

DATAFORTRESS 2.0.2.0

Presents:

THE NOMAD MARKET UPDATE 2010

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The latest postings from the Night City Nomad Market
(This section is an update to the "Browse The Wares" section of the Nomad Market Sourcebook)

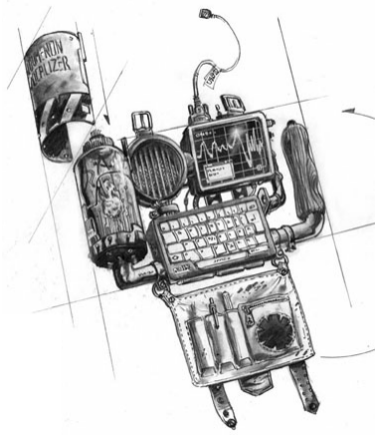
GM NOTE: It is important to remember that the prices listed for vehicles at Wandering Joes and other Nomad Market Auto Auctions are that of the opening bid of an auction. Expect the price to raise by 1-2D10 depending on condition and demand for the item.

This is just one of many articles for the Cyberpunk 2020 Role-playing Game you can find on Datafortress 2020, the largest, most Comprehensive Cyberpunk 2020 site in the world.

Visit it at:

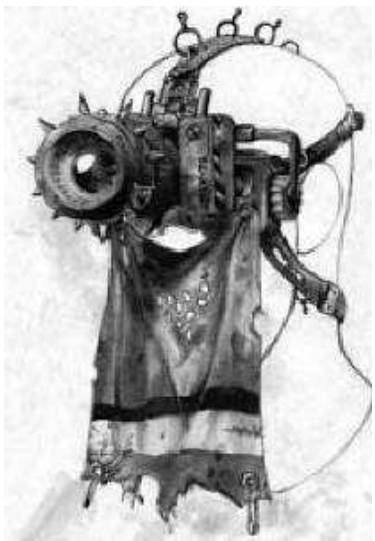
<http://datafortress2020.110mb.com/>

GEAR



THE NOMAD SCANNER 450eb

This device automatically scans up and down all broadcast wavelengths civilian, emergency, and military, automatically pinpointing active signals and then displaying a list of all active signals being broadcast. By listening to the signal and selecting it, it will even tell you what direction the signal is coming from. With three of these devices you can even triangulate the signal to its exact coordinates.



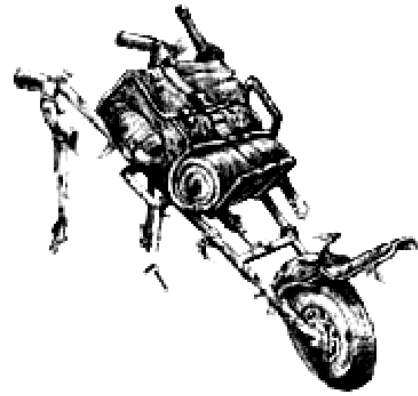
NOMAD NIGHT VISION 35eb

Since the first South American Conflict cheap early generation military surplus Night Vision optics have flooded the market. Usually they are either Low Light or UV, although Thermograph or Infrared can also be found.



NOMAD KNIFE TOOL 20eb

This is a do it all utility blade with a near endless amount of uses. The deluxe model (30eb) comes with a steel telescoping handle allowing the tool to be used as a hatchet.



NOMAD TREKMATE 29eb

Really nothing more than a handmade wheelbarrow/travois for hauling your goods wounded on foot. They can be invaluable if you have to hike long distances.



MUSICAL INSTRUMENTS varies

Nomad Music is incredibly diverse, and like anything else in the Nomad Community handmade objects are prized well above anything manufactured or brought from a store. You can't always get that, but you would be absolutely amazed as what you can get. In addition to normal instruments, many nomad instrument craftsmen and artists have created new and unique instruments, with sounds all their own. These can range from anywhere between 25 eb for a simple handmade flute, to 3000eb for a totally unique instrument, electric or acoustic. For an additional fee nomad craftsmen can even build concealed weapons such as a sword or knife concealed within the neck of a stringed instrument (50eb plus cost of weapon).



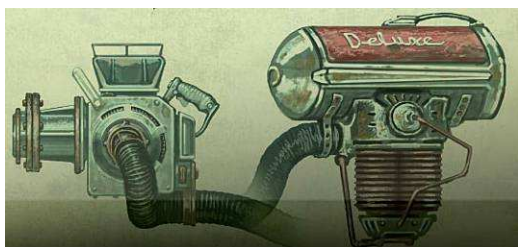
NOMAD RIP SAW 250eb

This gas fueled high power saw rips through car bodies like nothing else, often carried as an emergency tool for cutting away vehicle body panels and the like in the case of an accident. Raffeen Shiv carry them not only to cut into vehicles, but as weapons. (4D10AP damage)



TOWERING SHIELD 160eb

Designed by a nomad medic after a Raffan Shiv attack where he couldn't get to the wounded through the gunfire, this is really nothing more than heavy plate with view ports cut out and a pintle mount which accepts more handguns, smg's and light rifles. (SP 30, EV -3). Weighs 60 lbs.



PORTABLE GAS POWERED FUEL SYPHON 125eb

Retrieve fuel from disabled vehicles or old fuel tanks safely and quickly. Fuel container must be bought separately, or you can pump the recovered fuel directly into your own tanks.



ORNATE MASK/HELMET 675eb

Made of steel and featuring a built in air filter, this is a bit too heavy for most people to wear into battle (ev-2), but it is impressive and intimidating to look at (SP: 25).



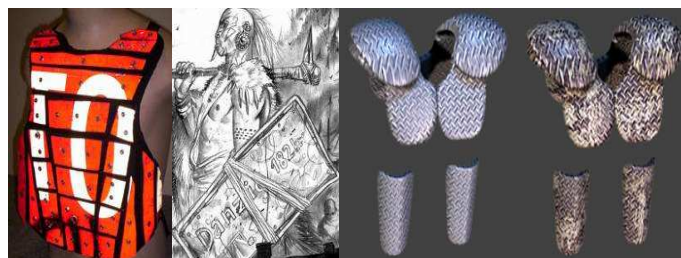
SPIKED STEEL SHIN.KNEE GUARD 265eb

Taken from a Raffan Shiv, these give front of the legs from knee to ankle, and can make for a brutal attack. (SP:12 EV-1, +1d6 knee damage)



SPIKED ARMOR 1eb per spike

Adding spikes to your armor generally won't help it's armor value, but in some cases, such as on gauntlets, gloves, boots, shin guards, knee or elbow pads, and sometimes even helmets, they will add an extra 3 points of damage to an attack. The other main benefit is that on clothing worn on the torso they make it difficult and painful for someone to attempt to grapple you. (-1 to -5 at GM's discretion based on number of spikes to all grapple checks against any portion of the opponents body that is spikes, for instance trying to head lock or bear hug someone wearing spiked shoulder pads. If the attacker succeeds, but by less than 3 points, the spikes do 1d6/2 points of damage.)



A NOTE ON STEEL PLATE ARMOR

Most of the steel plating nomads use for armor comes from street signs (SP:10), which are plentiful, and if you don't have the skill or patience to incorporate it into your clothes or shape it, the signs themselves often make excellent shields. However, heavier steel can be used, a popular option being the grated heavier steel from industrial truck platforms. This weighs twice as much, but gives an SP of 20 (EV -1 for every approximate square foot worn) to any location it covers.



WEAPONS



TECHNOMANCER STUNCHUCKS 150eb

MEL/EX 0 N U 3D6/ stun -3 5/5 1 VR

The grips of these nunchaku are covered in a high conductivity coating, and each "stick" contains it's own high power battery/taser capable of delivering a massive shock (stun -3) in addition to the normal damage. The taser in each stick can only be activated by pressing two buttons on the opposite stick simultaneously, which activates a 2 second zap. Each sticks battery can hold a 5 shot charge. As an added bonus the Stunchucks have a retracting chain and a belt clip that the Stunchucks clip into to prevent them from knocking together or making any noise.



DIXIE DEATHWISH 5eb

P or R -3 V E Varies 1 1 UR

Also known as Mississippi Suicide notes or 'Bama Zippers, these home made guns are a scourge across the nation. Due to anything higher caliber than a .22 or shotguns being illegal, it is common practice for survivalists, Raffeen Shiv, and bored rednecks in the Dixie region to build their own guns out of old engine parts and pieces of scrap metal. In fact in most Raffeen Shiv gangs in Dixie you aren't considered a full member until you have not only built your own gun, but used it on someone. Nomads travelling through the region who encounter resistance from civilians or Raffeen Shiv and win tend to come back with armloads of these things. Most are single shot, though double barreled versions do exist. And most fire either 9mm, .45 cal, or 12 gauge. All are more likely to blow up in your hand than hit your enemy. Of particular humor is that some particularly suicidal boostergangs are actually arranging fights where everyone involved uses nothing but these weapons as a show of bravery.



Nomad Bayonet 50-220eb

Mel 0 N U 1d6, 2D6, or 3D6 NA NA ST-VR

You can have virtually anything done in the nomad market, including taking your firearm and welding a giant blade to the weapons frame or barrel.

Raffeen Shiv love having this done to their handguns and rifles. Not content with a normal sized blade they will add the largest, heaviest blades they can find while still being able to fire the gun. You can choose to have a standard assault knife style bayonet blade (1d650eb shown built into the handle of the msall handgun), a cleaver (2d6/110eb Shown above on a Rev-6), or even an Axe Head (3d6/220eb shown on the heavily modified Newblood).

You can also add spiked or whatever to the weapon, treating it like normal melee weapon enhancements (see Interlock Unlimited). For every size category of blade added to the weapon, its accuracy drops by a point.



SPLAT PISTOL 45eb

P -2 L C None 10 1 VR

Nothing more than a slightly modified paintball pistol, this gun can be used to either fire narcotic or exotic loads, to mark targets, or to obscure windshields. It uses pressurized gas to fire, can be refilled from an air compressor, and each tank is good for 20 shots. It has a range of 25 meters.



SHREDDER 45eb

MEL 0/-1 L P 2D6 N N ST

The shredder is another Raffan Shiv invention. It is actually two separate weapons consisting of a heavy saw blade and a double bladed large combat knife. They can be used separately, as the saw blade typically has holes cut into it to allow it to be safely gripped, but its real deviousness comes from using them together. The double bladed knife has a small notch cut into the front edge of both blades.

The saw sits between the two blades and a peg in the middle of the saw rest in the notch. Using it in this fashion allows the attacker to pull back and hurl the blade, with the leverage of an atl-atl. This increases the throw range of the saw blade by 50%.



NOMAD GRENADE 50eb

EXP 0 P C 6D6 NA NA ST

These hand made fragmentation grenades are commonplace in the Nomad community. While it's possible to get military surplus grenades, it's not always economical or feasible. Instead nomad explosives techs have begun making their own. They pack slightly less punch than a standard frag grenade, but they are very stable and have a six second fuse, which was seen as a necessary safety precaution. Do NOT get caught by law enforcement with one of these, as in most places in the country home made explosives carry far more severe punishments than manufactured ones.



TRUCK STOPPER 200eb

RIF 0 N P 6D10/4D10 (.50 BMG/20mm Light) 1 1 ST

These hand made single shot bolt action sniper rifles are chambered either in cased .50 BMG or light 20mm, and are used to stop vehicles by putting a round through their engine block. For being hand made from scrap metal they are reasonably accurate. They don't come with a scope, and although one can be mounted it is a point of pride among nomads to shoot them using nothing but the iron sights.



LOTEK NEGATIVE 9 45eb

SMG -3 L E 2d6+1 30 1/15 UR

Chambered in 9mm, these hand made SMG's are a staple of the nomad community. They make for a cheap, easily distributable weapon for families on a budget, though no self respecting pro would ever so much as touch one. The rate of fire is kept low to maximize controllability and to keep the number of stray shots to a minimum.

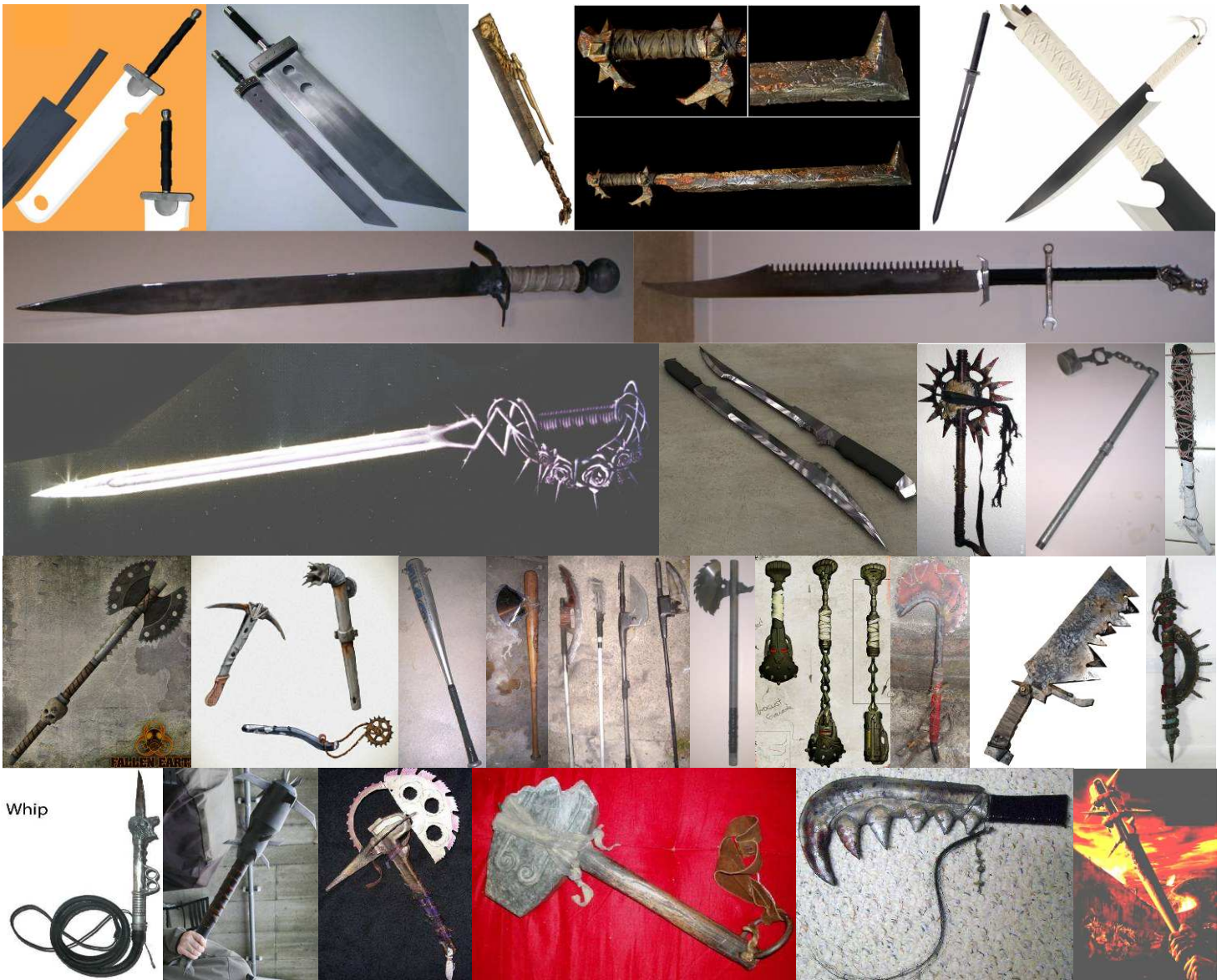
Regardless it's an incredibly inaccurate weapon, but it's cheap and easy to make. In fact, nomads who make these usually end up selling more of them to street gangs on a budget than to nomads, who usually know better. The guns jam frequently but usually won't backfire or explode.



NOMAD MG 250eb

HVY -3 N C 6D6+2 (7.62mm) 50 25 UR

Nomads are even making their own heavy machineguns. While Browning M-2's are a relatively common sight, not everyone can afford one, and that .50 cal ammo gets expensive. But these nomad made MG's are cheap, fire the less expensive 7.62mm cased rounds



NOMAD MELEE WEAPON (price varies)

MEL 0 N C Varies N N Varies

Swords and other melee weapons have made a huge comeback in the Nomad Community. Gun control laws vary a great deal in the United States, In some places the average static can buy anything short of a bazooka off the shelf, in other places owning a .22 will get you arrested. This is even more of a problem for the majority of Nomads who are sinless and cannot get a legal weapon permit. This creates an atmosphere where every nomad may have a gun, but they can be incredibly reluctant to use it. Not to mention ammo costs money, and supply can be limited. So swords, axes , knives, and home made melee weapons have seen a surge in popularity. Nomad swords vary in all ways, but notably in quality. There are a few master smiths among the nomad community. These master smiths reputations are known far and wide. Master Khan in Night City for instance, creates the gunblades of the Paladins, while Master Wallace is known for the strength of his blades. The Alabama swordsmith Earl Mason is known for his intricate details and flourishes while retaining combat capability. Master Buster in Washington however is known for his HUGE blades, that he calls Bezerker Swords (5d6 Bod min of 10). Of course there are lesser smiths, making a variety of weapons that differ in quality, most of these weapons are actually made from scrap metal, even among the Raffan Shiv who will make them from whatever they can get their hands on. Street sign, saw blade and Sharpened gear axes (can be of no greater than standard quality), or bats with nails or bolts driven through them or wrapped in barbed wire (extra point of damage, max quality of standard) are primary examples of such weapons. Among the Raffan Shiv melee weapons are even more common, and using them is seen as a sign of strength and bravery. To determine price, quality, and damage of a Melee Weapon, see Interlock Unlimited. Berserker Swords bestow a cumulative -1 penalty for every point of BOD below 10 of the user, so someone with a BOD of 5 would be at negative 4 to all actions with the sword. Raffan Shiv swords tend to be jagged, rough, and often adorned with spikes. Even polearms are showing up. The rule of thumb is that the uglier and more wicked a nomad weapon is, the better, especially among the Raffan, who delight in leaving large gaping open wounds seriously prone to infection.





BALISWORD 320eb

MEL 0 L R 3D6 N N VR

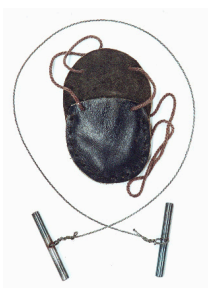
Master Buster of the Olympic Nomad Market makes these. They require a lot of practice and strength to open quickly, using them just like their miniature counterparts.



HAND HELD WOLVERS 100eb

MEL 0 L 3D6 N N ST

Very popular with Raffeen Shiv and boostergangs who don't want to shell out for the illegal implant, these tri bladed weapons are treated just like wolvers for attack and damage.



GARROTE 15eb

MEL 0 P C 1D6 N N ST

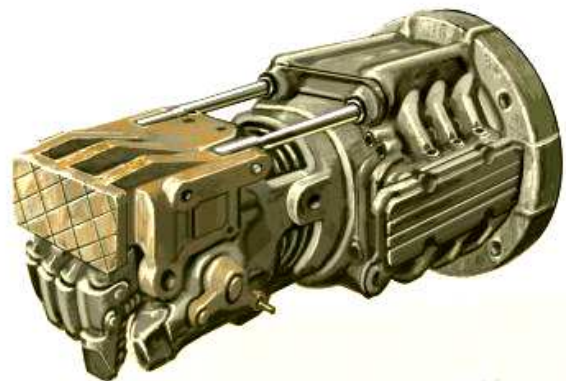
A simple length of piano wire, used to strangle and cut throats. Isn't quite as sharp as monowire, but does act as AP against soft armor, damage is not reduced.



ESPERANTO 1500eb

P +1 L R 2D6+3 (.45 cased) 18 1 VR

This weapon is made by an old engraver and gunsmith in Mexico. He apparently makes a few of these every month, each with unique designs engraved into them. They are beautifully and lovingly hand crafted and are of the finest quality, however this does not change their ridiculousness. An 18 shot six shooter... the joke would be much funnier if the guns weren't so darn pretty. This guy is apparently the same one who makes the Black Beauty, as it uses the same basic frame and design.



MECHANOFIST 870eb

MEL 0 N R 3D6 (punch/crush) 30min N ST

Rumored to have been reverse engineered from a Technomancer design the Mechanofist is a gas powered gauntlet. It provides an SP of 15 and an SDP of 25. When the user punches a target, a pneumatic piston activates and sends the heavy ram knuckle plate forward 3 inches. Also, using cybertechnology the glove allows the user to crush anything he gets his hand on. The glove weighs 25 pounds (~3 to punches and blocks using the Mechanofist.



RENAISSANCE CROSSBOW 530eb

X-BOW +1 N R 3D6+3 1 1 VR

This is a heavy crossbow hand made by a Nomad weaponsmith in Alabama. (BT is 9, requiring a BOD of 9 to arm the weapon). The loving detail and craftsmanship make this instrument as much a work of art as a weapon.



CHAINSAW BAYONETT 50eb

MEL 0 N R 3D6 NA NA ST

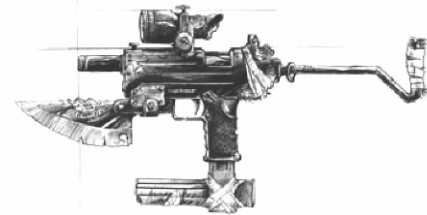
No one knows where this trend got started, some say it was Raffin Shiv, some say it was from a geek who spent too much time playing old video games, some even say it was loggers worried about eco-terrorists, but wherever this idea came from it is gaining popularity, especially among Raffin Shiv. The chainsaws are available in either gas or electric, and can usually run for about 15 minutes. Stealth is impossible while operating one of these... but then again you have a chainsaw mounted under your rifle, so at least you will intimidate the bejeezus out of your enemy even if you can't surprise him.



SHOTGAT 300eb

SHT 0 N R 4D6 (.12ga) 20 1/3/5 ST

Overkill in an easy to use hand held size. This may be the first short barreled full auto shotgun in the world, absolutely devastating at close range, but pretty useless beyond 25 meters. In close quarters though, this thing will just destroy your opponent.



NUZI 430eb

SMG +1 L R 2D6+1(9mm cased) 20 1/3/15 ST

This Micro Uzi has been modified to the point it is no longer recognizable. It comes with scope, bayonet (1d6), folding stock, and an extra magazine.



SLAKEDOCTOR

SHT 0 J P 3D6 (.20 Ga) 6 1 ST

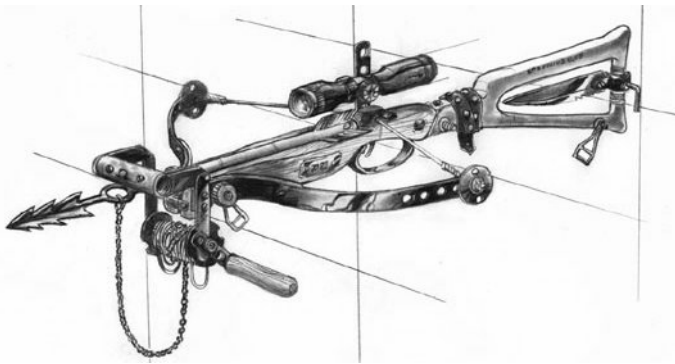
A small .20 gauge shotgun pistol, makes an excellent sidearm for up close encounters, especially for those who have problems with accuracy. However the effective range is only 15 meters, so be aware of your surroundings when using it.



DOUBLE BARRELED BLUNDERBUSS 150eb

SHT -2 J R 4D6 (12.ga) 2 1 VR

Technomancers have done it again, and everyone is left wondering... why? A sawn off double barrel shotgun, with barrel reinforcement and CO₂ cooled barrels so it may fire thermite rounds without damaging the barrels.



FETCHER CROSSBOW 220eb

X-BOW +1 N C 3D6+2 1 1 VR

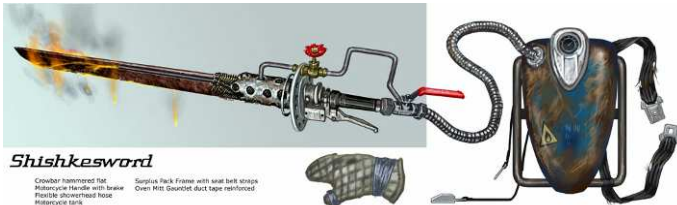
Another fine crossbow, this one is fitted with a winch and comes with 5 barbed grapple arrows (+1d6). It also features a swing out knife blade on the buttstock as sort of a reverse bayonet. (Weapon is BT 7, requiring a character with a min BOD of 7 to arm it)



BOOMSHALACK 410eb

RIF -1 N R 5D6 (5.56mm caseless) 10 1 VR

The buttstock has been sawn off this hand made rifle, reducing its accuracy drastically, but this is still a fine weapon.



SHISHKESWORD 185eb

MEL/EX 0 N R 3D6+FIRE NA NA UR

Raffen Shiv are fucking crazy. Yes intimidation is half the battle, but this is taking things too far even for them. It's a sword, and it flames by way of sprayed petroleum jelly. This sounds good until you start swinging the sword around and droplets of napalm start flying off and setting everything around you on fire, or worse, dripping onto the you. The reliability listed speaks to the flaming aspect and apparatus of this insane and suicidal weapon. The sword itself is actually quite sturdy. (Takes 1 round to ignite the sword, while ignited there is a 10 percent chance every time the sword is swung that the blade will drip/spray, setting random objects on fire. Roll on the grenade chart to determine location from use the fire starts, if 1 is rolled drip falls on enemy, a 10 means drip falls on wielder. Damage for flame is 1d10 first round, 1d6 second, 1d6/2 third, and anything flammable will ignite continuing to do 1d6 damage per round until removed or flame extinguished.



