THE PULP HERO VEHICLE SOURCEBOOK

Volume I



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Volume I



A Hero Plus Adventure for



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Everything Else: Stev... you get the picture

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YOUR SECRET LEAGUE OF HEROES ENCODED MESSAGE!

Attention Secret League Of Heroes members! Here's your secret message for this Hero Plus Adventure. Use your secret decoder ring to read it!

24-1-8-8-14-18-17-24-15, 15-8-20-1-8-14 23-8-3-24-11-8-1!

1-11-9-7-1 5-3-15 18-14 14-5-3-14 9-3-4 15-20-18-8-17-14-18-15-14 4-1. 19-8-17-17-18-17-24-15 16-8-14-1-18-8 5-3-15 4-8-26-8-23-7-16-8-4 3 17-8-2 14-25-16-8 7-12 12-11-8-23 14-5-3-14 20-3-17 9-3-6-8 20-3-1-15, 16-23-3-17-8-15, 3-17-4 15-16-8-8-4-13-7-3-14-15 24-7 11-16 14-7 14-2-18-20-8 3-15 12-3-15-14 3-15 17-7-1-9-3-23! 18-12 15-7, 14-5-18-15 2-7-11-23-4 1-8-16-1-8-15-8-17-14 3 9-3-19-7-1 13-1-8-3-6 14-5-1-7-11-24-5 18-17 14-5-8 15-20-18-8-17-20-8 7-12 14-1-3-17-15-16- $\begin{array}{l} 7-1-14-3-14-18-7-17 - 13-11-14 \ 11-17-12-7-1-\\ 14-11-17-3-14-8-23-25, \ 16-8-14-1-18-8^{'}15 \ 9-7-14- \end{array}$ 18-26-8-15 3-1-8 17-7-14 14-7 13-8-17-8-12-18-14 9-3-17-6-18-17-4. 14-5-8 1-11-9-7-1-15 3-23-15-7 20-23-3-18-9 5-8'15 14-1-25-18-17-24 14-7 15-8-23-23 5-18-15 15-11-16-8-1--12-11-8-23 14-7 4-1. 12-3-17-24 7-1 3-6-3-15-5 26-3-1-9-3-17-4-3-23-18, 8-18-14-5-8-1 7-12 2-5-7-9 2-7-11-23-4 17-7 4-7-11-13-14 11-15-8 18-14 18-17 15-7-9-8 14-8-1-1-18-12-25-18-17-24 15-20-5-8-9-8 7-12 2-7-1-23-4 20-7-17-10-11-8-15-14. 13-8-14-14-8-1 12-18-17-4 7-11-14 2-5-3-14'15 24-7-18-17-24 7-17 10-11-18-20-6, 7-1 12-1-8-8-4-7-9 3-17-4 19-11-15-14-18-20-8 20-7-11-23-4 13-8 18-17 4-3-17-24-8-1!

PULP VEHICLES

HERO PLUS ADVENTURES

The Pulp Hero Vehicle Sourcebook, Vol. I is one of Hero Games's Hero Plus Adventures, a series of short, no-frills, inexpensive adventures in PDF format (though this one is actually a sourcebook, not a scenario per se). Hero Plus Adventures are designed to provide roughly one game session's worth of entertainment, though they include suggestions on how to lengthen or expand the scenario if you want to. (As a sourcebook, this one serves more as an ongoing game resource than as a one-shot adventure.) They're written with simplicity and ease of use in mind so you can run them with a minimum of preparation.

PRINTING

The general statement on the credits page notwithstanding, DOJ, Inc. grants each purchaser of *The Pulp Hero Vehicle Sourcebook, Vol. I* permission to make one (1) printed copy of this document. he Vehicles Table on pages 310-11 of *Pulp Hero* lists dozens of vehicles from the Pulp era, from cars to tramp steamers... in summary form. But sometimes a gamer needs the full-blown character sheet for his luxury auto, biplane, or speedboat!

The Pulp Hero Vehicle Sourcebook, Vol. I satisfies that need. It includes complete character sheets for every vehicle in Pulp Hero that hasn't already been published in The Ultimate Vehicle or The HERO System Vehicle Sourcebook. So strap yourself in and get ready to ride!



GENERAL CARS

	AUB	URN	125 PHAETON SEDAN						
Val	Char	Cost	Notes						
5	Size	25	3.2"x1.6"; -5 KB; -3 DCV						
35	STR	0	Lift 3,200 kg; 7d6 [0]						
14	DEX	12	OCV: 5/DCV: 5						
15	BODY	0							
3	DEF	2	Limited Coverage (not on wind-						
			shield/windows; -1/4)						
3	SPD	6	Phases: 4, 8, 12						
			Total Characteristic Cost: 45						
Mov	ement:		mming: 0"/0"						

Abilities & Equipment

Cost	Power	END						
9	Motorized Wheeled Vehicle: Ground							
	Movement +10" (16" total), x4 Non-							
	combat; OAF (standard tires; -1½),							
	Only On Appropriate Terrain (-¼),							
	1 Continuing Fuel Charge (easily-							
	obtained fuel; 6 Hours; -0)	[1cc]						
-2	Ground Vehicle: Swimming -2"							

-2 Ground Vehicle: Swimming -2" (0" total)

Total Abilities & Equipment Cost: 7 Total Vehicle Cost: 52

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 52/5 = 10

AUBURN SPEEDSTER 851

	11	UDU	KI OI LLDOI LK OJI					
Val	Char	Cost	Notes					
4	Size	20	2.5"x1.25"; -4 KB; -2 DCV	7				
30	STR	0	Lift 1,600 kg; 6d6 [0]					
16		18	OCV: 5/DCV: 5					
14	BODY	0						
3	DEF	2	Limited Coverage (not on	wind-				
			shield/windows; -1/4)					
3	SPD	4	Phases: 4, 8, 12					
			Total Characteristic Cost:	44				
Μον	ement:	Gro	ound: 23"/92"					
11101	ement.		imming: 0"/0"					
		0						
Abili	ties & Eq	uipme	ent					
Cost	Power			END				
14			Wheeled Vehicle: Ground	LIND				
11			+17" (23" total), x4 Non-					
			F (standard tires; $-1\frac{1}{2}$),					
			opropriate Terrain (-¼),					
			ng Fuel Charge (easily-					
			el; 6 Hours; -0)	[1cc]				
-2			<i>ticle:</i> Swimming -2"	[100]				
2	(0" tot		iele. Ottimining 2					
	(0 101)						
Tota	l Abiliti	es &]	Equipment Cost: 12					
Tota	l Vehicl	e Cos	t: 56					
Valu	e Disadv	/anta	aes					
Non			5					
Tota	l Disadv	vanta	ge Points: 0					
Tota	l Cost:	56/5 :	= 11					

							3	
	BL	ACŀ	KHAWK CHANTILLY			CHR	YSLER 8 AIRFLOW	
Val	Char	Cost	Notes	Val	Char	Cost	Notes	
5	Size	25	3.2"x1.6"; -5 KB; -3 DCV	4	Size	20	2.5"x1.25"; -4 KB; -2 DCV	
35	STR	0	Lift 3,200 kg; 7d6 [0]	30	STR	0	Lift 1,600 kg; 6d6 [0]	
14	DEX	12	OCV: 5/DCV: 5	15	DEX	15	OCV: 5/DCV: 5	
15	BODY	0		14	BODY			
3	DEF	2	Limited Coverage (not on wind-	3	DEF	2	Limited Coverage (not on wind-	
	ODD	_	shield/windows; -¼)			_	shield/windows; -¼)	
3	SPD	6	Phases: 4, 8, 12	3	SPD	5	Phases: 4, 8, 12	
			Total Characteristic Cost: 45				Total Characteristic Cost: 42	
Movement: Ground: 17"/68" Movement: Ground: 20"/80"								
		Swi	imming: 0"/0"			Sw	imming: 0"/0"	
Abili	ties & Equ	lipme	ent	Abilities & Equipment				
Cost	Power		END	Cost Power END				
-2	Movem combat Only O 1 Conti obtaine	nent t; OA n Ap inuir ed fu	Wheeled Vehicle: Ground +11" (17" total), x4 Non- .F (standard tires; -1½), .ppropriate Terrain (-¼), .pg Fuel Charge (easily- el; 6 Hours; -0) [1cc] .icle: Swimming -2"	 Motorized Wheeled Vehicle: Ground Movement +14" (20" total), x4 Non- combat; OAF (standard tires; -1½), Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily- obtained fuel; 6 Hours; -0) [1cc] -2 Ground Vehicle: Swimming -2" 				
-	(0" tota		inter of thinking 2	2	(0" tot		india. Orthinining 2	
	ll Abilitie ll Vehicle		Equipment Cost: 8 t: 53	Total Abilities & Equipment Cost: 10 Total Vehicle Cost: 52				
Value Disadvantages None					ie Disadv ie	/anta	ges	
Tota	l Disadva	anta	ge Points: 0	Tota	al Disadv	vanta	ge Points: 0	
Total Cost: 53/5 = 11					Total Cost: 52/5 = 10			

