

<i>Name</i>	<i>Avail.</i>	<i>Cost</i>	<i>Spaces</i>	<i>Description</i>	<i>Source</i>
VEHICLE ALTERATIONS					
Added Structure	C	x2 SDP	-	Increases maximum SDP by 25%	MM
Weaker Structure	C	-	-	Minimum SDP is decreased by 50%	MM
Added Top Speed	C	25% b	5%	10% increase in Top Speed (max +100%)	MM
Lowered Top Speed	C	-10% b	-10%	10% decrease in Top Speed	MM
Boosted Acceleration	C	5% b	-	10% increase in Acceleration (max +100%)	MM
Heavy-Duty Breaks	C	5% b	-	25% increase in Deceleration (max +100%/+50% aircraft)	MM
Better Handling	C	+50% b	-	+1 Maneuver (max +3)	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
Aircraft Cargo Capacity	C	-	-	Each 33% cargo, subtracts 10% Speed	MM
Truck Mass Rating	C	-	-	Each 10% mass rating, subtracts 20% Speed (max +20%)	MM
Additional Range	C	-	10%	33% increase in range	MM
Shortened Range	C	-	-10%	33% decrease in range	MM
ARMOR					
Composite 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	1% b	0	2-10=1/2 penetration	MM
Stealth	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	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
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
Civilian Environment Cont.	E	500	0	Controls heat, humidity, but no filters or gas protection	SOF2
Environment Control	E	2500	1	Air tight plus filtration	MM
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	C	500	1	4 man hours, air and water tight	MM
Wet Bar	E	500	1		MM
Fold-Down Bed	E	250	1	2 people, 1/2 space +100 eb per person	MM
Jacuzzi	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	2		Chr4
COMMUNICATIONS					
Cellular 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
Military Radio	P	2,500	0	500km, only jammed on a 1D10 roll of 4-10	MM
Satellite Uplink	C	5,000	1	Can uplink directly to a comms 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
ELECTRONICS					
"AI" Robotic Control	R	1,000,000	1	1D10+15+Modifiers	MM
Auto-Pilot	C	250	0	Drive/Pilot roll 1D10+5	MM
Cybernetic Linkage	C	40% total	0	+2 to control and combat rolls, -1 per extra action	MM
ECM 100m	P	500,000	1	Jams civilian radar and radio automatically, for...	MM
ECM 500m	P	1,000,000	1	...Military radar and radio roll 1D10/turn, 4-10: jammed	MM

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ECM 1,000m	R	2,000,000	2	Also jams radar-guided missiles, +15 difficulty to hit	MM
ECM 10,000m	R	5,000,000	5		MM
ECM 100km	R	15 million	10		MM
ECM 250km	R	50 million	20		MM
ECCM	P	100,000	1	Roll 1D10, 4-10: punches through jamming	MM
Stereo/Entertain System	E	500	0	Good stereo	MM
Stereo Plus	E	1000	0	Audiophile's dream	MM
Video Player & Screen	E	+150	0		MM
Holosystem	E	+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	E	200	0	1m-touch, siren/remote beeper. (15+ Elec.Security)	MM
Shocker Security System	E	500	1	Plus stun to 6D6 shock damage. (20/25+ Elec.Security)	MM
Shooter Security System	P	1000	0	Attacks with vehicle weaponry (20+ Elec.Security)	MM
Searchlight	C	300	0	External searchlight. Small target, 5SDP. 200m	MM
Armored Searchlight	C	500	0	External searchlight. 10SP and 10SDP. 200m	MM
Halogen Headlights	C	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	C	1500	1	100m cable and winch that can pull up to 15 tons, 30SDP	Chr3
Chute	P	2000	1	Deceleration of 75mph. Skill roll of 15+ to control	Chr3
Ram	P	1000	1	Adds one point of Penetration to ramming attacks	Chr3
Homing Beacon/Tracer	P	500	0	5km. Jammed by ECM, roll 1D10/turn 3-10 signal lost	Chr3

