



# CYBERPUNK

THE ROLE PLAYING GAME OF THE DARK FUTURE



DATA SCREEN 2.0.2.0.

R. TALSORIAN  
GAMES, INC.

CP 3801 ISBN 0-937-279-14-5



# TASK/ATTACK TO HIT NUMBERS

## DIFFICULTY OF TASK, SHOT OR OPPONENT

	EASY P. BLNK					AVERAGE CLOSE					DIFFIC. MEDIUM					V. DIFF. LONG					N.IMPOSS EXTREME				
	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
5	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25				
6	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24				
7	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23				
8	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22				
9	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21				
10		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20				
11			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19				
12				1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18				
13					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17				
14						1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16				
15							1	2	3	4	5	6	7	8	9	10	11	12	13	14	15				
16								1	2	3	4	5	6	7	8	9	10	11	12	13	14				
17									1	2	3	4	5	6	7	8	9	10	11	12	13				
18										1	2	3	4	5	6	7	8	9	10	11	12				
19											1	2	3	4	5	6	7	8	9	10	11				
20												1	2	3	4	5	6	7	8	9	10				

### Using the Task/Attack Table

The Task/Attack Table can be used to speed up combat or actions for NPC's or player characters.

For NPC's:

- 1) Decide the level of NPC's Stat in the required area of expertise (see Opponent Rating Table).
- 2) Decide the NPC's level of Skill. (O.R. Table)
- 3) Add the total together and compare this value to the left side of the table. Use the top of the table to determine the range or level of task difficulty. The cross indexed number is the 1D10 roll needed to succeed.

For Players:

- 1) Write down major Skill/Stat combinations (Awareness, weapon skills, etc.) for all players in the game. Use the table to tell players the 1D10 roll needed to succeed.

### GRENADE MISS TABLE

	10	
7	8	9
5	TARGET	6
2	3	4
	1	

ROLL 1D10 IF GRENADE THROW MISSES, THEN ROLL A SECOND 1D10 FOR METERS FROM TARGET SPACE.

### DRUGS & POISON

Type	Effect	Damage
Hallucinogen	Confusion	-4 INT
Nausea	Illness	-4 REF
Teargas	Tearing	-2 REF
Sleep Drugs	Sleep†	None
Biotoxin I	Death	4D6
Biototoxin II	Death	8D6
Nerve Gas	Death	8D10

†Half effect is drowsiness, -2 to all stats.

### MICROWAVE EFFECTS

#### MICROWAVER SIDE EFFECTS

- 1 Cyberoptics short for 1D6 turns
- 2 Neural pulse! If character has interface plugs, reflex boosts or other hardwiring, REF stat reduced by 1D6/2 permanently until repaired.
- 3 Cyberaudio shorts for 1D6 turns
- 4 Cyberlimb malfunction: Lose all use of cyberlimb for 1D10 turns. Roll 1D6 for limb, rerolling if no limb present.
  - 1-2 .. Right Arm
  - 3 ..... Left Leg
  - 4 ..... Right Leg
  - 5-6 .. Left Arm
- 5 Total Neural breakdown! Character reduced to twitching, epileptic fit for 1D6/3 turns.
- 6 No Effect

### ADD TO DAMAGE

Strength	Add to Damage
Very Weak	-2
Weak	-1
Average	+0
Strong	+1
Very Strong	+2
Body Type 11-12	+4
Body Type 13-14	+6
Body Type 15+	+8

### OPPONENT RATING TABLE

#### LEVEL OF STAT

Level	Stat
1-2	Poor
3-4	Below Average
5-6	Average
7-8	Above Average
9-10	Exceptional

#### LEVEL OF SKILL

Level	Skill Rating
1-2	Novice
3-4	Unskilled
5-6	Trained
7-8	Professional
9-10	Master

### 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 or vehicle	+4
Under stress	+3
Under attack	+3 to +4
Wounded	+2 to +6
Drunk, drugged or tired	+4
Hostile Environment	+4
Very Hostile Environment	+6
Lack of instructions for task	+2
All the other characters are "kibbitzing" while you're trying to do the task	+3
Has never performed this task before	+1
Difficult Acrobatics involved	+3
Very Difficult Acrobatics involved	+4
Impossible Acrobatics involved	+5
Information hidden, secret or obscure	+3
Well-hidden clue, secret door, panel, etc.	+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
Trying to perform secretive task while under observation.	+4



