

A Piece of the RED: Races and Demolition Derbies

UNOFFICIAL Homebrew For Use With Cyberpunk RED

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►Introduction◄

Vehicles are a huge part of the time of the RED, and as such, people take great pains to both obtain and maintain them. But what about when people just want to smash their toys together? That's when you get events like demolition derbies and death races, the kinds of events that only psychos would consider. But you didn't become an edgerunner to take it easy and get called a sunday driver by every civilian out on the street now do ya buddy? Of course not, you're cool and tough and smell like diesel!.

Races are just what they sound like, although people in Night City often find ways to make things like this more exciting. Sometimes there's hidden mines, sometimes it's a race for some rare piece of kit, and sometimes it's literally considered a more elaborate form of suicide (so basically anything the Bozos run). Just to keep things clean, most competitions like this are kept to one or two people in the vehicle at a time, as otherwise things can get a bit too unwieldy.

But feel free to alter these rules or use them as a jumping off point to create your own unique races or demolition derbies, as plenty of people are having competitions that no one's ever heard of. Maybe you've got a

group that's doing tag team demolition derbies with drones as well, or you're speeding to make deliveries in the most stylish fashion possible. The sky's the limit, so go ahead and put the pedal to the metal and try not to get arrested, choom!

But my crew has 3/4/5/6 members, why are only two allowed in a derby/race?

The two person limit is mostly intended for enemy drivers; if every car had a whole crew in it as well, the entire experience becomes unwieldy to run. Feel free to give unique circumstances which allow for as many occupants as your crew has, as competitions like this tend to not favor the players. If you'd like to include more occupants in everyone's vehicle, feel free, but with an 8 person derby/race, four people each means 32 competitors, with 24 of them being able to attack freely (or more with interface plugs). The two occupant limit is meant to keep the focus on one driver and one other unit so that they can feel more impactful and not just have 5+ occupants autofire someone's car to pieces in the first round, because that will absolutely happen if given the chance.

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►Races◄

Vehicles are made to race, and that's what plenty of people do with them. What else would you use a car for, some kind of daring heist from a Biotechnica facility to save them from cloning my childhood pet...I mean...your childhood pet? Yeah, that's crazy.

Races tend to take place in one of two places; outside of the city on dirt roads on the outskirts of town with plenty of places to lay traps, and deep inside of the city along public roads with plenty of traffic in the way and the NCPD only a phone call away. Much like demolition derbies, races only tend to have between 4-8 participants for similar reasons, but have more leeway in increasing or decreasing this number. Attacking other vehicles and drivers is also treated similarly, because you can't finish a race if you're dead. Unlike demolition derbies, a car being unable to move is not grounds for disqualification, as rules state both the driver and 51% of their vehicle must cross the finish line. It's not uncommon for racers to find unique ways to make this happen, such as souped up tow trucks or loading destroyed vehicles onto semi trucks.

Unlike demolition derbies, races can take far longer to run depending on distance and goals, so rather than running it as combat (unless the race is a much shorter distance), we suggest running a race as a number of actions to simulate the distance (for shorter fun, consider using the chase rules in **A Piece of the RED: Carjacking and Getaways**). Our suggestion for this is to use a unit of measure called a 'length', a length would be considered the amount of distance traveled in 5 rounds by a vehicle with a movement speed of 20 move (combat) and 100 MPH/161 KPH (Narrative). This means a high performance groundcar can move two lengths per round, and a super bike or super groundcar can move three lengths per round. Each length a vehicle is away from yours is 40 meters when determining distance for attacks.

This is pretty rough; a super groundcar is going to tear through any race, so how do we try to keep things balanced? Let's give a few rules to even the playing field:

Hard to Handle: For every length beyond one which a vehicle travels, it takes a cumulative -2 on Drive Land Vehicle Checks (For example, a super groundcar would take a -4 on Dive Land Vehicle checks, and if it were to use Nos? That's a -10). That kind of speed comes with some serious issues on handling and taking turns.

Combat Driving: If a vehicle is within 1 length of your vehicle, you can take a -2 penalty and challenge it to an opposed Drive Land Vehicle Check as a part of a Move action. The loser of this check reduces the amount of lengths they travel by 1 (minimum 0) for 1 round.

Damage Threshold: If a vehicle is reduced to less than 50% of its SDP, its speed is reduced by 1 length (minimum 1). This keeps less impressive cars competitive for longer.

