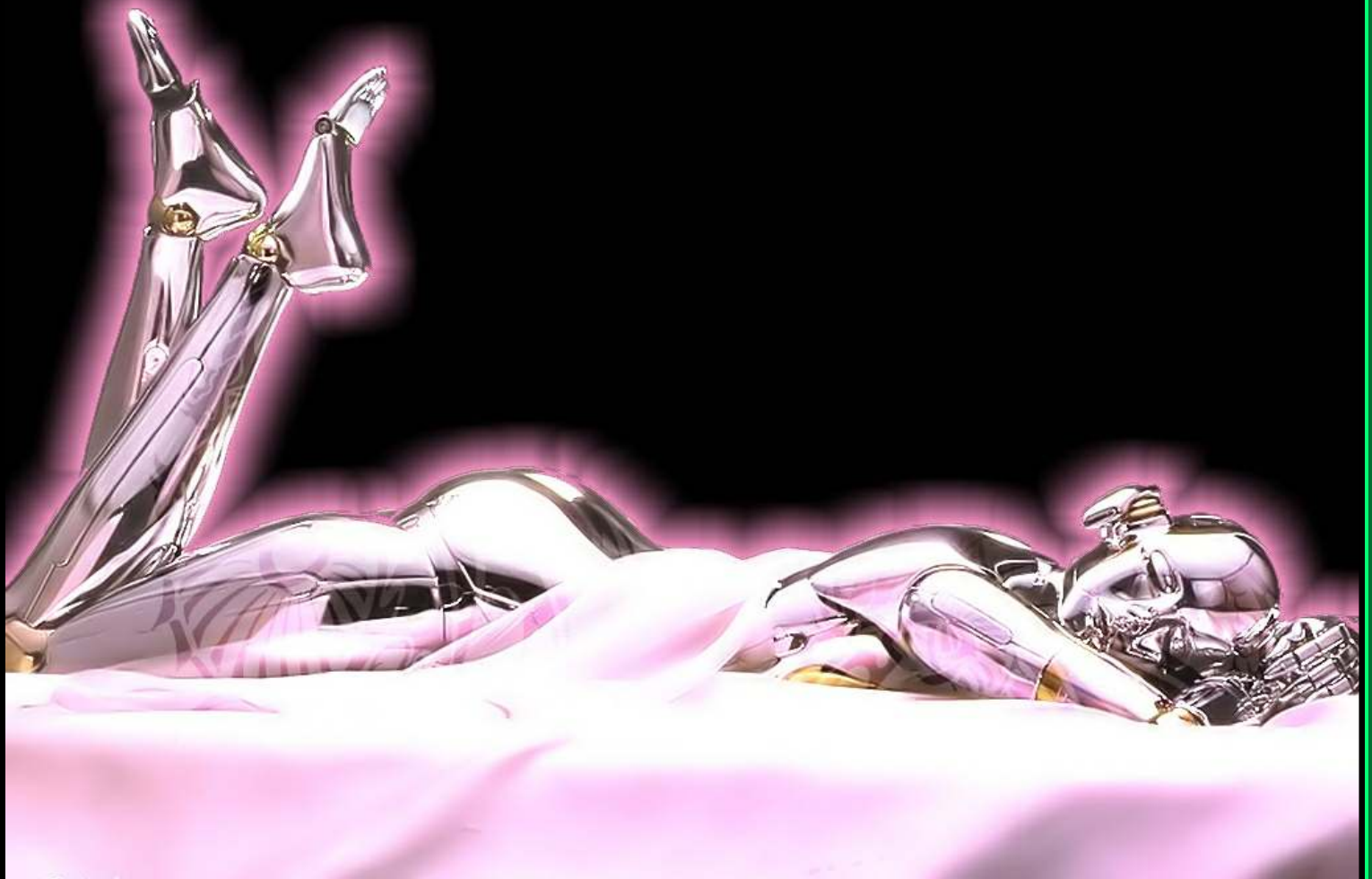


**DATAFORTRESS  
2.0.2.0**

Presents:

# ULTRA CHROME

**THE ILLUSTRATED REFERENCE GUIDE TO THE  
OFFICIAL TECHNOLOGY OF CYBERPUNK 2020**



## Welcome to Ultra Chrome

As the title says, this is an illustrated reference guide to every piece of technology ever presented in a Printed Cyberpunk 2020 product, including the 2013 books, Cybergeneration, the Atlas and Ianus books, Interface Magazine, and Punk 21 Magazine. Every item is given the basic stats, a reference to the book it came from to further research it, and for the first time ever for 90% of them, an image.

There have been a few minor edits, the most major of which have been to drug costs and vehicle stats, to more closely resemble the flavor text, or original image, of the item, or to keep pace with real world technology.

The main reason for this project was that quite simply, in it's own words, Cyberpunk 2020 is all about Style. And when you add a visual representation to the mix, every item, every piece of gear, is literally an extension, an expression if you will, of the characters style. Without the image, it's all just numbers on a page. An image makes the choice more important than just stats. Unfortunately, most of the technology found in the sourcebooks is woefully lacking in visual representation, and some of the images that are present are simply not on the same level as others. Wherever possible I tried to use the original image, and in cases where the original image was replaced, or no image existed, I tried fervently to come as close to the item as I could based on it's description in the source text.

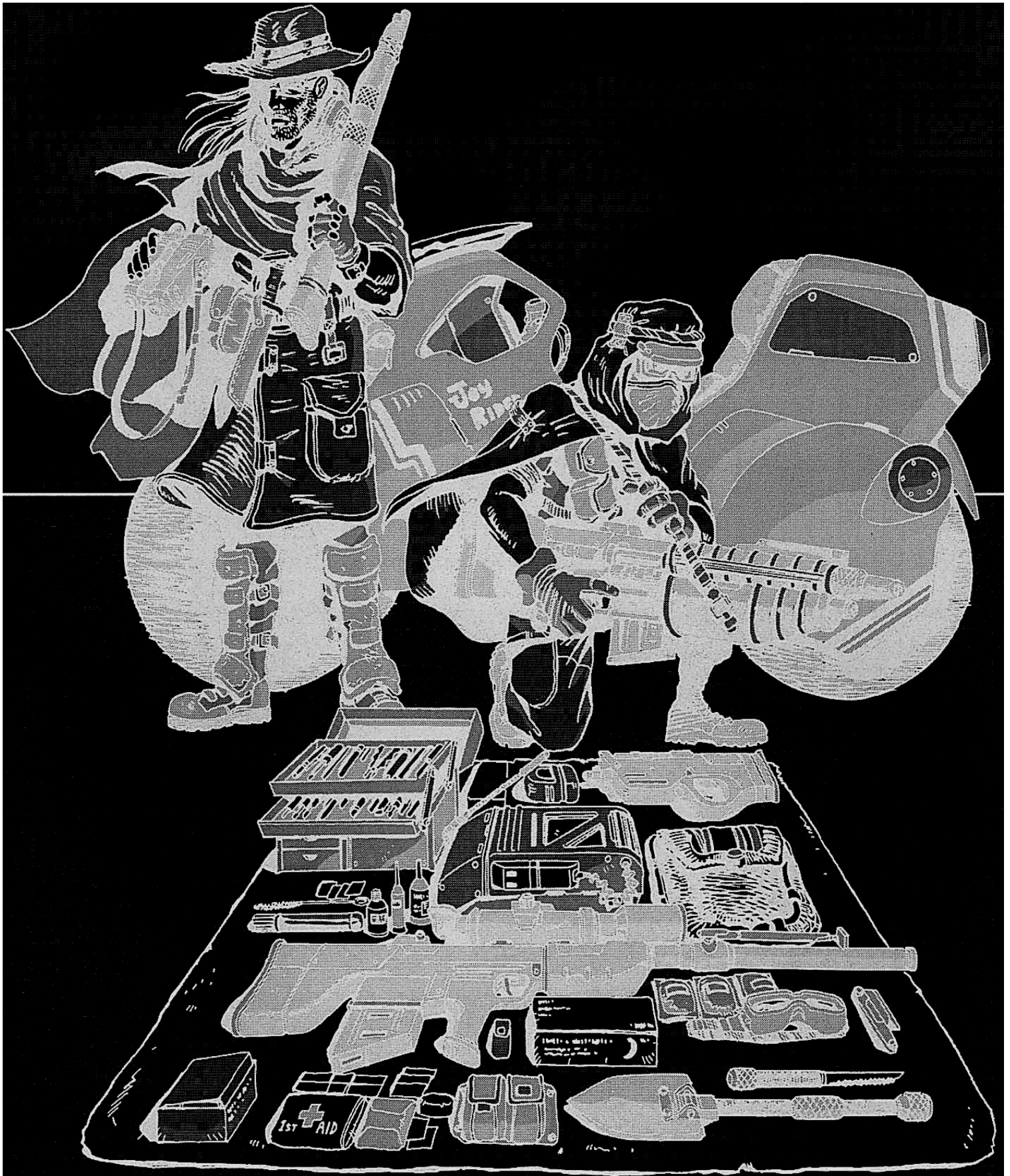
I would especially like to thank Node 16 for compiling the lists of items, without the Cyberpunk 2020 Reference Guide, I never could have done this.

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Some Items represent a significantly higher tech level than others, particularly items from When Gravity Fails, the Cybergeneration books, the Firestorm books, Interface 2.2 and the Ianus books. It is up to the GM to decide which of these items to allow in his game, they should be included with caution.



# 'THE ILLUSTRATED REFERENCE GUIDE VOLUME 1 'CYBERPUNK 2020 EQUIPMENT'



# CLOTHING & FASHION

## Base Costs for Common Clothes

Pants/Jeans.....	20eb
Miniskirt.....	30eb
Long Skirt.....	55eb
Shorts/Short Skirt.....	10eb
Jumpsuit.....	50eb
Dress.....	50eb
Gloves.....	20eb
Long Gloves.....	30eb
Vest.....	25eb
Tie.....	20eb
Scarf/Bandanna.....	15eb
Hat.....	5-25eb
Jacket.....	35eb
Long Jacket.....	40eb
Long Heavy Coat.....	55eb
T-Shirt.....	10eb
Long Sleeve Shirt.....	20eb
Top/Blouse.....	15eb
Tank Top.....	10eb
Tunic.....	25eb
Sweater.....	20eb
Chaps.....	30eb
Belt.....	10eb
Shoes.....	15eb
Halfboots.....	15eb
Boots.....	25eb
Kneeboots.....	40eb
Trenchcoat.....	125eb
Cloak.....	150eb
Short Cape.....	75eb
Long Cape.....	90eb
Tobaggan Hood.....	10eb
Ski Mask.....	15eb
Shades.....	5-50eb

(Leather or equivalent doubles price)

Chr4

### Style Modifiers

Generic Chic.....	x1	Sub-Average.....	X0.5 – 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(Pers. Design)***.....	x7

\* +1 Wardrobe and Style, \*\* +2 W&S, \*\*\* + 3 W&S,

### Fireproofing

SP20 vrs Flame (Cost)

Shirts.....	(+100-300%)
Pants/Skirts.....	(+100-200%)
Jackets.....	(+50-100%)

### Misc. Clothing Options

Polylog Material (4 color Schemes).....	Cost x3
ReactiMesh Panels (Extra comfort).....	Cost x2
Polychromic Material.....	Cost x5

Chr4

### Material Weights Per Clothing Type

**Light:** Shirts, Scarves, Bandannas, Dresses, Jumpsuits, Gloves, Hats, Ties, Vests, Thin Skirts, Shades, Undergarments

**Medium:** Pants, Cloth Jackets, Sweaters, Leather Pants, Heavy Skirt, Shoes, Soft Boots, Some Chaps.

**Heavy:** Leather Jackets and Coats, Hard Leather and Synthetic Boots, Heavy Belts, Most Chaps, Chr4

### Layering

Torso: 1 Layer light, 1 layer Heavy  
 Legs: 1 Layer Medium or Heavy

### Layer Penalties

#### Extra Torso Layer

Light: -1EV  
 Medium: -3EV  
 Heavy: -4EV

#### Extra Leg Layer

Light: -1EV  
 Medium: -2EV  
 Heavy: -3EV

Chr4

## 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

Chr4

### Popular Clothesmakers/Quality Ratings

#### Levi:

Generic/Leisure (Average – Good)

#### Nu-Tek:

Generic/Urban Flash (Average –Very Good)

#### Uniwear:

Generic (good)

#### Image Fashionware:

Urban Flash/Edgerunner/High Fashion (Good–Very Good, Limited Designer)

#### Icon America:

Urban Flash/Edgerunner (Very Good–Superchic, Limited Designer)

#### Gibson Battlegear:

Generic/Urban Flash (Good–Limited Designer)

#### Takanaka:

Businesswear (Very Good-Superchic)

#### Eiji Of Japan:

Leisurewear/Urban Flash (Good-Designer)

#### Cryo-Max:

Urban Flash/Edgerunner/High Fashion (Very Good-Limited Superchic)

#### Jordashe/Boy:

Generic/Leisurewear (Good-Designer)

Chr4





- Uniware Utility Belt ..... 15eb
  - Uniware Blouse/Shirt ..... 20eb
  - Uniware Vest/Boots ..... 25-30eb
  - Uniware Pants/Skirt ..... 35eb
  - Uniware Dress/Jumpsuit ..... 50-75eb
  - Uniware Torso Armor/Legpads (SP 10) ..... 60eb
  - Uniware Armor Jacket (SP 14) ..... 200eb
  - Uniware Armor Trenchcoat (SP 18) ..... 300eb
- Chr1



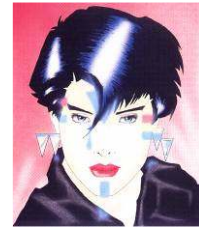
- Armored Stockings (SP 6) ..... 110eb
- Chr2



- Disposa Clothes ..... 75-350eb
- WGF



- Slicksuit ..... 300eb
- WGF



- Body Line Tattoo - Stars & Shapes ..... 50eb
  - Body Line Tattoo - Trademarks & Logos..... 100eb
  - Body Line Tattoo - Heat Sensitive Color Changer .. 120eb
- Chr1



- Contact Lenses ..... 100eb
- CP20



- Reactimesh Smartbag..... 3eb
- ECO



- Athelon Nylon Carrybag ..... 5eb
- Cgen

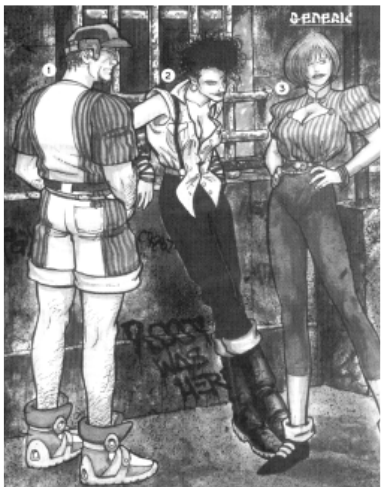
**Phoney Cyberware:**

- Interface Plugs ..... 50eb
  - Chipware Socket ..... 100eb
  - Optics Chrome, Gold, Black ..... 30eb
  - Clock, Glow, Target ..... 50eb
  - Hologram ..... 70eb
  - ChromeArm/Leg ..... 500/600eb
- I1.3

**Armored Headwear (10SP):**

- Balaclava, Bandana (0 spaces) ..... 300eb
- Beret (1 space) ..... 300eb
- Baseball Cap, Turban, Tamoshanter (2 spaces) .... 300eb
- Fez, Hombery, Fedora (2 spaces) ..... 300eb
- Trilby, Bowler, Boater, Panama (3 spaces)..... 300eb
- Stetson (4 to 6 spaces depending on size)..... 300eb
- Dropdown Visor (SP 14) ..... +350eb
- Dropdown Visor with HUD (SP 14) ..... +600eb
- Mini-Cellphone ..... +400eb
- Extra Armor (max SP 16) ..... +100eb/+1SP
- Audio Recording Device (4 hours) ..... +200eb
- Video Camera (2 hours, can be concealed) ...+250/350eb
- Storage Space (2" x 2" space) ..... +150eb
- Exploding Unit (3d6 over 5m radius) ..... +200eb
- Mini-Gun (P -3 C 2d6+1 9mm 4 1 ST 50m)..... +200eb
- Bladed Rim ..... +200eb
- Nu-Tek Wearman (vid screen on hat) ..... +200eb
- Gas Jet (1 shot, limited range, gas costs extra) .. +150eb

**Generic:**



- 1 Uniwear Shorts Ensemble & Cap ..... 88eb
  - 2 Nu-Tek Splash-proof Boots ..... 40eb
  - 1 Nuke AeroFloats ..... 60eb
  - 3 Ponco Bodysuit-Blouse Ensemble (+1 W&S) ..... 195eb
- Chr4

**Leisurewear:**



- 1 Eji Bodysuit (+1 W&S) ..... 200eb
  - 3 Bodygear Reacti-mesh & Polylog Jacket ..... 300eb
  - 2 Night City Rangers Official Sportswear (+1 W&S) ..... x4
  - 1 RecreaTech Kevlon Knee & Elbow Pads (10SP) .... 75eb
- Chr 4



- Body Test Full Impact Roadrasher (SP 16)..... 200eb
  - Full Enviro Wetsuit (SP 16) ..... 350eb
- Cgen

**Urban Flash:**



- Nu-Tek Video Jacket ..... 300eb
- Nu-Tek Video Skirt ..... 200eb

Chr1



- Eji of Japan Designer Jeans ..... 50eb
- Eji of Japan Wool Sweater ..... 60eb
- Eji of Japan Light Panel Cloak (SP 14) ..... 500eb

Chr1



- 1 Cryo-Max Wrap-on Mem Plastic Skirt (+1 W&S) .. 180eb
- 1 London Mist Transparent Raincoat ..... 360eb
- 2 Polylog Shirt (4 patterns stored)..... 120eb
- 3 Duraweave Stockings (SP 6) ..... 105eb
- 3 Alex of Milan Illumi Strips Jacket (+2 W&S) ..... 250eb
- 4 Image Fashionwear Bodysuit (+2 W&S) ..... 300eb
- 4 Image Fashionwear Jacket (+2 W&S) ..... 250eb

Chr 4



## High Fashion:



- 1 Cyro-Max Translucent Pantaloons (+1 W&S) .... 180eb
  - 1 HiFacs Short Cape (+3 W&S) ..... 440eb
  - 1 HiFacs Angora & Fiber-optic Hat (+3 W&S) ..... 220eb
  - 2 Leopold's Reacti-mesh Cape (+2 W&S) ..... 900eb
  - 3 Alex of Milan Polychromic Suit (+2 W&S) ..... 715eb
- Chr4



- Royo Bodyfree Mask (+1/2 ATTR) ..... 600eb
  - Royo Bodyfree Mask (+1/2 ATTR, filter mask) ..... 650eb
- Chr3

Dignity Clothing ..... 750-2500eb  
NC



- Gibson Battlegear Armored Jeans (SP 16) ..... 30eb
  - Gibson Battlegear Armored T-Shirt (SP 10) ..... 10eb
  - Gibson Battlegear Denim Jacket (SP 14) ..... 150eb
- Chr1



- Icon America Leather Gun Belt ..... 60eb
  - Icon America Leather Miniskirt ..... 100eb
  - Icon America Leather "Gunfighter" Hat ..... 100eb
  - Icon America Leather Halfboots/Boots ..... 100-150eb
  - Icon America Leather Long Skirt/Pants ..... 200-250eb
  - Icon America Leather Tunic ..... 220eb
  - Icon America Leather Bomber Jacket ..... 300eb
  - Icon America Leather Long Duster ..... 500eb
- Chr1

## Edgerunner:



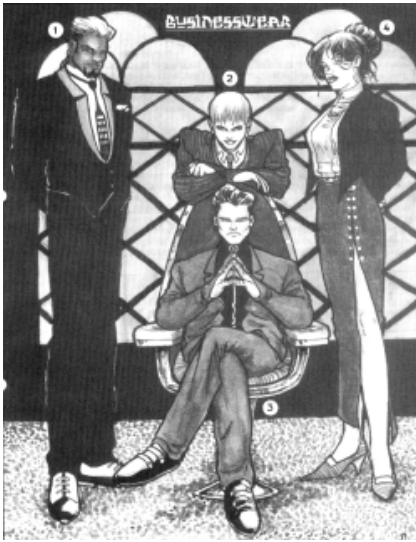
- 1 Gibson Battlegear Fatigue Pants (SP 14) ..... 125eb
  - 1 Plastech Duster (SP 18, +1 W&S) ..... 845eb
  - 1 Ruf Tread Boots (SP 20) ..... 175eb
  - 2 Ruf Tread Kevlon & Polylog Jacket (SP 18, EV-1) 350eb
  - 2 Ruf Tread Nylar Bodysuit (SP 10) ..... 300eb
  - 3 Icon America Morplex Shirt (SP 14, EV -1) ..... 130eb
  - 1 Gibson Battlegear Bodysuit (SP 10) ..... 300eb
  - 1 Gibson Battlegear Greaves (SP 20) ..... 175eb
- Chr4

## Businesswear:



- Takanaka \*Exec\* Scarf/Tie/Cravat .....75-100eb
  - Takanaka \*Exec\* Monogram Shirt ..... 200eb
  - Takanaka \*Exec\* Vest ..... 500eb
  - Takanaka \*Exec\* Pants ..... 700eb
  - Takanaka \*Exec\* Jacket ..... 800eb
  - Takanaka \*Exec\* Cape ..... 900eb
  - Takanaka \*Exec\* Top Coat ..... 1000eb
  - Takanaka \*Exec\* Opera Cloak (SP 16) ..... 1200eb
  - Takanaka \*Exec\* Armored Top Coat (SP 16) ..... 2000eb
  - Takanaka \*Exec\* Briefcase ..... 600eb
  - Takanaka \*Exec\* Cologne ..... 150eb
  - Takanaka \*Exec\* Sword Case..... 300eb
- Chr1





- 1 Takanaka Cotton/Arachni-silk Suit (SP6, +2 WS) . 500eb
  - 2 Takanaka French Cotton Suit (+2 W&S) ..... 420eb
  - 3 Flein Duraweave Suit (SP 10, +2 W&S) ..... 500eb
  - 4 Pearl Eye Skirt and Jacket (SP 5, +2 W&S) ..... 730eb
  - 4 Pearl Eye Chinese Silk Shirt (+2 W&S) ..... 140eb
- Chr4

**Specialized Clothing:**



- Transparent Skinmask (4) ..... 20eb
- Designer Skinmask ..... 50eb
- BattleMask Skinmask ..... 200eb

I1.3



Surveillance Clothing (SP 15, contains spy gear) ..... 5-7x  
SF



"Spytex" Radar-Absorbent Material ..... 10 x  
SF



- 'Alessio' Coveralls ..... 200eb
  - 'Lano' Coveralls (SP 14) ..... 1600eb
- Chr3



- 'Guercio' Helmet (SP 20) ..... 600eb
  - 'Gianni' Helmet (SP 20, smartgoggles) ..... 800eb
- Chr3



- 'Pinamonte' Boots (SP 20) ..... 500eb
- Chr3



- 'Ciampolo' Gloves ..... 400eb
- Chr3



Esporma Environment Suit (SP 10/30, 60min) ..... 725eb  
Chr3



Fiorelli-Santino Anti-Fire Suit (427 to 1370°C) ..... 1500eb  
CB3



Bearskin Hat (SP 0/10) ..... 50/75eb  
CB3



Medical Armor (SP 20, +2 to med rolls, EV -3) ... 3400eb  
SW



Hiking Boots (SP 20) ..... 45eb  
ECO



Athelon Body Harness (SP 5) ..... 100eb  
ECO



Sternmeyer Cold Weather Combat Outfit (EV -1) .. 575eb  
Sternmeyer Cold Weather Gear (upto -70°C) .....50-300eb  
CB3



Kevlar Backpack (10/18SP, .5/2kg, EV varies) ..50/100eb  
Chr4



Framed Backpack ..... 200eb  
Neo



Soviet Military Armored Greatcoat (SP14, EV-1) ... 250eb  
CB3



Biotechnica Enviro Gloves (SP 20) ..... 200eb  
ECO



Shock Touch Protection Gloves (4 Stun charges) .. 120eb  
Chr4



Synthetic Leather Gloves  
Hands 4 -0 50 Neo, 56



ExecUcleaN Armor Repair ..... 20%  
Chr1

Signal Retardant (10SP, +4 Stun vs static guns) . +150eb  
Laser Ablative Fabric (50pts vs lasers) ..... +90eb  
Heat Displacement Fabric (100pts vs lasers) ..... +1200eb  
WGF



Synthetic Leather Boots  
Feet 4 -0 100 Neo, 56

# ARMOR

## COVERS SP EV COST SOURCE NOTES



Cloth, Light Synthetic Leather\*  
Torso, Arms, Legs 0 -0 Varies CP20, 57



Spiked Boots\*  
Feet/Legs 5 -0 20 Pac, 149 1d6+2 damage



SkinTight Armor Padding  
Torso, Arms, Legs -1/3rd Varies 1500+ I1.1, 39



Pearl Eye Skirt and Jacket\*  
Torso, Arms, Legs 5 -0 730 Chr 4, 60 +2 W&S



Synth Leather Jacket/Pants  
Torso, Arms/Legs 4 -0 200/150 Neo, 56



Armored Stockings\*  
Legs 6 -0 110 Chr 2, 28 styles vary





Duraweave Stockings\*  
Legs 6 -0 105 Chr 4, 58



Takanaka Arachni-Silk Suit\*  
Torso, Arms, Legs 6 -0 500 Chr 4, 60 +2 W&S



Militech M78 RPA T-Shirt  
Torso 7 -0 130 CB2, 63



Gibson Sneak Suit\*  
Whole Body 10 -0 560 Chr 2, 28 -4 A/N in dark



Sonar-Baffling Diving Suit\*  
Whole Body 10 -2 3,500 Chr 2, 28



Flein Duraweave Suit\*  
Torso, Arms, Legs 10 -0 500 Chr 4, 60 +2 W&S



Militech M96 Ghostsuit\*  
Whole Body 10 -1 5300 Chr 2, 27 -4 A/N



Ruf Tread Nylar Bodysuit\*  
Torso, Arms, Legs 10 -0 300 Chr 4, 62



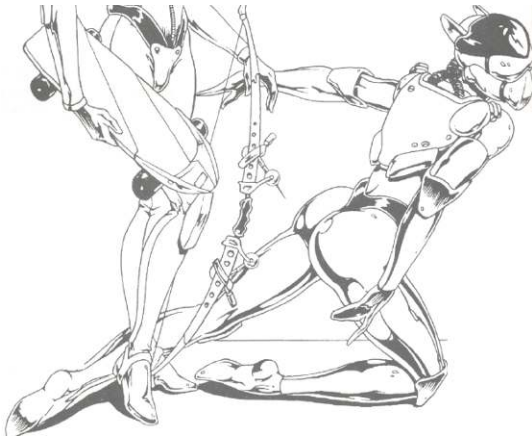
Gibson Battlegear Bodysuit\*  
Torso, Arms, Legs 10 -0 300 Chr 4, 62



Gibson Armor T-Shirt\*  
Torso 10 -0 10 Chr 1, 62



Uniware Torso Armor/Leg Pads\*  
Torso/Legs 10 -0 60/60 Chr 1, 59



"Depth Charge" Wetsuit\*  
Torso, Arms, Legs 10 -3 3250 SF, 30 10hrs air



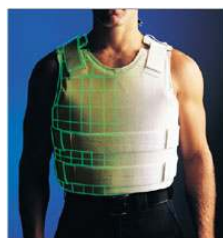
RecreaTech Kevlon Pads  
Knees, Elbows 10 -0 75 Chr 4, 56



"Big Blue" Wetsuit\*  
Torso, Arms, Legs 10 -2 2600 SF, 30 10hrs air



Soviet Military Bearskin Hat\*  
Head 10 -0 75 CB3, 72 protect to -20°C



Kevlar T-Shirt, Vest\*  
Torso 10 -0 90 CP20, 57



Militech M73 Mirage Gear\*  
Whole Body 12 -1 1050 Chr 2, 28 -2 A/N. 1.5kg





Cybermodem Utility Suit\*  
Whole Body 12 -0 6300+ Chr 1/SW, 7



Armored Motorcycle Jacket  
Torso/Arms 12/4 -0 300 Neo, 56



National Guard Armor  
Torso, Limbs/Head 14/20(h) -0 NA SW, 84



Soviet Military Greatcoat\*  
Torso, Arms, Legs 14 -1 250 CB3, 72 protect to -20°C



Eji Armored Cloak\*  
Torso, Arms, Legs 14 -0 500 Chr 1, 64



U.S. Army Field Armor\*  
Torso, Arms, Legs 14 -0 1000 HoB, 87 NBC  
+Optional Metal Inserts Torso, Legs 20(h) -1 - -



'Lano' Coveralls\*  
Torso, Arms, Legs 14 -2/0 1600 Chr 3, 7 Diff to Notice



Light Armor Jacket\*  
Torso, Arms 14 -0 150 CP20, 57



Gibson Denim Jacket\*  
Torso, Arms 14 -0 150 Chr 1, 62



Uniware Armor Jacket\*  
Torso, Arms 14 -0 200 Chr 1, 59



Militech M78 RPA Jacket  
Torso, Arms 14 -1 300 CB2, 63



Eji Armored Jacket\*  
Torso, Arms 14 -0 300 Chr 1, 64



Icon America Morplex Shirt\*  
Torso, (Arms) 14 -1 130 Chr 4, 62



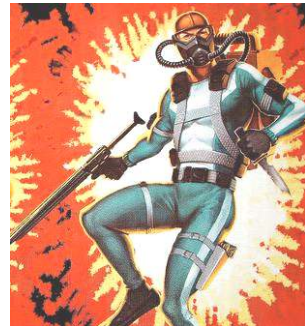
Ballistex Marine Survival Vest  
Torso 14 (5) -1/-4 250 CB3, 31 float 3D10+20hrs



Gibson Battlegear Fatigues\*  
Legs 14 -0 125 Chr 4, 62



Marine Combat Wetsuit\*  
Whole Body 15 -0 SF, 70



"Big Blue" Kevlar Wetsuit\*  
Torso, Arms, Legs 15 -2 2600 SF, 30 10hrs air



Surveillance Clothing  
Anywhere 15 -0 5-7x SF, 99



Arasaka "Blackjack" Stealth\*  
Whole Body 16 -2 10,000 SW, 35 +3 stealth, -4 A/N



Tanaka Armor Topcoat\*  
Torso, Arms, Legs 16 -0 2000 Chr 1, 63



Uniware Armor Trenchcoat\*  
Torso, Arms, Legs 18 -1 300 Chr 1, 59



Tanaka Armor Opera cloak\*  
Torso, Arms, Legs 16 -0 1200 Chr 1, 63



Plastech Duster\*  
Torso, Arms, Legs 18 -0 845 Chr 4, 62 +1 W&S



BodyTest Roadrasher\*  
Torso, Arms, Legs 16 -0 200 CGen, 88  
Full Enviro Wetsuit\*  
Torso, Arms, Legs 16 -0 350 CGen, 88 1h air, +swim



Ruf Tread Kevlon Jacket\*  
Torso, Arms 18 -1 350 Chr 4, 62



Kevleather Action Jacket\*  
Torso, Arms, (Legs) 16 -0 Varies NC, 130 custom made



Medium Armor Jacket\*  
Torso, Arms 18 -1 200 CP20, 57



Gibson Armor Jeans\*  
Legs 16 -0 30 Chr 1, 62



Biotechnica Enviro Gloves  
Hands 20 -0 200 EF, 33





Heavy Armor Jacket  
Torso, Arms 20 -2 250 CP20, 57



Esporma Environment Suit  
Whole Body 10/30 -3 725 Chr 3, 16 60min air



Police Issue Patrol Armor  
Torso/Arms/Legs 20/15/18 -2 900 P&S, 39  
+Optional Alloy Plates Arms, Legs +5 -1 - -



Spyke Body Plating  
nywhere 10 -0 400-600 Chr 3, 30 +10 SDP



Leg & Knee Spikes  
Legs 10 -0 10-25 PAC, 149 1d6+3 damage



Ultrakevlar Bodysuit  
Torso, Arms, Legs 20 -0 NA RM, 65 CIA use only



Police General Purpose Shield  
Held 10 -0 80 P&S, 40



Ceramet Inserts (adds to soft)  
SP +5 -.5/loc 40/location SW, 34 turns soft to hard SP



Medieval Armor  
Whole Body 14 -6 3500/10,600Chr 1, 16



C-Ballistic Light Mesh  
Torso, Arms, Legs 15 -0 11.1, 39



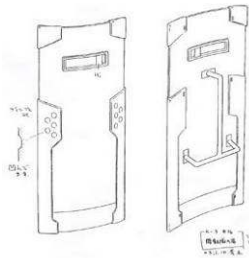
Mirage Gear Flak Vest\*  
Torso 18 -1 275 Chr 2, 28 utility harness



SPM-2 Battleglove+  
Arm 15 -0 970 PAC, 149 2d6/3d6 damage



Arasaka Combat Armor  
Torso, A, H/Legs 1820/14 (s) -1 NA SW, 80



Police Issue Riot Shield  
Held 15 -0 150/180 P&S, 40 built-in taser



Sneaksuit Flak Vest\*  
Torso 16 -1 375 Chr 2, 28



Militech Combat Armor  
Torso/Head/Limbs 18/20/14(s) -1 NA SW, 82



Militech M78 RPA Hvy. Vest  
Torso 18 -2 300 CB3, 63



Full Plates  
Any location 20 -1/area 60/location SW, 34 +3 EV full suit





MedicGear Combat Armor  
Whole Body 20 -3 3400 Chr 2, 19 +2 Med rolls



Gibson Battlegear Greaves  
Legs 20 -0 175 Chr 4, 62



Flak Pants\*  
Legs 20 -1 200 CP20, 57



Reactive Body Armor  
Torso, Head 20 -1 4990 UK, 37 detects laser/smart



Flak Vest\*  
Torso 20 -1 200 CP20, 57



CINO "Seagod" Hardshell  
Whole Body 20 -2 35,000 SF, 30 5hrs air



Hiking Boots  
Feet & Ankles 20 -0 45 EF, 33



'Pinamonte' Boots  
Feet & Ankles 20 -0 500 Chr 3, 8



OTEC "Rahab II" Hardshell  
Whole Body 25 -3 13,500 SF, 30 4hrs air



Ruf Tread Boots  
Feet & Ankles 20 -0 175 Chr 4, 62



Full Plates  
Any location 25 -1/area 100/location SW, 34 +3 EV full suit

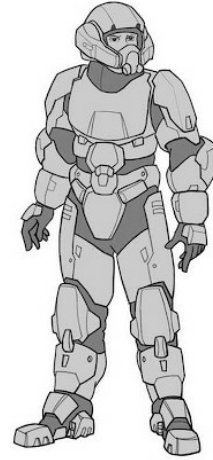


Militech EMA-1 "Softshell"

Whole Body 25 +0 8500 SW, 35 48hrs power



Door Gunner's Vest  
Torso 25 -3 250 CP20, 57

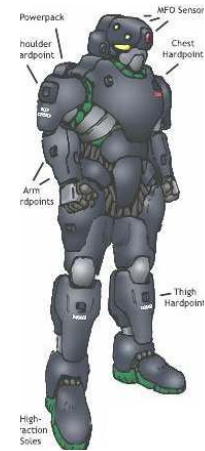


U.S. Army Assault Armor  
Whole Body 28 -2 3000 HoB, 87 2hrs air



Metal Gear

Whole Body 25 -2 600 CP20, 57



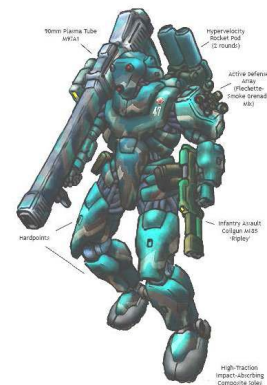
Pit Viper

Whole Body 30 -0 26,000 SOF2, 22 radio, HUD, 1 hr air



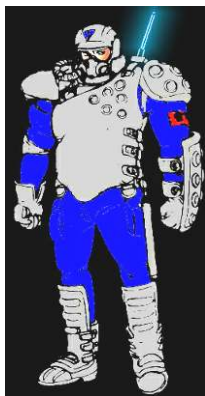
Moto-Cross Armor

Torso, Arms, Legs 25 -2 750 Neo, 56 padded MG



Hooded Viper

Whole Body 30 -0 48,000 SOF2, 22 radio, HUD, 1 hr air

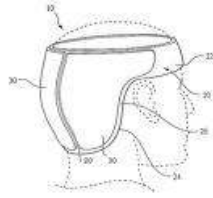


Max Threat Urban Riot Armor

Torso, Arms/Legs 25/20 -3 1200 P&S, 39  
+Optional Alloy Plates  
Arms, Legs +8 -0 - -

# HELMETS & HEADWARE

COVERS SP EV COST SOURCE NOTES



Protective Headgear Insert  
Head 4 -0 50 Chr4, 69 concealable



Motorcycle Helmet  
Head 8 -0 100 Neo, 56 face shield



Steel Helmet  
Head 14 -0 20 CP20, 57 90% have faceshield



Police Issue Traffic Helmet  
Head 15 -0 170 P&S, 39 20 shot camera



"Deepstar" Nuscuba Helmet  
Head 15 -2 2000 SF, 29 180min air

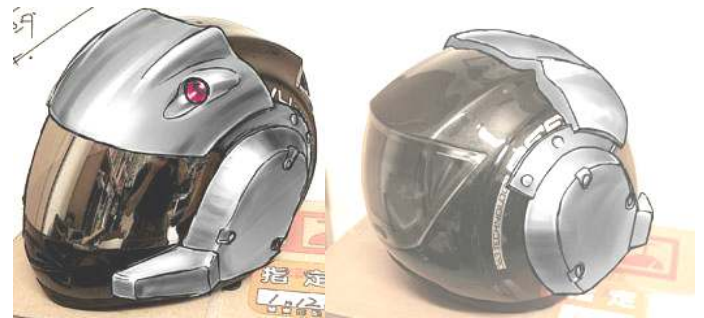


"Big Blue" Nuscuba Pack

Head, Torso (Back) 15 -2 2600 SF, 30 10hrs air



"Depth Charge" Nuscuba Pack  
Head, Torso (Back) 15 -3 3250 SF, 30 10hrs air



Ghostsuit Helmet  
Head 16 -0 600 Chr 2, 27 enclosed



Cybermodem Helmet  
Head 16 -0 4100 Chr 1, 6



Smart Helmet (w/comlink)  
Head 18 -0 800 Neo, 56 LL, IR, Target



Sneaksuit Helmet  
Head 18 -0 185 Chr 2, 28 enclosed



Ballistic Nylon Helmet  
Head 20 -0 100 CP20, 57 90% have faceshield







Militech M88 Combat Helmet  
Head 20 -1 5000 CB2, 61 15SP face shield



U.S. Army Helmet  
Head 20 -0 500 HoB, 87 20SP face shield



'Guercio' Helmet  
Head 20 -0 600 Chr 3, 8 +10 vs Gas  
'Gianni' Helmet  
Head 20 -0 800 Chr 3, 8 Smartgoggles



Police Issue Paramedic Helmet  
Head 20 -0 180 P&S, 39 AD, radio



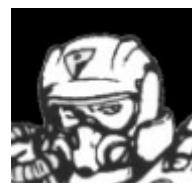
Full Plate Helmet  
Head 20 +0 60 SW, 34



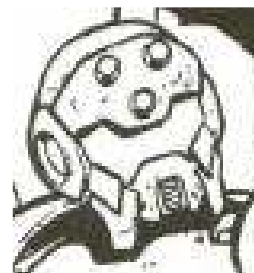
Mirage Gear Helmet  
Head 24 -1 140 Chr 2, 28



Police Issue Patrol Helmet  
Head 25 -0 230/430 P&S, 39 AD, radio, light



Police Issue Riot Helmet  
Head 25 -0 650 P&S, 39 +10 min of air



M-88A2 Enhanced Helmet  
Head 25 +0 2399 SW, 35 SP20 visor

### ADVANCED ARMOR COVERS SP EV COST SOURCE NOTES

#### Signal Retardant

Anywhere 10 +0 +150/area WGF, 74 vs/static/seizure guns

#### Laser Ablative Fabric

Anywhere 50pts +0 +90/area WGF, 74 vs lasers, ablative

#### Heat Displacement Fabric

Anywhere 100pts +0 +1200/area WGF, 74 vs lasers, ablative

#### Reflective Plate

Anywhere 30 laser +2 120/area WGF, 74 vs lasers, -1SP/10pts

#### Reflective Hard Plate

Anywhere 25/30 laser +2 200/area WGF, 74 vs lasers, -1SP/10pts

#### Ablative Plate

Anywhere 20/40 laser +2 500/area WGF, 74 vs lasers, -1SP/5pts

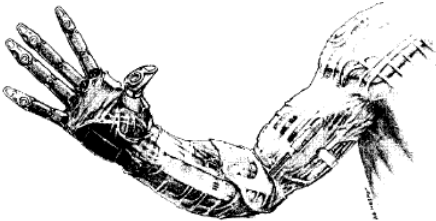
#### Ablative Creme

Whole Body 10 laser +0 100/5 uses WGF, 75 vs lasers, -2SP/5pts

\*=Edged weapons treat SP as half. RPA=Revised Personal Armor, AP defeating

# TOOLS

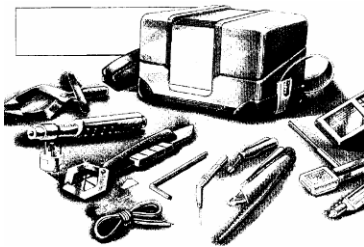
Routine Annual Maintenance (Parts) ..... 1D10% Base  
 Parts Minor Malfunction (Simple) ..... 1D6x5% Base  
 Minor Malfunction (Complex) ..... 1D10x3% Base  
 Major Malfunction (Simple) ..... 1D6x10% Base  
 Major Malfunction (Complex) ..... 1D10x5% Base  
 Catastrophic (Simple)..... 3D6x10% Base  
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



Cyberlimb Fleshweave Repairs ..... +50% cost  
 Chr3



Basic Tool Kit (1kg) ..... 500eb  
 CP20/NEO



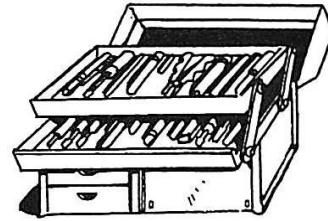
'Farinata' Tech Tool Kit (+1 W&S) ..... 350eb  
 Chr3



