## CYBERPUNK 2020 VEHICLE OPTIONS

| Increases maximum SDP by 25%   MM     Added Structure   C   -   Minimum SDP is decreased by 50%   MM     Added Top Speed   C 2% b   6%   10% increase in Top Speed (max + 100%)   MM     Boosted Acceleration   C 5% b   -   10% increase in Top Speed (max + 100%)   MM     Boosted Acceleration   C 5% b   -   10% increase in Deceleration (max + 100%)   MM     Bootsed Acceleration   C 5% b   -   10% increase in Deceleration (max + 100%)   MM     Carpo Capacity   C -   -   Each 13% cargo, subtracts 10% Speed (max + 20%)   MM     Carpo Capacity   C -   -   Each 10% cargo, subtracts 10% Speed (max + 20%)   MM     Additional Range   C -   10% 33% increase in range   MM     Actinon Range   C -   10% 33% increase in range   MM     Actinon Range   C -   10% 33% increase in range   MM     Actinon Range   C -   10% 25% SP, 1/2 shaped charges   MM     Balletyroof Class   C 200/side   SP15   Chrdosel R signature   MM     Puncture-proof  | Name                | Avail | . Cost    | Spaces | Description   | Source  |
|--|---------------------|-------|-----------|--------|---|---------|
| Adda Structure   C   2 SDP   Increases maximum SDP by 25%   MM     Adda Top Speed   C   25%   5%   10% increase in Top Speed (max +100%)   MM     Adda Top Speed   C   25% b   -   10% increase in Top Speed (max +100%)   MM     Boosted Acceleration   C   5% b   -   10% increase in Acceleration (max +100%)   MM     Heavy-Duty Reaks   C   5% b   -   41% increase in Acceleration (max +100%)   MM     Diff-Road Copacity   C   -   Each 33% cargo, subtracts 10% Speed   MM     Camp Copacity   C   -   Each 33% cargo, subtracts 10% Speed (max +20%)   MM     Additional Range   C   -   -   Each 10% cargo, subtracts 10% Speed (max +20%)   MM     Additional Range   C   -   -   Each 10% mass rating, subtracts 20% Speed (max +20%)   MM     Additional Range   C   -   -   -   Each 10% cargo, subtracts 10% Speed (max +20%)   MM     Additional Range   C   -   -   10%   33% increase in range   MM   |                     |       |           | opueee | 200011211011  | 000.00  |
| Weaker Structure   C   -   Minimum SDP is decreased by 50%   MM     Added Top Speed   C   25% b   5%   10% increase in Top Speed   MM     Boosted Acceleration   C   10% increase in Top Speed   MM     MM   10% increase in Acceleration (max +100%)   MM     Heavy-Duty Breaks   C   6% b   -   25% increase in Acceleration (max +100%)   MM     Off-Road Capability   C   +1 Maneuver (max +3)   more mass 50% mass |                     |       | v2 SDD    |        | Increases maximum SDP by 25%                            | N / N / |
| Added Top Speed   C   25% b   5%   10% increase in Top Speed (max +100%)   MM     Boosted Acceleration   C   5% b   -   10% increase in Acceleration (max +100%)   MM     Beavy-DutyReakS   C   5% b   -   10% increase in Acceleration (max +100%)   MM     Better-Handling   C   5% b   -   +14 Maneuver (max +3)   MM     Off-Road Capabily   C   -   Each 10% cargo, subtracts 10% Speed (max +20%)   MM     Arrant Cargo Capacity   C   -   Each 10% mass rating, subtracts 20% Speed (max +20%)   MM     Additional Range   C   -   10%   33% increase in range   MM     Additional Range   C   -   10%   33% increase in range   MM     Additional Range   C   -   10%   33% increase in range   MM     Additional Range   C   -   10%   Associase and range   MM     Bootste Almor   R   400% b   0   +25% SP. 1/2 shaped charges   MM     RMADIS   C   200/stob   |                     |       |           |        | •   |         |
| Lowerd Top Speed   C   -10%   10% decrease in Top Speed   MM     Boosted Acceleration   C   5% b   -   25% increase in Deceleration (max + 100%/+50% aircraft)   MM     Off-Road Capability   C   +15%   -   25% increase in Deceleration (max + 100%/+50% aircraft)   MM     Off-Road Capability   C   +15%   -   Can be operated off-road at /13 top on-road speed   MM     Aircraft Cargo Capacity   C   -   Each 33% cargo, subtracts 10% Speed   MM     Aircraft Cargo Capacity   C   -   Each 33% cargo, subtracts 20% Speed (max +20%)   MM     Additional Range   C   -   10% increase in nange   MM     Shortened Range   C   -   10% 33% increase in range   MM     Additional Range   C   -   10% 2100 - 12/2 enertration   MM     Reactive Armor   R   400% b   0   +25% SP. 1/2 shaped charges   MM     IRBalling   P   10% b   0   2.10 Entities SDP and SP   Chr3     Builetproof Class   C   200 side   SP1  |                     |       |           |        | •   |         |
| Boosted AccelerationC5% b-10% increase in Acceleration (max + 100%)MMBetter HandlingC+50% b-+11 Maneuver (max + 3)MMOff-Road CapabilityCEach 10% cargo, subtracts 10% Speed (max 50% mass)MMAircraft Cargo CapacityCEach 10% cargo, subtracts 10% Speed (max +20%)MMAircraft Cargo CapacityCEach 10% mass rating, subtracts 10% Speed (max +20%)MMAdditional RangeC10% 33% increase in rangeMMAdditional RangeC10% 33% increase in rangeMMAdditional RangeC10% 33% increase in rangeMMResolutive ArmorR400% b0+25% SP, 1/2 shaped chargesMMResolutive ArmorP1% b02-10=1/2 penetrationMMResolutive ArmorP1% b02-10=1/2 penetrationMMResolutive ArmorP1% b02-10=1/2 penetrationMMResolutive ArmorP1% b02-10=1/2 penetrationMMResolutive ArmorP1% b02-10=1/2 penetrationMMPuncture-proof TiresP1SDP01/2 vehicles SDP and SPChr3Eulidrovo ClassC200/side0SP15Chr3Eulidrovo ClassC200/side0SDP and SPChr3Eulidrovo ClassC200/side100mMM <t< td=""><td>· ·</td><td></td><td></td><td></td><td></td><td></td></t<>  | · ·                 |       |           |        |   |         |
| Heavp-DuryBreaks   C   5% b   -   25% increase in Deceleration (max + 100%/+50% aircraft)   MM     Off-Road Capability   C   +15%   -   Can be operated off-road at 1/3 top on-road speed   MM     Cargo Capacity   C   -   -   Each 10% cargo, subtracts 10% Speed (max 50% mass)   MM     AurrartiCargo Capacity   C   -   -   Each 10% cargo, subtracts 10% Speed (max +20%)   MM     Additional Range   C   -   -   Each 10% cargo, subtracts 10% Speed (max +20%)   MM     Shortened Range   C   -   10% 33% decrease in range   MM     ARMOR   C   -   10% 33% decrease in range   MM     Reactive Armor   P   10% b   0   425% SP, 1/2 shaped charges   MM     Steath   R   100% b   18   Absorbs radar   MM     Steath   R   100% b   18   Absorbs radar   MM     Grash Control Systems   E   200% side o   SP15   Chr3     EnvironmetToont Systems   E   200 person <td< td=""><td></td><td></td><td></td><td>-10%</td><td>· ·</td><td></td></td<>  |                     |       |           | -10%   | · ·   |         |
