

A Piece of the RED: Carjacking

UNOFFICIAL Homebrew For Use With Cyberpunk RED

Lead Author

N. Jolly

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►Carjacking and Getaways◄

At some point, your crew is going to lift some wheels. It just happens, stealing cars is commonplace in the city. Hell, people expect it. But there's a lot to consider when you jack some wheels. Who owned it, what kind of car was it? How much was it worth and how easy is it to offload? By the book, a vehicle is a huge amount of cash, and it can be hard to deal with a party who manages to swipe a car off someone having such a valuable piece of merchandise. The following guide is meant to help not only help GMs keep their players from getting too much from a single job like this as well as give some options and freedom on how to scrub cars, make automotive combat more enjoyable, and give nomads in the game just a little more to do. As it is just a guide, feel free to use whatever rules you like here as long as it gets your crew moving. So get quick and angry, because it's time to delve into the high stakes world of grand theft auto!

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►Cars, Owners, and What's on the Street◄

There's two major types of owners of cars in Night City; the corporate cars and the nomad vehicles. You can roll on the following chart to find out what kind of car(s) is/are out on the road (most of the following vehicles are listed in **Black Chrome** starting at **PG. 64**):

Cost	Example Car	Corporate Car	Nomad Car
15,000 EB to 27,000 EB	<i>Compact Groundcar, Roadbike, AmeriCar EconoCompact (PG. 64), The Harvey 100 (PG. 69), The Harriet 100 (PG. 69), Makigai Ebi (PG. 72), The Zacatzontli Pickup Truck (PG. 74), Yang's Wheels Rickshaw (PG. 81), Zonda Molly 1K (PG. 82), Zonda Sliver (PG. 84),</i>	1-4	1-5
28,000 EB to 40,000 EB	<i>AmeriCar Family Star Van (PG. 65), Diego Motors Chupacabra (PG. 66), Diego Motors Range Trike (PG. 67), The Harvey Merc (PG. 69), Militech Gorgon Security Van (PG. 73),</i>	5-8	6-9
41,000 EB to 53,000 EB	<i>The Grundy (PG. 68), Kaukaz Volkhov (PG. 71), TetraCorp America Badger Corporate Bus (PG. 80)</i>	9-10	10

This doesn't include every car because for the most part (or even every type of owner, as there's some private automobile owners), you're not going to see 100k vehicles on the road everyday. Things like that should be saved for important missions rather than random heists. It's a lot more satisfying to plan a job to lift a Zonda Parallax Cybercycle (**Black Chrome PG. 83**) from a corporate heir than it is to find it just lying around on the street, and should feel like an important job as well.

The most common vehicles crews should see would be compact groundcars and roadbikes, the standard modes of transportation. The above chart is to give some variety, make the world feel more alive with different types of vehicles. You don't need to roll for every car, but if the crew wants to jack a car randomly, this is a good guide as well as adding some flair to car chases. They can also search for specific vehicles with a Streetwise check starting at DV 17 and increasing by 1 for every additional 5,000 EB the vehicle costs above 15,000 EB.

Now 'Corporate Car' has a wide definition for what that could mean; it could be some suit's car that he got from work, a car that they themselves own, or a car that a corporation used to conduct business. But the bottom line is that they're going to try to get back their property from any opportunistic edgerunners. Reprisal should be expected, as cars are a significant form of wealth in Night City. Cheaper rides may end up with cheap booster gangers at your doorstep, but stealing some primo wheels is going to involve some dangerous people knocking on your doorstep if they find out you did it. The golden rule is that stealing a vehicle should have some kind of reprisal, as even the lowest end vehicles represent a lot of capital for a crew. GMs should avoid letting players carjack without having some issues in obtaining and offloading stolen automobiles.

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►Breaking and Entering◄

As for how to actually get into a car? Breaking into a car along with the process of hot wiring it for long enough to actually drive it to a new location is made against a DV 15 Land Vehicle Tech check, or a DV 19 Basic Tech check (this is in addition to any checks required for security the care my have, such as the nomad security upgrade), a Nomad can add their role rank to this check. For every additional 5,000 EB of the car's value over 20,000 EB, consider increasing the DV by 1, as more valuable cars will have better security.

