Upgrades

UPGRADE	EFFECT	SOURCE
Bot		
Additional Hand	bot has now 2 hands	BCR 24
AI	bot acts even if crew is down	PG 7
Armor Plating	broken on 6 only	BCR 24
Astrogation Enhancement	piloting +1	BCR 24
AutoGurney	can carry two persons at no penalty	PG 7
Combat Enhancement	combat +1	BCR 24
Dedicated	one skill +1 all others -1	PG 7
EMP Ray	built in EMP gun	BCR 24
Engineering Enhancement	engineering +1	BCR 24
Extra Wheels	move +2	BCR 24
Gyros	spacelegs, suffers 2 less OOC	PG 7
Hydraulics	carrying capacity +10	BCR 24
JetPack	see jetpack rules BCR2 30	BCR 24
MedKit	built in medkit	BCR2 24
Motivator	upgrading hero may spend 2 luck to grant bot 1 luck	PG 7
Multitasker	can take action during move if no check required	PG 7
Science Enhancement	science +1	BCR 24
ToolKit	built in toolkit	BCR 24
Energy Weapon		
Dirty Weapon	damage is 1 point less but lowest die cannot be healed by a medkit	POT 18
Fighter		
Damage Control	bonus +1 on all engineering checks	GCW 24
Improved Cockpit	bonus +1 on all piloting checks	GCW 24
Weapon Systems	bonus +1 an all combat checks	GCW 24
Powered Armor		
Additional Hand	if you can handle it, suffers same penalties as the first 2 hands	GCW 20
Built-in MedKit	will only function on wearer and only at -3	GCW 20
Hydraulic Boot Straps	each action spent on donning or removing the armor counts as an additional action	GCW 20
Stabilizing Gyros	you may ignore 1 OOC penalty, cumulative to space legs	GCW 20
Targeting System	add +1 to all personal combat checks while operating the armor	GCW 20
TurboJets	these jets add +1 to your move attribute while operating the armor	GCW 20
Slug Ammo		
Radioactive	damage is 1 point less but lowest die cannot be healed by a medkit	POT 18