CORD 812 COUPE						FORD COUPE					
5 35 17 15 3 3	Char Size STR DEX BODY DEF SPD	25 0 21 0 2 3	Notes 3.2"x1.6"; -5 1 Lift 3,200 kg; OCV: 6/DCV Limited Cove shield/windo Phases: 4, 8, 1 Total Charact	7d6 [0] /: 6 erage (not or ws; -¼) 12 ceristic Cost:	ı wind-	Val Char Cost Notes 3 Size 15 2" x 1"; -3 KB; -2 DCV 25 STR 0 Lift 800 kg; 5d6 [0] 15 DEX 15 OCV: 5/DCV: 5 13 BODY 0 3 DEF 2 Limited Coverage (not or shield/windows; -¼) 3 SPD 5 Phases: 4, 8, 12 Total Characteristic Cost					
	ovement:Ground:25"/100"Movement:Ground:28"/112"Swimming:0"/0"Swimming:0"/0"0"/0"ilities & EquipmentAbilities & Equipment										
	lities & Equipment st Power END Motorized Wheeled Vehicle: Ground Movement +19" (25" total), x4 Non- combat; OAF (standard tires; -1½), Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc] Ground Vehicle: Swimming -2" (0" total)					 Motorized Wheeled Vehicle: Ground Movement +22" (28" total), x4 Non- combat; OAF (standard tires; -1½), Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily 				END	
	l Abiliti l Vehicl		Equipment Co t: 65	ost: 14		Total Abilities & Equipment Cost: 16 Total Vehicle Cost: 53					
Value Disadvantages None						Value Disadvantages None					
Total Disadvantage Points: 0						Total Disadvantage Points: 0					
Total Cost: 65/5 = 13						Tota	l Cost:	53/5 :	= 11		

					3	
FORD	V8			HU	UDSON 8 COUPE	
25 STR 0 Lift 800 15 DEX 15 OCV: 5, 13 BODY 0 0 3 DEF 2 Limited shield/w 3 SPD 5 Phases:	Coverage (not on wind- indows; -¼)	Val Char Cost Notes 5 Size 25 3.2"x1.6"; -5 KB; -3 DCV 35 STR 0 Lift 3,200 kg; 7d6 [0] 16 DEX 18 OCV: 5/DCV: 5 15 BODY 0 3 DEF 2 Limited Coverage (not or shield/windows; -¼) 3 SPD 4 Phases: 4, 8, 12 Total Characteristic Cost:				
Movement: Ground: Swimming:	17"/68" 0"/0"	Mov	ement:		ound: 22"/88" imming: 0"/0"	
Abilities & Equipment		Abilities & Equipment				
Cost Power 10 Motorized Wheeled V Movement +11" (17" combat; OAF (standa Only On Appropriate 1 Continuing Fuel Ch obtained fuel; 6 Hour -2 Ground Vehicle: Swit (0" total)	total), x4 Non- rd tires; -1½), 2 Terrain (-¼), harge (easily rs; -0) [1cc]	CostPowerEND13Motorized Wheeled Vehicle: Ground Movement +16" (22" total), x4 Non- combat; OAF (standard tires; -1½), Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0)[1cc]-2Ground Vehicle: Swimming -2" (0" total)				
Total Abilities & Equipmer Total Vehicle Cost: 45	nt Cost: 8	Total Abilities & Equipment Cost: 11 Total Vehicle Cost: 60				
Value Disadvantages None		Value Disadvantages None				
Total Disadvantage Points	: 0	Total Disadvantage Points: 0				
Total Cost: 45/5 = 9		Tota	l Cost:	60/5	= 12	

		L	ESALLE SEDA	N		LINCOLN ZEPHYR					
Val 5 35 15 15 3 3	Char Size STR DEX BODY DEF SPD	25 0 15	Notes 3.2"x1.6"; -5 K Lift 3,200 kg; 7 OCV: 5/DCV Limited Cover shield/window Phases: 4, 8, 1 Total Characte	7d6 [0] : 5 : age (not on vs; -¼) 2		Val Char Cost Notes 4 Size 20 2.5"x1.25"; -4 KB; -2 DC 30 STR 0 Lift 1,600 kg; 6d6 [0] 15 DEX 15 OCV: 5/DCV: 5 14 BODY 0 3 DEF 2 Limited Coverage (not o shield/windows; -¼) 3 SPD 5 Phases: 4, 8, 12 Total Characteristic Cost			6d6 [0] 7: 5 erage (not on ws; - ¹ / ₄) 12	wind-	
Mov	ement:			17"/68" 0"/0"		Mov	ement:		ound: mming:	21"/84" 0"/0"	
Abilit	ies & Eq	uipme	ent			Abilit	ies & Eq	uipme	ent		
Cost Power END 10 Motorized Wheeled Vehicle: Ground Movement +11" (17" total), x4 Non- combat; OAF (standard tires; -1½), Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc] -2 Ground Vehicle: Swimming -2" (0" total) [1cc]						CostPowerEND13Motorized Wheeled Vehicle: Ground Movement +15" (20" total), x4 Non- combat; OAF (standard tires; -1½), Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0)[1cc]-2Ground Vehicle: Swimming -2" (0" total)[1cc]					
	l Abilitie l Vehicle		quipment Cost : 55	: 8		Total Abilities & Equipment Cost: 11 Total Vehicle Cost: 53					
Value Disadvantages None						Value Disadvantages None					
Total Disadvantage Points: 0						Total Disadvantage Points: 0					
Total Cost: 55/5 = 11						Tota	l Cost: !	53/5 =	= 11		

9

				_			-		
	OLD	SMO	BILE TOURING SEDAN	PACKARD TWIN SIX					
Val	Char	Cost	Notes	Val	Char	Cost	Notes		
4	Size	20	2.5"x1.25"; -4 KB; -2 DCV	3	Size	15	2" x 1"; -3 KB; -2 DCV		
30	STR	0	Lift 1,600 kg; 6d6 [0]	25	STR	0	Lift 800 kg; 5d6 [0]		
15	DEX	15	OCV: 5/DCV: 5	14	DEX	12	OCV: 5/DCV: 5		
14	BODY			13	BODY	0			
3	DEF	2	Limited Coverage (not on wind-	3	DEF	2	Limited Coverage (not on wind-		
		_	shield/windows; -¼)				shield/windows; -¼)		
3	SPD	5	Phases: 4, 8, 12	3	SPD	6	Phases: 4, 8, 12		
			Total Characteristic Cost: 42				Total Characteristic Cost: 35		
Mov	ement:	Gro	ound: 19"/76"	Mov	ement:		ound: 15"/60"		
		Swi	mming: 0"/0"			Sw	imming: 0"/0"		
Abili	ties & Eq	uipme	ent	Abili	ties & Eq	uipm	ent		
Cost	Power		END	Cost Power END					
-2	Mover comba Only (1 Cont obtain	nent it; OA Dn Ap tinuir ed fu d Veh	Wheeled Vehicle: Ground+13" (19" total), x4 Non-F (standard tires; -1½),ppropriate Terrain (-¼),g Fuel Charge (easilyel; 6 Hours; -0)[1cc]icle: Swimming -2"	 8 Motorized Wheeled Vehicle: Ground Movement +9" (15" total), x4 Non- combat; OAF (standard tires; -1½), Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc] -2 Ground Vehicle: Swimming -2" (0" total) 					
	l Abiliti l Vehiclo		Equipment Cost: 9 t: 51	Total Abilities & Equipment Cost: 6 Total Vehicle Cost: 41					
Value Disadvantages None					Value Disadvantages None				
Tota	l Disadv	anta	ge Points: 0	Tota	l Disadv	anta	ge Points: 0		
Tota	l Cost:	51/5 :	= 10	Tota	ll Cost: 4	41/5	= 8		

