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THE DREADED PUNKNAUGHT

MAXIMUM VIOLENCE! MAXIMUM SPEED!

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The wind kicked up as Phoenix Rewdyne stepped out onto the roof of her clinic. She clawed her red hair out of her eyes and walked towards the man with the sniper rifle standing overwatch near the ledge. Her scrubs were covered in blood, but at least it wasn't her own.

"Patient gonna make it?" MJ Kefahuchi asked without looking back toward the Medtech.

Phoenix moved up beside her old friend and scanned the trash and rubble-strewn streets below.

"Decent chance," she answered, "Assuming the building doesn't fall on him while he recovers thanks to a gang attack. What's the word?"

MJ lifted his rifle and stared through the scope, aiming the gun expertly at first one point, then a second, then a third.

"Your volunteers have the roads leading to the clinic barricaded." he grunted, "Hopefully that'll keep the Iron Sights away from your clinic tonight. What'd you do to piss them off, anyway?"

Phoenix squinted as she looked off into the distance at the setting sun. The faint scent of ash tickled her nose. Somewhere in South Night City, buildings were burning. What else was new?

"We had a disagreement over who owned a lorry full of meds." Phoenix answered, "I won."

Any further chance of conversation died as the sounds of metal ripping apart overpowered the normal background noise of scattered gunfire, traffic, and machines. MJ lifted his rifle again and stared down the scope.

"Shit. We need to move to ground level. Now!" He dropped the sniper rifle on the roof. He'd come back for it later.

"What?" Phoenix yelled as she became aware of a stuttered whining sound in the distance, like a jet engine that couldn't quite hit the proper speed for lift-off. She ran after MJ as he pushed through the door and onto the staircase, "What is it?"

The Solo barreled down the stairs, two at a time.

"We need to stop the Iron Sights before they reach us!" he shouted back, "Or we're all flatlined. The bastards brought a Punknaught!"

Every riot cop's nightmare. Take the engines from a few downed AV-4s, weld them onto an amalgamation of buses, trucks, and assorted junk, tack on all the weapons you can scrounge, and send it charging at the barricades. Watch the cops scatter!!!

A cobbled-together nightmare of salvaged vehicle parts slammed together into a time-honored Night City tradition, Punknaughts are the go-to for gangs wanting to match the high-expense weapons and vehicles of cops and Corps – at least for a little while. Whether built for one specific goal or just to light up the town in one glorious night of chaos, these jury-rigged monstrosities truly only exist for a single purpose: to cause as much mayhem and destruction as possible before they break down, burst apart, or blow up.

One part battering ram, one part weapons platform, one part troop carrier, and all parts ultraviolence, everyone in Night City knows: When a Punknaught comes out to play? There's going to be at least one smoking, ruined crater somewhere in the city by daybreak.

PUNKNAUGHT CONSTRUCTION

Building a Dreaded Punknaught requires a team of ten, including one Tech serving as the Construction Boss and one crew member (who need not be a Tech) acting as the Salvage Boss. Additional muscle and brains just get in the way, making the job harder, not easier.

Team members can't engage in other activities when working on a Punknaught, and they cannot stop until the project is either completed or abandoned.

Gangs build Punknaughts the old-fashioned way: with muscle, winches, welding, a lot of duct tape, and a musical montage number set to a power ballad.

Construction takes time. One part of the team salvages, bringing back parts while the other part kitbashes them together into something resembling a vehicle.

The amount of time needed to build a Punknaught depends on its complexity. All parts salvaged, including the Core, are non-functional until mashed onto the Punknaught and cannot be used for any other purpose. Normal vehicle upgrades can't be added to a Punknaught under any circumstance.

DATA

For more info on the CBK app, SEE BLACK CHROME PAGE 6.

STEP ONE

The Salvage Boss leads their team and finds the parts needed. A Skill Check, using the Boss's Basic Tech Skill, must be made for each part they hope to acquire. The DV of the Check depends on the part as listed on the Punknaught Parts table (**SEE PAGE 7**).

A failed Check means the team spends the full amount of time searching for the part but doesn't find it.

WorldSat has blockaded the entrances to One Block, hoping to starve the residents out. Grease rallies them to resist, and they decide to build a Punknaught to smash through barricades. Redeye will serve as the Salvage Boss while Torch acts as Construction Boss. Eight other volunteers join them, and they go to work.

Since time is of the essence, they decide to keep things simple. They'll need a Punknaught Core (DV 15), Armor (DV 13), and three Turrets (DV 13 each). Redeye's Player makes five Basic Tech Checks, one for each part. She succeeds at all but the last one. They end up with the Core, the Armor, and two Turrets instead of three.

