

Name **Fighter plane (Industrial Era)** Size **16** hexes

Cost **≈250** KCr Mass **1.2** tons Hits **10**

Strength **9d+0**
Damage limit **4**
Roll

Top speed **40(17)**
(Takeoff speed)
meters

Acceleration **5**
meters

Fuel supply **5**
hours

Front armor **1d+0**

Right armor **1d+0**

Left armor **1d+0**

Top armor **1d+0**

Bottom armor **1d+0**

Rear armor **1d+0**



One hex equals ② meters

Hits

1	11
-0d	
2	12
3	13
-3d	
4	14
5	15
-1d	
6	16
7	17
-4d	
8	18
9	19
-2d	
10	20

Gizmos **Seats one. Mounts 4d+0 autofire forward facing gun with 200 rounds of ammunition and an Accuracy of 2**

Name **Fighter plane (Late Industrial Era)** Size **36** hexes

Cost **≈650** KCr Mass **5.5** tons Hits **14**

Strength **13d+0**
Damage limit **3**
Roll

Top speed **126(53)**
(Takeoff speed)
meters

Acceleration **7**
meters

Fuel supply **5**
hours

Front armor **1d+0**

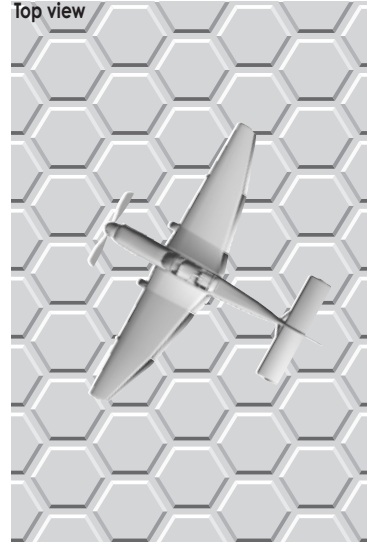
Right armor **1d+0**

Left armor **1d+0**

Top armor **1d+0**

Bottom armor **1d+0**

Rear armor **1d+0**



One hex equals ② meters

Hits

1	11
-0d	
2	12
3	13
-3d	
4	14
5	15
-1d	
6	16
7	17
-4d	
8	18
9	19
-2d	
10	20

Gizmos **Ground attack fighter, crew of two. Two forward facing 7d+0 autocannon, two rear 60° 5d+0 machinegun, four 8d+0 bombs**

Name **Light helicopter (Atomic Era)** Size **6** hexes

Cost **≈100** KCr Mass **1** tons Hits **10**

Strength **11d+0**
Damage limit **5**
Roll

Top speed **40**
meters

Acceleration **13**
meters

Fuel supply **5**
hours

Front armor **1d+0**

Right armor **1d+0**

Left armor **1d+0**

Top armor **1d+0**

Bottom armor **1d+0**

Rear armor **1d+0**



One hex equals ② meters

Hits

1	11
-0d	
2	12
3	13
-3d	
4	14
5	15
-1d	
6	16
7	17
-4d	
8	18
9	19
-2d	
10	20

Gizmos **Seats three, plus room for 100kg of cargo**

Name **Business jet (Atomic Era)** Size **48** hexes

Cost **≈500** KCr Mass **10** tons Hits **16**

Strength **17d+0**
Damage limit **2**
Roll

Top speed **225(71)**
(Takeoff speed)
meters

Acceleration **7**
meters

Fuel supply **10**
hours

Front armor **1d+0**

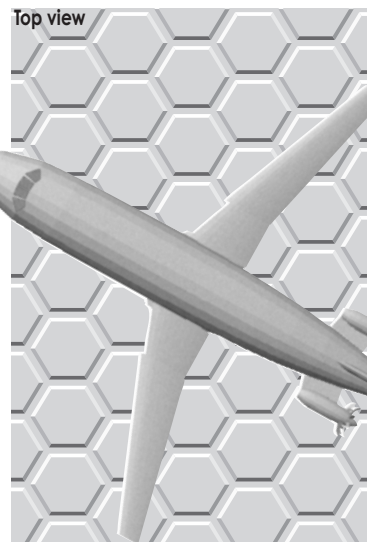
Right armor **1d+0**

Left armor **1d+0**

Top armor **1d+0**

Bottom armor **1d+0**

Rear armor **1d+0**



One hex equals ② meters

Hits

1	11
-0d	
2	12
3	13
-3d	
4	14
5	15
-1d	
6	16
7	17
-4d	
8	18
9	19
-2d	
10	20

Gizmos **Crew of one or two, plus up to ten passengers and two hexagons of cargo. Equipped with 2d+0 sensor (radar)**