| Better Handling   C   +50% b   -   +11 Maneuver (max + 3)   MM     Cargo Capacity   C   -   -   Each 10% cargo, subtracts 10% Speed (max 50% mass)   MM     Aircraft Cargo Capacity   C   -   -   Each 10% mass rating, subtracts 10% Speed (max 40% mass)   MM     Aircraft Cargo Capacity   C   -   -   Each 10% mass rating, subtracts 20% Speed (max +20%)   MM     Additional Range   C   -   10%   33% decrease in range   MM     Additional Range   C   -   10%   33% decrease in range   MM     REMOR   C   -   -10%   33% decrease in range   MM     Readive Armor   P   1% b   0   2-10=1/2 penetration   MM     Readive Armor   P   1% b   0   2-10=1/2 penetration   MM     Readive Armor   P   1% b   0   2-10=1/2 penetration   MM     Steath   R   100% box on targe   D   1/10 weinteration   MM     Steath   1.000% box ontarge   <   |                     |       |           | -      |   |         |
| Off-Road Capability   C   +15%   -   Can be operated off-road at /13 top on-road speed   MM     Aircraft Cargo Capacity   C   -   Each 33% cargo, subtracts 10% Speed (max +20%)   MM     Aircraft Cargo Capacity   C   -   Each 13% cargo, subtracts 20% Speed (max +20%)   MM     Additional Range   C   -   10%   33% decrease in range   MM     Akditional Range   C   -   10%   33% decrease in range   MM     ARMOR   C   -   -0%   33% decrease in range   MM     Composite Armor   P   10%-52% b   0   +210-212 penetration   MM     Reactive Armor   P   10%-52% b   0   2-10-122 penetration   MM     Stath   R   1,000% b   1/8   Absorbs radar   MM     Puncture-proof Tres   P   150P   0   12 vehicles SDP and SP   Chr3     Bulleproof Glass   C   200/side   0   SP40 vs collision   MM     Crash Scottrol Systems   E   20% to sollision   MM<  |                     |       |           |        |   |         |
| Cargo Capacity   C   -   Each 10% cargo, subtracts 10% Speed (max +20%)   MM     Adricraft Cargo Capacity   C   -   Each 10% mass rating, subtracts 10% Speed (max +20%)   MM     Additional Range   C   -   10%   33% increase in range   MM     Shortened Range   C   -   10%   33% increase in range   MM     ARMOR   C   -   10%   33% increase in range   MM     Reading   C   -   10%   33% increase in range   MM     Reading   P   10%-25% b0   Reduces IR signature   MM   MM     Reading   P   10%-25% b0   Reduces IR signature   MM   MM     Reading   C   200/side   SP15   Chr3   Environment Control   MM     Publicious Modification   P   50% b   2   Floats at 1/10th speed   MM   MM     Carson Cortol   P   100%   100   Gonystem undamaged   MM   MM     Carson Sets   C   1000%   100  |                     |       |           |        |   |         |
| AircraftCargoCapacity   C   -   Each 33% cargo, subtracts 10% Speed   MM     Additional Range   C   -   Each 33% cargo, subtracts 20% Speed (max +20%)   MM     Additional Range   C   -   10%   33% increase in range   MM     Actional Range   C   -   10%   33% increase in range   MM     ARMOR   C   -   10%   33% decrease in range   MM     Compositie Armor   R   400% b   0   +25% SP, 1/2 shaped charges   MM     Reactive Armor   P   10%-25% b0   Reduces IR signature   MM     Reactive Armor   P   13DP   0   1/2 venicits SDP and SP   Chr3     Bulletproof Glass   C   200/side   0   SP140 vs collision   MM     Crash Control Systems   E   250/person   SP40 vs collision   MM     Damage Control   P   100%   1/10   6-10 system undamaged   MM     Crash Control System   C   500   0   Controls heat, humidity, but no filters or gas protection   |                     |       |           |        |   |         |
| Truck Mass Fating   C   -   -   Each 10% mass rating, subtracts 20% Speed (max +20%)   MM     Additional Range   C   -   10%   33% decrease in range   MM     ARMOR   C   -   10%   33% increase in range   MM     Reading   P   400% b   0   +25% SP, 1/2 shaped charges   MM     Readive Armor   P   1% b   0   2-10=1/2 penetration   MM     Readive Armor   P   1% b   0   2-10=1/2 penetration   MM     Steatth   R   1,000% b   1/8   Absorbs radar   MM     Puncture-proof Tires   P   1 SDP   0   1/2 vehicles SDP and SP   Chr3     Bulletproof Glass   C   200/side   0   SP40 vs collision   MM     Campo South   P   50% b   2   Floats at 1/10th speed   MM     Cirlian Sart Wo chute   C   750/seat   0   100m   MM     Ejection Seat wo chute   C   500   1   Prevents vehicle caching on fire  |                     |       |           | -      | - · · · · · · · · · · · · · · · · · · ·                 |         |
| Additional Range   C   -   10%   33% increase in range   MM     Shortened Range   C   -   -10%   33% decrease in range   MM     ARMOR   C   -   -10%   33% decrease in range   MM     Composite Armor   P   10%-25% b   0   Reduces IR signature   MM     Reactive Armor   P   10%-25% b   0   Reduces IR signature   MM     Steath   R   1,000% b   1/8   Absorbsradar   MM     Puncture-proof Tires   P   15DP   0   1/2 penetration   MM     Bulletproof Glass   C   200/side   0   SP15   Chr3     ENVIRONMENT   E   250/person   SP40 vs collision   MM     Damage Control   P   100%   1/10   6-10 system undamaged   MM     Ejection Seat Wo chute   C   750/seat   0   100m   MM     Eistemal Foam Cannon   C   700   3   30 shots, 50m range   MM     Life Support System   |                     |       |           | -      |   |         |
| Shortened Range   C   -   -10%   33% decrease in range   MM     ARMOR   -   -   -   -   -   -   -   MM     Composite Armor   R   400% b   0   +25% SP, 1/2 shaped charges   MM     Readures Irike Armor   P   1% b   0   2-10 = 1/2 penetration   MM     Readures Irike Armor   P   1% b   0   2-10 = 1/2 penetration   MM     Stealth   R   1.000% b   0   1/2 vehicles SDP and SP   Chr3     Bulletproof Glass   C   200/side   0   SP40 vs collision   MM     Crash Control Systems   E   250/person   0   SP40 vs collision   MM     Epiction Seats   C   100%   100   Controls heat, humidity, but no filters or gas protection   MM     Epiction Seats   C   1000   2   30 shots, 50m range   MM     Environment Control   E   2500   1   Aritight plus filtration   MM     Environment Control   E  |                     |       | -         | -      | • • • • •   |         |
| ARMOR Regative Armor R 400% b 0 +25% SP, 1/2 shaped charges MM   IR Baffling P 10%-25% b 0 Reduces IR signature MM   Reactive Armor P 10%-25% b 0 Reduces IR signature MM   Stealth R 1,000% b 1/8 Absorbs radar MM   Stealth R 1,000% b 1/8 Absorbs radar MM   Puncture-proofTires P SDP 0 1/2 vehicles SDP and SP Chr3   Bulletproof Glass C 200/side 0 SP15 Chr3   ENVIRONMENT Amphibious Modification P 50% b 2 Floats at 1/10th speed MM   Crash Control Systems E 250/person 0 SP40 vs collision MM   Election Seats W // chute 750/seat 0 100m MM   Election Seats W // chute 750/seat 0 100m MM   Election Seats W // chute 750/seat 0 100m MM   Election Seats W // chute C 5000 1 Arrenvehicle catch   |                     |       | -         |        | -   |         |
