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Presents:

THE NOMAD MARKET

A complete guide to Night City's Nomad Hub

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THE NOMAD MARKET



Located just southwest of Night City, is the world renowned Nomad Market. This huge gathering is the largest open air bazaar in the world, and while many such markets exist outside other city's, Night City's is the most famous.



The idea is simple, nomads from all over the world come here to buy sell and trade with other road folk. The market is also open to the general public, and many adventurous and enterprising city dwellers come here looking for good deals on everything from fresh fruits and vegetables grown by the agricultural tribes, to fabrics and textiles newly imported from overseas. There are only two entrances into the market itself, as the entire area is surrounded by a hand made reinforced sheet metal wall, 30 feet high. One gate on the northern side is for civilians, the other gate is on the southern side and is for nomads. There



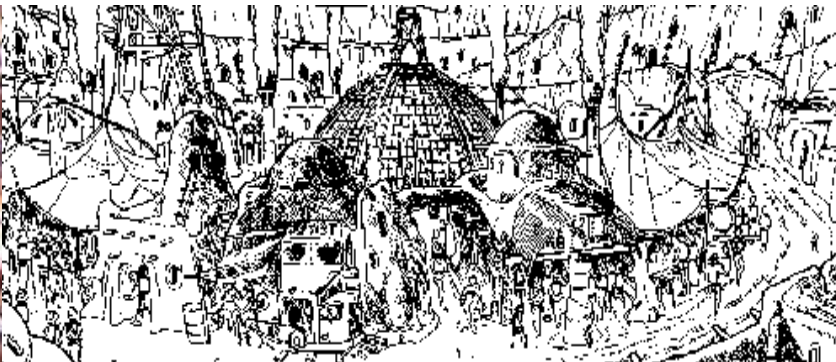
are tents and other living quarters inside the market, but most

tend to sleep in the parking lot with their vehicles if they themselves aren't actively selling. Affiliated nomads stick with their clans and families, tribal leaders and their personal entourages however, are encouraged to reside with their corresponding delegates in their Nations main tent inside the market.



The Nomad Markets were originally created by the Council to combat the ever growing number of violent incidents associated with "wilding" and the Raffan Shiv. Now, by council ruling, any tribesman who don't

have official business inside the city are politely asked to stay in the Market, both for their own safety and that of the nomad community as a whole. Anyone who violates this rule and is arrested by local authorities will be left to their own devices and neither the council, nor their own family heads are allowed to intervene. It may sound harsh, but the general publics opinion of nomads is not very favorable, seeing nomads as either marauding raiders of the road and pirates, or at the very least shifty eyed gypsies out to swindle and steal.





Finally the Markets provide a sense of community and stability that many nomad families find themselves sorely lacking. In addition to the trade area itself, the market also boasts a huge area dedicated solely as campgrounds for the tribesmen come to barter their goods. A giant tent city surrounds the southern portion



of Night Cities market, and contains everything from single man pup tents for individuals, and larger "circus" tents for families and even clans. The market area itself is simply enormous, and is made of everything from simple wooden stalls to large tent enclosed



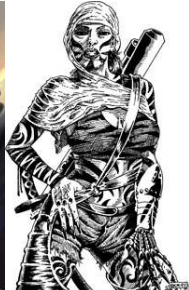
"stores." It's not uncommon to see single individuals with nothing but a blanket on the ground hawking their meager wares. The Nomad market is also a giant black market bazaar, and many urban warriors use it to buy and sell weapons and equipment, book non traceable passage and/or escorts, and of course, information itself. Corporations send scouts into the market, always looking for anything they can get a good deal in mass quantities of. In fact many designer clothing labels were originally manufactured, designed, or imported by nomads.



The ingenuity of nomads at creating whatever they need is fascinating to most city dwelling technicians, and the market is a prime place to



find to innovations and designs. Talent is also scouted here, from drivers and techies, to mercenaries. Life on the road is hard, and to survive you have to be very good at whatever it is you do. Navigating the market is very difficult, as it is always crowded and changes daily as traders come and go. There are very few landmarks, and even fewer permanent structures. There is no organization, and no guarantee whatsoever that just because you found something once that it will be there tomorrow, or even the merchant selling it.



While payment in cash is expected of outsiders, among the community trade is the more accepted form of transaction. Money doesn't come in very handy in the wastelands, but ammo, food, gear and vehicles are always needed. Outsiders are encouraged to trade as well, but also to use common sense, very few nomads will have any use for your 500eb pair of Giovanni pumps. Quality weapons, ammunition, sturdy clothes, armor, vehicles, technology, tools, camping equipment, books... etc. The rule of thumb for what a nomad generally values, simply wonder what you would want to have with you alone in the wilderness.



Outsiders be warned, just as the council has no authority in the city, neither do they accept local police in the market. If you are caught violating the rules in the Market, be warned now, nomad justice is swift, harsh, and often unusual. The nomads in the market police themselves, just as they do on the open road, with Paladins, the chosen enforcers of the nomad community. All seven of the nomad Nations have representatives here, and a council of the highest ranking headsmen from each nation meet twice a week in the center tent to cover policy and settle major disputes. Minor disputes are usually settled by the individual nation heads as they come up.





SOCIETY OF THE MARKET



Life in the Nomad market is like the desert sands, constantly moving and shifting, always changing from one day to the next. In the market itself the hustle and

bustle of people moving from one vendor to the next can be quite unnerving. If you are looking for something specific and hard to find, you can get very frustrated very quickly.

The hundreds of vendors, big and small selling everything from clothes and produce to weapons and drugs, can be an impossible maze to contend with. There is no organization in



the market as far as the merchants go, and only the larger more specialized merchants ever have permanent locations. Add to this that the Market is open 24

hours a day and you get a small taste of the chaos inherent in the Nomad Market. Haggling isn't just optional, it's a way of life here. Only the Statics accept a stated price (which for Static customers is always inflated at least 100%). The Nomad Market is the most culturally and economically diverse social

gathering place in Northern California, and as such it is a celebration of life itself. For Statics, the Market is not only a shopping center, it is a thrill. They see mingling with the nomads as exotic, and this attitude has often been compared to



tourists visiting Native American locales. Hand built trinkets and items are especially prized as fashion statements by Statics looking to appear a bit on the wild side. Nomads cultivate this with a grin, knowing the real joke is on the Statics themselves. This

is yet another difference between nomads and Statics, while Statics would most likely be offended by someone ripping their culture, nomads are too pragmatic to get upset, the money generated through these sales is far more important.



Among the nomads in the Market, the actual market itself is a place of business. Trading whatever they can part with for whatever they can get in return, re-supplying for long stretches on the road, and meeting with others going the same direction to make for a larger caravan. The real



celebration is in the camp lot. It is here, among the hundreds of other nomads where the parties take place. Friends reunite, bonfires rage, stories are shared, and music plays on into the night. Many family headman and

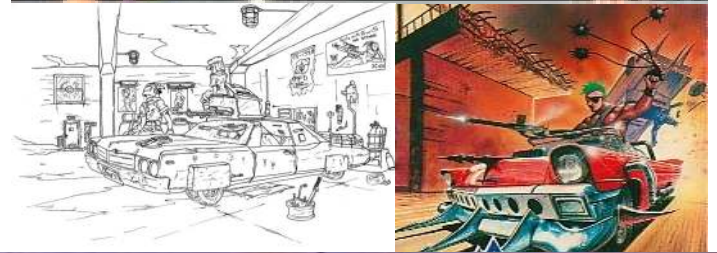
tribal elders use this opportunity to share routes and coordinate maps. Outriders and scouts are chosen, alliances are made. In the camp lot nomad entertainment is abundant. They put up temporary theaters in tents, put on plays and concerts, wandering entertainers amuse anyone they come across. The highly social nature within the nomad community is an oddity for any outsider. Children run free through the tents and vehicles, and the parties that stretch into the early morning wild. It shouldn't come as any surprise really, life on the road can get tedious and lonely, and on the road they have



to be ever vigilant of the world around them. The camp lot of the Market is one of the few times that nomads can simply cut loose and relax. Kitchen tents are everywhere, showers and baths are set up, and portable toilets are abundant. Clinics, dentists, grooming facilities, and everything else a nomad could need can be

found. Tattoo parlors are also prevalent, and popular, from people getting their Tribes insignia, to simply expressing themselves. Public nudity is common, as the nomad sensibilities and lifestyle don't frown on such activities.





Adult themed entertainment is also present. Opium dens are common (although the drugs actually are far more varied), makeshift bars are everywhere, as are brothels and gambling tents. Gambling especially is a large part of nomad entertainment. Nomads are known to wager on just about anything, from standard card and dice games, to the direction a bird will fly. This is fully represented in the Nomad Market. Just outside the western edge of the market are the ruins of a suburban town, long deserted. The roads of this town and part of the surrounding area have been cordoned off to outside traffic and now serve as the



Battle Track. Battle track is a huge no holds barred race open to anyone foolhardy or skilled enough to enter. Racers drive their own vehicles, and the only rule is that and the first to cross the finish line wins. It is a combat race, and injuries and fatalities are common. Races are held every Sunday, and are one of only two combat sports officially endorsed by the council. During the week the track is used to settle disputes. Nomads in disagreement race to settle the score. Some see this as a safer alternative to the Dome. Recently the Council has accepted an exclusive contract with WBN to broadcast the races globally. Wagers on the Battle Track run very high, and the nomad community expects it to generate a



lot of revenue.



The Dome is the only other bloodsport officially promoted by the council. The Dome is a very large but simple structure of interconnected pipes, like a larger version of the popular playground apparatus, erected just east of the Council Aerie. Hooks are attached at various points around the dome for an ever varying and exotic selection of weapons for the combatants. Two bungee harnesses are suspended from a pivoting mount on the ceiling, combatants are strapped into these. The rules are simple, 2 men enter, one man leaves. A dome fight is one of four choices available when there is a dispute that can't be solved any other way, Battle Track is another, and for non violent means there is checkers, larger conflicts involving whole families and clans can opt for Juggling. In addition to being used to settle disputes, nightly dome fights between voluntary combatants are also popular. Anyone can enter, and opponents are picked at random from the volunteers. Only melee weapons are allowed, and combatants agree on the stakes before they enter the dome, whether it be to first blood or to the death. Spectators perch on the outside of the dome or watch on one of the many vid monitors scattered throughout the Market. It's a good way for a nomad who knows how to fight to make some quick cash, and a quick reputation, and many of the tribes actually use a persons performance in the dome as an audition for outrider or warrior positions. Deaths in volunteer matches are rare, and are usually only fought till under pre-arranged circumstances, such as first blood, first fall, or till someone concedes, though if both parties agree they can fight to the death. The current champion of the Dome is a young woman named Kim Max. Formerly a Raffen-Shiv, she is now a member of the Storm Riders. She has remained undefeated for 8 months, and has amassed a small fortune in prize money. She has announced that she will fight one more time, then retire to return to the road with the Storm Riders again.





And finally there is the official sport of the nomad community, Juggling. Juggling is a combat sport consisting of two 4 man teams, competing to put a dog skull on the other teams spike. Teams consist of a Quick (the only person

allowed to touch the dog skull, not allowed to carry a weapon, but kicking, biting, punching, and anything else is allowed to put the Skull on the spike), 3 Enforcers (armed with a variety of weapons, usually polearms, or clubs and shields, though any non bladed weapon is allowed, their job is to act as defense for their quick, and as offense to clear the way for him), and a Chain (whose only weapon is a long chain with a weight at the end, usually spiked, any variation is allowed but the chain must be at least 9 feet long, and no longer than 13, his job is to prevent the Quick



from scoring). The rules are simple, The dog skull is placed in the center of the field, the first teams quick to reach it and place it on the opposing teams pike wins. The team with the most plants before time runs out is the winner.



Time is measured in stones, and counted by the time keeper throwing the stones one at a time at a large metal gong. The rules are simple, the game is not. Strategy is every bit as important as strength, and even so the game is simply brutal. Injuries are not just common they are expected, and maiming and death is all too frequent. Most tribes have a Juggler team, and competition is fierce. There are no seasons per se as it is played year round, but there are annual championship tournaments which culminate at the major nomad Gathering. Any time two tribes meet there is usually a match. Here at the Market there are weekly matches. Non nomads are generally not permitted to watch, or participate. As stated this game is brutal, and it has been said that no two Jugglers can fuck after a match, because all you are doing is rubbing wounds together. For tribal



disputes involving more than two people juggling is also a common means of settling things. Juggling is a strictly nomad ritual, they do not allow it to be filmed.



THE LAW OF THE MARKET



In the wastelands the only law is survival of the fittest, what you can keep is yours, alternatively what you can take is yours. In the Market things are calmer, safer, and more civilized.

Through special arrangements and tenuous agreements, City, State and federal law enforcement stay out of the nomad market. The closest they come is to put up a strict checkpoint on the roads the civilians use to get in and out of the market, and a looser one on the southern road the nomads use. Unofficially the Nomad Market is a no man's land, and the government will not try to move in for fear of a full scale and possible nation wide revolt from the nomads. The nomad community and by proxy the Nomad Market have their own rules, and in the market, the only laws enforced are those laid down by the Nomad Council:



kill or rape someone, then the Tribe of the victim has the right to challenge you to combat to the death, if they forfeit that right you are banned for a year. For second offenses, you are also branded. Third offense you are banished for life. If the victim in any of these cases is a Static, you will be handed over to local authorities without question. The Council will tolerate no incident which brings Static law into the Market.



All merchants must have Tribal Sponsorship

While anyone may trade with anyone else in the Market, merchants who set up shop must have a recognized Tribe sponsor them. If you are not affiliated with a recognized Tribe, several offer temporary sponsorship for a price (varies but usually around about 1/10th the Market value of what you are selling). Sponsorship is necessary because if you sell defective products, your Tribe is held responsible.



Violence inside the Market is not permitted, especially against Statics

If you are caught fighting you will be given a choice, settle it by combat or be banished from the Market for a month. If you

Stealing inside the Market is not permitted

If you are caught stealing from anyone in the market, you will be banished for a month, and restitution will be made to the victim of your goods equaling the lost property as closely as possible.

Trading faulty goods, or misrepresenting goods, is not permitted

This is considered the same as stealing and will be dealt with the same way, if you have already left, the consequences will fall on the Tribe that sponsored you.

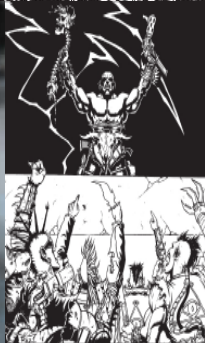
Minor disputes will be settled by the involved families, major disputes will be settled by the Council



If you can't settle a disagreement by yourselves, then your Tribal representative will step in. If the problem is between people of two different Tribes, then the problem will be taken to the council, however the council is very busy, so it had better be important. The word of the Council is final. Any dispute that cannot be solved by any other means will be settled by combat. (Either by Battle Race, The Dome, or Checkers, yes checkers..... this keeps it fair for those who are obviously outclassed. If the two in dispute can't agree which venue to take, a die will be rolled and the choice will be made for them.)

You are responsible for any illegal goods you are caught with after you leave the Market

Once you leave the Market, you are on your own and the local, state, and federal laws apply to you again. If you are caught with drugs, illegal weapons, or any other contraband then expect no help from the Council



Council law is enforced in the Market by the Lawgivers. Lawgivers have cut ties to all tribes and families, and have permanently allied themselves with the Council itself. They are easy to spot, due to their "uniform" of black leather and face masks. In addition to

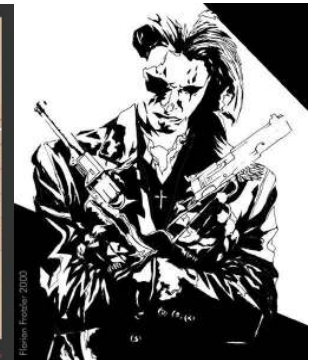


providing door security and manning the defenses on the wall, Lawgivers also roam the market in groups of no less than two at a time. Joining the Lawgivers is simple, and only requires



that you prove your ability to fight, you must have at least five people vouch for you, and you must denounce all other loyalty and swear allegiance to the Council. You must serve the minimum of at least one year (after which time you can

quit any time you wish) and you must be willing to do your job without prejudice. To ensure this, Lawgivers who have been on less than a year are always partnered with someone who has been on at least three years. The senior Lawgiver will be required to make reports to the council on the status and performance of the new member. (Lawgivers have the secondary special ability: Authority, but it only works inside the Nomad Market)





Only one group has authority over the Council, the Paladins. The first Paladin was a retired Hi-Way cop named Sean Wayne whose family was killed by Raffin-Shiv in 2011. For two years he traveled undercover with the nomads trying to find the ones who killed his family. Originally he was bent on revenge towards all nomads, but as he traveled with them he came to understand and embrace their lifestyle.



Eventually he revealed his true identity and decided it was time the nomads had their own brand of justice and order. He became the first Paladin, and wandered the roads and wastelands, helping any who needed him, fighting injustice and villainy wherever he found it. A blacksmith named



Khan forged the first Gunblade for him, presenting it as a token of gratitude for saving his daughter from a corrupt Hi-Way cop. The Gunblade would become the Paladin Badge of office. In 2014 he was wounded while fighting of a band of Raffin-Shiv marauders while the caravan he was traveling with escaped. He managed to run them off, but lost his left arm and the lower half of his right leg in the process. It would have been the end of the Paladins, but his story and his reputation had spread, and he had attracted followers who wished to take up the cause. Five men and women were in that first group, and Wayne spent a year training them. Khan agreed to craft a gunblade for each of them, and any new recruits who felt the calling. As the years passed the reputation of the Paladins grew. Now they are accepted as the only authority on the open road, the



Council has bestowed upon them their full blessings. In the nomad community Paladins have the authority to solve any dispute, enter any vehicle, and join any caravan. Even in Static society there are people who have heard of Paladins, especially among the Hi-Way, who have even been known to work with a Paladin on occasion. Raffin-Shiv on the other hand have an open bounty of 1000eb on any Paladin brought to them alive.

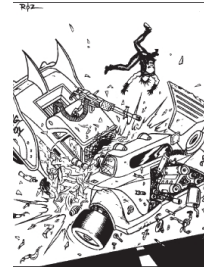


Becoming a Paladin isn't easy. First you must be accepted for training by Wayne, who evaluates you while you train for six months. During this time you are required to permanently cut all ties to family, tribe, and nation. After wards you are assigned to a senior Paladin to act as apprentice for a full 2 years before you become a full fledged Paladin. Your Gunblade is awarded to you after the first six months if you



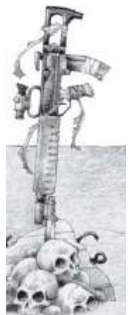
are seen as worthy. Other than the two year apprenticeship, no two Paladins ever travel together. It is a life of solitude and constant danger. It is also a life of grays. Unlike police who have a strict set of laws to guide them, Paladins are expected to

judge each and every situation on its own merits of right and wrong, and necessity. Paladins often travel with others for at least a few days before they continue on their journey, riding with a caravan, or even just another lone wanderer. Forming permanent ties is forbidden, some Paladins take it so far as to vow celibacy. If needed, a Paladin can call for backup from the others, though it rarely happens. Paladins are too scattered, and too hard to contact. Alternatively, a Paladin can "deputize" a posse if the situation requires it. All this talk of authority must be taken in context, a Paladin has no "official" power, and anyone can refuse him, but to do so brings immediate suspicion on anyone who dares, both from the Paladins, and from other nomads. In a city, or anytime he deals with Static society, a Paladin has no power whatsoever. Paladins are required to check in with Wayne for updates and possible assignments every 2 weeks.



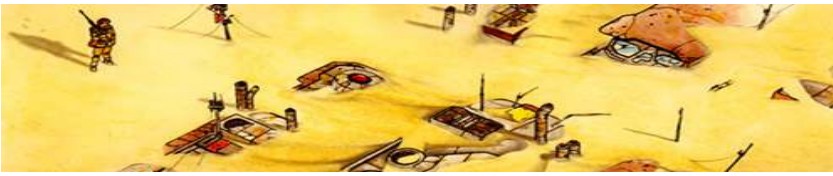
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The Gunblade a Paladin carries, while fully functional as both a firearm and a sword, is more a badge of authority than a primary weapon. It is simply too heavy to be effective (though some nomads do use it almost exclusively somehow). Instead a Paladin usually carries at least a sidearm as his primary weapon. No two Gunblades are ever the same. If a Paladin dies, his Gunblade is to be returned to Wayne Ranch in Texas. Anyone not a Paladin caught carrying a Gunblade by a Paladin may be executed.



Corruption is an ever present threat to the Paladins, and any Paladin found breaking their oath is to be hunted down and executed by the other Paladins. Paladins may retire, but once they do they must turn in their Gunblade. (Paladins have the secondary special ability: Authority, identical to the cop special ability, but it only works in the nomad community.)

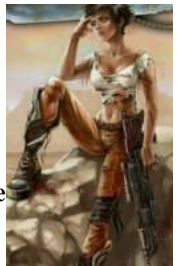




NATIONS AND TRIBES



All walks of nomad life are represented in the Market. It is required by Council that each of the Seven Nomad Nations has a permanent representative at the Nomad Market. These seven men and women are the head of the Nomad Council and are the absolute authority over everything that happens here. They meet privately in the Council Aerie, and convene over the rest of the council in the main pavilion below. All of the recognized tribes have members on the Council, and though only the the seven Nations are required to have permanent representation, many tribal representatives also reside in the Market year round. In fact, the only way for a tribe to be recognized is to have a member on the Council. Raffen-Shiv are not allowed to sit on the Council, nor are any tribes affiliated with them allowed to join.



Each Nation has its own permanent tent, this is where business that is strictly within the nation gets carried out. Tribal leaders bring their motions, complaints, and disputes here. The major tribes also have their own permanent tents, and family leaders bring their concerns and ideas to their Tribal leaders, who in turn bring it to the attention of their Nation representative. Each Nation and the families that make them up, have their own way of deciding on their next representatives, from, simple voting to contests, in some of the smaller families it is actually considered a punishment.



Council meetings themselves are held from Monday through Friday, from 10 am to 6 pm. These meetings are highly disciplined, with each effected member of any resolution getting their turn to speak if they so desire. Shouting matches often break out however, and the entire system can get bogged down very fast. Still it isn't as bad as the U.S. senate or British Parliament, and most disagreements are settled by the end of the day. Any dispute that persists is either settled by the Tribal Champion in combat, or by the Council Heads, whose word is final.





THE SNAKE NATION

The snake nation, being the most disorganized and the largest of the seven nations oddly enough has the least tribal delegates. Tribal delegates affiliated with the Snake nation comprise 8 percent of the Nomad Council. This is in line with their desire to remain free and unburdened.

They see the council as too



similar to the governments that brought about the fall. Still, while they make up only 9 percent of the Council, Snake nation affiliates make up over half over the merchants in the market.

small, with only a few dealers selling brand new wares for cash only, the rest of their presence in the market is made up of recruiters on the lookout for new talent and technology ideas. They also pour more money into the nomad community as a whole than any other source. It is for this reason that Metacorp, the smallest of Nations, has managed to control 25 percent of the Council.



THE JODES

Being the Nation that is most concerned with agriculture, it is no surprise that the Jodes have almost a complete monopoly on fresh produce, pork, sheep, and beef products. They also bring horses and camels to trade at auction. Being the leading agricultural producer, not only among the nomadic community, but in the United States, affords them a measure of influence that exceeds their actual means. While they are not typically warriors, their numbers make up for their lack of combat abilities, and they often procure protection and escort from other more conflict capable tribes. They are also one of the most ethnically and culturally diverse nations. The Jodes control 23 percent of the council.



THE ALDECALDOS

It is well known that the tribes associated with the Aldecaldos specialize in construction, from their contracts to rebuild roads in the Midwest, to their forays into New York and Pittsburgh. The Aldecaldo nation is able to maintain organization while at the same time being loose



enough to flourish as migrant workers, mostly taking on reconstruction work, rebuilding our country after the Collapse. The work is long and slow, and there is a still a long way to go, which works well for them. Because of their contractual status, outgoing attitude, and outspoken ties to the media, the Aldecaldos have managed 15 percent control over the Council.



THE BLOOD NATION

As a nation made up of former gang members and entertainers, it should come as no surprise to anyone that the Bloods control the vast majority of gambling, drugs, and brothels in the Market. The Bloods are also responsible for putting on both the Battle Race and the Dome fights. In addition they are usually the ones setting up theaters in the Camp Lot, and most of the wandering performers are Bloods as well. As far as the council goes, the Bloods tribal affiliate delegates tend to go with the majority when it comes to voting, though they do control about 15 percent of the council on an average day.



THELAS NATION

The Thelas affiliated tribes control the seas, lakes, and rivers. They are the only ones who regularly deal with the forgotten souls in Lost Angeles, (other than the Raffin-Shiv) and any of the corporations who wish to transport their goods over the seas are better



off hiring the Thelas as escorts, if not simply hiring them to do it altogether.. Even Static fisherman often end up allying themselves with the Thelas for protection. It is their importance to world shipping and the fishing industry that has allowed the Thelas to control 14 percent of the council.



METACORP

A nomad Nation only by the loosest definition, Metacorp is still by far the most financially secure. More of a large loosely structured mega corporation than than a nomadic force, Metacorp controls vast sums of money and resources, and is the number one employer of nomads outside of the agricultural field. Meta representatives scour the nomad community for innovative technology ideas, and honest and reliable warriors. Their presence in the Nomad Market is



THE FOLK

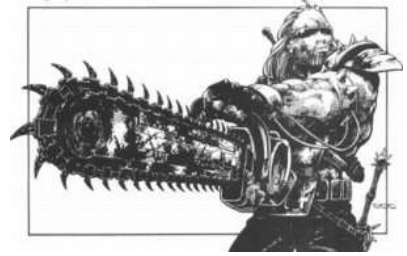
The Folk Nation is the largest force active in the rebuilding of Chicago. And while their affiliates are scattered across the northern midwest, they are mostly based in Illinois. With efforts to rebuild Chicago well underway, the Folk are getting closer to achieving their goal of rejoining Static society, and most of the tribes affiliated are either working with them in Chicago, or in other parts of the country rebuilding the cities hit hardest by the Collapse, all in the hopes of staking their property claims as citizens and owners when the work is done. They are the least active in the Council, with only 5 percent control on average, and usually only vote on matters that pertain directly to them.



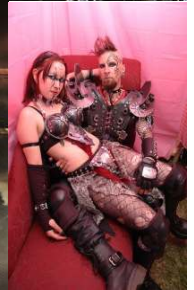
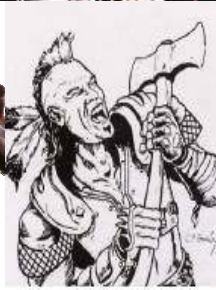


RAFFEN-SHIV

The Raffen-Shiv, both as a nation, and as individual tribes are not allowed seats on the council. This does not stop them from having an influence in the market. Many Raffen-Shiv come to the market to barter their spoils, and it can be quite tense when they are around, especially for nomads of other alliances who have had dealings with them in the past. It is only because the Raffen seem to respect the "holy ground" of the market that their presence is tolerated. That and to keep them out could possibly cause a war the nomad community as a whole can't afford to wage. Still minor problems do come up. There have been many times when normal nomads have recognized a Raffen-



Shiv who attacked them, raped them, or killed a loved one. There have been other times when Raffen have recognized their victims, some even going as far as to let on when and where they will be holding their next slave auction. Grieving parents have been known to go to these auctions and bid on their missing children, only to have the Raffen around them jack up the price so high that it's next to impossible for the parents to match. Or simply killing the parents outright, or their tribe. For this reason any Raffen who come into the Market are watched very carefully by the Lawgivers. The Raffen-Shiv are not fools, they very rarely cause any trouble inside the market, and almost never travel in groups of less than ten.



The Tribes within the varying nations are each unique unto themselves, but most have adopted similar costuming for ease of identification.

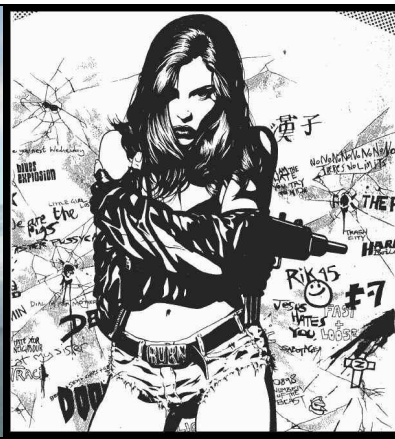


TECHNOMANCERS are instantly recognizable, not only because they all wear gas masks or air filters and long robes or coats, but also because they are loaded down with hand made tools and exotic scratch built gadgets. The Technomancers are the number one innovators of nomad technology, and their wares are highly sought after. Their numbers have grown in the last year since their new leader decided they should start actively recruiting people who show the right amount of potential. They are still exceedingly mysterious however. Due to increased funding, and exclusive contracts with Metacorp, some of the simpler Technomancer technology has begun seeing mass production and sales into Static society. Technomancers are the mechanical monks of the new world, wandering the roads in search of new ideas and ways of thinking.

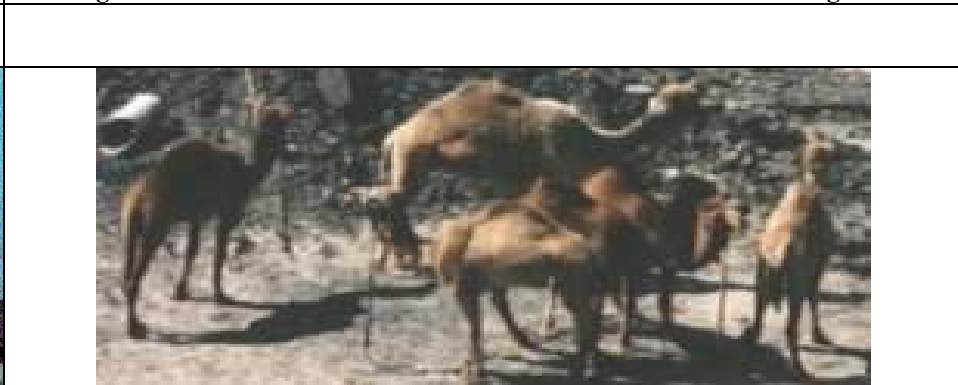


THE GYPSY HEARTS are a relatively new Tribe. Originally they were all Romany, but over the years they have taken on anyone who wanted to join, especially runaways and other lost children. The main point of interest of the Gypsy Hearts is their leader, Luby Derenko, an immigrant romanian. She is gathering a reputation as one of the best Jitte fighters in the nomad community. She teaches it to every member of her tribe who is capable of learning. She personally assigns her best students to take leadership of the smaller packs of her tribe. The art of the knife is very important to the Gypsy Hearts, and you must make your own before you can be accepted as an adult in the tribe. While the knife is the primary weapon of the tribe, they do use guns, as many an unwary marauding band have found to their dismay. Each night at camp is celebrated with music and dance, and the Gypsy Hearts follow the Romany customs very strictly. The Gypsy Hearts are affiliated with the Snake Nation, but have worked with the Aldecaldo's and the Blood's quite often. They avoid tribes associated with the Folk, considering them Gaje, or false gypsies, due to their desire to rejoin static society. They maintain a close friendship with several packs in the Thelas nation, and have been known to work temporarily with Jodes in exchange for food. They spend most of their time in Oregon and Washington, but have been known to travel as far as Iowa.



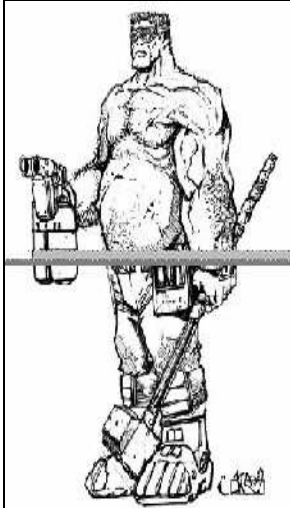
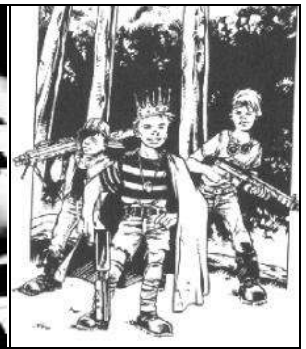


THE STORM RIDERS are one of the largest combat Tribes in the nomad community, outside of the Raffen-Shiv. Unlike the Raffen-Shiv, who are their mortal enemies, the Storm Riders generally don't cause any mayhem, and never target innocents. In fact, they almost exclusively target Raffen-Shiv, hunting down any small packs they can find. The Storm Riders often hire themselves out as escorts, and have a reputation for coming to the rescue of any nomads attacked on the road. Unfortunately they also have been known to come into conflict with Hi-Way, more often than not with deadly results. No one is quite sure of the origins of the Storm Riders, but rumors abound. Stories range from them once being suburban teenagers to former Raffen-Shiv who grew disgusted with the indiscriminate killing and cowardice. What is for sure is that they are highly skilled road warriors, and when not actually moving down the road they are partying. They live every moment of their lives as if it were there last. The Storm riders are loosely affiliated with the Aldecaldo Nation, but have worked with every nation but the Thelas. They have no home territory, but simply go where the roads take them. Their leader is a mystery, nothing is known about him outside the tribe other than his name is Logan Slade.



THE LOST SHEPHERDS are a large tribe based out of Texas, Nevada, and New Mexico. They are the largest camel and horse breeders in the United States. Their leader is an Egyptian who came across just before the mid-east meltdown named Hammid. His skill at tending and caring for camels and horses is the reason for the tribes success. Well, that and his tribes unrivaled skill as guides through the desert. Most of his tribe is made up of native americans and mexicans. They subcontract out scouts to anyone who needs them. They also have advisors on hand to help outfit vehicles and personnel for extended desert survival. The Lost Shepherds have a darker side as well, smuggling immigrants into the country and bringing them into the fold. They employ english teachers to help them blend in, and netrunners to build up fake identification and histories. They are not choosy, and will take anyone's money for this service, even slave traders and terrorists. They are also part of a large network of body smugglers, and if the Jodes find out about it there could be serious repercussions. Obviously they are allied with the Jodes, but have provided their services to every nation, even the Raffen-Shiv. They also work closely with elements of the Thelas nation in their body smuggling ring.



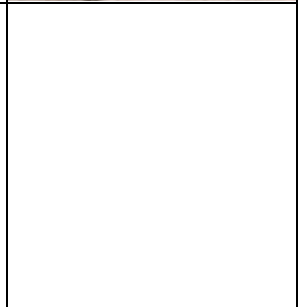
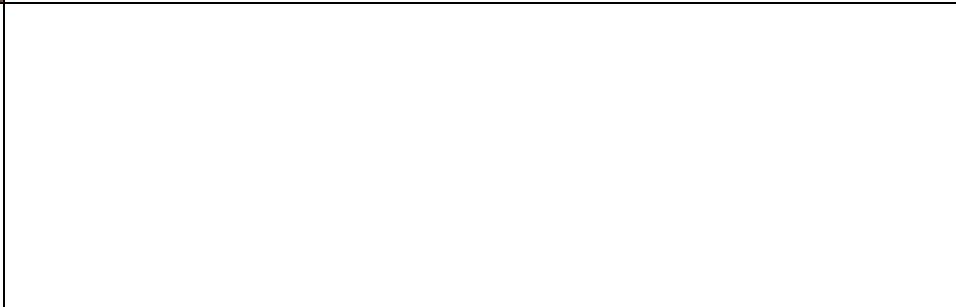
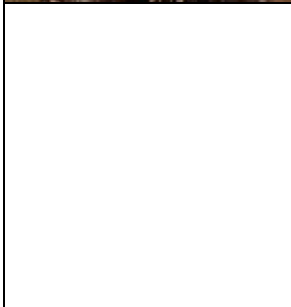


THE FORGOTTEN were originally a group of orphans in Colorado. When the rock hit Colorado Springs the blast caused the orphanage caretaker to have a stroke. When the surrounding area was being evacuated, the orphanage somehow got overlooked in the mountains. All through the region power was out and fires were raging. If that wasn't bad enough, the sky was black from all the dust for miles and miles around. When the rock fell there were 32 children, the oldest was 16, the youngest was 2 months. Convinced they should stay and wait for help, the children dug in. The only thing they could reach were a few abandoned homes and a small grocery store. After two weeks, there was no rescue. They couldn't call out because the phones and everything else was dead, and they were running out of food for the infants. It was decided that the two oldest boys, 15 and 16, should try and reach help. They set out on foot in the darkness leaving the next oldest, a 15 year old girl and a 14 year old boy, in charge. Two hours after they left, the snow started falling, no rescue ever came, and the boys never returned. After 3 days of snowing without respite, it was decided it would be too dangerous to send anyone else out. It was a heart breaking decision, because the food for the babies was gone. Things didn't clear up enough for them to leave the orphanage for 8 months. All of the babies died within the first month, and they were not the only fatalities. Of the 32 children, only 18 survived. When the snow finally cleared and the sun began to shine again, they left the orphanage seeking help at last. It was not to be. Sara, the oldest girl led them down the road, where they were found by a group of half crazed survivors looting through the rubble. Sensing the danger Sara hid the others and approached the men. It was a mistake. The men, in a fit of insanity, attacked her, brutally raped her, and left her for dead. The 14 year old boy Theo, next eldest in line, retrieved her after the men moved on and carried her back to the orphanage. They had no way of knowing that the outside world was still moving on, all they saw was the wasteland. So they snuck round, scavenging for supplies and fortified the orphanage. It was 5 years until they were found, by Malachi Jode of all people, as they were traveling through the area. It was a bitter meeting, and the news that the world outside the area was fine was a hard pill to swallow. The Forgotten, as they were now being called, traveled with the Jodes for two years, relearning how to interact with people again. Then, after an argument with Jode, Sara pulled the rest of the forgotten together and they left, opting to return to Colorado. Now, at 27 Sara is still the oldest member of the tribe and leader, Theo is intensely loyal to her, as are all the original forgotten. None of them have forgiven Static society for their plight, and are hostile to any Statics who try to cross their territories. They have taken it upon themselves to rebuild Colorado with the help of Aldecaldo affiliated tribes in the area. Mostly they act as guides and escorts through the area. They have increased their numbers by taking unwanted or lost children (some even claim they steal children). They are officially Aldecaldo, and have a single delegate at the council, whose only concern is making sure supplies and salvage are brought back and forth from Colorado by the Aldecaldo's.



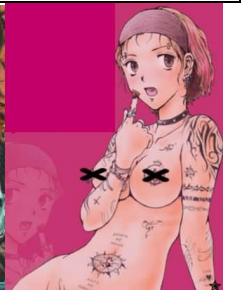
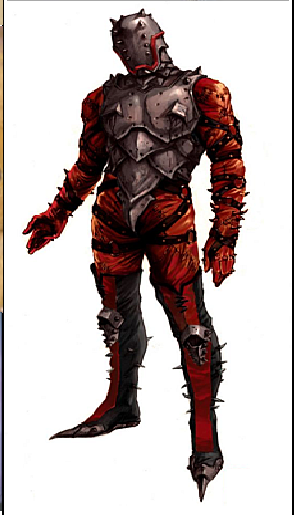


THE KINGSGUARD are a small splinter cell loosely aligned with the Folk Nation. Originally the Kingsguard was a touring renaissance company, traveling the country to the various Renaissance faires. When the collapse hit, interest in these faires died almost completely, and the disposable income to spend there died even faster. Many of these people had done nothing but follow the festivals for years. In the beginning things were rough, and most of the horses ended up as food, then the king of the troupe, a man who was only known by the name Arthur, formulated a plan for survival. They would start a new life style, true to the one they had always dreamed of living. They would live by the code of chivalry, traveling the land as Knights, lords, ladies, squires, jesters, etc., with one small change. Instead of horses, they would use motorcycles. This novelty was original enough to attract crowds to their shows once again. Not large crowds, but enough to keep them fed. And so was born the Knights Errant. Under Arthur's vision, the Knights grew, as more and more people disillusioned with the trappings of modern life and looking for a better way were attracted to the lifestyle the Knights offered. Things went well for a time, then the unthinkable happened. During a show outside of Kansas City, the Raffen Shiv attacked. Since the beginning, the Knights had sworn off firearms (one of the few issues of contention among them) and they were woefully unprepared for the marauders that beset them. In a desperate attempt to move the fight away from the civilian spectators, and non combatants, Arthur chose 3 of his Knights, and ordered the rest to stay behind and evacuate as soon as it was clear. Arthur and his 3 knights then offered themselves as bait, leading the Raffen away from the area. The plan succeeded, but at a cost, neither Arthur nor his 3 Knights survived, slaughtered on the road. The remaining Knights, and the rest of the tribe changed their name to the Kingsguard, to honor Arthur and his knights who made the ultimate sacrifice. Today the Kingsgaurd has grown, with over 200 members. It is ruled by its own council, and the only time any one man has dominion over the tribe is during times of war. The War Chief is a position only won through yearly trial by combat, with the winners of every show being tallied to decide who gets to participate. As much as they can they try to live by the ways set forth by Arthur, and still refer to him as their king, refusing to accept another leader. The knights of the Kingsgaurd wear motorcycle armor, fashioned to resemble that of midievil armor. They make their own armor and weapons, and have a crew of mechanics who maintain their vehicles, especially the bikes. They have created their own society, based on the legends of the knights of old. They generally carry only melee weapons, however they have an arsenal of firearms now, and will never let the tragedy that took Arthur come to pass again. The shows they put on are an important part of their society, jousting and mock combat, with the winners of each show being given special honors and privileges, until the next show of course.





THE HORSEMEN Prosthetic bodies are rare enough in the nomad community, the Horsemen are all full conversions, In fact they are the only recorded family made up exclusively of highly customized full cyborgs. Although they are often associated with the Raffenshiv, the Horsemen claim no nation, and have worked both sides of the fence, as raiders and as escorts. They most often ride alone, and when they do hire on with a tribe, usually as outriders and escorts, they remain only for the duration of the run. Other than being extremely violent and mercenary in nature, not much is known about them. What is known is that the majority of them ride extremely modified motorcycles, boosted for speed with reinforced frames to support their weight. They also always travel with a truck that serves as a repair and maintenance station for both the riders and their bikes. Of course being full borg, they have little requirement for food, shelter or clothing, but they likely have one or two highly skilled techs in their small number. Borg bodies are generally not suitable for the nomad lifestyle, as lack of parts and skilled cyber technicians can make life very difficult in the wastelands, but somehow the Horsemen plow on. Rumors fly in the nomad community that the Horsemen are ex-military, disillusioned vets probably from some special forces team that served in Africa or South America, or that they were once cops, or even escaped criminals who managed to undergo full conversion. Their numbers appear to be between 8 and fifteen strong. The only thing anyone knows for sure is that they will hire on for a price, and that meeting them on the open road is usually a very bad omen.





PERSONALITIES

Just a few of the men and women you may meet in the Nomad Market

CECILIA REYES

AGE: 20
 ROLE: NOMAD
 CHARACTER POINTS: 112
 INT: 5 REF: 9 TECH: 5
 COOL: 4 ATTR: 10
 LUCK: 5 MA: 6 BODY: 7
 EMP: 8

Cecilia's parents were Spanish Jews living in Compton, California. When the quake hit California, in the aftermath of fires and looting, they fled the city and took to the roads. Cecilia had a well-adjusted childhood. Her father would do odd jobs for money while her mother would tell fortunes. A gift Cecilia believes was passed on to her. Around the time she was 16, she struck up with the Gypsy Hearts. Life in the tribe suited her, almost too well. She made the mistake of challenging Lubyra for leadership, and was beaten soundly. She left as soon as she could ride, in shame and defeat. Since then, she has traveled with many different groups, but has always remained a Gypsy at heart. She has returned to the Nomad Market in hopes of waiting for the Gypsies and begging to be let back in.

Cecilia is overly self-confident and likes to project an air of mystery. She believes in her fortune-telling abilities and practices openly. She is also well aware of how attractive she is and revels in it. She lives to dance and oozes sensuality in every movement. This has a tendency to get her in trouble as people mistake her body language as a come-on.



DANIEL TALLTREES

AGE: 33
 ROLE: NOMAD
 CHARACTER POINTS: 114
 INT: 7 REF: 9 TECH: 5 COOL: 9
 ATTR: 4
 LUCK: 5 MA: 6 BODY: 10 EMP: 8

Proud members of the Sleeping Wind tribe of Navajo Native Americans, Daniel grew up on a reservation in Arizona. His parents tried their best to give him a modern education, while at the same time teaching him the old ways. When the collapse hit, Daniel's people were well-suited to the change. The entire tribe was living below poverty level, so they didn't notice much.

Eventually, however, the reservation was no longer supported by the government, one of those "lost files" in government funding, and the tribe took the road. As more and more people began fleeing from smaller towns in the wake of the collapse, the Sleeping Wind tribe grew, and eventually allied itself with the Aldecaldos nation. Today the Sleeping Wind tribe is 300 strong, fully two-thirds are Native Americans.

Daniel is a shaman; he gives advice, he treats ailments, and he has visions. He keeps the old ways alive, teaching the new generation as his people taught him. His favorite activity, however, is telling stories. He tells of the great bear and the human beings. He tells of the raven and the snake. But his favorite story is of the great tribe, his people.



JIMMY "RABBIT" WEATHERS

AGE: 26
ROLE: NOMAD
CHARACTER POINTS: 134
INT: 7 REF: 9 TECH: 8 COOL: 6
ATTR: 7
LUCK: 9 MA: 7 BODY: 7 EMP: 7

Rabbit was born on the road, literally. His parents were bikers belonging to Confederate Road, and on a run his mothers water broke, so there on the side of the road, in the dirt, 50 miles from vegas, Rabbit was born. His life didn't change much after that. His parents took the motto "live to ride" seriously. Rabbit has never been inside a school, and he has never worn anything more formal than a pair of new jeans. After the collapse the Confederate Road gang allied itself with the Snake Nation, which is to say it remained independent. Rabbit could care less, he lived by no ones rules but his own. Which isn't to say he is wise, or intelligent, just that he simply cannot sit still, and has as much self control as your average spazztic.



Rabbit is always moving, even when forced to sit, he fidgets constantly. And he simply isn't happy unless he is on his bike. He does however have 2 things going for him. He knows all of the secret smuggler routes along the west coast, Nevada, Texas, and Arizona, and secondly he has the luck of the devil. He is loud, boisterous, not to bright, and usually the cause of any fight he happens to find himself in.

JOSE "ROOSTER" SANCHEZ

AGE: 25
ROLE: NOMAD
CHARACTER POINTS: 110
INT: 7 REF: 9 TECH: 7
COOL: 8 ATTR: 5
LUCK: 4 MA: 9 BOD: 10
EMP: 4

Immigrants from Mexico who found work picking fruit in the U.S., Jose has been a nomad since before anyone knew what a nomad was. His childhood was spent following the crops. It was also spent getting into trouble. He had a knack for attracting problems with local boys, almost always leading to violent altercation. When he became 16 it got so bad that as punishment his parents would force him to ride alone. Little wonder he took to the solitary life as an outrider. When he was 20, Jose's family joined the Aldecaldos nation, and things looked up for a while. But unfortunately, Jose's family was hit on the road by the Raffens Shiv, and everyone was killed, including his mother and two younger sisters, Jose only survived because he was riding point, and blames himself for the entire incident. Now he hires himself out as an outrider to anyone who can pay.



Rooster gets his name from his speed, he is almost impossible to catch, and always seems to be aware of everything around him. His temper has slowed, but when it is raised he is an explosion of violence. Normally however, he is quite, keeps to himself and between jobs he can be found here in the Market, looking for work.

JOSEPH WHITERAVEN

AGE: 34
ROLE: FIXER
CHARACTER POINTS: 129
INT: 10 REF: 9 TECH: 8 COOL: 10
ATTR: 5

LUCK: 4 MA: 6 BODY: 6 EMP: 6
Joseph Whiteraven was born on a Lakota reservation in Oklahoma. He grew up on a cattle ranch, and was riding a horse before he could read. He was happy and content, and then the crash hit. His family could no longer afford to take care of horses, so they sold the ranch for pennies. 18 at the time, Joseph was determined to help his family. He left home and began looking for work only to find the job market completely bare. However, he did find he had a knack for finding people what they wanted. Jo went into business for himself, buying and selling whatever passing nomads had to offer. He excelled at it. He had found his place. After a few years he had managed to save enough money to buy his families ranch back, but decided not to return to them. Instead he joined the nomad community. Opening up a shop in the Nomad Market, trading in goods, information, and anything else, legal or otherwise.



Joseph is cool and self assured. He is a hard man to get get a read on, and he uses that to his advantage. He adopts the affectations and mannerisms of an old gunslinger, and is never seen without his old west style gunbelt on his hip.

JOYCE NIKITA RAMONE

AGE: 16
ROLE: SOLO/NOMAD
CHARACTER POINTS: 104
INT: 10 REF: 10 TECH: 9 COOL: 7
ATTR: 7

LUCK: 4 MA: 4 BODY: 6 EMP: 8
Nikita has never known a life outside the road. She was communally raised among a small family allied with the Jodes, and has no clue who her actual parents are. A.D.D. mixed with a violent temper led her to be somewhat ostracized by other children, and the adults of the community as well. Her childhood was stained with numerous fights, until finally she was removed from the other children altogether and forced to travel with the men as the pack moved from town to town working construction and labor jobs. Soon after her 15th birthday, she was raped by one of the men. Unable to prove her claim, and finding no sympathy, she left the clan, stealing a motorcycle and running off on her own. She wandered around for a time, tagging along with whoever she could for safety. But always her temper would get the better of her and she would find herself alone again. She made her way here to the market, hoping to someday find a place she belongs.



At 16, Nikita is young, but her temper is fierce. She is very stubborn, speaks her mind at all times, and is about as far from ladylike as would seem possible. But underneath it all, she is a lost child, desperately looking for someone to keep her safe. She will latch on to anyone who shows the slightest interest, though her abrasive, demanding, and self conscious attitude is usually too much for anyone to take for long.

DARAVIEN "DAR"

AGE: 17

ROLE: SOLO

CHARACTER POINTS: 123

INT: 8 REF: 10 TECH: 5

COOL: 7 ATTR: 10

LUCK: 8 MA: 6 BODY: 6/10

EMP: 7/5

Dar is a 17 year old girl and partner to Christian Alexander. She has never told anyone where she is from or what her real name is. She has been riding with Christian since she was 15 and has been his lover since the day they met. Normally one would question a man for having relations with a girl so young but this pair are ruthless killers and to ask the wrong question will receive an answer in the form of a knife in your belly and urine on your corpse. These two are ruthless and slaughter happy. The river of blood they leave behind is vast, they only take the dirtiest jobs, and only work so long as it benefits them.

**YURIKO "PINK" HATOYA**

AGE: 20

ROLE: NOMAD

CHARACTER POINTS: 159

INT: 9 REF: 10 TECH: 4

COOL: 7 ATTR: 6

LUCK: 3 MA: 7 BOD: 6

EMP: 7

Pink grew up sailing with the Crimson Waters, a fishing tribe allied with the Thelas Nation, off the gulf of Mexico. Her parents were killed when she was young, and she was raised by the tribe at large. It was a simple life, and she revelled in the open sea. It was not to last however, as corporate fishing trawlers forced their tribe out of the gulf. In a desperate move, the entire tribe sailed to the waters of the california coast, taking up smuggling operations. They had a deal working out of Lost Angeles, and though their new life was dangerous, it was prosperous as well. Eventually Pink decided to find out what dry land had to offer, which brought her here to the Nomad Market.

Pink wants to see the world, as much of it as she possibly can. She is looking to hire on with any outfit traveling the long haul. She has become an accomplished outrider since leaving the sea (which only makes sense since thats what she did on it), and listens intently when anyone she considers knowledgable has anything to say. Pink is a curious girl, which can lead her into trouble, she is also friendly, but will not tolerate disrespect.

**SHARA "LITTLE FOX" CHEHATHA**

AGE: 25

ROLE: NOMAD/TECHIE

CHARACTER POINTS: 120

INT: 6 REF: 10 TECH: 9

COOL: 8 ATTR: 9

LUCK: 3 MA: 5 BODY: 4

EMP: 8

Shara's parents were Indian immigrants who had the misfortune of coming over just before the crash. Abject poverty combined with her parents strict Hindu beliefs made for an unpleasant childhood. Her only joy was found working on engines with her father. It focused her, since the rest of the time she was kept at home, confined to the house or school. She wasn't allowed to join any teams or clubs at school, and had to come straight home, which left her virtually no friends. When she was 15 she was told she could no longer help her father with auto repairs, it wasn't proper for a young lady. That was the final straw. She left home and has never looked back since. She immediately hooked up with a Blood circus convoy, and impressed them with her mechanical aptitude. She traveled with them for a time, learning to knife fight from one of the performers, and keeping their vehicles running. But as soon as she could afford her own bike, she set out on her own.

