

Presents:

## MASAMUNE SHIROW CONVERSIONS FOR CYBERPUNK 2020

Written By: Deric "D-Roc" Brenier



Hi folks. To start, let me say that if you're not familiar with the works of Masamune Shirow then you are missing out. I consider him to be one of the world's top science fiction authors, specializing in the cyberpunk genre. He has won the SEIUN-SHO award (the Japanese version of the HUGO award) and his art and ideas have been satired, paid homage to and sometimes down right plagiarized perhaps more than anyone in the genre of cyberpunk science fiction.

These conversions come mostly from his books Appleaseed, Ghost In The Shell, Dominion and from some of his covers from other projects. The conversions should easily fit into your game as the technological level is very close. A few things may unbalance the scales in your game, so keep in mind that most of it is available only to military and police.

On a personal note I would like to say that I have always integrated Shirow tech into my game. I am very impressed by this man, and he is one of my favorite artist/writers of all time. I recommend his books to anyone who loves this genre, and especially to any players of Cyberpunk 2020.

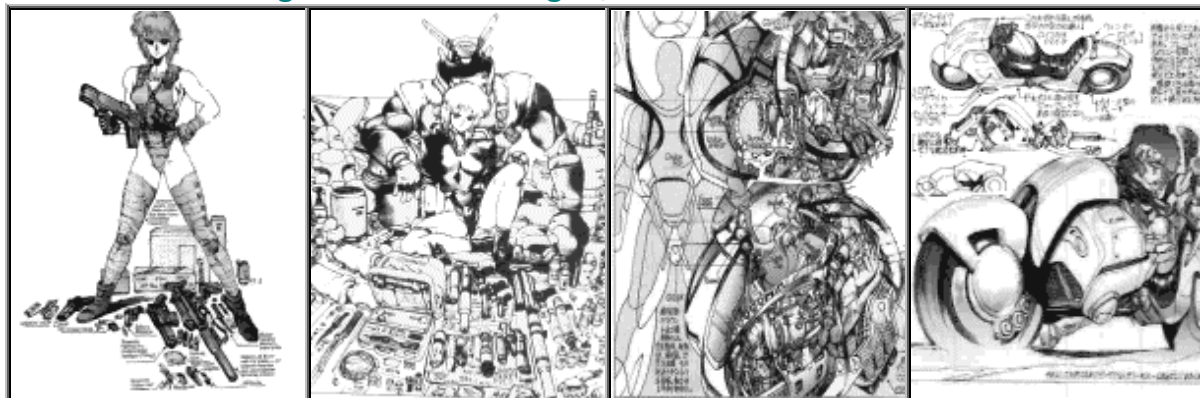
Finally, let me state that I am by no means trying to rip Shirow off. I have the utmost respect for him, and in my conversions I have tried to remain as faithful to his mecha designs as possible.

PS. This man is a nut and if I tried to convert all of his stuff I would go insane. I have carefully decided what to translate by its similarity to the cyberpunk tech level. I probably won't do anymore, but if a request is made for a certain item I will try to convert it and post it here.

### Recommended Masamune Shirow Cyerpunk reading and viewing list:

- **Appleaseed** -volumes one through four and the Appleaseed databooks. (Shirow considers this series to be his life's work) Appleaseed is my favorite manga of all time. The anime, unfortunately, is nothing to shake a stick at.
- **Ghost In The shell** - this is, in many peoples opinion, the greatest animated film of all time. (the director's other film projects include Akira, Robot Carnival, etc.....)
- **Dominion**- the humorous side of Shirow dominates in this series of manga and anime
- **Intron Depot 1**- this is a collection of all Masamune Shirow's color works.

**Because of the high number of images, this article is devided into four sections.**



[ [weapons](#) ]

[ [gear](#) ]

[ [landmates](#) ]

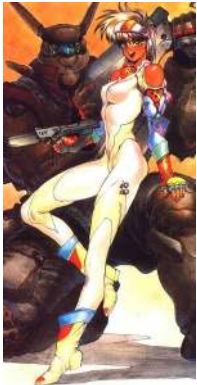
[ [vehicles](#) ]

All creations and art by MASAMUNE SHIROW, all I did was convert it. Feel free to e-mail me with comments, complaints, suggestions or requests.

PS. On the off chance Masamune Shirow sees this, I would like to extend my hand in friendship admiration and gratitude. I would also make a simple query. When the hell is Appleaseed book 5 coming out, I can't wait any longer. Stop playing with your spiders and get back to work. ^\_^

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# MASAMUNE SHIROW GEAR



## DATAFILM

Or datasuit, as it is also called. This incredibly thin suit is meant to be worn under powered armor, and transmits the wearer's commands to the landmate. Datafilm has an SP of 6. It protects against acids, alkali's and other chemicals, lets sweat escape while repelling water and cushions shock. It is a fabulous invention (in the words of SHIROW himself). Apparently if the wearer is knifed it would hurt a great deal but the blade would not penetrate the datasuit. It's made of the same materials used to coat cyborg and landmate musculature. Data suits come in a variety of colors and pattern and are made by several different companies. Due to the tight fit and variations in height, weight and structure I would imagine that each datasuit is custom made for the specific wearer. You must wear a datasuit to operate a landmate. Cost varies from 200eb to 2000 eb depending on manufacturer and design. The suit gives +3 to any ref action made while using a land mate. Available to public. (Appleseed)



