

Paul  
11 may  
Fr. made  
Ed  
1025

SVI

S2

B

A2

EI

I

AOL

As

atol etc  
Onionheads  
Sample  
Vehicle for  
radiological  
warfare

Scalped

Vehicle

positi  
PCSS

whedded

Surface  
Slipping

Smooth

boxey

"like  
'armore

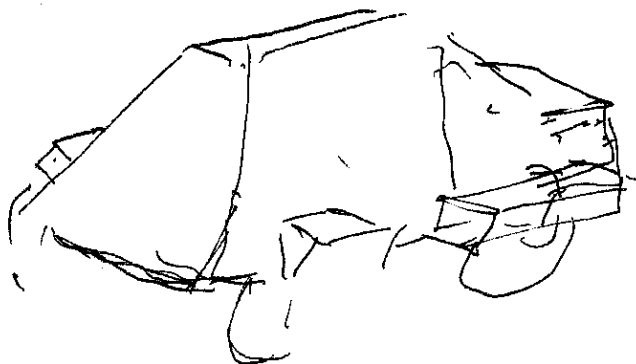
Shielded

"like  
skirtie

54 1/2 (not) something you would encounter on the street

POL radiological  
 pair interactions?  
 contaminants  
 react to  
 inhospitable  
 sheltered  
 & cooled  
 surface  
 & a healthy  
 radiant

*Reds/Speed*



SVI

ASL

ALS

52

D

AS

FI

I

AVUBK  
BRDM

5 1/2 concept of vehicle going around from point to point  
delivered or dropping things off on some sort of  
routine or preplanned basis.

Object

rounded  
long

5 1/2 dinky/dank when hit - "like" aluminum base ball  
bats

metals

Cylindrical/  
tapered

hollow

yellow

materials

sons  
to  
be  
solid  
and  
light  
weight  
mix

S V I

I

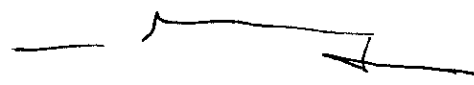
4  
#5  
Adl  
tol Blk  
CBR  
warfare

Adl Blk  
reminds me  
of cache  
& supplies

54 1/2 it "bunks" when it hits the ground.

tol Blk  
binary  
weapons

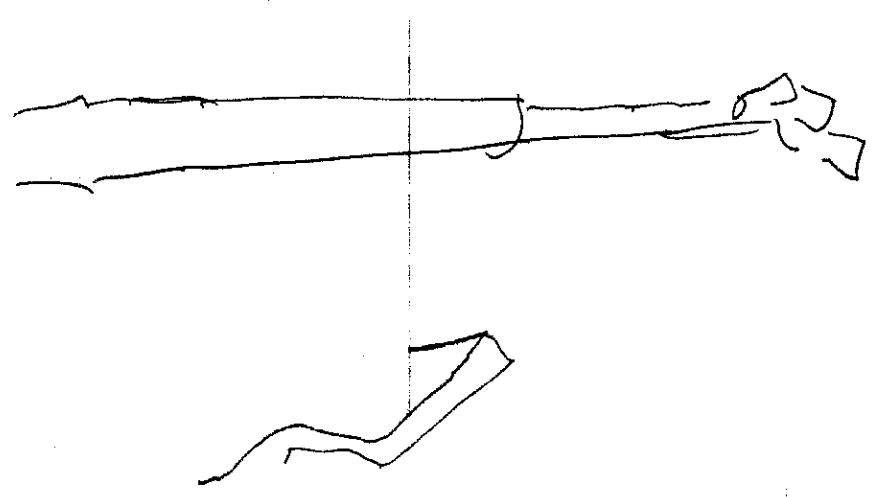
From the top of the vehicles  
something should be visible



A. Along  
road  
street  
side  
B. Object

S-2  
green  
dark  
cool  
hard  
square  
number  
thick  
long  
rounded

A2 BK  
interest by



E  
F AL AL

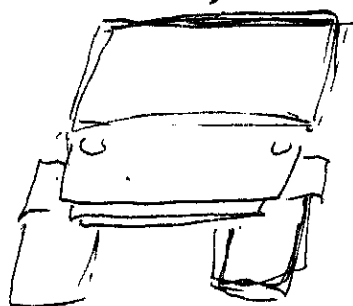
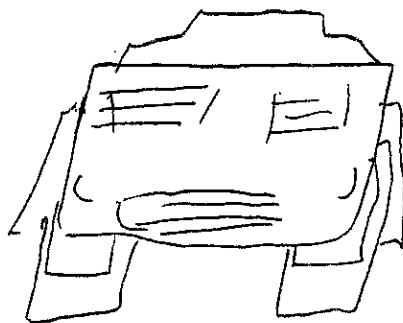
in + out  
heavy