# WEAPONS LIST

Name	Type	WA	Con.	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost
<b>LIGHT AUTOPISTOLS</b>										
BudgetArms C-13	P	-1	P	E	1D6(5mm)	8	2	ST	50m	75. <sup>00</sup>
Dai Lung Cybermag 15	P	-1	P	C	1D6+1(6mm)	10	2	UR	50m	50. <sup>00</sup>
Federated Arms X-22	P	0	J	E	1D6+1(6mm)	10	2	ST	50m	150. <sup>00</sup>
<b>MEDIUM AUTOPISTOLS</b>										
Militech Arms Avenger	P	0	J	E	2D6+1(9mm)	10	2	VR	50m	250. <sup>00</sup>
Dai Lung Streetmaster	P	0	J	E	2D6+3(10mm)	12	2	UR	50m	250. <sup>00</sup>
Federated Arms X-9mm	P	0	J	E	2D6+1(9mm)	12	2	ST	50m	300. <sup>00</sup>
<b>HEAVY AUTOPISTOLS</b>										
BudgetArms Auto 3	P	-1	J	E	3D6(11mm)	8	2	UR	50m	350. <sup>00</sup>
Stermeyer Type 35	P	0	J	C	3D6(11mm)	8	2	VR	50m	400. <sup>00</sup>
<b>VERY HEAVY AUTOPISTOLS</b>										
Armalite 44	P	0	J	E	4D6+1(12mm)	8	1	ST	50m	450. <sup>00</sup>
Colt AMT Model 2000	P	0	J	C	4D6+1(12mm)	8	1	VR	50m	500. <sup>00</sup>
<b>LIGHT SUBMACHINEGUNS</b>										
Uzi Miniauto 9	SMG	+1	J	E	2D6+1(9mm)	30	35	VR	150m	475. <sup>00</sup>
H&K MP-2013	SMG	+1	J	C	2D6+3(10mm)	35	32	ST	150m	450. <sup>00</sup>
Fed. Arms Tech Assault	SMG	+1	J	C	1D6+1(6mm)	50	25	ST	150m	400. <sup>00</sup>
<b>MEDIUM SMGS</b>										
Arasaka Minami 10	SMG	0	J	E	2D6+3(10mm)	40	20	VR	200m	500. <sup>00</sup>
H&K MPK-9	SMG	+1	J	C	2D6+1(9mm)	35	25	ST	200m	520. <sup>00</sup>
<b>HEAVY SMGS</b>										
Stermeyer SMG 21	SMG	-1	L	E	3D6(11mm)	30	15	VR	200m	500. <sup>00</sup>
H&K MPK-11	SMG	0	L	C	4D6(12mm)	30	20	ST	200m	700. <sup>00</sup>
Ingram MAC 14	SMG	-2	L	E	4D6(12mm)	20	10	ST	200m	650. <sup>00</sup>
<b>ASSAULT RIFLES</b>										
Militech Ronin Light Assault	RIF	+1	N	C	5D6(5.56)	35	30	VR	400m	450. <sup>00</sup>
AKR-16 Medium Assault	RIF	0	N	C	5D6(5.56)	30	30	ST	400m	500. <sup>00</sup>
FN-CAL Heavy Assault Rifle	RIF	-1	N	C	6D6+2(7.62)	30	30	VR	400m	600. <sup>00</sup>
Kalishnikov A-80 Hvy. Rifle	RIF	-1	N	E	6D6+2(7.62)	35	25	ST	400m	550. <sup>00</sup>
<b>SHOTGUNS</b>										
Arasaka Rapid Assault 12	SHT	-1	N	C	4D6(00)	20	10	ST	50m	900. <sup>00</sup>
Stermeyer Stakeout 10	SHT	-2	N	R	4D6(00)	10	2	ST	50m	450. <sup>00</sup>
<b>HEAVY WEAPONS</b>										
Barrett-Arasaka Light 20mm	HVY	0	N	R	4D10(20mm)	10	1	VR	450m	2,000. <sup>00</sup>
