

THE GARAGE



HIS COMPENDIUM OF PARTS ARE THE OPTIONS that you have available when making an automobile. Some of these are exclusive and each weapon requires an empty weapon station to be attached to. The fundamentals of the automobile cannot be replaced such as the engine but the armour, weapons and upgrades can be swapped out.

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WEAPONS

Machine Gun (Requires 1 Crew and Grants Half Cover).

Ranged Weapon Attack: Dexterity (+ proficiency if relevant) to hit, range 200ft., one target. Hit: 19 (3d10+2) piercing damage.

Slugger (Requires 1 Crew and Grants Half Cover).

Ranged Weapon Attack: Dexterity (+ proficiency if relevant) to hit, range 90 ft., one target. Hit: 14 (3d6+3) piercing damage.

Flamethrower (Requires 1 Crew and Grants Full Cover).

Flame shoots out of the nozzle in a 60 ft line that is 5 ft wide. Each creature in this line must make a DC 15 Dexterity saving throw, taking 18 (4d8) fire damage on a failure, or half as much on a success. The fire ignites any flammable objects not being worn or carried.

Barrage (Requires 1 Crew and Grants Half Cover).

Ranged Weapon Attack: Dexterity (+ proficiency if relevant) to hit, range 100 ft., one target. Hit: 23 (6d6 + 3) fire damage. In addition, any creatures within 5 feet of the target must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 14 (4d6) fire damage, on a success the creature takes no damage.

Barrage (Requires 1 Crew and Grants Half Cover).

Ranged Weapon Attack: Dexterity (+ proficiency if relevant) to hit, range 200 ft., one target. Hit: 23 (3d12+3) piercing damage.

Stomp (Requires 1 Crew and Grants Half Cover). Melee

Weapon Attack: Strength (+ proficiency if relevant) to hit, range 5 ft., one target. Hit: 19 (3d10+3) bludgeoning damage. In addition, any creatures within 5 feet of the target must make a DC 15 Strength saving throw. On a failed save, the creature takes 9 (2d8) bludgeoning damage and is moved back 5 feet and knocked prone, on a success the creature takes half damage and is not moved or knocked prone.

CENTRAL UPGRADES

Shield (3/day). A crew member may use an action to grant the vehicle 4d8 temporary hit points.

Engine Power Up. The speed of your vehicle increases by 15 ft.

VEHICLES

GUN BUGGY

Large vehicle, (3000 lb)

Creature Capacity 4

Cargo Capacity 500 lb.

Armor Class 17 (15 while stationary)

Hit Points 60 (damage threshold 10, mishap threshold 20)

Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	12(+1)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Ramming Wheels. The Gun Buggy can move through the space of any medium or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone, if the creature was already prone, it takes an extra 11 (2d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Gun Buggy rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

ACTION STATIONS

Helm (Requires 1 Crew and Grants Three-Quarters Cover). Drive and steer the Gun Buggy

Machine Gun (Requires 1 Crew and Grants Half Cover). Ranged Weapon Attack: Dexterity (+ proficiency if relevant) to hit, range 200ft., one target. Hit: 19 (3d10+2) piercing damage. You may only target creatures that the Gun Buggy is facing.

REACTIONS

Juke. If the Gun Buggy is able to move, the driver can use its reaction to grant the Gun Buggy advantage on a Dexterity saving throw.

A light flat terrain buggy with passenger seats, open cargo and a front-mounted machine gun. Just about the most common kind of armed vehicle you'll find.

SLUGGER BIKE

Large vehicle, (500 lb)

Creature Capacity 1 Medium Creature

Cargo Capacity 100 lb.

Armor Class 18 (15 while stationary)

Hit Points 30 (damage threshold 5, mishap threshold 10)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Jump. If the Slugger Bike moves at least 30 feet in a straight line, it can clear a distance of up to 60 feet when jumping over a chasm, ravine or other gap. Each foot it clears on the jump costs a foot of movement

Prone Deficiency. If the Slugger Bike falls prone, it can't right itself and is incapacitated until pulled upright

Stunt. On its turn, the driver of the Slugger Bike can expend 10 feet of movement to perform one free vehicle stunt, such as a wheelie or burnout. Before the stunt can be performed, the Slugger Bike must move at least 10 feet in a straight line. If the driver succeeds on a DC 10 Dexterity Check using the bike's Dexterity, the stunt is successful. Otherwise the driver is unable to perform the stunt and can't attempt another stunt until the start of its next turn. If the check fails by 5 or more, the Slugger Bike and all creatures riding it immediately fall prone as the bike wipes out and comes to a dead stop.

ACTION STATIONS

Helm (Requires 1 Crew and Grants Half Cover). Drive and steer the Slugger Bike, in addition you may take the slugger action.

Slugger (Requires 1 Crew and Grants Half Cover). Ranged Weapon Attack: +5 to hit, range 90 ft., one target. Hit: 14 (3d6+3) piercing damage.

REACTIONS

Juke. If the Slugger Bike is able to move, the driver can use its reaction to grant the Slugger Bike advantage on a Dexterity saving throw.

