

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 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 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)

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

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

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

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

Back Seat (medium, 1 door, provides total cover

Back Seat (medium, 1 door, provides total cover

Generic Truck
Gargantuan (4x4) 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 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 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 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
			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).