**Vehicle Edges**

**Nimble:** The vehicle handles easily. Consider this an *assist* for tricky maneuvers.

**Simple:** The vehicle is easy to repair. Remove all of its harm during downtime.

**Sturdy:** The vehicle keeps operating even when *broken*.

**Vehicle Flaws**

**Costly:** The vehicle costs 1 coin per downtime to keep in operation.

**Distinct:** The vehicle has remarkable features. Take +1 heat when you use it on a score.

**Finicky:** The vehicle has quirks that only one person understands. When operated without them, the vehicle has -1 quality.