CHAINSWORD 500eb

MEL 0 N R 4D6+3 NA NA ST

We are now convinced that Raffen in either Arizona or Kansas have a Technomancer working for them, as these weapons have begun appearing in those regions in the hands of Raffen Shiv raiders. No two are ever exactly the same, meaning they are all handmade. They are powered by either combustion engine or electric, either way with enough power for 5 minutes of use. These weapons are devastating and appear to be used by Raffen Shiv leaders.



HAND CRAFTED BOWS Varies

BOW Varies N

Nomads have a fondness for bows. They are silent, they are stylish, the ammo can often be re-used, and in a pinch the arrows can be made in the field by hand with nothing more than a knife. So it only stands to reason that not only do nomads who use bows take their archery seriously, but that skilled bowyers making quality weapons that can double as a work of art are common. See Interlock Unlimited for stats on different bows, but a hand crafted nomad bow will have an accuracy of at least +1 and you are unlikely to see a bow with a draw below BT 5 or above BT 10. Price varies a great deal, but usually you can expect to pay between 400 and 2000 depending on the level of artistry. For instance the intricately carved long bow above has a draw of BT 7 and costs 1600eb.



NOMAD MORTAR 180eb

HVY -2 L P VARIES (40mm grenade) 1 1 ST

This simple device is a single shot 40mm grenade launcher that is used by resting it against the knee and firing. Not very accurate, but perfect for lobbing those grenades over heads.



SURVIVAL BOW 35eb
BOW 0 L C 2D6 1 1 VR

This simple bow breaks down for ease of carry, it is mostly used as the name suggests, as a backup survival tool or weapon. Very popular in the Nomad Community.



SCRAPPER 120eb
P -1 L C 5D6 (5.56mm caseless) 20 1 UR
 As full conversion cyborgs and other cybernetically enhanced or armored individuals are becoming slowly more prevalent in the Nomad Community, so is the necessity for weapons that will stop them. This hand made handgun fires the 5.56mm rifle round, which will not only take out even full conversions, but also makes a pretty good vehicle stopper. Unfortunately it's not very reliable and prone to jamming.



RECYCLE SHOT

X-BOW +1 L C 1D6 1 1 VR

Procing that nomads like to use everything, even after it no longer serves its original pupose, these hand crossbows made from old damaged pistols have begun popping up. They only have a draw BT of 4, but they do the job.



HEAVY SLINGSHOT 10eb
HVY 0 N C Varies 1 1 ST

They get a lot of jokes, but not everyone can afford a grenade launcher, or ammo for them. Hand grenades, smoke bombs, and home made explosive devices however are plentiful, and one of these will launch a 5lb object up to 50 meters. Some larger versions have made it all the way to 100 meters. Not bad for what amounts to a large fork and some medical tubing.



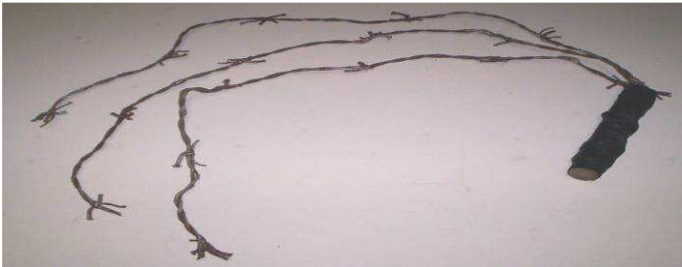
WRISTBOW 50eb
X-BOW -1 L C 1D6 1 1 ST
 An extremely common site among nomad bikers and Raffin Shiv. Available in either standard crossbow style, or spring powered. Draw is BT 4.



SHAMAN STICK 210eb

SHT 0 N R 4D6(.12ga) 4 1 ST

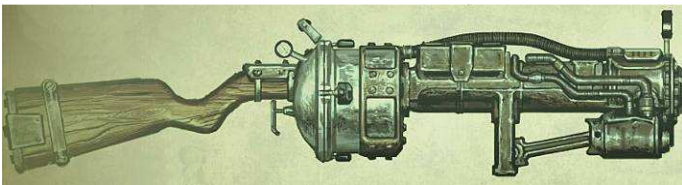
This semi-auto shotgun is kind of a mess, they cut off the wooden buttstock, then at some point later they attached a wireframe stock. They also stuck an arrow on it, presumably so they could spike people like a bayonet, which would be fine except they also attached an axe blade. Not sure how you fire it without chopping off your own fingers.



BARBED WHIP 10eb

MEL 0 J C 1D6+3 NA NA ST

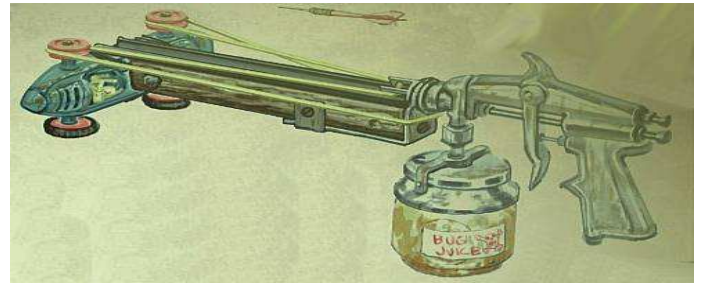
As if we needed more reasons to hate the Raffan Shiv, this is one their preferred methods of interrogating their prisoners, or for torturing anyone really. Nothin more than three strips of heavy leather with bits of barbed wire added on, they will strip flesh bar to the bone. They will even shred skinweave and other soft armor. (The bards remove a point of sp every time they hit, and 2 points if they do up to 50% of the SP rating in damage, and an additional point on top of normal rules for every increment of SP lost after penetration. The Aldecaldos and Jode nations have a standing 2000 dollar bounty on the head of any Raffan Shiv who carries one of these.



TECHNOMANCER ELCTRO-PNUEMATIC SPIKE GUN 500eb

EX -3 N R 4D6AP (heavy spike) 5 1 ST

Technomancers are a menace of ingenuity and scary ideas that they are obsessed with seeing to fruition. This gun is no exception. It only has a range of 20 meters and its not accurate by any stretch, but it fires 6 inch long heavy iron spikes with devastating force. The spikes can be made by any halfway competent metal smith for about a buck each. The spikes are AP but damage is not halved.



POISON DART LAUNCHER 25eb

EX -1 N R 1 (poison) 1 1 ST

This weapon is obviously hand built, and uses an air-brush nozzle to spray a powerful knock out poison over the dart as it is being launched. The weapon uses recreational darts, common in any rec-room, bar, or carnival attraction. The fact that this was made by an inventive Blood canny should be obvious. The poison used is a powerful and extremely fast acting sedative. (Requires a Difficulty 20 resist torture/drugs, or subject will fall unconscious within seconds, on a successful save subject will be at -3 per dose to all intelligence, tech, and reflex actions) The poison costs 500eb per jar and can only be found at a nomad market or in more rarely in some Blood families Each jar holds 10 shots.



Rocket/Grenade Launcher Combo 200eb

HVY -3 N R 4D10/Varies (LAW/40mm) 1/1 1/1 UR

Nomads Are not really a fan of the word "disposable". This weapon fires the a similar, although nomad made, rocket as the LAW (rockets are 150eb apiece) and also features an under barrel 40mm grenade/micromissile launcher, just for the hell of it. The weapon does not use compressed gas to fire the rocket, and so cannot be used indoors (back blast does 2d6 fire damage). It's less accurate than a law, rockets are less trustworthy (10 percent chance of either exploding in tube or being a dud on a fumble) and it weighs a lot, but that doesn't hurt its popularity.



RAFFEN RIPPERS 120eb

MEL 0 J R 2D6 N N ST

Usually worn in pairs, these are gloves that imitate Ripper Cybernetics. Also referred to as Gypsy Gloves.



NOMAD FLAMETHROWER 50eb

EX +2 N R special (flame) special special UR
This hand made flamethrower is a tale of woe waiting to happen. Yes, it unleashes absolutely horrific damage to the target, but it's design is so simple and cheap that any number of things can go wrong from even the slightest mishap, and all of those things will leave the user burned to a cinder. Before using, you must pressurize the gasoline or diesel in the main tank with an air compressor. It is recommended you don't stand near anyone who even thinks about using one of these.



THE AHAB 475eb

P -1 L C 3D6 (11mm caseless) 10 1 ST
This hand built weapon was designed for a Thelas Tribal leader, but he never claimed it, so now it is here for sale. It comes with 3 ten round magazines, and 2 twenty round mags. It will not accept any options whatsoever.



DRAGUNDY 500/700eb

P -1 L C 4D6/3d6 (.12ga or .20ga) 5 1 ST
Available either full sized, or as a very large handgun (illegal), this weapons comes chambered in either .12 gauge or .30 gauge. Each weapon is lovingly crafted by Master Khan of the Night City Nomad Market. He even created a Gunblade version of it for a paladin.



THE SABERTOOTH 610eb

P -1 L R 5D6 (5.56mm caseD) 2 1 VR
An over under hand built handgun chambered in 5.56mm cased. The dual bayonets make it just a little more vicious looking. Comes with a bulky custom hip holster.



THE WHALER 1200eb

HVY 0 N R 8D6 (.4ga) 2 1 ST
This double barrel 4 gauge shotgun is mean to serve as a mounted anti-vehicle/anti-personnel weapon. It is nothing short of devastating. No one with a bod of less than 12 can fire the gun without a hard mount or a powered harness. It comes with a box of 25 000 rounds, and a box of ten slugs (9d6+2). Ammo must be either hand made from a gunsmith (save your shells), or it can be purchased rarely from urban gunsmiths specializing in Police or Military arms.



NOMAD HARPOON 190eb

HVY -3 N R 6D6HP 1 1 ST
The weapon itself is unremarkable, it is just a standard Russian style RPG. What is important here is the specialized ammo. Instead of a warhead, the Nomad Harpoon affixes a long metal spike to the rocket. Its only accurate out to about 25 meters, well, as accurate as it gets, but it will penetrate just about anything short of a tank. The Harpoon is armor piercing (hyper penetration reduces SP 1/3rd, damage that penetrates is not reduced). The Harpoons themselves feature pop out barbs, and are often attached to drag lines to capture or board vehicles, or the weapon is fired directly at the vehicles engine block to disable it.



COOPER 80eb

P -2 J R 4D6+2 (.50AE) 2 1 VR

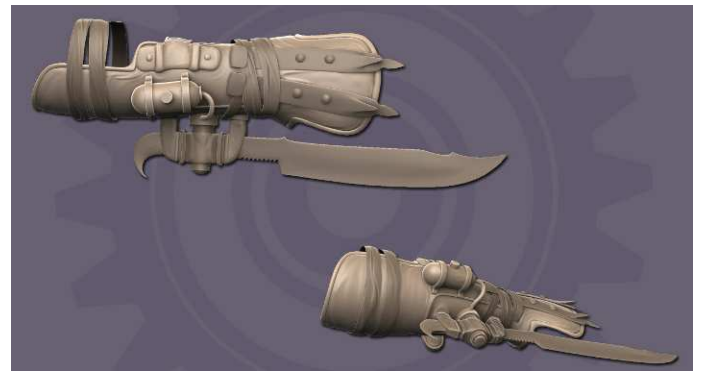
Elegant in its absolute simplicity. This double barrel weapon is chambered in .50 Action Express and its design could not be more straightforward. It's a break loading weapon, and each barrel is armed by pulling back the lever on the side. Of course it's only good for close distances, and with only two shots you better make them count. Not sure what you would use this for, as it's too big for a pack up piece, too inaccurate for hunting, and its ammo is too limited for a primary. But it is a nice, very reliable and well made piece. Named for the nomad it was bought from, its designer is unknown.



SLASH 'EM BASH'EM 65eb

MEL 0 N R Special N N ST

This is a Raffin Shiv melee weapon, or possibly something from a Dome Fight or maybe even a rejected design for a Jugger polearm. No one is really sure where this came from, who made it, or even how it is supposed to be used. But IF you want it, it's yours. (Bladed crescents do 1D6 damage, flails do 1D6 and can also be used to trip or entangle a limb or weapon, choosing to master this weapon requires using two preferred weapon slots from your martial arts skill)



BLADE GAUNTLETS 50eb (each)

MEL 0 N R 2D6 N N ST

A simple spiked gauntlet, reinforced to attach a combat knife. The combat knife runs parallel to your forearm, blade outwards, and extends about 4 inches past your fist.



BOOMKEGS 1200eb

HVY 0 N R 8D10 N N ST

A Boomkeg is basically a really large pipebomb, stuffed with 2kg of c-6 or other stable explosive, wrapped in bb's, ball bearings, nails and screws, broken glass, whatever. To arm the device you pull the pin, this releases the handle. Once the handle has been pulled out the device cannot be defused, and it has a ten second fuse (possible to get them longer or shorter). A pulled handle is loose and swivels, allowing for greater momentum on a throw. These are the standard nomad explosive devices, and are used for everything from clearing obstacles to ant-personel/vehicles to demolitions.



DABORN RESTRAINT CASTER 300eb

EX -1 J R Entangle 1 1 ST

A Nomad chemist named Daborn figured out the composition of the Arasaka Restraint Polymer foam, and began making his own. This gun uses a larger 30mm load, covering twice the area of the police version. (See Blackhands or Protect and Serve)

MOTORCYCLES:



Top Speed:	165 mph	Acc/Decc:	28/30
Crew:	1	Range:	280mi
Passengers:	0	Cargo:	0KG
Maneuver:	0	SDP:	30
SP:	10	Type:	Cycle
Mass:	255kg	Starting bid:	800EB

A beautiful custom Chopper brought up from a nomad in Texas. It's mean, it's intimidating, and it's fast. What more could you possibly want.

SPECIAL EQUIPMENT: Limited off-road capability,



Top Speed:	230 mph	Acc/Decc:	30/35
Crew:	1	Range:	200mi
Passengers:	0	Cargo:	0KG
Maneuver:	-3	SDP:	30
SP:	10	Type:	Cycle
Mass:	310kg	Starting bid:	6000EB

This uniquely styled bike is very very fast. Apparently Technomancers had something to do with its construction. It's ideal for the open road, so long as that road is well paved and the turns aren't too sharp.

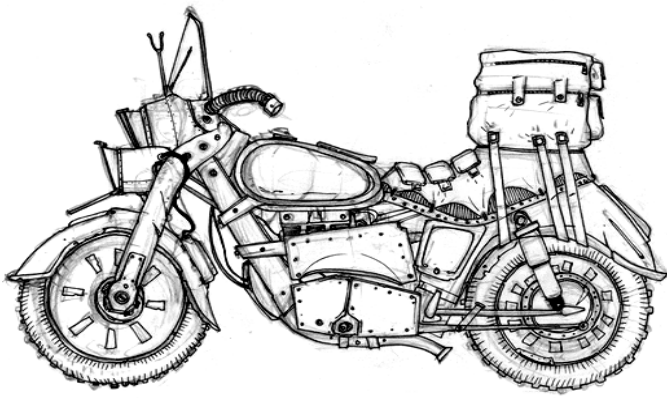
SPECIAL EQUIPMENT: none



Top Speed:	140 mph	Acc/Decc:	20/25
Crew:	1	Range:	260mi
Passengers:	0	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	Cycle
Mass:	110kg	Starting bid:	300EB

A custom built bike with a heavy retro feel. It's a stylish and classy ride. Not so fast, but it gets you there.

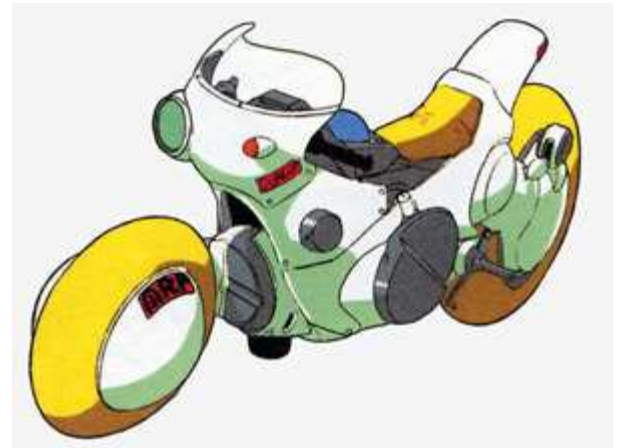
SPECIAL EQUIPMENT: Limited off-road capability,



Top Speed:	110 mph	Acc/Decc:	15/20
Crew:	1	Range:	280mi
Passengers:	1	Cargo:	40KG
Maneuver:	+2	SDP:	30
SP:	15	Type:	Cycle
Mass:	115kg	Starting bid:	150EB

Built from scrap, this old bike comes with a saddlebag and radio, and has had armor added to it. Not fast or pretty, but dependable.

SPECIAL EQUIPMENT: Limited off-road capability, saddle bag, light armor plates, cb radio,



Top Speed:	120 mph	Acc/Decc:	20/30
Crew:	1	Range:	260mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	Cycle
Mass:	150kg	Starting bid:	210EB

An odd hand made bike. It's decent, reliable, and definitely unique.

SPECIAL EQUIPMENT: Limited off-road capability,



Top Speed:	160 mph	Acc/Decc:	25/30
Crew:	1	Range:	260mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	Cycle
Mass:	200kg	Starting bid:	320EB

A very pretty lovingly crafted chopper.

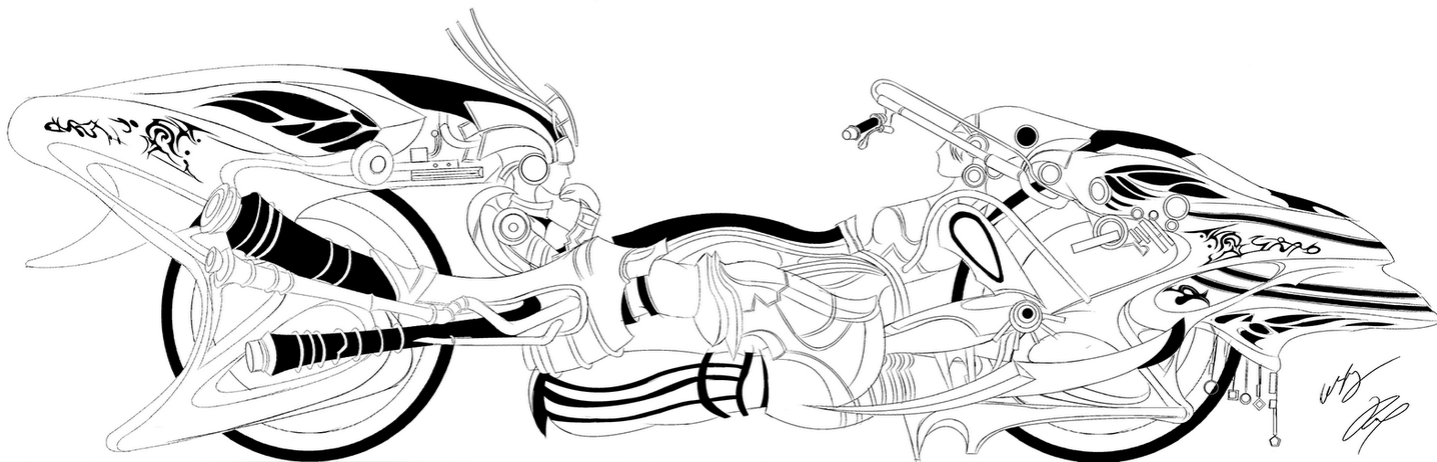
SPECIAL EQUIPMENT: Limited off-road capability,



Top Speed:	100 mph	Acc/Decc:	25/25
Crew:	+1	Range:	260mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	15	Type:	ATV
Mass:	120kg	Starting bid:	300EB

This nomad quad is the perfect off-road vehicle, ideal for scouts or trial blazers as well as hunting.

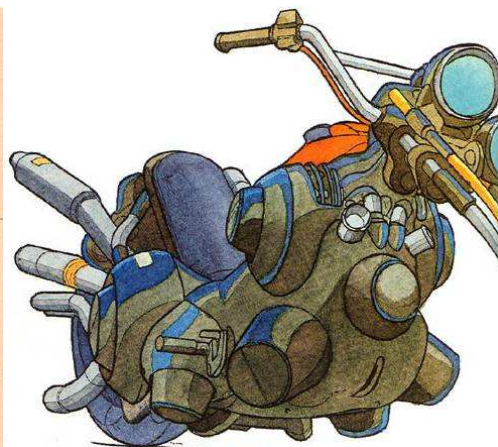
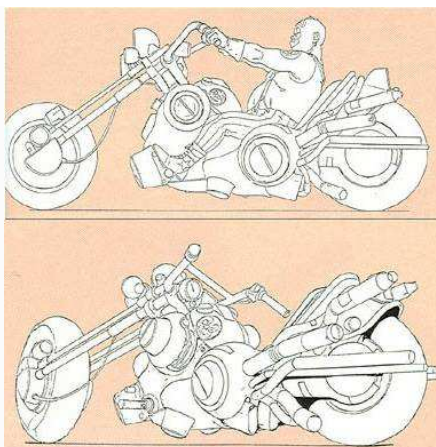
SPECIAL EQUIPMENT: Off-road capability, CB Radio



Top Speed:	225 mph	Acc/Decc:	30/40
Crew:	1	Range:	260mi
Passengers:	1	Cargo:	0KG
Maneuver:	-1	SDP:	40
SP:	10	Type:	Cycle
Mass:	290kg	Starting bid:	1200EB

This ride was built for speed and beauty. The bike is based off a Technomancer design and was sculpted by an artist. Truly a one of a kind vehicle, the owner lost her in a race. She is fast as hell, but she can't corner very well.

SPECIAL EQUIPMENT: none



Top Speed:	225 mph	Acc/Decc:	25/35
Crew:	1	Range:	280mi
Passengers:	1	Cargo:	0KG
Maneuver:	-1	SDP:	40
SP:	10	Type:	Cycle
Mass:	190kg	Starting bid:	860EB

Nothing says nomad quite like a hand built chopper.

SPECIAL EQUIPMENT: Limited off-road capability,



Top Speed:	140 mph	Acc/Decc:	20/30
Crew:	1	Range:	200mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	Cycle
Mass:	135kg	Starting bid:	300EB

This bike was taken from a high ranking Norse Lord Raffen Shiv. It's an odd bike and definitely one of a kind.

SPECIAL EQUIPMENT: Limited off-road capability, Flame spouting dragonhead (range 5 meters, strongly advised you do not engage while moving or you will cover yourself in burning fuel. Fed from the gas tank, which has enough fuel to shoot flame for 20 seconds, using up ten miles of range. Minor licks of flame as shown in picture do not significantly impact supply.)



Top Speed:	110 mph	Acc/Decc:	20/25
Crew:	1	Range:	220mi
Passengers:	1	Cargo:	0KG
Maneuver:	-1	SDP:	30
SP:	5	Type:	Cycle
Mass:	115kg	Starting bid:	210EB

A nomad artbike.

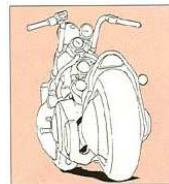
SPECIAL EQUIPMENT: Limited off-road capability,



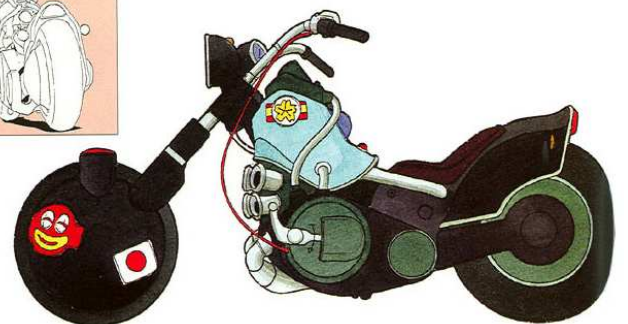
Top Speed:	120 mph	Acc/Decc:	20/40
Crew:	1	Range:	280mi
Passengers:	0	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	20	Type:	Cycle
Mass:	200kg	Starting bid:	360EB

A hand built reverse trike, very rugged. Heavily armored.

SPECIAL EQUIPMENT: Off-road capability, Military Radio



3: クラウンチームのバイク



Top Speed:	110 mph	Acc/Decc:	20/35
Crew:	1	Range:	290mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	Cycle
Mass:	145kg	Starting bid:	250EB

Another motorcycle built from scratch and scrap by a nomad who just needed a ride. Nothing fancy, but dependable.

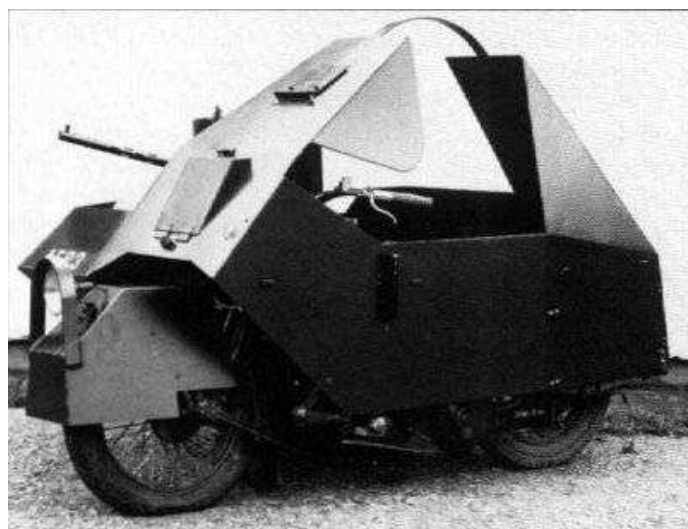
SPECIAL EQUIPMENT: Limited off-road capability,



Top Speed:	190 mph	Acc/Decc:	30/35
Crew:	1	Range:	290mi
Passengers:	1	Cargo:	0KG
Maneuver:	+2	SDP:	30
SP:	15	Type:	Cycle
Mass:	165kg	Starting bid:	550EB

Very fast, highly maneuverable, this custom built street racer was originally commissioned for a Neon Samurai gang member in night city, who unfortunately was killed before he could finish paying it off. Now it is available to you.

