



MOVEMENT	
Combat Speed	21
Top Speed	42
Maneuvre	-2
Deployment Range	5500 km

VEHICLE DESCRIPTION	
Vehicle Type	Ares Citymaster
Size	4
Crew (Bonus Action)	1 (0)

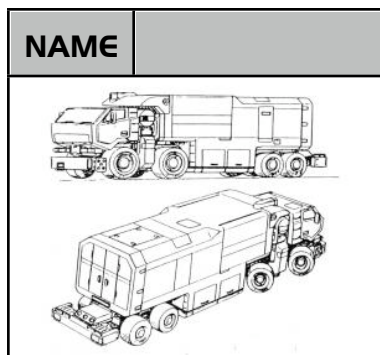
ARMOUR	
Light Damage	8
Heavy Damage	16
Overkill	24

ELECTRONICS	
Sensors	-2
Sensor Range	1 km
Communication	-2
Comms Range	10 km

PERKS		
Name	Rating	Game Effect
Life Support	Limited	Sealed and self-supporting environment up to deployment range
Cargo Bay	1	Stowage compartments
Sick Bay	2 patients	Facilities for constant medical aid

FLAWS		
Name	Rating	Game Effect
Poor Off-Road Ability	-	Off-road MP cost increased by one; ignore at 4+MP cost

WEAPONS							
Name	Arc	Acc.	D.M.	B.R.	R.o.F.	Perks & Flaws	Ammo
Ingram Valiant LMG	Turret	0	x2	1	+3	Linked, Anti-Infantry, Non-Lethal	1000
Ingram Valiant LMG	Turret	0	x2	1	+3	Linked, Anti-Infantry, Non-Lethal	1000



MOVEMENT	
Combat Speed	17
Top Speed	34
Maneuvre	-3
Deployment Range	1000 km

VEHICLE DESCRIPTION	
Vehicle Type	GMC Apex
Size	7
Crew (Bonus Action)	1 (0)

ARMOUR	
Light Damage	6
Heavy Damage	12
Overkill	24

ELECTRONICS	
Sensors	-3
Sensor Range	1 km
Communication	-3
Comms Range	10 km

PERKS		
Name	Rating	Game Effect
Cargo Bay	1 \ 90	Limited stowage area in tractor \ Large trailer
Reinforced System: Crew	-	May ignore first Crew hit on Systems Damage Table
High Towing Capacity	Triple	Triples standard towing capacity

FLAWS		
Name	Rating	Game Effect
Annoyance	-	Reinforced System: Crew only good in crash or impact
Poor Off-Road Ability	-	Off-road MP cost increased by one; ignore at 4+MP cost

WEAPONS							
Name	Arc	Acc.	D.M.	B.R.	R.o.F.	Perks & Flaws	Ammo