



Name: Venom Horse

Speed	Size	Passengers	Health	Damage Reduction
15	Average	1	50	-1

Powers: Jump 3, Spider-Dodge, Vicious Attack, Wallcrawling, Webcasting, Webgrabbing

Notes:

- A human with a Symbiote bond can create a Venom Horse by allowing their Symbiote to temporarily bond with a regular horse
- Weakness to sound and extreme temperatures
- Venom Horse might be able to see beyond the “4th wall.”

Weapons: Sharp Teeth

Profile: Venom Horse is, as the name suggests, a horse that has been bonded with the Venom symbiote. If the host of a Klyntar symbiote needs to travel a lot of distance quickly, combining the innate abilities of the symbiote with the speed and jumping capability of a horse is a good way to bridge that. The inner narration of a Venom Horse provides meta-commentary on the art of sequential storytelling.

Commentary: Venom Horse can be a good tool in an adventure where the Hunted and Hounded tags are being emphasized. It’s a fun way to have your character move across the country undetected without resorting to traditional transportation.



Name: Noh-Varr's Ship

Flight Speed	Size	Passengers	Health	Damage Reduction
20	Huge	5	100	-1

Powers: Elemental Blast (Energy), Elemental Burst (Energy), Elemental Ricochet (Energy), Environmental Protection, Flight 2, Healing Factor, Power Slider (Confidence), Powerful Hex, Sturdy 1

Notes:

- Propelled by Kirby Engines, which are “powered by imagination”
- Has VTOL Capability
- Cabin is pressurized and space-worthy
- Built-in Wi-Fi router (allows internet connection, even in deep space or other dimensions)
- Capable of self-repair

Weapons: Four Energy Cannons (Use Elemental Control Powers)

Profile: Noh-Varr, the Kree adventurer also known as Marvel Boy, owned a unique space vessel. It had a “Kirby Engine” powered by the imagination of its pilot. Noh-Varr used it as a member of the Young Avengers, and it was their primary form of transportation in their battle against the interdimensional parasite Mother.

Commentary: A great transport for the Young Avengers, Guardians of the Galaxy, or any spacefaring team. It offers a lot of options in battle, limited only by what you can think of.



Name: Quinjet

Flight Speed	Size	Passengers	Health	Damage Reduction
36	Huge	4	75	-1

Powers: Elemental Blast (Force), Elemental Burst (Force), Slow-Motion Shoot Dodge, Slow-Motion Dodge, Snap Shooting, Sturdy 1, Weapons Blazing

Notes:

- Has VTOL Capability
- Shock Absorbers (When the Quinjet crashes, passengers gain Damage Reduction 2 during the crash.)
- Some more advanced models are space-worthy

Weapons:

- Two Front-mounted Machine Guns (Agility: 3, Range: 50, Damage Multiplier: X3)
- Two Missile Launchers (Use Elemental Control Powers)

Profile: Quinjets are the standard transportation of the Avengers, with various models being used by various iterations of the team. Over the years they have developed a reputation for crash-landing, especially in the Savage Land. First invented by Black Panther and the Wakanda Design Group, Quinjets have also been used by the Champions, S.H.I.E.L.D., and the Wakandan government.

Commentary: Basically a smaller, less sturdy version of the X-Men's Blackbird, the Quinjet can get any team of heroes where they need to go, but might not be intact for a return trip. A single Quinjet can hold its own against several airborne attackers at once, as it's crew works together.



Name: Murder Module

Speed	Size	Passengers	Health	Damage Reduction
15	Huge	1	150	-3

Powers: Elemental Barrage (Energy), Elemental Blast (Energy), Elemental Burst (Energy), Elemental Push (Energy), Mists of Morpheus, Stilt Steps, Sturdy 3

Notes:

- Capsule reaches 15 feet above the ground
- Gyroscopes keep it from losing balance, even if one of the legs is damaged

Weapons:

- Energy Projectors (Use Elemental Control Powers)
- Sleeping Gas (use Mists of Morpheus. Range: 2 spaces)

Profile: The Tripodal Observation Module was designed by the US military. General Thunderbolt Ross suggested it might be a useful tool against the Hulk, and nicknamed it the “Murder Module.” The prototype was stolen by the Leader, who used to complement his mental might against the Hulk’s physical strength.

