

THE PULP HERO VEHICLE SOURCEBOOK

Volume I

STEVEN S. LONG

THE PULP HERO VEHICLE SOURCEBOOK

Volume I



A Hero Plus Adventure for

PULP HERO

Author: Steven S. Long

Editing & Development: Steven S. Long

Layout & Graphic Design: Steven S. Long (well, OK, using tools and templates developed by Andy Mathews, and with some suggestions by Andy Mathews...)

Cartography: Steven S. Long using *Campaign Cartographer 2 Pro* from ProFantasy Software (try it! It's great!)

Everything Else: Stev... you get the picture

TABLE OF CONTENTS

Automobiles	5
General Cars	5
Luxury And Sports Cars	13
Trucks	21
Motorcycles	22
Airplanes	25
Watercraft	28

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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 14-1-3-17-15-16-7-1-14-3-14-18-7-17 — 13-11-14 11-17-12-7-1-14-11-17-3-14-8-23-25, 16-8-14-1-18-8'15 9-7-14-18-26-8-15 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.

The 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!

AUTOMOBILES



GENERAL CARS

AUBURN 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; -¼)
3	SPD	6	Phases: 4, 8, 12
Total Characteristic Cost: 45			

Movement: Ground: 16"/64"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
9	<i>Motorized Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> 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

Val	Char	Cost	Notes
4	Size	20	2.5"x1.25"; -4 KB; -2 DCV
30	STR	0	Lift 1,600 kg; 6d6 [0]
16	DEX	18	OCV: 5/DCV: 5
14	BODY	0	
3	DEF	2	Limited Coverage (not on wind-shield/windows; -¼)
3	SPD	4	Phases: 4, 8, 12
Total Characteristic Cost: 44			

Movement: Ground: 23"/92"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
14	<i>Motorized Wheeled Vehicle:</i> Ground Movement +17" (23" 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 12
Total Vehicle Cost: 56

Value Disadvantages
None

Total Disadvantage Points: 0

Total Cost: 56/5 = 11

BLACKHAWK CHANTILLY

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; -¼)
3	SPD	6	Phases: 4, 8, 12
Total Characteristic Cost: 45			

Movement: Ground: 17"/68"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
10	<i>Motorized Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 8
Total Vehicle Cost: 53

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 53/5 = 11

CHRYSLER 8 AIRFLOW

Val	Char	Cost	Notes
4	Size	20	2.5"x1.25"; -4 KB; -2 DCV
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 on wind-shield/windows; -¼)
3	SPD	5	Phases: 4, 8, 12
Total Characteristic Cost: 42			

Movement: Ground: 20"/80"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
12	<i>Motorized Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 10
Total Vehicle Cost: 52

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 52/5 = 10

CORD 812 COUPE			
Val	Char	Cost	Notes
5	Size	25	3.2"x1.6"; -5 KB; -3 DCV
35	STR	0	Lift 3,200 kg; 7d6 [0]
17	DEX	21	OCV: 6/DCV: 6
15	BODY	0	
3	DEF	2	Limited Coverage (not on wind-shield/windows; -¼)
3	SPD	3	Phases: 4, 8, 12
Total Characteristic Cost: 51			

Movement: Ground: 25"/100"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
16	<i>Motorized Wheeled Vehicle:</i> 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]
-2	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 14
Total Vehicle Cost: 65

Value Disadvantages
None

Total Disadvantage Points: 0

Total Cost: 65/5 = 13

FORD COUPE			
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 on wind-shield/windows; -¼)
3	SPD	5	Phases: 4, 8, 12
Total Characteristic Cost: 37			

Movement: Ground: 28"/112"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
18	<i>Motorized Wheeled Vehicle:</i> Ground Movement +22" (28" 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 16
Total Vehicle Cost: 53

Value Disadvantages
None

Total Disadvantage Points: 0

Total Cost: 53/5 = 11

FORD V8			
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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 on wind-shield/windows; -¼)
3	SPD	5	Phases: 4, 8, 12
Total Characteristic Cost: 37			

