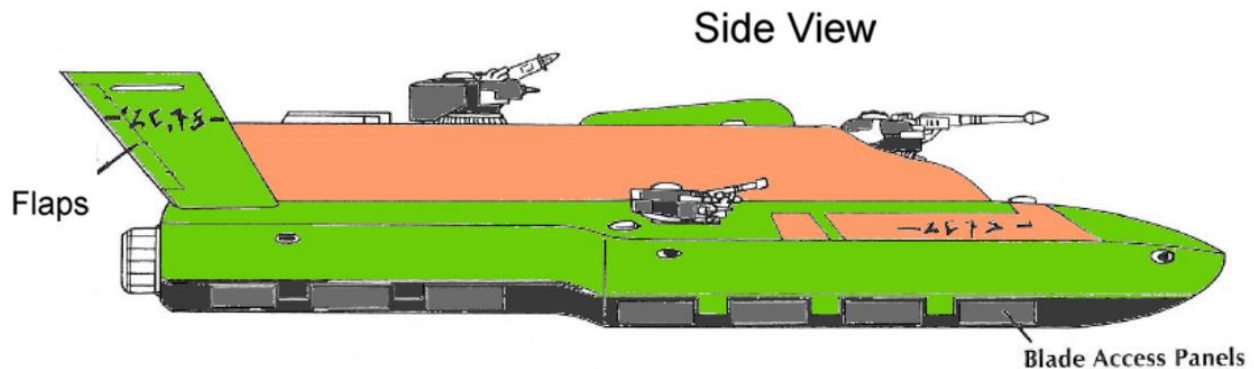
This is the UPF's designation for an advanced War Tank design seen during recent encounters with the Klikk. It is more advanced than the version that was abandoned on Starmist, but by the same token, it shows a slow evolution of the Klikk's weapon's design.



Clikk War Tank Mk. II	
Top/Cruise Speed:	60 kph/30 kph (100 meters per turn/50 meters per turn)
Movement:	Hover, 2 massive high-speed rotors, can hover 2-5 meters off the ground
	Jump Jets, allows the tank to navigate difficult terrain by rocketing over obstacles by using super-heated air from the tank's nuclear power plant. The tank has a maximum jumping height of 20 meters and distance of 40 meters.
Structure Points:	750
Defenses:	<ul style="list-style-type: none"> • Shimmer Screen, powered by power plant • Armor: 100 points • 1 Anti-Missile II Launcher, Ammo: 20 • Security: Anti-personnel shock force field • Mini-fusion bomb, self-destruct mechanism
Base Attack:	30% + 20% for attack computer + 10% per gunner's skill
IM:	8

War Tank Continued

Weapons, Firing Arc:	<ul style="list-style-type: none"> Nose Turret (360-degrees): Nuclear Cannon II Top Turret (360-degrees): Twin Heavy Lasers Right-side Turret (360-degrees): Missile II Launcher Left-side Turret (360-degrees): Missile II Launcher Missile Ammo, each turret: 2 Field Crusher, 8 High Explosive, 10 Standard Explosive Electronic Missile III Launcher (RH); Ammo: 1
Sensors:	<ul style="list-style-type: none"> Type F, Range: 5 kilometers. Beam, Electromagnetic, IR, Intense Light, Motion, Parabolic, Radar, Radioactivity, Shape, Sonar, UV, Visual, VS Zoom Lens.
Equipment:	<ul style="list-style-type: none"> 4 Floodlights – one for each turret, Radiophone, Atomic Power Plant, Computer, level 4.
Passengers:	<ul style="list-style-type: none"> 7 – driver, captain, 4 gunners, 1 combat information center specialist 4 in turrets (unusual, for manual firing)



Maximum speed of the War Tank Mk. II is 60 km/h in open terrain or over water. It will be able to travel 15 km/h on uneven surfaces and may thrust itself through the forests at 3 km/h.

Hitting trees will not harm the tank. If it enters the water for any reason the blades will be damaged but the machine will be able to limp noisily to shore and ground. Characters will be able to repair rotor damage; length of time is one day.

Advanced Sensors: The war tank's sensors extend up to 5 kilometers. When calculating the chance to hit, gunners can add 10 percent of their skill level to the base attack number (50%). Opponents do not get a combat advantage if they flank the War Tank.

