

| Character Name   | Level | Con mod | Int mod | Fix | Drive | Maint Score | Vehicle Budget |          | Ace Driver Foci Specific |           |
|--|-------|---------|---------|-----|-------|-------------|----------------|----------|--------------------------|-----------|
| Maddie   |       | 3       | 1       | 0   | 1     | 2           | 4              | \$15,000 |                          |           |
| <p>General "rules": Green means you should interact with it. Green cells and text are giving you the go-ahead to alter the info or delete it if needed. Anything that is not green is just something you view usually after choosing options in the green cells. For the green dropdown cells, click the cell and hit Delete to clear the field manually. Most green areas will have an Eraser icon you can click to clear nearby green cells. Some areas even have trashcans to clear the whole tab's green cells. The red tabs are protected just to avoid accidental changes. The green tabs have cells for the user to set and build out a vehicle for CWN.</p>  |       |         |         |     |       |             |                |          | Level                    | Dollars   |
| <p>Start-up Process: Right-click the <b>BlankVehicle</b> tab and duplicate it, this will create a "copy of" version of the tab that is not protected. Drag the tab over near the green tabs, right-click the tab and change the tab color to green. We need a proper name for the tab as well, right click and rename it. (This is important for following steps, like allowing the Summary tab work.)</p>   |       |         |         |     |       |             |                |          | 1                        | \$5,000   |
|  |       |         |         |     |       |             |                |          | 2                        | \$10,000  |
|  |       |         |         |     |       |             |                |          | 3                        | \$15,000  |
|  |       |         |         |     |       |             |                |          | 4                        | \$20,000  |
|  |       |         |         |     |       |             |                |          | 5                        | \$30,000  |
|  |       |         |         |     |       |             |                |          | 6                        | \$40,000  |
|  |       |         |         |     |       |             |                |          | 7                        | \$60,000  |
|  |       |         |         |     |       |             |                |          | 8                        | \$80,000  |
|  |       |         |         |     |       |             |                |          | 9                        | \$100,000 |
|  |       |         |         |     |       |             |                |          | 10                       | \$200,000 |
| <p>After reading from the above sections we can really start personalizing this sheet like entering needed character information, choosing a vehicle, its fittings and mods, and once we're happy with that vehicle we will add it to the VehicleSummary tab.</p> <p>1. <b>CharacterInfo</b> tab: Enter your characters name, their level, Con mod, Int mod, Fix skill, and Drive skill. This will calculate the Maintenance Score and Vehicle Budget, we need to keep both in mind as we build some vehicles. There is also an eraser button on the right of character table. Click the Eraser icon to clear out the green fields.</p> <p>2. <b>"yourvehicletabnamehere"</b> tab: First we check up top on the left and choose a vehicle model to start with. The general stats for it will display to the right and the current total of all those stats will be toward the bottom of the sheet. Choose the fittings for your vehicle, the selections you make are not validated against the vehicle model you've chosen. So it is possible to create builds that are broken in various ways. Always check the CWN book for any questions you may have. Choose the mods for your vehicle, same can be said about broken builds here. Three new columns show up for the mod section, showing required fix/drive stats to install and maintain the mods as well as any special tech needed for those mods. After the vehicle, fittings, and mods sections are done the bottom of the sheet will tally up the vehicle total stats. Monitor this area as you build to avoid money and stat issues.</p> <p>3. <b>Vehicle Summary</b> tab: The final green tab, it will allow you to add the vehicles you've created (remember to rename the cloned BlankVehicle tabs) to the sheet and give a broad view of your vehicle fleet! There are many buttons on this tab but they are optional to use. Look at the example that is already entered to see what formula is needed to make the data display properly. There are 9 vehicle slots, that's not a CWN limit but only what would fit on the sheet on my monitor. In column A for each slot you can put in this formula with your vehicle tabs name replacing the 'replaceMe' part. =ARRAYFORMULA(replaceMe!A30:R30) If you would like to use the buttons provided, click the add (+) button and the prompt will ask for the vehicle tabs name you created and take care of it from there. Click the eraser icon near the slot you want to clear out, or just click on the cell in A column and delete the formula. The trash can icon will delete all of the vehicle slots from the summary tab. The bottom of the summary will reference your character stats for vehicle budget and maintenance.</p> |       |         |         |     |       |             |                |          |                          |           |