Shara has no ties to any tribe or nation, but usually will hire on as a mechanic to any group making a long trek. She moves from destination to destination, and will always sleep under the stars if possible. She has two loves in life, engines and the open road. She is outgoing, and makes friends easily.

**BRIAN MORGAN**

TAYLOR "VENGER"

THE BLACK PALADIN

AGE:42

ROLE: NOMAD/SOLO

CHARACTER POINTS:

239

INT: 9 REF: 10/12

TECH: 5 COOL: 10

ATTR: 5

LUCK: 4 MA: 5 BODY:

10 EMP: 6/5

No one knows where "Venger" comes from, or who he really is. One thing they do know, he is one of the most feared of all Raffen Shiv. It is rumored he used to be a Paladin, for he carries a Gunblade. But he is Paladin no more. Some estimate the bounty on his head to be over 500,000. And the Paladins actively hunt him for marring their honor. He leads the Plague, his own personal army of Raffen Shiv, and has waged war campaigns against the reconstruction efforts in Chicago, mostly by terrorizing the roads leading in and out. Why he is here in the Nomad Market is cause for wild speculation. (GM's Venger did indeed used to be a Paladin, one of the first, and according to rumor he may have been responsible for Arthur's death, betraying him out of greed and envy. Venger is a very very dangerous man.)



Venger is one of the most feared warriors on the road, his reign of terror in the midwest has left a body count rumored to be in the hundreds. He is a cold blooded slayer of men, women, and children. His crimes include murder, kidnapping, slavery, rape, and anything else that makes your skin crawl. He is always surrounded by at least 20 of his best men, all ruthless killers.

YAMA HASO

AGE: 22

ROLE: NOMAD/COP

CHARACTER POINTS: 160

INT: 9 REF: 10/8 TECH: 9

COOL: 8 ATTR: 7

LUCK: 5 MA: 7 BODY: 10

EMP: 6

Yama was born to a Korean immigrant. His mother, a prostitute at the time, never even knew the name of the father. When she found out she was pregnant she quit the life, and began saving all her money for the child. She doted on young Yama, raising him in Texas, and giving him the best childhood she could. It worked, Yama grew up with a strong sense of discipline and compassion, he knew right from wrong, and was always quick to step in when someone crossed the line. Fascinated with westerns, Yama joined the highway patrol immediately after high school. The life suited him well, but he couldn't stand the limits placed on him by the law. When word of the Paladins came to him, he quit that very day and dedicated his life to the ideals and code of the Paladins.



Yama is an idealist, he sees things in right and wrong, and he almost obsessively will work to right any injustice he sees. He has been a Paladin for 4 years now, and will most likely remain so until he dies. He is strong willed, with an easy temperament. He is half Caucasian half Korean, and speaks with a thick Texas accent, which seems almost odd.

CHESHIRE

AGE: 25?

ROLE: NOMAD/MEDIA

CHARACTER POINTS: 151

INT: 10/11 REF: 10 TECH: 10

COOL: 10 ATTR: 6

LUCK: 8 MA: 7 BODY: 7

EMP: 5

Cheshire was found unconscious on the side of the road when he was approximately 15 years old by a man named Wallace who ran a traveling bookstore. The boy had no recollection of who he was, or how he came to be on the side of the road. His body was covered with strange scars, and he was wearing a dirty white sweat suit. Not knowing what else to do, he took the boy in, and raised him like a son. Whenever his named was asked, Cheshire could only stuttter Ch-che-che, so Wallace named him Cheshire after the way he smiled whenever he read or learned anything new. The boy had a voracious appetite for books, reading constantly.



Especially Hemmingway and Kerouac. He may not have had any clue who he really was, but he definitely knew who he wanted to be... a write. Still there was something odd about the boy, his intelligence tested off the charts, and his reflexes were uncanny. He was also the most calm person anyone had ever seen. One morning he awoke to find a rattlesnake had crawled into his sleeping bag. He was bitten twice before he could get out of the bag, but never made a sound until he had calmly set the snake free and woken Wallace to drive him to the hospital. He has a smile that would win anyone over, but there is something disturbing about him, something that makes people uneasy. When Wallace died, he left Cheshire his book van and all his worldly possessions. Cheshire traded the van and most of its contents to a large family allied with the Aldecaldo's, and received a laptop with full printing capabilities, a high quality digital camera, and a small safari truck in return. Since then Cheshire has wandered the country, running his own Nomad newspaper called Dust In The Wind, available by feed as well as by the weekly papers he leaves at every rest stop and gas station he comes across. He travels where the wind takes him, writing about everything he sees. Most recently he has joined the Paladins, in order to do a lengthy story via weekly column on them. The only way he could get permission to travel with them on a long basis, was to become one.

Cheshire is friendly and outgoing, willing to talk to anyone, and genuinely interested in everything they have to say. He keeps an unbiased opinion and reserves judgment as long as possible. He only joined the Paladins for the story, but is quickly finding the life suits him.

NAPOLEAN MONTESQUIE

AGE: 26

ROLE: NOMAD

CHARACTER POINTS: 134

INT: 10 REF: 9/12 TECH: 9 COOL: 7 ATTR: 9

LUCK: 7 MA: 8 BODY: 8 EMP: 10/7

Napoleans parents were European smugglers, sailing the high seas and doing anything to turn a profit, at the age of six they traded him to an immigrant nomad community in the ruins of L.A. known as the L.A. Ramblers. He hated the water and stowed away with a land based clan the Ramblers were trading with two weeks later. Upon discovery they made him a family member and he rode with them all over both the California's and Nevada.



**CHRISTIAN
ALEXANDER**
AGE: 31
ROLE:
NOMAD/OUTRIDER/BOU
NTY HUNTER
CHARACTER POINTS:
153



INT: 10 REF: 10/13
TECH: 9 COOL: 10
ATTR: 6
LUCK: 7 MA: 9 BOD:
9/13 EMP: 9/8

Dar's partner and one of the most ruthless violent men alive. Christian was a feral child who was found by a nameless nomad clan. He was raised as best as possible, but Christian simply hated people. Upon reaching 13 he began his career as an outrider, only joining the clan when absolutely necessary. By 19 he realized he hated being tied down to the clan, so he left and worked freelance, hiring out as outrider to whoever was making the longest trips. He has ridden with most of the clans but very few know him personally, even though almost all nomads know of him. He has also become a ruthless bounty hunter, able to track down anyone with only the faintest of trails to guide him. He met Dar in a shit bar in a shit town when she was 15. She was running from some bikers intent on raping her when she bumped into his motorcycle, the bikers took one look at him and ran. Christian himself doesn't know why he decided to let the girl join him...perhaps he was lonely, or perhaps he just needed a woman, but whatever the reason he took her with him. A few miles out of town the bikers and their friends caught up to them, determined to get the girl back and show the stranger who's turf he was on. Christian attacked them, and much to his surprise Dar fought like a hellcat alongside him. The two have been partners and lovers ever since, and they are the only ones either of them can stand. Christian is an opium addict and borderline alcoholic, he is also prone to fits of rage and has only rarely left an opponent alive.

**ALEX "FENRIS"
MICKHAILOVITCH**
AGE: 38
ROLE:
NOMAD/OUTRIDER
CHARACTER POINTS:
210
INT: 8 REF: 9/12 TECH:
9 COOL: 10 ATTR: 6
LUCK: 5 MA: 4 BODY:
9/13 EMP: 7/5



Alex's parents were full blooded Czech, and when the Soviet Union fell they immigrated to America. Alex was 21 when he joined the Army and went to war in South America. When the US packed up their bags he like so many others were left behind. He survived "the long walk" home and soon fell in with a small nomad outfit in the midwest known as the Confederates. He left them because of their racist policies, he had seen to much stupidity already. He wandered from clan to clan joining for brief periods then moving on. He has traveled with every major nomad group on the land, in the air, and above and beneath the sea.

He is quiet and serious all the time, and when not on the road he becomes very restless. He also has a quirky habit of taking the weapons from defeated enemies, and usually carries a duffel bag full of assorted weapons on his bike which he will sell or trade with other nomads.

BREE SANFORD
AGE:20
ROLE: NOMAD
CHARACTER POINTS: 88
INT: 7 REF: 9 TECH: 5 COOL:
6 ATTR: 10
LUCK: 10 MA: 9 BODY: 5 EMP:
7



Bree is nomad, born and raised, her childhood was spent on the road with her family, at first traveling between events such as Burning Man and The Gathering, and the when the collapse hit, her family just kept traveling. Even as a young girl, she was beautiful, and has used her good looks to her advantage for as long as she has been aware of them. This has often led to trouble, but her family is very protective of her, so it rarely gets very far. At one time she had been set to marry the leader of an allied family, but a sneak attack by the Raffen Shiv ended that dream before it could ever begin. Since then she has led fast and free, and is somewhat less than discriminate with her partners.

Bree knows she is pretty, and uses that to its fullest advantage. However she still maintains a generous and pleasant demeanor and is often the only smiling face in a group of sour and bitter nomads.

GALEN WEZ
AGE:23
ROLE: NOMAD/SOLO
CHARACTER POINTS: 140
INT: 8 REF: 10 TECH: 7
COOL: 9 ATTR: 4
LUCK: 5 MA: 6 BODY: 9
EMP: 6



Galen and his family were beset upon by Raffen Shiv when he was a very young child. His father was killed in front of his eyes and his sister and mother were raped to death. Galen himself was spared death, but lived as a slave among the Raffen for years, trading hands between them. When he was 12, his master was caught alone by a group of Stormriders. Finally free Galen joined up with the group and began a life of freedom. Mercilessly hunting down any and all Raffen Shiv he encounters in retribution for the nightmare they made of his life.

Galen is a stern and serious individual, very quiet. He almost never smiles, and laughter from his mouth is almost unheard of. His all consuming hatred of Raffen Shiv is all that keeps him going, and will most likely get him killed.

SAMPLE NOMAD FAMILY



VAL REYNOLDS

AGE: 31

ROLE: NOMAD/SOLO

CHARACTER POINTS: 146

INT: 9 REF: 9 TECH: 4 COOL: 10 ATTR: 7

LUCK: 7 MA: 6 BODY: 7

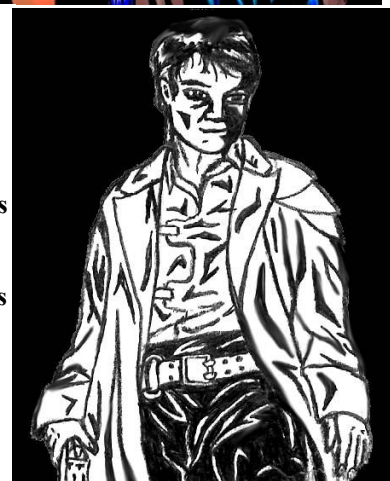
EMP: 7

Val grew up in Texas before the collapse, raised by his loving mother and a crew of about 40 ranch hands. After graduation he left his mothers ranch and enlisted in the military. When the South Am conflict began he quickly began distinguishing himself for his leadership abilities. Unfortunately, he was also one of the thousands left behind when the US pulled out of the war. Val's leadership abilities truly came to light during this period. His unit was one of the ones deployed furthest south, and was quickly cut off from the main body of returning US forces. Playing catch up with low supplies, and no support whatsoever, Val's unit was constantly under attack, and within a matter of days all his superior officers had been killed, and he had risen to the rank of captain by default. The worst losses came during the battle of Serenidad Valley in Central Costa Rica. When moving across the valley, the force of 400 was ambushed by South Am rebels, all but 40 were killed. It was by sheer will alone that Val was able to finally get his surviving men back to the relative safety of the main group for "The Long Walk" home.

After the war, Val could not go back to a society that had failed him and so many of his men. Men who had died for them.

Instead Val kept "walking", the nomad life suited his restless nearly broken soul. Chloe, ever loyal, followed Val through his journeys. After a few years of scrimping and saving, he was able to purchase his own truck which he dubbed the Serenidad. Since then he has managed to gather his own crew, a veritable smorgasboard of misfits and lost causes. Together they represent the epitome of the nomad lifestyle, taking any job that comes their way, especially smuggling runs.

Val is headstrong but cautious, and a surly mood seems to follow him like a dark cloud. Win his trust, and he will fight the demons of hell itself to stand by your side, betray that trust an god help you. Val's personal code of honor is almost idealist in nature, and hearkens back to a day when a mans word was his bond, and you looked your enemies in the face. His honor is more important to him than his life, and his crew is more important to him than anything.



CHLOE "ALLEN" NASH
AGE: 33
ROLE: NOMAD/SOLO
CHARACTER POINTS: 143
INT: 9 REF: 10 TECH: 4
COOL: 9 ATTR: 8
LUCK: 5 MA: 5 BODY: 8
EMP: 7



Chloe grew up in New York on the mean streets of Harlem. As soon as she could she followed in her fathers footsteps and joined the military, looking to go career army. She served under Val Reynolds and was the only survivor of their unit to come out of "The Long Walk." Her loyalty and discipline are unquestioned. After a rocky start, Chloe married the crews driver, Obie Nash, and the two make incredibly affectionate, though often diametrically opposed pair. The opposition between the two balances perfectly however, and they enjoy a successful and committed marriage. Like Val, Chloe no longer has any love for society, the military, or the corporations who abandoned them.

Chloe is also the counterpoint to Val. She is outgoing and affectionate, but in desperate situations she is calm and reserved, tactical in nature. Where Val thinks with his heart and his instinct, Chloe thinks with her head and trusts her experience. Her cold battlefield demeanor is testament to her combat prowess and discipline. She is Vals second in command and most trusted adviser.

OBIE NASH
AGE: 30
ROLE: NOMAD
CHARACTER POINTS: 210
INT: 8 REF: 9/12 TECH: 9
COOL: 10 ATTR: 6
LUCK: 5 MA: 4 BODY: 9/13
EMP: 7/5



Nash was raised in Detroit, and as a child all he knew were cars and pollution. His father was a freelance truck driver, and was never around much, his mother died from lung cancer when he 17. With nothing left to keep him in Detroit, and a strong desire to see the world, he took his mothers car and went on the road, traveling with no destination. He earned his money racing, both on legal tracks and on underground street racing circuits. It wasn't long before he had made a name for himself and gained a reputation as one of the finest drivers on the road, but his career didn't really take off until he started following his old mans footsteps and driving trucks. Right of the bat he had an uncanny knack for getting a truck to do exactly what he needed it to do, pushing it to its limits and beyond.

When Val hired him as the crew driver, Nash was already being courted by several other nomad outfits, but there was something about the Serinidad that called to him. And after a short time together, Nash and Chloe fell in love and were

married. Nash at times has felt a bit threatened and jealous of Chloe's loyalty and devotion to Val, but understand the reason behind it.

Nash is the joker of the crew, his affable demeanor and wacky sense of humor is as invaluable as his driving ability. He is also the first to suggest a non-violent resolution, especially if it involves running. He isn't a coward, he just values the lives of his friends and wife, and would rather them not endanger themselves any more than absolutely necessary.

HAILEY SKYE
AGE: 21
ROLE: TECHIE/NOMAD
CHARACTER POINTS: 120
INT: 8 REF: 7 TECH: 10
COOL: 5 ATTR: 9
LUCK: 8 MA: 6 BODY: 5
EMP: 10



Hailey's father was a grease monkey in Missouri, her mother was a waitress. She spent day and night in her fathers shop, often proving herself a better mechanic than he was. Somehow she just has an affinity with machines, they almost seem to talk to her. During the collapse, she dropped out of school to help her father in the shop. Diesel engines were one of the few things there was a constant need for, as the corporations were the only ones who could regularly travel. When the Serinidad pulled into her fathers shop for repairs, Val was amazed by her aptitude and affinity with the engine. He hired her on as the trucks mechanic immediately, and she has made herself invaluable ever since.

With little formal education, and always covered in grease, she was quite often mistaken for a tomboy even among the crew, however her actual personality is quite girlish, almost innocent. When not covered in oil stained overalls, she is just as likely to be found wearing pink and drawing pictures of Unicorns in front of rainbows. If Val is the head of the crew, Chloe it's right arm, and Nash its legs, Hailey is most definitely its heart. Her smile and optimistic, upbeat attitude never fail to bring warmth to any situation. She is seen almost universally as the little sister to the entire crew, and they go to great lengths to protect her and make her happy. Sue has had a crush on her from the moment they met, but Hailey and Hiram have become an item.

SUE Hobb

AGE: 29

ROLE: SOLO/OUTRIDER

CHARACTER POINTS: 125

INT: 5 REF: 10 TECH: 4 COOL: 7

ATTR: 5

LUCK: 4 MA: 5 BODY: 10

EMP: 5

Born and raised in Biloxi, Sue's parents were avid fans of Johnny Cash. Of course what his parents thought was a good idea actually served only to give reason for constant fighting for the young boy. With a name like Sue he had to be tough. He quickly developed a reputation in his town as fighter and a troublemaker, this tendency only increased with age. At 19 he fell in with a less than savory mercenary crew. Not quite Raffin Shiv, but skirting the line. It was with this group that he attempted a robbery of the Serenidad. Val was able to convince him to turn, and offered him a place on the crew, where he has served loyally (for the most part) ever since.



Sue is a brute, he is uncouth, rude, and afraid of little. However he is also quite cunning and skilled when it comes to combat. Though he would be loathe to admit it, the crew of the Serenidad is the closest thing he has ever known to a true family, other than his mother, who whom he still sends half of his shares. While



Sue is never afraid to say whatever comes to mind, and has the manners of rutting goat, he also has a much bigger heart than anyone would give him credit for. His affection, especially for Hailey, is a closely guarded secret, though his jealousy over her can be glimpsed frequently. Unfortunately, his love for money is almost as great as his love for the crew, and it is possible he may betray them if the money is right. He keeps a large assortment of weapons, and is a little too fond of explosives for Val's tastes, but if you are going to be in a fight, Sue is the man you want standing next to you.

HIRAM MAT

AGE: 22

ROLE: MEDTECH

CHARACTER POINTS: 115

INT: 10 REF: 5 TECH: 10 COOL: 5

ATTR: 7

LUCK: 4 MA: 4 BODY: 4 EMP: 8

Hiram and his sister Creek led a happy and fulfilling childhood in the suburbs of Portland. Their family was wealthy and affluent, and they were afforded the finest of educations. From the beginning, Hiram was being groomed for a career in medicine. An advanced student he graduated early, completed his internship 6 months early, and had begun



a lucrative career as a surgeon. However upon hearing of his sisters predicament he dropped everything and hired a group of mercenaries to extract her. Once she was safely out of Biotechnica hands, Hiram took her on the run, with Biotechnica and the Police looking for them both actively. He hired on with the Serenidad as the crews medic in exchange for their protection of his sister.

Hiram is reserved and almost paranoid in his evadance of Biotechnica and the police. He is also very very protective of his sister. He can also be a bit snobbish, as his educated and formal background and refined tastes offer a stark contrast to the rest of the crew. All that aside, he is a gifted surgeon, and his role as the crews medic has been invaluable.

CREEK MAT

AGE: 17

ROLE:

NETRUNNER/SOLO/NOM

AD

CHARACTER POINTS: 137

INT: 10 REF: 10 TECH: 5

COOL: 8 ATTR: 9

LUCK: 5 MA: 7 BODY: 6

EMP: 10

Creek and her brother Hiram led a happy and fulfilling childhood in the suburbs of Portland. Their family was wealthy and affluent, and they were afforded the finest of educations. When she was 12, Creek and her parents were approached by a Biotechnica representative named James Laterne. Laterne offered Creek a place in an advanced new training facility, specializing in meeting the needs of intellectually gifted students and challenging them to their full potential. She would be given full scholarship and more. Seeing this as a wonderful opportunity Creeks parents gave their consent and the young girl was shipped off.



Unfortunately it was a hoax perpetrated by Biotechnica, who had been gathering several of the brightest young minds around the country. Funded by the military, the program had Creek kept in Braindance over 18 hours a day, even during her sleep she was constantly bombarded with stimuli. Hew few waking hours were spent undergoing rigorous physical conditioning, often with her in a zombie like state. Biotechnicas mistake however came when they began her training as a netrunner. It allowed her to bypass the security clearances and send a message out to her brother. It also allowed her access to Biotechnicas top secret genetics research project. When she escaped, with the aid of her brother, she did so with a head full of classified data that could potentially ruin the corporation, and they have hunted her ever since.

Unfortunately, because of the near zombie like state of her consciousness during her time with Biotechnica due to constant stimulation and lack of real sleep, Creek's memories are fragmented, and her personality itself is slightly schizophrenic, if not manic.

Creek is an enigma, going from long periods where she makes no noise at all, to outbursts of absolute childlike glee. In motion and personality she resembles a cat. She is prone to moments of utterly bizarre, and sometimes violent behavior, alternating with moments of rare insight far beyond her years. She is a mystery, and Hiram and the rest of the crew are desperate to bring solace to this young girl and keep her safe. Her skill as a netrunner is amazing, she has an almost intuitive connection to the information net. She also shows signs of incredible combat aptitude. The life of a nomad however, seems to bring a peace, the open road, the ever changing landscape, always meeting new people, these things bring out the best in her.

IRENE SARRAH

AGE: 30
ROLE: FIXER/NOMAD
CHARACTER POINTS: 130
INT: 8 REF: 5 TECH: 6 COOL:
10 ATTR: 10
LUCK: 4 MA: 4 BODY: 5 EMP:
8

Irene grew up under the tutelage of an all girls academy, from the earliest age she was groomed for life in high society and as a courtesan. To her parents, wealthy socialites from Europe, the importance of "being proper" was paramount. Irene was being groomed for marriage, her education in the arts, philosophy, and in etiquette all suited to make her the perfect socialite wife. When it was announced that she had been arranged to marry an heir to the the English throne, she rebelled. She fled her school, taking only what she could stuff into her personal AV-7 and emptying her account. Her flight brought her to America, constantly on the run from her parents. She sold the AV-7 and bought a truck, which the nomads have since heavily customized. In utter defiance of the "proper" and ordered way of life her parents had arranged for her, Irene began selling herself as a high priced escort. When she realized that they would find her if she set roots down anywhere, she decided instead to live on the road, drifting from one place to the next. But life on the road is dangerous and so she formed a contract with the Serenidad and Val. For a healthy stipend, she would



travel with them, and call the truck her home, and they would provide protection for her.

Regardless of her rebellion from her parents, Irene is well mannered, has exquisite taste, and impeccable grace. Her clients include statesmen, politicians, corporate executives, and other men and women of power and influence, which has allowed her to open doors that would otherwise be barred from the crew of the Serenidad. She has assumed an almost motherly role among the crew, and her relationship with Val, while unconsumated, is apparent for everyone but the two involved.

FLOCK "REV" PAGES

AGE: 52
ROLE: ROCKERBOY/NOMAD
CHARACTER POINTS: 210
INT: 8 REF: 7 TECH: 7
COOL: 6 ATTR: 5
LUCK: 4 MA: 3 BODY: 5
EMP: 10

Much of "Rev's" life is a secret. It is known however that he grew up in Chicago and is one of the lucky few who made it out before the disaster there. It is also rumored that he is purposely hiding something, and is running from his past. Rumors abound that he is anything from a former secret service agent or Le-Div enforcer, to a former member of special forces, and even a former top level mafia hitman. These rumors are only fueled by his apparent knowledge of martial arts, weapons training, and government procedure and protocol. He also has used his name and identification to gain access to static hospitals and even free imprisoned crewmates from static jails. What is certain is that he has embraced religion, and now sees it as his mission to bring the word of God to the nomad community. His personal beliefs however are a bit harder to define. He carried on him at all times a bible, a Quran, and a Torah, and seems to refer to all three when administering his teachings. Often when asked what religion he is, he will only reply "I am a man of God."



Rev has taken a vow on non-violence, and appears to be a master of Lee Kwan Choo, a martial art with no offensive moves. Rev is the conscience of the crew, and his wisdom and guidance a heavily relied upon during times of distress. He is passive and wise, and open to discussion with anyone of an open mind. He is the first to suggest a non-violent resolution. If conflict cannot be avoided, he will fight to wound, never to kill.

THE SERENIDAD



Top Speed:	140 mph	Acc/Decc:	12/25
Crew:	3	Range:	450mi
Passengers:	8	Cargo:	90tons
Maneuver:	-2	SDP:	140
SP:	25	Type:	Heavy Truck
Mass:	19tons	Starting Bid:	NFS

A custom built truck used by Val and his crew as both mobile home and business. The Serenidad is heavily armored and built on a Mack frame. The trailer is is mechanized and when stopped will actually widen to allow for more room. In retracted mode, the kitchen, med bay, bathroom and armory are still accessible. In its open mode there is an additional communal eating area, and 6 private rooms. The truck itself features its own bunk, slept in by Nash and Chloe, a navigation/communications suite manned by Creek, a roof mounted hatch with a pop-up M2HB manned by Chloe, and the shotgun seat manned occupied by Val, with the drivers seat left to Nash. The truck itself has many hidey holes used for smuggling, these areas are shielded and incredibly hard to spot (A/N 30). The Serenidad is more than just a home or vehicle, in many ways it is part of the crew itself, and is loved as dearly. When larger loads are required, the crew merely attaches another trailer, and it is not uncommon for the truck to be seen hauling as many as 3 extra trailers. Irene will often dock her nomad customized AV-4 to the roof of the trailer and underneath the side doors on either side of the trailer are retracting mounting brackets to hold up to four outrider bikes. Direct access is possible from the truck to trailer.

SPECIAL EQUIPMENT: Truck- fold down double bed (bunk style), fridge, microwave, military radio, radar, gps, Satellite link, cybermodem, full entertainment suite, armor plating, ram bar, roof hatch with concealed retracting M2HB turret,

Trailer - Family size distillation kit, 50 gallon water tank, exterior faucet with shower attachment, full kitchen, med bay equipped for full surgery and trauma, armor plating, under side escape hatch, roof hatch, detachable tow bar for Irenes truck.

Outrider bike 1

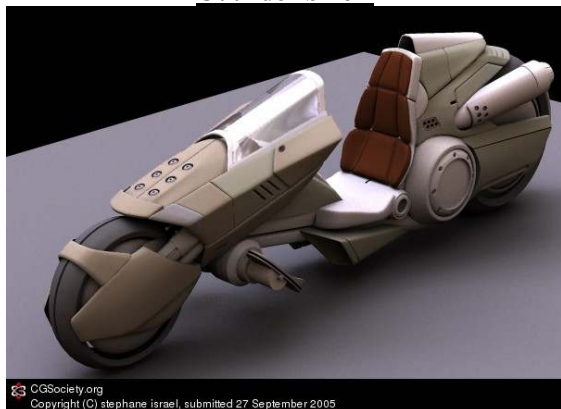


This is Sue's bike, and is heavily armed to defend the Serenidad. The weapons are removable, and are usually stored in one of the smuggling hidey holes on the truck. Sue is extremely jealous of this bike, and really hates anyone other than Hailey even touching it. Unfortunately due to abuse it is frequently in need of repair.

Top Speed:	260 mph	Acc/Decc:	33/45
Crew:	1	Range:	350mi
Passengers:	0	Cargo:	40KG
Maneuver:	+1	SDP:	40
SP:	20	Type:	cycle
Mass:	260kg	Starting bid:	NFS

SPECIAL EQUIPMENT: audio entertainment suite, digital control surface, GPS, Military radio, Cybernetic linkage, 2" rocket pods x2 (HVY / -2 / P / 6D10 / 7 / 1-7 / VR) .50cal Browning M2HB x2 (HVY / 0 / N / P / 6d10 (12.7mm) / 100 / 10 / VR).

Outrider bike 2



Val's bike, unarmed but very fast.

Top Speed:	200 mph	Acc/Decc:	35/45
Crew:	1	Range:	320mi
Passengers:	0	Cargo:	20KG
Maneuver:	+3	SDP:	40
SP:	10	Type:	cycle
Mass:	220kg	Starting bid:	NFS

SPECIAL EQUIPMENT: limited off-road capability, military radio

Outrider bike 3

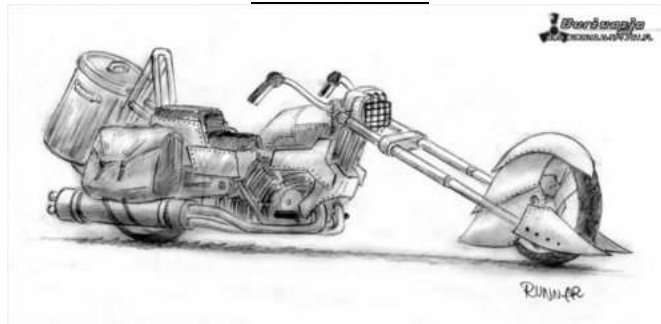


A dirt bike, frequently Sue will choose this bike over his own, especially in rough terrain.

Top Speed:	120 mph	Acc/Decc:	28/45
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	0KG
Maneuver:	+3	SDP:	40
SP:	5	Type:	cycle
Mass:	160kg	Starting bid:	NFS

SPECIAL EQUIPMENT: off-road capability, military radio

Outrider bike 4



Taken from a downed Raffin Shiv, this bike is "up-for-grabs" by any of the crew who need it.

Top Speed:	120 mph	Acc/Decc:	20/45
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	120KG
Maneuver:	+1	SDP:	40
SP:	5	Type:	cycle
Mass:	160kg	Starting bid:	NFS

SPECIAL EQUIPMENT: off-road capability, military radio

IRENE'S TRUCK



Irene used to drive a van, very customized and comfortable, however after an unfortunate incident with the Raffin Shiv she has been forced to make due with this truck. She is saving her money now to buy a new Van, as meeting clients in this truck presents a very awkward situation. As soon as she can she will sell this vehicle, commonly referred to as "The Ladies Monstrosity". When Irene isn't actively using this vehicle, it is pulled along behind the Serenidad via a tow assembly.

Top Speed:	120 mph	Acc/Decc:	28/45
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	0KG
Maneuver:	+3	SDP:	40
SP:	20	Type:	cycle
Mass:	160kg	Starting bid:	NFS (yet)

SPECIAL EQUIPMENT: off-road capability, military radio, armor plating,

SHOPPING



The stalls, stores, and vendors of the Nomad Market. All the wonders of the world can be found here. Enjoy a small sample of what the nomad market has to offer. Fresh fruit and produce, fresh meat and fish, imported spices and exotic cuisine. From the latest knock off fashions from Europe and Asia, to black market munitions. What follows here is just a taste, and only nomad-made items will be shown. While you can find anything in the market, these are some of the unique hand-made (or home-grown) items you won't find anywhere else in the world. Some of them are simple, jury-rigged devices, but some of them are pure art. While necessity is the cornerstone of nomad life, some of the finest artists and craftsmen are wanderers. You will see that many of the items listed in the following pages are priced, this price is just a basis to compare to, since most of the business done in the market is by trade. It is also important to note that the prices listed are very very loose guesses, as it is simply part of a nomad's nature to haggle.



CLOTHING AND ARMOR

WEAPONS

GEAR

CYBERNETICS

WANDERING JOE'S USED VEHICLE AUCTION

NOMAD ARMOR AND CLOTHING



Armor in the nomad community is like anything else, functional and usually made from whatever is lying around or cheap. Leather, old tires, sporting goods, scrap metal, chain mail, etc. Most nomads don't even wear armor unless absolutely necessary, comfort being a much more important issue. Some however, like the Raffen Shiv wear it constantly, both for protection, and as a sign of their clan allegiance. Nomad armor almost never looks the same, unless it is part of a standardized clan uniform, and even then there will be slight variations. The armor that is worn is more often than not as much for protection from the road as from attackers. Examples of the armor ratings of various nomad armor are as follows:

HEAVY ARMOR



Football style shoulder pads: (SP:8) (Protect shoulders and upper torso, but leave belly exposed 30eb)



Motocross Armor: (SP:6) (separate pieces available for torso 50eb, belly 25eb, upper and lower arms 30eb, upper and lower legs 40eb)



Heavy Rubber Armor (SP:12) (Made from the tread of old tires, this actually protects a little better than steel pads, though it weighs much more and is only slightly more flexible. Available as either shoulder pads, or add on pads to an existing garment 50eb)



Steel Plates: (SP:10) (Often added to garments, like shoulder and elbow plates for a jacket, or knee pads for pants. Only protect a specific part of the body, if hit in that general location (torso for a shoulder plate as an example) Roll a ten sided again, 1-3 indicates the armored section took the hit. Additional armor cannot be worn over any garment with steel plates added 10eb.)



Motorcycle Helmet: (SP:10) (45eb)



Steel Helmet: (SP:14) (These almost never protect the face, but come in a wide variety of styles 25eb)

LIGHT ARMOR



Chainmail: (SP:10) usually only shirts or skirtings are made, as the weight is considered too detrimental. (cost for chainmail is 50 eb for shirt, 75 for shirt with sleeves, 75 for pants, 50 for skirt, and 25 for head dress). DOES NOT PROTECT AGAINST BLUNT TRAUMA, and armor piercing effects are doubled.



Heavy Leather: (SP:4) (Jackets 60eb, pants or chaps 50eb, shirts 35eb, Duster 125eb, etc. Very very durable, but gets hot quickly. It is recommended that if leather is the only armor you plan on wearing, you at least supplement it with steel plates.)



Banded Armor: (SP:8) (Smaller thinner plates of steel sown onto leather or cloth 75eb.)

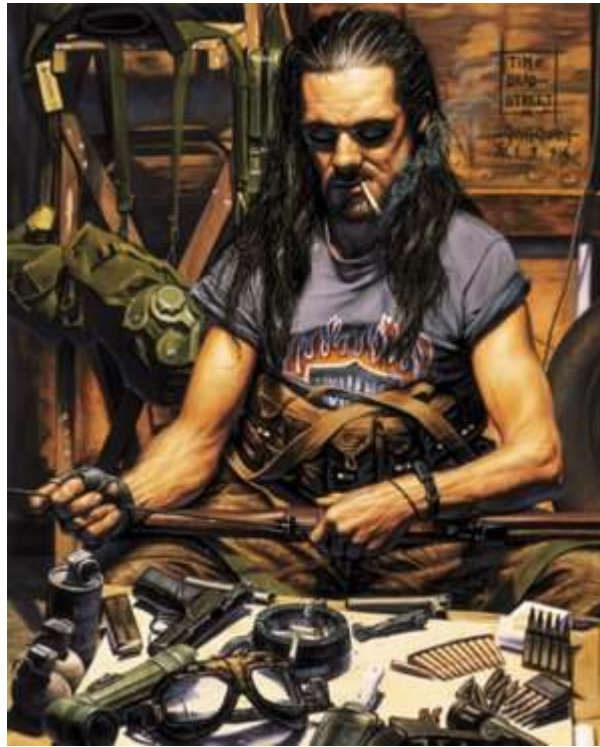


Hand Gauntlets: SP:4) (Steel or tire rubber plates worn with a glove or by themselves, often spiked for an extra weapon d6/2 damage 20eb.)

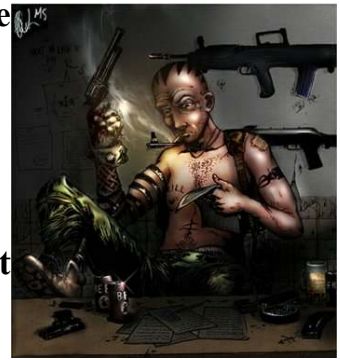
Clothing in the nomad community is much like armor, usually leather or cotton, and heavily patched or re sewn. Static society fashion means next to nothing to nomads, whose only idea of fashion is expressing themselves. Even among the cleanest nomads, clothes are usually well worn and frayed. It's a hard life being a nomad, their clothes reflect this. Rather than list individual prices of nomad clothing, we will instead be merely taking a look at typical outfits among the community, to give you an idea of what to look for when shopping yourself. Hundreds of vendors in the market sell both clothing and fabrics to make your own. Nomad crafted clothes however are in a class of their own, and the prices usually follow the same lines, 130eb for pants or chaps, 20eb for a shirt, 30eb for a thin jacket, 50eb for a thick jacket, 50eb for a duster or overcoat.



WEAPONS



Among the nomad community you will find some of the most skilled and talented weaponsmiths on the planet. By necessity, almost every nomad has to have a rudimentary knowledge of gunsmithing, but some of the skilled craftsmen among the wanderers have taken the trade to a new level of art. From simple firearms created from scrap metal to intricate works of art that put shame to the finest city gunsmiths. And don't let the gunsmiths get all the credit, there are many fine blacksmiths in the nomad community as well, turning out knives, axes, even



swords. There is a permanent shop in in the Market which recreates old west style guns, and another which is the exclusive creator of Gunblades for the Paladins. One thing is for certain, if you are looking for a unique weapon, a cheap weapon, or one that simply says who you are as a person, the Nomad Market has what you are looking for. If you already have the perfect weapon for you, then get it engraved here by some of the finest in the business. The following are just a small taste of what you can expect to find as you browse the many merchants of the Market.





GUNGRAVE 4000eb

P - -1 - L - U - 6D6+1 (12mm cased ETE) - 10 - 1 - VR

This pair of firearms were once carried by the infamous mad priest known only as Pilgrim, who used to wander the wastelands enacting vengeance on anything and anyone he perceived as a sin. He met his end when he tried to confront a small group of Raffin Shiv without realizing they were just the forward scouts of a larger raiding party. Own a piece of nomad history. The weapon must be loaded one shell at a time from the front of the barrel shroud, like an old Winchester rifle. (Takes 20 seconds to reload)



.454 MATEBA CUSTOM 1200eb

P - +2 - L - U - 4D6+3 (.454 casull cased) - 6 - 1 - VR

The master engraving on this massive revolver was done by one of the many master artisans in the Market, the handgun itself has been rebored for greater accuracy.



2020 PEACEMAKER 300+eb

P - +1 - J - R - 2D6+2 (.45cal cased) - 6 - 1 - VR
Handmade to exacting standards and available with any customization option you can think of, the old west lives lives again with the 2020 Peacemaker. A merchant in the southwestern section of hand makes these fully functioning replicas, updated to accept modern ammunition. Also available in .357 and .44 magnum. Look for Paleriders.



SURVIVOR 600eb

P/RIF - +1/+2 - L/N - R - 3D6 (11mm caseless) - 12 - 1 - VR

A gunsmith from Oregon makes these. The rifle barrel and stock are removable, but increase the accuracy rating by one increment when attached. It comes standard with a thermoptic scope attached. Excellent for both defense and bringing down small game.



WANDERER METAL 100eb

P - -1 - J - C - 4D6+1 (12mm caseless) - 6 - 1 - ST
Hand made from stamped metal, this is a very simply gun designed to fire caseless 12mm ammunition. They pound these out by the dozens here in the Market. Despite the shoddy appearance, its actually a pretty decent weapon. Comes with a scope as standard.



ZIP GUN 15eb

P - -1 - P - U - 1D6 (.22cal caseless) - 12 - 1 - ST
 Made entirely from old engine parts, this small holdout weapon is a perfect example of nomad ingenuity.



HEAVILY CUSTOMIZED AND MODIFIED MAUSER 2020 800eb

P - +1 - J - U - 4D6+1 (12mm cased) - 8 - 1 - VR
 Well, the only thing for certain is that this weapon started out as an old german Mauser, but has since undergone such radical reworking that it only barely resembles the gun it once was. Rebored to fire 12mm ammo, cosmetically enhanced, and heavily engraved. This weapon is another example of the fine artistry available in the Nomad Market.



ELEGANT BRUTE 2500eb

P - -1 - J - U - 6D6 (14mm cased) - 5 - 1 - VR
 Large, heavy, and completely custom. This weapon was totally built from scratch and accepts the massive 14mm round. An odd round for nomads considering its relative unavailability. It is reloaded from the right side, one shell at a time. The firing mechanism is remarkably simple and virtually unbreakable. A very large gun, but stylish enough to garner respect wherever you find yourself. (10 second reload time)



CAPTAIN HARLOCK 650eb

P - +1 - J - U - 4D6+1 (.44 magnum cased) - 6 - 1 - VR
 This electrothermally enhanced Colt Dragoon was made for Captain Harlock, one of the first pirates to emerge after the fall. His recent death in Lost Angeles has made this weapon available for purchase.



COLT MODEL 1851 NAVY 2020 300+eb

P - +1 - J - R - 3D6+1 (.357magnum cased) - 6 - 1 - VR
 Also made by Paleriders, this model as well has the classic look upgraded to modern standards, and is also available in .45 cal and .44 magnum.



NOMAD .44 400eb

P - +2 - J - U - 4D6+1 (.44magnum cased) - 7 - 1 - VR
 Part target pistol, part manstopper. Handmade and maximized for accuracy.



ONE SHOT, ONE KILL 125eb

P - -1 - J - P - 5D6+1 (30-06. cased) - 1 - 1 - VR
 This single shot weapon made from stamped metal is a one shot firearm chambered in 30-06. According to the man selling it, it is made specifically for those who want to show off their skill when hunting, or even in combat. How they are supposed to accomplish this is beyond even me, as this weapon isn't very accurate. Still, there is a certain sense of style to only needing one shot.



REVOLVOBALL 200eb

P - -1 - P - U - 2D6 (.38cal caseless) - 8 - 1 - UR
 One of the oddest and most unconventional weapons ever built, it is a revolver that fires caseless ammunition. It is also not a revolver in the tradition sense of the word, while the spherical cylinder does rotate, it does not spin to a new chamber, instead the bullets are loaded into the nodules on the ball, which tumbles each bullet in turn into the firing chamber. It takes 30 seconds to reload the weapon fully, but only one round to put one bullet into a chamber. One of a kind.



COLT 1860 2020 300+eb

P - +1 - J - P - 4D6+1 (.44 magnum cased) - 6 - 1 - VR
 Yet another of the Palerider guns, this time an 1860 model updated to accept the modern .44 magnum load. The simplicity and the style of these guns appeal to many nomads, especially the ones roaming the New American West. Available with any add on features you can think of, including variable barrel length and engraving. Extra cylinders are available for fast reloading, and the weapon is also available in .45 caliber, and .357 magnum. A 5 shot .454 casull version is in the works.



SATURDAY NIGHT SPECIAL 75eb

P - -2 - P - E - 3D6 (.357magnum cased) - 5 - 1 - ST
 A very cheap, but surprisingly reliable weapon. The lack of any real sights whatsoever, and the hammerless design, are a bit odd, but for a back up piece, or emergency defense, it does the trick just fine. Of course many nomads use this weapon as their main sidearm, but that is probably more due to cost than anything else. Made by Technomancers and sold here in the market. No two are ever exactly the same. (actual caliber of weapon varies, from .38 special to .44 magnum)



SEXECUTIONER 1200eb

P - +3 - L - U - 5D6 (.525 magnum express cased) - 5 - 1 - VR
 Yes, that's what the owner of this weapon really calls it. It seems it was custom built for someone who never came to collect it. Now this one of a kind weapon is available to you. Everything about this gun has been customized, and outfitted for accuracy and style. It's heavy though, definitely not a gun for the weak.



NEWBLOOD 150eb

P - 0 - J - U - 2D6+3 (.357 magnum cased) - 4 - 1 - ST
 Hand made using a rifles firing mechanism, and with a scope attached directly to bolt lever. The magazine is loaded just in front of the trigger guard, holding 4 .357 rounds.



NOMAD FLINTLOCK 80eb

P - 0 - J - U - 4D6 (.44 magnum cased) - 3 - 1 - VR
 This isn't actually a flintlock, but we were at a loss as to what else to call it. Ammunition for this weapon is loaded from the front just under the barrel. A single action weapon, only a nomad would carry this weapon... or possibly a lunatic.



RIVET GUN 600eb

P - -2 - L - U - 6D6 (14mm caseless) - 10 - 1 - ST
 Malorian isn't the only one capable of creating a monster. And while this weapon certainly isn't as pretty as any of Erin's designs, it is one of the most intimidating things we have ever seen. It's also the heaviest pistol we have ever heard of. Not very accurate, and finding 14mm caseless rounds in the wastelands could be tricky, but with this big boy you usually only need to point it at someone to get your message heard.



STRONTIUM DOG 180eb

P - 0 - L - U - 4D6 (12mm cased) - 15 - 1 - VR
 Another handbuilt single loading pistol, this time chambered in 12mm caseless. It also features an integral laser sight and flashlight. Reloading the weapon requires individually sliding the rounds into the weapon underneath the barrel, like a shotgun, and takes 15 seconds.



MARE'S LEG 150eb

P - 0 - L - E - 2D6+2 (.45 cal cased) - 6 - 1 - ST
 Shotguns aren't the only weapon that gets the "sawn-off" treatment, these old style lever action hunting rifles are a favorite among nomads. While most nomads keep the stock, for hunting accuracy, sawing it off is popular among those who like their weapons to take up as little room as possible. These weapons are everywhere, also available in .357, .44, and in the rifle calibers 30-06, and 30-30 (only 3 shot capacity).



Cent'ry 500eb

SMG - +1 - J - C - 4D6+1/3d6 5D6+1-3d6 (44 magnum cased - 30-06 or 20 ga.) - 4/1 - 1 / 1 - VR

A man named Deckard builds these guns right here in the Nomad Market. He used to be a cop in a simpler time, one of the first members of LA's C-SWAT teams. After getting injured due to the inefficient firepower, he took his disability pay, and hit the road, and dreamed up this little baby. Firing a full sized 30-06 round, this weapon packs enormous wallop. NCPD originally looked into a contract with Deckard, but Norse Technologies quickly made his weapon obsolete for these purposes. Still this gun is a legend, and among cop circles, owning one is a symbol of pride. The weapon holds 5 rounds, and has an extra bonus of a 30-06 single shot for emergencies. This is one of the few weapons built by nomads which is seen with any regularity outside the community. Deckard makes about ten of these a month, and has recently hired a woman named Rachel as his assistant, so it's possible production may increase. A snub nose version is also available with a single shot 20ga replacing the 30-06.



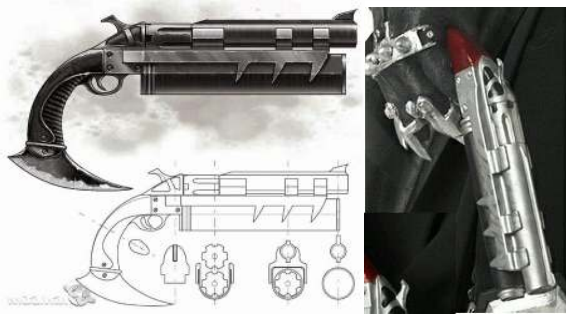
Road Buster 650eb

P - -2 - L - U - 5D6 (5.56mm cased) - 6 - 1 - ST
 A hand crafted piece, built from scratch and featuring a rotating 6-barrel action and enough punch to serve as both weapon and hunting implement. The biggest downside are the awful rudimentary sights, but an added bonus of the system is that it will fire underwater without problem or failure, due to the individual barrel system.



HONEST ABE 35eb

P - -2 - J - U - 6D6+2 (7.62mm cased) - 2 - 1 - UR
 Sometimes you folks scare the hell out of me. What we have here is a solid frame, 2 shot, over under handgun, built to fire high powered rifle rounds. It is a break open design, and is simple to operate, it also weighs 6 lbs before you load it. From what I understand it is a captured Raffen-Shiv gun, used to stop vehicles by putting bullets into their engine blocks, from close range. I call it honest abe, but I wouldn't trust it as even a paperweight. This is truly the nomad version of a Polymer One-Shot, but if you are looking for firepower without the cost, and safety isn't an issue, this is the gun for you.



DARKWATCH 940eb

P - +2 - L - U - 3D6+1 (.357magnum cased) - 30 - 1 - VR

This has to seriously be one of the most inventive, unique, and just plain neat whiz bang guns I have ever seen. Want the reliability of a revolver but don't want to sacrifice ammo count, well pardner, this is the gun you have been waiting for.

The firing mechanism acts like any other revolver, chambered for the always common .357 round. Where it gets different is the long tube underneath, that actually holds another 4 fully loaded cylinders. At the touch of a lever the empty cylinder is ejected upwards from the gun, and the next cylinder just cycles right into place. In other words, in the time it takes you to pull the trigger you can reload your weapon. Cylinders are replaced by pulling the rear of the tube down and pushing them in one at a time. And just for that extra bit of cool, whoever built this thing put a blade on the bottom of the grip, so you can use the gun like an axe in close quarters combat. Although be careful of the quick draw, might lose a finger.



BIGGER BRUTE 5500eb

P - -1 - J - U - 9D6 (14mm cased ETE) - 5 - 1 - VR
 Obviously made by whoever came up with the Elegant Brute, since it uses the same frame, this version of that weapon has been specially reinforced to fire Electrothermally Enhanced ammunition. Unlike the Brute this weapon has an underbarrel tube magazine, into which rounds must be loaded one at a time (10 second reload time). Just to illustrate how big this gun is, we placed an off-the-shelf desert eagle beside it. I wish I knew who was building these things, I would like to give them a few ideas.



MALCOM 110eb

P - 0 - J - U - 4D6+2 (5.5mm chinese cased) - 3 - 1 - VR
 This was once a revolver, but has since been extremely heavily modified and mated with the firing mechanism of a chinese hunting rifle. It fires 3 rounds of 5.5mm chinese ammunition, which with the recent influx of chinese immigrants is not as hard to find as you would think. It loads from a magazine just in front of the trigger. It would seem to be possible to create an extended magazine, but the gun would lose that elegant western feel.



GUNBLADE KNIFE 320eb
 P/MEL - +2/NA - J - U - 3D6/1D6 (.357 magnum/melee) - 6 - 1 - VR

Someone was apparently inspired by the Paladins gunblade, or perhaps this itself is one of the Paladins signature weapons. Having a blade only the size of a bowie knife would probably be a lot more wieldy in combat.



DIRTY HARRY 200eb
 P - -1 - J - U - 4D6+3 (.44 Corbon magnum) - 5 - 1 - VR

This nomad revolver appears to be hand tooled from scratch, but it is still a fine weapon. The hammer shroud and lack of sights eliminate any possible snag issues allowing for a quick, clean, draw every time.



STATIC 12 430eb

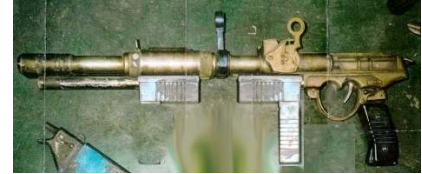
P - -2 - J - U - 4D6+1 (12mm Caseless) - 8 - 1 - VR
 There are many times that nomads are brought into conflict with statics, and as such caseless ammunition is a frequent spoil of war, since so many of the modern guns utilize it. for the most part caseless ammunition is distrusted by the nomad community due to residue buildup and jamming issues, but sometimes you gotta make due with what the road gives you.

This weapon, chambered in 12mm caseless is a nomads attempt to make use of the surplus caseless ammo floating around. It is easy to clean and comes with a kit which includes several barrels which allow you to rechamber the weapon to fire any caseless am,munition from 9mm to 11mm. Changing out the barrel takes about 30 seconds with practice. The magazine for the weapon also has variable settings allowing it to hold ammo of carying types, although only one type of ammo may be loaded at any given time, so you can't mix 12mm with 9mm, at least not without blowing your own face off.



NOMAD SMG 150eb
 SMG - -1 - L - U - 2D6+1 (9mm caseless) - 20 - 1/3/20 - ST

This is a handmade submachine gun, probably crafted on the road due to the crude nature of the weapon. It's probably one of a kind, and can be found on a blanket being sold by one of the nameless merchants against the wall.



OUTRIDER SPECIAL 50eb
 SMG - -1 - L - U - 2D6+1 (9mm caseless) - 30 - 1/3/20 - ST

A very very crude but reliable submachine gun.



OUTRIDER SMG 100eb
 SMG - -1 - J/L - C - 2D6+1 (9mm cased) - 15/30 - 1/3/20 - VR

These nomad built submachine guns accept any uzi magazine and are highly reliable.



DEADLY CROSS 400eb
 SMG - +1 - L - U - 2D6+1 (9mm caseless) - 30X2 - 1/6/40 - VR

This weapon features dual clips which feed 9mm caseless ammunition at a staggering rate of fire. As much art as it is a weapon.