|  | Shortened Range     | С     | -         | -10%   | 33% decrease in range                                   | MM      |
|  | 4.5440.5            |       |           |        |   |         |
| $ \begin{array}{cccccccccccccccccccccccccccccccccccc$  |                     | -     | 1000/ 1   | 0      |   | N 4N 4  |
| Reactive Årmor   P   1% b   0   2-10=1/2 penétration   MM     Stealth   R   1,000% b   1/8   Absorbs radar   MM     Puncture-proof Tires   P   15DP   0   1/2 vehicles SDP and SP   Chr3     Bulletproof Glass   C   200/side   0   SP15   Chr3     ENVIRONMENT   -   -   Totals at 1/10th speed   MM     Crash Control Systems   E   250/person   0   SP40 vs collision   MM     Damage Control   P   100%   1/10   6-10 system undamaged   MM     Ejection Seat w/o chute   C   750/seat   0   100m   MM     Ejection Seat w/o chute   C   750/seat   0   100m   MM     Fire Extinguisher   C   500   1   Prevents vehicle catching on fire   MM     External Water Cannon   C   750   5   30 shots, 50m range   MM     Life Support System   C   500   1   4 man hours, air and water tight   MM  |                     |       |           |        |   |         |
| Steath   R   1,000% b   1/8   Absorb radar   MM     Puncture-proof Tires   P   1 SDP   0   1/2 vehicles SDP and SP   Ch3     Bulletproof Class   C   200/side   0   SP15   Ch3     EnvireOnMENT   Amphibious Modification   P   50% b   2   Floats at 1/10th speed   MM     Crash Control Systems   E   250/person   SP40 vs collision   MM     Ejection Seats   C   1000/seat   0   100m   MM     Ejection Seats   C   1000/seat   0   100m   MM     Civilian Environment Cont.t   E   500   0   Controls heat, humidity, but no filters or gas protection   SOF2     Environment Control   E   2500   1   Air tight plus filtration   MM     External Water Cannon   C   1000   2   30 shots, 50m range, BOI 15+ to stand   MM     Life Support System   C   500   1   4 man hours, air and water tight   MM     Vettaral Water Cannon   E   2   | 5                   |       |           |        |   |         |
| Puncture-proof Tires<br>Bulletproof GlassP1 SDP01/2 vehicles SDP and SPCh3<br>SP15Environment Control SystemsE2 S0/side0SP15Ch3Environment Control SystemsE2 50/person0SP40 vs collisionMMDamage ControlP100%1/106-10 system undamagedMMEjection SeatsC1000%seat0100mMMEvilian Environment ControlE5000Controls heat, humidity, but no filters or gas protectionSOF2Environment ControlE5001Prevents vehicle catching on fireMMExternal Foam CannonC750530 shots, 50m range, BOD 15+ to standMMExternal Foam CannonC750530 shots, 50m range, BOD 15+ to standMMLife Support SystemC50012 people, 1/2 space +100 eb per personMMJaccuziE2,5003Holds 2 peopleMMJaccuziE5000Control sight untappable communicationMMLife Suport SystemC5001ChridMMJaccuziE2,5003Holds 2 peopleMMJaccuziE2,5003Holds 2 peopleMMLife Support SystemC5001ChridPace SupportE5001ChridMMMilter RadioP7,0001ChridMMLaser CommunicatorP  |                     |       |           |        |   |         |
| Bulletproof Glass   C   200/side   0   SP15   Ch3     ENVIRONMENT   Amphibious Modification   P   50% b   2   Floats at 1/10th speed   MM     Crash Control Systems   E   250/person   0   SP40 vs collision   MM     Damage Control   P   100%   1/10   6-10 system undamaged   MM     Ejection Seats   C   1000/seat   0   100m   MM     Ejection Seatw /o chute   750/seat   0   100m   MM     EnvironmentControl   E   2500   1   Air tight plus filtration   MM     External Water Cannon   C   1000   2   30 shots, 50m range   MM     External Water Cannon   C   750   5   30 shots, 50m range, BOD 15+ to stand   MM     Life Support System   C   500   1   4 man hours, air and water tight   MM     Vet Bar   E   200   0   MM   Jaccuzi   MM     Seatt Massager   E   500   1   2 peop  |                     |       |           |        |   |         |
| ENVIRONMENT Floats at 1/10th speed MM   Amphibious Modification P 50% b 2 Floats at 1/10th speed MM   Crash Control Systems E 250/person 0 SP40 vs collision MM   Damage Control P 100% 1/10 6-10 system undamaged MM   Ejection Seats C 1000% 1/10 6-10 system undamaged MM   Ejection Seat w/o chute C 750/seat 0 100m MM   External Foam Cannon C 500 1 Air tight plus filtration MM   External Foam Cannon C 750 5 30 shots, 50m range, BOD 15+ to stand MM   Life Support System C 500 1 4 man hours, air and water tight MM   Vet Bar E 500 1 2 people, 1/2 space +100 eb per person MM   Jaccuzi E 2,500 2 1000 2 30 shots, 50m range, 20 shots, 50m MM   Seat Massager E 200 1 4 man hours, air and water tight MM MM   Seat Massager E  | •                   |       |           |        |   |         |
| Amphibious Modification   P   50% b   2   Floats at 1/10th speed   MM     Crash Control Systems   E   250/person   0   SP40 vs collision   MM     Damage Control   P   100%   1/10   6-10 system undamaged   MM     Ejection Seats   C   1000/seat   0   100m   MM     Ejection Seat w/o chute   C   750/seat   0   100m   MM     Evicinon Seat w/o chute   C   750/seat   0   Controls heat, humidity, but no filters or gas protection   SOF2     EnvironmentControl   E   2500   1   Air tight plus filtration   MM     External Foam Cannon   C   750   5   30 shots, 50m range, BOD 15+ to stand   MM     Life Support System   C   500   1   4 man hours, air and water tight   MM     Jaccuzi   E   2500   1   2 people, 1/2 space +100 eb per person   MM     Jaccuzi   E   500   1   2 people, 1/2 space +100 eb per person   MM     Mini-Galley   E </td <td>Bulletproof Glass</td> <td>С</td> <td>200/side</td> <td>0</td> <td>SP15</td> <td>Chr3</td>  | Bulletproof Glass   | С     | 200/side  | 0      | SP15  | Chr3    |
| Amphibious Modification   P   50% b   2   Floats at 1/10th speed   MM     Crash Control Systems   E   250/person   0   SP40 vs collision   MM     Damage Control   P   100%   1/10   6-10 system undamaged   MM     Ejection Seats   C   1000/seat   0   100m   MM     Ejection Seat w/o chute   C   750/seat   0   100m   MM     Evicinon Seat w/o chute   C   750/seat   0   Controls heat, humidity, but no filters or gas protection   SOF2     EnvironmentControl   E   2500   1   Air tight plus filtration   MM     External Foam Cannon   C   750   5   30 shots, 50m range, BOD 15+ to stand   MM     Life Support System   C   500   1   4 man hours, air and water tight   MM     Jaccuzi   E   2500   1   2 people, 1/2 space +100 eb per person   MM     Jaccuzi   E   500   1   2 people, 1/2 space +100 eb per person   MM     Mini-Galley   E </td <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>   |                     |       |           |        |   |         |