Anti-Missile System: The War Tank has the equivalent of an Anti-Missile II Launcher with 20 rounds of ammunition. Its range is: PB --, S 40-500, M 501-2km, L 2km-6km, E 6km-10km. It can be used against any one missile attack, per turn.

Anti-Personnel Defense Field: A special electrical shock field protects the tank, causing 3d10 of electrical shock to anyone touching the hull of the tank when it is depowered. If the tank engines are operating, the field will do 6d10 worth of electrical damage. Anti-shock implants and gauss screens are the only defense against this field. It can remain operational while the defense screen is up.

Defense Screen: The War Tank Mk. II is defended by an energy field that is similar to a Frontier Shimmer Screen (*see Star Frontiersman magazine, Sept. 2010*). It protects the tank from all damage types for short periods of time as it shifts between albedo, gauss, inertia and sonic defenses. However, any roll of 01-05 means that a shot has penetrated the screen and struck the tank. Because of its power hungry nature, the defense screen is powered by a 500 SEU capacitor that can be recharged by the nuclear power plant in non-combat situations. The screen uses 5 SEU per minute – equal to the

capacitor's recharge time. However, each hit drains the capacitor by 10 SEU (due to the size of the tank).

External Armor/Structure Points: In addition to its defense screens, the exterior of the War Tank has external armor plates that absorb 100 points of damage before any internal systems are hit. This armor takes damage as normal. Once the armor has been penetrated, all other damage to the tank strikes its structure points, but it is well protected against Frontier-style weapons. See *Weapons Affecting War Tank*.

Self-Destruct Mechanism: The tank is provided with a special security device – a mini-fusion bomb – to keep it out of enemy hands. Once the tank is under power, the code must be entered daily from the captain's position; otherwise a self-destruct sequence is activated. Depending upon the last setting from the captain, the self-destruct mechanism will explode in 1d10 days unless an override code is entered. The bomb will incinerate anyone left inside the tank and within 50 meters. All unprotected characters within 50-500 meters will take 10d10 points of damage plus Prolonged, Mild radiation sickness of -10/R30. No further effects after 20 days, those within 500 to 800 meters will take 4d10 points of damage plus Brief, Mild radiation sickness of -3/R10.

Turrets: Each turret is connected to the tank by an extending, flexible arm that can raise each turret from the body of the machine, stabilize its platform and angle it for firing. None of the turrets can be entered physically from within the war tank, but all have a small entry hatch outside. This hatch can be entered and the turret can be controlled and fired manually. No turret can be fired unless it is extended from the tank.

Nuclear Cannon Mk II

Damage:	30-300 (10d10 x 3) *
Ammo:	Power Plant
SEU:	N/A
Defense:	None (except Tetrarch Defense Shield); Insuit partial
PB:	0-400 m
Short:	401-1,000 m
Medium:	1,001-1,500 m
Long:	1.5-3 km
Extreme:	3-6 km

The Klikk Nuclear Rifle damages all targets within a 5-meter radius plus it causes Brief Mild Radiation Sickness, -10/R10 to characters. They can be treated with neutrad.

Klikk Heavy Lasers Mk II

Number:	2
Damage:	1-10 + 5 per SEU
SEU Setting:	5-20
Defense:	Albedo
PB:	N/A
Short:	N/A
Medium:	0-800 m
Long:	801-2,000 m
Extreme:	2-5 km

The twin heavy lasers are linked, so they will either both hit or both miss their target. They will act as an area-effect weapon, damaging all targets within a 2-meter radius. Normally both lasers are set at 10 SEU and will cause 120-300 points of damage (10d10 + 50 x 2). If cranked up to maximum, they will cause 240-600 (20d10 + 100 x 2) points of damage.