Tool Kits by Buchsterhude Gmbh (+1/-1 repair) ... 1000eb  
 Chr3



High Style Buchsterhude Tool Kit (+1 W&S) ..... 1500eb  
 Chr3



Master Mechanic's Tool Kit ..... 25,000eb+  
 NEO



Gun Cleaning Kit ..... 50eb  
 NEO



Electronics Toolkit ..... 100eb  
 CP20



'Venedico' Electronics Tool Kit (+1 W&S) ..... 350eb  
 Chr3



Techscanner ..... 600eb  
 CP20





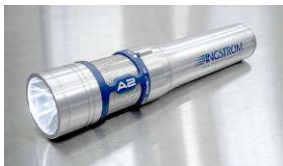
'Francesca' Techscanner (+1 TECH, W&S) ..... 1200eb  
Chr3



'Pembroke' Techscanner (+2/+1 TECH) ..... 1500eb  
'Pembroke' Update Subscription ..... 100eb/month  
Chr3



Protective Goggles ..... 20eb  
CP20



Flashlight (100-120 foot range) ..... 2eb  
CP20



Pocket Flashlight (25-30 foot) ..... 1eb  
CP20



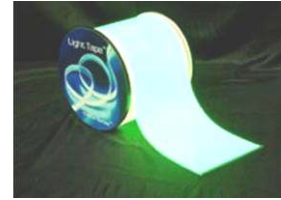
MicroFlash (4 hrs disposable, 100ft beam) ..... 10eb/10  
CP20



Glowstik (red, green, blue for 6hrs, 6" tube) ..... 1eb  
CP20



Flash Paint (4hrs of light) ..... 10eb/pint  
Cgen



Flash Tape (6hrs of light) ..... 10eb/foot  
Cgen



NT Glowpowder (5ft area of illumination) ..... 10eb/pot  
SA



Rope (holds up to 1000lbs) ..... 2eb/foot  
CP20



Super String synthetic cable (3,000lbs) ..... 3eb/m  
Cgen



Bloodhound ..... 750eb  
WGF



Sonic Sensors ..... 1,500eb  
HOB



Plasma Arc Torch ..... 250eb  
CP20



Cutting Torch (5x-15x cost for thermite lance) ..... 40eb  
Chr3



Mine Detector ..... 100eb  
HOB



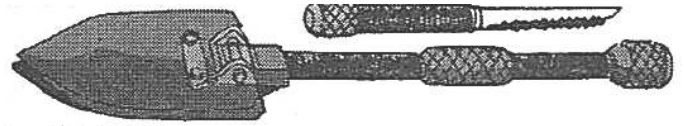
A-Frame ..... 100eb  
NEO



Air Compressor ..... 200-1000eb  
NEO



Bungee Cords ..... 10eb  
NEO



Entrenching Tool ..... 50eb  
NEO



Hand-Crank Generator ..... 50eb  
NEO



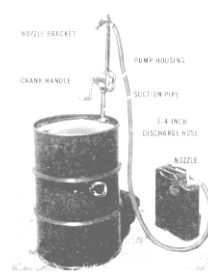
Small Generator ..... 250eb  
NEO



Large Generator ..... 1200eb  
NEO



Lifts (drive-on/scissors) ..... 100/500eb  
NEO



Hand-Driven Air Pump ..... 10eb  
NEO



Biotechnica Environmental Analyzer (20hr, .5kg) ..... 70eb  
Chr3/Eco



Enviroscanner (7m range, 12hr, 1kg) ..... 400eb  
Chr3



Portable Electropack (6hr power, 2kg) ..... 100eb  
Chr2



Arc Furnace ..... 1000eb+300eb/day  
Chr3



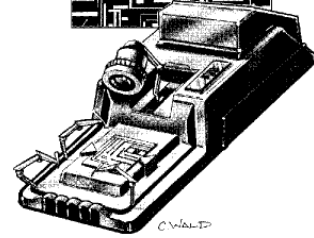
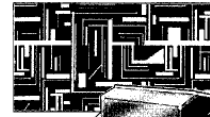
Liquid Medium Pump (delivers nanites to sinus) .... 100eb  
SA



Micro-Centrifuge (separates compounds) ..... 100eb  
SA



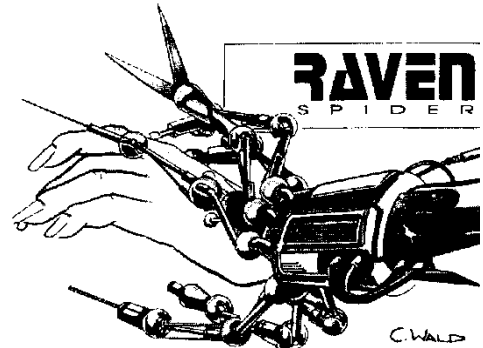
Interface Monitor (+2 CyberTech)..... 800eb  
Chr3



Micromanipulator Rig (+1 for small work) ..... 3000eb  
Chr3



"Tripod" Waldo Set (extra hands) ..... 800eb  
Chr3



"Spider" MicroWaldo Bracer (+1 small work) ..... 700eb  
Chr3

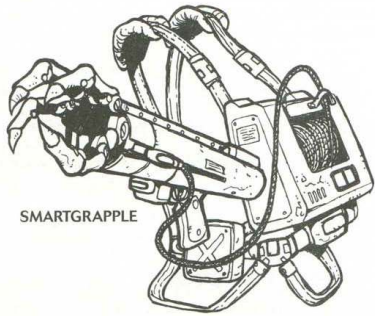


"Mite" Diagnostic Remote (1x1cm) ..... 400/500eb  
Chr3



"KleenBore" NanoAgent Gun Cleaner (10 uses) ..... 50eb  
"BioGloss" NanoAgent Cyberlimb Cleaner ..... 50eb  
"AutoGloss" NanoAgent Car Wax (10 uses) ..... 50eb  
Chr3

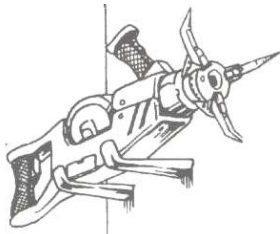




Dynlar Smartgrapple (100m, winch) ..... 1500eb  
 Dynlar Smartgrapple w/optical sensor (REF-5) .... 2000eb  
 SW



Magnagripp Magnetic Grapples (100m, winch) ..... 50eb  
 CGen



Magnagrap Claw Grapple (80%, 100m) ..... 150eb  
 CGen

# DEMOLITIONS



Explosives Field Kit (30kg) ..... 1500eb  
 HOB



Think-Boom Radio Detonators (3 signals) .... 100eb/signal  
 SOF2



Pressure Triggers (Diff to spot) ..... 15eb/foot<sub>2</sub>  
 Chr4



Thermite-In-A-Tube (15/4D4 damage for 3 turns) ..... 90eb  
 Chr4



Detcord High Explosive (40 damage) .....900eb/10m  
 Chr1



Detonator ..... 10eb  
 LU



Detonation Wire ..... 1eb/meter  
 LU



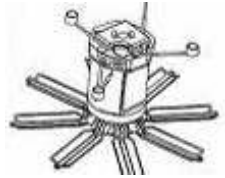
Fire-Based Fuse ..... 5eb/meter  
 LU



Chemical Delay Fuse ..... 25-75eb  
 LU



Blasting Cap ..... 5eb  
LU



Smart Mine Trigger - Weight ..... 50eb  
Indiscriminate ..... 20eb  
IFF ..... 75eb  
Temperature ..... 200eb  
Voice ..... 100eb  
SF

## SURVIVAL GEAR



Canteen (10 litre) ..... 50eb  
NEO



Canteen (Personal) ..... 10eb  
NEO



Distillation Rig (Family) ..... 100eb  
NEO



Water Purifier (95% rel, 2 days power) ..... 20eb  
CGEN



Water Purification Kit (Personal) ..... 50eb  
NEO



Water Purification Kit (Family) ..... 100eb  
NEO



Air masks ..... 20-30eb  
DM



Nu Tek Memo-Broach ..... 200eb+  
Chr4



Nu Tek Tie-Fon (cell phone in tie) ..... 200eb  
Built-in Trauma Team™ Reaction Program .. 300eb/month  
Chr4



Filter Mask (Filters 3eb) ..... 10eb  
Gas Mask (Filters 10eb) ..... 200eb  
NEO



Biotechnica Bioplastic Mask (12hrs) ..... 5eb  
Biotechnica "Smart" Gas Mask (100%, 24hrs) ..... 250eb  
SW



Fire Starter ..... 1eb  
 All-Weather Fire Starter ..... 5eb  
 NEO



Field Pack ..... 50eb  
 NEO



Sun Block (SPF60) ..... 10eb  
 NEO



"Swiss Army" Knife (.5kg) ..... 50eb  
 NEO



Immersion Heater (12 uses) ..... 15eb  
 NEO



Native American Tipi ..... 200eb  
 NEO



Tent (2 Person) ..... 150eb  
 NEO



Tent (6 Person) ..... 250eb  
 NEO



Tent (10 Person) ..... 500eb  
 NEO



Tent (Big Top) ..... 12,000eb  
 NEO



Backpack Stove ..... 20eb  
 NEO



Tent Stove ..... 75eb  
 NEO



Tire Chains ..... 60eb  
 NEO

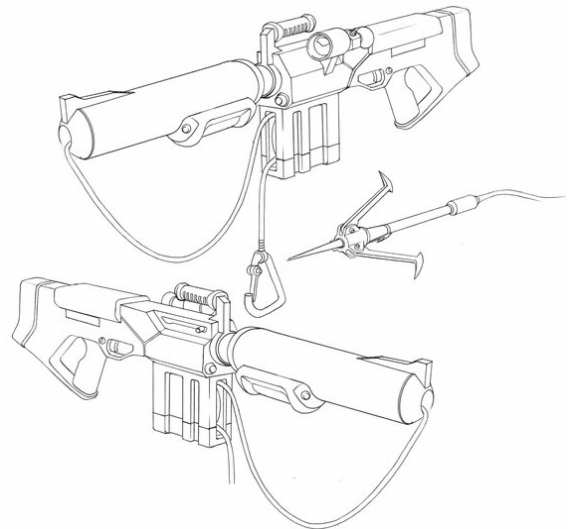




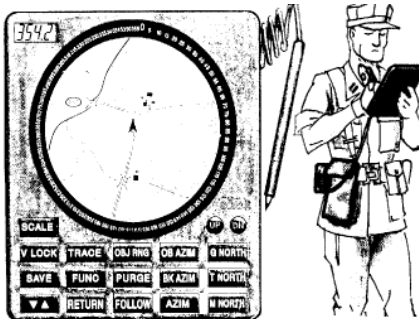
Logcompass ..... 50eb  
CP20



Inertial Compass ..... 100eb  
CP20



Grapple Line (100m, SDP 30, 3kg) ..... 60eb  
Chr3



DataTel Mapmaker (1kg) ..... 500eb  
DataTel Navstar Mapmaker ..... 900eb  
Chr1



Climbing Spikes (+2 Climb, 1D6+3\*) ..... 75/140eb  
Chr3



Automapper ..... 200/220eb  
Chr3



IR Combat Cloak (-5 IR Notice, EV 2, 2kg) ..... 450eb  
Chr1



TomKatt DooDadd (orienteering device) ..... 18eb  
TomKatt DooDadd NavStar system ..... +20eb  
Eco



Reactimesh Camouflage Netting (-4 Notice) ..... 15eb/m<sup>2</sup>  
Reactimesh IR Netting (-5 IR Notice) ..... 2eb/m<sup>2</sup>  
Eco



Topographic Map Chips (200 km<sup>2</sup>) ..... 5eb  
Eco

# PERSONAL ELECTRONICS



Data Cache (100MU,SDP 15, SP30) ..... 8000eb  
 Data Cache (200/300MU) ..... 10,500/13,000eb  
 Chr4/ BB R



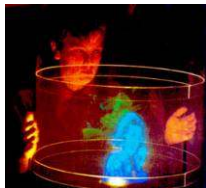
Data Chip ..... 10eb  
 CP20/ BB R



"Treasurer" Datawatch (1MU) ..... 55eb  
 Chr2/BB R



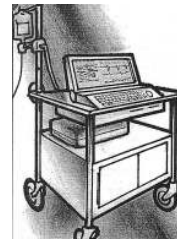
Holotank (tabletop- 12"x18") ..... 500eb  
 Holotank (desktop- 24"x36") ..... 1000eb  
 Holotank (display- 4'x7') ..... 5000eb  
 Chr2/BB R



Holo Generator ..... 500eb  
 CP20/BB R



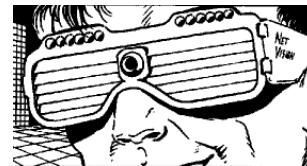
Holoscreen Viewer (many models) ..... 2x base  
 Chr2/BB R



Life/Support Hookup.....500eb  
 Life Support Machines.....2000,000eb  
 BB R



Microtech Residence (Home for INT 6 AI) ..... 150,000eb  
 Chr4/BB R



Net-Vision Glasses (optional Invisibility) ..... 900/1200eb  
 Chr2/BB R



RUSH Virtual Entertainment System (need plugs) . 500eb  
 Trode Link (4 sets) ..... 1000eb  
 Total Environment..... 1000eb  
 Multi-Player Adaptor (upto 4 players) ..... 100eb  
 Scholar Home Learning System (+1/6hr & day)..... 750eb  
 Segatariflex (feedback system, +1/6hr lesson) .... 4500eb  
 SegAtari Virtual Villains ..... 150eb  
 Chr2/BB R



Video Board ..... 100eb/ftz  
 CP20/BB R



Video Wall (6'x6') ..... 3500eb  
 Chr2/BB R

Batteries ..... 5eb



IEC Micromate Blender ..... 35eb  
CB2



Hitachi-Kenmore Appliance Mod ..... 500eb  
CGen



Optical Remote (2m IR eye controlled remote) ..... 100eb  
Chr3



Cab Hailer (1D6 min wait) ..... 150eb+10eb/month  
Chr1

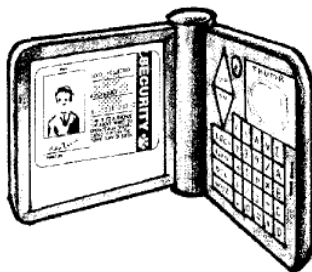


Image Wallet (.1kg) ..... 100eb  
Chr1



Sleep Inducer (2-3 hours, .5kg) ..... 85eb  
Chr1



Gun Camera (10m, records if finger on trigger) ..... 100eb  
Chr2



Nikon Gun-Eye Camera (.2kg, 10-30min) ..... 200eb  
Gun-Eye Options (LL, IR, Thermo, Anti-Dazzle) .. +100eb  
Gun-Eye Options (image enhancement) ..... +150eb  
Gun-Eye Option: Teleoptic sight (+1WA) ..... +150eb  
Gun-Eye Option: Cyberlinkage ..... +100eb  
SW



Battery Pack ..... 50eb



Home-Use Transformer ..... 100eb



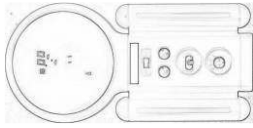
Solar Electric Panel (1 device) ..... 100eb  
Solar Panel Central Extension Cord ..... 25eb  
Chr1



Portable Radar ..... 250eb  
HOB



# MEDIA EQUIPMENT



Portable Sonar ..... 150eb  
HOB



Personal Tactical Computer ..... 1000eb  
Militech PTC Detail Cards ..... 50eb  
CB2



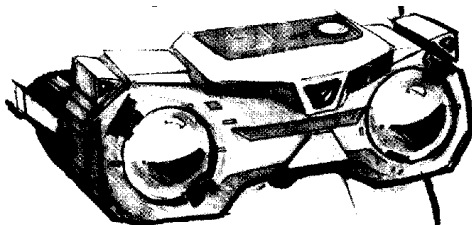
DDI PrayerWare ..... 120eb  
Chr2



Smartgoggle Mirrorshades (2 options, -10%) ..... 450eb  
Chr3



Smart Glove (Aver REF or -1 WA) ..... 110eb  
Smart Glove Gun Modification ..... +200eb  
Chr3



Echolocation Goggles (-1 Awareness in dark) ..... 1500eb  
Chr4



Digital Recorder ..... 300eb  
CP20



Digital Camera (.5kg) ..... 150eb  
CP20



VideoCam (1kg) ..... 800eb  
CP20



Video/Audio Tape Player ..... 40eb  
Video Tape ..... 4eb  
CP20



Digital Chip Player (1kg) ..... 150eb  
CP20



Braindance Recording Unit ..... 12,000eb  
RB



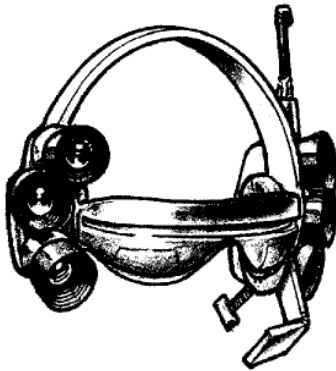
Braindance Editing Unit ..... 26,000eb  
RB



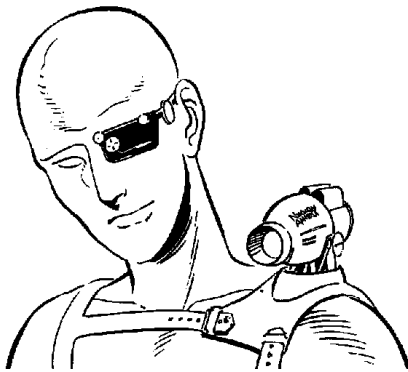
Multiformat Newscam ..... 2600eb  
RB



MiniCam 14 ..... 1500eb  
RB



Cybercam EX-1 (2.2kg) ..... 1200eb  
Chr1



Nikon America Campod (8 SP, 12hrs, 2kg) ..... 1000eb  
Chr2



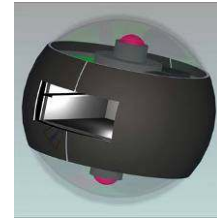
Remote Cybercam 20 (2km, 24 hrs, 1kg) ..... 350eb  
Chr2



Holographic Camera ..... 2x base  
Chr2



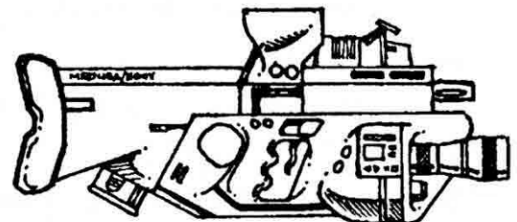
Cyberholo Art Imager (+1 Paint/Draw) ..... 600eb  
Chr2



Omnieye Interviewer's Camera ..... 1000eb  
I2.1



Tanaka-Sanyo Portable Editing Lab (8hrs, 10kg) . 6000eb  
Leather, Brushed Metal Covering ....+100-300eb  
Spare Battery (8hrs, 4kg) ..... 250eb  
I2.1



Medusa 2000 Camera/SMG ..... 2500eb+  
I2.1



Video Editing Console ..... 300-700eb  
I2.1



Audio Editing Module/Console ..... 400eb  
I2.1



Second Stage Image Virtualizer ..... 2000eb  
Optical Image Scanner (input for virtualizer) ..... 50-400eb  
Audio Support Hardware ..... 300eb  
Video Support Hardware ..... 500eb  
I2.1



Transmitter ..... 3.14 x sq mile range<sub>2</sub> x200eb  
Subcarrier Transmitter ..... 3.14 x sq mile range<sub>2</sub> x250eb  
I2.1



Subcarrier Receiver - Single Frequency ..... 40eb  
Subcarrier Receiver - Adjustable Frequency ..... 200eb  
I2.1



Video Alteration Equipment ..... 5000eb  
Video Alteration Equipment (+10 to diff) ..... 1000eb  
Video Alteration Equipment (-5 from diff) ..... 10,000eb  
DM



Register Radio Frequency ..... 1000eb/month  
Register TV Station ..... 5000eb/month  
DM



Radio Transmitter .. (range+strength+quality+size)x100eb  
TV Transmitter .... (range+strength+quality+size)x2000eb  
Reliability (2nd hand to Custom) ..... x0.5/x0.25/x1/x2/x5  
Remote Transmitter (extends range, Elec 25) . 50% Cost  
Build Transmitter ..... 50% cost  
Transmitter Locator (Elec 25, need 2+) ..... 500eb  
Music Library ..... 100 to 5000eb  
Video Library ..... 5000 to 50,000eb  
DM



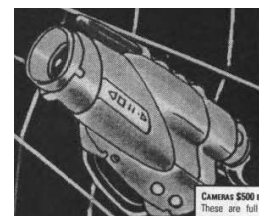
Jammer (Elec 5+5/Level, 1km) ..... 100eb xSTR  
Jammer (Elec 5+5/Level, 5km) ..... 200eb xSTR  
Jammer (Elec 5+5/Level, 10km) ..... 300eb xSTR  
DM



Cheesebox (cell phone into phone line, 1km) ..... 100eb  
DM

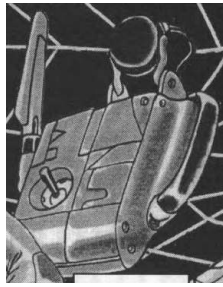


Voice Mask (alters voice, Elec 30) ..... 1000eb  
DM



Video Camera (HRAM or transmit signal) ..... 500eb  
MF





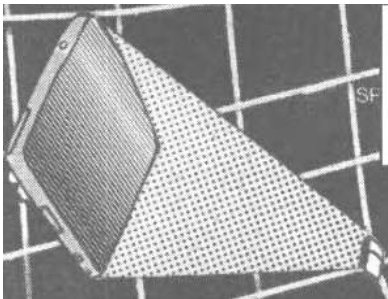
Remotelink (5mi microwave link to cams, 1kg) .... 1000eb  
 Flatcam Pickup Only (imaging device only) ..... 100eb  
 Specialized (IR, UV, translucent) ..... +100eb  
 Peek-Through Flatcam (thermal) ..... +900eb  
 Sub-Miniature Systems..... x2

MF



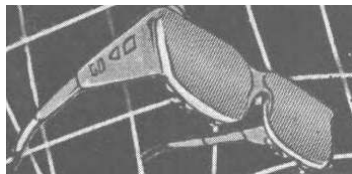
Flatcam & Microtransmitter ..... 200eb

MF



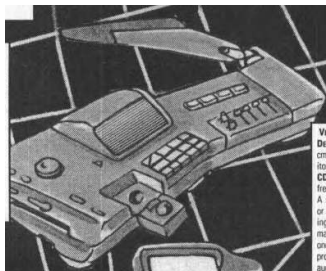
Integrated Flatcam (2 hrs record/battery) ..... 200eb  
 8 Hours Max Recording Time ..... +100eb/hour

MF



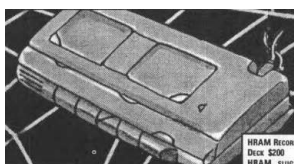
Flatcam Glasses (4.5 hours audio & video) ..... 500eb

MF



Flatcam Remote Control (8 cams max, 8hr store) . 500eb

MF



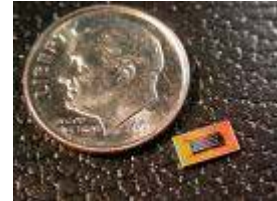
HRAM Recording Deck ..... 200eb

MF



HRAM Slugs Audio (96 hours max) ..... 4eb/hour  
 Video (4.5 to 10 hours max) ..... 10eb/hour  
 Padded ENG Slugs ..... +10eb  
 Sub-Miniatures ..... x2.

MF



Optical Chips (Lv 2, 4, 8, +1 skill, -4 TECH) ... 500eb/level  
 Very Small (1cm) ..... x2  
 Ultra Small (1mm) ..... x3

MF

Sat-Net Membership ..... 250-260eb/month + 20eb/hour

MF

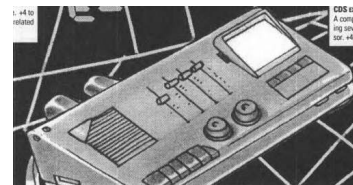


Public Sat-Net Receiver (10x10x2cm, 200g) ..... 30eb

MF

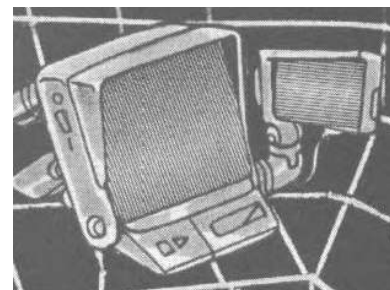
On-line Info Service Membership . 15eb/month + 1eb/hour

MF



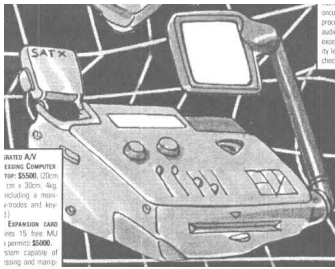
Computerized Control System (+5 skill, 6 feeds) . 6500eb  
 Software, Controllers & Connections Only ..... 1000eb  
 Expansion Module (adds 6 more A/V feeds) ..... 1000eb

MF

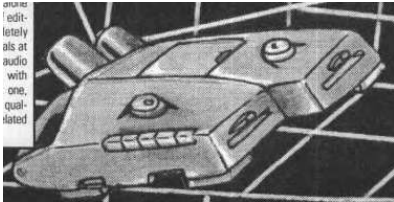


Monitor Screen (for each video input/output) ..... 100eb

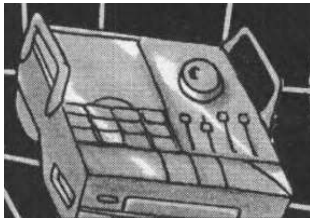
MF



AV Processing Desktop PC (4kg, +4 skill) ..... 5500eb  
MF



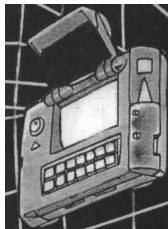
Video Processing Desktop PC (4kg, +4 skill) ..... 5000eb  
MF



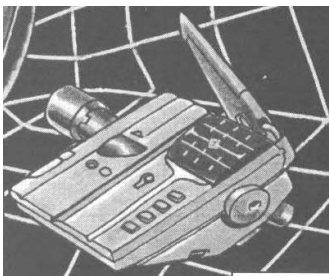
Audio Processing Desktop PC (2kg, +4 skill) ..... 1000eb  
MF



Broadcast HDTV Receiver (300g) ..... 150eb  
Broadcast HDTV Receiver & Screen ..... 200-1000eb  
MF



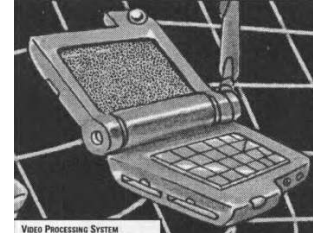
Tracker (75% chance to track signal, 1.5kg) ..... 2000eb  
MF



Jammer (jam one UHF/VHF signal 1/2 mile, .8kg) . 400eb  
MF



Cablejack Equipment (TV networks only, 25kg)... 5000eb  
Assembled Cablejack Parts (2d6 days, 50kg) ..... 1000eb  
MF



Cellular Data System PC (40MU, Spd 6, 700g) ... 8000eb  
Extra 10MU (max 80MU)..... 1000eb  
MF

CDS Permit ..... 1200eb  
MF



Broadcast HDTV Receiver Card (5MU) ..... 200eb  
AV CDS Card (require 15MU & permit) ..... 5000eb  
Video CDS Card (requires 10MU & permit) ..... 5000eb  
Audio CDS Card (requires 5MU & permit) ..... 1200eb  
Controller CDS Card (requires 10MU & permit) .... 1100eb  
User Configurable Encrypt/Decrypt Card (5MU) ..... 220eb  
Satellite Uplink/Downlink CDS Card (10MU) ..... 400eb  
With Encryption/Decryption ..... 600eb  
Encryption Cracking CDS Card (90% rel) ... 500-10,000eb  
MF



Pirate FM/AM Radio Transmitter (weak signal) ..... Varies  
1 Watt/Few Blocks (200g)..... 100eb  
10 Watts/Neighborhood (200g) ..... 200eb  
100 Watts/Small Town (400g) ..... 500eb  
1000 Watts/City (1kg) ..... 1000eb  
Sub Miniature or Cybernetic (1-2 spaces) .... x2  
VHF Transmitter (50mi max, digital) ..... 1000eb/mile  
UHF Transmitter (25mi max, strong) ..... 250eb/mile  
Increased Signal (weak, average, strong, digital) +50%/Lv  
Decreased Signal (min weak) ..... -25%/Lv  
Microwave Link (10mi range) ..... 1000eb  
Satellite Link ..... 5000eb/year

DM/12.1

# MUSICAL EQUIPMENT



Electric Guitar (3kg) ..... 100-500eb  
CP20



Rickenbacker or Telecaster ..... 10,000eb  
RB



Yamaha "SmartMIDI" Guitar ..... 1600eb  
RB



DPI "Cybertechnic" Guitar ..... 1200eb  
RB



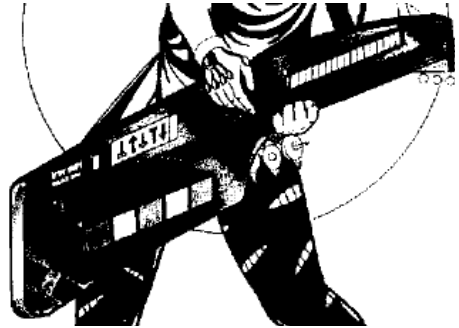
Washburn Soundmachine Guitar (+1 Perform) .... 1000eb  
Chr2



Electric Bass ..... 400eb  
RB



Electronic Keyboard (4kg) ..... 200-900eb  
CP20



Yamaha "Hurricane" Ultrasynth (+2 Play) ..... 2345eb  
Chr3



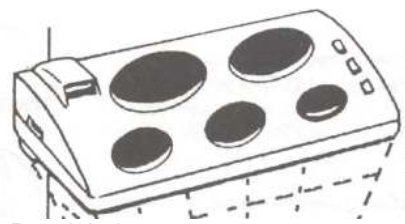
Standard Drum Kit ..... 1500eb  
RB



Electronic Drum Kit ..... 500-1000eb  
RB

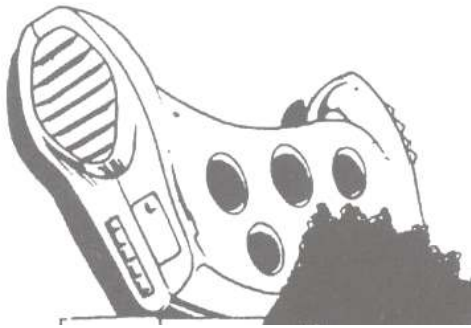


Bass Synthesizer ..... 200eb  
CP20

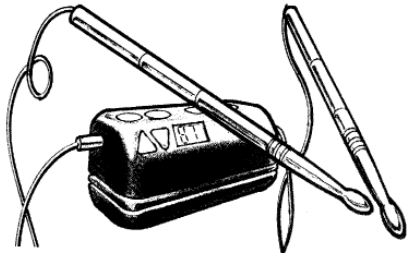


Drum Synth-Box (3kg) ..... 150eb  
RB

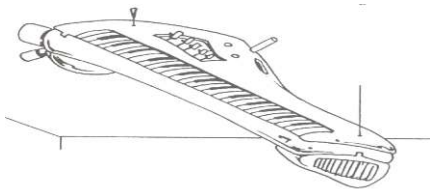




Synthesizer Drumpad ..... 200eb  
CGen



DPI Smartsticks (+1 Play Drums) ..... 800eb  
Chr1



Synthesizer Keypad ..... 100eb  
CGen



MiniAmp (10w) ..... 220eb  
RB



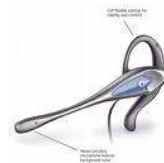
"Single Stack" Amp (500w) ..... 500eb  
RB



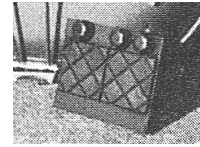
Amplifier (4kg) ..... 500-1000eb  
CP20



Exotic Percussion ..... 50-300eb  
RB



Cordless Microphone (1000ft) ..... 100eb  
RB



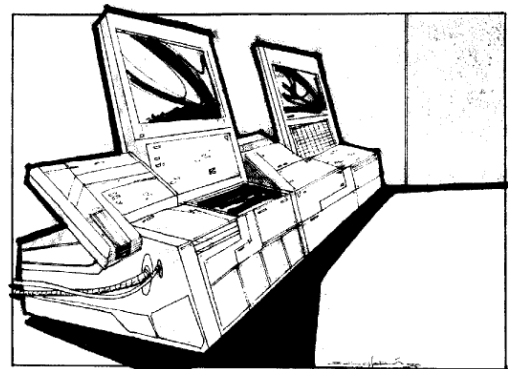
CyberMIDI Effects Controller ..... 2000eb  
RB



Parman Drumsticks ..... 65eb  
RB



MRAM Pro Chips ..... 100eb/level  
RB



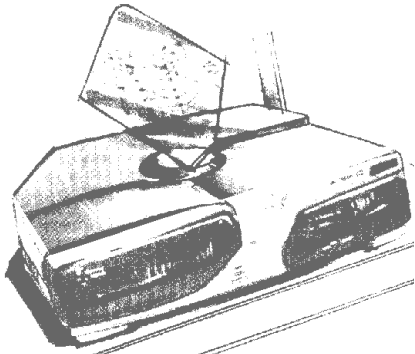
Digital Recording Studio ..... 12,000eb  
Chr1



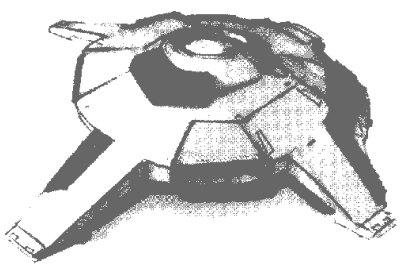
DPI "Black Box" Synthamp (vocal synth) ..... 800eb  
"Black Box" Voice Chips ..... 10eb  
Chr2



Body Rhythm Dance Bracelets (15m range) .... 400eb/pair  
 Body Rhythm Amp ..... 250eb  
 Chr2



Sound Optimization System (+1 Perform) ..... 1000eb  
 Chr4



Wall Speakers ..... 250eb  
 Chr4

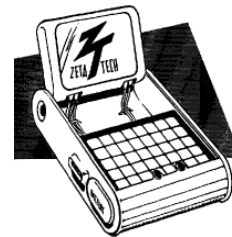


Yamaha-PhotoTex Multimix Holodeck ..... 225,000eb  
 Cgen

## MICRO-COMPUTERS

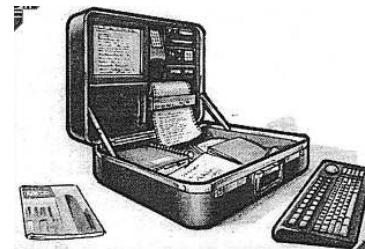


"Black Book" (SP 15, EMP shielded, E-Book) ..... 250eb  
 Chr2



Zetatech "E-Book" Microcomp (5 hours, 12MU) .... 100eb  
 Cybernetic "E-Book" (+2 INT/TECH skill rolls) ..... 140eb  
 Vocal Control "E-Book" ..... 120eb  
 Chr2

## LAPTOPS AND PORTABLE COMPUTERS



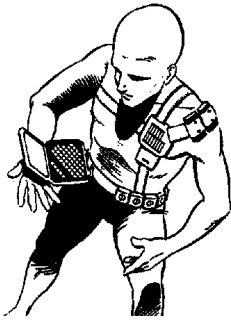
Advanced Communication Case (EBM PCX) ..... 8000eb  
 Chr1/BB R



EMB "PCX" Minicomp (2 hrs, 25MU, INT 2, 1kg) ... 900eb  
 Cyber-PCX (+1 INT/TECH skill rolls, 1kg) ..... 1200eb  
 Vocal-PCX (Vocal Control, 1kg) ..... 1050eb  
 Chr2/BB R



Mead Electronic Notebook (4 SP, 12 hrs, 2.5kg) ... 860eb  
 Chr2/BB R



Wearable Computer (PCX, 25MU, 2.1kg) .... 1000/1400eb  
 Hybrid MedicWear Computer (" +Medscanner)... 2500eb  
 Chr2/BB R



Microtech "PCZ Super" (INT 2, 30MU, 150min) ... 1500eb  
 Chr3/BB R



Wyzard "Handbox" (INT 1, Hologscreen) ..... 6700eb  
 "Handbox" Removable Hard-disk (+1 INT, spd) ..... 140eb  
 "Handbox" 1MU cartridge ..... 100eb  
 "Handbox" Foldable Touchpad..... 150eb  
 Chr3/BB R



Zetatech PDA+ (INT 2, 20MU, 6 hrs, 1.1kg) ..... 680eb  
 Chr3/BB R

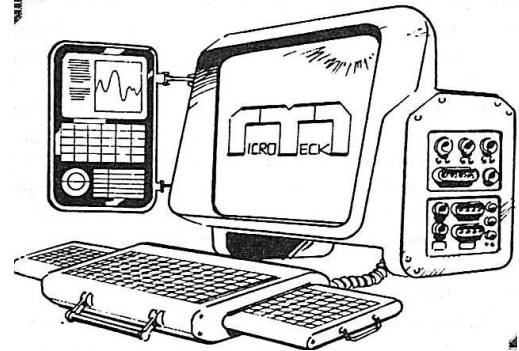


Zetatech PC-4041 "Wearcomp" Workstation ..... 8500eb  
 SW

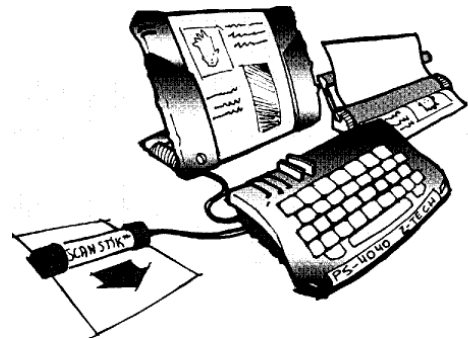


Kaitlin Hand Held Programmer (attach to terminals) .....  
 SA

## PERSONAL COMPUTERS



Microtech IIKL-4 WS (40MU, INT 3, 4 slots) ..... 1200eb  
 Microtech IIKL-4 w/ cybernetic link ..... 1680eb  
 Chr2/BB R



Zeta 4040 Portastation (INT 3, 30MU, 4hr, 3kg) ... 1000eb  
 Zeta 4040 Portastation w/cybercontrols ..... 1300eb  
 Chr3/BB R

## MINI-FRAMES



Toshiba Lightning (150MU, INT 6) ..... 23,000eb+  
 Extra MU (max 250MU) ..... 75eb/MU  
 Multi-Line Modem..... 500eb  
 Holo-WORM Back-up Drive (300MU) ..... 15,000eb  
 Uninterruptable Power Supply (6 hrs) ..... 5000eb  
 NF-90 Workstation ..... 400eb  
 NF-90 Workstation w/ cyber-access ..... 500eb  
 BB R



**HARDWARE OPTIONS**



- Batteries (15min-1 hour, 1/4 option slot) ..... 5eb
  - Chipreader (10 chips, 1 option slot) ..... 150eb
  - Databases (Expert skill +1 to +4, 1/2 slot) ..... 500eb/level
  - Dataports (for memory, datalines, 1/2 slot) ..... 100eb
  - Datatel Modem Link-Optical Fiber (1 slot) ..... 200eb
  - Datatel Modem Unit-Cellular (+ normal, 1 slot) .... 1200eb
  - External Memory Modules (10MU, 1 data port) ..... 750eb
  - Holovid Driver (1/2 option slot) ..... 500eb
  - Memory Upgrades (+10MU, 1 option slot) ..... 1000eb
  - Microtech Backup Drive (30MU WORM).... 1000eb/10MU
  - Processor Upgrades (+1 spd (max +4), 1/4 slot) ... 200eb
  - Powerstrip 2020 ..... 50eb
  - Smartstrip ..... 250eb
  - Tritech Datashielding (Elec25, 1D6+2 hr) ..... +20% cost
  - Optical Chip Systems (+1 skill or +1 spd) ..... x2 cost
  - NOFAR Compression (+1 skill) ..... x2 cost
  - Magnetic Induction Tap (10m range) ..... 250eb
  - Dr. Omni Kismet's Virtual Builder ..... 10,000eb
  - Optical & NOFAR Multiple Unit System (+3 skill) x3 cost
- BB R

**PC PERIPHERALS**

- EXPERT Skill Progs (level 4-8) .....200+100eb/+1
- BB R



- Datatel RotoWrighter (20 page printer) ..... 20eb
- BB R



- Gloves & Goggles (-3 to -1 Interface, no AP) ..... 100eb
- BB R



- "Hot Key" Keypad (Reduces MF penalty by 1) ..... 100eb
  - Interface Routine for Computer/Keyboard 'run .. 150-200eb
  - Modify Software for Computer/Keyboard 'run ..... 50eb/ea
- BB R



- Heads-Up Display (-3 A/N, Goggle/Monocle) ... 150/200eb
  - Heads-Up Display Mirrorshades (A/N 20 to spot) .. 300eb
  - Language Processors (Voice Control) ..... 40%
- BB R



- Line Tap Detector.....60eb
- BB R



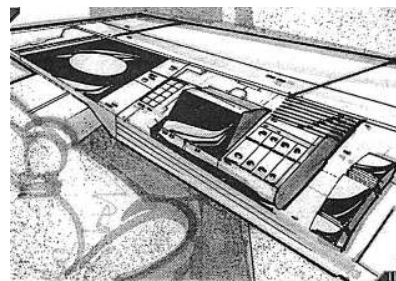
- Linozap.....350eb
- BB R



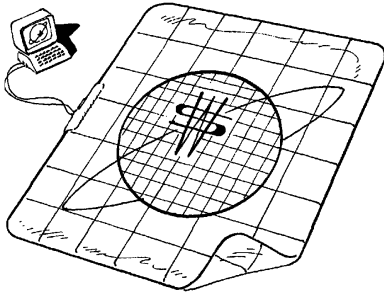
- Microtech Virtual Reality BBS (Diff -1lv, 8kg) ....10,000eb
- BB R



- Miniature Copier (1MU, 1hr battery, 0.5kg) ..... 230eb
- BB R



- Office Communications Suite ..... 1000eb
- BB R



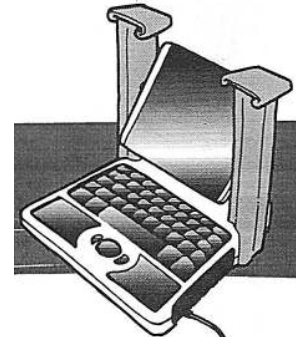
WorldSat Flopscreen ..... 400eb/sq ft  
Chr2



Bodyweight Data Creche (+1, 12MU, DW+4) ..... 7500eb  
BB R



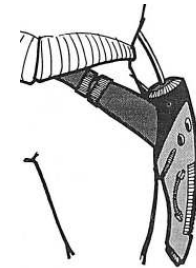
Information Black Box (40MU, 25SP, 20SDP) ..... 1000eb  
Information Links (connect to Visual Rec Chips) ..... 25eb  
SA



