



2

*Written by George Chatzipetros*

*Contact me at [neonblue@GameBox.net](mailto:neonblue@GameBox.net)*



Vehicle attributes (ute)-9.1(s)]TJ0.02 0 TD[(e)-9.1(h)8.8(ic)6.9(l)8.5(e)-9.1( attr)-14.5(ib17..1(ute)-9.1(s)]TJ-0.02 0.02 TD[(e)-9.1(h)8.8(ic)6.9(l)8.5(e)

AcceHo872ccel29.3(r)14.7(m)19r:802(o)-23.T(s)-10-h sp(w 3]TJ(a)n(o)4( i)1.1( tu)1..8(r)14.7(i)1.1( 8)-0dp.8(r)1419)30tew 3]Tcooaiw 3]T- TD0.0



6

Vehicle armor

7

Vehicle	Engine	Handling	Capacity	Mounting	Speed	Acceleration
Bike/(i)1n1L						

8

Vehicle	Resilience	Armor	Autonomy	Safety
Bike TL 5	34.7	-0.003	0.47	0.04

9



10

Vehicle

Resilience





**Afterburner (TL 6, Mounting 1)**fterburner (TL 6, Mounting 1)

The afterburner augments the efficiency of a jet by squirting raw fuel in the exhaust. It increases max. speed and acceleration by 50% but

3T-12(t)-13.1(-11.9(4)2)r-12(t)-1113( 1 6)6.9(( 1) i)41-1 4.83 mtcy(i)- 1 6 1 (i)-7(i)rk-7(o127.9( ))TJT:1.0238 T027.1299 Tw9(g)en)19.84]TJ-1.52120.8( 1T-12(3(g)9.8(g)7(j.4(.)-8.6(0)-31

14

within range, a radar must make a

