TEMPLATE VEHICLE
Size Vehicle
AC.

Hit Points. Speed.

Damage Threshold. Mishap Threshold.

Cargo Capacity. 1000 lbs

Nitro Support. No

Engine Capacity. 3

Condition Immunities. Blinded, charmed, deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious

Damage Immunities. Psychic, Poison

STR	DEX	CON	INT	WIS	СНА
			0	0	0

ACTION STATIONS
Helm (medium, 1 door, provides ½ cover).

PASSENGER SEATS
Seat (medium, 1 door, provides ¾ cover).
Seat (medium, 1 door, provides ¾

cover).
Seat (medium, 1 door, provides ¾ cover).

Damage Threshold. 8
Mishap Threshold. 15

Cargo Capacity. 1000 lbs
Engine Capacity. 3

Nitro Support. No

Damage Immunities. Psychic, Poison

poisoned, stunned, unconscious

13 (+1) |10 (+1) |13 (+1) |0

DEX

Condition Immunities. Blinded, charmed,

CON

deafened, exhausted, frightened, paralysed, petrified,

INT

WIS

0

CHA

0

Generic Car

Speed. 70ft

AC. 19

STR

Large Land Vehicle

Hit Points. 65 (10d10+10)

cover). PASSENGER SEATS Seat (medium, 1 door, provides ¾ cover). Seat (medium, 1 door, provides \(\frac{3}{4} \) cover). Seat (medium, 1 door, provides ¾ cover).

Helm (medium, 1 door, provides ½

ACTION STATIONS

Generic Van **Back Door.** All back seats use the same door **Huge Land Vehicle AC**. 18 **ACTION STATIONS** Hit Points. 85 (10d12+20) Helm (1 door, provides ½ cover). Speed. 65ft PASSENGER SEATS Damage Threshold. 10 Seat (medium, 1 door, provides ¾ cover). Mishap Threshold. 15 Back Seat (medium, 1 door, provides total cover) Back Seat (medium, 1 door, provides total Cargo Capacity. 2000 lbs cover) **Engine Capacity.** 3 Back Seat (medium, 1 door, provides total cover) Nitro Support. No Back Seat (medium, 1 door, provides total cover) Damage Immunities. Psychic, Poison Back Seat (medium, 1 door, provides total **Condition Immunities.** Blinded, charmed, cover) deafened, exhausted, frightened, paralysed, petrified, Back Seat (medium, 1 door, provides total poisoned, stunned, unconscious cover Back Seat (medium, 1 door, provides total STR DEX CON INT WIS CHA cover 16 (+3) |8 (-1) 14 (+2) 0 0 0

AC. 18
Hit Points. 96 (11d12+22)
Speed. 60ft

Damage Threshold. 10
Mishap Threshold. 15

Gargantuan (4x4) Land Vehicle

Engine Capacity. 4
Nitro Support. No

Cargo Capacity. 4000 lbs

Damage Immunities. Psychic, Poison

Condition Immunities. Blinded, charmed,

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Generic Truck

deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious

STR	DEX	CON	INT	WIS	СНА
18 (+4)	8 (-1)	14 (+2)	0	0	0

door. If this door is open, creatures can walk within the vehicle, as if it were terrain, without climbing. Creatures cannot exit while the door is closed. This door provides total cover, including to and from the creatures in other stations and seats in this vehicle. There is enough space here for 9 medium creatures before all creatures in this space must begin squeezing.

Back Floor Space. There is a back

Helm (medium, 1 door, provides ½ cover).

PASSENGER SEATS

ACTION STATIONS

PASSENGER SEATS
Seat (medium, 1 door, provides ¾ cover).

Mishap Threshold. 12 Cargo Capacity. 100 lbs **Engine Capacity.** 2 Nitro Support. No Damage Immunities. Psychic, Poison **Condition Immunities.** Blinded, charmed, deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious

INT

Generic Motorbike

AC. 19

STR

Speed. 75ft

Medium Land Vehicle

Hit Points. 55 (10d8+10)

Damage Threshold. 8

DEX

13 (+1) |10 (0)

CON

13 (+1) |0

this vehicle costs 15 feet of movement **ACTION STATIONS** Helm (medium, no doors).