Commentary: The main purpose of the Module is for a boss battle with the Leader, giving him ways to tangle with foes in melee combat and make use of his psionic powers. It offers him damage reduction, mobility, the ability to keep foes at bay, and the ability to stun them. Adding that to his impressive mental powers makes him a force to be reckoned with. The Module offers these advantages to any other pilot as well.



Name: Hobgoblin's Battle Wagon

Speed	Size	Passengers	Health	Damage Reduction
20	Big	2	100	-2

Powers: Dance of Death, Slow-Motion Shoot Dodge, Sturdy 2, Weapons Blazing

Notes: Remote-Control Auto Guidance System

Weapons:

- Pumpkin Bombs (Frag Grenades, Range: 5)
- Rocket Launcher (Range: 10, Damage Multiplier X3)
- Rotary Turret Submachine Guns (Agility: 4, Range: 20, Damage Multiplier X4)

Profile: The Battle Wagon was a high tech military prototype vehicle discovered by the Hobgoblin in a hidden stash of the Green Goblin's weapons. He used it as transportation and a base of operation in his early battles against Spider-Man, even using the vehicle as a secondary attacker against the wall-crawler.

Commentary: The Battle Van is a fierce addition to any street-level battle, even moreso as it can be operated independently by a combatant. Hobgoblin forced Spider-Man to battle him and the Wagon at the same time.



Name: Orchis Landing Craft

Flight Speed	Size	Passengers	Health	Damage Reduction
200	Gigantic	40	200	-3

Powers: Environmental Protection, Elemental Burst (Energy), Elemental Blast (Energy), Flight 2, Sturdy 3

Notes:

- Capable of deploying troops and Sentinels
- Cabin is pressurized and space-worthy.
- Has VTOL capability

Weapons:

- 4 Point-Defense Energy Cannons (Use Elemental Control Powers. Agility: 5, Range: 100, Damage Multiplier: X6)
- 6 Anti-Aircraft Machine Guns (Range: 200, Damage Multiplier X4)

Profile: The anti-mutant organization Orchis quickly achieved a high level of technological sophistication, thanks to many of its members being scientists and/or working for major intelligence organizations. Within days of the foundation of the mutant nation Krakoa, they occupied a Tony Stark-created space station and converted it into a Sentinel Factory. Throughout their struggle with Krakoa they maintained a powerful space program, occupying the moon of Phobos thanks to contributions from the industrialist Feilong.

Commentary: These are a good enemy for space based combat or in Earth's skies. They're a perfect foe for the Blackbird, and one of them can be a whole encounter for a group of grounded heroes.



Name: Black Spectre Drone

Flight Speed	Size	Passengers	Health	Damage Reduction
10	Small	0	10	-

Powers: Accuracy 1, Flight 1, Return Fire, Suppressive Fire

Notes:

- Piloted by remote control. One user can control up to 4 drones at a time. While being controlled, the drones use the pilot's agility and melee defense scores.
- Has VTOL capability

Weapons:

- Motion-Sensitive Submachine Gun (Agility: 2, Range: 10.)
- Damage Multiplier X2
- Missile Launcher (Range: 40, has trouble targeting characters within 3 spaces, operated by remote pilot)

Profile: During his campaign against Moon Knight and the Midnight Mission, the Black Spectre utilized a squad of drones equipped with machine guns and missiles. These were piloted remotely controlled by the supervillain Rampage from a safe distance. Black Spectre used the Z-list villain 8-Ball as bait for a trap, though Moon Knight survived by destroying one drone and using it's machine gun to take out the others.

Commentary: These drones are based on a storyline involving the Black Spectre (who I will publish a sheet for soon) but can be used in almost any street-level, espionage, or military setting. They pack a lot of firepower but have a tiny healthbar, making them ideal for swarm formations.



