

RALLY PITBULL

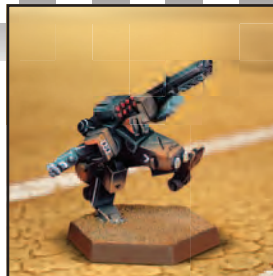


STAT	RATING
Cruising Speed	8
Top Speed	15
Initiative	4+
Attack	4+
Defense	3+
Armor	5
Hits	2 / 2
Actions	1

WEAPON	RANGE	POWER	BONUS
Bazooka	2-4 / 8	7	Heat
Machine Gun	2-4 / 8	3	Burst: 2D6
Vibro Blade	1	1D6	Melee

SPECIAL Off Road Specialist: Roll Defense to ignore one consecutive rough terrain per success. Can only be used once per turn.
 High Tech: This Gear is permanently Rattled at 4 Rattled results and KO'd at 5 Rattled results.

RALLY FERRET



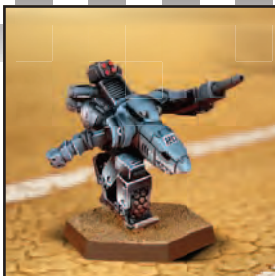
STAT	RATING
Cruising Speed	6
Top Speed	16
Initiative	3+
Attack	5+
Defense	3+
Armor	4
Hits	2 / 1
Actions	1

WEAPON	RANGE	POWER	BONUS
Pack Gun	1-3 / 6	5	Burst: 2D6
Rocket Pack	3-9 / 18	7	Blast
Vibro Blade	1	1D6	Melee

SPECIAL Low Profile: Add an additional 1D6 to defense tests when this Gear has cover.
 Exposed Movement: Defense checks of 1 or 2 cause a Spin Out and Skid.

Proxy datacard for the Weasel.

RALLY JERBOA

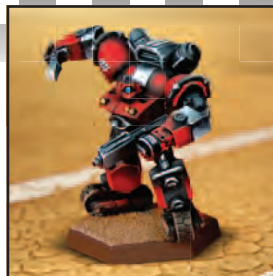


STAT	RATING
Cruising Speed	6
Top Speed	16
Initiative	5+
Attack	4+
Defense	3+
Armor	4
Hits	2 / 1
Actions	1

WEAPON	RANGE	POWER	BONUS
Rifle	6-12 / 24	6	
Rocket Pack	3-9 / 18	7	Blast
Vibro Blade	1	1D6	Melee

SPECIAL Low Profile: Add an additional 1D6 to defense tests when this Gear has cover.
 Exposed Movement: Defense checks of 1 or 2 cause a Spin Out and Skid.
 Jump Jets: May add 2D6 to any Jump test.

RALLY Viper



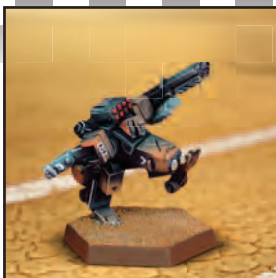
STAT	RATING
Cruising Speed	7
Top Speed	15
Initiative	5+
Attack	4+
Defense	4+
Armor	5
Hits	2 / 2
Actions	1

WEAPON	RANGE	POWER	BONUS
Autocannon	3-9 / 18	6	Burst: 1D6
Vibro Blade	1	2D6	Melee

SPECIAL Urban Modification: No cost to turn on hard pack/road.
 Exposed Movement: Defense checks of 1 or 2 cause a Spin Out and Skid.

Proxy datacard for the Wildcat.

RALLY PERAST II



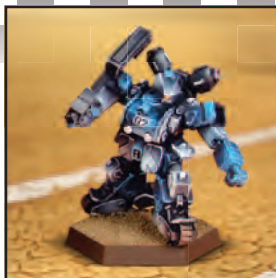
STAT	RATING
Cruising Speed	6
Top Speed	16
Initiative	4+
Attack	4+
Defense	3+
Armor	4
Hits	2 / 1
Actions	1

WEAPON	RANGE	POWER	BONUS
Pack Gun	1-3 / 6	5	Burst: 2D6
Rocket Pack	3-9 / 18	7	Blast
Vibro Blade	1	1D6	Melee

SPECIAL Low Profile: Add an additional 1D6 to defense tests when this Gear has cover.
 Exposed Movement: Defense checks of 1 or 2 cause a Spin Out and Skid.
 Brawler: Add 2D6 to any test to Push when this Gear is the attacker or defender.

