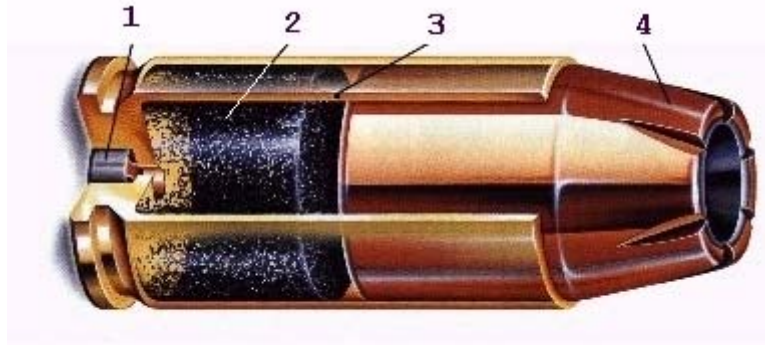# Calibers IN CYBERPUNK 2020

This article deals with most of the calibers already known from Cyberpunk 2020. It includes two new versions – which are quite similar – for the calculation of bullet damage. One of these versions requires additional dice – D4, D8, D10 and D12 to be specific – while the second version is designed to be playable with the original D6 and D10. There may be slight differences between the two versions which result from the different dice used.

So why a new set of damage rules? As so often, this set evolved from simple dissatisfaction with the existing system. Firearms in Cyberpunk 2020 are quite dangerous, their damage can be described as "random" at best. There are few things more frustrating for a Solo if his 5.56 bullet turns out to inflict only 6 or 7 points of damage while the damage ranges from 5 to 30 points.

The two new versions – called "Version 4.3" and "5.1" for coolness's sake – make an end to this randomness. The minimum damage has been increased while the maximum damage remains almost identical as in Cyberpunk 2020. The use of the various dice used in Version 4.3 depends on the caliber; Light caliber rounds are based on 2D4, Medium calibers on 2D6, Heavy calibers on 2D8 and Very Heavy calibers start with 2D10 and go up to several D10s or D12s. Version 5.1, however, can be played with the good old D6 and D10, but the particular damages may seem a little "mixed". The result of the two versions is that smaller calibers have gained strength and the bigger guns have become frightening weapons.

The two versions arose from an own idea, and the framework on which Version 4.3 is based has proved itself very flexible. To achieve a fair minimum damage, one must either use many dice or increase the number behind the "+". The first variant results in a maximum damage that is much too high, so the second variant is the best choice. A framework that has been tested properly was created and augmented with the discovery of *Luciferin's* article *"Alternative Bullet Damage"* which can be found in *BlackHammer's Cyberpunk Project*. The article referred to another homepage (which is down now) concerning with the so-called "stopping power" of bullets in real life. This homepage had numbers listed which indicated which percentage of victims become incapacitated on the first hit to the torso depending on the particular caliber. The homepage only had numbers for the most usual calibers – 9mm, .45 ACP and 7.62 NATO, for example – so many other percentages had to be made up. The percentages were translated into a format that fitted Cyberpunk 2020 and incorporated into the existing framework afterwards.

Please note that Versions 4.3 and 5.1 have been created without any real life knowledge of firearms – hell, I have never even held a real gun. The versions are only made up with articles and lots of numbers as reference so it may be easy to find faults at every turn – but again, this article is just an option.

To verify the validity of the two versions they are compared with various statements made in the Cyberpunk 2020 rulebook. The requirements for this are:
- The To Hit throw hits the To Hit number exactly;
- The hit is to the chest (multiplier x1);
- The BTM is –2;
- The mathematical average of the dice is used.

Example 1

„Heavy leather. Good for road rash, stopping knives. A good .38 slug will probably rip you to parts, however."
        - Page 66 of the Cyberpunk 2020 rulebook

Additional requirement: Heavy leather has SP 4.

Cyberpunk 2020:
        1d6+2 => 5,5 points damage; 5 – SP 4 – BTM 2 = -1 / 1 point damage.
        Resolution: The statement is refuted, the bullet is stopped completely.

Version 4.3:

2D4+3 => points damage; 8 – SP 4 – BTM 2 = 2 points damage.
Resolution: Although the damage is quite low, the statement is valid.

Version 5.1:
2D6+2 => 9 points damage; 9 – SP 4 – BTM 2 = 3 points damage.
Resolution: Although the damage is quite low, the statement is valid.

Example 2

„Kevlar vest. Will stop most rounds up to a .45 ACP."
- Page 66 of the Cyberpunk 2020 rulebook

Additional requirement: Kevlar vest has SP 10

Cyberpunk 2020:
2D6+2 => 9 points damage; 9 – SP 10 – BTM 2 = -3 points damage.
Resolution: The statement is absolutely valid.

Version 4.3:
2D8+3 => 12 points damage; 12 – SP 10 – BTM 2 = 0 / 1 point damage.
Resolution: Although the bullet is being stopped, it inflicts a minimum of damage.

Version 5.1:
3D6+1 => 11,5 points damage; 11 – SP 10 – BTM 2 = -1 / 1 point damage.
Resolution: Although the bullet is being stopped, it inflicts a minimum of damage.

