

# New Car Options

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## **SecTech VoxLock / Palm Scanner Locks**

250 eb( per system ) No space

Your regular key & lock system making you feel uneasy? Try a VoxLock or Palm Scanner. Use both for additional security. The VoxLock is practically foolproof and won't be fooled by a simple tape recorder (VERY DIFFICULT +25). Our Palm scanners read your hand's heat, and match it with the record. Worried that your cybernetic hands will make this technology invalid to you? Don't fret, the scanner can be configured to read the micro-serial code on your hand's palm.

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## **SecTech "Eel Skin" Electrified Hull Autotheft Deterent**

2,000eb 1/2 space

It worked for eels until mankind's pollution wiped them out. This option will send an electrical current through the frame and body of your car. Internal controls allow the driver to alter the balance between voltage and amps. Everything from a high voltage, low current (like a stun gun or tazer) to low voltage, high current (like a wall outlet). What this means is that the power can be put anywhere from a shock (just like a typical static discharge) all the way up to a lethal charge.

This system runs on a special hydro-electric battery that then runs through an alternater-transformer which proceeds to connect to the rest of the car. Due to this battery's special architecture it is not rechargeable by normal means (VERY DIFFICULT 25+ Electronics roll to make a jury-rigged charger). Replacement batteries cost 200eb.

Each battery provides 16 points of power. Here is the table of the settings and their corresponding power requirements.:

| Security Setting | Charge Requirement |
|------------------|--------------------|
| Static Shock     | .5                 |
| Tazer-Level      | 1                  |
| 1d6              | 2                  |
| 2d6              | 3                  |
| 3d6              | 4                  |
| 4d6              | 5                  |

A Difficult (20+) Strength Feat is required to escape a 3d6 or 4d6 setting. Failure means that they take another blast of the same damage.

2d6, 3d6, and 4d6 settings can all cause effects similar to that of a microwaver. (Excessive current running through electronics that don't have protection can be very hazardeous and shorten the life of your equipment.)

If the security system is set to a power level it cannot fully operate, it will automatically downshift to the highest setting that it can fully maintain.

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## **SecTech TorchTek Flamethrower Security System**

Base Cost: 1,200eb 1 space/side

A more advanced version of the anti-carjacking system initially employed and legalized in South Africa around 1992. (Yes, it is legal to have flamethrowers hooked up to your car to torch carjackers in South Africa, but you wouldn't wanna live there, the crime is vicious!) These flamethrowers have a horizontal range of 2

meters, and a vertical range of 4 meters

The system can be rigged in one of two ways. It can be rigged to either run from a central fuel source, or from the vehicle's CHOOH2-tank. If using the central fuel source, the damage is 2d10, if from the CHOOH2-tank, it only does 1d10+4. The advantage to using the CHOOH2 is that every gallon of fuel equals four shots. With the central napalm source, you have less shots, and it costs a little more (25eb per shot - maximum of 20).

This system can be integrated with security locking mechanisms for greater protection.

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### **Caltrop Throwers**

Base Cost: 500eb 1 space/dispenser

reload cost: 150eb

This pursuer deterrent casts out dozens of sharp, jax-like, constructs that do 1d6ap (as per knife) damage to anything that lands on them (feet or tires). The dispenser can cast them into an area anywhere from 2 meters to 10 meters in width. Avoiding them is like making a suppressive fire-save (counts as ROF 20) (see Friday Night Firefight), except you use DRIVING if piloting a vehicle.

The Aerodyne version of this is a bomblet caster, it drops little bomblets that do 1d6+3 explosive damage in a 3m radius, on contact with any surface.

One dispenser holds enough caltrops / bomblets to cover a 20m area.

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### **Oil Slick Generator**

Base Cost: 2,000eb .5 space/dispenser

reloads: 1,000 eb (oil is expensive)

Twin jets set just inside of each back wheel will make sure that any tails you have will be chasing theirs. Each dispenser can lay down a 3 mile trail of oil. Difficult (20+) driving roll must be made to maintain control.

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### **Smoke Screen Generator**

Base Cost: 1,500eb 1 space/dispenser

reloads: 250eb (normal), 400eb (anti-IR/anti-thermo), 650eb (adhesive)

Large exhaust port will be sure to leave your pursuer left behind with such a clouded field of vision, he'll think he's developed cataracts. The smoke spreads easily across 1 lane of traffic on either side of the source lane, and extends about 350 feet behind the generator.

The smoke screen generator also has 3 different load types available:

- Normal - This is simply Carbon Dioxide under , mixed with Argon (to give it weight). This simply blocks the victim's vision, impairing driving ability.
  - Anti-IR/ Anti-Thermo - This smoke variant blocks thermographic and infrared options, making it impossible to see through the smoke using these optic-options.
  - Adhesive - This smoke variant actually adheres to windshields creating a film that windshield wipers make spread and streak, only a thorough washing (like at a carwash, or soap, water, and elbow-grease) can fully remove.
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### **Grenade Dropper**

Base Cost: 350eb per grenade 1 space/grenade

reloads: cost of grenade

This is a simple hand-grenade tosser usually hidden behind the license plate, tail light, or rear bumper. The grenade will explode after the timer on the fuse has expired. Reloading the dispenser must be done by hand.

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### The Anole Vehicle Color Change System

Base Cost: Special

A dozen cars in one. With this option your car's body will change to one of 16 preset colors or one of three customizable colors. For a bit extra you can get the advanced edition that will allow the vehicle to simulate racing stripes, flames and such. Note: actual shape of vehicle will not change, and will not hide dents, dings, or rust.

| Vehicle Type | Basic System | Advanced System |
|--------------|--------------|-----------------|
| Motorcycle   | 2,000        | 3,000-5,000     |
| Car          | 3,500        | 5,000-8,000     |
| Pick-up/Van  | 4,000        | 6,000-9,000     |
| Big Rig/AV   | 8,000-11,000 | 16,000-25,000   |

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### License Plate Rotater

Base Cost: 300eb + 300eb / additional plate (maximum of 4 total) 1 space + 1 space / additional plate

This is a simple rig that flips license plates mounted on a flipping plate, or rotating conveyer belt.

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### Uninflatable Tires

Base Cost: Cost of Tires \* 3eb No spaces

This is a simple air hose-valve setup that allows the crew (namely the driver) to set and change the air pressure in the tires without even having to get out of the vehicle. This option increases the tire's SDP by 50%.

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### Fuel Tank Bomb

Base Cost: 1,000eb

This is a small charge attached to the tank. This explosive will cause 5d10 per gallon still left in the tank, plus an additional 5d10 (because of the fumes in the tank). And has a base explosion radius of 7 meters. Obviously this option renders the car scrap after it goes off.