

System

The TL;DR: The penetration of a D6 weapon is how many dice they roll for damage. The SP is now to how many dice of damage (D6s) it can soak. If you have more penetration than soak, the target takes damage. The rest of the rules cover specific cases like “what does Armor Piercing do” or “how do monoweapons work” etc.

This armor system is a comparison of damage dice vs. amount of soak dice of armor. It's mostly subtraction involving single digit numbers, so is inherently faster.

Penetration - Armor Soak = Damage

Penetration is the number of damage dice of the weapon in CP2020. Ignore any modifiers, only whole dice count.

Examples: A 5D6 rifle rolls five dice so it is Penetration 5. A 2D6+3 pistol is Penetration 2 (drop the +3). A 6D6-1 rifle is Penetration 6 (drop the -1).

Armor Soak (AS) is the protection level of armor. AS is derived from the Cyberpunk SP value of armor.

See the section “Converting Armor” below for armor AS values.

Damage

If Damage \leq -1 (is -1 or less), then the armor stops the attack completely. No damage is taken.

If Damage = 0, the bullet is stopped by the armor, but the powerful impact results in bruising and the target takes 1 point of damage. (Due to the A. Swensen rule in 2020, BTM effectively has no effect on this damage.)

If Damage \geq 1 (is 1 or greater), the target takes the difference as dice of damage. If the CP2020 damage value had a modifier, it is added to the damage at this point. *Example: If someone wearing SP1 armor is hit by a 2D6+3 (Penetration 2) pistol, they take 1D6+3 damage. If someone wearing SP4 armor is hit by the 6D6-1 (Penetration 6) rifle, they take 2D6-1 damage.*

Critical Hits

Critical hits introduce more variety to the system to make it less deterministic. It allows for luck or good skills to make less powerful weapons pose a threat to heavier armor.

What counts as a Critical Hit?

- **Lucky Criticals: A natural “10” is rolled during an attack.** This simulates the attack hitting a joint, a lucky bullet that ricochets past cover, and so on.
- **Skill Criticals:** Weapons with ROF 1 or 2 (or firing in a ROF 1 or 2 mode) will Critically hit if they exceed the to-hit target DC by 5 or more. *Example: On a DC15 shot, a to-hit total of 20 or more would score a critical hit.*
- **“Hail Mary” Rule:** If the total Difficulty (DC) of an attack is so high the attacker cannot hit except on a natural “10” roll, then a natural “10” roll will not result in a Critical Hit.

What does a Critical Hit do?

- **A Critical Hit results in the attack doing one bonus die of damage.** This affects Penetration of the attack as well. *Example: A 2D6+3 pistol critically hits on an attack. It gets a bonus +1D6 to its damage. Its new damage value is 3D6+3. As a result, the Penetration is now 3 instead of 2.*
- **Critical Hits will always do at least 1D6 damage through Personal Armor (AS6 and lower), even if AS value is too high for that weapon to normally penetrate.** *Example: A 2D6+1 weapon attacking someone with Armor 4 cannot normally penetrate. In this case the critical hit does 1D6 damage.*

Handling Attack Modes

- **ROF2:** Some weapons (notably handguns) have ROF2. They are counted as two single-shots by the rules, so they check for a Critical Hit for each attack.
- **Automatic Fire or Three Round Burst** can score a critical hit. On a Critical Hit the first bullet is considered a Critical Hit, the others are not.

- **Suppressive Fire** can critically hit. If a target attempting to evade the Suppressive Fire rolls a natural "1" then the first bullet is considered to be a Critical Hit.
- **Melee Attacks** can critically hit. Punch attacks check for Critical hits on both attacks, potentially scoring two critical hits.

Handling Special Equipment

Armor Piercing (AP): AP changes the result of Penetration - Armor = 0 now does 1D6 damage. The AP effect stacks with Critical Hits. Armor Piercing bullets do full damage when penetrating (not ½) unlike the standard rules.

Enhanced Armor Piercing (AP+): A superior type of Armor Piercing for monoweapons, shotgun slugs, and other cases that are handled in the core rules as ⅓ or ¼ SP attacks. In addition to the standard AP effect, AP+ attacks reduce the effective AS of armor by the number after the + (eg; AP+2 reduces Armor by 2 for piercing calculations) for that attack. If AP+ is written without a number ("AP+") assume it is AP+1. The AP+ effect cannot lower Armor to less than 0. *Example 1: A 3D6 damage AP+1 attack vs. Armor 3 reduces the Armor of the target dropping to 2, so Penetration 3 - Armor 2 = 1, resulting in 1D6 damage.* *Example 2: A 2D6+3 damage attack with AP+4 vs. Armor 3 would result in the Armor of the target dropping to 0 and so the target takes the full 2D6+3.*

Hollow Point (HP): Armor AS values are **doubled** (x2) against Hollow Point attacks but any penetrating damage is multiplied by whatever the description of the ammunition says (usually 1.5).

D10 weapons: D10 weapons are considered AP+ effect weapons. D10 weapons are designed to pierce heavy armor and make a mockery of personal-scale armor.

