

CAPRICIOUS NATURE
PROUDLY PRESENTS:

THE VEHICLES OF RED

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I would also like to thank Valstoys for his wonderful contribution of the Nomad Market. Users can readily get in contact with him at "RedDragon#8928" on Cyberpunk/Fans/Uncensored Discord server, or find his materials by [clicking here](#).

READER NOTES: Base speed is an assumed average set of speeds, listed below:

GROUND: 100 km/h (~60 MPH) - DV & Damage Interval: 50 km/h (30 MPH)

AIR: 200 km/h (~120 MPH) - DV & Damage Interval: 100 km/h (60 MPH)

SEA: 20 km/h (~12 MPH / 10 knots) - DV & Damage Interval: 10 km/h (6 MPH / 5 knots)

- "Maximum Depth of 500m" is based on current declassified documentation.

I look forward to future feedback, implementation, revisions and expansion.

Enjoy this resource, and don't forget to support R. Talsorian Games, Inc, DataFortress2020, Cyberpunk Uncensored, and all of the amazing artists and contributors!

Now, without further delay, I present CapriciousNature's Guide To:

THE VEHICLES OF RED

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PART 1: THE WORLD & MECHANICS

THE WORLD OF RED

Due to major limitations caused by the 4th Corporate War, innovation has almost completely halted in the by year 2045.

Traveling around the world is frequently restricted & limited: most roads are not kept up well, airports remain almost totally abandoned, functioning train systems are frequently raided by gangs, sea lanes are often prowled by pirate groups & orbital transportation is a thing of the past, as the space colonies are either gone, independent or totally isolated from Earth.

GROUND TRANSPORTATION

Vehicles of the ground are almost totally unchanged from the 1980s, other than becoming increasingly broken down. Most of these vehicles run on either liquefied methane, electrical charges, or on CHOOH^2 .

Due to Methane & Electrical vehicles requiring high levels of infrastructure development for charging & refueling, the majority of vehicles in Red run on CHOOH^2 .

Long distance transportation is often handled exclusively by Nomad Families, as the open road is plagued by road gangs, hot-zones, orbital debris and even hordes of undetonated landmines, left from the War.



AIR TRANSPORTATION

Becoming a necessity for trade and transport, Aircraft have become the exclusive properties of the few remaining major world governments, the remaining Megacorps of old, or have been claimed by the Nomads around the world.

Rarely are airplanes, jets or bombers ever seen; instead, gyro copters, ospreys, aerodynes and zeppelins ferry people and goods across the skies. Ultra expensive, and in frequent need of maintenance, these workhorses are the backbone of global transit & transport.

PART 1: THE WORLD & MECHANICS OF THE WORLD OF RED

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SPACE TRANSPORTATION

Virtually no space-worthy ships remain by the Time of Red. The majority are controlled by the African Highriders, who are still in contact and work with Orbital Stations. A small portion exist though, outside of the control of the Highriders, but are seldom ever seen.

Owned exclusively by either the Highrider Collective, or being one of the few dozen owned by Corps or major world Governments, orbit-worthy planes and craft are seen even less frequently than the mythical unicorns and sea-dragons of old. Save for the few uber-powerful or rich, these marvels no longer exist in Red.

SEA TRANSPORTATION

Vehicles on and under the seas of Red are few and far between. With acidic oceans, the Pacific Garbage Patch, radioactive hotspots, even bio-weapons and plagues, most people outside of Nomad Shipping & Pirates, never dare sail on the ocean.

Those that do brave the seas, ride on reinforced hulls, propelled by electrical charge, some with hydro-fueled internal combustion engines, or run off of CHOOH².

Drifting among the seas are dormant and isolated A.I.s of former warships, pockets of bio-plagues still fester in ports. Unknown in the depths of the oceans, OTEC and CINO may be thriving across the world.

Completely unknown to any world government, the oceans may be either thriving privately, or could be completely dead. Only the Nomads have seen the expanses, and very few wish to return to the seas.



THE VEHICLES OF RED

OPERATING MOST VEHICLES IN RED

STARTING YOUR VEHICLE

In Cyberpunk Red, vehicles require multiple actions to fully use.

Action 1) Entering Your Vehicle

Action 2) Starting Your Vehicle

-The second action may also include using Interface Plugs in order to start & drive your vehicle with no hands.

When a Vehicle is started, three things happen:

1) The Driver/Pilot is placed IMMEDIATELY at the top of Initiative Order.

-If there are multiple vehicles, order to ignition becomes initiative order between the vehicles

2) The Vehicle's MOVE STAT becomes the Driver/Pilot's MOVE STAT.

-Any penalty the driver had to their MOVE does NOT affect the movement of the Vehicle

3) The Driver/Pilot becomes unable to use the "Run" Action in addition to their MOVE.

(This means that there is no additional action during turn order where they can move the vehicle additional spaces / distance)

OPTIONAL: THE DOMINO EFFECT

4) Possible Domino Effect: If an enemy has exploited your vehicle with a DV 21 Vehicle Tech Check, a negative outcome will occur. This may be a malfunction, breakdown, or positive bonus to enemy attacks on the vehicle. The outcome should be chosen by the Player, otherwise, it is DM discretion.

BASIC DRIVING & PILOTING

Basic driving & piloting doesn't require any skill checks if the driver's REF + Control Skill is GREATER than 9.

If the driver's REF + Control Skill does not EXCEED 9, then they must make a DV10 skill check EVERY ROUND to maintain control of the vehicle. If the Driver or pilot fails this DV10 Skill Check, they immediately **lose control**.

LOSING CONTROL

If you lose control of your vehicle, you may attempt to regain control with a DV15 Skill Check. If control is completely lost, the GM will determine the vehicle's movement for the turn that control is lost. If you impact an obstacle, the vehicle experience "Ramming".

MANEUVERING YOUR VEHICLE

Some situations will require the Driver to perform a Maneuver in their vehicle. These maneuvers range from simple swerving, to doing

Recommended DV Table

Maneuver	DV
Swerving Your Vehicle	13
Making A Sharp Turn	13
Executing An Emergency Stop	13
180° Drift	17
Maintaining And Landing A Jump	17
Regaining Control Of Vehicle	15
Landing Your Air Vehicle	13
Making Aerobatic Maneuvers	17
Properly Docking A Sea Vehicle	13

RAMMING

When you drive your vehicle into any object or person with HP, both your vehicle and the object you impact, will immediately take 6d6 Damage when traveling at 100 km/h. An additional 3d6 Damage occurs for every 50 km/h the vehicle is traveling.

All individuals involved in the crash, including all passengers or pedestrians, suffer the Whiplash Critical Injury

If the object you've hit goes to 0 HP, your movement can continue forward. Otherwise, your vehicle's movement must come to a full stop.

If you've hit a person, you can always continue moving after hitting them. If they have more than 0 HP after impact though, the individual who has been hit can choose to now be on top of your vehicle.

-AS A PEDESTRIAN: To Dodge an incoming Vehicle, you must roll a DV13 Skill Check Against: DEX + Evasion + 1d10. If successful, you may choose to be on top of the incoming vehicle.

OPERATING SEA & AIR VEHICLES IN RED

AIRCRAFT PILOTING

In Red, most Air Vehicle Driving is basic Point A to Point B, focused on transport or delivery. Although some are designed for more, they are rarely used in combat, racing or for leisure.

All standard flight requires the pilot to exceed the DV9 check with their piloting skill, and any additional maneuvers require the pilot to beat the DV checks in the corresponding table.

Recommended DV Table

Maneuver	DV
Swerve Around Unmoving Obstacles	13
Single Sharp Turn or Roll	13
Advanced Aerobatic Maneuvers	17
Emergency Deceleration	13
Regaining Control	15
Landing A VTOL Aircraft	13
Landing Non-VTOL Aircraft	15

LOSING CONTROL IN MID-AIR

If you lose control of your aircraft, the GM will determine the vehicle's movement for the turn that control is lost. More often than not, this lead the vehicle to bank powerfully to the sides, or nose-dive to the ground.

When this occurs, the pilot needs to EXCEED a DV15 Piloting Skill Check on their next turn (or two turns at higher elevations), otherwise control is lost.

If the pilot's control is lost, if the aircraft nosedives to the ground, or if the vehicle impacts another air-vehicle or obstacle, the vehicles and obstacles involved in the air or on the ground will take 3d6 damage for every 50 m/yds fallen, or for every 50 km/h they were traveling at, at time of impact.

Passenger damage is covered later.

MARINE PILOTING

In Red, most Sea Vehicles are designed only for transport or delivery. Still, pirates and nomads are known to equip these sea vehicles with weapons, often made for guerilla attacks, raiding or boarding.

All standard marine piloting requires the pilot to exceed the DV9 check with their sea piloting skill, otherwise consult the table below.

Recommended DV Table

Maneuver	DV
Swerve Around Unmoving Obstacles	13
90 Degree Sharp Turn	13
Regaining Control	15
Emergency Deceleration	13
Maintaining / Landing A Jump	15
Properly Docking (At Dock)	13
Properly Docking (Underwater)	15
Safely Beaching Vehicle	17
Safely Boarding Another Vessel	17

LOSING CONTROL AT SEA

If you lose control of your sea craft, the GM will determine the vehicle's movement for the turn that control is lost. More often than not, this lead the vehicle to keel to the sides, or completely capsizing into the water.

When this occurs, the pilot needs to EXCEED a DV15 Pilot Sea Vehicle Check on their next turn otherwise control is lost, and the vehicle will capsize.

If the pilot's control is lost, if the sea vehicle capsizes, or if the vehicle impacts another sea vehicle or obstacle, it will take 3d6 damage for every 20 km/h they were traveling at, at time of impact or capsizing.

Passenger damage is covered later.

MODIFYING DV BASED ON SPEED

Base speed is an assumed average set of speeds, listed below:

GROUND Base Speed: 100 km/h (~60 MPH)
-DV & Damage Interval: 50 km/h (30 MPH)

AIR Base Speed: 200 km/h (~120 MPH)
-DV & Damage Interval: 100 km/h (60 MPH)

SEA Base Speed: 20 km/h (~12 MPH / 10 knots)
-DV & Damage Interval: 10 km/h (6 MPH / 5 knots)



When a player INCREASES or DECREASES their speed modify the tables by + / - 1 DV per Interval. A skill check must be EXCEEDED (not matched) to Succeed.

EXAMPLES IN ACTION

-Ken drives at 100 km/h and swerves around an obstacle. His DV is:

REF + Drive Land Vehicle Skill + 1d10 vs. DV 13

-NOW, Ken drives at 150 km/h and swerves around an obstacle. His DV is:

REF + Drive Land Vehicle Skill + 1d10 vs. DV 14 (+1 Interval)

-Bob is piloting a gyrocopter at 200 km/h and makes a sharp turn. His DV is:

REF + Pilot Air Vehicle Skill + 1d10 vs. DV 13

-NOW, Bob is piloting an osprey at 350 km/h and makes a sharp turn. His DV is:

REF + Pilot Air Vehicle Skill + 1d10 vs. DV 16 (+3 Intervals)

-Jessa is piloting her cutter at 10 km/h and boards an enemy vessel. Her DV is:

REF + Pilot Sea Vehicle Skill + 1d10 vs. DV 17

-NOW, Jessa is piloting a speedboat at 30 km/h and boards an enemy. Her DV is:

REF + Pilot Sea Vehicle Skill + 1d10 vs. DV 18 (+1 Interval)

DIFFICULTY TABLES AT A GLANCE

Recommended Ground
DV at 100 km/h

Recommended Air
DV at 200 km/h

Recommended Sea
DV at 20 km/h

Maneuver	DV
Swerving Your Vehicle	13
Making A Sharp Turn	13
Execute An Emergency Stop	13
Regaining Control	15
180° Drift	17
Maintaining & Landing Jump	17

Maneuver	DV
Swerve Around Unmoving Obstacles	13
Single Sharp Turn or Roll	13
Advanced Aerobatic Maneuvers	17
Emergency Deceleration	13
Regaining Control	15
Landing A VTOL Aircraft	13
Landing Non-VTOL Aircraft	15

Maneuver	DV
Swerve Around Unmoving Obstacles	13
90 Degree Turn	13
Regaining Control	15
Emergency Deceleration	13
Landing A Jump	15
Docking (At Dock)	13
Docking (Underwater)	15
Safely Beaching Vehicle	17
Safely Boarding Another Vessel	17

VEHICLES TAKING INCIDENTAL DAMAGE

VEHICLE DAMAGE

When ANY vehicle impacts another vehicle or obstacle (including people), all structures or objects involved immediately take 6d6 damage. Your GM may choose to adjust this damage based on the information below:

Most damage in Red is based upon the average speeds and intervals posted on the previous page. Damages, just as DVs, should be adjust based on this speed. Adjust damage by + / - 3d6 for every speed interval.

VEHICLE OCCUPANT DAMAGE

When impact occurs, pilots and passengers additionally take some damage. As nearly all vehicles have base seatbelts included in their construction, the individuals inside often don't take DIRECT damage at base speeds, but instead, they take the Whiplash Critical Injury.

If the pilot or driver is driving at excessive speeds, all occupants will receive 1d6 Damage for each speed interval OVER the base speed, when impact occurs.

This damage will occur, regardless of safety precautions taken, and compounds on top of the critical injury received at base speeds.

Ground Vehicle Driver & Passenger

-Special Notes-

NOTE: If the vehicle has Airbags, then the Driver & front passenger will NOT experience whiplash, but will experience 1d6 DAM.

If your vehicle was traveling above base speeds, had an impact, and the individual had an air bag, they will receive the Whiplash Critical Injury, 1d6 damage from the airbag, and all additional damaged based on speed intervals.

NOTE: Individuals on a motorbike do not normally have belting to their vehicle. If they are impacted by a larger vehicle, they must make a DV15 Skill check to regain control on their next turn, otherwise they are ejected from the vehicle.

If the ANY OCCUPANTS of a vehicle, are ejected from that vehicle, they take 3d6 Damage for each Speed Interval they traveled above 0 km/h.

Air Vehicle Pilot & Passenger

-Special Notes-

Air travel is exceptionally dangerous, as elevation and speed are both involved in harming passengers.

If an individual is NOT belted in an air vehicle that has an open hatch or viewport, they must roll 1d10 UNDER their BODY STAT, to stop themselves from being ejected from the vehicle.

When the Air Vehicle or passengers impact the ground , the following damage is applied:

-3d6 DAM for every 50 m/yds of elevation (Max 27d6)

-Whiplash Critical Injury

-Roll for 1 additional Body Critical Injury on pg. 221

-For every 6d6 over base impact damage, roll for 1 additional critical injury on either Body or Head table. Which table, is GM choice.

Sea Vehicle Pilot & Passenger

-Special Notes-

Sea travel is mostly dangerous at high speeds, and extreme depths.

If an individual is NOT belted in an unsealed cabin, they must roll 1d10 UNDER their BODY STAT, to stop themselves from being ejected from the vehicle

When the Sea Vehicle capsizes, the following damage is applied:

-3d6 DAM for every 10 km/h of speed over base speed

When submerged underwater, all individuals take 3d6 damage for every 30 m (100 ft) under sea level (atmospheric compression).

