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*Caution: Beta Version!*

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# 1 Introduction

Caution: you're looking at a **Beta Version**. The program is not perfect yet, and this handbook definitively isn't.

As with all betas, I would *very much* appreciate any form of feedback, both on the program and this handbook. Errors, corrections, further functionality, opinions — anything. My email for this is *KlausBreuer@GMail.com*. Thanks.

## 1.1 Do you need this program?

First off: is this thing here actually useful for you?

The answer is simple: do you know the product from *Steve Jackson Games* called **Car Wars**? No? Okay, you can delete this again — you won't require this program.

Other possibility: you know Car Wars — do you still play it? Yes? Do you use predefined vehicles or do you want to create your own cars? Well, if you want to create your own cars, this program is actually useful to you.

## 1.2 What does it do?

As of today, the latest version of **Car Wars** is v5, where you cannot design your own vehicles. Thus this program follows the rules from the Car Wars Compendium, Second Edition. This version is actually considered rather preferable in any case.

Now, I'm not allowed to tell you all the details and rules from the game itself — Steve Jackson Games insists that we don't, and if you play this game, you've found the handbook on eBay or someplace anyway. Thus I'll simply have to assume that you know all the rules.

This program will allow you to design your own car. So far, it will only do cars: no bikes, trikes, hovercraft, boats, or helicopters. I do plan on adding Oversized Vehicles one of these days, and seeing the huge amount of feedback on the topic, bikes will be there some time on the future as well.

While creating your car, you will see its appearance, handling ability, weapon power, maximum speed, cost and so on, allowing you to build exactly the car you require and can afford. When done, you can print out your vehicle on several different styles of record sheets, immediately usable in the next game. You can also test your car to see if weapons and armor are sufficient.

## 1.3 Setup

### 1.3.1 Installation

This program is very simple to install: unpack the ZIP it came in into its own subdirectory. That's it. This also means that you can easily put it on a USB Stick and carry it around.

Your system doesn't need anything specific; it should run on any Windows version, and doesn't need particularly much RAM, either. It works best on a monitor with a resolution of at least 1024x800, although you have the option to switch the layout to 1024x600.

### 1.3.2 Deinstallation

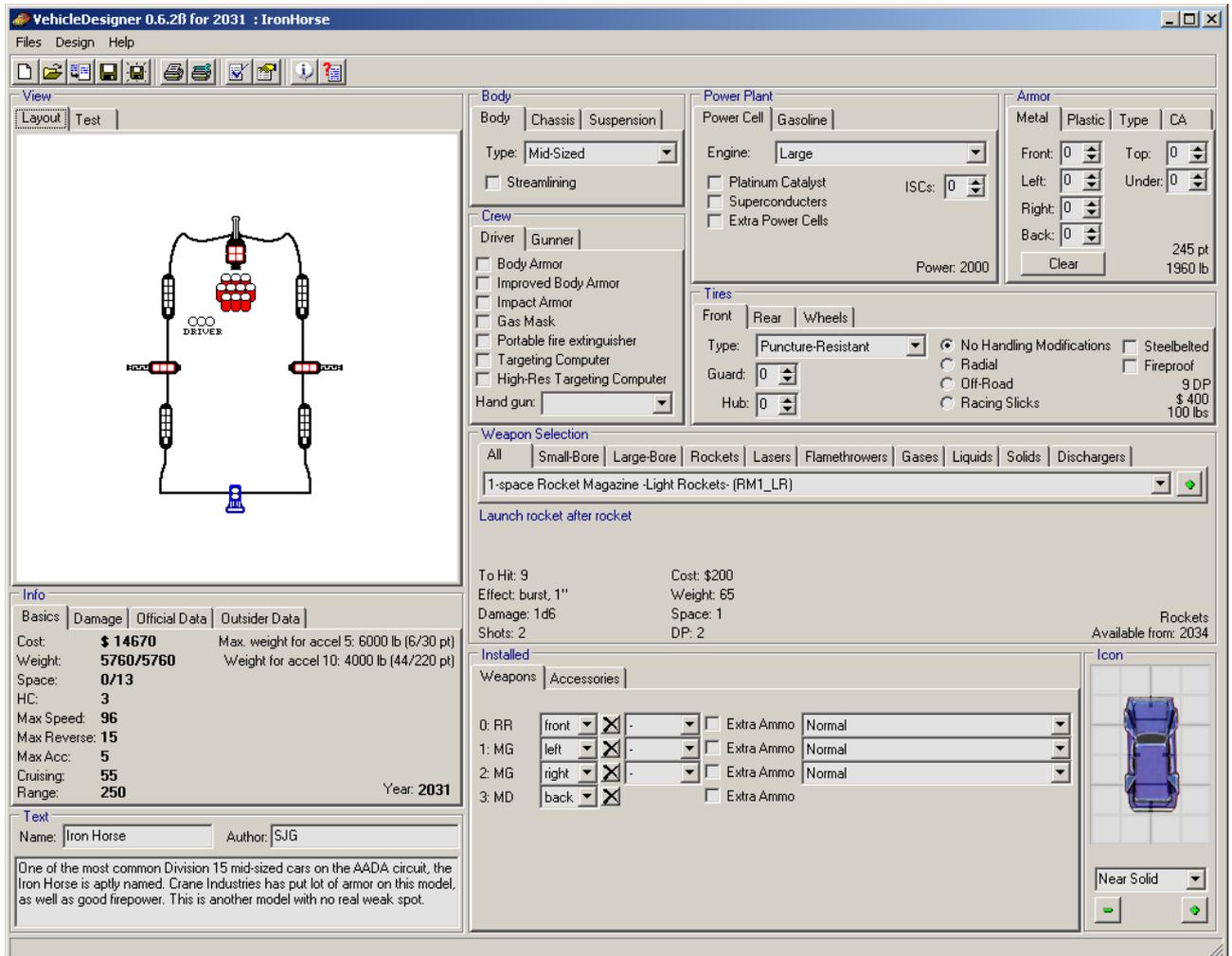
Very simple: delete the directory it's in. Bingo.

I am not a fan of programs messing about in the Registry, adding garbage into the *My Computer* folder, installing junk in the *Autostart* or anything like this.

The only thing you might be interested in is learning that the designed vehicles are (by default) stored in the *Designs* subdirectory, so you may want to copy them out there if you want to keep them.

## 2 Layout

### 2.1 Overview



This is what the interface actually looks like, once you're past the title screen. By the way: if you don't like the title screen (for example, I prefer to start the program immediately instead of having to click anywhere or press a key to continue), you can turn this off in *Design/Options*.

### 2.2 Menu



The menu has the exact same functionality as the toolbar below it (except that you can also select *Files/Recent* to immediately load your previous designs). All toolbar buttons also have a hint — if you leave your mouse cursor on them for a moment, you'll see what they're good for. This is valid for the entire program, which is full of hints like that.

## 2.2.1 New

This will reset everything, allowing you to create a car from scratch.

## 2.2.2 Load

Here you can load a previously created car, or some samples which come with the program. You can also use *Files/Recent* to load a list of recently edited cars. An option in *Design/Options* can automatically load the last vehicle edited upon startup.