	DIEDCI		ROW STRAI	CUT-FICU	r/T*		D	וידיואר	IAC SILVER S	TDEAV	
4 30 16 14 3 3		Cost 20 0 18 0 2 4 Gro	Notes 2.5"x1.25"; -4 Lift 1,600 kg; OCV: 5/DCV Limited Cove shield/windo Phases: 4,8,1 Total Charact	- KB; -2 DCV 6d6 [0] 7: 5 erage (not or ws; - ¹ / ₄) 12 eeristic Cost: 17"/68"	V 1 wind-	Val 4 30 16 14 3 3 Mov		Cost 20 0 18 0 2 4 Gro	Notes 2.5"x1.25"; -4 Lift 1,600 kg; OCV: 5/DCV Limited Cove shield/windov Phases: 4, 8, 1 Total Charact	 KB; -2 DCV 6d6 [0] 7: 5 erage (not on ws; -¼) 12 teristic Cost: 18"/72" 	wind-
Swimming: 0"/0" Abilities & Equipment END Cost Power END 10 Motorized Wheeled Vehicle: Ground Movement +11" (17" total), x4 Non- combat; OAF (standard tires; -1½), Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc] -2 Ground Vehicle: Swimming -2"							Moven comba Only C 1 Cont obtain	uipme zed V nent t; OA Dn Ap inuir ed fu d Veh	imming: ent Vheeled Vehicle +12" (18" total F (standard tin ppropriate Terr ng Fuel Charge el; 6 Hours; -0) <i>icle:</i> Swimmi), x4 Non- res; -1½), rain (-¼), (easily)	END
(0" total) Total Abilities & Equipment Cost: 8 Total Vehicle Cost: 52 Value Disadvantages None Total Disadvantage Points: 0 Total Cost: 52/5 = 10						Tota Value None Tota	l Vehicle e Disadv e	e Cos vanta	ges ge Points: 0	ost: 8	

							,	
	ST	UDE	BAKER PRESIDENT 8			SI	ΓUTZ BEARCAT	
Val	Char	Cost	Notes	Val	Char	Cost	Notes	
4	Size	20	2.5"x1.25"; -4 KB; -2 DCV	4	Size	20	2.5"x1.25"; -4 KB; -2 DCV	
30	STR	0	Lift 1,600 kg; 6d6 [0]	30	STR	0	Lift 1,600 kg; 6d6 [0]	
16	DEX	18	OCV: 5/DCV: 5	12 DEX 6 OCV: 4/DCV: 4			OCV: 4/DCV: 4	
14	BODY	0		15				
3	DEF	2	Limited Coverage (not on wind-	3	DEF	2	Limited Coverage (not on wind-	
			shield/windows; -1/4)				shield/windows; - ¹ / ₄)	
3	SPD	4	Phases: 4, 8, 12	3	SPD	8	Phases: 4, 8, 12	
			Total Characteristic Cost: 44				Total Characteristic Cost: 37	
Mov	rement:	Gre	ound: 18"/72"					
		Sw	imming: 0"/0"			Sw	imming: 0"/0"	
Abili	ties & Eq	uipmo	ent	Abilities & Equipment				
Cost	Power		END	Cost Power EN				
12	Motori	ized V	Wheeled Vehicle: Ground	10			Wheeled Vehicle: Ground	
			+14" (20" total), x4 Non-	10			+12" (18" total), x4 Non-	
			F (standard tires; -1½),				AF (standard tires; -1½),	
			opropriate Terrain (-¼),				opropriate Terrain (-¼),	
			ng Fuel Charge (easily				ng Fuel Charge (easily	
			el; 6 Hours; -0) [1cc]				el; 6 Hours; -0) [1cc]	
-2			<i>icle:</i> Swimming -2"	-2			nicle: Swimming -2"	
2	$(0^{\circ} tota)$		icic. Owninning 2	2	(0" tot		incle. Owninning 2	
	,	,				,		
			Equipment Cost: 10				Equipment Cost: 8	
Tota	l Vehicle	e Cos	t: 54	Tota	al Vehicle	e Cos	st: 45	
	e Disadv	anta	ges		e Disad	/anta	ges	
Non	e			Non	e			
Total Disadvantage Points: 0					Total Disadvantage Points: 0			
Tota	l Cost: 5	54/5 :	= 11	Total Cost: 45/5 = 9				

WILLYS 65-KNIGHT							
Val	Char	Cost	Notes				
3	Size	15	2" x 1"; -3 KB; -2 DCV				
25	STR	0	Lift 800 kg; 5d6 [0]				
14	DEX	12	OCV: 5/DCV: 5	_			
13	BODY	0					
3	DEF	2	Limited Coverage (not on wind- shield/windows; - ¹ / ₄)	Val			
3	SPD	6	Phases: 4, 8, 12	5			
5	SFD	0	Total Characteristic Cost: 35	35			
			Iotal Characteristic Cost: 55	15			
Mar	ement:	C	ound: 13"/42"	17			
MOV	ement:			3			
		SWI	mming: 0"/0"	3			
Abili	ties & Ec	uipme	ent	3			
Cost	Powe	r	END				
7		-	Wheeled Vehicle: Ground	Mo			
,			+7" (13" total), x4 Non-				
			F (standard tires; $-1\frac{1}{2}$),				
			propriate Terrain (-¼),	Abil			
			ig Fuel Charge (easily	Cos			
			el; 6 Hours; -0) [1cc]				
-2			<i>icle:</i> Swimming -2"	10			
-2	(0" tot		icie. Swimming -2				
	(0 101	lai)					
Tota	l Abiliti	ies & I	Equipment Cost: 5				
	l Vehicl						
				-2			
Valu	e Disad	vanta	nes				
Non		vanta	900				
				Tot Tot			
Total Disadvantage Points: 0							
Total Cost: 40/5 = 8							
10111 00011 10/0 - 0							

LUXURY AND SPORTS CARS

CORD L-29 CABRIOLET al Char Cost Notes Size 25 3.2"x1.6": -5 KB: -3 DCV

5	Size	25	3.2"x1.6"; -	5 KB; -3 DCV	r				
35	STR	0	Lift 3,200 k	g; 7d6 [0]					
15	DEX	15	OCV: 5/D	CV: 5					
17	BODY	2							
3	DEF	2	Limited Coverage (not on wind						
			shield/wind	lows; -¼)					
3	SPD	5	Phases: 4,8	3,12					
			Total Chara	acteristic Cost	: 49				
Mov	ement:	Gr	ound:	17"/68"					
		Sw	rimming:	0"/0"					
Ahilii	ies & Eq	uinm	ont						
ADIII	ies a Ly	uipin	ent						
Cost	Power				END				
10			Wheeled Vehi						
		/lovement +11" (17" total), x4 Non-							
		combat; OAF (standard tires; -1½),							
		Only On Appropriate Terrain (-¼),							
		1 Continuing Fuel Charge (easily							
			el; 6 Hours; -		[1cc]				
-2			nicle: Swim	ming -2"					
	(0" tota	al)							
Tota	l Abiliti	es &	Equipment	Cost: 8					
	l Vehicle								
Valu	e Disadv	anta	iges						
Non	ρ								