They will additionally have to swim to the surface to avoid drowning (See Core Rulebook Pg. 180)

If a vehicle exceeds 500 m (~1640 ft) in depth, all contents are completely crushed

BASIC VEHICLE COMBAT IN RED

STRUCTURAL DAMAGE POINTS

Every vehicle has Structural Damage Points (SDP). If a vehicle has any amount of SDP over 0, it may still continue operating.

Additional armor, such as window slats, plating, or bulletproof glass, will have EITHER SP (Stopping Power) or HP (Health Points), but RARELY both.

The moment the base vehicle hits 0 SDP, it is considered Destroyed. Once destroyed, a vehicle can no longer operate, and no longer counts as cover.

A vehicle can only return to operations if an appropriate Vehicle Tech Skill is used. The instructions for Vehicle Repair are in the Core Rulebook, Pg. 140.

DODGING & TARGETING

Vehicles cannot dodge incoming attacks like a human can, but instead uses their Maneuvers to dodge incoming obstacles or threats.

If the vehicle is attacked with a ranged or melee weapon, it requires that the attacker hit the vehicle based on the Range Table for their ranged weapon (REF + Ranged Weapon Skill + 1d10), or beat a DV13 Melee Weapon Skill Check (DEX + Melee Weapon Skill + 1d10).

If the Skill Check to hit exceeds the DV, the attack successfully lands, REGARDLESS of the Driver or Pilot's maneuvering capability.

TARGETING INDIVIDUALS

While in or on any vehicle, enemies can still target individuals, unless they are behind opaque, solid cover. This includes black-tinted glass, metal window slats that are closed, and even Mil-spec plating over passenger windows.

When aiming for an individual with a ranged or melee weapon, the attacker must exceed the DV Skill Check based on that weapons tables in the Friday Night Firefight Section. If the attacker EXCEEDS this DV, their attack lands on the target.

If an individual is behind bulletproof glass, shielding or plating, this will count as cover up to the HP or SP amount that the cover has. As soon as this HP or SP reaches 0, all damage directly impacts the targeted individual, and all cover is gone.

AIMING FOR WEAK POINTS

In Cyberpunk Red, every vehicle has weak points, but they can only be targeted by using an Aimed Shot (DV+8) on the vehicle.

Aimed shots can be done with BOTH Melee or Ranged Weapons, but require a full Action, and add +8 to the DV of hitting the spot.

If the DV is exceeded, you have successfully attacked a weak spot of the vehicle! Congrats!

In Cyberpunk Red, there is no distinction between which weak spot of the vehicle is targeted, unless as flavor by the GM.

Some extra damage or effects may occur, which are listed in CPR Pg. 191

These spots include, but is not limited to:

Tires, Engine, Gas-Tank, Exhaust, Propellers, Ballasts, etc.

STATIONARY VEHICLES

Attacking a stationary vehicle with a Ranged Weapon requires a Ranged Weapon Skill Check, regardless of distance from the target, because the attacker still must aim to hit the vehicle.

Conversely, attacking with a Melee Weapon is an automatic hit, including Aimed Shots, as the vehicle cannot dodge from your incoming attack.

HOW TO GET MOST VEHICLES IN RED

BELONG TO A NOMAD FAMILY

Nomads in the time of Red are similar to family units. Their existence focuses mostly on transportation & travel, which gives them unparalleled access to resources, but requires one special thing: a Vehicle & Knowledge to use it!

If your character is a Nomad, you can obtain vehicles & upgrades based on your Nomad Role Ability, Moto. If a Player has Moto Ranks 1-9, they are able to take 1 Vehicle, at Rank 10, there is no limit to them anymore, as they become the Head.

A full description & breakdown of this role & role ability is in the Cyberpunk Red Core Rulebook, PG. 161 - 165.

PURCHASE A VEHICLE

There are a few options to buying a vehicle:

1) Purchasing it brand new from a dealer (which will **always** be within the Super Luxury price category). This option only exists for civilian designed vehicles, but will always be purchased in perfect condition.

2) Buying it used from an appropriate Night Market (which may be cheaper) usually results in some (1d6 - 1) defects or missing parts.

-If the character has access to a MIDNIGHT Market, this may provide the ability to purchase military-grade vehicles and modifications, based on GM discretion and Fixer Level.

3) Buying it custom from the Nomads (which requires a connection to the Nomad family and will **always** be a Luxury or Super Luxury product if player does not have Moto Role Ability)-This is the easiest way to access military-grade vehicles and non-civilian modifications, but remains as GM discretion.

Although expensive to purchase out-right, buying your vehicle ensures that you get exactly what you pay for, and gets wheels under you.

STEALING A SET OF WHEELS

If you want wheels, but aren't a nomad and don't have cash, you can always steal them.

In the Dark Future, it is up to your GM's discretion to decide registration & reclamation systems present in Red.

Examples include, but are not limited to:

- VIN Numbers
- License Plate ONLY Registration
- GPS Trackers & Bugs
- 0 Registration due to DataKrash

This is the GM's choice, but should be made clear to all players from the beginning.

VEHICLE LOCATION

According to James Hutt of R. Talsorian Games, vehicles intended to be extremely scarce, with mostly empty roads, skies and seas in the time of Red. But If you can find a vehicle to purchase or steal, keep in mind WHERE you're getting it:

-Vehicles in the **Military, Executive & Corporate Zones** will be high quality & expensive, but also are likely to be a death-sentence to steal them in broad daylight, and will often have a tracker.

-Vehicles in the **Moderate Zone** will be average quality, are often standard vehicles, and will have some (1d6 - 1) defects to them.

-Vehicles in the **Combat Zone** will be low quality junkers, and will have exceptional SDP damage, have multiple (1d10 - 1) defects or missing parts, or is active gang property.

-Vehicles in the **Exclusion, Hot & Oceanic Zones** will either be abandoned junkers, Nomad or Pirate Vehicles, or irradiated trash. If they're abandoned, they will not be working without Tech Repair, and may be contaminated. If they're Nomad or Pirate, best hope you have a connection to the group, or can walk away while you're still alive.

THE VEHICLES OF RED

OBTAINING & OWNING MILITARY

OBTAINING MILITARY VEHICLES

Obtaining military-grade vehicles is usually only possible through connected MIDNIGHT Markets, High Level Nomad Families, generous Pirate Clans, or through stealing it.

Military-grade vehicles are exceptionally expensive and are rarely ever seen outside of military bases themselves.

Neither Corporations nor the Military, sell Military-grade vehicles, to non-military entities.

Military-grade vehicles that are purchased are virtually guaranteed not to be in new condition, as they are not in wide-spread production in Red.

GETTING MILITARY EQUIPMENT

Military-grade (or Mil-spec) equipment, on the other hand, is easier to obtain, but still extremely expensive.

Some Night Markets, many Midnight Markets, most Nomad Families, and some Pirate Clans, will have the ability to sell Mil-spec equipment, gear, and modifications.

Corporations may be convinced to sell Mil-spec equipment, but this is EXCEPTIONALLY rare.

The military, on the other hand, will not. Instead, you will usually be targeted by these groups, in order to “reclaim” their property back from you. Exceptions exist if it is completely non-functioning, or deactivated.

OWNING MILITARY VEHICLES

Military-grade vehicles often require outstandingly expensive maintenance, but are incredibly reliable when running. This is due to the fact that military-vehicles are no longer in wide-spread production in the World of Red, and those that still exist are many decades old.

Those that can provide mechanics service or parts, are few and far between, and will likely have questionable connections & intentions.

Owning Military-grade Vehicles will make you an immediate target, no matter where, or who, you are.

Exercise EXTREME caution before purchasing, stealing or borrowing.

OWNING MIL-SPEC EQUIPMENT

Owning Mil-spec equipment, just like vehicles, makes you an immediate target, unless concealed. They are easy to upkeep, and very reliable, but they are also more expensive than standard gear, and easily stand out.

If Mil-spec modifications to your vehicle are openly visible, you will make **any** vehicle a major target.

Most Mil-spec equipment and modifications are either Excellent Quality or Exotic. Pre-war mods are often in standard condition (instead of poor), and go for a premium price.

MAKING YOURSELF A TARGET

Just like Corps are a target in the Combat Zone, and boostergangers are a target in the Executive Zone, Military Vehicles and Mil-Spec Modifications will be seen as a target ANYWHERE. The Military will want their hardware back. Lawmen know you're a immediate threat. Executives want to appropriate your gear for their company. Solos want your vehicle for themselves. Pirates want it for raids. Nomads & Fixers see a treasure to sell on the black market.

The number of enemies you will make with any military vehicle and *visible* mil-spec gear, are countless and eternal. Don't expect to ever feel safe, unless you can conceal exactly what you're driving, or the equipment you have on board.

Mil-Spec SDP will stop incoming bullets, but it also makes you everyone's target.

THE VEHICLES OF RED

PART 2: THE BASIC VEHICLES

TAKING A LOOK AT BASIC VEHICLES

On the following pages, you will see basic vehicle packages. I have expanded these from the Core 14 Vehicles, to include 35 civilian & professional vehicles, and 18 military vehicles (Update 1.52).

Any vehicles that were put together by myself for the purposes of this guide are based off of a mixture of RED, 2020 & Interlock Unlimited Vehicle Statistics.

What will the following pages NOT include?

This guide will not be focusing exclusively on Brand Names or Model Numbers. Those are 100% up to the GM and Players at the table.

You want your Motorcycle to be a Hurley-Dawson low-rider? Maybe instead a Yakama Ninja 750? That's 100% flavor, that the GM and players get to decide. Some brand names may be included, but seeing as there are billions of vehicles on the road, in scrap yards, floating derelict on the ocean, or buried in secret bunkers, those specifics get to be chosen by the GM & Players at the table.

Name of Vehicle: Moto Role Ability #					
A flavor description of the vehicle in the world.					
(Second Line of Flavor Text)					
Chassis	Type	Engine	Range	SDP / SP	Price
Size	Group	Option 1	Metric Units	Structural	€ in eb
Form	Location	Option 2	Imperial Units	Armoring	C / U / R
Speed	Combat	Seating	Storage & Cargo Space	Interface	
Metric Units	Movement Spaces	# of Drivers &	Location	Metric Weight	Yes/No
Imperial Units		# of Passenger		Imperial Weight	

NOTES ON THE TABLE

Moto indicated the required Moto Role Ability Rank that is required to access this vehicle. If a Nomad does not meet this Role Ability, they do not have access to it. *Yet.* (CPR Pg. 161-162)

Engine Options are what will be available at time of purchase, for the set price listed. If it isn't listed there, that doesn't mean it's not a possibility, it just means that it will have to be modified later.

All of the table is listed both Metric & Imperial Units, this way individuals from anywhere can pick up the table and run with it.

Most civilian vehicles do NOT have SP (Stopping Power) when purchased. Those can be added in later through modifications, such as armor & plating.

Combat movement spaces between Air, Sea & Land in the Red Core Rulebook are all based off of different values. Please check Page 6 of this guide to learn about speed intervals.

"Narrative" / "Combat" Speed represents average / "Top" Speed for vehicles, not average DV speed for piloting and driving.

Price & Features are specifically designed to mirror Cyberpunk RED, and not any other system.

Availability is located under Price, and is based on the author's knowledge and expectations for his OWN table. GMs should feel free to change these as needed, and to suit their own worlds.

VEHICLE BASES - MOBILITY

Mercurius Cyberchair : Moto 1-4

Technically a “Cybernetic”, this Cyberchair is used to assist those with mobility impairments, and is officially endorsed by the Night City Murderball Organization. (Consult the Cyberchair Supplement)

Chassis	Type	Engine	Range	SDP / SP	Price
Basic Cyberchair	Civilian Mobility	Electric	80 KM 50 MI	— SDP 0 SP	€100
Speed	Combat	Seating	Storage & Cargo Space		Interface
40 KPH 25 MPH	5 MOVE	1 Driver	External	30 KG 66 LB	YES

Spider Cyberchair : Moto 1-4

The Spider Cyberchair is top of the line, providing the ability to incorporate 4 Cybernetic Limb options to replace its legs, as well as other modifications. (Consult the Cyberchair Supplement for rules)

Chassis	Type	Engine	Range	SDP / SP	Price
Advanced Cyberchair	Civilian Mobility	Electric	120 KM 75 MI	— SDP 0 SP	€1,000
Speed	Combat	Seating	Storage & Cargo Space		Interface
40 KPH 25 MPH	5 MOVE	1 Driver	External	30 KG 66 LB	YES

Pawnee Cyberchair : Moto 5-6

The Pawnee Hovering Cyberchair is the ultimate in luxury and comfort for those with limited mobility. Able to reach heights of 10 M. (32.8 Ft.) in the air, it also provides additional protection to it's user.

Chassis	Type	Engine	Range	SDP / SP	Price
Advanced Cyberchair	Civilian Mobility	Fuel-Cell	120 KM 75 MI	20 SDP 0 SP	€5,000
Speed	Combat	Seating	Storage & Cargo Space		Interface
40 KPH 25 MPH	5 MOVE	1 Driver	External	227 KG 500 LB	REQUIRED

Although the above Cyberchairs are not *technically* vehicles, they are included in this guide in order to provide additional representation for peoples with disabilities and impairments. They will additionally be available for modification and customization beyond standard cybernetics, as this provides Techs and Nomads full mobility as well as the ability to upgrade their Cyberchairs with additional armor & weapons, increase it's speed and storage capacity, and more. Modifications and additions are governed by Common Sense, the GM and Players who are utilizing this equipment for their character.

Please consult the “DLC” manual for Cyberchairs at the following web address:

<https://rtalsoriangames.com/2021/01/29/cyberpunk-red-alert-books-and-chairs/>

(Thank you Sara Thompson for your work & inclusion!)

VEHICLE BASES - PEDESTRIAN

Basic Bicycle : Moto 1-4

The basic road bicycle. A standard in every corner of the world, this inexpensive ride gives anyone the ability to travel. They come in all shapes and sizes, are easily customizable & a great workout!

Chassis	Type	Engine	Range	SDP / SP	Price
Standard	Pedestrian	-	-	20 SDP	€50
Bicycle	Non-Motor	-	-	0 SP	VERY COMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
-	MOVE + 4 M/YD	1 Rider	External	5 KG	NO
-		0 Passengers		10 LB	

Racing Bicycle : Moto 1-4

This racing bicycle gives hardened riders the ability to travel faster and even join vehicles on the road. A light-weight frame and thin tires let the rider seamlessly dodge through traffic in style.

