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# CYBERPUNK 2020 REFERENCE BOOK

5th January 2002

Version 5.0

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**LEGEND**

**CYBERPUNK 2013 & 2020 BOOKS**

CP13	Cyberpunk 2013
CP20	Cyberpunk 2020
BH	Blackhand's Street Weapons
Chr1	Chromebook 1
Chr2	Chromebook 2
Chr3	Chromebook 3
Chr4	Chromebook 4
CB1	Corpbook 1
CB2	Corpbook 2
CB3	Corpbook 3
DS	Deep Space
NO	Near Orbit
ER	Edgerunners Inc.
ES	Eurosource
ES+	Eurosource Plus
SF	Firestorm: Stormfront
SW	Firestorm: Shockwave
HoB	Home of the Brave
LU	Listen Up Primitive Screwheads
LD	Live & Direct
MM	Maximum Metal
NEO	Neo Tribes
NC	Night City
PAC	Pacific Rim
P&S	Protect and Serve
BB	R Bartmoss' Brainware Blowout
NET	Rache Bartmoss' Guide To The Net
RB	Rockerboy
UK	Rough Guide to the U.K.
SOF	Solo of Fortune
SOF2	Solo of Fortune 2
WS	Wildside
ET	Euro Tour (c)
LoF	Land of the Free (c)
FH	Tales from the Forlorn Hope (c)
WCD	When the Chips are Down (a)
HW	Hard Wired (w)
WGF	When Gravity Fails (w)

**ATLAS GAMES SUPPLEMENTS**

AB	The Arasaka Brainworm (a)	AG5000
AFD	All Fall Down (a)	AG5040
BON	The Bonin Horse (a)	AG5050
TCB	The Chrome Berets (c)	AG5025
CF	Cabin Fever (a)	AG5065
CD	Chasing The Dragon (a)	AG5035
GW	Greenwar (a)	AG5055
NCS	Night City Stories (c)	AG5005
NWP	Northwest Passage (a)	AG5070
OC	The Osiris Chip (a)	AG5010
STF	Street Fighting (a)	AG5020
TTB	Thicker than Blood (a)	AG5045

**WEST END GAMES SUPPLEMENTS**

ATM	Alice Through The Mirrorshades (a)	12017
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**Code No**

CP3001
CP3002
CP3461
CP3701
CP3181
CP3331
CP3471
CP3111
CP3151
CP3161
CP3211
CP3301
CP3391
CP3901
CP3421
CP3481
RT03491
CP3221
CP3291
CP3431
CP3191
CP3371
CP3501
CP3311
CP3171
CP3521
CP3241
CP3401
CP3281
CP 3101
CP3361
CP3271
CP3131
CP 3231
CP3121
CP3801
CP3201
CP3601

**IANUSSUPPLEMENTS**

DM	Dark Metropolis (w)	ICP116
GCT	Grimm's Cybertales (w)	ICP110
NE	Night's Edge (w)	ICP101
CP	Crash Point (a)	ICP112
HF	Home Front (a)	ICP119
KOCJ	King Of The Concrete Jungle (a)	ICP106
MJ1-2	Media Junkie 1-2 (a, c)	ICP107,14
N1-3	Necrology 1-3 (a, c)	ICP102,4,5
PG	Playground (a)	ICP115
PB	Premature Burial (a)	ICP117
RM	Remember Me (a)	ICP118
SA	Sub Attica (c)	ICP120
SUR	Survival Of The Fittest (a)	ICP103

**CYBERGENERATION**

CGen	Cybergeneration 1st Ed.	CP3251
Eco	EcoFront	CP3341
Med	MediaFront	CP3351
Vir	VirtualFront	CP3441
BDay	Bastille Day (a)	CP3261

**MAGAZINES, NETBOOKS, ETC**

I1.1 to I2.2	Interface. Vol 1 # 1-4, Vol 2 # 1-2
P1 to P3	Punk '21. # 1, 2, and 3 (UK)
RPI	Role Player Independent, July (UK)

**KEY**

(a)	Adventure
(c)	Campaign
(w)	Alternate World Book

**UPDATES**

5.0 - Massive update, including Interface vol 1, issue 2, some more of the lanus adventures, a lot more additional rules, and some of my own stuff in the expanded character creation section. Also reformatted, renumbered and reordered the reference book to more closely match the original 2020 layout.

4.1 - Added some weapons, gear and vehicles from Premature Burial and Interface vol 1, issue 1.

4.0 - I think I've added everything now, so the Ref Book moves up a full version. Added information from Northwest Passage, Solo Of Fortune, Playground, and 'Punk '21 issues 1 to 3.

3.2 - Added Code Numbers to Legend.

3.1 - Includes information from The Chrome Berets, and Kings of the Concrete Jungle.

3.0 - Added the Contents and Legend section.

**FEEDBACK & ACKNOWLEDGMENTS**

This Reference Book is not intended to replace any of the Cyberpunk gaming books, it is intended as a referee resource to help referees to quickly find the information they are after, so as not to interrupt play.

Please buy the books, R. Talsorian have been reprinting many of the popular and hard to find supplements (Chromebooks, Maximum Metal, Listen Up), dig through the second hand bins at your local game shop, check out on-line auctions, but if you find Interface, issue 1, volume 1, I get first dibs ;).

The original game material that is the source for the Reference Book was written by the following:

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If you have any feedback about any part of the Reference Book, please e-mail me at [ajames@node16.co.uk](mailto:ajames@node16.co.uk), or visit my web site at <http://www.node16.co.uk/>

Andrew James  
4th December 2001

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# 1) Personal Style

## What do you look like?

<b>DRESS AND PERSONAL STYLE</b>			
<b>Roll (d20)</b>	<b>Clothes</b>	<b>Hairstyle</b>	<b>Affectations</b>
1	Leathers	Mohawk	Tattoos
2	Denim/Jeans	Long & Ratty	Shades/Glasses
3	Corporate Suits	Spiked	Scaring/Branding
4	Coveralls/Jumpsuits	Wild & All Over	Spiked Gloves
5	Short, Open	Bald/Shaved	Earrings
6	High Fashion	Striped	Long Fingernails
7	Cammos	Tinted/Dyed	Heels
8	Normal Clothes	Short, Neat	Weird Lenses
9	Lingerie/Nude	Short, Curly	Fingerless Gloves
10	Tribal Dress	Long, Straight	Jewellery
11	Generic	Dreads	Piercing
12	Ethnic/Historical	Natural, Long	Hats/Caps
13	Kung-Fu Pj's	Braids, Wraps	Gloves/Boots
14	Utilitarian	Shoulder Length	Make-up/Face Paint
15	Leisure Wear	Crew/Fade Cut	Skin Tints
16	Urban Flash/Yakuza	Slicked Back	Goggles & Gear
17	Big Suits	Perm/Big Hair	Androgyne Make-up
18	Bag Lady Chic	Tied	Bandanna/Hairband
19	Paramilitary	Box Fade	Waist Pouch
20	Mixed (Roll 2)	Tech Cut	Mixed (Roll 2)

### 2B) ADDITIONAL FAMILY BACKGROUND

<b>CHILDHOOD ENVIROMENT</b>	
1	Spent on the street with no adult supervision.
2	Spent at home with little adult supervision.
3	Grew up working for parents from very young age.
4	Grew up hanging out with the local youth gang.
5	Grew up hanging out with tight group of close friends.
6	Under the supervision of older sibling or relative.
7	Grew up in boarding school.
8	Grew up under the close supervision of a 'nanny'.
9	Under the close supervision of a restrictive family.
10	Under the close supervision of a loving family.

<b>FAMILY CONTACT</b>	
1	5+ years no contact with any family members.
2-3	Only annual contact with one family member.
4-5	Only annual contact with core family.
6	Regular contact (monthly) with one family member.
7	Regular contact with core family.
8	Regular contact with core family & close contact with one family member.
9	Close contact with core family.
10	Close contact with core and extended family.

<b>CHILDHOOD TRAUMA</b>	
1	Was in a terrible accident
2	Mistreated/abused by parents.
3	Parent(s) lost their job.
4	Became violently ill with some disease.
5	Was horribly humiliated in front of peers.
6	Home destroyed in fire/war/riots/disaster.
7	Was tormented by gang/police.
8	Witnessed as close friend/family member was killed.
9	Held hostage for short period of time.
10	Hunted by stalker.

<b>PARENTS</b>	
1	Orphanage/Organisation
2	Adopted, roll again
3	Friend of parents
4	Relative
5-6	Mother
7-8	Father
9-10	Both Parents

### 3) MOTIVATIONS

#### PSYCHOLOGICAL PROFILE (GO TO 3B)

<b>PRIME MOTIVATION</b>	
1	Personal Egotism
2	Personal Honor
3	Love of Duty
4	Pleasure/Excitement
5	Knowledge
6	Love
7	Power
8	Wealth
9	Social Status
10	Vengeance

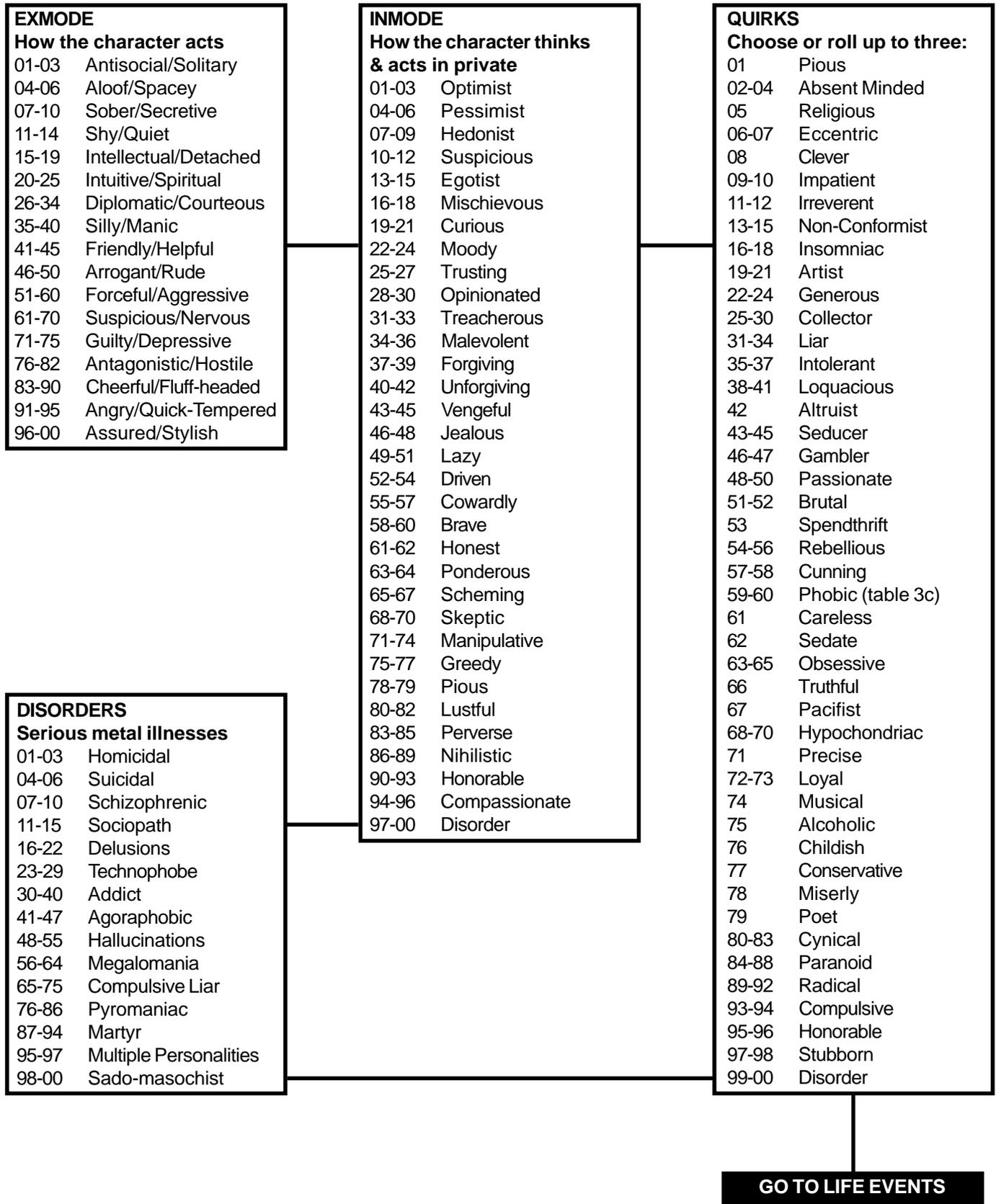
#### PERSON YOU VALUE MOST

#### HOW DO YOU FEEL ABOUT PEOPLE?

#### YOUR MOST VALUED POSSESSION

### 3b) Psychological Profile

What you want, how you act, how you think, your beliefs and disorders, and the quirks that make you different.



### 3c) Phobias

by Andrew James - [ajames@node16.co.uk](mailto:ajames@node16.co.uk)

for an even longer list of phobias visit <http://www.phobialist.com> run by Fredd Culbertson.

#### PHOBIAS

##### Roll to see which:

- |  |   |
|--|---|
| 01 Ablutophobia (washing or bathing)                 | 51 Lunaphobia (the moon)                                |
| 02 Acousticophobia (noise)                           | 52 Martiophobia (weapons)                               |
| 03 Acrophobia (heights)                              | 53 Mechanophobia (machines)                             |
| 04 Agoraphobia (open spaces, leaving safe place)     | 54 Melanophobia (the colour black)                      |
| 05 Amathophobia (dust)                               | 55 Melophobia (music)                                   |
| 06 Androphobia (men)                                 | 56 Methyphobia (alcohol)                                |
| 07 Anthropophobia (people or society)                | 57 Microphobia (small things)                           |
| 08 Arachnophobia (spiders)                           | 58 Motorphobia (automobiles)                            |
| 09 Astraphobia (thunder and lightning)               | 59 Musophobia (mice, rodents)                           |
| 10 Asymmetriphobia (asymmetrical things)             | 60 Mysophobia (dirt)                                    |
| 11 Ataxophobia (disorder or untidiness)              | 61 Necrophobia (death or dead things)                   |
| 12 Autophobia (being alone, oneself)                 | 62 Neophobia (new ideas, ways)                          |
| 13 Aviophobia (flying)                               | 63 Nosocomophobia (hospitals)                           |
| 14 Batrachophobia (amphibians)                       | 64 Nyctophobia (the dark)                               |
| 15 Bibliophobia (books)                              | 65 Ochlophobia (crowds or mobs)                         |
| 16 Botanophobia (plants)                             | 66 Octophobia (the figure 8)                            |
| 17 Catoptrophobia (mirrors)                          | 67 Ombrophobia (rain or of being rained on)             |
| 18 Chaetophobia (hair)                               | 68 Onomatophobia (hearing a certain word)               |
| 19 Cheimaphobia (cold)                               | 69 Ophidiophobia (snakes)                               |
| 20 Claustrophobia (confined spaces)                  | 70 Ornithophobia (birds)                                |
| 21 Coulrophobia (clowns)                             | 71 Ostracophobia (shellfish)                            |
| 22 Cyberphobia (computers, cybernetics)              | 72 Paraskavedekatriaphobia (friday the 13th)            |
| 23 Cynophobia (dogs or rabies)                       | 73 Pathophobia (disease)                                |
| 24 Cyridophobia (prostitutes or venereal disease)    | 74 Patriphobia (authority)                              |
| 25 Dishabiliophobia (undressing in front of someone) | 75 Pediophobia (dolls)                                  |
| 26 Doraphobia (fur or skins of animals)              | 76 Pedophobia (children)                                |
| 27 Ecclesiophobia (church)                           | 77 Peladophobia (bald people)                           |
| 28 Electrophobia (electricity)                       | 78 Pharmacophobia (drugs)                               |
| 29 Entomophobia (insects)                            | 79 Piscophobia (fish)                                   |
| 30 Epistemophobia (knowledge)                        | 80 Pogonophobia (beards)                                |
| 31 Felinophobia (cats)                               | 81 Pyrophobia (fire)                                    |
| 32 Genophobia (sex)                                  | 82 Radiophobia (radiation, x-rays)                      |
| 33 Gerontophobia (old people or of growing old)      | 83 Ranidaphobia (frogs)                                 |
| 34 Gymnophobia (nudity)                              | 84 Rupaphobia (filth)                                   |
| 35 Gynophobia (women)                                | 85 Sciophobia (shadows)                                 |
| 36 Haematophobia (blood)                             | 86 Scoleciphobia (worms)                                |
| 37 Haptophobia (being touched)                       | 87 Staurophobia (crosses or the crucifix)               |
| 38 Hedonophobia (feeling pleasure)                   | 88 Symmetriphobia (symmetry)                            |
| 39 Heliophobia (the sun)                             | 89 Tachophobia (speed)                                  |
| 40 Hellenologophobia (complex terminology)           | 90 Technophobia (technology)                            |
| 41 Herpetophobia (reptiles or creepy, crawly things) | 91 Telephonophobia (telephones)                         |
| 42 Hippopotomonstrosesquippedaliophobia (long words) | 92 Textophobia (certain fabrics)                        |
| 43 Hobophobia (bums or beggars)                      | 93 Thermophobia (heat)                                  |
| 44 Hodophobia (travel)                               | 94 Topophobia (certain places/situations, stage fright) |
| 45 Hoplophobia (firearms)                            | 95 Toxicophobia (being poisoned)                        |
| 46 Hypenygophobia (responsibility)                   | 96 Triskaidekaphobia (the number 13)                    |
| 47 Hydrophobia (water)                               | 97 Tropophobia (moving or making changes)               |
| 48 Kakarophiaphobia (failure)                        | 98 Xenoglossophobia (foreign languages)                 |
| 49 Kinetophobia (movement or motion)                 | 99 Xenophobia (strangers or the unknown)                |
| 50 Laliophobia (speaking)                            | 00 Zoophobia (animals)                                  |

## Pacific Rim Characters

### JAPAN, KOREA & SINGAPORE

Use the Japanese LifePath charts in the PacRim book.

### CHINA & TAIWAN

For Taiwan use the Japanese LifePath charts, but make proper Chinese substitutions.

#### PERSONAL STYLE

Roll	Clothes	Hairstyle	Affectations
1	Jeans	Mohawk	Tattoos
2	Corp suits	Short + spiky	Shades (Mirrors)
3	Big suits	Long + ratty	Ritual scars
4	Jumpsuits	Bald	Nose rings
5	Miniskirts	Box fade	Earrings
6	High Fashion	Colored	Fingerless gloves
7	Camos	Neat + short	Combat Boots
8	Kung fu pj's	Neat + long	Long fingernails
9	HS Uniforms	Braided ponytail	Androgyne
10	SovUtilitaria	Tech cut	Weird lenses

#### FAMILY RANKING

- 1 Cadre
- 2 Corp Exec
- 3 Shopkeeper
- 4 Artisan
- 5 Triad Family
- 6-7 Peasant-Factory
- 8-9 Peasant-Farm
- 10 Refugee

#### CHILDHOOD ENVIRONMENT

- 1 On the streets with no supervision
- 2 Cadre compound; the life of luxury
- 3 Refugee pack; life of absolute squalor, desperation
- 4 Revolutionary camp; armed paranoia
- 5 Small village; Chinese beavertown
- 6 Triad family/Pirate pack
- 7 Buddhist temple compound
- 8 Farm work unit
- 9 Factory work unit
- 10 Family small business

#### GET LUCKY

- 1 Government connection! 1-4 Cadre clerk, 5-7 PLA commander, 8-10 CITIC admin.
- 2 Windfall! 1D10x100 YY/Eb
- 3 Score a deal! 1D10x100 YY/Eb
- 4-5 Gain a Sense! Tai Chi Chuan or Animal Kung Fu at +2, or add +1 to an existing Martial Art
- 6 Foreign corp owes you a favor
- 7 Refugee group befriends you. You can call on them for one favour a month, equivalent to Family +2
- 8 Make a Public Security friend. +2 Streetwise PubSec
- 9 Triad/gang likes you. One favor a month, Family +2
- 10 Find a teacher. Pick up any INT skill at +2, or add +1

#### SIBLINGS (roll 1D6)

You may have up to 2 siblings (due to population control [China] and the expense of education [Taiwan]).

- 1-2 That's the number of siblings
- 3-6 You're an only child

#### Sex of siblings (roll 1D6)

- 1-2 It's a girl
- 4-6 It's a boy

### SOUTH EAST ASIA

**Cambodia, Laos, Vietnam, Thailand, Brunei, Myanmar, Indonesia, Malaysia, New Philippines**

#### LIFEPATH VARIATIONS

**Myanmar/Burma:** +3 to Family Status roll.

**Laos:** Parents: 1-3, Both living; 4-10 Something happened. Something Happened: Roll 1D10, if Even they were murdered by the Khmer Rouge; if Odd roll as normal.

**Brunei:** -4 from SEA Family Background, -5 from Childhood Environment.

**Singapore:** Use the Japanese LifePath charts.

#### ETHNIC ORIGINS AND LANGUAGE

Look up Ethnic Groups and Languages used under each country. Choose an ethnic group, or be an expatriate kid. Pick one language as your month tongue (+8), also because of the diversity in the area, you may pick another language to speak a +4.

#### FAMILY RANKING

- 1 Corporate Managers
- 2 Corporate Technicians
- 3 Military/Police/Government Bureaucrats
- 4 Factory workers (+3 Childhood Environment)
- 5 Farmers/Fishermen (+3 Childhood Environment)
- 6 Store owner/Artisan (+3 Childhood Environment)
- 7 Religious Fanatics/Radicals
- 8 Highland Tribe
- 9 Pirates/Gangs/Smugglers
- 10 Urban Homeless/Street Trash

*Go To PARENTS (CP2020 p35)*

#### SOMETHING HAPPENED TO PARENTS

- 1 Parents were murdered
- 2 Parents died in warfare
- 3 Parents died in an accident
- 4 Parents committed suicide
- 5 You never knew your parents
- 6 Parents are in hiding to protect you
- 7 You were left with relatives
- 8 Parents gave you up for adoption
- 9 Parents became fanatics/radicals
- 10 Parents sold you for money

*Go To FAMILY STATUS (CP2020 p35)*

**CHILDHOOD ENVIRONMENT**

- 1 Spent in the dorm of a school
- 2 Safe corporate suburb/arcology
- 3 Corporate farm/research facility
- 4 Normal city life
- 5 Street, with no adult supervision
- 6 Small village or town
- 7 Martial arts/religious training
- 8 Gand/Pirates/Smugglers
- 9-10 Worked in factory/store from age 8

## European Characters

**LIFEPATH MODIFICATIONS**

All European characters must take Education and a foreign European Language at +2 or better. Characters from core Europe must also take Programming at +2 or better.

**FAMILY RANKING**

Change #9 to "Urban Jobless". In core nations also change #8 to "Urban Jobless". For #1, #2, #3 roll 1D6: On a 5-6 change "Corporate" to "Commission".

**SIBLINGS**

Unless from Nomad or Pirate background roll 1D6. 1-2: you have one sibling; 3: you have two; 4: you have three; 5-6: you are an only child.

**BIG PROBLEMS, BIG WINS**

Change cash wins and losses to 3D10x100 euro.

## Orbital Characters

**ZERO-G COMBAT**

Orbital-born characters automatically have this skill at +1, and may buy it at higher levels using IP.

**ZERO-G MANEUVER**

Orbital-born characters automatically have this skill at +3, and may buy it at higher levels using IP.

## Expanded Language Groups

Once you've learned one language in a linguistic family, you may learn any other language in that family at -1 to the normal IP cost. The values in parentheses are the IP multipliers for learning languages in that family.

Each language requires a separate Know Language Skill, however one may use the knowledge of a particular Language with up to 1/2 (round down) proficiency with any language in the same linguistic family.

### Albanian (2)

### Armenian (3)

### Australian Aboriginal (3)

**Baltic (2):** Latvian (Lettish), Lithuanian

### Basque (2)

**Celtic (2):** Breton, Irish Gaelic, Manx, Scottish Gaelic, Welsh

**Creole & Patois (1):** French Creole, Rasta-Patois

**Dravidian (2):** Gondi, Kannada, Kurukh, Malayalam, Tamil, Telugu, Tulu

### Esperanto (1)

**Finnic (2):** Cheremis, Estonian, Finnish, Karelian, Lapp (sami), Livonian, Mordvin, Veps, Votyak, Zyrian

**Germanic (1):** Afrikaans, Danish, Dutch, English (Australia, Canada, USA, UK), Flemish, Frisian, German (Germany, Austria, Switzerland), Icelandic, Norwegian (Bokmal & Nynorsk), Swedish, Yiddish

### Greek (2)

**Hamitic (2):** Beja, Berber, Galla, Hausa, Somali, Tuareg

**Indic (2):** Assamese, Bengali, Bhili, Gujarati, Hindi, Konkani, Marathi, Oriya, Punjabi, Rajasthani, Sindhi, Sinhalese, Urdu

**Indo-Iranian (2):** Baluchi, Kurdish, Farsi (Persian), Pushtu

### Japanese (2)

**Khoisan (2):** Bushman, Hadza, Hottentot, Nama, Sandawe

### Korean (2)

### Loglan/Logical Language (2)

**Malayo-Polynesian/Pacific Island Group (2):** Bahasa, Cebuano, Ilocano, Javanese, Kiriwina, Madurese, Malayan, Maori, Melanesian, Micronesian, Misima, Panay-Hiligaynon, Polynesian, Samar-Leyte, Samoan, Sundanese, Tagalog (Filipino), Taluga

**Mon-Khmer/Annamite (3):** Cambodian (Khmer), Mon, Vietnamese (Annamese)

### Mongolic (2):

Khalkha (Mongolian)

**Niger-Kordofanian/African (2):** Anyi, Ashanti, Azande, Bantu, Bassa, Baule, Bemba, Birom, Bulu, Efik, Ewe, Fang, Fante, Fula, Ganda, Ibo, Igbo, Kikuyu, Kituba, Kongo, Kpele, Kru, Luba, Lunda, Makua, Mandé, Mbundu, Mende, More, Mossi, Ngala, Ngbaudi, Nyamwezi-Sukuma, Nyanja, Rundi, Rwanda, Shona, Sotho, Sukuma, Swahili, Temme, Tiv, Tswana, Twi, Wolof, Xhosa, Yao, Yoruba, Zande, Zulu

**Nilotic (2):** Bagirmi, Dinka, Fur, Kanembu, Kanuri, Koman, Luo, Maban, Masai, Nuer, Sango, Shilluk, Songhai, Wadai

**Papuan (2):** Dayak, Negrito, Papu

**PC-Speak (1):** Based on corp's native language

**Romantic (1):** Catalan, French (French, Canada), Galician, Italian, Latin, Portuguese (Portugal, Brazil), Provencal, Romanian, Sardinian, Spanish

**Semitic (1):** Amharic, Arabic, Harari, Hebrew, Neo-Aramaic, Tigré, Tigrinya

**Sign Language (1):** Hand Jive, American SL, English SL, Japanese SL, Russian SL, Danish SL, French SL, German SL, Norwegian SL, Swedish SL

**Sino-Tibetan (3):** Burmese, Cantonese, Hakka, Hmong, Kashmiri, Lao, Mandarin, Min, Nepali, Shan, Siamese, Thai, Tibetan, Wu, Yueh

**Slavic (3):** Bulgarian, Balarusian, Czech, Georgian, Macedonian, Polish, Russian, Serbo-Croatian, Slovak, Slovene, Ukrainian

**Streetslang (1):** 1/2 level when used in a foreign country

**Turkic (2):** Azerbaijani, Chuvash, Kazakh, Kirghiz, Tatar, Turki, Turkish, Uzbek, Yakut

**Ugrian (2):** Hungarian (Magyar), Ostyak, Vogul

### Native American Languages

**Algonquian (3):** Algonkin, Arapaho, Blackfoot, Cheyenne, Cree, Micmac, Mohican, Obibwa, Shawnee, Wiyot, Yurok [Subarctic Canada, East, South West, Great Plains]

**Athabaskan (3):** Apache, Chipewyan, Navaho [Subarctic Canada, SW]

**Caddoan (3):** Caddo, Pawnee, Wichita [Great Plains]

**Haida (4)** [NW Coast]

**Inuit (Eskimo-Aleut) (3)** [Arctic coast & Greenland]

**Iroquoian (3):** Cayuga, Cherokee, Erie, Huron, Iroquois, Mohawk, Onandago, Oneida, Seneca, Tuscarora [East]

**Macro-Chibchan (3):** Guaymi, Paez, Warao [Central]

**Mayan (3):** Guatemala, Kekchi, Mam, Quiché-Tzutujil-Cakchique, Yucatan [South and Central America]

**Muskogean (4):** Chickasaw, Choctaw, Creek, Seminole

**Otomanguean (3):** Mixtec, Otomi, Zapotec [Central America, Mexico]

**Salishan (3):** Chehalis, Okanagon, Salish [NW Coast]

**Siouan (3):** Catawba, Crow, Dakota, Hidatsa, Lakota, Omaha, Osage [Great Plains]

**South American Indian (3):** Arowakan, Aymara, Cariban, Guarani, Mapuche, Quechua, Tupi-Guarani

**Tlingit (3)** [NW Coast]

**Uto-Aztecan/Shoshonean (3):** Aztec, Comanche, Hopi, Nahuatl, Paiute, Papago [SW], Pima [SW], Shoshoni, Ute [Great Basin, Mexico, Central America]

## Expanded Country List

After choosing a country of origin, choose a relevant language. The languages listed below are only the official languages, others may also be spoken. I have not included Overseas Territories & Dependencies in this list. Information from Dorling Kindersley's World Desk Reference 3rd Edition (revised) 2000.

<i>Country</i>	<i>Official Languages (Others)</i>
<b>NORTH AMERICA</b>	
Canada	English, French
United States of America	English
<b>EUROPE</b>	
Albania	Albanian
Andorra	Catalan
Armenia	Armenian
Austria	German
Belarus	Belorussian, Russian
Belgium	Flemish, French, German
Bosnia & Herzegovina	Serbo-Croat
Bulgaria	Bulgarian
Croatia	Croatian
Cyprus	Greek, Turkish
Czech Republic	Czech
Denmark	Danish
Estonia	Estonian
Finland	Finnish, Swedish
France	French
Georgia	Georgian
Germany	German
Greece	Greek
Hungary	Hungarian
Iceland	Icelandic
Ireland	Irish, English
Italy	Italian
Latvia	Latvian
Liechtenstein	German
Lithuania	Lithuanian
Luxembourg	French, Letzeburgish, German
Macedonia	Macedonian
Malta	Maltese, English
Moldova	Romanian
Monaco	French
Netherlands	Dutch
Norway	Norwegian
Poland	Polish
Portugal	Portuguese
Romania	Romanian
San Marino	Italian
Slovakia	Slovak
Slovenia	Slovene
Spain	Spanish, Galician, Basque, Catalan
Sweden	Swedish
Switzerland	French, German, Italian
Turkey	Turkish
Ukraine	Ukrainian
United Kingdom	English, Welsh (in Wales)
Vatican City	Italian, Latin
Yugoslavia	Serbo-croat

### AUSTRALASIA

Australia  
New Zealand  
English (Greek, Turk, Aborigine, Vietnamese)  
Maori, English (Japanese, Chinese)

### ASIA

Azerbaijan  
China  
Kazakhstan  
Mongolia  
Pakistan  
Russian Federation  
Azerbaijani  
Mandarin (Cantonese, Tibetan, 11 more)  
Kazakh  
Khalkha Mongol  
Urdu  
Russian

### CENTRAL ASIA

Afghanistan  
Kyrgyzstan  
Tajikistan  
Turkmenistan  
Uzbekistan  
Persian, Pashtu  
Kyrgyz, Russian  
Tajik  
Turkmen  
Uzbek

### EAST ASIA

Japan  
North Korea  
South Korea  
Japanese (English, Korean, Portuguese)  
Korean (English)  
Korean (English)

### SOTHEAST ASIA

Brunei  
Myanmar (Burma)  
Cambodia  
Indonesia  
Laos  
Malaysia  
New Philippines  
Papua New Guinea  
Singapore  
Taiwan  
Thailand  
Vietnam  
Malay (Arabic, English)  
Myanmar/Burmese (English)  
Khmer (Vietnamese, French, English)  
Bahasa, Indonesian (Arabic, Timorese)  
Lao (Khmer)  
Malay, Bahasa (English, Chinese, Arabic)  
Filipino, English (Spanish, Cebuano, Arabic)  
English  
Malay, Chinese, Tamil, English  
Manderin Chinese  
Thai (English, Malaysian, Chinese)  
Vietnamese (French, English)

### SOUTH ASIA

Bangladeshi  
Bhutan  
India  
Nepal  
Sri Lanka  
Bengali  
Dzongkha  
Hindi, English  
Nepali  
Sinhalese

### CENTRAL AMERICA

Belize  
Costa Rica  
El Salvador  
Guatemala  
Honduras  
Mexico  
Nicaragua  
Panama  
English  
Spanish  
Spanish  
Spanish  
Spanish  
Spanish  
Spanish  
Spanish  
Spanish

### SOUTH AMERICA

Argentina  
Bolivia  
Brazil  
Chile  
Colombia  
Ecuador  
Spanish  
Spanish, Quechua, Aymará  
Portuguese  
Spanish  
Spanish  
Spanish

Guyana	English
Paraguay	Spanish
Peru	Spanish, Quechua
Suriname	Dutch
Uruguay	Spanish
Venezuela	Spanish, Amerindian languages

**MIDDLE EAST**

Bahrain	Arabic
Iran	Farsi
Iraq	Arabic
Israel	Hebrew, Arabic
Jordan	Arabic
Kuwait	Arabic
Lebanon	Arabic
Oman	Arabic
Qatar	Arabic
Saudi Arabia	Arabic
Syria	Arabic
United Arab Emirates	Arabic
Yemen	Arabic

**CENTRAL AFRICA**

Burundi	French, Kirundi
Central African Rep.	French
Chad	Arabic, French
Congo, Dem. Rep.	French
Rwanda	Rwandan, French

**NORTH AFRICA**

Algeria	Arabic
Egypt	Arabic
Libya	Arabic
Mauritania	Arabic, French
Morocco	Arabic
Tunisia	Arabic

**SOUTHERN AFRICA**

Angola	Portuguese
Botswana	English
Lesotho	Sesotho, English
Malwai	English
Mozambique	Portuguese
Namibia	English
South Africa	Afrikaans, English
Swaziland	Siswati, English
Zambia	English
Zimbabwe	English

**WEST AFRICA**

Benin	French
Burkina	French
Cameroon	French, English
Cape Verde	Portuguese
Congo	French
Equatorial Guinea	Spanish
Gabon	French
Gambia	English
Ghana	English
Guinea	French
Guinea-Bissau	Portuguese
Ivory Coast	French

Liberia	English
Mali	French
Niger	French
Nigeria	English
Sao Tome & Principe	Portuguese
Senegal	French
Sierra Leone	English
Togo	French

**EAST AFRICA**

Djibouti	Arabic, French
Eritrea	Tigrinya, Arabic
Ethiopia	Amharic
Kenya	Swahili
Somalia	Somali, Arabic
Sudan	Arabic
Tanzania	Swahili, English
Uganda	English

**CARIBBEAN**

Antigua & Barruda	English
Bahamas	English
Barbados	English
Cuba	Spanish
Dominica	English
Dominican Republic	Spanish
Grenada	English
Haiti	French, French Creole
Jamaica	English
St. Kitts & Nevis	English
St. Lucia	English
St. Vincent & Grenadines	English
Trinidad & Tobago	English

**INDIAN OCEAN**

Comoros	Arabic, French
Madagascar	French, Malagasy
Maldives	Dhivehi
Mauritius	English
Seychelles	French Creole

**PACIFIC OCEAN**

Fiji	English
Kiribati	English
Marshall Islands	Marshallese, English
Micronesia	English
Nauru	Nauruan
Palau	Palauan, English
Samoa	Samoan, English
Solomon Islands	English
Tonga	Tongan, English
Tuvalu	English
Vanuatu	Bislama, English, French

**OTHERS**

Antarctican Collective	Spanish (English)
Low Earth Orbit	The Word (French, German, Japanese)

## Master Skill List

### SPECIAL ABILITIES

Administrator Resources	WGF pg.44
Aircraft Sense (3) (Aerojock)	SW pg.28
Authority (Cop)	CP pg.36
Barter (Ridgerunner)	SA pg.83
Brotherhood (Space Pilot)	DS pg.75
Chameleon (Spy)	WGF pg.47
Charismatic Leadership (Rocker)	CP pg.36
Combat Sense (Solo)	CP pg.36
Combat Sense (Spec.)	HoB pg.74
Con (Con Man)	WS pg.36
Counsel (Shaman)	NEO pg.42
Credibility (Media)	CP pg.36
Family (Nomad)	CP pg.36
Family (Workganger)	DS pg.75
Gang Rank (Streetpunk)	WS pg.37, SOF
Interface (Netrunner)	CP pg.36
Jury Rig (Techie)	CP pg.36
Kith (2)	NEO pg.38
Marine Instinct (Aquatic Nomad)	P3 pg.43
Medical Tech (Medtech)	CP pg.36
PA Combat Sense (3) (Trooper)	MM pg.52, SW pg.29
Reason (Attorney/Judge)	PS pg.70
Recognition (Bounty Hunter)	SA pg.83
Reconnaissance (Outrider, etc)	NEO pg.40
Research (P.I.)	WGF pg.46
Resources (Corp)	CP pg.36
Salvage (Salver)	DS pg.75
Scrounge (Scavenger)	WS pg.37
Sneak (Prowler)	WS pg.35
Space Combat (Space Marine)	DS pg.76
Spy Craft (Spook)	DM pg.57
Streetdeal (Fixer)	CP pg.36
Street Tactics (IPC)	11.1
Thief (Convict)	11.1
Titillate (Tabloid Media)	12.1 pg.7
Trace (Reaper)	DM pg.58
Urban Survival (Vagrant)	WGF CB3
Vamp (Dancer/Prostitute)	WS pg.37
Vehicle Zen (3) (Runner/Panzerboy)	NEO pg.43, SW pg.27
Warpath (Warrior)	NEO pg.40
Workgang (Workganger)	DS pg.75

### ATTR

Personal Grooming	CP pg.37
Wardrobe & Style	CP pg.37

### BODY

Controlled Hyperventilation	SA pg.82
Endurance	CP pg.37
Strength Feat	CP pg.37
Swimming	CP pg.37

### COOL

Cadre Tactics	11.2 pg.23
Interrogation	CP pg.37
Intimidate	CP pg.37
Meditation	NE pg.56
Oratory	CP pg.37
Resist Torture/Drugs	CP pg.37

Rhetoric	PAC pg.153
Streetwise	CP pg.38

### EMP

Animal Handling	NE pg.56
Human Perception	CP pg.38
Interview	CP pg.38
Leadership	CP pg.38
Palmistry	GCT pg.20
Perform	CP pg.38
Persuasion & Fast Talk	CP pg.38
Seduction	CP pg.38
Simper	WGF pg.48, LD pg.53
Social	CP pg.38
Trance (3)	PAC pg.155

### INT

Accounting	CP pg.38
Anthropology	CP pg.38
Appraise	12.2 pg.2
Area knowledge: (Area)	WGF pg.48
Astral Navigation	P3 pg.43
Astrogation (2)	DS pg.76
Astrology	GCT pg.20
Awareness/Notice	CP pg.38
Body Language	NE pg.56
Biogenetics (2)	SF pg.26
Biology	CP pg.38
Botany	CP pg.38
Braindance Use	DS pg.74
Bureaucracy	WGF pg.48
Business Sense	SOF pg.31, LD pg.53
Chemistry	CP pg.38
Composition	CP pg.38
Corporate Policy	SOF pg.31, LD pg.53
Culture	WS pg.86, LD pg.53
Diagnose Illness	CP pg.39
ECM	11.2 pg.23
Education & General Knowledge	CP pg.39
Eidetic Memory	NE pg.56
Expert: (Subject)	CP pg.39
Expert: Braindance/VR	WS pg.21
Expert: High Tech	WS pg.21
Expert: Law	P&S pg.70
Expert: Navigation (2)	SW pg.28
Expert: PA Design	MM pg.52
Expert: Small Arms	WS pg.21
Expert: Software	WS pg.21
Expert: Torture	WS pg.21
Expert: Wetware	WS pg.21
Gamble	CP pg.39
Geology	CP pg.39
Graphology	GCT pg.20
Herbalism	GCT pg.20
Hide/Evade	CP pg.39
History	CP pg.39
Language: (Choose one)	CP pg.39
Language: CitySpeak	11.1 pg.20
Language: Hand Jive	WS pg.84
Language: PC-Speak	WS pg.86
Language: Streetslang	CP pg.39, WS pg.84
Library Search	CP pg.39

Magic (Stage Magic)	GCT pg.20	Underwater Combat (2)	SF pg.24
Mathematics	CP pg.39	Underwater Heavy Weapons	SF pg.25
Nuscuba	SF pg.23	Underwater Weapons	SF pg.23
Physics	CP pg.39	Water Vehicles (INT or REF)	ES pg.50
Pilot: Ship (2)	HoB pg.75		
Programming	CP pg.39	<b>TECH</b>	
Psychology	WS pg.21, GCT pg.20	Aero Tech (2)	CP pg.42
Rune Lore	GCT pg.20	AV Tech (3)	CP pg.42
Sailpower	HW pg.21	Basic Tech (2)	CP pg.42
Seamanship	HW pg.21	BioTech (+15)	ES pg.43
Shadow/Track	CP pg.40	Braindance Editing	WS pg.21
Space Survival	DS pg.76	Calligraphy (European/Chinese)	PAC pg.153
Stock Market	CP pg.40	Cryotank Operation	CP pg.42
Street Survival	PAC pg.153	Cyberdeck Design (2)	CP pg.42
Survival: (Environment)	HW pg.21	CyberTech (2)	CP pg.42
System Knowledge	CP pg.40	Demolitions (2)	CP pg.42
Tactics	WGF pg.48, LD pg.53	Disguise	CP pg.42
Teaching	CP pg.40	Electronics	CP pg.43
Theology	GCT pg.20	Electronic Security (2)	CP pg.43
Underwater Survival	SF pg.23	Expert: Electronic Warfare	SF pg.96
Urban Survival	WGF pg.48	First Aid	CP pg.43
Vampire Lore	NE pg.16	Forgery	CP pg.43
Water Vehicles (INT or REF)	ES pg.50	Gyro Tech (3)	CP pg.43
Wilderness Survival	CP pg.40	Marine Tech/Underwater Equip	SA pg.83 / 11.1 pg.40
Zoology	CP pg.40	Municipal Communication	12.1 pg.9
		Origami	PAC pg.153
<b>REF</b>		Paint or Draw	CP pg.43
Action Game	PAC pg.153	PA Tech (3)	MM pg.52, SW pg.29
Archery	CP pg.40	Pharmaceuticals (2)	CP pg.43
Athletics	CP pg.40	Photography & Film	CP pg.43
Brawling	CP pg.40	Pick Lock	CP pg.43
Combat Soccer	P1 pg.41	Pick Pocket	CP pg.43
Dance	CP pg.40	Play Instrument	CP pg.43
Dodge & Escape	CP pg.40	Pressure Suit Tech	SF pg.24
Driving	CP pg.40	Sonar Tech	SF pg.25
EVA	DS pg.76	Spacecraft Tech (4)	11.4 pg.44
Fencing	CP pg.40	Sub Tech (Large/Small)	SF pg.25
Handgun	CP pg.40	Tattooing (Electric/Hand-picked)	PAC pg.153
Heavy Weapons	CP pg.41	Video Manipulation	DM pg.23
Martial Arts: (Style)	CP pg.41	Weaponsmith (2)	CP pg.43
Melee	CP pg.41	Wetware Design	WS pg.21
Motorcycle	CP pg.41		
Operate Heavy Machinery	CP pg.41		
Pilot: Deep Dive Suit (2)	SF pg.23		
Pilot: Dirigible (2)	CP pg.42		
Pilot: EVPA (2)	SF pg.23		
Pilot: Gyro (3)	CP pg.42		
Pilot: Fixed Wing (2)	CP pg.42		
Pilot: Hardshell (2)	SF pg.23		
Pilot: OTV (2)	DS pg.76		
Pilot: PA (2)	MM pg.53, SW pg.29		
Pilot: Remote (3) (INT+REF/2)	Chr 2 pg.30		
Pilot: Space Plane/Shuttle (3)	DS pg.76		
Pilot: Sub (Large/Small)	SF pg.25		
Pilot: Vectored Thrust (3)	CP pg.42		
Rifle	CP pg.42		
Skating/Skateboarding	11.2 pg.23		
Sleight of Hand	GCT pg.20		
Stealth (2)	CP pg.42		
Sub Machinegun	CP pg.42		
Zero-G Combat (2)	DS pg.76		
Zero-G Maneuver	DS pg.76		

## New Stats

### **DEDICATION (DED)**

Measures a character's dedication to a particular ideology or belief system. The player chooses a rating between -10 and +10 (a negative rating represents an opposition to a belief system). There can be more than one Dedication in the character's life, however, each Dedication must be of a different level from one another. (Grimms Cybertales, pg.19)

### **PSYCHE (PSY)**

Reflects the character's spiritual strength. LUCK can be used in place of PSY, as it is the only "unexplained" aspect of Cyberpunk. Roll an additional 1D10 during character creation. (Night's Edge, pg.53)

### **PSY**

Psychic NE pg.16

### **PSY/EMP (USE THE HIGHER OF THE TWO)**

Aura Reading	GCT pg.20
Expert: (Blessing)	GCT pg.20
Expert: (Curse)	GCT pg.20
Expert: (Ritual)	GCT pg.20
Expert: (Spell)	GCT pg.20
Tarot Lore	GCT pg.20
Voodoo Divination	GCT, pg.20

## EXAMPLES OF EXPERT SKILLS

Expert: Bank Systems	SF pg.52
Expert: Braindance/VR	WS pg.21
Expert: Communications	11.3 pg.47
Expert: Computer Design	SF pg.115
Expert: Construction	SF pg.15
Expert: (Corporation) Operations	SF pg.53
Expert: Corp. Procedures	11.3 pg.45
Expert: Economics	SW pg.20
Expert: Electronic Warfare (TECH)	SF pg.96
Expert: Executive	SW pg.21
Expert: Exotic Weapons	11.3 pg.47
Expert: High Tech	WS pg.21
Expert: Intelligence Analysis	SW pg.22
Expert: International Business	SW pg.20
Expert: Law	P&S pg.70
Expert: Logistics	SW pg.20
Expert: Marine Biology	SF pg.15
Expert: Marine Technology	SF pg.15
Expert: Military Hardware	SF pg.83
Expert: Military History	SW pg.22
Expert: Military Procedures	11.3 pg.45
Expert: Military Weapons	SW pg.21
Expert: Naval Operations	SF pg.55
Expert: Naval Warfare Tactics	SF pg.56
Expert: Navigation (2)	SW pg.28
Expert: PA Design	MM pg.52
Expert: Poisons	SF pg.112
Expert: Politics	SF pg.83
Expert: Pop Culture	LD pg.51
Expert: Robotics	SF pg.115
Expert: (Selected Sport)	LD pg.51
Expert: Small Arms	WS pg.21
Expert: Software	WS pg.21
Expert: Soldier	SF pg.83
Expert: Soviet Naval Operations	SF pg.56
Expert: Special Operations	SF pg.83
Expert: Squad Tactics	SW pg.25
Expert: Strategy	SF pg.83
Expert: Structural Architecture	SF pg.96
Expert: (Sub Type) Operations	SF pg.54
Expert: Torture	WS pg.21
Expert: Underwater Materials	SF pg.54
Expert: US Naval Operations	SF pg.54
Expert: Wargames	SW pg.20
Expert: Wetware	WS pg.21

## Master Role List

### SOLO (Cyberpunk 2020, pg. 7)

**Combat Sense:** Adds to both Awareness and Initiative in combat situations.

Awareness	Handgun
Brawling or Martial Arts	Melee
Weapons Tech	Rifle
Athletics	SMG
Stealth	

### CORP OPERATIVE (Interface 1.3, pg. 47)

<b>Combat Sense</b>	Electronic Security
Interrogation	Pick Lock
Human Perception	Handgun
Expert: Corp. Admin	Martial Arts
Library Search	Resist Torture & Drugs
Awareness	

### EX-CYBERSOLDIER (Interface 1.3, pg. 47)

<b>Combat Sense</b>	Operate Hvy Machinery
Drive or Pilot	Heavy Weapons
Basic Tech	Martial Arts
Endurance	Rifle
Weaponsmith	CyberTech
Awareness	

### BODYGUARD (Interface 1.3, pg. 47)

<b>Combat Sense</b>	Electronic Security
Handgun or SMG	Grooming or W&S
Social	Pilot or Drive
Intimidate	Martial Arts
Human Perception	Melee
Awareness	

### BOUNTY HUNTER (Interface 1.3, pg. 47)

<b>Combat Sense</b>	Streetwise
Wilderness Survival	Melee
Library Search	Pilot or Drive
Shadow/Track	Martial Arts
Disguise or Intimidate	Awareness
Expert: Exotic Weapons	

### STREET SAMURAI (Interface 1.3, pg. 47)

<b>Combat Sense</b>	Wardrobe & Style
Streetwise	Handgun
Shadow/Track	Pilot or Drive
Persuasion & Fast Talk	Martial Arts
Intimidate	Melee
Awareness	

### EUROSOLO (Solo Of Fortune, pg. 31)

<b>Combat Sense</b>	Awareness
Handgun	Martial Arts
SMG	Wardrobe & Style
Athletics	Weapons Tech
Corporate Policy	Expert (pick one)
+2 in General Knowledge	
+1 non-native European language (-1 pickup point)	

### SHINOBI (Pacific Rim, pg. 156)

You a member of one of the ninja assassin clans. You will use almost anything to complete your mission, excluding cyber. Cyber is the easy way out and the cybered are scum.

**Combat Sense (Nindo):** Adds to Martial Arts, Hide/Evade and Stealth when you are trying to assassinate someone.

Awareness
Stealth
Disguise
Electronic Security
Pick Locks

Martial Arts: Ninjutsu
Hide/Evade
Shadow/Track
Athletics

### TATSUJIN (Pacific Rim, pg. 157)

You strive for practice to increase your power. You only release your full power when you need it. You are a "duellist".

**Combat Sense (Geonghu):** You may not install any cyber, and you may not use guns. You use your full power in one-on-one combat only, when using Strike and Cast (plus bows) Martial Arts weapons.

Diagnose Illness	Strength Feat
Athletics	Human Perception
Martial Arts 1	Social
Martial Arts 2	Awareness
First Aid	

### PA TROOPER (Shockwave, pg. 29)

**ACPA Combat Sense:** Adds to Awareness, initiative, and maneuver rolls while in the suit, but outside ACPA they get only 1/2 (round down) this skill to use as Combat Sense.

Awareness	Heavy Weapons
Rifle	Melee
Brawling or Martial Arts	Athletics
Basic Tech	PA Tech
Stealth	

### COVERT SPECIALIST (Stormfront, pg. 93)

You're an expert at getting into places where you shouldn't be, without the expedient of noisy and messy explosions.

**Combat Sneak:** Adds half level to Stealth, Hide/Evade, Awareness, and Initiative.

Primary: 3+	Secondary:
Awareness	Demolitions
Athletics	Disguise
Handgun	Drive
Hvy Weapons	Electronic Security
Martial Arts	Endurance
Melee	First Aid
Rifle or SMG	Hide/Evade
Stealth	Human Perception
Swimming	Language
Wilderness Survival	Performance
Personal Grooming	Pick Lock
Pilot	Seduction
Persuasion & Fast Talk	Social

### ASSASSIN (Stormfront, pg. 94)

You're the ultimate trained killer. This demands a level of specialization that stands out even among the already elite covert mission specialities.

#### Combat Sneak 3+

Primary:	Secondary:
Athletics 3+	Archery
Awareness 3+	Disguise
Endurance 2+	Electronic Security
Handgun 3+	Perform
Hide/Evade 3+	Rifle
Martial Art 3+	Shadow/Track
Melee 3+	Submachine Gun
Stealth 5+	Weaponsmith

### COVERT TECH (Stormfront, pg. 95)

Athletics 2+	Awareness 2+
Endurance 2+	Martial Arts 2+
Handgun or SMG 2+	Basic Tech 3+
Plus Specialist Occupation Skills:	

### REMOTE OPS

<b>Jury Rig</b>
Drive
Electronics
Electronic Security
Operate Hvy Machinery

### INTRUSION OPS

<b>Combat Sense 3+</b>
Electronic Security 3+
Hide/Evade
Pick Lock 3+
Stealth

### NETRUNNER OPS

<b>Interface 3+</b>
Library Search
Programming 3+
System Knowledge
Electronics

### ELINT OPERATIONS

Electronics
Electronic Security
Expert: Electronic Warfare
Photo & Film

### DEMOLITIONS OPERATIONS

<b>Combat Sense 3+</b>	Electronics 2+
Chemistry 2+	Demolitions 3+
Expert: Structural Architecture 2+	

### DIVEMASTER (Stormfront, pg. 24)

You love the sea, or more specifically, being a part of the world under the water.

**Aquatic Sense:** Adds full level to Awareness/Notice, and half level to Initiative while underwater.

Swimming	Endurance
Human Perception	Leadership
Awareness	Nuscuba
Pilot: Deepp Dive Suit	Pilot: EVA Hardshell
Underwater Weapons	

### DIVEMASTER/MINER (Stormfront, pg. 24)

<b>Aquatic Sense</b>	Endurance
Awareness	Pilot: EVPA
Pilot: EVA Hardshell	Pressure Suit Tech
Operate Mining Equipment	Underwater Combat
Underwater Survival	Underwater weapons

### U.S. or EDF ARMY (HoB, pg. 74)

<b>Special Ability*</b>	Awareness
Brawling	Stealth
Endurance	First Aid
Heavy Weapons	Rifle
+AIT Skills	

\* Soldiers, pilots, drivers are Solos. The Army also has Techs, Medtechs, Cops, Netrunners, and Fixers.

### MARINE CORPS (Home of the Brave, pg. 74)

<b>Special Ability*</b>	Awareness
Brawling	Stealth
Endurance	Swimming
First Aid	Wilderness Survival
Heavy Weapons	Melee
Rifle	
+AIT Skills	

\* Soldiers, pilots, drivers are Solos. The Marines also has Techs, Medtechs, Cops, Netrunners, and Fixers.

**U.S. or EDF NAVY (HoB, pg. 75)**

<b>Special Ability*</b>	Awareness
Handgun	Brawling
First Aid	Swimming
Basic Tech	Water Vehicles
+AIT Skills	

\* Normal sailors are Techs. The Navy also has Solos, Medtechs, Cops, Netrunners, and Fixers.

**USAF / EDF AIR FORCE (HoB, pg. 75)**

<b>Special Ability*</b>	Awareness
Handgun	Basic Tech
Athletics	Electronics
First Aid	Zero-G Maneuver
+AIT Skills	

\* The USAF also has Techs, Medtechs, Cops, Netrunners, and Fixers.

**BRITISH COMBINED FORCES (UK, pg. 30)**

Either Army, Navy, Marines, or Air Force.

<b>Special Ability*</b>	Rifle
Martial Arts	First Aid
Endurance	Awareness
Heavy Weapons	Athletics
Swimming	
+AT Skills	

**JAPANESE SDF OFFICER (Pac Rim, pg. 14)**

<b>Special Ability*</b>	Awareness
Handgun	Martial Arts
Accounting	Bureaucracy
Expert: Tactics	Expert: Law

**RUNNER (Neo-Tribes, pg. 43; PAC, pg. 154)**

Everyone needs packages securely delivered. You may be carrying for the biggest Corp or the smallest smuggler.

**Vehicle Zen:** Includes Kith if a nomad.

Awareness	Streetwise
Pilot/Drive (2 or more)	Tech (For vehicles)
Basic Tech	Hide/Evade
Brawling or Athletics	Handgun

**PANZERBOY (Shockwave, pg. 27)**

Your home is the wide-open spaces and open road, flying low with a cargo in back and an over powered engine out front.

**Vehicle Zen:** Adds to Awareness/Notice & Initiative, and adds half level to maneuvering rolls while in ground vehicles/hovercraft. Only adds half level to Awareness & Initiative rolls when not driving said craft.

Pilot: Hovercraft	Basic Tech
Brawling	Expert: Navigation
Heavy Weapons	Rifle
Choice of 2 from:	
Operate Hvy Machinery,	Driving or Motorcycle,
Handgun or SMG,	Awareness

**SUBJOCK (Stormfront, pg. 25)**

An underwater ace, part of a special ring of submariners who are the elite amongst the lesser seadogs.

**Sub Tactics:** Applied to INT in sub combat, half level added to Initiative rolls while in command of a sub.

Awareness	Navigation
Underwater Survival	Sonar Tech
Underwater Weapons	Swimming
Underwater Hvy Weap	Sub Tech (small/large)
Pilot: Submersible (small/large)	

**AEROJOCK (Shockwave, pg. 28)**

You took to the skies like a duck to water. There's nothing you can't fly (or at least try). Osprey, jet, prop-job, choppers, AV, even delta.

**Aircraft Sense:** A variation of Vehicle Zen. Adds to Awareness/Notice & Initiative rolls, and adds half level to maneuvering rolls while in aircraft. Only adds half level to Awareness & Initiative rolls when out of aircraft.

Choice of 2 Pilot Skills	Basic Tech
Awareness	Aero or AV Tech
Handgun	Brawling or Martial Arts
Athletics	Expert: Navigation

**NETRUNNER (Cyberpunk 2020, pg. 8)**

**Interface (INT):** Used to operate menu functions in the Net.

Awareness	Basic Tech
Education	System Knowledge
CyberTech	Cyberdeck Design
Composition	Electronics
Programming	

**ROUGE HUNTER (Interface 1.3, pg. 46)**

Netrunners who specialise in hunting rogue AIs.

<b>Interface</b>	Basic Tech
Awareness	System Knowledge
Education	Decks or Electronics
CyberTech	Programming
Expert: World Net Sys	Expert: Computer Sys

**TECHIE (Cyberpunk 2020, pg. 9)**

Street-smart Inventor, System Hardware Engineer

**Jury Rig (TECH):** A general repair skill that allows the Techie to alter/repair something for Level1D6 turns. Includes Scavenge skill, a tech can notice useful parts in what is considered junk and put together useable gear with it.

Awareness	Basic Tech
CyberTech	Teaching
Education	Electronics
3 other Tech skills	

**MED TECH (Cyberpunk 2020, pg. 9)**

Pharmacist, Bioware Researcher

**Medical Tech (TECH):** The skill to perform major surgery and medical repairs.

Awareness	Basic Tech
Diagnose Illness	Education
Cryotank Operation	Library Search
Pharmaceuticals	Zoology
Human Perception	

**MARINE BIOTECH /**

**UNDERWATER GENETICIST (Stormfront, pg. 26)**

You've cataloged new species, scanned thousands of new DNA samples, and learned more about the mechanics of life underwater than in the last twenty years.

<b>Medical Tech</b>	Awareness
Education	Library Search
Pharmaceuticals	Biogenetics
Expert: Deep Sea Zoology	Expert: Psychology
Underwater Survival	Diagnose

**NOMAD (Cyberpunk 2020, pg. 14)**

Include Agripacks, Native Americans, Gypsies, Carnies, Bikers and others. There are 7 Nations; Snake Nation, The Jodes, Blood Nation, Folk Nation, The Meta, The Aldecaldos, and the Thelas Nation (Pirates).

**Family (INT):** Ability to call upon your pack for help.

Awareness	Endurance
Melee	Rifle
Drive	Basic Tech
Wilderness Survival	Brawling
Athletics	

**WARRIOR (Neo-Tribes, pg.40)**

**Warpath:** Adds to Initiative and Awareness, but is only half as effective when fighting none nomads. Also added to Melee at half Special Ability. Includes Kith

Awareness	Wilderness Survival
Weapon or Basic Tech	Rifle
Handgun or Hvy W	Brawling or MArts
Endurance or First Aid	Dodge & Escape
Melee or Fencing	

**OUTRIDER (Neo-Tribes, pg.40)**

**Reconnaissance:** Adds to Awareness and Hide/Evade when the outrider/pathfinder is sneaking and reconnoitring. Also includes Kith.

Awareness	Hide/Evade
Wilderness Survival	SMG or Rifle
Endurance	Athletics
Basic Tech	Brawling or MArts
Motorcycle or Drive	

**PATHFINDER (Neo-Tribes, pg.40)**

**Reconnaissance** Shadow/Track

Awareness	Hide/Evade
Wilderness Survival	SMG or Rifle
Endurance	Athletics
Basic Tech	Brawling or MArts

**PIRATE (Pacific Rim, pg. 153)**

<b>Family</b>	Swimming
Awareness	Navigation
Seamanship	Athletics or Brawling
Rifle	Basic Tech
Sailpower	
Pilot: Ship or Water Vehicles	

**AQUATIC NOMAD ('Punk '21 1.3, pg. 43)**

**Marine Instinct (EMP):** Added to Empathy in all marine related situations and leadership. Also includes the Nomad ability to call upon your family for help when on, in, or near water.

Astral Navigation	Marine Tech
Expert: Ocean Lifeforms	Handgun
Pilot: Sub (small/large)	Heavy Weapons
Expert: Vessel ID	Awareness
Pilot: Ship/Water Vehicles	Language

**DOCTOR (Neo-Tribes, pg.42)**

**Counsel:** Half strength outside the nomad culture. Includes Kith if a nomad.

Awareness	Education
Diagnose	Field Surgery
Pharmaceuticals	Human Perception
Persuasion or Oratory	Wilderness Survival
Rifle or Other Weapon	

**SPIRITUAL LEADER (Neo-Tribes, pg.42)**

<b>Counsel</b>	Rifle or Other Weapon
Awareness	Dance or Oratory
Composition	Trance or Perform
Human Perception	Persuasion
Wilderness Survival	Expert: Theology/History

**FIXER / MOBSTER (Cyberpunk 2020, pg. 13)**

**Streetdeal (COOL):**

Awareness	Forgery
Handgun	Brawling
Melee	Pick Lock
Pick Pocket	Intimidate
Persuasion	

**BLACK MARKETEER (WildSide, pg. 20)**

<b>Streetdeal</b>	Awareness
Persuasion	Intimidate
Brawling	Melee
Handgun	3 Speciality Skills

**BRAINDANCE / VR**

Expert: Brainsdance/VR	<b>DRUGS</b>
Brainsdance Editing	Chemistry
Electronics	Resist Torture/Drugs
	Pharmaceuticals

**WEAPONS**

Expert: Small Arms	<b>CYBERNETICS</b>
Weaponsmith	Forgery
Forgery	Cybertech
	Cryotank Operation

**BODY PARTS**

Biology	<b>ELECTRONICS</b>
Diagnose Illness	Electronics
Cryotank Operation	Basic Tech
	Expert: High Tech

**CARS**

Drive	<b>SLAVERY</b>
Basic Tech	Cryotank Operation
Pick Lock	Pharmaceuticals
or Electronic Security	Psychology
	or Expert: Torture

**WETWARE**

Expert: Wetware	<b>SOFTWARE</b>
Wetware Design	System Knowledge
or Bio Tech	Cyberdeck Design
Human Perception	or Electronics
	Programming
	or Expert: Software

**INFORMATION BROKER (WildSide, pg. 21)**

<b>Streetdeal</b>	Awareness
Persuasion	Interview
Forgery	Library Search
Interrogation	Human Perception
Education & Gen. Know.	Expert: (your choice)

**SLEAZE (WildSide, pg. 24)**

<b>Streetdeal</b>	Awareness
Forgery	Handgun
Brawling	Melee
Pick Lock	Pick Pocket
Intimidate	Persuasion

**FACTOR (WildSide, pg. 24)**

<b>Streetdeal</b>	Awareness
Persuasion	Interview
Accounting	Human Perception
Stock Market	Education & Gen. K.
Social	Business Sense

**LOAN SHARK (WildSide, pg. 26)**

<b>Streetdeal</b>	Awareness
Intimidate	Shadow/Track
Accounting	Human Perception
Interrogation	Melee
Brawling	Handgun

**CREDSHARK (WildSide, pg. 26)**

<b>Streetdeal</b>	Awareness
Intimidate	System Knowledge
Accounting	Programming
Handgun	Electronics
Interview	Melee

**BOOKIE (WildSide, pg. 27)**

<b>Streetdeal</b>	Awareness
Intimidate	Persuasion
Accounting	Human Perception
Gamble	Handgun
Brawling or Melee	Mathematics

**TALENT SCOUT (WildSide, pg. 28)**

<b>Streetdeal</b>	Awareness
Persuasion	Intimidate
Expert: (field)	Human Perception
Social	Education & Gen. K.
Culture	Interview

**TALENT AGENT / MANAGER (WildSide, pg. 28)**

<b>Streetdeal</b>	Awareness
Persuasion	Leader or Accounting
Interview	Human Perception
Social	Expert: Entertainment
Intimidate	Education & Gen. K.

**NEGOTIATOR (WildSide, pg. 30)**

<b>Streetdeal</b>	Awareness
Persuasion	Oratory
Brawling	Human Perception
Social	Expert: (field)
Language	Education & Gen. K.

**SMUGGLER (WildSide, pg. 30)**

<b>Streetdeal</b>	Awareness
Persuasion	Language
Brawling	Hide/Evade
Handgun	Forgery or Basic Tech
Leadership	Resist Torture/Drugs

**TRADER (WildSide, pg. 31)**

<b>Streetdeal</b>	Awareness
Human Perception	Language
Persuasion	Education & Gen. K.
Intimidate	Interview
Melee	Handgun

**SNIFFER (WildSide, pg. 32)**

<b>Streetdeal</b>	Awareness
Persuasion	Social
Shadow/Track	Library Search
Intimidate	Human Perception
Brawling	Handgun

**OWNER (WildSide, pg. 32) NPC speciality**

<b>Streetdeal</b>	Awareness
Persuasion	Social
Interview	Intimidate
Accounting	Human Perception
Brawling	Wardrobe & Style

**SHOEMAKER (WildSide, pg. 22) NPC speciality**

<b>Streetdeal</b>	Awareness
Forgery	System Knowledge
Programming	Library Search
Bureaucracy	Accounting
Stock Market	Education & Gen. K.

**PUSHER (WildSide, pg. 23) NPC speciality**

<b>Streetdeal</b>	Awareness
Persuasion	Intimidate
Brawling	Handgun
Melee	Pharmacology

**FENCE (WildSide, pg. 25) NPC speciality**

<b>Streetdeal</b>	Awareness
Persuasion	Intimidate
Brawling	Handgun
Melee	Forgery
Accounting	Basic Tech or Expert

**PIMP (WildSide, pg. 28) NPC speciality**

<b>Streetdeal</b>	Awareness
Persuasion	Handgun
Melee	Brawling
Seduction	Diagnose Illness
Intimidate	Education & Gen. K.

**CORPORATE (Cyberpunk 2020, pg. 12)**

Financier, In-house Consultant, Entrepreneur	
<b>Resources (INT):</b> Ability to command corp resources.	
Awareness	Human Perception
Education	Library Search
Social	Persuasion
Stock Market	Wardrobe & Style
Personal Grooming	

**ADMINISTRATOR (Pacific Rim, pg. 153)**

A powerful and rich profession. The occupation table on WGF pg.47 shows your income if you're honest. With bribes you could make three times this, or more.	
<b>Admin Resources (INT):</b> Same as Resources.	
Awareness	Streetwise
Education & Gen. K.	Social
History or Area Know	Library Search
Rhetoric	Persuasion & Fast Talk
Bureaucracy	

**MEDIA / FREELANCER**

<b>(Cyberpunk 2020, pg. 10. LD, pg. 52)</b>	
<b>Credibility (INT):</b> The ability to be believed.	
Awareness	Composition
Education	Interview
Human Perception	Persuasion
Photo & Film	Social
Streetwise	

**INVESTIGATIVE REPORTER (LD, pg. 50)**

<b>Credibility</b>	Composition
Awareness	Human Perception
Education	Library Search
Interview	Persuasion
Streetwise	Photo & Film/Oratory

**POLICE BEAT REPORTER (LD, pg. 51)**

<b>Credibility</b>	Composition
Awareness	Human Perception
Education	Intimidate
Interview	Persuasion
Streetwise	Photo & Film

**WAR CORRESPONDENT (LD, pg. 51)**

<b>Credibility</b>	Composition
Awareness	Human Perception**
Education	Electronics/Basic Tech*
Interview	Persuasion**
Tactics*	Photo & Film

\*\* Can be replaced with Endurance

**"ACTION" REPORTER (LD, pg. 51)**

<b>Credibility</b>	Composition
Awareness	Human Perception**
Education	Expert: (selected sport)
Interview	Persuasion**
Athletics	Photo & Film

\*\* Can be replaced with Endurance

**SOCIAL REPORTER /****CELEBRITY HUNTER (LD, pg. 51)**

<b>Credibility</b>	Composition
Awareness	Social
Education	Wardrobe & Style
Interview	Persuasion
Photo & Film/Pop Culture	Streetwise/Simper

**ON-AIR STAR (LD, pg. 52)**

<b>Credibility</b>	Composition/W&Style
Awareness	Human Perception
Corporate Policy	Culture
Education	Perform
Interview	Social

**TABLOID-MONGER (LD, pg. 53)**

<b>Credibility**</b>	Composition
Awareness	Perform
Education	Drive/Pilot/Electronics
Interview	Persuasion
Streetwise	Photo & Film

\*\* This is a sort of anti-credibility, the crazier the better

**THE SPIN DOCTOR (LD, pg. 53)**

<b>Credibility</b>	Composition
Awareness	Culture
Education	Perform
Persuasion	Photo & Film
Social	
Plus one of the following:	Business Sense
Corporate Policy	Expert (chosen politics)

**LAWYER (Interface 2.2, pg.9)**

<b>Credibility</b>	Awareness/Notice
Education & Gen. Know	Expert: Law
Human Perception	Interrogation or Interview
Library Search	Oratory
Grooming/Wardrobe	Persuasion & Fast Talk

**ATTORNEY/JUDGE (Protect & Serve, pg.70)**

<b>Reason</b>	Awareness/Notice
Education & Gen. K.	Expert: Law
Human Perception	Persuasion & Fast Talk
Social	Composition
History	Library Search

**ROCKERBOY (Cyberpunk 2020, pg. 6)**

Braindancer, Underground Revolutionary	
<b>Charismatic Leadership (COOL):</b> Can sway crowds equal to his level squared times 200.	
Awareness	Perform
Wardrobe & Style	Composition
Brawling	Play Instrument
Streetwise	Persuasion
Seduction	

**SHAMAN (Pacific Rim, pg. 155)**

Your destiny is to teach others of a higher truth, of the spirits, or God. Your karma is to help people, and many come to hear your wisdom. You needn't worry about the corps or police, since your followers will lay down their lives to protect you. You might be a Priest, Minister, Witch Doctor, TV Evangelist, or a cult leader.

**Charismatic Leadership (Shaman):** In religious situations they display their full ability and their skills are boosted.

Awareness	Anthropology
Expert: Theology	Perform
Dance or Oratory	Human Perception
Expert: Fortune Telling	Persuasion & Fast Talk
Trance	

**CULTIST (Crashpoint, pg. 77)**

Part showmen, part preachers, part salesmen. They create a religion and market it as the next Great Way of Life.

**Charismatic Leadership (Cultist):** Can sway crowds equal to his level squared times 10.

Awareness	Intimidate
Education	Oratory
Leadership	Perform
Persuasion & Fast Talk	Teaching
Theology	

**COP (Cyberpunk 2020, pg. 11; P&S, pg. 9)**

Beat, Traffic, Vice, Robbery, Homicide, Special Investigations, SWAT, Max-Tac, Riot, Internal Affairs, LEDiv or HiWay.

**Authority (COOL):** The ability to intimidate and control others through your position.

Awareness	Handgun
Human Perception	Athletics
Education	Brawling
Melee	Interrogation
Streetwise	

**PRIVATE INVESTIGATOR (Pac Rim, pg. 153)**

Many PIs are ex-cops, ex-gangsters, or both. Your rivals are tough. You must be tougher.

<b>Research</b>	
Awareness	Interview
Handgun or Brawling	Human Perception
Streetwise	Shadow/Track
Intimidate	Persuasion & Fast Talk
Library Search	

**PROWLER (WildSide, pg. 35)**

A thief. Low level Prowlers pickpocket, mug and shoplifting, while more accomplished Prowlers become B&E robbers and cat burglars.

**Sneak:** Full level adds to Stealth and Hide/Evade.

Awareness	Hide/Evade
Stealth	Pick Lock
Handgun	Athletics
Electronic Security	Disguise
Melee	

**CON MAN (WildSide, pg. 36)**

Hustler, Rip-off Artist, Grifter. The Con Man sets up elaborate schemes which fool his victims.

**Con (COOL):** The ability to separate a fool from his money. Can be countered by Streetwise.

Awareness	Disguise
Persuasion & Fast Talk	Streetwise
Human Perception	Seduction
Forgery	Gamble
Hide/Evade	

**DANCER/PROSTITUTE (WildSide, pg. 37)**

**Vamp (EMP):** Used to separate customers from their money.

Awareness	Streetwise
Personal Grooming	Wardrobe & Style
Human Perception	Seduction
Brawling or Melee	Perform
Endurance	

**SCAVENGER (WildSide, pg. 36)**

An expert in finding uses for junk. He knows what's thrown away, and what to do with it.

**Scrounge (INT):** Allows you to find salvageable materials.

Awareness	Streetwise
Basic Tech	Pick Lock
Electronic Security	Drive
Stealth	Handgun
Strength Feat	

**STREETPUNK (WildSide, pg. 37)**

Includes Posers, Boosters, Chromers, Dorphers, Guardians, Families, Skinheads, Partiers, Culties, Nihilists, Combaters, Primitives, Thrashers, and Bikers.

**Gang Rank:** Represents level of authority in the gang, works similar to Family. Can also be used as an Expert Knowledge skill about gangs in one's own area.

Awareness	Streetwise
Intimidate	Dodge & Escape
Handgun	Melee
Brawling	Wardrobe & Style
One Gang-Related Skill	

**SPY (Pacific Rim, pg. 154; WGF pg. 46)**

The Powers-that-be always need info on other corps, and even their own citizens.

**Chameleon**

Human Perception	Resist Torture & Drugs
Education & Gen. K.	Ranged Weapon Skill
Interrogation	Martial Arts
Shadow/Track	Basic Tech
Disguise	

**WORKGANGER (Deep Space, pg.75)**

Tought and self-reliant orbital construction crews and operational staff.

**Workganger (INT):** Variant of Family.

Zero G Maneuver	Strength Feat
Awareness	Pilot OTV
Space Survival	Operate Hvy Machinery
EVA	Basic Tech
Expert: Construction	Electronics

**HIGHRIDER/PILOT (Deep Space, pg.75)**

The rare breed who "fly" the many commercial, corporate and military vehicles which clutter space, and control much of the transport of equipment and personnel.

**Brotherhood (INT):** Variant of Family.

Awareness	Mathematics
Pilot Shuttle/Spaceplane	Physics
Pilot OTV	Basic Tech/Electronics
Astrogation	Space Survival
EVA	Programming

**SALVER (Deep Space, pg.75)**

This new breed of individual scouts around and collects these disused relics, which sometimes contain a wealth of equipment.

**Salvage(TECH):** The ability to spot a piece of valuable space-junk and to know how to harness it without crippling your own craft. It also functions as Jury Rig at half level.

Space Survival	
EVA	Zero-G Maneuver
Astrogation	Operate Hvy. Machinery
Pilot OTV	Basic Tech or Electronics
Awareness	Melee or Handgun

**SPACE MARINE (Deep Space, pg.76)**

Elite squads of cybered warriors with armored work-suits and heavily-armed spaceplanes. These squadrons patrol sections of space and are a law in their own right.

**Space Combat:** Adds to Zero-G Combat, and Zero-G Maneuver when involved in space based combats.

Space Survival	EVA
Zero-G Maneuver	Zero-G Combat
Awareness/Notice	Pilot OTV
Driving or Motorcycle	Handgun or Melee
Rifle or SMG	

**SPOOK (Dark Metropolis, pg. 56)**

Security and surveillance expert.

**Spy Craft (TECH):** Includes trashing, bugging, surveillance work and technical knowledge of spy gear.

Awareness	Streetwise
Electronic Security	Electronics
Basic Tech	Pick Lock
Stealth	Photo & Film
Shadow/Track	

**REAPERS (Dark Metropolis, pg. 58)**

Repossessors, they reposes cars, merchandise, body parts, cybernetics and sometimes whole people.

**Trace:** Ability to find people or the merchandise they are after, using both human and computer information.

Awareness	Streetwise
Intimidation	Persuasion
Shadow/Track	Pick Lock
Marial Arts	Handgun
Electronic Security	

**INQUISITOR PREDATOR (Night's Edge, pg.15)**

Predator's seek out CyberVamps, or other humans who use cybernetics to mimic animals or supernatural creatures.

**Ranking:** Works like Gang Rank.

Awareness/Notice	Martial Arts: TKD
Athletics	Dodge & Escape
Melee	Stealth
Vampire Lore (max 2)	Strength Feat
Endurance	

**COMBAT SOCCER STAR ('Punk '21 1.1, pg.41)**

Professional comabt soccer player, these guys can earn up to 80,000eb a game, get superstar status and are idolized for most of their adult lives.

<b>Combat Sense</b>	Combat Soccer
Strength Feat	Endurance
Intimidate	Brawling
Athletics	Awareness
Dodge & Escape	Martial Arts

**ALTERNATE CHARACTER PACKAGES**

All of the alternative character packages (i.e. Tatsujin & Shinobi) get bonuses in their special situations so they are much better than someone who just owns the skill. However, when out of their element, the special ability is only half.

**BONUS TABLE**

Special Ability	Bonus
1-3	none
4-6	+1
7-8	+2
9	+3
10	+4

## Additional Rules

### CHANGING CHARACTER ROLES

A character usually changes roles due to a significant event in their life that is roleplayed. After this happens their previous role's Special Ability score is halved, and their new Special Ability is equal to one half of that (one quarter of their original Special Ability score). Even though the character may increase their new Special Ability, they may never increase the old one.

[Listen Up You Primitive Screwheads, pg.59]

### AWARENESS TASKS

Players of any Role should get a bonus if the Awareness task directly relates to their Special Ability; if a Medtech gets a fairly good Awareness roll, they may not realize they are walking into an ambush, but they will notice that the "Judas" is sweating profusely.

[Listen Up You Primitive Screwheads, pg.27]

### RUNNING & MOVEMENT

Characters can move their MA in meters and perform an action without penalty, or move MA x 3 meters only. MA is reduced by the type of terrain being crossed.