SPECIAL EQUIPMENT: Limited off-road capability,



Top Speed:	80 mph	Acc/Decc:	15/25
Crew:	1	Range:	290mi
Passengers:	1	Cargo:	0KG
Maneuver:	-3	SDP:	40
SP:	25	Type:	Cycle
Mass:	100kg	Starting bid:	150EB

Yes, this motorcycle is very heavily armored, but you have to be near suicidal to rider something that limits visibility this much. The view port and headlamp covers open, but that doesn't help much. Perhaps you could cyberlink it with a wide angle camera on the front, but that's a whole lot of money to spend.

SPECIAL EQUIPMENT: Limited off-road capability, heavy armor plating



Top Speed:	90 mph	Acc/Decc:	20/25
Crew:	1	Range:	290mi
Passengers:	0	Cargo:	0KG
Maneuver:	+1	SDP:	25
SP:	5	Type:	Cycle
Mass:	100kg	Starting bid:	150EB

Another art bike taken from the Raffin Shiv by the Stormriders.

SPECIAL EQUIPMENT: Limited off-road capability,



Top Speed:	120 mph	Acc/Decc:	20/30
Crew:	1	Range:	275mi
Passengers:	0	Cargo:	0KG
Maneuver:	0	SDP:	25
SP:	5	Type:	Cycle
Mass:	100kg	Starting bid:	150EB

An old school chopper, comes loaded with goodies.

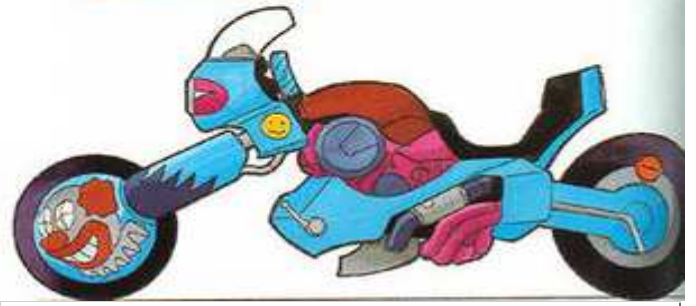
SPECIAL EQUIPMENT: Limited off-road capability, two man tent, personal distillation kit, 5 gallon water supply, blanket, radio



Top Speed:	120 mph	Acc/Decc:	20/30
Crew:	1	Range:	275mi
Passengers:	0	Cargo:	0KG
Maneuver:	0	SDP:	25
SP:	5	Type:	Cycle
Mass:	130kg	Starting bid:	150EB

An old school chopper, comes loaded with goodies.

SPECIAL EQUIPMENT: Limited off-road capability, two man tent, personal distillation kit, 5 gallon water supply, blanket, radio



Top Speed:	155 mph	Acc/Decc:	20/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	50KG
Maneuver:	+2	SDP:	30
SP:	15	Type:	Cycle
Mass:	155kg	Starting bid:	450EB

A heavily armored custom chopper.

SPECIAL EQUIPMENT: Limited off-road capability,



Top Speed:	140 mph	Acc/Decc:	25/35
Crew:	1	Range:	315mi
Passengers:	0	Cargo:	50KG
Maneuver:	+1	SDP:	35
SP:	10	Type:	Cycle
Mass:	170kg	Starting bid:	650EB

A durable long range cruiser, it's heavy but reliable. Comes with plenty of accessories.

SPECIAL EQUIPMENT: Limited off-road capability, one man tent, personal distillation kit, blanket, cb radio 2 removable 25kg saddlebags,



Top Speed:	120 mph	Acc/Decc:	20/35
Crew:	1	Range:	300mi
Passengers:	0	Cargo:	0KG
Maneuver:	0	SDP:	35
SP:	5	Type:	Cycle
Mass:	155kg	Starting bid:	500EB

This bike looks meaner than it is with its balloon rear tire, but it's undersized engine limits its speed and it's length limits its maneuverability.

SPECIAL EQUIPMENT: Limited off-road capability,



Top Speed:	140 mph	Acc/Decc:	20/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	50KG
Maneuver:	+3	SDP:	40
SP:	20	Type:	Cycle
Mass:	305kg	Starting bid:	1100EB

A large, very heavy armored 4 wheeled bike. The Bike was built with gyroscopic stabilization, meaning that the center portion of the vehicle and the tires lean for tighter cornering.

SPECIAL EQUIPMENT: Off-road capability, heavy armor plating, military radio, waterproof removable storage bag, cargo bars



Top Speed:	80 mph	Acc/Decc:	18/30
Crew:	1	Range:	275mi
Passengers:	1	Cargo:	20KG
Maneuver:	-2	SDP:	30
SP:	10	Type:	Cycle
Mass:	255kg	Starting bid:	800EB

Light and extremely responsive, this hand built dirtbike will get you pretty much anywhere.

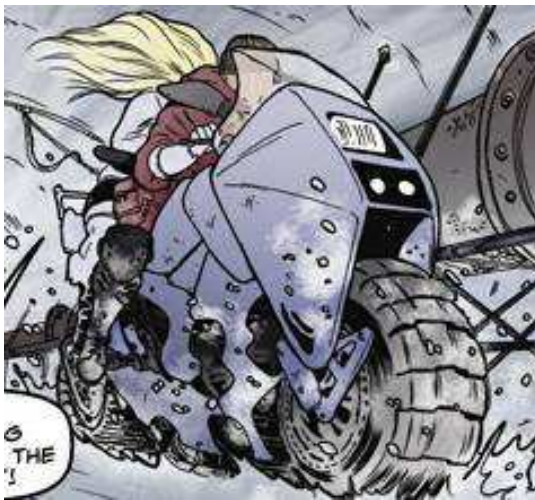
SPECIAL EQUIPMENT: Limited off-road capability, 5.56 minigun in sidecar +500 rnds of ammo.



Top Speed:	60 mph	Acc/Decc:	15/30
Crew:	1	Range:	275mi
Passengers:	1	Cargo:	60KG
Maneuver:	-2	SDP:	30
SP:	10	Type:	Cycle
Mass:	215kg	Starting bid:	510EB

Not fast, but this quad has lots of torque, enough to pull a full sized car.

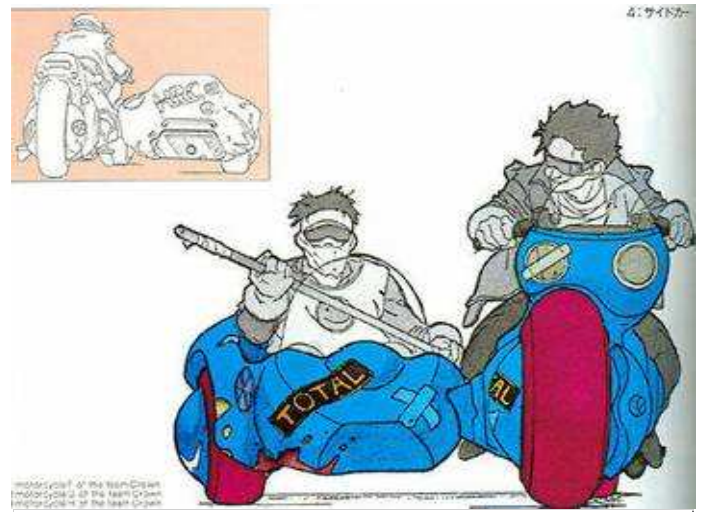
SPECIAL EQUIPMENT: Off-road capability



Top Speed:	65 mph	Acc/Decc:	20/30
Crew:	1	Range:	250mi
Passengers:	1	Cargo:	0KG
Maneuver:	+2	SDP:	30
SP:	15	Type:	Cycle
Mass:	185kg	Starting bid:	510EB

A motorcycle chassis on treads, very good over rough terrain and snow, but almost useless on paved roads. (Speed drops by 20 mph on pavement, maneuverability drops by 2)

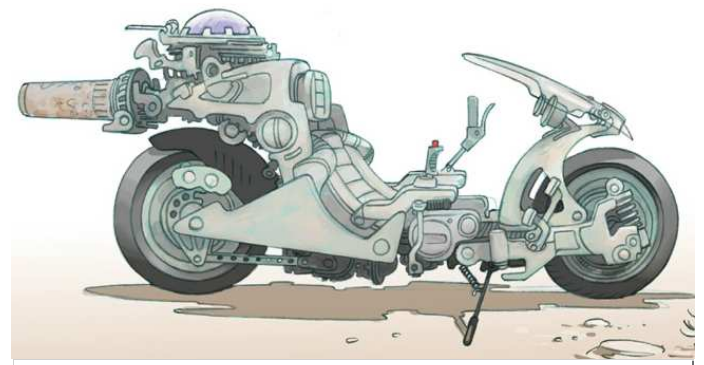
SPECIAL EQUIPMENT: Off-road capable



Top Speed:	100 mph	Acc/Decc:	20/25
Crew:	1	Range:	250mi
Passengers:	2	Cargo:	0KG
Maneuver:	-2	SDP:	30
SP:	10	Type:	Cycle
Mass:	195kg	Starting bid:	480EB

This motorcycle with sidecar is a bit different in that the sidecar does not detach, it is actually attached directly to the frame of the cycle, and even if it could be detached, the cycle would be too off-balance to effectively ride.

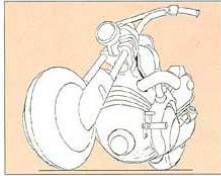
SPECIAL EQUIPMENT: Limited off-road capability, sidecar



Top Speed:	110 mph	Acc/Decc:	20/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	50KG
Maneuver:	+2	SDP:	30
SP:	10	Type:	Cycle
Mass:	135kg	Starting bid:	3250EB

A technomancer built recumbent featuring satellite hookup, signal jammer, and built in military grade cybermodem.

SPECIAL EQUIPMENT: Limited off-road capability, built in Militech Thompson comm kit (see Conflict: The African Sourcebook/[U.S. Military Equipment](#))



Top Speed:	90 mph	Acc/Decc:	20/30
Crew:	1	Range:	290mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	5	Type:	Cycle
Mass:	115kg	Starting bid:	350EB

Another very simple hand built chopper.

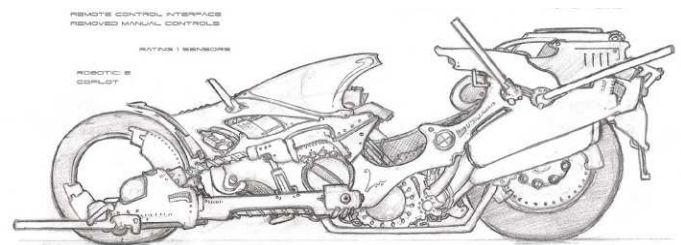
SPECIAL EQUIPMENT: Limited off-road capability,



Top Speed:	85 mph	Acc/Decc:	20/35
Crew:	1	Range:	200mi
Passengers:	1	Cargo:	40KG
Maneuver:	+1	SDP:	30
SP:	25	Type:	Cycle
Mass:	305kg	Starting bid:	1350EB

A former marine built this bad boy, and it is armored and armed all kinds of crazy. Not very fast, but well worth the money for the protection, just don't tip it, it weighs a ton.

SPECIAL EQUIPMENT: x2 9mm gatling guns w 500 rnds apiece, heavy armor plating, armored windshield, x2 5 gallon gas tanks.



Top Speed:	175 mph	Acc/Decc:	25/30
Crew:	1	Range:	290mi
Passengers:	1	Cargo:	60KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	Cycle
Mass:	115kg	Starting bid:	875EB

A nomad built recumbent, low to the ground, beautiful styling, and very fast. Feels like you are riding a toboggan.

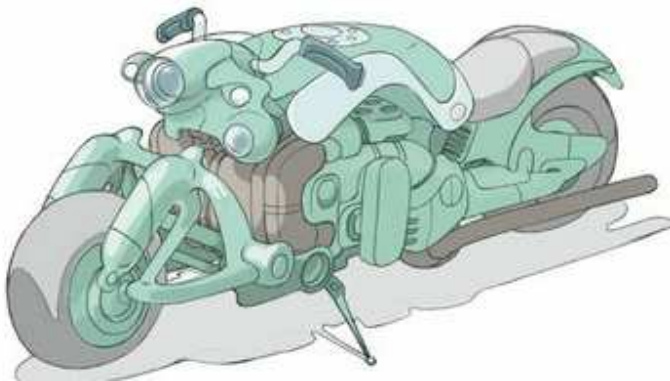
SPECIAL EQUIPMENT: Limited off-road capability



Top Speed:	120 mph	Acc/Decc:	20/35
Crew:	1	Range:	350mi
Passengers:	0	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	5	Type:	Cycle
Mass:	175kg	Starting bid:	320EB

Another bike taken from the Raffin Shiv, human skulls seem a popular decoration motif with them.

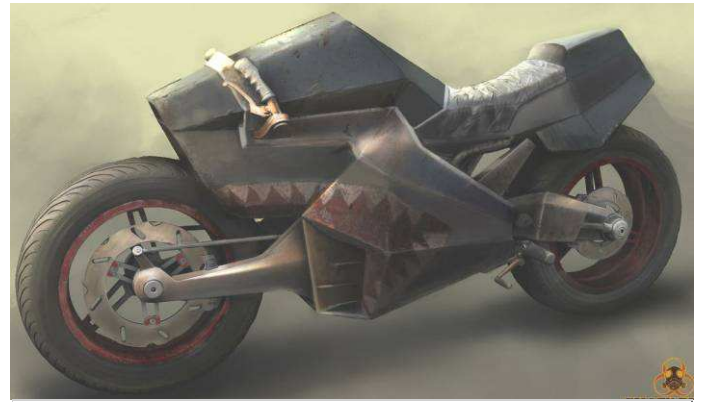
SPECIAL EQUIPMENT: Limited off-road capability



Top Speed:	100 mph	Acc/Decc:	22/35
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	Cycle
Mass:	175kg	Starting bid:	460EB

This custom built bike has a throwback style to simpler days. Its huge reinforced fuel tank means it has plenty of range, and its sturdy construction makes it very reliable.

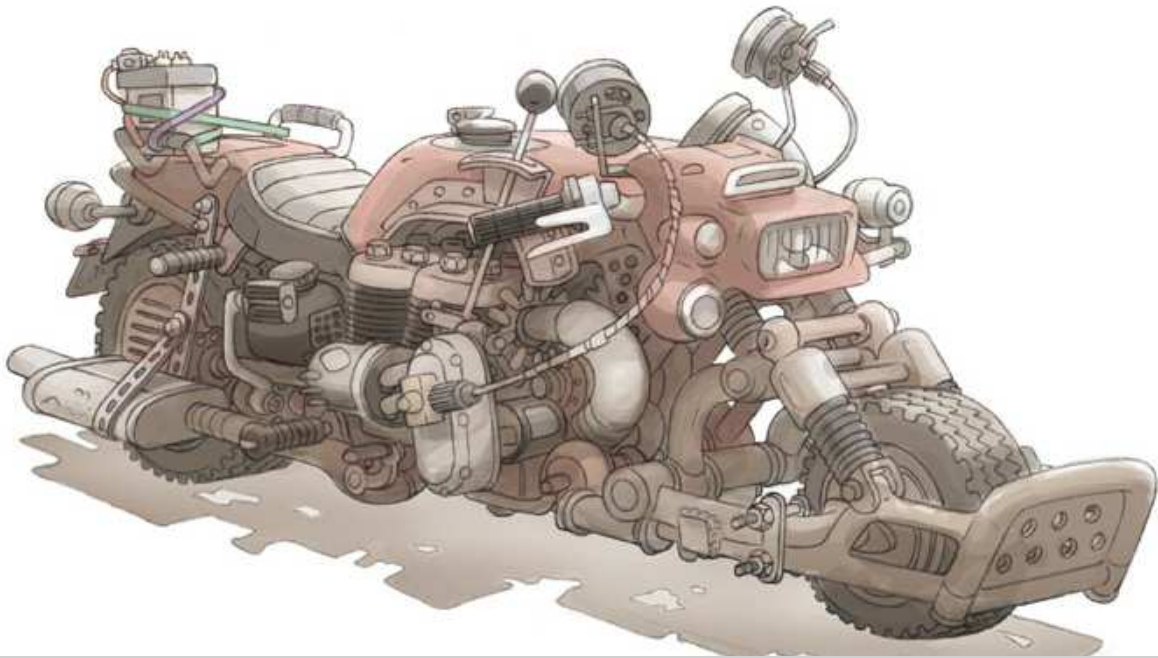
SPECIAL EQUIPMENT: Limited off-road capability



Top Speed:	160 mph	Acc/Decc:	25/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	15	Type:	Cycle
Mass:	135kg	Starting bid:	400EB

A simple nomad built ricer, lightly armored and tuned for speed.

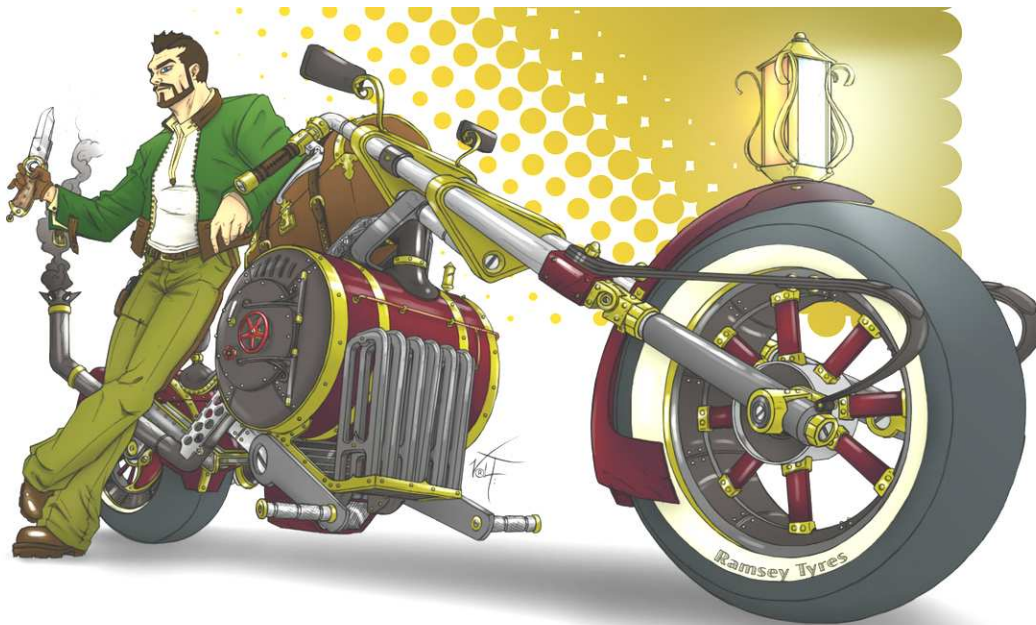
SPECIAL EQUIPMENT: Limited off-road capability



Top Speed:	150 mph	Acc/Decc:	25/35
Crew:	1	Range:	340mi
Passengers:	1	Cargo:	0KG
Maneuver:	-1	SDP:	50
SP:	15	Type:	Cycle
Mass:	345kg	Starting bid:	750EB

Solid as a brick shithouse, this hand built around a V-8 bike, is reliable, sturdy, and will probably be around long after we are gone.

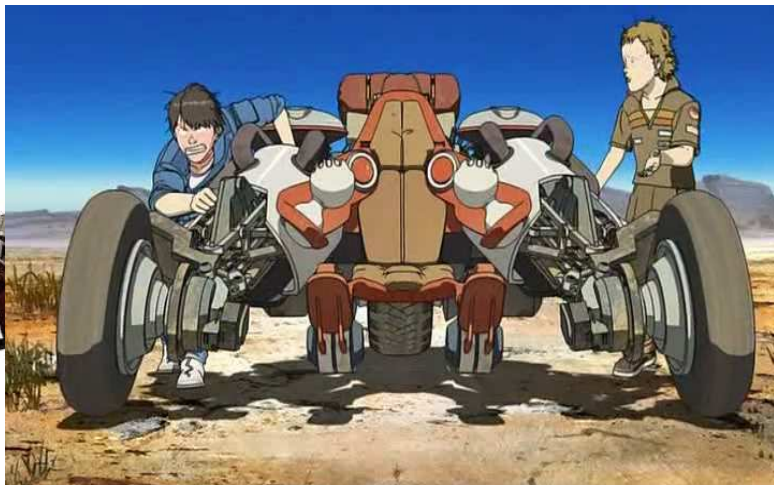
SPECIAL EQUIPMENT: Limited off-road capability, military radio, personal distillation kit.



Top Speed:	140 mph	Acc/Decc:	25/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	0KG
Maneuver:	-1	SDP:	30
SP:	5	Type:	Cycle
Mass:	145kg	Starting bid:	1250EB

A beautiful custom built chopper, with steam-age accents and a wooden barrel engine cover. It's a shame too see this go to nomad hands, it should be in a museum.

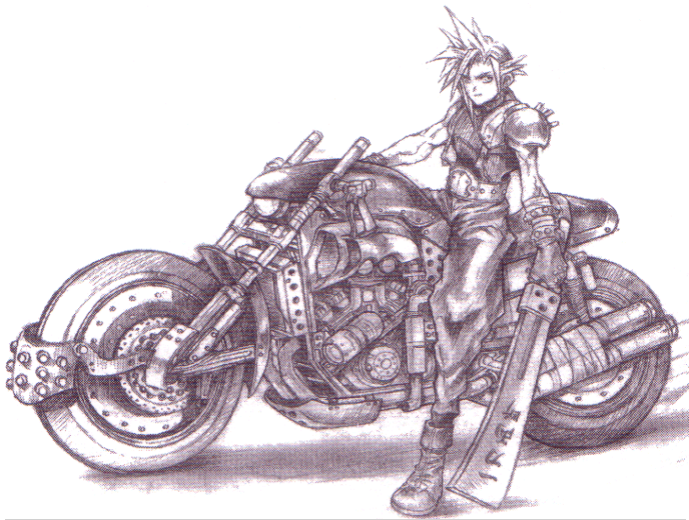
SPECIAL EQUIPMENT: Limited off-road capability, military radio, personal distillation kit.



Top Speed:	100 mph	Acc/Decc:	20/35
Crew:	1	Range:	340mi
Passengers:	1	Cargo:	50KG
Maneuver:	-1	SDP:	50
SP:	15	Type:	Trike
Mass:	445kg	Starting bid:	825EB

A hand made reverse trike. This vehicle is highly maneuverable, fast, and rock solid rugged.

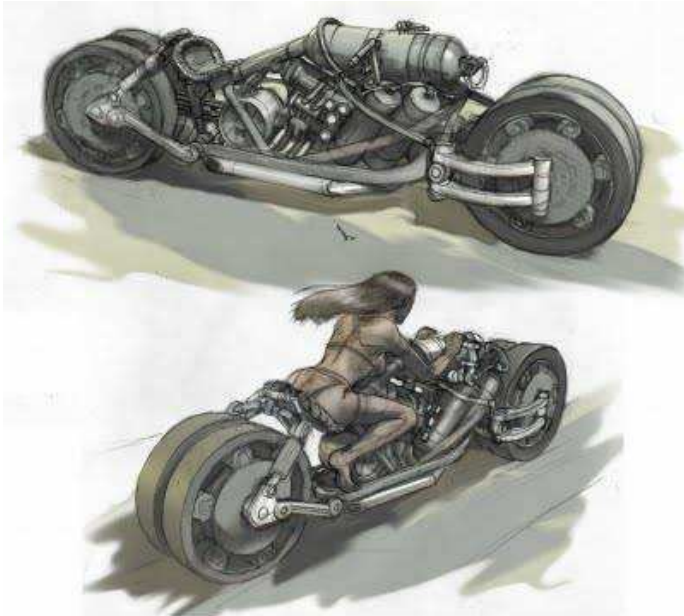
SPECIAL EQUIPMENT: Limited off-road capability, military radio, personal distillation kit.



Top Speed:	160 mph	Acc/Decc:	25/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	Cycle
Mass:	170kg	Starting bid:	745EB

A custom bike, intimidating as the devil, fast as hell.

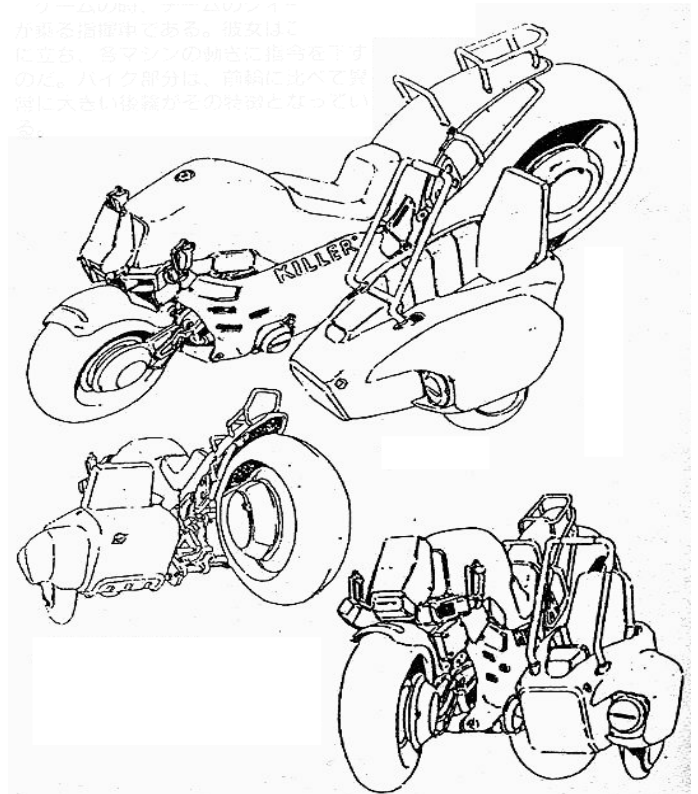
SPECIAL EQUIPMENT: Limited off-road capability,



Top Speed:	125 mph	Acc/Decc:	25/30
Crew:	1	Range:	320mi
Passengers:	0	Cargo:	0KG
Maneuver:	-1	SDP:	30
SP:	15	Type:	Cycle
Mass:	125kg	Starting bid:	340EB

A hand built motorcycle with dual front and rear tires for stability.