Chassis	Type	Engine	Range	SDP / SP	Price
Racing	Pedestrian	-	-	15 SDP	€100
Bicycle	Non-Motor	-	-	0 SP	COMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
-	MOVE + 6 M/YD	1 Rider	None	-	NO
-				-	

Mag-Wheel Racing Bicycle : Moto 5-6

The "Mag-Lev Bicycle" uses an interior electric motor to assist riders in achieving extreme speeds for bicycle racing, delivery & even combat. (Depleted Charge = MOVE + 6 M/YD)

Chassis	Type	Engine	Range	SDP / SP	Price
Motorized	Pedestrian	Electric	80 KM	15 SDP	€5,000
Bicycle	Motorized		50 MI	0 SP	UNCOMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
-	MOVE + 10 M/YD	1 Rider	None	-	YES
-				-	

Rocket-Skates : Moto 1-4

Used in Roller-Derby Combat, this removable, "Rocket Assisted Skate" helps boost user movement by 10 M/YD when using the Run Action. (Depleted Fuel = MOVE + 4 M/YD (Requires Run Action))

Chassis	Type	Engine	Range	SDP / SP	Price
Rocket	Pedestrian	CH00H2	40 KM	10 SDP	€1,000
Skates	Rocketed		25 MI	0 SP	UNCOMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
-	MOVE + 8 M/YD	1 Wearer	None	None	YES
-					

VEHICLE BASES - BIKES

Scooter : Moto 1-4

Available from Dealerships, Nomads & Night Markets, this little scooter represents one of the most common forms of motorized ground transportation around the world.

Chassis	Type	Engine	Range	SDP / SP	Price
Large Scooter	Civilian Land Vehicle	CH00H2 Electric	200 KM 125 MI	20 SDP 0 SP	€8,000
					COMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
80 KPH 50 MPH	10 MOVE	1 Driver 1 Passenger	Internal	20 KG 44 LB	NO

Roadbike / Motorcycle : Moto 1-4

The standard motorcycle in Red is virtually identical to its 600cc counterpart in the century before. With better handling, speed and range than a scooter, it comes at a major price difference.

Chassis	Type	Engine	Range	SDP / SP	Price
Standard Motorbike	Civilian Land Vehicle	CH00H2 Electric	435 KM 270 MI	35 SDP 0 SP	€20,000
					COMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
160 KPH 100 MPH	20 MOVE	1 Driver 1 Passenger	External	30 KG 66 LB	YES

Cyberbike : Moto 5-6

A fever-dream in the 1980s, this cyberbike is the uncommon cousin of the Roadbike. Exhibiting faster speeds, and a sleek appearance, this bike is assured to get you noticed, and cost a pretty penny.

Chassis	Type	Engine	Range	SDP / SP	Price
Cyber Motorbike	Civilian Land Vehicle	CH00H2 Electric	640 KM 400 MI	30 SDP 0 SP	€45,000
					UNCOMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
200 KPH 125 MPH	25 MOVE	1 Driver	Internal	16 KG 35 LB	YES

Superbike : Moto 7-8

The terrifying mixture of Motorcycle Chassis with a Racecar Engine, the Superbike has enough speed to match Aerodynes, but will empty your bank account in the process.

Chassis	Type	Engine	Range	SDP / SP	Price
Superpower Motorbike	Professional Land Vehicle	CH00H2	250 KM 155 MI	35 SDP 0 SP	€100,000
					RARE
Speed	Combat	Seating	Storage & Cargo Space		Interface
480 KPH 300 MPH	60 Move	1 Driver	None	None	YES

THE VEHICLES OF RED

VEHICLE BASES - CARS

Microcar : Moto 1-4

The microcar is the "closed cab equivalent" to the scooter. Helpful in avoiding the toxic rains in Red, and slightly faster than walking, this unassuming electric vehicle can be a big help in a tiny package.

Chassis	Type	Engine	Range	SDP / SP	Price
Micro Car	Civilian Land Vehicle	Electric	160 KM 100 MI	20 SDP 0 SP	€10,000
					COMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
80 KPH 50 MPH	10 MOVE	1 Driver 1 Passenger	Internal	40 KG 88 LB	NO

Groundcar / Sedan : Moto 1-4

The common 4 door sedan sports average safety features and amenities, but no bells & whistles. In Night City, this is the most common form of transportation and can be easily obtained.

Chassis	Type	Engine	Range	SDP / SP	Price
Compact Car	Civilian Land Vehicle	CH00H2 Electric	643 KM 400 MI	50 SDP 0 SP	€30,000
					COMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
160 KPH 100 MPH	20 MOVE	1 Driver 3 Passengers	Internal	200 KG 440 LB	YES

High Performance Car : Moto 5-6

The big-brother of the common car, this is monster can haul at twice the speed. Most commonly referred to as "sports cars", they are frequently used by Nomads & Gangs in Night City.

Chassis	Type	Engine	Range	SDP / SP	Price
Sports Car	Civilian Land Vehicle	CH00H2 Electric	482 KM 300 MI	50 SDP 0 SP	€50,000
					UNCOMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
320 KPH 200 MPH	40 MOVE	1 Driver 3 Passengers	Internal	50 KG 110 LB	YES

Supercar : Moto 9-10

The monsters of the track that boasts nearly 2,000 Horsepower, they can surpass even Aerodynes. Rarely seen outside of racetracks or brandances, they are a sight to behold.

Chassis	Type	Engine	Range	SDP / SP	Price
Superpower Car	Professional Land Vehicle	CH00H2	290 KM 180 MI	50 SDP 0 SP	€100,000
					RARE
Speed	Combat	Seating	Storage & Cargo Space		Interface
480 KPH 300 MPH	60 MOVE	1 Driver 1 Passenger	Internal	20 KG 44 LB	YES

VEHICLE BASES - VANS & TRUCKS

Class 1 Pickup Truck: Moto 1-4

The common 2 door pickup truck, with average safety features and amenities, but no bells & whistles. In Night City, this is the most common form of vehicle for businesses, Fixers & Nomads.

Chassis	Type	Engine	Range	SDP / SP	Price
Pickup	Civilian	CH00H2	482 KM	60 SDP	€40,000
Truck	Land Vehicle	Electric	300 MI	0 SP	COMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
160 KPH 100 MPH	20 MOVE	1 Driver 1 Passengers	External	800 KG 1760 LB	YES

Class 1 Van: Moto 1-4

The common 4 door van, is the epitome of "unmarked and nondescript". Used frequently by Corporations & Police, this vehicle is built on the same chassis as the Pickup Truck.

Chassis	Type	Engine	Range	SDP / SP	Price
Van	Civilian	CH00H2	482 KM	60 SDP	€40,000
(Truck)	Land Vehicle	Electric	300 MI	0 SP	COMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
160 KPH 100 MPH	20 MOVE	1 Driver 5 Passengers	Internal	600 KG 1322 LB	YES

Class 3 Heavy Duty Pickup Truck: Moto 5-6

This larger, 4 door pickup truck, is capable of hauling much more weight, and more occupants. Not commonly seen in the city, this truck is mostly used across the Badlands & construction sites.

Chassis	Type	Engine	Range	SDP / SP	Price
Heavy Duty	Commercial	CH00H2	402 KM	70 SDP	€60,000
Truck	Land Vehicle		250 MI	0 SP	UNCOMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
120 KPH 75 MPH	15 MOVE	1 Driver 3 Passengers	External	6 Metric Tons 6.6 US Tons	YES

Class 6 Container Truck: Moto 7-8

Usually utilized as delivery vehicles, these container trucks are the largest vehicles that can safely travel along most of Night City's unrepaired roads. Mostly used by businesses and corporations.

Chassis	Type	Engine	Range	SDP / SP	Price
Delivery	Commercial	CH00H2	482 KM	70 SDP	€80,000
Truck	Land Vehicle		300 MI	0 SP	UNCOMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
120 KPH 75 MPH	15 MOVE	1 Driver 1 Passengers	(IN or EX)	10 Metric Tons 11 US Tons	YES

VEHICLE BASES - BOATS

Jetski : Moto 1-4

This small, 1 or 2 passenger water craft, these machines used to be the main pursuit of weekend beachgoers, although now mostly used by Pirates, Nomads and Military Forces.

Chassis	Type	Engine	Range	SDP / SP	Price
Micro Boat	Civilian Sea Vehicle	CH00H2	80 KM 50 MI	35 SDP 0 SP	€20,000
					COMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
97 KPH 60 MPH	20 MOVE	1 Driver 1 Passenger	Internal	100 KG 220 LB	No

Fishing Boat : Moto 1-4

Skifft, Scoot, Rower, Scoon, whatever you call it, it's just a common fishing boat. Seats 4 people comfortably, with their poles and 2 coolers, 1 for fish, 1 for cans of ice-cold Smash. Enjoy the water!

Chassis	Type	Engine	Range	SDP / SP	Price
Small Boat	Civilian Sea Vehicle	CH00H2	320 KM 200 MI	20 SDP 0 SP	€10,000
					COMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
24 KPH 15 MPH	5 MOVE	1 Driver 3 Passengers	External	150 KG 330 LB	NO

Speedboat : Moto 5-6

Also known as "cigarette boats", these agile boats are frequently enjoyed by Pirates and Nomads on the ocean for fast combat and increased storage over the Jet-Ski.

Chassis	Type	Engine	Range	SDP / SP	Price
Sports Boat	Civilian Sea Vehicle	CH00H2	240 KM 150 MI	50 SDP 0 SP	€30,000
					UNCOMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
97 KPH 60 MPH	20 MOVE	1 Driver 5 Passengers	Internal	200 KG 440 LB	YES

Open Sail Boat : Moto 5-6

A small sailboat, able to carry up to 6 crew. No engine included in its construction, this vehicle relies on no fuel to travel. Difficult to find, and requiring skills to sail, these sea vessels are extremely rare.

Chassis	Type	Engine	Range	SDP / SP	Price
Medium Boat	Civilian Sea Vehicle	Wind Sail	- -	50 SDP 0 SP	€50,000
					RARE
Speed	Combat	Seating	Storage & Cargo Space		Interface
48 KPH 30 MPH	10 MOVE	1 Driver 5 Passenger	Internal	200 KG 440 LB	YES

VEHICLE BASES - SHIPS

Cabin Cruiser : Moto 7-8

This luxury boat is designed specifically to order, for every customer. Costing €30,000eb per room, the builds for these boats START at €60,000eb and rise from there.

Chassis	Type	Engine	Range	SDP / SP	Price
Luxury Ship	Civilian Sea Vehicle	CH00H2	470 KM 300 MI	60 SDP 0 SP	€60,000+
Speed	Combat	Seating	Storage & Cargo Space		Interface
24 KPH 15 MPH	10 MOVE	1 Driver 2 Pass./1 Room	Internal		YES

Yacht : Moto 9-10

The ultimate in luxury pleasure crafts on the ocean. Costing €50,000eb per room, they START at €200,000eb, and are completely customized to the individuals wants and needs.

Chassis	Type	Engine	Range	SDP / SP	Price
Luxury Ship	Professional Sea Vehicle	CH00H2	640 KM 400 MI	60 SDP 0 SP	€200,000+
Speed	Combat	Seating	Storage & Cargo Space		Interface
24 KPH 15 MPH	10 MOVE	1 Driver 2 Pass./1 Room	Internal		YES

Hoverboat : Moto 9-10

Literally floating above the water, these large platforms are sometimes used by corporations, nomads and military forces across the oceans, rivers and lakes.

Chassis	Type	Engine	Range	SDP / SP	Price
Hover Boat	Professional Sea Vehicle	CH00H2	640 KM 400 MI	50 SDP 0 SP	€100,000
Speed	Combat	Seating	Storage & Cargo Space		Interface
145 KPH 90 MPH	30 MOVE	1 Driver 5 Passengers	Internal	225 KG 500 LB	YES

Submarine : Moto 9-10

The rarely seen, underwater cargo-ship is the epitome of Stealth Shipping & Transit. Only reaching a speed at Surface level of 24 KPH, but Submerged speed at 97 KPH, it can still evade most enemies.

Chassis	Type	Engine	Range	SDP / SP	Price
Underwater Ship	Professional Sea Vehicle	CH00H2 Electric	470 KM 300 MI	250 SDP 0 SP	€200,000
Speed	Combat	Seating	Storage & Cargo Space		Interface
24 / 97 KPH 15 / 60 MPH	10 / 20 MOVE	1 Driver 10 Passenger	Internal	400 KG 880 LB	YES

VEHICLE BASES - AIRCRAFT

Gyrocopter : Moto 1-4

Aviation enthusiast's favorite, and the most affordable form of air transport, the Gyrocopter is much more accesable and affordable for those who want to get from point A to point B in the air.

Chassis	Type	Engine	Range	SDP / SP	Price
Small Helicopter	Civilian Air Vehicle	CH00H2	80 KM 50 MI	35 SDP 0 SP	€20,000
Speed	Combat	Seating	Storage & Cargo Space		Interface
161 KPH 100 MPH	20 MOVE	1 Driver 1 Passenger	Internal	330 KG 728 LB	YES

Helicopter : Moto 5-6

Fully featured helicopter, providing seating and cargo space for long-distance flights. Somewhat common to see in cities and badlands, these vehicles are mostly used by Corps, Nomads & Military.

Chassis	Type	Engine	Range	SDP / SP	Price
Medium Helicopter	Professional Air Vehicle	CH00H2	965 KM 600 MI	60 SDP 0 SP	€50,000
Speed	Combat	Seating	Storage & Cargo Space		Interface
322 KPH 200 MPH	40 MOVE	1 Driver 3 Passengers	Internal	2000 KG 4410 LB	YES

Cargo Helicopter : Moto 7-8

These behemoth cargo helicopters were retrofitted from former military helicopters, providing Nomads the perfect way to transport cargo across the Badlands of America & Europe.

Chassis	Type	Engine	Range	SDP / SP	Price
Heavy Helicopter	Professional Air Vehicle	CH00H2	1287 KM 800 MI	100 SDP 0 SP	€200,000
Speed	Combat	Seating	Storage & Cargo Space		Interface
200 KPH 125 MPH	25 MOVE	1 Driver 5 Passengers	Internal	4.5 M. Tonnes 5 U.S. Tons	YES

Aerozep : Moto 9-10

Modern cargo blimps that travel the skies in Red. These massive air-ships are vastly different in size from one to the next, and are customized for €30,000eb per room, STARTING at €60,000eb.

Chassis	Type	Engine	Range	SDP / SP	Price
Standard Zeppelin	Professional Air Vehicle	CH00H2	2415 KM 1500 MI	100 SDP 0 SP	€60,000+
Speed	Combat	Seating	Storage & Cargo Space		Interface
161 KPH 100 MPH	20 MOVE	1 Driver 2 Pass./1 Room	Internal	2.3 M. Tonnes 2.5 US Tons	YES

VEHICLE BASES - AERODYNES

AV-3 "Aerocop" : Moto 5-6

The AV-3 "Aerocop" is a familiar sight in any corporate controlled area in the world. It is the standard for police departments the world over, boasting fast response times & sharp presentation.

Chassis	Type	Engine	Range	SDP / SP	Price
Standard	Professional	CH00H2	804 KM	75 SDP	€50,000
AV	Air Vehicle		500 MI	0 SP	UNCOMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
241 KPH 150 MPH	30 MOVE	1 Driver 3 Passengers	Internal	660 KG 1,200 LB	YES

AV-4 Multipurpose Aerodyne : Moto 7-8

A multiple-purpose Vertical Takeoff & Landing Aircraft, the AV-4 is an uncommon sight in Night City unless in the hands of Corps or the Military, or some extremely well-to-do Nomad groups.