STEP TWO

As the parts roll in, the Construction Boss oversees their assembly into a functional Punknaught. The time it takes to gather the parts and bolt them together goes up as each new part is added (as listed on the Punknaught Parts table [**SEE PAGE 7**]).

Be sure to include the time spent on any failed salvage Checks when totaling how long it takes.

As Redeye and her team bring home parts Torch, and the remaining volunteers, begin assembly. The total construction time will be 11 days. Seven for the Punknaught Core, one for the Armor, and three for the

Turrets. Even though they only found two Turrets, the time wasted searching for the third counts towards the total.

STEP THREE

Once the Punknaught has been assembled, the Construction Boss makes a Land Vehicle Tech Skill Check against a base DV of 13. This DV increases by the Construction Modifier of each part attached (**SEE PAGE 7**). A Tech's Field Expertise (**SEE CP:R PAGE 147**) applies to the Check.

If the Check succeeds, the Punknaught's ready for action. If the Check fails, the Punknaught falls apart, all parts are Destroyed Beyond Repair, and all the time spent is wasted.

After eleven days of hauling and welding scrap, the Punknaught's complete. Torch's Player makes a Land Vehicle Tech Skill Check, adding their ranks in Field Expertise to the total, against a DV of 16 (13 + 1 for the Armor and +2 for the two Turrets). He scores a 17, just beating the Check. It needs a few kicks, but the Punknaught works! Good thing, too. The local bodega's pretty much out of food!

A Punknaught's time in this world is limited and rarely goes out quietly. Once completed, the Punknaught will remain operational for a number of hours equal to the amount the Construction Boss beat the Land Vehicle Tech Skill Check DV by. **SEE PAGE 6** for more details.

Note, this is total time, whether you're using the thing or not. You don't build a Punknaught, then store it away in a garage until you need it.

Torch only beat the DV of the Land Vehicle Tech Skill Check by 1, so they only have an hour before it starts breaking down. They'll need to hit the WorldSat blockade fast! Everyone piles on. There's no time to waste!

SHOULD THE GM MAKE CHECKS?

The rules presented for Punknaught Construction don't apply to NPCs unless the GM decides to use them.

In other words, if you want to throw a Punknaught at your Crew, there's no need to make Basic Tech and Land Vehicle Skill Checks to figure out if construction works or how long it takes – unless you feel doing so adds to the game in some way.

Just design the enemy Punknaught and have at it! Should it actually matter, you can roll a d6 to determine how long a NPC Punknaught will remain operational before needing to make Death Saves. We suggest making it against a TECH of 6 unless you feel the Construction Boss is particularly proficient.

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PUNKNAUGHT PARTS

Key to reading the listings.

Name: The part in question.

Construction Time: The amount added to the Punknaught's total construction time.

Salvage DV: The DV needed to successfully find the part. Made with the Basic Tech Skill by the Salvage Boss. If they fail the Check, the part isn't found but the time is still added to the total construction time.

Construction Modifier: The modifier added to the Land Vehicle Check DV to build the Punknaught if the part is attached.

Unless otherwise noted, a Part can only be applied to a Punknaught once.

▶ PUNKNAUGHT CORE

Construction Time: 7 days

Salvage DV: 15

Construction Modifier: +0

A wrecked bus, flatbed truck, or similar large vehicle and a set of four AV engines. Together, these parts serve as the vehicle's core, housing the vehicle's essentials (power plant, controls, and fuel) and providing both hovering capability and propulsion. Building a Punknaught without a Core Chassis and AV Engines is impossible.

YOU WANNA BUY A
PUNKNAUGHT? WHAT THE
HELL ARE YOU ASKING ME ABOUT
ONE OF THOSE FOR? LISTEN,
CHOOMBA, NO NOMAD ALIVE WOULD
TOUCH ONE OF THOSE JUNK
WAGONS. **FUCKING SACRILEGE,**
THAT'S WHAT THEY ARE. **HAVE SOME**
FREAKING SELF RESPECT, WILL YA?

— WOODCHIPPER

▶ ARMOR

Construction Time: 1 day

Salvage DV: 13

Construction Modifier: +1

Requires Punknaught Core. Sheets of metal and scrap bolted, welded, and duct taped onto the frame. The vehicle is armored to SP13, but the covering is inconsistent, with gaps and holes. If an opponent rolls a natural 10 on their Attack Check and succeeds in the attack, they bypass the armor entirely, doing damage directly to the Punknaught's SDP. If this Part is added twice, the gaps are filled, and the opponent can no longer bypass the Armor with a natural 10.

▶ BUZZSAW ARM

Construction Time: 1 day

Salvage DV: 9

Construction Modifier: +1

Requires Punknaught Core. A big, honking chunk of sharpened, spinning metal swings out from the Punknaught, acting as a Very Heavy Melee Weapon. It must be mounted front, side, or back facing.