| Crash Control SystemsE250/person0SP40 vs collisionMMDamage ControlP100%1/106-10 system undamagedMMEjection SeatsC1000/seat0100mMMCivilian Environment ControlE5000Controls heat, humidity, but no filters or gas protectionSOF22Environment ControlE25001Prevents vehicle catching on fireMMExternal Foam CannonC750/seat30 shots, 50m range, BOD 15+ to standMMExternal Water CannonC750530 shots, 50m range, BOD 15+ to standMMLife Support SystemC50014 man hours, air and water tightMMVet BarE50012 people, 1/2 space +100 eb per personMMJaccuziE2,5003Holds 2 peopleMMSeat MassagerE2000MMLife Support SystemC5001Chr4SowerE5001Chr4Seat MassagerE5002Chr4Satial PhoneE5002Chr4Satial PhoneE5000Regular cellphone with longer range (20km)MMLaser CommunicatorP7,0000Line of sight untappable communicationMMNatiary RadioE2,5000500kmMMMilitary RadioP2,5000500km, only jammed on a 1D10 roll of 4-10MMMiltary   |                     | _     | 500/1     | •      |   |         |
| Damage ControlP100%1/106-10 system undamagedMMEjection SeatsC1000/seat0100mMMEjection Seat /// controlC750/seat0100mMMCivilian Environment Cont.E5000Controls heat, humidity, but no filters or gas protectionSOF2Environment ControlE25001Air tight plus filtrationMMExternal Foam CannonC1000230 shots, 50m rangeMMExternal Water CannonC1000230 shots, 50m range, BOD 15+ to standMMLife Support SystemC50014 man hours, air and water tightMMWet BarE50012 people, 1/2 space +100 eb per personMMJaccuziE2,5003Holds 2 peopleMMSeat MassagerE2000MMMini-GalleyE1,0002MMLong Range RadioE1,0002MMRadioE2,5000Regular cellphone with longer range (20km)MMRadioE2,0000Line of sight untappable communicationMMRadioP2,0000SofkmMMLong Range RadioE1,000500kmMMMilary RadioP2,5000SofkmMMMilary RadioP2,5000SofkmMMScramblerC5001Can uplink directly to a commo satellite   | -                   |       |           |        | •   |         |
| Ejection SeatsC1000/seat0100mMMEjection Seat w/o chuteC750/seat0100mMMCivilian Environment Contt.E5000Controls heat, humidity, but no filters or gas protectionSOF2Environment ConttolE25001Prevents vehicle catching on fireMMExternal Foam CannonC700230 shots, 50m rangeMMExternal Water CannonC750530 shots, 50m range, BOD 15+ to standMMLife Support SystemC50014 man hours, air and water tightMMWet BarE50012 people, 1/2 space +100 eb per personMMJaccuziE2,5003Holds 2 peopleMMSeat MassagerE2000MMMini-GalleyE1,0002MMLaser CommunicatorP7,000Line of sight untappable communicationMMLaser CommunicatorP2,500300kmMMMilitary RadioP2,500500km, only jammed on a 1D10 rol of 4-10MMSatellite UplinkC5001Can uplink directly to a commo satelliteMMSorgarberE2500Provides scrambler combination 20% of timeMMLoudspeakerE2500Mounted externally, 20 SDPSOF2EULar PhoneE5001Can uplink directly to a commo satelliteMMLong Range RadioE1,000   |                     |       | •         |        |   |         |
| Ejection Seat w/o chuteC750/seat0100mMMCivilian Environment Cont. E5000Controls heat, humidity, but no filters or gas protectionSOF2Environment ControlE25001Prevents vehicle catching on fireMMFire ExtinguisherC5001Prevents vehicle catching on fireMMExternal Vater CannonC1000230 shots, 50m rangeMMExternal Water CannonC750530 shots, 50m range, BOD 15+ to standMMLife Support SystemC50014 man hours, air and water tightMMWet BarE50012 people, 1/2 space +100 eb per personMMJaccuziE2,5003Holds 2 peopleMMSeat MassagerE2000MMMini-GalleyE5001Chr4ShowerE5002Chr4ShowerE5000Regular cellphone with longer range (20km)MMLaser CommunicatorP7,0000Line of sight untappable communicationMMNadioE2,0000500kmMMMMLong Range RadioE1,0000500kmMMCamblerC5001Canu plink directly to a commo satelliteMMLong Range RadioE1,0000500kmMMSatellite UplinkC5,001Canu plink directly to a commo satelliteMM<  |                     |       |           |        |   |         |
|  |                     |       |           |        |   |         |
| EnvironmentControl   E   2500   1   Air tight plus filtration   MM     Fire Extinguisher   C   500   1   Prevents vehicle catching on fire   MM     External Vater Cannon   C   1000   2   30 shots, 50m range   MM     External Water Cannon   C   500   1   4 man hours, air and water tight   MM     Life Support System   C   500   1   4 man hours, air and water tight   MM     Velta   E   500   1   2 people, 1/2 space +100 eb per person   MM     Jaccuzi   E   2,500   3   Holds 2 people   MM     Seat Massager   E   200   0   MM     Mini-Galley   E   1,000   2   MM     Laser Communicator   P   7,000   Line of sight untappable communication   MM     Long Range Radio   E   1000   500km   MM     Nullitary Radio   P   2,500   0   Solkm   MM     Scrambler   C   500   | -                   |       |           |        |   |         |
| Fire Extinguisher   C   500   1   Prevents vehicle catching on fire   MM     External Foam Cannon   C   1000   2   30 shots, 50m range   MM     External Water Cannon   C   750   5   30 shots, 50m range, BOD 15+ to stand   MM     Life Support System   E   500   1   4 man hours, air and water tight   MM     Wet Bar   E   500   1   2 people, 1/2 space +100 eb per person   MM     Jaccuzi   E   2,500   3   Holds 2 people   MM     Seat Massager   E   200   0   MM   MM     Seat Massager   E   200   0   MM   MM     Solder Pone   E   500   1   Chr4   Chr4     Shower   E   500   2   Communication   MM     Laser Communicator   P   7,000   Line of sight untappable communication   MM     Nulltary Radio   P   2,500   500km, only jammed on a 1D10 roll of 4-10   MM     Satel  |                     |       |           |        |   |         |
| External Foam CannonC1000230 shots, 50m rangeMMExternal Water CannonC750530 shots, 50m range, BOD 15+ to standMMLife Support SystemC50014 man hours, air and water tightMMWet BarE50012 people, 1/2 space +100 eb per personMMFold-Down BedE25012 people, 1/2 space +100 eb per personMMSeat MassagerE2000MMMini-GalleyE1,0002MMToiletE5001Chr4ShowerE5000Regular cellphone with longer range (20km)MMLaser CommunicatorP7,000Line of sight untappable communicationMMRadioE200080kmMMMilitary RadioP2,5000500km, only jammed on a 1D10 roll of 4-10MMScramblerC5001Can uplink directly to a commo satelliteMMScramblerC5000Allows coded communicationMMComputer DecoderP5000Provides scrambler combination 20% of timeMMLoudspeakerE2500Mounted externally, 20 SDPSOF2ELECTRONICS"A" Robotic ControlR1,000,00011D10+15+ModifiersMMCoulspeakerE2500Drive/Pilot roll 1D10+5MMCoulspeakerE2500Drive/Pilot roll 1D10+5 <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>  |                     |       |           |        |   |         |
