

Parameter	Meaning	Light Tank	Skull Light Tank
maxSpeed	meters per second (in forward direction)	15.9	15.5
accelRate	increase velocity this many meters per second	14.0	15.0
deccelRate	when breaking, decrease velocity	20.0	19.0
turnRate	degrees per second	61.0	59.0
antiSlideRate	dissipate sideways velocity by this many meters per second	10.9	11.1
turretHorRange	range in +/- degrees of turret horizontally	53.5	53.5
turretAutoLevel		0.92	0.92
damageAmount	total amount of damage tank can withstand	11.8	12.8
suspensionRange	proportion of wheel size for wheel to move up/down	0.8	0.5
damageScale	multiply damage we do to others by this amount	1.0	1.0
armorScale	multiply damage we take by this amount (note: smaller better)	1.0	1.0

Parameter	Meaning	Medium Tank	Skull Medium Tank
maxSpeed	meters per second (in forward direction)	11.9	13.0
accelRate	increase velocity this many meters per second	12.0	13.0
deccelRate	when breaking, decrease velocity	20.0	19.0
turnRate	degrees per second	68.0	64.0
antiSlideRate	dissipate sideways velocity by this many meters per second	11.1	10.5
turretHorRange	range in +/- degrees of turret horizontally	58.5	58.5
turretAutoLevel		0.5	0.5
damageAmount	total amount of damage tank can withstand	14.0	13.3
suspensionRange	proportion of wheel size for wheel to move up/down	0.6	0.6
damageScale	multiply damage we do to others by this amount	1.0	1.0
armorScale	multiply damage we take by this amount (note: smaller better)	1.0	1.0

Parameter	Meaning	Heavy Tank	Skull Heavy Tank
maxSpeed	meters per second (in forward direction)	9.1	11.0
accelRate	increase velocity this many meters per second	8.5	9.5
deccelRate	when breaking, decrease velocity	7.85	8.85
turnRate	degrees per second	82.0	77.0
antiSlideRate	dissipate sideways velocity by this many meters per second	8.25	9.0
turretHorRange	range in +/- degrees of turret horizontally	53.5	53.5
turretAutoLevel		1.0	1.0
damageAmount	total amount of damage tank can withstand	21.0	19.5
suspensionRange	proportion of wheel size for wheel to move up/down	0.6	0.6
damageScale	multiply damage we do to others by this amount	1.0	1.0
armorScale	multiply damage we take by this amount (note: smaller better)	1.0	1.0