

BASE MODELS

With a vehicle you buy a base model and outfit it with any extras you need. The main stats for these vehicles are found in the table below. **Price** is the cost of the vehicle. **Weight** is the curb weight of an unloaded vehicle. **BL** stands for *Base Load* and is the most the vehicle can carry before running into encumbrance problems. **Pax** is short for *Passenger Count*, i.e. the maximum number of medium-sized characters it was designed to carry. This includes the pilot. **Energy** is the amount of EUs that come in its power supply. **FFC** is short for *Force Field Coverage* and used to buy force fields for the vehicle. **Armor** tells us the kind of armor that can be used with this vehicle. A = Any, C = Crude, N = Normal, R = Refined. **Weapons** tells us the number of kilos of weaponry that can be mounted in a single direction (F = Front, B = Back, R = Right, L = Left, T = Top, D = Dropped, RT = Rotating Turret, RP = Rotating Pintel).

Model	Price	Weight	HP	BL	Pax	Energy	FFC	Armor	Weapons
Aircar	60kc	1800	12	600	4	1000	3	N, R	F8, B6, R2, L2, D4, T6
Airvan	75kc	2300	20	800	6	2000	4	N, R	F6, B6, R8, L8, D8, T8
Airwing	15kc	20	1	100	1	500	1	-	-
Car	20kc	1500	18	600	4	1000	3	A	F6, B6, R2, L2, D4, T6
Cycle	5kc	300	5	200	2	500	2	N, R	F4, B2
Dirt Bike	1kc	150	4	150	1	500	2	-	F4, B2
Dune Buggy	2kc	600	10	400	2	1000	3	A	F6, T4
Gravboard	1kc	5	1	50	1	30	-	-	-
Gravcar	40kc	1200	15	600	4	1000	3	A	F6, B6, R2, L2, D4, T6
Gravcycle	10kc	200	4	200	2	500	2	A	F4, B2
Gravvan	50kc	1700	25	800	6	2000	4	N, R	F6, B6, R8, L8, D8, T8
Jetcopter	90kc	2000	30	800	6	3000	6	N, R	F12, B4
Minicopter	40kc	1000	10	600	2	1500	3	N, R	F6
Pickup	25kc	2000	30	1000	2	1000	4	A	F6, T2, RP16
Rover	60kc	4000	40	2000	8	3000	5	A	F10, B10, R12, L12, D12, T12
Spacecar	80kc	2000	15	600	4	2000	3	R	F8, B6, R2, L2, D4, T6
Spacecycle	30kc	500	5	200	2	1000	2	R	F4, B2
Spacevan	100kc	2600	25	800	6	3000	4	R	F6, B6, R8, L8, D8, T8
Subcar	70kc	1800	20	600	4	2000	3	R	F6, B6, R2, L2, D4, T6
Trike	1kc	200	6	200	1	500	2	A	F4, B4

Truck	40kc	3000	35	1500	2	2000	5	A	F8, B8, R10, L10, D10, T10
Van	25kc	2000	30	800	6	1000	4	A	F6, B6, R8, L8, D8, T8

Aircar. This is a gravcar with wings designed to help keep it aloft and stable at faster speeds. Because of the wings it cannot safely skim the ground like a normal grav car.

Terrains	Handling	Speed	Burn
Air	+5	250	40

Airvan. The van equivalent of the aircar. Not the most nimble thing in the sky but good for hauling cargo over long distances.

Terrains	Handling	Speed	Burn
Air	-5	200	60

Airwing. A backpack that uses an anti-gravity field to stay aloft and two small plasma jets on struts for propulsion and steerage. Flying one is just as fun and terrifying as it sounds.

Terrains	Handling	Speed	Burn
Air	+5	200	15

Car. A four-wheeled automobile meant to be only be driven on roads. Turning it into a **Sports Car** increases its price by 50% and changes its terrain to Handling +10, Speed 150, Burn 35.

Terrains	Handling	Speed	Burn
Roads	+0	100	25

Cycle. This is a two-wheeled street-cycle. It was made for paved roads but can be driven off-road. Turning it into a **Sport Cycle** increases its price by 50% and gives it Handling +15, Speed 180, and Burn 20.

Terrains	Handling	Speed	Burn
Roads	+5	120	15
Land	-10	40	15

Dirt Bike. With big knobby wheels and a reinforced suspension, this ground cycle is made for off-road terrain. It can be used on normal roads but provides a rough ride.

Terrains	Handling	Speed	Burn
Land	+5	100	10
Roads	-10	60	10

Dune Buggy. Dune buggies are light four wheeled off-road vehicles. They are a favorite of explorers for their relatively light weight and low burn rate.