Dantech Cacciaguida (+0, 10MU, DW+5) ..... 7000eb  
Chr3/ BB R



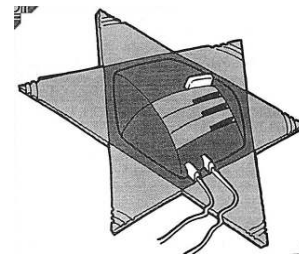
AI Core Program (INT 1-18) ..... 1000-15,000eb  
11.3



EBM PNI 210 (+0, 10MU, DW+2) ..... 1000eb  
Chr3/BB R

**CompuMods Steroids:**

- Voice Stress Analyzer (+2 HP/Interro, 3MU) ..... 200eb
- Lie Detector (65-75%, 3MU) ..... 400eb
- Bug Detector (6m, 80%, 2MU) ..... 200eb
- Bug Jammer (10m, 80%, 1MU) ..... 200eb
- Radar Detector (60%, 2MU) ..... 150eb
- Bug/Line Tap Signal Tracker (80%, 2MU) ..... 300eb
- Medscanner (+1 Diagnose, 5MU) ..... 250eb
- Techscanner (60%, -3 diff, 5MU) ..... 250eb
- Drug Analyzer (75%, 4MU) ..... 75eb
- Credit Transactor Package (1MU, need modem) ... 250eb  
BB R

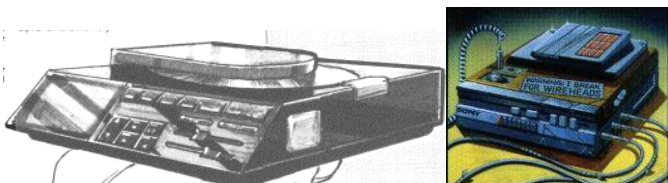


EBM PNI 412 (+2, 10MU, DW+4) ..... 4200eb  
Chr3/BB R

**CYBERDECKS AND  
OPTIONS**



Green Knight (+0, 10MU, DW+8) .....10,000eb  
Chr3/BB R



Standard Cyberdeck (.5kg, 6 ports, 10mu) ..... 500-1000eb  
CP20/BB R



Omnibus Cspace Explorer (-1, 10MU, DW+2) ..... 1300eb  
Chr3/BB R

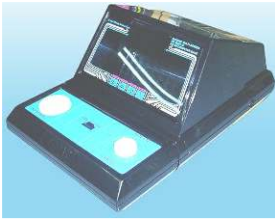




Pandora's Deck (+1, 20MU, DW+4) .....12,000eb  
BB R



Zetatech Parraline 5800 (+3, 15MU, DW+6) ..... 6500eb  
Chr3/BB R



PCT Danzig (+0, 10MU, DW+3) ..... 500eb  
Chr3/BB R



Zetatech Virocana (+1, 20MU, DW+8) .....10,000eb  
Chr3/BB R



PK-6089a (+1, 15MU, DW+4) ..... 9000eb  
NET/BB R



Nirvana Pleasure Deck (+2, 15MU, DW+5)..... 4000eb  
PG



Zetatech Parraline 5700 (+1, 10MU, DW+3) ..... 2100eb  
Chr3/BB R



Portable Deck (4hrs) ..... 2000eb  
CP20



Cyberlimb Deck (portable or cellular) ..... 3000/5000eb  
CP20



Zetatech Parraline 5750 (+2, 10MU, DW+4) ..... 3600eb  
Chr3/BB R

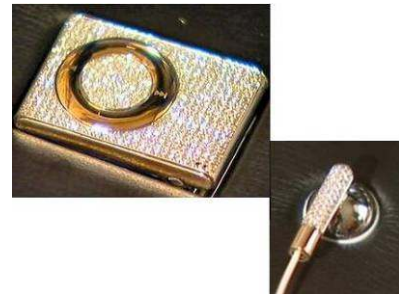


Zetatech 2000 Combat Assault Deck (SP20) 3000eb  
Sealed Combat Assault Deck (SP20, cellular) .. 6000eb+  
CP20/P&S/BB R

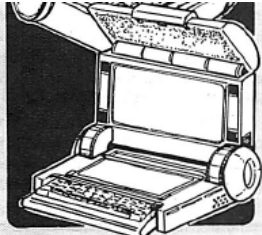




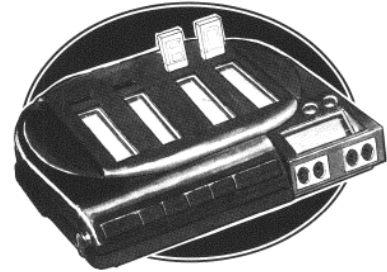
Cellular Decks (moving=25% loss of link) ..... 4000eb  
CP20/BB R



Jeweldecks (+2, 15MU, DW+5, cell) ..... lots  
Chr3/BB R



Frequency Hopping Radio Cybermodem..... 5000eb+



Kirama LPD-12 (+3, 20MU, DW+2, cell) ..... 8025eb  
CP20/BB R



Arasaka Portable (+3, 18MU, DW+6, cell) .....15,000eb  
BB R



Lang Conpro-2 (-1, 15MU, DW+10, cell) ..... 5000eb  
Chr3/BB R



Artemis 2020 (+2, 15MU, DW+5, cell) .....10,000eb  
BB R



Langley Datastick Mk7 (+3, 25MU, DW+4, cell) . 9500eb  
BB R



Aztec 600 Assault (+2, 25MU, DW+5) ..... 8200eb  
Chr3/BB R



Liz Cyber SpanDeck (+2, 10MU, DW+2) ..... 17,000eb+  
NET/BB R



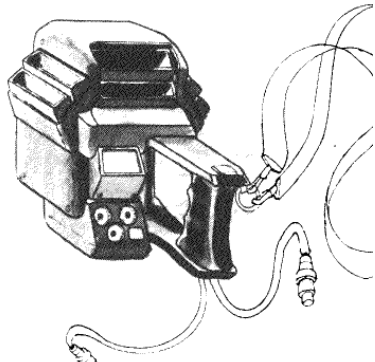
EBM PNI 724 (+4, 20MU, DW+7) .....10,000eb  
Chr3/BB R



Microtech Commando (+4, 30MU, DW+6, cell) .37,400eb  
NET/BB R



Raven Micro Owl (+1, 10MU, DW+4, cell) .....25,000eb  
Chr3/BB R



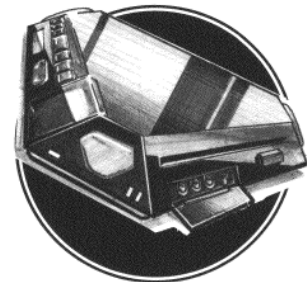
Microtech Super-Soldier (+4, 30MU, DW+6, c) .55,000eb  
SW



Raven Micro Rook (+1, 10MU, DW+4, cell) ..... 4000eb  
Chr3/BB R



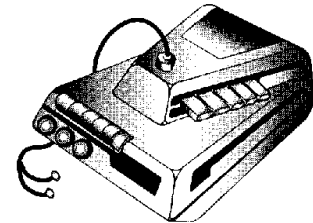
Microtech Helmetdeck (+2, 10MU, DW+2) ..... 4100eb  
Chr1/BB R



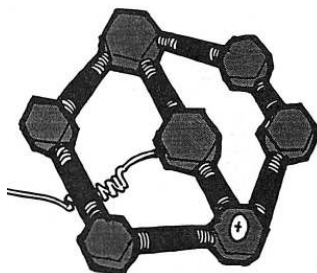
SGI Tech Elysia (+3, 20MU, DW+5) ..... 4260eb  
CP20/BB R



Raven Micro Eagle (+3, 20MU, DW+5, cell) .....11,000eb  
Chr3/BB R



Shadowdeck (+4, 20MU, DW+7) ..... 4500eb  
Chr4/BB R

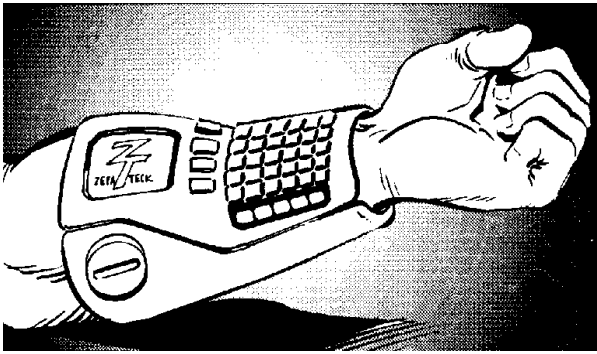


Raven Micro Kestrel (+4, 10MU, DW+4, cell) ..... 9000eb  
Chr3/BB R



Cybermodem Suit (+1, 20MU, DW+3) ..... 6300eb+  
Chr1/BB R





Zetatech D2-3000 Armdeck (+2, 15MU, DW+4) .. 5000eb  
Chr2/BB R



Multi-Man "Pocket Residence" (INT 1, 10MU) ...10,000eb  
SW

**Cyberdeck Upgrades:**

- Memory (10MU) ..... 5,000eb
- Speed (max +5) ..... 2000eb/+1
- Data Walls (max 10) ..... 1000eb/+1
- Keyboard (-4 REF, imune to AP attacks) ..... 100eb
- Interface for PC/Keyboard Netrunning ..... 150-200eb
- Modified Software for PC/Keyboard Netrunning ..... 50eb
- Videoboard ..... 100eb/sq ft
- Printer (size of large book) ..... 300eb
- Chipreader/Recorder (size of cigarette pack) ..... 100eb
- Extra Chips ..... 10eb
- Vox Box ..... 300eb
- Scanner (A4 to 1m) ..... 100-300eb
- Interface Cables (.5kg) ..... 20-30eb
- Low Impedance Cables (+1 when interfacing) ..... 60eb
- 'Trode Set (-2 REF, limits AP attacks) ..... 20eb
- Terminal (-5 to Netrunning) ..... 400eb

CP20

- Microtech 'Trode Set (-1 REF) ..... 500eb
- Tycho Memchip (7MU) ..... 3500eb
- WuTech Memchip (2MU)..... 1000eb
- Zetatech Memchip (5MU) ..... 2500eb
- Corolla Speedchip (+1 spd Anti-Program progs) .... 300eb
- Zetatech ZZ22 Speedchip (+1 spd,str Anti-Progs) 3000eb

BB R

- Protected Cables & Plugs (-1 spd, 40% protect) ... 250eb  
SW

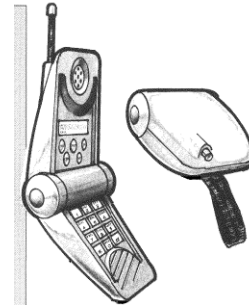
**Special Options:**

- Auto Punchout (-5 initiative) ..... 330eb
- Batteries ..... 5eb/hour
- Code Gates (max +10) ..... 1500eb/level
- Cybermodem Interface (-1 initiative) ..... 500eb
- Dead Man's Handle (-3 to all actions) ..... 1000eb
- DeckMate (INT 1, = to E-Book) ..... 100eb
- Deck Security System (thumb/retina)..... 400/1000eb
- EBM 99080 MUSE (memory protection)..... 300eb
- EBM XR-10 Chip Rack ..... 5000eb
- Hardened Circuitry (imune to EMP, etc) ..... +20% cost
- Mini-Printer ..... 125eb
- Roll of Mini-Printer Paper (register paper) ..... 1eb
- Netrunner Flip Switch ..... 135eb
- Neural Recognition Security ..... 2000eb
- Tight-Beam Radio Relay (100km, -2 initiative) ..... 1500eb
- Transcriptor (Prints netrunning recording) ..... 150eb
- Zetatech Diagnet (+1 design skills) ..... 5000eb
- Diagnet Expansion Chips ..... 1000eb
- Time-Lag Buffer (-2 Initiative in LEO, etc) ..... 350eb/level
- Record Reconstructor ..... 9000eb
- R&D/HQ Interface (Pass ICE 50% of time) ..... 200eb  
BB R

**COMMUNICATIONS**

- Postage Stamp ..... 0.95eb
- Pay Phone Call ..... 0.5eb/min
- 1-900 Phone Numbers (phone votes, etc) ..... 3eb
- Net Access Code (+30eb/month) ..... 1000eb
- Long Distance Charges ..... Net Spaces x 0.2eb/min
- Data Term Net Access ..... 1eb/min

CP20



Cellular Phone (+20eb/month) ..... 20-400eb

CP20



Mini Cell Phone ..... 800eb

CP20





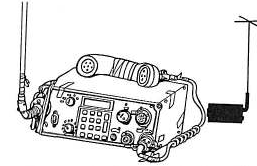
Nu Tek Tie-Fon (a tie & phone) ..... 200eb  
Chr4



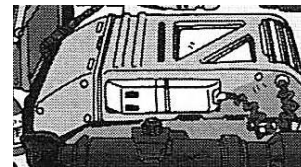
Family Comlink (30-50km) ..... 500eb  
NEO



Vidphone (upto wall size) ..... 150-400eb  
Chr2



Short-Wave Radio (Used) ..... 500eb  
NEO



Backpack Satellite Uplink (15kg, 72hr) ..... 1000eb  
NEO



3D Holophone (3m view) ..... 900eb  
3D Holophone Icon Chip (shows Net style Icon) ..... 50eb  
Chr3



Toshiba PRC-10 2 way radio ..... 300eb  
CB1



Field Telephone Unit ..... 50eb  
TCB



MicroComm Pagestar ..... 100eb  
CB2



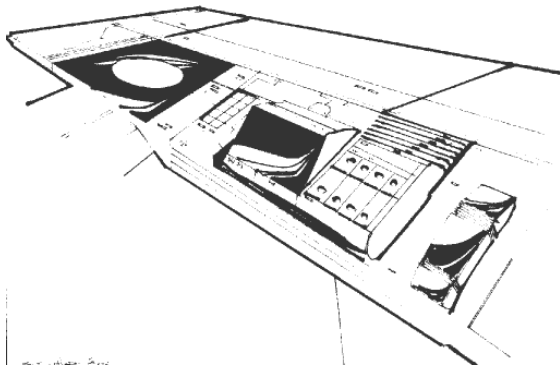
Mastoid Comlink (6km/10miles) ..... 100eb  
CP20



Personal Comlink (6km/10miles) ..... 100eb  
Booster Unit (20-30km) ..... 300eb  
CP20/NEO



Advanced Communications Suitcase ..... 8000eb  
Advanced Commo Suitcase (w/short wave) ..... 8800eb  
Chr1



Office Communications Suite ..... 1000eb  
Chr1



Office Video Intercom ..... 1100eb  
Chr1



EBM Carfaxx 2002 ..... 500eb  
Chr1



Fax Plus 1000 (10 hours) ..... 300eb  
Chr3



WorldSat Newsviewer (0.1kg) ..... 100eb+2eb/hour  
Chr1



Linear Beam Commlink (1 mile, Diff Elec, 30 min) . 200eb  
Chr2



Fibre-Optic Cable ..... 0.1eb/m  
Higher Quality Fibre-Optic Cable (+1 Netrun) ..... 1eb/m  
Repeaters (boost net signals) ..... 1000eb  
Junctions ..... 100eb

Chr3

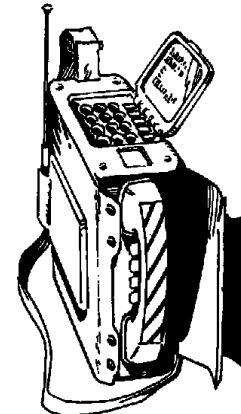


Hand Held Jammer (10m comm disruption) ..... 50eb  
TCB



Electronic Warfare Suite (10kg) ..... 4,000eb  
TCB

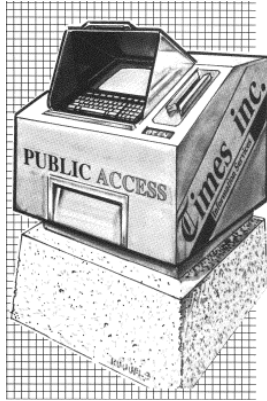
**PHONE UPGRADES**



Voicemail .....20eb/month  
Conference Calling (extra line) ..... 5eb/month  
Call Waiting ..... 5eb/month  
Call Forwarding ..... 5eb/month  
Fax Interface ..... 75eb  
Digital Recorder (2 hours, chips 10eb) ..... 75eb  
ECM Scrambler ..... 50eb  
Video Option (2"x2" screen) ..... 150eb  
Emergency Autodialer (6 numbers) ..... 25eb  
Split Line (2 separate numbers) ..... 50eb  
Cybermodem Interface (-1 Interface) ..... 500eb  
Privacy Plus (ECM, bug detector) ..... 300eb  
Number Memory (20 names/numbers) ..... 50eb  
Tight Beam (1 mile LOS, .3kg) ..... 200eb

Chr2/Chr3

# ENTERTAINMENT



Data Term Use ..... 1eb/min  
 Dataterm Hardcopy .....0.5eb/page  
 Screensheets (newsboxes, vendors) .....0.1eb/page  
 Corporate Edition (office newsbox) .....0.1eb/page  
 CP20

NIGHT CITY TODAY (updated 6, 12, 5, 10) ....0.1eb/page  
 NC

FACE THE FAX (underground screamsheet) ..0.1eb/page  
 NC

Screensheet Subscription ..... -50% Cost  
 Screensheet Net Download ..... -20% Cost  
 Newspapers (vendors, cafes) ..... 1-2eb  
 NC

1 "C"-The Magazine for the Corp. Exec ..... 112eb/year  
 NC

Tickets Star.....75-150eb  
 Concert ..... 50-75eb  
 Lecture ..... 30eb  
 Game..... 25eb  
 Cinema ..... 7eb  
 Night City Japanese Cultural Heritage Museum ..... 2eb  
 Civic Theatre ..... 7eb  
 The Corporate Showing Art Theatre ..... 17.5eb  
 The Freefall Club ..... 7eb  
 Private Bar At The Freefall Club ..... 200eb/hour  
 Night City Tour Chip ..... 10eb  
 Night City Shopping Guide ..... 2eb  
 NC

Digital Music Chip ..... 20eb  
 Music Video Chip ..... 10-20eb  
 Pocket TV (.5kg) ..... 80eb  
 Personal Digital Media Universal Systems ..... 2000eb  
 Satellite Dish ..... 1500eb  
 BBS Link ..... 0.20-2eb/min  
 CP20



Visitor Realities ..... 0.2eb/min  
 Forgotten Realms VR ..... 1eb/min  
 Tropical Paradise VR/Harem Romp VR ..... 5eb/min  
 BB R

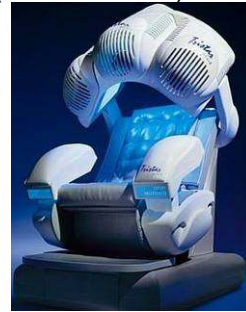
Virtual Ventures Ltd ..... 900-10,000eb  
 Chr3



Braindance Run (Bar or Arcade) ..... 2-4eb



Braindance Run (Sleazier Joints)..... 1.5eb+



Braindance Run At Cherry Blossom Memories ..... 50eb  
 Braindance Chip (Buying) ..... 50-75eb  
 Braindance Chip (Net Download) ..... 35-60eb  
 irate Braindance Chip (Usually defective) ..... 25-40eb  
 Black Market Braindance Chip .....200-300eb+  
 Braindance Subscription (6 month, 1 per week)... 1200eb  
 Braindance Vending Unit ..... 200eb  
 Braindance Playback Unit ..... 2000-500eb  
 Braindance Portable Player ..... 150-300eb

RB



Braindance Recording Unit.....12,000eb  
 RB



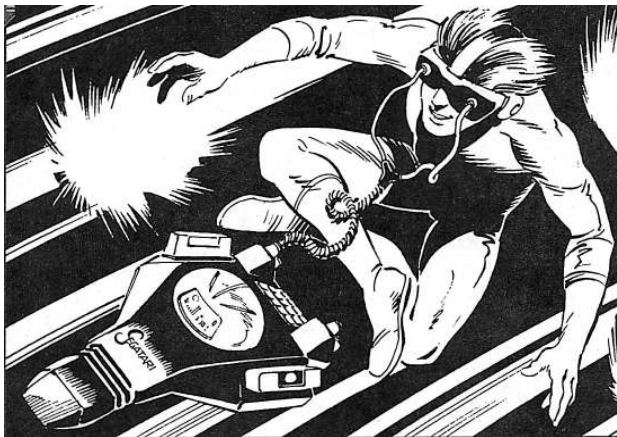


Wirehead Unit Refit ..... 1D10x100eb  
 Permanent Wirehead Refit ..... 5000-25,000eb  
 I2.

Tek Shadow Vid ..... 250eb/month  
 N1

DeathSpa ..... 5000eb+  
 DM

Mancatcher or Big Game Wars ..... 1 Million eb  
 N3



**Rush Options:**

RUSH Virtual Entertainment System (need plugs) . 500eb  
 'Trode Link (4 sets) ..... 1000eb  
 Total Environment..... 1000eb  
 Multi-Player Adaptor (upto 4 players) ..... 100eb  
 Scholar Home Learning System (+1/6hr & day)..... 750eb  
 Segatariflex (feedback system, +1/6hr lesson) .... 4500eb  
 SegAtari Virtual Villains ..... 150eb  
 Chr2

# SECURITY

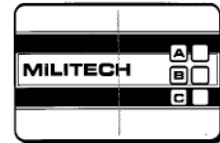
Keylock (Diff 15 to 30) ..... 20eb/level  
 Cardlock (Diff 15 to 30) ..... 100eb/level  
 Vocolock (Diff 15 to 30) ..... 200eb/level  
 Scanner Plate ..... 500eb  
 Movement Sensor (95% reliable) ..... 40eb  
 Remote Sensors ..... 700eb  
 Passcard ..... 10eb  
 IEC ID Bracelet ..... 50eb+  
 CP20



ID Badgemaker ..... 500eb/700eb  
 Chr1

Smartlock Door System ..... 250eb/level  
 Smartlock Preset Time Log-in ..... 220eb  
 Chr1

Portable Maglock (Diff 25, SP 15, 12 hrs, 1kg) ..... 300eb  
 Maglock Fiberoptic Camera..... +80eb  
 Chr2



Militech Personal Body Alarm ..... 400eb+300eb/month  
 Chr1



Poison Sniffer (85% reliable) ..... 1500eb  
 CP20



Jamming Transmitter (1000ft) ..... 500eb  
 CP20



Snoopbox Personal Intrusion Sensor ..... 4000eb  
 CGen



Tracking Device (range is 1 mile) ..... 1000eb  
CP20



DNA Scanner/Recorder ..... 1000eb  
P&S

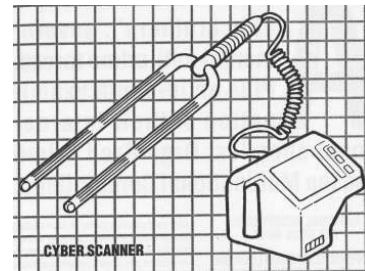


Tracer Button ..... 50eb  
CP20



Blood Tester ..... 300eb  
P&S

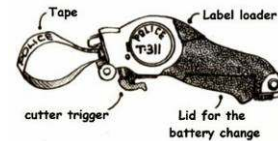
Arasaka Security Services Chip (+3) ..... 100eb  
CB1



Cyber Scanner ..... 500eb  
P&S



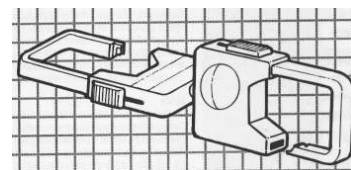
Remote Weapons Station ..... 6000eb  
Remote Weapon Links ..... 500eb  
Chr2



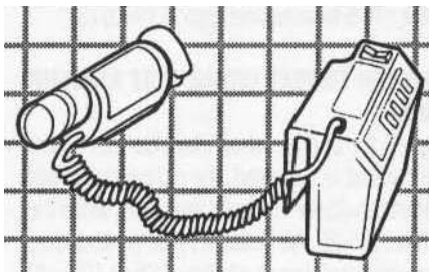
Striptape Binders (Strength 25+) ..... 5eb/12  
CP20



ID Scanner and Processing Unit ..... 1200eb  
P&S



Plas-Cuffs (Strength 25+) ..... 40eb  
CP20/P&S



Retina Scanner (holds 250 images) ..... 400eb  
P&S



Handcuffs (Strength 30+) ..... 100eb  
P&S



Hand Scanner (holds 500 palm prints) ..... 350eb  
P&S



Ion Cuffs (disables Cyberlimbs) ..... 100eb  
P&S



Detention Collar (48 hrs, shock or drug (5), .5kg) .. 260eb  
Chr2



Explosive Collar (6-30 mile signal area) ..... 1000eb  
Pain Stimulator (3/4 or 1/2 stats, death 2+ mins) 1000eb  
Pleasure Simulator (+1 to 10 Cool (12), - to stats) 1000eb  
11.2



Fridigair Bolthole (SP 30) ..... 500eb  
BB R



Paper Shredder ..... 500eb  
Chr1



Line Tap Detector.....60eb  
Chr1



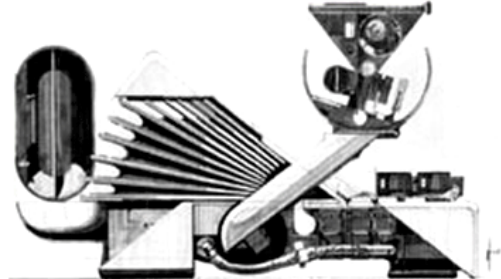
Linozap.....350eb  
Chr1



Protection Field (2m shock field, 1.5kg) ..... 750eb  
Chr2



Tattletale Voice Stress Analyzer (+1 HP/Interro) 200/250eb  
Chr2



R-101 Lie Detector (90%, V.Diff Cool)..... 5000eb(3-5x)  
Chr3



Window Trembler (Stops Laser-mikes) ..... 120eb  
Chr2



Bug Detector (80%) ..... 200eb  
Chr2



Bug Jammer (10m, 80%)..... 200eb  
Chr2



Arasaka OmniTec Radar Detector (60%, 100m) .... 250eb  
Chr2



"Scout" Bug/ Tap Signal Tracker (80%) ..... 300eb  
Chr2





Arasaka JetSetter Briefcase (SP 30, Diff 30) ..... 2000eb  
Chr2



Arasaka ECM Comm-Scrambler (Diff Elec, 1 hr) ... 100eb  
Chr2



Modulation Chip (Mil radio jammed on 7-10) ..... 20eb  
Chr3



"Mumbler" White Noise Generator (3m, 90%) ..... 3500eb  
Chr2



ScanMan Full Identity Scanner ..... 2100eb  
Chr2



"Scanway" Scanner Gate (95% either) ..... 2800eb  
"Scanway" Deluxe Scanner Gate (95% all) ..... 5400eb  
"Scanway" Large Screen..... 500eb  
Chr2



Detection Wand (10cm range, 2hrs, 0.5kg) ..... 175eb  
Chr3



Evidence Bags (5) ..... 6eb  
P&S



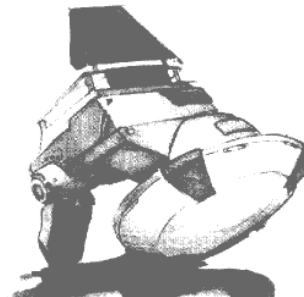
Ballistics Kit (15SP case) ..... 600eb  
P&S



Rescue via Police Call Box (holds 4, D6+2 mins)..... 1eb  
NC/UK



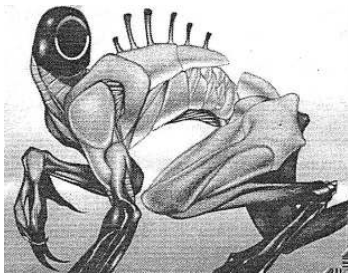
Clean Sweep (30-90% rel) ..... 7000eb/year  
Chr1



Wutani Motion Tracker (75m-1km, 4kg) ..... 770eb  
Chr4



Nano-Paper (Dissolves under special light) ..... 3eb/sheet  
Nano-Paper Dissolving Light ..... 10eb  
Chr4



Schlaghund (15D6 over 5m, or gas over 6m) ..... 4500eb  
BB R



Thermal Decoys (30 mins, optional IFF) .....50/100eb  
SW

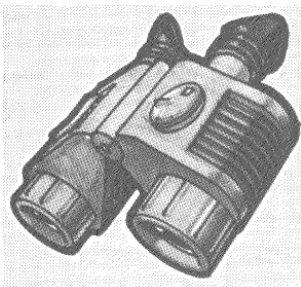


Sabotage Weapon Chip (Elect 25, & 5 min to find) .. 50eb  
"Bug" Weapon Chip (Elect 25, & 5 min to find) ..... 25eb  
SW

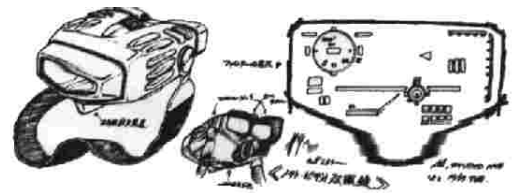
## SURVEILLANCE & B&E



Baskin Undercover (20-75% rel) ..... 200eb+/hour  
Chr1



Binoculars (.5kg) ..... 20eb  
CP20



Binoglasses ..... 200eb  
CP20



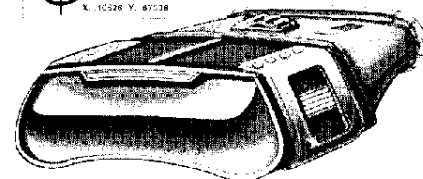
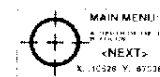
Light Booster Goggles (diff to detect IR beams)..... 200eb  
CP20



IR/UV Goggles (need IR flashlight) ..... 250eb  
IR/UV Flashlight ..... 50eb  
CP20



Militech Refractix Binoculars ..... 350-550eb  
CB2



Optictech Magviewer (20x, sonar, 1kg) ..... 375eb  
Magviewer w/ Passive Infrared ..... 475eb  
Magviewer w/ Lowlite ..... 500eb  
Magviewer w/ digital Camera ..... 450eb  
Chr3



IEC Phase 4 IR laser sight (+1) ..... 250eb  
CB1



IEC IR glasses ..... 75eb  
CB1



Sonar Scanner (120m, .2kg) ..... 50eb  
Chr1



"Komaku" Laser Mike (50m) ..... 250eb  
"Komaku" Fixed Laser Mike (75m, 4 hrs record) ... 350eb  
"Komaku" Cyberarm Laser Mike (60m) ..... 400eb  
Chr2



Line Tap ..... 200eb  
CP20



Raven Microcyb Data Tap (70% accurate) ..... 200eb  
CGen



Omega Phone Tap (10 lines, 24hrs, 60% avoid) .. 1400eb  
Chr2



Surveillance Kit (digicamera, mikes, tracers) ..... 3500eb  
Chr3



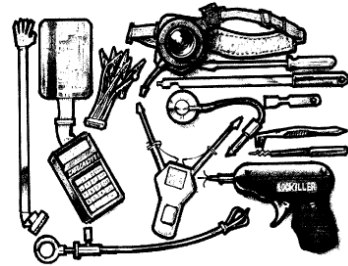
Visual Adapter (attach LL, etc to camera) ..... 100eb  
Chr3



Remote Investigation Kit .....45,000eb  
P&S



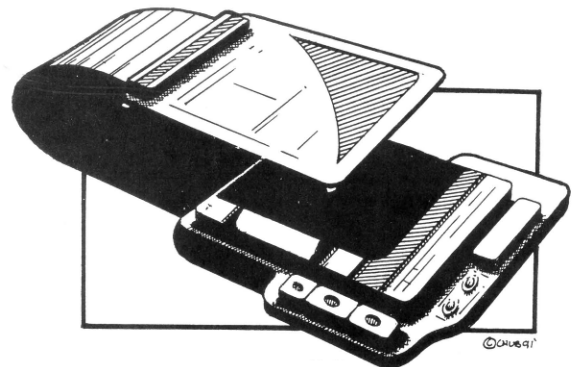
B&E Tools..... 120eb  
CP20



Advanced Alarm Removal Kit (+1 TECH, 3kg)) ..... 290eb  
Chr1



Security Scanner (75% reliable) ..... 1500eb  
CP20



Code Decryptor (+5 vs. Cardlocks) ..... 500eb  
CP20





VocDecryptor (+5 vs. Vovolocks)..... 1000eb  
CP20



SmartDecryptor (15+1D10 vs Card/Voclocks) .... 1500eb  
CGen



Jack-In-The-Box ..... 500eb  
WS



Finger Booties (slip on prints) ..... 100-500eb  
WS



Microtech Mk-4 Signal Detector (85%, .5kg) ..... 2400eb  
SW

## Battlefield Sensors



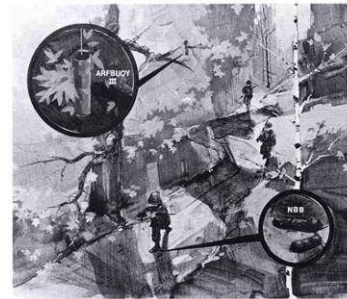
Base Station (2km monitor, 50km trans) ..... 1500eb  
Extended Range (4km monitor, 100km trans) ..... +500eb  
Satellite Uplink (unlimited transmission range) .. +1500eb



Visual Sensor (50m)..... 300eb  
Cyberoptic Options ..... +1/2 cost  
Audio Sensor (Notice +10) ..... 200eb  
Cyberaudio Options ..... +1/2 cost  
Enhanced Hearing (detect movement 5m/100kg) ... +75eb  
Radio Sensors (radio & radar, 70%) ..... 200eb  
SW



ACOUBOUY Unit (stealth 20+ within 1000m) ..... 1500eb  
TCB



Noiseless Button Bomblets (Notice 30+) ... 1000eb/1 mile  
TCB



Ground Surveillance Radar (7kg, 5km) .....30,000eb  
TCB

## MEDICAL

Clinic Visit ..... 200eb  
Ripperdoc Visit ..... 5-600eb  
Hospital ..... 300eb/day  
CP20

Night City Medical Center ..... 6000eb/day  
Intensive Care ..... 1000eb/day  
Therapy Outpatient (-25% HL) ..... 1000eb/week  
    Inpatient (-33% HL) ..... 5000eb/week  
    ICT (-50% HL) ..... 10,000eb/week  
Psychiatrist ..... 1000-3000eb/month  
Clone Limb/Organ Replacement.....1500eb  
Docs R Us (1/2 recovery time)..... 1.5x Cyberware Cost  
CP20/NC



First Aid/Snake Bite Kit ..... 20eb  
CP20/ NEO



Basic Medical Kit (1kg) ..... 120eb  
CP20



Surgical Kit ..... 400eb  
CP20



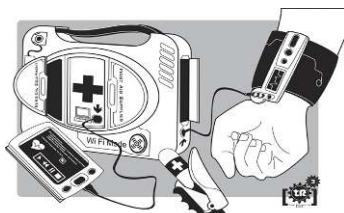
Medscanner (+2 to Diagnose) ..... 300eb  
CP20



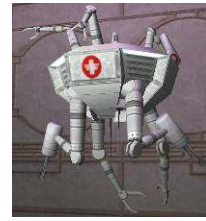
Portable Life Support Kit ..... 10,000eb



Automedic: Basic (1kg, 3 drugs, 70%, +1 FA) ..... 300eb  
Automedic: Basic w/internal Biomonitor (100%) .... 420eb



Automedic: Deluxe (2.5kg, 5 drugs, +2/3 FA) ..... 1000eb  
SW



Autodoc (Med +10, 1stAid +15, 30kg) ..... 12,000eb  
HOB



Dermal Stapler ..... 1000eb  
CP20



Skin Foam (+2 First Aid, 10 doses) ..... 100eb  
SW



Bone Glue (heals 1/2 damage taken to limb) ..... 25eb  
Tissue Glue (+3 First Aid) ..... 25eb  
SW

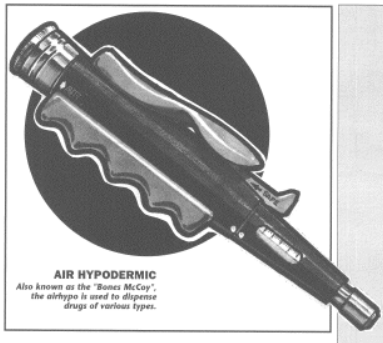
Biotechnica Toxi-Stoppers (+4 to save) ..... 200eb/dose  
SW



Spray Skin ..... 50eb  
CP20



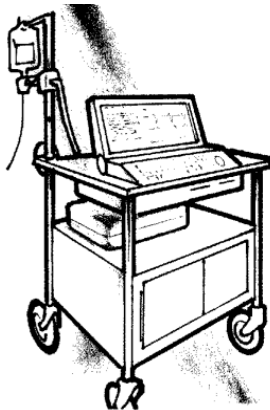
Slap Patch ..... by drug  
CP20



Airhypo ..... 100eb  
CP20



Cryotank ..... 100,000eb  
CP20



Bodyweight Life Support (72 hours, 2kg) ..... 500eb  
Chr1



Archaesthetic (+1 Diagnose & Medtech) ..... 1000eb  
Chr3



Portable Intern Unit (+2 Diagnose, +1 Stabilize) .. 1200eb  
Chr3



Blood Substitute (3 pints: +1 Stabilize) ..... 150eb/pint  
Bodyweight Synthetic Blood (as above) ..... 200eb/pint  
Chr3



Portable Cryogenic Case (24hr, SP 10, 2kg) ..... 250eb  
Chr2



Cybercast (equal to full rest, -2 to limb) ..... 3000eb  
Cybercast Rental ..... 200eb/day  
Chr3



Limb Preservation/Transport Unit (+1D6 value) ..... 500eb  
Chr3



Medical Examiner's Equipment Pack ..... 700eb  
P&S





Biotechnica "A Clone of My Own" Kit (10kg) ..... 500eb  
ECO



Bodyweight Genesplicer (90kg) ..... 600,000eb  
`ECO

**Cyberware/Bioware:**

Powered Silicon Pills ..... 10eb  
Cyberware Battery (old one returned/or not) .... 100/200eb  
Cyberware Check-up ..... 100eb  
Cyberware Scanner (Cybertech 20) ..... 50,000eb+  
Lifesaver Skinweave Maintenance ..... 1000eb  
Sycust Bodyware Customization..... 20-5000eb  
ArmorSaver Drink (restores 2SP of Skinweave) ..... 50eb  
Chr4

Parts N' Programms ..... -5% Cyberware Cost  
Chr1

**Bodyparts (1d10, 1-3 unavailable, 4-5 minor problem):**

Arm ..... 1000eb  
Leg ..... 1200eb  
Vital Organ (heart, lung) ..... 1400eb  
Secondary Organ (liver, kidney) ..... 400eb  
Eyes, Ears ..... 1000eb  
Other Organs ..... 400-600eb  
Poor Condition (diseased or damaged) ..... 50%  
Excellent Condition ..... 200%  
Vat Grown Body Part ..... 400%

**Bounty For Legal Bodyparts:**

Arm ..... 500eb  
Leg ..... 600eb  
Vital Organ (heart, lung) ..... 700eb  
Secondary Organ (liver, kidney) ..... 200eb  
Eyes, Ears ..... 800eb  
Other Organs ..... 200-300eb  
Poor Condition (diseased or damaged) ..... 50%  
Excellent Condition ..... 200%

CP20, WS

**DRUGS**



Pill Case ..... 10eb



Drug Analyzer ..... 40-75eb

CP20



Drug Design Module (1dose/3hrs) ..... 5000eb  
DM



Drug Synthesizer-Personal ..... 1000eb  
Drug Synthesizer-Small Pharm ..... 5000eb  
Drug Synthesizer-Large Pharm ..... 10,000eb  
Drug Synthesizer-Industrial ..... 20,000eb

DM

Drug registration ..... 10eb/year  
"Blanket" License..... 25eb

WS

RapiDetox ..... 150eb

Chr3

Vitamensch Vitamins (100) ..... 5eb

NC

SynthCoke (+1 Endurance, 1d6+1 min) ..... 10eb  
Stim (+3 Endurance, 1d6+1 min)..... 5eb  
Syncomp 15 (+3 antidote, -1 REF, 1d6+1 turns) ... 15eb  
Speedheal (+2 heal, -1d6/3 REF, 1d6+1 hour) ..... 165eb  
Boost (+1 INT, 1d6+1 hour) ..... 6eb  
Blue Glass (+1 hallucinogen, 1d6+1 min) ..... 9eb  
Smash (+1 euphoric, 1d6+1 min) ..... 10eb/6pk  
'Dorph (+2 Stun Saves, 1d6+1 turns) ..... 25eb  
Black Lace (+3 Stun Save, +2 CL, 1d6+1 hour)..... 65eb

CP20

Prime (+2 CL, +3 A/N, +2 Stun, 1d6+1 hour) ..... 50eb  
 Timewarp (+3 Initiative, 1d6+1 min) ..... 30eb  
 Berserker (+2 BOD, +2 CL, +1 REF, 1d6+1 min) .. 40eb  
 Sedative (BOD 25 save or unconscious, 1d6+1 hr) .. 4eb  
 Stim (negates wound penalties, 1d6+1 min) ..... 5eb  
 Surge (+1 Stun Save, 1d6+1 hour) ..... 7eb  
 Trauma 1 (Death Saves 3pts easier, 1d6+1 turns) ... 6eb  
 Trauma Drugs (20 Streetwise/15 Streetdeal) ..... x2 cost  
 Military Drugs (30 Streetwise/25 Streetdeal) ..... x3 cost  
 Chr3

Spotlight (+2 A/N, 1d6/2 hour) ..... 4eb  
 HappyKill (+3 Endurance, Stun Save, 2d6 min) ..... 5eb  
 CB2

Mr. Ex (+1 Endurance, -1 CL, 1d10+1 day) ..... 6eb  
 Twitch (+2 euphoric, -1 REF, 1d10+1 min) ..... 3eb  
 Char (+3 COOL, -3 EMP, 1d10+1 min) ..... 5eb  
 WS

Paracaine (+5 Stun Save, 30 min) ..... 100eb  
 Priapan Spray (+1 Stun, +2 Stabilise, 2 hr) ....1/3/5eb  
 CB3



Lucidrine Booster (+2 REF, +5 Initiative, 5 min) ..... 6eb  
 BB R

Tri-Phets (+1 COOL, End, tablet, 1d6+1 hr) ..... 10eb  
 RPM (+3 hallucinogen, derm, 1d6+1 min) ..... 10eb  
 Neocorticine (+2 hallucinogen, dot, 1d6+1 min) ..... 10eb  
 Beauties (+3 euphoric, -3 REF, cap, 1d6+1 min) ... 20eb  
 Sunnies (+2 COOL, Stun Saves, tablet, 1d6+1 hr) 82eb  
 Paxium (+1 soporific, tablet, 1d6+1 turns) ..... 5eb  
 WGF