SPECIAL EQUIPMENT:



Top Speed:	155 mph	Acc/Decc:	25/35
Crew:	1	Range:	320mi
Passengers:	1	Cargo:	30KG
Maneuver:	-1	SDP:	30
SP:	15	Type:	Cycle
Mass:	125kg	Starting bid:	340EB

A highly tuned racing bike with a mounted sidecar.

SPECIAL EQUIPMENT:



Top Speed:	90 mph	Acc/Decc:	20/30
Crew:	1	Range:	280mi
Passengers:	0	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	15	Type:	Cycle
Mass:	125kg	Starting bid:	280EB

Um... it's a bike with a metal lion shell. The mane terrifies me, but it does look kinda cool...

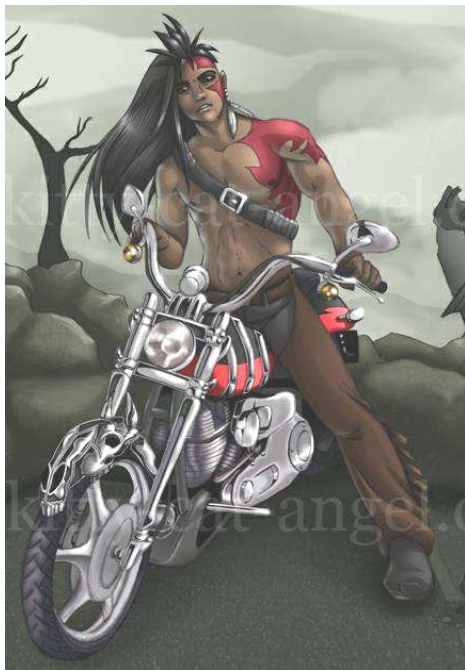
SPECIAL EQUIPMENT: Limited off-road capability,



Top Speed:	125 mph	Acc/Decc:	20/35
Crew:	1	Range:	275mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	Cycle
Mass:	120kg	Starting bid:	450EB

This bike belongs to a Raffan Shiv headman. He has threatened to do whatever it takes to get his bike back.

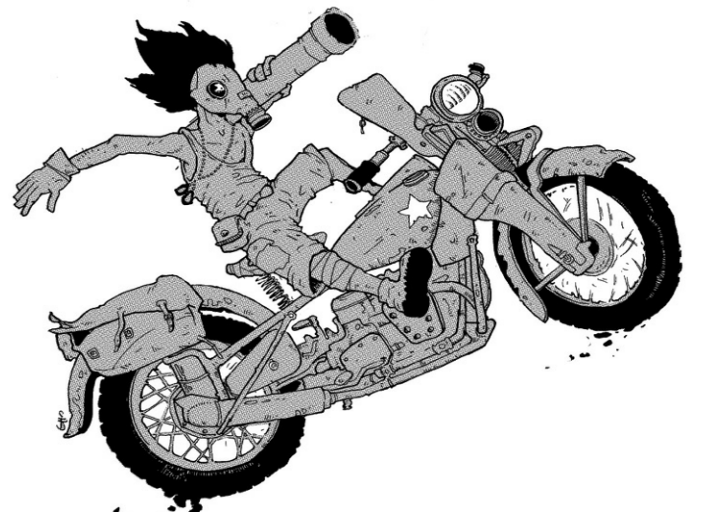
SPECIAL EQUIPMENT: Limited off-road capability,



Top Speed:	120 mph	Acc/Decc:	20/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	5	Type:	Cycle
Mass:	115kg	Starting bid:	400EB

A simple customized bike with a horse theme.

SPECIAL EQUIPMENT: Limited off-road capability,



CARS



Top Speed:	100 mph	Acc/Decc:	20/45
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	200KG
Maneuver:	+2	SDP:	45
SP:	10	Type:	Car
Mass:	.9tons	Starting Bid:	1000EB

A well used but well maintained buggy that has seen its share of the world. Ideal for outriders, and even scouts.

SPECIAL EQUIPMENT: Off-road capable, high power lights, ram bar,



Top Speed:	80 mph	Acc/Decc:	15/25
Crew:	1	Range:	200mi
Passengers:	3	Cargo:	40KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	Car
Mass:	.6tons	Starting Bid:	300EB

A very very hard used Bug

SPECIAL EQUIPMENT: Pintle mounted 5.56mm machinegun, light armor plating.



Top Speed:	120 mph	Acc/Decc:	20/35
Crew:	1	Range:	200mi
Passengers:	4	Cargo:	100KG
Maneuver:	0	SDP:	50
SP:	10	Type:	Car
Mass:	1.4tons	Starting Bid:	900EB

Another example of 4 wheeled, all steel Detroit muscle, not very modified, but still a beast.

SPECIAL EQUIPMENT: civilian band radio,



Top Speed:	110 mph	Acc/Decc:	20/30
Crew:	1	Range:	250mi
Passengers:	1	Cargo:	350KG
Maneuver:	+2	SDP:	40
SP:	10	Type:	Car
Mass:	1.3tons	Starting Bid:	600EB

This little land rover has seen some action, but still runs cherry. Not armored or fast, but it will go anywhere.

SPECIAL EQUIPMENT: Off road capable, ramming bar, personal distillation kit, CB radio, cassette player



Top Speed:	130 mph	Acc/Decc:	23/35
Crew:	1	Range:	260mi
Passengers:	4	Cargo:	100KG
Maneuver:	+1	SDP:	55
SP:	20	Type:	Car
Mass:	1.2tons	Starting Bid:	2400EB

This heavily armed and armored Riviera is one mean piece of metal.

SPECIAL EQUIPMENT: 5.56mm MG and x4 9mm smg's (forward facing), heavy armor plating, spiked wheels, ram bar



Top Speed:	120 mph	Acc/Decc:	20/35
Crew:	1	Range:	240mi
Passengers:	4	Cargo:	100KG
Maneuver:	0	SDP:	50
SP:	10	Type:	Car
Mass:	1.4tons	Starting Bid:	650EB

Another beat up Charger, doesn't look so great and definitely needs work, but you just can't beat a Charger for durability and power.

SPECIAL EQUIPMENT: civilian band radio,



Top Speed:	160 mph	Acc/Decc:	25/40
Crew:	1	Range:	290mi
Passengers:	3	Cargo:	70KG
Maneuver:	0	SDP:	50
SP:	20	Type:	Car
Mass:	1.2tons	Starting Bid:	1900EB

A Mustang is a great car, but the sheer number of them that pop up here is a little overwhelming at times. This highly modified, heavily armored, and well armed 'Stang comes to us all the way from Mexico.

SPECIAL EQUIPMENT: ramming bar, heavy armor plating, 5.56 gatling with 500 rounds fed from trunk ammo box.



Top Speed:	190 mph	Acc/Decc:	35/45
Crew:	1	Range:	275mi
Passengers:	1	Cargo:	400KG
Maneuver:	+3	SDP:	50
SP:	15	Type:	Car
Mass:	.9tons	Starting Bid:	1200EB

A lightly armored and modified Porsche, runs beautifully but the body has seen better days. The dual forward mounted 5.56mm machineguns are purposely mounted at a downward angle to take out the tires of vehicles in front of them.

SPECIAL EQUIPMENT: Armor plating, dual 5.56mm machineguns with 200 rnds each, reinforced front bumper



Top Speed:	100 mph	Acc/Decc:	2035
Crew:	1	Range:	300mi
Passengers:	5	Cargo:	500KG
Maneuver:	-1	SDP:	60
SP:	15	Type:	car
Mass:	1.4tons	Starting Bid:	800EB

A heavily modified and armored classic roadster, the brand new white wall tires are a nice touch.

SPECIAL EQUIPMENT: steel plating, ram bar, family distillation kit, 10 gallons of water, family sized tent, 5 sleeping bags, tool box,





Top Speed:	120 mph	Acc/Decc:	25/45
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	300KG
Maneuver:	+3	SDP:	45
SP:	10	Type:	Car
Mass:	.8tons	Starting Bid:	800EB

This lightweight and extremely agile buggy doesn't have headlights, so buyer beware.

SPECIAL EQUIPMENT: Off-road capable, cb radio, ram bar



Top Speed:	80 mph	Acc/Decc:	10/40
Crew:	1	Range:	220mi
Passengers:	4	Cargo:	400KG
Maneuver:	0	SDP:	35
SP:	5	Type:	Car
Mass:	.9tons	Starting Bid:	25EB

It runs and it's got a cheap starting bid, and that is all we can say about this car.

SPECIAL EQUIPMENT:



Top Speed:	85 mph	Acc/Decc:	10/20
Crew:	1	Range:	250mi
Passengers:	4	Cargo:	400KG
Maneuver:	0	SDP:	50
SP:	15	Type:	Car
Mass:	1.3tons	Starting Bid:	500EB

Another armored sedan, plenty of trunk space and seats 5.

SPECIAL EQUIPMENT: armor plating



Top Speed:	100 mph	Acc/Decc:	20/35
Crew:	1	Range:	250mi
Passengers:	4	Cargo:	300KG
Maneuver:	0	SDP:	40
SP:	13	Type:	car
Mass:	1.3tons	Starting Bid:	520EB

A lightly armored 80's model IROC-Z, with a built in pintle mounted flamethrower.

SPECIAL EQUIPMENT: light armor plating, flamethrower with 5 minute constant use fuel supply.





Top Speed:	180 mph	Acc/Decc:	40/50
Crew:	1	Range:	210mi
Passengers:	1	Cargo:	100KG
Maneuver:	-3	SDP:	80
SP:	20	Type:	Car
Mass:	2.1tons	Starting Bid:	2800EB

It's fast, heavy armored, but lacks maneuverability.
It's also just plain crazy looking.

SPECIAL EQUIPMENT: armor plating, armored windshield (SP:15), Nitrous injector,



Top Speed:	90 mph	Acc/Decc:	15/30
Crew:	1	Range:	230mi
Passengers:	1	Cargo:	700KG
Maneuver:	+1	SDP:	70
SP:	20	Type:	car
Mass:	1.4tons	Starting Bid:	5500EB

Very heavily armored, this hand built vehicle is afraid of very little.

SPECIAL EQUIPMENT: Heavy steel plating, Off-road capable, military radio, ram bars, self sealing-self inflating tires, spikes



Top Speed:	100 mph	Acc/Decc:	12/30
Crew:	1	Range:	180mi
Passengers:	5	Cargo:	700KG
Maneuver:	-1	SDP:	40
SP:	5	Type:	Car
Mass:	1.1tons	Starting Bid:	150EB

Other than abuse, not much has been done to this car.

SPECIAL EQUIPMENT: none



Top Speed:	150 mph	Acc/Decc:	25/35
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	100KG
Maneuver:	0	SDP:	40
SP:	15	Type:	car
Mass:	1.2tons	Starting Bid:	600EB

A late 70's, early 80's Trans Am nomad special.

SPECIAL EQUIPMENT: light armor plating, supercharger



Top Speed:	110 mph	Acc/Decc:	15/35
Crew:	1	Range:	200mi
Passengers:	5	Cargo:	300KG
Maneuver:	0	SDP:	60
SP:	15	Type:	car
Mass:	1.3tons	Starting Bid:	650EB

More highly modified 70's muscle.

SPECIAL EQUIPMENT: armor plating, ram bars



Top Speed:	100 mph	Acc/Decc:	15/25
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	800KG
Maneuver:	0	SDP:	80
SP:	15	Type:	Car
Mass:	2.2tons	Starting Bid:	2500EB

This vehicle is a hand made 4-wheel drive quad on crack.

SPECIAL EQUIPMENT: off-road capable, 7.62mm machinegun in rotating turret, ram bar, personal water distillation kit, civilian band radio,



Top Speed:	120 mph	Acc/Decc:	15/20
Crew:	1	Range:	300mi
Passengers:	4	Cargo:	500KG
Maneuver:	+1	SDP:	60
SP:	15	Type:	car
Mass:	1.2tons	Starting Bid:	4500EB

Heavily modified with arms and armor, this Audi makes for one hell of an outrider vehicle. It also has plenty of room for supplies and equipment.

SPECIAL EQUIPMENT: Crash bar, light bars, armor plating, 5.56 gatling in pintle mount on roof, dual 9mm gatling guns in fixed forward hood mounts.



Top Speed:	75 mph	Acc/Decc:	10/25
Crew:	1	Range:	250mi
Passengers:	1	Cargo:	900KG
Maneuver:	0	SDP:	40
SP:	15	Type:	Car
Mass:	.9 tons	Starting Bid:	400EB

This old beater has a luggage rack and a large trunk.

SPECIAL EQUIPMENT: Ram bar, Armor plating, spikes, spiked wheels. Dual forward mounted flamethrowers (2 minutes of fuel each)



Top Speed:	140 mph	Acc/Decc:	25/35
Crew:	1	Range:	600mi
Passengers:	3	Cargo:	400KG
Maneuver:	0	SDP:	50
SP:	10	Type:	Car
Mass:	1.1tons	Starting Bid:	900EB

Everyone loves muscle. Surprisingly, other than replacing the widows with grating, little has been done to this vehicle.

SPECIAL EQUIPMENT:



Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	280mi
Passengers:	1	Cargo:	500KG
Maneuver:	0	SDP:	40
SP:	15	Type:	car
Mass:	.9 tons	Starting Bid:	420EB

An armored sedan. Other than the armor welds, this car is in pretty good shape.

SPECIAL EQUIPMENT: steel plating, roof hatches,



Top Speed:	85 mph	Acc/Decc:	10/20
Crew:	1	Range:	250mi
Passengers:	4	Cargo:	400KG
Maneuver:	0	SDP:	50
SP:	20	Type:	Car
Mass:	1.3tons	Starting Bid:	500EB

This moderately armored 4-door sedan will get you where you are going.

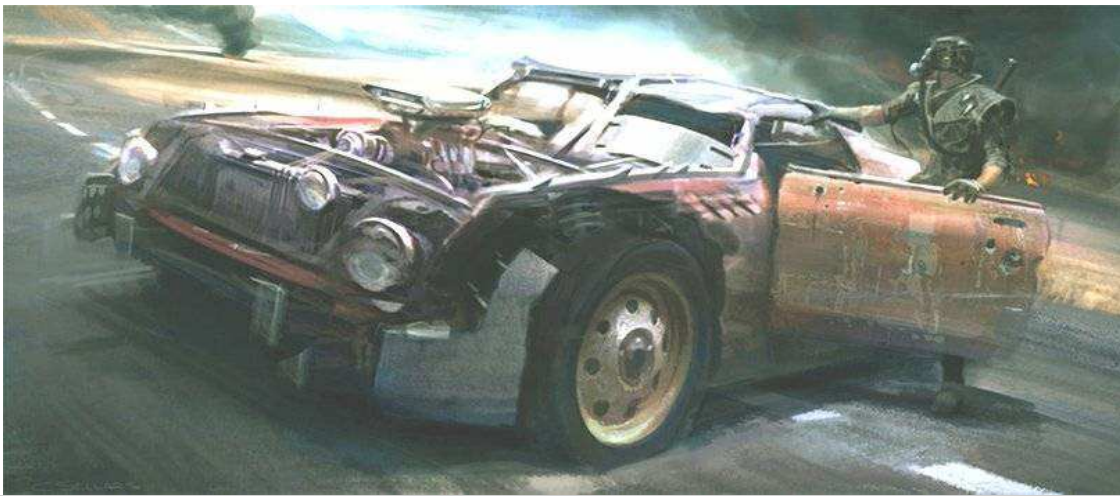
SPECIAL EQUIPMENT: armor plating



Top Speed:	140 mph	Acc/Decc:	20/40
Crew:	1	Range:	280mi
Passengers:	3	Cargo:	100KG
Maneuver:	+1	SDP:	50
SP:	10	Type:	Car
Mass:	1.1tons	Starting Bid:	1000EB

Mounting a .50 cal in a rotating roof turret, this beat up old Camaro is pretty mean. Unfortunately it's lack of headlights means it is of limited use.

SPECIAL EQUIPMENT: civilian band radio, ram bar, .50 cal mg in a rotating armored roof turret (SP:15).



Top Speed:	160 mph	Acc/Decc:	30/30
Crew:	1	Range:	280mi
Passengers:	1	Cargo:	500KG
Maneuver:	+1	SDP:	50
SP:	20	Type:	car
Mass:	1.3tons	Starting Bid:	950EB

This heavily armored sports car has seen more than its share of action, but still runs beautifully.

SPECIAL EQUIPMENT: Heavy armor plating, supercharger, CB radio, personal distillation kit



Top Speed:	80 mph	Acc/Decc:	10/35
Crew:	1	Range:	250mi
Passengers:	5	Cargo:	850KG
Maneuver:	0	SDP:	40
SP:	20	Type:	Car
Mass:	1.3tons	Starting Bid:	400EB

A heavily armored station wagon, for when getting the groceries could mean driving through a hail of gunfire.

SPECIAL EQUIPMENT: heavy armor plating, ram bar



Top Speed:	200 mph	Acc/Decc:	30/40
Crew:	1	Range:	280mi
Passengers:	1	Cargo:	300KG
Maneuver:	+2	SDP:	60
SP:	5	Type:	Car
Mass:	1.3tons	Starting Bid:	6000EB

This European performance vehicle was being sponsored by a corporation to enter into the next Scramble race. But since the last race was held in Tokyo, it never got to enter. The corporate lost everything when his company tanked (due in no small part to building this thing in the first place), now the car is available for auction. Personal we think the whole concept is stupid and a waste of resources, but we had to build it, you can now buy it.

SPECIAL EQUIPMENT: full Audio entertainment suite, digital dash, driver side airbags, gps, dual 9mm forward mounted gatling guns, quad mounted 5.56mm gatling guns (200rnds for each gun)



Top Speed:	80 mph	Acc/Decc:	15/30
Crew:	1	Range:	280mi
Passengers:	0	Cargo:	100KG
Maneuver:	+2	SDP:	40
SP:	20	Type:	Car
Mass:	1.2 tons	Starting Bid:	800EB

This heavily armed and armored dune buggy features a forward mounted minigun and a 6 shot rocket launcher. The rocket launcher actually loads law rockets, in the disposable tubes, and has a custom made firing mechanism for them. A cyberlink is required for both missile launcher and gun.

SPECIAL EQUIPMENT: Off-road capable, CB Radio 5.56mm gatling 200 rounds of ammo, 6 shot rocket launcher (empty at purchase)

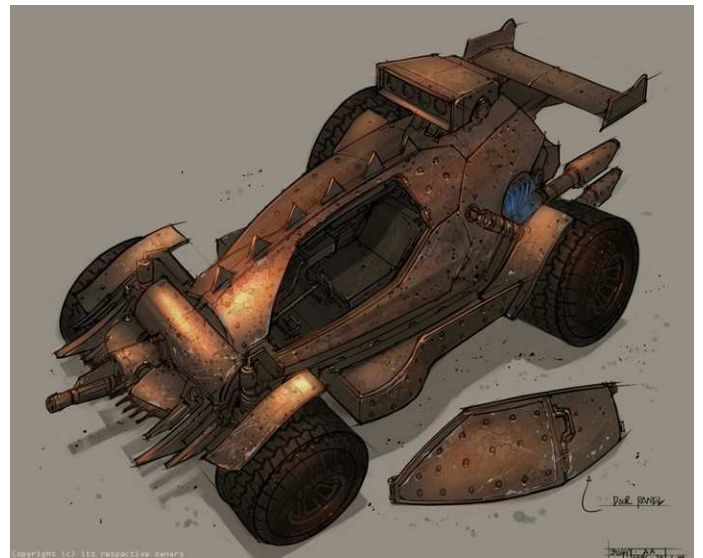


Design by P@thé

Top Speed:	100 mph	Acc/Decc:	15/45
Crew:	1	Range:	220mi
Passengers:	4	Cargo:	500KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Car
Mass:	1.2tons	Starting Bid:	550EB

This old Chevy has seen better days, but its still running hard.

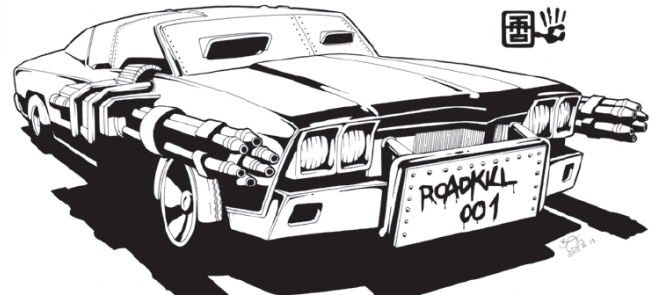
SPECIAL EQUIPMENT: 5.56mm mg rear pintle mount



Top Speed:	80 mph	Acc/Decc:	15/30
Crew:	1	Range:	280mi
Passengers:	0	Cargo:	100KG
Maneuver:	+2	SDP:	40
SP:	20	Type:	Car
Mass:	1.2 tons	Starting Bid:	800EB

Obviously made by the same person as the last buggy, this is equipped with the same features, although the rocket launcher holds and fires 5 RPG rounds instead of law rockets.

SPECIAL EQUIPMENT: Off-road capable, CB Radio 5.56mm gatling 200 rounds of ammo, 6 shot rocket launcher (empty at purchase)



Top Speed:	120 mph	Acc/Decc:	20/30
Crew:	1	Range:	600mi
Passengers:	3	Cargo:	400KG
Maneuver:	0	SDP:	50
SP:	10	Type:	Car
Mass:	1.3tons	Starting Bid:	4900EB

I don't know if there is such a thing as too much gun, but this muscle car must certainly straddle that line.

SPECIAL EQUIPMENT: armor plating over front windows, dual forward mounted 7.62 gatling guns with 200 rnds apiece



Top Speed:	110 mph	Acc/Decc:	15/30
Crew:	1	Range:	280mi
Passengers:	3	Cargo:	300KG
Maneuver:	+1	SDP:	40
SP:	15	Type:	car
Mass:	.9 tons	Starting Bid:	450EB

Some nomads have a really weird sense of humor...

SPECIAL EQUIPMENT:



Top Speed:	80 mph	Acc/Decc:	10/25
Crew:	1	Range:	200mi
Passengers:	3	Cargo:	40KG
Maneuver:	+2	SDP:	30
SP:	10	Type:	Car
Mass:	.6tons	Starting Bid:	320EB

A very very hard used Bug

SPECIAL EQUIPMENT: hi power lights, CB radio



Top Speed:	140 mph	Acc/Decc:	20/35
Crew:	1	Range:	280mi
Passengers:	2	Cargo:	100KG
Maneuver:	+1	SDP:	60
SP:	10	Type:	Car
Mass:	1.2tons	Starting Bid:	600EB

This is one beat up and battle weary Chevelle.

SPECIAL EQUIPMENT: off-road capable, ram bar, Dual mounted harpoon gun, radio



Design by P@thé

Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	280mi
Passengers:	5	Cargo:	0KG
Maneuver:	+1	SDP:	40
SP:	15	Type:	Car
Mass:	1.2tons	Starting Bid:	350EB

It's ugly, it's beat to hell, it's made up of like 6 different cars... it's nomad. I like how they turned the trunk into additional seating.

SPECIAL EQUIPMENT: off-road capable, ram bar, armor plating, radio



Design by P@thé

Top Speed:	90 mph	Acc/Decc:	15/30
Crew:	1	Range:	320mi
Passengers:	5	Cargo:	200KG
Maneuver:	+1	SDP:	40
SP:	15	Type:	Car
Mass:	1.2tons	Starting Bid:	400EB

God I love true nomad rides, they make you just want to get out and make the road your own.

SPECIAL EQUIPMENT: off-road capable, ram bar, armor plating, radio, winch, heavy forward angle spikes on doors and exterior protective bars, 4 person tent, 5 blankets, 5 gallon gas can, 10 gallon water bin, family sized distillation kite, tool kit, camo net, 100 feet thick rope, chainsaw, shovel, axe, x2 camping utensil and cooking sets.



Design by P@thé

Top Speed:	100 mph	Acc/Decc:	20/30
Crew:	1	Range:	320mi
Passengers:	5	Cargo:	50KG
Maneuver:	+1	SDP:	40
SP:	15	Type:	Car
Mass:	.8 tons	Starting Bid:	500EB

That is one messed up Alfa Romeo

SPECIAL EQUIPMENT: Twin 5.56machinguns on pintle mount



Top Speed:	150 mph	Acc/Decc:	20/30
Crew:	1	Range:	375mi
Passengers:	4	Cargo:	500KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	Car
Mass:	1.1tons	Starting Bid:	400EB

This old police car was taken from Raffin Shiv in Jersey who were using it to fool people into thinking they were cops.

SPECIAL EQUIPMENT: ram bar, police radio



Design by P@thé

Top Speed:	180 mph	Acc/Decc:	30/35
Crew:	1	Range:	275mi
Passengers:	1	Cargo:	400KG
Maneuver:	+3	SDP:	50
SP:	15	Type:	Car
Mass:	.9tons	Starting Bid:	1200EB

This Porsche 911 was also taken from a Raffin, from up north this time. The Stormriders have been bringing in many trophies this year.

SPECIAL EQUIPMENT: Armor plating, ram bar



Top Speed:	180 mph	Acc/Decc:	30/35
Crew:	1	Range:	275mi
Passengers:	1	Cargo:	400KG
Maneuver:	+3	SDP:	50
SP:	15	Type:	Car
Mass:	.9tons	Starting Bid:	1200EB

This Porsche928 came from the same Stormriders group that brought in the 911, probably from the same group of Raffens, who rumors have it as being Norse Lords.