Type	Example	Reduction
Easy	Sidewalk, Grass	None
Rough	Light Brush	MA/2
Very Rough	Mud, Snow	MA/4

### CLIMBING

Characters can climb a number of meters equal to their MA in one round. An Average Athletics check should be made for every turn spent climbing. Failure indicates a possible fall. An Average BOD/Strength Feat check should be made for the character to hang on; climbing can resume next round. The movement rate when climbing without the aid of a rope is MA/2 meters. The Ref should assign a difficulty number for Athletics or Strength Feat checks according to the sheerness and angle of the surface being climbed. [Chromebook 3, pg.15]

### FALLING

A character can safely negotiate REF/1.5 (round down) meters without taking damage. Falls cause 1D6-1 damage per 3m fallen, and is applied to the whole body, modified by BTM and armor. Soft armor (including skinweave and subdermal armor) provides 1SP vs fall damage per 50SP, Hard armor provides 1SP vs fall damage per 25SP.

[Chromebook 3, pg.24]

### NEW TECHNOLOGY

Creating New Tech	Difficulty	Lasts for
Improvement, Modifications	15+	Damaged
Innovation, Radical Improvement	25+	1 year
Invention, Truly Original Tech	20-30+	5 years

[Listen Up You Primitive Screwheads, pg.67]

### CHANCE OF MALFUNCTION

Item Cost is the multiplier applied to the cost of the item. Malfunction is the annual chance that the item will malfunction; proper maintenance cuts this in half. It's also the chance that an item will malfunction if handled in such a way that it could be damaged. [Chromebook 3, pg.120]

Reliability	Item Cost	Malfunction
Unreliable (UR)	50%	30%
Standard (ST)	100%	20%
Very Reliable (VR)	150%	10%
Excellent (EX)	300%	5%

### MALFUNCTIONS

If a piece of equipment is subject to unusual circumstances, (e.g. being dropped from a moving vehicle, in an explosion, or left out in the rain) the referee should call for a malfunction test. A well-maintained item only has half its given percentage chance of malfunction.

For the purposes of malfunction, a simple item is one so interconnected that a malfunction either makes little difference, or degrades operation so much that it becomes useless (e.g. hand computers, simple tools, and firearms).

Complex items are made up of sub-machine assemblies, where one sub-assembly might cease working but its loss would degrade performance, not stop it entirely (e.g. automobiles). [Chromebook 3, pg.121]

#### D10 Effects

- 1-4 Simple items cease function 30% of the time.  
Complex items have performance degraded by 30%.
- 5-8 Simple items cease function 60% of the time.  
Complex items have performance degraded by 60%.
- 9-10 Simple and complex items cease function.

### REPAIR & MAINTENANCE COSTS

Routine Annual Maintenance (Parts)	.....	1D10% Base
Parts	Minor Malfunction (Simple)	..... 1D6x5% Base
	Minor Malfunction (Complex)	..... 1D10x3% Base
	Major Malfunction (Simple)	..... 1D6x10% Base
	Major Malfunction (Complex)	..... 1D10x5% Base
	Catastrophic (Simple)	..... 3D6x10% Base
	Catastrophic (Complex)	..... 1D10x10% Base
Repair Labor	.....	100-150% Parts

### RESOURCE REQUISITION

Whenever a character attempts to requisition resources outside of their area or outside of their normal operating parameters, roll 1D10 (Fixers and Corporates may add their special ability) on the table below. [Stormfront, pg.55]

Result	Requisition
1	Nothing, period.
2-4	Sure, but it'll take a day or two.
5-7	1D10 hours before it'll be ready.
8-9	No problem, but I'll need you to fill out these forms.
10	Cleared, no questions asked.

**DRUGS - AVAILABILITY & COST**

**Military/Militech Drugs:** It would be extremely difficult for any normal (non-military) Cyberpunk character to obtain these drugs legally. A Near Impossible Streetwise or a Very Difficult Streetdeal check could be made to obtain a single dose of one of these drugs at triple cost.

**Medical/Trauma Team Drugs:** These drugs are legally available to licensed medical personnel. They can also be obtained illegally with an Average Streetdeal or Difficult Streetwise check. If obtained illegally, prices are doubled. [Chromebook 3, pg.17]

**COMPOSING IN GAME TERMS**

Editing one minute of finished story (or writing 25cm of story) in one hour has a difficulty of 15, using either the Composition, or Photography & Film skill, whichever is appropriate. Editing can be done in less time, but this increases the difficulty:

<i>Editing time per minute/25cm</i>	<i>Difficulty</i>
1 hour	15
45 minutes	20
30 minutes	25
15 minutes	30

A failed roll means there are errors in the finished story; depending upon the importance of the story being aired, the credibility of the media (or station) may decrease. There will be one error for every five points (rounded up) by which a skill check misses its difficulty number. Rolling a natural 1 during a skill check means the finished product, when it airs or sees print, is revealed to be either completely garbled, or completely erased. [Live & Direct, pg.63]

**ELECTRONIC ADDICTIONS**

**VR Dramas/Sims:** More than 4 hours without at least a 2 hour break requires an Average COOL roll or you'll want to re-enter the VR at the earliest possible opportunity. [Virtual Front, pg.8]

**Braindance:** Average COOL roll to avoid being mildly hooked after two hours of use. Further Difficult to Very Difficult COOL rolls are required to keep from embracing the 'dancer's beliefs and emotional reactions.

**SUBLIMINALS**

Average COOL roll to avoid minor habits due to subliminals. Any habits require an Easy or Average COOL roll to resist. It requires a Difficult COOL roll to avoid the implantation of intensive subliminals and to resist when exposed to the activating stimulus. [Media Front, pg.7]

<i>Task</i>	<i>Difficulty</i>
Determining detection technique	Average
Spotting subliminals	Average
Cleaning up broadcast	Difficult
Creating simple subliminals	Difficult
Creating sophisticated subliminals	Very Difficult

**FUEL ECONOMY & SHORTAGES**

During a shortage jet fuel will range in price from 190-250eb per gallon (1d6+8 x 10eb), if it can be found at all. Even regular ground-vehicle CHOOH<sup>2</sup> costs 1d3+3eb per gallon. [Shockwave, pg.105]

<i>Vehicle</i>	<i>Economy</i>
Jet Fighter / AV / Tracked AFV	1 mpg
Helicopter (7 ton+) / Osprey	3 mpg
Light Helicopter	4 mpg
Jets / Hovercraft / Wheeled AFV	5 mpg
Light Airplane	10 mpg
Heavy Truck	15 mpg
Light Truck	25 mpg
Cars	30 mpg
Motorcycle	50 mpg

**ENTERING EUROPE**

Application fee is 150eb, +250eb for a late application. A Permanent Resident Card (PRC) costs 750,000eb, or 250,000eb through Corporate or EC sponsorship. After 5 years with a clean PRC the holder can get full citizenship. [Eurosource Plus, pg.8]

<b>Provision Alien's Cards (PAC)</b>	<b>Max</b>	<b>Eb/Wk</b>
Tourist/White card: tourist areas	4 Wk	100eb
Short Stay/Green: non-restricted areas	10 Wk	200eb
Limited Work/Yellow: citizen areas	1 year	500eb
Official Guest/Red: where EC allows	upto EC	
Scandinavia: process time is doubled		+20%

Return of any lost European cultural or artistic treasure is worth at least one full citizenship to the person responsible for it's return. Entering the NCE costs 20eb for a tourist visa, or 100eb for a temporary residence permit. A UK border permit costs 1,000 to 2,000eb.

**Through Greece:**

Streetwise & Streetdeal don't lower the price, but tell you the right amount in advance. [Eurosource Plus, pg.60]

"On the spot" tourist visa	1000-10,000eb
"tax" for Drugs	500-5000eb
Weapons (handguns)	100-500eb
Military weapons	1000-10,000eb
Heavy weapons	5000eb+
Cyberdeck	1000eb
Black cyberware	200-2000eb+

**DIVE SCHOOL**

To be trained as a diver a character must have BOD 5+, INT 4+, and COOL 5+. Once a PC passes the physical and mental exam, he will then proceed through a rigorous six-week training course. At the end of this training, the PC gains 12 skill points to put into any of the following skills, with no more than +4 in any one skill:

Underwater Weapons	Swimming (min +2)
Endurance (min +2)	Underwater Survival (min +2)
Pilot: Hardshell/EVPA*	Nuscuba*

\*At least +3 must be put in one of the suit operation skills. [Stormfront, pg.23]

**COVERT OPERATIONS TRAINING**

Training consists of an intense four-week course that covers the basics of covert operations.

**Week 1: Physical**

10 IP in Combat Sneak or Awareness, or convert Combat Sense to Combat Sneak. 20 IP each in Wilderness Survival, Demolitions, Swimming, Endurance, Hand-To-Hand (Brawling, Dodge/Escape, Martial Art). 20 IP in Firearms (your choice of allocation) and Stealth.

**Week 2: Espionage**

+20 IP in Awareness/Notice, +10 IP in Combat Sneak. Allocate 80 IP, maximum 20 IP for any one skill, between:  
 Hide/Evade Disguise  
 Shadow/Track Pick Lock  
 Interrogation Interview  
 Electronic Security Persuasion/Fast Talk  
 Resist Drugs/Torture

**Week 3: Mini-Missions**

+40 IP to allocate as desired.

**Week 4: Practice Operation**

+30 IP to allocate as desired.  
 [Stormfront, pg.117]

**SALARY INFORMATION**

**Salary Pay - See Cyberpunk 2020 page 48, information from that chart is used here.**

**Percentage Pay**

Could be used to pay any class that is not or cannot be conventionally employed. For example a Fixer has 100 times his basic monthly pay level tied up in deals and services. He can withdraw any amount of that each month, but if it is not paid back within 30 days the Fixer loses that money as part of his influence.  
 For each 2eb invested in a month, the fixer can raise his pool by 1eb, increasing his income.

Class	Multiply	Explanation of source
Fixer	100	Connections, advances, loans
Netrunner	50	Viral fund extraction, laundering
Tech	25	Advance pay, loans
Nomad	10	Family connections, information

**Floating Funds = multiplier x salary pay**

This floating fund must be repaid within a certain period, usually thirty days. If it is not repaid, then the percentage of money lost is subtracted from the salary.

**New Salary = salary - (% lost as decimal) x salary pay**

**Mission Pay With Retainer**

**Average # of missions per year = 12 - <spec ability>**  
**Average pay per mission = (salary x 12) - (retainer x 12) / # of missions**

The retainer is usually 1,000 per month, but higher paid types can get larger retainers; probably half what his normal salary would be.

**Period Pay**

**Period Pay = period <x> standard salary or**  
**Period Pay = period </> standard salary**

Duration	Salary Mod	% chance of work
Year	x12	100%
Month	x1.5	65%
Week	/2	50%
Day	/8	25%
Hour	/40	20%

**Mission Pay**

**Mission Pay = D x E x R x N x (100)**

Each letter is an aspect of a mission, and ranked 1 to 5; Danger or Difficulty of task, Enemies: chance of long term foe or suffering reprisals, Resources of the Target, Notice given x 100 = cost of special operations.

**Equipment Rental Fees**

**Period Cost = equipment value </> period cost mod**  
 The period and cost modifiers are Year /4, Month /32, Week /100, Day /400, Hour /2000.  
 [Interface, vol 1, issue 2, pg.29]

## Combat Rules

### RECOIL

A character compares his BOD stat to the BOD Minimum (calculated using the table below) of the weapon he is firing. If his BOD is equal to or higher than his weapon's BOD Min, he may fire without penalty; if the character's BOD is at least 2 points greater than a semi-auto weapon's BOD Min, he may fire it at a ROF of 2 rather than 1. However, if the firer's BOD is less than the BOD Min, penalties are based on the firer's BOD minus the weapon's BOD Min (referred to as Difference Factor or D-fac).

If the firer's BOD is lower than his weapon's BOD Min, he may only fire at a ROF of 1/2, with WA reduced by -2 per 1 point of D-fac, and must make a (BOD+Strength Feat+1d10) roll vs the (BOD Min x2). If this roll is failed, the firer takes 1 point of damage per point of D-fac to his firing arm; critical failure means the weapon is also dropped. Any weapon with a BOD Min of 9 or less is assumed to be fireable by anyone, but you have the option of using the BOD Min restrictions for all weapons. [Blackhammers, pg.48]

<i>Weapon Type</i>	<i>Base BOD Min</i>
D6 weapons .....	(Max Damage/6)
D10 weapons .....	(Max Damage/5)
Shotguns .....	Max SHOT Damage x0.25
Grenade launchers .....	(Diameter in mm) x0.3

<i>Modifiers</i>	<i>Multiply all mods together</i>
1-handed (handgun) .....	x2.0
2-handed, no brace* (SMGs & shotguns) .....	x1.0
2-handed & brace* (rifles, MGs, other SMGs) .....	x0.5
High-pressure/high-velocity grenades .....	x1.5
EAP (railguns) .....	x1.8
ROF 1-3 (semiauto) .....	x1.0
ROF 3-16 .....	x1.75
ROF 16-30 .....	x2.0
ROF 31-60 .....	x2.5
ROF 61-120 .....	x3.0
ROF 121+ .....	x3.5

\*Brace=stock, arm brace, shoulder strap, harness, sling, mono/bi/tripod, gyro-mount, etc.  
 A Cyberarm acts as BOD 12 for pistol recoil purposes.  
 A Powered Exo-Mount has BOD 18 for recoil purposes.

### FULL AUTO

When firing full-auto at multiple targets the distance between targets is included when dividing the number of possible hits. So two characters 5 meters apart = 7, 6 targets over 8 meters = 10, etc. The ROF of the weapon is divided by this number to determine the maximum number of hits per target. If ROF is 30 and targets are 5 meters apart (7 including targets themselves) then  $30/7 = 4$ ; a maximum of 4 rounds per target. Roll as per FULL AUTO FNFF rules. Naturally everything in the background (i.e. between the targets) makes a save as well. Natural 10 means the target takes extra hits (roll 1d10 again).

### FIRE CORRIDORS & GRAZING FIRE

A fire corridor is where you plot an area where the enemy can advance, then set up a machine gun, or other automatic weapon, to cover it with sweeping fire. That way you don't have to aim when the enemy starts moving through it, you just hold down the trigger and sweep. This Ambush doesn't grant +5 to Attack rolls, but +10 to Initiative.

Grazing fire is where you set the machinegun at knee level and fire; this way, you usually hit not-so-well-armored legs. Grazing fire is considered a use of Suppressive Fire which only hits legs. [Listen Up You Primitive Screwheads, pg.48]

### GRACE UNDER FIRE

**Complex Actions:** During combat, the referee should evaluate each action that a character (PC or NPC) wants to do, and decide whether the proposed action is simple enough for the character to do it without having to think too much. Simple actions are: shoot at someone, duck for cover, run, attack, reload, etc. More complex actions, requiring more complex thought, require that the character ignore the stress and keep his head clear.

Simulate this with a COOL+1D10 roll, against a Difficulty 15+. If the character succeeds, he is free to perform the proposed complex action. If he fails, he has to do something simple that still fits the situation instead.

**Morale:** When a character is hit and wounded, trapped, or outnumbered/out-gunned, or when a vehicle a character is in is damaged, a COOL+1D10 roll against a Difficulty 15+ (or more, depending on the situation) is necessary to see if the character continues to fight. If failed, the character will try to seek cover, or even flee if the roll is fumbled. In cases where regimented teams are involved, the team leader's Leadership skill can be added to each member's roll if they are in contact or line of sight of him.

**Seeking Cover:** Unless a character has been properly trained to seek cover (or go prone if no cover is available) when a firefight starts, make a COOL + 1D10 roll at Difficulty 13+. If the character fails the roll, they look around to see what's happening instead, or shoot back, if so disposed.

**Suppressive Fire:** Realistic referees should require COOL + Combat Sense + 1D10 rolls at Difficulty 15+ before allowing a character (NPC or PC) to put himself in danger by exposing himself to suppressive fire. Characters who can't be hurt by the suppressive fire are exempt.

**Facing Vehicles:** Make PCs and NPCs roll COOL + 1D10 against a Difficulty 15+ to stand and face an APC, IFV, MBT or other large vehicle.

[Listen Up You Primitive Screwheads, pg.45, 50, 52]

**ANTI-VEHICLE WEAPONS VERSUS PERSONNEL**

1. Roll normally to hit.
2. Victim makes LUCK test 15+. This does not use up any LUCK points, unless the victim wants to throw LUCK points into the roll. Success indicates that he was just grazed and suffers 5D6 damage to a random location. Armor helps against this, but only at half strength!
3. If the LUCK test failed divide victim's average Armor SP by 20, rounding off. This is the victim's Armor Value. Subtract this Armor Value from the weapon's Penetration (Average Damage/10, round off; times 2 for any type of AP; times 1/2 for small arms using D6 for damage). If the result is 0 or less, the victim takes 2D6 impact damage and loses 10 SP of armor for every point of Penetration stopped. If the result is 1 or more, multiply the result times 10 to find the damage the victim receives. In addition, the victim's armor is destroyed.

Alternatively, roll for the location hit, look up the weapon's damage, roll the dice, and assess damage normally! [Maximum Metal, pg.8]

**INDIRECT FIRE**

Indirect fire requires a spotter, who can see the target, and relay information back to the firer. If the firer can see the target, use the normal FNFF rules for direct fire.

Unless the spotter has the firing weapon right next to him, he must know where he is, and must know where the target is. This requires a map and a Difficulty 15+ Wilderness Survival roll, or a satellite, or a computer navigation/GPS system.

Mortars and launched grenades travel at 400m per turn, and artillery shells travel at 600m per turn. At those speeds, some distant indirect fire may take several turns to reach the target. At the end of the turn when the shells reach the target, after everybody has moved and taken their actions, roll for the artillery to hit. The difficulty is 25+, and the only modifiers to the D10 roll are:

Spotter's (Heavy Weapons+INT)/2

Firer's Heavy Weapons/2

Visibility Modifiers that apply to the Spotter

+3 per turn (max 4 turns) of spotted fire at the same target area, not at the same target. This bonus can only be gained after the first shot(s) hit, since it simulates the spotter correcting the fire.

If the shot hits, roll on the Grenade Table to see just where it hits and work out damage as usual. Once a shot hits, the To-Hit# drops to 10 and the weapon(s) can continue to fire at that location for as long as desired without a need for a spotter to correct fire. If the shot misses, it does so by (range/100m) x the number of points missed by, in a direction determined by the Grenade Table.

A spotter can only spot and correct for one target location at a time, but there is no limit to the amount of weapons one spotter can spot for, as long as they're shooting at the same target. [Maximum Metal, pg.8]

**CLOTHING & MARTIAL ARTS**

-5 to all Judo & Sambo attacks except Strike, Punch, & Kick against opponents naked from the waist up. [Pacific Rim, pg.138]

**HAND-TO-HAND PENALTIES**

Athletics is a poor skill to use combat, and is considered a last-resort skill for avoiding being hit in melee combat. To reflect this, penalize the character using Athletics instead of a normal combat skill by halving the effective Athletics skill level.

Likewise, a character trained in Melee is nowhere near the equal of someone trained in Fencing (which can cover Kendo, sabres, rapiers, straight-sword styles, as well as classic Epee fencing). If a character using Melee, armed with a sword-style weapon, is going up against a character using Fencing and a sword-style weapon, halve their Melee skill level. [Listen Up You Primitive Screwheads, pg.52]

**MONOBLADES**

If a standard blade is replaced with a monoblade add 1D6 to damage, Soft armor is 1/3SP, Hard armour is 2/3SP. On a parry roll 1D10, on a 4 or less the blade breaks. The blade will also break on a fumble. 5x weapon cost. [Pacific Rim, pg.150]

**DETECTING REMOTES**

Remotes are normally made out of radar-absorbent plastics, with a neutral infrared signature. Some of the bigger ones can have chameleon covering, so the normal method of detecting remotes is visual. [Shockwave, pg.56]

+5 Difficulty against normal-sized remotes.

+10 Difficulty against small-sized remotes.

**REMOTES AND ECM**

Electronic interference interferes with remote operations, both with their radio transmissions and their ill-protected brains. Roll 1D10 every minute a remote is on operation in a high ECM environment; on a roll of 1-2, the remote's operation is interrupted and it returns to base (its normal default programming). [Shockwave, pg.56]

-3 if within an active ECM generator's radius.

+1 if using an Adrak "animal brain" remote or an R-Brain.

+1 if using wire, direct microwave, or laser guidance to work the remote.

**ELECTRONIC WARFARE**

An ECM pod can blanket enough major frequencies that effective communications become difficult, and radars fill up with interference "fuzz". Jamming isn't strong enough to affect land-lines (cable and fiberoptics), but it does a number on cellular and radio-link calls. Within double the normal ECM jamming radius, all Net-cellular, normal cellular, and civilian radio suffers a 50-100% drop out rate.

This cripples 65% of all phone calls and around 32% of Net transmissions in most urban areas. Jammed radio waves interrupt broadcasting of all types, including commercial, emergency, and law enforcement. The land-line systems are no longer adequate to handle the additional communications normally done via cellular, so they will jam up, too! These jamming periods don't often last more than 15-30 minutes. [Shockwave, pg.7]

## Armor Rules

### **ARMORED CLOTHING, LAYERS, & ENCUMBRANCE**

Humans can only wear so many layers of differing thicknesses of clothing without being so stiff that they can't move. Penalties are assessed for the Torso and Legs; your torso including arms and head (as both need considerable leeway to move freely). Layers are not interchangeable! (i.e. 2x Lights do not equal a Heavy!) Also, EV penalties from over-layering are in addition to those for armoring clothing.

#### **Layering:**

Torso: 1 layer Light clothing, 1 layer Heavy clothing.

Legs: 1 layer Medium clothing, Heavy clothing.

#### **Penalties for extra layers:**

	<b>Extra Torso Layer</b>	<b>Extra Leg Layer</b>
<b>Light</b>	-1EV	-1EV
<b>Medium</b>	-3EV	-2EV
<b>Heavy</b>	-4EV	-3EV

#### **Material Weights Per Clothing Type**

**Light:** Shirts, scarves, bandannas, dresses, jumpsuits, gloves, hats, ties, sweaters, thin skirts, shades.

**Medium:** Pants, cloth jackets and coats, leather pants, heavy skirts, shoes, soft boots, some chaps.

**Heavy:** Leather jackets and coats, hard leather and synthetic boots, heavy belts, most chaps.

[Chromebook 4, pg.67]

### **FIREPROOFING**

Giving clothing the equivalent of SP20 vs. flame damage adds to the price. For shirts, +100-300%; for pants/skirts, +100-200%; for jackets, +50-100%. [Chromebook 4, pg.66]

### **GROUNDING ARMOR**

Most armors are not grounded vs. electrical impulse, this adds 50% to the armor cost, and negates electrical weapons, such as the Blitzkrieg Arc-Thrower. Untreated MetalGear reduces damage from electrical attacks by 50%.

[Chromebook 4, pg.12]

### **HELMETS**

All helmets (unless specifically designed) reduce sight Awareness checks by -1 and hearing Awareness checks by -3. They're also hot and fatiguing; it's inadvisable to wear other head covering under it (such as bandannas or ski masks) for any length of time. If you do, expect Awareness penalties to be doubled (GM's call). [Chromebook 4, pg.67]

## Interpersonal Skill Rolls

### STABILITY

**Stability=COOL x 2.5.** Stability is the difficulty number which represents how difficult a person is to sway when using Authority, Charismatic Leadership, Interrogation, Intimidation, and Seduction. [Wildside, pg.51]

#### STABILITY MODIFIERS (add to actor's skill roll)

##### Subject

Humiliated if they give in	-1
Holds a "trump card" in the situation	-2
Has a melee weapon	-2
Has a gun	-4
On psychoactive drugs	+/-STR
Is a cyberpsycho (1D10: 1-5)	-2 to -10
Is a cyberpsycho (1D10: 6-10)	+2 to +10

##### Actor

On his home turf	+1
Bigger than subject	+1
Much bigger than subject	+2
Brandishing a melee weapon	+2
Brandishing a gun	+4
Has backup (1st goon)	+2
Additional goons (max +5)	+1
On psychoactive drug	+/-STR
Has a Reputation for X	+1/2 Rep
Seduction stat base	ATT+EMP/2

### NPC REACTIONS (Optional)

Roll 1d100 on the table below for reaction results upon the first encounter between any character and NPC.

Roll	Result
01-05	<b>Blind Hatred:</b> The NPC hates the character and will act in the worst possible way. No cooperation is possible. Will attack if possible.
06-15	<b>Hatred:</b> The NPC hates the character and may betray the character if possible. 80% chance of attacking if possible.
16-24	<b>Strong Dislike:</b> The NPC may act against the character if profitable, but otherwise will ignore the character the character. 30% chance of attack.
25-35	<b>Dislike:</b> The NPC is not impressed, but may help the character if profitable. However, if possible, he may betray the character.
36-65	<b>Neutral:</b> The NPC doesn't really care one way or the other. May or may not help.
66-80	Probably won't betray the character.
81-95	<b>Strong Like:</b> The NPC really likes the character and will try to help as much as possible within reason. He will be very loyal.
96-00	<b>Love:</b> The NPC will either fall in love with or strongly like the character. The NPC will do practically anything for the character.

### Reaction Modifiers

-20%	..... In combat situation
+5%	..... Character seems very powerful
-10%	..... Character has bad REP
+5%	..... Per 1 Character's ATT>8
-5%	..... Per 1 Characters ATT<4
+10%	..... Character has good REP
+5%	..... NPC is opposite sex

### CONDUCTING INTERVIEWS

When trying to obtain information from an interviewee, the character chooses the skill to be used (Interview, Persuasion & Fast Talk, Intimidate/Interrogate, Oratory, Seduction), then makes a skill check. The amount of information divulged is determined by the results given below:

Roll	Interview Results
Natural 1	Automatic failure, no interview
1-9	Refuses to talk
10-14	Tight-lipped
15-19	Average interview
20-24	Good interview
25-29	Excellent interview
30+	Tells everything s/he knows

During an interview with a particular character, a news team may attempt any two of the above skills without penalty. If they attempt a third technique, a -5 penalty is applied to the result. Each subsequent attempt results in an additional, cumulative, -5 penalty. [Live & Direct, pg.62]

### CULTURAL SIMILARITY TABLE

Same (0)	Similar (10)	Different (15)	Alien (20)
American	Germanic	Russian	Highrider
English	French	Israeli	Zulu
Australian	Finnish	Jamaican	Aboriginal
Canadian	Swedish	Colombian	Japanese

**Situations requiring a Culture roll:** First encounters. Reputation style facedown. Use of Authority, Charismatic Leadership, Credibility, Wardrobe/Style, Oratory, Streetwise, Interview, Leadership, Persuasion, Perform, Education, History (cultural perception), Seduction, Human Perception, Disguise, Teaching. [Wildside, pg.87]

### FAUX PAS (1D10)

1-4	Minor error of etiquette. -7 to your skill rolls.
5-7	Obvious error. You come off as a simple minded foreigner. -7 to your skill rolls, and -1 to any culture rolls with the same party.
8-10	Major insult. You totally blew it. You are a barbarian who cannot be dealt with. Don't bother making the skill roll, and add -3 to any future Culture rolls.

Players may have appropriate Culture skills at 1/2 the level of any languages they know. The Streetslang skill acts as 1/2 (round down) it's usual level in a foreign country. No interpersonal communications skill can be used at a level greater than the speakers skill in that language.

## Streetdeal & Streetwise

### INFORMATION GATHERING

1 hour	Nearly Impossible
1 day	Very Difficult
1 week	Difficult

Streetdeal, Research, (Streetwise) roll.

For every 5 points that the roll exceeds the Diff. rating, reduce the time by 1 category.

### RESOURCES & STREETDEAL

Everyday item	10
Common	15
Not Very Common	20
Poor Availability	25
Exotic/Rare	30

### FALSIFICATION TABLE

Streetdeal Roll	Reliability	Diff to spot
30+	95%	30
28-29	90%	28
26-27	85%	26
25	75%	25
23-24	60%	20
21-22	40%	15
0-20	15%	10

### DRUG PURITY

**Purity Check:** 1D10 lower than Pusher's Streetdeal

**Optional:** Pusher's Streetdeal+buyer's LUCK+1D10 vs.15 [Wildside, pg.81]

Failed	Drug's Purity
1-2	A Bit Low; duration reduced by 1/3
3-4	Poor; duration is 1/2, STR -1
5-6	Bad; duration 1/3, STR -2, BOD 10+ or be sick
7-8	Real Bad; duration 1/3, STR -3, BOD 15+ or sick
9-10	The Worst; either does nothing or causes some kind of physical or mental damage.

## Buying and Selling

**An average Edgerunner spends his money on:**

30-40%	Food, crash space, clothing.
30%	Work stuff.
20-30%	Maintaining their Reputation.
10%	Saved in gold, opals, stones, metals.

### PRICE MODIFIERS

Legal Stuff	Food, consumer goods	Listed Price
Grey Market	Legal stuff, untraced	25-50%
	Could be used in a crime	150-200%
Black Market	Illegal Stuff	300%+
Custom	Newtech, progs, etc.	400%+
Military	Very rare and illegal	600%+

### EQUIPMENT QUALITY

Reliability	Cost	Malf.
UR	50%	30%
ST	100%	20%
VR	150%	10%
EX	300%	5%

### FENCING

Base price	30%
Minimum price	10%
Maximum price	50%

Fenced items are usually sold at 50% of their normal value.

**Contraband** can sell for up to 10x legitimate market value.

**Locally unavailable items** are bought for a small percentage and sold for 1/2 price and up.

### Appraising

The base difficulty depends on the Fixer's area of expertise. Figuring out the exact price rather than a ballpark figure increases the difficulty by 5.

### Negotiation/Haggling

COOL+Skill+1D10 vs COOL+Skill+1D10

When the 2 skills are the same each 1 point of success results in a 2% change of price in favour of the winner.

When a Fixer haggles with a non-fixer his advantage becomes 5%. Under normal circumstances, the price will never deviate by more than 50% either way.

### Data

50MU of random data takes 1D10x10hours to collate in a list worth between 100eb to 2,000eb

### BLACK MARKET SERVICES

Forging Credchips (95%)	1D10x1000
Cracking a Credchip	25-50%
Cash Processing	2-5%

### MONEY & FACTORS

**Money exchange:** 3-10% processing fee for cash.

**Money laundering:** Up to 50% of the total.

### Facebanks

Can perform transactions through the Net, phone, and fax, but not ATMs. No cash, electronic credit only.

5% chance that they disappear

5% chance that your money is unavailable

20% interest per year

### Credit Accounts

Type	Max transaction	ID required
Standard	1000eb	SIN
Gold	10,000eb	SIN, thumb print
Platinum	100,000eb	SIN, thumb, voice
Black	1,000,000eb+	SIN, thumb, voice, retina

Credit accounts pay between 7 and 10% interest per year.

### Exchange Rates. 1eb is equal to:

\$	American Dollar	\$.50
Y	New Yen	200Y

[Wildside]

## Cyberware Rules

### CYBERPSYCHOSIS

Although the basics of cyberpsychosis are well documented in Cyberpunk 2020, you might want a more precise version of the illness. In each of these variations, the eventual result is a blind rage against people; however, these choices will begin to appear as personality flaws at an Empathy 2 or lower. Roll 1D10: [Solo Of Fortune, pg.10]

- 1-3 Blind hatred of humanity: Standard cyberpsychosis.
- 4 Catatonia: Withdraw from all contact with humanity.
- 5 Obsession: Centered on one focused idea.
- 6 Paranoia: They're all out to get you. Trust no one.
- 7 Delusions: Believe something unconnected to reality:
  - 1-2: Immortality. You can't be killed.
  - 3-4: Fantasy. Live in fantasy world of your devising.
  - 5-6: Infallibility: You're never wrong.
- 8 Hyperactivity: Can't rest and run around as on speed.
- 9 Phobic: Deathly afraid of something. Sight or thought of it will paralyze you with fear 80% of the time.
- 10 Schizophrenic: Your personality fragments, developing into 1D6 different identities. At times of stress, any one of these may take over. Roll 1D6, assigning a value for each personality, re-roll any unassigned values.

### CYBERNETICS MAINTENANCE

Cybernetics need periodic tuning and adjusting (every six months in recommended). A device monitors and tests every cybernetic implant against its imprinted operating parameters and compares it with current physiological conditions (treat the machine as having a Cybertech skill total of 20 if a dice roll is required). This check-up costs 100eb, or it can be done using a techscanner, 30 minutes, and a Cybertech roll of 20+.

When a character goes in for a check-up, roll 1D10 on the table below. Add +1 to the roll for each three months beyond six months since their last check-up.

#### D10 Result & Repair Cost

- 1-7 No problems.
- 8-9 Minor glitch. 1D10 x 50eb, 1-3 hours to fix.
- 10-11 Major glitch. 1D10 x 100eb, 2-6 hours to fix.
- 12 Implant must be removed and a new one fitted.

Most major-power cybernetic implants require new batteries every year. Cyberlimbs use a battery each, a linear frame needs four, and one will run two cyberhands or a number of other implants. [Chromebook 3, pg.122]

### SCANDINAVIAN CYBER CLINICS

You must book 6 months in advance, but an extra 10% of cost can boost you 1D6 months up the waiting list.

Roll Humanity twice, subtract the second result from the first to get the actual Humanity Cost.

The course lasts 1 day per maximum Humanity Cost, and costs 1000eb/day plus normal operation costs. Cheaper clinics can be found that cost 100eb less per -1 from each die of the second roll. [Eurosource Plus, pg.138]

### WATERPROOFING AND WETWIRING

Traditional waterproofing incurs the fashion seppuku of bulbous sockets at the joints, on top of which is heaped the pain of regular maintenance, cleaning to avoid corrosion and damage, and a guarantee of only 100 meters' depth at the outside. Roll Streetwise vs. DIFF 20 to find a street clinic that can do this, and it'll run you 200% of the cyberware cost, and limbs gain a cumulative +1 EV.

Wetwired cyberware is engineered with enough polyceramics, organic contacts, and newtech to run you 300% of the original cost, but it's completely submersible down to 200 meters with no adverse effects. It isn't easy to find wetwired cyberware on the street (DIFF 25) - although in major port cities (Chiba, Galveston, Kawasaki, Kobe, Marseilles, Rotterdam, Seattle, Singapore, and Yokohama to name a few), it drops to DIFF 20. [Stormfront, pg.27]

### CYBERWARE VS SALTWATER

While all cyberware is designed to fend off the occasional thunderstorm, most implants and enhancements aren't 100% sealed, this means that vast sectors of biochips, myomers, and other sensitive components could be exposed to the corrosive effects of saltwater. While leakage isn't a problem for short, shallow swims, a lengthy dive to NuSCUBA depths can wreck havoc with everything from cyberlimbs to neural processors.

If non-waterproofed cyberware is exposed to saltwater for more than 10 minutes, roll 1D6 + modifiers on the table below, and apply the result to a randomly-rolled cyberware item which is exposed (like audio, limbs, sockets, etc. - optics, totally internal implants and bioware are unaffected). [Stormfront, pg.27]

- 1-2 You're safe for now.
- 3-4 System hangs: Inoperable, but will be fine once dry.
- 5-6 Circuit corruption: Inoperable until fixed (Diff 15).
- 7-8 Severe corrosion: Inoperable until fixed (Diff 20)
- 9 Biofeedback: Make Stun roll. Rolls -2 until turned off. Repair is Diff 25.
- 10 Catastrophic short circuit. As your nervous system dances make Stun roll at -3. All rolls at -4, and after 1D6+1 rounds you'll pass out. The item does give a spectacular show, with sparks leaping everywhere.

#### Modifiers

- Each Additional 10 minutes: +1
- Each 15m depth: +1

### CYBERWARE OVERRIDE CHIPS

Many customs points add override chips into cyberware control systems to disable weapon systems, or powerful cyberlimbs. These can be bypassed with a Cybertech roll of 20+, but it will take a Cybertech or Electronics roll of 28+ to prevent this tampering from being detected when the time comes for the override chip to be removed at the point of exit. In many places tampering with override chips is a crime with a mandatory prison sentence.

[Eurotour, pg.59]

**THERAPY PROGRAMS**

There are three levels of therapy: Outpatient, where the patient attends sessions at the clinic/hospital; Inpatient, where the patient lives in the hospital and practices every day under medical supervision; and Intensive Care Therapy, where the patient not only lives in the facility but has their nervous system and psyche probed each day for "fine-tuning". The time needed for successful therapy is based on the complexity of the operations performed. Add up the surgery codes below to work out the therapy time.

[Chromebook 2, pg.101]

- 4 Negligible = 1 Minor
- 2 Minor = 1 Major
- 2 Major = 1 Critical

**THERAPY TIMES**

<i>Surgery</i>	<i>Outpatient</i>	<i>Inpatient/ICT</i>
Negligible	2 weeks	1 week
Minor	6 weeks	3 weeks
Major	8 weeks	4 weeks
Critical	16 weeks	8 weeks

**THERAPY COSTS & EFFECTS**

<i>Therapy</i>	<i>Cost/Week</i>	<i>Time Required</i>	<i>HP Regained</i>
Outpatient	1,000eb	14 hours/week	25%
Inpatient	5,000eb	168 hours/week	33%
ICT	10,000eb	168 hours/week	50%

**CYBERWARE VS COLD WEATHER**

Cybernetic parts may be affected by the cold, especially if no precautions are taken to protect the exposed equipment. For example, cyberoptics can be protected by goggles that keep their ambient temperature above zero. An exposed limb suffers failure as the hydraulic fluid begins to freeze, reducing the Strength and Reflex for an affected limb by 1 per hour exposed, and adds 10% to the owner's chance of developing hypothermia (see Northwest Passage, page 57). Covering or heating the limb restores the complete function of the limb. Vigorously exercising the cybernetics allows normal movement for at least five minutes.

Thermal scanners (IR, thermograph) are less effective due to intense cold. They will need to be recalibrated using Cybertech.

Any chromed, metallic, or noncoated replacements adhere to any warm exposed skin. If ripped apart, an amount of skin equal to the contact area is removed. Although this hurts, damage is only temporary, lasting until first aid is applied. In combat allow 1d6 extra damage only if exposed skin is struck. [Northwest Passage, pg.59]

**CYBERWARE UPGRADES**

<i>Task</i>	<i>Diff</i>	<i>Hours</i>
Modifying a new part to fit an old model	20	1D6
Upgrading the mountings for new model	20	2D6
Products over 5 years old		+1D3
Ubermensch or very early cyberware		+1D3

[Eurosource Plus, pg.140]

**CYBERWARE AND CHILDREN**

The majority of nanotech, optics, audio and neuralware has no adverse effect on children after age 10. Most other cyberware must be replaced at each age level, as the body grows. [Home of the Brave, pg.17]

Children 10-11: Humanity Loss/3

Children 12-15: Humanity Loss/2

**CYBERNETICS & RADIATION**

Whenever the character needs to consult the Immediate Effects table, a roll is made on Microwave Side Effects table (CP2020, p.98) for every 100 rads the character is exposed to, ignoring radiation history. If results 1,3, or 4 are rolled more than three times, the limb is destroyed (50% purchase price or more to repair). Shielding subtracts 500 rads from the short-term dose for cybernetic effects.

[Deep Space, pg.20]

## Net Rules

### LEGITIMATE USES OF THE NET

Interactive television  
 Music transmissions, subscription, and "Net Jams"  
 Newsgroups and other information services  
 Data Havens  
 Education and instruction  
 Video games, Braindance, and VR simulation  
 Pay-per-View movies  
 BBSs, databases and chat systems  
 Fax communication and publishing  
 Telecommunications

### MEMORY UNITS

1 Memory Unit is enough to hold 25 megabytes of data, 10,000 pages of text, 60 minutes of audio, 20 minutes of video, or 16 minutes of audio/video.

### TASKS IN THE NET

#### System Knowledge & Computer Use skill rolls:

Access Encyclopedia	with a service	Easy
	without service	Very Difficult
E-Mailing without being monitored		Very Difficult
Post a Notice at open/closed Mailbox		Average/Difficult
Link to a Flaproom/Unlisted Flaproom		Average/Difficult
Locate a Datafortress	Local	Average
	National	Difficult
	International	Very Difficult
	Hidden	+10 to difficulty

#### Programming skill rolls:

Hacking the Internet to establish a BBS	25+
Insert commercial into network's programming	20+
Changing programming to allow half hour show	25+

### NET FUMBLES

Roll 1D10, check table below.

1-4	Program delayed, activates next net round.
5-7	Deck slowed, lose one action for 1-3 net rounds.
8-9	Program crashes, 'runner must reinstall program.
10	Deck interface crashes, dumps 'runner out of Net.

### NET CRITICALS

If you roll a 10 while making a Net combat roll, you get a +1 to your next Net Initiative roll. [Guide to Net, pg.146]

### NET MOVEMENT

• At all levels, the LDLs operate on the "5 square jump" principle, although only those LDLs listed on the World map may be used for World level movement.

• At the subgrid/city levels, walking is accomplished via interior building and surface lines, and can be done without penalty.

• A runner has a safe limit when "walking" someplace from any LDL on the regional level (it is also the furthest one can move in one round, as with the other levels). In most Regions this limit is 5 spaces, but in Afrikani, Sovspace, and Pacifica, the limit is 3 spaces due to scale and technology differences.

• If the runner is attempting to cross distances longer than the safe limit via local switching lines, instead of using LDLs, they suffer the following penalties: -2 REF penalty for Initiative rolls, -1 Interface penalty for Anti-Personnel and Programming rolls. There is also a 5% chance per square travelled beyond the safe limit that you will drop out of the Regional level into the nearest (or last passed through) citygrid. There is a lesser (2%/sq) chance that you will drop out of the Net itself.

• The above penalties also apply when walking across Regional borders, even if it is less than the safe limit. GMs are free to create additional Regional LDLs if they wish to expand accessibility.

• At the World level, walking is impossible, all travel must be by LDL "jump". [Guide to Net, pg.145]

### TRACING ACTIVE COMMUNICATIONS

• To see two systems communicating with each other you must activate a Trace routine from the menu, and roll 1D10 + Interface total higher than a Difficulty number generated by multiplying the number of code gates and LDLs in the datafortress by 2. If there is any active communication along any of these routes at the time of the Trace attempt, a green or blue line will appear from the code gate (or from the roof or floor of the datafortress in the case of an active LDL) and stretch off, out of the subgrid and across the local city grid.

• This line can be followed for as long as the communication between systems continues. If the line passes through a city grid to an LDL, the tracing runner must activate his LDL routine (and make a D10 roll vs the LDL's security level) in order to maintain the trace.

• If the line originated directly from an LDL inside the datafortress, the runner cannot follow it unless he first enters the datafortress, finds the LDL, and passes through it.

• This line is merely a representation, it cannot be tapped (in transit) from the Net; you must intercept the data when it first leaves or enters the CPUs of the sending and/or receiving systems. [Guide to Net, pg.145]

### AI & CPUS

• A single AI may not have more than 7 CPUs or the AI personality will fragment.

• You may have more than 7 CPU inside a single data fortress, but they must be grouped separately. They may communicate via a data management processor (a specialised form of LDL switching box). [Guide to Net, pg.145]

**PROGRAM DEGRADATION & UPGRADES**

Level	STR Loss	Degradation Time	Min/Average
Old	-1	2 week / 1 month	
Outdated	-2	4 week / 2 month	
Obsolete	-3	8 week / 6 month	
Antiquated	-4	6 month / 1 year	

**Buying:** 10eb x program MU x highest Function multiplier. 25% off upgrade price if you have a legal copy.

**Downloading from BBS:** 1 hour per MU of program, and a programming roll; Anti-personnel/Compiler, diff 20; Anti-System/Program or Decryption, diff 17; Evasion, Detection, Stealth, Intrusion, or Protection, diff 15; all other program types, diff 10.

**Private Code:** Degrades more slowly than commercial code. The degradation rate should be anywhere from twice to four times the normal rate. To upgrade a programming skill check of 1/2 (round up) of the program's Difficulty and the time is 1/10 of that required to write the program. [Brainware Blowout, pg.39]

**Bugs:** Result from a double Fumble when using a consumer program. -2 STR or crashes Deck. Takes 2D10 hours minus programming skill to repair. An Expert System cuts the debug time by half.

**Controllers:** 1% chance that the controller interface is radically different. Difficult programming roll to write a patch.

**PCS IN THE NET**

- Initiative & Speed minuses: -8 + processor speed.
- A netrunner running Multi-Tasker can take an extra action for every extra CPU, to a maximum of 3 actions, with a -1 Speed penalty for every extra action taken in a round.
- Speed and memory of their cybermodems.
- The PC can run programs independent of the netrunner.
- Access to PC's memory & hardware.
- Suffer anti-personnel attacks normally.
- Anti-system attacks are made against the PC and it's Datawalls first.

**KEYBOARDS IN THE NET**

- Initiative: Processor Speed + 1D10
- Anti-Personnel Attack: Program STR + Processor Speed + (Expert [Computer Language] -3)+ 1D10
- Computer/keyboard combo will not run IG interface program. You have to program your own (Diff 25 Programming, Diff 20 Expert [Complex Computer Language]). Or you can alter an existing modem program to handle your cyberdeck programs (Diff 20/15). Or a Tech can do it for 150-200eb.

- You must also modify your software (Diff 20/15 per program). Or 50eb apiece if done by others. Without programs you can only affect code gates if you know the access code, operate remotes, and examine memory units.

- Instead of Interface use Expert [Complex Computer Language] instead. This has a -3 (min skill 0) because of the slowness of keyboard interfaces.

- Black programs that reduce stats have no effect. Programs that do hit point damage reduce Processor Speed by 1D6 points. When Processor Speed hits zero, the PC crashes and dumps you out of the Net.

- Jack Attack, Liche, Knockout have no effect.

- Glue and all anti-system programs work as normal.

**PROCESSOR SPEEDS TABLE**

Computer	Generic Value	Range
Supercomputer	20	18-23
Mainframe (Microtech 9000)	15	12-20
Workstation/Mini (Toshiba Lightning)	10	8-13
Desktop PC/Laptop (Nutek 101)	5	3-8
Pen Computer	2	1-3
Pocket Organizer	1	1

**MICONETS**

- Only one netrunner can occupy a single micoNet.
- A micoNet is viewed as a single speck on a net square when a micoNet is connected to cyberspace.
- Regular netrunning programs are too big to run in a microNet. You program a microCPU in nanocode, that is custom tailor-fit for the single function the microCPU is doing. Usually a nanocode program is written for one function such as display to a biolight array or a feedback control equation for a cybernetic finger. A program in nanocode is only good for that microCPU and is not transportable.
- A netrunner can attempt to throw another netrunner out of a microNet, using opposed INT + Interface + 1D10.
- You can run a microNet through your deck or direct 'trole connection. Only a netrunner can microNetrun through a deck. However, a Techie can 'trole into a microNet and substitute their Jury Rig for Interface if the device is designed for it. A MedTech can only microNetrun cybernetics. Wireless connections can only work with cybernetics with radios or cellular connections. Any direct link ('trole or otherwise) requires physical contact.
- Crashed microNets reboot within 1D6 turns.
- Occupying a microNet when it crashes throws you out and leaves you stunned for 1D6 turns.
- The physical destruction of a microNet while running it causes an instant 1D6 physical damage to the netrunner and stuns him for an equal number of turns.

• Most microNets in military and industrial devices come with anti-personnel code in some microCPUs. These are hidden with referee's placement and attack like a Sword program after an attempt to gain control of a microCPU is made. If this occurs during a direct 'trod link, the 'runner or techies only defence is their Jury Rig or Interface and base stat. [Guide To The Net, pg.147]

### ***RUNNING A MICRONET***

#### **1. Connect from the outside**

Difficult Interface roll (Nearly Impossible if the connection has a scrambler) to interface an open device ('trod link or wireless comm link designed to transmit and receive data). A neural security scan will stop all attempts. A closed device (no external connection) requires a Very Difficult Electronics test to connect to using a physical link.

#### **2. Navigate the microNet**

Difficult CyberTech roll to learn how the microNet functions, or pass its encryption. Once this succeeds, you know the map of the whole micoNet and can start to control individual micoCPUs.

#### **3. Control the microCPU**

Difficult Programming test, Nearly Impossible if the cyberware requires conscious control and/or adjustment (wearer may try to resist takeover), to gain control.

#### **4. Alter the microCPUs nanocode**

Very Difficult Programming task. A successful roll allows you to change how the microCPU operates. On a throw of 1 you crash the entire microNet stunning the netrunner for 1D6 turns. [Guide To The Net, pg.147]

## Underwater Rules

### UNDERWATER ADJUSTMENT

Characters without extensive experience underwater suffer -3 on Initiative rolls and -1 on skill rolls while submerged. For PCs that operate EVPA suits (and have the Pilot EVPA skill) the Initiative penalty drops from -3 to -1, with no skill penalty.

To determine the duration of underwater adjustment, roll 1D6, add or subtract the appropriate modifiers, then compare the result on the chart below. [Stormfront, pg.57]

#### Adjustment Time

- 0 After a month, you still suffer -2 to Initiative.
- 1-2 1d6/2 weeks, -1 Initiative for another 1d6/3 weeks.
- 3-4 1d6/3 weeks, no further penalty afterwards.
- 5-6 1d6 days, -1 Initiative for another 1d6/3 days.
- 7+ 1d6/3 days, no further penalties.

#### Modifiers

- If you have Swimming skill ..... +1
- If you have Swimming skill at +5 or more ..... +2
- If you have no Swimming or Nuscuba skill ..... -2
- Each defensive Martial Art of 5+ ..... +1
- Great instructor (veteran diver or Navy SEAL) ..... +1

### MAXIMUM DIVE DEPTH (MDD)

All NuSCUBA and underwater equipment has a manufacturer's recommended Maximum Dive Depth (MDD) rating. For each ten meters past the MDD, there's a 10% cumulative chance of failure. [Stormfront, pg.29]

#### Common Depths

- Nuscuba down to 200m
- Hardshell down to 2000m
- Extra-Vehicular Powered Armor depths over 2000m

### NUSCUBA DEPTH PROBLEMS

If a character should have to surface or sink suddenly (greater than 5m during a FNFF phase) they should roll against their BOD. If they fail, there is a 1 in 10 chance they will have a terrible ringing or roaring in the ears (-3 Initiative and Awareness) if they are ascending, as well as pain in the teeth regardless of the direction. These effects last for 1D6 hours, although repeated incidents may lead to hearing loss.

If a character rises or sinks more than 15 meters during a FNFF phase and fails a roll against BOD, they suffer the effects above, plus a tremendous pain in the chest. Unless they wait 1D6 phases to equalize, their lungs hemorrhage, causing 1D6 internal damage (-3 stun/shock roll).

All these effects are cumulative and incur a consecutive -1 to the BOD roll. So if you rise 5 meters per phase for three FNFF phases, you must roll your BOD-3 at the end of the third phase.

If using a Nuscuba suit with a Nitrogen/Oxygen air mix at depths of greater than 30m, there is a high probability of nitrogen narcosis. This happens regardless of the character's BOD stat, although if a character has Resist Torture/Drugs, they may try a Very Difficult roll to avoid the narcosis. Symp-

toms include hyperexcitability, impaired intelligence and perception, euphoria, and hallucinations.

Helium/oxygen and helium/nitrogen/oxygen mixes do not run the risk of nitrogen narcosis, although all produce a slight euphoric feeling past 30 meters.

Nitrogen binders can avoid some of these problems.

[Stormfront, pg.60]

### UNDERWATER COMBAT

#### FNFF Modifiers

If everyone is in Nuscuba, hardshell, or EVPA suits, they're equally affected by the water, and have no additional Initiative modifiers.

Personnel inside a pressurized static environment (platforms, subs, etc) or on the surface, gain +3 to Initiative and +2 to Hit any target less than a meter below the surface or outside the pressurized environment. Firing at characters submerged between 1 and 3 meters is a -3. Firing at characters submerged greater than 3 meters, uses the Scatter chart. Submerged characters firing out of the water suffer -2 to Hit at depths of 3m or less, and when firing from water deeper than 3m, use the Scatter chart.

Submerged characters also suffer a -3 cumulative to-Hit modifier when firing at two or more targets.

#### Optional Sight Based Modifiers From Sub Attica

- If you have Swimming skill ..... +1
- No Face Mask or Optical Mod ..... -5 Awareness & WA
- Face Mask or Optical Mod ..... +5 Awareness, -2 WA
- Below 60ft without a light ..... -5 Awareness & WA
- A light source shines up to 40 ft ..... Depends on Turbidity
- Turbidity ..... Varies

#### Caseless-Ammo Firearms

Most caseless weapons can be exposed to Nuscuba depths (200m) without stress. If exposed to Hardshell depths the Reliability drops one category each time it is subjected to such pressure and there's a 25% chance of a misfire (1/2 weapons damage within a 1m radius). If weapon Reliability is reduced below UR, it is considered unusable, with a 95% chance of misfire.

If fired with a "wet" barrel, Reliability drops a category and range is reduced by 25%. A barrel "cap" (70eb) prevents water from entering down to 200m, and can be fired through. Caseless weapons can be reinforced to withstand depths of up to 2000m (-1 from WA, +1kg to weight, SP 15).

If you plan to fire the weapon underwater, you need sealed ammunition (2x cost, P availability), or the bullet's propellant block will dissolve within ten minutes. A field kit, 1d10 minutes, and an Average (Diff 15) Weaponsmith roll will extract the round from the weapon. If the weapon is fired without being cleared of dissolved propellant (requires repair facilities and solvent to remove), there is a 60% chance for every round fired of igniting the residue and causing an explosion (weapon's full damage within 1m radius). If fired on full-auto, there's automatically an explosion.

#### Cased Ammo Firearms

Can also be exposed to Nuscuba depths, but lose one category of Reliability for every hour they spend underwater, until UR is reached. To waterproof cased ammo fire-

arms requires a Diff 25 Streetwise check to find a capable gunsmith, and can cost from 65% to 200% of the weapon's original cost. When firing such a weapon underwater, roll against the Reliability table in Cyberpunk (pg.96) for each round; a jammed round requires twice the normal amount of time to remove underwater.

### Recoil

When firearms are used underwater, the shooter suffers a cumulative -1 penalty for each shot fired per turn, or a -1 per ten shots fired on full-auto.

### Electrothermally-Enhanced Weapons

When fired discharge a plume of electrically-charged plasma into the water, causing a charged steam explosion 1m wide and 1-3m long. If touched by the cloud, make a BOD save or be stunned for 1d6x10 seconds.

### Exotics

Microwavers can be used underwater is waterproofed and tuned (200% of weapon's cost, Diff 25 Streetwise check to find someone, or Diff 30 Weaponsmith to do it yourself).

Tasers will electrocute everyone, the Power Squirt, and paintball weapons are ineffective.

Needleguns, and flechette weapons need to be waterproofed (same cost and Diff as cased ammo weapons).

Bows and crossbows are reduced to 25% range.

Gyrojets and Rocket-Launching Weapons suffer no recoil or accuracy penalties, but must be waterproofed (like cased ammo weapons).

Flamethrowers work 50% of the time if loaded with phosphorous, or napalm gel (and can be ignited). Damage is halved and range is reduced to 5m.

Grenades, mines, and C-6 function as normal with a waterproof detonator.

RPGs, missile, and auto-grenade launchers have a 50% misfire chance per round.

Laser weapons must be waterproofed in a clean lab, and it's optics must be optimized for use underwater.

[Stormfront, pg.58]

### MARTIAL ARTS UNDERWATER

Offensive martial arts (e.g. karate, kick boxing, etc) used at Nuscuba depth levels face the following modifiers: Strike -2, Kick -3, Block -1, Dodge 0, Throw - Impossible, Hold 0, Escape 0, Choke -1, Sweep - Impossible, Grapple -1.

Defensive martial arts (e.g. aikido, tai chi, judo) are more useful at Nuscuba depths, and give the following modifiers: Strike -2, Kick -2, Block +2, Dodge +1, Throw - Impossible, Hold +3, Escape +1, Choke +3.

Using any martial arts below Nuscuba depths is not possible because of the bulky dive suits and water resistance.

[Stormfront, pg.57]

### HPNS

There is a 5% chance that characters can develop High Pressure Nervous Syndrome due to rapid pressurization. The eventual effects of this will be similar to cyberpsychosis, causing the affected character to overreact to any emotional situation. [The Bonin Horse, pg.12]

### EXPOSURE

#### Unprotected Diver

Below 60°F the player may properly operate in cold conditions for current °F temperature x 2 minutes before suffering from Hypothermia. After this time, the player has an extra three minutes of activity per point of Body, based on the Chills explanation of Unprotected Diver at Work. Beyond this point the player is required to make Saves vs Stun every 5 minutes or go unconscious.

**Cold 88°F or 31°C:** -5 to INT & REF rolls.

**Shivering 86°F or 30°C:** -10 to INT & REF rolls, -1 BOD.

**Chills 78°F/25°C:** 1-2 hours. -15 INT & REF rolls, -2 BOD.

After 1 hour the player must make a Stun Save vs the cold every 15 minutes or lose all Body and fall asleep. Even if he makes the Stun Save he still loses a point of Body every 15 minutes. The number of times a person is allowed to make a Save vs Stun is equal to his Body Type (Very Weak 1 roll, Weak 2, Average 3, Strong 4, Very Strong 5).

#### Protected Diver

For every 5°F below suit's standard, the player uses the time limit chart for 'Unprotected Diver'.

**Wet Suit:** Affords protection from 70-60°F or 21-16°C with no penalties to actions.

**Dry Suit:** Affords protection from 60-45°F or 15-7°C with no penalties to actions.

**Hot Water (Unisuit):** Affords protection from 45°F or 7°C all the way down to the freezing point of either sea water or fresh water with no penalties to actions. [Sub Attica, pg.79]

### HOLDING YOUR BREATH

**No Activity:** BODY x 30 seconds

**Normal Activity or Swimming:** BODY x 20 seconds

**Hyper Activity or Sprints:** BODY x 10 seconds

After the player runs out of air, he must make a Save vs Stun every 10 seconds, or fall unconscious and drown. Every 30 seconds the player remains unconscious, he suffers 1 point of permanent Intelligence loss. Once 4 minutes have passed or when the player goes unconscious, he must make a Death Save every 30 seconds. Every time the player is required to make a Stun or Death Save roll, he does so at an increased difficulty of -1. The time underwater can be expended by 30 seconds if the players use controlled hyperventilation. [Sub Attica, pg.80]

### WATER PRESSURE (33FT PER ATMOSPHERE)

A person or object can function easily underwater in an atmosphere value double their Body Type. A person can survive an atmosphere value up to four times his Body Type before they begin to suffer 1 point of damage for every 5 atmosphere levels they go beyond their maximum.

[Sub Attica, pg.80]

**SQUEEZE**

Squeeze include ear squeeze (water pressure against the eardrum), tooth squeeze (air trapped in a filling), intestinal squeeze, and mask squeeze. Most of the time the squeeze will merely cause pain and require a slow ascent. Other times it can shatter the ear drum or cause damage to the tissue around the eyes. Any player trying to complete an action whilst suffering from severe squeeze suffers a +5 difficulty modifier.

Beyond three atmospheres equipment has a 5% cumulative chance of malfunctioning per atmosphere, unless it is wetproofed or otherwise modified. [Sub Attica, pg.79]

**OXYGEN POISONING**

At 2 atmospheres (33 ft) pure oxygen becomes toxic. Normal air becomes toxic at 10 atmospheres (297 ft). Symptoms include nausea, twitches, fatigue, confusion, labored breathing, anxiety and loss of fine motor control. A 1d10 check vs Cool is required to overcome these symptoms. A failure indicates that panic, fatigue or confusion are clouding the judgement of the diver while he heads deeper or ascends too quickly. To alleviate these symptoms, the diver need only return up to the surface or reduce the oxygen mixture in his air supply. [Sub Attica, pg.81]

**THE BENDS / DECOMPRESSION SICKNESS**

This occurs when a person goes from a high pressure environment to a low or normal pressure environment to quickly. A sudden decrease in pressure causes nitrogen to expand, forming tiny bubbles in the blood and tissue. Once a person is hit with the bends, it will take 1d10 hours for the symptoms to manifest. Once that occurs, the GM should roll 1d6 for location of excess nitrogen pockets.

**Roll Location & Symptoms**

- 1 Brain: Blindness, paralysis, dizziness, convulsions and unconsciousness.
- 2 Joints, Muscles or Bones: Pain, +10 difficulty.
- 3 Bloodstream: block circulation, rendering certain areas useless.
- 4 Spine: paralysis and loss of sensation.
- 5 Lungs: choking and death by asphyxiation.
- 6 Skin: rash and itching (reroll a secondary symptom)

A person afflicted with the bends can recover if he is taken to a recompression chamber in time. However, for every hour that a person has decompression sickness, including the 1d10 hour grace period, he suffers a 5% cumulative chance of having permanent effects. [Sub Attica, pg.82]

**Space Rules**

**RUNNING OUT OF OXYGEN**

**One hours worth left:** Air is hard to breathe. INT, REF, COOL are temporally by -3.

**Five minutes left:** Every 3 minutes after this characters will lose 1 point of INT. All but 1D6/2 points (round down) of this lost INT is regained when the oxygen level is restored.

**All oxygen gone:** All characters automatically pass out, and lose 1D6 points of INT per turn in addition to whatever INT they may have previously lost. 1D10 minutes after INT reaches zero, characters are Dead. [Deep Space, pg.17]

**VIOLATING PRESSURE & EVACUATION TIME**

For every point of penetration damage a 2 cm diameter hole is opened.

For every 2 cm hole, you will lose six cubic meters of air per turn. To work out how many cubic meters of air are in an enclosed environment use one of the formula below:

**Cube: height x width x length = cubic meters**

**Cylinder: 3.14 x length x (radius<sup>2</sup>) = cubic meters**

**Half Volume:** The air is becoming thin and hard to breathe. Characters must make a difficulty 15 BODY check, or pass out until pressure is restored.

**Quater Volume:** Characters must make a difficulty 25 BODY check every turn to remain conscious. After three minutes, they will lose 1 point of INT for every additional three minutes of 1/4 volume. When pressure is restored, all but 1D6/2 points (round down) will be restored with proper therapy. In addition, characters will suffer 1D6/2 damage every turn from "the bends" as nitrogen boils out of the blood, unless the character is in a helium/oxygen atmosphere. If pressure is restored, the character permanently loses 1D6/2 points of BODY.

**Zero Volume:** The compartment is airless, if the character is still conscious he has only 5D6 seconds of consciousness left. They suffer an additional 1D6 damage per turn, and lose an additional 1D6 points of INT per turn. After 1D10 turns at zero INT, the character has reached death state 10 and is Dead.

Usually in space habitats when 1/4th of the total pressure has been lost, automatic sensors will seal off the area and sound an alarm. Goop balls, slap patches, and makeshift items can be used to seal a hole. One goop ball will cover a 5 cm hole, a slap patch will cover a 30 cm x 30 cm area. [Deep Space, pg.17]

**SPACE ADAPTATION SYNDROME**

Symptoms are similar to the flu. Within three hours of attaining zero-gee, roll 1D10. [Deep Space, pg.24]

**1D10 Result**

- 1-2 You don't suffer from it this flight. Immune if first flight.
- 3 Slightly queasy, get better in 1D10 hours.
- 4-9 Suffer full effects for 1D6/3+(half your roll) days (3.3 to 6.5 days; keep the fraction).
- 10 You will never fully recover until you are in a gravity environment again; a large centrifuge will suffice.

**Roll Modifiers**

- Born in space ..... -4
- Got it on your first flight ..... +1
- Didn't get it on your first flight ..... -1

**COMBAT IN ZERO-GEE**

Any player firing a recoiling weapon must make roll a 1D10 + REFLEX + Zero-G Combat roll higher than 15 or be knocked off his feet. For every point the player failed by, he is pushed back 0.5m/sec in the direction opposite of that in which the weapon was fired. If a wall is hit, the character will take 1D6 bludgeon damage for every 2m/sec or fraction of recoil speed. The character is also thrown into an uncontrolled spin (recovery takes an Average Zero-Gee Manoeuvring roll). [Deep Space, pg.25]

<i>Weapon</i>	<i>Difficulty Modifier</i>
Small Caliber (.22, .32) .....	+2
Medium Caliber (9mm, .38) .....	+5
Heavy Caliber (.45, .44, .357) .....	+10
Any Rifle Caliber .....	+10
Any Automatic Burst .....	+10
Braced Stance .....	-4
Velcro Soled Shoes .....	-2
Body Type is Strong .....	-2
Body Type is Very Strong .....	-4
Magnetic Boots .....	-4

<i>Stage</i>	<i>Symptom &amp; Effects</i>	<i>Check</i>
1	Numbness of extremities	REF -1
2	Stiffness or joints, limbs	REF -1
3	Shivering stops	BODY -1
4	Thought becomes disjointed	INT test
5	Balance goes, walking difficult	REF test
6	Person must sleep	MA test
7	Person will die (test hourly to avoid)	BOD test -5

**SNOWBLINDNESS**

The optic nerve can be overloaded by the intense glare of the sun reflected off of the snow. If no precautions are taken, after an hour or two, a character will be blinded for 1D6x10 minutes, followed by an hour of blurred vision.

Precautions include wearing sunglasses, hats, or anything else that reduces the overall brightness of the reflected light. Snowblindness can also affect cyberoptics without anti-dazzle. [Northwest Passage, pg.59]

**Cold Weather Rules**

**HYPOTHERMIA**

For every hour spent in intensely cold weather recalculate the hypothermia count for each player, adding or subtracting for each appropriate measure they take. Roll a percentile against this value, if someone rolls under their hypothermia count, he beings feeling the effects of a cold. Each hour any affected person should be told which symptoms (listed in order below) they experience. The symptoms are cumulative and ultimately result in the person's death if not counteracted. All symptoms and their attribute effects remain until treatment is received. It takes 10 minutes in a warm bath or similar to recover each percentage point lost on the hypothermia count. [Northwest Passage, pg.57]

**Hypothermia Count Modifiers:**

- Nonretractable hand razors add 5%. Gloves counteract.
- Exposed interface plugs add 10%, 25% is mounted in the skull. Proper clothing will subtract 10%.
- Wind chill adds 10 to 20%. Again proper clothing will subtract 10%.
- Resting outside without proper protection, such as a survival dome, adds 10% to the count. Proper clothing subtracts 5%.
- Using snowmobiles or other open vehicles increases the wind chill. Add 10% to any passengers, and 5% to the driver. Proper clothing has no effect, but is passengers are enclosed they are not affected.
- Soaked or wet clothing adds 15%.
- Exposed cyberlimb adds 10% unless covered or heated.

## Crimes And Sentencing

### **LOW-PRIORITY CRIMES (LPC) - PRIORITY 5 & 6**

Criminals are allowed two phone calls, a defense attorney, (1500-2000eb+) they also have the right to remain silent. A preliminary hearing is held within 48 hours, where bail may be set and a trial date within two weeks is set.

### **MID-PRIORITY CRIMES (MPC) - PRIORITY 3 & 4**

Criminals are allowed a defense attorney (3500-4000eb+), and have the right to remain silent. They may be held a week before a preliminary hearing, where a trial date is set. Bail may be set, but usually the criminal is held in custody until the trial.

### **HIGH-PRIORITY CRIMES (HPC) - PRIORITY 2**

The charged individual foregoes all rights, including the right to remain silent. They may be forced to undergo interrogation under truth serum, lie detector, or a psychological reality simulation and analysis.

The perp has a preliminary hearing within two weeks of being charged, where a Judge will determine possibility of bail, set a trial date, and decide whether to allow the defendant a lawyer (7000-8000eb+), depending upon the strength of the presented case.

### **TOP-PRIORITY CRIMES (TPC) - PRIORITY 1**

The criminal has no rights whatsoever. Once it is determined that the individual is the perpetrator and execution order is issued.

### **INSANITY**

If the criminal is found insane he is sent to the Psycho block until he is fit to stand trial for his crimes. This may be waived if a Priority 1 crime was committed.

[Protect & Serve, pg.62-70]

### **PRIORITY 6**

**Buying, receiving & possession of stolen goods** - return of all materials, plus 50eb+ fine and/or 1 month to 1 year in low security block.

**Disorderly Conduct** - up to a week in a low security block.

**Illegal Netrunning** - 50eb+ fine and/or up to 5 years in a low security block.

**Larceny (max 50eb)** - return of materials, plus 1-10 years in a low security block.

**Liquor Laws** - 20-100eb fine.

**Obstruction of Justice** - 1 month - 1 year in a low security block.

**Traffic Offenses** - 20-1200eb fine and/or up to 3 years in a low security block.

### **PRIORITY 5**

**Auto Theft** - 1-7 years in a low security block or exile. HiWay dispenses death for major autocrimes.

**Burglary** - return of goods, personality adjustment and 1-6 years in a low security block.

**Fraud** - return of goods, personality adjustment and/or 1-20 years in a low security block.

**Group Voyeurism** - host 200-2000eb fine and/or 2 months to 1 year in low security block, plus a possible civil suit. Audience 10-100eb fine and 1-5 days in low security block.

**Low Impact Bloodsports** - proprietors and staff 500-10,000eb fine and/or 1-5 years in mid security block. Audience 10-200eb fine and/or 1 day to 1 week in low security block. Legal in certain areas.

**Possession of Illegal Cyberware** - 100-500 eb fine and/or 1 month-1 year in a low security block.

**Prostitution and Non-Commercialized Vice** - 50-2000 eb fine or for pimping - 1 week to 2 years in a low security block.

**Weapons Offenses** - 100-1000 eb fine and/or 1 month-10 years in a low security block.

### **PRIORITY 4**

**Arson** - personality adjustment and 1-20 years in a mid security block or psychoblock.

**Assault** - 1-7 months in a mid security block.

**Bribery of an Enforcement Officer** - 1-6 months in a mid security block.

**Embezzlement** - 1-20 years in a mid security block.

**Grand Larceny** - 1-20 years in a mid security block and personality adjustment.

**Pitfights** - proprietors and staff 100-3000eb fine and/or 1-5 years in low security block. Audience 10-200eb fine and/or 1 week to 1 month in low security block.

**Rape** - exile or 1-15 years in a mid security block, or psychoblock and personality alteration and/or braindance. HiWay dispenses death for sex crimes.

**Rioting** - 1 month - 1 year in a mid security block or exile.

**Robbery** - 1-20 years in a mid security block and personality adjustment.

### **PRIORITY 3**

**Aggravated Assault** - 1-7 years in mid security block or psychoblock and personality adjustment and/or braindance.

**Armed Robbery** - 4-15 years in mid security block or psychoblock and personality adjustment and/or braindance.

**Cannibalism** - psycho block, personality adjustment, or death depending on the extent of the meal.

**Extortion** - 1-15 years in mid security block.

**Gambling without Permit** - 500eb+ fine and up to a year in mid security block.

**Hound Tipping** - 2000-10,000eb fine and/or 2-20 years high security block. Plus civil suit in addition to criminal prosecution in Night City.

**Type C Trafficking** - 1-10 years in mid security block.

**PRIORITY 2**

**Counterfeiting** - 6-15 years in hi security block.

**Environmental Laws** - 500eb+ fine and up to 3 years in hi security block.

**Exotic Pitfights** - proprietors and staff death. Audience 500-1000eb fine and 5 months to 1 year in low security block or state exile.

**High Impact Bloodsports** - proprietors and staff 5000-150,000eb fine and/or 10-30 years in mid security block. Audience 50-1000eb fine and 5 days to 3 years in low security block. Legal in Texas and in certain areas of Mexico and Canada.

**Kidnapping** - 5-20 years in hi security block or exile.

**Manslaughter** - 0-5 years in hi security block.

**Murder 1** - death.

**Murder 2** - 5-20 years in hi security block or psychoblock and personality adjustment and braindance. HiWay dispenses death for this crime.

**Persona Appropriation** - 100-5000eb fine and/or 1 day to 10 weeks in low security block and possible civil suits.

**Persona Tampering** - 2-20 years in mid security block and possible civil suits and fines.

**Type B Trafficking** - 3-12 years in hi security block or exile.

**Unauthorized Genetic or Biochemical Manipulation** - 1000-10,000eb fine and 1-20 years in mid security block.

**Use of Illegal Cyberware** - removal of cyberware, up to 1 year in hi security block and personality adjustment.

**PRIORITY 1**

**Corporate Murder** - 1000eb+ fine, 10-20 years in top security block, or death. HiWay often dispenses death for the willful murder portion of this crime.

**Espionage** - 10-20 years in top security block and braindance, or death.

**Mass Murder** - death.

**Terrorism** - death.

**Type A Trafficking** - 15-20 years in top security block and braindance.

## **Errata**

### **CHROME BOOK 2**

page 31, Militech RPV-400 - Costs 150,000eb, with control equipment.

page 36, Tsunami Arms Ramjet Rifle - Ammo stats are Dam x2, SP x3 (as Blackhand's Streetweapons). Someone commenting on it said that the results would be spectacular, but not very effective, tending to explosively fragment on any hard or semi-hard surface.

### **CHROME BOOK 3**

page 107, CyberSteroids - Correct cost is 1500eb/+1.

### **SOLO OF FORTUNE**

COT sights are smartgun sights. Telescopic and computerized sights are separate from smartgun rigs and do not add to them.

### **ROUGH GUIDE TO THE UK**

page 32, Private X, SAS - The SILS link is the same as the Mag-Duct Spots from Chrome 1, but for weapons only. 220eb, 1/2D6 HC, Surgery M.

### **DEEP SPACE**

Radiation Stopping Power (RSP) values of Assisted Combat Personnel Armor (ACPA): civilian PA suits will have an RSP of 6, while military PA suits will have an RSP of 8.

Encumbrance Values (EV) for spacesuits  
Skinsuit, EV1; Standard, EV2; Worksuit, EV3; Battlesuit, EV2; Radsuit, EV3; Marssuit, EV2; and Venussuit, EV ?.  
This is EV on top of whatever other armor and clothes you are wearing.

### **MAXIMUM METAL**

Page 10, Sample Awareness/Notice Mods - The listing "Spotter doing something besides spotting" has a mod of -10, not +10.

Page 12, Constructing vehicles - Each crew member takes one space; each passenger takes one space.

Page 19, E-Harpoon - The weapon takes up 2 vehicle spaces, the battery capacitor bank takes up another 2 spaces, and the cost is 10,000 euro.

Page 29, Arasaka Combat 10, armament was omitted - Turreted 7.62mm minigun with 2 magazines and 40mm cannon with 30 rounds. Reduce cargo to 0 spaces and raise the cost to 900,000eb. The 40mm is a special gun made for the vehicle.

HVY 0 N R 8D6 (40mmHE) 10 1 ST 10,000eb

Page 31, Arasaka Riot 8 - This carries eight passengers.

Page 41, AV-9's mass is 5 tons, and UAAV's mass is 3,400kg, not 3400 tons.

Page 49, M-50 Tank Hunter, armament was omitted - Turreted 25mm autocannon, painting laser and 5 Hellfire missiles, HATGM launcher with 19 teleguided/thermal semi-active missiles.

Page 76, Rockets and Missiles, 1st paragraph - Change "all of the weapons require the targeting capabilities of at least a HUD-using Reality Interface" to "The following weapons require the targeting capabilities of at least a HUD-using Reality Interface: Light ATGM, Spectre ATGM, Scorpion 16 SAM, Red Knight SAM."