## GASIUM K-5 BATTLESUIT

An armored body suit usually custom compartmentalized for the wearer's specific needs (sown in holsters for specific weapons and pockets etc...). The K-5 is made to be worn with a datasuit underneath. Despite its bulk this suit is incredibly light and has no encumbrance penalty. It offers an SP of 18 from head to toe and is covered with a special rubberized coating to prevent clash and clatter. The suit will be custom fitted and compartmentalized to whatever the wearer's demands may be. Cost ranges from 500eb to 1500eb. Only available to police departments and military. (Appleseed)



## THERM-OPTIC CAMOUFLAGE

As thin as a data suit but with a completely different purpose. This suit is very similar to the Militech M95 Ghost suit but is far superior, as the wearer becomes virtually invisible when the suit is activated. The suit is very hard to detect, but a slight blur can be seen when the wearer is in motion. As long as the wearer stays still they are virtually impossible to detect. While normally detectable by certain heat imaging optics some suits can be made which reduce IR signature. No EV penalties apply and this suit is usually worn under some type of armor, which must be taken off before use. This suit offers a -6 against visual awareness when standing still and -5 when moving. Cost is 6000eb standard and 8000 with IR baffling. Available only to military. (Ghost in the Shell)

## ORC ARMOR

A lighter, albeit bulkier version of metal gear, this slightly powered personal armor has a REF bonus of +1 and an SP of 25. Used for fast assaults into high risk situations by E-SWAT, it is specially made for maneuverability and stealth. It too utilizes the data film for transmitting the physical signals too the suit.

Orc suits can monitor acoustic signatures, or A/S, giving them an awareness bonus of plus +2. The system is also designed to monitor their comrades for the sound of breaking armor, giving them a better teamwork ratio in stealth operations. The helmet is equipped with; auditory boost, low light enhancement, image enhancement, and tele-optics. The suit also boosts the BOD and MA of whoever is wearing it with a bonus of +4 each. 25,000eb these suits are available only to the police and military. (Appleseed)



## KENBISHI PROTECTIVE WEAR

This light armor, which resembles bandages, is designed to protect against both blades and projectiles. It is meant to be worn under clothes (not under a datasuit). It offers an SP 10. Cost is 200 eb.

## DETECTION UNIT

Consisting of a tiny fiber optic camera and microphone, this device is slid under doors and through cracks etc... to give the user a clear picture of the situation before he enters a room. This is a smaller, more high tech version of the surveillance camera's used in the movies "Executive Decision" and "Patriot Games". Cost is 680eb.



## C-6 REMOTE MINE

This small explosive device is used for opening doors and the like. Damage is 2D10 with a 1 meter radius. Cost is 50 eb.



### SWISS ARMY KNIFE

It's a Swiss army knife. It has a variety of tools, including: cutting knife, sawblade, fingernail clippers, scissors, standard screwdriver, Phillip's head screwdriver, hook, leather punch, awl, can opener, bottle opener, spoon, fork, cork screw, magnifying glass, toothpick, tweezers and nail file. Cost depending on number of options, usually from 20 to 60 eb.

### MINI-BURNER

A small cutting torch. It has enough fuel for about 1 minute of consecutive use. Will cut through up to SP 25. Cost is 35 eb.

Combat knives come in a variety of shapes and sizes, everything from your basic survival knives to short swords. They have a variety of purposes. You can use them as a probe, an eating utensil, to pry objects open, to hold things open or closed, as a climbing piton, and of course as a weapon. In fact the uses for knives are infinite. The cost ranges from 40 to 200 eb. Damage ranges from 1D6 to 3D6.

### COMBAT KNIVES



### EXTENDABLE MIRROR

A small mirror attached to an extendable stick used for safely looking around corners. Cost is 25eb.

## MASAMUNE SHIROW WEAPONS

*(All weapons use cased ammunition)*

### The Poseiden Norinco

Gong  
P/SHT \*  
1/-3 \* J  
\* C \*

5D6(10 GAUGE) \* 6 \* 1 \*

ST \* 650 EB The Poseiden

Norinco Gong is a ten-gauge 6-shot pistol-sized shotgun seems to be Deunan Knute's weapon of choice. It accepts a variety of special ammo.



Submachine gun used against lighter cyborgs, equipped with a large suppressor for quiet fire. Useless against larger combat borgs or landmates.

Sebuco Bobsons P \* 0 \* P \* C \*  
2D6+2(.45 ACP) \* 5 \* 1 \* VR \* 300

EB Another gun that I'm not too sure about, but based on its size and Shirow's preference in guns, I would say its a .45.



45 ACP P \* 0 \* P \* C \*  
2D6+2 (.45 ACP) \* 7 \* 1 \*

ST \* 480 EB A .45 caliber weapon used as a backup. Too under-powered for use against most cyborgs.