The Slugger Bike is a great, mobile, weaponised motorbike. Reliable and simple with the ability to perform tricks and shoot from the drivers seat.

JAVOBITE CRAWLER

Huge vehicle, (5000 lb)

Creature Capacity 8

Cargo Capacity 1000 lb.

Armor Class 16 (14 while stationary)

Hit Points 90 (damage threshold 10, mishap threshold 20)

Speed 100 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Spider Legs. The Crawler ignores difficult terrain caused by a disrupted surface.

ACTION STATIONS

Helm (Requires 1 Crew and Grants Full Cover). Drive and steer the crawler. In addition, you may take the leap action.

Leap (Requires 1 Crew and Grants Full Cover). The crawler jumps up to 60 feet, allowing it to clear gaps and obstacles of a height less than 15 ft.

Netting (Requires 1 Crew and Grants Half Cover) (3/day). You launch a large net at a point within 60 ft. This netting fills a 20 ft. cube. If it is not able to anchor itself between two solid masses it falls to the ground useless. While up it acts as difficult terrain, in addition each creature that starts its turn in the netting or that enters it during its turn must make a DC 14 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the netting or until it breaks free.

A creature restrained by the nets can use its action to make a DC 13 Strength check. If it succeeds, it is no longer restrained.

Mounted turret (Requires 1 Crew and Grants Half Cover). Ranged Weapon Attack: +5 to hit, range 120 ft., one target. Hit: 19 (3d10+2) piercing damage.

REACTIONS

Juke. If the crawler is able to move, the driver can use its reaction to grant the crawler advantage on a Dexterity saving throw.

The Javobite Crawler was made specifically to navigate dense jungle, forgoing wheels and tracks for 10 nimble legs, each with curved feet meant to distribute its weight but avoid getting tangled in the undergrowth enabling it a limited climbing ability and the capacity to jump large distances to clear particularly tough patches. It comes fitted with a central crew compartment which is enclosed, many Javobites turn this space into mobile homes. Atop the vehicle sits a heavy gun turret for defence.

LEAGUE CRAWLER

Huge vehicle, (8000 lb)

Creature Capacity 6

Cargo Capacity 1000 lb.

Armor Class 18 (16 while stationary)

Hit Points 70 (damage threshold 10, mishap threshold 20)

Speed 100 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Spider Legs. The Crawler ignores difficult terrain caused by a disrupted surface.

ACTION STATIONS

Helm (Requires 1 Crew and Grants Full Cover). Drive and steer the crawler. In addition, you may take the leap action.

Leap (Requires 1 Crew and Grants Full Cover). The crawler jumps up to 60 feet, allowing it to clear gaps and obstacles of a height less than 15 ft.

Flamethrower (Requires 1 Crew and Grants Full Cover). Flame shoots out of the nozzle in a 60 ft line that is 5 ft wide. Each creature in this line must make a DC 15 Dexterity saving throw, taking 18 (4d8) fire damage on a failure, or half as much on a success. The fire ignites any flammable objects not being worn or carried.

Mounted turret (Requires 1 Crew and Grants Half Cover). Ranged Weapon Attack: +5 to hit, range 120 ft., one target. Hit: 19 (3d10+2) piercing damage.

REACTIONS

Juke. If the crawler is able to move, the driver can use its reaction to grant the crawler advantage on a Dexterity saving throw.

MONSONE MECH

Large vehicle, (4000 lb.)

Creature Capacity 1

Cargo Capacity 300 lb.

Armor Class 18 (15 while stationary)

Hit Points 55 (damage threshold 10, mishap threshold 20)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Strider. The Monsone can move over any obstacle with a height of 5 feet or less without expending any extra movement. In addition, you ignore all non-magical difficult terrain.

Heavy Fall. If the Monsone is knocked prone, it can only exit the prone condition with a combined check of 35 made by creatures outside of the vehicle.

Single Pilot. The Monsone is piloted by a single crew member who can steer and take attack actions in a single turn.

ACTION STATIONS

Multiattack. The single crew member may choose to take two attacks from Barrage, Chain Gun and Stomp in a single turn, they may only take each action once and if they take two then both are rolled at disadvantage.

Helm (Requires 1 Crew and Grants Full Cover). Drive and steer the mech. In addition, you may take the stomp, barrage or chain gun actions.

Barrage (Requires 1 Crew and Grants Half Cover). Ranged Weapon Attack: +6 to hit, range 100 ft., one target. Hit: 23 (6d6 + 3) fire damage. In addition, any creatures within 5 feet of the target must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 14 (4d6) fire damage, on a success the creature takes no damage.

Barrage (Requires 1 Crew and Grants Half Cover). Ranged Weapon Attack: +6 to hit, range 200 ft., one target. Hit: 23 (3d12+3) piercing damage.

Stomp (Requires 1 Crew and Grants Half Cover). Melee Weapon Attack: +6 to hit, range 5 ft., one target. Hit: 19 (3d10+3) bludgeoning damage. In addition, any creatures within 5 feet of the target must make a DC 15 Strength saving throw. On a failed save, the creature takes 9 (2d8) bludgeoning damage and is moved back 5 feet and knocked prone, on a success the creature takes half damage and is not moved or knocked prone.