Scorpion 16 Missile Launcher	HVY	-1	N	R	7D10	1	1	VR	1km	3,000. <sup>00</sup>
Militech Arms RPG-A	HVY	-2	N	R	6D10	1	1	VR	1000m	1,500. <sup>00</sup>
Frag Grenade	HVY	0	P	P	7D6	1	1	VR	Throw	30. <sup>00</sup>
Stun Grenade	HVY	0	P	P	-5 to Stun roll	1	1	VR	Throw	30. <sup>00</sup>
Incendiary Grenade	HVY	0	P	P	4D6 for 3 turns	1	1	VR	Throw	30. <sup>00</sup>
Sonic or Dazzle Grenade	HVY	0	P	P	Deaf/blind 3 turns	1	1	VR	Throw	30. <sup>00</sup>
Gas Grenade	HVY	0	P	P	See Drug/Poison	1	1	VR	Throw	30. <sup>00</sup>
C-6 Plastic Explosive	HVY	0	P	P	8D10 per kg.	1	1	VR	NA	100. <sup>00</sup> /kg
Mine (all types)	HVY	0	J	P	4D10	1	1	VR	NA	350. <sup>00</sup>
K-A F-253 Flamethrower	HVY	-2	N	R	2D10	10	1	ST	50m	1,500. <sup>00</sup>
<b>EXOTICS</b>										
Techtronica 15 Microwaver	P	0	J	P	1D6	10	2	VR	20m	400. <sup>00</sup>
Militech Elect. LaserCannon	RIF	0	N	R	1-5D6	10	2	UR	200m	8,000. <sup>00</sup>
Avante P-1135 Needlegun	P	0	P	P	Drugs	15	2	ST	40m	200. <sup>00</sup>
Enertex AKM Power Squirt	P	-2	J	C	Drugs	50	1	VR	10m	15. <sup>00</sup>
Nelspot "Wombat"	P	-1	J	C	Drugs	20	2	UR	40m	200. <sup>00</sup>
Militech Electronics Taser	P	-1	P	E	Stun	5	2	ST	10m	60. <sup>00</sup>
EagleTech "Tomcat" C-bow	EX	0	N	C	4D6	12	1	VR	150m	150. <sup>00</sup>
EagleTech "Stryker" X-bow	EX	-1	N	C	3D6+3	12	1	VR	50m	220. <sup>00</sup>
<b>MELEE WEAPONS</b>										
Note: Most melee weapons are available on the open market and have a ROF of 1, a WA of 0, and no reloads.										
Kendachi Monoknife®	MEL	+1	N	P	2D6	NA	NA	VR	1m	200. <sup>00</sup>
Kendachi MonoKatana®	MEL	+1	P	R	4D6	NA	NA	UR	1m	600. <sup>00</sup>
SPM-1 Battleglove™	MEL	-2	N	P	3D6/2D6	NA	NA	VR	1m	900. <sup>00</sup>
Club	Melee	0	N	C	1D6	NA	NA	NA	1m	Free
Knife	Melee	0	P	C	1D6	NA	NA	NA	1m	1-20. <sup>00</sup>
Sword	Melee	0	N	C	2D6+2	NA	NA	NA	1m	20-200. <sup>00</sup>
Axe	Melee	-1	N	C	2D6+3	NA	NA	NA	1m	20. <sup>00</sup>
Nunchaku/Tonfa	Melee	0	L	C	3D6	NA	NA	NA	1m	15. <sup>00</sup>
Naginata	Melee	0	N	P	3D6	NA	NA	NA	2m	100. <sup>00</sup>
Shiriken	Melee	0	P	C	1D6/3	NA	NA	NA	Throw	2-3. <sup>00</sup>
Switchblade	Melee	0	P	C	1D6/2	NA	NA	NA	1m	15. <sup>00</sup>
Brass knuckles	Melee	0	P	C	1D6+2	NA	NA	NA	1m	10. <sup>00</sup>
Sledhammer	Melee	-1	N	C	4D6	NA	NA	NA	1m	20. <sup>00</sup>
Chainsaw	Melee	-3	N	C	4D6	NA	NA	NA	2m	80. <sup>00</sup>