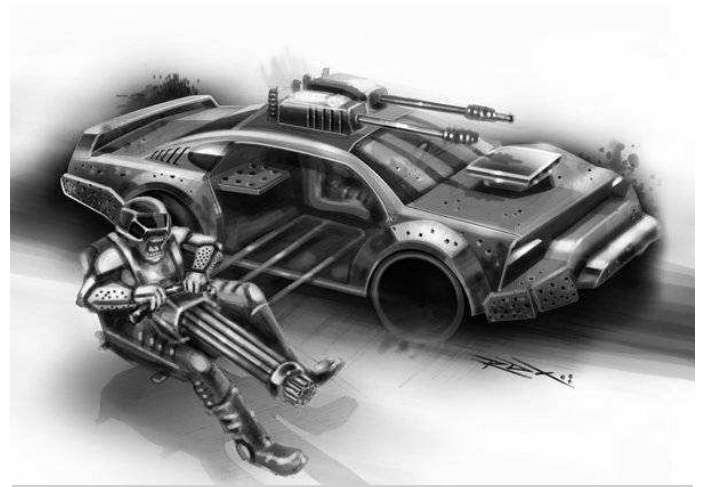
SPECIAL EQUIPMENT: Armor plating, ram bar, 9mm SMG in pintle mount.



Top Speed:	210 mph	Acc/Decc:	30/40
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	300KG
Maneuver:	+3	SDP:	50
SP:	5	Type:	Car
Mass:	1.3tons	Starting Bid:	2000EB

This performance vehicle is in remarkably good shape. It was won in a street race, apparently it's former owner was a static in Portland who bit off more than he could chew.

SPECIAL EQUIPMENT: supercharger, airbags, climate control, full audio entertainment suite, gps.



Top Speed:	120 mph	Acc/Decc:	30/35
Crew:	1	Range:	275mi
Passengers:	1	Cargo:	400KG
Maneuver:	+1	SDP:	50
SP:	15	Type:	Car
Mass:	1.2tons	Starting Bid:	1200EB

And once again we see a possible example of too much gun.

SPECIAL EQUIPMENT: dual forward roof mounted 7.62mm machineguns with 200 rnds each, armor plating, ram bar, 5.56mm gatling gun with 100 rnds



Top Speed:	150 mph	Acc/Decc:	25/30
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	500KG
Maneuver:	+1	SDP:	50
SP:	10	Type:	Car
Mass:	1.1tons	Starting Bid:	700EB

This is a bitchin' nomad engineered bit of muscle.

SPECIAL EQUIPMENT: ram bar, hood mounted cross bow, roof turret with metal holster (fits most rifles), armor plating



Top Speed:	160 mph	Acc/Decc:	25/30
Crew:	1	Range:	300mi
Passengers:	4	Cargo:	700KG
Maneuver:	0	SDP:	40
SP:	10	Type:	Car
Mass:	1.2tons	Starting Bid:	850EB

This souped up Monte Carlo is in good shape. Rumor is that it was taken from Raffin Shiv in Jersey, but it looks to be in far too good of shape for that.

SPECIAL EQUIPMENT: high power lights, police radio.



Top Speed:	150 mph	Acc/Decc:	25/35
Crew:	1	Range:	320mi
Passengers:	3	Cargo:	400KG
Maneuver:	+1	SDP:	50
SP:	10	Type:	Car
Mass:	1.1tons	Starting Bid:	1100EB

Some static spent years lovingly restoring this beauty, and now because he couldn't drive for shit you Neanderthals are gonna destroy this thing of beauty..

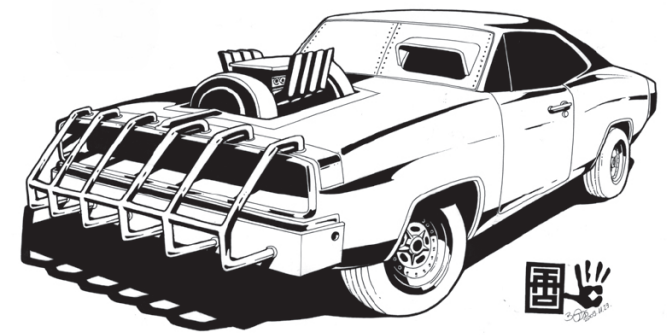
SPECIAL EQUIPMENT:



Top Speed:	140 mph	Acc/Decc:	25/35
Crew:	1	Range:	290mi
Passengers:	2	Cargo:	500KG
Maneuver:	+3	SDP:	60
SP:	20	Type:	Car
Mass:	1.4tons	Starting Bid:	1250EB

Possibly the prettiest nomad built buggy these old eyes have ever seen, it actually looks clean and symmetrical...

SPECIAL EQUIPMENT: off-road capable, armor, ram bars, roll cage rear mounted 7.62mm machinegun



Top Speed:	160 mph	Acc/Decc:	28/30
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	500KG
Maneuver:	-1	SDP:	50
SP:	10	Type:	Car
Mass:	1.1tons	Starting Bid:	535EB

Just out of the chop, the body is sill dent free, but the nomad modifications are in full gear.

SPECIAL EQUIPMENT: ram bar, supercharger, armor plating over windshield



Top Speed:	65 mph	Acc/Decc:	10/20
Crew:	1	Range:	250mi
Passengers:	3	Cargo:	40KG
Maneuver:	+3	SDP:	30
SP:	10	Type:	Car
Mass:	.3tons	Starting Bid:	100EB

Sometimes all you have is a crappy little city car, and when life hands you lemons, you get drunk and armor up your shitty little econobile and make do with what you have. The weapons on this vehicle cost more than the car itself when it was brand new...

SPECIAL EQUIPMENT: armor plates, forward pintle mounted flamethrower with 1 minutes fuel, top pintle mounted 5.56 machingun with 100 rnd belt.
Wheel spikes, ram bar



Top Speed:	100 mph	Acc/Decc:	20/35
Crew:	1	Range:	320mi
Passengers:	3	Cargo:	500KG
Maneuver:	+2	SDP:	60
SP:	20	Type:	Car
Mass:	1.3tons	Starting Bid:	1050EB

Another relatively unmarred military style buggy.

SPECIAL EQUIPMENT: off-road capable, armor plates, .50 cal machinegun in turret mount



Top Speed:	70 mph	Acc/Decc:	15/25
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	1000KG
Maneuver:	-3	SDP:	80
SP:	10	Type:	Car
Mass:	1.6tons	Starting Bid:	650EB

A very interesting sandrail, lots of torque.

SPECIAL EQUIPMENT: off-road capable, ram bar, personal water distillation kit, civilian band radio, tent, blankets, 10 gallon water supply, 10 gallon fuel can x2, nomad gizmo,



Top Speed:	100 mph	Acc/Decc:	20/20
Crew:	1	Range:	150mi
Passengers:	1	Cargo:	50KG
Maneuver:	+1	SDP:	50
SP:	5	Type:	Car
Mass:	.8tons	Starting Bid:	900EB

A very pretty little nomad hot rod.

SPECIAL EQUIPMENT: spikes



Top Speed:	180 mph	Acc/Decc:	28/40
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	100KG
Maneuver:	+2	SDP:	60
SP:	15	Type:	Car
Mass:	1.2tons	Starting Bid:	1110EB

This is a beautiful completely custom built sports car. A must drive for any Runner who sees it.

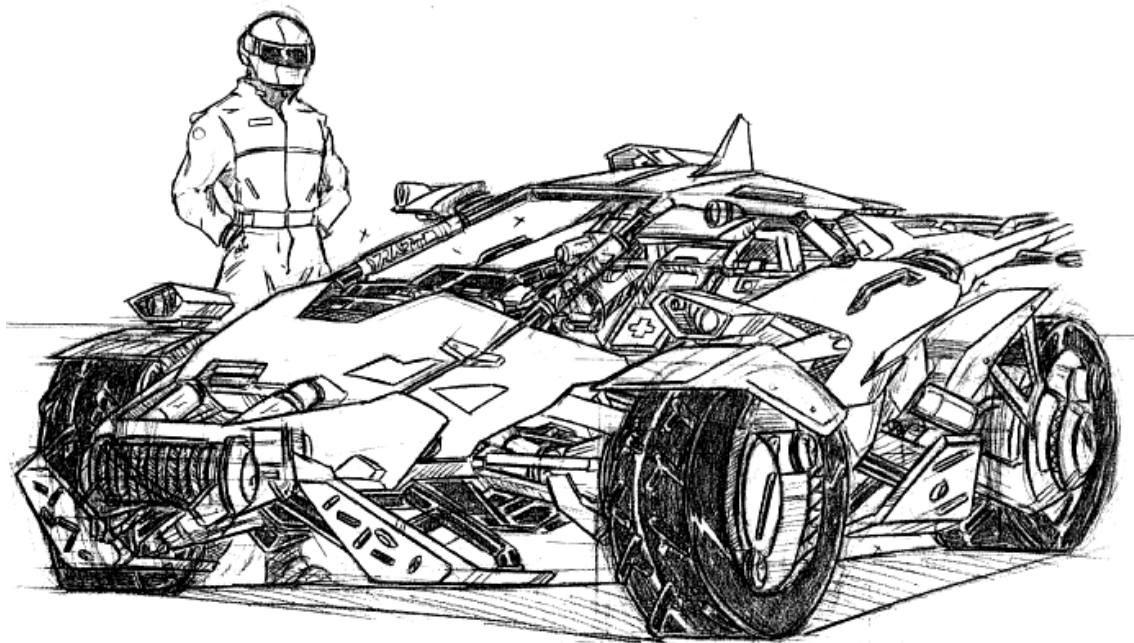
SPECIAL EQUIPMENT: civilian band radio, audio entertainment system, gps,



Top Speed:	150 mph	Acc/Decc:	25/35
Crew:	1	Range:	240mi
Passengers:	5	Cargo:	0KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Car
Mass:	1.3tons	Starting Bid:	8350EB

It's beat up, it's rusted out, and every shred of comfort has been ripped out, but damned if it doesn't look badass.

SPECIAL EQUIPMENT: civilian band radio, Supercharger, 7.63mm machinegun on pintle mount



Top Speed:	210mph	Acc/Decc:	28/45
Crew:	1	Range:	160mi
Passengers:	3	Cargo:	100KG
Maneuver:	+3	SDP:	50
SP:	20	Type:	Jeep
Mass:	1.3 tons	Cost:	9500eb

A highly modified Arasaka Oni. Once driven by Swift of the Broken Saints.

SPECIAL EQUIPMENT: off-road capable, armor plates, winch, gps, military radio, smartlink, full audio entertainment system, loudspeaker



Top Speed:	100 mph	Acc/Decc:	20/35
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	500KG
Maneuver:	+2	SDP:	60
SP:	20	Type:	Car
Mass:	1.4tons	Starting Bid:	1200EB

Like new armored military style buggy.

SPECIAL EQUIPMENT: off-road capable, armor plates, .50 cal machinegun in turret mount, ram bar



Top Speed:	60 mph	Acc/Decc:	10/15
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	400KG
Maneuver:	+3	SDP:	35
SP:	10	Type:	Car
Mass:	1.4tons	Starting Bid:	230EB

A small hand built buggy

SPECIAL EQUIPMENT: off-road capable, light armor plates, ram bar, light bar



Top Speed:	100 mph	Acc/Decc:	20/30
Crew:	1	Range:	250mi
Passengers:	3	Cargo:	500KG
Maneuver:	+2	SDP:	50
SP:	10	Type:	Car
Mass:	1.2tons	Starting Bid:	560EB

Rugged and near unstoppable, this baby will take just about any terrain you put in front of it.

SPECIAL EQUIPMENT: Off road capable, ramming bar, personal distillation kit, CB radio, cassette player, high power adjustable spotlights, light bar,



Top Speed:	80 mph	Acc/Decc:	10/20
Crew:	1	Range:	280mi
Passengers:	1	Cargo:	500KG
Maneuver:	+1	SDP:	35
SP:	5	Type:	car
Mass:	.7 tons	Starting Bid:	100EB

It runs, it has all 4 wheels, and both front seats, and that's about all we will say about his one.

SPECIAL EQUIPMENT: roof cherry light, loudspeakers/siren



Top Speed:	80 mph	Acc/Decc:	20/30
Crew:	1	Range:	260mi
Passengers:	0	Cargo:	100KG
Maneuver:	+3	SDP:	40
SP:	15	Type:	Car
Mass:	1.1tons	Starting Bid:	600EB

A nice little hand built buggy.

SPECIAL EQUIPMENT: civilian band radio, off-road capable,



Top Speed:	110 mph	Acc/Decc:	15/25
Crew:	1	Range:	275mi
Passengers:	4	Cargo:	700KG
Maneuver:	0	SDP:	65
SP:	10	Type:	Car
Mass:	1.2tons	Starting Bid:	435EB

A large car offers more protection, even without additional armor.

SPECIAL EQUIPMENT:



Top Speed:	120 mph	Acc/Decc:	25/35
Crew:	1	Range:	500mi
Passengers:	5	Cargo:	500KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Car
Mass:	1.2tons	Starting Bid:	545EB

Detroit horses are the very best kind of muscle.

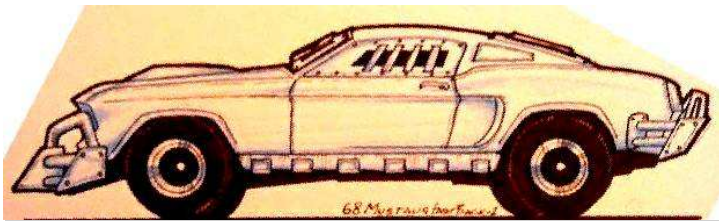
SPECIAL EQUIPMENT: ram bar, 2 adjustable spotlights, extra fuel supply.



Top Speed:	160 mph	Acc/Decc:	28/35
Crew:	1	Range:	500mi
Passengers:	5	Cargo:	600KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Car
Mass:	1.2tons	Starting Bid:	2000EB

A pristine condition custom muscle car. If I found out the buyer messes it up, I am banning him from my auction house.

SPECIAL EQUIPMENT:



Top Speed:	165 mph	Acc/Decc:	28/35
Crew:	1	Range:	275mi
Passengers:	3	Cargo:	400KG
Maneuver:	+1	SDP:	50
SP:	15	Type:	Car
Mass:	1.2tons	Starting Bid:	750EB

A beautiful modified and armored mustang.

SPECIAL EQUIPMENT: ram bars, armor plates



Top Speed:	120 mph	Acc/Decc:	20/20
Crew:	1	Range:	230mi
Passengers:	4	Cargo:	500KG
Maneuver:	0	SDP:	50
SP:	15	Type:	car
Mass:	1.2tons	Starting Bid:	525EB

An armored Gran Torino, ready to own the road.

SPECIAL EQUIPMENT: Ram bars, exterior frame reinforcement, armor plating.

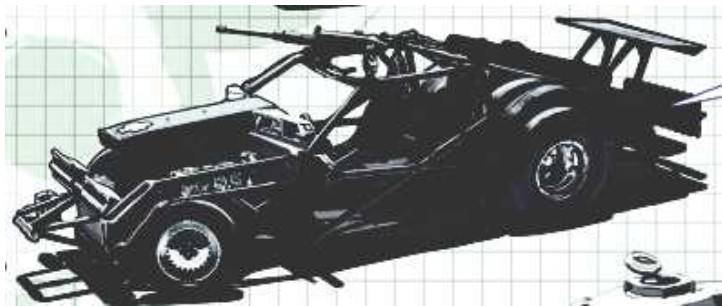


Top Speed:	80 mph	Acc/Decc:	15/30
Crew:	1	Range:	500mi
Passengers:	4	Cargo:	500KG
Maneuver:	+1	SDP:	40
SP:	15	Type:	Car
Mass:	.8 tons	Starting Bid:	400EB

Onoe more classic abused and shamefully modified... I really need a new line of work.

SPECIAL EQUIPMENT:
Armor plating, CB radio,
Extra large capacity fuel tank

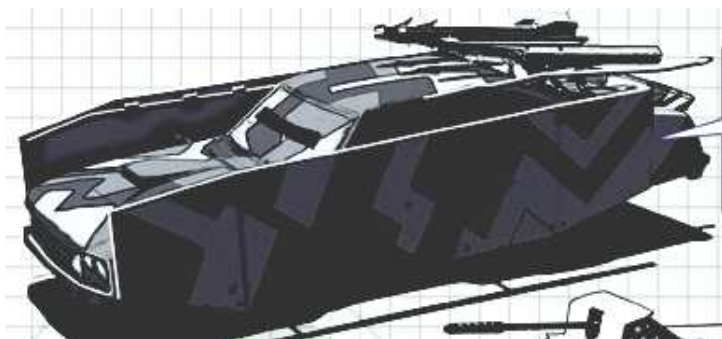




Top Speed:	150mph	Acc/Decc:	28/30
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	100KG
Maneuver:	+1	SDP:	50
SP:	5	Type:	Car
Mass:	1 tons	Starting Bid:	350EB

This vehicle is really just a Thunderbird frame with some accessories thrown on.

SPECIAL EQUIPMENT: ram bars, supercharger, .50 cal machinegun



Top Speed:	75 mph	Acc/Decc:	10/30
Crew:	1	Range:	200mi
Passengers:	3	Cargo:	300KG
Maneuver:	+1	SDP:	50
SP:	15/25	Type:	Car
Mass:	2.2tons	Starting Bid:	1250EB

This is taking add-on armor to ridiculous levels. This vehicle was used by Aldecaldos to transport tribal leaders and VIP's through hostile territory. The giant side armor plates make this vehicle nearly impervious from side attack, and the front and rear windows of this old Nova are also armored for more protection. The Aldecaldos family that owned this beast have also used it to create effective roadblocks.

SPECIAL EQUIPMENT: armor plates



Top Speed:	80 mph	Acc/Decc:	15/20
Crew:	1	Range:	340mi
Passengers:	3	Cargo:	500KG
Maneuver:	0	SDP:	35
SP:	10	Type:	Car
Mass:	.6 tons	Starting Bid:	80EB

This little 84 Mustang has been through hell and back and is still soldiering on. It was driven by an outrider pair working for an Aldecaldos family out of Arizona. When they were killed at their campsite by raiders, the family decided to sell the car here. The back bench is still there but the passenger seat has been removed.



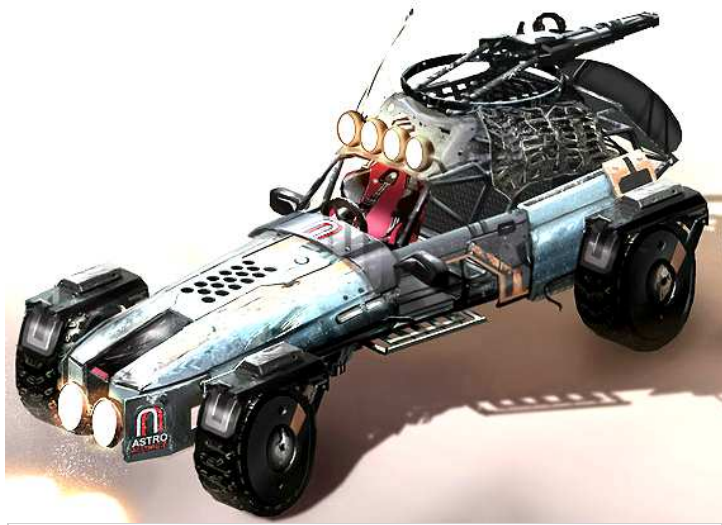
SPECIAL EQUIPMENT: personal distillation kit, armor plating, rooftop mounted SMG with tire armor turret, ram bar, CB radio,



Top Speed:	195 mph	Acc/Decc:	35/40
Crew:	1	Range:	460mi
Passengers:	1	Cargo:	50KG
Maneuver:	-2	SDP:	50
SP:	5	Type:	Car
Mass:	1 tons	Starting Bid:	1100EB

This pretty little dragster isn't all that maneuverable, but she does haul ass.

SPECIAL EQUIPMENT: extra fuel tanks x2



Top Speed:	85 mph	Acc/Decc:	25/30
Crew:	1	Range:	260mi
Passengers:	1	Cargo:	100KG
Maneuver:	+1	SDP:	50
SP:	15	Type:	Car
Mass:	1.1tons	Starting Bid:	800EB

A very nice hand built sand rail, good speed and maneuverability, decent armor, and a big gun.

SPECIAL EQUIPMENT: civilian band radio, off-road capable, armor plating, .50cal machinegun in rotating turret mount. High power light bar,



Top Speed:	165 mph	Acc/Decc:	28/35
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	400KG
Maneuver:	+2	SDP:	50
SP:	15	Type:	Car
Mass:	1.25 tons	Starting Bid:	1050EB

A very heavily modified Mustang, heavy armor, finely tuned engine, and extras.

SPECIAL EQUIPMENT: limited off-road capability, ram bars, armor plates, pintle mount for any assault rifle. winch



Top Speed:	80 mph	Acc/Decc:	18/35
Crew:	1	Range:	300mi
Passengers:	2	Cargo:	500KG
Maneuver:	+2	SDP:	60
SP:	15	Type:	Car
Mass:	.8tons	Starting Bid:	900EB

A hand built armored, feels right at home in the mud and muck.

SPECIAL EQUIPMENT: Off-road capable, .50 cal machineguns.



Top Speed:	140 mph	Acc/Decc:	25/45
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	400KG
Maneuver:	0	SDP:	50
SP:	20	Type:	Car
Mass:	1.1tons	Starting Bid:	500EB

It was beautiful up until someone welded that giant hunk of steel to it.

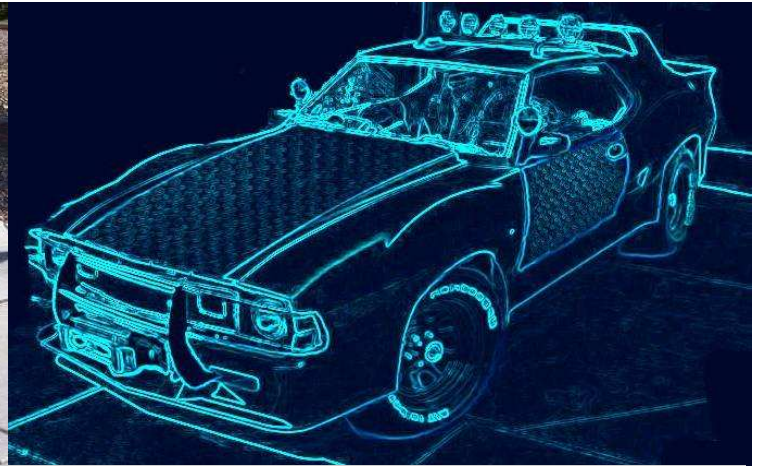
SPECIAL EQUIPMENT: supercharger, ram bar, spikes



Top Speed:	80 mph	Acc/Decc:	18/35
Crew:	1	Range:	300mi
Passengers:	2	Cargo:	500KG
Maneuver:	+2	SDP:	60
SP:	15	Type:	Car
Mass:	.8tons	Starting Bid:	900EB

A very armored military style jeep. Survival vehicle, outrider, scout, pathfinder, trailblazer, harsh country reconnaissance, this vehicle will handle it all.

SPECIAL EQUIPMENT: Off-road capable, .50 cal machineguns, military radio, GPS, Ram bar, Winch, 100 feet of rope,



Top Speed:	200 mph	Acc/Decc:	30/45
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	500kg
Maneuver:	+2	SDP:	50
SP:	20	Type:	Car
Mass:	1.4 tons	Starting Bid:	2000eb

This 1972 AMC javelin has be rebuilt from top to bottom for speed.

SPECIAL EQUIPMENT: armor plating, ram bar, radio, roll cage with reinforced loops, pull down armor plates for windows (SP: 15), winch, high power lights, personal distillation kit, military/police band radio, 10 gallon water tank in trunk, reinforced frame, trailer hitch, searchlights x2, Hydraulics, Nitrous booster (in armored SP: 20 housing) (+30% speed and acceleration for 5 seconds, 2 boosts)



Top Speed:	80 mph	Acc/Decc:	10/40
Crew:	1	Range:	250mi
Passengers:	3	Cargo:	300KG
Maneuver:	0	SDP:	40
SP:	20	Type:	Car
Mass:	.9 tons	Starting Bid:	200EB

No one is going to try jumping on this car, not since the last owners welded saw blades to every crevice.

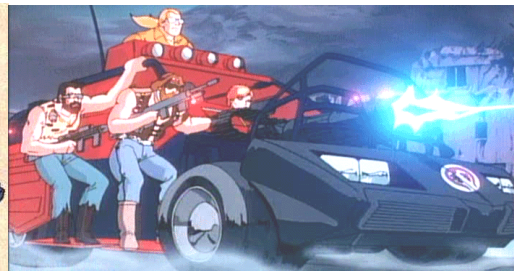
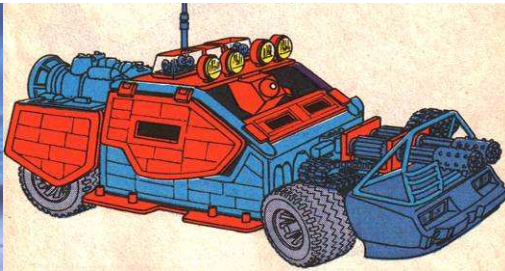
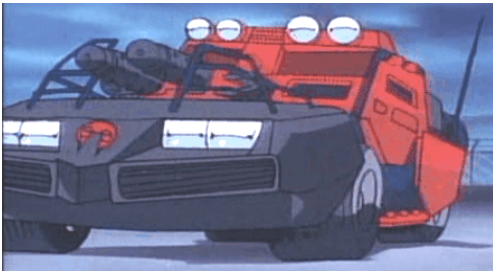
SPECIAL EQUIPMENT: ram bar, light bar, police lights.
Saw blades



Top Speed:	110 mph	Acc/Decc:	20/30
Crew:	1	Range:	250mi
Passengers:	3	Cargo:	300KG
Maneuver:	+1	SDP:	45
SP:	10	Type:	Car
Mass:	1.3tons	Starting Bid:	600EB

I'm not sure what it is about Camaros, but they seem to be irresistible to people wanting to turn them into off-road mudding machines

SPECIAL EQUIPMENT: off-road capable, radio,



Top Speed:	150 mph	Acc/Decc:	25/30
Crew:	1	Range:	250mi
Passengers:	1	Cargo:	100KG
Maneuver:	+1	SDP:	50
SP:	5	Type:	Car
Mass:	.9tons	Starting Bid:	700EB



Nomads will use whatever they can to get mobile, in this case scrap pieces from about 6 different vehicles, and a Wright j65 turbo jet engine stolen from a scrapped A4 Skyhawk. Then they slapped as much armor plating on it as they could and still be able to see to drive. In other words, this is one crazy thundering machine go go wagon.

