

Eratta for CP2020 #1

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(Posted by acd@cbnewsh.cb.att.com (andrew.c.durston):)

This document contains errata for the main Cyberpunk rulebook (1st edition), Solo of Fortune, and Chromebook 1.

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Cyberpunk 1st. edition

Getting Cyberpunk

15-- Character points 2) Roll 1d10 (instead of 2d6) for each stat, rerolling any scores of 2 or less.

16-- RUN; to determine how far your character can run in a combat round (3.2 seconds) multiply MA by 3. You can run 3x this distance in a 10 second Turn.

17-- On the character sheet, NOMAD has been added to the list of roles.

19-- Body Type: the table that tells you how far you can throw is on page 89.

19-- Body Type: You may carry up to 10x (not 5x) your BT in Kg. You may also dead lift 40x your BT in kg.

Working

39-- Chinese/SEAsian has been added to the language families. This includes Burmese, Tibetan, Vietnamese, Thai, Mandarin and Cantonese.

Fitted for the Future

47-- Money in 2020: "Eurodollars are pretty much the standard of currency in the 2020 world; accepted in the US, Japan, the Far East and what's left of the Middle East."

49-- Encumbrance; A CPunk character can carry around as many kilos as his BT multiplied by 10. His deadlift ability is 40 times his BT stat.

52,53-- SPM-1 Battleglove damage is 3d6/2d6, NOT 3d6/1d6+3

53-- Grenade Launchers (150eb) may be attached under most assault rifles or hand-held. Range is 200m. HVY 0 L/N R varies 1 1 ST

54,55-- Pictures of Sternmeyer M-95A and AKR-20 are actually Sternmeyer CG-13 and FN-RAL

57-- Battlegloves: "a Battleglove delivers 3d6 crushing and 2d6 punching damage and has three spaces for holding any standard cyberarm option."

57-- Linear Frames: The last type is Sigma (not Epsilon?)

Putting the Cyber into the Punk

66,67-- Skinwatch code is SWTC not SKW

66,67-- Kerenzikov HL is 1d6/2d6

66,67-- Neuralware: Olfactory Boost (N) (OLI) increase Awareness by smell by +2. Allows scent tracking. COst 100 eb. HL 2pts.

66,67-- Interface Plugs HL is 1d6/pair

66,67-- Gills are good for 4, not 6, hours

66,67-- Radiation Detector code is RAD not RD

66,67-- Scratcher damage is 1d6/2 not 1d6

66,67-- Teleoptics ability is 20x not 30x

66,67-- Thermograph Sensor HL is 1pt

68,69-- Voice Stress Analyzer code is VSA not VS

68,69-- Tight-Beam Radio Link Code is TBR not TB

68,69-- Cyberarm; 4 options allowed. Cyberleg; 3 options allowed.

68,69-- Ripper Hand code is RPH not RIP

68,69-- Spike Hand damage is 1d6+3 not 2d6

68,69-- Cyberweapons; no shotgun in this version. Weapon has been made part of the Weapon Mount and Link option.

68,69-- Linear Frame Epsilon is Sigma

71-- Coprocessors, Kerenzikov; "Kerenzikov boost can be installed at two levels of augmentation (+1 or +2 to initiative, HL is 1d6/2d6).

72-- Coprocessors, Machine/Tech Link; This also allows the control of smaller machines and appliances not in a factory situation

73-- Implants; note, Motion Detectors, Radiation detectors and Chemical analyzers are 360 degree systems. Radars and Sonars are 180 degree systems.

73-- Implants, Gills; good for 4 hours only

75-- Cyberweapons, Rippers; damage is 1d6/2

76-- Cyberweapons, Wolverers; damage is 3d6 per hand

76-- Cyberoptics, Targeting Scope: "In game terms this allows you to add +1 ONLY to smartgun attacks."

77-- Cyberoptics, Dartgun; "Posion dart will penetrate light Kevlar armor with a lethal dosage. Takes up three (3) spaces."

78-- Cyberaudio, Amplified Hearing; adds +1 to any soundrelated Awareness check

78-- Cyberaudio, Sound Editing; adds +2 to any sound related Awareness check. Can be used with Enhanced Hearing Range.

79-- Cyberlimbs, Options; A limb can hold up to 4 built-ins maximum. A hand or foot is considered one option.