Name **Small galleon (Basic Era)** Size **90** hexes

Cost **≈70** KCr Mass **64** tons Hits **22**

Strength **11d+0**

Damage limit **2**

Roll

Top speed **5**

meters

Acceleration **1**

meters

Fuel supply **n/a**

hours

Front armor **2d+0**

Right armor **2d+0**

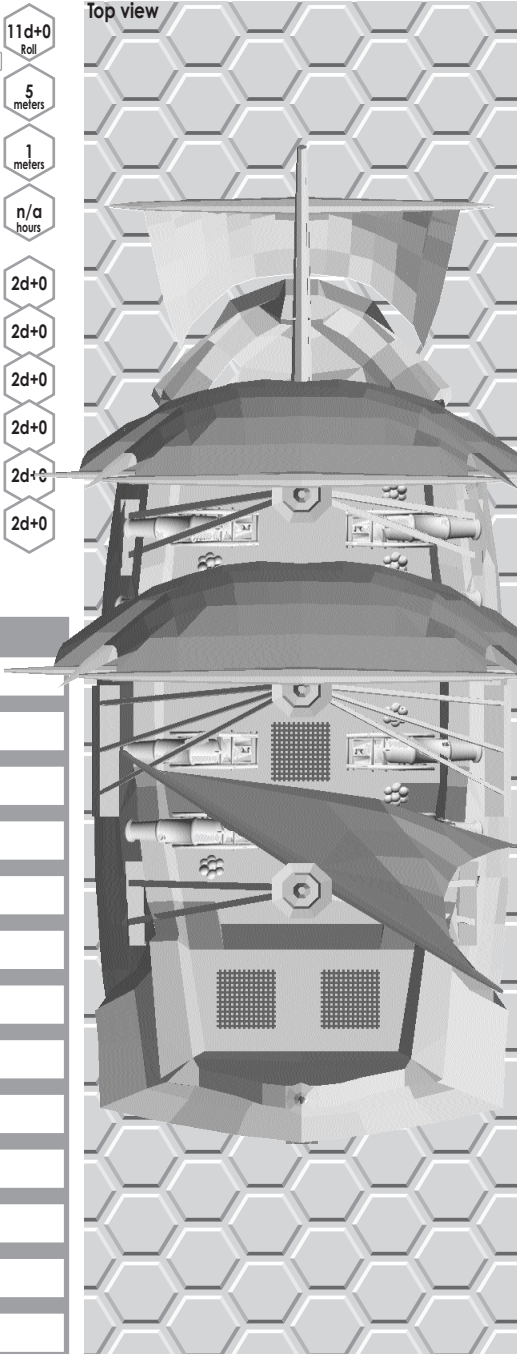
Left armor **2d+0**

Top armor **2d+0**

Bottom armor **2d+0**

Rear armor **2d+0**

Top view



Hits

-0d

1

2

3

4

5

6

7

8

-1d

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

Cargo

Gizmos **Crew of ≈20, mounts eight fixed arc**

cannons (6d+0 damage, accuracy of 1), plus

four hundred shells and several hexagons of

cargo hold.