Sebuco J9 SMG \* +1 \* L \* R \* 2D6+1(9mm) \* 35 \* 30 \* VR \* 740 EB An improved version of the 9mm para, re-enforced to fire HV ammo. This SMG is made for use against armored infantry.

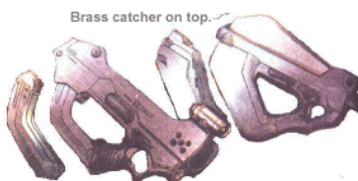
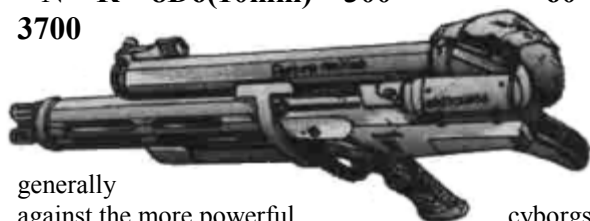
### 10mm ASSAULT VULCAN HVY \* 0

\* N \* R \* 8D6(10mm) \* 300 \* 3700

60 \* ST \* EB

10mm gattling gun

generally used against the more powerful cyborgs. Most opponents give up if it is pointed at them.



Sebuco C-25a and C-26a RIF/SMG \* +2 \* J \* R \* 3D6

(5.7mm) \* 50 \* 20 \* VR \* 820 EB The Sebuco is probably the

weapon Shirow talks about most, and it seems to be his favorite. The C-25a and the C-26a are both submachine guns the only real difference being in the outer appearance. The C-25a appears to be more geared towards combat and rough use, while the C-26a seems to be for security and service in less hostile environments. Both guns are equipped with brass catchers because of the fact that the spent shells are ejected forward (very unusual). These guns are also made to fire H/V ammo.

GOVER P \* +2 \* J \* C \*  
2D6+3(10mm) \* 12 \* 1 \* VR \* 390 EB

There isn't a whole lot of data on the Gover but I believe it to be 10mm. Commonly loaded with A/P ammo.



Sebuco M5 "SNAB" 5mm P \* +2 \* J \* R \* 3D6 (5,7mm) \* 20 \* 3 \* VR \* 640EB

Yet another Sebuco, these are the semi-auto siblings of the C-25a and the C-26 a.

9mm PARA SMG \* +1 \* L \* R \* 2D6+1(9mm) \* 30 \* 20 \* ST \* 480 EB







**Briefcase Gun SMG \* -2  
\* N \* ER \* 5D6 (5.56mm)  
\* 50 \* 25 \* ST \* 1400EB**

This gun from "GHOST IN THE SHELL" looks like an ordinary briefcase until it is needed, then a switch in the handle is activated and the bottom of the case falls out. In the film the bottom completely falls off, while in the manga it stays attached to the bottom of the gun. To my knowledge Shirow has given no specifics on this gun, but based on the

size of the ammunition I would have to guess its caliber to be 5.56mm. (This gun is only considered a submachine gun only because of its size, the real difference between sub guns and machine guns is that subs use handgun rounds and mg's use rifle rounds.)

**Briareos's Rifle HVY \* +3 \* N \* ER \* 4D10+6  
(20mmEHI) \* 12 \* 1 \* R \* 3500 EB** Briareos uses a variety of rifles in the 20mm to 30mm range. The rifles so far have all seem to be semi-automatic combat and sniper rifles. I am only going to give the stats for the 20mm here, if you want the stats for a 30mm they shouldn't be too hard to find. There is no way a human could fire this weapon its sheer weight make it too hard to even lift and its recoil would rip the arms off a non-augmented person.

## Special ammunition types:

### Shotgun shells:

**X-stun rounds** - when fired these rounds spread out into a large x delivering massive amounts of kinetic energy upon impact, shells are 30eb apiece and do 4D10 (stun damage only), this damage ignores all armor.

**Busy Bee Shells** - not really sure of the name of these, but I guess that's as good a name as any. These were the rounds Deunan incapacitated Sokaku with in chapter 24 of volume 4 of Appleseed. When fired these shoot 4 little devices that upon contact with a cyborg send a send a current through the cyborgs body rendering him completely immobile. The cost is 100eb per shell and there is no damage.

**Glue Shells** - these are filled with a gooey substance and a fired at the faces of the enemy to blind them. Cost 30 per box of 12. No damage.

### Handgun and SMG Special ammo:

**H/V ammo** - hyper velocity is armor piercing and is x3 the damage done to armor. Has no stopping power and these bullets will pass through an unarmored target with very little wound trauma. Cost is 150eb per box of 50, and are unavailable to civilians. Firing full auto may cause the gun to over heat and jam, possibly even blow up.

**HESH Rounds** - high explosive squash head ammo acts like an explosive hollow point round and it delivers incredible kinetic impact. Damage vs. unarmored target is x2 plus 1D6 due to explosive damage, vs. armored targets damage is normal plus 1D6 due to explosive damage. Cost is 150eb per box of 50. Unavailable to civilians.

**Delayed Fuse Explosive Rounds** - these are designed to explode after penetration. Used for assassinations these rounds are extremely deadly, very few people shot with these live. 150eb per box of 50, unavailable to public. Damage is normal plus 1D6.

