



Speed	1	2	3	4	5	6	7	8	9	10	Ram
0											0
5					½						1d-4
10					1						1d-2
15				1			1				1d-1
20				1			1				1
25			1				1		1		1
30			1			1			1		1
35		1		1		1		1			2
40		1		1		1		1			3
45	1		1		1		1		1		4
50	1		1		1		1		1		5
55	1	1		1		1		1		1	6
60	1	1		1		1		1		1	7
65	1	1		1	1		1	1	1		8
70	1	1		1	1		1	1	1		9
75	1	1	1		1	1	1		1	1	10
80	1	1	1		1	1	1		1	1	11
85	1	1	1	1	1		1	1	1	1	12
90	1	1	1	1	1		1	1	1	1	13
95	1	1	1	1	1	1	1	1	1	1	14
100	1	1	1	1	1	1	1	1	1	1	15
105	1	1	1	1	1½	1	1	1	1	1	16
110	1	1	1	1	2	1	1	1	1	1	17
115	1	1	1	2	1	1	2	1	1	1	18
120	1	1	1	2	1	1	2	1	1	1	19
125	1	1	2	1	1	2	1	1	2	1	20
130	1	1	2	1	1	2	1	1	2	1	21
135	1	2	1	2	1	2	1	2	1	1	22
140	1	2	1	2	1	2	1	2	1	1	23
145	2	1	2	1	2	1	2	1	2	1	24
150	2	1	2	1	2	1	2	1	2	1	25
155	2	2	1	2	1	2	1	2	1	2	26
160	2	2	1	2	1	2	1	2	1	2	27
165	2	2	1	2	2	1	2	2	2	1	28
170	2	2	1	2	2	1	2	2	2	1	29
175	2	2	2	1	2	2	2	1	2	2	30
180	2	2	2	1	2	2	2	1	2	2	31
185	2	2	2	2	2	1	2	2	2	2	32
190	2	2	2	2	2	1	2	2	2	2	33
195	2	2	2	2	2	2	2	2	2	2	34
200	2	2	2	2	2	2	2	2	2	2	35

 If the vehicle has not yet taken its half-move, it must do so now.

 If the vehicle has not yet taken its 1½" move, it must do so now. The 1½" move must occur in a segment marked with a 2".

Speed	Handling Track Status										mod	
	3	2	1	0	-1	-2	-3	-4	-5	-6		
5-10	S	S	S	S	S	S	S	S	S	S	S	-
15-20	S	S	S	S	S	S	S	S	S	2	2	-
25-30	S	S	S	S	S	S	2	3	4	4	4	-2
35-40	S	S	S	S	S	2	2	3	4	5	0	
45-50	S	S	S	S	S	2	2	3	4	6	1	
55-60	S	S	S	S	S	2	3	4	5	6	1	
65-70	S	S	S	S	2	2	3	4	5	XX	2	
75-80	S	S	S	S	2	3	4	5	6	XX	2	
85-90	S	S	S	S	2	3	4	5	XX	XX	3	
95-100	S	S	S	S	3	4	5	6	XX	XX	3	

VEHICLE RECORD SHEET

Vehicle Driver

Left armor

Back armor

Under armor

Top armor

Front armor

Right armor

Size Cost

Extras

Notes

VEHICLE PLANNING SHEET

Item	Cost	Wt.	Spaces	Total Wt.	Spaces left	Notes
Body size						
Chassis Str.						
Power Plant						
Suspension						HC:
Tires						
Driver		150	2			
Gunner						
Weapon						
Ammo						
Weapon						
Ammo						
Weapon						
Ammo						
Accessory						
Accessory						
Accessory						
Armor						
Totals						