One hex equals **1** meters

Name **Speedboat (Atomic Era)** Size **8** hexes

Cost **≈20** KCr Mass **2** tons Hits **12**

Strength **10d+0**

Damage limit **5**

Roll

Top speed **17**

meters

Acceleration **2**

meters

Fuel supply **5**

hours

Front armor **1d+0**

Right armor **1d+0**

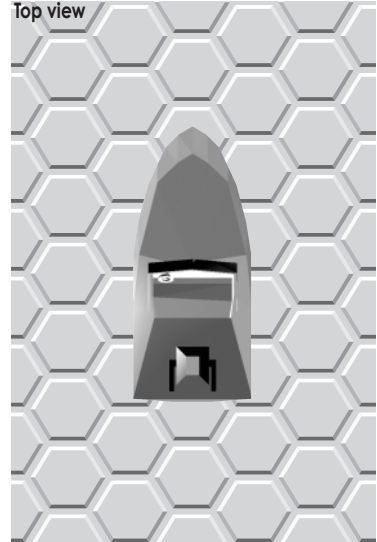
Left armor **1d+0**

Top armor **1d+0**

Bottom armor **1d+0**

Rear armor **1d+0**

Top view



One hex equals **1** meters

Hits

-0d

1

2

3

4

5

6

7

8

-3d

9

10

11

12

13

14

15

16

17

18

19

20

Gizmos **Driver plus one passenger and**

50kg of cargo

-2d

Name **Canoe (Primitive Era)** Size **1** hexes

Cost **≈.3** KCr Mass **.2** tons Hits **8**

Strength **-1d+0**

Damage limit **8**

Roll

Top speed **2**

meters

Acceleration **1**

meters

Fuel supply **n/a**

hours

Front armor **1d+0**

Right armor **1d+0**

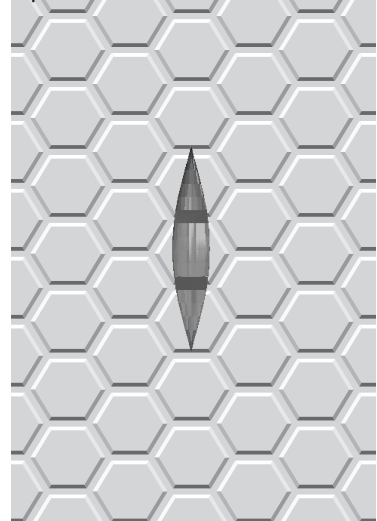
Left armor **1d+0**

Top armor **1d+0**

Bottom armor **1d+0**

Rear armor **1d+0**

Top view



One hex equals **1** meters

Hits

-0d

1

2

3

4

5

6

7

8

-3d

9

10

11

12

13

14

15

16

17

18

19

20

Gizmos **Listed speed and weight is with**

one person. Another person paddling

increases top speed to 3.

-2d

Name **Auto (Late Industrial Era)** Size **6 hexes**

Cost **≈12 KCr** Mass **1.6 tons** Hits **12**

Strength
Damage limit 5

8d+0
Roll

Top speed

23
meters

Acceleration

3
meters

Fuel supply

5
hours

Front armor 1d+0

Right armor 1d+0

Left armor 1d+0

Top armor 1d+0

Bottom armor 1d+0

Rear armor 1d+0

Top view



One hex equals 1 meters

Hits

1	11
2	12
3	13
4	14
5	15
6	16
7	17
8	18
9	19
10	20

Gizmos **Driver plus four passengers or equivalent amount of cargo**

Name **Auto (Late Industrial Era)** Size **5 hexes**

Cost **≈10 KCr** Mass **1 tons** Hits **10**

Strength
Damage limit 6

8d+0
Roll

Top speed

30
meters

Acceleration

4
meters

Fuel supply

5
hours

Front armor 1d+0

Right armor 1d+0

Left armor 1d+0

Top armor 1d+0

Bottom armor 1d+0

Rear armor 1d+0

Top view



One hex equals 1 meters

Hits

1	11
2	12
3	13
4	14
5	15
6	16
7	17
8	18
9	19
10	20

Gizmos **Driver plus one passenger and 50kg of cargo**

Name **ATV (Atomic Era)** Size **1.5 hexes**

Cost **≈7 KCr** Mass **.3 tons** Hits **8**

Strength
Damage limit 8

7d+0
Roll

Top speed

23
meters

Acceleration

3
meters

Fuel supply

5
hours

Front armor 1d+0

Right armor 1d+0

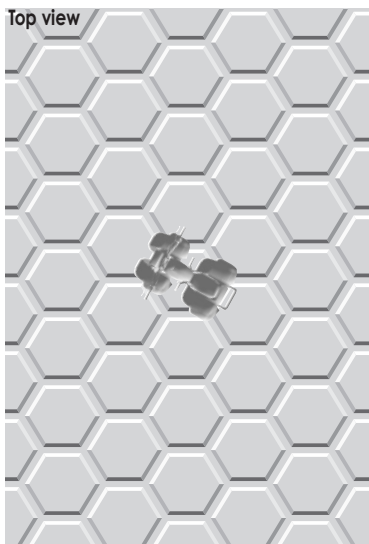
Left armor 1d+0

Top armor 1d+0

Bottom armor 1d+0

Rear armor 1d+0

Top view



One hex equals 1 meters

Hits

1	11
2	12
3	13
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5	15
6	16
7	17
8	18
9	19
10	20

Gizmos **Normally carries only the driver, but a passenger can ride if necessary**