Rocket Launchers: Equivalent to Frontier Missile Type II

- Number:** 2 (1 RS turret, 1 LS turret)
- Ammo:** 20 (2 Field Crusher, 8 High Explosive and 10 Standard Explosive)
- Damage:** As per warhead
- Defense:** Inertia
- Range:** PB --, S 40-500, M 501-2km, L 2km-6km, E 6km-10km
- To-Hit Mod:** +20, each missile also has a sensor warhead, able to lock on to a target 10 km away

The Klikk rocket launchers are similar to the frontier's Missile II. There is a single launcher mounted on each side turret with its own supply of 20 missiles. The warheads for the missies include: 2 Field Crusher, 8 High Explosive and 10 Standard Explosive. These can be picked by the gunner. The field crusher missiles will cause 6d10 + 18 points of damage to any defensive screen/force field (including the Tetrarch Death Machine's defense field). The high explosive warheads do 7d10 + 16 points of damage with a primary blast radius of 21 meters and a secondary radius of 22-30 meters. The standard explosive warheads will cause 6d10 + 15 points of damage with a primary blast radius of 15 meters and a secondary blast radius of 16-22 meters.

Electronic Missile

- Number:** 1 (FH)
- Ammo:** 1
- Damage:** Electrical shortage (400 points to energy screens/fields)
- Defense:** Insulation
- Range:** PB --, S 80-1 km, M 1-4km, L 4km-12km, E 12km-20km
- To-Hit Mod.:** +20, each missile also has a sensor warhead, able to lock on to a target 20 km away

The Klikk War Tank is equipped with one electronic missile, on its own forward facing launcher that will halt all unhardened electronic functions for a radius of 2.5 km around the area of impact. The War Tank Mk. II is protected against its own missile unlike older versions.

Effects of Damage to War Tank: If the number of structural points of damage from a single weapon equals or exceeds 15 in a single round of combat, use the “War Tank Hit Location Table” to determine if any damage has been done to the death machine’s interior components.