ACTION JACKSON 200eb
 SMG - 0 - L - C - 2D6+2 (.45 cal cased) - 50 - 1/3/15 - ST

A simple, easy to clean and operate submachine gun with a large capacity drum magazine. A favorite among the nomad community.



TECHNOMANCER 9mm 200eb
SMG - 0 - L - C - 2d6+1 (9mm cased) - 15/30 - 1/3/30 - VR

Those Technomancers are an odd bunch. This is their standard weapon. And it appears to be a heavily modified micro-uzi. Only the barrel has been greatly extended, a new stock has been fitted, and a 40mm grenade launcher has been affixed to the underbarrel.



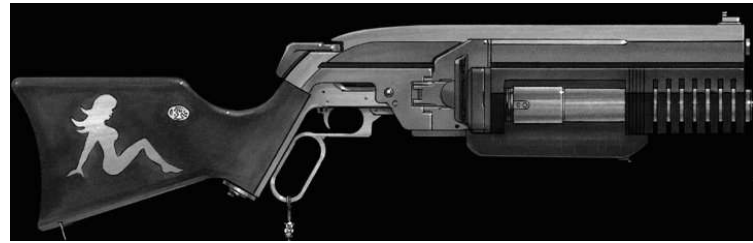
Cent'ry 500eb
SMG - 1 - L - U - 2D6+3 (.357 magnum cased) - 15/30 - 10/3/1 - VR

Sometimes, you find a handmade nomad weapon so well built, you wonder why the hell the gunsmith doesn't have a corporate job living the comfortable life in an office somewhere in suburbia. The designer of this weapon, known only as PRF, is currently being sought by the R&D departments of Militech, Armalite, and Matsucorp. As it stands this weapon is one of a kind, but keep your eyes peeled, if one of the Arms corporations gets their hands on him, we may see many more.



HEAVY METAL 120eb
RIF - -2 - L - U - 5d6 (5.62mm caseless) - 35 - 15/3/1 - UR

Technomancers are a gutsy crew, and I pity whoever had to testfire this weapon till they got it right. This totally custom gun is an assault rifle the size of submachinegun. It's inaccurate, it's ugly, I wouldn't trust it, and it only comes with 2 magazines, any more would have to be custom built, but you sure can't beat the price for that kind of firepower.



BONEJACK 850eb
RIF - 0 - L - E - 4D6/varies (.44magnum cased/40mm grenade) - 8/1 - 1/1 - ST

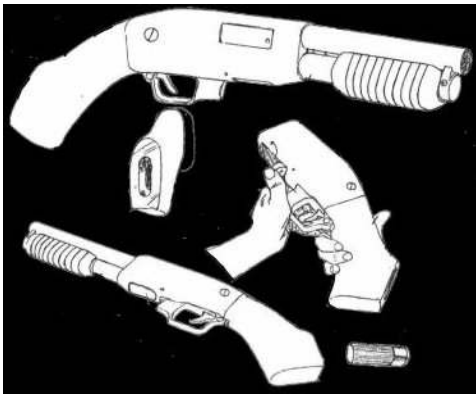
Named after its maker, who can be found here in the Market, this is a lever action rifle chambered in .44 magnum with a single shot underbarrel 40mm grenade launcher. Ideal for outriders and scouts, or anyone really.



NEWBLOOD 150eb
RIF - 0 - L - E - 5d6 (5.56mm cased) - 8 - 1 - ST
This sawn off magazine fed, lever action, rifle is almost short enough to be used as a handgun.



TECHNOMANCER BLUNDERBUSS 300eb
SHT - -2 - L - R - 4D6 (12ga.) - 4 - 1 - VR
A simple shotgun manufactured by the Technomancers, a favorite gun of theirs in fact. One of the special features is that it is able to use thermite rounds without fear of damaging the barrel due to a special cooling system that uses compressed CO2 fed from the same cylinders as used in bb guns. It also comes with a laser sight and flashlight.



SAWN OFF SHOTGUN 1 50eb

SHT - 0 - J - C - 4d6 (12ga.) - 3 - 1 - VR

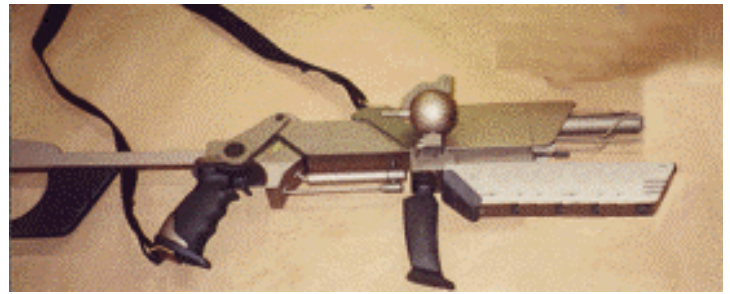
Shotguns are always popular weapons, and sawing off the barrel for a greater spread at close range is nothing new. This weapon takes it to the extreme. Most shotguns are shaved to the choke, this shotgun has actually had the choke shortened, dropping its ammo capacity to 3, but also enabling faster reloads and more concealability, and to further the conceivability factor, the stock has also been removed.



SAWN OFF SHOTGUNS 2 25eb

SHT - 0 - J - E - 4d6 (12ga.) - 2 - 1/2 - VR

And here it is, the classic double barrel sawed off shotgun. One of the most common and widely recognized weapons in the world. Cheap, reliable, and plentiful.



TECHNOMANCER SHOTGUN 300eb

SHT - +1 - L - P - 4d6 (12ga.) - 10 - 1 - VR

Why are technomancers so weird? This semi-automatic shotgun looks almost clean enough to be a production model, but the design is just so weird that it could only work in the nomad community.



NOMAD PUMP SHOTGUN 175eb

SHT - 0 - N - U - 4d6 (.12 ga) - 5 - 1 - VR

The nomad sense of style, it's unique, it's functional, it always makes a statement. The katana style wrapping on the handle and the custom pump make this a truly unique piece.



SLAM 325eb

SHT - 0 - J - VR - 4D6/varies (.12 ga./40mm grenade) - 20/1 - 3/1 1 - ST

Technomancers build these fully automatic shotguns and sell them here in the market. For added oomph they add a 40mm grenade launcher. A .10 gauge version is available, though ammo capacity drops to 12.



VERA 325eb

SHT - -1 - J - VR - 4D6 (.12 ga.) - 15 - 1 - ST

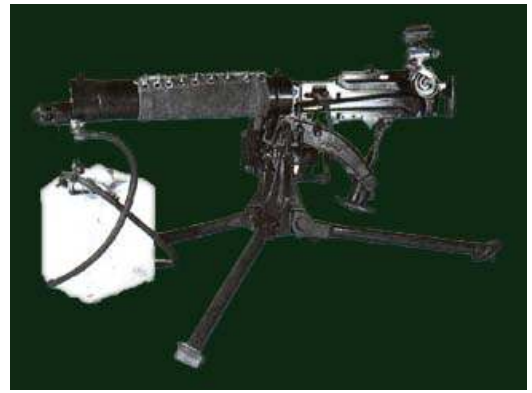
Somewhere, a nomad saw a Gong and got inspired. This is apparently the result, nowhere near as compact, or as pretty as the Gong, but damned if isn't just plain mean. 15 shots of 12 gauge fury in a space barely larger than a standard smg.



SLICK WILLIE 150eb

SHT - -2 - J - U - 4D6 (.12 GA) - 3 - 1 - VR

Someone took a perfectly good semi-auto hunting shotgun, and chopped it down till it only held two rounds in the tube and one in the chamber, then replaced the wood stock with a baton handle. The necessity for this eludes me, but it sure is interesting to look at.



VICKERS 1250eb

HVY - 0 - N - P - 6D6+4 (.303 cased) - 100 - 1/30 - VR

This antique machinegun is one of the most reliable support weapons ever created. Water cooled, this weapon can keep firing almost indefinitely. Many weaponsmiths have configured them to fire the slightly smaller, but infinitely more common 30-06 round.



BLACK BEAUTY 200eb

SHT - -1 - N - U - 2d6 (.20 ga.) - 3 - 1

You could probably get more for this weapon from a collector, but its too pretty to trash, and too silly to be usefull. A break-open 3 barrel shotgun, with full length barrel and a pistol grip. Not sure who built this weapon or why, or how it came into nomads hands, but its pretty much useless for any purpose you could think of.



BIG BERTHA 150eb

HVY - -3 - J - C - VARIES (40mm Grenade) - 1 - 1 - ST

A simple, although surprisingly elegant looking, 40mm grenade launcher.



JUNKER 25eb

HVY - -1 - L - R - Varies (40mm grenade) - 1 - 1 - ST

These hand built single shot grenade launchers accept a wide variety of ammunition, ideal for support purposes.



MG-31 800eb

HVY - +2/0 - N - C - 5D6 (5.56mm cased) - 100 - 1/20 - ST

There are tons of these floating around the nomad community, most notably within the Raffin Shiv. This German made machine gun features a double drum magazine and on single fire it's accuracy raises to +2. It's also very light weight, and easy to maintain.



FATBOY 45eb

HVY - -3 - J - C - VARIES (40mm Grenade) - 1 - 1 - ST

And here is a grenade launcher far more representative of Nomad culture.



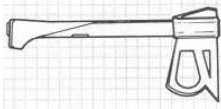
OUTLAW STAR 80eb
 P/HVY - -1 - J - U - 4D6 or varies (12.ga/25mm grenade) -
 1 - 1 - VR

A single shot weapon capable of firing either 12 gauge shotgun shells, or 25mm grenades.



BUCCANEER 400eb
 MEL - 0 - L - U - 2D6+2 - N/A - N/A - VR

A broadsword from one of the many fine blacksmiths in the Market, this one was probably made for a Raffien Shiv headman, but now it's available to anyone who wants it.



HAND AX 10eb
 MEL - 0 - L - C - 2D6 - N/A - N/A - ST

Quite possibly one of the most useful items a nomad can own, much more than just a weapon.



CHINESE COIN SWORD
 MEL - 0 - J/L - U - 2D6 - N/A - N/A - VR - N/A

This sword was created by an intricate weaving of old chinese coins together, the coins are sharpened to a razors edge. It is not known how old this weapon is, or who created it or how. What is known is it is now in the possession of an old cantonese man in the nomad market who teaches martial arts. He says the weapon is for sale, but not for any amount of money or earthly goods, only one willing to give his soul to the art of the sword may purchase it, the currency being his ability to beat the old master.



FLAIL 10eb
 MEL - 0 - J - R - 1D6+3 - N/A - N/A - ST

A common and widespread weapon among the nomad community.



PALADIN GUNBLADE 1000eb
 MEL/VARIES - 0/-2 - N - VR - 3D6/VARIES - VARIES
 - VARIES - VR

No two of these weapons are ever the same, and they are made by one man, a master swordsmith and gunsmith known only as Master Khan. These weapons are made only for Paladins, and carrying one by anyone else is an executable offense by nomad law.



NOMAD NO DACHI 600eb
 MEL - 0 - N - U - 3D6 - N/A - N/A - VR

The nomad swordsmith Wallace made this huge sword from one solid piece of titanium.



NOMAD KNIVES (2-200)eb
 MEL - 0 - N - C - 1D6 - N/A - N/A - VR - Varies

The knife is probably the most versatile and necessary tool and weapon in the nomad community. Everyone carries at least one, and usually any combat knife they carry will be unique, made themselves, or by one of the many skilled knife makers in the community. These are two examples made by artisans here in the Market.



DEATH BALLS 5eb

MEL - NA - J - E - 1D6 - NA - NA - ST

A favorite weapon of the Raffen-Shiv due to their versatility, low cost to make, and just plain nastiness. To make one is simple, get a hunk of wood and carve it into a ball, or a baseball, or whatever, then drive really long spikes into it. While killing someone with one of these is pretty unlikely, you will most definitely ruin their day, and their face. Often called nomad shuriken, these are thrown weapons. It's not uncommon to see two or three tethered together and used as a bolo. These death balls also double as very effective caltrops for shredding tires, and sometimes a soft and hollow tennis ball is used for the base so that more of the spikes length is driven into the tires when the vehicle runs over them.



DEVILS SPINE 110eb

MEL - 0 - J - P - 2D6 - NA - NA - ST

Another popular melees weapon among the Raffen-Shiv, a devils spine is a decidedly lethal variation on the chain whip. Each large section of chain is a 4 sided blade honed to a razors edge. A hit from this weapon will literally strip the flesh from your body.

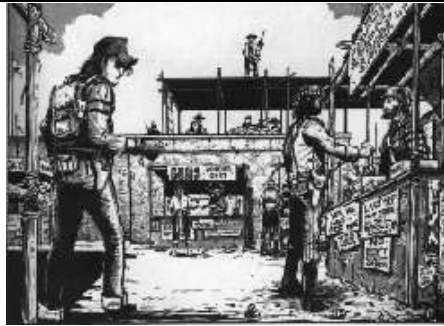


GUNBLADE KNIFE 320eb

P/MEL - +2/NA - J - U - 3D6/1D6 (.357 magnum/melee) - 6 - 1 - VR

Someone was apparently inspired by the Paladins gunblade, or perhaps this itself is one of the Paladins signature weapons. Having a blade only the size of a bowie knife would probably be a lot more wieldy in combat.

GEAR AND EQUIPMENT



The gear and equipment a nomad carries is a question of life and death. If he doesn't carry enough, he may not have something he might desperately need, however if he carries too much he is overloaded while on the road, which is not a good thing. The choice of what to carry is a very delicate line. Often a nomad's gear will have as many uses as possible, like the swiss army knife (one of a nomad's most essential items). Walking sticks double as weapons, fishing rods, musical instruments (they often have flutes or whistles whittled into them), etc... Most of their items are as small as they can get, and even then will usually be stripped of any non-essential

cosmetics to save weight and space. Most of their items are well used and field proven, and it's pretty rare for a nomad to willingly let go of a piece of equipment he trusts and has served him. Easy to break or otherwise delicate machines and devices are avoided if at all possible, and if a nomad can't fix something with duct tape, string, and a solder iron, often it wasn't worth fixing anyway. Nomads are very very picky about what they carry.



Almost contradictory to this, most nomads are pack rats, and anything they find, through hook or crook, that they feel they can use, or trade, will usually be scavenged and brought here to the market. Everything from "salvaged" stereo equipment to imported beer, from the latest fashion knock off's from asia, to antique hubcaps. The Nomad Market is the fictional Portabello road made real.



WANDERER'S GAUNTLET 55eb

This enormously handy device is mass manufactured by Metacorp. It is worn on the wrist like an oversized wristband, with the adjustable handle placed just on the outside of the hand so your hand remains free until it is necessary. The compartment on top has enough room to store the contents of your wallet and a few other small items, making finding change for a toll or retrieving your I.D. quick and easy. The handle and trigger activate an auto-hypo capable of storing and injecting up to 5 doses of the narcotic of your choice, though most opt for mild amphetamines to keep them awake and alert on long runs. This is a device no one on a bike should ever be without. For the more health conscious, the device is also available without the auto-injector for 30 eb less.



RADIO WAVE INTERCEPTOR/JAMMER 85eb

This small device can be used to intercept any radio signal being broadcast, whether it is encrypted or not. Additionally, if within 200 meters of any radio smaller than a backpack, it can jam completely a radio merely by being pointed at it and depressing the green button on the right side.



NOMAD GIZMO 175eb

A jack of all trades, this device does it all. It is a water tester, able to detect any chemical, biological, or radiological contaminants in water (it won't be able to identify them for you, but it will tell you how safe the water is to drink). It is a personal PDA and GPS, and it is a portable digital media player. What more could you ask for..... oh yeah, the whole thing fits in your pocket too.



PRESERVED FOODS 10eb

MRE's have come a long long way. Now virtually anything you can imagine is available as a cheap long lasting food supply. All the fast food chains have gotten in on the craze. Of course regular old MRE's are still widely available, but hey let's face it, who doesn't want pizza and burgers? Of course it all tastes like pre-chewed newspaper and saltpeter, but who are we to judge.



SATELLITE RADIO RECIEVER/TRANSMITTER 1685eb
Fully functioning mobile long range military radio, and cybermodem. This radio picks up everything, forget Ham, forget short-wave, this radio even lets you communicate with people in orbit, provided you know someone up there to talk to.



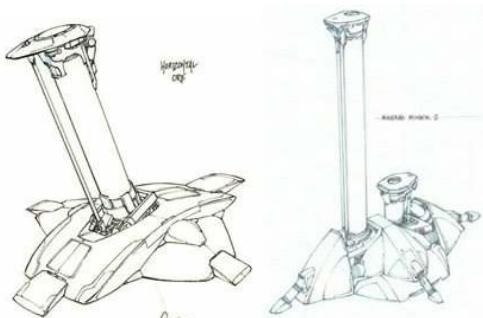
MILITARY GEIGER COUNTER/AIRBORNE CONTAMINANT DETECTOR 125eb

Straight off the back of a military supply truck, these babies detect everything. An absolute necessity if your travels take you anywhere near places like Chicago, Los Alamos, or New York.



GUNBELTS Price varies from 20-200eb

Get a rig for any weapon or item, to hold on any part of your body. Need it to do more, just ask. Can't find exactly what you are looking for, on of the many leather crafters in the Market will make whatever you want, exactly to your specifications.



PORTABLE WELL 245eb

These babies will drill down to 100 feet, then siphon the water back up through the hollow extending tube. A must have if you will be on your own for extended periods of time with no ready available source of fresh water. It also plugs in to any generator for extended use. Be very careful where you drill, as there is a very good chance the device will break if it hits a rock (2 in 10 chance every time you drill, with the numbers going up at the discretion of the GM).



GYPSY WINE 45eb per liter (80eb per liter to statics)

There are many stills operated by the nomad community, from poor quality (5eb 1 in ten chance of going blind) to fine grade hooch. Gypsy Wine is the best of the bunch. It's taste resembles a sweet Sake, but its effects are much stronger, and it produces a mild hallucinogenic effect. It resembles the effects of absinthe. It's ingredients are kept a closely guarded secret, though rumors are abundant as to what's in it. The most common rumored ingredient is anti-freeze.



EDUCATOR STATIONS 2485eb apiece.

These large, bulky stations are a teaching tool for large nomad families on the move, or even for smaller families who have the space and can afford one. Education is very important in the nomad community, but sometimes the adults are necessarily busy, especially on the move. Pop one of these puppies in your bus or van, and let the kids learn. The systems teach up to a basic high school lesson plan, though you can supplement that with additional teaching plan datadisks.



NOMAD CYBERMODEM varies

Nomad cybermodems are like anything else in the nomad community, cobbled together and made for the users requirements. While there are high end superfast cybermodems in the nomad community, most don't even have view screens. In fact, most nomad cybermodems are still made to only connect via phone line, as service in the wastelands is almost nonexistent. The best versions have their own direct satellite connections, but even then cloud cover renders them useless, (Players talk with you gm about fashioning your own cybermodem, but remember that spare parts can be hard to come by when you are outside of static society)



PORTABLE WINDMILL 30eb

They can't power much (on a moderately windy day they can power a television set), but hey can be a life saver when fuel runs out and you need to power a radio. At the very least they are a good way to charge small batteries. For an additional 40eb the blades can be made from solar collectors, which allows them to double their electrical output on a sunny day (on a sunny moderately windy day they can power a microwave oven or a freezer.)



TECHNOMANCER DESERT SURVIVAL GEAR 1160eb

Tired of the harsh desert sun, tired of not being able to wear armor without dying from the heat? Well this is your lucky day. This suit and helmet combo features a built in air conditioner with a 24 hour energy source rechargeable from any car cigarette lighter or wall outlet. The helmet features an SP rating of 20 and comes equipped with an air filter, radio, and a visual suite containing Low-Light, Thermograph, Anti-Dazzle, Tele-Optics, and Image-Enhancement. The suit itself is a heavy canvas with Kevlar woven in to provide a light armor with an SP: 8 rating all over the body. Buy it now and we will throw in the web gear, knife, canteen and shotgun as an added bonus.



TECHNOMANCER COLD WEATHER GEAR 1200eb

Able to withstand temperatures of below 30 Fahrenheit, this suit features a built in heated air filter, which not only warms the air you breath in, but protects from most of the common chemical and biological hazards. The suit itself also has a built in electrically powered heating unit (power is provided by walking).



INFLATABLE HABITAT 60eb

Sometimes you just get tired of sleeping on the dirt, now you don't have too. This inflatable habitat is a tent and bed all in one. Who says nomad life has to be uncomfortable. Produced by Met-Corp.

CYBERNETICS



As you well know, most nomads opt for cybernetics only when absolutely necessary. Even then cybernetics are rare. Still here in the market there are ripperdocs, who will implant anything in anyone, for a price. Actually visiting a ripperdoc in the Market is usually much safer than doing so in the city. In

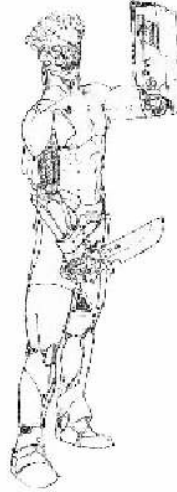
the city, ripperdocs are the modern equivalent of back alley abortionists of the early 20th century. They work in unsanitary locations, with dirty equipment, and often with no assistance. They offer no guarantees, and if a problem develops they are long gone before anyone notices. In the nomad market, and the nomad community in general, where they aren't hunted by the law, it is quite a different story. Sure



they are usually set up in a tent, but at least their tools are sterilized and the tent is as sanitary as possible..... in fact most of the nomad ripperdocs are disenfranchised military medics with combat experience in places like Africa or South America. Nomad physicians are some of the most respected and important people in their community.



On the more grisly side however. Nomad medics do not generally have access to top of the line cyberware, or in fact unused cyberware. The ghastly truth is that there



is quite a large black market for "used" cyberware, and like anything else in the Market, there are no questions asked about how you obtained it. Used cyberware generally goes for about one tenth its listed price. And if you want a discount on implantation, it is a good idea to supply the cyberware you want directly. Of course the problems inherent with second hand cyberware are obvious. It's not very reliable, it needs more maintenance, and in the case

of some of the more cobbled together parts, it is often hard to find someone who can repair it.



Full Body Conversions are rare in the nomad community, mostly due to the fact that usually if a nomad is injured badly



enough to need one, he most likely won't survive long enough to find one or reach a place that will convert him. Also the maintenance and repairs for an FBC is a bit beyond most nomadic groups. Still there are a few that are out there, a lucky few nomads have reached medical attention in time, but more often it is a former static FBC who finds the isolation and tranquility of the open road more inviting than city or corporate labor life. As

long as they manage to find someone to perform regular maintenance, these individuals tend to thrive as wanderers. They need little food, can operate for long stretches on their own, and can handle just about any trouble that comes their way. A nomad FBC is an odd sight, as they adopt some strange



affectations, like using street signs to repair their shells and welding on odd bits and pieces. Some are downright terrifying to behold, others look like walking junk heaps. As with all other aspects of nomad life, you are unlikely to ever find a generic or mint condition full cyborg.



Exotics are more common among nomads, in fact they may be more common among nomads than in static society. The appeal of totem animals and shamanistic beliefs of many tribes only bolsters this. In a community where individuality is the ultimate expression, exotic modification is as accepted as tattoos.



WANDERING JOE'S USED VEHICLES



While many who visit the Nomad Market of Night City use vehicles to barter and trade, there is only one merchant who specializes in buying and selling vehicles. Wandering Joe's is also one of the few, and the largest, permanent establishments of the market. In fact, Wandering Joe's has done more to centralize and expand the Night City Nomad Market than anything else. With its massive sprawling lot, and prominent auction site, the Wandering Joe's complex is vast, and takes up 2 miles of the northeastern section of the market, easily dwarfing even the largest of clan headquarters.

Wandering Joe's has a hard earned reputation of fairness and honesty. They simply will not sell a vehicle that does not run. In fact, the policy is that if the vehicle can't make it through the gates on its own power, then they will not take it at all. Once they have accepted a vehicle they have a large staff of fully trained mechanics, some of the best in the world in fact, to repair any engine problems and ensure that the vehicle will last at least a year, or your money back.

Wandering Joe's has no clan affiliation, although some say they are a clan themselves. In addition to the at least 30 permanent mechanics on staff, they also boast more security personnel than any other sector of the Market. They openly hire security and mechanics, though they do not allow any clan ties to interfere with the duties as required. Any employee caught trying to deceive or steal from Wandering Joe's is dealt with harshly, and often permanently, even more so if the person is doing so under influence from their individual clan. In addition to security and mechanical duties, Wandering Joe's also employs gophers to park vehicles or fetch them for auction, and a small staff to run their web site, listing vehicles coming up for auction. All the Auctioneers are members of Joe's family. He himself auctions the cars, his brother Zeke auctions the trucks, his son Cletus auctions the motorcycles, his wife Meg auctions the aircraft, his sister Jo-Jo auctions the watercraft, and his cousin Merle auctions everything else.

Wandering Joe's is an open auction, and vehicles are displayed for a full week before they go up for bid. It may seem a bit of an aggravation to nomads wishing to sell their vehicles that they be forced to wait this long, but first the mechanics have to inspect the engine, then the buyers have to be given time to identify which vehicles they wish to purchase. Any nomad wanting a quick return on his vehicle is advised to simply use it as barter with one of the many merchants in the market, or find an individual buyer and sell it to them directly. As is the case with all technology sold in the market, Wandering Joe's only accepts sellers with clan affiliation. This is so they can enforce their money back guarantee. More than anywhere else, it is important that you are honest here, as if your clan has to foot the bill for your deceit then they will come after you with a vengeance. Wandering Joe's keep strict records on both the individual seller and their clan to help assuage any duplicit dealings. That being said, Wandering Joe's will accept any vehicle, so long as it runs, regardless of circumstance.

While wandering Joe's accepts any vehicle that runs, the only vehicles we will be showing you here are those which fall under the class of nomad vehicle, which most often means they have been highly modified, sometimes from scratch, or are otherwise unique enough to be classified as such. With that being said, please browse the lot for what we have coming up for sale this week. For the purposes of the auction, crew refers only to the minimum number of people it takes to drive the vehicle. All vehicles come exactly as shown. For an additional fee you can have our secondary mechanics install any options you can supply the parts for.



BIKES



Top Speed:	120 mph	Acc/Decc:	20/45
Crew:	1	Range:	400mi
Passengers:	1	Cargo:	20KG
Maneuver:	-1	SDP:	40
SP:	10	Type:	Trike
Mass:	210kg	Starting bid:	2,000EB

Exceedingly clean and pristine for a nomad bike, this trike seats 2 in comfort and style. A perfect vehicle for a tribal headman.

SPECIAL EQUIPMENT: None



Top Speed:	120 mph	Acc/Decc:	20/40
Crew:	1	Range:	400mi
Passengers:	0	Cargo:	30KG
Maneuver:	0	SDP:	15
SP:	10	Type:	CYCLE
Mass:	110kg	Starting bid:	500EB

A very simple and easy to maintain military surplus bike, a good bike for the nomad on a budget.

SPECIAL EQUIPMENT: Off-road capable, personal distillation rig, 2 canteens, small first aid kit, surplus short wave military radio, helmet, ghillie net.



Top Speed:	200 mph	Acc/Decc:	25/40
Crew:	1	Range:	200mi
Passengers:	0	Cargo:	0KG
Maneuver:	+1	SDP:	20
SP:	10	Type:	cycle
Mass:	220kg	Starting bid:	1000EB

Primarily built for speed, this totally hand built monster weighs in at 220 kilograms. Super wide tires aid in stability.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	190 mph	Acc/Decc:	30/45
Crew:	1	Range:	400mi
Passengers:	0	Cargo:	40KG
Maneuver:	+1	SDP:	10
SP:	10	Type:	cycle
Mass:	100kg	Starting bid:	800EB

A modified and lightly armored street racer, a good and reliable solid vehicle.

SPECIAL EQUIPMENT: Limited off-road capability, sleeping bag, tent, 2 saddlebags.



Top Speed:	120 mph	Acc/Decc:	25/40
Crew:	1	Range:	340mi
Passengers:	1	Cargo:	40KG
Maneuver:	0	SDP:	15
SP:	0	Type:	cycle
Mass:	90kg	Starting bid:	200EB

A very basic bike, no frills. Perfect if you want to add your own personal touch, or if you just want a ride until you can get something better.

SPECIAL EQUIPMENT: Limited off-road capability, 2 saddlebags.



Top Speed:	200 mph	Acc/Decc:	25/40
Crew:	1	Range:	325mi
Passengers:	1	Cargo:	20KG
Maneuver:	0	SDP:	20
SP:	10	Type:	cycle
Mass:	110kg	Starting bid:	300EB

Another rice burner, stripped to the bare essentials and overhauled for endurance.

SPECIAL EQUIPMENT: Limited off-road capability, 2 saddlebags, 1 helmet



Top Speed:	180 mph	Acc/Decc:	25/40
Crew:	1	Range:	350mi
Passengers:	0	Cargo:	0KG
Maneuver:	+1	SDP:	20
SP:	10	Type:	cycle
Mass:	115kg	Starting bid:	500EB

A stripped and fortified street racer, given limited off road capability, modified suspension, and tweaked for speed.

SPECIAL EQUIPMENT: Limited off-road capability, personal tent, sleeping bag, and hammock.



Top Speed:	120 mph	Acc/Decc:	20/40
Crew:	1	Range:	450mi
Passengers:	0	Cargo:	40KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	cycle
Mass:	130kg	Starting Bid:	100EB

A sturdy and reliable long range bike with a custom gas tank. Seen a lot of use, but still has a lot left in her.

SPECIAL EQUIPMENT: Off-road capable, canteen, personal water distillation kit, sleeping bag, road side emergency kit, 2 hard box saddle bags,

personal tent, net for easy stowing, tool kit, gas mask.



Top Speed:	180 mph	Acc/Decc:	25/30
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	10KG
Maneuver:	+1	SDP:	20
SP:	5	Type:	cycle
Mass:	115kg	Starting bid:	200EB

This Kawasaki is almost straight off the lot, very little has been changed, though it has seen some hard use.

SPECIAL EQUIPMENT: Sleeping bag, Helmet.



Top Speed:	190 mph	Acc/Decc:	25/45
Crew:	1	Range:	380mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	35
SP:	20	Type:	cycle
Mass:	145kg	Starting bid:	700EB

Totally scratch built custom ride, not for beginners. Heavy, durable, reliable, and built to last. This is the bike for a serious wanderer.

SPECIAL EQUIPMENT: Off-road capable, personal distillation rig, short wave radio, tool kit.



Top Speed:	100 mph	Acc/Decc:	15/45
Crew:	1	Range:	300mi
Passengers:	2	Cargo:	150KG
Maneuver:	-2	SDP:	30
SP:	20	Type:	Trike
Mass:	585kg	Starting bid:	600EB

Another total custom hand built ride. Drive your loved ones in comfort, without sacrificing the feel of the wind in your face.

SPECIAL EQUIPMENT: Family distillation kit, family sized tent, blankets, 10 gallon water supply, tool box, first aid kit, road emergency kit, shovel.



Top Speed:	120 mph	Acc/Decc:	15/30
Crew:	1	Range:	550mi
Passengers:	0	Cargo:	0KG
Maneuver:	-1	SDP:	10
SP:	0	Type:	cycle
Mass:	150kg	Starting bid:	400EB

Well, for the loner who spends most of his time in isolation, this is the bike for you. A custom monowheel trailer on a swivel mount holds up to 40 gallons of water. It also has a hand built gas tank for extreme range.

SPECIAL EQUIPMENT: Limited off-road capability, 40 gallon water tank.



Top Speed:	180 mph	Acc/Decc:	20/35
Crew:	1	Range:	375mi
Passengers:	1	Cargo:	200KG
Maneuver:	-1	SDP:	40
SP:	20	Type:	Trike
Mass:	425kg	Starting bid:	700EB

This is a monster trike, fast, durable, heavy as hell. Totally hand built, this bike is a true beast.

SPECIAL EQUIPMENT: Limited off-road capability, 10 gallon spare gas tank, suit case.



Top Speed:	220 mph	Acc/Decc:	35/45
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	100KG
Maneuver:	-2	SDP:	60
SP:	10	Type:	Trike
Mass:	800kg	Starting bid:	1000EB

Hand built from scratch, featuring a V-12 and enough torque to rip the road in half. Show off your dominance of the road.

SPECIAL EQUIPMENT:



Top Speed:	90 mph	Acc/Decc:	20/40
Crew:	1	Range:	200mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	20
SP:	5	Type:	cycle
Mass:	90kg	Starting bid:	100EB

This small dirtbike has been fitted with a brand new suspension and a rebuilt engine. The spikes on the headlamp cowling are a nice touch as well.

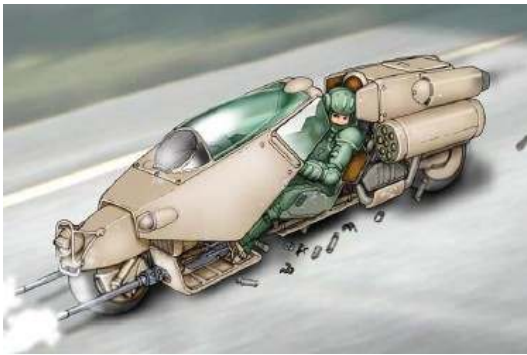
SPECIAL EQUIPMENT: Off-road capability.



Top Speed:	80 mph	Acc/Decc:	15/40
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	20KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	cycle
Mass:	95kg	Starting bid:	200EB

Another army surplus bike, this one is almost stock. In fact if whether you are a collector looking for a great deal and a vintage bike, or a seasoned rider looking for a new horse, this is the bike for you.

SPECIAL EQUIPMENT: limited off-road capability



META-CORP ATWWS

Top Speed:	260 mph	Acc/Decc:	33/45
Crew:	1	Range:	350mi
Passengers:	0	Cargo:	40KG
Maneuver:	+3	SDP:	40
SP:	20	Type:	cycle
Mass:	260kg	Starting bid:	20,000EB

This bike is truly something worth spending money on. It appears to be a prototype for a corporate outrider/combat interceptor highway bike. Recumbent, and heavily armed, it is believed that these were built by our brothers at Meta-Corp, and stolen from their test facility by Raffen-Shiv marauders. Supposedly only 20 of these exist, and we have three of them. Bidding starts high, and they will move fast.

SPECIAL EQUIPMENT: audio entertainment suite, digital control surface, GPS, Military radio, Cybernetic linkage, 2" rocket pods x2 (HVY / -2 / P / 6D10 / 7 / 1-7 / VR) .50cal Browning M2HB x2 (HVY / 0 / N / P / 6d10 (12.7mm) / 100 / 10 / VR).



Top Speed:	250 mph	Acc/Decc:	33/45
Crew:	1	Range:	400mi
Passengers:	1	Cargo:	0KG
Maneuver:	+2	SDP:	40
SP:	10	Type:	cycle
Mass:	245kg	Starting bid:	3000EB

This is one mean machine. Hand built from scratch, this is one of the finest examples of nomad engineering we have ever seen. It's fast as hell, will run like a workhorse, and is sturdy enough to survive.

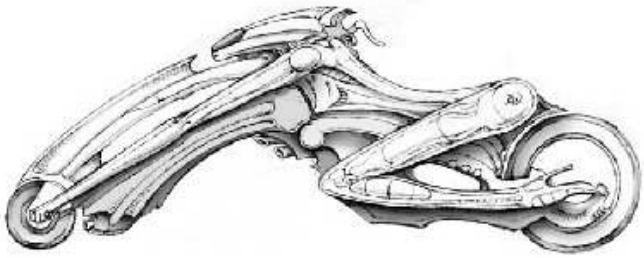
SPECIAL EQUIPMENT: limited off-road capability,



Top Speed:	110 mph	Acc/Decc:	20/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	35
SP:	10	Type:	cycle
Mass:	95kg	Starting bid:	100EB

Hand built and lightly armored dirt bike, get it for a steal.

SPECIAL EQUIPMENT: Off-road capability.



Top Speed:	140 mph	Acc/Decc:	28/45
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	cycle
Mass:	165kg	Starting bid:	2000EB

This bike shows that not all nomad vehicles are ugly; this is a functional and amazing piece of steel art.

SPECIAL EQUIPMENT: None



Top Speed:	150 mph	Acc/Decc:	15/35
Crew:	1	Range:	150mi
Passengers:	0	Cargo:	0KG
Maneuver:	+1	SDP:	40
SP:	20	Type:	cycle
Mass:	270kg	Starting bid:	500EB

This is a high seated fully enclosed recumbent, hand built and completely unique. Armored and lightly armed, an ideal bike for outriders.

SPECIAL EQUIPMENT: 9mm electric gatling gun (HVY / -1 / N / R / 2D6 (9mm) / 100 / 30 / ST



Top Speed:	120 mph	Acc/Decc:	20/40
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	10KG
Maneuver:	0	SDP:	30
SP:	20	Type:	cycle
Mass:	115kg	Starting bid:	500EB

This armored heavy dirt bike was built from scratch, and is a prime example of the nomad "utility is everything" ideal.

SPECIAL EQUIPMENT: off-road capability, saddlebags,



Top Speed:	210 mph	Acc/Decc:	28/45
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	0KG
Maneuver:	+1	SDP:	40
SP:	20	Type:	cycle
Mass:	175kg	Starting bid:	600EB

An armored and heavily modified street racer, just the thing for a forward scout or interceptor.

SPECIAL EQUIPMENT: limited off-road capability



Top Speed:	160 mph	Acc/Decc:	20/35
Crew:	1	Range:	280mi
Passengers:	1	Cargo:	0KG
Maneuver:	-1	SDP:	40
SP:	10	Type:	Trike
Mass:	460kg	Starting bid:	950EB

This trike was built specifically for attack by a Raffin Shiv marauder team. Heavily armed, and somewhat armored.

SPECIAL EQUIPMENT: off-road capability, 5.56mm mini-gun



Top Speed:	240 mph	Acc/Decc:	35/40
Crew:	1	Range:	150mi
Passengers:	1	Cargo:	0KG
Maneuver:	-1	SDP:	40
SP:	10	Type:	cycle
Mass:	380kg	Starting bid:	650EB

Really artistic and clean work, for a bike with a V-6 turbo engine mounted to it.

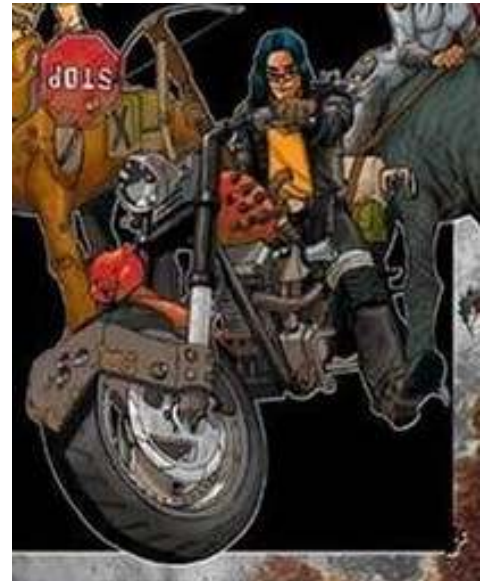
SPECIAL EQUIPMENT:



Top Speed:	180 mph	Acc/Decc:	20/35
Crew:	1	Range:	220mi
Passengers:	1	Cargo:	40KG
Maneuver:	+2	SDP:	40
SP:	20	Type:	cycle
Mass:	175kg	Starting bid:	500EB

Hand built armored bike, good for the long haul.

SPECIAL EQUIPMENT: limited off-road capability, hard-shell saddlebags



Top Speed:	185 mph	Acc/Decc:	25/40
Crew:	1	Range:	360mi
Passengers:	1	Cargo:	0KG
Maneuver:	+2	SDP:	30
SP:	10	Type:	cycle
Mass:	180kg	Starting bid:	500EB

Nicely customized with spikes on the gas tank, this classic and well used custom chopper will still be running after you are dust.

SPECIAL EQUIPMENT: limited off-road capability,



Top Speed:	150 mph	Acc/Decc:	20/40
Crew:	1	Range:	250mi
Passengers:	1	Cargo:	60KG
Maneuver:	+1	SDP:	30
SP:	15	Type:	cycle
Mass:	115kg	Starting bid:	300EB

We call it the cow bike, and it can be yours today.
Just look at it, who wouldn't want to ride it?

SPECIAL EQUIPMENT: matching saddlebags and suitcase.



Top Speed:	260 mph	Acc/Decc:	33/40
Crew:	1	Range:	320mi
Passengers:	0	Cargo:	60KG
Maneuver:	+2	SDP:	40
SP:	20	Type:	cycle
Mass:	210kg	Starting bid:	3000EB

One of the few recumbent bikes here, this is obviously a heavily modified and armored Kaneda. Fully off-road capable and fast enough to outrun just about anything on the road.

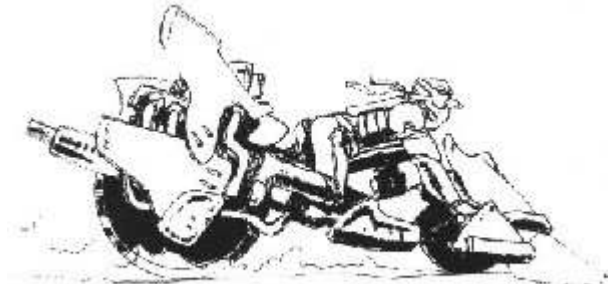
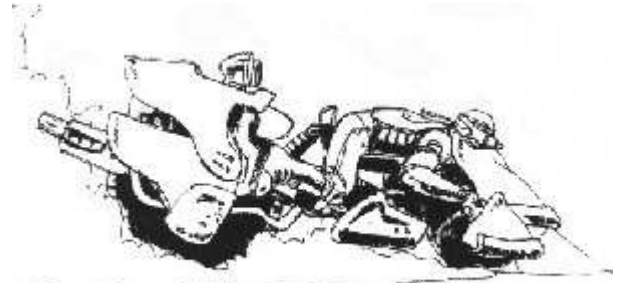
SPECIAL EQUIPMENT: Off-road capable, saddlebags, 2 pouches on either side of gas tank, rifle sheath, handgun sheath (for a very large handgun), canteen, personal distillation kit, tool kit, directional spot light, tent, sleeping bag, emergency road kit, cybernetic linkage, audio suite, civilian band radio.



Top Speed:	140 mph	Acc/Decc:	15/35
Crew:	1	Range:	300mi
Passengers:	2	Cargo:	50KG
Maneuver:	-1	SDP:	30
SP:	10	Type:	cycle
Mass:	258kg	Starting bid:	900EB

A beautiful and clean bike and sidecar combo. Totally custom and show competition quality.

SPECIAL EQUIPMENT: full audio suite in side car



Top Speed:	185 mph	Acc/Decc:	25/30
Crew:	1	Range:	200mi
Passengers:	0	Cargo:	0KG
Maneuver:	-2	SDP:	25
SP:	8	Type:	cycle
Mass:	263kg	Starting bid:	800EB

Leave it to a Technomancer to bring in something completely different. We don't even know how to begin to describe it. Other than to tell you that you lay on your stomach to pilot it, and it moves like a bitch. Since your face is right next to the pavement, this can be pretty scary. Still, the low profile of the driver does make him much harder to hit.

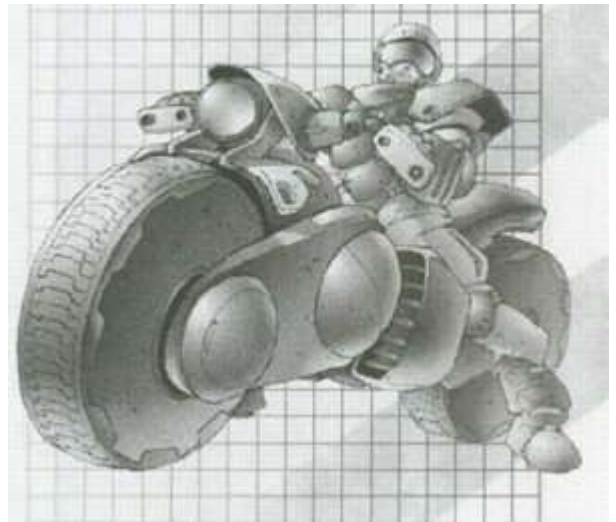
SPECIAL EQUIPMENT:



Top Speed:	160 mph	Acc/Decc:	25/35
Crew:	1	Range:	300mi
Passengers:	0	Cargo:	40KG
Maneuver:	+1	SDP:	30
SP:	5	Type:	cycle
Mass:	220kg	Starting bid:	500EB

A big ole' fat ass chopper, perfect for easy riding.

SPECIAL EQUIPMENT: Limited off-road capability, saddlebags



Top Speed:	190 mph	Acc/Decc:	25/40
Crew:	1	Range:	380mi
Passengers:	0	Cargo:	0KG
Maneuver:	-1	SDP:	40
SP:	25	Type:	cycle
Mass:	275kg	Starting bid:	900EB

Very large very heavy custom military style bike.
SPECIAL EQUIPMENT: off-road capable



Top Speed:	230 mph	Acc/Decc:	32/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	0KG
Maneuver:	+2	SDP:	30
SP:	10	Type:	cycle
Mass:	265kg	Starting Bid:	1000EB

Another beautiful example of nomad mechanics. Big, heavy, fast, and dependable. Get it while you can, bidding will go through the roof.

SPECIAL EQUIPMENT: Off-road capability,



Top Speed:	140 mph	Acc/Decc:	15/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	50KG
Maneuver:	-1	SDP:	30
SP:	10	Type:	cycle
Mass:	310kg	Starting bid:	1100EB

Standard though heavily customized Harley, what really makes this bike stand out is its custom sidecar, with a 5.56 minigun and 500 rounds of ammunition.

SPECIAL EQUIPMENT: 5.56mm minigun (HVY / - 2 / N / P / 5D6(5.56mm) / 500 / 50 / VR)



Top Speed:	125 mph	Acc/Decc:	15/30
Crew:	1	Range:	200mi
Passengers:	0	Cargo:	40KG
Maneuver:	-2	SDP:	25
SP:	5	Type:	cycle
Mass:	110kg	Starting bid:	50EB

Well, this is about as bare bones and used as a bike can get. Our mechanics assure me that the bike runs great, and is a good machine, still it looks like its held together with duct tape and a prayer to me.

SPECIAL EQUIPMENT: Limited Off-road capability, saddlebags, front bag, backpack, canteen.



Top Speed:	220 mph	Acc/Decc:	25/35
Crew:	1	Range:	300mi
Passengers:	0	Cargo:	0KG
Maneuver:	-3	SDP:	40
SP:	5	Type:	cycle
Mass:	520kg	Starting bid:	500EB

We don't know what the creator of this ride was thinking, but somehow he mounted a V-12 diesel onto a bike. We are assuming he was a borg, since no one who doesn't have cybernetic limbs could bear the heat from the engine on their legs. Still, this is the only bike I have ever seen that will haul a semi trialer out of a ditch. If muscle is your way of life, this is the vehicle for you. Oh yeah, that's our mechanic Cletus sitting on it, but if you don't have full cybernetic limbs, our advice is not to bid on this monster.

SPECIAL EQUIPMENT:



Top Speed:	160 mph	Acc/Decc:	20/35
Crew:	1	Range:	300mi
Passengers:	0	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	cycle
Mass:	315kg	Starting Bid:	400EB

A great big custom chopper, this bike is the popular image of nomad culture.

SPECIAL EQUIPMENT: Limited off-road capability,



Top Speed:	250 mph	Acc/Decc:	30/40
Crew:	1	Range:	300mi
Passengers:	0	Cargo:	0KG
Maneuver:	+2	SDP:	40
SP:	25	Type:	cycle
Mass:	185kg	Starting bid:	600EB

Another highly customized Kaneda recumbent. A true highway beast.

SPECIAL EQUIPMENT: None



Top Speed:	120 mph	Acc/Decc:	20/30
Crew:	1	Range:	400mi
Passengers:	1	Cargo:	60KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	cycle
Mass:	125kg	Starting Bid:	200EB

A scratch built bike with custom fuel tank.

SPECIAL EQUIPMENT: Off-road capability, 2 hard-shell saddlebags, helmet.



Top Speed:	190 mph	Acc/Decc:	25/40
Crew:	1	Range:	300mi
Passengers:	0	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	5	Type:	cycle
Mass:	105kg	Starting bid:	100EB

This is what happens when you try and turn a street racer into a dirt bike.

SPECIAL EQUIPMENT: Limited off-road capability



Top Speed:	80 mph	Acc/Decc:	20/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	60KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	ATV
Mass:	125kg	Starting bid:	500EB

A heavy ATV with roll cage and custom gun mounts able to fit most assault weapons.

SPECIAL EQUIPMENT: Off-road capable, storage box, cage on front, support/roll bar. Removable trailer.



Top Speed:	140 mph	Acc/Decc:	20/35
Crew:	1	Range:	320mi
Passengers:	1	Cargo:	50KG
Maneuver:	0	SDP:	30
SP:	10	Type:	cycle
Mass:	110kg	Starting bid:	100EB

This bike is a perfect example of the nomad ethic and approach to life. Purely utilitarian, function over form, and yet still completely unique.

SPECIAL EQUIPMENT: Limited off-road capability, saddlebags, tent, sleeping bag, personal distillation kit, canteen, short wave radio, rifle sheath.



Top Speed:	125 mph	Acc/Decc:	15/30
Crew:	1	Range:	200mi
Passengers:	0	Cargo:	40KG
Maneuver:	0	SDP:	25
SP:	5	Type:	cycle
Mass:	90kg	Starting bid:	10EB

Our mechanics swear on your grandmother that this bike will run fine. And they do agree that this is the ugliest thing they have seen since Joe Bob's wife gave birth.

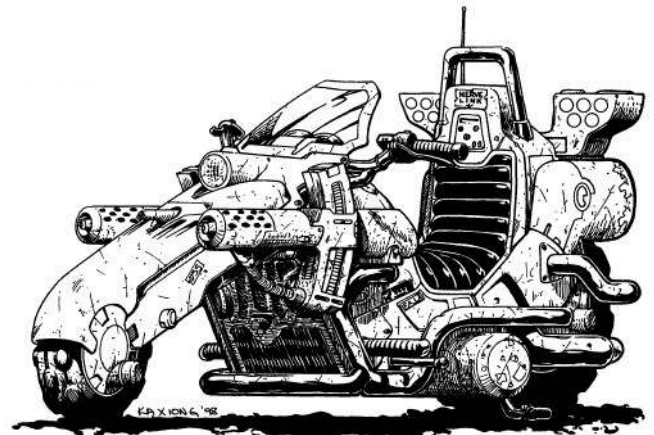
SPECIAL EQUIPMENT: Limited Off-road capability, saddlebags



Top Speed:	180 mph	Acc/Decc:	25/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	40
SP:	5	Type:	cycle
Mass:	100kg	Starting bid:	100EB

Another stripped to the bare bones rice burner, good place to start at building your bike the way you want it.

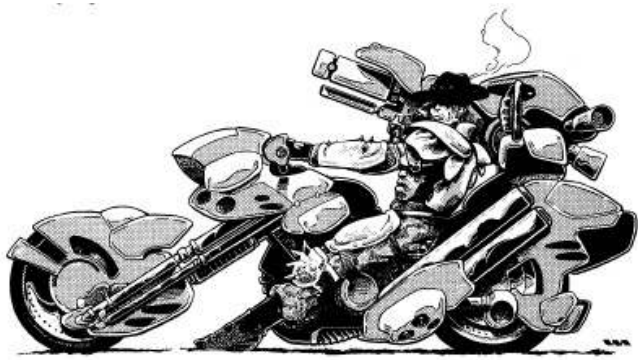
SPECIAL EQUIPMENT: Limited off-road capability.



Top Speed:	160 mph	Acc/Decc:	25/35
Crew:	1	Range:	350mi
Passengers:	0	Cargo:	50KG
Maneuver:	-1	SDP:	30
SP:	15	Type:	cycle
Mass:	315kg	Starting Bid:	400EB

A large, very wide custom bike. The width of the bike prevents the rider from making too tight a turn, which can be a problem for those unused to it. However it does offset this problem with lots of storage space and 2 mounted 7.62mm machine guns.

