



VEHICLES OF NECROMUNDA

V3.1 Rowan Goswell 2020

INTRODUCTION

Vehicles are extremely potent additions to a gang, they confer high mobility, exceptional firepower and act as force-multipliers like few things can.

In order that they don't dominate the game entirely, they are treated truly as Vehicles, rather than being units in their own right as they are in Warhammer 40k.

The vehicles are crewed by chosen members of the gang and themselves split into various Components.

Both crew and components can be individually targeted by an enemy and destroyed to hinder the vehicle in a variety of ways.

For example, killing the driver will intuitively bring the vehicle to a halt, as will destroying its engine or wheels. A gunner may be sniped off with a lucky shot to eradicate the best of the vehicle's firepower.

Most dramatically, a vehicle with its crew killed may be hijacked by the opposition and used in battle!

On the other hand, a well equipped gang with the right set of wheels can run circles around its foes, delivering fighters to battle in style and providing potent fire support from its pintle mounted heavy weapons.

A better vehicle is an expensive one, while the basic chassis can sometimes be bought from the trading post, far better is for the game's arbitrator to introduce a wreck to the battlefield which a gang can claim during a campaign and repair and upgrade organically.

Every gang is different, and each brings their own unique flavour to their choice of vehicles, a gang may upgrade its equipment from the trading post with a range of ramming spikes, Gang Paintjobs, better (or more!) weapons and even more esoteric equipment like smoke-launchers or comm-relays.

The destruction of a vehicle is rarely the end as the broken chassis can often be salvaged and repaired after the battle.

Ultimately, the Gang's vehicles are intended to become as much as a part of the gang as its fighters. cover them in kill markings and trophies, crew them with your best drivers and gunners and rev your engines.

The Gang War just got kicked into high-gear!

COMPONENTS

Rather than having a single profile governing the whole model, each vehicle is split into a series of components, these are typically an Engine, a means of locomotion such as Wheels or Treads, and a Hull. There may be other parts in use, but those are typically non-critical.

Hull

The Hull is the chassis of the vehicle, all other components are attached to it and its destruction will destroy the vehicle overall.

When the Hull is Destroyed, the vehicle is considered Wrecked.

Engine

The Engine provides the Movement statistic for the vehicle, its destruction permanently immobilises the vehicle.

When the Engine is destroyed, the vehicle is considered Immobilised

Wheels

A Vehicle typically has multiple wheels, however in its profile it treats them as a single profile with multiple wounds. Loss of wheels will affect how fast the vehicle can move.

For each wheel lost, the vehicle loses a fraction of its mobility. Losing all of a vehicle's wheels will Immobilise it.

For example, if a vehicle has a movement of 12" and four wheels, the loss of each wheel will reduce the vehicle's top speed by 3". If the fraction doesn't work out as a whole number of inches, round down to the nearest inch.

Weapon Mount

Individual weapons on the vehicle, whether mounted on a pintle or embedded in the hull will also have their own profiles.

Since they are based on Special or Heavy weapons from the Core Rules, these weapons share a standard profile to simplify things.

A weapon mount may be fitted with a single Special or Heavy weapon from the Gang's Stash.

Destruction of a Weapon Mount will disable the weapon for the rest of the game.

Type	Direction	T	W	Sv
Hull Mount	Front Arc	4	2	5+
Pintle Mount	360 Arc	4	2	5+

Most vehicles have their own unique profiles for the Hull, Engine and Wheels depending on their particular needs. Since there is no consistent profile, we will not detail them here.

CREW SLOTS

Crew are a special case of component, the vehicle relies upon individual crew to operate its equipment, if a Fighter is killed or leaves the vehicle, that slot no longer functions.

e.g. without a driver, the vehicle is Immobilised.

A Crew slot may be occupied by any Fighter in the controlling player's Gang

Crew slots come in three distinct types.

Driver

Every vehicle requires a Driver. The driver moves the vehicle and operates any Hull Mounted Weapons.

If the Driver Slot is uncrewed, the vehicle cannot move or turn.

Gunner

Gunners operate Pintle or Turret mounted weapons. Each Gunner Slot is associated with a specific weapon or weapons and if uncrewed, those weapons may not perform any actions.

Passenger

Passengers have no specific role on the vehicle and are merely along for the ride. Passengers may have specialised equipment associated with certain slots, for example Comm Relays.