Movement: Ground: 17"/68"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
10	<i>Motorized Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 8
Total Vehicle Cost: 45

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 45/5 = 9

HUDSON 8 COUPE			
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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			

Movement: Ground: 22"/88"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
13	<i>Motorized Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 11
Total Vehicle Cost: 60

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 60/5 = 12

LESALLE 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]
15	DEX	15	OCV: 5/DCV: 5
15	BODY	0	
3	DEF	2	Limited Coverage (not on wind-shield/windows; -¼)
3	SPD	5	Phases: 4, 8, 12
Total Characteristic Cost: 47			

Movement: Ground: 17"/68"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
10	<i>Motorized Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 8
Total Vehicle Cost: 55

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 55/5 = 11

LINCOLN ZEPHYR			
Val	Char	Cost	Notes
4	Size	20	2.5"x1.25"; -4 KB; -2 DCV
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 on wind-shield/windows; -¼)
3	SPD	5	Phases: 4, 8, 12
Total Characteristic Cost: 42			

Movement: Ground: 21"/84"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
13	<i>Motorized Wheeled Vehicle:</i> 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]
-2	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 11
Total Vehicle Cost: 53

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 53/5 = 11

OLDSMOBILE TOURING SEDAN

Val	Char	Cost	Notes
4	Size	20	2.5"x1.25"; -4 KB; -2 DCV
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 on wind-shield/windows; -¼)
3	SPD	5	Phases: 4, 8, 12
			Total Characteristic Cost: 42

Movement: Ground: 19"/76"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
11	<i>Motorized Wheeled Vehicle:</i> Ground Movement +13" (19" 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 9
Total Vehicle Cost: 51

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 51/5 = 10

PACKARD TWIN SIX

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; -¼)
3	SPD	6	Phases: 4, 8, 12
			Total Characteristic Cost: 35

Movement: Ground: 15"/60"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
8	<i>Motorized Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 6
Total Vehicle Cost: 41

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 41/5 = 8

PIERCE-ARROW STRAIGHT-EIGHT			
Val	Char	Cost	Notes
4	Size	20	2.5"x1.25"; -4 KB; -2 DCV
30	STR	0	Lift 1,600 kg; 6d6 [0]
16	DEX	18	OCV: 5/DCV: 5
14	BODY	0	
3	DEF	2	Limited Coverage (not on wind-shield/windows; -¼)
3	SPD	4	Phases: 4, 8, 12
Total Characteristic Cost: 44			

Movement: Ground: 17"/68"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
10	<i>Motorized Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 8
Total Vehicle Cost: 52

Value Disadvantages
None

Total Disadvantage Points: 0

Total Cost: 52/5 = 10

PONTIAC SILVER STREAK			
Val	Char	Cost	Notes
4	Size	20	2.5"x1.25"; -4 KB; -2 DCV
30	STR	0	Lift 1,600 kg; 6d6 [0]
16	DEX	18	OCV: 5/DCV: 5
14	BODY	0	
3	DEF	2	Limited Coverage (not on wind-shield/windows; -¼)
3	SPD	4	Phases: 4, 8, 12
Total Characteristic Cost: 44			

Movement: Ground: 18"/72"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
10	<i>Motorized Wheeled Vehicle:</i> Ground Movement +12" (18" 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 8
Total Vehicle Cost: 52

Value Disadvantages
None

Total Disadvantage Points: 0

Total Cost: 52/5 = 10

STUDEBAKER PRESIDENT 8

Val	Char	Cost	Notes
4	Size	20	2.5"x1.25"; -4 KB; -2 DCV
30	STR	0	Lift 1,600 kg; 6d6 [0]
16	DEX	18	OCV: 5/DCV: 5
14	BODY	0	
3	DEF	2	Limited Coverage (not on wind-shield/windows; -¼)
3	SPD	4	Phases: 4, 8, 12
			Total Characteristic Cost: 44