**Tracker round** - this round is actually a miniature tracer. Does normal damage and costs 100eb for a box of 20.

# LANDMATES

Shirow's versions of ACPA are called landmates. Landmates are a common sight in his stories and are used for everything from recreation to warfare. Like his cyborgs, Shirow has an infinite amount of landmate designs, I will only be converting those I think are necessary or extra interesting. The insides of a landmate are covered with receptors which copy body movements, (the datasuit worn inside the LM's is what send these messages to the receptors) so if the wearers body moves the suit moves exactly as the person inside does. Landmates are specially designed to have the full range of maneuverability that a human has, in some ways even surpass it. The major differences between the ACPA of Cyberpunk and Shirow's landmates, are the datasuits worn underneath, and the extra smaller set of arms are common in most Shirow powered armor. The smaller arms house the operator's arms, and control the movements of the larger "slave" arms. this innovation allows for greater strength output and more options. As usual these conversions have not been a cakewalk, Shirow will go into great detail about some things but leave others virtually unexplained, so a lot of this is simply my best guess. If someone out there has more information than has been released in America your suggestions would be greatly appreciated.



*ed. note:* You may notice that the suits here all have chassis in the heavy range. This is due to the fact that Shirow's suits tend to be a little bit bigger than most of the APCA in Cyberpunk 2020 (even his light suits are huge!). All values are based upon size, technical data and performance in the manga and anime.



## GUGES-D


The Guges-D is the landmate used by Deunan, and the rest of E-SWAT in Appleseed. Designed for E-SWAT as a special light raider unit, it is faster and more maneuverable than most landmates, even when fully armed. Not being a front-line heavy assault suit, the Guges relies on teamwork and coordination to get the job done. While they basically look the same, most Guges are customized to the wearers needs and personality. The Guges is usually painted matte black, but depending on the operation, they are also available in woodland camo and even grey/red paint schemes. There are no part numbers on a Guges-D either, every piece is hand made. None of its optical sensors radiate visibly, so in the field the machine is virtually soulless - all you can hear is a whisper from the exhaust vents. The Guges was not designed for fancy slugfests or running around with high-caliber guns blazing; the design goal was straight forward: take out the obstacle as safely, surely, and quickly as possible. It was not built for solo heroics. Designed with

the knowledge that anti-terrorist operations are timed in seconds and minutes, it carries only enough ammo to squeeze by - two to four magazines at the most. The fingertips are left virtually unarmored for attaching sensor devices. The Guges has a strong grip so the sensors need a lot of replacing. The fingers are made of aluminum alloy and the knuckles are made from titanium. The operator can't open his/her hand completely, but the trade off in superior external armor is well worth it. Guges wear "sneakers" for grip enhancement and noise reduction. For the price you pay, you really don't wanna know how often these need to be replaced. (*Appleseed*)


### POWERED ARMOR SPECIFICATIONS

SUIT NAME:		GUGES-D		MANUFACTURER:		Akechi Motors			
TOTAL WEIGHT:		1.48 tons		SIB/DFB:		+4/+3			
CHASSIS TYPE:		GUGES, STR 45		CHASSIS CAP./CARRY:		2250/ 675kg			
PUNCH:		5D10		TOTAL COST:		160,000eb			
KICK:		7D10		TROOPER SIZE:		varies			
CRUSH:		6D10		TOUGHNESS MOD:		-11			
HEAD		R & L ARMS		CONTROL ARMS (2)		R. & L. LEGS		TORSO	
SP: 50		SP: 50		SP: 25		SP: 50		SP: 50	
SDP: 11		SDP: 22		SDP: 11		SDP: 22		SDP: 34	
INTERNAL SDP		INTERNAL SDP		INTERNAL SDP		INTERNAL SDP		INTERNAL SDP	
Military Commo Link SDP10		Emp sponge SDP30		N/A		5.56 SMG reload		VR Interface SDP 15	
RADAR SDP10		Emp sponge SDP33				5.56 SMG reload		C <sup>3</sup> Computer	
Remote Targeting SDP5		EMP capacitor SDP 10				5.56 SMG reload		Datasuit interface:	
A/V Recorder SDP10		ECM SDP15				5.56 SMG reload		+3 ref, cost 15,000eb	
Scrambler SDP 5		IR Baffling SDP N/A						High Boost	
EXTERNAL SDP		EXTERNAL SDP		EXTERNAL SDP		EXTERNAL SDP		EXTERNAL SDP	
N/A		N/A		N/A		N/A		Sensory Extensions (2)*	
								Norinco 7.62mm Gatling Gun	
								Norinco reload	
								Escape Hatch	
Equipment Carried									
Sebuero 5.56mm SMG * 0 * 5D6 AP * 30 * 20 * VR * 1345EB									

\* Sensory Extensions: 1 and 2: anti-dazzle, full audio range, low light, image enhancement, targeting scope, tele-optics, sniffer.