SPECIAL EQUIPMENT: limited off-road capable, hi-power lights, police light bar, armor plating, police radio, dual 5.56mm gatling guns in fixed forward mount (200 rnds apiece)



TRUCKS



Top Speed:	50 mph	Acc/Decc:	5/35
Crew:	1	Range:	250mi
Passengers:	5	Cargo:	1000KG
Maneuver:	-2	SDP:	60
SP:	25	Type:	Truck
Mass:	2.1tons	Starting Bid:	800EB

SPECIAL EQUIPMENT: heavy armor plating



Top Speed:	75 mph	Acc/Decc:	10/25
Crew:	1	Range:	325mi
Passengers:	3	Cargo:	200KG
Maneuver:	0	SDP:	70
SP:	10	Type:	Truck
Mass:	1.9tons	Starting Bid:	3700EB

Lots of cargo room makes this truck good for light scavenger groups, hauling supplies, or whatever else you may need to move.

SPECIAL EQUIPMENT: ram bar, CB radio



Top Speed:	120 mph	Acc/Decc:	20/35
Crew:	1	Range:	360mi
Passengers:	1	Cargo:	5000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2.2tons	Starting Bid:	1200EB

A solid SUV, armored for hard use, but it doesn't look like its ever seen any action yet.

SPECIAL EQUIPMENT: Off-road capable, ram bar, armor plating



Top Speed:	80 mph	Acc/Decc:	15/25
Crew:	1	Range:	300mi
Passengers:	2	Cargo:	5000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2 tons	Starting Bid:	4800EB

A heavily armored panel truck, with view/gun ports on the box for defense if the owner chooses to haul people over cargo.

SPECIAL EQUIPMENT: armor plating



Top Speed:	80 mph	Acc/Decc:	15/20
Crew:	1	Range:	250mi
Passengers:	7	Cargo:	800KG
Maneuver:	-2	SDP:	70
SP:	10	Type:	Truck
Mass:	3.5tons	Starting Bid:	2500EB



Someone shoddily outfitted this bus to serve as a makeshift mobile home, complete with crapper. They also equipped it for off-road travel.



SPECIAL EQUIPMENT: Off-road capable, toilet,



Top Speed:	120 mph	Acc/Decc:	20/25
Crew:	1	Range:	300mi
Passengers:	4	Cargo:	800KG
Maneuver:	+1	SDP:	60
SP:	20	Type:	Truck
Mass:	1.9tons	Starting Bid:	5500EB

A heavily armored SUV, not much on offense, but great for defense.

SPECIAL EQUIPMENT: Heavy armor, off-road

capable, armored Glass (SP:15), winch



Top Speed:	90 mph	Acc/Decc:	10/30
Crew:	1	Range:	500mi
Passengers:	2	Cargo:	75 tons
Maneuver:	-1	SDP:	80
SP:	25	Type:	Truck
Mass:	2 tons	Starting Bid:	5000EB

This old cargo truck has been very heavily armored and reinforced.

SPECIAL EQUIPMENT:

Cowcatcher, CB radio
armor plates on windows,
armor plating, off-road capability



Top Speed:	45 mph	Acc/Decc:	5/20
Crew:	1	Range:	200mi
Passengers:	5	Cargo:	400KG
Maneuver:	-3	SDP:	50
SP:	10/35	Type:	Truck
Mass:	4.1tons	Starting Bid:	1500EB

No, we don't know why someone would mount a tank to the back of a pickup... but they did. This has got to be one of the most ridiculous things to ever cross this auction house. Does look kinda neat though.

SPECIAL EQUIPMENT: heavy armor plating, off-road capable, dual .50cal machineguns in swivel turrets, roof mounted 5.56 machinegun.



Top Speed:	80 mph	Acc/Decc:	10/25
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	8000KG
Maneuver:	-2	SDP:	70
SP:	25	Type:	Truck
Mass:	9tons	Starting Bid:	15,000EB

An old military surplus ISV, lots of armor, and a big gun.

SPECIAL EQUIPMENT: Heavy duty ram bar, steel plating, top mounted 7.52mm machinegun, 16 smoke/flare canisters, military radio,



Top Speed:	80 mph	Acc/Decc:	15/20
Crew:	1	Range:	250mi
Passengers:	20	Cargo:	2000KG
Maneuver:	-2	SDP:	70
SP:	10	Type:	Truck
Mass:	3.9tons	Starting Bid:	7500EB

Another schoolbus, this one is not only armored, but extremely well armed.

SPECIAL EQUIPMENT: armor plating over windows, cow catcher, dual 7.63mm cannons in a roof mounted ball turret, x 10 5.56mm machineguns in windows, CB radio, high power lights, ramming spikes



Top Speed:	100 mph	Acc/Decc:	20/30
Crew:	1	Range:	335mi
Passengers:	1	Cargo:	5000KG
Maneuver:	+1	SDP:	60
SP:	10	Type:	Truck
Mass:	2.1tons	Starting Bid:	1000EB

Leave the road behind with ease with this mudder truck. The back is really nothing more than a strong mesh cage, originally built for animal containment, or possibly prisoner transport.



SPECIAL EQUIPMENT: Off road capable, ram bar, light bar, CB radio



Top Speed:	120 mph	Acc/Decc:	10/30
Crew:	1	Range:	500mi
Passengers:	4	Cargo:	60 tons
Maneuver:	-2	SDP:	100
SP:	20	Type:	Heavy Truck
Mass:	13tons	Starting Bid:	28,000EB

A very hard used and well protected fuel tanker.

SPECIAL EQUIPMENT: 2 trailer mounted turrets equipped with dual .50 cal Machineguns, civilian band radio, cow catcher, armor plates over wheels and windows



Top Speed:	60 mph	Acc/Decc:	10/15
Crew:	1	Range:	450mi
Passengers:	8	Cargo:	800KG
Maneuver:	+1	SDP:	125
SP:	20	Type:	Heavy Truck
Mass:	12 tons	Starting Bid:	13,500EB

A huge armored military surplus vehicle equipped for the nomad family.

SPECIAL EQUIPMENT: off-road capable, hi-power lights, armor plating, ram bar, long range radio, family distillation kit, small galley, toilet. 50cal machinegun in on pintle roof mount, solar panel for stove and water heater



Top Speed:	150 mph	Acc/Decc:	25/20
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	200KG
Maneuver:	-1	SDP:	50
SP:	10	Type:	Truck
Mass:	1.2tons	Starting Bid:	1100EB

A chopped, lowered, and nitrous equipped racing truck. It looks pretty now, but after a few months it will look nomad proper.

SPECIAL EQUIPMENT: extra fuel tanks, nitrous boost x2, ram bar.



Top Speed:	100 mph	Acc/Decc:	20/30
Crew:	1	Range:	380mi
Passengers:	4	Cargo:	3000KG
Maneuver:	+1	SDP:	80
SP:	10	Type:	Truck
Mass:	3.6tons	Starting Bid:	12,000EB

Take an old Russian cargo hauler and equip it as a monster truck, and you get this behemoth.

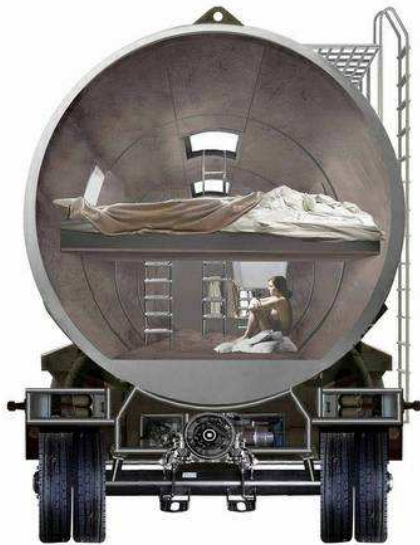
SPECIAL EQUIPMENT: Off-road capable, gps, Military radio, ram bar, armor plating,



Top Speed:	90 mph	Acc/Decc:	10/25
Crew:	1	Range:	250mi
Passengers:	2	Cargo:	5000KG
Maneuver:	-1	SDP:	70
SP:	20	Type:	Truck
Mass:	3tons	Starting Bid:	7200EB

This wrecker is a beast, stripped but still armored.

SPECIAL EQUIPMENT: Ram bar, roll cage, Light bar, cow catcher, heavy tow winch, tools, small forward winch



Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	550mi
Passengers:	2+	Cargo:	75 tons
Maneuver:	-2	SDP:	80
SP:	10/25 (truck/trailer)	Type:	Truck
Mass:	11tons	Starting Bid:	17,000EB

What do you do when your fuel tanker is shot up, or springs a leak. No sense junking it when you can thoroughly scrub it out and convert it to a living space. The trailer comes with the truck, though really you could easily hook this to any semi.

SPECIAL EQUIPMENT: Trailer: bath, toilet, king size elevated bed, sink, 100 gallon water reservoir under floor.



Top Speed:	100 mph	Acc/Decc:	10/25
Crew:	1	Range:	250mi
Passengers:	2	Cargo:	500KG
Maneuver:	0	SDP:	100
SP:	20	Type:	Truck
Mass:	4.6tons	Starting Bid:	27,500EB

This semi has been equipped with a 6-shot vsam and 20mm cannon. It can't haul a trailer anymore, but it can knock a plane out of the sky.

SPECIAL EQUIPMENT: spikes, ram bar, armor plates over windows, 20mm cannon in pintle mount on roof, 6-shot V-SAM launcher



Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	350mi
Passengers:	2	Cargo:	5000KG
Maneuver:	-1	SDP:	60
SP:	30	Type:	Truck
Mass:	1.8tons	Starting Bid:	8500EB

This modified armor car can still get the goods where they need to safely.

SPECIAL EQUIPMENT: Heavy armor, solid rubber tires.



Top Speed:	80 mph	Acc/Decc:	10/25
Crew:	1	Range:	280mi
Passengers:	1	Cargo:	10tons
Maneuver:	-2	SDP:	110
SP:	25	Type:	Truck
Mass:	13tons	Starting Bid:	31,000EB

This fully functional trash compactor is in like new condition for how old it is. The possibilities for modification are endless, and its armor qualities are immense.

SPECIAL EQUIPMENT: Heavy forklift, trash compactor.



Top Speed:	60 mph	Acc/Decc:	5/30
Crew:	1	Range:	300mi
Passengers:	2	Cargo:	8000KG
Maneuver:	-1	SDP:	75
SP:	15	Type:	Truck
Mass:	1.9tons	Starting Bid:	2,900EB

I This is one beat up old cargo truck, but she still has life left in her.

SPECIAL EQUIPMENT:



Top Speed:	120 mph	Acc/Decc:	15/30
Crew:	1	Range:	400mi
Passengers:	4	Cargo:	500KG
Maneuver:	+2	SDP:	80
SP:	25	Type:	Truck
Mass:	2.3tons	Starting Bid:	3,000EB

Another heavily modified and armored Humvee.

SPECIAL EQUIPMENT: Off-road capable, .50cal machinegun in rotating roof turret, armor plating over windows, military radio, gps,



Top Speed:	120 mph	Acc/Decc:	15/30
Crew:	1	Range:	400mi
Passengers:	3	Cargo:	800KG
Maneuver:	+1	SDP:	60
SP:	10	Type:	Truck
Mass:	1.7tons	Starting Bid:	700EB

An old park ranger truck, souped up and beat to hell.

SPECIAL EQUIPMENT: Off-road capable, civilian band radio, steel plating, swivel mounted spotlight x2, ram bar, high power beams, emergency lights



Top Speed:	120 mph	Acc/Decc:	25/35
Crew:	1	Range:	400mi
Passengers:	3	Cargo:	2500KG
Maneuver:	+1	SDP:	65
SP:	10	Type:	Truck
Mass:	2.3tons	Starting Bid:	10500EB

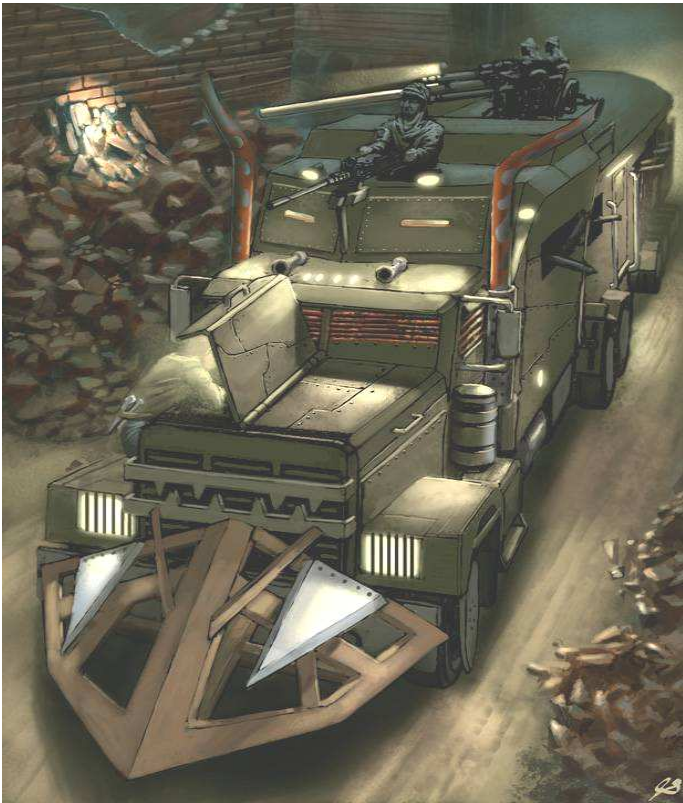
A serious nomad vehicle for a serious nomad. These highway wagons are the mark of a nomad or family who has truly dedicated themselves to life on the open road. It comes loaded with everything you see, more than enough goods and supplies to live comfortably off the road.



Design by P@thé

SPECIAL EQUIPMENT: Off-road capable, Ram Bar, this truck comes with so much stuff left on it from its previous owner, we could not begin to list it all, so we will say that we guarantee it contains all the supplies a nomad would ever need for daily life, and we will throw in a years supply of rations.





Top Speed:	110 mph	Acc/Decc:	10/35
Crew:	1	Range:	450mi
Passengers:	10	Cargo:	1 ton
Maneuver:	-1	SDP:	110
SP:	25	Type:	Truck
Mass:	14tons	Starting Bid:	22,000EB

Another large nomad truck converted to serve as mobile home and headmans vehicle. This one is obviously a Raffin Shiv vehicle.

SPECIAL EQUIPMENT: Cowcatcher, ram bar, civilian band radio, armor plates on windows, 6 fold down bunks, armor plating, rooftop turret. family sized water distillation kit, 50 gallon water tank, 12 rifle ports, .50cal machinegun on truck roof turret, dual 20mm machinegun in trailer roof turret, toilet



Top Speed:	100 mph	Acc/Decc:	15/20
Crew:	1	Range:	300mi
Passengers:	2	Cargo:	500KG
Maneuver:	0	SDP:	30
SP:	10	Type:	Truck
Mass:	1.5tons	Starting Bid:	450EB



A light armored truck, good for outriders.

SPECIAL EQUIPMENT: off-road capable, flame thrower in pintle mount, steel plating, ram bar, high power light bar,



Top Speed:	110 mph	Acc/Decc:	10/25
Crew:	1	Range:	220mi
Passengers:	2	Cargo:	100KG
Maneuver:	0	SDP:	100
SP:	20	Type:	Truck
Mass:	4.6tons	Starting Bid:	35,500EB

This is the second truck we have seen equipped a surface to air missile launcher. Where the hell are these coming from?

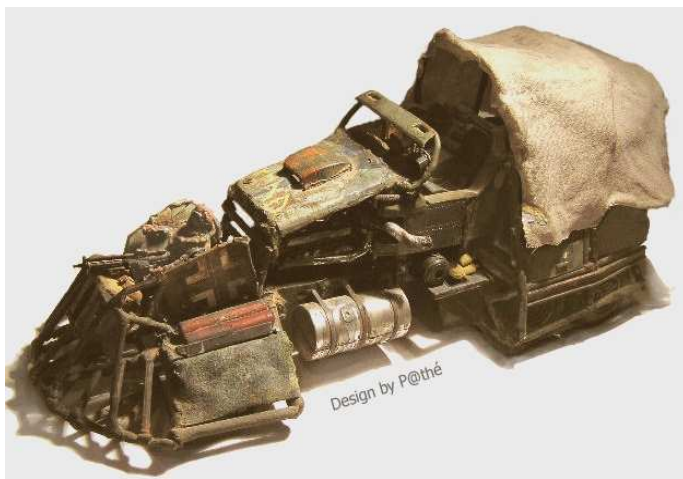
SPECIAL EQUIPMENT: spikes, ram bar, armor plating, 4-shot HV-SAM launcher



Top Speed:	60 mph	Acc/Decc:	5/10
Crew:	7	Range:	400mi
Passengers:	20	Cargo:	100tons
Maneuver:	-4	SDP:	500
SP:	100	Type:	INDUSTRIAL TRUCK
Mass:	250tons	Starting Bid:	5,000,000EB

These crazy ideas are spreading, now there are two massive dump trucks converted to mobile battle and living platforms in the world. This was brought in by the same group that brought in the two semis equipped with surface to air missile launchers. Apparently all three vehicles were captured Raffen Shiv Vehicles out of Nevada. Buy this truck and we will throw in the buggy for free. This bitch doesn't even run on diesel, it's been converted to run on steam using a locomotive engine... seriously.

SPECIAL EQUIPMENT: Off-road capable, cattle catcher, 8 .50 caliber machine guns on swivel mounts, heavy ballista firing explosive tipped harpoons (4d10), military radio, , 100 gallon water supply, puncture proof tires,



Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	250mi
Passengers:	5	Cargo:	800KG
Maneuver:	0	SDP:	65
SP:	20	Type:	Truck
Mass:	1.6tons	Starting Bid:	1500EB

This crazy wagon is built from a racing truck, although it uses so many pieces from so many different vehicles that its just a metal pot-pouri. Much faster than it looks, but can't corner for shit.

SPECIAL EQUIPMENT: off-road capable, armor plating, forward gunner seat with 7,mm MG, ram bar,



Top Speed:	100 mph	Acc/Decc:	15/25
Crew:	1	Range:	400mi
Passengers:	2	Cargo:	500KG
Maneuver:	-1	SDP:	90
SP:	20	Type:	Truck
Mass:	2.3 tons	Starting Bid:	12,250EB

Another former Raffan Shiv semi truck, and its vicious looking. It's still capable of hauling a trailer, and it has proven to be able to take punishment.

SPECIAL EQUIPMENT: spikes, ram bar, armor plates over windows, armor plates over wheels, armor plating, 20mm mg on armored roof mount



Top Speed:	140 mph	Acc/Decc:	20/30
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	800KG
Maneuver:	+1	SDP:	65
SP:	15	Type:	Truck
Mass:	1.6tons	Starting Bid:	2300EB

An agile pickup truck that's been outfitted for escort duty and off-road capable.

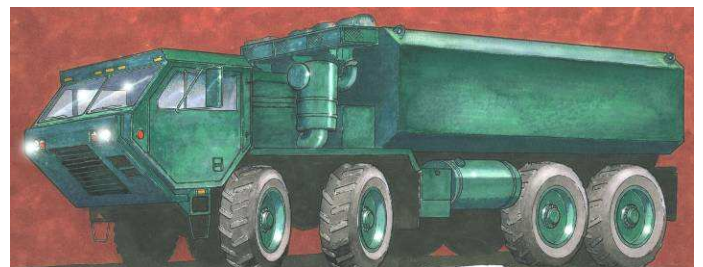
SPECIAL EQUIPMENT: off-road capable, hi-power lights, ram bar, 5.56mm machine gun in turret over passenger seat, armor plates over windows,



Top Speed:	120 mph	Acc/Decc:	20/30
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	650KG
Maneuver:	+2	SDP:	55
SP:	10	Type:	Truck
Mass:	1.2tons	Starting Bid:	900EB

A very sturdy and maneuverable safari vehicle, with an armor plate added to the front window. Not sure what good that will do since the passengers are exposed from every other angle, but its still a good truck.

SPECIAL EQUIPMENT: off-road capable, hi-power lights, winch, ram bar, armor plates over windshield,



Top Speed:	110 mph	Acc/Decc:	15/30
Crew:	1	Range:	500mi
Passengers:	3	Cargo:	22tons
Maneuver:	-1	SDP:	100
SP:	30	Type:	Truck
Mass:	17tons	Starting Bid:	45,000EB

Another heavily armored military surplus cargo hauler. This one was brought up from South America through Mexico before ending up here.

SPECIAL EQUIPMENT: Off road capable, military radio, armored windows (SP 15)



Top Speed:	70 mph	Acc/Decc:	10/20
Crew:	1	Range:	300mi
Passengers:	20	Cargo:	1.5tons
Maneuver:	-2	SDP:	75
SP:	20	Type:	Truck
Mass:	4.1tons	Starting Bid:	10,000EB

This is a very heavily armored bus, perfect for transporting family through dangerous territories.

SPECIAL EQUIPMENT: CB radio, heavy armor plating



Top Speed:	115 mph	Acc/Decc:	20/30
Crew:	1	Range:	250mi
Passengers:	2	Cargo:	1000KG
Maneuver:	-1	SDP:	70
SP:	10	Type:	Truck
Mass:	2.1tons	Starting Bid:	800EB

This is one tough old Ute, and it's been lowered and given a new engine, tuned for speed.

SPECIAL EQUIPMENT:



Top Speed:	75 mph	Acc/Decc:	10/20
Crew:	1	Range:	300mi
Passengers:	2 (	Cargo:	500KG
Maneuver:	-3	SDP:	50
SP:	25	Type:	Heavy Truck
Mass:	4tons	Starting Bid:	10,500EB

God only knows who built this vehicle, or what it was originally designed for, but it was captured from Raffien Shiv slavers who had been using it to instill terror and transport captured slaves. And no, don't ask where the hell they got an elephant skull.

SPECIAL EQUIPMENT: off-road capable, heavy winch/claw, armor plating, radio, large flamethrower in rotating turret (x2 range 10 minute fuel supply in heavy armored tank)



Top Speed:	100 mph	Acc/Decc:	20/20
Crew:	1	Range:	275mi
Passengers:	6	Cargo:	600KG
Maneuver:	-1	SDP:	50
SP:	15	Type:	Truck
Mass:	1.7tons	Starting Bid:	1100EB

It's ugly as sin, but they are making the most out of the space by incorporating a helicopter door gunner mounting on the removed sliding doorway of the van, and another mg in the removed large panel window on the left.

SPECIAL EQUIPMENT: Armor plating, duel 7.62mm machineguns right side door gunner mount, 10mm caseless machinegun in left side mount



Top Speed:	100 mph	Acc/Decc:	10/30
Crew:	1	Range:	450mi
Passengers:	1	Cargo:	75 tons
Maneuver:	-2	SDP:	90
SP:	20	Type:	Truck
Mass:	10tons	Starting Bid:	30,000EB



This truck and trailer have been heavily modified to make it an ideal survival tool for any large nomad fa mily. In addition to being a fuel tanker, the truck has been set up as a mobile fuel dispensary, complete with fuel lines and pumps, allowing for an almost completely independent existence.



SPECIAL EQUIPMENT: Cowcatcher, radio, personal distillation kit, fuel pumps, tanker trailer, spikes, armor plating



Top Speed:	80 mph	Acc/Decc:	15/20
Crew:	1	Range:	250mi
Passengers:	3	Cargo:	300KG
Maneuver:	-1	SDP:	50
SP:	20	Type:	Truck
Mass:	2.3tons	Starting Bid:	3900EB

This is a pretty heavy duty hauler, and well armored to boot. It also features an armored rear cabin for passengers of extra storage.

SPECIAL EQUIPMENT: off-road capable, armor shutters on windows, steel plating, tow rig, winch, 50 gallon fuel drum ram bar, high power light bar,



Top Speed:	120 mph	Acc/Decc:	20/30
Crew:	1	Range:	250mi
Passengers:	2	Cargo:	900KG
Maneuver:	0	SDP:	65
SP:	10	Type:	Truck
Mass:	1.6tons	Starting Bid:	600EB

Nothing weathers abuse like an old truck, and this one has seen plenty and keeps on kicking. Comes with a dirt bike.

SPECIAL EQUIPMENT: off-road capable, hi-power lights, ram bar



Top Speed:	110 mph	Acc/Decc:	15/30
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	5000KG
Maneuver:	+1	SDP:	60
SP:	10	Type:	Truck
Mass:	2.4tons	Starting Bid:	1000EB

This pickup has been reinforced and heavily armored to provide maximum protection on the road.

SPECIAL EQUIPMENT: Off road capable, ram bar, light bar, CB radio, fold out dual 5.56mm machineguns, x2 grapples on 50 meter steel cables.