►Nomads and Vehicle Theft◄

It's a lot worse to jack a Nomad's ride, as they know how to hold a grudge and easily identify a stolen vehicle. If a crew has someone who's knowingly stole nomad property, most nomads will refuse to do business with the entire crew, leaving them in a far more dangerous position. A nomad who knowingly steals or associates with someone who knowingly steals nomad property will lose access to their motor pool until they have atoned for their actions, the GM deciding what is required to earn forgiveness. Bottom line, maybe just stick with robbing corpos (unless you have a real grudge against the nomads for some reason). Raffen are fair game though.

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►Vehicles and Value◄

They say a vehicle loses a third of its value once it drives off the lot. Here, that's even more true, as the only cars which people are willing to pay full value for are those that are fresh off the lot. All vehicles have one of the following conditions, and any car my have any of the following conditions:

New: This is a vehicle which has never been driven before, and has never seen its way onto the road. New cars like this are not seen on the road, as once it has been used in any way outside of a dealership or factory, it becomes Used. New cars are worth 100% of their cost, and are incredibly rare.

Used: This is a car which has seen common use, and composes the general majority of cars. Used cars may have seen some damage (consider lowering their SDP by 10% to 25%), accounting for the wear on their parts. Used cars are worth 25% of their cost, and are relatively common.

Destroyed: This is a car which has been reduced to 0 SDP and is no longer functional. While they still have some value due to being able to be repaired, transporting them can be a hassle. Destroyed cars are worth 5% of their cost and are very rare due to being picked up by scavengers.

Car Condition	Value
<i>New</i>	100%
<i>Used</i>	25%
<i>Destroyed</i>	5%

Certain people may be willing to pay more for certain rides, and vehicles that people know have barely ever touched the road may even sell as new to those people. If a buyer knows some Biotechnica stooge is sitting on a Paladin 500 (**Black Chrome PG. 75**) that's never really been opened up on the open road, they may very well be willing to foot the bill for a new one, but don't count on it.

Location can also play a part in the cars you find and their quality. You're more likely to find a Highway Master Artemis (**Black Chrome PG. 70**) in a place where someone has the money to dump on a toy like that. Feel free to allow some variation to the above charts based on the location the crew is at, as The Glens are going to have more excellent quality rides, while the Watson Projects are more likely surviving with poor quality vehicles.

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►Destroyed Vehicles◄

Sometimes you'll get into chases during your missions, and at times like that, you might leave some corpo groundcars eating road barriers along the way. What happens to those cars? 90% of the time, whoever is around and able to move that vehicle is going to take it to either strip it for whatever parts they can get out of it or fix it. Whenever a vehicle is destroyed during a chase, roll a d6; multiply the result by 10 to determine how many minutes it takes someone to come and pilfer the vehicle. In more populated areas, feel free to reduce the time by 50%, and in less populated areas, double it. If you want, you can contact nomads to help you collect these pieces of plunder for your very own for a price (see below).

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►Souvenirs◄

When you're jacking someone's ride, there's a good chance to assume they didn't have the chance to clean it out, which means you'll likely find something in there that belonged to them. In the business, we call that a work related bonus. Whenever you steal a car, roll a d10 to find out what the previous owner of the car left behind:

Roll	Corporate Car	Nomad Car
1	A Businesswear Suit	A can of Piranha Smash
2	A Trauma Team membership good for 1 month	A set of bloody nomad leathers
3	An excellent quality smartlinked heavy pistol	A picture of a group with several faces X'd off of it
4	An ID to a place of business	A light melee weapon & dose of poison
5	An agent with 100 EB worth of sensitive information	A glove compartment full of unpaid parking tickets
6	An airhypo full of Blue Glass	Scavenged Body Armor
7	A pink slip from their previous job	An airhypo full of SPEEDHEAL
8	Contact Info for a Rank 4 Fixer	A cooler full of fresh produce (100 EB)
9	An audio recorder	Contact Info for a Rank 4 Tech
10	A literal 2 year old	A puppy

