DARK FUTURE

TRIKE

DRIVER

VEHICLE STATS

DAMAGE

CRITICAL HITS

SPEED

NOTES

WEAPONS

NAME		SKILL	

ENGINE ADD-ONS	TOTAL WEIGHT	HANDLING	ACCELERATION	BRAKING	MAXIMUM SPEED	ARMOUR
						FRONT / FLOOR / SIDES / REAR / ROOF

	12	11	10	9	8*	7	6	5	4*	3	2	1

* Lose 10mph maximum speed, 5mph acceleration and 1 point of handling when score falls below this value.

LEFT:

RANGE	ACCURACY	DAMAGE

SHOTS

RIGHT:

RANGE	ACCURACY	DAMAGE

SHOTS

L. OUTRIGGER:

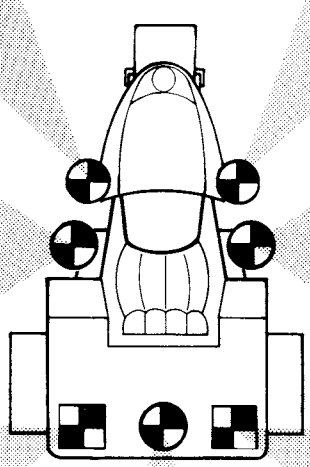
RANGE	ACCURACY	DAMAGE

SHOTS

R. OUTRIGGER:

RANGE	ACCURACY	DAMAGE

SHOTS



L. PASSIVE:

SHOTS	DAMAGE

R. PASSIVE:

SHOTS	DAMAGE

REAR:

RANGE	ACCURACY	DAMAGE

SHOTS

TAIL GUNNER YES/NO
REAR FIRING YES/NO

May only be rear firing if tailgunner is present. The weapon must be forward and fixed otherwise.