Proxy datacard for the Weasel.

RALLY PITBULL II

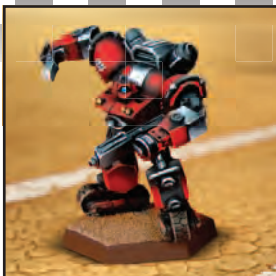


STAT	RATING
Cruising Speed	8
Top Speed	15
Initiative	5+
Attack	4+
Defense	4+
Armor	5
Hits	2 / 2
Actions	1

WEAPON	RANGE	POWER	BONUS
Bazooka	2-4 / 8	7	Heat
Machine Gun	2-4 / 8	3	Burst: 2D6
Vibro Blade	1	1D6	Melee

SPECIAL Gentle Hands: At cruising speed this Gear does not suffer the long range penalty to ranged attacks.
 High Tech: This Gear is permanently Rattled at 4 Rattled results and KO'd at 5 Rattled results.

RALLY Viper II



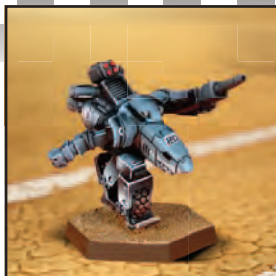
STAT	RATING
Cruising Speed	7
Top Speed	15
Initiative	5+
Attack	4+
Defense	3+
Armor	5
Hits	2 / 2
Actions	1

WEAPON	RANGE	POWER	BONUS
Autocannon	3-9 / 18	6	Burst: 1D6
Vibro Blade	1	2D6	Melee

SPECIAL Off Road Specialist: Roll Defense to ignore one consecutive rough terrain per success. Can only be used once per turn.
 Exposed Movement: Defense checks of 1 or 2 cause a Spin Out and Skid.
 Overdrive: This Gear may add 1D6 to any Burn Rubber rolls.

Proxy datacard for the Wildcat.

RALLY JERBOA II



STAT	RATING
Cruising Speed	6
Top Speed	16
Initiative	4+
Attack	4+
Defense	3+
Armor	4
Hits	2 / 1
Actions	1

WEAPON	RANGE	POWER	BONUS
Rifle	6-12 / 24	6	
Rocket Pack	3-9 / 18	7	Blast
Vibro Blade	1	1D6	Melee

SPECIAL Low Profile: Add an additional 1D6 to defense tests when this Gear has cover.
 Booster Rockets: when Burning Rubber this Gear may add 2D6 to the test.
 Gentle Hands: At cruising speed this Gear does not suffer the long range penalty to ranged attacks.

RALLY GRIZZLY



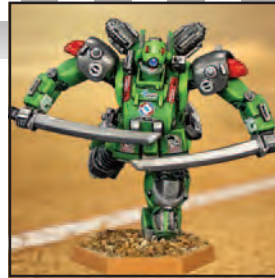
STAT	RATING
Cruising Speed	5
Top Speed	11
Initiative	6+
Attack	4+
Defense	5+
Armor	8
Hits	3 / 2
Actions	1

WEAPON	RANGE	POWER	BONUS
Autocannon	3-9 / 18	8	Burst: 1D6
Rocket Pack	3-9 / 18	8	Blast, Twins
Pack Gun	1-3 / 6	7	Burst: 2D6
Vibro Blade	1	2D6	Melee

SPECIAL Twins: This Gear has Attack 3+ when firing the Rocket Pack.
 Pyrotechnics: This Gear may Rally to add a Rally token to any other Gear.
 Rough Racer: This Gear does not suffer the penalties for rough terrain.
 Tall: This Gear may not be Jumped over.

Proxy datacard for the Bear, Koala, Dingo, Chevalier & Crusader IV.

RALLY COBRA



STAT	RATING
Cruising Speed	6
Top Speed	12
Initiative	6+
Attack	4+
Defense	5+
Armor	7
Hits	3 / 2
Actions	1

WEAPON	RANGE	POWER	BONUS
Autocannon	3-9 / 18	8	Burst: 1D6
Rocket Pack	3-9 / 18	8	Blast
Vibro Blade	1-2	3D6	Melee

SPECIAL Pyrotechnics: This Gear may Rally to add a Rally token to any other Gear.
 Brawler: Add 2D6 to any test to Push when this Gear is the attacker or defender.
 Tall: This Gear may not be Jumped over.

