CHROME #3 #4

cyberpunk styleguides 3 & 4

Cyberpunk ®

R. TALSORIAN
GAMES, INC.

CHROME 3

BOOK

THE CYBERPUNK® STYLE GUIDE VOL. 3

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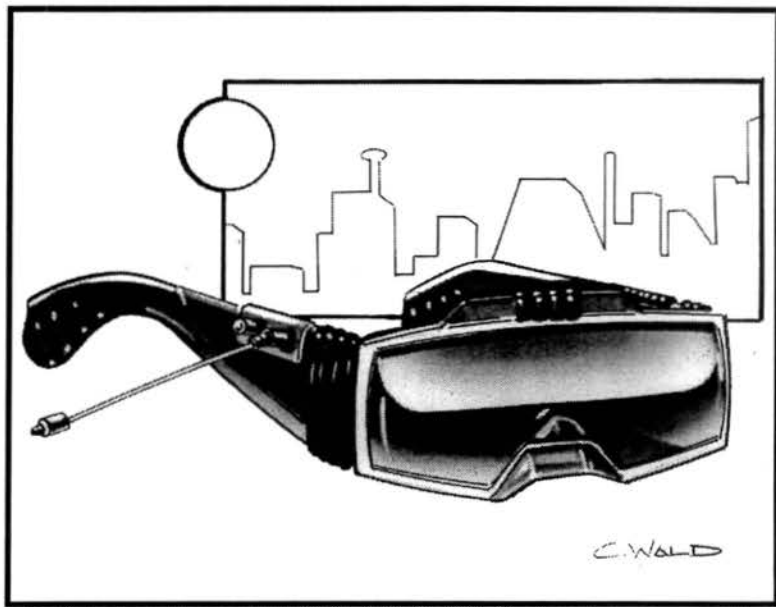## R. TALSORIAN GAMES, INC.

EQUIPMENT, ITEMS AND STUFF

Midnight Arms

Midnight Arms Smartgoggle Mirrorshades

450eb

Now you can have smartgoggles without ruining your fashion statement!

Available in chrome, silver, and gold-plated mirrorshades. All options cost 10% less than their cyberoptic versions.

Game Notes: *these function as smartgoggles, but only hold up to 2 options.*

Utopian "Small Wonders" NanoAgents

50eb

Bringing microengineering next to godliness...

The emerging technology of molecular machines and tailored viurses is now available to the common man thanks to Utopian Corp's Small Wonders product line. Small Wonders are autonomous, chemically-programmed, microscopic cleaning agents available for a variety of applications: spray once, wait 40 minutes and don't worry about cleaning up! Currently available NanoAgents include KleenBore for your guns, Nanair to remove body hair, AutoGloss for waxing your car, BioGloss for cyberlimbs and a host of others. Spray applicators are avilable in 10-use tubes (the size of a D-Cell battery) which maintain a survivable environment for the NanoAgents for 3 months.

Game Notes: *Referees should feel free to come up with just about any use for Small Wonders—stuff that cleans your fingernails, anti-earwax agents, even the "automatic nose-picker!"*

Arc Furnace

1,000eb

Ideal for the destruction of waste materials, the Adiuvant Arc Furnace reduces materials to their component atoms, before venting the resulting gases. Anything can be dealt with, and poisonous compounds and potentially dangerous viruses will be safely dealt with by this; the carbon atoms in botulinus toxin are no more dangerous than any others, once you get them alone.

Game Notes: *The arc furnace is roughly a two metre cube, and needs a power supply. If left on, it consumes about 300eb of power in a day. Materials destroyed in the furnace are completely untraceable, it is impossible to identify them, no matter what methods are used. Note that toxic elements, such as arsenic or plutonium, will not be rendered safe by disposal in the furnace.*

Communications Accessories

Fibre-Optic Cable

The backbone of the information society. These are the cables that carry all net signals, and all cable TV. Standard quality cable, such as is used for the net in North America, is 0.1eb/metre, and there's a lot of it out there. Higher quality cables can be obtained, allowing faster data transmission, and +1 to all netrunning tasks, as long as the entire cable route to the destination is made of such stuff. This costs 1eb/meter.

Repeaters

Even fibre-optics aren't perfect, and these devices are installed every hundred kilometres, to boost the strength of the signal. Interfering with one of these is a very good way to screw up the Net. If a repeater starts garbling its messages, provided that the garbling is fairly subtle, the automatic re-routers won't notice right away. The right glitch (INT + System Knowledge roll, Difficulty 30) will bring the portions of the Net crashing down for about two hours (Ref's discretion). Repeaters cannot be bought legally—Internet wants to hold onto its pseudo-monopoly—but can be obtained on the black market for about 1000eb, if you have the right contacts.

Junctions

These devices merge the flow of data in two fibre optics, and direct data along the correct route. They also tell the IG algorithms the physical location of the systems connected to them. These can be bought legally, since the network in a large building would need several. However, altering them to give false location information to the algorithms is illegal, and very hard (Very Difficult *Electronics* roll). Junctions cost 100eb.

RAVEN® MICROCYBERNETICS

Interface Monitor

800eb

By **Raven Microcybernetics.** The interface monitor lets you keep track of what is going on at the link between man and machine while you are repairing cyberware. No longer will you have to work with a dead interface, unable to see what is going on, or chance the effects of random signals damaging either the machine or the host. Now, you have full information available, and the automatic cut-outs built into the monitor will prevent the errant signals causing damage.

Game notes: *The monitor takes about half an hour to hook up, during which time the subject should be under anaesthetic. Once the probes are connected, however, the patient can be awoken without pain, and the cybernetics repaired with +2 to the Cyber Tech skill. Removing the monitor—necessary if the subject is to regain control of the cyberware—again takes half an hour, and requires anaesthetic.*

C.WALD
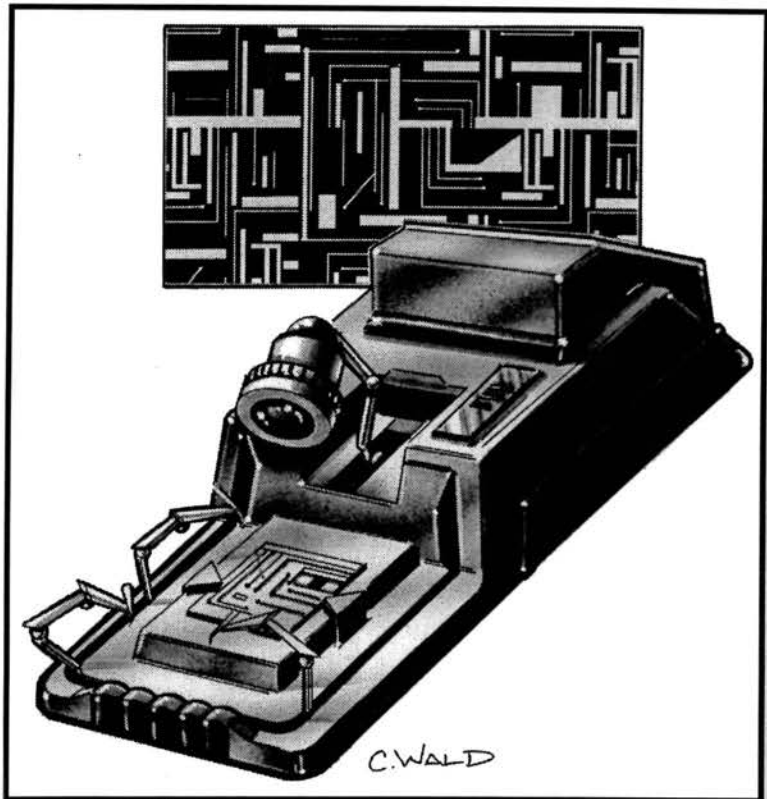
Telectronics Micromanipulator Rig

3000eb

For doing fine work, you need to be able to work on a scale far smaller than that of your meat body. The Micromanipulator Rig is a cyber-controlled unit that works on a scale of micro-milimeters. It requires an MLINK neural processor module to use, and it feeds appropriately scaled visual and tactile signals to the user, so that you will be able to use all your skill of manipulation on a piece of electronic circuitry as easily as you would the underside of a car.

Game notes: *Eliminates "Complex Repair/Lock", "Don't have right tools" and "Hostile environment" Difficulty penalties based on size/scale. Gives a +1 to rolls for the following skills: Cyber Tech, Electronics, Cybermodem Design, Weaponsmith (in situation of appropriate size/scale). It is a nonportable piece of equipment, but doesn't use particularly large quantities of power.*

Telectronics®
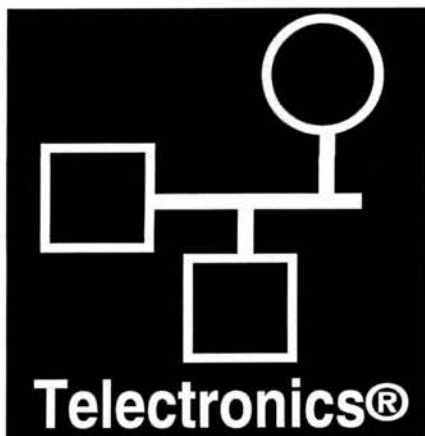
MEDTECH

Aesculapius Incorporated

Archaesthetic
1000eb

The lack of control given by most anaesthetics can cause problems for the working doctor. If the patient is in severe pain, the only option is to deaden all the pain, and then they can't feel anything, and so cannot assist your diagnosis. The Archaesthetic solves this problem with a modern application of an old idea: acupuncture. This electronic device allows you to control the level of signal getting through from one part of the body with complete accuracy, so that the patient can still give you feedback, while cutting the pain sufficiently that they can remain calm.

Game notes: *The Archaesthetic takes between ten and thirty minutes to connect to a patient, during which time surface anaesthetics should be used. Once it is connected, however, it will give the medic +1 to Diagnose rolls, and +1 to Medtech rolls, due to increased information from the patient.*

Blood Substitute
150eb per pint

The Aesculapius Blood Substitutes are the best on the market. They will take over all the functions of real blood for long enough to allow the body to replace the blood from its own resources, and the substitute will be broken down and excreted by the body without the need for additional medical intervention. In addition, it keeps indefinitely without cumbersome refrigeration, and is guaranteed compatible with all blood types. Even coloured red!

Game notes: *Blood substitute adds +1 to rolls to stabilise a mortally wounded patient, provided that at least three pints are available. Obviously, it cannot be reused. In addition, if a person loses more than four pints of blood, replacing it all with substitute will lead to some medical problems, as the substitute will break down before the body has had time to prepare sufficient real blood to replace it. Trauma Team ambulances and hospitals always have this available, and the bonus is already included in that listed (CP2020, pg.95).*

RapiDetox
1500eb

There are times when you need to get someone's system clear of a drug, fast. Maybe the stuff's a toxin, or perhaps it would interfere with urgently needed medical treatment. Either way, there wasn't much you could do but wait, or pray. Now, with the RapiDetox, you can deal with the problem. Hooked up to the bloodstream, this device can analyse any drugs present, assist you to design a counteragent, and then synthesise and release the counteragent, all in a matter of moments. No longer need someone's personal habits interfere with your attempts to save their life.

Game notes: *The user must make a Pharmaceutical skill check, with a difficulty depending on the substance in the blood (GM's call). One check may be made every turn, and the substance is neutralised within three turns of a successful check. Clearly, RapiDetox won't stop any fast-acting poisons before they kill their victim.*

LPTU™
Limb Preservation and Transport Unit
500eb

The Limb Preservation and Transport Unit is a more specific version of the FrostTech cryo-case. Should a limb be severed relatively cleanly, this unit can preserve it intact until it can be re-attached. Even in the case of a messy amputation, as by gunshot wounds or explosions, it is still easier to clone part of a limb than the whole organ, and so the preservation may well save time and money.

Game notes: *The LPTU is not a simple piece of apparatus, but it can be carried by a single person, and can contain a leg, or two arms, or various other organs. It is specifically designed for limb preservation, so that the Body Bank value of the limb will be 10-60% greater than normal for a standard condition body part.*

BODYWEIGHT
Life Preservation Systems

Portable Intern Unit
1200eb

The Bodyweight, Inc. Portable Intern Unit is the ultimate in diagnostic aids, combining a Haemalyser and a Cerebroscanner. It takes a small sample of blood from the patient, and will give information on blood sugar, blood count, hormone levels, pathogens, and presence of drugs and other foreign substances. The needle used for taking the samples is reusable and automatically heat-sterilised after every sample is taken. The Cerebroscanner's open-frame cap sensor fits over the skull, automatically sizing itself, and provides a continuously metered EEG readout along with interpretation.

All data is displayed on a screen (stored for later analysis), or fed via datajack to a medical mini-comp (or med-scanner), aiding and enhancing your diagnosis.

Game notes: *The PIU gives +2 to Diagnose skill when used with a medscanner or mini-comp. It also gives +1 to stabilization attempts. The unit's total size is a little larger than a standard briefcase.*

Aesculapius Incorporated

Cybercast
3000eb

Also known as an Exo-crutch, the cybercast is a godsend to those with broken limbs. Simply slip the limb into the casing, and turn it on. The cast will then take all the weight of any action performed, permitting almost normal use of the limb while the break heals.

Game notes: *a Cybercast gives -2 to all actions using the limb, but days spent wearing it count as full rest for the purposes of healing, as long as the damage is only to the limb. Hospitals will rent them out, at 200eb per day. They are of most use while a patient is critically injured.*

MASETTO TECH CLOTHING

MTC
Masetto Tech Clothing

'Alessio' Coveralls
200eb

The Masetto coveralls are ideal for the tech who wants to make a good impression, but still needs to be able to work. Besides, you want to look like a tech, not some corp who wouldn't know a micrometer from a strain gauge, right? On the other hand, who's going to pay the big money if you look like you just crawled out of the La Brea tar pits? These coveralls are hard-wearing, covered in pockets and loops for holding all your equipment, and made from a specially treated fabric that is highly resistant to everything—oil, water, fire, acid—everything. But you can get this anywhere—what makes the Masetto coveralls different is the style. Our top designers rework our range every season, to offer you the look that says you're worth the top money.

Also available: 'Lano' armour coveralls, with all the style of Masetto and the added protection of armour. It's not just Solos that need armour: a damaged AV can be as dangerous as a gunfight, if the fool on the job before you didn't know what he was doing. Game notes: 1600eb, SP14 to arms, torso and legs, EV +2; these cannot be distinguished from the unarmoured version unless a Difficult Awareness check is made.

MTC
Masetto
Tech
Clothing

'Guercio' Helmet
600eb

In working in the dangerous environments that a tech's life frequently leads her into, you need protection for your eyes and lungs. Sparks from electrical welding, spray from mixing chemicals, and even the fumes from certain paints can all damage the eyes. Likewise, you must ensure that you do not breathe various hazardous dusts and gases, all of which are common on the job. Until recently, the only way of getting the necessary protection was to wear bulky and ugly goggles, and breathing masks that hadn't changed much in design since the twentieth century. Masetto's Guercio sets that situation to rights. An elegantly styled helmet, it comes with a full-face visor and a breath filter, both of the latest design. No longer will your protective gear make you look like a fool—the Guercio is also a fashion accessory. (SP 20, visor provides protection from flare as well, breath filter gives +10 to all rolls to resist the effects of dangerous gases as long as oxygen is present.)

Also available: the 'Gianni' helmet (800eb), which includes smart goggles. This can be fitted with any the options for the usual price. (*CP 2020* pg 57).

'Pinamonte' Boots
500eb

High style, high protection. It's high time someone realised that techs' feet are important, and Masetto were just the people to produce the answer. Our boots are made of synthetic materials so that you can walk over spikes and through fire without hurting yourself—after all, in your job, you have to be ready to fix anything. But, as you would expect from Masetto, they are also styled so that you could wear them in St Moritz, and everyone would think you were a guest. (SP 20 for the feet and ankles only.)

'Ciampolo' Gloves
400eb

You need your sense of touch when you're working on a delicate job, but you want some protection in case the pipe cracks, or the tank leaks. Until now you had to compromise, but Masetto now have gloves that solve your problems. Made to the same standards of style as our coveralls, and of the same resistant materials, they incorporate transducers so that you can feel what you touch. Refuse to compromise—buy Masetto.

'Francesca' Techscanner
1200eb

Every tech needs a techscanner, but you don't want to be 'every tech'. For you, then, Masetto has developed the Francesca. This techscanner has the best programs available, along with sophisticated I/O ports and probes, in order to give you accurate and useful information on the equipment you are investigating. But, as you would expect from Masetto, it is built with style and grace. The smooth, chromed lines are specially designed to complement the Alessio coveralls, while the colours of the display set the device off beautifully. Why should you be ashamed of your tools? With the Francesca, there is no longer any need to be.

Game Notes: *An above-average techscanner; it gives +1 to skill rolls for diaganostic checks. In status- and appearance-conscious Europe, a Tech carrying one of these may also get a +1 to his Wardrobe&Style or Reputation (GM's call).*
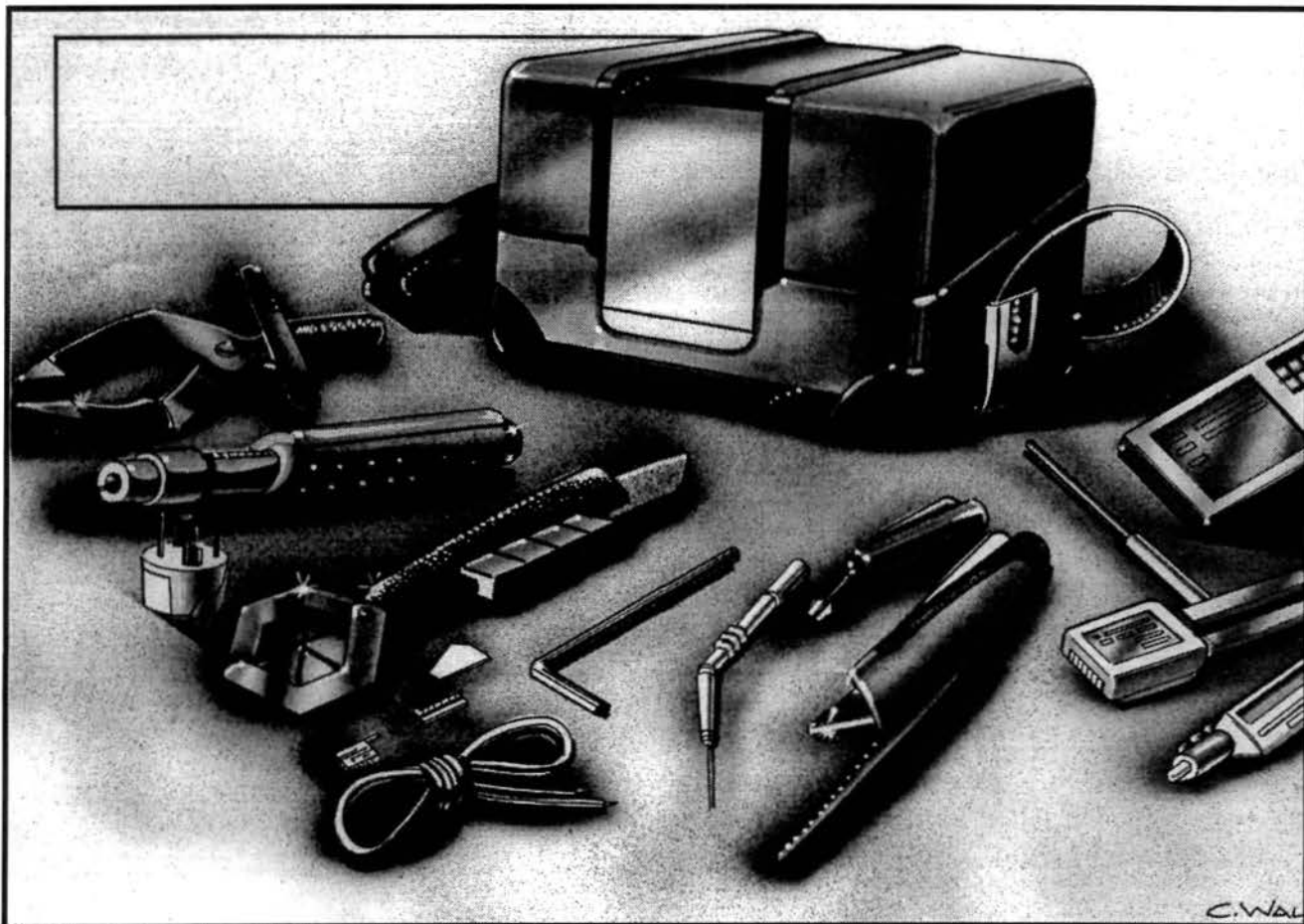
'Farinata' Tech Tool Kit
350eb

The tools of your trade with the style of the elite!

When we started out as techies, we all wanted one of those clunky metal boxes for our tools, because that seemed to be the mark of a true techie. Now that we are older, we know that we don't need to advertise our profession – anyone who is important already knows. Now, we just have to look good enough that the élite won't be ashamed to have us fixing their AVs. The Farinata fulfils these requirements. The smooth false leather case is resistant to most damage, and styled to look unique. The tools themselves are polished to a high chrome finish, and have been shaped by top designers to look good, as well as be effective. Not even the most dedicated follower of Eurostyle could find anything to fault with the Farinata. Also, the 'Venedico' electronics tool kit (350eb), with all the style of the Farinata in the tools required for the repair of electronics.

Game Notes: *In status-conscious Europe, a Tech showing up with this kit may get a +1 to his* Wardrobe & Style *or* Reputation *(GM's call).*
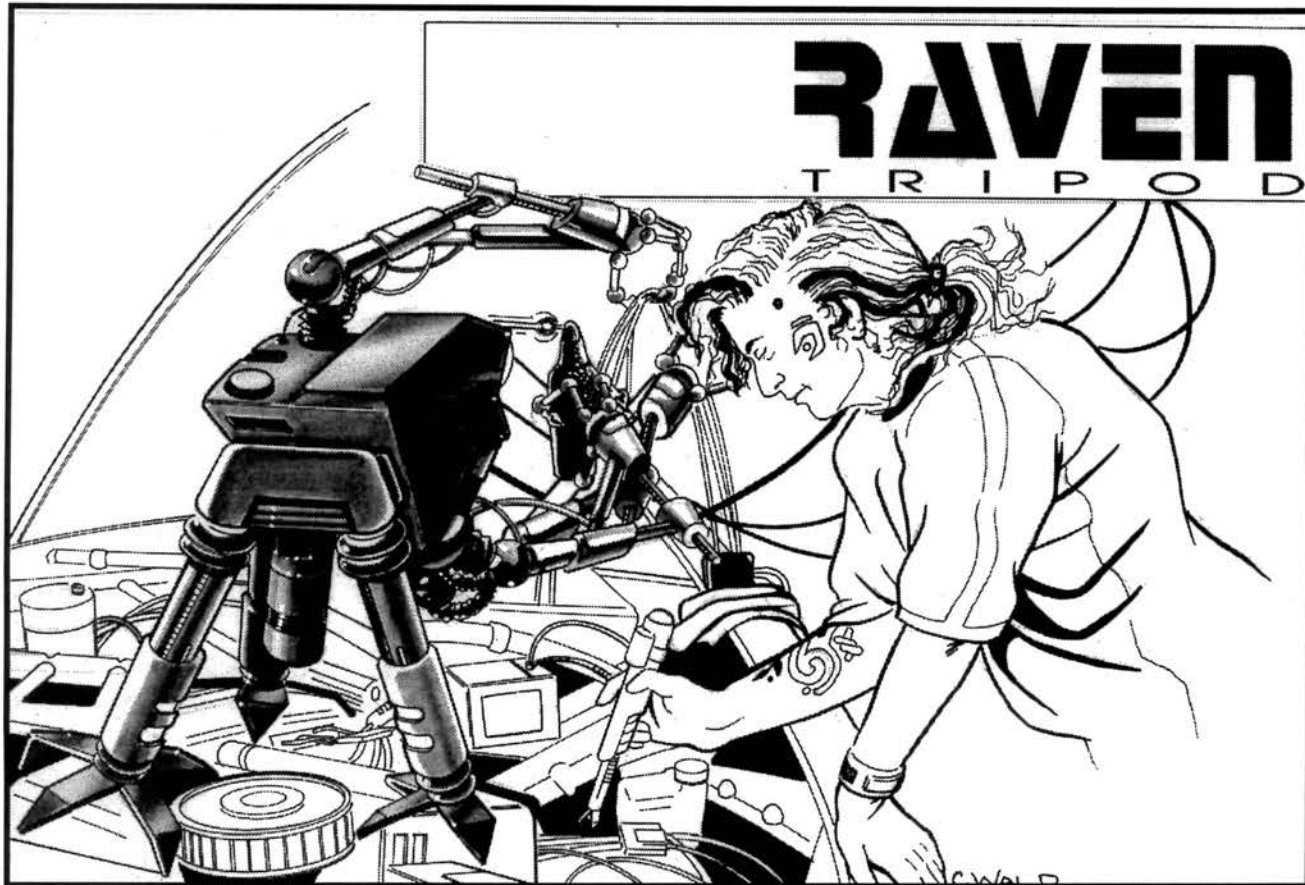
Raven Microcyb Inc. "Tripod" Waldo Set

800eb

MICROCYBERNETICS

The RMC Tripod should be essential equipment for every techie. You always need another pair of hands, but what's more you need a pair of hands that will do exactly what you want, not what some dumb assistant thinks that you want. The Tripod interfaces with you through a neuralware MLINK (separate installation), and will perform simple tasks in the workshop under your control. Its three legs give it stability in most conditions, and its multiply-articulated hands are delicate enough to do your work for you. Further, the open-frame construction makes maintenance very easy. After all, as a tech you'll want to repair your own equipment, won't you?

Game Notes: The Tripod could work as a remote pair of hands, but the Tech would need a lot of practice and full concentration to do that. It certainly won't allow you to work on two jobs at once . However, it does serve as another pair of hands, and it can hold things steady while you work on them, and move things around, so it does make it possible for a techie to perform certain tasks alone that would normally need two people (-3 to TECH, REF, or INT-based skill rolls involving the unit, until the user has had a week's practice and makes a Difficult Basic Tech roll. Further penalties/effects are the GM's call).
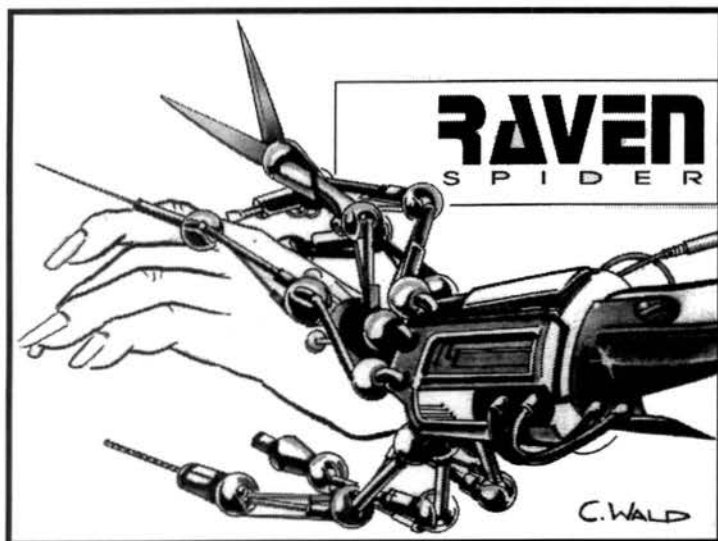
Raven Microcyb Inc. "Spider"

MicroWaldo Bracer

700eb (800eb cyberarm option)

RAVEN®
MICROCYBERNETICS

The Spider is the next step in personal assistance for the techie. You always complain about wanting another pair of hands, and with the Tripod you have them. But what you really want are more fingers, to hold those wires out of the way while you work on the connection, or to hold the component steady while you attach it. The Spider is designed to solve these problems. It fits over the forearm and plugs into an interface socket, and contains eight fully articulated probes that can be controlled to do those jobs that your fingers can't. Tangled wires are no problem, with the Spindler. Also available as an option for cyberarms, taking one option space (Surgery: N, HC: 3).

Game Notes: *the Spider gives +1 to all repair and construction TECH skill rolls on small/complex items. You could probably use it to play a musical instrument as well, with practice.*

Techtronica

"Mite" Diagnostic Remote

400eb manual, 500eb cyber

The first step in repairing any equipment is finding out what's wrong with it, and to do that you usually need to be able to see the problem. This can be difficult: after all, you don't want to disassemble an entire AV-4 looking for a fault that is confined to one engine, and yet it's difficult to examine everything without taking a machine apart. The Mite was designed to solve this problem. It is a tiny remote camera (1cm x 1cm) with a built-in light source, connected to the control terminal by a fibre-optic cable, since electromagnetic transmissions are frequently disrupted by the presence of large amounts of metal. Not only can the camera's efficient BugLeg® system move itself under your control, but the cable has a special active sheath, so that it retains its shape, thus ensuring that it doesn't snag on anything inside the machine under investigation. Indeed, the cable is strong enough to lift the camera, so that you can have full three-dimensional mobility. The Mite is available with both manual and cyber controls.

CTS, plc 'Pembroke' Techscanner

1500eb plus update subscription of 100eb per month

When a company concentrates on one product, you can bet that that product will be the best, or the company will disappear. CTS plc has survived in the hostile economic climate of the United Kingdom for the last eight years, with no product apart from the Pembroke. It is the best techscanner on the market, without question. We can't offer Italian style, but a real techie is interested in what's inside the box, right? The Pembroke can identify almost any fault in almost any machine, and the update service means that you stay on top of the technology. The Francesca might look flash, but the Pembroke gets the job done.

Game Notes: *A new version of the Pembroke is issued every year, on January 1st. The update subscription buys you a chip on the first of each month that plugs into the main unit. If you subscribed for a year, you can get the next year's new version by re-subscribing and trading in your old unit. A Pembroke gives a Tech +2 to skill rolls when investigating and fixing any piece of tech designed before the latest upgrade chip, and +1 for other devices. Rumour has it that CTS hires freelance techs to get them details on newtech that hasn't hit the streets yet. Most Fabergé Croesus scanners were built around Pembrokes.*

Tool Kits by Buchsterhude Gmbh

1000eb, or 1500eb for high style.

When you work, your tool kit is an extension of your limbs. Your limbs were grown uniquely for you, and yet most techs seem to be content to use tools that were churned out by the million for all the techs of the world. You, however, know that to do a job really well, you need tools that were designed for you, tools that can give you the Edge that you need to survive in today's world. Buchsterhude provide tools for techs with that kind of vision. You spend a day at our workshop, and then the tools are built to complement your body and style of working. We can even make them look as flash as those produced by any other company. There is no real alternative.

Game Notes: *These tools add +1 to repair and construction skill rolls whenever they are used by the person they were designed for, but give a -1 penalty should anyone else try to use them. The high style is not as good as the styling on a Farinata, say, but it is unique (may give a +1 to Tech's* Wardrobe&Style *skill or Reputation).*

Fax Plus 1000™ Fax Machine

300eb

The best invention since sliced bread for the computer age. Send documents, pictures, and anything else that can be put on paper over the phone lines. The Fax Plus 1000™ is capable of taking dictation to send letters and memos. The makers have even included an interface plug to receive fax info on Times Square Marquee™, Video Imager™, or Times Square Plus™ optics upgrades. Incoming faxes can be downloaded to a memory chip via a Dataterm link. For an additional 100eb, the Fax Plus™ can be linked to the owner's phone link and alert him/her of an incoming fax. Fax transmission time is half of the old model 500 (i.e. a Letter size document can be transmitted in under .3 seconds). And it's portable too! A must for the busy executive.

Game Note: *Size of a paperback book. Requires a phone line to work. A cellular phone can be used if it has a fax interface built in (Chromebook 2, pg.33). The battery will last for up to 10 hours on a single charge. Has an AC adaptor that is switchable for use in both European and American buildings.*

ThunderArc Industries Three-D Holophone

900eb

Taking your vidphone further into the future! ThunderArc Industries (with the support of Internet and the U.S. Gov't) has developed a tabletop, holography-based video-phone that will display an image of the caller (and about a 3m diameter area around him). The user talks through a speaker mike and cannot move further than arm's reach from the unit. For 50eb, you can get a phone chip that allows you to show a Net-style Icon instead of your own image.

More Cell Phone Options!

Tight Beam

200eb

CCI's latest security innovation turns your phone into a short-range radio (about 1 mile) on a tight beam to avoid detection. Recipient of transmission must be in line of sight with no major obstructions. Wt.0.3 kg, 1 month power duration.

Call Waiting

5eb/month

Owner receives a beeping tone informing him/her of another incoming call.

Call Forwarding

5eb/month

Owner can receive calls to his phone number at another number.

Miniature Copier

230eb

This is a portable, rechargeable, color, hand-copy machine. It has a 6" wide copier head, a 1MB memory for storing images, and it holds eight feet of paper. It can be linked with most computers, so its stored memory can be transferred into the computer. It has an AC adapter and a 1 hour rechargeable battery. Weight 0.5kg.

Datatel RotoWrighter

20eb

These tiny, disposable printers are plugged into a computer (compatable with Zetatech E-book and EBM PCX; see *Chromebook 2* pages 14-15) for small printing jobs. Each plastic pack holds a small reel of paper (20 pages) and a 3-color inkjet. Once it's empty, just throw it away. Size is 8cm x 4cm x 2.5cm.

Telectronics Modulation Chip

Telectronics®

20eb

This component can be installed in any radio with an Average *Electronics* check. It allows the radio to resist jamming and eavesdropping by hopping from preset frequency to preset frequency ant regular intervals. All personnel in the unit/group must synchronize their chips for this method of communication to be of use. Eavesdroppers will find impossible to listen in on these conversations unless they know the preset frequencies. Jamming is still possible, but Military Radio can now only be jammed on a 7-10 on 1D10 (*Maximum Metal,* pg.26).
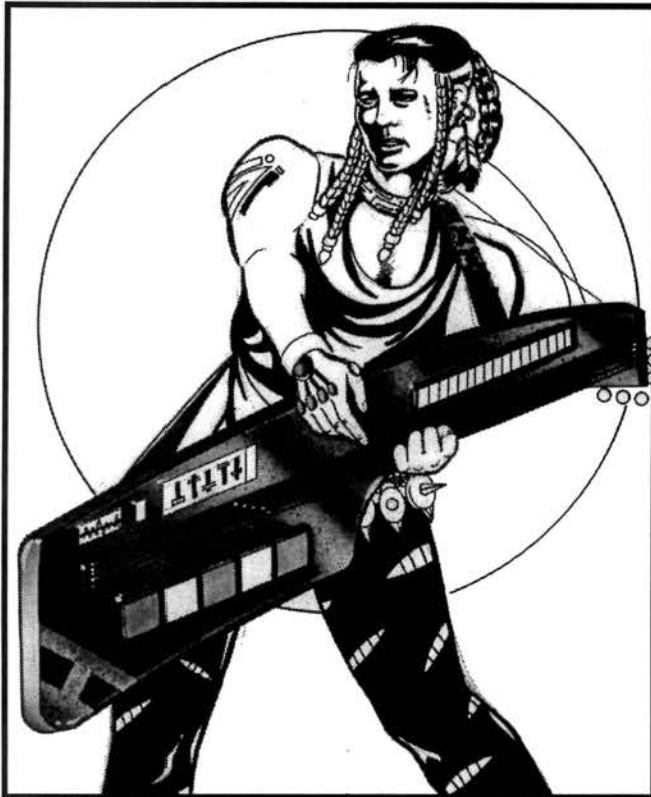
Yamaha RX4000 "Hurricane" Ultrasynth

2,345eb

THE universal synthesizer.

No more need be said...

Yamaha's new CyberMIDI synthesizer puts you in control of every aspect of you show. Available either as a rack-style keyboard or a guitar-style pushbutton instrument, the RX4000 uses advanced neural interface technology to give you the ability to create any effect you want. You no longer need roadies, technicians, or even a band to get out your personal message. The Hurricane can synthesize, according to cybernetic operation, any sound you can imagine, be it a harpsichord, an acoustic guitar, a Japanese Kodo drum or even a kazoo. Programming can be done beforehand or even improvised onstage, and with linkage to stage systems, the Hurricane can operate speakers, videoboards, and lighting systems! With enough skill and experience, one performer can be a lead singer, guitarist, drummer, keyboard player, backup, lighting and effects technician all in one! And when you network two or more Hurricanes together, you've got yourself a virtual monsoon of musical versatility!

Game Notes: *the RX4000 adds +2 to the use of the* Play Instrument (Synthesizer) *skill, and allows control of more than one sound (or effects) element at one time. However, for each extra element controlled, the performer suffers a -1 to his* Play Instrument *skill (so that three instruments could each be played at his/her normal skill level, while five would all be played at -2). Lights, videoboards and other effects use the same rules, but use the* Perform *skill. If the performer takes control of more elements than his/her INT stat, then s/he "blitzes out," losing control of the various elements and creating a sound which resembles a modem signal. In such a case, a Stun save must be made to avoid passing out from the mental strain.*

Midnight Arms Smart Glove

110eb [+cost of smartgun mod]

Midnight Arms

The SmartGlove is designed to connect a smart-gun to its user immediately upon grasping the butt of the weapon. This is important to people who may expect ambushes but are not in a position to walk around "hooked-up" to their weapon. It also allows users to switch weapons quickly without having to deal with interface plugs.

The glove has connection pads located in the palm and trigger finger that are wired to a plug integral to the glove. The actual weapon must be modified with corresponding pads on butt and trigger. A firm, combat-ready grasp on the weapon (with finger on the trigger) completes the connection.

Game Note: *Your plug must be in the wrist in order to use the glove. Due to the potential for signal interruption, if you fail an Average REF roll when first grasping the gun, the glove gives a -1 penalty to WA. The cost of weapon modification adds 200eb to the cost of smartchipping the gun.*

Arasaka R-101 Lie Detector

5000eb

Cross your heart and hope to die...

The most advanced and efficient form of interrogation system short of a roomful of sensors and an airhypo full of sodium pentathol, the R-101 is portable thanks to its briefcase-style configuration. Many Arasaka corporate police pack these in their patrol vehicles. The R-101, when opened, unfolds into a multi-display screen, an laser-light optical scanner, a head brace, a pulse and bloodflow reading wriststrap, and a palm scanner. The subject must have their head in the brace so their eye can be scanned for dilation and other telltale signs while their hand rests on the scanner plate so their blood flow and heart rate can be monitored. An audio processor checks voice stress, and the entire unit uses a (deliberately) noisy processor as its CPU.

Game Notes: Detection of the subject's veracity is 90% reliable. A deliberate attempt to mislead the machine requires a Very Difficult COOL roll; Resist Torture/Drugs skill applies (Persuasion/Lie does not). These things cost a fortune on the black market (3-5x normal price!).

THE GREAT OUTDOORS

Everest VentureWare Grapple Line

60eb

This multi-pronged hook is fired from a hollow "baton." Driven by compressed air, the grapple is attached to a thin 100m line. The rope is threaded with plastic fibers to increase durability (SDP 30). Weight 3kg.

Game Notes: 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 check should be made for the character to hang on (Strength Feat skill applies); climbing can resume next round. The movement rate when climbing without the aid of a rope is MA/2 in 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.

Everest VentureWare Climbing Spikes

75eb (140eb for interface control)

Invented in the last century by utility crews, now available to the common edgerunner. These retractable blades/spikes are fit to the inside of your boots or legs, and can be dropped six inches past the soles of your shoes at the touch of a button. (Can also be activated by palm, belt, or interface control.) Not only good for climbing, they can also do grievous harm (1D6+3 damage, AP as knife, add BOD modifier) while kicking or stomping opponents. The spikes can be dropped just to sole level for added traction on slippery surfaces.
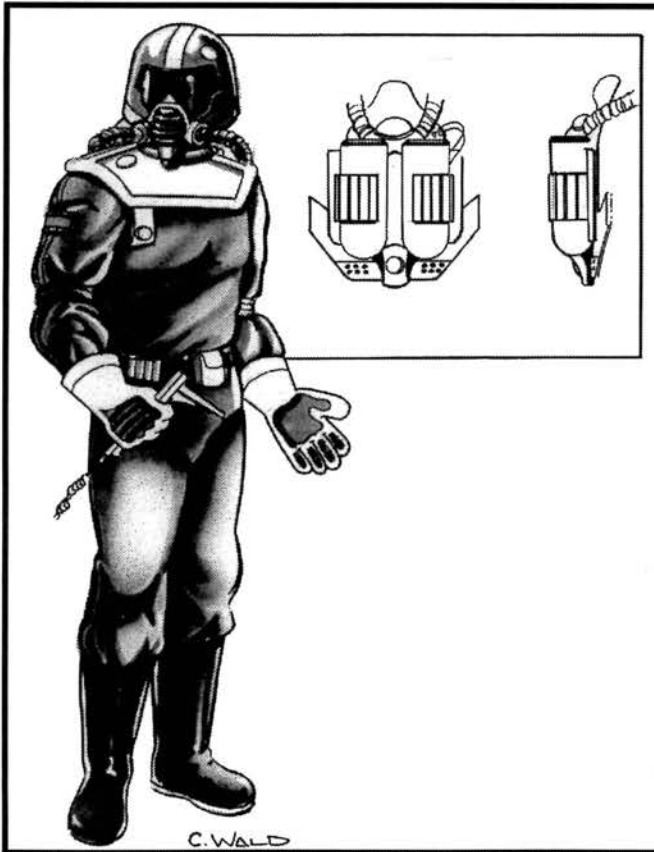
Esporma Environment Suit
725eb

The latest break through in electromagnetic polarizing fibers has created this wonder in hostile-environment clothing. The permeability of the suit can be adjusted with a simple thought or punch of a keypad.

The Esporma Combat Special is a must for any situation that may include poisonous gasses, bioweapons, or corrosive materials. All seams are magnetically sealed and air-tight. Gloves, boots and a hood with face shield complete the package. With an internal oxygen supply, the wearer can enter any poisonous gas without suffering ill effects. Even powerful nerve gasses which kill on contact cannot touch the wearer. In normal environments, the wearer may make various panels of the suit "breathe", which drastically reduces user fatigue. No air-tight suit is protective if the wearer cannot endure to have it on in preparation for a gas assault. The suit is also self-sealing when punctured.

Game Notes: *the Esporma suit is SP30 vs corrosive chemicals, SP10 vs bullets/blades. It will re-seal itself within 2 combat rounds (6 sec) if penetrated. The air pack is good for 60min of continuous use. With quick adjustment to the intake, outside air can be breathed with the same protection as cyberware nasal filters (CP2020, pg.84). There are 6 "breathing" panels on the suit (outside of arms/legs and sides of torso); a single panel can be sealed in 1 combat round (3 sec), sealing all the panels takes 3 rounds (10 sec). The sealed suit has a +3 EV, and a wearing duration of 45min. The duration can be increased by 15min./2 panels the wearer keeps open. Every 15min. over the duration, the wearer must make an Average BOD roll (Endurance skill applies), or his REF, MA and BOD stats are halved for as long as s/he continues to wear the suit.*

The Automapper™ by ThunderArc
200eb

The device for the terminally lost. Simply tell the Automapper™ your present location and intended destination and it will give you an easy to read map with the fastest route available. The Automapper™ is tied to the same vast network of databases that provide the Dataterms with their map information. An interface port is available for an additional 20eb.

Game Note: *Subject to the same drawbacks as cellular phones. Interface port can be used only by people with plugs and a Dataterm link.*

Geotech Enviroscanner
400eb
Information about your environment...
Power over your world.

This compact, hand-held unit is capable of detecting and indentifying the level and direction of radioactive and biological contamination within 7m. The Enviroscanner also provides a constant reading of the purity of the oxygen in the area. The scanner has an auditory warning system, so there's no need to constantly monitor it. The scanner has an AC adapter and a rechargeable 12 hour battery. Weight 1kg.

PHARMACEUTICALS

Militech Combat Drugs

These drugs are highly illegal and only restricted quantities are available to the U.S. military (and Militech mercs). It is known that Militech has made these combat drugs available to any military force in the world that can meet their price.

Prime (500eb/dose):

This drug narrows the user's concentration down to a highly focused point and eliminates extraneous emotion, making the user extremely cold and rational (+2 to COOL, +3 to Awareness, +2 to Stun Saves). An Average COOL test should be made when the drug wears off. Failure indicates that the suer has not made a successful transition to an unprimed state. The user is distracted and finds it difficult to concentrate (-3 to all skill use, -2 to COOL for 1D6/2 hours). Duration 1D6+1 hours.

Timewarp (300eb/dose):

Timewarp sharpens the reflexes of the user and enhances reaction time to an inhuman level (+3 to Initiative rolls). After a dose of Timewarp wears off, the user should make a Difficult BOD check. Failure indicates that the character takes 1D6/2 points of damage from body overstress. This drug has a duration of 1D6+1 minutes.

Berserker (400eb/dose):

It's just as bad as it sounds, this drug heightens the user's aggression, and makes him apathetic about his own safety (+2 to BOD for BTM, Stun Saves and H-to-H Damage Mods; +2 to COOL, +1 REF). After a dose wears off, make a Difficult BOD check and a Difficult COOL check. Failure of the BOD check inflicts 1D6/2 damage (BTM modified) on the user from overstress. Failure of the COOL check indicates that the user has permanently lost 1-2 Humanity points. Duration is 1D6+1 minutes.
Game Notes: *It would be extremely difficult for any normal (non-military) Cyberpunk character to obtain these drugs legally. A Near Impossible Streetwise check or a Very Difficult Streetdeal check could be made to obtain a single dose of one of these drugs at triple cost.*

Trauma Drugs

Manufactured and distributed by Trauma Team International, these trauma drugs are designed to meet the needs of any field medic. No good medtech would be caught without them. Available in liquid form for use in air hypos or as a single dose slap patch.

Sedative (40eb/dose)

This drug will render a patient unconscious safely and quickly. A Very Difficult BOD save can be made to maintain consciousness (-3 to all tasks for 1D6+1 rounds due to groggyness). Duration is 1D6+1.

Stim (50eb/dose):

This drug negates the mods for any wounds the patient has taken (CP2020, pg.103). Duration is 1D6+1 minutes, after the drug wears off the patient automatically takes 1-2 more point of damage.

Surge (75eb/dose):

This drug acts like an endorphin. The patient receives a burst of energy and can ignore the need for food and sleep and receives a +1 to his Stun Save. Duration is 1D6+1 hours. The patient's stats will be halved after the drug wears off until he receives at least 5 hours of sleep

Trauma I (60eb/dose):

This drug is administered when the patient is in a Mortal Wound state. For the duration of the drug, Death Saves are 3 points easier. This drug is usually applied by non-medical personnel or even the patient himself since stabilization is always a better course of action. Duration is 1D6+1 turns.
Game Notes: *These drugs are legally available to licensed medical personnel. They can also be obtained illegally with an Average Streetdeal check or a Difficult Streetwise check. If obtained illegally, prices are doubled.*

Surveillance Kit

3500eb

A] Miniature Listening/Monitoring Equipment

20 mini-mikes with a battery life of 1 month. 10 fiberoptic micro-cameras with a battery life of 3 weeks (continuous transmit only ; 1 week if stored). 10 chip-bugs, to be installed in electronic communication devices; they run off the power of the device. A multi-band receiver with chip recorder (1km range). All bugs can be switched off remotely to avoid electronic detection.

B] Tracers

20 tracer bugs with a battery life of 1 week. A receiver with a range of 10km. The receiver tells you the direction and distance of the bug.

C] Ranged Microphone Equipment

A directional mike with a range of 50m. It is unusable if there is a great amount of noise behind your subject. A vibrational mic with a range of 200m. The mic projects a laser onto a windowpane, and detects the vibration on the glass created by speech beyond it; a microprocessor translates the vibrations into speech. This is useless if there is anything obscuring the glass on either side.

D] Digicamera

Similar to the standard Digital Camera (*CP 2020*, pg. 59), except this one has telescopic (10x), IR, and wide-angle lens options, plus a fiber optic flexilens for shooting around corners and under doors. It can store up to 500 images.

Visual Adapter

100eb

This device allows IR, UV, Lowlite, or Telescopic scopes/lenses to be attached to a digital camera or video cam. The cameral can then take advantage of the enhancements provided.

SecSystems Detection Wand

175eb

This is a hand-held metal detector. It is designed to detect weaponry and cybernetics. It only has a range of 10cm so it must be run over the subject's body to be effective. It has a rechargeable battery that is good for 2 hours of constant use. Weight 0.5kg.

Optitech MagViewer

375eb

A more powerful version of the common bino-glasses (*CP2020*, pg.58 or 68), this binocular-style viewer has 20x magnification with an auto-focus system. It has an active sonar rangefinder, and a time/day display. Weight 1kg.

The Optitech MagViewer may also have one of the following options:

Passive Infrared	100eb
Lowlite	125eb
Digital Camera	75eb

MAIN MENU:
A. DEPTH OF FIELD
B. FOCUS
<NEXT>
X: .10526 Y: .67038
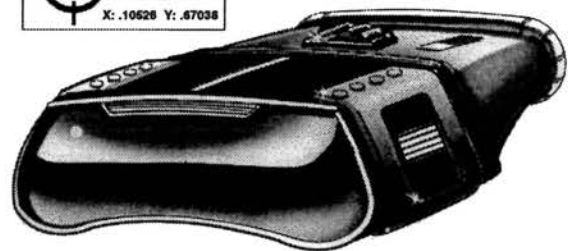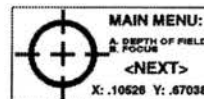
C.WALD

IEC Domitic System
Cost (see below)

The Domitic System (from latin "domus", the house) is the major achievement in European houseliving. It is a computerized home managing system that controls the domestic functions of your house; that is to say, electricity and water supply, heating, security alarms, but also more specific needs you might have (like automated weapons or secret surveillance systems). Wired throughout the house frame, the system has many sets of sensors (optical, acoustic, and thermal) to monitor your household in accordance with the programs/procedures you've established. All the commands are given to the central computer by voice (such as "light, please" or "Bath in five minutes and I want to see news on NN54."). The house comp is engineered to identify specific voice pattern(s) and obey only its registered "masters." Most buildings (including corp offices) in Europe are managed by Domitic Systems.

Cost is 50-250eb (1/2 D10 x 50eb) per square meter (for a 120m² conapt, 6000eb to 30,000eb). The majority of D-systems have Net access, making them vulnerable to 'runners, but the more powerful comps (INT 4+) have some defence.

Virtual Ventures, Ltd.
It's time for a virtual reality check!

Have you ever dreamed to live Napoleon's last battle at Waterloo? Did you ever want to see the destruction of Pompei with death under lava and ashes? Conquer Jerusalem with Richard Lionheart? Take the Bastille alongside Sansculottes? All this is possible with Virtual Ventures, Ltd. Our company, out of Bergen, Norway, now offers you travel in time!

Using Braindance tech to drive the action while high-realism VRs enhance the backgrounds and interactive aspects, our powerful computers have recreated the ancient worlds with a level of detail unequalled in the past. IOur emminently qualified techs and programmers will monitor you as your mind takes this marvellous trip. Whether you're lying in one of our comfortable iso-booths or Net-interfaced in your own home, you'll enter a super-realistic world designed by the best historians, psychologists, and entertainment engineers available

History is no longer boring. Try a new kind of entertainment. Leave your world to live another life! And share the experience with dozens of other travellers connected with you, in the same reality, where you can act freely and safely.

Game Notes: *The latest upper-class entertainment to sweep Europe, Virtual Ventures uses a VR world of over a hundred-million objects with a Super-realistic level of reality. Altered braindance equipment allows the subject to "drive and direct" the scenario or simply be "swept along" by it. People can participate individually, or as a group. This is all supported by a group of super-computer mainframes in the Virtual Ventures, Ltd. complex. It's the only place doing this sort of large scale interactive entertainment, so you've got to eat the cost of a plane ticket or a long-distance call to the Scandanavian Block.*

PRICE SCALES: PRICES ARE GIVEN IN EURO FOR 3, 6, AND 12 HOUR TRIPS.	
THE DESTRUCTION OF POMPEI	1000/2000/4000
THE LAST HOURS OF THE TITANIC	1500/3000/6000
D-DAY	1650/3300/6600
ONE NIGHT IN VERSAILLES	1200/2400/4800
ON THE ROAD TO JERUSALEM	950/1900/3800
MY FRIEND, JACK THE RIPPER	1000/2000/4000
THE DEATH OF JULIUS CAESAR	900/1800/3600
RAID WITH THE NORSEMEN	900/1800/3600
THE CRUCIFIXION	2500/5000/10,000
THE FRENCH REVOLUTION	1600/3200/6400

Royo Bodyfree Masks
600eb
"A naked face is an empty face"
—Roman Van Voorst, novelist

If you want to be part of it, you must absolutely wear one of the Royo's masks. These very thin bio-plastic devices are the perfect embellishment for your face. They are impregnated with nanotech that respond to light or body temperature. The mask doesn't hide your face; it erases all imperfections to show only the natural body contours and enhances it with moving colors, shades and shapes in accordance with you mood.

A Royo mask is weightless, doesn't keep you hot and sweaty and is molded to your features for better comfort.

"Never go to a party without a mask . . . unless you especially like to be ridiculous!"
—Delphine Joyce, actress

Game Notes: *A Euro-fashion affectation, Royo masks add 1 to the ATTR stat. If you make a Difficult Personal Grooming roll, the ATTR bonus is +2. For an additional 50eb, Bodyfree masks can be purchased with modifications allowing them to function as a filter mask vs. smog or a one-use mask vs. irritants such as tear and pepper gases.*

Optical Remote
100eb

The device of the '20s. Turns any home appliance into a remote-controlled one. A special self-adhesive device is worn on the temple and covers one eye. It reads the eye's movements and translates that to a command to either operate, stop, or change function. A cyberoptic upgrade is available that operates off your Times Square Marquee™. Included are receiving devices that connect to your appliances.
Game Note: *Range is 2m. Any such-equipped appliance can be operated by any Optical Remote transmitter (uses an IR beam).*

IEC Solodrinker
Price varies; see below.

Invented by famous artist, Dave Ervbef, for his personal use, the Solodrinker is now IEC's best-selling houseware in Europe. The Solodrinker is a compact unit that can produce synthetic alcoholic beverages and cocktails at will. Name it and you have it.

The Solodrinker comes in may versions and sizes, from the Classic to the Luxury 12.; they all use special Sanders' brand fluid cartridges with different flavors and imitations of exotic drinks. Of course, the S-D can't match a real 24 year-old Scotch Whisky—but you have the taste, you have the look, you have the alcohol, all for a tenth of the price! With an IEC S-D, you can forget you old-fashionned bar; suprise your friends with strange, totaly-new cocktails. The Solodrinker can installed in all houses, vehicles or public places. Ask IEC for more information.

THE CLASSIC (110EB): It can prepare up to two glasses at the same time in two minutes. 10 flavor cartridges.
THE WAITER (175EB): Up to four glasses can be prepared in one minute. 25 flavor cartridges.
THE MATE (250EB): Can prepare one glass in twenty seconds. 50 flavor cartridges.
THE LUXURY 12 (715eb): Prepares up to twelve glasses at the same time in one minute. 50-100 flavor cartridges.

CLASSIC FLAVORS CARTRIDGE: Scotch, vjodka, brandy, tequila, bourbon, aquavit, mescal, sake, etc. 5eb (10 flavors for 100 drinks); 15eb (25 flavors for 100 drinks); 50eb (50 flavors for 200 drinks).
FRANCOPHILE FLAVORS CARTRIDGE: A mix of red and white vintage wines, along with a selection of champagnes. 8eb (10 flavors for 50 drinks); 25eb (25 flavors for 40 drinks); 50eb (50 flavors for 30 drinks).
EXOTIC FLAVORS CARTRIDGE: Rare and exotic alcohols from all over the world, with newly created tastes./ Perfect for colorful cocktails. 9eb (10 flavors for 35 drinks); 28eb (25 flavors for 35 drinks); 60eb (45 flavors for 35 drinks).

CYBERWARE

Sycust "FleshWeave"
20% cost of Cyberlimb + 200eb
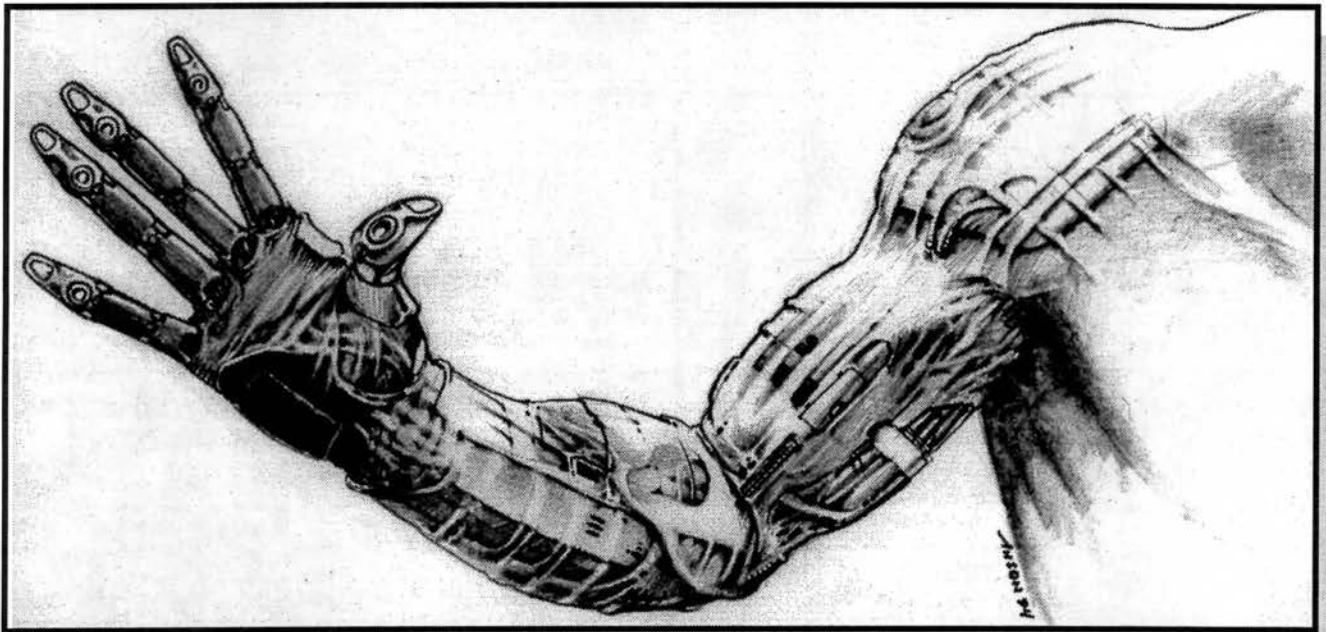
"For once the Americans have it right. After years of re-runs and TV dinners, the Americans have generated a new art form. Of course, the height of American art comes not from the top floor of some corporate tower. This true art comes straight from the Streets of America. It's visceral. It's technical. It's art. It's Cyberfashion. Street doctors have mastered weaving human flesh with cyberware. The results are beautiful and sometimes disturbing. Perfect art!

"Self mutilation has always been stylish—in some ways, so has pain. Sadly, we in Europe have sanitized the whole process; no good art has ever come from this lack of suffering. If anything can be said about the Americans, it is that they have suffered. Their new art reflect this pain and pierces the flesh. As I said, perfect art!"

—"American Cyberfashion" by Gabriel Gaboriau in EURO-VOGUE, the fashion magazine of the European Commonwealth [English Edition, 2021]

Gaboriau on FleshWeave: "Conventional cyberware designs have stressed pure contrasting separation of the meat and metal. This was an interesting statement, in its time. Now, this drab dichotomy merely denies the inevitable and even greater merging of flesh and cybernetics. We need a change. "FleshWeave" is the change. American tech-artists have mastered the creative use of human skin and cybernetics to give a techno-organic look to cyberware. Patches of cloned skin are woven through the designs of the inorganic hardware and reconnected to the body by small bio-systems running through the cyberware itself. The result is a cyberarm or leg that has interwoven flesh! Beautifully disturbing, this is undoubtedly the choice of the next generation."

Game Note: *This effect requires that 1 option space in the cyberlimb be taken up with the biosystem support. If this type of limb takes damage, its repairs cost 50% more than normal. HC=0.*

Dynalar Technologies "Digits®" Cyberfingers

We've done it again! The latest cyberfinger options from the innovators in cyber-appendages: *Dynalar*. Fully compatible with virtually any cybernetic hand or arm; easily installed in the privacy of your own home.

IR/UV Flashlight
200eb

This cyberfinger can project both ultraviolet and infrared light. The projected light is a conic beam with an effective range of 10m. Designed for use with passive IR and UV cyberoptics or imaging systems. HC: 1

Cyberfinger Probe Link
150eb

New from Dynalar, yet another in the ever-growing range of cyberfinger options. The fingertip removes to reveal a standard male plug for machine, vehicle, or dataterm interfacing (you must have the required link in your neuralware processor). Note: -1 to all actions with vehicles. Cannot be used with Quick-Change option. Surgery: N, HC: 0.5

Flare
200eb

This finger opens to fire a miniature emergency flare. In ideal weather conditions the flare can reach altitudes of up to 150m. Flares are available in red or green. A white illumination flare that will negate darkness mods in a 25m diameter is also available. Replacement flares cost 15eb. Range is 35m and damage is 1D6/2 for 2 rounds if used as a weapon. HC: 2

Parabolic Microphone
350eb

This cyberfinger (and plug-in mike) was designed to be used with the owner's cyberaudio. The directional microphone allows the user to hear as if he were twenty times closer to the sound source. An automatic filter helps eliminate background noise and serves as a level dampener. Only usable with cyberhands that are part of a full cyberarm. HC: 2.

Storage Compartment
75eb

The inner mechanisms of this slightly-oversized cyberfinger are reduced in size and placed near the knuckle of the cyberhand in order to create a small storage space inside the finger. HC: 0.5

Flasher
250eb

The tip of this finger can be removed to reveal a set of minature one-use halogen bulbs that flash stroboscopicly (replacement bulbs are 25eb). Anyone looking in the direction of the Flasher who fails a Difficult REF roll will receive a -4 'blinded' modifier to all actions for 1 min. HC: 1

Laser Pointer
150eb

This directional laser projects a bright red dot that your audience can't miss. It's probably the easiest laser pointer to use since it's integral to your cyberhand. With an effective range of 20m, you can lay it (if forefinger-mounted) alongside the barrel/action of your pistol or SMG as an impromptu laser sight. Warning: avoid direct eye exposure or blindness may result. HC: 0.5

Cyclops International
"Bug Eye"
750eb each

Standard cyberoptics don't have enough options for you?
Do you want a cool look? Then the CI Bug Eye is for you!

The C.I. Bug Eye is an oversized cyberoptic that fits into an extended optic mount. Because of the eye's larger size and the extended mounting, it looks like a bulging insect eye. CI offers a variety of eye appearances, ranging from Chrome to Muti-faceted. Regardless of the cosmetic appearance of the eye, it can hold six Cyberoptic options, and must be installed in pairs. Referees may wish to impose a ATTR penalty (-1 or -2) for having such eyes implanted. Surgery Code: MA, HC: 3D6.

RAVEN®
MICROCYBERNETICS

Raven Microcyb
Supercompact Braindance Recorder
15,000eb

Somewhat disturbing to look at, but a lot easier to run around with than standard braindance recorders. It fits on the back of your head and contains a metal interlink that goes directly through your brain(!) A 2.5cm diameter locking disk covers the download port. Up to 2 hours of 'dance action can be held before downloading to a storage or editing unit. Surgery: CR, HC: 2D6.

Dynalar

Smartgun 2® SmartPlate Weapons Link
300eb
Chip your weapons without plugging in!

Using high-frequency magnetic induction plates in your cyberhand, you can now operate your smartweapons without actually using your plugs. No more fumbling with interface cords! You can instantly have "smart" weapons anytime, anywhere! Plus, as an added bonus, your existing smartgun processor can be easily modified to accept SmartPlate commands.

Game Note: *The induction plates are installed in your cyberhand; appropriate modifications are made to the weapon's grip and your smartgun link. Cost covers these mods. If you want to "smart-up" a weapon/cyberhand combo from scratch it will cost 3x (instead of 2x) normal price.*

Leg Boosters
500eb

Springs of hybrid memory-material are installed in the user's cyberlegs (which have been altered with tele-scoping housings), and the joints have been reinforced to better absorb impact. The Boosters will increase the user's Leap distance by 3m. Uses two option spaces.

Game Notes: *This option is usable only when installed in a pair of cyberlegs. If the cyborg can land on his feet after a fall (Very Difficult Athletics test for a fall, automatic for a deliberate jump), the modification can absorb some of the impact (-3 from falling damage). These legs automatically have the Reinforced Joints cyberlimb option (+5 to SDP). Leg Boosters cannot be used with the Thickened Myomar or Hydraulic Ram (CP2020) options. They can be added to Speeding Bullet (Solo of Fortune, pg.32) legs. Surgery: N, HC=1D6.*

Falls: A fall does 1D6-1 per 3m fallen. Someone who inten-tionally jumps can safely negotiate a number of meters equal to his REF/1.5 (round down). Falling damage is applied to the whole body and is modified by BTM and armor. Soft armor (includes Skinweave and Subdermal Armor) affords 1SP vs. falling per every 50SP worn. Hard armor (includes Bodyplating) gives 1SP of protection per 25 SP worn.

Cyberoptic Compass
300eb

This option acts as a standard compass, displaying directions via TimesSquare, and it can also function as a logcompass (*CP2020*, pg.58). Uses 1 option space, 2 if the logcompass. HC: 1

Mediaware Cellular Phone
500eb

A cyber-implant option. There's no need for a Phone Splice with Mediaware's internally-implanted mini-cellphone. It operates exactly as a normal cellular phone would, using the same technology that made the Wearman II (*Chromebook 1, page 38*) famous! HC: 3, Surgery: MA.

KIROSHI®

Laser-Comm Optic
425eb

A low-power laser projector/receiver and processor is installed in a cyberoptic, requiring all option spaces. When in direct sight (*Difficult* REF roll) with another Laser-Comm eye, the users can communicate via pre-arrainged comm-code (your choice of coding at installation, replacement code chips cost 175eb). Must have TimesSquare, Subdermal Screen, or cyberaudio to understand messages. Civilian or military laser-com units can be tuned to recieve Laser-eye transmissions, but attempting to receive a laser-comm transmission will cause damage to the eye! Effective range is 20m (Max range is 50m, but -8 for any attempt over 20m.) Surgery: M, HC: 1.

LiveWires
400 Eb [200 Eb as Body Implant]

Gaboriau on LiveWires: "The well-named LiveWire cyberenhancement is an emerging cyberfashion devel-oped by a nameless underground genius. These "prehensile" interface cables work on a design principle much like the ruthlessly stylish Cybersnake. I have, in my travels, seen LiveWires implanted in palms, the base of the neck, the fingers of cybernetic *and* flesh hands, and once in the mouth—how deliciously shocking!"

Game Notes: *LiveWires can be housed in any bodily space large enough to fit a 45cm wire, with an exit hole at least 6mm wide. LiveWires work exactly like Interface Plugs/Cables except that they can move in a autonomous fashion; that is, without needing their human host to pull them out of a pocket and plug them into the desired port (they can extend and retract by themselves). When the LiveWire moves, it looks almost like a snake or worm. Surgery: M, HC: 2D6.*

SuperSized Arms

Made to order (between 4000-5000 Eb)

From Sycust and SRC (Super Robot Corporation, aka "Soviet Resale Cyberware"). Of course, no one would want these bulky arms as is, so the shop hired some local artists to give the arms some pizzazz. Now, the arms are horrendously mutated and sculpted to look like the arms of some creature out of an old "B-Movie". A favorite among American streetgangs.

Game notes: *Basically, these are Cyberarms at least one size too large for the customer. 2D10 crushing, 3D6 punching, SP 20 and SDP of 30. Due to their bulky size, all REF-action rolls attempted with that arm are at -2, and there is a permanent Encumbrance Value of 1. They also add +1 to your Rep in facedowns.*

The Bonespike
1000eb

This body weapon involves implanting a piece of vat-grown bone, which is reinforced with a polymer weave, into the user's forearm. The 17cm length of sharpened bone is anchored to a series of synthetic muscles. The Bonespike can be extended through a slit in the palm by tilting the hand up and flexing the muscles.

Game Notes: *The Bonespike inflicts 1D6+4 damage. Parrying is inadvisable (to avoid breakage, roll 3 or less on a D10). It is a Very Difficult Awareness check to spot the slit in the palm and the Bonespike itself cannot be detected by common means (to most X-rays and basic scanners it looks like some sort of forearm reinforcement). It is considered black-market cybertech in most judicial regions. Surgery: MA, HC: 2D6.*

BODYWEIGHT
Life Preservation Systems

AutoInjector
750eb

This handy device consists of a subcutaneous drug reservoir that is implanted in the user's forearm and tapped into a vein. The AutoInjector can hold up to five doses (dose types can be mixed) of any liquid drug. Pressing down three visible spots on the skin near the injector's position will cause it to release one dose into the user's bloodstream. For 200 euro more, the auto-injector can be hardwired with a Biomonitor. Then the injector can be programmed to activate when certain conditions are met on the monitor's readout (unconsciousness, extreme stress, fear, arousal, etc.). The injector's reservoir can be refilled by anyone with *Medtech* 3 and a properly-modified airhypo. Surgery: M, HC: 1D6/2

BODYWEIGHT
Life Preservation Systems

Pacemaker Coprocessor
150eb

This sophisticated coprocessor monitors the subject's heart and sends a restart signal if the heart ever stops for more than 7 seconds. It will keep a 'runner from being killed by the Hellhound program (character must roll less than their BOD on a D10, if successful, he is conscious and any damage taken from Hellhound is reduced to 1 pt./attack). Installed as an add-on to your basic Neuralware processor. Surgery: N, HC: 2 pts.

Dynalar Web Hand
Dynalar
250eb

For use with cyberarms and independent cyberhands. The Web Hand has thin polynylon membranes extending between each finger. This option is most effective if used in conjunction with the Web Foot (*CP2020*, pg.90). The membranes can be retracted into the hand when not in use.

Game Notes: this option increases swimming speed by 1-2m/round, and adds +2 to Swimming skills (only +1 if used in combo with the Web Foot), due to increased maneuverability. Surgery: N, HC: 2.

Fresco's Personal Nano-Groomers
400eb
Look your best without even trying!

In today's fashion oriented world, it's not enough to look great just some of the time; you've got to look just right all of the time. And now you can! Fresco, Inc. brings you your own personal Nano-Groomers. These microscopic machines work around the clock to make sure you look great. Fresco Inc. offers three separate nanoid packages: Minty Fresh™ breath, Hollywood Hair™ and Clearcell™ skin. Any one package adds +2 to *Personal Grooming* skill plus an additional +1 per extra package to a max of +4 (all three packages). Surgery: N, HC: 0.5.

CapsuleCo
CyberPillow™
80eb

It's 4:00 AM. You're staking out the lair of the *Pretty Soldier* posergang, waiting to take down their leader. Your partner has his nose buried in the latest *Nathan Never* book…and you could really use a catnap. Fortunately, you came prepared—you hit the convenient thumb trigger, hatches in your arm pop open on silent, frictionless hinges, and your CapsuleCo. CyberPillow™ inflates. You cross your arms behind your head and zonk-out, resting your head on the non-allergenic hyper-nylon pillowcase…only to be woken by the report of a sniper rifle, and the wet gurlging noises your partner is making. Another flick of the thumb trigger, and the CyberPillow™ quickly deflates and automatically repacks itself into your arm, clearing the way for you to pull out that diesel train engine you call a pistol and start hammering away… Surgery: M, HC=0.5.

CyberPillow Cases
by KraftMatrix
10eb
Only a poser would go onto the street with a plain white pillowcase!

KraftMatrix is proud to introduce, under licence from CapsuleCo., designer pillowcases in a variety of camoflage schemes and fashion colors. All designs are available in nylon or Kevlar™.

Patterns available: Street Camoflage (#82), Jungle Camoflage (#02), Tiger Seal Pattern (#66), Hot Pink (#12), Neon Green (#23), and Talsorian Rex® the CyberSaur™ (#47).

CYPHIRE "Spitting Cobra"

400eb [700eb if retractable]

Cyphire Cyberware's new modification of Vampires (*CP 2020* pg. 76), this allows you to spit acid (or other chemicals) through nozzles in the front of the teeth. The acid damages as an airgun pellet (*CP2020* pg. 97). The effective range is six feet; beyond that people will get a few splashes which will cause pain, but no quantifiable effect. All targets are considered to be close range. If installed in retractable Vampires, the teeth must be fully extended to use the acid; this keeps you from burning your own lip.

If the acid is sprayed while someone is bitten (Average REF + *Brawling* task during normal combat; it isn't automatic), it automatically hits and does double damage. It also ignores all armor, and does not damage the armor. The acid is stored in a reservoir at the top of the back, and one pack contains enough acid for twenty spits.

Game notes: *Surgery is M, HC: 4D6. This includes installation of normal Vampires. If combined with retractible Vampires, the cost is 700eb, and the surgery is MAjor. The Spitting Cobra cannot be retrofitted to existing teeth. Note that this modification is illegal in many jurisdictions. Raven Microcybernetics will not install it in such places, nor does it sanction the use of such cyberware purchased elsewhere in an area where it is proscribed.*

Optical Interface

600 Eb

Gaboriau on Optical Interface: "This cybereye fashion option allows the user to plug Interface Cables into the Cyberoptic itself! I found the Optical Interface most fascinating, and I feel sure that clinics all across the world will soon offer this beautiful enhancement. When in use as a plug, the optic rotates in the socket so that the lens is completely protected from any potential scratching."

Game notes: *The Optical Interface is an entire cyberoptic with an interface port built in—it provides normal cyberoptic-type vision but cannot be enhanced with any other options. Surgery: MA, HC: 2D6+2.*

Kiroshi Optics Cyberoptic Interferometry System

KIROSHI®   400eb

Kiroshi brings the principle of phase interferometry to cyberoptics. Long used in radar monitoring to improve resolution, this technique compares the signals received by two or more receivers (such as cyberoptics), and uses to information to provide vastly increased resolution. Kiroshi's Interferometry gives you all the benefits of 10x magnification, both microscopic and telescopic, at all times, with none of the disadvantages, such as a reduced field of view. It is difficult to imagine the improvement: you will just see more clearly than you ever believed possible.

Game notes: *The interferometry package takes one option in each cyberoptic: it must be installed in both, or it doesn't function at all. In addition, a separate processor must be installed, to correlate the inputs. Surgery: M (if cyberoptics already installed), HC: 1.*

Kiroshi Optics "Tricloptics™"

Third Eye Cyberoptic Implant

Price varies (see below)

The Indian gods have them—why shouldn't you?

Now available in most cyberware clinics, this Kiroshi creation allows the installation of a third cyberoptic in the center of the forehead. The optic is a standard type (no options included. It's possible to install more eyes, although these options require increasing amounts of surgery, and increase chances of cyberpsychosis.

Third eye in forehead: 750eb, CRitical surgery (they have to take a chunk out of your skull), HC 3D6. This options gives -1 ATTR; it can be corrected with plastic surgery.

Additional eyes in the face have the above effects, and a maximum of four (including the original two) can be accommodated. Eyes elsewhere on the head have an HC of 3D6+2, and the ATTR loss is -1 per extra eye; this loss cannot be recovered.

Dynalar Technologies "Endo-Frame"

CyberSkeletal Enhancement

Basic model: 12,000eb per upper/lower body section; HC: 2d6+1 per section

### Orbital model: 25,000eb per upper/lower body section; HC: 2d6+3 per section

The same genius who came up with subdermal armor decided to put this idea to work throughout the body. But after replacing some poor chump's skeleton and finding out that he couldn't make blood cells afterwards, he decided to alter the design.

The endo-frame takes your entire skeleton and sheathes it with a stainless steel and myomer framework that increases your BOD stat by 3 for purposes of *Strength Feat* skill rolls and lifting/carrying. The BOD increase also effects BTM, but only vs.melee/H-to-H damage. H to H (not melee weapon) damage is increased by +1. For purposes of severing damage, each limb must now take more than **10 points** of damage. As a side effect, you set off the simplest of metal detectors and have a permanent EV penalty of +1.

The endo-frame comes in two sections: upper and lower body. Both sections must be bought to get the effects. A model does exist made of orbital alloys with power assist. This has a +2 bonus to H to H *and* melee weapon damage; there is no EV penalty, and limbs must take more than **12 points** of damage before being severed.