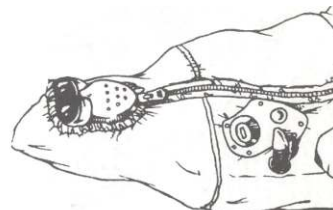
Jazz (+2 REF & CL, 1d10+1turns, tablet) ..... 3eb  
 Foolkiller (+3 CL, A/N & End, pat, 1d10+1 min)... 20eb  
 Sixgun (+3 INT & A/N, nerve inject, 1d10+1 hr) ... 21eb  
 Rambo-7 (+2 BOD, REF, A/N, Stun, 1d10+1min) .. 8eb  
 LeSade (+2 Aphro, Euph, Coagulant, 1d10+1min) . 6eb  
 Diamond 4 (+2 heal, Antibiotic, Antidote) ..... 17eb  
 Thrill (+1 Euphoric, muscular inject, 1d10+1turns) ... 7eb  
 Skate (+1 Euph, Endurance, tablet, 1d10+1 hr)..... 9eb  
 l1.3

Synthcoke 2 (+3 stimulant, injected, 15 mins) .... 25eb/5  
 UltraBlue Glass (+4 hypnotic, hallucin, inhale, 12 hr) 1eb  
 'Dorph Again (+4 euphoric, canned drink, 3 hr) ..... 10eb  
 Blacker Shade (+2 Initiative & euphoria, inject, 6 hr) .. 50eb  
 DD-2 (+3 sedative, +1 hypnotic, inhale, 5 min) ..100eb/10  
 Fireball (+5 Initiative, +4 A/N, contact, 10 min) ..... 250eb  
 Sweetness (+2 euphoric, +2 A/N, inhale, 3 hr) ..... 10eb  
 Vulcan Pinch (+4 soporific, injected, 30 min) ..... 5eb  
 LSD (+3 hypnotic, +4 psychedelic, ingested, 3 hr) .... 5eb  
 Flame (+2 REF, Endurance, 1d10+1min) ..... 475eb  
 DM

# FURNITURE



Sleeping Bag (-10, 1kg) ..... 60eb  
 CP20/NEO



Northern Faced Sleeping Bag (-140F) ..... 20eb  
 CGen



Inflatable Bed .....25eb  
 CP20



Sleep Pad ..... 20eb  
 CGen



Cushions ..... 10-50eb  
 NEO



Hammock ..... 20eb  
 NEO



Hiker's Chair ..... 15eb  
NEO



Nomad Rug ..... 100eb  
NEO



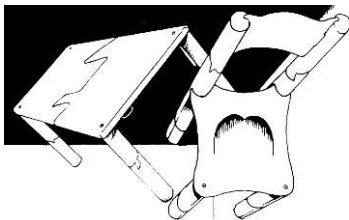
Futon ..... 90eb  
CP20



Synthetic Furniture ..... 100eb/piece  
CP20



Temperfoam Furniture ..... 80-140eb/piece  
Chr1



Flatfold Furniture (memory plastic) ..... 100-500eb/piece  
CGen



Real Wood Furniture ..... 200eb+/piece  
CP20



Moving Cube Remote (stays within 20m) ..... 200eb  
CGen

## TRANSPORT

CHOOH<sub>2</sub> ..... 1D6/3+1eb/gallon  
Fastcharge (5 minute recharge) ..... 20eb  
Parking (40% filled in day, 15% at night) ..... 5-10eb/hr  
Allpark Parking ..... 1eb/hr  
Airport Parking ..... 50eb/day  
AV Pad (70% at day, 20% at night) ..... 100-150eb/day  
NCTC Bus Ticket ..... 1eb  
NCART Ticket ..... 0.25eb/station  
Ground Taxis ..... 3eb/mile

CP20/NC

## REDCAB

Red Cab Taxi (Day, +30% CZone) ... 3.25eb - 2.75eb/mile  
Red Cab Taxi (Night, +60% CZone) . 4.25eb - 3.75eb/mile  
NC



Trouble Shooter Cab (ground) ..... 3.5eb/mile  
Trouble Shooter Cab (AV) ..... 10-15eb/mile  
Trouble Shooter Cab (gyro/speedboat) ..... 7.5-10eb/mile  
Extraction from Patrol/Controlled Area .... +20%  
Extraction from Firefights ..... +15%  
Extraction from Gangs ..... +10%  
Extraction from Illegal Area ..... +25%  
I1.3



AV Taxis ..... 10-15eb/mile  
CP20



Aerocab ..... 25eb plus 10eb/mile  
NC





Corporate CityCar Rental ..... 2eb/mile  
NC



Honda-Avis Vehicle Rental ..... 100eb/day  
NC



Renta-Robo Rental (+.60eb/mile)..... 150-220eb/day  
NC



**Executive  
Transportation  
Service**

Executive Transport Service (+driver) ..... 150-850eb/hour  
CHR 1

Vehicle Registry-Car/AV ..... 1000/2200eb  
Drivers Test (Difficult Task) ..... 100eb  
Parking Fines ..... 100-200eb  
Towing Fees ..... 200-300eb  
Travel Agency ..... +5% Ticket Cost  
NC

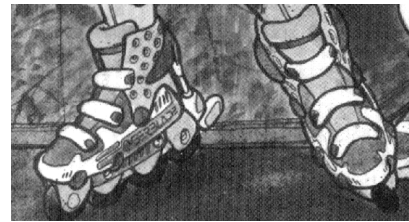
Maglev Standard ..... 100eb  
1st Class ..... 250eb  
Dirigible Standard ..... 300eb  
1st Class ..... 1000-3000eb  
CP20/NC/HOB



Transatlantic Stratliner (3hrs) ..... 2000eb  
Transatlantic Jet (7hrs) ..... 300eb  
Transatlantic Dirigible (36hrs) ..... 150eb  
CP20/NC/ES+

LEO (Coach/1st Class) ..... 1500/2500eb  
GEO (Coach/1st Class) ..... 2500/3000eb  
L1 (Coach/1st Class) ..... 2500/3000eb  
L2-5 (Coach/1st Class)..... 3000/4000eb  
Luna Orbit (Coach/1st Class) ..... 4000/5500eb  
Luna Surface (Coach/1st Class) ..... 5000/7500eb  
Mercury (Coldsleep/C/1st) .....28,000/45,000/75,000eb  
Venus (Coldsleep/C/1st) .....14,000/35,000/40,000eb  
Mars Orbit (Coldsleep/C/1st) .....15,000/30,000/50,000eb  
Mars Surface (Coldsleep/C/1st) ..20,000/35,000/58,000eb  
Ceres (Coldsleep/C/1st) .....25,000/42,000/70,000eb

Highrider Discount ..... -8%  
Orbital Air Employee Discount ..... -5%  
Corporation Bulk Buying Discount (100M miles) ..... -15%  
LEO (1kg/Ton Cargo) ..... 50/40,000eb  
GEO (1kg/Ton Cargo) ..... 65/50,000eb  
L1 (1kg/Ton Cargo) ..... 70/53,000eb  
L2-5 (1kg/Ton Cargo) ..... 70/53,000eb  
Luna Orbit (1kg/Ton Cargo) ..... 80/60,000eb  
Luna Surface (1kg/Ton Cargo) ..... 95/72,000eb  
Mercury (1kg/Ton Cargo) ..... 240/220,000eb  
Venus (1kg/Ton Cargo)..... 135/100,000eb  
Mars Orbit (1kg/Ton Cargo) ..... 150/110,000eb  
Mars Surface (1kg/Ton Cargo) ..... 180/130,000eb  
Ceres (1kg/Ton Cargo) ..... 225/200,000eb  
Hohmann Orbits ..... +8%  
Used Spacecraft ..... 30-80% of new  
Spacecraft Maintenance (new) ..... 10% cost/year  
Spacecraft Maintenance (used) ..... 20-30% cost/year  
DS



RecreaTech Powerblades (+1 Ath, +5 MA, 4hrs) ... 200eb  
Chr4



Snap-down/Snap-on Skates (break -3 MA/sec) ..... 200eb  
I1.2



Hydraulic Boot Skate (+Ath/4, +Skate/3 to MA) .... 275eb  
Hydraulic Brakes (-6 MA/sec) ..... +75eb  
I1.2



Extendable Ski Poles (+1 maneuver) ..... 30eb  
I1.2

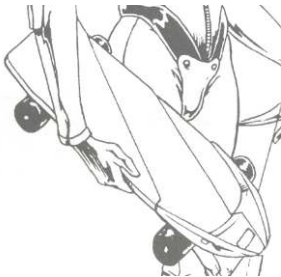
Booster Pack (+1 MA to manpowered vehicles) .... 350eb  
I1.2



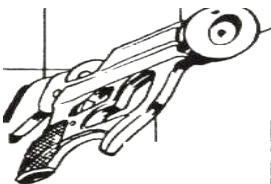
Blaster Motorized Board (4MA, 7MA for 5 mile)..... 610eb  
I1.2



Sunfire Motorized Board (8MA, 12MA for 5 mile) . 2250eb  
I1.2



SantaCruz Smartboard (2 SDP, +3 man) ..... 200eb  
CGen



Battarope Towlink w/Magnagrip (50/100m) ..... 150eb  
CGen



Vector Hydroboard (10 SDP, +2, 65mph, 20kg)..... 500eb  
CGen



SantaCruz Boardtech Surfboard (10 SDP, +1) ..... 200eb  
CGen

### Skateboard Parts:

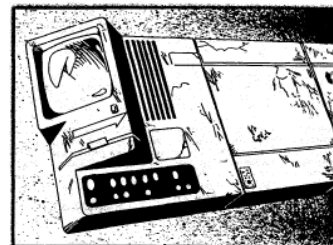
- Deck Wood (5 SP, 10 SDP) ..... 150eb
- Triplastic (7 SP, 14 SDP) ..... 80eb
- Metallicore (9 SP, 18 SDP) ..... 200eb
- Plezoplastic (6 SP, 12 SDP, emits light) 300eb
- Engines Vortex (7 MA, 3 SDP, 30% fail/turn)..... 300eb
- Microsteed (8 MA, 6 SDP, 20% fail)..... 600eb
- Plastech (9 MA, 19 SDP, 10% fail) ..... 900eb
- Kamakazi (10 MA, 13 SDP, 1% fail) .... 1300eb
- Blitzkreig (12 MA, 9 SDP, 1% fail) ..... 1400eb
- Independent Brakes (unaffected by loss of engine) .+10%
- Neutral Setting (can coast if engine stops) ..... 50eb
- Wheels Polyurethane (-1 hearing, +0 man) ..... 80eb
- Tripolyurethane (-2 hearing, +1 man) ..... 100eb
- Durallex Plastics (-3 hearing, +2 man) ... 150eb
- Control None ..... Free
- Pedatrols ..... 150eb
- Cyber with Cable (req machine link) ..... 150eb
- Cybertransmitter (HC 1d6)..... 350eb
- Receiver Cybercables (5m) ..... 20eb
- Cyberreceiver (10m) ..... 50eb
- Long Range (60m) ..... 100eb

I1.2

## LIFESTYLE



Sincard .....50,000eb  
CP20/NC/HOB/WS

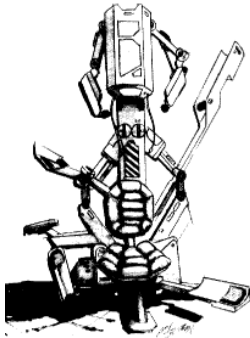


- Pocket Credit Transfer Device ..... 100eb
- Vendor CTD (100,000eb) ..... 1000-2000eb
- Executive CTD (1,000,000eb) ..... 5000eb
- CredChips WORM (10,000eb) ..... 50eb
- RWM (50,000eb) ..... 150eb

WS

Restricted Tech Permit..... 500eb

NC



InterFlex Cybergenics Exercise Machine ..... 2800eb  
InterFlex Prime w/ Braundance & Ghost Puppet... 4400eb  
Chr4



Canned Air ..... 5eb/min  
CP20



Flavored Cigarettes .....2eb/pack  
Chr1

"Small Wonders" NanoAgents (10 uses) ..... 50eb  
Chr3



Nymph Perfume/Cologne (+2 Sed/Persuasion) ..... 200eb  
Chr2



Autotanner (+1 ATT for 1D6 days) ..... 200eb  
Chr2



"Nanair" NanoAgent hair remover (10 uses) ..... 50eb  
Chr3



Travel Kit (5kg) ..... 150eb  
10 sets of disposable PJs ..... 10eb  
Chr1



Shower-in-a-Can ..... 3eb  
Chr1

Vend-A-Mod (max level +3):

Recreation ..... 30eb/Level  
Protocol ..... 30eb/Level  
Corporate Info ..... 30eb/Level  
Travel Directory ..... 30eb/Level  
Law..... 30eb/Level  
Employment ..... 20eb/Level

NC

## SERVICE

Child Care (cryotank) ..... 50eb/day  
Safe Child ..... 350eb/day  
Night City Technical Exchange ..... 200eb/year  
Infocomp Library Access ..... 100-5000eb/hour  
Night City Library Printout .....0.5eb/page

NC



Party Time Entertainment Service ..... 500eb/evening  
Party Time Contract (+50eb/evening) ..... 3000eb/month  
Chr1



ExecUcleaN (Dry Cleaning) ..... 15-100eb/item  
Chr1



Habit Personal Service (+2 Social) ..... 5000eb/course  
Chr1





Bodycure (ATTR +2 for 1D6 days) ..... 450eb  
Chr1



International Companion Network ..... 75eb/hour  
..... 750eb/day  
..... 4000eb/week  
..... 10,000eb/month  
Chr1



United Express Delivery & Couriers ..... 25-650eb  
Chr1



Lifetime Escort Service..... Cost per day/week/month  
Single Escort ..... 150/900/3200eb  
Expert ..... 400-20,000eb  
3 Man Team ..... 400/2400/8800eb  
Car (Omega to Limo or APC) .....75-500eb  
AV-4 ..... 800eb  
Security Team & APC .....2000/12000/42,000eb  
Highly Trained Experts ..... 4-20x Cost  
Chr2



Sphere Low Threat Cargo Overland ..... 50eb/kg  
Air Cargo ..... 120eb/kg  
LEO Cargo - Down .....300eb/kg  
LEO Cargo - Up ..... 1500eb/kg  
Distance over 6000km (except LEO) .... 2x Cost  
Threat Level ..... 2-50x Cost  
Codelock Safebox (SP40, Self-destruct) ..... NA  
Chr2



C-Team ..... Cost per day/week/month  
6 Man Team ..... 1000/3500/12,000eb  
Per Extra Week/Month ..... 3000/11,000eb  
Air-Mobile Units (Wk/Mth) ..... 12,500/45,000eb  
Chr2



Cybernetics Intervention Services .....Contract Price  
Capture & Rehabilitation in USA ..... 250,000eb  
Capture Only ..... 100,000eb  
Requires Extraction ..... 3x Cost  
Outside USA ..... +50,000eb  
Chr2



Orion Initial Investigation .....10,000eb  
Low Threat Rescues (USA) .....20,000eb  
Low Threat Rescues (Western Hem) ..30,000eb  
Extract a Top Man ..... 1.5 - 2 Million eb  
Chr2



Lazarus Advisor/Consultant ..... 3000eb/mth - 10,000eb/hr  
Lazarus Basic Soldier/Agent ..... 2500eb/month  
Mechanized Troops .....+25%  
Air Equipped Troops .....+50%  
Rapid Deployment .....+50%  
Risk & Experience Surcharges ..... 50-100%  
CB2

**Inmate Penal Corps (speciality/troops) Cost /Op**



Predators (Jungle & Guerrilla, Urban Assault, Mechanized)  
Elite (76) ..... 2,000,000eb  
Hardened (92) ..... 500,000eb  
New (102) ..... 125,000eb  
11.2



Black Widows (Stealth, Assassination, Jungle, Recovery)  
Elite (67) ..... 1,000,000eb  
Hardened (86) ..... 550,000eb  
11.2



Choir Boys (Urban Assault, Infiltration, Gang Warfare)  
Elite (56) ..... 500,000eb  
Hardened (86) ..... 250,000eb  
New (94) ..... 125,000eb  
11.2



Night Shift (Urban Stealth & Recovery, Break-Ins)  
 Elite (54) ..... 850,000eb  
 Hardened (78) ..... 550,000eb

I1.2



Phantasm (Nihilist Combat Runs)

Elite (75) ..... 350,000eb

I1.2

The Fixx (Recovery - Equipment, Mechanized Assault)  
 Elite (56) ..... 750,000eb  
 Hardened (77) ..... 500,000eb  
 Grimm Reapers (Recovery - Personnel, Guerrilla Warfare)  
 Elite (45) ..... 400,000eb  
 Hardened (70) ..... 250,000eb

Rajin Cajun (Jungle and Rain Forest Ops)

Elite (47) ..... 250,000eb  
 Hardened (65) ..... 150,000eb

I1.2



X-Conmen (Urban Infiltration & Assault)

Elite (47) ..... 250,000eb  
 Hardened (85) ..... 185,000eb

I1.2



Brand-X (Urban Assault, Jungle Warfare, Recovery Ops)  
 Elite (35) ..... 200,000eb  
 Hardened (79) ..... 150,000eb  
 New (95) ..... 50,000eb

I1.2

## MONTHLY EXPENSES



19913-75362

Tropical Financier's Corp.  
 Aruba



Authorized Signature

24-hour service 1-800-555-3544

Good in the following credit systems:



Credchip (Chop) ..... 10-20eb/month

CP20



Cab Hailer ..... 10eb/month

Chr1

Standard Phone Service ..... 30eb/month  
 Cable TV ..... 40eb/month  
 Cell Phone Service ..... 20eb/month  
 Net Access Code (1000eb deposit) ..... 10eb/month  
 Utilities ..... 100+eb/month

CP20



Personal Body Alarm ..... 300eb/month

Chr1



Trauma Team Account ..... 500eb/month

CP20

Health Plan ..... 500+eb/month

CP20

## FOODSTUFFS

Kibble (1eb/bar) ..... 50eb/week  
 Generic Prepack ..... 150eb/week  
 Good Prepack ..... 200eb/week  
 Fresh Food ..... 300eb/week  
 Self-Heating Meal ..... 2-22eb  
 A Real Meal ..... 15eb

CP20



Meals Ready-to-Eat (.5kg, 38eb/12) ..... 4-10eb

NEO



Scop Tanks ..... 2000eb+supplies

NEO



HotZa Pizza (small to mondo) ..... 6-16eb  
CGen



HotSlice Hallucingenic Pizza ..... 50eb+



Biotechnica Nutrisupplement (.5kg) ..... 10eb  
Chr2



EnduroDrink (+1 Endurance for 2hrs) ..... 8eb  
Chr4



IEC Solodrinker: The Classic (2 in 2 min, 10 flav) .. 110eb  
IEC Solodrinker: The Waiter (4 in 1 min, 25 flav) .... 175eb  
IEC Solodrinker: The Mate (1 in 20 sec, 50 flav) .... 250eb  
IEC Solodrinker: The Luxury 12 (12 in 1 min) ..... 715eb  
Classic Cartridge (10/25/50 flavors, 100) ..... 5/15/50eb  
Francophile Flavors (10/25/50 flavors, 50-30) ... 8/25/50eb  
Exotic Flavors (10/25/45 flavors, 35 drinks) ..... 9/28/60eb  
Chr3



Bar-in-a-Briefcase (2 liters) ..... 100eb  
Chr1



Beer ..... 3eb  
CP20



Soft Drink ..... 1eb  
CP20



6 Pack of Smash ..... 10eb  
CP20



Beer On Tap/Well Drink ..... 3eb  
Silverhand (vodka, brandy, CHOOH2) ..... 5eb  
Nomad Special (Jack Daniels, greasy nut) ..... 4eb  
"Killer" (5 random spirits) ..... 10eb  
Night City (tequila, wood alcohol, turps, worm) ..... 6eb  
"Blood Razor" (red wine, brandy, cherry soda, bone) . 4eb  
Armageddon (only at Totentanz, in rusty tin can) .... 5eb  
Brandance (raw alcohol, citrus juices) ..... 4eb  
Sea Breeze (white wine, lemon juice) ..... 4eb  
SoCal Special (90% water, 10% anything else) ..... 1eb  
Ripper (whiskey, ouzo, citrus juice) ..... 6eb  
Blade Runner (CHOOH2, champagne, mealworms) ... 6eb  
'Euro (fruit juices, bourbon, ice cubes of gin) ..... 15eb

NC



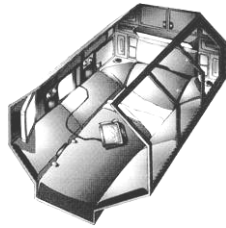
All Food Shopping Service (+10eb/delivery) ...25eb/month  
Chr1



Continental Catering ..... 150-200eb/guest  
Chr1



# HOUSING



Coffin/Sleep Cube.....	40eb+/night
Cheap Room .....	75eb/night
Hotel Room .....	100eb/night
Apartment/Condo (per room) .....	200eb/month
House (per room) .....	150eb/month
Average Conapt (unfurnished) .....	300eb/month
Soundproofed Conapt (unfurnished) .....	400eb/month
Cube Apartment (furnished) .....	600eb/month
One Bedroom Apartment (unfurnished) .....	600eb/month
One Bedroom Apartment (furnished) .....	750eb/month
Multiply base cost by location:	
Combat Zone .....	1x cost
Moderate Zone .....	2x cost
Corporate Zone .....	4x cost
Executive Zone .....	6x cost

CP20/NC



Corp Coffin/Dorm (for Techs/Assembly workers) .....	free
Corp Apt Cube (for Sr Techs/Jr Managers) .....	subsidized
Safehouse .....	100-2000eb/night
Ashcroft Hotel .....	300-5000eb/night
Asylum .....	500-3600eb/month
Silverhand Studio .....	600eb/month
Office Space (1000ft <sup>2</sup> ) .....	1400eb/month
Corp Apartment (24m <sup>2</sup> , moderate area) .....	1200eb/month
Corp Apartment (+ furnished) .....	1500eb/month
Corp Apartment (furnished, corp area) .....	2500eb/month
Professional Apartment .....	2500eb/month
Plaza West Tower Unit.....	3000eb/month
Plaza West Tower Unit (to buy) .....	300,000eb
Plaza East Tower Small Unit .....	5000eb+/month
Plaza East Tower Large Unit/Suite .....	20,000eb+/month
Plaza East Tower Large Unit (to buy) .....	2 Million eb+
Plaza East Tower Small Unit (to buy) .....	500,000eb+
West Hill Gardens Apartment .....	2800eb+/month
Fallout Shelter .....	5000eb/person
Luxury Penthouse/Conapts .....	800,000eb+
3 Bed, 2 Bath House .....	850,000eb
Coral Forest Estate Underwater Mansion .....	3,000,000eb



Williams Complex Service Contract ..	10-15% rent/month
Red Door Inn Cubicle .....	12eb/day
CP20/NC/Chr1	

Domitic System .....	1D10/2x50eb/m <sup>2</sup>
Chr3	

# REMOTE/CYBERFORM EQUIPMENT

Manual Controller (-2) .....	300eb
HUD Controller (-1) .....	500eb
Cybernetic Controller (0/+1) .....	800eb
Portable Unit (15km range) .....	Normal
Stationary Panel (upto 100km range) .....	Normal
Chr2	
Repeater Station (.33kg) .....	100eb
P&S	
Wire-Guidance Option (1kg/.5 mile) .....	50eb/.5 mile
AI "R-Brain" Module (INT 6/2, skills +6) .....	2000eb
Magnetic Induction Tap Dartgun (10m range) .....	250eb
Cyberform Battery Pack (72 hours) .....	100eb
Cyberform Skills (max 5) .....	x2 skill chip cost
Chr3	

# ANIMALS & ANIMAL CARE

Cloned animal with no personality or training .....	x1 cost
Cloned animal that is raised from infant .....	x2 cost
Naturally-born and raised naturally .....	x3 cost
Animals taken from the wild .....	x50 cost
Animal Training .....	+5% base cost/skill point
Chr3	



Mouse/Rodent (mice, gerbils, rats) .....	1eb
--	-----



Rabbit .....	5eb
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Small Dog (lap-dogs) .....	10-100eb
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Medium Dog (hounds, large terriers) .....	100-200eb
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Large Dog (german shepards, mastiffs) ..... 300 -500eb



Wolf ..... 2000eb



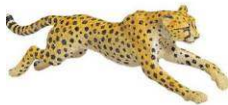
Housecat ..... 5-100eb



Large Cat (lynxes, ocelots) ..... 500eb



Leopard (pumas, jaguars, cougars, small lions)... 2700eb



Cheetah ..... 2800eb



Tiger/Lion ..... 3000eb



Bear (400 kg or less) ..... 2000eb



Large Bear (400+ kg grizzlies, polar bears) ..... 3000eb



Chimp ..... 1000eb



Baboon ..... 1500eb



Gorilla ..... 2000eb



Squirrel (gray squirrels, chipmunks) ..... 150eb



Otter (stoats, weasels, minks, raccoons) ..... 500eb



Bat (large bats) ..... 500eb



Small Raptor (hawks, eagles, owls) ..... 500eb



Large Raptor (vultures, large eagles & owls) ..... 1500eb

Seal (lion seals) ..... 2000eb



Dolphin (bottle-nosed dolphin) ..... 3000eb



Shark (blue, tiger, nurse sharks) ..... 1500eb



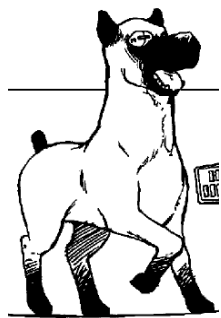
Orca (killer whale) ..... 25,000eb



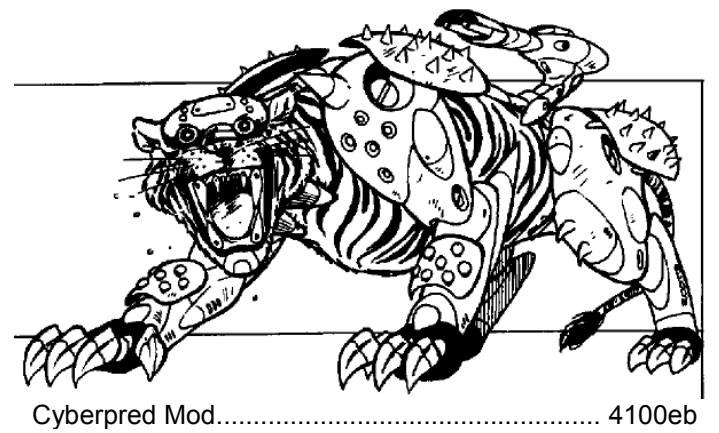
Humpback Whale ..... 32,000eb+



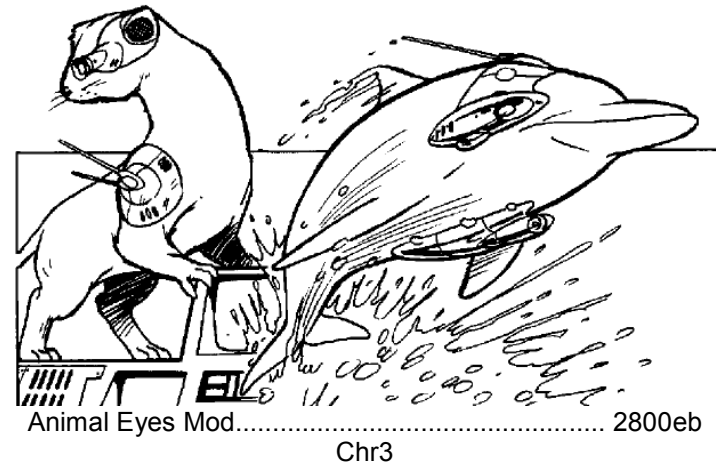
Digital Watchdog Mod ..... 1100eb, +45% base cost



Perfect Pet Mod ..... 1100eb



Cyberpred Mod ..... 4100eb



Animal Eyes Mod ..... 2800eb

Chr3

Diurnal Gerbils (sleep at night) ..... 5-50eb



Lapcat (the perfect pet) ..... 50-100eb



Reactimesh Animal Wrap ..... 5eb/meter<sup>2</sup>  
Eco



Pet Minders (+Black Market animals) ..... 50-5000eb/month  
Che1





# NUSCUBA & OCEAN EQUIPMENT



Cutting Torch (10SP/rnd, max 40SP, 1kg) ..... 50eb  
 Cutting Torch Fuel Slugs (500SP, 0.5kg) ..... 30eb  
 SF



Emergency Beacon Set (30km range, 2.5kg) ..... 150eb  
 Beacon Transponders (30km range) ..... 25eb  
 SF



Portable Sonar (50m, 3kg) ..... 95eb  
 SF



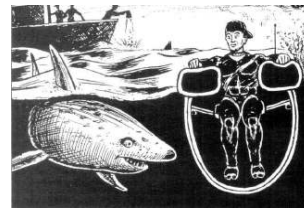
Marine Mastoid CommLink (100m range, 0.1kg) ..... 75eb  
 SF



Waterproof Charges (4x1kg blocks of C-6+) ..... 3000eb  
 SF



Robot Surveillance Buoy (SP15, SDP33, 150k) .15,000eb  
 SF



O'Niell Shark Basket (1 use) ..... 50eb  
 CB3



Oxygen Reclamation Unit ..... 500eb  
 SA



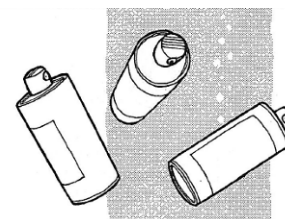
N4 Emergency Resin Bomb (SP20, SDP30) ..... 200eb  
 SA



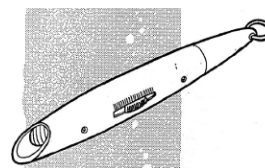
N4 Resin Solvent Spray (-1 SDP/min) ..... 100eb  
 SA



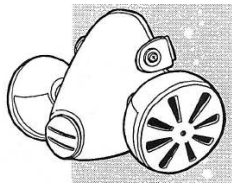
AKT-'Plugs' (inflatable passage seal) ..... 200eb  
 SA



Feeding Frenzy Juice Jet (10ft, sharks in 3km) ..... 50eb  
 Feeding Frenzy Refill (either gas or frenzy juice) ..... 15eb  
 SA



Sound Wand (Cool 20, 20ft range, -5 to sonars) .... 600eb  
 SA



Tankless Air Valve Unit (12 hours, 50ft) ..... 430eb  
 TAV Unit Filter ..... 10eb

SA



Ballistex Marine Survival Vest (SP14)..... 250eb

CB3



Nuscuba Maintenance Kit (0.5kg) ..... 115eb  
 Hardshell Maintenance Kit (5kg) ..... 175eb  
 EVPA Maintenance Kit (10kg)..... 1150eb

SF



Oceanic Stealth Drysuit (-4 Awareness) ..... 4,000eb

SA



CINO "Islander" Rebreather (20min, 30m, P/C) ..... 150eb

SF



Hydrosubsidium "Aquamax" (60min, 50m, EV+1) . 500eb

Oxygen mix (per tank) ..... 20eb

Oxygen/Nitrogen (per tank) ..... 20eb

Helium/Oxygen/Nitrogen (per tank) ..... 60eb

SF



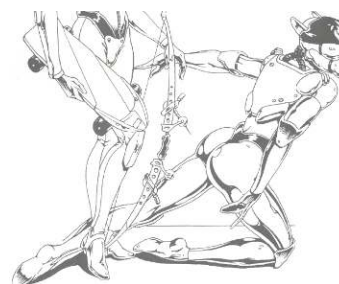
Hydrosubsidium "Deepstar" (180min, 100m, +2) . 2000eb

SF



CINO "Big Blue" Rebreather (10hrs, 100m, +2) ... 2600eb

SF



OTEC "Depth Charge" (10hrs, 200m, +3, Rare) ... 3250eb

SF



LBM Diving Suit (2 hours) ..... 6000eb

Liquid Breathing Medium (30min/liter, 20% fail) .1250eb/lt

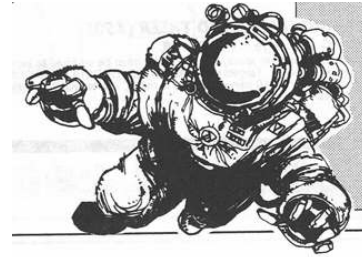
Fluorine Breathing Medium (15min/liter, 5% fail) . 250eb/lt

Chr1



OTEC "Rahab II" (4hr, 2500m, SP25, EV3, C) ...13,500eb  
SF

# SPACE GEAR



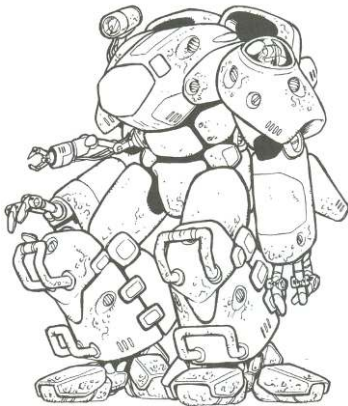
Spacesuit (10SP, 2RSP, 6+2hrs air, EV-2) .....15,000eb  
DS



CINO "Seagod" (5hr, 3000m, SP20, EV2, R).....35,000eb  
SF



Skinsuit/LMS (6SP, 0RSP, 1+1/3hrs air, EV-1)... 2500eb  
DS

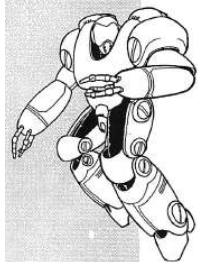


Hydrosubsidium "Gorgon" EVPA (3500m) .....78,912eb  
SF



Space Sneak Suit (8SP, 0RSP, 40min air, EV-2) . 2500eb  
Chr2

## Underwater Linear Frames:



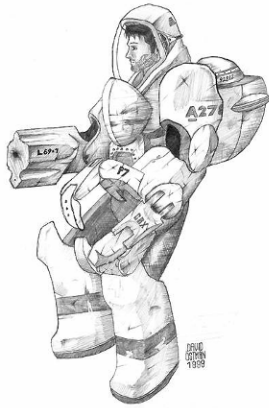
Gamma STR 12/10 .....10,000eb  
Delta STR 14/12 .....12,000eb  
Pi STR 16/14 .....14,000eb

SA



Worksuit (16SP, 3RSP, 8+2hrs air, EV-3) .....20,000eb  
DS





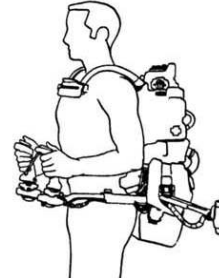
Battlesuit (25SP, 6RSP, 6+2hrs, STR+1, EV-2) .50,000eb  
DS



Small Backpack EVA Unit (500m/sec, 3min prep) 800eb  
DS



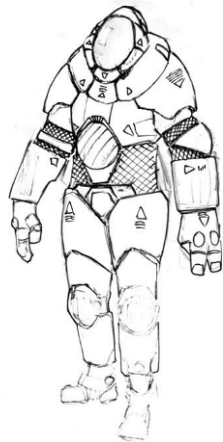
Radsuit (16SP, 6RSP, 8+2hrs air, EV-3) .....30,000eb  
DS



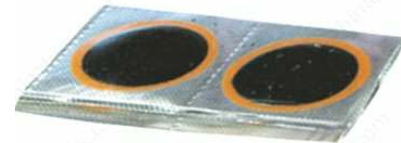
Manned Maneuver Unit (2000m/sec, 10min prep) 3000eb  
DS



Goop Balls (cover a 5cm hole) ..... 0.2eb  
DS



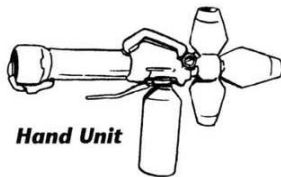
Mars Suit (7SP, 2RSP, 5+2hrs air, EV-3) .....15,000eb  
DS



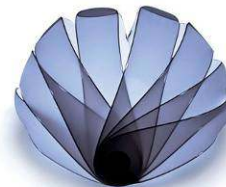
Slap Patches (30cm x 30cm) ..... 5eb  
DS



Bubble Shelter - 1 Man (1000km beacon, 24 hr) .... 300eb  
Bubble Shelter - 4 Man (4 x 24 hr) ..... 600eb  
Bubble Shelter - 6 Man (6 x 24 hr) ..... 800eb  
DS



Hand EVA Unit (150m/sec, 30sec prep) ..... 100eb  
Replacement Nitrogen/CO2 Cartridges ..... 5eb  
DS



Emergency Bubble (3km beacon, 2 hr) ..... 150eb  
DS



Lunar Tent (15 man-days, 2 min to inflate) ..... 800eb  
DS



Flare Shelter (+3 flare protection, 18 man-days) .. 3000eb  
DS



Sandstorm Shelter (18 man-days) ..... 3000eb  
DS



Slag-crete (chemical/heat/vacuum/water) ..... 10eb/40kg  
DS



Powerdriver (4 hour battery) ..... 100eb  
DS



Vac-solderer (4 hours battery) ..... 50eb  
DS



Mini-vac (4 hour battery) ..... 30eb  
DS



Microtools ..... 15eb  
DS



Combo Flash..... 5eb  
DS



Technical Scanners (80% reliable) ..... 100-150eb  
DS



Sniffer (90% reliable) ..... 20eb  
DS



Pressure Alarm (Detects 5%+ difference) ..... 2eb  
DS



Radiation Meter (2m range) ..... 100eb  
DS



Velcro (12 pack) ..... 1eb  
DS



Drink Bottle (holds 1 liter) ..... 2eb  
DS



Lap Pad (stores 100 pages) .....50-100eb  
DS



Personal Radmeter ..... 5eb  
DS



Electro-stick Pad ..... 20eb  
DS



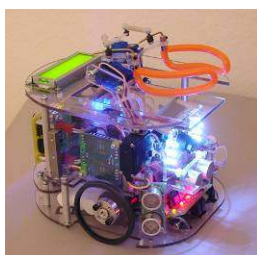
Grip Slippers ..... 5eb  
DS



Hands-free Comset ..... 30eb  
DS



Slosh Bag 0-G Shower (2kg) ..... 65eb  
DS



Porta-power (100kg, 50x50x100cm, 300 watts) ... 1500eb  
DS

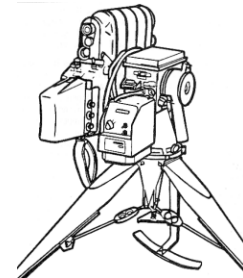


Breathers (1/2 hour) ..... 100eb  
Replacement O2 Cartridges ..... 5eb  
DS

## MILITARY EQUIPMENT



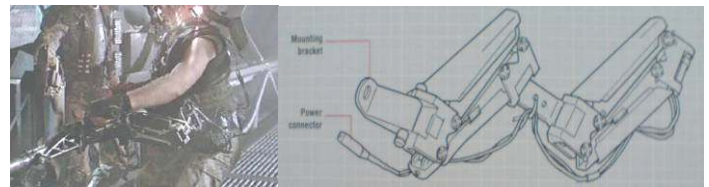
Portable Laser Rangefinder ..... 50eb  
HOB



Laser Designator and DMD (5kg)..... 900eb  
TCB



Fire Control Net ..... 10,000eb  
TCB

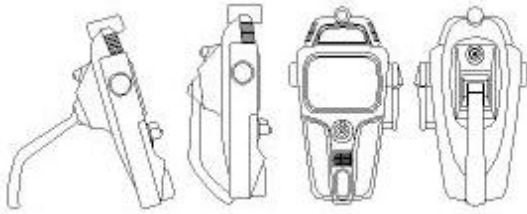


Gyro Mount ..... 250eb  
HOB

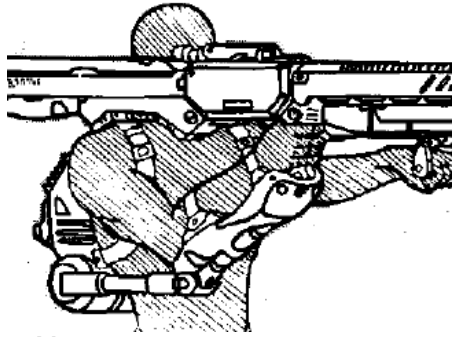


Portable Painting Laser ..... 1000eb  
HOB



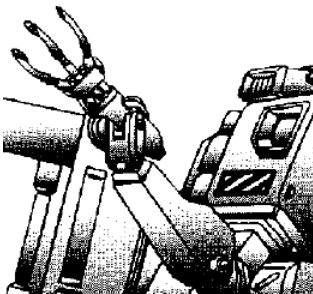


Artillery Computer ..... 1500eb  
HOB



Power Exo-Mount..... 5000eb  
HOB

## WADS



Extra Limbs ..... 10%frame  
Chr3



WAD Controller ..... 1000eb  
Android Control Circuits ..... 500eb/limb  
Chr3

## BLACK MARKET/OTHER SERVICES

Forging Credchips (95%) ..... 1D10x1000eb  
Cracking a Credchip ..... 25-50%  
Cash Processing/Money Exchange ..... 2-5%/3-10%  
Fence An Item ..... 10%-50%  
Money Laundering ..... 50% of total  
Used Goods (depending on scarcity) ..... +/- 30-80%  
Nomad Weapons (with Family roll 15+) ..... 70-80%  
WS

### PRICE MODIFIERS

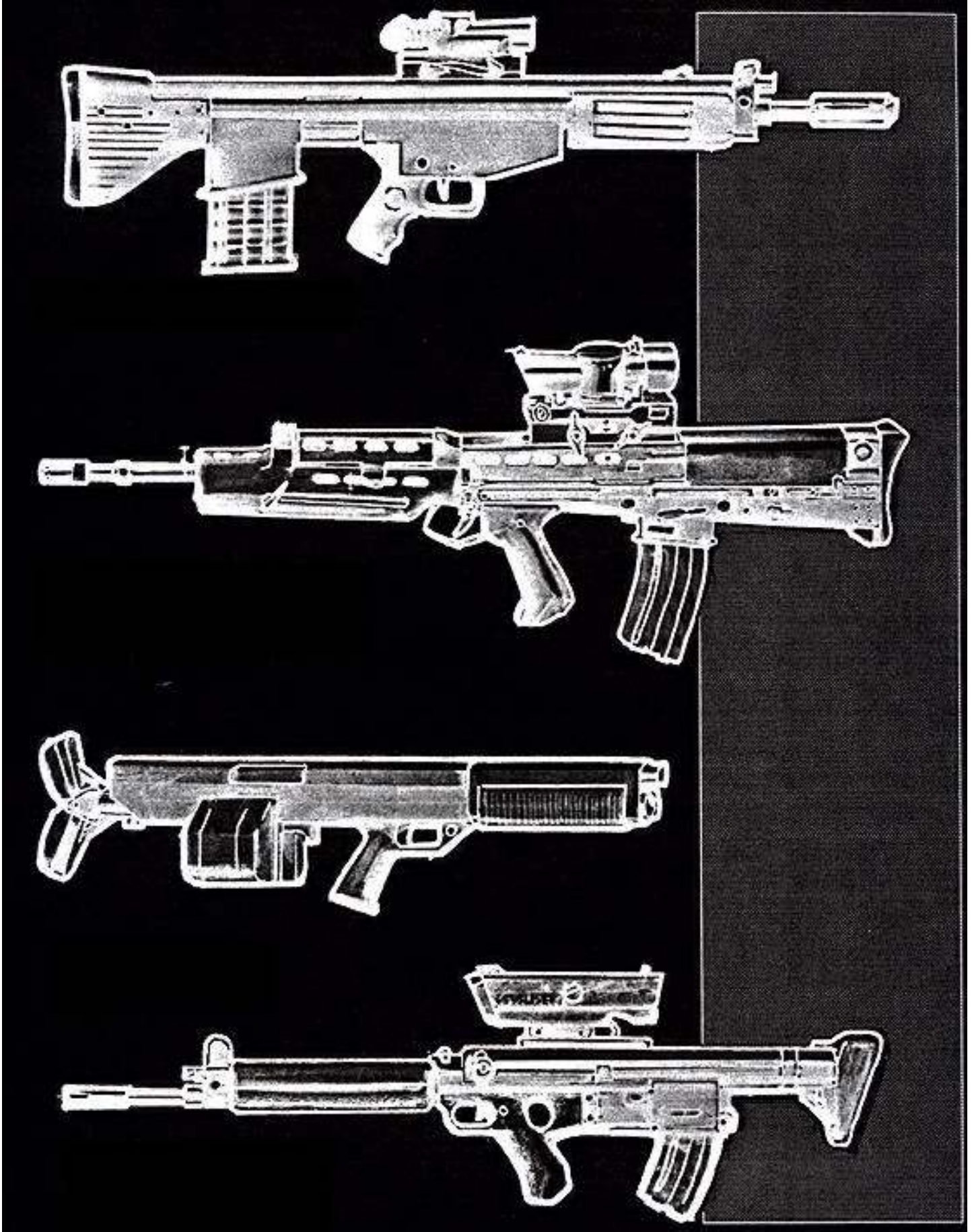
Legal Stuff (food, consumer goods) ..... 100%  
Grey Market (legal stuff, untraced) ..... 25-50%  
Grey Market (could be used in a crime) ..... 150-200%  
Black Market (illegal stuff) ..... 300%+  
Custom (newtech, programs, etc) ..... 400%+  
Military (very rare and illegal) ..... 600%+  
WS

## EQUIPMENT QUALITY

### Reliability Chance of Malfunction Cost

UR 30% 50%  
ST 20% 100%  
VR 10% 150%  
EX 5% 300%  
WS

**THE ILLUSTRATED REFERENCE GUIDE VOLUME 2  
CYBERPUNK 2020 WEAPONS**



## Weapons break into seven types:

**Pistols (P)** are any type of single shot (or semiautomatic) weapon that may be accurately fired with one hand.

**Submachineguns (SMG)** are any type of weapon that may fire either automatically or semi automatically, using only pistol ammunition.