## Skill & Stat Modifiers

### ATTR

Bodycure (3 hrs, 450eb)	+2 ATTR for 1D6 days
Autotanner	+1 ATTR for 1D6 days
Royo Bodyfree Masks	+1/+2 ATTR
Romanova Cyberlegs	+1 to Wardrobe & Style
'Farinata' Tech Tool Kit	+1 Wardrobe/Style or REP
'Venedico' Electronics Tools	+1 Wardrobe/Style or REP
'Francesca' Techscanner	+1 Wardrobe/Style
Buchsterhude Tool Kit	+1 Wardrobe/Style or REP
Very Good Quailty Clothes	+1 Wardrobe/Style
Designer Quailty Clothes	+2 Wardrobe/Style
Superchic Quailty Clothes	+3 Wardrobe/Style
Nano-Groomers	+2 to +4 Personal Grooming

### BODY

Pacesetter Heart	+1 BODY when on
Pacesetter 2000 Heart	+2 BODY when on
Adrenaline/Endorphin Surge	+1 BODY 3 times in 24hrs
EnduroDrink	+1 Endurance (for 2 hours)
Variable-Chambered Heart	+1 Endurance
"Freezeban" Bioconstruct	+1 Endurance
Hemological Replacement	+1 Endurance, -1 poison
T-Maxx Cyberliver	+4 Drug/Poison (ingest)
Nasal Filters	+4 Drug/Poison (breath)
Toxin Binders	+4 Drug/Poison
BoozeMaster	+1 to resist alcohol
Full-Spectrum Booster	+4 vs illness/poison/drugs
Anti-Plague Nanotech	+3 Disease/Biowar
Web Foot	+3 Swim
Web Hand	+2 Swim

### COOL/WILL

Life Scan Body Monitor	+1 COOL
Stress Chip	+1 COOL for morale
Facedown Chip	+1 Facedown rolls
Voice Stress Analyser	+2 Interrogation
Hand Held VSA	+1 Interrogation
BlabAll Plug-in Air Fouler	+3 Interrogation/Interview
BlabAll Plug-in Air Fouler	-3 Resist Torture
Biomonitor	+2 Resist Torture & Drugs

### EMPATHY

Stress Chip	+1 EMP human interaction
Voice Stress Analyser	+2 Human Perception
Hand Held VSA	+1 Human Perception
AudioVox	+2 Perform
Sound Optimization Sys	+1 Perform
Soundmachine Guitar	+1 Perform w/o back-up
Tailored Phero-Gullible	+1 Persuasion
Nymph Perfume	+2 Persuasion/Seduction
Forked Tongue (A-Vox)	+1 Persuasion/Seduction
Mr.Studd/Midnight Lady	+1 Seduction
Maximum Lover Chip	+2 Seduction
Tailored Phero-Love	+1 Seduction
Habit (6 month, 5000eb)	+2 Social

### INT

Cyber-PCX	+1 INT/TECH skills
Cyber-"E-Book"	+2 INT/TECH skills
Tailored Phero-Confusion	-1 INT & Initiative (within 1m)
Visual Recognition Chips	+Level to Knowledge skill
Auditory Recognition Chips	+Level to Knowledge skill
PhotoMemory RAM Chip	+2 INT (remember 15+)
Trode Set	-2 to Interface skill
Terminal	-5 to Interface skill
Kiroshi MonoVision	+1 Awareness
Revelation Cyberoptic	+1 Awareness
Image Enhancement	+2 Awareness (sight)
Echolocation System	-1 Awareness in darkness
Nanooptical Upgrade	+2 Awareness (night vision)
Tactile Boost	+2 Awareness (touch)
Olfactory Boost	+2 Awareness (smell)
Amplified Hearing	+1 Awareness (hearing)
Sound Editing	+2 Awareness (specific)
IR Combat Cloak	-5 Awareness if using IR
Militech "Ghostsuit"	-4/-2 Awareness (-1/10m)
Gibson "Sneak Suit"	-4 Awareness (-1/10m)
Militech "Mirage Gear"	-2/-1 Awareness (-1/10m)
Cam-O-Skin	-1 Awareness/20m
Medscanner	+2 Diagnose
CompuMod Medscanner	+1 Diagnose
Portable Intern Unit	+2 Diagnose, +1 stabilise
Archaesthetic	+1 Diagnose & Medtech
MedicGear Medical Armor	+2 "on the spot" Med rolls
Blood Substitute	+1 stabilise rolls
Olfactory Boost	+2 Shadow/Track (scent)
NeoAppendix	+2 to Wilderness Survival
"Freezeban" Bioconstruct	+1 Wilderness Survival

### REF

Adrenal Booster	REF+1 for 1D6+2 turns
Boostmaster	+1 REF with boosterware
SuperSized Arm	-2 REF with arm
Enable Cyberlimb	-1 REF with limb
Natural Claws	-3 to manipulation rolls
Kerenzikov Boosterware	+1/+2 to Initiative
Speedware (Sandevistan)	+3 to Initiative for 5 turns
Urbemensch Speedware	+2 to Initiative for 5 turns
Quickdraw Holster	+2 Initiative on fastdraw
Speedholster	+1 Initiative on fastdraw
Universal Link	+2 to cybercontrol tasks
Vehicle Link	+2 cybercontrolled vehicle
Mag-Duct Spots	+1 cybercontrol tasks
Model 100 Plugs	+2 vs ICE, -2 anything else
Gyro-Stabilizer	+1 Athletics, 0-G maneuver
Dodgeball (30 sec)	+1 Brawl, MArts, Melee
Grip Foot	+2 Climb
Extra Twist Joint Addition	+2 Grapple & Escape
Double-Jointed	+1 Grapple, Hold, Escape
360 Rotating Joints	+1 to Escape
Catspaw Stealth Foot	+1 to Stealth
Total Body Plating	-1 Stealth

**TECH**

Cyber-PCX	+1 INT/TECH skills
Cyber-"E-Book"	+2 INT/TECH skills
'Francesca' Techscanner	+1 TECH
MicroWaldo Bracer	+1 TECH (small/complex)
Micromanipulation Rig	+1 TECH (small/complex)
'Pembroke' Techscanner	+2/+1 TECH
Buchsterhude Tool Kit	+1 TECH
Techscanner	-3 repair difficulty, 60% effec
Interface Monitor	+2 CyberTech
Feature Alteration Implant	+4 to Disguise
Cardlock Decryptor	+5 Electronic Security
VocDecryptor	+5 Electronic Security
Advanced Alarm Removal Kit	+1 Electronic Security
Life Scan Body Monitor	+4 1st Aid
Mindscape Cyberholo Imager	+1 Paint/Draw skill
Silverhand Studios Loft	+1 to artistic skill/year
DPI Smart Drum Sticks	+1 Play Drums
"Hurricane" Ultrasynth	+2 Play Synthesizer
Digital Weapon Uplink	+2 Weaponsmith (unjam)

**MA**

Corvette Cyberlegs (basic)	+3 MA, +1 movement rolls
Corvette Cyberlegs (advan)	+8 MA, +2 movement rolls
Digitgrade Legs	+1 MA w/tail, -2 MA without
Extending Leg Units	+1 MA fully extended
Hemological Replacement	+1 MA
Pacesetter Heart	+1 MA when on
Pacesetter Heart 2000	+2 MA when on

**MISCELLANEOUS**

Low Impedance Cables	+1 Interfacing tasks
High Quailty Fibre-Optics	+1 Netrunning tasks
Enhanced Antibodies	+1 Healing
Lifesaver Skinweave	+1 Healing
Nanosurgeons	+1 Healing
Full-Spectrum Booster	+2 Healing
Ignore Pain Bio Tab	+4 to Stun Saves
Circulatory Sphincters	+2 to Stun Saves (Serious+)
Feel Good Endorphin Trigger	+3 Stun/Death Saves
Life Scan Body Monitor	+1 to Death Saves
Bodyweight Vein Clips	+2 Death Saves
Anti-Trauma Bio Tab	+2 to Death Saves
Decentralized Heart	+2 Death Saves (Torso)

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage(Ammo)(BodMin)</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
<b>LIGHT PISTOLS</b>											
BudgetArms C-13	P	-1	P	E	1d6 (5mm)	8	2	ST	50m	75	CP20
Astra Style-6	P	-1	P	E	1d6 (5mm)	6	2	UR	50m	75	ES
Czar Beretta	P	-1	P	C	1d6 (5mm)	8	2	UR	40m	50	PB
Federated Arms Impact	P	+1	J	E	1d6 (.22)	10	2	VR	50m	60	SOF
Federated Arms .22	P	+0	J	E	1d6 (.22)	10	2	ST	50m	25-50	SOF
HI Standard Derringer	P	-1	P	C	1d6 (.22 C)	2	1	ST	50m	25	CP13
Ruger MKII Standard	P	+2	J	C	1d6 (.22lng C)	13	2	ST	50m	25	CP13
Tokarev 1933 TT-33	P	+1	J	C	1d6+1 (7.65 C)	8	2	VR	50m	50	CP13
Mauser M 1896	P	+2	J	E	1d6+1 (7.65 C)	10	2	ST	50m	50	CP13
Browning .25	P	+1	J	E	1d6+1 (.25 C)	5	2	UR	50m	20	CP13
Dai Lung Cybermag 15	P	-1	P	C	1d6+1 (6mm)	10	2	UR	50m	50	CP20
Federated Arms X-22	P	+0	J	E	1d6+1 (6mm)	10	2	ST	50m	50-150	CP20
Towa 12 Police Pistol	P	+3	J	P	1d6+1 (6mm)	8	2	VR	50m	450	PAC
H&K P-11	P	+0	J	P	4d6+1 (6mm R)	5	1	VR	50m	700	ES
Light Autopistol	P	+0	J	E	1d6+2 (7mm)	10	2	UR	50m	100	CGen
Colt .38 "Detective"	P	+1	J	C	1d6+2 (.38 C)	6	1	VR	50m	50	CP20
Federated Arms X-38	P	+1	J	E	2d6 (.38)	10	2	ST	50m	35	SOF
<b>MEDIUM PISTOLS</b>											
Medium Autopistol	P	+0	J	C	2d6+1 (9mm)	10	2	ST	50m	300	CGen
Militech Arms Avenger	P	+0	J	E	2d6+1 (9mm)	10	2	VR	50m	250	CP20
Federated Arms X-9	P	+0	J	E	2d6+1 (9mm)	12	2	ST	50m	300	CP20
BudgetArms Laser-9	MP	+1*	J/L	P	2d6+1 (9mm)	15/35	1/3/20	ST	50m	675	Chr1
Goncz-Taurus Pistol	P	+0	J	E	2d6+1 (9mm)	15	2	ST	50m	200+	Chr1
Goncz-Taurus MP	MP	-1	J	C	2d6+1 (9mm)	15/30	2/10	ST	50m	300+	Chr1
Fashion Gun 9	P	+0	P	E	2d6+1 (9mm)	7	2	UR*	25m	35-40	SOF
Generic Wondernine	P	+1	J	E	2d6+1 (9mm)	d6+14	2	VR	50m	d6+240	SOF2
Beretta M97P	P	+2*	J	P	2d6+1 (9mm)	18	2	VR	50m	480	ES
CCMMC Goaxing CM-3	P	+0	J	C	2d6+1 (9mm)	8	2	ST	50m	75	PAC
Kang Tao Type 97	P	+1	J	E	2d6+1 (9mm)	10	2	UR	50m	35	SOF
Sci Fi Starrior 4	P	+0	J	E	2d6+1 (9mm)	12	2	UR	50m	60	SOF
Teen Dreem	P	-1	J	E	2d6+1 (9mm)	10	2/10	UR*	50m	36	SOF
Beretta Plas 9 Fashion	P	-1	P	P	2d6+1 (9mm)	10	1	ST	50m	200	UK
Towa 14 Pistol	MP	+2	J	P	2d6+1 (9mm)	16	3/16	VR	50m	520	PAC
Czar Makarov	P	-1	J	E	2d6+1 (9mm)	12	2	UR	50m	200	PB
Texas Arms 351 Gyrojet	P	+0	J	C/P	2d6+1 (9mm G)	8	2	UR	50m	420	DS
Calico Assault Pistol	P	+0/-1	L	C	2d6+1 (9mm C)	50/100	2	VR	50m	450	NEO
FN High Power	P	+1	J	C	2d6+1 (9mm C)	14	2	VR	50m	150	UK
Browning Hi-Power	P	+1	J	E	2d6+1 (9mm C)	13	2	VR	50m	150	CP13
Beretta M92F	P	+1	J	R	2d6+1 (9mm C)	7	2	ST	50m	100	CP13
Glock 17	P	+2	J	C	2d6+1 (9mm C)	17	2	VR	50m	150	CP13
Walther PPK	P	+1	P	C	2d6+1 (9mm C)	7	2	ST	50m	100	CP13
HK P9S	P	+1	P	C	2d6+1 (9mm C)	9	2	VR	50m	100	CP13
Beretta M1951	P	+0	J	C	2d6+1 (9mm C)	8	1	ST	50m	150	CP13
Luger Parabellum	P	+0	J	C	2d6+1 (9mm C)	8	1	ST	50m	150	CP13
Styer GB80	P	+1	J	P	2d6+1 (9mm C)	18	2	ST	50m	200	CP13
Mamba	P	+1	J	C	2d6+1 (9mm C)	15	1	ST	50m	150	CP13
Mamba Auto-Pistol	P	+1	J	R	2d6+1 (9mm C)	15	5	ST	50m	200	CP13
Sig Sauer P-210-2	P	+2	J	P	2d6+1 (9mm C)	8	2	VR	50m	150	CP13
BudgetArms C-41	P	+1	J	E	2d6+1 (.41 C)	10	3	VR	50m	600	SOF
Colt Alpha-Omega .45	P	+2	J	C	2d6+2 (.45 ACP)	10	2	VR	50m	500	Chr1
Colt .45 "Peacemaker"	P	+0	J	R	2d6+2 (.45 C)	6	1	VR	50m	200	CP20
.45 Colt Automatic	P	+1	J	E	2d6+2 (.45 C)	7	2	VR	50m	200	CP13
Dai Lung Streetmaster	P	+0	J	E	2d6+3 (10mm)	12	2	UR	50m	250	CP20
Colt Alpha-Omega 10	P	+2	J	C	2d6+3 (10mm)	10	2	VR	50m	500	Chr1
Glock 30 MP	MP	+2	P/J	C	2d6+3 (10mm)	20/30	1/3	VR	50m	705	Chr1
IMI Gamad	P	0/+1*	P/J	E	2d6+3 (10mm)	7/15	2	VR	50m	575	SOF2
Colt Enforcement 10	P	+1	J	C	2d6+3 (10mm)	14	2	VR	50m	550+	CB 3
FN Browning "3-Spot"	MP	+1	J	C	2d6+3 (10mm)	24	3	ST	50m	425	UK
LeRoi Maxi-10	P	-1	J	E	2d6+3 (10mm)	10	2	UR	50m	150	ET

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage(Ammo)(BodMin)</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
Arasaka WSA	P	+0	J	C	2d6+3 (10mm)	15	2	VR	50m	400	CB1
Sternmeyer P-41	P	+0	J	C	2d6+3 (10mm)	12	2	VR	50m	425	CB1
Stolbovoy St-2 Pistol	P	+0	J	C/R	2d6+3 (10mm)	14	2	VR*	50m	450	CB3
Surprising Stranger	P	+0	P	E	2d6+3 (10mm)	4	2	ST	25m	15-50	SOF
Towa 13 Police Pistol	P	+2	J	P	2d6+3 (10mm)	12	2	VR	50m	500	PAC
S&W Combat Magnum	P	+1	J	C	2d6+3 (.357 C)	6	2	VR	50m	150	CP20
C.O.P. Derringer	P	+0	P	C	2d6+3 (.357 C)	4	2	VR	50m	100	CP20
Desert Eagle	P	+1	J	C	2d6+3 (.357 C)	9	2	VR	50m	250	CP13
Colt Python	P	+1	J	E	2d6+3 (.357 C)	6	1	ST	50m	250	CP13
S&W Model 29	P	+1	J	C	2d6+3 (.357 C)	6	2	VR	50m	200	CP13
.357 Magnum Revolver	P	+0	J	C	2d6+3 (.357mag C)	6	2	VR	50m	250	NEO
.357 Magnum Autoloader	P	+0	J	C	2d6+3 (.357mag C)	8	2	VR	50m	300	NEO
S&W "Tri-Star"	P	+0	J	C	2d6x3 (.410ga)	6	2	ST	50m	275	Chr2
Tsunami Express	P	+3	L	P	2d6+3 (5.2 ET)	24	3	VR	75m	5300	SOF2
Hammer M-11 Bolt Pistol	P	+2	J	P	1d6+2* (9mm Bolt)	10	2	ST	30m	320	DS
Militech Black Widow	P	+1	J	P	1/2d6 (Flec)	10	2	ST	30m	400	DS
Militech Silver Shadow	P	+0	J	P	d6/2+2x1d6/3(Flec)	8	2	ST	30m	300	DS

**HEAVY PISTOLS**

Malorian Hvy Flechette	P	+1	J	C	1d6+1* (4mm)	25	2	ST	50m	595	Chr1
Espinoza One Shot	P	-1	J	E	3d6 (.50 short)	1	1	UR*	50m	75	SOF
Heavy Autopistol	P	-1	J	E	3d6 (11mm)	10	2	VR	50m	500	CGen
BudgetArms Auto 3	P	-1	J	E	3d6 (11mm)	8	2	UR*	50m	350	CP20
Sternmeyer Type 35	P	+0	J	C	3d6 (11mm)	8	2	VR	50m	400	CP20
Mustang Arms "Mark II"	P	+1	J/L	C	3d6 (11mm)	12/20	3	VR*	50m	425	SOF2
"Decker Gun"	P	-1	J	E	3d6 (11mm)	10	2	VR	50m	500	CGen
Nova 757 Cityhunter	P	+2	J	P	3d6 (11mm)	18	2	ST	50m	480	BH
Sidekick	P	+0	J	C	3d6 (11mm)	8	2	ST	50m	350	PB
Nova 338 Citygun	P	+1	J	P	3d6 (.338)	7	3	VR	50m	460	Chr2
Dai Lung Magnum	P	+1	J	E	3d6+1 (.357mag)	10	2	UR*	50m	60	SOF
Baretta M20-F	P	+1	J	C	3d6+3	15	3	VR	50m	750	P1
S&W Handcannon	P	+0	J/L	P	4d6 (.44 Mag)	6	2	UR	50m	850	SOF2
	P	+1	-	-	2d6+2 (.45 ACP)	10	2	UR	50m	-	-
Tsunami Raimei Ramjet	P	+2	L	P	5d6 to 7d6+1*(10RJ)	6	2	VR	100m	1100	SOF2

**VERY HEAVY PISTOLS**

.44 Mag Revolver	P	+0	J	P	4d6 (.44 C)	6	1	VR	50m	375	NEO
Llama Commanche	P	+0	J	C	4d6 (.44 C)	6	1	ST	50m	250	CP20
C.A. "Bulldog"	P	+0	P	C	4d6 (.44 C)	5	1	VR	50m	200	CP13
.44 Automag	P	+1	J	P	4d6 (.44 C)	7	2	UR	50m	250	CP13
Very Heavy Autopistol	P	+0	J	E	4d6+1 (12mm)	8	1	VR	50m	800	CGen
Armalite 44	P	+0	J	E	4d6+1 (12mm)	8	1	ST	50m	450	CP20
Colt AMT Model 2000	P	+0	J	C	4d6+1 (12mm)	8	1	VR	50m	500	CP20
Vz/101	P	+0	J	P	4d6+1 (12mm)	8	1	VR	50m	450	ET
Enfield Spitfire	P	+1	J	P	4d6+1 (12mm)	12	1	VR	50m	550	UK
Enfield Spitfire doubletap	P	+1	J	R	4d6+1 (12mm)	12	2	VR	50m	700	UK
Paltik Pistol	P	+0	J	C	4d6+1 (12mm)	10	1/5	ST	50m	50+	PAC
Constitution Arms MAP	P	+0	J	P	Varies (12mm C)	5	1	VR	50m	525	P&S
454 Magnum Disposable	P	-2	P	R	4d6+3 (.454)	2	1	VR	40m	100	I1.1
Ameritech Magnum	P	+1	J	R	4d6+3 (.454)	5	2	VR	50m	1000	I1.1
Fed Arms "Super Chief"	P	+0	J	P	4d6+3 (.454 C)	5	1	VR	50m	375	Chr1
Rhinemettal 1540se	P	+1	J	R	5d5 (5.56) (B10)	8	2	VR	50m	2300	P2
Nova Arms "Stallone"	P	+1	J	P	4d6 (.357 ET)	6	2	VR	60m	999	SOF2
Nova Arms "Bronson"	P	+1	J	P	5d6 (.41 ET)	6	2	VR	80m	1199	SOF2
Nova Arms "Eastwood"	P	+1	J	P	6d6 (.44 ET)	6	2	VR	80m	1499	SOF2
Nova Arms "Arno"	P	+1	J	P	6d6+3 (.454 ET)	6	2	VR	100m	1799	SOF2
Militech Boomer-Buster	P	+1/-1	L/J	P	5d6@ (.477)	4	1	VR	50m	450	SOF
Malorian Arms 3516	P	-1	J	R	6d6 (14mm)(B12)	6	1	VR	50m	4525	Chr1

**LIGHT SUBMACHINEGUNS**

Czar Skorpion	SMG	-2	L	C	1d6 (5mm)	20	25	UR	150m	350	PB
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<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage(Ammo)(BodMin)</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
Militech Mini-Gat	SMG	+0	L	P	1d6 (.22/5mm)	120	40	ST	150m	695	Chr1
Fed.Arms Tech Assault	SMG	+1	J	E	1d6 (.22)	30	10/30	UR*	100m	160	SOF
Vz61 Skorpion	SMG	+2	J	P	1d6+1 (.25 C)	20	25	VR	150m	200	CP20
Fed.Arms Tech Assault 2	SMG	+1	J	C	1d6+1 (6mm)	50	25	ST	150m	400	CP20
Setsuko-Arasaka PMS	SMG	+1	L	P	1d6+2 (7mm)	40	20	ST	150m	950+	Chr1
Ingram MAC 11	SMG	-1	J	C	1d6+2 (.380 C)	32	35	UR	150m	250	CP13
Surnam Machine Pistol	SMG	+0	J/L	C	1d6+4 (.177)	25/50	50	UR*	150m	375	SOF2
Light Machine Pistol	SMG	+1	J	E	2d6+1 (9mm)	30	35	ST	150m	500	CGen
Uzi Miniauto 9	SMG	+1	J	E	2d6+1 (9mm)	30	35	VR	150m	475	CP20
H&K MPK-9	SMG	+1	J	C	2d6+1 (9mm)	35	25	ST	150m	520	CP20
UZI	SMG	+2	J	C	2d6+1 (9mm C)	30	20	VR	150m	250	CP20
Mini UZI	SMG	+1	J	C	2d6+1 (9mm C)	30	35	VR	150m	250	CP13

**MEDIUM SUBMACHINEGUNS**

Malorian Sub-Flechette	SMG	+2	J	C	1d6x1d6 (flec)	10/30	3/35	VR	200m	795	Chr1
"Sten"	SMG	-2	L	E	(.22 to 12mm)	30	3/30	ST	100m	200	NEO
Beretta M-24 SMG	SMG	+2	L	P	2d6+1 (9mm)	50	25	VR	200m	950+	Chr1
Calico Submachinegun	SMG	+0	L	C	2d6+1 (9mm C)	50/100	3/20	ST	200m	750	NEO
H&K MP5/MP5K	SMG	+1	L	C	2d6+1 (9mm C)	30	20	ST	200m	300	CP13
L2A3 Sterling	SMG	+0	L	C	2d6+1 (9mm C)	10/34	20	VR	200m	200	UK
Ingram MAC 10	SMG	-1	J	C	2d6+2 (.45 C)	30	5	UR	200m	250	CP20
M3 "Grease Gun"	SMG	-1	L	C	2d6+2 (.45 C)	30	30	ST	200m	250	CP13
Militech-10 .45	SMG	+1	J	E	2d6+2 (.45 ACP)	30	20	ST	200m	455	Chr1
Medium Machine Pistol	SMG	+0	J	E	2d6+3 (10mm)	40	20	VR	200m	600	CGen
Arasaka Minami 10	SMG	+0	J	E	2d6+3 (10mm)	40	20	VR	200m	500	CP20
Militech Viper	SMG	+0	J	P	2d6+3 (10mm)	40	30	VR	200m	600	HoB
Arasaka WMA (Silenced)	SMG	-1	L	E	2d6+3 (10mm)	40	20	VR	200m	700	CB1
Stolbovoy StS SMG	SMG	-1	J	C/R	2d6+3 (10mm)	35	30	VR*	100m	600	CB3
Medusa 2000	SMG	+0	N	P	2d6+3 (10mm)	40	20	VR	200m	2500	I2.1
Beretta 1010 MP	SMG	+0	J/P	C	2d6+3 (10mm)	30/15	15	ST	100m	475	UK
H&K MP-2013	SMG	+1	J	C	2d6+3 (10mm)	35	32	ST	200m	450	CP20
IMI "Gamdaii"	SMG	+2	N	E	2d6+3 (10mm)	35x2	25	VR	200m	950	SOF2
	HVY	+0	-	-	(25mm/10ga)	1	1	ST	100m	-	-
Mustang Arms ARS-5C	SMG	+1	J	C	2d6+3 (10mm)	40	3/40	VR	100m	600	CB3
Guardian	SMG	+0	N	C	2d6+3 (10mm)	35	25	ST	200m	450	PB
Militech-10	SMG	+1	J	E	2d6+3 (10mm C)	30	20	ST	200m	455	Chr1

**HEAVY SUBMACHINEGUNS**

Schmeisser MP-40	SMG	+2	N	C	2d6+1 (9mm C)	30	25	VR	200m	250	CP13
Thompson M1	SMG	+2	N	C	2d6+2 (.45 C)	30/50	20	ST	200m	250	CP20
Thompson M1928	SMG	+2	N	C	2d6+2 (.45 C)	100	20	UR	200m	250	CP13
Sternmeyer SMG 21	SMG	-1/0	L	E	3d6 (11mm)	30	3/15	VR	200m	500	CP20
CCMMC Tuzi-7	SMG	-2	J	P	3d6 (11mm)	30	15	ST	100m	125	PAC
Chadran City Reaper	SMG	+0	L	P	3d6 (11mm)	40	20	VR	200m	950	I1.3
Heavy SMG	SMG	+0	L	C	4d6+1 (12mm)	30	3/20	ST	200m	800	CGen
H&K MPK-11	SMG	+0	L	C	4d6+1 (12mm)	30	20	ST	200m	700	CP20
Ingram Mac 14	SMG	-2	L	E	4d6+1 (12mm)	40	10	ST	200m	650	CP20
H&K MPK-2020	SMG	+2*	L	P	4d6+1 (12mm)	60	30	ST	200m	750	UK
H&K MPK-20	SMG	+2	L	P	4d6+1 (12mm)	60	30	ST	200m	775	UK
FURIAZ-21 Carbine	SMG	-1	L	R	4d6+1 (12mm)	40	30	VR	200m	1900	P2
	SHT	-1	-	-	4d6 (12 ga)	2	1	VR	50m	-	-
Bushmaster	SMG	+0	L	R	5d6 (5.56 C)	30	20	ST	200m	1000	CP20

**SHOTGUNS**

Militech Crusher SSG	SHT	-1/-3	J	C	3d6 (20ga)(B9)	6	2	ST	12/25m	450	Chr1
Mustang Arms Close 20	SHT	-1	N	P	3d6 (20ga)(B3)	15	2	ST	50m	350	SOF2
Arasaka WCAA Rapid 12	SHT	-1	N	C	4d6 (12ga)(B6)	20	2/10	ST	50m	900	CP20
CCMMC Qi-15	SHT	-2	N	P	4d6 (12ga)(B6)	15	2/10	ST	50m	150	PAC
Enfield LastChance	SHT	+0	J	C	4d6 (12ga)(B12)	1	1	UR	25m	60	ES
Luigi Franchi P.16	SHT	+1	L	R	4d6 (12ga)(B6)	20	2/10	ST	50m	980	ES
M-12 Close Assault	SHT	+0	N	P	4d6 (12ga)(B6)	20	3/10	VR	50m	950	HoB

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage(Ammo)(BodMin)</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
Militech Bulldog	SHT	+0	L	P	4d6 (12ga)(B6)	21	3/10	ST	50m	1000	CB2
Militech Military/Police	SHT	0/-1	N/L	C	4d6 (12ga)(B3)	8	2	ST	50m	300	Chr1
Mustang Arms "Raider"	SHT	+0	L/N	C	4d6 (12ga)(B3)	5/9	2	ST	50m	400	CB3
Sternmeyer Stakeout 10	SHT	-2	L	R	4d6 (12ga)(B3)	10	2	ST	50m	450	CP20
CAWS	SHT	+0	N	R	4d6 (12ga)(B6)	10	10	ST	50m	500	CP20
Ithaca Stakeout	SHT	-1	L	C	4d6 (12ga)(B6)	8	2	ST	50m	200	CP13
Atchison Assault	SHT	-1	N	R	4d6 (12ga)(B6)	20	10	ST	50m	500	CP13
H&K CAWS 11	SHT	+1	N	R	4d6 (12ga)(B6)	30	10	ST	50m	800	UK
"Whippet" Scattergun	SHT	-3	J	P	4d6 (12ga)(B6)	2	2	VR	15m	200	NEO
Constitution Hurricane	SHT	+0	N	P	4d6 (12ga)(B6)	40	4/20	ST	70m	1000	P&S
Double Barrel Shotgun	SHT	+0	N	C	4d6 (12ga)(B3)	2	2	VR	50m	200	UK
Sawn-off Shotgun	SHT	-1	J	C	4d6 (12ga)(B6)	2	2	VR	10m	100	UK
Tsunami "Ragnarok"	SHT	+0	N	R	6d6 (12ga ET)(B8)	40	2/20	ST	70m	4500	PAC
Meta Warhammer	SHT	-1	N	P	4d6+3 (12ga M)(B6)	16	1/3	VR	75m	700	NEO
Luigi Franchi "King Buck"	SHT	-1	N	P	6d6 (10ga)(B8)	4	2/4	VR	50m	800	Chr2

**ASSAULT RIFLES**

Militech M-31a1 AICW	RIF	+2	N	R	4d6 (4.5mm)(B4)	150	3/30	ST	400m	1695	Chr1
	HVY	-1	-	-	(25mm)	4	2	ST	150m	-	-
AKR-20 Medium Assault	RIF	+0	N	C	5d6 (5.45)(B5)	30	1/30	ST	400m	500	CP20
Stolbovoy St-5	RIF	-1	N	C/R	5d6 (5.45)(B5)	30	1/30	VR*	400m	900	CB3
AK 74	RIF	+0	N	C	5d6 (5.45 C)(B5)	30	20	VR	400m	300	CP13
Darra-Polytechnic M-9	RIF	0/-1	N/L	P	4d6+2 (5.5mm)(B5)	40	2/25	ST	200m	300	Chr1
SA-80	RIF	+2	N	P	5d6 (5.56)(B5)	30	20	VR	400m	600	ES
Arasaka WAA Bullpup	RIF	+1	N	C	5d6 (5.56)(B5)	15/30	3/30	VR	400m	800	CB1
Chadran Jungle Reaper	RIF	+1	N	P	5d6 (5.56)(B5)	60	20	VR	400m	1550	I1.3
	HVY	-2	-	-	(25mm)	6	2	ST	200m	-	-
Colt M-18 Assault Rifle	RIF	+1	N	C	5d6 (5.56)(B5)	35	3/30	VR	400m	750+	CB3
Militech Ronin Light	RIF	+1	N	C	5d6 (5.56)(B5)	35	3/30	VR	400m	450	CP20
Sternmeyer M-95A4	RIF	+1	N	R	5d6 (5.56)(B5)	90	3/30	VR	400m	750	CB1
Towa Type-20 AICW	RIF	+2	N	P	5d6 (5.56)(B7)	100	3/45	VR	400m	4200	PAC
	HVY	+0	-	-	(25mm)	4	2	ST	150m	-	-
Towa Type-99 Rifle	RIF	+1	N	P	5d6 (5.56) (B5)	35	3/30	ST	400m	1500	PAC
M-16A	RIF	+2	N	C	5d6 (5.56 C) (B4)	30	25	UR	400m	300	CP20
Steyr AUG	RIF	+2	L	P	5d6 (5.56 C) (B4)	30	20	VR	400m	400	CP20
Galil 5.56	RIF	+1	N	C	5d6 (5.56 C) (B5)	30	6	VR	400m	300	CP13
L85A1	RIF	+1	N	C	5d6 (5.56 C) (B5)	30	20	VR	500m	500	UK
AK-47, AKM, AKMS	RIF	+0	N	E	5d6 (7.62sov C)(B5)	30	20	VR	400m	300	CP20
Fabrica Armes M-2012	RIF	+2	N	P	5d6+3 (6.5mm)(B5)	30	1/4	VR	400m	1400	SOF
Fed Arms Light 15	RIF	+0*	N	C	5d6+3 (7mm)(B6)	30	3/25	VR	400m	400+	Chr1
Militech Dragon	RIF	+0	L	C	6d6-1 (6.5 H) (B6)	35	30	VR	400m	700	CB2
Militech Mk IV (revised)	RIF	+1	N	C	6d6-1/5d6 (B6)	35	3/30	VR	400m	800	CB2
Militech Mk V	RIF	+1	N	P	9d6 (6.5 ET)(B8)	20	2/4	ST	600m	1500	SW
Enfield LPA1	RIF	+1	N	R	2d6+1/6d6 (7.5)(B6)	2x45	1/3/20	VR	500m	1800	UK
CCMMC Jinhua M-9	RIF	+0	N	P	6d6+2 (7.62)(B7)	35	1/25	ST	400m	125	PAC
FN-RAL Heavy Assault	RIF	-1/-2	N/L	C	6d6+2 (7.62)(B7)	30	3/30	VR	400m	600	CP20
Kalashnikov A-80	RIF	-1	N	E	6d6+2 (7.62)(B7)	35	3/25	ST	400m	550	CP20
UNCMC M41 A2	RIF	+1	N	R	6d6+2 (7.62)(B8)	90	45	VR+	400m	1999	P1
	HVY	+0	-	-	3d6+2 (15mm)	5	1	VR	150m	-	-
FN-FAL	RIF	+0	N	C	6d6+2 (7.62 C)(B7)	20	20	VR	400m	450	UK
Czar AK-47	RIF	-1	N	E	6d6+2 (7.62)(B7)	30	20	ST	450m	350	PB
Assault Rifle	RIF	-1	N	C	7d6 (8mm)(B7)	40	20	ST	400m	1200	CGen

**SNIPER RIFLES**

Arasaka WSSA	RIF	+3/5	N	P	6d6* (3.5 FF)(B3)	40	2	VR	600m	2400	SOF2
FR-F6	RIF	+3	N	P	6d6+2 (7.62)(B4)	10	2	ST	500m	1100	ES
WA 2001 Sniper Rifle	RIF	+3	N	R	6d6+2 (7.62 C)(B4)	10	1	VR	1000m	900	UK
Towa Type-00-Kai	RIF	+3/6	N	R	9d6+3 (7.62 ET)(B5)	6	1	VR	1200m	3000	PAC
Set-Arasaka WSE Kajiya	RIF	+1	N	R	9d6+3 (7.62 ET)(B5)	5	1	VR	500m	1000	SW
Arasaka WSSX	RIF	+3/5	N	R	4d6x1d3* (20mm FF)	13	1	VR	600m	3600	SF
Barrett-Arasaka 20mm	HVY	+0	N	R	4d10@ (20mm)(B4)	10	1	VR	450m	2000	CP20

Name	Type	WA	Con.	Avail.	Damage(Ammo)(BodMin)	#Shots	ROF	Rel.	Range	Cost	Source
Arasaka Sniper Rifle	HVY	0/+2	N	R	4d10@ (20mm)(B4)	10	1	VR	450m	2800	PAC
Barrett M-90 Sniper Rifle	RIF	+3	N	R	6d10 (12.7 BMG)(B6)	10	1	VR	1000m	1500	HoB
Nomad "Long Rifle"	RIF	+1	N	P	7d10 (15 BMG)(B7)	9	1	ST	900m	3000	NEO
Remington Gyro-Rifle	RIF	+2	N	P	7d6API (18mm G)	6	1	ST	600m	1000	P&S
Barrett-Arasaka WSSE	RIF	+1	N	R	8d10+3 (.50ET)(B9)	10	1	VR	1000m	2500	SW
Arasaka 12.7 WSSE/R	RIF	+2	N	R	9d10 (.50ET)(B9)	5	1	VR	1200m	2000	SW
<b>OTHER RIFLES</b>											
Militech Ninja	RIF	+1	L	C	1d6 (5mm/.22)(B1)	30	3/30	VR	250m	650	SOF
Nomad .357 Mag Lever	RIF	+2	L	C	2d6+3 (.357 C)(B2)	9	2	VR	100m	300	NEO
Nomad .357 Mag Auto	RIF	+0/1	L	C	2d6+3 (.357 C)(B2)	30	2/3	VR	100m	400	NEO
Tsunami Arms Ramjet	RIF	+4	N	P	Varies (8.5 RJ)	9	3	VR	800m	1230	Chr2
Calico 9mm Rifle	RIF	+1	L/N	C	2d6+1 (9mm C)(B2)	50/100	2	VR	400m	650	NEO
H&K HK77UK	RIF	+0/1	J/L	P	2d6+4 (9mm L)(B3)	30	3/30	VR	250m	750+	SOF2
H&K HK77SD3	RIF	+1	L	P	3d6+3 (7.7mm)(B4)	154	3/30	VR	250m	880	SF
"Personal Weapon"	RIF	+1	L	P	(10mm to 12mm)	50	2/3	VR	200m	500	NEO
Nomad .44 Mag Lever	RIF	+1	L	C	4d6+2 (.44 C)(B3)	8	2	VR	200m	650	NEO
Remington MAS	SHT	+0	N	P	4d6 (12ga)(B6)	20	10	VR	50m	1800	P1
	RIF	+1	-	-	5d6 (5.56)	20	20	VR	400m	-	-
	HVY	+1	-	-	(25mm)	10	2	VR	150m	-	-
Winchester M70	RIF	+3	N	C	5d6+1 (30-06 C)(B3)	5	1	VR	500m	250	CP20
M-1 Garand	RIF	+2	N	C	5d6+1 (30-06 C)(B3)	8	3	ST	400m	250	CP13
Winchester .30-.30	RIF	+2	N	E	5d6+1 (30-30 C)(B3)	5	2	ST	400m	250	CP13
M-99 EVAW	RIF	+5	N	R	6d6AP (12mm R)	30	2	ST	400m	5000	HoB
	HVY	+0	-	-	2d6+1 (25mm HE)	10	1	ST	2000m	-	-
Polymer 1-Shot Cannon	RIF	-2	L	C	4d6+2 (13mm)(B3)	1	1	UR	100m	90	Chr2
S&W "Cyborg Assault"	RIF	+0	L	P	Varies (13mm)(B3)	8	1	VR	100m	1650	Chr1
Gatling SS-9 - Rifle	RIF	+1	N	R	6d6+2 (7.62) (B7)	32	20	VR	400m	4899	P2
- Flamer	RIF	+0	-	-	2d10	5	2	ST	25m	-	-
Nomad 7.62 Bolt-Action	RIF	+2	N	C	6d6+2 (7.62 C)(B4)	6	1	VR	400m	500	NEO
Militech Cyborg Rifle	RIF	+1	N	P	7d6+3 (.300M)(B8)	30	20	ST	500m	800	Chr2
Hughes Rocket Rifle	RIF	-1	N	R	3d10HEAT (18mm)	3	1	ST	500m	750	HoB
Malorian Assault Cannon	RIF	+3	N	-	7d10+4 (.75)(B8)	14	2	VR	400m	-	SW
<b>MACHINEGUNS</b>											
Constitution Deluge	HVY	+0	N	P	1-2pts+Drugs	400	35	ST	60m	800	P&S
Arasaka "Crowd Control"	HVY	+0	N	E	1d3+1 (1d3 hits)(B3)	500	50	St	200m	1000	LD
Militech High Power 15	RIF	+2	N	P	2d6+4 (9mm L)(B4)	180	20/60	ST	200m	1600	SOF
Dover GA-1112 Autogun	HVY	+1	N	R	4d6+4 (12mm L)(B7)	400	80	ST	400m	1110+	SOF2
FN MG-6 "One-on-One"	HVY	+1	N	P	5d6 (5.56)(B7)	100	40	VR	450m	1800	ES
Militech M-232 SAW	HVY	+0	N	P	5d6 (5.56)(B5)	100/35	20	VR	400m	1000	HoB
5.56mm Machinegun	HVY	+1	N	P	5d6 (5.56)(B5)	100	10	VR	450m	1200	MM
RPK Soviet SAW	HVY	+1	N	P	5d6 (7.62 sov C)(B5)	75	5	VR	500m	1000	SOF
H&K G-6 SAW	HVY	+1	N	P	5d6@ (6mm)(B5)	100	30	VR	450m	2050	Chr1
Fabrica M-2012HB SAW	HVY	+2	N	P	5d6+3 (6.5mm)(B6)	100	30	VR	450m	1600	SOF
Militech Renegade SAW	HVY	+0	N	R	6d6-1 (6.5 H)(B6)	200/35	20	ST	400m	1100	CB2
Constitution Cyclone	HVY	+1	N	P	6d6+2 (7.62)(B8)	100	35	VR	500m	1200	P&S
M-60D Machine Gun	HVY	+1	N	P	6d6+2 (7.62)(B7)	100	20	VR	500m	1000	HoB
FN-MAG Machine gun	HVY	+0	N	R	6d6+2 (7.62 C)(B7)	100/250	30	VR	1000m	1500	UK
Sternmeyer M-5A SAW	HVY	-1	N	R	6d6+2 (7.62)(B7)	200	20	ST	500m	1000	CB1
Towa Type-8	HVY	+1	N	P	6d6+2 (7.62)(B8)	100	35	VR	500m	2500	PAC
7.62mm Machinegun	HVY	+0	N	P	6d6+2 (7.62)(B6)	100	10	VR	500m	1200	MM
Militech RRCR Archer	HVY	+1	L	P	6d6+2 (7.62)(B8)	100+	33	ST	400m	3300	SW
M2A5HB Browning .50	HVY	+0	N	P	6d10 (12.7)(B11)	100	10	VR	600m	2000	HoB
12.7mm/50. Machinegun	HVY	+0	N	R	6d10 (12.7)(B11)	100	10	VR	600m	2000	MM
14.5mm Machinegun	HVY	+0	N	P	7d10 (14.5)(B13)	100	10	VR	550m	2500	MM
Militech 20L Autocannon	HVY	+0	N	R	8d10 (20mm)(B14)	100	10	VR	500m	3000	HoB
<b>HEAVY WEAPONS</b>											
5.56mm Minigun	HVY	+0	N	P	5d6 (5.56)	1000	100	ST	450m	2000	MM
7.62mm Minigun	HVY	+0	N	P	6d6+2 (7.62)	2000	100	VR	500m	4000	MM

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage(Ammo)(BodMin)</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
M-134 Minigun	HVY	+0	N	P	6d6+2 (7.62)	2000	100	VR	500m	4000	SOF
KA F-253 Flamethrower	HVY	-2	N	R	2d10	10	1	ST	50m	1500	CP20
Barrett-Arasaka 20mm	HVY	+0	N	R	4d10@ (20mm)(B4)	10	1	VR	450m	2000	CP20
S-Arasaka Nova Photon	HVY	+4	N	R	4d10 (laser)	1	1	UR	500m	50,000	SW
Enfield 25mm Cockerill	HVY	+1	N	R	5d10+10@ (25mm)	12	1	ST	1500m	7400	UK
12.7mm/50. Gatling	HVY	+0	N	R	6d10(12.7)(B18)	1000	100	ST	500m	6000	MM
Barrett-Arasaka ET 20	HVY	+1	N	R	6d10@ (20 ET)	10	1	VR	750m	3800	SOF2
60mm Light Mortar	HVY	+0	N	P	8d10 (60mm), 5m	1	2	VR	1000m	750	HoB
Colt-Mausers M2X	HVY	+0	N	R	8d10(20mm)	8	1	ST	600m	3050	Chr2
Vulcan 20mm Gatling	HVY	+0	N	R	8d10(20mm)	1000	100	VR	500m	6000	MM
20mm Machine Cannon	HVY	+0	N	P	8d10(20mm)	2300	30	VR	500m	6000	SOF
20-25mm Autocannon	HVY	+0	N	R	8d10(20-25)(B14)	100	10	VR	500m	3000	MM
Tsunami Arms Type-17	HVY	+1/3	N	R	8d10@ (20mm)	12	1	ST	1200m	7500	PAC
Militech Anti-Matter Rifle	HVY	0/+1	N	R	9d10(30mm)	5	1	ST	1600m	6000	Chr2
Militech 7-Barrel Gatling	HVY	+0	N	R	9d10@ (30 DPU)	1000	100	VR	2000m	10,000	SW
27-30mm Autocannon	HVY	+0	N	R	9d10(27-30)(B16)	100	10	VR	600m	4000	MM
30mm Gatling	HVY	+0	N	R	6d10@ (30 DPU)	1200	30	VR	600m	25,000	MM
Hughes M230B-2	HVY	+0	N	P	6d10@ (30 DPU)	1200	30	VR	600m	25,000	SOF
37mm LATG	HVY	+3	N	R	6d10@ (37 DPU)	10	1	VR	800m	10,000	MM
Militech BMFG 30mm	HVY	+0	N	R	9d10(30 ET)(B9)	5	1	ST	600m	4500	SW
30mm ET Gatling	HVY	+0	N	R	9d10@ (30 ET)	1200	30	VR	900m	37,500	SOF2
37mm ETE LATG	HVY	+3	N	R	9d10@ (37 ETDPU)	10	1	ST	1200m	15,000	SOF2

**RAILGUNS**

Militech XR-1 Mag Pulse	RIF	+2	N	P	3d10EAP (B6)	20	1	UR	800m	8000	SW
Rhinemetall EMG-85	HVY	+3	N	R	5d10+10EAP (B11)	5	1/2	ST	1500m	11,370	Chr2
Rhinemetall EMG-83	HVY	+2	N	R	5d10+10EAP (B11)	100	1	ST	1200m	17,500	MM
Rhinemetall EMG-84	HVY	+1	N	R	5d10+10EAP (B21)	500	10	UR	1000m	25,000	MM
1cm Rail Cannon	HVY	+2	N	R	10d10EAP (10mm)	50	2	ST	1000m	750K	MM
2cm Rail Cannon	HVY	+1	N	R	16d10EAP (20mm)	50	1	ST	1500m	1.5M	MM
3cm Rail Cannon	HVY	+0	N	R	20d10EAP (30mm)	50	1/2	UR	1500m	3M	MM
4cm Rail Cannon	HVY	+0	N	R	28d10EAP (40mm)	50	1/2	UR	1500m	6M	SOF2

**EXPLOSIVES**

Fen Dz 25 "Det Card"	HVY	+0	P	P	1d10 HE	1	1	ST	0.25m	120	Chr1
Militech PDU-3	HVY	+0	P	P	2d6+5	1	1	ST	5m	150	Chr2
Thermite-In-A-Tube	HVY	+0	P	P	4d4x3, 15x3 turns	40ft	1	VR	. 5m	30	Chr4
Blasting Cap	HVY	+0	P	P	2d10	1	1	VR	1m	5	LU
Detcord	HVY	+0	P	P	6d10	1	1	VR	1m	100/m	LU
Antipersonnel Mine	HVY	+0	J	P	4d10 (2)	1	1	VR	7m	350	Chr3
M20 Claymore Mine	HVY	+0	L	P	4d10	1	1	ST	6x75m	500	HoB
Antitank Mine	HVY	+0	L	P	6d10HEAT, 6d6	1	1	VR	0/2m	400	Chr3
Remote Vehicle Mine	HVY	-2	L	P	4d10HEAT, 2m	1	1	VR	200m	600	HoB
Smart Mine - HE	HVY	+0	L	P	1-16d10	1	1	VR	1-16m	x10+	SF
Smart Mine - Frag	HVY	+0	L	P	1-16d10, 1/2 Pen	1	1	VR	2-32m	x10+	SF
Smart Mine - Shaped	HVY	+0	L	P	1-16d10HEAT	1	1	VR	1-16m	x30+	SF
Smart Mine - Cratering	HVY	+0	L	P	1-16d10, x2 Pen	1	1	VR	1-16m	x30+	SF
Blast Satch	HVY	+0	N	P	8d10	1	1	ST	10m	120	NE
Guncotton	HVY	+0	P	P	3d10 per kilo	1	1	ST	3m	10/kg	LU
TNT	HVY	+0	P	P	4d10 per kilo	1	1	ST	3m	30/kg	LU
Nitrogen Tri-iodide	HVY	+0	P	P	5d10 per kilo	1	1	UR	3m	2/kg	LU
Plastique	HVY	+0	P	P	7d10 per kilo	1	1	VR	4m	75/kg	LU
C6 "Flatfire"	HVY	+0	P	P	8d10 per kilo	1	1	VR	5m	100/kg	LU
Arasaka P5 Prototype	HVY	+0	P	R	10d10 per kilo	1	1	UR	5m	NA	BON
Nitroglycerine	HVY	+0	P	P	3d10 per 1/4 kilo	1	1	UR	3m	24/kg	LU

**GRENADES**

Basic Grenades	HVY	+0	P	P	Varies	1	1	ST	Throw	20-30	HoB
Hand-Fusing	-	-	P	C	Varies+1d6	-	-	-	Throw	+5	SW
Airfoil Grenades	-	+1	P	P	Varies	-	-	-	Throw	x2	SW
Biotech Motion Restraint	EX	+0	P	P	Special	1	1	UR	Throw	60	Chr1

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage(Ammo)(BodMin)</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
EMP Grenade	EX	+0	P	R	EMP Effect	1	1	ST*	Throw	200+	Chr1
Arasaka EMF Grenade	HVY	+0	J	P	10d10 special	1	1	ST	Throw	500	SW
Scatter Grenade	HVY	+0	P	C	Special (5m)	1	1	VR	Throw	70	Chr2
Spraypaint Grenade	HVY	+0	P	C	Special (4m)	1	1	ST	Throw	20	Chr2
Stench Bomb	EX	+0	P	C	Chemical	1	1	VR	Throw	20	Chr2
GPz-78 Mini-Grenade	HVY	+0	P	P	1d6+3 (3m)	1	1	VR	Throw	40	Chr1
Fen "Saucer Grenade"	HVY	+1	P	P	2d6+3 (15m)	1	1	ST	Throw	65	Chr1
Burner Grenade	HVY	+0	N	R	5d6 x 4 turns	1	1	ST	5m	50	NE
Aluminium Incendary	HVY	+0	P	R	4d6 (5m) after 1 rnd	1	1	ST	Throw	170	P2
Classic Rifle Grenades	HVY	-3	N	P	Varies	1	0.5	VR	100m	50	HoB
Airfoil Rifle Grenades	HVY	-2	N	P	Varies	-	-	-	300m	x2	SW
DCR HE/Smoke RG	HVY	-1	N	P	HE/Smoke	1	0.5	VR	150m	50	Chr1
DCR HEAT Rifle G	HVY	+0	N	P	HEAT	1	0.5	ST	150m	100	Chr1

**GRENADE LAUNCHERS**

Militech "Cowboy" U-55	HVY	+0	N	P	(25mm)(B4)	12	3	ST	150m	900	CB2
Militech Mini-GL (Pump)	HVY	-1	L	C	(25mm/10ga)(B4)	4	2	ST	150m	225	Chr1
Militech Mini-GL (Drum)	HVY	+0	N	P	(25mm/10ga)(B4)	16	2	ST	150m	475	Chr1
Tsunami Type-18 AGL	HVY	-1	N	P	(25mm)(B10+)	30	10	ST	200m	2000	PAC
Arasaka WCCA Susano	HVY	+0	N	P	(25mm)(B4/7)	9	2-9	VR	200m	450	SW
Commercial 40mm GL	HVY	+0	L	R	(30-40mm)(B6)	1	1	ST	225m	150	CP20
Mk19 Grenade Launcher	HVY	+0	N	R	(40mm belt)(B12)	50	20	ST	500m		SOF
M-32 Auto GL	HVY	+0	N	R	(40mm)(B16-18)	50	20	VR	1600m	2500	HoB
M-205 Underbarrel GL	HVY	+1	L	P	(40mm)(B6)	1	1	VR	200m	250	HoB
M-212 Grenade launcher	HVY	+1	N	P	(40mm)(B6)	8	2	VR	200m	500	HoB
Towa Type-9 GL	HVY	+0	N	P	(40mm)(B6)	8	2	VR	200m	750	PAC
Arasaka Combat 10	HVY	+0	N	R	8D6 (40mm HE)(B6)	10	1	ST	250m	10,000	MM

**MISSILE / ROCKET WEAPONS**

Urban Missile Launcher	HVY	+2	L	P	4d6 (micromissile)	12	2	ST	200m	900	Chr2
U-barrel Micromissile	HVY	+1	L	P	4d6 (micromissile)	1	1	ST	200m	200	Chr2
Lance Mini-Missile (50%)	HVY	+2	P	C	4d6HEAT, 2d6	1	1	UR	300m	100	SOF2
Militech Porcupine Mine	HVY	15	N	P	4d6HEAT	400	400	ST	100m	30,000	SW
Militech Porcupine Shell	HVY	15	N	P	4d6HEAT	100	100	ST	100m	7500	SW
Militech Porcupine Bomb	HVY	15	N	P	4d6HEAT	200	200	ST	100m	15,000	SW
Rostovic Wrist Racate	HVY	+0	N	P	5d6 (30mm)	6	3	ST	250m	380	Chr1
LAW XCL	HVY	-1	L	P	5d6, 2m (30mm)	3	1	ST	250m	600	I1.2
LAW	HVY	-2	L	P	4d10HEAT, 2m	1	1	VR	200m	300	MM
Scorpion 16 SAM	HVY	-1	N	P	7d10, 6m	1	1	VR	1000m	1000	MM
Smart Missile	A	18	N	R	8d10+20	1	1		1000m		SW
HLAW	HVY	-2	N	P	11d10HEAT, 4m	1	1	VR	200m	800	MM
Stinger V Missile	HVY	-2/+2	L	R	12d10, 10m	2	1	VR	1000m		P1
Milan-C LATGM (1 shot)	HVY	+2	N	P	12d10HEAT, 4m	1	1	VR	3000m	3000	UK
Militech Hotshot LATGM	HVY	+2	N	P	12d10HEAT, 4m	1	1	VR	1000m	2500	MM
Arasaka AP-87 LATGM	HVY	+2	N	P	12d10HEAT, 4m	1	1	VR	1000m	2500	SW
Vehicle-Mounted SAM	A	15rt	N	P	15d10, 10m	1	1	VR	5000m	10,000	MM
Adder Air-to-Air Missile	A	15rt	N	P	15d10, 12m	1	1	VR	15km	15,000	MM
Homing AAMRAM	A	20r	N	P	17d10, 12m	1	1	VR	80km	250k	MM
Militech Anvil-2 HATGM	HVY	+2	N	P	18d10HEAT, 4m	1	1	VR	3000m	10,000	MM
Militech Sure-Shot	HVY	+2	N	P	18d10HEAT, 4m	1	1	ST	3000m	75,000	SW
Hellfire Laser-Guided	HVY	var	N	P	20d10HEAT, 4m	1	1	VR	3000m	10,000	MM
Militech 4-Pack Missile	HVY	15	N	P	20d10HEAT, 6m	1	1	ST	3000m	11,000	SW
E-Harpoon	HVY	+1	N	R	Pen 20 & Special	1	1	ST	500m	10,000	MM
Militech RPG-A	HVY	-2	N	R	6d10HEAT, 4m	1	1	VR	750m	1500	MM
Militech RPG-B	HVY	-2	N	R	9d10HEAT, 4m	1	1	VR	500m	1500	MM
2" Rocket (100eb)	HVY	-2	N	P	6d10, 3m	1-19	1-19	VR	500m	200ea	MM
2.75" Rocket (200eb)	HVY	-2	N	P	8d10, 6m	3-19	1-19	VR	500m	500ea	MM
3.5" Rocket (400eb)	HVY	-2	N	P	9d10, 8m	3-9	1-9	VR	600m	750ea	MM
5" Rocket	HVY	-2	N	P	13d10, 15m	1	1	VR	2000m	1000	MM

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<b>CANNON</b>											
75mm Recoilless	HVY	+0	N	R/P	8d10HEAT, 2m	1	1	VR	500m	15,000	MM
75mm Cannon	HVY	var	N	R	8d10, 5m (75mm)	10	2	VR	750m	75,000	MM
75mm Low Velocity	HVY	+0	N	P	Var. (75mm)	10	1	VR	600m	100K	SOF2
75mm ET Cannon	HVY	+1	N	R	10d10@ (75mmET)	10	2	VR	1000m	115K	SOF2
90mm Cannon	HVY	+0	N	R	9d10, 6m (90mm)	1	1	VR	750m	150K	MM
90mm Cannon	HVY	+0	N	R	9d10, 6m (90mm)	10	2	VR	750m		SW
105mm Recoilless	HVY	+0	N	R/P	10d10HEAT, 2m	1	1	VR	800m	30,000	MM
105mm Cannon	HVY	+0	N	R	11d10, 6m (105mm)	1	1	VR	1000m	250K	MM
105mm Cannon	HVY	+0	N	R	11d10, 6m (105mm)	10	2	VR	1000m		SW
105mm ET Cannon	HVY	+1	N	R	15d10@ (105mmET)	1	1	VR	1500m	375K	SOF2
120mm Cannon	HVY	+0	N	R	12d10, 6m (120mm)	1	1	VR	1250m	500K	MM
120mm Cannon	HVY	+0	N	R	12d10, 6m (120mm)	10	2	VR	1250m		SW
120mm ET Cannon	HVY	+0	N	R	19d10@ (120mmET)	1	1	VR	1900m	750K	SOF2
140mm Cannon	HVY	+0	N	R	Var. (140mm)	1	1	VR	1500m	1M	MM
140mm ET Cannon	HVY	+0	N	R	24d10@ (140mmET)	1	1	VR	2250m	1.5M	SOF2
<b>INDIRECT FIRE/ARTILLERY</b>											
Militech Backpack Mortar	HVY	17	N	P	7d6/3d6 (40mm)	20	1/3	ST	500m	1250	SW
MRL 70mm Artillery	HVY	-3	N	P	8d10, 6m	40	spc		500m	9500+	SW
60mm Mortar	HVY	+0	N	P	8d10, 5m	1	2	VR	2000m	750	MM
80mm Mortar	HVY	+0	N	P	9d10, 6m	1	1	VR	3500m	1500	MM
120mm Mortar	HVY	+0	N	P	13d10, 6m	1	1	VR	6000m	5000	MM
105mm Howitzer	HVY	+1	N	P	11d10, 6m	1	1	VR	17km	100K	MM
150mm Howitzer	HVY	+1	N	P	13d10, 6m	1	1	VR	24km	150K	MM
200m Howitzer	HVY	+0	N	P	28d10, 8m	1	1/2	VR	20km	250K	MM
Militech Man-Pack	HVY	15	N	P	13d10, 15m	1	1	VR	2000m	1500	SW
5" Rocket (1000eb)	HVY	-2	N	P	13d10, 15m	1	1	VR	2000m	500	MM
230mm Rocket (2500eb)	HVY	+0	N	P	4d10HEAT, 45m	12	12	VR	28km	175K	MM
<b>ORTILLERY / SATELLITE WEAPONS</b>											
CH-19 Sniper - "Frag"	HVY	95%	N	R	10d6*, 50m	10	1	ST	130mi	900K	SW
- "Crowbar"	-	-	-	-	disables vehicle	40%	10	-	-	-	-
- "Bomb"	-	-	-	-	5d10, 20m (3 floors)	10	-	-	-	-	-
<b>STATIC &amp; AUTOMATED DEFENCES</b>											
APEX Mobile Defense	HVY	spec	N	P	2d6+4 (9mm LC)	400	40	ST	200m	10,000	Chr1
Arasaka WXA Sentry	HVY	+0	N	R	6d6+2 (7.62mm)	500	20	VR	400m	3000	CB1
ADA Gun	HVY	14/+0N	N	P	12d10HE	1200	30	VR	600m		SW
Missile Launchers	HVY	12/-1	N	P	7d10, 6m	8	2	VR	500m		SW
Anti-Air Missiles	HVY	20	N	P	8d10	2	1	VR	1000m		SF
Multi-Purpose Missiles	HVY	15	N	P	8d10	2	1	VR	500m		SF
Anti-Air Missile Battery	HVY	20	N	P	8d10	4	1	VR	2000m		SF
<b>EXOTIC WEAPONS</b>											
Arasaka "Nauseator"	EX	+0	N	P	BOD vs. 25	10	1	ST	15m	1900	Chr2
Arasaka Restraint Caster	P	-1	J	P	Tangle (15mm)	4	1	ST	25m	200	P&S
Arasaka EMF Launcher	HVY	-2	L	P	10d10 special	1	1	ST	100m	550	SW
Arasaka EMF Launcher	HVY	-2	N	P	20d10 special	1	1	ST	100m	1500	SW
Avante Needlegun	P	+0	P	P	Drugs (Needle)	15	2	ST	40m	200	CP20
Cinder Flamer	RIF	-1	N	R	3d10/2turns	2	1	ST	25m	600	NE
Dynatech Hand Taser	EX	+0	P	E	Stun -2, 1d10 mins	12	1	VR	Touch	50	DS
Enerterx Power Squirt	P	-2	J	C	Drugs	50	1	VR	10m	15	CP20
Flash Buckle	EX	+0	P	C	-3 REF x 1d6 turns	3	1	ST	5m	500	P1
Gauss Field Projector	HVY	+2	N	R	Stun (BOD-2)x10min	10	1	ST		10000	Chr2
HeatWave Microwaver	P	+0	J	P	1d6 + special	10	2	VR	20m	100	CGen
HF Jammer	P	+0	J	P	1d6 + special	10	1	VR	40m	1200	I1.2
Kendachi Dragon	EX	+0	J	P	2d6x2/1d6x1	4	1	ST	4m	660	Chr1
Kendachi Flamer v2	EX	+0	N	P	3d6x2/1d6x1	8	1	ST	8m	990	MM
Malorian Sliver Gun	P	+0	J	P	2d6x1d6/2* (Sliver)	7	2	UR	40m	372	Chr1
Militech Laser Cannon	RIF	+0	N	R	1-5d6	10	2	UR	200m	8000	CP20

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Militech Stun Knuks	EX	+0	P	C	Stun -2	6	1	ST	1m	100	Chr4
Militech Taser	P	-1	J	C	Stun -2	10	1	ST	10m	60	CP20
Militech Taser 2	EX	+0	P	C	Stun -3	4	2	VR	Touch	100	Chr2
Mitsubishi Taser	P	+0	J	P	Stun -1, 2d6 mins	12	1	ST	5m	100	DS
Mystic Tech Arrow Gun	RIF	+1	J/L	C	3d6*	1	1	ST	70m	1000	SOF2
Nelspot "Wombat"	P	-1	J	C	Drugs	20	2	UR	40m	200	CP20
Nomad Boomerang	EX	-1	L	P	2d6	1	1	VR	30m	20	NEO
Nomad Sling	EX	+0	P	P	1/2d6	1	1	VR	20m	10	NEO
Petrochem Drug-A-Thug	EX	+0	P	C	Chemical	5	1	VR	Touch	150	Chr2
Pneumatic Bolt Gun	EX	-1	N	R	3d6~ (bolt)	4	1	ST	25m	350	NEO
Polymer Slingshot	EX	-1	P	E	1d6/2 (ball)	20	1	ST	25m	10	Eco
Pursuit Beanbag Gun	P	-2	J	E	Stun	1	1	ST	3m	100	SOF2
Pursuit Stundart Pistol	P	-1	J	C	Stun -1, (.45 LVD)	2	2	VR	50m	109	Chr1
Pursuit Webgun	RIF	+1	N	C	Entangle	1	1	ST	30m	250	Chr2
Pursuit Taser Webgun	RIF	+0	N	C	Entangle, Stun -2	1	1	ST	25m	350	Chr2
Pursuit Det-Webgun	RIF	+0	N	C	Entangle, 40~	1	1	ST	25m	450	Chr2
Shock Touch Gloves	EX	+0	P	C	Stun	4	1	ST	1m	120	Chr4
Skunker	EX	-1	P	E	Gas	4	1	VR	2m	70	Chr2
Splatman Airpistol	EX	+0	J	C	Special	20	2	ST	40m	200	CGen
Streettech "Burst"	SHT	-1/-3	P	E	2d6+1 (28ga)	1	1	VR	3m	33/40	P&S
Techtron 15 Microwaver	P	+0	J	P	1d6 + special	10	2	VR	20m	400	CP20
Techtron 20 Microwaver	P	+0	J	P	1d6 + special	15	2	VR	25m	500	Chr2
Techtronica Black-Zap	EX	+0	P	C	Stun -2	6	1	ST	1m	90	Chr1
Techtronica M40 "Pulse"	RIF	+0	N	R	EMP Effect	6	0.5	ST	50m	3500	Chr2
Techtronica Volt Pistol	P	+1	J	R	3d6 + special	6	1	ST	25m	960	Chr2
Tsunami "Airhammer"	P	+1	J	Var	Special (5.3mm)	5/7	2	ST	50m	325/400	Chr2
Tsunami UB CapLaser	RIF	+2	-	R	3d6	2	2	UR	25m	950	Chr2
Tsunami UB Microwaver	EX	+0	-	P	1d6 + special	4	2	ST	20m	500	Chr2
UrbanTech "Lance"	HVY	+2	P	C	4d6HEAT (Missile)	1	1	UR	300m	100	SOF2
UrbanTech "Staker"	RIF	+0	N	R	4d10 (Special)	10	1	VR	50m	1000	NE
U-barrel Sharpwire Net	EX	+2	N	P	Net, BOD/2* dmg	1	1	ST	10m	430	Chr2

**UNDERWATER WEAPONS**

Soundwand	EX	+0	P	P	Special		1	VR	20ft	600	SA
Hypo Speargun	EX	+0	N	P	1d6~ +gas	1	1	VR	40m	200	SA
Militech UAW Speargun	SMG	+1	L	P	2d6+1~ (500m)	10	3	VR	50m	1500	SF
Arasaka Stingray II	RIF	+0	N	C	3d6~ (200m)	9	2	VR	100m	750	SF
Marinetech "Manta" 1250	RIF	+1	N	R	5d6+1 (5.56)	25	25	VR	400m		P3
	RIF	-1	-	-	3d6~	25	5	VR	50m	-	-
LUNAR - 7.62	RIF	+1	N	R	6d6+2 (7.62)	30	30	VR	400m	1450	P1
- Darts	RIF	+1	-	-	6d6HEP (dart)	20	10	VR	100m	-	-
Arasaka APW Mk IV	RIF	+2	N	R	4d10API (5000m)	9+1	2	ST	100m	6450	SF
Militech MTL-1	HVY	+3	N	P	8d10 (2500m)	3+1	1	ST	1km	3500	SF
Marinetech 1765 Harpoon	HVY	+2	N	R	Varies (Harpoon)	1	1	VR	80m		P3

**SUBMARINE / STATIC UNDERWATER WEAPONS**

Multi-Torpedo Platform	HVY	15/+2	N	P	9d10AP (3000m)	3	1	VR	1km	10000	SF
Smart Torpedoes	HVY	8/+1	N	P	12d10	1	1	VR	3.2 mi		SF
HEAT Subrocs	HVY	+0	N	P	10d10HEAT	100	10	VR	800m		SF
Militech AHUCS	HVY	+0	N	P	10d10~	60	10	VR	850m		SF
AMC Guided Torpedoes	HVY	10/+2	N	P	30d10 (3 attempts)	2	1	VR	30 mi		SF
Torp-Launcher	HVY	8/+0	N	P	30d10	10	1	VR	20 mi		SF
Underwater Mine	HVY	+0	N	P	15d10	1	1	VR	50m		SF
AP Torpedo Launcher	HVY	15	N	P	8d10 (2500m)	4	1	ST	1 km		SF

**ADVANCED WEAPONS (FROM CYBERGENERATION & WHEN GRAVITY FAILS)**

Zapman Taser Pistol	P	+0	J	P	Stun -2	10	2	VR	50m	60	CGen
Militech Capacitor Laser	SMG	+0	J	R	1-5d6 (2d6 over 1m)	8d6	2	UR	150m	6000	CGen
Genius Gun - Genius	P	40%	J	R	6d6	8	2	VR	50m	2000	CGen
Genius Gun - Super	P	50%	J	R	6d6	8	2	VR	50m	3000	CGen
Genius Gun - Einstein	P	60%	J	R	6d6	8	2	VR	50m	5000	CGen

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage(Ammo)(BodMin)</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
NorWolf Hunting Rifle	RIF	+2	N	C	8d6 (9mm)	8	1	VR	400m	600	Eco
NorBear Hunting Rifle	RIF	+3	N	C	8d6 (9mm)	8	1	VR	500m	1000	Eco
Argus Code Steel	C	+1	P	C	1d6/3 (Code)	200	1	VR	-	350	Vir
NetLink Wrangler	C	+0	J	E	1d6/3 (Code)	150	1	ST	-	250	Vir
Arasaka CodeMaster	C	+0	J	P	1d6 (Code)	100	1	ST	-	1000	Vir
Microtech Code Grenade	C	+0	P	P	1d10/2 (Code), 10m	1	1	VR	-	30	Vir
Militech Peacemaker	C	+0	J	C	1d6/3 (Code)	200	2	VR	-	2000	Vir
	P	+0	-	-	2d6+1 (9mm)	20	2	VR	50m	-	-
Light Needle Gun	P	+1	J	R	1d6+1*	12	1/3/20	VR	75m	150	WGF
Medium Needle Gun	P	+1	J	R	1d6+3*	30	1/3/20	VR	75m	250	WGF
Heavy Needle Gun	P	+0	J	R	2d6-1*	20	1/3/20	ST	60m	325	WGF
Heavy Needle SMG	SMG	-1	J	R	2d6-1*	100	1/3/30	ST	100m	475	WGF
Seizure Gun	P	+0	J	R	Stun -1 to -7	15	1	ST	60m	800	WGF
Seizure Cannon	RIF	+0	L	R	Stun -2 to -8	20	1	ST	200m	1500	WGF
Static Pistol	P	+0	J	R	3d6 + Stun -4	20	1	ST	50m	475	WGF
Gauss Rifle	RIF	+1	N	R	3d10	50	1/3/50	ST	500m	950	WGF
Hvy Gauss Assault Rifle	RIF	+0	N	R	4d10	120	1/3/30	ST	500m	1500	WGF
Pulse Laser Pistol	P	+1	J	R	4d6+4	15	1/3/10	ST	75m	900	WGF
Pulse Laser Rifle	RIF	+0	N	R	6d6+4	30	1/3/10	ST	450m	5000	WGF
Beam Laser Rifle	RIF	+2	N	R	1-5d6	40	2	ST	400m	6000	WGF
Smart Round Pistol	P	+3	J	R	4d6	20	2	ST	150m	1500	WGF
Smart Round Rifle	RIF	+3	L	R	4d6+3	20	2	ST	550m	2500	WGF
Man-To-Man Missiles	HVY	+1	N	R	4d10+4	10	2	VR	450m	2000	WGF

**ADVANCED HEAVY WEAPONS (FROM WHEN GRAVITY FAILS)**

Heavy Needle Gun	HVY	+1	N	R	4d6*	12000	1/3/30	ST	200m	1500	WGF
Light Gauss Cannon	HVY	+0	N	R	6d10	200	2	ST	600m	7500	WGF
Medium Gauss Cannon	HVY	+0	N	R	7d10	200	2	ST	750m	8000	WGF
Heavy Gauss Cannon	HVY	+0	N	R	9d10	200	2	ST	1000m	15000	WGF
Heavy Pulse Laser	HVY	+1	N	R	8d6	30	1/3/10	ST	600m	6000	WGF
Pulse Laser Cannon	HVY	+1	N	R	5d10	30	1/3/10	ST	750m	12000	WGF
Heavy Beam Laser	HVY	+2	N	R	1-5d10	50	2	ST	650m	7000	WGF
Beam Laser Cannon	HVY	+2	N	R	1-10d10	100	2	ST	1000m	20000	WGF
Small Smart Missile	HVY	80%	N	R	5d10	1	1	VR	1500m	10000	WGF
Medium Smart Missile	HVY	90%	N	R	8d10	1	1	VR	5km	1400	WGF
Heavy Smart Missile	HVY	90%	N	R	10d10	1	1	VR	10km	18000	WGF

**BOWS & CROSSBOWS**

Arasaka Arms Half-Bow	BOW	-1	L	P	3d6	12	1	VR	100m	100	SOF2
Eagletech "Wildcat"	BOW	+0	N	E	3d6 (20kg)	12	1	VR	100m	35	SOF2
Eagletech "Tomcat"	BOW	+0	N	C	4d6 (40/20kg)	12	1	VR	150m	150	SOF2
TomKatt Hunting Bow	BOW	+0	N	C	4d6	12	1	VR	150m	150	CGen
Cougar Lamilar Hunting	BOW	+1	N	C	5d6	12	1	VR	150m	150	CGen
Eagletech "Tigercat"	BOW	+1	N	P	6d6 (60/30kg)	12	1	VR	150m	500	SOF2
Eagletech "Bearcat"	BOW	+1	N	P	6d6 (60kg)	12	1	VR	150m	500	SOF2
Nomad Hand Crossbow	XBO	+0	N	R	1d6+1~	1	1	ST	20m	100	NEO
Eagletech "Handbow"	XBO	-1	J	E	1d6+2	12	1	VR	25m	75	SOF2
Eagletech "Stryker"	XBO	-1	N	C	3d6+3	12	1	VR	50m	220	SOF2
Eagletech "Arbelest"	XBO	+0	N	P	5d6	12	1/2	VR	150m	500	SOF2
Eagletech "Scorpion"	XBO	+0	N	P	7d6	6	1/2	VR	200m	1500	SOF2

**MELEE / MARTIAL ARTS WEAPONS**

Bagn Nakhs	Punch	+2	P	P	1d6/3*	-	-	-	1m	15	PAC
Hyo	MEL	-2	P	C	1d6/3@	Ref/2	-	-	Throw	5	PAC
Switchblade	MEL	+0	P	C	1d6/2*	-	-	-	1m	15	CP20
Teko	Punch	+0	J	C	1d6/2*	-	-	-	1m	25	PAC
Tetsubishi	Cast	-1	P	C	1d6/2*	-	-	-	Throw	3-6	PAC
Juji-Shuriken	MEL	+0	P	C	1d6/2*	-	-	-	Throw	2-3	PAC
Club	MEL	+0	L	C	1d6	-	-	-	1m	2	CP20
Knife	MEL	+0	P	C	1d6*	-	-	-	Throw	1-20	CP20
Bayonet/Survival Knife	MEL	+0	J	C	1d6*	-	-	VR	0.5m	50	NEO

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage(Ammo)(BodMin)</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
Bo-Shuriken	MEL	+0	P	C	1d6*	-	-	-	Throw	4-7	PAC
Exploding Shuriken	MEL	+1	P	R	1d6*/4d6 HE	1	1	ST	Throw	200	P2
Spiked Cestus	Punch	+0	P	P	1d6*	-	-	-	1m	20	PAC
Ba Zhan Shuang (dagger)	MEL	+0	L	C	1d6*	-	-	-	1m	45	PAC
Ashiko	Kick	+0	J	C	1d6*	-	-	-	1m	28	PAC
Steel Bayonet	MEL	-2	J	C	1d6*/3d6*	-	-	VR	1m	15	HoB
Mystic Tech Spring Knife	MEL	+0	P	C	1d6*	-	-	ST	5m	125	Chr2
Spawnblade	MEL	+0	J	P	1d6/1d6+4*	-	-	ST	1m	450	Chr2
Brass Knuckles	Punch	+0	P	C	1d6+2	-	-	-	1m	10	CP20
Smartwhip	MEL	+0	J	C	1d6+2	-	-	ST	1m	600	NEO
Tessen (metal fan)	MEL	+0	J	C	1d6+2	-	-	-	1m	60	PAC
Spiked Boots	Kick	+0	N	C	1d6+2*	-	-	-	1m	20	PAC
Electro-Knux	Punch	+0	P	C	1d6+2/Stun -2	-	-	-	1m	100	P1
Combat Knife	MEL	+1	J	P	1d6+3*	-	-	-	1m	70	PAC
Utility Sword/Machete	MEL	+0	L	C	1d6+3*	-	-	VR	0.5m	60	NEO
Leg & Knee Spikes	Kick	+0	N	C	1d6+3*	-	-	-	1m	10-25	PAC
Ri Yue Hu Xing Jian	MEL	-1	J	P	1d6+3/1d6/2*	-	-	-	1m	25	PAC
SPM-1 Battleglove	Punch	-2	N	P	2d6/3d6	-	-	VR	1m	900	CP20
SPM-2 Battleglove +	Punch	-1	N	P	2d6*/3d6	-	-	VR	1m	970	PAC
Hambo (100cm stick)	MEL	+1	L	C	2d6	-	-	-	1m	30	PAC
Jitte	MEL	+0	L	C	2d6	-	-	-	1m	30	PAC
Zhi Dao (thin sword)	MEL	+0	L	C	2d6*	-	-	-	1m	100-200	PAC
Kusari-gama (sickle)	MEL	-1	L	C	2d6*/3d6	-	-	-	2m	100	PAC
Wu Cha (thin spear)	MEL	-1	N	P	2d6*, 3d6	-	-	-	2m	100	PAC
Kendachi Monoknife	MEL	+1	P	P	2d6#	-	-	VR	1m	200	CP20
Kendachi Monowhip	MEL	+0	J	P	2d6#	-	-	ST	1-3m	350	Chr2
IMI "Chainknife"	MEL	+0	J	P	2d6+1*	-	-	VR	1m	120	Chr2
Flexible Rubber Baton	MEL	+0	J	C	2d6+1	-	-	-	1m	15	ET
Sword	MEL	+0	N	C	2d6+2*	-	-	-	1m	20-200	CP20
Sai	MEL	+0	J	C	2d6+2*	-	-	-	1m	20	PAC
Manrikigusari	MEL	+0	J	P	2d6+3	-	-	-	1m	30	PAC
Arasaka Wakizashi	MEL	+1	L	R	2d6+3* (Hard SP/2)	-	-	VR	1m	-	SW
Excalibur Nightstick	MEL	+0	J	P	2d6+3	-	-	VR	1m	80	P&S
Excalibur Taserstick	MEL	+0	J	P	2d6+3/Stun -2	8	1	ST	1m	80	P&S
Excalibur Macestick	MEL	+0	J	P	2d6+3/Mace	6	1	ST	1m	80	P&S
Axe	MEL	-1	N	C	2d6+3*	-	-	-	1m	20	CP20
Nunchaku	MEL	+0	L	C	3d6	-	-	-	1m	15	CP20
Tonfa	MEL	+0	L	C	3d6	-	-	-	1m	15	PAC
Jiu Jie Bian	MEL	-2	L	C	3d6	-	-	-	2m	120	PAC
Mystic Nunchaku/Blade	MEL	+0	L	P	3d6/1d6+1/2d6+1*	-	-	VR	1m	200	SOF2
Fang Tian Ji (spear)	MEL	+0	N	P	3d6*	-	-	-	2m	95	PAC
Naginata	MEL	+0	N	P	3d6*	-	-	-	2m	100	CP20
Arasaka Katana	MEL	+2	N	R	3d6* (Hard SP/2)	-	-	VR	1m	-	SW
Kukri	MEL	+0	L	P	3d6*	-	-	-	1m	50-150	PAC
Machete	MEL	+0	L	C	3d6*	-	-	VR	1m	30	NE
Monosword Cane	MEL	+1	L	P	3d6#	-	-	VR	1m	255	SOF2
Monowire	MEL	+0	P	R	3d6#	-	-	VR	1m	60/m	Chr2
Liu Chi Bang/Bo/6ft Stick	MEL	+1	L	C	3d6+2	-	-	-	2m	40	PAC
San Jie Gun	MEL	+0	N	C	3d6+2	-	-	-	2m	50	PAC
3/6	MEL	+0	N	C	3d6+2	-	-	VR	2/3m	150	PAC
Titanium Katana	MEL	+1	L	R	3d6+2*	-	-	VR	1m	2850	P1
Qing Long Dao/Scimitar	MEL	-2	N	P	3d6+3*	-	-	-	1m	250	PAC
Sledgehammer	MEL	-1	N	C	4d6	-	-	-	1m	20	CP20
Chainsaw	MEL	-3	N	C	4d6*	-	-	-	2m	80	CP20
Kendachi MonoNaginata	MEL	+0	N	R	4d6#	-	-	VR	2m	400	CP20
Kendachi MonoKatana	MEL	+1	N	R	4d6#	-	-	VR	1m	600	CP20
Kendachi Powersword	MEL	+0	L	R	4d6 (Sx1/4, Hx1/2)	-	-	ST	1m	860	Chr1
Kendachi Mono-Two	MEL	+1	J/N	P/R	2d6#/4d6#	-	-	VR	1m	650/700	Chr1

