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| **Name** | **Type** | **Size** | **XP Rating** |
| Cherry Bomb | Vehicle | Huge | N/A |

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| **Strength** | 8 (+3) |  | **Armor Class** | 10 | | **Damage Threshold** | N/A |
| **Endurance** | 5 (+0) |  | **Avg. Hit Points** | 40 | | **Hit Dice** | 8d10 |
| **Agility** | 8 (+3) |  |  | |  | | |
| **Creature Capacity** | 1 |  | **Damage Vulnerabilities** | | Lightning | | |
| **Cargo Capacity** | 100 lbs. |  | **Damage Resistances** | |  | | |
|  |  |  | **Damage Immunities** | | Poison, Radiation | | |
|  |  |  | **Condition Immunities** | | Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned, Unconscious | | |

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| **Special Traits** | **Special Actions** |
| **Prone Deficiency.** If the vehicle falls *prone*, it can’t right itself and is *incapacitated* until flipped upright with a successful DC 20 Strength (Athletics) check. While *prone*, attacks made against the vehicle have advantage.  **Vehicle.** The vehicle has a movement speed of 120 ft. When reduced to 0 hit points, the driver must succeed a DC 5 Luck (Miracle) check or the vehicle explodes spectacularly at the start of the driver’s next turn, following the rules for a mini nuke. | **Juke (2 AP).** The vehicle adds +3 bonus to its AC (or the AC of a passenger) against one attack or to one Agility saving throw it makes. |
| **Hardpoints** | **Weapon Hardpoints** |
| **Driver (Requires 1 Creature and Grants Three-Quarters Cover).** Used to drive and steer the vehicle; without this position filled the vehicle cannot move. A creature needs one free hand to drive and cannot reload any vehicle weapon hardpoints while driving. | **Hull-Mounted Weapon x2.** These weapons can only be used by the driver. |

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| **Description** |
| The Cherry Bomb is a single-seat, commercial-grade vehicle whose design is dictated by one desire: To break the sound barrier. Every aspect of the car is tuned towards that goal, with a body designed to minimize air resistance without losing traction, and a single-piece cockpit to minimize turbulence. Although promoted in cherry red paint, it was also available with light blue, mint green, yellow, and black paints, each with a joystick for steering and onboard screen.  Powered by a 950-horsepower atomic V8 engine, it was capable of accelerating from 0 to 60 miles per hour (96 km/h) in 0.3 seconds and could reach top speeds “once reserved for Army Space Troopers.” The flexi-glass dome is rated not only as shatter-proof, but also capable of stopping small arms fire, making it safe “from the golden fields of Oklahoma to the streets of downtown Boston.” |

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