RALLY SABLE



STAT	RATING
Cruising Speed	7
Top Speed	13
Initiative	6+
Attack	5+
Defense	5+
Armor	6
Hits	4 / 1
Actions	1

WEAPON	RANGE	POWER	BONUS
Autocannon	3-9 / 18	8	Burst: 1D6
Combat Weapon	1	4D6	Melee, Impact

SPECIAL Exposed crew: Any attack that Rattles this Gear will cause a Spin Out and Skid.
 Low Performance: This Gear always suffers the Rattled modifier to special movement action tests.
 Tall: This Gear may not be Jumped over.

Proxy datacard for the Engineering Grizzly & Engineering Cobra.

RALLY HUNTER



STAT	RATING
Cruising Speed	6
Top Speed	14
Initiative	5+
Attack	4+
Defense	4+
Armor	6
Hits	3 / 1
Actions	1

WEAPON	RANGE	POWER	BONUS
Autocannon	3-9 / 18	6	Burst: 1D6
Rocket Pack	3-9 / 18	7	Blast
Vibro Blade	1	2D6	Melee

SPECIAL Reliable: Once per lap this Gear may re-roll one test.
 Easy to Train: In campaigns this Gear always starts skills at level 2.
 Easy to Modify: In campaigns any roll to modify this Gear will succeed.

Proxy datacard for the Jager, Warrior, Stripped Down Hunter/Jager and Hunter XMG.

CHASSOUR MHI



STAT	RATING
Cruising Speed	8
Top Speed	16
Initiative	5+
Attack	4+
Defense	3+
Armor	6
Hits	2 / 2
Actions	1

WEAPON	RANGE	POWER	BONUS
Grenade Launcher	3-6 / 12	7	Blast, AE
Rocket Pack	3-9 / 18	7	Blast
Vibro Blade	1	2D6	Melee

SPECIAL Jump Jets: This Gear may add 2D6 to any Jump test.
 High Tech: This Gear is permanently Rattled at 4 Rattled results and KO'd at 5 Rattled results.
 Hover: This Gear treats water as normal terrain.

RALLY MAMBA



STAT	RATING
Cruising Speed	7
Top Speed	14
Initiative	4+
Attack	3+
Defense	3+
Armor	6
Hits	2 / 2
Actions	1

WEAPON	RANGE	POWER	BONUS
Autocannon	3-9 / 18	7	Burst: 1D6
Rocket Pack	3-9 / 18	8	Blast
Vibro Blade	1	2D6	Melee

SPECIAL High Tech: This Gear is permanently rattled at 4 Rattled results and KO'd at 5 Rattled results.
 Hard to Modify: In Campaigns this Gear requires 2 successes to modify.
 Shield: Add 1D6 cover modifier to defense tests from attacks to front.

Proxy datacard for the
 Cuirassier, Jaguar, Tiger, Sidewinder and Warrior IV.

DART JAGER



STAT	RATING
Cruising Speed	7
Top Speed	15
Initiative	3+
Attack	5+
Defense	4+
Armor	5
Hits	2 / 2
Actions	1

WEAPON	RANGE	POWER	BONUS
Autocannon	3-9 / 18	6	Burst: 1D6
Rocket Pack	3-9 / 18	7	Blast
Vibro Blade	1	2D6	Melee

SPECIAL Off Road Specialist: Roll Defense to ignore one consecutive rough terrain per success. Can only be used once per turn.
 Exposed Movement: Defense checks of 1 or 2 cause a Spin Out and Skid.
 Shield: Add 1D6 cover modifier to defense tests from attacks to front.

Proxy datacard for the Salamander and Bobcat.

RALLY GUANGA



STAT	RATING
Cruising Speed	7
Top Speed	15
Initiative	4+
Attack	4+
Defense	3+
Armor	5
Hits	2 / 2
Actions	1

WEAPON	RANGE	POWER	BONUS
Pack Gun	1-3 / 6	5	Burst: 2D6
Rocket Pack	3-9 / 18	6	Blast
Vibro Blade	1	1D6	Melee

SPECIAL Overdrive: This Gear may add 1D6 to any Burn Rubber rolls.
 High Tech: This Gear is permanently Rattled at 4 Rattled results and KO'd at 5 Rattled results.

Proxy datacard for the Cheetah and Skirmisher.