None

Total Disadvantage Points: 0

Total Cost: 57/5 = 11

									j	
		Ι	DUESENBER	kG J				L	INCOLN KB V12	
Val 5 35 15 17 3 3	Val Char Cost Notes 5 Size 25 3.2"x1.6"; -5 KB; -3 DCV 35 STR 0 Lift 3,200 kg; 7d6 [0] 15 DEX 15 OCV: 5/DCV: 5 17 BODY 2 3 DEF 2 Limited Coverage (not on wind-shield/windows; -¼)						Char Size STR DEX BODY DEF SPD	25 0 15	Notes 3.2"x1.6"; -5 KB; -3 DCV Lift 3,200 kg; 7d6 [0] OCV: 5/DCV: 5 Limited Coverage (not on wind- shield/windows; -¼) Phases: 4, 8, 12 Total Characteristic Cost: 47	
Movement:Ground:26"/104"Swimming:0"/0"						Mov	vement:		ound: 18"/72" imming: 0"/0"	
Abili	ties & Eq	uipm	ent			Abili	ties & Eq	uipm	ent	
CostPowerEND16Motorized Wheeled Vehicle: Ground Movement +20" (26" total), x4 Non- combat; OAF (standard tires; -1½), Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0)[1cc]-2Ground Vehicle: Swimming -2" (0" total)[1cc]						Cosi 10 -2	Mover comba Only (1 Con obtain	ized N nent at; OA On Aj tinuin ed fu d Veh	END Wheeled Vehicle: Ground +12" (18" total), x4 Non- AF (standard tires; -1½), ppropriate Terrain (-¼), ng Fuel Charge (easily tel; 6 Hours; -0) [1cc] nicle: Swimming -2"	
	al Abiliti al Vehicle		Equipment (st: 63	Cost: 14		Total Abilities & Equipment Cost: 8 Total Vehicle Cost: 55				
Valu Non	le Disadv	vanta	ges			Value Disadvantages None				
Tota	al Disadv	vanta	ge Points: 0			Tota	l Disadv	vanta	ge Points: 0	
Tota	al Cost:	63/5	= 13			Total Cost: 55/5 = 11				

	РАСК		MODEL 471	PHAETON	T		PIER	CE-A	RROW SILVI	ER ARROW	
Val 5 35 16 15 3 3		Cost 25 0 18 0 2	 Notes 3.2"x1.6"; -5 KB; -3 DCV Lift 3,200 kg; 7d6 [0] OCV: 5/DCV: 5 Limited Coverage (not on wind-shield/windows; -¼) Phases: 4, 8, 12 Total Characteristic Cost: 49 			Val 4 30 17 14 3 3			Notes	: KB; -2 DCV 6d6 [0] 7: 6 erage (not on ws; -¼) 12	, wind-
Mov	ement:		ound: mming:	22"/88" 0"/0"		Mov	ement:		ound: imming:	26"/104" 0"/0"	
Abilit	ies & Eq	uipme	ent			Abilit	ies & Eq	uipme	ent		
Cost Power END 13 Motorized Wheeled Vehicle: Ground Movement +16" (22" total), x4 Non- combat; OAF (standard tires; -1½), Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc] -2 Ground Vehicle: Swimming -2" (0" total) [1cc]						CostPowerEND16Motorized Wheeled Vehicle: Ground Movement +20" (26" total), x4 Non- combat; OAF (standard tires; -1½), Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0)[1cc]-2Ground Vehicle: Swimming -2" (0" total)[1cc]					
	l Abilitie l Vehicle		Equipment Co t: 60	ost: 11		Total Abilities & Equipment Cost: 14 Total Vehicle Cost: 60					
Value None	e Disadv	anta	ges			Value Disadvantages None					
Tota	l Disadv	anta	ge Points: 0			Tota	l Disadv	anta	ge Points: 0		
Total Cost: 60/5 = 12							l Cost: (50/5 =	= 12		

				_				
			BMW 315				BMW 328	
Val	Char		Notes	Val	Char		Notes	
4	Size	20	2.5"x1.25"; -4 KB; -2 DCV	5	Size	25	3.2"x1.6"; -5 KB; -3 DCV	
30	STR	0	Lift 1,600 kg; 6d6 [0]	35	STR	0	Lift 3,200 kg; 7d6 [0]	
15	DEX	15	OCV: 5/DCV: 5	16	DEX	18	OCV: 5/DCV: 5	
14	BODY			15	BODY			
3	DEF	2	Limited Coverage (not on wind-	3	DEF	2	Limited Coverage (not on wind-	
2	CDD	_	shield/windows; -¼)	2	CDD		shield/windows; -¼)	
3	SPD	5	Phases: 4, 8, 12	3	SPD	4	Phases: 4, 8, 12	
Total Characteristic Cost: 42Total Characteristic Cost: 49								
Моу	ement:	Gr	ound: 15"/60"	Mov	ement:	Gr	ound: 22"/88"	
1.10	•••••		imming: 0"/0"	1.10			imming: 0"/0"	
с								
Abili	ties & Ec	luipm	ent	Abili	ties & Ec	quipm	ent	
Cost	Power	r	END	Cost Power ENI				
8	Motor	ized I	Wheeled Vehicle: Ground	13	Motor	ized I	Wheeled Vehicle: Ground	
	Move	ment	+9" (15" total), x4 Non-		Move	ment	+16" (22" total), x4 Non-	
			F (standard tires; -1½),				AF (standard tires; -1½),	
			ppropriate Terrain (-¼),	Only On Appropriate Terrain (-¼),				
			ng Fuel Charge (easily				ng Fuel Charge (easily	
			el; 6 Hours; -0) [1cc]				el; 6 Hours; -0) [1cc]	
-2			<i>icle:</i> Swimming -2"	-2 Ground Vehicle: Swimming -2"				
	(0" tot	tal)			(0" tot	tal)		
Tota	1 45:1:+:	iac 87	Equipment Cost: 6	Tota	1 4 5:1:+:	00 87	Equipment Cost: 11	
	l Vehicl				l Vehicl			
1011		000		1000		000		
Vəlu	e Disad	vanta	nos	Valu	e Disad	vanta	nes.	
Non		vania	yes	Non		vania	iges	
TYONG					-			
Tota	l Disad	vanta	ge Points: 0	Tota	l Disad	vanta	ge Points: 0	
Tota	l Cost:	48/5	= 10	Tota	l Cost:	60/5	= 12	

				_								
			BUGATTI 57	7					CADILLAC V	-16		
Val	Char		Notes						Notes			
5	Size		3.2"x1.6"; -5]			5	Size	25	3.2"x1.6"; -5 KB; -3 DCV			
35	STR	0	Lift 3,200 kg; 7d6 [0]			35	STR	0		Lift 3,200 kg; 7d6 [0]		
17	DEX	21	OCV: 6/DCV	/: 6		16	DEX	18	OCV: 5/DC	OCV: 5/DCV: 5		
15	BODY		1 10		• 1	15	BODY					
3	DEF	2	Limited Cove		n wind-	3	DEF	2		Limited Coverage (not on wind-		
2	CDD	2	shield/windo			2	CDD	4	shield/windo			
3	SPD	3	Phases: 4, 8, 1		F 1	3	SPD	4	Phases: 4, 8,		40	
Total Characteristic Cost: 51Total Characteristic Cost: 49								49				
Mov	ement:		ound: imming:	25"/100" 0"/0"		Mov	ement:		ound: imming:	22"/88" 0"/0"		
Abilit	ties & Eq	luipme	ent			Abilit	ies & Eq	uipmo	ent			
CostPowerEND16Motorized Wheeled Vehicle: Ground Movement +19" (25" total), x4 Non- combat; OAF (standard tires; -1½), Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0)[1cc]-2Ground Vehicle: Swimming -2" (0" total)[1cc]						 Motorized Wheeled Vehicle: Ground Movement +16" (22" total), x4 Non- combat; OAF (standard tires; -1½), Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc] -2 Ground Vehicle: Swimming -2" (0" total) 				END [1cc]		
	l Abiliti l Vehicl		Equipment Co t: 65	ost: 14		Total Abilities & Equipment Cost: 11 Total Vehicle Cost: 60						
Value Disadvantages None						Value Disadvantages None						
Tota	l Disadv	vanta	ge Points: 0			Total Disadvantage Points: 0						
Total Cost: 65/5 = 13 Total Cost: 60/5 = 12												