Name: Arcade's Garbage Truck

Flight Speed	Size	Passengers	Health	Damage Reduction
12	Huge	2	75	-2

Powers: Disguise, Grappling Technique, Speed Run 1, Sturdy 2

Notes: Almost indistinguishable from a normal garbage truck

Weapons:

- Built-in chute trap system to entrap and capture targets (Reach: 2, Melee: 4, Damage Multiplier: X2)
- Sedatives inside pacify subjects for transport to Murderworld

Profile: In many of his attempts to torment and kill superheroes (notably Spider-Man and the X-Men) Arcade has used a cunning trap. A modified garbage truck, indistinguishable from a normal one on the outside, with a chute mechanism that traps heroes in front of it. It then drops the heroes in the back of a truck, where sedatives pacify them and prepare them for Murderworld.

Commentary: This might be a useful tool if a party knows Arcade is out to get them, or just a fun vehicle for him to use in any part of his Murderworld plots.



Name: A.I.M. Submarine

Flight Speed	Size	Passengers	Health	Damage Reduction
12	Huge	8	120	-1

Powers: Elemental Grab (Water), Elemental Suffocation (Water), Environmental Protection, Speed Swim, Sturdy 1, Venom Blast

Notes: Capable of Submersion (gets an Edge on Agility checks to avoid detection from the surface.)

Weapons:

- Torpedoes (Agility: 4, Range: 40, Damage Multiplier X4)
- Shock Ray Blast (Use Venom Blast)
- Vortex-Suction Beam (Use Elemental Control Powers)

Profile: During a conflict with the Maggia and Iron Man, Advanced Idea Mechanics used a submersible vehicle with a “Vortex-Suction Beam” that swallowed water and anything surrounded by it, depositing targets inside the vessel. It also had an electrical attack capable of disabling other vessels.

Commentary: This weapon is a good tool for A.I.M. Agents to launch an attack on an unsuspecting vessel, or as a guardian for an island base.



Name: Pym Particle Tank

Speed	Size	Passengers	Health	Damage Reduction
10	Huge	4	100	-3

Powers: Accuracy 2, Double Tap, Shrink 3, Shrinking Dodge, Stopping Power, Sturdy 3

Notes:

- Built-in Pym Particle generators allow it to shrink, but not grow above full size
- Capable of all-terrain travel

Weapons: Rotary Turret cannon (Range: 20)

Profile: Since his Pym particles can be used to shrink everyday objects, Henry Pym and his allies are able to carry a fully armed and operational battle tank in a pocket. During battle it can resume full size, but even in its tiniest form it still packs a punch.

Commentary: This vehicle is a great tool for a microverse adventure, or any mission involving shrinking heroes. It's a great way to add firepower to a weaker party.



Name: Spider-Mobile

Flight Speed	Size	Passengers	Health	Damage Reduction
12	Big	2	50	-1

Powers: Illumination, Slow-Motion Dodge, Speed Run 2, Sturdy 1, Wallcrawling, Webcasting, Webtrapping

Notes:

- Capable of All-Terrain travel
- Seems to be subject to unusually bad luck

Weapons: Web-shooters (Range: 10), Flashbang Grenades (Range: 10)

Profile: Corona Motors developed a new all-terrain, environmentally friendly vehicle. Seeking a flashy ad campaign, they contacted Spider-Man to endorse the vehicle and drive it around in his fight against crime. Needing the money, the wall-crawler reluctantly took it. The Human Torch helped complete the new “Spider-Mobile.” On it’s first mission, it was dropped into the Hudson by Mysterio. Corona wanted the vehicle back. Fortunately for them (and unfortunately for Spider-Man) it was dredged by the Tinkerer, and turned into a weapon against Spider-Man. After defeating it, he returned it to Corona, glad to be rid of it. The Spider-Mobile was later repaired by Deadpool into the “Dead Buggy.”

Commentary: While this thing was kind of a headache for Spider-Man, it’s versatility can’t be denied. It’s a good accessory for any spider-based hero, and can be used to give other heroes a boost in mobility. Plus, its poor reputation can be a source of comic relief.