Example 3

„The flack vest is designed to stop (...), but only slow up assault rifle rounds."
- Page 67 of the Cyberpunk 2020 rulebook

Additional requirement: Flack vest has SP 20; ammunition is 5.56mm

Cyberpunk 2020:
5D6 => 17,5 points damage; 17 – SP 20 – BTM 2 = -5 points damage.
Resolution: The statement is refuted; the bullet and its damage are stopped completely.

Version 4.3:
3D12+5 => 24 points damage; 24 – SP 20 – BTM 2 = 2 points damage.
Resolution: Although the damage is quite low, the statement is valid

Version 5.1:
4D10+3 => 25 points damage; 25 – SP 20 – BTM 2 = 3 points damage.
Resolution: Although the damage is quite low, the statement is valid.

Example 4

„A solid hit with a .44 Magnum will usually splatter a real person all over New Jersey."
- Page 97 of the Cyberpunk 2020 rulebook

Cyberpunk 2020:
4D6 => 14 points damage; 14 – BTM 2 = 12 points damage.
Resolution: Not lethal; „That barely even covers Brooklyn..." (Luciferin)

Version 4.3:
2D10+6 => 17 points damage; 17 – BTM 2 = 16 points damage.
Resolution: 4 points of damage are lethal; a messy, messy affair.

Version 5.1:
2D10+6 => 17 points damage; 17 – BTM 2 = 15 points damage.
Resolution: 3 points of damage are lethal; still pretty messy.

These comparisons may seem unnecessary, but the statements surely do not stem from the authors' fantasy; they rather have a basis in real life and checking whether these statements are reflected in the damage rules can lead the way.

There are, of course, various types of ammunition, for example explosive and railgun ammunition. These types are currently being worked out and I hope they will be available soon. Right now the stats for the main calibers are coming up. See ya, chombatta!

THE ROGUE

Schrunzo@yahoo.com

PISTOL AMMUNITION

Caliber	CP 2020	4.3	%	5.1	Notes
5mm	1D6	2D4+2	51	1D6+3	= .22 Long Rifle
5.7mm	3D6	2D8+4	67	3D6+2	FN 5.7mm
6mm	1D6+1	2D4+3	53	1D10+2	-
7mm	1D6+2	2D6+2	56	2D6+2	-
8mm	2D6	2D6+3	59	2D6+3	-
9mm	2D6+1	2D6+5	63	3D6+1	-
10mm	2D6+3	2D8+5	69	2D10+3	-
11mm	3D6	2D8+6	71	2D10+4	-
12mm	4D6+1	2D10+6	76	4D6+3	-
12.7mm	4D6+2	2D10+8	82	2D10+7	= .50 AE
14mm Malorian	6D6	3D10+7	90	6D6+2	Malorian Arms 3516
.338	3D6	2D8+4	66	3D6+2	-
.357	2D6+3	2D6+4	62	1D10+5	-
.357 Magnum	3D6+1	2D8+6	72	2D10+4	-
.38	1D6+2	2D6+2	57	2D6+2	-
.38 Special	2D6	2D6+2	57	2D6+2	Treat as "Tumbler"
.40 S&W	2D6+3	2D8+4	67	3D6+2	-
.408 Magnum	3D6+2	2D10+6	77	4D6+3	-
.41	2D6+1	2D8+4	66	3D6+2	-
.41 Magnum	3D6+2	2D10+6	76	4D6+3	-
.44	3D6	2D8+4	66	3D6+2	-
.44 Magnum	4D6	2D10+6	76	4D6+3	-
.45 ACP	2D6+2	2D6+5	63	3D6+1	-
.454 Casull	4D6+3	2D10+8	80	2D10+7	-
.50 AE	4D6+2	2D10+8	82	2D10+7	= 12.7mm
.50 Magnum	5D6	3D10+6	88	3D10+5	-

RIFLE AMMUNITION

Caliber	CP 2020	4.3	%	5.1	Notes
4.5mm	4D6	3D10+4	87	5D6+3	-
4.7mm	4D6+1	3D10+5	89	3D10+5	G11
5.45mm	4D6+1	3D10+6	92	6D6+2	AK74
5.5mm	4D6+2	3D12+4	94	6D6+3	G6
5.56mm	5D6	3D12+5	96	4D10+3	NATO Standard
5.7mm	3D6	2D8+4	67	2D6+3	FN 5.7mm
6mm	5D6	3D12+5	96	4D10+3	-
6.5mm	6D6-1	3D12+5	97	4D10+3	Militech
7mm	5D6	3D12+4	95	6D6+3	FedArms LA15
7.62mm NATO	6D6+2	3D12+6	98	4D10+4	NATO Standard
7.62mm SovS	5D6+2	3D12+4	95	6D6+3	Soviet Short
7.62mm SovL	6D6	3D12+5	97	4D10+3	Soviet Long
12.7mm	6D10	4D10+6	-	4D10+6	= .50 BMG
14.5mm	7D10	4D12+5	-	5D10+3	-
15mm	7D10	4D12+6	-	5D10+4	-
20mm	8D10	6D10+8	-	6D10+8	-
30mm	10D10	9D10+6	-	9D10+6	-
30-06	6D6+4	3D12+4	95	6D6+3	-
.300	7D6+3	3D12+6	98	4D10+4	Winchester Magnum
.303	6D6+4	3D12+6	94	4D10+4	-
.50 BMG	6D10	4D10+6	105	4D10+6	= 12.7mm