## 2.2.3 Import

Here you're able to paste a vehicle description (for example, something you found on the net, or which somebody emailed you), and the system will try to understand it, creating a new vehicle for you. While certainly not perfect, it will speed up data entry by quite a bit.

## 2.2.4 Save

This will save all changes to your vehicle, so you don't lose them. An option in *Design/Options* can make sure that the program will ask you to save your vehicle changes, if any.

## 2.2.5 Save As

Same as *Save*, but you it'll be saved as a copy, under a different name.

## 2.2.6 Print

This will call up the print menu, where you select the type of record sheet to print. A simple [Esc] will get you back to the main program.

The screenshot shows the IronHorse software interface with two print options: "Vehicle Record Sheet" and "Duel Sheet". Both options display a preview of the respective record sheet.

**Vehicle Record Sheet Preview:**

- Vehicle Name:** IRONHORSE
- Player Name:** [Blank]
- Enter Name:** [Blank]
- Enter Skills:** [Blank]
- Game Skills:** [Blank]
- Basic Info:** MS Speed, MS Power, MS Acc, MS Def, MS Res, MS Int, MS Wis, MS Cha, MS Con, MS Str, MS Dex, MS Agi, MS Psy, MS Soc, MS Rel, MS Car, MS For, MS Mnt, MS Rep, MS Coo, MS Com, MS Bus, MS Ent, MS Per, MS Pro, MS Spc, MS Sub, MS Sup, MS Tra, MS Ven, MS War, MS Wic, MS Wld, MS Woe, MS Wyl, MS Wym, MS Wyr, MS Wyt, MS Wyo, MS Wyv, MS Wyw, MS Wyx, MS Wyz, MS Wza, MS Wzb, MS Wzc, MS Wzd, MS Wze, MS Wzf, MS Wzg, MS Wzh, MS Wzi, MS Wzj, MS Wzk, MS Wzl, MS Wzm, MS Wzn, MS Wzo, MS Wzp, MS Wzq, MS Wzr, MS Wzs, MS Wzt, MS Wzu, MS Wzv, MS Wzw, MS Wzx, MS Wzy, MS Wza, MS Wzb, MS Wzc, MS Wzd, MS Wze, MS Wzf, MS Wzg, MS Wzh, MS Wzi, MS Wzj, MS Wzk, MS Wzl, MS Wzm, MS Wzn, MS Wzo, MS Wzp, MS Wzq, MS Wzr, MS Wzs, MS Wzt, MS Wzu, MS Wzv, MS Wzw, MS Wzx, MS Wzy.
- Basic Performance:** MS Speed, MS Power, MS Acc, MS Def, MS Res, MS Int, MS Wis, MS Cha, MS Con, MS Str, MS Dex, MS Agi, MS Psy, MS Soc, MS Rel, MS Car, MS For, MS Mnt, MS Rep, MS Coo, MS Com, MS Bus, MS Ent, MS Per, MS Pro, MS Spc, MS Sub, MS Sup, MS Tra, MS Ven, MS War, MS Wic, MS Wld, MS Woe, MS Wyl, MS Wym, MS Wyr, MS Wyt, MS Wyo, MS Wyv, MS Wyw, MS Wyx, MS Wyz, MS Wza, MS Wzb, MS Wzc, MS Wzd, MS Wze, MS Wzf, MS Wzg, MS Wzh, MS Wzi, MS Wzj, MS Wzk, MS Wzl, MS Wzm, MS Wzn, MS Wzo, MS Wzp, MS Wzq, MS Wzr, MS Wzs, MS Wzt, MS Wzu, MS Wzv, MS Wzw, MS Wzx, MS Wzy.
- Advanced Info:** MS Speed, MS Power, MS Acc, MS Def, MS Res, MS Int, MS Wis, MS Cha, MS Con, MS Str, MS Dex, MS Agi, MS Psy, MS Soc, MS Rel, MS Car, MS For, MS Mnt, MS Rep, MS Coo, MS Com, MS Bus, MS Ent, MS Per, MS Pro, MS Spc, MS Sub, MS Sup, MS Tra, MS Ven, MS War, MS Wic, MS Wld, MS Woe, MS Wyl, MS Wym, MS Wyr, MS Wyt, MS Wyo, MS Wyv, MS Wyw, MS Wyx, MS Wyz, MS Wza, MS Wzb, MS Wzc, MS Wzd, MS Wze, MS Wzf, MS Wzg, MS Wzh, MS Wzi, MS Wzj, MS Wzk, MS Wzl, MS Wzm, MS Wzn, MS Wzo, MS Wzp, MS Wzq, MS Wzr, MS Wzs, MS Wzt, MS Wzu, MS Wzv, MS Wzw, MS Wzx, MS Wzy.