# ARMOR TABLE

Type of Armor	Covers	SP*	EV†	Cost
Cloth, leather√	Arms, Torso, possibly legs	0	+0	Varies
Heavy Leather	Arms, Torso, possibly legs	4	+0	50eb
Kevlar T-Shirt, Vest√	Torso	10	+0	90eb
Steel helmet	Head	14	+0	20eb
Light Armor Jacket√	Torso, Arms	14	+0	150eb
Med Armor Jacket√	Torso, Arms	18	+1	200eb
Flack vest√	Torso	20	+1	200eb
Flack Pants√	Legs	20	+1	200eb
Nylon Helmet	Head	20	+0	100eb
Heavy Armor Jacket	Torso, Arms	20	+2	250eb
Doors Gunner's Vest	Torso	25	+3	250eb
MetalGear™	Whole Body	25	+2	600eb

\*AP rounds: treat Armor as if half SP. vi-Edged weapons treat SP as half.  
† [EV] Encumbrance values should be added together and subtracted from character's total REF stat.

# ATTACK MODIFIERS

## WEAPON RANGES

Handguns	.....	50m
Submachineguns	.....	150m
Shotguns	.....	50m
Rifles	.....	400m
Thrown Objects	.....	10m x Body Stat

## TO HIT NUMBERS

Point Blank (Touching)	.....	10
Close (1/4 Long range)	.....	15
Medium (1/2 Long range)	.....	20
Long (Full range)	.....	25
Extreme (2x Long range)	.....	30

## MODIFIERS (ADD TO ATTACKER'S ROLL)

Target immobile	.....	+4
Target dodging (melee only)	.....	-2
Moving Target REF >10	.....	-3
Moving Target REF >12	.....	-4
Moving Target REF >14	.....	-5
Snapshot	.....	-3
Ambush	.....	+5
Aimed shot at body location	.....	-4
Ricochet or indirect fire	.....	-5
Blinded by light or dust	.....	-3
Target silhouetted	.....	+2
Turning to Face Target	.....	-2
Using two weapons	.....	-3 on both
Firing while running	.....	-3
Firing shoulder arm from hip	.....	-2
Turret mounted weapon	.....	+2
Vehicle mounted, no turret	.....	-4
Large target	.....	+4
Small target	.....	-4
Tiny target	.....	-6
Aiming	..... (+1 each turn, up to 3 turns)	
Laser Sight	.....	+1
Telescopic Sight	..... +2 Ext., +1 Med	
Targeting scope	.....	+1
Smartgun	.....	+2
Smartgoggles	.....	+2
Three Round Burst	.....	
(Close/Medium only)	.....	+3
Full Auto, Close	..... +1 for every 10 mds	
Full Auto, all other	..... -1 for every 10 mds	

# AREA EFFECT TABLE

Type	Area
Grenades	..... 5m
Molotovs	..... 2m p/liter
Flamethrower	..... 2m
Cyberlimb flamethrower	..... 1m
Mine	..... 2m
Claymore	..... 6m line from center of explosion
C-6	..... 5m p/kg
RPG	..... 4m
Missile	..... 6m
Shotgun (Close)	..... 1m
Shotgun (Med)	..... 2m
Shotgun (Lng/Ext)	..... 3m