Name: Hydro-Spider

Flight Speed	Size	Passengers	Health	Damage Reduction
16	Huge	2	80	-1

Powers: Environmental Protection, Illumination, Invisibility, Speed Swim 1, Spider-Dodge, Static Illusion, Sturdy 1, Wallcrawling, Webcasting, Webgrabbing, Webtrapping

Notes:

- Capable of Submersion (gets an Edge on Agility checks to avoid detection from the surface.)
- Cloaking device allows it to mimic its surroundings

Weapons: Web-shooters (Range: 20)

Profile: Parker Industries designed a stealthy watercraft that Spider-Man and Mockingbird used against the undersea fortress of the Zodiac Cartel.

Commentary: This is a good tool for an underwater mission, especially one involving stealth. It can be an excellent way to transport a party to an underwater base, or simply scout out villain headquarters without being detected.



Name: Atlantean Pincer Tank

Speed	Size	Passengers	Health	Damage Reduction
16	Huge	1	120	-1

Powers: Additional Limb, Crushing Grip, Environmental Protection, Extended Reach 1, Grappling Technique, Speed Swim, Sturdy 1

Notes: Capable of travel on the sea floor or on land

Weapons: Four Extendable Claws (Melee: 4, Damage Multiplier: X3)

Profile: One of the weapons in the arsenal of the Atlantean warlord Attuma was an aquatic tank with four prehensile tentacles. At the end of each arm was a crab-like pincer claw. This vehicle was used by Attuma's soldiers in an attempt to apprehend Iron Man.

Commentary: A fun and likely unexpected addition to Atlantean forces, this is suited for both an underwater battle or an excursion on land. In either case, it presents a rare example of a melee-based vehicle.



Name: Leapfrog

Speed	Size	Passengers	Health	Damage Reduction
75	Huge	8	100	-1

Powers: Dispel Spell, Illumination, Instant Replay, Invisibility, Jump 4, Speed Swim, Spider-Dodge, Sturdy 1, Time Travel, Understand Spoken Language

Notes:

- Cloaking device provides holographic camouflage and is undetectable to tracking devices
- Capable of Communicating in 5000 languages
- Can record and holographically project events around it
- Computer processor has self-aware artificial intelligence

Weapons: No offensive weaponry

Profile: The Leapfrog was created by the villainous scientists Victor and Janet Stein. They were members of a villain alliance known as the Pride. The children of the Pride, who became the superheroes known as the Runaways, stole the vehicle and used it as their primary transportation. Piloted primarily by Chase Stein, they used it to evade their parents and the F.B.I., as well as assist in battle against other supervillains.

Commentary: The Leapfrog has a lot of utility, both for the Runaways or any other superhero team that might get their hands on it. It doesn't contain any offensive weapons, but can do a lot more than one would expect.



Name: Punisher's Battle Van

Speed	Size	Passengers	Health	Damage Reduction
20	Big	6	120	-1

Powers: Accuracy 2, Additional Limb, Control Fog, Covering Fire, Disguise, Double Tap, Heightened Senses 1, Snap Shooting, Stopping Power, Sturdy 1, Suppressive Fire

Notes:

- Advanced onboard computer system provides database, surveillance equipment, intruder detection, and sonar ranging
- Peel-off body color and dummy license plate

Weapons:

- Tear Gas and White Fog delivery system
- 4-barrel machine gun (Range: 10, Damage Multiplier: X3)
- 40 mm grenade launcher (Range: 10, Agility: 2, Damage Multiplier X2)
- Compressed air rubber-bullet machine gun (Range: 10)
- Robot arm (Reach: 2, Melee: 3, Damage Multiplier: X2)

Profile: As part of his crusade against crime, Frank Castle utilized a heavily armed vehicle. Created by his ally Microchip, the vehicle had top-of-the-line armaments, as well as powerful tactical tools.

Commentary: This van is a must for any party including Frank Castle (if you want to go about making a sheet for him, I can't recommend [this video](#) enough). It could also be loaned out to another team of heroes, or they might even stumble across an older model Frank isn't using. In any case it offers a ton of options in combat, even sporting lethal and non-lethal weapons. With so many tools more than one player can be involved in operating it at a time.