**ACPA / FULL 'BORG MELEE WEAPONS**

ACPA Punch	Punch	+0	-	-	(STR/9)d10	-	2	-	1.2m	-	MM
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<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage(Ammo)(BodMin)</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
ACPA Kick	Kick	-1	-	-	(1.5xPunch)d10	-	2	-	1.2m	-	MM
ACPA Crush	HH	+0	-	-	(Punch+1)d10	-	1	-	1m	-	MM
Climber Claws	MEL	+1	N	C	1d10* + Fist/Kick	-	2	VR	1.5m	1000	MM
2 Handed Pointed	MEL	+0	N	C	3d6+Fist 1/2SP 1/4P	-	1	50%	5m	225	MM
1 Handed Blunt	MEL	+0	N	E	4d6 + Fist	-	1	15%	2m	200	MM
1 Handed Blade	MEL	+1	N	E	4d6~ + Fist	-	1	10%	2m	550	MM
Mono PA Sword	MEL	+1	N	R	4d6# + Fist	-	1	30%	2m	2000	MM
2 Handed Blade	MEL	-1	N	C	6d6~ + Fist	-	1	10%	3m	1000	MM
2 Handed Blunt	MEL	-1	N	E	6d6 + Fist	-	1	15%	3m	500	MM
Large Power Saw	MEL	-2	N	P	8d6~ (1/3SP)	-	1	VR	2m	1250	MM
Hyper Hammer	MEL	-2	L	R	9d10 1/2hSP, 0sSP	2	1	ST	2m	2000	SOF2

**ACPA / FULL 'BORG SMALL ARMS**

Auto-Flechette Pistol	P	+2	J	P	1d6x1d6*	100	1/3/30	ST	200m	900	MM
12-Gauge Pistol	P	-2	J/L	P	4d6 (12ga)(B12)	9	2	ST	30m	1000	SOF2
10-Gauge Pistol	P	-2	L	P	5d6 (10ga)(B15)	9	2	ST	30m	1200	SOF2
"Big Boomer"	P	+1	L	P	5d6@ (.477)	8	2	VR	100m	550	MM
14mm Pistol	P	+0	L	P	6d6 (14mm)	20	2	ST	75m	2260	MM
MO Big Government	P	+0	J	P	6d6 (14mm)(B12)	13	2	VR	60m	2000	SOF2
MO Hellbringer .666	P	+1	J/L	P	7d6+3 (.666)(B15)	3	1	VR	80m	4000	SOF2
5.56 caseless SMG	SMG	+1	L/N	P	5d6 (5.56)(B10)	50	25	VR	200m	1200	SOF2
Malorian 3600 Super	SMG	+0/-1	L	P	6d6 (14mm)(B11)	20	1/3	VR	50m	3000	SOF2
Arasaka Rage 15mm	SMG	-1/-2	L	P	4d10+3 (15)(B15)	20/50	10	VR	100m	4500	SOF2
Militech M-31PA Rifle	RIF	+2	N	P	4d6	300	1/3/30	ST	400m	1800	MM
Micro-Missile Launcher	HVY	+2	L	P	4d6, 2m	8	2	ST	200m	900	MM
"Dragon" Flamer	HVY	+0	L	P	3d6/1d6	8	1	ST	8m	990	MM

**ACPA / FULL 'BORG ANTI-PERSONNEL WEAPONS**

ONI Autoshotgun	SHT	+0		P	4d6+3 (10ga)	180	5/20	VR	75m	1350	MM
Tsunami Arms Helix	SHT	+0	N	P	5d6 (10ga)(B18)	60	43	VR	60m	3000	SOF2
United Arms CLAW	SHT	+1	N	R	8d6 (4ga)(B11)	28	1/4	VR	60m	1600	SOF2
5.56mm Lt Machinegun	HVY	+1	N	P	5d6 (5.56)	100	10	VR	450m	1200	MM
5.56mm Minigun	HVY	+1	N	P	5d6 (5.56)	1000	100	ST	450m	2000	MM
7.62mm Lt Machinegun	HVY	+0	N	P	6d6+2 (7.62)	100	10	VR	500m	1200	MM
7.62mm Minigun	HVY	+0	N	P	6d6+2 (7.62)	2000	100	ST	500m	4000	MM
G-20 Caseless 10mm	HVY	+0	N	P	8d6 (10mm)	200	20	VR	600m	3000	MM
HIVE 10mm Gatling	HVY	+0	N	R	5d10@	2400	60/120	ST	500m	12,500	MM

**ACPA BEAM WEAPONS**

Painting Laser	HVY	+3	N	C	NA	NA	NA	VR	LOS	1000	MM
"Photon" Laser Cannon	EX	+2	N	R	1-10d6AP	30	2	UR	300m	80,000	MM

**ACPA / FULL 'BORG HEAVY MACHINEGUNS & RIFLES**

12.7mm Assault Rifle	RIF	+1	N	P	6d10 (12.7)(B12)	50	10	VR	400m	2000	SOF2
14.5mm Assault Rifle	RIF	+1	N	P	7d10 (14.5)(B14)	50	10	VR	400m	2500	SOF2
12.7mm Machine Gun	HVY	+1	N	P	6d10 (12.7mm)	100	5/10	VR	550m	2000	MM
12.7mm Gatling	HVY	+0	N	P	6d10 (12.7mm)	500	100	VR	500m	6000	MM
13.9x99mm Hvy Rifle	HVY	+2	N	R	6d10+5 (13.9mm)	60	3	ST	600m	2400	MM
14.5mm Machine Gun	HVY	+0	N	P	7d10 (14.5mm)	100	3/5	ST	550m	2500	MM
BRG-15	HVY	+1	N	R	7d10 (15mm)	100	10	VR	650m	2800	MM
4mm Railgun	HVY	+3	N	R	5d10+10EAP	5	1/2md	ST	1500m	11,370	MM

**ACPA CANNON**

EMG-83 Improved Railgun	HVY	+2	N	R	5d10+10EAP	10	1	ST	1000m	17,500	MM
Deathwind Railgun	HVY	+3	N	R	5d10+10EAP	30	2	VR	1250m		SW
BCL-20 Light Cannon	HVY	+1	N	P	8d10 (20mm)	20	2	VR	550m	2700	MM
20-25mm Autocannon	HVY	+0	N	P	8d10 (20-25mm)	100	10	VR	500m	3000	MM
BHC-G8 30mm Rifle	HVY	+0	N	P	9d10 (30mm)	10	1	ST	600m	3500	MM
27-30mm Autocannon	HVY	+0	N	P	9d10 (27-30mm)	50	10	VR	600m	4000	MM
LATG 37mm	HVY	+3	N	P	6d10@ (37DPU)	10	1	VR	800m	10,000	MM
60mm Mortar	HVY	+0	N	P	8d10 (60mm)	6	2/1	VR	2000m		SW

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage(Ammo)(BodMin)</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
75mm Recoiless	HVY	+0	N	R	8d10@ (75mm)	4	1	VR	500m	15,000	MM
<b>ACPA GRENADE LAUNCHERS</b>											
Tsunami 25mm GL	HVY	+0	N	P	(25mm)	20	1/3/5	ST	1500m	1700	MM
Arasaka Tsunami	HVY	+0	L	P	(25mm HP)(B11)	6	1	ST	200m	1250	SOF2
40mm Auto-GL	HVY	+1	N	P	(40mm)	50	3/20	ST	1600m	2500	MM
30mm Auto-GL	HVY	+0	N	R	(30mm)	30	1/10	ST	1300m	2000	MM
30mm HiVel Auto-GL	HVY	+0	N	P	(30mm)(B12)	25	15	VR	300m	2000	SOF2
Super Rakate	HVY	+0	N	P	5d6, 3m	8	1-8	ST	300m	700	MM
Saucer Shooter	HVY	-1	N	P	2d6+3	30	1	ST	250m	1500	MM
EMP Grenadier	HVY	+0	N	R	Special	5	1	ST	300m	2000	MM
<b>ACPA ROCKETS &amp; MISSILES</b>											
IFAR	HVY	-2	N	R	8d10, 6m	1	1	ST	500m	200	MM
IFAR 3-Pod	HVY	-2	N	R	8d10, 6m	3	1-3	ST	500m	2100	MM
IFAR 6-Pod	HVY	-2	N	R	8d10, 6m	6	1-6	ST	500m	4200	MM
Mini-Roc 6	HVY	-2	N	R	6d10, 3m	6	1-6	ST	500m	1800	MM
Mini-Roc 15C	HVY	-2	N	R	6d10, 3m	15	1-15	ST	500m	4500	MM
LAW-III	HVY	-2	N	P	4d10HEAT, 2m	1	1	VR	200m	300	MM
Light ATGM	HVY	+2	N	P	12d10HEAT, 4m	1	1	VR	1000m	3000	MM
Militech Spectre ATGM	HVY	15o	N	P	18d10HEAT, 4m	1	1	VR	3000m	10,000	MM
Scorpion 16 SAM	HVY	-1	N	P	7d10, 6m	1	1	VR	2000m	1000	MM
Scorpion 16 Backpack	HVY	-1	N	R	7d10, 6m	3	1	VR	2000m	4800	MM
Red Knight SAM	HVY	15t	N	P	10d10, 10m	1	1	VR	4500m	4600	MM
Arasaka ACPA Bazooka	HVY	-1	N	P	20d10HEAT, 4m	1	1	VR	350m		SW
<b>ACPA SCATTER PACKS</b>											
BSP Smoke Pellets	HVY	+3	N	P	5 min cloud	1x50	1d6	VR	50m	300	MM
BSP Paint Pellets	HVY	+3	N	P	varies	1x50	1d6	VR	50m	300	MM
BSP Pyrotechnic Pack	HVY	+3	N	P	20% chance 1d6	1x50	1d6	VR	50m	300	MM
BSP Rubber Pellets	HVY	+3	N	P	1d10 stun	1x50	1d6	VR	50m	300	MM
BSP Phosphorous	HVY	+3	N	P	1d6 x 3 rounds	1x50	1d6	VR	50m	300	MM
BIM Minelet Volly	HVY	+3	N	P	4d6 (1)	1x50	1d6	VR	50m	1000	MM
BSP Delayed Minelets	HVY	+3	N	P	4d6 (1)	1x50	1d6	VR	50m	300	MM
BFC-3 Fletch Cloud	HVY	+9	N	P	1d10@ (1)	1x288	4d6	VR	30m	300	MM
BFCWA Cloud	HVY	+5	N	P	2d10@ (2)	1x144	2d6	VR	30m	300	MM
BFC-2 Fletch Cloud	HVY	+6	N	P	2d10@ (2)	1x144	3d6	VR	25m	300	MM
Ripple Fletch Pack	HVY	+4	N	P	3d10@ (3)	6x24	2d6	VR	15m	500	MM
BFC-4 Fletch Cloud	HVY	+3	N	P	4d10@ (4)	1x72	1d6	VR	20m	1200	MM
<b>ACPA UTILITY PACKS</b>											
BOM Wire Obstacle	HVY	-1	N	P	1d6x1d6 (4m <sup>3</sup> )	1	1	VR	5m	100	MM
BPL Plastic Obstacle	HVY	+0	N	C	.5m/rnd movement	1	1	VR	10m	10	MM
BLP Breech Spray	HVY	-1	N	P	3kg C-6	1	1	VR	2m	300	MM
BSS Silicon Spray	HVY	-1	N	C	3kg glue	1	1	VR	5m	30	MM
BES Epoxy Spray	HVY	-1	N	C	3kg epoxy	1	1	VR	2m	30	MM

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage(Ammo)(BodMin)</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
<b>RANGED CYBERWEAPONS</b>											
Finger Mace Sprayer	P	+0	-	E	Mace	2	1	ST	1m	150	Chr1
Gas Jet	P	+0	-	C	by Gas	6	1	ST	2m	250	Chr1
Finger Dartgun	P	-1	-	E	Poison	1	1	ST	3m	100	Chr1
Flashbulb	P	+0	-	C	COOL 30, 1d6 min	-	1	ST	6m	250	Chr1
Tri-Dart Launcher	P	+0	-	P	1d6/2#	3	3	ST	3m	300	Chr2
Derringer	P	-1	P	E	1d6 (5mm)	2	2	ST	50m	220	Chr1
One-Shot Special	P	-2	P	E	1d6 (5mm)	1	1	ST	20m	250	Chr4
Dainamax Grapplefist	P	-1	-	C	1d6+2/2d6+2 crush	1	1	ST	50m	1050	PAC
Gouge Master	P	-1/5m-	-	R	1d6+3*/1d6*	-	-	ST	10m	550	P3
PopUp Sliver Gun	P	+0	J	P	2d6x1d6/2*	7	2	UR	40m	550	Chr1
2 Shot Capacitor Laser	RIF	+3	N	R	3d6	2	1	ST	10m	800	CP20
Flame Thrower	HVY	+0	-	R	2d6, 1d6/2 x 2 rnds	4	1	ST	1m	600	CP20
Self-propelled Grenade	HVY	+0	-	R	2d6, 2m	1	1	ST	7m	200	Chr2
Finger Bomb	HVY	+0	-	R	2d6+3	1	1	ST	3m	150	Chr1
Grenade Launcher	HVY	+0	-	R	(40mm)	2	1	ST	200m	500	CP20
Micro-Missile Launcher	HVY	+2	-	R	4d6 (micromissile)	4	2	St	200m	900	CP20
Optic Teargas Sprayer	EX	+0	-	E	Teargas	1	1	ST	1m	200	Chr1
Optic Dartgun	EX	+0	-	E	Poison	1	1	ST	1m	200	CP20
NovelTech Spitfire Flamer	EX	+0	-	P	Varies	4	1	ST	4m	1000	ER
Flasher	EX	+0	-	C	20+ REF,blind 1min	1	1	ST	2m	250	Chr3
Spitting Cobra	EX	+0	-	P	1d6 Acid	20	1	ST	6ft	400+	Chr3
Optical Capacitor Laser	EX	+0	-	R	2d6	1	1	ST	.5m	800	P1
Blitzkrieg Arc-Thrower	EX	+0	-	R	3d6 (1/2 real 1/2 stn)	4	1	ST	10m	1050	Chr4
Strobe	EX	+0	-	C	10/15 blind 1d6 hrs	-	1/2	ST	3m	150	I1.4
Pop-Up Hand Crossbow	XBO	-2	J	E	1d6+2~	6	2	VR	25m	300	SOF2

**HAND-TO-HAND CYBERWEAPONS**

<i>Name</i>	<i>Type</i>	<i>Damage</i>	<i>Range</i>	<i>Cost</i>	<i>HC</i>	<i>From</i>
Stinger	Punch	Drug (3 doses)	1m	400	1d6+3	Chr4
Air Hypo	Punch	Drug (4 doses)	1m	200	1	Chr2
Tazer Grip	Punch	Stun -2	1m	180	2d6-2	Chr1
Lightning Fist	Punch	Stun -2/2d6+1	1m	900	2d6	RPI
Gang Jazzler	Punch	Special	1m	600	2d6+3	Chr1
Scratchers	Punch	1d6/3*	1m	100	2d6	CP20
Wirecutters	Punch	1d6/3*	1m	50	1	Chr1
Shark Weave	Punch	1d6/3*	1m	4000	1d6+	SA
Hollow Claw	Punch	1d6/3* + poison	1m	250	2d6	WGF
Venom Hand	Punch	1d6-1/by Drug	1m	600	2d6	CB2
Cyberarm	Punch	1d6	1m	3000	2d6	CP20
Independent Cyberhand	Punch	1d6, 1d10 crush	1m	750	1d6	Chr1
Web Hand	Punch	1d6*	1m	250	2	Chr3
Natural Claws	Punch	1d6*	1m	1000	1d6+1	Chr2
Big Knucks	Punch	1d6+2	1m	500	3d6	CP20
Rippers	Punch	1d6+3*	1m	400	3d6	CP20
Retractable Steel Blade	Punch	1d6+3*	1m	500	1d6	Chr2
Spike Hand	Punch	1d6+3@	1m	500	2d6	CP20
Bonespike	Punch	1d6+4*	1m	1000	2d6	Chr3
Flesharm BiggRipp	Punch	2d6*	1m		3d6	PAC
Cyberarm BigRipp	Punch	2d6#+arm strength	1m	1850	1d6+3	PAC
BuzzHand	Punch	2d6+2*	1m	600	2d6	CP20
Gouge Master	Punch	2d6+3@, 2d6*	1m	550	2d6	P3
Retractable Monoblade	Punch	2d6+3#	1m	800	1d6+2	Chr2
SuperSized Cyberarm	Punch	3d6, 2d10 crush	1m	4000+	2d6	Chr3
Soviet Cyberarm	Punch	3d6, 2d10 crush	1m	669	2-3d6	Chr4
SovWear Cyberarm	Punch	3d6, 6d6 crush	1m	1000	2d6	SOF
Wolvers	Punch	3d6*	1m	600	3d6+1	CP20
Drill Hand	Punch	3d6, 1/2 h, 1/4 s	1m	700	3	P1
Chain Ripp	Punch	3d6 (1/3SP)	1m	1250	2d6+4	Chr3
High Five/Palm Bomb	Punch	5d6@ or 4d6	touch	355	1d6+3	Chr4
Hammer Hand	Punch	1d10	1m	600	2d6	CP20

Name	Type	WA	Con.	Avail.	Damage(Ammo)(BodMin)	#Shots	ROF	Rel.	Range	Cost	Source
Mace Hand	Punch	1d10-2/2d6+1			1/2m 300	3		Chr1			
Talon Foot	Kick	1d6*			1m 600	2d6		CP20			
Cyberleg	Kick	2d6			1m 2000+	2d6		CP20			
Spike Heel Foot	Kick	2d6@			1m 500	2d6		CP20			
SovWear Cyberleg	Kick	6d6			1m 1500	2d6		SOF			
Soviet Cyberleg	Kick	3d10			1m 875	2-3d6		Chr4			
NewTeeth	Grapple	1-2*, -1 WA			.5m 200	1d6/2		Chr4			
Vampires	Grapple	1d6/3*			.5m 200	3d6		CP20			
Poison Vampires	Grapple	1d6/3* plus poison			.5m 400	3d6		CP20			
Sharkgrin Special	Grapple	1d6/2*			.5m 200	3d6		CP20			
Horns	Grapple	1d6/2*			1m 300	1d6+2		KCJ			
Extended Canines	Grapple	1d6/2+1*			.5m 1000	3d6+2		Chr2			
Spyke Body Plating	Grapple	1d3+1 to 1d6+1			.5m 400+	1-3		Chr3			
Spiked Limb Cover	Grapple	+1d6			1m 200	2		I1.4			
Extended Sharkgrin	Grapple	1d6*			.5m 1400	4d6		Chr2			
Cyberjaw - K9	Grapple	1d6*			.5m 2750	3d6+2		P2			
Mandibles	Grapple	1d6*			.5m 4000	3d6		Chr2			
Natural Fangs	Grapple	1d6*			.5m 500	2d6		Chr2			
Cyberjaw - Conga	Grapple	1d6+2*			.5m 2770	3d6+2		P2			
Cyberjaw - Needler	Grapple	1d6+3*			.5m 2800	3d6+2		P2			
Cyberjaw - Pit Bull	Grapple	2d6*			.5m 2870	3d6+2		P2			
Cyberjaw - Shark Maw	Grapple	2d6+1*			.5m 2930	3d6+2		P2			
Cyberjaw - T-Rex	Grapple	3d6*			3000	3d6+2		P2			
Bioware Combat Tail	HH	1d6+str			1m 2500	3d6		Chr2			
Stinger Tail	HH	1d6*+str+drug/toxin			1m 3000	3d6		Chr2			
Whip	MEL	1d6/2, 1d6			2m 475	2d6		Chr2			
Slice N' Dice	MEL	2d6#			2m 700	3d6		CP20			
Cybersnake	auto	1d6*			1m 1200	4d6		CP20			
Hydraulic Rams	-	3x normal damage			- 200	3		CP20			
Thickened Myomar	-	2x normal damage			- 250	2		CP20			
PowerJaw	-	+2 to bite damage			- 100	+1-2		Chr4			

- \* Blade 1/2 soft armor, full penetrating damage.
- # Monoblade 1/3 soft armor, 2/3 hard armor, full penetrating damage.
- @ Standard Armor Piercing 1/2 soft and hard armor, 1/2 penetrating damage.
- ~ Arrow 1/2 hard and soft armor, full penetrating damage.
- HEAT High Explosive Anti-tank 1/2 armor, full penetrating damage. Composite Armour halves the damage.
- EAP Extra Armor Penetration 1/4 armor, 1/2 penetrating damage.
- FF Fragmentation Flechettes 1/2 soft armor, full damage.
- ET Electrothermal Enhancement +50% damage and range, already accounted for in description.
- G Gyrojet Ammo Damage increases when used at longer ranges.
- r Radar Guided Active Missile Skill +20. Affected by jamming, stealth & chaff.
- t Thermal Guided Active Missile Skill +15. Affected by flares and IR smoke.
- o Optical Guided Active Missile Skill +15. Affected by smoke & darkness.

## Shotgun Rounds

	<b>.410/28 Gauge (15eb/12)</b>
Shotshell	2d6/1d6+2/1d6
Slug	3d6+1AP. Soft SP halves penetration
Triplex shells	1d6/2x2d6
	<b>20 Gauge (15eb/12)</b>
Shotshell	3d6/2d6/1d6
Flare (25eb/25)	Illumination 30m. 2d6+2 & 1d6/2 if hit
Flash-Bang	Effects listed below. 2/5m. 25m range
Flash (30eb/25)	Flash-Bang grenade in 25mx3m pattern
Slug	3d6+1AP. Soft SP halves pen damage

	<b>12 Gauge (15eb/12)</b>
Shotshell	4d6/3d6/2d6. 1-3m x 50m
APFSDS (10eb)	6d6AP. 25m range
Flare (25eb/25)	Illuminates 30m. 2d6+2 & 1d6/2 if hit
Flash-Bang	Effects listed below. 2/5m. 25m range
Flash (30eb/25)	Flash-Bang grenade in 25mx3m pattern
Flechettes (8eb)	4d6AP. Armor and pen damage 1/4
Gas (5-25eb)	Tear, sleep, or biotoxin gas. 1m
HE (5eb)	4d6. 1/2m
HEAT	4d6HEAT
Non-Lethal	4d6 Stun, Soft SP only resist half dam
Slug	4d6+2AP. Soft SP halves pen damage
Smoke (15eb/25)	3m of smoke
Stinger (15eb/25)	4d6 Stun beyond 3m
Stundart (20eb/4)	Stun -2, penetrates soft armor of 10SP
Thermite (30eb)	8d6AP, 1/2 width. 10% ruin barrel
Slasher (75eb)	4d6, 1/3 SP. 1m. -3 WA, 10m range
Ball Bearing (x2)	5d6+1/4d6+1/3d6+1, 1-2m pattern

	<b>12 Gauge Magnum</b>
Buckshot (1eb)	4d6+2/3d6+2/2d6+2
HE Slug (2eb)	3d6, 1m radius
AP Slug (3eb)	3d6HEP

	<b>10 Gauge (15eb/12)</b>
	Same range & effects as 12 ga. with these exceptions
Shotshell	5d6/4d6/3d6
Flare (30eb/25)	Illuminates 30m. 2d6+2 & 1d6/2 if hit
Flash (35eb/25)	Flash-Bang grenade in 25mx3m pattern
Flechettes (8eb)	5d6AP. Armor and pen damage 1/4
Gas (5-25eb)	Tear, sleep, or biotoxin gas. 2m
Non-Lethal	5d6 Stun, Soft SP only resist half dam
Slug	5d6+3AP. Soft SP halves pen damage
Smoke (20eb/25)	3m of smoke
Stinger (20eb/25)	5d6 Stun beyond 9m

	<b>10 Gauge 3" Magnum</b>
	Cannot be fired from a normal 10 ga. +20% to modify gun.
Shotshell	6d6/5d6/4d6
Stinger (19eb/25)	6d6/5d6/4d6 Stun over 9m
Gas	3m
Flare	40m, 3 turns. 3d6, 2d6
Smoke	4m, 5 turns

	<b>4 Gauge (CLAW)</b>
#000 Buckshot	8d6
Slug	9d6+2AP. Soft SP halves pen damage
APFSDS	5d10AP
HEAT	7d10, 1/2SP
Slasher (75eb)	2.5m wide, 4d6 damage, 1/3 armor
Flechette, mini-grenades, non-lethal batons, thermite shells, flash-bombs, HEP and gas shells are also available	

## Grenades

	<b>Hand Grenades (20-30eb, thrown 10 x BODY in m)</b>
HE	7d6 frag to 5m & 3d6 to 6-10m
Anti-Tank	5d10HEAT, 3d6 frag to 5m, 1/2 throw
Chemical	Gas, smoke or paint. 10m
WP/Incendiary	4d6 for 3 turns, 5m. Soft SP -2/round
Flash-Bang	Stun -2 or D 4. REF 20 or B 2. 5/15m
Concussion	Stun -5. 5/15m
Flash	20+ REF or blinded for 40 secs. 10m
Sonic (40eb)	Stun -1, 20+ BOD or deaf 40 secs. 6m
Motion Restraint	25+ Dodge, 30+ BOD to get free. 1m
EMP (200-400eb)	Disorient 1d6x10, Pulse effect. 4-10m
Saucer (65eb)	2d6+3 frag. 15m. +2 to throw
Mini-Gren (40eb)	1d6+3. 3m. 1.5" big
Scatter (70eb)	IR defeating cloud for 5 turns. 5m
Spraypaint (20eb)	Blind for 1-2 mins if center. 4m
Stench (20eb)	V.Diff COOL/BOD roll. 5x5m
LN2	2d6+2 (min 6), 1d6/2+1 area. 3m
Smoke Pellets	A stealth roll to escape the area
Acid (50eb)	Acid cloud, 1pt/location/turn
Blind Gas	Body -2 (+3 diff) or blind 1d10+2 turns

	<b>Militech 25mm Grenades (30eb, 150m, HoB)</b>
Chemical	Smoke or gas. 5m
Flechette	2d6 x 1d6AP, 2mx25m pattern
Fragmentation	2d6+1 (1). 5m
HEP (40eb)	5d6HEP (3*), armor -2 levels
Stundart (5eb)	Stun -4 through soft SP10, 100m range
Slasher (75eb)	4d6, 1/3 SP. 2m. -2 WA, 50m range
Frag	3d6. 3m
Flash	50% -5 REF+Awa for 3 turns. 5m
Incendiary	4/2/1d6. 1m
Concussion	3d6 Stun, SP 1/3. 4m
LN2	2d6 (min 4) to 2 areas+LN2 effects. 2m

	<b>IMI 25mm Grenades (1.5 x cost, 100m, SOF2)</b>
	Same types available as normal 25mm Grenades

	<b>Tsunamni High Pressure 25mm Grenades (15eb, 1500m)</b>
Frag	3d6+1 (1). 5m
HE	5d6 (2). 3m
HEP (25eb)	5d6 (3*), armor damaged 2 levels
Incendiary	4/3/2d6 (2). 2m

	<b>Militech 25mm Pistol Grenades (15m &lt;9mm&gt; 50m)</b>
Concussion (15)	3d6 Stun, SP 1/3. 4m
Def. Frag (20eb)	2d6+1. 3m
FlashBomb (15eb)	Stun save, -5 REF+Awa x 5 turns. 5m
HEP (30eb)	5d6 HEP
Incendiary (30eb)	4d6/3d6/2d6. 1m
Off. Frag (25eb)	5d6. 3m
Chemical (20eb)	Smoke or tear gas. 3m

	<b>30mm Launched Grenades (200m, auto 1300m)</b>
	Same type & effects as 40mm Grenades, except:
Slasher (75eb)	4d6, 1/3 SP. 2.5m. -2 WA, 50m range

	<b>40mm Launched Grenades (R, 50eb, 200m/100eb, 1600m)</b>
HE	7d6 (2). 5m radius. Armed after 10m
HEDP	4d10HEAT (4*), 4d6 over 1m
Illumination	20m + 20m LL, or 1d6x6. 5eb 'chute
Chemical	Carriers gas or smoke. 10m. 5eb 'chute
Bean Bag	2d6; Stun -5, +1/15SP; 50m range
	20+ REF roll, -1 Diff/100kg of target
WP	4d6x3 (2). 10m
Flechette	1d6/2 x 2d6AP (1). 3mx25m
Flash-Bang	Stun -2, stun+deaf 4 turns. 5/15m
	20+ REF or blind 2 turns. 25m range

HEP	7d6 HEP, SP -5 levels, -1 WA
Grapnel (30eb+)	1/2 range, WA -2, 1d6 dam, Catch 50%
Net	25m range, WA -5, 1d6 + 50% wrap 20+ REF or 25+ BOD to escape net
Splatshell (10eb+)	1d6+1 hits. 5mx2m to 15x6m pattern
Slasher (75eb)	4d6, 1/3 SP. 3m. -2 WA, 50m range
Spraypaint (20eb)	Blind for 1d6/3 turns, 4m
EMP (400eb)	Disorient 10sec, Cyber 4/10min, 5m
LN2	2d6+2 (min 6), 1d6/2+1 area. 3m

**Note:** Grenades for launchers cannot normally be used as thrown grenades and vice versa. Hi pressure grenades will not function in normal launchers and vice versa.

**Classic Rifle Grenades (50eb, WA -3, 100m)**

HE	8d6. 5m
HEAT	8d10HEAT, 4d6 over 1m
Chemical	Gas or smoke. 10m
EMP (400eb)	Disorient 1d6x10, Cyber 4-10min, 5m

**DCR Rifle Grenades (50eb, WA -1, 150m)**

HE	7d6 frag to 5m, 3d6 frag to 6-10m
Smoke	Smoke over 10m
HEAT	5d10HEAT, 3d6 frag to 5m. WA +0

**Artillery Shells**

60mm Mortar	8d10	50eb
80mm Mortar	9d10, 1 space/20	150eb
120mm Mortar	13d10, 1 space/10	250eb
105mm Howitzer	11d10, 1 space/5	500eb
150mm Howitzer	13d10, 1 space	1000eb
200mm Howitzer	28d10, 1 space	2000eb
230mm Rocket	4d10AP	2500eb
Captor Shells		x5

Chemical Loads	Shell	Grenade
Smoke	0.3x	15eb+
Hot Smoke	1x	35eb+
Tear Gas	2x	15-20eb
Nausea Gas	2x	25-50eb
Knock-out Gas	3x	50-75eb
Mace	3x	45-80eb
Nerve Gas	20x	
White Phosphorous	4x	

**Other Rounds**

**Micromissiles**

HE (50eb)	4d6, 2m
Anti-Armor (75eb)	4d6 HEAT, 1/2 SP, 1m
HEP (200eb)	4d6+4, no burst

**50 Caliber**

BMG (15eb)	
BMG Hex (30eb)	1/2 pen to soft targets, double to SDP
Smoothbore (25eb)	for ETE weapons - WSSE/R

**13mm Shells**

HEP (45eb/12)	4d6+2
API (45eb/12)	4d6+3 1/2SP, 1d6, 1d6/2 OSP
Acid (20eb/12)	1d6 x 4 turns
LN2	1d6+2 to one location + LN2 effects

**15mm Kurtz**

"Practice" (8eb)	4d10+3@
HE (20eb)	3d10, 1m

**25mm Cockerill Cannon Rounds**

AP	5d10+10AP (Pen 5)
HEP	5d10+10HEP (Pen 6)
Flechette	1d6+3x1d6+1AP. 1m/2m/4mx100m

**30mm Rockets (200eb/6)**

HE	5d6 (1), 3m
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**Rockets Reloads**

RPG-A	HEAT 6d10AP	250eb
	HE 6d10 (3), 6m	250eb
RPG-B	HEAT 9d10AP	400eb
2" Rocket	6d10, 1 space\12	100eb
2.75" Rocket	8d10, 1 space\10	200eb
3.5" Rocket	9d10, 1 space\6	400eb
5" Rocket	13d10	1000eb

**Missile Reloads**

LATGM	12d10AP, 1/5 space	1500eb
HATGM	18d10AP, 1/3 space	3500eb
Hellfire	20d10AP, 1 space	10,000eb

**Webs and Nets**

Det Web (450eb)	40AP, WA 0, 25m range
Taser (100eb)	As taser, WA 0, 25m range
Web	Entangle, N.Imp Bod+Ref, 30m range
Sharpwire(450eb)	WA +2, Bod/2 damage, 1/2SP, 10m

**Militech MTL-1 Mini-Torps**

Hi-Ex (300eb)	167m/turn, 8d10, passive sonar (-3 A/N)
Concussion (350eb)	1/2R, 1/2S, double SW
Shaped (550eb)	1/2SP, x2 Target SW, 1/2 radius
Proximity (+50eb)	detonates within 5m of metallic source
Memory Mapping	impossible to detect, +1000eb

**Arasaka APW Mini-Torps**

API (400eb)	1667m/turn, 4d10API, active sonar
HEP (400eb)	1/2R, 1/2S, ignore SP, x2 SW value
Passive Sonar	-3 A/N, +150eb

**Ammunition Reloads**

Light Pistol & SMG	15eb/100
Medium Pistol & SMG	30eb/100
Heavy Pistol & SMG	36eb/100
Very Heavy Pistol	40eb/100
Assault Rifle	40eb/100
Airgun Pellets	6eb/100
Acid or Drug Pellets	30eb/100
Needlegun Rounds	50eb/100
20mm Cannon Round	25eb each
Flamethrower Reload	50eb
Paintloads	10eb/100
Acid/Drug/Poison loads	30eb/100
Glass/Ceramic/Steel Balls	5eb/20
Gauss Rounds	20eb/mag
Gauss Battery Charge	10eb

## Ammo Effects

**API:** Armor Piercing Incendiary, half armor and damage if the round penetrates, but if penetrated armor won't protect against addition damage.

**EMP Grenade:** When detonated the EMP grenade fuses its internal mechanism five seconds after arming. Effects are similar to a Techtronica "Pulse Rifle" over a 4-10m diameter. Unshielded electronics and cyberware are immediately disabled. Internal cyberware comes back on-line in 4 minutes, and cyberlimb functions are regained in 10 minutes. Chips are wiped. Electronics/cyberware with hardening/shielding are not effected. Anyone in the area of effect will still have orientation loss (make a Stun Save at -1, effects lasts 1d6x10 seconds).

**HEAT:** High Explosive Anti-Tank, half armor and full damage.

**HEP:** High-Explosive Penetration, damage is half real and half is applied as concussion damage. Armor has no effect and is damaged 2 levels.

### Flash Bang

**Grenade:** All people within 5 meters of the blast (15m indoors) must make a Stun Save at -2 to avoid being stunned and deafened for 4 turns (40 sec) and a Difficulty 20+ REF test to avoid being blinded for 2 turns (20 sec). Anti-dazzle protection negates the flash effect and makes the REF test unnecessary.

**Shotgun Shell:** All people within 2 meters of the blast (5m indoors) must make a Stun Save and a Difficult 20+ REF test to avoid being stunned for 1 turn and blinded for 2 turns. The Flash-Bang round has a maximum range of 25m, if it has not impacted something solid by that time, it explodes automatically.

**Non-Lethal/Concussive Damage:** Subtract armor SP from damage, up to half the damage total, at least half damage goes through any armor except hard armors (i.e. Metalgear, ACPA, full medieval armor).

The target must then make a Stun/Shock Save as it was damaged by the concussion damage that went through. Rigid armor prevents any concussion damage from hitting the target; Skinweave has no effect on concussion damage. All targets, whether affected by the concussion or not, must make a Difficult 10 REF save or be knocked down by the impact.

## Explosive Effects

**Concussive Damage/HEP:** Damage is half real, half stun and armor has no effect. Soft armor is damaged 2 levels, and hard armor takes 1/4 damage from the explosion. Equipment also takes 1/2 damage.

Within 1m:	Full damage
Band 1:	1/2 damage
Band 2:	1/4 damage
Band 3:	1/8 damage

**Shrapnel Damage:** Anyone within two extra range bands of the explosion takes 1d10\* damage.

### EXPLOSIVE DAMAGE MODIFIERS

<b>Tamped Explosives:</b>	1/2 range, x2 damage
<b>Confined Spaces:</b>	x2 damage
<b>Touching:</b>	x2 damage
<b>Covering Blast:</b>	x3 damage

## Ammunition Types

<b>Bullets</b>	<b>SP Mod</b>	<b>Damage Mod &amp; Notes</b>	<b>Cost</b>	<b>Source</b>
Standard	-	-	1x	CP20
Sealed Caseless Bullets	-	Waterproof	2x	SF
Brass Cased	-	-	3x	CP20
Plasticase	-	Poor availability	1x	CP20
Armor Piercing	x1/2	1/2 Pen	3x	CP20
Hollowpoints	x2	1.5x Pen	1.125x	Chr 1 & 2
Armor Piercing Incendiary	x1/2	1/2 Pen, +1d6, 1d6/2. 50% fire	4x	Chr 2
Dual-Purpose	x1/2	1/2 Pen or 1.5x if unarmored	4x	Chr 2
Frag Flechettes	x1/2 [soft]	Rare and very illegal	5x	Chr 2
Electrothermal	-	1.5x Damage (cased)	2x	Chr 2
Rubber Bullets	-	Stun beyond 3m, below that 1/2 real, 1/2 stun	1/3x	BH
Wasp Flechette	1/2 [soft]	x1d6/2	10x	UK
12mm Anti-Personnel	1/2 [soft]	x2	10x	UK
Electric Fire	-	Caseless rounds	0.9x	SOF2
Smart Bullets	-	Rifled +1, smoothbore +2 WA at long+ range	10x	SW
Silver Bullets	-	-	5x	NE
Safety Rounds	x2	3x Pen. Shatter on 10SP/30SDP	6x	DS
Sky Marshal® Safety Rnds	x2	2x Pen.	100eb/50	GW
Kill Rounds	-	x2 Damage (explosive)	CIA only	RM
Capture Rounds	-	1/2 Damage, 2x Stun	CIA only	RM
Acid	-	1D4x3, ceramic shells shatter on SP4+	75eb/20	RPI
Heartbreaker	-	Heart attack 1d6 rnds, shatter on SP5+	50eb each	RPI
<b>Arrows</b>				
Target	1/2	normal	24eb/12	SOF2
Broadhead	1/2 [soft]	2x Pen	40eb/12	SOF2
Stun	-	damage is Stun	20eb/12	SOF2
Spinner	1/2 [soft]	3x Pen	80eb/12	SOF2
Warhead	varies	25mm pistol grenade, WA -2	varies	SOF2
<b>Crossbow Quarrels</b>				
Target	1/2	normal	30eb/12	SOF2
Broadhead	1/2 [soft]	2x Pen	50eb/12	SOF2
Stun	-	damage is Stun	25eb/12	SOF2
Spinner	1/2 [soft]	3x Pen	100eb/12	SOF2
Warhead	varies	25mm pistol grenade, WA-2	varies	SOF2
Silver	1/2	-	3x	NE
<b>Airgun Splatballs</b>				
Drugged	-	by drug type	5x	CP20
Acid	-	1d6 x 3 turns	5x	CP20
<b>Needlegun Loads</b>				
Normal	1/2 [soft]	-	50eb/100	CP20
Drugged	1/2 [soft]	+ drug type	5x	CP20
Anti-Armor	1/4 [s], 1/2 [h]	-	4x	WGF
HE (Impact)	-	4d6	5x	WGF
HE (Timer/Liquid)	1/2 [s]	+4d6	5x	WGF

## Firearm Accessories

<b>Sights</b>	<b>Bonuses &amp; Notes</b>	<b>Cost</b>	<b>Source</b>
Laser Sight	+1 WA	100	CP20
Smartgun Link	+2 WA with smartgun	100	CP20
Cyberoptic Targeting Scope	+1 WA to smartgun attacks only	400	CP20
Smart/Vision goggles	4 option spaces, -10% option cost	200	CP20
- Smartlink Scope	+1 WA, when used with a smartgun (+3)	+360	CP20
- Magnification	Upto x25 magnification	+200	HoB
- Image Intensifiers	+2 to Awareness	+250	HoB
- Thermograph	Works as the cybernetic option	+200	HoB
Scopesight	+2 L/E, +1 M, on an aiming action	200	HoB
Low Lite Scope	+2 L/E, +1 M, on an aiming action	300	HoB
Computer Sights	+3 L/E, +2 M, +LL, need to aim	500	HoB
Computer + Thermo Sight	+3 L/E, +2 M, +LL, +Thermo, must aim	700	HoB
COT Sight	Smartgun sight +3 WA	4000	SOF
Midnight Arms Smart Glove	+200eb/smartgun	110	Chr3
Smartgoggle Mirrorshades	2 spaces, -10% option cost	450	Chr3
Smartplate Link	Smartgun=3x base cost	300	Chr3
Digital Weapon Link	+2 to TECH rolls for unjamming gun	500	Chr1
DUD Smartgun Controller	Voice activated weapons, need DUD	720	Chr1
<b>Holsters, etc</b>			
Holster	Shoulder, thigh or leg	20	CP20
Shoulder Sling	For rifles, shotguns, SMGs	5	CP20
Cyberleg Holster	1 L.Pistol to Med.SMG, & 1 clip	100	CP20
Cybernetic Pop-up Gun	L.Pistol to Med.SMG	1-800	CP20
Weapon Mount & Link	Hardpoint on cyberlimb for weapon	100	CP20
GyroMount	Negates hip & movement penalties	250	HoB
Power Exo-Mount	For hvy. weapons, -1 WA & MA, -2 REF	5000	HoB
Cybernetic Targeting System	Built-in Gyro Mount	1300	SOF2
Speedholster	+1 to Fastdraw	100	Chr1
Quickdraw Cyberarm Holster	+2 to Fastdraw (P concealability)	200	Chr2
<b>Underbarrel Weapons / Grenades</b>			
Commercial UB Gren. Launcher	HVY +0 L R (30-40mm) 1 1 ST 225m	150	CP20
M-205 Grenade Launcher	HVY +1 L P (40mm) 1 1 VR 200m	250	HoB
Classic Rifle Grenades	HVY -3 N P Varies 1 0.5 VR 100m	50	HoB
Bayonet	3d6AP when fixed	15	HoB
Militech Pump Mini-Grenade L	HVY -1 L C (25mm) 4 2 ST 150m	255	Chr1
Militech Drum Mini-Grenade L	HVY +0 N P (25mm) 16 2 ST 150m	475	Chr1
DCR Rifle Grenades	HVY -1 N P Varies 1 0.5 VR 150m	50/100	Chr1
.22 Muzzle Adaptor	50eb to fit, for firing rifle/pistol grenades	200	Chr2
Under-Barrel Capacitor Laser	RIF +2 - R 3d6 2 2 UR 25m	950	Chr2
Under-Barrel Microwaver	EX +0 - P 1d6+special 4 2 ST 20m	500	Chr2
Hip-mounted Powerpack	x2 shots, +5m to microwaver range, 4 kg	250	Chr2
Under-Barrel Micro-Missile Pod	HVY +1 L P 4d6 1 1 ST 200m	200	Chr2
Under-Barrel Sharpwire Net		450	Chr2
<b>Security &amp; Safety</b>			
Cookie Cutter	Smartgun won't shoot badge wearers	300	SOF
Extra Cookie Cutter Badge	as above	15	SOF
Techtronica "Scangrip"		200	SOF2
Stutter Chipping	Can't shoot designated friendlys (10 sec)	310	Chr3
Nine-Eleven Chip	Phones for help, 1d10+2 mins	175	Chr2
Security Chipping	V.Diff Smartlock	250	Chr2
Gun-Cam	Holds 10 digital pictures	100	Chr2
<b>Other Equipment</b>			
Silencer/Suppressor	-1 WA, +1 Con, Awareness roll to hear	100	CP20
Bipod	+2 when braced & stationary	10	HoB
Portable Laser Rangefinder	Determines exact range	50	HoB
New Frames	Bullpup frame might lower concealability		SOF
Braces and Stocks	+1WA	50	SOF
Cooling Shroud	+1 Rel	50	SOF
Magazine Extensions	x2 or x3 capacity	40	SOF
Gun Cleaning Kit	-1 Rel when used and not cleaned	50	SOF2
Electro-Thermal Battery	100 shot battery	150	Chr2
Kleen Bore Nanoagents	Cleans gun!	50	Chr2

## Bow Accessories

<i>Equipment</i>	<i>Bonuses &amp; Notes</i>	<i>Cost</i>	<i>Source</i>
Bow String Silencer	Makes bow completely silent	50	SOF2
Crossbow Autoloader	Holds 1/2 normal shots (6), ROF x2, -1 WA	25%	SOF2
Basic Bow Sights	+1 WA when aimed	50	SOF2
Cyber-targeting	+1 WA (+2), needs smartgoggles or optic	+250	SOF2
IR	As cyberoptic option	200	SOF2
LowLite	Negates darkness penalties	150	SOF2
Gyro-stabilizer	Halves movement penalties for self-bow	100	SOF2

## Melee Weapon Modifications

<i>Equipment</i>	<i>Bonuses &amp; Notes</i>	<i>Cost</i>	<i>Source</i>
Monomolecular Edges	+1d6 damage, 1/3 soft SP, 2/3 hard SP	5x	PAC

## Advanced Weapon Modifications

<i>Equipment</i>	<i>Bonuses &amp; Notes</i>	<i>Cost</i>	<i>Source</i>
Cordless Smartchipping	+2 WA, but using a wireless transceiver	150%	WGF
Advanced Lasing Crystals	+2 dice to beam laser damage, 7d6/12d10 max	200%	WGF
Beam Splitters	Area-effect. Range/pattern width+1m, -1d per meter width	2000eb	WGF
Advanced Laser Batteries (Backpack)	Holds 60 points/shots for beam/pulse lasers. 7kg	1000eb	WGF
Advanced Laser Batteries (Stationary)	Holds 100 points/shots for beam/pulse lasers. 15kg	2500eb	WGF
Gauss Signature Suppressor	Reduces detection chance by 50%. Large weapons only.	1200eb	WGF
Remote Weapons Station	2m portable console, SP10 dome, 12 weapon links. 30kg	6000eb	WGF
Remote Weapon Link	Required for each remote weapon	500eb	WGF

## Gun Customisation (From Solo Of Fortune 2)

<b>Modification</b>	<b>Bonuses &amp; Notes</b>	<b>Cost</b>	<b>Diff.</b>	<b>Time</b>
Custom Grip	+1 WA Fastdraw, Snapshot	0.3x	Diff	40min
Adjustable Stock	1 extra aiming turn, +1 WA Snapshot	0.6x	Diff	2hrs
Folding Stock; Rifle	+1 Concealability, -1/-2 WA	0.3x	Aver	1hr
Stock; Pistol, Lt.SMG	+0/+1 WA at Long & Extreme	0.3x	Aver	1hr
Solenoid Trigger	+1 WA at Extreme, +10% weight	1x	Aver	1hr
Building Solenoid Trigger	Replaces trigger with firing stud	.5x	Aver	1hr
Electric Trigger (CL)	+1 WA at Extreme	1x	Aver	1hr
Electric Fire Ammo (CL)	Modify 100 rounds for electric fire	-	Aver	3hrs
Barrel Chopping	+1 Con, 1/2 range, +50% pattern	0.3x	Easy	20min
Chopping Pistol, SMG	-1 WA, 1/2 range	0.3x	Aver	20min
Cheap Barrel Chopping	-2 WA, 1-2=jam, Fumble=explosion	-	NA	10min
Barrel Extension	-1 Con, +25% range	0.3x	Easy	30min
Burst Fire	-1 WA, -1 Rel, allows 3 round burst	1.5x	V.Diff	3-6hrs
Pure Auto Fire	Fires 1/2 mag (max 30), WA: -1, -2 Rel	1x	Diff	2hrs
Selective Fire	Single, 3rnd, or auto at -2 WA; -1 Rel	2x	V.Diff	4-6hrs
Heat Resistant Barrels	Counteracts 1 level of Rel loss	0.5x	Aver	40min
Make Resistant Barrel	Use Weaponsmith to manufacture	0.2x	Diff	1hr
Quality	+1 Rel upto VR	0.5x		
Compensation	+1 ROF for semi-autos (ROF 1 or 2)	0.4x	Diff	2hrs
Electrothermal Enhance.	+50% dam, range; +.5-1kg; cased only	0.5x	V.Diff	
Smartgun Modification	+2 WA with Smartgun Link	1x		
Smart Plate Modification	For use with Smartgun2 SmartPlate	0.2x		
Smart Glove Mod.	For use with Smart Glove	200eb		
Brass Catcher	Soft or hard versions	0.1x	Easy	10min
Bayonet Lug	Allows mounting of bayonet	0.1x	Easy	10min
<b>Finishes</b>				
- Standard	Matte black, blued, nickel	0x		
- Natural Colors	Red, green, black, etc	0.1x		
- Bowling Ball	2 or more colors mixed together	0.3x		
- Custom	Chrome, pearlescent, camo, gloss colors	1x		
- Neon Glow	Iridescent light emitting finish	1.5x		
- Printless	Near Imp TECH to lift prints	2x		
<b>Magazines</b>				
Extended Magazines	upto 5x original capacity	1eb/rnd (cased)		
- Over 2x	-1 Con, -1 Rel, -1/-2 Snapshot	.5eb/rnd (caseless)		
- Heavy Weapons		2-3eb/rnd		

**Notes:** These prices are moderated by normal economic factors (quality, black market availability, etc).  
If the weapon is built to specification (by a weaponsmith with CADam and an autofactory for instance) the price modifiers are halved.

**CLOTHING & FASHION**

Uniware Utility Belt .....	15eb
Uniware Blouse/Shirt .....	20eb
Uniware Vest/Boots .....	25-30eb
Uniware Pants/Skirt .....	35eb
Uniware Dress/Jumpsuit .....	50-75eb
Uniware Torso Armor/Legpads (SP 10) .....	60eb
Uniware Armor Jacket (SP 14) .....	200eb
Uniware Armor Trenchcoat (SP 18) .....	300eb
Armored Stockings (SP 6) .....	110eb
Leather Boots .....	100eb
Duster Coat .....	200eb
Disposa Clothes .....	75-350eb
Slicksuits .....	300eb
Body Line Tattoo - Stars & Shapes .....	50eb
Body Line Tattoo - Trademarks & Logos .....	100eb
Body Line Tattoo - Heat Sensitive Color Changer ..	120eb
Contact Lenses .....	100eb
Reactimesh Smartbag .....	3eb
Athelon Nylon Carrybag .....	5eb

**Phoney Cyberware:**

Interface Plugs .....	50eb
Chipware Socket .....	100eb
Optics Chrome, Gold, Black .....	30eb
Clock, Glow, Target .....	50eb
Hologram .....	70eb
ChromeArm/Leg .....	500/600eb

**Armored Headwear (10SP):**

Balaclava, Bandana (0 spaces) .....	300eb
Beret (1 space) .....	300eb
Baseball Cap, Turban, Tamoshanter (2 spaces) ....	300eb
Fez, Hombery, Fedora (2 spaces) .....	300eb
Trilby, Bowler, Boater, Panama (3 spaces) .....	300eb
Stetson (4 to 6 spaces depending on size) .....	300eb
Dropdown Visor (SP 14) .....	+350eb
Dropdown Visor with HUD (SP 14) .....	+600eb
Mini-Cellphone .....	+400eb
Extra Armor (max SP 16) .....	+100eb/+1SP
Audio Recording Device (4 hours) .....	+200eb
Video Camera (2 hours, can be concealed) ...	+250/350eb
Storage Space (2" x 2" space) .....	+150eb
Exploding Unit (3d6 over 5m radius) .....	+200eb
Mini-Gun (P -3 C 2d6+1 9mm 4 1 ST 50m) .....	+200eb
Bladed Rim .....	+200eb
Nu-Tek Wearman (vid screen on hat) .....	+200eb
Gas Jet (1 shot, limited range, gas costs extra) ..	+150eb

**Generic:**

Uniwear Shorts Ensemble & Cap .....	88eb
Nu-Tek Splash-proof Boots .....	40eb
Nuke AeroFloats .....	60eb
Ponco Bodysuit-Blouse Ensemble (+1 W&S) .....	195eb

**Leisurewear:**

Eji Bodysuit (+1 W&S) .....	200eb
Bodygear Reacti-mesh & Polylog Jacket .....	300eb
Night City Rangers Official Sportswear (+1 W&S) .....	x4
RecreaTech Kevlon Knee & Elbow Pads (10SP) .....	75eb
Body Test Full Impact Roadrasher (SP 16) .....	200eb
Full Enviro Wetsuit (SP 16) .....	350eb

**Urban Flash:**

Nu-Tek Video Jacket .....	300eb
Nu-Tek Video Skirt .....	200eb
Eji of Japan Designer Jeans .....	50eb
Eji of Japan Wool Sweater .....	60eb
Eji of Japan Light Panel Cloak (SP 14) .....	500eb
Cryo-Max Wrap-on Mem Plastic Skirt (+1 W&S) ..	180eb
London Mist Transparent Raincoat .....	360eb
Duraweave Stockings (SP 6) .....	105eb
Alex of Milan Illumi Strips Jacket (+2 W&S) .....	250eb
Image Fashionwear Bodysuit (+2 W&S) .....	300eb
Image Fashionwear Jacket (+2 W&S) .....	250eb

**High Fashion:**

Cyro-Max Translucent Pantaloons (+1 W&S) .....	180eb
HiFacs Short Cape (+3 W&S) .....	440eb
HiFacs Angora & Fiber-optic Hat (+3 W&S) .....	220eb
Leopold's Reacti-mesh Cape (+2 W&S) .....	900eb
Alex of Milan Polychromic Suit (+2 W&S) .....	715eb
Royo Bodyfree Mask (+1/2 ATTR) .....	600eb
Royo Bodyfree Mask (+1/2 ATTR, filter mask) .....	650eb
Dignity Clothing .....	750-2500eb

**Edgerunner:**

Gibson Battlegear Fatigue Pants (SP 14) .....	125eb
Gibson Battlegear Armored Jeans (SP 16) .....	30eb
Gibson Battlegear Armored T-Shirt (SP 10) .....	10eb
Gibson Battlegear Denim Jacket (SP 14) .....	150eb
Plastech Duster (SP 18, +1 W&S) .....	845eb
Ruf Tread Boots (SP 20) .....	175eb
Ruf Tread Kevlon & Polylog Jacket (SP 18, EV -1) ..	350eb
Ruf Tread Nylar Bodysuit (SP 10) .....	300eb
Icon America Morplex Shirt (SP 14, EV -1) .....	130eb
Icon America Leather Gun Belt .....	60eb
Icon America Leather Miniskirt .....	100eb
Icon America Leather "Gunfighter" Hat .....	100eb
Icon America Leather Halfboots/Boots .....	100-150eb
Icon America Leather Long Skirt/Pants .....	200-250eb
Icon America Leather Tunic .....	220eb
Icon America Leather Bomber Jacket .....	300eb
Icon America Leather Long Duster .....	500eb
Gibson Battlegear Bodysuit (SP 10) .....	300eb
Gibson Battlegear Greaves (SP 20) .....	175eb

**Businesswear:**

Takanaka *Exec* Scarf/Tie/Cravat .....	75-100eb
Takanaka *Exec* Monogram Shirt .....	200eb
Takanaka *Exec* Vest .....	500eb
Takanaka *Exec* Pants .....	700eb
Takanaka *Exec* Jacket .....	800eb
Takanaka *Exec* Cape .....	900eb
Takanaka *Exec* Top Coat .....	1000eb
Takanaka *Exec* Opera Cloak (SP 16) .....	1200eb
Takanaka *Exec* Armored Top Coat (SP 16) .....	2000eb
Takanaka *Exec* Briefcase .....	600eb
Takanaka *Exec* Cologne .....	150eb
Takanaka *Exec* Sword Case .....	300eb
Takanaka Cotton/Arachni-silk Suit (SP6, +2 WS) ..	500eb
Takanaka French Cotton Suit (+2 W&S) .....	420eb
Flein Duraweave Suit (SP 10, +2 W&S) .....	500eb
Pearl Eye Skirt and Jacket (SP 5, +2 W&S) .....	730eb
Pearl Eye Chinese Silk Shirt (+2 W&S) .....	140eb

Nu Tek Memo-Broach ..... 200eb+  
 Nu Tek Tie-Fon (cell phone in tie) ..... 200eb  
 Built-in Trauma Team™ Reaction Program .. 300eb/month

**Specialized Clothing:**

Transparent Skinmask (4) ..... 20eb  
 Designer Skinmask ..... 50eb  
 BattleMask Skinmask ..... 200eb  
 Surveillance Clothing (SP 15, contains spy gear) ..... 5-7x  
 "Spytex" Radar-Absorbent Material ..... 10 x  
 'Alessio' Coveralls ..... 200eb  
 'Lano' Coveralls (SP 14) ..... 1600eb  
 'Guercio' Helmet (SP 20) ..... 600eb  
 'Gianni' Helmet (SP 20, smartgoggles) ..... 800eb  
 'Pinamonte' Boots (SP 20) ..... 500eb  
 'Ciampolo' Gloves ..... 400eb  
 Esporma Environment Suit (SP 10/30, 60min) ..... 725eb  
 Fiorelli-Santino Anti-Fire Suit (427 to 1370°C) ..... 1500eb  
 Medical Armor (SP 20, +2 to med rolls, EV -3) .. 3400eb  
 Sternmeyer Cold Weather Combat Outfit (EV -1) .. 575eb  
 Sternmeyer Cold Weather Gear (upto -70°C) ..... 50-300eb  
 Soviet Military Armored Greatcoat (SP14, EV-1) ... 250eb  
 Bearskin Hat (SP 0/10) ..... 50/75eb  
 Hiking Boots (SP 20) ..... 45eb  
 Athelon Body Harness (SP 5) ..... 100eb  
 Kevlar Backpack (10/18SP, .5/2kg, EV varies) .. 50/100eb  
 Framed Backpack ..... 200eb  
 Biotechnica Enviro Gloves (SP 20) ..... 200eb  
 Shock Touch Protection Gloves (4 Stun charges) .. 120eb  
 ExecUcleaN Armor Repair ..... 20%  
 Signal Retardant (10SP, +4 Stun vs static guns) . +150eb  
 Laser Ablative Fabric (50pts vs lasers) ..... +90eb  
 Heat Displacement Fabric (100pts vs lasers) ..... +1200eb

**TOOLS**

Routine Annual Maintenance (Parts) ..... 1D10% Base  
 Parts Minor Malfunction (Simple) ..... 1D6x5% Base  
     Minor Malfunction (Complex) ..... 1D10x3% Base  
     Major Malfunction (Simple) ..... 1D6x10% Base  
     Major Malfunction (Complex) ..... 1D10x5% Base  
     Catastrophic (Simple) ..... 3D6x10% Base  
     Catastrophic (Complex) ..... 1D10x10% Base  
 Repair Labor ..... 100-150% Parts  
 Cyberlimb Fleshweave Repairs ..... +50% cost  
 Basic Tool Kit (1kg) ..... 500eb  
 'Farinata' Tech Tool Kit (+1 W&S) ..... 350eb  
 Tool Kits by Buchsterhude GmbH (+1/-1 repair) ... 1000eb  
 High Style Buchsterhude Tool Kit (+1 W&S) ..... 1500eb  
 Master Mechanic's Tool Kit ..... 25,000eb+  
 Gun Cleaning Kit ..... 50eb  
 Electronics Toolkit ..... 100eb  
 'Venedico' Electronics Tool Kit (+1 W&S) ..... 350eb  
 Techscanner ..... 600eb  
 'Francesca' Techscanner (+1 TECH, W&S) ..... 1200eb  
 'Pembroke' Techscanner (+2/+1 TECH) ..... 1500eb  
 'Pembroke' Update Subscription ..... 100eb/month  
 Protective Goggles ..... 20eb  
 Flashlight (100-120 foot range) ..... 2eb  
 Pocket Flashlight (25-30 foot) ..... 1eb  
 MicroFlash (4 hrs disposable, 100ft beam) ..... 10eb/10  
 Glowstik (red, green, blue for 6hrs, 6" tube) ..... 1eb  
 Flash Paint (4hrs of light) ..... 10eb/pint

Flash Tape (6hrs of light) ..... 10eb/foot  
 NT Glowpowder (5ft area of illumination) ..... 10eb/pot  
 Rope (holds upto 1000lbs) ..... 2eb/foot  
 Super String synthetic cable (3,000lbs) ..... 3eb/m  
 Bloodhound ..... 750eb  
 Sonic Sensors ..... 1,500eb  
 Plasma Arc Torch ..... 250eb  
 Cutting Torch (5x-15x cost for thermite lance) ..... 40eb  
 Mine Detector ..... 100eb  
 A-Frame ..... 100eb  
 Air Compressor ..... 200-1000eb  
 Bungee Cords ..... 10eb  
 Entrenching Tool ..... 50eb  
 Hand-Crank Generator ..... 50eb  
 Small Generator ..... 250eb  
 Large Generator ..... 1200eb  
 Lifts (drive-on/scissors) ..... 100/500eb  
 Hand-Driven Air Pump ..... 10eb  
 Biotechnica Environmental Analyzer (20hr, .5kg) ..... 70eb  
 Enviroscanner (7m range, 12hr, 1kg) ..... 400eb  
 Portable Electropack (6hr power, 2kg) ..... 100eb  
 Arc Furnace ..... 1000eb+300eb/day  
 Liquid Medium Pump (delivers nanites to sinus) .... 100eb  
 Micro-Centrifuge (separates compounds) ..... 100eb  
 Interface Monitor (+2 CyberTech) ..... 800eb  
 Micromanipulator Rig (+1 for small work) ..... 3000eb  
 "Tripod" Waldo Set (extra hands) ..... 800eb  
 "Spider" MicroWaldo Bracer (+1 small work) ..... 700eb  
 "Mite" Diagnostic Remote (1x1cm) ..... 400/500eb  
 "KleenBore" NanoAgent Gun Cleaner (10 uses) ..... 50eb  
 "BioGloss" NanoAgent Cyberlimb Cleaner ..... 50eb  
 "AutoGloss" NanoAgent Car Wax (10 uses) ..... 50eb  
 Dynlar Smartgrapple (100m, winch) ..... 1500eb  
 Dynlar Smartgrapple w/optical sensor (REF-5) .... 2000eb  
 Magnagripp Magnetic Grapples (100m, winch) ..... 50eb  
 Magnagrap Claw Grapple (80%, 100m) ..... 150eb

**DEMOLITIONS**

Explosives Field Kit (30kg) ..... 1500eb  
 Think-Boom Radio Detonators (3 signals) .... 100eb/signal  
 Pressure Triggers (Diff to spot) ..... 15eb/foot²  
 Thermite-In-A-Tube (15/4D4 damage for 3 turns) ..... 90eb  
 Detcord High Explosive (40 damage) ..... 900eb/10m  
 Detonator ..... 10eb  
 Detonation Wire ..... 1eb/meter  
 Fire-Based Fuse ..... 5eb/meter  
 Chemical Delay Fuse ..... 25-75eb  
 Blasting Cap ..... 5eb  
 Smart Mine Trigger - Weight ..... 50eb  
     Indiscriminate ..... 20eb  
     IFF ..... 75eb  
     Temperature ..... 200eb  
     Voice ..... 100eb

**SURVIVAL GEAR**

Canteen (10 litre) ..... 50eb  
 Canteen (Personal) ..... 10eb  
 Distillation Rig (Family) ..... 100eb  
 Water Purifier (95% rel, 2 days power) ..... 20eb  
 Water Purification Kit (Personal) ..... 50eb  
 Water Purification Kit (Family) ..... 100eb  
 Air masks ..... 20-30eb

Filter Mask (Filters 3eb) .....	10eb
Gas Mask (Filters 10eb) .....	200eb
Biotechnica Bioplastic Mask (12hrs) .....	5eb
Biotechnica "Smart" Gas Mask (100%, 24hrs) .....	250eb
Fire Starter .....	1eb
All-Weather Fire Starter .....	5eb
Field Pack .....	50eb
Sun Block (SPF60) .....	10eb
"Swiss Army" Knife (.5kg) .....	50eb
Immersion Heater (12 uses) .....	15eb
Native American Tipi .....	200eb
Tent (2 Person) .....	150eb
Tent (6 Person) .....	250eb
Tent (10 Person) .....	500eb
Tent (Big Top) .....	12,000eb
Backpack Stove .....	20eb
Tent Stove .....	75eb
Tire Chains .....	60eb
Logcompass .....	50eb
Inertial Compass .....	100eb
DataTel Mapmaker (1kg) .....	500eb
DataTel Navstar Mapmaker .....	900eb
Automapper .....	200/220eb
TomKatt DooDadd (orienteering device) .....	18eb
TomKatt DooDadd NavStar system .....	+20eb
Topographic Map Chips (200 km <sup>2</sup> ) .....	5eb
Grapple Line (100m, SDP 30, 3kg) .....	60eb
Climbing Spikes (+2 Climb, 1D6+3*) .....	75/140eb
IR Combat Cloak (-5 IR Notice, EV 2, 2kg) .....	450eb
Reactimesh Camouflage Netting (-4 Notice) .....	15eb/m <sup>2</sup>
Reactimesh IR Netting (-5 IR Notice) .....	2eb/m <sup>2</sup>
Anti-Laser Aerosol (3m cloud, 12 turns, -4 to hit) ..	150eb
Ablative Creme (10SP vs laser, -2/5 dmg, 5 uses) .	100eb

**PERSONAL ELECTRONICS**

Data Cache (100MU, SDP 15, SP30) .....	8000eb
Data Cache (200/300MU) .....	10,500/13,000eb
Data Chip .....	10eb
"Treasurer" Datawatch (1MU) .....	55eb
Holotank (tabletop- 12"x18") .....	500eb
Holotank (desktop- 24"x36") .....	1000eb
Holotank (display- 4"x7') .....	5000eb
Holo Generator .....	500eb
Holoscreen Viewer (many models) .....	2x base
Microtech Residence (Home for INT 6 AI) .....	150,000eb
Net-Vision Glasses (optional Invisibility) .....	900/1200eb
Video Board .....	100eb/ft <sup>2</sup>
Video Wall (6'x6') .....	3500eb
Batteries .....	5eb
IEC Micromate Blender .....	35eb
Hitachi-Kenmore Appliance Mod .....	500eb
Optical Remote (2m IR eye controlled remote) .....	100eb
Cab Hailer (1D6 min wait) .....	150eb+10eb/month
Image Wallet (.1kg) .....	100eb
Sleep Inducer (2-3 hours, .5kg) .....	85eb
Gun Camera (10m, records if finger on trigger) .....	100eb
Nikkon Gun-Eye Camera (.2kg, 10-30min) .....	200eb
Gun-Eye Options (LL, IR, Thermo, Anti-Dazzle) ..	+100eb
Gun-Eye Options (image enhancement) .....	+150eb
Gun-Eye Option: Teleoptic sight (+1WA) .....	+150eb
Gun-Eye Option: Cyberlinkage .....	+100eb
Battery Pack .....	50eb

Home-Use Transformer .....	100eb
Solar Electric Panel (1 device) .....	100eb
Solar Panel Central Extension Cord .....	25eb
Portable Radar .....	250eb
Portable Sonar .....	150eb
Personal Tactical Computer .....	1000eb
Militech PTC Detail Cards .....	50eb
Ghost Projector .....	950-1850eb
DDI PrayerWare .....	120eb
Smartgoggle Mirrorshades (2 options, -10%) .....	450eb
Smart Glove (Aver REF or -1 WA) .....	110eb
Smart Glove Gun Modification .....	+200eb
Echolocation Goggles (-1 Awareness in dark) .....	1500eb

**MEDIA EQUIPMENT**

Digital Recorder .....	300eb
Digital Camera (.5kg) .....	150eb
VideoCam (1kg) .....	800eb
Video/Audio Tape Player .....	40eb
Video Tape .....	4eb
Digital Chip Player (1kg) .....	150eb
Braindance Recording Unit .....	12,000eb
Braindance Editing Unit .....	26,000eb
Multiformat Newscam .....	2600eb
MiniCam 14 .....	1500eb
Cybercam EX-1 (2.2kg) .....	1200eb
Nikkon America Campod (8 SP, 12hrs, 2kg) .....	1000eb
Remote Cybercam 20 (2km, 24 hrs, 1kg) .....	350eb
Holographic Camera .....	2x base
Cyberholo Art Imager (+1 Paint/Draw) .....	600eb

**From Interface, Vol 2, Issue 1:**

Omnieye Interviewer's Camera .....	1000eb
Tanaka-Sanyo Portable Editing Lab (8hrs, 10kg) .	6000eb
Leather, Brushed Metal Covering ....	+100-300eb
Spare Battery (8hrs, 4kg) .....	250eb
Medusa 2000 Camera/SMG .....	2500eb+
Video Editing Console .....	300-700eb
Audio Editing Module/Console .....	400eb
Second Stage Image Virtualizer .....	2000eb
Optical Image Scanner (input for virtualizer) .....	400eb
Audio Support Hardware .....	300eb
Video Support Hardware .....	500eb
Transmitter .....	3.14 x sq mile range <sup>2</sup> x200eb
Subcarrier Transmitter .....	3.14 x sq mile range <sup>2</sup> x250eb
Subcarrier Receiver - Single Frequency .....	40eb
Subcarrier Receiver - Adjustable Frequency .....	200eb

**From Dark Metropolis:**

Video Alteration Equipment .....	5000eb
Video Alteration Equipment (+10 to diff) .....	1000eb
Video Alteration Equipment (-5 from diff) .....	10,000eb
Register Radio Frequency .....	1000eb/month
Register TV Station .....	5000eb/month
Radio Transmitter .. (range+strength+quality+size)x100eb	
TV Transmitter .... (range+strength+quality+size)x2000eb	
Reliability (2nd hand to Custom) .....	x0.5/x0.25/x1/x2/x5
Remote Transmitter (extends range, Elec 25) .	50% Cost
Build Transmitter .....	50% cost
Transmitter Locator (Elec 25, need 2+) .....	500eb
Jammer (Elec 5+5/Level, 1km) .....	100eb xSTR
Jammer (Elec 5+5/Level, 5km) .....	200eb xSTR

Jammer (Elec5+5/Level, 10km) ..... 300eb xSTR  
 Cheesebox (cell phone into phone line, 1km) ..... 100eb  
 Voice Mask (alters voice, Elec 30) ..... 1000eb  
 Music Library ..... 100 to 5000eb  
 Video Library ..... 5000 to 50,000eb

**From Cybergeneration Media Front:**

Video Camera (HRAM or transmit signal) ..... 500eb  
 Remotelink (5mi microwave link to cams, 1kg) .... 1000eb  
 Flatcam Pickup Only (imaging device only) ..... 100eb  
     Specialized (IR, UV, translucent) ..... +100eb  
     Peek-Through Flatcam (thermal) ..... +900eb  
     Sub-Miniature Systems ..... x2  
 Flatcam & Microtransmitter ..... 200eb  
 Integrated Flatcam (2 hrs record/battery) ..... 200eb  
     8 Hours Max Recording Time ..... +100eb/hour  
 Flatcam Glasses (4.5 hours audio & video) ..... 500eb  
 Flatcam Remote Control (8 cams max, 8hr store) . 500eb  
 HRAM Recording Deck ..... 200eb  
 HRAM Slugs Audio (96 hours max) ..... 4eb/hour  
     Video (4.5 to 10 hours max) ..... 10eb/hour  
     Padded ENG Slugs ..... +10eb  
     Sub-Miniatures ..... x2  
 Optical Chips (Lv 2, 4, 8, +1 skill, -4 TECH) ... 500eb/level  
     Very Small (1cm) ..... x2  
     Ultra Small (1mm) ..... x3  
 Sat-Net Membership ..... 250-260eb/month + 20eb/hour  
 Public Sat-Net Receiver (10x10x2cm, 200g) ..... 30eb  
 On-line Info Service Membership . 15eb/month + 1eb/hour  
 Computerized Control System (+5 skill, 6 feeds) . 6500eb  
 Software, Controllers & Connections Only ..... 1000eb  
 Expansion Module (adds 6 more A/V feeds) ..... 1000eb  
 Monitor Screen (for each video input/output) ..... 100eb  
 AV Processing Desktop PC (4kg, +4 skill) ..... 5500eb  
 Video Processing Desktop PC (4kg, +4 skill) ..... 5000eb  
 Audio Processing Desktop PC (2kg, +4 skill) ..... 1000eb  
 Broadcast HDTV Receiver (300g) ..... 150eb  
 Broadcast HDTV Receiver & Screen ..... 200-1000eb  
 Tracker (75% chance to track signal, 1.5kg) ..... 2000eb  
 Jammer (jam one UHF/VHF signal 1/2 mile, .8kg) . 400eb  
 Cablejack Equipment (TV networks only, 25kg) ... 5000eb  
 Assembled Cablejack Parts (2d6 days, 50kg) ..... 1000eb  
 Cellular Data System PC (40MU, Spd 6, 700g) ... 8000eb  
 Extra 10MU (max 80MU) ..... 1000eb  
 CDS Permit ..... 1200eb  
 Broadcast HDTV Receiver Card (5MU) ..... 200eb  
 AV CDS Card (require 15MU & permit) ..... 5000eb  
 Video CDS Card (requires 10MU & permit) ..... 5000eb  
 Audio CDS Card (requires 5MU & permit) ..... 1200eb  
 Controller CDS Card (requires 10MU & permit) .... 1100eb  
 User Configurable Encrypt/Decrypt Card (5MU) ..... 220eb  
 Satellite Uplink/Downlink CDS Card (10MU) ..... 400eb  
     With Encryption/Decryption ..... 600eb  
 Encryption Cracking CDS Card (90% rel) ... 500-10,000eb  
 Pirate FM/AM Radio Transmitter (weak signal) ..... Varies  
     1 Watt/Few Blocks (200g) ..... 100eb  
     10 Watts/Neighborhood (200g) ..... 200eb  
     100 Watts/Small Town (400g) ..... 500eb  
     1000 Watts/City (1kg) ..... 1000eb  
     Sub Miniature or Cybernetic (1-2 spaces) .... x2  
 VHF Transmitter (50mi max, digital) ..... 1000eb/mile  
 UHF Transmitter (25mi max, strong) ..... 250eb/mile

Increased Signal (weak, average, strong, digital) +50%/Lv  
 Decreased Signal (min weak) ..... -25%/Lv  
 Microwave Link (10mi range) ..... 1000eb  
 Satellite Link ..... 5000eb/year

**MUSICAL**

Electric Guitar (3kg) ..... 100-500eb  
 Rickenbacker or Telecaster ..... 10,000eb  
 Yamaha "SmartMIDI" Guitar ..... 1600eb  
 DPI "Cybertechnic" Guitar ..... 1200eb  
 Washburn Soundmachine Guitar (+1 Perform) .... 1000eb  
 Electric Bass ..... 400eb  
 Electronic Keyboard (4kg) ..... 200-900eb  
 Yamaha "Hurricane" Ultrasynth (+2 Play) ..... 2345eb  
 Standard Drum Kit ..... 1500eb  
 Electronic Drum Kit ..... 500-1000eb  
 Bass Synthesizer ..... 200eb  
 Drum Synth-Box (3kg) ..... 150eb  
 Synthesizer Drumpad ..... 200eb  
 DPI Smartsticks (+1 Play Drums) ..... 800eb  
 Synthesizer Keypad ..... 100eb  
 MiniAmp (10w) ..... 220eb  
 "Single Stack" Amp (500w) ..... 500eb  
 Amplifier (4kg) ..... 500-1000eb  
 Exotic Percussion ..... 50-300eb  
 Cordless Microphone (1000ft) ..... 100eb  
 CyberMIDI Effects Controller ..... 2000eb  
 Parman Drumsticks ..... 65eb  
 MRAM Pro Chips ..... 100eb/level  
 Digital Recording Studio ..... 12,000eb  
 DPI "Black Box" Synthamp (vocal synth) ..... 800eb  
 "Black Box" Voice Chips ..... 10eb  
 Body Rhythm Dance Bracelets (15m range) .... 400eb/pair  
 Body Rhythm Amp ..... 250eb  
 Sound Optimization System (+1 Perform) ..... 1000eb  
 Wall Speakers ..... 250eb  
 Yamaha-PhotoTex Multimix Holodeck ..... 225,000eb

**MICRO-COMPUTERS**

"Black Book" (SP 15, EMP shielded, E-Book) ..... 250eb  
 Zetatech "E-Book" Microcomp (5 hours, 12MU) .... 100eb  
 Cybernetic "E-Book" (+2 INT/TECH skill rolls) ..... 140eb  
 Vocal Control "E-Book" ..... 120eb

**LAPTOPS AND PORTABLE COMPUTERS**

Advanced Communication Case (EBM PCX) ..... 8000eb  
 EMB "PCX" Minicomp (2 hrs, 25MU, INT 2, 1kg) ... 900eb  
 Cyber-PCX (+1 INT/TECH skill rolls, 1kg) ..... 1200eb  
 Vocal-PCX (Vocal Control, 1kg) ..... 1050eb  
 Mead Electronic Notebook (4 SP, 12 hrs, 2.5kg) ... 860eb  
 Wearable Computer (PCX, 25MU, 2.1kg) .... 1000/1400eb  
 Hybrid MedicWear Computer (" +Medscanner) ... 2500eb  
 Microtech "PCZ Super" (INT 2, 30MU, 150min) ... 1500eb  
 Wyzard "Handbox" (INT 1, Holoscreen) ..... 6700eb  
 "Handbox" Removable Hard-disk (+1 INT, spd) ..... 140eb  
 "Handbox" 1MU cartridge ..... 100eb  
 "Handbox" Foldable Touchpad ..... 150eb  
 Zetatech PDA+ (INT 2, 20MU, 6 hrs, 1.1kg) ..... 680eb  
 Zetatech PC-4041 "Wearcomp" Workstation ..... 8500eb  
 Kaitlin Hand Held Programmer (attach to terminals) .....

