

**Model Type:** XM-50  
**Class:** Military Vehicle  
**Crew:** One

**M.D.C. by Location:**

- \* Forward Headlights (2) — 5 each
- \* Lower Tail Fin (1) — 30
- \* Lower Maneuvering Jets (4) — 30 each
- Lower Light Turret (1) — 50
- \* Lower Turret Lights (2) — 10 each
- Extendable Stretcher (1) — 50
- \* Rear Laser Turret (1) — 12
- \* Storage Bays (5) — 20 each
- Force Field — 80
- \*\* Main Body — 140

\* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a called shot to hit even then he is -3 to strike. Destroying the tail fin makes the vehicle's flight wobbly (-10% on skill proficiency) and reduces the vehicle's speed by 10%. Reduce the vehicle's speed and altitude by 25% for each thruster that is destroyed. If all four thrusters are destroyed the vehicle is crippled and cannot fly.

\*\* Depleting the M.D.C. of the main body completely destroys the vehicle.

**Speed**

**Flying:** The propulsion system enables the vehicle to hover in a stationary position or fly. Maximum flying speed is 60 mph (96 km), but cruising speed is usually around 45 mph (76 km) and considerably slower when searching the battlefield for the injured. The pod can hover a few feet above the ground or up to 500 feet (152 m) in the air.

**Flying Range:** Effectively unlimited.

**Statistical Data**

**Height:** 4 feet (1.2 m) from tail tip to the top of the windshield.

**Width:** 3 feet, six inches (1 m)

**Length:** 6 feet (1.8 m) or 12 feet (3.6 m) with the stretcher extended.

**Weight:** 800 lbs (360 kg)

**Cargo:** Five storage bays to hold additional equipment and supplies.

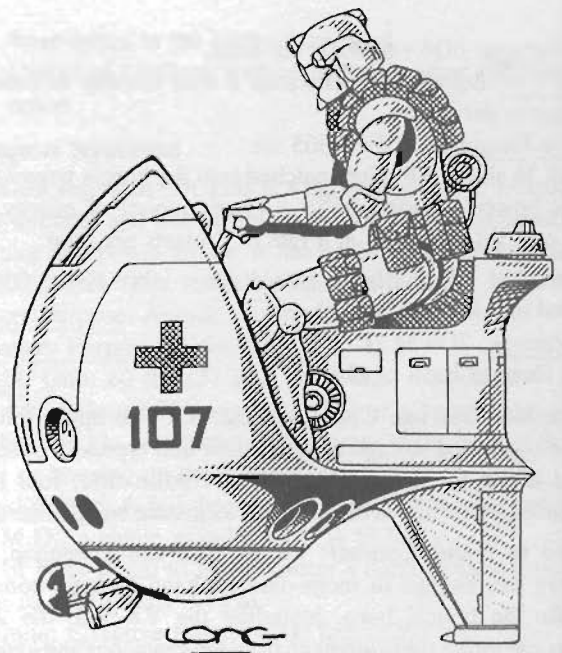
**Color:** Light grey or white with a large red "cross" on both sides of the vehicle.

**Power System:** Nuclear, average energy life is 10 years.

**Black Market Cost:** 500,000 credits. Poor availability.

**XM-50: Special Features**

1. **Searchlight Turret (1):** In addition to the high-intensity headlights in the front of the pod, it also has a lower turret with a pair of searchlights. One light is a high-intensity incandescent searchlight while the other is infrared. The infrared beam is invisible to most humans, D-bees and many monsters without the aid of optical enhancements. It is typically used at night. Both light beams are used to sweep battle sites in the search for injured soldiers. The lights are built into a turret that can rotate 360 degrees and the spotlights can be raised and lowered 45 degrees.
2. **Mini-Laser Defense Turret (1):** Located in the rear of the pod, behind the seat of the driver is a small laser turret. The brodkil, gargoyles and many other monsters do not acknowledge or respect the symbols of the doctor or ambulance.



To them, all humans are an enemy to destroy; they do not allow doctors, nurses or ambulances to pass unmolested. Consequently, even the XM-50 Medic Pod is equipped with a defensive weapon such as the mini-laser turret. The turret is especially effective against missile attacks and to deter attacks from behind.

**Primary Purpose:** Anti-Missile

**Secondary Purpose:** Defense

**Mega-Damage:** 2D6 M.D. per blast

**Rate of Fire:** Usually set on automatic defense and firing five times per melee round.

**Maximum Effective Range:** 1200 feet (366 m)

**Payload:** Effectively unlimited.

3. **Extendable Stretcher (1):** Located in the lower rear portion of the Medic Ambulance Pod is a concealed stretcher that can be extended and retracted as needed. The stretcher is only large enough to accommodate one prone patient or three sitting. Maximum weight allowance without impairing the speed or movement is 800 pounds (360 kg). An additional 800 pounds (360 kg) can be carried but every 200 additional pounds (90 kg) reduces maximum altitude by 100 feet (30.5 m) and speed by 20%!
4. **Rechargeable Force Field:** A small, rechargeable force field generator is part of the XM-50's features. It is designed to protect the vehicle, pilot and injured passengers from enemy attack. However, the use of the force field reduces the maximum flight speed to 40 mph (64 km). Once depleted, it takes a full 24 hours for the field to recharge.

**M.D.C. of Force Field:** 80

5. **Five Storage Bays:** The Medic's Pod has five storage bays. Each is large enough to hold a medium size backpack or equivalent amount of equipment. This usually includes basic medical gear such as oxygen, surgical equipment, medication, medical kit, suture gun, bandages, nano-medical robots, portable scanners, bio-computers, and so on. 1D4 parachute flares, four signal flares and 1D4 smoke grenades are also commonly counted among the medical supplies.
6. **Distress Homing Beacon:** All XM-50's are equipped with a scrambled, radio homing signal used for extraction from combat zones. Before the gargoyles, brodkil and other