Name **Auto (Atomic Era)** Size **6 hexes**

Cost **≈30 KCr** Mass **1.5 tons** Hits **12**

Strength
Damage limit 5

10d+0
Roll

Top speed

53
meters

Acceleration

5
meters

Fuel supply

5
hours

Front armor 1d+0

Right armor 1d+0

Left armor 1d+0

Top armor 1d+0

Bottom armor 1d+0

Rear armor 1d+0

Top view



One hex equals 1 meters

Hits

1	11
2	12
3	13
4	14
5	15
6	16
7	17
8	18
9	19
10	20

Gizmos **Driver plus one passenger and 200kg of cargo**

Name **Generic thug**

Motivation **Doing what he's paid to do**

Strength Punch 1d+2 Kick 2d+2	Level 8 Roll 2d+2	Skills Brawling	Level 4 Roll 4d+0	<table border="1"> <thead> <tr><th colspan="2">Hits</th></tr> </thead> <tbody> <tr><td>1</td><td>11</td></tr> <tr><td>2</td><td>12</td></tr> <tr><td>3</td><td>13</td></tr> <tr><td>4</td><td>14</td></tr> <tr><td>5</td><td>15</td></tr> <tr><td>6</td><td>16</td></tr> <tr><td>7</td><td>17</td></tr> <tr><td>8</td><td>18</td></tr> <tr><td>9</td><td>19</td></tr> <tr><td>10</td><td>20</td></tr> </tbody> </table>	Hits		1	11	2	12	3	13	4	14	5	15	6	16	7	17	8	18	9	19	10	20
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Agility	Level 6 Roll 2d+0	Genre melee weapon	Level 3 Roll 3d+0																							
Awareness	Level 6 Roll 2d+0	Genre ranged weapon	Level 3 Roll 3d+0																							
Will	Level 7 Roll 2d+1	Other professional skill	Level 3 Roll 3d+0																							
Health Walk 3 Run 6	Level 6 Roll 2d+0	Running	Level 3 Roll 3d+0																							
Fate	Level 2 Roll 0d+2		Level 1 Roll d+																							
Encumbrance	Level 10 Roll 0d		Level 20 Roll -1d																							
	Level 40 Roll -2d		Level 80 Roll -3d																							
Armor	Level d+		Level d+																							
	Level d+		Level d+																							

Other info **Generic entry-level thug**

or bouncer. Armor (if any) and

weapons will depend on genre.

Name **Living dead**

Motivation **Eat the brains of the living...**

Strength Punch 1d+1 Kick 2d+1	Level 7 Roll 2d+1	Skills Brawling	Level 2 Roll 2d+1	<table border="1"> <thead> <tr><th colspan="2">Hits</th></tr> </thead> <tbody> <tr><td>1</td><td>11</td></tr> <tr><td>2</td><td>12</td></tr> <tr><td>3</td><td>13</td></tr> <tr><td>4</td><td>14</td></tr> <tr><td>5</td><td>15</td></tr> <tr><td>6</td><td>16</td></tr> <tr><td>7</td><td>17</td></tr> <tr><td>8</td><td>18</td></tr> <tr><td>9</td><td>19</td></tr> <tr><td>10</td><td>20</td></tr> </tbody> </table>	Hits		1	11	2	12	3	13	4	14	5	15	6	16	7	17	8	18	9	19	10	20
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10	20																									
Agility	Level 4 Roll 1d+1		Level d+																							
Awareness	Level 4 Roll 1d+1		Level d+																							
Will	Level 9 Roll 3d+0		Level d+																							
Health Walk 1 Run 2	Level 5 Roll 1d+2		Level d+																							
Fate	Level 6 Roll 2d+0		Level d+																							
Encumbrance	Level 8 Roll 0d		Level 16 Roll -1d																							
	Level 32 Roll -2d		Level 63 Roll -3d																							
Armor	Level 1d+0		Level 1d+0																							
	Level 1d+0		Level 1d+0																							

Other info **Uses luck only to reduce**

damage to self. First attack is a grab

to slow the victim down so others

can attack with better chances.