**Duel Sheet Preview:**

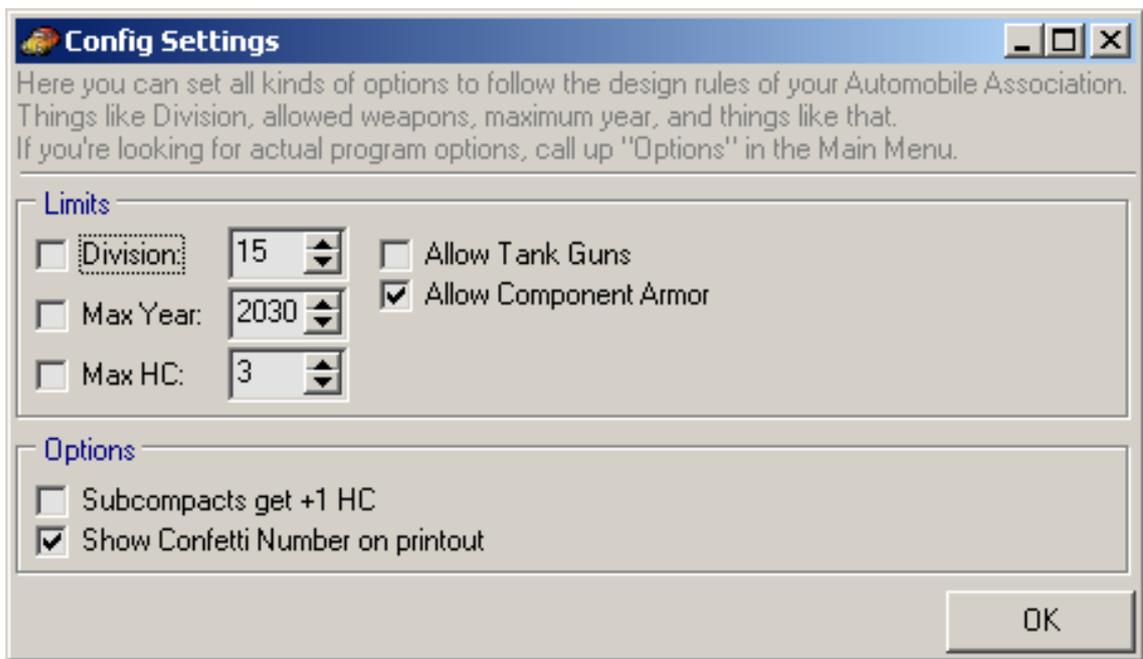
- Vehicle Name:** IRONHORSE
- Player Name:** [Blank]
- Enter Name:** [Blank]
- Enter Skills:** [Blank]
- Game Skills:** [Blank]
- Basic Info:** MS Speed, MS Power, MS Acc, MS Def, MS Res, MS Int, MS Wis, MS Cha, MS Con, MS Str, MS Dex, MS Agi, MS Psy, MS Soc, MS Rel, MS Car, MS For, MS Mnt, MS Rep, MS Coo, MS Com, MS Bus, MS Ent, MS Per, MS Pro, MS Spc, MS Sub, MS Sup, MS Tra, MS Ven, MS War, MS Wic, MS Wld, MS Woe, MS Wyl, MS Wym, MS Wyr, MS Wyt, MS Wyo, MS Wyv, MS Wyw, MS Wyx, MS Wyz, MS Wza, MS Wzb, MS Wzc, MS Wzd, MS Wze, MS Wzf, MS Wzg, MS Wzh, MS Wzi, MS Wzj, MS Wzk, MS Wzl, MS Wzm, MS Wzn, MS Wzo, MS Wzp, MS Wzq, MS Wzr, MS Wzs, MS Wzt, MS Wzu, MS Wzv, MS Wzw, MS Wzx, MS Wzy.
- Basic Performance:** MS Speed, MS Power, MS Acc, MS Def, MS Res, MS Int, MS Wis, MS Cha, MS Con, MS Str, MS Dex, MS Agi, MS Psy, MS Soc, MS Rel, MS Car, MS For, MS Mnt, MS Rep, MS Coo, MS Com, MS Bus, MS Ent, MS Per, MS Pro, MS Spc, MS Sub, MS Sup, MS Tra, MS Ven, MS War, MS Wic, MS Wld, MS Woe, MS Wyl, MS Wym, MS Wyr, MS Wyt, MS Wyo, MS Wyv, MS Wyw, MS Wyx, MS Wyz, MS Wza, MS Wzb, MS Wzc, MS Wzd, MS Wze, MS Wzf, MS Wzg, MS Wzh, MS Wzi, MS Wzj, MS Wzk, MS Wzl, MS Wzm, MS Wzn, MS Wzo, MS Wzp, MS Wzq, MS Wzr, MS Wzs, MS Wzt, MS Wzu, MS Wzv, MS Wzw, MS Wzx, MS Wzy.
- Advanced Info:** MS Speed, MS Power, MS Acc, MS Def, MS Res, MS Int, MS Wis, MS Cha, MS Con, MS Str, MS Dex, MS Agi, MS Psy, MS Soc, MS Rel, MS Car, MS For, MS Mnt, MS Rep, MS Coo, MS Com, MS Bus, MS Ent, MS Per, MS Pro, MS Spc, MS Sub, MS Sup, MS Tra, MS Ven, MS War, MS Wic, MS Wld, MS Woe, MS Wyl, MS Wym, MS Wyr, MS Wyt, MS Wyo, MS Wyv, MS Wyw, MS Wyx, MS Wyz, MS Wza, MS Wzb, MS Wzc, MS Wzd, MS Wze, MS Wzf, MS Wzg, MS Wzh, MS Wzi, MS Wzj, MS Wzk, MS Wzl, MS Wzm, MS Wzn, MS Wzo, MS Wzp, MS Wzq, MS Wzr, MS Wzs, MS Wzt, MS Wzu, MS Wzv, MS Wzw, MS Wzx, MS Wzy.

### 2.2.7 Print Setup

The standard Windows-interface in selecting your printer, setting page size and so on. You'll probably only need to do this once, unless you buy this *PDF Factory Pro*<sup>1</sup> and have to switch between real printing and PDF creation.

### 2.2.8 Settings

Here you can set some of the limits and options given to you by the arena managers — for example, you are often limited to a certain price division.



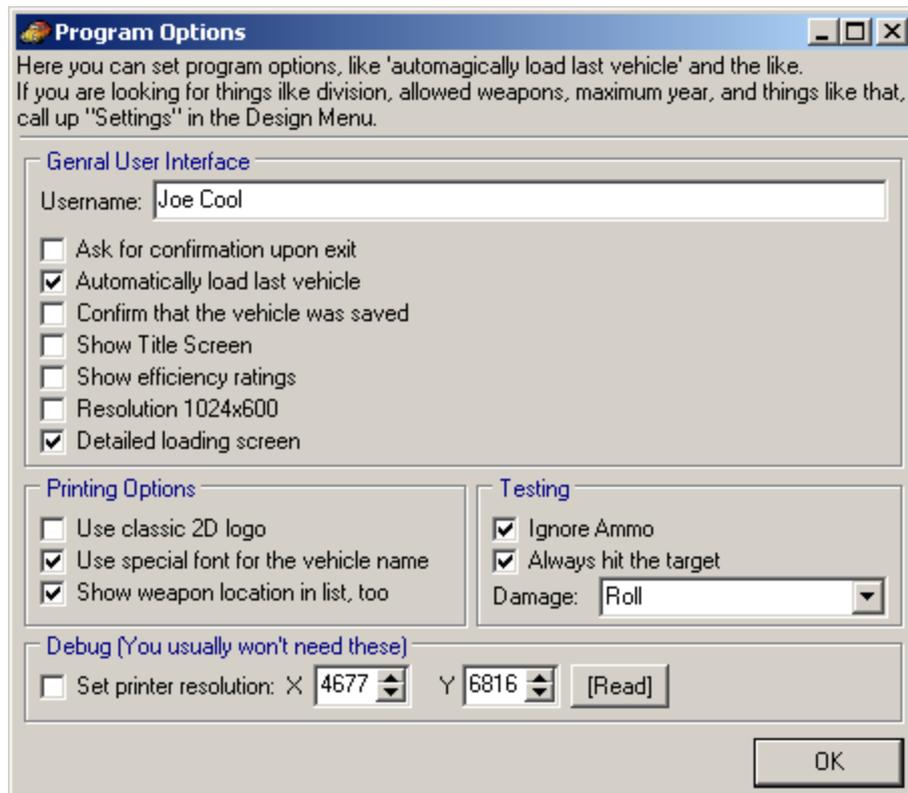
I can't tell you the details on this, as they involve the game rules...

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<sup>1</sup>Have a look at <http://www.fineprint.com/> — no, this is not an advertisement, but this thing is rather useful for creating a PDF version of your record sheet.

## 2.2.9 Options

Here you can set a variety of program options, for program usage itself:



### General User Interface

**Username** Here's your name, to be filled automatically into the Text/Name field.

**Ask for confirmation upon exit** Will ask you if you're really sure you want to quite. Some users like this kind of confirmation, others hate it...

**Automatically load last vehicle** Enables you to automatically load the last vehicle you were working on upon starting the program. Thus you don't have to re-load your current project every time you start the CarDesigner.

