

# Buggys, Bikes & Trikes Vehicle Design Sheet

Use this sheet to design your vehicle. You may spend up to 500 Clams building your racing team. You may add 5x1d6 Clams for each sponsor (up to 3), but each sponsor's logo **must** be clearly painted on your vehicle.

ITEM	COST	TOTAL	RUNNING TOTAL
<b>Vehicle Type:</b>			
Bike: No heavy weapons, light armor front & back only	50	_____	_____
Trike: One heavy weapon allowed, heavy armor front, light armor back & 1 side	75	_____	_____
Buggy: Two heavy weapons allowed, armor capable on all 4 sides	100	_____	_____
<b>Drivers:</b>			
Non-driver: I wouldn't want him driving my car...	0	_____	_____
Driver: Average driver; no bonuses or penalties	50	_____	_____
Speedster: Go Speed Racer!	100	_____	_____
<b>Gunners:</b>			
Non-gunner: Not quite sure where the trigger is...	0	_____	_____
Gunner: Average shot; no bonuses or penalties	50	_____	_____
Trigger Finger: Dirty Harry with an attitude	75	_____	_____
<b>Pit Crew:</b>			
Wrenches (2): Your own pit boys	25	_____	_____
Mech (1): A better than average wrench jockey	50	_____	_____
Sparky (1): Better than Cleetus from Dukes of Hazard!	75	_____	_____
<b>Light Weapons:</b>			
Pistol: 1 crit at d10-2, Rl=3"	0	_____	_____
Assault Gun: 1 crit at d10-1 for 1, Rl=5"	10	_____	_____
Skatter Gun: Double barreled fun! (shotgun template)	15	_____	_____
Grenade (1): 1 crit at d10+0, Rl=2" (small blast template)	10	_____	_____
Buzz Bomb (1): Mini rocket does 1 crit at d10+2 (small blast template)	15	_____	_____
<b>Heavy Weapons</b>			
Chain Gun - Full auto madness! 3 crits at d10+2, Rl=10"	75	_____	_____
Flamer: Regular, or extra crispy? 1 crit at d10+2 (flamer template)	50	_____	_____
Grenade Launcher: 15" range, 2 crits at d10+0, 6 shots (small blast template)	50	_____	_____
Cannon: Watch out for the recoil! 1 crit at d10+2, Rl = 20" (large blast template)	75	_____	_____
Missile (1): Wire guided exploding fun! 2 crits at d10+2	25	_____	_____
<b>Special Weapons</b>			
Oil (1): Give your opponents the slip. . .	10	_____	_____
Caltrops (1): 1 Suspension crit at d10+2	20	_____	_____
Mines (1): Surprise! 1 crit at d10+2	25	_____	_____
Smoke (1): Now you see him, now you don't	15	_____	_____
Spikes: Go Circus Maximus with wheel spikes! 1 suspension crit at d10+1	25	_____	_____
<b>Armor</b>			
Light Armor (per side) - The only armor for Bikes	10	_____	_____
Heavy Armor (per side) - Tankity-tankity-tankity	25	_____	_____
Flak Jacket (per crew) - Minus 1 to crew crit roll. You MUST equip the entire crew.	10	_____	_____
<b>Other Options</b>			
Pintle Mount (Trike or Buggy only)	25	_____	_____
Small Engine: 2" of acceleration	0	_____	_____
Big Engine: 4" of acceleration	50	_____	_____
Small Tires: 2" of braking	0	_____	_____
Large Tires: 4" of braking	25	_____	_____
Knobby Tires: +1 VT	25	_____	_____
Nitro (1): Eat My Dust!!!	25	_____	_____
Drag Chute: Waaah!!! No Brakes!!!	25	_____	_____
Roll Bar: If you need this, it's too late. . .	25	_____	_____
Air Scoop/Blower: +1 to acceleration	20	_____	_____
Ram Bumper: Cuts the number of crits taken in a crash in half. Can't go on Bike	30	_____	_____
<b>TOTAL COST OF VEHICLE:</b>		_____	_____

