

Generic Van
Huge Vehicle

Creature Capacity 9 medium creatures
Armor Class 18
Hit Points 85 (10d12+20) (Damage threshold 10, mishap threshold 15)
Speed 65ft
Engine capacity 3

Str	Dex	Con	Int	Wis	Cha
16 (+3)	8 (-1)	14 (+2)	0	0	0

Damage immunities: Psychic, Poison
Condition immunities: Blinded, charmed, deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious

Back Door. The back doors can be opened and closed using object interactions. While open, the back seats (up to 7 passenger seats) provide ½ cover. While closed, they provide total cover

ACTION STATIONS
Helm (Requires 1 crew and grants ¾ cover). Drive and steer the vehicle.

Generic Car
Large Vehicle

Creature Capacity 4 medium creatures
Armor Class 19
Hit Points 65 (10d10+10) (Damage threshold 8, mishap threshold 15)
Speed 70ft
Engine capacity 3

Str	Dex	Con	Int	Wis	Cha
13 (+1)	10 (0)	13 (+1)	0	0	0

Damage immunities: Psychic, Poison
Condition immunities: Blinded, charmed, deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious

Windows. Creatures inside the vehicle have 3/4 cover from attacks from outside the vehicle. Creatures outside the vehicle have 1/2 cover from creatures inside the vehicle.

ACTION STATIONS
Helm (Requires 1 crew and grants ¾ cover). Drive and steer the vehicle.

Generic Boat (medium)
Large Vehicle

Creature Capacity 4 medium creatures
Armor Class 19
Hit Points 65 (10d10+10) (Damage threshold 4, mishap threshold 12)
Speed 0ft, 60ft swim
Engine capacity 1

Str	Dex	Con	Int	Wis	Cha
13 (+1)	10 (0)	13 (+1)	0	0	0

Damage immunities: Psychic, Poison
Condition immunities: Blinded, charmed, deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious

Wheelless. Is immune to mishaps involving wheels.
Boat. Can only swim along the surface of water. If it is fully submerged, it will sink at a rate of 15ft a round.

ACTION STATIONS
Helm (Requires 1 crew and grants ½ cover). Drive and steer the vehicle.

Generic Motorbike
Medium Vehicle

Creature Capacity 2 medium creatures
Armor Class 19
Hit Points 55 (10d8+10) (Damage threshold 8, mishap threshold 12)
Speed 75ft
Engine capacity 2

Str	Dex	Con	Int	Wis	Cha
13 (+1)	10 (0)	13 (+1)	0	0	0

Damage immunities: Psychic, Poison
Condition immunities: Blinded, charmed, deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious

ACTION STATIONS
Helm (Requires 1 crew and grants no cover). Drive and steer the vehicle.

E-Scooter
Medium Vehicle

Creature Capacity 1 medium creature
Armor Class 19
Hit Points 36 (8d8) (Damage threshold 1, mishap threshold 8)
Speed 50ft
Engine capacity 1

Str	Dex	Con	Int	Wis	Cha
13 (+1)	8 (-1)	10	0	0	0

Damage immunities: Psychic, Poison
Condition immunities: Blinded, charmed, deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious

ACTION STATIONS
Helm (Requires 1 crew and grants no cover). Drive and steer the vehicle.

Generic Truck
Huge Vehicle

Creature Capacity 15 medium creatures
Armor Class 18
Hit Points 96 (11d12+22) (Damage threshold 10, mishap threshold 15)
Speed 60ft
Engine capacity 4

Str	Dex	Con	Int	Wis	Cha
16 (+3)	8 (-1)	14 (+2)	0	0	0

Damage immunities: Psychic, Poison
Condition immunities: Blinded, charmed, deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious

Back Door. The back doors can be opened and closed using object interactions. While open, the back seats (up to 13 passenger seats) provide ½ cover. While closed, they provide total cover

ACTION STATIONS
Helm (Requires 1 crew and grants ¾ cover). Drive and steer the vehicle.