Each length or two (GM's choice), a race should have an obstacle to inhibit progress. The following list is modified from **A Piece of the RED: Carjacking and Getaways**, and is intended as suggestions, as anything you can think of should be considered here. Failing a Drive Land Vehicle against a hazard immediately ends that vehicle's movement for the turn (or other possible effects based on the hazard). The more lengths one travels, the more hazards they'll have to face and at greater penalty. Some race maps may have their own unique hazards, so use these as suggestions and add your own:

Possible Hazardous Conditions

Road Condition	Penalty to Drive Land Vehicle Check
<i>Dirt Road or Poorly Maintained City Road</i>	-1
<i>Potholes or Mud</i>	-2
<i>Black Ice or Loose Gravel</i>	-4

Other things can influence the road's quality, such as other racers dumping oil or other materials behind them, although conditions caused by things like this only last for 1 length. Typically, any man made obstacles like this should be treated as potholes or mud, but a spike strip which doesn't deal damage to a vehicle is treated as potholes or mud (unless the road's condition is worse) while a spike strip which does deal damage is instead treated as Black Ice or Loose Gravel in addition to any other effects it may have.

Below are a few lists of the hazards of driving in both the city and the country, feel free to add more or change some out, as races will always have unique twists and turns to them!

City Driving

Roll	Hazard or Event	Drive Land Vehicle DV to Avoid
1	<i>Turf War:</i> Someone's always fighting. If you fail this check, instead of stopping, your vehicle instead takes 5d6 damage.	DV 21
2	<i>Dead End:</i> End of the road. Dead ends have 25 SDP, and you can choose to ram the dead end if you wish, ignoring the need to roll if you do so..	DV 17
3	<i>Pedestrian:</i> Just some person minding their own business. You can choose to ram the pedestrian if you wish, ignoring the need to roll if you do. This person may cling to your windshield if they survive and attempt to exact revenge (Melee Weapon 10, 20 HP, 4 SP, heavy melee weapon), moving three or more lengths in a round or stopping is enough to dislodge them	DV 15
4	<i>Speed Trap:</i> Have to pay the bills somehow. If you fail this check, rather than stopping, you instead alert a Night City officer who will chase you and anyone else involved in the chase as well (Drive Land Vehicle 15, 50 SDP, 13 SP, 40 Move/2 Lengths).	DV 17
5	<i>Traffic:</i> Good old Night City Gridlock. If you fail this check, rather than stopping, your vehicle's speed is reduced by 1 length for 1 round (minimum 0).	DV 17
6	<i>Weather Shift:</i> Never can predict it. Select one of the following weathers from Night City Weather DLC PG. 4-5 , applying it for the rest of the chase: Acid Rain, Cold Snap, Deadly Thunderstorm, Heavy Rain/Sleet, Light Rain/Sleet. If this is rolled again during the same race, reroll it.	DV -
7	<i>Roadwork:</i> It's always happening somewhere. For the next 3 lengths, all roads are treated as Dirt Road/Poorly Maintained City Road (or Grass/Mud if it was already Dirt Road/Poorly Maintained City Road).	DV -
8	<i>Fruit Cart:</i> There's always one, right? Fruit carts have 15 SDP, and you can choose to ram the fruit cart if you wish, ignoring the need to roll to do so. If you drive through a fruit cart, you take a -1 penalty on Drive Land Vehicle checks for 1 round and anger everyone else over your waste.	DV 17
9	<i>Narrow Alleyway:</i> Not enough room for both of us. If you are within 1 length of a vehicle, you and that vehicle make opposed Drive Land Vehicle checks, with the winner moving an additional length this round.	DV -
10	<i>Smooth Roads:</i> Finally, some good luck. For the next 3 lengths, the condition of whatever road you are traveling on by 1 state (Black Ice to Grass/Mud, Grass/Mud to Dirt Road/Poorly Maintained City Road, or Dirt Road/Poorly Maintained City Road to normal road).	DV -