81-- Cyberweapons, Popup Gun Table;

V.Weak to Weak limb = light pistol only

Average to Strong limb = medium pistol or light SMG

Very Strong limb = heavy to v heavy pistol or medium SMG or

small shotgun (2 shots, 1/2 normal range)

82-- Cyberweapons, Grenade Launcher; note, a standard cyberlimb storage space can hold 2 launcher-style grenades

Friday Night Firefight

86 Picture is identified as Sternmeyer 21 SMG

88 Actions; * Move up to your full movement (3 x your MA in meters) per round

89 Weapon Ranges Table: Throwing grenades = 10m x Body Type, -1m/every kg over 1; other items = 3m x BT

89-- Weapon Modifiers Table; Aiming gives +1/rnd up to 3 rounds

89-- Grenade Table; after rolling for direction if grenade misses, roll another 1d10 for distance in meters.

89-- Common Covers table; Sheetrock wall = 5 sp

90-- Martial Arts Forms and Bonuses Table;

Boxing(1)	Strike +3,
Block +2, Dodge +1	
Thai Boxing(4)	Strike +3,
Kick +3, Block +2, Grapple +1	
Tae Kwon Do(4)	Strike +3,
Kick +4, Block +2, Dodge +1, Sweep+1	

91

93-- Common Covers SPs; Sheetrock wall = 5 sp

Trauma Team

108-- Sample Medical History; Ripperjack will take 13 not 16 days to recover

Drugs

115-- Cost Example; cost will be 650 eb per dose

Netrunner

123-- Both illustrated cyberdecks have 1 CPU as part of their stats.

132-- Program List; Wizard Book's strength is 6 vs Code Gates, 4 vs everything else

132-- Program List; VIRAL 15 costs 590eb not 600eb

132-- Program List; Hellbolt and Sword's costs are reversed

132-- Program List; Open Sesame costs 130 eb not 150

133-- Program List; Padlock strength is 4 not 6.

143-- Attacks against Systems and Cyberdecks; Attacking programs STR + 1d10 vs Code or Data Wall's STR + 1d10

96-- Ranged Weapons, Reliability Table;

Very Reliable	3 or less
Standard	5 or less
Unreliable	8 or less

97-- Airguns, Drug and Poison Effects Table; Nausea Drugs, illness, -4 Ref

97-- Airguns, Acid; effects last 3 combat rounds

97-- Tasers; "Tasers can be recharged from wall current, taking 1 hour to reach full charge."

98-- Bows, X-bows, Spears and Throwing Stars; all nongrenade thrown weapons have a range of 3x your BT in meters

99-- Grenades; Grenades can be thrown up to 10x the character's Body Type in meters, -1m/kg over 1.

101-- Explosive Ranges Table;

Plastique	1 kg, 4m, 7d10
C6	1/2 kg, 5m, 8d10
TNT	1 stick, 3m, 4d10

161-- Virtual Limits Table;

Virtual Conference Room	1 MU
Virtual Office	2 MU
Virtual Rec Area	4 MU
Virtual Building	8 MU
Virtual City	16 MU
Virtual World	32 MU

163-- Virtually there, How Long Will It Take;

1 object	1 sec
100 objects	2 min
1,000 objects	15 min
10,000 objects	2 hrs
100,000 objects	24 hrs
1,000,000 objects	240 hrs
1,000,000,000 objects	2400 hrs

All Things Dark and Cyberpunk

175-- Bell-Boeing V-22F Osprey; cost 2.5 to 10 million EB

Megacorps 2020

Page	Company	Employees	Troops	Covert
200	EBM	1,000,000	20,000	2,000
200	Network 54	(as before)	5,000	750
202	Merril, A&F	(")	100	10
203	Petrochem	338,000	30,000	2,500
204	Arasaka	1,000,000	100,000	5,000
204	Militech	350,000	100,000	2,031

Solo of Fortune

(now printed on the back page of newer copies)

Fully Chipped, pg.7

Magazine Extensions, 2x normal load is 20eb, 3x normal load is 60eb.

New frames: Bullpup configuration for an assault rifle can drop the concealment rating from N to L with GM's decision

Ultratech Ad, pg.22

Nuke'Em UV Optic, HC=1

Cyberwarrior Ad., pg 32

Hammerhand; HC=2d6+1, damage is 1d10, reinforced frame allows you to mount ANY heavy pistol on the OUTSIDE of forearm.

Buzzsaw; HC=2d6+4, soft armor damaged 2 SP/hit

Speeding Bullet; because of extensive modifications to standard cyberlegs, only ONE other option is allowed

Boostmaster; this package is +1 TO REF not initiative and you must have Kerenzikov or Speedware first!

