

Four wheelers (or more) with engines:

Chrysler Highwayman									
Description:	The Chrysler Highwayman was THE car from before the Great War. Nearly no electronics (so it's safe from EMP), with an enormous, way too powerful (and loud) engine and for a fabled, expensive price. The Highwayman was the American Dream come true.								
Used skill:	Driving (Engines)								
Price:	20.000 \$								
Wheels:	4								
Engine options:	Internal Combustion/Electrical/Steam Powered								
Holding capacity:	Driver and maximum of 4 Passengers (one in front, three in the back). Furthermore a load of up to 450 pounds.								
Kilometers per „refill“:	500/450/350								
Vehicle difficulty:	40								
Action points:	7								
Speed (tactical):	10 cm/AP								
Hit zones, difficulties, hit points and armor rating:				N	L	F	P	Ex	El
	Left front wheel:	30	20	7	7	8	3	6	9
	Right front wheel:	30	20	7	7	8	3	6	9
	Left back wheel:	30	20	7	7	8	3	6	9
	Right back wheel:	30	20	7	7	8	3	6	9
	Engine compartment:	20	150/130/100	11	9	11	7	9	12
	Driver:	30	depends	8	6	13	8	8	13
Trunk:	20	50	9	9	12	7	12	13	
Stopping distance:	15 cm								
Speed (Traveling):	90 km/h								
Special rule:	None.								

Fjord F1 Pickup Truck									
Description:	The Fjord F1 Pickup, may be the most common pickup from before the Great War – and is even afterwards, still ubiquitous. Quite often found steam powered, since the large engine compartment offers lots of space for elaborate modifications.								
Used skill:	Driving (Engines)								
Price:	10.000 \$								
Wheels:	4								
Engine options:	Internal combustion/Electrical/Steam Powered								
Holding capacity:	Driver, maximum of 2 passengers and 900 pounds on the bed.								
Kilometers per „refill“:	380/350/290								
Vehicle difficulty:	50								
Action points:	7								
Speed (tactical):	8 cm/AP								
Hit zones, difficulties, hit points and armor rating:				N	L	F	P	Ex	El
	Left front wheel:	30	25	7	7	8	3	6	9
	Right front wheel:	30	25	7	7	8	3	6	9
	Left back wheel:	30	25	7	7	8	3	6	9
	Right back wheel:	30	25	7	7	8	3	6	9
	Engine compartment:	20	150/130/100	11	9	11	7	9	12
	Driver:	30	depends	8	6	13	8	8	13
Bed:	10	50	2	2	0	0	2	1	
Stopping distance:	15 cm								
Speed (Traveling):	60 km/h								
Special rule:	None								

Hippie Swing (VW Bulli)									
Description:	An old, German minivan. Despite all expectations it usually runs on electricity – not with air and love. Some flower children even have photo-voltaic cells built onto the roof, to charge the car while they are on their way.								
Used skill:	Driving (Engines)								
Price:	9000 \$								
Wheels:	4								
Engine options:	Internal Combustion/Electrical/Steam Powered								
Holding capacity:	Three rows of seats with three seats each. One can remove the back two rows to win another 300 pounds of carrying capacity each time. With those seats installed, the carrying capacity is 360 pounds (not counting the nine people).								
Kilometers per „refill“:	550/530/480								
Vehicle difficulty:	40								
Action points:	6								
Speed (tactical):	6 cm/AP								
Hit zones, difficulties, hit points and armor rating:				N	L	F	P	Ex	El
	Left front wheel:	30	25	7	7	8	3	6	9
	Right front wheel:	30	25	7	7	8	3	6	9
	Left back wheel:	30	25	7	7	8	3	6	9
	Right back wheel:	30	25	7	7	8	3	6	9
	Engine compartment:	20	150/130/100	9	7	9	5	7	10
	Driver:	30	depends	6	4	11	6	6	11
Trunk:	20	50	6	6	9	4	9	10	
Stopping distance:	20 cm								
Speed (Traveling):	40 km/h								
Special rule:	None								