SPECIAL EQUIPMENT: Tool kit, 7.62mm machine gun x2 (HVY / -2 / N / P / 6D6+2 (7.62mm) 100 / 20 / R)



Top Speed:	180 mph	Acc/Decc:	20/30
Crew:	1	Range:	300mi
Passengers:	0	Cargo:	30KG
Maneuver:	+1	SDP:	40
SP:	20	Type:	cycle
Mass:	225kg	Starting bid:	700EB

This heavily armored chopper is tough enough to get you where you are going, and fast enough to get you back out.

SPECIAL EQUIPMENT: Removable 40 mm grenade launcher with laser rangefinder. (HVY / +2 / N / R / varies (40mm grenade) / 20 / 1 / VR



Top Speed:	200 mph	Acc/Decc:	20/35
Crew:	1	Range:	320mi
Passengers:	1	Cargo:	40KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	Cycle
Mass:	110kg	Starting bid:	250EB

A hand made street machine with plenty of accessories, perfect for the advance scout, outrider, or even a lone rider, going solo on the highways.

SPECIAL EQUIPMENT: Limited off-road capability, shovel, axe, machete, rifle sheath, saddlebags, fuel tank bag, tent, sleeping bag, helmet, personal distillation kit, small tool kit, road emergency kit.



Top Speed:	220 mph	Acc/Decc:	25/45
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	40
SP:	15	Type:	cycle
Mass:	125kg	Starting bid:	500EB

This lightly armored crotch rocket packs the power to outrun any marauder or lawdog on your tail.

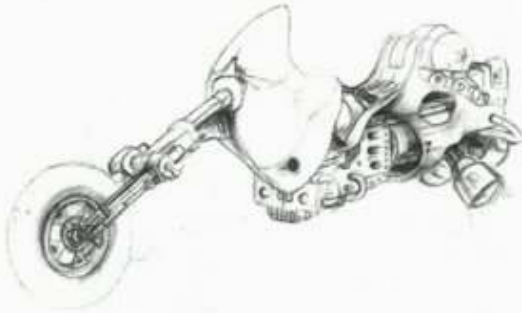
SPECIAL EQUIPMENT: limited off-road capability



Top Speed:	80 mph	Acc/Decc:	20/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	ATV
Mass:	110kg	Starting bid:	300EB

A heavy ATV with roll cage and custom gun mounts able to fit most assault weapons.

SPECIAL EQUIPMENT: Off-Road Capable, 2 gun swivel mounts. Rifle rack on back



Top Speed:	150 mph	Acc/Decc:	20/40
Crew:	1	Range:	350mi
Passengers:	0	Cargo:	60KG
Maneuver:	+1	SDP:	40
SP:	15	Type:	cycle
Mass	180kg	Starting bid:	250EB

This custom built chopper features and large storage bin over double rear wheel. The personal distiller is built right in, and the front cowling provides a modicum of protection for the rider.

SPECIAL EQUIPMENT: Sleeping bag, limited off-road capability, personal distillation kit.



Top Speed:	120 mph	Acc/Decc:	25/30
Crew:	1	Range:	240mi
Passengers:	0	Cargo:	10KG
Maneuver:	-1	SDP:	30
SP:	15	Type:	cycle
Mass:	135kg	Starting bid:	600EB

Here you have 3 matching hand built dirt bikes for the price of one. Apparently they were owned by three brothers, who thought it would be a good idea to build an armored roll cage around their bikes. Too bad no one tol' em eating out of a dented can was a bad idea.

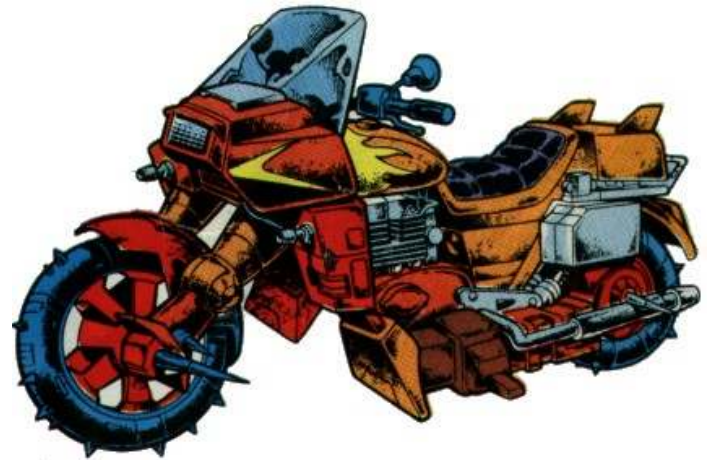
SPECIAL EQUIPMENT: Off-road capability,



Top Speed:	145 mph	Acc/Decc:	20/40
Crew:	1	Range:	200mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	cycle
Mass:	90kg	Starting bid:	100EB

This hard used but in excellent running condition dirtbike comes with a free helmet.

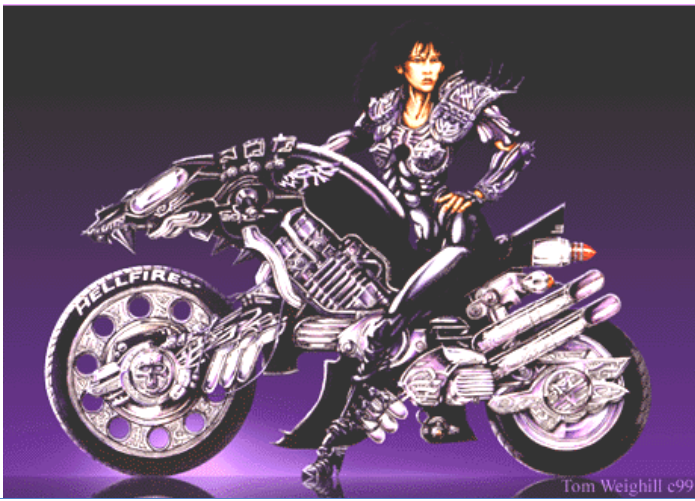
SPECIAL EQUIPMENT: Off-road capability, helmet.



Top Speed:	150 mph	Acc/Decc:	20/40
Crew:	1	Range:	250mi
Passengers:	1	Cargo:	40KG
Maneuver:	+1	SDP:	30
SP:	15	Type:	cycle
Mass:	165kg	Starting bid:	400EB

The most interesting thing about this motorcycle is that somehow the owner built retracting spikes into the wheels for driving on ice and for better traction on sand and loose dirt.

SPECIAL EQUIPMENT: Off-road capable, retracting spikes (+2 on snow, ice, sand/dirt), saddlebags.



Tom Weighill c99

Top Speed:	200 mph	Acc/Decc:	25/40
Crew:	1	Range:	300mi
Passengers:	0	Cargo:	0KG
Maneuver:	+2	SDP:	40
SP:	20	Type:	cycle
Mass:	230kg	Starting bid:	3000EB

This sculpture on wheels is called "The Demon", and is sure to turn every head it passes. And with a 200 mph top speed, it will pass those heads very very quickly.

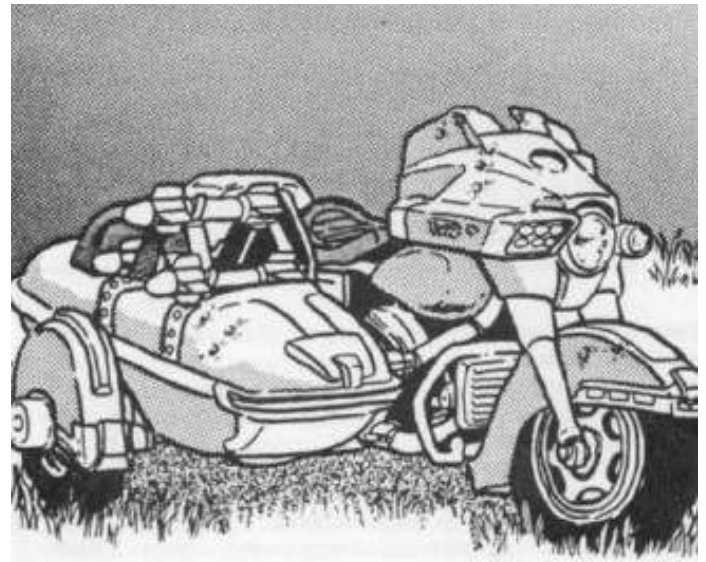
SPECIAL EQUIPMENT:



Top Speed:	220 mph	Acc/Decc:	25/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	cycle
Mass:	160kg	Starting bid:	500EB

Very fast, very intimidating, this heavily modified Ducati will leave the pavement scorched in its wake.

SPECIAL EQUIPMENT:



Top Speed:	110 mph	Acc/Decc:	15/45
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	0KG
Maneuver:	-1	SDP:	40
SP:	20	Type:	cycle
Mass:	235kg	Starting bid:	200EB

A very simple bike and sidecar, slightly modified.

SPECIAL EQUIPMENT: limited off-road capability, civilian band radio



Top Speed:	120 mph	Acc/Decc:	20/30
Crew:	1	Range:	280mi
Passengers:		Cargo:	0KG
Maneuver:	+1	SDP:	40
SP:	5	Type:	Cycle
Mass:	80kg	Starting bid:	150EB

A very bare and basic bike, modified for off road use.

SPECIAL EQUIPMENT: off-road capability,



Top Speed:	120 mph	Acc/Decc:	20/40
Crew:	1	Range:	350mi
Passengers:	2	Cargo:	60KG
Maneuver:	-1	SDP:	40
SP:	10	Type:	Trike
Mass:	480kg	Starting bid:	200EB

A big mean ugly hand built trike.

SPECIAL EQUIPMENT:



Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	220mi
Passengers:	1	Cargo:	40KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	cycle
Mass:	125kg	Starting bid:	100EB

The bike runs great, plus you get all this neat stuff on it..... some of which we don't want to know what is.

SPECIAL EQUIPMENT: Numerous saddlebags, helmet, personal distillation kit, canteen x2, toolbox.



Top Speed:	90 mph	Acc/Decc:	20/30
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	0KG
Maneuver:	0	SDP:	30
SP:	10	Type:	cycle
Mass:	110kg	Starting bid:	50EB

The shop guys promise this bike has several more years of life to it. Well, if you are looking for something cheap, here ya go.

SPECIAL EQUIPMENT: limited off-road capability,



Top Speed:	160 mph	Acc/Decc:	20/40
Crew:	1	Range:	400mi
Passengers:	0	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	5	Type:	cycle
Mass:	105kg	Starting bid:	200EB

This hand built chopper is just too cool looking for words, it's most ingenious feature is a custom gas tank mounted on the back of the bike. The skeleton decoration is just mean looking.

SPECIAL EQUIPMENT: Limited off-road capability



Top Speed:	140 mph	Acc/Decc:	20/30
Crew:	1	Range:	300mi
Passengers:	0	Cargo:	60KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	cycle
Mass:	120kg	Starting bid:	300EB

This hand built cross between a street racer and a motocross is as personalized as they come. Lots of accessories.

SPECIAL EQUIPMENT: Off-road capable, saddlebags, sleeping bag, tent, kit bag, helmet, canteen, personal distillation kit, tool kit, directional spot light,



Top Speed:	200 mph	Acc/Decc:	15/35
Crew:	1	Range:	350mi
Passengers:	0	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	cycle
Mass:	120kg	Starting bid:	400EB

A simple hand built crotch rocket with a built in distillation unit and a 5 gallon water tank mounted on the back.

SPECIAL EQUIPMENT: Limited off-road capability, personal distillation kit, 5 gallon water tank.



Top Speed:	140 mph	Acc/Decc:	20/30
Crew:	1	Range:	250mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	40
SP:	5	Type:	cycle
Mass:	90kg	Starting bid:	50EB

One of the most basic bikes you can find, going for a song.

SPECIAL EQUIPMENT: Limited off-road capability. 2 canteens, tarp.



Top Speed:	80 mph	Acc/Decc:	15/35
Crew:	1	Range:	250mi
Passengers:	0	Cargo:	60KG
Maneuver:	-1	SDP:	30
SP:	5	Type:	cycle
Mass:	115kg	Starting Bid:	50EB

Hand built from scratch, and so much slapped all over it we couldn't begin to tell what the pieces are from. It's cheap, and reliable, and not much else.

SPECIAL EQUIPMENT: Tool kit, numerous saddlebags, handlebar kit bag, rifle holder, 40mm fragmentation hand grenade, 3gallon gas can, 2 gallon water bottle, removable searchlight, emergency road kit, sleeping bag.



Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	300mi
Passengers:	2	Cargo:	60KG
Maneuver:	-1	SDP:	40
SP:	10	Type:	Trike
Mass:	625kg	Starting bid:	500EB

Another large hand built trike, perfect for the long trekking inherent to the nomad lifestyle.

SPECIAL EQUIPMENT: Helmet, medium distillation kit, tool kit, emergency first aid kit, tent, 2 sleeping bags, gun mount, air compressor.



Top Speed:	160 mph	Acc/Decc:	20/45
Crew:	1	Range:	300mi
Passengers:	0	Cargo:	20KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	cycle
Mass:	95kg	Starting bid:	300EB

A very very heavily modified dirtbike, a good deal for the price.

SPECIAL EQUIPMENT: Off-road capability, personal distillation kit, sleeping bag, helmet, gps, civilian band radio, tool kit,



Top Speed:	200 mph	Acc/Decc:	15/35
Crew:	1	Range:	250mi
Passengers:	2	Cargo:	1000KG
Maneuver:	-2	SDP:	40
SP:	10	Type:	Cycle
Mass:	650kg	Starting bid:	450EB

A trike built with family in mind. Covered rear portion resembling an old wagon, and open air driving area. Perfect for the nomad tribe on the go.

SPECIAL EQUIPMENT: Refrigerator, generator, rifle sheath, saddlebags, fuel tank bag, 3 person tent, sleeping bag, helmet, personal distillation kit, large tool kit, road emergency kit, civilian band radio



Top Speed:	150 mph	Acc/Decc:	20/40
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	40KG
Maneuver:	+1	SDP:	40
SP:	15	Type:	cycle
Mass	105kg	Starting bid:	250EB

Military scout bike converted to a chopper, done fairly recently as you can see by the cleanliness of it.

SPECIAL EQUIPMENT: limited off-road capability, Hardshell saddleboxes, 2 5 gallon water jugs, personal distillation kit, tools, small handle bag.



Top Speed:	120 mph	Acc/Decc:	25/30
Crew:	1	Range:	240mi
Passengers:	0	Cargo:	10KG
Maneuver:	-1	SDP:	30
SP:	15	Type:	cycle
Mass:	130kg	Starting bid:	200EB

This hand built highway racer is bare bones. The additional headlights and gas mask decor are a nice touch though.

SPECIAL EQUIPMENT: Small gas tank mounted saddlebags, civilian band radio



Top Speed:	220 mph	Acc/Decc:	28/40
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	0KG
Maneuver:	+2	SDP:	30
SP:	15	Type:	cycle
Mass:	170kg	Starting bid:	600EB

A fast sleek, and totally hand built ride. One of the few fully off-road capable bikes able to top 200 mph.

SPECIAL EQUIPMENT: Rifle sheath, off-road capability, sleeping bag, civilian band radio



Top Speed:	100 mph	Acc/Decc:	20/30
Crew:	1	Range:	200mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	10	Type:	cycle
Mass:	140kg	Starting bid:	800EB

A large and heavy rebuilt antique style bike, this was once owned by Jaun Aldecaldo, bidding is starting low but expected to reach high amounts due to nostalgia values. Word is Santiago himself wants it.

SPECIAL EQUIPMENT: 2 large removable backpack saddlebags



Top Speed:	200 mph	Acc/Decc:	20/35
Crew:	1	Range:	300mi
Passengers:	0	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	5	Type:	cycle
Mass:	130kg	Starting bid:	200EB

A simple chopper, another in a long line of stereotypical nomad rides.

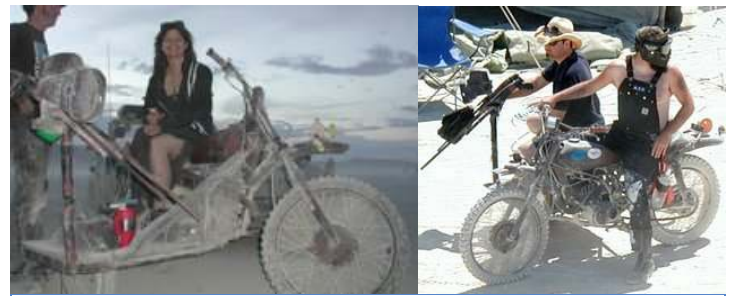
SPECIAL EQUIPMENT: Off-road capable, 2 large saddlebags, rifle sheath, tent sleeping bag, handlebar kit bag, two small satchel bags.



Top Speed:	100 mph	Acc/Decc:	20/35
Crew:	1	Range:	200mi
Passengers:	1	Cargo:	0KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	ATV
Mass:	110kg	Starting bid:	300EB

While most of the body shell is still standard, the engine has been rebuilt and tweaked for speed, this is the fastest ATV we have seen in a while.

SPECIAL EQUIPMENT: Off-road capable.



Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	50KG
Maneuver:	-1	SDP:	30
SP:	5	Type:	cycle
Mass:	140kg	Starting bid:	900EB

A rough and tumble dirt bike with a machine gun mounted on a pintle mount on the detachable standing room only side car.

SPECIAL EQUIPMENT: Off-road capable, 7.62mm machinegun (HVY / 0 / N / C / 6D6+2(7.62mm) / 100 / 50 / VR)



Top Speed:	180 mph	Acc/Decc:	28/30
Crew:	1	Range:	320mi
Passengers:	0	Cargo:	0KG
Maneuver:	+1	SDP:	30
SP:	5	Type:	cycle
Mass:	160kg	Starting bid:	14,000EB

Affectionately termed the "Ghostrider", there isn't a biker on the planet who wouldn't want to own this piece of true art. Totally custom built, with the skill of genius and the style of a madman. This bike is the most beautiful and frightening thing we have ever seen. Oh yeah, it goes really fast too.

SPECIAL EQUIPMENT: None



Top Speed:	190 mph	Acc/Decc:	30/30
Crew:	1	Range:	340mi
Passengers:	0	Cargo:	0KG
Maneuver:	+2	SDP:	30
SP:	10	Type:	cycle
Mass:	240kg	Starting bid:	18,000EB

This bike is big, really really big, and fast as hell. The exhaust system, quite honestly kind of baffles us, and we wouldn't be surprised if a Technomancer had something to do with this bikes construction. That would also explain why the bikes fork covers open up on each side to reveal a concealed storage space designed to carry a rifle and two handguns on each side, with enough room left to hold a 4inch x 4 inch storage compartment.

SPECIAL EQUIPMENT: Flip open storage compartments, off road capable, radio



Top Speed:	180 mph	Acc/Decc:	30/30
Crew:	1	Range:	340mi
Passengers:	1	Cargo:	0KG
Maneuver:	0	SDP:	30
SP:	10	Type:	cycle
Mass:	220kg	Starting bid:	1,000EB

A trio of matching hand built bikes, these things are massive, but if you and yours are into the whole uniformity thing, these are for you. And its more than a bargain with the speed these bikes can reach. We are selling them individually, but there is nothing to stop you from bidding on all three.

SPECIAL EQUIPMENT:

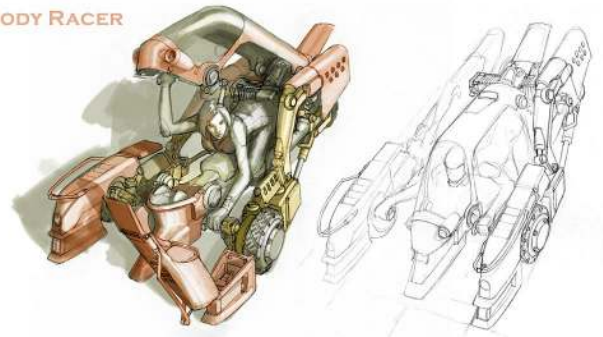


Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	300mi
Passengers:	2	Cargo:	50KG
Maneuver:	-1	SDP:	30
SP:	5	Type:	cycle
Mass:	140kg	Starting bid:	800EB

Another bike with removable sidecar, ideal for outrider teams.

SPECIAL EQUIPMENT: limited off road capability

BODY RACER



Top Speed:	160 mph	Acc/Decc:	26/30
Crew:	1	Range:	100mi
Passengers:	0	Cargo:	0KG
Maneuver:	+3	SDP:	20
SP:	5	Type:	cycle
Mass:	180kg	Starting bid:	2,000EB

It has four wheels, but we are classifying it as a bike, because..... well because we feel like and couldn't figure out where else to put it. First off, this ride is cool, its fast as hell, but it could be going 30mph and you would feel like you are flying, probably has something to do with your face being like a foot off the ground. Warning this bike is not for beginners or those with a weak heart. It doesn't offer much protection, and other cars will have a really difficult time seeing you when they are changing lanes, but holy god, if you want to feel the speed in your bones, this is the bike for you.

SPECIAL EQUIPMENT: none



Top Speed:	150 mph	Acc/Decc:	25/25
Crew:	1	Range:	320mi
Passengers:	1	Cargo:	0KG
Maneuver:	0	SDP:	30
SP:	5	Type:	cycle
Mass:	160kg	Starting bid:	1,000EB

A large hand built chopper with a huge engine.

SPECIAL EQUIPMENT:



Top Speed:	150 mph	Acc/Decc:	25/25
Crew:	1	Range:	340mi
Passengers:	1/2	Cargo:	0KG
Maneuver:	+2/-1	SDP:	30
SP:	10	Type:	cycle
Mass:	200kg	Starting bid:	1,000EB

Complete with a detachable sidecar, this bike is a real beauty, and something of a beast.

SPECIAL EQUIPMENT: Detachable sidecar, Limited off-road capability, radio

CARS



Top Speed:	80 mph	Acc/Decc:	20/45
Crew:	1	Range:	350mi
Passengers:	3	Cargo:	200KG
Maneuver:	+2	SDP:	50
SP:	20	Type:	car
Mass:	.9tons	Starting Bid:	1000EB

A newly built buggy, not even broken in yet. Be this cars first owner and customize it to your hearts content.

SPECIAL EQUIPMENT: Off-road capable, high power lamps,



Top Speed:	80 mph	Acc/Decc:	20/45
Crew:	1	Range:	350mi
Passengers:	4	Cargo:	200KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.3tons	Starting Bid:	900EB

Well, what do you expect from a nomad vehicle?

SPECIAL EQUIPMENT: Pneumatic 4 barrel harpoon launcher (HVY / -1 / N / P / 4D6 / 4 / 1-4 / VR)



Top Speed:	100 mph	Acc/Decc:	20/40
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	1000KG
Maneuver:	-1	SDP:	50
SP:	25	Type:	car
Mass:	1.4tons	Starting Bid:	1100EB

An armored hearse, complete with flame-thrower.

SPECIAL EQUIPMENT: Flame-thrower



Top Speed:	120 mph	Acc/Decc:	25/45
Crew:	1	Range:	320mi
Passengers:	3	Cargo:	500KG
Maneuver:	+1	SDP:	50
SP:	20	Type:	car
Mass:	1.2tons	Starting Bid:	1000EB

This former patrol car is now a mean nomad machine, seats 4 comfortably.

SPECIAL EQUIPMENT:



Top Speed:	160 mph	Acc/Decc:	30/45
Crew:	1	Range:	250mi
Passengers:	1	Cargo:	200KG
Maneuver:	+2	SDP:	50
SP:	10	Type:	car
Mass:	1.4tons	Starting Bid:	4000EB

Heavily modified, this sports car tends to eat miles like candy. No body damage, not even a scratch on the paint.

SPECIAL EQUIPMENT:



Top Speed:	100 mph	Acc/Decc:	15/40
Crew:	1	Range:	350mi
Passengers:	3	Cargo:	400KG
Maneuver:	0	SDP:	50
SP:	10	Type:	car
Mass:	1.3tons	Starting Bid:	500EB

The owner of this hand built roadster claims its served him for over 12 years, our mechanics attest that it runs like a dream.

SPECIAL EQUIPMENT:



Top Speed:	80 mph	Acc/Decc:	20/45
Crew:	1	Range:	300mi
Passengers:	2	Cargo:	100KG
Maneuver:	-1	SDP:	40
SP:	0	Type:	Trike
Mass:	600kg	Starting Bid:	500EB

Somehow this trike got mixed in with the cars, so we're selling it here.

SPECIAL EQUIPMENT: M16 mounted on a swivel post.



Top Speed:	100 mph	Acc/Decc:	10/45
Crew:	1	Range:	400mi
Passengers:	3	Cargo:	500KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.2tons	Starting Bid:	1000EB

This old sedan has seen a lot of hard use, but it still runs like a champ.

SPECIAL EQUIPMENT: steel plating



ROADKILL
www.planetunreal.com/roadkill
www.planethalflife.com/roadkill

Top Speed:	160 mph	Acc/Decc:	28/45
Crew:	1	Range:	400mi
Passengers:	3	Cargo:	200KG
Maneuver:	+1	SDP:	50
SP:	20	Type:	car
Mass:	1.3tons	Starting Bid:	3000EB

Everyone loves a Mustang, and this classic doesn't even have any major dents or dings.

SPECIAL EQUIPMENT:



Top Speed:	100 mph	Acc/Decc:	15/45
Crew:	1	Range:	380mi
Passengers:	3	Cargo:	600KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.4tons	Starting Bid:	1000EB

Lots of style in this old roadster, still has a lotta miles to travel.

SPECIAL EQUIPMENT: spikes



Top Speed:	120 mph	Acc/Decc:	20/45
Crew:	1	Range:	420mi
Passengers:	4	Cargo:	500KG
Maneuver:	+1	SDP:	50
SP:	20	Type:	car
Mass:	1.5tons	Starting Bid:	1500EB

Large and in charge, this beast is at home on the road or off.

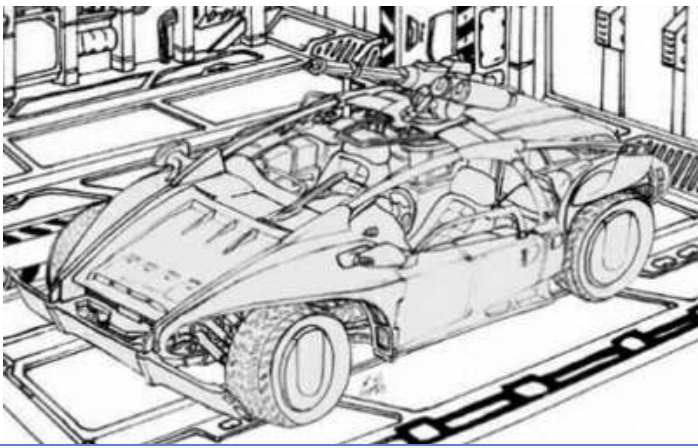
SPECIAL EQUIPMENT: Off-road capable, 5.56mm cannon.



Top Speed:	60 mph	Acc/Decc:	10/40
Crew:	1	Range:	350mi
Passengers:	3	Cargo:	200KG
Maneuver:	-1	SDP:	60
SP:	30	Type:	car
Mass:	1.8tons	Starting Bid:	800EB

We aren't sure if this is the ugliest thing we have ever seen, but it sure comes close. Be careful where you drive, those treads are murder on asphalt.

SPECIAL EQUIPMENT: 20mm autocannon.



Top Speed:	200 mph	Acc/Decc:	32/40
Crew:	1	Range:	400mi
Passengers:	3	Cargo:	200KG
Maneuver:	+2	SDP:	50
SP:	20	Type:	car
Mass:	1.3tons	Starting Bid:	5000EB

Brand new, this built from scratch by hand sports car is armed and armored, but its best defense is it's hellacious speed. It's not often you see a car this beautiful and pristine at this auction, buy now.

SPECIAL EQUIPMENT: Limited Off-road capable, 7.62mm autocannon.



Top Speed:	80 mph	Acc/Decc:	10/35
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	200KG
Maneuver:	0	SDP:	30
SP:	5	Type:	car
Mass:	.6tons	Starting Bid:	200EB

This simple no frills custom built car is ideal for anyone on a budget.

SPECIAL EQUIPMENT:



Top Speed:	80 mph	Acc/Decc:	15/35
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	500KG
Maneuver:	+1	SDP:	60
SP:	30	Type:	car
Mass:	.8tons	Starting Bid:	1000EB

A heavily armored jeep, ideal for life in the wastelands.

SPECIAL EQUIPMENT: Off-road capable, dual barrelled .30cal machineguns.



Top Speed:	60 mph	Acc/Decc:	10/25
Crew:	1	Range:	250mi
Passengers:	0	Cargo:	50KG
Maneuver:	+2	SDP:	40
SP:	10	Type:	car
Mass:	.5 tons	Starting Bid:	100EB

A very small, very maneuverable buggy.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	100 mph	Acc/Decc:	10/25
Crew:	1	Range:	400mi
Passengers:	1	Cargo:	100KG
Maneuver:	+1	SDP:	50
SP:	10	Type:	car
Mass:	.9tons	Starting Bid:	900EB

This is a nice, slightly armored jeep.

SPECIAL EQUIPMENT: Off-road capable, 7.62mm assault rifle on a swivel mount, 40mm grenade launcher, 2 50 gallon fuel tanks, winch, 2 7.62mm ammo boxes.



Top Speed:	140 mph	Acc/Decc:	20/40
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	500KG
Maneuver:	0	SDP:	50
SP:	15	Type:	car
Mass:	1.3tons	Starting Bid:	1000EB

Another old police cruiser, interceptor engine, and this one is in a little better shape than most.

SPECIAL EQUIPMENT:



Top Speed:	100 mph	Acc/Decc:	10/30
Crew:	1	Range:	250mi
Passengers:	3	Cargo:	800KG
Maneuver:	-2	SDP:	60
SP:	20	Type:	car
Mass:	1.4tons	Starting Bid:	900EB

Well..... it's a roach car. Not sure if it is supposed to inspire fear, if it's the original owners totem, or simply someone's weird sense of humor. Nomads are a strange lot sometimes.

SPECIAL EQUIPMENT:



Top Speed:	80 mph	Acc/Decc:	20/45
Crew:	1	Range:	350mi
Passengers:	3	Cargo:	800KG
Maneuver:	-2	SDP:	50
SP:	20	Type:	car
Mass:	1.5tons	Starting Bid:	1000EB

Top heavy, and a little on the weird side, apparently the former owner of this hearse is both a bit religious, and a bit of an artist. Still it is well armored, and very roomy.

SPECIAL EQUIPMENT:



Top Speed:	200 mph	Acc/Decc:	30/40
Crew:	1	Range:	400mi
Passengers:	2	Cargo:	500KG
Maneuver:	+1	SDP:	50
SP:	20	Type:	car
Mass:	1.4tons	Starting Bid:	5000EB

This is it, the baddest car on the lot. Hope you saved your money, cause this car is every nomads wet dream. Fast, intimidating, and can take a hell of a beating. The former owner paid to have the body and paint redone, and even washed it.

SPECIAL EQUIPMENT: civilian band radio,



Top Speed:	140 mph	Acc/Decc:	20/45
Crew:	1	Range:	375mi
Passengers:	1	Cargo:	700KG
Maneuver:	0	SDP:	50
SP:	25	Type:	car
Mass:	1.5tons	Starting Bid:	1200EB

We can't begin to guess how many different cars, and even a plane, went into welding this together, but it runs well, and is fast enough.

SPECIAL EQUIPMENT: civilian band radio

Top Speed:	120 mph	Acc/Decc:	20/40
Crew:	1	Range:	380mi
Passengers:	3	Cargo:	400KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	car
Mass:	.8tons	Starting Bid:	1500EB

Another brand new buggy made right here by our boys in the shop.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	85 mph	Acc/Decc:	10/25
Crew:	1	Range:	275mi
Passengers:	4	Cargo:	400KG
Maneuver:	-1	SDP:	40
SP:	5	Type:	car
Mass:	.9tons	Starting Bid:	500EB

Ok, this open top car is perfect for large groups traveling together. It sits too low to the ground to be driven on any type of rough terrain though, so buyer beware.

SPECIAL EQUIPMENT: Family sized distillation kit, family sized tent, sleeping bags, 1 5 gallon water jugs, short wave radio, first aid kit.



Top Speed:	80 mph	Acc/Decc:	15/35
Crew:	1	Range:	300mi
Passengers:	2	Cargo:	350KG
Maneuver:	+1	SDP:	40
SP:	0	Type:	car
Mass:	1.5tons	Starting Bid:	700EB

A large durable buggy, verging on truck size.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	80 mph/15knotts	Acc/Decc:	10/25
Crew:	1	Range:	300m
Passengers:	3	Cargo:	600KC
Maneuver:	-1	SDP:	50
SP:	10	Type:	car
Mass:	1.1tons	Starting Bid:	800EB

My mechanics tell me this thing can float and even propel itself in water, and that it runs great.

SPECIAL EQUIPMENT: amphibious.



Top Speed:	100 mph	Acc/Decc:	12/40
Crew:	1	Range:	400mi
Passengers:	2	Cargo:	400KG
Maneuver:	0	SDP:	40
SP:	20	Type:	car
Mass:	.9tons	Starting Bid:	1000EB

This highly modified compact has been equipped for off road use and the back seat removed for a single gunner to ride support.

SPECIAL EQUIPMENT: off-road capable



Top Speed:	150 mph	Acc/Decc:	15/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	300KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.2tons	Starting Bid:	800EB

Chopped to the basics to save weight, this road monster hauls ass. A former race car that can now be your personal vehicle.

SPECIAL EQUIPMENT:



Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	280mi
Passengers:	1	Cargo:	200KG
Maneuver:	+1	SDP:	35
SP:	10	Type:	car
Mass:	.8tons	Starting Bid:	500EB

It never gets any simpler than a buggy. This one has seen a lot of action, but there is still life in her.

SPECIAL EQUIPMENT: off road capable



Top Speed:	90 mph	Acc/Decc:	10/35
Crew:	1	Range:	320mi
Passengers:	3	Cargo:	600KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.2tons	Starting Bid:	600EB

If you are one who likes a unique ride, this car is for you.

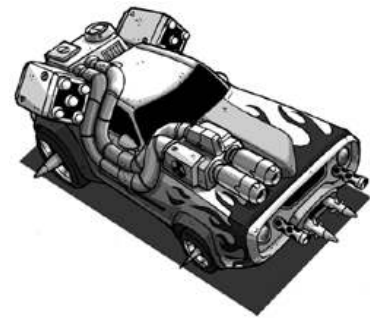
SPECIAL EQUIPMENT: spikes



Top Speed:	140 mph	Acc/Decc:	25/45
Crew:	1	Range:	350mi
Passengers:	3	Cargo:	500KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.3tons	Starting Bid:	1100EB

Slightly modified, and heavily used old muscle car. Make it yours and own the road today.

SPECIAL EQUIPMENT:



Top Speed:	220 mph	Acc/Decc:	28/45
Crew:	1	Range:	460mi
Passengers:	1	Cargo:	200KG
Maneuver:	0	SDP:	50
SP:	25	Type:	car
Mass:	1.4tons	Starting Bid:	25,000EB

This is what happens when you turn an old muscle car over to a armorer from Metacorp and a mechanic from the Technomancers. The engine is a odd hybrid between standard combustion and a radical steam powered design. It is able to reach amazing speeds.. Unfortunately only technomancers can repair it if there is ever a problem. The weapons systems are professionally installed and fully integrated. If it wasn't built specifically for a nomad as a favor, then it would probably be sitting in Jonathan Meta's private garage. Of course, at the prices its expected to reach, he may be the only one who can afford it.

SPECIAL EQUIPMENT: 7.62mm gun in fixed front mount position x2, caltrop release, 2" 5 shot rocket pod x 2. retractable forward fixed LAW rocket x2, GPS integrated nav computer, comm suite, full audio entertainment suite, built in distillation kit, wheel spikes,



Top Speed:	140 mph	Acc/Decc:	23/35
Crew:	1	Range:	250mi
Passengers:	4	Cargo:	800KG
Maneuver:	0	SDP:	60
SP:	25	Type:	car
Mass:	1.4tons	Starting Bid:	900EB

Very large, very heavy, all steel construction. Slightly modified engine for better performance, seats five in comfort. Trunk lid has been removed for more storage space, or in emergency, extra seating (2),

SPECIAL EQUIPMENT:



Top Speed:	160 mph	Acc/Decc:	28/40
Crew:	1	Range:	310mi
Passengers:	4	Cargo:	800KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.4tons	Starting Bid:	1000EB

Nomads love their muscle cars, and this one is no different. It has already been highly modified and broken in. Seats 5 with plenty of trunk space. Roof hatch allows for a gunner to defend attacks from all directions.

SPECIAL EQUIPMENT: Family sized distillation kit, ram bar, spikes, civilian band radio



Top Speed:	60 mph	Acc/Decc:	15/25
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	750KG
Maneuver:	+2	SDP:	50
SP:	20	Type:	car
Mass:	.9tons	Starting Bid:	1100EB

A classic military style jeep, you don't see many of these in this condition anymore. It features a front mounted snorkel for high water situations.

SPECIAL EQUIPMENT: Off-road capable, swivel mounted 7.62mm M-60, Family sized distillation kit, military radio



Top Speed:	120 mph	Acc/Decc:	12/32
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	400KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	1.5tons	Starting Bid:	1050EB

A very large, very heavy, scratch built dune buggy.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	110 mph	Acc/Decc:	15/40
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	300KG
Maneuver:	0	SDP:	35
SP:	10	Type:	car
Mass:	1.1tons	Starting Bid:	400EB

Not all nomad vehicles can be performance machines. Some are simply a means to get from point A to point B. Still, this vehicle is reliable, and should go for a song.

SPECIAL EQUIPMENT:



Top Speed:	140 mph	Acc/Decc:	10/30
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	400KG
Maneuver:	+1	SDP:	35
SP:	10	Type:	car
Mass:	.7tons	Starting Bid:	400EB

A very very simple, no frills jeep.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	120 mph	Acc/Decc:	12/35
Crew:	1	Range:	350mi
Passengers:	3	Cargo:	700KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.3tons	Starting Bid:	900EB

This care has seen more than its fair share of action. Own it today and add to its history.

SPECIAL EQUIPMENT: Roof mounted 50.cal M2HB



Top Speed:	180 mph	Acc/Decc:	30/45
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	50KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.2tons	Starting Bid:	5000EB

Not all nomad vehicles are built to survive harsh conditions and combat. Some, like this highly customized corvette are built just to show off their artistry.

SPECIAL EQUIPMENT:



Top Speed:	80 mph	Acc/Decc:	10/40
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	1000KG
Maneuver:	0	SDP:	50
SP:	15	Type:	car
Mass:	1.1tons	Starting Bid:	1000EB

This car is a scratch built monster of a jeep. With enough hauling power to carry just about anything you can tie down to the back.

SPECIAL EQUIPMENT: Off-road capable, Family sized distillation kit, ram bar,



Top Speed:	210 mph	Acc/Decc:	30/45
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	500KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.4tons	Starting Bid:	3000EB

Another vette, this one a true classic. Apparently it was modified for drag races some time ago, but has sat in a garage since the 70's. Now here it is on our lot, available to you. This car hauls ass, and looks mean as hell doing it.

SPECIAL EQUIPMENT:



Top Speed:	100 mph	Acc/Decc:	18/35
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	500KG
Maneuver:	0	SDP:	50
SP:	25	Type:	car
Mass:	1.6tons	Starting Bid:	1000EB

This heavily armored and highly defensible sedan has barbed wire to keep people from hitching rides, heavy spiked bumpers to get them out of your way, and a 40mm auto gl to eliminate any other threats.

SPECIAL EQUIPMENT: 40mm auto GL, steel plating, ram bar, spikes,



Top Speed:	100 mph	Acc/Decc:	10/40
Crew:	1	Range:	320mi
Passengers:	3	Cargo:	400KG
Maneuver:	0	SDP:	40
SP:	20	Type:	car
Mass:	1.2tons	Starting Bid:	800EB

This newer model sedan has been outfitted with armor shutters over the side and rear windows for added protection.

SPECIAL EQUIPMENT: 5.56mm dual mg's on a fixed roof mount, armor shutters



Maneuver:	-1	SDP:	40
SP:	35	Type:	car
Mass:	1.4tons	Starting Bid:	900EB

Very large, very heavy, and very mean, this car was guilty for the highway warrior. With a 454 big block and custom exhaust, it can haul ass, or just about anything else.

SPECIAL EQUIPMENT: steel plating

Top Speed:	100 mph	Acc/Decc:	12/35
Crew:	1	Range:	350mi
Passengers:	3	Cargo:	500KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.1tons	Starting Bid:	800EB

Armored and armed with a forward mounted 5.56mm cannon, this is a nice vehicle for a low starting bid price.

SPECIAL EQUIPMENT: 5.56mm Cannon, steel plating,



Top Speed:	100 mph	Acc/Decc:	22/40
Crew:	1	Range:	300mi
Passengers:	4	Cargo:	500KG
Maneuver:	-2	SDP:	40
SP:	20	Type:	car
Mass:	1.3tons	Starting Bid:	1000EB

This vehicle was at one time in history a top of the line luxury car. Then it fell into the hands of a Chicago street gang leader, who had it lowered, chopped, and tricked out.

SPECIAL EQUIPMENT: Wet bar in back seat, full audio entertainment suite, video monitor and player, hydraulics kit, front and rear wheel covers.

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

Slightly armored light sedan, with sliding front armor panels to accommodate larger forward firing weapons.

SPECIAL EQUIPMENT: steel plating



Top Speed:	90 mph	Acc/Decc:	15/35
Crew:	1	Range:	320mi
Passengers:	5	Cargo:	700KG
Maneuver:	0	SDP:	40
SP:	25	Type:	car
Mass:	1.1tons	Starting Bid:	800EB

Perfect for the small nomad family on the go, this import station wagon had seen its share of the road, from one side of the country to the other. With a brand new engine and transmission, this car go go for another 100 thousand miles.

SPECIAL EQUIPMENT: Family sized distillation kit,

Top Speed:	160 mph	Acc/Decc:	15/40
Crew:	1	Range:	290mi
Passengers:	4	Cargo:	500KG



Top Speed:	90 mph	Acc/Decc:	15/35
Crew:	1	Range:	280mi
Passengers:	4	Cargo:	500KG
Maneuver:	0	SDP:	40
SP:	20	Type:	car
Mass:	1.2tons	Starting Bid:	750EB

A simple, yet effective nomad escort car. Not as tough as some, but tough enough for anyone on a budget.

SPECIAL EQUIPMENT: Family sized distillation kit, roof mounted dual .30 caliber cannon in a rotating turret.



Top Speed:	110 mph	Acc/Decc:	25/35
Crew:	1	Range:	280mi
Passengers:	1	Cargo:	300KG
Maneuver:	+1	SDP:	40
SP:	15	Type:	car
Mass:	1.3tons	Starting Bid:	650EB

100% built from scratch, this monster can go anywhere and do anything.

SPECIAL EQUIPMENT: Off road capable, ramming bar



Top Speed:	160 mph	Acc/Decc:	28/40
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	100KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	car
Mass:	1tons	Starting Bid:	900EB

Yet another highly customized corvette..... I am beginning to think the only vintage vettes still surviving are in the hands of nomads exclusively.

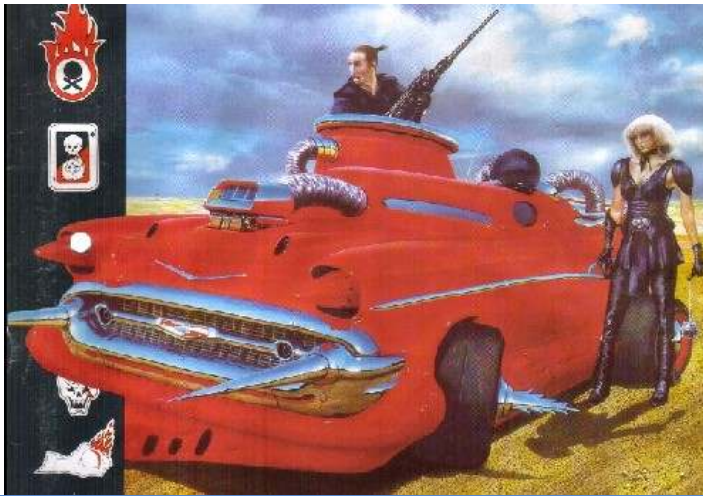
SPECIAL EQUIPMENT: spikes



Top Speed:	90 mph	Acc/Decc:	10/35
Crew:	1	Range:	280mi
Passengers:	1	Cargo:	100KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	car
Mass:	.8 tons	Starting Bid:	800EB

This hand built buggy is guaranteed to survive a roll over. It may be a small vehicle, but it is tough as hell, and has survived 13 open battles on the road.

SPECIAL EQUIPMENT: Off Road Capable



Top Speed:	100 mph	Acc/Decc:	20/40
Crew:	1	Range:	250mi
Passengers:	3	Cargo:	500KG
Maneuver:	0	SDP:	40
SP:	20	Type:	car
Mass:	1.3 tons	Starting Bid:	1000EB

This classic piece of beauty has apparently been set upon by a technomancer at one point, as it has a few modifications that even our best mechanic can't quite figure out. Still it's large, powerful, comfortable and stylish. And with the roof mounted M2HB on a swivel turret..... it can protect itself.

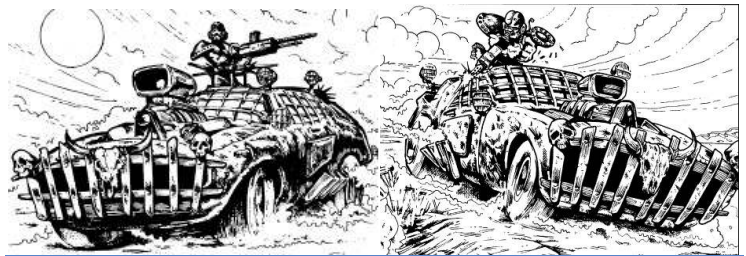
SPECIAL EQUIPMENT: .50 caliber heavy machinegun, wheel and body spikes.



Top Speed:	80 mph	Acc/Decc:	15/30
Crew:	1	Range:	300mi
Passengers:	2	Cargo:	300KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	.9 tons	Starting Bid:	500EB

This is one mean buggy, formerly a Raffin Shiv vehicle, now available to anyone who wants it.

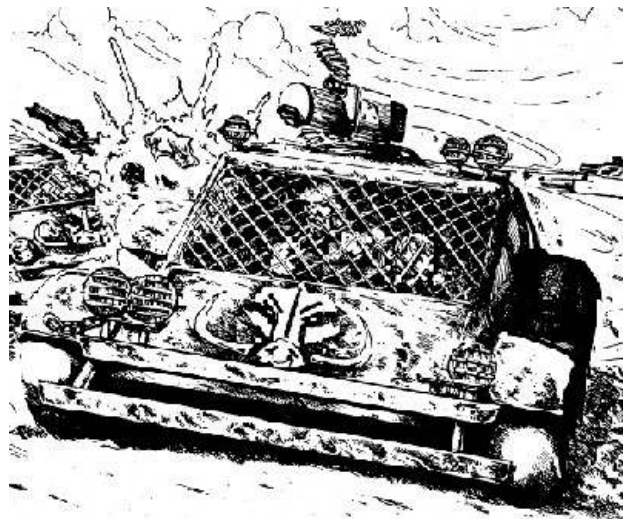
SPECIAL EQUIPMENT: Personal distillation kit, Off Road Capable, spikes, civilian band radio, 5.56 minigun, 50 gallon fuel tank.



Top Speed:	100 mph	Acc/Decc:	25/35
Crew:	1	Range:	340mi
Passengers:	5	Cargo:	700KG
Maneuver:	0	SDP:	40
SP:	20	Type:	car
Mass:	1.1tons	Starting Bid:	700EB

Another vehicle in this lot of former Raffin Shiv rides. This highly modified station wagon makes an ideal escort vehicle for any caravan moving through dangerous territories.

SPECIAL EQUIPMENT: Family sized distillation kit, limited off road capability, civilian band radio, turret mounted 7.62mm machinegun.



Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	250mi
Passengers:	5	Cargo:	700KG
Maneuver:	0	SDP:	40
SP:	20	Type:	car
Mass:	1 tons	Starting Bid:	500EB

Here's an odd one, its a buggy, but the armor plating surrounding the engine is so low that it can't go off-road. It is armed with an old water cooled vickers, chambered in .30 caliber on a rotating turret on the roof. There in no armor whatsoever for the passengers however.

SPECIAL EQUIPMENT: steel plate armored engine, .30cal machinegun



Top Speed:	210 mph	Acc/Decc:	32/40
Crew:	1	Range:	260mi
Passengers:	1	Cargo:	300KG
Maneuver:	+1	SDP:	40
SP:	25	Type:	car
Mass:	1.2 tons	Starting Bid:	7500EB

This may just have been the pride of the entire Raffan Shiv. This highly modified and aggressive supercar is built for speed and mobility, and dominates the road.

SPECIAL EQUIPMENT: Mounted lamps, 7.62mm machinegun, forward mounted 5.56mm machineguns x2, spikes, personal distillation kit.



Top Speed:	150 mph	Acc/Decc:	25/35
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	300KG
Maneuver:	0	SDP:	40
SP:	15	Type:	car
Mass:	1 tons	Starting Bid:	500EB

An old firebird, that while highly customized, is still pretty standard in all the ways that matter with the exception of the supercharged engine.

SPECIAL EQUIPMENT:



Top Speed:	60 mph	Acc/Decc:	10/30
Crew:	1	Range:	200mi
Passengers:	1	Cargo:	50KG
Maneuver:	+1	SDP:	40
SP:	0	Type:	car
Mass:	.3tons	Starting Bid:	50EB

This is as bare bones as it gets people, and about as cheap as well. It will get you where you want to go, and absolutely nothing else.

SPECIAL EQUIPMENT: Off Road Capable



Top Speed:	120 mph	Acc/Decc:	10/35
Crew:	1	Range:	320mi
Passengers:	5	Cargo:	700KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	1.2tons	Starting Bid:	450EB

Bare bones except for a supercharged engine and raised suspension, this old station wagon still performs.

SPECIAL EQUIPMENT: Off road capable, ramming bar,



Top Speed:	240 mph	Acc/Decc:	32/40
Crew:	1	Range:	280mi
Passengers:	1	Cargo:	100KG
Maneuver:	+2	SDP:	40
SP:	15	Type:	car
Mass:	1.3tons	Starting Bid:	8000EB

Ok you city folk, let this be a warning to you. If you are dumb enough to drive your 200 grand performance car on the broken highways, you will lose to a nomad. This highly customized italian job now sports massive offensive capabilities. Of course if anyone tries to drive it into civilized areas they will lose it back to the city folks.

SPECIAL EQUIPMENT: window shells (sp10) forward mounted 30mm cannon x2, forward mounted 5.56mm machineguns x2



Top Speed:	120 mph	Acc/Decc:	20/35
Crew:	1	Range:	300mi
Passengers:	4	Cargo:	200KG
Maneuver:	0	SDP:	40
SP:	20	Type:	car
Mass:	1.2tons	Starting Bid:	600EB

Another proud nomad muscle car. Ideal as an escort vehicle with its rear mounted M2HB.

SPECIAL EQUIPMENT: civilian band radio, top mounted

loud speakers, turret mounted .50cal machinegun, high power lamps.



Top Speed:	90 mph	Acc/Decc:	10/30
Crew:	1	Range:	240mi
Passengers:	1	Cargo:	100KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	car
Mass:	1.3tons	Starting Bid:	400EB

A simple hand built buggy, a bit flashy, but it gets the job done.

SPECIAL EQUIPMENT: Off Road Capable.



Top Speed:	120 mph	Acc/Decc:	25/40
Crew:	1	Range:	280mi
Passengers:	3	Cargo:	500KG
Maneuver:	0	SDP:	40
SP:	15	Type:	car
Mass:	1.1tons	Starting Bid:	600EB

The muscle car is the heart and soul of the nomad community, and this is no exception.