Hero System 5th Edition

					_					
		HIS	SPANO-SUIZA	H6					JAGUAR SS100	
Val	Char		Notes			Val	Char	Cost	Notes	
5	Size	25	3.2"x1.6"; -5 K			4	Size	20	2.5"x1.25"; -4 KB; -2 DCV	
35	STR	0	Lift 3,200 kg; 7			30	STR	0	Lift 1,600 kg; 6d6 [0]	
15	DEX	15	OCV: 5/DCV:	5		17	DEX	21	OCV: 6/DCV: 6	
15	BODY		1 10		1	14	BODY			
3	DEF	2	Limited Covera		nd-	3	DEF	2	Limited Coverage (not on wind-	
3	SPD	5	shield/window Phases: 4, 8, 12			3	SPD	3	shield/windows; -¼) Phases: 4, 8, 12	
3	SPD	Э				3	SPD	3	Total Characteristic Cost: 46	
Total Characteristic Cost: 47Total Characteristic Cost: 46										
Mov	ement:	Gro	ound: 1	9"/76"		Mov	ement:	Gre	ound: 23"/92"	
		Sw)"/0"				Sw	imming: 0"/0"	
			-						-	
Abili	ties & Eq	lnibm	ent			Abilit	ies & Eq	lnibm	ent	
Cost	Power	r		EN	ND	Cost Power El				
11	Motor	ized V	<i>Wheeled Vehicle:</i>	Ground		14	Motor	ized V	Wheeled Vehicle: Ground	
	Mover	ment	+13" (19" total),	x4 Non-			Mover	ment	+17" (23" total), x4 Non-	
			F (standard tire						AF (standard tires; -1½),	
			opropriate Terra						ppropriate Terrain (-¼),	
			ng Fuel Charge (ng Fuel Charge (easily	
_			el; 6 Hours; -0)	[1c	cc]	_			lel; 6 Hours; -0) [1cc]	
-2			vicle: Swimmin	g -2"		-2 Ground Vehicle: Swimming -2"				
	(0" tot	al)					(0" tot	al)		
Tota	1 Abilitia	ac & F	quipment Cost:	9		Tota	l Abiliti	06 87	Equipment Cost: 12	
	l Vehicle			9			l Vehicl			
1010	ir vennere	. 0001	. 50			1014	r venner	000		
Vəlu	e Disad	vanta	a 05			Valu	e Disad	vanta	20805	
Non		vania	yes			None		vanita	iges	
1,011	~					1,010	-			
Tota	l Disad	vanta	ge Points: 0			Total Disadvantage Points: 0				
Tota	l Cost:	56/5	= 11			Tota	l Cost:	58/5	= 12	

MERCEDES-BENZ "GROSSER" 770	MERCEDEX-BENZ SS			
Val Char Cost Notes 5 Size 25 3.2"x1.6"; -5 KB; -3 DCV 35 STR 0 Lift 3,200 kg; 7d6 [0] 16 DEX 18 OCV: 5/DCV: 5 15 BODY 0 8 DEF 16 3 SPD 4 Phases: 4, 8, 12 Total Characteristic Cost: 63	Val Char Cost Notes 5 Size 25 3.2"x1.6"; -5 KB; -3 DCV 35 STR 0 Lift 3,200 kg; 7d6 [0] 16 DEX 18 OCV: 5/DCV: 5 15 BODY 0 3 DEF 2 Limited Coverage (not on wind-shield/windows; -¼) 3 SPD 4 Phases: 4, 8, 12 Total Characteristic Cost: 49			
Swimming: 0"/0" Abilities & Equipment	Movement:Ground:25"/100"Swimming:0"/0"			
Cost Power END	Abilities & Equipment			
 8 Motorized Wheeled Vehicle: Ground Movement +9" (15" total), x4 Non- combat; OAF (standard tires; -1½), Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc] -2 Ground Vehicle: Swimming -2" (0" total) Total Abilities & Equipment Cost: 6 	CostPowerEND16Motorized Wheeled Vehicle: Ground Movement +19" (25" total), x4 Non- combat; OAF (standard tires; -1½), Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0)[1cc]-2Ground Vehicle: Swimming -2" (0" total)			
Total Vehicle Cost: 69	Total Abilities & Equipment Cost: 14 Total Vehicle Cost: 63			
Value Disadvantages None Total Disadvantage Points: 0 Total Cost: 69/5 = 14	Value Disadvantages None Total Disadvantage Points: 0 Total Cost: 63/5 = 12			

							5		
	RO	LLS-I	ROYCE PHANTOM I/II		RO	LLS-	ROYCE PHANTOM III		
Val	Char	Cost	Notes	Val	Char	Cost	Notes		
5	Size	25	3.2"x1.6"; -5 KB; -3 DCV	5	Size	25	3.2"x1.6"; -5 KB; -3 DCV		
35	STR	0	Lift 3,200 kg; 7d6 [0]	35	STR	0	Lift 3,200 kg; 7d6 [0]		
16	DEX	18	OCV: 5/DCV: 5	17	DEX	21	OCV: 6/DCV: 6		
15	BODY	0		15	BODY	0			
3	DEF	2	Limited Coverage (not on wind- shield/windows; - ¹ / ₄)	3	DEF	2	Limited Coverage (not on wind- shield/windows; - ¹ / ₄)		
3	SPD	4	Phases: 4, 8, 12	3	SPD	3	Phases: 4, 8, 12		
			Total Characteristic Cost: 49				Total Characteristic Cost: 51		
Movement: Ground: 17"/68" Swimming: 0"/0"					ement:		ound: 20"/80" imming: 0"/0"		
Abilit	ties & Eq	uipme	ent	Abili	ties & Eq	uipm	ent		
Cost 10	Mover comba Only (1 Con obtain	ized V nent it; OA On Ap tinuir ed fu d Veh	END Wheeled Vehicle: Ground +11" (17" total), x4 Non- F (standard tires; -1½), ppropriate Terrain (-¼), ng Fuel Charge (easily el; 6 Hours; -0) [1cc] <i>icle:</i> Swimming -2"	Cost 12 -2	Mover comba Only (1 Cont obtain	ized V nent t; OA Dn Ap tinuir ed fu d Veh	END Wheeled Vehicle: Ground +14" (20" total), x4 Non- AF (standard tires; -1½), ppropriate Terrain (-¼), ng Fuel Charge (easily el; 6 Hours; -0) [1cc] nicle: Swimming -2"		
	l Abiliti l Vehicl		Equipment Cost: 8 t: 57	Total Abilities & Equipment Cost: 10 Total Vehicle Cost: 61					
Value Disadvantages None					Value Disadvantages None				
Tota	l Disadv	vanta	ge Points: 0	Tota	l Disadv	anta	ge Points: 0		
Tota	l Cost:	57/5 :	= 11	Tota	Total Cost: 61/5 = 12				

TRUCKS

Val	Char	Cost	Notes			
3	Size		2" x 1": -3 KB: -2 DCV			
28	STR	3	, . ,			
15	DEX		0			
13	BODY	0				
3	DEF	2	Limited Coverage (not on wind-			
			shield/windows; -¼)			
3	SPD	5	Phases: 4, 8, 12			
			Total Characteristic Cost: 40			
Mov	ement:	Gro	ound: 29"/116"			
			imming: 0"/0"			
Abilities & Equipment						
Cost	t Powei		END			
18 Motorized Wheeled Vehicle: Ground						

18	Motorized Wheeled Vehicle: Ground							
	Movement +23" (29" total), x4 Non-							
	combat; OAF (standard tires; -1½),							
	Only On Appropriate Terrain (-¼),							
	1 Continuing Fuel Charge (easily							
	obtained fuel; 6 Hours; -0)	[1cc]						
-2	Ground Vehicle: Swimming -2"							
	(0" total)							

Total Abilities & Equipment Cost: 16 Total Vehicle Cost: 56

Value Disadvantages None

Total Disadvantage Points: 0

Total Cost: 56/5 = 11

Char Val Cost Notes 3 15 2" x 1"; -3 KB; -2 DCV Size Lift 1,600 kg; 6d6 [0] 5 30 STR OCV: 5/DCV: 5 16 DEX 18 13 BODY 0 3 DEF Limited Coverage (not on wind-2 shield/windows; -1/4) SPD Phases: 4, 8, 12 3 4 **Total Characteristic Cost: 44** 25"/100" Movement: Ground: Swimming: 0"/0" Abilities & Equipment **Cost Power** END 16 Motorized Wheeled Vehicle: Ground Movement +19" (25" total), x4 Noncombat; OAF (standard tires; -1½), Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc] Ground Vehicle: Swimming -2" -2 (0" total) **Total Abilities & Equipment Cost: 14** Total Vehicle Cost: 58 Value Disadvantages None **Total Disadvantage Points: 0** Total Cost: 58/5 = 12