Drivers, Gunners and Passengers are collectively referred to as 'Crew' in these rules, where relevant, individual types may be mentioned.

ACTIVATION

A vehicle's Crew always activates as a group. The Controlling Player may decide what specific order the Fighters activate in.

A Vehicle cannot be part of another Group Activation

DAMAGING COMPONENTS

Unlike Fighters, the vehicle and its component parts are not organic and do not experience damage in the same ways.

When rolling the injury dice, all results inflict a number of flesh-wounds instead of their normal results.

Dice Result	Flesh Wound	Seriously Injured	Out of Action
Flesh Wounds	1	2	3

SHOOTING AT A VEHICLE

Unsurprisingly, a vehicle is a tougher target than most. Its speed and agility may make it hard to hit, and striking anything specific on a moving target is exceptionally difficult.

The following rules affect shooting at a vehicle:

For every 6" the vehicle moves in a turn, any shots against it are at a cumulative -1 to hit.

Targeting an individual Component or Crew slot is always at a -1 to hit.

If a shot misses, The Hull is considered an intervening model for the purposes of the Stray Shots rule.

Vehicles never benefit from cover.

SHOOTING FROM A VEHICLE

Being Fighters in their gang, The Crew of a vehicle will often have their own sidearms and weaponry they can make use of.

The Crew of a vehicle may use any weapons with the Sidearm Trait as normal, all other weapons gain the Unwieldy trait.

Any Passengers may use all their available ranged weapons as normal.

Much as shooting at a vehicle is difficult, the crew experience similar difficulties.

For every 6" the vehicle moves in a turn, any shots from Crew are at a cumulative -1 to hit.

Pintle and Hull mounted weapons are explicitly built to be fired from a moving vehicle and incorporate many stabilisers and other measures to improve their accuracy on the move.

Pintle and Hull mounted weapons ignore the first 6" of movement when calculating the negative modifier to hit.



MOVEMENT

The underhive is a poor environment for most forms of transportation. The cramped tunnels are too small for all but the most compact and agile forms of vehicle.

Bikes are most common, though small tunnel-buggies are prevalent too.

Unlike Fighters, most vehicles cannot turn on the spot and find turning corners in the tunnels difficult. Consequently, Vehicles in Necromunda must move in straight lines and specifically expend actions to turn.

When a vehicle activates, the Driver is in control of its movement, the Driver has access to four Actions for this purpose.

Drive (Simple Action)

The vehicle may move to any location within its front arc and in line-of-sight as long as that location is within its Movement distance. The vehicle's new orientation must fit within its original front-arc. A vehicle may not turn more than 45 degrees when moving.

Note that the model must be able to physically fit through any gaps along the way.

Turn (Simple Action)

The vehicle may turn on the spot up to 90 degrees in either direction.

Jink (Basic Action)

The Driver may opt to Jink the vehicle, all shooting from and at the vehicle is at a -1 until the vehicle's next Activation.

Ramming (Double Action)

The Vehicle may perform a Ramming Attack

To conduct a Ramming Attack, the vehicle may move up to its full distance in the same way as a Drive action and end its movement within 1" of an enemy model.

The target model immediately takes D3 automatic hits with a strength equal to the Toughness of the vehicle's Hull.

If the target is another Vehicle or a Door, both vehicles take the D3 automatic hits.

When establishing whether a vehicle can move to a location, use your best judgement.

For example, Scatter terrain such as barriers may obstruct the vehicle's movement, but realistically it should be able to barge straight through. Agree with your opponent on what makes sense, or if there is an Arbitrator, ask them for help!

COMBAT WITH VEHICLES

When a vehicle finds itself in combat, attackers may opt to strike any Crew slot or component within 1" of their position, they may always choose to attack the Hull itself.

In turn, any Crew within 1" of an attacker may fight back with any weapons on their own profiles.

The Vehicle is not considered locked in combat unless its Driver is within 1" of an enemy.

If the Driver is not locked in combat, the vehicle may drive away in its next activation

Any unengaged Crew may continue to operate their positions on the vehicle as normal, however no shooting attacks may be aimed at melee combatants.

The limits of who can fight are intended to balance combat as well as follow good sense. It's clear that the driver of an attack buggy will struggle to reach past his passenger to fight the same enemy! Consequently only some of a vehicle's crew are regarded as being "Locked In Combat".