Name **Riding horse**

Motivation **Avoid work if possible...**

Strength Bite 2d+0 Kick 4d+0	Level 15 Roll 5d+0	Skills Running(x3)	Level 4 Roll 4d+1	<table border="1"> <thead> <tr><th colspan="2">Hits</th></tr> </thead> <tbody> <tr><td>1</td><td>11</td></tr> <tr><td>2</td><td>12</td></tr> <tr><td>3</td><td>13</td></tr> <tr><td>4</td><td>14</td></tr> <tr><td>5</td><td>15</td></tr> <tr><td>6</td><td>16</td></tr> <tr><td>7</td><td>17</td></tr> <tr><td>8</td><td>18</td></tr> <tr><td>9</td><td>19</td></tr> <tr><td>10</td><td>20</td></tr> </tbody> </table>	Hits		1	11	2	12	3	13	4	14	5	15	6	16	7	17	8	18	9	19	10	20
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Agility	Level 6 Roll 2d+0	Brawling	Level 2 Roll 2d+0																							
Awareness	Level 5 Roll 1d+2		Level d+																							
Will	Level 5 Roll 1d+2		Level d+																							
Health Walk 5 Run 10	Level 7 Roll 2d+1		Level d+																							
Fate	Level 1 Roll 0d+1		Level d+																							
Encumbrance	Level 50 Roll 0d		Level 100 Roll -1d																							
	Level 200 Roll -2d		Level 400 Roll -3d																							
Armor	Level 0d+1		Level 0d+1																							
	Level 0d+1		Level 0d+1																							

Other info **An average horse, not**

trained for combat. Will flee from

conflict at first opportunity. Hoof and

bite damage is half-lethal.

Name **Warrior**

Motivation **Honor, glory, loot**

Strength Punch 1d+2 Kick 2d+2	Level 8 Roll 2d+2	Skills Brawling	Level 4 Roll 4d+2	<table border="1"> <thead> <tr><th colspan="2">Hits</th></tr> </thead> <tbody> <tr><td>1</td><td>11</td></tr> <tr><td>2</td><td>12</td></tr> <tr><td>3</td><td>13</td></tr> <tr><td>4</td><td>14</td></tr> <tr><td>5</td><td>15</td></tr> <tr><td>6</td><td>16</td></tr> <tr><td>7</td><td>17</td></tr> <tr><td>8</td><td>18</td></tr> <tr><td>9</td><td>19</td></tr> <tr><td>10</td><td>20</td></tr> </tbody> </table>	Hits		1	11	2	12	3	13	4	14	5	15	6	16	7	17	8	18	9	19	10	20
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Agility	Level 8 Roll 2d+2	Genre melee weapon	Level 4 Roll 4d+2																							
Awareness	Level 9 Roll 3d+0	Genre ranged weapon	Level 4 Roll 4d+2																							
Will	Level 8 Roll 2d+2	Other professional skill	Level 4 Roll 4d+0																							
Health Walk 3 Run 6	Level 7 Roll 2d+1	Running	Level 3 Roll 3d+1																							
Fate	Level 5 Roll 1d+2		Level d+																							
Encumbrance	Level 10 Roll 0d		Level 20 Roll -1d																							
	Level 40 Roll -2d		Level 80 Roll -3d																							
Armor	Level d+		Level d+																							
	Level d+		Level d+																							

Other info **Heroic-level combatant,**

fairly experienced, possibly in a

leadership role. Will have quality

weapons and armor for the genre.

Name **Vicious dog**

Motivation **Biting off a chunk of your tasty flesh**

Strength Bite 1d+1 Kick n/a	4 Level 1d+1	Roll	Brawling	3d+0	Roll	<table border="1"> <thead> <tr> <th colspan="2">Hits</th> </tr> </thead> <tbody> <tr><td>1</td><td>11</td></tr> <tr><td>2</td><td>12</td></tr> <tr><td>3</td><td>13</td></tr> <tr><td>4</td><td>14</td></tr> <tr><td>5</td><td>15</td></tr> <tr><td>6</td><td>16</td></tr> <tr><td>7</td><td>17</td></tr> <tr><td>8</td><td>18</td></tr> <tr><td>9</td><td>19</td></tr> <tr><td>10</td><td>20</td></tr> </tbody> </table>	Hits		1	11	2	12	3	13	4	14	5	15	6	16	7	17	8	18	9	19	10	20
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Agility	6 Level 2d+0	Roll	Running (x2)	3d+0	Roll																							
Awareness	6 Level 2d+0	Roll			Roll																							
Will	7 Level 2d+1	Roll			Roll																							
Health Walk 4 Run 8	6 Level 2d+0	Roll			Roll																							
Fate 1 Level	0d+1	Roll			Roll																							
Encumbrance	4 -0d 8 -1d 16 -2d 32 -3d		Armor																									
			Body	d+																								
			Head	d+																								
			Arms	d+																								
			Legs	d+																								

Other info **Basic large mean dog.**

Bite is half-lethal damage.