Chassis	Type	Engine	Range	SDP / SP	Price
Standard	Professional	CH00H2	643 KM	100 SDP	€50,000
AV	Air Vehicle		400 MI	0 SP	UNCOMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
322 KPH 200 MPH	40 MOVE	1 Driver 5 Passenger	Internal	660 KG 1,200 LB	YES

AV-7 Personal Aerodyne : Moto 7-8

The direct equivalent to the past's idea about "flying cars", the AV-7 is the direct combination of VTOL Flight, Extreme Style & Personal Opulence.

Chassis	Type	Engine	Range	SDP / SP	Price
Standard	Civilian	CH00H2	643 KM	50 SDP	€60,000
AV	Air Vehicle		400 MI	0 SP	UNCOMMON
Speed	Combat	Seating	Storage & Cargo Space		Interface
241 KPH 150 MPH	30 MOVE	1 Driver 1 Passengers	Internal	100 KG 220 LB	YES

AV-9 Super Aerodyne : Moto 9-10

The AV-9 Super is the "sporty" equivalent to the old AV-9 designs, now meant for extreme speeds. This slimmed version is no longer capable of pod-based multipurpose uses like it was in the past.

Chassis	Type	Engine	Range	SDP / SP	Price
Sports	Professional	CH00H2	643 KM	60 SDP	€100,000
AV	Air Vehicle		400 MI	0 SP	RARE
Speed	Combat	Seating	Storage & Cargo Space		Interface
483 KPH 300 MPH	60 MOVE	1 Driver 1 Passenger	Internal	100 KG 220 LB	YES

PART 3: MILITARY VEHICLES

PREFACE TO MILITARY VEHICLES & EQUIPMENT SECTION

On the following pages, you will see military vehicle packages, as well as military spec weapons. These vehicles have been converted from Cyberpunk 2020, Chromebooks 1-4 & Maximum Metal, and will not have the same values as their old system due to many inconsistencies and incompatibilities.

The issue that persists in Red though, is that these forms of vehicles are EXTREMELY rare to find outside of Corporations, such as Militech & Lazarus, or from actual Military Bases owned by the Government. Some Nomad Families & Pirates may have access to them, but that should be extremely limited.

If Players are seen driving these vehicles, they will become an immediate target, as mentioned on Page 10 of this guide. This is according to the creators of the game itself, as they have mentioned multiple times that Military Style Gear & Weapons are hard to come by in Red, especially vehicles.



Additionally, according to R. Talsorian, these vehicles are ALL rare commodities, which will lead them to be RARE to find for ALL vehicles, and with extremely high prices. GMs: bear this in mind when running military vehicles.

I cannot overstate this more, and I will warn this multiple times in the following pages: **MILITARY VEHICLES AND WEAPONS ARE EXTREMELY DEADLY AND WILL LIKELY DESTROY GAME BALANCE.**

There will be MANY revisions of this section of the guide, as it was extremely complicated to port & adjust, and there may be several problems with the designs, limitations, damage, etc.

Please bear these issues in mind as you move forward, and remember:

The GM has the final say on price, availability, damage, etc.

Enjoy & Good Luck!

PART 3: MILITARY VEHICLES

TAKING A LOOK AT MILITARY VEHICLES

On the following pages, you will see military vehicle packages. These vehicles have been converted from Cyberpunk 2020, Chromebooks 1-4 & Maximum Metal.

Moto Role Ability is still provided (based off of my general understanding), but are only an option if the G.M. allows it. Additionally, this would require that the Nomad Family would likely be a military family, or directly service a major world government.

GMS: Be EXTREMELY careful about allowing these vehicles.

Vehicle Name :Moto Skill Required (If Applicable)

Flavor description of the vehicle. Here, players or GMs can add in other details, such as color, condition or Brand/Make/Model/Year, but they are not included.

Speed	Combat	Special Equipment
KPH MPH	MOVE	Special things that come standard on the vehicle at purchase/acquiring. More can be added afterwards.
Seating	Cargo	
Driver/Pilot Gunner Passengers	EXT/INT KG/Tonnes LB/Tons	(STANDARD) Mounted Weaponry These are mounted weapons on the vehicle, and are the standard loadout, NOT the maximum loadout. Additional weapons & equipment can always be added afterwards.
Range	Engine	
KM MI	SP	
SDP	Armor	
Structure	Interface	
Price		
Price in €	Type	
Purpose		

NOTES ON THE TABLE

Stationary Weapons face in a singular direction and are used primarily for attacking large targets. It is GM discretion to allow Stationary Weapons to execute Aimed Shots, or to target passengers.

Stationary Weapons use the Drive Vehicle Skill to aim correctly, against the standard Distance DV for the weapon type.

Example 1: Stationary Weapon (Heavy SMG), shoots at a target 20M away with Autofire. The DV to beat is Autofire DV 20 vs. Drive Land Vehicles Skill + REF + 1d10.

Example 2: Stationary Weapon (Helix Mounted Rifle), shoots at a target 20M away with Autofire. The DV to beat is Assault Rifle Autofire DV 17 vs. Drive Land Vehicles Skill + REF + 1d10.

Example 3: Stationary Weapon (Rhinemetal), shoots at a target 20M away with a Single Shot. The DV to beat is Single Shot Rifle DV 15 vs. Drive Land Vehicles Skill + REF + 1d10.

Pintle & Turret Weapons have 360 Degree coverage. These require Weapons Skill Checks, based on their Standard Distance DVs listed in the Core Rulebook, Pg. 173, and in the following pages.

Weapons Listing are located at the end of this section (as they do not exist in the Core Rulebook).

VEHICLE BASES - GROUND TRANSPORT

"KUMA" :Moto 1-4

Similar to the classic Jeep, this Transport & Work Vehicle has been the backbone of most classic military vehicles around the world. Cheaper than the Hummer, it is almost as versatile.

Speed	160 KPH 100 MPH	Combat	20 MOVE	Special Equipment	
Seating	1 Driver 1 Gunner 3 Pass.	Cargo	EXTERNAL 650 KG 1,430 LB	Off-Road Capable Pintle Mount in Rear of vehicle Totally Open Cab	
Range	640 KM 400 MI	Engine	CH00H2	(STANDARD) Mounted Weaponry	
SDP	50	SP	10	Pintle: Light Machinegun -Interface: None	
Price	€60,000	Interface	YES		
Purpose	Transport	Type	Car		

Assault Bike :Moto 1-4

Built off of the standard off-road motorcycle frame, this vehicle sports additional armor, cargo carrying capacity, and mounted weapon

Speed	160 KPH 100 MPH	Combat	20 MOVE	Special Equipment	
Seating	1 Driver 0 Gunner 0 Pass.	Cargo	EXTERNAL 45 KG 100 LB	Off-Road Capable Radio Comms System	
Range	640 KM 400 MI	Engine	CH00H2	(STANDARD) Mounted Weaponry	
SDP	35	SP	5	Stationary Weapon: Heavy SMG (Autofire) -Interface: Available	
Price	€70,000	Interface	YES		
Purpose	Transport	Type	Cycle		

VEHICLE BASES - GROUND IFV

“Jerry” BTR APC :Moto 5-6

A stripped down re-design of the BTR-70, it used to be popular around the world, and particularly to SovOil. Able to stand up mostly as an armored transport, it is not designed for primary fighting.

Speed	120 KPH 75 MPH	Combat	15 MOVE	Special Equipment	
Seating	1 Driver 1 Gunner 8 Pass.	Cargo	INTERNAL 1,250 KG 2,755 LB		Off-Road Capable Amphibious Radio Comms System
Range	482 KM 300 MI	Engine	CH00H2		(STANDARD) Mounted Weaponry
SDP	100	SP	20		Pintle: Heavy Machinegun Turret: Light Autocannon -Interface: Available
Price	€200,000	Interface	YES		
Purpose	Transport	Type	APC		

“Wolverine” :Moto 7-8

Territory control, armored transportation and infantry fighting, this APC of old still holds firm decades after war. Still used by Military & Nomad forces, it's fast and can easily hit & run.

Speed	160 KPH 100 MPH	Combat	20 MOVE	Special Equipment	
Seating	1 Driver 2 Gunner 2 Pass.	Cargo	INTERNAL 2,500 KG 5,511 LB		Off-Road Capable Amphibious Radio Comms System
Range	482 KM 300 MI	Engine	CH00H2		(STANDARD) Mounted Weaponry
SDP	75	SP	20		Pintle: 2 x Light Machineguns Turret: Anti-Tank Rocket Launcher -Interface: Available
Price	€300,000	Interface	YES		
Purpose	Anti-Infantry	Type	APC/IFV		

VEHICLE BASES - TANKS

M-75 Light Battle Tank :Moto 9-10

The light tank of choice for any corporate military, it sports a smaller and faster profile, as well as a main cannon & machine gun suited for nearly any battle.

Speed 120 KPH 75 MPH	Combat 15 MOVE	Special Equipment Off-Road Capable Environmental Control Radio Comms System A.I. Assisted
Seating 1 Driver 1 Gunner 0 Pass.	Cargo NONE	
Range 322 KM 200 MI	Engine CH00H2	(STANDARD) Mounted Weaponry
SDP 140	SP 30	Turret: Light Machine Gun -Interface: Available
Price €400,000	Interface YES	Turret: Heavy Cannon -Interface: Available -A.I. Assisted
Purpose Battle Tank	Type MBT	

MT-4 Main Battle Tank :Moto 10

A Main Battle Tank to rival most anything on the battlefield. Capable of taking unimaginable damage, while utilizing it's massive cannon or railgun to destroy enemy vehicles at a distance.

Speed 80 KPH 50 MPH	Combat 10 MOVE	Special Equipment Reactive Armor Environmental Control Smoke Grenade Launcher A.I. Assisted
Seating 1 Driver 1 Gunner 2 Pass.	Cargo None	
Range 322 KM 200 MI	Engine CH00H2	(STANDARD) Mounted Weaponry
SDP 250	SP 60	Turret: Light Autocannon -Interface: Available
Price €500,000	Interface YES	Turret: Heavy Cannon (Or Heavy Railgun) -Interface: Required -A.I. Assistance
Purpose Battle Tank	Type MBT	

VEHICLE BASES - WATER CRAFT

"Cutter" Patrol Boat :Moto 7-8

The world-renown Navy Cutter patrol boat. Used in rivers, lakes and even on the oceans, this speedy attack boat is a must have for any naval presence.

Speed	97 KPH 60 MPH	Combat	20 MOVE	Special Equipment	
Seating	1 Pilot 1 Gunner 6 Pass.	Cargo	INT/EXT 4,200 KG 9,259 LB	Radio Comms System Search Light	
Range	480 KM 300 MI	Engine	CH00H2	(STANDARD) Mounted Weaponry	
SDP	85	SP	10	Front Pintle: Light Gatling Gun -Interface: None	
Price	€220,000	Interface	YES	Rear Pintle: Light Machinegun -Interface: None	
Purpose	Attack	Type	Boat		

Military Attack Submarine :Moto 10

A submarine designed specifically for striking underwater and undetected. Extremely rare to find, and exceptionally difficult to run and maintain, this is the apex predator of the seas.

Speed	97 KPH 60 MPH	Combat	20 MOVE	Special Equipment	
Seating	1 Pilot 2 Gunners 20 Pass.	Cargo	None	Environmental Control 4x Escape Pods 2x Cryo Pods A.I. Assisted	
Range	640 KM 400 MI	Engine	Fusion Cell	(STANDARD) Mounted Weaponry	
SDP	400	SP	20	Stationary: 1 Large Rocket Bay (Torpedoes) -Interface: Available -A.I. Assisted	
Price	€1,500,000	Interface	YES	Stationary: 2x Small Rocket Pods (Torpedoes) -Interface: Available -A.I. Assisted	
Purpose	Battle	Type	Submarine		

VEHICLE BASES - AIR TRANSPORT

UH-9 Heavy Transport :Moto 9-10

A frequently utilized Helicopter, praised for it's ability to mass-transit troops & lay small fire on enemy locations.

Speed	280 KPH 175 MPH	Combat	35 MOVE	Special Equipment	
Seating	1 Pilot 1 Co-Pilot 20 Pass.	Cargo	INTERNAL 2,500 KG 5,511 LB	Ejection Seats Radio Comms A.I. Assisted	
Range	965 KM 600 MI	Engine	CH00H2	(STANDARD) Mounted Weaponry	
SDP	200	SP	20	Turret: Light Autocannon -Interface: Available	
Price	€500,000	Interface	YES		
Purpose	Transport	Type	Heavy Heli.		

"Dragon" :Moto 10

The largest transport helicopter in service. Soviet technology at its finest, the size and durability go nearly unmatched, although not in the midst of heavy combat.

Speed	120 KPH 75 MPH	Combat	15 MOVE	Special Equipment	
Seating	1 Pilot 1 Co-Pilot 30 Pass.	Cargo	INTERNAL 3.6 M Tonnes 4 Tons	Ejection Seats Radio Comms A.I. Assisted	
Range	965 KM 600 MI	Engine	CH00H2	(STANDARD) Mounted Weaponry	
SDP	300	SP	40	Turret: 2x Heavy Machineguns -Interface: Available	
Price	€800,000	Interface	YES		
Purpose	Transport	Type	Heavy Heli.		

VEHICLE BASES - AIR UTILITY

G-152 "Autogyro" :Moto 4-5

The ultimate small-engagement aerial utility vehicle. Supremely agile, and fast to deploy, this small gyrocopter sadly offers little in the way of protection.

Speed	643 KPH 200 MPH	Combat	40 MOVE	Special Equipment	
Seating	1 Pilot 0 Gunner 0 Pass.	Cargo	NONE	Radio Comms Search Light	
Range	80 KM 50 MI	Engine	CH00H2	(STANDARD) Mounted Weaponry	
SDP	40	SP	0	Turret: Light Machinegun -Interface: Available	
Price	€40,000eb	Interface	Yes		
Purpose	Transport	Type	Gyrocopter		

AH-99 "Gunship" :Moto 10

Intended for one purpose, and one purpose only: destroying anything on the ground. It's geared exclusively for ground engagement, and holds almost no equal in the air.

Speed	280 KPH 175 MPH	Combat	35 MOVE	Special Equipment	
Seating	1 Driver 1 Gunner 0 Pass.	Cargo	None	Ejection Seats Environmental Control A.I. Assisted Telescopic Interface	
Range	965 KM 600 MI	Engine	CH00H2	(STANDARD) Mounted Weaponry	
SDP	100	SP	20	Turret: 2x Light Autocannon -Interface: Available	
Price	€650,000	Interface	YES	Turret: Anti-Tank Rocket Launcher Pod -Interface: Available	
Purpose	Attack	Type	A.H.	-A.I. Assisted	

VEHICLE BASES - HOVERCRAFT

"Duster" Hover Craft :Moto 5-6

The military variant of the Civilian Hovercraft, it serves its purpose mostly as Maritime Patrol and Desert Enforcement.