# NETRUNNING PROGRAMS

Name	Class	Function	Strength	MU	Cost
<b>INTRUSION</b>					
Hammer	Intrusion	Knocks down data walls (2D6 per attack to data wall Strength)	4	1	400
Jackhammer	Intrusion	Knocks down data walls (1D6 per attack to data wall Strength)	2	2	360
Worm	Intrusion	Infiltrates and breaks down data walls silently in 2 turns	2	5	660
<b>DECRYPTION</b>					
Code Cracker	Decryptor	Breaks down code gates and file locks	3	2	380
Wizard's Book	Decryptor	Deciphers code gates (STR 6) & file locks	4/6	2	400
Raffles	Decryptor	Deciphers code gates & file locks	5	3	560
<b>DETECTION/ALARM</b>					
Watchdog	Detect/Alarm	Detects entry and alerts owner	4	5	610
Bloodhound	Detect/Alarm	Detects entry and traces signal, then alerts master	3	5	700
Pit Bull	Detect/Alarm	Detects entry, traces signal and cuts intruder's line until killed	2	6	780
SeeYa	Detect/Alarm	Detects "Invisible" ICONS	3	1	280
Hidden Virtue	Detect/Alarm	Detects "real" things in virtual realities	3	1	280
Speedtrap	Detect/Alarm	Detects hidden programming within 10 spaces	4	4	600
<b>ANTI SYSTEM</b>					
Flatline	Anti System	Kills operating CPU	3	2	570
Poison Flatline	Anti System	Kills all system Memory	2	2	540
Krash	Anti System	Crashes system CPU for 1D6 turns	3	2	570
DeckKrash	Anti System	Crashes deck CPU for 1D6 turns. Drops opponent out of Netspace	4	2	600
Virizz	Anti System	Ties up 1 action of system till deck is turned off	4	2	600
VIRAL 15	Anti System	Erases one file randomly each turn	4	2	590
Murphy	Anti System	Causes system to randomly launch programs	3	2	600
<b>EVASION/STEALTH</b>					
Invisibility	Evasion	Hides cybersignal, making you appear "invisible"	3	1	300
Stealth	Evasion	Mutes cybersignal, making it harder to detect	4	3	480
Replicator	Evasion	Confuses attacking IC by creating millions of deck signals	3/4	2	320
<b>PROTECTION</b>					
Shield	Protection	Stops attacks to Netrunner	3	1	150
Force Shield	Protection	Stops stronger attacks to Netrunner	4	2	160
Reflector	Protection	Reflects and stops Stun, Hellbolt, Knockout attacks	5	2	160
Armor	Protection	Reduce Stun, Hellbolt, Brainwipe, Zombie, Hellhound attacks by -3 pts.	4	2	170
Flack	Protection	Creates static walls to blind attackers. STR 2 vs DOG series programs	4/2	2	180
<b>ANTI-IC</b>					
Killer II	Anti IC	Attacks all types, 1D6 damage to target STR. Mobile	2	5	1320
Killer IV	Anti IC	Attacks all types, 1D6 damage to target STR. Mobile	4	5	1400
Killer VI	Anti IC	Attacks all types, 1D6 damage to target STR. Mobile	6	5	1480
Manticore	Anti IC	Attacks Demons, de-rezzing instantly	2	3	880
Hydra	Anti IC	Attacks Demons, de-rezzing instantly	3	3	920