Surgery can be done *only* at the best clinics (Scandanavia and the Orbitals) and base cost is 4000eb per section implanted. Surgery is Super CRitical, taking about 12 hours per section, doing 6D6 damage for each surgery and you have to be **Medical Tech +8** to perform it. It is not advised to have both sections installed the same day. The Endo Frame will not function until both sections have been installed.
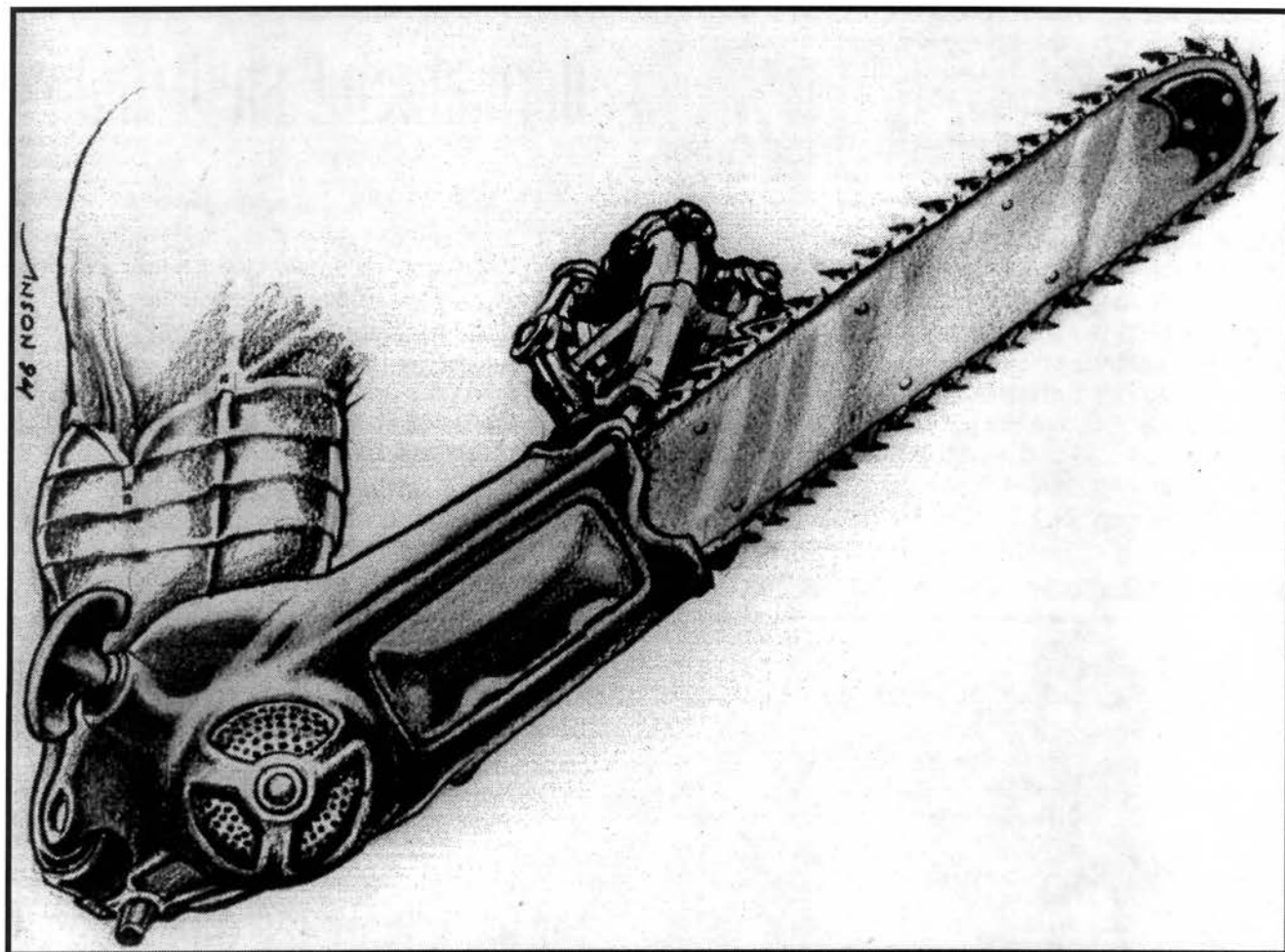
Husqvarna ChainRipp®
1250eb

A cyberarm weapon option manufactured by the venerable Husqvarna company. Designed around an enlarged BigRipp frame, the weapon consists of a high-speed chainsaw with replaceable ferro-ceramic teeth. The ChainRipp is installed in the forearm and extends through a slot in the wrist. For industrial chic, an exhaust port can be installed near the elbow and a ripcord can be placed near the wrist. With the ripcord installed it takes one round to activate the ChainRipp. Uses two option spaces.

Game Notes: *Damage is 3D6 AP, Soft Armors reduced 2SP/hit. Surgery: N, HC: 2D6+4*

"ChainRipp!? Oh yeah, just go right ahead and advertise the fact that you're a raving looney who doesn't care about splattering blood all over twenty witnesses who can positively I.D. us?"

"...But... it's so cool . . . "

—Bishop and Catseye, two minutes after 'retiring' an EBM exec in the Hari Kiri Sushi Bar

Dermatech Inc.

Dermatech Cam-O-Skin
850eb

Dermatech, the cutting-edge dermal implant company, offers the latest in personal camouflage systems. Sure, the other guys can sell you "sneak suits," but only Dermatech can make you into a true chameleon! The Cam-O-Skin system consists of a series of strategically-placed implants and a control system that can be linked to an external control pad or tied into a neuralware processor (for direct control). These implants are linked via a microprocessor system which controls a reservoir of tailored nanoids. Upon command, the nanites modify the pigmentation of the skin (requires one hour for the pattern to become established and "set"). These nanites can produce up to eight different basic camouflage patterns in the user's skin (jet black, green, brown, etc.). The camouflage patterns are not terribly complex, but are adequate. Observers are at a -1 to *Awareness* skill if the wearer is motionless and normal if the user is moving. For every 20 meters between the user and the observer, there is an additional -1. Removing Cam-O-Skin implants requires the same time and cost as the implanting procedure. Surgery: N, HC: 1D6/2.
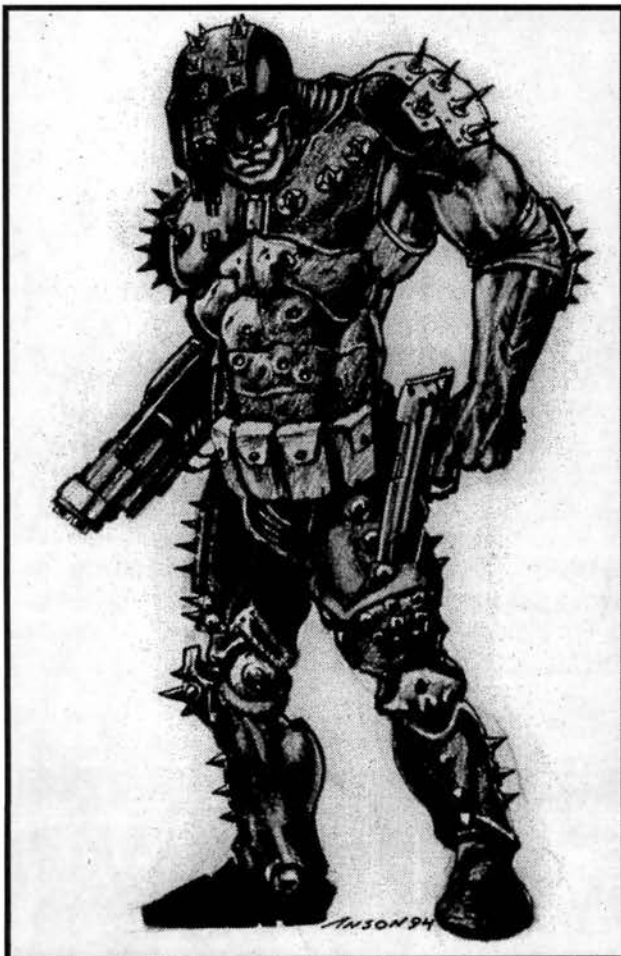
Slamdance Inc.

Spyke!™ Furniture

for Body Plating & Full Borgs
Prices Vary [see below]

Spiked plates can be bought as a form of "bolt-on" unit for normal or Total Body-Plating, or for Full-'Borg Conversions (see *CP2020* or *Chromebook 2*).

AREA	PRICE	DAMAGE BONUS	HC
HEAD	400eb	1D3+1	+1
SHOULDERS & UPPER CHEST	500eb	1D3+2	+3
ARMS (BOTH)	450eb	1D6	+2
LEGS (BOTH)	600eb	1D6+1	+2

Game Notes: *Damage bonus is added to your H to H damage; it is modified by Body Type, and can be used with Martial Arts. The bladed spikes are rated AP (but penetrating damage is not halved). HC bonus is added to the normal HC for the cyberware to which it's attached. All spike plates are 10 SP and add 10 SDP to the cyberware involved.*
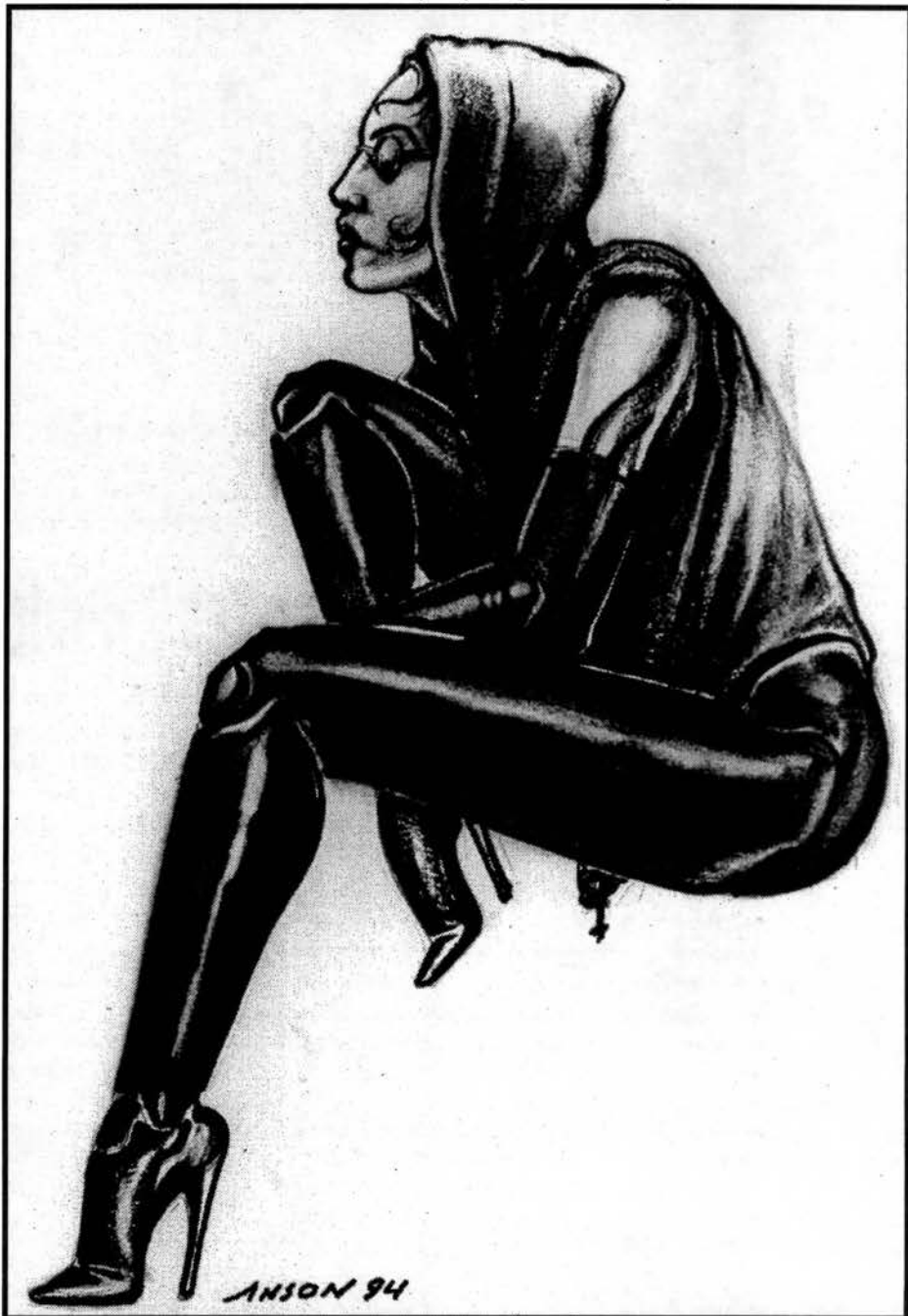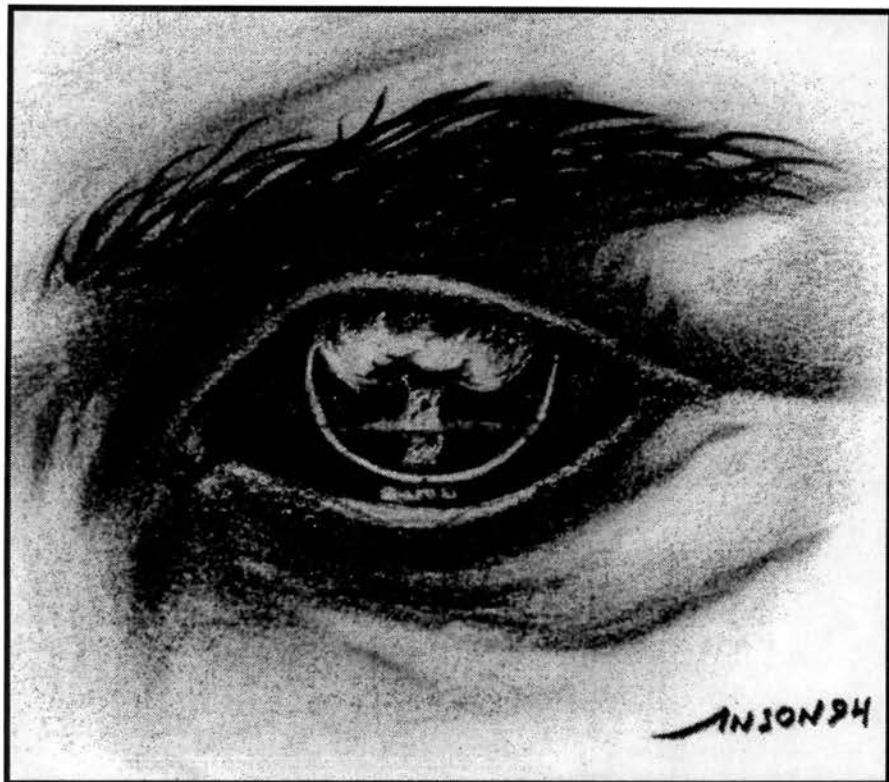
Wyzard Technologies
"Romanova" Cyberlegs
5000eb per pair (not normally available individually)

Gaboriau on Romanova Cyberlegs: "I predict these enhancements will dominate the Riviera in the fall season. Inspired by popular street retrofits and marketed by a small firm in Switzerland, the "Romanova" legs add fashion and style to what would otherwise be pedestrian cyberware. Designed with the feminine customer in mind, these products sensitively accentuate a woman's (or any close approximation's) figure. These legs come in designer styles such as Chromed Silk, Revealing EndoTech and Lady Leather. Regardless of the particular design, the leg's look is based on the sensibilities of high-heeled fashion shoes without the inconvenience or discomfort. These legs are perfect for a night on the town or just to turn heads. The heels include compensation coils and shock absorbers to increase support and comfort level, and balancing gyros add extra stability, making them as comfortable as sneakers with megabytes more fashion."

Game notes: *These are like other cyberlegs, except they're more comfortable and they add 4-6 inches of height. They shouldn't be confused with Spike Heel Cyberfeet; they have no more offensive capability than Italian-made pumps. Because of the innovative design (thanks to the gyros), these cyberlegs don't even reduce your MA. They do add +1 to* Wardrobe & Style *in the proper situations.*

ANSON 94

Wyzard
Technologies

Verbal-Eyes™ series "Windows of the Soul"
750eb per Optic

Let your eyes be the windows of your soul, with the new modification from Wyzard. A development of the original Verbal-Eyes™ product, this projects images into your eyes, so that your 'irises' and 'whites' show pictures appropriate to your mood. Different pictures can be shown in the two areas, to keep them distinct. For example, if you are angry, a thunderstorm might rage in your iris, while a firefight takes place across your whites, whereas if you were calm your whites might depict a pleasant spring day in the countryside, while your iris shows someone relaxing in their condo. The database holds many different images, but update chips, loaded via a standard chipware socket, allows you to stay ahead of the competition. The eye must be told which emotion to display, and will continue to display that until told otherwise.

A licensing agreement with Kiroshi allows us to offer an option which allows you to see the images displayed by your eyes, projected by a Video Imager, while an option available by collaboration with Zetatech allows you to put people you can see into the images, so that an image of anger could show the person you are angry with being savaged by wolves. (Note that you can make your own image available by looking in a mirror.)

Basic option: *HC: 3, Surgery code: M if cyberoptics already installed, to allow for installation of back-up computing power. Upgrading a second cybereye is only Negligible. Takes one option space.*

Video Imager option: *Total cost 1000eb, HC: 5. Takes three options. Otherwise as above. This also gives you a fully functional Video Imager. Note that a Video Imager installed in one eye can display the contents of the other. (Video Imager:* Chromebook 1, *pg. 39)*

Customised images option: *Total cost 1200eb, HC: 5. Takes four options, otherwise as above. This provides a TimesSquare Plus™ feature. One of these is sufficient to customise the images in both eyes. (TimesSquare Plus™:* Chromebook 1, *pg. 38)*

Cyberfacial Remounts

Prices vary

Gaboriau on Cyberfacials: "Many cyber-fashion bugs out there have a cyberoptic or a set of interface plugs and think they are total cyborgs. Do you really wish be a total cyborg? Follow the proud citizens of Newark, N.J., and get a partial face remount! These terrifically gauche cyberfaces are coming in Boga (fashion) in Southern Euro-clubs even now. Of course, most corporate slave-drivers probably won't allow you to express this much individuality, since these cyberfaces tell everyone what you stand for—you are a person who is unafraid of fashion faux pas, unafraid of the future, unafraid...of the metal."

Game notes: *These cyberface remounts are similar to Body Plating. Cyberface remounts come in three different sizes:*

EVILEYE (150EB): HC 1D6, SP6, MAjor Surgery. Covers one eye socket; -1 to ATT, 15% chance to be hit.

JIGSAW (250EB): HC 2D6, SP12, MAjor Surgery. Covers one eye & top corner of skull; -1 to ATT, 25% chance to be hit.

TWOFACE (350EB): HC 3D6, SP18, CRitical Surgery. Covers half of the entire face & head; -2 ATT, 50% chance to be hit.

RETRO CYBERWARE

"They may be museum pieces to you, but they still show up on the Street every now and then, gato."

The period of 2000 to 2014 is now considered the "Golden Era of Cybernetics". There were tons of little and big companies playing around with the new 'trode interfaces and composites that made the hardcore users of high tech an extra level above the rest. It was only in the mid-2010's that it started to hit mainstream. Before 2015, cybernetics sold only to a limited market. Below are samples of the early cyberware that you may still run across.

KIROSHI®

Kiroshi Model 100 Interface Plugs

1000eb per plug [100 eb used]

The VERY first interface plugs, these were introduced in 2000 for general use. They were 2 cm in diameter and could only be implanted in the head or the upper spinal column. Implanting these are considered a MAjor operation and a fail on the save would cause 2D6 in infection damage. They are still used by some very old edgerunners. This model is very hearty, having a +2 bonus against Black Ice attacks involving physical damage. However, due to the very heavy impedance of this device, there is an intrinsic -2 to all netrunning, vehicle rolls, smartgun attacks and machine control rolls with this device. HC: 2D6 each

BioDyne Systems "Enable" cyberlimbs

Prices vary (see below)

BioDyne was a classic start-up company: too many Ph.D's with their heads in the clouds forgetting about the investment funding and possessing almost no common sense. They started in 2002, shipped their first product in 2005 and went bankrupt in 2009. The founders of BioDyne are legendary in the business and are now called the "BioDyne Seven." They now are all top executives and researchers at corporations such as Militech, IEC, Dynalar and Kiroshi. BioDyne's most distributed product were their Enable brand cybernetic arms and legs. They weren't as flexible as modern cybernetics but they had a structural integrity that only top of the line military and industrial cybernetics now offer. They were a bit bulky in style, and function was definitely valued over form. Most people wore loose fitting clothes over their Enable limbs. You can still see these in use off the beaten path by many nomad families and in third world countries.

"Enable" Arm

Cost: 4000 euro new, 500eb used

Mostly used as advanced replacements for amputees, this arm can take 23 SDP to disable, 33 SDP to destroy, but it reduces the REF of the user by 1. HC: 2D6+2

"Enable" Legs

Cost: 6000 euro new, 700eb used

Very popular in extending the career of many professional football linebackers, these legs will take 28 points of SDP before breaking down (35 SDP to destroy), but they reduce the REF and MA of the user by -1. MA is reduced by -2 if two Enable legs are implanted. HC: 3D6+3 each.

General Products Exoskeleton Series

Prices vary (see below)

This product is considered the father of the Greek Alphabet series of implanted linear frames. These exoskeletons were used by industrial and military alike. They had implant points along the spine, hips, wrists and ankles. In heavy use from 2005 to 2010, these exoskeletons were removed from the market when a more common awareness of cyberpsycosis came about. General Products sold off this product line to Dynalar in 2010 as part of a consolidation effort. There were two models according to strength needed.

Game Notes: *When wearing an Exoskeleton, a character moves like a vehicle instead of a person. MA stat is fixed at 4 and REF is limited to 5. Both the Series-A and Series-B are hardened against electromagnetic pulses and radiation.*

G.P. EXOSKELETON	SERIES-A	SERIES-B
Body Strength	18	21
Structural SDP	15	20
Armor SP	6	8
Humanity Cost	4D6	5D6
Cost (eb)	12,000eb	15,000eb

(((•))AuraSound
"Spectrum" cyberaudio implant
[price below]

Once again, this start-up company and product was created by a former BioDyner, Susan Freymarc. She saw the ability and market need to create an implant that would replace the eardrum (then-current hearing aids just 'screamed' into a decaying eardrum). The Spectrum cyberaudio's physical size was that of the outer and inner ear combined.

The audio implant was installed by replacing both the outer and inner ear. Since the semi-circular canals of the the inner ear provides one's sense of balance, the Spectrum ear contains a slightly less accurate balance system than the natural canals. This gives the user a poor sense of balance and direction. Current AuraSound cyberaudio on the market only replace the ear drum and inner canal, not even interfering with the user's sense of balance.

There were two installation methods for the Spectrum line. One was a full inner and outer ear replacement which casused no noticeable cosmetic change on the surface. The other included various detachable outer ears for less cosmetic (enhanced) hearing. The shape of these replacement ears varied from elven, pointed ears to scooping, bat wing ears. There were even some attachments that fanned out to cover the entire side of the head (just a cm above the scalp) and almost touching in the back of the head. There was a rare model sold in 2010 that included dermal microphones placed under the entire scalp for omnidirectional hearing. A character with a Spectrum implant has any skill/stat roll involving balance reduced by -1. Using an enlarged outer ear increases audio Awareness rolls by +1 and omnidirectional audio scalp implants increase it by +2 (but looks gofy). HC: 3D6-2 (or 3D6 if external outer ear) each.

Cost notes: *1500 euro new, 650eb used (most of cost is extensive implant surgery), outer ear attachments: 200eb to 1000eb; omnidirectional scalp implants: +1500eb.*

Gene-Tek's See-It™
G⊗T transparent skin

1000 eb per square meter, entire body covering 7000 eb

First and still used as an a implant on laboratory animals, Gene-Tek's transparent skin layer became all the rage in the Far East about 2011. It enjoyed a short-lived popularity in the West about 2012 when well known soap opera Braindancer Doris Layalynn got a face lift of this extreme nature. An extreme attempt to regain ratings, this fiasco ended up causing the sudden crash to the transparent skin fad.

Samples of this type of implant can still be seen in remote portions of the third world as tourist shows and rituals. Users often suffer from light-sensitivity. GMs can apply appropriate penalties for sunburn (which can be as bad as 2nd-degree burns!).

Game note: *Reduce the ATTR of the character by one point for each exposed limb covered with transparent skin. Reduce by -4 if face is transparent. HC: 3D6 per square meter of skin covered, 6D6 if entire body covered. One arm is 1/2m², one leg is 1m².*

Dermatech
Dermatech Mood Skin

200 eb per square meter, 700 eb for whole body cover

Dermatech proudly presented this new skin line to the world's market two years after the introduction of Lead's Turn-on Nails. Much like a mood ring, the mood skin is composed with the same chemicals, and much like the mood rings of the 1970's, a different color would indicate the feelings of the poor schmuck. The colors produced were: red= anger, blue= sadness, yellow= scared, pink= sexually attracted, green= jealous, gray= dead (or just damn bored). It was banned in 2016 in most industrial countries due to its toxicity!

Game Note: *Some of this stuff is still floating around and being used anew. If a character is implanted with this stuff, reduce BODY by 1 every two months for a year. HC: 1D6 per square meter of skin covered. Example: a single entire limb covered would be 1D6 in humanity and covering the torso would cost 2D6.*

Life Vision "Revelation" cyberoptic implant

2000 euro new, 700eb used [most of cost is extensive implant surgery]

Life Vision was founded by Corey Hanner (one of the BioDyne Seven) when he cut all professional ties with his peers in 2006. He and his wife, Trica, created the first company to develop and market a cyberoptic implant as a general product line. The Revelation eye replacement was larger than the eye socket but gave extraordinary side vision. It sold mostly to accident victims and the military. Life Vision was purchased by Kiroshi in 2011 and grew into its modern line of cyberoptics.

A significant amount of skull bone covering the eye socket needs to be drilled out to implant the eye. The eye is the size of a tennis ball and protrudes out the front and side of the skull when mounted. This gives a "frog eye" look to those having a Revelation eye implant. The implant was mounted by directly grafting the hardware to the skull where the former bone was and having microservo motors swing the eye as opposed to using the natural optical muscles to move a modern, normal-sized cyberoptic. Revelation eye options are interchangeable by the wearer since the size of the cybernetic made adding options as simple as changing lenses of a professional camera. A single Revelation eye can only have two options (only those listed in CP2020).

Game notes: *a character with a Revelation eye implant gets a +1 to their Awareness for any visible action. Unfortunately, due to the size of this device, a character also receives a -1 in ATTR if one Revelation eye is implanted and a -2 in ATTR if two are implanted. Seeing an older person with seriously oversized sunglasses these days is a total giveaway of hidden Revelation cyberoptics to an Edgerunner. HC: 3D6-1 each.*

Lead's
hi-tech cosmetic appliances

Lead's Turn-On Nails
25 eb/nail, set of 10 for 200eb; 50 eb for coloring pen.

First introduced into market in 2005, these pressed-on fingernails are considered the predecessor to synthe skins. These nails are pressed or implanted to the fingernails or toenails. A special color adjustment pen is used to change the colors of the nails. One just twists the pen to the desired color and then taps the fingernails. They went out of style in 2008 when programmable tattoos and fingernails became all the rage. HC: 1 point per pair of limbs if implanted.

Lead's
hi-tech cosmetic appliances

Lead's Show-Off Nails
45 eb per nail, set of 10 for 425 eb, 90 eb for coloring nail pen.

Introduced in 2009, these little babies worked just like the original one-pattern Turn-On nails, but they could display a programmable, repeating pattern. A series of 20 patterns could be downloaded from any PC or deck right into the pen. Like the Turn-on Nails pen, it would be twisted until the proper pattern was displayed; then the pen is touched to the nails. These patterns ranged from the club "tech-dazzle" style to soothing oceans and earth tones. They come in and out of style every few years. HC: 2 points per pair of hands/feet if permanently implanted.

CHIPWARE

BioTec Σ "SomaWare" Sleep Induction Chip

400eb
Anytime, anyplace...

In these demanding times, you can never count on a good night's rest—unless you're running BioTec Σ's SomaWare. Chip in, program SomaWare's integral alarm, and get comfortable. The chip massages your grey matter with relaxing alpha waves, bringing on a deep, restful sleep within 25 seconds; the alarm function can be programmed by standard or military time and induces a light neural surge guaranteed to bring you to full awareness immediately. Don't be a slave to the clock—rest easy!

Game Notes: *SomaWare will put the user to sleep, but it is not some kind of deep coma or speed-sleeping like the Sleep Inducer (Chromebook 1); it's normal sleep in every way. However, extended use of SleepWare may condition the user to be unable to sleep at all without using it! (After 15 uses, the character must begin making an Average COOL roll to resist becoming "hooked"; for every 2 times over 15, add 1 to the Diff number. Endurance or Resist Torture/Drugs skills can be used to modify the roll.)*

Direct Dataware Navigation/Orientation Chip

250eb

The user must have a Phone Splice or Radio Link (*CP2020*, pg.87) with his cyberaudio for this chip to work. It provides the user's true earth position to within 5m by obtaining regular position updates from the WorldSat position system (phone splice will only work if there is a cellular net in your area). A two or three-dimensional fix is then provided via Times Square or Subdermal Screen display. Chips can be purchased (100eb) containing a contour map of a major city, which can be displayed via Video Imager (*Chrome 1*, pg.39), or Subdermal Screen (*Chrome 2*, pg.8); these maps work with the Navigation Chip, giving street names and the actual elevation of the user.

Direct Dataware Crypto Chips

600eb per set of two

Each set of these chips is programmed with a randomly generated substitution word code that corresponds to the language the chip is compatible with. I.e., one word of the language is substituted for another. So with one set of chips the word "dog" might be substituted for the word "the". These chips are designed to present a completely unique "language" that people can use to talk covertly to others. The chips come in sets of 2, 4, 6, and 8. Each set is programmed with its own unique code.
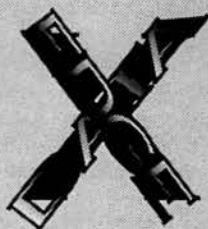
DataEdge Inc. Stutter Chipping
310eb
The smartest Smartchipping yet!

Spray lead at will, even in crowds! With this chip installed in your Neuralware Processor, your Smartgun can choose who doesn't get hit, even when using Suppressive Fire. By accepting mentally-desingated non-target options (requiring that the user have a cybeoptic with the TimesSquare Plus (*Chromebook 2*, page 38) visual-recognition system as well as the Targeting option), the Stutter Chip can selectively activate or disable the weapon's firing mechanism. It requires a full combat turn (10 seconds) to designate someone as "friendly," and even a Stutter Chip can't help you on a critical fumble...

New Martial Arts Forms
THE WEAPONMASTERS
Fresh on Chip from The Weaponmasters!
Cost: 270eb/level, up to +3

Once again, the Weaponmasters of New Mexico bring you the latest in Hand to Hand action at 25% off the common market prices!

ArasakaTe [1]

When Arasaka wanted a martial art to train its forces in, it selected leading hand-to-hand fighting experts to create the world's greatest martial art to date. After several years of development, Arasaka troops began to learn ArasakaTe. Several hit videos were made based on corporate Solos, armed only with this martial style, defeating opponents against all odds. Soon Arasaka-sponsored dojos began teaching ArasakaTe at reasonable rates. Note: While this fighting form is widely respected, anyone who has any actual experience with ArasakaTe will tell you that it is a bland style made up of the easiest moves of seven different styles. Martial Arts designed by committee don't usually work too well.

Thamoc [2]

Thamoc, or The Art of Modern Confrontation (or just The Art), was created at the end of the 20th century by police departments around the world to train their officers in weapon retention skills. Unlike its predecessors, Thamoc stresses flexibility right before impact. Weapon retention is achieved by use of stances that allow for the maximum distance between your weapon and your opponent (until you attack). This skill works equally well with handguns, knives and other small melee weapons. In game terms, this style gives the user a defense vs. Disarm attacks at *Thamoc* skill level +4! Remember, you still need *Handgun* or *Melee* skill to use the weapons themselves.

STYLE	STRIKE	KICK	BLK	DODGE	THROW	HOLD	ESC	CHOK	SWP	GRA
Arasaka-Te (1)	+1	+1	+1	+1	+1	+1	+1	+2	–	+1
Thamoc (2)	–	–	+1	+2	–	–	+2	–	+1	+1

Auditory Recognition Chips
150eb/level to 2

These new database chips from Direct Dataware require Cyberaudio w/Amplified Hearing and Sound Editing options to use. They allow you to identify a variety of sounds in specific situarions and areas of interest. The chips are interfaced with TimesSquare Plus *(Chrome 1,* pg.38), or a Subdermal Viewscreen *(Chrome 2,* pg.8) to present the accessed data. [All A.R. chipware rolls are INT+chip+D10+(applicable Specific Knowledge)]

Techie AR-Chip

For determining system malfunction and cause, based on the sound of the mechanism. Only applicable for machinery with sound output within the user's scope of hearing. Chip is only valid to date of manufacture.
TASK DIFFICULTY:
Easy . . . . .Auditory ID of the cause of pronounced sounds from large machinery.
Average . . . . . . .Auditory ID of the cause of pronounced sounds from vehicles.
Difficult . . . . .Auditory ID of the cause of pronounced sounds from small machines.
Very Difficult . . .Auditory ID of the cause of pronounced sounds from electronic devices.

Corporate AR-Chip

The Corporate Officer's chip allows recognition and identification of corporate jingles, and confirmation of the voice print of key personnel. Quarterly updates are available at 35eb/level. These chips are only available to corporate employees.
TASK DIFFICULTY:
Easy . . . . .Major corporate advertising tunes.
Average . . . . . . .Voice prints of corporate upper echelon.
Difficult . . . . .Voice prints of management-level staff.
Very Difficult . . .Voice prints of low-level personnel (for a specific division).

Military AR-Chip

Recognition of caliber (and type) of weapon by sound. Sounds of specific military vehicles in motion. Chips should be replaced annually.
TASK DIFFICULTY:
Easy . . . . .Sounds of standard military calibers/weapons.
Average . . . . . . .Sounds of other known calibers/weapons.
Difficult . . . . .Sounds of specific military aircraft.
Very Difficult . . .Sounds of specific military ground vehicles.

Rocker AR-Chip

Chip can identify the sound of rock instruments, ID songs (providing lyrics via readout), or ID a Rockerboy's singing voice. Often used by Music Corp Execs. Updated monthly.
TASK DIFFICULTY:
Easy . . . . .Identifies basic instruments.
Average . . . . . . .Identification of popular songs and singers; ID's more esoteric instruments.
Difficult . . . . .ID's lesser-known songs and singers.
Very Difficult . . .ID's virtually unknown songs and singers; ID's rare instruments

VEHICLES
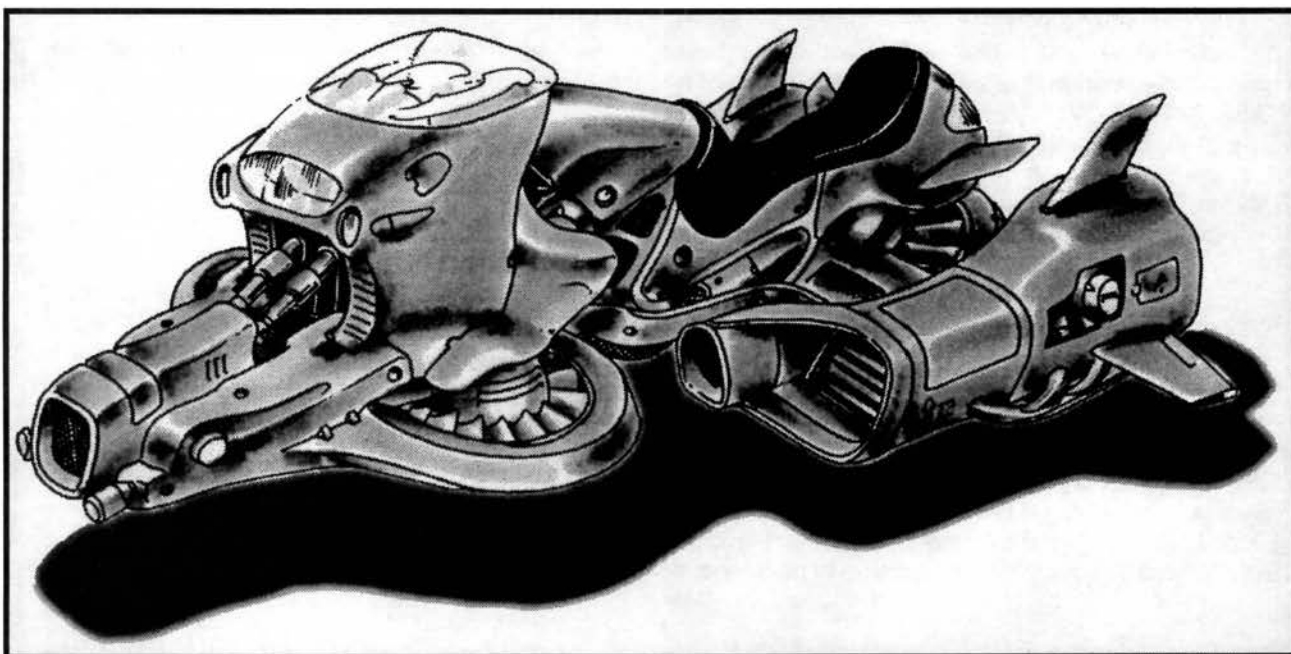
Bensen Violator Hovercycle

After two years of intensive trials and race-testing the Violator is ready for you! Incredibly fast and maneuverable, equally at home on the road or on the water; only an experienced cyclist (*Motorcycle* skill of 5+) can tame the Violator. Maneuverability is surprising in comparison to its bulky counterparts, and its acceleration off the line is *nothing* short of gut-wrenching. The Bensen Violator—a machine on the cutting edge of 21st century technology.

"The Bensen Violator may look like some weird chimerical crossbreed of a motorcycle and a hovercraft, but despite all its mass, it moves like a demon."
—MotorArms Magazine, Feb. 2020

STATISTICS:

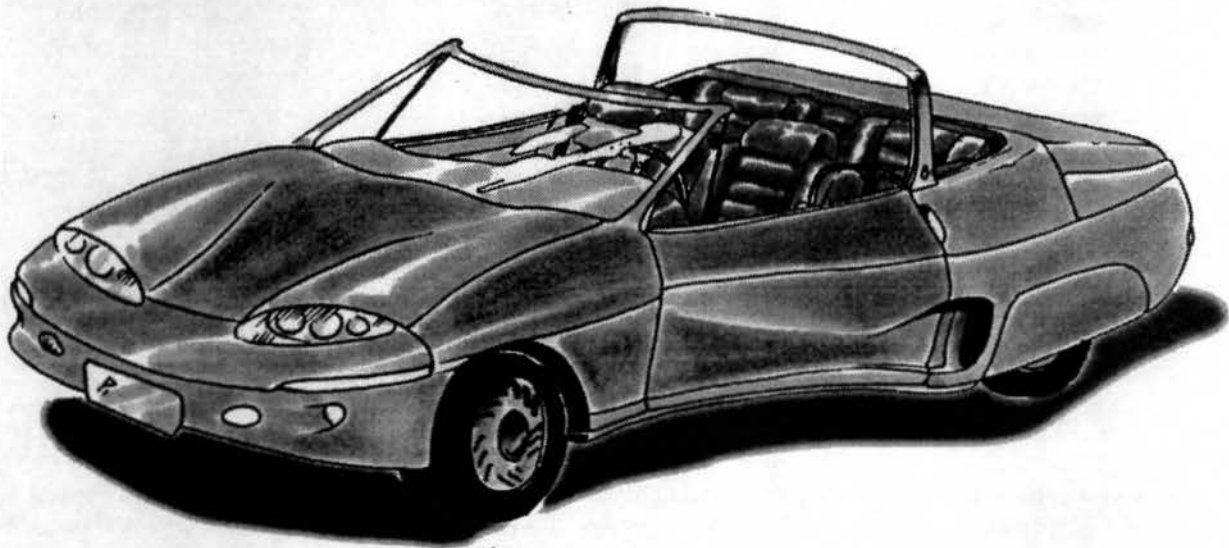|	
Top Speed: 150mph	**Accel/Dccel:** 30/15 mph
Crew: 1	**Range:** 400 mi
Passengers: 1	**Cargo:** 330 kg, no spaces
Maneuver: 0	**SDP:** 20 (Body 1)
SP: 0 (Armor 0)	**Type:** Hover/Cycle
Mass: 1 ton	**Cost:** 100,000eb

SPECIAL EQUIPMENT:

Civilian nav system, Radio, Radar detector, Cybernetic linkage.

WEAPONS:

None

Takaya Daimyo

The latest release from Takaya is a new spin on an old vehicle. The Daimyo is a new convertible with that inimitable sense of style that has become the trademark of Takaya. Designed for comfort, with safety in mind, perfect for dropping the kids off at the corporate creche or taking a weekend jaunt up the coast.

A popular rec vehicle among the Mover and Corpzoner set, made more so by its numerous appearances on Net 54's top-rated drama, *California Sunset*.

"Sometimes, speed and armor must take a back seat to class, style and sex appeal."

—Takaya Radio Ad, Feb. 2020

STATISTICS:

Top Spd: 150 mph	Acc/Dcc: 15/40 mph
Crew: 1	Range: 300 mi
Passengers: 3	Cargo: 500 kg, no spaces
Maneuver: +1	SDP: 40 (Body 2)
SP: 8 (Armor 0)	Type: Car
Mass: 1.6 tons	Cost: 44,000eb

SPECIAL EQUIPMENT:

Cellular Phone, Crash-control system, Entertainment system, Simple security system, Autopilot and Civilian nav systems, Radar detector. Convertible roof is SP12 Kevlar fabric.

WEAPONS:

None

Cadence Industries Wanderer

The latest in CI's line of vans, the Wanderer is perfect for the family on the go. Its spacious and comfortable interior makes it ideal for family trips or just traveling about town. The Wanderer is highly modular; the back seats may be folded down to make a bed, or they can be removed entirely, along with the passenger seats.

Primarily a "beaver-mobile," a common sight among the single-family homes of Corporate-controlled suburbia. The Wanderer has also been gaining popularity among various Nomad clans due to its versatility and surprisingly high armor rating.

STATISTICS:
Top Spd: 80mph	Acc/Dcc: 15/40 mph
Crew: 1	Range: 500 mi
Passengers: 4	Cargo: 650 kg, no spaces
Maneuver: -3	SDP: 50 (Body 2)
SP: 20 (Armor 1)	Type: Pickup truck (van)
Mass: 2 tons	Cost: 50,000eb

SPECIAL EQUIPMENT:
Crash-control system, Entertainment system, Environment control, Fold-down bed (sleeps two), Shocker security system, Radio, Cellular phone, Autopilot and Civilian nav systems.

WEAPONS:
None

Mitsubishi Portabike

Do you need a vehicle, but worry about theft, finding a parking space, and expense? If so, the Portabike is the transportation for you. Ideal for students, workers, and teachers, the Porta-Cycle is composed of a central section with a small seat, lights, handlebars, engine and battery pack, and separately-powered wheels. The entire ensemble folds into a small package which can be easily rolled along on one wheel, or carried by a strong individual.

STATISTICS:
Top Speed: 25 mph	Acc/Dec: 18/30 mph
Crew: 1	Range: 135 mi
Passengers: none	Cargo: none
Maneuverability: +1	SDP: 9 (Body 0)
SP: 0 (Armor 0)	Type: Motorcycle
Mass: 35 kg	Cost: 250eb

SPECIAL EQUIPMENT:
None

WEAPONS:
None

New American Autoworks Roadcar

The Roadcar is one of the most economical and reliable vehicles NAA has ever produced. Ideal for the money-conscious commuter.

For parents thinking about their son or daughter's first car, New American Autoworks offers the TeenLine Roadcars. Available in hot designer colors, these cars will suit any teen's sensibilities without going overboard in price.

"Great, the vehicle version of the polymer one-shot. Now a bunch of juves who think vehicular manslaughter is a recreational activity are gonna get one of these for Christmas."
—Gil Myxx

STATISTICS:
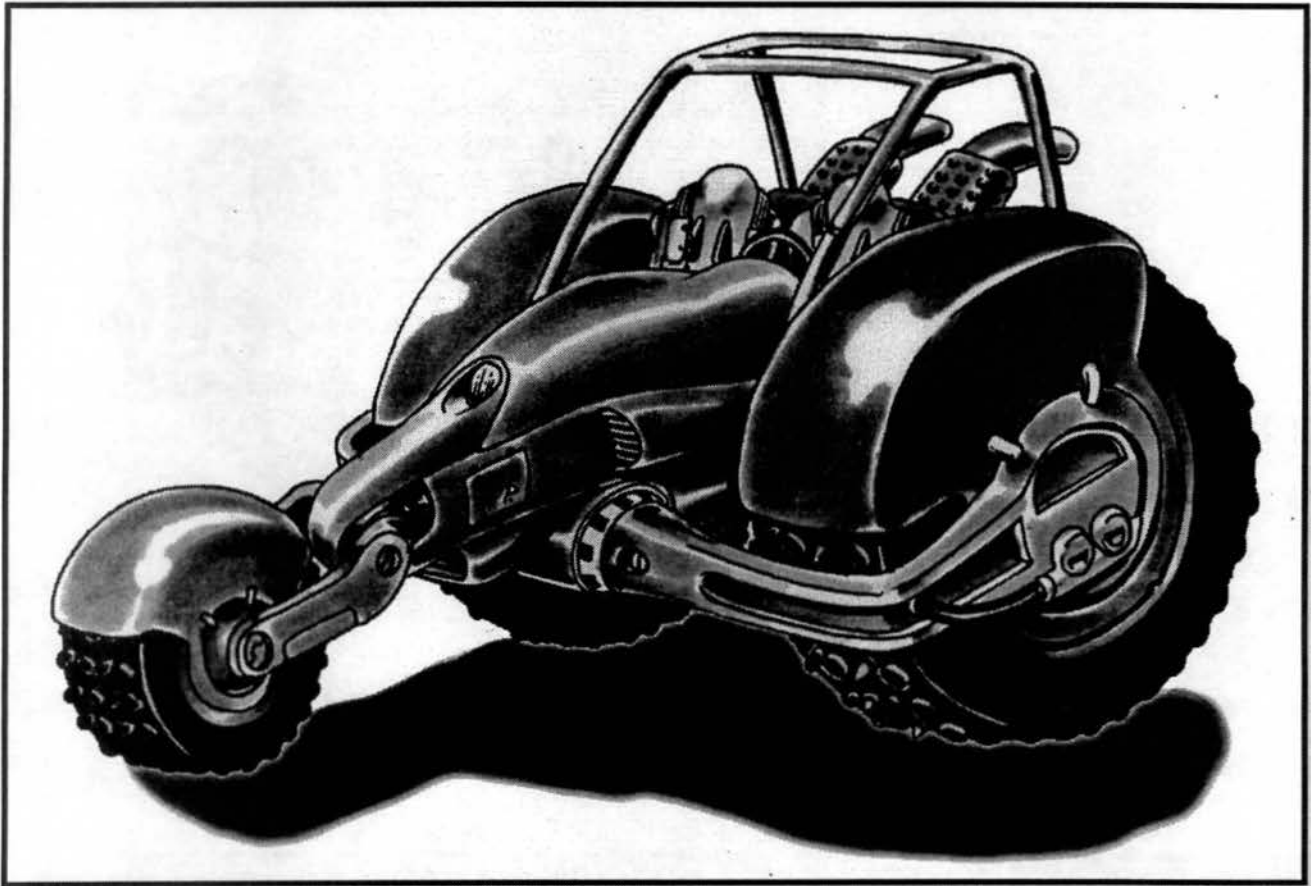|	
Top Spd: 80mph	Acc/Dcc: 15/40 mph
Crew: 1	Range: 600 mi
Passengers: 1	Cargo: 300 kg, no spaces
Maneuver: 0	SDP: 25 (Body 1)
SP: 0 (Armor 0)	Type: Car
Mass: 1 ton	Cost: 5500eb

SPECIAL EQUIPMENT:
Crash-control system, Civilian navigation system.

WEAPONS:
None

Scion Technologies Dunemaster

[Note: originally test-marketed under the name Triwheel 10]

STATISTICS:

Top Spd: 100 mph   **Acc/Dcc:** 30/40 mph
Crew: 1   **Range:** 600 mi
Passengers: 1   **Cargo:** 525 kg, 1 space
Maneuver: +2   **SDP:** 40 (Body 2)
SP: 12 (Armor 1)   **Type:** Car
Mass: 1.6 tons   **Cost:** 40,000eb

SPECIAL EQUIPMENT:

Off-road capability, Crash-control system, Long-range radio, Civilian nav system.

WEAPONS:

None

Scion Technologies has always strived for innovation and efficiency in their designs; the Dunemaster is no exception. Scion has employed a unique three-wheel drive system coupled with a high-powered engine for maximum maneuverability with little loss in stability. The large, knobby wheels and computerized suspension system complete the picture.

The GMI Dust Devil, a licensed military version of the Dunemaster, is also available. The Dust Devil costs 46,000eb, has SP20 (-20mph from Top Speed) and comes with active IR and a pintle mount in front of the passenger seat.
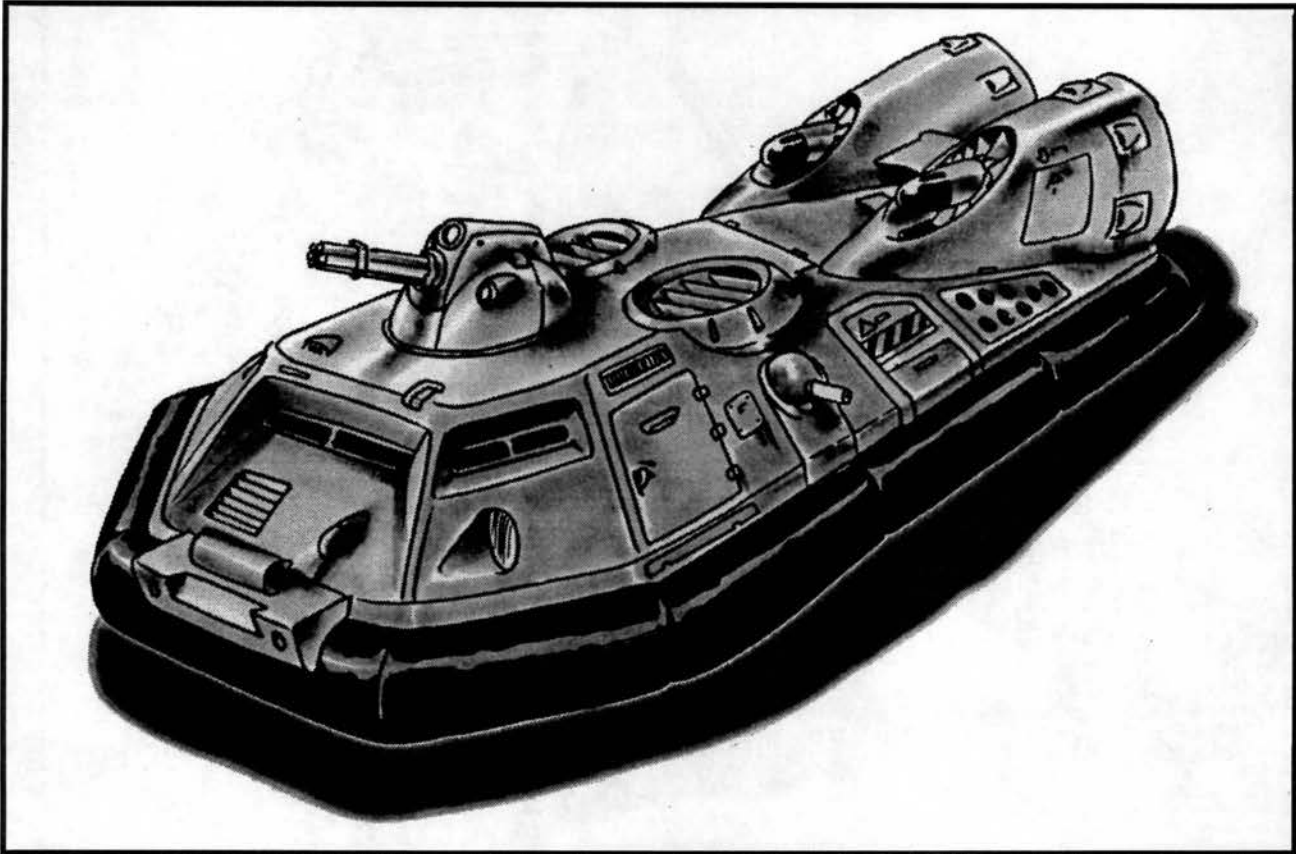
GMI HovTransport

Need to get a large group of people somewhere fast? The HovTransport is designed to be a quick-insertion personnel carrier for use in urban assault ops. While not suited for full military operations, the HovTransport is nonetheless a formidable force in times of urban strife.

The HovTransport is perfect for SWAT teams and corporate security actions as a riot vehicle. In such situations, the HovTransport's guns are loaded with rubber bullets (*Chromebook 2*, pg.47).

STATISTICS:

Top Spd: 150 mph   Acc/Dcc: 15/20 mph
Crew: 2   Range: 400 mi
Passengers: 10   Cargo: 2500 kg, 1 space
Maneuver: -2   SDP: 100 (Body 5)
SP: 40 (Armor 2)   Type: Hovercraft
Mass: 10 tons   Cost: 360,000eb

SPECIAL EQUIPMENT:

Crash-control system, Military radio w/scrambler, 12 man-hours life support, Anti-personnel grenade charges, Military Radar w/terrain-following, Auto-pilot and Navigation systems, Fire extinguisher, IR Baffling, Optics w/Passive IR and Low-Light, Shooter security system, Searchlight (armored), Cybernetic linkage.

WEAPONS:

12.7mm gatling on articulated mount forward, 7.62mm miniguns on articulated mounts left and right (see *Maxmimum Metal* for stats).
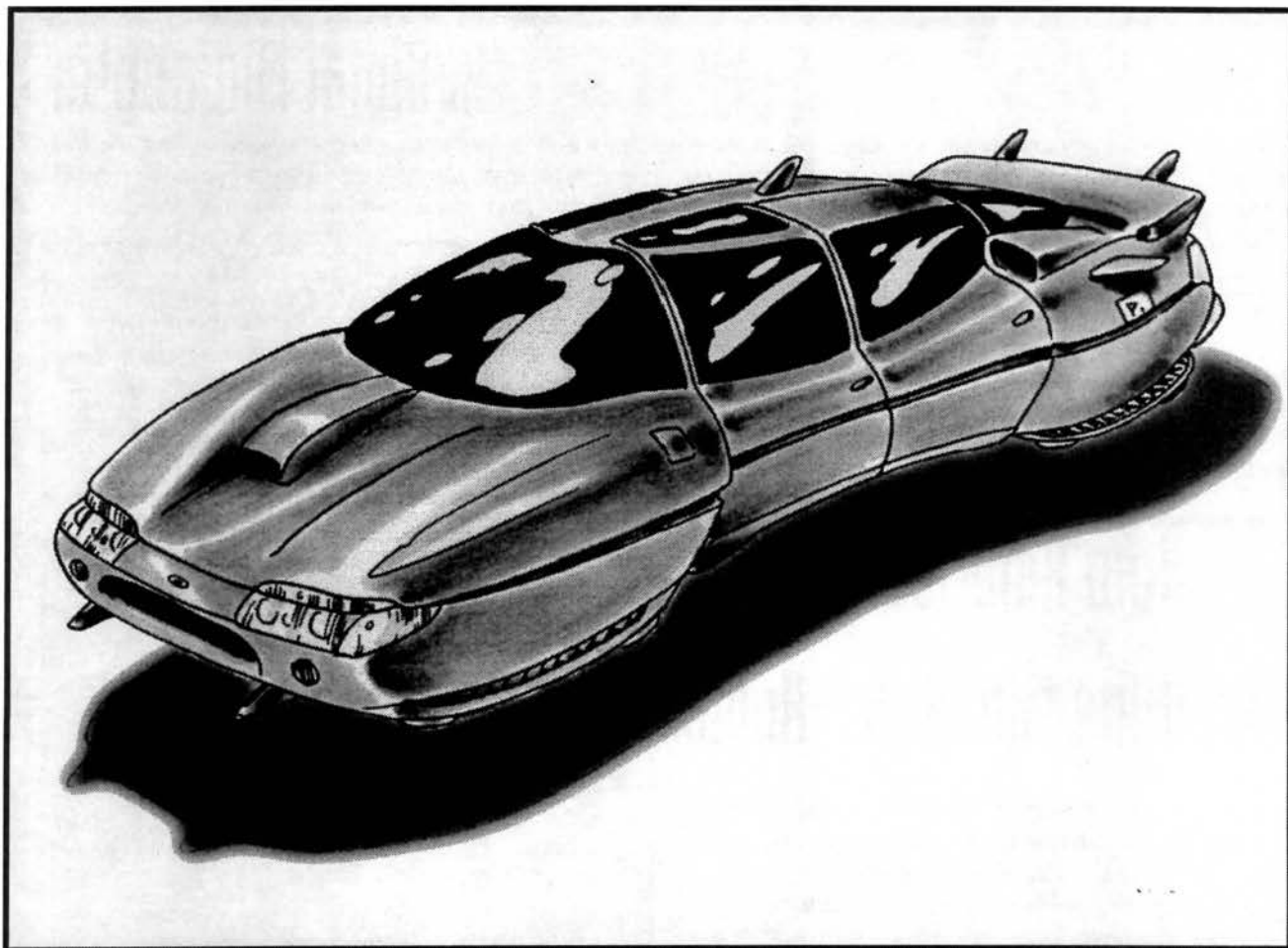
Tetracorp

Fei Lien 100 Aerodyne

Tetracorp's first showing in the aerodyne field promises to completely refine the concepts of high-end avionics and extreme luxury. Equipped with the full range of personal electronics, safety equipment, and piloting hardware, nothing is too extravagant for this aerodyne.

Lose yourself in the sumptuous interior and let the holosystem entertain you as the auto-pilot speeds you to your destination. Sleek and smooth, the Fei Lien has the sort of elegance in form and line that is impossible to achieve in a lumbering ground vehicle. The Tetracorp Fei Lien 100: the next evolutionary step in luxury aerodynes.

STATISTICS:

Top Spd: 450 mph	**Acc/Dcc:** 50/50 mph
Crew: 1	**Range:** 800 mi
Passengers: 3	**Cargo:** 660 kg, no spaces
Maneuver: +1	**SDP:** 50 (Body 2)
SP: 25 (Armor 1)	**Type:** AV
Mass: 2 tons	**Cost:** 290,000eb

SPECIAL EQUIPMENT:

Crash-control system, Long-range radio w/scrambler, Cellular phone, Ejection seats, Environment control system, Radar, Auto-pilot and Civilian nav systems, Radar detector, Shocker security system, Cybernetic linkage, Seat massagers, VR holosystem.

WEAPONS:

None

Hyundai Minicopter

The ultimate single-occupant commuting vehicle, the Minicopter is ideal for those who don't want to brave the traffic (or the combat zone). The folding rotors make it easy to store, and its relatively light weight means it can land on buildings with airpads for small civilian commuter aircraft. Bad weather cannot stop you, as the Hyundai is fully enclosed.

STATISTICS:

Top Spd: 120mph   Acc/Dcc: 15/15mph
Crew: 1   Range: 200 mi
Passengers: 0   Cargo: 330 kg, no spaces
Maneuver: 0   SDP: 30 (Body 1)
SP: 6 (Armor 0)   Type: Light Helicopter
Mass: 1000 kgs   Cost: 55,000eb

SPECIAL EQUIPMENT:
Radio, Radar, Auto-pilot and Navigation systems, Optics w/Low-light.

WEAPONS:
None

New American Motors Nautilus Mini Road-Home

Tired of being tied down to one place, but you don't have the euro for a big wagon? Look no further, hit the road in class for less cash with the Nautilus.

Popular among freelancers who drift from job to job; some Nomads have been known to arm and armor Nautilus vehicles and use them as long-range scouts.

STATISTICS:

Top Speed: 80 mph   Acc/Dec: 15/40 mph
Passengers: 4   Cargo: 600 kg, no spaces
Maneuverability: -3   SDP: 60 (Body 3)
SP: 12 (Armor 1)   Type: Pickup truck
Mass: 2.4 tons   Cost: 32,000eb

SPECIAL EQUIPMENT:
Radio, Fold-down bed, Refrigerator, TV, Microwave oven, One-person/week water supply, Small bathroom.

WEAPONS:
None

Kundalini Roadworks "Dart"

A conventional motorcycle gives you the freedom of the open road...and bugs in your teeth, pollution in your lungs, and the chance to be a red skid mark in an accident. The Dart gives you the freedom of the open road...but without the bugs. The Dart is, essentially, a two-wheeled car, sheltering its rider in fighter-cockpit style. The back section of the bike has a small storage area (large enough to hold about four six-packs). Since the rider is enclosed, he is protected by the Dart's armor in the case of a crash (or a firefight). The Dart is popular among commuters who need a small, easy-to-park vehicle that keeps the rain off.

Because of its advanced gyro system and automated support pylons (with small stabilizer wheels), the bike is somewhat less maneuverable (but more stable) at high speed. When making normal maneuvers, use the +1 bonus; when making rolls involving stability, use the +3 bonus.

STATISTICS:

Top Speed: 120 mph   Acc/Dec: 18/30
Crew: 1   Range: 270 mi
Passengers: 1   Cargo: 30 kg, no spaces
Maneuverability: +1/+3   SDP: 25 (Body 1)
SP: 10 (Armor 0)   Type: Motorcycle
Mass: 100 kg   Cost: 10,000eb

SPECIAL EQUIPMENT:
None

WEAPONS:
None
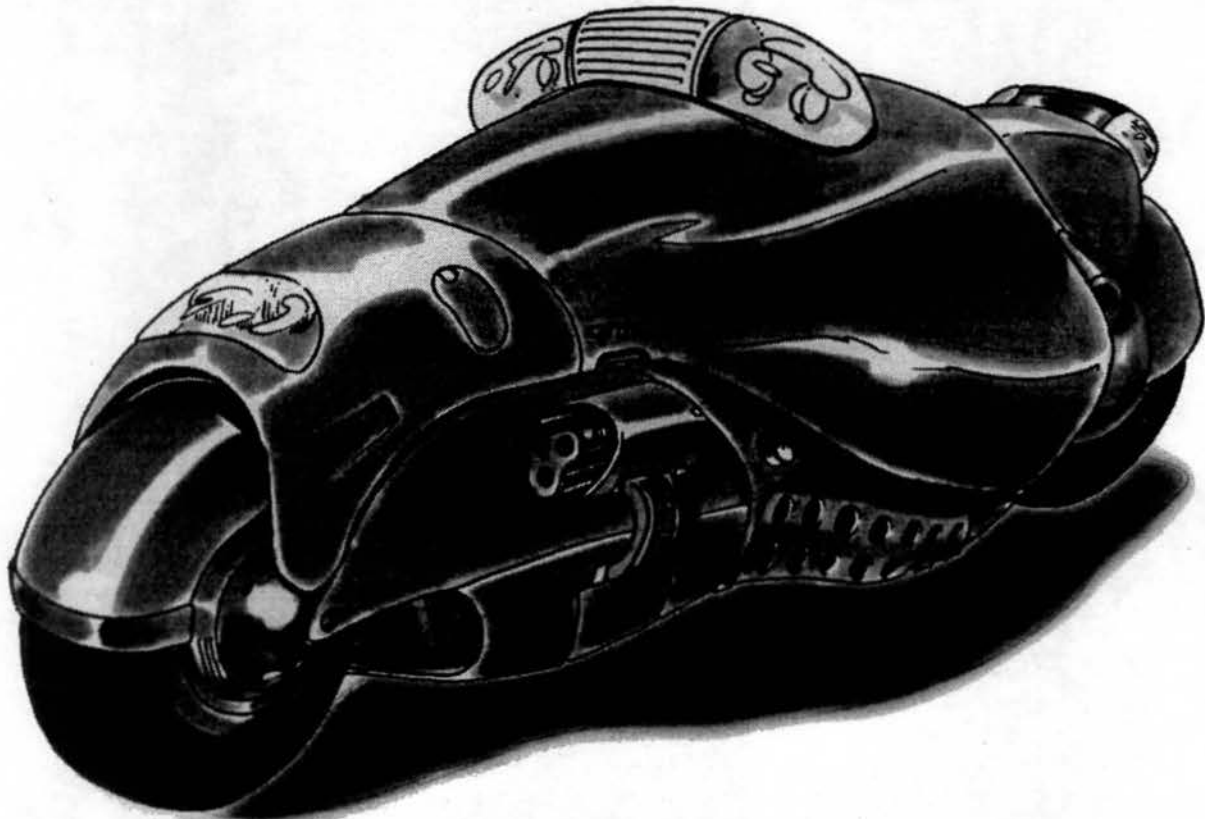
Kundalini "Torpedo" Police Interceptor Cycle

A police version of the Dart: heavier, tougher, faster. It has the same maneuverability foibles as its civilian counterpart. Torpedos are employed with a variety of units inthe pursuit role. Since they do not have space for prisoners, they typically operate in conjunction with a BMW Perpetrator Transport Vehicle.

Because of their futuristic look, Torpedos are popular vehicles on TV cop shows.

> "We'd snagged a nice-lookin' sedan and were rippin' around beaverville when two those things came after us from a sidestreet. I knew we were done right then an' there...freakin black sharks on asphalt, man!"
>
> —Excerpted from NCPD interrogation files.

STATISTICS:

|	
Top Speed: 144 mph	Acc/Dec: 18/30 mph
Crew: 1	Range: 270 mi
Passengers: none	Cargo: none
Maneuverability: +1/+3	SDP: 30 (Body 1)
SP: 15 (Armor 1)	Type: Motorcycle
Mass: 120 kg	Cost: 36,000eb

SPECIAL EQUIPMENT:

Off-road capability, Long-range radio, Civilian nav system, searchlight.

WEAPONS:

Darts are not delivered with weapons, but they come standard with two open weapon mounts (firing systems already installed) for 1/2-space weapons (as per *Maximum Metal*). Typical armament is Militech Urban Missile Launchers (*Chromebook 2*, pg.41), or H&K G-6 Squad Autos (*Chromebook 1*, pg.51).
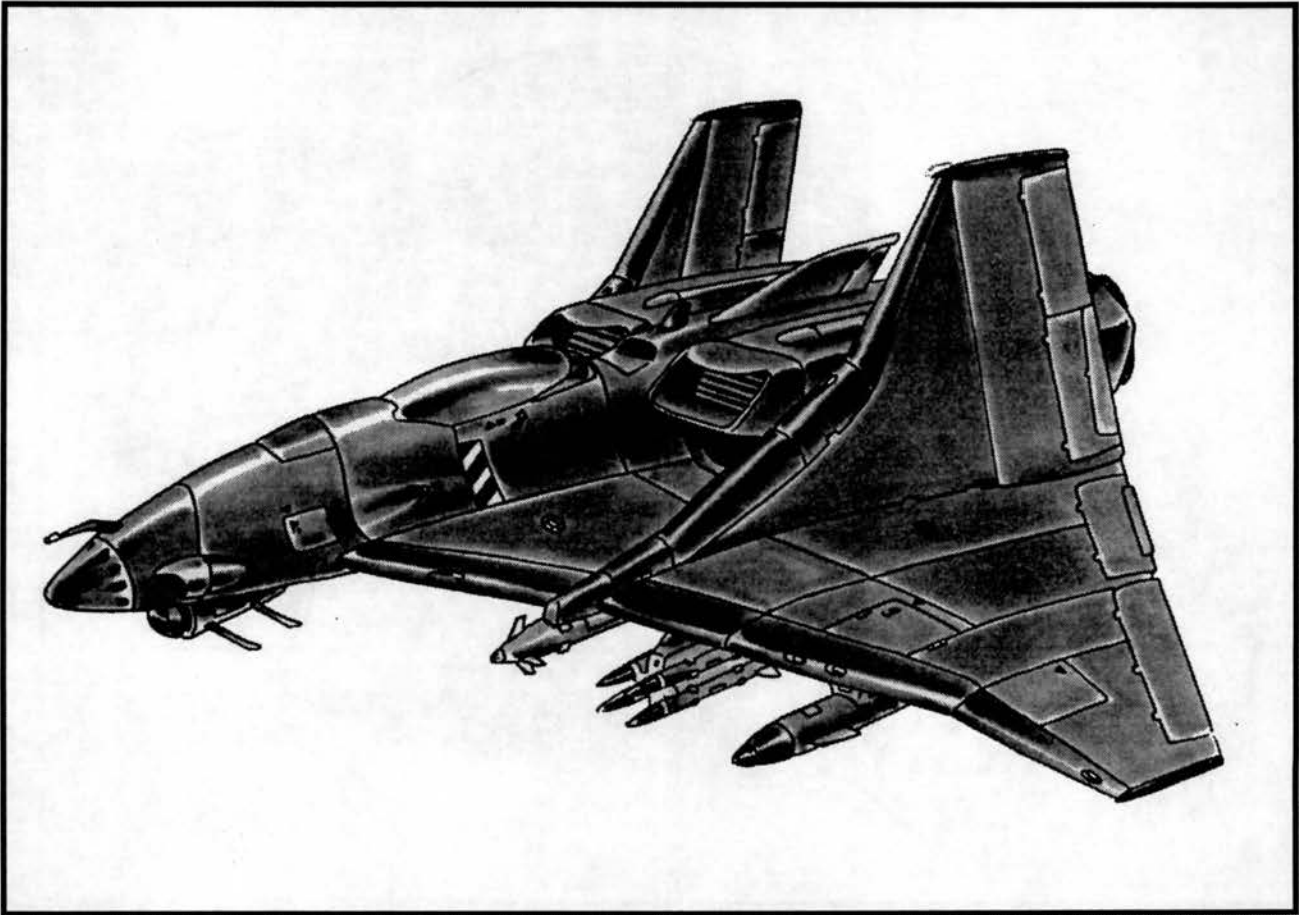
ATF-37B Thunderhawk

Militech's entry into the medium multi-role fighter class dominates the skies! Superior avionics, modular equipment modules and a cybernetic "fly-by-mind" control system make the Thunderhawk the only aircraft that you'll ever need for ground-attack, air-superiority or combat air patrol. Buy yours before your competition does!

STASTISTICS:

|	
Top Spd: 1040 mph	Acc/Dcc: 20/25mph
Crew: 1	Range: 2656 mi
Passengers: none	Cargo: none
Maneuver: +3	SDP: 250 (Body 12)
SP: 20 (Armor 1)	Type: Small Jet
Mass: 20 tons	Cost: 12.5Meb

SPECIAL EQUIPMENT:

IR Baffling, Crash control system, Damage control, Ejection seat, Environmental control, 12 Man-hour life-support system, Chaff and Flare dispensers, Military radio with scrambler, Visual and Microwave rangefinders, Multi-targeting, Auto-pilot and Navigation systems, Cybernetic linkage, ECM, Optics with Image Enhancement, Low-lite, Telescopics and Thermograph, Laser-, Microwave- and Radar-Detection systems, Military Radar w/terrain-following and look-down.

WEAPONS:

Computer weapons sight (+5), 2x pod-mounted 20mm gatlings, painting laser in wide-angle turret, 2x pod-mounted AAMs on wingtips, 34 spaces for additional pod-mounted weapons or equipment (as per *Maximum Metal*).
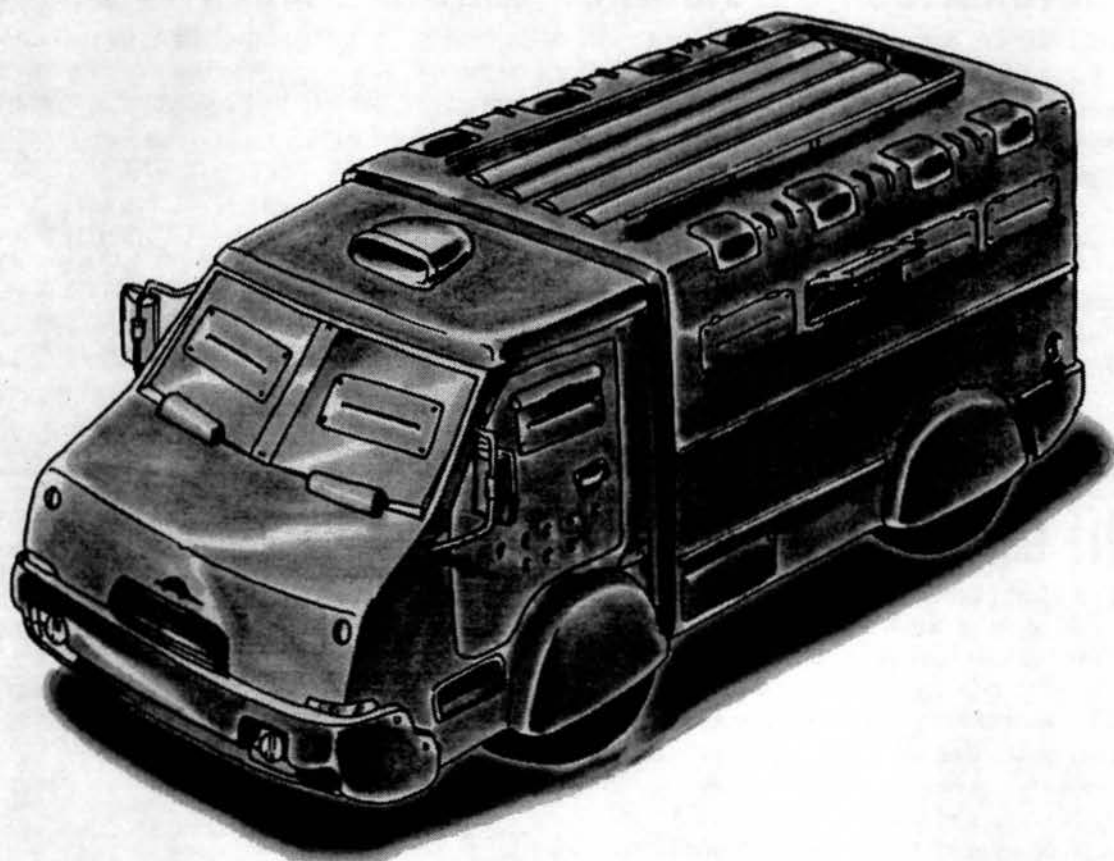
New American Motors "Armadillo" Armored Road-Home

Back in the good old days a family could head out in their RV and enjoy a weekend in the woods. These days, the road to the woods is often blocked with armed road gangs, and it takes armored firepower to get back to nature. That's where the Armadillo comes in—the latest in road safety.

The Armadillo is popular among corporate executives who like to camp, but like to stay secure. For Nomads who can afford it, the Armadillo is one of the vehicles of choice. It's occassionally put to other uses, such as rolling ripperdoc stations, police operation command posts, etc.

STATISTICS:

Top Speed: 80 mph	Acc/Dec: 15/40 mph
Crew: 1	Range: 500 mi
Passengers: 6	Cargo: 1200 kg, 2 spaces
Maneuverability: -3	SDP: 90 (Body 4)
SP: 27 (Armor 1)	Type: Pickup
Mass: 3.6 tons	Cost: 85,000eb

SPECIAL EQUIPMENT:

Off-road capability, 2 Fold-down beds, Radio, Galley, Small bathroom, Optics w/Low-lite, Passive IR, Six-person/week water supply, TV w/sat dish, Simple security system.

WEAPONS:

Turret for a 1/2-space weapon (as per the rules in *Maximum Metal*).

New American Autoworks "Vulture" Heavy Tow Truck

Tow Truck drivers are exposed to some of the worst situations. Sometimes they have to pull crippled vehicles out of a firefights—or haul off a vehicle in the face of the owner's firepower. The ultimate tow truck for those bad situations is the NAA Vulture. It features an armored cab, remote tow connector, weapons turret, six-wheel drive, and the raw horsepower to tow up to *36 tons* of vehicle!

STATISTICS:

Top Speed: 80 mph	Acc/Dec: 10/30 mph
Crew: 1	Range: 500 mi
Passengers: 1	Cargo: 2.75 tons, 5 spaces
Maneuverability: -4	SDP: 125 (Body 6)
SP: 40 (Armor 2)	Type: Truck
Mass: 8.3 tons	Cost: 215,000eb

SPECIAL EQUIPMENT:

Off-road capability, Heavy winch, Long-range radio, 2x searchlights, remote-controlled tow connector (allows hitching-up without the driver leaving the cab).

WEAPONS:

A turret for a 1-space weapon (as per the rules in *Maximum Metal*).

Sport Eurasia "Microbike"

Take a hint from LaShred (aka "Ladder-Shredders"), Singapore's hip new phenomenon of motorcyle-riding sararimen* who you've seen on the cover of *Pop Tech Magazine*. They all ride Sport Eurasia's Microbike—and why not? You can fold it up and wear it like a backpack, and still do 55 on the freeways! The fully-sealed ceramic engine means no grease spots on your suit; the retractable tires keep road grit away; the up-to-the minute trend keeps you on the forefront of maximum fashion.

*"Sarariman" = Japanglish term for "salary man."

STATISTICS:

Top Speed: 80 mph	Acc/Dec: 18/30 mph
Crew: 1	Range: 135 miles
Passengers: 1	Cargo: 20kg, 1.3 spaces
Maneuverability: +1	SDP: 7 (Body 0)
SP: 0 (Armor 0)	Type: Motorcycle
Mass: 15kg	Cost: 100eb

SPECIAL EQUIPMENT: None

WEAPONS: None

Brennan "Hermes" Courier Motorcycle

The fast pace of modern business requires the fast transmission of information and material. While some info-docs can be sent via modems, phones, and faxes, sometimes things have to be delivered in person. When it has to be there fast, get a courier—get a Hermes.

