

Ammunition Types, Costs, and Availability for CP2020

This is the listing of ammunition types for all styles of weaponry found in Cyberpunk 2020.

Used with permission from Paul Tobia

- SP Mod. is the Stopping Power modifier for the round/bullet.
- Damage Mod. is the Damage Modifier for the round/bullet.
- Cost is the multiplier to the normal cost of the bullets as in page 54 of the main rulebook.
- Legal is if the style of ammunition can be brought over the counter at a gun shop or can be used in the USA and other areas.
- BMAC is Black Market Availability and Cost Multiplier as in Interface #1 and is a measure of how hard those rounds/bullets are to get on the black market.

** denotes types note in any supplement to date [up to Chrome2]*

Type	SP Mod.	Damage Mod.	Cost	Legal	BMAC
Normal	-	-	x1	Y	x1-2
ArmourPiercing	1/2	1/2 once penetrated	x3	Y	x1-2
Cased[1]	-----by ammunition type-----		x2	Y	x2-3
Acid[2]		1d6 damage for 3 rds to armour first then target.	x5	N	x2-3
Drug	by drug type in bullet type		x5	N[3]	x1-5[4]
*High Explosive	2x	2x	x3	N	x2-3
HyperPenetration	--treat as AP or Normal which ever is better--		x3	Y	x2-3
Dual Purpose	1/2	1/2 or 1.5x if unarmoured	x4	Y	x2-3
API	1/2	1/2 and 1d6 / 1d6/2 from heat [50% fire]	x4	N[5]	x2-3
Flechettes	1/2[soft]	-	x5	N	x4-5
Rubber	-	1/2 Real, 1/2 Stun.	1/3	Y	x1-2
Light APHE	1/2	-	x4	N	x2-3
*Explosive Tipped AP [ETAP]	1/4	1/2	x5	N	x3-4
EHI[20-30mm][6]	1/4	-	x10+	N	x3-4
*HEAP	1/2	x1.5	x6	N	x3-4
*Glazer	-	x2	x3	N	x3-4
*AntiArmour	-	1/2[7]	x6	N	x4-5
*Taser	-	1/4 plus damage as a taser at +2 save	x4	Y	x2-3
Safety Round[8] 4x		2x	x1.5	Y	x2-3

Notes:

1. The old style ammunition common in all firearms before 2005. Uses a brass or plastic cased chemical accelerant for the round.
2. The damage is for a standard round with a acid tip. Special higher damage rounds are available only for certain weapons, like airguns and the Cyborg Assault Cannon.
3. Legality is by the drug,. Sleep and Stun/Nausea drugs are the only legal payload of these rounds.
4. The cost multiplier on the Black Market depends on the legality / damage of the drug in question.
5. Legality of these round is dependant on the Country/State/City you are in. Illegal in Europe and most major cities, especially Chicago and New York.
6. Extra High Impact for high calibre weapons, as in Chromebook 2.
7. Damage to armour first [-6 to hit spot] then to target.
8. No indirect or ricochets with this round. Shatters if does not penetrate.

[Return to the Armory](#)