Movement: Ground: 20"/80"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
12	<i>Motorized Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 10
Total Vehicle Cost: 54

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 54/5 = 11

STUTZ BEARCAT

Val	Char	Cost	Notes
4	Size	20	2.5"x1.25"; -4 KB; -2 DCV
30	STR	0	Lift 1,600 kg; 6d6 [0]
12	DEX	6	OCV: 4/DCV: 4
15	BODY	1	
3	DEF	2	Limited Coverage (not on wind-shield/windows; -¼)
3	SPD	8	Phases: 4, 8, 12
			Total Characteristic Cost: 37

Movement: Ground: 18"/72"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
10	<i>Motorized Wheeled Vehicle:</i> Ground Movement +12" (18" 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 8
Total Vehicle Cost: 45

Value Disadvantages

None

Total Disadvantage Points: 0

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; -¼)
3	SPD	6	Phases: 4, 8, 12
Total Characteristic Cost: 35			

Movement: Ground: 13"/42"
Swimming: 0"/0"

Abilities & Equipment

Cost Power **END**

- 7 *Motorized Wheeled Vehicle:* Ground Movement +7" (13" 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: 5
Total Vehicle Cost: 40

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 40/5 = 8

LUXURY AND SPORTS CARS

CORD L-29 CABRIOLET

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)
3	SPD	5	Phases: 4, 8, 12
Total Characteristic Cost: 49			

Movement: Ground: 17"/68"
Swimming: 0"/0"

Abilities & Equipment

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)

Total Abilities & Equipment Cost: 8
Total Vehicle Cost: 57

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 57/5 = 11

DUESENBERG J

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)
3	SPD	5	Phases: 4, 8, 12

Total Characteristic Cost: 49

Movement: Ground: 26"/104"
Swimming: 0"/0"

Abilities & Equipment

Cost Power **END**

16 *Motorized 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]

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

Total Abilities & Equipment Cost: 14

Total Vehicle Cost: 63

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 63/5 = 13

LINCOLN KB V12

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
15	BODY	0	
3	DEF	2	Limited Coverage (not on wind-shield/windows; -¼)
3	SPD	5	Phases: 4, 8, 12

Total Characteristic Cost: 47

Movement: Ground: 18"/72"
Swimming: 0"/0"

Abilities & Equipment

Cost Power **END**

10 *Motorized Wheeled Vehicle:* Ground Movement +12" (18" 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: 8

Total Vehicle Cost: 55

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 55/5 = 11

PACKARD MODEL 471 PHAETON

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			

Movement: Ground: 22"/88"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
13	<i>Motorized Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 11
Total Vehicle Cost: 60

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 60/5 = 12

PIERCE-ARROW SILVER ARROW

Val	Char	Cost	Notes
4	Size	20	2.5"x1.25"; -4 KB; -2 DCV
30	STR	0	Lift 1,600 kg; 6d6 [0]
17	DEX	21	OCV: 6/DCV: 6
14	BODY	0	
3	DEF	2	Limited Coverage (not on wind-shield/windows; -¼)
3	SPD	3	Phases: 4, 8, 12
Total Characteristic Cost: 46			

Movement: Ground: 26"/104"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
16	<i>Motorized Wheeled Vehicle:</i> 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]
-2	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 14
Total Vehicle Cost: 60

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 60/5 = 12

BMW 315

Val	Char	Cost	Notes
4	Size	20	2.5"x1.25"; -4 KB; -2 DCV
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 on wind-shield/windows; -¼)
3	SPD	5	Phases: 4, 8, 12
Total Characteristic Cost: 42			

Movement: Ground: 15"/60"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
8	<i>Motorized Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 6
Total Vehicle Cost: 48

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 48/5 = 10

BMW 328

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			

Movement: Ground: 22"/88"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
13	<i>Motorized Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 11
Total Vehicle Cost: 60