| External Water CannonC750530 shots, 50m range, BOD 15+ to standMMLife Support SystemC50014 man hours, air and water tightMMWet BarE50012 people, 1/2 space +100 eb per personMMFold-Down BedE25012 people, 1/2 space +100 eb per personMMSeat MassagerE2,5003Holds 2 peopleMMSeat MassagerE2000MMToiletE5001Chr4ShowerE5002Chr4ColmunicationP7,000Line of sight untappable communicationMMLaser CommunicatorP7,000SolkmMMLong Range RadioE1,000500kmMMMilitary RadioP2,5000SolkmMMSoramblerC5001Can uplink directly to a commo satelliteMMMultitary RadioP5000Provides scrambler combination 20% of timeMMComputer DecoderP5000Provides scrambler combination 20% of timeMMLoudspeakerE2500Mounted externally, 5 SDPSOF2Armored LoudspeakerE2500Drive/Pilot roll 1D10+5MMColumpted ControlR1,000,00011D10+15+ModifiersMMCoundspeakerE2500Drive/Pilot roll 1D10+5MMComputer Pilot ControlR1,000,000 </td <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>  |                     |       |           |        |   |         |
| $\begin{array}{cccccccccccccccccccccccccccccccccccc$   |                     |       |           |        | -   |         |
| Wet Bar   E   500   1   2 people, 1/2 space +100 eb per person   MM     Fold-Down Bed   E   250   1   2 people, 1/2 space +100 eb per person   MM     Seat Massager   E   2,500   3   Holds 2 people   MM     Seat Massager   E   2,000   0   MM   MM     Mini-Galley   E   1,000   2   MM   MM     Toilet   E   500   1   Chr4   Sower   Chr4     Shower   E   500   0   Regular cellphone with longer range (20km)   MM     Laser Communicator   P   7,000   Line of sight untappable communication   MM     Long Range Radio   E   1,000   500km   MM   MM     Long Range Radio   E   1,000   500km   MM   MM     Satellite Uplink   C   5,000   1   Can uplink directly to a commo satellite   MM     Scrambler   C   500   0   Allows coded communication   MM  |                     |       |           |        | •   |         |
| Fold-Down Bed   E   250   1   2 people, 1/2 space +100 eb per person   MM     Jaccuzi   E   2,500   3   Holds 2 people   MM     Seat Massager   E   200   0   MM     Mini-Galley   E   1,000   2   MM     Toilet   E   500   1   Chr4     Shower   E   500   0   Regular cellphone with longer range (20km)   MM     Laser Communicator   P   7,000   Line of sight untappable communication   MM     Long Range Radio   E   1,000   500km   MM     Long Range Radio   E   1,000   500km   MM     Statellite Uplink   C   5,000   1   Can uplink directly to a commo satellite   MM     Scambler   C   500   0   Allows coded communication   MM     Computer Decoder   P   500   0   Provides scrambler combination 20% of time   MM     Loudspeaker   E   250   0   Mounted externally, 20 SDP<  |                     |       |           |        | 4 man hours, air and water tight                        |         |
| Jaccuzi   E   2,500   3   Holds 2 people   MM     Seat Massager   E   200   0   MM   MM     Mini-Galley   E   1,000   2   MM   MM     Toilet   E   500   1   Chr4   Chr4     Shower   E   500   2   Chr4   Chr4     Collular Phone   E   500   0   Regular cellphone with longer range (20km)   MM     Laser Communicator   P   7,000   0   Line of sight untappable communication   MM     Long Range Radio   E   1,000   0   So0km   MM     Military Radio   P   2,500   0   So0km   MM     Satellite Uplink   C   5,000   1   Can uplink directly to a commo satellite   MM     Satellite Uplink   C   5,000   1   Can uplink directly to a commo satellite   MM     Computer Decoder   P   500   0   Provides scrambler combination 20% of time   MM     Loudsp  |                     |       |           |        |   |         |
| Seat Massager   E   200   0   MM     Mini-Galley   E   1,000   2   MM     Toilet   E   500   1   Chr4     Shower   E   500   2   Chr4     Collular Phone   E   500   0   Regular cellphone with longer range (20km)   MM     Laser Communicator   P   7,000   0   Line of sight untappable communication   MM     Radio   E   200   0   80km   MM     Long Range Radio   E   1,000   0   500km   MM     Killary Radio   P   2,500   0   500km, only jammed on a 1D10 roll of 4-10   MM     Stellite Uplink   C   5,000   1   Can uplink directly to a commo satellite   MM     Scrambler   C   500   0   Allows coded communication   MM     Computer Decoder   P   500   0   Provides scrambler combination 20% of time   MM     Loudspeaker   E   250   0   Mount  |                     |       |           |        |   |         |
| Mini-Galley   E   1,000   2   MM     Toilet   E   500   1   Chr4     Shower   E   500   2   Chr4     Communication   E   500   0   Regular cellphone with longer range (20km)   MM     Laser Communicator   P   7,000   0   Line of sight untappable communication   MM     Radio   E   200   0   80km   MM     Long Range Radio   E   1,000   0   500km   MM     Statellite Uplink   C   5,000   1   Can uplink directly to a commo satellite   MM     Scrambler   C   500   0   Provides scrambler combination 20% of time   MM     Loudspeaker   E   250   0   Mounted externally, 5 SDP   SOF2     ELECTRONICS   "Al" Robotic Control   R   1,000,000   1   1D10+15+Modifiers   MM     Auto-Pilot   C   250   0   Drive/PilotrolI 1D10+5   MM     Cybernetic Linkage   C   |                     |       |           |        | Holds 2 people  |         |
| ToiletE5001Chr4ShowerE5002Chr4CommunicationsE5000Regular cellphone with longer range (20km)MMLaser CommunicatorP7,0000Line of sight untappable communicationMMRadioE200080kmMMLong Range RadioE1,0000500kmMMSatellite UplinkC5,0001Can uplink directly to a commo satelliteMMScramblerC5000Provides scrambler combination 20% of timeMMComputer DecoderP5000Provides scrambler combination 20% of timeMMLoudspeakerE2500Mounted externally, 5 SDPSOF2Armored LoudspeakerE4000Drive/Pilot roll 1D10+15MMCybernetic LinkageC40% total0+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM   |                     |       |           |        |   |         |
| Shower   E   500   2   Chr4     COMMUNICATIONS   E   500   0   Regular cellphone with longer range (20km)   MM     Laser Communicator   P   7,000   0   Line of sight untappable communication   MM     Radio   E   200   0   80km   MM     Long Range Radio   E   1,000   0   500km, only jammed on a 1D10 roll of 4-10   MM     Satellite Uplink   C   5,000   1   Can uplink directly to a commo satellite   MM     Scrambler   C   500   0   Allows coded communication   MM     Computer Decoder   P   500   0   Provides scrambler combination 20% of time   MM     Loudspeaker   E   250   0   Mounted externally, 5 SDP   SOF2     Armored Loudspeaker   E   400   0   Mounted externally, 20 SDP   SOF2     "Al" Robotic Control   R   1,000,000   1   1D10+15+Modifiers   MM     Cybernetic Linkage   C   40% total   0   <  |                     |       |           |        |   |         |