**Shotguns (SHG)** are any weapon that fires pellets or other small particles instead of a solid slug.

**Rifles (RIF)** include assault rifles, carbines, and fully automatic rifles. These weapons always fire rifle type ammunition.

**Heavy Weapons (HVY)** include missiles, grenades, heavy cannon, etc.

**Melee Weapons (MELEE)** include swords, daggers, knives, martial arts weapons, polearms, etc.

**Exotic Weapons (EX)** these are bows, lasers, flechette pistols, airguns and microwave weapons - the real "sci-fi" weapons. Bows and Crossbows, as well as slings and other odd weapons types fall under this category as well.

**Each weapon is represented by certain characteristics, such as its type, damage, range, accuracy, Concealability, availability and cost. These factors are recorded as a weapon code – a profile of the weapon in order of:**

Name · Type · Accuracy · Concealability · Availability ·  
Damage/Ammunition · Number of Shots · Rate of Fire · Reliability

**For an example, a weapon with the code:**

**Minami 10 - SMG - 0 - J - E - 2D6+3 (10mm) - 40 - 20 - VR** would be a Minami 10 Submachinegun (SMG) of average Accuracy (0) which can be hidden under a jacket (J), with excellent availability (E), fires 10mm ammunition, has a 40 shot magazine, can fire up to 20 rounds per combat round on full auto, and is very reliable.

**Descriptions of Weapon Codes follow:**

**Accuracy:** This is how good the weapon really is. Weapons are rated from -3 to +3 on accuracy, with 0 being an average level of accuracy.

**Concealability:** How easily they can be hidden until needed (an important factor in combat weapons). A smart combat gunner doesn't want to walk into a bar with a shotgun protruding from underneath his coat - it's going to cause trouble. He also needs to be able to carry "holdouts" in the event of capture or disarmament.

Pocket, Pants Leg or Sleeve (P)  
Jacket, Coat or Shoulder Rig (J)  
Long Coat (L)  
Can't be Hidden (N)

**Availability:** This is how difficult the weapon is to find on the open market. This will often vary wildly depending on setting and genre.

**Excellent (E)** Can be found almost anywhere.

**Common (C)** Can be found in most sports & gun stores or on the Street.

**Poor (P)** Specialty weapons, black market, stolen military.

**Rare (R)** Stolen, one of a kind, special military issue, may be highly illegal.

**Damage:** This is the amount of damage a weapon does, measured in the number of dice, either 6-sided (D6) or 10-sided (D10) die. Example: if a weapon damage is 2d6, you roll 2 six sided die.

**Number of Shots:** This is how many shots are held in the standard clip, magazine or cylinder for the weapon type.

**Rate of Fire:** This is how many shots the weapon can fire in a single combat round by holding down the trigger (3.3 seconds). Weapons with multiple modes of fire such as single shot, 3-round burst, and full auto, will have this broken up like this 1/3/20.

**Reliability:** This is how reliable the weapon is in combat – its chance of jamming while on autofire, etc.

Unreliable (UR)  
Standard (ST)  
Very Reliable (VR)

Melee weapons are assumed to be of standard quality, however you can upgrade or degrade the quality.

A weapon with a quality of 1 is 1/5th the price listed.

A weapon with a quality rating of 2 drops the weapon price by 1/2.

A weapon with a quality rating of 3 is standard.

A weapon with a quality rating of 4 raises the weapon price x3

A weapon with a quality rating of 5 raises the weapon price x10  
(Certain weapons, especially improvised ones such as most glass bottles have a quality rating of zero and break upon impact)

All hafted weapons can also do damage as a Jo or Bo staff, depending on length.

Weapon Pommels can be used to make bludgeoning attacks and do 1/2 D6 damage.

Improvised weapons are to be compared to the above list using common sense to figure out what would be the best category of comparison for the improvised weapon. For really odd bludgeoning weapons, damage is figured at 1/2 d6 for every 2 lbs. of weapon weight.

You can throw any weapon, but throwing any weapon not specifically designed for it results in a -2 to hit.

**ALL FIREARMS IN THIS BOOK FIRE CASED  
AMMUNITION UNLESS OTHERWISE NOTED**

**Some items represent a significantly higher tech level than others, particularly items from Cybergeneration books, When Gravity Fails, and the Firestorm books. It is up to the GM to decide which of these items to allow in his game, they should be included with caution.**



# MELEE WEAPONS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Switchblade  
MEL +0 P C 1d6/2\* - - - 1m 15 CP20



Club  
MEL +0 L C 1d6 - - - 1m 2 CP20



Knife  
MEL +0 P C 1d6\* - - - Throw 1-20 CP20



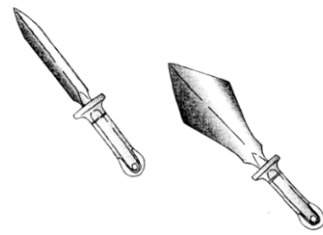
Bayonet/Survival Knife  
MEL +0 J C 1d6\* - - VR 0.5m 50 NEO



Steel Bayonet  
MEL -2 J C 1d6\*/3d6\* - - VR 1m 15 HoB



Mystic Tech Spring Knife  
MEL +0 P C 1d6\* - - ST 5m 125 Chr2



Spawnblade  
MEL +0 J P 1d6/1d6+4\* - - ST 1m 450 Chr2



Brass Knuckles  
Punch +0 P C 1d6 - - - 1m 10 CP20



Smartwhip  
MEL +0 J C 1d6+2 - - ST 1m 600 NEO



Combat Knife  
MEL +1 J P 2D6 - - - 1m 70 PAC



Utility Sword/Machete  
MEL +0 L C 2D6\* - - VR 0.5m 60 NEO



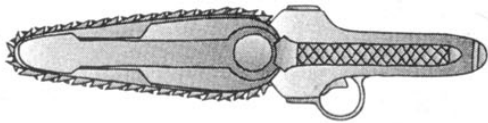
SPM-1 Battleglove  
Punch -2 N P 2d6/3d6 - - VR 1m 900 CP20



SPM-2 Battleglove +  
Punch -1 N P 2d6\*/3d6 -- VR 1m 970 PAC



Kendachi Monowhip  
MEL +0 J P 2d6# -- ST 1-3m 350 Chr2



IMI "Chainknife"  
MEL +0 J P 2d6+1\* -- VR 1m 120 Chr2



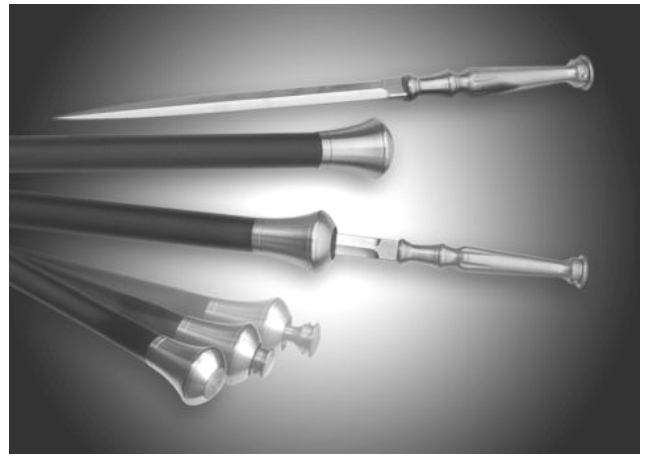
Sword  
MEL +0 N C 3D6 --- 1m 20-200 CP20



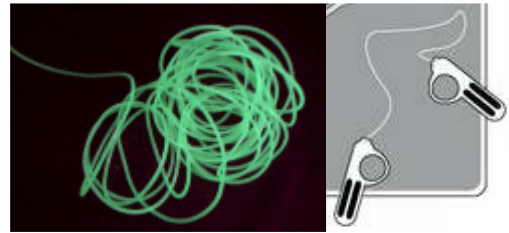
Excilibur Nightstick  
MEL +0 J P 2d6 -- VR 1m 80 P&S  
Excilibur Taserstick  
MEL +0 J P 2d6/Stun 8 1 ST 1m 80 P&S  
Excilibur Macestick  
MEL +0 J P 2d6/Mace 6 1 ST 1m 80 P&S



Axe  
MEL -1 N C 2d6 --- 1m 20 CP20



Monosword Cane  
MEL +1 L P 3d6# -- VR 1m 255 SOF2



Monowire  
MEL +0 P R 3d6# -- VR 1m 60/m Chr2



Sledgehammer  
MEL -1 N C 4d6 --- 1m 20 CP20



Chainsaw  
MEL -3 N C 4d6\* --- 2m 80 CP20



Entrenching Tool  
MEL -1 N C 2d6 --- 1m 20 CP20



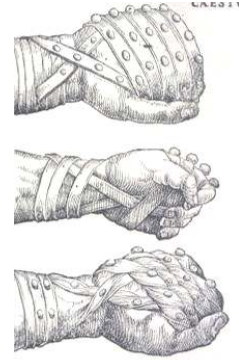
**Bagh-Nakh**  
Punch +2 P P 1d6/2\* - - - 1m 15 PAC



**Bo-Shuriken**  
MEL +0 P C 1d6/2\* - - - Throw 4-7 PAC



**Hyo**  
MEL -2 P C 1d6/2 Ref/2 - - Throw 5 PAC



**Spiked Cestus**  
Punch +0 P P 1d6\* - - - 1m 20 PAC



**Tekko**  
Punch +0 J C 1d6/2\* - - - 1m 25 PAC



**Ba Zhan Shuang (Deer Antler Knives)**  
MEL +0 L C 2d6\* - - - 1m 45 PAC



**Tetsubishi**  
MEL -1 P C 1d6/2\* - - - Throw 3-6 PAC



**Shuang Dao (Butterfly Swords)**  
MEL +0 L C 2d6\* - - - 1m 45 PAC



**Juji-Shuriken**  
MEL +0 P C 1d6/2\* - - - Throw 2-3 PAC



**Ashiko**  
MEL +0 J C 1d6/2\* - - - 1m 28 PAC





Tessen (metal fan)  
MEL +0 J C 1d6 --- 1m 60 PAC



Arm, Elbow, Leg, Knee, Glove, and Boot Spikes  
MEL +0 N C 1 point --- 1m 10-25 PAC



Hanbo (100cm stick)  
MEL +1 L C 2d6 --- 1m 30 PAC



Jitte  
MEL +0 L C 2d6 --- 1m 30 PAC



Zhi Dao (thin sword)  
MEL +0 L C 2d6\* --- 1m 100-200 PAC



Kusari-gama (sickle)  
MEL -1 L C 1d6\*/2d6 --- 2m 100 PAC



Wu Ji  
MEL -1 N P 2d6\*, 3d6 --- 2m 100 PAC



Kendachi Monoknife  
MEL +1 P P 2d6# -- VR 1m 200 CP20



Sai  
MEL +0 J C 2d6+2\* --- 1m 20 PAC



Manriki-Gusari  
MEL +0 J P 2d6+3 --- 1m 30 PAC



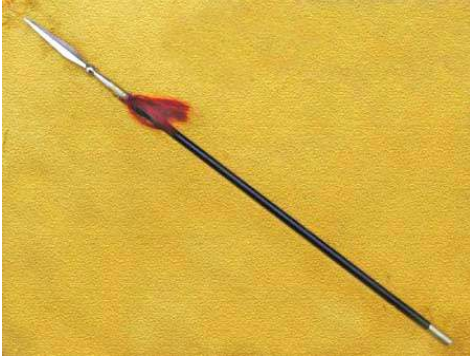
Kama  
MEL +1 L R 2d6\* -- VR 1m -- PAC



Nunchaku  
MEL +0 L C 3d6 --- 1m 15 CP20



Mystic Nunchaku/Blade  
MEL +0 L P 3d6/1d6+1/2d6+1\* -- VR 1m 200 SOF2



Qiang Ji (spear)  
MEL +0 N P 2d6/3d6\* --- 2m 95 PAC



Naginata  
MEL +0 N P 2d6/3d6\* --- 2m 100 CP20



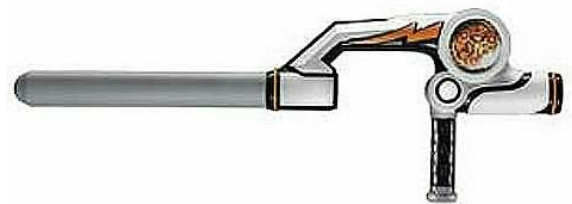
Daisho  
Katana  
MEL +2 N R 3d6\* -- VR 1m 3000 PAC  
Wakizashi  
MEL +1 L R 2d6 -- VR 1m 1000 PAC  
Tanto  
MEL +1 J R 1d6\* -- VR 1m 300 PAC



Arasaka Orbital Crystal Mono-Edged Daisho  
Katana  
MEL +2 N R 4d6\* (Hard SP/2) -- VR 1m -- SW  
Wakizashi  
MEL +1 L R 3d6\* (Hard SP/2) -- VR 1m -- SW  
Tanto  
MEL +1 L R 2d6\* (Hard SP/2) -- VR 1m -- SW



Kukri  
MEL +0 L P 2d6\* --- 1m 50-150 PAC



Tonfa  
MEL +0 L C 2d6 --- 1m 15 PAC



Jiu Jie Bian  
MEL -2 L C 2d6 --- 2m 120 PAC



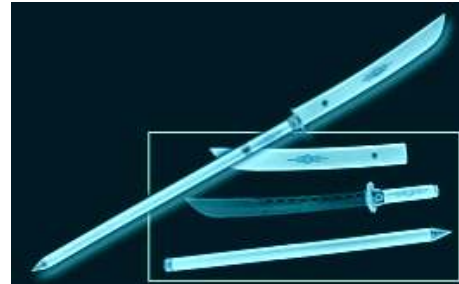
Liu Chi Bang/Bo/6ft Stick  
MEL +1 L C 3d6 --- 2m 40 PAC



Qing Long Yan Yue Dao  
MEL -2 N P 4d6 --- 1m 450 PAC



San Jie Gun  
MEL +0 N C 4d6 --- 2m 50 PAC



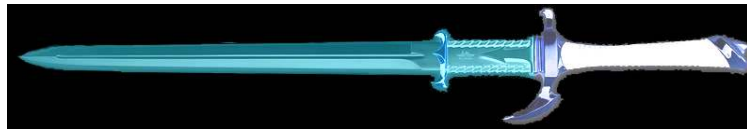
Kendachi MonoNaginata  
MEL +0 N R 4d6# - - VR 2m 400 CP20



3/6  
MEL +0 N C 3d6/4d6 - - VR 2/3m 150 PAC



Kendachi MonoKatana  
MEL +1 N R 4d6# - - VR 1m 600 CP20

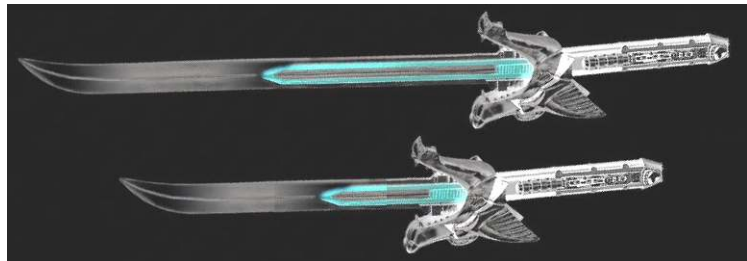


Kendachi Powersword  
MEL +0 L R 4d6 (Sx1/4, Hx1/2) - - ST 1m 860 Chr1



DOUBLE BROADSWORD

Niu Wei Dao  
MEL -2 N P 3d6 --- 1m 450 PAC



Kendachi Mono-Two  
MEL +1 J/N P/R 2d6#/4d6# - - VR 1m 650/700 Chr1



Mono PA Sword  
(Full Cybernetic Conversion Recommended)  
MEL +1 N R 4d6#+Fist - 1 30% 2m 2000 MM





**2 Handed Blade**  
 (Full Cybernetic Conversion Recommended)  
 MEL -1 N C 6d6~+Fist - 1 10% 3m 1000 MM



**2 Handed Blunt**  
 (Full Cybernetic Conversion Recommended)  
 MEL -1 N E 6d6+Fist - 1 15% 3m 500 MM



**Large Power Saw**  
 (Full Cybernetic Conversion Recommended)  
 MEL -2 N P 8d6~ (1/3SP) - 1 VR 2m 1250 MM



**Hyper Hammer**  
 (Full Cybernetic Conversion Recommended)  
 MEL -2 L R 9d10AP 2 1 ST 2m 2000 SOF2

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

# BOWS & CROSSBOWS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



**Arasaka Arms Half-Bow**  
 BOW -1 L P 3d6 12 1 VR 100m 100 SOF2



**Eagletech "Wildcat"**  
 BOW +0 N E 3d6 (20kg) 12 1 VR 100m 35 SOF2



**Eagletech "Tomcat"**  
 BOW +0 N C 4d6 (40/20kg) 12 1 VR 150m 150 SOF2



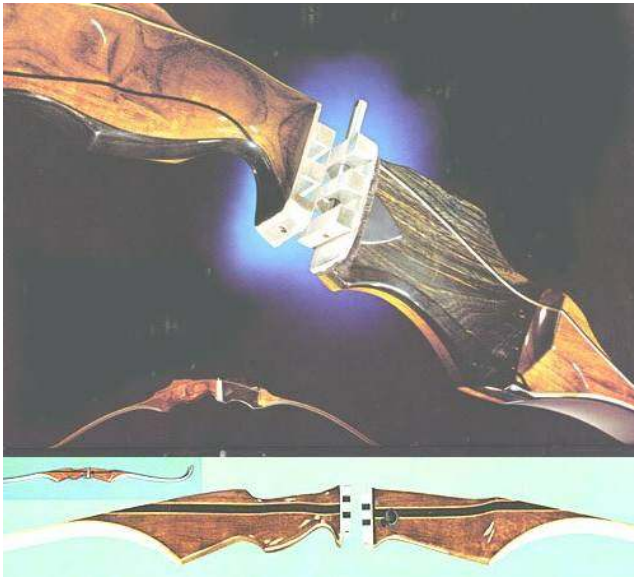
**Cougar Lamilar Hunting**  
 BOW +1 N C 5d6 12 1 VR 150m 150 Cgen



Eagletech "Tigercat"  
BOW +1 N P 6d6 (60/30kg) 12 1 VR 150m 500 SOF2



Eagletech "Stryker"  
XBO -1 N C 3d6+3 12 1 VR 50m 220 SOF2



Eagletech "Bearcat"  
BOW +1 N P 6d6 (60kg) 12 1 VR 150m 500 SOF2



Eagletech "Arbelest"  
XBO +0 N P 5d6 12 1/2 VR 150m 500 SOF2



Nomad Hand Crossbow  
XBO +0 N R 1d6+1AP 1 1 ST 20m 100 NEO



Eagletech "Scorpion"  
XBO +0 N P 7d6 6 1/2 VR 200m 1500 SOF2



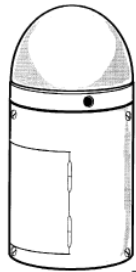
Eagletech "Handbow"  
XBO -1 J E 1d6+2 12 1 VR 25m 75 SOF2

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

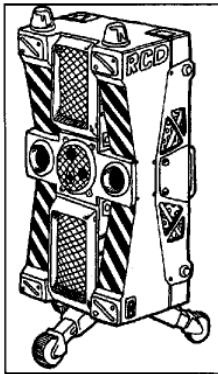


# EXOTIC WEAPONS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



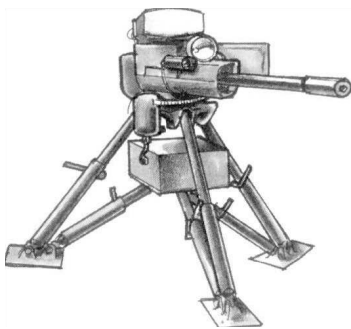
APEX Mobile Defense (Caseless)  
 HVY X N P 2d6+4 (9mm LC) 400 40 ST 200m 10,000 Chr1



Arasaka "Nauseator"  
 EX +0 N P BOD vs. 25 10 1 ST 15m 1900 Chr2



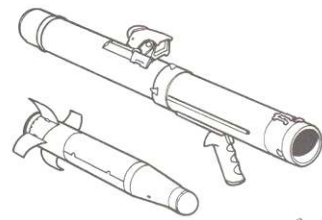
Arasaka Restraint Caster  
 P -1 J P Tangle (15mm) 4 1 ST 25m 200 P&S



Arasaka WXA Sentry  
 HVY +0 N R 6d6+2 (7.62mm) 500 20 VR 400m 3000 CB1



Arasaka EMF Launcher  
 HVY -2 L P 10d10 special 1 1 ST 100m 550 SW



Arasaka EMF Launcher  
 HVY -2 N P 20d10 special 1 1 ST 100m 1500 SW



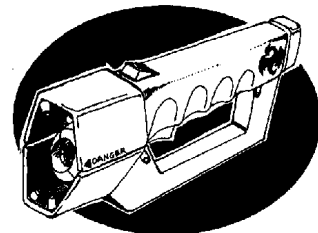
Avante Needlegun  
 P +0 P P Drugs (Needle) 15 2 ST 40m 200 CP20



Dynatech Industries Hand Taser  
 EX +0 P E Stun -2, 1d10 mins 12 1 VR Touch 50 DS



Energetx AKM Power Squirt  
 P -2 J C Drugs 50 1 VR 10m 15 CP20

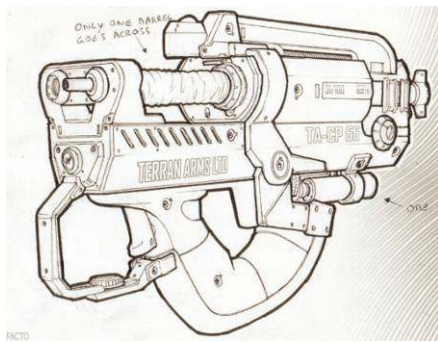


Kendachi Dragon  
 EX +0 J P 2d6x2/1d6x1 4 1 ST 4m 660 Chr1

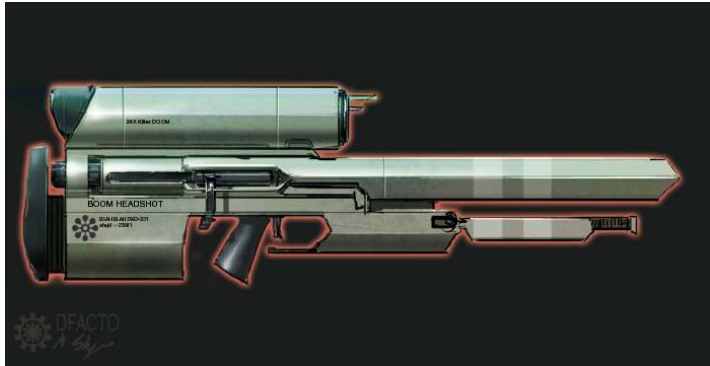


Malorian Sliver Gun  
 P +0 J P 2d6x1d6/2\* (Sliver) 7 2 UR 40m 372 Chr1





Militech Cap-Laser  
SMG +0 J R 1-5d6 8 2 UR 150m 6000 Cgen



Militech Electronics Laser Cannon  
RIF +0 N R 1-5d6 10 2 UR 200m 8000 CP20



Militech Electronics Stun Knucks  
Punch +0 P C Stun -2 6 1 ST 1m 100 Chr4



Militech Electronics Taser  
P -1 J C Stun -2 10 1 ST 10m 60 CP20



Militech Electronics Taser 2  
P +0 P C Stun -3 4 2 VR Touch 100 Chr2



Mitsubishi Taser  
P +0 J P Stun -1, 2d6 mins 12 1 ST 5m 100 DS



Mystic Technologies Arrow Gun  
EX +1 J/L C 3d6\* 1 1 ST 70m 1000 SOF2



Nelspot "Wombat"  
P -1 J C Drugs 20 2 UR 40m 200 CP20



Nomad Boomerang  
EX -1 L P 2d6 1 1 VR 30m 20 NEO



Nomad Sling  
EX +0 P P 1/2d6 1 1 VR 20m 10 NEO



Petrochem Drug-A-Thug  
EX +0 P C Chemical 5 1 VR Touch 150 Chr2



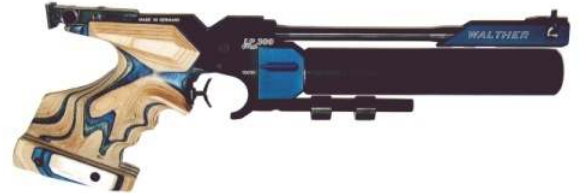
Pneumatic Bolt Gun  
EX -1 N R 3d6AP (Bolt) 4 1 ST 25m 350 NEO



Skunker  
EX -1 P E Gas 4 1 VR 2m 70 Chr2



Polymer Slingshot  
EX -1 P E 1d6/2 (ball) 20 1 ST 25m 10 Cgen



Splatman Airpistol  
P +0 J C Special 20 2 ST 40m 200 Cgen



Pursuit Security Industries Beanbag Gun  
SHT -2 J E Stun 4 1 ST 3m 100 SOF2



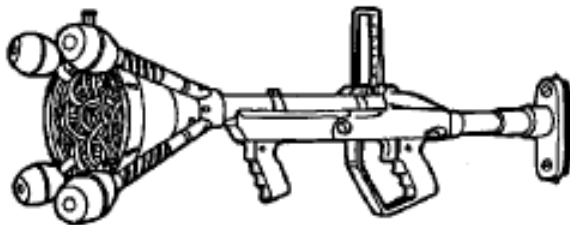
Techtron 15 Microwaver  
P +0 J P 1d6 + special 10 2 VR 20m 400 CP20



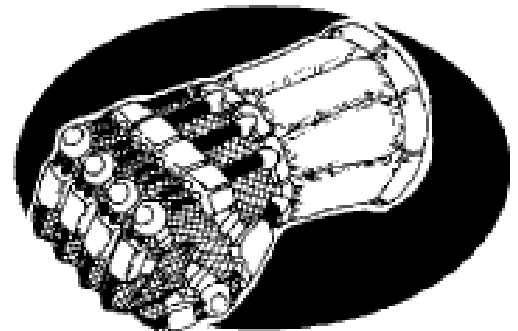
Pursuit Security Industries Stundart Pistol  
P -1 J C Stun -1, (.45 LVD) 2 2 VR 50m 109 Chr1



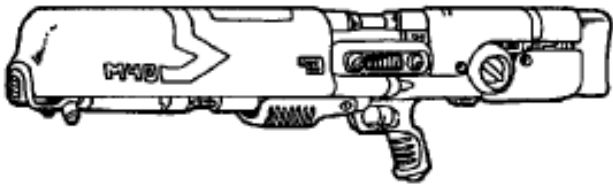
Techtron 20 Microwaver  
P +0 J P 1d6 + special 15 2 VR 25m 500 Chr2



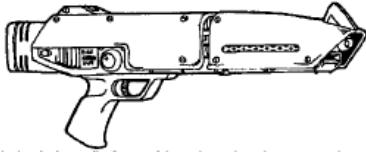
Pursuit Security Industries Webgun  
EX +1 N C Entangle 1 1 ST 30m 250 Chr2  
Det-Webgun  
EX +0 N C Entangle, 40AP 1 1 ST 25m 450 Chr2  
Taser Webgun  
EX +0 N C Entangle, Stun -2 1 1 ST 25m 350 Chr2



Techtronica Black-Zap  
Punch +0 P C Stun -2 6 1 ST 1m 90 Chr1



Techtronica M40 "Pulse Rifle"  
RIF +0 N R EMP Effect (SW) 6 0.5 ST 50m 3500 Chr2



Techtronica Volt Pistol  
P +1 J R 3d6 + special 6 1 ST 25m 960 Chr2



Tsunami "Airhammer"  
P +1 J Var Special (5.3mm) 5/7 2 ST 50m 325/400 Chr2



Tsunami UB CapLaser  
RIF +2 - R 3d6 2 2 UR 25m 950 Chr2



Tsunami UB Microwaver  
EX +0 - P 1d6 + special 4 2 ST 20m 500 Chr2



Zapman Taser Pistol  
P +0 J P Stun -1 10 2 VR 50m 60 Cgen



UrbanTech "Lance"  
HVY +2 P C 4d6HEAT (Missile) 1 1 UR 300m 100 SOF2



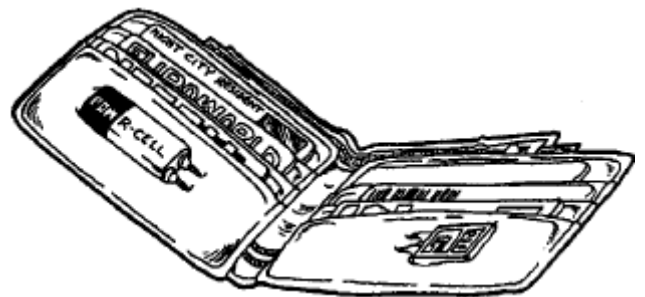
SecSystems Gauss Protection Field  
HVY +2 N R Mag. Field 10 1 ST 10000 Chr2



Hypo Speargun  
EX +0 N P 1d6\*+gas 1 1 VR 40m 200 SA



Soundwand  
EX +0 P P Special 1 VR 20ft 600 SA



Pursuit Security Inc. Taser Wallet  
Stun beyond 2m (V. Diff Bid/AV Cool) - - - ST 65eb Chr2

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



# OCEAN WEAPONS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



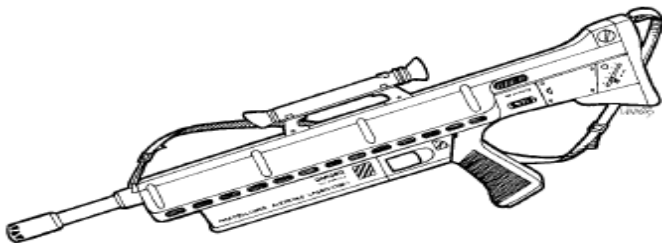
Militech UAW Speargun  
SMG +1 L P 2d6+1AP (500m) 10 1/3 VR 50m 1500 SF



Arasaka Stingray II  
RIF +0 N C 3d6AP (200m) 9 1/2 VR 100m 750 SF



Arasaka APW Mk IV  
RIF +2 N R 4d10API (5000m) 9+1 2 ST 100m 6450 SF



Militech MTL-1 Manhunter  
HVY +3 N P 8d10 (2500m) 3+1 1 ST 1km 3500 SF

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

# LIGHT PISTOLS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



BudgetArms C-13 (Caseless)  
P -1 P E 1d6 (5mm) 8 1 ST 50m 75 CP20



Astra Style-6 (Caseless)  
P -1 P E 1d6 (5mm) 6 1 UR 50m 75 ES



Federated Arms Impact  
P +1 J E 1d6 (.22) 10 1 VR 50m 60 SOF



Federated Arms .22 (Caseless)  
P +0 J E 1d6 (.22) 10 1 ST 50m 25-50 SOF



Dai Lung Cybermag 15 P -1 (Caseless)  
P C 1d6+1 (6mm) 10 1 UR 50m 50 CP20



Federated Arms X-22  
P +0 J E 1d6+1 (6mm) 10 1 ST 50m 50-150 CP20



Towa Manufacturing Type-12 Police Pistol  
P +3 J P 1d6+1 (6mm cased) 8 1 VR 50m 450 PAC



H&K P-11  
P +0 J P 4d6+1 (6mmRkt) 5 1 VR 50m 700 ES



Colt .38 "Detective"  
P +1 J C 1d6+2 (.38 cased) 6 1 VR 50m 200 CP20



Federated Arms X-38  
P +1 J E 2d6 (.38) 10 1 ST 50m 35 SOF

## MEDIUM PISTOLS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Militech Arms Avenger (Caseless)  
P +0 J E 2d6+1 (9mm) 10 1 VR 50m 250 CP20



Federated Arms X-9 (Caseless)  
P +0 J E 2d6+1 (9mm cased) 12 1 ST 50m 300 CP20



BudgetArms Laser-Niner (Caseless)  
P +1\* J/L P 2d6+1 (9mm) 15/35 1/3/20 ST 50m 675 Chr1



Goncz-Taurus Pistol Version  
P +0 J E 2d6+1 (9mm cased) 15 2 ST 50m 200+ Chr1  
MP Version  
P -1 J C 2d6+1 (9mm cased) 15/30 1/10 ST 50m 300+ Chr1



Fashion Gun 9 (Caseless)  
P +0 P E 2d6+1 (9mm) 7 2 UR\* 25m 35-40 SOF



Generic Wondennine  
P +1 J E 2d6+1 (9mm) d6+14 1 VR 50m d6+240 SOF2



Beretta M97P  
P +2\* J P 2d6+1 (9mm) 18 1 VR 50m 480 ES



CCMMC Goaxing Xuixi CM-3 (Caseless)  
P +0 J C 2d6+1 (9mm) 8 1 ST 50m 75 PAC



Beretta Plas 9 Fashion (Caseless)  
P -1 P P 2d6+1 (9mm) 10 1 ST 50m 200 UK



Kang Tao Type 97  
P +1 J E 2d6+1 (9mm cased) 10 1 UR 50m 35 SOF



FN High Power  
P +1 J C 2d6+1 (9mmC) 14 1 VR 50m 150 UK



Sci Fi Starrior 4 (Caseless)  
P +0 J E 2d6+1 (9mm) 12 1 UR 50m 60 SOF



Towa Manufacturing Type-14 Pistol  
P +2 J P 2d6+1 (9mm) 16 1/3/16 VR 50m 520 PAC



Teen Dreem (Caseless)  
P -1 J E 2d6+1 (9mm) 10 1/10 UR\* 50m 36 SOF



BudgetArms C-41  
P +1 J E 2d6+1 (.41 C) 10 1 VR 50m 600 SOF



Texas Arms Model-351 Gyrojet  
P +0 J C/P 2d6+1 (9mm Gyro) 8 1 UR 50m 420 DS



Colt .45 "Peacemaker"  
P +0 J R 2d6+2 (.45 C) 6 1 VR 50m 100 CP20



Calico Assault Pistol (Caseless)  
P +0/-1 L C 2d6+1 (9mm C) 50/100 1/3 VR 50m 450 NEO



Colt Alpha-Omega .45 (Caseless)  
P +2 J C 2d6+2 (.45 ACP) 10 1 VR 50m 500 Chr1  
Colt Alpha-Omega 10mm  
P +2 J C 2d6+3 (10mm) 14 1 VR 50m 500 Chr1





Dai Lung Streetmaster (Caseless)  
P +0 J E 2d6+3 (10mm) 12 1 UR 50m 250 CP20



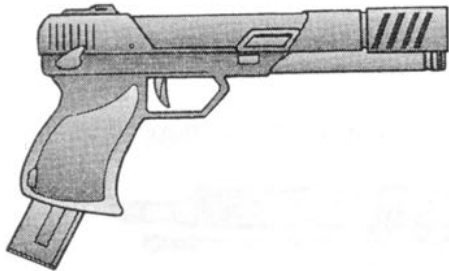
Glock 30 MP (Caseless)  
MP +2 P/J C 2d6+3 (10mm) 20/30 1/3 VR 50m 705 Chr1



IMI Gamad  
P 0/+1\* P/J E 2d6+3 (10mm) 7/15 2 VR 50m 575 SOF2



Colt Enforcement 10  
P +1 J C 2d6+3 (10mm) 14 VR 50m 550+ CB 3



FN Browning "3-Spot" (Caseless)  
P +1 J C 2d6+3 (10mm) 24 3 ST 50m 425 UK



LeRoi Maxi-10 (Caseless)  
P -1 J E 2d6+3 (10mm) 10 1 UR 50m 150 ET



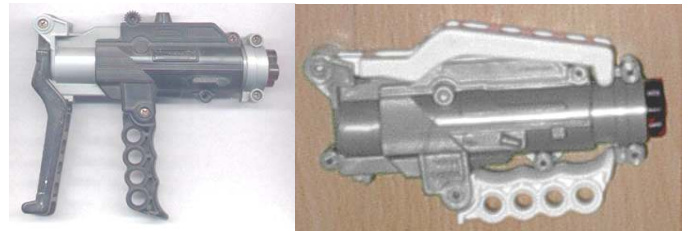
Arasaka WSA  
P +0 J C 2d6+3 (10mm) 15 1 VR 50m 400 CB 1



Sternmeyer P-41 (Caseless)  
P +0 J C 2d6+3 (10mm) 12 1 VR 50m 425 CB1



Stolbovoy St-2 Pistol  
P +0 J C/R 2d6+3 (10mm) 14 2 VR\* 50m 450 CB3



Surprising Stranger  
P +0 P E 2d6+3 (10mm) 4 1 ST 25m 15-50 SOF



Towa 13 Police Pistol (Caseless)  
P +2 J P 2d6+3 (10mm) 12 1 VR 50m 500 PAC



S&W Combat Magnum  
P +1 J C 2d6+3 (.357 C) 6 1 VR 50m 125 CP20



C.O.P. Derringer  
P +0 P C 2d6+3 (.357 C) 4 1 VR 50m 250 CP20



.357Mag Revolver  
P +0 J C 2d6+3 (.357mag) 6 1 VR 50m 250 NEO



.357Mag Autoloader  
P +0 J C 2d6+3 (.357mag) 8 1 VR 50m 300 NEO



S&W "Tri-Star"  
P +0 J C 2d6x3 (.410ga) 6 1 ST 50m 275 Chr2



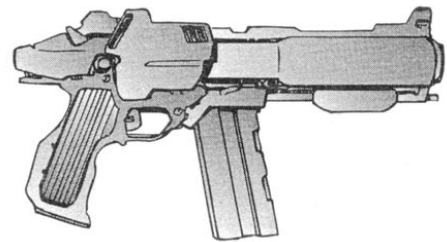
Tsunami Express  
P +3 L P 2d6+3 (5.2mm ET) 24 1 VR 75m 5300 SOF2



Hammer M-11 Bolt Pistol  
P +2 J P 1d6+2 (9mm Bolt\*) 10 1 ST 30m 320 DS



Militech Black Widow  
P +1 J P 1/2d6 (Flec) 10 1 ST 30m 400 DS



Militech Silver Shadow  
P +0 J P d6/2+2x1d6/3(Flec) 8 1 ST 30m 300 DS

## HEAVY PISTOLS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source

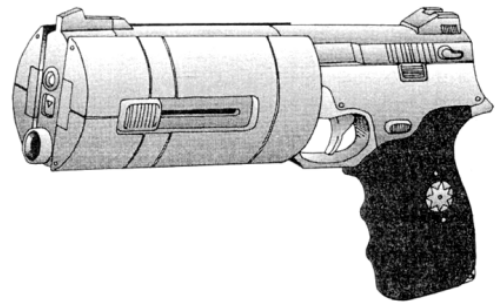


Malorian Arms Heavy Flechette  
P +1 J C 1d6+1\* (4mm) 25 1 ST 50m 595 Chr1





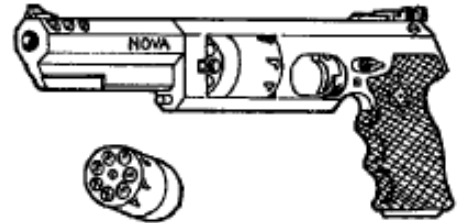
Espinoza One Shot (Caseless)  
P -1 P E 3d6 (.50 short) 1 1 UR\* 50m 75 SOF