Dragon	Anti IC	Attacks Demons, derezzing instantly	4	3	960
Aardvark	Anti IC	Detects and attacks Worms, de-rezzing instantly	4	3	1000
<b>ANTI-PERSONNEL</b>					
Stun	Anti-Person.	Freezes Netrunner for 1D6 turns	3	3	6000
Hellbolt	Anti-Person.	Cause 1D10 physical damage to Netrunner	4	4	6250
Sword	Anti-Person.	Hellbolt variant, causes 1D6 physical damage to Netrunner	3	4	6750
Brainwipe	Anti-Person.	Reduce INT by 1D6 each turn, killing Netrunner	3	4	6500
Zombie	Anti-Person.	Reduce INT by 1D6 each turn, leaving Netrunner mindless	5	4	7500
Liche	Anti-Person.	Erases memory, replacing with pseudo-personality	4	4	7250
Firestarter	Anti-Person.	Causes power surge, starting fire in Netrunner's deck.	4	4	6250
Hellhound	Anti-Person.	Tracks Netrunner, waits, then causes 3D10 damage/turn	6	6	10,000
Spazz	Anti-Person.	Reduces Netrunner REF for 1D6 turns	4	3	6250
Glue	Anti-Person.	Locks Netrunner in place for 1D10 turns	5	4	6500
Knockout	Anti-Person.	Causes coma for 1D6 hours	4	3	6250
JackAttack	Anti-Person.	Prevents Netrunner from logging off	3	3	6000
<b>CONTROLLERS</b>					
Viddy Master	Controller	Video board controller	4	1	140
Soundmachine	Controller	Microphone/voxbox controller	4	1	140
Open Sesame	Controller	Electronic door controller	3	1	130
Genie	Controller	More powerful door, elevator controller	5	1	150
Hotwire™	Controller	Vehicle controller	3	1	130
Dee-2®	Controller	Robot controller	3	1	130
Crystal Ball	Controller	Video/camera controller	4	1	140
News At 8	Controller	Screamsheet box controller	4	1	140
Phone Home	Controller	Send & receive cellular calls, intercepts calls at STR. 2	5	1	150
<b>UTILITIES</b>					
Databaser	Utility	Stores up to 10,000 pages per file of information/text	8	2	180
Allias	Utility	Replaces file name with false one	6	2	160
ReRezz	Utility	Recompiles and restores destroyed programs	3	1	130
Instant Replay	Utility	Records coordinates of current Netrun for replay later	8	2	180
Gatekeeper	Utility	Detects and destroys Virizz, Viral 15 programs	5	1	150
Padlock	Utility	Refuses to allow log on through deck unless code is given	4	2	160
Electrolock	Utility	Locks files as is a STR. 3 code gate.	7	2	170
FileLocker®	Utility	Locks files, requiring code word (runner's choice) to open	4	1	140
NetMap	Utility	Provides accurate maps of most well-known Net locations	4	1	140
Packer	Utility	Reduces programs by 1/2 size. Take 2 turns to unpack.	4	1	140
Backup	Utility	Creates copies of most programs on chip	4	1	140
<b>DEMON SERIES</b>					
Imp II	Demon	Carries 2 programs	3	3	1000
Alreet II	Demon	Carries 3 programs	3	4	1160
Succubus II	Demon	Carries 4 programs	4	4	1200
Balron II	Demon	Carries 4 programs	5	5	1240