Extending or retracting the arm is an Action that can be performed by a passenger who can then attack with the Buzzsaw Arm following normal Melee Combat rules. The weapon will not function if separated from the Punknaught.

▶ CATAPULT

Construction Time: 1 day

Salvage DV: 13

Construction Modifier: +1

Requires Punknaught Core. Essentially a giant mechanical lever swivel-mounted to the top of the Punknaught. It can be used to fire any cargo, up to the size of a person, at violent speeds. The catapult is fired using the Heavy Weapons Skill at a target square (2 m/yd area) and uses the Grenade Launcher Range Table, up to a maximum range of 25 m/yds.

A person launched by the catapult automatically lands on the target square if the Check succeeds, even if the target is in motion.

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Unless they have two Cyberlegs, the person being launched must succeed at a DV 15 Athletics Check when they land or suffer 2d6 damage directly to their HP.

▶ COCKPIT GLASS

Construction Time: 3 days

Salvage DV: 15

Construction Modifier: +1

Requires Punknaught Core. A layer of Thick Bulletproof Glass (30 HP) bolted over the cockpit to protect the Punknaught's control crew.

▶ COMBAT SPIKES

Construction Time: 3 days

Salvage DV: 13

Construction Modifier: +1

Requires Punknaught Core. Thick spikes mounted to the front of the Punknaught. If the Punknaught was boosted by NOS on the Turn when the Punknaught rammed into something with the Combat Spikes, the damage it deals by the ramming increases by 2d6. If this Part is added twice, the damage it deals by ramming increases by 3d6 instead.

▶ EXTRA AV-4 ENGINE

Construction Time: 2 days

Salvage DV: 15

Construction Modifier: +2

Requires Punknaught Core and Extra Chassis. An additional salvaged AV-4 engine bolted onto the Punknaught to provide extra thrust. It increases the Punknaught's Combat Speed by 5 MOVE and its Narrative Speed by 20 MPH (32 KPH). One Extra AV-4 Engine can be added per Extra Chassis the Punknaught possesses.

▶ EXTRA CHASSIS

Construction Time: 3 days

Salvage DV: 13

Construction Modifier: +2

Requires Punknaught Core. An additional bus, flatbed truck, or similar large vehicle chassis welded onto the core. Adds 20 SDP and 10 seats

to the Punknaught. It also increases the damage the Punknaught does to a pedestrian, piece of cover, or another vehicle when ramming by 1d6. Up to three can be added to a single Punknaught.

▶ NOS

Construction Time: 1 day

Salvage DV: 13

Construction Modifier: +2

Requires Punknaught Core. A dangerous fuel-injection system probably yanked from some street racer's old wreck. It can temporarily boost the speed of the Punknaught, giving it one additional Move Action during a single Turn. Each tank of NOS can only be used once. It can be installed multiple times, with each additional installation of NOS adding another tank.

▶ SPIKE STRIP LAUNCHER

Construction Time: 1 day

Salvage DV: 9

Construction Modifier: +1

Requires Punknaught Core. A mechanism built into the back of the Punknaught. As an Action, a passenger can launch a jagged metal strip of spikes using the Heavy Weapons Skill at a target square (2 m/yd area) and use the Grenade Launcher Range Table, up to a maximum range of 25 m/yds. The driver of any vehicle with tires traveling over the spikes must make a DV 17 Drive Land Vehicle Skill Check. If the driver fails, their vehicle takes 4d6 damage to its weak point (any damage penetrating the vehicle's SP is doubled). The mechanism can deploy up to 3 spike strips before it is empty. It cannot be reloaded.

▶ TURRET

Construction Time: 1 day

Salvage DV: 13

Construction Modifier: +1

Requires Punknaught Core. A swiveling turret is added to the Punknaught. It can be mounted with any two-handed ranged weapon and fired by a passenger using their Action. The passenger can also reload this mounted weapon while the Punknaught is in motion. The weapon is not included in the salvaging operation

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and must be provided separately. The weapon can be removed but doing so requires two Actions, and thus can only be done over the course of two Turns. Because of the jury-rigged nature of a Punknaught, someone with a BODY of 8 or higher can yank the weapon free from the mounting as an Action with a DV 15 Athletics Check.

Up to three Turrets can be installed per Chassis (the Core counts as a Chassis for this purpose).

THE BASIC PUNKNAUGHT

Use these stats for a Punknaught with just a Core and nothing else. Build on it as you add parts.

SDP: 60

Seats: 20

Speed (Combat): 15 MOVE

Speed (Narrative): 60 MPH/97 KPH

Parts: Punknaught Core

PUNKNAUGHT OPERATION

You've built the thing, now it's time to wreck some other things!

BASIC DRIVING

Driving a Punknaught is a lot like riding a bucking bull, only with more complicated controls. The mashed-up parts, most of which aren't meant to work together, fight every lever pull, wheel turn, and pedal stomp.

