

Muscle power driven:

Brahmin cart									
Description:	<p>This cart, in front of which usually a horse or a brahmin is hitched, used to be a car. To be more accurate: it's the trunk and usually a part of the back seat. Even more accurately: the under-floor and the wheel-arch, with the trunk usually permanently open.</p> <p>Quality differences are usually not based on the type of pre War car, but rather on the wheels. The wheel-arch is attached to the harness of the horse or – with something this cheap, probably rather the brahmin – via a drawbar.</p>								
Used skill:	Driving (carts)								
Price:	900 \$								
Wheels:	2								
Engine options:	Muscle power driven, 1 Brahmin or Horse								
Holding capacity:	Space for one Driver. Goods: 4 * carrying capacity of the animal.								
Kilometers per „refill“:	-								
Vehicle difficulty:	15								
Action points:	5								
Speed (tactical):	6 cm/AP								
Hit zones, difficulties, hit points and armor rating:				N	L	F	P	Ex	El
	Left back wheel:	20	30	4	3	6	5	5	7
	Right back wheel:	20	30	4	3	6	5	5	7
	Brahmin/Horse;	5	depends	-	-	-	-	-	-
	Driver:	15	depends	-	-	-	-	-	-
	Trunk:	10	10	4	3	2	2	0	4
Stopping distance:	5 cm								
Speed (Traveling):	15 km/h								
Special rule:	Drivers and brahmin/horses have no extra protection. Only what their skin/armor offers.								

Brahmin wagon									
Description:	The Brahmin wagon was once, similar to the Brahmin cart, a car – and that is still quite visible. The engine was removed and usually the roof as well. What remains is a two axled vehicle with a lot more holding capacity than a brahmin cart. Still not very expensive or that good, but at least it's a place to stow some wares.								
Used skill:	Driving (carts)								
Price:	1100 \$								
Wheels:	4								
Engine options:	Muscle power driven, one or two brahmin or horses								
Holding capacity:	Two humans or ghouls (or one super mutant) and also goods weighing up to 4.5 * carrying capacity of the animal or animals.								
Kilometers per „refill“:	-								
Vehicle difficulty:	15								
Action points:	5								
Speed (tactical):	8 cm/AP								
Hit zones, difficulties, hit points and armor rating:				N	L	F	P	Ex	El
	Left front wheel:	30	20	4	3	6	5	5	7
	Right front wheel:	30	20	4	3	6	5	5	7
	Left back wheel:	30	20	4	3	6	5	5	7
	Right back wheel:	30	20	4	3	6	5	5	7
	Brahmin/Horse:	5	depends	-	-	-	-	-	-
	Brahmin/Horse left:	5	depends	-	-	-	-	-	-
	Brahmin/Horse right:	5	depends	-	-	-	-	-	-
	Driver:	15	depends	-	-	-	-	-	-
Trunk:	10	10	4	3	2	2	1	4	
Stopping distance:	7 cm								
Speed (Traveling):	18 km/h								
Special rule:	Drivers and brahmin/horses have no extra protection. Only what their skin/armor offers.								

Bicycle Rikscha									
Description:	A bicycle that is meant for the transportation of more than one person (or a relatively small amount of wares). Some of them are old mountain bikes, to which a small wagon with seats has been welded others are especially planned and built more or less new production rikschas.								
Used skill:	Driving (carts)								
Price:	750 \$								
Wheels:	3								
Engine options:	Muscle power driven, legs of the driver								
Holding capacity:	A Driver, up to three more humans, ghouls or super mutants in the back. Maximal load: 3 * carrying capacity of the driver.								
Kilometers per „refill“:	-								
Vehicle difficulty:	16								
Action points:	5								
Speed (tactical):	5 cm/AP								
Hit zones, difficulties, hit points and armor rating:				N	L	F	P	Ex	El
	Front wheel:	40	25	4	4	6	3	4	7
	Left back wheel:	40	25	4	4	6	3	4	7
	Right back wheel:	40	25	4	4	6	3	4	7
	Cogs:	50	5	4	5	6	3	4	9
Driver:	10	depends	-	-	-	-	-	-	
Stopping distance:	8 cm								
Speed (Traveling):	15 km/h								
Special rule:	Drivers and passengers have no extra protection. Only what their skin/armor offers.								