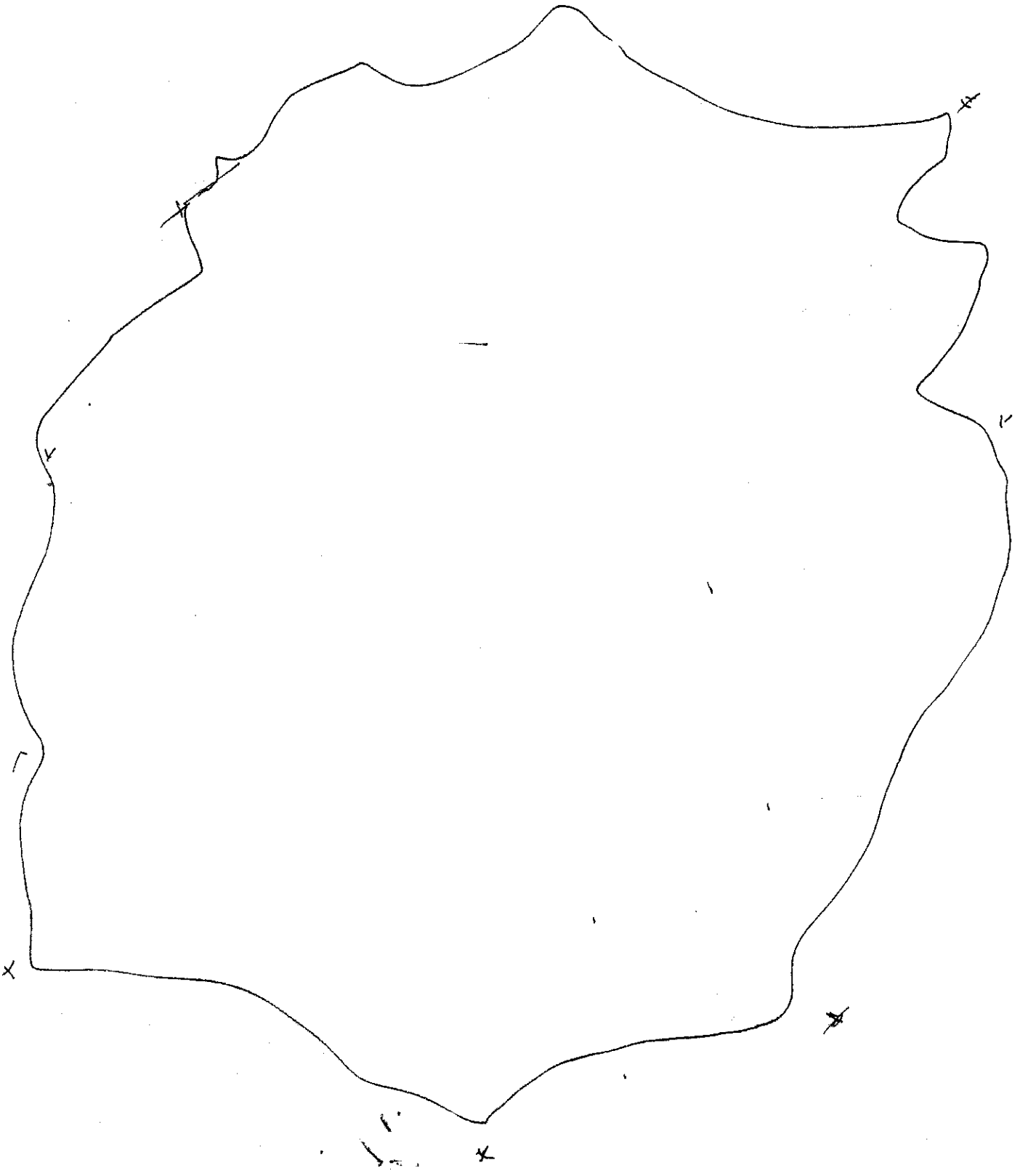
like  
garbage  
truck  
compacts

high  
pitched  
whines,  
sounded

5-1/2 not bad







x = delivery points

∴ Vehicle seems to move from point to point along a  
routine of pre-planned route "dropping off" or "delivering"  
something of interest. Objects "delivered" are metal, rounded,  
long, + contain both liquid + solid materials which  
don't mix. Yellow is associated with objects

Route seems to be closed - i.e. terminated by its origin/destination  
point, almost as if objective is to enclose certain area of  
terrain. Route goes uphill + down hills, across water, etc.  
terrain is tundra/prairie, but with <sup>low</sup> vegetation + trees  
scattered here + there;

1104