Where a driver normally needs a Drive Land Vehicle Base higher than 9 to maintain control of their vehicle without using their Action to make a DV 10 Skill Check (**SEE CP:R PAGE 192**), when they're operating a Punknaught they need a Drive Land Vehicle Base higher than 10 and a BODY higher than 5. The Drive Land Vehicle Base and BODY requirements increase by 1 for each Extra Chassis added due to the extra mass involved.

In other words, someone driving a Punknaught with Extra Chassis x2 needs a Drive Land Vehicle Base higher than 12 and a BODY higher than 7 to drive it without a Maneuver Check each Round.

Because a Punknaught hovers roughly 1 m/yd off the ground, it is immune to Spike Strips and similar road hazards.

PUNKNAUGHT RAMMING

As jury-rigged as they are, one of the primary purposes of a Punknaught involves ramming through blockades and other obstructions. The nose is always reinforced with a makeshift plow of some sort and, as a result, when the front Punknaught rams into a piece of cover, another vehicle, or an unlucky pedestrian the vehicle doesn't take any damage and nobody inside suffers the Whiplash Critical Injury.

MANEUVERS

A Punknaught maneuvers using the regular rules (**SEE CP:R PAGE 192**) with one exception. The Punknaught's driver suffers a -1 penalty to their Drive Land Vehicle Check for every Extra Chassis installed. All that bulk comes at a cost.

DEATH OF A PUNKNAUGHT

A Punknaught is like a homemade bomb: as dangerous to the people using it as it is to anyone else. When a Punknaught's time runs out (as determined by the Construction Boss's Land Vehicle Tech Check) or it is reduced to 0 SDP, the Punknaught must begin making Death Saves.

This works just like a Character's Death Save (**SEE CP:R PAGE 222**) except it is made against the TECH Statistic of the Construction Boss who made the Punknaught.

The residents of One Block break through WorldSat's barricades, but in the process their Punknaught's SDP drops to 0. The Players make a Death Save against Torch's TECH (7) and roll a 5. They've got at least another Round before "something bad" happens. Do they press their luck and keep fighting using the Punknaught's weapons? Or do they abandon ship in case the next Death Save comes up a 9?

A Tech cannot use the jury-rig ability of Field Expertise to keep a Punknaught operational.

Once the Punknaught fails its Death Save, roll 1d6 on the Punknaught Death Table (**SEE PAGE 7**) to determine its ultimate fate.

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► PUNKNAUGHT DEATH TABLE

1d6	Result
1	The Punknaught ceases to function and simply stops. The Punknaught, and all of its parts, are Destroyed Beyond Repair.
2	The Punknaught's engines roar to life. It bucks one last time, hurtling at full speed in whatever direction the GM decides for its full MOVE, then stops. If the Punknaught impacts something, it is treated like ramming. The Punknaught, and all of its parts, are Destroyed Beyond Repair.
3	The Punknaught's fuel ignites and the fire spreads with alarming speed. Anyone inside or on top of the Punknaught is now On Fire (Strong) (SEE CP:R PAGE 180). The Punknaught, and all of its parts, are Destroyed Beyond Repair.
4	The Punknaught's fuel ignites and the engines roar to life! Both 2 and 3 take effect. In addition, anything the Punknaught rams ignites, setting it, and anything within 20 m/yds, On Fire (Mild) (SEE CP:R PAGE 180). The Punknaught, and all of its parts, are Destroyed Beyond Repair.
5	The Punknaught shakes like a starship in an old science fiction vid before ceasing to function. Electrical junctions short out. Bolts pop out and go flying. Anyone inside or on top of the Punknaught suffers damage as if they were hit by a Very Heavy Melee Weapon. They cannot evade the damage. The Punknaught, and all of its parts, are Destroyed Beyond Repair.
6	The Punknaught explodes! Any target within 6 m/yds (3 squares) of the vehicle takes damage as if hit by an Armor Piercing Grenade. Anyone inside or on top of the Punknaught also takes the damage. They cannot evade the blast, even if they are normally capable of dodging bullets. The Punknaught, and all of its parts, are Destroyed Beyond Repair.

► PUNKNAUGHT PARTS

Name	Construction Time	Salvage DV	Construction Modifier
Punknaught Core	7 days	15	+0
Armor	1 day	13	+1
Buzzsaw Arm	1 day	9	+1
Catapult	1 day	13	+1
Cockpit Glass	3 days	15	+1
Combat Spikes	3 days	13	+1
Extra AV-4 Engine	2 days	15	+2
Extra Chassis	3 days	13	+2
NOS	1 day	13	+2
Spike Strip Launcher	1 day	9	+1
Turret	1 day	13	+1