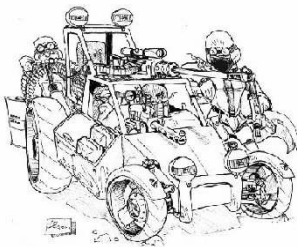
SPECIAL EQUIPMENT:



Top Speed:	210 mph	Acc/Decc:	32/40
Crew:	1	Range:	400mi
Passengers:	1	Cargo:	200KG
Maneuver:	+2	SDP:	40
SP:	25	Type:	car
Mass:	1.1tons	Starting Bid:	200,000EB

Ever wonder what would happen if you let a technomancer get his hands on a japanese high performance vehicle..... wonder no longer. This vehicle is quite possibly the most amazing ride I have ever seen. One of a kind (or so we are told) this vehicle is highly armored, including bullet proof glass. The front and rear armor skirting is heavy rubber with steal inserts and is flexible. At the touch of a button they spring out, knocking almost any cycle out of its path. The engine itself does not run on gasoline, or chooh2 for that matter, but on electricity and can run for 400 miles before recharging..... from any electrical socket, including another vehicle. The wonders don't stop there, the interior is also amazing, packed with every option you could think of. The incredibly low profile tires are puncture proof and the car features four wheel drive. And on top of everything else, due to the electric motor....the car makes almost no noise whatsoever. Bidding for this vehicle is decidedly high, however the Technomancer who sold it to pay off gambling debts wanted it to at least have a chance of staying in the nomad community.

SPECIAL EQUIPMENT: Family sized distillation kit, electric engine, full radio suite, full entertainment suite, cruise control, satellite link up, full personal computer and cybermodem, gps navigation, flexible front and rear attack armor skirting (acts as described, 15sp, 1d20 special damage), personal refrigerator, Self destruct activating security system. (note to gms, this car is extremely special, and a bidding war reaching millions will commence upon auction. If corporations get ahold of it, it, nor its engine design, will ever be seen again, and they will do anything to get their hands on it. The Technomancers want it back as well, and will use their full resources to aquire it back in their safe keeping.)



Top Speed:	60 mph	Acc/Decc:	20/30
Crew:	1	Range:	250mi
Passengers:	2	Cargo:	400KG
Maneuver:	+1	SDP:	40
SP:	20	Type:	car
Mass:	.8tons	Starting Bid:	700EB

A very aggressive military style buggy, just the thing for outriders in dangerous territory.

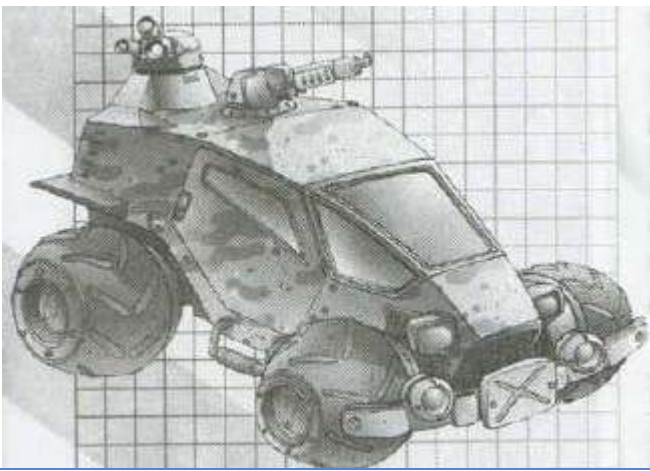
SPECIAL EQUIPMENT: High Power lamps, .50cal machine gun, 5.56mm machine gun,



Top Speed:	80 mph	Acc/Decc:	10/35
Crew:	1	Range:	320mi
Passengers:	1	Cargo:	100KG
Maneuver:	0	SDP:	40
SP:	15	Type:	car
Mass:	1.1tons	Starting Bid:	600EB

A lightly armored baja racer, strictly no frills.

SPECIAL EQUIPMENT: Off Road Capable



Top Speed:	65 mph	Acc/Decc:	10/30
Crew:	1	Range:	350mi
Passengers:	2	Cargo:	800KG
Maneuver:	+1	SDP:	40
SP:	25	Type:	car
Mass:	1.4tons	Starting Bid:	800EB

Military surplus often makes its way into the hands of nomads. This newer model scout vehicle was most likely liberated during the long walk. It features computer controlled auto-gl and 7.62 mm cannon.

SPECIAL EQUIPMENT: Off Road Capable, self inflating tires, limited amphibious capability, 40mm auto gl, 7.62mm autocannon, military radio suite.



Top Speed:	160 mph	Acc/Decc:	28/35
Crew:	1	Range:	250mi
Passengers:	5	Cargo:	500KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	1.2tons	Starting Bid:	2000EB

Ok, this supercharged Dodge Charger was found pristine in a farm outside of Georgia. It was meticulously brought back here to be auctioned off. Which one of you idiots is going to buy this car, and be the first to fuck it all up?

SPECIAL EQUIPMENT:



Top Speed:	90 mph	Acc/Decc:	10/30
Crew:	1	Range:	290mi
Passengers:	5	Cargo:	500KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	1tons	Starting Bid:	300EB

I've said it before, I'll say it again..... nomads are an odd lot sometimes

SPECIAL EQUIPMENT: loudspeaker



Top Speed:	80 mph	Acc/Decc:	10/25
Crew:	1	Range:	250mi
Passengers:	5	Cargo:	700KG
Maneuver:	-2	SDP:	40
SP:	10	Type:	car
Mass:	1.4tons	Starting Bid:	400EB

Religion is the nomad community can be a very scary thing. As is policy, other than ensuring it runs well, we have left this vehicle untouched.

SPECIAL EQUIPMENT: Blinking lights, loudspeaker, flame-thrower, cow catcher.



Top Speed:	180 mph	Acc/Decc:	28/40
Crew:	1	Range:	260mi
Passengers:	1	Cargo:	100KG
Maneuver:	0	SDP:	40
SP:	20	Type:	car
Mass:	1.1tons	Starting Bid:	800EB

And here we have another corvette, beat to hell but still mean as shit.

SPECIAL EQUIPMENT: steel plating over windows.



Top Speed:	120 mph	Acc/Decc:	10/40
Crew:	1	Range:	320mi
Passengers:	4	Cargo:	400KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	.9tons	Starting Bid:	500EB

Nomads can make even the ugliest sedan a monster.

SPECIAL EQUIPMENT: Roof mounted .50cal machinegun on swivel turret.



Top Speed:	190 mph	Acc/Decc:	20/35
Crew:	1	Range:	200mi
Passengers:	0	Cargo:	100KG
Maneuver:	0	SDP:	40
SP:	25	Type:	car
Mass:	1.1tons	Starting Bid:	900EB

Completely hand built, this is a beast of a vehicle. Able to outrun almost anything it makes an ideal forward scout vehicle.

SPECIAL EQUIPMENT: civilian band radio, limited off-road capability.



Top Speed:	110 mph	Acc/Decc:	10/40
Crew:	1	Range:	320mi
Passengers:	4	Cargo:	400KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	.9tons	Starting Bid:	500EB

Nomads can make even the ugliest sedan a monster. Part 2.

SPECIAL EQUIPMENT: Roof mounted 40mm grenade launcher on swivel turret.



Top Speed:	160 mph	Acc/Decc:	25/40
Crew:	1	Range:	300mi
Passengers:	4	Cargo:	400KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	1tons	Starting Bid:	1000EB

These two are being sold as a pair. They are old highway patrol vehicles from just after the crash. One is well used and severely beaten, while the other is pristine off the lot and recovered from inside a police museum. While they were built on the chassis's of old trans ams by the good old boys who put these together, the engines were actually taken from a pair of 2006 corvettes, so they haul much more ass than would appear at first glance.

SPECIAL EQUIPMENT: police band radio,



Top Speed:	80 mph	Acc/Decc:	15/40
Crew:	1	Range:	280mi
Passengers:	1	Cargo:	500KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	car
Mass:	.8tons	Starting Bid:	1100EB

When Maserati made this off-road vehicle, do you think they ever though it would fall into the hands of a grubby nomad. Here's your chance to stick it to those rich wankers. It's a hell of a ride too.

SPECIAL EQUIPMENT: Off road capability



Top Speed:	120 mph	Acc/Decc:	10/40
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	300KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	.9tons	Starting Bid:	400EB

Well..... it's a nomad Miata..... what more can I say.

SPECIAL EQUIPMENT:



Top Speed:	215 mph	Acc/Decc:	30/40
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	400KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	1.1tons	Starting Bid:	1000EB

And here we have another high performance vehicle appropriated by nomads. When will city folks learn not to go joyriding in the wastelands.

SPECIAL EQUIPMENT:



Top Speed:	120 mph	Acc/Decc:	25/35
Crew:	1	Range:	250mi
Passengers:	4	Cargo:	400KG
Maneuver:	0	SDP:	40
SP:	20	Type:	car
Mass:	1.2tons	Starting Bid:	700EB

Large and in charge, this highly modified classic gets you their in safety with plenty of style to spare.

SPECIAL EQUIPMENT: spiked ramming bar.



Top Speed:	150 mph	Acc/Decc:	25/35
Crew:	1	Range:	260mi
Passengers:	4	Cargo:	500KG
Maneuver:	0	SDP:	40
SP:	15	Type:	car
Mass:	1.1tons	Starting Bid:	500EB

This car is an intimidation machine, custom exhaust, and enough horses under the hood to outrun any trouble.

SPECIAL EQUIPMENT:



Top Speed:	200 mph	Acc/Decc:	20/35
Crew:	1	Range:	200mi
Passengers:	4	Cargo:	0KG
Maneuver:	-1	SDP:	40
SP:	0	Type:	car
Mass:	1.4tons	Starting Bid:	800EB

How do nomads get their kicks..... they strap seats to a jet engine and give it wheels. Kooky bastards.

SPECIAL EQUIPMENT:



Top Speed:	100 mph	Acc/Decc:	10/40
Crew:	1	Range:	280mi
Passengers:	3	Cargo:	400KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	1.2tons	Starting Bid:	400EB

Hand built, but very simple off road vehicle.

SPECIAL EQUIPMENT: Off Road Capable.



Top Speed:	120 mph	Acc/Decc:	10/35
Crew:	1	Range:	250mi
Passengers:	0	Cargo:	600KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	1.2 tons	Starting Bid:	300EB

I'll say it till I die..... some nomads are just plain weird. Here we have a hand built car with cow hide stretched over a wire frame. No, I don't have any clue what they were thinking either.

SPECIAL EQUIPMENT: Off Road Capable.



Top Speed:	80 mph	Acc/Decc:	15/30
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	50KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	car
Mass:	.9tons	Starting Bid:	500EB

If you are in a rollover in this buggy, you will survive..... we guarantee it.

SPECIAL EQUIPMENT: Off Road Capable. 2 50 gallon drums of water.



Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	220mi
Passengers:	0	Cargo:	400KG
Maneuver:	0	SDP:	40
SP:	0	Type:	car

Mass:	.5 tons	Starting Bid:	100EB
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A very hard used 1 man dune buggy.

SPECIAL EQUIPMENT: Off Road Capable.



Top Speed:	100 mph	Acc/Decc:	12/30
Crew:	1	Range:	320mi
Passengers:	4	Cargo:	500KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	1.2 tons	Starting Bid:	400EB

A nomad luxury car, they aren't common, but they are out there. This one belonged to a tribal leader out of Mexico.

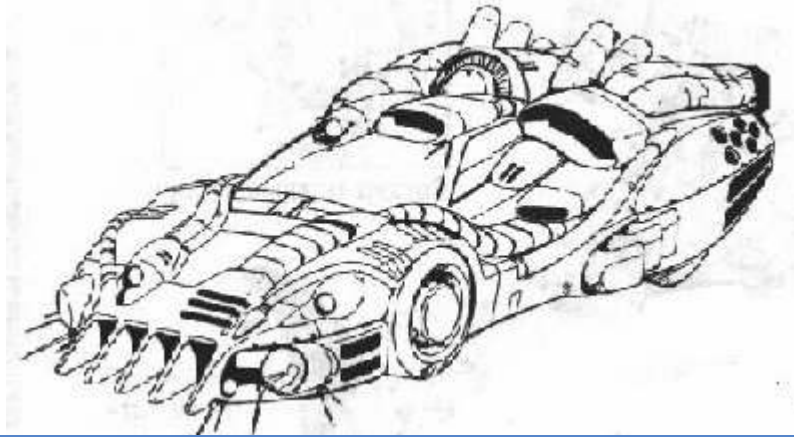
SPECIAL EQUIPMENT:



Top Speed:	140 mph	Acc/Decc:	25/30
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	400KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	1tons	Starting Bid:	300EB

They can't all be mean, some just have to get you there. Faster than it looks though.

SPECIAL EQUIPMENT:



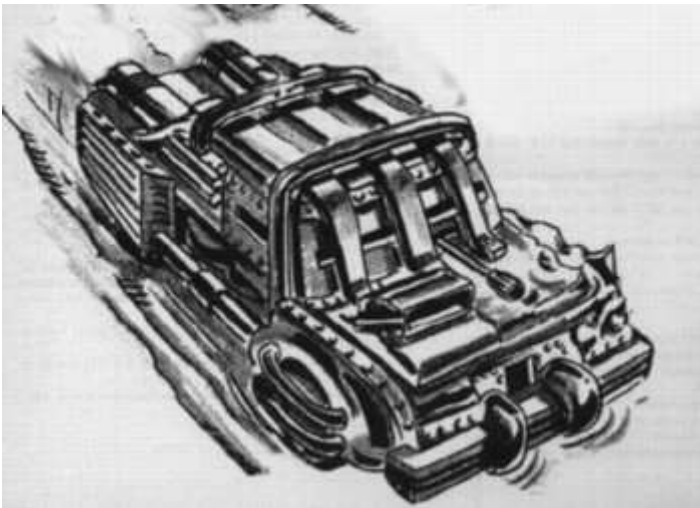
Top Speed:	250+ mph	Acc/Decc:	35/45
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	400KG
Maneuver:	+2	SDP:	40
SP:	20	Type:	car
Mass:	1.5tons	Starting Bid:	50,000EB

And a technomancers do it again. This time they got their hands on a Mitsubishi Griffin. Why in the world these people wander around like high tech vagabonds escapes me, when they could be all millionaires in a week. The story behind this car is kind of confusing, so bear with me. Some time early last year, a technomancer got in a dispute with the current land speed record holder James Martell. The technomancer insisted that not only could he build a faster car, on a regular chassis, but he could do it in six weeks. A bet soon ensued, for pink slips. Immediately after the bet, Martell's Griffin was stolen out of a secure garage..... and when both contestants showed up for the race, the Technomancer arrived in that same vehicle, only modified to the point that you see it here. Rather than lose his temper, Martell insisted that the race take place. When he beat his old record by over 25mph, the technomancer declined his turn, and handed him the keys and a 200 page instruction manual. Martell never got a chance to drive the car..... he was killed while making another attempt to beat his record the following month. The car passed to his wife, who put all the vehicles in storage, presumably so she could sell them to the highest bidder, unfortunately she died of heart failure before they could be sold. Last month the storage facility (near the great salt flats) was broken into, and several vehicles, including this one, were stolen. This car was found abandoned, doors open, keys in the ignition, and the owners manual sitting in the passenger seat. The only clue left behind was a dried blood smear on the cybernetic linkage plugs.

Our mechanics don't begin to understand this car. What we can tell you is that the Griffins engine was removed and replaced with a jet engine salvaged from a scrapped fighter aircraft. Somehow the trunk space has been removed and a mechanism which creates a powerful suction intake has been put in place, Like a vacuum, keeping the car steady and on the ground at incredibly high speeds. Or at least that's what the team is guessing. Even at speeds of over 200 miles an hour, the car remains stable, even able to make turns. 250 is not the cars top speed, that is the speed at which the drivers became too terrified to push it any further. We simply do not have the facilities to guesstimate its true top speed, nor does the manual list one. We do know however that without cybernetic interface, the vehicle will not drive above 120 miles an hour. The car runs on jet fuel, and has the most sophisticated computer system our techs have ever seen, including it's own AI who refers to itself as "Daphne".

(Note to gm's, Daphne is a self aware A.I. and is actually the "Ghost" of the Technomancer who challenged Martell. She downloaded her consciousness into the car and had a stand in take her place at the races, with instructions to just turn over the vehicle. The only thing of importance to her is that she is driven, and that she personally like the driver, or she will use the cybernetic interface to fry their brain. Any attempt to purge the computer, or dismantle the vehicle will result in her either fleeing, or self destructing. No one knows anything about this at all, not even other technomancers. This car, like the other technomancer vehicles, will immediately start a bidding war, not between corporations, but between race car drivers. The bids won't get as high, but they will get as fierce. If Daphne doesn't like the buyer, she will kill him, and keep killing till she finds one she likes..... she will then develop a "jealous" relationship with him. Technomancer vehicles are dangerous.)

SPECIAL EQUIPMENT: GPS navigation, Full audio entertainment suite, full radio suite, 20 minute oxygen supply, emergency rear parachute, Advanced Cybernetic Linkage (also monitors vital statistics), Advanced onboard computer (Daphne AI), Security system, Self destruct mechanism, electrified hull, cow catcher.



Top Speed:	60 mph	Acc/Decc:	10/30
Crew:	1	Range:	200mi
Passengers:	3	Cargo:	400KG
Maneuver:	-2	SDP:	40
SP:	30	Type:	car
Mass:	1.6tons	Starting Bid:	500EB

Sometimes, even nomads get a little ahead of themselves. This sedan is armored and reinforced to the Nth degree. What this really did was create a top heavy monstrosity that is prone to rolling at the drop of a hat.

SPECIAL EQUIPMENT: armor plating, ram bar



Top Speed:	80 mph	Acc/Decc:	10/35
Crew:	1	Range:	250mi
Passengers:	3	Cargo:	300KG
Maneuver:	0	SDP:	40
SP:	0	Type:	car
Mass:	1tons	Starting Bid:	600EB

A four man dune buggy. Simple, but useful.

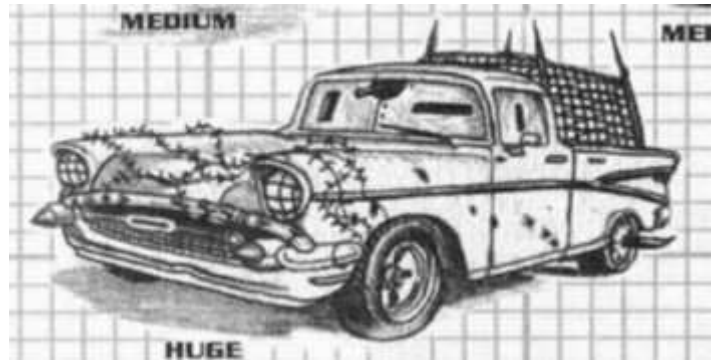
SPECIAL EQUIPMENT: Off Road Capable



Top Speed:	180 mph	Acc/Decc:	30/35
Crew:	1	Range:	275mi
Passengers:	1	Cargo:	400KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	car
Mass:	.9tons	Starting Bid:	1000EB

A Porsche, nothing has been done to it, other than lots of hard use, but it runs like it did the day it came off the lot, our mechanics guarantee it. The most maneuverable high performance car on the planet is a good choice for anyone.

SPECIAL EQUIPMENT:



Top Speed:	80 mph	Acc/Decc:	10/35
Crew:	1	Range:	275mi
Passengers:	1	Cargo:	1000KG
Maneuver:	0	SDP:	40
SP:	15	Type:	car
Mass:	1.3tons	Starting Bid:	400EB

This classic has been heavily customized. Most notably the trunk and back seat area have been cut out. A new armored plate has been welded in place behind the front seats, and the rear of the vehicle has been turned into a makeshift pick up.

SPECIAL EQUIPMENT:



Top Speed:	90 mph	Acc/Decc:	15/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	200KG
Maneuver:	+1	SDP:	40
SP:	15	Type:	car
Mass:	1tons	Starting Bid:	600EB

This armored buggy is a step up from most vehicles of its type. It retains its high maneuverability, and is still able to protect its driver and passenger reasonably.

SPECIAL EQUIPMENT: Off Road Capable,



Top Speed:	80 mph	Acc/Decc:	10/35
Crew:	1	Range:	350mi
Passengers:	4	Cargo:	700KG
Maneuver:	0	SDP:	40
SP:	20	Type:	car
Mass:	1.3tons	Starting Bid:	800EB

A heavily armored and highly modified safari vehicle. Typical example of a nomad vehicle, perfect for both the single and family unit travelers.

SPECIAL EQUIPMENT: Off Road Capable, steel plating, ram bar, high power lamps,



Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	275mi
Passengers:	4	Cargo:	500KG
Maneuver:	0	SDP:	40
SP:	15	Type:	car
Mass:	1.1tons	Starting Bid:	900EB

This classic has been slightly modified for extended journeys on the road, but other than that its in remarkable shape for a nomad vehicle, it even still has the original paint.

SPECIAL EQUIPMENT: Family sized distillation kit.



Top Speed:	150 mph	Acc/Decc:	28/40
Crew:	1	Range:	360mi
Passengers:	1	Cargo:	600KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	1.4tons	Starting Bid:	1100EB

Starting with a custom frame, this car is stripped naked simple, but still built for speed. A bit wide, but intimidating enough that you don't have to share the road if you don't want to.

SPECIAL EQUIPMENT:



Top Speed:	95 mph	Acc/Decc:	10/30
Crew:	1	Range:	380mi
Passengers:	6	Cargo:	600KG
Maneuver:	-1	SDP:	40
SP:	15	Type:	car
Mass:	1.1tons	Starting Bid:	500EB

This vehicle is about as nomad utilitarian as it gets. The roof mounted sleeping compartment looks like a tent, but is actually a stripped vw hard welded to the roof for a sleeping compartment or to seat extra passengers, so no worries about it falling off or becoming damaged from driving. It is a bit top heavy, however, and gets battered hard by wind while driving.

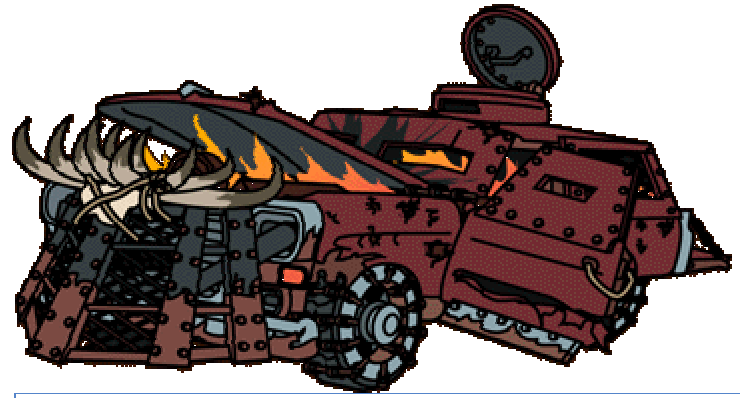
SPECIAL EQUIPMENT: Front mounted power winch, family sized distillation kit, shower stall under the VW "trunk", civilian band radio, makeshift armor (steel street signs have been attached all over the vehicle SP: 5), High power lamps (in the headlight sockets of the VW shell)



Top Speed:	150 mph	Acc/Decc:	15/35
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	50KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	.9tons	Starting Bid:	600EB

This old dragster still serves with pride. Doesn't hold a lot, but it is fast.

SPECIAL EQUIPMENT:



Top Speed:	100 mph	Acc/Decc:	20/30
Crew:	1	Range:	350mi
Passengers:	4	Cargo:	700KG
Maneuver:	0	SDP:	40
SP:	25	Type:	car
Mass:	1.4tons	Starting Bid:	1250EB

For a station wagon, this is one mean looking machine. Heavily armored, suitable for offensive or defensive duty. The tank style hatch on the roof is a nice touch.

SPECIAL EQUIPMENT: steel plating, cow catcher, civilian band radio



Top Speed:	160 mph	Acc/Decc:	28/35
Crew:	1	Range:	600mi
Passengers:	3	Cargo:	400KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	1.1tons	Starting Bid:	900EB

You can never have enough muscle, and this car has it in spades. The owner recently had a lot of body work done, so there is not a dent in it, and the car has been primed. Custom exhaust, blower, and extra fuel tanks make this car ready for a long and fast hard haul.

SPECIAL EQUIPMENT: Limited Off Road Capability, ram bar, high power lamps, 30 gallon extra fuel tanks x2



Top Speed:	110 mph	Acc/Decc:	10/30
Crew:	1	Range:	325mi
Passengers:	0	Cargo:	0KG
Maneuver:	+2	SDP:	40
SP:	10	Type:	car
Mass:	.8tons	Starting Bid:	600EB

This totally custom buggy doesn't have room for passengers or cargo, so it is recommended as an escort vehicle. However it is highly maneuverable and can go just about anywhere. It also offers considerably more protection and comfort than most buggy's.

SPECIAL EQUIPMENT: Off Road Capable, AC,



Top Speed:	100 mph	Acc/Decc:	15/35
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	500KG
Maneuver:	0	SDP:	40
SP:	20	Type:	car
Mass:	1.3tons	Starting Bid:	800EB

They don't build em like this anymore, its almost a shame to see it customized at all. But this old detroit steel sure does know how to survive.

SPECIAL EQUIPMENT: Soft top convertible, steel plating, ram bar, .50cal machine guns in fixed forward mounts x2,



Top Speed:	100 mph	Acc/Decc:	20/35
Crew:	1	Range:	325mi
Passengers:	3	Cargo:	500KG
Maneuver:	+2	SDP:	40
SP:	25	Type:	car
Mass:	1.1tons	Starting Bid:	900EB

A salvaged survivor of the long walk, this old military FAV still serves with pride and dignity, and a mean streak a mile wide.

SPECIAL EQUIPMENT: Off Road Capable, armor plating, computer controlled 40mm autogl, 2 30 gallons spare gas tanks, family distillation kit, 2 20 gallon water tanks, searchlight, military radio



Top Speed:	140 mph	Acc/Decc:	15/35
Crew:	1	Range:	400mi
Passengers:	1	Cargo:	300KG
Maneuver:	0	SDP:	40
SP:	15	Type:	car
Mass:	1.3tons	Starting Bid:	850EB

A very ominous, and vicious late model muscle car, with custom exhaust.

SPECIAL EQUIPMENT: cow catcher



Top Speed:	180 mph	Acc/Decc:	30/40
Crew:	1	Range:	260mi
Passengers:	1	Cargo:	100KG
Maneuver:	0	SDP:	40
SP:	10	Type:	car
Mass:	1.1tons	Starting Bid:	800EB

And here we have another corvette, beat to hell but still mean as shit.

SPECIAL EQUIPMENT: supercharger



Top Speed:	140 mph	Acc/Decc:	25/30
Crew:	1	Range:	230mi
Passengers:	1	Cargo:	500KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.3tons	Starting Bid:	500EB

This vehicle used to belong to a small town sheriff, after the collapse some armor was thrown on and the engine tweaked a bit. Now it can be yours.

SPECIAL EQUIPMENT: steel plating over windows, Light Bars, Searchlights, police radio.



Top Speed:	80 mph	Acc/Decc:	15/30
Crew:	1	Range:	230mi
Passengers:	3	Cargo:	100KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.2tons	Starting Bid:	300EB

Not very fast, and its kinda hard to hit anything with the giant cannon sticking out the fron like that. But its affordable.

SPECIAL EQUIPMENT: Off-road capable, 30mm recoilless cannon, crash bar, armor plating over windshield.



Top Speed:	120 mph	Acc/Decc:	15/25
Crew:	1	Range:	230mi
Passengers:	1	Cargo:	800KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1 tons	Starting Bid:	400EB

Nomads should really stay away from crack. Still, lots of storage room, and its definitely unique.

SPECIAL EQUIPMENT:

This vehicle is in remarkably good shape for a nomad ride, minimal customization and a clean interior.

SPECIAL EQUIPMENT:



Top Speed:	80 mph	Acc/Decc:	10/20
Crew:	1	Range:	230mi
Passengers:	4	Cargo:	500KG
Maneuver:	-1	SDP:	40
SP:	10	Type:	car
Mass:	.8tons	Starting Bid:	300EB

It may not look like much, but this little modified import will run forever and is plenty roomy.

SPECIAL EQUIPMENT: Crash bar, light bars,



Top Speed:	140 mph	Acc/Decc:	25/25
Crew:	1	Range:	180mi
Passengers:	4	Cargo:	600KG
Maneuver:	-1	SDP:	60
SP:	30	Type:	car
Mass:	2.1tons	Starting Bid:	1800EB

An extremely heavily armored and modified V-12 with enough power and muscle to never be intimidated by anything. Armored enough to withstand machine gun fire, this is more rolling tank than car. Bidding is expected to go high, so bring your wallet.

SPECIAL EQUIPMENT: Ram bar, heavy armor plating



Top Speed:	110 mph	Acc/Decc:	15/25
Crew:	1	Range:	230mi
Passengers:	3	Cargo:	500KG
Maneuver:	0	SDP:	50
SP:	15	Type:	car
Mass:	1.3tons	Starting Bid:	300EB

It's not pretty, but it can be all yours with a successful, and most likely single bid.

SPECIAL EQUIPMENT:



Top Speed:	100 mph	Acc/Decc:	15/20
Crew:	1	Range:	230mi
Passengers:	3	Cargo:	500KG
Maneuver:	0	SDP:	50
SP:	15	Type:	car
Mass:	1.2tons	Starting Bid:	400EB



Top Speed:	120 mph	Acc/Decc:	20/25
Crew:	1	Range:	200mi
Passengers:	1	Cargo:	500KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.8tons	Starting Bid:	1100EB

This customized lowrider was probably beautiful once, and in a nomad aesthetic it still is. Move down the road in style and set yourself apart from the herd.

SPECIAL EQUIPMENT: molded steel frame.



Top Speed:	200 mph	Acc/Decc:	30/30
Crew:	1	Range:	200mi
Passengers:	1	Cargo:	500KG
Maneuver:	+2	SDP:	60
SP:	25	Type:	car
Mass:	1.4tons	Starting Bid:	2000EB

Another extremely fast, highly armored vehicle based on a late model performance car. The large abject in the back is actually a heavy steel armor plate that can be raised and lowered from the drivers seat to protect against pursuit attacks, but when not needed it can be out of the way so as not to decrease visibility.

SPECIAL EQUIPMENT: steel plating over windows, armored glass, adjustable heavy armor rear plate (SP:40)



Top Speed:	160 mph	Acc/Decc:	25/30
Crew:	1	Range:	230mi
Passengers:	1	Cargo:	500KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.5tons	Starting Bid:	1300EB

A highly modified and armored late model sports car. Low road clearance means you don't want to take it over any rough terrain, but with the speed and protection this vehicle is boasting why would you?

SPECIAL EQUIPMENT: steel plating over windows, radio, ram bar



Top Speed:	100 mph	Acc/Decc:	25/25
Crew:	1	Range:	240mi
Passengers:	1	Cargo:	700KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.8tons	Starting Bid:	1100EB

It's not pretty, but it is pretty bad. Thia converted sedan is like a heavily armored thorn bush, and has enough get up and go to get you there quickly.

SPECIAL EQUIPMENT: steel plating over windows, ram bars, rear ram bars, spikes,



Top Speed:	210 mph	Acc/Decc:	32/30
Crew:	1	Range:	230mi
Passengers:	1	Cargo:	500KG
Maneuver:	-3	SDP:	70
SP:	18	Type:	car
Mass:	1.3tons	Starting Bid:	500EB

If this vehicle wasn't so damn fast it would be considered a crime to have modified such a classic beauty. It doesn't hold much, it handles like a dead elephant, but on the highway you will definately leave everyone else behind.

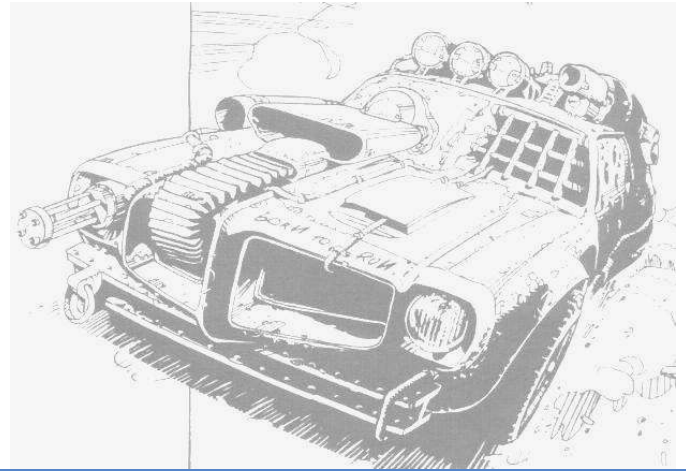
SPECIAL EQUIPMENT: steel plating over rear wheels and body



Top Speed:	140 mph	Acc/Decc:	25/30
Crew:	1	Range:	230mi
Passengers:	1	Cargo:	500KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.3tons	Starting Bid:	500EB

A heavily customized but otherwise unremarkable car.

SPECIAL EQUIPMENT:



Top Speed:	150 mph	Acc/Decc:	25/30
Crew:	1	Range:	200mi
Passengers:	3	Cargo:	300KG
Maneuver:	+1	SDP:	50
SP:	20	Type:	car
Mass:	1.4tons	Starting Bid:	800EB

There is just something awe inspiring about a car with a minigun sticking out the front end and a huge blower on top.

SPECIAL EQUIPMENT: steel plating over windows, Light Bars, Searchlights, radio, forward mounted 5.56 minigun



Top Speed:	100 mph	Acc/Decc:	15/40
Crew:	1	Range:	180mi
Passengers:	3	Cargo:	400KG
Maneuver:	-1	SDP:	70
SP:	25	Type:	car
Mass:	2.1tons	Starting Bid:	1500EB

Another fine old classic turned into a road monster.

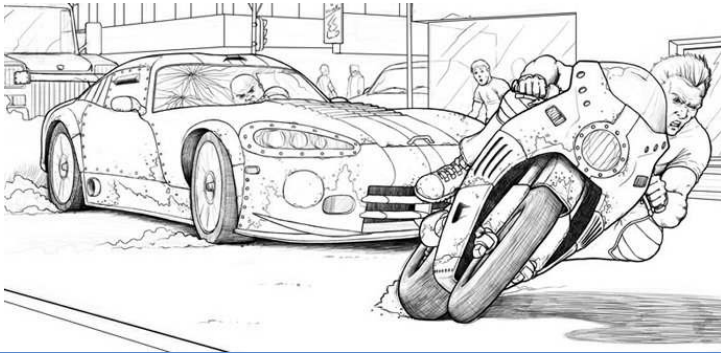
SPECIAL EQUIPMENT: steel plating over windows, ram bars, spikes, 5.56mm MG in turret mount on roof, dual forward facing 50cal Mgs.



1968' PLYMOUTH FURY COUPE
(by Katsumoto & Kilanzoni)

Top Speed:	100 mph	Acc/Decc:	12/30
Crew:	1	Range:	180mi
Passengers:	6	Cargo:	700KG
Maneuver:	-1	SDP:	70
SP:	20	Type:	car
Mass:	1.9tons	Starting Bid:	800EB

Roomy doesn't even begin to describe this vehicle. Powerful and tough, with enough armor to keep you feeling safe.

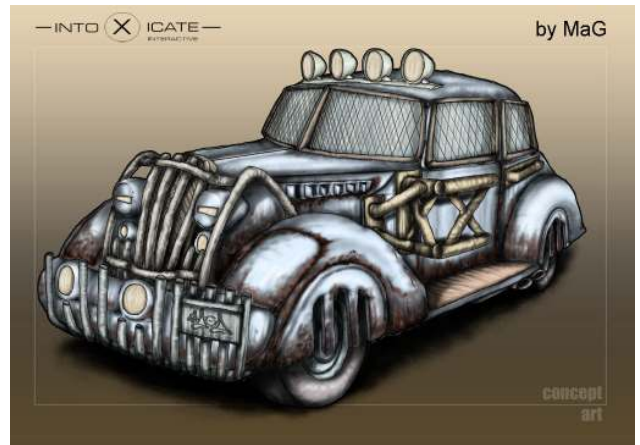


Top Speed:	180 mph	Acc/Decc:	30/40
Crew:	1	Range:	200mi
Passengers:	1	Cargo:	100KG
Maneuver:	+1	SDP:	50
SP:	15	Type:	car
Mass:	1.6tons	Starting Bid:	3000EB

A nomad customized late 90's model Dodge viper..... you heathens never cease to amaze me with your mechanical blasphemy.

SPECIAL EQUIPMENT: civilian band radio, audio entertainment suite, armor plating over windows.

SPECIAL EQUIPMENT: steel plating over windows,



Top Speed:	90 mph	Acc/Decc:	15/20
Crew:	1	Range:	180mi
Passengers:	3	Cargo:	100KG
Maneuver:	-1	SDP:	50
SP:	15	Type:	car
Mass:	1.1tons	Starting Bid:	600EB

Not as speedy, or as pretty as some of the vehicles here, but its well protected.

SPECIAL EQUIPMENT: steel mesh over windows, ram bar, impact bars, high power roof lights



Top Speed:	100 mph	Acc/Decc:	20/40
Crew:	1	Range:	230mi
Passengers:	3	Cargo:	300KG
Maneuver:	0	SDP:	50
SP:	10	Type:	car
Mass:	1.2tons	Starting Bid:	400EB

We aren't quite sure what exactly the tubing or oversized mufflers accomplish, but we like the bubble dome.

SPECIAL EQUIPMENT: civilian band radio,



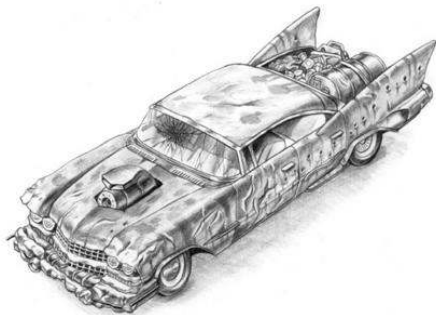
CHEVROLET CAPRICE CRUISER '96

by Sarayel

Top Speed:	100 mph	Acc/Decc:	15/40
Crew:	1	Range:	280mi
Passengers:	3	Cargo:	300KG
Maneuver:	0	SDP:	50
SP:	10	Type:	car
Mass:	1.3tons	Starting Bid:	500EB

Don't ask us what that on the hood is or does, just know that this used to be a highway patrol cruiser back in the 90's and has since been so ever lovingly modified by nomads in their heathenistic fashion.

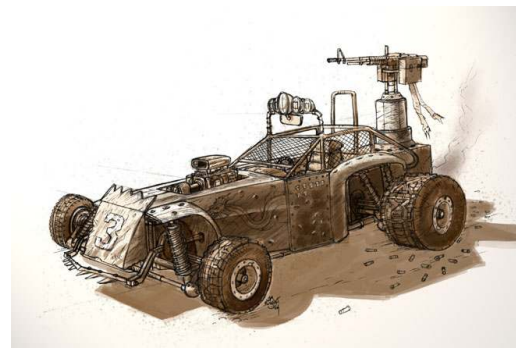
SPECIAL EQUIPMENT: police band radio, armor plating



Top Speed:	120 mph	Acc/Decc:	20/40
Crew:	1	Range:	230mi
Passengers:	5	Cargo:	350KG
Maneuver:	0	SDP:	50
SP:	10	Type:	car
Mass:	1.5tons	Starting Bid:	650EB

Yet another classic you fools have turned into a rolling bullet hole. Hell with it, I love this car, may buy it myself. Big, sturdy, powerful, fast. What more could you want.

SPECIAL EQUIPMENT: civilian band radio, ram bar, added fuel drum



Top Speed:	80 mph	Acc/Decc:	15/20
Crew:	1	Range:	260mi
Passengers:	1	Cargo:	100KG
Maneuver:	0	SDP:	50
SP:	20	Type:	car
Mass:	1.1tons	Starting Bid:	600EB

We aren't quite sure what exactly the tubing or oversized mufflers accomplish, but we like the bubble dome.

SPECIAL EQUIPMENT: civilian band radio, off-road capable, Roof lamps, ram bar, armor plating, 7.62mm mg in swivel mount.



Top Speed:	100 mph	Acc/Decc:	15/25
Crew:	1	Range:	200mi
Passengers:	3	Cargo:	40KG
Maneuver:	+2	SDP:	30
SP:	5	Type:	car
Mass:	.6tons	Starting Bid:	400EB

Everyone loves a bug, but no one wants to be seen in one, at least no one with testicles and a penis. This one may end up changing your mind, its been boosted for quick get up and go and had spikes added for a little sideswipe mayhem. The girls do not come with the car, though they do love it so.

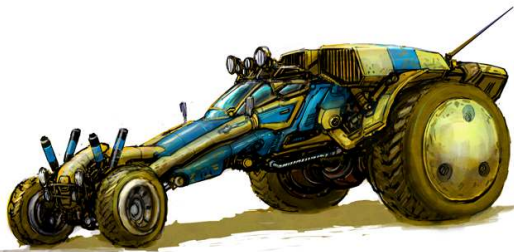
SPECIAL EQUIPMENT: side mounted spikes, personal water distillation unit, civilian band radio, audio entertainment suite,



Top Speed:	140 mph	Acc/Decc:	28/40
Crew:	1	Range:	280mi
Passengers:	3	Cargo:	100KG
Maneuver:	+1	SDP:	50
SP:	10	Type:	car
Mass:	1.2tons	Starting Bid:	5000EB

Oh man, this one is a beauty, a pristine purple '69 Camero with supercharger and black flames. The owner said he found it in the garage of an abandoned house in Arkansas, and he doesn't want to be the one to mess it up. He also guarantees there is no bio-plague residue on it. Please, whoever buys this..... treat it with kid gloves ok, it would break my heart to see this ride come back mangled.

SPECIAL EQUIPMENT: civilian band radio, audio entertainment suite,



Top Speed:	100 mph	Acc/Decc:	20/25
Crew:	1	Range:	210mi
Passengers:	2	Cargo:	1000KG
Maneuver:	-3	SDP:	80
SP:	10	Type:	car
Mass:	2.1tons	Starting Bid:	1000EB

No, we don't have any idea what it is either. We think it used to be a tractor.... we think. We do know it has plenty of cargo room and is off road capable, although it looks like it wouldn't take much to flip it over backwards, and we sure as hell wouldn't want to try a sharp turn in it. It does look neat though.

SPECIAL EQUIPMENT: off-road capable, Roof lamps, ram bar, personal water distillation kit, civilian band radio,



Top Speed:	150 mph	Acc/Decc:	26/35
Crew:	1	Range:	180mi
Passengers:	4	Cargo:	100KG
Maneuver:	0	SDP:	50
SP:	10	Type:	car
Mass:	1.4tons	Starting Bid:	1100EB

It may be ugly, but it's a Charger, and its blower means it hauls ass like beast.

SPECIAL EQUIPMENT: civilian band radio,



Top Speed:	100 mph	Acc/Decc:	10/20
Crew:	1	Range:	160mi
Passengers:	5	Cargo:	100KG
Maneuver:	-1	SDP:	50
SP:	10	Type:	car
Mass:	1.9tons	Starting Bid:	800EB

An armed pimp boat for sale.

SPECIAL EQUIPMENT: 2 hood mounted .50 cal machineguns



Top Speed:	60 mph	Acc/Decc:	16/25
Crew:	1	Range:	120mi
Passengers:	0	Cargo:	20KG
Maneuver:	+2	SDP:	50
SP:	10	Type:	car
Mass:	.4tons	Starting Bid:	80EB

That may be the single most uncomfortable looking ride I have ever seen...

SPECIAL EQUIPMENT: off-road capable



Top Speed:	200 mph	Acc/Decc:	30/40
Crew:	1	Range:	200mi
Passengers:	2	Cargo:	500KG
Maneuver:	+1	SDP:	50
SP:	20	Type:	car
Mass:	1.4tons	Starting Bid:	8000EB

Wow, the last MFP we had in here was heavily customized and beat to hell. This one is in cherry condition. It was good enough for Hi-Way for ten years before they decided to roll with the new Max Interceptors, and many of them still prefer and use these beasts of the road. You too can own the monster that made Hi-Way a force to be feared.

SPECIAL EQUIPMENT: civilian band radio,

TRUCKS



Top Speed:	70 mph	Acc/Decc:	10/30
Crew:	1	Range:	500mi
Passengers:	20	Cargo:	2 tons
Maneuver:	-1	SDP:	300
SP:	40	Type:	Heavy Truck
Mass:	8tons	Starting Bid:	58,500EB

This former military APC is a truly unique design. The military only commissioned about 100 of them before the design was abandoned as too costly. Almost half the surviving models are in the hands of the nomad community now (estimated 28). The unconventional tri wheel design allows the vehicle to travel over almost any terrain, it is also fully amphibious, heavily armed and armored, and highly customizable. This model has been fitted with a top mounted VSAM's and on board computer.

SPECIAL EQUIPMENT: Off Road Capable, composite armor, forward facing turret mounted exterior 5.56mm machine guns x2, Dual VSAM turret, Side mounted .50 cal machineguns x2, full computer and cybermodem suite, military radio, full entertainment suite, climate control, Satellite linkage, 4 fold down beds, Rear cargo bay door (when open acts as a ramp), self sealing against chemical and biological attack, climate control, bathroom, shower, 50 gallon water supply, family sized distillation kit.



Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	420mi
Passengers:	24	Cargo:	1.5 tons
Maneuver:	-2	SDP:	60
SP:	10	Type:	Bus
Mass:	5tons	Starting Bid:	11,000EB

A nice, like new, safari bus, with tent support for sleeping on the roof during stops.

SPECIAL EQUIPMENT: civilian band radio bathroom,



Top Speed:	70 mph	Acc/Decc:	10/25
Crew:	1	Range:	500mi
Passengers:	6	Cargo:	2000KG
Maneuver:	-2	SDP:	50
SP:	20	Type:	Heavy Truck
Mass:	5tons	Starting Bid:	9000EB

A newly built buggy, not even broken in yet. Be this cars first owner and customize it to your hearts content.

SPECIAL EQUIPMENT: climate control, on board computer, gps, bathroom, shower, stove, microwave, fridge/freezer, sink, civilian band radio steel plating, 4 beds



Top Speed:	80 mph	Acc/Decc:	10/45
Crew:	1	Range:	300mi
Passengers:	4	Cargo:	5000KG
Maneuver:	-3	SDP:	50
SP:	10	Type:	Truck
Mass:	2tons	Starting Bid:	6000EB

A very old pickup, highly customized into the gypsy camper you see before you. Sleeps 4 comfortably. Better than a tent.

SPECIAL EQUIPMENT:



Top Speed:	60 mph	Acc/Decc:	10/25
Crew:	1	Range:	380mi
Passengers:	7	Cargo:	5000KG
Maneuver:	0	SDP:	50
SP:	20	Type:	Truck
Mass:	1.9tons	Starting Bid:	8500EB

This lightly armored antique APC was rescued from an abandoned museum and lives again on the road.

SPECIAL EQUIPMENT: Limited Off-road capable, military radio



Top Speed:	70 mph	Acc/Decc:	10/30
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	4000KG
Maneuver:	0	SDP:	45
SP:	10	Type:	Truck
Mass:	1.5tons	Starting Bid:	1000EB

Our mechanics assure me this old girl still has plenty of life left in her.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	80 mph	Acc/Decc:	10/25
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	2000KG
Maneuver:	+2	SDP:	50
SP:	10	Type:	Truck
Mass:	1.2tons	Starting Bid:	600EB

Half jeep, half pickup. Old but reliable. Get it for a song.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	80 mph	Acc/Decc:	15/30
Crew:	1	Range:	350mi
Passengers:	20	Cargo:	3000KG
Maneuver:	-1	SDP:	100
SP:	20	Type:	Bus
Mass:	.9tons	Starting Bid:	10,000EB

A true off-road capable safari bus. Seats 20, and comes with removable armor plates for the windows.

SPECIAL EQUIPMENT: Off-road capable, ram bar, steel plating, civilian band radio toilet, 50 gallon water tank.



Top Speed:	80 mph	Acc/Decc:	10/25
Crew:	1	Range:	450mi
Passengers:	8	Cargo:	4000KG
Maneuver:	-2	SDP:	50
SP:	10	Type:	Truck
Mass:	2.5tons	Starting Bid:	11000EB

Another gypsy bus, perfect for the large family on the go.

SPECIAL EQUIPMENT: Limited Off-road capability, military radio



Top Speed:	60 mph	Acc/Decc:	10/25
Crew:	1	Range:	250mi
Passengers:	1	Cargo:	15tons
Maneuver:	-2	SDP:	150
SP:	10	Type:	Truck
Mass:	10tons	Starting Bid:	9000EB

It may be old, it may be ugly, but this dump truck is still a work horse.

SPECIAL EQUIPMENT: limited Off-road capability



Top Speed:	80 mph	Acc/Decc:	15/35
Crew:	1	Range:	400mi
Passengers:	1	Cargo:	1000KG
Maneuver:	+1	SDP:	50
SP:	10	Type:	Truck
Mass:	1.2tons	Starting Bid:	1200EB

This old Tomcat still looks great and runs even better. Stylish and affordable, the perfect love nest for 2 nomads just starting out, or for anyone who wants to drive with a signature.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	80 mph	Acc/Decc:	10/25
Crew:	1	Range:	320mi
Passengers:	5	Cargo:	5 tons
Maneuver:	-2	SDP:	300
SP:	35	Type:	Truck
Mass:	12tons	Starting Bid:	45000EB

Some city, some where, is missing a brand new, never been used, garbage truck. And here it is. The garbage container has been completely refurbished, and turned into a comfortable (and stylish) living space. The rear still folds down for mass access or egress. Also the heavy steel used provides excellent armor. And the lifting forks on the front of the truck make excellent rams, as well as being able to lift most obstacles.

SPECIAL EQUIPMENT: Climate control, heavy fork lift, bathroom, shower, 50 gallon water tank, civilian band radio, full entertainment suite, 2 beds, kitchenette,



Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	350mi
Passengers:	3	Cargo:	5000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	1.8tons	Starting Bid:	8000EB

Another former APC, pretty standard. Still very maneuverable and able to go anywhere.

SPECIAL EQUIPMENT: Off-road capable, civilian band radio, high power lamps,



Top Speed:	75 mph	Acc/Decc:	10/25
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	3 tons
Maneuver:	-2	SDP:	50
SP:	10	Type:	Truck
Mass:	1.7tons	Starting Bid:	750EB

Stripped but newly restored, this old truck is aching for someone to turn it into something. Get it now dirt cheap.

SPECIAL EQUIPMENT: limited Off-road capability



Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	320mi
Passengers:	1	Cargo:	4000KG
Maneuver:	-1	SDP:	50
SP:	10	Type:	Truck
Mass:	1.9tons	Starting Bid:	900EB

I often find it amazing anyone can get these old machines to move, yet the shop guys tell me this old truck will run longer then I will. Ugly yeah, but if your on a budget and have a load to haul, you can't go wrong.

SPECIAL EQUIPMENT:



Top Speed:	100 mph	Acc/Decc:	10/30
Crew:	1	Range:	340mi
Passengers:	1	Cargo:	3 tons
Maneuver:	0	SDP:	70
SP:	10	Type:	Truck
Mass:	1.7 tons	Starting Bid:	5000EB

Every large tribe (and some families) need a tow truck, and this one has proven itself again and again. An older model to be sure, and not the prettiest thing, but its a work horse.

SPECIAL EQUIPMENT: ram bar, tow winch, emergency flasher, high power beams,



Top Speed:	100 mph	Acc/Decc:	12/35
Crew:	1	Range:	350mi
Passengers:	3	Cargo:	600KG
Maneuver:	0	SDP:	50
SP:	10	Type:	Truck
Mass:	1.4tons	Starting Bid:	12000EB

Well, its basic, but its like new, which is remarkable for its age. It can also run on kerosene.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	95 mph	Acc/Decc:	10/30
Crew:	1	Range:	325mi
Passengers:	1	Cargo:	5000KG
Maneuver:	-2	SDP:	80
SP:	10	Type:	Truck
Mass:	2.8tons	Starting Bid:	11,500EB

Can't afford to buy a camper, need to haul large loads but need more than just a pickup, this truck is the one for you.

Ideal for a one or 2 man team on the long trek.

SPECIAL EQUIPMENT: Bed, fridge, hotplate,



Top Speed:	110 mph	Acc/Decc:	15/35
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	5000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	1.9tons	Starting Bid:	1000EB

Now this is one mean pickup. It's seen it's share of fighting on the road and lived to tell about it.

SPECIAL EQUIPMENT: limited Off-road capability, 4 wheel drive, high power lamps, ram bar,



Top Speed:	80 mph	Acc/Decc:	10/25
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	200KG
Maneuver:	-2	SDP:	150
SP:	20	Type:	Truck
Mass:	2.3tons	Starting Bid:	35,000EB

This army surplus vehicle sports a high power generator capable of powering a medium sized hospital. A must have for any clan or large tribe.

