

CYBERPUNK GM'S SCREEN

Allways take at least one damage if armour penetrated

Make a save for each hit taken

Double damage taken in head after penetration

Make a death save if lost a limb(8 hits to location). Or in mortal due o hit.

After death a medical save may be possible (Tech + Medical) +5 in a hospital, +3 in an ambulance, -2 / min dead.

Rep table p55

Repair times p41

fumble table p43

vehicles p113

Unusual Weapons p107

BTM table		
BT	BTM	Dam Adj
2	0	-2
3-4	-1	-1
5-7	-2	0
8-9	-3	+1
10	-4	+2
11-12	-5	+4
13 - 14	-5	+6
15 - 16	-5	d6+2
17 - 20	-6	d10
21 - 25	-7	d10+2
26 - 27	-7	d10+5
28 - 30	-8	d10+5
31 - 32	-8	3d6-1
33 - 35	-9	3d6-1
36 - 37	-9	3d6-1
38 - 40	-10	2d10
41 - 42	-10	2d10
43 - 45	-11	2d10
46 - 50	-12	2d10+5
51 - 52	-12	2d10+5

Injuries		
	penalties	after treatment
light	ok	ok
serious	-2 ref	-2 ref
critical	1/2 ref, int, cl	-4 ref
mortal 0-2	1/3 ref, int, cl	1/2 ref, int, cl
mortal 3+	1/3 ref, int, cl	bedridden

Healing	
First Aid	1 hit per two days
Medical Aid	1 hit per day
Speedheal	+1 hit per day - cost 1650 Eb
Nanotech	+1 hit per day - cost 1500 Eb (rare)

IP awards	
1	a days study from a book
1-5	taught by a teacher
1	Tried it a few times
2	Succeeded at least once
3	Succeeded many times
4	Did something out of the ordinary
5	Very clever use
6	Extremely clever use
7	Use was critical to the player
8	Use was critical to the group
9	Did something incredible

Initiative D10 + Ref + Combat Sense

Melee Attackers D10 + Ref + Skill vs Defenders D10 + Ref + Skill
(ie. D10 + Ref + Brawl (-2 from dodge) vs D10 + Ref + Dodge)

Multiple Ac-3 per action taken to each roll

Difficulty Modifiers - General	
-1	First Time
-2	Lack of Parts
	No Value in Skill
-3	Wrong Tools
	Bullets Flying
	Complex Secondary Action Involved
-4	Unfamiliar Equipment
	Being Shot At
	Tired / Drunk
-5	Very Complex Secondary Action Involved
-6	Its Never been done before
-2 to -6	Wounded

Difficulties		
Easy	10	Point Blank (<1m)
Average	15	Close (1/4 range)
Difficulties	20	Medium (1/2 range)
Very Difficult	25	Long (Full Range)
Nearly Impossible	30	Extreme (x2 Range)

Difficulty Modifiers - Combat	
+5	Ambush
+4	Immoile / Large Target
+2	Turret Mounted, Smartgun
	Telescopic Sight (Extreme Range)
+1	Targeter, Laser Sight, Low Imp Cables
	Telescopic Sight (Med /Long Range)
-2	Defender Dodging (H-H), Attacker Turning,
	Firing from Hip (not handguns)
-3	Quickstrike /Snapshot, Drawing, Running
	Using two weapons, Blinded
-4	Called Shot, Mounted, Small Target
-5	Indirect Fire
-6	Tiny Target
-2 to -6	Wounded
-3 to -5	Moving Target

Special Actions	
Snapshots	+3 Initiative, -3 to hit
Ambush	Opposed Awareness vs Skill+Int
	+5 to hit for first round
Aiming	+1 to hit per round. Max 3 rnds
3 round Burst	+3 to hit, one target only, D3 hits
Full Auto	Close Range +1 per 10 shots fired
	Med to Extreme Range -1 per 10 shots fired
	One shot hits for each shot over the target number
Suppressive Fire	To cross the fire corridor roll Athletics+Ref or be hit D6 times
	Target number = Rnds fired / Width of Fire Corridor
	(ie. 60 rnds into a 5m corridor = 12 difficulty)
AutoShotguns	-2 per shot taken up to ROF limit.
	May shoot at multiple targets if within 1m of each other.
AP rounds	1/2 Armour, 1/2 Damage