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 60/5 = 12

BUGATTI 57			
Val	Char	Cost	Notes
5	Size	25	3.2"x1.6"; -5 KB; -3 DCV
35	STR	0	Lift 3,200 kg; 7d6 [0]
17	DEX	21	OCV: 6/DCV: 6
15	BODY	0	
3	DEF	2	Limited Coverage (not on wind-shield/windows; -¼)
3	SPD	3	Phases: 4, 8, 12
Total Characteristic Cost: 51			

Movement: Ground: 25"/100"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
16	<i>Motorized Wheeled Vehicle:</i> 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]
-2	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 14
Total Vehicle Cost: 65

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 65/5 = 13

CADILLAC V-16			
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			

Movement: Ground: 22"/88"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
13	<i>Motorized Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 11
Total Vehicle Cost: 60

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 60/5 = 12

HISPANO-SUIZA H6

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
15	BODY	0	
3	DEF	2	Limited Coverage (not on wind-shield/windows; -¼)
3	SPD	5	Phases: 4, 8, 12
Total Characteristic Cost: 47			

Movement: Ground: 19"/76"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
11	<i>Motorized Wheeled Vehicle:</i> Ground Movement +13" (19" 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 9
Total Vehicle Cost: 56

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 56/5 = 11

JAGUAR SS100

Val	Char	Cost	Notes
4	Size	20	2.5"x1.25"; -4 KB; -2 DCV
30	STR	0	Lift 1,600 kg; 6d6 [0]
17	DEX	21	OCV: 6/DCV: 6
14	BODY	0	
3	DEF	2	Limited Coverage (not on wind-shield/windows; -¼)
3	SPD	3	Phases: 4, 8, 12
Total Characteristic Cost: 46			

Movement: Ground: 23"/92"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
14	<i>Motorized Wheeled Vehicle:</i> Ground Movement +17" (23" 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 12
Total Vehicle Cost: 58

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 58/5 = 12

MERCEDES-BENZ "GROSSER" 770

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			

Movement: Ground: 15"/60"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
8	<i>Motorized Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 6
Total Vehicle Cost: 69

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 69/5 = 14

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	
3	DEF	2	Limited Coverage (not on wind-shield/windows; -¼)
3	SPD	4	Phases: 4, 8, 12
Total Characteristic Cost: 49			

Movement: Ground: 25"/100"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
16	<i>Motorized Wheeled Vehicle:</i> 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]
-2	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 14
Total Vehicle Cost: 63

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 63/5 = 12

ROLLS-ROYCE PHANTOM I/II

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			

Movement: Ground: 17"/68"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
10	<i>Motorized Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 8
Total Vehicle Cost: 57

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 57/5 = 11

ROLLS-ROYCE PHANTOM III

Val	Char	Cost	Notes
5	Size	25	3.2"x1.6"; -5 KB; -3 DCV
35	STR	0	Lift 3,200 kg; 7d6 [0]
17	DEX	21	OCV: 6/DCV: 6
15	BODY	0	
3	DEF	2	Limited Coverage (not on wind-shield/windows; -¼)
3	SPD	3	Phases: 4, 8, 12
Total Characteristic Cost: 51			

Movement: Ground: 20"/80"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
12	<i>Motorized Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 10
Total Vehicle Cost: 61

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 61/5 = 12

TRUCKS

FORD MODEL A PICKUP

Val	Char	Cost	Notes
3	Size	15	2" x 1"; -3 KB; -2 DCV
28	STR	3	Lift 1,200 kg; 5½d6 [0]
15	DEX	15	OCV: 5/DCV: 5
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			

Movement: Ground: 29"/116"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	Notes	END
18		<i>Motorized Wheeled Vehicle:</i> 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		<i>Ground Vehicle:</i> 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

FORD MODEL 830 PICKUP

Val	Char	Cost	Notes
3	Size	15	2" x 1"; -3 KB; -2 DCV
30	STR	5	Lift 1,600 kg; 6d6 [0]
16	DEX	18	OCV: 5/DCV: 5
13	BODY	0	
3	DEF	2	Limited Coverage (not on wind-shield/windows; -¼)
3	SPD	4	Phases: 4, 8, 12
Total Characteristic Cost: 44			