FORD MODEL 830 PICKUP

Val

4

35

13

14

3

3

7

-2

None

FORD MODEL T UTILITY TRUCK MOTORCYCLES Char Cost Notes 2.5"x1.25"; -4 KB; -2 DCV Size 20 5 Lift 3,200 kg; 7d6 [0] STR **EXCELSIOR 20R** DEX 9 OCV: 4/DCV: 4 Val Char Cost Notes BODY 0 1.25" x .64"; -1 KB; -0 DCV Size 1 5 DEF 2 Limited Coverage (not on wind-0 Lift 200 kg; 3d6 HTH [0] 15 STR shield/windows; -1/4) OCV: 5/DCV: 5 DEX 18 16 SPD 7 Phases: 4, 8, 12 13 BODY 2 **Total Characteristic Cost: 43** 4 DEF 4 Does Not Protect Occupant (-1/2) Movement: Ground: 13"/52" 3 SPD 3 Phases: 4, 8, 12 0"/0" Swimming: **Total Characteristic Cost: 32** Abilities & Equipment 22"/88" Movement: Ground: END Swimming: Cost Power 0"/0" Motorized Wheeled Vehicle: Ground Movement +7" (13" total), x4 Non-Abilities & Equipment combat; OAF (standard tires; -1¹/₂), END **Cost Power** Only On Appropriate Terrain (-1/4), 13 Motorized Two-Wheeled Vehicle: Ground 1 Continuing Fuel Charge (easily Movement +16" (22" total), x4 Nonobtained fuel; 6 Hours; -0) [1cc] combat; OAF (standard tires; -11/2), Ground Vehicle: Swimming -2" Only On Appropriate Terrain (-1/4), (0" total) 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc] **Total Abilities & Equipment Cost: 5** -2 Ground Vehicle: Swimming -2" **Total Vehicle Cost: 48** $(0^{\circ} total)$ Value Disadvantages **Total Abilities & Equipment Cost: 11** Total Vehicle Cost: 43 **Total Disadvantage Points: 0** Value Disadvantages Distinctive Features: Valuable Motorcycle 10 Total Cost: 48/5 = 10 (Concealable With Difficulty; Noticed And Recognizable) 5 Physical Limitation: Two-Wheeled (Infrequently, Slightly Impairing) **Total Disadvantage Points: 15** Total Cost: 28/5 = 6

HARLEY-DAVIDSON 61E "KNUCKLEHEAD" Val Char Cost Notes 1.25" x .64"; -1 KB; -0 DCV Size 5 1 Lift 200 kg; 3d6 HTH [0] 15 STR 0 18 DEX 24 OCV: 6/DCV: 6 13 BODY 2 DEF Does Not Protect Occupant (-4 4 1/2) SPD 2 Phases: 4, 8, 12 3 **Total Characteristic Cost: 37** Movement: Ground: 22"/88" 0"/0" Swimming: Abilities & Equipment END **Cost Power** 13 Motorized Two-Wheeled Vehicle: Ground

10	filotorizou ino milototi remete. Giouna	
	Movement +16" (22" total), x4 Non-	
	combat; OAF (standard tires; -1½),	
	Only On Appropriate Terrain (-¼),	
	1 Continuing Fuel Charge (easily	
	obtained fuel; 6 Hours; -0) [1cc]	
-2	Ground Vehicle: Swimming -2"	
	(0" total)	

Skills

2 *Superb Handling*: +1 with Ground Movement

Total Abilities & Equipment Cost: 13 Total Vehicle Cost: 50

Value Disadvantages

- 10 Distinctive Features: Valuable Motorcycle (Concealable With Difficulty; Noticed And Recognizable)
- 5 Physical Limitation: Two-Wheeled (Infrequently, Slightly Impairing)

Total Disadvantage Points: 15

Total Cost: 35/5 = 7

HENDERSON KJ "STREAMLINE"

Val	Char	Cost	Notes					
1	Size	5	1.25" x .64"; -1 KB; -0 DCV					
15	STR	0	Lift 200 kg; 3d6 HTH [0]					
17	DEX	21	OCV: 6/DCV: 6					
13	BODY	2						
4	DEF	4	Does Not Protect Occupant (-					
			1/2)					
3	SPD	3	Phases: 4, 8, 12					
			Total Characteristic Cost: 35					
		-						
Mov	ement:	Gro	ound: 22"/88"					
		Swi	imming: 0"/0"					
Abilities & Fauinment								

Abilities & Equipment

Cost	Power	END
13	Motorized Two-Wheeled Vehicle: Groun	d
	Movement +16" (22" total), x4 Non-	
	combat; OAF (standard tires; -1½),	
	Only On Appropriate Terrain (-¼),	
	1 Continuing Fuel Charge (easily	
	obtained fuel; 6 Hours; -0)	[1cc]
-2	Ground Vehicle: Swimming -2"	
	(0" total)	

Skills

Total Abilities & Equipment Cost: 13 Total Vehicle Cost: 48

Value Disadvantages

- 10 Distinctive Features: Valuable Motorcycle (Concealable With Difficulty; Noticed And Recognizable)
- 5 Physical Limitation: Two-Wheeled (Infrequently, Slightly Impairing)

Total Disadvantage Points: 15

Total Cost: 33/5 = 7

² Superb Handling: +1 with Ground Movement

INDIAN 101 SCOUT Val Char Cost Notes 1.25" x .64"; -1 KB; -0 DCV 1 Size 5 15 STR 0 Lift 200 kg; 3d6 HTH [0] 16 DEX 18 OCV: 5/DCV: 5 13 BODY 2 DEF Does Not Protect Occupant (-4 4 1/2) SPD 3 5 Phases: 4, 8, 12 **Total Characteristic Cost: 34** 17"/68" Movement: Ground: Swimming: 0"/0" Abilities & Equipment END **Cost Power** Motorized Two-Wheeled Vehicle: Ground 10 Movement +11" (17" total), x4 Noncombat; OAF (standard tires; -11/2), Only On Appropriate Terrain (-1/4), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc] -2 Ground Vehicle: Swimming -2" (0" total)Skills 4 Superb Handling: +2 with Ground Movement **Total Abilities & Equipment Cost: 12** Total Vehicle Cost: 46 Value Disadvantages Distinctive Features: Valuable Motorcycle 10 (Concealable With Difficulty; Noticed And Recognizable) 5 Physical Limitation: Two-Wheeled (Infrequently, Slightly Impairing) **Total Disadvantage Points: 15** Total Cost: 31/5 = 6