| COMMUNICATIONSCellular PhoneE5000Regular cellphone with longer range (20km)MMLaser CommunicatorP7,0000Line of sight untappable communicationMMRadioE200080kmMMLong Range RadioE1,0000500kmMMMilitary RadioP2,5000500km, only jammed on a 1D10 roll of 4-10MMSatellite UplinkC5,0001Can uplink directly to a commo satelliteMMScramblerC5000Allows coded communicationMMComputer DecoderP5000Provides scrambler combination 20% of timeMMLoudspeakerE2500Mounted externally, 5 SDPSOF2Armored LoudspeakerE4000Mounted externally, 20 SDPSOF2ELECTRONICS"Al" Robotic ControlR1,000,00011D10+15+ModifiersMMAuto-PilotC2500Drive/Pilot roll 1D10+5MMCybernetic LinkageC40% total+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM   |                     |       |           |        |   |         |
| Cellular PhoneE5000Regular cellphone with longer range (20km)MMLaser CommunicatorP7,0000Line of sight untappable communicationMMRadioE200080kmMMLong Range RadioE1,0000500kmMMMilitary RadioP2,5000500km, only jammed on a 1D10 roll of 4-10MMSatellite UplinkC5,0001Can uplink directly to a commo satelliteMMScramblerC5000Allows coded communicationMMComputer DecoderP5000Provides scrambler combination 20% of timeMMLoudspeakerE2500Mounted externally, 5 SDPSOF2Armored LoudspeakerE4000Mounted externally, 20 SDPSOF2FLECTRONICS"Al" Robotic ControlR1,000,00011D10+15+ModifiersMMAuto-PilotC2500Drive/Pilot roll 1D10+5MMCybernetic LinkageC40% total0+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM  | Shower              | Е     | 500       | 2      |   | Chr4    |
| Cellular PhoneE5000Regular cellphone with longer range (20km)MMLaser CommunicatorP7,0000Line of sight untappable communicationMMRadioE200080kmMMLong Range RadioE1,0000500kmMMMilitary RadioP2,5000500km, only jammed on a 1D10 roll of 4-10MMSatellite UplinkC5,0001Can uplink directly to a commo satelliteMMScramblerC5000Allows coded communicationMMComputer DecoderP5000Provides scrambler combination 20% of timeMMLoudspeakerE2500Mounted externally, 5 SDPSOF2Armored LoudspeakerE4000Mounted externally, 20 SDPSOF2FLECTRONICS"Al" Robotic ControlR1,000,00011D10+15+ModifiersMMAuto-PilotC2500Drive/Pilot roll 1D10+5MMCybernetic LinkageC40% total0+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM  |                     |       |           |        |   |         |
| Laser CommunicatorP7,0000Line of sight untappable communicationMMRadioE200080kmMMLong Range RadioE1,0000500kmMMMilitary RadioP2,5000500km, only jammed on a 1D10 roll of 4-10MMSatellite UplinkC5,0001Can uplink directly to a commo satelliteMMScramblerC5000Allows coded communicationMMComputer DecoderP5000Provides scrambler combination 20% of timeMMLoudspeakerE2500Mounted externally, 5 SDPSOF2Armored LoudspeakerE4000Mounted externally, 20 SDPSOF2FLECTRONICS"Al" Robotic ControlR1,000,00011D10+15+ModifiersMMAuto-PilotC2500Drive/Pilot roll 1D10+5MMCybernetic LinkageC40% total0+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM   |                     | _     | 500       | •      |   |         |
| RadioE200080kmMMLong Range RadioE1,0000500kmMMMilitary RadioP2,5000500km, only jammed on a 1D10 roll of 4-10MMSatellite UplinkC5,0001Can uplink directly to a commo satelliteMMScramblerC5000Allows coded communicationMMComputer DecoderP5000Provides scrambler combination 20% of timeMMLoudspeakerE2500Mounted externally, 5 SDPSOF2Armored LoudspeakerE4000Mounted externally, 20 SDPSOF2FELECTRONICS"Al" Robotic ControlR1,000,00011D10+15+ModifiersMMAuto-PilotC2500Drive/Pilot roll 1D10+5MMCybernetic LinkageC40% total0+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM   |                     |       |           |        |   |         |
| Long Range RadioE1,0000500kmMMMilitary RadioP2,5000500km, only jammed on a 1D10 roll of 4-10MMSatellite UplinkC5,0001Can uplink directly to a commo satelliteMMScramblerC5000Allows coded communicationMMComputer DecoderP5000Provides scrambler combination 20% of timeMMLoudspeakerE2500Mounted externally, 5 SDPSOF2Armored LoudspeakerE4000Mounted externally, 20 SDPSOF2FELECTRONICS"Al" Robotic ControlR1,000,00011D10+15+ModifiersMMAuto-PilotC2500Drive/Pilot roll 1D10+5MMCybernetic LinkageC40% total0+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM   |                     |       |           |        |   |         |
| Military RadioP2,5000500km, only jammed on a 1D10 roll of 4-10MMSatellite UplinkC5,0001Can uplink directly to a commo satelliteMMScramblerC5000Allows coded communicationMMComputer DecoderP5000Provides scrambler combination 20% of timeMMLoudspeakerE2500Mounted externally, 5 SDPSOF2Armored LoudspeakerE4000Mounted externally, 20 SDPSOF2FELECTRONICS"AI" Robotic ControlR1,000,00011D10+15+ModifiersMMAuto-PilotC2500Drive/Pilot roll 1D10+5MMCybernetic LinkageC40% total0+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM   |                     |       |           |        |   |         |
| Satellite UplinkC5,0001Can uplink directly to a commo satelliteMMScramblerC5000Allows coded communicationMMComputer DecoderP5000Provides scrambler combination 20% of timeMMLoudspeakerE2500Mounted externally, 5 SDPSOF2Armored LoudspeakerE4000Mounted externally, 20 SDPSOF2 <b>ELECTRONICS</b> "Al" Robotic ControlR1,000,00011D10+15+ModifiersMMAuto-PilotC2500Drive/Pilot roll 1D10+5MMCybernetic LinkageC40% total0+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM   |                     |       |           |        |   |         |
| ScramblerC5000Allows coded communicationMMComputer DecoderP5000Provides scrambler combination 20% of timeMMLoudspeakerE2500Mounted externally, 5 SDPSOF2Armored LoudspeakerE4000Mounted externally, 20 SDPSOF2ELECTRONICS"Al" Robotic ControlR1,000,00011D10+15+ModifiersMMAuto-PilotC2500Drive/Pilot roll 1D10+5MMCybernetic LinkageC40% total0+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM   |                     |       |           |        |   |         |
| Computer Decoder<br>LoudspeakerP5000Provides scrambler combination 20% of timeMMLoudspeakerE2500Mounted externally, 5 SDPSOF2Armored LoudspeakerE4000Mounted externally, 20 SDPSOF2ELECTRONICS"Al" Robotic ControlR1,000,00011D10+15+ModifiersMMAuto-PilotC2500Drive/Pilot roll 1D10+5MMCybernetic LinkageC40% total0+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM  |                     |       |           |        |   |         |
| Loudspeaker<br>Armored LoudspeakerE2500Mounted externally, 5 SDP<br>Mounted externally, 20 SDPSOF2<br>SOF2ELECTRONICS"AI" Robotic Control<br>Auto-PilotR1,000,00011D10+15+Modifiers<br>Drive/Pilot roll 1D10+5MM<br>MMCybernetic Linkage<br>ECM 100mC40% total<br>P0+2 to control and combat rolls, -1 per extra action<br>Jams civilian radar and radio automatically, forMM  |                     |       |           |        |   |         |
| Armored LoudspeakerE4000Mounted externally, 20 SDPSOF2ELECTRONICS"Al" Robotic ControlR1,000,00011D10+15+ModifiersMMAuto-PilotC2500Drive/Pilot roll 1D10+5MMCybernetic LinkageC40% total0+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM   | •                   |       |           |        |   |         |