- Against Soft Armor their AP is equal to the D10 they roll for damage.
- Against Hard Armor their AP is 1.5 times the D10 they roll for damage (round off).

Example: A 4D10 weapon is AP+4 vs. Soft Armor and AP+6 vs. Hard Armor.

Edged Weapons: Edged Weapons are considered AP when used against Soft Armor. Weapons like knives, swords are named specifically in the CP2020 rules. I would suggest adding axes, spears, arrows, and crossbow bolts as well. Monoblades and other monomolecular weapons have their own rules (see below).

Kendachi Fragmentation Flechettes: They are considered Armor Piercing against Soft Armor.

High Explosive Plastic (HEP): Against Hard Armor, HEP attacks are considered to have an AP+ value equal to the dice damage of the attack. All of the rolled damage is counted for the Stun check, then half of this rolled value is applied as damage. Example: A 2D6 HEP effect is considered to be AP+2. If it hits an Armor 2 target, the AP+2 cancels out the armor so it does 2D6 to the target. The 2D6 roll is 8. The target takes 8 stun points for stun checks, then 4 points are applied to the Wound Tracker.

Shotguns

Buckshot is considered a Hollow Point effect (AS x 2).

Slugs are considered an AP+ attack. Against Soft Armor this is 1/2 of the dice damage of the shotgun, round off (so 4D6 shotgun slug is AP+2 vs. Soft Armor). Against Hard Armor, this value gets a further AP+1 (so the same 4D6 shotgun slug is AP+3 vs. Hard Armor).

Flechette Shells are considered an Armor Piercing effect.

APFSDS has an AP+ effect equal to the dice damage of the shotgun, round off against all armor (so APFSDS from a 4D6 shotgun would be AP+4 because it rolls 4 dice for damage).

Slasher Shells have an AP+ effect equal to half of the dice damage of the shotgun, rounding off. As a monowire weapon, they also add +1 to the AP+ effect if they Critically Hit.

Monoweapons

Monoweapons: These weapons have an AP+ value equal to **half** of the number of D6 they roll for damage (round off). On a Critical Hit, in addition to the normal Critical Hit benefits, their AP+ value increases a further +1.

Slice-And-Dice and Monowhips: These weapons use a bare monowire and cut much better than standard monoweapons. They are always AP+4. On a Critical Hit, in addition to the normal Critical Hit benefits, they become AP+8 instead of adding just a +1.

Other Suggested Rules Changes due to the new armor system:

- **Point-Blank Range:** At Point-Blank range, all firearms attacks are considered to have the AP effect **instead** of doing full damage. If they are already AP, they become AP+1.

Converting Armor from SP to AS

Converting SP to AS is pretty simple, refer to the table below for a location's SP (post-armor layering) for its equivalent in AS.

SP value	AS value	Armor Type
0-4	0	Soft
5-9	1	Soft
10-13	2	Soft
14-17	3	Soft
18-24	4	Hard
25-29	5	Hard
30	6	Hard

Personal Armor

AS0 to AS6 is the range for **personal armor**. AS6 is the limit of armor that can be worn by an unenhanced human or a light cyborg, beyond this armor is too heavy and clumsy. Some attacks have special effects on personal armor.

Hard vs. Soft Armor

The different kinds of armor in Cyberpunk 2020 are kind of a mess. That the armors denoted with a $\sqrt{}$ meaning they are $\frac{1}{2}$ SP vs. edged attacks (page 67) don't match up with Hard and Soft Armor (page 101) is a complication that doesn't make the game much more fun. This system throws out the $\sqrt{}$ and the effects of $\sqrt{}$ are attached to Soft Armor.

- **AS4 and Greater Rule** Armor of AS4 or greater is considered Hard Armor.
- **Soft Armor** is weak to edged weapons, monoweapons, and certain other weapons (such as kendachi fragmentation flechettes). Soft Armor can be concealed to casual inspection: It can be worn under clothes or as clothing.

- **Hard Armor** is weak to D10 weapons. It consists at least partially of rigid armor plates which will detonate the special armor-piercing fuzes in specialized anti-armor weapons (such as missiles). Hard Armor is obvious when worn and cannot be concealed. While in a Combat Zone nightclub nobody may care (they might even think you're cool), a posh bar in Corporate Plaza may not let in someone wearing obvious armor.
- **Subdermal Armor** is an exception to the Hard Armor concealment. It counts as Hard Armor but is concealed (under the skin).

Beyond AS6: Heavy Armor

AS ratings of 7 and higher are **Heavy Armor**, able to shrug off common rifle rounds. Heavy Armor is the realm of vehicles, battlefield cyborgs, and power armor.

Heavy Armor Scaling

The SP ratings beyond 30 are converted with every **5 points of SP converting to 2 points of AS** (so 30-34 is AS8, 35-40 is AS10, 36-44 is AS12, etc.).

A "bulletproof" but still street-legal automobile might have an AS rating of 8 to 10.

A Dragoon full-conversion cyborg has an AS rating of 10.

Heavy Armor Differences

- Heavy Armor is a form of Hard Armor.