SPECIAL EQUIPMENT: limited Off-road capability, tow winch, high power generator.



Top Speed:	90 mph	Acc/Decc:	10/30
Crew:	1	Range:	350mi
Passengers:	1+	Cargo:	6000KG
Maneuver:	-1	SDP:	90
SP:	10	Type:	Truck
Mass:	1.7tons	Starting Bid:	7000EB

While only basic right now, this large off road vehicle could serve you in a hundred different ways. As an ambulance, mobile home, classroom, kitchen. Turn it into anything you want.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	75 mph	Acc/Decc:	10/30
Crew:	1	Range:	450mi
Passengers:	3 (40)	Cargo:	5tons
Maneuver:	-2	SDP:	300
SP:	30	Type:	Heavy Truck
Mass:	15tons	Starting Bid:	13,000EB

This old amphibious troop mover is the ideal central vehicle for any clan or tribe. Highly armored with room for adding weapon mounts and anything else you could want. The large cargo bay can be used to haul troops, good, or redone to serve any need.

SPECIAL EQUIPMENT: Off-road capable, amphibious, military radio, 6 wheel drive,



Top Speed:	70 mph	Acc/Decc:	10/30
Crew:	1	Range:	375mi
Passengers:	4	Cargo:	2000KG
Maneuver:	-2	SDP:	50
SP:	10	Type:	Truck
Mass:	1.6tons	Starting Bid:	3500EB

Perfect for any family, this VW camper let you live in comfort. It may not be stylish, but it's affordable.

SPECIAL EQUIPMENT: 3 beds, kitchenette



Top Speed:	60 mph	Acc/Decc:	10/25
Crew:	1	Range:	350mi
Passengers:	60	Cargo:	6000KG
Maneuver:	-3	SDP:	50
SP:	20	Type:	Bus
Mass:	4tons	Starting Bid:	32,500EB

A double decker bus. If your clan or tribe can't think of a necessary use for this, then it just isn't big enough. The last owners used it as a mobile school.

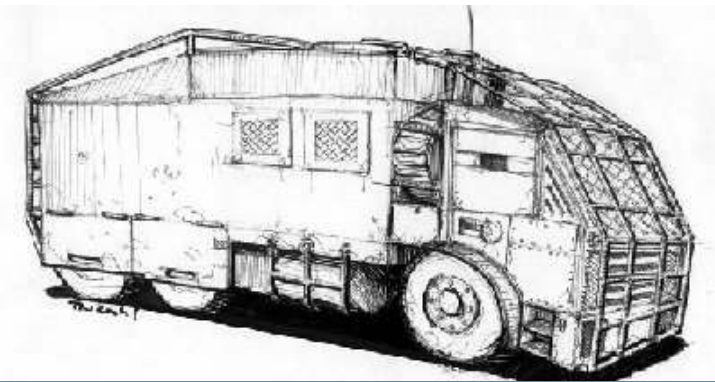
SPECIAL EQUIPMENT:



Top Speed:	85 mph	Acc/Decc:	10/30
Crew:	1	Range:	325mi
Passengers:	5	Cargo:	3000KG
Maneuver:	-2	SDP:	50
SP:	10	Type:	Truck
Mass:	2.4tons	Starting Bid:	800EB

Some nomads are just fucking nuts. I have no idea why anyone would want to ride around in a van that looks like a fish, but now you can. Inside its actually pretty conformable.

SPECIAL EQUIPMENT: bed,



Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	400mi
Passengers:	10	Cargo:	5 tons
Maneuver:	-2	SDP:	200
SP:	25	Type:	Heavy Truck
Mass:	14tons	Starting Bid:	22,000EB

An armored semi and trailer, retrofitted as a mobile living space. Perfect for any tribal or clan headman's personal vehicle

SPECIAL EQUIPMENT: steel plating, 2 beds, kitchenette, bathroom, shower, full entertainment suite, onboard computer and cybermodem. civilian band radio,



Top Speed:	100 mph	Acc/Decc:	10/30
Crew:	1	Range:	360mi
Passengers:	2	Cargo:	5000KG
Maneuver:	0 (-2 with camper)	SDP:	60
SP:	10	Type:	Truck
Mass:	2.6tons	Starting Bid:	6000EB

This bitch of an old truck comes with the camper shown.

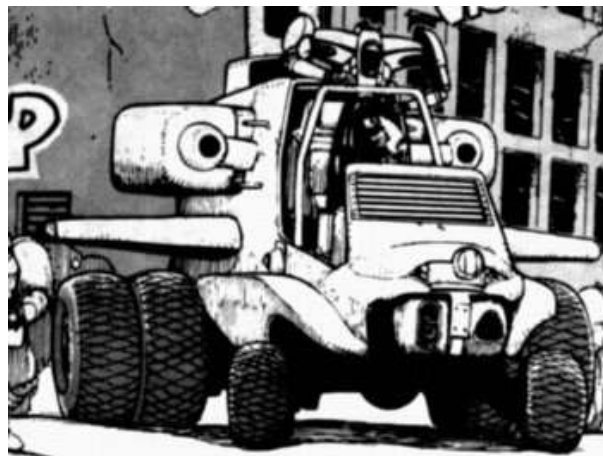
SPECIAL EQUIPMENT: Plow, spikes, (trailer has a bed and kitchenette)



Top Speed:	110 mph	Acc/Decc:	15/30
Crew:	1	Range:	400mi
Passengers:	4	Cargo:	8000KG
Maneuver:	0	SDP:	80
SP:	15	Type:	Truck
Mass:	2.5tons	Starting Bid:	2500EB

The only real modifications to this pickup are the armored shutters over the rear windows. Still its a powerful truck, and spacious.

SPECIAL EQUIPMENT: Off-road capable, 4 wheel drive, large tool box.



Top Speed:	140 mph	Acc/Decc:	25/45
Crew:	1	Range:	380mi
Passengers:	3	Cargo:	2000KG
Maneuver:	-3	SDP:	50
SP:	20	Type:	Truck
Mass:	3tons	Starting Bid:	8000EB

The ingenuity of nomads never ceases to amaze me. Here we have the frame of a military attack helicopter retrofitted as a very mean, very powerful truck.

SPECIAL EQUIPMENT: limited Off-road capability, civilian band radio, IR/THERMO equipped drivers helmet.



Top Speed:	120 mph	Acc/Decc:	15/30
Crew:	1	Range:	390mi
Passengers:	4	Cargo:	500KG
Maneuver:	-2	SDP:	80
SP:	15	Type:	Truck
Mass:	2.7tons	Starting Bid:	3000EB

What would this auction be without at least one monster truck, and this one is the perfect example of nomad sensibilities. Armed and armored.

SPECIAL EQUIPMENT: Off-road capable, ram bar, steel plating, 7.62mm machinegun on swivel turret.



Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	400mi
Passengers:	3	Cargo:	2000 gallons of fuel
Maneuver:	-2	SDP:	100
SP:	15	Type:	Truck
Mass:	8tons (fully loaded 14 tons)	Starting Bid:	20,000EB

A true nomad necessity, any clan, tribe or family traveling with more than ten vehicles needs this fuel tanker, to avoid having to stop in any areas where they may be violently unwelcome. Armored and equipped to repel boarders.

SPECIAL EQUIPMENT: steel plating, armor barricades on roof of trailer (SP: 30)



Top Speed:	60 mph	Acc/Decc:	10/30
Crew:	1	Range:	350mi
Passengers:	2 (20)	Cargo:	3tons
Maneuver:	-2	SDP:	150
SP:	20	Type:	Truck
Mass:	5tons	Starting Bid:	22,000EB

An amphibious troop/cargo hauler, armored for safety. Military Surplus. A must have.

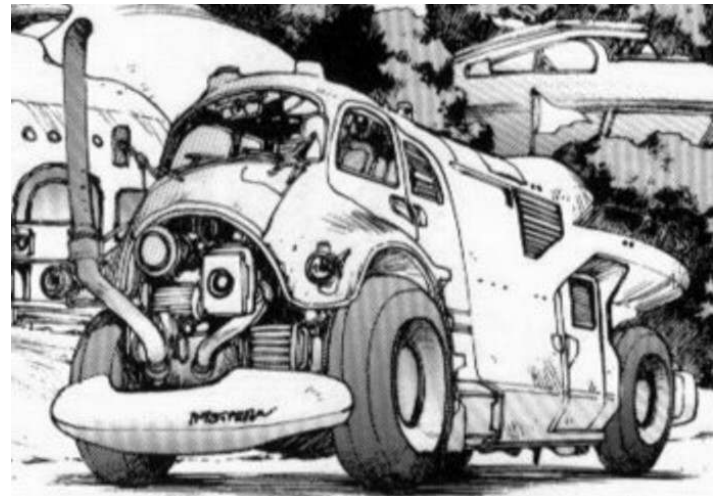
SPECIAL EQUIPMENT: Off-road capable, amphibious, searchlight,



Top Speed:	110 mph	Acc/Decc:	20/25
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	5000KG
Maneuver:	-1	SDP:	50
SP:	0	Type:	Truck
Mass:	1.9tons	Starting Bid:	1500EB

Totally hand built, this bare to the frame truck is fast, can go anywhere, and mean. Unfortunately it offers not protection at all.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	120 mph	Acc/Decc:	10/30
Crew:	1	Range:	420mi
Passengers:	3	Cargo:	2000KG
Maneuver:	-1	SDP:	150
SP:	10	Type:	Truck
Mass:	6tons	Starting Bid:	35,000EB

This hand built RV is a work of art in the nomad community. Far more spacious inside than it looks, this vehicle offers more luxury than some of the most high priced manufactured RV's on the market.

SPECIAL EQUIPMENT: 3 beds, kitchenette, bathroom, shower, hot tub, full entertainment suite, civilian band radio, gps, onboard computer and cybermodem,



Top Speed:	50 mph	Acc/Decc:	10/35
Crew:	1	Range:	450mi
Passengers:	1	Cargo:	500KG
Maneuver:	+2	SDP:	120
SP:	15	Type:	Truck
Mass:	1.9tons	Starting Bid:	16,000EB

This hand built from scratch crawler is ideal for any long treks into the desert, or any hostile environment.

SPECIAL EQUIPMENT: Off-road capable, 6 wheel drive, civilian band radio



Top Speed:	100 mph	Acc/Decc:	10/30
Crew:	1	Range:	500mi
Passengers:	6	Cargo:	5000KG
Maneuver:	-2	SDP:	100
SP:	10	Type:	Truck
Mass:	12tons	Starting Bid:	60,000EB

Even nomads need entertainment. Though not many clans will be able to spend quite so much money on it. The trailer of this truck has been retrofitted with exterior video screens, on either side, allowing it to act as 2 makeshift movie theaters. It also boasts a full VR arcade inside the trailer, and is littered with lights and speakers allowing it to act as an outdoor dance club.

SPECIAL EQUIPMENT: VR arcade, 2 large video screens, cow catcher, Satellite link, cybermodem, full entertainment suite, concert hall sound system, disco light set up,



Top Speed:	180 mph	Acc/Decc:	28/45
Crew:	1	Range:	400mi
Passengers:	3	Cargo:	800KG
Maneuver:	-1	SDP:	50
SP:	10	Type:	Truck
Mass:	1.9tons	Starting Bid:	1500EB

Take an SUV, mount 2 jet turbines from an old attack helicopter, and this is what you get. A truck that is built for speed. It's a little top heavy, so rollover is an issue, especially at high speed.

SPECIAL EQUIPMENT: high power lamps, cybernetic link, cybermodem.



Top Speed:	80 mph	Acc/Decc:	15/30
Crew:	1	Range:	450mi
Passengers:	40	Cargo:	5tons
maneuver:	-2	SDP:	500
SP:	30	Type:	Truck
Mass:	16tons	Starting Bid:	1000EB

Another large military surplus amphibious vehicle, customizable to your fondest desires.

SPECIAL EQUIPMENT: Off-road capable, amphibious, military radio.



Top Speed:	70 mph	Acc/Decc:	10/25
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	6000KG
Maneuver:	+2	SDP:	50
SP:	10	Type:	Truck
Mass:	1tons	Starting Bid:	100EB

This may be the ugliest thing I have ever seen that still runs..... but its cheap

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	100 mph	Acc/Decc:	10/30
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	2000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	1.6tons	Starting Bid:	1000EB

I love seeing these vintage vehicles in such good shape.....
to bad I know that whoever buys it is going to muck it up
beyond recognition.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	140 mph	Acc/Decc:	25/35
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	1000KG
Maneuver:	+1	SDP:	50
SP:	10	Type:	Truck
Mass:	1.2tons	Starting Bid:	1100EB

This baja truck is fast as hell over any terrain. No frills,
but still a good deal.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	100 mph	Acc/Decc:	10/30
Crew:	1	Range:	450mi
Passengers:	3	Cargo:	40 tons
Maneuver:	-2	SDP:	300
SP:	30	Type:	Heavy Truck
Mass:	16tons	Starting Bid:	35,000EB

This truck has been heavily armed and armored. The
inside of the trailer was stripped bare, so feel free to
customize it however you wish.

**SPECIAL EQUIPMENT: civilian band radio, dual .50 cal
machine gun in right side mounted ball turret, 2 forward
mounted 75mm recoilless, steel plating.**



Top Speed:	50 mph	Acc/Decc:	10/20
Crew:	1	Range:	350mi
Passengers:	2 (+?)	Cargo:	5tons
Maneuver:	+2	SDP:	200
SP:	10	Type:	Truck
Mass:	12tons	Starting Bid:	58,000EB

One of the odder vehicles we have seen. Stripped bare, but
fully customizable and large enough to suit any need.
Highly maneuverable..... just pray you never lose a tire.....
not sure how you would find a replacement.

**SPECIAL EQUIPMENT: Off-road capable, all weather
drive.**



Top Speed:	125 mph	Acc/Decc:	18/35
Crew:	1	Range:	400mi
Passengers:	3	Cargo:	500KG
Maneuver:	+2	SDP:	60
SP:	10	Type:	Truck
Mass:	1.2tons	Starting Bid:	1200EB

Another baja style safari truck..... I may bid on this one myself.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	60 mph	Acc/Decc:	10/15
Crew:	3	Range:	350mi
Passengers:	40	Cargo:	9000KG
Maneuver:	-4	SDP:	150
SP:	10	Type:	Truck
Mass:	12tons	Starting Bid:	20,000EB

Even the Raffen Shiv have artists. This monstrosity was captured recently, and judging from the number of Raffen in the audience today, they intend to get it back. This road train is actually faster than it looks, the wing sails are folded in at higher speeds, and the whole thing seems to have been built to inspire fear.

SPECIAL EQUIPMENT: Full kitchen, flame-thrower, 5 beds



Top Speed:	70 mph	Acc/Decc:	10/20
Crew:	1	Range:	400mi
Passengers:	20	Cargo:	1ton
Maneuver:	-3	SDP:	50
SP:	20	Type:	Bus
Mass:	9tons	Starting Bid:	15,000EB

A standard old school bus converted to a double decker (though you have to hunch in the upper deck) and an observation tower on top. We know this used to belong to a large family before the Raffen Shiv brought it too us. The inside has been converted into a very comfortable living space.

SPECIAL EQUIPMENT: kitchenette, 6 beds, 2 family sized distillation units, water pump, exterior water hose, 2 50 gallon water tanks,



Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	450mi
Passengers:	5	Cargo:	5000KG
Maneuver:	-2	SDP:	80
SP:	10	Type:	Truck
Mass:	3tons	Starting Bid:	18,500EB

Oh yeah, travel in style with this pristine tour bus, converted into comfy living space.

SPECIAL EQUIPMENT: Limited Off-road capable, 2 beds, kitchenette, climate control,



Top Speed:	40 mph	Acc/Decc:	10/20
Crew:	1	Range:	550mi
Passengers:	6	Cargo:	2 tons
Maneuver:	-2	SDP:	500
SP:	20	Type:	Crawler
Mass:	19tons	Starting Bid:	40,000EB

This 1990's, pristine condition military crawler was brought to us by someone claiming he "found it.". If you really want to get away from it all, this is definitely the vehicle for you. The rear half is a living space, complete with 2 beds and a kitchenette. This thing climbs mountains for god sakes.

SPECIAL EQUIPMENT: Off-road capable, 2 beds, military radio, gps, kitchenette.



Top Speed:	120 mph	Acc/Decc:	25/30
Crew:	1	Range:	380mi
Passengers:	2	Cargo:	800KG
Maneuver:	+2	SDP:	60
SP:	20	Type:	Truck
Mass:	1.9tons	Starting Bid:	6,000EB

This pair of old but pristine Caymans are being sold together, at the owners request. Held in a private collection for years, new laws in Night City are forcing him to sell them. They come as shown, and are a steal at any price, bidding is expected to run high.

SPECIAL EQUIPMENT: Off-road capable, 4 wheel drive, military radio, (grey has high power lamps, green has roof mounted .50 cal machinegun in a swivel turret) Limited amphibious capability, can continue to operate while 50 percent submerged.



Top Speed:	70 mph	Acc/Decc:	10/25
Crew:	1	Range:	350mi
Passengers:	3	Cargo:	4000KG
Maneuver:	-2	SDP:	150
SP:	12	Type:	Truck
Mass:	6tons	Starting Bid:	7000EB

Nomads love safari buses, they can travel over trails and rough roads, they hold lots of people or cargo, and they are easily modified for any purpose.

SPECIAL EQUIPMENT: roll down armor shutters in the passenger compartment (SP:10)



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:	4000EB

This old but pristine desert truck is perfect for the road or harsher environments, comes with everything shown. Apparently the seller was detained before he could come back to claim his abundance of gear.

SPECIAL EQUIPMENT: Off-road capable, .30cal machinegun, 5 gallon tank of kerosene, 3 lamps, large tent, 4 sleeping bags, large tool box, full trauma med kit, 6 spare 10 gallon gas tanks, fishing pole, tackle box, shovel, ax, pick, 5 blankets, emergency flare gun, 3 gas masks, 1 tarp, 2 weeks supply of food, 2 20 gallon water tanks, family sized distillation kit.



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:	11000EB

A stripped and basic truck, converted for off road use.
Good buy.

SPECIAL EQUIPMENT: Off-road capable, ram bar



Top Speed:	140 mph	Acc/Decc:	15/30
Crew:	1	Range:	420mi
Passengers:	3	Cargo:	450KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2.2tons	Starting Bid:	1700EB

Another truck converted for rough off road use. The owners of this vehicle are throwing in full camping supplies.

SPECIAL EQUIPMENT: Off-road capable, large tent, 2 sleeping bags, inflatable raft, 4 blankets, tool kit, 2 personal distillation kits.



Top Speed:	100 mph	Acc/Decc:	12/20
Crew:	1	Range:	480mi
Passengers:	1	Cargo:	60 tons (trailer)
Maneuver:	-2	SDP:	90
SP:	15	Type:	Truck
Mass:	8tons	Starting Bid:	11,000EB

A light semi, perfect to haul any load, with steel plating added to provide extra protection.

SPECIAL EQUIPMENT: Steel Plating, civilian band radio,



Top Speed:	90 mph	Acc/Decc:	10/25
Crew:	1	Range:	420mi
Passengers:	1	Cargo:	8000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2.1tons	Starting Bid:	900EB

This pickup is perfect for agricultural work or hauling supplies.

SPECIAL EQUIPMENT: Off-road capable,



Top Speed:	80 mph	Acc/Decc:	10/25
Crew:	1	Range:	400mi
Passengers:	12	Cargo:	450KG
Maneuver:	-1	SDP:	80
SP:	10	Type:	Bus
Mass:	5tons	Starting Bid:	15,000EB

Just the thing for families or small tribes, this converted short bus is ideal for moving people, or if you remove the passenger seating, you can convert it to just about any use imaginable. From living space, to cargo transport.

SPECIAL EQUIPMENT: Ram bar, steel plating, civilian band radio,



Top Speed:	140 mph	Acc/Decc:	20/25
Crew:	1	Range:	500mi
Passengers:	3	Cargo:	50tons
Maneuver:	-3	SDP:	200
SP:	25	Type:	Heavy Truck
Mass:	24tons	Starting Bid:	62,000EB

Now here is something you have probably never seen before. This truck was built from an old Hind helicopter. And its fast as hell and extremely well armored, including bulletproof glass (sp 15). The cargo/transport bay of the helicopter frame is intact, and has been converted into a comfortable living space. However, the high engine mountings make this vehicle a bit top heavy, so caution is advised.

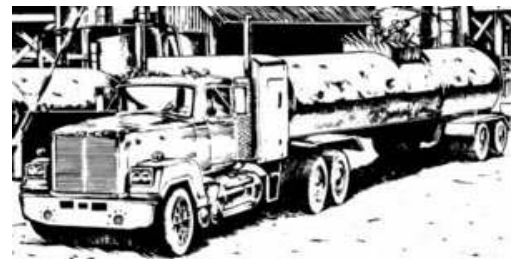
SPECIAL EQUIPMENT: 2 fold down beds (bunk style), kitchenette, military radio, radar, gps,



Top Speed:	120 mph	Acc/Decc:	15/30
Crew:	1	Range:	450mi
Passengers:	1	Cargo:	450KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2.2tons	Starting Bid:	1200EB

A no frills, home built, baja buggy, able to cross any virtually any terrain.

SPECIAL EQUIPMENT: Off-road capable,



Top Speed:	90 mph	Acc/Decc:	10/25
Crew:	1	Range:	450mi
Passengers:	3	Cargo:	80 tons
Maneuver:	-2	SDP:	100
SP:	10	Type:	Heavy Truck
Mass:	16tons	Starting Bid:	17,000EB

Another fuel tanker, no bells no whistles.

SPECIAL EQUIPMENT: civilian band radio



Top Speed:	120 mph	Acc/Decc:	10/30
Crew:	1	Range:	400mi
Passengers:	4	Cargo:	50 tons
Maneuver:	-2	SDP:	110
SP:	15	Type:	Heavy Truck
Mass:	14tons	Starting Bid:	19.000EB

Obviously this truck has seen a lot of action, and is prepared to see a lot more. Armed and armored, this semi is ideal for the most inhospitable roads.

SPECIAL EQUIPMENT: Cow catcher, high power lamps, 2 trailer mounted turrets, civilian band radio,



Top Speed:	150 mph	Acc/Decc:	15/35
Crew:	1	Range:	420mi
Passengers:	4	Cargo:	3000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2.4tons	Starting Bid:	1100EB

Another mean pickup, modified for speed.

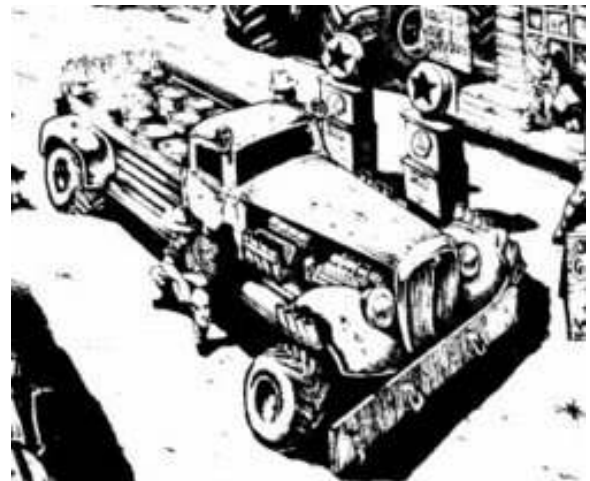
SPECIAL EQUIPMENT: Off-road capable, ram bar, high power lamps



Top Speed:	100 mph	Acc/Decc:	12/25
Crew:	1	Range:	420mi
Passengers:	1	Cargo:	4000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2tons	Starting Bid:	700EB

A light pickup, seen its share of action.

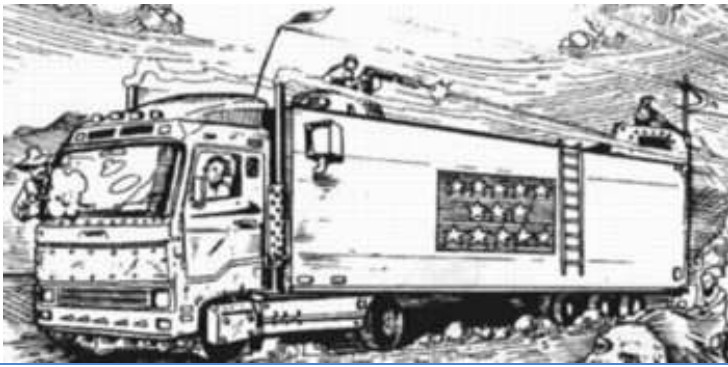
SPECIAL EQUIPMENT: plow, civilian band radio,



Top Speed:	160 mph	Acc/Decc:	20/30
Crew:	1	Range:	380mi
Passengers:	3	Cargo:	5000KG
Maneuver:	+1	SDP:	75
SP:	10	Type:	Truck
Mass:	3.2tons	Starting Bid:	9,000EB

Here's a novel idea, take an old truck, extend and widen the engine compartment, drop in a supercharged v-12, and give it off-road tires. Why did no one ever think of this before. Well, how about because its too long, and too low to the ground to be of much use off-road, and way too heavy. Still, on dirt roads or paved, this beast hauls ass, even if it sounds as though its going to rattle itself to death doing it.

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



Top Speed:	120 mph	Acc/Decc:	10/30
Crew:	1	Range:	500mi
Passengers:	4	Cargo:	60 tons
Maneuver:	-2	SDP:	140
SP:	15	Type:	Heavy Truck
Mass:	13tons	Starting Bid:	26,000EB

Don't let your shipments be compromised, raiders, marauders, and hijackers are growing rampant in the badlands, this truck is armed well enough to fight them off.

SPECIAL EQUIPMENT: 2 trailer mounted turrets equipped with dual .50 cal Machineguns, civilian band radio,



Top Speed:	120 mph	Acc/Decc:	12/30
Crew:	1	Range:	480mi
Passengers:	2	Cargo:	4000KG
Maneuver:	0	SDP:	65
SP:	10	Type:	Truck
Mass:	2.3tons	Starting Bid:	1500EB

An off road pickup, in like new condition. Not sure about the yellow, but hey, you can always repaint it.

SPECIAL EQUIPMENT: Off-road capable, winch, ram bar,



Top Speed:	110 mph	Acc/Decc:	15/35
Crew:	1	Range:	450mi
Passengers:	1	Cargo:	4000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2.2tons	Starting Bid:	1300EB

Go anywhere, get dirty. An excellent stripped off road pickup, just the thing for scout work.

SPECIAL EQUIPMENT: Off-road capable, high power lamps



Top Speed:	120 mph	Acc/Decc:	15/30
Crew:	1	Range:	420mi
Passengers:	2	Cargo:	400KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2.1tons	Starting Bid:	1250EB

Cut the top off an old pickup, trim the bed, and mount a machine gun, and you have this. Recently taken from a Raffan Shiv raider group.

SPECIAL EQUIPMENT: Off-road capable, .50 cal machinegun in swivel mount,



Top Speed:	100 mph	Acc/Decc:	12/25
Crew:	1	Range:	450mi
Passengers:	1	Cargo:	1000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2tons	Starting Bid:	1800EB

And yet another stripped truck, baja modified. This one has been entered in several races, but now it can be yours.

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



Top Speed:	80 mph	Acc/Decc:	12/30
Crew:	1	Range:	480mi
Passengers:	1	Cargo:	8000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2.4tons	Starting Bid:	1250EB

Don't you just love these old trucks, they last forever.

SPECIAL EQUIPMENT:



Top Speed:	80 mph	Acc/Decc:	10/20
Crew:	1	Range:	500mi
Passengers:	2	Cargo:	400KG
Maneuver:	0	SDP:	250
SP:	15	Type:	Heavy Truck
Mass:	9tons	Starting Bid:	57,000EB

Water, it's the most abundant resource on the planet, but finding any that's safe enough to drink can be difficult in the badlands. Let us answer the problem for you, this old military surplus truck is not only a high power water pump, but is also a filter, and can drill and process 200 gallons of potable water a day. This is a must have for large tribes.

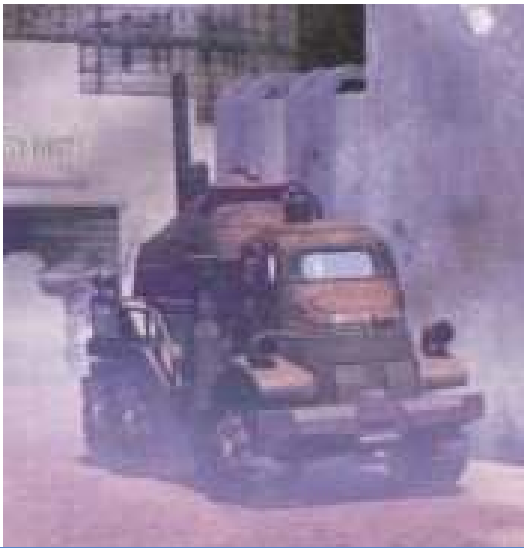
SPECIAL EQUIPMENT: Off-road capable, industrial water pump and filter, military radio,



Top Speed:	100 mph	Acc/Decc:	15/25
Crew:	1	Range:	400mi
Passengers:	3	Cargo:	500KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2.2tons	Starting Bid:	1100EB

This light pickup has been converted for assault use, as you can tell by the many patches, it has seen its share of action and still come out on top.

SPECIAL EQUIPMENT: Off-road capable, spiked ram bar, .50 cal machinegun on swivel mount



Top Speed:	90 mph	Acc/Decc:	10/20
Crew:	1	Range:	420mi
Passengers:	4	Cargo:	450KG
Maneuver:	-2	SDP:	60
SP:	10	Type:	Truck
Mass:	8tons	Starting Bid:	21,000EB

Another scratch built nomad RV, room for the whole family.

SPECIAL EQUIPMENT: Off-road capable, 2 fold down double beds, kitchenette, exterior water hose, family sized distillation kit, civilian band radio,



Top Speed:	140 mph	Acc/Decc:	15/30
Crew:	1	Range:	450mi
Passengers:	4	Cargo:	500KG
Maneuver:	+1	SDP:	80
SP:	25	Type:	Truck
Mass:	2.8tons	Starting Bid:	8,000EB

Here we have what I think used to be a humvee, but it has been modified and armored so heavily, it's anyone's guess really.

SPECIAL EQUIPMENT: Off-road capable, retracting ram bar, 40mm auto gl, military radio, gps,



Top Speed:	800 mph	Acc/Decc:	10/25
Crew:	1	Range:	450mi
Passengers:	1	Cargo:	2 tons
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	4tons	Starting Bid:	2000EB

This very simple cargo truck can be yours for a steal if you bid fast.

SPECIAL EQUIPMENT: ram bar, spiked wheels, civilian band radio



Top Speed:	120 mph	Acc/Decc:	15/30
Crew:	1	Range:	400mi
Passengers:	3	Cargo:	450KG
Maneuver:	+1	SDP:	60
SP:	20	Type:	Truck
Mass:	2.2tons	Starting Bid:	1200EB

A simple jeep/SUV hybrid, with armor plates added, a roof hatch, and a nice spotlight on a swivel mount.

SPECIAL EQUIPMENT: Off-road capable, civilian band radio, steel plating, swivel mounted spotlight, ram bar,



Top Speed:	140 mph	Acc/Decc:	10/30
Crew:	1	Range:	500mi
Passengers:	3	Cargo:	50 tons
Maneuver:	-2	SDP:	140
SP:	20	Type:	Truck
Mass:	10tons	Starting Bid:	13,000EB

Strip a semi down to the chassis, and rebuild it as needed, and this is what you have. Even with the armor its still lighter than most trucks, and a bit faster as well.

SPECIAL EQUIPMENT: steel plating, sleeping compartment, civilian band radio, high power lamps,



Top Speed:	150 mph	Acc/Decc:	15/30
Crew:	1	Range:	400mi
Passengers:	0	Cargo:	100KG
Maneuver:	-1	SDP:	75
SP:	0	Type:	Truck
Mass:	2.2tons	Starting Bid:	600EB

A really fast buggy, with a really large engine, no room for cargo, or anything else, but man, it hauls ass over any terrain.

SPECIAL EQUIPMENT: Off-road capable, ram bar,



Top Speed:	100 mph	Acc/Decc:	20/30
Crew:	1	Range:	450mi
Passengers:	3	Cargo:	400KG
Maneuver:	0	SDP:	65
SP:	15	Type:	Truck
Mass:	2.4tons	Starting Bid:	900EB

Here we have an old border patrol SUV, that has since been armored and armed.

SPECIAL EQUIPMENT: Off-road capable, ram bar, forward mounted flame thrower, siren lights, steel plating, police band radio.



Top Speed:	100 mph	Acc/Decc:	15/25
Crew:	1	Range:	480mi
Passengers:	3	Cargo:	600KG
Maneuver:	-1	SDP:	75
SP:	15	Type:	Truck
Mass:	2tons	Starting Bid:	9000EB

Yes that is what it looks like, a humvee modified into an RV.

SPECIAL EQUIPMENT: Off-road capable, fold down bed, kitchenette, military radio



Top Speed:	60 mph	Acc/Decc:	15/30
Crew:	1	Range:	400mi
Passengers:	6	Cargo:	500KG
Maneuver:	-3	SDP:	60
SP:	10	Type:	Van
Mass:	2.5tons	Starting Bid:	500EB

Your guess is as good as mine.....

SPECIAL EQUIPMENT: um.....



Top Speed:	80 mph	Acc/Decc:	10/20
Crew:	1	Range:	400mi
Passengers:	3	Cargo:	500KG
Maneuver:	-3	SDP:	60
SP:	10	Type:	Truck
Mass:	2.2tons	Starting Bid:	500EB

Save money on gas, use the power of the wind. This van has been modified with sails for travel across large flat expanses. Not sure what the cosmetic canvas around the van itself is for, we would suggest removing it.

SPECIAL EQUIPMENT: Off-road capable, ram bar, wind power alternative



Top Speed:	90 mph	Acc/Decc:	10/25
Crew:	1	Range:	450mi
Passengers:	3	Cargo:	60tons
Maneuver:	-2	SDP:	100
SP:	10	Type:	Heavy Truck
Mass:	12tons	Starting Bid:	17,000EB

A simple tractor trailer, and yes, it comes with the skulls, and yes they are real.

SPECIAL EQUIPMENT: do skulls count?



Top Speed:	60 mph	Acc/Decc:	5/15
Crew:	1	Range:	380mi
Passengers:	1	Cargo:	5000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2tons	Starting Bid:	600EB

Chop and strip a van, converting it into a flat bed cargo hauler, ad a giant plow to the front, and rubber tank treads, and you have this...

SPECIAL EQUIPMENT: Off-road capable, plow



Top Speed:	140 mph	Acc/Decc:	10/25
Crew:	1	Range:	500mi
Passengers:	9	Cargo:	400KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	6tons	Starting Bid:	7000EB

This small safari bus goes anywhere, and is open for any conversions you feel necessary.

SPECIAL EQUIPMENT: Off-road capable, civilian band radio



Top Speed:	50 mph	Acc/Decc:	15/30
Crew:	1	Range:	400mi
Passengers:	6 (40)	Cargo:	5tons
Maneuver:	-3	SDP:	200
SP:	25	Type:	Truck
Mass:	25tons	Starting Bid:	27,000EB

An old but very large military surplus M3 armored amphibious vehicle. Totally enclosed, and water tight, it is an excellent solution for moving large loads of people or cargo across the water and onto land. This vehicle is very wide, and not legal in most traffic conditions. It comes bare bones, so outfit it how you need.

SPECIAL EQUIPMENT: Amphibious, military radio



Top Speed:	80 mph	Acc/Decc:	10/20
Crew:	1	Range:	420mi
Passengers:	30	Cargo:	1ton
Maneuver:	-2	SDP:	120
SP:	10	Type:	bus
Mass:	4tons	Starting Bid:	3500EB

This well used old safari bus is still in peak running shape, and comes with enough rice to feed an army. Use it to haul people or goods, or anything else you can think of.

SPECIAL EQUIPMENT: Limited off road capability, bicycle, rice supply (30 days for 30 people), civilian band radio



Top Speed:	60 mph	Acc/Decc:	12/20
Crew:	1	Range:	450mi
Passengers:	3	Cargo:	1.5tons
Maneuver:	-2	SDP:	90
SP:	15	Type:	Truck
Mass:	1.9tons	Starting Bid:	9000EB

Another bare bones old military surplus vehicle. Get this one as a bargain, lightweight, large cargo capacity, off road capable, what more could you ask for.

SPECIAL EQUIPMENT: off road capable, military radio,



Top Speed:	100 mph	Acc/Decc:	10/20
Crew:	1	Range:	600mi
Passengers:	5	Cargo:	120 tons
Maneuver:	-3	SDP:	100
SP:	10	Type:	Truck
Mass:	12 tons	Starting Bid:	47,000EB

A common sight in Australia, the road train has only been seen in the states since a few years after the collapse. With so much desolation caused by the abandonment of smaller towns, truckers making large hauls across the country needed to adopt some of the tactics used by our friends down under. Since 95 percent of the private trucking industry is made up of nomads, road trains are becoming more common on the lost highways of America. Driving one of these monsters is difficult, and requires a separate license and a lengthy, grueling and expensive training course. Many veteran Aussie drivers have come here, eager to exploit the new job market. Hauling 3-5 trailers doesn't just require an experienced and trained driver, it also requires a heavily modified truck. Extra fuel tanks are added, as well as addition air tanks, and the entire chassis is reinforced to handle the massive weight. Here we have a road train available to you, including 3 trailers.

SPECIAL EQUIPMENT: sleeping cabin, civilian band radio,



Top Speed:	80 mph	Acc/Decc:	10/25
Crew:	1	Range:	380mi
Passengers:	1	Cargo:	2000KG
Maneuver:	0	SDP:	50
SP:	10	Type:	Truck
Mass:	1.5tons	Starting Bid:	800EB

A truly antique pickup, completely rebuilt engine and transmission, and if its been around this long, you know its tough as hell.

SPECIAL EQUIPMENT:



Top Speed:	85 mph	Acc/Decc:	15/25
Crew:	1	Range:	350mi
Passengers:	4	Cargo:	4000KG
Maneuver:	-1	SDP:	60
SP:	10	Type:	Truck
Mass:	2.1tons	Starting Bid:	1000EB

Take an antique sedan, cross it with an extended capacity pickup, and you have either the el camino from hell..... or this, we aren't sure which is uglier, but if making a statement through your vehicle is important to you, then by all means claim this now.

SPECIAL EQUIPMENT:



Top Speed:	110 mph	Acc/Decc:	12/25
Crew:	1	Range:	500mi
Passengers:	4	Cargo:	60tons
Maneuver:	-2	SDP:	120
SP:	20	Type:	Heavy Truck
Mass:	15tons	Starting Bid:	50,000EB

Surplus military fuel transport rig, heavily armored.

SPECIAL EQUIPMENT: Steel plating over windows, military radio, sleeper compartment



Top Speed:	65 mph	Acc/Decc:	10/25
Crew:	1	Range:	380mi
Passengers:	4	Cargo:	1.5tons
Maneuver:	-2	SDP:	45
SP:	10	Type:	Truck
Mass:	2.2tons	Starting Bid:	1000EB

Well, its the chopped front of a bus, mounted to a cargo trailer. On the plus side, it's cheap

SPECIAL EQUIPMENT:



Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	400mi
Passengers:	5	Cargo:	3000KG
Maneuver:	0	SDP:	60
SP:	15	Type:	Truck
Mass:	2tons	Starting Bid:	5000EB

This pickup has been heavily modified to serve as an ambulance. Lightly armored for protection in hazardous situations.

SPECIAL EQUIPMENT: steel plating, armored wheel covers,



Top Speed:	90 mph	Acc/Decc:	10/35
Crew:	1	Range:	360mi
Passengers:	2	Cargo:	7000KG
Maneuver:	-1	SDP:	60
SP:	10	Type:	Truck
Mass:	2.4tons	Starting Bid:	6500EB

This old cargo flatbed has been around since the stone age, and yet its still a beast, and relatively cheap. Grab this bargain today.

SPECIAL EQUIPMENT: cow catcher



Top Speed:	120 mph	Acc/Decc:	25/35
Crew:	1	Range:	360mi
Passengers:	1	Cargo:	6500KG
Maneuver:	0	SDP:	75
SP:	10	Type:	Truck
Mass:	2.5tons	Starting Bid:	11000EB

Now here is a true nomad vehicle, stripped and customized to be unrecognizable from whatever was used as its base, and loaded down with any and everything you could need to survive. Fully off-road capable.

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 through in a years supply of rations.



Top Speed:	80 mph	Acc/Decc:	15/25
Crew:	1	Range:	460mi
Passengers:	1	Cargo:	400KG
Maneuver:	0	SDP:	40
SP:	5	Type:	Truck
Mass:	1.1tons	Starting Bid:	6000EB

Once a truck, now totally stripped to the frame, this dune driver can be had for an incredibly low starting bid.

SPECIAL EQUIPMENT: Off road capable



Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	500mi
Passengers:	3	Cargo:	22tons
Maneuver:	-2	SDP:	100
SP:	30	Type:	Truck
Mass:	19tons	Starting Bid:	40,000EB

Yet another military surplus fuel transport, heavily armored.

SPECIAL EQUIPMENT: Off road capable, military radio,



Top Speed:	100 mph	Acc/Decc:	15/35
Crew:	1	Range:	400mi
Passengers:	3	Cargo:	1 ton
Maneuver:	-1	SDP:	80
SP:	25	Type:	Truck
Mass:	5tons	Starting Bid:	22,000EB

Built from scratch and heavily armored, this truck is perfect for hauling precious commodities through dangerous territory. Fold down benches in the back allow it to transport up to 20 people in safety and comfort.

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



Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	420mi
Passengers:	1	Cargo:	2tons
Maneuver:	-1	SDP:	60
SP:	10	Type:	Truck
Mass:	2.5tons	Starting Bid:	18,000EB

A simple cargo hauler in like new condition.

SPECIAL EQUIPMENT: Off road capable, high power lamps,



Top Speed:	120 mph	Acc/Decc:	15/35
Crew:	1	Range:	500mi
Passengers:	3	Cargo:	65 tons
Maneuver:	-2	SDP:	140
SP:	25	Type:	Heavy Truck
Mass:	15tons	Starting Bid:	45,000EB

This truck, dubbed dead reckoning, is the last line of home built heavy armor transport vehicles. Break through barricades, fend off road pirates, and in short be as intimidating as possible in this behemoth. Comes with trailer personally retrofitted for personal living, though it can handle any trailer attacked.

SPECIAL EQUIPMENT: cow catcher, armor plating, military radio, dual 6 shot 2.75" rocket pods, sleeping compartment. Trailer has been equipped with fold down sleeping space for 4 and 1 king sized bed, kitchenette with fridge and microwave, shower and toilet, sliding armor "doors" run the length of the trailer as well.



Top Speed:	140 mph	Acc/Decc:	17/35
Crew:	1	Range:	450mi
Passengers:	4	Cargo:	40 tons
Maneuver:	-2	SDP:	125
SP:	10	Type:	Heavy Truck
Mass:	18tons	Starting Bid:	29,000EB

Custom built for speed by the last of the old school truck racers, this puppy will haul anything, and moves fast enough to escape most threats.

SPECIAL EQUIPMENT: civilian band radio, sleeping compartment

Top Speed:	75 mph	Acc/Decc:	10/30
Crew:	1	Range:	400mi
Passengers:	5	Cargo:	4000KG
Maneuver:	-2	SDP:	60
SP:	10	Type:	Truck
Mass:	5tons	Starting Bid:	14,000EB

These old RV's are like cockroaches, almost impossible to kill.

SPECIAL EQUIPMENT: sleeping space for 5, kitchenette with fridge and microwave, toilet, civilian band radio.



Top Speed:	60 mph	Acc/Decc:	15/35
Crew:	1	Range:	600mi
Passengers:	2	Cargo:	4tons
Maneuver:	-3	SDP:	300
SP:	25	Type:	Heavy Truck
Mass:	23tons	Starting Bid:	20,000EB

This vehicle come to us from Alaska, and was apparently used to haul goods across frozen ice fields. How it got down here is anyone's guess. It's too wide for most roads, and too heavy and big for much offroad use, but we have to admit, it does look mean as hell. Maybe you can come up with a use for it.

SPECIAL EQUIPMENT: cow catcher, off-road capable (kinda)



Top Speed:	120 mph	Acc/Decc:	15/35
Crew:	1	Range:	420mi
Passengers:	5	Cargo:	6000KG
Maneuver:	0	SDP:	75
SP:	20	Type:	Truck
Mass:	3.1tons	Starting Bid:	14,000EB

Even larger than a humvee, this hand built all terrain truck is ideal for traversing any surface, from forest to desert sands.

SPECIAL EQUIPMENT: front mounted winch, off road capability, civilian band radio, light armor plating



Top Speed:	75 mph	Acc/Decc:	10/25
Crew:	1	Range:	375mi
Passengers:	12	Cargo:	5000KG
Maneuver:	-2	SDP:	80
SP:	10	Type:	Truck
Mass:	5tons	Starting Bid:	9000EB

If it could talk, this bus could tell some stories. Built as transportation, living space, and stage for a group of touring nomad musicians, it has everything an entertainer could need. The front half of the bus serves as the living space, the middle as a changing room/toilet, and the rear as instrument/cargo storage. The cloth tarp overhead is retracted by winch like a sail when the bus is moving

SPECIAL EQUIPMENT: Look out tower, civilian band radio, toilet



Top Speed:	80 mph	Acc/Decc:	12/25
Crew:	1	Range:	400mi
Passengers:	4	Cargo:	4tons
Maneuver:	-2	SDP:	75
SP:	10	Type:	Truck
Mass:	12tons	Starting Bid:	19,000EB

Once military, now an all terrain cargo hauler.

SPECIAL EQUIPMENT: off-road capable, high power lamps, civilian band radio,



Top Speed:	100 mph	Acc/Decc:	25/35
Crew:	1	Range:	360mi
Passengers:	3	Cargo:	2000KG
Maneuver:	+1	SDP:	90
SP:	10	Type:	Truck
Mass:	4tons	Starting Bid:	6000EB

Scratch built desert survival truck, go anywhere in this baby, but remember to remove the gun before entering civilization.

SPECIAL EQUIPMENT: Off road capable, .50 cal machine gun, ram bar,



Top Speed:	80 mph	Acc/Decc:	10/25
Crew:	1	Range:	410mi
Passengers:	5	Cargo:	3500KG
Maneuver:	-1	SDP:	70
SP:	10	Type:	Truck
Mass:	2.2tons	Starting Bid:	9500EB

Ever wanted an off road RV, well here's your chance.

SPECIAL EQUIPMENT: Off road capable, civilian band radio, double bed, microwave, fridge, front mounted winch.



Top Speed:	80 mph	Acc/Decc:	12/25
Crew:	1	Range:	380mi
Passengers:	9	Cargo:	1500KG
Maneuver:	+1	SDP:	65
SP:	25	Type:	Truck
Mass:	3tons	Starting Bid:	15,000EB

Yeah it looks like the incestuous offspring of a truck and a jeep, but this former military APC is ideal for the small family on the go, or anyone who wants to get away from it all.

SPECIAL EQUIPMENT: Off-road capable, military radio



Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	450mi
Passengers:	7	Cargo:	8000KG
Maneuver:	0	SDP:	90
SP:	30	Type:	Truck
Mass:	12tons	Starting Bid:	20,000EB

An old armored car, what once protected other peoples money, can now protect what's important to you.

SPECIAL EQUIPMENT: Ram bar, off-road capable, police band radio, armor plating, gun ports.



Top Speed:	80 mph	Acc/Decc:	10/25
Crew:	1	Range:	420mi
Passengers:	5	Cargo:	500KG
Maneuver:	-1	SDP:	80
SP:	15	Type:	Truck
Mass:	6tons	Starting Bid:	18,000EB

This former military ambulance is now the perfect camping vehicle. Its winch operated raising roof allows access to an upper sleeping compartment, without sacrificing mobility or room. The lower half has been converted into a kitchen and living space.

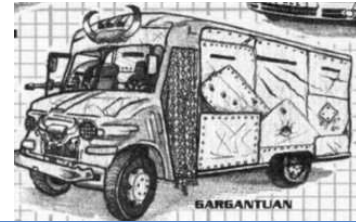
SPECIAL EQUIPMENT: Off-road capable, large sleeping "tent", civilian band radio, living space, kitchenette, 4 spare 20 gallon gas cans,



Top Speed:	120 mph	Acc/Decc:	15/35
Crew:	1	Range:	450mi
Passengers:	25	Cargo:	80tons
Maneuver:	-2	SDP:	110
SP:	20	Type:	Heavy Truck
Mass:	2.2tons	Starting Bid:	41,000EB

This rig has been armored, armed and equipped to serve as a command vehicle. The balconies welded to the sides of the trailer, and the added large shutter doors are particularly nice touches

SPECIAL EQUIPMENT: Civilian band radio, high power lamps, emergency motorcycle, .50cal machine gun (x2), ram bar, steel plating,



Top Speed:	75 mph	Acc/Decc:	12/30
Crew:	1	Range:	380mi
Passengers:	1	Cargo:	4000KG
Maneuver:	-1	SDP:	65
SP:	15	Type:	Truck
Mass:	4tons	Starting Bid:	11000EB

An old delivery truck, with steel plating liberally added, and a 7.62mm machinegun mounted in front of the passenger seat. A shame the only armor left for the driver was some hanging chains.

SPECIAL EQUIPMENT: steel plating



Top Speed:	70 mph	Acc/Decc:	10/15
Crew:	1	Range:	350mi
Passengers:	2	Cargo:	5000KG
Maneuver:	-1	SDP:	50
SP:	10	Type:	Truck
Mass:	2tons	Starting Bid:	300EB

Straight out of the Beverly Hillbillies, we are almost giving this abortion of a truck away. Yes that is plywood.

SPECIAL EQUIPMENT:



Top Speed:	120 mph	Acc/Decc:	15/30
Crew:	1	Range:	400mi
Passengers:	2	Cargo:	5000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2.2tons	Starting Bid:	1200EB

Everyone wants a mean as hell pickup, don't be afraid to admit it.

SPECIAL EQUIPMENT: off-road capable, ram bar, high power lamps, civilian band radio,



Top Speed:	100 mph	Acc/Decc:	20/30
Crew:	1	Range:	380mi
Passengers:	4	Cargo:	2000KG
Maneuver:	0	SDP:	80
SP:	10	Type:	Truck
Mass:	3.2tons	Starting Bid:	12,000EB

The large balloon tired, independent suspension, and grenade launcher make this a vehicle any nomad would be proud to own.

SPECIAL EQUIPMENT: Off-road capable, gps, 40mm auto gl, forward mounted winch.



Top Speed:	60 mph	Acc/Decc:	15/35
Crew:	1	Range:	300mi
Passengers:	8	Cargo:	1000KG
Maneuver:	-1	SDP:	90
SP:	10	Type:	Truck
Mass:	4.2tons	Starting Bid:	15,000EB

It's a monster truck, and an assault platform. Recently captured from the Raffen Shiv, we aren't sure what anyone sane would use this vehicle for, but we are selling it anyway.

SPECIAL EQUIPMENT: Off-road capable, 7.62mm machinegun (x2), forward mounted flame thrower,



Top Speed:	80 mph	Acc/Decc:	10/25
Crew:	1	Range:	360mi
Passengers:	1	Cargo:	3000KG
Maneuver:	-1	SDP:	60
SP:	10	Type:	Truck
Mass:	1.6tons	Starting Bid:	800EB

An old pickup, modified for off-road use.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	80 mph	Acc/Decc:	10/15
Crew:	1	Range:	360mi
Passengers:	1	Cargo:	3500KG
Maneuver:	-1	SDP:	50
SP:	10	Type:	Truck
Mass:	1.5tons	Starting Bid:	800EB

Oh look, another old pickup modified for off-road use, a flatbed this time.

SPECIAL EQUIPMENT: Off-road capable



Top Speed:	120 mph	Acc/Decc:	25/25
Crew:	1	Range:	390mi
Passengers:	2	Cargo:	1000KG
Maneuver:	-1	SDP:	60
SP:	20	Type:	Truck
Mass:	2tons	Starting Bid:	1100EB

Well, if you want a pickup specifically built for assault, look no further. Spiked cow catcher, armor plating over the windows, and a 12 shot 2.75" rocket launcher.

SPECIAL EQUIPMENT: cow catcher, spikes, high power lamps, 12 shot 2.75" rocket launcher, steel plating.



Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	400mi
Passengers:	1	Cargo:	5000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	1.9tons	Starting Bid:	600EB

Here's one for the ladies.

SPECIAL EQUIPMENT: Off-road capable, high power lamps, ram bar, front mounted winch, civilian band radio.



Top Speed:	100 mph	Acc/Decc:	20/25
Crew:	1	Range:	375mi
Passengers:	1	Cargo:	2000KG
Maneuver:	-1	SDP:	60
SP:	10	Type:	Truck
Mass:	1.6tons	Starting Bid:	800EB

This chopped SUV was taken from a Raffin Shiv assault, it is lightweight, heavily armed, and as you can see from the restraint crosses, highly sadistic. The mannequins came with the vehicle, so they are yours as well if you buy it.

SPECIAL EQUIPMENT: Off-road capable, .50cal machinguns on swivel mounts x2, 2 30 gallon spare gas tanks, 2 40 gallon water tanks.



Top Speed:	80 mph	Acc/Decc:	10/25
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	400KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	1.4tons	Starting Bid:	5000EB

Literally go anywhere. The huge balloon tired allow this vehicle to travel over any terrain, even water, although over water the speed reduces to 5mph.

SPECIAL EQUIPMENT: Off road capable, amphibious,



Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	400mi
Passengers:	1	Cargo:	2000KG
Maneuver:	0	SDP:	80
SP:	25	Type:	Truck
Mass:	1.9tons	Starting Bid:	600EB

The owner called it the Hun, and its easy to see why. Heavily armored, and spacious enough to live in while at the same time being imposing enough to keep most people away.

SPECIAL EQUIPMENT: Off road capability, Roof mounted 7.62mm machinegun



Top Speed:	110 mph	Acc/Decc:	25/35
Crew:	1	Range:	450mi
Passengers:	2	Cargo:	400KG
Maneuver:	+1	SDP:	75
SP:	15	Type:	Truck
Mass:	1.6tons	Starting Bid:	1100EB

This hand built armored jeep is everything a nomad could want, lightly armored, heavily armed, and fully off road capable.

SPECIAL EQUIPMENT: Off road capability, 20mm autocannon in roof turret, military radio,



Top Speed:	140 mph	Acc/Decc:	28/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	4000KG
Maneuver:	0	SDP:	60
SP:	20	Type:	Truck
Mass:	2.4tons	Starting Bid:	4000EB

Not all nomad rides are ugly, some are sleek and beautiful. This pickup for example, while not able to go offroad at all, is so sublimely stylish, that I will be extremely surprised if one of the statics in the bidding pool doesn't take it home.

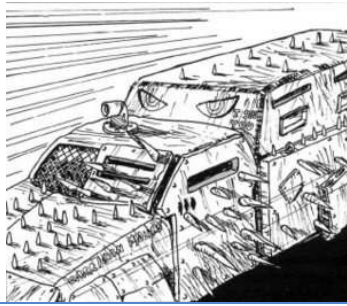
SPECIAL EQUIPMENT: steel plating, front wheel covers, ram bar,



Top Speed:	110 mph	Acc/Decc:	20/30
Crew:	1	Range:	400mi
Passengers:	3	Cargo:	50 tons
Maneuver:	-2	SDP:	160
SP:	20	Type:	Heavy Truck
Mass:	15tons	Starting Bid:	20,000EB

From the same artist as the truck before, this totally custom semi would be the ideal frontis piece for any corporation who needs something to show off for high profile deliveries. Alternatively, anyone who wants to drive a work of art would be more than advised to place a bid.

SPECIAL EQUIPMENT: cowcatcher, sleeper cabin, microwave, fridge, full audio/visual entertainment suite, civilian band radio, steel plating



Top Speed:	100 mph	Acc/Decc:	12/30
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	3000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2.1tons	Starting Bid:	1100EB

Ever had someone jump on your car..... well never worry about that again, part porcupine, part camper truck, this ride will stop all borders, and make anyone who thinks about sideswiping you extremely sorry.

SPECIAL EQUIPMENT: spikes, steel plating, wheel covers, roof mounted spotlight on swivel mount.



Top Speed:	100 mph	Acc/Decc:	10/30
Crew:	1	Range:	550mi
Passengers:	1	Cargo:	75 tons
Maneuver:	-2	SDP:	110
SP:	10	Type:	Truck
Mass:	11tons	Starting Bid:	18,000EB

A nomad hauler of first degree, no installed weapons, and not much protection for the driver, but still a nice choice.

That heavy duty cowcatcher is sure to brush aside any obstacle, and the railed platform on top of the trailer can be used for either extra cargo, or for armed guards.

SPECIAL EQUIPMENT: Cowcatcher, ram bar, civilian band radio



Top Speed:	150 mph	Acc/Decc:	25/35
Crew:	1	Range:	320mi
Passengers:	4	Cargo:	400KG
Maneuver:	-2	SDP:	70
SP:	15	Type:	Van
Mass:	4.8tons	Starting Bid:	6000EB

An aircraft body mounted to a van chassis, with souped up 12 cylinder engine. This vehicle might actually be too fast for its own good, especially considering how top heavy it is. Still, it's one of a kind, and it's heavily armed, so its a good purchase.

SPECIAL EQUIPMENT: limited Off road capability, loudspeaker, civilian band radio, 30.cal machinegun forward mounted x2, twin .30 cal machineguns in roof mounted ball turret,



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

The former owners of this delivery truck believed you could never have enough protection. Well, now you can feel the same way.

SPECIAL EQUIPMENT: Heavy duty ram bar, steel plating, wheel covers, top mounted 40mm autogl, 5.56mm assault rifles in side view slits (x4), civilian radio,



Top Speed:	100 mph	Acc/Decc:	20/30
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	5000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2.1tons	Starting Bid:	900EB

You gotta love these pickups, climbing a mountain was never so easy.

SPECIAL EQUIPMENT: Off road capable



Top Speed:	110 mph	Acc/Decc:	12/30
Crew:	1	Range:	500mi
Passengers:	0	Cargo:	60 tons
Maneuver:	-2	SDP:	140
SP:	20	Type:	Truck
Mass:	11tons	Starting Bid:	17,000EB

This one man armored Heavy truck is perfect for those who like the solitude of the road but want to feel protected.

SPECIAL EQUIPMENT: Spikes, ram bar, gps, civilian band radio,



Top Speed:	90 mph	Acc/Decc:	10/25
Crew:	1	Range:	450mi
Passengers:	1	Cargo:	7000KG
Maneuver:	0	SDP:	60
SP:	15	Type:	Truck
Mass:	3tons	Starting Bid:	3000EB

This truck is just the thing for a family on the go, scavenger work, or anything else you can think of. Lightly armored and plenty of room make it quite a bargain indeed.

SPECIAL EQUIPMENT: high power lamps, ram bar, steel plating



Top Speed:	110 mph	Acc/Decc:	15/35
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	5000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	1.9tons	Starting Bid:	1000EB

Another heavily armed delivery truck.

SPECIAL EQUIPMENT: 40mm autogl in roof turret, dual 5.56mm cannons in side ports. One is left wondering how much cargo one can carry if he needs room for at least 3 people to man the weapons in back.



Top Speed:	120 mph	Acc/Decc:	20/30
Crew:	1	Range:	400mi
Passengers:	1	Cargo:	4000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2tons	Starting Bid:	1600EB

Oh yeah, defend the family, assault your enemies, or start your own militia with this heavily armed SUV.

SPECIAL EQUIPMENT: Off road capable, ram bar, .50 cal machinegun in roof mounted swivel mount, 2 front mounted .30 cal machineguns, military radio,



Top Speed:	100 mph	Acc/Decc:	12/30
Crew:	1	Range:	350mi
Passengers:	7	Cargo:	3000KG
Maneuver:	-1	SDP:	60
SP:	10	Type:	Truck
Mass:	2.2tons	Starting Bid:	1200EB

Slap a ball turret on top of a van, this is what you get.

SPECIAL EQUIPMENT: civilian band radio, twin .50cal machineguns in roof mounted ball turret



Top Speed:	80 mph	Acc/Decc:	10/20
Crew:	1	Range:	300mi
Passengers:	6	Cargo:	5000KG
Maneuver:	-3	SDP:	60
SP:	10	Type:	Truck
Mass:	4tons	Starting Bid:	10,000EB

One of the funkiest vehicles I have ever seen that I would still drive. Houseboat or RV, its both, and its double decker.

SPECIAL EQUIPMENT: amphibious, 2 bedrooms, kitchenette, lavatory with shower, civilian band radio,



Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	320mi
Passengers:	3	Cargo:	2000KG
Maneuver:	-1	SDP:	60
SP:	10	Type:	Truck
Mass:	1.7tons	Starting Bid:	300EB

It's not pretty, doesn't come with any extras at all, but its roomy, and cheap.

SPECIAL EQUIPMENT:



Top Speed:	110 mph	Acc/Decc:	12/25
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	3000KG
Maneuver:	-1	SDP:	60
SP:	10	Type:	Truck
Mass:	1.9tons	Starting Bid:	300EB

U-G-L-Y, but like the previous vehicle, spacious and cheap.

SPECIAL EQUIPMENT:



Top Speed:	100 mph	Acc/Decc:	12/25
Crew:	1	Range:	380mi
Passengers:	1	Cargo:	5000KG
Maneuver:	-1	SDP:	60
SP:	15	Type:	Truck
Mass:	1.9tons	Starting Bid:	500EB

An economy van someone slapped some steel plating on. Not much to look at, but its starting cheap, so if your on a budget this is for you.

SPECIAL EQUIPMENT: steel plating



Top Speed:	120 mph	Acc/Decc:	25/35
Crew:	1	Range:	400mi
Passengers:	1	Cargo:	200KG
Maneuver:	+1	SDP:	60
SP:	15	Type:	Truck
Mass:	1.5tons	Starting Bid:	2500EB

This is a very nice, a lightly armed and armored dune hopper. Looks good too.

SPECIAL EQUIPMENT: Off road capable, high power lamps, ram bar, .50cal machinegun in swivel mount,



Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	400mi
Passengers:	1	Cargo:	300KG
Maneuver:	+1	SDP:	60
SP:	15	Type:	Truck
Mass:	1.7tons	Starting Bid:	9000EB

A very simple jeep someone has stripped and armored.

SPECIAL EQUIPMENT: Off road capable, .50cal machinegun is swivel mount, civilian band radio,



Top Speed:	120 mph	Acc/Decc:	15/30
Crew:	1	Range:	380mi
Passengers:	1	Cargo:	600KG
Maneuver:	0	SDP:	60
SP:	20	Type:	Truck
Mass:	2.2tons	Starting Bid:	4800EB

This SUV has been professionally armored, and is ideal for anyone who needs protection on the road, nomads and statics alike.

SPECIAL EQUIPMENT: off road capable, high power lamps, ram bar, front mounted winch, police flashers, military radio,



Top Speed:	80 mph	Acc/Decc:	15/25
Crew:	1	Range:	340mi
Passengers:	1	Cargo:	8000KG
Maneuver:	-2	SDP:	70
SP:	25	Type:	Truck
Mass:	9tons	Starting Bid:	23,000EB

This heavily armored shuttle bus was used to great effect escaping last years food riots at the waco reservation.

SPECIAL EQUIPMENT: Cow catcher, steel plating, wheel covers, high power lamps, barbed wire skirting, , civilian radio,



Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	350mi
Passengers:	3	Cargo:	5000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2.2tons	Starting Bid:	900EB

You gotta love these pickups, climbing a mountain was never so easy.

SPECIAL EQUIPMENT: High Power Lamps, ram bar,



Top Speed:	150 mph	Acc/Decc:	25/30
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	5000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2.1tons	Starting Bid:	900EB

Off-road or on the street, this truck says just one thing, intimidation.

SPECIAL EQUIPMENT: Off road capable, ram bar, roll cage,



			28/35
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	4000KG
Maneuver:	0	SDP:	60
SP:	20	Type:	Truck
Mass:	2.4tons	Starting Bid:	4000EB

Another piece of nomad art in the form of a vehicle, intimidating, scary, and beautiful.

SPECIAL EQUIPMENT: ram bar, spikes



Top Speed:	80 mph	Acc/Decc:	15/20
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	5000KG
Maneuver:	0	SDP:	60
SP:	10	Type:	Truck
Mass:	2.1tons	Starting Bid:	500EB

An old pickup, possibly military surplus, with a ram bar added for extra protection.

SPECIAL EQUIPMENT: Off road capable, ram bar, roll cage,



Top Speed:	90 mph	Acc/Decc:	20/25
Crew:	1	Range:	280mi
Passengers:	4	Cargo:	5000KG
Maneuver:	-1	SDP:	70
SP:	25	Type:	Truck
Mass:	4tons	Starting Bid:	5900EB

Well, there it is, someone turned an old military hummer into a monster truck. The vehicle that could already go anywhere can now go anywhere else as well.

SPECIAL EQUIPMENT: Off road capable, ram bar, roll cage, Light bar,



Top Speed:	110 mph	Acc/Decc:	25/25
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	3000KG
Maneuver:	+1	SDP:	60
SP:	25	Type:	Truck
Mass:	2.5tons	Starting Bid:	1900EB

A heavily armored Jeep/suv.

SPECIAL EQUIPMENT: Off road capable, ram bar, roll cage, Armor plating



Top Speed:	110 mph	Acc/Decc:	25/35
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	5000KG
Maneuver:	-1	SDP:	60
SP:	30	Type:	Truck
Mass:	3.6tons	Starting Bid:	11,500EB

This may be the toughest, baddest looking truck we have ever seen and bidding is expected to go high. It's a heavy tow truck modified for the nomad lifestyle with enough armor to survive machinegun fire and a 5.56mm gatling cannon mounted for offense. This truck speaks volumes about power, protections, and just plain brutality.

SPECIAL EQUIPMENT: Limited Off road capable, ram bar, roll cage, 5.56mm Minigun, Tow capable, steel plating over windows, armor plating



Top Speed:	100 mph	Acc/Decc:	25/35
Crew:	1	Range:	250mi
Passengers:	5	Cargo:	4500KG
Maneuver:	0	SDP:	60
SP:	25	Type:	Truck
Mass:	2.7tons	Starting Bid:	9000EB

Take a late model luxury SUV and slap on enough armor plating to start your own scrap yard, but do it with enough style to make a gangsta jealous and this is the vehicle you end up with. The hatches above the rear seats open and act as turrets during hostile situations.

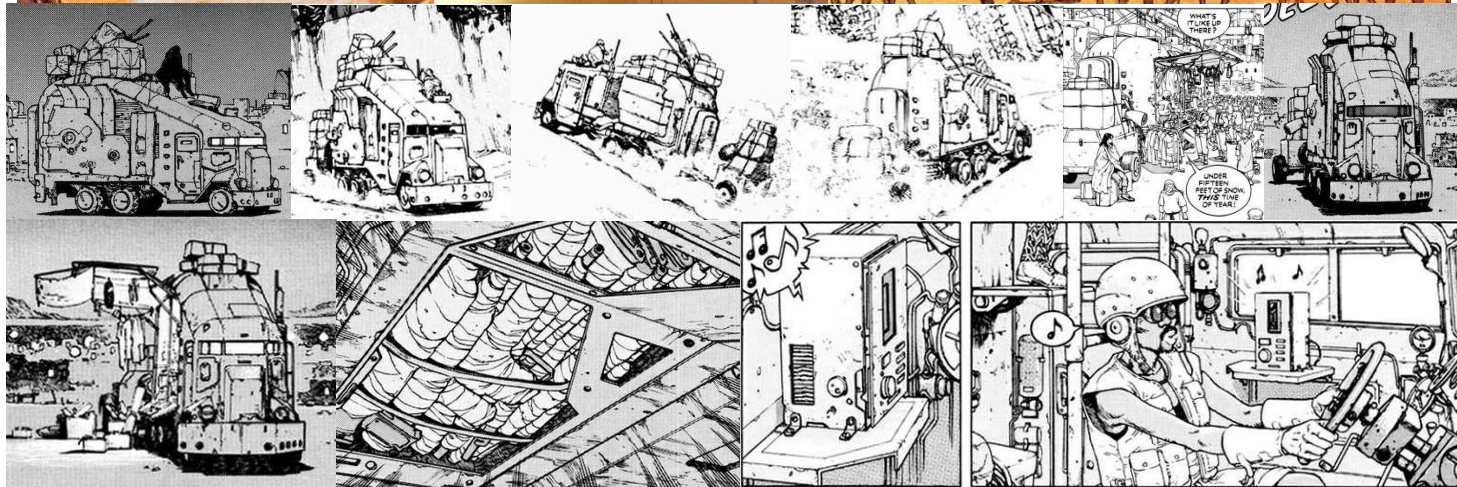
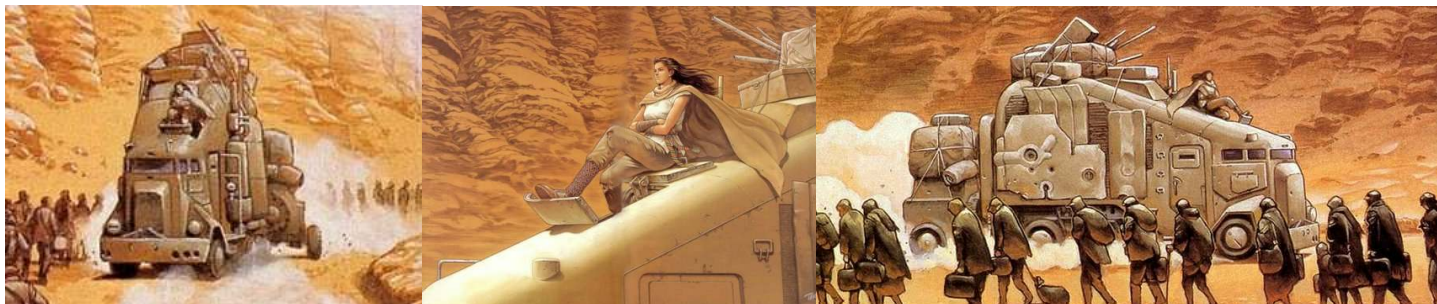
SPECIAL EQUIPMENT: heavy armor plating, bulletproof glass, ram bar.



Top Speed:	80 mph	Acc/Decc:	15/25
Crew:	1	Range:	250mi
Passengers:	1	Cargo:	100KG
Maneuver:	+1	SDP:	60
SP:	15	Type:	Truck
Mass:	1.7tons	Starting Bid:	1000EB

This may be the biggest dunebuggy that was ever built...

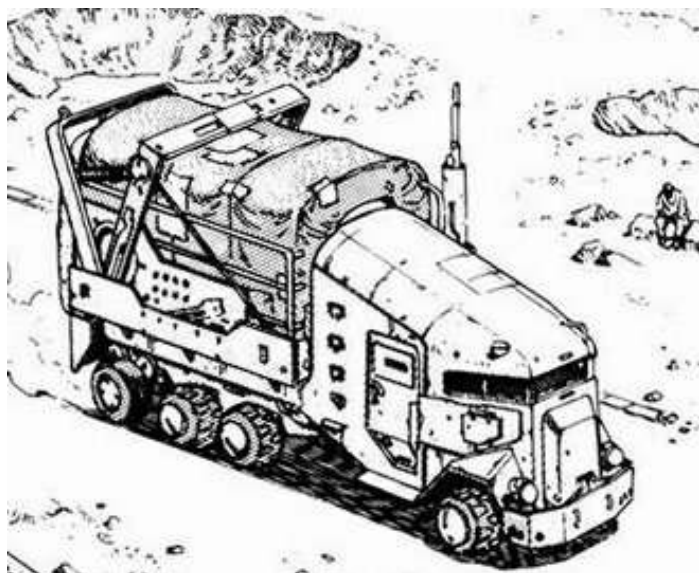
SPECIAL EQUIPMENT: Off-road capable



Top Speed:	80 mph	Acc/Decc:	15/25
Crew:	1	Range:	250mi
Passengers:	5	Cargo:	9000KG
Maneuver:	-2	SDP:	80
SP:	20	Type:	Truck
Mass:	2.1tons	Starting Bid:	9000EB

This large scratchbuilt armored truck is perfect for smuggling, or just for the family on the go. Roomy, with plenty of nooks and crannies for easily concealed goods. We will even throw in the small trailer for additional cargo.

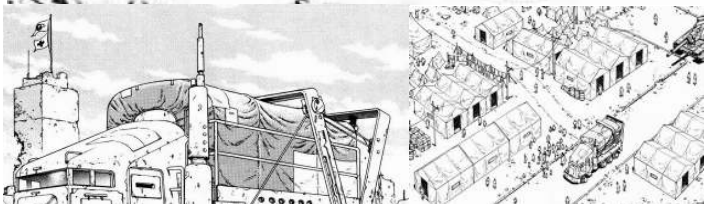
SPECIAL EQUIPMENT: Military radio, family sized water distillation kits, kitchenette,

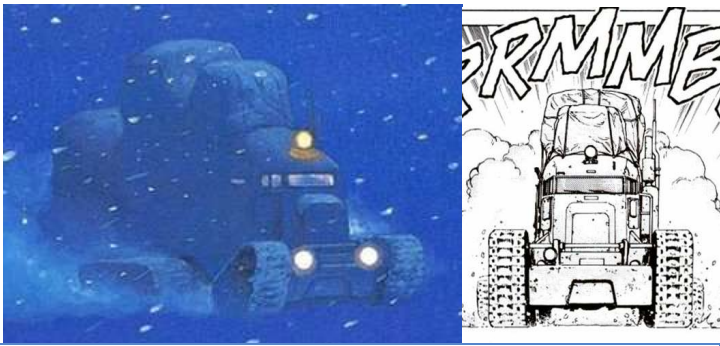


Top Speed:	80 mph	Acc/Decc:	15/25
Crew:	1	Range:	250mi
Passengers:	7	Cargo:	6000KG
Maneuver:	-2	SDP:	60
SP:	20	Type:	Truck
Mass:	2.2tons	Starting Bid:	7500EB

Built by the same group, on what appears to be the same chassis as the above vehicle, this truck is a little roomier though doesn't offer quite as much cargo capability or protection for the passenger compartment.

SPECIAL EQUIPMENT:

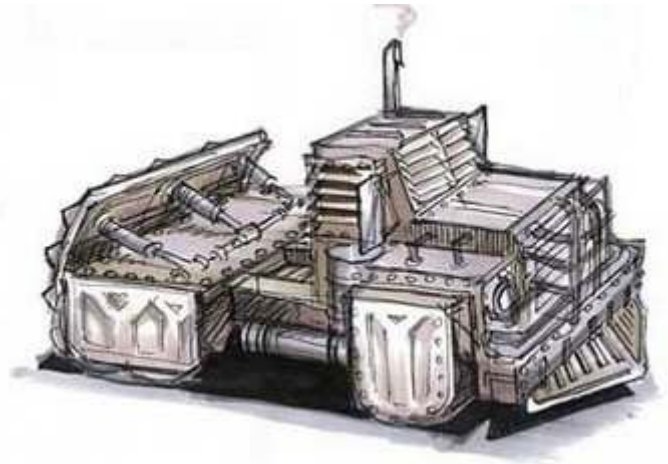




Top Speed:	60 mph	Acc/Decc:	10/25
Crew:	1	Range:	250mi
Passengers:	8	Cargo:	8000KG
Maneuver:	-1	SDP:	80
SP:	25	Type:	Truck
Mass:	2.5tons	Starting Bid:	5000EB

Another large armored nomad truck, ideally suited for cold climate or desert due to its tracked propulsion.

SPECIAL EQUIPMENT: Off-road capable, climate control,



Top Speed:	100 mph	Acc/Decc:	18/25
Crew:	1	Range:	250mi
Passengers:	7	Cargo:	10,000KG
Maneuver:	0	SDP:	80
SP:	30	Type:	Truck
Mass:	1.8tons	Starting Bid:	7500EB

This old semi has been given heavy armor plating all around, including a retractable read heavy plate for when the vehicle is not towing a trailer.

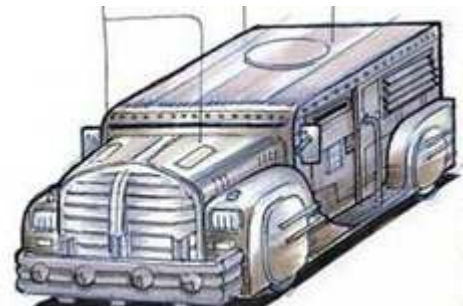
SPECIAL EQUIPMENT: cattle catcher, ram bar



Top Speed:	80 mph	Acc/Decc:	18/25
Crew:	1	Range:	250mi
Passengers:	18	Cargo:	5000KG
Maneuver:	0	SDP:	60
SP:	20	Type:	Truck
Mass:	2tons	Starting Bid:	4200EB

This nomad converted bus makes the perfect transport vehicle for both passengers and cargo. And since its a more modern vehicle and non military vehicle, finding parts for it won't be quite as difficult. The inside seating is capable of folding into cots, or fodling down flat for more storage room.

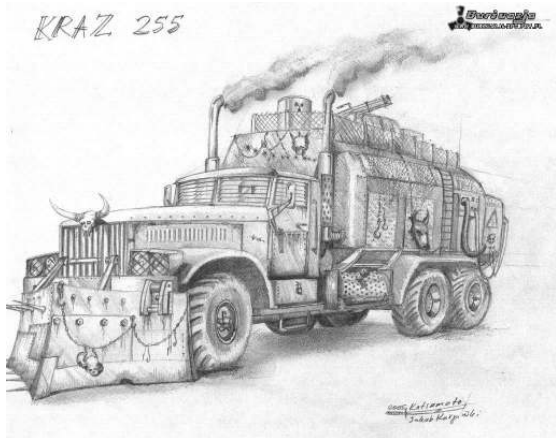
SPECIAL EQUIPMENT:



Top Speed:	120 mph	Acc/Decc:	15/25
Crew:	1	Range:	250mi
Passengers:	7	Cargo:	2000KG
Maneuver:	0	SDP:	60
SP:	25	Type:	Truck
Mass:	1.9tons	Starting Bid:	2000EB

Another extremely heavily armored truck, with ample cargo room. If feeling safe and secure behind the wheel is important to you, then this is the vehicle you should choose.

SPECIAL EQUIPMENT: ram bar, top mounted hatch



Top Speed:	110 mph	Acc/Decc:	10/30
Crew:	1	Range:	500mi
Passengers:	10	Cargo:	75 tons
Maneuver:	-2	SDP:	110
SP:	25	Type:	Truck
Mass:	14tons	Starting Bid:	12,000EB

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, kitchen, 6fold down bunks, armor plating, rooftop turret. family sized water distillation kit, exterior faucet/shower, 50 gallon water tank.



Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	550mi
Passengers:	1	Cargo:	75 tons
Maneuver:	-2	SDP:	110
SP:	25	Type:	Truck
Mass:	11tons	Starting Bid:	15,000EB

Another Raffin truck, apparently this one was on of their fuel supply trucks, but was captured recently and is now being sold here on the market. The fuel has been claimed, but the trailer is sold with the truck.

SPECIAL EQUIPMENT: Cowcatcher, ram bar, fuel tanker trailer



Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	300mi
Passengers:	5	Cargo:	600kg
Maneuver:	-1	SDP:	60
SP:	20	Type:	Truck
Mass:	1.1tons	Starting Bid:	600EB

A simple but affordable van with great gas mileage and plenty of protection.

SPECIAL EQUIPMENT: ram bar, armor plating, armor plating over windows and wheel wells,

JELCZ 021



Katsunato



Top Speed:	120 mph	Acc/Decc:	15/30
Crew:	1	Range:	400mi
Passengers:	4	Cargo:	1000KG
Maneuver:	0	SDP:	80
SP:	20	Type:	Truck
Mass:	1.9tons	Starting Bid:	800EB

This is a scratchbuilt nomad SUV..... pretty isn't it. While it is useless off-road, it is highly armored and plenty roomy.

SPECIAL EQUIPMENT: ram bar, armor plating over wheel wells, long range radio



Top Speed:	100 mph	Acc/Decc:	10/30
Crew:	1	Range:	550mi
Passengers:	2	Cargo:	75 tons
Maneuver:	-1	SDP:	110
SP:	25	Type:	Truck
Mass:	11tons	Starting Bid:	18,000EB

We think this was originally at least one bus, but we aren't sure. One thing is for sure, if you have a large family and like to travel together, this is definately the ride for you.

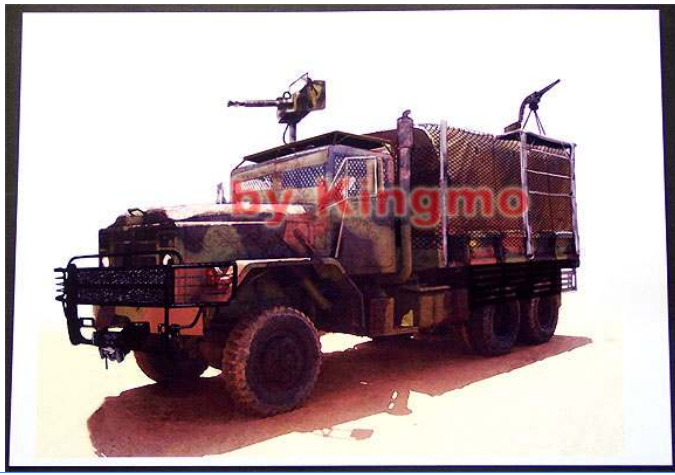
SPECIAL EQUIPMENT: wheel spikes, lots of armor plating, roof turrets, military radio, family sized distillation kit, 60 gallon water tank, kitchen, 10 fold down bunks.



Top Speed:	80 mph	Acc/Decc:	10/20
Crew:	1	Range:	300mi
Passengers:	4	Cargo:	9000KG
Maneuver:	0	SDP:	80
SP:	15	Type:	Truck
Mass:	1.7tons	Starting Bid:	700EB

She's ugly and old, but she runs forever and hauls like a mule.

SPECIAL EQUIPMENT: 14mm mg on roof mount



Top Speed:	70 mph	Acc/Decc:	10/20
Crew:	1	Range:	300mi
Passengers:	10	Cargo:	20 tons
Maneuver:	-2	SDP:	110
SP:	25	Type:	Truck
Mass:	12tons	Starting Bid:	12,000EB

A small cargo hauler, armed for defense. Perfect to move your supplies in safety.

SPECIAL EQUIPMENT: ram bar, military band radio, armor plating, rooftop turret. family sized water distillation kit, Turrewt mounted .50 cal mg, turret mounted 7.62mm mg, 50 gallon water tank.



Top Speed:	100 mph	Acc/Decc:	20/30
Crew:	1	Range:	400mi
Passengers:	3	Cargo:	50 tons
Maneuver:	-2	SDP:	160
SP:	20	Type:	Heavy Truck
Mass:	15tons	Starting Bid:	20,000EB

Not even dented yet, this truck can get your haul through dangerous stretches of road and still look professional.

SPECIAL EQUIPMENT: sleeper cabin, microwave, fridge, full audio/visual entertainment suite, civilian band radio, steel plating, 2 ball turret mounted dual .50 cal mgs,



Top Speed:	120 mph	Acc/Decc:	20/30
Crew:	1	Range:	400mi
Passengers:	5	Cargo:	50 tons (trailer)
Maneuver:	-2	SDP:	160
SP:	25	Type:	Heavy Truck
Mass:	15tons	Starting Bid:	20,000EB

I crap myself just looking at this, those Raffen Shiv are sick twisted puppies.

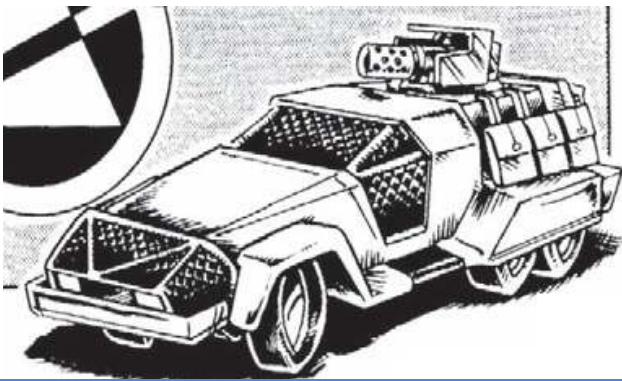
SPECIAL EQUIPMENT: cowcatcher, military band radio, steel plating, spikes, 2 side mounted .50 cal mgs, turret mounted harpoon launcher (8d6) and cable winch



Top Speed:	50 mph	Acc/Decc:	5/10
Crew:	1	Range:	300mi
Passengers:	8	Cargo:	4000KG
Maneuver:	-2	SDP:	50
SP:	5	Type:	Truck
Mass:	1.9tons	Starting Bid:	400EB

Get along little doggie...

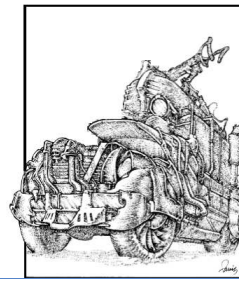
SPECIAL EQUIPMENT: off-road capable



Top Speed:	80 mph	Acc/Decc:	15/20
Crew:	1	Range:	300mi
Passengers:	4	Cargo:	800KG
Maneuver:	-1	SDP:	50
SP:	20	Type:	Truck
Mass:	1.3tons	Starting Bid:	700EB

A stripped bare mid-size pickup that was then wrapped in steel plating and fencing. It offers pretty good protection for the price.

SPECIAL EQUIPMENT: flamethrower on roof mount, steel plating, ram bar,



Top Speed:	80 mph	Acc/Decc:	10/20
Crew:	1	Range:	300mi
Passengers:	4	Cargo:	1000KG
Maneuver:	-1	SDP:	80
SP:	15	Type:	Truck
Mass:	1.7tons	Starting Bid:	500EB

We think this started off as a pickup with a camper shell, not sure all what has happened to it, but we can see they have added a turret on the roof, and steel plating, and turned the back into a cozy little living area complete with wood burning stove.

SPECIAL EQUIPMENT: 7.62mm mg on roof mount, steel plating, bed, stove, 50 gallon water tank, personal distillation kit.



Top Speed:	120 mph	Acc/Decc:	10/30
Crew:	1	Range:	550mi
Passengers:	1	Cargo:	75 tons
Maneuver:	-2	SDP:	110
SP:	40	Type:	Truck
Mass:	11tons	Starting Bid:	18,000EB

This nomad truck has seen some heavy duty and is ready for anything the road throws at it, the weapons have been stripped but its a pretty easy thing to add your own. This truck will support an entire family, maybe more if they eat and sleep in shifts, ideal for living the long haul.

SPECIAL EQUIPMENT: Cowcatcher, ram bar, military band radio, steel palting, family size distillation kit, full kitchen, water pump, sleeping space for 6 (2 in cab, 4 in trailer), roof lights, steel shutters over windows,



Top Speed:	50 mph	Acc/Decc:	5/10
Crew:	7	Range:	400mi
Passengers:	40	Cargo:	400tons
Maneuver:	-4	SDP:	1000
SP:	100	Type:	INDUSTRIAL TRUCK
Mass:	320tons	Starting Bid:	20,000,000EB

We have never seen anything like this, and we are damn sure neither have you. It is true testament to the ingenuity and skill of the nomad community. A 320 ton heavy dump truck, transformed into a modified mobile command center for an entire tribe. Tough enough to withstand almost any assault, armed enough to take out any enemy, able to travel off road, and large enough to turn any foe into a quivering mass of terror stricken jelly. The word punknaught does not even begin to describe this monstrosity. Rest assured, that if your clan purchases it, and you turn it in the direction of any metropolitan area within 100 miles that the Air Force, Army, Marines, and National Guard will stage a full assault on you. Heck if you are near the coast the Navy may join as well.

SPECIAL EQUIPMENT: Off-road capable, searchlights, high power lamps (360 around truck), 6 ball turreted dual .50cal machinguns, 6 .50 caliber machine guns on swivel mounts, 2 quad mounted 20mm autocannons, 40mm autogl, 120mm mortar, quad mounted VSAM, military radio, satellite link, full computer and cybermodem suite, full bathroom and shower, 100 gallon water supply, puncture proof tires, office, council room, 4 bedrooms, large storage room, bottom opening hatch with vehicle gantry, 4 escape hatches, water pump, gps navigation, climate control,

BOATS



Top Speed:	85mph	Acc/Decc:	20/30
Crew:	1	Range:	75mi
Passengers:	2	Cargo:	100kg
Maneuver:	+2	SDP:	40
SP:	15	Type:	watercraft
Mass:	132KG	Starting Bid:	12,000 eb

A large personal watercraft, heavily modified.

SPECIAL EQUIPMENT: none, dual 5.56mm gatling guns.



Top Speed:	65mph	Acc/Decc:	25/35
Crew:	1	Range:	80mi
Passengers:	1	Cargo:	0kg
Maneuver:	+3	SDP:	40
SP:	10	Type:	watercraft
Mass:	145KG	Starting Bid:	1000 eb

You almost never see these anymore. An original Kawasaki Wetbike. It's a collectors item, and I would advise any Static boat collector in the audience to place his bid for it now, as this puppy is in pristine condition. I am purposely starting the bid high so none of you reprobates can trash it.

SPECIAL EQUIPMENT: none



Top Speed:	wind powered	Acc/Decc:	windpowered
Crew:	1	Range:	unlimited
Passengers:	4	Cargo:	3000kg
Maneuver:	+2	SDP:	120
SP:	40	Type:	watercraft
Mass:	5 tons	Starting Bid:	10,000 eb

A hand built catamaran, very fast. Perfect for those who wish to be one with the sea.

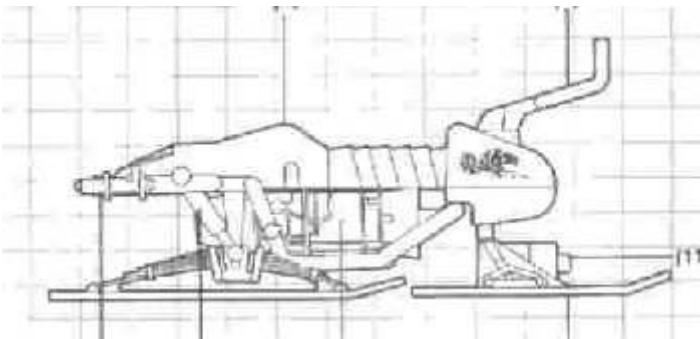
SPECIAL EQUIPMENT: Harpoon gun,



Top Speed:	30mph	Acc/Decc:	12/12
Crew:	1	Range:	100mi
Passengers:	1	Cargo:	2000kg
Maneuver:	0	SDP:	50
SP:	10	Type:	watercraft
Mass:	1 tons	Cost:	1,000 eb

A small skiff, perfect for whatever use you put it too. This one belonged to a river scavenger and comes with everything shown.

SPECIAL EQUIPMENT: 2 tents, 3 50 gallon drums of fuel, cooking utensils, large toolbox, tarp, 2 weeks supply of rations, 4 blankets, rain gear, 2 full sets of scuba gear, 2 wet suits, 7.62mm machinegun in swivel mount.



Top Speed:	80mph	Acc/Decc:	25/30
Crew:	1	Range:	80mi
Passengers:	0	Cargo:	0kg
Maneuver:	+1	SDP:	40
SP:	10	Type:	watercraft
Mass:	92KG	Starting Bid:	900 eb

Nomad aquatic engineering at its finest, the vehicle operates equally well on both water and ice/snow.

SPECIAL EQUIPMENT: none



Top Speed:	75mph	Acc/Decc:	35/15
Crew:	1	Range:	120mi
Passengers:	1	Cargo:	40kg
Maneuver:	+3	SDP:	80
SP:	40	Type:	watercraft
Mass:	.75 tons	Starting Bid:	15,000 eb

We normally don't get in state of the art military vehicles, but this Cottonmouth can be yours today. Most of the special equipment has been stripped, but the radio and weapons remain.

SPECIAL EQUIPMENT: military radio, 2 20mm cannons, dual barreled 5.56mm MG in turret,



Top Speed:	40mph	Acc/Decc:	15/15
Crew:	1	Range:	100mi
Passengers:	0	Cargo:	50kg
Maneuver:	-2	SDP:	30
SP:	10	Type:	watercraft
Mass:	.7 tons	Starting Bid:	900 eb

This catamaran style single person swamp boat is faster than it looks.

SPECIAL EQUIPMENT:



Top Speed:	90mph	Acc/Decc:	20/30
Crew:	1	Range:	80mi
Passengers:	1	Cargo:	0kg
Maneuver:	+3	SDP:	40
SP:	10	Type:	watercraft
Mass:	120KG	Starting Bid:	700 eb

This souped up waverunner is fast and powerful enough to pull a skier, and was last used by pirates raiding from Lost Angeles.

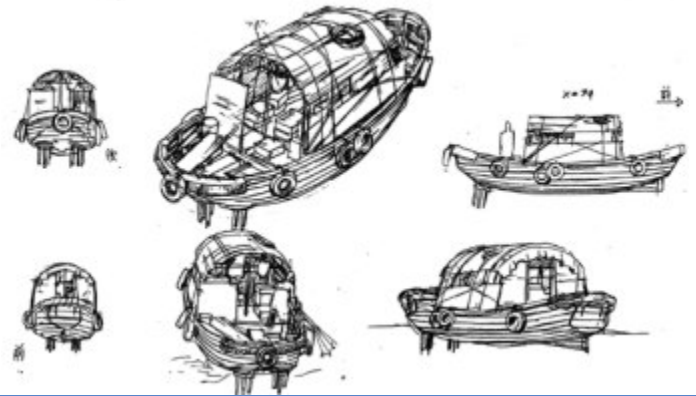
SPECIAL EQUIPMENT: netting to attach gear for easy access



Top Speed:	35mph	Acc/Decc:	15/15
Crew:	1	Range:	120mi
Passengers:	2	Cargo:	100kg
Maneuver:	-2	SDP:	30
SP:	10	Type:	watercraft
Mass:	.8 tons	Starting Bid:	2000 eb

A swamp boat modified for duty on salt or fresh water.

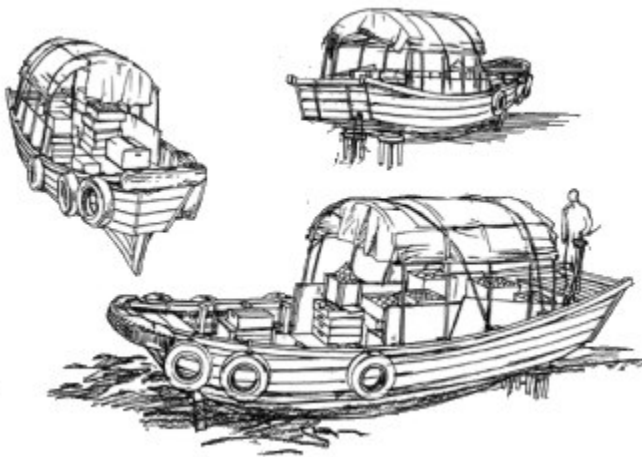
SPECIAL EQUIPMENT:



Top Speed:	20mph	Acc/Decc:	5/15
Crew:	1	Range:	100mi
Passengers:	5	Cargo:	1000kg
Maneuver:	-1	SDP:	50
SP:	10	Type:	watercraft
Mass:	1.2 tons	Cost:	1200 eb

It's small, slow, and ugly, but we are selling it cheap

SPECIAL EQUIPMENT: everything you see, which is just about everything you could ever want or need for fishing.



Top Speed:	35mph	Acc/Decc:	10/10
Crew:	1	Range:	140mi
Passengers:	8	Cargo:	1200kg
Maneuver:	0	SDP:	50
SP:	10	Type:	watercraft
Mass:	1.8 tons	Starting Bid:	2800 eb

These asian style fishing boats are becoming more and more popular with aquatic nomads, mostly due to the large asian population inherent in the community.

SPECIAL EQUIPMENT:



Top Speed:	95mph	Acc/Decc:	25/35
Crew:	1	Range:	80mi
Passengers:	0	Cargo:	0kg
Maneuver:	+3	SDP:	40
SP:	10	Type:	watercraft
Mass:	115KG	Starting Bid:	1000 eb

This jet ski has been tweaked hard to be as fast as almost anything on the market today. A true favorite amongst river raiders due to its maneuverability, speed, and size.

SPECIAL EQUIPMENT: none



Top Speed:	30 mph	Acc/Decc:	5/5
Crew:	50 (minimum)	Range:	5400mi
Passengers:	5000	Cargo:	0
Maneuver:	-5	SDP:	8000
SP:	300	Type:	Aircraft Carrier
Mass:	263,000 TONS	Starting Bid:	50,000,000eb

Yes, that's right, now your nation, or corporation, or military, can own its own aircraft carrier. This decommissioned French carrier was serving as a naval museum when it was the target of an Algerian terrorist attack. The vessel was then sold for scrap, but on its way to the scrap yards it was caught in a storm and sunk. The vessel was written off as a loss, then an enterprising group of Thelas salvagers recovered it and brought it here. Repairs have been underway to make it seaworthy again, and now its available to the highest bidder.

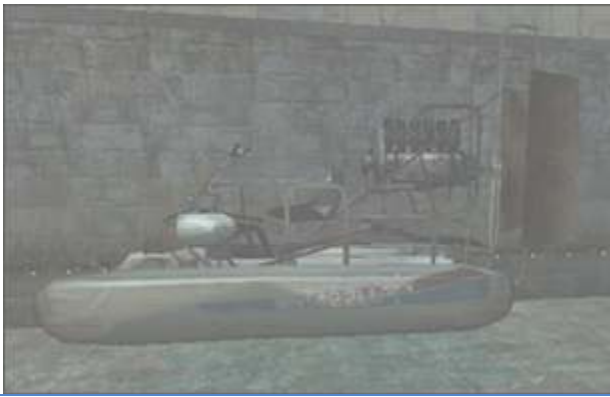
SPECIAL EQUIPMENT: the vessel has been absolutely stripped of everything that wasn't welded to it, you will have to re-equip it yourself.



Top Speed:	20mph	Acc/Decc:	5/5
Crew:	2	Range:	100mi
Passengers:	2	Cargo:	25tons
Maneuver:	-2	SDP:	80
SP:	10	Type:	watercraft
Mass:	16 tons	Starting Bid:	15,000 eb

This very powerful river salvage boat can haul up just about anything, or tow anything back to shore.

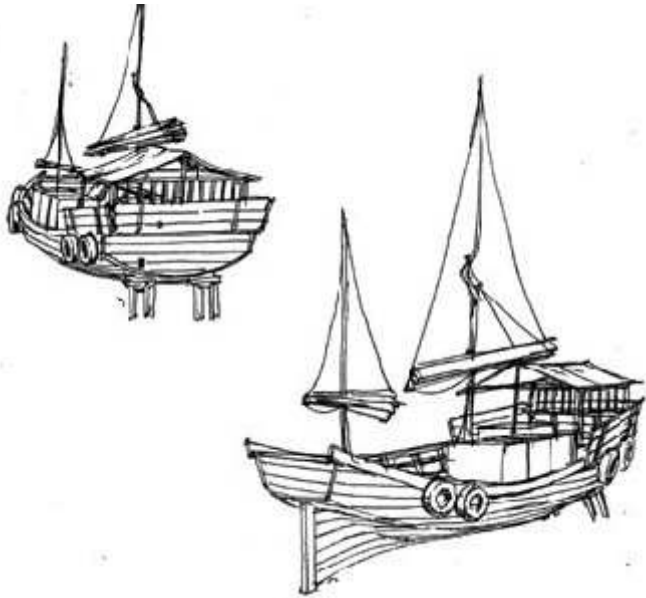
SPECIAL EQUIPMENT: crane, sonar, civilian band radio, scuba gear for one



Top Speed:	30mph	Acc/Decc:	10/10
Crew:	1	Range:	80mi
Passengers:	3	Cargo:	100kg
Maneuver:	-2	SDP:	30
SP:	10	Type:	watercraft
Mass:	400kg	Starting Bid:	200 eb

This inflatable hull swamp boat is cheap and has many uses, don't let it get away.

SPECIAL EQUIPMENT:



Top Speed:	wind powered	Acc/Decc:	windpowered
Crew:	1	Range:	unlimited
Passengers:	10	Cargo:	1ton
Maneuver:	-2	SDP:	120
SP:	10	Type:	watercraft
Mass:	6 tons	Starting Bid:	12,000 eb

A chinese junk, a growing site in the waters off Night City. Live in it, work on it, use it however you choose.

SPECIAL EQUIPMENT: engine (30mph)



Top Speed:	140mph	Acc/Decc:	20/40
Crew:	1	Range:	100mi
Passengers:	0	Cargo:	60kg
Maneuver:	+1	SDP:	40
SP:	10	Type:	watercraft
Mass:	2.2 tons	Starting Bid:	5,000 eb

An old racing boat, still seaworthy and in excellent condition.

SPECIAL EQUIPMENT:



Top Speed:	40mph	Acc/Decc:	10/10
Crew:	5	Range:	800mi
Passengers:	20	Cargo:	100tons
Maneuver:	-3	SDP:	200
SP:	25	Type:	watercraft
Mass:	62 tons	Starting Bid:	180,000 eb

This industrial fishing boat has been converted to serve as flagship for a large tribe, bids expected to run high on this one.

SPECIAL EQUIPMENT: Radar, Sonar, long range military radio, full kitchen, medical facility, laundry, main sleeping area for 20, and individual quarters for captain and crew, 5 .50 cal machineguns on swivel mounts, 2 40mm autogls. and one 7.62mm vulcan, 10 depth charges,



Top Speed:	45mph	Acc/Decc:	15/15
Crew:	1	Range:	140mi
Passengers:	4	Cargo:	2000kg
Maneuver:	+1	SDP:	50
SP:	10	Type:	watercraft
Mass:	5 tons	Starting Bid:	11,000 eb

A fast and armed converted cruiser, just the thing for riding escort or offensive duty.

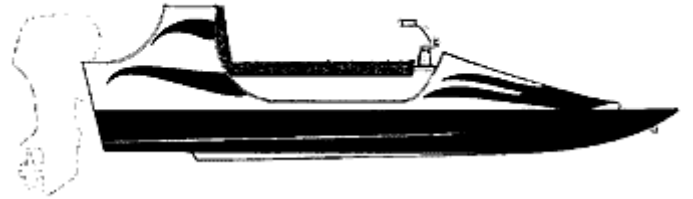
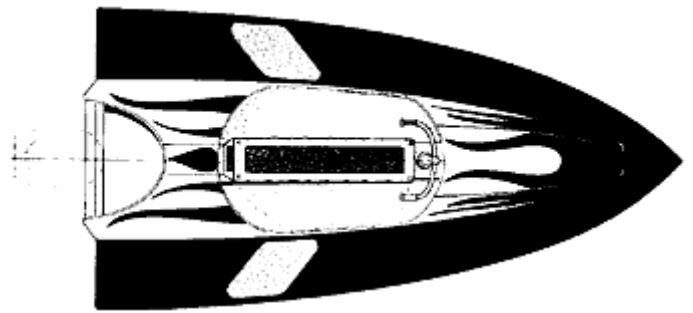
SPECIAL EQUIPMENT: .50cal machinegun on swivel mount.



Top Speed:	75mph	Acc/Decc:	20/30
Crew:	1	Range:	80mi
Passengers:	1	Cargo:	0kg
Maneuver:	+3	SDP:	40
SP:	10	Type:	watercraft
Mass:	125KG	Cost:	200 eb

Ok you heathens, you wanted a wetbike, well you can bid on this one.

SPECIAL EQUIPMENT: none



Top Speed:	55mph	Acc/Decc:	20/25
Crew:	1	Range:	80mi
Passengers:	2	Cargo:	0kg
Maneuver:	+2	SDP:	40
SP:	10	Type:	watercraft
Mass:	132KG	Cost:	600 eb

Cross a waverunner with a boat, and you get this..... not quite as fast, but more stable.

SPECIAL EQUIPMENT: none



Top Speed:	95mph	Acc/Decc:	25/30
Crew:	1	Range:	90mi
Passengers:	0	Cargo:	0kg
Maneuver:	+3	SDP:	40
SP:	10	Type:	watercraft
Mass:	130KG	Cost:	1000 eb

I love these souped up jet ski's, nothing comparable even comes close to their speed and maneuverability.