Movement: Ground: 25"/100"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	Notes	END
16		<i>Motorized Wheeled Vehicle:</i> 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]
-2		<i>Ground Vehicle:</i> Swimming -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 T UTILITY TRUCK

Val	Char	Cost	Notes
4	Size	20	2.5"x1.25"; -4 KB; -2 DCV
35	STR	5	Lift 3,200 kg; 7d6 [0]
13	DEX	9	OCV: 4/DCV: 4
14	BODY	0	
3	DEF	2	Limited Coverage (not on wind-shield/windows; -¼)
3	SPD	7	Phases: 4, 8, 12
			Total Characteristic Cost: 43

Movement: Ground: 13"/52"
Swimming: 0"/0"

Abilities & Equipment

Cost Power **END**

- 7 *Motorized Wheeled Vehicle:* Ground Movement +7" (13" 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: 5
Total Vehicle Cost: 48

Value Disadvantages
None

Total Disadvantage Points: 0

Total Cost: 48/5 = 10

MOTORCYCLES

EXCELSIOR 20R

Val	Char	Cost	Notes
1	Size	5	1.25" x .64"; -1 KB; -0 DCV
15	STR	0	Lift 200 kg; 3d6 HTH [0]
16	DEX	18	OCV: 5/DCV: 5
13	BODY	2	
4	DEF	4	Does Not Protect Occupant (-½)
3	SPD	3	Phases: 4, 8, 12
			Total Characteristic Cost: 32

Movement: Ground: 22"/88"
Swimming: 0"/0"

Abilities & Equipment

Cost Power **END**

- 13 *Motorized Two-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)

Total Abilities & Equipment Cost: 11
Total Vehicle Cost: 43

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: 28/5 = 6

HARLEY-DAVIDSON 61E "KNUCKLEHEAD"

Val	Char	Cost	Notes
1	Size	5	1.25" x .64"; -1 KB; -0 DCV
15	STR	0	Lift 200 kg; 3d6 HTH [0]
18	DEX	24	OCV: 6/DCV: 6
13	BODY	2	
4	DEF	4	Does Not Protect Occupant (-1/2)
3	SPD	2	Phases: 4, 8, 12
			Total Characteristic Cost: 37

Movement: Ground: 22"/88"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
13	<i>Motorized Two-Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Skills

2	<i>Superb Handling:</i> +1 with Ground Movement
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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

Movement: Ground: 22"/88"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
13	<i>Motorized Two-Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Skills

2	<i>Superb Handling:</i> +1 with Ground Movement
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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

INDIAN 101 SCOUT

Val	Char	Cost	Notes
1	Size	5	1.25" x .64"; -1 KB; -0 DCV
15	STR	0	Lift 200 kg; 3d6 HTH [0]
16	DEX	18	OCV: 5/DCV: 5
13	BODY	2	
4	DEF	4	Does Not Protect Occupant (- ½)
3	SPD	5	Phases: 4, 8, 12
			Total Characteristic Cost: 34

Movement: Ground: 17"/68"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
10	<i>Motorized Two-Wheeled Vehicle:</i> 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	<i>Ground Vehicle:</i> Swimming -2" (0" total)	

Skills

4	<i>Superb Handling:</i> +2 with Ground Movement
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Total Abilities & Equipment Cost: 12

Total Vehicle Cost: 46

Value Disadvantages

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

Total Disadvantage Points: 15

Total Cost: 31/5 = 6

AIRPLANES



CURTISS JN-4D "JENNY"

Val	Char	Cost	Notes
5	Size	25	3.2" x 1.6"; -5 KB; -3 DCV
16	STR	-19	Lift 233 kg; 3d6 HTH [0]
14	DEX	12	OCV: 5/DCV: 5
15	BODY	0	
2	DEF	0	
3	SPD	6	Phases: 4, 8, 12
			Total Characteristic Cost: 22