Mountain Bike									
Description:	A common pre War bicycle like every child and every teenager wished for. Especially mountain bikes are very popular in the Wasteland, due to the lack of proper streets.								
Used skill:	Driving (carts)								
Price:	350 \$								
Wheels:	2								
Engine options:	Muscle power driven, legs of the driver								
Holding capacity:	A Driver. That's it.								
Kilometers per „refill“:	-								
Vehicle difficulty:	5								
Action points:	8								
Speed (tactical):	7 cm/AP								
Hit zones, difficulties, hit points and armor rating:				N	L	F	P	Ex	El
	Front wheel:	40	25	4	4	6	3	4	7
	Back wheel:	40	25	4	4	6	3	4	7
	Cogs:	50	5	4	5	6	3	4	9
	Driver:	10	depends	-	-	-	-	-	-
Stopping distance:	6 cm								
Speed (Traveling):	19 km/h								
Special rule:	Drivers have no extra protection. Only what their skin/armor offers.								

Covered wagon									
Description:	Cushioned, with four wheels, universally useful, pulled by horses or Brahmin and usually made from wood or light metal: Covered wagons have made a comeback in the Wasteland and win the Wastes as they won the West so many centuries before.								
Used skill:	Driving (carts)								
Price:	1800 \$								
Wheels:	4								
Engine options:	Muscle power driven, two brahmin or horses								
Holding capacity:	3 Humans/ghouls and 2.5 * carrying capacity of the animals OR 2 Super Mutants and 2 * carrying capacity of the animals OR 1 Human/Ghoul and 3.5 * carrying capacity of the animals								
Kilometers per „refill“:	-								
Vehicle difficulty:	12								
Action points:	6								
Speed (tactical):	9 cm/AP								
Hit zones, difficulties, hit points and armor rating:				N	L	F	P	Ex	El
	Left front wheel:	35	20	4	4	6	3	4	3
	Right front wheel:	35	20	4	4	6	3	4	3
	Left back wheel:	35	20	4	4	6	3	4	3
	Right back wheel:	35	20	4	4	6	3	4	3
	Bed:	15	50	2	1	0	0	2	2
	Brahmin/Horse left:	5	depends	-	-	-	-	-	-
	Brahmin/Horse right:	5	depends	-	-	-	-	-	-
Driver:	15	depends	-	-	-	-	-	-	
Stopping distance:	8 cm								
Speed (Traveling):	20 km/h								
Special rule:	Drivers and brahmin/horses have no extra protection. Only what their skin/armor offers.								

Stagecoach									
Description:	Built similar to the Covered Wagon, the Stagecoach is planned to be drawn by horses. In the Wasteland, Stagecoaches are mostly used to transport goods and people.								
Used skill:	Driving (carts)								
Price:	2000 \$								
Wheels:	4								
Engine options:	Muscle power driven, two horses								
Holding capacity:									
Kilometers per „refill“:	-								
Vehicle difficulty:	20								
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:	35	20	4	4	6	3	4	3
	Right front wheel:	35	20	4	4	6	3	4	3
	Left back wheel:	35	20	4	4	6	3	4	3
	Right back wheel:	35	20	4	4	6	3	4	3
	Bed:	15	15	2	1	0	0	2	2
	Horse left:	5	depends	-	-	-	-	-	-
	Horse right:	5	depends	-	-	-	-	-	-
Driver:	15	depends	-	-	-	-	-	-	
Stopping distance:	7 cm								
Speed (Traveling):	23 km/h								
Special rule:	Drivers and horses have no extra protection. Only what their skin/armor offers.								