Speed	240 KPH 150 MPH	Combat	30 MOVE	Special Equipment	
Seating	1 Driver 1 Gunner 3 Pass.	Cargo	EXTERNAL 800 KG 1,763 LB		Hovercraft - No Surface Contact Pintle Mount in Rear of vehicle Totally Open Cab
Range	640 KM 400 MI	Engine	CH00H2	(STANDARD) Mounted Weaponry	
SDP	30	SP	5		Pintle: Light Machinegun -Interface: None
Price	€125,000eb	Interface	YES		
Purpose	Patrol	Type	Hover		

"Panzer" A-20 ACAV :Moto 9-10

The infamous "Panzer" from the wars of old, this Militech vehicle once dominated most battlefields. Although it's armor does not protect against Main Tanks, it's ability to harass is unmatched.

Speed	320 KPH 200 MPH	Combat	40 MOVE	Special Equipment	
Seating	1 Driver 1 Gunner 0 Pass.	Cargo	None		1x Integrated Cryo-Pod Environmental Control A.I. Assisted Piloting
Range	1,046 KM 650 MI	Engine	CH00H2	(STANDARD) Mounted Weaponry	
SDP	100	SP	25		Turret: Light Cannon -Interface: Available
Price	€900,000	Interface	YES		Turret: Anti-Tank Rocket Pod -Interface: Available
Purpose	Attack	Type	Hover		

VEHICLE BASES - OSPREYS & PLANES

"Falcon" Osprey :Moto 7-8

Redesign of Corporate Transport, this armored Osprey offers decent protection, a large cargo-hold, and plenty of seating.

Speed	482 KPH 300 MPH	Combat	60 MOVE	Special Equipment
Seating	1 Pilot 1 Co-Pilot 8 Pass.	Cargo	INTERNAL 3.6 M Tonnes 4 Tons	Ejection Seats Environmental Control A.I. Assisted Under-Carriage Load Sling
Range	1,610 KM 1,000 MI	Engine	CH00H2	(STANDARD) Mounted Weaponry
SDP	100	SP	10	Turret: Heavy Machinegun -Interface: Available
Price	€800,000	Interface	YES	
Purpose	Transport	Type	Osprey	

F-33 "Wasp" :Moto 10

Designed as an interceptor & jet-fighter. This extremely fast jet aircraft offers one of the fastest response times in the world, but is useless for ground engagements.

Speed	1,930 KPH 1,200 MPH	Combat	240 MOVE	Special Equipment
Seating	1 Pilot 1 Co-Pilot 0 Pass.	Cargo	None	Ejection Seats Environmental Control A.I. Assisted Telescoping Optics
Range	1,610 KM 1,000 MI	Engine	Jet Fuel	(STANDARD) Mounted Weaponry
SDP	100	SP	20	Turret: Heavy Machinegun -Interface: Available
Price	€5,000,000	Interface	YES	Stationary: Anti-Aircraft Missile Pod -Interface: Available
Purpose	AA	Type	Small Jet	-A.I. Assisted

VEHICLE BASES - AERODYNES

AV-6 Combat Aerodyne :Moto 7-8

The military version of the Aerodyne. Sporting high speeds, decent armor, and mounted weapons, this VTOL machine was is a backbone of most modern militaries.

Speed	725 KPH 450 MPH	Combat	80 MOVE	Special Equipment
Seating	1 Pilot 1 Co-Pilot 10 Pass.	Cargo	INTERNAL 1,300 KG 2,866 LB	Ejection Seats Smoke Grenade Launcher A.I. Assisted
Range	1,930 KM 1,200 MI	Engine	CH00H2	(STANDARD) Mounted Weaponry
SDP	100	SP	20	Turret: 2x Light Machinegun -Interface: Available
Price	€800,000	Interface	YES	Turret: 2x Heavy Machineguns -Interface: Available
Purpose	Combat	Type	Aerodyne	

AV-8 Assault Aerodyne :Moto 9-10

Still state-of-the-art, this Aerodyne Gunship is virtually unmatched in its category. Sporting heavy armaments, this tank-hunter is still used to patrol the ground and waterways of the world.

Speed	725 KPH 450 MPH	Combat	80 MOVE	Special Equipment
Seating	1 Pilot 1 Co-Pilot 0 Pass.	Cargo	NONE	Ejection Seats Smoke Grenade Launcher A.I. Assisted 2x Integrated Cryo-Pods
Range	1,930 KM 1,200 MI	Engine	CH00H2	(STANDARD) Mounted Weaponry
SDP	120	SP	20	Turret: 2x Light Autocannons -Interface: Available
Price	€1,500,000	Interface	YES	Turret: 2x Heavy Machineguns -Interface: Available
Purpose	Combat	Type	Aerodyne	

PART 4: MILITARY WEAPONS

This table is based on conversion from Cyberpunk 2020 & Maximum Metal, using the utility document, "Old Guns Never Die" DLC.

Some of the values listed here exceed the listings available in "Old Guns Never Die", and have followed general common sense instead.

Again, GMS: BE EXTREMELY CAREFUL ABOUT UTILIZING THESE WEAPONS IN YOUR GAME.

Many of these weapons will instantly kill Player Characters, most standard vehicles, and will prove to be extremely detrimental to gameplay with the Cyberpunk Red System. I generally would recommend NOT using this section, but it is provided regardless, based on community request.

RADIUS OF EFFECT

"Direct Fire Weapons" (Machineguns, Cannons, Railguns, etc.), have direct impact damage, and basic ammunition does not cause a radius of damage.

Cannons CAN use Explosive Rounds, but these require extra cost, and will follow the rules of the Core Rulebook (10 M/YD radius)

Rockets, Torpedoes, Missiles & Explosive Rounds ALL have area of effect damage, which should follow the same rules as the Core Rulebook: You roll ONCE, and ANYONE or ANYTHING inside that radius takes the damage.

Radius of damage is listed in the "Alternative Fire" box, on the lower left. If the Payload misses, anything within the specified radius takes full damage rolled.

Where the Payload goes (if the player misses) is up to the GM. There are no direct rules.

USING DVs FOR COMBAT

Most DVs for these weapons will require Heavy Weapons Skill Checks, with the exception of some smaller mounted weapons, demolitions & grenades.

Later sections will detail "A.I. Assisted" for driving and weapons, which should be considered a +2 to all skill checks when using Interface Plugs. If a user is not using Interface Plugs, they are unable to utilize all of it's abilities, and should be treated as a +1 instead.

Pintle Mounts are completely unsheltered weapon mounts, which means players can be directly targeted, and they are NOT assisted by A.I.

Turret Mounts are completely sheltered, and require the user to operate weapons from the inside of the vehicle via a computer, and CAN be assisted by A.I. (if available) and CAN be interfaced with.

Some weapons come in "Pods", which gives the vehicle access to using multiple counts of ammunition simultaneously. One DV is rolled for if only ONE or multiple rockets are fired.

Most weapons have a basic "Magazine" that is stored either internally or externally, and require the player to reload.

- Light Weapons have magazines that require 1 Action (Round) to reload properly.
- Heavy Weapons have massive/complex magazines that require 2 Actions (Rounds) to reload properly, or a team of multiple individuals (2 or more) to reload in a single Action (Round).
- When reloading these Mounted Weapons, roll a flat 1d10. If the player(s) rolls a 1, they will jam the reloading mechanism (cannon round slips, rocket doesn't mount, round jams in the chamber, etc), and have to use their next turn to un-jam, and then reload the weapon.
- If the weapon is listed as "Excellent Quality," the player does not need to roll for reloading.

MILITARY WEAPONS

Weapon Type	Skill	Damage	Modes	Magazine	ROF	Range	Cost
Light Machinegun	Shoulder Arms	5d6	Single Fire & Autofire (4)	100 Rounds	1 / 10	450 M/YD	€2,500eb
Alternative Fire: Autofire Uses 10 Rounds: 3d6 Damage				Features: None; Uses Basic Ammunition			
Heavy Machinegun	Heavy Weapons	6d6	Single Fire & Autofire (5)	100 Rounds	1 / 10	600 M/YD	€4,000eb
Alternative Fire: Autofire Uses 10 Rounds: 3d6 Damage				Features: Excellent Quality (+1); Uses Basic Ammunition			
Light Gatling Gun	Shoulder Arms	-	Autofire Only (8)	1000 Rounds	100	450 M/YD	€4,500eb
Alternative Fire: Autofire Uses 100 Rounds: 2d6 Damage				Features: Rotary Barrel; Uses Basic Ammunition			
Heavy Gatling Gun	Heavy Weapons	-	Autofire Only (10)	1000 Rounds	100	500 M/YD	€12,500eb
Alternative Fire: Autofire Uses 100 Rounds: 3d6 Damage				Features: Rotary Barrel; Uses Basic Ammunition			

Single Fire DV

When a player fires a weapon a single time, they will roll their 1d10 + (Weapons Skill) + REF.

The player needs to BEAT the DV, in order to hit the target. The Damage for a single hit is located in the Damage Column.

Example: Dane fires a single shot with his LMG at a target 10 Meters away. The DV to beat is 16, with Shoulder Arms skill.

Weapon Type	0-6 M/YD	7-12	13-25	26-50	51-100	101-200	201-400	401-800	800-1k+
Light Machinegun & Heavy Machinegun	17	16	15	13	15	20	25	30	-

Autofire DV

When a player fires a weapon with Autofire, they roll their 1d10 + (Autofire Skill) + REF. If the player EXCEEDS the DV, you multiply the Autofire damage by the amount they EXCEEDED the DV. The maximum listed impact damage is listed in parentheses under the Autofire Mode.

Example: Evi uses Autofire with a Heavy Gatling Gun on a target 45 Meters away. She rolls 8 (1d10) + 6 (Autofire) + 8 (REF). She exceeded the DV by 3, which results in 3d6 Damage, Multiplied by 3.

Example 2: Blink uses autofire with a HMG on a target 150 Meters away. They roll a 10, which is a critical, and rolls another 10, resulting in a 14 total. Combined with their Autofire 8 + REF of 7, their roll is a 27, which exceeds the DV by 7. The MAXIMUM hit value is 5, so they roll 3d6, multiplied by 5.

Weapon Type	0-6 M/YD	7-12	13-25	26-50	51-100	101-200	201-400	401-800	800-1k+
Light Machinegun & Heavy Machinegun	22	20	17	15	17	20	25	30	-
Light Gatling & Heavy Gatling Gun	24	22	18	17	17	18	22	25	-

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MILITARY WEAPONS (CONT.)

Weapon Type	Skill	Damage	Modes	Magazine	ROF	Range	Cost
Light Autocannon	Heavy Weapons	8d6	Single Fire & Autofire (3)	100 Rounds	1 / 10	500 M/YD	€6,000eb
Alternative Fire: Autofire Uses 10 Rounds: 4d6 Damage				Features: None; Uses Basic Ammunition			
Heavy Autocannon	Heavy Weapons	9d6	Single Fire & Autofire (4)	100 Rounds	1 / 10	600 M/YD	€8,000eb
Alternative Fire: Autofire Uses 10 Rounds: 4d6 Damage				Features: None; Uses Basic Ammunition			
Light Cannon	Heavy Weapons	10d6	Single Fire	10 Rounds	1	750 M/YD	€150,000eb
Alternative Fire: None			Features: Excellent Quality (+1)				
Area of Effect: 10 M/YD - Requires Explosive Shells			Features: Each Shell Costs €300eb				
Heavy Cannon	Heavy Weapons	15d6	Single Fire	5 Rounds	1	1,250 M/YD	€500,000eb
Alternative Fire: None			Features: Excellent Quality (+1)				
Area of Effect: 15 M/YD - Requires Explosive Shells			Features: Each Shell Costs €3,000eb				
Light Railgun	Heavy Weapons	5d6	Single Fire	4 Rounds	1	1,000 M/YD	€15,000eb
Alternative Fire: None			Features: Excellent Quality (+1); Ignores Half of Defender's SP; If SP is under 11, Armor is Ignored Entirely				
Heavy Railgun	Heavy Weapons	16d6	Single Fire	4 Rounds	1	1,500 M/YD	€1,250,000
Alternative Fire: None			Features: Excellent Quality (+1); Ignores Half of Defender's SP; If SP is under 11, Armor is Ignored Entirely				

Single Fire DV									
Weapon Type	0-6 M/YD	7-12	13-25	26-50	51-100	101-200	201-400	401-800	800-1k+
Light Autocannon & Heavy Autocannon	17	16	16	17	20	22	25	30	-
Light Cannon & Heavy Cannon	25	22	18	17	17	18	22	25	30
Light Railgun & Heavy Railgun	25	22	18	16	16	18	20	22	25
Autofire DV									
Weapon Type	0-6 M/YD	7-12	13-25	26-50	51-100	101-200	201-400	401-800	800-1k+
Light Autocannon & Heavy Autocannon	24	22	18	17	17	18	22	25	-

MILITARY WEAPONS (CONT.)

Weapon Type	Skill	Damage	Modes	Magazine	ROF	Range	Cost
Anti-Tank Rocket	Heavy Weapons	15d6	Single Fire	1 Rocket	1	1,000 M/YD	Varies
Alternative Fire: Guided: +2 to hit Land Vehicle Area of Effect: 10 M/YD				Features: Single Use: €3,300eb Features: Multi-Use: €8,000eb & Each Rocket: €1,700eb			
Anti-Air Missile	Heavy Weapons	15d6	Single Fire	1 Rocket	1	5,000 M/YD	€12,000
Alternative Fire: Guided: +2 to hit Air Vehicle Area of Effect: 15 M/YD				Features: Single Use			
Small Rocket	Heavy Weapons	6d6	Single Fire & Autofire (3)	1/3/6/20 Per Pod	Varies	500 M/YD	€1,000eb Each
Alternative Fire: Autofire Uses 10 Rockets: 4d6 Damage Area of Effect: 10 M/YD				Features: Can fire Single (Launcher) or Auto (10 in Pod) & Rockets are Unguided.			
Large Rocket	Heavy Weapons	13d6	Single Fire	1 Rocket	1	2,000 M/YD	€10,000eb Each
Alternative Fire: None Area of Effect: 20 M/YD				Features: Single Fire ONLY & Rockets are Unguided.			
Small Torpedo	Heavy Weapons	8d6	Single Fire	1/3/6/20 Per Pod	1	750 M/YD	€2,000eb Each
Alternative Fire: None Area of Effect: 10 M/YD				Features: Torpedoes are Unguided.			
Large Torpedo	Heavy Weapons	12d6	Single Fire	1 Torpedo	1	2,000 M/YD	€15,000eb Each
Alternative Fire: None Area of Effect: 25 M/YD				Features: Torpedoes are Unguided.			

Rocket Fire DV

Weapon Type	0-12 M/YD	13-25	26-50	51-100	101-200	201-400	401-800	800-1.2k	1.2k+
Small Rocket & Small Torpedo	17	16	15	15	20	20	25	30	-
Large Rocket & Large Torpedo	17	16	15	15	16	20	20	25	30
Anti-Tank & Anti-Aircraft	20	17	17	16	15	15	16	20	25

MILITARY WEAPONS (CONT.)

