

TEMPLATE VEHICLE

Size Vehicle

AC.

Hit Points.

Speed.

Damage Threshold.

Mishap Threshold.

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
			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).

Generic Car
Large Land Vehicle
AC. 19
Hit Points. 65 (10d10+10)
Speed. 70ft

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)	10 (+1)	13 (+1)	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).

Huge Land Vehicle

Hit Points. 85 (10d12+20)

Speed. 65ft

Damage Threshold. 10

Mishap Threshold. 15

Cargo Capacity. 2000 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
16 (+3)	8 (-1)	14 (+2)	0	0	0

Back Door. All back seats use the same door

Helm (1 door, provides ½ cover).

PASSENGER SEATS

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

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

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Generic Truck
Gargantuan (4x4) Land Vehicle
AC. 18
Hit Points. 96 (11d12+22)
Speed. 60ft

Damage Threshold. 10
Mishap Threshold. 15

Cargo Capacity. 4000 lbs
Engine Capacity. 4

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)	8 (-1)	14 (+2)	0	0	0

Back Floor Space. There is a back 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.

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

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

Generic Motorbike
Medium Land Vehicle
AC. 19
Hit Points. 55 (10d8+10)
Speed. 75ft

Damage Threshold. 8
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

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

Poor Steering. Changing directions with
this vehicle costs 15 feet of movement

ACTION STATIONS
Helm (medium, no doors).

PASSENGER SEATS
Seat (medium, no doors).

Generic Motor Scooter

Medium Land Vehicle

AC. 14

Hit Points. 36 (8d8)

Speed. 50ft

Damage Threshold. 1

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, poisoned, stunned, unconscious

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	10	0	0	0

Flimsy. This vehicle has less AC than it should

ACTION STATIONS

Helm (medium, no doors)

PASSENGER SEATS

Seat (medium, no doors)

Generic Boat (medium)

Large Sea Vehicle

AC. 19

Hit Points. 65 (10d10+10)

Speed. 0ft, 60ft swim

Damage Threshold. 4

Mishap Threshold. 12

Cargo Capacity. 1000 lbs

Engine Capacity. 1

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

Wheelless. This vehicle is immune to 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

ACTION STATIONS

Helm (medium, no doors).

PASSENGER SEATS

Seat (medium, no doors).

Seat (medium, no doors).

Seat (medium, no doors).

Generic Helicopter

Huge Air Vehicle

AC. 19

Hit Points. 75 (10d12+10)

Speed. 0ft, 100ft fly

Damage Threshold. 5

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

Helicopter. Mishaps involving wheels instead affect the blade

ACTION STATIONS

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

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).

Military Helicopter

Huge Air Vehicle

AC. 21

Hit Points. 75 (10d12+10)

Speed. 0ft, 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
18 (+4)	10 (0)	13 (+1)	0	0	0

Helicopter. Mishaps involving wheels instead affect the blade

Armoured. This vehicle has more AC than it should.

ACTION STATIONS

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

Mounted Turret (large, no doors).

Multiattack. Makes 3 chain gun attacks

Chain Gun. Ranged Weapon Attack, +7 to hit, range 80/400 ft., one target. Hit: 13 (2d12) piercing

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 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.

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).