**PERSONAL COMPUTERS**

Microtech IIKL-4 WS (40MU, INT 3, 4 slots) ..... 1200eb  
 Microtech IIKL-4 w/ cybernetic link ..... 1680eb  
 Zeta 4040 Portastation (INT 3, 30MU, 4hr, 3kg) ... 1000eb  
 Zeta 4040 Portastation w/cybercontrols ..... 1300eb

**MINI-FRAMES**

Toshiba Lightning (150MU, INT 6) ..... 23,000eb+  
 Extra MU (max 250MU) ..... 75eb/MU  
 Multi-Line Modem ..... 500eb  
 Holo-WORM Back-up Drive (300MU) ..... 15,000eb  
 Uninterruptable Power Supply (6 hrs) ..... 5000eb  
 NF-90 Workstation ..... 400eb  
 NF-90 Workstation w/ cyber-access ..... 500eb

**HARDWARE OPTIONS**

Dr. Omni Kismet's Virtual Builder ..... 10,000eb  
 Batteries (15min-1 hour, 1/4 option slot) ..... 5eb  
 Chipreader (10 chips, 1 option slot) ..... 150eb  
 Databases (Expert skill +1 to +4, 1/2 slot) ..... 500eb/level  
 Dataports (for memory, datalines, 1/2 slot) ..... 100eb  
 Datatel Modem Link-Optical Fiber (1 slot) ..... 200eb  
 Datatel Modem Unit-Cellular (+ normal, 1 slot) .... 1200eb  
 Magnetic Induction Tap (10m range) ..... 250eb  
 External Memory Modules (10MU, 1 data port) .... 750eb  
 Hologrid Driver (1/2 option slot) ..... 500eb  
 Memory Upgrades (+10MU, 1 option slot) ..... 1000eb  
 Microtech Backup Drive (30MU WORM) .... 1000eb/10MU  
 Processor Upgrades (+1 spd (max +4), 1/4 slot) ... 200eb  
 Powerstrip 2020 ..... 50eb  
 Smartstrip ..... 250eb  
 Tritech Datashielding (Elec25, 1D6+2 hr) ..... +20% cost  
 Optical Chip Systems (+1 skill or +1 spd) ..... x2 cost  
 NOFAR Compression (+1 skill) ..... x2 cost  
 Optical & NOFAR Multiple Unit System (+3 skill) x3 cost

**PC PERIPHERALS**

EXPERT Skill Progs (level 4-8) ..... 200+100eb/+1  
 Datatel RotoWrighter (20 page printer) ..... 20eb  
 Gloves & Goggles (-3 to -1 Interface, no AP) ..... 100eb  
 "Hot Key" Keypad (Reduces MF penalty by 1) ..... 100eb  
 Interface Routine for Computer/Keyboard 'run .. 150-200eb  
 Modify Software for Computer/Keyboard 'run ..... 50eb/ea  
 Heads-Up Display (-3 A/N, Goggle/Monocle) ... 150/200eb  
 Heads-Up Display Mirrorshades (A/N 20 to spot) .. 300eb  
 Language Processors (Voice Control) ..... 40%  
 Microtech Virtual Reality BBS (Diff -1lvl, 8kg) .... 10,000eb  
 Miniature Copier (1MU, 1hr battery, 0.5kg) ..... 230eb  
 WorldSat Flopscreen ..... 400eb/sq ft  
 Information Black Box (40MU, 25SP, 20SDP) ..... 1000eb  
 Information Links (connect to Visual Rec Chips) ..... 25eb  
 AI Core Program (INT 1-18) ..... 1000-15,000eb

**CompuMods:**

Voice Stress Analyzer (+2 HP/Interro, 3MU) ..... 200eb  
 Lie Detector (65-75%, 3MU) ..... 400eb  
 Bug Detector (6m, 80%, 2MU) ..... 200eb  
 Bug Jammer (10m, 80%, 1MU) ..... 200eb  
 Radar Detector (60%, 2MU) ..... 150eb  
 Bug/Line Tap Signal Tracker (80%, 2MU) ..... 300eb  
 Medscanner (+1 Diagnose, 5MU) ..... 250eb  
 Techscanner (60%, -3 diff, 5MU) ..... 250eb

Drug Analyzer (75%, 4MU) ..... 75eb  
 Credit Transactor Package (1MU, need modem) ... 250eb

**CYBERDECKS AND OPTIONS**

Standard Cyberdeck (.5kg, 6 ports, 10mu) ..... 500-1000eb  
 Bodyweight Data Creche (+1, 12MU, DW+4) ..... 7500eb  
 Dantech Cacciaguida (+0, 10MU, DW+5) ..... 7000eb  
 EBM PNI 210 (+0, 10MU, DW+2) ..... 1000eb  
 EBM PNI 412 (+2, 10MU, DW+4) ..... 4200eb  
 Green Knight (+0, 10MU, DW+8) ..... 10,000eb  
 Omnibus Cspace Explorer (-1, 10MU, DW+2) ..... 1300eb  
 Pandora's Deck (+1, 20MU, DW+4) ..... 12,000eb  
 PCT Danzig (+0, 10MU, DW+3) ..... 500eb  
 PK-6089a (+1, 15MU, DW+4) ..... 9000eb  
 Zetatech Parraline 5700 (+1, 10MU, DW+3) ..... 2100eb  
 Zetatech Parraline 5750 (+2, 10MU, DW+4) ..... 3600eb  
 Zetatech Parraline 5800 (+3, 15MU, DW+6) ..... 6500eb  
 Zetatech Virocana (+1, 20MU, DW+8) ..... 10,000eb  
 Nirvana Pleasure Deck (+2, 15MU, DW+5) ..... 4000eb  
 Portable Deck (4hrs) ..... 2000eb  
 Cyberlimb Deck (portable or cellular) ..... 3000/5000eb  
 Combat Assault Deck (SP20) ..... 3000eb  
 Sealed Combat Assault Deck (SP20, cellular) .. 6000eb+  
 Cellular Decks (moving=25% loss of link) ..... 4000eb  
 Frequency Hopping Radio Cybermodem ..... 5000eb+  
 Arasaka Portable (+3, 18MU, DW+6, cell) ..... 15,000eb  
 Artemis 2020 (+2, 15MU, DW+5, cell) ..... 10,000eb  
 Aztec 600 Assault (+2, 25MU, DW+5) ..... 8200eb  
 EBM PNI 724 (+4, 20MU, DW+7) ..... 10,000eb  
 Jeweldecks (+2, 15MU, DW+5, cell) ..... lots  
 Kirama LPD-12 (+3, 20MU, DW+2, cell) ..... 8025eb  
 Lang Conpro-2 (-1, 15MU, DW+10, cell) ..... 5000eb  
 Langley Datastick Mk7 (+3, 25MU, DW+4, cell) . 9500eb  
 Liz Cyber SpanDeck (+2, 10MU, DW+2) ..... 17,000eb+  
 Microtech Commando (+4, 30MU, DW+6, cell) . 37,400eb  
 Microtech Super-Soldier (+4, 30MU, DW+6, c) . 55,000eb  
 Microtech Helmetdeck (+2, 10MU, DW+2) ..... 4100eb  
 Raven Micro Eagle (+3, 20MU, DW+5, cell) ..... 11,000eb  
 Raven Micro Kestrel (+4, 10MU, DW+4, cell) ..... 9000eb  
 Raven Micro Owl (+1, 10MU, DW+4, cell) ..... 25,000eb  
 Raven Micro Rook (+1, 10MU, DW+4, cell) ..... 4000eb  
 SGI Tech Elysia (+3, 20MU, DW+5) ..... 4260eb  
 Shadowdeck (+4, 20MU, DW+7) ..... 4500eb  
 Cybermodem Suit (+1, 20MU, DW+3) ..... 6300eb+  
 Zetatech D2-3000 Armdeck (+2, 15MU, DW+4) .. 5000eb  
 Multi-Man "Pocket Residence" (INT 1, 10MU) ... 10,000eb

**Cyberdeck Upgrades:**

Memory (10MU) ..... 5,000eb  
 Tycho Memchip (7MU) ..... 3500eb  
 WuTech Memchip (2MU) ..... 1000eb  
 Zetatech Memchip (5MU) ..... 2500eb  
 Speed (max +5) ..... 2000eb/+1  
 Corolla Speedchip (+1 spd Anti-Program progs) .... 300eb  
 Zetatech ZZ22 Speedchip (+1 spd, str Anti-Progs) 3000eb  
 Data Walls (max 10) ..... 1000eb/+1  
 Keyboard (-4 REF, imune to AP attacks) ..... 100eb  
 Interface for PC/Keyboard Netrunning ..... 150-200eb  
 Modified Software for PC/Keyboard Netrunning ..... 50eb  
 Videoboard ..... 100eb/sq ft  
 Printer (size of large book) ..... 300eb  
 Chipreader/Recorder (size of cigarette pack) ..... 100eb

Extra Chips .....	10eb
Vox Box .....	300eb
Scanner (A4 to 1m) .....	100-300eb
Interface Cables (.5kg) .....	20-30eb
Low Impedance Cables (+1 when interfacing) .....	60eb
Protected Cables & Plugs (-1 spd, 40% protect) ...	250eb
'Trode Set (-2 REF, limits AP attacks) .....	20eb
Microtech 'Trode Set (-1 REF) .....	500eb
Terminal (-5 to Netrunning) .....	400eb

**Special Options:**

Auto Punchout (-5 initiative) .....	330eb
Batteries .....	5eb/hour
Code Gates (max +10) .....	1500eb/level
Cybermodem Interface (-1 initiative) .....	500eb
Dead Man's Handle (-3 to all actions) .....	1000eb
DeckMate (INT 1, = to E-Book) .....	100eb
Deck Security System (thumb/retina) .....	400/1000eb
EBM 99080 MUSE (memory protection) .....	300eb
EBM XR-10 Chip Rack .....	5000eb
Hardened Circuitry (imune to EMP, etc) .....	+20% cost
Mini-Printer .....	125eb
Roll of Mini-Printer Paper (register paper) .....	1eb
Netrunner Flip Switch .....	135eb
Neural Recognition Security .....	2000eb
Tight-Beam Radio Relay (100km, -2 initiative) .....	1500eb
Transcriptor (Prints netrunning recording) .....	150eb
Zetatech Diagnet (+1 design skills) .....	5000eb
Diagnet Expansion Chips .....	1000eb
Time-Lag Buffer (-2 Initiative in LEO, etc) .....	350eb/level
Record Reconstructor .....	9000eb
R&D/HQ Interface (Pass ICE 50% of time) .....	200eb

**COMMUNICATIONS**

Postage Stamp .....	0.95eb
Pay Phone Call .....	0.5eb/min
1-900 Phone Numbers (phone votes, etc) .....	3eb
Cellular Phone (+100eb/month, .5kg) .....	400eb
Mini Cell Phone .....	800eb
Nu Tek Tie-Fon (a tie & phone) .....	200eb
Net Access Code (+30eb/month) .....	1000eb
Long Distance Charges .....	Net Spaces x 0.2eb/min
Data Term Net Access .....	1eb/min
Vidphone (upto wall size) .....	150-400eb
3D Holophone (3m view) .....	900eb
3D Holophone Icon Chip (shows Net style Icon) .....	50eb
Field Telephone Unit .....	50eb
Mastoid Comlink (6km/10miles) .....	100eb
Personal Comlink (6km/10miles) .....	100eb
Booster Unit (20-30km) .....	300eb
Family Comlink (30-50km) .....	500eb
Short-Wave Radio (Used) .....	500eb
Backpack Satellite Uplink (15kg, 72hr) .....	1000eb
Toshiba PRC-10 2 way radio .....	300eb
MicroComm Pagestar .....	100eb
Advanced Communications Suitcase .....	8000eb
Advanced Commo Suitcase (w/short wave) .....	8800eb
Office Communications Suite .....	1000eb
Office Video Intercom .....	1100eb
EBM Carfaxx 2002 .....	500eb
Fax Plus 1000 (10 hours) .....	300eb
WorldSat Newsviwer (0.1kg) .....	100eb+2eb/hour

Linear Beam Commlink (1 mile, Diff Elec, 30 min) .	200eb
Fibre-Optic Cable .....	0.1eb/m
Higher Quality Fibre-Optic Cable (+1 Netrun) .....	1eb/m
Repeaters (boost net signals) .....	1000eb
Junctions .....	100eb
Hand Held Jammer (10m comm disruption) .....	50eb
Electronic Warfare Suite (10kg) .....	4,000eb

**PHONE UPGRADES**

Voicemail .....	20eb/month
Conference Calling (extra line) .....	5eb/month
Call Waiting .....	5eb/month
Call Forwarding .....	5eb/month
Fax Interface .....	75eb
Digital Recorder (2 hours, chips 10eb) .....	75eb
ECM Scrambler .....	50eb
Video Option (2"x2" screen) .....	150eb
Emergency Autodialer (6 numbers) .....	25eb
Split Line (2 separate numbers) .....	50eb
Cybermodem Interface (-1 Interface) .....	500eb
Privacy Plus (ECM, bug detector) .....	300eb
Number Memory (20 names/numbers) .....	50eb
Tight Beam (1 mile LOS, .3kg) .....	200eb

**ENTERTAINMENT**

Data Term Use .....	1eb/min
Dataterm Hardcopy .....	0.5eb/page
Screamsheets (newsboxes, vendors) .....	0.1eb/page
Corporate Edition (office newsbox) .....	0.1eb/page
NIGHT CITY TODAY (updated 6, 12, 5, 10) ....	0.1eb/page
FACE THE FAX (underground screamsheet) ..	0.1eb/page
Screamsheet Subscription .....	-50% Cost
Screamsheet Net Download .....	-20% Cost
Newspapers (vendors, cafes) .....	1-2eb
1 "C"-The Magazine for the Corp. Exec .....	112eb/year
Tickets Star .....	75-150eb
Concert .....	50-75eb
Lecture .....	30eb
Game .....	25eb
Cinema .....	7eb
Night City Japanese Cultural Heritage Museum .....	2eb
Civic Theatre .....	7eb
The Corporate Showing Art Theatre .....	17.5eb
The Freefall Club .....	7eb
Private Bar At The Freefall Club .....	200eb/hour
Night City Tour Chip .....	10eb
Night City Shopping Guide .....	2eb
Digital Music Chip .....	20eb
Music Video Chip .....	10-20eb
Pocket TV (.5kg) .....	80eb
Personal Digital Media Universal Systems .....	2000eb
Satellite Dish .....	1500eb
BBS Link .....	0.20-2eb/min
Visitor Realities .....	0.2eb/min
Forgotten Realms VR .....	1eb/min
Tropical Paradise VR/Harem Romp VR .....	5eb/min
Virtual Ventures Ltd .....	900-10,000eb
Braindance Run (Bar or Arcade) .....	2-4eb
Braindance Run (Sleazier Joints) .....	1.5eb+
Braindance Run At Cherry Blossom Memories .....	50eb
Braindance Chip (Buying) .....	50-75eb
Braindance Chip (Net Download) .....	35-60eb

Pirate Brainsdance Chip (Usually defective) .....	25-40eb
Black Market Brainsdance Chip .....	200-300eb+
Brainsdance Subscription (6 month, 1 per week) ...	1200eb
Brainsdance Vending Unit .....	200eb
Brainsdance Playback Unit .....	2000-500eb
Brainsdance Portable Player .....	150-300eb
Wirehead Unit Refit .....	1D10x100eb
Permanent Wirehead Refit .....	5000-25,000eb
Tek Shadow Vid .....	250eb/month
DeathSpa .....	5000eb+
Mancatcher or Big Game Wars .....	1 Million eb

**Rush Options:**

RUSH Virtual Entertainment System (need plugs) .	500eb
'Trode Link (4 sets) .....	1000eb
Total Environment .....	1000eb
Multi-Player Adaptor (upto 4 players) .....	100eb
Scholar Home Learning System (+1/6hr & day) .....	750eb
Segatariflex (feedback system, +1/6hr lesson) ....	4500eb
SegAtari Virtual Villains .....	150eb

**SECURITY**

Keylock (Diff 15 to 30) .....	20eb/level
Cardlock (Diff 15 to 30) .....	100eb/level
Vocolock (Diff 15 to 30) .....	200eb/level
Smartlock Door System .....	250eb/level
Smartlock Preset Time Log-in .....	220eb
Portable Maglock (Diff 25, SP 15, 12 hrs, 1kg) .....	300eb
Maglock Fiberoptic Camera .....	+80eb
Scanner Plate .....	500eb
Movement Sensor (95% reliable) .....	40eb
Remote Sensors .....	700eb
Passcard .....	10eb
IEC ID Bracelet .....	50eb+
ID Badgemaker .....	500eb/700eb
Militech Personal Body Alarm .....	400eb+300eb/month
Poison Sniffer (85% reliable) .....	1500eb
Jamming Transmitter (1000ft) .....	500eb
Snoopbox Personal Intrusion Sensor .....	4000eb
Tracking Device (range is 1 mile) .....	1000eb
Tracer Button .....	50eb
Arasaka Security Services Chip (+3) .....	100eb
Remote Weapons Station .....	6000eb
Remote Weapon Links .....	500eb
ID Scanner and Processing Unit .....	1200eb
Retina Scanner (holds 250 images) .....	400eb
Hand Scanner (holds 500 palm prints) .....	350eb
DNA Scanner/Recorder .....	1000eb
Blood Tester .....	300eb
Cyber Scanner .....	500eb
Striptape Binders (Strength 25+) .....	5eb/12
Plas-Cuffs (Strength 25+) .....	40eb
Handcuffs (Strength 30+) .....	100eb
Ion Cuffs (disables Cyberlimbs) .....	100eb
Detention Collar (48 hrs, shock or drug (5), .5kg) ..	260eb
Explosive Collar (6-30 mile signal area) .....	1000eb
Pain Stimulator (3/4 or 1/2 stats, death 2+ mins) ..	1000eb
Pleasure Simulator (+1 to 10 Cool (12), - to stats) ..	1000eb
Fridigair Bolthole (SP 30) .....	500eb
Paper Shredder .....	500eb
Line Tap Detector .....	60eb
Linozap .....	350eb

Protection Field (2m shock field, 1.5kg) .....	750eb
Voice Stress Analyzer (+1 HP/Interro) .....	200/250eb
R-101 Lie Detector (90%, V.Diff Cool) .....	5000eb(3-5x)
Window Trembler (Stops Laser-mikes) .....	120eb
Bug Detector (80%) .....	200eb
Bug Jammer (10m, 80%) .....	200eb
Arasaka OmniTec Radar Detector (60%, 100m) ....	250eb
"Scout" Bug/Tap Signal Tracker (80%) .....	300eb
Arasaka JetSetter Briefcase (SP 30, Diff 30) .....	2000eb
Arasaka ECM Comm-Scrambler (Diff Elec, 1 hr) ...	100eb
Modulation Chip (Mil radio jammed on 7-10) .....	20eb
"Mumbler" White Noise Generator (3m, 90%) .....	3500eb
ScanMan Full Identity Scanner .....	2100eb
"Scanway" Scanner Gate (95% either) .....	2800eb
"Scanway" Deluxe Scanner Gate (95% all) .....	5400eb
"Scanway" Large Screen .....	500eb
Detection Wand (10cm range, 2hrs, 0.5kg) .....	175eb
Evidence Bags (5) .....	6eb
Ballistics Kit (15SP case) .....	600eb
Rescue via SOSBooth (holds 4, D6+2 mins) .....	1000eb+
Clean Sweep (30-90% rel) .....	7000eb/year
Wutani Motion Tracker (75m-1km, 4kg) .....	770eb
Nano-Paper (Dissolves under special light) .....	3eb/sheet
Nano-Paper Dissolving Light .....	10eb
Schlaghund (15D6 over 5m, or gas over 6m) .....	4500eb
Thermal Decoys (30 mins, optional IFF) .....	50/100eb
Sabotage Weapon Chip (Elect 25, & 5 min to find) ..	50eb
"Bug" Weapon Chip (Elect 25, & 5 min to find) .....	25eb

**SURVEILLANCE & B&E**

Baskin Undercover (20-75% rel) .....	200eb+/hour
Binoculars (.5kg) .....	20eb
Binoglasses .....	200eb
Light Booster Goggles (diff to detect IR beams) .....	200eb
IR/UV Goggles (need IR flashlight) .....	250eb
IR/UV Flashlight .....	50eb
Militech Refractix Binoculars .....	350-550eb
Optictech Magviewer (20x, sonar, 1kg) .....	375eb
Magviewer w/ Passive Infrared .....	475eb
Magviewer w/ Lowlite .....	500eb
Magviewer w/ digital Camera .....	450eb
IEC Phase 4 IR laser sight (+1) .....	250eb
IEC IR glasses .....	75eb
Sonar Scanner (120m, .2kg) .....	50eb
"Komaku" Laser Mike (50m) .....	250eb
"Komaku" Fixed Laser Mike (75m, 4 hrs record) ...	350eb
"Komaku" Cyberarm Laser Mike (60m) .....	400eb
Line Tap .....	200eb
Raven Microcyb Data Tap (70% accurate) .....	200eb
Omega Phone Tap (10 lines, 24hrs, 60% avoid) ..	1400eb
Surveillance Kit (digicamera, mikes, tracers) .....	3500eb
Visual Adapter (attach LL, etc to camera) .....	100eb
Remote Investigation Kit .....	45,000eb
B&E Tools .....	120eb
Advanced Alarm Removal Kit (+1 TECH, 3kg)) .....	290eb
Security Scanner (75% reliable) .....	1500eb
Code Decryptor (+5 vs. Cardlocks) .....	500eb
VocDecryptor (+5 vs. Vovolocks) .....	1000eb
SmartDecryptor (15+1D10 vs Card/Vocolocks) ....	1500eb
Jack-In-The-Box .....	500eb
Finger Booties (slip on prints) .....	100-500eb
Microtech Mk-4 Signal Detector (85%, .5kg) .....	2400eb

**BATTLEFIELD SENSORS**

Base Station (2km monitor, 50km trans) .....	1500eb
Extended Range (4km monitor, 100km trans) .....	+500eb
Satellite Uplink (unlimited transmission range) ..	+1500eb
Visual Sensor (50m) .....	300eb
Cyberoptic Options .....	+1/2 cost
Audio Sensor (Notice +10) .....	200eb
Cyberaudio Options .....	+1/2 cost
Enhanced Hearing (detect movement 5m/100kg) ...	+75eb
Radio Sensors (radio & radar, 70%) .....	200eb
ACOUBOUY Unit (stealth 20+ within 1000m) .....	1500eb
Noiseless Button Bomblets (Notice 30+) ...	1000eb/1 mile
Ground Surveillance Radar (7kg, 5km) .....	30,000eb

**MEDICAL**

Clinic Visit .....	200eb
Ripperdoc Visit .....	5-600eb
Docs R Us (1/2 recovery time) .....	1.5x Cyberware Cost
Hospital .....	300eb/day
Night City Medical Center .....	6000eb/day
Intensive Care .....	1000eb/day
Therapy Outpatient (-25% HL) .....	1000eb/week
Inpatient (-33% HL) .....	5000eb/week
ICT (-50% HL) .....	10,000eb/week
Psychiatrist .....	1000-3000eb/month
First Aid/Snake Bite Kit .....	20eb
Basic Medical Kit (1kg) .....	120eb
Surgical Kit .....	400eb
Medscanner (+2 to Diagnose) .....	300eb
Portable Life Support Kit .....	10,000eb
Automedic: Basic (1kg, 3 drugs, 70%, +1 FA) .....	300eb
Automedic: Basic w/internal Biomonitor (100%) ....	420eb
Automedic: Deluxe (2.5kg, 5 drugs, +2/3 FA) ....	1000eb
Autodoc (Med +10, 1stAid +15, 30kg) .....	12,000eb
Dermal Stapler .....	1000eb
Skin Foam (+2 First Aid, 10 doses) .....	100eb
Bone Glue (heals 1/2 damage taken to limb) .....	25eb
Biotechnica Toxi-Stopppers (+4 to save) .....	2000eb/dose
Tissue Glue (+3 First Aid) .....	25eb
Spray Skin .....	50eb
Slap Patch .....	by drug
Airhypo .....	100eb
Bodyweight Life Support (72 hours, 2kg) .....	500eb
Portable Intern Unit (+2 Diagnose, +1 Stabilize) ..	1200eb
Flask of Bandage .....	2500eb
Portable Cryogenic Case (24hr, SP 10, 2kg) .....	250eb
Limb Preservation/Transport Unit (+1D6 value) .....	500eb
Cryotank .....	100,000eb
Archaesthetic (+1 Diagnose & Medtech) .....	1000eb
Blood Substitute (3 pints: +1 Stabilize) .....	150eb/pint
Bodyweight Synthetic Blood (as above) .....	200eb/pint
Cybercast (equal to full rest, -2 to limb) .....	3000eb
Cybercast Rental .....	200eb/day
Medical Examiner's Equipment Pack .....	700eb
Celestial Parachute System .....	200,000eb
Biotechnica "A Clone of My Own" Kit (10kg) .....	500eb
Bodyweight Genesplicer (90kg) .....	600,000eb

**Cyberware/Bioware:**

Powered Silicon Pills .....	10eb
Cyberware Battery (old one returned/or not) ....	100/200eb
Cyberware Check-up .....	100eb

Cyberware Scanner (Cybertech 20) .....	50,000eb+
Lifesaver Skinweave Maintenance .....	1000eb
Sycust Bodyware Customization .....	20-5000eb
ArmorSaver Drink (restores 2SP of Skinweave) .....	50eb
Parts N' Programms .....	-5% Cyberware Cost

**Bodyparts (1d10, 1-3 unavailable, 4-5 minor problem):**

Arm .....	1000eb
Leg .....	1200eb
Vital Organ (heart, lung) .....	1400eb
Secondary Organ (liver, kidney) .....	400eb
Eyes, Ears .....	1000eb
Other Organs .....	400-600eb
Poor Condition (diseased or damaged) .....	50%
Excellent Condition .....	200%
Vat Grown Body Part .....	400%

**Bounty For Legal Bodyparts:**

Arm .....	500eb
Leg .....	600eb
Vital Organ (heart, lung) .....	700eb
Secondary Organ (liver, kidney) .....	200eb
Eyes, Ears .....	800eb
Other Organs .....	200-300eb
Poor Condition (diseased or damaged) .....	50%
Excellent Condition .....	200%

**DRUGS**

Pill Case .....	10eb
Drug Analyzer .....	40-75eb
Drug Design Module (1dose/3hrs) .....	5000eb
Drug Synthesizer-Personal .....	1000eb
Drug Synthesizer-Small Pharm .....	5000eb
Drug Synthesizer-Large Pharm .....	10,000eb
Drug Synthesizer-Industrial .....	20,000eb
Drug registration .....	10eb/year
"Blanket" License .....	25eb
RapiDetox .....	1500eb
DIY Drug Combinants (7 doses) .....	14,000eb
Vitamensch Vitamins (100) .....	50eb
Catch-22 (30) .....	4eb
SynthCoke (+1 Endurance, 1d6+1 min) .....	1000eb
Stim (+3 Endurance, 1d6+1 min) .....	500eb
Syncomp 15 (+3 antidote, -1 REF, 1d6+1 turns) ...	650eb
Speedheal (+2 heal, -1d6/3 REF, 1d6+1 hour) .....	1650eb
Boost (+1 INT, 1d6+1 hour) .....	600eb
Blue Glass (+1 hallucinogen, 1d6+1 min) .....	900eb
Smash (+1 euphoric, 1d6+1 min) .....	100eb/6pk
'Dorph (+2 Stun Saves, 1d6+1 turns) .....	250eb
Black Lace (+3 Stun Save, +2 CL, 1d6+1 hour) .....	650eb
Prime (+2 CL, +3 A/N, +2 Stun, 1d6+1 hour) .....	500eb
Timewarp (+3 Initiative, 1d6+1 min) .....	300eb
Berserker (+2 BOD, +2 CL, +1 REF, 1d6+1 min) ..	400eb
Sedative (BOD 25 save or unconscious, 1d6+1 hr) ..	40eb
Stim (negates wound penalties, 1d6+1 min) .....	50eb
Surge (+1 Stun Save, 1d6+1 hour) .....	75eb
Trauma 1 (Death Saves 3pts easier, 1d6+1 turns) ...	60eb
Spotlight (+2 A/N, 1d6/2 hour) .....	425eb
HappyKill (+3 Endurance, Stun Save, 2d6 min) .....	525eb
Mr. Ex (+1 Endurance, -1 CL, 1d10+1 day) .....	675eb
Twitch (+2 euphoric, -1 REF, 1d10+1 min) .....	300eb
Char (+3 COOL, -3 EMP, 1d10+1 min) .....	500eb

Paracaine (+5 Stun Save, 30 min) .....	1000eb
Priapan Spray (+1 Stun, +2 Stabilise, 2 hr) ....	10/30/50eb
Lucidrine Booster (+2 REF, +5 Initiative, 5 min) .....	650eb
Tri-Phets (+1 COOL, End, tablet, 1d6+1 hr) .....	1000eb
RPM (+3 hallucinogen, derm, 1d6+1 min) .....	100eb
Neocorticine (+2 hallucinogen, dot, 1d6+1 min) .....	100eb
Beauties (+3 euphoric, -3 REF, cap, 1d6+1 min) ...	200eb
Sunnies (+2 COOL, Stun Saves, tablet, 1d6+1 hr) ..	825eb
Paxium (+1 soporific, tablet, 1d6+1 turns) .....	50eb
Jazz (+2 REF & CL, 1d10+1turns, tablet) .....	300eb
Foolkiller (+3 CL, A/N & End, pat, 1d10+1 min) ...	2000eb
Sixgun (+3 INT & A/N, nerve inject, 1d10+1 hr) ...	2175eb
Rambo-7 (+2 BOD, REF, A/N, Stun, 1d10+1min) ..	800eb
LeSade (+2 Aphro, Euph, Coagulant, 1d10+1min) .	600eb
Diamond 4 (+2 heal, Antibiotic, Antidote) .....	1725eb
Thrill (+1 Euphoric, muscular inject, 1d10+1turns) ...	75eb
Skate (+1 Euph, Endurance, tablet, 1d10+1 hr) .....	195eb
Trauma Drugs (20 Streetwise/15 Streetdeal) .....	x2 cost
Military Drugs (30 Streetwise/25 Streetdeal) .....	x3 cost

**Dark Metropolis System:**

Synthcoke 2 (+3 stimulant, injected, 15 mins) ....	25eb/5
UltraBlue Glass (+4 hypnotic, hallucin, inhale, 12 hr)	1eb
'Dorph Again (+4 euphoric, canned drink, 3 hr) .....	10eb
Blacker Shade (+2 Initiative & euphoria, inject, 6 hr) ..	5eb
DD-2 (+3 sedative, +1 hypnotic, inhale, 5 min) ..	100eb/10
Fireball (+5 Initiative, +4 A/N, contact, 10 min) .....	25eb
Sweetness (+2 euphoric, +2 A/N, inhale, 3 hr) .....	10eb
Vulcan Pinch (+4 soporific, injected, 30 min) .....	5eb
LSD (+3 hypnotic, +4 psychedelic, ingested, 3 hr) ....	5eb
Flame (+2 REF, Endurance, 1d10+1min) .....	475eb

**FURNITURE**

Sleeping Bag (-10, 1kg) .....	60eb
Northern Faced Sleeping Bag (-140°F) .....	20eb
Sleep Pad .....	20eb
Cushions .....	10-50eb
Hammock .....	20eb
Hiker's Chair .....	15eb
Nomad Rug .....	100eb
Futon .....	90eb
Synthetic Furniture .....	100eb/piece
Temperfoam Furniture .....	80-140eb/piece
Flatfold Furniture (memory plastic) .....	100-500eb/piece
Real Wood Furniture .....	200eb+/piece
Moving Cube Remote (stays within 20m) .....	200eb

**TRANSPORT**

CHOOH <sup>2</sup> .....	1D6/3+1eb/gallon
Fastcharge (5 minute recharge) .....	20eb
Parking (40% filled in day, 15% at night) .....	5-10eb/hr
Allpark Parking .....	1eb/hr
Airport Parking .....	50eb/day
AV Pad (70% at day, 20% at night) .....	100-150eb/day
NCTC Bus Ticket .....	1eb
NCART Ticket .....	0.25eb/station
Ground Taxis .....	3eb/mile
Red Cab Taxi (Day, +30% CZone) ...	3.25eb - 2.75eb/mile
Red Cab Taxi (Night, +60% CZone) .	4.25eb - 3.75eb/mile
Trouble Shooter Cab (ground) .....	3.5eb/mile
Trouble Shooter Cab (AV) .....	10-15eb/mile
Trouble Shooter Cab (gyro/speedboat) .....	7.5-10eb/mile

Extraction from Patrol/Controlled Area ....	+20%
Extraction from Firefights .....	+15%
Extraction from Gangs .....	+10%
Extraction from Illegal Area .....	+25%
AV Taxis .....	10-15eb/mile
Aerocab .....	25eb plus 10eb/mile
Corporate CityCar Rental .....	2eb/mile
Honda-Avis Vehicle Rental .....	100eb/day
Renta-Robo Rental (+.60eb/mile) .....	150-220eb/day
Executive Transport Service (+driver) .....	150-850eb/hour
Vehicle Registry-Car/AV .....	1000/2200eb
Drivers Test (Difficult Task) .....	100eb
Parking Fines .....	100-200eb
Towing Fees .....	200-300eb
Travel Agency .....	+5% Ticket Cost
Maglev Standard .....	100eb
1st Class .....	250eb
Dirigible Standard .....	300eb
1st Class .....	1000-3000eb
Transatlantic Stratliner (3hrs) .....	2000eb
Transatlantic Jet (7hrs) .....	300eb
Transatlantic Dirigible (36hrs) .....	150eb
LEO (Coach/1st Class) .....	1500/2500eb
GEO (Coach/1st Class) .....	2500/3000eb
L1 (Coach/1st Class) .....	2500/3000eb
L2-5 (Coach/1st Class) .....	3000/4000eb
Luna Orbit (Coach/1st Class) .....	4000/5500eb
Luna Surface (Coach/1st Class) .....	5000/7500eb
Mercury (Coldsleep/C/1st) .....	28,000/45,000/75,000eb
Venus (Coldsleep/C/1st) .....	14,000/35,000/40,000eb
Mars Orbit (Coldsleep/C/1st) .....	15,000/30,000/50,000eb
Mars Surface (Coldsleep/C/1st) ..	20,000/35,000/58,000eb
Ceres (Coldsleep/C/1st) .....	25,000/42,000/70,000eb
Highrider Discount .....	-8%
Orbital Air Employee Discount .....	-5%
Corporation Bulk Buying Discount (100M miles) .....	-15%
LEO (1kg/Ton Cargo) .....	50/40,000eb
GEO (1kg/Ton Cargo) .....	65/50,000eb
L1 (1kg/Ton Cargo) .....	70/53,000eb
L2-5 (1kg/Ton Cargo) .....	70/53,000eb
Luna Orbit (1kg/Ton Cargo) .....	80/60,000eb
Luna Surface (1kg/Ton Cargo) .....	95/72,000eb
Mercury (1kg/Ton Cargo) .....	240/220,000eb
Venus (1kg/Ton Cargo) .....	135/100,000eb
Mars Orbit (1kg/Ton Cargo) .....	150/110,000eb
Mars Surface (1kg/Ton Cargo) .....	180/130,000eb
Ceres (1kg/Ton Cargo) .....	225/200,000eb
Hohmann Orbits .....	+8%
Used Spacecraft .....	30-80% of new
Spacecraft Maintenance (new) .....	10% cost/year
Spacecraft Maintenance (used) .....	20-30% cost/year
RecreaTech Powerblades (+1 Ath, +5 MA, 4hrs) ...	200eb
Snap-down/Snap-on Skates (break -3 MA/sec) ....	200eb
Hydraulic Boot Skate (+Ath/4, +Skate/3 to MA) ....	275eb
Hydraulic Brakes (-6 MA/sec) .....	+75eb
Extendable Ski Poles (+1 maneuver) .....	30eb
Booster Pack (+1 MA to manpowered vehicles) ....	350eb
Blaster Motorized Board (4MA, 7MA for 5 mile) .....	610eb
Sunfire Motorized Board (8MA, 12MA for 5 mile) .	2250eb
SantaCruz Smartboard (2 SDP, +3 man) .....	200eb
Battarope Towlink w/Magnagrip (50/100m) .....	150eb
Vector Hydroboard (10 SDP, +2, 65mph, 20kg) .....	500eb

SantaCruz Boardtech Surfboard (10 SDP, +1) ..... 200eb

**Skateboard Parts:**

Deck Wood (5 SP, 10 SDP) ..... 150eb  
 Triplastic (7 SP, 14 SDP) ..... 80eb  
 Metallicore (9 SP, 18 SDP) ..... 200eb  
 Plezoplastic (6 SP, 12 SDP, emits light) 300eb  
 Engines Vortex (7 MA, 3 SDP, 30% fail/turn) ..... 300eb  
 Microsteed (8 MA, 6 SDP, 20% fail) ..... 600eb  
 Plastech (9 MA, 19 SDP, 10% fail) ..... 900eb  
 Kamakazi (10 MA, 13 SDP, 1% fail) .... 1300eb  
 Blitzkreig (12 MA, 9 SDP, 1% fail) ..... 1400eb  
 Independent Brakes (unaffected by loss of engine) . +10%  
 Neutral Setting (can coast if engine stops) ..... 50eb  
 Wheels Polyurethane (-1 hearing, +0 man) ..... 80eb  
 Tripolyurethane (-2 hearing, +1 man) ..... 100eb  
 Durallex Plastics (-3 hearing, +2 man) ... 150eb  
 Control None ..... Free  
 Pedatrols ..... 150eb  
 Cyber with Cable (req machine link) ..... 150eb  
 Cybertransmitter (HC 1d6) ..... 350eb  
 Receiver Cybercables (5m) ..... 20eb  
 Cyberreceiver (10m) ..... 50eb  
 Long Range (60m) ..... 100eb

**LIFESTYLE**

Sincard ..... 50,000eb  
 Pocket Credit Transfer Device ..... 100eb  
 Vendor CTD (100,000eb) ..... 1000-2000eb  
 Executive CTD (1,000,000eb) ..... 5000eb  
 CredChips WORM (10,000eb) ..... 50eb  
 R/WM (50,000eb) ..... 150eb  
 Restricted Tech Permit ..... 500eb  
 InterFlex Cybergemics Exercise Machine ..... 2800eb  
 InterFlex Prime w/ Braindance & Ghost Puppet ... 4400eb  
 Canned Air ..... 5eb/min  
 Flavored Cigarettes ..... 2eb/pack  
 "Small Wonders" NanoAgents (10 uses) ..... 50eb  
 Tech-Hair Chemical Shampoo ..... 2eb  
 Nymph Perfume/Cologne (+2 Sed/Persuasion) ..... 200eb  
 Autotanner (+1 ATT for 1D6 days) ..... 200eb  
 "Nanair" NanoAgent hair remover (10 uses) ..... 50eb  
 TravelKit (5kg) ..... 150eb  
 10 sets of disposable PJs ..... 10eb  
 Shower-in-a-Can ..... 3eb  
 Vend-A-Mod (max level +3):  
 Recreation ..... 30eb/Level  
 Protocol ..... 30eb/Level  
 Corporate Info ..... 30eb/Level  
 Travel Directory ..... 30eb/Level  
 Law ..... 30eb/Level  
 Employment ..... 20eb/Level

**SERVICE**

Child Care (cryotank) ..... 50eb/day  
 Safe Child ..... 350eb/day  
 Party Time Entertainment Service ..... 500eb/evening  
 Party Time Contract (+50eb/evening) ..... 3000eb/month  
 ExecUcleaN (Dry Cleaning) ..... 15-100eb/item  
 Habit Personal Service (+2 Social) ..... 5000eb/course  
 Bodycure (ATTR +2 for 1D6 days) ..... 450eb  
 Night City Technical Exchange ..... 200eb/year

Night City Library Printout ..... 0.5eb/page  
 Infocomp Library Access ..... 100-5000eb/hour  
 International Companion Network ..... 75eb/hour  
 ..... 750eb/day  
 ..... 4000eb/week  
 ..... 10,000eb/month  
 Lifetime Escort Service ..... Cost per day/week/month  
 Single Escort ..... 150/900/3200eb  
 Expert ..... 400-20,000eb  
 3 Man Team ..... 400/2400/8800eb  
 Car (Omega to Limo or APC) ..... 75-500eb  
 AV-4 ..... 800eb  
 Security Team & APC ..... 2000/12000/42,000eb  
 Highly Trained Experts ..... 4-20x Cost  
 United Express Delivery & Couriers ..... 25-650eb  
 Sphere Low Threat Cargo Overland ..... 50eb/kg  
 Air Cargo ..... 120eb/kg  
 LEO Cargo - Down ..... 300eb/kg  
 LEO Cargo - Up ..... 1500eb/kg  
 Distance over 6000km (except LEO) .... 2x Cost  
 ThreatLevel ..... 2-50x Cost  
 Codelock Safebox (SP40, Self-destruct) ..... NA  
 C-Team ..... Cost per day/week/month  
 6 Man Team ..... 1000/3500/12,000eb  
 Per Extra Week/Month ..... 3000/11,000eb  
 Air-Mobile Units (Wk/Mth) ..... 12,500/45,000eb  
 Cybernetics Intervention Services ..... Contract Price  
 Capture & Rehabilitation in USA ..... 250,000eb  
 Capture Only ..... 100,000eb  
 Requires Extraction ..... 3x Cost  
 Outside USA ..... +50,000eb  
 Orion Initial Investigation ..... 10,000eb  
 Low Threat Rescues (USA) ..... 20,000eb  
 Low Threat Rescues (Western Hem) .. 30,000eb  
 Extract a Top Man ..... 1.5 - 2 Million eb  
 Lazarus Advisor/Consultant ..... 3000eb/mth - 10,000eb/hr  
 Lazarus Basic Soldier/Agent ..... 2500eb/month  
 Mechanized Troops ..... +25%  
 Air Equipped Troops ..... +50%  
 Rapid Deployment ..... +50%  
 Risk & Experience Surcharges ..... 50-100%

**Inmate Penal Corps (speciality/troops) Cost/Op**

Predators (Jungle & Guerrilla, Urban Assault, Mechanized)  
 Elite (76) ..... 2,000,000eb  
 Hardened (92) ..... 500,000eb  
 New (102) ..... 125,000eb  
 Black Widows (Stealth, Assassination, Jungle, Recovery)  
 Elite (67) ..... 1,000,000eb  
 Hardened (86) ..... 550,000eb  
 Choir Boys (Urban Assault, Infiltration, Gang Warfare)  
 Elite (56) ..... 500,000eb  
 Hardened (86) ..... 250,000eb  
 New (94) ..... 125,000eb  
 Night Shift (Urban Stealth & Recovery, Break-Ins)  
 Elite (54) ..... 850,000eb  
 Hardened (78) ..... 550,000eb  
 Phantasm (Nihilist Combat Runs)  
 Elite (75) ..... 350,000eb  
 The Fixx (Recovery - Equipment, Mechanized Assault)  
 Elite (56) ..... 750,000eb  
 Hardened (77) ..... 500,000eb

Grimm Reapers (Recovery - Personnel, Guerrilla Warfare)	
Elite (45) .....	400,000eb
Hardened (70) .....	250,000eb
Rajin Cajun (Jungle and Rain Forest Ops)	
Elite (47) .....	250,000eb
Hardened (65) .....	150,000eb
X-Conmen (Urban Infiltration & Assault)	
Elite (47) .....	250,000eb
Hardened (85) .....	185,000eb
Brand-X (Urban Assault, Jungle Warfare, Recovery Ops)	
Elite (35) .....	200,000eb
Hardened (79) .....	150,000eb
New (95) .....	50,000eb

**MONTHLY EXPENSES**

Credchip (Chop) .....	10-20eb/month
Cab Hailer .....	10eb/month
Standard Phone Service .....	30eb/month
Cable TV .....	40eb/month
Cell Phone Service .....	100eb/month
Net Access Code (1000eb deposit) .....	30eb/month
Utilities .....	100eb/month
Personal Body Alarm .....	300eb/month
Trauma Team Account .....	500eb/month
Health Plan .....	1000eb/month

**FOODSTUFFS**

Kibble (1eb/bar) .....	50eb/week
Generic Prepack .....	150eb/week
Good Prepack .....	200eb/week
Fresh Food .....	300eb/week
Self-Heating Meal .....	2-22eb
Meals Ready-to-Eat (.5kg, 38eb/12) .....	4-10eb
Scop Tanks .....	2000eb+supplies
A Real Meal .....	15eb
HotZa Pizza (small to mondo) .....	6-16eb
Hotslice Hallucingenic Pizza .....	50eb+
Biotechnica Nutrisupplement (.5kg) .....	10eb
EnduroDrink (+1 Endurance for 2hrs) .....	8eb
IEC Solodrinker: The Classic (2 in 2 min, 10 flav) ..	110eb
IEC Solodrinker: The Waiter (4 in 1 min, 25 flav) ..	175eb
IEC Solodrinker: The Mate (1 in 20 sec, 50 flav) ....	250eb
IEC Solodrinker: The Luxury 12 (12 in 1 min) .....	715eb
Classic Cartridge (10/25/50 flavors, 100) .....	5/15/50eb
Francophile Flavors (10/25/50 flavors, 50-30) ...	8/25/50eb
Exotic Flavors (10/25/45 flavors, 35 drinks) .....	9/28/60eb
Bar-in-a-Briefcase (2 liters) .....	100eb
Beer .....	3eb
Soft Drink .....	1eb
6 Pack of Smash .....	100eb
Silverhand (vodka, brandy, CHOOH2) .....	5eb
Nomad Special (Jack Daniels, greasy nut) .....	4eb
"Killer" (5 random spirits) .....	10eb
Night City (tequila, wood alcohol, turps, worm) .....	6eb
"Blood Razor" (red wine, brandy, cherry soda, bone) .	4eb
Beer On Tap/Well Drink ("Pansy") .....	3eb
Armageddon (only at Totentanz, in rusty tin can) ....	5eb
Braindance (raw alcohol, citrus juices) .....	4eb
Sea Breeze (white wine, lemon juice) .....	4eb
SoCal Special (90% water, 10% anything else) .....	1eb
Ripper (whiskey, ouzo, citrus juice) .....	6eb
Blade Runner (CHOOH2, champagne, mealworms) ...	6eb

'Euro (fruit juices, bourbon, ice cubes of gin) .....	15eb
All Food Shopping Service (+10eb/delivery) ...	25eb/month
Continental Catering .....	150-200eb/guest

**HOUSING**

Coffin/Sleep Cube .....	40eb+/night
Red Door Inn Cubicle .....	12eb/day
Cheap Room .....	75eb/night
Hotel Room .....	100eb/night
Apartment/Condo (per room) .....	200eb/month
House (per room) .....	150eb/month
Average Conapt (unfurnished) .....	300eb/month
Soundproofed Conapt (unfurnished) .....	400eb/month
Cube Apartment (furnished) .....	600eb/month
One Bedroom Apartment (unfurnished) .....	600eb/month
One Bedroom Apartment (furnished) .....	750eb/month

Multiply base cost by location:

Combat Zone .....	1x cost
Moderate Zone .....	2x cost
Corporate Zone .....	4x cost
Executive Zone .....	6x cost

Corp Coffin/Dorm (for Techs/Assembly workers) .....	free
Corp Apt Cube (for Sr Techs/Jr Managers) .....	subsidized
Safehouse .....	100-2000eb/night
Ashcroft Hotel .....	300-5000eb/night
Asylum .....	500-3600eb/month
Silverhand Studio .....	600eb/month
Office Space (1000ft <sup>2</sup> ) .....	1400eb/month
Corp Apartment (24m <sup>2</sup> , moderate area) .....	1200eb/month
Corp Apartment (+ furnished) .....	1500eb/month
Corp Apartment (furnished, corp area) .....	2500eb/month
Professional Apartment .....	2500eb/month
Plaza West Tower Unit .....	3000eb/month
Plaza West Tower Unit (to buy) .....	300,000eb
Plaza East Tower Small Unit .....	5000eb+/month
Plaza East Tower Large Unit/Suite .....	20,000eb+/month
Plaza East Tower Large Unit (to buy) .....	2 Million eb+
Plaza East Tower Small Unit (to buy) .....	500,000eb+
West Hill Gardens Apartment .....	2800eb+/month
Fallout Shelter .....	5000eb/person
Luxury Penthouse/Conapts .....	800,000eb+
3 Bed, 2 Bath House .....	850,000eb
Coral Forest Estate Underwater Mansion .....	3,000,000eb
Domitic System .....	1D10/2x50eb/m <sup>2</sup>
Williams Complex Service Contract ..	10-15% rent/month

**REMOTE/CYBERFORM EQUIPMENT**

Manual Controller (-2) .....	300eb
HUD Controller (-1) .....	500eb
Cybernetic Controller (0/+1) .....	800eb
Portable Unit (15km range) .....	Normal
Stationary Panel (upto 100km range) .....	Normal
Repeater Station (.33kg) .....	100eb
Wire-Guidance Option (1kg/.5 mile) .....	50eb/.5 mile
AI "R-Brain" Module (INT 6/2, skills +6) .....	2000eb
Magnetic Induction Tap Dartgun (10m range) .....	250eb
Cyberform Battery Pack (72 hours) .....	100eb
Cyberform Skills (max 5) .....	x2 skill chip cost

**ANIMALS & ANIMAL CARE**

Cloned animal with no personality or training .....	x1 cost
Cloned animal that is raised from infant .....	x2 cost

Naturally-born and raised naturally .....	x3 cost
Animals taken from the wild .....	x50 cost
Animal Training .....	+5% base cost/skill point
Mouse/Rodent (mice, gerbils, rats) .....	50eb
Rabbit .....	100eb
Small Dog (lap-dogs) .....	100eb
Medium Dog (hounds, large terriers) .....	200eb
Large Dog (german shepards, mastiffs) .....	500eb
Wolf .....	2000eb
Housecat .....	100eb
Large Cat (lynxes, ocelots) .....	500eb
Leopard (pumas, jaguars, cougars, small lions) ...	2700eb
Cheetah .....	2800eb
Tiger/Lion .....	3000eb
Bear (400 kg or less) .....	2000eb
Large Bear (400+ kg grizzlies, polar bears) .....	3000eb
Chimp .....	1000eb
Baboon .....	1500eb
Gorilla .....	2000eb
Squirrel (gray squirrels, chipmunks) .....	150eb
Otter (stoats, weasels, minks, raccoons) .....	500eb
Bat (large bats) .....	500eb
Small Raptor (hawks, eagles, owls) .....	500eb
Large Raptor (vultures, large eagles & owls) .....	1500eb
Seal (lion seals) .....	2000eb
Dolphin (bottle-nosed dolphin) .....	3000eb
Shark (blue, tiger, nurse sharks) .....	1500eb
Orca (killer whale) .....	25,000eb
Humpback Whale .....	32,000eb+
Digital Watchdog Mod .....	1100eb, +45% base cost
Perfect Pet Mod .....	1100eb
Cyberpred Mod .....	4100eb
Animal Eyes Mod .....	2800eb
Diurnal Gerbils (sleep at night) .....	5-50eb
Lapcat (the perfect pet) .....	50-100eb
Pet Minders (+Black Market animals) ..	50-5000eb/month
Reactimesh Animal Wrap .....	5eb/meter <sup>2</sup>

**NUSCUBA & OCEAN EQUIPMENT**

Cutting Torch (10SP/rnd, max 40SP, 1kg) .....	50eb
Cutting Torch Fuel Slugs (500SP, 0.5kg) .....	30eb
Emergency Beacon Set (30km range, 2.5kg) .....	150eb
Beacon Transponders (30km range) .....	25eb
Portable Sonar (50m, 3kg) .....	95eb
Marine Mastoid CommLink (100m range, 0.1kg) .....	75eb
Waterproof Charges (4x1kg blocks of C-6+) .....	3000eb
Robot Surveillance Buoy (SP15, SDP33, 150k) ..	15,000eb
O'Niell Shark Basket (1 use) .....	50eb
Oxygen Reclamation Unit .....	500eb
N4 Emergency Resin Bomb (SP20, SDP30) .....	200eb
N4 Resin Solvent Spray (-1 SDP/min) .....	100eb
AKT-'Plugs' (inflatable passage seal) .....	200eb
Feeding Frenzy Juice Jet (10ft, sharks in 3km) .....	50eb
Feeding Frenzy Refill (either gas or frenzy juice) .....	15eb
Sound Wand (Cool 20, 20ft range, -5 to sonars) ....	600eb
Oxygen mix (per tank) .....	20eb
Oxygen/Nitrogen (per tank) .....	20eb
Helium/Oxygen/Nitrogen (per tank) .....	60eb
Tankless Air Valve Unit (12 hours, 50ft) .....	430eb
TAV Unit Filter .....	10eb
Ballistex Marine Survival Vest (SP14) .....	250eb
Nuscuba Maintenance Kit (0.5kg) .....	115eb

Hardshell Maintenance Kit (5kg) .....	175eb
EVPA Maintenance Kit (10kg) .....	1150eb
Oceanic Stealth Drysuit (-4 Awareness) .....	4,000eb
CINO "Islander" Rebreather (20min, 30m, P/C) .....	150eb
Hydrosubsidium "Aquamax" (60min, 50m, EV+1) .	500eb
Hydrosubsidium "Deepstar" (180min, 100m, +2) .	2000eb
CINO "Big Blue" Rebreather (10hrs, 100m, +2) ...	2600eb
OTEC "Depth Charge" (10hrs, 200m, +3, Rare) ...	3250eb
LBM Diving Suit (2 hours) .....	6000eb
OTEC "Rahab II" (4hr, 2500m, SP25, EV3, C) ...	13,500eb
CINO "Seagod" (5hr, 3000m, SP20, EV2, R) .....	35,000eb
Liquid Breathing Medium (30min/liter, 20% fail) .	1250eb/lt
Fluorine Breathing Medium (15min/liter, 5% fail) .	250eb/lt
Hydrosubsidium "Gorgon" EVPA (3500m) .....	78,912eb

**Underwater Linear Frames:**

Gamma STR 12/10 .....	10,000eb
Delta STR 14/12 .....	12,000eb
Pi STR 16/14 .....	14,000eb

**SPACE GEAR**

Spacesuit (10SP, 2RSP, 6+2hrs air, EV-2) .....	15,000eb
Skinsuit/LMS (6SP, 0RSP, 1+1/3hrs air, EV-1) ...	2500eb
Space Sneak Suit (8SP, 0RSP, 40min air, EV-2) .	2500eb
Worksuit (16SP, 3RSP, 8+2hrs air, EV-3) .....	20,000eb
Battlesuit (25SP, 6RSP, 6+2hrs, STR+1, EV-2) .	50,000eb
Radsuit (16SP, 6RSP, 8+2hrs air, EV-3) .....	30,000eb
Mars Suit (7SP, 2RSP, 5+2hrs air, EV-3) .....	15,000eb
Hand EVA Unit (150m/sec, 30sec to prep) .....	100eb
Replacement Nitrogen/CO2 Cartridges .....	5eb
Small Backpack EVA Unit (500m/sec, 3min prep) .	800eb
Manned Maneuver Unit (2000m/sec, 10min prep) .	3000eb
Goop Balls (cover a 5cm hole) .....	0.2eb
Slap Patches (30cm x 30cm) .....	5eb
Bubble Shelter - 1 Man (1000km beacon, 24 hr) ....	300eb
Bubble Shelter - 4 Man (4 x 24 hr) .....	600eb
Bubble Shelter - 6 Man (6 x 24 hr) .....	800eb
Emergency Bubble (3km beacon, 2 hr) .....	150eb
Lunar Tent (15 man-days, 2 min to inflate) .....	800eb
Flare Shelter (+3 flare protection, 18 man-days) ..	3000eb
Sandstorm Shelter (18 man-days) .....	3000eb
Slag-crete (chemical/heat/vacuum/water) .....	10eb/40kg
Powerdriver (4 hour battery) .....	100eb
Vac-solderer (4 hours battery) .....	50eb
Mini-vac (4 hour battery) .....	30eb
Microtools .....	15eb
Combo Flash .....	5eb
Technical Scanners (80% reliable) .....	100-150eb
Sniffer (90% reliable) .....	20eb
Pressure Alarm (Detects 5%+ difference) .....	2eb
Radiation Meter (2m range) .....	100eb
Velcro (12 pack) .....	1eb
Drink Bottle (holds 1 liter) .....	2eb
Lap Pad (stores 100 pages) .....	50-100eb

Personal Radmeter .....	5eb
Electro-stick Pad .....	20eb
Grip Slippers .....	5eb
Hands-free Comset .....	30eb
Slosh Bag 0-G Shower (2kg) .....	65eb
Porta-power (100kg, 50x50x100cm, 300 watts) ...	1500eb
Breathers (1/2 hour) .....	100eb
Replacement O2 Cartridges .....	5eb

**MILITARY EQUIPMENT**

Portable Laser Rangefinder .....	50eb
Laser Designator and DMD (5kg) .....	900eb
Fire Control Net .....	10,000eb
Gyro Mount .....	250eb
Portable Painting Laser .....	1000eb
Artillery Computer .....	1500eb
Power Exo-Mount .....	5000eb

**WADS**

Extra Limbs .....	10%frame
Android Control Circuits .....	500eb/limb
WAD Controller .....	1000eb

**BLACK MARKET/OTHER SERVICES**

Forging Credchips (95%) .....	1D10x1000eb
Cracking a Credchip .....	25-50%
Cash Processing/Money Exchange .....	2-5%/3-10%
Fence An Item .....	10%-50%
Money Laundering .....	50% of total
Used Goods (depending on scarcity) .....	+/- 30-80%
Nomad Weapons (with Family roll 15+) .....	70-80%

**PRICE MODIFIERS**

Legal Stuff (food, consumer goods) .....	100%
Grey Market (legal stuff, untraced) .....	25-50%
Grey Market (could be used in a crime) .....	150-200%
Black Market (illegal stuff) .....	300%+
Custom (newtech, programs, etc) .....	400%+
Military (very rare and illegal) .....	600%+

**EQUIPMENT QUALITY**

Reliability	Chance of Malfunction	Cost
UR	30%	50%
ST	20%	100%
VR	10%	150%
EX	5%	300%

<b>SOFT ARMOR</b>	<b>COVERS</b>	<b>SP</b>	<b>EV</b>	<b>COST</b>	<b>SOURCE</b>	<b>NOTES</b>
Cloth, Light Synthetic Leather*	Torso, Arms, Legs	0	-0	Varies	CP20, 57	
SkinTight Armor Padding	Torso, Arms, Legs	-1/3rd	Varies	1500+	I1.1, 39	
Synth Leather Jacket/Pants	Torso, Arms/Legs	4	-0	200/150	Neo, 56	
Synthetic Leather Gloves	Hands	4	-0	50	Neo, 56	
Synthetic Leather Boots	Feet	4	-0	100	Neo, 56	
Spiked Boots*	Feet/Legs	5	-0	20	Pac, 149	1d6+2 damage
Pearl Eye Skirt and Jacket*	Torso, Arms, Legs	5	-0	730	Chr 4, 60	+2 W&S
Armored Stockings*	Legs	6	-0	110	Chr 2, 28	styles vary
Duraweave Stockings*	Legs	6	-0	105	Chr 4, 58	
Takanaka Arachni-Silk Suit*	Torso, Arms, Legs	6	-0	500	Chr 4, 60	+2 W&S
Militech M78 RPA T-Shirt	Torso	7	-0	130	CB2, 63	
Militech M96 Ghostsuit*	Whole Body	10	-1	5300	Chr 2, 27	-4 A/N
Gibson Sneak Suit*	Whole Body	10	-0	560	Chr 2, 28	-4 A/N in dark
Sonar-Baffling Diving Suit*	Whole Body	10	-2	3,500	Chr 2, 28	
Flein Duraweave Suit*	Torso, Arms, Legs	10	-0	500	Chr 4, 60	+2 W&S
Ruf Tread Nylar Bodysuit*	Torso, Arms, Legs	10	-0	300	Chr 4, 62	
Gibson Battlegear Bodysuit*	Torso, Arms, Legs	10	-0	300	Chr 4, 62	
"Depth Charge" Wetsuit*	Torso, Arms, Legs	10	-3	3250	SF, 30	10hrs air
"Big Blue" Wetsuit*	Torso, Arms, Legs	10	-2	2600	SF, 30	10hrs air
Kevlar T-Shirt, Vest*	Torso	10	-0	90	CP20, 57	
Gibson Armor T-Shirt*	Torso	10	-0	10	Chr 1, 62	
Uniware Torso Armor/Leg Pads*	Torso/Legs	10	-0	60/60	Chr 1, 59	
RecreaTech Kevlon Pads	Knees, Elbows	10	-0	75	Chr 4, 56	
Soviet Military Bearskin Hat*	Head	10	-0	75	CB3, 72	protect to -20°C
Militech M73 Mirage Gear*	Whole Body	12	-1	1050	Chr 2, 28	-2 A/N. 1.5kg
Cybermodem Utility Suit*	Whole Body	12	-0	6300+	Chr 1, 7	
Armored Motorcycle Jacket	Torso/Arms	12/4	-0	300	Neo, 56	
National Guard Armor	Torso, Limbs/Head	14/20(h)	-0	NA	SW, 84	
Soviet Military Greatcoat*	Torso, Arms, Legs	14	-1	250	CB3, 72	protect to -20°C
Eji Armored Cloak*	Torso, Arms, Legs	14	-0	500	Chr 1, 64	
U.S. Army Field Armor*	Torso, Arms, Legs	14	-0	1000	HoB, 87	NBC
+Optional Metal Inserts	Torso, Legs	20(h)	-1	-	-	
'Lano' Coveralls*	Torso, Arms, Legs	14	-2/0	1600	Chr 3, 7	Diff to Notice
Light Armor Jacket*	Torso, Arms	14	-0	150	CP20, 57	
Gibson Denim Jacket*	Torso, Arms	14	-0	150	Chr 1, 62	
Uniware Armor Jacket*	Torso, Arms	14	-0	200	Chr 1, 59	
Militech M78 RPA Jacket	Torso, Arms	14	-1	300	CB2, 63	
Eji Armored Jacket*	Torso, Arms	14	-0	300	Chr 1, 64	
Icon America Morplex Shirt*	Torso, (Arms)	14	-1	130	Chr 4, 62	
Ballistex Marine Survival Vest	Torso	14 (5)	-1/-4	250	CB3, 31	float 3D10+20hrs
Gibson Battlegear Fatigues*	Legs	14	-0	125	Chr 4, 62	
Marine Combat Wetsuit*	Whole Body	15	-0		SF, 70	
"Big Blue" Kevlar Wetsuit*	Torso, Arms, Legs	15	-2	2600	SF, 30	10hrs air
Surveillance Clothing	Anywhere	15	-0	5-7x	SF, 99	
Arasaka "Blackjack" Stealth*	Whole Body	16	-2	10,000	SW, 35	+3 stealth, -4 A/N
Tanaka Armor Topcoat*	Torso, Arms, Legs	16	-0	2000	Chr 1, 63	
Tanaka Armor Opera cloak*	Torso, Arms, Legs	16	-0	1200	Chr 1, 63	
BodyTest Roadrasher*	Torso, Arms, Legs	16	-0	200	CGen, 88	
Full Enviro Wetsuit*	Torso, Arms, Legs	16	-0	350	CGen, 88	1h air, +swim
Kevleather Action Jacket*	Torso, Arms, (Legs)	16	-0	Varies	NC, 130	custom made
Gibson Armor Jeans*	Legs	16	-0	30	Chr 1, 62	
Uniware Armor Trenchcoat*	Torso, Arms, Legs	18	-1	300	Chr 1, 59	
Plastech Duster*	Torso, Arms, Legs	18	-0	845	Chr 4, 62	+1 W&S
Ruf Tread Kevlon Jacket*	Torso, Arms	18	-1	350	Chr 4, 62	
Medium Armor Jacket*	Torso, Arms	18	-1	200	CP20, 57	
Biotechnica Enviro Gloves	Hands	20	-0	200	EF, 33	
Heavy Armor Jacket	Torso, Arms	20	-2	250	CP20, 57	
Police Issue Patrol Armor	Torso/Arms/Legs	20/15/18	-2	900	P&S, 39	
+Optional Alloy Plates	Arms, Legs	+5	-1	-	-	
Ultrakevlar Bodysuit	Torso, Arms, Legs	20	-0	NA	RM, 65	CIA use only
Fireproof Clothing	Torso, Arms, Legs	20 vs Fire	-0	65-250*	Chr 1, 11	

<b>HARD ARMOR</b>	<b>COVERS</b>	<b>SP</b>	<b>EV</b>	<b>COST</b>	<b>SOURCE</b>	<b>NOTES</b>
Ceramet Inserts	adds to soft SP	+5	-.5/loc	40/location	SW, 34	turns soft to hard SP
Esporma Environment Suit	Whole Body	10/30	-3	725	Chr 3, 16	60min air
Spyke Body Plating	Anywhere	10	-0	400-600	Chr 3, 30	+10 SDP
Leg & Knee Spikes	Legs	10	-0	10-25	PAC, 149	1d6+3 damage
Police General Purpose Shield	Held	10	-0	80	P&S, 40	
Medieval Armor	Whole Body	14	-6	3500/10,600	Chr 1, 16	
C-Ballistic Light Mesh	Torso, Arms, Legs	15	-0		I1.1, 39	
SPM-2 Battleglove+	Arm	15	-0	970	PAC, 149	2d6/3d6 damage
Police Issue Riot Shield	Held	15	-0	150/180	P&S, 40	built-in taser
Sneaksuit Flak Vest*	Torso	16	-1	375	Chr 2, 28	
Militech M78 RPA Hvy.Vest	Torso	18	-2	300	CB3, 63	
Mirage Gear Flak Vest*	Torso	18	-1	275	Chr 2, 28	utility harness
Arasaka Combat Armor	Torso, A, H/Legs	18/4(s)	-1	NA	SW, 80	
Militech Combat Armor	Torso/Head/Limbs	18/20/14(s)	-1	NA	SW, 82	
Full Plates	Any location	20	-1/area	60/location	SW, 34	+3 EV full suit
MedicGear Combat Armor	Whole Body	20	-3	3400	Chr 2, 19	+2 Med rolls
Standard Army Trooper Armor	Whole Body	20	-1	NA	SW, 85	
Reactive Body Armor	Torso, Head	20	-1	4990	UK, 37	detects laser/smart
Flak Vest*	Torso	20	-1	200	CP20, 57	
Hiking Boots	Feet & Ankles	20	-0	45	EF, 33	
'Pinamonte' Boots	Feet & Ankles	20	-0	500	Chr 3, 8	
Ruf Tread Boots	Feet & Ankles	20	-0	175	Chr 4, 62	
Gibson Battlegear Greaves	Legs	20	-0	175	Chr 4, 62	
Flak Pants*	Legs	20	-1	200	CP20, 57	
CINO "Seagod" Hardshell	Whole Body	20	-2	35,000	SF, 30	5hrs air
OTEC "Rahab II" Hardshell	Whole Body	25	-3	13,500	SF, 30	4hrs air
Full Plates	Any location	25	-1/area	100/location	SW, 34	+3 EV full suit
Militech EMA-1 "Softshell"	Whole Body	25	+0	8500	SW, 35	48hrs power
Metal Gear	Whole Body	25	-2	600	CP20, 57	
Moto-Cross Armor	Torso, Arms, Legs	25	-2	750	Neo, 56	padded MG
Max Threat Urban Riot Armor	Torso, Arms/Legs	25/20	-3	1200	P&S, 39	
+Optional Alloy Plates	Arms, Legs	+8	-0	-	-	
Door Gunner's Vest	Torso	25	-3	250	CP20, 57	
U.S. Army Assault Armor	Whole Body	28	-2	3000	HoB, 87	2hrs air
Pit Viper	Whole Body	30	-0	26,000	SOF2, 22	radio, HUD, 1 hr air
Hooded Viper	Whole Body	30	-0	48,000	SOF2, 22	radio, HUD, 1 hr air
<b>HELMETS &amp; HEADWARE</b>						
Protective Headgear Insert	Head	4	-0	50	Chr4, 69	concealable
Motorcycle Helmet	Head	8	-0	100	Neo, 56	face shield
Steel Helmet	Head	14	-0	20	CP20, 57	90% have faceshield
Police Issue Traffic Helmet	Head	15	-0	170	P&S, 39	20 shot camera
"Deepstar" Nuscuba Helmet	Head	15	-2	2000	SF, 29	180min air
"Big Blue" Nuscuba Pack	Head, Torso (Back)	15	-2	2600	SF, 30	10hrs air
"Depth Charge" Nuscuba Pack	Head, Torso (Back)	15	-3	3250	SF, 30	10hrs air
Ghostsuit Helmet	Head	16	-0	600	Chr 2, 27	enclosed
Cybermodem Helmet	Head	16	-0	4100	Chr 1, 6	
Smart Helmet (w/comlink)	Head	18	-0	800	Neo, 56	LL, IR, Target
Sneaksuit Helmet	Head	18	-0	185	Chr 2, 28	enclosed
Ballistic Nylon Helmet	Head	20	-0	100	CP20, 57	90% have faceshield
Militech M88 Combat Helmet	Head	20	-1	5000	CB2, 61	15SP face shield
U.S. Army Helmet	Head	20	-0	500	HoB, 87	20SP face shield
'Guercio' Helmet	Head	20	-0	600	Chr 3, 8	+10 vs Gas
'Gianni' Helmet	Head	20	-0	800	Chr 3, 8	Smartgoggles
Police Issue Paramedic Helmet	Head	20	-0	180	P&S, 39	AD, radio
Full Plate Helmet	Head	20	+0	60	SW, 34	
Mirage Gear Helmet	Head	24	-1	140	Chr 2, 28	
Police Issue Patrol Helmet	Head	25	-0	230/430	P&S, 39	AD, radio, light
Police Issue Riot Helmet	Head	25	-0	650	P&S, 39	+10 min of air
Full Plate Helmet	Head	25	+0	100	SW, 34	
M-88A2 Enhanced Helmet	Head	25	+0	2399	SW, 35	SP20 visor

<b>CYBERWARE SOFT ARMOR</b>	<b>COVERS</b>	<b>SP</b>	<b>EV</b>	<b>COST</b>	<b>SOURCE</b>	<b>NOTES</b>
Gradiated Subdermal Cowl	Head, 60%	4, 6	-0	300/550	Chr 2, 7	35/30 to spot
Upgraded Skinweave*	Whole Body	6,8	-0	1000/1250	Chr 2, 9	35/30 to spot
Gradiated Subdermal Armor	Torso	6,8,10	-0	350-650	Chr 2, 7	35/32/30
Gradiated Subdermal Cowl	Head, 60%	8, 10	-0	750/1000	Chr 2, 7	25/20 to spot
Upgraded Skinweave*	Whole Body	10	-0	1600	Chr 2, 9	25 to spot
Heavy Scales*	Whole Body	12	-0	12,000	Chr 2, 102	10% Cancer
Upgraded Skinweave*	Whole Body	12,14	-0	2000/2400	Chr 2, 9	20 to spot
Gradiated Subdermal Armor	Torso	12,14	-0	800/1000	Chr 2, 7	25 to spot
Gradiated Subdermal Cowl	Head, 60%	12,14	-0	1200/1400	Chr 2, 7	15/10 to spot
Upgraded Skinweave*	Whole Body	16	-0	2750	Chr 2, 9	15 to spot
Gradiated Subdermal Armor	Torso	16,18	-0	1100/1200	Chr 2, 7	20 to spot
Gradiated Subdermal Armor	Torso	20	-1	1450	Chr 2, 7	15 to spot
Orbital Subdermal Armor	Torso	20	-0	11,600	Chr 2, 7	15 to spot
Gradiated Subdermal Armor	Torso	22	-2	1750	Chr 2, 7	10 to spot
Orbital Subdermal Armor	Torso	22	-0	28,000	Chr 2, 7	10 to spot

<b>CYBERWARE HARD ARMOR</b>	<b>COVERS</b>	<b>SP</b>	<b>EV</b>	<b>COST</b>	<b>SOURCE</b>	<b>NOTES</b>
GP Exoskeleton- Series A	Whole Body	6+ 15SDP	MA 5	12,000	Chr 3, 34	BOD 18
Cyberfacial Remount Evileye	Head, 15%	6	-0	150	Chr 3, 33	ATTR -1
GP Exoskeleton- Series B	Whole Body	8+ 20SDP	MA 5	15,000	Chr 3, 34	BOD 21
Optishield	Head 30%	8	-0	300	Chr 1, 31	2 options
Cyberfacial Remount Jigsaw	Head, 25%	12	-0	250	Chr 3, 33	ATTR -1
Exoskeleton	Whole Body	18	-2	20,000	Chr 2, 102	10% Cancer
Cyberfacial Remount Twoface	Head, 50%	18	-0	350	Chr 3, 33	ATTR -2
Total Body Plating	Whole Body	20	-3	6,800	Chr 2, 9	heal 1pt/day
Cyberlimb Armor	Arm/Leg	20	-0	200	CP20, 68	
Torso Plate	Torso	25	-3	2000	CP20, 69	
Cowl	Head	25	-0	200	CP20, 69	
Faceplate	Head	25	-0	400	CP20, 69	

<b>ADVANCED ARMOR</b>	<b>COVERS</b>	<b>SP</b>	<b>EV</b>	<b>COST</b>	<b>SOURCE</b>	<b>NOTES</b>
Signal Retardant	Anywhere	10	+0	+150/area	WGF, 74	vs static/seizure guns
Laser Ablative Fabric	Anywhere	50pts	+0	+90/area	WGF, 74	vs lasers, ablative
Heat Displacement Fabric	Anywhere	100pts	+0	+1200/area	WGF, 74	vs lasers, ablative
Reflective Plate	Anywhere	30 laser	+2	120/area	WGF, 74	vs lasers, -1SP/10pts
Reflective Hard Plate	Anywhere	25/30 laser	+2	200/area	WGF, 74	vs lasers, -1SP/10pts
Ablative Plate	Anywhere	20/40 laser	+2	500/area	WGF, 74	vs lasers, -1SP/5pts
Ablative Creme	Whole Body	10 laser	+0	100/5 uses	WGF, 75	vs lasers, -2SP/5pts

<b>SPACESUITS</b>	<b>RSP</b>	<b>SP</b>	<b>EV</b>	<b>COST</b>	<b>SOURCE</b>	<b>NOTES</b>
Skinsuit*	0	6	-1	2,500	DS, 59	1+1/3 hours of air
Space LM Sneak Suit*	0	8	-2	2,500	Chr 2, 28	40 min air
Standard Suit*	2	10	-2	15,000	DS, 59	6+2 hours of air
Worksuit	3	16	-3	20,000	DS, 59	8+2 hours
Battlesuit	6	25	-2	50,000	DS, 59	6+2 hours
Radsuit*	16	6	-3	30,000	DS, 59	8+2 hours
Mars Suit*	2	7	-3	15,000	DS, 59	5+2 hours

\*=Edged weapons treat SP as half. RPA=Revised Personal Armor, AP defeating

Vehicle	Top Speed	Acc/Dec	Crew	Range	Passengers	Cargo	Man.	SDP (Body)	SP (Armor)	Mass	Cost	Source
<b>MOTORCYCLES</b>												
Mitsuzuki C21 Kenada	155	31/45	1	533	0	13kg, .75	+4	20 (1)	0	40kg	7550/10,550	Chr4
Mitsuzuki MSX900 "Bakushin"	192	25/45	1	400	0	20kg, 1	+3	15 (1)	1 (0)	60kg	6600/9200	Chr4
Honda R400 Trail	120	25/38	1	400	0	10kg, 1	+2	15 (1)	0	30kg	3000	Chr4
VMW "Volksrad"	60	18/30	1	400	0	13kg, .5	+1	20 (1)	0	40kg	1150	Chr4
Kundalini GSR1200 Tetsuo	204	36/45	1	533	0	45kg, .4	+4	34 (2)	10 (0)	136kg	25,000	Chr4
Bensen Violator Hovercycle	150	30/15	1	400	1	330kg	+0	20 (1)	0	1 ton	100,000	Chr3
Mitsubishi Portabike	25	18/30	1	135	0	None	+1	9 (0)	0	35kg	250	Chr3
Kundalini Roadworks 'Dart'	120	18/30	1	270	1	30kg	+1/+3	25 (1)	10 (0)	100kg	10,000	Chr3
Kundalini Police 'Torpedo'	144	18/30	1	270	0	None	+1/+3	30 (1)	15 (1)	120kg	36,000	Chr3
Sports Eurasia 'Microbike'	80	18/30	1	135	1	20kg, 1	+1	7 (0)	0	15kg	100	Chr3
Brennan 'Hermes' Courier	72	18/30	1	270	0	Special	+2	20 (1)	0	80kg	2500	Chr3
Brennan 'Ares' Combat Bike	95	27/30	1	130	0	45kg	+2	37 (2)	12 (1)	148kg	21,000	Chr3
Nasuko Datacycle	44	18/30	1	270	0	12kg	+2	20 (1)	0	40kg	6000	BB
Bell Sandpiper	120	18/60	1	400	0	None	+3	36 (2)	0	144kg	12,380	SOF2
LongRider Generic 500cc	120	18/30	1	400	1	54kg	+0	25 (1)	0	100kg	3500	Neo
Kawasaki Blitzkrieg	100	18/30	1	500	1	60kg	+1	35 (2)	5 (0)	160kg	15,000	Neo
'Sidewinder' Custom Recumbent	120	20/30	1	400	0	None	+3	40 (2)	10 (0)	180kg	32,000	Neo
Darkwarrior Assault Motorcycle	100	18/30	1	400	0	45kg	+1	35 (2)	5 (0)	140kg	13,350	MM
Mitsuzuki Ashigaru	70	18/30	1	8hr	0	25kg	+1	20 (1)	0	80kg	1750	Chr2
Delta Motors Bermuda	155	18/30	1	300	1 or	100kg	+2	40 (2)	0	160kg	3200	Chr2
Harley-Davidson Darkwing	100	18/30	1	400	0	45kg	+1/+3	35 (2)	5 (0)	140kg	4,500	Chr2
Pedicab	15-25	5/10	1	-	1 or	20 kg	+1	15 (1)	0	30kg	1200	Chr1
Harley-Davidson Thundergod	100	18/30	1	370	1	45kg	+1	35 (2)	0	140kg	5,040	Chr1
Kundalini Roadworks Shiva	160	18/30	1	250	1	None	+4	32 (2)	0	128kg	8,000	Chr1
Kawasaki KZS-1000 Kamikaze	120	18/30	1	400	0	50kg	+1	40 (2)	10 (0)	160kg	13,750	CB1*
Harley-Davidson Blue Knight	150	18/30	1	300	0	45kg	+1	36 (2)	15 (1)	144kg	6,000	P&S
Nunchaku Cyberbike	110	36/42	1	400	0	18kg	0/-2	27 (1)	0	54kg	4000	CGen
Akira Cyberbike	130	18/30	1	400	0	16kg	+2	25 (1)	0	50kg	8750	CGen
Hellfire Cyberbike	160	20/33	1	400	0	20kg	0	30 (1)	0	133kg	8400	CGen
Apache Cyberbike	110	36/42	1	1600	0	40kg	+1	30 (1)	5 (0)	120kg	11,500	CGen
Lark Mini-Scooter	70	14/30	1	200	0	20kg	+1	15 (1)	0	60kg	1650	CGen
<b>CARS</b>												
Toyota-Chevrolet Hopper	50	15/40	1	300	3	86kg, .5	+0	13 (1)	0	260kg	1625	Chr4
VMW Cohort	80	21/40	1	300	3	267kg	+0	20 (1)	1 (0)	800kg	5500	Chr4
GMI Sierra Hatch	80	15/40	1	300	3	453kg	+0	34 (2)	10 (0)	1360kg	13,950	Chr4
GMI Sierra GL	70	15/50	1	300	3	453kg	+0	34 (2)	10 (0)	1360kg	20,350	Chr4
Mitsuzuki Fuji	75	15/50	1	300	3	533kg, 1	+0	40 (2)	10 (0)	1600kg	17,450	Chr4
Mitsuzuki Bushi	60	15/40	1	300	4	800kg, 2	+0	60 (3)	20 (1)	2400kg	27,000	Chr4
GAZ/LADA Cossack	75	15/40	1	500	4	1065kg, 3	+0	80 (4)	20 (1)	3200kg	34,000	Chr4