STATISTICS:

|	
Top Speed: 72 mph	Acc/Dec: 18/30 mph
Crew: 1	Range: 270 mi
Passengers: none	Cargo: special
Maneuverability: +2	SDP: 20 (Body 1)
SP: 0 (Armor 0)	Type: Motorcycle
Mass: 80 kg	Cost: 250eb, plus options

WEAPONS:

None

SPECIAL EQUIPMENT:

Radio, Cell phone. Cargo space is contained in a courier case, which is removable for carrying. The case lock is electronic and has a Diff of 20+ to pick. The case itself is SP25. Cases come in may varieties, including a Hot/Cold case for food (100eb), a med transport case for perishable/sensitive medical supplies (200eb), a high security case with Diff 25+ lock system and SP35 (300eb), and a biohazard transport system (400eb).
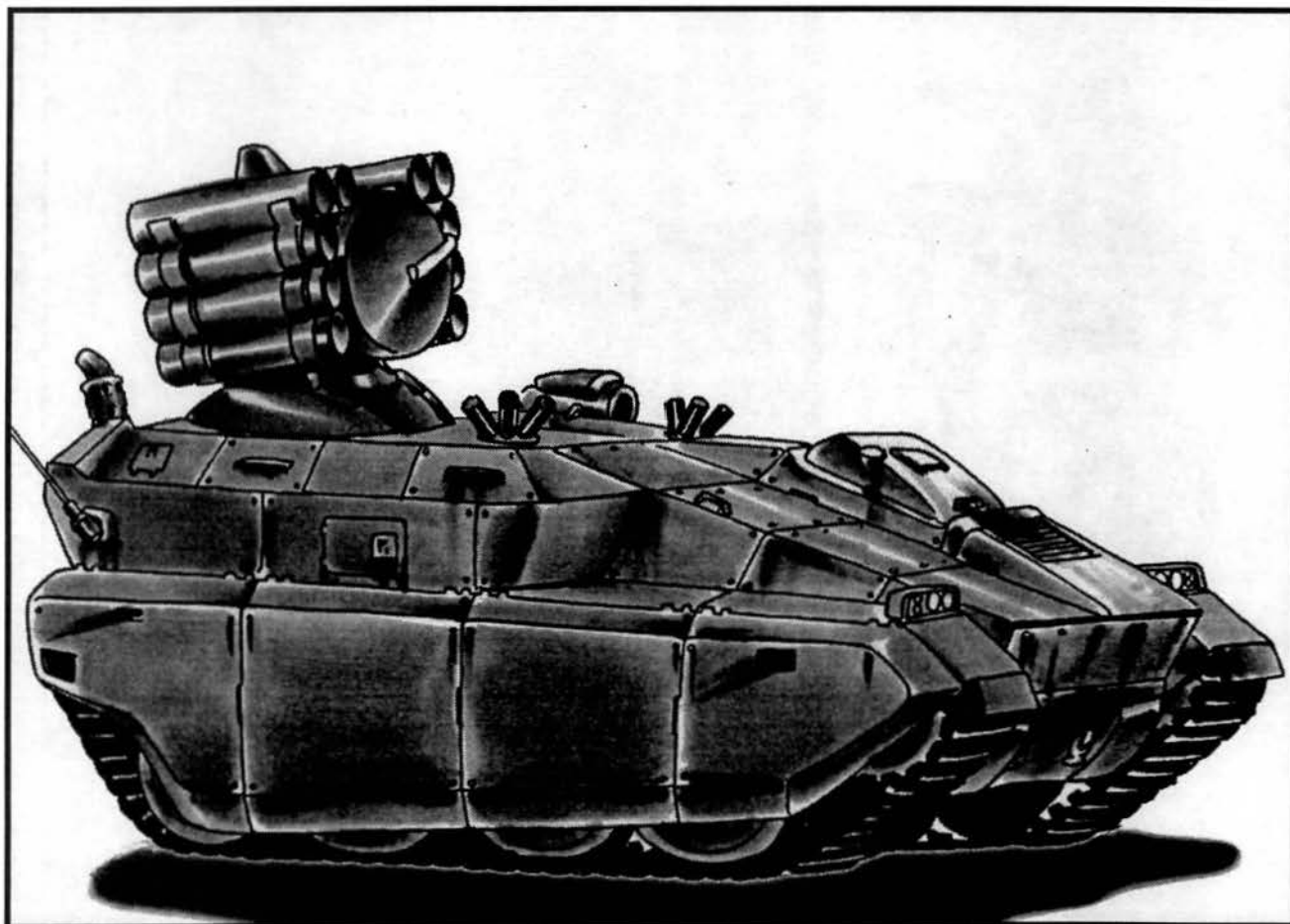
M-62 "Volcano"
SAM Launcher

The M-62 is the standard air-defense weapon system of the EEC's Combined Military Forces. Nicknamed the "Volcano" by field personnel (due to its ability to literally erupt with missiles by firing at up to ten different targets at once), the M-62's missiles home in on aerial targets with an IR heat-seeking system. Unlike the previous generation of SAM launchers, the Volcano can defend itself with some proficiency against attacking infantry and light armored vehicles.

STATISTICS:

|	
Top Spd: 40 mph	**Acc/Dcc:** 13/50 mph
Crew: 2	**Range:** 300 mi
Passengers: none	**Cargo:** 2.5 tons, 1 space
Maneuver: +2	**SDP:** 140 (Body 7)
SP: 40 (Armor 2)	**Type:** Tracked IFV
Mass: 14 tons	**Cost:** 950,000eb

SPECIAL EQUIPMENT:

Amphibious modifications, Fire extinguisher, Military radio w/scrambler, 12 man-hours life support, Anti-personnel grenade charges, Military Radar w/target ID, Auto-pilot and Navigation systems, 2 Hot smoke projectors, Optics w/Active IR, Telescopics and Thermograph.

WEAPONS:

10x VSAMs in high-angle open mount w/ multi-targeting (see *Maximum Metal* for stats).
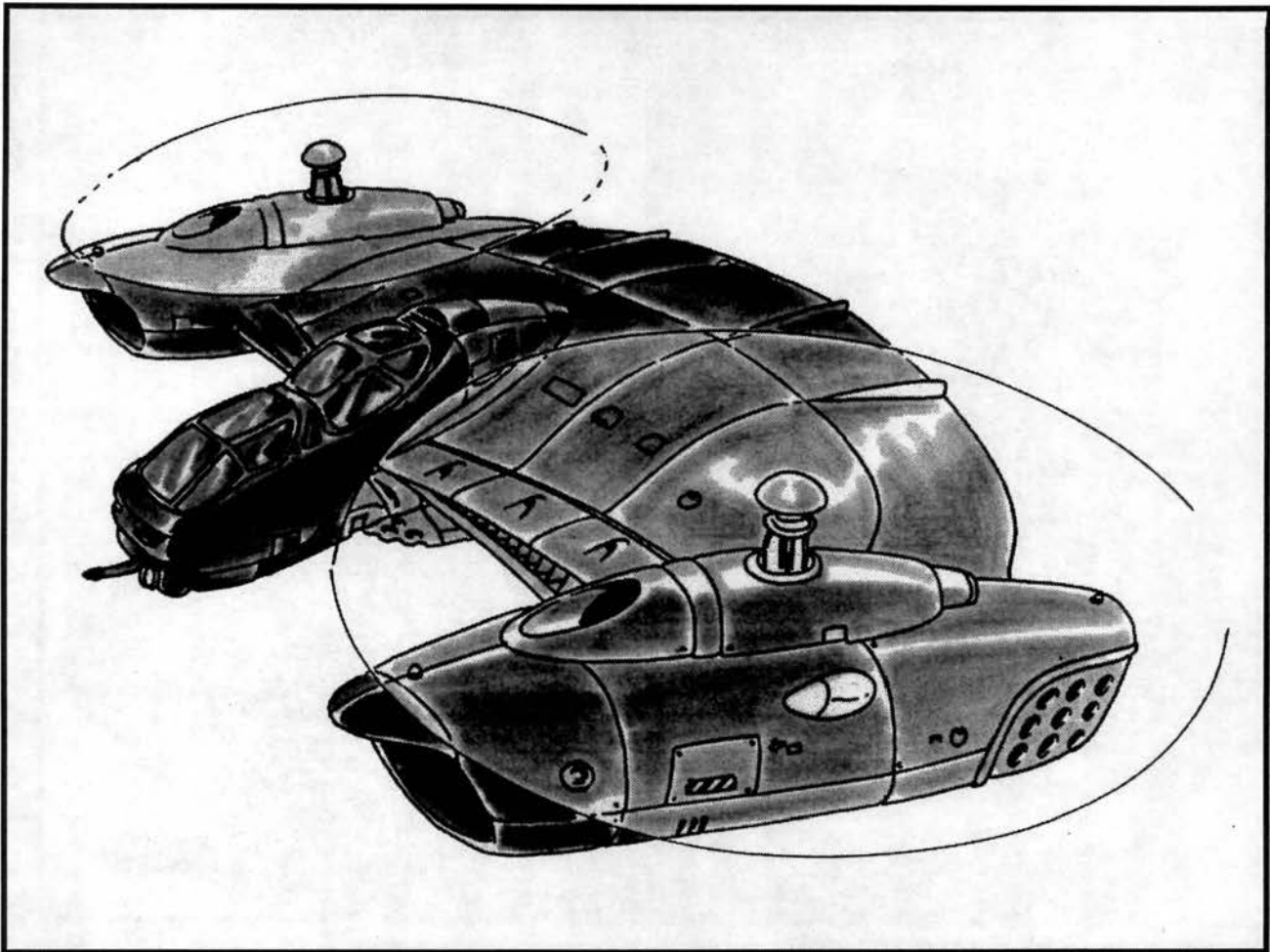
Bell UH-10 PAPC

With the advent of powered armor as a viable battle-field weapon, a problem has appeared: no AV or heli-copter is really powerful enough to haul a full squad of PA suits! Even the monster S-M Dragon only carries 4 tons, barely enough for five Arasaka Standard-B suits (or three Boris suits), and the AV-9 can only fit two Militech Commandos! Since the normal U.S. Army PA squad is four 800kg suits and a 1500kg "Pigman," the Army com-missioned Bell to build the UH-10 Powered Armor Personnel Carrier. Mitsubishi/Arasaka is also selling this carrier under commercial license.

In tight spots where the helicopter cannot land to deploy the suits, the PAs either jump (using jump jets or parafoils to slow them), or are lowered by winch.

STATISTICS:

|	
Top Spd: 135 mph	**Acc/Dcc:** 15/15 mph
Crew: 2	**Range:** 1000 mi
Passengers: none	**Cargo:** 5 tons, 12 spaces
Maneuver: -2	**SDP:** 250 (Body 12)
SP: 40 (Armor 2)	**Type:** Heavy Helicopter
Mass: 10 tons	**Cost:** 1.85Meb

SPECIAL EQUIPMENT:

Auto-pilot and Nav systems, Ejection seats x2, Chaff and Flare dispensers, IR baffling, Military radio, Optics w/Image-enhancement, Telescopics and Low-light, Thermograph, Laser/Radar detectors, Military radar.

WEAPONS:

None
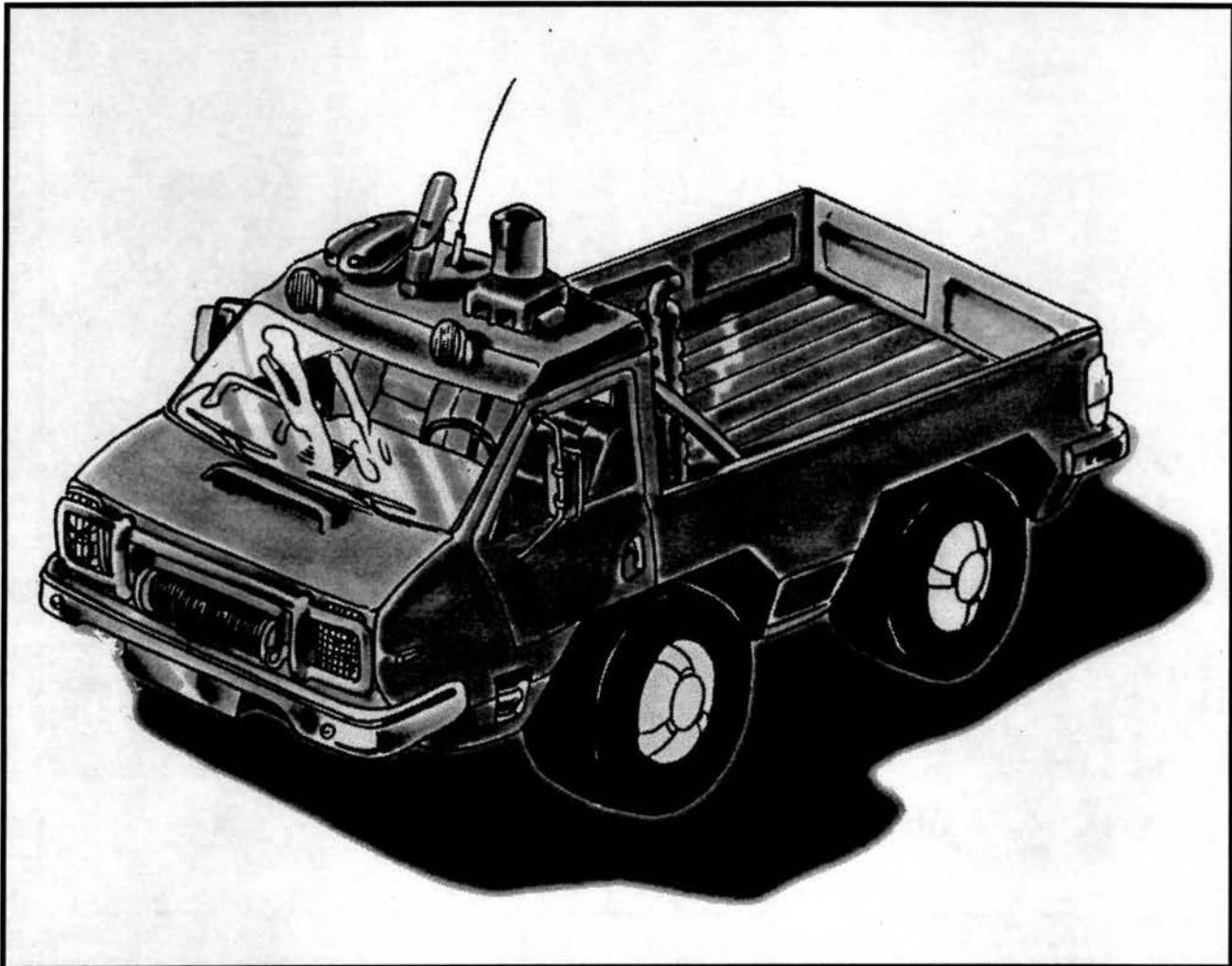
Spinelli Autotech "Nomad"

Inaccessibility isn't in the Nomad vocabulary. It's a vehicle with the same insatiable wanderlust as you, undaunted by perilous mountain paths and swift-running rivers. An ideal all-terrain vehicle, the Spinelli Nomad is suited for both the urban jungle and the rugged outdoors.

The Nomad's multi-configurable tires have retractible knobs which can be extended with a flip of a switch—then you're ready for off-road action! It also has a computerized suspension system that reacts to changes in terrain. Survivable, capable and powerful—when the going gets tough, turn to Spinelli Autotech.

STATISTICS:

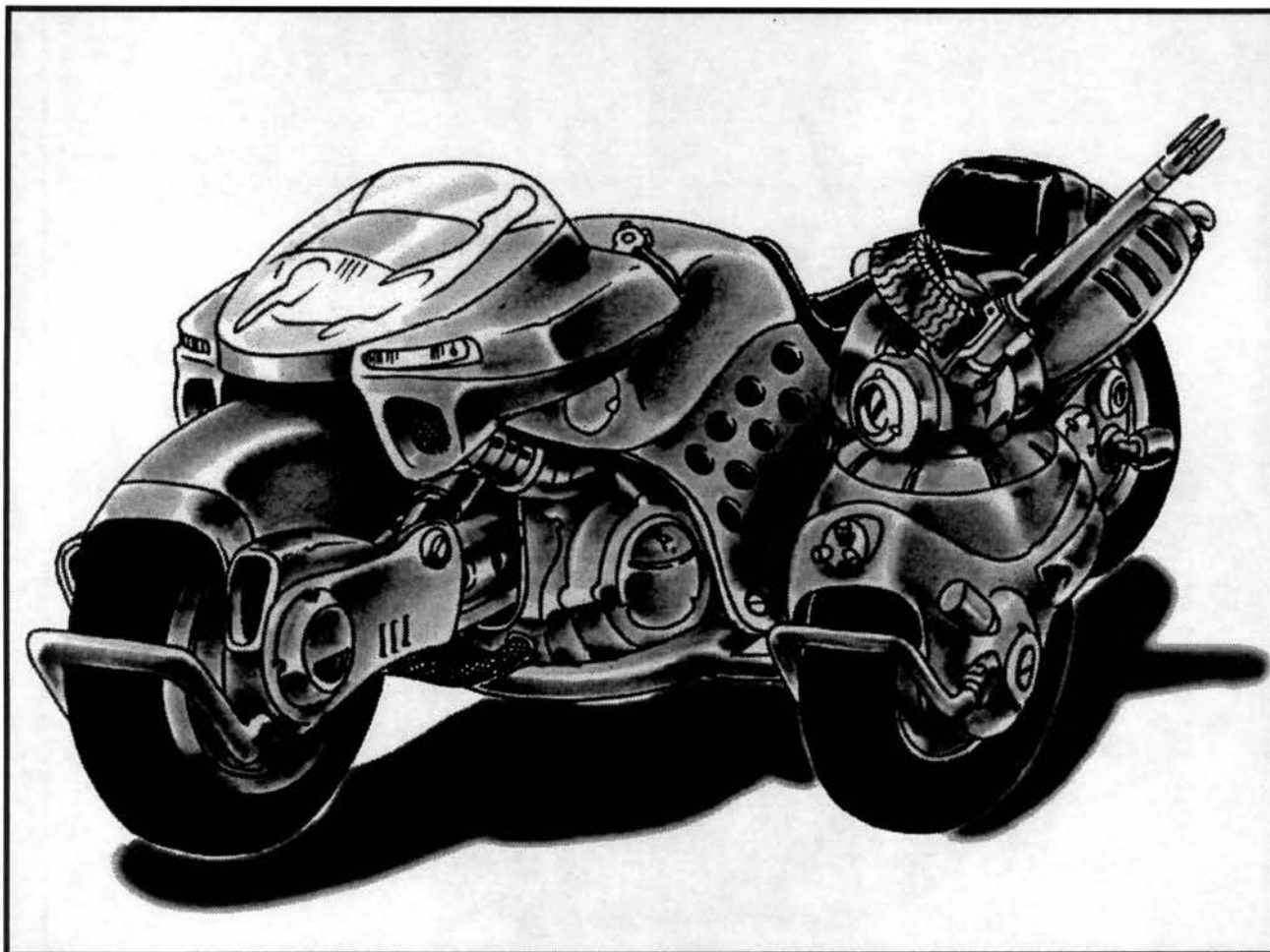|	
Top Spd: 100 mph	**Acc/Dcc:** 15/40 mph
Crew: 1	**Range:** 500 mi
Passengers: 1	**Cargo:** 525 kg, 3 spaces
Maneuver: 0	**SDP:** 40 (Body 2)
SP: 8 (Armor 0)	**Type:** Pickup truck
Mass: 1.6 tons	**Cost:** 55,000eb

SPECIAL EQUIPMENT:

Off-road capability, Environmental control, Crash-control system, Long-range radio, Civilian nav system, Amphibious modifications.

WEAPONS:

Brennan Cycles "Ares" Combat Bike

No motorcycle is more suited for the roads of 2020. The Ares utilizes the patented Brennan Cycles *Gendarme* chassis, making it one of the most durable cycles on the road. It comes equipped with a removable weapons pod. Normally a cycle would be incapable of supporting the weight of an exterior pod. However, the innovative designers at Brennan installed the gun pod in a sidecar configuration, so the road supports most of the weight. The weapons pod holds a 20mm autocannon, standard. Fully-computerized SmartSuspension allows you to use the sidecar/weapons pod without sacrificing maneuverability.

Popular among Nomads and GoGangers, it's usually illegal (thanks to the standard autocannon). The cycle is available sans cannon for 3500eb less.

STATISTICS:

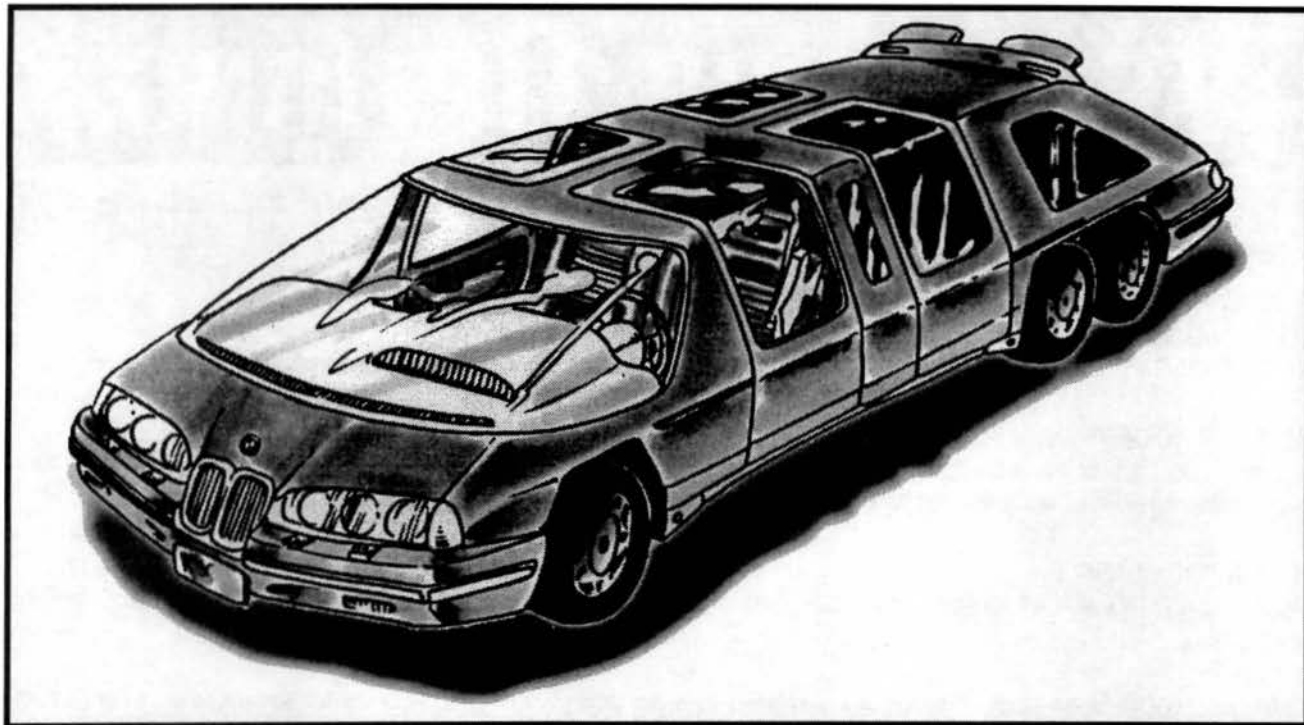|	
Top Spd: 95mph	**Acc/Dcc:** 27/30mph
Crew: 1	**Range:** 130 mi
Passengers: None	**Cargo:** 45 kg, no spaces
Maneuver: +2	**SDP:** 37 (Body 2)
SP: 12 (Armor 1)	**Type:** Cycle
Mass: 148 kg	**Cost:** 21,000eb

SPECIAL EQUIPMENT:

Off-road capability, Radio, Radar detector.

WEAPONS:

20mm autocannon in gun pod (see *Maximum Metal* for stats).

BMW Burowagen HSR

The multi-purpose Burowagen line of vehicles was offered by BMW from 2009 to 2016; the HSR was the most popular model offered. The 2012 Burowagen HSR (High-Speed Runabout or "office car") is a business-suited sedan which can seat up to six passengers in conference-room comfort. The Burowagen HSR was designed to be used in cities and on short trips (such as an airport-to-office ride) and allow business to be carried out on-the-go, so it is fitted with six rotating bucket seats and a tabletop which folds down from the ceiling. The tabletop integrates a video display system which can be linked to a portable computer for presentations. The HSR's driver is supported with radar detection, an advanced nav system and basic auto-drive, while the drive-by-wire controls and cyber-interface ensure that that business is not interrupted by a rough ride. Passenger comfort is ensured by full environment control, and the required cel phone has speakerphone capability and can connect with the vid system for visual communication. Becuase promptness is important in the business world, the Burowagen HSR has a high-performance engine (with improved antilock brakes), and a modest fuel tank suited to its commuter design. Naturally, the Burowagen has complete security system features which can be set by the driver; along with that necessity for the urban businessman, a layer of light Kevlar. To protect against collisons, the HSR's body has a reinforced crash cage and AntiDent™ frame, and each seat contains deccelerator straps and airbags. Finally, the Burowagen HSR's businesslike styling will satisfy any auto buff.

STATISTICS:

Top Speed: 110 mph	Acc/Dec: 15/50 mph
Crew: 1	Range: 200 mi
Passengers: 5	Cargo: 0.96 tons
Maneuver: +3	SDP: 75 (Body 4)
Armor: SP12 (Armor 1)	Type: Car
Mass: 2.9 tons	Cost: 90,000eb

SPECIAL EQUIPMENT:

Video display system, Radar detector, Satellite uplink, Navigation and auto-drive systems, Cybernetic interface, Environment control, Entertainment system, Cellular phone, Crash control system, Shocker security system.

WEAPONS:

None

VEHICULAR OPTIONS

NOTE: Most of the systems listed below use terms from the Maximum Metal supplement. Refer to that book for explanations and clarifications.

CIVILIAN NAVIGATION SYSTEM:
Availability C, 250eb, no space. Operates exactly like the military one, but is only 80% accurate in "uncivilized" off-road areas.

PUNCTURE-PROOF TIRES:
Availability P, cost is equal to 1 SDP of the vehicle in question/tire, no spaces. These tires are designed to take almost any amount of damage. Proof against fire, sharp objects, and small arms. They have **1/2** the vehicle's SDP/SP instead of 1/3.

BULLETPROOF GLASS:
Availability C, 200eb/side of vehicle, no spaces. Any of a vehicle's windows can be replaced with this glass. SP=15.

MINI-COMP:
Availability E, 1000eb, no spaces. Normally designed as a portable system, mini-computer (equal to an EBM "PCX" w/30 MU) is installed in the dashboard or control panel and is tied into the vehicle's power source. The comp comes equipped with a fold-away high-definition screen and keyboard.

WINCH SYSTEM:
Availability C, 1500eb, 1 space. This option consists of a hook and a 100m cable which is driven by a high-powered motor. The mechanisms are firmly anchored to the vehicle's frame so the winch an easily pull the vehicle's own weight without risk of damage. In ideal conditions, the winch can pull up to 15 tons. The amount of weight it can actually pull will be dictated by the vehicles' own weight and various situational mods (Ref's discretion). The winch cable has 30 SDP.

EXTERNAL VIDCAM:
Availability P, 500eb, no spaces. A wide-angle video camera is placed in a fixed position on the exterior of the vehicle. The vidcam stores its images on digital chip (245 hours of recording) and it may be linked to a screen inside the vehicle. A standard option in most police vehicles.

CHUTE:
Availability P, 2000eb, 1 space. A parachute is installed in the rear of the vehicle (ground vehicles only). When deployed, the vehicle is considered to have a deceleration of 75mph until the chute is detached. The chute can be triggered at any time (it does not cost an action) and detached at any time. When the chute is deployed a skill roll at Diff 15+ should be made, failure results in a check on the Failure Table (*Maximum Metal*, pg.10). It takes four rounds to repack the chute into its release mechanism.

LOUDSPEAKER:
Availability E, 150eb, no space. A standard amplifier designed to boost the voice of the user. The speaker is mounted externally. A standard option on police vehicles.

RAM:
Availability P, 1000eb, 1 space. The front of the vehicle is reinforced and a sharp metal bumper is installed. Adds one point of Penetration to ramming attacks after normal damage is multiplied by the Weight Mod (see *Maximum Metal*, pg.11).

GAS SPECTROMETER:

Availability R, 1000eb, no space. Mounted externally, the spectrometer samples and analyzes any airborne chemicals that are present. The spectrometer's built-in software (*Chemistry* skill of +5) and memory allow it to identify most known gases and biological warfare agents. The spectrometer will provide a brief summary of the application of any recognized gases and what symptoms to expect from exposure. If a detected gas is not listed in memory then the device will provide a chemical breakdown. The spectrometer can output to a screen inside the vehicle and can be linked to trigger Life Support.

RADIATION DETECTOR:

Availability P, 250eb, no space. This sensor allows radiation to be detected with 95% reliability out to a 25m range. An auditory warning sounds, and the intensity of the radiation is displayed on an internal screen.

HOMING BEACON/TRACER:

Availability P, 500eb, no space. A homing beacon is installed in the vehicle's infrastructure. The tracer displays its findings on an internal screen. The tracer has a range of 5km and displays the location, distance and speed of any beacons on the tracer's frequency. Extra homing beacons can be purchased and installed in other vehicles. Tracers can be jammed by ECM; roll 1D10 every turn, a 3-10 indicates signal was lost.

FIRING PORT:

Availability C, 100eb, no space. This vehicle option involves installing a slot in the vehicle's hull for crew members to fire through. Anything the size of an assault rifle or an LMG can use these ports. The ports can be targeted by small arms fire (with the -4 *Small Target* mod), but not by vehicle weapons. Anyone using a firing port will receive the -3 *Firer Moving/Non-Stabilized Weapon* mod.

MINE LAYER:

This device is mounted under the rear of the vehicle (ground vehicles only). It is capable of laying three types of mines. Anti-personnel and antitank mines are detonated by a trooper or vehicle encountering one physically. Claymore mines are detonated by tripwire, time delay, or via remote control (usually installed in;he vehicle). These mines arm themselves five seconds after deployment. If a mine is released while the vehicle is moving then a roll for scatter should be made (*CP2020*, pg.99). To determine the number of meters shifted, roll a number of D6 equal to the vehicle's current speed divided by 10. These mines are easily detected by magnetometers or chemical sniffers (divide the distance in meters from the mine by 10 and roll over that number on 1D10 to detect it). They're also visible as a disturbance in the ground on an Average *Awareness* check. Mine layers can only be installed in fixed mounts. HVY 0 N R Variable (mine) 5 or 10 1 VR 3000eb, 1-2 spaces. See *Maximum Metal* for more.

MINELAYER MUNITIONS OPTIONS

ANTI-PERSONNEL MINE:
Typified by the Militech M25AP and similar explosive devices used by other corp/gov't forces. 4D10 (Pen 2), 7m radius.

ANTITANK MINE:
The Militech M26AT and others. 6D10AP (Pen 6) direct, 6D6 (Pen 1) 2m radius.

DIRECTIONAL A-P MINE:
The U.S. Army's M20-C Claymore and others. 4D10 (Pen 2); see *CP2020*, pg. 110 for pattern.

COMPUTERS, CYBERDECKS, SOFTWARE AND PERIPHERALS

Cyberpunk 2020 is a world defined by computers. Practically every aspect of everyday life is defined by these machines. But the only computers out there are notebooks and cybermodems? Uh uh!

The old functions of most personal computers of the late 20th century have been absorbed by notebooks like the E-Book (*Chromebook 2*, pg.14). For those desiring more power, there are laptop minicomps (the EBM "PCX" mini-comp is characteristic of this line; *Chrome 2*, pg.14). And finally, for those desiring power over portability without the massive expense of a real mainframe, there are the new "PCs," personal computers that pack more processing power and memory capacity than mainframes scarcely 25 years old. This is hardly surprising, seeing that in the 1980-90s, the memory capacity to physical volume ratio doubled each year. The fact that a common 2020 PC is only about 20 times as efficient as its 30-year old precursors points up the fact that breakthroughs in computer technology are growing ever more difficult to come by.

Those 'punks asking "why a PC? A cybermodem is better" obviously haven't checked out *Guide to the Net,* page 144. *"Netrunners who operate through a cybernetically-accessed workstation or mainframe can take multiple actions in a combat round if they run the **Multi-Tasker** program [MU 6, STR 5, 1140 eb] first."* What that means is that a netrunner who hooks his cyberdeck up through another computer, such as the Microtech IIKL-4 Workstation (Chrome 2, pg.15), can do a lot more than a weefle-runner plugging through his little modem alone. Sure, the workstation's not as portable, but the advantages...

When running through a station or PC, the Netrunner can operate multiple programs. Indeed, the runner can have the PC run programs even when he's not hooked up to his cyberdeck! Static programs (those that don't have to go anywhere in the Net) and those that don't have to cope with decision-making, are best. Of course, a PC could easily sustain a Daemon doing its job (see page 60). Furthermore, the runner has complete access to the PC's onboard memory (at least 25 extra MU of it!) for program and data storage. And finally, PCs usually feature chipreaders and databases to assist the runner while he or she is in the Net.

There is another use for PCs and similar 'frames: Multi-running (see the Multinetter Utility on page 73).

DAEMON NETRUNNING

With the current phenomenon of netrunning in the popular eye, many forget one of the hackers' oldest tactics, that of inserting a program into a different system and using the system's own processing power to run the program. In the early days of computer calumny, the humble virus routine was the prime example of this activity. With the advent of daemon programs, this tactic has experienced a renaissance.

One of the biggest difficulties of netrunning is that a netrunner has to enter a system from outside, usually via an outside line. This means that elaborate precautions have to be taken to prevent the system's defenses from noticing that there is a foreign signal in the system; failing that, the defenses have to be fought off (an expensive and risky business). Daemon runs avoid this problem by inserting a self-actuating program within the target system and making the system run it as one of its own.

The idea of daemon netrunning is very simple. The netrunner creates a "smart" self-acting program with multiple subroutines, and inserts it within the target system. Once there, the program uses its access (either provided or gained by the program itself) to schedule operation time using the target system's own CPU to do the work! The program then performs its design function, whether it be internal espionage, sabotage, or just mischief. (The definition "daemon" indicates a compiled, multi-part program like a demon, but equipped with more sophistication and semi-independence.)

Making An Independent Daemon

A Daemon is constructed like a Demon. It consists of a **Compiler** function, program Strength (to be modified by the number of carried subroutine programs), and the *Recognition, Movement,* and *Pseudo-intellect* options. More complex additions include the **Interactive** function, and the *Memory, Conversational ability*, and *Advanced ICON* options.

Two new program functions are available: **Disguise** (Difficulty 10), which allows a program to take the identity of another program. This includes codes, passwords, and icon of the imitated program; a system's defensive programs will be fooled into believing the program to be friendly. Monitor programs and sysops get an *Interface* check to spot the hidden nature of the program (Monitors: System STR + *Interface* + D10; Sysops: INT + *Interface* +D10; the disguised program gets its program STR + INT6 + D10). The **Doppleganger** function (Difficulty 20) allows a program to absorb the functions of a program it has just destroyed into the Daemon itself (this requires leaving one of the program's subroutine slots empty). Doppleganger-equipped programs can't be told from the original without scanning their code (takes three turns; netrunner/sysop's *Programming* skill roll versus Doppleganger's program STR + INT6 + D10).

Getting Into the Target System

Once the netrunner has the daemon made up, the program must be snuck into the target system. There are 4 ways to do it:

- Break into the system on a normal netrun and plant the program in the memory files.
- Break into the system physically and upload the daemon from storage.
- Sneak the program into a program transmission, or
- Sneak it in physically via an ally (willing or unwilling).

The first option, that of breaking into the system via a netrun, is fairly obvious. Unfortunately, if the netrunner's intrusion is detected, most sysops run a system search to see if anything's out of place—that means missing or *added*. Most sysops know about daemons, too.

The second option is tricky, but more likely to succeed. It means that the sysop is going to have to go through all workstation/terminal use records to see if there was unauthorized activity, and a successful netrunner can erase or change those records, given enough time. Why, the daemon might even alter the use records on its own...

The third option of sneaking the daemon into a data transmission means the netrunner is going to have to know when such a transmission is taking place, and encode his daemon into it ahead of time. Say, if you know Arasaka's going to make a data dump, and you can break in or compromise the transmission to include your daemon. That involves finding out when a transmission is taking place; the transmission's 'schedule' (where there might be breaks in the transmission), and then comes the act of inserting the demon. All in all, not a difficult process; it simply requires a lot of patience, observation, and the right information.

The last is the surest: Use a human carrier to take the program in and upload it under his user access. If the daemon is hidden on a program chip as a different program, the carrier need not realize that he's planting a bogus program in his system.

Access

Once in the target system, a daemon is pretty useless without access to the CPU. If the netrunner is personally breaking into the system, he could break into the CPU's program queue and assign access. If the daemon is put in by a willing carrier, he or she can use her user access to assign access to the daemon. The daemon can destroy a program already in the system and usurp its access with the Disguise function, or a daemon with the *Doppleganger* function can simply absorb a routine program's identity (and its access). Furthermore, daemons are smart enough to switch identities, upgrading their access. Some might even mimic or absorb system controllers, allowing them complete access to the system! (A quick note on the term access: there are two types—user and program. User access is what hackers and 'runners think of—a rating that tells the computer what files and priorities the person can use. In game terms, it's the various code words/numbers for opening locked files and using special programs. Program access is just the measure of priority assigned to a program—the ability to 'bump' another program from its place in the CPU. Program access depends on the GM; he sets priorities for program if necessary (1 to 10). A Daemon can take the access of a program it has absorbed; a 'runner can set access if he can control one of the system's CPU's, or access can be set randomly (roll a D10) when the Daemon is launched. The lower the number, the longer it will be before the Daemon's function's are actually run.

The most common uses for a daemon program are internal espionage and sabotage. Want to find out what's going on in a company? Plant an information daemon in the company's E-Mail! It gathers info and downloads it to you when you call a fictitious E-Mail account, or it can even call you itself! Want to watch a company's secret projects at work? Same thing, just have the daemon acquire access to that sector.

EAVESDROPPER: this contains the Compiler and Disguise functions; the utility, recognition, and movement options; a STR of 3 (doesn't need to be a powerhouse), and the Databaser program 'carried' aboard. Once inserted, it makes its pre-programmed way to the E-Mail base, takes on the identity of part of the E-Mail sub-system, and records conversations and messages. In addition, it creates an E-Mail account for its user, so the user can call up and the Evesdropper will download its stored info.

Sabotage works on the "sleeper" principle of espionage. The daemon waits, largely dormant, until activated (this can be done by a timer code in the program, observed activation of another system program, a code from the netrunner, etc.). Once awake, the daemon can destroy other programs, insert false data, delete data, take control of items tied into the computer's control, or even crash the computer's defenses, allowing the netrunner a free ride.

CREAM PIE: a favorite of 'runners connected to the Bozo gang. Compiler and Doppleganger functions; memory, recognition, psuedo-int, movement, and simple ICON options; a STR of 7, and 'carrying' the Poison Flatline, Killer IV, and Murphy programs. Once in a system, Cream Pie seeks out a small program to absorb, and then waits, carrying out the functions of that program, monitoring the system until it can find a large program with high access. It then destroys/absorbs that program and takes over its functions. At the point of maximum use for the system, it activates its Murphy and Killer programs. When an attempt is made to correct the problems, it uses Poison Flatline to kill the system's access to the Net, while displaying a short vid of an animated cream pie smashing into a nerdy programmer's face and exploding in a nuclear blast (accompanied by raucous clown laughter).

Finding Daemons

Not an easy task. By definition, a daemon is usually disguised as another program. Any undisguised daemon will stick out a parsec in every direction when scanned by a defensive program, monitor, or sysop.

Finding a disguised daemon is harder. If the daemon is only imitating another program, and the program it is imitating wasn't destroyed or removed, then the daemon will show up as an extra program, and be investigated. If the daemon has taken the identity of a system program, then a sysop can scan all program sizes. If a given program is lots bigger than it's supposed to be, odds are it's a daemon. This takes about 1 second per MU of programs scanned. How many MU are in that system? A sysop can scan all program operations to match their processor use against program size. If there's a discrepancy, there's usually a daemon. This takes at least a *minute* per MU of programs scanned. A sysop can also review which sectors were accessed on each program run, and compare that with the program's parameters. Programs acting strangely are worth investigating. This takes 2-3 minutes per MU of programs scanned. Finally, desperate sysops can call up every program on file and scan its code for foreign subroutines. This is sure to expose every daemon and bogus program in the system, but since it takes anywhere from 15 minutes to an hour per MU of program searched, this is a lengthy, last-ditch defense!

NEW PERSONAL COMPUTERS
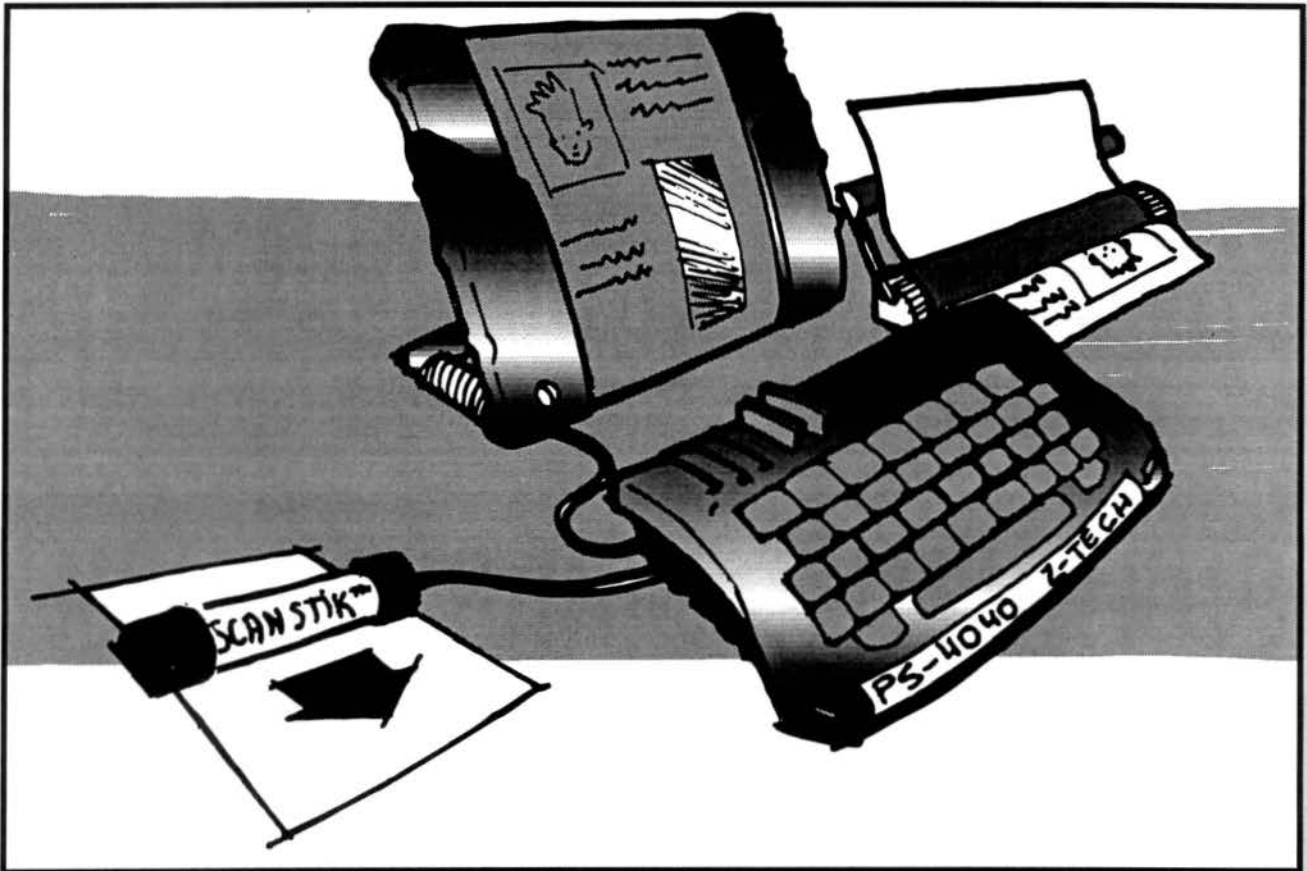
ZETATECH®

ZETATECH PS-4040 Portastation
1000eb
Portable Mainframe Power!

Zetatech enters the mainframe age with their new portable CPU/workstation, the PS-4040. Using the Zetatech 90690 chip (a slight improvement on the 90689 processor; treat as INT 3) as the processing core of the unit, the computer packs a 30 MU storage bank, a 10-slot chipreader, cyberlink and landline input ports, a letter-size printer, an optical scanner, keyboard, full stereo, a 1' by 1' video board, an external power plug, and a 4-hour internal power supply into a shock-and-bullet-proof briefcase (treat as 12 SP, 4 SDP), with the entire assemblage weighing in at 3 kilos! The Portastation has three expansion slots for add-ons, as well as an extra dedicated slot for a modem. Although the Portastation is a manual machine, it's designed for cyber-control, and is easily upgraded (+300eb). Netrunners take note: The PS 4040's architecture is engineered to support cybermodem datafortressing (netrunning by linking a cybermodem through the computer) with all Zetatech cybermodems.

ZETATECH®

ZETATECH PDA+
680eb
Zetatech challenges the PCX!

The Personal Digital Assistant Plus is packed with the sort of power and options that the corporate world has come to expect from Zetatech. At the heart of the PDA Plus is a ZetaSX multi-tasking CPU (the equivalent of INT 2) and 20MU standard. Just plugging the PDA plus into a phone jack allows it to double as a cellular phone/FAX. The touch-sensitive screen and stylus puts all this power under fingertip control. A digital recorder with transcriber chip allows hands-free dictation and a voice recognition lock-out keeps those documents safe. The PDA Plus is fully compatible with all of Zetatech's CompuMods (*Chrome 2*, pg.18). The PDA Plus can be powered by house current or its own 6-hour rechargeable batteries. Weight 1.1kg.

Microtech
ARTIFICIAL INTELLIGENCE +

"PCZ Super" Laptop
1500EB
The IIKL-4 in a notebook!

Well, not quite, but close! EBM's "PCX" is now in a race for its life; the "PCZ Super" is on the scene! Using folding screen technology, the size of the unit comes down to 6cm by 30cm by 30cm! Running the new 90688 processor (INT 2), the PCZ Super can actually process **three** programs at once (with a -2 to the effective skill level of each if processing more than two programs simultaneously). It comes with 30 MU of memory, a 5-chip chipslot, a scanner, audio/visual readout and recording, a notepad-size printer, a touch-pad keyboard, and a Flopscreen that measures 30cm by 20cm or folds out to a full 60cm by 60cm! An external power cord is supplied, along with a 150-minute internal power supply. And best of all, the PCZ Super is cyber-standard, already manufactured for cyber-control! Has 1 empty option slot.

WYZARD ELECTRONICS "Handbox" Personal Comp
6700EB

The HandBox is the dream machine: YOUR perfect computer.

Take a look at this oval, dark-grey plastic case you can easily hide behind two hands, and try to figure what you can do with it. Need a hint? It's one of the most advanced mini-comps ever seen.

Yes, the new Wyzard HandBox, a revolutionary design for the portable mini-PC. Open it and you discover its simplicity: a small holoprojector, three slots for datacartridges, two fiber-optic connectors for peripherals—and a vocal interface!

Now, switch it on: the 30cm x 30cm holoscreen appears above the Box, displaying images in 1000's of colors. Just snap a removable MU cartridge into the machine and you're ready to work. The HandBox responds to your voice, but if you want secrecy, connect it to a foldable EBM pocket flexi-keyboard. You want more? Forget vocal commands or tiring typing; the HandBox can be linked directly to your brain via trodes, or standard interface jacks. Just think, and computer does the job.

Halfway between a handheld micro-comp (*Zetatech E-book*) and a laptop minicomp (EBM PCX), the HandBox has a 1 INT CPU; a removable hard-disk (140eb) gives +1 to INT, +1 to Processor Speed. 1 MU datacartridges are 100eb each. Voice and cyber-control standard. HiRes holoscreen standard. Foldable touchpad extra, 150eb.

NEW CYBERDECKS

EBM PNI 210
1000eb

SPEED: +0	MEMORY: 10MU	DATA WALLS: +2	OPTIONS: None.

EBM's Personal Net Interface 210 is a reliable, standard deck: the kind that most 'runners, even the greatest, started their careers with. EBM components guarantee dependable operation, and the sleekly styled casing, in your choice of colours (black, chrome, scarlet, metallic blue), lets the world know that you are ready for them. ('sleek style' = a box with rounded edges. Whaddya expect for 1000eb, gato?)

Zetatech Parraline 5700
2100eb

SPEED: +1	MEMORY: 10MU	DATA WALLS: +3
OPTIONS: Keyboard, 2'x1' Videoboard, Chipreader.		

A simple chrome hemisphere, the Parraline 5700 is the deck for the new 'runner who doesn't need to flaunt it. This deck delivers the performance you would expect from Zetatech, in a package that doesn't waste its time with flashing lights. This is the deck for people who know they have style, no matter what the others say.

Game note: yes, a simple chrome hemisphere, but it's surrounded by a mess of wires connecting the 'runner, the keyboard, the videoboard and the chipreader to it. Style? Ha!

Raven Microcyb Rook
4000eb

SPEED: +1   MEMORY: 10MU   DATA WALLS: +3
OPTIONS: Fully Portable, Cellular.

For the netrunner who's just starting out, but needs to be on the move, the Raven Microcybernetics Rook is the ideal cyberdeck. Fully portable and cellular, you can take it anywhere and the net will be just a thought away. And with Raven styling, you can take it *anywhere*. The elegantly curved contours, emphasised by the simplicity of the black or chrome finish, will fit into any establishment, no matter how high class. With the Rook you are ready to move - upwards.

Special offer: any undamaged Rook returned to a registered Raven Microcyb dealer is worth 4000eb off your next Raven deck.

Game Notes: *The Rook is oval in outline, 20cm long and 10cm broad. One side is flat, while the other side swells in a aerofoil shape, bulging 7cm at the peak. The special offer is genuine, but the dealers will not take decks that have been modified to not tell Internet who they are. And since all player 'runners will have done that, they can forget it.*

Lang Conpro-II Masterdeck
5000eb
The One True Combat-Controller Cybermodem!

SPEED: - 1   MEMORY: 15MU

DATA WALLS: + 10   OPTIONS: Cellular.

Designed particularly for Control Remote functions, the lunchbox-size Conpro-II has a speed of -1 for Netrunning but a bonus of +1 to any Control Remote attempt due to its fine-tuned signal modulation system and dedicated processor allocation. It is cellular-capable, but also includes a cable for direct linkage to the Net; when this is plugged directly into the physical system being controlled, the bonus to the Control Remote function becomes +2.
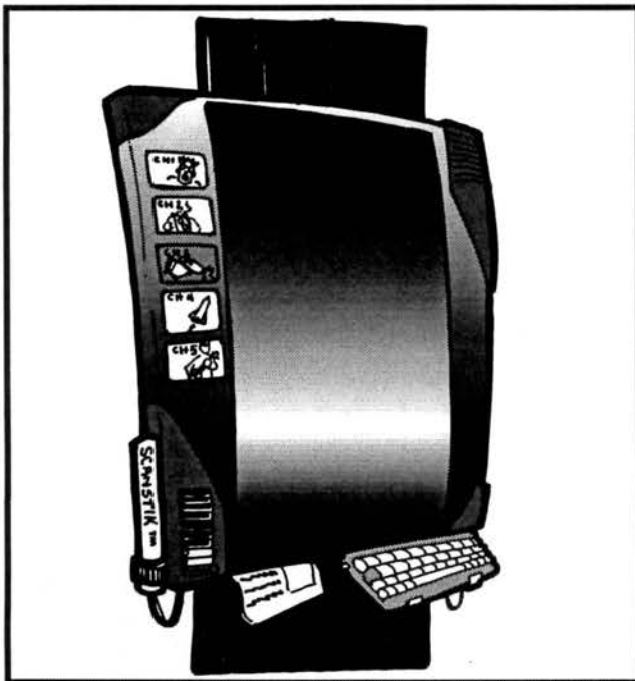
Zetatech Parraline 5800
6500eb

The Parraline 5800 is a deck that you will want to show your friends. The large videoboard, in its frame (wide range of colours and finishes available), will be a fine focal point of any room. The videoboard can be programmed to show a Net tour (the deck is capable of some independent movement in the Net, but only in completely open areas), or images from an installed chip, while it is not in use. During use, if activated, it will show your progress. What's more, the power of the deck itself will ensure that you do not embarrass yourself in front of your colleagues. Climb the business or social ladder by showing them *who's* the best!

SPEED: +3   MEMORY: 15MU

DATA WALLS: +6   OPTIONS: Keyboard, 4'x4 '
Videoboard, Chipreader, Scanner, Voxbox, Printer.
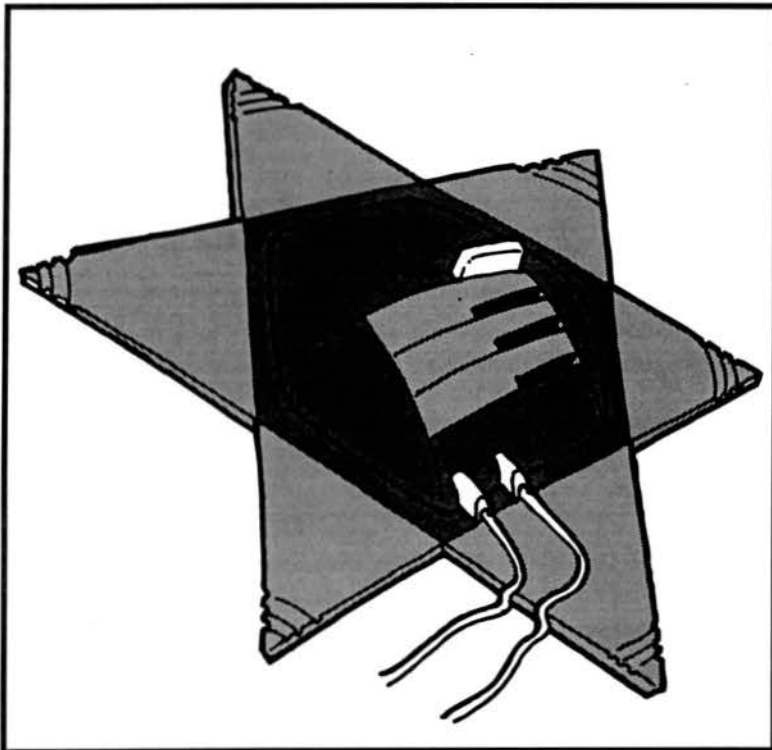
EBM PNI 412
4200eb

The PNI 412 is the deck for those serious about their business in the net, and those who want security. The deck sits on the tabletop, and remains closed unless you press your thumb to the top. Once that is done, the sides fold down, and you can plug in, unfold the videoboard, and take hard copy from the printer. What's more, the hexagonal prism design looks elegant even when it isn't in use. Available in chrome, black, white, or, for a small additional sum (400eb), with moving, abstract designs on the outer panels. The cyberdeck as a work of art is here.

Game notes: *A Difficult Electronic Security roll will open the lock without the thumbprint.*

SPEED: +2	MEMORY: 10MU
DATA WALLS: +4	OPTIONS: Keyboard, 2'x2' Videoboard, Chipreader, Printer.

SPEED: − 1	MEMORY: 10MU	DATA WALLS: +2
OPTIONS: Keyboard, Videoscreen and plugs for old "Goggles & Gloves" VR interface. NOTE: Original specs; many upgraded versions known.		

Omnibus Cyberspace Explorer One
25,000eb original [1300eb used]

This model is now on exhibit in the Smithsonian as the first real interactive (and commercially successful) stationary deck. These puppies were manufactured by the tens of thousands and distributed all over the world from 2002 to 2007. There are now modified and augmented versions of this device all over the world. Very few techs could accept the interface plugs before 2006 so this was the state of the art. This model gained the nickname "Model T" in 2008 when the first portable cyberdecks hit the common market. Later versions marketed from 2006 to 2007 included 'trode interfaces but the Netrunner was still not mobile.

PCT Danzig
500eb

SPEED: +0	MEMORY: 10MU	DATA WALLS: +3	OPTIONS: None.

Poland CyberTechnology's Danzig cyberdeck is fairly typical of the home-produced commercial decks coming out of New Central Europe. The plastic casing is usually discoloured in some areas, and the shape will be a poor copy of some deck that was popular a couple of years ago. The circuitry and electronics are out of date, and only barely reliable. However, the Danzig and its competitors are cheap. 500eb is the price new, and anyone with streetsmarts can probably get a knockdown on that.

Game notes: *If a 1 is rolled in the Net, roll again. On a roll of 4-8, the deck crashes, dumping you from the Net. On a roll of 2 or 3, the deck crashes irretrievably, and cannot be repaired. On a roll of 1, the deck crashes and overloads the 'runner's nervous system, causing 1D6 damage. While the deck is being moved around physically, roll 2D10 unless the player specifies that extra care is being taken. On a double one, the deck is struck at its weak point, and falls apart. If moving urgently, this happens if either die shows a one. But they are cheap.*

Raven Microcyb Eagle
11,000eb

SPEED: +3 MEMORY: 20MU DATA WALLS: +5
OPTIONS: Fully Portable, Cellular.

When you need to be tough in the Net, the Eagle is what you want. This deck can take almost anything the Net can throw at it, and come back for more, as well as carrying enough programs to pack a terrible punch in return. But it isn't only tough in the Net; in the meat world it is armoured against damage, and can even be used to fight off assailants. The Eagle: all the strength you could want in a cyberdeck.

The Eagle is 30cm long, and 20cm across at its broadest. It has a handle set into the centre of the deck, so that you grip through it, and the body, which is 5cm thick at the centre, curves to sharp points/blades at either end, capable of doing 1D6+3 damage in melee (use *Melee* skill). It is armoured to SP20, with SDP 20. It also has a thumbprint lock, which requires a Very Difficult (25) *Electronic Security* roll to bypass.

Zetatech Virocana
10,000eb

SPEED: +1 MEMORY: 20MU DATA WALLS: +8
OPTIONS: Keyboard, 4x4 Videoboard, Chipreader, Scanner, Voxbox, Printer, Computer-capable, Thumbprint Security System.

When you need a deck *and* a computer, but you don't want a deck and a computer cluttering up your work-space, the Zetatech Virocana is the answer. While closed down, it is a sleek, chrome wedge, adding beauty to the environment (60cm square, 1cm thick at front end, 30cm thick at rear). When you open it up by using your thumbprint, the screen unfolds, the keyboard and printer are uncovered, and the Virocana is instantly ready for action. As well as being one of the finest cyberdecks on the market, it is also a powerful workstation. With full cybernetic control, the Virocana will do whatever you want it to.

Game notes: *The computer functions on the Virocana are equivalent to those of a Microtech IIKL-4 (CB2, p15). However, these functions do not affect the netrunning capabilities, although the computer could be programmed to analyse the data gathered during a run before you jacked out (GM's call). The thumbprint lock requires a Difficult (20) Electronic Security roll to bypass.*
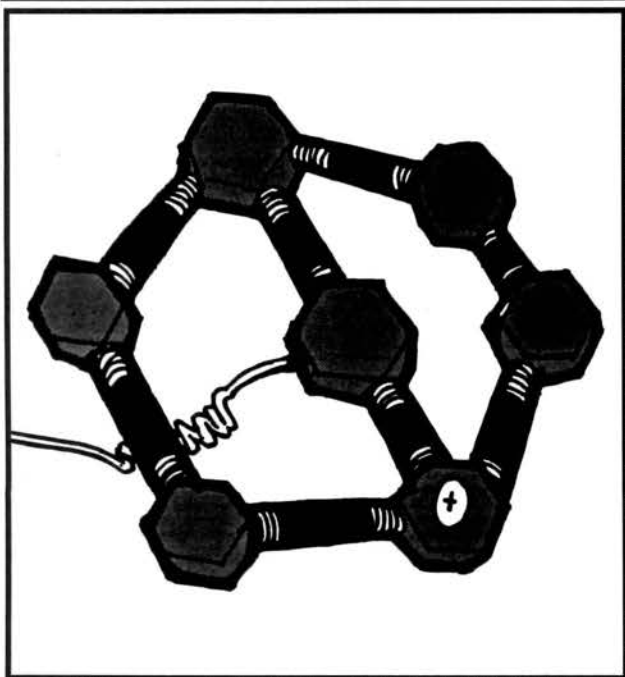
Raven Microcyb Kestrel
9000eb

Like its namesake, the Kestrel is fast and light on its feet, getting what it wants through speed rather than brute strength. For the 'runner who needs to move fast, there's no competition in the price range. The kestrel is fully portable and cellular, so it won't slow your meatbody down while speeding your ICON up. What's more, it's coded to your thumbprint, so no-one else will be able to use it to dodge round you.

The kestrel is physically made up of seven metallic hexagons, each 3cm along each edge and 1cm thick, linked by 1cm diameter, 10cm long chromed rods so that they form a larger hexagon, with six at the vertices and one at the center. The interface lead plugs into the center, and the thumbprint lock (Very Difficult (25) to bypass) is on one of the outer ones.

SPEED: +4 MEMORY: 10MU DATA WALLS: +4
OPTIONS: Fully Portable, Cellular, Thumbprint Security System.
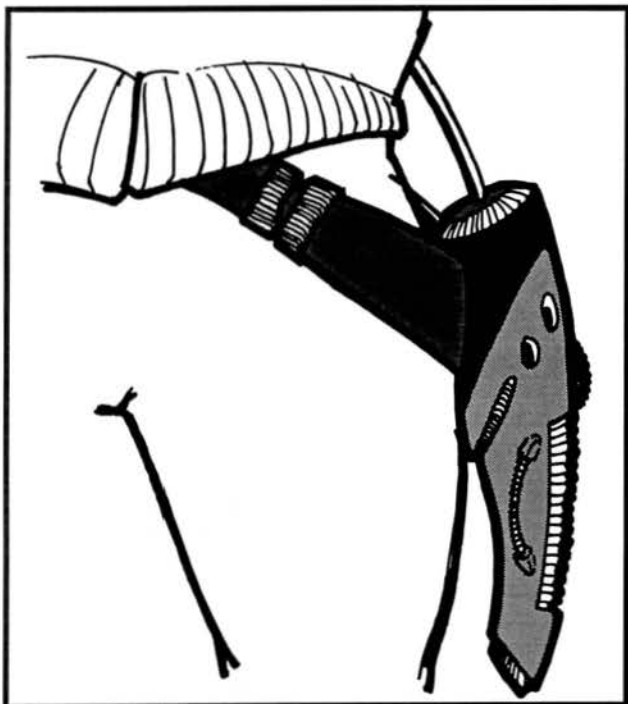
EBM PNI 724π
10,000eb

Business can take you anywhere, even off earth, and you don't want to leave your link to the net behind. The PNI 724π is designed for the 'runner on the move, being fully portable to go where you do. The graceful parabola (30cm long, 14cm across at squared top, 3cm thick) hangs from its own belt, lying along your leg. Available in chrome for the look of a sword, or in a wide range of colours to match your needs. For a small extra charge (200eb) the coating can be ColorChange™, allowing you to match the deck to your outfit. And to ensure your security, the deck is palm locked, so that no-one but you can use it.

Game notes: *The palm lock toggles the jack on and off, so it is possible to leave your deck on by mistake. The lock is Very Difficult (25+) to bypass.*

SPEED: **+4**   MEMORY: **20MU**   DATA WALLS: **+7**
OPTIONS: Fully Portable, Chipreader.

SPEED: **+2**   MEMORY: **15MU**   DATA WALLS: **+5**   OPTIONS: Fully Portable, Cellular.

Jeweldecks

Jeweldecks are manufactured to order by Fabergé of Switzerland. The customer collaborates with the company's designers on the design of the jewellery that the deck will be built into. Armbands are popular, as they can be plugged directly into wrist jacks, but pectorals, medallions, and even earring and necklace sets have been made. The decks are very small, but function normally. The price is independent of the deck, since its price will be swamped by the gold and gems added to it. Jeweldecks cost at least half a million E-bucks, as that is the smallest commission the Fabergé will accept. Only four have been made so far, at an average cost of 2.7 million E-bucks each. None of the decks have failed so far, which is just as well, since repairs would be next to impossible.

SPEED: **+1**   MEMORY: **10MU**   DATA WALLS: **+4**
OPTIONS: Fully Portable, Cellular, and see below.

Raven Microcyb Owl
25,000eb

New, from Raven Microcybernetics, comes the ultimate in stealth within the net: the Owl. While running the net from this deck, you are invisible. And what they can't see, they can't hurt. No longer need you take up valuable program space with stealth programs, when the Owl does it all for you. And this deck is stealthy outside the net as well: an intelligent chameleon coating (functions as Mirage Gear, *Chromebook 2*, pg.28) means that it's virtually invisible unless you know it's there. But, so you don't lose it, we provide an encrypted beeper.

Game notes: *While using the Owl, the 'runner is covered as if by an Invisibility program with a STR of 3. SeeYa will work as normal, but the stealth features cannot be knocked down by anti-software IC as they are hardwired into the deck. Only a successful anti-system attack will remove the protection. The chameleon coating means that spotting the deck is a Very Difficult (25+) Awareness check. However, the encryption on the beeper is not very good: a Moderate (15) tech roll will allow a techie to duplicate it. Working improvements into this deck in any way is hard, requiring at least two Very Difficult (25+) Cyberdeck Design rolls and considerable time.*
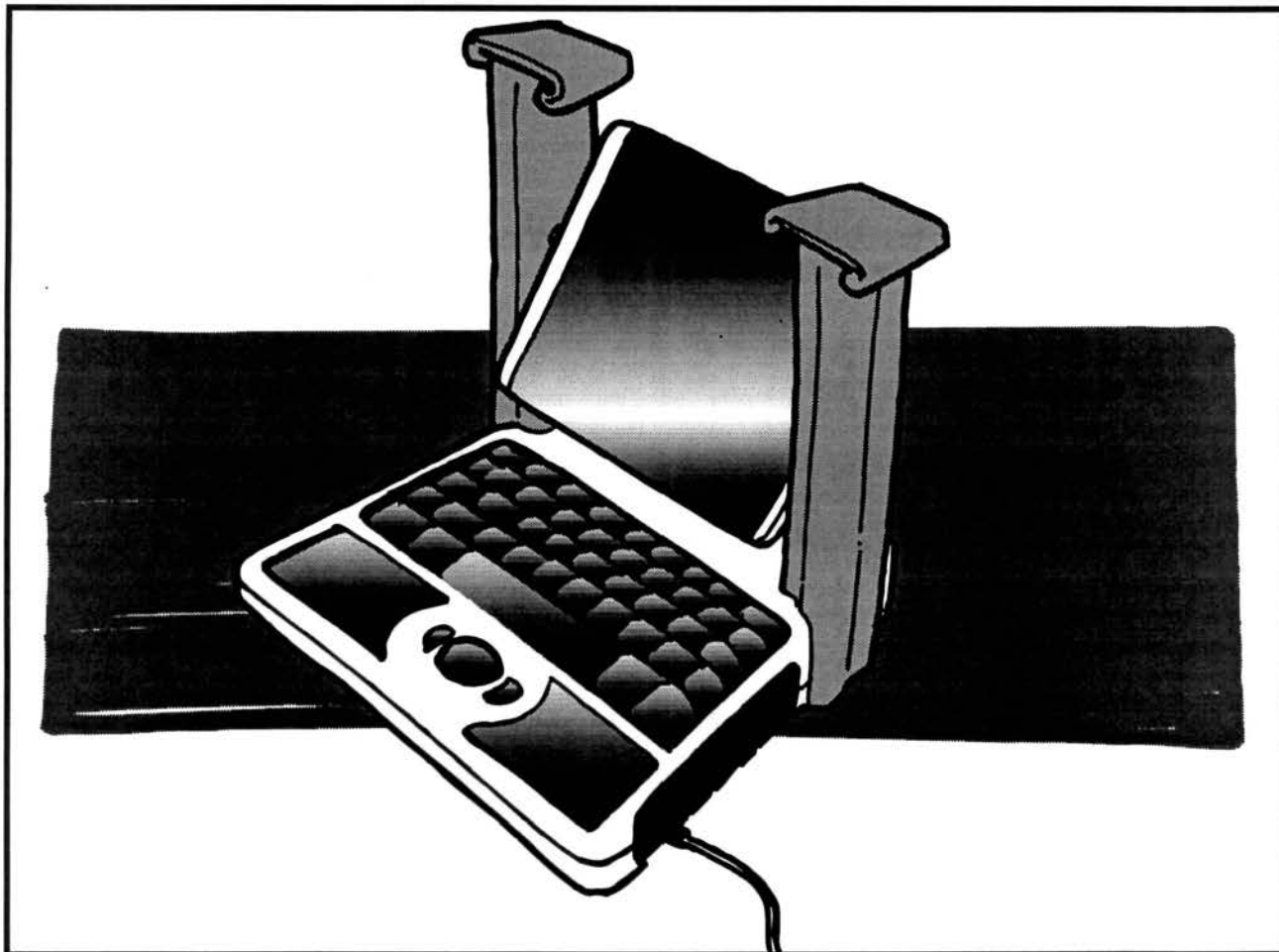
Dantech Cacciaguida

7000eb

Dantech is an Italian company that specialises in technology that emphasises style over substance to an even greater extent than is normal in the world of 2020, and the Cacciaguida is a perfect example of that. The deck is 60cm wide, 45 cm long, and 6cm thick. At the back, the videoboard rises from the main body of the deck. The deck has a marble finish, with the videoboard framed by Corinthian columns and a classical pediment, and a bas relief frieze runs round the edge of the main body of the deck. The surface is a mosaic, depicting a classicised net scene, and the plug socket is in the mosaic.

In the net, it is even more obvious that style is everything. Everything that the 'runner touches is classicised, and this change is visible to everyone, although it only lasts as long as the 'runner is present. Further, the 'runner seems to do nothing, as slaves scurry to activate programs and search files. This is all an illusion created by the deck, and it has a high cost. The deck has a natural speed of -1, a boost being standard design just to make it usable. In addition, 10MU of memory is permanently, and irretrievably, dedicated to the software for creating the effects.

SPEED: **+0**   MEMORY: 10MU   DATA WALLS: **+5**   OPTIONS: 1x2 Videoboard, Chipreader, Voxbox.

Aztec 600 Assault Programmer

Surplus Price: 8,200eb

SPEED: +2	MEMORY: 25MU	DATA WALLS: +5

OPTIONS: Portable, SP20, 4"x4" Videoboard, Chipreader, Computer-Capable, Flipswitch, Smartlock Security System, Datashielding.

    2016: the Third Corporate War. When the black programs were flying, this was the deck that launched them! As the first choice of cyberspace commandos the world over, Aztec's 600 should satisfy you too. With an integral coprocessor, variable perception modes, full immunity from microwaves and EMP *and* a direct neural-feed security network, this was the best combat cybermodem of its day. Its cables end in universal jacks for interfacing with virtually any terminal, port or other piece of equipment, and its high-impact kevlar casing is immune from most small-arms fire. A nylon shoulder strap and contoured pistolgrip-style handle keep this unit utilitarian—this is no deck for the current generation of lily-livered fashion victims! Why dress up when you can jack in?

Game notes: *The coprocessor is a Deckmate system (Chrome 2 p.24). The Flipswitch function is in Chrome 1 p.9, Datashielding is in Chrome 2 p.17 and the Smartlock (Difficulty 25) is from Chrome 1 p.8. See this deck on P.91 of Cyberpunk.*

Lang presents "The Green Knight"

10,000eb

SPEED: +0	MEMORY: 10MU	DATA WALLS: +8

OPTIONS: Keyboard, 1x1 Videoboard.

    The Green Knight is another British product that is only borderline commercial, although it is a miracle of engineering. While using it, the 'runner is immune to the effects of *Stun, Hellbolt, Sword* and *Firestarter,* as the deck will automatically cut the connection should it be attacked by such. The necessary circuitry slows operation down enormously, so a lot of speed boosts have been wired back in to make the deck practical. If this was all it did, it would be a lot. However, the deck also has systems that monitor Anti-system software. If the deck is successfully attacked, it cuts the connection. This means that, no matter what the attack, the 'runner can jack in again as soon as desired, although the run will have to be restarted.

Game notes: *all damage and effects of the listed Anti-personnel programs are avoided, as are the effects of attacks from all Anti-system programs listed in the basic CP2020 book. However, the 'runner is dumped from the Net.*

COMPUTER IMPROVEMENTS

Protective/Utility Items

POWER STRIP 2020 (50EB): This book-sized item is a power monitor and circuit breaker. If an overdose of electricity comes through the computer's power supply or inputs, the power strip breaks the circuit (90% of the time), shutting off the computer/cybermodem. Power overdoses are caused by unreliable power supplies and the effects of the Stun, Hellbolt, Sword, and Firestarter programs. This will protect the Netrunner, but also automatically drops him out of the Net.

SMARTSTRIP (250EB): This is a power monitor/transformer/battery arrangement, about the size of a 1-gallon can. It monitors power inputs and compensates for over- and under-loads—too much power is transferred to the battery; too little is supplemented by the battery. It automatically negates the effects of unreliable power supplies and the programs listed under Power Strip 2020, but the 'runner suffers a -3 to Netrunning rolls during rounds when the SmartStrip is working, due to the microsecond "hiccup" as power flow is adjusted. SmartStrip's battery contains

Hardware Options

PROCESSOR UPGRADES (200EB)
No, you can't pack any more core processing power into a workstation or portable; computer INT comes in 3-point chunks. But you sure can pump the processing speed of your machine! Each upgrade takes up 1/4 option slot and improves processing speed by +1, for a maximum of +4. This is rarely important while doing routine processing; if using the unit as a netrunning datafortress, this speed adds to the netrunner's Deck Speed, and is usually used to offset speed penalties for running through the mainframe's Multiprocessing program (*Guide to the Net,* pg.144).

HOLOVID DRIVER (500EB)
The ultimate in graphics packages, this enables a computer to program images for and drive holographic imaging systems, such as holoscreens and holotanks (*Chrome 2,* pg.29). Takes up 1/2 option slot.

Option Slot Items

Note: *The EBM "PCX" Minicomp (Chrome 2, pg.14) has 1 option slot. The Microtech IIKL-4 Workstation (Chrome 2, pg.15) has 4 option slots available for upgrades.*

MODEMS:
See *Chrome 2,* page 17. A modem usually takes up 1 option slot.

MEMORY UPGRADES (1000EB)
Adding extra memory is one of the first things done to most personal computers. Each Memory board added takes up 1 option slot and adds 10 MU to the computer's memory.

EXTERNAL MEMORY MODULES (750EB)
Memory mods are about the size of a pack of cigarettes, and add 10 MU to the computer's memory when connected through a data/peripheral port.

DATAPORTS (100EB)
A dataport add-on adds another port for datalines, external memory, and other peripherals. Each dataport takes up 1/2 option slot.

CHIPREADER (150EB)
Each chipreader enables the computer to store 10 chips for reading (or encoding). A computer can only access 1 chip per point of INT, just like a human...Each chipreader takes up 1 option slot.

DATABASES (500EB PER LEVEL)
A database takes up 1/2 option slot. They serve as pure informational databases on specific subjects, providing complete information on the subject, as long as the user knows where to look for the information. Each database is bought as applying to a specific area of knowledge (i.e., an *Expert* skill), at a level from +1 to +4. In order to use the database successfully, the user must make a skill roll on the specific skill or *Library Use* (the GM defines the difficulty of the roll based on the obscurity of the fact the player-character is trying to find). When successful, the desired fact is revealed to the player (for purposes of skill use, this boosts the PC's skill by the database level).

CYBERMODEM IMPROVEMENTS

Tight-Beam Radio Relay
1500eb

Cellular cyberdecks are all very well, but even today the cell network doesn't cover the entire world, and 'runners should be ready to go anywhere. Tritech offers this simple upgrade to any deck, giving you an option. If the deck is outside the cell network, the unit sets up a scrambled, tight-beam radio link with your home base instead, allowing you to jack in through that socket. Now you can run from the depths of the Nevada desert, or the Rocky Mountains.

Game notes: This option has two units: the relay in the deck, and the receiver, back at base. The receiver has a range of 100km, although higher ranges might be available if you had the right contacts, or could build them yourself. If the receiver is damaged while you're Netrunning, you are dumped from the net. It can also be set to try the cellnet first, and only go for the radio link if you're out of range. There is a -2 to Initiative rolls, and automatic drop-out if the beam is blocked.

Batteries
5eb/hour

Spare high-capacitance liquid metal suspension power cells to run your portable cybermodem; they work 1/4 as long for computers.

Zetatech Diagnet™
5000eb

The Zetatech Diagnet allows you to test your deck and programming in a safe environment. This dedicated computer produces a simulated net and simulated opposition, but does not actually send any signals that could damage you or your deck. Further, it sits in your room, so there is no need to pay Internet when you use it. Now you can be sure that your programs don't have any bugs before you hit the real virtual world.

Game notes: Testing your products in this net gives you a +1 to appropriate design skills, as you can take more risks. Zetatech sells supplementary chips at 1000eb each, which extend the simulated net, and other entrepreneurs have got in on the act. There are sabotaged versions around, where the black ice can kill.