## NETRUNNER COMBAT FORMULAS

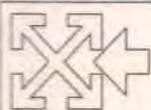
**INITIATIVE**  
COMPUTER INT+1D10  
VS  
NETRUNNER REF+ DECK  
SPEED+1D10

**UTILITIES & CONTROLLERS**  
ROLL EQUAL TO OR LOWER  
THAN STR ON 1D10

**ANTISYSTEM**  
PROGRAM STR + 1D10  
VS  
DATA WALL STR + 1D10

**DECRYPTION**  
PROGRAM STR+ 1D10  
VS  
CODE GATE OR FILE LOCK STR  
+1D10

**ANTI-PERSONNEL, ANTI-IC, EVASION, DETECTION**  
DEFENDER'S INT+PROGRAM  
STR+ INTERFACE+1D10  
VS  
ATTACKER'S INT+PROGRAM  
STR+ INTERFACE+1D10



**INTERLOCK  
SYSTEMS®**

**R. TALSORIAN  
GAMES, INC.**



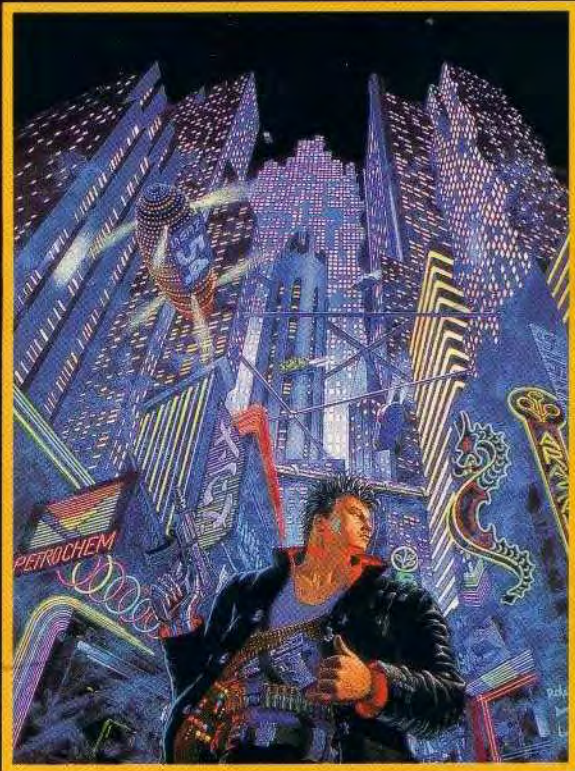
# WEAPONS LIST

Name	Type	WA	Con.	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost
<b>LIGHT AUTOPISTOLS</b>										
BudgetArms C-13	P	-1	P	E	1D6(5mm)	8	2	ST	50m	75. <sup>00</sup>
Dai Lung Cybermag 15	P	-1	P	C	1D6+1(6mm)	10	2	UR	50m	50. <sup>00</sup>
Federated Arms X-22	P	0	J	E	1D6+1(6mm)	10	2	ST	50m	150. <sup>00</sup>
<b>MEDIUM AUTOPISTOLS</b>										
Militech Arms Avenger	P	0	J	E	2D6+1(9mm)	10	2	VR	50m	250. <sup>00</sup>
Dai Lung Streetmaster	P	0	J	E	2D6+3(10mm)	12	2	UR	50m	250. <sup>00</sup>
Federated Arms X-9mm	P	0	J	E	2D6+1(9mm)	12	2	ST	50m	300. <sup>00</sup>
<b>HEAVY AUTOPISTOLS</b>										
BudgetArms Auto 3	P	-1	J	E	3D6(11mm)	8	2	UR	50m	350. <sup>00</sup>
Stermeyer Type 35	P	0	J	C	3D6(11mm)	8	2	VR	50m	400. <sup>00</sup>
<b>VERY HEAVY AUTOPISTOLS</b>										
Armalite 44	P	0	J	E	4D6+1(12mm)	8	1	ST	50m	450. <sup>00</sup>
Colt AMT Model 2000	P	0	J	C	4D6+1(12mm)	8	1	VR	50m	500. <sup>00</sup>
<b>LIGHT SUBMACHINEGUNS</b>										
Uzi Miniauto 9	SMG	+1	J	E	2D6(9mm)	30	35	VR	150m	475. <sup>00</sup>
H&K MP-2013	SMG	+1	J	C	2D6+3(10mm)	35	32	ST	150m	450. <sup>00</sup>
Fed. Arms Tech Assault	SMG	+1	J	C	1D6+1(6mm)	50	25	ST	150m	400. <sup>00</sup>
<b>MEDIUM SMGS</b>										
Arasaka Minami 10	SMG	0	J	E	2D6+2(10mm)	40	20	VR	200m	500. <sup>00</sup>
H&K MPK-9	SMG	+1	J	C	2D6+1(9mm)	35	25	ST	200m	520. <sup>00</sup>
<b>HEAVY SMGS</b>										
Stermeyer SMG 21	SMG	-1	L	E	3D6(11mm)	30	15	VR	200m	500. <sup>00</sup>
H&K MPK-11	SMG	0	L	C	4D6(12mm)	30	20	ST	200m	700. <sup>00</sup>
Ingram MAC 14	SMG	-2	L	E	4D6(12mm)	20	10	ST	200m	650. <sup>00</sup>
<b>ASSAULT RIFLES</b>										
Militech Ronin Light Assault	RIF	+1	N	C	5D6(5.56)	35	30	VR	400m	450. <sup>00</sup>
AKR-16 Medium Assault	RIF	0	N	C	5D6(5.56)	30	30	ST	400m	500. <sup>00</sup>
FN-CAL Heavy Assault Rifle	RIF	-1	N	C	6D6+2(7.62)	30	30	VR	400m	600. <sup>00</sup>
Kalishnikov A-80 Hvy. Rifle	RIF	-1	N	E	6D6+2(7.62)	35	25	ST	400m	550. <sup>00</sup>
<b>SHOTGUNS</b>										
