

## VEHICLE VARIATIONS (cars and cycles)

### VEHICLE SIZES

	Top speed	Cruise speed	accel	decel	Turn speed	passengers	cargo	spaces	armor	cost
<b>Small / compact</b>	-20 KPH	-20 KPH	-20 M/T	+20 M/T	+10 M/T	-50%*	-50%	-50%*	-50%	-25%
<b>intermediate</b>	-10 KPH	n/a	-10 m/t	+10 m/t	n/a	n/a	-25%	-25%	-25%	-10%
<b>mid-sized</b>	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
<b>large</b>	+10	+10	+10	n/a	-10 m/t	+50%	+50%	+25%	+25%	+15%
<b>heavy</b>	n/a	+20	n/a	-10 m/t	-20 m/t	+100	+100	+50%*	+50%	+30%

\*-- round up

\*\*-- round down

## VEHICLE VARIATIONS (cars and cycles)

### VEHICLE STYLES

	TOP SPEED	CRUISE SPEED	ACCEL	DECEL	TURN SPEED	SPECIAL	COST
<b>STANDARD</b>	n/a	n/a	n/a	n/a	n/a	n/a	n/a
<b>CRUISE</b>	-10 kph	+10 kph	n/a	n/a	n/a	n/a	-10%
<b>UTILITY*</b>	-10 kph	n/a	n/a	n/a	-10 m/t	n/a	+20%
<b>LUXURY</b>	n/a	+20 kph	n/a	n/a	-10%	n/a	+25%
<b>SPORT</b>	+10 kph	-10 kph	+10 m/t	+10 m/t	+10 m/t	n/a	+40%
<b>SUPER SPORT</b>	+20 kph	_20 kph	+20 m/t	+20 m/t	+20 m/t	n/a	+50%
<b>DUAL SPORT</b>	n/a	n/a	n/a	-10 m/t	-10 m/t	+0.1 terrain	+30%
<b>ADVENTURE</b>	n/a	n/a	n/a	-20 m/t	-20 m/t	+0.2 terrain	+40%
<b>VINTAGE/ CLASSIC</b>	-10 kph	-10 kph	-10 m/t	n/a	-10 m/t	n/a	-50 to 500%
<b>CUSTOM</b>	Varies	Varies	Varies	Varies	Varies	Varies	varies

\*--Utility vehicles may alternate passenger and cargo space by any combination of 50%/50% (e.g. a standard utility ground car may convert 75kg/0.5 cubic meter of cargo space to 3 passenger seats, can't exceed the 50% on each end)

\*\*-- CUSTOM variations allow for combinations, such as sport/standard. Use the lesser applicable modifier and average the cost modifiers. Use common sense

where applicable, such as a longer wheel base vehicle would have a turn speed penalty etc.

## VEHICLE VARIATIONS (Transports and Explorers)

### VEHICLE SIZE

	TOP SPEED	CRUISE SPEED	ACCEL	DECEL	TURN SPEED	PASSENGER	CARGO	SPACES	ARMOR	COST
<b>SMALL</b>	+10 kph	-10 kph	+10 m/t	+10 m/t	+10 m/t	-33%	-50%	-50%	-25%	-20%
<b>STANDARD</b>	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
<b>LARGE</b>	-10 kph	+10 kph	-10 m/t	-10 m/t	-10 m/t	+33%	+50%	+25%	+25%	+50%
<b>HEAVY DUTY*</b>	-20 kph	+20 kph	-20 m/t	-20 m/t	-20 m/t	+100%	+100%	+50%	+50%	+100%

\*-- TRACK MOBILE chassis available for +25% cost, not allowed on city streets

## VEHICLE VARIATIONS (Transports and Explorers)

### VEHICLE STYLE

	TOP SPEED	CRUISE SPEED	ACCEL	DECEL	TURN SPEED	PASSENGERS	CARGO	COST
<b>SPORT</b>	+20 kph	-10 kph	+10 m/t	+10 m/t	+10 m/t	n/a	-25%	+25%
<b>UTILITY*</b>	n/a	n/a	+10 m/t	n/a	n/a	n/a	n/a	+30%
<b>PASSENGER</b>	n/a	n/a	n/a	+10 m/t	n/a	+20%	-75%	+20%
<b>CARGO</b>	n/a	+10 kph	n/a	n/a	n/a	-50%	+100%	+10%

\*-- utility vehicles may alternate passenger and cargo space by any combination of 50%/50%( e.g. a standard utility explorer may convert 3 passenger seats to 1,000 kg/ 3 cubic meters of cargo space)