Martial Arts	
Strike	d3 dam
Kick	d6 dam
Block / Parry	a free action
Dodge	-2 to hit you, counts as an action
Disarm	
Throw	must be grappled, d6 dam, -2 stun save
Hold	must grapple first
Escape	
Choke	must grapple first, d6 dam /rnd
Sweep / Trip	-2 to hit you, +2 your next attack
Grapple	

Reliability	
VR (very reliable)	on a 3 or less the weapon jams. D6 rounds to clear
ST (Standard)	on a 5 or less the weapon jams. D6 rounds to clear
UR (Unreliable)	on a 8 or less the weapon jams. D6 rounds to clear

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Armour

Maximum of 3 layers, not including Cybernetics.

Only one layer of Hard armour is allowed

Each layer adds +1 EV to the armours EV value

Each attack that penetrates reduces the armour by 1 SP

Common SPs				
	SP		SP	EV
Sheetrock Wall	5	Cloth / Leather*	0	0
Wood Door	5	Hvy Leather	4	0
Concrete Wall	10	Kevlar*	10	0
Car Body /Door	10	Steel Helmet	14	0
Hvy Wood Door	15	Lt Armour*	14	0
Steel Door	20	Med Armour*	18	+1
Brick Wall	25	Flack Vest / Pants	20	+1
Data Term	25	Nylon Helmet	20	0
Mail Box	25	Hvy Armour*	20	+2
Curb	25	Door Gunners Vest	25	+3
Stone Wall	30	Metal Gear	25	+2
Tree / Phone Pole	30			
Concrete Support	35	*1/2 knives and edged weapons treat the SP as 1/2 (doing full damage)		
Engine	35			
Hydrant	35			
Armoured Car /AV4	40			

Layering Effects Table	
Difference	outer layer increased by...
0-4	+5
5-8	+4
9-14	+3
15-20	+2
21-26	+1
27+	0

* Difference = Outer - Inner

Damage Table - Fire Arms		
	Damage	Area Effect
5mm	1d6	
6mm	1d6+1	
9mm	2d6+1	
10mm	2d6+3	
11mm	3d6	
12mm	4d6+1	
5.56	5d6	
7.62	6d6+2	
20mm	4d10 AP	
missile	7d10	6m
C-6	8d10 /kg	5m /kg
mine	4d10	2m
Claymore mine	4d10	6m x 0.5m line
Flamethrower	2d10 (1d10 for 3 rnds afterwards)	2m
Shotgun	4d6 / 3d6 / 2d6 (down by range)	1m / 2m / 3m
Molotov		2m /ltr
Grenade	Var	5m

Damage Table - Melee	
	Damage
MonoKnife	2d6
MonoKatana	4d6
Club /Knife	1d6
Sword	2d6+2
Axe	2d6+3
Nightstick /NunChaku /Naginata	3d6
Shiriken	1d2
Switchblade	1d3
Knuckleduster	1d6+2
Sledgehammer /Chainsaw	4d6

Damage Table - Cybernetic Weapons		
	Damage	Area Effect
Fangs	d2	
Scratchers	d3	
Cybersnake /TalonFoot	d6	
MicroMissile	d6 ea	
Big Knuckles	d6+2	
Rippers /Spikehand	d6+3 AP	
HammerHand	d10	
Mono Slice'n'Dice	2d6	
FlameThrower	2d6 (1d3 for 3 rnds afterwards)	1m
SpikeHeel	2d6 AP	
BuzzHand	2d6+2	
Capacitor Laser	3d6	
Wolvers	3d6 AP	
CyberStrike	1d6	
CyberStrike (Thickened Myomar)	2d6	
CyberStrike (Hydraulic Ram)	3d6	
CyberKick / Crush	2d6	
CyberKick (Thickened Myomar)	4d6	
CyberKick (Hydraulic Ram)	6d6	

Standard Ranges	
Handgun / Shotgun	50m
SMG	150m
Rifle	400m
Throwing	10 x BT (-10 /kg)