

	Standard Vehicle Enhancers	Enhancers
		4

VEHICLE OPTIONS

	Use or															
	Code	Type	TL	Tons	Speed	Load	Armor	Cage	FlashProof	RadProof	SoundProof	PsiShield	Insulated	Sealed	Note	KCr
Bulk	VI	Vlight	-1	/3	+1	-2	/3			/3			/3	/3		/3
	L	Light	-1	/2	+1	-1	/2			/2			/2	/2		/2
	M	Medium (blank)	-	-	-	-								-		
	H	Heavy	+1	x2	-1	+2	x2			x2	x2		x2	x2		x3
	Vh	VHeavy	+2	x3	-2	+3	x3			x2	x2		x3	x3		x9
Stage		Fossil	-2	+2			-10				-10				Note1	
		PowerCell	-1	+1	-2	-2	-5				-5				Note1	10
		Renewable	-1	+1	-1	-1									Note1	20
		Yearly	-2	+1	-1	-1										20
		Early	-1	+1			-10				-10					10
		Standard	0	0												
		Improved	+2	-1			+10				+10					20
		Advanced	+4	-2	+1	+1	+20				+20					40
Environ		Air (Open)	-2	0												
		Enclosed	-1				4		4		4		12			
		Sealed	-	0			6	2	6	0	8	0	16	20		2
		DoubleSealed	-	+1			8	4	6	0	12	0	30	20		5
		Insulated	-				8	4	6		12		30	20		10
		Protected	+1	+1			10	10	10	10	12	0	10	20		20
		Armored	+2	+1			20	10	10	10	12	0	20	20		30
		UpArmored	+3	+2			30	20	20	20	20	0	30	20		40
		AltArmored	+3	+2			60	20	30	30	30	0	30	30		50
Options		High Powered	+1	+1	+1	-1										100
		Slave	+1	-1												10
		Remote	+1	-2												20
		Weapon Mount	-			-1										
		Luxury	-												Q= 4	x 2
ground		OffRoad	-													30
		Fast	+1	+1	+1	-2										30
water		HydroFoils	+1	+1	+1											30
flyer		Stubs	-												Grav or Lifter	20
ground		Mole	+1	x3	=1										Note 2.	400
flyer		VTOL Mod	-		-1	-2									Medium or less	100
flyer		STOL Mod	-			-1									Heavy or less	50
		Passenger Module	-		-3										20 passengers	100
		Cargo Module	-	+1	-1	+1									one ton	20
flyer		Lifting Body Hull	-	+4	+1	x2										200
flyer		Add-On Wings-1	-	x2	+1	x1									B= +1	100
flyer		Add-On Wings-2	-	x3	+2	x2									B= +1	200
flyer		Add On Wings-3	-	x4	+3	x3									B= +1	300
flyer		Float Landing Gear	-	-1	-1											100
flyer		Parasite Nipple	+1			-1										100
		Redundancy	+1	+1												60

Note1. May not be Grav or Lifter. Note 2. Only if Ground Vehicle, Explorer, not ACV.

Endurance converts to Range	Hours	-	0*			
	Days	+1	1*			20
	Weeks	+2	2*			50
	Months	+3	3*			100
	VLR Year	+4	4*			400

* this value times Vehicle Speed.

