

CYBERPUNK® 2020 VEHICLE DATA SHEET

Vehicle:	Stealth ELINT Jet	Total spaces:	12	Space left:	0
Type:	Small Jet	SP:	20	Range:	1600 mi (2400)*
Top speed:	800 mph (720)*	SDP:	120	Cargo:	-
Acc/Dec:	30/38	Crew:	1	Mass:	9.6 tons
Maneuver:	+1	Passengers:	0	Cost:	20.4 million Eb

Special Equipment	Effect	Eb	Spaces
Stealth	+15 to hit with radar guided missiles	15 Mil	1
IR Baffling	+5 to hit with thermal guided missiles	375,000	-
Crash Control	40 SP against crash damage	250	-
Damage Control	Functions as if undamaged on 6-10 on 1d10	1.5 Mil	1
Ejection Seat	-	1000	1
Environmental Control	-	2500	1
Life Support	8 man hours	1000	2
Chaff & Flare Dispenser	20 ea. +10 vs laser/radar & thermal missiles	2000	2
Military Radio	500km range with scrambler and decoder	3500	-
Cyberlink	+2 to cyberlinked pilot's rolls, -1/action	600,000	-
ECM & ECCM	500m jamming, +15 to hit with radar missiles	1.1 Mil	2
IR Sensors, Light Amplification	Negates darkness modifiers	1500	-
Laser & Microwave Detectors	90% linked to chaff dispenser	6000	-
Telescopic, Thermo Imaging, IE	Televsual scanning (-1/800m), +2 Notice	5000	-
Digital Video Camera	Records visual, sensor and radio data	1000	-
Nav System & Auto-Pilot	-	1250	-
Military Radar (50km)	look-down, ID, terrain following, detector	126,000	-
Security System - Simple	25+ Electronic Security roll to disarm	500	-
Computer Sights/Rangefinder	+5 / Radar +2 to hit with 30mm Gatling	37,000	-
Multi-Target	Track 100 targets, fire missiles at 10 targets	50,000	-
2 Dropable Fuel Pods	+400 miles range per pod	40,000	-
*Missiles sold separately.			

Weapons	WA	Dam	Pen	Burst	Shots	ROF	Rel	Range	Eb	Spaces
Painting Laser	+3	-	-	-	-	1	VR		1000	-
30mm Gatling (sta)	+6	6d10AP	6	-	1200	30	VR	600m	3000	1
*2 Hellfire Missiles	spe	20d10AP	21	4m	1	1	VR	3 km	10,000 ea	Wing
*2 Adder AAM	15	15d10	8	12m	1	1	VR	15 km	15,000 ea	Wing
*or 2 Sureshots	+2	18d10AP	18	4m	1	1	ST	6 km	80,000 ea	Wing