**CYBERPUNK 2020 VEHICLE LISTING**

<i>Vehicle</i>	<i>Top Speed</i>	<i>Acc/Dec</i>	<i>Crew</i>	<i>Range</i>	<i>Passengers</i>	<i>Cargo</i>	<i>Man.</i>	<i>SDP (Body)</i>	<i>SP (Armor)</i>	<i>Mass</i>	<i>Cost</i>	<i>Source</i>
Toyo Chevrolet Corpora	80	15/40	1	200	3	800kg, 2.3	+0	60 (3)	20 (1)	2400kg	41,000	Chr4
Toyo Chevrolet Corpora Sports	80	20/60	1	200	3	800kg, 2	+0	60 (3)	20 (1)	2400kg	46,000	Chr4
M/J XJ220C-P Police Interceptor	170	25/80	2	350	1	1330kg, 1.5	+1	100 (5)	30 (1)	4000kg	165,000	Chr4
Spinelli Autotech Spirit	100	21/80	2	267	4	1660kg, 0	+3	100 (5)	40 (2)	5000kg	235,000	Chr4
Panurope VBL APC (M)	70	24/70	2	435	2	1067kg, 1	+2	80 (4)	40 (2)	3200kg	145,000	Chr4
BMW Burowagen HSR	110	15/50	1	200	5	9600kg	+3	75 (4)	12 (1)	2.9 tons	90,000	Chr3
Takaya Daimyo	150	15/40	1	300	3	500kg	+1	40 (2)	8 (0)	1.6 tons	44,000	Chr3
New American Autos Roadcar	80	15/40	1	600	1	300kg	+0	25 (1)	0	1 ton	5500	Chr3
Scion Dunemaster/Triwheel 10	100	30/40	1	600	1	525kg, 1	+2	40 (2)	12 (1)	1.6 tons	40,000	Chr3
GMI Dust Devil	80	30/40	1	600	1	525kg, 1	+2	40 (2)	20 (1)	1.6 tons	46,000	Chr3
Covert Operations Car	150	40/40	1	300	5	100kg	-2	40 (2)	20 (1)	1.5 tons	99,000	SF
Nissan Metrocar	50	3/10	1	200	1	90kg	+0	25 (1)	10 (0)	1 ton	6000	ER
Red Cab Taxi	80	15/50	1	400	6	240kg, 2.75	+0	40 (2)	20 (1)	1.6 tons	36,500	ER
The Bug	80	18/30	1	400	2	200kg	+0	32 (1)	16 (1)	1.2 tons	10,000	Neo
Scorpion Fast Attack Vehicle	100	15/40	3	400	0	400kg	+1	30 (1)	0	800kg	12,000	Neo
BAE Police Pursuit Crusier	160	25/50	2	300	2	500kg, 2	+2	100 (5)	25 (1)	4 tons	490,000	UK
BAE Electric Metro 2	100	15/40	1	300	3	200kg, 1	+0	25 (1)	10 (0)	1 ton	7500	UK
Arasaka Kuma Land Rover	90	15/40	1	400	3	650kg, 2	+0	50 (2)	20 (1)	2 tons	28,000	MM
Militech Commando	80	15/40	2	300	2	1 ton, 1	-3	80 (4)	20 (1)	3 tons	60,000	MM
BMW 2020	100	15/40	2	300	4	1000kg, 2	-1	75 (4)	30 (1)	3 tons	90,000	MM
New American Crowder	40	15/40	1	5hr	1	100kg	-1	25 (1)	10 (0)	1 ton	3000	Chr2
Max Interceptor	180	15/40	1	800	3	500kg	+1	60 (3)	15 (1)	2.4 tons	40,000	Chr2
Toyo-Chevrolet '17 Chevy	90	15/40	1	300	3	150kg	+0	50 (2)	10 (0)	2 tons	10,000	Chr2
BMW 9018s	210	15/40	1	300	5	1000kg	+0	90 (4)	24 (2)	3.6 tons	100,000	Chr1
Mitsubishi Sedan	100	15/40	1	400	5	300kg	+1	60 (3)	15 (1)	1 ton	70,000	NWP
Lincoln Sedan	80	15/40	1	400	5	300kg	+0	40 (2)	10 (0)	1.5 tons	80,000	NWP
Alaska State Patrol Car	100	20/40	1	400	3	400kg	+1	60 (3)	15 (1)	1 ton	80,000	NWP
Ford-Mazda Luxus 16	90	15/40	1	300	5	960kg	-2	72 (4)	20 (1)	2.88 tons	65,000	PB
Lexus ZS-5000 Security Retrofit	140	20/60	1	200	4	1000kg	-1	100 (5)	30 (1)	4 tons	180,000	CB1*
Toyo-Chrysler Omega	90	15/40	1	300	3	400kg	+0	40 (2)	0	1 ton	11,000	CP20*
Ford-Mazda Luxus 14	110	15/40	1	300	5	790kg	+0	60 (3)	10 (0)	2.4 tons	40,000	CP20*
Toyota Avante	200	15/40	1	100	1	100kg, 1	+0	40 (2)	0	800kg	39,000	CP20*
Honda Metrocar	40	18/30	1	100	1	100kg, 4	+0	25 (1)	0	500kg	2500	CP20*
BMW 600 Patrol Crusier	60	15/40	2	300	2	600kg, 2	+0	50 (2)	20 (1)	2 tons	26,000	P&S*
BMW 9 Performance Interceptor	210	20/50	2	500	0	500kg, 1	+0	40 (2)	0	800kg	55,000	P&S*
Limousine	120	15/40	1	400	8	1000kg	-3	80 (4)	20 (1)	3.2 tons	57,000	LoF*
Ford-Mazda Thunderbird IV	120	15/40	1	500	4	600kg	+0	60 (3)	20 (1)	2.4 tons	47,000	FH*
AMT Baja Blaster Off-Road	120	15/40	1	300	2	500kg, 2	+0	40 (2)	5 (50%)	1.6 tons	23,000	FH*
Aston Martin Lagonda DB50	170	15/40	1	600	1	500kg	+3	45 (2)	14 (1)	1.8 tons	75,000	P1*
NAM 2027 "Sentry"	130	10/40	1	600	1+4	850kg	+0	65 (3)	30 (1)	2.6 tons	38,000	BDay
NAM 2027 "Blazer" Squad Car	130	10/40	1	600	1+4	850kg	+0	65 (3)	30 (1)	2.6 tons	34,000	BDay

Vehicle	Top Speed	Acc/Dec	Crew	Range	Passengers	Cargo	Man.	SDP (Body)	SP (Armor)	Mass	Cost	Source
<b>PICK-UPS</b>												
Kundalini "Bedouin" Truck	60	15/40	2	500	4	1500kg, 5	-3	112 (5)	20 (1)	4480kg	105,000	Chr4
Imperial Metro Agriculture Nomad	75	15/40	1	300	2	1056kg, 11	-3	80 (4)	20 (1)	3200kg	51,000	Chr4
Spinelli Auto Shiltron Twin Cab	70	15/50	1	300	3	1056kg, 16	-3	80 (4)	10 (0)	3200kg	55,000	Chr4
Panurope Zobel EuroLAV II (M)	60	20/60	2	435	2	1067kg, 10	+1	80 (4)	40 (2)	3200kg	105,000	Chr4
Cadence Industries Wanderer	80	15/40	1	500	4	650kg	-3	50 (2)	20 (1)	2000kg	50,000	Chr3
New American Nautilus RV	80	15/40	1	500	4	600kg	-3	60 (3)	12 (1)	2400kg	32,000	Chr3
New American Armadillo RV	80	15/40	1	500	6	1200kg, 2	-3	90 (4)	27 (1)	3600kg	85,000	Chr3
Spinelli Autotech Nomad	100	15/40	1	500	1	525kg, 3	+0	40 (2)	8 (0)	1600kg	55,000	Chr3
"Hearse"	60	15/50	2	300	11	None	-3	80 (3)	20 (1)	1600kg	265,000	SW
Covert Surveillance Van	75	30/40	1	100	4	300kg	-3	75 (4)	20 (1)	2 tons	550,000	SF
Covert Assault "APC"	90	30/50	1	300	9	500kg	-3	75 (4)	38 (2)	3 tons	450,000	SF
Netrunner "Drifter" Mobile Environ.	80	15/40	1	700	1	640kg, 3.5	-2	80 (4)	10 (0)	3200kg	80,000	BB
MedWagon	100	10/30	2+2	700	6	1 ton	-2	60 (3)	20 (1)	3 tons	50,000+	Neo
BRDM-10 Scout Car	60	15/40	2	180	2	1.2 tons, 14	-2	90 (3)	31 (2)	3.6 tons	125,000	SOF2
BRDM-11 'Cannon'	60	15/40	3	180	0	1 ton, 12	-2	90 (3)	31 (2)	3.6 tons	140,000	SOF2
BRDM-12 'Anti-Tank'	60	15/40	4	180	0	1 ton, 8	-2	90 (3)	31 (2)	3.6 tons	170,000	SOF2
BRDM-13 'Anti-Aircraft'	60	15/40	4	180	0	500kg, 10	-2	90 (3)	31 (2)	3.6 tons	390,000	SOF2
Custom Pre-Collapse Van	80	15/40	1	300	2	1155kg, 6.5	-3	40 (2)	20 (1)	1.75 tons	40,000	ER
Affirmative Action Van	72	10/30	1	800	9	3000kg, 2	-3	140 (7)	40 (2)	10 tons	100,000	ER
Sankey Police Landrover	70	10/30	2	300	6	None	+0	60 (3)	24 (1)	2.4 tons	65,750	UK
HMMWV 'Hummer'	100	15/40	1	400	5	150kg, 4	+0	60 (3)	10 (0)	2.25 tons	30,000	MM
New American Ambunaught	72	10/30	1	300	5	3000kg	-3	120 (6)	40 (2)	4.8 tons	76,000	Chr1
New American Drifter RV	80	15/40	1	930+200	2	640kg, 3.5	-3	80 (4)	10 (0)	3.2 tons	24,995	Chr1
Pickup Truck	100	15/40	1	400	2	1500kg	+0	45 (2)	10 (0)	1 ton	20,000	NWP
Ford 1/2-Ton Pickup Truck	100	15/40	1	400	2	1000kg	+1	40 (2)	10 (0)	.5 ton	30,000	NWP
Toyota Light Truck	90	15/40	1	400	2	1000kg	+0	45 (2)	10 (0)	.5 ton	20,000	NWP
BMW 1010 Police Minivan	75	15/40	1	300	3	460kg, 2	-3	35 (2)	15 (1)	1.4 tons	41,000	P&S*
Mercedes Spacewagon 2000+	50	15/40	1	300	3	600kg	-3	25 (1)	5 (0)	1 ton	18,000	P&S*
Corporate Van	110	15/40	2	400	5	930kg	-3	70 (3)	20 (1)	2.8 tons	68,000	LoF*
Daihatsu Family Cruiser	100	15/40	1	450	7	1000kg, 7	-3	80 (4)	0	1.6 tons	36,000	FH*
<b>TRUCKS</b>												
Mac-Deux "Monster"	100	10/30	1	800	4	36,000kg	+0	180 (9)	20 (1)	10 tons	240,000	Chr4
Tetracorp DR2100 Longnose	101	10/30	2	1300	0	36,000kg	-4	140 (7)	20 (1)	9300kg	200,000	Chr4
NA 'Vulture' Tow Truck	80	10/30	1	500	1	2.75 tons, 5	-4	125 (6)	40 (2)	8.3 tons	215,000	Chr3
Militech "Comscan" Command	70	10/30	4	300	0	None	-2	200(10)	40 (2)	20 tons	2.7M	SW
'The Big Bus'	70	10/30	1	400	40	5 tons, 10	-2	300 (15)	10 (0)	15 tons	140,000	Neo
40-Ton 8x8 Truck	60	10/30	2	400	varies	40 tons, 76	+0	300 (15)	20 (1)	15 tons	185,000	Neo
Crash Wagon	100	10/30	2	300	2-6	6 tons	-2	60 (3)	20 (1)	5 tons	30,000	Neo
2&1/2-Ton Truck	80	10/30	1	800	1	2,500kg	-4	75 (4)	10 (0)	5 tons	60,000	MM

**CYBERPUNK 2020 VEHICLE LISTING**

<i>Vehicle</i>	<i>Top Speed</i>	<i>Acc/Dec</i>	<i>Crew</i>	<i>Range</i>	<i>Passengers</i>	<i>Cargo</i>	<i>Man.</i>	<i>SDP (Body)</i>	<i>SP (Armor)</i>	<i>Mass</i>	<i>Cost</i>	<i>Source</i>
Peterbilt 2000	100	10/30	1	960	1	36 ton trailer	-4	100 (5)	20 (1)	6.7 tons	110,000	MM
Grizzly Off-Road Vehicle	80	10/30	1	400	2+6	500kg	+0	45 (2)	15 (1)	2.5 tons	30,000	NWP
Yakurichi-Ural BR-70	110	10/30	1	800(1600)	1	36,000kg	-4	125 (6)	60 (3)	8.3 tons	650,000	CP20*
Militech IV Mobile Control Center	50	10/30	6	800		None	-4	75/200 (4/10)	20/30 (1)	18.3 tons	250,000	P&S*
Komatsu-Peterbilt KP-10	100	10/30	1	500	3	36000kg, 2	-4	120 (6)	40 (2)	8 tons	260,000	FH*
IMA Titan Prime Mover (const)	30	5/10	0	-	2	None	-1	500 (25)	30 (1)	83 tons	1.75M	UK
Street Grader/Snowplow	40	10/10	1	20	0	200kg	-2	90+100 (4+)	25/100 (1/5)	3 tons	60,000	NWP
Electric Tunnel Digger (const)	10	5/10	1	200	1	None	-2	200 (10)	30 (1)	33 tons	900,000	ET*
<b>APC</b>												
Yakurichi-Ural BTR-15 APC	80	10/30	2	300	8	1000kg	+0	100 (5)	40 (2)	10 tons	310,000	MM
Arasaka Riot 8	120	10/30	2	300	8	2000kg	-2	200 (10)	30 (1)	20 tons	575,000	MM
GMI Wolverine	110	15/30	3	300	0	2500kg, 1	-2	75 (4)	35 (2)	7.5 tons	360,000	MM
Militech Behemoth APC	60	10/50	2	300	10	2 tons	+2	120 (6)	40 (2)	12 tons	480,000	MM
M113 APC (tracked, amphib)	40	10/50	2	300	8-10	None	+2	150 (7)	20 (1)	15 tons	550,000	SW*
BMP-2	55	10/30	3	300	6	13 spaces	-2	120 (6)	30 (1)	12 tons	145,000	TCB*
Saab/Scania GSG "Stomper"	145	10/30	1	300	7	None	+1	80 (4)	35 (2)	8.5 tons	418,000	P2*
<b>IFV</b>												
M-62 'Volcano' SAM Launcher	40	13/50	2	300	0	2.5 tons, 1	+2	140 (7)	40 (2)	14 tons	950,000	Chr3
Arasaka Combat 10	80	10/30	2	300	10	2.5 tons int	-2	250 (12)	50 (2)	25 tons	965,000	SW
Panurope Gladiator Armored Car	60	10/30	3	300	0	2000kg ext	-2	200 (10)	80 (4)	20 tons	1.1M	MM
Army M-15 IFV	80	13/50	2	300	8	6 tons	+2	200 (10)	100 (5)	20 tons	1.6M	MM
US M-50 Tank Hunter	80	13/50	2	300	0	4,500	+2	140 (7)	40 (2)	14 tons	1M	MM
Mitsubishi SWAT Mini-Tank	50	13/50	2	200	5 or	6500kg	+2	200 (10)	100 (5)	8 tons	1.4M	SOF2
BMP-3 IFV	30	12/30	3	370	7	None	+2	187 (9)	37 (2)	18.7 tons	950,000	SOF2
BMW 910a Police Combat	50	10/30	2	300	10/16	None	-2	80 (4)	30 (1)	8 tons	100,000	P&S*
BMW 910b Perpetrator Transport	50	10/30	2	300	12	None	-2	80 (4)	30 (1)	8 tons	100,000	P&S*
Militech 'Buzz' Patrol Vehicle	80	10/30	2	300	0	6 spaces	-2	140 (7)	50 (2)	14 tons	550,000	TCB*
Panhard Hunter	60	10/30	2	300	0	5 spaces	-2	200 (10)	50 (2)	20 tons	950,000	TCB*
Marder Infantry Fighting Vehicle	50	13/50	2	300	10	1 space	+2	180 (9)	50 (2)	18 tons	800,000	TCB*
<b>TANKS</b>												
T-100MBT	50	10/50	4	380	0	1 space	+2	335 (17)	160 (8)	56 tons	9.8M	SOF2
US M-11 MBT	60	10/50	3	300	0	None	+2	360 (18)	225 (11)	60 tons	16.4M	MM
US M-20 Superheavy	40	10/50	3	200	0	None	+2	600 (30)	375 (19)	100 tons	23.5M	MM
US M-75 Light Battle Tank	80	10/50	2	200	0	None	+2	140 (7)	60 (3)	14 tons	1.4M	MM
Militech MT-4 MBT	60	10/50	4	200	0	None	+2	250 (12)	160 (8)	41 tons	9M	MM
M1 Tank	60	10/50	4	200	0	None	+2	300 (15)	200 (10)	50 tons	9.1M	SW*
Engesa-A MBT	50	10/50	3	300	0	None	+2	300 (15)	80 (4)	50 tons	2.15M	TCB*
T-72 Soviet Tank	36	10/50	3	300	0	25 spaces	+2	200 (10)	60 (3)	33 tons	1.75M (new)	TCB*

Vehicle	Top Speed	Acc/Dec	Crew	Range	Passengers	Cargo	Man.	SDP (Body)	SP (Armor)	Mass	Cost	Source
<b>HOVERS</b>												
Kundalini Roadworks GevHog	90	15/10	1	405	3	216kg, 1.6	-2	13 (1)	0	650kg	16,100	Chr4
Cadence Industries HoverVan	75	15/10	1	400	3	1330kg, 7	-2	50 (2)	20 (1)	5000kg	105,000	Chr4
GMI HovTransport	150	15/20	2	400	10	2500kg, 1	-2	100 (5)	40 (2)	10 tons	360,000	Chr3
Navy M-40 GEV	180	15/10	4	400	0	3000kg ext	-1	100 (5)	50 (2)	10 tons	1.89M	MM
GEB Duster	150	15/10	1	400	3	800kg int, 1	-1	25 (2)	10 (0)	2.5 tons	85,000	MM
GMI Hovertruck	100	15/10	2	400	12 or	5 tons int, 12	-2	100 (5)	20 (1)	10 tons	220,000	MM
Militech A-20 ACAV	200	20/10	3	650	0	3 tons int, 10	+0	100 (5)	50 (2)	10 tons	730,000	MM
Nissan Ford Fanmaster	100	12/12	1	500	2	750kg	-2	75 (3)	15 (1)	7.5 tons	20,000	Chr2
Bensen Cascade	260	15/20	1	300	3	300kg	-2	40 (2)	12 (1)	3 tons	58,000	Chr1
<b>AERODYNES</b>												
AV-3 Aerocop	350/150	50/50	2	525	3	650kg int, 1	+1/+0	50 (2)	20 (1)	2 tons	90,000	MM
AV-4	350	50/50	1-2	800	6	1300kg int, 15	+0	100 (5)	40 (2)	4 tons	600,000	MM
AV-6 Combat Aerodyne	495	50/50	2	1200	10 or	1300kg int, 1	+1	100 (5)	40 (2)	4 tons	850,000	MM
AV-7 Personal Aerodyne	250	70/75	1	500	1	200kg, 9	+2	50 (2)	15 (1)	2 tons	400,000	CP20*
AV-8 Assault Aerodyne	495	50/50	2	1320	0	None	+1	120 (6)	40 (2)	4.8 tons	2.4M	MM
AV-9 Multi-Purpose	405	50/50	2	800	2	2400kg in pod	+0	180 (9)	45 (2)	7.2 tons	1.75M	MM
AV-11 Combat Aerodyne	405	50/50	2	1060	9	None	+3	140 (7)	45 (2)	6 tons	3.5M	SOF2
Militech AVX-9C Viper	540	50/50	2	800	0	None	+2	125 (6)	60 (3)	5 tons	2.76M	MM
Militech AVD (Remote/Drone)	500	75/75	0	800	0	None	+3	100 (5)	50 (3)	4 tons	9M	SOF2
Boeing Cityhawk UAAV	360	50/50	2	800	0	1000kg int, 12	+2	85 (4)	40 (2)	3.4 tons	920,000	MM
EEC Airjeep	150	50/50	1	525	5	650kg int, 2	+0	50 (2)	15 (1)	2 tons	25,000	MM
Mi-50	225	50/50	1	800	6	1450kg int, 20	+0	110 (5)	45 (2)	4,400kg	650,000	MM
Mi-52	230	50/50	3	800	3	500kg, 3	+0	110 (3)	55 (3)	4,400kg	850,000	SOF2
Lockheed Nimbus Stealth Warfare	330	50/50	1+1	800	0	None	+1	120 (6)	30 (1)	5 tons	10.1M	SW
Tetracorp Fei Lien 100	450	50/50	1	800	3	660kg	+1	50 (2)	25 (1)	2 tons	290,000	Chr3
Bell-Boeing Aircar (AV/Osprey)	360	10/20	1	1330	5	None	+2	40 (2)	8 (0)	1 tons	300,000	Chr4
British Aerospace AV FAB	225	50/50	2	1600	4	3333kg, 4	+0	250 (12)	25 (1)	10 tons	840,000	Chr4
British Aerospace Military FAB	270	50/50	2	1600	4	3333kg, 4	+0	250 (12)	40 (2)	10 tons	3.15M	Chr4
Mexican Metals Llama	100	50/50	1	800	1	173kg, 6	+0	15 (1)	1 (0)	520kg	33,000	Chr4
MacLaren/Jaguar Sports AV	810	100/75	1	1200	1	650kg, 1	+3	50 (2)	10 (0)	2000kg	1.5M	Chr4
TV News Van	250	50/50	1	400	5	1300kg	-1	100 (5)	40 (2)	4 tons	750,000	LD
VMW Family Flyer	150	50/50	1	525	5	650kg, 2	-2	50 (2)	15 (1)	2 tons	50,000	Chr2
Lambo-Fiat Mach	500	100/75	1	300	1	300kg	+2/-5	40 (2)	10 (0)	1.6 tons	650,000	Chr2
The Swan	200	50/50	1	600	2	100kg	-1	65 (3)	20 (1)	2.6 tons	200,000	Chr2
The Dreaded Punknaught	40	25/25	12	270	20-30	0	-3	60-80 /unit	20 (1)	2.4+ tons	Unknown	Chr1
Dassault-Futures Aeromobile	360	50/50	2	800	5	1000kg, 8	+0	85 (4)	35 (2)	3.4 tons	1,050,000	ES*
Hover Bike - Aerodyne	195	50/50	1	6 (20m high)	0	0	+1	35 (2)	5 (0)	140kg	7,000	KCJ
- Wheeled	80	18/18	1	240	-	20kg	+0	-	-	-	-	-

<i>Vehicle</i>	<i>Top Speed</i>	<i>Acc/Dec</i>	<i>Crew</i>	<i>Range</i>	<i>Passengers</i>	<i>Cargo</i>	<i>Man.</i>	<i>SDP (Body)</i>	<i>SP (Armor)</i>	<i>Mass</i>	<i>Cost</i>	<i>Source</i>
<b>LIGHT HELICOPTERS/GLIDERS</b>												
F81 "Paradactyl" Cyber-Glider	5 - 35	5/5	1	-	0	None	+2	10 (0)	0	14.3kg	2300	SF
Ultralight	50	5/5	1	200	0	10kg	-2	10 (0)	0	50kg	2500	Neo
Bell F-152 Autogyro	195	15/15	1	50	0	None	+1	40 (2)	0	1,500kg	145,000	MM
Hyundai Minicopter	120	15/15	1	200	0	330kg	+0	30 (1)	6 (0)	1000kg	55,000	Chr3
<b>MEDIUM HELICOPTERS</b>												
Kestrel Crowd Control 'Copter	150	15/15	1	400	0	None	+2	80 (4)	20 (1)	8 tons	1,780,000	UK
MI-32 Hitter	180	16/16	2	400	0	None	-2	80 (4)	40 (2)	8 tons	650,000	SOF2
TV News Chopper	210	40/40	1	400	3	2000kg	+2	65 (3)	12 (1)	6,500kg	206,000	LD
Bell Evil-Eye 19	180	15/15	2	400	2	2000kg int, 2	+1	65 (3)	20 (1)	6,500kg	555,000	MM
Bell Huey Cop-Chopper	150	15/15	2	400	4	2000kg int, 1	-2	80 (4)	20 (1)	6,500kg	420,000	MM
Bell Spy-Eye 18	180	15/15	1	400	3	2000kg	+2	65 (3)	12 (1)	6,500kg	206,000	Chr1
Apache Attack Helicopter	160	15/15	2	400	0	None	-2	80 (4)	40 (2)	8 tons	800,000	SW*
<b>HEAVY HELICOPTERS</b>												
Bell UH-10 PAPC	135	10/15	2	1000	0	5 tons, 12	-2	250 (12)	40 (2)	10 tons	1.85M	Chr3
Bell UH-9	165	15/15	2	600	20	2500kg int	-1	200 (10)	40 (2)	8 tons	2.45M	MM
Bell AH-99 Gunship	180	10/15	2	600	0	None	-2	100 (5)	40 (2)	4 tons	2.3M	MM
SM-Dragon	120	10/15	2	600	30 or	4 tons int	-2	300 (15)	80 (4)	12 tons	8.3M	MM
Firefly Assault Helicopter	200	10/15	2	200	0	1000kg	-1	100 (5)	30 (1)	4 tons	1,050,000	TCB*
Hippo Troop Helicopter	180	10/15	5	200	25	None	-2	120 (6)	40 (2)	4.8 tons	750,000	TCB*
Agusta-Eurocopter AE-47	180	10/15	2	600	8	1000kg	-2	100 (5)	40 (2)	4 tons	1.7M	ET*
<b>OSPREYS</b>												
Fed-Boeing Gyrfalcon Gunship	315	10/20	2	1000	8	Pod	-1	100 (5)	20 (1)	12.5 tons	600,000+	SW
BA/Westland Wyvern (M)	315	10/20	2	1200	20 or	5 tons, 20	+0	120 (6)	20 (1)	15 tons	407,000	UK
Lockheed-Cessna Pinto	450	10/20	2	1600	2	6250kg	+2	150 (7)	20 (1)	18.75 tons	2.4M	MM
Bell-Boeing Falcon-B	315	10/20	1	1000	9	4 tons int, 10	+0	100 (5)	20 (1)	12.5 tons	600,000	MM
Bell-Boeing V-22B Osprey	315	10/20	2	1200	20	9 tons int, 28	+0	200 (10)	0	25 tons	650,000	MM
Bell-Boeing Guillotine Osprey	315	10/20	2	1200	20	None	+0	200 (10)	0	25 tons	1.4M	MM
Bell-Boeing Falcon	315	10/20	1	1000	9	4 tons int, 12	+0	100 (5)	10 (0)	12.5 tons	425,000	Chr2*
Sukhoi SU-441 Tiltrotor	315	10/20	2	1200	20	9 tons, 27	+0	220 (11)	10 (0)	27.5 tons	1.17M	CB3*
Orion Ground Attack Aircraft	420	10/20	1	2400	0	30 pods	+0	260 (13)	50 (2)	30 tons	3.35M	TCB*
<b>AIRPLANES</b>												
A-01 Blitz airplane	560	10/35	1	1600	0	None	-1	160 (8)	60 (3)	20 tons	3.7M	MM
Dehavilland Twin Otter	190	15/20	2	450	6	2000 kg	+0	80 (4)	40 (2)	8 tons	150,000	NWP
Fed-Boeing C-25 Cargo Plane	540	20/31	3	6960	43 or	38 tons, 43	-4	180 (9)	30 (1)	72 tons	10.2M	PB
Boeing C-25 Cargo Aircraft	600	20/25	4	8000	500 or	100 tons	-4	500 (25)	25 (1)	200 tons	15.1M	CB1*
Highlord Fire Support Aircraft	200	10/25	12	1000	0	+20 pods	-3	90 (4)	20 (1)	11.25 tons	300,000	TCB*

<i>Vehicle</i>	<i>Top Speed</i>	<i>Acc/Dec</i>	<i>Crew</i>	<i>Range</i>	<i>Passengers</i>	<i>Cargo</i>	<i>Man.</i>	<i>SDP (Body)</i>	<i>SP (Armor)</i>	<i>Mass</i>	<i>Cost</i>	<i>Source</i>
<b>JETS</b>												
Dornier Thundercloud Jump Jet	600	20/25	1	1100	0	None	+2	100 (5)	20 (1)	8 tons	25.5M	SW
McDonnell F-39 Phoenix	1440	20/25	2	1600	0	None	+1	250 (12)	25 (1)	20 tons	10M	SW
Lockheed C-200 Universe	600	20/25	3	4000	100 or	42 tons, 150	-4	200 (10)	5 (0)	8 tons	6.1M	SW
ATF-37B Thunderhawk	1040	20/25	1	2656	0	None	+3	250 (12)	20 (1)	20 tons	12.5M	Chr3
MacDonald F-33 Wasp	1200	20/25	1	1000	1	None	+3	100 (5)	20 (1)	8 tons	4.6M	MM
Bell-Mit Stratosphere Lift Aircraft	1143 (1.5)	100/100	5	8000	5	200 tons	+0	150 (7)	25 (1)	100 tons	10M	GW
Lockheed-Cessna Alysee	720	20/25	2	3184	8	5.3 tons	+2	200 (10)	20 (1)	16 tons	5.9M	PB
GD F-36 Comet	1440	20/25	1	1600	0	None	+4	175 (8)	20 (1)	14 tons	9.5M	Chr2*
Roland Executive SST	1040	20/25	2	6400	14	500kg	+1	100 (5)	25 (1)	8 tons	2.55M	CB1*
Shorts-Dassault Shorthauler	800	20/25	2	3200	12	2000kg	+1	150 (7)	15 (1)	12 tons	1.9M	ET*
Saab Gustav Jet Fighter-Bomber	1280	40/38	1	2650	0	16 pods	+1	100 (5)	40 (2)	8 tons	4.3M	TCB*
Mitsubishi Shadow Jet Fighter	1280	20/25	1	3200	0	+14 pods	+1	150 (7)	60 (3)	12 tons	22.2M	TCB*
<b>AIRSHIPS</b>												
Goodyear ETB Blimp	70	5/30	5	1500	1	2.5 tons	+0	200 (10)	20 (1)	10 tons	900,000	UK
Dayton Overlord Airship	80	5/30	10	1500	2	50 tons ext	+5	1000 (50)	20 (1)	50 tons	100.6M	MM
India Sky-Barge	60	5/30	6	990	0	150 tons	+2	750 (37)	0	18,750kg	10M	Chr2
Madison Avenue Advertblimp	35	5/30	0	500	2	None	+2	500 (25)	0	12.5 tons	2.5M	Chr2
Dayton Sky-Queen Cruiser	100	5/30	20	2000	150	25 tons	+4	1000 (50)	0	25 tons	20M	Chr2*
Monitor Blimp	40	5/30	0	1500	4	None	+5	60 (3)	30 (1)	3 tons	90,000	DM*
<b>CYBERWALKS</b>												
Arasaka Daisasori (4 legs & wheels)	36 (90)	15/15 (20/40)	2	200	0	None	+3	80 (4)	40 (2)	4 tons	680,000	SW
Arasaka Daikani (4 legs & wheels)	40 (100)	20/15 (40)	2	200	0	None	-1	80 (4)	40 (2)	3 tons	1.1M	SOF2
KPV-R PanzerKraken (6 legs)	30	15/15	3	300	4	None	-3	120 (6)	60 (3)	8 tons	1.24M	SOF2
Volkswalker (2 legs)	40	15/15	1	200	1	None	-3	20 (1)	5 (0)	650kg	52,500	SOF2
XML-20 Support Walker (2 legs)	40	15/15	2	400	0	None	-1	40 (2)	40 (2)	2.6 tons	332,700	SOF2
<b>SNOWMOBILES</b>												
Toyo-Chrysler Wolverine	100	10/30	1	400	1	200kg	+1	20 (1)	10 (0)	300kg	15,000	NWP
Skidoo Snowmobile	90	10/10	1	400	1	100kg	+0	15 (1)	10 (0)	400kg	10,000	NWP
Arctic Cat DuraCat Ice Crawler	20	5/5	1	100	7	1000kg	-2	30 (1)	15 (1)	1 ton	40,000	NWP
<b>SPINNERS</b>												
Infiniti Spinnerbike	300	15/20	1	900	0	50kg	+0	20 (1)	0	1.2 tons	44,000	CGen
Puddle Jumper	100	15/20	1	900	1	50kg	+0	20 (1)	0	1.2 tons	18,000	EF
Avante SportSpinner	320	15/20	1	400	1	50kg	+0	40 (2)	0	2.5 tons	200,000	CGen
Crystar Falcon Spinnercoupe	200	15/25	1	400	3	100kg	+0	45 (2)	0	2.8 tons	175,000	CGen
Boeing VS-3 Serrato	250	30/30	1	400	3+2	or 100kg	+2	70 (3)	20 (1)	8.75 tons	750,000	EF

<i>Vehicle</i>	<i>Top Speed</i>	<i>Acc/Dec</i>	<i>Crew</i>	<i>Range</i>	<i>Passengers</i>	<i>Cargo</i>	<i>Man.</i>	<i>SDP (Body)</i>	<i>SP (Armor)</i>	<i>Mass</i>	<i>Cost</i>	<i>Source</i>		
<b>WATER CRAFT</b>														
Covert Hydro-Ski	200	30/30	1	50 (30m)	1	100kg	-1	20 (1)	5 (0)	80kg	20,000	SF		
Vosper/Wolf Riverine Patrol Boat	30	15/10	5	400	1	1.6 tons	+1	100 (5)	40 (2)	5 tons	600,000	UK		
Cetaen Cargo Vessel	30	5/5	25	4000	20	15,000 tons	-3	500 (25)	40 (2)	2500 tons	20M	GW		
SNB Fast Patrol Boat	32	25/15	10	1500	10	10 tons	+0	210 (10)	30 (1)	14 tons	210,000	CB3*		
Corporate Riverine Powerboat	60	25/15	1	100	5	3750kg	+0	75 (4)	15 (1)	5 tons	65,000	LoF*		
Skimmer	40	30/15	1	100	3	750kg	+0	40 (2)	15 (1)	1 ton	17,000	LoF*		
RPV-101 Patrol Boat	50	25/15	1	300	5	4200kg	+0	85 (4)	10 (0)	5.6 tons	110,000	LoF*		
Converted Fishing Boat (Varina)	20	10/15	1	360	6	4200kg	+0	170 (8)	15 (1)	5.6 tons	140,000	LoF*		
Spearas Maritime Whaler	50	14/24	3	1400	3	75m <sup>3</sup>	+0	150 (7)	0	150 tons	30,000	P3		
Samson Marine Tech "Hunter"	50	11/21	3	4000	15	250m <sup>3</sup>	+0	500 (25)	0	500 tons	100,000	P3		
<b>SUBMERSIBLES</b>														
<i>Vehicle</i>	<i>Top Speed</i>	<i>Acc/Dec</i>	<i>Crew</i>	<i>Range/Depth</i>	<i>Pass</i>	<i>Cargo</i>	<i>Man.</i>	<i>SDP</i>	<i>SP</i>	<i>Disp</i>	<i>Det</i>	<i>Sig</i>	<i>Cost</i>	<i>Source</i>
"Pelagic" Mining Sub	33	8/8	1	40 (400m)	0	220kg	-3	240 (12)	60 (3)	22 ton	-0	-0	2.4M	SF
CINO "Moray"	67	12/12	1	40 (300m)	0	260kg	-2	250 (12)	100 (5)	26 ton	-0	-2	7.21M	SF
OTEC "Shark"	56	10/10	1	33 (300m)	0	205kg	-2	275 (14)	105 (5)	20.5 ton	+1	-1	7.93M	SF
Hydrosubsidium "Orca"	28	5/5	5	1200 (900m)	15	415kg	-6	650 (32)	100 (5)	914 ton	+4	-1	18.315M	SF
OTEC "Hammerhead"	33	4/4	8	500 (600m)	15	315kg	-5	560 (28)	85 (4)	652 ton	+2	-0	4.1M+	SF
IEC "Rockfish" Stealth Sub	45	5/5	2	1500 (400m)	10	605kg	-2	400 (20)	80 (4)	140 ton	+3	-2	10.5M	SF
CINO "RELaCS" Cargo Sub	56	10/10	36	3500 (800m)	4	22,105kg	-5	4000 (200)	60 (3)	25k ton	+3	+2	30.47M	SF
Prototype Ceta-Sub	50	12/12	1	150 (80m)	1	50kg	-1	120 (6)	30 (1)	15 ton	-2	-6	expensive	SF
IEC Container Sub	40	5/30	30+	5yrs (750m)	-	600 tons	-2	5000 (250)	80 (4)					CB1*
IEC Tactical Mini-sub	16	5/30	3	1120	6 or	400kg	+1	300 (15)	60 (3)					CB1*
Shirakawa Type 1	20km		1	12hrs	1			60 (3)	40 (2)					CB3*
Shirakawa Type 2	16km		1	16-18hrs	5			80 (4)	40 (2)					CB3*
Shirakawa Type 3	16km		2	12-20hrs	10			100 (5)	45 (2)					CB3*
Dynalar Manta Cruiser	55	6/30	1	1440 (1900m)	4	.5 ton	+2	200 (10)	30 (1)				1,250,500	SA*
Aquanox Lamprey	70	7/30	2	960 (2200m)	2	0	+3	325 (16)	25 (1)				2.7M	SA*
Cyclocean Cargo Vessel	50	5/15	10	6000 (3800m)	0	200 ton	+0	500 (25)	50 (2)				7.5M	SA*

Entries with a '\*' next to their listed source were originally presented with limited stats and have been altered to fit within the vehicle creation rules presented in Maximum Metal. Watercraft presented with limited stats have been altered using the 'Maximum Metal on the High Seas' rules by Dana Jorgensen, in the Neo City netbook.

<i>Vehicle</i>	<i>Top Speed</i>	<i>Acc/Dec</i>	<i>Crew</i>	<i>Range</i>	<i>Passengers</i>	<i>Cargo</i>	<i>Man.</i>	<i>SDP (Body)</i>	<i>SP (Armor)</i>	<i>Mass</i>	<i>Cost</i>	<i>Source</i>
<b>SPACE SURFACE VEHICLES</b>												
Lunar Rover	50/60		2	310/373	20 or	2000kg		20	6-50		150,000	DS
Mars Rover	37		2	497	20 or	1000kg		30	10-40		150,000	DS
Lunar Buggy	19		1	93	1	100kg		10	3		5000	DS
Mars Buggy	16		1	31/22	1	100kg		14	5/15		6500	DS
Hopper	75		1	248, 4 burn	3	1500kg ext		15	0		350,000	DS
Jet Cycle	186		1	1863	1	None		8	0		2000	DS

<i>SPACECRAFT</i>	<i>Crew</i>	<i>Pass</i>	<i>Drive</i>	<i>Burns</i>	<i>Power</i>	<i>Sensors</i>	<i>Comp</i>	<i>Cargo</i>	<i>Actions</i>	<i>Weaps</i>	<i>SP</i>	<i>DP</i>	<i>OKP</i>	<i>Cost</i>	<i>Source</i>
Shuttle II	2	0	C	10	B, FC	50%	3	200m <sup>3</sup> , Flitter	2	6	2	12	4	200M	DS
HL-25 Shuttle	2	2	C	5	B	50%	2	50m <sup>3</sup>	2	4	1	7	3	100M	DS
Hermes I-b Shuttle	2	12	C	5	B	50%	2	20m <sup>3</sup>	2	4	1	7	3	120M	DS
Delta	1-2	0	C	7	B, FC	55%	2	2m <sup>3</sup>	2	8	1	5	2	80M	DS
Luna Landers	2	6	C	8	B, FC	50%	2	15m <sup>3</sup>	1	3	2	5	3	50M	DS
Aries II Spaceplane	5	48	C	8	B, FC	50%	3	30m <sup>3</sup>	3	4	0	7	3	350M	DS
TAV-12 Spaceplane	3	4	C	8	B, FC	50%	3	30m <sup>3</sup>	3	4	0	7	3	220M	DS
Cargo OTV	2	1	C	10	B, FC, S	50%	2 (10MU)	2x30m <sup>3</sup>	1	3	1-3	5	3	40M	DS
Passenger OTV	4	16	C	10	B, FC, S	50%	2 (10MU)	2x10m <sup>3</sup>	1	0	1-3	5	3	50M	DS
Deep Space OTV	2	16	C	10	B, FC, S	50%	2 (10MU)	10m <sup>3</sup>	1	0	2-4	7	4	70M	DS
Flitter	2	2	C	3	B	30%	1 (10MU)	4m <sup>3</sup>	1	0	0	3	1	10M	DS
Work Module	1	0	C	2	B, S	30%	1	4m <sup>3</sup>	1	1	1	4	2	5M	DS
Battle Satellite	0	0	C	3	B, S	65%	2	None	1	10	4	6	2	40M	DS
Deep Space Explorer	8	60	C, N	8, 12	N, S, FC	90%	5	113m <sup>3</sup> , 4 craft	3	0	0	15	6	2500M	DS
Cycler (one half)	4	20	C, I	6, 2	B, S	60%	3	1000m <sup>3</sup> , 6 craft	2	0	0	8	4	250M	DS
Clipper	2	2	C, N	6, 12	B, FC, S	60%	2	50m <sup>3</sup> , 1 OTV	2	0	0	6	2	70M	DS
Carrier	6	6	C, N	6, 12	N, FC, S	80%	3	125m <sup>3</sup> , 6 Delta	4	7	3	15	4	1400M	DS
Gunship	8	4	C, N	8, 15	B, N, S	80%	4	200m <sup>3</sup> , 4 Delta	6	14	4	20	7	2500M	DS

**Drive Type**  
 C Chemical engines  
 I Ion engines  
 N Nuclear engines  
 S Solar dynamic drives  
 L Lightsails  
 A Anti-matter engines

**Power Type**  
 N Nuclear reactors  
 S Solar power  
 BS Brayton solar dynamic generators  
 FC Fuel cells  
 B Batteries

ACPA & WADS	SIB	DFB	REF	STR	Punch	Crush	Kick	Tough	Head/Arms	Legs	Torso	SP	Total Weight	Cost	Source
<b>POWERED ARMOR</b>															
Raven Microcyb Pit Viper	+0	+2	+0	16	2d10	3d10	3d10	-5	4	8	12	30	350kg	26,000	SOF2
Raven Microcyb Hooded Viper	+3	+3	+2	16	2d10	3d10	3d10	-5	4	8	12	30	350kg	48,000	SOF2
Dynalar/Zetatech Grasshopper	+2	+2		25	3d10	4d10	5d10	-7	6	12	19	30	462kg	54,742	MM
Army General Unit - 12A2 Grunt	+0	+2	+1	25	3d10	4d10	5d10	-7	6	12	18	40	885kg	139,400	HoB
Arasaka Type-17K "Guardian"	+5	+2	+1	25	3d10	4d10	5d10	-7	6	12	18	25	440kg	76,260	Chr3
Orbital Air/Raven Microcyb Spider	+4	+3	+2	27	3d10	4d10	4d10	-7	7	13	20	40	620kg	789,830	MM
Hydrosubsidium "Gorgon"				28	3d6-1			-7	7	14	21	35	621kg	78,912	SF
Militech & TT Tb/0 "Lifeline"	+3	+2	+1	30	4d10	5d10	6d10	-8	7	15	22	40	699kg	99,000	Chr3
Militech Commando	+3/4	+3		35	4d10	5d10	6d10	-9	9	18	27	65	945kg	108,306	MM
Militech War Commando	+3/4	+3		35	4d10	5d10	6d10	-9	9	18	27	65	951kg	116,000	SW
USAF General EVA Unit - 12NT	+3	+2		35	4d10	5d10	6d10	-9	9	18	26	40	824kg	211,600	HoB
Amphib Unit AAU-3A2 Landshark	+1	+2		35	4d10	5d10	6d10	-9	9	18	26	65	934kg	137,000	HoB
Arasaka Standard B, Mohanjin-B	+1	+2		37	4d10	5d10	6d10	-9	10	19	26	50	691kg	89,050	MM
Arasaka Standard C, Mohanjin-C	+3	+3	+2	37	4d10	5d10	6d10	-9	10	19	26	50	705kg	100,000	SW
Army Gun Unit - 10D Pigman	+0	+2	+1	40	4d10	5d10	7d10	-10	10	20	30	40	1566kg	246,700	HoB
Chiba Custom "Superjack"	+4	+3	+2	40	4d10	5d10	7d10	-10	10	20	30	50	881kg	2.16M	SOF2
Raven & Tsunami Arms Magus	+4	+3	+2	40	4d10	5d10	7d10	-10	10	20	30	65	920kg	1,447,530	SW
Mexican Metals Nemesis Assault	+3	+3		45	5d10	6d10	7d10	-11	11	22	34	80	1481kg	146,693	MM
Russian Arms Boris	+1	+2		50	6d10	7d10	9d10	-12	12	25	37	65	1235kg	116,027	MM
Russian Arms Bombardier	+2	+3	+1	52	6d10	7d10	9d10	-12	13	26	39	80	1340kg	208,367	SW
Arasaka "Daioni" PA Conversion	+6	+3		52	6d10	7d10	9d10	-12	13	26	39	80	1120kg	810,000	SW
<b>WORKING ASSISTANT DROIDS (WADS)</b>															
Duroi/Janvier "Frelon" (MA 4)	+3	+2	+0 r	30	3-2d10	3-4d10	-	-8	5-8	8	22	30	543kg	67,280	Chr3
Fiat "Nova" (MA 5)	+2	+1	-3 r	40	4d10	5d10	7d10	-10	10	20	30	25	443kg	78,390	Chr3
IEC "Newport Mk. II" (MA 4)	+3	+2	+0 cl	25	3d10	4d10	5d10	-7	7/13	13	19	0	322kg	56,440	Chr3
Duroi/Janvier "Scarabee" (MA 5)	+1	+1	-3 cb	30	3d10	4d10	5d10	-8	8	16	24	25	482kg	76,640	Chr3

<i>Unmanned Vehicles</i>	<i>Top Speed</i>	<i>A/D</i>	<i>Cont.</i>	<i>Range</i>	<i>Options Included</i>	<i>Man.</i>	<i>SDP</i>	<i>SP</i>	<i>Mass</i>	<i>Cost</i>	<i>Source</i>
<b>REMOTES / ROBOTS</b>											
Brandt-Neumann Washbot	-	-	I	Home	Washes glass and tiles	-	4	2	1.5kg	425	Chr 3
Carolli M-bot	-	-	I	Home	Cleans an entire flat	-	10	3	12kg	1150	Chr 3
Carolli V-bot	-	-	I	Home	Smart vacuum cleaner	-	9	3	6kg	650	Chr 3
"Deathdrone" Assassin (air)	MA 8	-	R/I	6km, 8hr	REF 8, Aware/Weapon +6	-3	5	5	-	10,000	SF
Bell "Minibee" Rotorcraft (air)	100 mph	-	R	20miles	IR, TH, LL, AD, 10xT, 1kg cargo	-2	3	0	5kg, 30cm	2500	SW
Microtech Attack Drone (air)	40 mph	-	R	20miles	TH, LL, AD, 10xT, 2xGRL	-2	5	0	15kg, 1m	3500	SW
Militech M-010 Minelayer	-	-	I	-	10AP mines, stealth, cameleon	-	-	-	10+10kg	10,000	SW
Microtech "Scorpion" Remote	MA 8	-	R	300m	IR, LL, AD, MS, claws, small	-1	8	2	-	15,000	SW
Microtech Grid Bug	MA 1	-	R	100m	IR, MS, int plug, small	-2	1	0	-	9000	SW
Bulldog RPV (air)	25 mph	5/5	R	100		+0	5	0	20kg	1000	Neo
AVD - Aerodyne Vehicle Drone	500 mph	75/75	R/I	800	IR, LL, IE, TH, TS, EMG85,15mm MGs	+3	100 (5)	50 (3)	4 tons	9M	SOF2
Adrek "Lawdog" RAPD-1	20 mph	-	R/I	100km	REF 6, 2 arms (40), 4 legs (35, SP15)	+0	40/50	30	375kg	125,000	SOF2
Bell "Bumblebee" Rotorcraft	120/MA15	5/5	R	250miles	IR (+2 Aware), SMG or HVY +5	-2	25	6	35kg	4000	Chr 2
Bell "Aquabee" Subaquatic	20 mph	5/5	R	2miles	IR (+2 Aware), SMG or HVY +5	-2	25	6	35kg	4000	SA
Mitsubishi "Rover" Wheeled	45 mph	-	R/I			-3	35	20	60kg	9000	Chr 2
Militech RPV-400 Trilrotor	210 mph	10/10	R	450miles		+2	65	25	-	150,000	Chr 2
Constitution Arms Hummingbird	30 mph	5/5	R	10km	M.SMG, Paint Laser	+0	15	20	-		VF
Pesthunter Remote	MA 3	-	I		Stealth 10, Tranq Gun 15, Notice 18	-	5	15	-		ECO
Pseudo Dragon (air surveillance)	35 mph	5/5	R	30km, 6hr	Vid Cam, Boom Mike, -2 to hit	+0	4	2	5kg	800	P&S
Oracle (air surveillance)	35 mph	5/5	R/I	60km, 10hr	4 Vid Cams, 4 Mikes, -1 to hit	+0	8	4	6kg	1500/1700	P&S
H-7 Hazardous Material Handling	30 mph	-	R	20km		+0	35/40	35	600kg	50,000	P&S
Adrek Robot Patrol Unit Alpha	30 mph	-	R	80km	Taser, Needle, Paint gun	+0	40/50	20	120kg	75,000	P&S
Adrek Robot Patrol Unit Beta	25 mph	-	R	80km	K&K MPK9, +4 ext mts	+0	35/45	25	300kg	95,000	P&S
Adrek Robot Patrol Unit Gamma	20 mph	-	R	80km	H&K 2013, MPK11,Rippers	+0	40/50	25	-	105,000	P&S
Lawtech Police Robohound	MA 20	-	I		REF 10, BOD 10, Bite 4D6AP	-	BOD10	20	-	3625	P&S
Bumblebee Drone	200 mph	-	R	300miles	4 Missiles, Light Machine Gun	+0	100	40	-	1,000,000	TCB
<b>CYBERFORMS</b>											
Arasaka Spy/Assassin Remote	MA 12	-	CC/R	300m, 5hr	INT 7, Needler, Melee +3, Stealth +7	-1	10	10	-	12,000	Chr 2
Mini-Cyberform A-2 "Tarantula"	MA 10	-	CC	4km, 8hr	INT 7, REF 8, Needler +2	+0	6	6	-	4000	Chr 3
Mini-Cyberform B-2 "Centipede"	MA 8	-	CC	4km, 30day	INT 7, REF 10, Air Gun +3, Micro Mis	+0	15	15	-	10,000	Chr 3
Mini-Cyberform A-3 "Beetle"	MA 5	-	CC	10km, 30d	INT 7, REF 10, Laser/Saw +2	+0	10	10/30	-	10,000	Chr 3
Adrek 100 Series Humanoid	MA 15	-	CC	144 hrs	INT 6, REF 12, BOD 10, rippers, rifle	-	30/40	25	-	118,000	SOF2
Chacmool Security Cybercat	MA 16	-	CC	72 hrs	INT 4, REF 11, BOD 5, claws, rifle	-	15/20	12	-	62,000	SOF2
Adrek "Max" Police Dog	MA 14	-	CC	72 hrs	INT 4, REF 11, BOD 5, claws, 2 SMGs	-	15/20	12	-	62,000	SOF2
Arach-Mk 2	MA 12	-	CC	-	INT 2, REF 7, BOD 8, tail 1d6	+0	16	3	5 lbs	10,000	MJ2
Arach-Mk 4	MA 10	-	CC	-	INT 4, REF 9, BOD 10, claw 1d6/2+2	+2	30	4	95 lbs	15,000	MJ2
Arach-Mk 7	MA 4	-	CC	-	INT 6, REF 7, BOD 12, polymer spray	+3	48	5	295 lbs	-	MJ2

Control System: R=Remotely controlled, I=Independent CPU operation, CC=Ceretric core (SOF2, pg.73)

<i>Name</i>	<i>Avail.</i>	<i>Cost</i>	<i>Spaces</i>	<i>Description</i>	<i>Source</i>
<b>VEHICLE ALTERATIONS</b>					
Added Structure	C	x2 SDP	-	Increases maximum SDP by 25%	MM
Weaker Structure	C	-	-	Minimum SDP is decreased by 50%	MM
Added Top Speed	C	25% b	5%	10% increase in Top Speed (max +100%)	MM
Lowered Top Speed	C	-10% b	-10%	10% decrease in Top Speed	MM
Boosted Acceleration	C	5% b	-	10% increase in Acceleration (max +100%)	MM
Heavy-Duty Breaks	C	5% b	-	25% increase in Deceleration (max +100%/+50% aircraft)	MM
Better Handling	C	+50% b	-	+1 Maneuver (max +3)	MM
Off-Road Capability	C	+15%	-	Can be operated off-road at 1/3 top on-road speed	MM
Cargo Capacity	C	-	-	Each 10% cargo, subtracts 10% Speed (max 50% mass)	MM
Aircraft Cargo Capacity	C	-	-	Each 33% cargo, subtracts 10% Speed	MM
Truck Mass Rating	C	-	-	Each 10% mass rating, subtracts 20% Speed (max +20%)	MM
Additional Range	C	-	10%	33% increase in range	MM
Shortened Range	C	-	-10%	33% decrease in range	MM
<b>ARMOR</b>					
Composite Armor	R	400% b	0	+25% SP, 1/2 shaped charges	MM
IR Baffling	P	10%-25%b	0	Reduces IR signature	MM
Reactive Armor	P	1% b	0	2-10=1/2 penetration	MM
Stealth	R	1,000% b	1/8	Absorbs radar	MM
Puncture-proof Tires	P	1 SDP	0	1/2 vehicles SDP and SP	Chr3
Bulletproof Glass	C	200/side	0	SP15	Chr3
<b>ENVIRONMENT</b>					
Amphibious Modification	P	50% b	2	Floats at 1/10th speed	MM
Crash Control Systems	E	250/person	0	SP40 vs collision	MM
Damage Control	P	100%	1/10	6-10 system undamaged	MM
Ejection Seats	C	1000/seat	0	100m	MM
Ejection Seat w/o chute	C	750/seat	0	100m	MM
Civilian Environment Cont.	E	500	0	Controls heat, humidity, but no filters or gas protection	SOF2
Environment Control	E	2500	1	Air tight plus filtration	MM
Fire Extinguisher	C	500	1	Prevents vehicle catching on fire	MM
External Foam Cannon	C	1000	2	30 shots, 50m range	MM
External Water Cannon	C	750	5	30 shots, 50m range, BOD 15+ to stand	MM
Life Support System	C	500	1	4 man hours, air and water tight	MM
Wet Bar	E	500	1		MM
Fold-Down Bed	E	250	1	2 people, 1/2 space +100 eb per person	MM
Jacuzzi	E	2,500	3	Holds 2 people	MM
Seat Massager	E	200	0		MM
Mini-Galley	E	1,000	2		MM
Toilet	E	500	1		Chr4
Shower	E	500	2		Chr4
<b>COMMUNICATIONS</b>					
Cellular Phone	E	500	0	Regular cellphone with longer range (20km)	MM
Laser Communicator	P	7,000	0	Line of sight untappable communication	MM
Radio	E	200	0	80km	MM
Long Range Radio	E	1,000	0	500km	MM
Military Radio	P	2,500	0	500km, only jammed on a 1D10 roll of 4-10	MM
Satellite Uplink	C	5,000	1	Can uplink directly to a comms satellite	MM
Scrambler	C	500	0	Allows coded communication	MM
Computer Decoder	P	500	0	Provides scrambler combination 20% of time	MM
Loudspeaker	E	250	0	Mounted externally, 5 SDP	SOF2
Armored Loudspeaker	E	400	0	Mounted externally, 20 SDP	SOF2
<b>ELECTRONICS</b>					
"AI" Robotic Control	R	1,000,000	1	1D10+15+Modifiers	MM
Auto-Pilot	C	250	0	Drive/Pilot roll 1D10+5	MM
Cybernetic Linkage	C	40% total	0	+2 to control and combat rolls, -1 per extra action	MM
ECM 100m	P	500,000	1	Jams civilian radar and radio automatically, for...	MM
ECM 500m	P	1,000,000	1	...Military radar and radio roll 1D10/turn, 4-10: jammed	MM

<i>Name</i>	<i>Avail.</i>	<i>Cost</i>	<i>Spaces</i>	<i>Description</i>	<i>Source</i>
ECM 1,000m	R	2,000,000	2	Also jams radar-guided missiles, +15 difficulty to hit	MM
ECM 10,000m	R	5,000,000	5		MM
ECM 100km	R	15 million	10		MM
ECM 250km	R	50 million	20		MM
ECCM	P	100,000	1	Roll 1D10, 4-10: punches through jamming	MM
Stereo/Entertain System	E	500	0	Good stereo	MM
Stereo Plus	E	1000	0	Audiophile's dream	MM
Video Player & Screen	E	+150	0		MM
Holosystem	E	+750	0		MM
VR Holosystem	E	10,000	1	'Changes' the inside of the vehicle	MM
Civilian Navigation Sys	C	250	0	80% accurate in "uncivilized" off-road areas	Chr3
Military Navigation Sys	C	1,000	0	Nav computer and satellite uplink	MM
Simple Security System	E	200	0	1m-touch, siren/remote beeper. (15+ Elec.Security)	MM
Shocker Security System	E	500	1	Plus stun to 6D6 shock damage. (20/25+ Elec.Security)	MM
Shooter Security System	P	1000	0	Attacks with vehicle weaponry (20+ Elec.Security)	MM
Searchlight	C	300	0	External searchlight. Small target, 5SDP. 200m	MM
Armored Searchlight	C	500	0	External searchlight. 10SP and 10SDP. 200m	MM
Halogen Headlights	C	150	0	Same effect as spots except mounted straight forward	MM
Mini-Comp	E	1000	0	Equal to EBM "PCX" w/30 MU	Chr3
External Vidcam	P	500	0	Wide-angle video camera. 245 hours of recording	Chr3
Winch System	C	1500	1	100m cable and winch that can pull up to 15 tons, 30SDP	Chr3
Chute	P	2000	1	Deceleration of 75mph. Skill roll of 15+ to control	Chr3
Ram	P	1000	1	Adds one point of Penetration to ramming attacks	Chr3
Homing Beacon/Tracer	P	500	0	5km. Jammed by ECM, roll 1D10/turn 3-10 signal lost	Chr3

**SENSORS / DETECTORS**

Image Enhancement	C	2500	0	+2 Awareness/Notice	MM
Infra-Red Sensors	C	1000	0	Treat as Thermograph at -3	MM
Active IR Sensors	C	1500	0	Includes IR spotlight and headlights	MM
Laser Detector	P	1000	0	Detect lasers 90% of the time	MM
Light Amplification	C	500	0	Negates darkness modifiers and polarizing dampers	MM
Magnetometer	P	3,000	1	Detects large masses of metal within 200m	MM
Microwave Detector	P	5,000	0	Detects focused microwaves 90% of the time	MM
Radar	C	1,000	0	10km range	MM
Military Radar	P	10,000	0	50km range	MM
Look-Down Radar	R	10,000	0	Detects aircraft less than 200m above the ground	MM
Radar ID	R	100,000	0	After 2 turns the computer identifies target	MM
Terrain-Following Radar	C	1000	0	Allows detection of obstacles in darkness/by autopilot	MM
Radar Detector	E	50	0	Detects civilian 90%, military 10%. 150% radar range	MM
Military Radar Detector	P	5,000	0	Detects civilian 100%, military 50%	MM
Sonics	P	2,000	1	50m (500m underwater). Listen to conversations at 200m	MM
Telescopic Optics	C	500	0	Televsual scanning at -1 Awareness/800m	MM
Thermal Imaging	P	2,000	0	Negate darkness penalties. See through walls at 10m	MM
Gas Spectrometer	R	1000	0	Identifies airborne chemicals, Chemistry +5	Chr3
Radiation Detector	P	250	0	95% reliability, 25m range	Chr3

**COUNTERMEASURES DISPENSERS**

Anti-Laser Aerosol	P	1,000	1	30 uses (100eb), works 90% of the time	MM
Chaff	P	1,000	1	20 uses (250eb), works 70% vs radar-guided	MM
Flares	P	1,000	1	20 uses (100eb),	MM
Smoke	C	500	1	30 uses (10/300eb), -3 to hit	MM
Smoke Launchers	C	250	0	1 use (25/300eb), 50-100m range	MM

**ACTIVE COUNTERMEASURES**

Active Gatling AMS	R	30,000	1	Detects with radar 90%, 4-10 missile destroyed	MM
Active Galting AMS	R	35,000	1	Detects with sonar and radar	MM
Active Explosive AMS	R	15,000	0	Detects 90%, destroys 90%, 5D6 over 4m	MM
Anti-Personnel Charges	P	1,000	0	20 fragmentation grenades	MM

**FIRE CONTROL**

Autoloader	C	50% gun	1/4 gun	A robotic autoloader reduces gun crew to 1	MM
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<i>Name</i>	<i>Avail.</i>	<i>Cost</i>	<i>Spaces</i>	<i>Description</i>	<i>Source</i>
Computer Sights +1	C	2,500	0	Must be installed on separate weapons	MM
Computer Sights +2	C	5,000	0		MM
Computer Sights +3	P	10,000	0		MM
Computer Sights +4	P	15,000	0		MM
Computer Sights +5	P	25,000	0		MM
Weapon Stabilization	P	50% gun	+50%	+2 to hit when in motion	MM
Visual Rangefinder	C	3,000	0	+1 to hit with all weapons except missiles	MM
Radar Rangefinder	P	10,000	0	+2 to hit with all weapons except missiles	MM
Laser Rangefinder	P	12,000	0	+2 to hit with all weapons except missiles	MM
Microwave Rangefinder	P	15,000	0	+2 to hit with all weapons except missiles	MM
Multi-target	P	50,000	0	Can fire radar or active missiles at 10 targets	MM
Remote Targeting	P	1200	0	Real-time link for use with a forward observer	MM
Robotic Weapons Control	P	25,000	0	1D10+10+WA	MM
Firing Port	C	100	0	Anything upto a LMG, -3 WA. -4 to hit port.	MM
<b>PERSONAL GEAR</b>					
Artillery Computer	P	1,500	0	+10 to Artillery attacks	MM
Personal Painting Laser	P	1,000	0	Guides laser seeking missiles	MM
<b>WEAPON MOUNTS</b>					
Jury-rigged Mount	E	-	100%	1 space weapon maximum, WA -2, one direction, exposed	MM
Pintle Mount	C	500	0	1 space max, full WA, traverse limited to room, exposed	MM
Fixed Mount	P	10%	100%	Any size weapon, WA -1, one direction, behind armour	MM
Articulated Mount	P	25%	0	2 spaces max, full WA, fire from one side, behind armour	MM
Open Mount - 1 direction	P	5%	10%	WA -1, exposed, penetration in 10 chance of being damaged	MM
Open Mount - rotate	P	50%	10%	Full WA, exposed, chance of being damaged as above	MM
Turret	P	100%	50%	Full WA, can mount 1/3 rd of vehicle spaces in weapons, etc	MM
High-Angle Traverse	P	100%	0	Modifies turret/rotating open mount so they can shoot upward	MM
<b>DEFENSE SYSTEMS</b>					
Oil Slick Generator	C	300	0	+20 driving difficulty	I1.3
Caltrop Thrower	C	150	0	1d6 damage	I1.3
Bomber Hawk	R	500	1	10 mini grenades, 2d6 damage area	I1.3
Kamikaze Bomb Hawk	R	500	2	8d6 damage area, +3 to hit	I1.3
Vehicle Color Change	P	350	0		I1.3
Neuraweave Seat Covers	C	150	0	As taser	I1.3
Gas Jets	C	100	0	Fills passenger compartment or whole vehicle with gas	I1.3
Bulletproof Seals	C	350	0	SP15 screen between passengers and driver	I1.3
Auto-Return	C	250	0	Vehicle returns if driver reaches Mortal, Diff 25 to override	I1.3
Auto-Weapons	C	350	0	Vehicle systems shut down if driver dies, Diff 30 to override	I1.3

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
<b>FASHIONWARE</b>					
<b>COSMETIC CYBERWARE</b>					
Biomonitor	N	+2 to Resist Torture & Drugs	100	1	CP20
Advanced Biomonitor	MA	Includes ability broadcast information over 2km	200	(1d6/2)-1	CB3
Skinwatch	N	Subdermal timepiece	50	1	CP20
Light Tattoo	N	Decorative tattoo	1-20	.5	CP20
Dermatech Logo-Line Tattoo	N	Logo Tattoos	10-200	.5	Chr4
Shift-tacts	N	Color changing contact lenses	1-200	.5	CP20
ChemSkins	N	Color/pattern changing skin tints	200	1d6/2	CP20
Synthskins	N	Color/pattern changing artificial skin	400	1d6	CP20
Synthskin Tuning Chips	N	Stores different patterns/colors for Synthskin	100	0	CP20
Transparent Skin	M	ATTR -1, -4 for face	1000/m	3d6/m	Chr3
Mood Skin	N	Changes color based on mood	200/m	1d6/m	Chr3
Nu-Tek TVSkin	M	Your skin can become a vidscreen	600	1d6+4	Chr4
Techhair	M	Color/light emitting artificial hair	1-200	2	CP20
Kill Display	N	3 digit display	100	1	Chr2
Turn-On Nails	N	Color change nails	25/200	1	Chr3
Show-Off Nails	N	Pattern changing nails	45/425	2	Chr3
<b>CUSTOMISATION</b>					
<b>OPTIONS FOR CYBERNETIC SYSTEMS</b>					
Etched Design	N	-2000eb if done before installation	20-3000	0	Chr1
Unusual Colorations	N	+2000eb if already attached to body	25/inch <sup>2</sup>	0	Chr1
Unusual Optic Coloration	N	+2000eb if already attached to body	50/Optic	0	Chr1
Limblite	N	+Control Chip 700eb/Processor (1d6-1hc) 1000eb	750	1-2	Chr1
Custom Cyberware	N	Modified cyberware	400%	0	Chr1
Electromagnetic Shielding	N	-500 rads from radiation damage to cyberware	50-200%	0	DS
Waterproofing	N	100 meters, Streetwise 20 to find, +1EV to limbs	200%	0	SF
Wetwiring	N	200 meters, Streetwise 20/25 to find	300%	0	SF
<b>NEURALWARE</b>					
Neuralware Processor	M	Basic processor. Must have for all systems	1000	1d6	CP20
Advanced Processor (CIA)	M	INTx2 chips of +8 skill, -1 INT after 24 hrs, diff 35	2000	1d6	RM
Kerenzikov Boosterware	N	Adds +1 to Initiative for every level up to +2	500	1d6/2d6	CP20
Speedware (Sandevistan)	N	Adds +3 to Initiative for 5 turns	1600	1d6/2	CP20
Boostmaster	N	+1 REF with both types of boosterware	650	1d6/2	SOF
Ubermensch Speedware	N	Adds +2 to Initiative for 5 turns	1600	1d6/2	ET
Tactile Boost	N	Increased sensitivity. +2 to touch Awareness	100	2	CP20
Tactile Boost Linkage	N	Links Tactile Boost to Sexual Implant (addictive)	150	0	Chr2
Olfactory Boost	N	+2 Awareness/track via smell. Locate scent 50%	100	2	CP20
Taste Boost	M	Heightened sense of taste	100	2	Chr4
Pain Editor	N	Allows Endurance checks at 2 diff levels lower	200	2d6	CP20
Ubermensch Pain Editor	N	As Pain Editor, but only works 75% of the time	200	2d6	ET
Cybermodem Link	N	Allows direct connection to a cybermodem	100	1	CP20
Vehicle Link	N	+2 to direct cybercontrolled vehicle operation	100	3	CP20
Smartgun Link	N	+2 to Smartgun attacks	100	2	CP20
Machine/Tech Link	N	Allows control of autofactories, & machines	100	2	CP20
DataTerm Link	N	Allows downloading from DataTerms	100	2	CP20
Universal Link	N	Combined linkage	400	4	I1.3
Interface Plugs	M	Allows direct connection to smartguns, etc.	200	1d6	CP20
Mag-Duct Spots	N	As interface plugs, but only a +1 bonus	220	1d6/2	Chr1
LiveWires	M	Prehensile interface cables	400/200	2d6	Chr3
Model 100 Plugs	MA	+2 vs Black Ice, -2 for anything else	100	2d6	Chr3
Subdermal Smartgun Link	M	Weapon only version of Mag-Duct Spots (+1)	220	1d6/2	UK

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
Chipware Socket	N	Holds 10 chips. Can "run" number of chips =INT	200	1d6/2	CP20
ChipLok	-	Locks chips in place	150	-	Chr4
Braindance Adaptor	N	Allows chipware socket to run Braindance	100	0	I2.1
Super Compact Braindance	CR	Braindance recorder that fits on back of head	15,000	2d6	Chr3
Braindance Plugs	M	Allows connection to Braindance Recorder	200	1d6	RB
Pacemaker Coprocessor	N	Restarts heart when attacked by ICE	150	2	Chr3
Cyber-Detection Computer	M	Reconnaissance/Detection device, need M/T link	3000	1d6+3	Chr4
Echolocation System	N	Can see in complete darkness, -1 Awareness	800	1d6/2	Chr4
Lockdown	N	Uses cyberaudio to locate snipers	300	1d6	Chr4
Neural ULF Transceiver	N	Send and receive voice/data. Range 15km/unlim	200	1d6/2	SF
Positronic Enhancer	MA	+2 to INT, 10% chance of overload and fits	2000	1d6	I1.3
Wirehead Unit	M	Stimulates the pleasure centres of the brain	1500	0	I2.1
Feintware	M	Slows life signs for 1-6 hrs, 20+ Medtech to tell	1000	2d6	RM
<b>IMPLANTS</b>		<b>CYBERWARE PLACED IN THE BODY</b>			
Nasal Filters	M	Stops gases, fumes. 70% effective	60	2	CP20
Gills (Fresh water)	MA	Water breathing system, good for 4 hours	400	3d6	CP20
Saltwater Gills	MA	Saltwater breathing system, good for 4 hours	600	3d6	SF
Gill Toxin Filters	M	Filters toxins for 1 & 1/2 hours	200	2	SA
Independent Air Supply	MA	Good for 10 to 25 minutes	300	2d6	CP20
Independent Air Supply +	MA	Air for 20 to 50 minutes	600	2d6	SA
Mr Studd Sexual Implant	MA	All night, every night. +1 to Seduction checks	300	2d6	CP20
Midnight Lady Implant	MA	Sexual implant. +1 to Seduction checks	300	2d6	CP20
Contraceptive Implant	N	Good for 5 years. 98% effective	100	.5	CP20
Subdermal Pocket	M	2"x4" space with Realskinn zipper. Diff to spot	200	2d6	CP20
Adrenal Booster	M	Boosts REF by +1 for 1d6+2 turns, 3x per day	400	2d6	CP20
Subdermal Armor	CR	Armors torso to SP 18. Diff Awareness to spot	1200	2d6	CP20
Subdermal Torso Armor	CR	6 / 8 SP, Diff 35+/32 to spot, no REF/ATTR loss	350/500	1d2 / 1d3	Chr2
Subdermal Torso Armor	CR	10 SP, Diff 30 to spot, no REF/ATTR loss	650	1d6/2+1	Chr2
Subdermal Torso Armor	CR	12 / 14 SP, Diff 25 to spot, no REF/ATTR loss	800/1000	1d6/1d6+2	Chr2
Subdermal Torso Armor	CR	16 SP, Diff 20 to spot, no REF/ATTR loss	1100	1d6+3	Chr2
Subdermal Torso Armor	CR	18 SP, Diff 20 to spot, 50% chance -1 ATTR	1200	2d6	Chr2
Subdermal Torso Armor	CR	20 SP, Diff 15 to spot, -1 REF & ATTR	1450	2d6+2	Chr2
Subdermal Torso Armor	CR	22 SP, Diff 10 to spot, -2 REF & ATTR	1750	3d6	Chr2
Orbital Subderm Torso Armor	CR	20 SP, Diff 15 to spot, -1 ATTR, no REF loss	11,600	2d6+2	Chr2
Orbital Subderm Torso Armor	CR	22 SP, Diff 10 to spot, -2 ATTR, -1 REF	14,000	3d6	Chr2
Orbital Subderm Torso Armor	CR	22 SP, Diff 10 to spot, -2 ATTR, no REF loss	28,000	3d6	Chr2
Subdermal Skull Armor	MA	4 / 6 SP, Diff 35/30 to spot, 40% unprotected	300/550	1d2 / 1d3	Chr2
Subdermal Skull Armor	MA	8 / 10 SP, Diff 25/20 to spot, 40% unprotected	750/1000	1d6/1d6+2	Chr2
Subdermal Skull Armor	MA	12 SP, Diff 15 to spot, 50% chance of -1 ATTR	1200	1d6+3	Chr2
Subdermal Skull Armor	MA	14 SP, Diff 10 to spot, -1 ATTR, 40% unprotected	1400	2d6	Chr2
Motion Detector	M	20sq/m area. 70% effectiveness.	200	2d6	CP20
Digital Recorder	M	2hrs storage from any digital source	200	2	CP20
Audio/Video Tape Recorder	M	2hrs storage from video, audio links	300	2	CP20
Radar Sensor	M	100m range. Needs cyberoptic. 70% effective	200	2	CP20
Sonar Implant	M	50m range. For water only. 70% effective	300	2	CP20
Military Sonar	M	50m range. For water only. 95% effective. P Avail	700	2	SF
Radiation Detector	M	10m range. 80% effective	200	2	CP20
Chemical Analyzer	M	5m range. 70% effective	200	2	CP20
T-Maxx Cyberliver	MA	+4 vs ingested drugs and poisons	450	1d6	Chr1
T-Maxx 2 Cyberliver	MA	As above but with fluid rerouting system	850	1d6	Chr1
Decentralized Heart	CR	+2 to Death Saves for Torso wounds	1300	1d6+4	Chr1

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
E-Monitor	N	Detects changes in pressure and air	185	1	Chr1
Gyro-Stabilizer	N	+1 to balancing maneuvers	1000	1d6	Chr1
OptiShield	M	Anti-Dazzle, SP8, 2 spaces for optic options	300	1d6+2	Chr1
OptiShield Options	N	T <sup>2</sup> , T <sup>2+</sup> , TE, LL, IR, Time/day	100+	50% HC	Chr2
Cyberoptic Eyepatch	M	2 options. Diff. Awareness to spot what it is	330	2d6/3	P3
Pacesetter Heart	MA	MA and BODY +1 when on	900	1d6	Chr1
Pacesetter 2000 Heart	MA	MA and BODY +2 when on	985	1d6	Chr1
Variable-Chambered Heart	N	Cyberheart option, x2 hold breath, +1 Endurance	+450	+1d6/2	Chr4
Rebreather/Enhanced Lungs	MA	Can hold breath for 15 mins	700	1d6+1	Chr1
Wet Drive	MA	Holds 1MU of stored data	320	1d6	Chr1
Extra Memory	M	+1MU	175	0	Chr1
Super High Density RAM	CR	40MU, 1 CPU, download via plus 1MU/second			I1.2
Wetdrive Access Link	M	Internal link to wetdrive	200	1d6/2	Chr2
Wearman Mk.2	N	Usable without cyberaudio	200	0	Chr1
Subdermal Viewscreen	M	Similar to Times Square Marquee	250	1d6/2	Chr2
Zetatech Bodycomp	MA	Equal to E-Book	1750	1d6+4	Chr2
Eye Color Gland Control	M	Change eye color in 1d6 mins	250	1	Chr2
Autoinjector	M	Holds 5 doses, +200eb to wire to Biomonitor	750	1d6/2	Chr3
Cell-Phone Implant	MA	Implanted cell phone	500	3	Chr3
Cam-O-Skin	N	-1 Awareness/20m, 8 patterns, takes 1hr	850	1d6/2	Chr3
Endo-Frame (Basic)	SCR	BOD+3, +1 HH dam, 10 points/limb, EV +1	12,000	2d6+1	Chr3
Endo-Frame (Orbital)	SCR	BOD+3, +2 all dam, 12 points/limb	25,000	2d6+3	Chr3
Bodyweight Vein Clips	MA	+2 on all Death Saves	700	1d6	Chr4
Militech Cyberdoc	MA	Counteracts drugs, etc	5000	1d6-1	CB2
BoozeMaster	M	+1 to resist alcohol	100/75	1	PAC
GPS Module	N	Determine position to 17cm. Needs T <sup>2</sup> or T <sup>2+</sup>	450	1	SF
GPS Module w/screen	M	As above but with subdermal viewscreen	600	1d6/2	SF
OTEC Ear Valve	MA	Pressure equalization system	150	1	SF
Enhanced Lungs Series 2	CR	Can hold breath for 5-30 mins. 200m depth	5000	1d6	SF
Enhanced Lungs Series 3	CRx2	Entire lungs replaced. Good down to 1000m	7500	1d6+2	SF
Feel Good Endorphin Trigger	M	1d10 if hurt, 8-10=+3 Stun/Death; 1=intoxicated	500	1d6	SW
Super High Density RAM	CR	40MU, 1 CPU, transfer 1MU/sec via plugs/trodes	NA	?	I1.2
Flashlight Implant	M	Patch of synthskin, 3m range	90	1	I1.4
Strobe	M	Diff 10 - 15 to blind for 1d6 hours. ROF 1/2	150	1.5	I1.4
Life Scan Body Monitor	M	+1 COOL, +4 1st Aid, +1 to Death Saves	4000	1d6	I1.4
Self-Destruct	MA	Activates when dead and moved, 5m radius	1250	1d6	P2
<b>VOICE BOX</b>					
Dakai/Cyphire New Throat	CR	Hold 3 implants/options at 1/4 Eb, 0 HC, 15 SDP	850	2d6	Chr4
Cybervocal "BoxAlter"	CR	1 option, 1 voice	400	1d6+2	I1.3
Voice Synthesizer	M	Can mimic (60%) up to 10 recorded sounds	600	1d6	CP20
AudioVox	M	For special effects. +2 to Performance	700	2d6	CP20
Forked Tongue	M	A Vox/NT option, +1 to persuasion/seduction	350	2	Chr1
Voice Pattern	M	A Vox/NT option, allows voice pattern emulation	350	2	Chr1
Scramble	N	A Vox/NT options, scrambles voice	50	2	Chr4
Volume	N	Whisper to megaphone, deaf for 1d6 turns, 5m	75	2	I1.3
Armor	N	New Throat only, 20SP	150	1d6	I1.3
Subsonic	N	Only heard with subsonic hearing	150	1d6	I1.3
<b>NANOTECH</b>					
<b>NANOTECHNOLOGY ENHANCEMENTS</b>					
Muscle and Bone Lace	N	Raises BODY by +2	1500	1d6/2	CP20
Advanced M & B Lace	N	Increases BODY +1	1000	1-2	Chr4