| <p>If you have any questions or feedback just message me on reddit u/TomTrustworthy.</p>   |       |         |         |     |       |             |                |          |                          |           |







| Vehicle (pg.82)          | Cost            | Spd | Armor | TT | AC | HP | Crew | Pow. | Mass | Size      | Hrdpt. |                        |          |            |           |             |
|--------------------------|-----------------|-----|-------|----|----|----|------|------|------|-----------|--------|------------------------|----------|------------|-----------|-------------|
| Micro Flyer              | \$3,000         | 0   | 0     | 6  | 13 | 10 | 1    | 1    | 4    | S         | 0      |                        |          |            |           |             |
| Vehicle Fittings (pg.84) | Cost            | Spd | Armor | TT | AC | HP | Crew | Pow. | Mass | Min. Size | Hrdpt. | Description            | Fix Req. | Drive Req. | Spec Tech |             |
| Armor Plating            | \$5,000         |     | 3     |    |    |    |      |      | -3   | S         |        | Increase armor rating. |          |            |           |             |
|                          |                 |     |       |    |    |    |      |      |      |           |        |                        |          |            |           |             |
|                          |                 |     |       |    |    |    |      |      |      |           |        |                        |          |            |           |             |
|                          |                 |     |       |    |    |    |      |      |      |           |        |                        |          |            |           |             |
|                          |                 |     |       |    |    |    |      |      |      |           |        |                        |          |            |           |             |
|                          |                 |     |       |    |    |    |      |      |      |           |        |                        |          |            |           |             |
|                          |                 |     |       |    |    |    |      |      |      |           |        |                        |          |            |           |             |
| Fittings Totals          | \$5,000         | 0   | 3     | 0  | 0  | 0% | 0    | 0    | -3   |           | 0      |                        |          |            |           |             |
| Vehicle Mods (pg.87)     | Cost (% of Veh) | Spd | Armor | TT | AC | HP | Crew | Pow. | Mass | Min. Size | Hrdpt. | Description            | Fix Req. | Drive Req. | Spec Tech |             |
|                          |                 |     |       |    |    |    |      |      |      |           |        |                        |          |            |           |             |
|                          |                 |     |       |    |    |    |      |      |      |           |        |                        |          |            |           |             |
|                          |                 |     |       |    |    |    |      |      |      |           |        |                        |          |            |           |             |
|                          |                 |     |       |    |    |    |      |      |      |           |        |                        |          |            |           |             |
|                          |                 |     |       |    |    |    |      |      |      |           |        |                        |          |            |           |             |
|                          |                 |     |       |    |    |    |      |      |      |           |        |                        |          |            |           |             |
|                          |                 |     |       |    |    |    |      |      |      |           |        |                        |          |            |           |             |
| Mod Totals               | 0               | 0   | 0     | 0  | 0  | 0% | 0    | 0    | 0    |           | 0      |                        |          |            | 0         |             |
| Vehicle Totals           | Cost            | Spd | Armor | TT | AC | HP | Crew | Pow. | Mass | Size      | Hrdpt. | Fittings/Mods          | Fix Req. | Drive Req. | Spec Tech | Maint. Req. |
| Micro Flyer              | \$8,000         | 0   | 3     | 6  | 13 | 10 | 1    | 1    | 1    | S         | 0      | Armor Plating          |          |            | 0         |             |

| Vehicle     | Cost        | Spd | Armor | TT | AC | HP | Crew | Pow. | Mass | Size | Hrdpt. |
|-------------|-------------|-----|-------|----|----|----|------|------|------|------|--------|
| Motorcycle  | \$1,000     | 1   | 4     | 10 | 13 | 10 | 1    | 1    | 3    | S    | 0      |
| Micro Flyer | \$3,000     | 0   | 0     | 6  | 13 | 10 | 1    | 1    | 4    | S    | 0      |
| Car         | \$5,000     | 0   | 6     | 12 | 11 | 30 | 5    | 3    | 7    | M    | 1      |