Name **Wild boar**

Motivation **Defend its territory**

Strength Punch 2d+2 Kick n/a	8 Level 2d+2	Roll	Brawling	4d+0	Roll	<table border="1"> <thead> <tr> <th colspan="2">Hits</th> </tr> </thead> <tbody> <tr><td>1</td><td>11</td></tr> <tr><td>2</td><td>12</td></tr> <tr><td>3</td><td>13</td></tr> <tr><td>4</td><td>14</td></tr> <tr><td>5</td><td>15</td></tr> <tr><td>6</td><td>16</td></tr> <tr><td>7</td><td>17</td></tr> <tr><td>8</td><td>18</td></tr> <tr><td>9</td><td>19</td></tr> <tr><td>10</td><td>20</td></tr> </tbody> </table>	Hits		1	11	2	12	3	13	4	14	5	15	6	16	7	17	8	18	9	19	10	20
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Agility	6 Level 2d+0	Roll	Running	3d+0	Roll																							
Awareness	5 Level 1d+2	Roll			Roll																							
Will	9 Level 3d+0	Roll			Roll																							
Health Walk 4 Run 8	9 Level 3d+0	Roll			Roll																							
Fate 3 Level	1d+0	Roll			Roll																							
Encumbrance	10 -0d 20 -1d 40 -2d 80 -3d		Armor																									
			Body	0d+2																								
			Head	1d+0																								
			Arms	0d+2																								
			Legs	0d+2																								

Other info **Uses luck only to reduce**

damage to self. Will defend its young to the death. Goring attack is half-lethal damage.

Name **Warhorse**

Motivation **Get rider and self through fight intact**

Strength Bite 2d+1 Kick 4d+1	16 Level 5d+1	Roll	Running(x3)	4d+2	Roll	<table border="1"> <thead> <tr> <th colspan="2">Hits</th> </tr> </thead> <tbody> <tr><td>1</td><td>11</td></tr> <tr><td>2</td><td>12</td></tr> <tr><td>3</td><td>13</td></tr> <tr><td>4</td><td>14</td></tr> <tr><td>5</td><td>15</td></tr> <tr><td>6</td><td>16</td></tr> <tr><td>7</td><td>17</td></tr> <tr><td>8</td><td>18</td></tr> <tr><td>9</td><td>19</td></tr> <tr><td>10</td><td>20</td></tr> </tbody> </table>	Hits		1	11	2	12	3	13	4	14	5	15	6	16	7	17	8	18	9	19	10	20
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Agility	7 Level 2d+1	Roll	Brawling	4d+1	Roll																							
Awareness	6 Level 2d+0	Roll			Roll																							
Will	8 Level 2d+2	Roll			Roll																							
Health Walk 5 Run 10	8 Level 2d+2	Roll			Roll																							
Fate 1 Level	0d+1	Roll			Roll																							
Encumbrance	63 -0d 126 -1d 252 -2d 504 -3d		Armor																									
			Body	0d+1																								
			Head	0d+1																								
			Arms	0d+1																								
			Legs	0d+1																								

Other info **Larger than average,**

well trained horse. Capable of acting on own initiative to protect self and rider. Doesn't like strangers.

Name **Giant rat**

Motivation **Swarm over and eat intruders**

Strength Bite 0d+2 Kick n/a	2 Level 0d+2	Roll	Brawling	2d+2	Roll	<table border="1"> <thead> <tr> <th colspan="2">Hits</th> </tr> </thead> <tbody> <tr><td>1</td><td>11</td></tr> <tr><td>2</td><td>12</td></tr> <tr><td>3</td><td>13</td></tr> <tr><td>4</td><td>14</td></tr> <tr><td>5</td><td>15</td></tr> <tr><td>6</td><td>16</td></tr> <tr><td>7</td><td>17</td></tr> <tr><td>8</td><td>18</td></tr> <tr><td>9</td><td>19</td></tr> <tr><td>10</td><td>20</td></tr> </tbody> </table>	Hits		1	11	2	12	3	13	4	14	5	15	6	16	7	17	8	18	9	19	10	20
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9	19																											
10	20																											
Agility	8 Level 2d+2	Roll			Roll																							
Awareness	6 Level 2d+0	Roll			Roll																							
Will	8 Level 2d+2	Roll			Roll																							
Health Walk 2 Run 4	7 Level 2d+1	Roll			Roll																							
Fate 1 Level	0d+1	Roll			Roll																							
Encumbrance	2 -0d 5 -1d 10 -2d 20 -3d		Armor																									
			Body	d+																								
			Head	d+																								
			Arms	d+																								
			Legs	d+																								

Other info **Will typically leave if**

alone, may attack if mass of rats exceeds mass of the threat. Bite damage is lethal.