	<b>USMC HEAVY BATTLE ARMOR</b>				
	Not the average Shirow design I added it here simply cause it looks so cool. Oddly the slave arms for this mecha are thin and not very armored. They stay in place until activated then act normally. The control arms have a huge machine gun attached to each. I had nothing but the pic to go off of so please bear with me. (from the cover of <i>Machine Head 4</i> )				
	<b>POWERED ARMOR SPECIFICATIONS</b>				
	<b>SUIT NAME:</b>	METAL KID	<b>MANUFACTURER:</b>	GM	
	<b>TOTAL WEIGHT:</b>	3.4 tons	<b>SIB/DFB:</b>	+4/+3	
	<b>CHASSIS TYPE:</b>	GOLIATH STR 52	<b>CHASSIS CAP./CARRY:</b>	2600/ 780kg	
	<b>PUNCH:</b>	6D10	<b>TOTAL COST:</b>	432,250eb	
	<b>KICK:</b>	7D10	<b>TROOPER SIZE:</b>	varies	
	<b>CRUSH:</b>	8D10	<b>TOUGHNESS MOD:</b>	-12	
	<b>HEAD</b>	<b>R &amp; L ARMS</b>	<b>CONTROL ARMS (2)</b>	<b>R. &amp; L. LEGS</b>	<b>TORSO</b>
SP: 70	SP: 50	SP: 25	SP: 50	SP: 50	
SDP: 11	SDP: 11	SDP: 11	SDP: 22	SDP: 34	
<b>INTERNAL SDP</b>	<b>INTERNAL SDP</b>	<b>INTERNAL SDP</b>	<b>INTERNAL SDP</b>	<b>INTERNAL SDP</b>	
Military Commo Link SDP10	Emp sponge SDP30	N/A	10mm reload	VR Interface SDP 15	
RADAR SDP10	EMP capacitor SDP 10		10mm reload	C <sup>3</sup> Computer	
Remote Targeting SDP5	ECCM SDP 15			Datasuit interface:	
A/V Recorder SDP10	ECM SDP 15			+3 ref, cost 15,000eb	
Scrambler SDP 5	IR Baffling SDP N/A			High Boost	
<b>EXTERNAL SDP</b>	<b>EXTERNAL SDP</b>	<b>EXTERNAL SDP</b>	<b>EXTERNAL SDP</b>	<b>EXTERNAL SDP</b>	
Spotlight SDP5	N/A	NORINCO 10mm *	Smoke cannister	60mm Mortar	
IR Spotlight SDP 5			Ribbon cannister	60 mm Reload	
Painting laser SDP 10			Starburst cannister	60 mm Reload	
				Escape Hatch	
<b>Equipment Carried</b>					
none					

\* NORINCO 10mm MG \* 0 \* 8D6 \* 200 \* 25 \* VR \* 8760EB

	<b>HERACLES</b>				
	All I had to go on from this one was the picture. It's a Guges (I think) most likely military used for urban assault. (I hypothesized this due to the lack of camo) The hands on the smaller arms are really gloves, and yes you can hold another gun in them. ( <i>Intron Depot</i> )				
	<b>POWERED ARMOR SPECIFICATIONS</b>				
	<b>SUIT NAME:</b>	HERACLES	<b>MANUFACTURER:</b>	Akechi Motors	
	<b>TOTAL WEIGHT:</b>	1.48 tons	<b>SIB/DFB:</b>	+4/+3	
	<b>CHASSIS TYPE:</b>	GUGES, STR 45	<b>CHASSIS CAP./CARRY:</b>	2250/ 675kg	
	<b>PUNCH:</b>	5D10	<b>TOTAL COST:</b>	160,000eb	
	<b>KICK:</b>	7D10	<b>TROOPER SIZE:</b>	varies	
	<b>CRUSH:</b>	6D10	<b>TOUGHNESS MOD:</b>	-11	
	<b>HEAD</b>	<b>R &amp; L ARMS</b>	<b>CONTROL ARMS (2)</b>	<b>R. &amp; L. LEGS</b>	<b>TORSO</b>
SP: 50	SP: 50	SP: 25	SP: 50	SP: 50	
SDP: 11	SDP: 22	SDP: 11	SDP: 22	SDP: 34	
<b>INTERNAL SDP</b>	<b>INTERNAL SDP</b>	<b>INTERNAL SDP</b>	<b>INTERNAL SDP</b>	<b>INTERNAL SDP</b>	
Military Commo Link SDP10	Emp sponge SDP30	N/A	.50 vulcan reload	VR Interface SDP 15	
RADAR SDP10	Emp sponge SDP33		.50 vulcan reload	C <sup>3</sup> Computer	
Remote Targeting SDP5	EMP capacitor SDP 10			Datasuit interface:	
A/V Recorder SDP10	ECM SDP15			+3 ref, cost 15,000eb	
Scrambler SDP 5	IR Baffling SDP N/A			High Boost	
<b>EXTERNAL SDP</b>	<b>EXTERNAL SDP</b>	<b>EXTERNAL SDP</b>	<b>EXTERNAL SDP</b>	<b>EXTERNAL SDP</b>	
N/A	N/A	N/A	N/A	40mm auto-gl (2)	
				IFFAR 6-pod	
				Ammo drum	
				Escape Hatch	
<b>Equipment Carried</b>					
50 Caliber Assault Vulcan *					

