

Updated: 09/22/10

Name: <b>Personnel Carrier</b>				Size: <b>Gigantic</b>	Cost: <b>83</b>
<b>TRAITS</b>					
Speed	Combat	Agility	Strength	Savvy	Resistance
<b>8</b>	<b>1</b>	<b>4</b>	<b>6</b>	<b>5</b>	<b>9</b>
<b>EQUIPMENT</b>					
Weapon	Quality	Class	Range	Attack	Casualty
<b>Melee Weapon</b>	<b>Standard (+1)</b>	<b>Light (+1)</b>		<b>2</b>	<b>7</b>
<b>Ranged Weapon - Cumbersome</b>	<b>Standard (+1)</b>	<b>Lt Platform (+4)</b>	<b>10"</b>	<b>5</b>	<b>9</b>
Armor		Class			Defense
<b>Armor</b>		<b>Moderate Platform (+5)</b>			<b>14</b>

#### Weapon Flaw

#### Cumbersome:

A Combatant may only use a Cumbersome Weapon if it has made no voluntary Movement for the Round. Voluntary Movement includes any Movement that takes place during the Combatant's Turn. Movement that takes place outside of the Combatant's Turn, such as in response to an Enemy Combatant's Overrun, is considered Involuntary Movement and does not prevent the use of Cumbersome Weapons.

#### Abilities

#### Transport:

While carrying other Combatants or Objects, a Combatant with the Transport Ability may move at full Movement without requiring a Strength Check. If a Combatant with the Transport Ability Routs or Withdraws from the Battlefield, any Combatants it is carrying are also considered Routed or Withdrawn.

#### Defensive Top Transport:

Combatants transported by Combatants with the Defensive Top Transport Ability receive a Heavy Cover Bonus (+4) from Ranged Attacks.

#### Nimble Transport:

A Combatant with the Nimble Transport Ability carrying Combatants or Objects suffers no Penalty when the Defender in a Ranged Attack Check.

#### Armor Platformer:

My use Platform Level Armor. Platform Level Armor cannot be Suppressed by Ranged Attacks unless the Ranged Attack is by a Ranged Weapon of a Platform Class.

#### Weapons Platformer:

My use Platform Level Weapons.

#### Liability

#### Clunky:

The Movement of a Combatant with the Clunky Liability is quartered at times it would normally be halved, such as through Difficult Terrain. It suffers a -2 penalty to all Instant Checks to move through Heavy Area

#### Transport Summary

This Combatant may carry up to one Combatant of Gigantic Size, Two Combatants of Large Size, Four Combatants of Average Size, or eight Combatants of Small Size, or any combination thereof. While a Combatant is carrying an object, it makes all Attacks with a -4 penalty. See pages 7 and 8 in the *Vortex: Basic Battlefield Rules* for more details on Carrying and Riding.

**This Bonus Combatant is for use with the *Vortex: Basic Battlefield Rules* available from [www.UnifiedTheoryGames.com](http://www.UnifiedTheoryGames.com)**

*Note: Abilities, Liabilities, Features and Flaws are subject to revision prior to the release of the Vortex: Core Rulebook.*