| ELECTRONICS"AI" Robotic ControlR1,000,00011D10+15+ModifiersMMAuto-PilotC2500Drive/Pilot roll 1D10+5MMCybernetic LinkageC40% total0+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM   | •                   |       |           |        |   |         |
| "AI" Robotic ControlR1,000,00011D10+15+ModifiersMMAuto-PilotC2500Drive/Pilot roll 1D10+5MMCybernetic LinkageC40% total0+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM  | Armored Loudspeaker | Е     | 400       | 0      | Mounted externally, 20 SDP                              | SOF2    |
| "AI" Robotic ControlR1,000,00011D10+15+ModifiersMMAuto-PilotC2500Drive/Pilot roll 1D10+5MMCybernetic LinkageC40% total0+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM  |                     |       |           |        |   |         |
| Auto-PilotC2500Drive/Pilot roll 1D10+5MMCybernetic LinkageC40% total0+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM  |                     | ~     | 4 000 000 |        |   | N 41 4  |
| Cybernetic LinkageC40% total0+2 to control and combat rolls, -1 per extra actionMMECM 100mP500,0001Jams civilian radar and radio automatically, forMM  |                     |       |           |        |   |         |
| ECM 100m P 500,000 1 Jams civilian radar and radio automatically, for MM   |                     |       |           |        |   |         |
|  |                     |       |           |        |   |         |
|  |                     |       |           |        |   |         |
| ECM 500m P 1,000,000 1Military radar and radio roll 1D10/turn, 4-10: jammed MM   |                     | Р     | 1,000,000 | 1      | iviiiitary radar and radio roll 1D10/turn, 4-10: jammed | IVIIVI  |

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## CYBERPUNK 2020 VEHICLE OPTIONS

| Name                    | Avai  | I. Cost    | Spaces  | Description  | Source |
|-------------------------|-------|------------|---------|--|--------|
| ECM 1,000m              | R     | 2,000,000  | 2       | Also jams radar-guided missiles, +15 difficulty to hit                   | MM     |
| ECM10,000m              | R     | 5,000,000  | 5       |  | MM     |
| ECM 100km               | R     | 15 million | 10      |  | MM     |
| ECM 250km               | R     | 50 million | 20      |  | MM     |
| ECCM                    | Р     | 100,000    | 1       | Roll 1D10, 4-10: punches through jamming                                 | MM     |
| Stereo/Entertain System |       | 500        | 0       | Good stereo  | MM     |
| Stereo Plus             | E     | 1000       | 0       | Audiophile's dream   | MM     |
| Video Player & Screen   | Ē     | +150       | 0       |  | MM     |
| Holosystem              | Ē     | +750       | 0       |  | MM     |
| VR Holosystem           | E     | 10,000     | 1       | 'Changes' the inside of the vehicle                                      | MM     |
| Civilian Navigation Sys | C     | 250        | 0       | 80% accurate in "uncivilized" off-road areas                             | Chr3   |
| Military Navigation Sys | c     | 1,000      | 0       | Nav computer and satellite uplink  | MM     |
| Simple Security System  | Ē     | 200        | 0       | 1m-touch, siren/remote beeper. (15+ Elec.Security)                       | MM     |
| Shocker Security System |       | 500        | 1       | Plus stun to 6D6 shock damage. (20/25+ Elec.Security)                    | MM     |
| Shooter Security System |       | 1000       | 0       | Attacks with vehicle weaponry (20+ Elec.Security)                        | MM     |
| Searchlight             | С     | 300        | 0       | External searchlight. Small target, 5SDP. 200m                           | MM     |
|                         | C     | 500<br>500 |         | External searchlight. 10SP and 10SDP. 200m                               | MM     |
| Armored Searchlight     |       |            | 0       | •  |        |
| Halogen Headlights      | С     | 150        | 0       | Same effect as spots except mounted straight forward                     | MM     |
| Mini-Comp               | E     | 1000       | 0       | Equal to EBM "PCX" w/30 MU   | Chr3   |
| External Vidcam         | P     | 500        | 0       | Wide-angle video camera. 245 hours of recording                          | Chr3   |
| Winch System            | С     | 1500       | 1       | 100m cable and winch that can pull up to 15 tons, 30SDP                  | Chr3   |
| Chute                   | Ρ     | 2000       | 1       | Deceleration of 75mph. Skill roll of 15+ to control                      | Chr3   |
| Ram                     | Ρ     | 1000       | 1       | Adds one point of Penetration to ramming attacks                         | Chr3   |
| Homing Beacon/Tracer    | Ρ     | 500        | 0       | 5km. Jammed by ECM, roll 1D10/turn 3-10 signal lost                      | Chr3   |
| SENSORS/DETECTOR        | s     |            |         |  |        |
| Image Enhancement       | С     | 2500       | 0       | +2 Awareness/Notice  | MM     |
| Infra-Red Sensors       | С     | 1000       | 0       | Treat as Thermograph at -3   | MM     |
| Active IR Sensors       | С     | 1500       | 0       | Includes IR spotlight and headlights                                     | MM     |
| Laser Detector          | Ρ     | 1000       | 0       | Detect lasers 90% of the time  | MM     |
| Light Amplification     | С     | 500        | 0       | Negates darkness modifiers and polarizing dampers                        | MM     |
| Magnetometer            | Ρ     | 3,000      | 1       | Detects large masses of metal within 200m                                | MM     |
| Microwave Detector      | Ρ     | 5,000      | 0       | Detects focused microwaves 90% of the time                               | MM     |
| Radar                   | С     | 1,000      | 0       | 10km range   | MM     |
| Military Radar          | Р     | 10,000     | 0       | 50km range   | MM     |
| Look-Down Radar         | R     | 10,000     | 0       | Detects aircraft less than 200m above the ground                         | MM     |
| RadarID                 | R     | 100,000    | 0       | After 2 turns the computer identifies target                             | MM     |
| Terrain-Following Radar | С     | 1000       | 0       | Allows detection of obstacles in darkness/by autopilot                   | MM     |
| RadarDetector           | Е     | 50         | 0       | Detects civilian 90%, military 10%. 150% radar range                     | MM     |