Weapon Type	Skill	Damage	Modes	Magazine	ROF	Range	Cost
Small Mortar	Demolitions	8d6	Single Fire	1 Mortar	1	2,000 M/YD	Varies
Alternative Fire: None Area of Effect: 10 M/YD				Features: Mortar Launcher: €2,000eb Features: Each Mortar: €300eb			
Heavy Mortar	Demolitions	12d6	Single Fire	1 Mortar	1	6,000 M/YD	Varies
Alternative Fire: None, Requires 3 People Area of Effect: 15 M/YD				Features: Mortar Launcher: €7,000eb Features: Each Mortar: €500eb			
Claymore Mine	Demolitions	6d6	Single Fire	1 Claymore	1	-	€1,000eb Each
Alternative Fire: Motion, Pressure, Remote or Manual. Area of Effect: 6 M/YD x 50 M/YD				Features: Ignores Half of Defender's SP			
Land Mine / Sea Mine	Demolitions	8d6	Single Fire	1 Land Mine / 1 Sea Mine	1	-	€2,000eb Each
Alternative Fire: Pressure, Remote or Manual. Area of Effect: 15 M/YD				Features: Ignores Half of Defender's SP			

Mortar Fire DV

Weapon Type	0-12 M/YD	13-25	26-50	51-100	101-200	201-400	401-800	800-1.2k	1.2k+
Small Mortar	20	17	16	15	15	17	20	22	25
Large Mortar	22	20	17	16	15	15	17	20	22

Demolitions DV

Explosive	Setting	Detonating	AoE	Explosive	Setting	Detonating	AoE
Grenade	DV 10	Timer / Tripwire	10 M/YD 6d6 DAM	C6	DV 14	Tripwire, Timer, Remote	10 M/YD 8d6 DAM
Mortar	DV 15	Tripwire / Remote	10 M/YD 8d6 DAM	Claymore	DV 15	Tripwire, Timer, Remote, Pressure	6M/YDx50M/YD 6d6 DAM
Land Mine	DV 17	Pressure / Tripwire	15 M/YD 8d6 DAM	Sea Mine	DV 17	Pressure / Remote	15 M/YD 8d6 DAM

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PART 5: CUSTOMIZATION & UPGRADES

NOMAD UPGRADES

Nomads in Red have the Moto Role Ability, which gives them access to Vehicles & Modifications, improves their Vehicle Tech & Driving checks.

A quick breakdown on how it works:

A Moto Role gives the player the ability to **either**
-Add a new stock vehicle to their pool of vehicles they have access to

OR

-Obtain a free upgrade to a vehicle in their current pool of vehicles, that is equal to their Moto Ability or lower.

When a Nomad decides to obtain a new vehicle, it is added to their "pool", which can be accessed with an over-night transfer, handled by the Family.

When a nomad decides to install an upgrade, it is done by the family and takes the number of days to install EQUAL to the Required Rank, to install to the vehicle.

If a vehicle in your current pool is Destroyed, you can turn it over to your family, who will repair it to new for only €500eb and 1 week of time.

Any daily or minor damage is the responsibility of the Nomad to repair, not the Family.

For further information, please check Core Rulebook, Pg. 161-162.

NOMAD UPGRADE EXAMPLES

Lava starts at Nomad Rank Ability 4, and they decide to do the following:

Apply Rank 1: Obtain Compact Ground Car

Apply Rank 2: Install NOS

Apply Rank 3: Install Combat Plow

Apply Rank 4: Install Deployable Spike Strip

Johnny starts at Nomad Rank Ability 4, and decided to the following:

Apply Rank 1: Obtain Compact Ground Car

Apply Rank 2: Obtain Gyrocopter

Apply Rank 3: Obtain Jetski

Apply Rank 4: Obtain Roadbike

Lava has only 1 vehicle obtained from the family, which means they can only access that vehicle until it is destroyed or needs repair.

Johnny, on the other hand, has 4 vehicles that can be swapped out, but requires an over-night transfer (GM's Discretion) to get the second vehicle.

According to the Core Rulebook, no Nomad is allowed to have more than 1 vehicle out at a time, until they reach Moto Rank 10.

VEHICLE TECH SKILLS

Nomads are able to apply their Moto Rank to their Driving & Tech checks, which allows the Moto Rank to improve their overall driving & piloting abilities, as well as increasing their ability to install upgrades, repair and maintain their own vehicles.

Techs, on the other hand, get special bonuses based on how they apply their Maker Ranks. Consult the Core Rulebook, pg 147-149, for specifics.

Other classes do not get any special bonuses to their Tech abilities related to Vehicles, and instead would need to gain new Vehicle Tech Skills with Inspiration Points.

Air Vehicle Tech is applied to any Flying Vehicles, such as helicopters, gyros & aerodynes.

Land Vehicle Tech is applied to any Ground Vehicles, such as cars, trucks & motorbikes.

Sea Vehicle Tech is applied to any Sea Vehicles, such as boats, jet skis & submarines.

GMs will determine which Tech Skill is needed for Hover Vehicles (although Air is recommended).

OBTAINING UPGRADES

Upgrades can be obtained in the following ways:

- 1) Nomads receive one upgrade per rank, that isn't applied to obtaining a new vehicle in their pool.
- 2) Nomad Upgrades can be purchased from Nomad Families, if a connection exists, for €1,000eb per Moto Rank that is required for the upgrade. (€1,000eb for Rank 1, €2,000eb for Rank 2, etc.)
- 3) Open Market upgrades can be purchased through Night Markets & Midnight Markets, but require a Fixer to source anything above €100eb.
- 4) Some dealerships will offer upgrades on vehicles that would be commonly found (GM Discretion), such as a larger engine, better tires, etc.
- 5) Techs have the ability to Invent & Fabricate upgrades, but need to work closely with their DM during this process (Pg. 148-149)
- 6) Most items listed as Nomad Rank 1 & "Purchase" are available at Dealerships (GM Discretion)

HOW TO INSTALL UPGRADES

There are 3 different ways to install upgrades:

1. The Player can take this upgrade to their shop and install it themselves (Detailed on Next Page)
2. The Player can leave the Vehicle with the Mechanic at the Night / Midnight Market where they made their purchase to have them install the upgrade for free (times listed below)
3. The Player can leave the Vehicle with the Nomad Family at their camp where the purchase was made and have them install the upgrade for free (times listed below)

If a Player wants, they can pay to expedite the process, to reduce install time by 50%. The costs differ based on where they are getting the upgrade done:

Night/Midnight Market: €500eb Base Charge + (€100eb x Each Day, Rounded Up)

Nomad Family (Not the Player's): €500eb Base Charge + (€100eb x Each Day, Rounded Up)

AUTHORS NOTE: Tire Changes require 6 Hours to change at a shop, and 2 hours by the Player.

Open Market Upgrades		Nomad Market Upgrades	
Cost Of Item	Time Required	Required Rank	Time Required
Cheap /Everyday - €20eb +	2 Hours	Rank 1 - 2 (€10eb - €2,000eb)	2 Hours
Costly - €50eb +	6 Hours	Rank 3 - 4 (€3,000eb - €4,000eb)	6 Hours
Premium - €100eb +	1/2 Day (12 Hours)	Rank 5 - 6 (€5,000eb - €6,000eb)	1/2 Day (12 Hours)
Expensive - €500eb +	1 Day (24 Hours)	Rank 7 - 8 (€7,000eb - €8,000eb)	1 Day (24 Hours)
Very Expensive - €1,000eb +	2 Days (48 Hours)	Rank 9 (€9,000eb)	2 Days (48 Hours)
Luxury - €5,000eb +	4 Days (96 Hours)	Rank 10 (€10,000eb +)	4 Days (96 Hours)
Super Luxury - €10,000eb +	1 Week (7 Days) per €10,000eb		

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INSTALLING UPGRADES YOURSELF

Installing an upgrade yourself requires the following Skill Check:

TECH Ability + (Required) Vehicle Tech + (Upgrade/Moto Ranks) + 1d10 vs Price Category DV

It is generally cheaper and faster to Install upgrades yourself, the player is otherwise unable to commit time to any outside pursuits that require a dedicated day or week:

During this time, the player is unable to run a hustle, perform a gig, and the vehicle cannot be used.

On a failed check, you realize half-way through your installation that you'll have to start again from scratch. The Vehicle and Upgrade are both unharmed, but the check needs to be made again.

Cost Of Item	DV Skill Check	Time Required
Cheap—Premium (€10eb—€100eb)	17	1 Hour
Expensive - €500eb +	21	6 Hours
Very Expensive - €1,000eb +	24	1/2 Day (12 Hours)
Luxury - €5,000eb +	29	2 Days (48 Hours)
Super Luxury - €10,000eb +	32	5 Days per €10,000eb

For All Price Categories, See CPR Pg. 149

EXAMPLES OF INSTALLING UPGRADES

Bolt is a Tech & has a Microcar that she wants to upgrade **herself**. Bolt has purchased the Light Machinegun from a Midnight Market, and gets ready to upgrade her vehicle. She purchases the Vehicle Heavy Weapon Mount for €5,000eb, and the Light Machinegun for €2,500eb.

To install the Light Machinegun, she needs to Upgrade her vehicle with the Heavy Weapon Mount. To do so, she has to EXCEED the following DV:

TECH Ability + Land Vehicle Tech + Upgrade Expertise + 1d10 vs Price Category DV 29

If she passes this skill check, it will take her 2 Days of time, and no further cost, and the full Mount is installed, with the Machinegun. This LMG can later be dismantled, and a different Heavy Weapon installed in its place.



UNINSTALLING UPGRADES

Upgrades can be uninstalled by meeting the DV Checks listed above, but takes HALF the time to remove the parts/pieces from the Vehicle.

This Half-Time also counts for Nomads and Mechanics. If the Player's Nomad Family takes care of the Uninstall, or a Mechanic is doing the removal, the Player does NOT need to pass a DV check.

Additional materials or expenses do not need to be purchased in order to complete the uninstallation of the vehicle parts, unless it is a necessary part (such as engine).

VEHICLE MODIFICATIONS

Vehicle Modifications - (Type)				
Mod	Description	Changes	Cost	Availability
Name	Description of the Mod	Changes to Vehicle Stats & Info	Cost in EB	Nomads: Rank Required Night Market: COMM/UNCOM/RARE Midnight Market: COMM/UNCOM/RARE

NOTE ON VEHICLE MODIFICATION TABLES

Availability is not set in stone, as that is always the determination of the GM.

For "Standard Modifications", please visit the Nomad Upgrades in the Core Rulebook (pg. 163-165)

All "Changes" are changes on BASE Stats, unless noted otherwise.

Storage Modifications on Page 43 do NOT require an Upgrade Check to install, unless the GM Requires it. These items are usually modular, or simple to attach to vehicles, as long as Requirements are met.

Vehicle Modifications - Engines				
Mod	Description	Changes	Cost	Availability
Engine Upgrade 1 (Does Not Stack)	Replacing the engine block with a larger variant for your vehicle type.	Speed: +40 KMH +25 MPH Combat +5 MOVE Range: -80KM/-50MI No Requirements	€1,000eb	Nomads: Rank 1 Night Market: COMMON Midnight Market: COMMON
Engine Upgrade 2 (Does Not Stack)	Replacing the engine block with a much larger variant for your vehicle type.	Speed: +80 KMH +50 MPH Combat +10 MOVE Range: -160KM/-100MI No Requirements	€5,000eb	Nomads: Rank 5 Night Market: UNCOMMON Midnight Market: COMMON
Engine Upgrade 3 (Does Not Stack)	Replacing the entire engine block with a massive, overpowered engine, including fuel injectors and beyond.	Speed: +120 KMH +75 MPH Combat +15 MOVE Range: -320KM/-200MI No Requirements	€10,000eb	Nomads: Rank 7 Night Market: RARE Midnight Market: UNCOMMON
Supercharger / Turbocharger	Adds increased Horsepower to your engine at the cost of Fuel Efficiency. This can be added to ANY Engine Upgrade	Speed: +40 KMH +25 MPH Combat +5 MOVE Range: -160KM/-100MI Ground Vehicle ONLY	€1,000eb	Nomads: Rank 1 Night Market: COMMON Midnight Market: COMMON

VEHICLE MODIFICATIONS

Vehicle Modifications - Control				
Mod	Description	Changes	Cost	Availability
Off-Road Suspension	Allows standard vehicles to drive Off-Road Optional: Requires off-road tires	Decreases Off-Road Penalties to 0 Ground Vehicle ONLY	€1,000eb	Nomads: Rank 1 Night Market: COMMON Midnight Market: COMMON
Off-Road Tires	Allows standard vehicles to drive Off-Road. Optional: Requires Off-Road Suspension	Decreases Off-Road Penalties to 0 Increase DV for On-Road driving by +1 Ground Vehicle ONLY	€1,000eb (Set of 4)	Nomads: Rank 1 Night Market: COMMON Midnight Market: COMMON
Racing Tires	Increases traction for racing on paved roads.	Decreases DV Penalty for increase Speed Intervals to 0 Increased DV for off-road driving by +1	€1,000eb (Set of 4)	Nomads: Rank 1 Night Market: COMMON Midnight Market: COMMON
Environmental Tires	Semi-Slick & Snow Tires—Each is a different set that helps manage difficulty based on terrain.	Semi-Slick: Decreases DV Penalty for increase Speed by -1 Snow: Decrease DV for snow and ice conditions by -1	€1,000eb (Set of 4)	Nomads: Rank 1 Night Market: COMMON Midnight Market: COMMON
Anti-Puncture Tires (Run-Flat Tire)	Adds resistance to puncturing from Road Spikes, Road Conditions, or Weapons	Each tire has resistance against a direct weak point attack. -Applies 1x per replacement tire	€1,000eb (Per Tire)	Nomads: Rank 1/2/4 Night Market: UNCOMMON Midnight Market: COMMON
4-Wheel Steering	Maximizes maneuverability of the vehicle by controlling all 4 wheels while turning.	Driving Checks: +1 Requires 4 Wheels Ground Vehicle ONLY	€1,000eb	Nomads: Rank 1 Night Market: COMMON Midnight Market: COMMON
6-Wheel Steering	Maximizes maneuverability of large vehicles by adding an additional Axle & Set of Wheels.	Driving Checks: +2 Large Ground Vehicle ONLY	€5,000eb	Nomads: Rank 5 Night Market: UNCOMMON Midnight Market: UNCOMMON

VEHICLE MODIFICATIONS

Vehicle Modifications - Computer Control				
Mod	Description	Changes	Cost	Availability
Proto-A.I. Single Control Node	Installing a NET Architecture into your vehicle, 2 levels with a single DEMON that assists in driving checks	Driving/Piloting: +1 1 Imp DEMON -No Password -Interface NOT Req.	€2,000eb	Nomads: Rank 2 Night Market: COMMON Midnight Market: COMMON
Proto-A.I. Double Control Node	Installing a NET Architecture into your vehicle, containing Password & 1 Black Ice, that protects a DEMON. It assists in driving checks	Driving/Piloting: +2 1 Asp BLACK ICE 1 Efreet DEMON -DV 8 Password -Interface Req.	€6,000eb	Nomads: Rank 6 Night Market: UNCOMMON Midnight Market: COMMON
Proto-A.I. Defense Control Node	Installing a NET Architecture into your vehicle, containing Password & 1 Black Ice, that protects a DEMON. It assists in driving or weapons checks	Driving/Piloting OR Weapons/Defense: +2 1 Asp BLACK ICE 1 Efreet DEMON -DV 10 Password -Interface Req.	€8,000eb	Nomads: Rank 8 Night Market: UNCOMMON Midnight Market: COMMON
Full A.I. Control Node	Installing a NET Architecture into your vehicle; a full A.I. that assists in both Driving & Weapons Skill Checks. It has already made it's own DV12 Password... Who knows what else is in there...	No Interface: Driving/ Piloting & Weapons Checks: +2 Interface: Driving/ Piloting & Weapons Checks: +4 1 Programmable A.I. -DV 12 Password	€15,000eb	Nomads: Rank 10+ Night Market: NONE Midnight Market: RARE

NOTE ON CONTROL NODES

Control nodes in vehicles allow the Driver to be assisted in Vehicle Driving Checks. Simple Proto-AI Systems are focused mainly on maintaining traction, speed, steering, etc. Defensive Nodes can be applied to weapons or defense systems, or driving systems, but not both simultaneously.