Country Driving

Roll	Hazard or Event	Drive Land Vehicle DV to Avoid
1	<i>Rockfall:</i> Should have stayed in the city. If you fail this check, your vehicle takes 3d6 damage and your windshield is destroyed unless it is bulletproof	DV 21
2	<i>No Road:</i> Damn you, city planner! If you fail this check, you also take a -1 on Drive Land Vehicle checks for 1 round.	DV 17
3	<i>Wild Animal:</i> Was that a jackalope? You can choose to ram the animal if you wish, ignoring the need to roll if you do. If you do, the animal will deal 3d6 damage to its weak point before dying..	DV 13
4	<i>Speed Trap:</i> Have to pay the bills somehow. If you fail this check, rather than losing control of your vehicle, you instead alert a Night City officer who will chase you and anyone else involved in the chase as well (Drive Land Vehicle 15, 50 SDP, 13 SP, 40 Move/2 Lengths).	DV 17
5	<i>Speed Bump:</i> All the way out here? If you fail this check, you also gain the whiplash critical injury unless you would otherwise be protected from it.	DV 15
6	<i>Weather Shift:</i> Never can predict it. Select one of the following weathers from Night City Weather DLC PG. 4-5 , applying it for the rest of the chase: Acid Rain, Cold Snap, Deadly Thunderstorm, Heavy Rain/Sleet, Light Rain/Sleet. If this is rolled again during the same chase, reroll it.	DV -
7	<i>Sharp Gravel:</i> No one cleans out here. This is treated as though it was a spike strip, dealing 4d6 damage to the vehicle's weak point on a failed check.	DV 17
8	<i>Wildfire:</i> How did this start? On a failed check, both the vehicle and its occupants are on strong fire. Traveling 1 length slower than your maximum (minimum 0) for 1 round is enough to put this fire out.	DV 19
9	<i>Changing Conditions:</i> Never know what to expect. Select one of the following maneuvers: Swerve or Sharp Turn, this maneuver must be attempted but increase its normal DV by 2.	DV 15
10	<i>Smooth Roads:</i> Finally, some good luck. For the next 3 lengths, the condition of whatever road you are traveling on by 1 state (Black Ice to Grass/Mud, Grass/Mud to Dirt Road/Poorly Maintained City Road, or Dirt Road/Poorly Maintained City Road to normal road).	DV -

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Races tend to have the following qualifications to enter to make sure that everything works well. After all, can't have too much chaos (some races encourage the chaos though):

Only Cars/Motorcycles/Etc: Races tend to have more restrictions than derbies, with specific vehicle types being more common. Some say it's to keep things interesting, while others want a more level playing field. But you're rarely going to see more than two different types of vehicles allowed in a race.

Open Entry: And some people are just there to see what the fastest thing on two (or four or none) wheels, and don't give a damn what you bring to the starting line.

And of course, punknaughts ([**The Dreaded Punknaught**](#)) are completely allowed in open competitions, although thanks to their size and poor reputation, they tend to have a target on their back. But that just means the drivers of these vehicular behemoths have to be all the crazier, right?

Entrants: How many chooms actually get in. Not everything can have a filled out grid.

Lengths: A general idea of how long the race is going to be, as some races are a sprint and require the fastest car you can, while others demand some staying power from everyone involved. Also lets you know how often to throw in a hazard to keep things interesting.

Road Quality: Most races aren't going to happen on fresh asphalt, and even the best of tracks get torn up when the speed demons of Night City start gripping the pavement.

Prize: The reason you're doing this in the first place. Some offer cash, some offer gear, and some just offer the knowledge to everyone else in the city that you were dumb enough to accept an offer from Maelstrom.

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►Example Race Events◄

Chaingun Charlie's Grand Prix

An annual event put on by the face of weapon reviews, Chaingun Charlie's race is one that draws in far better drivers than it should. Intended as a competition of pure skill, people have been known to play dirty to get an edge, but if you're not cheating, you're not trying. It's a grueling course that goes along the city and only those with the best cars or the best arsenals dare compete. Even being invited is an honor, with people flying in just to test their souped up muscle cars against combat hardened solo/nomad driving teams that leave a legacy across the city.

Entry: Open

Location: City

Cost: 10,000 EB

Entrants: 8 (Invitation Only)

Lengths: 40 (Hazard every 2 lengths)

Road Quality: Standard

Prize: Any one item of up to 100,000 EB and Rep 8

Photobomb's In Your FaceOff

A monthly combination race and photography competition, racers are given four unique locations in Night City and challenged to take the best possible photographs in those locations while ripping through the streets. Any penalties taken to Drive Land Vehicle based on speed also apply to Photography checks, as it's hard to take a solid picture when you're cruising that fast. The first one across the finish line doesn't win the race automatically, instead being given an additional win for best picture, and the last two finishers lose regardless of picture quality. Those who shoot the best pictures in all four locations win the entire thing, with selfies being a huge highlight for the event. The challenge here is deciding on speed vs. quality of pictures, as both are huge components for victory, and even last place can win on photo quality.