Nova 757 Cityhunter  
P +2 J P 3d6 (11mm) 18 1 ST 50m 480 BH



BudgetArms Auto 3 (Caseless)  
P -1 J E 3d6 (11mm) 8 1 UR\* 50m 350 CP20



Nova 338 Citygun  
P +1 J P 3d6 (.338) 7 3 VR 50m 460 Chr2



Stermeyer Type 35  
P +0 J C 3d6 (11mm) 8 1 VR 50m 400 CP20



Dai Lung Magnum (Caseless)  
P +1 J E 3d6+1 (.357 Mag) 10 1 UR\* 50m 60 SOF



Mustang Arms "Mark II" (Caseless)  
P +1 J/L C 3d6 (11mm) 12/20 3 VR\* 50m 425 SOF2



S&W Handcannon  
P +0 J/L P 4d6 (.44 Mag) 6 1 UR 50m 850 SOF2  
P +1 -- 2d6+2 (.45 ACP caseless) 10 1 UR 50m --



"Decker Gun" (Caseless)  
P -1 J E 3d6 (11mm) 10 1 VR 50m 500 CGen



Tsunami Raimei Ramjet  
P +2 L P 5d6 to 7d6+1\*(10rj) 6 1 VR 100m 1100 SOF2



# VERY HEAVY PISTOLS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Llama Commanche  
P +0 J C 4d6 (.44C) 6 1 ST 50m 200 CP20



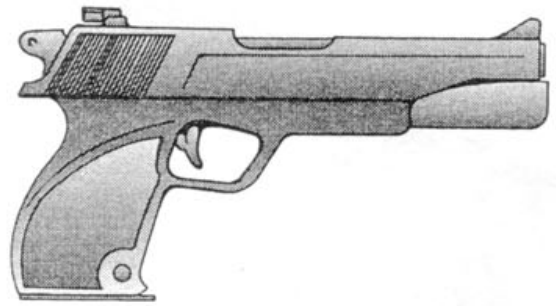
.44 Mag Revolver  
P +0 J P 4d6 (.44) 6 1 VR 50m 375 NEO



Armalite 44  
P +0 J E 4d6+1 (12mm) 8 1 ST 50m 450 CP20



Colt AMT Model 2000 (Caseless)  
P +0 J C 4d6+1 (12mm) 8 1 VR 50m 500 CP20



Royal Enfield Ordnance Spitfire Battle Pistol  
P +1 J P 4d6+1 (12mm) 12 1 VR 50m 550 UK



Constitution Arms Multi Ammunition Pistol "MAP"  
P +0 J P Varies (12mm C) 5 1 VR 50m 525 P&S



454 Magnum Disposable  
P -2 P R 4d6+3 (.454) 2 1 VR 40m 100 I1.1



Ameritech Magnum  
P +1 J R 4d6+3 (.454) 5 1 VR 50m 1000 I1.1



Federated Arms "Super Chief"  
P +0 J P 4d6+3 (.454C) (B9) 5 1 VR 50m 375 Chr1



Nova Arms "Stallone"  
P +1 J P 4d6 (.357ET) 6 1 VR 60m 999 SOF2

Nova Arms "Bronson"

P +1 J P 5d6 (.41ET) 6 1 VR 80m 1199 SOF2

Nova Arms "Eastwood"

P +1 J P 6d6 (.44ET) 6 1 VR 80m 1499 SOF2

Nova Arms "Arno"

P +1 J P 6d6+3 (.454ET) 6 1 VR 100m 1799 SOF2



Militech Boomer-Buster (Caseless)  
P +1/-1 L/J P 5d6@ (.477) 4 1 VR 50m 450 SOF



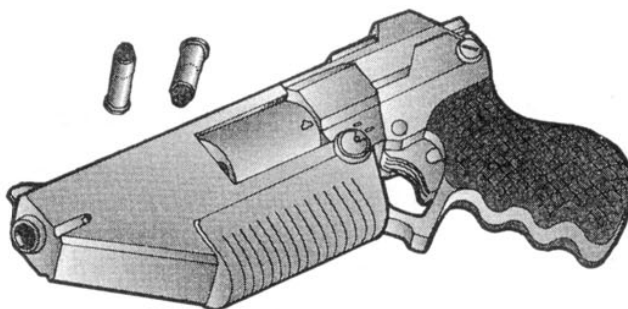
Malorian Arms 3516  
P -1 J R 6d6 (14mm) (B12) 6 1 VR 50m 4525 Chr1



Malorian Arms 3600 Super (Caseless)  
(Full Cybernetic Body Recommended)  
SMG +0/-1 L P 6d6 (14mm) (B11) 20 1/3 VR 50m 3000 SOF2



Magnum Opus Big Government  
(Full Cybernetic Body Recommended)  
P +0 J P 6d6 (14mm) (B12) 13 2 VR 60m 2000 SOF2



Magnum Opus Hellbringer .666  
(Full Cybernetic Body Recommended)  
P +1 J/L P 7d6+3 (.666) (B15) 3 1 VR 80m 4000 SOF2

## LIGHT SUBMACHINEGUNS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Federated.Arms Tech Assault (Caseless)  
SMG +1 J E 1d6 (.22) 30 10/30 UR\* 100m 160 SOF

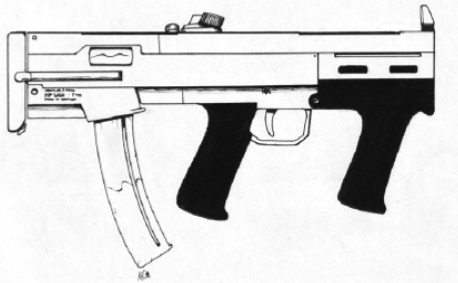




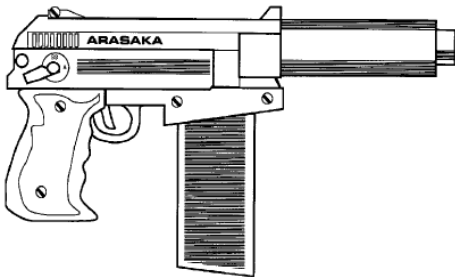
Militech Mini-Gat (Caseless)  
SMG +0 L P 1d6 (.22/5mm) 120 40 ST 150m 695 Chr1



Vz61 Skorpion  
SMG +2 J P 1d6 (.25C) 20 25 VR 150m 150 CP20



Federated.Arms Tech Assault 2  
SMG +1 J C 1d6+1 (6mm) 50 25 ST 150m 400 CP20



Setsuko-Arasaka PMS (Caseless)  
SMG +1 L P 1d6+2 (7mm) 40 20 ST 150m 950+ Chr1



Surnam Machine Pistol (Caseless)  
SMG +0 J/L C 1d6+4 (.177) 25/50 50 UR\* 150m 375 SOF2



Uzi Miniauto 9 (Caseless)  
SMG +1 J E 2d6+1 (9mm) 30 35 VR 150m 475 CP20



H&K MPK-9  
SMG +1 J C 2d6+1 (9mm) 35 25 ST 150m 520 CP20



Uzi  
SMG +2 J C 2d6+1 (9mmC) 30 20 VR 200m 250 CP20

## MEDIUM SUBMACHINEGUNS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source

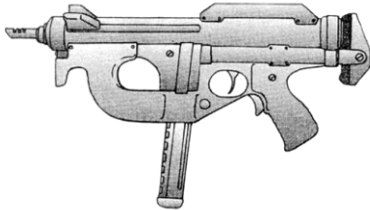


Malorian Sub-Flechette  
SMG +2 J C 1d6x1d6 (flec) 10/30 3/35 VR 200m 795 Chr1





"Sten"  
SMG -2 L E (.22 to 12mm) 30 3/30 ST 100m 200 NEO



Beretta M-24 (Caseless)  
SMG SMG +2 L P 2d6+1 (9mm) 50 25 VR 200m 950+ Chr1



L2A3 Sterling  
SMG +0 L C 2d6+1 (9mmC) 10/34 20 VR 200m 200 UK



Calico Submachinegun (Caseless)  
SMG +0 L C 2d6+1 (9mmC) 50/100 3/20 ST 200m 750 NEO



Ingram MAC 10  
SMG -1 J C 2d6+2 (.45C) 30 5 UR 200m 225 CP20



Militech 10/45 (Caseless)  
SMG +1 J E 2d6+2 (.45 ACP) 30 20 ST 200m 455 Chr1  
SMG +1 J E 2d6+3 (10mmC) 30 20 ST 200m 455 Chr1



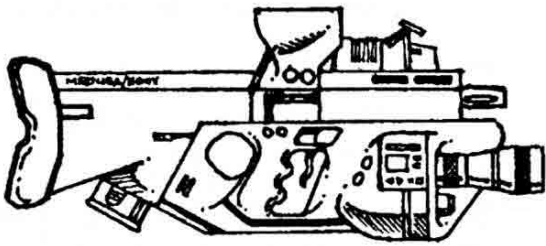
Arasaka Minami 10  
SMG +0 J E 2d6+3 (10mm) 40 20 VR 200m 500 CP20



Militech Viper (Caseless)  
SMG +0 J P 2d6+3 (10mm) 40 30 VR 200m 600 HoB



Stolbovoy StS (Caseless)  
SMG -1 J C/R 2d6+3 (10mm) 35 30 VR\* 100m 600 CB 3



Medusa 2000 (Caseless)  
SMG +0 N P 2d6+3 (10mm) 40 20 VR 200m 2500 I2.1



Beretta 1010 MP  
SMG +0 J/P C 2d6+3 (10mm) 30/15 15 ST 100m 475 UK



Mustang Arms ARS-5C (Caseless)  
SMG +1 J C 2d6+3 (10mm) 40 3/40 VR 100m 600 CB3



H&K MP-2013 (Caseless)  
SMG +1 J C 2d6+3 (10mm) 35 32 ST 200m 450 CP20



IMI "Gamdaii" (Caseless)  
SMG +2 N E 2d6+3 (10mm) 35x2 25 VR 200m 950 SOF2  
HVY +0 - - (25mm/10ga) 1 1 ST 100m - -



## HEAVY SUBMACHINEGUNS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Thompson M1  
SMG +2 N C 2d6+2 (.45C) 30/50 20 ST 200m 300 CP20



Sternmeyer SMG 21 (Caseless)  
SMG -1/0 L E 3d6 (11mm) 30 3/15 VR 200m 500 CP20



CMMC Tuzi-7  
SMG -2 J P 3d6 (11mm) 30 15 ST 100m 125 PAC



Chadran City Reaper (Caseless)  
SMG +0 L P 3d6 (11mm) 40 20 VR 200m 950 I1.3  
SHT -1 - - 4d6 (12.ga) 10 3 ST 50m





H&K MPK-11 (Caseless)  
SMG +0 L C 4d6+1 (12mm) 30 20 ST 200m 700 CP20



Ingram Mac 14  
SMG -2 L E 4d6+1 (12mm) 40 10 ST 200m 650 CP20



H&K MPK-2020 (Caseless)  
SMG +2\* L P 4d6+1 (12mm) 60 30 ST 200m 750 UK



Arasaka WCAA Rapid Assault Shot 12  
SHT -1 N C 4d6 (12ga) 20 2/10 ST 50m 900 CP20



CMMC Qi-15  
SHT -2 N P 4d6 (12ga) 15 2/10 ST 50m 150 PAC



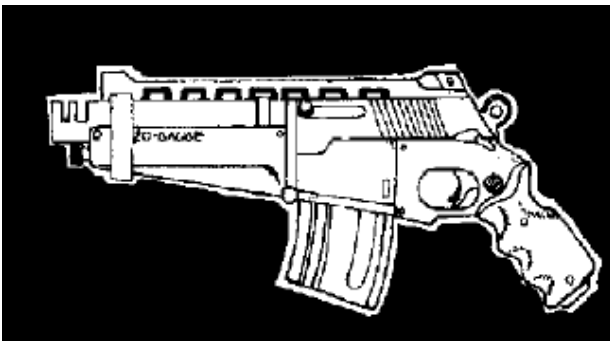
Enfield Ubichi LastChance  
SHT +0 J C 4d6 (12ga) 1 1 UR 25m 60 ES



Streettech "Burst"  
SHT -1/-3 P E 2d6+1 (28ga) 1 1 VR 3m 33/40 P&S

## SHOTGUNS

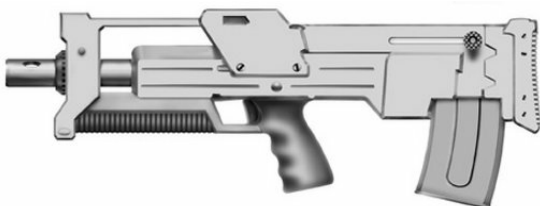
Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Militech Crusher SSG  
SHT -1/-3 J C 3d6 (20ga) (B9) 6 2 ST 12/25m 450 Chr1



Luigi Franchi P.16  
SHT +1 L R 4d6 (12ga) 20 2/10 ST 50m 980 ES



Mustang Arms Close 20  
SHT -1 N P 3d6 (20ga) 15 2 ST 50m 350 SOF2

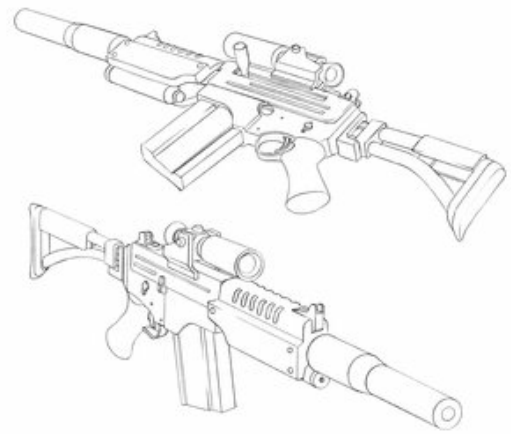


M-12 Close Assault  
SHT +0 N P 4d6 (12ga) 20 3/10 VR 50m 950 HoB





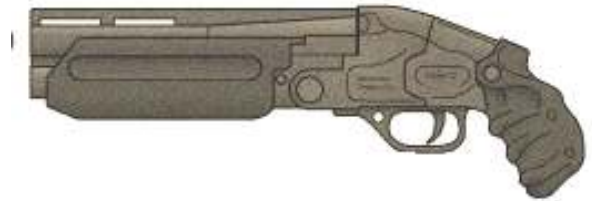
Militech Bulldog  
SHT +0 L P 4d6 (12ga) 21 3/10 ST 50m 1000 CB 2



H&K CAWS 11  
SHT +1 N R 4d6(12ga) 30 10 ST 50m 800 UK



Militech Military/Police  
SHT 0/-1 N/L C 4d6 (12ga) 8 2 ST 50m 300 Chr1



"Whippet" Scattergun  
SHT -3 J P 4d6 (12ga) 2 2 VR 15m 200 NEO



Mustang Arms "Raider"  
SHT +0 L/N C 4d6 (12ga) 5/9 2 ST 50m 400 CB3



Constitution Hurricane  
SHT +0 N P 4d6 (12ga) 40 4/20 ST 70m 1000 P&S



Sternmeyer Stakeout 10  
SHT -2 L R 4d6 (12ga) 10 2 ST 50m 450 CP20



Double Barrel Shotgun  
SHT +0 N C 4d6 (12ga) 2 2 VR 50m 200 UK



Tsunami "Ragnarok"  
SHT +0 N R 6d6 (12ga ET) 40 2/20 ST 70m 4500 PAC



Sawn-off Shotgun  
SHT -1 J C 4d6 (12ga) 2 2 VR 10m 100 UK



CAWS  
SHT +0 N R 4d6 (12ga) 10 10 ST 50m 500 CP20



MetaCorp Warhammer  
SHT -1 N P (12ga mag) 16 1/3 VR 75m 700 NEO



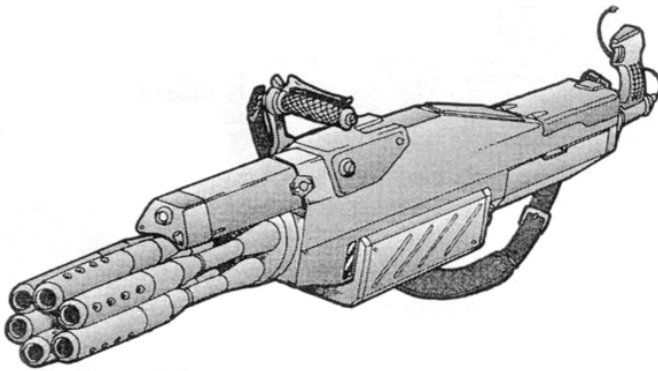
Luigi Franchi "King Buck"  
SHT -1 N P 6d6 (10ga) 4 2/4 VR 50m 800 Chr2



Magnum Opus 12-Gauge Pistol  
(Full Borg Body Recommended)  
P -2 J/L P 4d6 (12ga) (B12) 9 2 ST 30m 1000 SOF2



Magnum Opus 10-Gauge Pistol  
(Full Borg Body Recommended)  
P -2 L P 5d6 (10ga) (B15) 5 2 ST 30m 1200 SOF2



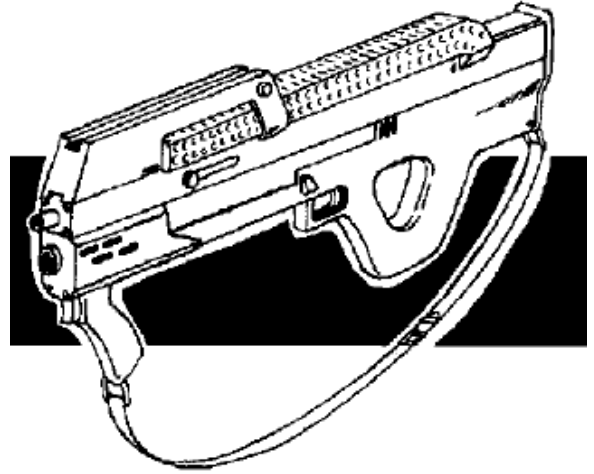
Tsunami Arms Helix  
(Full Cybernetic Body Recommended)  
SHT +0 N P 5d6 (10ga) (B18) 60 43 VR 60m 3000 SOF2



United Arms CLAW  
(Full Cybernetic Body Recommended)  
SHT +1 N R 8d6 (4ga) (B11) 28 1/4 VR 60m 1600 SOF2

# ASSAULT RIFLES

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Militech M-31a1 AICW (Caseless)  
RIF +2 N R 4d6 (4.5mm) 150 3/30 ST 400m 1695 Chr1  
HVY -1 - - (25mm) 4 2 ST 150m - -



AKR-20 Medium Assault (Caseless)  
RIF +0 N C 5d6 (5.45) 30 1/30 ST 400m 500 CP20



Bushmaster  
RIF +0 L R 4d6 (5.56C) 30 20 ST 200m 300 CP20



Stolbovoy St-5 (Caseless)  
RIF -1 N C/R 5d6 (5.45) 30 1/30 VR\* 400m 900 CB3





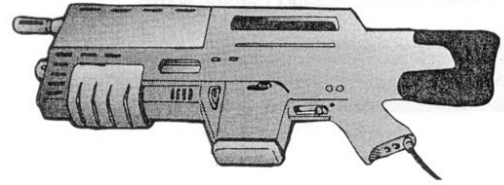
Darra-Polytechnic M-9  
RIF 0/-1 N/L P 4d6+2 (5.5mm) 40 2/25 ST 200m 300 Chr1



Arasaka WAA Bullpup  
RIF +1 N C 5d6 (5.56) 15/30 3/30 VR 400m 800 CB1



M-16A  
RIF +2 N C 4d6 (5.56C) 30 25 UR 400m 200 CP20



Chadran Jungle Reaper  
RIF +1 N P 5d6 (5.56) 60 20 VR 400m 1550 I1.3  
HVY -2 - - (25mm) 6 2 ST 200m - -



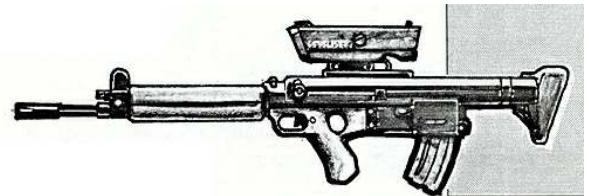
Steyr AUG  
RIF +2 L P 4d6 (5.56C) 30 20 VR 400m 400 CP20



Colt M-18 Assault Rifle  
RIF +1 N C 5d6 (5.56) 35 3/30 VR 400m 750+ CB3



L85A1  
RIF +1 N C 5d6 (5.56) 30 20 VR 500m 500 UK



Militech Ronin Light (Caseless)  
RIF +1 N C 5d6 (5.56) 35 3/30 VR 400m 450 CP20



Sternmeyer M-95A4 (Caseless)  
RIF +1 N R 5d6 (5.56) 90 3/30 VR 400m 750 CB1



SA-80  
RIF +2 N P 5d6 (5.56) 30 20 VR 400m 600 ES

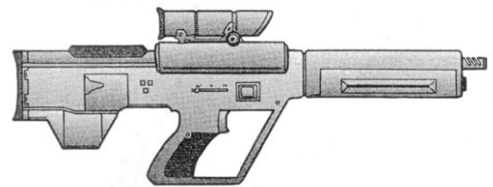


Towa Manufacturing Type-20 AICW  
RIF +2 N P 5d6 (5.56) 100 3/45 VR 400m 4200 PAC  
HVY -2 - - (25mm) 4 1 ST 200m - -





Towa Manufacturing Type-99 Rifle (Caseless)  
RIF +1 N P 5d6 (5.56) 35 3/30 ST 400m 1500 PAC



Royal Enfield Armaments LPA1 (Caseless)  
RIF +1 N R 2d6+1 to 6d6 (7.5) 2x45 1/3/20 VR 500m 1800 UK

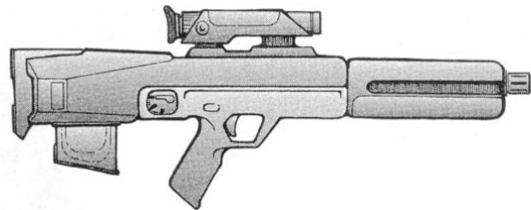


**Fabrica De Armes M-2012**  
RIF 2 N P 6.5 caseless (7.62Sov) 30 4VR  
Argentine assault rifle, based on bullpup designs of late 1990s.  
Good reliability, easily rechambered for other common round types. Squad Auto has a RIF of 30. \$1400

Fabrica De Armes M-2012 (Caseless)  
RIF +2 N P 5d6+3 (6.5mm) 30 1/4 VR 400m 1400 SOF



FN-FAL  
RIF +0 N C 6d6+2 (7.56C) 20 20 VR 400m 450 UK



Federated Arms Light 15 (Caseless)  
RIF +0\* N C 5d6+3 (7mm) 30 3/25 VR 400m 400+ Chr1



AK-47 Medium Assault  
RIF +0 N E 5d6 (7.56C) 30 20 VR 400m 200 CP20



Militech Dragon (Caseless)  
RIF +0 L C 6d6-1 (6.5 H) 35 30 VR 400m 700 CB2



CCMMC Jinhua M-9 (Caseless)  
RIF +0 N P 6d6+2 (7.62) 35 1/25 ST 400m 125 PAC



Militech Mk IV (revised) (Caseless)  
RIF +1 N C 6d6-1/5d6 35 3/30 VR 400m 800 CB2



FN-RAL Heavy Assault  
RIF -1/-2 N/L C 6d6+2 (7.62) 30 3/30 VR 400m 600 CP20



Militech Mk V  
RIF +1 N P 9d6 (6.5mm ET) 30 2/4 ST 600m 1500 SW



Kalashnikov A-80  
RIF -1 N E 6d6+2 (7.62) 35 3/25 ST 400m 550 CP20

# SNIPER RIFLES

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



5.56 caseless SMG  
RIF +1 L/N P 5d6 (5.56) (B10) 50 25 VR 200m 1200 SOF2



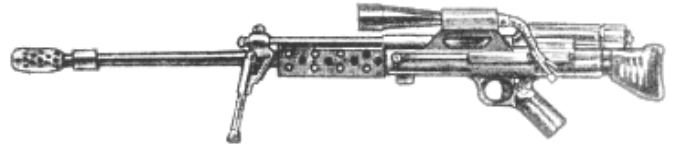
Arasaka Rage 15mm  
(Full Cybernetic Body Recommended)  
RIF -1/-2 L P 4d10+3 (15mm)(B15) 20/50 10 VR 100m 4500 SOF2



12.7mm Assault Rifle  
(Full Cybernetic Body Recommended)  
RIF +1 N P 6d10 (12.7) (B12) 50 10 VR 400m 2000 SOF2



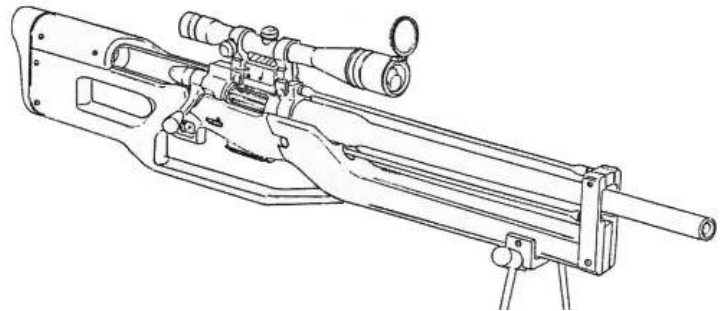
14.5mm Assault Rifle  
(Full Cybernetic Body Recommended)  
RIF +1 N P 7d10 (14.5) (B14) 50 10 VR 400m 2500 SOF2



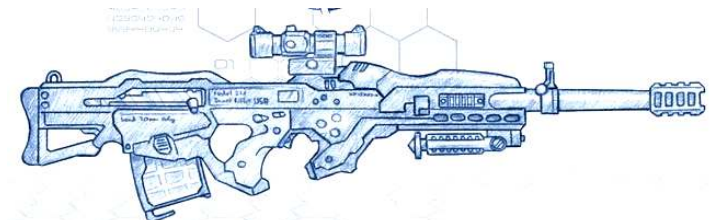
Arasaka WSSA  
RIF +5\* N P 6d6 (3.5mm FF) 40 2 VR 600m 2400 SOF2



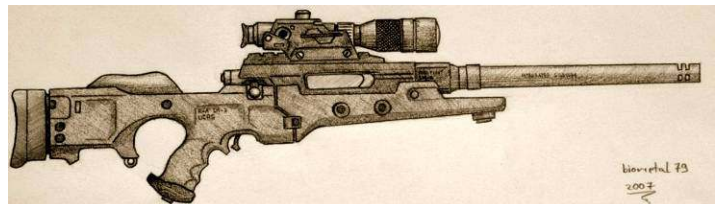
FR-F6  
RIF +3 N P 6d6+2 (7.62) 10 2 ST 500m 1100 ES



WA 2001 Sniper Rifle  
RIF +3 N R 6d6+2 (7.62C) 10 1 VR 1000m 900 UK



Towa Manufacturing Type-00-Kai  
RIF +3 N R 9d6+3AP (7.62 ET) 6 1 VR 1200m 3000 PAC



Setsuko-Arasaka WSE Kajiya  
RIF +1 N R 9d6+3AP (7.62 ET) 5 1 VR 500m 1000 SW

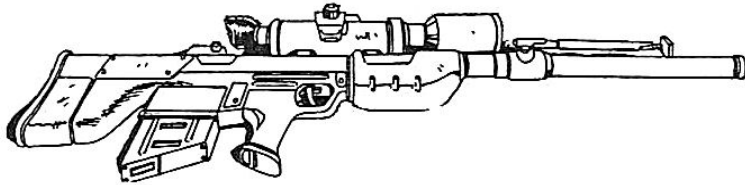


Barrett-Arasaka 20mm  
RIF +0 N R 4d10@ (20mm)(B4) 10 1 VR 450m 2000 CP20

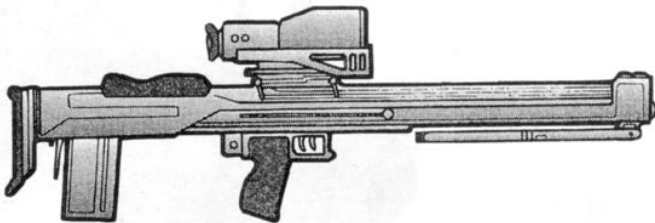




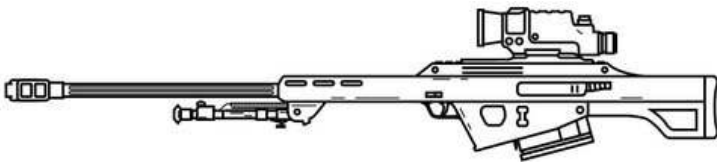
Barrett M-90 Sniper Rifle  
RIF +3 N R 6d10 (12.7 BMG) 10 1 VR 1000m 1500 HoB



Nomad "Long Rifle"  
RIF +1 N P 7d10 (15mm BMG) 9 1 ST 900m 3000 NEO



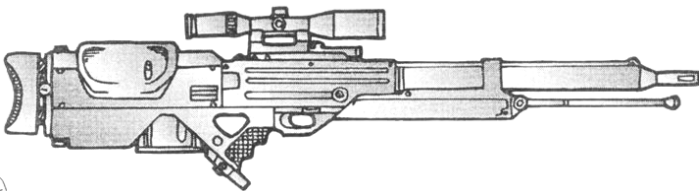
Remington Gyro-Rifle  
RIF +2 N P 7d6API (18mm GJ) 6 1 ST 600m 1000 P&S



Barrett-Arasaka WSSE  
RIF +1 N R 8d10+3 (.50 ET) 10 1 VR 1000m 2500 SW



Arasaka 12.7 WSSE/R  
RIF +2 N R 9d10 (.50 ET) 5 1 VR 1200m 2000 SW



Tsunami Arms Ramjet  
RIF +4 N P Varies (8.5 RJ) 9 3 VR 800m 1230 Chr2



Winchester M70  
RIF +3 N C 5d6+1 (30-06) 5 1 VR 500m 250 CP20



Nomad 7.62 Bolt-Action  
RIF +2 N C 6d6+2 (7.62 C) 6 1 VR 400m 500 NEO

## OTHER RIFLES

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Nomad .357 Mag Lever  
RIF +2 L C 2d6+3 (.357 C) 9 2 VR 100m 300 NEO



Nomad .44 Mag Lever  
RIF +1 L C 4d6+2 (.44 C) 8 2 VR 200m 650 NEO



Nomad .357 Mag Carbine  
RIF +0/1 L C 2d6+3 (.357 C) 30 2/3 VR 100m 400 NEO



NorWolf Hunting Rifle  
RIF +2 N C 2d6+1 (9mm) 8 1 VR 400m 600 CGen



NorBear Hunting Rifle  
RIF +3 N C 2d6+1 (9mm) 10 1 VR 500m 1000 CGen





"Nomad Personal Weapon"  
RIF +1 L P (10mm to 12mm) 50 2/3 VR 200m 500 NEO

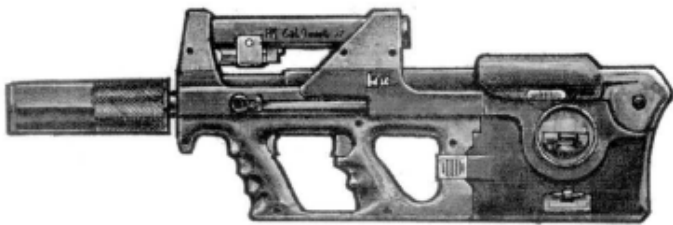


Calico 9mm Rifle  
RIF +1 L/N C 2d6+1 (9mm C) 50/100 1 VR 400m 650 NEO



Selector is the silver crossbar on the side, behind the selector

M-99 EAW  
RIF +5 N R 6d6AP (12mm R) 30 2 ST 400m 5000 HoB  
HVY +0 - - 2d6+1 (25mm HE) 10 1 ST 2000m - -



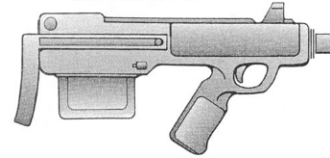
H&K HK77UK (Caseless)  
SMG +1 L P 2d6+4 (9mm Long) 30 3/30 VR 250m 750+ SOF2



Militech Ninja (Caseless)  
SMG +1 L C 1d6 (5mm/.22) 30/100 3/30 VR 250m 650 SOF



Polymer 1-Shot Cannon (Caseless)  
RIF -2 L C 4d6+2 (13mm) 1 1 UR 100m 90 Chr2



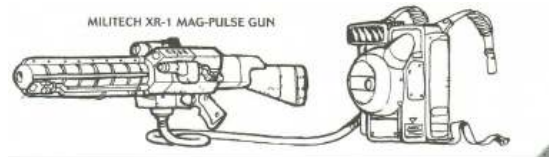
S&W "Cyborg Assault" (Caseless)  
RIF +0 L P Varies (13mm) 8 1 VR 100m 1650 Chr1



Militech Cyborg Rifle (Caseless)  
RIF +1 N P 7d6+3 (.300Mag) 30/100 1/20 ST 500m 800 Chr2



Hughes Rocket Rifle  
RIF -1 N R 3d10HEAT (18mm) 3 1 ST 500m 750 HoB



Militech XR-1 Mag Pulse  
RIF +2 N P 3d10AP (EAP) 20 1 UR 800m 8000 SW



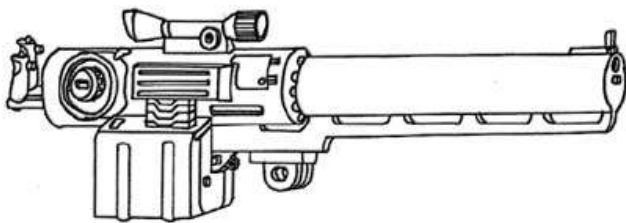
Malorian Assault Cannon  
RIF +3 N - 7d10+4 (.75) 14 2 VR 400m - SW

# MACHINEGUNS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



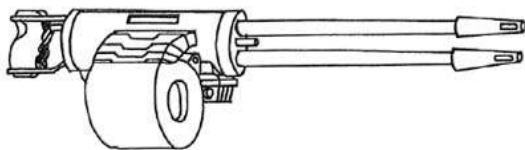
Constitution Deluge (Caseless)  
 HVY +0 N P 1-2pts+Drugs 400 35 ST 60m 800 P&S



Arasaka "Crowd Control"  
 HVY +0 N E 1d3+1 (1d3 hits) 500 50 St 200m 1000 LD



Militech High Power 15  
 RIF +2 N P 2d6+4 (9mm Long) 180 20/60 ST 200m 1600 SOF



Dover GA-1112 Autogun  
 HVY +1 N R 4d6+4 (12mm Long) 400 80 ST 400m 1110+ SOF2



FN MG-6 "One-on-One"  
 HVY +1 N P 5d6 (5.56) 100 40 VR 450m 1800 ES



Militech M-232 SAW  
 HVY +0 N P 5d6 (5.56) 100/35 20 VR 400m 1000 HoB



H&K G-6 SAW (Caseless)  
 HVY +1 N P 5d6AP (6mm) 100 30 VR 450m 2050 Chr1



Fabrica M-2012HB SAW  
 HVY +2 N P 5d6+3 (6.5mm) 100 30 VR 450m 1600 SOF



Militech Renegade SAW (Caseless)  
 HVY +0 N R 6d6-1 (6.5mm H) 200/35 20 ST 400m 1100 CB2



Constitution Cyclone (Caseless)  
 HVY +1 N P 6d6+2 (7.62) 100 35 VR 500m 1200 P&S

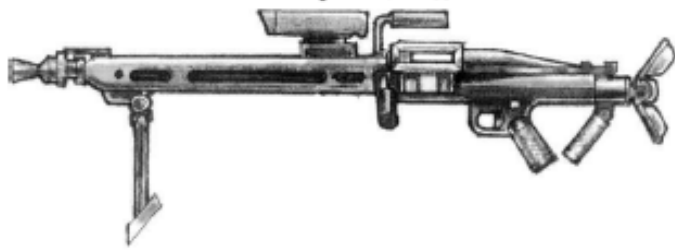


M-60D Machine Gun  
 HVY +1 N P 6d6+2 (7.62) 100 20 VR 500m 1000 HoB





FN-MAG Machine gun  
 HVY +0 N R 6d6+2 (7.62C) 100/250 30 VR 1000m 1500 UK



Sternmeyer M-5A SAW  
 HVY -1 N R 6d6+2 (7.62) 200 20 ST 500m 1000 CB1



Towa Type-8  
 HVY +1 N P 6d6+2 (7.62) 100 35 VR 500m 2500 PAC



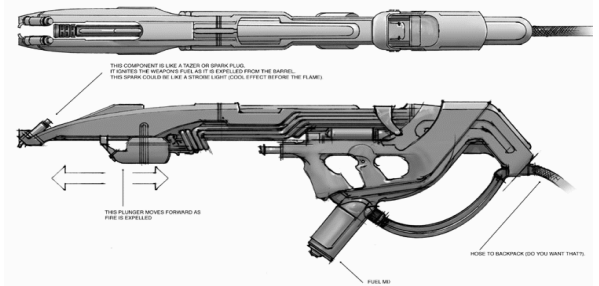
Militech RRCR Archer (Caseless)  
 HVY +1 L P 6d6+2 (7.62) 100+ 33 ST 400m 3300 SW



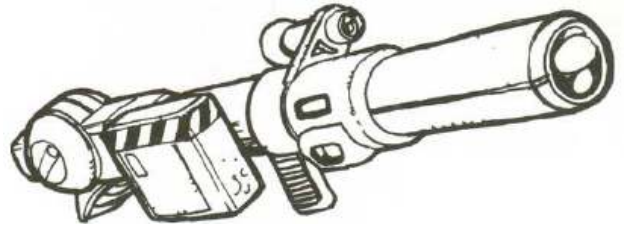
M2A5HB Browning .50  
 HVY +0 N P 6d10 (12.7) 100 10 VR 600m 2000 HoB

# HEAVY WEAPONS

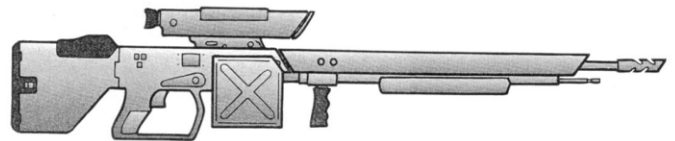
Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



KA F-253 Flamethrower  
 HVY -2 N R 2d10 10 1 ST 50m 1500 CP20



Setsuko-Arasaka Nova Photon  
 HVY +4 N R 4d10 (laser) 1 1 UR 500m 50,000 SW



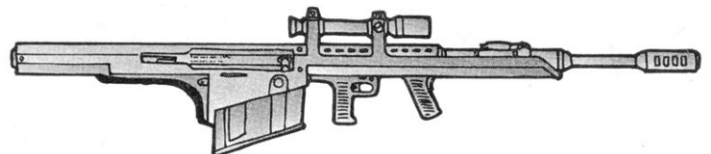
Enfield 25mm Cockerill  
 RIF +1 N R 5d10+10AP (25mm) 12 1 ST 1500m 7400 UK



Barrett-Arasaka ET 20  
 RIF +1 N R 6d10@ (20mm ET) 10 1 VR 750m 3800 SOF2



60mm Light Mortar  
 RIF +0 N P 8d10 (60mm), 5m 1 2 VR 1000m 750 HoB



Colt-Mauser M2X  
 RIF +0 N R 8d10 (20mm) 8 1 ST 600m 3050 Chr2





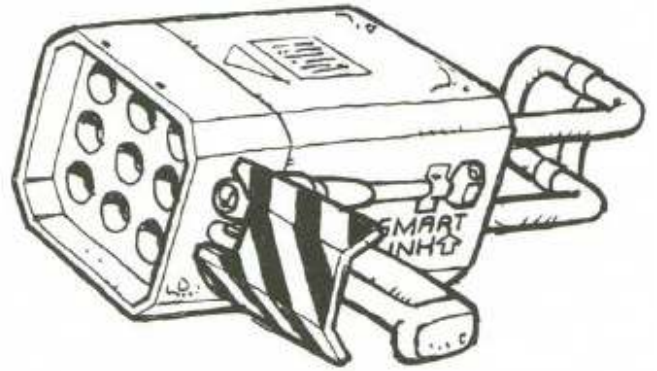
Tsunami Arms Raijin Type-17  
RIF +1 N R 8d10AP (20mm) 12 1 ST 1200m 7500 PAC



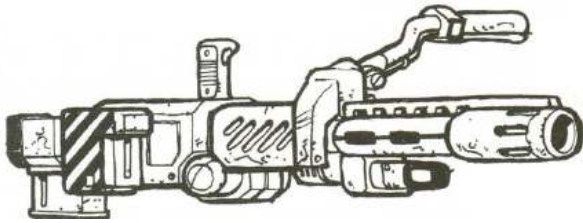
Tsunami Type-18 AGL  
HVY -1 N P (25mm) (B10+) 30 10 ST 200m 2000 PAC



Militech Anti-Matter Rifle  
RIF 0/+1 N R 9d10 (30mm) 5 1 ST 1600m 6000 Chr2



Arasaka WCCA Susano  
HVY +0 N P (25mm) 9 2-9 VR 200m 450 SW



Militech BMFG 30mm Plasma Cannon  
HVY +0 N R 9d10 (30 ET) (B9) 5 1 ST 600m 4500 SW

## GRENADE LAUNCHERS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



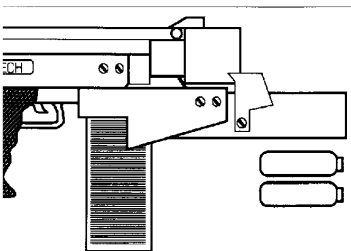
Commercial 40mm GL  
HVY +0 L R (30-40mm) (B6) 1 1 ST 225m 150 CP20



Militech "Cowboy" U-55  
HVY +0 N P (25mm) 12 3 ST 150m 900 CB2



Militech Mini-GL (Pump)  
HVY -1 L C (25mm/10ga) (B4) 4 2 ST 150m 225 Chr1



Militech Mini-GL (Drum)  
HVY +0 N P (25mm/10ga) (B4) 16 2 ST 150m 475 Chr1



M-32 Auto GL  
HVY +0 N R (40mm) (B16-18) 50 20 VR 1600m 2500 HoB



M-205 Underbarrel GL  
 HVY +1 L P (40mm) (B6) 1 1 VR 200m 250 HoB



M-212 Grenade launcher  
 HVY +1 M P (40mm) 8 2 VR 200m 500 HoB



Towa Type-9 GL  
 HVY +0 N P (40mm) 8 2 VR 200m 750 PAC



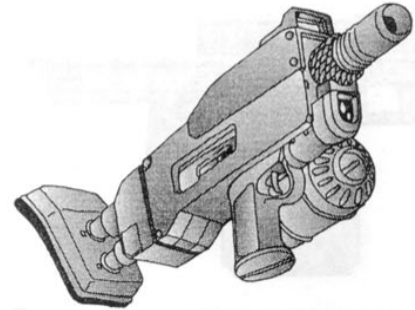
Militech RPG-A  
 HVY -2 N R 6d10 HEAT, 4m 1 1 VR 750m 1500 MM



