**Vehicle Data**

1. **Weapon Name:** Stórdagirev MKS.87

2. **Vehicle Classification:** AFV

3. **Tech Level:** 12

4. **Displacement Tons:** 10 dTon

5. **Body:** 40 sp / 10dt Sq.

6. **Drive:** Grav

7. **Power:** Fusion

8. **Armor Factor:** 15

9. **Main & Secondary Armament:**
   - Plasma-A Gun & 60mm Auto-Mortar
   - 3: Vehicle Cdr, Gunner, Driver

10. **Crew:** 10

11. **Passengers:** 6 Dismount Cavalry Troopers

12. **Performance:**
    - Std: Cruise-500 kph / Max-600kph

13. **Description:** MKS.87 - A Medium Grav AFV that mounts in the two man turret a Plasma- A main gun, with a indirect fire capability of a turret installed 60mm automatic mortar, and last there are two VRF Gauss guns (hull mounted and commander's cupola). A crew of three operates the vehicle while it carries a dismounted cavalry section of 6: Section Leader, Automatic Rifleman, 2x Rifleman-Grenadiers, Fusion Gunner (PGMP-12), and Designated Marksman. The cruising speed is 500kph with a max speed of 600kph. Communications and ECM are standard level for the tech level with algorithmic frequency hopping and digital encryption. The vehicle is shielded for EMP. (continued block 26)

14. **Main Weapon:** Plasma A Gun

15. **Max Range:** 5

16. **Crew:**
   - 1: Gunner

17. **Ammunition:** N/A

18. **Secondary:** 60mm Auto-Mortar

19. **Max Range:** 3

20. **Crew:**
   - 1: Gunner

21. **Ammunition:** 20 Plasma, 20 HE, 20 Smoke

22. **Tertiary:** VRF Gauss Gun (x2)

23. **Max Range:** 2

24. **Crew:**
   - 1: Cdr / Driver

25. **Ammunition:** 5K Hoppers

**Armament Data**

26. **Additional Remarks:**

(Cont’d): The plasma A gun has a rate of fire of 5, and the Auto-Mortar has a rate of fire of :4. The Auto-Mortar is fed by an ammunition cylinder that contains 20 of each of the following rounds: HE, Plasma and White Phosphorus/Smoke. All the weapons on the vehicle are gyrostabilized and computer enhanced. Mortars are capable of terminal laser guidance, to include dismounts using laser designators.

The vehicle includes 400kg of cargo space for crew and dismounted troopers, the remainder being given over to electronics, CBRN force protection, fuel, battle computer, and IR-Image Enhancement for the crew.

27. **Cost**