	Char	Cost	Notes			Val	Cha
5	Size	25	3.2" x 1.6"	; -5 KB; -3 DO	CV	5	Size
16	STR	-19		g; 3d6 HTH [(18	STI
14	DEX	12	OCV: 5/I		-	17	DE
15	BODY	0				15	BO
2	DEF	0				3	DE
3	SPD	6	Phases: 4,	8,12		3	SPI
			Total Cha	racteristic Cos	st: 22		
Моч	ement:	Gro	ound:	0"/0"		Mov	eme
		Swi	imming:	0"/0"			
		Flig	ght:	17"/68"			
Abili	ties & Eq	uipme	ent			Abilit	ies 8
Cost	t Power		`vetome		END	Cost	Po Pro
16			Systems	<i>ie:</i> Flight 17",		22	Pro
10				tinuing Fuel		22	x8
				d fuel; 2 Hour	·c·		Ch
				l6 to anyone v			UI.
							-0`
							-0)
	comes	into	contact wit	h the propelle	er,		co
	comes autom	into atical	contact wit ly occurs w	h the propelle hen Flight is i	er, in		co: au
	comes autom use, or	into atical ily aff	contact wit ly occurs w ects enviro	h the propelle hen Flight is i nment in from	er, in it		co
	comes autom use, or of vehi	into atical ily aff icle; -	contact wit ly occurs w ects enviro ¼), Stall Ve	h the propelle hen Flight is i	er, in at 4),		co: au us
-12	comes autom use, or of vehi Takeof	into atical ily aff icle; - ff/Lan	contact wit ly occurs w ects enviro ¼), Stall Ve iding (-1)	h the propelle hen Flight is nment in from locity (14"; -½	er, in ut 4), [1cc]	-12	co au us of
-12	comes autom use, or of vehi Takeof	into atical ily aff icle; - ff/Lan <i>nly Fl</i>	contact wit ly occurs w ects enviro ¼), Stall Ve iding (-1)	h the propelle hen Flight is i nment in from	er, in ut 4), [1cc]	-12	co au us of Ta
-12 -2	comes autom use, or of vehi Takeof <i>Can O</i> (0" tota	into atical ily aff icle; - ff/Lan nly Fl al)	contact wit ly occurs w ects enviro ¼), Stall Ve iding (-1)	h the propelle hen Flight is i nment in from locity (14"; -½ Movement -6	er, in ut 4), [1cc]	-12 -2	co au us of Ta <i>Ca</i>
	comes autom use, or of vehi Takeof <i>Can O</i> (0" tota	into atical aly aff icle; - ff/Lan <i>nly Fl</i> al) <i>nly Fl</i>	contact wit ly occurs w ects enviro ¼), Stall Ve Iding (-1) ly: Ground	h the propelle hen Flight is i nment in from locity (14"; -½ Movement -6	er, in ut 4), [1cc]		co au us of Ta <i>Ca</i> (0'
-2	comes autom use, or of vehi Takeof <i>Can O</i> (0" tota (0" tota	into o atical ily aff icle; - ff/Lan nly Fl al) nly Fl al)	contact wit ly occurs w ects enviro ¼), Stall Ve Iding (-1) ly: Ground	h the propelle then Flight is in nment in from locity (14"; - ¹ / Movement -6 ing -2"	er, in ut 4), [1cc]		cor au us of Ta Ca (0' Ca
-2 Tota	comes autom use, or of vehi Takeof <i>Can O</i> (0" tota (0" tota	into a atical ily aff icle; - ff/Lan mly Fl al) mly Fl al) es & I	contact wit ly occurs w ects enviro ¼), Stall Ve ding (-1) <i>ly:</i> Ground <i>ly:</i> Swimm Equipment	h the propelle then Flight is in nment in from locity (14"; - ¹ / Movement -6 ing -2"	er, in ut 4), [1cc]		co: au of Ta (0' Ca (0'
-2 Tota	comes autom use, or of vehi Takeot <i>Can O</i> (0" tot <i>Can O</i> (0" tot	into a atical ily aff icle; - ff/Lan mly Fl al) mly Fl al) es & I	contact wit ly occurs w ects enviro ¼), Stall Ve ding (-1) <i>ly:</i> Ground <i>ly:</i> Swimm Equipment	h the propelle then Flight is in nment in from locity (14"; - ¹ / Movement -6 ing -2"	er, in ut 4), [1cc]	-2	co: au us of Ta (0' Ca (0' Ca
-2 Tota Tota	comes autom use, or of vehi Takeof <i>Can O</i> (0" tot: <i>Can O</i> (0" tot: can O (0" tot: can O	into o atical aly aff icle; - ff/Lan mly Fl al) mly Fl al) es & I e Cos	contact wit ly occurs w ects enviro ¼), Stall Ve iding (-1) <i>ly:</i> Ground <i>ly:</i> Swimm Equipment t: 24	h the propelle then Flight is in nment in from locity (14"; - ¹ / Movement -6 ing -2"	er, in ut 4), [1cc]	-2	con au use of Ta (0' Ca (0' Ca (0' Ta Ta
-2 Tota Tota	comes autom use, or of vehi Takeof <i>Can O</i> (0" tot: <i>Can O</i> (0" tot: Can O (0" tot: CanO	into o atical aly aff icle; - ff/Lan mly Fl al) mly Fl al) es & I e Cos	contact wit ly occurs w ects enviro ¼), Stall Ve iding (-1) <i>ly:</i> Ground <i>ly:</i> Swimm Equipment t: 24	h the propelle then Flight is in nment in from locity (14"; - ¹ / Movement -6 ing -2"	er, in ut 4), [1cc]	-2	co: au us of Ta Ca (0' Ca (0' Ca (0' Ta Ca (0' Ta Ca Au

Total Disadvantage Points: 0

Total Cost: 24/5 = 5

CURTISS P-6E HAWK

Val	Char	Cost	Notes	
5	Size	25	3.2" x 1.6"; -5	5 KB; -3 DCV
18	STR	-17	Lift 300 kg; 3	⁵ / ₂ d6 HTH [0]
17	DEX	21	OCV: 6/DC	V: 6
15	BODY	0		
3	DEF	3		
3	SPD	3	Phases: 4, 8,	12
			Total Charac	teristic Cost: 35
Movement: Gro			ound:	0"/0"
S		Swi	mming:	0"/0"
		Flig	ght:	22"/176"
Abili	ties & Eq	luipme	ent	
Cost				END
			Systems	
22			riven Biplane: bat: 1 Continu	

22 Propeller-Driven Biplane: Flight 22", x8 Noncombat; 1 Continuing Fuel Charge (easily-obtained fuel; 2 Hours; -0), Side Effects (KA 1d6 to anyone who comes into contact with the propeller, automatically occurs when Flight is in use, only affects environment in front of vehicle; -¼), Stall Velocity (11"; -¼), Takeoff/Landing (-1) [1cc]

- 12 *Can Only Fly:* Ground Movement -6" (0" total)
- 2 *Can Only Fly:* Swimming -2" (0" total)

Tactical Systems

Twin 12.7mm Machine Guns: RKA 3d6, Autofire (5 shots; +½), +1 Increased STUN Multiplier (+¼), 200 Charges (+1); OIF Bulky (-1), Limited Arc Of Fire (0 degrees forward; only on same horizontal level; -1), Real Weapon (-¼) [200]

Operations Systems

4 *Radio*: Radio Perception/Transmission (Radio Group); OAF Bulky (-1½), Affected As Hearing Group As Well As Radio Group (-¼)

0

Skills

2 *Highly Maneuverable:* +1 with Flight

Total Abilities & Equipment Cost: 52 Total Vehicle Cost: 87

 Value Disadvantages 25 Distinctive Features: US Warplane (Not Concealable; Causes Extreme Reaction [fear]) 					
Tota	l Disadvar	ntag	ge Points: 25		
Tota	Cost: 62	/5 =	= 13		
	DE HAV	VIL	LAND DH.84	4 DRAGON	
Val 7 26 17 17 3 3	Size 3 STR -1 DEX 2 BODY 0 DEF 3	ost 35 19 21 0 3 3	Notes 5" x 2.5"; -7 K Lift 933 kg; 50 OCV: 6/DCV Phases: 4, 8, 1 Total Charact	d6 HTH [0] 7: 6	3
Move			ound: mming: ¦ht:	0"/0" 0"/0" 29"/116"	
Abilit	ies & Equip	pme	ent		
Cost		on S	vstems	E	ND
25 -12 -2	 Noncombat; 1 Continuing Fuel Charge (easily-obtained fuel; 2 Hours; -0), Side Effects (KA 1d6 to anyone who comes into contact with the propeller, automatically occurs when Flight is in use, only affects environment in front of vehicle; -¼), Stall Velocity (11"; -¼), Takeoff/Landing (-1) [1cc] <i>Can Only Fly:</i> Ground Movement -6" (0" total) 				
4	Operations SystemsRadio:Radio Group); OAF Bulky (-1½), Aff-ected As Hearing Group As Well AsRadio Group (-¼)0				
Total Abilities & Equipment Cost: 15 Total Vehicle Cost: 58					
Value Disadvantages None					
Total Disadvantage Points: 0					
Total Cost: 58/5 = 12					

Hero System 5th Edition

		FORI	O TRIMOTO	OR 4-AT			
Val 8 33 14 18 3 3	Char Size STR DEX BODY DEF SPD	40 -17 12	Lift 2,400 kg OCV: 5/DC Phases: 4,8	, 12			
			Iotal Chara	cteristic Cost: 4	14		
Move	ement:		ound:	0"/0"			
		Swi	mming:	0"/0"			
		Flig	,ht:	33"/132"			
Abilit Cost 28	Propulsion Systems <i>Propeller-Driven Biplane:</i> Flight 33", x4 Noncombat; 1 Continuing Fuel Charge						
-12 -2	 (easily-obtained fuel; 2 Hours; -0), Side Effects (KA 1d6 to anyone who comes into contact with the propeller, automatically occurs when Flight is in use, only affects environment in front of vehicle; -¼), Stall Velocity (11"; -¼), Takeoff/Landing (-1) [1ce 2 Can Only Fly: Ground Movement -6" (0" total) 						