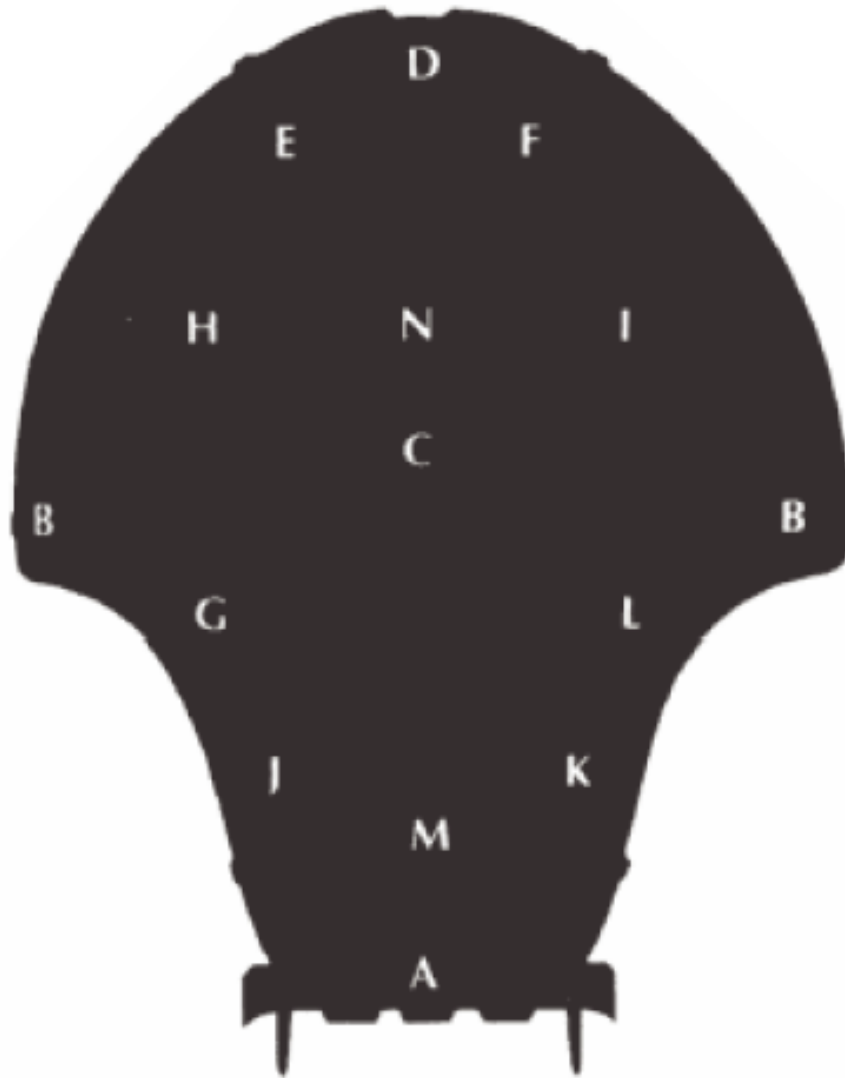
Weapons Affecting War Tank

Weapon	Structural Damage
Laser Pistol/Rifle	1 per SEU
Heavy Laser	2 per SEU
Rafflurs	1 per SEU
Electrostunner	N/A
Sonic Stunner/Disrupter	N/A
Sonic Devastator	1 per SEU
Maser Penetrator	1 per SEU
Maser Razer	2 per SEU
Needlers, Acid Sprayer, Flamethrower	N/A
Auto Pistol/Rifle	N/A
Gyrojet Pistol	1d10
Gyrojet Rifle	1d10+1
Recoilless Rifle	3d10
Grenade (explosive)	15 if thrown, 30 if placed
Missile Warheads	Normal
Clikk Nuclear Pistol	2 per shot
Clikk Nuclear Rifle	3d10 per shot
Clikk Nuclear Cannon	Full damage
Click Electronic Missile	The Mk. II tank is shielded against its own missile.
Frontier Electrical Discharge Warhead	The Mk. II tank is shielded against this type of missile.
Wartech Alpha-Bolt	1 per SEU
Wartech Omega-Bolt	5
Wartech Gamma Bolt II	2 per SEU
Normal Melee Weapons	N/A
Electric Sword, Force Axe, Vibroknife	1
Shock Gloves, Sonic Knife/Sword, Stunstick	N/A
Tetrarch-style Weapons	Full Damage

War Tank Hit Location Table

Die Roll	Location/Effect
01-05	Power Supply (a): Reduce all cumulative beam weapon damage by 1d10. Reduce cumulative nuclear rifle damage by 3 points.
06-10	No Effect
11-15	Combat Center (b). All characters in combat center take 1d10 damage. Base attack number reduced by 5%. These impacts are cumulative
16-20	No Effect
21-25	Bridge (c). All characters on bridge take 1d10 damage.
26-30	No Effect
31-35	Nuclear Cannon (d). A character at the nuclear rifle firing position takes 1d10 damage. Base attack number for this weapon reduced by 5%. Damage is cumulative.
36-40	No Effect
41-45	Rocket Launcher (e). The character at the LS rocket launcher takes 1d10 damage. Base attack number for this weapon reduced by 5%. Damage is cumulative.
46-50	No Effect
51-55	Rocket Launcher (f). The character at the RS rocket launcher takes 1d10 damage. Base attack number for this weapon reduced by 5%. Damage is cumulative.
56-60	No effect.
61-65	Rocket Launcher (g). The character at the heavy laser battery station takes 1d10 damage. Base attack number for this weapon reduced by 5%. Damage is cumulative.
66-70	No Effect
71-75	Electronic Missile (h). The electronic missile is activated; roll a 1d10. On a roll of 1, the warhead is activated and explodes (ignore war tank's shielding, it is effected and this will activate the self-destruct mechanism too). Otherwise, on a roll of 2-10 the missile is destroyed.
76-80	No Effect
81-85	Anti-Missile Launcher. The anti-missile launcher has been knocked offline for the duration of battle. No Effect if AML is already offline.
86-90	No Effect.
91-95	Jump Jets. The jump jets have been damaged and cannot be used for the duration of battle. No Effect if jump jets are already damaged.
96-99	No Effect.
100	Power Plant. Reduce top speed by 5 kilometers per hour. Damage is cumulative.

War Tank Equipment Locations



- | | |
|----------------------------------|---|
| A -Electronic missile | H -Port rocket launcher operator |
| B -Rocket launcher | I -Rocket launcher operator |
| C -Heavy laser | J -Heavy laser operator |
| D -Nuclear rifle | K -Auxiliary driver |
| E -Captain's position | L -Inertia shield control panel |
| F -Driver's position | M -Power supply |
| G -Nuclear rifle operator | N -Access hatch |