Bubba and J.T.

pg 38 - Sternmeyer M-95A ROF=4/30

pg 42 - Fabrica De Armes M-2012, ROF=1/4, squad auto has a ROF of 30 and 100 rnd drum magazine

pg 47 - Espinoza One Shot, Acc=-1, damage for .50cal caseless is 3d6

pg 47 - Fashion Gun 9; P/0/P/E/9mm/7/2/UR

pg 47 - Surprising Stranger; P/0/P/E/10mm(2d6+2)/4/2/ST

pg 47 - Kang Tao Type 97; magazine holds 10 rnds.

pg 48 - Teen Dream; Acc= -1

pg 48 - Federated X-22; P/0/P/E/.22caseless/10/2/ST

pg 48 - Federated X-38; ROF=2, damage for .38caseless is 2d6

pg 48 - Federated Impact; ROF=2

pg 48 - Federated Tech-Assault; magazine holds 30rnds

Militech ad, pg 50 -

High Power 15; RIF/2/N/P/9mm caseless long(2d6+4)/180/20(60)/ST,

200m range

Ninja, availability is C, caliber is 5mm caseless. Over 4m away, gun cannot be heard without cyberaudio

Boomer Buster; P/1(-1)/L(J)/P/.477(5d6)/4/1/VR, Accuracy and Concealment drop unless firer has brace unfolded or a cyberarm. Eff range increases to 100m with brace unfolded. Ammo is automatically AP [Note: according to a letter to us from RTG, only AP ammo is sold for the weapon].

EUROSOLO in 2020

When creating a Eurosolo in the 2020 edition of Cyberpunk, remember that he will have an automatic +2 in his General Knowledge skill and +1 in a non-native European language. This reflects his greater level of starting education and the EEC's more cosmopolitan theatre of action.

This advantage is balanced by subtracting one point from his Pickup skills (in general, Europeans in 2020 have far more structured societies and less chance to experiment with life on the Street).

A typical EuroSolo will have a Combat Sense of +5 to +7

EuroSolo Skills Package

Recommended Pickup Skills

Awareness

Business Sense

Handgun

Culture

Martial Arts

Social

SMG

Driving

Wardrobe and Style

Languages

Athletics

Stealth

Weapons Tech

Pilot (various craft)

Corporate Policy

Persuasion

Expert (one subject)

Cyberwear should be kept to a minimum; cyberoptics,

cyberaudio, boosters, sometimes interface/chipware plugs.

Obvious cyberlimbs and implants are frowned upon.

For more detail, see Eurosource book.

Chromebook 1

All weapons listed (unless otherwise noted) have the maximum effective range allotted to their class in CP2020, pg 51. Damage from the DZ 25 DetCard [pg 47] is 3d6 in 3m diameter.

To determine damage of Malorian SubFlechette Gun [pg 48] roll 1d6 for the number of penetrators per round that hit. Each penetrator does 1d6 damage (armor is 1/4). All the penetrators from a single round will hit in the same body area.

Minigrenades for the Militech Launcher [pg 46] are 30eb a piece, except for HEP rounds which are 40eb.

Hollow-nose ammo for the Darra M-9 Rifle [pg 50] is 45eb per box of 100 rounds, but is only available along the pacific rim.

Ammo prices for the S&W Model F [pg 54] are approx 45eb/dozen for HEP and API rounds; 20eb/dozen for Acid shells.

Surgery Code for Chromebook Cyberwear --

AntiPlague Nanotech (N)	Magnetic Feet/Hands (N)
Cutting Torch (N)	Mace Hand (M)
Cyberhand (MA)	Mag-Duct Spots (M)
Cyberliver (MA)	Optishields (M)
Decentralized Heart (CR)	Pacesetter/Pacesetter 2000 Hearts (CR)
Digits (N)	Rebreathers (MA)
Dodgeball (M)	Skate Foot (M)
E-Monitor (N)	Tazer Grip (N)
Flashbulb (N)	Tear Gas Sprayer (M)
Forked Tongue (N)	Times Square Plus (M)
Frequency Changer (N)	Video Cam/Transmitter (M)
Gang Jazzler (M)	Video Imager (N)
Gas Jet (N)	Voice Pattern (N)
Gyro-Stabilizer	Watch-Man (N)
Icer (N)	Wearman Mk.II (M)
Lifesaver Skinweave (N)	Wet Drive (CR)
Limblink (N)	Whip (N)