Dead Man's Handle
1000eb

By MinFac Co, inventors of the Auto Punchout. Despite the name, this option for your deck is more likely to keep you alive than see you dead. Cleverly designed circuitry means that you must send a mental signal at all times in order to remain jacked in. Naturally, this means that you can jack out by ceasing to send this signal. Since most programs that hold you in the net do so by preventing you from signalling your deck to jack out, this means that you will be able to get out anyway. Note: MinFac recommends that you practice running with the Handle installed before putting it to any serious use.

Game note: when you start running with the Handle installed, you have a -3 penalty to all actions. This penalty drops by one for every six hours spent in the net with the Handle, as you get used to the signal. In addition to the advertised use, the Handle gives you a chance of dropping out of the net before black ice can hit you. If you can roll 2D10 lower than your REF, you can jack out between realising that black ice has made a successful attack, and actually being hit.

EBM 99080 "MUSE"
300eb

Protect your data with EBM's Memory Unit Selector Expansion. Once installed, its microcircuit switchers can physically engage and disengage the internal linkage between a deck's systems and a set number of its integral Memory Units. The number of MUs that can be disengaged is not changeable and must be defined at the time of installation. The disengaged MUs are totally isolated from the deck's other systems and thus from the Net as well; these MU will be safe from the effects of all attacking programs (except Firestarter, of course). The MUs' status can be switched at the Netrunner's mental command (taking one Net-action), and installation can be performed by a Techie in a few hours for 75eb (Difficult *Electronics* roll).

Datawalls & Code Gates

1000/1500eb per level

These are protection systems, such as every cyberdeck and mainframe employ. Plug-in Walls and Gates for PCs cost 1000eb per level; Walls for Cybermodems cost 1500eb per level; up to a max of +10. They're cheaper for computers because of the space constraints and miniaturization requirements for cybermodems. Each Wall/Gate program card (regardless of level) takes up 1/2 option slot.

SOFTWARE

Flip Switch 2.0

Class: Utility   **225eb**

Strength: 10   **MU: 0**

Flip Switch 2.0 is a Flip Switch controller, meant to be added to a cybermodem's hardware (it takes no memory and does not count as a program running). It modifies the performance of a Flip Switch (*Chrome 1*, pg.9). A normal Flip Switch projects the netrunner's external vision into a subjective 2m x 2m "window" in the view of Netspace, freezing the 'runner's signal. This has the dual disadvantage of making the 'runner vulnerable in Netspace and also limiting the 'runner's vision in realspace, cutting off peripheral vision.

Flip Switch 2.0 solves the problem by reversing the view, so to speak. When the flip switch is activated, the 'runner's full field of vision is cleared, except for a small "window" showing Netspace (the perceived size can vary from 2cm x 2cm to as much of the 'runner's vision area as desired; size can be altered at will). This allows the Netrunner to interact with realspace with nominal difficulty (-2 to visual *Awareness* checks) and even continue to run in Netspace without "leaving" realspace (-5 to Net Initiative while still in realspace). Flip Switch 2.0 has no Icon.

Dummy

Class: Protection/Utility   **450eb**

Strength: 1   **MU: 2**

Economical Confusion!
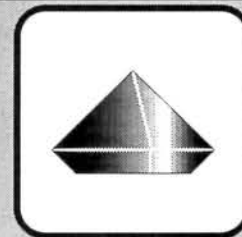
Dummy is a simple program that can be reconfigured to duplicate almost any program on the market today. Dummy can be activated before a run starts, and will hover about the user's ICON until primed. When primed (with an Average *Programming* roll), it will take the form of almost any program. Dummies are used by Netrunners to confound users and Monitors (Monitor has to roll versus the Dummy's STR, but gets a +2 on the roll), and by Sysops to make their DataFortress look a lot nastier than it really is. Dummies can threaten, but cannot (obviously) attack. SeeYa and Hidden Virtue will identify Dummy as being disguised.

ICON: When active, Dummy appears to be a small, spinning, chrome pyramid that reflects the ICON of any program it encounters. When primed, it will morph into the form of the program to be duplicated.

Multinetter

**Class: Utility**   2000eb

Strength: 10   MU: 20
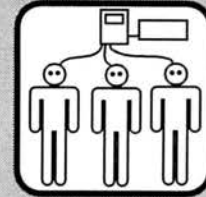
Multinetter is a program intended solely for mainframe CPU systems (INT 3+). It allows more than one netrunner to use the same mainframe for netrunning at the same time (up to one 'runner per point of INT). Each netrunner running through the mainframe has a -1 to Initiative per netrunner in the 'frame at the time. These runners can use separate modems and phone ports, using separate phone lines, or can all run on the same line, "piggybacking" their signals onto one line and minimizing the dangers of discovery. Multinetter allows netrunners to work in a gang, penetrating systems on one phone line and acting in concert with each other, instead of functioning as a group of separated individuals.

Multinetter cannot be used in concert with Multitasker (*Guide to the Net*, pg.144), since the CPU's multiprocessing capability is used to multitask the netrunners' signals. If Multinetter is used in a central CPU to support the signal of netrunners going through their own CPUs, each netrunner can use Multitasker in his own CPU to run multiple programs. If this is done, each netrunner suffers initiative penalties for multiple programs being run as well as the penalty for multitasking multiple runners through Multinetter. This program has no Icon.

Cascade

Class: Anti-System   900eb

Strength: 7   MU: 4
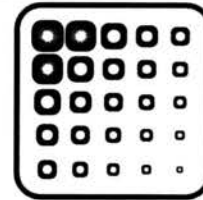
This program attacks the memory of cyberdecks and computers by causing the system to erase 2D6 MU of random memory every turn it's active, overwriting the existing memory with random fragments of useless data.

ICON: A shower of random neon-colored pods and capsules sprays the target's icon and are absorbed on contact.

π in the Face

Class: Anti-System   800eb

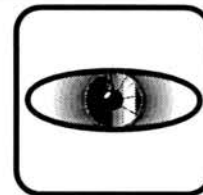**Strength: 5**   MU: 4

An improved Krash. If the program makes a successful attack, the CPU will be trapped calculating π. This paralyzes the CPU for 1D10+1 net turns.

ICON: A LARGE cartoon pie, for throwing.

Clairvoyance [SeeYa 3.0]

Class: Detection/Alarm   720eb

Strength: 4   MU: 4

Combining the effects of SeeYa and Speedtrap, Clairvoyance detects and identifies invisible icons within 2 sub-grids and can differentiate between Demon, Anti-personnel, Anti-system, Anti-IC and Dog series programming.

ICON: The eyes of the Netrunner's icon glow fiery blue. (Or, a pair of glowing blue eyes appear on the icon if it doesn't have any.)

HellBurner

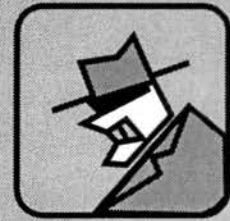**Class: Anti-System**   1000eb
Strength: 6   **MU: 5**

An electronic vandalism package written by the nefarious 'Ware Wolf for anti-system operations, HellBurner goes beyond the merely temporary effects of such programs as Krash. HellBurner sends signals to the attacked system which toggles the on/off function hundreds of times per second, causing the target's CPU to overheat and destroy itself (an anti-system roll similar to Flatline, but it can only affect one CPU at a time). A successful attack requires that the targeted CPU unit be entirely replaced, which (as any corporate accountant will tell you) can cost anywhere up to 10,000eb depending on the system!

ICON: A gaint, disembodied fist which burns with blue, fractal fire; it streaks forward and grabs onto its target, engulfing it in blue flames.

Thug

Class: Demon   10,440eb
Strength: 3   **MU: 6**
SUBROUTINES:

Anti-IC [damage 1D6 STR], Anti-Personnel [damage 1D6 points]

Just like its real-world counterpart, Thug is designed to perform simple acts of violence. Simply tell it what to do and send it on its way. (Careful choice of words is important in giving the orders, as the Thug is not too bright.) Its program structure allows the Thug to wait for its target if not immediately detected. The Thug may speak a short, pre-recorded message to its target if the Netrunner desires. Humourous sound effects included.

ICON: A generic cartoon thug.

George

**Class: Evasion**   300eb
Strength: 4   **MU: 1**

George defeats sysop/AI Trace attempts by presenting them with multiple signal routes, confusing the simple logic structures of the tracer function. Add the program strength to the Trace Value Difficulty. (see "Tracing" in the **Netrunning** section of *CP2020*)

ICON: A cartoon signpost with signs pointing in all directions—"he went thattaway", "over here", "not this way", etc.

Looking Glass

Class: Detection/Alarm   250 eb, plus 20eb/STR level
Strength: 1-6   **MU: 3**
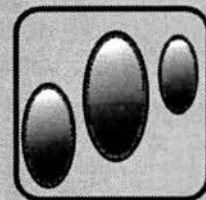
Looking Glass is the counter-program for Dummy, Black Mask, and other icon-disguise programs. It can be used in Net combat or set to watch a certain area inside a datafortress. A normal anti-program roll is made; if successful, the 'runner or sysop is alerted that the target icon is disguised in some way. Looking Glass cannot tell if an icon has been edited via cyberdeck menu. It differs from SeeYa, Clairvoyance, and Hidden Virtue in that the first two see invisible Icons and the latter sees real Icons inside VRs.
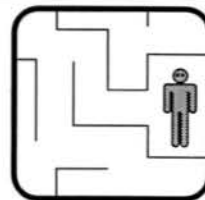
ICON: A series of mirrors appears in front of the Netrunner, passing over and through the target Icon. If it *is* disguised, as each mirror passes through it, the Icon's image changes fractionally back to its original.

Dazzler

Class: Anti-Personnel/Systemware   14,800eb

Strength: 5   MU: 14

Dazzler is much more than jut a program: it's an entire VR, albeit a small one. The program attacks, and if it succeeds, it subverts the circuitry of the Netrunner's deck, feeding it VR data generated by the program. This means that the Netrunner proceeds to run against an artificially generated system, while his true Netspace position reamins constant. This makes it very easy for Dazzler's integral tracer to track the Netrunner's meat position, which it will do automatically in three Net turns. If the Netrunner figures out what is going on before then and uses Gatemaster or something similar to purge the program feed from his system, he will not be traced. Alternatively, if he jacks out for some other reason, he will not be traced. Dazzler is programmed uniquely for every system, since the virtual location must look like the part of the system that the Netrunner is currently in.

ICON: Dazzler is in the same class of system-only, anti-personnel software as Psychodrome (Chromebook 1, pg.91). It's usually disguised as a piece of system architecture (LDL station, MU block, Remotes), or a simple defense program (Pit Bull, Killer, etc).

Pile Driver

Class: Intrusion   800 eb

Strength: 8   MU: 4

For those in very remote cyberspace and who don't give a hoot who hears you, the Pile Driver is the most raw power intrusion program you can get your hands on (4D6 on Data Wall's Strength.) It's noise will automatically alert any defense program in 30 spaces and send a notice to any NetWatch roaming within 50 spaces.

ICON: a steam-powered pile driver on the verge of blowing up.

Sledgehammer

Class: Intrusion   600 eb

Strength: 6   MU: 2

Sledgehammer is a louder and more powerful version of Hammer, giving a stronger raw-energy pulse (3D6 off the Data Wall's Strength). It is even more noisy and will automatically alert any defense program in 15 spaces.

ICON: a glowing white Sledgehammer.

Ball and Chain

Class: Anti-Personnel   5000eb

Strength: 3   MU: 3

This program will slow the target's deck to a movement of 1 square/Net turn for 1D6+3 turns. It is actually a specialized resource editor that encrypts the target's net space access routines so all of the computing power of the deck goes to encrypting the net space navigation signals. The program can be defeated by running any standard decryption program. Treat the Ball and Chain encryption as a Code Gate of STR 4. Any failed attempt at decrypting Ball and Chain will add one extra turn to the duration of the program.

ICON: A classic prisoner's ball and chain clamped to some part of the target icon.

Flare Gun

Class: Utility   300 eb
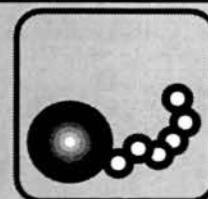
Strength: 2   MU: 2

When helplessly lost in Net space and you just want to scream to someone else, the Flare Gun can get your message out. A simple message like your Net coordinates and brief description of your dilemma can be sent with this program. Flare Gun will send a wide-spectrum message at a 3 space radius per turn from your position every 2D6 turns. If needed, this message can be encrypted with any encryption program, and then decoded by other friendly netrunners with prearranged decryption keys. Other programs or large pieces of data (i.e. a database download) cannot be sent via Flare Gun.

ICON: A big-barreled flare gun.

Dupré

Class: Decryption   900eb

Strength: Special   MU: 4

A decryption program with sophisticated AI routines. It acts on code gates and file locks in much the same way as Raffles, except that the first time it's used it only has a Strength of 1. However, it learns from the solutions, working out the code style used by a particular person or organization. This means that its strength increases by one for every successful use within a system, up to a maximum Strength of 8. At the referee's discretion, some systems may have no pattern, in which case there is no increase. The increased strength is lost if the program is used against a different system, as it only has limited memory.

This program was written by Dr. Fortesque, a Eurorunner with a rep for doing things very neatly and cleanly, even at the cost of increased risk. He would never use Codecracker as a way through code gates, seeing it as crude; this program reflects his style.

ICON: Dupré appears as an elegant middle-aged man, in mid-Victorian dress. He speaks to the locked file or gate, and takes notes as he does so. When the gate opens, he remains for a moment, making notes in his book.

Cry Baby

Class: Detection/Alarm   430eb

Strength: 4   MU: 4
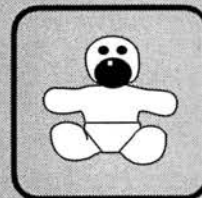
Cry Baby is a defensive program. It is placed in a memory, where it pretends to be a datafile with some superficially attractive data. SeeYa or Smarteye will reveal it, as will any attempt to actually read, rather than just skim, the file. If it is copied into a different system (i.e., a cyberdeck), it immediately starts sending out distress signals, adding 4 to the strength of any program trying to trace the runner. It cannot be dumped from the deck without an INT+Interface vs. CPU INT+D10 roll.

Cry Baby seems to have originated in EBM's corporate 'running facility. However, since it is supposed to be copied, it has spread very widely, and EBM denies all knowledge.

ICON: None until activated, whereupon it appears as a baby, hanging around the Netrunner's neck, screaming.

Evil Twin

Class: Protection, Anti-IC 2700eb

Strength: 8   MU: 7

Another viscious program written by 'Ware Wolf, using a similar structure as Black Sky. This program is a powerful one-two punch designed to offer maximum offensive and defensive capabilities to a netrunner. Evil Twin can first be intiated as a protection program, recoding the netrunner's signal so that it is harder to lock onto (has same effect as Force Shield and Reflector). From this stage it immediately intiates its counterattack capabilities, tracing the attack and striking at the attacking deck/datafortress (same effect as Krash). In game terms, this means that Evil Twin can: 1) defend the netrunner from attack, then attack the attacker with a +2 deck speed; 2) attack an enemy system and be kept ready to protect the netrunner and his programs from attack with a +2 deck speed; 3) act as a protection program only or as an attack program only, but with no intiative bonuses. Has Auto Re-Rezz.

ICON: The Netrunner's Icon seems to fly around in large arcs, while the netrunner has not really shifted positions. Successful protection is symbolized by the enemy being outmaneuvered by this decoy, and successful attack is symbolized by the decoy image accelerating to incredible speed and zooming off to attack the enemy system.

Shadow

Class: Detection/Alarm   540eb

Strength: 4   MU: 3

Shadow is a defensive alarm program that works in concert with other detection programs. It attaches itself to the Netrunner on a successful attack (vs. cyberdeck datawall), and then has to removed with a Killer (or something similar). While attached, any evasion program used from that point on has its strength reduced by the current STR of the Shadow. If this strength is reduced to zero or less, the program is useless

ICON: The Netrunner's icon gains a long, humanoid shadow.

Typhoid Mary

**Class: Anti-System**   2400eb

Strength: 6   MU: 8

Typhoid Mary is a deceptive program. It appears to attack as a Killer II, and can function as such. However, this is a cover to attack the Netrunner's deck, and when the "Killer" is attacked by the 'runner, it always "crashes." If fact, the program disappears into the cyberdeck's CPU (successful roll vs cyberdeck datawall), where it operates for three Net rounds, deleting a file each round as Viral 15. At the end of three rounds, it derezzes, leaving the 'runner with missing files and/or utilities. Action can only be taken against the program if the Netrunner is aware of (or suspects) its presence. GateMaster will stop its actions, but it has to be activated by the 'runner.

ICON: The Killer function appears as a standard robot (but female); the Viral 15 function has no icon.

Possessor

Class: Anti-IC   1000eb

Strength: 4   MU: 3
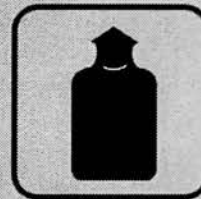
An unusual anti-IC program. Possession attacks the target program in the normal anti-IC manner; if it wins, the progam is "turned against" its operating system or Netrunner. The control is rather crude; for instance, Killers will attack the nearest progam(s) not belonging to the "possessing" Netrunner. If a Controller is possessed, the thing will simply be operated at random. Demons cannot be "possessed" if they contain an Anti-IC program as one of their subroutines.

ICON: A hooded robe, with nothing inside it. On a successful "possession," the robe covers the other Icon, which can be seen (as from a distance) in the "face" of the hood.

Exorcist

Class: Anti-IC   600eb

Strength: 4   MU: 3

Exorcist is a *very* specialized Anti-IC program, but it needs to be. Written soon after the appearance of Possession, it is launched against a "possessed" program, and negates the possession if it wins the anti-program roll. The use of this program is the only way to deal with a "possessed" program, short of destroying it.

ICON: A fractal priest in full regalia, carrying a large religious symbol (can vary).

Omnivore

Class: Anti-IC/Anti-System/Anti-Personnel　　18,500eb

Strength: 3　　　　　　　　　　　　　　　MU: 8

A fearsome attack program, created by the infamous 'Ware Wolf. In program-to-program combat, Omnivore uses a fast-acting, self-replicating virus which writes itself over the core code of an enemy program and de-rezzes it (no damage to program STR; it's kill or fail). For anti-system operations, it sends signals to the CPU of an attacked deck or system ordering it to toggle itself on and off at hundreds of times per second, thereby overheating and destroying the CPU (kills one CPU unit like Flatline). Finally, for use against Netrunners, Omnivore broadcasts brain-dance sensory information which can cause epileptic siezures (reduces INT by 2D6 for 1D6 minutes).

ICON: A whirring, buzzing, whining, screeching ball of blades, needles, razors, meathooks and cattle prods which careens into its traget and thoroughly mangles it.

Raven

Class: Anti-IC　　　　1000eb

Strength: 5　　　MU: 4

Raven attacks the Recognition function of a program (standard anti-program roll), and if it is successful, the program will no longer notice "intruders" if defending a system. It also cannot recognize locations or specific 'runners, so it cannot be sent to "find" a place or person. The program is otherwise functional. This is usable on such programs as the Dog series (Watchdog, Bloodhound, etc.) along with those that rely on Recognition or Pseudo-Intellect (Firestarter, Hellhound, Thug, etc.).

ICON: A raven that attempts to peck out the "eyes" of the target.

Wolfpack

Class: Anti-IC/Anti-Personnel/Anti-Compiler　　15,200eb

Strength: 6　　　　　　　　　　　　　　　MU: 8
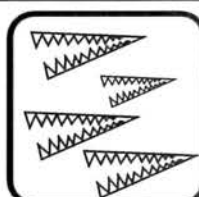
This is *the* universal combat program—it can attack programs, demons and netrunners, subtracting 1D6 from STR (programs) or 1D10 damage (netrunners) for each sucessful attack. Aside from its remarkable power, Wolfpack is not an especially "smart" piece of programming—it does its job, and nothing more. It's rarely seen commercially and usually has to be written from downloaded BBS instructions (Total writing Difficulty is 72+)

ICON: A pack of electrically-charged wolflike forms which pounce upon their target, ripping it apart.

Stationery

Class: Anti-Personnel　　10,000eb

Strength: 4　　　　　　　MU: 6

A British variant of Jack Attack, this program is popular with the Brit 'runners who like to hassle MARLPROCO It affects the target as a Jack Attack, but it also buries the victim's ICON in sheets of paper, each of which has "You're Nicked!" written on it. These bits of paper prevent the Netrunner from moving for five Net turns.

ICON: As described, the paper appears in a sort of snowstorm over the Netrunner.

Threat

Class: Anti-Personnel/Anti-System 7000eb

Strength: 5 **MU: 6**

This German program is popular with smaller European businesses because it is effective against Netrunners without actually attacking them in any way, so it is legal under the stricter Euro-codes. If it successfully attacks, it manipulates the I-G circuits in the cyberdeck in order to give the 'runner the "feeling" that their meat body is in danger. This is a very subtle; a sort of random sensory leakage. The Netrunner can attempt to ignore the feeling, but this requires a COOL+1D10 roll vs a D10 + program's STR. Otherwise, the 'runner jacks out to "deal with the threat." If the Netrunner has a Flipswitch (*Chrome 1*, pg.9) on his deck, the program must make a second successful attack roll in order to jam the switch (again, forcing a jackout to deal with the "threat").

ICON: Uses the Icon of any minor offensive or detection program. Can be set at time of purchase.

Knevil

**Class: Controller** 220eb

Strength: 4 **MU: 3**

This controller has limited AI capabilities and can work independantly from the Netrunner. It can only control vehicles, but the Netrunner can give the vehicle a simple command and then turn to other things. A simple command is something like "go forward at max speed in a straight line." Becuase this program was designed for use in other people's systems, it has no safeguards—it will gladly drive into walls or people.

ICON: A wildly-dressed motorcyclist, with madly glinting eyes. he grabs the remote's icon and begins moving it.

Terminator

Class: Controller 260eb

Strength: 4 **MU: 2**
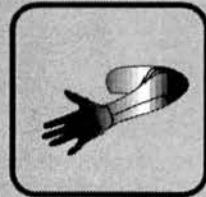
Terminator allows the Netrunner to control terminals, or (with a little fine-tuning) videoboards and holodisplays. This means that he intercepts anything typed (or written, or drawn) and can send anything he wishes to the output device in question (at a pre-programmed time). The 'runner can also make it appear that all messages and info originate from a specific terminal.

ICON: A disembodied cyberarm begins typing, writing, or drawing on the remote Icon in question.

Rockerbit

Class: Controller 200eb

Strength: 4 **MU: 2**

Rockerbit is similar to Knevil in intent, but works on mikes and speakers instead. The Netrunner can program the controller with a certin sound or string of words which will then be braodcast at a preset time.

ICON: A cartoonish Rocker that hangs around the speaker remote and "yells" into it as appropriate.

Black Sky

Class: Stealth/Evasion/Anti-IC   4,480eb

Strength: 5   MU: 8

Developed by the Net-terrorist known only as 'Ware Wolf, this complex combat software uses mutable shells which shuffle processing rockets, interference subroutines and a self-replicating data attack. When launched, Black Sky peppers the local system with code which protects the netrunner from detection and attack (Stealth and Evasion functions). Once those functions have run, Black Sky's processing rockets boost the speed of the 'runner's deck and jump immediately into attack mode, injecting a data spike into the attacking program, de-rezzing it (attacks as a Killer with +2 to deck speed).

ICON: A black cloud which forms between the enemy program and the netrunner. Successful protection is symbolized by the enemy program travelling out of the cloud in the wrong direction, and successful attack is symbolized by lightning bolts arcing from the cloud to strike the enemy program.

Cartographer

Class: Utility   200eb

Strength: 6   MU: 3
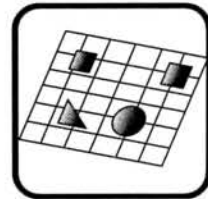
If successfully run (program STR+D10 vs CPU INT/2 +D10) against the CPU of a system, Cartographer will supply a complete system map. This gives the location (but not designation) of all MU blocks, ICE, remotes, etc. A second successful roll must be made in order to specifically ID all the features. Cartographer is not anti-system software; it must be run *inside* the datafortress to work.

ICON: None.

Dogcatcher

Class: Anti-IC [Dog-specific]   1176eb

Strength: 10   MU: 7

If a Hellhound, Pitbull, Bloodhound or Watchdog gets by a Netrunner, use this program to hunt them down before they interfere with the 'runner's line. It must catch up with them (make D10+Dogcatcher's STR vs. D10+target's STR) first before taking effect. Note: this is a one-use program; it de-rezzes after capturing the Dog!

ICON: Appears as basic male or female humanoid shape carrying a net on a pole. When it has caught up with the prey, it slaps the net down and both programs de-rezz.

OutJack

Class: Protection   150eb

Strength: 2   MU: 4
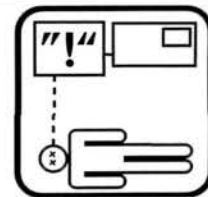
The program monitors the Netrunner's body while inside the Net. When the Netrunner has taken enough physical damage to reach Critical level, the program jacks him out of the system. Will not work if the 'runner is trapped by Glue or simular programs. Will not work if the 'runner takes statistic damage (as done by Zombie, Brainwipe, Spazz). The program must be running while the Netrunner enters the Net or it will not function. No Icon.

CYBERPETS

Biotechnica is at the forefront of all biological technology. Why should humans be the only benefactors of all the research and development that has gone into bioware? (Particularly as most bionics research was carried out on animals in the first place.) What about our faithful pets and companions? Surely they deserve some of the benefits as well. After all, they share our lives, so why not our enhancements as well...for their own good?

BIOTECHNICA

Acquiring Animals

Of course, pets come in all shapes and sizes. Thanks to the cloning tanks, the wealthy 'punk can order up almost any kind of creature that walks, swims, or flies the Earth. (Sorry, the boffins haven't been able to reproduce dead DNA codes yet, so forget about dinosaurs!) As usual, a clone is produced as an adult, but lacks any kind of mental or physical capabilities beyond those encoded in their genes. In most cases, this is not a problem, since this means that the animals can be chipped-in with the proper routines. For most people looking for animal robots (essentially), this is fine. For those wanting a real pet with a personality and animal training, double the prices given below (the animal is cloned to infant size and actually lives with adults and other infants as part of a natural family grouping, on a wildlife preserve or zoo). For naturally-born and raised animals, triple the prices below. For animals taken from the wild, the prices go up by 50x (there are too few left in the world—the remaining stock is invaluable for breeding and genetic reserves).

Animal	Price	Animal	Price	Animal	Price
Small Dog	100eb	Bear	2000eb	Small Raptor	500eb
Medium Dog	200eb	Large Bear	3000eb	Large Raptor	1500eb
Large Dog	500eb	Chimp	1000eb	Bat	500eb
Housecat	100eb	Gorilla	2000eb	Squirrel	150eb
Large Cat	500eb	Baboon	1500eb	Mouse/Rodent	50eb
Leopard	2700eb	Dolphin	3000eb	Rabbit	100eb
Cheetah	2800eb	Seal	2000eb	Tiger/Lion	3000eb
Shark	1500eb	Otter	500eb		

ANIMAL STATS TABLE

Animal	INT	REF	COOL	MA	BOD	EMP	SP	Awareness	Animal Sense Bonus	Melee	Damage
Small Dog	1	7	5	6	1	+4	0	8	5	3	1x1D6-2
Medium Dog	1	6	7	10	2-3	+4	0	8	5	4	1x1D6-1
Large Dog	1	5	6	10	5-8	+3	1	8	5	5	1x1D6+1
Wolf	1	7	8	11	8	-1	1	9	6	7	1x2D6
Housecat	1	10	7	6	1	+2	0	6	7	4	2x1/2D6
Large Cat	1	9	8	9	3-4	-1	0	7	8	6	2x1D6+1
Leopard	1	10	9	10	8	-3	1	8	7	7	2x3D6
Cheetah	1	8	8	30	7	0	1	7	6:V	6	2x2D6
Tiger/Lion	1	7	10	12	20	-3	2	7	5	6	2x2D6+8
Bear	1	5	8	20	20	-4	3	6	6:OM	5	2x2D6+8
Large Bear	1	5	7	20	30	-4	4	6	6:OM	5	2x3D6+8
Chimp	3	7	5	7	8	+2	0	6	3	3	2x1D6+1
Gorilla	2	6	7	6	15	+1	3	5	3	4	2x1D6+8
Baboon	2	7	6	9	9	-4	1	6	4	4	2x1D6+1
Dolphin	3	8	8	10	10	+4	3	5	10:S	3	1x1D6+2
Seal	1	6/8	5	2/7	4	+1	1	4	4	2	1x1D6
Otter	2	7/9	3	4/8	3	0	0	6	4	3	1x1D6-1
Shark	1	8	3	9	10	-5	5	4	10	8	1x3D6+2
Raptor	1	7	4	22	2	-2	0	6	8:MV	6	1x1D6-2
L. Raptor	1	6	4	18	4	-3	0	6	8:MV	6	1x1D6
Bat	1	10	4	10	1	-4	0	4	15:S	2	1x1/3D6
Squirrel	2	9	3	8	1	-4	0	8	3	2	2x1/3D6
S. Rodent	1	8	2	4	1	-2	0	8	3	2	1x1/3D6
Rabbit	1	9	2	14	1	-3	0	7	8:S	1	2x1/3D6

INT is the animal's INT for skill use, **REF** is the animal's reflexes, **COOL** is the animal's base chance of maintaining its composure under stress, **MA** is the animal's sprint speed—the animal's normal speed is only half that—**BOD** is the animal's BODY score, **SP** is the animal's innate SP. Aquatic animals have their REF and MA only in water (the seal and otter are exceptions; their lower values are for land), and aerial creatures have their REF and MA in the air (REF and MA decrease to 1 each on land).

EMP is the animal's Empathy modifier. To get the animal's base EMP, add the modifier to a D10 roll, with a minimum result of 1 and a maximum of 12.

Awareness is the animal's natural *Awareness* skill.

Animal Sense Bonus represents each animal's ability to monitor its environment. It is used exactly like *Combat Sense* for everything except Initiative. Some of these bonuses are given letter codes to designate specific limitations based on the types of senses utilized by the given animal. If the Animal Sense Bonus is followed by one or more of these codes, then they can only use this bonus under the parameters listed below.

Visual (V): Adds to checks involving sight and visual cues.

Sound (S): Adds to checks involving hearing or audio perception.

Olfactory (O): Adds to checks involving scent.

Motion (M): A specialized form of Visual, it adds to checks involving only target movement as compared to simply spotting the subject. If a subject stays still or moves extremely slowly (make a Difficult *Stealth* check), this bonus does not apply.

Melee is the animal's attack skill with its natural weapons.

Damage is the number of attacks the animal makes per turn, and the damage done by each attack.

Small dogs include lap-dogs and other small house canines. *Medium dogs* are hounds, large terriers, and other medium-sized dogs. *Large dogs* are German Shepards, mastiffs, big hounds, and other dogs used for attack and war. *Wolves* are wolves.

Housecats are small felines, *Large cats* are lynxes, ocelots and other mid-range felines, *Leopards* include pumas, jaguars, cougars, and small lions. *Cheetahs* are cheetahs. *Tigers/Lions* indicate the big cats of the wild.

Bears are small (400 kilos or less) bears. *Large Bears* are the 400+ kg bears, such as grizzles and polar bears.

Chimps, Gorillas and *Baboons* are self-explanatory.

Dolphins are usually bottle-nosed dolphins. *Seals* are lion seals (elephant seals aren't very controllable). *Sharks* are blue, tiger or nurse sharks (the great whites are definitely uncontrollable!). *Otters* include otters, stoats, weasels, minks, and raccoons.

Small Raptors are small hawks, eagles, and owls. *Large Raptors* are larger eagles, owls, and even big vultures. *Bats* are large bats.

Squirrels include gray squirrels and chipmunks. *Mouse/Rodents* include large mice, gerbils, and rats. *Rabbits* are rabbits.

Animal Skills

Animal Handling is a new skill for humans, dealing with the care and training of animals. EMP-based.

Hold/Capture is training to restrain a target, not kill it. COOL-based.

Identify: The animal is trained to identify friendlies by special scent or color worn.

Infiltrate is training to use whatever avenues are available to gain access to objectives. Apes (chimps, gorillas, baboons) can be trained to open doors and press buttons to call elevators. INT-based.

Loyalty is the animal's loyalty to the owner, trainer, or handler, following obedience training. EMP-based.

Stealth is the same as the human skill. All animals have a default *Stealth* skill equal to their REF.

Tracking allows animals to follow scents and sign to find items with a scent. Based off *Awareness*. Flying animals (raptors, bats) cannot use this skill.

Use Weapons: This is a chip skill only, allowing animals to use ranged weapons built into their bodies, or in the case of gorillas and chimps, to use modified human weapons.

Skill training takes the *Animal Handling* skill; a trainer can train one or more animals at a time, essentially giving the animals a single IP total in the desired skill equal to the trainer's EMP + *Animal Handling* per week. As you can see, training too many animals at once lowers the amount of skill advance each animal receives. Divide by the number of animals being trained. If a buyer can't or doesn't want to train his animal himself, animals can be bought trained (at +5% to the base cost of the animal per point of skill bought) or have skill chips made (100eb per +1; maximum +3, and animals can only use as many chips at a time as they have INT!).

Animal Cyberware

Cyberware	Cost	HC	Cyberware	Cost	HC
Neuralware			*Cyberoptics*		
Basic Processor	500eb	1d6	Basic eye, can mount 3 options	400eb	1d6
Reflex Boost +1	500eb	2d6	Infrared	200eb	2
Sensory Boost (olfactory or audio)	250eb	1/2d6	Microscopics/Telescopics	400eb	3
Chipslot	100eb	1/2d6	Anti-Dazzle	100eb	1
Input Plugs (for links)	100eb	1d6	Low-lite	200eb	2
Weapon Link	100eb	2	Thermograph	200eb	3
Chipware			*Cyberlimbs*		
Stress Chip	100eb	0	Basic limb, can have 2 options	1000eb	2d6
Berserk Chip	100eb	0	RealSkinn covering	200eb	-2
Skill Chip.(per level)	100eb	0	Secret Compartment 2" x 2" x 4"	100eb	1
Recording Chip	1500eb	0	Tape Recorder	200eb	1
IFF Chip	400eb	0	Cyberweapon (see below; halves weapon HC)		
Watchdog Chip	250eb	0	Limb Armor 20SP	300eb	1
Behavior Chip	500eb	0	Added Strength	250eb	3

Continued Next Page...

Animal Cyberware, Continued

Cyberware	Cost	HC	Cyberware	Cost	HC
Cyberaudio			*Bioware*		
Basic, can have any options	500eb	1d6	Muscle and Bone Lace	750eb	1d6/2
Scrambler	100eb	1	SkinWeave (12 SP)	1000eb	2d6
Bug Detector	150eb	1	Grafted Muscle	1000eb	2d6
Cyberweapons			*Cyberweapons*		
Cyberclaws (+1d6 damage)	300eb	2d6	External Weapon harness	200eb	1d6
Cyberfangs (+1d6 damage)	200eb	1d6	Cyberlimb Popup gun (full HC)	200eb	1d6

Most of the cyberware works the same way as human equipment. In fact, most human-style cyberware can be fitted to animals; the 'wares listed differ in price or humanity cost. Those listed below operate somewhat differently than human norm.

Sensory Boost: This is a boosted signal from the olfactory or hearing senses (choose when installed).

Input Plugs and Links are for gorillas and chimps using human weapons and smartguns.

Berserk Chip: This turns the animal into a berserker, adding +2 to its Attack chances, negating COOL rolls when the animal is threatened or hurt, and adding +2 to the animal's melee damage. Not recommended for pets...

Recording Chip: This chip records four hours of the animal's sensory perceptions.

IFF Chip: This chip identifies friends/non-hostiles; anyone so identified will not be attacked by the animal. Identification is made by coded badge or special scent (for olfactory-sense animals) or color (for visual-sense animals).

Watchdog Chip: The animal has a codeword or phrase hardwired into its memory; anyone confronted in the animal's defined territory (the area the owner wants the animal to guard) will be encountered as an intruder unless they speak this codeword. The owner can "disarm" the animal's alarm with another codeword, and re-enable the animal with the same (or different) codeword. For instance, most animal owners disable the watchdog function until the specific time they want the animal to guard an area, when they enable the watchdog chip. If the animal encounters an intruder who doesn't give the codeword/phrase, the animal reacts according to its training.

Added Cyberlimb Strength: If the animal has all four limbs with this option, they add the skill *Strength Feat* +6 to the animal. If the animal has this added to its striking/clawing limbs, it adds +16 to claw/strike damage.

Cyberclaws: Can be applied to size Large or bigger felines, Bears, and Raptors (including Large Raptors).

Cyberfangs: Cannot be applied to Small Dog, Housecat, Chimp, Gorilla, Bat, Squirrel, Small Rodent, or Rabbit.

External Weapon Harness: The animal must have a BODY of at least 2 to mount one of these, and the limits on weapon sizes are the same as those for Pop-Up Weapons (*Cyberpunk 2020*, pg.81).

Game Notes: Animals don't handle "Humanity Loss" in the same way as humans (naturally—they're not human to begin with!). They are at the same time more resilient and more fragile. Humanity Loss subtracts 1 point of EMP for each 10 points of HC rolled, but no animal ever drops below EMP 1, and animals don't automatically go cyber-psychotic at EMP 1. Instead, each time an animal rolls for HC, make another die roll to determine if the animal flips. This is an EMP roll against Difficulty 10+; if the roll is successful, the humanity loss has had no effect other than to make the animal less friendly. If the test is unsuccessful, the animal is cyber-psychotic and will likely display this violently as soon as it comes out from under the operation anesthetic. Such insane animals can't be reformed and must either be confined or destroyed.

Using Animals in Play

Normally, the only activities animals will engage in without commands are eating, sleeping, other body functions, and a certain amount of prowling (during which they "patrol" their territory). If not under command, animals will only attack if threatened, or if someone perceived as a threat enters their territory. Animals under chip or other automatic control will perform their programming automatically, without a test. Animals under direct control (either remote or on

the spot) must pass a Loyalty test to comply. The Difficulty is 15+, +5 if ordering an animal to do something that it doesn't want to do (like ordering a rabbit to attack a bear), -5 if ordering the animal to do something it does want to do or does naturally (like ordering a predator to attack a smaller target). People with Animal Handling may use their skill instead of the creature's Loyalty.

Animals may choose to ignore their training and go with their instincts instead. When hurt or threatened, check for COOL against Difficulty 10+ (15+ for non-combatant animals). Failure to succeed at the test means the animal runs off, tail between its legs (if possible). Rolling a natural 10 or failing when the animal is cornered means the animal goes berserk (see the Berserker chip). An *Animal Handling* success against Difficulty 20+ is necessary to regain control over a panicked or berserk animal.

SAMPLE ANIMALS

The Digital Watchdog
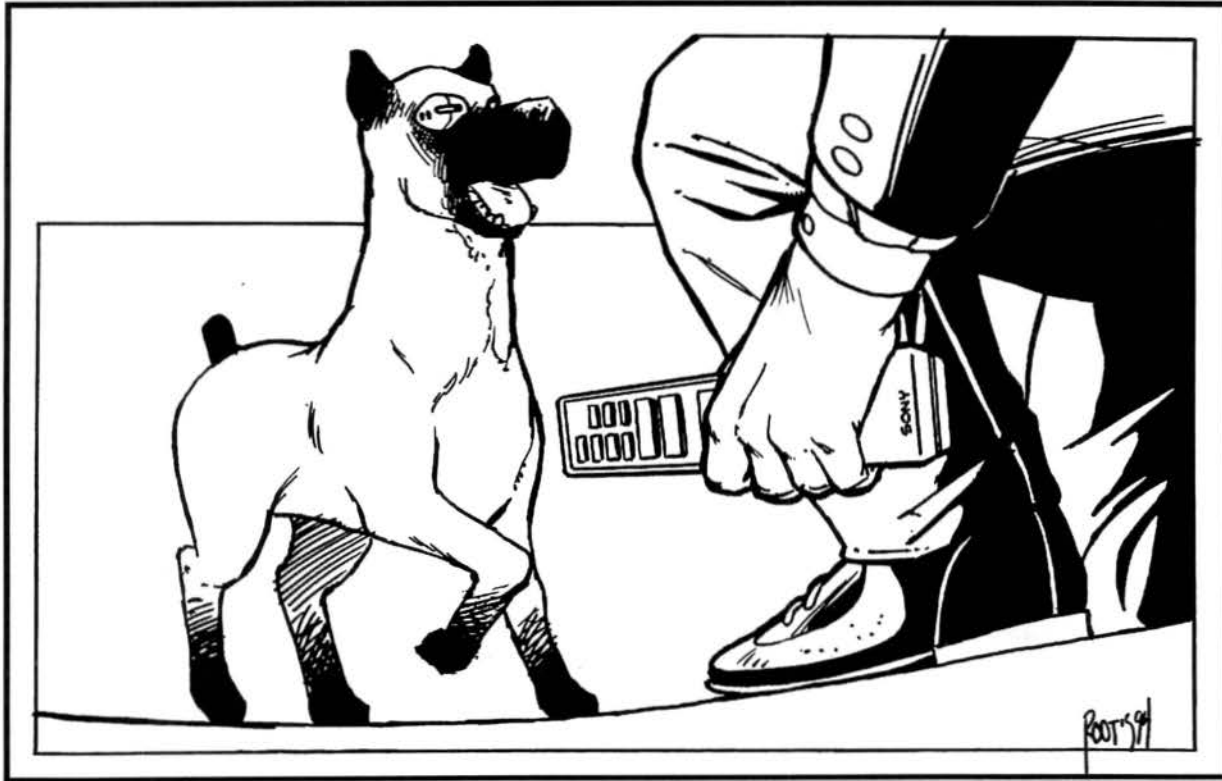
The Digital Watchdog is a simple conversion for private and official animals. It turns the mildest dog into a perfect watchdog without interfering with the animal's personality, friendliness or playfulness. This way Rover is waiting for you and you alone when you get home!

Game Stats: *The Digital Watchdog modification includes a Neural Processor, a hardwired Watchdog chip, and boosted reaction to senses—the dog's hearing isn't boosted, but the dog's sensitivity to strange sounds is. The package costs 1,100eb, involves one Minor surgery (500eb), and takes 2D6 HC. Training includes Loyalty +6, Identify +3, at +45% to the base cost of the animal.*

Perfect Pets

Perfect Pets: Once upon a time, pets were sent to obedience school to train them to their masters' wishes. Now, bring your pet to us and we'll give it instant training without the time, expense and uncertainty of classic training! Want your pet to be nicer, friendlier, more obedient, more loving? No problem! And since all we're doing is reinforcing the pet's natural feelings, there's no danger of extreme personality disorder!

Game Stats: *"Perfect Pet" is a tailored behavior chip that reinforces a pet's natural feelings towards the effect desired by the owner. A "Perfect Pet" chip can also include programmed responses to certain codewords—for instance, "No," "Stop," "Come Here," etc.—to elicit a desired and preprogrammed response. This also serves as a Loyalty +3 chip. Requires a neural processor, a chip slot and the behavior chip. Cost 1,100eb. 1 Minor Surgery (500eb). 1 1/2D6HC.*

The Cyberpred
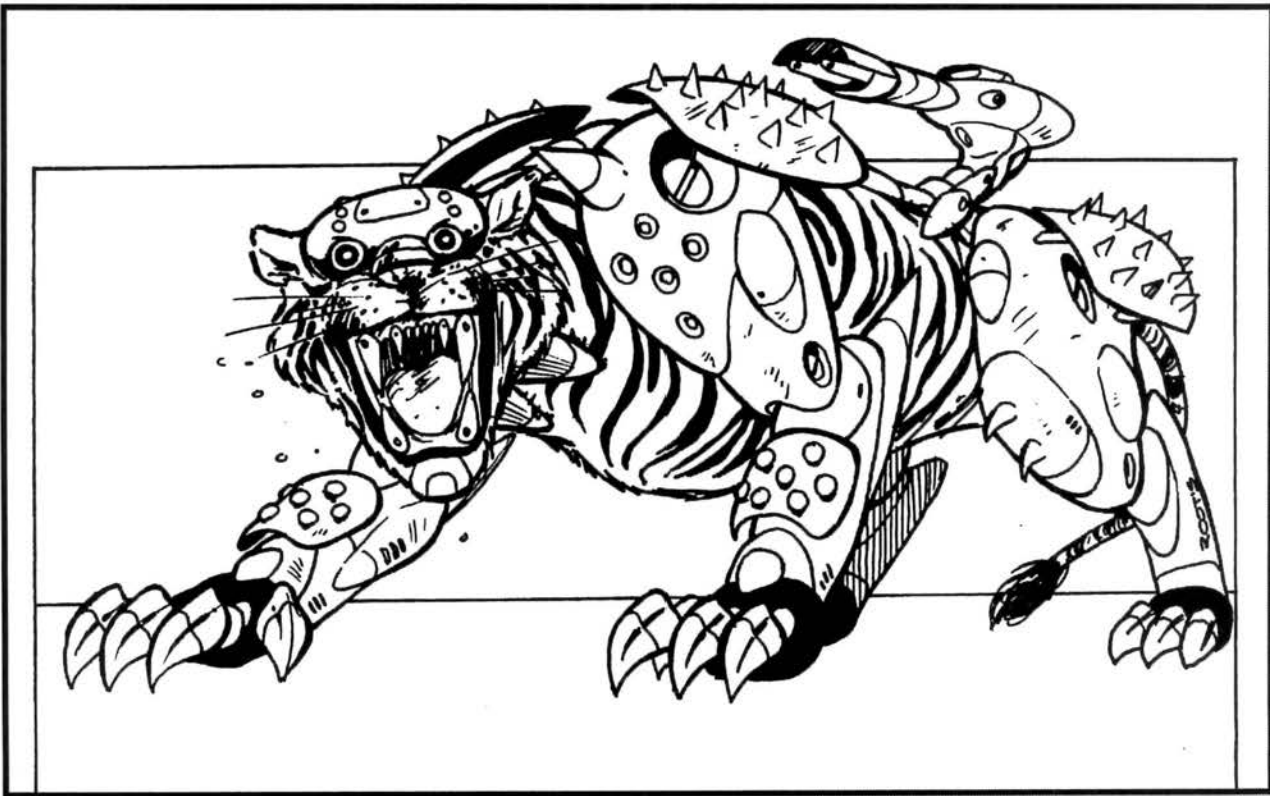
The Cyberpred is usually what people think of when they imagine cyber-animals: heavily-modified animals, specifically tailored for security or attack. These animals are highly trained and outfitted with enhanced memory for IFF purposes. *Warning:* Under no circumstances should a cyberpred be kept as a pet! Their training and personality changes make them inappropriate for anything but the most highly structured and controlled environments.

Game Stats: *A Cyberpred is a large dog or even a predatory big cat with cybernetic modifications. These modifications include a neural processor, olfactory boost, chip socket, pain editor, SkinWeave, Bone & Muscle Lace,*

Grafted Muscle, and Cyberclaws/fangs. Some more heavily-modified cyberpreds include cybernetic eyes or limbs. 4,100eb. Surgeries: 1 Major, 2 Minor, 4 Negligible (2,800eb). HC: 10D6.

These cyberpreds are usually given a restricted area to patrol, and identify which targets are not to be attacked by use of a specific and usually specially-mixed scent that "friendlies" wear. Anyone not wearing this scent is attacked on detection.

Alternatively, this priority can be reversed to make a cyberpred into an assassin. Anyone wearing the specific scent is the target of the animal's fury.

Animal Eyes
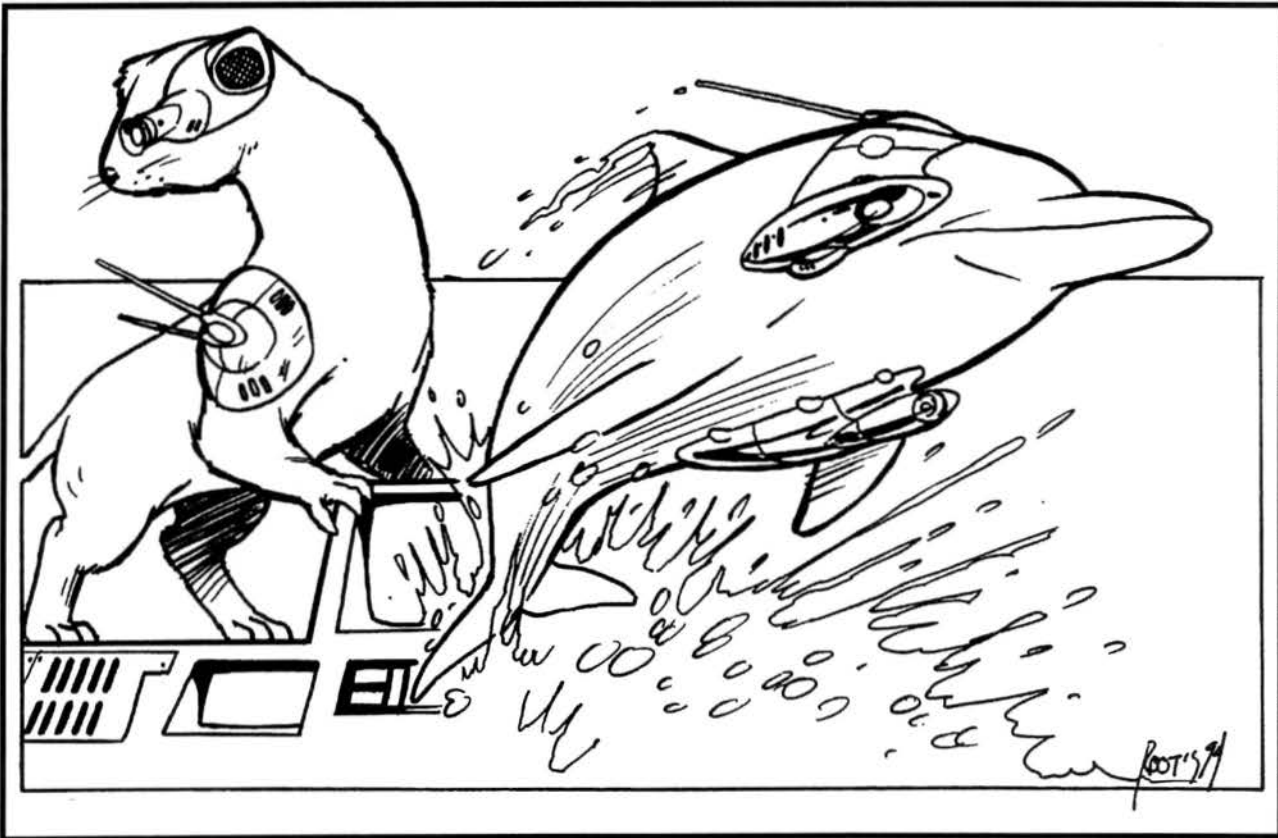
Animal Eyes: For authorized security use only. Animal Eyes is a heavy modification package that transforms an animal into a mobile reconnaissance sensor unit. The animal is hardwired with sensors, a chipslot with memory access, and a pleasure-center stimulator. Then the animal is sent out to work a specific, pre-programmed search pattern.

Game Stats: *This package includes a neural processor, chip slot audio-video tape recorder, one cybereye with low-light and micro-vid optic tied to the AV tape recorder, and cyberears with a radio link and scrambler and micro-recorder link. 2,800eb. Surgeries: 1 Major, 3 Minor, 5 Negligible (4,000eb). HC: 5 1/2D6+6.*

This living sensor unit is follows a terrain-matching internal compass program similar to those used by cruise mis-siles. When it matches a piece of terrain successfully with the image stored in its memory, the animal's pleasure center is mildly stimulated. The animal knows that as it matches more image locations it will continue to receive pleasure. When its sweep is over, it returns to its pick-up point. A radio signal can also retrieve it before the mission is over. The infor-mation from the animal's sensor sweep can be held in the recorder, relayed to a distant point via radio, or both.

ROBOTS, CYBERFORMS, FULL 'BORGS AND POWERED ARMOR

BOTS

Nothing's more boring that cleaning your conapt. After a good time with friends, nobody wants to waste time washing mountains of dirty dishes (or whatever…).

Fortunately, there is now a solution to all the home problems. Think servants? Wrong. They're too expensive, too unreliable. Think Bot—and you're right!

What is a Bot, that's your question? A Bot is a domestic robot designed to take care of your comfort. In all major European cities, "Botshops" showcase a large choice of Bots at the best price. Have a look at the new Botshop catalog on the InfoNet, or ask for it by fax, and you'll be convinced—trust me. The Bot is the solution!

Botshops are licensed chain-stores in all the European countries. You can trust their experience and willingness to help you choose your Bot.

Note: all Bots are compatible with the Domotic Home Management System.

B-N
Brandt-Neumann

Brandt-Neumann Washbot

This articulated Bot is designed to wash glass and tiles. It takes care of your windows and floors, wiping out stains in a second. Small and efficient, this Bot is a necessary in most upper-middle-class homes. Weight: 1.5kg, SP=2/SDP=4, Price: 425eb

Carolli

Carolli M-bot

This model is probably the most essential Bot for all singles—it can clean an entire flat! special programs allow the M-bot to put an object in the right place without error. Vids, bottles, clothes, it can handle all your household items. With an M-bot you will never find your favorite tie in;the garbage box (or in the refridgerator). Weight: 12kg, SP=3/SDP=10, Price: 1150eb
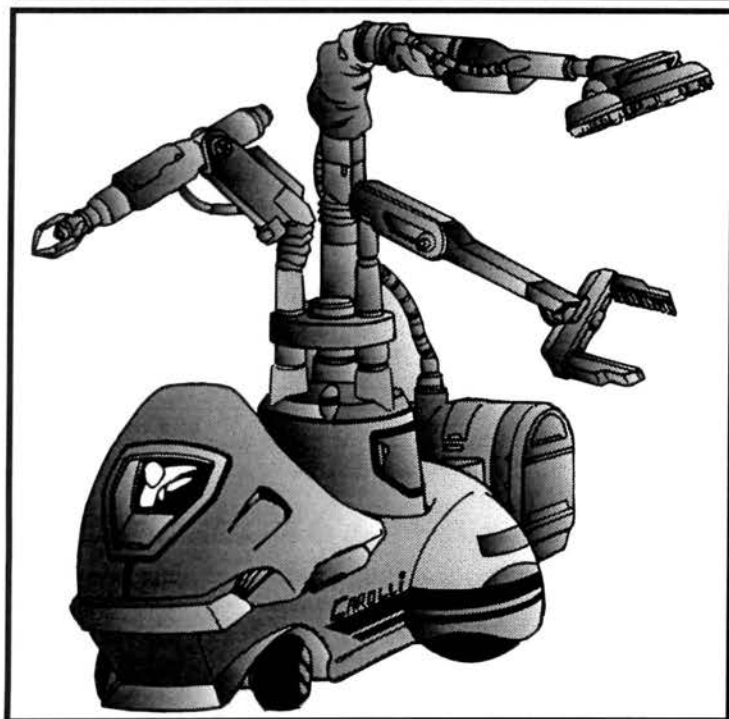
Carolli
V-bot

This handy little bot-on-wheels is an ultra-effective vacuum cleaner which can eliminate dust and other waste in silence. it is computer-guided and has limited recognition abilities to avoid the destruction of fragile objects and materials. A sinuous and flexible shape allows it to acceed at the most narrow corners of your conapt. Weight: 6kg, SP=3/SDP=9, Price: 650eb

MINI-CYBERFORMS

Do you need silent, twenty-four hour security? Do you need lethal/non lethal defense options? Do you need completely reliable guards? Do you need deadly inflitrators? If so, you need an Adrek Mini-Cyberform! Don't settle for a buggy unit, buy Adrek.

ADREK: real Cyberforms... for your real cash.

Adrek Robotics first Cyberform products were the Cyberform A ("Spider") and B ("Centipede"). These 2013 models were somewhat crude, but were quite effective. In fact, they were so effective that Arasaka produced an RDAK Assassin Remote (*Chromebook 2*, p. 32) based on the A and B models. Unfortunately for them, courts in Europe, America, and Africa ruled that Arasaka was guilty of patent and copyright infringements in its production of RDAK units. Adrek Robotics used the funds it acquired from the settlements to fund its second generation of Mini-Forms. Arasaka's attempt at retaliation ended in disaster—the Arasaka strike force learned (the hard way) that Adrek's best Combat Cyberform models were kept in-house. Because of these incidents, Adrek Robotics and Arasaka are currently bitter rivals.

Mini-Cyberforms consist of a ceretronic core (essentially, vat-grown neural tissue based on higher animals such as dogs and monkeys, combined with silicon circuitry) that is implanted in a mechanical body. Mini-Cyberforms are not self-aware and rely primarily on hardwired programming and implanted instincts in their operations. Because of these limitations, the Mini-Cybeforms are not particularly inventive in their tactics, but they are quite effective at what they do. When determing their actions, a referee should treat them like cunningly-trained animal predators.

Adrek Robotics

A•R
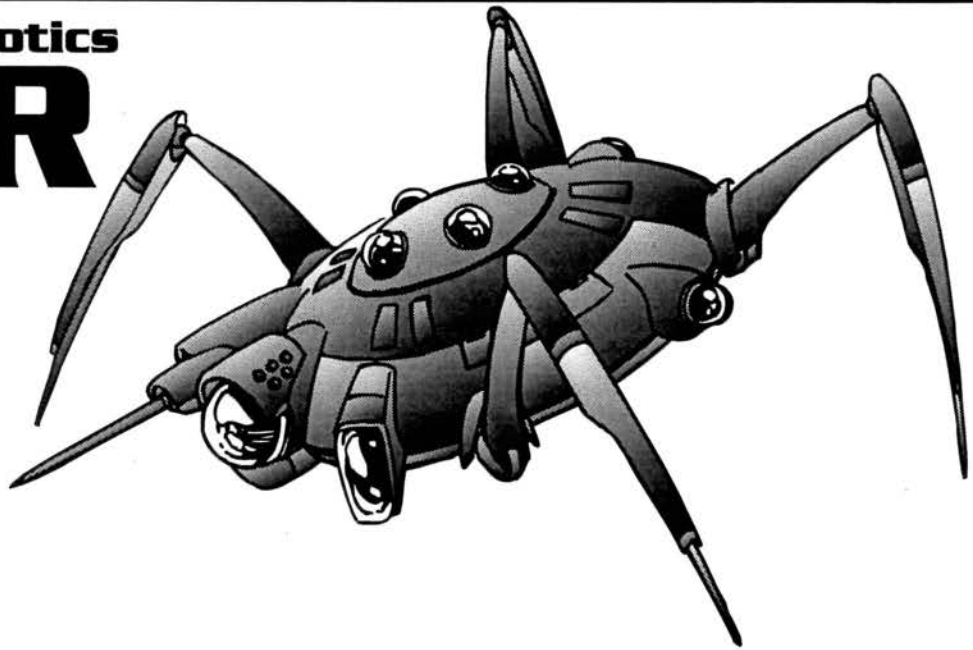
Mini-Cyberform Model A-2 "Tarantula"

4,000eb

Small. Silent. Deadly. The perfect assassin or security system for the budget conscious. Send a few after your enemy. Have a few lurking about in security areas. Make your enemies afraid. Why drop a bundle on a bug, when you can have a Tarantula?

The main body of a Tarantula consists of a 15 cm wide disk-shaped body which is 6 cm thick at the thickest point. The disk houses the Tarantula's ceretronic core, its target memory chips, and its sensors. The Tarantula's sensors have a range of 20 meters and include thermal, olfcatory, audio, and motion sensors. The disk also contains the unit's main weapon, a carbon-steel injector/stinger. The injector holds six injections, which can be of different types. For example, a unit might be equipped with acid and poison-the acid is to burn through a target's armor and the posion to kill. The needle weapon uses roughly the same sort of liquids that a Needle gun does (*CP2020*, pgs.107-108), and they have the same effect as needle gun rounds. The injector must usually be in contact with the skin or clothing to work, but acids and contact poisons can be sprayed onto the target, if the Tarantula is on or above it. The Tarantula can be programmed to attack a specific person or a general class of targets. Because of the Tarantula's limitations, they can sometimes be fooled (by changes in the target's sensor profile) and they can only handle a limited amount of programming (for example, they could be programmed to not attack anyone with a certain thermal emmitting badge, but they could not be programmed to attack left-handed people with blonde hair).

Located on the rim of the central body are four legs with "sticky feet" that enable the Tarantula to cling to nearly any surface. The legs also each contain a polymer thread maker that can create up to 30 meters of thread. The thread can be stuck to most surfaces and will support the weight of the Tarantula. This thread is most often used by a Tarantula to lower itself into rooms or onto a target.

For particularly important missions, a Tarantula can be remote controlled by a human or AI. The standard controller (included in the purchase price) has a range of 4 km. This range can be boosted with a stronger transmitter. For an additional 200eb the controller can be fitted with interface plugs, giving the operator a +2 bonus.

Game Notes: *Control Modifier: 0, SP: 6/SDP: 6, MA: 10, Battery Life: 8 hours, Control Range (standard): 4 km, Weapon: needle/stinger with six doses (a melee weapon with Acc +1, treat as a needle gun round). When operating on its own a Tarantula has: REF 8, INT 6, Sting Attack +2, Awareness +3, and Athletics +1.*

Adrek Robotics

A•R

Mini-Cyberform
Model B-2 "Centipede"
10,000eb

Lightning fast. Completely silent. Terrifying. Deadly. The perfect assassin or security system for those who want the best in mini autonomous remotes. Send a couple after your enemy. Have some stalking your security areas. Make your enemies afraid. Why buy a little bug when you can have a Centipede?

The Centipede has three 30 cm body sections and a 15 cm head section. The head section houses the Centipede's sensors, its mono-edged mandibles and its Advanced Air Gun. The Centipede's sensors have a range of 60 meters and include visual, thermal, olfactory, audio, and motion sensors. These sensors are all enhanced, giving the Centipede (or its operator) a +2 on all sense-based Awareness rolls. The mandibles function both as insulated cutters (they can easily snip steel cable) and melee weapons (they inflict 2D6 on a successful hit). The Advanced Air Gun has an integral targetting system (+2 on all attack rolls using it) and the following statistics: WA: +1 Damage/Ammo: Drugs #Shots: 30 ROF: 3 REL: VR Range: 50m. Treat the AAG's rounds as Needlegun rounds, except they inflict 1D6. The first body section houses the Centipede's ceretronic core and its target memory chips. The second body section houses a Micro Missile launcher (*CP2020*, pgs.91-2, #Shots: 4, REL: VR) and its ammo. The third section houses the Centipede's battery.

The Centpide can be programmed to target up to three specific people or a general class of targets. The Centipede can handle fairly complex instruction sets, but its does have limitations. In general, the Centipede can be treated as being slightly more intelligent than a dog.

Each body section has two legs which have "sticky feet" that enables the Centipede to cling to nearly any surface. The legs also each contain a polymer thread maker that can create up to 30 meters of thread. The thread can be stuck to most surfaces and will support the weight of the Centipede. This thread is most often used by a Centpide to lower itself into rooms or onto a target.

The Centipede is equipped with a stealth system which includes sound dampers, thermal dampers, and a chameleon outer skin (which alters to roughly match the terrain). This system yields a -3 penalty to the Awareness of those attempting to detect a Centipede using sound, thermal, or visual sensors.

The Centipede can be equipped for space operations for an additional 2,000eb. This upgrade includes radiation shielding (RSP: 4) and micro-thrusters that enable the unit to maneuver in zero-g. The thrusters can move the unit at up to 20 mph. A Centipede that has been modified for zero-g is not disoriented by zero-g conditions and uses all its skills at their full value.

For particularly important missions, a Centipede can be remote-controlled by a human or AI. The standard controller (included in the purchase price) has a range of 4 km (40km in space). This range can be boosted with a stronger transmitter. For an additional 200eb the controller can be fitted with interface plugs, giving the operator a +2 bonus.

Game Notes: *Control Modifier: 0, SP: 15/SDP: 15, MA: 8, Battery Life: 30 days Control Range (standard): 4 km. When operating on its own a Centipede has: REF 10, INT 7, Mandible Attack +3, Awareness +3, AAG +3 and Athletics +2.*
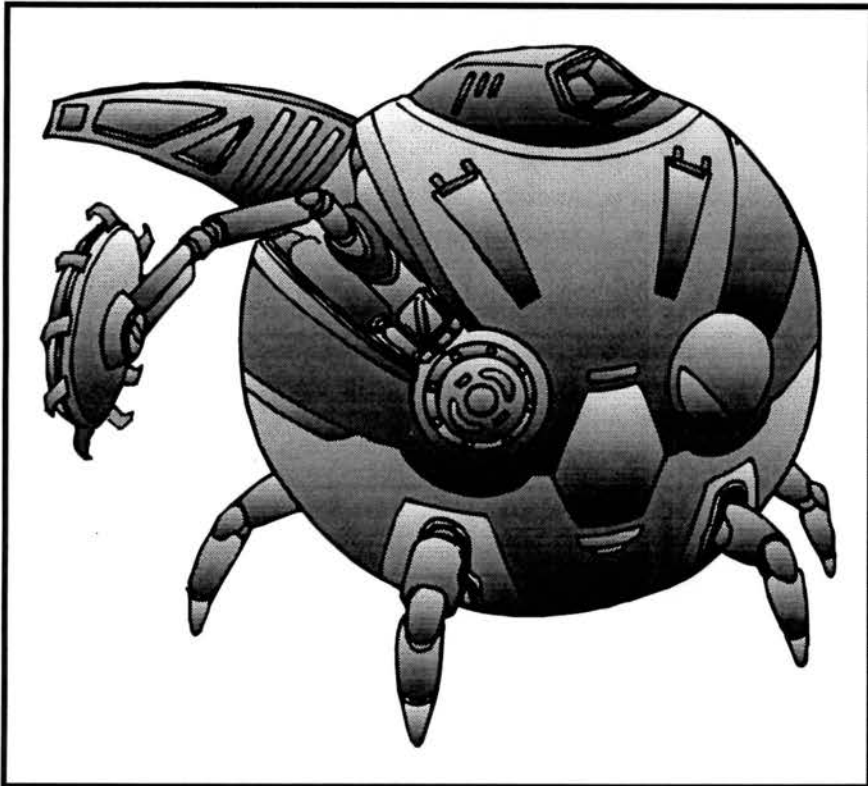
Mini-Cyberform Model A-3 "Beetle"

10,000eb

Laser armed. Laser reflective. Deadly. The perfect sabotage or security system. Stash a couple in your enemy's turf. Have some concealed in your security areas. Burn your enemies. Why buy a little bug?

The Beetle has a soccer ball-sized body. The body houses the unit's sensors, two extendible mini-buzz saw blades, and a laser. The Beetle's sensors have a range of 100 meters and include visual, thermal, olfactory, audio, and motion sensors. These sensors are all enhanced, giving the Globe (or its operator) a +1 on all sense-based Awareness rolls. The mini-buzz saws can extend out to 30 cm. These saws are typically used to cut through sensitive electronic equipment during sabotage operations. They can also be used as melee weapons (they inflict 1D6+1 on a successful hit, armor SP is 1/2). The laser has an integral targeting system and the following statistics: WA: +2, Damage/Ammo: 2D6+2, #Shots: 2, ROF: 2, REL: UR, Range: 25m.

The Beetle can be programmed to target up to three specific people (or systems) or a general class of targets. For example, it could be programmed to trash a certain area and fire on anything that interferes. The cyberform can handle fairly complex instruction sets, but does have limitations. In general, the Beetle can be treated as being roughly as intelligent as a dog.

The Beetle has six legs which have "sticky feet" that enables it to cling to nearly any surface. The legs also each contain a polymer thread maker that can create up to 30 meters of thread. The thread adheres to most surfaces and supports the weight of the Beetle. It's most often used by a Globe to lower itself into rooms or onto a target.

The Beetle is equipped with a highly advanced stealth system which includes sound dampers and thermal dampers. This system yields a -2 penalty to the Awareness of those attempting to detect a Beetle using sound, or Thermal sensors. The outer hull of a Beetle is optimized to reflect laser weapons and has an ablative layer.

Like the Centipede, the Beetle can be equipped for space operations for an additional 2,000eb. This upgrade includes radiation shielding (RSP: 4) and micro-thrusters that enable the unit to maneuver in zero-g. The thrusters can move the unit at up to 20 mph. A Beetle that has been modified for zero-g is not disoriented by zero-g conditions and uses all its skills at their full value.

For particularly important missions, a Beetle can be remote-controlled by a human or AI. The standard controller (included in the purchase price) has a range of 10 km (40km in space). This range can be boosted with a stronger transmitter. For an additional 200eb the controller can be fitted with interface plugs, giving the operator a +2 bonus.

Game Notes: *Control Modifier: 0, SP: 10 (SP: 30 vs lasers)/SDP=10, MA: 5, Battery Life: 30 days Control Range (standard): 10km. When operating on its own, a Beetle has: REF: 10, INT: 7, Laser +2, Buzz Saw +2, Awareness +3, and Athletics +3.*

FULL BODY CONVERSIONS

For a briefing on "Full Borgs," see Chromebook 2, page 63.

Moore Technologies

MoorE "Sheol" Hazardous
Moore Technologies

Operations Full Conversion

50,000eb

Modern civilization produces untold tons of hazardous by-products everyday and somebody has to deal with it. Dealing with the dangerous by-products of a technological society is a hazardous operation, indeed. Why risk lawsuits and injury by employing merely human workers? Why sacrifice quick thinking and inventiveness by employing robots? Get the best in Hazardous Operations. Get a Sheol.

The Sheol is designed for hazardous operations, which include radioactive material handling, biohazard transport, toxic chemical handling, hazardous material clean up, and other unpleasant jobs. While the Samson Full Conversion can handle some operations, only the Sheol is fully optimized for these dangerous jobs.

The Sheol's endo-frame is equipped with super-dense myomar fibers and magnetic pistons which function as its muscles. With its great strength, this borg is quite capable of transporting heavy-shielded hazardous material containers.

Since it's designed to work in hazardous situations, it would not do for the Sheol to be weak or vulnerable. The borg's hull is protected by advanced composite armor and has special shielding that enables it to resist radiation, toxins, and acid. The Sheol is a closed system, with a 16 hour solid-oxygen battery (like the Aquarius Full Conversion), so it is not vulnerable to most biohazards. In order to avoid situations that can harm it, the Sheol is equipped with advanced toxin and radiation scanners. Since it's often employed in clean up operations, the Sheol is equipped with arm-mounted "squirters" that can be used to neutralize certain chemicals and bio-materials.

Since Sheols constantly work in hazardous situations, the bodies tend to wear out rather quickly (or become too radioactive/toxic to support a biosystem). Because of this, Moore Technologies offers a replacement contract with each Sheol purchase. The contract costs 30,000eb and must be purchased at the time the Sheol is acquired. This contract gives a 25% reduction on every Sheol purchased by the original contractor after the first purchase (provided the borg's body wasn't rendered unusable through negligence or used in non-standard operations—like firefights).

General note for all 'Borgs — the Humanity Cost for each option uses the following notation: *N*, where N is the Humanity Cost.

SHEOL PHYSICAL STATS

REFLEX:	10
ATTRACTIVENESS:	NA
MOVEMENT ALLOWANCE:	10
M/turn:	30 m
MPH:	20mph
Jump (up):	6m
Jump (broad):	8m

BODY: 18 *12*

Lift:	720kg
Throw:	180m
Damage Mod:	+8

HAND-TO-HAND:

Punch:	1D6+8
Kick:	2D6+8

PHYSICAL STRUCTURE

HEAD:

SP: 30	SDP: 20/30
Options (Optic):	2 & 4
Options (Audio):	6

TORSO:

SP: 30	SDP: 30/40
Options:	2

RIGHT ARM:

SP: 30	SDP: 20/30
Options:	1

LEFT ARM:

SP: 30	SDP: 20/30
Options:	2

RIGHT LEG W/FOOT:

SP: 30	SDP: 20/30
Options:	2

LEFT LEG W/FOOT:

SP: 30	SDP: 20/30
Options:	2
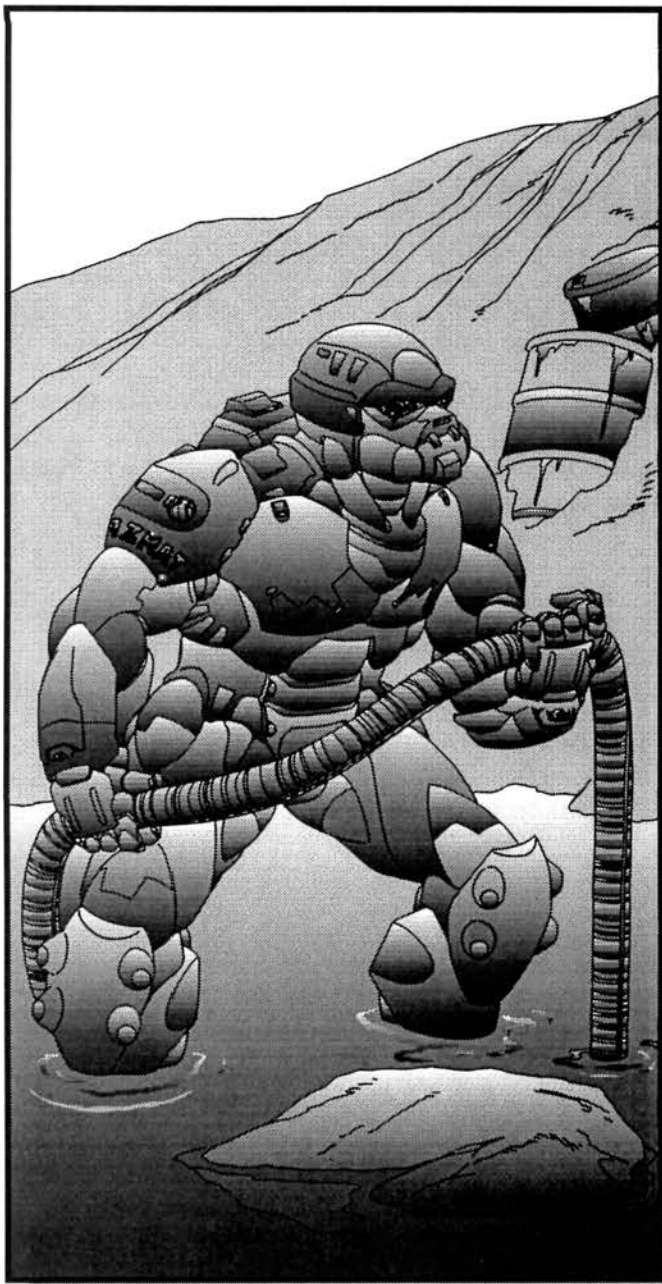
OPTION PACKAGES

SENSOR OPTIONS:

Times Square Plus: This interactive cyberoptic display enables a Sheol to access databases (such as handling procedures) through its interface plugs and radio link. It can also be used to display graphic images (one non-practical application is that a Sheol can watch TV through its optic system). *2*

Radiation Detector: A complex system for detecting radiation. The system has a microcomputer which can assess the nature of the radiation and estimate exposure damage to the Sheol, humans, and equipment. This detector has a 10m range and displays its interface in the Times Square Plus.

Toxin Scanner: Built into the right arm, this microcomputer system is equipped with sensors and probes designed to analyze chemicals. When used while a Sheol is attempting to determine the nature of a chemical, it adds +3 to any such rolls. The data from the Toxin Scanner is displayed in the Times Square Plus.*1*

OTHER OPTIONS:

Radiation Shielding: This protects the biosystem and cybersystems from the harmful effects of radiation. The shielding provides a RSP of 10 rads per turn (see *Deep Space* pp. 19-23 for radiation rules). *1*

Toxin Shielding: This protects the hull from almost all known chemical toxins and prevents potentially unpleasant chemical reactions from occuring (an early test model of the Sheol had its leg armor explosively vaporize when exposed to a particularly unpleasant chemical brew). *1*

Acid Shielding: This protects the hull from almost all known acids, thus enabling the Sheol to swim in sulfuric acid, for example. *1*

Squirters: Each arm is equipped with a "squirter" which is used to spray chemicals. These chemicals are used to neutralize other chemicals. Each squiter can be loaded with a different chemical and they are typically selected for the job at hand (for example, a Sheol assigned to acid handling would have its squiters filled with a base fluid). The squirters have a 5m range, and each fueled by its own replacable 5-turn cannister. The squirters can be filled with dangerous chemicals (exact effect depends on the chemical) and used as weapons. *2*

TOTAL PACKAGE COSTS
EURODOLLARS: 50,000
HUMANITY COST 18D6+8 (16D6+20)

MD Tech, Inc. "Kildare" Medical Full Conversion

46,000eb

Modern medical technology and modern medical problems put a great deal of stress on the modern doctor. Not only does he/she have to keep up with the latest techniques, but they often have to spend hours and hours at a time performing highly complex operations. Of course, there are also the physical hazards (psychotic patients, gunfights, disease, AIDS II) that a merely-human body is often too vulnerable to endure. The burdens on the modern doctor are enormous, but MD Tech offers a way to strengten the shoulders that bear those burdens…

Available only to licensed MDs (or anyone with enough cash for the "special fee"), the Kildare full conversion is a medical miracle. Once the doctor is housed in his new, tireless, body, he will have access to a wide variety of built-in medical equipment and the support and protection of an advanced biosystem.