Terrains	Handling	Speed	Burn
Land	+0	80	20
Roads	-10	60	20

Gravboard. This skateboard floats on an anti-gravity field. No plasma jets here, it is powered by your own feet kicking off the ground. Of course, by encountering no friction with the ground you can end up going quite fast. They are also quite easy to fall off of. For this reason, gravboards can only skim the ground and not fly into the air. They are also too small to be customized in the ways that other vehicles can.

Terrains	Handling	Speed	Burn
Land	-15	30	1

Gravcar. This is flying car the future always promised us. It floats on an anti-gravity field and is powered by plasmajets. It is meant to skim over land but it can also float over water and even fly into the air.

Terrains	Handling	Speed	Burn
Land	-15	120	30
Water	-15	120	30
Air	-5	150	30

Gravcycle. This is essentially a small plasma-powered rocket kept aloft by an anti-gravity field that you ride the back of. There is no Aircycle variant because the pilot rides on the outside of the vehicle. Added wings provide no noticable increase in stability and the speed is largely limited by what the pilot can stand.

Terrains	Handling	Speed	Burn
Land	-10	150	20
Water	-10	150	20
Air	+0	200	20

Gravvan. The van equivalent of the gravcar. It handles terribly but holds a lot of stuff!

Terrains	Handling	Speed	Burn
Land	-20	100	50
Water	-20	100	50
Air	-10	150	50

Jetcopter. This is a helicopter powered by plasma jets. It has a cargo area in its center and can seat about six.

Terrains	Handling	Speed	Burn
Air	+5	200	60

Minicopter. This is a smaller version of the jetcopter. It only seats two but others may hang from its landing struts if they like.

Terrains	Handling	Speed	Burn
Air	+10	200	30

Pickup. A six wheeled truck with an open bed, made for off-road travel. While pickups do not have much space for mounted weapons, you can put up to 16kg of pintel mounted weaponry in the bed of one.

Terrains	Handling	Speed	Burn
Roads	-5	100	30
Land	+0	60	40

Rover. A Rover is a very large van with four giant wheels designed for long-distance off-road travel. It is too wide to be taken on normal roads so don't even try. Providing the rover is not stressed by damage, it is air tight and can travel across open water, floating on its giant wheels whose treads work like paddles.

Terrains	Handling	Speed	Burn
Land	-5	60	50
Water	-15	20	70

Spacecar. This is an aircar that can travel into space. It carries enough life support for 12 hours of space travel, and is mostly used to ferry people from an orbiting spaceship down to the surface and back.

Terrains	Handling	Speed	Burn
Air	+5	250	40
Space	+5	400	30

Spacecycle. Like the spacecar, this is a gravcycle that has been outfitted for limited space travel. It comes with an Atmosfield to provide life support to anyone riding it. On the whole, it is always a good idea to don a spacesuit before venturing into space.

Terrains	Handling	Speed	Burn
Land	-10	150	30
Water	-10	150	30
Air	+0	200	30
Space	+0	500	20

Spacevan. An airvan capable of limited space travel. It is actually the most common space vehicle around and is just a bit smaller than a shuttlepod. It comes with 12 hours worth of life support.

Terrains	Handling	Speed	Burn
Air	-5	200	70
Space	-5	400	50

Subcar. This submersible car can be driven on-road, off-road, on top of the water or even beneath it. Once all doors and windows are closed it seals air-tight and can dive up to 100 meters. It has air tanks containing 12 hours of breathable air. Unfortunately, if stressed a subcar will spout leaks and flood in 2d10 minutes.

Terrains	Handling	Speed	Burn
Roads	+0	100	30
Land	-10	60	30
Water/Sea	-15	40	40
Sub	-15	30	50

Trike. This is a three-wheeled off-road vehicle similar to the dirt bike but with fatter wheels. It is easier to handle but not as fast. Trikes are loved by Thralasites for its three-wheeled approach.

Terrains	Handling	Speed	Burn
Land	+0	40	15
Roads	-10	40	15

Truck. This is a six-wheeled delivery truck meant for paved roads only. For 1 kc and 200 kg you can outfit it for off-road travel. It gains the Land terrain with Handling -10, Speed 80, Burn 60.

Terrains	Handling	Speed	Burn
Roads	-10	100	50

Van. A four wheeled van meant for paved roads. It can also be turned into an off-road vehicle for \$800 and 150 kg. This gives it the Land terrain with Handling -5, Speed 80, Burn 50.

Terrains	Handling	Speed	Burn
Roads	-5	100	40