Poor Steering. Changing directions with

Seat (medium, no doors).

PASSENGER SEATS

WIS	СНА
0	0

Mishap Threshold. 8

Cargo Capacity. 100 lbs
Engine Capacity. 1

Nitro Support. No

Damage Immunities. Psychic, Poison
Condition Immunities. Blinded, charmed, deafened, exhausted, frightened, paralysed, petrified,

INT

0

WIS

0

CHA

0

Generic Motor Scooter

Medium Land Vehicle

Hit Points. 36 (8d8)

Damage Threshold. 1

poisoned, stunned, unconscious

CON

DEX

13 (+1) |16 (+3) |10

AC. 14

STR

Speed. 50ft

ACTION STATIONS
Helm (medium, no doors)

Flimsy. This vehicle has less AC than it

PASSENGER SEATS

Seat (medium, no doors)

Generic Boat (medium)
Large Sea Vehicle
AC. 19

Hit Points. 65 (10d10+10) Speed. Oft. 60ft swim

Damage Threshold. 4 Mishap Threshold. 12

Cargo Capacity. 1000 lbs **Engine Capacity.** 1

Damage Immunities. Psychic, Poison

Condition Immunities. Blinded, charmed,

Nitro Support. No

deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	13 (+1)	0	0	0

mishaps involving wheels **Boat.** This vehicle can only swim along the surface of a liquid. If it is submerged, it will sink at a rate of 15ft per round

Wheelless. This vehicle is immune to

ACTION STATIONS
Helm (medium, no doors).

PASSENGER SEATS
Seat (medium, no doors).
Seat (medium, no doors).
Seat (medium, no doors).

Mishap Threshold. 15 Cargo Capacity. 1000 lbs **Engine Capacity.** 3 Nitro Support. No Damage Immunities. Psychic, Poison **Condition Immunities.** Blinded, charmed, deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious STR DEX CON INT WIS CHA 18 (+4) |10 (0) 13 (+1) |0 0 0

Generic Helicopter

Speed. Oft, 100ft fly

Damage Threshold. 5

Hit Points. 75 (10d12+10)

Huge Air Vehicle

AC. 19

ACTION STATIONS
Helm (medium, 1 door, provides total cover).

PASSENGER SEATS
Seat (medium, 1 door, provides total cover).

Helicopter. Mishaps involving wheels

instead affect the blade

Seat (medium, no doors). Seat (medium, no doors).

Seat (medium, no doors).

Seat (medium, no doors).

Huge Air Vehicle **AC.** 21 Hit Points. 75 (10d12+10) Speed. Oft, 100ft fly **Damage Threshold.** 8 Mishap Threshold. 15 Cargo Capacity. 1000 lbs **Engine Capacity.** 3 Nitro Support. No **Damage Immunities.** Psychic, Poison Condition Immunities. Blinded, charmed, deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious STR DEX CON INT WIS CHA 13 (+1) 0 0 18 (+4) 10 (0) 0

Military Helicopter

take 3d6 bludgeoning damage. All creatures and vehicles within the radius must succeed on a Dexterity saving throw (DC = 15) or take the same damage, or half on a successful save.

Helm (medium, 1 door, provides total cover).

Chain Gun. Ranged Weapon Attack, +7 to hit,

range 80/400 ft., one target. Hit: 13 (2d12)

Mounted Grenade Launcher (large, no doors).

Fire Grenade (Recharge 5-6). Cause an explosion with a radius of 10ft at a point you can see

within 50ft. All non-vehicle objects within range

Mounted Turret (large, no doors).

Multiattack. Makes 3 chain gun

ACTION STATIONS

attacks

piercing

Helicopter. Mishaps involving wheels instead affect the blade

Armoured. This vehicle has more AC than it should.

PASSENGER SEATS

Seat (medium, 1 door, provides total cover).

Seat (medium, no doors). Seat (medium, no doors).

Seat (medium, no doors). Seat (medium, no doors).