The Kildare's sensor package includes enhanced optics, enhanced hearing and a medical scanner. The optical enhancements include Micro-Optics (for precise surgery), Enhanced Thermographic Sensors (for checking patient temperature, heat patterns and separating patients from stiffs at a glance in triage), and Image-Enhancement for image refinement). The hearing enhancement consists of amplified hearing (no need for a stethoscope). The medical scanner (which displays data via the Times Square Plus) is the latest in micro-medical scanners and can diagnose almost all known afflictions. Used by a skilled physician, the Kildare sensor package can find even the smallest microbe.

Once the Kildare finds a problem, he has to treat it. To this end it's equipped with two modular medical hands, injector resevoirs, and a blood supply. The medical hands are equipped with highly advanced surgical tools, the injector resevoir holds a supply of medical drugs, and the blood/IV supply holds up to one liter of whole blood (or other fluids), making the Kildare as well-equipped as an emergency room.

To offset the effect of fatigue, the Kildare is equipped with an AMA-approved Stim Chip. Thus, long after flesh and blood doctors are out of action, the Kildare is still as sharp as at the start of the shift. To avoid interferance with delicate medical instruments, the Kildare is fully shielded (it wouldn't do to have precise medical instruments disrupted when lives are at risk). To insure that a Kildare is always a phone call away, a phone splice is standard. If the Kildare happens to be out of celluar phone range, it also sports a back-up radio system. The Kildare is simply the latest in mobile medical technology. Approved by the AMA and endorsed by Trauma Team™.
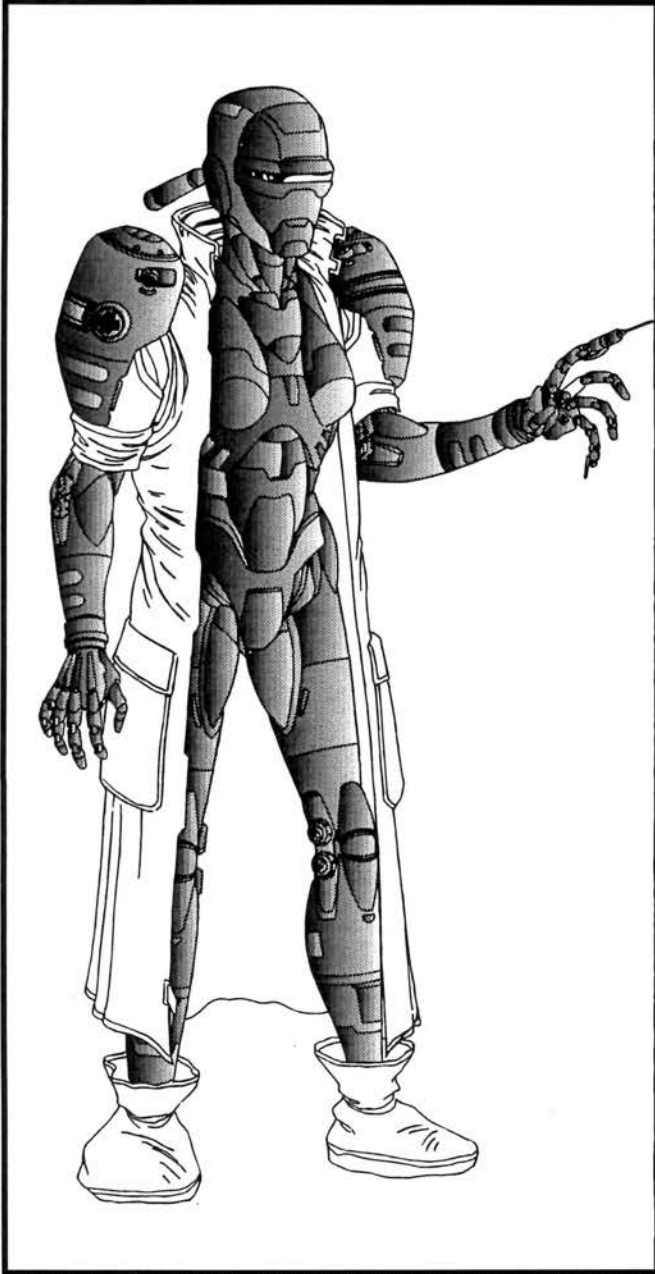
KILDARE PHYSICAL STATS

REFLEX:	10
ATTRACTIVENESS:	NA
MOVEMENT ALLOWANCE:	10
M/turn:	30 m
MPH:	20mph
Jump (up):	6m
Jump (broad):	8m

BODY: 12

Lift:	480 kg
Throw:	120m
Damage Mod:	+4

HAND-TO-HAND:

Punch:	1D6+4
Kick:	2D6+4

PHYSICAL STRUCTURE

HEAD:

SP:	25
SDP:	20/30
Options (Optic):	0 & 1
Options (Audio):	4

TORSO:

SP:	25
SDP:	30/40
Options:	3

RIGHT ARM:

SP:	25
SDP:	20/30
Options:	1

LEFT ARM:

SP:	25
SDP:	20/30
Options:	2

RIGHT LEG W/FOOT:

SP:	25
SDP:	20/30
Options:	2

LEFT LEG W/FOOT:

SP:	25
SDP:	20/30
Options:	2

Kildare's Times Square Plus optic. When *used in course* of a medical diagnosis, the medical scanner yields a +2 bonus to the Kildare's Diagnose Ilness skill roll. *1*

Times Square Plus: This optic serves as a graphic-based interactive display system. This optic enables a Kildare to access databases through his interface plugs and to receive information from his medical scanner. The various intruments built into the Kildare are also controlled via the Times Square Plus. *2*

Micro-Optics: Each of the Kildare's optics is the equivalent of a laboratory-grade microscope. With the optics, a Kildare can see bacterial infestations, micro-lessions in tissue, and so forth. *1*

Enhanced Thermographic Sensor: Designed specificaly for the Kildare, the Enhanced Thermographic Sensor allows the Kidlare to see the heat patterns of objects. Cooler objects show up as dark colors and hotter objects show up as lighter colors. This sensor is capable of making extremely fine temperature disctriminations and uses a combination of colors and patterns to indicate temperature variations. The ETS is located in the Kildare's left optic.*1* 200eb

Phone Splice: The phone splice links to a celluar phone transmitter/receiver that is built into the same circuit board as the radio. The Kildare can select the numbers to be dialed, put callers on hold, and so forth via the Times Square Plus. The celluar/radio board also contains a fifteen minute micro-recorder answering machine (to avoid interruption of those important golf matches). The celluar phone functions as a standard celluar. *1*

Radio Link: The radio link is located in the Kildare's head and uses the Kildare's metal components as its antenna. The Kildare can receive signals as audio or as text in the Times Square Plus. The Kildare sends by using its vocal links (the ones that activate its external speaker/mouth) which to activate the radio (this produces no external sound, unless the Kildare choses to do so). The radio has a range of *1*

OPTION PACKAGES
SENSOR OPTIONS

Medical Scanner: The medical scanner is an advanced scanner/sensor device used to perform a wide variety of medical scans, tests, and diagnostic procedures. The device is mounted in the right arm of the Kildare and links to a sensor/scanner unit in the finger. It can also accept tissue and fluid samples through a small port.The information from the medical scanner is displayed in the

Image Enhancement: The image enhancement optic located in the Kildare's left eye includes an advanced micro-processor optimized for graphic processing. When in use, the Kildare's *Awareness* skill is increased by +2, allowing the Kildare to spot visual clues with greater ease. *2*

Amplified Hearing: The Kildare's audio sensors are enhanced to improve hearing and sound recognition ability. When in use, the amplfied hearing provides a +2 bonus to all sound-related *Awareness* checks. The amplified hearing system is precise enough to allow the Kildare to determine the heart rate of anyone within one meter (in quiet conditions) and to diagnose certain heart afflictions (those that effect the sound of the heart beat) when the head of the Kildare is within a few inches of the patient.*1*

WEAPON SUBSYSTEMS:

None Installed

OTHER OPTIONS

Stim System: Not a crude caffeine or chemical stimulator, the Stim System serves to maintain the Kildare's organic systems in a state of alertness for up to twenty four hours of constant activity without sleep. While the Kildare (and all other full-body conversions) do not suffer physical fatique, they do experience mental fatique and they do need to sleep. The Stim Systems enables the Kildare to bypass its need for sleep and mental rest. After the twenty-four hour period, the Kildare will gradually become fatigued. *1*

Medical Shielding: Since the Kildare will often operate (literally) around complex and sensitive equipment in hospitals, it is imperative that the Kildare's onboard systems do not create interference. To this end, the Kildare is shielded to prevent unwanted output. *1*

Left and Right Medical Hands: The Kildare's medical hands are equipped with a variety of medical instruments. The right hand is equipped with a laser scalpel (does 1D6 if used as a melee weapon), a standard scalpel (does 1D6/3 in melee combat), a sensor/scanner (for the medical scanner), and an injector (the injector functions as a air hypo). The left hand contains an auto-suturing device, a bone saw (a mono-edged micro-buzz saw blade which inflicts 1D6/2 in melee combat), an auto-injector, and a suction device (which feeds into a tube that connects to an external collector). *4*

Injector Resevoir: Each arm of the Kildare contains four injector resevoirs. Each resevoir is a small tube that can hold up to four doses of any liquid drug. Each resevoir feeds the injector of the hand attached to the arm it is in. The Kildare can switch tubes at will, using the Times Square Plus visual interface. In order to avoid drug mixing, the injector is cleaned out by a high pressure burst

of air between uses. Since it is a air-hypo, there are no needles to change. *1*

Blood/IV Supply: The Kildare has a Blood/IV supply built into its torso. The supply consists of four separate containers that have attachment of IV tubes. Each container holds a quarter of a liter of fluid. *1* 300eb

TOTAL PACKAGE COSTS
EURODOLLARS: 46,000
HUMANITY COST: 19D6 (16D6+18)

Adrek Robotics
Adrek Robotics
A•R
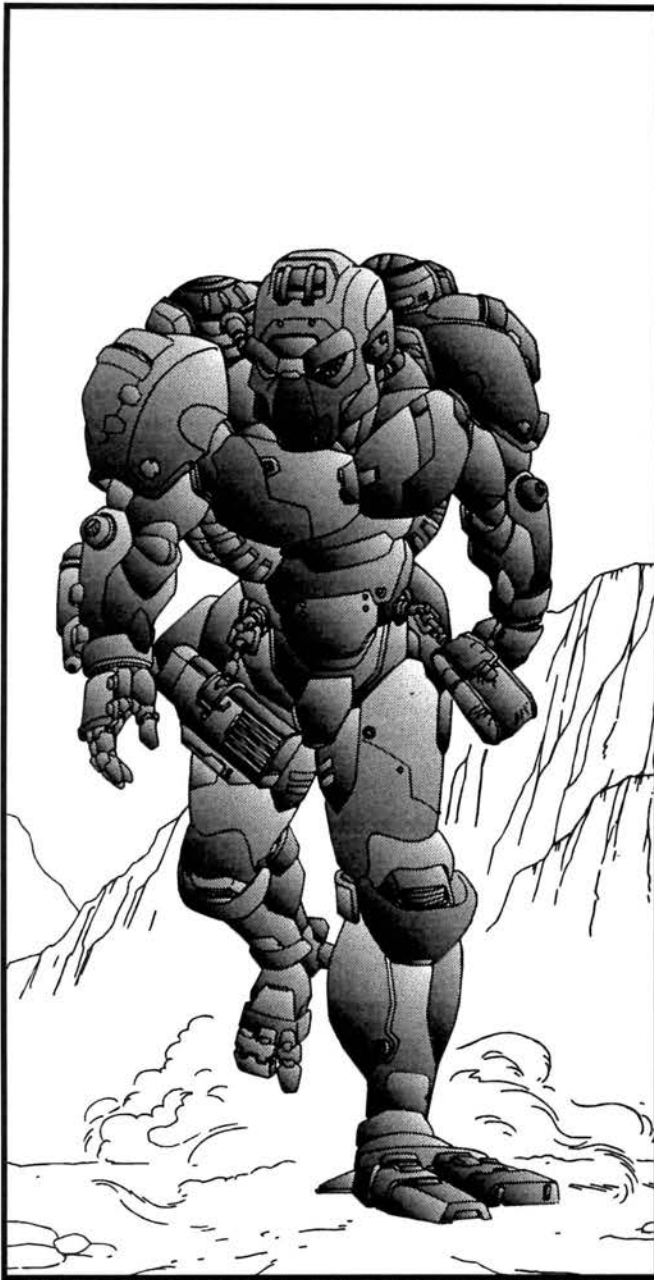# "Burroughs"
Mars Operations
Standard Full Conversion
42,000eb

With its extreme temperatures, thin atmosphere, and terrible dust storms, Mars is a very hostile place for human beings. Of course, Mars is also a treasure trove of enormous potential. Sure, you could place your faith in protective suits and so on…but accidents do happen. Why take chances with protective suits, why worry about hull failures? Go to Mars...but go Metal first!

The Burroughs is the new full conversion for Mars. In this respect, it is analogous to the Alpha class. Purchasers typically customize their basic model with various options, such as enhanced optics, weapons, and so forth.

Because the Burroughs is designed to operate on Mars, it is protected against the harsh environment. The protective systems include enhanced armor, environmental control systems, and radiation shielding. The Burroughs is outfitted to traverse the surface of Mars. Its feet are designed to deal with everything from loose sand to broken terrain. For safety purposes, the Burroughs is equipped with a 'Goop shooter' to seal holes in hulls and suits. Since Mars is a big, bleak world,

have been considering purchasing Burroughs (and other full conversions) with bio-pod receptacles and then shipping workers in interchangeable biopods (they would be linked to braindance the entire journey). Projections indicate that bulk shipping of biopods would actually result in a long-term savings in cases where workers are rotated to and from Mars (and require full body conversions).

BURROUGHS PHYSICAL STATS

REFLEX:	10
ATTRACTIVENESS:	NA
MOVEMENT ALLOWANCE:	10
M/turn:	30 m
MPH:	20mph
Jump (up):	6m
Jump (broad):	8m

BODY: 12

Lift:	480 kg
Throw:	120m
Damage Mod:	+4

HAND-TO-HAND:

Punch:	1D6+4
Kick:	2D6+4

PHYSICAL STRUCTURE

HEAD:

SP:	35
SDP:	20/30
Options (Optic):	4 & 4
Options (Audio):	4

TORSO:

SP:	35
SDP:	30/40
Options:	4

RIGHT ARM:

SP:	35
SDP:	20/30
Options:	3

LEFT ARM:

SP:	35
SDP:	20/30
Options:	3

RIGHT LEG w/FOOT:

SP:	35
SDP:	20/30
Options:	2

LEFT LEG w/FOOT:

SP:	35
SDP:	20/30
Options:	2

with few people, sometimes they get lost. However, if a Burroughs becomes lost, it is equipped with a radio beacon/detector so he will not stay lost for long.

Burroughs conversions are reasonably popular on Mars and are generally customized for specific jobs. Because of the high cost of shipping equipment to Mars, many agencies and companies will purchase a standard Burroughs (and a variety of option packs) for one of their agents and ship them to Mars. The Burroughs will then be modified as required. Rumor has it that some companies

OPTION PACKAGES
SENSOR OPTIONS

Radio Beacon/Detector: While Mars is smaller than Earth, there are vastly fewer people and habiations on Mars. The terrain is also rather bleak. Because of this, getting lost on Mars, especially during a storm, is surprisingly easy. As a result of this, all Burroughs are equipped with 100 KM range radio beacon/detectors, to aid searchers and help a Burroughs find its way home. *1*

WEAPON SUBSYSTEMS:

None Installed

OTHER OPTIONS:

Goop Ball Launcher: This arm mounted airgun fires Goop balls. Each shot can seal up to a 2" hole. The launcher has a 10 meter range. *1*

Radiation Shielding: Because Mars' atmosphere does not block as much radiation as Earth's, the Burroughs is equipped with radiation shielding to protect its hardware and organic components. This shielding provides 6 RSP (see *Deep Space* p. 19-23). *1*

Sand Feet: The Burroughs' feet are optimized for the surface of Mars. When in a dessert region, the toes spread out (creating a wider surface area because there is material between the toes) for surer footing. The bottom of the feet are fitted with sure-grip treads, which give it solid footing when moving about on broken terrain. *0*

Temperature Control: Since the temperature on Mars is more extreme than on earth, the Burroughs is protected by Temperature Control. This system consists of internal tempature regulation equipment as well as a protective surface coating. This control serves to keep the interior of the Burroughs within its operating parameters, even during the coldest Martian weather. Because of this system, the Burroughs is not effected by cold and ice will not form on its surface. One effect of this system is that it acts as an additional 5 SP against heat based-weapons (such as lasers and flamethrowers). *1*

Increased SP: The outer hull of the the Burroughs has been strengthened to resist the scouring sandstorms of Mars. The increase is +10 SP. *0*

TOTAL PACKAGE COSTS
EURO DOLLARS: 42,000
HUMANITY COST: 16D6+4

Militech Cybernetics
International
"Spyder"
Reconnaissance Duty
Full Conversion
118,110eb

You're perched upside-down, anchored to a shadowy ledge on the 58th floor of the competition's office tower. From your unlikely vantage point, you have a view of the Vice Chairman's office—it's got one-way glass, but that doesn't bother your thermographic vision. Liquid lenses magnify the slippery snake's face by a power of 18, giving your computer-enhanced graphics routines more than enough visual data to make his lips readable. He looks out the window, but he can't see you. You're the color of wet sandstone right now. You've got what you came for, so you lower yourself down to the next ledge on the trifilament cord spooling from your internal flywheels. Just as you're about to touch down, you hear a sound above the rain (thank you, audio editors)—whirring micromotors and flexing myomers. Sounds like a foot patrol boasting a few cyberlimbs, at least. You pause in midiar, dangling from your cord, and swivel the autorifle you call an arm in the guard's direction. He walks right on past you, never thinking to look up. Lucky for both of you. You get on outta there and head for the AV parked twelve rooftops away. Tomorrow you're off to the Canal zone to scope out a POW camp. Thank God. You hate these spook jobs.

A day in the life of a Spyder— the ultimate intelligence-gathering tool, created by the experts in successful warfare. Militech Cybernetics Inter-

national put the design team who created their Eclipse full-body conversion package on the job of refining the military full 'borg, and they wound up redefining the category! After careful tactical analysis, the Eclipse team came to the conclusion that heavy-duty, front-line fighting should be left to Powered Armor troopers—meat grunts in tin cans are a dime a dozen, but a full conversion cyborg costs more, can do more, and has a lot more invested in him (the therapy costs alone...). Militech's Spyder is a milspec cybrog through and through, but is designed for recon and probe: get in & get out, all the while taking adavntage of the most advanced cybernetics the battlefield's ever seen. Sure, the Spyder can fight (and well!) but what they do best is arm your side with the ultimate weapon... Information.

Within its armored chassis, the Spyder packs the most efficient array of computerized sensor suites ever deployed by anything less than a EWACS aircraft. Compu-graphed thermal imaging, vibration-sensetive geophones, digital video resolution intensifiers and real-time orbital relay capability are just the beginning. Among these systems and a host of others, the Spyder features two sensor systems currently unique to this cybernetics package: Acoustic Alarms and the Raser visual scanner. Both of these highly-advanced intelligence sytems operate in concert with expert systems, and provide the cyborg with a new dimension of information-gathering possibilities.

The Spyder's Acoustic Alarm system, supported by its dedicated processing package, can be programmed to "listen" for particular sounds and either edit them out or edit everything else out. The most common application of this system is to normally provide enhanced audio of the surrounding environment, but it can also "zero in" on any sound which matches pre-programmed parameters (such as the sound of treads or rotorblades); the Acoustic Alarm will inevitably "hear" these sounds long before any person would, and within a few milliseconds it reduces the volume of all "background" sound and magnifies the "target" sound for the cyborg's assessment. Other typical "target" sounds include microservos and myomers (as found in cyberlimbs), human breathing and/or heartbeats, and incoming bombs, rockets, missiles and mortar shells. The Acoustic Alarm can also be situationally-adjusted, acting as a typical Sound Editor/ Level Damper and can also function as Amplified Hearing and an Enhanced Hearing Range system.

The Raser™ (from Radar-Laser) scanning system sweeps a low-power laser beam across averything in a 180-degree arc in front of the cyborg and measures the reflection time for rangefinding purposes; this system is so precise that it can holographically reconstruct a model of the scanned area virtually instantaneously. It uses different colors to mark the relative smoothness or sharpness of the silouhettes of scanned objects, usually bringing out a person hiding among bushes, or an intact vehicle lurking among junked heaps. Visual camouflage and infra-red masking is powerless before a Raser scanner, and even camo nets become unreliable because the pattern of cords and gaps is a dead giveaway to the imaging software. It's very hard to hide from an Spyder.

A multitude of other sensory equipment supplements these exciting systems. Sesnory extension booms mounted on the shoulders and the head give the Spyder a talent for seeing around corners, and it can see in any conditions. Along with passive and active IR, thermographic, UV, radar, magnetometer, vibration-sensetive motion detector and telescopic vision packages, a parabolic microphone for specific listening jobs is built in, as well as an onbaord satellite link and full audiovisual recording and broadcasting systems.

Although ideally-suited to conventional warfare, the Spyder is just as effective at stealthy esionage operations. Scambled and/or tight-beam communications are available, and audio/visual recognition routines function not only to identify specific subjects, but radar signature identification and lip-reading expert software are also standard features! The lip-reading system is especially useful for corporate esionage operations, and the system is guaranteed to perform with a maximum 6 second delay. The Spyder itself is very hard to detect thanks to its IR thermal dam and environmental assimilation system, and it can go almost anywhere using a combination of its built-in parasail, all-surface climbing gear and electically-powered climbing/rapelling system. An internal gyroscope minimizes slip-ups, and the Eclipse design team built in one last feature to ensure effectiveness: Spyders are not fitted with pain editors. This ensures that the cyborg will not undertake any unecessary gung-ho actions, since it will be guaranteed to hurt! However, if combat does become inevitable, the right arm's quick-change mount can accept a double-barreled weapons battery consisting of an autorifle and a multi-role shell launcher. The Spyder's name says it all—wall-crawling, patient, observant and efficient.

SPYDER PHYSICAL STATS

REFLEX:	12 (4HC, 4000EB)
ATTRACTIVENESS:	NA
MOVEMENT ALLOWANCE:	20 (20hc, 15,000eb)
(W/Turn:	60m
MPH:	40mph
Jump (up):	6m
Jump (broad):	15m

BODY: 12

Lift:	480kg
Throw:	120m
Damage Mod:	+4.

HAND-TO-HAND:

Punch:	1D6+4
Kick:	2D6+4.

PHYSICAL STRUCTURE

HEAD:

SP:	30
SDP:	20/30
Options (Optic:):	0/0
Options (Audio):	0

TORSO:

SP:	30
SDP:	30/40
Options:	4

R. ARM W/ HAND:

SP:	30
SDP:	20/30
Options:	0

L. ARM W/ HAND:

SP:	30
SDP:	20/30
Options:	0

R. LEG W/ FOOT:

SP:	30
SDP:	20/30
Options:	0

L. LEG W/ FOOT:

SP:	30
SDP:	20/30
Options:	0

OPTION PACKAGES:

Sensor Options:
Cyberoptics:

Front Optic Mount: Mounts 5 cyberoptics (see *Chromebook 2*). *4*
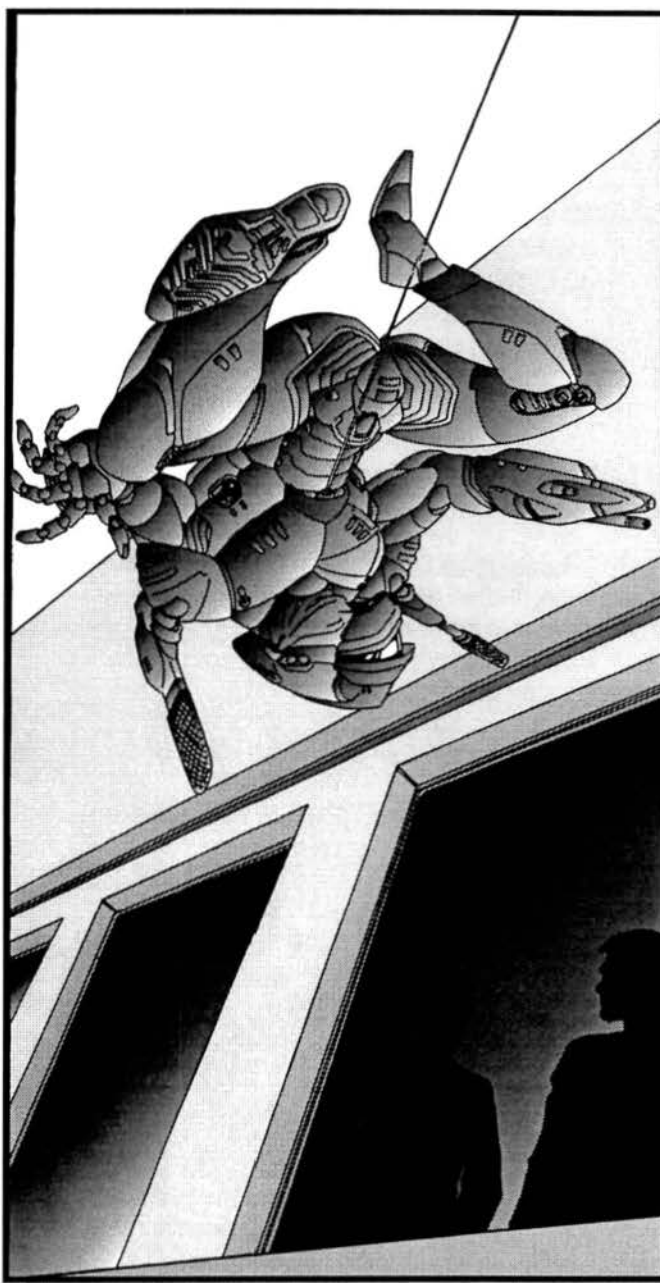
Cyberoptic 1: Lowlight, Image Enhancement linked to Expert System, Antidazzle, Targeting Scope (*Cyberpunk 2020* pg77). *6*

Cyberoptic 2: Thermographic Imager (negates darkness modifers and adds +5 to detect 125-degree+ targets; can see thru walls at 10m), Image Enhancement linked to Expert System, Antidazzle, Targeting Scope (*Maximum Metal* pg67). *6.5*

Cyberoptic 3: Telescoptics (allows televisual scanning at extreme ranges; -1 Awareness per 800m), Image Enhancement linked to Expert System, Antidazzle, Targeting Scope (*Maximum Metal* pg27). *1.5*

Cyberoptic 4: Infra-Red (passive or active with spotlight), Image Enhancement linked to Expert System, Antidazzle, Targeting Scope (*Cyberpunk 2020* pg77). *6.5*

Cyberoptic 5: Times Square Plus (for heads-up display information), Antidazzle (*Chromebook 1* pg38). *4*

Head Sensory Extensions: Each mounts a full-function cyberoptic and audio pickup.

Right Head Extension Optic: Video Cam/Transmitter, broadcast on Radio Transmitter (*Chromebook 1* pg39). Audio also has transmitter. *3*

Left Head Extension Optic: Video Imager, Image Enhancement linked to Expert System, Lowlight (*Chromebook 1* pg39). Can also receive audio. *5.5*

Shoulder Sensory Extensions: Each mounts a full-function cyberoptic and audio pickup.

Right Shoulder Extension Optic: Microoptics, Image Enhacement linekd to Expert System, Antidazzle, Lowlight (*Cyberpunk 2020* pg77). Audio pickup. *4.5*

Left Shoulder Extension Optic: See Cyberaudio section.

CYBERAUDIO:

Acoustic Alarm System: A smart audio processor linked to the Expert System, it incorporates Sound Editor, Level Damper, Amplified Hearing and Enhanced Hearing Range; it also adds +1 to audio *Awareness* checks (4 audio spaces). *6*

Military Radio: With band-jumping, burst transmission, IFF and Scrambler function, 500km range (2 audio spaces, *Maximum Metal* pg67). *1.5*

Parabolic Microphone: Mounted in the left shoulder sensor boom, it can listen with normal hearing levels at extreme range; -1 *Awareness* for each 800m range (Boom's audio space). *2*

Tight Beam Laser Communications: Mounted in the left shoulder sensor boom, with full line-of-sight range (Boom's optic space,). *1*

Cellular Phone: An advanced model with a 20km range and scrambler (1 left arm space, *Maximum Metal* pg67). *1*

Satellite Uplink: For realtime orbital data exchange, using the back as an antenna array (1 torso space, *Maximum Metal* pg67). *1.5*

OTHER SENSOR SYSTEMS:

Raser™ Scanner: Mounted in the skull, this device scans an area and defines silouhettes by colors; it eliminates any modifiers for camoflage and adds +2 to *Awareness* checks through its link to the Expert System (1 torso space). *3*

A/V Recorder: This digital recorder feeds through the 'Borg's optics and audio and can store 6 hours of audio and video on a chip; two chips can be loaded at once (1 R. Leg space, *Maximum Metal* pg68) *0.5*

Sniffer: An Olfactory Booster linked to the Expert System which adds +1 to smell *Awareness* rolls and has a 50% chance of picking up a scent for +2 to *Shadow/Track* skill, and a Chemical Analyzer which can break down and identify chemical components in the air (0 spaces). *4*

Radiation Detector: Built into the right shoulder; 10m range (0 space). *2*

Remote Targeting Link: For sending and recieving indirect fire data (0 space, *Maximum Metal* pg68). *0.5*

Motion Detectors: These vibration-sensetive geophones built into the feet can be used for the 'borg's own weapon targeting, in concert with the remote targeting link, or as a vision and navigation aid: linked to the Expert System, they detect all movement within a 125m area, modified by size of moving object and amount of background vibration (1 space each leg). *2*

Magnetometer: This Magnetic Anomoly Detector pinpoints large masses of metal within 100m and firing railguns within 300m, regardless of non-metal obstructions (1 left arm space, *Maximum Metal* pg68). *1*

Radar Suite: Detects objects out to a 10km range, and its radar detector function will always detect civilian and police radar, and it will detect military radar 50% of the time (1 torso space, *Maximum Metal* pg27,69). *3*

Laser Detector: 90% chance of detecting lasers or microwave rangefinding spots on the cyborg, allows a dodge attempt (0 spaces, *Maximum Metal* pg79). *0.5*

WEAPON SUBSYSTEMS:

Quick-Change Mount: Right forearm (including hand) can be removed and a gunpod holding a smartchipped M31A1 can be attached (All right arm spaces). *7*.
M31A1 (from *Chromebook 1* p45):

RIF	+4	N	R	4D6 (4.5mm)
1	50	30	ST/VR	400m
GL	+1	*	*	* (25mm)
4	2	ST		300m

OTHER OPTIONS:

Variable Spectrum Spotlight: Mounted in the forehead, can project vsibile or IR light (0 space, 0.5hc, 200eb). Laser Spot—Can accurately determine range to and from a target and can designate targets for laser-guided weapons; it also has a 90% chance of blinding unshielding organic eyes looking into it (1 left arm space, *Maximum Metal* pg72). *2*

EMP Shielding: Protects against EMP, microwaves, electicity (0 option spaces, *Chromebook 2* pg85). *6*

Gyro-Balancer: +2 on sickness rolls, +2 on any REF maneuver involving balance (0 space, *Chromebook 1* pg38). *1*

Parasail: This internally-stored back unit compresses the 'chute into a tiny package, and blasts it out with gas pressure; cannot work under 200 feet (1 torso space). *2*

Climbers: The Spyder's hands and feet have extendable, triple-jointed digits for superior gripping and climbing ability. They also have powerful "claws" which can dig into solid material to aid in climbing; they add +4 damage in melee combat and add +2 to *Climbing* tasks (modifies hands & feet). *2*

Grappling/Rapelling Cable: 100m of trifilament cord spooled out from the solar plexus area, run by an electrically-powered flywheel. The cord ends in a grappling claw with monoblade grippers and a package of 6 detachable molecular-adhesive heads. It can hold 500kg before jamming, and it has no launcher; it must be thrown (1 torso space). *1*

IR Thermal Dam: This system absorbs IR emissions, then safely bleeds them off in a random pattern; -5 to IR *Awareness* rolls (0 space, *Chromebook 1* pg15). *2*

Environmental Assimilation System: The Spyder's exterior patterning and coloring can be selected; 24 different camos, plus olive drab & flat black (selectible by the borg); observers are at -2 *Awareness* if the Spyder holds still, -1 if it moves, and the bonus compounds for each 10m distance (0 space, *Chromebook 1* pg28). *1*

Expert System: An INT-2 Computer with skills of +10 in Lipreading and Specific Knowledge skills involving identification of sounds and other signatures; bascially a PCX running EXPERT skillware. Becuase of its dedicated processing structure, it provides such excellent computer-assisted sensory analysis that the Spyder gets +5 to ALL sensory rolls (1 left leg space, *Chromebook 2* pg14,16). *6*

TOTAL PACKAGE COSTS
EURODOLLARS: 118,105EB
HUMANITY COST: 39D6 (16D6+137.5)

"It is the most sophisticated, most effective—simply the best—full cybernetic conversion package ever made. However, more than 60% of conversion subjects suffer psychological fragmentation. Intensive personality reconstruction and fine-tuning of the nervous system are recommended to reduce identity loss. How pathetic."*

—Nils "Dr. Death" Engelsson, Ph.D., M.D.

*This means ICT Therapy [Chrome 2, p.101-102] is a must for this conversion. Be warned!

Raven Microcybernetics "Wiseman"

Cyberspace Commando Full Conversion

RAVEN®
MICROCYBERNETICS

91,381eb

The glittering matrix of cyberspace ties together the entire world, encompassing corporate hierarchies, underground piracy, military espionage and boundless virtual frontiers. It's said that he who masters the Net masters the world; if that's true, then none are better qualified to master the world than a Wiseman. Utilizing the efficiency of full cybernetic conversion, the processing power of a supercomputer, and the focused fusion of pure human genius, Raven Microcyb's Wiseman embodies that ethereal communion with the global information system which Netrunners seek like nirvana.

Once brought over from the meat world to his new incarnation, the reborn Wiseman will never experience "plain vanilla" reality again. To enahnce the cyborg's affinity to Netspace, his mind will experience the outside world through RMC's patented TechGnosis™ interface. This operating system interprets all five sensory stimuli and translates them into binary data—this machine langauge is fed to the mind as a Netspace simulation, acclimating the Wiseman to the environment of the Net until it is second nature to him. One Wiseman interviewed on the subject commented that the relative difference he perceived between Realspace and the Net was like the difference between standing on a beach and swimming in the ocean. Some people find it difficult to relate to a Wiseman, but seldom would this bother such an evolved cyborg.

The Wiseman's TechGnosis™ operating system also serves as a link to his NeuroNet® parallel-processing network. Spread throughout the cyborg's chassis is a multitide of slaved "dogbrains" whose psuedo-intelligence routines effectively give a Wiseman the equivalent of 11.4 pounds of brain. Hardwired into a superconductive nervous system, these slaveminds allow the Wiseman to think faster and act more often than any human and even most computer mainframes. When jacked in, a Wiseman is as effective as a squad of assault programmers—when in realspace, a Wiseman can often be observed holding two or three different conversations at once.

Beyond the Wiseman's impressive suite of wetware, this full body conversion boasts every option a cyberspace savante could ever hope for. The core of the Wiseman's system is a cellular cybermodem with complete response enhancement, intrusion hardening and a central HOLO-RAM storage bank with a 40MU capacity. Furthermore, the Wiseman's limbs each house a secondary 20MU databank—all data storages consist of hyperspeed crystals stored in a liquid suspension matrix of non-conductive and impact-neutral gel, linked to the main system by monofilament transmission media. For maximum response times, the cybermodem can only access one memory at a time (it takes one action to switch drives), but across-the-board access can be also acheived (for a -5 to Initiative). The cybermodem's Intrusion Countermeasure Electronics are configurable to preference through an internal ROM-burner, allowing the secondary databanks to be protected hierarchically. The linkages provided by the NeuroNet® also connect the cyborg's mind and the slavebrain coprocessors with all memory storages directly, granting computing power superior to Microtech's much-vaunted IIKL workstation (works the same way; runs programs, INT 3, can use compumods, etc). A neural flip-switch and an optionally-enabled auto-punchout system maintain full control over the cyborg's transitions between realities, and thanks to an I-G algorithmic interpreter, the Wiseman can employ Net-Vision at any time. Onboard satellite up/downlink equipment grants direct access to the Global Grid, and needless to say, full shielding from microwaves, elctrostatics and EMP is standard!

On the realspace front, Wisemen can program for days at a time if necessary: a 72-hour BioSupport system is housed in the abdomen (the interchangeable nutrient cannister can be replaced with a fresh one—30eb from any BodyWeight outlet). For courier and cold-storage duties, a hexidecimally-coded tree of Write-Only Memory allows eidetic "post-hypnotic" information compression. Loading the correct software, they can also perform all the duties of an audio, video, VR or braindance editing studio. Video recording and display interactives are tied into the optical array, and the forearms house every necessary peripheral: multiple I/O ports, internally spooled "Livewire" prehensile interface cables, a video display screen, four chipreaders, credcard reader, keypad, speaker, microphone, chipware sockets techscanner probe and expansion ports. To top off the package, the

Wiseman's sleek black exterior was designed by Eji of Japan for the ultra-modern "living display" look.

Final Notes: It has been rumored that RMC manufactures a Wiseman Mark-II which does not use a transplanted brain, but actually houses a cloned brain encoded (via Soulkiller-type programs) with a software duplicate of a human mind! Also, beware of damage: although the Wiseman is as tough as any other full 'borg, if damage penetrates armor, a computer system of some kind is bound to be disabled (roll randomly for the area hit)! This could get expensive…

WISEMAN PHYSICAL STATS

REFLEX:	**14 (8HC, 8000EB)**
ATTRACTIVENESS:	NA
MOVEMENT ALLOWANCE:	**10**
M/Turn:	30m
MPH:	20mph
Jump (up):	6m
Jump (broad):	8m

BODY: 12

Lift:	480kg
Throw:	120m
Damage Mod:	+4

HAND-TO-HAND:

Punch:	1D6+4
Kick:	2D6+4

PHYSICAL STRUCTURE

HEAD:

SP:	25
SDP:	20/30
Options (Optic):	0/0
Options (Audio):	2

TORSO:

SP:	25
SDP:	30/40
Options:	0

R. ARM W/ HAND

SP:	25
SDP:	20/30
Options:	0

L. ARM W/ HAND

SP:	25
SDP:	20/30
Options:	0

R. LEG W/ FOOT:

SP:	25
SDP:	20/30
Options:	1

R. LEG W/ FOOT:

SP:	25
SDP:	20/30
Options:	1

OPTION PACKAGES

SENSOR OPTIONS:
CYBEROPTICS:

Video Imager: Internally displays video transmissions (2 option spaces, *Chromebook 1* p39). *2*

Net-Vision: Provides a Net's-eye view of realspace location (1 option space, *Chromebook 2* pg24). *0*

Times Square Plus: Chipware visual interface (3 option spaces, *Chromebook 1* pg38). *2*

MicoVideo Optic: Unlimited video recording (2 option spaces). *0.5*

CYBERAUDIO:

Micro Recorder Link: Unlimited audio recording (1 option space) *0.5*

Phone Splice: Cellular commo (1 option space.) *1*

Scrambler: Secures phone (1 option space). *0.5*

Tight Beam Radio Link: 1 mile range (1 option space). *1*

WEAPON SUBSYSTEMS:
None installed.

OTHER OPTIONS:
COMPUTER SYSTEM:

INT-3 Computer: Basically a workstation-level BodyComp (*Chromebook 2* pg8) which has all the capabilites of a Microtech IIKL Workstation with a cybernetic control interface adding +2 to applicable rolls (1 torso option space, *Chromebook 2* pg15). *5*

DataShielding: Protects the computer against Tempest equipment (*Chromebook 2* pg17).

Wet Drive Access Link: Allows neural access of data stored in various MU databanks (0 option spaces, 0.5hc, 200eb, Chromebook 2 pg6).

TechScanner & CTD CompuMods: Through ports in the forearms, the Wiseman can read Credcards (& make transactions) and has a 60% chance of getting +3 to tech rolls; these use up 6MU from one of the databanks (1option space each arm, *Chromebook 2* pg18). *0.5*

Chip Ports: For running neuralware and reading & writing to datachips (music, video, VR & braindance) (0 option spaces). *1*

Chronomometer: A timekeeper linked to the Times Square Plus, with all the functions imaginable (0 options). *1*

CYBERMODEM:

Cybermodem Link: Allows full control of a Cybermodem (0 option spaces). *1*

Cellular Cybermodem: Speed +4, 40MU and Data Walls at +20 due to the internal ROM-burner—but each memory Databank (see below) can only have +8 Data Walls max. This deck can also act as a high-quality Cybernetic Control Deck for remotes (*Chromebook 2* pg30), adding +1 to all related rolls (1 torso option space). *1*

Extra Databanks: Each limb has a 20MU memory storage bank; usually one is used at a time, but if all are accessible at once there is a -4 to the netrunner's initiative; that is, -1 Speed per extra Databank (1 space each limb). *4*

Auto Punchout Option: When engaged, protects cybermodem systems against software attacks at -5 Intiative (0 option spaces, *Chromebook 1* pg8). *0*

Flip Switch: Can toggle between realspace and netspace views (0 option spaces, *Chromebook 1* pg9). *0*

TOTAL PACKAGE COSTS
EURODOLLARS: 91,381EB
HUMANITY COST: 23D6+3 (16D6+45) PLUS
AN ADDITIONAL -1 EMP.

"Do you believe in God?"

—Akira, Tokyo/Chiba regional AI

"I'm the God."

—Chow, Wiseman, Hong Kong region

NEW FULL-'BORG OPTIONS

Eelskin
1400eb

The Eelskin system modifies the exterior of the full cyborg with a network of conductive electrical nodes. Emplaced 2/10ths of a millimeter below the surface of the 'Borg's body and powered by a 6-use replaceable battery, the Eelskin allows the 'Borg to deliver an electrical shock to anyone who touches him. A sensory grid laid out across the body detects any humanoid contact and instantly charges the cyborg with 75,000 volts of pure nerve-scrambling power (the victim makes a BOD + Endurance skill roll: 25+ he takes 1D6 damage; 20-24 he's stunned for 1D10+2 turns and takes 1D6+3 damage; 15-19 he's stunned for 1D6+2 minutes and takes 2D6 damage; less than 15 he's stunned for 1D10+5 minutes and takes 2D6+3 damage). The 'Borg himself is immune thanks to the Farraday principle and special shielding on certain vital components.

Surgery: MA, HC=1D6

CyberSteroids
300eb per +1 BOD/STR

Contracting Crystalline Poly-nucleotide Lattice—CCPL, as it is known—is what makes today's Powered Armor so terrifyingly strong. These plasteel fibers feature electrically-controllable length and impressive weight efficiency, making them as much as four times as powerful as more conventional myomars. International Electric Cybernetics, Militech Cybernetics International, Cybermatrix and Dynalar Technologies are all looking towards the possibility of redesigning their full-body conversion packages around this new technology. Several new cyborg models are being proposed with the core of their design philosophy being based around the use of CCPL muscle fibers. Currently, a full-body conversion CCPL retrofit is all that is available; it requires a complete reconstruction of the cyborg (during which time the biosystem is maintained in a stationary VR tank), replacing all myomers and magnetic/hydraulic systems with CCPL and replacing core elements of the endoskeleton with titanium and other ultra-durable components. The result is a cyborg whose strength is tripled, but whose weight is also drastically increased. "CyberSteroids" (as *Pop Tech* magazine has referred to the CCPL retrofit process) seems to carry a relatively low humanity cost, but its drastic alteration of the 'Borg's operative weight may make the value of the procedure somewhat debatable.

Game Notes: *CyberSteroids multiplies the Borg's BOD by 3. This is not adjustable; if your BOD is 12, it must become 36. However, each point of BOD gained also carries a cost of 1500eb and adds 3kg to overall weight; an Alpha Class (weighing 350lbs, or 159kg) Full 'Borg with CyberSteroids would have a BOD of 36 (capable of lifting 1440kg) and would weigh 231kg (500+ lbs!). Oof. However, this 'Borg would now be capable of mounting armor plating as effective as that used by Powered Armor (see Maximum Metal for more). To work, the CCPL requires increased power usage. To handle it, a new permanent back- or waist-mounted power unit is fitted (weight equals 5% of the 'borg's new weight, good for 10hrs, 200eb @, 20eb/recharge); when the power is exausted, there is an automatic step-down to the borg's original BOD/STR rating. Beware of Dragoons on CyberSteroids...*

Surgery: 2xCR, HC: 6D6

POWERED ARMOR
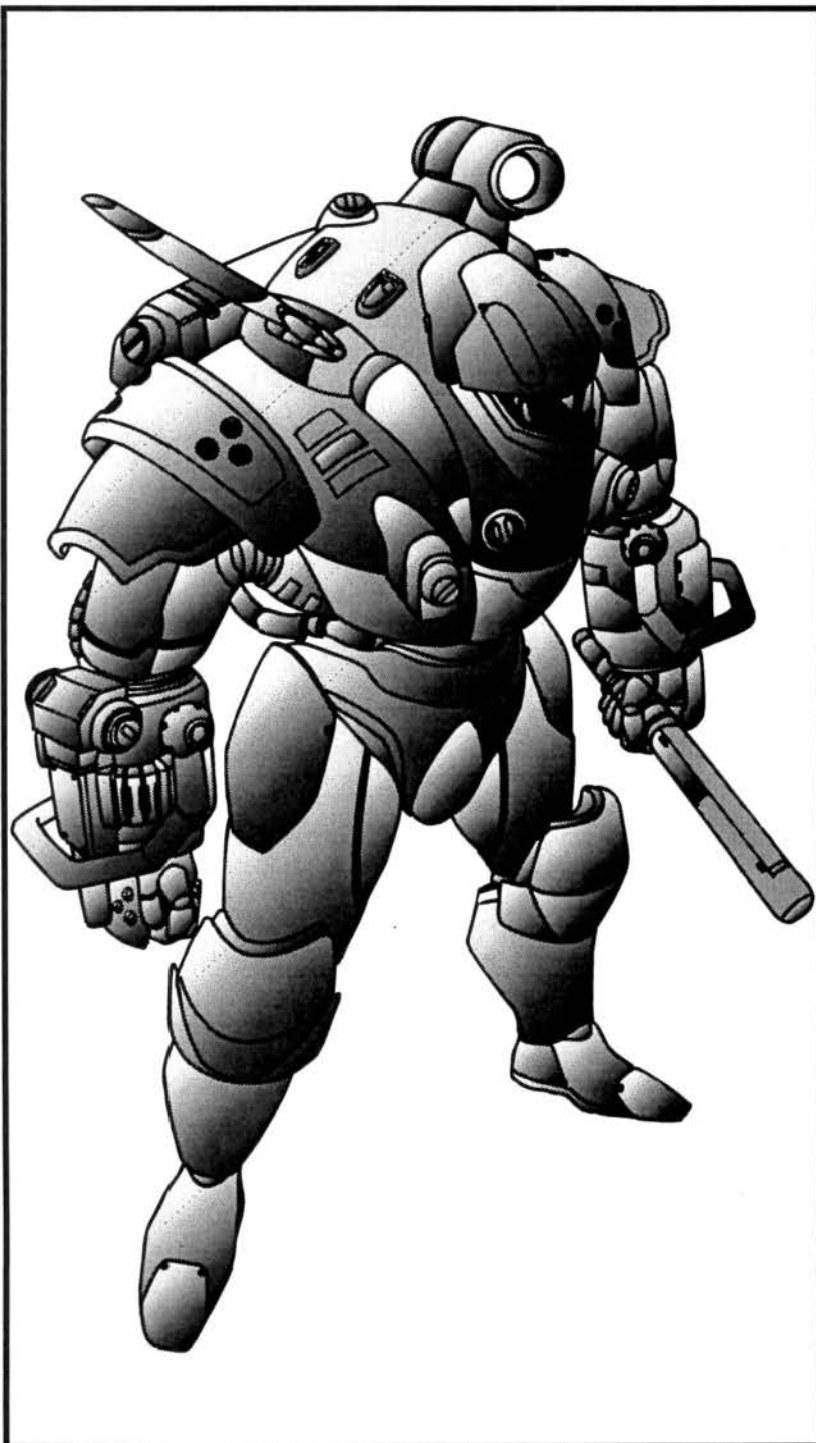
Arasaka Mfg.
Type-17k "GUARDIAN"
Assisted Combat
Personal Armor
76,260eb

Arasaka makes its presence known yet again with The Guardian! Designed to work in tandem with non-PA forces, or alone, the Guardian fills all your security needs. Available with trained personnel on request.

(see next page for stats)

NOTE: Items listed in the Powered Armor and WADs sections use rules from the *Maximum Metal*. Refer to that supplement for clarifications.

POWERED ARMOR SPECIFICATIONS

SUIT NAME:	Guardian
TOTAL WEIGHT:	440 kg
CHASSIS TYPE:	Katana (Gunslinger under liscence)
PUNCH: 3D10	KICK: 5D10
CRUSH: 3D10	RUN:
LEAP:	JUMP:

MANUFACTURER:	Arasaka
SIB/DFB:	+5 / +2
CHASSIS WEIGHT:	138 kg
CHASSIS CAP./CARRY:	1250 kg / 375 kg
TOTAL COST:	76,260 eb
TROOPER SIZE:	114 kg
TOUGHNESS MOD.:	-7

S	P	A	C	E	S
HEAD [1]	**R. ARM [2]**	**L. ARM [3]**	**R. LEG [4-5]**	**L. LEG [6-7]**	**TORSO [8-0]**
SP 25	SP 25	SP 25	SP 25	SP 25	SP 40
SDP 6	SDP 6	SDP 6	SDP 12	SDP 12	SDP 22

HEAD [1]

INTERNAL — SDP
1] ECI-Wideband HUD 10 / AV Record/ Scrambler 15
2] Laser Comm Thermograph Laser/Microwave Detector 25
3] STD Radio 0 (no space)

EXTERNAL — SP/SDP
1] Sense Extender 15 / 15 / Painting Las 15/10
2] Searchlight 10 / 5

NOTES:
LOW BOOST

R. ARM [2]

INTERNAL — SDP
1] Winch / Grapple 40
2] 7.62mm Light Machinegun 25
3] Volt Pistol 5 (Chrome 2, p. 43)
4]

EXTERNAL — SP/SDP
1] Fire Extinguish. 20/20
2] Stardust Cannister 30/ 15
3]

L. ARM [3]

INTERNAL — SDP
1] 12.7mm Hvy Machinegun 30
2] 12.7mm Hvy Machinegun 30
3] Auto-Fletch Pistol 15
4]

EXTERNAL — SP/SDP
1] Retina Scanner 20/10 / Blood Scanner 20/20
2] Flash Cannister 20/20
3]

R. LEG [4-5]

INTERNAL — SDP
1] Black Book 10 Mini-comp (Chrome 2, pg. 15) EMP Sponge 30
2] 7.62 mm reload #1
3] 7.62 mm reload #2
4]

EXTERNAL — SP/SDP
1] BRP 20/20 Ripple Pack
2] Plas-cuffs X6 20/10 (Protect & Serve pg 41)
3]

L. LEG [6-7]

INTERNAL — SDP
1] Auto-Fletch Pistol Reload Volt Pistol Reload 20
2] EMP Sponge 30 EMP Sponge 30
3] Smoke Cannister 15
4]

EXTERNAL — SP/SDP
1] Ion Cuffs X4 20/10 (Protect & Serve pg 41)
2]
3]

TORSO [8-0]

INTERNAL — SDP
1] Monitor Autodoc 15
2] BSP Variety.Pack 20
3] BRP Ripple Pack 20
4] Celluar Phone 5
5]

EXTERNAL — SP/SDP
1] BRP Ripple Pack (rear) 20/20
2] BSP Variety Pack 20/20
3] Mapmaker w/GPS 20/5 (Chrome 1, pg. 9)
4]

EQUIPMENT CARRIED

ITEM	SP/SDP/WT	ITEM	SP/SDP/WT
1] Excalibur Nightstick		8]	
2] (Protect & Serve, pg 34)		9]	
3]		10]	
4]		11]	
5]		12]	
6]		13]	
7]		14]	

MAXIMUM METAL

FOR CYBERPUNK
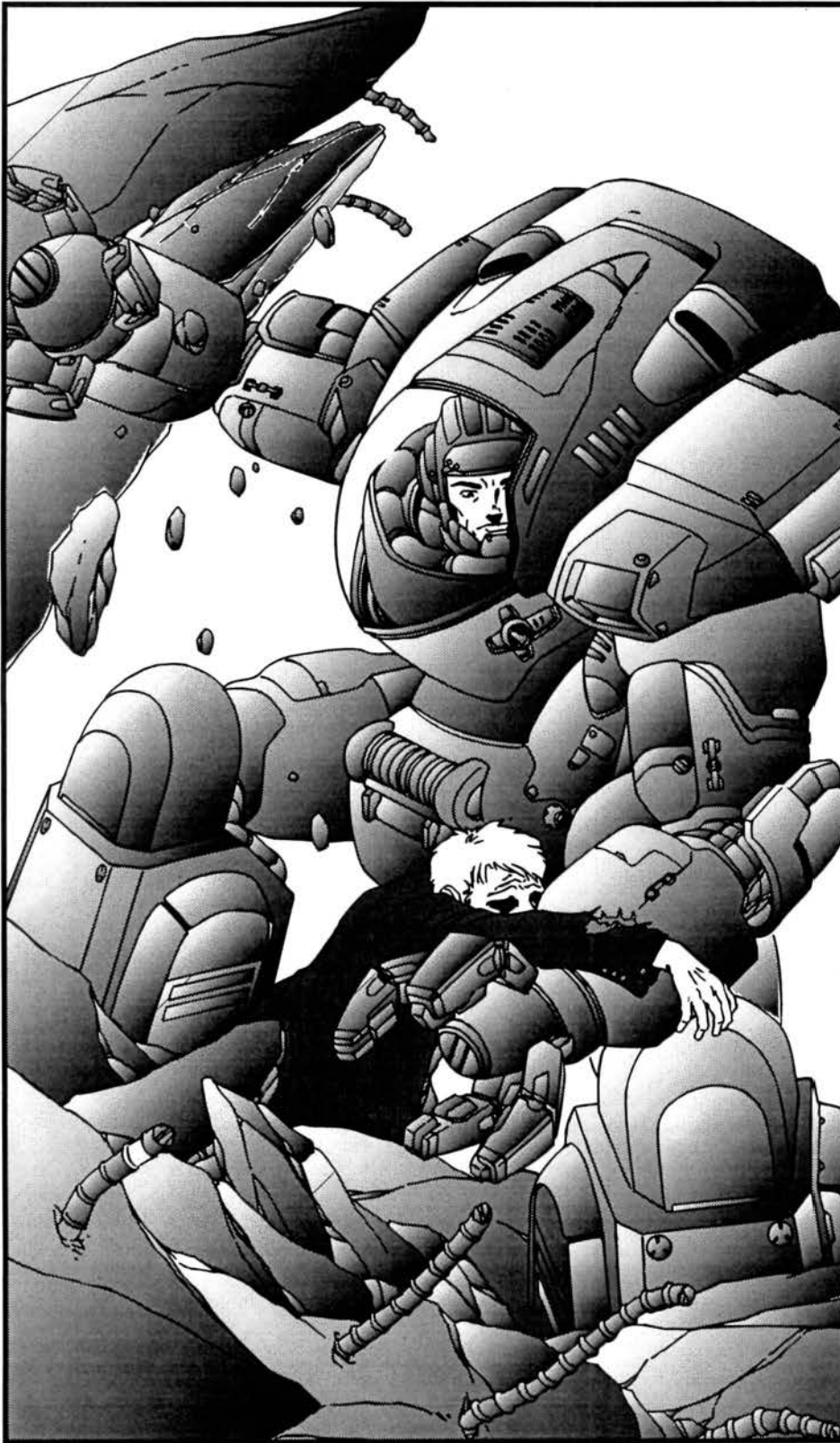
Militech & Trauma Team Tb/0 "Lifeline"

Assisted Combat Personal Armor

99,000eb

This collaboration by Militech and TTI is the answer to man's frailty in the face of disaster. The Lifeline is designed to walk through fire, water, chemicals, bullets, wherever you need to go to save lives. Tough enough to shift girders but light enough for industrial flooring or air transport, the Lifeline enables its operator to get in and do the job, whether it's rescue, firefighting, combat first aid, or repair.

M

POWERED ARMOR SPECIFICATIONS

SUIT NAME:	Lifeline
TOTAL WEIGHT:	699 kg
CHASSIS TYPE:	Hero
PUNCH:	4D10	KICK:	6D10
CRUSH:	4D10	RUN:	
LEAP:		JUMP:	

MANUFACTURER:	Militech
SIB/DFB:	+3 / +2
CHASSIS WEIGHT:	158 kg
CHASSIS CAP./CARRY:	1500 kg / 450 kg
TOTAL COST:	99,000 eb
TROOPER SIZE:	114 kg
TOUGHNESS MOD.:	-8

S	P	A	C	E	S
HEAD [1]	**R. ARM [2]**	**L. ARM [3]**	**R. LEG [4-5]**	**L. LEG [6-7]**	**TORSO [8-0]**
SP 40	SP 40	SP 40	SP 40	SP 40	SP 40
SDP 7	SDP 7	SDP 7	SDP 7	SDP 7	SDP 22

INTERNAL

HEAD [1]	SDP	R. ARM [2]	SDP	L. ARM [3]	SDP	R. LEG [4-5]	SDP	L. LEG [6-7]	SDP	TORSO [8-0]	SDP
1] ECI HUD	10	1] M-31 PA	10	1] Winch -	40	1] Flash Cannister		1] Self-sealing	[50]	1] Militech	25
Visual Backup	15			Grapple			20	Compress.		Repeater	
										Autodoc	
2] Scrambler		2] Fire Extinguisher		2] Self-sealing	[50]	2] Self-sealing	[50]	2] EMP #1	30	2] Repeater	
AV Recorder			20	compress.		compress.		Sponge #2	30	Autodoc	
Thermograph											
3] Std Radio	25	3] Medical Equip.	10	3] Mini Comp	10	3] Self-sealing	[50]	3] Smoke	15	3] Escape	30
(no space)		(sp. skin appl.,		(Hybrid model -		compress.		Cannister		Hatch	
		dermal stapler,		see Chrome 2)							
		drug injector)									
		4]		4]		4]		4]		4] Med. Gear	15
										(first aid/surg.	
EXTERNAL SP/SDP										kit, resus. unit)	
1] Sense Extender										5]	
15 / 15											
Auto Flechette		**EXTERNAL SP/SDP**		**EXTERNAL SP/SDP**		**EXTERNAL SP/SDP**		**EXTERNAL SP/SDP**			
Pistol 20 / 15		1] Heavy Tool Suite		1] Power Saw 20/25		1] BPL PLastic		1] BLP Breaching			
2] Searchlight						Obstacle 20/10		Spray #1 10/20			
(no space) 10 / 5						BOM Wire		#2 10/20			
						Obstacle 20/10				**EXTERNAL SP/SDP**	
		2] Climber Claws		2] Climber Claws		2] Climber Claws		2] Climber Claws		1] BRP 20/20	
		30/ 15		30/15		30/15		30/15		Ripple Pack (rear)	
NOTES:											
LOW BOOST		3]		3]		3]		3]		2] BSP 20/20	
										Variety Pack	
										3] Ribbon 20/20	
										Cannister	
										4]	

EQUIPMENT CARRIED

	ITEM	SP/SDP/WT		ITEM	SP/SDP/WT
1]	Armored, Foldable		8]		
2]	Stretcher (w/ auto-doc)	30/30/25	9]		
3]	30mm Auto GL	25/25/20	10]		
4]	Magazine #1 (mix frag/HEP)	0/20/11	11]		
5]	Mag #2 (fire retardant)	0/20/11	12]		
6]			13]		
7]			14]		

MAXIMUM METAL
FOR CYBERPUNK

WADs [WORKING ASSISTANT DROIDS]

WADs are heavy robot-assisted linear frames piloted remotely by a human operator. They are designed to help workers in construction and other difficult tasks. WADs normally have a semi-open frame for ease of access and maintenance, but they can be given sealed outer shells for safety and function in hostile conditions such as underwater, vacuum and hazardous materials. WADs are currently used by working teams at most building yards (ground and orbit) and all freight docks in the major ports of Europe.

WADs are constructed as linear frames with semi-enclosed groups of hardware hung on them. 1) Select a frame, as per ACPA construction. Any size frame may be used. 2) Install android control circuits (see below), interface, and commo gear. 3) Select armor if desired and if possible; remember, a STR of 25+ is needed to carry armor. 4) Select equipment; install as per normal ACPA rules and restrictions.

New Equipment

ANDROID CONTROL CIRCUITS: Takes 1 space per servo (head, each arm/leg, torso); 5kg/servo; 500eb total (their SDP is assumed to be part of the linear frame's SDP). These are the circuits and servomotors that mimic and convey the motion information of a human operator to the linear frame. Cost and weight is for a basic MA of 5. For every MA point more or less than 5 (MA 1 min, MA 10 max), +/- x0.1 to cost and weight (weight cannot be reduced, only increased).

EXTRA LIMBS: WADs need not be humanoid! Extra arms and legs can be installed for added carrying capability or mobility. Each extra limb costs 10% of the base frame cost, and weighs 15% of the base frame weight. Extra arms can be of a lower STR than the basic arms; if so, calculate cost and weight based on a linear frame of the appropriate (lower) STR. Extra limbs, in general, must have ACC servos of their own.

Extra arms add hands to carry; with ECI Wideband HUDs and VRIs, a WAD operator may do different things with different hands! This takes some skill, though—a WAD operator may only do 1 distinct hand/manipulation function per 3 levels of skill, rounded down. A maximum of 1 normal, separate action may be done with each arm. Please note that these extra actions do not suffer the -3 penalty for doing additional actions in a turn!

Extra legs merely add stability to a WAD. maneuvering and speed reductions rolls are at +3 per extra leg, and a WAD with 3+ legs always counts as "braced" for pulling and pushing.

Each extra limb also adds spaces for mounting internal and external equipment.

WAD Use

Using a WAD is like operating a remote or interfacing with a machine. *Remote Systems Operation* is the skill used (see *Chrome 2*, pg.30). PA Pilot may be substituted at -1 to the skill level. The operator uses a cybermodem-style controller to communicate his commands. The controller costs 1000eb and can either use direct wire communication (no cost, no space in the WAD), radio, laser, microwave, or even cell-phone. The appropriate communications system must be installed in the WAD.

Once linked in, the operator can move the WAD just like a suit of powered armor, but can do so remotely and without risk to the user. This has numerous commercial applications, and even some military ones (WADs are just complex RPVs on the battlefield).

Since WADs are run through neural interface (they can't be used otherwise, particularly the bipeds—bipedal motion can only be achieved by linking to a human's motion center), they can possibly be "hacked" by Netrunners. Since WADs aren't normally run through computer networks, but via direct controls, this means interrupting the communications and patching a WAD control utility program in place of the operator (the program is STR 2, MU 1, 150eb).

Finding the right frequency to patch into is a use of Expert (Electronic Warfare) skill. Patching into an open radio signal is a Difficulty 10+ roll, a cellular signal is Diff 20+, and a laser or microwave signal is Diff 25+ (plus you must be directly in the beam's path). Add +10 to the Difficulty if the signal is scrambled. Of course, the netrunner's cybermodem must be attached to the proper communications equipment in order to attempt this. With a little work, this method of "hacking" can be applied to drones and remotely-controled vehicles as well.

SAMPLE WADS

Duroi/Janvier "Frelon"

67,280eb

This is a simplified form of Work Module (*Deep Space*, pg.34), designed for work in vacuum. Propelled by a complex structure of thrusters, it has a protective outer shell to reduce the danger of space work. Four thin manipulator arms are equipped with a variety of tools and instruments. The Frelon's shell has a Rad Stopping Power of 6 (*Deep Space*, pg.19).

Fiat "Nova"

78,390eb

This WAD is only used for freight hauling work (alongside the Hyundai Bee; *Chromebook 1*, pg.25). It has two long arms with powerful hands and a third, thinner arm mounted in the chest for manipulation.
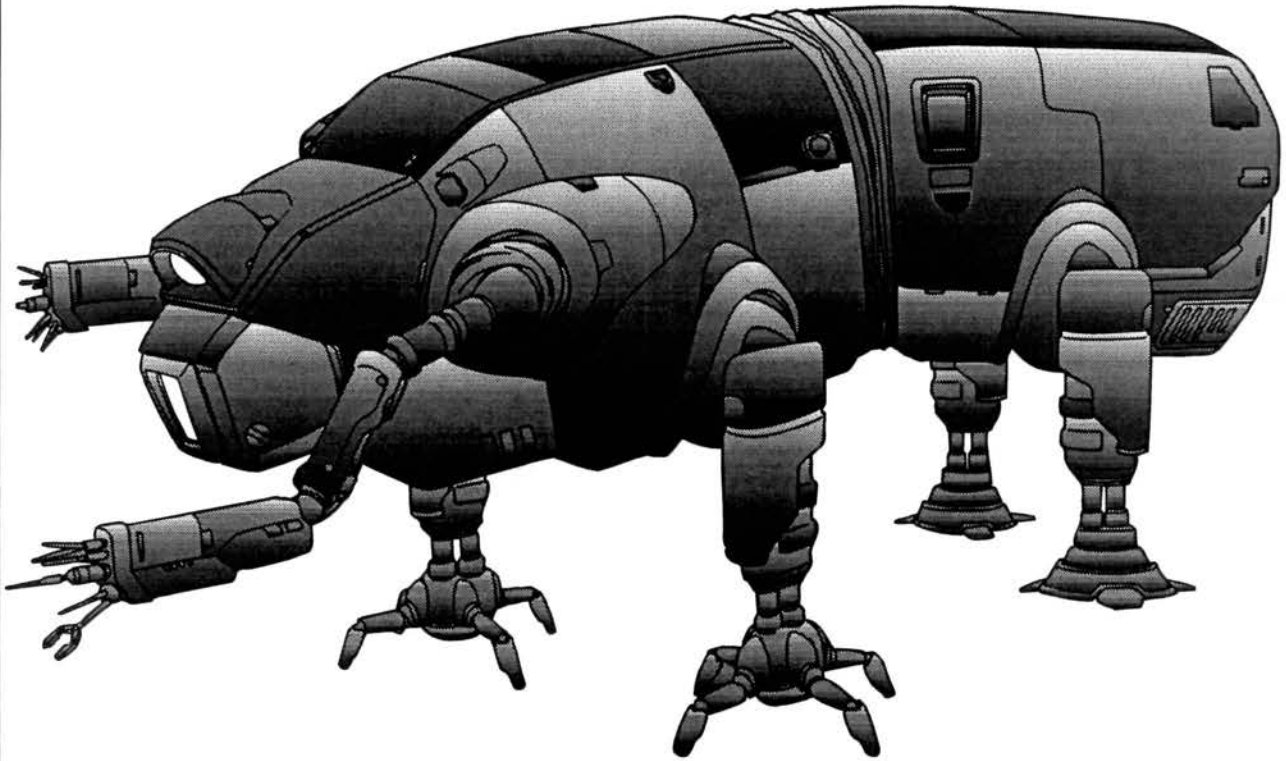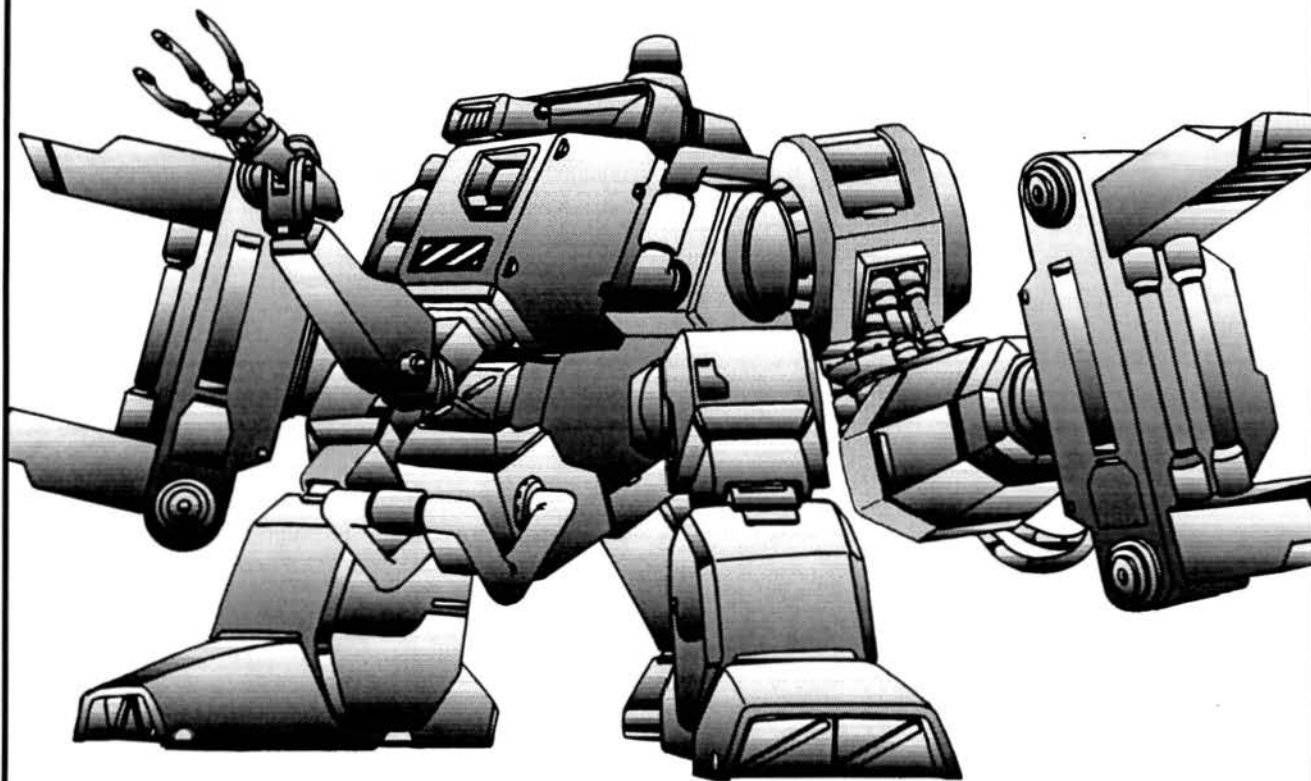
International Electric
"Newport Mk. II"
56,440eb

Used for factory maintenance this WAD must crawl in tunnels and climb in and out between heavy machinery. To help with this, it is slender and has four legs (two have special grappling "feet"). The two arms are equiped with various electronic tools.

Duroi/Janvier "Scarabee"

95,150eb

This WAD is standard in building yards. It has two main arms with tools (cutting torch, pneumatic drill, power hammer, heavy power saw) and two smaller arms mounted over the shoulders for precise manipulation. The main legs can be locked for strength and a third leg unfolded from the back for stability.