CREW MORALE, INJURIES , PINNING & DEATH

The Crew of a vehicle are not immune to becoming Broken, however they **cannot perform the Run for Cover** move.

Should a member of the Crew of a vehicle become Seriously Injured, they remain in their seat until they either die or recover. **They cannot perform any actions while Seriously Injured.** Other Fighters in the vehicle are considered to be in range to Assist them in recovering at the end of the turn.

Deceased Fighters are considered to be pushed out of the vehicle if any other Fighters want to occupy that seat.

Pinning

A vehicle's crew only become pinned if they themselves are hit by a shot, otherwise, shots against the vehicle will not make them duck for cover.

WEAPON TRAITS

BLAZE

Fighters with the Blaze status effect do not abandon their vehicle and cannot do anything except attempt to put themselves out.

BLAST & TEMPLATE WEAPONS

Blast and Template weapons will hit any Crew and Components that are underneath them, as well as the Hull itself. Resolve the attack against each profile in turn.

DRAG

Fighters hit by weapons with the Drag trait are not pulled from the vehicle.

KNOCKBACK

A Fighter in a vehicle is considered to have been knocked into a wall if the Knockback rule takes effect. This does not remove them from the vehicle, but does increase the Damage as normal.

RAD-PHAGE

The Rad-Phage rule does not affect Components or the vehicle Hull, though it still affects Crew as normal.

MOUNTING AND DISMOUNTING

A lot can happen to a vehicle and its Crew. Your Gunner may die, your engine may get shot out. Sometimes it's necessary to get on or off of your vehicle.

For that reason, Every Fighter has the option to perform the following actions.

Mount Vehicle (Basic Action)

If the vehicle has not moved more than 6" this turn, a Fighter within their Movement range of a vehicle may opt to board an empty Crew Slot, simply remove them from the board. They now occupy the chosen slot.

This move may also be used by Fighters already on the vehicle to move to a different empty Crew Slot

Dismount Vehicle (Basic Action)

If the vehicle has moved up to 6", a Fighter may dismount.

Place their model within their movement range of the vehicle.

Bail Out (Double Action)

If the vehicle has moved more than 6", a Fighter may bail out. Place the Fighter's model up to their movement range away from the vehicle. Use the Falling rules to test how badly they have been hurt. Substitute half the distance the vehicle travelled for the height the Fighter "fell".

For example, if the vehicle moved 12", the Fighter has 'fallen' 6" with the Falling rules and takes a single Strength 5, AP-1 hit, becoming Pinned and Prone automatically.

HIJACKING

It is perfectly possible for a vehicle to end up with no Crew but otherwise functional. In this case, any Fighter from any gang who can reach it may opt to Mount it and make use of it. If the vehicle ends the game in the possession of another gang, it is considered theirs until it can be recovered.

Arbitrators are encouraged to provide scenarios for the retrieval of the stolen property!

VEHICLE COMPOSITION

While there are a selection of example vehicles presented at the back of these rules, in most cases there will not be rules for specific vehicles.

In these cases, a profile will need to be designed or adapted. To aid in this, here is a table of generic profiles for Hulls and Components that can be combined to create a wide variety of vehicles.

Hull (Choose One)

	Example	T	W	Sv
Ultralight	Attack Bike	5	2	5+
Small	Sentinel Walker	5	4	4+
Medium	Tunnel Buggy	6	4	4+
Large	Truck/Tank	6	8	3+
Superheavy	Large Tank/Crawler	8	10	3+

Engine (Choose One)

	Example	M	T	W	Sv
Ultralight	Attack Bike	12"	5	2	5+
Small	Sentinel Walker	6"	5	2	4+
Medium	Tunnel Buggy	10"	6	2	4+
Large	Truck/Tank	8"	6	3	3+
Superheavy	Large Tank/Crawler	5"	6	5	3+

Note that the movement stats provided here are written as appropriate for the examples, a Small Engine need not be used for a Sentinel and may well have greater speed on a different vehicle.

If the speed doesn't make sense, feel free to adjust it.

Typical ranges are 6" to 12" per Drive Action

Locomotion (Select Individual Items)

	T	W	Sv
Wheel	4	2	6+
Leg	5	2	4+
Treads	6	4	4+
Superheavy Treads	8	6	3+

Select as many as you have, for example, a tunnel-buggy might have four wheels, while a Bike has two. A Sentinel will have two legs, but a Van-Saar Dome-Crawler might have as many as eight!

