DESIGN PAGE 3 - If you are viewing this page as a pdf, it has forms that allow you to do many aspects of vehicle design right here on the page, and then print off your finished specs. It will not cover *all* the advanced topics, but will give you the basics to work from.

Insert vehicle name here				
Middle	Atomic Era	10	d+	0
Powerplant of 1 hexagon		0	d+	0
Normal size		0	d+	0
Normal durability		0	d+	0

Advanced powerplant modifiers

Air-breathing(+0)	0	d+	0
Normal environment(+0)	0	d+	0
No warmup required(+0)	0	d+	0

Fuel type modifiers Petroleum preset

Mod. toxic	Shielded	0	d+	0
Mod. toxic bypr.	Reg. cont.	0	d+	0
No bonus		0	d+	0
Some refining	No bypr.	0	d+	0

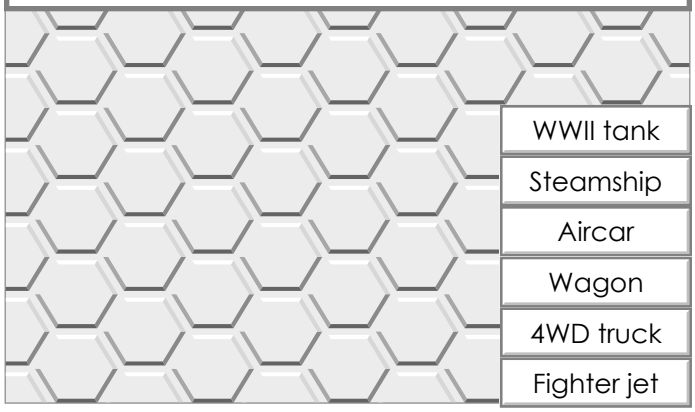
Other modifiers

Normal power	Extr. exer.	0	d+	0
1x fuel efficiency		0	d+	0
Normal powerplant		0	d+	0
Normal suspension		0	d+	0
One terrain use		0	d+	0

Vehicle parameters

Vehicle mass of 1 ton		0	d+	0
No mass adjustment		0	d+	0
Normal vehicle (ground)		0	d+	0
Usable vol. of 2 hexagons				2.0
No volume adjustment				
Enter military carried in veh.				1
No armor				
No armor adjustment				
Normal armor				
No extra fuel carried				
Enter total weapon volume				0.0
Enter total gizmo volume				0.0

Insert vehicle name here



WWII tank
Steamship
Aircar
Wagon
4WD truck
Fighter jet

Front:	1 d+ 0	- +	Available:	0d+ 0
Right:	1 d+ 0	- +	Reset armor	
Left:	1 d+ 0	- +	Reset speed	
Top:	1 d+ 0	- +	Reset form	
Bottom:	1 d+ 0	- +		
Rear:	1 d+ 0	- +	Autocalc on	

Dmg. lim./Hits:	7 / 10		
Top spd:	53 m/s	**Endurance:**	5.00 hr
Stall spd:	--- m/s	**Crew+pass:**	1 + 0
Accel:	5 m/s	**Warmup time:**	0.0 hr
Decel:	7 m/s	**Cargo vol.:**	0.00
Maint.:	1,000.00 hr	**Cost:** (0)	24,000 Cr
Size modifier:	0	**Mass:**	0.80 ton

Notes:

Enter other vehicle info here...