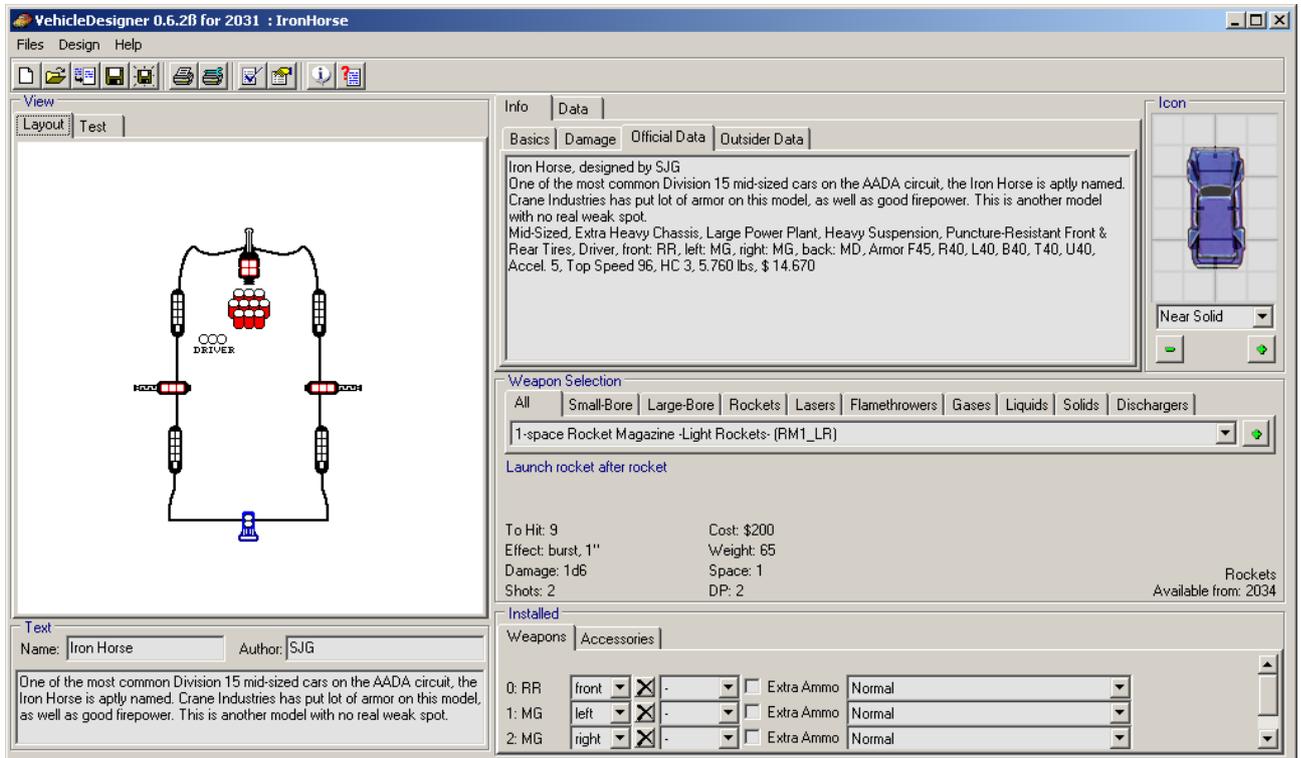
**Confirm that the vehicle was saved** After clicking *Files/Save*, some users want to be told if the save went okay, and others don't — here's your chance to have it either way.

**Show Title Screen** If the title animation on program start bothers you (after all, you do have to click or press any key to get to the actual program), you can turn it off here.

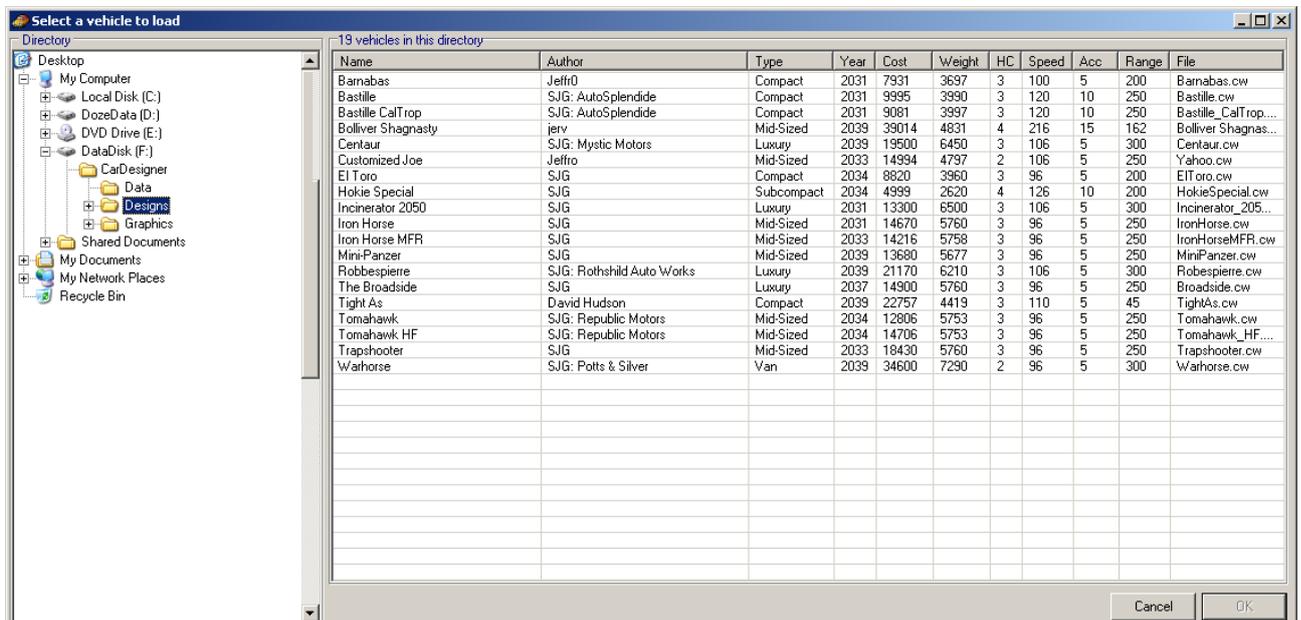
**Show efficiency ratings** This allows you to view the efficiency ratings for each weapon in the *Weapon Selection* box. These are for space, cost and weight; each for three different ranges. This way, you can compare weapons to see, for example, which one is more useful given the remaining space.

The calculation is as follows:  $(\text{NrOfShots} * \text{Average Damage} * \text{Hit Chance}) / \text{Space, Cost or Weight}$

**Resolution 1024x600** The program assumes a monitor resolution of at least 1024x800 — but these days you can get Mini-PCs with a resolution of 1024x600. This option will adjust the GUI of the program to this resolution, although it won't look as good:



**Detailed loading screen** This enables a loading screen with a lot more information — instead of simply selecting a file name, here you are shown the name, author, type, year, cost, weight, HC, speed, acceleration, range... even the file name. And by clicking on the top of the column, the list of vehicles will be sorted as well. This makes it rather easy, for example, to find all vehicles with a maximum year of 2033.



## Printing Options

**Use classic 2D logo** The Car Wars logo is printed on the top of your record sheet. Some users prefer the classic yellow logo, while others want to new one, in 3D green with a skull in the middle.

**Use special font for the vehicle name** This allows you to see the name of your vehicle written in the *StopD* font (the font used for the CAR WARS logo). However, some people prefer seeing lower-cases in their vehicle name, so you can choose the normal font instead.