Most forms of locomotion are typically found in pairs, but far-be-it from us to tell you not to make a Mono-wheel or a tank with three sets of treads

Other Standard Components

	T	W	Sv	Usage
Pintle Mounted Weapon	4	2	5+	Place adjacent to a specific Crew Slot, fit with a Special or Heavy weapon from your Stash.
Hull Mounted Weapon	4	2	5+	May be mounted anywhere on the hull, faces forwards. May be fitted with any Basic, Special or Heavy weapon from your Stash.
Turret Weapon	5	3	4+	May be placed anywhere on the hull, may be fitted with any Special or Heavy weapon from your Stash.
Comm Relay	3	1	6+	Attach to a specific Crew Slot. Allows a Leader or Champion in that slot to Group activate any individual fighter at the same time the vehicle does.

Prices are not attached to these statistics as working out the precise balance is a massive undertaking. Instead, once designed, the Arbitrator should look at the overall vehicle and decide what it should cost.

REPAIRING VEHICLES

FIELD REPAIRS

Fighters with the Mechanic skill can perform repairs on damaged or destroyed Components, but not on the Hull of a vehicle. To perform repairs, the Fighter must use the following Action.

Repair (Simple Action)

A Fighter within 1" of a vehicle or Mounted on it may repair a component of the vehicle. Roll an Intelligence check for the Fighter, if passed, the player may opt to repair one point of Toughness or one Wound.

POST BATTLE REPAIRS

In the Post-Battle sequence, a gang may spend 25 credits per Component or Hull to restore them to full condition. This can be reduced if you have a Mechanic in your gang.

THE TRADING POST

Naturally the Trading Post has spare parts and upgrades of all kinds.

Here is a comprehensive list of upgrades that can be purchased and fitted to a vehicle

Name	Component	Effect	Cost
Souped-up Engine	Engine	+2 to Movement. Automatic D3 wounds onto the vehicle's hull when Engine is destroyed	75cr
Run-Flat Tires	Wheels	-1 to the negative modifier on movement for losing wheels	60cr
Hull-Blades	Hull	Additional -1 to AP when performing a Ramming Action	40cr
Gang Paintjob	Hull	+1 to Cool Checks for any friendly fighter in line of sight.	30cr
Extra Armour	Hull	+1 W to Hull and -1" to movement each time this upgrade is taken	50cr
Pintle Weapon	Additional	Adds a single Special or Heavy weapon as a Pintle mount replacing a Passenger position	50cr + cost of weapon
Secondary Engine	Additional	Permanently Adds an additional engine to the vehicle	120cr
Comm Relay	Additional	Attach to a specific Crew Slot. Allows a Leader or Champion in that slot to Group activate any individual fighter at the same time the vehicle does.	50cr
Weapon Replacement	Weapon	Replace any Hull, Turret or Pintle weapon with a different weapon of the same class	Cost of weapon.
Ammo Cache	Hull	Treated exactly the same as a normal Ammo Cache, just mobile.	50cr
Autoloader	Weapon	Attached to a particular weapon, confers a +2 to Ammo checks.	25cr
Smoke Launcher	Hull Weapon	Driver may throw smoke grenades from any point on the hull as a normal Shooting Attack.	25cr
Search Light	Additional	During Pitch Black scenarios, a Crew member may use this device to light up enemies. Place a Blast Marker over a specific enemy. Any models under that marker are no longer concealed by the Pitch Black scenario for this turn. The vehicle itself is also revealed in the same manner.	15cr
Weapon Bins	Additional	If a vehicle does not move, its driver or gunners may use their ranged weapons as normal instead of just Sidearms.	15cr
Gang Specific Upgrades			
Ramming Prow (Goliath, Genestealer Cult)	Additional	The vehicle ignores the incoming damage when performing a Ram against another vehicle or door, Plus, colliding with Fighters inflicts an additional point of Damage.	100cr

TRAITS

AGILE

The vehicle ignores the requirement to move in straight lines and use Actions to turn. Instead, it moves freely in the same manner as a Fighter. This does not allow the vehicle to fit through gaps it couldn't physically fit through.

Additionally, a vehicle with the Agile trait may Leap Gaps and Pitfalls. To do this, it must move at least 6" in a straight line towards the gap and have enough movement remaining to cross the gap.

