

Basic Vehicles

GROUND CAR

COST : 5,000 Cr (RENTAL--50 Cr plus 50 Cr/day)

TOP/CRUISE SPEED : 120 KPH/ 75 KPH

ACCEL : 60 m/t **DECEL :** 40 m/t **Turn Speed :** 80 m/t

Passengers : 6 **Cargo :** 150 kg / 1 cubic meter

Spaces : 6 **Max. Armor :** 8/3 **Bump Number :** 5

Structural Points : 150 **Turrets :** 1 S/M

HOVER CAR

COST : 8,000 Cr (Rental-- 50 Cr plus 75 Cr/day)

TOP/CRUISE SPEED : 160 KPH/ 80 KPH

ACCEL : 80 m/t **DECEL :** 40 m/t **Turn Speed :** 70m/t

Passengers : 6 **Cargo :** 100 kg, 1 cubic meter

Spaces : 4 **Max. Armor :** 6/3 **Bump Number :** 4

Structural Points : 150 **Turrets :** 1 S/M

Ground Cycle

COST : 2,000 Cr (Rental-- 25 Cr plus 25 Cr/day)

TOP/CRUISE SPEED : 144 KPH/ 96 KPH

ACCEL : 100 m/t **DECEL :** 40 m/t **Turn Speed :** 90 m/t

Passengers : 2 **Cargo :** 20 kg/ .5 cubic meters

Spaces : 2 **Max. Armor :** 3/0 **Bump Number :** 2

Structural Points : 75 **Turrets :** 1 S/M

Hovercycle

COST : 2,000 Cr (Rental-- 25 Cr plus 25 Cr/day)

TOP/CRUISE SPEED : 176 KPH/ 96 KPH

ACCEL : 100 m/t **DECEL :** 40 m/t **Turn Speed :** 90 m/t

Passengers : 2 **Cargo :** 20 kg, .5 cubic meters

Spaces : 1 **Max. Armor :** 2/0 **Bump Number :** 1

Structural Points : 75 **Turrets :** 1 S

Explorer

COST : 20,000 Cr (Rental-- 75 Cr plus 200 Cr/day)

TOP/CRUISE SPEED : 112 KPH/ 72 KPH

ACCEL : 60 m/t **DECEL :** 40 m/t **Turn Speed :** 100 m/t

Passengers : 6 **Cargo :** 2,000 kg, 6 cubic meters

Spaces : 12 **Max. Armor :** 15/5 **Bump Number :** 13

Structural Points : 200 **Turrets :** 1 S/M/L

Ground Transport

COST : 15,000 Cr (Rental-- 75 Cr plus 100 Cr/day)

TOP/CRUISE SPEED : 128 KPH/ 80 KPH

ACCEL : 40 m/t **DECEL :** 30 m/t **Turn Speed :** 50 m/t

Passengers : 3 **Cargo :** 10,000 kg, 30 cubic meters

Spaces : 20 **Max. Armor :** 18/5 **Bump Number :** 7

Structural Points : 250 **Turrets :** 3 S/M/L

Hover Transport

COST : 20,000 Cr (Rental-- 75 Cr plus 150 Cr/day)

TOP/CRUISE SPEED : 160 KPH/ 96 KPH

ACCEL : 60 m/t **DECEL :** 30 m/t **Turn Speed :** 40 m/t

Passengers : 3 **Cargo :** 10,000 kg, 35 cubic meters

Spaces : 16 **Max. Armor :** 15/5 **Bump Number :** 6

Structural Points : 250 **Turrets :** 2 S/M/L

Notes

Spaces-- This shows the amount of spaces available for weapons

Max. Armor-- This is the maximum amount of armor coats a vehicle may have. The number after the slash is the amount of coats that may be concealed. Due to top speed limits not all vehicles can move after they have all coats of armor applied, other modifications may be needed to get the vehicle to move even at a pitifully slow rate.

Bump Number-- This number is used when vehicles attempt a bump maneuver. This will be explained later.

Structural Points-- The amount of damage that the vehicle can take before being destroyed. When attacked, structural points are lost as well as making a roll on the vehicle damage table.

Turrets-- This shows the number and sizes of turrets available for each vehicle type. Turrets for cycles regardless of type are actually sidecars with a 180 degree field of fire. Remember that space may prevent what may be installed