**Show weapon location in list, too** In your reference sheet, all weapons are shown on the vehicle sketch. The record sheet also includes a weapon list — do you want to see the weapon location there as well?

## Testing

**Ignore Ammo** When shooting at your opponent, ignore the size of the magazine and simply shoot as much as you want.

**Always hit the target** Ignore the To-Hit roll when shooting at your target — instead hit it every time.

**Damage** Here you can choose how much damage your weapons make with each shot: the minimum possible, the maximum, or rolled dice.

**Debug** You won't need this ;-)

### 2.2.10 Info

This simply shows the About box of the program. The most important data here is the program version number, but that's shown in the upper window heading, anyway, thus you'll probably won't use this option particularly often.

### 2.2.11 Data Used

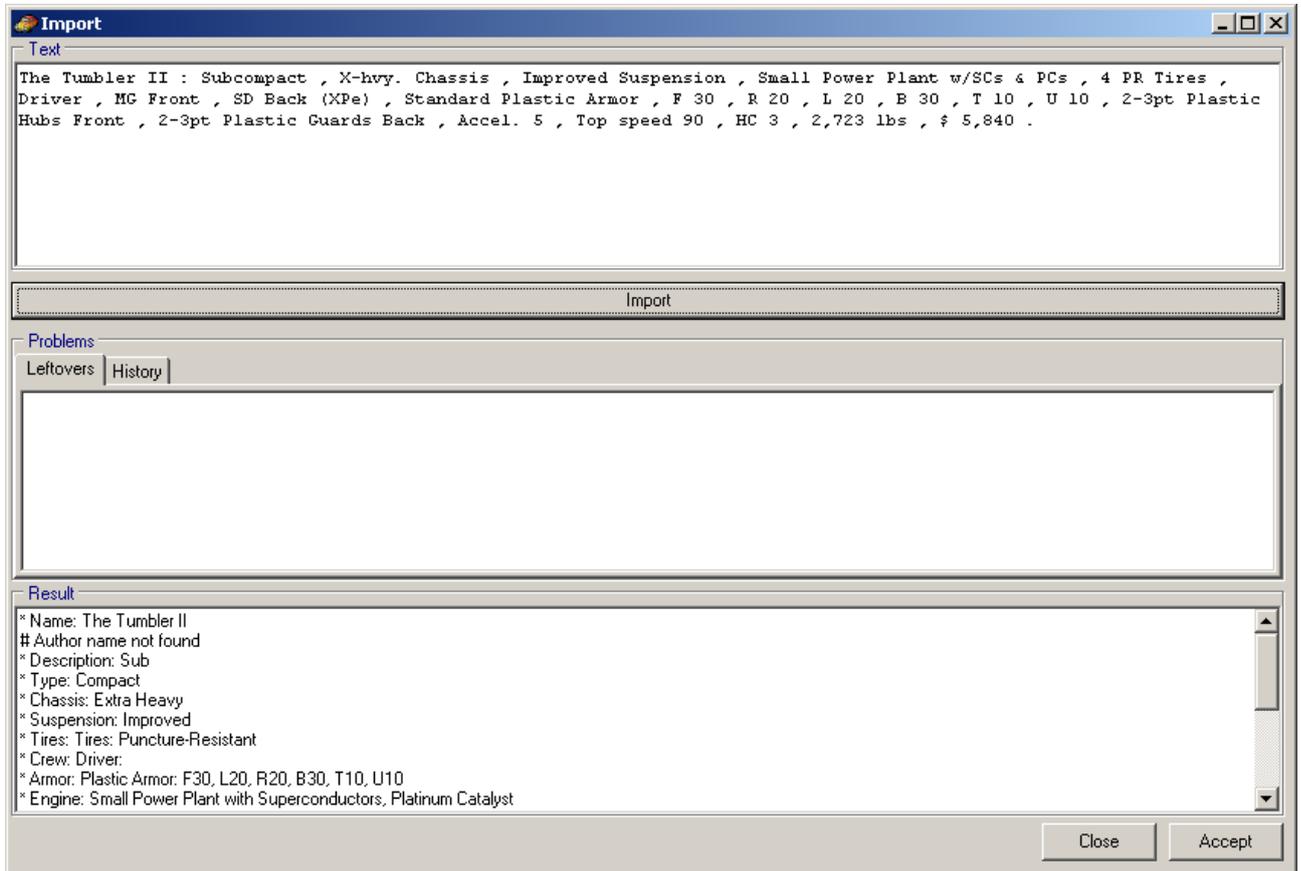
Shows the information from the general data used: name, comment and author of all the files in the Data subdirectory. This is useful if you're using modified data files and want to see exactly what you're designing with.

I dare to assume that you won't use this option particularly much either.

### 3 Importing a car

This function allows you to simply copy/paste a vehicle description from the web, greatly speeding up your data entry.

Note, however, that there is no fully standardized way of describing vehicles, and thus this import function is far from perfect, forcing you to do some modifications yourself.



Paste the text into the top, click on the 'Import' button, and in the 'Result' box you will be shown what could be interpreted. Anything not understood will be placed into the 'Leftovers' box, allowing you to quickly find out what's missing.

Thus you might want to edit the 'Text' box until you're happy with the result. For example, if the program cannot find the armor values, you might want to add the word 'Armor' in front of the corresponding info and click on 'Import' again.

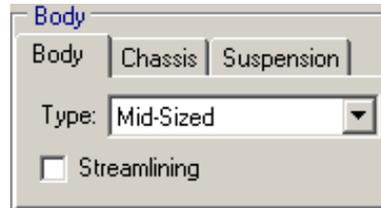
Once you're happy, click on the 'Accept' button to see the new vehicle.

If you are having trouble with an import, there are two things you can do: a) Have a look at the 'History' tab, to see when which text was interpreted, and b) Email me the Text, so I might improve the import system.

## 4 Editing your car

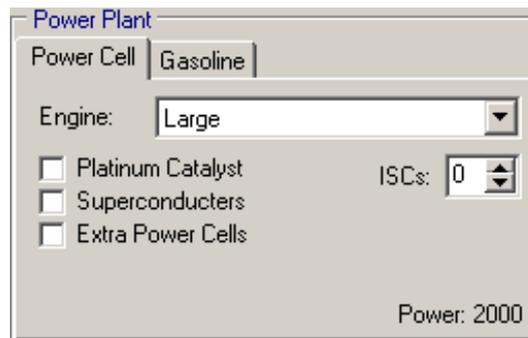
All changes are immediately shown in the layout view on the left.

### 4.1 Body



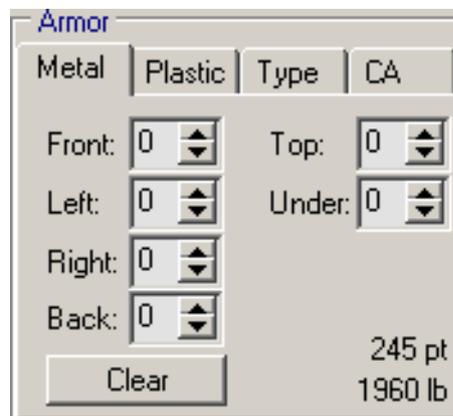
Here you can select your vehicle body, chassis and suspension. The *Chassis* tab is also where you can add a Rollcage or CA frame.