The vehicle can expend both its actions to Double-move to help this.

AMMO CACHE

A Vehicle with the Ammo Cache trait functions exactly like an ammo dump for any friendly models within 2"

ASSAULT VEHICLE

An Assault Vehicle has been specially modified to help its Crew reach melee.

Crew may perform a normal Charge move (Double) out of the vehicle and into melee as long as the vehicle has moved no more than 6" this turn.

ARMOURED

A component with this trait is considered to be +1 Toughness, if applied to the vehicle as a whole, all components receive the benefit.

CYBER-MOUNT

Rarely seen, a Cyber-mount is a robotic or cybernetically modified beast of burden similar to a horse.

A Cyber Mount lacks an Engine or Locomotion and instead takes all damage on its Hull.

For all intents and purposes, a Cyber-mount is a walker.

A Cyber-Mount may not be fitted with vehicle-upgrades

JUGGERNAUT

A vehicle with this trait is essentially unstoppable, No obstacle can slow it. Consequently when it performs Ramming attacks, it deals D6 hits instead of the usual D3 and is entirely immune to being Rammed by anything but another Juggernaut.

SKILLS

Only some Fighters have the specialist knowledge to operate vehicles, they must take this skill as an upgrade during the process of the campaign, without it the vehicle will stall or otherwise fail when started

By default, Leaders, Champions and Gangers know the Driver Skill on top of whatever other skills they may start with.

Driver (Agility)

The fighter knows how to operate any vehicle without the Fly trait

Pilot (Agility)

The fighter knows how to operate any vehicle with the Fly trait

Ace (Agility)

An additional skill on top of Driver or pilot, the Fighter confers the Agile trait on whatever vehicle he/she is operating, if the vehicle already has the Agile trait, gain +1 to hit with hull mounted weapons.

Mechanic (Savant)

The character reduces the costs of upgrading and maintaining vehicles by 5 credits and additionally may perform a simple-action and Intelligence check to repair a Wound or Toughness Point of damage on any component of a vehicle.

Gunner (Shooting)

The fighter is particularly skilled with the use of vehicular weapons, +1 to Hit with ranged weapons mounted on vehicles, eg: Hull, Pintle or Turret weapons.

ADVANCED RULES

FLIGHT

Some vehicles are equipped with Grav-Plates, Jet-Turbines, Gasbags or other more esoteric means of taking to the air. These vehicles operate substantially differently from those on the ground.

Due to the confined nature of the hive, all vehicles capable of flight are Hover vehicles, pilots who attempt more aerodynamic flight tend to die young.

The primary feature of flying vehicles is that they have a concept of Altitude.

When making a Drive Action, the owning player must declare what altitude the vehicle is now flying at. To simplify this, there are only three states of Flight.

Landed

The Vehicle is immobile in a landed state, Crew can safely Mount and Dismount freely, however the vehicle is vulnerable to melee attacks.

Ground-Effect

The Vehicle is hovering 3" above the terrain wherever it is, Fighters may Dismount safely. The Vehicle may move as normal in this case, however it must avoid terrain.

If the Pilot Dismounts, the vehicle will become Landed.

Flying

The Vehicle is hovering 12" above the terrain, no Crew may safely Dismount or Mount.

When calculating the range between a Flying vehicle and another model, use the true range.

This may require you to physically pick up the model and hold it above the board at an appropriate position.

BAILING OUT

When calculating the Falling Distance when Bailing Out of a flying vehicle, add the vehicle's altitude to the distance it moved for the purpose of calculating fall-damage.

CRASH & BURN

When a Flying Vehicle is destroyed, or when the pilot is killed, the vehicle typically immediately crashes to the ground. Move the vehicle in a straight line along its current heading the same distance as it moved in its last activation (eg: if it didn't move, it simply falls straight down) At the end of its turn, it is considered to have hit the ground if it didn't collide with a building along the way.

Any surviving Crew and Components take D3 automatic hits at Strength 6. If it hits anything, treat it as a ramming attack at Strength 8.

FIGHTING PLATFORMS

Some vehicles are equipped with large platforms where fighters can ride exposed on top. In these cases, the platform is treated as a catwalk similar to Sector Mechanicus terrain. Any fighter from any faction can climb onto the platform and ride it, all normal rules for terrain apply except that the vehicle itself can move. Most such vehicles will have ladders or similar access points to climb up.