Entry: Open

Location: City

Cost: 1,000 EB

Entrants: 6

Lengths: 20 (Hazard every 2 lengths)

Road Quality: Standard

Prize: 3,000 EB, a cover story in Photobomb's next issue, and Rep 4

NC Bootlegger's Rally

A semi annual (if somewhat sporadic) race out in the badlands, This is as much a competition for the racers as it is for their opposition, local law enforcement. The racers are given a piece of cargo to deliver to a specified location, while their lawman opponents do their best to either secure that cargo or stop the car dead in its tracks. The thing is, the cops don't know it's a race, and are called in after the first round by the organizers, making it all the more dangerous for those hauling some very dangerous and illegal cargo (the NCPD HATES

this race). Sometimes even after winning the race, the winner still has to shake the cops, and getting nabbed even after winning is a DQ, so try and stay safe choom.

[The NCPD drivers use the following stats: Drive Land Vehicle 15, 50 SDP, 13 SP, 40 Move/2 Lengths.]

Entry: Open

Location: Country

Cost: 500 EB (Bootleggers only)

Entrants: 4 and two lawmen...at least at first

Lengths: 15 (Hazard every length)

Road Quality: Dirt Road

Prize: (Bootleggers) Their cargo (worth 2,000 EB) and Rep 4 (Lawmen) The racer's cargo (worth 2,000 EB), the racer's freedom, and Rep 3

Maelstrom Death Race 2045

An annual event, the maelstrom death race (2045) has been considered a prolonged demolition derby without a ring, which isn't really wrong. In most races, as long as you're good, you'll probably leave with an intact car...most races. For this death race though, the Maelstrom have sectioned off a private track inside of the city, filled to the brim with members armed to the teeth and looking for blood. The real danger to it is that all hazards are changed to turf war, as maelstrom members have no problem firing on those in this race at all times. Speed isn't a concern here except when it involves making sure you're out of range for opponents, and once a vehicle is destroyed, its driver better get the hell outta there, as they're not going to stop firing at you. The last car on the road is the winner, just as nature intended.

Entry: Cars only

Location: City

Cost: 100 EB

Entrants: 8

Lengths: X (Hazard every length)

Road Quality: Poorly Maintained City Road

Prize: 1,000 EB in cyberware and Rep 5

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►Demolition Derbies◄

Everyone loves a good fight, and everyone loves a good car. Why not combine those two wholly unrelated things into one great competition. Events such as destruction derbies have been around forever, and as vehicles have been getting more deadly, the spectacle has only increased. In this homebrew, we look at combat driving and the competitions one enters when they have more guts than sense.

The majority of demolition derbies in Night City are held out past city limits, as finding a good spot inside of the city that won't get broken up by the cops or another gang are rare (although some gangs do maintain their own arenas for matches). The standard size of a demolition derby arena is 100 square meters, although rarely is all this land perfectly designed. Most arenas are going to have random scrap from previous events, general garbage, and even a feral animal or two wandering around looking for some new prey. Design wise, this means no arena should be a whiteboard; there should always be obstacles around. Consider adding some muddy terrain, oil slicks, and anything else that might make it interesting. Nothing in the time of the RED is going to be perfect, so let's revel in just how dark and dirty it can get!

Smaller arenas can be used for more 'intimate' encounters, with arenas as small as 50 square meters being used for 1 v 1 duels of honor. The typical number of participants in a derby is 4 to 8, with less being seen done better as a duel, and more causing too much mayhem of which to keep track. Each vehicle is also kept to only two occupants, as after a certain point, too many people in a vehicle become their own unique hazard. As far as the requirements to compete, all you need is a vehicle. People typically come in with groundcars or AVs (although AVs are given a height limit lest they be disqualified) prepared for battle, but only slightly more rarely are motorcycles. Even hoverboards are fair game, as Adrenaline Andretti has won a few with little more than a hoverboard and a smile. Most also allow skateboards and bicycles, but those tend to get quickly ganged up on. Nobody likes a weirdo.

Different demolition derbies may have their own unique rules, with some requiring an entirely unique set of skills.

Someone is 'out' of a demolition derby when their vehicle is rendered immobile. This can be due to it being destroyed, or oftentimes by the driver being killed. More professional events forbid attacking a driver, but accidents happen, right? As long as a vehicle is immobile for 3 or more rounds, it is considered disqualified, which has led to some combatants pushing around their busted ride from behind while shooting at everyone around them. The prizes for events aren't just what you can take home, as most of these events are well known enough to the point where even just participating in them is enough to earn you some street cred. But the winners? They're the legends that walk among us, with no one doubting the pure power of these speed demons behind the wheel.