\* .50 Caliber Assault Vulcan \* HVY \* 0 \* 6D10 \* 1000 \* 60 \* VR \* 13,000 EB



### SCORPIO

Yet another LM that I know absolutely nothing about. I scanned it from Intron Depot, and the only reason its included here is that I think it looks cool. Out of all his LM's I would truly hate to wear this one into combat. There are no control arms and the operator's arms are exposed. The front hatch was omitted by Shirow to focus on the operator. The legs don't seem to have much going for them either because of the gun. All in all, this functions more like a powerloader (Aliens) than an LM. The suit rears back on its legs to fire that great big gun. I'm not sure, but I imagine the gun folds up when not in use. (From Intron Depot)

#### POWERED ARMOR SPECIFICATIONS

<b>SUIT NAME:</b>	SCORPIO	<b>MANUFACTURER:</b>	BMW
<b>TOTAL WEIGHT:</b>	1.9 tons	<b>SIB/DFB:</b>	+4/+3
<b>CHASSIS TYPE:</b>	ZODIAC STR 40	<b>CHASSIS CAP./CARRY:</b>	2000/ 600kg
<b>PUNCH:</b>	4D10	<b>TOTAL COST:</b>	149,620eb
<b>KICK:</b>	6D10	<b>TROOPER SIZE:</b>	varies
<b>CRUSH:</b>	5D10	<b>TOUGHNESS MOD:</b>	-10

HEAD	R & L ARMS	R. & L. LEGS	TORSO
SP: 40	SP: 50	SP: 40	SP: 50
SDP: 11	SDP: 11	SDP: 22	SDP: 34
<b>INTERNAL SDP</b>	<b>INTERNAL SDP</b>	<b>INTERNAL SDP</b>	<b>INTERNAL SDP</b>
Military Commo Link SDP 10	Emp sponge SDP 30	N/A	VR Interface SDP 15
RADAR SDP 10	EMP capacitor SDP 10		C <sup>3</sup> Computer
Remote Targeting SDP 5	ECCM SDP 15		Datasuit interface:
A/V Recorder SDP 10	ECM SDP 15		+3 ref, cost 15,000eb
Scrambler SDP 5	IR Baffling SDP N/A		High Boost
<b>EXTERNAL SDP</b>	<b>EXTERNAL SDP</b>	<b>EXTERNAL SDP</b>	<b>EXTERNAL SDP</b>
Spotlight SDP5	N/A	N/A	30mm Autocannon *
IR Spotlight SDP 5			Ammo drum
Painting laser SDP 10			

#### Equipment Carried

\* 30mm Autocannon \* 0 \* 9D10 \* 500 \* 20 \* SR



### DEADLY HUNTER

This is really nothing more than an ACPA weapons platform. It can be loaded down with virtually any armament available. Its sole purpose is to destroy land mates and it does its job well, although it is almost useless in close quarters combat. The Deadly Hunter usually waits in ambush for an unsuspecting target then uses its superior firepower to obliterate its enemies. There is no standard armed version, the Deadly Hunter is mission specific and is equipped depending on what is needed for each operation. (from *Dominion* - in the index)

#### POWERED ARMOR SPECIFICATIONS

<b>SUIT NAME:</b>	DEADLY HUNTER	<b>MANUFACTURER:</b>	Mitsubishi
<b>TOTAL WEIGHT:</b>	3.9 tons	<b>SIB/DFB:</b>	+4/+3
<b>CHASSIS TYPE:</b>	ZASTIBUR STR 52	<b>CHASSIS CAP./CARRY:</b>	2600/ 780kg
<b>PUNCH:</b>	6D10	<b>TOTAL COST:</b>	149,620eb
<b>KICK:</b>	8D10	<b>TROOPER SIZE:</b>	varies
<b>CRUSH:</b>	7D10	<b>TOUGHNESS MOD:</b>	-12

HEAD	R & L ARMS	CONTROL ARMS (2)	R. & L. LEGS	TORSO
SP: 70	SP: 50	SP: N/A	SP: 50	SP: 50
SDP: 11	SDP: 11	SDP: N/A	SDP: 22	SDP: 34
<b>INTERNAL SDP</b>	<b>INTERNAL SDP</b>	<b>INTERNAL SDP</b>	<b>INTERNAL SDP</b>	<b>INTERNAL SDP</b>
Military Commo Link SDP 10	Emp sponge SDP 30	N/A	Smoke cannister	VR Interface SDP 15
RADAR SDP 10	EMP capacitor SDP 10		Ribbon cannister	C <sup>3</sup> Computer
Remote Targeting SDP 5	ECCM SDP 15		Starburst cannister	Datasuit interface:
A/V Recorder SDP 10	ECM SDP 15			+3 ref, cost 15,000eb
Scrambler SDP 5	IR Baffling SDP N/A			High Boost
<b>EXTERNAL SDP</b>	<b>EXTERNAL SDP</b>	<b>EXTERNAL SDP</b>	<b>EXTERNAL SDP</b>	<b>EXTERNAL SDP</b>
Twin 5.56 machine guns	virtually any weapon system available.	N/A	virtually any weapon system available.	virtually any weapon system available.