### 4.2 Power Plant



Your car needs an engine, and here's where you choose it, either an electrical power plant or a gasoline engine. Note that if you want to use a gasoline engine, you must choose the electric engine called *None*.

### 4.3 Armor



Here's where you armor your vehicle. Total weight and sum of all points is shown in the bottom right.

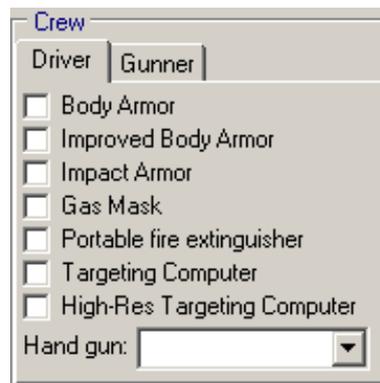
Most players use the same armor left and right (except for some oval racetrack racers), and thus the right armor is also changed when you set the left armor. If you don't want this: modifying the right armor won't touch the left one.

#### 4.4 Tires



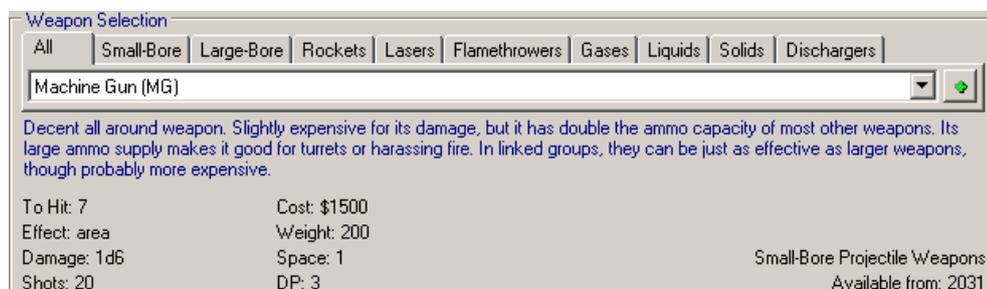
You can have different tires front and rear, and choose the number of tires under *Wheels*. The combined DP, cost and weight are shown in the bottom right.

#### 4.5 Crew



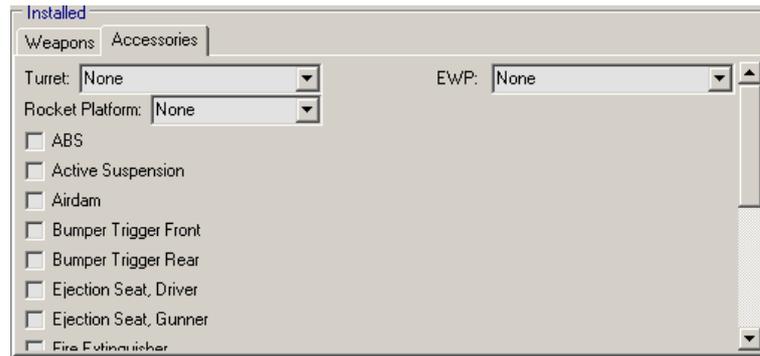
You always have a driver, and optionally you can add a gunner. This here also allows you to add all kinds of special equipment, such as Targeting Computers or Impact Armor.

#### 4.6 Weapons



You have a drop-down list of all weapons available — useful if you're looking for a specific name: open the drop-down and start typing the weapon name. However, the tabs also break the weapon list into the different types for you, allowing you to find the correct weapon quickly.

Each weapon selection shows some comment in blue, and basic weapon data in black.



## 4.7 Installed

Here you see which weapons and equipment is installed on your car, you can also choose to add one extra ammo magazine and, if available, you can use different ammunition such as Explosive.

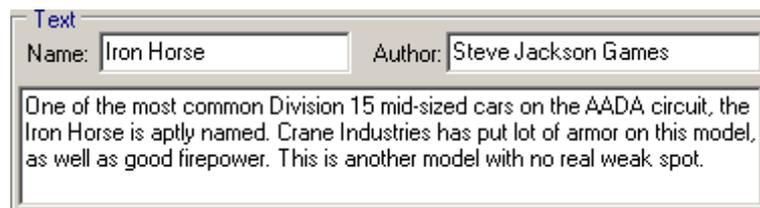
### 4.7.1 Weapons

This is the list of guns you installed by selecting them from *Weapons*. This is where you can select where they are to be placed, if they have a Single Weapon Computer, extra ammo, and possibly specify a certain type of ammo.

### 4.7.2 Accessories

Here you can select your accessories from a list of checkboxes. No, we're not talking about ear rings; instead, choose Turrets, Spoilers, ABS and the like.

## 4.8 Text



Enter the name of your vehicle, your own name (which you can configure, so you don't have to type it every time), and a short description.

Note that this is all shown in the *Official Data* and your record sheet, thus don't enter too much text here.

## 4.9 Info

The program will show you some rather important data here, which is always immediately updated:

### 4.9.1 Basics

This shows you basic gaming and performance data. Note that you can click on the numbers for *Cost*, *Weight* and *Space* to see exactly how they are calculated.

Info			
Basics	Damage	Official Data	Outsider Data
Cost:	<b>\$ 12844</b>		Max. weight for accel 5: 6000 lb (184 pt)
Weight:	<b>4522/4800</b>		Weight needed for accel 10: 4000 lb (66 pt)
Space:	<b>2/13</b>		
HC:	<b>2</b>		
Max Speed:	<b>110</b>		
Max Reverse:	<b>20</b>		
Max Acc:	<b>5</b>		
Cruising:	<b>65</b>		
Range:	<b>250</b>		Year: <b>2033</b>

### 4.9.2 Damage

Here you're shown just that: how much damage can your car hand out on each side, and how useful is ramming others?

### 4.9.3 Official Data

The official description of your vehicle, required by both you and the judge.

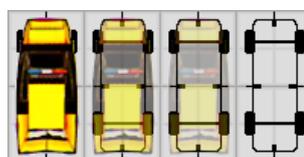
### 4.9.4 Outsider Data

Usually, other players are not allowed to see that much detail about your vehicle — so show them this text instead.

## 4.10 Icon



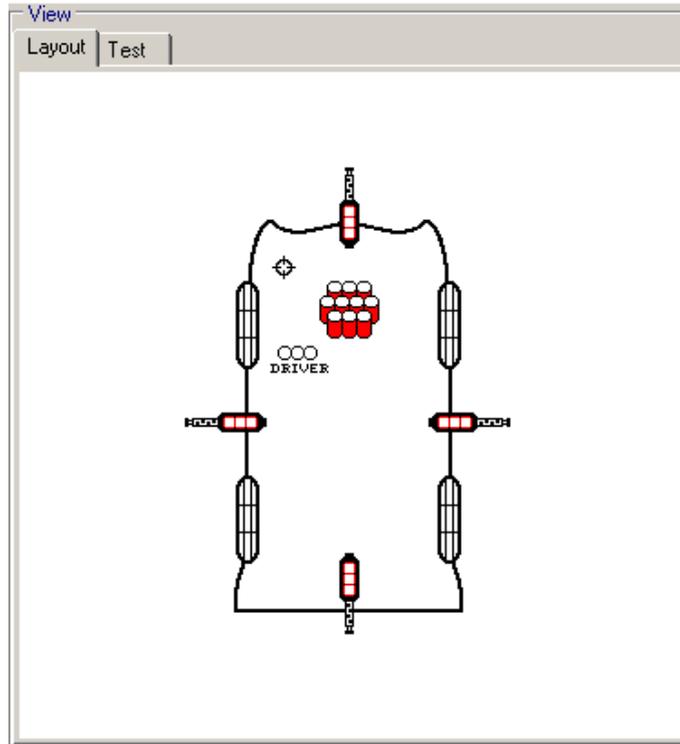
Here you can choose the appearance of your vehicle: how transparent is the chassis? By making it more or less transparent, you can see the frame underneath, containing the wheels and weapons.