| Military Radar Detector | Р     | 5,000      | 0       | Detects civilian 100%, military 50%                                      | MM     |
| Sonics                  | P     | 2,000      | 1       | 50m (500m underwater). Listen to conversations at 200m                   | MM     |
| Telescopic Optics       | Ċ     | 500        | 0       | Televisual scanning at -1 Awareness/800m                                 | MM     |
| Thermal Imaging         | P     | 2,000      | 0       | Negate darkness penalties. See through walls at 10m                      | MM     |
| Gas Spectrometer        | R     | 1000       | 0       | Identifies airborne chemicals, Chemistry +5                              | Chr3   |
| Radiation Detector      | P     | 250        | 0       | 95% reliability, 25m range   | Chr3   |
|                         | סיסים |            |         |  |        |
|                         |       |            | 4       | $20 \mu_{200} (100 \text{ ch}) \text{ works } 200/ \text{ cf the time }$ | N AN A |
| Anti-Laser Aerosol      | P     | 1,000      | 1       | 30 uses (100eb), works 90% of the time                                   | MM     |
| Chaff                   | Ρ     | 1,000      | 1       | 20 uses (250eb), works 70% vs radar-guided                               | MM     |
| Flares                  | P     | 1,000      | 1       | 20 uses (100eb),   | MM     |
| Smoke                   | С     | 500        | 1       | 30 uses (10/300eb), -3 to hit  | MM     |
| Smoke Launchers         | С     | 250        | 0       | 1 use (25/300eb), 50-100m range  | MM     |
| ACTIVE COUNTERMEA       |       |            |         |  |        |
| Active Gatling AMS      | R     | 30,000     | 1       | Detects with radar 90%, 4-10 missile destroyed                           | MM     |
| Active Galting AMS      | R     | 35,000     | 1       | Detects with sonar and radar   | MM     |
| Active Explosive AMS    | R     | 15,000     | 0       | Detects 90%, destroys 90%, 5D6 over 4m                                   | MM     |
| Anti-Personnel Charges  | Ρ     | 1,000      | 0       | 20 fragmetation grenades   | MM     |
| FIRECONTROL             |       |            |         |  |        |
| Autoloader              | С     | 50% gun    | 1/4 gun | A robotic autoloader reduces gun crew to 1                               | MM     |
|                         |       | U          | 0       | Ŭ  |        |

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## CYBERPUNK 2020 VEHICLE OPTIONS

| Name                     | Avail | Cost    | Spaces | Description   | Source |
|--------------------------|-------|---------|--------|---|--------|
| Computer Sights +1       | С     | 2,500   | 0      | Must be installed on separate weapons                         | MM     |
| Computer Sights +2       | С     | 5,000   | 0      |   | MM     |
| Computer Sights +3       | Ρ     | 10,000  | 0      |   | MM     |
| Computer Sights +4       | Ρ     | 15,000  | 0      |   | MM     |
| Computer Sights +5       | Ρ     | 25,000  | 0      |   | MM     |
| Weapon Stabilization     | Ρ     | 50% gun | +50%   | +2 to hit when in motion                                      | MM     |
| Visual Rangefinder       | С     | 3,000   | 0      | +1 to hit with all weapons except missiles                    | MM     |
| RadarRangefinder         | Ρ     | 10,000  | 0      | +2 to hit with all weapons except missiles                    | MM     |
| Laser Rangefinder        | Ρ     | 12,000  | 0      | +2 to hit with all weapons except missiles                    | MM     |
| Microwave Rangefinder    | Ρ     | 15,000  | 0      | +2 to hit with all weapons except missiles                    | MM     |
| Multi-target             | Ρ     | 50,000  | 0      | Can fire radar or active missiles at 10 targets               | MM     |
| Remote Targeting         | Ρ     | 1200    | 0      | Real-time link for use with a forward observer                | MM     |
| Robotic Weapons Contro   | ol P  | 25,000  | 0      | 1D10+10+WA  | MM     |
| Firing Port              | С     | 100     | 0      | Anything upto a LMG, -3 WA4 to hit port.                      | MM     |
| PERSONAL GEAR            |       |         |        |   |        |
| Artillery Computer       | Ρ     | 1,500   | 0      | +10 to Artillery attacks                                      | MM     |
| Personal Painting Laser  | Ρ     | 1,000   | 0      | Guides laser seeking missiles                                 | MM     |
| WEAPON MOUNTS            |       |         |        |   |        |
| Jury-rigged Mount        | Е     | -       | 100%   | 1 space weapon maximum, WA -2, one direction, exposed         | MM     |
| Pintle Mount             | С     | 500     | 0      | 1 space max, full WA, traverse limited to room, exposed       | MM     |
| Fixed Mount              | Ρ     | 10%     | 100%   | Any size weapon, WA -1, one direction, behind armour          | MM     |
| Articulated Mount        | Ρ     | 25%     | 0      | 2 spaces max, full WA, fire from one side, behind armour      | MM     |
| Open Mount - 1 directior | ιP    | 5%      | 10%    | WA-1, exposed, penetration in 10 chance of being damaged      | MM     |
| Open Mount - rotate      | Ρ     | 50%     | 10%    | Full WA, exposed, chance of being damaged as above            | MM     |
| Turret                   | Ρ     | 100%    | 50%    | Full WA, can mount 1/3 rd of vehicle spaces in weapons, etc   | MM     |
| High-Angle Traverse      | Ρ     | 100%    | 0      | Modifies turret/rotating open mount so they can shoot upward  | MM     |
| DEFENSE SYSTEMS          |       |         |        |   |        |
| Oil Slick Generator      | С     | 300     | 0      | +20 driving difficulty  | l1.3   |
| Caltrop Thrower          | С     | 150     | 0      | 1d6 damage  | l1.3   |
| Bomber Hawk              | R     | 500     | 1      | 10 mini grenades, 2d6 damage area                             | l1.3   |
| Kamikaze Bomb Hawk       | R     | 500     | 2      | 8d6 damage area, +3 to hit                                    | l1.3   |
| Vehicle Color Change     | Ρ     | 350     | 0      |   | l1.3   |
| Neuraweave Seat Covers   | S C   | 150     | 0      | As taser  | l1.3   |
| Gas Jets                 | С     | 100     | 0      | Fills passenger compartment or whole vehicle with gas         | l1.3   |
| Bulletproof Seals        | С     | 350     | 0      | SP15 screen between passengers and driver                     | l1.3   |
| Auto-Return              | С     | 250     | 0      | Vehicle returns if driver reaches Mortal, Diff 25 to override | l1.3   |
| Auto-Weapons             | С     | 350     | 0      | Vehicle systems shut down if driver dies, Diff 30 to override | l1.3   |