Movement:

Ground:	0"/0"
Swimming:	0"/0"
Flight:	17"/68"

Abilities & Equipment

Cost Power END

Propulsion Systems

- 16 *Propeller-Driven Biplane:* Flight 17", x4 Non-combat; 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 (14"; -¼), Takeoff/Landing (-1) [1cc]
- 12 *Can Only Fly:* Ground Movement -6" (0" total)
- 2 *Can Only Fly:* Swimming -2" (0" total)

Total Abilities & Equipment Cost: 2

Total Vehicle Cost: 24

Value Disadvantages

None

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 KB; -3 DCV
18	STR	-17	Lift 300 kg; 3½d6 HTH [0]
17	DEX	21	OCV: 6/DCV: 6
15	BODY	0	
3	DEF	3	
3	SPD	3	Phases: 4, 8, 12
			Total Characteristic Cost: 35

Movement:

Ground:	0"/0"
Swimming:	0"/0"
Flight:	22"/176"

Abilities & Equipment

Cost Power END

Propulsion Systems

- 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

- 38 *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])

Total Disadvantage Points: 25

Total Cost: 62/5 = 13

DE HAVILLAND DH.84 DRAGON

Val	Char	Cost	Notes
7	Size	35	5" x 2.5"; -7 KB; -4 DCV
26	STR	-19	Lift 933 kg; 5d6 HTH [0]
17	DEX	21	OCV: 6/DCV: 6
17	BODY	0	
3	DEF	3	
3	SPD	3	Phases: 4, 8, 12
			Total Characteristic Cost: 43

Movement: Ground: 0"/0"
Swimming: 0"/0"
Flight: 29"/116"

Abilities & Equipment

Cost Power **END**

Propulsion Systems

25 *Propeller-Driven Biplane:* Flight 29", x4 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)

Operations Systems

4 *Radio:* Radio Perception/Transmission (Radio Group); OAF Bulky (-1½), Affected As Hearing Group As Well As Radio Group (-¼) 0

Total Abilities & Equipment Cost: 15

Total Vehicle Cost: 58

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 58/5 = 12

FORD TRIMOTOR 4-AT

Val	Char	Cost	Notes
8	Size	40	6.4" x 3.2"; -8 KB; -5 DCV
33	STR	-17	Lift 2,400 kg; 6½d6 HTH [0]
14	DEX	12	OCV: 5/DCV: 5
18	BODY	0	
3	DEF	3	
3	SPD	6	Phases: 4, 8, 12
			Total Characteristic Cost: 44

Movement: Ground: 0"/0"
Swimming: 0"/0"
Flight: 33"/132"

Abilities & Equipment

Cost Power **END**

Propulsion Systems

28 *Propeller-Driven Biplane:* Flight 33", x4 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)

Total Abilities & Equipment Cost: 14

Total Vehicle Cost: 58

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 58/5 = 12

GRUMMAN F2F-1

Val	Char	Cost	Notes
5	Size	25	3.2" x 1.6"; -5 KB; -3 DCV
22	STR	-13	Lift 533 kg; 4d6 HTH [0]
18	DEX	21	OCV: 6/DCV: 6
15	BODY	0	
3	DEF	3	
3	SPD	2	Phases: 4, 8, 12
			Total Characteristic Cost: 38

Movement: Ground: 0"/0"
 Swimming: 0"/0"
 Flight: 27"/216"

Abilities & Equipment

Cost	Power	END
Propulsion Systems		
26	<i>Propeller-Driven Biplane:</i> Flight 27", 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	<i>Can Only Fly:</i> Ground Movement -6" (0" total)	
-2	<i>Can Only Fly:</i> Swimming -2" (0" total)	
Tactical Systems		
38	<i>Twin 12.7mm Machine Guns:</i> 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	<i>Radio:</i> Radio Perception/Transmission (Radio Group); OAF Bulky (-1½), Affected As Hearing Group As Well As Radio Group (-¼) 0	
Skills		
2	<i>Highly Maneuverable:</i> +1 with Flight	