HMMWV									
Description:	The “High Mobility Multipurpose Wheeled Vehicles”, (say Humvee) was the successor to the venerable Jeep with the US Armed Forces. Since numerous of them had been built for the Resource Wars, numerous of them can be found in the Wasteland, more or less well well kept.								
Used skill:	Driving (Engines)								
Price:	25.000 \$								
Wheels:	4								
Engine options:	Internal Combustion/Electrical/Steam Powered								
Holding capacity:	4 Humans/Ghouls or 3 Super Mutants. Additional 400 pounds carrying capacity.								
Kilometers per „refill“:	450/430/370								
Vehicle difficulty:	30								
Action points:	8								
Speed (tactical):	10 cm/AP								
Hit zones, difficulties, hit points and armor rating:				N	L	F	P	Ex	El
	Left front wheel:	20	25	10	10	11	6	9	12
	Right front wheel:	20	25	10	10	11	6	9	12
	Left back wheel:	20	25	10	10	11	6	9	12
	Right back wheel:	20	25	10	10	11	6	9	12
	Engine compartment:	20	150/130/100	12	10	12	8	10	13
	Driver:	30	depends	9	7	14	9	9	14
Trunk:	20	50	10	10	13	8	13	14	
Stopping distance:	13 cm								
Speed (Traveling):	80 km/h								
Special rule:	None								

Truck									
Description:	A large truck, meant to transport goods. Just like the ones that created all those traffic jams on the highways before the Great War. Not everything was better back then.								
Used skill:	Driving (Engines)								
Price:	40.000 \$								
Wheels:	4-10								
Engine options:	Internal Combustion/Electrical/Steam powered								
Holding capacity:	3 Humans/Ghouls or 2 Super Mutants in the cab. Up to 4500 pounds on the bed.								
Kilometers per „refill“:	700/675/550								
Vehicle difficulty:	65								
Action points:	7								
Speed (tactical):	9 cm/AP								
Hit zones, difficulties, hit points and armor rating:				N	L	F	P	Ex	El
	Left front wheel:	20	35	7	7	8	3	6	9
	Right front wheel:	20	35	7	7	8	3	6	9
	Left back wheel:	20	35	7	7	8	3	6	9
	Right back wheel:	20	35	7	7	8	3	6	9
	Engine compartment:	20	250/230/190	9	7	9	5	7	10
	Driver:	40	depends	7	5	12	7	7	12
Bed:	10	150	8	8	11	6	11	12	
Stopping distance:	25 cm								
Speed (Traveling):	65 km/h								
Special rule:	If one shoots at the not defined wheels of a truck with more than 4 wheels, they count as back wheels. In either way, even if the truck still has 6 wheels, if 4 are destroyed, it stops.								

Tank									
Description:	An old, surplused, main battle tank – including it's main gun. According to rumors, the NCR has a few of those in service, but converted to using tires, due to lack of steel for tank tracks.								
Used skill:	Driving (Engines)								
Price:	1.000.000 \$								
Wheels:	8								
Engine options:	Internal Combustion/Electrical								
Holding capacity:	A Driver, a gunner, a loader								
Kilometers per „refill“:	205/180								
Vehicle difficulty:	55								
Action points:	6								
Speed (tactical):	6 cm/AP								
Hit zones, difficulties, hit points and armor rating:				N	L	F	P	Ex	El
	Hull:	10	500	15	13	17	11	10	9
	Left track:	25	200	15	8	18	7	9	5
	Right track:	25	200	15	8	18	7	9	5
	Turret:	15	240	15	12	17	9	10	9
Stopping distance:	6 cm								
Speed (Traveling):	50 km/h								
Special rule:	<p>1.) To fire the main cannon, one needs at least two people: the gunner and the loader. If one wants to move, too, while doing that, one also needs a third character as a driver. Loading is done by a test on <i>Heavy Weapons</i> that gets a 30 points bonus. Firing is done with a normal test on <i>Heavy Weapons</i>. The ammunition used are 127 mm grenades. Details can be found under ammunition. A tank can be fire once a round. Both the loader and the gunner sacrifice all their AP to shoot.</p> <p>2.) Usually there is a machine gun attached to the turret as well. The gunner has to decide which weapon to use: the machine gun or the main cannon.</p>								