Cyberware	Surg.	Description	Cost	H.L	Book
Advanced M & B Lace	N	Increases BODY +3	3000	1d6+1	Chr4
Skinweave	N	Armors whole body to SP 12. Diff 20 to spot	2000	2d6	CP20
Upgraded Skinweave	N	6 / 8 SP, no ATTR loss, Diff 35+/30 to spot	1000/1250	1d6/1d6+1	Chr2
Upgraded Skinweave	N	10 SP, no ATTR loss, Diff 25 to spot	1600	1d6+3	Chr2
Upgraded Skinweave	N	12 SP, 50% chance -1 ATTR loss, Diff 20 to spot	2000	2d6	Chr2
Upgraded Skinweave	N	14 SP, -1 ATTR loss, Diff 20 to spot	2400	2d6+2	Chr2
Upgraded Skinweave	N	16 SP, -2 ATTR loss, Diff 15 to spot	2750	2d6+4	Chr2
Lifesaver Skinweave	N	+1 healing per day	4500	1d6/2+1	Chr1
Weave Maintenance	N	Required after a Critical or higher wound is taken	500	0	DS
Chem Weave	N	+4 to Chemical Saves, pallid skin is 8SP vs acid	2000	1d6+3	DS
Thermal Weave	N	Silvery skin increases Heat resistance to 107°F	1500	1d6+3	DS
Rad Weave	N	Silvery skin provides radiation protection of 1 RSP	1500	2d6	DS
Vac Weave	MA	Protection against decompression, need optics	5000	1d6	DS
Vac Weave Filter Valves	M	Cavities fitted with valves for vacuum survival	300	8	DS
Vac Weave "Cyber-Lung"	MA	Provides 15 minutes of air for us in vacuum	700	1d6+1	DS
Shark Weave (Partial)	N	SP 12 to specified area, 1d6/3* damage	4000	1d6	SA
Shark Weave (Full Body)	N	SP 12 and can cause 1d6/3* damage	12,000	3d6	SA
Nanowear Ozoneshield	N	Modification of Skin Weave, protects against UV	2000	1	TTB
Thermaskin	N	Insulation to 0°C, sweats at 27°C	2000	1/2d6	I2.2
Thermal Insulation	N	Protects vs hot & cold weather, +5 SP flame/cold	1000	1d6	KCJ
Nanosurgeons	N	Doubles natural Healing rate	6000	1d6/2	CP20
Anti-Plague Nanotech	N	+3 vs diseases and biowar agents	1750	.5	Chr1
Nanooptical Upgrade	N	+2 night vision	1500	1d6/2	Chr2
Armor Weave	N	+1 BODY, SP 18, -1 REF+MA, need MBL,SKW	4000	1d6	Chr2
Nano-Groomers	N	+2 - +4 to Personal Grooming	400	0.5	Chr3
Nitrogen Binders	N	Reduces depressurization by up to 100%	1400	1-2	Chr4
Nitrogen Binders Upkeep	N	Needed once every 3 months	400	-	Chr4
NanoAuditory Rebuild	N	Enhanced Hearing Range & Level Damper	1500	1d6/2	Chr4
Diet-Mite	N	Screens what you eat passing on what's needed	1000	1d6/2	LU
Erased Fingerprints	N	Fingerprints erased	100	0	WS
Altered Fingerprints	N	Fingerprints are altered	300	0	WS
Alterable Prints	M	Programmable Nanotech altered prints (20 secs)	550	1	WS
Altered Retinas	M	Retinas altered	800	0.5	WS
Programmable Retinas	M	Project different pre-set patterns (1 min)	1600	1	WS
<b>BIOWARE</b>		<b>BIOLOGICAL BASED ENHANCEMENTS</b>			
Grafted Muscle	MA	+1 increase to BODY, max increase is +2	1000/+1	2d6	CP20
Enhanced Antibodies	N	Improves Healing by +1 point per day	3000	1d6/2	CP20
Toxin Binders	N	+4 to Poison/Drug Saves	3000	1d6/2	CP20
Speed Grafts	MA	+2 MA	750	1d6	Chr2
Alpha TuffBone Skeletal Enh	M	BOD +1 for lift, carry, BTM vs HH/Melee	1300	1d6/2	Chr4
Beta TuffBone Skeletal Enh	M	BOD +2 for lift, carry, BTM vs HH/Melee, ATT -1	2800	1d6	Chr4
Hemological Replacement	M	+1 MA, Endurance, +4min breath, -1 poison/dis	1300	1d6/2	Chr4
NeoAppendix	MA	+2 to Wilderness Survival for food	500	1d6/2	Chr4
Sunblocker Sunscreen	M	Prevents sunburn, reduces skin cancer risk	250	1	Chr4
NeoLungs	CR	Hold breath twice as long as normal	1000	1d6	Chr4
Lung Weave	N	Toughens lungs for using LBM.	4000	1d6/2	SA
Neural Bridge	MA	Ambidexterity, no -3 penalty with off hand	600	1d6+2	Chr4
Circulatory Sphincters	MA	+2 to Stun/Shock Saves after a Serious+ wound	3200	1d6	Chr4
Poison Glands- Teeth	MA	Natural fangs that inject poison when you bite	500/1000	3d6	Chr4
Poison Glands- Hands	MA	Can be used to coat Rippers or Wolveres	500-1100	2d6+3	Chr4
Tailored Pheromones-Love	M	+1 to Seduction. Nasal filters 60% effective	1000	1d6/2	Chr4

Cyberware	Surg.	Description	Cost	H.L	Book
Tailored Pheromones-Gullible	M	+1 to Persuasion. Nasal filters 60% effective	2000	1d6/2	Chr4
Tailored Pheromones-Confu	M	-1 INT & Initiative (1m). Nasal filters 60% effec	2500	1d6/2	Chr4
"Kaloric" Secondary Gut	MA	Stores 2 days worth of food	750	1d6/2	Chr4
"Freezeban" Bioconstruct	MA	+1 Wilderness Survival/Endurance in -10°C	650	1	Chr4
Quickclot Hemofibrinic Node	MA	Wound states treated as one less, 10% stroke	3000	1d6	Chr4
Flashlite Implant	M	Non-glare, semi-focused glow, 1m range	290	1-2	Chr4
Replitech Toxin Screen	MA	90% chance of vomiting if toxins are eaten	3400	1d6/2	Chr4
T-Maxx Ileocecal Siphon	MA	Function without water for 24 to 48hrs	500	1	Chr4
Altered DNA	N	DNA altered using a tailored retrovirus	3000	0	WS
Full-Spectrum Booster	N	+4 vs illness/infection/poison/drugs, +1 Healing	7500	1/2d6+1	NEO
Sabre Serum RNA Mod	N	+2 MA, +3 BOD, +2 REF, +1 Heal, 60 day wait	NA	Special	I1.2
Muscle Enhancement	N	+1 to BT, but not for BTM	1000	1d6/3	DS
Reflex Boost	N	+1 REF (max +2). 25% chance of -1 Stun/level	3500	1d6+3	DS
Enhanced Sight	M	2 max: IR, UV, LL, Tele, Image Enh, Color Shift	1200	2 each	DS
Enhanced Hearing	M	2 max: Amplified Hearing, or Enhanced Range	1200	2 each	DS
Enhanced Sense of Smell	M	Same effects as Olfactory Boost	1200	2	DS
IHAG Nictating Membrane	N	Can see in difficult conditions. Replace 6-8 mth	300	1d6/3	SF
Sinus Reconstruction	CR	Provides pressure equalization. 200m depth	1500	1d6/2	SF
<b>BIOTECH</b>		<b>BIOENGINEERING</b>		<b>x2 if cyber</b>	
Preparatory DNA Mapping	N	Required for all biotech	2700	0	ES+
Permanent REF Increase	N	Max +1	5000	1d6+3	ES+
Permanent BOD Increase	N	Max +2	3400/+1	0	ES+
Permanent ATT Increase	N	Max +3	1600/+1	1/+1	ES+
Permanent MA Increase	N	Max +4	2700/+1	1d6/2 /+1	ES+
Reduced Oxygen Demand	N	Can breathe smog	5900	1	ES+
UV Resistance	N	No sunscreen needed	7600	1d6	ES+
Toughened Skin	N	SP6 Soft Armor, can't be told from normal skin	8300	0	ES+
<b>BIOENHANCEMENT TABS</b>		<b>TAKE ONE A DAY MAX</b>			
Endurance	-	Ignore fatigue 12 hrs, x2 food, 1d3-1d6 damage	1200	-	ES+
Ignore Pain	-	+4 to Stun Saves for 12 hours, -2 tactile sense	1800	-	ES+
Anti-Trauma	-	+2 to Death Saves for 12 hours	4000	-	ES+
<b>RNA MEMORY TABS</b>		<b>Over one/day = 80% lose 2d6 skill/amnesia</b>			
Skill +1	-	Lasts for 3 hours, 1d10>1 or -1 in skill	600	-	ES+
Skill +2	-	Lasts for 3 hours, 1d10>2 or -1 in skill	1800	-	ES+
Skill +3	-	Lasts for 3 hours, 1d10>3 or -1 in skill	5000	-	ES+
<b>BODYWEAPONS</b>		<b>IMPLANTED BODY WEAPONS</b>			
Scratchers	N	Hands. 1d6/3* damage. Near Impossible to spot	100	2d6	CP20
Rippers	M	Hands. 1d6+3* damage. Difficult to spot	400	3d6	CP20
Wolvers	M	Hands. 3d6* damage	600	3d6+1	CP20
Big Knucks	M	Hands. 1d6+2 damage	500	3d6	CP20
Slice N' Dice	M	Hands. 2d6# damage	700	3d6	CP20
Cybersnake	MA	Self controlling cyberweapon. 1d6* damage	1,200	4d6	CP20
Cybersnake Mk2	MA	2d6 eviscerate damage on critical hit or internal	1,600	4d6	CP20
Gang Jazzler	M	3 surges, immobilize for 1d10+1 mins	600	2d6+3	Chr1
Bonespike	MA	Pop up bone spike. 1d6+4* damage	1,000	2d6	Chr3
Stinger	M	Finger mounted Hypodermic needle (3 doses)	400	1d6+3	Chr4
BigRipp	MA	2d6* damage (break on 1 or 1-3 on a parry)	1200	3d6+1	Chr4
NovelTech Spitfire Flamer	MA	EX +0 - P Varies 4 1 ST 4m	1000	4d6	ER

Cyberware	Surg.	Description	Cost	H.L	Book
Implanted Fangs (Vampires)	N	Mouth. Implanted canines, 1d6/3* damage	200	3d6	CP20
Sharkgrin Special	N	Mouth. Implanted carbo-glas teeth, 1d6/2* damage	200	3d6	CP20
Poison Vampires	N	Mouth. 1d6/3* damage plus poison/drug injector	400	3d6	CP20
Retractable Vampires/Sgrin	MA	Mouth. 1d6/3* to 1d6* bite damage. Retractable	500	2d6+2	Chr2
Extended Canines	CR	Mouth. 1d6/2+1* damage. Retractable	1000	3d6+2	Chr2
Extended Sharkgrin Special	CR	Mouth. 1d6* damage. Retractable	1400	4d6	Chr2
Spitting Cobra	M	Vampires that spit chemicals 6ft, as airgun pellet	400	4d6	Chr3
Retractable Spitting Cobra	MA	Retractable vampires that spit chemicals 6ft	700	4d6	Chr3
NewTeeth	M	Ceramic teeth: MEL -1 NA C 1-2* NA 1 VR touch	200	1d6/2	Chr4
PowerJaw	MA	Myomer jaw muscles, +2 to bite damage	100	+1-2	Chr4
Mandibles	MA	2d6 damage bite, look normal except for eating	1200	5d6	I2.2
Cyberjaw - K9	MA	SP 6 metal jaw. 1d6* bite damage	2750	3d6+2	P2
Cyberjaw - Conga	MA	SP 6 metal jaw. 1d6+2* bite damage	2770	3d6+2	P2
Cyberjaw - Needler	MA	SP 6 metal jaw. 1d6+3* bite damage	2800	3d6+2	P2
Cyberjaw - Pit Bull	MA	SP 6 metal jaw. 2d6* bite damage	2870	3d6+2	P2
Cyberjaw - Shark Maw	MA	SP 6 metal jaw. 2d6+1* bite damage	2930	3d6+2	P2
Cyberjaw - T-Rex	MA	SP 6 metal jaw. 3d6* bite damage	3000	3d6+2	P2
RealSkinned Cyberjaw	MA	Jaw looks real, 70% effective (Diff Awareness)	0	-1d6	P2
<b>CYBEROPTIC</b>	<b>MA</b>	<b>Basic eye module (4 option spaces per eye)</b>	<b>500</b>	<b>2d6</b>	<b>CP20</b>
Remote Eye	MA	1 space left, 100m transmission	1500	3d6	Chr2
Optical Interface	MA	Interface plug behind the optic	600	2d6+2	Chr3
Bug Eye	MA	Can hold 6 Options	750	3d6	Chr3
Third Eye	CR	-1 ATTR/eye, max 2 extra	750	3d6+	Chr3
Revelation Cyberoptic	MA	Early model. +1 Notice, ATTR -1,-2	700	3d6-1	Chr3
Soviet Cyberoptic	MA	1 option space per eye, 50% chance of -1 ATTR	100	2-3d6	Chr4
Kiroshi MonoVision	MA	6 option spaces, +1 Notice, +Initiative vs Ambush	650	3d6	Chr4
Vacuum Proof Optic	MA	4 option spaces, used with Vac Weave	600	2d6	DS
Quick Change Optic	MA	Removable, but only 3 options	1000	2d6+3	P1
<b>CYBEROPTIC OPTIONS</b>		<b>Take 1 space unless noted otherwise</b>			
Color Shift	N	Allows color changes, special fashion effects	300	.5	CP20
Image Enhancement	N	+2 Awareness when using visual search	300	1	CP20
Targeting Scope	N	+1 on all Smartgun attacks	400	2	CP20
Times Square Marquee	N	LED Screen in vision field for messages	300	1	CP20
Teleoptics	N	Telescope ability to 20x	150	.5	CP20
Micro-optics	N	Microscope	150	.5	CP20
Anti Dazzle	N	Immune to flash, laser blinding	200	.5	CP20
Low Lite	N	See in dim light, almost total darkness	200	.5	CP20
Thermograph Sensor	N	See heat patterns, temperature readings	200	1	CP20
Infrared	N	See in total darkness, using heat emissions	200	1	CP20
Ultraviolet	N	See in darkness, using UV flash	200	1	CP20
MicroVideo Optic	N	Video record up to 20 min (2 spaces)	300	.5	CP20
Digital Camera	N	Shoots up to 20 images (2 spaces)	300	.5	CP20
Dartgun	N	Holds 1 poison dart. Range 1m (3 spaces)	200	2	CP20
Dodgeball	N	+1 to Hand to Hand skill after 30 secs	440	1	Chr1
Tear Gas Sprayer	N	1m range (2 spaces)	200	2	Chr1
Times Square Plus	N	Allows visual information retrieval (3 spaces)	500	2	Chr1
Video Cam/Transmitter	N	Live feed 1m range (4 spaces)	330	1	Chr1
Video Imager	N	Receives vid images (2 spaces)	350	2	Chr1
Time/Day Display	N	Time and date, no spaces	100	1	Chr2
Cyberoptic Compass	N	1 space, 2 for logocompass	300	1	Chr3

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
Interferometry System	M	10x vision all the time	400	1	Chr3
Laser-Comm Optic	M	50m range, and can blind. Code chips are 175eb	425	1	Chr3
Verbal Eyes (Basic)	M	Displays images, -1 space	750	3	Chr3
Verbal Eyes (Vid Image)	M	3 spaces, + Video Imager	1000	5	Chr3
Verbal Eyes (Cust. image)	M	4 spaces, Times <sup>2</sup> +	1200	5	Chr3
Double-Slit Pupils	N	Allows clear vision through air-water boundary (1)	200	.5	Chr4
Hydrosubsidium Aquagoggs	N	Synthetic nictitating membranes, good to 200m	200	1	SF
Live Feed Optic	M	2 mile range	1000	1	I2.1
Optical Capacitor Laser	N	2d6 damage, 1 shot, .5m range (3 spaces)	800	3	P1
<b>CYBERAUDIO</b>	<b>M</b>	<b>Basic hearing module (6 option spaces)</b>	<b>500</b>	<b>2d6</b>	<b>CP20</b>
Spectrum Cyberaudio	MA	Early model. -1 balance, +1/+2 Awareness	650+	3d6-2+	Chr3
Soviet Cyberaudio	M	Only 2 option spaces, 50% chance of -1 ATTR	100	2-3d6	Chr4
<b>CYBERAUDIO OPTIONS</b>		<b>Take 1 space unless otherwise noted</b>			
Amplified Hearing	N	+1 Awareness using auditory cues. SWx2	200	1	CP20
Radio Link	N	Radio communication up to 1 mile	100	1	CP20
Phone Splice	N	Full cellular communication (large city only)	150	1	CP20
Scrambler	N	Cannot understand with out a descrambler	100	.5	CP20
Bug Detector	N	Detects taps, bugs up to 3m. 60% effective	200	.5	CP20
Voice Stress Analyzer	N	+2 to Human Perception, Interrogation skills	200	1	CP20
Sound Editing	N	+2 Awareness to overhear specific conversation	150	.5	CP20
Enhanced Hearing Range	N	Ability to hear super & subsonic ranges. SWx2	150	2	CP20
Wearman	N	Stereo music system	100	.5	CP20
Radar Detector	N	Beeps if radar encountered, fixes source (40%)	150	.5	CP20
Homing Tracer	N	Can follow tracer up to 1Km distant	200	.5	CP20
Tight Beam Radio Link	N	Allows untappable radio com within line of sight	200	1	CP20
Wide Band Radio Scanner	N	Picks up transmissions on all bands	100	2	CP20
Micro-recorder Link	N	Transmits to recorder in body or via plugs	100	.5	CP20
Digital Recording Link	N	Transmits sounds to a digital recorder	100	.5	CP20
Level Damper	N	Automatic noise compensation. -25% from SW	300	.5	CP20
Fax+ 1000 Alert	N	Alerts user to incoming faxes	100	0	Chr3
ShareChecker™ Link	N	Share information using T <sup>2</sup> , screen or audio	100	.5	ET
<b>CYBERLIMBS</b>					
Standard Cyberarm	CR	20/30 SDP, 4 option spaces, 1d6 punch	3000	2d6	CP20
Standard Cyberleg	CR	20/30 SDP, 3 option spaces, 2d6 kick	2000	2d6	CP20
Artificial Shoulder Mount	CR	Mount up to 2 extra arms. 25 SDP	1500	2d6	CP20
Orbital Crystal Cyberarm	CR	50/60 SDP, 4 option spaces, 1d6 punch	7000	2d6	Chr1
Orbital Crystal Cyberleg	CR	50/60 SDP, 3 option spaces, 2d6 kick	6000	2d6	Chr1
Independent Cyberhand	MA	1d10 crush, 7/10 SDP, 1 option space	750	1d6	Chr1
Romanova Cyberlegs	CRx2	+1 to Wardrobe & Style	5000	4d6	Chr3
SuperSized Arm	CR	SDP 30/40, -2 REF, +1EV, 2d10/3d6, SP 20	4000+	2d6	Chr3
Enable Cyberarm	CR	Early model. 23/33 SDP, REF -1	500	2d6+2	Chr3
Enable Cyberleg	CR	Early model. 28/35 SDP, REF -1, MA -2	700	3d6+3	Chr3
Soviet Cyberleg	CR	SDP 30/40, 3d10 kick, 5% failure, 2 spaces	875	2-3d6	Chr4
Soviet Cyberarm	CR	SDP 30/40, 3d6 punch, 2d10 crush, 5% failure	669	2-3d6	Chr4
Corvette Cyberlegs (basic)	CR	+3 MA, +1 on movement rolls	4500	3d6	Chr4
Corvette Cyberlegs (advan)	CR/M	+8 MA, +2 on movement rolls	5000/500	3d6+4	Chr4
Speeding Bullet Legs	CRx2	MA 16, leap 10m, 1 option space left per leg	4500	4d6	SOF
SovWear Cyberarm	CR	30/40 SDP, 3d6/6d6 damage, 3 spaces, UR	1000	2d6	SOF
SovWear Cyberleg	CR	30/40 SDP, 6d6 kick, 2 spaces, UR	1500	2d6	SOF

<b>Cyberware</b>	<b>Surg.</b>	<b>Description</b>	<b>Cost</b>	<b>H.L</b>	<b>Book</b>
Biomechanical Arm	CR	10/15 SDP, 1d6 punch, 1d6 crush, 1/2 dam normal	NA	1d6	I1.2
Cyber Bar Leg	CR	Built in wet bar	3000	2d6	I1.3
Tentacle Arm	CR	8x70 cm tentacles, SDP 5 each. SDP 20 shoulder	4000	5d6	I2.2
Extendable Tentacle Arm	CR	Same as above plus can extend to 150 cm	6000	5d6	I2.2
<b>CYBERLIMB OPTIONS</b>					
Quick Change Mount	N	Allows 1 turn changing of cyberlimb	200	2	CP20
Hydraulic Rams	N	SDP 30/40, 3x normal damage (1 space)	200	3	CP20
Thickened Myomar	N	SDP 25/35, 2x normal damage (1 space)	250	2	CP20
Reinforced Joints	N	SDP +5	200	1	CP20
Microwave/EMP shielding	N	Limb not as susceptible to EMP, Microwaves	300	1	CP20
Plastic Covering	N	In colors, transparent, etc	1-200	1	CP20
RealSkinn	N	Limb looks real. 70% effective (Diff Awareness)	200	-1d6/2	CP20
Superchrome	N	Highgloss metallic covering	200	3	CP20
Armor	N	Armors cyberlimb to SP 20	200	2	CP20
Leg Boosters	N	+3m leaps (2 spaces)	500	1d6	Chr3
Fleshweave	M	Takes 1 option space. +50% repair costs	200+20%	0	Chr3
Extra Twist Joint Addition	N	+2 Athletic type rolls, MArt Grapples & Escapes	30%,+10%	1	Chr4
Double-Jointed	N	+1 Grapple, Holds, Chokes, Escapes (.5 spaces)	1000	1d6/2	Chr4
Locking Joints	N	25+ Strength Feat to move (.5 spaces)	100	.5	Chr4
360 Rotating Joints	N	+1 to Escaping, some TECH repairs (.5 spaces)	120	2	Chr4
Extending Leg Units	N	Alters height -1 to +3 ft. +1MA (2 spaces)	400	4	Chr4
Spiked Limb Cover	N	+1d6 grapple/holding damage	200	2	I1.4
Tentacle Arm Sheath	N	Hides tentacles, resembles cyberarm, 2 openings	800	0	I2.2
<b>CYBERHANDS</b>		<b>ATTACH TO CYBERLIMBS (Use 1 space)</b>			
Standard Hand	N	Resembles normal hand	150	0	CP20
Ripper Hand	N	Standard hand with Rippers. 1d6+3* damage	600	2d6	CP20
HammerHand	N	Hydraulic Ram fist does 1d10 damage	600	2d6	CP20
BuzzHand	N	Electric chainsaw. 2d6+2* damage	600	2d6	CP20
ToolHand	N	Fingers contain screwdriver, wrench, drill, etc	200	2	CP20
Grapple Hand	N	Extends rocket-propelled grapple, 30m line	350	3	CP20
Extension Hand	N	Hand extends up to 1m	350	2	CP20
Spike Hand	N	Palm spike. 1d6+3AP damage	500	2d6	CP20
Modular Hand	N	Choose any 4 modular tools	600	2	CP20
Mace Hand	N	2d6+1/1d10-2 damage, 1m range	300	3	Chr1
Cyberhand Coverings	N	Same range as listed in for cyberlimbs	100	1/2 usual	Chr1
Custom Cyberhand	N	Varies	900	Varies	Chr2
Web Hand	N	+2 swim, +1-2m/turn, 1d6* damage	250	2	Chr3
IEC Venom Hand	N	4 needles, slash for 1d6-1 damage	600	2d6	Chr3
Medical Modular Cyberhand	N/MA	Mono scalpel, air-hypo, stapler, probe ,etc	975	1d6/2	Chr4
Dainamax Grapplefist	N	50m cable, 2 spaces, 2d6+2 crush	1050	2d6	PAC
Mini-Camera in Palm	N	It's a camera	1000	1d6	I1.1
Surveillance Hand	N	Remote cyberhand	1500	1d6	I2.1
CyberMaw Hand	N/MA	2-3" maw that does 1d6 damage/turn, -3 WA	1200	3d6	I2.2
CyberMaw Drool/Vomit Hand	N/MA	as above, with 10 shot Power Squirt	1600	4d6	I2.2
CyberMaw & Tongue Hand	N/MA	as CyberMaw, but with CP2020 Cybersnake	2200	5d6	I2.2
CyberMaw & Tongue Hand	N	as above, needs cyberarm, as HW Cybersnake	3700	6d6	I2.2
Drill Hand	N	3d6 damage, 1/2 hard, 1/4 soft SP	700	3	P1
Travel Hand	N	4 options in fingers	500	2	P1
Gouge Master	N	2d6+3AP, 2d6*, 2 spaces, 20m cable and reel	550	2d6	P3
Gouge Master Winch	N	High speed winch for reeling the cable in	100	2	P3

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
Lightning Fist	N	Electricity. Stun -1, or 2d6+1 damage	900	2d6	RPI
<b>CYBERFEET</b>		<b>ATTACH TO CYBERLIMBS (Use 1 space)</b>			
Standard Foot	N	Resembles normal foot	200	0	CP20
Talon Foot	N	Extends toe blades. 1d6* damage	600	2d6	CP20
Tool Foot	N	Toes contain screwdriver, wrench, drill, etc	300	2	CP20
Web Foot	N	Doubles swimming speed, +3 to Swim skill	500	2	CP20
Grip Foot	N	For better gripping strength. +2 to Climb	500	2	CP20
Spike Heel Foot	N	Heel spike for lethal kicks. 2d6AP damage	500	2d6	CP20
Skate Foot	N	Allows an MA 20. Use Athletics or skate skill	440	1d6	Chr1
Anchoring Cyberfeet	N	Anchors use to ground. 4 uses (2 spaces each)	400	3	Chr2
Catspaw Stealth Foot	N	+1 to Stealth skill	150	1	Chr4
<b>FINGERS</b>		<b>ATTACH TO CYBERHANDS</b>			
Dartgun	N	3m range	100	2	Chr1
Lockpick	N	Pick for mechanical locks	50	.5	Chr1
Mini Light	N	25m beam, batteries 1eb	25	.5	Chr1
Finger Bomb	N	2d6+3, 3m radius	150	2	Chr1
Wirecutters/Scissors	N	1d6/3 damage	50	1	Chr1
Mace Sprayer	N	2 bursts, -4 REF & Notice for 1d6 turns	150	2	Chr1
Quick Change Mount	N	Click and turn mount, mod =20eb	150	1	Chr2
VidCam (+ 1 option)	N	IR - 200eb, Teleoptic - 225eb, or Lowlite - 100eb	400+	2	Chr2
Self-Propelled Grenade	N	7m range, 2d6 over 2m (25eb)	200	2	Chr2
Aip Hypo	N	4 doses, air containers 3eb	200	1	Chr2
Tracking Device	N	3m range, 2 bugs, 3 km transmitter	300	.5	Chr2
Lighter	N	2 hours of fuel, 1 eb/refill	25	2	Chr2
Probe Link	N	Interface link	150	.5	Chr3
Parabolic Microphone	N	20x Microphone, for full arms	350	2	Chr3
Flasher	N	Diff REF to blind target for 1 min (25eb)	250	1	Chr3
IR/UV Flashlight	N	10m range	200	1	Chr3
Flare	N	150m altitude, 25m diameter (15eb)	200	2	Chr3
Storage Compartment	N	Small space	75	.5	Chr3
Laser Pointer	N	20m	150	.5	Chr3
Flesh Mount	M	Allows cyberfingers to be mounted on meat hand	100	1	Chr4
One-Shot Special	N	P -2 P E 1d6 (5mm) 1 1 ST 20m	250	2	Chr4
Ballpoint Finger	N	Leakproof pen	25	.5	Chr4
Cyberfinger Oxygen Tank	N	30 seconds of oxygen	250	.5	SA
Screwdriver	N	Powered screwdriver finger	50	.5	I1.1
Wrench	N	Adjustable wrench finger	50	.5	I1.1
Drill	N	Adjustable drill finger	50	.5	I1.1
Soldering Iron	N	Electric Soldering Iron finger	50	.5	I1.1
Socket Wrench	N	Adjustable powered socket wrench finger	50	.5	I1.1
Tentacle Finger	N	10 cm long tentacle	500	1	I2.2
Extendable Tentacle	N	30 cm long tentacle, requires cyberhand	750	1	I2.2
<b>BUILT INS</b>		<b>BUILT INTO CYBERLIMBS (Use 1 space)</b>			
Cybermodem	N	Built in cyberdeck	3000	1	CP20
Cellular Cybermodem	N	Built in cellular deck	5000	1	CP20
Digital Recorder	N	Digital chip recorder. Download or erase chip	300	1	CP20
Storage Space	N	2"x6" storage space. Can be locked	50	.5	CP20
MiniCam	N	Pop up Digital Camera (20 shots)	200	2	CP20
MiniVid	N	Pop up Mini video (30 minutes)	400	2	CP20

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
Hidden Holster	N	Weapon size based on Body Type	100	1	CP20
LCD Screen Readout	N	Can be linked to any output device	200	1	CP20
Techscanner	N	60% effective, -3 to repair difficulty	400	3	CP20
Cutting Torch	N	Can cut through SP20	100	1d6/2+1	Chr1
Icer	N	2m range	200	1d6/2	Chr1
Limb Link	N	Turns pop-up gun into smartgun +1	100	1	Chr1
Magnetic Hands/Feet	N	For easier Zero-Gee movement	60	0	Chr1
Watch-Man	N	Miniature TV	180	1	Chr1
Winch	N	15m cable, pulls up to 1 ton	500	1d6+3	Chr2
Quickdraw Holster	N	P class conc. +2 Initiative to fastdraw	200	0	Chr2
Laser Mike	N	60m range, Human Perception -5	400	1d6+2	Chr2
Radio/Cellular Boosterstation	N	Runs for 160 hrs, diff 25 encryption (2 spaces)	2650	2	Chr2
ECM Emitter	N	Electronic counter-measures emitter (2 spaces)	2950	2	Chr2
CyberPillow	M	A pillow in an arm	80	0.5	Chr3
Smartplate Link	N	Smartgun= 3x cost	300	2	Chr3
Microwaldo Bracer	N	+1 to TECH rolls	800	3	Chr3
"D-Tek" Targeting Network	M	Negates movement firing modifiers	1300	1d6+3	SOF2
ULF Antenna	N	100m reel antenna for transceiver	-	1	SF
Cyberlimb Light	N	Light built into palm, 3m range (0 spaces)	90	.5	I1.4
<b>CYBERWEAPONS</b>		<b>BUILT INTO CYBERLIMB (Use 1 space)</b>			
Grenade Launcher	N	Carries 2 grenades of any type	500	2d6	CP20
Micro-Missile Launcher	N	Contains 4 mini-missiles, 4d6 damage each	900	2d6	CP20
Popup Gun	N	Gun size based on Body Type	2-800	2d6	CP20
Flame Thrower	N	Range 1m, 4 shots, Damage is 2d6, then 1d6/2	600	2d6	CP20
Weapon Mount & Link	N	Mounting plate plus neural link for 1 weapon	100	3	CP20
2 Shot Capacitor Laser	N	Shoulder mounted. +3 - - 3d6 2 1 10m	800	2d6	CP20
Derringer	N	Pistol -1 1d6 (5mm) 2 2 ST 50m	220	1d6	Chr1
Flashbulb	N	4m x 6m	250	1d6/2	Chr1
Gas Jet	N	6 shots, range 2m	275	1d6+3	Chr1
Tazer Grip	N	Effects equal to tazer, Stun -2	180	2d6-2	Chr1
Whip	N	1d6/2 or choke	475	2d6	Chr1
Popup Sliver Gun	N	P +0 - - 2d6x1d6/2* 7 2 UR 40m	550	1d6+2	Chr1
Tri-Dart Launcher	N	3 darts, 1d6/2 damage, 1/3 SP	300	1d6/2	Chr2
Retractable Monoblade	N	2d6+3# damage	800	1d6+2	Chr2
Survival Blade	N	1d6+3* damage	500	1d6	Chr2
ChainRipp	N	3d6AP	1250	2d6+4	Chr3
Blitzkrieg Arc-Thrower	M	EX 0 - R 3d6 (1/2 R 1/2 S) 4 1 ST 10m	1050	2d6	Chr4
BigRipp	M	Carbo-glass blade. 2d6, 1/2SP (break 1-3)	850	3d6+1	Chr4
High Five/The Palm Bomb	N	20-30 to detect. .477 or 12ga round, 1 shot	355	1d6+3	Chr4
Pop-Up Hand Crossbow	N	-2 J E 1d6+2 6 2 VR 25m (3 spaces)	300	2d6	SOF2
Strobe	N	Same as implant version (0 spacs)	150	1.5	I1.4
Micro-torpedo Launcher	N	Underwater version of mini-missiles, 4d6 damage	900	2d6	SA
<b>LINEAR FRAMES</b>		<b>IMPLANTED EXOSKELETON</b>			
Sigma	MA	STR 12, +4 Damage mod	6000	2d6	CP20
Beta	MA	STR 14, +6 Damage mod	8000	2d6	CP20
Omega	MA	STR 16, +8 Damage mod	10,000	3d6	CP20
GP Exoskeleton (A)	MA	STR 18, SDP 15, SP 6, MA 4, REF 5	12,000	4d6	Chr3
GP Exoskeleton (B)	MA	STR 21, SDP 20, SP 8, MA 4, REF 5	15,000	6d6	Chr3
Underwater Gamma	MA	STR 12/10	10,000	2d6	SA
Underwater Delta	MA	STR 14/12	12,000	2d6	SA

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
Underwater Pi	MA	STR 16/14	14,000	3d6	SA
<b>BODY PLATING</b>		<b>EXOARMOR</b>			
Cowl	MA	Skullcap, covers head in SP 25	200	1d6	CP20
Faceplate	CR	Protective facemask. SP 25	400	4d6	CP20
Torso Plate	MA	Torso protection. SP 25. -3 REF	2000	3d6	CP20
Front Optic Mount	MA	Allows up to 5 optics to be mounted. -1 ATTR	1000	4d6	CP20
Sense ext. ("Rabbit Ears")	M	Head mounted extensors for audio, optics, etc	500	3d6	CP20
Total Body Plating	CRx2	SP20, REF-3, ATTR/2, -1 Stealth	6800	8d6	Chr2
CyberFacial Remounts	MA/CR	SP 6-18, ATTR -1,-2, 15%-50% protect	150-350	1d6-3d6	Chr3
Spykel Furniture	N	10SP, +10SDP, 1d3+1 to 1d6+1AP	400-600	1-3	Chr3
<b>FULL 'BORGS</b>		<b>FULL BODY REPLACEMENTS</b>			
Alpha Class	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	40,000	16d6	Chr2
Aquarius (Sub-Marine)	CRx2	REF 10, MA 10, BOD 15, SP 25, SDP 20/30/40	50,000	18d6+2	Chr2
Copernicus (Space-Use)	CRx2	REF 11, MA 10, BOD 12, SP 25, SDP 20/30/40	60,000	19d6	Chr2
Eclipse (Covert Ops)	CRx2	REF 13, MA 13, BOD 12, SP 25, SDP 20/30/40	65,000	21d6+3	Chr2
Enforcer (Security)	CRx2	REF 12, MA 15, BOD 12, SP 30, SDP 25/35/45	55,000	21d6-2	Chr2
Brimstone (Fire-Fighter)	CRx2	REF 11, MA 10, BOD 14, SP 30, SDP 20/30/40	47,000	19d6	Chr2
Gemini (Humanoid)	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	55,000	16d6+2	Chr2
Wingman (Pilot)	CRx2	REF 15, MA 10, BOD 12, SP 25, SDP 20/30/40	54,000	20d6	Chr2
Samson (Industrial)	CRx2	REF 10, MA 10, BOD 18, SP 25, SDP 20/30/40	50,000	20d6+1	Chr2
Dragoon (Military)	CRx2	REF 15, MA 25, BOD 20, SP 40, SDP 40/50/60	120,000	42d6+3	Chr2
'Sheol' Hazardous Ops	CRx2	REF 10, MA 10, BOD 18, SP 30, SDP 20/30/40	50,000	18d6+8	Chr3
MD Tech 'kildare' Medical	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	46,000	19d6	Chr3
Adrek 'Burroughs' Mars Ops	CRx2	REF 10, MA 10, BOD 12, SP 35, SDP 20/30/40	42,000	16d6+4	Chr3
Militech 'Spyder' Recon	CRx2	REF 12, MA 20, BOD 12, SP 30, SDP 20/30/40	118,105	39d6	Chr3
'Wiseman' Cyberspace Com	CRx2	REF 14, MA 10, BOD 12, SP 25, SDP 20/30/40	91,381	23d6+3*	Chr3
Arasaka 'Daioni' PA Convert	CRx2	REF 17, MA 20, BOD 52, SP 80, +6 Initiative	810,000	16d6+30	SW
<b>FULL 'BORG OPTIONS</b>		<b>OPTIONS FOR FULL CONVERSIONS</b>			
Stylization	N	Customization, possible bonuses to some skills	Varies	0	Chr2
Increased SP	N	Max 40 SP, 10-50lbs weight increase	2000/+5	0	Chr2
Increased SDP	N	Max +20 SDP, +55lbs/+5 SDP	1500/+5	0	Chr2
Increased REF	M	Max 15	2000/+1	2/+1	Chr2
Increased MA	M	Max 25	1500/+1	2/+1	Chr2
Increased BODY	M	Max 20	1000/+1	2/+1	Chr2
Shielding	MA	Electronic shielding. 500 rads protection	2000	6	Chr2
Quick Change Mounts	N	Rifles (2), Hvy.Weapons (3) can be mounted	200	2	Chr2
Interchangeable Biopod	CR	Organs can be moved to different FBRs	20,000	18d6	Chr2
Longevity Module	MA	Theoretically triples 'borg's lifespan	15,000	1	Chr2
Eelskin	MA	1d6 to 2d6+3 Damage	14,000	1d6	Chr3
Cyber Steriods	2xCR	BODx3, +3kg/+1 BOD, runs off power unit below	1500/+1	6d6	Chr3
Back Mounted Power-unit	N	+5% weight, 10hrs, 20eb/recharge	200	0	Chr3
Variable Spectrum Light	N	No spaces	200	.5	Chr3
Enhanced Thermograph	N	Advanced thermograph. 1 space	200	1	Chr3
Blood/IV Supply	N	4 x 1/4 litre containers. 1 space	300	1	Chr3
Reactive Body Plating	MA	Detects laser & smart sights, REF>10 dodge	6000	1d6	SOF2
Dummy Facemasks	N	Detachable faceplates	25-500	0	SOF2
<b>BODYSCULPTING</b>		<b>SURGICAL BODY MODIFICATIONS</b>			
Appearance Change - Minor	M	Look sort of like you wanted to, Notice 15+	1200	-	CP20

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Appearance Change - Major	M	Look very much like you wanted, Notice 20+	2400	-	CP20
Appearance Change - Expert	M	Look exactly like you wanted, Notice 25+	3600	-	CP20
Appearance Change - Top	MA	Top of the line, Notice 30+ to spot the sculpt	5000	-	CP20
Increased Attractiveness	M	+1 ATTR (maximum ATTR is 10)	600	-	CP20
Sex Change - Basic	MA	1 month therapy, 1 week hospital, diff 20 to spot	4200	0 to 1d6	WGF
Sex Change - Advanced	CR	Each +5 diff to spot doubles time and cost	x2/+5 diff	0 to 1d6	WGF
Ability To Bear Children	MA	Includes psychological counselling	+5000	0	WGF
Ability To Father Children	MA	Includes psychological counselling	+1000	0	WGF
<b>EXOTIC MODIFICATIONS</b>		<b>EXOTIC BODY MODIFICATIONS</b>			
Minor Facial Modification	M	Alterations to eyes, ears, nose, etc	1000	1d6/2	Chr2
Major Facial Modification	M	Major alterations to features	2000	1d6	Chr2
Muzzle, Short	M	Like a bear's or tiger's muzzle	2000	1d6	Chr2
Muzzle, Long	MA	Like a dog's or horse's muzzle	2500	2d6	Chr2
Mandibles, Extended	MA	Semi-prehensile grasping "jaws". 1d6* damage	4000	3d6	Chr2
Natural Fangs	N	1d6* bite damage	500	2d6	Chr2
Natural Claws	N	-3 to manipulation rolls. 1d6* damage	1000	1d6+1	Chr2
Retractable Claws	M	1d6* damage	1000	2d6	Chr2
Scratchers	N	Low HL due to implantation in hospital	500	1d6	Chr2
Rippers	M	Low HL due to implantation in hospital	750	2d6	Chr2
Short Tail	M	Bunny tail, etc	250	2	Chr2
Tail	MA	Mobile but weak, exerts about 3lbs of force	1500	2d6	Chr2
Combat Tail	MA	Heavily muscled. 1d6+Damage Mod.	2500	3d6	Chr2
Stinger Tail	MA	Poison injecting stinger. 1d6*+Mod+drug/toxin	3000	3d6	Chr2
Digitgrade Legs	CR	3 joint legs. +1 MA with tail. -2 MA without tail	4000	6d6	Chr2
Fur/Scales/Skinchange	N	10% chance of cancer	10,000	3d6	Chr2
Heavy Scales	N	SP 12. 10% chance of cancer	12,000	3d6	Chr2
ExoSkeleton	CR	SP 18, MA & REF-2. 10% chance of cancer	20,000	4d6	Chr2
Frame Alteration	CR	25% size change from actual body size	8000	2d6	Chr2
Muscle Pouch	MA	Muscles on lower back for hidden tail or tentacles	1500	1d6	SA
Tentacles	MA	Weak, can be hidden in pouch, -1 MA in water	1500	2d6	SA
Singer Tentacles	MA	Bio-Toxin 1 (Death/4d6 damage), -1 MA in water	3000	3d6	SA
Black Ink	MA	Ink can cloud water, and can be toxic	1200	3d6	SA
<b>EXOTICS PACKAGES</b>		<b>EXOTIC PACKAGE DEALS</b>			
KatNip - Feline	MA+	Slit-eyes, pointed ears, tail, synthskin, scratchers	3400	4½d6	Chr2
Rodent	M+	Enlarged ears and eyes, button nose, synthskin	1400	1½d6	Chr2
Rabbit	Mx2	Bunny ears & tail, button nose, whiskers	1250	1d6	Chr2
Reptile	M+	No ears, long tongue, olfactory, fangs, synthskin	2000	4d6	Chr2
Elf	M	Pointed ears, thin face, upturned eyebrows	1000	1d6/2	Chr2
Dwarf/Halfling	CR+	Shorter & stockier frame(MA-2), broader features	9000	2½d6	Chr2
Ork/Goblin	CR+	Broad features, longer arms, fangs, synthskin	10,900	6d6	Chr2
Troll/Ogre	CR+	Broad features, fangs, taller, grafted muscle, MBL	12,000	7d6	Chr2
Fishman	MA+	Gills, synthskin, webbing, custom contacts	2000	4½d6	Chr2
Zark Nartanq Graftable	MA+	Fangs, wolvers, tail, skinweave, MBL, etc	12,350	12½d6+1	Chr2
Bear Package	CR+	Muzzle, fangs, claws, fur, taller, grafted muscle	24,500	13d6	Chr2
The Superman	CR+	The future of humanity via nano and bioware	19,735	13d6	Chr2
BigKatt	CR+	Muzzle, fangs, claws, tail, digitgrade legs, fur	21,000	19d6	Chr2
Slight Buggy	MA+	Bug-eyes, antennae, scaly synthskin, cyberoptics	3400	6d6	Chr2
Franz Kafka Bughouse	CR+	as above, + mandibles, exoskeleton, scratchers	35,500	15d6	Chr2
Merman	CR+	Gills, skinchange, fishtail, cust. contacts, sonar	18,900	10½d6	Chr2
Sharkman	MA+	Gills, sonar, skinweave & change, muzzle, etc	17,700	12d6	Chr2

Cyberware	Surg.	Description	Cost	H.L	Book
LupaForm Minor Package	M+	Pointed ears, dog-nose & eyes, fangs, synthskin	1900	3½d6	Chr2
LupaForm Major Package	CR+	as above, + muzzle, tail, digitgrade legs, fur	20,000	15d6	Chr2
Humanisaurus Rex - Dragon	MA+	Short muzzle, fangs, tail, scales	16,000	9d6	Chr2
Playbeing Addition	MA+	Increased ATT, tactile boost, behavior chip, etc	+3000	3½d6	Chr2
<b>BODYBANKPARTS</b>		<b>Poor Quality 1/2, Excellent Quality x2 price</b>			
Arm	CR	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	1000	-	CP20
Leg	CR	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	1200	-	CP20
Eyes, Ears	MA	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	1000	-	CP20
Heart, Lung	MA	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	1400	-	CP20
Liver, Kidney	MA	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	400	-	CP20
Other Organs	MA	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	400-600	-	CP20
Limb/Organ Storage	-	20% chance of being sold before you reclaim it	100/month	-	CP20
Limb/Organ Storage	-	5% chance of being sold before you reclaim it	200/month	-	CP20
Vat Grown Limb/Organ	CR/MA	Can match any genotype, but takes time to grow	x4	-	CP20
<b>MODULARWEAR</b>		<b>VERY RARE ELECTRO-MNEMONIC CERAMIC</b>			
Modular Arm	CR	25 SDP, 17 SP, 2 option spaces, 1d6 punch	4000	1d6+3	KCJ
Modular Leg	CR	30 SDP, 20 SP, 1 option space, 2d6 kick	2200	1d6+3	KCJ
Torso	CR	35 SDP, 21 SP, 1 option space	4000	2d6	KCJ
Ceramic Jaw & Skull	CR	12 SP head armor, 1 option space	1500	1d6+1	KCJ
<b>JAW &amp; SKULL MODULES</b>		<b>TAKES 1D6+1 DAYS TO ADAPT</b>			
Mimicry - Generic	N	Changes the bone structure	1200	1d6	KCJ
Mimicry - Specific	N	Difficult to detect with a casual look	3000+	1d6	KCJ
Animal Transformation	N	Lower jaw transforms into a hybrid animal face	300	1d6+2	KCJ
Vampires (Retractable)	N	1d6/3 damage, same as normal cyberware	250	2d6+2	KCJ
Horns	N	Protrude at will from head, 1d6/2 damage	300	1d6+2	KCJ
<b>LIMB MODULES</b>		<b>TAKES 1D6+1 DAYS TO ADAPT</b>			
Scratchers	N	1d6/2 damage, Very Difficult to spot	200	1d6+1	KCJ
Rippers	N	2d6 damage, -10 SP to arm during use	800	2d6+2	KCJ
Tentacles	N	Splits into 4 tentacles, +5 to grapples, -10 SP	600	2d6	KCJ
Animal Legs	N	Transforms legs, +3 MA, 14m leaps, or 1d6 claw	400/pair	2d6	KCJ
Squat	N	Reduces limb to half original size, +10 SP	300/limb	2d6	KCJ
Elongation	N	Stretch up to 200% size, -15 SP	300/limb	2d6	KCJ
Hollow	N		100	1d6/2	KCJ
Inflate	N	Gives apparent BOD 12, -10 SP, +2 Intimidation	300	1d6	KCJ
Spikes	N	Covers limb with spikes, +1d6 HTH damage	400	1d6+1	KCJ
Tougher	N	+5 SP and SDP, up to 2 levels can be added	300/level	4/level	KCJ
Undetectable	N	Mimics normal bone structure, can pass Scanway	500/limb	0	KCJ
Electricity Shielding	M	Compound shielded against electrical attacks	400/limb	1d6	KCJ
Different Covering	N	Same as Synth-skins, same chance of cancer	400	1d6	KCJ
Existing Cyberlimb Options	N	Except coverings & anything that affects SP/SDP	normal	normal	KCJ
<b>WHEN GRAVITY FAILS</b>		<b>ADVANCED CYBERWARE</b>			
Corymbic Implant	MA	Accepts six daddys, allows equipment interfacing	500	2d6	WGF
Behind The Ear Cory Implant	MA	As above, but hidden behind ear	1000	2d6	WGF
Moddy Link	N	Enables cory implant to accept moddy chips	100	-	WGF
Subdermal Moddy Rack	M	Holds 3 Moddy and 10 Daddy, difficult to spot	200	1d6	WGF
Advanced Cortical Implant	CR	Experimental, Eidetic Memory +2. IP cost/2	150,000	3d6	WGF
Nictating Membrane	M	Eye protection, +4 to Saves vs eye irritants	400	1d6/2	WGF

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AntiDazzle Nict Membrane	M	Flash protection, +4 to Saves vs eye irritants	500	1d6/2	WGF
Poison Sac	MA	Holds 4 doses, refilled with special applicator	500	2d6	WGF
Poison Gland	MA	Holds 8 doses, produces new dose every hour	1200	3d6	WGF
Hollow Vampires	N	Linked to poison sac or gland	+50	1	WGF
Hollow Claw	M	Connected to poison sac/gland, 1d6/3* damage	250	2d6	WGF
Retractable Needle	M	Mounted in finger, connected to poison sac/gland	650	2d6	WGF
Water Refiltration System	MA	Triples length of survival time without water	2500	1d6/2	WGF
UV Blockers	N	UV/IR resistance	1500	1d6/2	WGF
Feature Alteration Implant	N	Facial change takes 3 hours, +4 to Disguise rolls	3500	1d6+1	WGF
Sectional Cybernetics Mount	MA	Cyberhand and cyberfoot only mount	300	3	WGF
Quick-Change Mount	MA	Cyberhand and cyberfoot only mount	450	3	WGF
Biomechanical Cyberoptic	MA	10% chance affected by EMP weapons, 2 options	1000	2	WGF
Biomechanical Cyberaudio	M	10% chance affected by EMP weapons, 3 options	1000	2	WGF
Biomechanical Cyberarm	CR	20% EMP, 1d6 punch, 8 flesh + 8 SDP, 1 option	6000	2	WGF
Biomechanical Cyberleg	CR	20% EMP, 2d6 kick, 8 flesh + 12 SDP, 1 option	4000	2	WGF
Biomechanical Frame Sigma	MA	Built into the body, BOD 12, BTM -5	18,000	3d6	CP20
Biomechanical Frame Beta	MA	Built into the body, BOD 14, BTM -6	24,000	3d6	CP20
Biomechanical Frame Omega	MA	Built into the body, BOD 16, BTM -7	30,000	4d6	CP20

Cyberware	Surg.	Description	Cost	H.L	Book
<b>CHIPWARE</b>		<b>REQUIRE CHIPWARE SOCKET OR PLUGS</b>			
Adrenaline/Endorphin Surge	-	Ignore Pain/Exhaustion, +1 BOD 3 times in 24hrs	800	-	Chr1
Ambidexterity Chip	-	Makes user ambidextrous	800	-	Chr1
APTR Reflex Chips	-	Chips reflex and tech based skills	varies	-	CP20
Auditory Recognition Chips	-	Require Amp Hearing and Sound Edit (max +2)	150/level	-	Chr3
Business Trip Chip	-	+1 Language, Culture, W/S or Business Law	800	-	Chr1
Courier Chip	-	Imprints data on users brain	600	-	Chr1
Crypto Chips	-	Randomly generated substitution word code	600 per 2	-	Chr3
DeathTrance	-	1-3 minutes to enter. Medtech 25+ to detect life	1000	-	Chr1
Digi-Tone ID	-	Used with cyberaudio to recognise phone no.	70	-	Chr1
Dream Suppressant Chip	-	Dream free sleep, lose 1 EMP every week of use	300	-	Chr4
Enduro Chip	-	+2 bonus to Endurance, ends sea sickness	450	-	P3
Facedown Chip	-	+1 bonus on Facedown rolls	150	-	Chr4
"Fish N' Chips"	-	Appetite control device	85	-	Chr1
Home Chip	-	Very Difficult Cool/Resist Torture roll to resist	940	-	Chr4
Increased Neural Feedback	-	1/2 time to "chip in", burns out in 24 hours	+400	-	Chr1
Independent Action Chip	-	Independent action for each arm. Amb+2 optics	250	-	Chr1
Major City Map	-	Contour map, needs Video Imager/Subd Screen	110	-	Chr3
Maximum Lover Chip	-	+2 Seduction	1300	-	Chr1
Memory Compression	-	3 skills, skill level +3 total	+200-400	-	Chr1
Mind Games	-	Over 300 games available	40	-	Chr1
M.O. Chips	-	One yes/no answer for INT 15+ roll	1200 bm	-	Chr1
MRAM Memory Chips	-	Chips INT and other cognitive skills	varies	-	CP20
Navigation/Orientation Chip	-	Requires Phone Splice/Radio Link, accurate 5m	250	-	Chr3
PhotoMemory RAM Chip	-	INT roll +2 [15+] to get a specific memory	1600	-	Chr1
Police Visual Rec Chip	-	Visual ID's on criminals and licenses	200/level	-	Chr1
Poser Impersonation Chip	-	Specific Know [subject] +2, Perform +1	900-1100	-	Chr1
Programmable Chipware	-	Provides basic knowledge of a procedure	50	-	Chr1
Redundancy Loop	-	Will screw up at a crucial moment	50-75%	-	Chr1
Security Chips	-	Eraseable/destroyable chips	+50/75	-	Chr1
Shape Recognition	-	Picks out chosen object, requires Time Square +	500	-	Chr4
"SomaWare" Sleep Chip	-	Normal sleep (after 15 uses COOL 15+ to sleep)	400	-	Chr3
Space Chip	-	Space Survival +2, Highrider Culture +1	900	-	Chr1
Special Operative Chip	-	+1 Language, Geography, and one other skill	900	-	Chr1
Speedreading Chip	-	Requires optic. Half to a third normal reading time	250	-	Chr4
Stress Chip	-	+1 COOL for morale, +1 EMP interaction	350	-	Chr1
Stutter Chipping	-	Won't shoot designated (1 turn) friendlies	310	-	Chr3
Tourism Chip	-	+1 Language, Culture, General Knowledge	750	-	Chr1
Visual Recognition Chips	-	INT+chip+1d10+Skill. Tech, Corp, Rocker, etc	100/level	-	Chr1
Weaponmasters MArt Chip	-	Arasaka Te, and Thamoc available (max +3)	270/level	-	Chr3
<b>BEHAVIOUR CHIPS</b>	-	<b>15+ COOL roll to remove, +5/failed attempt</b>	<b>1000+</b>	<b>1d6/2</b>	<b>Chr2</b>
Stronger Behaviour Chip	-	Lock subject into actions for specific stimuli	2000+	1d6/2	Chr2
Honey Pilar	-	Seductress supreme	1000	1d6/2	WGF
James Bond	-	COOL +1 (max 11), user is a top British agent	1000	1d6/2	WGF
Kick Ass	-	COOL +2 (11), EMP -2 (1), enhances aggression.	2000	1d6/2	WGF
Perfect Soldier	-	COOL +3 (11), EMP -2 (1), INT -2/+2 non-/combat	2000	1d6/2	WGF
Sunny Day	-	Feel happy, +4 vs Intimidation, +2 Resist Torture	2000	1d6/2	WGF
Xarghis Khan	-	EMP 1, COOL 10, user wants to torture and kill	4000	1d6/2	WGF

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<b>ANIMAL NEURALWARE</b>					
<b>STANDARD HUMAN OPTIONS AVAILABLE</b>					
Basic Processor	M	Basic processor. Needed for all Neuralware	500	1d6	Chr3
Reflex Boost	N	Adds +1 to REF	500	2d6	Chr3
Sensory Boost (smell/audio)	N	Boosted signal from either olfactory or hearing	250	1d6/2	Chr3
Chipslot	N	Animal can use as many chips as their INT	100	1d6/2	Chr3
Input Plugs	M	As Interface Plugs, requires Link	100	1d6	Chr3
Weapon Link	N	+2 to Smartgun attacks	100	2	Chr3
<b>ANIMAL CHIPWARE</b>					
<b>STANDARD HUMAN OPTIONS AVAILABLE</b>					
Stress Chip	-	+1 COOL for morale, +1 EMP interaction	100	0	Chr3
Berserk Chip	-	+2 to hit, negates COOL rolls, +2 melee damage	100	0	Chr3
Skill Chip (per level)	-	Maximum +3	100/level	0	Chr3
Recording Chip	-	Records 4 hours of sensory perceptions	1500	0	Chr3
IFF Chip	-	Uses special scent, coded badge, or colour to ID	4000	0	Chr3
Watchdog Chip	-	Codeword/phrase to disarm/arm guard animal	250	0	Chr3
Behavior Chip	-	Perfect Pet - Loyalty +3	500	0	Chr3
<b>ANIMAL CYBEROPTICS</b>					
<b>STANDARD HUMAN OPTIONS AVAILABLE</b>					
Basic Eye	MA	Basic eye module (3 option spaces per eye)	400	1d6	Chr3
Infrared	N	See in total darkness, using heat emissions	200	2	Chr3
Microscopics	N	Microscope	400	3	Chr3
Telescopics	N	Telescope ability to 20x	400	3	Chr3
Anti-Dazzle	N	Immune to flash, laser blinding	100	1	Chr3
Low-lite	N	See in dim light, almost total darkness	200	2	Chr3
Thermograph	N	See heat patterns, temperature readings	200	3	Chr3
<b>ANIMAL CYBERAUDIO</b>					
<b>STANDARD HUMAN OPTIONS AVAILABLE</b>					
Basic Audio	M	Can have any options	500	1d6	Chr3
Scrambler	N	Cannot understand with out a descrambler	100	1	Chr3
Bug Detector	N	Detects bugs up to 3m. 60% effective	150	1	Chr3
<b>ANIMAL CYBERLIMBS</b>					
<b>STANDARD HUMAN OPTIONS AVAILABLE</b>					
Basic Limb	CR	Can have 2 options	1000	2d6	Chr3
RealSkinn Covering	N	Limb looks real. 70% effective (Diff Awareness)	200	-2	Chr3
Secret Compartment	N	2" x 2" x 4" hidden compartment	100	1	Chr3
Tape Recorder	N	Records from connected source	200	1	Chr3
Limb Armor	N	Armors cyberlimb to SP 20	300	1	Chr3
Added Cyberlimb Strength	N	+1d6 damage; +6 Strength Feat if on all limbs	250	3	Chr3
Popup Gun	N	Gun size based on Body Type	200	1d6	Chr3
Cyberweapon	N	As cyberweapon, but half Humanity Cost	100% Eb	50% HC	Chr3
<b>ANIMAL CYBERWEAPONS</b>					
<b>STANDARD HUMAN OPTIONS AVAILABLE</b>					
Cyberclaws		Large+ felines, bears, raptors only, +1 d6 damage	300	2d6	Chr3
Cyberfangs		Not for small animals, +1d6 damage	200	1d6	Chr3
External Weapon Harness		BODY 2 min, size limit as Pop-Up Weapons	200	1d6	Chr3
<b>ANIMAL BIOWARE</b>					
<b>STANDARD HUMAN OPTIONS AVAILABLE</b>					
Muscle and Bone Lace	N	+2 BODY	750	1d6/2	Chr3
SkinWeave	N	12 SP, Diff 20 to spot	1000	2d6	Chr3
Grafted Muscle	MA	+1 BODY, max increase +2	1000/+1	2d6	Chr3

**CYBERPUNK 2020 NETWARE LISTING**

<b>Intrusion</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Dwarf	3	3	230	Stronger version of Worm	BB
Grubb	1	3	210	Weaker version of Worm	BB
Hammer	4	1	400	2D6 to Data Wall STR, alerts programs within 10 spaces	CP20
Jackhammer	2	2	360	1D6 to Data Wall STR	CP20
Jap Water Torture	3	4	260	Min of 2 turns, each additional turn adds +1 STR (max 7)	BB
Pile Driver	8	4	800	4D6 to Data Wall STR, alerts progs in 30 spaces, & Netwatch	Chr3
Portal	2	6	750	Opens door in Data Wall, takes 3 turns, no alert	NET
Ramming Piston	10	3	900	5D6 to Data Wall STR, "audible" to anything within 50 spaces	BB
Sledgehammer	6	2	600	3D6 to Data Wall STR, alerts programs within 15 spaces	Chr3
Termite	1	2	160	1D6 to Data Wall STR	Chr1
Worm	2	5	660	Opens Data Wall in 2 turns, no alert	CP20
<b>Decryption</b>					
<b>Decryption</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Codecracker Gate.	3	2	380	Opens Code Gates	CP20
Cyfermaster	6	3	700	Stronger version of Raffles	BB
Dupre	1-8	4	900	Opens Code Gates & File Locks	Chr3
Lock	4	3	450	Opens Code Gates & File Locks, but can re-lock at Str 5	P1
Raffles	5	3	560	Opens Code Gates & File Locks	CP20
Tinweasel	3	4	300	Sneaky decryptor	BB
Wizard's Book	4/6	2	400	Opens Code Gates & File Locks	CP20
<b>Detection/Alarm</b>					
<b>Detection/Alarm</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Bloodhound	3	5	700	Detects entry, traces, alerts master	CP20
Bulldog	6	6	660	Detects entry, alerts master, disconnects intruder	Chr1
Canis Major/Minor	4	5	610	Detect entry, alerts owner	BB
Cry Baby	4	4	430	"Tags", adds 4 to traces when copied	Chr3
Clairvoyance	4	4	720	SeeYa 3.0, detects and IDs Icons (+invisibles) within 2 subgrids	Chr3
Data Raven	5	6	1000	Detects entry, traces, alerts master whenever target appears	BB
Fang	4	6	1300	Detects entry, traces, disconnects target until destroyed	BB
Fang 2.0	5	6	1600	Detects entry, traces, disconnects target until destroyed	BB
Fetch 4.01.1	3	5	700	Detects entry, traces, alerts master	BB
Guard-Dog	4	5	720	Invisible; detects entry, alerts master	Chr1
Hidden Virtue	3	1	280	Detects "real" things in VR	CP20
Hunter	5	5	900	Detects entry, traces, alerts master	BB
Looking Glass	1-6	3	250+20/str	Detects disguised Icons	Chr3
Mouse	5	5	350	Creeps into forts and makes a record of what's inside	BB
Netspace Inverter	3/5	4	540	Travels through a fort at 2 subgrids/turn IDing programs and files	BB
Pit Bull	2	6	780	Detects entry, traces, disconnects target until destroyed	CP20
Rex	3	6	1000	Detects entry, traces, disconnects target until destroyed	BB
See Ya	3	1	280	Detects Invisible Icons	CP20
Shadow	4	3	540	Degrades evasion programs	Chr3
Smarteye	3	4	620	Detects progs within 10 spaces, IDs attack progs	Chr1
Speedtrap	4	4	600	Detects attack programs within 10 spaces	CP20
Watchdog	4	5	610	Detects entry, alerts owner	CP20
<b>Anti-System</b>					
<b>Anti-System</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Asp	4	2	800	Kills cyberdeck interface	BB
Cascade tact.	7	4	900	Erases 2D6 MU of random memory	Chr3
Cascade II	3	2	800	20% chance that program changes. Decks chose new prog/turn	BB
Clown	3	5	1130	Disrupts data transmission, progs are -1 STR, 'runners -1 Initiative	BB
DeckRASH	4	2	600	Crashes 'deck for 1D6 turns	CP20
Feedback	4	3	960	Kills deck's interface and "jams" 'runner plugs	11.3
Flatline	3	2	570	Kills cyberdeck interface	CP20
Fragmentation Storm	4	3	1000	Kills system RAM	BB
Grid Wave	7	8	20,000	Distorts I-G algorithms	Chr4
HellBurner	6	5	1000	Destroys target CPU	Chr3
Krash	3	2	570	Crashes closest CPU for 1D6+1 turns	CP20
Murphy	3	2	600	Causes system to randomly activate programs	CP20
Pi in the Face	5	4	800	Makes CPU calculate Pi	Chr3

**Intrusion****Icon**

Dwarf	Small, quiet digging machine.
Grubb	Swarm of puke-green grubs that eat their way through the Wall.
Hammer	Glowing red hammer.
Jackhammer	Glowing red jackhammer, which fires a stream of white hot energy bolts at the Data Wall.
Jap Water Tort	Tiny, random drops of glowing "water" strike the Wall, causing ripples.
Pile Driver	Steam-powered pile driver on the verge of blowing up.
Portal	Metallic door that slowly meshes with the Data Wall then swings open for the Netrunner.
Raming Piston	Huge nuclear powered battering ram, as drawn by Jack Kirby.
Sledgehammer	Glowing white Sledgehammer.
Termite	Brown, fist-sized, fractal insect with bright blue eyes. Emits low-pitched bleeps as it burrows into Wall.
Worm	Gold-metal, robotic worm, with green neon eyes.

**Decryption****Icon**

Codecracker	Thin beam of white light, which shoots from the Netrunner's hands and spreads through the Code
Cyfermaster	Fractal image of a man floating in lotus position.
Dupre	Elegant middle-aged Victorian. He speaks to the locked Gate, and takes notes as he does so.
Lock	Tall slender wizard, dressed in flowing, star and moon covered, deep purple robes, and a conical hat.
Raffles	Dapper young man wearing evening clothes of the 1990's. He speaks to the door then vanishes.
Tinweasel	Shifty-eyed character with an insincere smile.
Wizard's Book	Stream of blazing white symbols, flowing at incredible speed from the Netrunner's open hand.

**Detection****Icon**

Bloodhound	Large, gun-metal grey hound. It has glowing blue eyes and wears a thick circlet of blue neon.
Bulldog	Short, burly humanoid in metal armor. A glowing visor is situated above snarling, canine jaws.
Canis Maj/Min	Large steel statue of a dog/a computerised chihuahua.
Cry Baby	None until activated, then it appears as a baby, hanging around the Netrunner's neck, screaming.
Clairvoyance	The eyes of the Netrunner's icon glow fiery blue, or a pair of glowing eyes appear if the icon has none.
Data Raven	Metal-plated black bird.
Fang	Glowing green pit bull.
Fang 2.0	Robotic pit bull with a red head.
Fetch 4.01.1	Chrome greyhound with glowing blue collar.
Guard Dog	Detected it appears as a standard Bloodhound, other wise it is a slight flicker at the periphery of vision.
Hidden Virtue	Glowing green ring which the Netrunner looks through.
Hunter	Hound head lunging down the target's line.
Looking Glass	Series of mirrors appears in front of the Netrunner, passing over and through the target icon.
Mouse	Small, innocuous mouse.
Netspace Invert	Flying eyeball; turns invisible when activated.
Pit Bull	Short, heavily built, steel dog. It has glowing red eyes and wears a circlet of red neon.
Rex	Rather nasty, metal plated dog with really big teeth.
SeeYA	Shimmering silver screen.
Shadow	Netrunner's icon gains a long, humanoid shadow.
Smarteye	Spinning crystal ball; the ball stops and the appropriate icon appears within.
Speedtrap	Flat, glowing plate of glass, in which images appear.
Watchdog	Large, black, metal dog. It has glowing red eyes and a spiked metal collar.

**Anti-System****Icon**

Asp	Glowing golden snake.
Cascade	Shower of random neon-colored pods & capsules sprays the target's icon and are absorbed on con-
Cascade II	Floating ball of energy.
Clown	Annoying, loud, obnoxious, white-faced circus clown, complete with slapstick, seltzer bottle, pies, etc.
DeckRASH	Cartoon stick of dynamite with fuse.
Feedback	Beam of orange neon which shoots from the Netrunner's fingertips.
Flatline	Beam of yellow neon which shoots from the Netrunner's fingertips.
Frag Storm	Huge white electrical arc that strikes the target and follows his line back to his deck.
Grid Wave	Black sphere with twisting light waves surrounding it.
HellBurner	Giant, disembodied fist which burns with blue, fractal fire, grabs onto target, engulfing it in blue flames.
Krash	Large, cartoon anarchist bomb, with a sizzling fuse.
Murphy	You never know...
Pi in the Face	Large cartoon pie, for throwing.

## CYBERPUNK 2020 NETWARE LISTING

Poison Flatline	2	2	540	Kills system RAM	CP20
Poltergeist	5	3	660	Randomly erases one file each turn	BB
Pox	4	2	800	Causes a glitch in ambush ICE, 30% chance of derezzing	BB
Scatter Shot	4	3	660	Kills system RAM	BB
Swarm	1	7	3000	Causes target system to replicate Swarm programs	Chr4
Typhoid Mary	6	8	2400	Infiltrates 'runner and deletes files	Chr3
Vacuum	5	3	1200	Attacks location algorithms, forces 'runner to where he entered fort	BB
Viral 15	4	2	590	Randomly erases one file each turn	CP20
Virizz	4	2	600	Ties up 1 system action until turned off or destroyed	CP20
Weed	2	3	630	-1 target speed per successful attack	Chr4
<b>Evasion/Stealth</b>					
<b>Black Mask</b>	<b>1-5</b>	<b>3-4</b>	<b>200/STR</b>	<b>Makes your Icon look like something/one else</b>	<b>NET</b>
Cloak	5	2	2000	Powerful variant of Invisibility	BB
Domino	5	3	1500	Makes your Icon look like one common to the locale	BB
George	4	1	300	Adds 4 to Trace Difficulty	Chr3
Invisibility	3	1	300	Makes cybersignal invisible	CP20
Open-Ended Mileage	4	5	330	Adds another LDL to make traces harder when activated	BB
Rabbit	5/1	2	360	Draws off "Dog" programs, +2 Initiative when released	BB
Replicator	3/4	2	180	Confuses attacking ICE with millions of false signals	CP20
Signpost	4	1	300	Adds 4 to Trace Difficulty	BB
Silhouette	6	4	600	'Runner looks like he's jacked out and is invisible for 5 turns	I1.3
Spore	7	7	2320	AI suicide-replication, sends multiple copies into Net to reproduce	NET
Stealth	4	3	480	Mutes cybersignal, making detection harder	CP20
Superballs	3	4	500	Distracts targets, causing -3 Initiative	Chr4
Vewy Vewy Quiet	4	2	400	Concentrates on avoiding detection	BB
<b>Protection</b>					
<b>Armor</b>	<b>4</b>	<b>2</b>	<b>170</b>	<b>Reduces attacks from Stun, Hellbolt, Zombie, etc by 3 points</b>	<b>CP20</b>
DeckShield One	6	2	320	Adds +3 to deck's Data Walls	Chr4
Flak	4/2	2	180	Creates static Wall to blind attackers; STR 2 vs Dog programs	CP20
Force Shield	4	2	160	Stops attacks against 'runner	CP20
Joan of Arc	3	2	190	Remains "active" and takes damage meant for current program	BB
OutJack	2	4	150	Jacks 'runner out of Net if he's taken Critical damage	Chr3
Reflector	5	2	160	Reflects Stun, Hellbolt, Knockout attacks	CP20
Shield	3	1	150	Stops attacks to 'runner	CP20
<b>Anti-Program</b>					
<b>Aardvark</b>	<b>4</b>	<b>3</b>	<b>1000</b>	<b>Detects and destroys Worms</b>	<b>CP20</b>
Banpei	1	5	1280	1D6 to program STR	BB
Black Dahlia	7	7	2000	Interactive, super-realistic Killer. 2D6 damage	BB
Bunnies	4	3	440	Overloads Vampyres	Chr1
Chameleon	4	6	1650	Killer IV with active Disguise	NET
Codeslinger	4	3	2500	Killer written to fit less MU. 1D6 damage	BB
D'Arc Knight	3	5	1360	1D6 to program STR	BB
Data Naga	6	5	1480	1D6 to program STR	BB
Dogcatcher	10	7	1176	Chases and destroys tracing "Dogs"	Chr3
Dragon	4	3	960	Attacks and derezzes Demons	CP20
Dropp	4	4	800	1D6 damage, and jacks the 'runner out of the system	BB
Eradicator	8/5	7	1600	Acts as Killer V, destroys AI Spores	NET
Exorcist	4	3	600	Removes effects of Possession	Chr3
Houdini	5	4	1080	Attacks Jack Attack, freeing the immobilized netrunner	P1
Hydra	3	3	920	Attacks and derezzes Demons	CP20
Ice Pick Willie	2	5	1320	1D6 to program STR	BB
Killer II	2	5	1320	1D6 to any program STR	CP20
Katana.					
Killer IV	4	5	1400	1D6 to any program STR	CP20
Katana.					
Killer VI	6	5	1480	1D6 to any program STR	CP20
Katana.					
Loony Goon	1	4	900	1D6 damage. Strength 0 to defend against other Killers	BB
Manticore	2	3	880	Attacks and derezzes Demons	CP20

Poison Flatline	Beam of green neon which launches from the Netrunner's fingertips.
Poltergeist	Random flashes of energy from everywhere, wiping data and files.
Pox	Floating ball of energy that explodes into a wash of sickly colored globules.
Scatter Shot	Shotgun shooting fractal shot.
Swarm	Cartoon-y bee that flies towards a CPU, stinging it.
Typhoid Mary	Female Killer robot.
Vacuum	Series of hexagonal frames that suck the 'runner's Icon out of the data fort.
Viral 15	Swirling metallic blue fog with a white neon DNA helix embedded in the centre.
Virizz	Glittering DNA shape made of lights and neon.
Weed	Tangled weeds growing on the icon of the system's CPU(s).

**Evasion****Icon**

Black Mask	Anything programmed into it.
Cloak	Makes the user's Icon invisible.
Domino	Depends on the data fort.
George	Cartoon signpost with signs pointing in all directions.
Invisibility	Flickering, iridescent sheet, which drapes over the Netrunner.
Open-Ended	Blue sphere surrounded by two stylized lightning bolts.
Rabbit	Fractal rabbit going like the blazes. Also Bugs Bunny variants around.
Replicator	Chrome sphere creating millions of holographic images of the Netrunner.
Signpost	Signpost with signs pointing in all directions.
Silhouette	Looks as if the Netrunner has jacked out.
Spore	Each spore looks like a small mote of light.
Stealth	Sheet of black energy draped over the Netrunner's Icon.
Superballs	Thousands of primary-colored rubber balls bouncing around target's square, as if in a glass cube.
Vewy Quiet	The 'runner makes no sound and turns translucent.

**Protection****Icon**

Armor	Glowing golden armor in a high tech design.
DeckShield 1	Deck's data fort/position in netspace is sheathed in fractal armor-plating.
Flak	Cloud of blinding, glowing, multicolored lights, swirling in all directions.
Force Shield	Flickering silver energy barrier.
Joan of Arc	Woman's face that grimaces in pain.
OutJack	None
Reflector	Flare of blue green light, coalescing into a mirrored bowl.
Shield	Shifting circular energy field appearing in front of the Netrunner.

**Anti-Program****Icon**

Aardvark	Matrix of thin yellow neon lines, which close around the Worm, then dematerialize with it trapped.
Banpei	Robotic samurai.
Black Dahlia	Incredibly seductive woman in a black evening dress.
Bunnies	Rapidly-multiplying bunch of burnished gunmetal colored bubbles, with classic "rabbit ears" antennae.
Chameleon	Killer with a polished mirror face that reflects the Icon of the program it is attacking.
Codeslinger	Cowboy with six-shooter codeguns.
D'Arc Knight	Svelte knight in armor.
Data Naga	Exotic woman with a serpentine lower torso and six arms.
Dogcatcher	Basic male or female humanoid shape carrying a net on a pole.
Dragon	Great golden dragon robot, wreathed in electrical discharges. Laser beams shoot from it's eyes.
Dropp	A ripple across the immediate area like a drop in a pond.
Eradicator	Glowing amoeba with huge jaws.
Exorcist	Fractal priest in full regalia, carrying a large religious symbol.
Houdini	Superealistic man dressed in early 20th century clothing, who picks the lock of Jack Attack's cuffs.
Hydra	Glittering blue fog that encircles its target and dematerializes it.
Ice Pick Willie	Classic '30s gangster hitman.
Killer II	Large manlike robot, dressed as a metallic samurai. His eyes glow red and he carries a glowing
Killer IV	Large manlike robot, dressed as a metallic samurai. His eyes glow red and he carries a glowing
Killer VI	Large manlike robot, dressed as a metallic samurai. His eyes glow red and he carries a glowing
Loony Goon	Cartoon character of the 'runner's choice.
Manticore	Huge, lionlike shape, drawn in red neon schematic lines. A large scorpion tail arcs over one shoulder.

