

GUILD OF COIN CHRONOS PATTERN IRONCRAWLER..... 390 CREDITS

Available to any gang except Ash Waste Nomads.

VEHICLE CHARACTERISTICS

TOUGHNESS						
M	Front	Side	Rear	HP	Hnd	Sv
6"	9	9	8	7	6+	3+

CREW CHARACTERISTICS

BS	Ld	Cl	Wil	Int
*	*	*	*	*

SPECIAL RULES

Transport Vehicle: A Guild of Coin Chronos Pattern Ironcrawler has a large transport cage behind the cab and a transport bed behind and on both sides of the transport cage.

Fire Points: A Guild of Coin Chronos Pattern Ironcrawler has five Fire Points on its transport cage: two each on the left and right sides and one on the rear.

Weapon Hardpoints: A Guild of Coin Chronos Pattern Ironcrawler has two Weapon Hardpoints: One on the cab and one on the transport cage. Any weapon fitted to the cab Weapon Hardpoint gains the Crew Operated and Arc (Front, Right) traits. Any weapon fitted to the transport cage Weapon Hardpoint gains the Crew Operated and Arc (All Round) traits.

Tracked: This vehicle uses tracks as its primary form of locomotion, this impacts how it interacts with difficult terrain (see page 68 of *Necromunda: Book of the Outlands*).

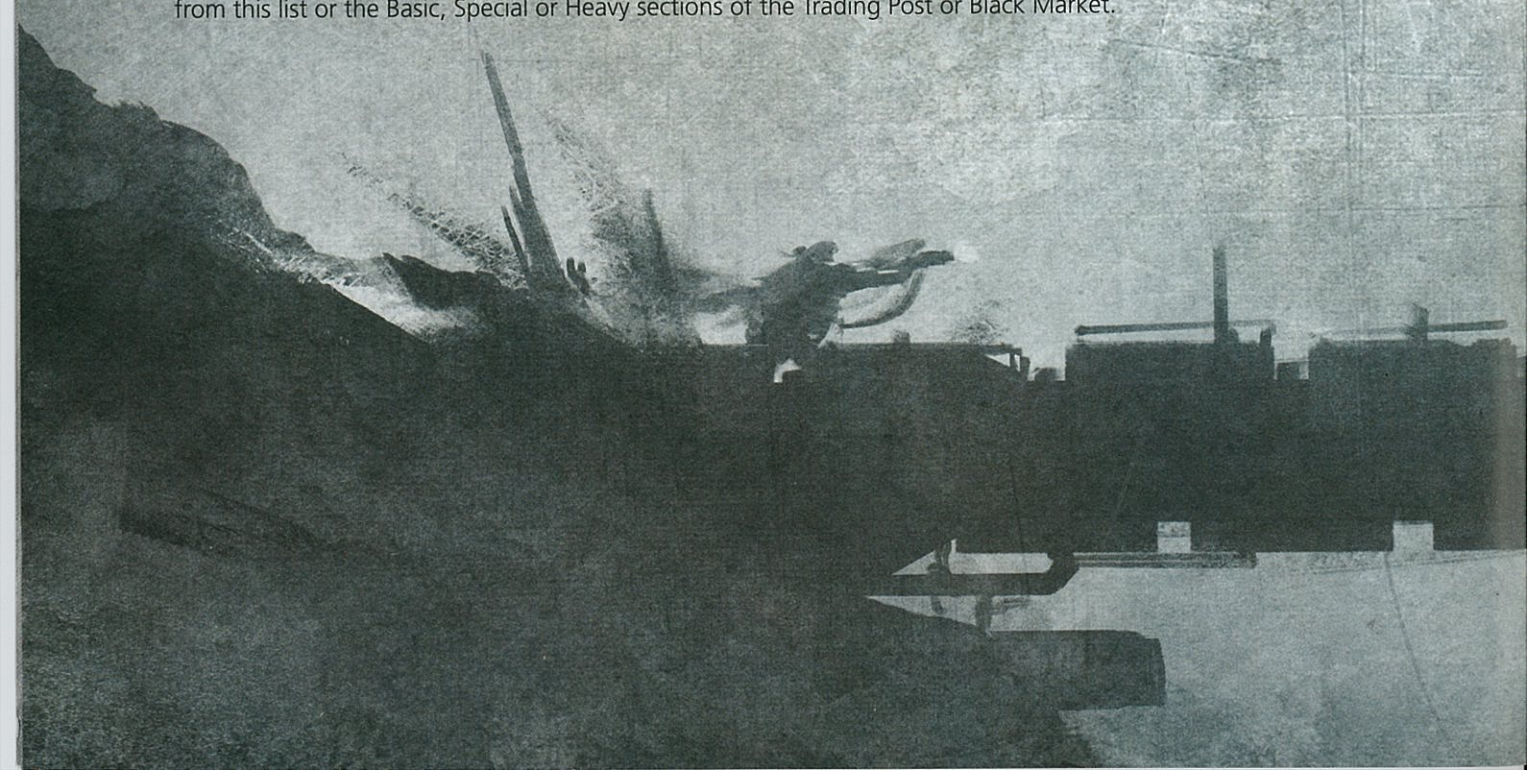
Upgrade Slots: A Guild of Coin Chronos Pattern Ironcrawler has the following Upgrade slots available:

Body	Drive	Engine
4	4	4

EQUIPMENT

A Guild of Coin Chronos Pattern Ironcrawler may be equipped with vehicle Upgrades, vehicle Wargear and weapons from the Guild of Coin Chronos Pattern Ironcrawler equipment list.

- During the course of a campaign, a Guild of Coin Chronos Pattern Ironcrawler may be fitted with additional vehicle Wargear from the Guild of Coin Chronos Pattern Ironcrawler equipment list, the Trading Post and the Black Market.
- During the course of a campaign, a Guild of Coin Chronos Pattern Ironcrawler may be fitted with additional vehicle Upgrades from the Guild of Coin Chronos Pattern Ironcrawler equipment list.
- During the course of a campaign, a Guild of Coin Chronos Pattern Ironcrawler can be equipped with weapons from this list or the Basic, Special or Heavy sections of the Trading Post or Black Market.



GUILD OF COIN CHRONOS PATTERN IRONCRAWLER EQUIPMENT LIST

VEHICLE UPGRADES

BODY UPGRADES

- Ablative armour..... 15 credits
- Crash cage 15 credits
- Escape hatches 10 credits
- Reinforced armour..... 20 credits
- Weapons stash 20 credits

DRIVE UPGRADES

- All-wheel steering..... 10 credits
- Emergency brakes..... 10 credits
- Powered steering..... 30 credits
- Redundant drive system..... 15 credits

ENGINE UPGRADES

- Easy turnover..... 5 credits
- Engine shell..... 15 credits
- Nitro burner..... 15 credits
- Smoke vents..... 25 credits

WEAPONS

SPECIAL

- Grenade launcher
with frag and krak grenades..... 65 credits

HEAVY

- Heavy stubber..... 130 credits

VEHICLE WARGEAR

- Booby-trapped fuel tanks..... 10 credits
- Flare launchers..... 10 credits
- Headlights 15 credits
- Smoke launchers 20 credits

FIRE POINTS

All vehicles may add Fire Points to a transport cage for +15 credits per Fire Point, this upgrade does not use any vehicle Upgrade slots.

Fire Point: When activated, any model embarked upon a vehicle with a transport cage with at least one Fire Point may perform the following actions as part of their activation: Shoot (Basic) and Reload (Simple). The shooting attack is resolved as if emanating from the Fire Point (place the Vision Arc template against the Fire Point to check what the fighter can see). Each Fire Point may only have one fighter fire from it each round.

All Fire Points are also subject to the Unstable Platform rule.

Unstable Platform: Fighters may not perform the Aim (Basic) action or fire weapons with the Unwieldy trait while they are embarked in a Transport Cage with Fire Points.