Arasaka Rapid Assault 12	SHT	-1	N	C	4D6(00)	20	10	ST	50m	900. <sup>00</sup>
Stermeyer Stakeout 10	SHT	-2	N	R	4D6(00)	10	2	ST	50m	450. <sup>00</sup>
<b>HEAVY WEAPONS</b>										
Barrett-Arasaka Light 20mm	HVY	0	N	R	4D10(20mm)	10	1	VR	450m	2,000. <sup>00</sup>
HellKat 16 Missile Launcher	HVY	-1	N	R	7D10	1	1	VR	1km	3,000. <sup>00</sup>
Militech Arms RPG-A	HVY	-2	N	R	6D10	1	1	VR	1000m	1,500. <sup>00</sup>
Frag Grenade	HVY	0	P	P	7D6	1	1	VR	Throw	30. <sup>00</sup>
Stun Grenade	HVY	0	P	P	-5 to Stun roll	1	1	VR	Throw	30. <sup>00</sup>
Incendiary Grenade	HVY	0	P	P	4D6 for 3 turns	1	1	VR	Throw	30. <sup>00</sup>
Sonic or Dazzle Grenade	HVY	0	P	P	Deaf/blind 3 turns	1	1	VR	Throw	30. <sup>00</sup>
Gas Grenade	HVY	0	P	P	See Drug/Poison	1	1	VR	Throw	30. <sup>00</sup>
C-6 Plastic Explosive	HVY	0	P	P	8D10 per kg.	1	1	VR	NA	100. <sup>00</sup> /kg
Mine (all types)	HVY	0	J	P	4D10	1	1	VR	NA	350. <sup>00</sup>
K-A F-253 Flamethrower	HVY	-2	N	R	2D10	10	1	ST	50m	1,500. <sup>00</sup>
<b>EXOTICS</b>										
Techtronica 15 Microwaver	P	0	J	P	1D6	10	2	VR	20m	400. <sup>00</sup>
Militech Elect. LaserCannon	RIF	0	N	R	1-5D6	10	2	UR	200m	8,000. <sup>00</sup>
Avante P-1135 Needlegun	P	0	P	P	Drugs	15	2	ST	40m	200. <sup>00</sup>
Enertex AKM Power Squirt	P	-2	J	C	Drugs	50	1	VR	10m	15. <sup>00</sup>
Nelspot "Wombat"	P	-1	J	C	Drugs	20	2	UR	40m	200. <sup>00</sup>
Militech Electronics Taser	P	-1	P	E	1D6(5mm)	5	2	ST	10m	60. <sup>00</sup>
EagleTech "Tomcat" C- Bow	EX	0	N	C	4D6	12	1	VR	150m	150. <sup>00</sup>
EagleTech "Stryker" X-bow	EX	-1	N	C	3D6+3	12	1	VR	50m	220. <sup>00</sup>
<b>MELEE WEAPONS</b>										
Note: Most melee weapons are available on the open market and have a ROF of 1, a WA of 0, and no reloads.										
Kendachi Monoknife®	MEL	+1	N	P	2D6	NA	NA	VR	1m	200. <sup>00</sup>
Kendachi MonoKatana®	MEL	+1	P	R	4D6	NA	NA	UR	1m	600. <sup>00</sup>
SPM-1 Battleglove™	MEL	-2	N	P	3D6/2D6	NA	NA	VR	1m	900. <sup>00</sup>
Club	Melee	0	N	C	1D6	NA	NA	NA	1m	Free
Knife	Melee	0	P	C	1D6	NA	NA	NA	1m	1-20. <sup>00</sup>
Sword	Melee	0	N	C	2D6+2	NA	NA	NA	1m	20-200. <sup>00</sup>
Axe	Melee	-1	N	C	2D6+3	NA	NA	NA	1m	20. <sup>00</sup>
Nunchaku/Tonfa	Melee	0	L	C	3D6	NA	NA	NA	1m	15. <sup>00</sup>
Naginata	Melee	0	N	P	3D6	NA	NA	NA	2m	100. <sup>00</sup>
Shiriken	Melee	0	P	C	1D6/3	NA	NA	NA	Throw	2-3. <sup>00</sup>
Switchblade	Melee	0	P	C	1D6/2	NA	NA	NA	1m	15. <sup>00</sup>
Brass knuckles	Melee	0	P	C	1D6+2	NA	NA	NA	1m	10. <sup>00</sup>
Sledghammer	Melee	-1	N	C	4D6	NA	NA	NA	1m	20. <sup>00</sup>
Chainsaw	Melee	-3	N	C	4D6	NA	NA	NA	2m	80. <sup>00</sup>

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