**CYBERPUNK 2020 NETWARE LISTING**

Mirror	5	4	1200	Rebounds Hellbolts	Chr4
Ninja	5	5	1520	Invisible Killer	Chr4
Orion	7	7	6240	Tracks Spores, 'runners, & programs. Destroys Spores	11.3
Possessor	4	3	1000	"Possesses" programs	Chr3
Raptor	2-6	3	1900	Killer that strikes at range, 1D6 damage. +80eb/level over 2	BB
Raven	5	4	1000	"Blinds" any programs	Chr3
Sentinels Prime	5	5	1440	1D6 to program STR	BB
Shaka	4	5	1400	1D6 to program STR	BB
Snowball	2+	5	3000	1D6 damage, +2 STR for each program it destroys while active	BB
Start-up Immolator	4	5	1280	Destroys target if used in the round when program was rezzed up	BB
Triggerman	4	5	1480	1D6 to program STR	BB
Wildcard	1	3	1400	1D6 to program STR	BB
Wolf	4	6	1500	Killer disguised as Watchdog	Chr1
<b>Anti-Personnel</b>					
<b>Audio Virus</b>	<b>5</b>	<b>5</b>	<b>8000</b>	<b>Reduces INT and REF until 'runner destroys program</b>	<b>Chr4</b>
<b>Ball and Chain</b>	<b>3</b>	<b>3</b>	<b>5000</b>	<b>Slows 'runners movement to 1 square for 1D6+3 turns</b>	<b>Chr3</b>
<b>Bolter Cluster</b>	<b>4</b>	<b>4</b>	<b>8000</b>	<b>Powerful Hellbolt that does 4D6 damage</b>	<b>BB</b>
<b>Brainwipe</b>	<b>3</b>	<b>4</b>	<b>6500</b>	<b>Reduces INT by 1D6/turn, killing 'runner</b>	<b>CP20</b>
<b>Cerebus</b>	<b>6</b>	<b>8</b>	<b>9500</b>	<b>Pit Bull that shoots Hellbolts</b>	<b>NET</b>
<b>Cinderella</b>	<b>6</b>	<b>4</b>	<b>9000</b>	<b>High-powered Firestarter</b>	<b>BB</b>
<b>Code Corpse</b>	<b>5</b>	<b>4</b>	<b>7500</b>	<b>Reduces INT by 1D6/turn, making 'runner mindless</b>	<b>BB</b>
<b>Cortical Scrub</b>	<b>3</b>	<b>4</b>	<b>6500</b>	<b>Reduces INT by 1D6/turn, killing 'runner</b>	<b>BB</b>
<b>Data Darts</b>	<b>3</b>	<b>4</b>	<b>5500</b>	<b>Hellbolt variant that does 3D6 damage</b>	<b>BB</b>
<b>Fatal Attractor</b>	<b>7</b>	<b>7</b>	<b>10,750</b>	<b>Attractively disguised Hellhound</b>	<b>Chr1</b>
<b>Firestarter</b>	<b>4</b>	<b>4</b>	<b>6250</b>	<b>Power surge electrocutes 'runner</b>	<b>CP20</b>
<b>Glue</b>	<b>5</b>	<b>4</b>	<b>6500</b>	<b>Locks 'runner in place for 1D10 turns</b>	<b>CP20</b>
<b>Hampton Court</b>	<b>3</b>	<b>3</b>	<b>6250</b>	<b>Locks 'runner in a maze for 1D10 turns.</b>	<b>P1</b>
<b>Hellbolt</b>	<b>4</b>	<b>4</b>	<b>6250</b>	<b>1D10 physical damage to 'runner</b>	<b>CP20</b>
<b>Hellhound</b>	<b>6</b>	<b>6</b>	<b>10,000</b>	<b>Tracks target, waits, causes heart attack</b>	<b>CP20</b>
<b>Homewrecker</b>	<b>5</b>	<b>4</b>	<b>8000</b>	<b>High-powered Firestarter</b>	<b>BB</b>
<b>Jack Attack</b>	<b>3</b>	<b>3</b>	<b>6000</b>	<b>'Runner can't log off for 1D6 turns</b>	<b>CP20</b>
<b>King Trail</b>	<b>3</b>	<b>2</b>	<b>3500</b>	<b>Leaves glowing trail behind 'runner for 3D6 turns</b>	<b>NET</b>
<b>Knockout</b>	<b>4</b>	<b>3</b>	<b>6250</b>	<b>Causes coma for 1D6 hours</b>	<b>CP20</b>
<b>Liche</b>	<b>4</b>	<b>4</b>	<b>7250</b>	<b>Erases 'runners memory and overwrites personality</b>	<b>CP20</b>
<b>Liche 2</b>	<b>2</b>	<b>5</b>	<b>-</b>	<b>Altered Liche, requires 2 mins of contact, (1D10+EMP)-12 vs table</b>	<b>N3</b>
<b>Liche 2.1</b>	<b>4</b>	<b>5</b>	<b>-</b>	<b>As Liche 2, but with improved strength</b>	<b>N3</b>
<b>Mastiff</b>	<b>5</b>	<b>6</b>	<b>12,000</b>	<b>Tracks &amp; tags target, does 1D6 damage and reduces INT 1D6</b>	<b>BB</b>
<b>Neural Blade</b>	<b>3</b>	<b>4</b>	<b>6750</b>	<b>1D6 physical damage to target</b>	<b>BB</b>
<b>Pepe Le Pue</b>	<b>6</b>	<b>5</b>	<b>7750</b>	<b>Reduces 'runners INT and REF for 1D6+1 turns</b>	<b>NET</b>
<b>Prison</b>	<b>7</b>	<b>6</b>	<b>9250</b>	<b>Imprisons 'runner till someone can free him from the outside</b>	<b>P1</b>
<b>Psychodrome</b>	<b>4(5)</b>	<b>11</b>	<b>14,000</b>	<b>Unconscious for 1D6 hours, scares victim</b>	<b>Chr1</b>
<b>Red-Out</b>	<b>5</b>	<b>4</b>	<b>6750</b>	<b>Paralyzes 'runner for 1D6 turns</b>	<b>Chr4</b>
<b>Shock.r</b>	<b>4</b>	<b>5</b>	<b>6300</b>	<b>Freezes 'runner for 1D6 turns</b>	<b>BB</b>
<b>Shrapnel</b>	<b>7</b>	<b>7</b>	<b>10,250</b>	<b>Attacks one target after another, 1D10 damage/turn until destroyed</b>	<b>PG</b>
<b>Sleeper</b>	<b>6</b>	<b>4</b>	<b>7250</b>	<b>Non-lethal Brainwipe, makes target do a task (diff 20-30 to resist)</b>	<b>11.3</b>
<b>Spazz</b>	<b>4</b>	<b>3</b>	<b>6250</b>	<b>Halves 'runners REF for 1D6 turns</b>	<b>CP20</b>
<b>Spirit Transfer</b>	<b>6</b>	<b>7</b>	<b>10,750</b>	<b>Tracks 'runner and transfers 1D6 Magic Points to user (CoC X-over)</b>	<b>12.2</b>
<b>Stationery</b>	<b>4</b>	<b>6</b>	<b>10,000</b>	<b>Prevents 'runner from moving for 5 turns</b>	<b>Chr3</b>
<b>Stun</b>	<b>3</b>	<b>3</b>	<b>6000</b>	<b>Freezes 'runner for 1D6 turns</b>	<b>CP20</b>
<b>Sword</b>	<b>3</b>	<b>4</b>	<b>6750</b>	<b>1D6 physical damage to target</b>	<b>CP20</b>
<b>Threat</b>	<b>5</b>	<b>6</b>	<b>7000</b>	<b>Makes 'runner so nervous he jacks out</b>	<b>Chr3</b>
<b>TKO 2.0</b>	<b>4</b>	<b>3</b>	<b>6250</b>	<b>Causes coma for 1D6 hours</b>	<b>BB</b>
<b>Werewolf</b>	<b>6</b>	<b>6</b>	<b>13,000</b>	<b>Invisible Hellhound</b>	<b>NET</b>
<b>Zombie</b>	<b>5</b>	<b>4</b>	<b>7500</b>	<b>Reduces INT 1D6/turn, making 'runner mindless</b>	<b>CP20</b>
off.					
<b>Multi-Purpose</b>					
<b>A Picture's Worth</b>	<b>2</b>	<b>6</b>	<b>1200</b>	<b>Hides data within VRs</b>	<b>Chr4</b>
<b>Al Boon</b>	<b>1D6</b>	<b>7</b>	<b>3600</b>	<b>Goes through Gates, does 1D6 damage to Walls &amp; programs</b>	<b>BB</b>
<b>Black Sky</b>	<b>5</b>	<b>8</b>	<b>4480</b>	<b>Hides 'runner in a cloud which attacks programs with "lightning"</b>	<b>Chr3</b>
<b>Blink</b>	<b>5</b>	<b>7</b>	<b>1500</b>	<b>1D6 damage to Walls and programs, goes through Gates. 50% rel</b>	<b>BB</b>

Mirror	Large, square mirror floating in front of the 'runner. The bolt goes in then comes out again.
Ninja	When seen it appears as a ninja carrying a glowing sword.
Orion	Powerful man or woman with bow and flying platform or an angel with wings and divine radiance.
Possessor	Hooded robe, with nothing inside. Robe will cover another Icon, which can be seen in the hood.
Raptor	Realistic falcon which swoops down upon it's prey.
Raven	Raven that attempts to peck out the eyes of the target.
Sentinels Prime	Golden humanoid with a big gun.
Shaka	Zulu warrior with spear and shield.
Snowball	Snowball that grows in size for each program it destroys.
Start-Up Imm	Bolt of flame that shoots from the 'runner's mouth and burns the target program to ash.
Triggerman	Film noire-style detective.
Wildcard	Representation of the old Capone gangster "Wild Card".
Wolf	Identical to the Watchdog icon, except that it will flash entirely red as it attacks.

### **Anti-Personnel Icon**

Audio Virus	Photo-realistic stereo system, which will tremble and vibrate from the noise it makes.
Ball & Chain	Classic prisoner's ball and chain clamped to some part of the target icon.
Bolter Cluster	Wicked looking turret springs forth to blast the target.
Brainwipe	Acid-green electrical arc, which leaps from the floor and engulfs and kills the 'runner.
Cerebus	Dark, metallic dog with 2 heads. One fires Hellbolts from its eyes, the other howls as it pursues target.
Cinderella	Lovely woman with green glowing eyes, in 18th century ball gown, Anything she touches ignites.
Code Corpse	Skeleton in a cloak with a scythe attacks the target.
Cortical Scrub	Green globe that send out electrical arcs.
Data Darts	Swarm of red globes that strike at the target.
Fatal Attractor	Attractive young woman in a skintight bodysuit. DIFF Sys Know to recognize her.
Firestarter	Blazing pillar of fire, which speaks the Netrunner's name in a hissing, booming voice, then leaps at him.
Glue	Shifting pattern of red shapes flickering across the floor to entangle the Netrunner.
Hampton Court	Runner is surrounded in a green leafy maze structure with no apparent exit.
Hellbolt	Bolt of crimson fire launched from the Netrunner's raised hand.
Hellhound	Huge, black, metal wolf. It's eyes glow white, and fire ripples over its body. Repeats the 'runner's name.
Homewrecker	Fiery electrical arc that shoots at the target's eyes.
Jack Attack	Pair of glowing schematic handcuffs encircling the Netrunner's wrists.
King Trail	Glowing yellow banana slug.
Knockout	Yellow neon schematic boxer appears and strikes out at the Netrunner's Icon.
Liche	Metallic skeleton dressed in black robes. Grabs the 'runner in its grasp and drags him under the floor.
Liche 2	Metallic skeleton dressed in black robes. Grabs the 'runner in its grasp and drags him under the floor.
Liche 2.1	Metallic skeleton dressed in black robes. Grabs the 'runner in its grasp and drags him under the floor.
Mastiff	Glowing blue mastiff with a huge spiked collar.
Neural Blade	Glowing, rune-etched broadsword.
Pepe Le Pue	Cartoon skunk the wraps around the Netrunner's Icon.
Prison	Superealistic cell with stone walls, ceiling and floor. From the outside looks like a glowing blue cube.
Psychodrome	Disguised as system. 'Runner is placed in virtual room of faceted, mirrored walls displaying torture.
Red-Out	Shifting contextural haze of red pixels that descend on the Netrunner; changing the color of his Icon.
Shock.r	Golden bolt from the Netrunner's palm.
Shrapnel	Photorealistic, hissing, crackling column of flame that streams forth from a rupture in the Net.
Sleeper	Electrical arc, which leaps from the floor and engulfs the 'runner.
Spazz	Nimbus of electrical energy surrounding the target.
Spirit Transfer	Invisible.
Stationary	Pieces of paper, with 'You're Nicked!' on them, appears in a sort of snowstorm over the Netrunner.
Stun	Bolt of blue flame streaking from the Netrunner's open palm.
Sword	Glowing energy katana.
Threat	Any minor offensive or defensive program. Set at time of purchase.
TKO 2.0	Chrome boxer who smacks the target with a nasty left hook.
Werewolf	None normally, but a stylish wolf in a suit when rezzed.
Zombie	Shrouded, skeletal form, enveloped in stinking grey mist. It lunges out and rips the Netrunner's head

### **Multi-Purpose Icon**

Pictures Worth	Slot machine. Data flows in though coin slot, machine spins a jackpot, scrambled data pours into MU.
AI Boon	Stream of fractal code that rapidly coalesces into a fractal solid.
Black Sky	Black cloud which forms between the enemy program and the runner.
Blink	Swirling cloud of fractal code that coalesces into a random fractal solid (when it works). Or blows up.

## CYBERPUNK 2020 NETWARE LISTING

Dummy	1	2	450	Fake, disguisable program	Chr3
Evil Twin	8	7	2700	Combination Shield/Krash	Chr3
IGOR	4	7	4800	On-line flunky	Chr4
Lightning Bug	2	6	1540	6 "bugs" that kill ICE before it can attack	NET
Omnivore	3	8	18,500	Derezzes programs, fries CPUs, temporarily reduces INT by 2D6	Chr3
Satchel Charge	8	7	18,500	5D6 damage to 'runner & progs in 1 subgrid, 3D6 to Walls & Gates SW	
Scribe	6	8	NA	Stops and disassembles programs for copying. Program roll 47+	Chr4
Wolfpack	6	8	15,200	Does 1D6 damage to ICE/Demon STR, 1D10 damage to 'runners	Chr3

<b>Controller</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Crystal Ball	4	1	140	Operates video cameras, remote sensors, etc	CP20
Dee-2	3	1	130	Operates robots, cleaning machines, autofactories, etc	CP20
Genie	5	1	150	Operates doors, elevators	CP20
Hotwire	3	1	130	Operates remote vehicles	CP20
Knevil	4	3	220	Limited AI vehicle controller, no safeguards	Chr3
News At 8	4	1	140	Allows access to Data Terms & Screamsheets via the Net	CP20
Open Sesame	3	1	130	Weaker program to operate doors, elevators	CP20
Phone Home	5/2	1	150	Can place/receive calls while in the Net, can intercept at STR 2	CP20
Rockerbit	4	2	200	Limited AI microphone/voxbox controller, broadcast at preset time	Chr3
Soundmachine	4	1	140	Controls mikes, speakers, vocoders, etc	CP20
Terminator	4	2	260	Control terminals	Chr3
Viddy Master	4	1	140	Allows control of videoboards	CP20
WAD Controller	2	1	150	Difficulty 10-35 to patch into signal	Chr3

<b>Utility</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Alias	6	2	160	Replaces file name with false one	CP20
Backup	4	1	140	Used to copy programs	CP20
Baedeker's Net Map	2	1	130	Routes calls public 2 or 3 dataterm numbers. +3 System Know	BB
Bakdoor	3	2	600+	Routes link through at least one private system	BB
Breadcrumbs	4	4	290	Finds new LDL link routes (legally), 1 round per uplink or LDL	NET
Butcher Boy	3	7	550	Creates a paper trail, whilst funneling funds elsewhere	BB`
Cartographer	6	3	200	STR vs CPU INT/2 for map of data fort, must be run inside the fort	Chr3
Databaser	8	2	180	Stores up to 10,000 pages per file	CP20
Dolphin Programs	3	5	310	Clean Pacifica of junk data	NET
ElectroLock	7	2	170	Locks files at STR 3	CP20
Expert Schedule An	4	3	250+	Skims files at 1MU per turn. Shelf life of a month	BB
Filelocker	4	1	140	Locks files with code word, equal to STR 5 Code Gate	CP20
File Packer	4	1	140	1/2 MU size, 2 turns to unpack	CP20
Flare Gun	2	2	300	Message travels 3 spaces per turn for 2D6 turns	Chr3
Flip Switch 2.0	10	0	225	Flip Switch controller, -5 Net Initiative when active	Chr3
Flip Switch 3.0	10	0	250	Flip Switch glogo controller, 3 settings	BB
GateMaster	5	1	150	Anti-virus, detects & destroys Virizz & Viral 15	CP20
Guest Book	4	2	200	Detects 'runners within 2 squares, treat as STR 3 Code Gate	Chr4
Instant Replay	8	2	180	Records 'runners trip	CP20
Mictotech AI Interface	2	4	330	Pseudo-AI that scans files looking for keywords	BB
Multinetter	10	20	2000	Allows multiple 'runners to run through one computer	Chr3
Multi-Tasker	5	6	1140	Extra actions on mainframes	NET
Mystery Box	5	4	300	Searches for and copies programs from files	BB
NetMap	4	1	140	Major region locator map, +2 to System Knowledge	CP20
Newsgroup Filter	4	4	200	Goes out and skims news and interest groups for specified info	BB
Padlock	4	2	160	Access code needed to log onto deck	CP20
Re-Rezz	3	1	130	Recompiles damaged programs and files	CP20
R&D Protocol Files	4	3	250+	Skims R&D files at 1MU per turn. Shelf life of two weeks	BB
Shredder Uplink	5	3	250	Reconstructs files in the Trash buffer	BB
Translator 2000	4	2	240	Takes pictures to make virtual objects	Chr4
Zetatech Installer	1	1	300	Compresses programs to half size but reduces Speed by 1	BB

<b>Demons</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Afreet II	3	4	1160	Carries 3 programs	CP20
Balron II	5	5	1240	Carries 4 programs	CP20
Imp II	3	3	1000	Carries 2 programs	CP20
Reaper	5	7	12,500	Seeks out & destroys users in a set area. 1D6 to 'runners/progs	SW
Soulkiller 1.0	4	NA	500,000	Drains target's intellect, etc (1D6 INT/turn) into a data matrix	BB

Dummy	Small spinning chrome pyramid that reflects the Icon of any program it encounters.
Evil Twin	The Netrunner's Icon seems to fly around in large arcs.
IGOR	Classic "mad-scientist's" assistant; complete with lab coat and hunchback.
Lightning Bug	6 motes of light that slowly alternate between red and white. The motes lazily circle the Netrunner.
Omnivore	Whirring, buzzing, screeching ball of blades which careens into its target and thoroughly mangles it.
Satchel Charge	A bomb in a backpack.
Scribe	Cowled chrome monk with feather pen.
Wolfpack	Pack of electrically-charged wolflike forms which pounce upon their target, ripping it apart.

### **Controller**      **Icon**

Crystal Ball	None.
Dee-2	None.
Genie	None.
Hotwire	None.
Knevil	Wildly-dressed motorcyclist, with madly glinting eyes. He grabs the remote's icon and begins moving it.
News At 8	None.
Open Sesame	None.
Phone Home	None.
Rockerbit	Cartoonish Rocker that hangs around the speaker remote and 'yells' into it as appropriate.
Soundmachine	None.
Terminator	A disembodied cyberarm begins typing, writing, or drawing on the remote icon in question.
Viddy Master	None.
WAD Controller	None.

### **Utility**      **Icon**

Alias	None.
Backup	None.
Baedeker Map	A green line extending across a Net map.
Bakdoor	A green line extending across a Net map.
Breadcrumbs	Line of glowing sparks forming a trail.
Butcher Boy	Takes the appearance of a system accounting program.
Cartographer	None.
Databaser	None.
Dolphin Progs	Sleek, chrome dolphin.
Electrolock	None.
Expert Sched	None needed, but might appear as a humanoid icon that leads you to the files you requested.
Filelocker	None.
File Packer	None.
Flare Gun	Big-barreled flare gun.
Flip Switch 2.0	None.
Flip Switch 3.0	None.
GateMaster	None.
Guest Book	An old-style hotel guest book and quill.
Instant Replay	None.
AI Interface	Floating hollow mask.
Multinetter	None.
Multi-Tasker	None.
Mystery Box	Cartoon box with strange gears and widgets on each surface.
NetMap	None.
Newsgroup Filt	A simple Icon of the user's choice.
Padlock	None.
Re-Rezz	None.
R&D Protocol	None needed, but might appear as a humanoid icon that leads you to the files you requested.
Shredder Uplink	Janitor program who rifles through the pieces inside a trash can and pulls out complete files.
Translator 2000	None.
Ztech Installer	'Tronnic humanoid upper body mounted in a round metallic base, who feeds programs into base.

### **Demons**      **Icon**

Afreet II	Tall, powerful black man, dressed in evening clothes, wears a fez and speaks in a formal, deep voice.
Balron II	Huge, male figure. Dressed in futuristic black armor. Carries a red glowing energy blade.
Imp II	Small, orange sphere of light, with two amused looking red eyes. Beeps, whistles, & pings.
Reaper	Classic Grim Reaper, complete with flaming sickle and cloak made of outer space.
Soulkiller	Swirling vortex that speaks in a high crystalline voice, which then sucks the 'runner into it.

## CYBERPUNK 2020 NETWARE LISTING

Soulkiller 3.0	7	45-4000+	-	1D6 INT loss/ to Data Walls & programs, -4 to detect, 3 actions	SW
Succubus II	4	4	1200	Carries 4 programs	CP20
Swarm	4	5	1500	Carriers 4 programs, +2 Speed, movement, independent	PG
Thug	3	6	10,440	Permanent subroutines, 1D6 damage to programs and 'runners	Chr3
Vampyre II	6	7	2300	Can absorb up to 6 programs	Chr1
<b>Daemons</b>					
<b>Str</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Boardwalk	3	7	1080	Records messages and conversation in admin/budget database	BB
Cockroach	5	7	1600	Eats files, turns them into more cockroaches	BB
Cream Pie	7	7	1715	Carries 3 programs (Poison Flatline, Killer IV, & Murphy)	BB
Deep Thought	3	7	1080	Records messages and conversation in research database	BB
Eavesdropper	3	6	1365	Carries Databaser. Records messages and conversation in system	BB
Fait Accompli	3	7	570	Subtly messes up project files	BB
False Echo	2	6	380	Triggers false system alerts	BB
Gremlins	4	7	7000	Produces more gremlins and randomly shoots off programs	BB
I Spy	3	6	400+	Commercial version of Eavesdropper	BB
Incubator	2	6	760	Reproduces other programs	BB
Pattel's Virus	6	7	2200	Weakens 1 type of ICE	BB
Skivviss	4	7	1320	Inflates project costs, so that they get cancelled	BB
<b>Ambushes</b>					
<b>Str</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Chimera	5	4	100,000	Invisible anti-demon. If undetected it gets a free turn to act	BB
Trap!	4x3	NA	200,000	3 Asp programs hidden in a file or node that attack if undetected	BB
<b>Systemware</b>					
<b>Str</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Cloak	6	5/cpu	4000/cpu	Cloaks an entire data fort. Neutralizes 1 INT/CPU	NET
Dazzler	5	14	14,800	Disguised VR "cell" with trace, diff 15-25 Interface roll to detect	Chr3
Monitor	4	7	950	Roving internal Net security	NET
Panzer	8	7	20,000	Monitor that does 1D6 damage to 'runners and programs	BB
Pocket VR	4	13	13,000	Disguised VR "cell" with trace, diff 15-25 Interface roll to detect	BB
Too Many Doors	3	3	1000	Gives 'runner a choice of doors, disconnected if wrong one chosen	BB
<b>Data Walls</b>					
<b>Str</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Data Wall	1-10	-	1000/level	Basic Data Wall. STR = CPUs+0 to +9 (max 10)	CP20
Data Wall 2.0	+1	-	1000	Flashy Data Wall. STR = CPUs+1	BB
Wall of Static	+2	-	2000	Flashy Data Wall. STR = CPUs+2	BB
Crystal Wall	+3	-	3000	Flashy Data Wall. STR = CPUs+3	BB
Fire Wall	+4	-	4000	Flashy Data Wall. STR = CPUs+4	BB
Reinforced Wall	+4	-	4000	Flashy Data Wall. STR = CPUs+4	BB
Rock is Strong	+5	-	5000	Flashy Data Wall. STR = CPUs+5	BB
<b>Upgraded Data Walls</b>					
<b>Str</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Anti-Program Wall	1-5	-	4800+	Attacks Intrusion programs as Killer, +160eb/STR	NET
Anti-Personnel Wall	1-5	-	30,000+	Attacks 'runners, 2-3 Stun, 4 Spazz, 5 Hellbolt, +1000eb/STR	NET
Laser Wire	+2/2	-	34,000	1D6 damage to 'runner (STR 2), goes inert after 3 rounds	BB
Razor Wire	+3/3	-	36,000	2D6 damage to 'runner (STR 3), goes inert after 3 rounds	BB
Shotgun Wire	+5/5	-	40,000	2D6 damage to 'runner (STR 5), goes inert after 3 rounds	BB
Wall of Ice	+6/6	-	44,000	4D6 damage to 'runner (STR 6), goes inert after 3 rounds	BB
Superior Net Barrier	+1	-	300,000	Tighter coding makes them stronger, difference easily noted	BB
<b>Code Gates</b>					
<b>Str</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Code Gates	1-10	-	1000/level	Basic Code Gates. Many variations exist (Brainware Blowout)	CP20
Cortical Scanner	5	-	20,000	Uses a brainwave ID scanner. 3 Interface rolls needs to pass	BB
Endless Corridor	4	4	8000	Requires two passwords. +3 diff to crack second password	BB
Encryp Breakthrough	+1	-	250,000	Tighter coding makes them stronger, difference easily noted	BB
Haunting Inquisition	8/6	8	80,000	If you fail to get past it launches Psychodrome (STR 6)	BB
Mazer	7	-	7000	Code Gate variant	BB
Nerve Labyrinth	6/4	NA	50,000	If you fail to get past it does 4D6 damage to the 'runner (STR 4)	BB
Shrouded Gate	1-10	4	3000+	Makes a Code Gate invisible. +1000eb/1 STR	NET
Tutor	3/5	NA	50,000	Easy to crack, but tags 'runner so that ICE can break link (STR 5)	BB

Soulkiller 3.0	Swirling vortex that speaks in a high crystalline voice, which then sucks the 'runner into it.
Succubus II	Voluptuous, nude, hairless female, made from shiny chrome metal. Has large batlike wings, blue eyes.
Swarm	Contextual quality hive that releases up to four swarms of bees.
Thug	Generic cartoon thug.
Vampyre II	Figure in grey robes, with golden eyes, & fangs. Transforms into misty cloud that dissolves other icons.

**Daemons****Icon**

Boardwalk	Stylized porcupine-like shape that invades the database.
Cockroach	Small cockroach-like image that multiplies across the face of the database.
Cream Pie	A cream pie.
Deep Thought	Dark depression/hole that slowly works it's way into the database (when it's visible at all).
Eavesdropper	None specific, it's supposed to blend in.
Fait Accompli	Cloaked and hooded man, with a glimmer of a sinister smirk under the hood.
False Echo	Shimmering "hologram" mirror image of the 'runner.
Gremlins	Little green men running around carrying monkey wrenches.
I Spy	Hollow mask with piercing light-beam eyes.
Incubator	Translucent pyramid with the nucleus of another program always growing inside it.
Pattel's Virus	Swirl of hundreds of crystalline fragments.
Skivviss	Bulbous chrome robot with four arms that act as a finder subroutine while corrupting data.

**Ambushes****Icon**

Chimera	Fully animated chimera which breaths fire and choking gas at the target demon.
Trap!	Three Asps flowing out of the file/node.

**Systemware****Icon**

Cloak	None.
Dazzler	Usually disguised as a piece of system architecture or simple defence program.
Monitor	
Panzer	Big computer generated tank. Often customized by in Corp data forts.
Pocket VR	Usually disguised as a piece of system architecture or simple defence program.
Too Many Door	Junction of 3 or more access routes. These "doors" can be unlabeled, labelled identically, or wrongly.

**Data Walls****Icon**

Data Wall	Standard Data Wall.
Data Wall 2.0	Picket fence.
Wall of Static	Shifting wall of static surrounding the data fort.
Crystal Wall	Crystalline wall.
Fire Wall	Wall of flame.
Reinforced Wall	Very sturdy looking concrete wall.
Rock is Strong	Huge stone wall.

**Upgraded Walls****Icon**

Anti-Program	Looks like a standard Data Wall.
Anti-Personnel	Looks like a standard Data Wall.
Laser Wire	Mesh of laser light that reaches out to engulf the 'runner.
Razor Wire	Data Walls that can sprout buzzsaw blades to attack the 'runner.
Shotgun Wire	An aimpoint appears on the 'runner's Icon, at which the Wall will fire a burst of neural feedback.
Wall of Ice	Huge, brain-like image emerges from the Data Wall to bombard the 'runner with spheres of program-

Superior Barrier Upgraded Data Walls have a tight matrix woven into them.

**Code Gates****Icon**

Code Gates	Normal Code Gate, but variations are commonplace (see Brainware Blowout).
Cortical Scan	Keyhole that scans your Icon.
Endless Corrid	The Gate looks like a corridor that just keeps going on and on and on.
Encrypt Break	Upgraded Code Gates have a tight matrix woven into them.
Haunting Inquis	Normal Gate until it activates. Then it's whatever your worst nightmare is.
Mazer	Looks like a maze.
Nerve Labyrinth	Green labyrinth that seems to draw in the 'runner and squeeze his brain.
Shrouded Gate	Invisible or disguised as a Data Wall.
Tutor	Regular Code Gate that gives your Icon a tail which other ICE can yank.

**CYBERPUNK 2020 NETWARE LISTING**

<b>Transportation</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
18 Wheeler	1	4	500	Doubles remaining memory (MU-4), Speed=1	NET
Shuttle Bus	6	6	700	Carries up to 4 passengers, 5 spaces/turn, code needed to use	PG
Trailer Hitch	1	3	300	Adds 20% extra MU, Speed -1	NET
<b>Enhancement</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Brain Buster	4	6	4500	+4 to INT, +2 speed	11.3
Gestalt	9	7	5600	Up to 3 'runners can combine INT, REF, and Interface	11.3
<b>Rache Specials</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Memorial ICEbreaker	6	2	1500	Hold 4 programs like a Demon, but each program has full strength	BB
Bone	4	4	270	Attracts "Dog" programs from all over	NET
Pirate Uplink	5	7	-	Alerts LDLs to presence of illegal calls	NET
Rache's SeeYa Int).	6	2	-	Prog 15+. IDs Icon as either prog, 'runner, or AI	NET
Rice Burner	2	2+	-	+1 to Net movement, -50% deck MU	NET
SideWalker	3	3	-	Allows you to walk on the sides of the Olympia sidewalks	NET
Succubus III	7	4	-	Compiler, carries 2 programs. 2D6 anti-personnel damage	SW
<b>Specials</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Emergency Self-Construct emerges.		4	30	NA Converts 'runner to electronic entity, roll 1D10+4 for max INT	
Lunch Money™	3	7	145,000	Compiler (assassin to kill it), 1D6 physical damage to the 'runner	BB
Perfect Lover	4	6	900	Your ideal partner from Nirvana Entertainment Technologies	PG
<b>System Construction</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Antiquated Routines	NA	NA	50,000	Circa 2013 interface. All 'runner Initiative rolls at -2	BB
Bizzare Encryption	NA	NA	10,000	All system data is encrypted (STR 10 Gate), 1-2 hrs to decode	BB
Blood Cat	10/5	NA	300,000	INT 6 pseudo-AI, STR 5 attacks vs 'runners and programs	BB
Tesseract Construction angles.	NA	NA	100,000	Escher style data fort, -3 to 'runner Initiative until use to it	BB
<b>ICE Upgrades</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Black ICE QA	+2	NA	250,000	Money poured into programmers for optimizing its Black ICE (+2)	BB
Security Optimization	+1	NA	250,000	All ICE upgraded to the latest version (+1 STR)	BB

**Transportation Icon**

- 18-Wheeler An 18-wheeler trailer with the Netrunner's icon on the sides of the trailer.  
 Shuttle Bus Superealistic mini-hoverbus and chauffeur.  
 Trailer Hitch An open-topped, single-exit trailer.

**Enhancement Icon**

- Brain Buster User's head looks as if it's steroids, and he radiates an aura of great intellect.  
 Gestalt Whatever it wants, after all it is a super intelligence.

**Rache Icon**

- ICEbreaker A non-Euclidean corkscrew.  
 Bone Rubber dog bone.  
 Pirate Uplink None.  
 Rache's SeeYa Shimmering silver screen, shows nothing (program), sine wave (human), sawtooth wave (AI/Pseudo  
 Rice Burner Japanese-style racing motorcycle.  
 SideWalker None.  
 Succubus III Very close variant on Spider Murphy's Icon, a busty, curvaceous, rendition of a red-headed anime girl.

**Specials Icon**

- BB ESC Swirling vortex of blue lightning that sucks the 'runner's Icon into it; if successful the Icon later  
 Lunch Money™ Super-realistic little girl that plays innocent, then gets an evil look in its eyes and attacks the 'runner.  
 Perfect Lover Glowing blue or gold orb surrounded by storm clouds, out of this steps your ideal partner.

**Construction Icon**

- Antiquated Older-style and more primitive Net imagery.  
 Bizarre Encrypt None.  
 Blood Cat Dead-black panther with glowing red eyes and mouth.  
 Tesseract Fort Fort's interior defies orientation, up, down and sideways constantly changing, walls at impossible

**ICE Upgrades Icon**

- Black ICE QA None.  
 Optimization None.

## ACTIONS

Move up to your full Movement (MA x3m)
Attempt a Ranged or Melee attack
Dodge or Parry a Melee attack
Escape a Hold or trap
Aim (maximum of 3 turns)
Reload or change weapons
Mount or dismount from a vehicle
Repair or give Medical Aid
Perform a non-combat task

## INITIATIVE MODIFIERS

Kerenzikov Boosterware	+1 to +2
Speedware (for 5 turns)	+3
Urbemensch Speedware (for 5 turns)	+2
Fastdraw (-3 to hit)	+3
Speedholster (plus Fastdraw)	+1
Quickdraw holster (plus Fastdraw)	+2
Fire corridor (no +5 for Ambush)	+10
Underwater Combat	-0 to -3
Pressurized environment in water	+3
Tailored Phero-Confusion (1m range)	-1

## WEAPON RANGES

Handguns	50m
Submachineguns	150m
Shotguns	50m
Rifles	400m
Throwing (-10m/kg>1)	10m x BODY
Spears, etc	3m x BODY

## RANGED COMBAT TO-HIT NUMBERS

Point Blank (Touching to 1m)	10
Close (1/4 Long range)	15
Medium (1/2 Long range)	20
Long (Full range)	25
Extreme (2x Long range)	30

## RANGED COMBAT TO-HIT MODIFIERS

Extra actions	-3/extra action
Using off hand	-3
Using two weapons	-3 on both
Firing while running	-3
Firing a shoulder arm from hip	-2
Fast draw/Snapshot	-3
Ambush/Surprise attack	+5
Silencer/Suppressor	-1
Bipod (stationary & braced)	+1 to 2
Power Exo-Mount	-1
Turning to face target	-2
Ricochet or indirect fire	-5
Loser of Facedown	-3
Target immobile	+4
Moving target REF>10	-3
Moving target REF>12	-4
Moving target REF>14	-5
Tiny target (bullseye, eye, vital area)	-6
Small target (body location, <1m)	-4
Large target (car, large animal)	+2
Very large target (truck, wall)	+4
Aiming (max +3)	+1/turn
Laser sight	+1
Telescopic sight	+2 Ext, +1 Med
Targeting scope	+1
Scopesight	+2 Long/Ext, +1 Med
Computer Sights	+3 Long/Ext, +2 Med
Smartgun	+2
Smartgoggles	+2
Three round burst (Close/Medium)	+3
Full auto, Close	+1/10 rnds
Full auto, all other	-1/10 rnds
Autoshotgun	-2/additional shot

## LOS AND COVER MODIFIERS

Target silhouetted	+2
Target crouched/kneeling	-1
Target prone	-2
Half body visible	-2
Head and shoulders only visible	-3
Blinded by light or dust	-3
Head only	-4
Behind someone else	-4

## OPTIONAL RANGED MODIFIERS

Aimed shot at vitals	-6
Aimed shot at head, hands, feet	-4
Aimed shot at stomach	-3
Aimed shot at arms, thighs	-2
Aimed shot at chest	-1

## UNDERWATER MODIFIERS

Target <1m below surface	+2
Target 1-3m below surface	-3
Target >3m below surface	Scatter
Shooter <3m below surface	-2
Shooter >3m below surface	Scatter
Submerged & Firing at 2+ targets	-3
Recoil - Semi-Auto	-1/shot
Recoil - Full-Auto	-1/10 shots

## HAND-TO-HAND COMBAT MODIFIERS

Target dodging	-2
Blinded by light or dust	-3
Dodgeball (after 30 sec)	+1
Extra twist joint (grapple & escape)	+2
Double-Jointed (grapple, escape, hold)	+1
360 Rotating Joints (escape)	+1
Half body visible	-1
Head and shoulders only visible	-1
Head only visible	-2
Behind someone else	-2

## OPTIONAL HAND-TO-HAND MODIFIERS

Aimed strike at vitals	-3
Aimed strike at head, hands, feet	-2
Aimed strike at stomach, arms, etc	-1
Tiny target (bullseye, 1-3")	-3
Small target (1ft or smaller)	-2
Improvised weapon	-2

## DAMAGE BONUS

2 (Very Weak)	-2
3-4 (Weak)	-1
5-7 (Average)	+0
8-9 (Strong)	+1
10 (Very Strong)	+2
11-12	+4
13-14	+6
15+	+8

## BODY TYPE MODIFIER (BTM) TABLE

2 (Very Weak)	-0
3-4 (Weak)	-1
5-7 (Average)	-2
8-9 (Strong)	-3
10 (Very Strong)	-4
11+ (Superhuman)	-5

## WOUND EFFECTS

Light	0
Serious	-2 REF
Critical	1/2 REF, INT, COOL
Mortal	1/3 REF, INT, COOL

## STUN/SHOCK SAVE MODIFIERS

Light (1)	0
Serious (5)	-1
Critical (9)	-2
Mortal (13)	-3
Mortal 1 (17)	-4
Mortal 2 (21)	-5
Mortal 3 (25)	-6
Mortal 4 (29)	-7
Mortal 5 (33)	-8
Mortal 6 (37)	-9

## HOLLYWOOD OVERACTING EFFECTS

1	Screams, windmills arms, falls
2	Crumples like a rag doll
3	Spins around in place, falls
4	Clutches wound, staggers and falls
5	Stares stupidly at wound, then falls
6	Slumps to ground, moaning

## STABILIZATION MODIFIERS

Full Hospital & Surgery	+5
Trauma Team Ambulance	+3
Life Suspension Tank	+3
Portable Intern Unit	+1
Blood Substitute	+1

## VEHICLE TO-HIT MODIFIERS

Large target (vehicle)	+4
Small target (wheel, exposed person)	-4
Tiny target (nonexposed weapon)	-6
Stationary target	+4
Moving (per 20mph, 40mph head-on)	-1
Target making evasive maneuver	-2
Firer making evasive maneuver	-2
Target vehicle out of control	-2
Using a turret-mounted weapon	+2
Vehicle mounted weapon, no turret	-4
Targeting computer	+1 to +5
Firer moving, non-stabilized weapon	-3
Firer turning weapon to face target*	-2
Firer has vehicle link/cyber controls	+2
Darkness/target obscured	-3
Heat-seeking missile fired at AV/Jet	+4
Rocket Salvo**	-2
Firing at 1/2 space capacity turret	-4
Firing at 1-3 space capacity turret	+0
Firing at 4+ space capacity turret	+4
Firing at a wheel	-4
Firing at tracks	+0
Indirect Fire at Same Spot	+3/turn

\*Except when piloting ACPA  
\*\*Deviates 1m on Grenade Table/pt missed, x basic To-Hit#/10. Salvo is rocket burst size x rounds.

## ACTIVE MISSILE SKILL LEVELS

Thermal	+15
Radar	+20
Optical	+15
Active missiles move at 1500m/turn+	
Semi-active missiles move at 750m/turn	

## COUNTERMEASURE EFFECTS

Chaff (radar and laser guided)	+10
Flares (thermal)	+10
IR Baffling - AV or Jet (thermal)	+5
IR Baffling - other (thermal)	+10
IR Smoke (thermal & optical)	+15
Smoke (optical)	+15
Jamming/ECM (radar)	+15
Smoke (optical)	+15
Stealth (radar)	+15

## AWARENESS DIFFICULTIES

Single Infantryman .....	15+
Squad (5-10 men) .....	10+
Vehicle .....	6+
Very Large Vehicle .....	2+
Recoilless Rifle firing .....	6+
Missile firing .....	10+
Missile in flight .....	20+
Recognise Surveillance Buoy .....	30+

## AWARENESS MODIFIERS

Unit firing .....	+4
Unit moving .....	+5
Unit in cover .....	-10
Unit camouflaged .....	-5
Militech "Ghostsuit" .....	-4/-2, -1/10m
Gibson "Sneak Suit" .....	-4, -1/10m
Militech "Mirage Gear" .....	-2/-1, -1/10m
Cam-O-Skin .....	-1/20m
Unit a normal sized Remote .....	-5
Unit a small sized Remote .....	-10
Spotter in vehicle .....	-5
Spotter in AFV (total -10) .....	-5
Spotter doing something else .....	-10
Computer-assisted Optics .....	+5
Cyberlinked into vehicle .....	+2
Darkness .....	-3
Using IR, etc to find IR-baffled target .....	-5
Image Enhancement/Intensifiers .....	+2
Kiroshi MonoVision .....	+1
Revelation Cyberoptic .....	+1
Echolocation System (total darkness) ...	-1
Nanooptical Upgrade (night vision) .....	+2
Tactile Boost (touch) .....	+2
Olfactory Boost (smell) .....	+2
Amplified Hearing .....	+1
Sound Editing (specific conversation) ..	+2

## MOVEMENT

Characters can move up to their MA in meters and do other actions with no penalty, or move 3 x MA in meters and do nothing else. Multiply MA or Run by 2mph to get mph speeds. Movement speeds are modified by terrain and weather:

## TERRAIN MODIFIERS

Easy (sidewalk, plains) .....	No reduction
Rough (wooded, sand) .....	1/2 MA
Very Rough (marsh, snow) .....	1/4 MA

## WEATHER MODIFIERS

Light rain, flurries .....	No reduction
Steady rain, heavy snow .....	1/2 MA
Blizzard .....	1/4 MA

## IP AWARD GUIDELINES

- Did the team accomplish their mission?
- Did anyone do something they've never done before? Did they succeed?
- Did anyone experience a personal trauma or tragedy?
- Did someone save the life of another?
- Did anyone say anything incredibly witty, in-character, or dramatic?
- Were PCs doing things just to get IP?
- Did anyone survive something next to impossible?
- Did anyone spend LUCK points?

## Skill Use

Used Skill often, but not effectively .....	1
Used Skills effectively .....	2
Frequent and effective use of skill .....	3
Did something out of the ordinary .....	4
Very clever/effective use of this skill .....	5
Extremely clever/effective use of skill .....	6
Skill critical to player in this session .....	7
Skill critical to all group this session .....	8
Performed incredible feat with skill .....	9

## REPUTATION TABLE

### Level Who Knows About You

1	Anyone there at the time knows.
2	Stories have gotten around to friends.
3	All your co-workers and casual acquaintances know.
4	Stories are all over the local area.
5	Your name is recognized by others beyond your local area.
6	You are known on sight by others beyond your local area.
7	A news story or two has been written about your exploits.
8	Your exploits regularly make the headlines and screamsheets.
9	Your exploits always make the screamsheets and TV.
10	You're known worldwide.

## FUMBLE TABLES

### REFLEX - Combat

1-4	No fumble. You just screw up.
5	You drop your weapon.
6	Weapon discharges or strikes something harmless.
7	Weapon jams or imbeds itself in the ground for one turn.
8	You manage to wound yourself.
9-10	You wound a member of your party.

### REFLEX - Athletics

1-4	No fumble. Make an idiot of yourself.
5-7	Fail miserably. 1 point of damage (sprain, fall), make a Stun Save.
8-10	Fail abysmally. If a physical action, take 1D6 damage, make Stun Save -1.

### TECH - Repair or create

1-4	No fumble. You can't get it together.
5-7	You make it worse, +5 Difficulty for next attempt.
8-10	You damaged the device or creation beyond repair.

### EMP - Convince, Fast Talk, Seduce

1-4	No fumble. They just won't buy it.
5-6	You not only don't convince them, you leave them totally cold (-4 to next roll).
7-10	They are violently opposed to anything you want. Roll 1D10, on a 1-4 they attempt to do you physical harm.

### INT - Figure out, Notice, catch a clue

1-4	No fumble. Don't know how to do it, or what's going on.
5-7	You don't know anything about what's going on. Fast Talk -2 to see if anyone else notices how dumb you are.
8-10	You not only don't know what's going on or anything about the subject, but everyone knows how ignorant you are.

## IP Award

## COMMON COVER

Office/Sheetrock Wall	5	15/m
Concrete Block Wall	10	30/m
Reinforced Wall	20	60/m
Brick Wall	25	75/m
Stone Wall	30	90/m
Reinforced Wall	40	120/m
External Wall	50	150/m
Floor / Ceiling	25	75/m
Heavily Reinforced Floor	100	300/m
Office/Wood Door	5	15
Heavy Wood Door	15	45
Concealed Security Door	15	45
Steel/Security Door	20	60
Reinforced Steel Door	50	150
Plexiglas Windows	12	15/m
Bulletproof Glass	15	45/m
External Windows	25	75/m
Car Body, Door	10	30
Data Term	25	75
Mailbox	25	75
Curb	25	75
Armored Fridge	30	90
Weapon Emplacement	30	90
Tree, Phone Pole	30	90
Concrete Utility Pole	35	105
Engine Block	35	105
Hydrant	35	105
Armored Car Body	40	120
AV-4 Body	40	120
Jersey Barrier	40	120

## SPACECRAFT HULLS

Spacecraft Skin	8	24/m
Internal Bulkhead	8	24/m
Internal Partition	4	12/m
Heavy Cargo Craft Skin	10	30/m
Station Hull	20	60/m
Workplatform Hull	10	30/m
Spacecraft Armor	25/pt	75/pt
O'Neill Colony Wall	300	900/m

## STRUCTURES

Guard Tower	50	150
Militech Tower	50/25	150/floor
Arasaka Tower	40/20	120/floor
Corp Research Park	30/15	400-1500
Covert Research Base	100/15	400-1500
Covert Corp Bunker	75/30	750-2000
Corp Tower Bunker	75/30	200/floor
Corp Military Base	30-80/15	1000-4000
Underground Base	200	5000
Floating City	20+/10+	500-2000
Undersea Dome	35/15	75/level
Old Undersea Dome	25/5	50/level
Undersea Mining Op	25/50	1000-6000
Sea Farm - Green	20/10	400
Sea Farm - Industrial	20/10	800
Sea Farm - Luxury	20/10	1000
Submarine Pen	35/15	2000/sub
Military Sub Pen	200/15	3000/sub

**TASK DIFFICULTIES**

Easy .....	10
Average .....	15
Difficult .....	20
Very Difficult .....	25
Nearly Impossible .....	30

**DIFFICULTY MODIFIERS**

Complex repair .....	+2
Very complex repair .....	+4
"It's never been done before" .....	+6
Don't have the right parts .....	+2
Don't have the right tools .....	+3
Unfamiliar tools, weapon, vehicle .....	+4
Under stress .....	+3
Under attack .....	+3 to 4
Wounded .....	+2 to 6
Drunk, drugged or tired .....	+4
Hostile environment .....	+4
Lack of instructions for task .....	+2
Other characters "kibitzing" .....	+3
Has never performed task before .....	+1
Difficult acrobatics involved .....	+3
Very difficult acrobatics involved .....	+4
Impossible acrobatics involved .....	+5
Information hidden, secret, obscure .....	+3
Well-hidden clue, door, panel .....	+3
Complex program .....	+3
Very complex program .....	+5
Complex lock .....	+3
Very complex lock .....	+5
Target on guard or alerted .....	+3
Brightly lit area .....	+3
Insufficient light .....	+3
Pitch blackness .....	+4
Secretive task under observation .....	+4
Add LUCK points .....	-1 to -10
Manipulation with natural claws .....	+3
Cybercontrols .....	-2
Mag-Duct spots & cybercontrols .....	-1
Model 100 plugs & cybercontrols .....	+2
Excellent tools/ equipment .....	-1 to -2
Excellent conditions .....	-1 to -2
Rushing the task .....	+2

**HOW LONG WILL IT TAKE?**

Fix simple electronic device or gun ..	5 min
Fix complex electronic device .....	20 min
Fix a laser, taser, or maser .....	10 min
Fix a tire .....	5-6 min
Fix an engine .....	10-20 min
Rebuild an engine .....	2 days
Look for hidden object .....	2-5 min
Open simple mechanical lock .....	1-2 min
Open complex mechanical lock ..	5-10 min
Open simple electronic lock .....	3-4 min
Open complex electronic lock .....	5-10 min
Search a database .....	5-20 min
Design a cyberdeck .....	1-3 days
Put on a disguise .....	3 min
Decryption .....	100hrs/skill

**STAT & SKILL MODIFIERS****ATTR**

Bodycure (1d6 days) .....	+2
Autotanner (1d6 days) .....	+1
Royo Bodyfree Masks .....	+1/+2

**Personal Grooming**

Nano-Groomers .....	+2 to +4
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**Wardrobe & Style**

Romanova Cyberlegs .....	+1
'Farinata' or 'Venedico' Tool Kit .....	+1
'Francesca' Techscanner .....	+1
Buchsterhude Tool Kit .....	+1
Very Good Quality Clothes .....	+1
Designer Quality Clothes .....	+2
Superchic Quality Clothes .....	+3

**BODY**

Pacesetter Heart .....	+1
Pacesetter 2000 Heart .....	+2
Adrenaline/Endorphin Surge (3/24hr) ...	+1

**Endurance**

EnduroDrink (2 hours) .....	+1
Variable-Chambered Heart .....	+1
"Freezeban" Bioconstruct .....	+1
Hemological Replacement .....	+1

**Resist Drug/Poison**

Hemological Replacement .....	-1
T-Maxx Cyberliver (ingested) .....	+4
Nasal Filters (inhaled) .....	+4
Toxin Binders .....	+4
BoozeMaster (alcohol) .....	+1
Full-Spectrum Booster (+disease) .....	+4
Anti-Plague Nanotech (disease) .....	+3

**Swimming**

Web Foot .....	+3
Web Hand .....	+2

**COOL/WILL**

Life Scan Body Monitor .....	+1
Stress Chip (morale) .....	+1
Facedown Chip (Facedown rolls) .....	+1

**Interrogation**

Voice Stress Analyser .....	+2
Hand Held VSA .....	+1
BlabAll Plug-in Air Fouler .....	+3

**Resist Torture/Drugs**

BlabAll Plug-in Air Fouler .....	-3
Biomonitor .....	+2

**EMPATHY**

Stress Chip (human interaction) .....	+1
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**Human Perception**

Voice Stress Analyser .....	+2
Hand Held Voice Stress Analyser .....	+1

**Perform**

AudioVox .....	+2
Sound Optimization Sys .....	+1
Soundmachine Guitar (w/o backup) .....	+1

**Persuasion/Fast Talk**

Tailored Pheromone-Gullible .....	+1
Nymph Perfume .....	+2
Forked Tongue (Audio-Vox) .....	+1

**Seduction**

Nymph Perfume .....	+2
Forked Tongue (Audio-Vox) .....	+1
Mr.Studd/Midnight Lady .....	+1
Maximum Lover Chip .....	+2
Tailored Pheromone-Love .....	+1

**INT**

Cyber-PCX (skills) .....	+1
Cyber-"E-Book" (skills) .....	+2
Tailored Pheromone-Confusion (1m) ...	-1
PhotoMemory RAM Chip (remember) ...	+2

**Interface**

Trode Set .....	-2
Terminal .....	-5
Model 100 Plugs (+2 vs Black ICE) .....	-2

**Diagnose**

Medscanner .....	+2
CompuMod Medscanner .....	+1
Portable Intern Unit .....	+2
Archaesthetic .....	+1

**MedTech**

Archaesthetic .....	+1
MedicGear Medical Armor (on the spot)	+2

**Shadow Track**

Olfactory Boost (scent) .....	+2
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**Wilderness Survival**

NeoAppendix .....	+2
"Freezeban" Bioconstruct .....	+1

**REF**

Adrenal Booster (1d6+2 turns) .....	+1
Boostmaster (need boosterware) .....	+1
SuperSized Arm (with that arm) .....	-2
Enable Cyberlimb (with that limb) .....	-1

**Athletics**

Gyro-Stabillizer .....	+1
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**0-G Maneuver**

Gyro-Stabillizer .....	+1
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**Climb**

Grip Foot .....	+2
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**Stealth**

Catspaw Stealth Foot .....	+1
Total Body Plating .....	-1

**WORKING WITH EXPLOSIVES**

An unskilled attempt that results in failure becomes a Fumble; a further roll of 8-10 means the explosive goes off "in your face" (a further Fumble roll of 8-10 means the same thing for a character with Demolitions). A roll of 1 means it goes off automatically.

Use grenade to damage structure .....	20
Use explosive as thrown bomb .....	15
Tamping an explosive (5 min+) .....	15
Minimize C-6+ shockwave (33%) .....	20
Enhance C-6+ shockwave (+100%) .....	20

**EVALUATE STRUCTURE FOR WEAKNESS**

x2 damage .....	20
x3 damage .....	30
x1 .....	Failure
x1/3 .....	Fumble

**MAKING EXPLOSIVES**

Nitroglycerine (lab, 24eb/kg) .....	15
Guncotton (lab, 10eb/kg) .....	15
TNT (full lab, 20eb/kg) .....	20
Plastique (full-lab, 50eb/kg) .....	25
C6 (full-lab, 75eb/kg) .....	35
Chemical delay fuses (25eb-75eb) .....	20

## PANZERBOY VEHICLE COMBAT RULES

### CHASES AND RACES

Each participant makes a vehicle operations roll: **Skill + Reflexes + modifiers + D10**

If the roll equals or exceeds the Difficulty level, the vehicle suffers no mishap, and gains distance as per its current speed. If the roll fails then the driver may lose control and crash. During a chase, the pursued can announce a maneuver, that will cut off one or more pursuers, all participants that wish to follow must roll against the maneuver's Difficulty rating.

### CHASE/RACE TRAVEL CONDITIONS

**Ground Vehicle Terrain** ..... Diff  
Open (salt flats, huge parking lot) ..... 10  
Hazardous (empty streets, highways) .. 15  
Very Hazardous (crowded streets) ..... 20

**Aerial Vehicle Terrain** ..... Diff  
Open Sky ..... 10  
Hazardous (within 300m of ground) .... 15  
Very Hazardous (nape of Earth) ..... 20

### CHASE/RACE MANEUVERS

Hard turns (up to 45°) ..... 20  
Emergency stops (x2 Dec rate)\* ..... 20  
Controlled skids (sideways skid stop)\* 20  
46-60 degree turns\* ..... 25  
Bootlegger reverses (-1/2 speed)\* ..... 25  
Rapid dives and climbs ..... 20  
Hard banks (45°) ..... 20  
Loops (reverse direction) ..... 20  
Emergency braking (x2 Dec rate)\* ..... 20  
\* can't be done by hovercraft

### COMBAT MANEUVERS

Jinking (reduce chance of being hit) .... 20  
Stress Take-off (under fire, danger) ..... 10  
Stress Landing (under fire, danger) ..... 15  
Rapid Direction Change ..... 20-25  
Moving Pivot (hovers, AVs, helis) ..... 15

### MANEUVER DIFFICULTY MODIFIERS

Every 10% over 50% top speed .... +1/10%  
Hazardous Conditions ..... +5  
Very Hazardous Conditions ..... +10  
Driver can't see/has no sensors ..... +10  
Driver doing something else ..... +5  
Extra actions with cybercontrols .. -1/action

### CRASH!

Total up the amount by which you missed the Driving/Piloting roll, and apply below:

1-5 Vehicle slews briefly out of control. Weapons fire at -5 this turn.  
6-9 Vehicle slews out of control. All weapons fire at -10 this turn and next. Driver must make a Diff 20 roll to regain control next turn of crash/spin.  
10+ Vehicle crashes (aerial vehicles spin). No weapons fire from this vehicle.

In a crash, the vehicle skids its current speed in meters forward, hitting anything in the way (1d10 damage per 5mph/9kph of vehicle speed. Assessed against the vehicle, and whatever it hits). If two vehicles

crash into each other, add their relative speeds to each other to determine damage. If the vehicle has not been trashed, the driver has to succeed at a Driving roll vs. Difficulty 20 to regain control in the following turn, -5 Difficulty per successive turn.

In a spin, an air vehicle plummets down 25m per turn. If this loss of altitude brings it to ground level, the vehicle is destroyed. As above, the pilot must succeed at a Piloting roll vs. Difficulty 20 to regain control.

Weapons fire is not possible while the vehicle remains out of control.

### DOGFIGHTING

Each contestant declares the maneuver they wish to make that turn and which particular target he's dogfighting. All contestants make appropriate skill tests. Those who fail may crash. Count the difference between the skill roll and the difficulty and compare below, subtracting lower differences from higher:

**Difference** ..... **Result**  
-10 or more ..... You can't shoot  
-9 to -2 ..... Only use turret weapons at -5  
-1 to +1 ..... Shoot at normal WA  
+2 to +9 ..... +3WA vs chosen target  
+10 or more ..... +5WA vs chosen target

### ARMOR

**Condition** ..... **SP Mod**  
Weapon damage D6 instead of D10 ..... x2  
HEAT round ..... x1/2  
HEAT round vs composite armor ..... x1  
Non-HEAT AP round ..... x1/2  
Vehicle hit in front ..... x1  
AV/Helicopter hit in front or bottom ..... x1  
Vehicle hit in side ..... x3/4  
Vehicle hit in rear, bottom, or top ..... x1/2  
\*Don't use facing conditions against ACPAs.

### LOCATION

**D10** ..... **Civilian Ground Vehicle Location**  
1-4 ..... Tire/GE skirt/track  
5 ..... Engine  
6 ..... Driver or crew  
7-10 ..... Vehicle body

**D10** ..... **Military Ground Vehicle Location**  
1-3 ..... Tire/GE skirt/track  
4 ..... Engine  
5 ..... Driver or crew  
6-8 ..... Vehicle body  
9-10... Turret/weapon (body if not present)

**D10** ..... **Aircraft Location**  
1-2 ..... Engine  
3 ..... Pilot or crew  
4-5 ..... Wings/rotors/fans  
6-10 ..... Vehicle body

**D10** ..... **Walker Location**  
1-3 ..... Legs  
4 ..... Engine  
5 ..... Pilot or crew  
6 ..... Weapon (body if not present)  
7-10 ..... Vehicle body

If the hit location roll indicates a result that's impossible, move the result to the next highest location that's logically possible.

### EFFECTS

**Vehicle Body:** When the vehicle has taken it's total SDP in damage (from any combination of locations) the vehicle is rendered inoperable.

**Motive Gear:** 1/3 total SDP. When the motive systems have sustained 1/2 of their SDP, the vehicle's top speed is halved, and it suffers a -3 maneuverability modifier. When the motive systems have lost all their SDP, the vehicle is immobilized (aerial vehicles crash).

**Engine:** 1/3 total SDP. If it takes over 1/2 its SDP top speed is halved, and it suffers a -1 maneuverability modifier. When it has lost all its SDP it is immobilized (aircraft may try to glide). Once the engine has taken over 50% of its SDP in damage, there is a 1 in 10 chance of a fuel explosion - roll this each time the engine takes damage. If the fuel explodes, the vehicle is destroyed.

**Pilot or crew:** Roll randomly for the crewman hit. Apply the damage to the person, subtracting personal armor SP from the damage. An unconscious or dead crew member can't operate the vehicle; most vehicles tend to crash when the driver is incapacitated (although some have autopilots that will take over when this happens).

**Weapon:** Weapons have 10 SDP. When a weapon has taken damage to all its SDP, it is destroyed. When a weapon is destroyed, there's a 1 in 10 chance that it will explode, doing the full damage of one shot to the part of the vehicle to which it is attached.

**Turret:** Have 1/3 the vehicle's total SDP. When the turret loses any SDP, there's a 2 in 10 chance that one of the weapons mounted there will be rendered useless. When the turret takes damage to all its SDP, it and all equipment in it are no longer functional.

### NOTE: ACPA

Have no target size modifier and use the human hit location chart. Any damage that penetrates the suit's SP is divided in half: One half goes to the suit's total SDP and the other to the pilot. When a limb has taken damage to all its SDP, it is rendered inoperable, along with all weapons mounted on it.

## MAXIMUM METAL VEHICLE COMBAT RULES

### FACTORS & CALCULATION

**Penetration:** Average Damage/10, round off; x2 for any type of AP; x1/2 for D6 weapons.

**Armor Value:** SP/20, round off.

**Body Value:** SDP/20; round off.

### COMBAT PROCEDURE

1. Roll normally for to-hit.

2. Figure Penetration and Armor Modifiers

### PENETRATION MODIFIERS

Per 10 points above target number ... +1/2

Per additional round ..... +1/4

Long Range ..... -1/4

Extreme Range ..... -1/2

### ARMOR MODIFIERS

Hitting vehicle from side ..... 3/4

Bottom, back, or top ..... 1/2

3. Subtract Armor Value from Penetration. If the result is 0 or more, go to step 4. If not go to step 6.

4. Roll 1D10 and add positive difference between Penetration and Armor Value.

5. Subtract the target's Body Value, and refer to table below:

### DAMAGE TABLE

Die Roll	Result
0 or less	Surface Damage (step 6)
1-5	Minor Damage
6-9	Major Damage
10+	Catastrophic Damage

6. **Surface Damage:** Roll 1D10. On a 7-10, one random unprotected/exposed piece of equipment has been damaged. If the weapon that damaged it has a base Penetration of 3+, the item is destroyed. If the weapon's Penetration is 2 or less, the item has a 50% chance of surviving in repairable condition.

7. **Other Damage:** Roll on Vehicle Hit Location Chart to see what was hit, then check below for effects of damage.

### VEHICLE HIT LOCATION TABLE

Roll 1D10 (+2 if shooting at top, -1 if shooting at side, -2 if shooting at back or bottom)

Roll	Location
-1,0	Fuel
1-3	Motive Gear
4-7	Hull
8-12	Turret (hull if no turret)

### HULL/TURRET SUBTABLES

Roll 1D10 (+1 if shooting at front, -1 if back)

Roll	Hull/Turret Location
0-2	Cargo or Ammo
3-4	Engine/Crew
5-7	Crew
8	Equipemnt
9	Weapon
10-11	Empty Space/Weapon

### EFFECTS

**Cargo:** Minor hit destroys 1 item, a Major or Catastrophic hit destroys all cargo.

**Ammo:** If it doesn't explode, the magazine for one random weapon is destroyed.

**Engine:** A damaged or destroyed engine will immobilize the vehicle.

**Empty Space:** The shot passes through harmlessly.

### MINOR DAMAGE

**Equipment, system or weapon:** 20% chance that it is destroyed. If not destroyed, it will not work until repaired.

**Fuel:** 25% chance of catching on fire (3d6 to each crewmember and 25% chance of exploding each turn it is on fire). Fire extinguishers and damage-control systems reduce the chance of fire or explosion to 5%.

**Crew:** Each applicable crew member sustains 4D6 damage to a random locaion. Body armor will reduce damage as normal.

### MAJOR DAMAGE

**Equipment, system or weapon:** 90% chance that it is destroyed. If not destroyed, it will not work until repaired.

**Engine/Explosive Ammo:** 50% chance it will explode demolishing the target. Fire extinguishers and damage-control systems reduce the chance of explosion to 10%.

**Fuel:** 50% chance of catching on fire (3d6 to each crewmember and 25% chance of exploding each turn it is on fire). Fire extinguishers and damage-control systems reduce the chance of fire or explosion to 10%.

**Crew:** Each applicable crew member sustains 6D6 damage to a random locaion. Body armor will reduce damage as normal.

### CATASTROPHIC DAMAGE

**Equipment, system or weapon:** Item destroyed, must be replaced.

**Engine/Explosive Ammo:** 90% chance it will explode demolishing the target. Fire extinguishers and damage-control systems reduce the chance of explosion to 30%.

**Fuel:** 50% chance of catching on fire (3d6 to each crewmember and 25% chance of exploding each turn it is on fire). Fire extinguishers and damage-control systems reduce the chance of fire or explosion to 30%.

**Crew:** Each applicable crew member sustains 10D6 damage to a random locaion. Body armor will reduce damage as normal.

### TIRES, TREADS AND TURRETS

Exposed objects, such as turrets, on a vehicle can be targeted. Other items, including exposed crew and passengers, are too small to target with vehicle weapons; small arms may shoot at these targets normally.

**Wheel:** Small target. 1/3 vehicles SDP & SP.

**Tracks:** Normal target. 1/2 SDP & SP.

**1/2 Space Turret:** Small. Full SP, 1/4 SDP.

**1-3 Space Turret:** Normal. Full SP, 1/2 SDP.

**4+ Space Turret:** Large. Full SP, 3/4 SDP.

### ANTI-VEHICLE WEAPONS VS PERSONNEL

1. Roll normally to hit.

2. Victim makes LUCK test 15+. This does not use up any LUCK points, unless the victim wants to add points to the roll. Success indicated that he takes 5D6 damage to a random location. Armor works at half SP.

3. If the LUCK test failed, divide average Armor SP by 20 to get the Armor Value. Subtract this from the weapon's Penetration. A result of 0 or less, the victim takes 2D6 impact damage and loses 10SP of armor for every point of Penetration stopped. Multiply results of 1+ by 10 to find the damage the victim receives, his armor is also destroyed.

### INDIRECT FIRE

The spotter must know where he, and the target are. This requires a map and a Difficulty 15+ Wilderness Survival roll, or a satellite, or a computer navigation/GPS system. Mortars and launched grenades travel at 400m per turn, artillery shells travel at 600m per turn. At the end of the turn when the shells reach the target, after everybody has moved and taken their actions, roll for the artillery to hit versus Difficulty 25+

### Modifiers to the D10 roll are:

Spotter's (Heavy Weapons+INT)/2

Firer's Heavy Weapons/2

Visibility Modifiers that apply to the Spotter +3/turn (max 4 turns) of spotted fire at the same target area.

If the shot hits, roll on the Grenade Table to see just where it hits and work out damage as usual. Once a shot hits, the To-Hit# drops to 10 and the weapon(s) can continue to fire at that location for as long as desired without a need for a spotter to correct fire.

If the shot misses, it does so by (range/100m) x number of points missed by, in a direction determined by the Grenade Table. There is effectively no limit to the amount of weapons one spotter can spot for, as long as they're all shooting at the same target. A spotter can only spot and correct for one target location at a time.

### BOMBING

Deviate 10m on the Grenade Table per point the To-Hit roll is missed by, x height/100m.

**Hitting with a bomb:** Diff 25+. Fall at 175m/turn. Guided bombs can correct their point of aim 100m/turn.

**Dive-bombing:** Diff 25+. Aircraft has to dive at the target for at least one turn; diving for more than one turn counts at aiming (+1 WA/turn, max +3). When a bomb is released it has the aircraft's speed, but will lose half it's speed every turn after the first until it reaches 175m/turn.

## MANEUVERING, CHASING & EVADING

**1. GM determines range and terrain the battle is being fought in.**

**2. Determine each vehicle's maximum speed in meters per combat turn. Divide kph by 1.2, mph by 1.33 to get meters/turn.**

**3. Roll Initiative, adding vehicle operation skill, plus any modifiers to the vehicle operation skill, as well as REF and Combat Sense. Vehicles that were in an Advantageous Position get a +5 to this roll.**

**4. All vehicles declare actions, in reverse order of initiative.**

**5. All vehicles make skill rolls to determine if their actions are successful, and apply the results below:**

**Roll Fails:** Roll 1D6 on table below, adding +1 to the die roll for each full 3 points the action roll was missed by.

### FAILURE TABLE

1-4 Vehicle slews briefly out of control. Weapons fire at -5 this turn. May crash if within 2m of an obstacle or vehicle; Diff 15+ skill roll or sustain a sideswipe.

5-6 Lose control. Weapons fire at -10 this turn & next. Diff 20+ roll to regain control next turn, failure forces another 1D6 roll on the Failure Table. Ground vehicles skid 1D10x3m sideways in direction of travel. Air vehicles stall out, losing 1D10x15m altitude. If vehicle intercepts an obstacle within this distance it crashes.

7+ Ground vehicles roll 1D10x3m in direction of travel and take 1D6 Penetration to their thinnest armor each turn for [meters per turn in speed/20] turns. Roll 1D10 to determine which side is up (1-2 Top, 3-4 Left, 5-6 Right, 7-10 Bottom). Air vehicles go into a tail spin, losing 1D10x30m per turn until control is regained (Diff 25+) or aircraft crashes. No weapons fire.

**Roll succeeds within 10 points of the other vehicle's roll:** The faster vehicle opens or closes the range (as desired) by 1/2 the amount of movement that was declared. Firing is possible by weapons that are pointed directly towards the target or turret weapons.

**Roll succeeds and is 10 or more points better than the other vehicle's roll:** You've obtained Advantageous Position. Weapons facing up to 90 degree away from the side facing the target can shoot. Open or close the range by your declared speed, if desired (even if slower than other vehicle).

## CRASHES

**Sideswipe:** Minor crash directed at vehicle's side (75% armor). Penetration caused is the vehicle's speed/75 (round up), times the Weight Modifier.

**Crash:** Involve the armor facing appropriate to the situation. Penetration caused by the crash is the vehicle's speed/60 (round up), times the Weight Modifier. Remember, if you head-on another vehicle, add the two vehicle's speeds to determine collision Penetration. If one vehicle runs into another from behind, subtract the rammed vehicle's speed from the rammer's to determine collision Penetration (3.5 points per D10; 10 points per point of Penetration).

### WEIGHT MODIFIER TABLE

Size .....	Multiplier
Very Light (less than 25kg) .....	x1/2
Light (man, 25-100kg, plywood) .....	x1
Medium (101-500kg, plaster/plastic) .....	x2
Heavy (car, 501-5000kg, concrete) .....	x3
Very Heavy (5000+kg, armored walls) ...	x4

### MANEUVERS

Swerve .....	15
Take-offs & Landing .....	15
Aerial Rotations & Hovers (AV, heli) .....	15
Mild Turns & Banks (up to 30°) .....	15
Tight Turns (up to 45°) .....	20
Emergency Stops (inc AV & heli)* .....	20
Controlled Skids* .....	20
Aerial Loops .....	20
Emergency Climbs & Dives .....	20
Direction Reverses* .....	20
Bootlegger Reverse (-1/2 speed)* .....	25
Extremely Tight Turns (40-60°) .....	25
Aerial Straight Up or Down (AV & heli) ..	25

\* can't be done by hovercraft

### MANEUVER DIFFICULTY MODIFIERS

Every 10% over 50% top speed ....	+1/10%
Driver can't see/has no sensors .....	+10
Driver doing something else .....	+5
Extra actions with cybercontrols ..	-1/action
Slippery road (not hovercraft) .....	+3
Icy road (not hovercraft) .....	+5

### REVISED CONTROL MODIFIERS

Truck, Large Jet .....	-4
Med/Hvy Plane, Pickup, Limousine .....	-3
Wheeled APC/IFV/MBT .....	-2
Hover, Med/Hvy Helicopter .....	-2
Standard Car, AV .....	-0
Light Plane, Osprey, Lt Helicopter .....	-0
Cycle, Small Jet .....	+1
Tracked APC/IFV/MBT .....	+2
Airship .....	+5

## THIS VEHICLE MAKES WIDE TURNS

A vehicle takes 1/3 of the actual distance traveled when it makes a mild turn (up to 30°). On a tight turn (over 30°), it takes 1/6 actual distance. An extremely tight turn takes 1/12 the actual distance.

Tracked vehicles, PA suits on foot and cycles halve this distance; hovercraft, boats, helicopters, PA suits flying, and AVs multiply it by two and airplanes and airships by three.

**Example:** An AV travelling at 120mph tries a tight turn into a street 20m wide. Lateral movement takes it (1/6 of 160m x 2) 53m, and into a bulding at 120mph. A cycle trying the same turn at 50mph will slew (1/6 of 66m) 11m, allowing it to make the corner.

## FRIDAY NIGHT FISTFIGHT 2

**ATTACKER: REF+Skill+Bonuses/Penalties+1D10**

**vs.**

**DEFENDER: REF+Skill+Bonuses/Penalties+1D10**

If there's a tie the defender wins.

### DAMAGE MODIFIERS TABLE

<u>BODY</u>	<u>Hand to Hand</u>	<u>Cast Weapon</u>
2 -2	-1	
3-4	-1	-1
5-7	+0	+0
8-9	+1	+1
10	+2	+1
11-12	+4	+2
13-14	+6	+3
15+	+8	+4
Key Attack	+MArts	+MArts

### HAND TO HAND RANGES

<u>RANGE</u>	<u>MODIFIER</u>	<u>KEY ATTACKS</u>
Casting	-0	Block, Dodge, Jump Kick
	various	Cast, Ram
Hitting	+5	Polearm Strike
	+3	Normal Weapon Strike
	-0	Punch, Kick, Disarm, Ram, Sweep, Block, Dodge
	-3	Grapple
	-5	Cast
Grabbing	-0	Disarm, Grapple, Throw, Hold, Choke, Escape
	-3	Punch, Kick, Sweep, Block
Dodge	-5	Normal Strike

### REQUIREMENTS FOR RANGE CHANGE

**Casting to Hitting:** If you have the greater MA you may be able to enter Hitting range.

**Hitting to Grabbing:** Make Grapple roll.

**Grabbing to Hitting:** Make Parry or Dodge roll.

**Hitting to Casting:** If you have the greater MA you may be able to enter Casting range.

### STRIKE

Martial Arts, Fencing (blades), Melee + Key Strike + WA

### CAST

Martial Arts, Archery (bows), Athletics +Key Strike + WA + Range Penalty

### RANGE PENALTY FOR CASTING

<u>RANGE</u>	<u>PENALTY</u>
Hitting	-5
Close	-0
Medium	-5
Long	-10
Extreme	-15

### PUNCH AND KICK

Martial Arts, Brawling + Key Attack + WA(attached)

### DISARM

Martial Arts, Fencing, Melee, Brawling + Key Attack (or -BT Damage Mod) + WA + Size mod.

### SWEEP/TRIP

Martial Arts only + Key Attack + WA

### BLOCK/PARRY

Martial Arts, Fencing, Melee, Brawling + Key Defense + WA

### DODGE

Martial Arts, Dodge, Athletics + Key Defense

### ALL-OUT PARRY

You don't need to check your parry.

### ALL-OUT DODGE

-2 to all Attacker's strike rolls.

### GRAPPLE

Martial Arts, Brawling + Key Attack

### THROW

Martial Arts, Athletics + Key Attack

### HOLD/BREAK

Martial Arts only + Key Attack

### CHOKE/CRUSH

Martial Arts, Brawling + Key Attack

### ESCAPE

Break to Hold/Choke/Crush to Grapple to Grabbing range  
Martial Arts, Dodge & Escape + Key Defense + WA

### RAM

Martial Arts, Athletics (spec) + Key Attack - Dash penalty

### KNOCKDOWN SAVE

Defender's BODY + Strength Feat + 1D10 vs. Damage

### JUMP KICK

Martial Arts only + Kick Key Attack + WA

## MARTIAL ARTS FORMS & SPECIALIZATION BONUSES

<i>Style</i>	<i>Strike</i>	<i>Punch</i>	<i>Kick</i>	<i>Disarm</i>	<i>Sweep</i>	<i>Block</i>	<i>Dodge</i>	<i>Grapple</i>	<i>Throw</i>	<i>Hold</i>	<i>Choke</i>	<i>Escape</i>	<i>Ram</i>
Aikido (3)	-	-	-	+3	+3	+4	+3	+2	+3	+2	+1	+2	-
Animal Kung Fu (3)	+2	+2	+2	+1	+1	+2	-	-	-	-	-	-	-
Arasaka-Te (1)	+1	+1	+1	-	-	+1	+1	+1	+1	+1	+2	+1	-
Boxing (1)	-	+3	-	-	+3	+1	-	-	-	-	-	-	-
Capoeira (3)	-	+1	+2	-	+3	+2	+2	-	-	-	-	-	-
Choi Li Fut (3)	+2	+2	+2	+1	+2	+2	+1	+1	+1	-	-	-	-
Gun-Fu (3)	-	-	-	-	+3	+2	+4	+4	-	-	-	+2	-
Jeet Kun Do (3)	+3	+3	+2	+1	+1	+2	-	-	-	-	-	-	-
Judo (1)	-	-	-	-	+2	-	+1	+2	+3	+2	+1	+2	-
Jujitsu (2)	-	-	-	-	+2	+3	+2	-	+2	+4	+3	-	-
Karate (2)	-	+2	+2	+1	-	+2	-	-	-	-	-	-	-
Koppo (4)	-	+4	+2	-	+3	+3	-	+2	-	+2	+1	+2	-
Ninjutsu (5)	+3	+3	+1	+2	+2	+1	+2	+1	+1	+1	+1	+1	-
PanzerFaust (5)~	-	+3	+3	-	+1	-	+3	+3	+1	-	-	+4	+3
Sambo (3)	+2	+2	+2	+2	+2	-	-	+2	+3	+2	-	+2	-
Savate (2)	-	-	+4	-	-	+1	+1	-	-	-	-	-	-
Sumo (3)	-	+2	-	-	+2	-	+2	+2	+3	+1	-	+1	+4
Tae Kwon Do (3)	-	+3	+3	-	+2	+2	+1	-	-	-	-	-	-
Tai Chi Chuan (4)	+2	+2	+1	+1	-	+2	+1	+1	-	-	-	-	-
Te (3)	+2	+2	+1	+	+2	-	+1	-	-	-	-	-	-
Thai Kick Boxing (4)	-	+3	+4	-	-	+2	-	+1	-	-	-	-	-
Thamoc (2)	+1	-	-	+4vs	+1	+1	+2	+1	-	-	-	+2	-
Thrash Boxing (3)	+1	+2	+3	-	+3	-	+1	-	+1	-	-	+2	-
Wing Chung (3)	-	+4	+2	-	+1	+3	+1	-	-	+2	-	-	-
Wrestling (1)	-	-	-	-	+2	-	-	+4	+3	+4	+2	+4	-

Damage Bonuses      \*      \*      \*      %      \$      @      @      %      \*      \$      \*      @      \*

\* Key Attacks have Damage Bonuses.

\$ Damage Bonus doesn't usually apply, but Key Variant inflicts damage.

% Damage Bonus is never applied; a move that doesn't inflict damage.

@ Martial Artists can subtract their Bonus from damage recieved.

~ Full 'borg only martial art. Damage bonus is 1.5x PanzerFaust level.

Leaping attacks recieve +1D6/3m of leap. The attack is AP (SP 1/2, damage penetrating hard SP is normal).