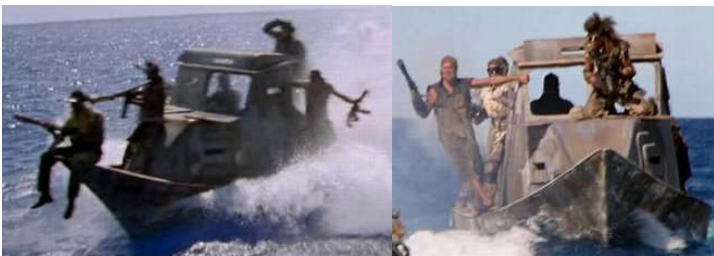
SPECIAL EQUIPMENT: none



Top Speed:	45mph	Acc/Decc:	10/10
Crew:	1	Range:	600mi
Passengers:	20	Cargo:	20 tons
Maneuver:	+1	SDP:	120
SP:	10	Type:	watercraft
Mass:	25 tons	Starting Bid:	41,000 eb

A large fishing boat, with everything you could ever need.

SPECIAL EQUIPMENT: dual mounted .50cal machineguns on turret, captains cabin, full kitchen, sleeping quarters, lounge area, cargo hold, 2 fishing hoists, crane, full bathroom, with shower and bathtub. (gm's be generous within reason with the supplies on board)



Top Speed:	75mph	Acc/Decc:	15/15
Crew:	1	Range:	200mi
Passengers:	4	Cargo:	4000kg
Maneuver:	+1	SDP:	80
SP:	20	Type:	watercraft
Mass:	4 tons	Starting Bid:	17,000 eb

A Built from the water up, this nomad speedboat hauls ass over the waves.

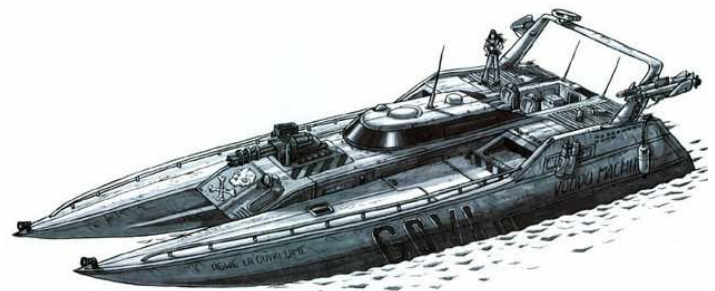
SPECIAL EQUIPMENT: sleeper cabin, steel plating



Top Speed:	70mph	Acc/Decc:	10/15
Crew:	1	Range:	200mi
Passengers:	2	Cargo:	4000kg
Maneuver:	0	SDP:	05
SP:	20	Type:	watercraft
Mass:	4 tons	Starting Bid:	15,000 eb

Take a ski boat, add armor splating and reinforce the hull, then add 2 gigantic 18ga. driven ramming prows to the front of it, and you have this, a pirates idea of a kamikaze. The idea is, drive it really fast towards the hull of a large boat, the shells in the prows go off on impact driving the prows into the hull causing major damage and hopefully sinking the enemy vessel. Just pray if you are the one driving that the prows detach like they are supposed to, or you are in a heap of trouble.

SPECIAL EQUIPMENT: ramming prows, steel plating



Top Speed:	140mph	Acc/Decc:	22/45
Crew:	1	Range:	230mi
Passengers:	7	Cargo:	2000kg
Maneuver:	0	SDP:	50
SP:	20	Type:	watercraft
Mass:	4 tons	Starting Bid:	25,000 eb

The baddest boat I have ever seen, captured from pirates it would make an ideal outrider boat, smuggling fast mover, or even just a personal craft. And as you can see, she is more than capable of defending herself.

SPECIAL EQUIPMENT: 7.62mm gatling, 2 2" torpedoes, radar, sonar, long range radio, hidden smuggling hold, steel plating

AIRCRAFT



Top Speed:	550mph	Acc/Decc:	40/30
Crew:	1	Range:	800 mi
Passengers:	1	Cargo:	200 KG
Maneuver:	+1	SDP:	60
SP:	15	Type:	AV
Mass:	1.6 tons	Starting Bid:	40,000 EB

This sleek and versatile 2 man AV was handbuilt here in the nomad market. It's fast and maneuverable, but what you would do with it is unclear.

SPECIAL EQUIPMENT: radar, civilian band radio



Top Speed:	80mph	Acc/Decc:	20/30
Crew:	1	Range:	400 mi
Passengers:	0	Cargo:	0 KG
Maneuver:	+3	SDP:	30
SP:	10	Type:	AV
Mass:	250kg	Cost:	8,000 EB

This small, lightweight, but highly maneuverable one man AV can be yours today, totally hand built from scratch. With the AV you will also get a detailed copy of the blueprints so you can make your own.

SPECIAL EQUIPMENT: 5.56mm machinegun



Top Speed:	50mph	Acc/Decc:	15/15
Crew:	1	Range:	200 mi
Passengers:	1	Cargo:	200 KG
Maneuver:	-1	SDP:	60
SP:	5	Type:	Helicopter
Mass:	500kg	Starting Bid	500 EB

Yes its ugly, and yes it works. This is quite possibly the strangest helicopter design I have ever seen.

SPECIAL EQUIPMENT: none



Top Speed:	600mph	Acc/Decc:	30/30
Crew:	1	Range:	800 mi
Passengers:	0	Cargo:	200 KG
Maneuver:	+3	SDP:	70
SP:	15	Type:	aircraft
Mass:	3 tons	Starting Bid:	46,000 EB

Hand built by a former air show stunt pilot, this plane is one of the fastest prop driven aircraft I have ever seen, and one of the most maneuverable. It is also armed with making it just the thing for stunt work, and air support/assault

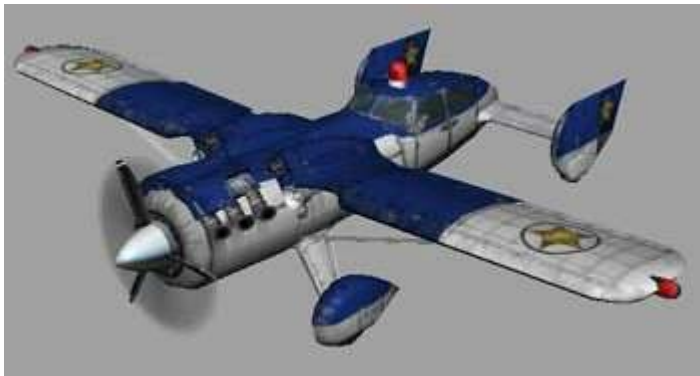
SPECIAL EQUIPMENT: radar, radio, twin .50cal machineguns, (able to carry 500lb payload, or extra fuel)



Top Speed:	250mph	Acc/Decc:	25/25
Crew:	1	Range:	500 mi
Passengers:	1	Cargo:	2000 KG
Maneuver:	+1	SDP:	50
SP:	10	Type:	aircraft
Mass:	.6 tons	Starting Bid:	9,000 EB

This hand built plane was originally made to serve as a forward scout vehicle, but the tribe has since upgraded so now this is available to the highest bidder.

SPECIAL EQUIPMENT: radio



Top Speed:	350mph	Acc/Decc:	30/20
Crew:	1	Range:	750 mi
Passengers:	1	Cargo:	200 KG
Maneuver:	+2	SDP:	60
SP:	10	Type:	aircraft
Mass:	.9 tons	Starting Bid:	20,000 EB

I swear, some of those Hi-Way guys are really nomads at heart. This plane was built by a Hi-Way pilot, when he died of heart failure, his wife, as per instructions left in his will, brought it here to sell. Lets see if we can help the little lady out.

SPECIAL EQUIPMENT: radar, radio



Top Speed:	150mph	Acc/Decc:	40/30
Crew:	1	Range:	300 mi
Passengers:	0	Cargo:	0 KG
Maneuver:	+3	SDP:	60
SP:	10	Type:	aircraft
Mass:	200 lbs	Starting Bid:	15,000 EB

You simply have to love Technomancers. This one man, flying wing, is quite possibly the most fun flying device we have ever seen. But be warned, it is for experienced pilots only, and never try to land it on an uneven surface, or on pavement. We suggest a nice grassy, or desert field, or perhaps water as it does float. Steering is done entirely by body movement, much like a hang glider. Oh, and important to note, it glides easily when the power is shut odd due to its extremely light weight ceramic and aluminum design, the landing struts are titanium.

SPECIAL EQUIPMENT: Storage space for 2 long barreled rifles,



Top Speed:	350mph	Acc/Decc:	30/20
Crew:	1	Range:	500 mi
Passengers:	1	Cargo:	200 KG
Maneuver:	+3	SDP:	60
SP:	10	Type:	aircraft
Mass:	1.7 tons	Starting Bid:	20,000 EB

You will note that almost all of the aircraft we are selling is handbuilt, this is no exception.

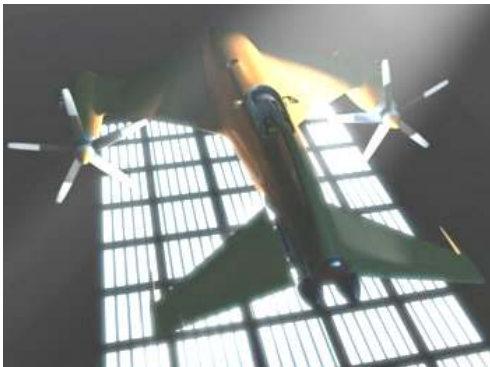
SPECIAL EQUIPMENT: radar, radio



Top Speed:	600mph	Acc/Decc:	50/30
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

Even though this plane is a completely original design, couldn't you just see it tearing up the sky's over Europe in WW2? Those big engines put out a lot of thrust, and this plane can be a beast to fly, but there is no doubting its performance.

SPECIAL EQUIPMENT: radar, radio, 6 nose mounted .30 caliber machineguns



Top Speed:	400mph	Acc/Decc:	40/35
Crew:	1	Range:	600 mi
Passengers:	0	Cargo:	0 KG
Maneuver:	+4	SDP:	80
SP:	10	Type:	aircraft
Mass:	.9 tons	Starting Bid:	40,000 EB

The single most maneuverable plane I have ever seen. The dual props propel it through turns so tight they have to be seen to be believed.

SPECIAL EQUIPMENT: radio



reproduction of a design by marco spitoni from cee-gee.net

Top Speed:	300mph	Acc/Decc:	30/30
Crew:	1	Range:	800 mi
Passengers:	3	Cargo:	1000 KG
Maneuver:	0	SDP:	60
SP:	20	Type:	AV
Mass:	6.5 tons	Starting Bid:	60,000 EB

Built from scratch using parts from junked military AV's, this aerodyne is a beast. It doesn't come armed, however you should have no problem equipping it with whatever you wish.

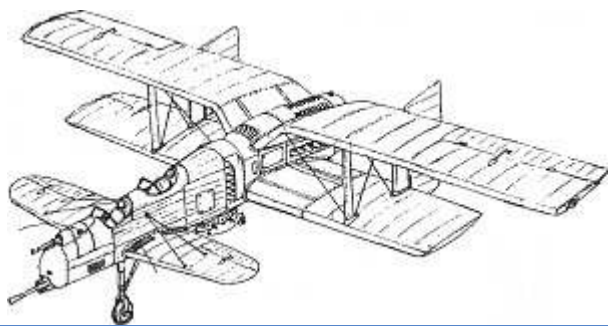
SPECIAL EQUIPMENT: Military Radio, radar, ejection seats, and the ability to hold 2000lbs of weaponry,



Top Speed:	500mph	Acc/Decc:	30/30
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

This crossbreed of airplane and aerodyne technologies resulted in a vehicle that flies like a plane, but takes off and lands, and even hovers at slow speed like an AV. It's not as fast as an old Harrier, nor can it carry as many weapons, but it outperforms it in every other way.

SPECIAL EQUIPMENT: Military Radio, ejection seats, HUD, Radar, 20mm autocannon,



Top Speed:	300mph	Acc/Decc:	20/20
Crew:	2	Range:	800 mi
Passengers:	10	Cargo:	1000 KG
Maneuver:	-1	SDP:	70
SP:	10	Type:	Airplane
Mass:	4 tons	Starting Bid:	60,000 EB

A jet propelled cargo/bomber. Nomads are an ingenious lot, and this biplanes design is a throwback to the golden age of flight. This is one of many designs by the Airlords, recovered from their base camp after they met their unfortunate end at the hands of Militech.

SPECIAL EQUIPMENT: Military Radio, radar, forward mounted 20mm autocannon, 500 lbs of munitions



Top Speed:	80mph	Acc/Decc:	10/10
Crew:	1	Range:	800 mi
Passengers:	0	Cargo:	0 KG
Maneuver:	0	SDP:	30
SP:	0	Type:	Ultralight
Mass:	500kg	Starting Bid:	800 EB

A simple aerodyne, perfect if you are on a budget but need an eye in the sky

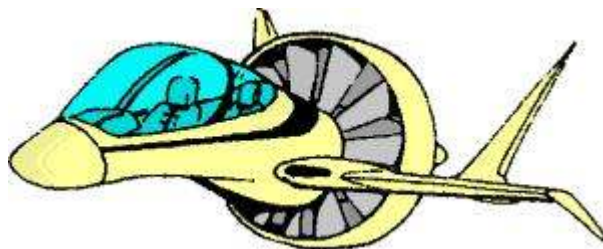
SPECIAL EQUIPMENT:



Top Speed:	550mph	Acc/Decc:	30/30
Crew:	2	Range:	700 mi
Passengers:	0	Cargo:	10 KG
Maneuver:	+3	SDP:	60
SP:	15	Type:	Airplane
Mass:	3 tons	Starting Bid:	50,000 EB

The Airlords were the largest and most famous of all the sky pirates. Their daring raids and aerial acrobatics earned them renown as some of the most skilled pilots in the world. This is their leaders personal aircraft, highly maneuverable and faster than anything else in the tribe. The night before Militechs ambush, this plane was stolen by the informant within the Airlords. The few scattered survivors tracked him down and killed him, but were unable to retake the plane. Now it is here, a piece of history available to the highest bidder. Due to the historical significance and high profile of the plane, we are starting bids at 50 thousand, but expect it to go for much much more.

SPECIAL EQUIPMENT: Military Radio, radar, rear mounted dual .50 cal autocannon turret, forward facing .50 cal machinegun x4 and the ability to hold 4000lbs of weaponry,



Top Speed:	250mph	Acc/Decc:	30/30
Crew:	1	Range:	400 mi
Passengers:	1	Cargo:	20 KG
Maneuver:	+2	SDP:	40
SP:	10	Type:	Airplane
Mass:	.3 tons	Starting Bid:	10,000 EB

This 2 seater stunt plane is the perfect scout vehicle, and its small size allows it to be stored in the back of a van.

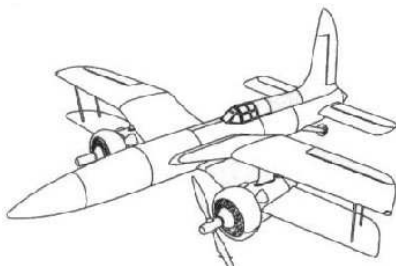
SPECIAL EQUIPMENT: smoke canisters (red, white, blue)



Top Speed:	40mph	Acc/Decc:	10/10
Crew:	3	Range:	4000 mi
Passengers:	15	Cargo:	10 tons
Maneuver:	-4	SDP:	30
SP:	10	Type:	Dirigible
Mass:	25 tons	Starting Bid:	80,000 EB

Designed and commissioned by the Airlords, this was to serve as a mobile headquarters, so they would never have to stop moving, and so their leaders would be safe from ground attack. However it wasn't completed till after the Militech ambush, so now it's going to whoever can pay the most. It features a full bedroom, plus sleeping quarters for the crew, and additional sleeping quarters for any passengers, and a lounge area/briefing room. In an emergency the additional sleeping quarters can be jettisoned and will descend safely via automatic parachute.

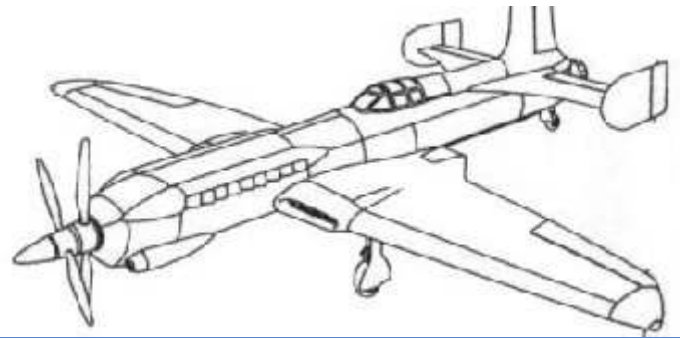
SPECIAL EQUIPMENT: Military Radio, radar, satellite linkage, full entertainment suite, cybermodem, 20 parachutes, drop harness for 2 planes, full kitchen, full bath and shower,



Top Speed:	450mph	Acc/Decc:	30/30
Crew:	1	Range:	800 mi
Passengers:	0	Cargo:	100 KG
Maneuver:	+2	SDP:	60
SP:	10	Type:	Airplane
Mass:	4 tons	Starting Bid:	30,000 EB

One of the few surviving planes from the Airlords, grounded at the time of attack. The biplane design is quite eye-catching.

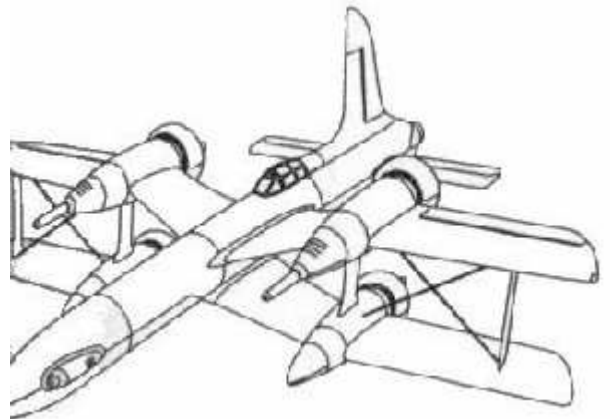
SPECIAL EQUIPMENT: Military Radio, 20mm autocannon,



Top Speed:	475mph	Acc/Decc:	30/30
Crew:	1	Range:	750 mi
Passengers:	1	Cargo:	50 KG
Maneuver:	+1	SDP:	70
SP:	10	Type:	Airplane
Mass:	4.5 tons	Starting Bid:	35,000 EB

One of the few surviving planes from the Airlords, grounded at the time of attack. The dual props give it excellent stability and speed.

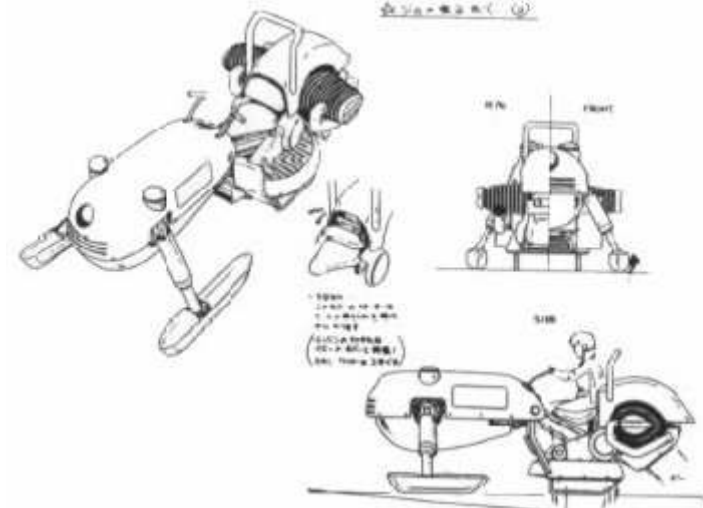
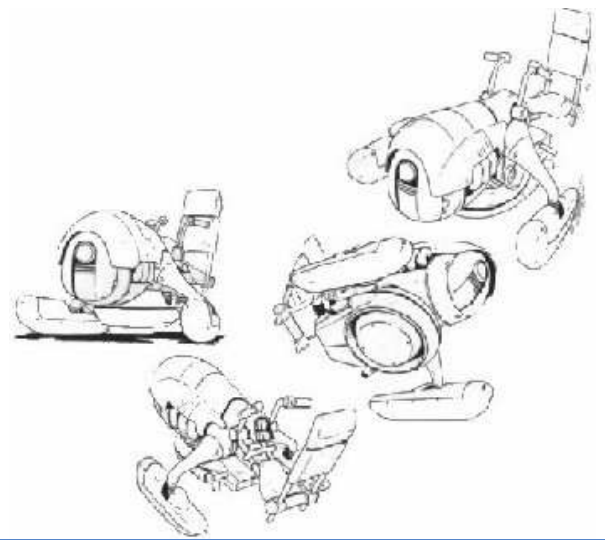
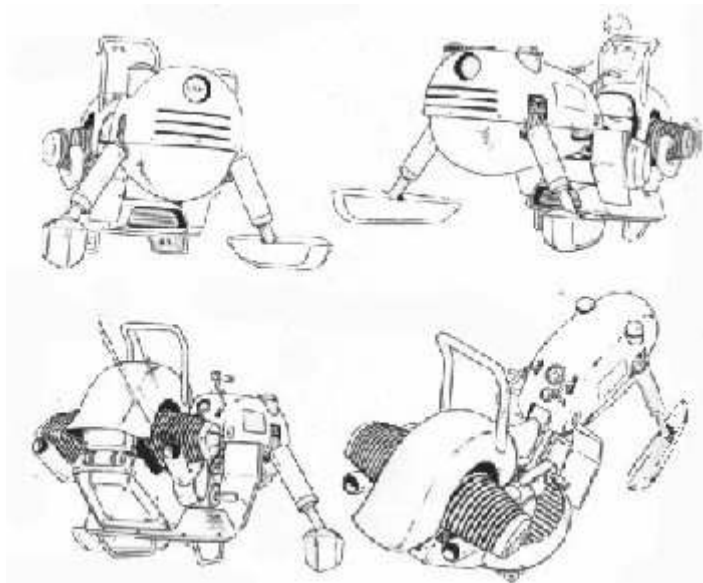
SPECIAL EQUIPMENT: Military Radio, 20mm autocannon x2, ability to carry 1000 lbs of ordinance,



Top Speed:	525mph	Acc/Decc:	30/30
Crew:	1	Range:	500 mi
Passengers:	0	Cargo:	300 KG
Maneuver:	+2	SDP:	60
SP:	10	Type:	Airplane
Mass:	6 tons	Starting Bid:	38,000 EB

One of the few surviving planes from the Airlords, grounded at the time of attack. This jet-propelled biplane is the best example of the Airlords engineering prowess.

SPECIAL EQUIPMENT: Military Radio, 20mm autocannon x2,



Top Speed:	180mph	Acc/Decc:	20/20
Crew:	1	Range:	250 mi
Passengers:	0	Cargo:	0 KG
Maneuver:	-2	SDP:	40
SP:	10	Type:	AV
Mass:	.5 tons	Starting Bid:	15,000 EB

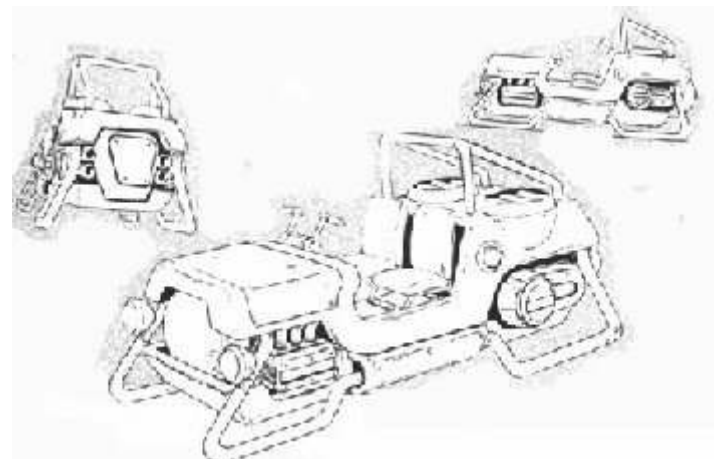
Another AVbike, this one a little faster, but less responsive. Little better balanced too.

SPECIAL EQUIPMENT:

Top Speed:	150mph	Acc/Decc:	20/20
Crew:	1	Range:	300 mi
Passengers:	0	Cargo:	0 KG
Maneuver:	-1	SDP:	40
SP:	10	Type:	AV
Mass:	.4 tons	Starting Bid:	14,000 EB

AV bikes are fun as hell, and far more versatile than any bike, the only problem is they make more noise, and in case of engine failure..... well its best not to dwell on that. This handbuilt AVbike is guaranteed to suit your needs however, so bid on it today.

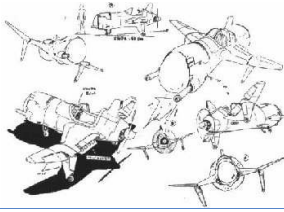
SPECIAL EQUIPMENT: civilian band radio,



Top Speed:	100mph	Acc/Decc:	10/10
Crew:	1	Range:	400 mi
Passengers:	1	Cargo:	100 KG
Maneuver:	-2	SDP:	50
SP:	10	Type:	AV
Mass:	.8 tons	Starting Bid:	10,000 EB

A very light jeep style AV, with an incredibly low starting bid, the owner wants to get rid of it.

SPECIAL EQUIPMENT:



Top Speed:	450mph	Acc/Decc:	25/25
Crew:	1	Range:	400 mi
Passengers:	0	Cargo:	50 KG
Maneuver:	+3	SDP:	60
SP:	10	Type:	Airplane
Mass:	4 tons	Starting Bid:	22,000 EB

A very small, but fast, stunt plane, the wings fold for easy transportation.

SPECIAL EQUIPMENT: civilian band radio, .50cal autocannon x2,



Top Speed:	300mph	Acc/Decc:	25/25
Crew:	1	Range:	800 mi
Passengers:	3	Cargo:	3000 KG
Maneuver:	+1	SDP:	50
SP:	10	Type:	aircraft
Mass:	1.4 tons	Starting Bid:	19,000 EB

This seaplane is one of the hardest working machines alive, it has safely supported 4 pilots careers and only crashed once.

SPECIAL EQUIPMENT: radio



Top Speed:	200mph	Acc/Decc:	10/10
Crew:	1	Range:	300 mi
Passengers:	1	Cargo:	30 KG
Maneuver:	+1	SDP:	40
SP:	10	Type:	Airplane
Mass:	.4 tons	Starting Bid:	12,000 EB

A hand built 2-seater AV-bike, makes for a great scouting or outrider platform.

SPECIAL EQUIPMENT: Military Radio, ejection seats, HUD, Radar, 20mm autocannon,



Top Speed:	520mph	Acc/Decc:	30/30
Crew:	1	Range:	600 mi
Passengers:	1	Cargo:	50 KG
Maneuver:	+2	SDP:	90
SP:	25	Type:	Airplane
Mass:	5 tons	Starting Bid:	45,000 EB

Another cross between AV and airplane, this one a bit more militaristic in nature. It comes from a group of air-pirates and was apparently hand built.

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

OTHER VEHICLES



AT Exploration Vehicle
circa 2033

Top Speed:	50 mph	Acc/Decc:	10/25
Crew:	1	Range:	2000mi
Passengers:	9	Cargo:	1 ton
Maneuver:	-3	SDP:	200
SP:	15	Type:	Heavy Machinery
Mass:	26tons	Starting Bid:	5,000,000EB

Originally this vehicle served as an arctic research platform in antarctica. But it was abandoned when it was caught on a broken ice shelf. It was salvaged, repaired and brought here to be purchased by the highest bidder. It has a sleeping compartment for 4 (the crew slept in shifts), a full kitchen, full bathroom with shower, and a plethora of scientific equipment.

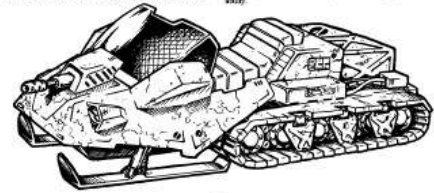
SPECIAL EQUIPMENT: Off road capable, sleeping compartment, full kitchen, 6 month supply of food, 100 gallon water supply, industrial water distillation kit, water pump, latrine with shower/sink/toilet, computer bay (full satellite link, cybermodem, 4 high power research computers), full lab, medical bay, small lounge for dining/recreation (seats 6), military radio, gps, full audio/visual entertainment suite, high power lamps, vehicle bay able to comfortably store 1 jeep sized vehicle, retractable launch ramp, 2 8 man inflatable rafts, flare launcher,



Top Speed:	60 mph	Acc/Decc:	10/10
Crew:	1	Range:	400mi
Passengers:	6	Cargo:	400KG
Maneuver:	+2	SDP:	350
SP:	80	Type:	Tank
Mass:	19tons	Starting Bid:	60,000EB

This APC has been converted for nomad living, all weaponry and computer systems have been stripped, but it still has the original military radio.

SPECIAL EQUIPMENT: Off road capable, military radio.



Top Speed:	120 mph	Acc/Decc:	20/40
Crew:	1	Range:	280mi
Passengers:	0	Cargo:	80KG
Maneuver:	0	SDP:	55
SP:	10	Type:	Snowmobile
Mass:	140kg	Starting bid:	700EB

This snowmobile tops out at 120 and has a built in nose mounted 5.56mm machinegun..... do I need to say anything else?

SPECIAL EQUIPMENT: 5.56mm cannon



Top Speed:	50 mph	Acc/Decc:	10/10
Crew:	1	Range:	450mi
Passengers:	4	Cargo:	800KG
Maneuver:	+2	SDP:	380
SP:	200	Type:	Tank
Mass:	24tons	Starting Bid:	90,000EB

We have a tank available today. Good lord, what are you guys doing out there? As you can tell by looking, this old surplus tank has been highly customized. I don't know what anyone would need a tank for, and please don't tell me, but if you do buy this, get it as far away from here as possible please.

SPECIAL EQUIPMENT: Off road capable, military radio, 7.62mm cannon, 75mm cannon, VSAM, Smoke launchers, high power lamps, lawn chairs, yard umbrella,



POWERED ARMOR SPECIFICATIONS			
SUIT NAME:	?	MANUFACTURER:	?
TOTAL WEIGHT:	965 KG	SIB/DFB:	+1/+2
CHASSIS TYPE:	VODYANOI STR: 37	CHASSIS CAP./CARRY:	1750/ 525KG
PUNCH:	4D10	STARTING BID:	115,000eb
KICK:	6D10	TROOPER SIZE:	VARIES
CRUSH:	5D10	TOUGHNESS MOD:	-9

HEAD	R & L ARMS	R. & L. LEGS	TORSO
SP: 50	SP: 50	SP: 50	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	14.5MM HEAVY MG 35	RELOAD FOR 14.5MM X4	ESCAPE HATCH
MILITARY RADIO SDP 10	RELOAD FOR 14.5MM	EXTRA POWER CELLS	RUSSIAN ARMS QUIKFIX SDP 15
FULL AUDIO/VISUAL SUITE SDP15	RELOAD FOR 14,5MM		4 HOURS LIFE SUPPORT/SELF SEAL
RADAR			SPOTLIGHT SDP10
<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>

EQUIPMENT CARRIED

Built from the ground up on a scrapped russian ACPA chassis smuggled from africa, this is a true paragon of nomad design and style. In other words, works like a dream, ugly as sin. It would appear that instead of trying to fabricate true armor plating, they just welded whatever scrap they could get to wherever would fit. Still owning your own heavy ACPA would give you an edge over any enemy, so bid on it, win it, feel safer.



POWERED ARMOR SPECIFICATIONS			
SUIT NAME:	?	MANUFACTURER:	?
TOTAL WEIGHT:	320 KG	SIB/DFB:	+4/+3
CHASSIS TYPE:	GUNSLINGER STR :25	CHASSIS CAP./CARRY:	1250/375KG
PUNCH:	3D10	STARTING BID:	2000EB
KICK:	5D10	TROOPER SIZE:	VARIES
CRUSH:	4D10	TOUGHNESS MOD:	-6

HEAD	R & L ARMS	R. & L. LEGS	TORSO
SP: 30	SP: 30	SP: 30	SP: 30
SDP: 6	SDP: 6	SDP: 13	SDP: 19
<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>
MILITECH VRI HIGH BOOST CC3 SDP10			MILITECH REPEATER
FULL AUDIO/VISUAL SUITE			MILITARY RADIO, LASER COMM
COMMLINK SDP 5			
<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>

EQUIPMENT CARRIED

An arabian style custom hardsuit. It has seen a lot of hard use, but still has plenty of miles on it and plenty of free space for further customization..

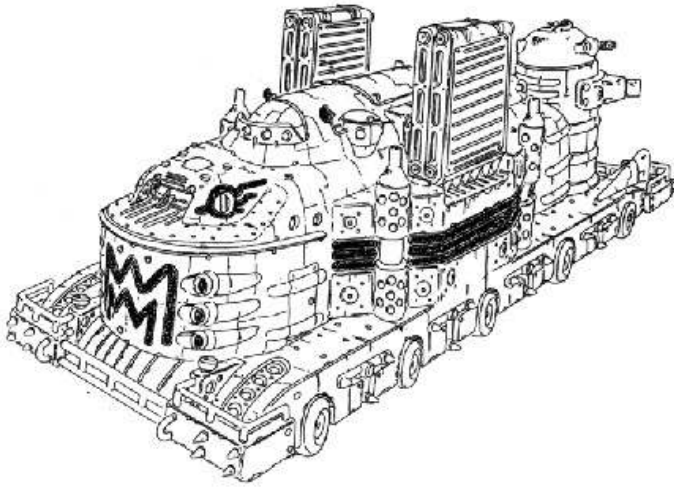


POWERED ARMOR SPECIFICATIONS			
SUIT NAME:	?	MANUFACTURER:	?
TOTAL WEIGHT:	340 KG	SIB/DFB:	-3/0
CHASSIS TYPE:	SHINOBI STR :27	CHASSIS CAP./CARRY:	1200/ 400KG
PUNCH:	3D10	STARTING BID:	2800EB
KICK:	5D10	TROOPER SIZE:	MEDIUM
CRUSH:	4D10	TOUGHNESS MOD:	-7

HEAD	R & L ARMS	R. & L. LEGS	TORSO
SP: 30	SP: 30	SP: 30	SP: 30
SDP: 6	SDP: 6	SDP: 12	SDP: 19
<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>
ENHANCED OPERATURE BASED CONTROL SDP10			ADVANCED CONTROL LOW BOOST
ARASAKA MONITOR SDP10			
<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>
COMM LINK SDP 5	VARIES	VARIES	TSUNAMI 25MM GRENADE LAUNCHER SDP 25
	RETRACTIBLE BLADED WEAPON SDP 20		

EQUIPMENT CARRIED

Here we have another oddity here in the nomad community, as if the ACPA earlier wasn't enough, here we have a Hardsuit built from scratch and salvage on a shinobi chassis. As you can see its kept it's owner alive through some tough times, but like all great men, gambling has broken him down and he must now sell this fine machine to pay back his debts.



Top Speed:	40 mph	Acc/Decc:	10/10
Crew:	8	Range:	200mi
Passengers:	29	Cargo:	3 tons
Maneuver:	-5	SDP:	200
SP:	45	Type:	PUNKNAUGHT
Mass:	26tons	Starting Bid:	200,000EB

This Punknaught was the only vehicle to escape the Combat Zone during the Carnival. Created by the Maelstrom who probably had no real intention of trying to escape, they just wanted to kill cops and anyone else that got in their way. It is powered by a Trauma Team AV-8's engines that was downed in the combat zone two months before the Carnival started, so construction of this must have taken place well prior to the Carnival.

The punknaught was disabled and all 44 Maelstrom gangers shot down in a flurry of ACPA weapons fire two blocks outside the combat zone. Afterwards the city hired us to haul it away. Now we have repaired it and are offering it up for sale. Hopefully a museum will buy it, but you never know. Its armored like you wouldn't believe, and heavily armed as well. It features folding boarding ramps on each side than can extend up to 24 feet. The downside to the vehicle, and its a big downside, is that it has an abysmal turning radius. which is probably why it crashed through the Carnival Barrier in the first place. It can't turn on anything smaller than a 4 lane road intersection.

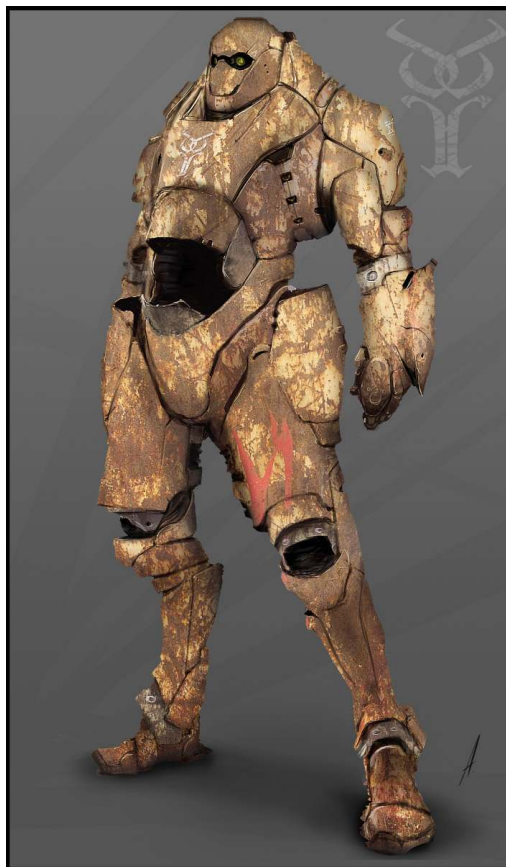
SPECIAL EQUIPMENT: Heavy steel armor plating, spikes, ram bar, 4 40mm auto gl's in turret mounts, Hand made 60mm cannon, 20 foot extending bridges x2, several pop up turret hatches.



Top Speed:	160 mph	Acc/Decc:	5/15
Crew:	4	Range:	400mi
Passengers:	200	Cargo:	600tons
Maneuver:	n/a	SDP:	600
SP:	40	Type:	CYCLE
Mass:	290 tons	Starting bid:	2,000,000 EB

The only nomad owned and operated passenger train has lost its owner, when the train was boarded by unknown assailants, everyone on board was killed. We located the next of kin after finding the carnage, but they don't have the time or money to operate something of this scale, they however wished it to remain in wanderer hands. So here you are folks, only nomads may bid.

SPECIAL EQUIPMENT: Nomad built steam engine, dining car, 2 sleeper cabins, 4 passenger cabins, 5 flatbed cargo cars, caboose.



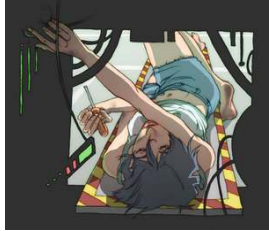
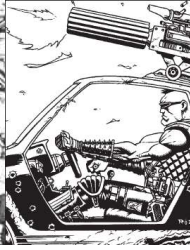
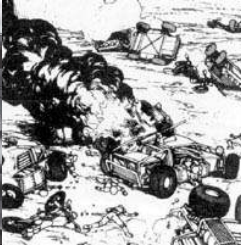
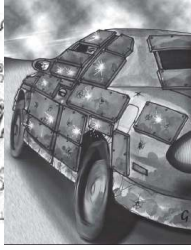
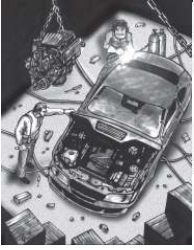
POWERED ARMOR SPECIFICATIONS			
SUIT NAME:	?	MANUFACTURER:	?
TOTAL WEIGHT:	360 KG	SIB/DFB:	-3/0
CHASSIS TYPE:	?	CHASSIS CAP./CARRY:	1200/ 400KG
	STR :27		
PUNCH:	3D10	STARTING BID:	2800eb
KICK:	5D10	TROOPER SIZE:	MEDIUM
CRUSH:	4D10	TOUGHNESS MOD:	-7

HEAD	R & L ARMS	R. & L. LEGS	TORSO
SP: 30	SP: 30	SP: 30	SP: 30
SDP: 6	SDP: 6	SDP: 12	SDP: 19
<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>
ENHANCED OPERATURE BASED CONTROL SDP10			ADVANCED CONTROL LOW BOOST
		AMMO FOR SMG's	
<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>
COMM LINK SDP 5	VARIES	VARIES	
	9MM SMGS SDP 20		

EQUIPMENT CARRIED

Another hand built Hardsuit, this one seems to have seen quite a bit of use, and we recommend replacing the stomach shell. Other than its beat up looks and the missing shell piece, which was most likely how the previous owner lost the suit, this is a damn fine piece of armor.

NOMAD VEHICLE OPTIONS



As most of you know, nomads are a bit eccentric. This is doubly so when it comes to modifying and customizing their vehicles. Here at Wandering Joe's we do our best to facilitate such requests. While we can never be prepared for anything, and we have had some truly odd and unique requests, we have been able to give a basic price list of the modifications we perform on a more common basis.



Trailer Hitch - 20eb (allows your vehicle to tow a trailer)

Spikes - 10 eb apiece (solid steel pikes, mostly cosmetic, though they are useful to keep vehicles and people away, add 5 points of damage in collision)

Chain Link - 1eb sq. ft. (often used to replace windshields or attached to body as an easy cargo foundation)

Barbed Wire - 1eb per 5 feet (often used in strategic places to keep raiders from jumping on your vehicle)

Hydraulics - 200eb (popular among low-rider enthusiasts)

Wheel Covers - 25-200eb (covers for the real wheels to make them harder to shoot out, price ranges from steel plating to custom built and molded to match your car sp:15)

Plate Steel Armor - 25eb sq.ft. (simple plate steel welded or hinged to your vehicle for added protection, often used to cover windows SP:20 to specific location)

High Power Lamps - 30eb per lamp (the extremely bright lights you see mounted to the roll bars of trucks)

Ramming Bar - 100eb (really just an oversized reinforced bumper, it helps minimize damage to your vehicle if you hit something)

Plow - 2000eb (attached to the front of a vehicle, it allows you to use your vehicle to clear snow from the road, hydraulically raises and lowers for times when its not needed, can be used as a cow catcher)

Cow Catcher - 600eb (like a monster crash bar, it juts from the front of your vehicle in a v-shape to push obstacles out of the way)

Search Light - 50eb (like you see on any police vehicle, this provides high power illumination in any direction)

Nitrous Oxide Injection - 350eb (gives a 30% boost, rounding down, to speed and acceleration of a vehicle for 5 seconds, usable once, then tanks must be refilled. Multiple tanks can be installed, and used one at a time. This mod is slightly dangerous, any damage that penetrates the area nitrous is stored has a 25% chance of causing the tank to explode for 4d10 exp damage. Can only be used for high performance vehicles)

Supercharger - 3000eb (can be added to virtually any vehicle and adds 25% to the vehicles top speed and acceleration, extended use damages the engine, for every 10 seconds used there is a 10% chance of engine failure)

Roll Bar/Cage - 1000eb (reinforces your vehicle to prevent you from being crushed in the event of a roll over)

Armor Shutters - 200eb (used to cover flat windows, they retract when not in use. SP:10)

Winch - 350eb (usually added to the front of the vehicle, these motor driven

winches have 50 meters of cable)

Monster Truck Package - 15,000eb (can be used on virtually any 4 wheeled vehicle, it adds a giant tires and suspension, giving your vehicle massive off-road capability and ground clearance, also makes your vehicle extremely top heavy and prone to roll overs giving a -2 to the vehicles maneuverability)

Bladed / Sythe wheel covers - 20 eb per wheel (perfect for slicing the tires of other vehicles, or destroying their side paneling, and god help anyone who gets caught in them.)

Retractable tyre slashers - 200 eb per wheel (Do the same thing as the bladed wheel cover, but they retract for conceilability)

Retractable rear bullet proof screen - 600eb (an SP:20 sheet of steel plate is hidden below the back window, and raises and lowers for those times you need that extra protection)

Ejector seat - 14,000eb (Either a last ditch escape plan, or a not so friendly way to get rid of unwanted passengers, roof panel jettisoned just before the seat is fired)

Oil slick ejector - 50eb (Create a little road hazard for pursuers, Diff + 15 hazard for a 10 meter spread)

Caltrops - 80eb (A bit more aggressive a diversion, Diff +20 to avoid, failed roll means 1d4 tires take immediate 20 points damage)

Smoke Screen - 150eb (Obscure the vision of pursuers, Diff +12 hazard)

Revolving number plates - 400eb (your liscence plates flip at the touch of a switch for when you ahve to make a clean getaway, not much good to most nomads, but handy for everyone else who runs on the other side of the law)

Concealed Weapon Holsters - 10 - 100eb depending on concealability (nomads love stashing holdouts all over their vehicles, from Machetes under the hood, to handguns in the seat cushions.)

Spiked Tires - 300eb (these tires give a +4 to maneuvering and control rolls on ice, for an additional 600eb they can be made retractable)

Glove box security compartment with fingerprint lock - 200eb (a little hightech, and expensive for most Nomads, its still useful if you have to keep something valuable safe, 5 inch wide, by 2 inches deep, lock is Diff 25)

Self-sealing and re-inflating tires - 500eb per tire (While most nomads would love these, few can afford it)

A cable cutting device - 100eb (Wires, ropes cables, and fencing are all encountered as obstacles by nomads, now you can take care of the problem without leaving your car, assuming the cable is accessable by the cutter)

Panoramic Telescopes - 200eb (Some nomads have there vehicles so covered in armor plating that this is the only way they can get a good look at whats going on around them)

INSPIRATION

This page is dedicated to all the bits of inspiration I found handy or just awesome....



FILMS & TELEVISION

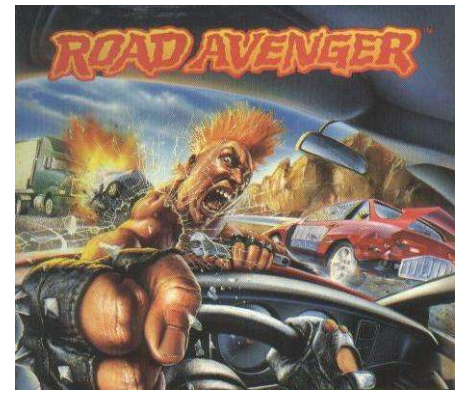
Mad Max Trilogy
 Spacehunter
 A Boy and His Dog
Metalstorm: The Destruction of Jared Synn
 Battletank
 Tank Girl
 Waterworld
 Equalizer / Defender 2000
 Interzone
 Grotesque
Rockit: Final Executioner
 Rush & Rush 2
 Postman
 Warl of the Lost World
 Damnation Alley
 Warlords of the 21st Century
 Death Race 2000
 Escape from New York
 The Last Warrior

Escape From LA
 Neon City
 Jeremiah
 Six String Samurai
 Cyborg
 The New Barbarians
 Stryker
 Solar Babies
 Urban Warriors
 Exterminators 3000
 Land Of The Dead
 Cherry 3000
 Fist Of The North Star
 The Lawless Land
 Blood of Heroes
 Highwayman
 Knight rider 2020

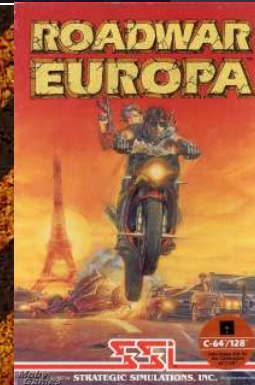
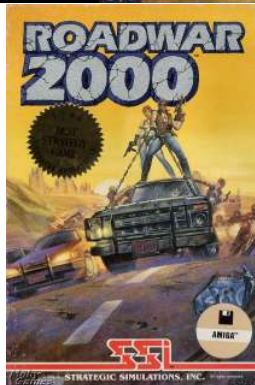
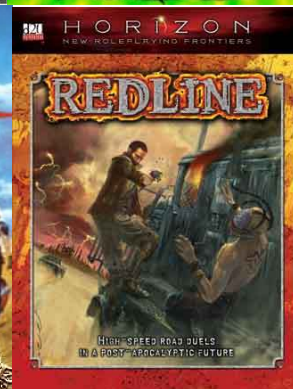
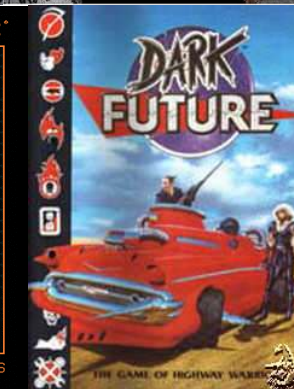
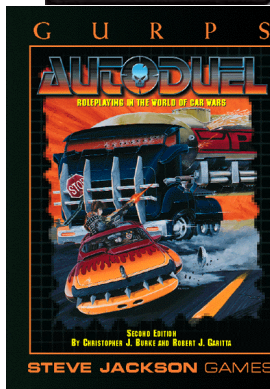
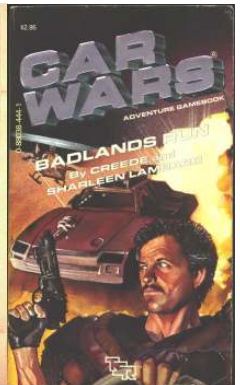
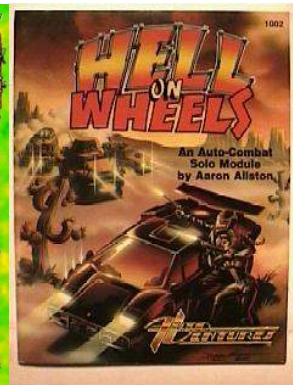
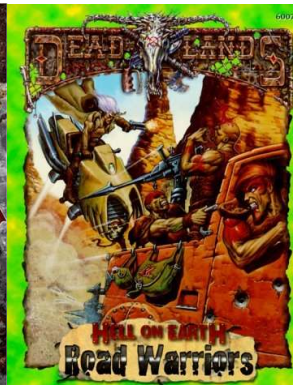
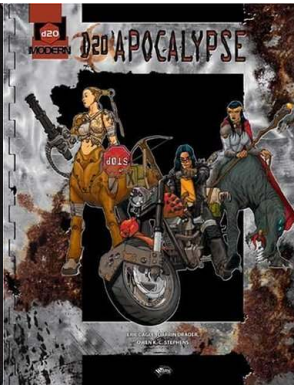
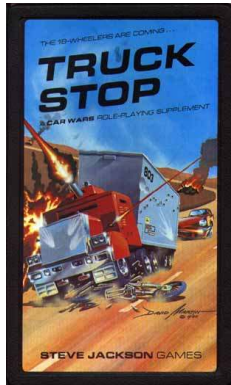
ANIME
 Trigun
 Fist Of The North Star
 Dragonstaff
 Windaria
 Genesis Climber Mospeada
 Nausicaa
 Gunm
 Saiyuki
 X
 Cowboy Bebop



COMICS & MANGA
 Hex
 Waterworld
 Snake Plisskin
 Fist Of The North Star
 Legend Of Mother Sarah
 Trigon
 Jeremiah
 Scout
 Ex-Mutants
 Dragon Chiang
 Southern Cross
 Exterminators
 Grendell
 Car Warriors



Video Games
 Road Avenger
 Outlander
 Wasteland
 Twisted Metal



D20 Apocalypse
 Rifts
 Twilight 2000
 Car Wars
 Truck Battles
 Macho Women With Guns

RPG's
 Deadlands: Hell On Earth
 Mad Police
 Cyberspace
 Road War
 Redline
 Dark Future

Truck Stop
 Street Fighter
 Autoduel
 Battlecars
 Road Kill Rally
 Wreckage

Written By Deric "D" Bernier, images from Deric "D" Bernier, Mad Max, The Road Warrior, Mad Max Beyond Theunderdome, Warriors of the 21st Century, Spacehunter, Battletruck, Damnation Alley, Metalstorm: The Destruction of Jared Synn, Warriors of the Lost World, Transformers, Death Race 2000, 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, Ghost Rider, The Postman, The New Barbarians, Back To The Future 2, Car Warriors, GI Joe, Mad Police, Corvette Summer, Gunm, Star Wars, Applesseed, Truck Battles, Buckaroo Banzai, Solar Babies, Spy Hunter, Genesis Climber Mospeada, Urban Warriors, Exterminators 3000, Urban Warriors, Cyberpunk 2020, Deadlands: Hell On Earth, Rifts, Gurps, Macho Women With Guns, Mekton, Ratbike zone, Cyberspace, Road War, Street Fighter, D20 Future, D20 Apocalypse, Road Avenger, Redline, Dark Future, Twilight 2000, The Lawless Land, and various other unknown films, anime, comics, artists, and car customizers.

For more of the best Cyberpunk 2020 goodness available, go to

DATAFORTRESS 2.0.2.0

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

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