ALL VEHICLES

Unless otherwise noted, all vehicles are equipped with the following hardware, in addition to that listed with their specific description

Ware: Access Jacks, Mesh Inserts, Puppet Sock, Radar, and Visual Sensors.

Additionally, vehicles with closed compartments are sealed/pressurized and have either a Breather (undersea or atmosphere with carbon dioxide) or Life Support (48 hours).

Vehicles designed for Mercury have Thermogenic Protection, Venusian vehicles have Pressure Adaptation and Thermogenic Protection, and Titanian vehicles have Cryogenic Protection.

VEHICLE HARDWARE	Complexity/GP
Improved Handling	Mod/2
Life Support	Min+/1+
Ram Plate	Mod/R/2

AIRCRAFT	Complexity/GP	Passengers	Vigor	Flex	Armor	DUR	WT	DR	Movement
Flying Car	Maj/3	4	2	1	12/10	150	30	300	8/40 Wheeled/Thrust Vector
Microlight	Mod/2	1	0	0	6/4	30	6	60	8/32 Microlight
Portable Plane	Maj/3	2	0	0	6/4	50	10	100	—
Small Jet	Rare/—	6	2	0	12/10	200	40	400	—
Utility Helicopter	Rare/—	8	2	1	12/10	150	30	300	8/32 Rotor

EXOSKELETONS	Complexity/GP	Passengers	Vigor	Flex	Armor	DUR	WT	DR	Movement	Notes
Atlas Loader	Rare/—	1	+2	0	+6/+12	100	20	200	4/20 Walker	+2 Vigor, +2d10 melee, armor-piercing.
Exowalker	Maj/3	1	+1	0	+2/+4	20	4	50	8/32 Walke	+1 Vigor, +1d6 melee, double jump distance.
Transporter	Mod/2	1	0	0	+2/+4	50	10	100	8/40 Thrust Vector	
Trike	Mod/2	1	0	0	+2/+4	50	10	100	8/40 Wheeled	

GROUNDCRAFT	Complexity/GP	Passengers	Vigor	Flex	Armor	DUR	WT	DR	Movement
Buggy	Maj/3	4	2	1	12/10	150	30	300	8/40 Wheeled
Cargo Hauler	Rare/—	3	2	0	12/10	250	50	500	8/40 Wheeled
Cycle	Mod/2	1	0	0	8/6	50	10	100	8/40 Wheeled
Ground Car	Maj/3	4	2	1	12/10	150	30	300	8/40 Wheele
Microcar	Mod/2	1	0	1	8/6	60	12	120	8/40 Wheeled
Rover	Rare/—	6	2	2	12/10	250	50	500	8/40 Wheeled

Ware: Autocook, Large Fabber, Pocket Lab