WAD SPECIFICATIONS

SUIT NAME:	Frelon
TOTAL WEIGHT:	543 kg
CHASSIS TYPE:	Hero (STR30)

PUNCH:	3D10/2D10	KICK:	NA
CRUSH:	4D10/3D10	RUN:	15 m/rd fly (MA4)
LEAP:	NA	JUMP:	NA

MANUFACTURER:	Duroi / Janvier
SIB/DFB:	+3 / +2
CHASSIS WEIGHT:	158 kg
CHASSIS CAP./CARRY:	1500 kg / 450 kg
TOTAL COST:	67,280 eb
TROOPER SIZE:	NA
TOUGHNESS MOD.:	-8

S — HEAD [1]

SP	30
SDP	8

INTERNAL / SDP
1] ACC Servo
2] ECI Wide-band HUD 10 / LR Radio 10 / Scrambler
3]

EXTERNAL SP/SDP
1] S.Light (W) 10/5 / S. Light (IR) 10/5
2]

P — R. ARM [2]

SP	30
SDP	5

INTERNAL / SDP
1] ACC Servo
2] Light Tool Suite 15
3]
4]

EXTERNAL SP/SDP
1] Light 10 / Spares Storage
2]
3]

A — L. ARM [3]

SP	30
SDP	5

INTERNAL / SDP
1] ACC Servo
2] Light Tool Suite 15
3]
4]

EXTERNAL SP/SDP
1] Emergency 10 / breather supplies / for workers (2x / half hour units)
2]
3]

C — R. LEG [4-5]

SP	30
SDP	8

INTERNAL / SDP
1] ACC Servo
2] Fire 20 / Extinguisher
3] Winch & 40 / Grapple unit
4]

EXTERNAL SP/SDP
1] Heavy 15 / Spares storage
2] Heavy 15 / Spares storage
3]

E — L. LEG [6-7]

SP	30
SDP	8

INTERNAL / SDP
1] ACC Servo
2] Goop-ball & 15 / Slap-patch / dispenser
3] Winch & 40 / Grapple unit
4]

EXTERNAL SP/SDP
1] Heavy Tool Suite
2] Heavy Tool Suite
3]

S — TORSO [8-0]

SP	30
SDP	

INTERNAL / SDP
1] ACC Servo
2] Extra 15 / Power Cell / Extra 15 / Power Cell
3] Winch & 40 / Grapple unit
4] Environmental / Tech scanner / (red, atmos, press, / tech readouts) 10
5]

EXTERNAL SP/SDP
1] Space 20/30 / Maneuver Jets
2] Space 20/30 / Maneuver Jets
3] Extra fuel 15 / for maneuver / jets (1000 rds)
4]

NOTES:
RSP6
RADIO CONTR.
ADV. REFLEX

EQUIPMENT CARRIED

	ITEM	SP/SDP/WT		ITEM	SP/SDP/WT
1]	Note: Leg units are actually		8]		
2]	extra arms (STR30).		9]		
3]	Normal arm units are		10]		
4]	STR20. Armor shell has		11]		
5]	built-in rad protection.		12]		
6]			13]		
7]			14]		

MAXIMUM METAL FOR CYBERPUNK

WAD SPECIFICATIONS

Suit Name:	Nova
Total Weight:	443 kg
Chassis Type:	Titan (STR40)

Punch:	4D10	Kick:	7D10
Crush:	5D10	Run:	21 m/rd (MA5)
Leap:	NA	Jump:	NA

Manufacturer:	Fiat
SIB/DFB:	+2 / +1
Chassis Weight:	200 kg
Chassis Cap./Carry:	2000 kg / 600 kg
Total Cost:	78,390 eb
Trooper Size:	NA
Toughness Mod.:	-10

S — HEAD [1]

SP 25
SDP 10

INTERNAL SDP
1] ACC Servo

2] Wideband 15
Aperture
Std Radio 10
Scrambler
3] Sonar 10
rangefinder/
detector

EXTERNAL SP/SDP
1] Armored 10/10
searchlight

2]

P — R. ARM [2]

SP 25
SDP 10

INTERNAL SDP
1] ACC Servo

2] 2x BPL 20
Plas. Obs.
(for fastening
things)
3]

4]

EXTERNAL SP/SDP
1] Cargo Net 5
Hardpoint

2] Cargo Net 5
Hardpoint

3]

A — L. ARM [3]

SP 25
SDP 10

INTERNAL SDP
1] ACC Servo

2] 2x BPL 20
Plas. Obs.
(for fastening
things)
3]

4]

EXTERNAL SP/SDP
1] Cargo Net 5
Hardpoint

2] Cargo Net 5
Hardpoint

3]

C — R. LEG [4-5]

SP 25
SDP 20

INTERNAL SDP
1] ACC Servo

2] Winch & 40
Grapple

3]

4]

EXTERNAL SP/SDP
1] Cargo Net 5
Hardpoint

2]

3]

E — L. LEG [6-7]

SP 25
SDP 20

INTERNAL SDP
1] ACC Servo

2] Winch & 40
Grapple

3]

4]

EXTERNAL SP/SDP
1] Cargo Net 5
Hardpoint

2]

3]

S — TORSO [8-0]

SP 25
SDP 30

INT ACC Servo

2] 2x Extra 15
Power 15
Cells
3] 2x BOM 20
Wire Obs.
(for fastening
things)
4] Winch & 40
Grapple

5]

EXTERNAL SP/SDP
1] Cargo Net 5
Hardpoint

2] Cargo Net 5
Hardpoint

3] Cargo Net 5
Hardpoint

4] Cargo Net 5
Hardpoint

Notes:
Radio Control
Basic Reflex
(-3 Ref)

EQUIPMENT CARRIED

	ITEM	SP/SDP/WT		ITEM	SP/SDP/WT
1]	STR20 Manipulating Arm / Center	0/10/20kg	8]		
2]	Cargo Net w/1000 kg	0/10(to cut)	9]		
3]	capacity. This drops by		10]		
4]	100kg for every external		11]		
5]	hardpoint destroyed/unused		12]		
6]			13]		
7]			14]		

MAXIMUM METAL
FOR CYBERPUNK

WAD SPECIFICATIONS

SUIT NAME:	Newport Mk. II	
TOTAL WEIGHT:	322 kg	
CHASSIS TYPE:	Gunslinger (STR25)	
PUNCH:	3D10	KICK: 5D10
CRUSH:	4D10	RUN: 21 m/rd (MA4)
LEAP:	4.2m/3.5m	JUMP: 1.3m

MANUFACTURER:	International Electric
SIB/DFB:	+3 / +2
CHASSIS WEIGHT:	138 kg
CHASSIS CAP./CARRY:	1250 kg / 375 kg
TOTAL COST:	56,440 eb
TROOPER SIZE:	NA
TOUGHNESS MOD.:	-7

S HEAD [1]	P R. ARM [2]	A L. ARM [3]	C R. LEG [4-5]	E L. LEG [6-7]	S TORSO [8-0]
SP	SP	SP	SP	SP	SP
SDP 7	SDP 13	SDP 13	SDP 13	SDP 13	SDP 19
INTERNAL SDP	**INTERNAL** SDP	**INTERNAL** SDP	**INTERNAL** SDP	**INTERNAL** SDP	**INTERNAL** SDP
1] ACC Servo	1] ACC Servo	1] ACC Servo	1] ACC Servo	1] ACC Servo	1] ACC Servo
2] Full HUD 10 Cell Phone 20 Micro-optics recorder	2] Light 15 Tool Suite	2] Light 15 Tool Suite	2] Spare Parts Storage 20 (front leg only)	2] Spare Parts Storage 20 (front leg only)	2] Extra Power 15 Cell
3]	3] 2x BSS 20 Silicon spray packs	3] 2x BES 20 Epoxy spray packs	3] 1x BSS 10 Silicon spray pack (front leg only)	3] 1x BES 10 Epoxy spray pack (front leg only)	3] Fire 20 Extinguisher
EXTERNAL SP/SDP	4]	4]	4]	4]	4] Maintenance Mini-Comp & Techscanner 15 Phone
1] White 10/15 searchlight UV 10/15 searchlight					5]
2]	**EXTERNAL** SP/SDP	**EXTERNAL** SP/SDP	**EXTERNAL** SP/SDP	**EXTERNAL** SP/SDP	
	1] Special 30/15 "Grapple" foot (back leg only)	1] Special 30/15 "Grapple" foot (back leg only)	1] Sensory 15 Extension	1] Sensory 15 Extension	**EXTERNAL** SP/SDP
	2]	2]	2]	2]	1] Hvy 15/15 spares storage
	3]	3]	3]	3]	2] Hvy 15/15 spares storage
					3] Hvy 15/15 spares storage
					4]

NOTES:
CELLULAR CONTR..
ADV. REFLEX
2X LEG SETS

EQUIPMENT CARRIED

	ITEM	SP/SDP/WT		ITEM	SP/SDP/WT
1]	Note: the Newport has		8]		
2]	<u>two</u> pairs of legs; a "front"		9]		
3]	pair and a "back" pair. Also,		10]		
4]	it has <u>no</u> protective shell;		11]		
5]	all internal SDP is exposed		12]		
6]	unless otherwise noted.		13]		
7]			14]		

MAXIMUM METAL
FOR
CYBERPUNK

WAD SPECIFICATIONS

SUIT NAME:	Scarabee	MANUFACTURER:	Duroi / Janvier
TOTAL WEIGHT:	482 kg	SIB/DFB:	+1 / +1
CHASSIS TYPE:	Hero (STR30)	CHASSIS WEIGHT:	158 kg
		CHASSIS CAP./CARRY:	1500 kg / 450 kg
PUNCH: 3D10	KICK: 5D10	TOTAL COST:	76,640 eb
CRUSH: 4D10	RUN: 18m/rd (MA5)	TROOPER SIZE:	NA
LEAP: NA	JUMP: NA	TOUGHNESS MOD.:	-8

S	P	A	C	E	S
HEAD [1]	**R. ARM [2]**	**L. ARM [3]**	**R. LEG [4-5]**	**L. LEG [6-7]**	**TORSO [8-0]**
SP 25	SP 25	SP 25	SP 25	SP 25	SP 25
SDP 8	SDP 8	SDP 8	SDP 16	SDP 16	SDP 24

INTERNAL / SDP

HEAD [1]
1] ACC Servo
2] A/V recorder, Micro optics wideband aperture 15
3] STD Radio 0 (no space)

EXTERNAL SP/SDP
1] Amored Searchlight 10/10 Sensory Extension 15/15
2]

R. ARM [2]
1] ACC Servo
2] Fire Extinguisher
3] 2x BES 20 epoxy spray packs
4]

EXTERNAL SP/SDP
1] Hvy Tool Suite 15/40
2] Hvy Tool Suite
3]

L. ARM [3]
1] ACC Servo
2] Winch & Grapple 40
3] 2x BES 20 epoxy spray packs
4]

EXTERNAL SP/SDP
1] Hvy Tool Suite 15/40
2] Hvy Tool Suite
3]

R. LEG [4-5]
1] ACC Servo
2] 2x BES 20 epoxy spray packs
3] 2x BOM 20 wire obs. packs (for fastening things)
4]

EXTERNAL SP/SDP
1] Climber Claws 15/30
2]
3]

L. LEG [6-7]
1] ACC Servo
2] 2x BES 20 epoxy spray packs
3] 2x BPL 20 plas. obs. packs (for fastening things)
4]

EXTERNAL SP/SDP
1] Climber Claws 15/30
2]
3]

TORSO [8-0]
1] ACC Servo
2] 2x Extra Power Cells 15 / 15
3]
4]
5]

EXTERNAL SP/SDP
1]
2]
3]
4]

NOTES:
CABLE CONTROL
BASIC REFLEX
(-3 REF)

EQUIPMENT CARRIED

	ITEM	SP/SDP/WT		ITEM	SP/SDP/WT
1]	STR15 Manipulating Limb / R	0/10/17kg	8]		
2]	STR15 Manipulating Limb / L	0/10/17kg	9]		
3]	Support Leg / Center	25/20/29kg	10]		
4]			11]		
5]			12]		
6]			13]		
7]			14]		

MAXIMUM METAL
FOR CyberPunk
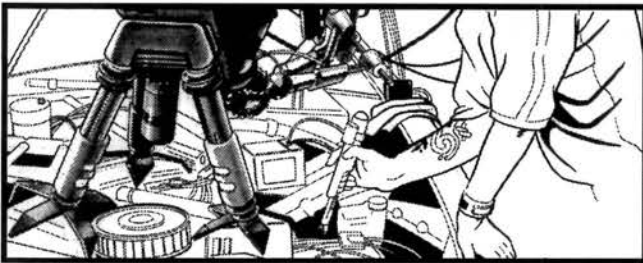
MAINTENANCE RULES

It is one of the great truths of reality that if Man can make a machine, chance and entropy can break it sooner or later. Indeed, one of the stranger truths of reality is that man-made things don't break more often than they do—in fact, modern machines and appliances break so rarely that humanity gets the idea that the machines and appliances are unbreakable and don't have to taken care of.

This idea is, of course, totally wrong, but think about it a moment. How many people go out of their way to provide routine maintenance for every maintainable item in their care? Most of us don't bother, unless the item(s) in question remind us about such maintenance, usually by malfunctioning in some fashion.

And everything does eventually malfunction. The following set of rules is an optional tool for referees who are interested in introducing some "chrome" into their games (in this case, the pun is unintentional). Referees don't have to use these rules if they don't want to. Massive overuse of these rules can bog down a game, turning it into an interminable series of saving throws. On the other hand, these rules can be a handy tool for the ref who wants to find out if the cyberdeck slung at the Netrunner's side survived that nasty fall, or to see if that old, beat-up auto will even start up so the player-characters can use it as a getaway car.

Chance of Malfunction

Most commercially available items are products of a throw-away culture, a frag-and-recycle philosophy. Because of this, most commercial products of 2020 aren't built for long life-spans, and are difficult (and costly) to repair (more on this later).

For purposes of determining if an item malfunctions, there are four types of item quality: Unreliable (UR), Standard (ST), Very Reliable (VR), and Excellent (EX). The differences are explained below.

RELIABILITY	ITEM COST	MALFUNCTION
UR	50%	30%
ST	100%	20%
VR	150%	10%
EX	300%	5%

Item Cost is the multiplier applied to the cost of the item. For instance, a poorly-built or maintained motorcycle would cost 750 euro instead of 1500eb, and a real endurance machine (EX quality) would be 4500 euro. *Malfunction* is the annual chance that the item will malfunction; proper maintenance cuts this in half. It is also the chance that an item will malfunction if handled in such a fashion that it could be damaged.

Malfunctions

The referee determines when to test for malfunctions, based on the circumstances. For instance, a combat helmet with integral smartgoggles is dropped out of a moving vehicle; this is a good time to check for smartgoggle malfunction. Or when an electric tool has been left out in the acid rain. And especially when vehicles and firearms are given hard use and not cleaned or maintained. Please note that a well-maintained item only has half its given percentage chance of malfunction when a malfunction check is called for.

When an item malfunctions, the referee has to decide which type of item it is, simple or complex. 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. Hand computers, simple tools, and firearms are excellent samples of simple items. Complex items are made up of sub-machine assemblies, where one sub-assembly might cease working but its loss would only degrade performance, not stop it entirely. Automobiles are typical complex items; an auto can lose a tire, but its wheel hub would remain and the auto would continue working, albeit poorly. Or the engine could have a cylinder fail, and would continue driving the car, but more slowly (and probably damaging the engine at the same time).

When a malfunction occurs, roll 1D10 on the table below:

D10	EFFECTS
1-4	Simple items cease function 30% of the time. Complex items have their performance degraded by 30% (a car could lose 30% of its, or 30% of its range, or 30% of its maneuverability, or all at once, etc.
5-8	Simple items cease function 60% of the time; complex items have their performance degraded by 60%.
9-10	Simple and complex items cease function.

Repair and Maintenance

Most items in 2020 aren't really made to be repaired—the throw-away philosophy of modern merchandising doesn't encourage it. While in fact almost any item of technology can be repaired, the price of such repair is so high that it's often just easier to purchase a new item of the same type.

One of the first problems of getting maintenance and repair is to find someone to do the job. There are a lot of underground techies around to fill that niche—while they deplore the commercial throw-away philosophy, the lack of manufacturer-authorized repair operatives gives them a livelihood. Finding a techie who'll do the job is a bit of a problem sometimes, because even if you find one, he or she is probably backlogged with repair jobs.

Fortunately, once you have someone to do the work (or have the proper knowledge, skills, and equipment to do it yourself), finding parts is fairly easy. In a world of mass production, there are very few unique items composed of "proprietary" parts. it's too expensive to have specific parts manufactured sepecially for one machine of one line: your competition will undersell you if you do. So goodbye cars with "factory only" parts, and computers with incompatible assemblies.

Parts cost for routine annual maintenance is equal to 1D10% of the base item cost for *simple and complex* items. Parts cost for repair of minor malfunctions (30% malfunction/performance degradation) is equal to 5%-30% (1D6 x %5) of item cost for simple items and equal to 3-30% (1D10 x 3%) of item cost for complex items. Parts cost for repair of major malfunction (60% malfunction/performance degradation) is equal to 10-60% (1D6 x 10%) of item cost for simple items and 5-50 (1D10 x 5%) of item cost for complex items. For catastrophic malfunction (item ceases function completely), repairing simple items costs 30-180% (3D6 x 10%) of item cost, and 10-100% (1D10 x 10%) of item cost for complex items.

Please note that parts cost doesn't include cost of labor! This is negotiable, but usually runs about 100% to 150% of parts cost, depending on the difficulty of the job and the rapaciousness of the tech.

And how long do repairs and maintenance take? If you leave the task up to someone else, then the time is best expressed as "whenever he gets around to it." In 2020, techs are busier than doctors, so that might take awhile. If you're doing the job yourself, it's a referee's call. Maintenance usually takes anywhere from 5 minutes to several hours, depending on the complexity of the item being maintained and the quality of tools available— a techscanner can make things a lot easier, and a lot faster. Repairs can take even longer, unless you know what's wrong before starting the repair, in which case, the repair job takes much less time than maintenance.

Cybernetics Maintenance

This is a look at common cyber-device problems, which can be dealt with via the proceedures above.

So now you've got that nice, shiny new cyber-(fill in the blank). It takes a little getting used to, *but your* lifestyle is suitably enhanced by your new machine. Soon it becomes a part of your life.

As the months pass, you begin to notice little foibles about your cyber-enhancement. Some days it just doesn't work as well, and soon it's giving you grief—your limbs are slow and sluggish, your boosters are just a little out of whack, your eyes are bleary and refuse to focus, your cyberhearing is spotty. Even your neural computer's having problems interpreting commands. What's wrong?

In this universe, nothing remains constant. Everything changes, including the human body. Throughout a person's life, his or her body will undergo subtle but major chemical changes around ten or more times! Changes gross enough to edge away from the performance parameters of carefully-tuned, low-tolerance cybernetic implants.

In order to counteract this problem, cybernetics need periodic tuning and adjusting. A checkup every six months is recommended, in order to catch any mechanical problems before they become serious. The checkup is quite simple, involving a short examination linked to a static and (much more powerful) version of a techscanner. This device monitors and tests every cybernetic implant against its imprinted operating parameters and compares it with current physiological conditions. These monitors produce very reliable diagnoses (treat the machine as having a *Cybertech* skill total of 20 if a dice roll is required). If problems are detected, the cyberdoc has a good idea of what has to be done to fix them. (Cyberslang for such a check-up is "On the rack," since the process is very similar to that of taking one's car into the garage for a tune-up.) This checkup costs 100eb. For those interested in the cyber-scanner itself, they usually cost 50-65 thousand euro.

Those 'punks interested in doing things on the cheap can have a cybertech run them a check-up. This takes a techscanner, 30 minutes, and a *Cybertech* roll of 20+ (the techscanner does *not* add any bonus). The GM should roll in secret, because if the tech blows the roll, any problems with the patient remain hidden until strong symptoms begin to appear.

Furthermore, most major-power cybernetic implants require new batteries every year. Implants with such high power-uses are: cyberarms, cyberlegs, cyberhands (those not attached to a cyberarm), cybersnakes, and linear frames. Other implants work off a single battery; one battery works them all, no matter how many you have. New batteries cost 100eb apiece; 200eb apiece if you don't have old ones to turn in for recharging. Each cyberarm/leg/snake requires a separate battery, a linear frame needs four, and one will run one or two cyberhands.

CyberProblems

If 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 the character last had such a check-up. Sadistic GMs can roll on this table every three months or so in order to see if his 'borg-heads are having troubles anyway.

ROLL	RESULT
1-7	No problems. Implants are functioning normally.
8-9	Minor glitch with a random implant. This will cost 1D10 times 50eb and take 1-3 hours to locate and fix.
10-11	Major glitch with a random implant. This will cost 1D10 times 100eb and take 2-6 hours to locate and fix.
12	Major problem with a random implant. The implant has to be removed; if you want it back, you have to buy another.

Specific effects of eb and problems are up to the GM, as they have to be tailored to the situation. Here are some of the more common problems and glitches that affect the most common cyberware:

Fashionware: Biomonitors and skinwatches give the wrong times or readings, then begin to fade until dead. Techhair, shift-tacts, light tatoos and chemskins give off wrong colors, fade, and go dead.

Neuralware: This can be dangerous. Basic processor malfunctions include misinterpreting commands, giving bad results, causing random noise (static in the brain!) and bad neural feedback. The untreated result is brain damage or insanity. Boosterware kicks in at the wrong time, or makes you twitch; bad malfunctions cause cramps or massive muscle seizures. *This can kill.* Tactile boosters and pain editors usually cause minor pain, escalating to crippling levels. Olfactory boosts just lose their potency until you can't smell or taste at all. Linkware (WLNK, DLNK, VLNK, etc.) gives false data, turning your commands bad (your gun fires at the wrong time, the vehicle turns the wrong way, etc.). Chipslots garble the data, reducing the skill of the chip and putting holes in the information.

Implants: Some of these don't malfunction and are maintenance-free (nasal filters, subdermal armor, contraceptive implant, subdermal pocket, independent air supply). The recorders malfunction by developing holes in their recordings. The sensors (motion detector, radar, sonar, chemsniffer) give false readings. The vocals (voice synthesizer, audiovox) give poor sound, full of squeals and off-speeds. The adrenal booster and Mr. Studd/Midnight Lady tend to trigger at the wrong time (a catastrophic mishap with the booster can cause adrenal overload and runaway heartbeat, with dire consequences).

Bioware: Believe it or not, nanites have to be routinely reprogrammed to interact with your changing biology. Grafted muscle, muscle and bone lace, and skinweave don't need updating, but all the other bioware does. Fortunately, if nanites malfunction, their built-in programming makes them stop functioning altogether. Most of the time...

Cyberweapons: Ouch. The common malfunctions of these items are premature or unbidden activation, or just plain not working at all.

Cyberoptics: These get cloudy or patchy vision, or options start going off-line.

Cyberaudio: Static enters the audio signal, causing misinterpretation of the signal. Some cyberaudios produce constant noise, a cyber-tinnitus (maddening). Others just shut off options.

Cyberlimbs: Commands misfire, causing the limb to work at the wrong time. Control paths send bad feedback, causing pain. Functions and options are lost as they shut down. Built-in cyberweapons fire accidentally...

Linear Frames: These suffer the same type of malfunctions common to cyberlimbs.

Body Plating: Only the optics and rabbit ears go wrong, and they're equivalent to the appropriate sensor malfunctions.

PRICE LIST

Equipment

Automapper	200EB
Archaesthetic	1000EB
Arc Furnace	1000EB
Blood Substitute	150EB/PT.
Bodyfree Mask	600EB
'Pinamonte' Boots	500EB
Climbing Spikes	75EB
Cybercast	3000EB
Cell Phone Options	PRICES VARY
Combat Drugs/Prime	500EB/DOSE
Combat Drugs/Timewarp	300EB/DOSE
Combat Drugs/Berserker	400EB/DOSE
'Alessio' Coveralls	200EB
"Buchsterhude" Custom Tool Kits	1000EB/1500EB
"Mite" Diagnostic Remote	400EB
Detection Wand	175EB
Domitic System	50-250EB/M2
Enviroscanner	400EB
Environment Suit	725EB
Fiber-Optic Cable	1EB/M
Fax Machine	300EB
Grapple Line	60EB
'Ciampolo' Gloves	400EB
'Guercio' Helmet	600EB
Interface Monitor	800EB
Junctions	100EB
Lie Detector	5000EB
Limb Preservation & Transport Unit	500EB
"Spider" MicroWaldo Bracer	700EB
MagViewer	375EB
Modulation Chip	20EB
Micromanipulator Rig	3000EB
Mini-Copier	230EB
"Small Wonders" Nanoagents	50EB
Optical Remote	100EB
Portable Intern Unit	1200EB
RotoWrighter	20EB
Repeaters	1000EB
RapidDetox	1500EB
Smart Glove	110EB
Surveillance Kit	3500EB
Solodrinker	PRICE VARIES
Smartgoggle Mirrorshades	450EB
"Farinata" Tech Tool Kit	350EB
"Francesca" Techscanner	1200EB
"Pembroke" Techscanner	1500EB
Trauma Drugs/Sedative	40EB/DOSE
Trauma Drugs/Stim	50EB/DOSE
Trauma Drugs/Surge	75EB/DOSE
Trauma Drugs/Trauma I	60EB/DOSE
Three-D Holophone	900EB
"Hurricane" Ultrasynth	2345EB
Visual Adapter	100EB
Virtual Ventures	SPECIAL
"Tripod" Waldo Set	800EB

Cyberware

Autoinjector	750EB
Bonespike	1000EB
Bug Eye	750EB
Cyberfingers	PRICES VARY
ChainRipp	1250EB
Cyberoptic Compass	300EB
Cell-Phone Implant	500EB
CyberPillow	80EB
Cyberfacial Remounts	PRICES VARY
Cyberoptic Interferometry System	400EB
Cam-O-Skin	850EB

DATA & SKILL CHIPS

Auditory Recognition Chips	150EB/LEVEL
Crypto Chip	600EB/SET
Martial Arts Chips	270EB/LEVEL
Nav/Orientation Chip	250EB
Stutter Chipping	310EB
Sleep Induction Chip	400EB

Endo-Frame	24,000EB/50,000EB
Flesheave	20% CYBERLIMB COST + 200EB
Leg Boosters	500EB
Laser-Comm Optic	425EB
LiveWires	400EB
Nano-Groomers	400EB
Optical Interface	600EB
Pacemaker Coprocessor	150EB
Romanova Cyberlegs	5000EB/PAIR

RETRO CYBERWARE

Model 100 Interface Plugs	100EB USED/1000EB NEW
Enable Cyberlimbs	PRICE VARIES
GP Exoskeleton	12,000EB USED/15,000EB NEW
Spectrum Cyberaudio	650EB USED/1500EB NEW
Transparent Skin	1000EB/M2
Mood Skin	200EB/M2 OR 700EB WHOLE BODY
Revelation Cyberoptic	700EB USED/2000EB NEW
Lead's Turn-On Nails	25EB/NAIL
Lead's Turn-On Nails	45EB/NAIL

Spitting Cobra	400EB
SuperSized Arms	4000-5000EB
Supercompact Braindance Recorder	15,000EB
Smartplate Link	300EB
Spyke! Furniture	PRICES VARY
Third Eye	PRICE VARIES
Verbal-Eyes	750EB
Web Hand	250EB

Vehicles

ATF-37B Thunderhawk	12.5M EB
Armadillo Road-Home	85,000EB
Benson Violater	100,000EB
Brennan Hermes	250EB
Brennan Cycles Ares	21,000EB
BMW Burowagen HSR	90,000EB
Bell UH-10	1.85M EB
Cadence Wanderer	50,000
GMI HovTransport	360,000EB
Hyundai Minicopter	55,000
New American Motors Nautilus	32,000
Kundalini Torpedo	10,000EB
Kundalini Dart	36,000EB
M-62 Volcano	950,000EB
Mitsubishi Portabike	250EB
N.A.A. Roadcar	5500EB
N.A.A. Vulture Tow Truck	215,000EB
Scion Tech Dunemaster	40,000EB
Spinelli Autotech Nomad	55,000EB
Sport Eurasia Microbike	100EB
Tetracorp Fei Lien 100	290,000
Takaya Daimyo	44,000
Vehicle Options	VARIES

Computers/Cyberdecks/Software/Peripherals

COMPS & DECKS

Aztec 600 Assault Programmer	7400EB
Dantech Cacciaguida	7000EB
EBM PNI 210	1000EB
EBM PNI 412	4200EB
EBM PNI 724π	10,000EB
Jeweldecks	VARIES
Lang Conpro-II Masterdeck	5000EB
Lang Green Knight	10,000EB
Microtech PCZ Super	1500EB
Ominbus Cyberspace Explorer One	25,000EB/1300EB
PCT Danzig	500EB
Raven Microcyb Kestrel	9000EB
Raven Microcyb Eagle	11,000EB
Raven Microcyb Rook	4000EB
Raven Microcyb Owl	25,000EB
Wyzard Electronics Handbox	6700EB
Zetatech PS-4040	1000EB
Zetatech PDA+	680EB
Zetatech Virocana	10,000EB
Zetatech Parraline 5700	2100EB
Zetatech Parraline 5800	6500EB

COMPUTER IMPROVEMENTS

Chipreader	150EB
Databases	500EB/LEVEL
Dataports	100EB
Holovid Driver	500EB
Memory Upgrades	1000EB
External Memory Modules	750EB
Power Strip	50EB
Processor Upgrades	200EB
Smartstrip	250EB

CYBERMODEM IMPROVEMENTS

Batteries	5EB/HOUR
Dead Man's Handle	1000EB
Datawalls & Code Gates	1000EB/1500EB PER LEVEL
Diagnet	5000EB
Memory Unit Selector Expansion	300EB
Radio Relay	1500EB

SOFTWARE

Ball and Chain	5000EB
Black Sky	4480EB
Cartographer	200EB
Cascade	900EB
Clairvoyance [SeeYa 3.0]	720EB
Cry Baby	430EB
Dogcatcher	1176EB
Dummy	450EB
Dupré	900EB
Dazzler	14,800EB
Evil Twin	2700EB
Exorcist	600EB
Flip Switch 2.0	150EB
Flare Gun	300EB
George	300EB
HellBurner	1000EB
Knevil	220EB
Looking Glass	250EB + 20EB/LEVEL
Multinetter	2000EB
OutJack	150EB
Omnivore	18,500EB
π in the Face	800EB
Pile Driver	800EB
Possessor	1000EB
Rockerbit	200EB
Raven	1000EB
Sledgehammer	600EB

Shadow	540EB
Stationery	10,000EB
Threat	7000EB
Terminator	260EB
Thug	10,440EB
Typhoid Mary	2400EB
Wolfpack	15,200EB

Cyberpets

Sm. Dog	100EB
Med. Dog	200EB
Lrg. Dog	500EB
Housecat	100EB
Lrg. Cat	500EB
Leopard	2700EB
Cheetah	2800EB
Shark	1500EB
Bear	2000EB
Lrg. Bear	0300EB
Chimp	1000EB
Gorilla	2000EB
Baboon	1500EB
Dolphin	3000EB
Seal	2000EB
Otter	500EB
Sm. Raptor	500EB
Lrg. Raptor	1500EB
Bat	500EB
Squirrel	150EB
Mouse/Rodent	50EB
Rabbit	100EB
Tiger/Lion	3000EB

Robots/Cyberforms/Borgs/Powered Armor

ROBOTS/CYBERFORMS

Brandt-Neumann Washbot	425EB
Carolli M-bot	1150EB
Carolli V-bot	650EB
Ardrek A-2 Tarantula	4000EB
Ardrek B-2 Centipede	10,000EB
Ardrek A-3 Beetle	10,000EB

FULL-BODY CYBORG REPLACEMENTS

Adrek Robotics Burroughs	42,000EB
Moore Tech Sheol	50,000EB
MD Tech, Inc. Kildare	46,000EB
Militech Cybernetics Spyder	118,110EB
Raven Microcyb Wiseman	91,381EB

FULL-BORG OPTIONS

CyberSteroids	300EB/+1 BOD/STR
Eelskin	1400EB

POWERED ARMOR

Arasaka Guardian	79,390EB
Militech/TTI Lifeline	62,000EB

WORKING ASSISTANT DROIDS

Duroi/Janvier Scarabee	95,150EB
Duroi/Janvier Frelon	67,280EB
Fiat Nova	78,390EB
IEC Newport Mk. II	56,440EB

INDEX

Equipment

Cyberware

I=IMPLANT B=BIOWARE BW=BODYWEAPON
O=CYBEROPTIC/OPTIONS A=CYBERAUDIO/OPTIONS
L=CYBERLIMB/OPTIONS N=NEURALWARE
CW=CYBERLIMB WEAPON BP=BODY PLATING

Vehicles

Computers/Cyberdecks/Software/Peripherals

Cyberpets

Robots/Cyberforms/Borgs/Powered Armor

OK, so ya got the cash—now let's see if ya can find the stuff. C'mon, deckhead, chip in or check out!

CHROME BOOK

BOOK

THE CYBERPUNK® STYLE GUIDE VOL. 4
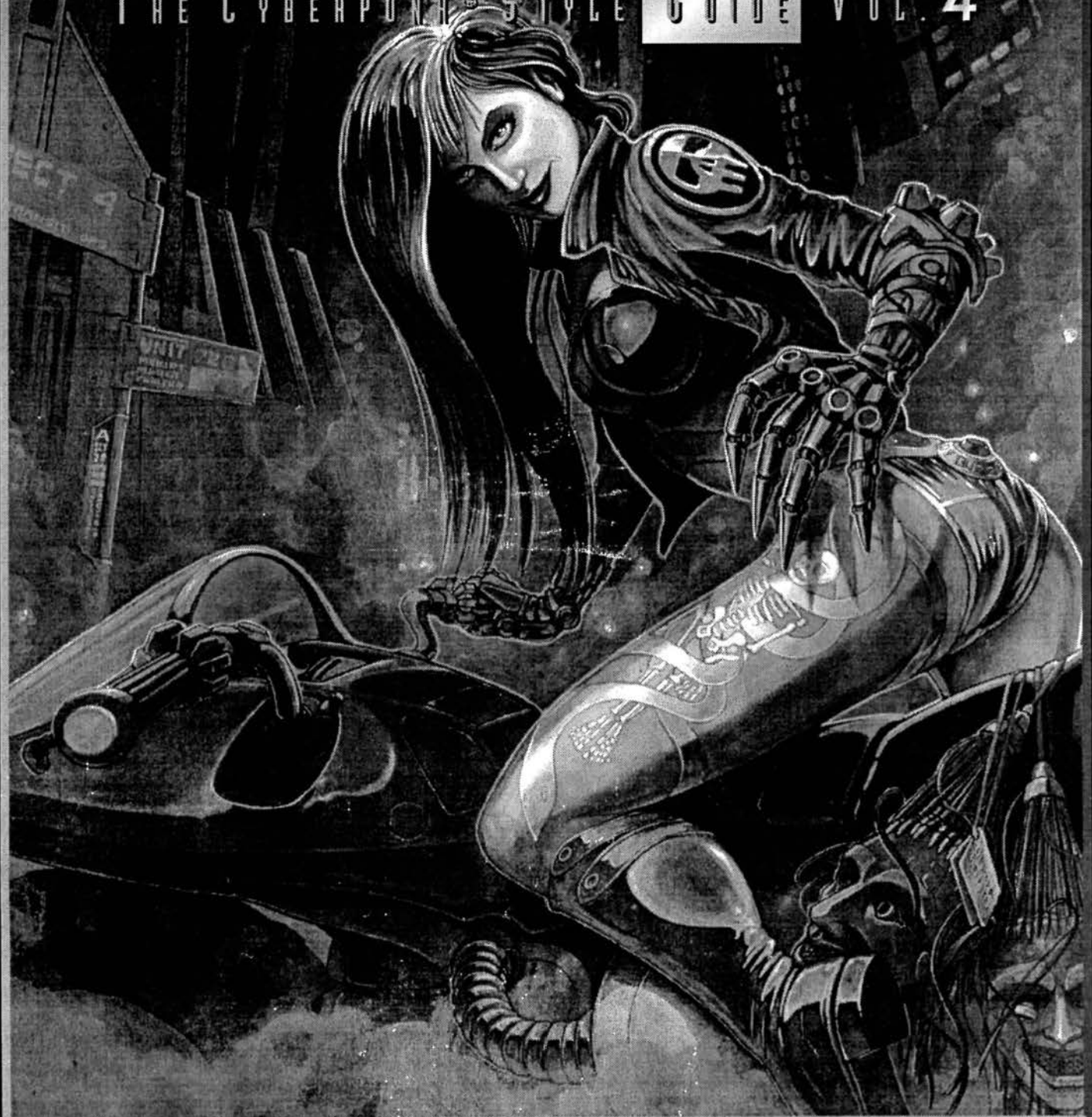
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CYBERWARE & CHIPWARE

SOME OF THE NEW CYBERWARE ON THE MARKET IS SIMPLY FRIGHTENING! THEY'RE PUSHING NANOTECH AND CYBERTECH TO THE LIMITS AND JUST THROWING THIS STUFF OUT ON THE STREET FOR ANY SNAPPERHEAD TO USE AS HE PLEASES! I THINK IT'S ABOUT TIME WE GOT SOME HARDCORE GOVERNMENT REGS TO DICTATE THE CONTROL AND SALE OF CYBERTECHNOLOGY."

—Eduadro Rodriguez, mayor of San Francisco, shortly before his assassination by unknown boostergangers

EXTRA TWIST™ JOINT ADDITION

### +30% of cyberlimb cost and +10%/extra joint above normal

Your mom used to say "Your arm won't bend that way!" Well—now it will! Thanks to the people at Dynalar, you've got that extra move that'll put you ahead of the pack. These extra joints can be added to supplement traditional anthropomorphic configurations found in cyberware today. With this mod in your 'ware, they'll never know what hit them, when you make that move totally out of the norm. Several martial arts schools are currently experimenting with these new body joints to develop new katas, throws and holds.

Dynalar
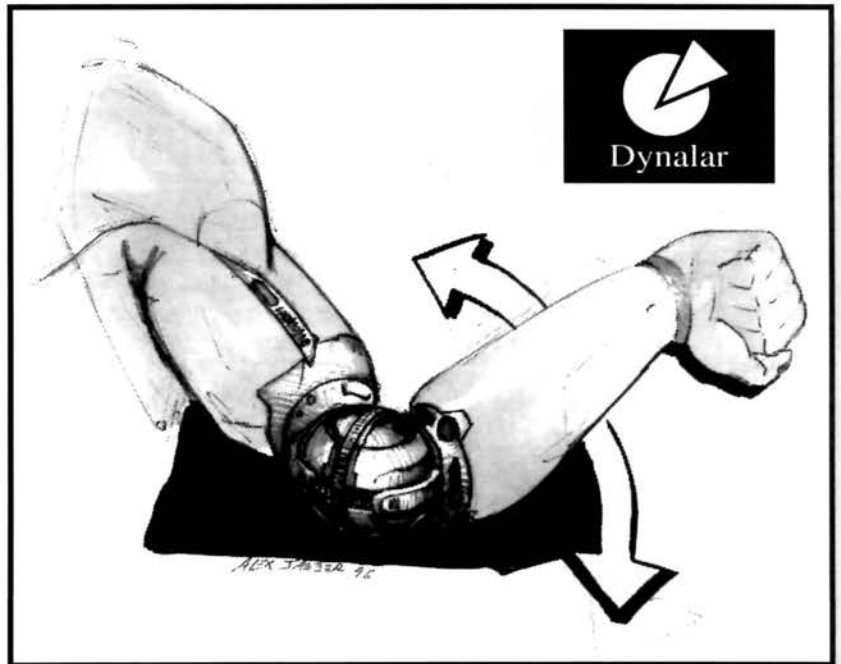
Game notes:

The user must roll his REF or less (on 1D10) the first week he has the new limb(s). If he fails, there is a -5 penalty to his REF or MA (referee's choice) for a week. If he ever has a critical failure while rolling for a REF/MA-related task, he loses the use of the limb for 1D10 combat rounds. The user gets a +2 to REF/MA-related rolls covering various athletic tasks: catching, grabbing, escaping, climbing, etc. There is also a +2 bonus to Martial Arts' Grapple and Escape rolls.
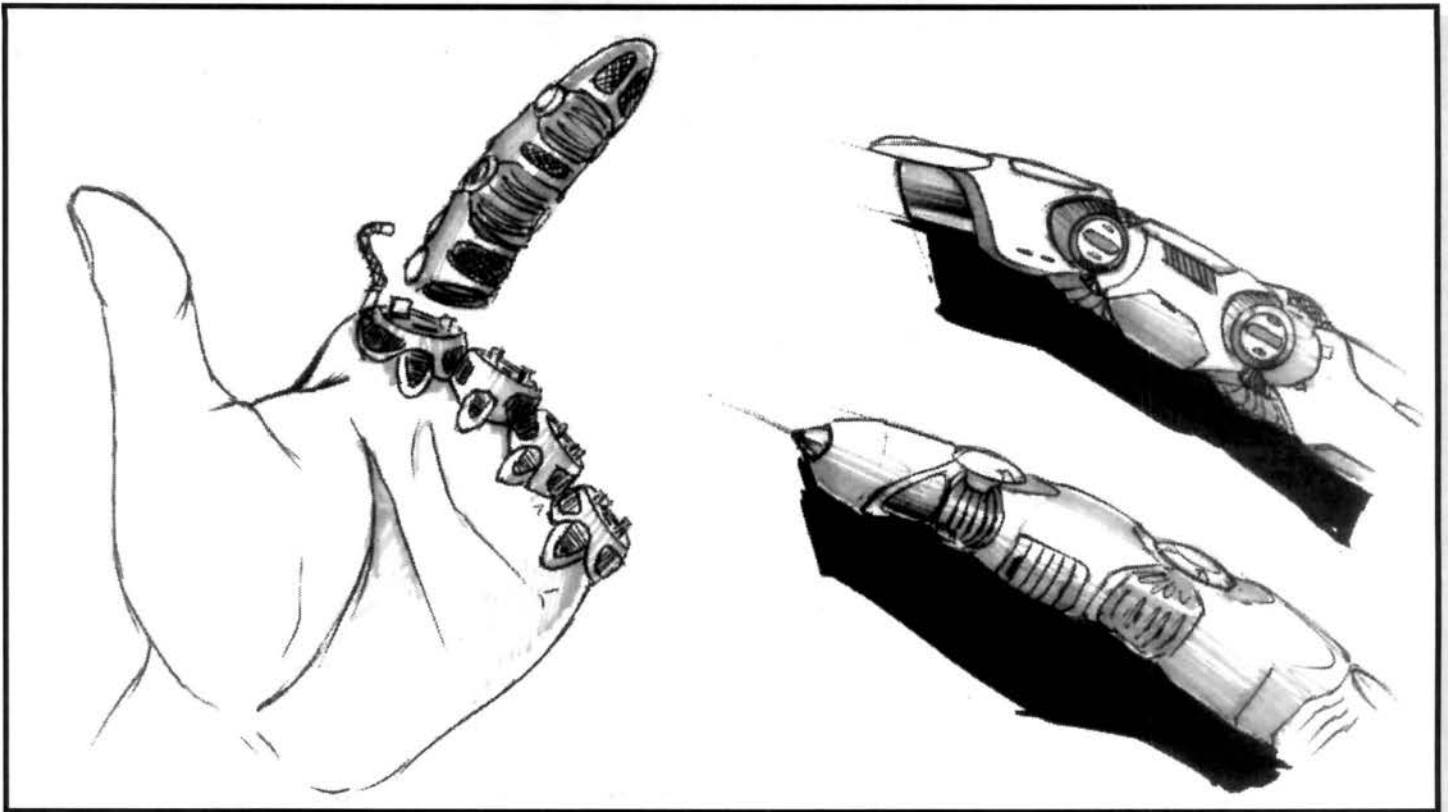
Dynalar

DYNALAR TECHNOLOGIES "DIGITS"
CYBERFINGERS

D ynalar continually brings you the best in consumer cyberlimb technology. Remember, "Digits" are compatible with standard cyberhands, and can be installed in the comfort and privacy of your home.

A] Flesh Mount   100eb

Allows cyberfingers to be installed on meat hands. Great for Yakuza members after atonement! May be combined with the Quick-Change Mount from *ChromeBook 2*. Surgery: M, HC=1

B] One-Shot Special   250eb

The final holdout! This cyberfinger holds a single 5mm round in the tip. (P -2 P E 1D6 1 1 ST 20m) It may use different types of ammo. Caution: May be black-market cyberware in some areas! Surgery: N, HC=2

C] Ballpoint Finger   25eb

A great toy for executives or students. The leakproof pen in the fingertip holds enough ink to write a ten-mile line! It can even write in zero-G or underwater! Refills are available in a variety of colors and cost 2eb. Surgery: N, HC=0.5

NOVELTECH
Geometric Progressions in Technology
CORVETTE CYBERLEGS

cost varies

These cyberlegs are produced by the NovelTech corporation and are the only worthwhile competitors to the Speeding Bullet legs. They are more modular than Speeding Bullets, although the basic surgery is the same. The spine and lower ribcage are reinforced, and the hips are replaced by Smoothflow™ hydraulic ball systems, thickened myomer muscle groups, and hardened joints.

The basic system subdermally implants a small control computer, which, in combo with biofeedback conditioning, adds to the user's maneuvering. A second computer (called the High Speed Maneuvering System) can be added, further increasing the user's movement rate and maneuverability.

Game notes:

Both systems incorporate the Thickened Myomer limb option (+4 to kick damage).
Basic System: +3 MA, +1 on movement maneuver rolls.
Cost: 4500eb. Surgery: CR, HC=3D6
Advanced System: +8 MA, +2 on movement maneuvers.
Cost: 5000eb (500eb if upgrade). Surgery: CR (M if an upgrade), HC=3D6+4
Note: This cyberware was originally presented in another form in Interface Vol.1, #4.

Donner+Savage
Medical Cyberware

MEDICAL MODULAR HAND

975eb

From Donner & Savage, makers of the Home Skin-Grafting Kit, comes the new Medical Modular Hand. D & S and Dynalar (makers of the original modular tool hand) have produced the latest in modular finger technologies. The Med-Hand includes five instruments for use in any medical emergency: monoedge scalpel, four-dose air hypo, dermal stapler, dual-purpose clamp/forceps, and basic biomonitor probe.

Game notes:

This hand will match all standard cyberarms. It can also be mounted as an independent cyberhand (see Chrome 1)
With cyberarm: Surgery: N, HC=+1D6/2
Independent cyberhand: Surgery: MA, HC=1D6+2
Note: This cyberware was originally presented in another form in Interface Vol.1, #2.

CATSPAW™ STEALTH FOOT

+150eb to cyberleg costs

This foot module uses sound-absorbing pads on the soles and sound dampening of the internal mechanisms. Fully interactive with most basic cyberfoot units.

Game notes:

Gives a +1 bonus to Stealth skill rolls. Cannot be used with Web Foot, Seismic Detector (Solo/Fortune 1) or Anchoring Feet (Chromebook 2). Surgery: N, HC=1
Note: This cyberware was originally presented in Interface Vol.1, #3.

SYCUST
BODYWEAR & CUSTOMIZATION

EXTENDING LEG UNITS

+400eb to cyberleg costs

T hese leg extenders operate from a telescoping knee-foot mount to add up to three extra feet in height! Capable of supporting 500 lbs; they are used primarily for disguise work. A person's height can change at a thought!

Game notes:

Height can be reduced 1 ft., or expanded up to 2 ft. for walking (+1 MA), or 3 ft. while stationary. They use two option spaces per leg (must be used in pairs), and cannot be used with Speeding Bullet legs (Solo of Fortune 1), Corvette Legs, or Leg Boosters (Chromebook 3). Surgery: N, HC=+4 to cyberleg HC
Note: This cyberware was originally presented in Interface Vol.1, #3.

SYCUST
BODYWEAR & CUSTOMIZATION

SYCUST JOINT OPTIONS

price varies

Double-Jointed: 1000eb

Locking Joints: 100eb

360-Degree Rotating Joint: 120eb

G reat for wrestlers, judo masters, escape artists, and fighters of all types! Now you can lock the joints of your cyberlimb in place, preventing it from moving or being bent in a way it was never meant to bend! Or twist it into inhumanly possible angles! It's all available to you from the first name in cyberware customization—SYCUST.

Game notes:

Double-jointing gives the cyberlimb extra pivot at the major joints, and may even allow it to bend fully backwards from its normal direction. A user of D-J arms will gain a +1 to all Grapple, Hold, and Choke H-t-H attacks. He will also gain a +1 to Escaping from said attacks for every set of limbs with the D-J option (arms, legs). Occupies half an option space. Surgery: N, HC=1D6/2 per set of limbs.
Locking joints cannot be combined with any sort of double-jointing option. To move a locked joint is a Very Difficult (25+) Strength Feat skill check. Takes half an option space and affects the major joints (not the digits). REF is reduced by 1 with that limb for every joint locked—so if you lock your shoulder and wrist, you are at -2 REF to all actions with that arm. It affects all major joints in the limb (arm: wrist, elbow, and shoulder; leg: ankle, knee, and hip). Surgery: N, HC=0.5,
With the rotation option, the wrist or elbow of your cyberlimb can turn all the way around. If not using hydraulic rams, crushing ability is reduced to that of normal hand. Punches are the same. This can add +1 to rolls for escaping from bindings or making TECH-based adjustments/repairs in enclosed spaces. Takes half an option space in a cyberarm. Surgery: N, HC=2
Note: Some of these options were originally presented in another form in Interface Vol.1, #4.

SOVIET CYBERWARE

price varies: Cyberarm: 669eb, Cyberleg: 875eb, Cyberoptic: 100eb, Cyberaudio: 100eb

From the Soviet Union, Transov Imports brings you Mother Russia's finest cyberware! Why pay astronomical prices? Get it from behind the Iron Curtain! Get it cheap!

Game notes:

HC's are equivalent to Western cyberware (50% chance of extra 1D6 HC and -1 ATTR). Soviet cyberoptics are poor quality and hold only one option each. They have a low failure rate, but image quality is quite poor. Soviet cyberaudio is usually up to Western quality standards, but may have only two options. Soviet cyberlimbs have only two option spaces and are based on hydraulic rams—they may not be converted to myomer. They have a total SDP of 40. A kick does 3D10, a punch 3D6, and a crushing attack does 2D10. However, any time any excessive strain is put on a Soviet cyberlimb, there is a 5% failure rate.

NEWTEETH

200eb

Dynalar

Teeth that'll stand up to the rigors of fighting and survival! NewTeeth are guaranteed not to come out unless you suffer a skull fracture! They're fused right into the bone! And talk about sharp! Definitely worth having in any situation! They look normal, unlike Vampires, and are great for undercover work. They are fused with the bones of the skull, making them impossible to knock out (without shattering the cranium, of course …).

Game notes:

Sharp ceramic teeth that look human (sort of). Surgery: M, HC=1D6/2. Stats: MEL -1 N/A C 1-2 pts. of damage N/A 1 VR touch

POWERJAW

100eb

Dynalar

This new system from Dynalar increases the viciousness of your bite! It winds myomer through your jaw muscles, increasing the force of mastication! With PowerJaw and a set of NewTeeth, it becomes possible to bite through an old-style encyclopedia!

Game notes:

Adds +2 to any bite damage done. Surgery: MA, HC=+1-2 to any mouth/teeth modification humanity costs.

DAKAI SOUNDSYSTEMS

EARTHSHATTERING SOUND FOR AN EARTHSHATTERING AGE

CYPHIRE

NEWTHROAT

850eb

Dakai Soundsystems and Cyphire Cyberware have developed new innovations in the analysis and transmission of vocal sounds. Together, their scientists have created the CyberVocal™ series of modifications, of which NewThroat is the most recent.

Game notes:

NewThroat involves extensive surgery in which the entire throat region is operated on and much of it is replaced with electronic sound-synthesis devices. The throat can then be Superchromed or covered with RealSkinn. Its new electronic voicebox can hold up to three of the various voice implants/options (at quarter cost and no extra HC): Voice Synthesizer & AudioVox (CP2020), Voice Pattern & Forked Tongue (Chromebook 1), and Scramble (new). The throat area now has an SDC of 15. Surgery: CR, HC=2D6

Note: This cyberware was originally presented in another form in Interface Vol.1, #3.
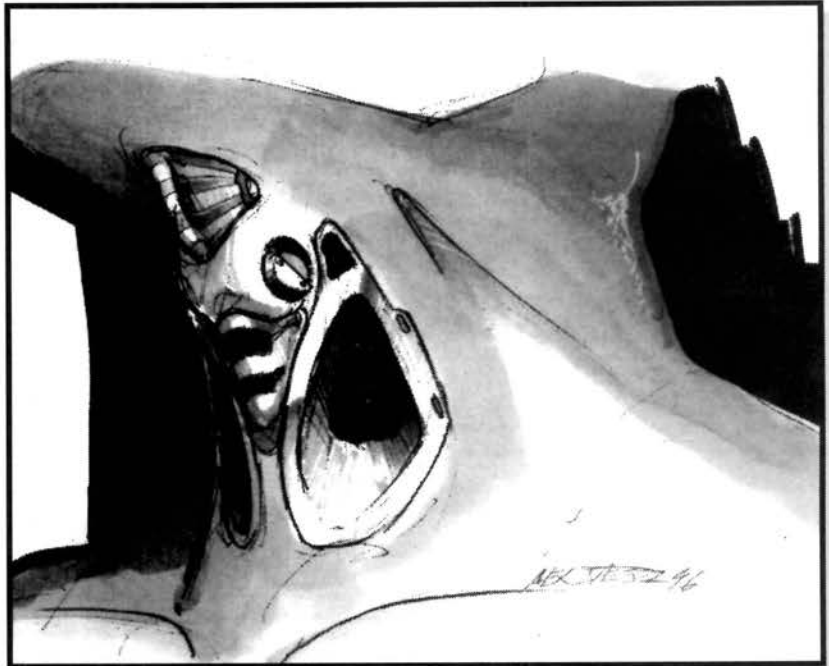
DAKAI SOUNDSYSTEMS

EARTHSHATTERING SOUND FOR AN EARTHSHATTERING AGE

SCRAMBLE

50eb

Usable with NewThroat or AudioVox, this electronically alters the individual's voice, making it completely unidentifiable, but also making it sound so electronic that it cannot pass as a voice. With modifications, the voice can be "read" by a cellphone scrambler (*Chromebook 2*). Surgery: N, HC=2

KIROSHI MONOVISION

KIROSHI®

650eb

From the makers of the OptiShield!
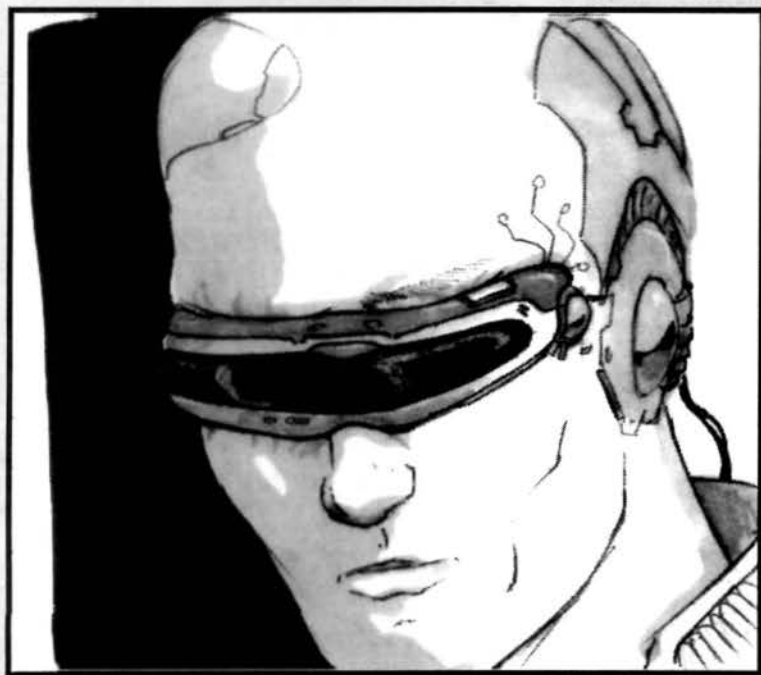
Were you upset when you could only afford anti-dazzle for one eye and had to hobble around with only one eye functioning? Well, nevermore … with the new MonoVision we replace your entire optic ridge and both eyes with a single wide-angle cyberoptic, giving you that cool, visored look so "in" with today's boosters!

Game notes:

You pay once for the cyberoptic option, both price and humanity cost. This cyberoptic format can hold six options; with its revolutionary wrap-around styling, it gives its user perfect vision of 180 degrees and extends peripheral vision to a full 225 degrees. The wrap-around FOV gives +1 to Awareness rolls and an extra +1 to Initiative rolls in surprise or ambush situations. Surgery: MA, HC=3D6
Note: This cyberware was originally presented in another form in Interface Vol.1, #3.

VARIABLE-CHAMBERED HEART OPTION

BODYWEIGHT
Life Preservation Systems

+450eb to basic cyberheart costs

Only the best from Bodyweight!

Everyone knows that the crocodile has a variable-chambered heart, right … *Right?* Well … okay, so you didn't know. But do you know why? On land, the heart works like a four-chambered mammalian heart, and underwater it behaves like a three-chambered amphibian heart, causing the blood to bypass the lungs, allowing the reptile to hold its breath longer! Now you can get that function on your Pacesetter cyberheart (see *Chromebook 1*). Hold your breath longer! Get better endurance! Go for it!

Game notes:

Doubles the amount of time the user can hold his breath (10-20 min.), and gives a +1 to Endurance skill! Surgery: N (no addition to original surgery), HC=+1D6/2 to cyberheart HC. Warning: Using the "Overdrive" function with the "Bypass" function will result in a stroke!

Nikkon America

DOUBLE-SLIT PUPILS

200eb

New from Nikkon America!

E ver wonder how a caiman sees clearly through the boundary between water and air? It's in the structure of its pupils— they're double slit to compensate for the amount of refraction encountered! Now you can have that, too. Great for the amateur or professional diver that needs to see what's going on above the surface as well.

Game notes:

Allows characters to see clearly through the air-water boundary. Takes 1 space in a cyberoptic. Surgery: N, HC=0.5

BODYWEIGHT
Life Preservation Systems

BODYWEIGHT VEIN CLIPS

700eb

T he greatest danger to any downed 'Punk on the street is dying before medical aid (even Trauma Team) can arrive to save you. What does many people in is sudden shock brought on by massive blood loss. Bodyweight has been very successful in remedying this situation by placing clips on major veins and arteries that can reduce or stop bloodflow when required. Specialized sensors monitor pulse and blood pressure, expanding and contracting the clips as necessary.

Game Notes:

+2 on all Death Saves. Surgery: MA, HC=1D6

STINGER

400eb

S omewhat new to the world of cyber-implants, this bit of hardware is considered black market primarily because of its current misuse (boosters loading it with poisons, etc.) and its newness. It is an inch-long hypodermic needle (carboglas for durability) which extends from the fingertip, and is connected by flexible tubing to a cartridge in the palm. The cartridge is encased in memory plastic which can be contracted, expelling the unit. Up to three doses of a liquid chemical or drug are contained in each cartridge.

Surgery: M, HC=1D6+3

Note: this cyberware was originally presented in Interface vol.1,#2

BigRipp

1200eb/body weapon, 850eb/cyberlimb weapon

NovelTech, Ltd. puts a 14 in. triangular blade of carboglas in your forearm—the ultimate expression of the scratchers-rippers-wolvers style. The blade is operated by muscle tension, extending from a slit either above or below the wrist. An alternative mounting allows the blade to extend along the length of the forearm. Warning: considered Black Market/illegal bodyware in many judicial areas.

NOVEL TECH
Geometric Progressions in Technology

Game notes:

The BigRipp does 2D6 damage with AP ability equal to a knife. If cyber-mounted, it gains full AP. BigRipps can be used with any martial arts style that has sword or knife as a weapon, but if used to parry, they will break on a 1-3 (D10 roll). The forearm mounting only has knife-level AP ability, but only breaks in a parry on a 1 (D10 roll). If the user does a martial arts parry, the forearm mounting allows the parrying character to do full damage to the attacker or attacker's weapon.
Meat-mount: Surgery: MA, HC=3D6+1
Cyber-mount: Surgery: M, HC=same
Note: This cyberware was originally presented in another form in Interface Vol.1, #1

High Five, aka the Palm Bomb

355eb

This cyberarm weapon option was first seen in the Middle East, used by *Jihad* terrorists who specialized in close combat. Based on certain Neo-Soviet designs, it is rugged, durable, and reliable. The Palm Bomb has since circulated into Central and North America, where it's considered a brutal assassin's tool. The device is a chamber housed in the wrist of the cyberarm, exiting through the palm. It can be machined for either a 12 ga. shotshell or .477 handgun load (as used in the Militech Boomer Buster). With a solid H-t-H strike, the chambered round will fire point-blank into the target! A wrist port allows for easy reloading, and the entire mechanism is well hidden within the cyberlimb, making it Impossible (30+) to detect at a glance. A manual safety is standard. Illegal cyberware in all U.S. and European judicial regions; other areas may vary.

Game notes:

No second to-hit roll is needed; damage is considered a second attack for purposes of determining armor penetration. Even with an inspection, the weapon's mechanism is Difficult (20+) to detect. The .477 round is AP and does 5D6 damage; 12 ga damage is found in the main rules. Because the weapon is triggered by physical contact, there is no range. Surgery: N, HC=1D6+3
Note: This cyberware was originally presented in Interface vol.1, #2.
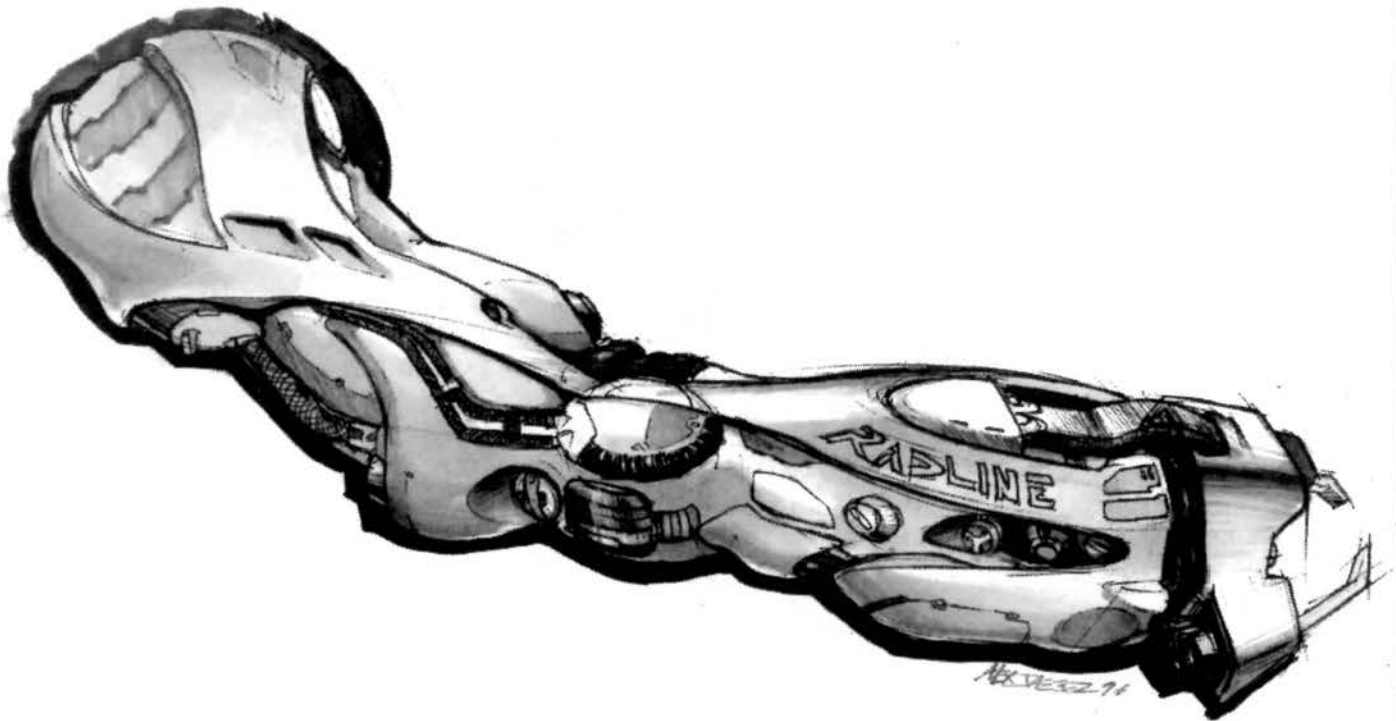
RADINE LABORATORIES

BLITZKRIEG™ ARC-THROWER

1050eb

Sweden's Radine Laboratories puts the power of the Gods at your fingertips! The new Blitzkrieg Arc-Thrower incorporates the use of a low-energy laser to ionize an air path along which the high-volt, medium-amp artificial lightning bolt is directed. Because of power storage and shielding concerns, no other item can be used in the same arm as the Blitzkrieg. Because most armors are not grounded vs. electrical impulse (+50% to armor's cost, negates weapon), only MetalGear can defeat it! (Weapon does 50% damage.)

Game notes:

Uses all option spaces in a cyberarm. Weapon stats: EX 0 na R 3D6 4 1 ST 10m. Damage is 1/2 real, 1/2 stun. Any cyberware hit will be down for 1D6/2 min.; a critical success means the item is shorted out and must be repaired. Even meat hits affect adjacent cyberware like a Microwaver with a +1 penalty on the effects roll. Surgery: M, HC=2D6 Note: This cyberware was originally presented in another form in Interface Vol.1, #1

Dermatech Inc.

DERMATECH LOGO-LINE™ TATTOOS

price varies

Dermatech, Inc. knows what YOU want! You've seen them on the vids, in the movies, even on the braindances. Tori Dansteele, supermodel, has one. Kade Lorenzo, international singing sensation, has one. Even Lee Chapman of Net54 has one. Now you can have one, too! Your very own licensed logo light tattoo! Yes, Dermatech has obtained licensing rights to reproduce the logos of ConAg, Datatel Inc., New American Motors, EBM, Everest VentureWare, Raven Microcybernetics, and Tritech as light tattoos for the general public! Imagine the reaction in your social circle when you take your jacket off and flash a true-blue Tsunami Arms trademark "wave-in-motion" on your arm. Uniqueness! Status! Mega-cool public appeal! Make it bold … make it sharp … make it Dermatech!

Game notes:

Prices vary from 10-200eb depending on size and placement. Dermatech tattoos are available at all BodyShoppe and Art to Bare outlets across the country, as well as many other fine tattoo parlors. Surgery: N, HC=0.5

Tech TRONica

ECHOLOCATION SYSTEM COPROCESSOR

800EB

Low-lite still requires light, and a thermograph is only good for heat. Now, use sound emissions to see! Requires two cyberoptics w/Video Imager (*Chromebook 1*), an AudioVox implant, and cyber-audio with Enhanced Hearing Range. You will be able to see in pitch-blackness, regardless of the EM spectrum! For an additional 30eb, a Telectronics sonar scanner (*Chromebook 1*) can be tuned for use with this system (replacing the AudioVox).

Game notes:

This item allows the aforementioned systems to interface and create a 3-D graphic image from the reflected sonic data. The system works at near-real-time, but not perfectly, thus the character is at -1 Awareness for visual data while using this system (-2 if dealing with colors or textures). A "white noise" generator will jam the emissions, "fogging" the image. The item is a neuralware coprocessor and requires the basic neural processor in order to function. Surgery: N, HC=1D6/2

Nu • Tek Technologies, Inc.

NU-TEK TVSKIN

600eb

Nu-Tek's new synthskin uses the latest in optical fiber technology to make your body a vidscreen. You can use the TVSkin's patented GridWork™ system and tuning chip to make the screen any size and anywhere.

Game notes:

You must have the basic neural processor with a variant of DataTerm Link in order to pick up the TV signal. On activation, the operator will see a green square grid crisscrossing his body. He selects first the top left corner, then the lower right corner, and the skin in that area will become equivalent to a vidscreen. Uses a small battery pack (20eb, 4-hour life), which many users place into a subdermal pocket. Surgery: M, HC=1D6+4

MILITECH CYBER-DETECTION COMPUTER (MCDC)

3000eb

M

This new neuralware mod was originally designed for use by American Special Forces units, and is a step and a half over AAS' old Doc Richter™. A built in micro computer receives data from up to four different non-visual cybernetic sensory devices: cyberaudio, radar or sonar implants, olfactory boost, or cyber-seismic detectors (Solo of Fortune 1)—either their own, or, via interface plug and cable, others'. The subject can link to non-cybernetic sensory equipment as well. The computer processes the data received, then signals the target's bearing and exact range. This enables the user to have full concealment or cover, and still perform reconnaissance functions. Great for ambushes, which is why it was designed.

Game notes:

You must have the basic neural processor with Machine/Tech Link in order to use this module. Output is via subdermal viewscreen (Chromebook 2), cyberoptic Video Imager (Chromebook 1), or cyberaudio. Other methods of detection depends on the sensory systems used. With seismic/radar systems, you can determine size; with olfactory boost/chem sniffers, you can identify organic or inorganic objects. Operator receives data on number/size of objects; if they're in motion; range to specific sensor or operator, and bearing from specific sensor or operator. This information can be used for recon ID, to activate remote ambushes, or provide targeting data for indirect fire. Surgery: M, HC=1D6+3

TASTE BOOST

100 eb

A simple neural mod, this enhances the sense of taste to allow for detection of poisons, as well as over-seasoning. Can be toggled for when you want to enjoy your aunt's 5-alarm chili without losing your sanity.

Game notes:

Installation of the booster to your processor is followed by a shot of transform viruses to your tongue. You now have heightened receptivity and interpretation of the four basic tastes: sweet, sour, bitter, and salt. It requires practice and training to identify chemical compounds by taste (be prepared to make a lot of INT-based skill rolls). Olfactory Boost helps with identification of compounds. Surgery: M, HC=2

SHAPE RECOGNITION CHIPWARE

500eb

Need to pick objects out of a crowd? The newest chipware from Direct Dataware can help! Program your specifications onto a blank chip, drop it in your socket, and proceed to pick out the things specified by the chip, surrounding them with a colored halo. This is essentially the reverse of our Visual Recognition Chips.

Game notes:

The system can access up to three different chips at once. Programming cannot be incredibly general ("halo all firearms"), but can be semi-specific ("halo all automatic pistols") to extremely specific ("halo all Malorian Arms 3516 Pistols"). For use with Zetatech's Times Square Plus cyberoption (Chromebook 1).

LOCKDOWN

300eb

Many a time the Solo or cop has been out-done by an invisible sniper. Our human ears, even augmented, aren't designed to pick out the precise locations of gunshots. Now, thanks to the Weaponsmasters of New Mexico, you can spot a sniper or gunman anywhere! Using an internal computer in coordination with advanced audio, Lockdown applies a graphic "picture" of the bullet's trajectory over the user's vision, and places a red rectangle in the general location of the shooter. The more shots fired, the better Lockdown can fix the location!

Game notes:

Lockdown is neuralware and requires the basic processor, Times Square Plus (Chromebook 1), a bodycomp (Chromebook 2), and cyberaudio with Enhanced Hearing Range. In order to properly triangulate, there must be a second user with Lockdown within hearing range of the shooter; both users must have the Radio Link or Phone Splice cyberaudio options. Each firing increases the user's chance of finding a hidden shooter (Awareness/Notice skill) by +1. Surgery: N, HC=1D6

CHIPLOK

150eb

Are you worried about theft of your chips while you're asleep or incapacitated? No problem! ChipLok is a special device attached to your socket, locking the chip(s) in place until an electronic key is applied. ChipLok is widely used by mental health officials and law enforcement, to keep Pacifism chips installed in patients, and Exile chips installed in felons.

FACEDOWN CHIP

150eb

Know the right things to say; use the right body language! When you're in a Zone club, and some dorphed-up booster gets in your face, it's your cojones against his, and you need to show him that yours are bigger! The Facedown Chip from Militech is a database of all the old classic facedowns from Hollywood, TV, the latest Braindances, and every other source we could find! Now you'll have it all at your mental fingertips!

Game notes:

While installed, gives user a +1 bonus on facedown rolls.

HOME CHIP

940eb

A variant of the behavior chips used for Exile sentencing, home chips are designed to keep the user from partying all night. After approximately two hours away from home beyond a preset time, the user will get strong stimuli to return home. "Home" is a preprogrammed geographic location verified by the chip's reception of a broadcast signal. For an additional 40eb, the chip can send similar signals when the subject goes further than a certain radius from "home."

Game notes:

Resisting the impulse from a Home Chip is a Very Difficult COOL check, to which the Resist Torture skill can apply.

SPEEDREADING CHIP

250eb

Time—who has enough?

Even when you receive all of your mail and news electronically, you often find yourself passing over things due to a lack of time. Would you like to remedy that problem without losing data or biting into your schedule? How about being able to read your normal daily input in half the time, or less? Parts N' Programs gives you what you need! Simply slot the chip and get reading—works with any cyberoptic. You'll find yourself assimilating printed information in half the time it took before, at full comprehension levels. So subscribe to more screamsheets, download more books, connect with more correspondents, and never again worry about the lack of leisure time. Parts N' Programs' Speedreader Chip is completely compatible with our Written Language Translation Chips.

Game notes:

Requires a cyberoptic. Halves reading time for characters up to INT 6, time drops to one third of normal above INT 6. Reading comprehension level is normal.

DREAM SUPPRESSANT CHIP

300eb

Problems sleeping? Post-traumatic stress syndrome keeping you up all night? This new technology from DataEdge can give you a restful night's sleep by repressing REM sleep.

Game notes:

A Dream Suppressant Chip works as advertised, allowing the user a restful night's sleep, dream-free. However, for every week of use, the user will temporarily lose a point of EMP. All lost EMP can be regained through a night of normal sleep.

BIOWARE & NANOTECH

WHY GO WITH BIOWARE? IT'S THE WAVE OF THE FUTURE! COMPLETELY UNDETECTABLE BY NORMAL SCANNING SYSTEMS, IT'S THE SYSTEM OF CHOICE FOR THE UP-AND-COMING SOLO! REMEMBER THE GUY THAT WENT AFTER SABURO'S SON IN 2020? HE GOT ALL THE WAY TO KEI'S FLOOR BEFORE THE AI SYSTEMS KILLED THE NETRUNNERS AND HIS BACKUP WENT DOWN. IF THEY'D HELD OUT FOR ANOTHER TWO MINUTES, ARASAKA'S OPS CAPABILITY WOULD'VE BEEN DECAPITATED ..."

—SGT. ARCH ANDREWS, CADRE AT FORT BRAGG AND FREELANCE SOLO

OTEC

NITROGEN BINDERS

1400eb

Cheap and effective tech! Did you ever think you'd hear those two words to describe nanites? It's true! OTEC has whipped up a simple nanite in its labs that will prevent divers from getting nitrogen narcosis no matter how fast they ascend!

Game notes:

Prevents nitrogen narcosis, aka, "the bends." Reduces depressurization time up to 100%, depending on depth. (The deeper the dive, the smaller the time reduction.) The user must have regular upkeep treatments (400eb every 3 months). Surgery: N, HC=1-2

ADVANCED MUSCLE AND BONE LACE

price varies

Want to get varying degrees of personal improvement instead of one big lump treatment? Is the original Muscle and Bone Lace too much? Not enough? InterTech introduces its new advanced version! Just tell the dealer how much you want done!

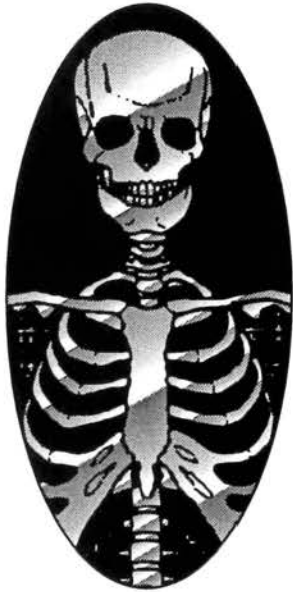### Game notes:

This item is identical in all other respects to the item found in CP2020. Surgery codes are N.

Cost	Body Type Bonus	HC
1000eb	+1	1-2pts
1500eb	+2	1D6/2
3000eb	+3	1D6+1

Replitech

REPLITECH "TUFFBONE" SKELETAL ENHANCEMENT

price varies

Originally developed as therapeutic treatment for age- or low-g-induced osteoporosis, Replitech's TuffBone treatment utilizes custom-designed biocompatible bacterial strains to increase your bone density for augmented skeletal strength and improved muscle anchoring. Just a few days after the initial injections, your bones will be fully colonized and begin bulking up with minerals deposited by the bacteria. Don't worry—we've made sure the process is self-limiting and stabilizes in maintenance mode after reaching full development.

Game notes:

Surgery codes are M.
Alpha level TuffBone (1300eb): Increases Body Type by +1 for purposes of Strength Feat skill rolls, lifting/carrying, and BTM vs. melee/H-t-H damage. User's weight is increased by 5%. HC: 1D6/2
Beta level TuffBone (2800eb): Increases Body Type by +2 (see above effects), and weight increases by 10%. Bone growth to limbs and facial structure decreases ATT by -1. HC: 1D6

BODYWEIGHT
Life Preservation Systems

BODYWEIGHT, INC. "METAHEME" HEMOLOGICAL REPLACEMENT

1300eb

Did you know your respiration was a lot more efficient before you were born? Oxygen was transported through your body using a molecule with a greater "attraction" than the hemoglobin in the platelets circulating through your bloodstream at this very moment. Now you can recapture that incredible efficiency, without the side effects of respiratory exhaust retention, with Bodyweight's "Metaheme" viral transform therapy. Our custom-engineered viral agents will modify your marrow to produce red blood cells carrying the metaheme molecule in place of hemoglobin. You'll see an instant increase in aerobic ability and overall athletic performance that simply has to be experienced to be appreciated. Fine tune your body with a little help from Bodyweight, Inc.

Game notes:

Subject gains the equivalent of +1 to MA, Endurance +1 skill, and can hold his breath for an additional four minutes. Warning: the subject cannot take blood transfusions from any blood group outside his own, or use any artificial blood substitutes except those made by Bodyweight. Subject also suffers a -1 penalty to all BOD-related resistance rolls involving poisons and disease due to the increased absorptive qualities of his blood. Surgery: M, HC=1D6/2
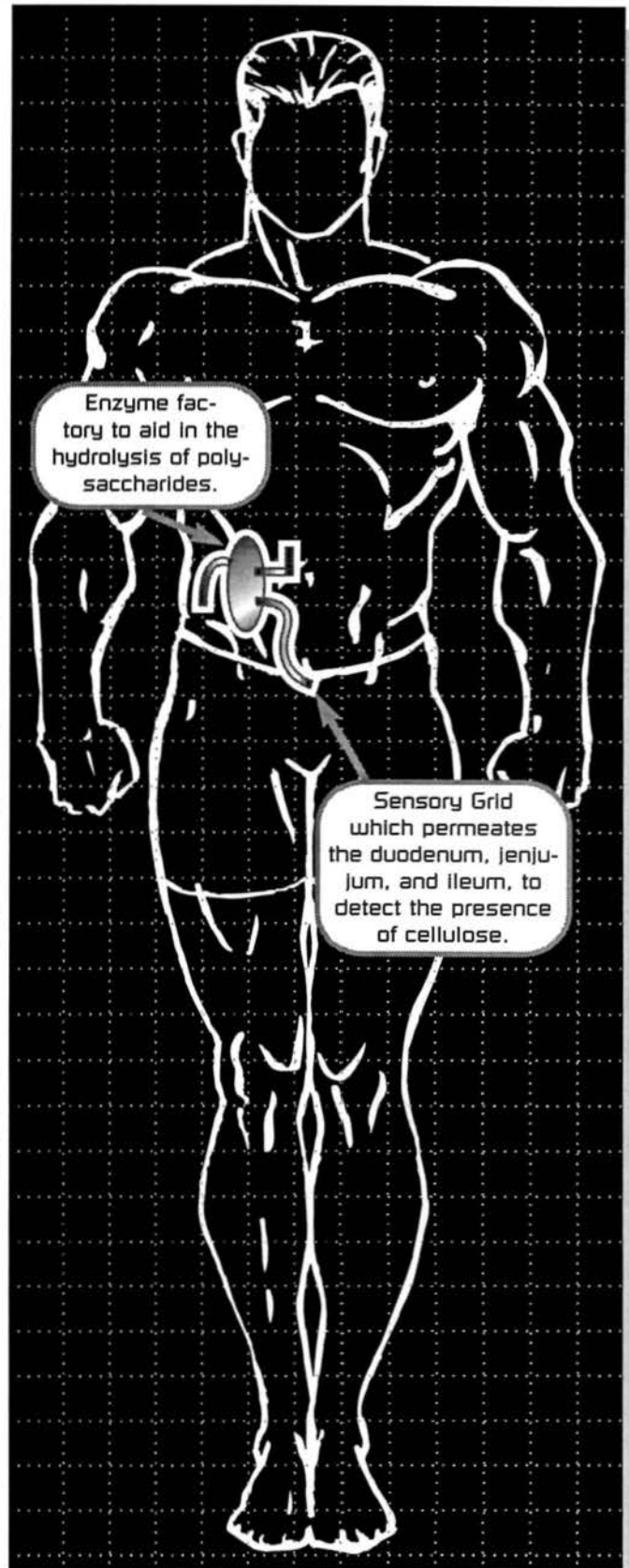
BIOTECHNICA

NEOAPPENDIX

500eb

Gonna be out on the front for a long period of time? Need more food than you'll be able to carry with you? The NeoAppendix from Biotechnica can help! The NeoAppendix is an activated form of your natural organ (which was deactivated by evolution), enabling your body to digest cellulose! You can live off of tree bark and grass trimmings if necessary.
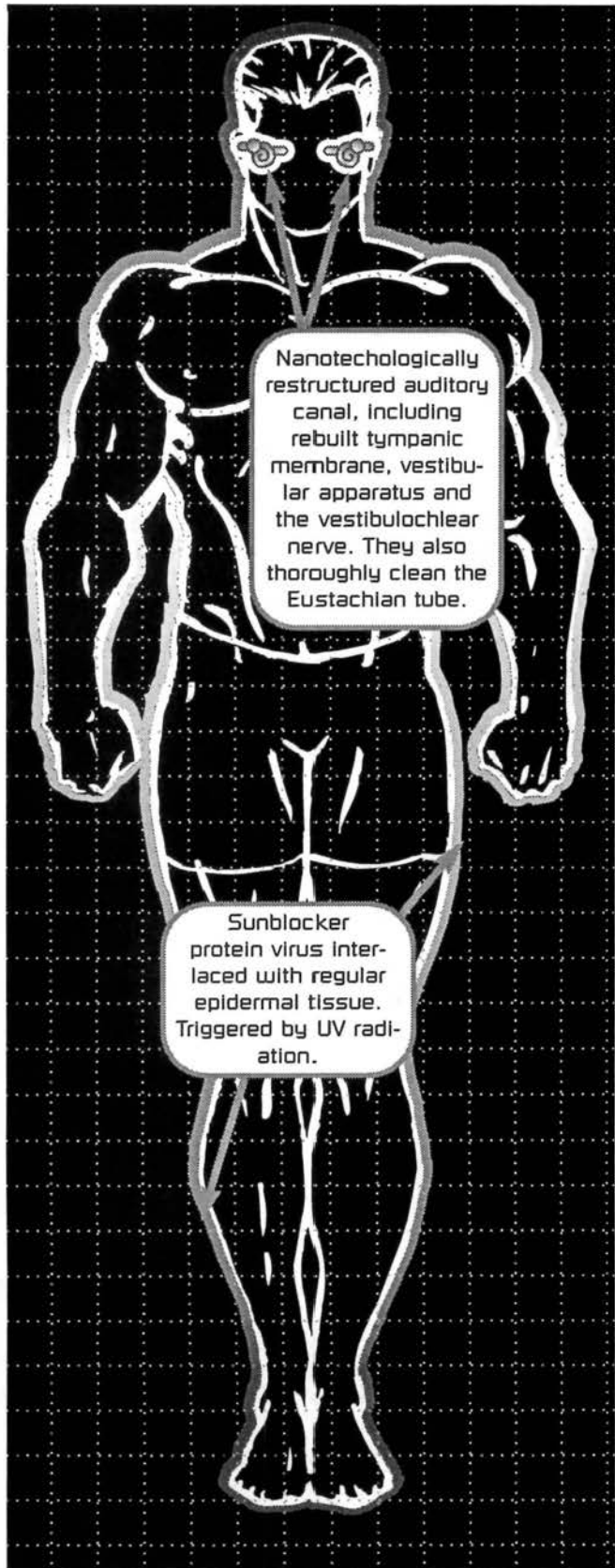
Game notes:

Gives the owner a +2 bonus on all Wilderness Survival skill rolls related to finding food. Warning: a regular diet of cellulose-bearing organic material will produce a surfeit of bodily-generated methane... This will make it easier to track the subject through smell, and may pose a fire hazard. Surgery: MA, HC=1D6/2

"Siberia, mid-winter. I was stranded there for eight weeks because my pick-up got scragged. Had to live like a rabbit on lichen, scrub grass, and tundra weed. Stuff tasted like crap, but it kept me alive—thanks to my biotech appendix."

