

## Magnetic Anti-Projectile System (Mag AP)

The Mag AP system uses an array of magnetic field generators to envelope a 4 wheeled ground vehicle in a sheath of magnetic energy designed to knock metallic projectiles, such as missiles and most modern alloy bullets, off course before they impact with their target. The system requires that the vehicle be equipped with a modified ImpElec engine and, while the system is active, eliminates the ability of the driver to use ECM, ECCM, autopilot, communications, sensory or other related electronic gear. Rigger control gear is also useless.

The system works by generating a 'wave' of powerful magnetic fields that travel from the center of the vehicle outward. Incoming projectiles get caught up in this field and are forced from their projected course, flying harmlessly off to either the right or left side of the vehicle. In addition, the magnetic field often wreaks havoc with the sensory circuits of guided missiles, essentially causing them to 'forget' the target they were looking for.

### Installation

The ImpElec engine of the vehicle not only powers the vehicle itself, but also acts as a transformer/generator for the Mag AP system. The engine must be custom built at a cost of 1500 x body nuyen per point of cruising speed, with a minimum cost of 100,000 nuyen. The batteries of the vehicle are also quite expensive, costing 200 nuyen per point of PF. The target number to fully equip a vehicle with an ImpElec engine of this type is 10, with a base time of (Cruising Speed x 2) days.

The Mag AP system itself is available in ratings 1-5, with a max rating being equal to the body of the vehicle. The cost of the system is a 100,000 nuyen for the first point, 200,000 for the second, 300,000 for the third, etc. Thus a 2 point system would cost 300,000 nuyen. 5 CF of space is required for each point of Mag AP. The target number for the task is 10, with a base time of (AP Rating) months.

### Use

Any projectile attack against a vehicle equipped with the MagAP system receives a plus modifier equal to twice the rating of the system. If the GM determines that the attack was made with a projectile that would not be affected by magnetic fields (e.g. stone arrowheads, old lead bullets, etc.) all modifiers are void.

### Other Notes

The Mag AP system, including the ImpElec engine, is extremely susceptible to damage. If the vehicle takes more than 5 boxes of damage, both systems will cease functioning.

Also, even though the cabin of a vehicle equipped with a Mag AP system tends to be insulated rather well against electro-magnetic interference, some individuals possessing large amounts of communications, memory, or processing cyberware (usually the low grade stuff) have experienced minor problems with their equipment while the AP system is active. While these problems normally manifest as an occasional buzzing in the ear, other symptoms have included vertigo and mild neural pain. If the AP system is damaged in any way, these symptoms can get rather severe due to a loss of engine/system shielding. It is

also reported that certain storage mediums will undergo scrambling if not kept in an insulated case.

Vehicles near to a vehicle equipped with the AP system may experience disturbances in their electrical systems and, if they come within 1 meter of an AP equipped vehicle, will experience the sensation of being 'pushed away'. This effect has possible applications when dealing with crash tests, ramming, close maneuvers, etc. GMs are welcome to develop the rules further in regards to this matter and others.

Finally, it is sometimes a good idea to keep MagAP rating 3 or higher systems on a lower setting while operating in high traffic areas. When you combine a high magnetic field with the numerous possible effects such a field might have on so many vehicles of varying size and type, a twenty car pile up may be the *best* possible outcome of such a situation.

Please note that the Mag AP system was created primarily for the sake of storytelling. Like all articles of Blackjack stuff, it has an availability of 21/24 days, if the GM even wants to make it available at all.