Total Abilities & Equipment Cost: 56
Total Vehicle Cost: 94

Value Disadvantages

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

Total Cost: 69/5 = 14

SHORT S.23 FLYING BOAT

Val	Char	Cost	Notes
11	Size	55	12.5" x 6.4"; -11 KB; -7 DCV
41	STR	-24	Lift 7,333 kg; tons; 8d6 HTH [0]
15	DEX	15	OCV: 5/DCV: 5
21	BODY	0	
3	DEF	3	
3	SPD	5	Phases: 4, 8, 12
			Total Characteristic Cost: 54

Movement: Ground: 0"/0"
 Swimming: 2"/4"
 Flight: 23"/184"

Abilities & Equipment

Cost	Power	END
Propulsion Systems		
22	<i>Propeller-Driven Plane:</i> Flight 23", 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	<i>Can Only Fly:</i> Ground Movement -6" (0" total)	
Operations Systems		
4	<i>Radio:</i> Radio Perception/Transmission (Radio Group); OAF Bulky (-1½), Affected As Hearing Group As Well As Radio Group (-¼) 0	
Total Abilities & Equipment Cost: 14		
Total Vehicle Cost: 68		
Value Disadvantages		
None		
Total Disadvantage Points: 0		
Total Cost: 68/5 = 14		

WATERCRAFT



SPEEDBOAT

Val	Char	Cost	Notes
5	Size	25	3.2" x 1.6"; -5 KB; -3 DCV
30	STR	0	Lift 1,600 kg; 6d6 HTH [0]
14	DEX	12	OCV: 5/DCV: 5
15	BODY	0	
3	DEF	3	
3	SPD	6	Phases: 4, 8, 12
Total Characteristic Cost: 46			

Movement: Ground: 0"/0"
Swimming: 13"/26"

Abilities & Equipment

Cost Power **END**

Propulsion Systems

- 5 *Propeller-Drive Watercraft:* Swimming +11" (13" total); Surface Only (-1), 1 Continuing Fuel Charge (easily obtained fuel; 3 Hours; -0), Side Effects (propeller does KA 1d6 to anyone coming in contact with bottom stern of vehicle, occurs automatically, only affects environment around vehicle; -¼) [1cc]
- 12 *Water Vehicle:* Ground Movement -6" (0" total)
- 15 *Anchor:* 40 STR, Reduced Endurance (0 END; +½); OIF Bulky (-1), Partial Coverage (-2) 0

Total Abilities & Equipment Cost: 8
Total Vehicle Cost: 54

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 54/5 = 11

OCEAN LINER

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]
8	DEX	-6	OCV: 3/DCV: 3
32	BODY	0	
5	DEF	7	Does Not Protect Some Occupants (-¼)
2	SPD	2	Phases: 6, 12
Total Characteristic Cost: 93			

Movement: Ground: 0"/0"
Swimming: 18"/36"

Abilities & Equipment

Cost Power **END**

- 5 *Propeller-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]
- 12 *Water Vehicle:* Ground Movement -6" (0" total)
- 37 *Large Boat's Anchor:* 100 STR, Reduced Endurance (0 END; +½); OIF Bulky (-1), Partial Coverage (-2) 0

Total Abilities & Equipment Cost: 30
Total Vehicle Cost: 123

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 123/5 = 25

Cost Additional Vehicles

- 41 *Lifeboats:* 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 Occupants (-¼)
2	SPD	2	Phases: 6, 12
			Total Characteristic Cost: 88

Movement: Ground: 0"/0"
Swimming: 10"/20"

Abilities & Equipment

Cost	Power	END
2	<i>Propeller-Drive Watercraft:</i> 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) [1cc]	
-12	<i>Water Vehicle:</i> Ground Movement -6" (0" total)	
37	<i>Large Boat's Anchor:</i> 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)