Militech RPG-B  
 HVY -2 N R 9d10 HEAT, 4m 1 1 VR 500m 1500 MM



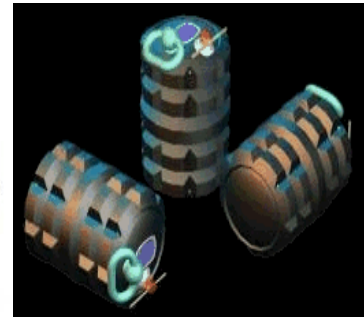
Arasaka "Pocket Tsunami"  
 HVY +0 L P (25mm HP) (B11) 6 1 ST 200m 1250 SOF2



30mm HiVeI Auto-GL  
 (Full Cybernetic Body Recommended)  
 HVY +0 N P (30mm) (B12) 25 15 VR 300m 2000 SOF2

## GRENADES

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



Basic Grenades  
 HVY +0 P P Varies 1 1 ST Throw 20-30 HoB

### Hand Grenades (20-30eb, thrown 10 x BODY in m)

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





Hand-Fusing (30-40mm Launched Grenades)  
Hvy - - P C Varies+1d6 - - - Throw +5 SW



Spraypaint Grenade  
HVY +0 P C Special (4m) 1 1 ST Throw 20 Chr2



Airfoil Grenades  
Hvy - +1 P P Varies - - - Throw x2 SW



Stench Bomb  
EX +0 P C Chemical 1 1 VR Throw 20 Chr2



Biotech-Askari Motion Restraint  
EX +0 P P Special 1 1 UR Throw 60 Chr1



GPz-78 Mini-Grenade  
HVY +0 P P 1d6+3 (3m) 1 1 VR Throw 40 Chr1



Fen "Saucer Grenade"  
HVY +1 P P 2d6+3 (15m) 1 1 ST Throw 65 Chr1



EMP Grenade  
EX +0 P R EMP Effect 1 1 ST\* Throw 200+ Chr1



Burner Grenade  
HVY +0 N R 5d6 x 4 turns 1 1 ST 5m 50 NE



Scatter Grenade  
HVY +0 P C Special (5m) 1 1 VR Throw 70 Chr2



Aluminium Incendary  
HVY +0 P R 4d6 to all areas 1 1 ST Throw 170 P2



# LAUNCHED GRENADES

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



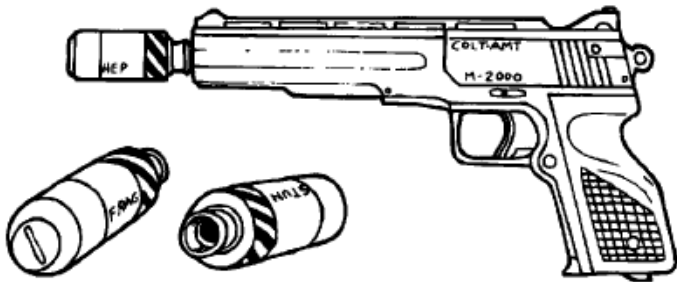
## 25mm Grenades (30-70eb, 150m, HoB)

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



## Tsunami High Pressure 25mm Grenades (15eb, 1500m)

Frag 3d6+1 (1). 5m  
 HE 5d6 (2). 3m  
 HEP (25eb) 5d6 (3\*), armor damaged 2 levels  
 Incendiary 4/3/2d6 (2). 2m



## 25mm Pistol Grenades (15m <9mm> 50m)

Concussion (15) 3d6 Stun, SP 1/3. 4m  
 Def. Frag (20eb) 2d6+1. 3m  
 FlashBomb (15eb) Stun save, -5 REF+Awa x 5 turns. 5m  
 HEP (30eb) 5d6 HEP  
 Incendiary (30eb) 4d6/3d6/2d6. 1m  
 Off. Frag (25eb) 5d6. 3m  
 Chemical (20eb) Smoke or tear gas. 3m



## 30mm Launched Grenades (200m, auto 1300m)

Same type & effects as 40mm Grenades, except:  
 Slasher (75eb) 4d6, 1/3 SP. 2.5m. -2 WA, 50m range



## 40mm Launched Grenades (R, 50eb, 200m/100eb, 1600m)

HE 7d6 (2). 5m radius. Armed after 10m  
 HEDP 4d10HEAT (4\*), 4d6 over 1m  
 Illumination 20m + 20m LL, or 1d6x6. 5eb 'chute  
 Chemical Carriers gas or smoke. 10m. 5eb 'chute  
 Bean Bag 2d6; Stun -5, +1/15SP; 50m range  
 20+ REF roll, -1 Diff/100kg of target  
 WP 4d6x3 (2). 10m  
 Fletchette 1d6/2 x 2d6AP (1). 3mx25m  
 Flash-Bang Stun -2, stun+deaf 4 turns. 5/15m  
 20+ REF or blind 2 turns. 25m range  
 HEP 7d6 HEP, SP -5 levels, -1 WA  
 Grapnel (30eb+) 1/2 range, WA -2, 1d6 dam, Catch 50%  
 Net 25m range, WA -5, 1d6 + 50% wrap  
 20+ REF or 25+ BOD to escape net  
 Splatshell (10eb+) 1d6+1 hits. 5mx2m to 15x6m pattern  
 Slasher (75eb) 4d6, 1/3 SP. 3m. -2 WA, 50m range  
 Spraypaint (20eb) Blind for 1d6/3 turns, 4m  
 EMP (400eb) Disorient 10sec, Cyber 4/10min, 5m  
 LN2 2d6+2 (min 6), 1d6/2+1 area. 3m



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

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



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

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

# EXPLOSIVES

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Fen Dz 25 "Det Card"

HVY +0 P P 1d10 HE 1 1 ST 0.25m 120 Chr1



Militech PDU-3

HVY +0 P P 2d6+5 1 1 ST 5m 150 Chr2



Thermite-In-A-Tube

HVY +0 P P 4d4x3, 15x3 turns 40ft 1 VR . 5m 30 Chr4



Blasting Cap

HVY +0 P P 2d10 1 1 VR 1m 5 LU



Detcord

HVY +0 P P 6d10 1 1 VR 1m 100/m LU



Antipersonnel Mine

HVY +0 J P 4d10 (2) 1 1 VR 7m 350 Chr3



M20 Claymore Mine

HVY +0 L P 4d10 1 1 ST 6x75m 500 HoB



Antitank Mine

HVY +0 L P 6d10AP, 6d6 (2m) 1 1 VR 2m 400 Chr3



Remote Vehicle Mine

HVY -2 L P 4d10 HEAT, 2m 1 1 VR 200m 600 HoB



Blast Satchel

HVY +0 N P 8d10 1 1 ST 10m 120 NE



Guncotton

HVY +0 P P 3d10 per kilo 1 1 ST 3m 10/kg LU



TNT

HVY +0 P P 4d10 per kilo 1 1 ST 3m 30/kg LU

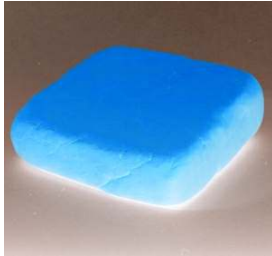




Nitrogen Tri-iodide  
 HVY +0 P P 5d10 per kilo 1 1 UR 3m 2/kg LU



Plastique  
 HVY +0 P P 7d10 per kilo 1 1 VR 4m 75/kg LU



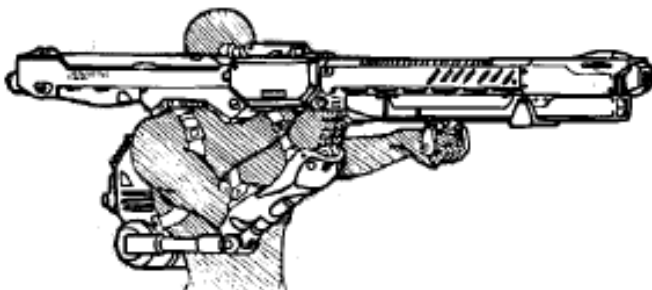
C6 "Flatfire"  
 HVY +0 P P 8d10 per kilo 1 1 VR 5m 100/kg LU



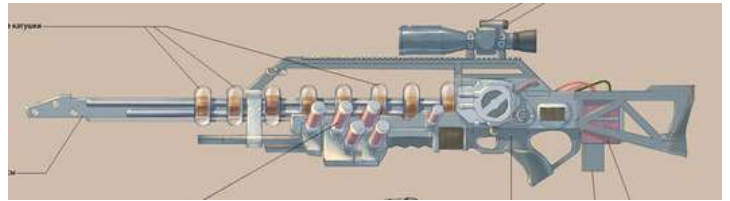
Nitroglycerine  
 HVY +0 P P 3d10 per 1/4 kilo 1 1 UR 3m 24/kg LU

## RAIL GUNS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Rhinemetall EMG-85  
 HVY +3 N R 5d10+10AP (B11) 5 1/2 ST 1500m 11,370 Chr2



Deathwind Railgun  
 (Full Cybernetic Body Recommended)  
 HVY +3 N R 5d10+10AP 30 2 VR 1250m SW

## MISSILE/ROCKET WEAPONS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



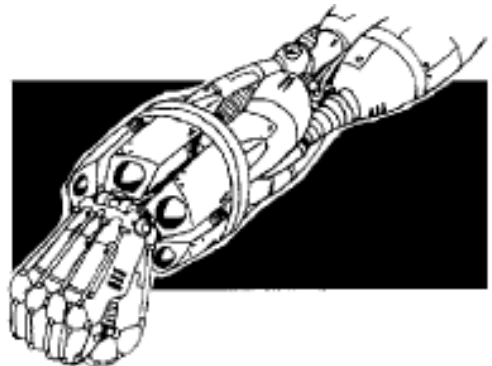
Militech Urban Missile Launcher  
 HVY +2 L P 4d6 (micromissile) 12 2 ST 200m 900 Chr2



U-barrel Micromissile  
 HVY +1 L P 4d6 (micromissile) 1 1 ST 200m 200 Chr2



Lance Mini-Missile (50%)  
 HVY +2 P C 4d10HEAT, 2d6 1 1 UR 300m 100 SOF2



Rostovic Wrist Racate  
 HVY +0 N P 5d6 (30mm) 6 3 ST 250m 380 Chr1

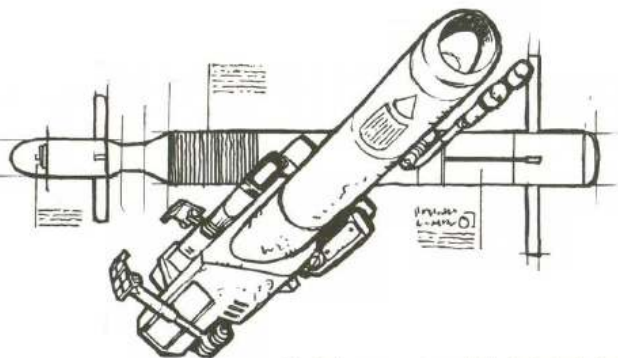


# INDIRECT FIRE/ARTILLERY

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



LAW III  
HVY -2 L P 4d10 HEAT, 2m 1 1 VR 200m 300 MM



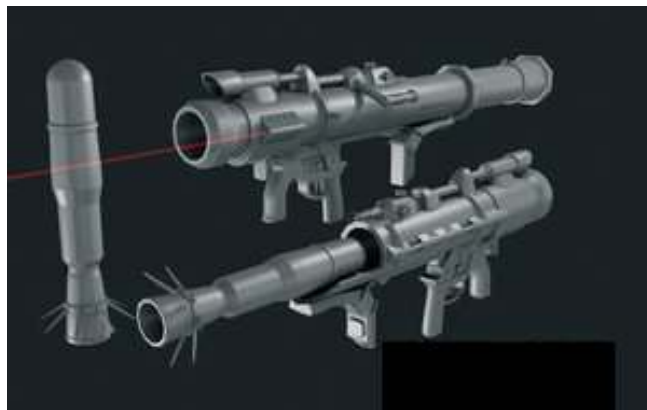
Militech Sure-Shot  
HVY +2 N P 18d10 HEAT, 4m 1 1 ST 3000m 75,000 SW



Militech Backpack Mortar  
HVY 17 N P 7d6/3d6 (40mm) 20 1/3 ST 500m 1250 SW



Militech 4-Pack Missile  
HVY 15 N P 20d10AP, 6m 1 1 ST 3000m 11000 SW



Militech Man-Pack rocket  
HVY 15 N P 13d10, 15m 1 1 VR 2000m 1500 SW



Arasaka AP-87 LATGM  
HVY +2 N P 24d10HEAT 1 1 VR 1000m SW

## Ammunition Reloads



Light Pistol & SMG 15eb/100  
 Medium Pistol & SMG 30eb/100  
 Heavy Pistol & SMG 36eb/100  
 Very Heavy Pistol 40eb/100  
 Assault Rifle 40eb/100  
 Airgun Pellets 6eb/100  
 Acid or Drug Pellets 30eb/100  
 Needlegun Rounds 50eb/100  
 20mm Cannon Round 25eb each  
 Flamethrower Reload 50eb  
 Paintloads 10eb/100  
 Acid/Drug/Poison loads 30eb/100  
 Glass/Ceramic/Steel Balls 5eb/20  
 Gauss Rounds 20eb/mag  
 Gauss Battery Charge 10eb

## Ammunition Types



### Bullets SP Mod Damage Mod & Notes Cost Source

Standard - - 1x CP20  
 Sealed Caseless Bullets - Waterproof 2x SF  
 Brass Cased - - 3x CP20  
 Plasticase - Poor availability 1x CP20  
 Armor Piercing x1/2 1/2 Pen 3x CP20  
 Hollowpoints x2 1.5x Pen 1.125x Chr 1 & 2  
 Armor Piercing Incendiary x1/2 1/2 Pen, +1d6, 1d6/2. 50% fire 4x Chr 2  
 Dual-Purpose x1/2 1/2 Pen or 1.5x if unarmored 4x Chr 2  
 Frag Flechettes x1/2 [soft] Rare and very illegal 5x Chr 2  
 Electrothermal - 1.5x Damage (cased) 2x Chr 2  
 Rubber Bullets - Stun beyond 3m, below that 1/2 real, 1/2 stun 1/3x BH  
 Wasp Flechette 1/2 [soft] x1d6/2 10x UK  
 12mm Anti-Personnel 1/2 [soft] x2 10x UK  
 Electric Fire - Caseless rounds 0.9x SOF2  
 Smart Bullets - Rifled +1, smoothbore +2 WA at long+ range 10x SW  
 Silver Bullets - - 5x NE  
 Safety Rounds x2 3x Pen. Shatter on 10SP/30SDP 6x DS  
 Sky Marshal® Safety Rnds x2 2x Pen. 100eb/50 GW  
 Kill Rounds - x2 Damage (explosive) CIA only RM  
 Capture Rounds - 1/2 Damage, 2x Stun CIA only RM  
 Acid - 1D4x3, ceramic shells shatter on SP4+ 75eb/20 RPI  
 Heartbreaker - Heart attack 1d6 mds, shatter on SP5+ 50eb each RPI

## Shotgun Rounds



### .410/28 Gauge (15eb/12)

Shotshell 2d6/1d6+2/1d6  
 Slug 3d6+1AP. Soft SP halves penetration  
 Triplex shells 1d6/2x2d6

### 20 Gauge (15eb/12)

Shotshell 3d6/2d6/1d6  
 Flare (25eb/25) Illumination 30m. 2d6+2 & 1d6/2 if hit  
 Flash-Bang Effects listed below. 2/5m. 25m range  
 Flash (30eb/25) Flash-Bang grenade in 25mx3m pattern  
 Slug 3d6+1AP. Soft SP halves pen damage

### 12 Gauge (15eb/12)

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

### 12 Gauge Magnum

Buckshot (1eb) 4d6+2/3d6+2/2d6+2  
 HE Slug (2eb) 3d6, 1m radius  
 AP Slug (3eb) 3d6HEP

### 10 Gauge (15eb/12)

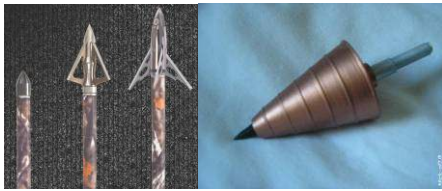
Same range & effects as 12 ga. with these exceptions  
 Shotshell 5d6/4d6/3d6  
 Flare (30eb/25) Illuminates 30m. 2d6+2 & 1d6/2 if hit  
 Flash (35eb/25) Flash-Bang grenade in 25mx3m pattern  
 Flechettes (8eb) 5d6AP. Armor and pen damage 1/4  
 Gas (5-25eb) Tear, sleep, or biotoxin gas. 2m  
 Non-Lethal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

### 10 Gauge 3" Magnum

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

### 4 Gauge (CLAW)

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



### Arrows

#### SP Mod Damage Mod & Notes Cost Source

Target 1/2 normal 24eb/12 SOF2  
 Broadhead 1/2 [soft] 2x Pen 40eb/12 SOF2  
 Stun - damage is Stun 20eb/12 SOF2  
 Spinner 1/2 [soft] 3x Pen 80eb/12 SOF2  
 Warhead varies 25mm pistol grenade, WA -2 varies SOF2

### Crossbow Bolts

#### SP Mod Damage Mod & Notes Cost Source

Target 1/2 normal 30eb/12 SOF2  
 Broadhead 1/2 [soft] 2x Pen 50eb/12 SOF2  
 Stun - damage is Stun 25eb/12 SOF2  
 Spinner 1/2 [soft] 3x Pen 100eb/12 SOF2  
 Warhead varies 25mm pistol grenade, WA-2 varies SOF2  
 Silver 1/2 - 3x NE



### Airgun Splatballs SP Mod Damage Mod & Notes Cost Source

Drugged - by drug type 5x CP20  
 Acid - 1d6 x 3 turns 5x CP20



### Needlegun Loads SP Mod Damage Mod & Notes Cost Source

Normal 1/2 [soft] - 50eb/100 CP20  
 Drugged 1/2 [soft] + drug type 5x CP20  
 Anti-Armor 1/4 [s], 1/2 [h] - 4x WGF  
 HE (Impact) - 4d6 5x WGF  
 HE (Timer/Liquid) 1/2 [s] +4d6 5x WGF

## Other Rounds



### Micromissiles

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



### 50 Caliber

BMG (15eb)  
 BMG Hex (30eb) 1/2 pen to soft targets, double to SDP  
 Smoothbore (25eb) for ETE weapons - WSSE/R



### 13mm Shells

HEP (45eb/12) 4d6+2  
 API (45eb/12) 4d6+3 1/2SP, 1d6, 1d6/2 0SP  
 Acid (20eb/12) 1d6 x 4 turns  
 LN2 1d6+2 to one location + LN2 effects



### 15mm Kurtz

"Practice" (8eb) 4d10+3@  
 HE (20eb) 3d10, 1m



### 25mm Cockerill Cannon Rounds

AP 5d10+10AP (Pen 5)  
 HEP 5d10+10HEP (Pen 6)  
 Flechette 1d6+3x1d6+1AP. 1m/2m/4mx100m

### 30mm Rockets (200eb/6)

HE 5d6 (1), 3m

### Rockets Reloads

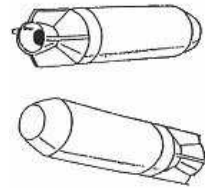
RPG-A HEAT 6d10AP 250eb  
 HE 6d10 (3), 6m 250eb  
 RPG-B HEAT 9d10AP 400eb  
 2" Rocket 6d10, 1 space\12 100eb  
 2.75" Rocket 8d10, 1 space\10 200eb  
 3.5" Rocket 9d10, 1 space\6 400eb  
 5" Rocket 13d10 1000eb

### Missile Reloads

LATGM 12d10AP, 1/5 space 1500eb  
 HATGM 18d10AP, 1/3 space 3500eb  
 Hellfire 20d10AP, 1 space 10,000eb

### Webs and Nets

Det Web (450eb) 40AP, WA 0, 25m range  
 Taser (100eb) As taser, WA 0, 25m range  
 Web Entangle, N.Imp Bod+Ref, 30m range  
 Sharpwire(450eb) WA +2, Bod/2 damage, 1/2SP, 10m



### Militech MTL-1 Mini-Torps

Hi-Ex (300eb) 167m/turn, 8d10, passive sonar (-3 A/N)  
 Concussion (350eb) 1/2R, 1/2S, double SW  
 Shaped (550eb) 1/2SP, x2 Target SW, 1/2 radius  
 Proximity (+50eb) detonates within 5m of metallic source  
 Memory Mapping impossible to detect, +1000eb



### Arasaka APW Mini-Torps

API (400eb) 1667m/turn, 4d10API, active sonar  
 HEP (400eb) 1/2R, 1/2S, ignore SP, x2 SW value  
 Passive Sonar -3 A/N, +150eb



## Ammo Effects

**API:** Armor Piercing Incendiary, half armor and damage if the round penetrates, but if penetrated armor won't protect against addition damage.

**EMP Grenade:** When detonated the EMP grenade fuses its internal mechanism five seconds after arming. Effects are similar to a Techtronica "Pulse Rifle" over a 4-10m diameter. Unshielded electronics and cyberware are immediately disabled. Internal cyberware comes back on-line in 4 minutes, and cyberlimb functions are regained in 10 minutes. Chips are wiped. Electronics/cyberware with hardening/shielding are not effected. Anyone in the area of effect will still have orientation loss (make a Stun Save at -1, effects lasts 1d6x10 seconds).

**HEAT:** High Explosive Anti-Tank, half armor and full damage.

**HEP:** High-Explosive Penetration, damage is half real and half is applied as concussion damage. Armor has no effect and is damaged 2 levels.

**Flash Bang Grenade:** All people within 5 meters of the blast (15m indoors) must make a Stun Save at -2 to avoid being stunned and deafened for 4 turns (40 sec) and a Difficulty 20+ REF test to avoid being blinded for 2 turns (20 sec). Anti-dazzle protection negates the flash effect and makes the REF test unnecessary.

**Shotgun Shell:** All people within 2 meters of the blast (5m indoors) must make a Stun Save and a Difficult 20+ REF test to avoid being stunned for 1 turn and blinded for 2 turns. The Flash-Bang round has a maximum range of 25m, if it has not impacted something solid by that time, it explodes automatically.

**Non-Lethal/Concussive Damage:** Subtract armor SP from damage, up to half the damage total, at least half damage goes through any armor except hard armors (i.e. Metalgear, ACPA, full medieval armor). The target must then make a Stun/Shock Save as it was damaged by the concussion damage that went through. Rigid armor prevents any concussion damage from hitting the target; Skinweave has no effect on concussion damage. All targets, whether affected by the concussion or not, must make a Difficult 10 REF save or be knocked down by the impact

## Firearm Accessories

### Sights Bonuses & Notes Cost Source

Laser Sight +1 WA 100 CP20  
Smartgun Link +2 WA with smartgun 100 CP20  
Cyberoptic Targeting Scope +1 WA to smartgun attacks only 400 CP20  
Smart/Vision goggles 4 option spaces, -10% option cost 200 CP20  
- Smartlink Scope +1 WA, when used with a smartgun (+3) +360 CP20  
- Magnification Upto x25 magnification +200 HoB  
- Image Intensifiers +2 to Awareness +250 HoB  
- Thermograph Works as the cybernetic option +200 HoB  
Scopesight +2 L/E, +1 M, on an aiming action 200 HoB  
Low Lite Scope +2 L/E, +1 M, on an aiming action 300 HoB  
Computer Sights +3 L/E, +2 M, +LL, need to aim 500 HoB  
Computer + Thermo Sight +3 L/E, +2 M, +LL, +Thermo, must aim 700 HoB  
COT Sight Smartgun sight +3 WA 4000 SOF  
Midnight Arms Smart Glove +200eb/smartgun 110 Chr3  
Smartgoggle Mirrorshades 2 spaces, -10% option cost 450 Chr3  
Smartplate Link Smartgun=3x base cost 300 Chr3  
Digital Weapon Link +2 to TECH rolls for unjamming gun 500 Chr1  
DUD Smartgun Controller Voice activated weapons, need DUD 720 Chr1

### Holsters, etc Bonuses & Notes Cost Source

Holster Shoulder, thigh or leg 20 CP20  
Shoulder Sling For rifles, shotguns, SMGs 5 CP20

Cyberleg Holster 1 L.Pistol to Med.SMG, & 1 clip 100 CP20  
Cybernetic Pop-up Gun L.Pistol to Med.SMG 1-800 CP20  
Weapon Mount & Link Hardpoint on cyberlimb for weapon 100 CP20  
Gyro Mount Negates hip & movement penalties 250 HoB  
Power Exo-Mount For hvy. weapons, -1 WA & MA, -2 REF 5000 HoB  
Cybernetic Targeting System Built-in Gyro Mount 1300 SOF2  
Speedholster +1 to Fastdraw 100 Chr1  
Quickdraw Cyberarm Holster +2 to Fastdraw (P concealability) 200 Chr2

### Underbarrel Weapons / Grenades Bonuses & Notes Cost Source

Commercial UB Gren. Launcher HVY +0 L R (30-40mm) 1 1 ST 225m 150 CP20  
M-205 Grenade Launcher HVY +1 L P (40mm) 1 1 VR 200m 250 HoB  
Classic Rifle Grenades HVY -3 N P Varies 1 0.5 VR 100m 50 HoB  
Bayonet 3d6AP when fixed 15 HoB  
Militech Pump Mini-Grenade L HVY -1 L C (25mm) 4 2 ST 150m 255 Chr1  
Militech Drum Mini-Grenade L HVY +0 N P (25mm) 16 2 ST 150m 475 Chr1  
DCR Rifle Grenades HVY -1 N P Varies 1 0.5 VR 150m 50/100 Chr1  
.22 Muzzle Adaptor 50eb to fit, for firing rifle/pistol grenades 200 Chr2  
Under-Barrel Capacitor Laser RIF +2 - R 3d6 2 2 UR 25m 950 Chr2  
Under-Barrel Microwaver EX +0 - P 1d6+special 4 2 ST 20m 500 Chr2  
Hip-mounted Powerpack x2 shots, +5m to microwaver range, 4 kg 250 Chr2  
Under-Barrel Micro-Missile Pod HVY +1 L P 4d6 1 1 ST 200m 200 Chr2  
Under-Barrel Sharpwire Net 450 Chr2

### Security & Safety Bonuses & Notes Cost Source

Cookie Cutter Smartgun won't shoot badge wearers 300 SOF  
Extra Cookie Cutter Badge as above 15 SOF  
Techtronica "Scangrip" 200 SOF2  
Stutter Chipping Can't shoot designated friendlys (10 sec) 310 Chr3  
Nine-Eleven Chip Phones for help, 1d10+2 mins 175 Chr2  
Security Chipping V.Diff Smartlock 250 Chr2  
Gun-Cam Holds 10 digital pictures 100 Chr2

### Other Equipment Bonuses & Notes Cost Source

Silencer/Suppressor -1 WA, +1 Con, Awareness roll to hear 100 CP20  
Bipod +2 when braced & stationary 10 HoB  
Portable Laser Rangefinder Determines exact range 50 HoB  
New Frames Bullpup frame might lower concealability SOF  
Braces and Stocks +1WA 50 SOF  
Cooling Shroud +1 Rel 50 SOF  
Magazine Extensions x2 or x3 capacity 40 SOF  
Gun Cleaning Kit -1 Rel when used and not cleaned 50 SOF2  
Electro-Thermal Battery 100 shot battery 150 Chr2  
Kleen Bore Nanoagents Cleans gun! 50 Chr2

## Bow Accessories

### Equipment Bonuses & Notes Cost Source

Bow String Silencer Makes bow completely silent 50 SOF2  
Crossbow Autoloader Holds 1/2 normal shots (6), ROF x2, -1 WA 25% SOF2  
Basic Bow Sights +1 WA when aimed 50 SOF2  
Cyber-targeting +1 WA (+2), needs smartgoggles/optic +250 SOF2  
IR As cyberoptic option 200 SOF2  
LowLite Negates darkness penalties 150 SOF2  
Gyro-stabilizer Halves movement penalties for self-bow 100 SOF2

## Melee Weapon Modifications

### Equipment Bonuses & Notes Cost Source

Monomolecular Edges +1d6 damage, 1/3 soft SP, 2/3 hard SP 5x PAC

## Advanced Weapon Modifications

### Equipment Bonuses & Notes Cost Source

Cordless Smartchipping +2 WA, but using a wireless transceiver 150% WGF

Advanced Lasing Crystals +2 dice to beam laser damage, 7d6/12d10 max 200% WGF

Beam Splitters Area-effect. Range/pattern width+1m, -1d per meter width 2000eb WGF

Advanced Laser Batteries (Backpack) Holds 60 points/shots for beam/pulse lasers. 7kg 1000eb WGF

Advanced Laser Batteries (Stationary) Holds 100 points/shots for beam/pulse lasers. 15kg 2500eb WGF

Gauss Signature Suppressor Reduces detection chance by 50%. Large weapons only. 1200eb WGF

Remote Weapons Station 2m portable console, SP10 dome, 12 weapon links. 30kg 6000eb WGF

Remote Weapon Link Required for each remote weapon 500eb WGF

## Explosive Effects

**Concussive Damage/HEP:** Damage is half real, half stun and armor has no effect. Soft armor is damaged 2 levels, and hard armor takes 1/4 damage from the explosion. Equipment also takes 1/2 damage. Within 1m: Full damage

Band 1: 1/2 damage

Band 2: 1/4 damage

Band 3: 1/8 damage

**Shrapnel Damage:** Anyone within two extra range bands of the explosion takes 1d10\* damage.

### EXPLOSIVE DAMAGE MODIFIERS

**Tamped Explosives:** 1/2 range, x2 damage

**Confined Spaces:** x2 damage

**Touching:** x2 damage

**Covering Blast:** x3 damage



## Gun Customisation (From Solo Of Fortune 2)

### Modification Bonuses & Notes Cost Diff. Time

Custom Grip +1 WA Fastdraw, Snapshot 0.3x Diff 40min

Adjustable Stock 1 extra aiming turn, +1 WA Snapshot 0.6x Diff 2hrs

Folding Stock; Rifle +1 Concealability, -1/-2 WA 0.3x Aver 1hr

Stock; Pistol, Lt.SMG +0/+1 WA at Long & Extreme 0.3x Aver 1hr

Solenoid Trigger +1 WA at Extreme, +10% weight 1x Aver 1hr

Building Solenoid Trigger Replaces trigger with firing stud .5x Aver 1hr

Electric Trigger (CL) +1 WA at Extreme 1x Aver 1hr

Electric Fire Ammo (CL) Modify 100 rounds for electric fire - Aver 3hrs

Barrel Chopping +1 Con, 1/2 range, +50% pattern 0.3x Easy 20min

Chopping Pistol, SMG -1 WA, 1/2 range 0.3x Aver 20min

Cheap Barrel Chopping -2 WA, 1-2=jam, Fumble=explosion - NA 10min

Barrel Extension -1 Con, +25% range 0.3x Easy 30min

Burst Fire -1 WA, -1 Rel, allows 3 round burst 1.5x V.Diff 3-6hrs

Pure Auto Fire Fires 1/2 mag (max 30), WA: -1, -2 Rel 1x Diff 2hrs

Selective Fire Single, 3rnd, or auto at -2 WA; -1 Rel 2x V.Diff 4-6hrs

Heat Resistant Barrels Counteracts 1 level of Rel loss 0.5x Aver 40min

Make Resistant Barrel Use Weaponsmith to manufacture 0.2x Diff 1hr

Quality +1 Rel up to VR 0.5x

Compensation +1 ROF for semi-autos (ROF 1 or 2) 0.4x Diff 2hrs

Electrothermal Enhance. +50% dam, range; +.5-1kg; cased only 0.5x V.Diff

Smartgun Modification +2 WA with Smartgun Link 1x

Smart Plate Modification For use with Smartgun2 SmartPlate 0.2x

Smart Glove Mod. For use with Smart Glove 200eb

Brass Catcher Soft or hard versions 0.1x Easy 10min

Bayonet Lug Allows mounting of bayonet 0.1x Easy 10min

### Finishes Bonuses & Notes Cost

- Standard Matte black, blued, nickel 0x

- Natural Colors Red, green, black, etc 0.1x

- Bowling Ball 2 or more colors mixed together 0.3x

- Custom Chrome, pearlescent, camo, gloss colors 1x

- Neon Glow Iridescent light emitting finish 1.5x

- Printless Near Imp TECH to lift prints 2x

### Magazines Bonuses & Notes Cost

Extended Magazines upto 5x original capacity 1eb/rnd (cased)

- Over 2x -1 Con, -1 Rel, -1/-2 Snapshot .5eb/rnd (caseless)

- Heavy Weapons 2-3eb/rnd

**Notes:** These prices are moderated by normal economic factors (quality, black market availability, etc).

If the weapon is built to specification (by a weaponsmith with CADam and an autofactory for instance) the price modifiers are halved.

**THE ILLUSTRATED REFERENCE GUIDE VOLUME 3  
CYBERPUNK 2020 CYBERNETICS**

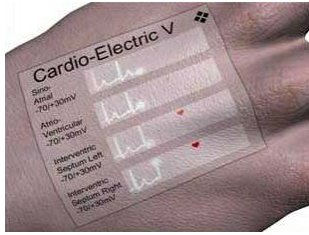




# FASHIONWARE

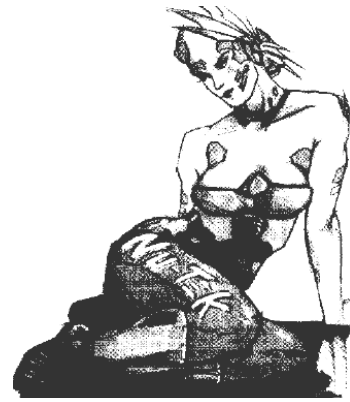
## COSMETIC CYBERWARE

Cyberware Surg. Description Cost H.L Book



Biomonitor

N +2 to Resist Torture & Drugs 100 1 CP20



Dermatech Logo-Line Tattoo

N Logo Tattoos 10-200 .5 Chr4



Advanced Biomonitor

MA Includes ability broadcast information over 2km 200 (1d6/2)-1 CB3



Shift-tacts

N Color changing contact lenses 1-200 .5 CP20



Skinwatch

N Subdermal timepiece 50 1 CP20



Light Tattoo

N Decorative tattoo 1-20 .5 CP20



ChemSkins

N Color/pattern changing skin tints 200 1d6/2 CP20



**Synthskins**  
 N Color/pattern changing artificial skin 400 1d6 CP20  
 Synthskin Tuning Chips  
 N Stores different patterns/colors for Synthskin 100 0 CP20



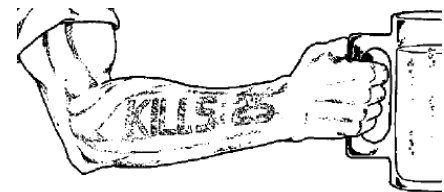
**Mood Skin**  
 N Changes color based on mood 200/m 1d6/m Chr3



**Nu-Tek TVSkin**  
 M Your skin can become a vidscreen 600 1d6+4 Chr4



**Techhair**  
 M Color/light emitting artificial hair 1-200 2 CP20



**Kill Display**  
 N 3 digit display 100 1 Chr2



**Transparent Skin**  
 M ATTR -1, -4 for face 1000/m 3d6/m Chr3



**Turn-On Nails**  
 N Color change nails 25/200 1 Chr3



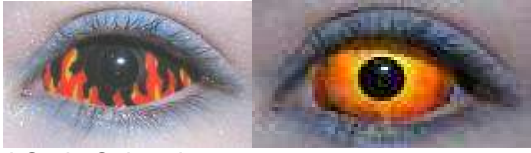
**Show-Off Nails**  
 N Pattern changing nails 45/425 2 Chr3



# CYBERNETIC SYSTEM

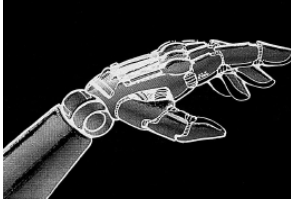
## CUSTOMISATION OPTIONS

Cyberware Surg. Description Cost H.L Book



Unusual Optic Coloration

N +2000eb if already attached to body 50/Optic 0 Chr1



Limblite

N +Control Chip 700eb/Processor (1d6-1hc) 1000eb 750 1-2 Chr1



Custom Cyberware

N Modified cyberware 400% 0 Chr1



Unusual Colorations

N +2000eb if already attached to body 25/inch<sup>2</sup> 0 Chr1



Etched Design

N -2000eb if done before installation 20-3000 0 Chr1



Electromagnetic Shielding

N -500 rads from radiation damage to cyberware 50-200% 0 DS



Waterproofing

N 100 meters, Streetwise 20 to find, +1EV to limbs 200% 0 SF



Wetwiring

N 200 meters, Streetwise 20/25 to find 300% 0 SF



# NEURALWARE

Cyberware Surg. Description Cost H.L Book



## Neuralware Processor

M Basic processor. Must have for all systems 1000 1d6 CP20

### Advanced Processor (CIA)

M INTx2 chips of +8 skill, -1 INT after 24 hrs, diff 35 2000 1d6 RM



## Kerenzikov Boosterware

N Adds +1 to Initiative for every level up to +2 500 1d6/2d6 CP20



## Speedware (Sandevistan)

N Adds +3 to Initiative for 5 turns 1600 1d6/2 CP20

## Boostmaster

N +1 REF with both types of boosterware 650 1d6/2 SOF



## Uberschensch Speedware

N Adds +2 to Initiative for 5 turns 1600 1d6/2 ET



## Tactile Boost

N Increased sensitivity. +2 to touch Awareness 100 2 CP20

### Tactile Boost Linkage

N Links Tactile Boost to Sexual Implant (addictive) 150 0 Chr2



## Olfactory Boost

N +2 Awareness/track via smell. Locate scent 50% 100 2 CP20



## Taste Boost

M Heightened sense of taste 100 2 Chr4

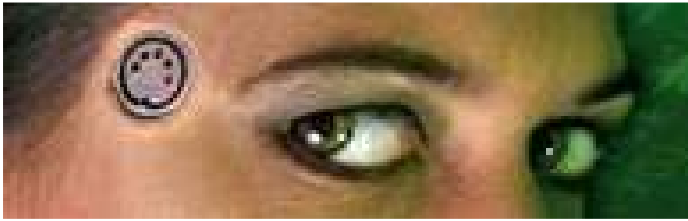


## Pain Editor

N Allows Endurance checks at 2 diff levels lower 200 2d6 CP20

### Uberschensch Pain Editor

N As Pain Editor, but only works 75% of the time 200 2d6 ET



**Cybermodem Link**  
N Allows direct connection to a cybermodem 100 1 CP20



**Universal Link**  
N Combined linkage 400 4 I1.3



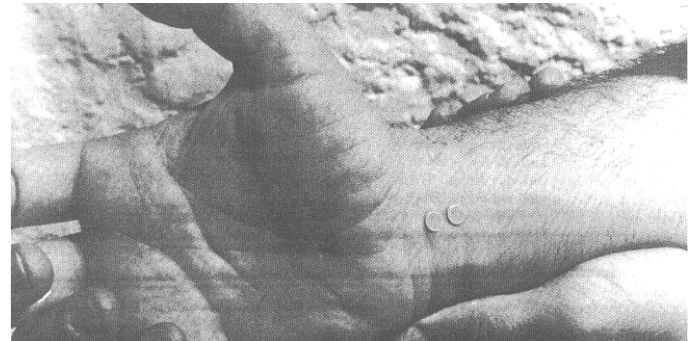
**Vehicle Link**  
N +2 to direct cybercontrolled vehicle operation 100 3 CP20



**Interface Plugs**  
M Allows direct connection to smartguns, etc. 200 1d6 CP20



**Smartgun Link**  
N +2 to Smartgun attacks 100 2 CP20



**Mag-Duct Spots**  
N As interface plugs, but only a +1 bonus 220 1d6/2 Chr1



**Machine/Tech Link**  
N Allows control of autofactories, & machines 100 2 CP20



**LiveWires**  
M Prehensile interface cables 400/200 2d6 Chr3



**DataTerm Link**  
N Allows downloading from DataTerms 100 2 CP20



**Model 100 Plugs**  
MA +2 vs Black Ice, -2 for anything else 100 2d6 Chr3

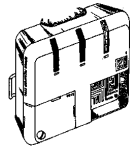




**Subdermal Smartgun Link**  
 M Weapon only version of Mag-Duct Spots (+1) 220 1d6/2 UK



**Lockdown**  
 N Uses cyberaudio to locate snipers 300 1d6 Chr4



**Chipware Socket**  
 N Holds 10 chips. Can "run" number of chips =INT 200 1d6/2 CP20



**Neural ULF Transceiver**  
 N Send and receive voice/data. Range 15km/unlim 200 1d6/2 SF

**ChipLok**

- Locks chips in place 150 - Chr4  
**Braindance Adaptor**

N Allows chipware socket to run Braindance 100 0 I2.1



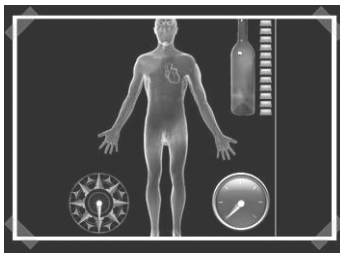
**Super Compact Braindance**  
 CR Braindance recorder that fits on back of head 15,000 2d6 Chr3

**Braindance Plugs**

M Allows connection to Braindance Recorder 200 1d6 RB



**Positronic Enhancer**  
 MA +2 to INT, 10% chance of overload and fits 2000 1d6 I1.3



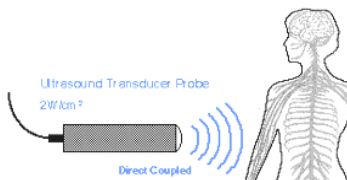
**Pacemaker Coprocessor**  
 N Restarts heart when attacked by ICE 150 2 Chr3



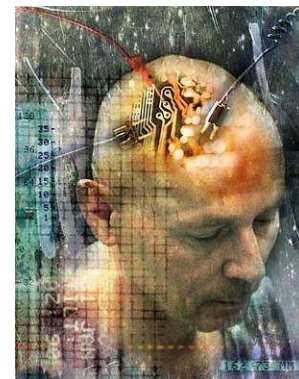
**Cyber-Detection Computer**  
 M Reconnaissance/Detection device, need M/T link 3000 1d6+3 Chr4