#### Equipment Carried

none





## FUCHIKOMAS

Fuchikomas are completely different from landmates, they have their own AI and can act as backup or support on their own recognizance. They can also act as an assault vehicle, and even stealth missions benefit from the Fuchikoma. The AI of the Fuchikoma is actually a learning computer. During a the course of the day, an individual Fuchikoma will have its own individual experiences, but at the end of the day all Fuchikoma's under the same ownership will assimilate their data into a mainframe, and then extract the information downloaded by their fellow Fuchikoma. They are listed here because when in vehicle mode the driver is strapped in like in a land mate (hence owners referring to them as their suits). This marvelous machine is even able to run along walls and climb trees! It really is one hell of a creation. (from *Ghost In The Shell*)

**Top Speed:** 80 mph **Acc/Dcc** 15/40

**Crew:** 1 **Range:** 40mi

**Passengers:** 0 **Cargo:** 0

**Maneuver:** +3 **SDP:** 60

**SP:** 25 **Type:** walker

**Mass:** 1 Ton **Cost:** 102,560 eb

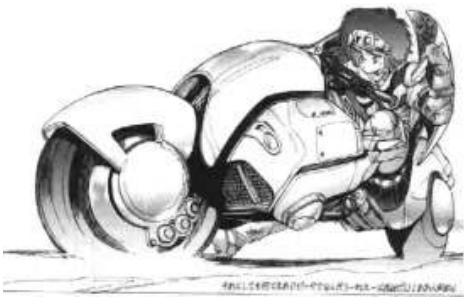
### Special Equipment:

Amphibious off road capability, AI (INT 9), cybernetic interface, military com gear, tight beam commo, full audio and visual spectrum abilities, satellite uplink, spot light, painting laser loud speaker, command control computer, therm-optic camouflage, and VR interface.

### Weapons:

12.7mm gatling gun with 1000 rounds, smoke cannisters.

## MASAMUNE SHIROW VEHICLES



### TONDA QV 450 RF

An average recumbent bike. Most of the motorcycles in the world of Appleseed have free floating forks, and makes use of drive by wire technology. This translates into the slower you go the tighter you turn. (*Appleseed*)

<b>Top Speed:</b>	120 mph	<b>Acc/Dcc</b>	15/25
<b>Crew:</b>	1	<b>Range:</b>	230mi
<b>Passengers:</b>	0	<b>Cargo:</b>	40 kg
<b>Maneuver:</b>	+2	<b>SDP:</b>	25
<b>SP:</b>	10	<b>Type:</b>	cycle
<b>Mass:</b>	100 kg	<b>Cost:</b>	8,380 eb

### THE HUN



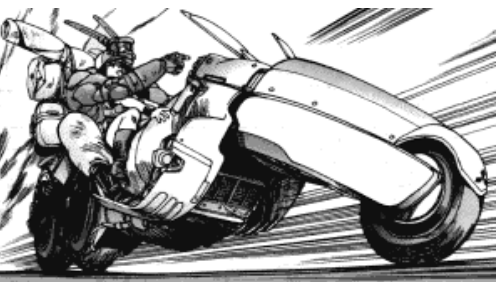
Your average nomad bike. From the looks of it I would say it handles pretty well off road as well as on pavement. It also seems pretty sturdy and reliable. (*Ghost In The Shell*)

<b>Top Speed:</b>	100 mph	<b>Acc/Dcc</b>	18/30
<b>Crew:</b>	1	<b>Range:</b>	230mi
<b>Passengers:</b>	0	<b>Cargo:</b>	50 kg
<b>Maneuver:</b>	+2	<b>SDP:</b>	30
<b>SP:</b>	5	<b>Type:</b>	cycle
<b>Mass:</b>	120 kg	<b>Cost:</b>	6,670eb

### Special equipment:

Off-road capable, radio,

### BORG BIKE



This is a massive motorcycle built especially for the larger cyborgs. This bike was made to handle off-road terrain as well as the streets. This bike makes use of drive by wire technology, and its shocks are specially calibrated for the weight of a cyborg. It also has an optional sidecar. (*Appleseed*)

<b>Top Speed:</b>	100 mph	<b>Acc/Dcc</b>	10/25
<b>Crew:</b>	1	<b>Range:</b>	200mi
<b>Passengers:</b>	0	<b>Cargo:</b>	45 kg
<b>Maneuver:</b>	+1	<b>SDP:</b>	40
<b>SP:</b>	0	<b>Type:</b>	cycle

**Mass:** 160 kg **Cost:** 6,000eb

### Special equipment:

Off-road capability, radio, optional side car.



