

USING THE VEHICLE I.D. CARD

The **Weapons** list shows weapons mounted on Front, Rear, Turret, Left and Right side.

Check this list for other **Accessories** available.

WEAPONS						NAME		HEAVY CRUISER	
F	R	T	LS	RS					
MG	SS	RL							
MG									

ACCESSORIES					
<input type="checkbox"/> NPW	<input type="checkbox"/> SPOT	<input type="checkbox"/> OGRkt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> FIREX	<input type="checkbox"/> ONV	<input type="checkbox"/> OGPS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> GASM	<input type="checkbox"/> OIR	<input type="checkbox"/> ORAD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

DAMAGE									
Driver/Pas	Move (nr)	Move	MGF	MGF	RL	Turret	SS	Armor	Armor
F			F						F

SPEED	
0	1
2	3
4	5
6	6

SPEC	
Factory:	6.4.3
CLASS	Sedan
S.A.#	5.3.1
ARMOR	2
DRIVER	1
PASS	1
WEAP	3

Slide the Plastiklip to your current Speed.

Slide the Plastiklip to the left to track Damage.

Armor: The armor rating of this vehicle shows Two levels. Causing damage without armor is automatic; Causing damage with an armor rating of 1 means you must roll Color to score a hit; 2 roll Code, etc. Armor is always the first thing lost except in rare circumstances.

If your Speed is greater than the **Handling** of the vehicle when you exceed the safe speed for a maneuver, subtract Handling from Speed; roll on the CnC bands as usual for each level, e.g. higher than 1, roll Color; 2, roll Code etc. View the **Consequences** table if you fail!

For each item added beyond factory spec (F), reduce Top Speed, Handling and Acceleration as you like.