Top Speed:	120 mph	Acc/Decc:	20/20
Crew:	1	Range:	275mi
Passengers:	6	Cargo:	600KG
Maneuver:	-1	SDP:	50
SP:	15	Type:	Truck
Mass:	1.7tons	Starting Bid:	1100EB

This is one bad ass van, fast, powerful, and just intimidating as hell. The custom paintjob only drives it all home that this is not a van

to be messed with.



SPECIAL EQUIPMENT: Armor plating, dual 7.62mm machinegun on roof turret, ram bar





Top Speed:	60 mph	Acc/Decc:	10/20
Crew:	2	Range:	220mi
Passengers:	0	Cargo:	0kg
Maneuver:	-1	SDP:	140
SP:	60	Type:	APC
Mass:	20 tons	Cost:	3,020,000 eb

This began life as an old Mexican Military cargo hauler, but has since been extremely heavily modified into a makeshift version of the GMI/GE Edison. In other words this vehicle is a huge generator, capable of powering entire camps. Meta has paid for several of these to be built for use in salvage and reclamation projects in Chicago and New York. The vehicle has enough fuel to power a large nomad camp for 2 days, but usually feeds directly from a fuel tanker.

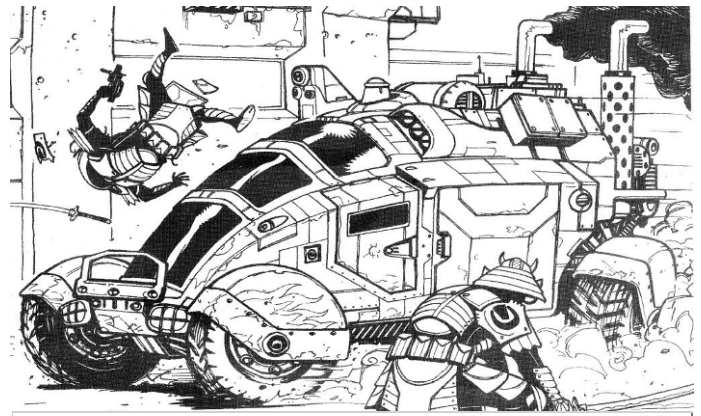
SPECIAL EQUIPMENT: military radio, GPS, large diesel powered generator, ball turret mount with twin .50 call cannons.



Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	400mi
Passengers:	10	Cargo:	1 tons)
Maneuver:	-3	SDP:	110
SP:	25	Type:	Heavy Truck
Mass:	25tons	Starting Bid:	25,000EB

This is a semi truck converted into a heavily armored and armored battle platform and mobile home.

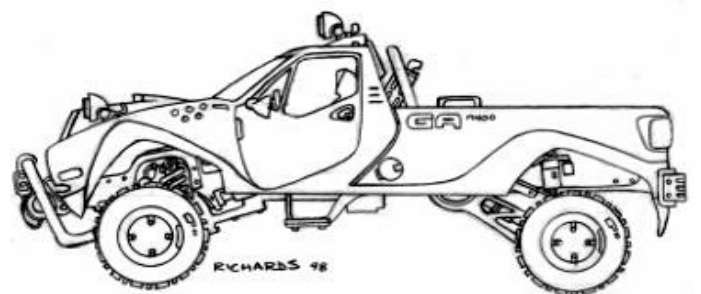
SPECIAL EQUIPMENT: cowcatcher, military band radio, steel plating, spikes, 4 side mounted .50 cal mgs, turret mounted harpoon launcher (8d6) and cable winch



Top Speed:	125 mph	Acc/Decc:	20/30
Crew:	1	Range:	500mi
Passengers:	3	Cargo:	2000KG
Maneuver:	-1	SDP:	100
SP:	10	Type:	Truck
Mass:	6tons	Starting Bid:	95,000EB

We aren't even going to begin to guess what this Technomancer scratch built vehicle is pieced together from. What we can tell you is that it is highly armored, faster than it looks, and has a full electronics workshop inside it, making it ideal for techies or cybertechs on the move. It's also packed to the gills with electronics.

SPECIAL EQUIPMENT: ram bar, armor plating over wheels, smart link, military band radio, gps, onboard computer and cybermodem, Data catcher, Flare launcher, chaff launcher, ECCM, crash control system and airbags, Signal Jammer (1 mile range), forward, rear and side mounted cameras equipped with LL and IR, Off-road capable



Top Speed:	140 mph	Acc/Decc:	25/35
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	1000KG
Maneuver:	+1	SDP:	65
SP:	10	Type:	Truck
Mass:	1.2tons	Starting Bid:	500EB

After the last truck this one is a bit underwhelming, nothing more than a baja style pickup.

SPECIAL EQUIPMENT: off-road capable, hi-power lights, ram bar, winch



Top Speed:	110 mph	Acc/Decc:	15/30
Crew:	1	Range:	300mi
Passengers:	5	Cargo:	1000KG
Maneuver:	0	SDP:	60
SP:	5	Type:	Truck
Mass:	1.2tons	Starting Bid:	300EB

A stripped down truck, really nothing all that special, but inexpensive and comes with a 5.56mm machinegun mounted to it and a free family sized tent.

SPECIAL EQUIPMENT: off-road capable, , ram bar, family sized tent, 5,56mm cannon in pintle mount.



Top Speed:	100 mph	Acc/Decc:	10/20
Crew:	1	Range:	400mi
Passengers:	4	Cargo:	50 tons
Maneuver:	-2	SDP:	80
SP:	20	Type:	Truck
Mass:	10tons	Starting Bid:	18,000EB

One last fuel tanker, heavy duty. Not armed and could use some armor around the cab, but it gets the job done.

SPECIAL EQUIPMENT: cow catcher, armored spiked turrets on fuel tanker.



Top Speed:	120 mph	Acc/Decc:	15/35
Crew:	1	Range:	450mi
Passengers:	4	Cargo:	80tons
Maneuver:	-2	SDP:	110
SP:	25	Type:	Heavy Truck
Mass:	24 tons	Starting Bid:	52,000EB

Both truck and trailer have been heavily armored.

SPECIAL EQUIPMENT: Civilian band radio, high power lamps, ram bar, steel plating,

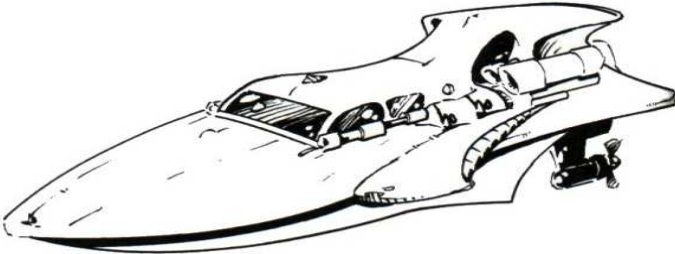


Top Speed:	120 mph	Acc/Decc:	20/30
Crew:	1	Range:	320mi
Passengers:	5	Cargo:	500KG
Maneuver:	+1	SDP:	60
SP:	15	Type:	Truck
Mass:	1.2tons	Starting Bid:	1300EB

A truck built for escort duty. Heavily armed, moderately armored, and fast.

SPECIAL EQUIPMENT: off-road capable, , ram bar, armor plating, 7.62mm cannon in pintle mount x2,

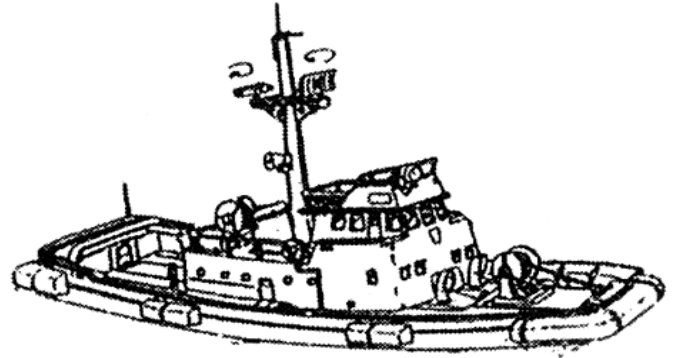
BOATS



Top Speed:	140mph	Acc/Decc:	22/45
Crew:	1	Range:	230mi
Passengers:	7	Cargo:	2000kg
Maneuver:	0	SDP:	50
SP:	10	Type:	watercraft
Mass:	1.2 tons	Starting Bid:	15,000 eb

Aquatic nomads need outriders and interceptors, and this boat more than fills that purpose. IT features both a standard prop driven engine, which can be disengaged when the jet engines are activated.

SPECIAL EQUIPMENT: two forward mounted 30mm cannons, radar, sonar, long range radio,



Top Speed:	25mph	Acc/Decc:	10/10
Crew:	1	Range:	600mi
Passengers:	20	Cargo:	10 tons
Maneuver:	0	SDP:	100
SP:	15	Type:	watercraft
Mass:	25 tons	Starting Bid:	21,000 eb

A simple fishing boat, the staple of the Thelas nation.

SPECIAL EQUIPMENT: captains cabin, full kitchen, sleeping quarters, lounge area, cargo hold, 2 fishing hoists, crane, bathroom with shower 2 winches, radio, gps, sonar



Top Speed:	20 mph	Acc/Decc:	15/15
Crew:	1	Range:	100mi
Passengers:	3	Cargo:	100kg
Maneuver:	+2	SDP:	40
SP:	5	Type:	watercraft
Mass:	160 lbs	Cost:	900 eb

This is a popular style of inflatable patrol/fishing craft often seen on rivers and swamps where the Thelas use them extensively. They are also seen on the high sees where they are used as dingys and outrider craft. This

RIB has been outfitted with a 7.62mm mg on an armored pintle mount.

SPECIAL EQUIPMENT: 7.62mm MG, radio



Top Speed:	70mph	Acc/Decc:	32/15
Crew:	1	Range:	120mi
Passengers:	1	Cargo:	40kg
Maneuver:	+3	SDP:	80
SP:	5	Type:	watercraft
Mass:	.55 tons	Starting Bid:	1,000 eb

Sometimes, all that matters is speed, and that's the one thing this hand built boat delivers.

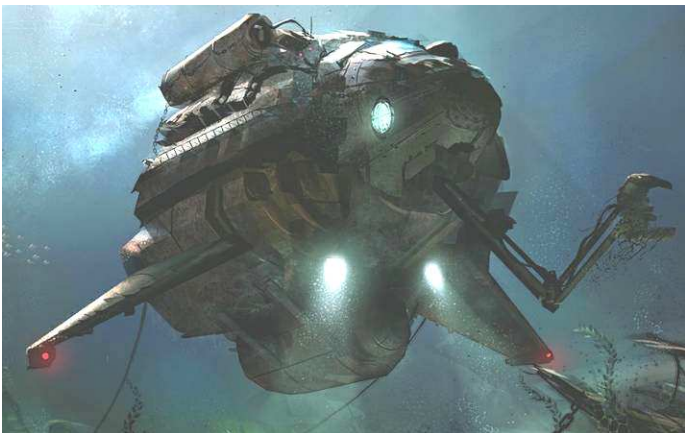
SPECIAL EQUIPMENT:



Top Speed:	50 mph	Acc/Decc:	20/20
Crew:	1	Range:	240mi
Passengers:	11	Cargo:	8000kg
Maneuver:	0	SDP:	120
SP:4	60	Type:	watercraft
Mass:	19 tons	Cost:	80,000 eb

This old patrol boat has been heavily modified and upgraded with the turret from a small disabled tank, probably from the Second South American Conflict. The boat itself is highly armored and faster than it looks.

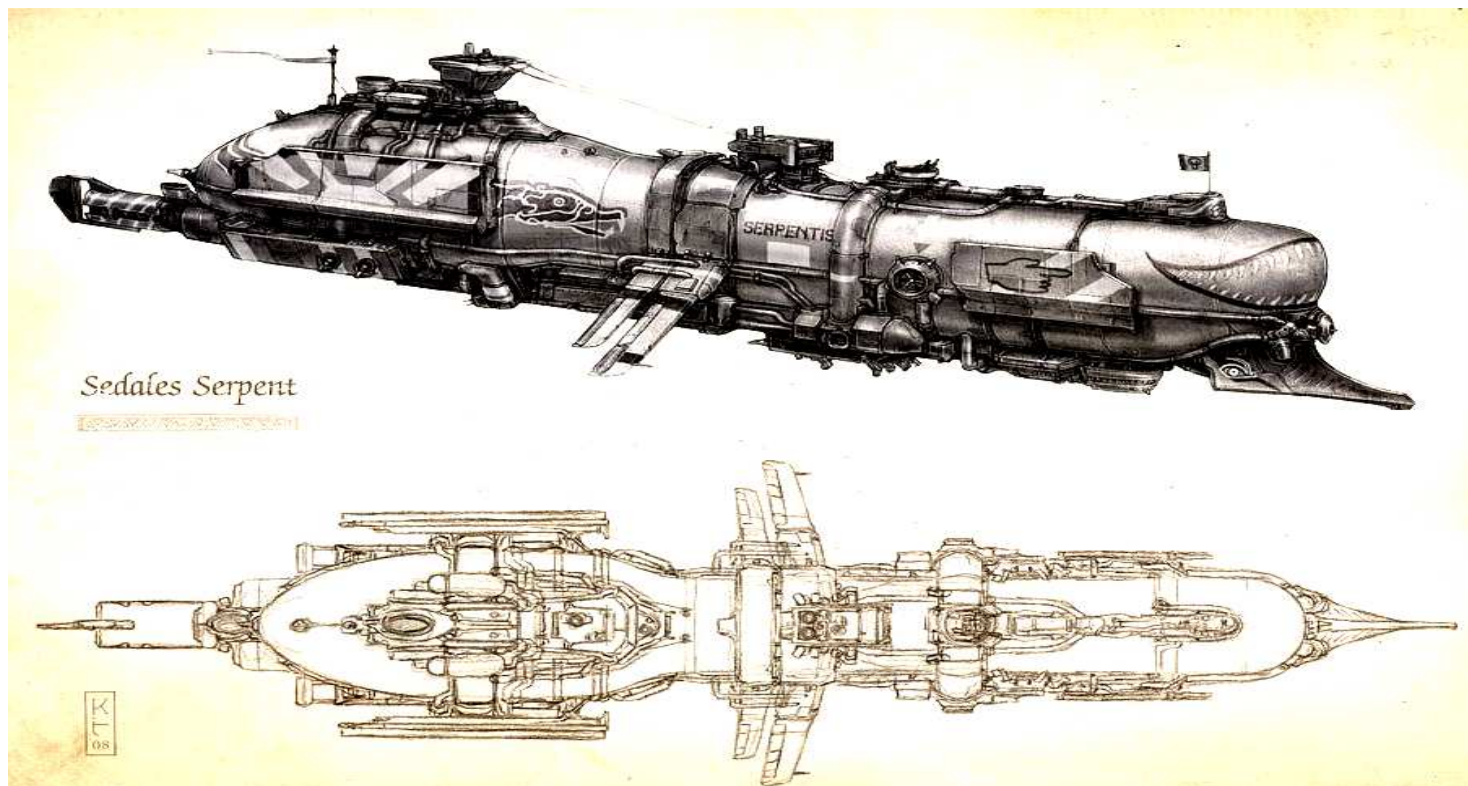
SPECIAL EQUIPMENT: 60mm cannon in armored turret, 4 .50cal machineguns on pintle mounts, 4 2" torpedoes, 6 depth charges, heavy armor, 8 high power spotlights, radar, military radio, sonar, gps, 4 flare launchers, 4 smoke dispensers,



Top Speed:	15 mph	Acc/Decc:	10/10
Crew:	1	Range:	150mi
Passengers:	4	Cargo:	2000kg
Maneuver:	+1	SDP:	60
SP:	15	Type:	submersible
Mass:	4.2 tons	Cost:	40,000 eb

This small submarine was hand built for salvage work.

SPECIAL EQUIPMENT: sonar, 12 hours life support, radio, searchlights, 1 large manipulator arms, airlock, 2 2" torpedoes



Sedales Serpent

Top Speed:	70 mph	Acc/Decc:	10/15
Crew:	40	Range:	5000mi
Passengers:	10	Cargo:	10 tons
Maneuver:	-2	SDP:	5000
SP:	150	Type:	Submersible
Mass:	21,000 TONS	Cost:	42 million eb

This started out as a Chinese Tung class military submarine that went down 10 years ago operating off the coast of Malaysia. It was recovered by nomads, and reconverted into a cargo carrier, and severe modifications both internal and external were to it, including the addition of a ramming prow, new propulsion system, and added structure for more cargo. It served as the flagship of the Thelas Nation, and was used to transport the most sensible cargo below the waves, safe from pirates and marauders, as well as from the prying eyes of coastal patrols. However after losing a large cargo vessel earlier this year, and all its cargo, the Thelas are forced to put their pride and joy up for auction to pay off the corporation they are in heavy debt too.

SPECIAL EQUIPMENT: back-up generators and life support, damage control, escape pods, military comm suite, weapon stabilization, searchlights, 1 minisub/ dive bays able to dock 2 mini-sub's and stores a full assortment of dive gear for 6 people (both scuba and deep sea), military marine sensor suite, medical bay, galley, kitchen, bathrooms, Surface warfare: 1 retracting subroc batteries, depth charges (2 batteries of 20), 4 dual gun 20mm MG's mounted in retracting armored pods along the deck, Submerged warfare: 2 forward torpedo tubes, 2 in the rear,

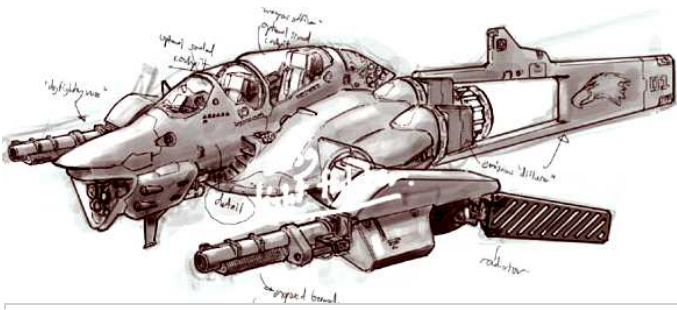


Top Speed:	65mph	Acc/Decc:	20/25
Crew:	1	Range:	50mi
Passengers:	2	Cargo:	0kg
Maneuver:	+3	SDP:	40
SP:	10	Type:	watercraft
Mass:	125KG	Cost:	800 eb

A very small, very fast one man scratch built boat.

SPECIAL EQUIPMENT: none

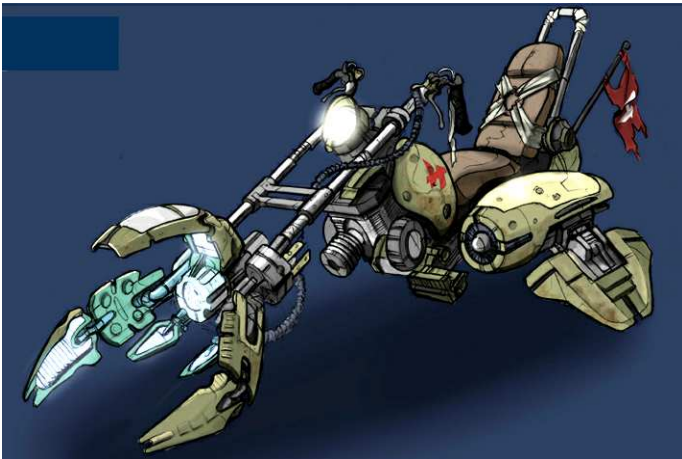
AIRCRAFT



Top Speed:	400mph	Acc/Decc:	45/45
Crew:	1	Range:	800 mi
Passengers:	1	Cargo:	200 KG
Maneuver:	+1	SDP:	70
SP:	10	Type:	AV
Mass:	1.6 tons	Starting Bid:	35,000 EB

A home built fast attack AV. Would hate to be caught flying on of these by the government, although with as fast and agile as it is, it could be fun.

SPECIAL EQUIPMENT: radar, radio, 2 30mm
cannons, gps



Top Speed:	150mph	Acc/Decc:	20/30
Crew:	1	Range:	300 mi
Passengers:	1	Cargo:	0 KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	AV
Mass:	280kg	Cost:	8,000 EB

A nomad chopper style AV, very ingenious design.

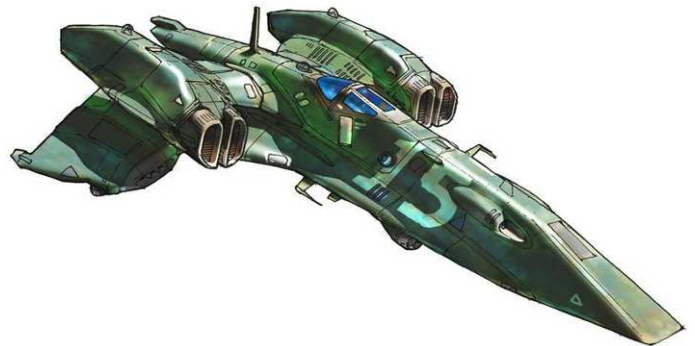
SPECIAL EQUIPMENT:



Top Speed:	190mph	Acc/Decc:	30/30
Crew:	2	Range:	300 mi
Passengers:	8	Cargo:	1200 KG
Maneuver:	0	SDP:	100
SP:	40	Type:	Helicopter
Mass:	8200kg	Starting Bid	46,000 EB

A very old MI-24A, this is actually one of two hinds that were traded to a large Aldecaldo family for their construction efforts in building a new road and tunnel in Mexico south of Tijuana. This is an “original model” HIND, notable for its flat glass nose. This chopper comes with 4 rocket pods, but they are empty and the buyer must find and purchase the ammo themselves. In addition there are 1 hardpoints on the wings for further munitions.

SPECIAL EQUIPMENT: radar, radio, 4 2" rocket pods



Top Speed:	600mph	Acc/Decc:	70/70
Crew:	1	Range:	900 mi
Passengers:	2	Cargo:	100 KG
Maneuver:	+2	SDP:	60
SP:	20	Type:	Airplane
Mass:	5 tons	Starting Bid:	52,000 EB

A racing AV, built from the ground up for speed. It was owned by a corporation, but was “confiscated” while being transported to its testing grounds.

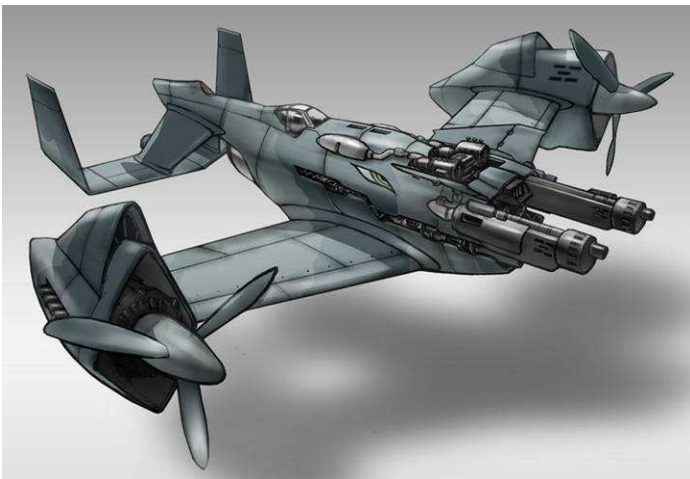
SPECIAL EQUIPMENT: Radio, ejection seats, HUD, Radar,



Top Speed:	220mph	Acc/Decc:	35/35
Crew:	2	Range:	300 mi
Passengers:	8	Cargo:	1200 KG
Maneuver:	0	SDP:	100
SP:	40	Type:	Helicopter
Mass:	8200kg	Starting Bid	54,000 EB

The second Hind we have, this one is a much newer MI-24V. It has one bitching custom paintjob. While this hind is heavily armed, like the other MI-24, the weapons are empty and you will have to purchase your own ammunition.

SPECIAL EQUIPMENT: radar, radio, 4 2" rocket pods, dual 20mm cannons x2, .762mm gatling on nose, Chaff and flare launchers, ECM, ECCM,



Top Speed:	420mph	Acc/Decc:	30/30
Crew:	1	Range:	400 mi
Passengers:	0	Cargo:	200 KG
Maneuver:	+3	SDP:	60
SP:	10	Type:	aircraft
Mass:	2 tons	Starting Bid:	35,000 EB

A very maneuverable hand built prop driven stunt plane, used by air pirates, and armed with twin 30mm cannons.

SPECIAL EQUIPMENT: radar, radio, x2 30mm machineguns, (able to carry 500lb payload, or extra fuel)



Top Speed:	100mph	Acc/Decc:	20/20
Crew:	1	Range:	200 mi
Passengers:	1	Cargo:	30 KG
Maneuver:	+1	SDP:	40
SP:	5	Type:	AV
Mass:	.9 tons	Starting Bid:	6,000 EB

Built from scrap this is about the barest boned aerodyne you are likely to find that can still get off the ground. Oddly enough, they armed it... I think if I were flying around on what looks like half a hope and 3 quarters of a prayer the last thing I would want to do is make people mad by shooting at them.

SPECIAL EQUIPMENT: CB radio, x2 20mm autocannons, 7.62mm machinegun in turret,



Top Speed:	60mph	Acc/Decc:	20/20
Crew:	1	Range:	50 mi
Passengers:	1	Cargo:	0 KG
Maneuver:	+1	SDP:	40
SP:	5	Type:	AV
Mass:	85 kg	Starting Bid:	10,000 EB

A short range AV cycle built by a Technomancer to be given to a girl he fell in love with. Sadly the technomancer was killed before he could present her with it. She kept it for a while, but is now selling it because the memory hurts.

