	Vehicle Name	
	Model	LongName (Bulk - Motive - Mission - Type -User - TL)

## **Vx: VEHICLE EXTENSION**

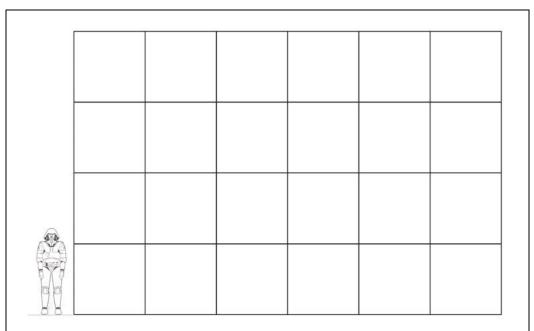
	Tons	Speed	Load	Stage	Environ	Endurance	QREBS	Options	
Vx:	Tons=	Speed=	Load=						
The basic information required to use a vehicle.									

## Wx: WEAPON EXTENSION

Range	Cost	Mass	QREBS		Effect1	Effect2	Effect3	
Wx: R=	Cr	kg						
The basic information required to <u>use</u> a weapon mounted on a vehicle.								

## HIT LOCATIONS

Comms	2
Cargo	3
Sensors	4
Protections	5
Life Support	6
Body Panel	7
Power Source	8
Locomotion	9
Weaponry	10
Navigation	11
Computer	12



Paste any **Traveller** vehicle image here.

Include a human figure for scale.

## **ARMOR / PROTECTION**

Armor	
Cage	
FlashProof	
RadProof	
SoundProof	
PsiShield	
Insulated	
Sealed	

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