## GUNSLINGER TANK

A tank more suited to the urban jungle than to the badlands. It carries a variety of weapons to get the job done, but under adverse conditions its electronics and cooling systems have been known to malfunction. Depending on the terrain the Gunslinger can switch from tread to tire, to make maximum control of its environment. (*Appleseed*)

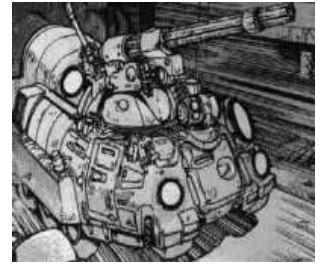
<b>Top Speed:</b>	60 mph	<b>Acc/Dcc</b>	15/50
<b>Crew:</b>	3	<b>Range:</b>	230mi
<b>Passengers:</b>	4	<b>Cargo:</b>	4 tons
<b>Maneuver:</b>	+3	<b>SDP:</b>	200
<b>SP:</b>	80	<b>Type:</b>	IFV
<b>Mass:</b>	20 tons	<b>Cost:</b>	985,540 eb

### Special equipment:

Reactive armor, amphibious modification, fire extinguisher, environment control, military radio w/scrambler, anti-personnel grenades, visual and laser rangefinder, auto pilot and navigational system, image enhancement, thermograph, 4 IR smoke projectors, radar, motion detectors, spoghtlights and enhanced audio detectors.

### Weapons systems:

30mm gatling in turret mount, 6 shot revolver style 75mm cannon, in turret mount.



## MOBILE PLATFORMS

This is a six legged walker developed for city defense. The Mobile Platforms are walking arsenals, as they carry enough firepower to level a city. They are supposedly flight capable, but this requires expert training and has yet to see any real use in combat. (its ground speed is faster) While it needs a crew of 5 for optimum performance, it really needs no crew at all, it can be remote controlled from a central location. (*Appleseed*)

<b>Top Speed:</b>	land: 30 / air: 15	<b>Acc/Dcc</b>	30/30
<b>Crew:</b>	5	<b>Range:</b>	230mi
<b>Passengers:</b>	0	<b>Cargo:</b>	4000 kg
<b>Maneuver:</b>	+4	<b>SDP:</b>	250
<b>SP:</b>	100	<b>Type:</b>	MBT/walker
<b>Mass:</b>	42 tons	<b>Cost:</b>	3.6 million eb

### Special equipment:

Cybernetic linkage, composite armor, full audio/visual imaging and recording capabilities, radar, motion detectors, visual-acoustic-heat-and laser target acquisition. fire extinguisher, auto pilot, ECM, ECCM, life support, smoke dispensers.

### Weapons systems:

2 30mm gattling guns, 6 40mm auto GLs, 3cm railgun, 12 dual barreled .50calibre chain guns,



## MORNING STAR

This aircraft, also called the Anti-Predator Device, was developed to eliminate not only those enemies crawling around on the ground below, but to take out anti-tank helicopters, flying tanks, assault mines and other low-altitude airborne weapon systems. The "MORNING STAR" is a heavily armored vehicle with an armor laminate witch utilizes kevlar, boron carbide, ballistic nylon, and carbon fiber to provide outstanding protection levels. The "Morning Star " is a heavy beast, but the ceramic jet engine at her heart puts out more than enough power to handle it all. It is sometimes rigged with a 900 liter external fuel tank for long-range operations. Standard crew of 2, equipped with semi-automated one man control system to allow her to get home safely with one crew member out of action. (*Appleseed*)

<b>Top Speed:</b>	900 mph	<b>Acc/Dcc</b>	20/35
<b>Crew:</b>	2	<b>Range:</b>	1000mi
<b>Passengers:</b>	0	<b>Cargo:</b>	4000 kg
<b>Maneuver:</b>	+4	<b>SDP:</b>	160
<b>SP:</b>	60	<b>Type:</b>	AV
<b>Mass:</b>	4.5 tons	<b>Cost:</b>	4.2 million eb

### Special equipment:

(1) the armored canopy is completely enclosed, with mini cameras scattered over the hull projecting a panoramic view of the outside world in wrap-around monitors in the cockpit. In addition to protecting the pilot from shrapnel and light arms fire, this shield protects him from ultraviolet exposure and eliminates the distraction of sun glare in a dog fight situation. Each camera is screened by a blower that keeps off rain and moisture. (2) jet intake. the lower fins are designed to prevent gun smoke from entering the intake. The fuselage is lined with heat resistant materials along the arc of the gun barrel. This area is tough to keep clean. (4) variable geometry vents, as in the harrier. Six along her underbelly. sometimes called "high mobility venires". (5) mast mounted sight. Allows map-of-the-earth stalking. Far more useful than the designers expected. (6) jammer. (11) chaff and flame dispenser. (12) exhaust nozzle, designed to reduce heat signature. (14) external temperature sensor. (15) VLF antenna. (16) MLF antenna. (18) stabilizer. (19) tail mounted ECM antenna. (20) positive circulation flaps made of heat resistant plastics. (21) positive circulation flaps. (22) nose mounted semi-active laser designators. Ejection seats, environment control, fire extinguisher, military radio, ECM, ECCM, radar, radar detector, IR baffling, full audio and visual imaging.

### Weapon systems:

(3) 30mm gattling, (7) 2 anti ship missiles "Penguin" (8) 8 "Hellfire" anti-tank missiles. (9) 2 "Harpoon" anti ship missiles. (10) 2 19-tube rocket launchers. (13) remote controlled 30mm chain gun. (17) 2 20mm chainguns.