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►Example Demolition Derby Events◄

The Seanoa Invitational

Once a year, the Seanoa nomad family hosts this deadly contest of twisted metal and steel, forcing the best combat drivers in the Heywood area and beyond to put up or shut up in their custom built 'circle of steel' combat enclosure. The arena for the venue is surrounded by a wall of broken down cars, the losers of previous years, with only a single winner taking home the prize. Two members from the Seanoa family are selected each year to serve as 'enforcers', tasked with making sure none of the other drivers take home anything except a destroyed wreck of a vehicle. The event is considered the highlight of the year for combat drivers, and competition is always stiff.

Entry: Open (invite only)

Cost: 5,000 EB

Entrants: 6 plus two special Seanoa family enforcers

Prize: One Seanoa family custom vehicle valued at up to 75,000 EB, honorary admittance into the tribe (often being asked to come back as an enforcer next year), and Rep 6

Dark Carnival Bumper Car Bonanza

A monthly event, the bozos aren't into typical demolition derbies. Cars and drivers that enter are not allowed to bring or use any weapons under threat of death, instead having a powerful explosive strapped to the dashboard of each participant with an electric readout which reads 'Three'. Whenever someone successfully rams another vehicle, the rammed vehicle loses 1 point, and the one who rammed it gains 1 point. At 0 points, the bomb goes off and most likely takes out the loser(s) (this explosive deals 10d6 damage and cannot be dodged), eliminating the driver regardless of if they survive. In addition, if a vehicle is unable to move for a round or spends two without ramming another vehicle, it loses 1 point per instance. The bozos hate a coward as much as they hate a spoil sport, and many a fool has attempted to survive this as their initiation. Also expect plenty of hidden hazards, the Bozos love the look on a driver's face before that poor bastard drives over an explosive whoopie cushion. The last vehicle without an explosion wins, taking home...very little.

Entry: Cars only

Cost: Free

Entrants: 8

Prize: (For fools) Entry into the Bozos gang and Rep 3/(For non fools) Rep 4

Blood and Metal Bender

A bi-monthly event held by techs with more time on their hands than they know what to do with, this is a punknaught exclusive event, where part of the challenge is to use only the materials in the area to build one's vehicle. Participants are given two weeks to scrounge together the best ride they can, forcing participants to think smart on what matters to them. No outside weapons are allowed in the competition, as it spoils the purity of the event. A typically friendly event, drivers are often expected to exit their vehicles (and be disqualified) once their dreaded behemoths are on their last legs, but participants have been known to go down with their poorly constructed ships.

Entry: Punknaughts only

Cost: 500 EB

Entrants: 4

Prize: 1,000 EB, Free drinks at the Short Circuit for two months, and Rep 3

Rock and Rager

A semi-annual celebration of both music and vehicles, this event is sponsored by Rage Records and features not only a battle of the bands but also a battle of the best drivers in those bands. A marriage of rhythm and road rage, the competitors are judged both on their performance on the mic and behind the wheel, with the best ones ending up signed to a big money contract and an instant boost to their notoriety. Sometimes bands will choose to add a talented nomad who knows how to keep a beat to their bands for just such an occasion, and such odd combinations have led to some incredible musical team ups like The Machine and Adrenaline Andretti forming 'Speed Kills' after a particularly engaging performance on and off the road.

Entry: Open

Cost: 1,000 EB

Entrants: 7

Prize: A recording contract from Rage Records worth 20,000 over 1 year and Rep 4

NCPD Lock Up Rumble

An annual event, this demolition derby is held for convicts held in the police's lock up as a way for officers to get some fun out of their job and a chance for criminals to get back on the street. Unlike other events, both vehicles (standard groundcars with combat plows and nos) and weapons (pistols, assault rifles, shotguns, and melee weapons, all weapons are given 2 clips of ammunition) are presented to each driving team, with no other vehicles or weapons being legal. While it is not an official rule that the winner goes free, the amount of paperwork that is lost during this event has become a running joke in the office, with Chief Jorbo turning a blind eye to the proceedings. One civilian driver is allowed to enter each year as a ringer for the NCPD, but the vehicles are all painted and designed to look the exact same, making the ringer hard to guess at a glance.

Entry: Cars only

Cost: Free

Entrants: 6 plus one civilian

Prize: (Prisoner) Freedom and Rep 3/(Civilian) 1,000 EB and Rep 4

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