No Interface: It take 1 Action from the driver to switch systems (Driving to Defense, or vice versa)

Interface Plugs: It is a Free Action to switch systems (Driving to Defense, or vice versa)

Full A.I. systems are able to adapt on the fly, and do not require a manual change from the driver.

VEHICLE MODIFICATIONS

Vehicle Modifications - Safety				
Mod	Description	Changes	Cost	Availability
Stage 1: Advanced Safety Harnesses	Installs a 4-Point Safety Harness into the Driver & Front Passenger Seats	Remove WHIPLASH Critical Injury on Ramming, <i>when Belted</i> -Applies To 2 Seats	€1,000eb	Nomads: Rank 1 Night Market: COMMON Midnight Market: COMMON
Stage 2: Advanced Safety Harnesses	Installs a 4-Point Safety Harness into the Driver & Passenger Seats in front and 2nd Row	Remove WHIPLASH Critical Injury on Ramming, <i>when Belted</i> -Applies To 4 Seats	€2,000eb	Nomads: Rank 2 Night Market: COMMON Midnight Market: COMMON
Stage 3: Professional Safety Harnesses	Installs a 6-Point, Professional Safety Harness into all vehicle seating positions	Remove WHIPLASH Critical Injury on Ramming, <i>when Belted</i> -Applies To All Seats	€5,000eb	Nomads: Rank 5 Night Market: UNCOMMON Midnight Market: COMMON
Ram Bar	Installs a reinforced Ram Bar onto the front of your vehicle. This is a smaller, less conspicuous version of the Combat Plow.	Refer to Core Rulebook: Page 164	€1,000eb	Nomads: Rank 1 Night Market: COMMON Midnight Market: COMMON
Metal Window Slats (Stack For Thick Steel)	Plates over all windows & portals with metal slats. These can be closed & locked with the Security Upgrade.	Thin Steel - 25 HP Second Upgrade: Thick Steel - 50 HP Similar to Bulletproof Glass: Core Page 163	€2,000eb - Thin + €2,000eb - Thick	Nomads: Rank 2 / 2 Night Market: UNCOMMON Midnight Market: UNCOMMON
Structural Support - Roll Cage	Installs a "Roll Cage" into the interior of the vehicle, and reinforces the vehicle frame, making it more resistant to Ramming & Crashes	Adds 30 SDP to the Vehicle. Similar to Heavy Chassis: Core Page 163 Can Stack	€3,000eb	Nomads: Rank 3 Night Market: UNCOMMON Midnight Market: UNCOMMON
Faraday Cage - EMP Resistant Lining	Installs a "Faraday Cage" along the internal lining of the vehicle, making it resistant to EMP blasts	Internal Circuits & Passengers resistant to EMP Blasts All Microwave attacks are DV 10 (while inside the vehicle)	€3,000eb	Nomads: Rank 3 Night Market: UNCOMMON Midnight Market: UNCOMMON

VEHICLE MODIFICATIONS

Vehicle Modifications - Storage

Mod	Description	Changes	Cost	Availability
Saddlebags 10 SDP Each	Saddlebags, able to be attached on any 2 wheel vehicle.	Variable Size: 5-50 kg (11-110lbs) for EACH Bag Maximum Bags: 3 No Lock	€50eb per 5 KG	Nomads: Purchase Night Market: COMMON Midnight Market: COMMON
Storage Pods 10 SDP Each	External Storage Pod that can be attached to almost any vehicle.	Variable Size: 20-100 kg (44-220lbs) for EACH Pod Maximum Pods: GM Discretion Lock Included (DV 12)	€75eb per 5 KG	Nomads: Purchase Night Market: COMMON Midnight Market: COMMON
Trailer (Storage/Hauling Only) 15 SDP	External Trailer to be pulled by your vehicle, requiring a Hitch.	Variable Size: 100-10,000 kg (220-22,000lbs) If Enclosed: Lock Included (DV 15) Requires Heavy Chassis Upgrade	Enclosed Trailer: €100eb per 10 KG Open Trailer: €75eb per 10 KG	Nomads: Purchase Night Market: RARE Midnight Market: UNCOMMON

Vehicle Modifications - RV Trailer

Mod	Description	Changes	Cost	Availability
Basic RV Trailer 20 SDP	Variable sizes of trailers, designed for basic wilderness living.	Applies Housing Capacity to a Trailer: Core Page 165 Requires Heavy Chassis Upgrade Capacity: 1-6 People -DV 10 Locks	€1,000eb Per Bed	Nomads: Rank 1 (1x Each Bed) Night Market: COMMON Midnight Market: COMMON
Advanced RV Trailer 25 SDP	Variable sizes of trailers, designed for comfortable wilderness living.	Same As Basic + -Comms Center -Basic Bulletproof Glass -DV17 Locks Capacity: 1-5 People	€2,000eb Per Bed	Nomads: Rank 2 (1x Each Bed) Night Market: UNCOMMON Midnight Market: COMMON
Luxury RV Trailer 30 SDP	Equivalent to a Corporate Conapt on Wheels, this is the height of Road Living in Red.	Same As Advanced + -Smuggling Upgrade -Advanced B.P. Glass -DV21 Locks Capacity: 1-4 People	€5,000eb Per Bed	Nomads: Rank 5 (1x Each Bed) Night Market: RARE Midnight Market: UNCOMMON

VEHICLE MODIFICATIONS

Vehicle Modifications - Cosmetics

Mod	Description	Changes	Cost	Availability
Snorkel	Allows vehicles to be partially submerged in water without damaging the Engine	Vehicle can be submerged underwater Note: DV 17 Check to maintain control when Submerging	€1,000eb - Roof Snorkel €5,000eb - Extendable Snorkel w/ Vacuum (up to 5m)	Nomads: Rank 1/5 Night Market: COMMON/RARE Midnight Market: COMMON/UNCOMMON
Paintjob	Changing the paint of your vehicle to which ever color or pattern desired.	New Paint (While Driving) Wardrobe & Style +1	€100eb per Color €50eb per Decal/Design	Nomads: Purchase Night Market: COMMON Midnight Market: COMMON
Interiors Redesign	Changing the interior style of the vehicle with cosmetics ONLY	New Interior Cosmetics (While Driving) Wardrobe & Style +1	€100eb - Bag Lady Chic €500eb - Gang Colors/ Generic Chic/Bohemian €1,000eb - Nomad/Leisure/Asia Pop €2,000eb - Business Formal €5,000eb - High Fashion	Nomads: Purchase Night Market: COMMON Midnight Market: COMMON
Tinted Windows	Tints the glass of the window with a film, making the inside difficult or impossible to see.	New Window Color (While Driving) Wardrobe & Style +1 Perception Checks on Interior: DV +5	€100eb - Light & Medium Tint €500eb - Blackout & Mirror	Nomads: Purchase Night Market: COMMON Midnight Market: COMMON
Exhaust	Replacing the exhaust system with different visible tips, audible noises, and more.	New Exhaust System (While Driving) Wardrobe & Style +1	€100eb - Basic Change €500eb - Full Cosmetic or Audible Change €1,000eb - Full Cosmetic & Audible Change	Nomads: Purchase Night Market: COMMON Midnight Market: COMMON
Spoilers & Fins	Installs a visible spoiler system or fin onto your vehicle in any position desired	(While Driving) Wardrobe & Style +1 (Maximum Bonus Stack: +2)	€500eb per Spoiler €500eb per Fin pair	Nomads: Purchase Night Market: COMMON Midnight Market: COMMON
Scoop & Side Skirting	Installs a visible side-skirting & scoop system onto your vehicle that make it low profile.	(While Driving) Wardrobe & Style +2 Requirement: CANNOT Be Used Offroad	€1,000eb - Full Body Kit	Nomads: Purchase Night Market: UNCOMMON Midnight Market: COMMON

NOTE ON VEHICLE COSMETICS

Changes, Cost & Availability for Cosmetics are subject to GM & Player discretion, and are not set in stone. Individual changes may be readily requested by Players upon purchase.

VEHICLE MODIFICATIONS

Vehicle Modifications - Camouflage & Distraction				
Mod	Description	Changes	Cost	Availability
Civilian Vehicle Camo	Full Exterior Redesign, to make a vehicle look like an different vehicle of the same type . Vehicle Camo is Player Discretion.	Redesigned Exterior (While Driving) DV17 Conceal/Reveal (While Stationary) DV15 Conceal/Reveal	€250eb	Nomads: Rank 1 Night Market: COMMON Midnight Market: COMMON
Advanced Civilian Vehicle Camo	Full Exterior Redesign to make a vehicle look like an entirely different vehicle. Vehicle Camo is Player Discretion.	Redesigned Exterior (While Driving) DV21 Conceal/Reveal (While Stationary) DV17 Conceal/Reveal	€500eb	Nomads: Rank 1 Night Market: COMMON Midnight Market: COMMON
Military Vehicle Camo	Full Exterior Redesign, to make a military vehicle look like an different vehicle of the same type . Vehicle Camo is Player Discretion.	Redesigned Exterior (While Driving) DV17 Conceal/Reveal (While Stationary) DV15 Conceal/Reveal	€1,000eb	Nomads: Rank 1 Night Market: UNCOMMON Midnight Market: COMMON
Advanced Military Vehicle Camo	Full Exterior Redesign to make a military vehicle look like an entirely different vehicle. Vehicle Camo is Player Discretion.	Redesigned Exterior (While Driving) DV21 Conceal/Reveal (While Stationary) DV17 Conceal/Reveal	€2,000eb	Nomads: Rank 2 Night Market: UNCOMMON Midnight Market: COMMON
<p>Conceal/Reveal on Vehicle Camouflage: If any individual passes the DV Check to discern the Vehicle with Camouflage, they are aware that the vehicle is not as it appears. This includes detecting Weapons, Mounts, Passengers and Vehicle Type.</p> <p>If they have failed the DV Check to discern the Vehicle with Camouflage, they are convinced that the Vehicle is as it appears.</p>				
"Release The Dummies"	Releases a "payload" of crash-test dummies or sex-dolls, behind the vehicle or next to the vehicle. This is used as a distraction and/or obstacle.	Follows Rules of "Deployable Spike Strip" (CPR CRB—p.165)	€1,000eb Refill: €250eb for (1d6 Dummies)	Nomads: Rank 1 Night Market: COMMON Midnight Market: COMMON
"Shinobi Payload"	Releases an Explosive "payload" of crash-test dummies or sex-dolls, behind the vehicle or next to the vehicle.	Follows Rules of "Deployable Spike Strip" (CPR CRB—p.165) -Additional Explosive Damage: 4d6 per impact	€3,000eb Refill: €750eb for (1d6 Explosive Dummies)	Nomads: Rank 3 Night Market: UNCOMMON Midnight Market: COMMON

VEHICLE MODIFICATIONS

Vehicle Modifications - Homemade Weaponry				
Mod	Description	Changes	Cost	Availability
Oil-Slick	This gadget sprays oil directly behind the vehicle, making pursuit much more difficult.	3 Uses Per Fill DV15 Vehicle Control Check for pursuing vehicles who cross it	€1,000eb (€100eb Refill)	Nomads: Rank 1 Night Market: COMMON Midnight Market: COMMON
Paint Blaster	Blasts paint at the windshield of pursuing vehicles, making it impossible to see properly	2 Uses Per Fill DV17 Vehicle Control Check EVERY ROUND, until paint is cleared from windshield (Requires 1 Full Action)	€1,000eb (€100eb Refill)	Nomads: Rank 1 Night Market: COMMON Midnight Market: COMMON
Vehicle Spikes	Installing various sized steel or metal spikes across the exterior of the vehicle.	Ram Damage Increase: +3d6 DAM on Impact to Enemy Vehicle	€1,000eb	Nomads: Rank 1 Night Market: COMMON Midnight Market: COMMON
"Kneecapper" Wheel Blades	Large blades affixed to the wheels or skirts of a vehicle, designed to slash tires and reduce incoming Ramming Damage.	+2d6 DAM on Impact to Enemy, if Blades make contact -2d6 DAM on Impact to Personal Vehicle, if Blades make contact	€2,000eb	Nomads: Rank 2 Night Market: UNCOMMON Midnight Market: COMMON
"The Mulligan" Harpoon Cannon	A massive harpoon gun, designed to attack and slow down enemy vehicles (Follow MG DVs on Pg 2 of Military Weapons)	2d6 Damage on Impact Forces harpooned vehicle to travel at the same speed and direction of the harpooning vehicle	€3,000eb	Nomads: Rank 3 Night Market: UNCOMMON Midnight Market: UNCOMMON
Communications Jammer	Jams all incoming and outgoing communications in a close radius	100 Meter Radius Jamming (All Radio Spectrums)	€5,000eb	Nomads: Rank 5 Night Market: RARE Midnight Market: UNCOMMON
Microwaver Cannon	Forces target electronics to become INOPERABLE for 1 full minute. <u>Takes 1 min to recharge from Car.</u> (Core Page 348)	DV Checks: Driver: DV17 Cybertech (For Vehicle) Driver & Passengers: DV17 Cybertech (Cyberwear)	€5,000eb (€500eb Battery Replacement) (8 Shots per Battery)	Nomads: Rank 5 Night Market: RARE Midnight Market: UNCOMMON

VEHICLE MODIFICATIONS

Vehicle Modifications - Weaponry (EXERCIZE CAUTION)

Mod	Description	Changes	Cost	Availability
Vehicle Weapon Mount (CONCEALABLE)	Allows the mounting for any NON-HEAVY weapon. Weapon NOT included	Small Pintle Mount for Non-Heavy Weapons in Player or Vehicle Inventory	€1,000eb	Nomads: Rank 1 Night Market: COMMON Midnight Market: COMMON
Vehicle Heavy Weapon Mount (UNCONCEALABLE)	Installation of a mount for any HEAVY weapon, to be operated by Passenger	Pintle Mount for Heavy Weapons Refer to Core Rulebook: Page 164	€5,000eb	Nomads: Rank 5 Night Market: UNCOMMON Midnight Market: COMMON
Vehicle Light Cannon Mount (MILITARY GRADE)	Installation of a mount for any light cannon, to be operated by Passenger	Turret Mount for Light Cannon Requires Large Vehicle	€150,000eb	Nomads: Rank 10 Night Market: NONE Midnight Market: RARE
Vehicle Small Rocket-Pod Mount (UNCONCEALABLE)	Installation of a mount for a set of 3 unguided, small rockets.	Rocket Pod Installed Pod Size: 3 (Included) Rocket Type: Small Refer to Core Rulebook: Page 164	€5,000eb - Pod of 3 €10,000eb - Pod of 6 €40,000eb - Pod of 20	Nomads: Rank 5 / 10 Night Market: RARE Midnight Market: UNCOMMON
Vehicle Large Rocket Mount (MILITARY GRADE)	Installation of 1 mount for the firing of a large rockets: unguided, anti-air or anti-tank	Rocket Mount Installed Rocket Type: Large, Anti-Air or Anti-Tank 1 Rocket Included	Refer to Page 35 for Prices	Nomads: Rank Varies Night Market: NONE Midnight Market: RARE
Vehicle Light Mortar Tube Mount (CONCEALABLE)	Installation of a mount for a the firing of a single light mortar at a time.	Mortar Tube Installed Mortar Type: Light Magazine: None	€2,000eb	Nomads: Rank 2 Night Market: UNCOMMON Midnight Market: COMMON
Vehicle Heavy Mortar Tube Mount (MILITARY GRADE)	Installation of a mount for a the firing of a single heavy mortar at a time.	Mortar Tube Installed Mortar Type: Heavy Magazine: None	€7,000eb	Nomads: Rank 7 Night Market: RARE Midnight Market: UNCOMMON

THE VEHICLES OF RED

PART 6: VEHICLE PACKAGES

VEHICLE PACKAGES

Vehicle Packages are a reduced cost to the Buyer or Nomad, for creating a Custom Vehicles based on the sets below.