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►Nomad Services◄

So the crew managed to get their new ride, now what? With a freshly stolen ride, that merch is going to be hot as all hell, not the kind of thing you want to go driving around. Lojack trackers along with other security measures may help the owner find it, and god help you if you're not changing out the plates. Hell, even keeping the same paint job could be what gives you away. No, you need someone who can scrub that car, and that's even if you plan on keeping it. Nomads are going to be your best way to scrub or sell a car so that it's more than a bullseye on your back. Thanks to how familiar Nomads are with their vehicles, nomads gain a bonus on Perception or Repair Land Vehicle checks equal to their nomad roll rank to discover a vehicle is of nomad origin, making it almost impossible to sell them back their own property. Most nomad garages will provide the following services (all prices are after factoring in the condition of the vehicle):

Sell: You want to get rid of a ride, that's fine, nomads love having more vehicles in the fleet. Problem is, if you're handing them off a hot vehicle, and they're taking on a liability. The hotter it is, the more dangerous it is. That's why they only buy the car for 50% of its current value. They're taking on a liability as well as all the work it'll take to get fresh plates, do bodywork so that it's not obviously the stolen car, and tons of other things that make sure they aren't dealing with revenge weekly for this thing. It's effectively a chop shop, and they need to protect themselves. If a vehicle is too much for them to handle, they also have no problem turning a deal down.

If instead of looking for cash, you're willing to trade them for vehicles or nomad upgrades, they'll buy it for 75% of its current value. It's GM discretion if they'll sell at the same 25% of new value or not, but a used vehicle shouldn't cost as much as a factory model one. 25% to 50% of new value is generally fair, so consider how the crew's been treating this group and any reasons they might have to increase or reduce the price.

Scrub: You jacked a ride so you can keep it yourself, a noble goal. But just like everything that the nomads do to make sure your ride doesn't get them in trouble, they'll have to do the same to the vehicle for you. Again, they're incurring a lot of risk here, so they charge 20% of the vehicle's full value (treating it as though it was new), and the process takes 1 week, after which it is turned back over to the crew completely repaired.

Spray: In a pinch, nomads can give a car a quick spray job to hide its original paint job. This won't fool anyone who gives it a closer inspection, but can be enough to duck out of a chase if given enough time. A quick spray job typically costs 100 EB, but can increase in price for larger vehicles up to 500 EB based on GM discretion. Once painted, it requires a DV 17 Perception check or DV 13 Repair Land Vehicles check to recognize it as the previous vehicle, automatically succeeding if they spend 1 minute or longer inspecting it. A nomad adds their role rank to this check.

Salvage: Sometimes in life, you have to take out a few cars in pursuit. Most of the time, those cars would just be picked up by whomever was around, but if you let a nomad crew where the wrecked cars are going to be, they can make sure to be on the spot to pick them up nice and easy. You can do this to have a car scrubbed or sell it, but using this service increases the price of scrubbing by an additional 10% (increasing it to 30%) or the price of selling it to 25%. Cars recovered like this are always treated as though they were poor quality unless they are destroyed, and cars will not be salvaged unless it is unguarded and without a (living) driver.

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►DIY Scrubbing◄

Let's say you don't want to take your car to a nomad, you want to do it yourself. You'll still have to pay 10% of the vehicle's full value (treating it as if it was new) to scrub it while taking the same amount of time, and it will require a DV 17 Repair Land Vehicles check for each week of scrubbing, increasing by 1 for every 10,000 EB the vehicle's cost is above 30,000 EB; a nomad's role rank is added to this roll. Failing this check means that no progress has been made in scrubbing the car that week. And while the car's in your possession, you'll be responsible for keeping it safe from whoever wants to come back and reclaim it.

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