## 4.11 [-]/[+]

Choose the car chassis graphics. Not that these are also printed at the very bottom of your record sheet, to be cut out and used in the game.

## 4.12 View/Layout

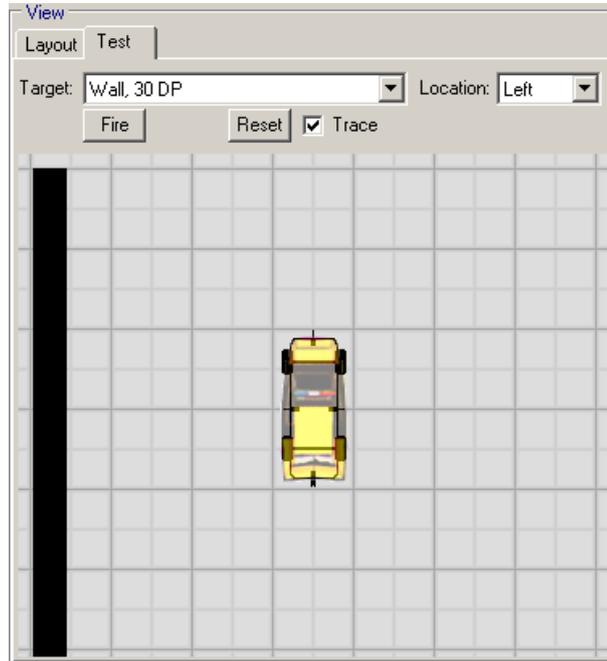


Here's your vehicle sketch, also immediately updated on all changes.

Since this will of course be printed on your record sheet, it is used to pencil in any damages and the like — in the image above, your driver has 3 HP, the engine 10, and each MG 3. The tires also show their HPs: 9 each.

Clicking on here will also bring you straight to the *Print* option.

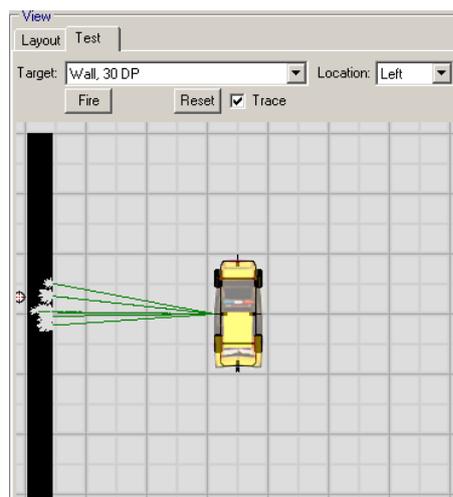
## 5 Testing your car



Yes, you can actually test your design. Mind you, this entire section is still rather beta, and will probably still change a bit. However, I'm very interested in your opinion on this part, and thus try to explain the current appearance here so you can try it out extensively.

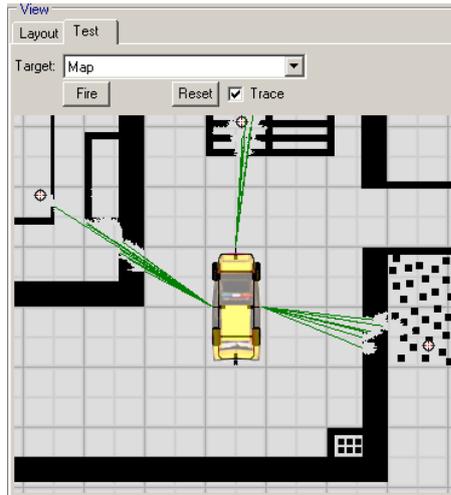
Currently, you can fire your weapons on a map (i.e. into walls) or into any other vehicle.

### 5.1 Target



Here you can choose your type of target: either a thin wall (8 DP) or a fat one (30 DP). Using the **Location** option, each wall can be placed on either Front, Left, Right or Back.

However, you can also choose *Map* as a target. This places your vehicle on a map, surrounded by some buildings with varying structure. Feel free to shoot them to bits.



## 5.2 Trace

When you fire, a green trace line shows the path of your ammunition. You can turn it off, but then you won't necessarily see exactly which weapon fired where.

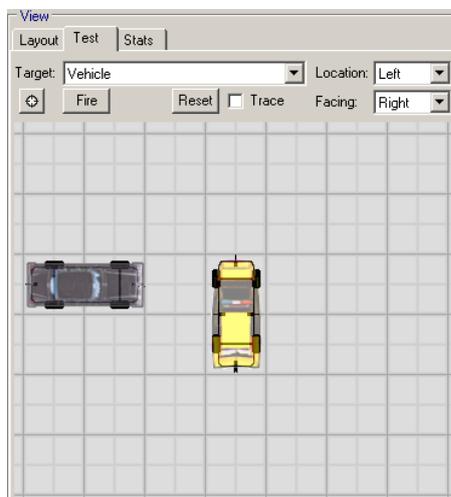
By the way, all these settings are saved when you exit the program, so you don't have to set them anew every time.

## 5.3 Fire

Depends. If you simply chose a wall, it will fire all weapons on the corresponding side of the car. If you clicked onto the map (creating a target icon there), all weapons able to reach the target will fire at it. Click again to fire again... don't worry about your amount of ammo, it is ignored here.

Note that a right-click on the map will place a target icon there and immediately fire at it. Also note that, currently, firing is a bit inaccurate, and you won't always exactly hit your target.

