

Model	LongName ( Bulk - Motive - Mission - Type -User - <u>TL</u> )
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**Vx: VEHICLE EXTENSION**

Tons	Speed	Load	Stage	Environ	Endurance	QREBS	Options
Vx: Tons=	Speed=	Load=					

The basic information required to use a weapon.

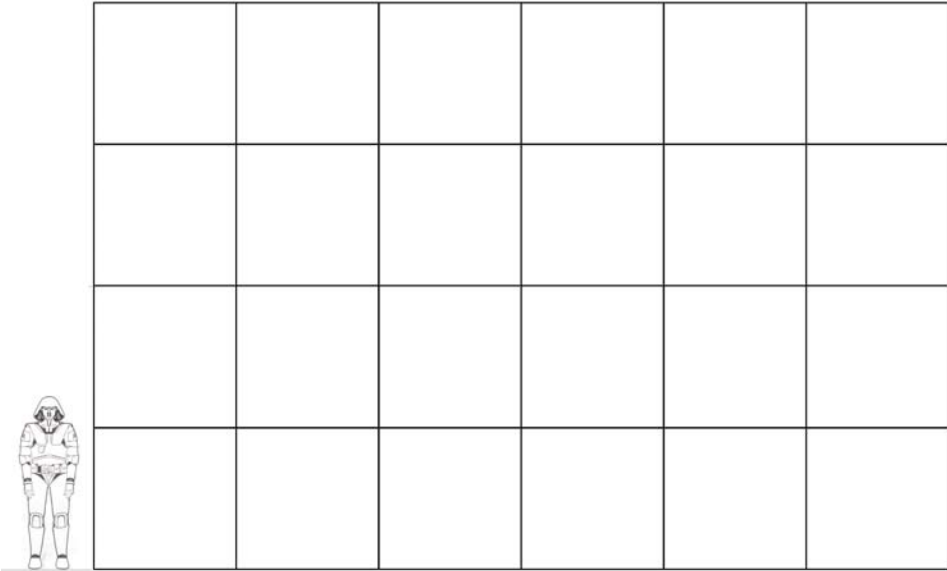
**Wx: WEAPON EXTENSION**

	Range	Cost	Mass	QREBS	Effects
Wx:	R=	Cr	kg		

The basic information required to use a weapon.

**HIT LOCATIONS**

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



Paste any **Traveller** vehicle image here.

Include a human figure for scale.

**ARMOR / PROTECTION**

Armor	
Cage	
FlashProof	
RadProof	
SoundProof	
PsiShield	
Insulated	
Sealed	

**COMMENTS**