Police Car									
Description:	An old police car. Maybe the radio is still working and the small computer, too. Oh, and even better: with some luck, the siren will still work.								
Used skill:	Driving (Engines)								
Price:	22.000 \$								
Wheels:	4								
Engine options:	Internal Combustion/Electrical/Steam powered								
Holding capacity:	2 humans/ghouls in front, 3 in the back. Or two super mutants each in front and back. As well as 300 pounds of carrying capacity.								
Kilometers per „refill“:	450/430/330								
Vehicle difficulty:	35								
Action points:	7								
Speed (tactical):	9 cm/AP								
Hit zones, difficulties, hit points and armor rating:				N	L	F	P	Ex	El
	Left front wheel:	30	20	7	7	8	3	6	9
	Right front wheel:	30	20	7	7	8	3	6	9
	Left back wheel:	30	20	7	7	8	3	6	9
	Right back wheel:	30	20	7	7	8	3	6	9
	Engine compartment:	20	200/180/150	11	9	11	7	9	12
	Driver:	30	depends	8	6	13	8	8	13
Trunk:	20	50	9	9	12	7	12	13	
Stopping distance:	14 cm								
Speed (Traveling):	65 km/h								
Special rule:	None								

Takuro Spirit									
Description:	A Japanese import from before the Great War. Especially popular with street racers. It may be a compact car, but thanks to a rather strong engine, it's also quite sporty.								
Used skill:	Driving (Engines)								
Price:	18.000 \$								
Wheels:	4								
Engine options:	Internal Combustion/Electrical/Steam powered								
Holding capacity:	2 Humans/ghouls and 200 pounds of carrying capacity.								
Kilometers per „refill“:	550/450/350								
Vehicle difficulty:	43								
Action points:	8								
Speed (tactical):	8 cm/AP								
Hit zones, difficulties, hit points and armor rating:				N	L	F	P	Ex	El
	Left front wheel:	30	20	7	7	8	3	6	9
	Right front wheel:	30	20	7	7	8	3	6	9
	Left back wheel:	30	20	7	7	8	3	6	9
	Right back wheel:	30	20	7	7	8	3	6	9
	Engine compartment:	20	200/180/150	10	8	10	6	8	11
	Driver:	30	depends	5	3	10	5	5	10
Trunk:	20	50	8	8	11	7	11	12	
Stopping distance:	12 cm								
Speed (Traveling):	75 km/h								
Special rule:	None								

School bus									
Description:	It used to be yellow and transported school kids to and from the school. Now it's rather rusty brown and used for all kinds of transports.								
Used skill:	Driving (Engines)								
Price:	45.000 \$								
Wheels:	4								
Engine options:	Internal Combustion/Electrical/Steam powered								
Holding capacity:	A Driver as well as up to 20 more humans/ghouls or 12 super mutants or up to 3000 pounds in payload.								
Kilometers per „refill“:	390/355/315								
Vehicle difficulty:	52								
Action points:	6								
Speed (tactical):	6 cm/AP								
Hit zones, difficulties, hit points and armor rating:				N	L	F	P	Ex	El
	Left front wheel:	20	20	5	4	8	4	5	12
	Right front wheel:	20	20	5	4	8	4	5	12
	Left back wheel:	20	20	5	4	8	4	5	12
	Right back wheel:	20	20	5	4	8	4	5	12
	Engine compartment:	25	350/300/240	8	7	10	7	6	10
Driver:	20	depends	5	4	6	5	6	20	
Stopping distance:	18 cm								
Speed (Traveling):	55 km/h								
Special rule:	None								

Dune Buggy									
Description:	Before the Great War, these cars were not that common, but in the Wasteland they are often crafted from the components of different car wrecks: An engine, a roll-over bar or two and four spring loaded wheels. They aren't much, but they are very useful								
Used skill:	Driving (Engines)								
Price:	15.000 \$								
Wheels:	4								
Engine options:	Internal Combustion/Electrical/Steam powered								
Holding capacity:	To up to four humans/ghouls or one or two super mutants.								
Kilometers per „refill“:	250/220/190								
Vehicle difficulty:	25								
Action points:	9								
Speed (tactical):	11 cm/AP								
Hit zones, difficulties, hit points and armor rating:				N	L	F	P	Ex	El
	Left front wheel:	10	25	5	4	8	4	5	12
	Right front wheel:	10	25	5	4	8	4	5	12
	Left back wheel:	10	25	5	4	8	4	5	12
	Right back wheel:	10	25	5	4	8	4	5	12
	Engine compartment:	20	150/125/100	8	7	10	7	6	10
Driver:	20	depends	5	4	6	5	6	20	
Stopping distance:	13 cm								
Speed (Traveling):	50 km/h								
Special rule:	None								