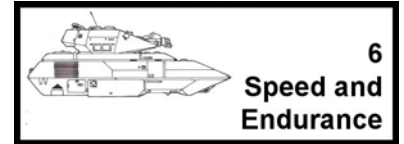# Speed And Endurance

Vehicles have Speeds, which determine ability to travel, and collision damage values. Speed and Endurance are used to determine Range.

VEHICLE SPEEDS

Speed	Flux	Speed	Alt Speed	kph	Air	Water	Land	Land	Gravitics	Damage	Speed
0		Not Moving	Still								0
1	6	Creep	Walk	5			Person	Mole		1 D	1
2	- 5	Crawl	Run	10			Legged			4 D	2
3	- 4	Xslow		20			OffRoad		Lifters	9 D	3
4	- 3	Vslow		30		Boat	ATV	Tracked		16 D	4
5	- 2	Slow		50	LTA	Ship	MTV	Wheeled	G-Drive	25 D	5
6	- 1	Standard		100	Flapper	Sub	STV	Air Cushion		36 D	6
7	0	Cruise		300	Rotor			Road	M-Drive	49 D	7
8	+1	Fast		500	Wing					64 D	8
9	+2	Vfast		700						81 D	9
10	+3	Sonic		1000						100 D	10
11	+4	Ssonic		2000						121 D	11
12	+5	Hsonic		3000						144 D	12
13	+6	Xhsonic		5000						169 D	13
14	+7			10,000						196 D	14
15	+8			20,000						225 D	15
16	+9	Meteroric	Meteor	40,000						256 D	16

An impact by an object at Speed inflicts Damage at the level shown per ton. The damage inflicted is Blow.

Relative Speed. A Collision between two Vehicles uses the sum of their two speeds (if they are travelling in the same direction, uses the difference between the two speeds).

Reciprocal Damage. Each Vehicle in the collision receives Damage x Opposite Vehicle.

ENDURANCE AND RANGE

Vehicle Range is the expected distance that a Vehicle can travel before it needs maintenance, resupply, or refueling. Range is based on Vehicle Speed and Endurance.

CONVERT ENDURANCE TO RANGE

Kph=	5	10	20	30	50	100	300	500	700	1000	2000	3000	5000
Speed=	1	2	3	4	5	6	7	8	9	10	11	12	13
Hours=	Local						Regional			Continental			World
Days=	Regional				Continental			World					
Weeks=	Continental				World								
Months=	Continental		World										
Year=	World												

VEHICLE OCCUPANTS

For Time=	Vlite	Lite	Std, Hvy Vhvy
Hours	1	2	1 per 1 ton
Days	no	1	1 per 2 tons
Weeks	no	no	1 per 3 tons
Months	no	no	1 per 4 tons
Year	no	no	1 per 5 tons

Assumes Human (Size=100) occupants.

OCCUPANT SIZE

Size		Human-Equivalents
50	Small	C1 C2 C3 = 1D each
100	Standard	C1 C2 C3 = 2D each
200	Oversize	C1 C2 C3 = 3D each
300	Titan	C1 C2 C3 = 4D or 5D each

Average Size

To determine the average size for a Sophont,

Total the number of dice used to generate the Physical Characteristics (halving Grace, Agility, and Vigor; doubling Stamina). Divide the total by 6 and multiply by 100. The result is typical size for the sophont.

Calculating Species or Sophont Size

C1 Strength	Dice	
C2 Dexterity	Dice	
C2 Grace	Dice / 2	makes it lighter or smaller
C2 Agility	Dice / 2	makes it lighter or smaller
C3 Endurance	Dice	
C3 Stamina	Dice * 2	makes it heavier or larger
C3 Vigor	Dice /2	makes it lighter or smaller

Dice= Number of dice rolled for the characteristic (for example, if Str = 2D, Dice = 2).

Total= C1 + C2 + C3
Typical Size = 100 * (Total / 6).