If such a platform comes alongside another Fighting Platform or a ledge, the gap may be crossed in the same manner as Leaping a Gap or Pitfall.

Fighters on the Fighting Platform are not considered Crew and do not group activate with the vehicle.

If the Fighting Platform is large enough, other vehicles may be able to jump a gap onto it or use inbuilt ramps, this is entirely acceptable and intended to facilitate a large Land Crawler having an integrated Landing Pad on top of it.

INTERNAL COMPARTMENTS

Many vehicles are enclosed such that gunfire and other attacks cannot strike the crew.

In these cases, the crew cannot be independently targeted and the crew cannot fire out.

Crew on Pintle Weapons are not affected by this rule and will be able to be shot at and use their own weapons as normal.

Fire-points

An enclosed vehicle may be equipped with Fire-Points, these allow the crew to fire their own weapons out without exposing themselves to most gunfire.

Template weapons are able to hit the crew of a vehicle using Fire-points.

WALKERS

Any vehicle with Legs is considered a Walker.

Walkers operate somewhat differently from normal vehicles:

Walkers have the **Agile** trait, enabling them to ignore the normal restrictions on movement. Walkers may engage in melee in the same way as a normal Fighter and have their own Melee attacks.

A Walker's legs serve as a Melee weapon striking once at a **Strength equal to their own toughness** and have the **Knockback** rule.

Walkers may not perform Ramming actions

A Walker may leave combat if its Driver is not locked in combat.

CARGO

Cargo bays are compartments, flatbeds or attached containers on the body of a vehicle which contain various items useful to a gang.

Depending on the scenario this can range from a Briefcase full of cash to a fully functional bike in a crate.

These areas are for use in transporting cargo containers and loot, most typically during a scenario. A cargo bay is rated by its Cargo Capacity. please refer to the table below for an example list of items that can be transported.

Title	Description	Size
Loot Case	A briefcase containing money or valuables	1
Medical Supplies	A Crate full of medical supplies (valuable!)	2
Ammo Crate	A single ammo crate, use the normal rules for ammo crates, alternately it may contain Specialist Ammo which can be immediately used if opened.	2
Weapon Crate	A single weapon from the owner's inventory, or randomly generated by the Arbitrator	2
Fuel Barrel	A barrel of explosive Prometheum fuel. use the normal rules	2
Passenger in Jump-seat	A single Passenger slot	4
Ogryn Servitor	An Ogryn Servitor	8
"Ambot" Mining Robot	An Ambot	12
Attack Bike	An attack-bike that may be used during the game	10
Tunnel Buggy	A buggy that may be used by gang members during the game	18
Shipping Container	A standard shipping container containing up to 15 cargo capacity of its own.	20

A Cargo Bay may be opened or closed with a Basic action by any Fighter provided that the vehicle has moved less than 6" this turn and is either unoccupied or belongs to the same faction.



ATTACK BIKE

65 CREDITS

Crew

Driver

COMPONENTS

	M	T	W	Sv	Upgrades
Hull	-	5	3	5+	
Engine	\12"	5	2	5+	
Wheel	-	4	2	6+	
Wheel	-	4	2	6+	

TRAITS

Agile, Cargo (Size 1)

TUNNEL BUGGY

215 CREDITS

Crew

Driver, Pintle Gunner, Passenger

COMPONENTS

	M	T	W	Sv	Upgrades
Hull	-	6	4	4+	
Engine	\10"	6	2	4+	
Wheel	-	4	2	6+	
Wheel	-	4	2	6+	
Wheel	-	4	2	6+	
Wheel	-	4	2	6+	
Pintle Heavy Stubber	-	4	2	5+	

TRAITS

Cargo (Size 2)

ESCHER SENTINEL SCOUT WALKER

305 CREDITS

Crew

Driver

COMPONENTS

	M	T	W	Sv	Upgrades
Hull	-	5	4	4+	Gang Paintjob
Engine	6"	5	2	4+	
Left Leg	-	5	2	4+	
Right Leg	-	5	2	4+	
Hull Heavy Bolter	-	4	2	5+	

TRAITS

Agile



_____ **CREDITS**

Crew

COMPONENTS

M T W Sv Upgrades

	M	T	W	Sv	Upgrades

TRAITS

_____ **CREDITS**

Crew

COMPONENTS

M T W Sv Upgrades

	M	T	W	Sv	Upgrades

TRAITS