— Wilson Card, Militech operative

Enzyme factory to aid in the hydrolysis of poly-saccharides.

Sensory Grid which permeates the duodenum, jenjujum, and ileum, to detect the presence of cellulose.

Nanotechologically restructured auditory canal, including rebuilt tympanic membrane, vestibular apparatus and the vestibulochlear nerve. They also thoroughly clean the Eustachian tube.

Sunblocker protein virus interlaced with regular epidermal tissue. Triggered by UV radiation.

NANOAUDITORY REBUILD

1500eb

Utopian Corp.

Don't feel like having your skull cracked open to get cyberaudio crammed in there? Expertly designed nanosurgeons can rebuild sections of your auditory canal to improve your hearing.

Game notes:

Gives the user Enhanced Hearing Range and Level Damper as if he had the two cyberaudio options. The process takes four days and the character is deaf for 3D10 hours after the injection (deafness begins in 1D6 hours from the time of injection). Surgery: N, HC=1D6/2

BIOTECHNICA "SUNBLOCKER" SUNSCREEN

BIOTECHNICA

250eb

Let others cower before the effects of the thinning ozone while you worship the sun! The new Sunblocker viral treatment modifies your dermal cells to manufacture a protein, originally derived from the skin of an Asian toad, that stays inert until ultraviolet light triggers a structure change. Within ten seconds of exposure, the protein "curdles" and begins absorbing ninety percent of the incoming UV and visibly darkens the subject's skin. This is a common modification for spacers and anyone worried about that nasty old hole in the ozone.

Game notes:

Prevents any kind of sunburn and reduces the risk of skin cancer induced by UV radiation to an insignificant level. Surgery: M, HC:1

BIOTECHNICA

NEOLUNGS

1000eb

The evolved lung is not a very efficient system—it only utilizes 17% of the oxygen inhaled at any time. NeoLungs from Biotechnica improve the flow-patterns of inhaled air, making them more circular, increasing the amount of oxygen your body can take in.

Game notes:

The user becomes able to hold his breath twice as long as normal (10-25min.), or he can breath at half his normal rate without difficulty. Surgery: CR, HC=1D6

"**R**un for miles without getting winded, freedive for twice as long, and, if the environment is less than pleasant, hold your breath for as long as you need—all with a set of Neolungs™ from your friends at Biotechnica.

Biotechnica: Adapting *You* to the Future!"

— Biotechnica Ad Program
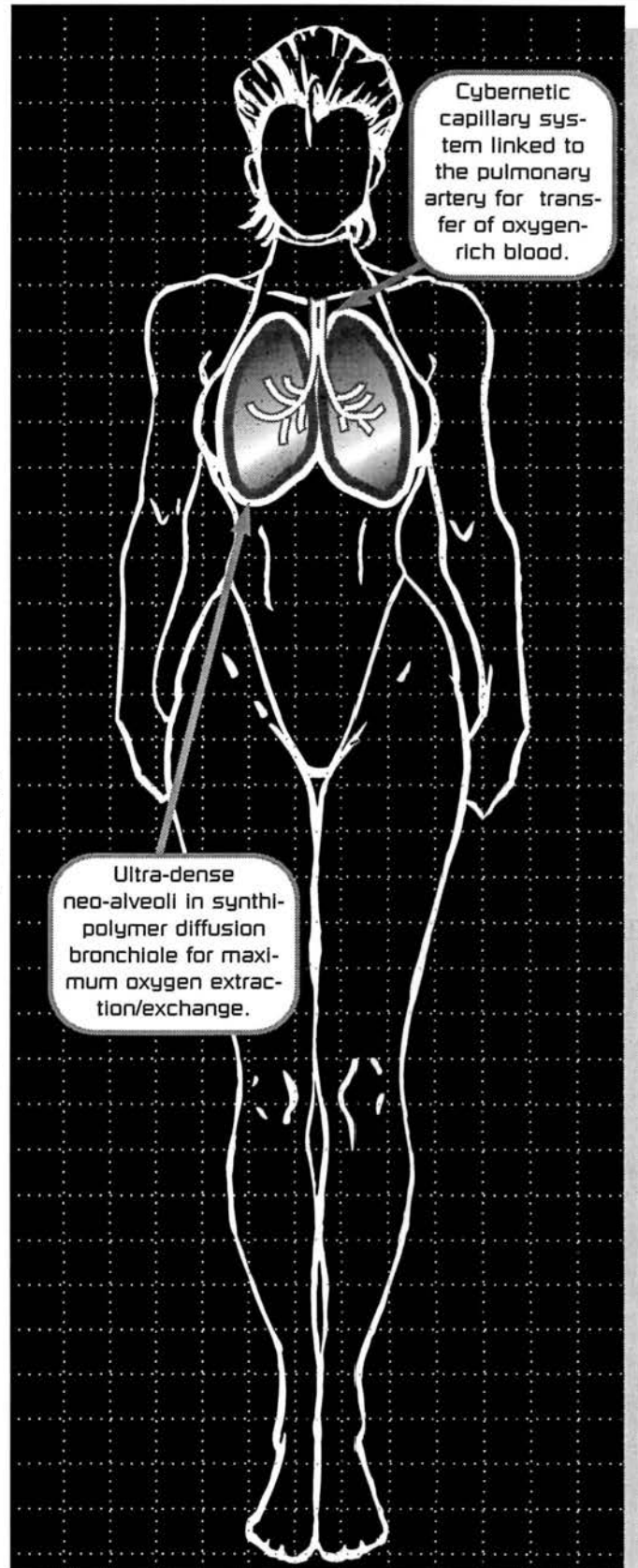
Cybernetic capillary system linked to the pulmonary artery for transfer of oxygen-rich blood.

Ultra-dense neo-alveoli in synthipolymer diffusion bronchiole for maximum oxygen extraction/exchange.

Dornier•Bauer
Biotechnische
DORNIER-BAUER
BIOTECHNISCHE NEURAL BRIDGE

600eb

Trust Dornier to give you a hand ... literally!
This handy little bit of bioware is a bundle of cultivated nerve tissue that links the motor coordination areas of both sides of the brain to make the subject ambidextrous. You'll be the envy of your fellow Edgerunners as you stun the competition with moves they'd never expect.

Game notes:

Tasks can be performed using either hand without penalty, but the standard -3 penalty does apply when trying to perform a task with each hand at the same time. For four weeks after implantation any skill use using the former "off" hand will be at half level until the subject adjusts to the new neural pathways. Surgery: MA, HC=1D6+2

"I was totally warped when I found out how cool this was. With a little practice, I could use both pistols at the same time, just like that famous 20th century Hong Kong solo, Chow Yun Fat. Man, I wish *I* had a Media like John Woo following me around and chronicling *my* work!"

— The late Jesse Raffles, weefle-solo

Dornier•Bauer
Biotechnische
DORNIER-BAUER
BIOTECHNISCHE CIRCULATORY SPHINCTERS

3200eb

You'll keep going, and going, and going with the latest development in personal wound management from Dornier. A rapid drop in blood pressure from a serious wound causes rings of muscle spaced along the arteries in the limbs to contract, cutting off blood flow to the injured area. Valves in the veins then slam shut and re-route circulation around the affected limb. Any tissue at the wound or lower is hamburger, but traumatic blood loss and shock damage is prevented.

Game notes:

Gives +2 to any Stun/Shock Saves and automatically prevents further damage from blood loss after a Serious or greater wound level is reached. Limb tissue below the wound site must be surgically removed and replaced with a cybernetic or vat-grown alternative. Surgery: MA, HC=1D6

Revolution Genetics

POISON GLANDS

price varies

Revolution Genetics has developed a new type of bioware: Poison Glands. The poison comes in four possible types: hallucinogens, nausea, somatic, and biotoxins. These types are varied according to potency and reaction time. The best part about the glands is that, no matter how often you use them, they continue to produce poison! Three different packages are available.

Game notes:

Surgery: MA.
Teeth: Like a snake, poison can be injected through natural fangs installed in the teeth. This also causes bite damage. 500eb costs for hallucinogen, nausea, or somatic (sleep). 1000eb for Biotoxin I. HC: 3d6.
Hands: Poison sacs can be engineered to coat rippers or wolvers, delivering the poison with a successful slash. 500eb costs for nausea or somatic, 800eb for hallucinogen, and 1100eb for Biotoxin I. HC: 2d6+3.
Warning—user is not immune to the effects of his own poisons! Caution in use is advised. Considered a Restricted or Illegal modification in some judicial areas.

"**A**nd so this guy pops Jerry one in the chops, right? Well, Jerry was springing his fangs at the time and that punch made him chomp his own tongue. Ouch. Fortunately, he only packin' brain juice at the time, so he spent the rest of the evening screaming and whining in the corner. Frack, that had to be worse than getting shot by your own gun ..."

— Jenny Fliescher, TT Medtech

Revolution Genetics

TAILORED PHEROMONES

price varies

Smell is supposedly one of the most mind-affecting senses—a whiff of something can bring back memories long-forgotten, attract a mate, or instill emotion. The new, tailored pheromones from Revolution Genetics can be yours now. Small glands will be surgically implanted in your armpits and crotch, and you're ready to change their minds!
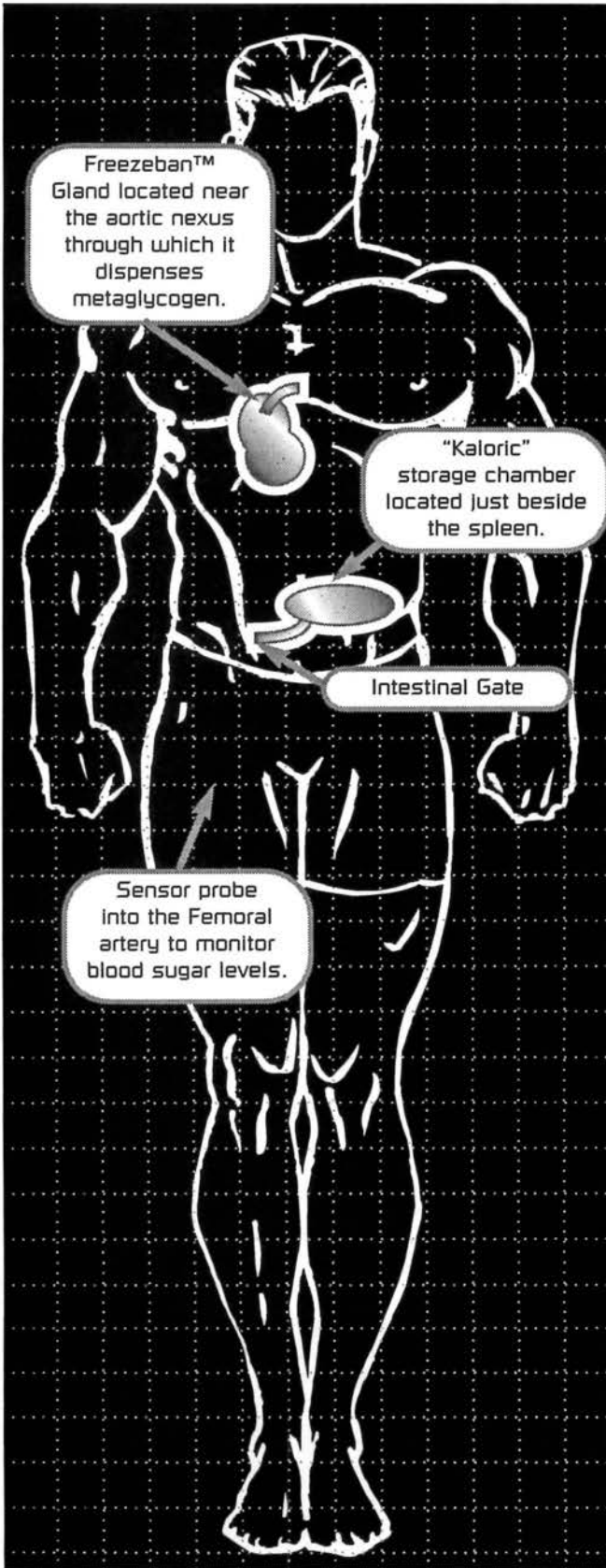
Game notes:

Surgery: M, HC=1d6/2. A player may only have one type of pheromone implant at a time. Nasal filters are 60% effective against pheromones.
Love (1000eb): Gives the user a +1 on all Seduction skill rolls for the specified sex (same or opposite; warning— "same-sex" effects may backfire at GM's discretion!).
Gullibility (2000eb): Gives the user a +1 on all Fast Talk/Persuasion rolls.
Confusion (2500eb): Anyone within 1m of the user gets a -1 to INT-based skill rolls and to Initiative rolls.

Freezeban™ Gland located near the aortic nexus through which it dispenses metaglycogen.

"Kaloric" storage chamber located just beside the spleen.

Intestinal Gate

Sensor probe into the Femoral artery to monitor blood sugar levels.

NAC
No-Ahme Caldwell
N-A C "KALORIC" SECONDARY GUT

750eb

Rushed? Wish you could free up some more time in your day? Or are you planning a long duration trek and need to keep the weight to a minimum? No-Ahme Caldwell comes to the rescue with the Kaloric—a secondary stomach chamber that empties into the small intestine in response to low blood sugar levels. You can eat when you have the time and the Kaloric won't send the food on to finish digestion until your body demands it.

Game notes:

Allows you to store up to a two-day food supply in the gut and function as though you'd been eating normally. Surgery: MA, HC=1D6/2

N-A C "FREEZEBAN" BIOCONSTRUCT

650eb

No-Ahme Caldwell introduces the perfect bioware for cold weather work or traveling space in cryosleep. The Freezeban gland is implanted in the chest cavity where it maintains your body with a constant supply of metaglycogen, a chemical compound that prevents water in the tissues from forming ice crystals in below freezing temperatures.

Game notes:

The effect is immunity to frostbite, and +1 on any Wilderness Survival/Endurance skill rolls in weather under 10° C. Subject also gains a +3 bonus on any cryosleep suspension and re animation rolls. Surgery: MA, HC=1

NAC
No-Ahme Caldwell

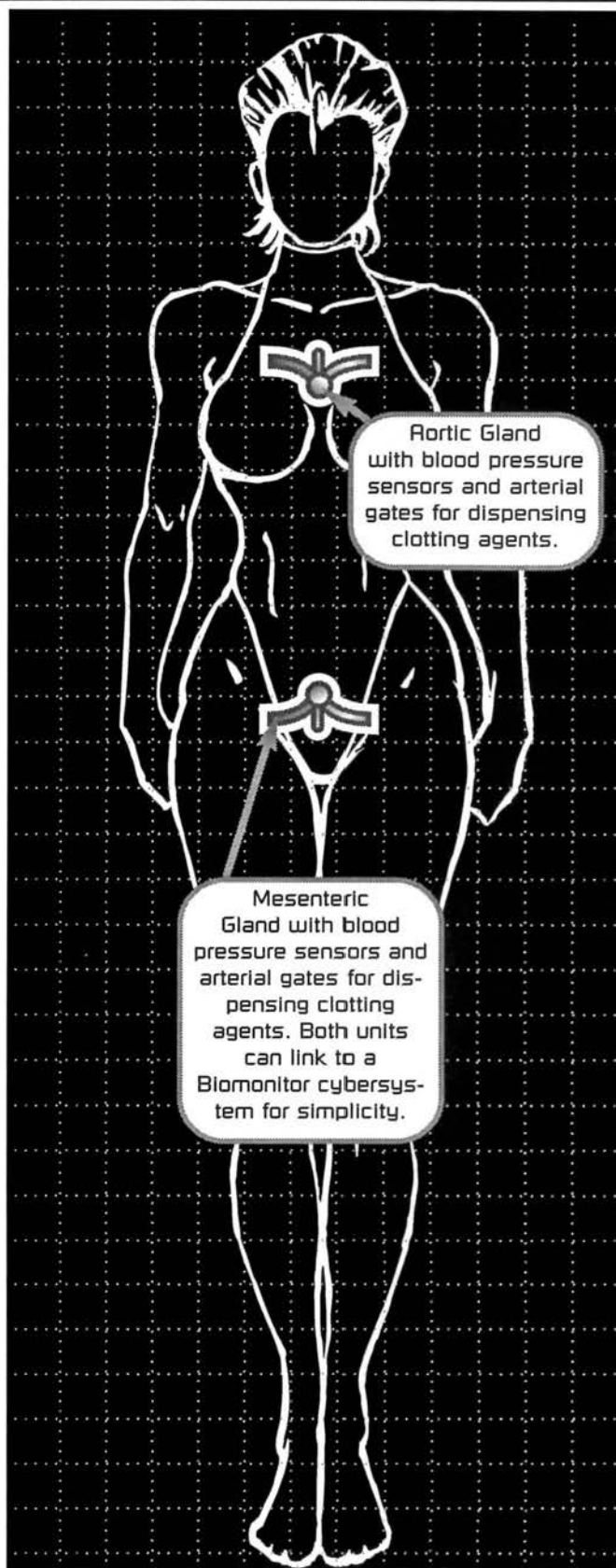### NO-AHME CALDWELL "QUICKCLOT" HEMOFIBRINIC NODES

3000eb

The Quickclot System relies on two bioengineered glands that produce and store the bloodclotting compounds fibrin and fibrinogen. One gland is attached to the mesenteric artery where it branches into the femoral arteries leading to the legs, while the other is located at the aortic arch where it branches into the axillary arteries to the arms and the carotid arteries to the head. Wounds that cause a drop in blood pressure, or elevated levels of histamine, trigger the nodes to release their contents and quickly seal off the site with a tough, fibrous scab.

Game notes:

All wound states are treated as being one level less in severity. (Serious is treated as Light and has no penalties, Critical becomes Serious with -2 REF penalty, etc.) On the down side, the sudden release of clotting compounds has a 1 in 10 chance of causing a stroke or heart attack from clots lodging in the blood stream. Cannot be used with the Lifesaver Nanoskin treatment (Chromebook 1).Surgery: MA, HC: 1D6

"**G**otta be careful with this one. Had a friend who went into shock from a minor hit, but his blood pressure dropped like a stone because of it. Suddenly, his implants started pumping out fibrin and his system started clotting up like crazy. Luckily a TT AV showed up and could flush his system before he went solid. Harsh."

— Rachel Mars, Freelance Techie

Aortic Gland with blood pressure sensors and arterial gates for dispensing clotting agents.

Mesenteric Gland with blood pressure sensors and arterial gates for dispensing clotting agents. Both units can link to a Biomonitor cybersystem for simplicity.

Revolution Genetics

Flashlite Implant

290eb

This is a small patch of cultured skin impregnated with the same bioluminescent material found in insects and deep-water fish. Powered by the body's natural neuro-electricity, it produces the low-candlepower equivalent of a mini-flashlight. Popular with miners, divers, and techs who always have their hands full, Revolution Genetics now brings this useful bioware to the home consumer!

Game notes:

The skin produces a non-glare, semi-focused glow similar to a chemlight stik (approx. 1m range.). The implant can be placed on the palm, back of hand, forearm, or even the cheeks and/or forehead! Users should note that the light is visible to outside observers up to 100m away. Surgery: M, HC=1-2
Note: This bioware was originally presented in another form in Interface *Vol.1, #4.*

"This one saved my life once. I was trapped in a cave outside of Barcelona. An EMP pulse had taken out my flashlight and with no light my LI optics were useless. But thanks to my little glowing implants which nothing could disable (short of flaying me), I was able to search around and find a sealed box of C-4 that the attackers had overlooked. Naturally, I wasn't trapped for long after that ..."

— Rachel Mars, Freelance Techie
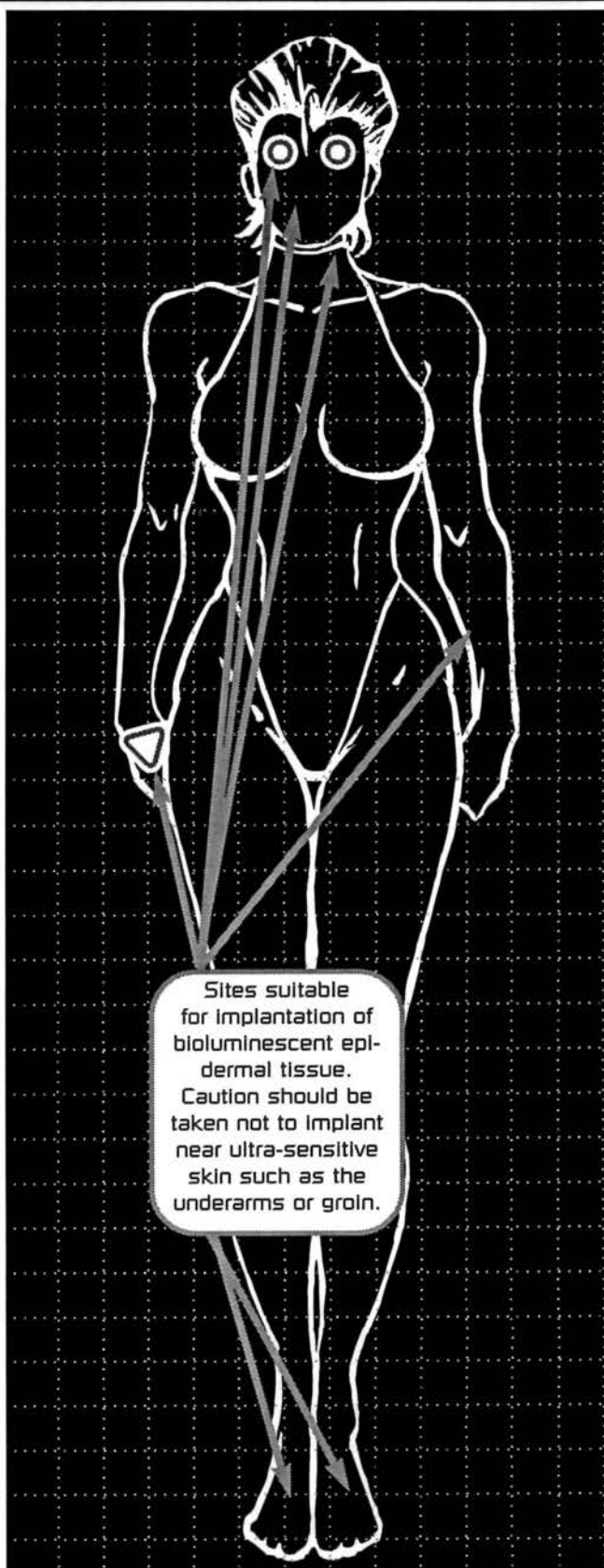
Sites suitable for implantation of bioluminescent epidermal tissue. Caution should be taken not to implant near ultra-sensitive skin such as the underarms or groin.

Replitech

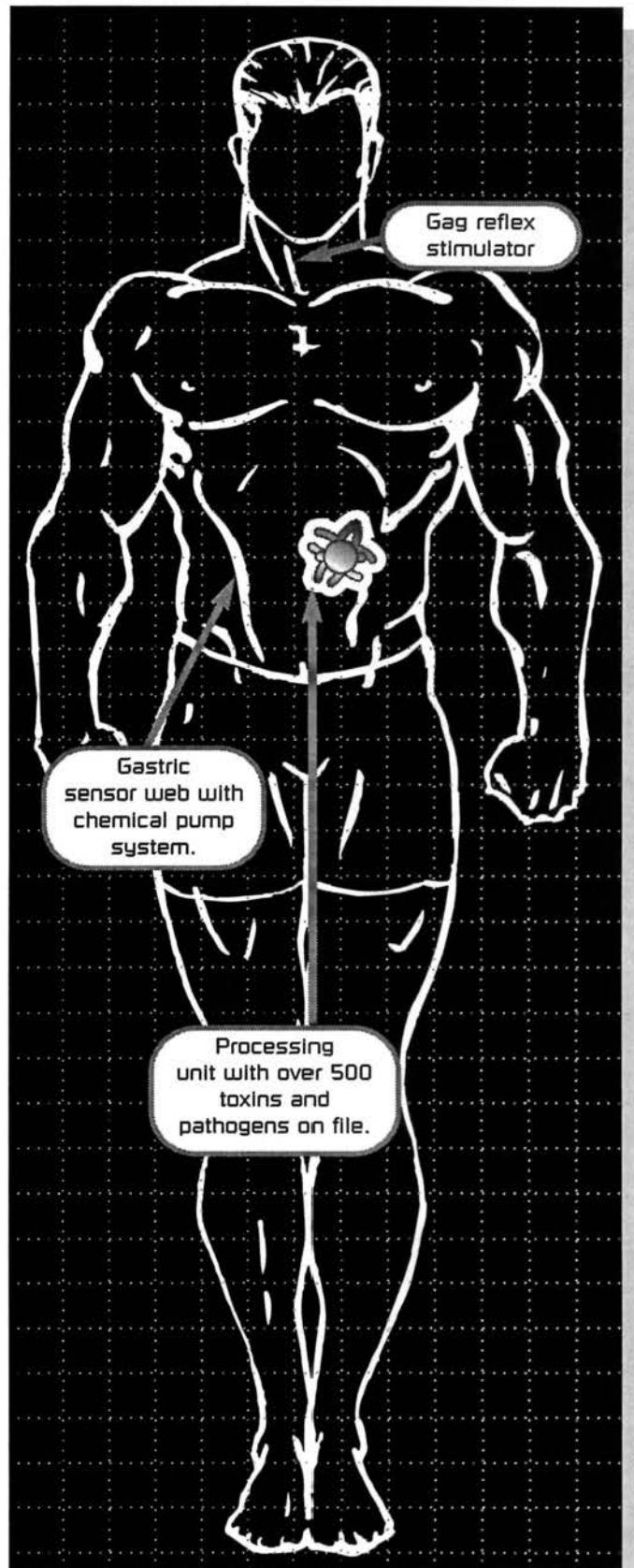## REPLITECH TOXIN SCREEN

3400eb

In the dog eat dog contest of the corporate world, chances are you'll eventually be on the receiving end of a poisoning attempt. Protect yourself with Toxin Screen: a cluster of sensory tendrils in the stomach that detect certain poisons in any food or drink ingested and automatically trigger the stomach to empty by reflex vomiting. You'll sleep more easily knowing you're protected by Replitech!
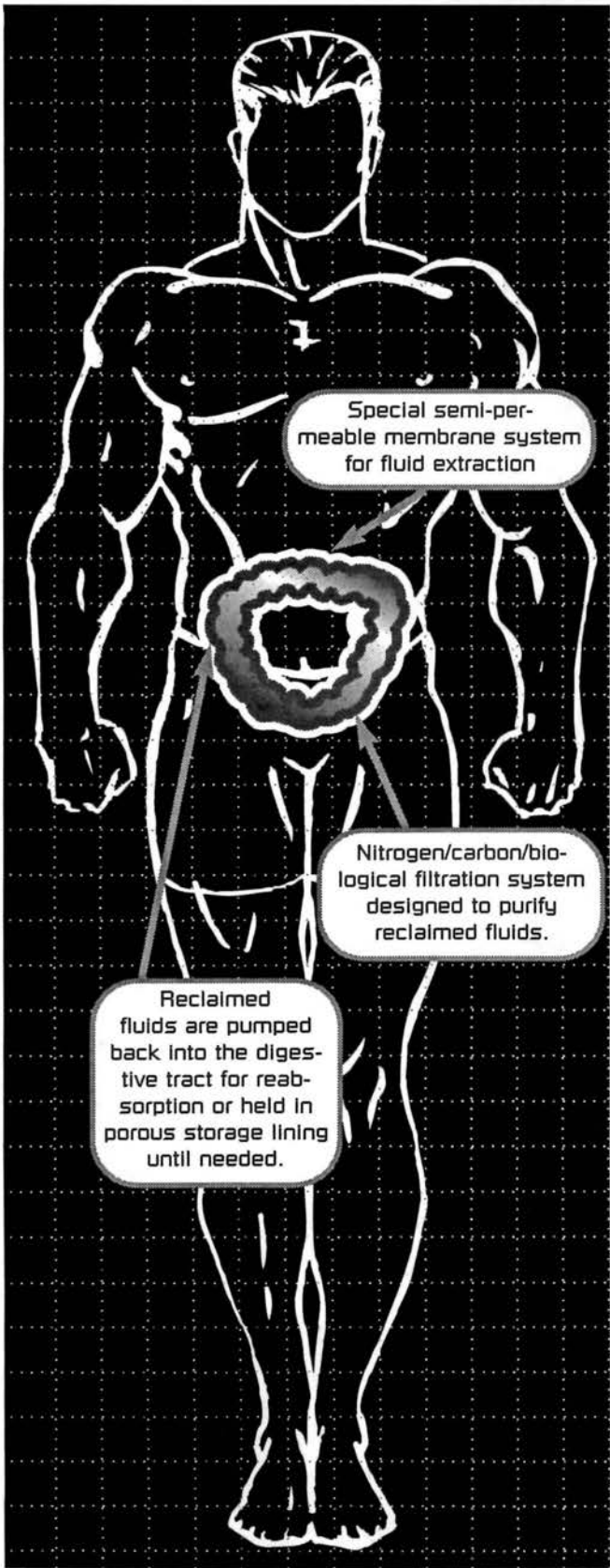
Game notes:

Detects orally administered toxins on a roll of 1-9 on a D10 and triggers the stomach to vomit tainted food. Whether the toxin is effective before being voided is at the discretion of the Referee. Surgery: MA, HC=1D6/2

"They had some problems with the early models of these things. Seems that they were a might too sensitive and often registered many trace elements in common drinks (such as tequila) as toxins. Anyone trying to get seriously plowed found themselves hucking up their evening's endeavors. While they corrected that damn quickly, I hear the Betty Ford Clinic wanted the old version for their alcohol treatment program ..."

— Rachel Mars, Freelance Techie

Gag reflex stimulator

Gastric sensor web with chemical pump system.

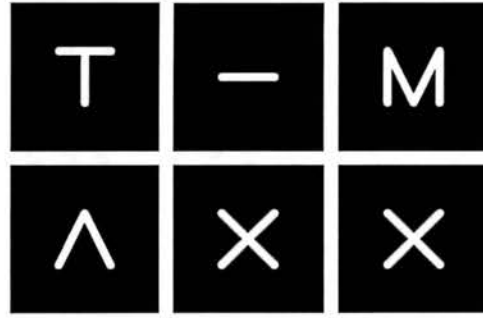Processing unit with over 500 toxins and pathogens on file.

Special semi-permeable membrane system for fluid extraction

Nitrogen/carbon/biological filtration system designed to purify reclaimed fluids.

Reclaimed fluids are pumped back into the digestive tract for reabsorption or held in porous storage lining until needed.

T-MAXX ILEOCECAL SIPHON

500eb

Whether you're in the desert—or the tropics—the new ileocecal siphon from T-MAXX makes your stay a pleasant one. This artificial organ coils around the large intestine and removes up to 80% of the water from the body's solid waste products.

Game notes:

The Siphon's efficient recycling of fluid allows the user to function normally without water for 48 hours in a temperate climate, 24 hours in arid or hot conditions. Surgery: MA, HC=1

"This one's immensely useful, especially when you're in some desert outback, humping your way to the next oasis. The down side is that those drier stools can be a real pain, if you catch my drift. Take some ointment along with you if you can, and you'll be all right.

Of course, someone's bound to make fun of the "bunny pellets" that you're leaving behind. Just let them laugh until their throat gets dry ..."

— Edward Washington, Solo

TRAIGHT FROM THE SPACELABS OF THE EUROBOYZ COME THE LATEST ADVANCEMENTS ON BIOWARES, NEW NANITE AND NEUROCHEMICAL TECHNIQUES THAT CAN MAKE YOU MORE THAN A MAN (OR WOMAN)! ALL OF THESE ITEMS ARE USUALLY ONLY AVAILABLE IN EUROPE (THEY GUARD THEIR BREAKTHROUGHS JEALOUSLY), AND REQUIRE A COMPLETE DNA SCAN FOR THE PROCEDURES BELOW. AND IF YOU'VE A LOT OF CYBER-WARES, THE EUROS WILL CHARGE YOU DOUBLE RATES, OSTENSIBLY TO PREVENT DESTRUCTIVE SYNERGY... THIS IS THE INSIDE DOPE THOSE GOLDENKID DOCS WON'T TELL YOU."

—MAD MAN MANDEL, U.S. FIXER

These rules expand the info previously seen in Eurosource Plus, pg. 105. You must have that sourcebook to use them.

PHYSIOLOGY TAILORING AND ADAPTATIONS

Permanent +1 Reflexes:

Humanity cost is 1D6+3. This involves extensive tissue restructuring, as well as neural boosting. Inpatient or Intensive Care therapy is required to allow the patient to even walk after this modification.

Permanent +1 BODY:

Humanity cost is 0. An expertly-tailored regimen of diet and exercise, with a little bio-aid.

Permanent +1 ATT:

Humanity cost is 1 per +1. Nanites subtly restructure your looks for a more beautiful you! Unique and very chic. Cannot be combined with beautification surgery.

Permanent +1 MA:

Humanity cost is 1D6/2 per +1. Near total restructuring of your legs. Inpatient or Intensive Care therapy is required.

Reduced Oxygen Lungs:

Humanity cost is 1. You can filter out smog and survive on half the normal oxygen.

UV Resistance:

Humanity cost is 1D6. No sunscreen needed, and you're a lot darker.

SP 6 Skin Armor:

Humanity cost is 0. High-fashion Skinweave; cannot be differentiated from normal skin.

BIOENHANCEMENT TABLET TREATMENTS

(can only take one of these a day):

Endurance: Can ignore fatigue effects for 12 hours, but doubles need for food and water, and roll 1D10+BOD at the end of 12 hours. If the roll is 15+, take 1D3 damage; if 14 or less, take 1D6 damage. Also, you'll be fatigued until getting at least 12 hours of sleep.

Ignore Pain: Gives +4 to Stun Saves for 12 hours, but -2 to tactile sensitivity for that time.

Anti-Trauma: Gives +2 to Death Saves for 12 hours.

NEUROCHEMICAL MEMORY TABS

These RNA "skill pills" pump info directly into your bio-memory. Take only one per day at most; more will damage your memory! And there's the danger of messing up your gray matter anyway; when the pill is taken, roll 1D10. If the roll is equal to or less than the skill plus of the pill, then there's been destructive neurochemical synergy; lose one point of the skill in question, permanently. Anyone who takes more than one of these in 24 hours will suffer memory loss (permanently lose 2D6 skill points, applied at random, or suffer partial amnesia) 80% of the time.

VEHICLES

BEING A 'PUNK MEANS DOING EVERY-THING IN STYLE—ESPECIALLY YOUR TRAV-EL. WHEN IT COMES TIME TO PURCHASE YOUR OWN VEHICLE, MAKE SURE IT SCREAMS YOUR NAME."

—UNKNOWN EDGERUNNER

CYCLES

Mitsuzuki

MITSUZUKI C21 KENADA

The Kenada handles better but is slower than the Bakushin, which is the subject of heated discussions in Japanese bike gangs. It is the best handling bike in its price range, with good economy and great style. Cybercontrols cost an extra 3000 Euro

STATISTICS:

|			
Top Speed: 155 mph	Acc/Dec: 31/45 mph	Mass: 40kg	Cost: 7550 Eb
Crew: 1	Range: 533 miles		
Pass: 0	Cargo: 0.75spc, 13kg	**SPECIAL EQUIPMENT:**	
Maneuver: +4	SDP: 20	Hi-power headlight	
SP: 0	Type: Cycle		
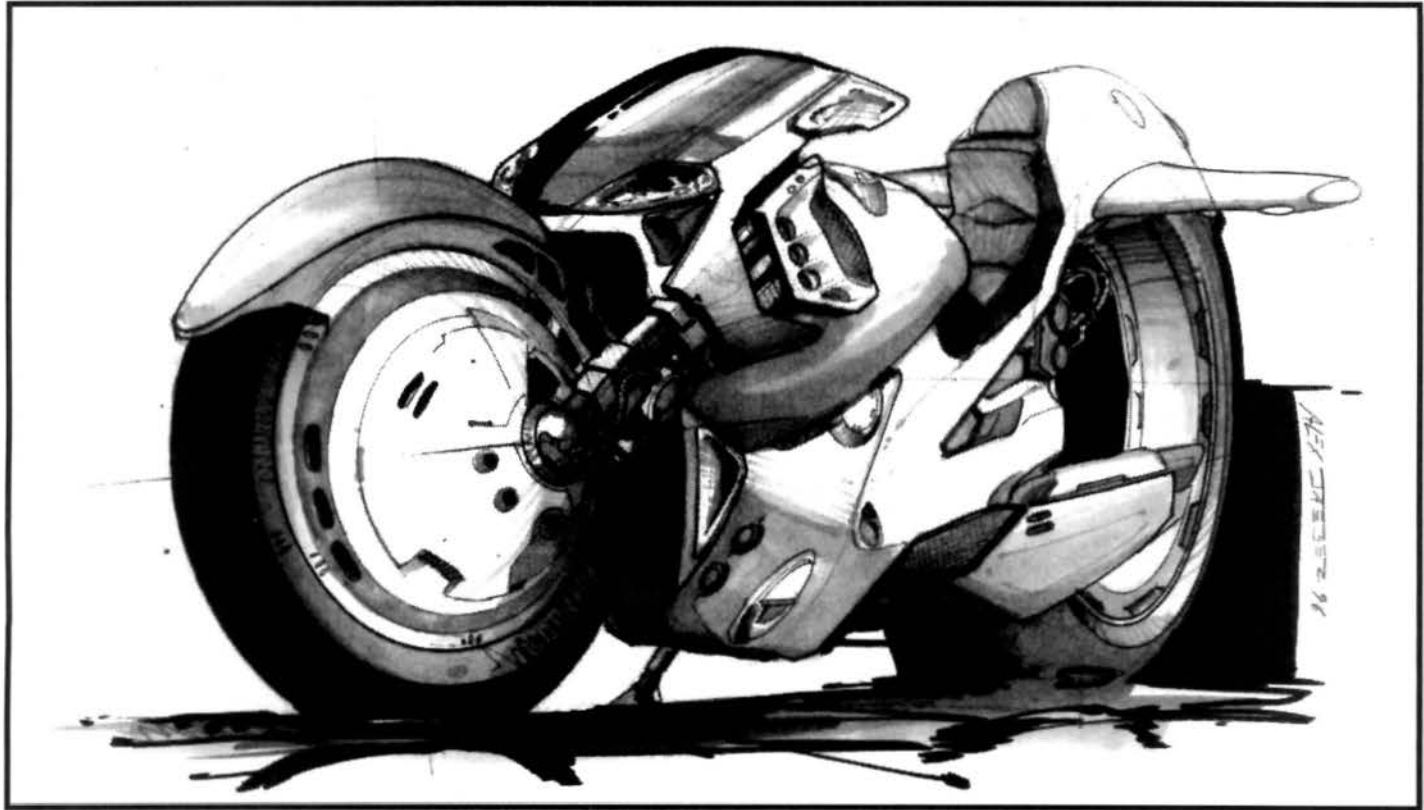
Mitsuzuki

MITSUZUKI MSX900 "BAKUSHIN"

A n open-road bike particularly popular with the "Bozu" bike gangs of Japan, and youngbloods the world over. Not a bike for beginners! Cybercontrols can be fitted for an additional 2600 Euro

STATISTICS:

Top Speed: 192 mph	Acc/Dec: 25/45 mph	Maneuver: +3	SDP: 15
Crew: 1	Range: 400 miles	SP: 1	Type: Cycle
Pass: 0	Cargo: 1spc, 20kg	Mass: 60kg	Cost: 6600 Eb
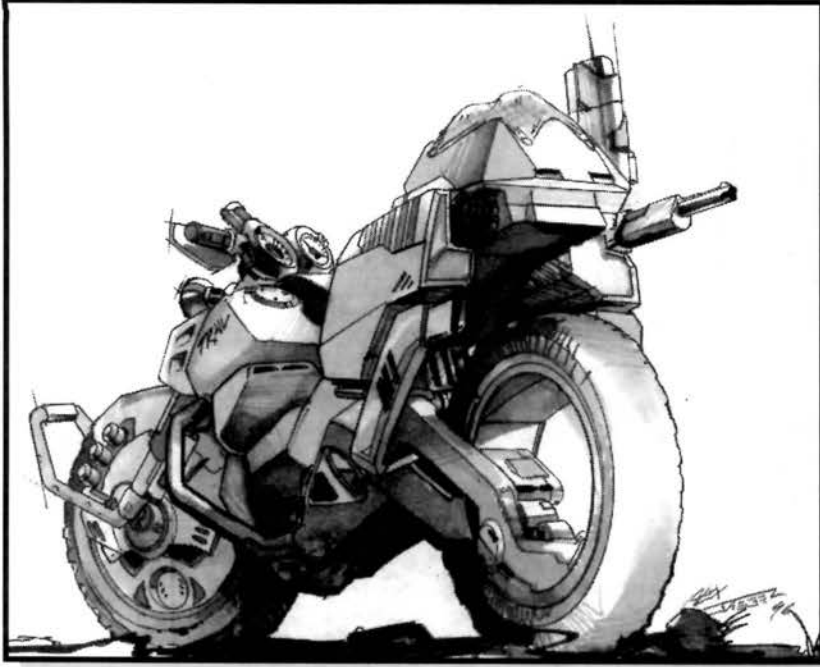
HONDA R400 TRAIL

More responsive than a "Volksrad", this is a good basic bike, with a variety of uses. This is cheap enough to be popular with Nomads, and yet still keep up with the big rigs. Available in both electric and CHOOH2 engines.

STATISTICS:

Top Speed: 120 mph	Acc/Dec: 25/38 mph	SP: 0	Type: Cycle
Crew: 1	Range: 400 miles	Mass: 30kg	Cost: 3000 Eb
Pass: 0	Cargo: 1spc, 10kg		
Maneuver: +2	SDP: 15(B1)		

SPECIAL EQUIPMENT:

Off-Road capable

VMW "VOLKSRAD"

So you're looking for a cheap set of wheels? The retooled factories of the former East Germany have made just the thing for you! Cheaper than a "Trebi" too! They are surprisingly robust and go just about anywhere economically.

STATISTICS:

Top Speed: 60 mph	Acc/Dec: 18/30 mph	Mass: 40 kg	Cost: 1150 Eb
Crew: 1	Range: 400 miles		
Pass: 0	Cargo: 1/2 spc, 13kg		
Maneuver: +1	SDP: 20 (B1)		
SP: 0	Type: Cycle		

SPECIAL EQUIPMENT:

Off-Road capable

Kundalini roadworks

KUNDALINI ROADWORKS GSR1200 TETSUO

A serious touring bike, this has the performance that most bikes fail to emulate. Some observers believe it is more a low flying aerodyne than a cycle. Riders find it a joy to control.

STATISTICS:

Top Speed: 204 mph	Acc/Dec: 36/45 mph	Mass: 136kg	Cost: 25,000 Eb
Crew: 1	Range: 533 miles		
Pass: 0	Cargo: 0.4spc, 45kg		
Maneuver: +4	SDP: 34)		
SP: 10	Type: Cycle		

SPECIAL EQUIPMENT:

Armored Halogen headlight, Light Amplification optics.

CARS, VANS, TRUCKS

TOYO-CHEVROLET HOPPER

You can't get much less expensive than this! The all-plastic construction has given the Hopper a fuel economy that is unparalleled in motor car design. The top speed has been deliberately designed to reduce injuries in accidents. Just the sort of thing for safe Corporate streets.

STATISTICS:

Top Speed: 50 mph	Acc/Dec: 15/40 mph
Crew: 1	Range: 300 miles
Pass: 3	Cargo: 0.5spc, 86kg
Maneuver: 0	SDP: 13
SP: 0	Type: Car
Mass: 260kg	Cost: 1625 Eb

NOTE:

Two of the passenger seats can be folded down to improve cargo space (1/2 space per seat).

VMW COHORT

Responsive and pleasing to the eye describes the Cohort. The European entry in the compact car market, it has the class Europeans expect, hence the price tag.

STATISTICS:

Top Speed: 80 mph	Acc/Dec: 21/40 mph
Crew: 1	Range: 300 miles
Pass: 3	Cargo: 0spc, 267kg
Maneuver: 0	SDP: 20 (B1)
SP: 1	Type: Car
Mass: 800kg	Cost: 5500 Eb

NOTE:

Two of the passenger seats can be folded down to improve cargo space (1/2 space per seat).

GMI

GMI SIERRA HATCH

A good reliable town car, with a good turning circle and a reasonable price. This car defines its class, and other manufacturers of this style differ mainly in body styling and other style elements. This is the basic model. Optional extras offered include stereo, improved performance, and cybercontrols.

STATISTICS:

Top Speed: 80 mph	Acc/Dec: 15/40 mph
Crew: 1	Range: 300 miles
Pass: 3	Cargo: 0 spc, 453kg
Maneuver: 0	SDP: 34
SP: 10	Type: Car
Mass: 1360kg	Cost: 13,950 Eb

SPECIAL EQUIPMENT:

Crash control (air bag) X1, Simple security

NOTE:

Two of the passenger seats can be folded down to improve cargo space (1/2 space per seat)

GMI

GMI SIERRA GL

An improvement on the basic version of the Sierra Hatch, this is a common car in corporate and hire car fleets. The principle extra is the inclusion of cybercontrols.

STATISTICS:

Top Speed: 70 mph	Acc/Dec: 15/50 mph
Crew: 1	Range: 300 miles
Pass: 3	Cargo: 0 spc, 453kg
Maneuver: 0	SDP: 34
SP: 10	Type: Car
Mass: 1360kg	Cost: 20,350 Eb

SPECIAL EQUIPMENT:

Crash control (air bag) X1, Simple security, Cybercontrols, Light Amplification optics, Stereo

NOTE:

Two of the passenger seats can be folded down to improve cargo space (1/2 space per seat)

Mitsuzuki

MITSUZUKI FUJI

A mid-sized "family" car with emphasis on collision protection, it has moderate Corporate sales and is a popular car in this price range. A good car for fleet owners, it has proven to be remarkably reliable over the long term.
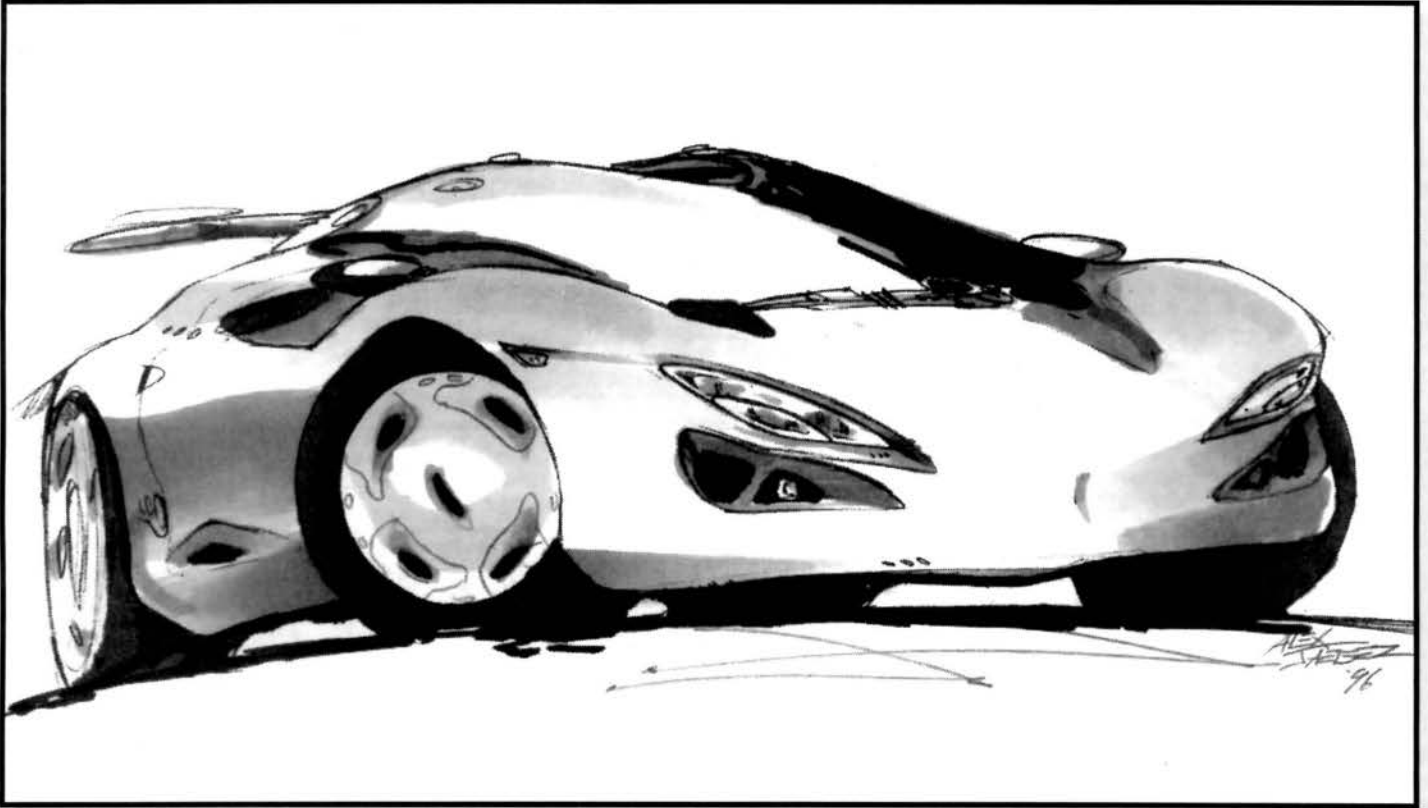
STATISTICS:

Top Speed: 75 mph	Acc/Dec: 15/50 mph	Mass: 1600kg	Cost: 17,450 Eb
Crew: 1	Range: 300 miles		
Pass: 3	Cargo: 1 spc, 533kg		
Maneuver: 0	SDP: 40		
SP: 10	Type: Car		

SPECIAL EQUIPMENT:

Crash control X4, Stereo, Autopilot, Simple security, Light Amplification optics

Mitsuzuki

MITSUZUKI BUSHI

A car designed with protection in mind, it still manages an acceptable performance. Popular with people with "hazardous" lifestyles. (Cybercontrols cost an extra 6000 Euro.)

STATISTICS:

Top Speed: 60 mph	Acc/Dec: 15/40 mph	Mass: 2400kg	Cost: 27,000 Eb
Crew: 1	Range: 300 miles		
Pass: 4	Cargo: 2 spc, 800kg		
Maneuver: +0	SDP: 60 (B3)		
SP: 20 (A1)	Type: Car		

SPECIAL EQUIPMENT:

Crash control X2, Stereo, Light Amplification optics, Simple Security, Hi-Power Headlights

GAZ/LADA COSSACK

The Neo-Soviet entry in the off-road car market, the Cossack has remarkably similar body lines to the 20th Century LADA Niva. The largest customer is the Russian (Neo-Soviet) Army, and the interior styling is affected by this. The Cossack has however developed a reputation for extreme reliability, and is popular with younger buyers who often heavily modify it.

STATISTICS:

Top Speed: 75 mph	Acc/Dec: 15/40 mph	Mass: 3200kg	Cost: 34,000 Eb
Crew: 1	Range: 500 miles		
Pass: 4	Cargo: 3 spc, 1065kg	**SPECIAL EQUIPMENT:**	
Maneuver: 0	SDP: 80 (B4)	80km radio, Hi-Power headlights, Light Amplification optics, Off-Road capable	
SP: 20 (A1)	Type: Car		

TOYO-CHEVROLET CORPORA

A very comfortable urban car, with cybercontrols and leather upholstery as standard. Popular with the up-and-coming corporate exec., well-to-do medtechs, and Fixers with flash. The Corpora also comes in a "Sports" version.

STATISTICS:

|			
Top Speed: 80 mph	Acc/Dec: 15/40 mph	Mass: 2400kg	Cost: 41,000 Eb
Crew: 1	Range: 200 miles		
Pass: 3	Cargo: 2.3 spc, 800kg	**SPECIAL EQUIPMENT:**	
Maneuver: 0	SDP: 60 (B3)	Radio, Phone, full Stereo, Nav System, Auto-Pilot, Cybercontrols, Light Amplification optics, Radar detector, Simple security	
SP: 20 (A1)	Type: Car		

CORPORA SPORTS STATISTICS:

Top Speed: 80 mph	Acc/Dec: 20/60 mph	**SPECIAL EQUIPMENT:**
Cargo: 2 spc, 800kg	Cost: 46,000 Eb	VCR/TV, Crash control X2, Hi-Power headlights
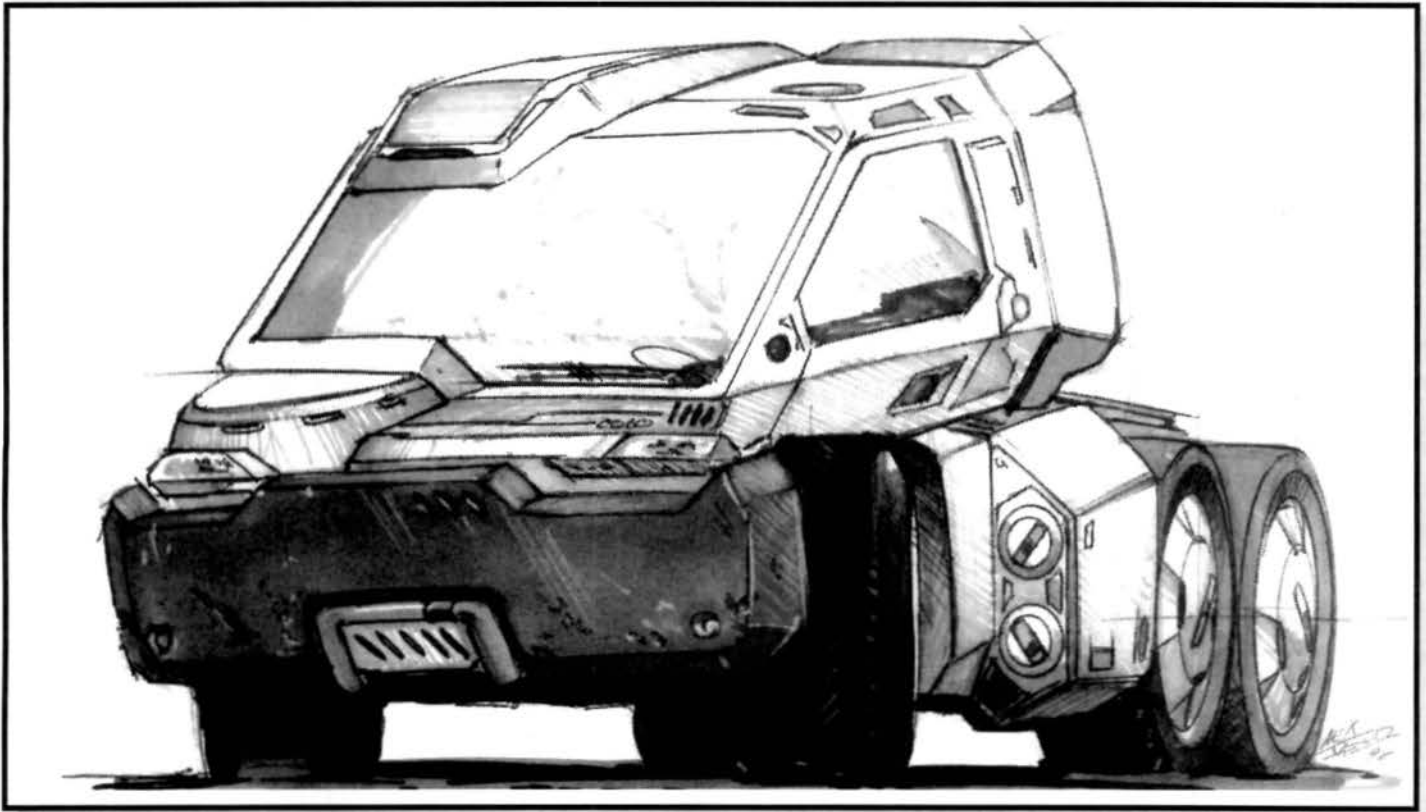
MAC-Deux "Monster"

The Monster was originally produced in 2018 as a superior alternative to the popular Peterbuilt 2000. Not really an urban vehicle, this long-haul transport can hold its own in a firefight or withstand a nomad raider attack.

The monster differs from the Peterbuilt in that it uses two methanol engines and can support cyber-linkage for 71,000eb. It sports a full driving radar suite with detection capability. it has a hatch on the cab roof for easy access to pintle weapons—or a quick exit. It's also built on a heavier and more durable chassis that the Peter 2000. The only drawback is the "you get what you pay for" clause: almost double the price of its competitor.

STATISTICS:

Top Speed: 100 mph	Acc/Dec: 10/30 mph
Crew: 1	Range: 800 miles
Pass: 4	Cargo: 36,000kg trailer
Maneuver: 0	SDP: 180(B9)
SP: 20(A1)	Type: Truck
Mass: 10 tons	Cost: 240,000 Eb

SPECIAL EQUIPMENT:

Radio, Entertainment system, Simple security, Radar, Radar detector, Nav System, Auto-pilot, Bed, Mini-galley, Environmental Control, Crash control, Armored Hi-Power headlights x 2, Pintle mount (no weapon included)

Kundalini roadworks
KUNDALINI ROADWORKS "BEDOUIN" TRUCK

A serious vehicle that is designed to be a home away from home, this is a dream for a Nomad with kids. Very popular with corporate crews assigned to the wilderness. The Bedouin comes with canvas tent-like annexes that extend from all sides, providing shelter and living space beyond the confines of the vehicle, and giving the truck a look similar to that of old Arabic nomads.

STATISTICS:

Top Speed: 60 mph	Acc/Dec: 15/40 mph	
Crew: 2	Range: 500 miles	
Pass: 4	Cargo: 5 spc, 1500kg	
Maneuver: -3	SDP: 112 (B5)	
SP: 20 (A1)	Type: Pickup	
Mass: 4480kg	Cost: 105,000 Eb	

Fold down beds for 6, Laser-comm, Military radio w/scrambler, Stereo plus, TV/VCR, Holosystem, Light.Amplification and Image.Enhancement optics, Thermograph and Teleoptics, IR sensors[passive], Nav system, Radar detector, Shocker security system, Armored searchlights x 4, Armored headlights, Sonics, Off-Road capable, Canvas annexes attached to sides.

SPECIAL EQUIPMENT:

Accommodation outfitting (toilet, shower, mini-galley, wetbar),

ARMAMENT:

7.62mm MG with 300 rounds (in Pintle Mount).

IMPERIAL METROPOLITAN AGRICULTURE NOMAD

A good basic vehicle for Nomad families or for Techies, this makes a great basis for custom outfitting. Fit it out for surveillance, mobile workshops, moving storefronts for Fixers, storage facilities for organleggers, or just as a mobile home. Make it your own.

STATISTICS:

Top Speed: 75 mph	Acc/Dec: 15/40 mph
Crew: 1	Range: 300 miles
Pass: 2	Cargo: 11 spc, 1056kg
Maneuver: -3	SDP: 80 (B4)
SP: 20 (A1)	Type: Pickup
Mass: 3200kg	Cost: 51,000 Eb

SPECIAL EQUIPMENT:

Radio, TV/VCR, Mini-galley, Beds for 2, Stereo, Toilet, Shower, Wet Bar, Off-Road capable

NOTE:

3 cargo spaces are allocated to internal fittings such as wardrobes, etc.

Spinelli AUTOTECH
SPINELLI AUTOTECH SHILTRON TWIN CAB

Spinelli Autotech has captured the European commercial vehicle market with the Shiltron, due to its stylish yet robust design. Designed to move a ton of cargo anywhere in a city, it has proven a great platform for tech-teams, rockerboys on the move, or, with modification, an inexpensive ambulance. A solid, dependable utility vehicle.

STATISTICS:

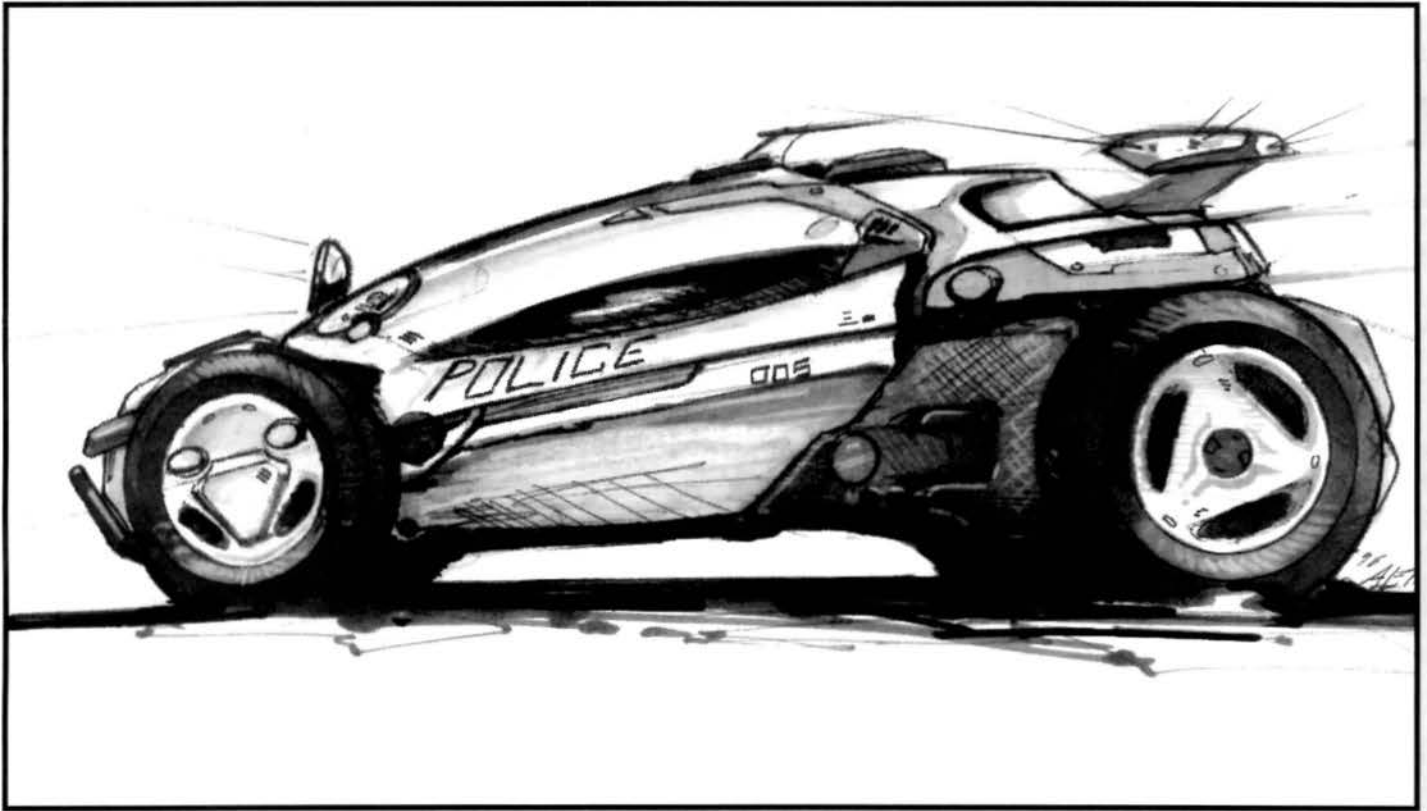|	
Top Speed: 70 mph	Acc/Dec: 15/50 mph
Crew: 1	Range: 300 miles
Pass: 3	Cargo: 16 spc, 1056kg
Maneuver: -3	SDP: 80 (B4)
SP: 10 (A0)	Type: Pickup
Mass: 3200kg	Cost: 55,000 Eb

SPECIAL EQUIPMENT:

Cell phone, Radio, Auto-Pilot, Nav system, Cybercontrols, Stereo, Light Amplification optics, Simple security

ECONOMY VERSION:

Remove all special equipment, reduce cost to 40,000 Eb

MacLaren/Jaguar XJ220C-P Police Interceptor

A revival of a 1990's design using 2020's tech, this car exudes style and performance. The basic version of the XJ220C-P is supplied unarmed, but some police departments will fit small armament packages in the front cargo area. Police equipment includes a full sensor suite linked to a communications console/computer. The passenger space is a small holding area (rated SP30) directly behind the two crew.

STATISTICS:

Top Speed: 170 mph
Crew: 2
Pass: 1
Maneuver: +1
SP: 30
Mass: 4000kg

Acc/Dec: 25/80 mph
Range: 350 miles
Cargo: 1.5spc, 1330kg
SDP: 100(B5)
Type: Car
Cost: 165,000 Eb

Cybercontrols, Lights/Sirens, Armored spotlight and Hi-Power headlights, Radar and Radar detector, Image Enhancement and Light Amplification optics, Thermograph and Teleoptics, Laser detector, Simple security.

ARMAMENT:

None, but options include:
40mm Auto Grenade Launcher   7.62mm Machine Gun
12.7mm Machine Gun   37mm LATG

SPECIAL EQUIPMENT:

Military radio w/scrambler , Cellular phone, Comm-suite, Nav system, Stereo plus, VCR/TV, Crash control x 2,

SPINELLI AUTOTECH SPIRIT

Spinelli AUTOTECH

This luxury car is primarily built to protect diplomats in low to moderate threat areas. Designed more to get out of trouble than to fight it out, it still has teeth. The "Spirit" can also be seen carrying Corp execs and successful rockerboys.

STATISTICS:

Top Speed: 100 mph	Acc/Dec: 21/80 mph
Crew: 2	Range: 267 miles
Pass: 4	Cargo: 0 spc, 1660kg
Maneuver: +3	SDP: 100 (B5)
SP: 40	Type: Car
Mass: 5000kg	Cost: 235,000 Eb

Stereo plus, TV/VCR, Nav system, Environmental control, Damage control, Laser and Maser sensors, Image Enhancement and Light Amplification optics, Thermograph and Teleoptics, Crash control x 4, Armored Hi-Power headlights.

ARMAMENT OPTION:

40mm Automatic Grenade Launcher with 5 magazines, w/Stabilized Articulated Front Mount; +1 Visual Rangefinder, +2 Computer sight

SPECIAL EQUIPMENT:

Cybercontrols, Radar, Scrambled radio, Cell phone,

TETRACORP DR2100 MULTI-FUEL LONGNOSE

This is the most common tractor-trailer rig seen on the roads of Australia, and is also a popular choice for other long-distance runs worldwide. This truck carries its crew comfortably, with a sensory suite assisting the driver in avoiding trouble. Options include cybercontrols (46,000 Euro) and a variety of pintle-mounted weaponry (500 Euro plus the weapon).

STATISTICS:

Top Speed: 101 mph	Acc/Dec: 10/30 mph
Crew: 2	Range: 1300 miles
Pass: 0	Cargo: 36,000kg trailer
Maneuver: -4	SDP: 140 (B7)
SP: 40 (A2)	Type: Truck
Mass: 9300kg	Cost: 200,000 Eb

SPECIAL EQUIPMENT:

Radar, Radar detector, 500km range Radio, Cell phone, StereoPlus,TV/VCR,Nav System, Environ Control, Simple security, Image Enhancement and Light Amplification optics, Thermograph and Teleoptics, Crash control x 2, Armored Hi-Power headlights x 4, Fold-down bunk, Toilet.

MILITARY VEHICLES

PANEUROPE VBL APC

A light patrol vehicle used by the French for reconnaissance, the VBL comes in short and long wheel-base versions. The longer version is presented here. This vehicle has been sold world-wide and can be seen in the arsenals of many armies, as well as some security companies.

STATISTICS:

Top Speed: 70 mph	Acc/Dec: 24/70 mph
Crew: 2	Range: 435 miles
Pass: 2	Cargo: 1 spc, 1067kg
Maneuver: +2	SDP: 80 (B4)
SP: 40(A2)	Type: Car
Mass: 3200kg	Cost: 145,000 Eb

SPECIAL EQUIPMENT:

Off-Road capable, Amphibious modifications, Military radio w/scrambler, Image Enhancement and Light Amplification optics, Nav system, Thermal Imaging and Tele-optics, TV/VCR, Stereo plus, Cybercontrols, IR baffling, Reactive armor, Remote targeting

ARMAMENT:

Painting laser (hand-held), 8 IR Smoke dischargers

ARMAMENT OPTIONS:

1: Auto-GL in pintle mount (+5,000 Euro)
2: 15mm HMG/pintle mount (+5,000 Euro)
3: 7.62mm MG/pintle mount (+1,700 Euro)

PANEUROPE ZOBEL (EUROLAV II)

The successor to the reconnaissance vehicle developed by the Europeans in the 1990's, the EuroLAV II is heavy on sensors and communications gear. Not the cheapest light vehicle around, but the Euro's tend to go for quality first, and it will go just about anywhere. The armor slows it down a fair amount, unfortunately.

STATISTICS:

Top Speed: 60 mph	Acc/Dec: 20/60 mph
Crew: 2	Range: 435 miles
Pass: 2	Cargo: 10 spc, 1067kg
Maneuver: +1	SDP: 80 (B4)
SP: 40(A2)	Type: Pickup
Mass: 3200kg	Cost: 105,000 Eb

SPECIAL EQUIPMENT:

Off-Road capable, Amphibious modifications, Fire extinguishers, Environmental control, Laser-comm, 2 x Mil radios w/scrambler and decoder, Satellite uplink, Stereo, TV/VCR, 8 IR Smoke launchers, Image Enhancement and Light Amplification optics, Nav system, Military Radar detector, Military Radar with terrain-following, Thermal Imaging and Tele-optics

ARMAMENT OPTIONS:

1: Auto-GL in pintle mount (+5,000 Euro)
2: 15mm HMG/pintle mount (+5,000 Euro)

HOVERS/GEVS

KUNDALINI ROADWORKS GEVHOG

Kundalini
roadworks

Kundalini keeps up its reputation for innovation with this machine, an inexpensive hover which is ridden like a large motorcycle or a giant jet-ski! Reminiscent of an old German machine, the "Kettenkraftrad", it is popular with ship owners and sea nomads as a small runabout.

STATISTICS:

Top Speed: 90 mph	Acc/Dec: 15/10 mph	Mass: 650kg	Cost: 16,100 Eb
Crew: 1	Range: 405 miles		
Pass: 3	Cargo: 1.6 spc, 216kg	**SPECIAL EQUIPMENT:**	
Maneuver: -2	SDP: 13 (B1)	Stereo (Cybercontrols cost an additional 6240 Eb)	
SP: 0	Type: Hover		

CADENCE INDUSTRIES HOVERVAN

CADENCE

Cadence Industries has developed a relatively solid hovercraft for utility use. Used in areas such as East Anglia and other flooded lowlands, it gives the speed of a car and the accessibility of a boat.

STATISTICS:

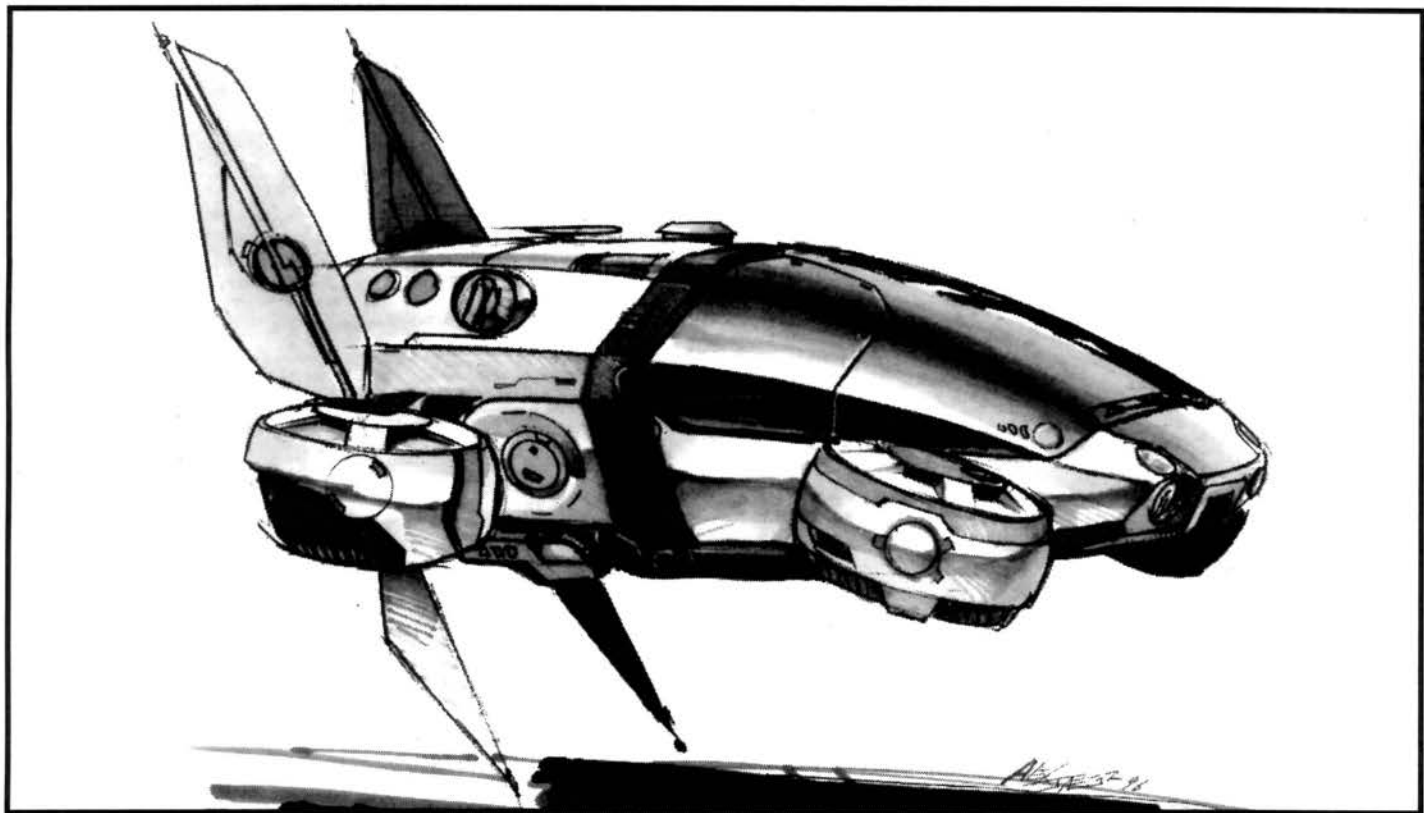|			
Top Speed: 75 mph	Acc/Dec: 15/10 mph	Mass: 5000kg	Cost: 105,000 Eb
Crew: 1	Range: 400 miles		
Pass: 3	Cargo: 7 spc, 1330kg	**SPECIAL EQUIPMENT:**	
Maneuver: -2	SDP: 50 (B2)	S500km Civillian radio, Cellular phone, Armored searchlight, Light Amplification and Tele-optics, Radar, Simple security, Stereo, TV/VCR	
SP: 20(A1)	Type: Hover		

AERODYNES

BELL-BOEING AIRCAR

The Aircar was the early predecessor to the luxury personal aerodynes of today. It was released in early 2010 as the "luxury" alternative to the AV-4. Priced well above most incomes, only a few corporate CEO's and rental services purchased any. Today, with the advent of aerodynes that sacrifice economy for speed and maneuverability, the Aircar has been relegated to lower-echelon execs and small businesses.
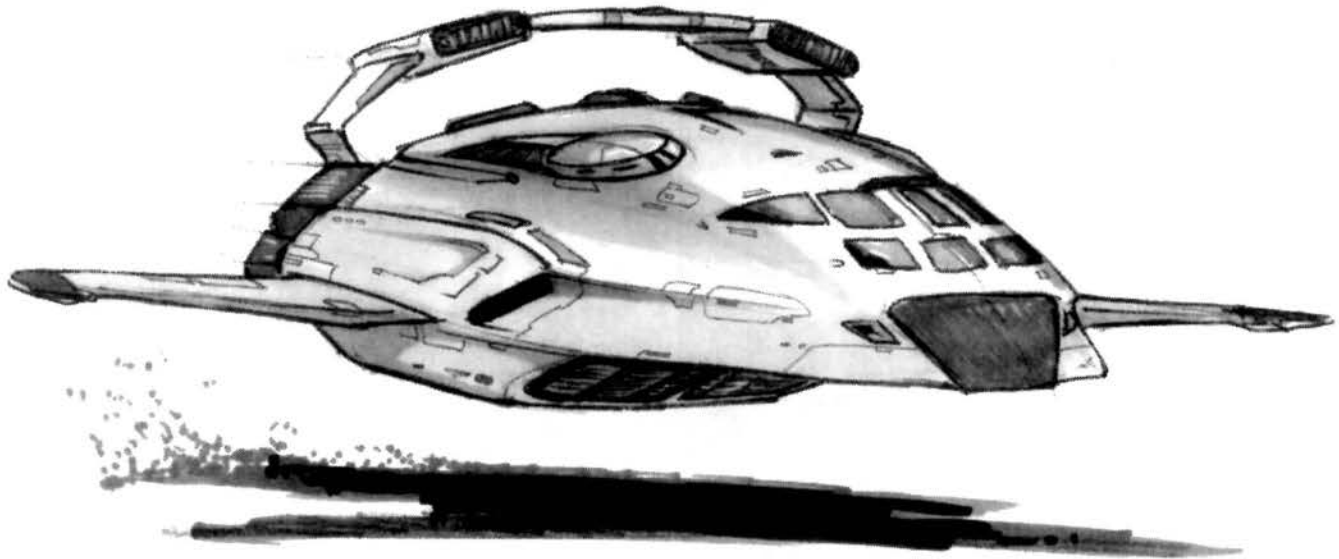
STATISTICS:

Top Speed: 360 mph
Crew: 1
Pass: 5
Maneuver: +2
SP: 8(A0)
Mass: 1 ton

Acc/Dec: 10/20 mph
Range: 1330 miles
Cargo: none
SDP: 40(B2)
Type: AV/Osprey
Cost: 300,000 Eb

SPECIAL EQUIPMENT:

Crash control x6, Environmental control, Fire extinguisher, Radio, Auto-Pilot, Nav system, Entertainment system, Tele-optics, Radar

BRITISH AEROSPACE AV FAB

This is the European equivalent of the AV-9. Its cargo capacity is superior, and it has a superb range, but a much slower top speed. Like the AV-9, it also has a detachable module for a variety of uses. The military version is considerably more expensive. Some poser gangs would love to get hold of one of these, due to its resemblance to *Thunderbird 2* from an old 20th-century flat-vid.