Costs for purchasing sets are listed, as well as the reduced Nomad Rank required for the set of items to be applied to the vehicle.

Packages cannot be stacked and can only be applied one-at-a-time. They may be stored after being removed.

Installing or removing Packages takes a number of days equal to 1/2 the required Vehicle Slots.

Set Type			
Name	Description	Additions	Cost & Availability
Name of the Vehicle Set	Description of Changes	Listing of changes to the vehicle	Cost: €#eb Nomad Rank: Required Rank # Night Market: Availability Midnight Market: Availability

Racing Packages			
Name	Description	Additions	Cost & Availability
Greenhorn Racer's Dream	First package of upgrades to turn any car into your Racing Dream!	Semi-Slick Tires (4 Tires) Engine Upgrade 1 Safety Harness Stage 1 Paintjob Spoiler, Fins, Scoop or Side Skirting (Choose 2)	Cost: €3,000eb Nomad Rank: Required Rank 3 Vehicle Slots: 3 Night Market: COMMON Midnight Market: COMMON
Amateur Racer's Dream	Second package of upgrades to turn any car into your Racing Dream!	Racing Tires (4 Tires) Engine Upgrade 2 Supercharger or Turbocharger Safety Harness Stage 2 Paintjob Spoiler, Fins, Scoop & Side Skirting	Cost: €6,000eb Nomad Rank: Required Rank 6 Vehicle Slots: 4 Night Market: UNCOMMON Midnight Market: COMMON
Hardcore Racer's Dream	Full package of upgrades to turn any car into your Racing Dream!	Racing Tires (4 Tires) Engine Upgrade 3 Supercharger or Turbocharger Safety Harness Stage 3 Paintjob Spoiler, Fins, Scoop & Side Skirting Roll-cage	Cost: €15,000eb Nomad Rank: Required Rank 8 Vehicle Slots: 4 Night Market: RARE Midnight Market: UNCOMMON

Edgerunner Off-Road Packages

Name	Description	Additions	Cost & Availability
The Syber Puma	This package is the first step into becoming an off-road edgerunner, even if you're not a Nomad!	<ul style="list-style-type: none"> Off Road Suspension Off Road Tires (4 Tires—Optional) Engine Upgrade 1 Harness Stage 1 Paintjob Heavy Chassis (CRB—164) 	<ul style="list-style-type: none"> Cost: €3,000eb Nomad Rank: Required Rank 3 Vehicle Slots: 3 Night Market: COMMON Midnight Market: COMMON
The Syber Warthog	This package is put together to maximize an edgerunner's upper-hand in the off-road combat world.	<ul style="list-style-type: none"> Off Road Suspension Off Road Tires (4 Tires—Optional) Engine Upgrade 1 Harness Stage 2 Paintjob Heavy Chassis (CRB—164) Armored Chassis (CRB—163) Vehicle Heavy Weapon Mount 	<ul style="list-style-type: none"> Cost: €8,000eb Nomad Rank: Required Rank 6 Vehicle Slots: 4 Night Market: UNCOMMON Midnight Market: COMMON
The Syber Rhino	This package brings any vehicle into an armored, tank-like state. Good luck out there, edge-runners!	<ul style="list-style-type: none"> Off Road Suspension Off Road Tires (4 Tires—Optional) Engine Upgrade 2 Harness Stage 3 Roll Cage Vehicle Heavy Weapon Mount Stage 1 Metal Window Slats Heavy Chassis (CRB—164) Armored Chassis (CRB—163) Ram-Bar (CRB-164) 	<ul style="list-style-type: none"> Cost: €20,000eb Nomad Rank: Required Rank 8 Vehicle Slots: 4 Night Market: RARE Midnight Market: UNCOMMON



Overcompensation Packages

Name	Description	Additions	Cost & Availability
The Scooter Boy (Two-Wheel Vehicles Only)	The insanely loud, "woosh" that passes in-between cars, while breaking every traffic law known to Night City.	Semi-Slick Tires (2 Tires) Storage Pods (2 Pods) Paintjob (+2 Decals) Exhaust (Only Loud Exhausts) "Kneecapper" Wheel Blades	Cost: €3,000eb Nomad Rank: Required Rank 3 Vehicle Slots: 3 Night Market: <i>WAY TOO COMMON</i> Midnight Market: COMMON
The Hot Boy	The Hot Boy, not quite a Hot Man, but a Hot Boy.	Engine Upgrade 1 Paintjob Interior Redesign Window Tint (Light Tint) Exhaust (Only Loud Exhausts) Scoop & Side Skirting Body-Kit	Cost: €4,000eb Nomad Rank: Required Rank 4 Vehicle Slots: 4 Night Market: <i>WAY TOO COMMON</i> Midnight Market: COMMON
Straight-Pipes (Trucks Only)	This is the guy who drives around with his straight-pipes, glass kit, and a massive chunk of chewing tobacco lodged in his lip. (Truck Nuts Included)	Camouflage or NUSA Paintjob Flag Holder (Roof or Bed Mounted) Exhaust (Coal-Rolling, Glass Kits <i>Only</i>) Interior Redesign (Includes Gun Rack) Snorkel (Roof) Window Tint (Dark Tint) Ram-Bar or Combat Plow (CRB-164) Communications Center (CRB-163)	Cost: €4,000eb Nomad Rank: Required Rank 4 Vehicle Slots: 4 Night Market: <i>WAY TOO COMMON</i> Midnight Market: COMMON
The Monster Truck	"SUNDAY, SUNDAY SUNDAY! BE THERE, BE THERE, BE THERE!"	Engine Upgrade 3 Exhaust (Only Loud Exhausts) Off-Road Suspension (Lifted) Oversized, Off Road Tires (4 Tires) 4-Wheel Steering Stage 3 Harness Roll Cage Heavy Chassis (CRB-164)	Cost: €10,000eb Nomad Rank: Required Rank 8 Vehicle Slots: 6 Night Market: RARE Midnight Market: UNCOMMON



PART 7: GAME SUPPLEMENTS

As I mentioned in earlier pages, there are many different supplements that I want to add to the game, and so far, the following now include:

1. Player Vehicle Sheet - Form Fillable
2. Night Market Generator - Additional supplement to help populate Night Markets with V.O.R. vehicles, upgrades & weapons
3. Nomad Market Generator - Additional supplement to help populate Nomad Markets with V.O.R. vehicles, upgrades & weapons, as well as create a location where players can access additional services
4. Nomad Market Map - An encounter map that GMs can have players visit
 -This includes hyperlinks to 4 different variations, created by the ever talented [Valstoys](#)



There are many other additions to come in the future, so keep in touch with CyberpunkUncensored to find the latest and greatest updates.

-Reminder: These supplements are 100% optional, and can be used in conjunction with, or totally separate from, the Vehicles of Red.

-Outside supplements will also be hosted in separate files for Players & GMs to use separately from the main manual, and to help with book-keeping.

SOURCING VEHICLES & UPGRADES

NIGHT MARKET

Roll	Vehicles	Upgrades	Weapons	Vehicles	Upgrades	Weapons	Roll
1-5	Any Common Mobility (€1,000+)	Engine Upgrade 1 (€1,000eb)	Any/All Common "Homemade" Weaponry (€1,000eb >)	Any Uncommon Cars (€30,000+)	Stage 3 Safety Harnesses (€5,000eb)	Small Torpedoes (€2,000eb)	51-55
6-10	Any Common Pedestrian (€100+)	Engine Upgrade 2 (€5,000eb)	Vehicle Weapon Mount (€1,000eb)	Any Uncommon Vans & Trucks (€40,000+)	Metal Window Slats (€2,000eb)	Small Mortars (€300eb)	56-60
11-15	Any Common Bikes (€20,000+)	Supercharger/Turbocharger (€1,000eb)	Vehicle Heavy Weapon Mount (€5,000eb)	Any Uncommon Boats (€20,000+)	Roll Cage (€3,000eb)	Heavy Mortars (€500eb)	61-65
16-20	Any Common Cars (€30,000+)	Off-Road Suspension (€1,000eb)	Vehicle Light Mortar Tube Mount (€2,000eb)	Any Uncommon Ships (€60,000+)	Any Storage Under €500eb	Claymore Mine (€1,000eb)	66-70
21-25	Any Common Vans & Trucks (€40,000+)	4-Wheel Steering (€1,000eb)	Light Machinegun (€2,500eb)	Any Uncommon Aircraft (€20,000+)	Any Storage Between €500-2,000eb	Landmine / Sea Mine (€2,000eb)	71-75
26-30	Any Common Boats (€20,000+)	6-Wheel Steering (€5,000eb)	Heavy Machinegun (€4,000eb)	Any Uncommon Aerodynes (€50,000+)	Storage Above €2,000eb	Vehicle Heavy Mortar Tube Mount (€7,000eb)	76-80
31-35	Any Common Aircraft (€20,000+)	Proto-A.I. (Single Node) (€2,000eb)	Light Gatling Gun (€4,500eb)	Pedestrian or Mobility Vehicles of GM's Choice	Any Cosmetics Under €500eb	"Homemade" Weaponry of DM's Choice	81-85
36-40	Any Uncommon Mobility (€1,000+)	Proto-A.I. (Double Node) (€6,000eb)	Light Gatling Gun (€6,000eb)	Ground Vehicles of GM's Choice	Any Cosmetics Between €500-1,000eb	Machinegun / Gatling Gun of DM's Choice	86-90
41-45	Any Uncommon Pedestrian (€100+)	Stage 1 Safety Harnesses (€1,000eb)	Single Use Anti-Tank Rocket (€2,500eb)	Sea Vehicles of GM's Choice	Any Cosmetics Above €1,000eb	Rockets of DM's Choice	91-95
46-50	Any Uncommon Bikes (€20,000+)	Stage 2 Safety Harnesses (€2,000eb)	Small Rockets (€1,000eb)	Air or Aerodyne Vehicles of GM's Choice	GMs Choice of 2 Categories	Explosives of DM's Choice	96-100

POPULATING A NIGHT MARKET

To populate a Night Market, the fixer should have a contact with a Nomad or a Mechanic. Follow rules on CPRed Pg. 338.

Categories: Operator Rank 1-4: Roll 1d6 ONCE (1&2: Vehicles, 3&4: Upgrades, 5&6: Weapons)

Operator Rank 5-7: Roll 1d6 Twice (1&2: Vehicles, 3&4: Upgrades, 5&6: Weapons)

Operator Rank 8-10: Source for all 3 Categories

SOURCING VEHICLES & UPGRADES

NOMAD MARKET

Roll	Transport	Medicine	Weapons	Upgrades	Vehicles	Roll
1-10	City-Wide Ground (Premium)	Street Drugs (€20eb>)	Any "Homemade" Weaponry of GM's Choice	Moto Rank 1 Upgrades (€1,000eb>)	Moto Rank 1 Vehicles	1-10
11-20	City-Wide Water (Premium)	Street Drugs (€50eb>)	Any Machinegun of GM's Choice	Moto Rank 2 Upgrades (€2,000eb>)	Moto Rank 2 Vehicles	11-20
21-30	City-Wide Air (Premium)	Street Drugs (€100eb>)	Any Gatling Gun of GM's Choice	Moto Rank 3 Upgrades (€3,000eb>)	Moto Rank 3 Vehicles	21-30
31-40	State-Wide Ground (Expensive)	Street Drugs (€1,000eb>)	Any Autocannon of GM's Choice	Moto Rank 4 Upgrades (€4,000eb>)	Moto Rank 4 Vehicles	31-40
41-50	State-Wide Air (Very Expensive)	Poor Quality Alcohol (€10eb)	Any Cannon of GM's Choice	Moto Rank 5 Upgrades (€5,000eb>)	Moto Rank 5 Vehicles	41-50
51-60	Region-Wide Ground (Very Expensive)	Standard Quality Alcohol (€20eb)	Any Railgun of GM's Choice	Moto Rank 6 Upgrades (€6,000eb>)	Moto Rank 6 Vehicles	51-60
61-70	Region-Wide Air (Luxury)	Excellent Quality Alcohol (€100eb)	Any Rockets of GM's Choice	Moto Rank 7 Upgrades (€7,000eb>)	Moto Rank 7 Vehicles	61-70
71-80	Country-Wide Ground (Luxury)	Pharmaceuticals (€100eb>)	Any Torpedoes of GM's Choice	Moto Rank 8 Upgrades (€8,000eb>)	Moto Rank 8 Vehicles	71-80
81-90	Country-Wide Air (Super Luxury)	Pharmaceuticals (€500eb>)	Any Mortars of GM's Choice	Moto Rank 9 Upgrades (€9,000eb>)	Moto Rank 9 Vehicles	81-90
91-100	Inter-Continental Sea or Air (Super Luxury)	Pharmaceuticals (€1,000eb+)	Any Mines/Explosives of GM's Choice	Moto Rank 10 Upgrades (€10,000eb>)	Moto Rank 10 Vehicles	91-100

POPULATING A NOMAD MARKET

Nomad Markets will have access to items based on their Family's Specialty. If the specialty isn't already determined, roll a 1d6, to determine how many services are available. After that, roll another 1d6 to determine which services are available:

1: Transport 2: Medicine 3: Vehicle Weapons 4: Vehicle Upgrades 5: Vehicles 6: Night Market Items

If the Family specializes in a pre-determined category, roll on that category only.

To populate the Nomad Market, follow the Night Market rules on CPRed Pg. 338. A map is available on the next page!

THE NOMAD MARKET



Available Images For GMs: Nomad Market (Hyperlinks)

- Night Time w/ Grid
- Day Time w/ Grid
- Night Time w/o Grid
- Day Time w/o Grid

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