

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.

HARDSUITS	Complexity/GP	Passengers	Vigor	Flex	Armor	DUR	WT	DR	Movement
Battlesuit	Rare/R/—	1	+2	0	25/25	100	20	200	8/32 Walker, 8/40 Thrust Vector
Notes: +1d10 melee damage, double jump distance. Ware: Autocook, Breather, Fixer Hive, Life Support (1 week), Pressure Adaptation, Radar, Radio Booster, Specs, Utilimod, Weapon Mounts (2 Articulated/Concealed, 2 Fixed/Concealed)									
Envirosuit	Major/3	1	0	0	25/16	80	16	160	4/20 Walker, 8/32 Submarine
Notes: +1d6 melee damage. Ware: Autocook, Breather, Cryogenic Protection, Emergency Beacon, Life Support (1 week), Pressure Adaptation, Radar, Radio Booster, Specs, Thermogenic Protection, Utilimod									
High-Dive Suit	Major/3	1	0	0	25/8	60	12	120	4/20 Walker, 8/40 Thrust Vector
Notes: +1d6 melee damage. Ware: Life Support (1 week), Radar Invisibility, Radio Booster, Specs, Thermal Dampener									
Standard Hardsuit	Major/3	1	+1	0	20/18	60	12	120	4/20 Walker, 8/40 Thrust Vector
Notes: +1d10 melee damage. Ware: Autocook, Breather, Emergency Beacon, Fixer Hive, Life Support (1 week), Pressure Adaptation, Radar, Radio Booster, Utilimod									

HYBRIDS	Complexity/GP	Passengers	Vigor	Flex	Armor	DUR	WT	DR	Movement
GEV	Rare/—	6	2	2	12/10	250	50	500	8/40 Wheeled/Thrust Vector, 4/20 Walker, 8/32 Submarine
Ware: Autocook, Chem Sniffer, Enhanced Hearing, Enhanced Vision, Large Fabber, Life Support (1 month), Healing Vat, Pressure Adaptation, Telescope									
Rocket Buggy	Maj/3	4	2	1	12/10	100	20	200	8/40 Wheeled
NAUTICAL CRAFT	Complexity/GP	Passengers	Vigor	Flex	Armor	DUR	WT	DR	Movement
Mini-Sub	Rare/—	4	1	0	12/10	250	50	500	8/32 Submarine
Ware: Autocook, Breather, Cryogenic Protection, Pressure Adaptation, Sonar									

PERSONAL TRANSPORT	Complexity/GP	Passengers	Vigor	Flex	Armor	DUR	WT	DR	Movement
Rocket Pack	Mod/2	1	0	0	6/4	30	6	60	8/40 Thrust Vector
Sled	Min/1	2	0	0	6/4	40	8	80	8/40 Thrust Vector
Thruster Pack	Min/1	1	0	0	6/4	30	6	60	8/40 Thrust Vector

SPACECRAFT	Complexity/GP	Passengers	Vigor	Flex	Armor	DUR	WT	DR	Movement
Bulk Carrier	Rare/—	5+	0	0	40/30	750	150	1,500	Fusion
Courier	Rare/—	13	0	0	30/20	500	100	1,000	Anti-matter
Corvette	Rare/—	20-30	0	0	50/40	750	150	1,500	Fusion/Anti-matter
Destroyer	Rare/—	90	0	0	50/40	2,000	400	4,000	Fusion/Anti-matter
Fighter	Rare/—	0/1	3	2	30/20	250	50	500	Fusion
Scum Barge	Rare/—	5k-25k	0	0	40/30	15,000	300	30,000	Plasma/Fusion
Shuttle (Large)	Rare/—	20-300	0	0	20/15	400	80	800	Metallic-Hydrogen
Shuttle (Small)	Rare/—	5-20	0	0	20/15	400	80	800	Metallic-Hydrogen
Transport	Rare/—	100+	0	0	40/30	750	150	1,500	Fusion