| Truck       | \$7,500     | 0   | 6     | 12 | 11 | 35 | 2    | 3    | 14   | L    | 1      |
| Helicopter  | \$50,000    | 3   | 6     | 10 | 14 | 20 | 6    | 4    | 9    | M    | 1      |
| Tank        | \$500,000   | 0   | **    | 12 | 18 | 40 | 3    | 8    | 15   | L    | 3      |
| APC         | \$60,000    | -1  | *     | 10 | 16 | 30 | 16   | 5    | 14   | L    | 1      |
| GEV         | \$100,000   | 1   | *     | 10 | 16 | 30 | 3    | 6    | 10   | L    | 2      |
| CASRA       | \$200,000   | 2   | 10    | 10 | 18 | 35 | 2    | 7    | 10   | L    | 2      |
| Dropcraft   | \$1,000,000 | 3   | 12    | 12 | 16 | 40 | 13   | 8    | 12   | L    | 2      |

| Vehicle Fittings     | Cost     | Spd | Armor | TT | AC  | HP | Crew | Pow. | Mass | Min. Size | Hrdpt. | Description   |
|----------------------|----------|-----|-------|----|-----|----|------|------|------|-----------|--------|---|
| Advanced Sensors     | \$8,000  |     |       |    |     |    |      | -1   |      | S         |        | Adds night vision and more.   |
| Afterburners         | \$5,000  |     |       |    |     |    |      | -1   | -2   | S         |        | On Turn action, +1 Speed for 5 rounds.  |
| Armor Plating        | \$5,000  |     | 3     |    |     |    |      |      | -3   | S         |        | Increase armor rating.  |
| Cargo Space (S)      |          |     |       |    |     |    |      |      | -1   | S         |        | 50kg protected storage space  |
| Cargo Space (M)      |          |     |       |    |     |    |      |      |      | M         |        | 500kg protected storage space   |
| Cargo Space (L)      |          |     |       |    |     |    |      |      |      | L         |        | 1800kg protected storage space  |
| Crash Pod            | \$2,500  |     |       |    |     |    |      |      | -2   | M         |        | Reroll 1 failed crash save  |
| ECM Emitter          | \$10,000 |     |       |    |     |    |      | -2   |      | M         |        | Drive makes opposed roll when attacked by rockets.                                |
| Emissions Cloaking   | \$10,000 |     |       |    |     |    |      | -1   | -2   | S         |        | Once per day, for one hour, invisible to IR and radar.                            |
| Extra Durability     | \$5,000  |     |       |    | 25% |    |      |      | -4   | M         |        | Max HP up by 25%  |
| Extra Passengers (S) | \$2,500  |     |       |    |     |    | 1    |      | -2   | S         |        | Extra crew  |
| Extra Passengers (M) | \$2,500  |     |       |    |     |    | 2    |      | -2   | M         |        | Extra crew  |
| Extra Passengers (L) | \$2,500  |     |       |    |     |    | 4    |      | -2   | L         |        | Extra crew  |
| Field Portable (S)   | \$1,000  |     |       |    |     |    |      |      | -2   | S         |        | Turns into 30enc items, disassembly 30mins, reassembly 2h                         |
| Field Portable (M)   | \$1,000  |     |       |    |     |    |      |      | -2   | M         |        | Turns into 150enc items, disassembly 3h, reassembly 12h                           |
| Ghost Driver         | \$2,500  |     |       |    |     |    |      | -1   | -1   | S         |        | Order vehicle to drive where needed remotely.                                     |
| Hardpoint Support    | \$5,000  |     |       |    |     |    |      | -1   | -1   | M         | 1      | Access to another hardpoint   |
| Jack Control Port    | \$5,000  |     |       |    |     |    |      | -2   |      | S         |        | Controlled with Cranial jack (M)ove action to drive rather than main action       |
| Limpet Mount (M)     | \$5,000  |     |       |    |     |    |      |      | -3   | M         |        | Allows a (S) vehicle to be attached, adds 10% to the cost of the (S) vehicle.     |
| Limpet Mount (L)     | \$10,000 |     |       |    |     |    |      |      | -6   | L         |        | Allows a (S/M) vehicle to be attached, adds 10% to the cost of the (S/M) vehicle. |
| Living Quarters      | \$8,000  |     |       |    |     |    |      |      | -4   | L         |        | Slum Lifestyle unless Ace Driver or Roamer, then it is middle-class               |
| Medbay               | \$10,000 |     |       |    |     |    |      | -1   | -2   | M         |        | Emergency Clinic if someone with Heal-0 is tending                                |
| Offroad Package      | \$5,000  |     |       |    |     |    |      | -1   | -3   | L         |        | Can handle all terrain  |
| Power System (S)     | \$1,000  |     |       |    |     |    |      | 2    | -2   | S         |        | Additional Power at the cost of Mass  |
| Power System (M)     | \$5,000  |     |       |    |     |    |      | 4    | -3   | M         |        | Additional Power at the cost of Mass  |
| Power System (L)     | \$10,000 |     |       |    |     |    |      | 8    | -5   | L         |        | Additional Power at the cost of Mass  |
| Sealed Atmosphere    | \$5,000  |     |       |    |     |    |      | -1   | -1   | M         |        | Can be sealed off for 2 hours   |
| Smuggler's Hold (S)  | \$1,000  |     |       |    |     |    |      |      | -1   | S         |        | 10kg of concealed cargo, detection requires Wis/Notice or Wis/Drive 12 check.     |