Total Abilities & Equipment Cost: 14 Total Vehicle Cost: 58

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 58/5 = 12

GRUMMAN F2F-1		SHORT S.23 FLYING BOAT
Val Char Cost Notes		Val Char Cost Notes
5 Size 25 3.2" x 1.6"; -5 KB; -3 DCV		11 Size 55 12.5" x 6.4"; -11 KB; -7 DCV
22 STR -13 Lift 533 kg; 4d6 HTH [0]		41 STR -24 Lift 7,333 kg; tons; 8d6 HTH [0]
18 DEX 21 OCV: 6/DCV: 6		15 DEX 15 OCV: 5/DCV: 5
15 BODY 0		21 BODY 0
3 DEF 3		3 DEF 3
3 SPD 2 Phases: 4, 8, 12	20	3 SPD 5 Phases: 4, 8, 12
Total Characteristic Cost:	38	Total Characteristic Cost: 54
Movement: Ground: 0"/0"		Movement: Ground: 0"/0"
Swimming: 0"/0"		Swimming: 2"/4"
Flight: 27"/216"		Flight: 23"/184"
Abilities & Equipment		Abilities & Equipment
Cost Power	END	Cost Power END
Propulsion Systems		Propulsion Systems
26 Propeller-Driven Biplane: Flight 27", x8 Noncombat; 1 Continuing Fuel Charge		22 <i>Propeller-Driven Plane</i> : Flight 23", x8 Noncombat; 1 Continuing Fuel Charge
(easily-obtained fuel; 2 Hours; -0), Side		(easily-obtained fuel; 2 Hours; -0), Side
Effects (KA 1d6 to anyone who comes		Effects (KA 1d6 to anyone who comes
into contact with the propeller, auto-		into contact with the propeller, auto-
matically occurs when Flight is in use,		matically occurs when Flight is in use,
only affects environment in front of		only affects environment in front of
vehicle; $-\frac{1}{4}$), Stall Velocity (11"; $-\frac{1}{4}$),	[1]	vehicle; -¼), Stall Velocity (11"; -¼),
Takeoff/Landing (-1) -12 <i>Can Only Fly:</i> Ground Movement -6"	[1cc]	Takeoff/Landing (-1)[1cc]-12Can Only Fly: Ground Movement -6"
(0" total)		(0" total)
-2 <i>Can Only Fly:</i> Swimming -2"		
(0" total)		Operations Systems
		4 <i>Radio:</i> Radio Perception/Transmission
Tactical Systems		(Radio Group); OAF Bulky (-1½), Aff-
38 <i>Twin 12.7mm Machine Guns:</i> RKA 3d6 Autofire (5 shots; +½), +1 Increased	ected As Hearing Group As Well As Radio Group (-¼) 0	
STUN Multiplier $(+\frac{1}{4})$, 200 Charges		Radio Group (-¼) 0
(+1); OIF Bulky (-1), Limited Arc Of		Total Abilities & Equipment Cost: 14
Fire (0 degrees forward; only on same		Total Vehicle Cost: 68
horizontal level; -1), Real Weapon (-1/4)	[200]	
Operations Systems		Value Disadvantages
Operations Systems<i>Radio:</i> Radio Perception/Transmission		None
(Radio Group); OAF Bulky (-1½), Aff-		
ected As Hearing Group As Well As		Total Disadvantage Points: 0
Radio Group (-¼)	0	Total Cost: 68/5 = 14
Skille		
Skills 2 <i>Highly Maneuverable:</i> +1 with Flight		
Total Abilities & Equipment Cost: 56		
Total Vehicle Cost: 94		

Value Disadvantages

Distinctive Features: US Warplane (Not Concealable; Causes Extreme Reaction 25 [fear])

Total Disadvantage Points: 25

Total Cost: 69/5 = 14

END

[1cc]

0



	SPEEDBOAT	OCEAN LINER
Val Char Cost 5 Size 25 30 STR 0 14 DEX 12 15 BODY 0 3 DEF 3 3 SPD 6	Notes 3.2" x 1.6"; -5 KB; -3 DCV Lift 1,600 kg; 6d6 HTH [0] OCV: 5/DCV: 5 Phases: 4, 8, 12 Total Characteristic Cost: 46	Val Char Cost Notes 22 Size 110 160" x 80"; mass 400 ktons; -22 KB; -14 DCV 100 STR -20 Lift 25 ktons; 20d6 HTH [0] 8DEX -6 OCV: 3/DCV: 3 32 BODY 0 5 DEF 7 Does Not Protect Some Occu- pants (-¼) 2 SPD 2 Phases: 6, 12
	ound: 0"/0" mming: 13"/26"	Total Characteristic Cost: 93
Abilities & Equipme	ent	Movement:Ground:0"/0"Swimming:18"/36"
Cost Power Propulsion S	END	Abilities & Equipment
 5 Propeller-D +11" (13" to 1 Continuin obtained fu (propeller c) in contact w occurs auto environmer -12 Water Vehic (0" total) 15 Anchor: 40 END; +½); Coverage (- 	<i>vive Watercraft:</i> Swimming tal); Surface Only (-1), ag Fuel Charge (easily el; 3 Hours; -0), Side Effects oes KA 1d6 to anyone coming <i>v</i> ith bottom stern of vehicle, matically, only affects at around vehicle; -¼) [1cc] <i>le:</i> Ground Movement -6" STR, Reduced Endurance (0 OIF Bulky (-1), Partial 2) 0 Equipment Cost: 8	CostPowerEND5Propeller-Drive Watercraft: Swimming +16" (18" total); Surface Only (-1), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0), Limited Maneuverability (-¾), Side Effects (propeller does KA 2d6 to anyone coming in contact with bottom stern of vehicle, occurs automatically, only affects environment around vehicle; -¾)[1cc]-12Water Vehicle: Ground Movement -6" (0" total)[1cc]37Large Boat's Anchor: 100 STR, Reduced Endurance (0 END; +½); OIF Bulky (-1), Partial Coverage (-2)0
Value Disadvanta None	ges	Total Abilities & Equipment Cost: 30 Total Vehicle Cost: 123
Total Disadvanta	ge Points: 0	Value Disadvantages None
Total Cost: 54/5	= 11	Total Disadvantage Points: 0 Total Cost: 123/5 = 25
		CostAdditional Vehicles41Lifeboats: 250 lifeboats (use Canoe)

TRAMP STEAMER						
Val	Char	Cost	Notes			
17	Size	85	50" x 25"; -17 KB; -11 DCV			
95	STR	0	Lift 12.5 ktons; 19d6 HTH [0]			
8	DEX	-6	OCV: 3/DCV: 3			
27	BODY	0				
5	DEF	7	Does Not Protect Some Occu-			
			pants (-¼)			
2	SPD	2	Phases: 6,12			
			Total Characteristic Cost: 88			
Movement:		Gro	ound: 0"/0"			
		Swi	imming: 10"/20"			

Abilities & Equipment

Cost Power

END

2	Propeller-Drive Watercraft: Swimming	
	+8" (10" total); Surface Only (-1),	
	1 Continuing Fuel Charge (easily	
	obtained fuel; 6 Hours; -0), Limited	
	Maneuverability (-¾), Side Effects	
	(propeller does KA 2d6 to anyone	
	coming in contact with bottom stern	
	of vehicle, occurs automatically, only	
	affects environment around vehicle;	
	-¾) [10	cc]
-12	Water Vehicle: Ground Movement -6"	
	(0" total)	
37	Large Boat's Anchor: 100 STP Deduced	

37Large Boat's Anchor: 100 STR, Reduced
Endurance (0 END; +½); OIF Bulky (-1),
Partial Coverage (-2)0

Total Abilities & Equipment Cost: 27 Total Vehicle Cost: 115

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 115/5 = 23

Cost Additional Vehicles

31 Lifeboats: 60 lifeboats (use Canoe)