


ENTROPIC GAMING SYSTEM



ILLUSTRATION

player	vehicle
type	description

ABILITIES & SKILLS

attack	maneuverability	propulsion	resilience	operating-	operating-	mechanisms	firearms

ATTRIBUTES

acceleration	initiative	top speed	size	crew	wheels/tracks
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ADD-ONS

TRACKERS

HEALTH TRACK SPEED CONDITIONS AMMO


Diagram illustrating a system with 50 components (represented by circles) arranged in a 5x10 grid. The components are categorized into three states:

- maximum:** 20 components (top 2 rows).
- Damaged:** 20 components (middle 2 rows).
- Impaired:** 10 components (bottom 1 row).










SPEED CONDITIONS AMMO

current
accelerate
decelerate

CONDITIONS — AMMO



AMMO

COMBAT ACTION TRACKER

Diagram of a 4-lane sequencing gel. The lanes are labeled 1, 2, Non-Driver, and Non-Driver. Below the lanes is a section labeled "notes".

ARMOR TRACK

A 4x4 grid of 16 empty circles, arranged in 4 rows and 4 columns. The circles are intended for students to draw a picture of a place where they have been.

WEAPONS

Weapons	Range	DMG	ROF	Shots	HW	PEN	Notes

CARGO

ARMOR

COMBAT NOTES

Description	Size

front: _____
 rear: _____
 left: _____
 right: _____
 special: _____
 notes: _____

VEHICULAR COMBAT NOTES

- * Kill Range = Blast Rating
- * Casualty Range = Kill Range + 10ft, penetration halved
- * Injury Range = Casualty Range + 10ft, damage and penetration halved, lose heavy weapons property
- * Soak Roal = Resilience + Operating
- * Evade = Maneuverability + Operating
- * Outrun = Propulsion + Operating

MISSION & RECONAISSANCE NOTES