| Smuggler's Hold (M)  | \$1,000  |     |       |    |     |    |      |      | -1   | M         |        | 100kg of concealed cargo, detection requires Wis/Notice or Wis/Drive 12 check.    |
| Smuggler's Hold (L)  | \$1,000  |     |       |    |     |    |      |      | -1   | L         |        | 400kg of concealed cargo, detection requires Wis/Notice or Wis/Drive 12 check.    |
| Targeting Board      | \$2,500  |     |       |    |     |    |      | -1   | -1   | M         |        | One gunner can run 3 guns   |
| Tool Rack            | \$2,500  |     |       |    |     |    |      |      | -2   | M         |        | Tool and spare parts, 40hp worth in this mobile tool shop                         |

| Vehicle Mods              | Cost | Spd | Armor | TT | AC | HP   | Crew | Pow. | Mass | Min. Size | Hrdpt. | Description   | Fix Req. | Drive Req. | Spec Tech |
|---------------------------|------|-----|-------|----|----|------|------|------|------|-----------|--------|---|----------|------------|-----------|
| Augmented Armor           | 25%  |     | 3     |    |    |      |      |      |      | S         |        | Bulk up Vehicle Armor   | 3        | 1          | 1         |
| Drone Hub (S)             | 10%  |     |       |    |    |      |      |      |      | S         |        | Holds portable drone, can be deployed while moving. +2 diff of hacking.                 | 1        | 0          |           |
| Drone Hub (M/L)           | 10%  |     |       |    |    |      |      |      |      | M         |        | Holds portable or non-portable drone, can be deployed while moving. +2 diff of hacking. | 1        | 0          |           |
| Extra Seating (S)         | 10%  |     |       |    |    |      | 1    |      |      | S         |        | Increases crew size   | 0        | 1          |           |
| Extra Seating (M)         | 10%  |     |       |    |    |      | 2    |      |      | M         |        | Increases crew size   | 0        | 1          |           |
| Extra Seating (L)         | 10%  |     |       |    |    |      | 4    |      |      | L         |        | Increases crew size   | 0        | 1          |           |
| Integrated Magazines (S)  | 10%  |     |       |    |    |      |      |      |      | S         |        | Mounted weapons gain 1 extra built-in magazine, reloading is Main Action.               | 1        | 0          |           |
| Integrated Magazines (M)  | 10%  |     |       |    |    |      |      |      |      | M         |        | Mounted weapons gain 2 extra built-in magazine, reloading is Main Action.               | 1        | 0          |           |
| Integrated Magazines (L)  | 10%  |     |       |    |    |      |      |      |      | L         |        | Mounted weapons gain 4 extra built-in magazine, reloading is Main Action.               | 1        | 0          |           |
| Personalize Controls      | 20%  |     |       |    |    |      |      |      |      | S         |        | Benefits for a specific driver, -1 drive to anybody else.                               | 1        | 2          |           |
| Power System Upgrade (S)  | 25%  |     |       |    |    |      |      | 2    |      | S         |        | Increases power rating  | 2        | 2          | 1         |
| Power System Upgrade (M)  | 25%  |     |       |    |    |      |      | 3    |      | M         |        | Increases power rating  | 2        | 2          | 1         |
| Power System Upgrade (L)  | 25%  |     |       |    |    |      |      | 4    |      | L         |        | Increases power rating  | 2        | 2          | 1         |
| Q-Cladding                | 20%  |     |       |    |    |      |      |      |      | S         |        | Disguise vehicle as another similar vehicle, hides guns.                                | 1        | 2          |           |
| Reactive Defenses         | 25%  |     | -2    |    | 2  |      |      |      |      | S         |        | Increases AC but decreases Armor  | 2        | 2          | 1         |
| Reinforced Chassis        | 25%  |     |       |    |    | 25%  |      |      | -2   | S         |        | More HP but costs 2 Mass  | 2        | 1          | 1         |
| Remote Sensors            | 10%  |     |       |    |    |      |      |      |      | S         |        | From 2km away, driver can listen and see around the vehicle                             | 1        | 0          |           |
| Supplementary Tanks       | 10%  |     |       |    |    |      |      |      |      | S         |        | Drive for 3 days before refueling   | 0        | 1          |           |
| Ultralight Components (S) | 20%  |     |       |    |    | -20% |      |      | 2    | S         |        | Increases Mass but reduces HP   | 2        | 1          | 1         |
| Ultralight Components (M) | 20%  |     |       |    |    | -20% |      |      | 3    | M         |        | Increases Mass but reduces HP   | 2        | 1          | 1         |
| Ultralight Components (L) | 20%  |     |       |    |    | -20% |      |      | 4    | L         |        | Increases Mass but reduces HP   | 2        | 1          | 1         |
| Upgraded Speed            | 25%  | 1   |       |    |    |      |      |      | -20% | S         |        | Increases Speed but reduces Mass  | 2        | 3          | 2         |