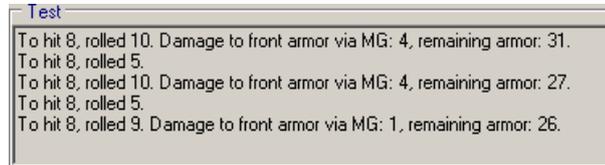
## 5.4 Shooting at vehicles



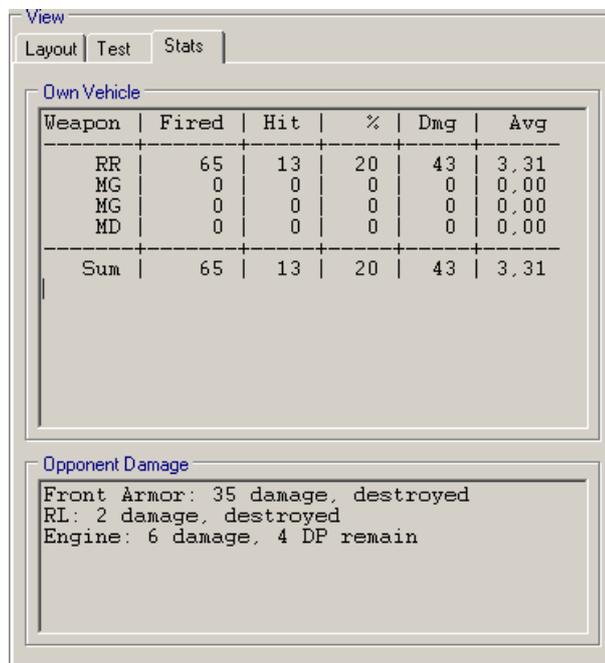
When you choose *Vehicle* as a target, an opponent is placed on the map. You can choose its location and facing at the top right, and the little target button on the top left allows you to load

any vehicle you want. This way you can a) test your vehicle attacking known opponents or b) see how your vehicle holds up to the attacks of opponents. Shift-clicking on this target icon will change the appearance of the target vehicle.

On the very bottom left of the screen you can see this scrolling test data, which shows you exactly the damage caused by each weapon:



More detailed statistics about the damage and firing accuracy caused can be found on the now visible Stats tab:



## 5.5 Reset

Will repair the walls, your opponent, and refill your ammo.

## 6 Data modifications

I'll put more details in here later, but currently it's this:

You can add a lot of data here, and modify even more. The system is actually created with the idea of user-added info, and can handle quite some changes in the data it reads from disk.

Have a look at these subdirectories, and their contents:

### 6.1 Data

Here you find general data: types of available handguns, tire types, turrets, gas tanks, weapons... everything. These files are straight ASCII, and contain some information at the beginning on how to use them.

### 6.2 Graphics

Here are — guess? Yes! Graphics. All graphics are in the PNG format, although the program should be able to handle other formats as well. I would (very strongly) advise against that moronic BMP, though: it takes up way too much space, as it's completely uncompressed.

Note that all graphics define pure white (255,255,255) as transparent. Thus you might want to use something like (254,255,255) for 'normal' white.

#### 6.2.1 Fonts

Here are several TrueType fonts, although currently we're only using *StopD*. This is due to a bug (I actually want to be able to use more than one abnormal font), and will change soon. Hopefully ;)

#### 6.2.2 Image

Vehicle chassis graphics, sorted to the chassis size (although currently, only the *Large* subdirectory is used) and the graphics used to create the small icon from *View/Test*.

#### 6.2.3 Layout

Graphics used to create the vehicle sketch in *View/Layout*.

#### 6.2.4 Map

Contains some graphics for the *View/Test* background. The color (255,255,255) is defined as possible target (ergo a wall).

#### 6.2.5 Title

The images used to create the animated title screen.

## 7 Planned additions

I get asked a lot what I plan to add to the program. Here's a short list of the changes planned in the near future::

- Allow the user to change the layout image via click and drag
- Add bikes, trucks and racers
- Fake and Hidden weapons via a checkbox
- Optional retro-view in layout
- Expand the test area: better wall impact, proper weapon range
- Expand the config: max class, list of allowed/not allowed (import/export from/to file), etc
- Show different base frame sizes and icons: Large, Medium, Small
- Add an 'Improved Van': Max load 6500, Armor cost/weight 24/12
- HTML export
- CA display needs to be changed, currently it looks terrible
- Lots more...

## 8 Limitations

Of course there are some limitations, too:

- No linked weapons graphics (you'll have to add these yourself via pencil)
- Always a driver (no remote-controlled vehicles)
- Only one gunner
- No passengers
- No mixed ammo — each weapon only has one type of ammo
- Only one turret per vehicle
- No cupolas (not really needed, plus — not really enough space on the layout)
- EWP can either be on the side, or on top — not both
- EWP has same armor as rest of vehicle
- No mounting of weapons on top or underbody (yet)
- Any amount of (so far) undiscovered bugs...

# A Sample Record Sheet I

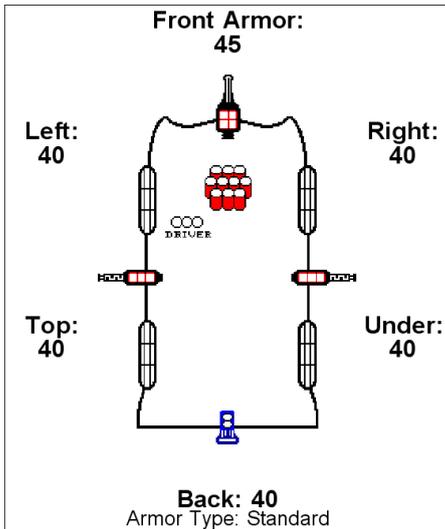
This is a sample of the *Vehicle Record Sheet*:

## CAR WARS VEHICLE RECORD SHEET

## IRON HORSE

Steve Jackson Games

- 2031 -



<b>Player Name:</b>		<b>Driver Name:</b>	
<b>Driver Skills:</b>		<b>Gunner Skills:</b>	
<b>Basic Info</b>		<b>Handling:</b>	
Size:	Mid-Sized	Normal HC:	3
Chassis:	Extra Heavy	Offroad HC:	3
Suspension:	Heavy	HC Regain:	3
Weight:	5760/5760	<b>Deceleration Difficulty &amp; Damage</b>	
Cost:	\$14670	10 mph	safe
Space:	0/13	15 mph	D1
<b>Basic Performance:</b>		20 mph	D2
Acceleration:	5	25 mph	D3
Forward Top Speed:	96	30 mph	D5
Reverse Top Speed:	15	35 mph	D7 2
Cruising Speed:	55	40 mph	D9 1d
Range:	250	45 mph	D11 1d+3
Power Units:	2000	50 mph	impossible

**Notes:**  
Collision Damage Modifier: 1

One of the most common Division 15 mid-sized cars on the AADA circuit, the Iron Horse is aptly named. Crane Industries has put lot of armor on this model, as well as good firepower. This is another model with no real weak spot.  
Mid-Sized, Extra Heavy Chassis, Large Power Plant, Heavy Suspension, Puncture-Resistant Front & Rear Tires, Driver, front: RR, back: MD, left: MG, right: MG, Armor F45, R40, L40, B40, T40, U40, Accel. 5, HC 3, 5,760 lbs, \$ 14,670

**Tires:**  
Front: Puncture-Resistant  
Rear: Puncture-Resistant

Weapon	To Hit	Dmg.	Effect	Ammo	Current
Recoilless Rifle, front	7	2d6	burst, 2"	10	
Machine Gun, left	7	1d6	area	20	
Machine Gun, right	7	1d6	area	20	
Minedropper, back	0	1d6	dropped	10	

Current Speed															
-20	-15	-10	-5	0	5	10	15	20	25	30	35	40	45	50	55
60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135
140	145	150	155	160	165	170	175	180	185	190	195	200	205	210	215
220	225	230	235	240	245	250	255	260	265	270	275	280	285	290	295

Handling Status															
7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8

Difficulty this phase:																				
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

<b>Acc./Dec. this turn:</b>		<b>Fired this turn:</b>	
Yes	No	Yes	No

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