



**VEHICLE TYPE**

**SETTING**



**FRAME**

**SHIELDS**

**SPEED** **HANDLING**

**FLAIRS**

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<b>MECHANICAL STRESS</b>	<u>BASIC</u>	<u>ADVANCED</u>	<b>STRUCTURAL DAMAGE</b>
engaged <input type="checkbox"/>	-	-	<input type="checkbox"/> dented
distressed <input type="checkbox"/>	-1 EFFORT	+1 DIFF	<input type="checkbox"/> impaired
overworked <input type="checkbox"/>	-2 EFFORT	+2 DIFF	<input type="checkbox"/> breached
overheated <input type="checkbox"/>	-3 EFFORT	+3 DIFF	<input type="checkbox"/> compromised
disabled <input type="checkbox"/>	—	—	<input type="checkbox"/> wrecked

**GIMMICKS, CREW, PASSENGERS, CARGO, NOTES, ETC.**

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**WEAPONS AND ARMOR**

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**VEHICLE TYPE**

**SETTING**



**FRAME**

**SHIELDS**

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**WEAPONS AND ARMOR**

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