STATISTICS:

Top Speed: 225 mph	Acc/Dec: 50/50 mph
Crew: 2	Range: 1600 miles
Pass: 4	Cargo: 4spc, 3333kg
Maneuver: 0	SDP: 250(B 12)
SP: 25(A1)	Type: AV
Mass: 10 tons	Cost: 840,000 Eb

SPECIAL EQUIPMENT:

Crash control x2, Ejection seat x2, Environmental control, Fire extinguisher, Military radio w/scrambler & decoder, Satellite uplink, Auto-Pilot, TV/VCR, Stereo plus, Nav system, Military radar and Radar detector, 2x Searchlights, Light Amplification and Tele-optics, Thermograph, Bed, Life support 16man/hrs.

NOTES:

Carries a 35-space cargo module. Cybercontrols cost an additional 420,000 Euro

ARMAMENT:

30 mm auto-cannon with 1100 rnds *stabilized*, turret mount, radar range finder,+4 Computer.

MILITARY VERSION STATISTICS:

Top Speed: 270 mph	Cargo: 4spc, 3333kg
SP: 40(A2)	Cost: 3.15 million Eb

SPECIAL EQUIPMENT:

As above, but cargo module is only 25-space, plus cyber-controls standard

ARMAMENT:

As above, plus AEMS, 8 IR smoke dischargers, Upgrade to +5 Fire-control Computer

MEXICAN METALS LLAMA

If you want a cheap way to throw your life away in an AV, this is just for you!! A barely airworthy airframe attached to a cheap upscale of APCA flight gear, many countries won't even let them into their airspace! Others think it's the best thing to hit the AV scene in years, making flight more available to everybody.

STATISTICS:

Top Speed: 100 mph	Acc/Dec: 50/50 mph
Crew: 1	Range: 800 miles
Pass: 1	Cargo: 6 spc, 173kg
Maneuver: 0	SDP: 15 (B1)
SP: 1	Type: AV
Mass: 520kg	Cost: 33,000 Eb

SPECIAL EQUIPMENT:

Stereo plus, Ejection seat x1, 500km radio, Cybercontrols.

OPTIONS:

Downgrade the Stereo, and get a second Ejection seat free!

MACLAREN/JAGUAR SPORTS AERODYNE

A plaything of the obscenely rich, this is at the cutting edge of European AV technology. More likely to be seen in vid-shows & brain-dances than in real-life, it is still attracting modest sales at the senior executive level. This is the 2020's AV equivalent of the 20th Century Lear Jet in status.

STATISTICS:

Top Speed: 810 mph	Acc/Dec: 100/75 mph
Crew: 1	Range: 1200 miles
Pass: 1	Cargo: 1 spc, 650kg
Maneuver: +3	SDP: 50
SP: 10	Type: AV
Mass: 2000kg	Cost: 1.5 million Eb

SPECIAL EQUIPMENT:

Ejection seat x2, Cybercontrols, Crash control x2, Laser-comm, Civillian radio w/scrambler, Cellular phone, Radar w/terrain-following and Radar detector, Nav system, Auto-Pilot, Image Enhancement and Light Amplification optics, Thermograph and Teleoptics, Stereo plus, TV/VCR, Environmental control, Hi-Power headlights, Shocker security

ABBREVIATIONS AND NEW EQUIPMENT:

Abbreviation:

Abbreviation:	Explanation:	
Crash Control	Crash Control System	(*Maximum Metal,* pg. 23)
Stereo Plus	1000 Euro stereo	(*Maximum Metal,* pg. 26)
TV/VCR	Video player & screen	(*Maximum Metal,* pg. 26)
Hi-Power Headlights	Headlights as per basic	(*Maximum Metal,* pg. 27)
Teleoptics	Telescopic Optics	(*Maximum Metal,* pg. 27)

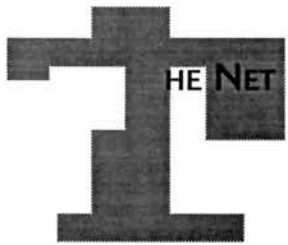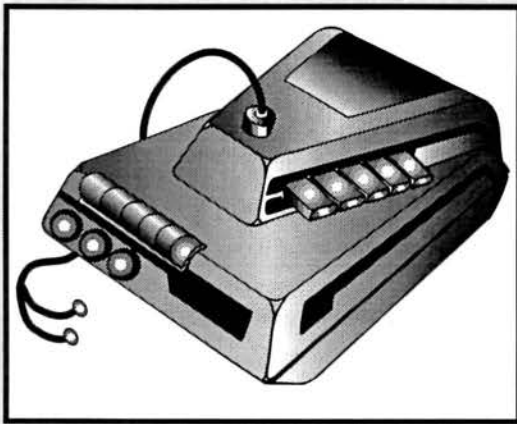| New Equipment	Explanation:
Toilet	1 space, 500 Euro
Shower	2 spaces, 500 Euro

NETGEAR & SOFTWARE

"HE NET IS BECOMING A PLACE OF RAPID EVOLUTION, VIOLENTLY DARWINIAN. THE SMART ADAPT AND SURVIVE; THE STUPID STUMBLE AND DIE."

—SPIDER MURPHY, *NOTES FROM THE NET*

SHADOWDECK

4500eb

The biggest problem faced by Netrunners is being traced to their home location. The Shadowdeck is designed to provide a concealed entry point for Cellular Decks, while also fooling tracing programs (like Bloodhound). The Shadowdeck is made up of two distinct elements. A special hard-wired Cyberdeck which has the same statistics as EBM PNI 210 (*Chrome 3*, pg.63). The deck is portable, and must utilize a normal line into the Net. Its memory is ROM-based only and has a Watchdog program built into its system. The second part is a cellular receiver designed to accept a signal from a cellular cyberdeck (note that cell-decks are designed to "call" into the city's universal entry points. Altering the celldeck to give the Shadowdeck calling priority may require a Difficult *Cyberdeck Design* roll).

The user of a Celldeck "calls" the Shadowdeck and is connected to the Net through the Shadowdeck's "phantom deck" (the phantom has all its features "hard-wired" into the system. The netrunner can neither change nor utilize any of the functions of the phantom deck; hence its name). The speed of the 'runners deck is at -2 while doing so, and it cannot affect or access this phantom deck while on a run. When a tracing program (like Bloodhound), or an anti-deck program (like Firestarter) starts tracing the signal of the runner it will first reach the Phantom deck. It will expend it's functions on the "phantom" deck, leaving the netrunner's deck (and the 'runner himself) unharmed. Functions that cut the netrunner's connection to the Net are still effective, though.

If the tracer is a human 'runner/sysop or an AI, the procedure is different. Roll 1D10. On a roll of (10-INT of the runner/AI, add 1/2 their *Interface* ability) or less, the trace will stop at the phantom deck. If the roll is not made, the "phantom" has been penetrated, and the trace will continue to the "true deck". However, the phantom deck's internal Watchdog routine alerts the netrunner to this fact. The phantom deck can be programmed to immediately sever the link to the home deck if the facade is broken. Note: This deck is not normally available on the open market, so prices can fluctuate widely. More efficient versions, in which detection rolls are (12-INT) or higher, are available at inflated costs.

GLOVES AND GOGGLES INTERFACE

100eb

The staple of Netrunners before the age of the neural interface and cybermodem link, the "G & G" system (often nicknamed GloGo Rigs) has long since been rendered obsolete by conventional neural interfacing technology. Made up of two parts: a set of oversized glasses which includes a wrap-around screen and position-sensitive sensors, and a sensory "glove", also with position sensors.

While using the GloGo interface, the user in unaffected by Anti-Personnel Programs but suffers a -3 to the Interface skill. If used with a mainframe, a character can reduce the *Expert* (Complex Computer Language) skill penalty by two (i.e., from a -3 to a -1). See "Netrunning with Mainframes" in *Bartmoss' Guide to the Net*, pg. 145. **Note:** Mentioned in the description of Explorer One retro-cyberdeck (*Chrome 3*, pg.65). Good for those meat-deckers in the group.

"HOT KEY" KEYPAD

100eb

Those who use mainframes for Netrunning have always been the snails of the Net. The problem's is the thought-action of Interfaces are just simply superior than eye-hand coordination, even with "GloGo" rigs and complex graphical interfaces. The "Hot Key" pad can be programmed to reduce key-punching to a bare minimum. Each button can be programmed to activate a macro (pre-programmed series of commands), or other function. A program can be launched, a file can be downloaded with but a touch of a button. Reduces the *Expert (Complex Computer Language)* skill penalty by one (-3 to -2, for example). Note: cannot be used with the "G & G" interface, as it is already incorporated in a different form there. (See "Netrunning with Mainframes" in *Bartmoss' Guide to the Net*, pg.145).

DATA CACHE

price varies

Moving large chunks of valuable data? Scared to put it on the Net in case someone snatches it? Transferring your Data Backups or your company AI? Your should be using the Whitegate Data Cache. Modeled on the proven security of the Arasaka Jetsetter Briefcase, the Whitegate is fitted with 100 or 200 MU of non-volatile memory which must be connected to a suitable mainframe for access. For added security, you can load your own choice of ICE into the access protocols. Only 8000eb for the 100MU cache; 10,500eb for the 200MU cache, and 13,000eb for our maximum 300MU cache!

Game notes:

SDP 15, SP30. The Data Cache cannot be accessed by a cybermodem (insufficient processing power to address the memory).

TRANSCRIPTOR

150eb

A transcriptor is a cybermodem option that, when attached to a printer, will print out all netspace locations visited, programs and icons encountered, and files copied—a hardware version of the *Instant Replay* utility program. Provides a great record for your solo friends to find out what happened to you—and in the wrong hands—a great record of your Net-crimes and transgressions.

Microtech
ARTIFICIAL INTELLIGENCE +

MICROTECH RESIDENCE

150,000eb

With the increasing number of low-level AI's available, Microtech is proud to announce the release of their new RESIDENCE cybermodem add on. Recently cleared for non-military sale to corporations (Near Impossible *Streetdeal* roll to obtain privately), the two-case device connects to your cybermodem ports and provides enough processing and memory power to support a Guardian-class AI (max INT 6). The device is completely "netspace transparent" and has no effect on the functioning of your cyberdeck other than increasing power usage (including battery drain) by a factor of x4. The unit contains 3 CPU and 40MU (accessible by the AI only, and used to store its core programs and 20MU of free memory). The following skills are hardwired in: *Interface* 7, *Programming* 10, *System Knowledge* 10, and *Education/General Knowledge* 6. Military versions also contain *Ejector*, a specialized AI spore program which packs up the AI with the memories of its current mission, and using stealth/evasion programs, returns the AI to a pre-set "home base" to be debriefed. The Residence maintains its military roots with an SP20 armored chassis and EMP shielding, but Microtech will ship it in the color of your choice. Case size is 3'x2'x6".

PROGRAMS

SOULKILLER
REV. 2.6

NEW PROGRAMMING MODIFIER

Code Optimization

Increases the Difficulty by +10, cuts the final MU of the program in half (round up). Tighter code-writing results in the use of less storage space.

MIRROR

1200eb

Class: Anti-IC

STR: 5, MU: 4

Mirror is a defensive program that returns Hellbolts to their origin, be it Demon, netrunner, or AI. The source is then attacked by the Hellbolt. A more advanced version of Reflector, the program must defeat the Hellbolt in a STR vs. STR roll in order to return it to its sender.

WEED

630eb

Class: Anti-System

STR: 2, MU: 3

Options: Endurance

When a Weed program successfully attacks the target system, it will reduce that system's speed by -1 (cumulative) until the program is destroyed.

NINJA

1520eb

Class: Anti-IC

STR: 5, MU: 5

The Ninja is an invisible killer routine that functions just as a Killer V does, except it strikes invisibly. The netrunner must have See Ya (or other invisibility-revealing program) in order to locate a Ninja.
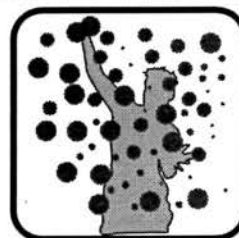
RED-OUT

6750eb

Type: Anti-Personnel

STR: 5, MU: 4

This Glue variant locks the netrunner completely, preventing him from moving or accessing the menu for 1D6 turns. It is currently not very common, but is gaining acceptance among Level 2 and 3 corp-runners. Some sadistic netrunners like to "Red-Out" their opponents, then shred them with Hellbolts as they stand helpless.

THE AUDIO VIRUS

8000eb

Type: Anti-Personnel

STR: 5, MU: 5

Okay, you folks have heard of that obnoxious anti-personnel program Spider Murphy reported in the 'Netguide, which simulated a nasty smell that made the unwary 'punk vomit. But that's old news… The newest fad on the Internet is the Audio Virus. If it overcomes a 'deck's defenses, it will play a sound or tune to the affected runner—at something above 180 decibels! The most nasty thing to hurt your victim with would be random noises, but the NetWatchers can tell you that bad music is very effective, too. Just plug in those leftover 20th-century tapes of Julio Iglesias or Take That and see your enemies run!

The standard Audio Virus (actually a pretty normal Anti-Personnel program) has a writing Difficulty of 32. Its icon is, of course, a stereo system. Roll a normal anti-personnel program attack. If you succeed, the target loses 1D10 REF temporarily, and is at -2 INT until he kills the program. If the runner's REF is reduced to 1 or less, he must immediately jack out of the Net. The referee may give additional stat penalties for sounds and/or music that would be exceptionally disturbing/annoying to the victim. A hip techno-netjunkie might be particularly vulnerable to Beethoven, while that hardliner Kerry Eurodyne fan might react allergically to a Beatles song—even Arasaka is said to really hate Silverhand.

TRANSLATOR 2000

240eb

Type: Utility

STR: 4, MU: 2

This utility can take three digital images of a single object and convert them into a Creator virtual within 30 seconds. It was designed by Fujitsu World Entertainment to create their Virtual Sci-Fi show *CosmoPolice Adventures* by taking shots of the original set from three areas and feeding them in. The rooms took about 20 minutes each, due to the subprogram that removes objects with only one or two dimensions (i.e., only in one picture).

DECKSHIELD ONE

320eb

Type: Protection

STR: 6, MU: 2

This program is designed to retard anti-cybermodem attacks with a fair degree of efficiency (adds +3 to your deck's Code Wall STR). As it must be kept running for effect, it's only usable with decks that have a memory-swapping function or the capability to use two programs simultaneously.

IGOR

4800eb

Class: AI/Utility

STR: 4, MU: 7

Is life getting you down? The real world intruding, calling you away from valuable net time? Need to be linked, but can't spare 24 hours a day? You need help! And with the new "Igor" resident on-line assistant, you can take care of those annoying mundane activities (eating, sleeping, firefights, etc.) and let Igor do your on-line work for you!

The "Igor" routine is a small and not-too-bright Artificial Intellect that requires a minimum of an INT 3 computer to run. Igor counts as one of the programs that can be run on such a machine with the Multitasking program (allowing two other programs to be run by Igor).

What can Igor do? Anything a normal netrunner could do, at an INT and Interface of 5! Igor can act as an AI netrunner operating from his resident PC. Igor's not too bright, though, and must be given specific instructions for reaction to specific situations. For instance, if a runner is monitoring a net fortress, Igor can operate the surveillance programs while the runner isn't there, and even watch for specific events or signals, if ordered. Should something unforeseen occur—say, a successful attack by another party which allows the spying runner a chance at accessing the fortress—Igor won't do anything about it unless ordered or attacked! If actually attacked, Igor will react in the safest fashion (retreating, hiding, disconnecting, etc.) that still allows it to follow its orders. Please note that Igor cannot function when a runner is operating through the PC! Igor is an artificial replacement, not a supplement.

Game masters should demand explicit orders for Igor, remembering Murphy's Law of Robotics: If there is a way for Igor to misinterpret an order, it will, and at the worst possible time...

GUEST BOOK

200eb

Class: Utility

STR: 4, MU: 2

Guest Book is a simple program that keeps track of who has occupied a Net area for a fixed period of time. Whenever a runner moves with in two grid squares of a guest book program, they have "signed" the book (netrunners operating under invisibility/stealth routines are not detected). A Difficult *Interface* roll will allow a runner to know that they have been tagged. If they want to erase their entry from the log, treat it as an a STR 3 Code Gate. Upon termination of this program, e-mail is sent to a predetermined account with a log of all the icons that have passed. This is a common surveillance tool in public-access corporate data fortresses.
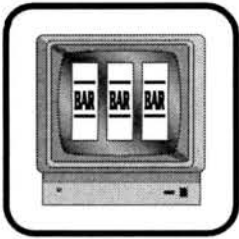
A PICTURE'S WORTH

1200eb

Class: Encryption/Utility

Strength: 2 , MU: 6

This a complex utility based on Creator and Packer. This program encrypts data files and hides them within the code for a virtual reality, e.g. the scrambled text of a black ops file could be hidden in the code of a virtual desk in a data fortress. Retrieving the code without a program will involve going through the programming code of the virtual object line by line and extracting all the extra data that's not part of the image. Once removed, the data must be unscrambled, which is a chore in itself. One full file of information (1 MU) can be encrypted inside of every two MU used for the virtual image. Thus 64 MU of data could be secreted in a photo-realistic virtual city. The main drawback is that the virtual reality's memory size will unavoidably swell however many MU's are put it in, and an observant netrunner/sysop will undoubtedly notice the excess size of the file. Note: the data itself is not in the image, it is in the Memory Unit where the image data is stored, and the runner must examine the file to get the data. He cannot simply examine the image itself.

SUPERBALLS

500eb

Class: Evasion/Anti-IC

Strength: 3, MU: 4

Superballs is a distraction program designed to overload a deck's net-object tracking routines. Simply put, the program generates thousands of objects in the tracking space of a netrunner's icon. This forces the 'runner or target system to attempt to re-align its tracking routines (or, in the case of a 'runner, ignore the superfluous virtual objects). Roll 1D10 and add the system's INT ('runners add their INT and Interface); on a 15+, the program's effects are ignored for that turn. Test every turn until the program is canceled or destroyed. If the program has an effect, the subject receives a -3 to initiative for that turn.

SWARM

3000eb

Class: Anti-IC/Anti-System

STR: 1, MU: 7

Options: Endurance, Re-rezz

Swarm is activated as a single, Strength 1 program. Once it successfully penetrates the CPU of a target system, it starts reproducing! Its subroutines will cause the target deck's RAM to make a duplicate of Swarm each round—under your control! The original will continue to duplicate until destroyed, eventually engulfing the CPU with sheer force of numbers. If the original program is destroyed, you can "re-launch" one of the duplicates to continue the process.
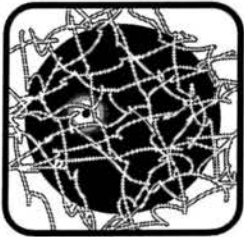
GRID WAVE

20,000eb (if you could find/buy it!)

Anti-System (specialized for IG Algorithms)

STR: 7, MU: 8

Originally developed from research done by Langley Microsystems (a sub-developer on the original I-G Net Algorithms) as a company-only tool to test netspace integrity, this routine was stolen and "improved" by "vandal" Netrunners. Simply put, this program attacks the subroutines that make up the I-G Algorithms themselves! By sending out continual waves of netspace distortion that alter the navigation and positional signals of cyberdecks and datafortresses alike, it attempts to "burn out" all objects in a cyberspace area.

A Grid Wave attack starts from a single square and advances to 10 square radius limit. Note: occupants and objects in the center square are not initially affected (runner must make a Very Difficult REF roll in order to jack-out immediately after launching the program to avoid its effects). If an object in cyberspace (programs, datawalls, codegates, etc.) fails a 50% roll, it is de-rezzed from netspace. A affected netrunner must make a Very Difficult Interface roll to remain jacked-in. Even if he is successful in avoiding being ejected from the net, his icon is shifted to the edge of the area of effect. His netspace movement is reduced to 1 for 1D10 net rounds and his Interface ability suffers a 1D6 penalty 1D6 net rounds. The 10-square radius area cannot be entered for 1D6+4 net rounds (it doesn't exist!) until the local netspace servers rebuild the area. Warning: use of this program will be immediately picked up by Net Watch within an area up to the size of a city subgrid.

SCRIBE

no price (must be written, Difficulty 47+)

Class: Anti-IC/Utility

STR: 6, MU: 8

Options: Pseudo-IQ, Recognition, Fractal Icon

First used by Rache Bartmoss on one of his infamous "Rustbelt Regional Rampages", the code has since been spread around. You'll find most the top-name Pro Runners using it now.

When activated, the program spends one round surveying its surroundings (5 grid square radius) before attacking the target program. On a successful attack it re-writes the program's priority to below that of the lowest priority device in the area, thus placing the program's execution so far down the queue that it's "frozen" in place. Scribe then analyzes the ICE, breaking it down into component code groups and writing it to memory (Pseudo-IQ). The copied program is not functional, but it may be easily be reconstructed. each MU of target program takes 1 net round to copy, during which time, the netrunner may not launch further applications. To save time, Scribe can be pre-instructed to note, but not copy, such standardized code as Recognition, Trace, etc., allowing the runner to substitute his own when reconstructing the program. This function will only work with commercial programs, not custom ones.

Game Note:

In the months since Scribe's debut, the following Programming Options have appeared in corp-created programs (Refs take note).
Suicide pill (Difficulty +2) —If the program is copied, it self-destructs, de-rezzing the program being copied.
Copy-trap (Difficulty +5) —If the program is copied (by Vampire, Scribe or via the Doppleganger routine), it infects the copy program with a destructive virus, destroying the copying program.

FASHION

STYLE IS EVERYTHING IN **2020**. IT DOESN'T MATTER IF HOW GOOD YOU ARE, IF YOUR LOOK DOESN'T CONVEY THAT "I KNOW WHAT YOU NEED" APPEAL, YOU'RE A LOSER. SO OPEN YOUR EYES AND ACCESS THIS, YOU GRUNGEHEADS, BECAUSE EVEN IF *YOU* DON'T CARE WHAT YOU LOOK LIKE, YOU'D BETTER REALIZE THAT THE PEOPLE WHO HIRE YOU WILL ...

GENERIC

This is the stuff you would find in mega-stores and mallplexes. It's one step beyond plain jeans and t-shirts - minus the cotton. Cotton and other natural fibers are luxury items these days. Generic clothes are 100% synthetic, modular, recyclable, cheap, and *very* common. This is fine for casual wear, but you'd better plan on donning something with a bit more bite if you want to score.

WHO WEARS THIS?

Mallplexers, kids, average college types, beavers, junior model wannabees, Ronin who don't care about fashion or don't like attention, and older folks who don't care much about "fashion" anyway. In others words, people with an eye for style, but very little money to fill it.

SAMPLE OUTFITS

1: Dante's shorts ensemble by Uniwear is prefect urban wear for those heavy inversion-layer days, complete with a visor cap to protect the eyes from UV radiation. Those burly sneakers are AeroFloats by Nuke™, complete with pressure sensitive, memory plastic lacings and a micro-airflow foam for coolness and comfort.

2: Veronica has that East Coast sass with this sleeveless shirt and suspenders set. When combined with neo-denim pants and mid-calf, splash-proof boots by Nu-Tek, you get the best in casual chic.

3: Denise poses in a body-suit-blouse and tights ensemble from Ponco™ which is easy to wear and sexy sweet. The stain-proof raylon blouse is open cut and high-collared, being dignified and alluring at the same time. Simple Plastech™ buckle and cuff booties complete the outfit.

"**G**ENERIC? YOU WANT *ME* TO WEAR *GENERIC* CLOTHES FOR THIS ROLE? WHY DON'T YOU JUST PAINT ME YELLOW AND TATTOO A BARCODE ON MY BUTT? NO WAY."

— SHERRI GLASS, BRAINDANCE STAR

LEISUREWEAR

Athletic wear is a version of Generic clothing with a little more style and pizzazz, tending toward the chilled look. Imagine sweats being taken to the level of designer jeans. Wearers usually don't have something to prove but do enjoy interestingly decorated and upbeat fashion with more originality than Generic—but not as much glitz as Urban Flash. An example may be the type of clothing '90's athletic stars wore on their days off. These are the clothes that most TV ads will try to sell you. A new innovation is Polylog™, an artificial fabric which can actually change colors! The fabric is woven from electrically-reactive polymers which change their color based on a mild current. Up to four colors may be stored in a piece of such cloth, with orientation being monitored by a simple, built-in processor unit (which is removed when the item is washed). Color changeover takes about 30 minutes and the cloth is vulnerable to EMP and other electrical interference, making Polylog™ an unlikely choice for combat. No, it's not cheap, but it *is* very chill …

WHO WEARS THIS?

College kids, young professionals, Movers out on the town, hip street Ronin, Bohemians. Not the ultra-chic, but people who like to look good while recreating or partying.

SAMPLE OUTFITS

1. Deidre looks toned and trim in this skintight bodysuit by Eji of Japan. The Powerblades are by RecreaTech, with "smart" polymer wheels (+1 to Athletics/Skating rolls) and internal batteries which can provide up 4 hours of power-assist roller action (+5 to MA, 200eb). Her Kevlon™ Knee and elbow pads, and Shock Touch ™ Personal Protection Gloves (Stun damage on a successful Brawling Hit, four charges, 120eb) ensure her safety while she recreates.

2. Sports fan Hans wears the Night City Rangers® line of authorized sweats and athletic wear. His sleeve-less sweatshirt and jogging pants proudly display the Night City Rangers Logo (as well as clips of their best games) in glowing Wearman™ panels by Nu-Tek (*Chromebook 1*, pg. 88). The outfit includes the official Ranger line of athletic shoes, designed for comfort and response (but no actual game effect).

3. Cool and collected, Erik displays the Bodygear™ line of leisure wear. His jacket features Reacti-mesh panels under the arms and around the collar, designed to open in warm weather and close in cool, for continuous comfort control. Both pants and jacket are laced with Polylog™ memory fabric, which can hold up to four color schemes in the jacket's collar processor, so Erik can choose his color scheme for the day.

"LEISUREWEAR ISN'T ABOUT SPORTS, IT'S ABOUT *FEELING* LIKE YOU'RE INTO SPORTS. OUR GOAL IS TO MAKE EVERYONE FEEL ATHLETIC, EVEN IF THEY'RE JUST SITTING AT HOME IN FRONT OF THE NETBOX, KNOCKING BACK SMASH."

— IVAN RICHTER, BODYGEAR™ CLOTHIERS

LEISUREWEAR

URBAN FLASH

Video jackets, color-shift fabrics, cammos, leathers, metal trim, logo-wear … the wildest wear around. Chromer and Boostergang stuff. Rich mallplexer kids and Edgerunner wannabes wear this usually. It is all flash and has no subtlety, with skin-tight and see-through styling. Although transparent plastic panels are not exactly what you'd wear into combat, they are pretty frosty out on the town if you don't mind attracting a lot of attention. The latest fashion trends appear on the street in Urban Flash mode first. Watch any video-channel Dance Shows for an idea of what Urban Flash is.

WHO WEARS THIS?

Image-conscious mallplexers, dance club sluts, Chromers and metal-heads, vidstars and other minor celebs, senior gang members, and Ronin who like attention or don't care what you think anyway.

SAMPLE OUTFITS

1. Lynette looks feisty in this daring top and skirt combo by Cryo-Max. Made of Wrap-on memory plastic, each piece uses body heat to mold to the wearer's form, complimenting and supporting. Wrap-on can also hold up to six color schemes in memory, allowing her to coordinate with her accessories, in this case a transparent raincoat by London Mist™ which can be made opaque at the touch of a button—much to onlookers' disappointment.

2. Andrew carries serious attitude with this shirt and vest combo. Colorful and outspoken, the Polylog™ shirt is set to hold up to four patterns which can be reversed from outer to inner surfaces. So you could have one pattern on the inside and another on the outside, and change them as desired (color change takes 30 minutes to complete). The double vest and shoes also sport the illumi glow panels which have become so popular in the modern club scene.

3. Jennifer oozes confidence as she struts her stuff in this striking outfit by Marat, whose designs are all the rage at dance clubs nationwide. Her dare-to-bare garterbelt and hose arrangement belies the durability of her attire: those hose are Duraweave™ and can stop 9mm rounds (SP6). Her open-buckle jacket is by Alex of Milan, and features illumi strips throughout for stunning effects on the dance floor.

4. Leo is so ready in this bodysuit and jacket affair from Image Fashionware. This suave bodysuit design has relaxed pants tapering to a body-hugging top. The suit has a memory fabric zipper up the front that virtually disappears when closed. His short jacket features illumi strips and a built-in memo-chip with a time and info readout mounted discreetly in the lapel. Leo can get paged and log email numbers from anyone he meets in the clubs, all without breaking his rhythm... And he'll keep the beat wearing those fresh, all-illumi shoes!

"I MAKE CLOTHES FOR THOSE WHO KNOW WHAT THEY HAVE AND AREN'T AFRAID TO SHOW IT. THE BODY ITSELF IS PART OF THE ENSEMBLE, PEEKING THROUGH HERE AND THERE TO COMPLIMENT AND ADD EXCITEMENT. PEOPLE COMPLAIN THAT I CHARGE SO MUCH FOR SO LITTLE MATERIAL. WELL, SOMETIMES LESS *IS* MORE."

—MARAT

URBAN FLASH

BUSINESSWEAR

Suits, semi-formal dresses and other pricey, natural fiber attire. Ties are mandatory with this stuff. No combat Edgerunner would be caught dead in these clothes; on the other hand, a good Mover or Corpzoner wouldn't wear anything else. Fixers in large organizations, some Rockerboys and a few Corp enforcers wear these. Babes go for guys in suits and dudes watch Corp-ettes wearing those frosty silk business skirts.

WHO WEARS THIS?

Almost all Corps, respectable security operatives and Corp bodyguards, Eurosolos, real uptight types. You know—people who make good targets.

SAMPLE OUTFITS

1. Emile is ready for a hostile takeover in this ultra-chill suit from Takanaka. A short coat and pants suit in French cotton with new Biotechnica arachni-silk lining which is tough as leather (SP6). His high-collar shirt is bound by a Nu Tek Tie-Fon (200eb). This sleek device blends fashion and function as it combines a cellular phone (linked to a small earphone with a pick-up mic in the knot) as well as a memo-unit and pager, all in color-coordinated neckpieces.

2. Carilla is posed to pounce in this women's suit by Takanaka. Made of French cotton and all natural fibers, this pants and jacket set is cut to accentuate her shoulders, giving her that aggressive look necessary in the competitive business world.

3. Paulo contemplates his fiscal empire in this two piece ensemble by Flein. The jacket and pants appear to be made of wool, but, in fact, are Duraweave™ fiber, giving a good protection (SP 10) without sacrificing comfort or cut. It includes a built-in Trauma Team™ Reaction program which alerts TT if the suit is penetrated at any point (300eb/mo. for service).

4. Sondra is cool and collected in this coordinated in this skirt and jacket set from Pearl Eye Designs. Her shirt is pure Chinese silk, with a memo-broach by Nu-Tek. The jacket is Tibetan cotton with arachni-silk lining (SP5). The skirt has similar construction, comes in complimentary colors, and has a variable length slit for when you need to distract that male executive during negotiations …

"MODERN BUSINESS IS A WAR ZONE, EVEN IF IT ALL SEEMS QUIET ON THE SURFACE. OUR CLOTHES ARE THE BATTLE GEAR FOR THE NEW EXECUTIVE, DESIGNED TO PROVIDE AN AGGRESSIVE IMAGE WHILE PROTECTING AGAINST THE CONSEQUENCES OF A FAILED NEGOTIATION."

—MICHELE FLEIN

BUSINESSWEAR

EDGERUNNER

Recently come into its own as a discernible style, Edgerunner is more than old surplus milgear, a bit more subdued than the glitz of Urban Flash, and not quite as status-conscious as Leisurewear. You have to be pretty damn cool to wear this stuff and not look like some poser wannabe. Newcomers have to make a Difficult COOL check (+ *Intimidate* and *Wardrobe/Style*) the first couple times they go somewhere noticeable just to avoid looking like some geek hiding behind chilled threads.

Edgerunner is predominated by stylishly functional gear that looks armored and/or combat ready, without being olive-drab milgear. Edgerunner style uses synthleather, metal hardware, and padding in flat, non-reflective colors that don't attract attention in the Combat Zone. "Tough!!" is the adjective most used by those young urban gangers who can't afford it, nor pull it off when they do wear it. This look is rather intimidating and "biz-only," so don't expect to draw the opposite sex to you while wearing Edgerunner (unless they're into that sort of thing). Of course, its designed to look better and better the more use you get out of it—the more bullet holes and slash marks, the chiller it is. Try patching it up with materials of differing style and color. On anything else, it's looks like you couldn't afford to get it done right, but with Edgerunner style, you advertise your abilities—you show that you're at home in a high-tek dance bar, or facing down gutter-scum in the 'Zone.

Remember, this stuff is an attitude in itself, so expect street punks to screw around with you more if you don't look like you should be wearing it. And they may try to kill you just to get your jacket …

WHO WEARS THIS?

Edgerunners of all types who don't mind advertising, rich kids who think they're Edgerunners, and some Gangers who've taken down a Ronin who wasn't as good as he thought.

SAMPLE OUTFITS

1: Boris here shows a combination of Gibson Battlegear™ fatigue pants (SP14) with a Plastech Duster (SP18)—and the mandatory black t-shirt. The coat's illumi panels can be shut off with a button, cutting done Boris' target profile. The boots are by Ruf Tread™, with armored toes and soles (SP20) for kicking serious poser butt.

2: Even a Netrunner can grab a look, and Miska sports an attitude in this jacket and bodysuit combo by Ruf Tread™. The coat is medium Kevlon (SP18), with a polylog cover to hold up to four different color schemes. The bodysuit is light nylar (SP10), with knee and elbow reinforcements.

3: Curtis is looking properly steroid in this shirt and pants set by Icon America. The shirt is morplex (SP 14) with optional sleeves (detachable via zippers). His gloves are Stun Knuks™ by Militech (Stun damage as per Black Zap gloves, *Chromebook 1*, pg. 49). Shades by Felice of Paris.

4: Dana gets serious in this Gibson Battlegear™ set similar to Boris' but in the slightly lighter cut designed for women. It has all the function, but just a bit more style and sex appeal. The pants and t-shirt have been replaced by a bodysuit (SP10) and she has added greaves of Kevlon (SP20) for rough and ready action.

"IF IT CAN STOP A ROUND AND WON'T EMBARRASS YOU TO WEAR IT, IT'S COOL."

—ANONYMOUS SOLO

HIGH FASHION

This is the stuff that you see all the super-glam models wearing. This is what Urban Flash and Generic Styles try to imitate year after year, but High Fashion features quality materials and workmanship that are second to none. The superwealthy don this clothing, and most Braindance and Vid stars wear it as well. If you're not wearing High Fashion—or Urban Flash that's imitating High Fashion—in the trendiest clubs, you're nobody.

WHO WEARS THIS?

Middle-/upper- class Euro-types, glam-rock stars, supermodels, trendy Corps, Goldenkids, Media celebrities, etc. (Note that none of this clothing features any real game value other than to appearance. Crank out those *Wardrobe and Style* skills… along with your credchip.)

SAMPLE OUTFITS

1. Lydia wears this stunning evening suit by Cryo-Max featuring variable translucence pantaloons over a Spandlon™ leotard. Her short coat and hat are by HiFacs™, made of the finest grade cotton/angora weave and are trimmed in hand-sewn patterns made of fiber-optic illumi-weave, designed by the Algerian Highriders in the ultimate combination of yesterday and tomorrow.

2. Trina is stylin' with this sexy little number from Leopold's of Night City. This noted lingerié designer has leapt into the high fashion industry with a bang, displaying designs that redefine the word "underwear." The cape is the most notable accessory, being of a Reacti-mesh™ blend that allows it to expand and contract its size from the limited amount displayed here to a full cloak that can cover all of Trina's assets, all at the touch of the clasp—just in case she needs to travel somewhere that encourages modesty.

3. Marcus looks relaxed and ready in this Polychromic™ outfit by Alex of Milan. Utilizing the memory features of other Polylog fabrics, Alex has built a program into the clothing's processor which rotates the clothing's color scheme through a set of carefully-designed shifting patterns. Thus Marcus' pants constantly ripple with a mesmerizing and gentle passage of blues, magentas, and even luminescent illumi tones that combine and coalesce with his movements and moods. His jacket also has the same Polychromic features, but its pattern changes more slowly, and, since its processor is linked to the rest of the clothing, it's always in a complimentary color to the main suit—that's right: clothing that coordinates itself!

"CLOTHING IS PAINT AND YOUR BODY IS MY CANVAS. I DRAPE YOU IN ART, MAKING YOU A PIECE OF ETERNITY. I GIVE YOUR DREAMS FORM—AND I DON'T CHARGE NEARLY AS MUCH AS THAT ALFONSE FELLOW IN PARIS."

—ALEX OF MILAN

HIGH FASHION

BASE COSTS FOR COMMON CLOTHES

Pants/Jeans	20eb	T-shirt	10eb
Miniskirt	30eb	Long-sleeve Shirt	20eb
Long Skirt	55eb	Top/Blouse	15eb
Short	10eb	Tank Top	10eb
(leather or its equivalent increases price by 50-75%)		Tunic	25eb
		Leather Tunic	75eb
		Sweater	20eb
Jumpsuit	50eb		
Dress	50eb	Belt	10eb
		Leather Belt	15eb
Gloves	20eb	Shoes	15eb
Long Gloves	30eb	Halfboots	15eb
(leather or its equivalent doubles price)		Boots	25eb
		Kneeboots	40eb
Vest	25eb	(leather or its equivalent increases price by 50-75%)	
Tie	20eb		
Scarf/Bandanna	15eb	Toboggan Hood	10eb
Shades	5-50eb	Ski Mask	15eb
Hat	5-25eb		
Leather Chaps	60eb	Trenchcoat	125eb
		Cloak	50eb
Jacket	35eb	Short Cape	75eb
Long Jacket	40eb	Long Cape	90eb
Long Heavy Coat	55eb	(leather or its equivalent increases price by 50%)	
(leather or its equivalent doubles price)			

STYLE AND QUALITY MODIFIERS

Style	Cost	Quality	Cost
Generic Chic	x1	Sub-average	x0.5 to x0.09
Leisurewear	x2	Average	x1
Urban Flash	x2	Good	x1.5
Businesswear	x3	Very Good*	x2
Edgerunner	x3	Designer**	x4
High Fashion	x4	Superchic (Personal Design)***	x7

*+1 to Wardrobe & Style skill checks **+2 to Wardrobe & Style, etc. ***+3 to Wardrobe & Style, etc.

ADDING ARMOR TO CLOTHES
COST MULTIPLIERS AND EV PENALTIES

SP	Lt. Material		Med. Material		Hvy. Material	
	Cost	EV	Cost	EV	Cost	EV
SP4	x1.1	0	x1.05	0	x1	0
SP6	x1.2	0	x1.1	0	x1.05	0
SP8	x1.35	0	x1.2	0	x1.15	0
SP10	x1.5	0	x1.25	0	x1.25	0
SP12	x1.75	0	x1.5	0	x1.5	0
SP14	x2	-1	x1.75	0	x1.75	0
SP16	x2.5	-2	x2	0	x2	0
SP18	x3	-3	x2.5	-1	x2.25	0
SP20	—	—	x3	-2	x2.5	-1
SP22	—	—	x3.25	-3	x2.75	-2
SP24	—	—	—	—	x3	-3

POPULAR CLOTHESMAKERS AND THEIR QUALITY RATINGS

Levi: Generic and leisurewear. Average to Good.

Nu-Tek: Generic, Urban Flash. Average to Very Good.

Uniwear: Generic. Good.

Image Fashionware: Urban Flash, Edgerunner and High Fashion. Very Good to Superchic.

Icon America: Urban Flash and Edgerunner. Good to Very Good; limited Designer.

Gibson Battlegear: Generic, sometimes Urban Flash. Good; limited Designer.

Takanaka: Businesswear. Very Good to Superchic.

Eji of Japan: Leisurewear, Urban Flash. Good to Designer.

Cryo-Max: Urban Flash, Edgerunner, sometimes High Fashion. Very Good; limited Superchic.

Jordashe/Boy: Generic, Leisurewear, Urban Flash. Good to Designer.

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%.

MISC OPTIONS

Option	Cost
Polylog™ Material*	x3
Reacti-Mesh Panels**	x2
Polychromic™ Material	x5

*Holds up to 4 different color schemes. Can be damaged by EMP or electrical pulses. Has a 5 in 10 chance of malfunctioning under combat conditions (heavy dirt/moisture, etc.)

** Provides extra comfort

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

NOTES ON ARMORED CLOTHING, LAYERING, AND 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 for 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:

Extra Torso Layer—	Extra Leg Layer—
Light: -1EV	Light: -1EV
Medium: -3EV	Medium: -2EV
Heavy: -4EV	Heavy: -3EV

MORE GENERAL FASHION AND ARMOR INFO

If you expect to wear hard armor and be stylish, forget it. Only SWAT teams, C-SWAT and combat troops wear hard-shell, and it can't be made stylish or unnoticeable. It's also bulky, uncomfortable (even those without EV) and hot.

If you wear hard armor outside the privacy of your hole in the wall, expect to attract a lot of attention, both from the general populace and the cops. Even seasoned Solos only wear it when they're on heavy ops, and most troops only get hard thigh and calf plates, plus maybe shoulder and thorax plates, if they're lucky. This discounts hard helmets, which are a must in any combat situation.

Helmet optional rule: 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).

So you think you can actually wear layers upon layers of thick armored clothing in the heat of summer? Think again. More murders happen in summertime not because the number of violent acts increases, but because people generally wear less armor! No, there ain't no way you can wear that long sleeve shirt and an armored trenchcoat and jeans in July in the middle of the Free State of California—it's too frackin' hot!! Maybe a t-shirt, a bandanna (SP10 of course) wrapped around your head, and jeans and boots … if you're the rebel type. If you're the combat type, you might deem it necessary to slap on some thigh armor or possibly bring a light armor jacket in case "the mung hits the fan," but otherwise, forget it.

Helmets pose another problem. You see, it's just impossible to pick up some classy input, or make a street deal, or tell the nice officer that you're innocent while you're wearing a combat pot with, "Born to Kill" scrawled on the side. Try wearing a motorcycle helmet around town for as long as you claim your character does—pretty uncomfortable, huh? What to do about this and still remain somewhat fashionable? Wear a paisley SP10 bandanna around your head, rock-star style. If you've got a pretty good attitude, some girls will dig it. At least you'll be able to shake off that 9mm when it hits you in the forehead … instead of oozing brain and spazzing like a decapitated chicken.

Scarves are another good thing. A strip of cloth that's a foot wide, four feet long, and up to SP12 rating in protection? That's magic! It can be used anywhere, and it's the only practical way to protect your throat outside of leather neck-wraps that chafe like hell. If you want, double wrap it for extra protection. You'll take _Awareness_ penalties, but if you think you need it, go for it! Heck, get stupid; wrap three or four scarves around your neck until you can't turn your head—at least that rifle bullet won't get through, eh?

Gloves are another little thing combat-type Edgerunners need. It's hard for anyone outside Europe to look good in evening gloves, and any glove with an SP rating above 10 looks like pure combat gear. Only Edgerunner-style hand wear has a hope of being both protective and club-stylish.

As cool as it sounds, be very wary of Polylog™ material. It's really fragile under combat conditions and can leave you wearing a stark white piece of cloth at the worst time. Wait for the military version to be perfected.

Capes are listed in the available clothing for those of you who like to take big fashion risks. While in vogue in Europe, capes for men haven't been cool in the States for a long time. You have to have a massive COOL and _Wardrobe/Style_ skill in order to wear one stateside without looking like a schmuck.

EQUIPMENT

A POORLY-EQUIPPED 'PUNK IS A DEAD 'PUNK. IT DOESN'T MATTER WHAT TERRAIN YOU'RE DEALING WITH: THE DESERT OF MARS, OR THE STREETS OF NIGHT CITY. IF YOU AREN'T PREPARED, YOU'RE DEAD."
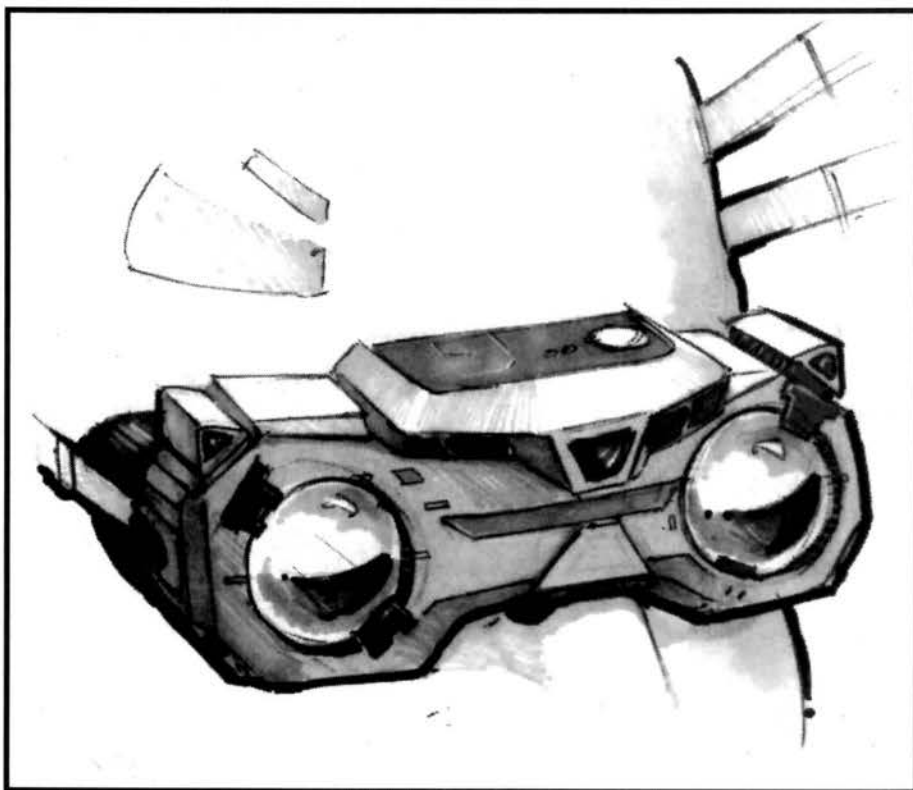
—MORGAN BLACKHAND, *THE ENFORCER'S HANDBOOK, 3RD EDITION*

TriTech

TRITECH ECHOLOCATION GOGGLES

1500eb

Now you don't have to go 'borg for echolocation gear! You can get the entire package in a small set of .5kg goggles! The front of the goggles has a small set of emitters and microphones, and works identically to the cybernetic system.

Game notes:

This gear has the same functions as a cybernetic echolocation processor system (see Cyberware, pg. 13).

"PRETTY RAGIN' GOGS. LETS YOU SEE JUST LIKE A BAT, WITHOUT GETTING YOUR SKULL CARVED OPEN FOR AN IMPLANT. I LIKE THAT—LEAVES ME MORE ROOM FOR MY BRAIN, WHICH IS THE BEST CYBERWARE YOU CAN HAVE, NO?"

— RODRIEGO DIAS, FREELANCE SOLO

PRESSURE TRIGGER

15eb per square foot

The ultimate in concealable switches, this high-tech pressure trigger from Pursuit Security, Inc. is paper-thin and comes in a wide variety of colors, including camouflage patterns. It can be hooked to claymores, blasting caps, or an electronic relay for warning you of someone's presence.

Game notes:

Trying to find a deliberately hidden pressure trigger is a Difficult task. A "smart" processor in the trigger will prevent inconsequential things, like rain, wind, rats, etc., from setting off the trigger. Larger amounts of pressure, like a human footstep, will set it off, however.

PROTECTIVE HEADGEAR INSERT

50eb

Last chance! Okay, the bullet's torn through your helmet—what's left to stop it from tearing through your brain? Your skull!? Yeah, right. Take yourself down to the nearest Militech store and get yourself a LastChance Protective Insert! A thin sheet of Kevlar that will fit under any headgear and be completely concealed—it could be the smartest decision you make this week!

Game notes:

The LastChance is fully concealable under any form of headgear (helmets, hats, etc.). It has SP4 and EV 0.

TechJager   ANTI-PURSUIT LIQUIDS

prices vary

People shouldn't chase you. It's not nice. That's why TechJager has developed the Anti-Pursuit line of products. Spill 'em on the ground behind you, and the pursuers have problems! As an added feature, all liquids are clear, making them hard to discern from floor wax or water!

Game notes:

One liter covers 3 square meters.
Stickum (400eb/liter): All who step through must make a Very Difficult Strength Feat roll to get their foot/feet free.
BadFumes (500eb/liter): All who pass through must make a Difficult BOD roll (Endurance or Resist Drugs skill may apply) or be overcome with nausea.
FireFun (700eb/liter): Encapsulated reactive metals are suspended in an aqueous flammable gel. If anyone steps on it, it goes up in flames! (3D6 damage/3 turns/30sec)
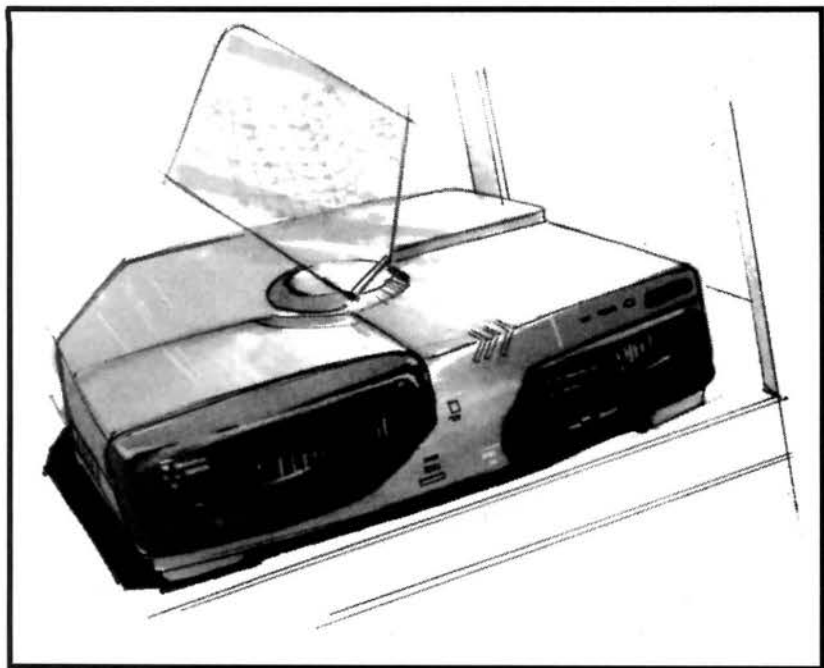
STEPHENSON TECHNOLOGIES

STEPHENSON TECHNOLOGIES SOUND OPTIMIZATION SYSTEM

1000eb

Vitaly Chernobyl used it to make the acoustic most of his sound setting! Now, you can have the same system! In fifteen minutes, the Sound Optimization System will have created its own internal map of the surrounding area and will find the optimal location for each speaker in your arsenal! It's lightweight, compact (about the size of any other rack component), and will make you sound phenomenal!

Game notes:

You must make a Very Difficult TECH roll (Electronics and Play Instrument skills add) to determine the proper position of your performers and speakers for effect. If successful, the band gets a +1 Perform skill while in that venue.

NANO-PAPER

3eb per sheet

The ultimate in security! Militech Intel operatives use this stuff! All you have to do is flash it with a special light (10eb) and it turns into dust! No one will be able to recover any of your writing!

Game notes:

The light is a special frequency and color, and will cause the paper to dissolve instantly, making anything permanently unreadable. Of course, there are the rumors that Militech has another light that will cause the paper to reassemble itself … but that kind of tech is many years in the future, right?

Wutani Sensors
WUTANI SENSORS MOTION
TRACKER

770eb

Enemy movements are important to any action-oriented individual, whether you're a hunter in the jungle, or a Solo in its concrete equivalent. A lunch box-sized device, the motion tracker uses infrared to detect close proximity objects, and lasers to measure actual movement. Two modes of operation are available: Omni-Direction and Uni-Direction modes. Omni mode will show movement of people (or equivalently-sized animals) at 75m and vehicles at 300m. Uni-Direction will extend the ranges to 125m and 1 km respectively, but only for the specified direction. A detachable screen display shows all "bogies" graphically, each individually tagged with direction, distance, and approximate size class. 12-hour rechargeable battery included. Weight: 4kg.
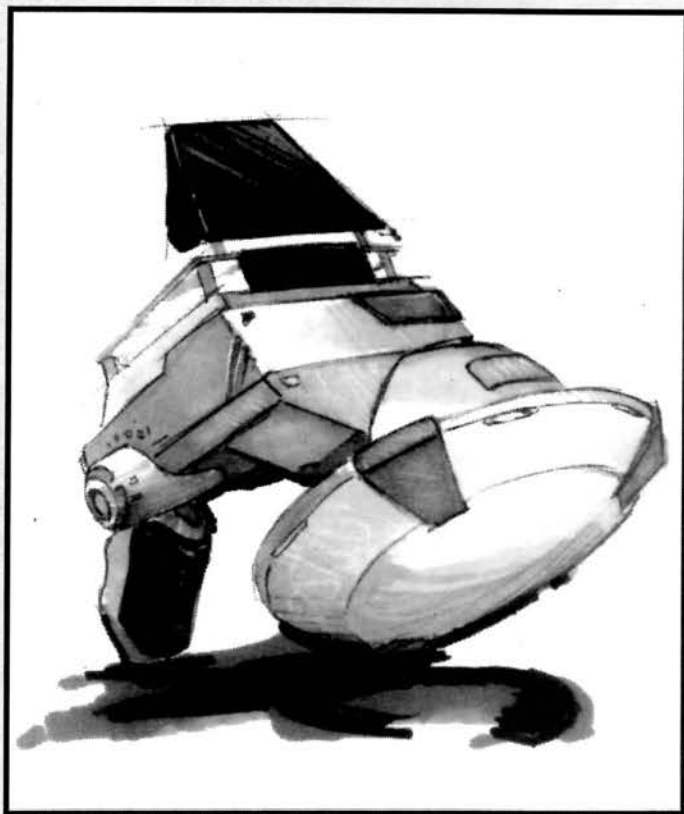
Game note:

When in operation, this device is visible to IR and low-light optics at distances up to 150% of its range.

Enduro Drink!
A BLAST OF ENDURANCE IN EVERY BAG!

ENDURODRINK

8eb per can

Non-addictive, effective, and perfectly legal in all major sports! Biotechnica's EnduroDrink is the perfect blend of fats, carbohydrates, and electrolytes to keep your body fueled at an optimal level!

Game notes:

Drinking a can will allow for a +1 Endurance skill bonus for two hours after consumption. Effects are not cumulative either in terms of bonus or time, however.

Telectronics®

WALL SPEAKERS

250eb

Do you hate having to position the speakers in your house? Are your neighbors too friendly? Well, a wall speaker is what you need. Each speaker is about the size of a silver dollar and has a removable adhesive that allows it to stick to any surface. The microwave signal can be attached to a stereo or other sound-producing instrument. Through vibration, the speaker will use the whole wall as a sounding board. It's omnidirectional, and can be turned up just as loud as your regular speakers.

Game note:

There have been some nasty Net-rumors that the wall speakers will collapse low-income housing. This is not true. The vibrations given by a speaker at power-level "5" will not collapse a free-standing wall of balsa wood. Telectronics makes no guarantees for wall safety above Level 5.
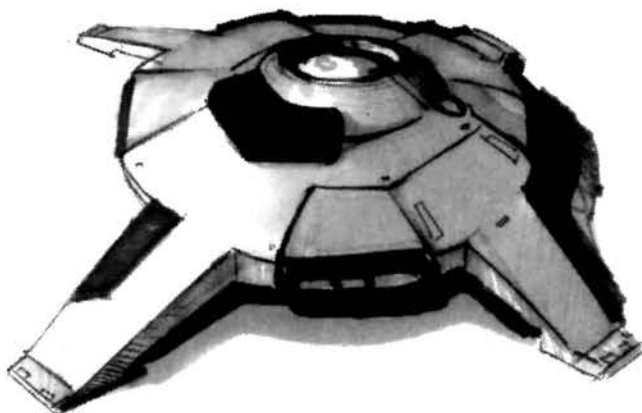
ARMORSAVER DRINK

50eb per can

Need to rebuild damaged skinweave or subdermal armor? This is the way to go! ArmorSaver Drink is a specially blended mix of natural liquids, synthetics, and nanites that will rebuild your nanotech armor systems after they have been damaged. Available in chocolate shake, coffee, lemon-lime, and cherry.

Game notes:

One can, when consumed, will replace 2SP of skinweave. It will never take the armor beyond its max SP, and anyone who drinks it that does not have either system will get violently sick.

THERMITE-IN-A-TUBE

90eb per tube

"Many people ask me: Dan, why did you make a squeezable toothpaste tube full of thermite? My answer: because there are those bulkheads and safes and locks that just can't be opened without a little heat. And thermite reaches near-fusion temperatures. In the tube there's enough to do a 20' strand of thermite. With my special phosphorus primer, all you have to do is light a match to it, and FOOM! You're meltin' steel!"

—*Dan, of SuperDan's Industrial Supply*

Game notes:

Cuts through up to SP 45 material at the rate of 15 SP or 15 SDP a turn (10sec) to metals and stone, does 4D4 damage a turn (for three turns) to organic compounds.

TechJager

TechJager Plug-in Air Foulers

prices vary

Everyone appreciates an air freshener. Some people really like to have clean-smelling air. These people like the fact that the plug-in kind of fresheners have 26-day lives, so their air smells good. TechJager hates those people. Our plug-in sabotage devices release gases of several different mixtures. All of them are designed to be undetectable to the normal nose, covered by our scents. All plug-ins can fill a 10x10 room with gas, and last thirty minutes after being plugged in and activated. Activation is accomplished by flipping the switch at the bottom, and the process cannot be reversed. Dimensions are 4"x3"x2".

Game notes:

Price is per unit.
Burnt Almond Scent: Biotoxins 1 or 2; 600 or 700eb
Wintergreen: Hallucinogenic; 550eb
Potpourri: SleepDrug; 550eb
Spring Breeze: BlabAll psychogenic (acts as a -3 to all Resist Torture rolls, and a +3 to others' Interview or Interrogation skills); 650eb
Hickory Smoke: Delayed nausea (all who fail a Difficult BOD roll will be hit by severe nausea 1D6 hours later); 575eb
Note: Gas effects for nausea, sleep, and BlabAll are 2D6 hours. Hallucinogens last 4D10 minutes. Biotoxins cause damage, but no other lasting effects.

Kevlar Backpacks

prices vary

Old fashion with a new twist!

We all have possessions that we don't want ventilated, and wearing a backpack has been in fashion since the 1980s, so what could be more natural than an armored backpack? It not only protects your valuables, it protects your back, too! Available in a dazzling variety of colors and styles. Comes in Armor Rating SP10 (50 eb), or with inserts (SP18; 100 eb). Weighs 1/2 kg (2 kg with inserts), holds up to 50 kg
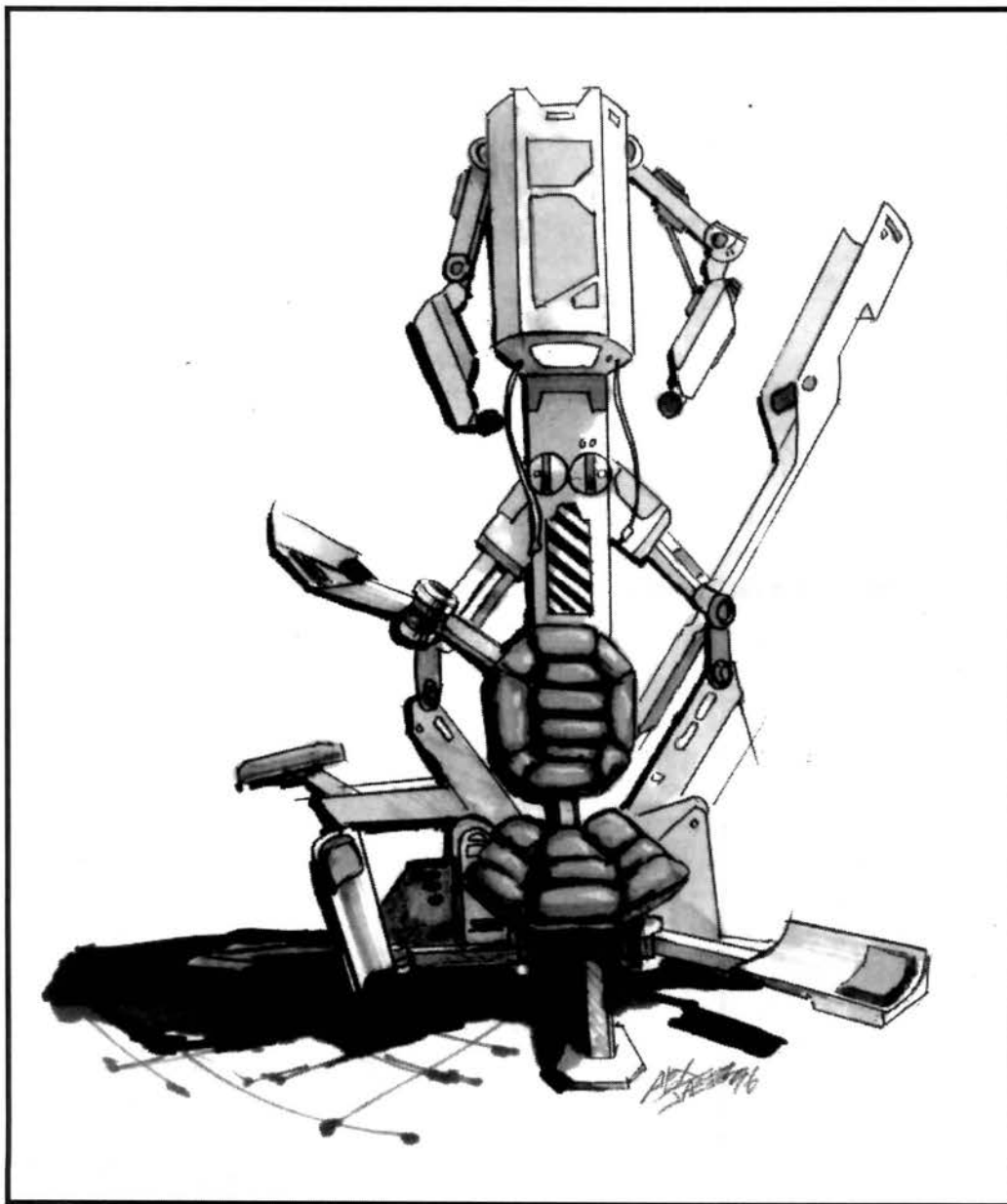
Game notes:

Backpack protects the torso (locations 2-4) from rear attacks (counts as full SP, subtracted before hitting contents and/or back of wearer). Wearing an empty pack is EV 0, wearing a pack with 1-5 kg of contents is EV -1, with 6-10 kg of contents is EV -2, with 11+ kg of contents is EV -3.
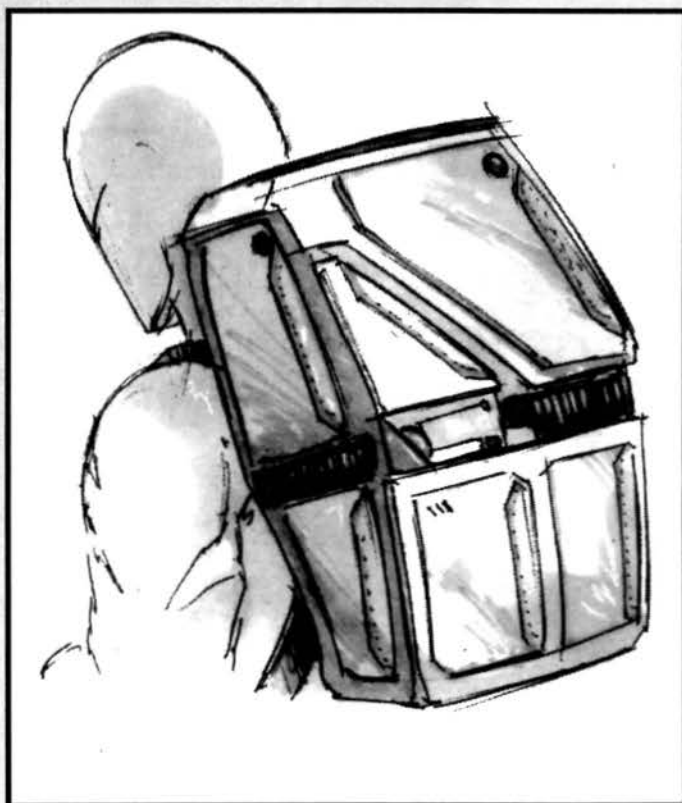
BODYWEIGHT
Life Preservation Systems

BODYWEIGHT INTERFLEX™ CYBERGENICS MACHINE

2800eb

"Your body is a complex machine— to fine-tune it, you need an equally advanced device."

"Your time is money—you're not going to invest money in something that wastes time."

"Your home is a castle—every castle should be opulent, not cluttered with ponderous junk."

To fine-tune your body, Bodyweight, Inc. offers the latest in cybergenic science: InterFlex™. Formatted for twenty-seven different configurations, InterFlex™ allows you to access the full range of body-building, figure-shaping, aerobic and cardiovascular exercises. To maximize results, InterFlex™ will imprint itself to your levels of physical fitness and experience (up to eight-

four different imprints can be stored in memory, making InterFlex™ perfect for commercial gyms and spas as well). To program your InterFlex™, activate the machine by remote control—it automatically opens to evaluation mode. Settle into the comfortable Temperfoam cushion and jack the computer into your neural plug via the built-in low-impedance cable. Once interfaced, the myomer tension frame will adjust to your body shape and size, offering the ultimate range of motion. As you are run through a routine of test exercises (specified for either toning or bulking), the InterFlex™ learns your body's unique personality—after fifteen minutes, your own Cybergenics program is complete.

The next time you activate the system, InterFlex™ autonomously deploys itself for your first exercise. Settling down for a good workout, you jack in so that the computer can keep tabs on your heart rate, breathing, endorphin production, circulation, hydration, muscle fatigue and other vitals. The database updates itself every time you jack in, re-evaluating your physical condition as well as uploading the latest in health and fitness data from the Net. As you go through your personal cybergenics program, the machine reconfigures around you for each exercise, and the myomer framework constantly adjusts its resistance to suit your capabilities. The experience is that of an invigorating, stress-less, no-impact workout which produces maximum results. InterFlex™ will know when you're done—while you're showering off, the system shuts down and collapses itself back into its "rest" mode: A compact, attractive (did we mention portable?) module that fits in with any modern decor.

BODYWEIGHT
Life Preservation Systems

INTERFLEX PRIME™

4400eb

Your comfort is everything—in this modern age, there's no excuse for needless suffering.

If you prefer leisure to hard work but still want a superior physique, Bodyweight, Inc. offers the InterFlex Prime™. The Prime model is equipped with a hyper-fidelity braindance player and an advanced neuro-muscular "ghost-puppet" polyprocessor array. InterFlex Prime™ works exactly like the regular model, except that it does the sweating for you. When you jack into the Prime model, you are submerged into the virtual experience of your choice (loaded either from your own collection of chips, or from an on-line braindance subscription service), letting you experience whatever you like. Meanwhile, your body goes through all the motions, getting a full workout through to the Prime model's cybernetic choreography. When the exercise session is over, InterFlex Prime™ prompts you in your braindance (your choice of prompt: sensory or virtual)—all you have to do is take a shower!

PRICE LIST

CYBERWARE & CHIPWARE

ARC-THROWER	1050EB
BALLPOINT CYBERFINGER	25EB
BIGRIPP	850EB/1200EB
CHIPLOK	150EB
CORVETTE CYBERLEGS	4500EB/5000EB
CYBER-DETECTION COMPUTER	3000EB
DOUBLE-JOINTED OPTION	1000EB
DOUBLE-SLIT PUPIL OPTION	200EB
ECHOLOCATION SYSTEM COPROCESSOR	800EB
EXTENDING LEG UNITS	+400EB
EXTRA TWIST™ JOINT ADDITION	PRICE VARIES
FLESH MOUNT FINGER OPTION	100EB
HIGH FIVE	355EB
LOCKING JOINTS	100EB
LOCKDOWN	300EB
LOGO-LINE TATTOOS	PRICE VARIES
MEDICAL MODULAR HAND	975EB
MONOVISION	650EB
NEWTHROAT	850EB
NEWTEETH	200EB
ONE-SHOT SPECIAL CYBERFINGER	250EB
POWERJAW	100EB
SCRAMBLE	50EB
STINGER	400EB
SOVIET CYBERWARE	PRICE VARIES
STEALTH FOOT	+150EB
TVSKIN	600EB
TASTE BOOST	100EB
VARIABLE-CHAMBERED CYBERHEART	+450EB
VEIN CLIPS	700EB
360° ROTATION JOINT	120EB
DREAM SUPPRESSANT CHIP	300EB
FACEDOWN CHIP	150EB
HOME CHIP	940EB
SHAPE RECOGNITION CHIPWARE	500EB
SPEEDREADING CHIP	250EB

BIOWARE/NANOTECH

ADVANCED MUSCLE/BONE LACE	PRICE VARIES
CIRCULATORY SPHINCTERS	3200EB
FLASHLITE IMPLANT	290EB
FREEZEBAN BIOCONSTRUCT	650EB
ILEOCECAL SIPHON	500EB
METAHEME REPLACEMENT	1300EB
NEOAPPENDIX	500EB
NEOLUNGS	1000EB
NANOAUDITORY REBUILD	1500EB
NITROGEN BINDERS	1400EB
NEURAL BRIDGE	600EB
POISON GLANDS	PRICE VARIES
QUICKCLOT NODES	3000EB
SUNSCREEN	250EB
SECONDARY GUT	750EB
TAILORED PHEROMONES	PRICE VARIES
TUFFBONE ENHANCEMENT	1300EB/2800EB
TOXIN SCREEN	3400EB

VEHICLES

BELL-BOEING AIRCAR	300,000EB
BRITISH AEROSPACE AV FAB	840,000 EB
CADENCE INDUSTRIES HOVERVAN	105,000EB
GAZ/LADA COSSACK	34,000EB
GMI SIERRA GL	20,350EB
GMI SIERRA HATCH	13,950EB
HONDA R400 TRAIL	3000EB
IMPERIAL METROPOLITAN AG. NOMAD	51,000EB
KUNDALINI ROADWORKS "BEDOUIN"	105,000EB
KUNDALINI ROADWORKS GEVHOG	16,100EB
KUNDALINI ROADWORKS GSR1200 TETSUO	25,000EB
MAC-DEUX "MONSTER"	240,000EB
MACLAREN/JAGUAR SPORTS	
AERODYNE	1.5 MILLION EURO
MACLAREN/JAGUAR XJ220C-P	
POLICE INTERCEPTOR	165,000EB
MEXICAN METALS LLAMA	33,000 EB
MITSUZUKI BUSHI	27,000EB
MITSUZUKI C21 KENADA	7550EB
MITSUZUKI FUJI	17,450EB
MITSUZUKI MSX900 BAKUSHIN	6600EB
PANEUROPE VBL APC	145,000EB
PANEUROPE ZOBEL (EUROLAV II)	150,000EB
SPINELLI AUTOTECH SHILTRON TWIN CAB/	
SHILTRON ECONOMY	55,000EB/40,000EB
SPINELLI AUTOTECH SPIRIT	235,000EB
TETRACORP DR2100 LONGNOSE	200,000EB
TOYO-CHEVROLET CORPORA/	
CORPORA SPORTS	41,000EB/46,000EB

Toyo-Chevrolet Hopper 1625EB
VMW Cohort 5500EB
VMW Volksrad 1150EB

Netgear & Programs

Data Cache ....PRICE VARIES
Gloves/Goggles Interface 100EB
Hot Key Keypad 100EB
RESIDENCE AI 150,000EB
Shadowdeck 4500EB
Transcriptor 150EB

Audio Virus 8000EB
A Picture's Worth 1200EB
DeckShield One 320EB
Grid Wave ....PRICE VARIES
Guest Book 200EB
IGOR 4800EB
Mirror 1200EB
Ninja 1520EB
Red-Out 6750EB

Scribe ....NO PRICE
Superballs 500EB
Swarm 3000EB
Translator 2000 ....240EB
Weed 630EB

Equipment

ArmorSaver Drink 50EB
Anti-Pursuit Liquids ....PRICE VARIES
Cybergenics Machine 2800EB/4400EB
Echolocation Goggles 1500EB
EnduroDrink 8EB
Kevlar Backpacks ....PRICE VARIES
Motion Tracker 770EB
Nano-Paper 3EB
Pressure Trigger ....15EB/SQ.FT.
Protective Headgear Insert 50EB
Plug-in Air Foulers ....PRICE VARIES
Sound Optimization System 1000EB
Thermite-in-a-Tube 90EB
Wall Speakers 250E

INDEX

CHROME #3/#4

cyberpunk styleguides 3 & 4

Are You In Style?

In this special compilation of our hit Chromebooks 3 and 4, we give you just what you need to be totally cyberpunk:

- **Cyberware:** Over 80 new ways to maximize your metal!
- **Tech Gear & Electronics:** Dozens of new gadgets, testers, tracers and new rules to use them!
- **Personal Comps:** For Power no cyberdeck can touch!
- **Vehicles:** Cars, trucks, jets, AVs & More!
- **Softwear:** Stuff so scary, even Rache Bartmoss doesn't have it!
- **Bioware:** Skip the metal. Boost the meat!
- **Fashion:** Dress to Kill...and then some!
- **Robots:** Power Armors, Cyberpets & max machines!
- **Full Body Borgs:** Go total metal!
- **Cyberdecks:** Blazing speed, ultimate portability.

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CYBERPUNK

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