SPECIAL EQUIPMENT:



Top Speed:	510mph	Acc/Decc:	30/30
Crew:	1	Range:	600 mi
Passengers:	0	Cargo:	10 KG
Maneuver:	+2	SDP:	70
SP:	10	Type:	Airplane
Mass:	3.2 tons	Starting Bid:	45,000 EB

Built from scrap bits of WWII era fighters, this plane is agile and heavily armed.

SPECIAL EQUIPMENT: Military Radio, forward facing .50 cal machinegun x4 and the ability to hold 3500lbs of weaponry,



Top Speed:	480mph	Acc/Decc:	25/25
Crew:	1	Range:	700 mi
Passengers:	0	Cargo:	100 KG
Maneuver:	+3	SDP:	75
SP:	15	Type:	Airplane
Mass:	2.9 tons	Starting Bid:	38,000 EB

A totally custom built stunt plane that has had 4 .50 cal machineguns added to the nose. What it lacks in speed and armament it makes up for in extreme maneuverability.

SPECIAL EQUIPMENT: Military Radio, forward facing .50 cal machinegun x4, GPS,



Top Speed:	120mph	Acc/Decc:	15/15
Crew:	1	Range:	200 mi
Passengers:	0	Cargo:	0 KG
Maneuver:	+2	SDP:	60
SP:	5	Type:	Helicopter
Mass:	950kg	Starting Bid	8800 EB

Ok, they started with one of those new minicopters being tested for police use in Northern Cali and Oregon that had been shot down. Then they jury rigged it back into working order, with no cowling at all, replaced the weapons, and suddenly you have this! Formerly a Raffin Shiv vehicle, now you can own it.

SPECIAL EQUIPMENT: dual 5.56 gatling cannons



Top Speed:	20mph	Acc/Decc:	5/5
Crew:	1	Range:	800 mi
Passengers:	10	Cargo:	800kg
Maneuver:	-4	SDP:	25
SP:	10	Type:	Dirigible
Mass:	2 tons	Starting Bid:	10,000 EB

This is a simple surveillance blimp, it's former owners were Jodes working the Chicago reclamation project. Unfortunately the winds and turbulence of the city was too strong to use this vehicle effectively, so now they are selling it.

SPECIAL EQUIPMENT: Radio, radar, bathroom, spotlights, rappelling harness and winch.



Top Speed:	560mph	Acc/Decc:	35/35
Crew:	1	Range:	600 mi
Passengers:	0	Cargo:	20 KG
Maneuver:	+3	SDP:	70
SP:	15	Type:	Airplane
Mass:	3.3 tons	Starting Bid:	53,000 EB

Another hand built prop driven fighter. Ideal for air support of convoys, or for airborne operations.

SPECIAL EQUIPMENT: Military Radio, forward facing .30mm machinegun x2, and the ability to hold 3500lbs of weaponry,



Top Speed:	450mph	Acc/Decc:	30/30
Crew:	1	Range:	600 mi
Passengers:	1	Cargo:	50 KG
Maneuver:	+3	SDP:	50
SP:	10	Type:	Airplane
Mass:	2 tons	Starting Bid:	40,000 EB

The biplane is represents the greatest moments of aviation history. You will never feel flight itself as strongly as you do in an open cockpit biplane. Of course in addition to the prop drive, some crazy fool mounted jet engine to the this thing.

SPECIAL EQUIPMENT: Military Radio, dual .50 caliber cannons, 5 hardpoints for bombs or rockets, turret mounted 5.56mm machinegun



Top Speed:	700mph	Acc/Decc:	65/65
Crew:	1	Range:	700 mi
Passengers:	0	Cargo:	100 KG
Maneuver:	+1	SDP:	60
SP:	15	Type:	aircraft
Mass:	6.4 tons	Starting Bid:	46,000 EB

A very fast nomad built jet. It is unarmed but equipping it with weapons wouldn't be too difficult. One of the fastest vehicles ever built by a nomad, this jet is capable of just breaking the supersonic barrier.

SPECIAL EQUIPMENT: radar, radio, ejection seat



Top Speed:	580mph	Acc/Decc:	55/55
Crew:	1	Range:	600 mi
Passengers:	1	Cargo:	100 KG
Maneuver:	+3	SDP:	90
SP:	25	Type:	Airplane
Mass:	5 tons	Starting Bid:	48,000 EB

An aerodyne crossed with a jet fighter, armored and agile.

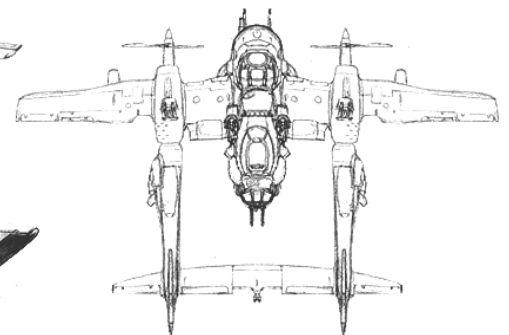
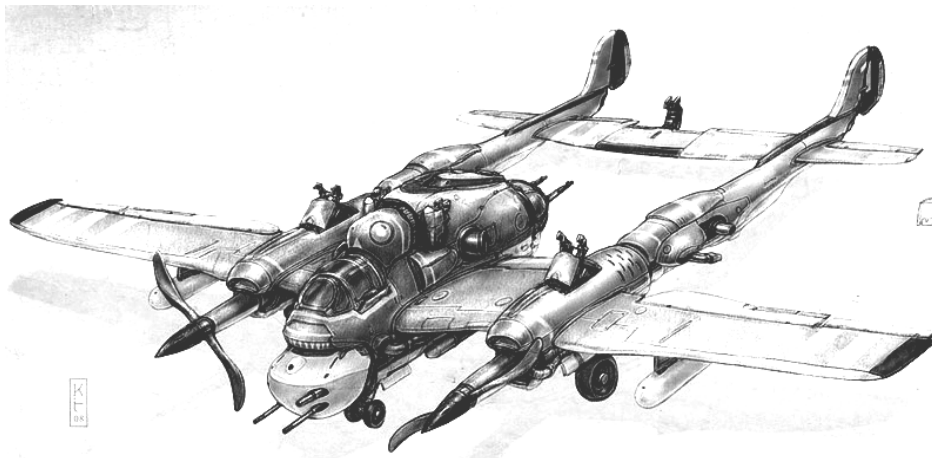
SPECIAL EQUIPMENT: Military Radio, ejection seats, HUD, Radar, x2 20mm autocannon, x2 7.62mm miniguns, space for 4 pod mounted weapons.



Top Speed:	500mph	Acc/Decc:	45/45
Crew:	1	Range:	600 mi
Passengers:	1	Cargo:	20 KG
Maneuver:	+3	SDP:	70
SP:	15	Type:	Airplane
Mass:	3.7 tons	Starting Bid:	31,000 EB

Apparently these AV fighters are the work of one incredibly talented crew. It seems they are all handmade and unique built from various scrapped military and civilian aircraft. Rumor has they are built somewhere in Mexico.

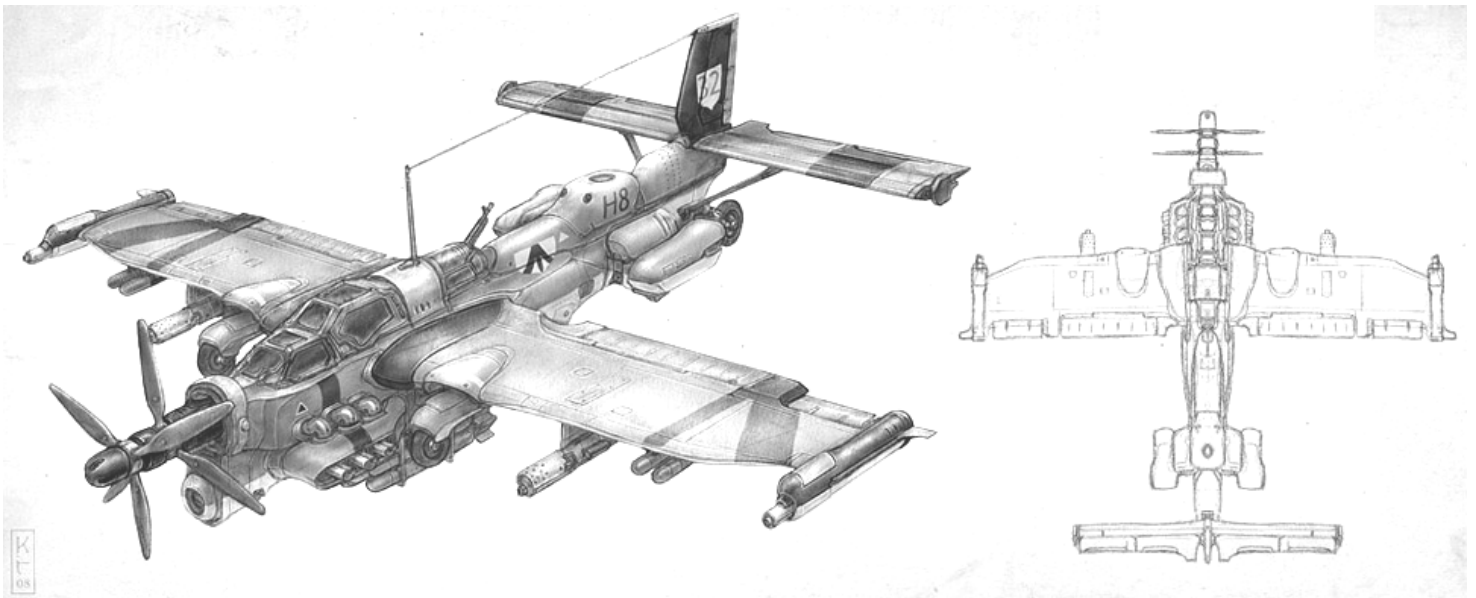
SPECIAL EQUIPMENT: Military Radio, ejection seats, HUD, Radar, x2 .50cal autocannon,



Top Speed:	250mph	Acc/Decc:	30/30
Crew:	2	Range:	800 mi
Passengers:	2	Cargo:	1000 KG
Maneuver:	+2	SDP:	70
SP:	20	Type:	Airplane
Mass:	14 tons	Starting Bid:	60,000 EB

And here I thought I had been here long enough to see it all. Scratch built fighters and even aerodynes are one thing, but someone built a bomber., and they did one hell of a good job. It's not that fast, but it's armed to the tits and maneuverable.

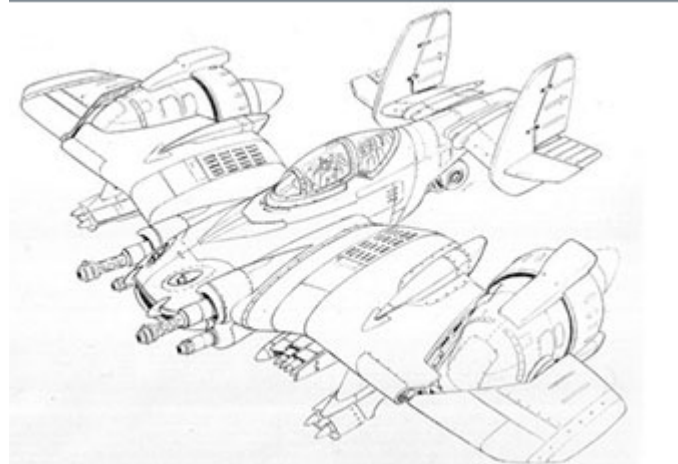
SPECIAL EQUIPMENT: Military Radio, radar, nose mounted turret with dual 7.62mm cannons and a 40mm autogl, rear ball turret with dual .50 cal mg with safety feature to avoid accidently shooting own plane, 1000 kg bomb bay, 4 hard points for either weapons or extra fuel, GPS, ECM, ECCM, flare and chaff dispensers, onboard computer and cybermodem, satellite link.



Top Speed:	225mph	Acc/Decc:	25/25
Crew:	2	Range:	800 mi
Passengers:	10	Cargo:	1000 KG
Maneuver:	+2	SDP:	70
SP:	10	Type:	Airplane
Mass:	4 tons	Starting Bid:	60,000 EB

And apparently the people who built the last bomber built a second one, just to prove they could. This one is even slower, but much better armed.

SPECIAL EQUIPMENT: Military Radio, radar, nose mounted turret 20mm gatling, rear turret with .50 cal mg with safety feature to avoid accidentally shooting own plane, 2000 kg bomb bay, 8 hard mount points for either weapons or extra fuel, GPS, ECM, ECCM, flare and chaff dispensers,



Top Speed:	450mph	Acc/Decc:	35/35
Crew:	1	Range:	600 mi
Passengers:	0	Cargo:	20 KG
Maneuver:	+2	SDP:	80
SP:	15	Type:	aircraft
Mass:	5.9 tons	Starting Bid:	31,000 EB

Another heavily armed hand built attack plane.

SPECIAL EQUIPMENT: 4 nose mounted .50caliber machineguns, 5 hard points

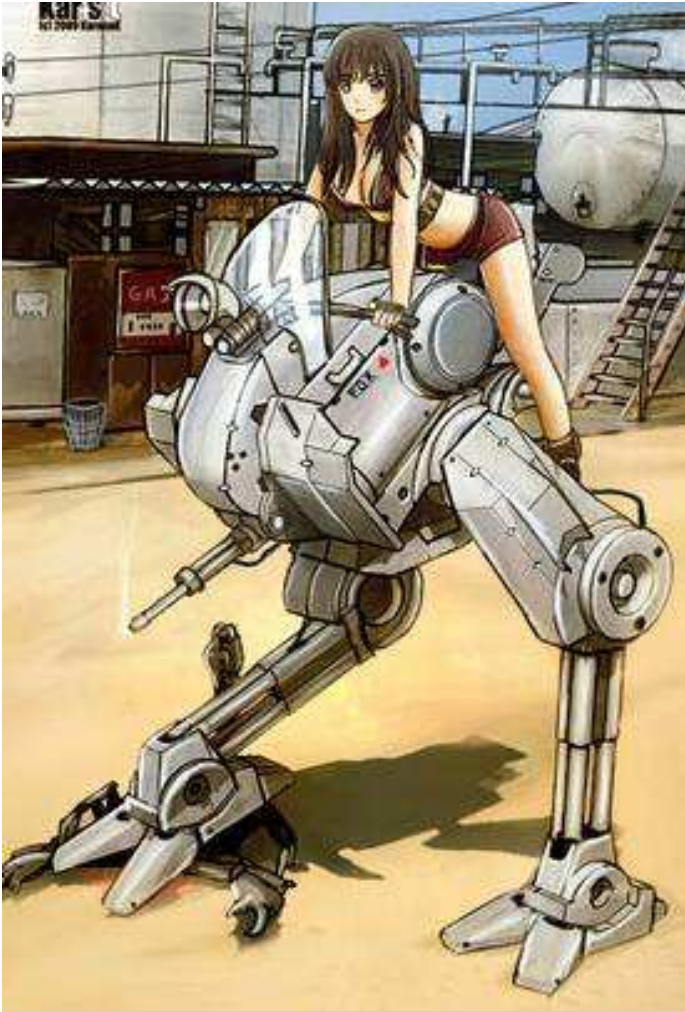


Top Speed:	620mph	Acc/Decc:	50/50
Crew:	1	Range:	600 mi
Passengers:	0	Cargo:	20 KG
Maneuver:	+3	SDP:	80
SP:	15	Type:	aircraft
Mass:	5.9 tons	Starting Bid:	62,000 EB

An extremely unusual design, even for this place.
Extremely maneuverable and fast as well.

SPECIAL EQUIPMENT: 4 forward mounted .50caliber machineguns, 6 hard points for up to a 600 lb payload

OTHER VEHICLES



Top Speed:	20 mph	Acc/Decc:	10/10
Crew:	1	Range:	40mi
Passengers:	0	Cargo:	0KG
Maneuver:	+2	SDP:	30
SP:	20	Type:	Tank
Mass:	120kg	Starting Bid:	200EB

Not sure what the intended use of this walker is, possibly just recreation, but someone built it, and now someone is selling it.

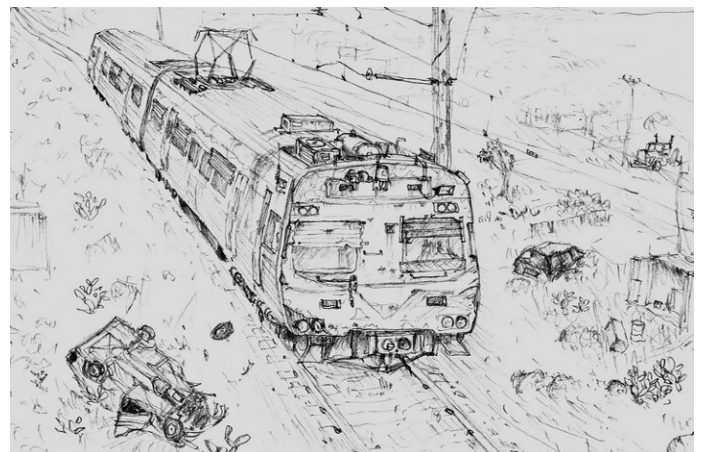
SPECIAL EQUIPMENT: Off road capable, 9mm smg.



Top Speed:	60mph	Acc/Decc:	25/45
Crew:	1	Range:	240mi
Passengers:	2	Cargo:	100KG
Maneuver:	+2	SDP:	80
SP:	35	Type:	Jeep
Mass:	2.8 tons	Cost:	14,500eb

This nomad mini-tank was built from the remains of a Scania SAV-245.

SPECIAL EQUIPMENT: Off road capable, dual .50cal Gatling guns, smoke and flare dispensers, radio



Top Speed:	60 mph	Acc/Decc:	5/15
Crew:	1	Range:	500mi
Passengers:	100	Cargo:	1 ton
Maneuver:	n/a	SDP:	120
SP:	20	Type:	train
Mass:	4 tons	Starting bid:	20,000 EB

This is a nomad owned shuttle train that makes daily runs from San Francisco, to Night City, to the LA Metroplex. Buy it and the whole business is yours.

SPECIAL EQUIPMENT: radio

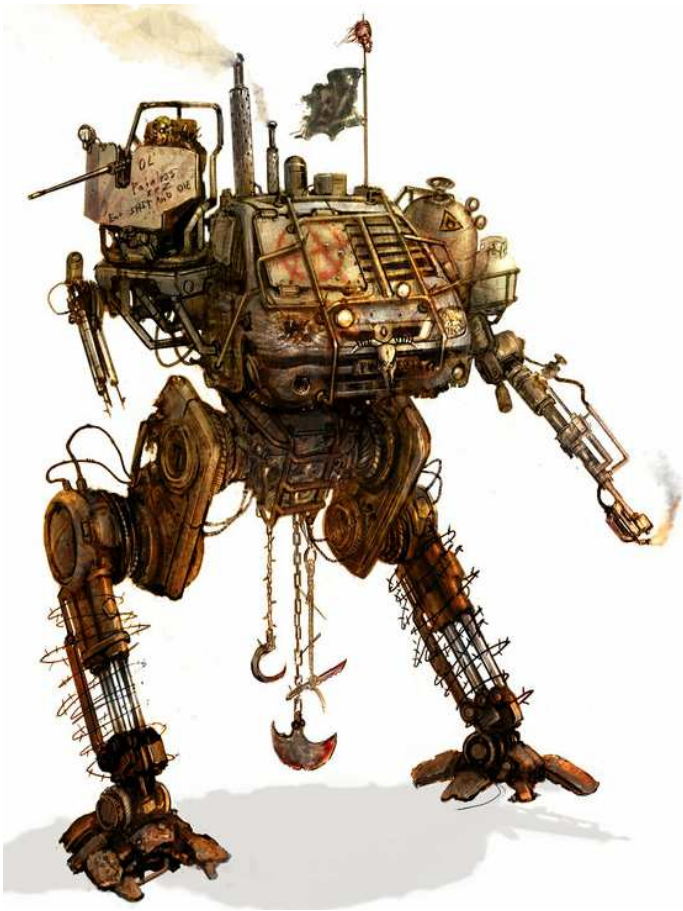


POWERED ARMOR SPECIFICATIONS

SUIT NAME:	?	MANUFACTURER:	?
TOTAL WEIGHT:	855 KG	SIB/DFB:	+1/+2
CHASSIS TYPE:	?	CHASSIS CAP./CARRY:	1750/ 525KG
	STR: 37		
PUNCH:	4D10	STARTING BID:	45,000EB
KICK:	6D10	TROOPER SIZE:	VARIES
CRUSH:	5D10	TOUGHNESS MOD:	-9

HEAD	R & L ARMS	R. & L. LEGS	TORSO
SP: 50	SP: 30	SP: 20	SP: 50
SDP: 12	SDP: 12	SDP: 25	SDP: 37
<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>
FULL HUD SDP10	.50CAL HEAVY MG 35 R. ARM	EXTRA POWER CELLS	SPOTLIGHT
MILITARY RADIO SDP 10	RELOAD FOR 14.5MM R.ARM		RUSSIAN ARMS QUIKFIX SDP 15
FULL AUDIO/VISUAL SUITE SDP15	FLAME THROWER		4 HOURS LIFE SUPPORT/SELF SEAL
<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>
	MANIPULATOR ARMS 15/20		FUEL TANK FOR FLAME THROWER
EQUIPMENT CARRIED			
CUSTOM 5.56MM MACHINEGUN			

Nicknamed the Egg-Suit by our techs, this hand built ACPA looks like it might fall apart any second, but don't let that fool you. This armor is hardcore, and has seen dozens of engagements. Ok, so that's not exactly a selling point other than to say it has survived tons of abuse. But my techs guarantee me that it works cherry, even if it looks rotten apple.



Top Speed:	25 mph	Acc/Decc:	5/5
Crew:	2	Range:	150mi
Passengers:	1	Cargo:	0kg
Maneuver:	+1	SDP:	140
SP:4	40	Type:	walker
Mass:	3 tons	Cost:	40,000 eb

Ok yes, it is ugly as hell and looks as stable as a flamingo with a broken leg, but this former Raffan Shiv Walker is in perfect operating condition and is going for a song. I am not sure what you would use it for, but a lot of work has been put into it, that's for sure. Apparently the Raffan used it to ambush nomad caravans travelling over small bridges in Ohio.

SPECIAL EQUIPMENT: military radio, military radar, .50cal cannon in armored turret, 3 shot pneumatic heavy harpoon launcher, heavy flame thrower with 5 minutes of fuel, spotlights,



Top Speed:	160 mph	Acc/Decc:	10/15
Crew:	4	Range:	1000mi
Passengers:	250	Cargo:	1200tons
Maneuver:	n/a	SDP:	600
SP:	40	Type:	CYCLE
Mass:	290 tons	Starting bid:	1,000,000 EB

The train itself isn't actually up for auction, but the Aldecaldos affiliated owners are trying to find a partner to buy in. After running the train service from Night City, to Denver, to New Mexico, they want to use this newly built train to open a line that runs from northern Alaska to Seattle. The train was custom made with the huge plow in front to muscle through even the heaviest snow drifts, and even rockslides. Here is your chance to get in on the ground floor of what is sure to be a profitable nomad business.

SPECIAL EQUIPMENT: Giant plow, dining car, 2 sleeper cabins, 4 passenger cabins, 5 flatbed cargo cars, 12 enclosed cargo cars, caboose.

Written By Deric Bernier. Images from Deric Bernier, Mad Max, The Road Warrior, Mad Max Beyond Thunderdome, Warriors of the 21st Century, Spacehunter, Battletruck, No Escape, Dawn Of The Dead, Land Of The Dead, Stryker, Babylon AD, Exterminators of the Year 3000, Damnation Alley, Metalstorm: The Destruction of Jared Synn, Warriors of the Lost World, Transformers, Death Race 2000, Deathrace, Warhammer, Neon City, Akira, Tank Girl, Dragon Staff, Final Fantasy, Tempus Fugitive, Dragon Chiang, Nausicaa, Porco Russo, Windaria, Red Skies, Waterworld, Ghost in the Shell, GITS: Stand Alone Complex, GITS: Innocence, The Fifth Element, Motorstorm, Ghost Rider, The Postman, The New Barbarians, Back To The Future 2, Car Warriors, GI Joe, Mad Police, Corvette Summer, Gunm, Mercenaries, Survivors, Chronicles of Riddick, Savage Tales, Fallout, Book of Eli, The Road, Atomic Highway, Star Wars, Appleseed, Ride To Hell, Truck Battles, Buckaroo Banzai, Solar Babies, Spy Hunter, Genesis Climber Mospeada, Urban Warriors, Exterminators 3000, Burning Man, Urban Warriors, Cyberpunk 2020, Deadlands: Hell On Earth, Rifts, Gurps, Macho Women With Guns, Warlands, Metro 2033, Mekton, Ratbike Zone, Tekken, Cyberspace, Road Warrior Weekend, Road War, Street Fighter, D20 Future, D20 Apocalypse, Road Avenger, Redline, Dark Future, Doomsday, C.O.P.S., Dethkillers, A.P.B., Serenity, Firefly, Massive Black, Twilight 2000, The Lawless Land, Yo Tan, Dimitrys, Knightwatch, Horrified Survivor, WarmGunMod, Aleks, Salemburn, Avonius, Avalonfith, Wildlifehoodoo, Skam4, Superhawkins, Nickykc, Scruffyronin, Poibuts, Archipelo, Maria William, Adonhis, A. Baldasseroni, Britnerfmogul, Udoncrew, Artbytheo, Luis Royo, Richard Daborn, Fuchsiart, El Pinoy, Chonastock, Joe Clucher, Ghostonix, Psychofish, Polaris Pirate, Storm X, januszwyzykowski, Brokenhill, Bokuman, The Vigil, Tariq12, Lazeedog, Idomuchris, Remichan, TimurMutsaev, Joe Leder, Johan Bergstrom, madmaxmovies.com, Humvee driver, Laurent, Barry Harker, and various other unknown films, anime, comics, artists, and car customizers.

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