SENSORS / DETECTORS

Image Enhancement	C	2500	0	+2 Awareness/Notice	MM
Infra-Red Sensors	C	1000	0	Treat as Thermograph at -3	MM
Active IR Sensors	C	1500	0	Includes IR spotlight and headlights	MM
Laser Detector	P	1000	0	Detect lasers 90% of the time	MM
Light Amplification	C	500	0	Negates darkness modifiers and polarizing dampers	MM
Magnetometer	P	3,000	1	Detects large masses of metal within 200m	MM
Microwave Detector	P	5,000	0	Detects focused microwaves 90% of the time	MM
Radar	C	1,000	0	10km range	MM
Military Radar	P	10,000	0	50km range	MM
Look-Down Radar	R	10,000	0	Detects aircraft less than 200m above the ground	MM
Radar ID	R	100,000	0	After 2 turns the computer identifies target	MM
Terrain-Following Radar	C	1000	0	Allows detection of obstacles in darkness/by autopilot	MM
Radar Detector	E	50	0	Detects civilian 90%, military 10%. 150% radar range	MM
Military Radar Detector	P	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	C	500	0	Televsual 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

COUNTERMEASURES DISPENSERS

Anti-Laser Aerosol	P	1,000	1	30 uses (100eb), works 90% of the time	MM
Chaff	P	1,000	1	20 uses (250eb), works 70% vs radar-guided	MM
Flares	P	1,000	1	20 uses (100eb),	MM
Smoke	C	500	1	30 uses (10/300eb), -3 to hit	MM
Smoke Launchers	C	250	0	1 use (25/300eb), 50-100m range	MM

ACTIVE COUNTERMEASURES

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	P	1,000	0	20 fragmentation grenades	MM

FIRE CONTROL

Autoloader	C	50% gun	1/4 gun	A robotic autoloader reduces gun crew to 1	MM
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Computer Sights +1	C	2,500	0	Must be installed on separate weapons	MM
Computer Sights +2	C	5,000	0		MM
Computer Sights +3	P	10,000	0		MM
Computer Sights +4	P	15,000	0		MM
Computer Sights +5	P	25,000	0		MM
Weapon Stabilization	P	50% gun	+50%	+2 to hit when in motion	MM
Visual Rangefinder	C	3,000	0	+1 to hit with all weapons except missiles	MM
Radar Rangefinder	P	10,000	0	+2 to hit with all weapons except missiles	MM
Laser Rangefinder	P	12,000	0	+2 to hit with all weapons except missiles	MM
Microwave Rangefinder	P	15,000	0	+2 to hit with all weapons except missiles	MM
Multi-target	P	50,000	0	Can fire radar or active missiles at 10 targets	MM
Remote Targeting	P	1200	0	Real-time link for use with a forward observer	MM
Robotic Weapons Control	P	25,000	0	1D10+10+WA	MM
Firing Port	C	100	0	Anything upto a LMG, -3 WA. -4 to hit port.	MM
PERSONAL GEAR					
Artillery Computer	P	1,500	0	+10 to Artillery attacks	MM
Personal Painting Laser	P	1,000	0	Guides laser seeking missiles	MM
WEAPON MOUNTS					
Jury-rigged Mount	E	-	100%	1 space weapon maximum, WA -2, one direction, exposed	MM
Pintle Mount	C	500	0	1 space max, full WA, traverse limited to room, exposed	MM
Fixed Mount	P	10%	100%	Any size weapon, WA -1, one direction, behind armour	MM
Articulated Mount	P	25%	0	2 spaces max, full WA, fire from one side, behind armour	MM
Open Mount - 1 direction	P	5%	10%	WA -1, exposed, penetration in 10 chance of being damaged	MM
Open Mount - rotate	P	50%	10%	Full WA, exposed, chance of being damaged as above	MM
Turret	P	100%	50%	Full WA, can mount 1/3 rd of vehicle spaces in weapons, etc	MM
High-Angle Traverse	P	100%	0	Modifies turret/rotating open mount so they can shoot upward	MM
DEFENSE SYSTEMS					
Oil Slick Generator	C	300	0	+20 driving difficulty	I1.3
Caltrop Thrower	C	150	0	1d6 damage	I1.3
Bomber Hawk	R	500	1	10 mini grenades, 2d6 damage area	I1.3
Kamikaze Bomb Hawk	R	500	2	8d6 damage area, +3 to hit	I1.3
Vehicle Color Change	P	350	0		I1.3
Neuraweave Seat Covers	C	150	0	As taser	I1.3
Gas Jets	C	100	0	Fills passenger compartment or whole vehicle with gas	I1.3
Bulletproof Seals	C	350	0	SP15 screen between passengers and driver	I1.3
Auto-Return	C	250	0	Vehicle returns if driver reaches Mortal, Diff 25 to override	I1.3
Auto-Weapons	C	350	0	Vehicle systems shut down if driver dies, Diff 30 to override	I1.3