**Wirehead Unit**  
 M Stimulates the pleasure centres of the brain 1500 0 I2.1



**Echolocation System**  
 N Can see in complete darkness, -1 Awareness 800 1d6/2 Chr4

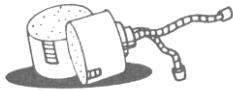


**Feintware**  
 M Slows life signs for 1-6 hrs, 20+ Medtech to tell 1000 2d6 RM



# IMPLANTS

Cyberware Surg. Description Cost H.L Book



## Nasal Filters

M Stops gases, fumes. 70% effective 60 2 CP20



## Gills (Fresh water)

MA Water breathing system, good for 4 hours 400 3d6 CP20

### Saltwater Gills

MA Saltwater breathing system, good for 4 hours 600 3d6 SF

### Gill Toxin Filters

M Filters toxins for 1 & 1/2 hours 200 2 SA

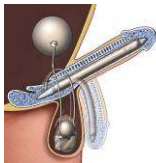


## Independent Air Supply

MA Good for 10 to 25 minutes 300 2d6 CP20

### Independent Air Supply +

MA Air for 20 to 50 minutes 600 2d6 SA



## Mr Studd Sexual Implant

MA All night, every night. +1 to Seduction checks 300 2d6 CP20

### Midnight Lady Implant

MA Sexual implant. +1 to Seduction checks 300 2d6 CP20



## Contraceptive Implant

N Good for 5 years. 98% effective 100 .5 CP20



## Subdermal Pocket

M 2"x4" space with Realskinn zipper. Diff to spot 200 2d6 CP20

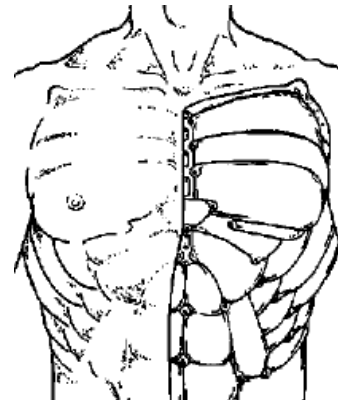


Adrenal Booster M Boosts REF by +1 for 1d6+2 turns, 3x per day 400 2d6 CP20



## Motion Detector

M 20sq/m area. 70% effectiveness. 200 2d6 CP20



## Subdermal Armor

CR Armors torso to SP 18. Diff Awareness to spot 1200 2d6 CP20

### Subdermal Torso Armor

CR 6 / 8 SP, Diff 35+/32 to spot, no REF/ATTR loss 350/500 1d2 / 1d3 Chr2

### Subdermal Torso Armor

CR 10 SP, Diff 30 to spot, no REF/ATTR loss 650 1d6/2+1 Chr2

### Subdermal Torso Armor

CR 12 / 14 SP, Diff 25 to spot, no REF/ATTR loss 800/1000 1d6/1d6+2 Chr2

### Subdermal Torso Armor

CR 16 SP, Diff 20 to spot, no REF/ATTR loss 1100 1d6+3 Chr2

### Subdermal Torso Armor

CR 18 SP, Diff 20 to spot, 50% chance -1 ATTR 1200 2d6 Chr2

### Subdermal Torso Armor

CR 20 SP, Diff 15 to spot, -1 REF & ATTR 1450 2d6+2 Chr2

### Subdermal Torso Armor

CR 22 SP, Diff 10 to spot, -2 REF & ATTR 1750 3d6 Chr2

### Orbital Subderm Torso Armor

CR 20 SP, Diff 15 to spot, -1 ATTR, no REF loss 11,600 2d6+2 Chr2

### Orbital Subderm Torso Armor

CR 22 SP, Diff 10 to spot, -2 ATTR, -1 REF 14,000 3d6 Chr2

### Orbital Subderm Torso Armor

CR 22 SP, Diff 10 to spot, -2 ATTR, no REF loss 28,000 3d6 Chr2



Subdermal Skull Armor  
 MA 4 / 6 SP, Diff 35/30 to spot, 40% unprotected 300/550  
 1d2 / 1d3 Chr2

Subdermal Skull Armor  
 MA 8 / 10 SP, Diff 25/20 to spot, 40% unprotected  
 750/1000 1d6/1d6+2 Chr2

Subdermal Skull Armor  
 MA 12 SP, Diff 15 to spot, 50% chance of -1 ATTR 1200  
 1d6+3 Chr2

Subdermal Skull Armor  
 MA 14 SP, Diff 10 to spot, -1 ATTR, 40% unprotected 1400  
 2d6 Chr2



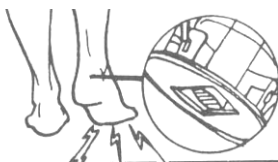
Digital Recorder  
 M 2hrs storage from any digital source 200 2 CP20



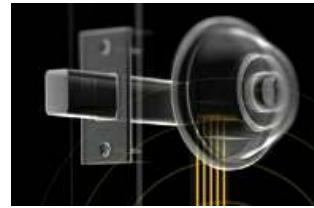
Audio/Video Recorder  
 M 2hrs storage from video, audio links 300 2 CP20



Radar Sensor  
 M 100m range. Needs cyberoptic. 70% effective 200 2 CP20



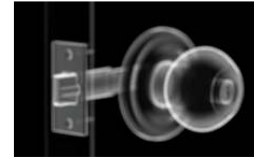
Doc Richter Seismic Sensor  
 M 40m range. Senses vibrations. 75% 220 1d6/2 CP20



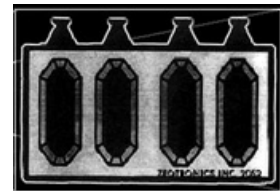
Sonar Implant M 50m range. For water only. 70% effective  
 300 2 CP20

Military Sonar

M 50m range. For water only. 95% effective. P Avail 700 2  
 SF



Radiation Detector  
 M 10m range. 80% effective 200 2 CP20



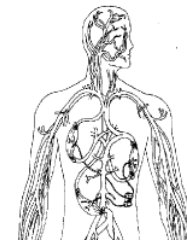
Chemical Analyzer  
 M 5m range. 70% effective 200 2 CP20



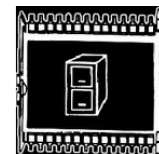
T-Maxx Cyberliver  
 MA +4 vs ingested drugs and poisons 450 1d6 Chr1

T-Maxx 2 Cyberliver

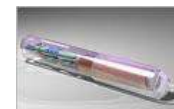
MA As above but with fluid rerouting system 850 1d6 Chr1



Decentralized Heart  
 CR +2 to Death Saves for Torso wounds 1300 1d6+4 Chr1



E-Monitor  
 N Detects changes in pressure and air 185 1 Chr1

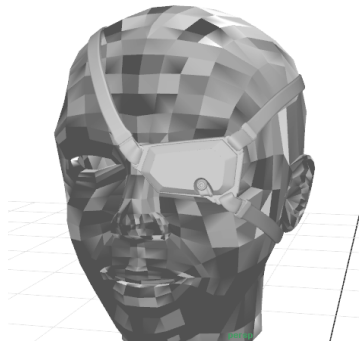


Gyro-Stabilizer  
 N +1 to balancing maneuvers 1000 1d6 Chr1



OptiShield  
M Anti-Dazzle, SP8, 2 spaces for optic options 300 1d6+2  
Chr1

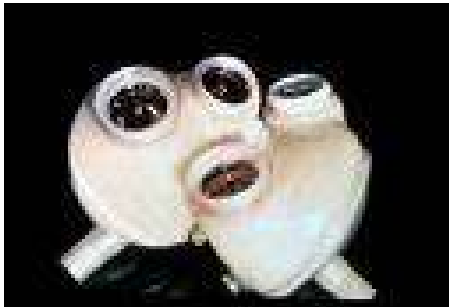
OptiShield Options  
N T<sub>2</sub>, T<sub>2</sub>+, TE, LL, IR, Time/day 100+ 50% HC Chr2



Cyberoptic Eyepatch  
M 2 options. Diff. Awareness to spot what it is 330 2d6/3  
P3



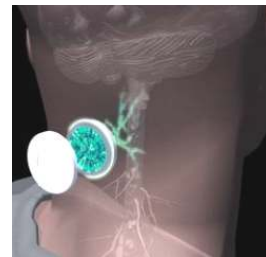
Pacesetter Heart  
MA MA and BODY +1 when on 900 1d6 Chr1  
Pacesetter 2000 Heart  
MA MA and BODY +2 when on 985 1d6 Chr1



Variable-Chambered Heart  
N Cyberheart option, x2 hold breath, +1 Endurance +450  
+1d6/2 Chr4



Rebreather/Enhanced Lungs  
MA Can hold breath for 15 mins 700 1d6+1 Chr1  
Enhanced Lungs Series 2  
CR Can hold breath for 5-30 mins. 200m depth 5000 1d6  
SF  
Enhanced Lungs Series 3  
CRx2 Entire lungs replaced. Good down to 1000m 7500  
1d6+2 SF



Wet Drive  
MA Holds 1MU of stored data 320 1d6 Chr1  
Extra Memory  
M +1MU 175 0 Chr1



Super High Density RAM  
CR 40MU, 1 CPU, download via plus 1MU/second I1.2

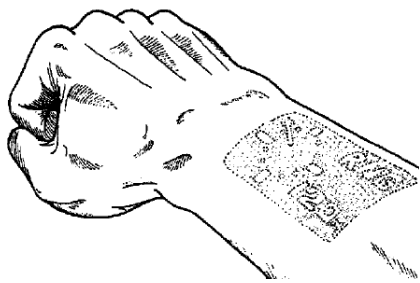


Wetdrive Access Link  
M Internal link to wetdrive 200 1d6/2 Chr2

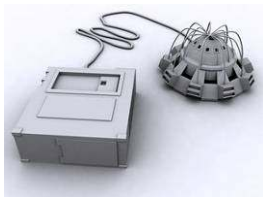


Wearman Mk.2  
N Usable without cybervision 200 0 Chr1

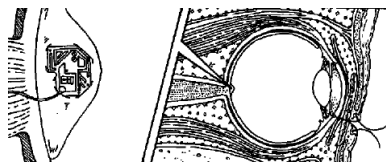




**Subdermal Viewscreen**  
M Similar to Times Square Marquee 250 1d6/2 Chr2



**Zetatech Bodycomp**  
MA Equal to E-Book 1750 1d6+4 Chr2



**Eye Color Gland Control**  
M Change eye color in 1d6 mins 250 1 Chr2



**Autoinjector**  
M Holds 5 doses, +200eb to wire to Biomonitor 750 1d6/2 Chr3



**Cell-Phone Implant**  
MA Implanted cell phone 500 3 Chr3



**Cam-O-Skin**  
N -1 Awareness/20m, 8 patterns, takes 1hr 850 1d6/2 Chr3



**Endo-Frame (Basic)**  
SCR BOD+3, +1 HH dam, 10 points/limb, EV +1 12,000 2d6+1 Chr3

**Endo-Frame (Orbital)**  
SCR BOD+3, +2 all dam, 12 points/limb 25,000 2d6+3 Chr3



**Bodyweight Vein Clips**  
MA +2 on all Death Saves 700 1d6 Chr4



**Militech Cyberdoc**  
MA Counteracts drugs, etc 5000 1d6-1 CB2



**BoozeMaster**  
M +1 to resist alcohol 100/75 1 PAC



**GPS Module**  
N Determine position to 17cm. Needs T<sub>2</sub> or T<sub>2</sub>+ 450 1 SF  
GPS Module w/screen  
M As above but with subdermal viewscreen 600 1d6/2 SF



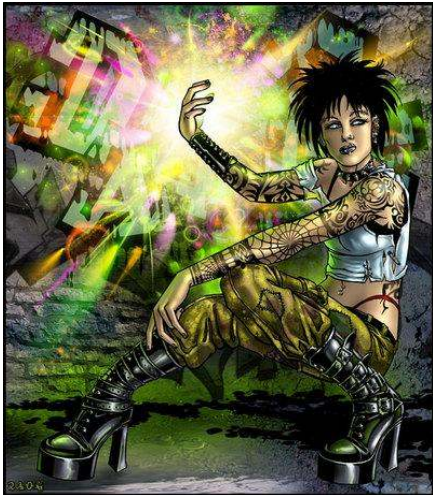
OTEK Ear Valve  
MA Pressure equalization system 150 1 SF



Feel Good Endorphin Trigger  
M 1d10 if hurt, 8-10=+3 Stun/Death; 1=intoxicated 500 1d6 SW



Flashlight Implant  
M Patch of synthskin, 3m range 90 1 I1.4



Strobe  
M Diff 10 - 15 to blind for 1d6 hours. ROF 1/2 150 1.5 I1.4



Life Scan Body Monitor  
M +1 COOL, +4 1st Aid, +1 to Death Saves 4000 1d6 I1.4



Self-Destruct  
MA Activates when dead and moved, 5m radius 1250 1d6 P2

# VOICE BOX

Cyberware Surg. Description Cost H.L Book



Dakai/Cyphire New Throat  
CR Hold 3 implants/options at 1/4 Eb, 0 HC, 15 SDP 850 2d6 Chr4



Cybervocal "BoxAlter"  
CR 1 option, 1 voice 400 1d6+2 I1.3



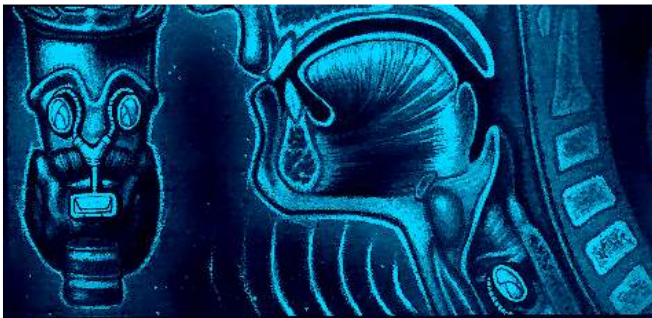
Voice Synthesizer  
M Can mimic (60%) up to 10 recorded sounds 600 1d6 CP20



AudioVox  
M For special effects. +2 to Performance 700 2d6 CP20



Forked Tongue  
M A Vox/NT option, +1 to persuasion/ seduction 350 2 Chr1



Voice Pattern

M A Vox/NT option, allows voice pattern emulation 350 2 Chr1



Scramble

N A Vox/NT options, scrambles voice 50 2 Chr4



Volume

N Whisper to megaphone, deaf for 1d6 turns, 5m 75 2 I1.3



Armor

N New Throat only, 20SP 150 1d6 I1.3



Subsonic

N Only heard with subsonic hearing 150 1d6 I1.3

# NANOTECH ENHANCEMENTS

Cyberware Surg. Description Cost H.L Book



Muscle and Bone Lace

N Raises BODY by +2 1500 1d6/2 CP20

Advanced M & B Lace

N Increases BODY +1 1000 1-2 Chr4

Advanced M & B Lace

N Increases BODY +3 3000 1d6+1 Chr4



Skinweave

N Armors whole body to SP 12. Diff 20 to spot 2000 2d6 CP20

Upgraded Skinweave

N 6 / 8 SP, no ATTR loss, Diff 35+/30 to spot 1000/1250 1d6/1d6+1 Chr2

Upgraded Skinweave

N 10 SP, no ATTR loss, Diff 25 to spot 1600 1d6+3 Chr2

Upgraded Skinweave

N 12 SP, 50% chance -1 ATTR loss, Diff 20 to spot 2000 2d6 Chr2

Upgraded Skinweave

N 14 SP, -1 ATTR loss, Diff 20 to spot 2400 2d6+2 Chr2

Upgraded Skinweave

N 16 SP, -2 ATTR loss, Diff 15 to spot 2750 2d6+4 Chr2



Lifesaver Skinweave

N +1 healing per day 4500 1d6/2+1 Chr1





**Chem Weave**

N +4 to Chemical Saves, pallid skin is 8SP vs acid 2000 1d6+3 DS



**Vac Weave**

MA Protection against decompression, need optics 5000 1d6 DS

**Vac Weave Filter Valves**

M Cavities fitted with valves for vacuum survival 300 8 DS

**Vac Weave "Cyber-Lung"**

MA Provides 15 minutes of air for us in vacuum 700 1d6+1 DS



**Thermal Weave**

N Silvery skin increases Heat resistance to 107°F 1500 1d6+3 DS



**Shark Weave (Partial)**

N SP 12 to specified area, 1d6/3\* damage 4000 1d6 SA



**Rad Weave**

N Silvery skin provides radiation protection of 1 RSP 1500 2d6 DS



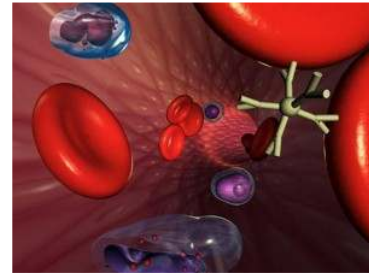
**Shark Weave (Full Body)** N SP 12 and can cause 1d6/3\* damage 12,000 3d6 SA

**Weave Maintenance**

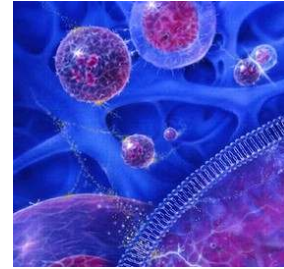
N Required after a Critical or higher wound is taken 500 0 DS



Nanowear Ozoneshield  
N Modification of Skin Weave, protects against UV 2000 1 TTB



Nanosurgeons  
N Doubles natural Healing rate 6000 1d6/2 CP20



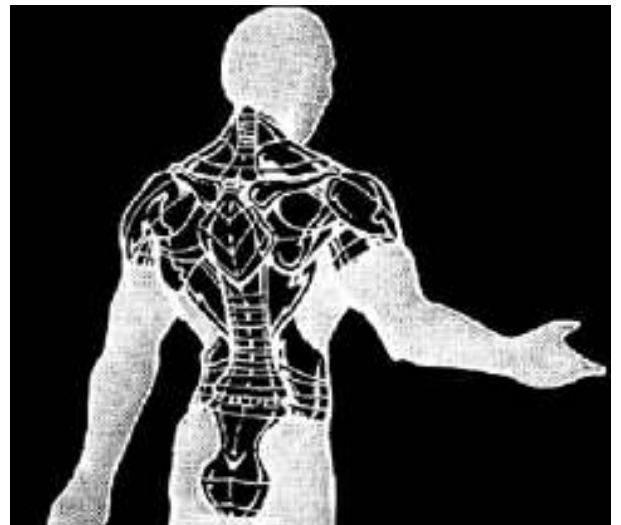
Anti-Plague Nanotech  
N +3 vs diseases and biowar agents 1750 .5 Chr1



Thermaskin  
N Insulation to 0°C, sweats at 27°C 2000 1/2d6 I2.2



Nano-optical Upgrade  
N +2 night vision 1500 1d6/2 Chr2



Armor Weave  
N +1 BODY, SP 18, -1 REF+MA, need MBL,SKW 4000 1d6 Chr2



Thermal Insulation  
N Protects vs hot & cold weather, +5 SP flame/cold 1000 1d6 KCJ

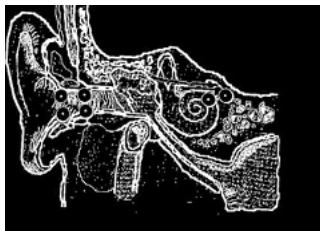


Nano-Groomers  
N +2 - +4 to Personal Grooming 400 0.5 Chr3





**Nitrogen Binders**  
 N Reduces depressurization by up to 100% 1400 1-2 Chr4  
 Nitrogen Binders Upkeep  
 N Needed once every 3 months 400 - Chr4



**NanoAuditory Rebuild**  
 N Enhanced Hearing Range & Level Damper 1500 1d6/2  
 Chr4



**Diet-Mite**  
 N Screens what you eat passing on what's needed 1000  
 1d6/2 LU



**Erased Fingerprints**  
 N Fingerprints erased 100 0 WS  
 Altered Fingerprints  
 N Fingerprints are altered 300 0 WS  
 Alterable Prints  
 M Programmable Nanotech altered prints (20 secs) 550 1  
 WS



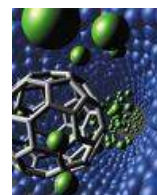
**Altered Retinas**  
 M Retinas altered 800 0.5 WS  
 Programmable Retinas  
 M Project different pre-set patterns (1 min) 1600 1 WS

# BIOWARE ENHANCEMENTS

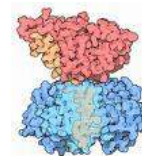
Cyberware Surg. Description Cost H.L Book



**Grafted Muscle**  
 MA +1 increase to BODY, max increase is +2 1000/+1 2d6  
 CP20



**Enhanced Antibodies**  
 N Improves Healing by +1 point per day 3000 1d6/2 CP20



**Toxin Binders**  
 N +4 to Poison/Drug Saves 3000 1d6/2 CP20



**Speed Grafts**  
 MA +2 MA 750 1d6 Chr2



**Alpha TuffBone Skeletal Enh**  
 M BOD +1 for lift, carry, BTM vs HH/Melee 1300 1d6/2  
 Chr4

**Beta TuffBone Skeletal Enh**  
 M BOD +2 for lift, carry, BTM vs HH/Melee, ATT -1 2800  
 1d6 Chr4





**Hemological Replacement**

M +1 MA, Endurance, +4min breath, -1 poison/dis 1300  
1d6/2 Chr4



**Circulatory Sphincters**

MA +2 to Stun/Shock Saves after a Serious+ wound 3200  
1d6 Chr4



**NeoAppendix**

MA +2 to Wilderness Survival for food 500 1d6/2 Chr4



**Poison Glands- Teeth**

MA Natural fangs that inject poison when you bite  
500/1000 3d6 Chr4



**Sunblocker Sunscreen**

M Prevents sunburn, reduces skin cancer risk 250 1 Chr4



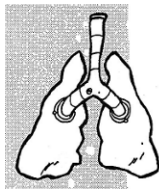
**Poison Glands- Hands**

MA Can be used to coat Rippers or Wolveres 500-1100  
2d6+3 Chr4



**NeoLungs**

CR Hold breath twice as long as normal 1000 1d6 Chr4



**Lung Weave**

N Toughens lungs for using LBM. 4000 1d6/2 SA



**Tailored Pheromones-Love**

M +1 to Seduction. Nasal filters 60% effective 1000 1d6/2  
Chr4



**Neural Bridge**

MA Ambidexterity, no -3 penalty with off hand 600 1d6+2  
Chr4



**Tailored Pheromones-Gullible**

M +1 to Persuasion. Nasal filters 60% effective 2000 1d6/2  
Chr4



Tailored Pheromones-Confu  
M -1 INT & Initiative (1m). Nasal filters 60% effec 2500  
1d6/2 Chr4



"Kaloric" Secondary Gut  
MA Stores 2 days worth of food 750 1d6/2 Chr4



"Freezeban" Bioconstruct  
MA +1 Wilderness Survival/Endurance in -10°C 650 1 Chr4



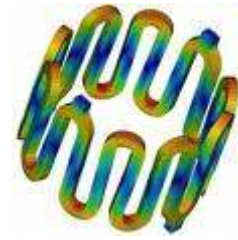
Quickclot Hemofibrinic Node  
MA Wound states treated as one less, 10% stroke 3000  
1d6 Chr4



Flashlite Implant  
M Non-glare, semi-focused glow, 1m range 290 1-2 Chr4



Replitech Toxin Screen  
MA 90% chance of vomiting if toxins are eaten 3400 1d6/2  
Chr4



T-Maxx Ileocecal Siphon  
MA Function without water for 24 to 48hrs 500 1 Chr4



Altered DNA  
N DNA altered using a tailored retrovirus 3000 0 WS



Full-Spectrum Booster  
N +4 vs illness/infection/poison/drugs, +1 Healing 7500  
1/2d6+1 NEO



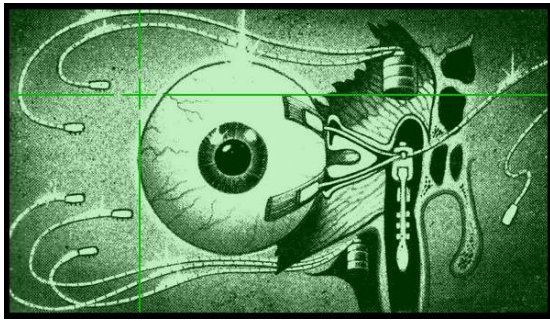
Sabre Serum RNA Mod  
N +2 MA, +3 BOD, +2 REF, +1 Heal, 60 day wait NA  
Special I1.2



Muscle Enhancement  
N +1 to BT, but not for BTM 1000 1d6/3 DS



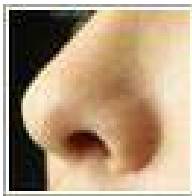
Reflex Boost  
N +1 REF (max +2). 25% chance of -1 Stun/level 3500  
1d6+3 DS



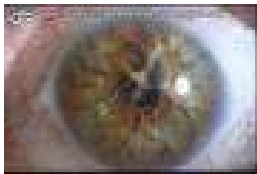
**Enhanced Sight**  
 M 2 max: IR, UV, LL, Tele, Image Enh, Color Shift 1200 2  
 each DS



**Enhanced Hearing**  
 M 2 max: Amplified Hearing, or Enhanced Range 1200 2  
 each DS



**Enhanced Sense of Smell**  
 M Same effects as Olfactory Boost 1200 2 DS



**IHAG Nictating Membrane**  
 N Can see in difficult conditions. Replace 6-8 mth 300  
 1d6/3 SF



**Sinus Reconstruction**  
 CR Provides pressure equalization. 200m depth 1500  
 1d6/2 SF

## BIOTECH BIOENGINEERING

### x2 if cyber

Cyberware Surg. Description Cost H.L Book



**Preparatory DNA Mapping**  
 N Required for all biotech 2700 0 ES+  
 Permanent REF Increase  
 N Max +1 5000 1d6+3 ES+  
 Permanent BOD Increase  
 N Max +2 3400/+1 0 ES+  
 Permanent ATT Increase  
 N Max +3 1600/+1 1/+1 ES+  
 Permanent MA Increase  
 N Max +4 2700/+1 1d6/2 /+1 ES+  
 Reduced Oxygen Demand  
 N Can breathe smog 5900 1 ES+  
 UV Resistance  
 N No sunscreen needed 7600 1d6 ES+  
 Toughened Skin  
 N SP6 Soft Armor, can't be told from normal skin 8300 0  
 ES+

## BIOENHANCEMENT TABS

**TAKE ONE A DAY MAX**  
 Cyberware Surg. Description Cost H.L Book



**Endurance**  
 - Ignore fatigue 12 hrs, x2 food, 1d3-1d6 damage  
 1200 - ES+

**Ignore Pain**  
 - +4 to Stun Saves for 12 hours, -2 tactile sense  
 1800 - ES+

**Anti-Trauma**  
 - +2 to Death Saves for 12 hours 4000 - ES+

## RNA MEMORY TABS

**Over one/day = 80% lose 2d6 skill/amnesia**  
 Cyberware Surg. Description Cost H.L Book



**Skill +1**  
 - Lasts for 3 hours, 1d10>1 or -1 in skill 600 - ES+

**Skill +2**  
 - Lasts for 3 hours, 1d10>2 or -1 in skill 1800 - ES+

**Skill +3**  
 - Lasts for 3 hours, 1d10>3 or -1 in skill 5000 - ES+



# IMPLANTED BODY WEAPONS

Cyberware Surg. Description Cost H.L Book



Scratchers  
N Hands. 1d6/3\* damage. Near Impossible to spot 100 2d6  
CP20



Slice N' Dice  
M Hands. 2d6# damage 700 3d6 CP20



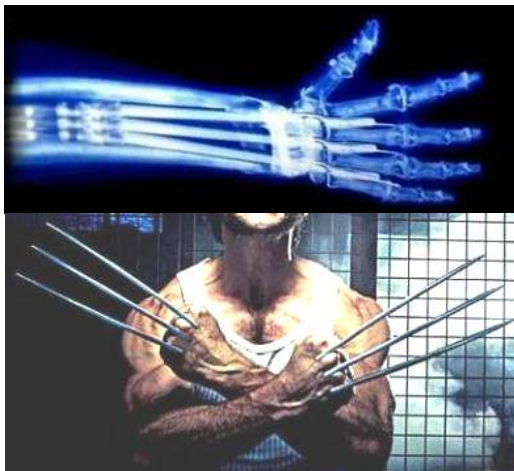
Rippers  
M Hands. 1d6+3\* damage. Difficult to spot 400 3d6 CP20



Cybersnake  
MA Self controlling cyberweapon. 1d6\* damage 1,200 4d6  
CP20

Cybersnake Mk2

MA 2d6 eviscerate damage on critical hit or internal 1,600  
4d6 CP20



Wolveres  
M Hands. 3d6\* damage 600 3d6+1 CP20



Gang Jazzler  
M 3 surges, immobilize for 1d10+1 mins 600 2d6+3 Chr1



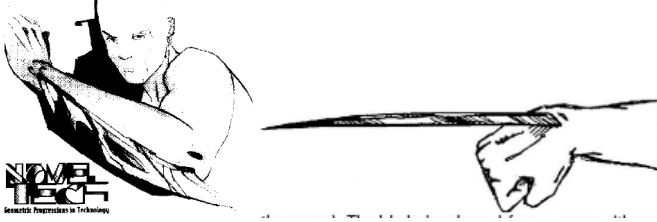
Big Knucks  
M Hands. 1d6+2 damage 500 3d6 CP20



Bonespike  
MA Pop up bone spike. 1d6+4\* damage 1,000 2d6 Chr3



**Stinger**  
M Finger mounted Hypodermic needle (3 doses) 400  
1d6+3 Chr4



**BigRipp**  
MA 2d6\* damage (break on 1 or 1-3 on a parry) 1200  
3d6+1 Chr4



**NovelTech Spitfire Flamer**  
MA EX +0 - P Varies 4 1 ST 4m 1000 4d6 ER



**Implanted Fangs (Vampires)**  
N Mouth. Implanted canines, 1d6/3\* damage 200 3d6  
CP20

**Poison Vampires**

N Mouth. 1d6/3\* damage plus poison/drug injector 400 3d6  
CP20

**Retractable Vampires/Sgrin**

MA Mouth. 1d6/3\* to 1d6\* bite damage. Retractable 500  
2d6+2 Chr2

**Extended Canines**

CR Mouth. 1d6/2+1\* damage. Retractable 1000 3d6+2  
Chr2

**Spitting Cobra**

M Vampires that spit chemicals 6ft, as airgun pellet 400  
4d6 Chr3

**Retractable Spitting Cobra**

MA Retractable vampires that spit chemicals 6ft 700 4d6  
Chr3



**Sharkgrin Special**  
N Mouth. Implanted carbo-glas teeth, 1d6/2\* damage 200  
3d6 CP20

**Extended Sharkgrin Special**

CR Mouth. 1d6\* damage. Retractable 1400 4d6 Chr2  
Retractable Vampires/Sgrin  
MA Mouth. 1d6/3\* to 1d6\* bite damage. Retractable 500  
2d6+2 Chr2



**NewTeeth**  
M Ceramic teeth: MEL -1 NA C 1-2\* NA 1 VR touch 200  
1d6/2 Chr4



**PowerJaw**  
MA Myomer jaw muscles, +2 to bite damage 100 +1-2  
Chr4



**Mandibles**  
MA 2d6 damage bite, look normal except for eating 1200  
5d6 I2.2



**Cyberjaw - K9**

MA SP 6 metal jaw. 1d6\* bite damage 2750 3d6+2 P2

**Cyberjaw - Conga**

MA SP 6 metal jaw. 1d6+2\* bite damage 2770 3d6+2 P2

**Cyberjaw - Needler**

MA SP 6 metal jaw. 1d6+3\* bite damage 2800 3d6+2 P2

**Cyberjaw - Pit Bull**

MA SP 6 metal jaw. 2d6\* bite damage 2870 3d6+2 P2

**Cyberjaw - Shark Maw**

MA SP 6 metal jaw. 2d6+1\* bite damage 2930 3d6+2 P2

**Cyberjaw - T-Rex**

MA SP 6 metal jaw. 3d6\* bite damage 3000 3d6+2 P2

**RealSkinned Cyberjaw**

MA Jaw looks real, 70% effective (Diff Awareness) 0 -1d6  
P2

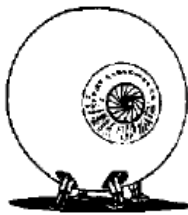
# CYBEROPTICS

Cyberware Surg. Description Cost H.L Book



Cyberoptic  
MA Basic eye module (4 option spaces per eye) 500 2d6  
CP20

Quick Change Optic  
MA Removable, but only 3 options 1000 2d6+3 P1



Remote Eye  
MA 1 space left, 100m transmission 1500 3d6 Chr2



Optical Interface  
MA Interface plug behind the optic 600 2d6+2 Chr3



Bug Eye  
MA Can hold 6 Options 750 3d6 Chr3



Third Eye  
CR -1 ATTR/eye, max 2 extra 750 3d6+ Chr3



Revelation Cyberoptic  
MA Early model. +1 Notice, ATTR -1,-2 700 3d6-1 Chr3



Soviet Cyberoptic  
MA 1 option space per eye, 50% chance of -1 ATTR 100 2-  
3d6 Chr4



Kiroshi MonoVision  
MA 6 option spaces, +1 Notice, +Initiative vs Ambush 650  
3d6 Chr4



Vacuum Proof Optic  
MA 4 option spaces, used with Vac Weave 600 2d6 DS



# CYBEROPTIC OPTIONS

Take 1 space unless noted otherwise  
Cyberware Surg. Description Cost H.L Book



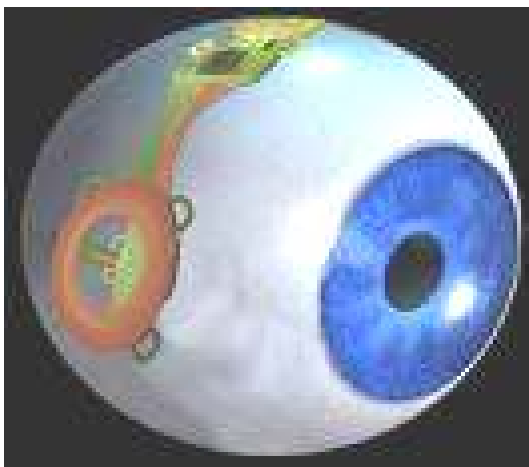
**Color Shift**  
N Allows color changes, special fashion effects 300 .5 CP20



**Image Enhancement**  
N +2 Awareness when using visual search 300 1 CP20



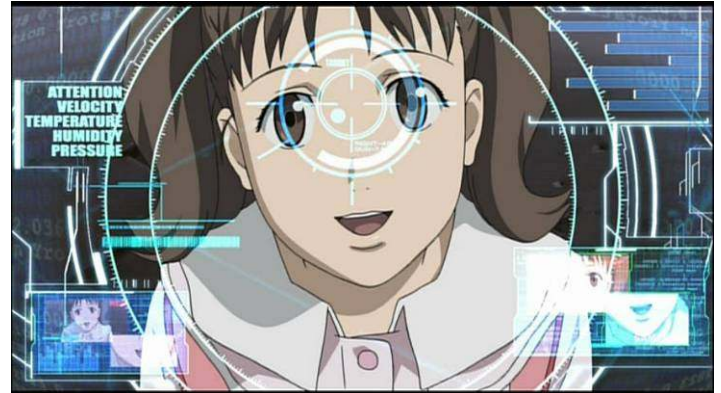
**Teleoptics**  
N Telescope ability to 20x 150 .5 CP20



**Micro-optics**  
N Microscope 150 .5 CP20



**Anti Dazzle**  
N Immune to flash, laser blinding 200 .5 CP20



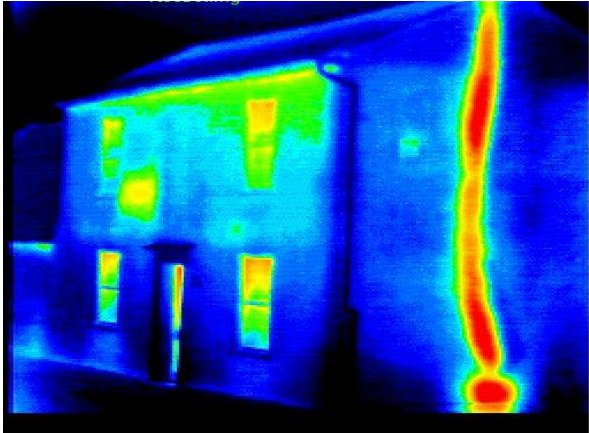
**Times Square Marquee**  
N LED Screen in vision field for messages 300 1 CP20  
Times Square Plus  
N Allows visual information retrieval (3 spaces) 500 2 Chr1  
Video Imager  
N Receives vid images (2 spaces) 350 2 Chr1  
Time/Day Display  
N Time and date, no spaces 100 1 Chr2  
Cyberoptic Compass  
N 1 space, 2 for logocompass 300 1 Chr3  
Interferometry System  
M 10x vision all the time 400 1 Chr3



**Targeting Scope**  
+1 on all Smartgun attacks 400 2 CP20



Low Lite  
N See in dim light, almost total darkness 200 .5 CP20



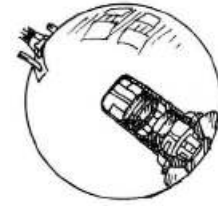
Thermograph Sensor  
N See heat patterns, temperature readings 200 1 CP20



Infrared  
N See in total darkness, using heat emissions 200 1 CP20



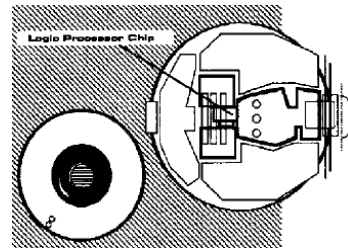
Ultraviolet  
N See in darkness, using UV flash 200 1 CP20



Digital Camera  
N Shoots up to 20 images (2 spaces) 300 .5 CP20  
MicroVideo Optic  
N Video record up to 20 min (2 spaces) 300 .5 CP20



Dartgun  
N Holds 1 poison dart. Range 1m (3 spaces) 200 2 CP20



Dodgeball  
N +1 to Hand to Hand skill after 30 secs 440 1 Chr1

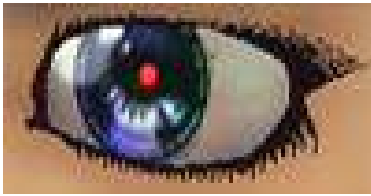


Tear Gas Sprayer  
N 1m range (2 spaces) 200 2 Chr1

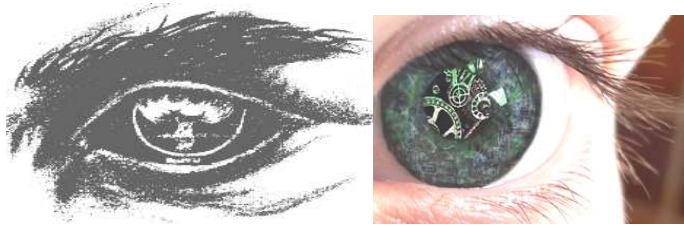


Video Cam/Transmitter  
N Live feed 1m range (4 spaces) 330 1 Chr1





Laser-Comm Optic  
 M 50m range, and can blind. Code chips are 175eb 425 1  
 Chr3



Verbal Eyes (Basic)  
 M Displays images, -1 space 750 3 Chr3  
     Verbal Eyes (Vid Image)  
 M 3 spaces, + Video Imager 1000 5 Chr3  
     Verbal Eyes (Cust. image)  
 M 4 spaces, Times<sub>2</sub> + 1200 5 Chr3



Double-Slit Pupils  
 N Allows clear vision through air-water boundary (1) 200 .5  
 Chr4



Hydrosubsidium Aquagoggs  
 N Synthetic nictitating membranes, good to 200m 200 1 SF



Live Feed Optic  
 M 2 mile range 1000 1 I2.1



Optical Capacitor Laser  
 N 2d6 damage, 1 shot, .5m range (3 spaces) 800 3 P1

# CYBERAUDIO

Cyberware Surg. Description Cost H.L Book



Cyberaudio  
 M Basic hearing module (6 option spaces) 500 2d6 CP20



Spectrum Cyberaudio  
 MA Early model. -1 balance, +1/+2 Awareness 650+ 3d6-  
 2+ Chr3



Soviet Cyberaudio  
 M Only 2 option spaces, 50% chance of -1 ATTR 100 2-  
 3d6 Chr4



## CYBERAUDIO OPTIONS

Take 1 space unless otherwise noted

### Amplified Hearing

N +1 Awareness using auditory cues. SWx2 200 1 CP20

### Radio Link

N Radio communication up to 1 mile 100 1 CP20

### Phone Splice

N Full cellular communication (large city only) 150 1 CP20

### Scrambler

N Cannot understand with out a descrambler 100 .5 CP20

### Bug Detector

N Detects taps, bugs up to 3m. 60% effective 200 .5 CP20

### Voice Stress Analyzer

N +2 to Human Perception, Interrogation skills 200 1 CP20

### Sound Editing

N +2 Awareness to overhear specific conversation 150 .5 CP20

### Enhanced Hearing Range

N Ability to hear super & subsonic ranges. SWx2 150 2 CP20

### Wearman

N Stereo music system 100 .5 CP20

### Radar Detector

N Beeps if radar encountered, fixes source (40%) 150 .5 CP20

### Homing Tracer

N Can follow tracer up to 1Km distant 200 .5 CP20

### Tight Beam Radio Link

N Allows untappable radio com within line of sight 200 1 CP20

### Wide Band Radio Scanner

N Picks up transmissions on all bands 100 2 CP20

### Micro-recorder Link

N Transmits to recorder in body or via plugs 100 .5 CP20

### Digital Recording Link

N Transmits sounds to a digital recorder 100 .5 CP20

### Level Damper

N Automatic noise compensation. -25% from SW 300 .5 CP20

### Fax+ 1000 Alert

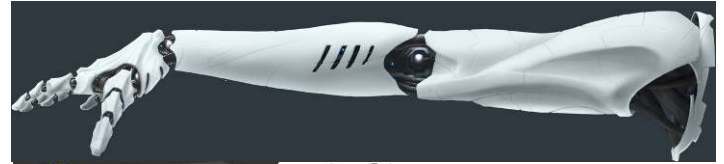
N Alerts user to incoming faxes 100 0 Chr3

### ShareChecker™ Link

N Share information using T<sub>2</sub>, screen or audio 100 .5 ET

## CYBERLIMBS

Cyberware Surg. Description Cost H.L Book



### Standard Cyberarm

CR 20/30 SDP, 4 option spaces, 1d6 punch 3000 2d6 CP20

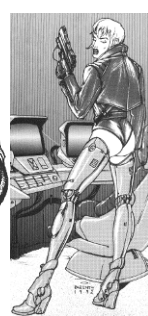


### Standard Cyberleg

CR 20/30 SDP, 3 option spaces, 2d6 kick 2000 2d6 CP20

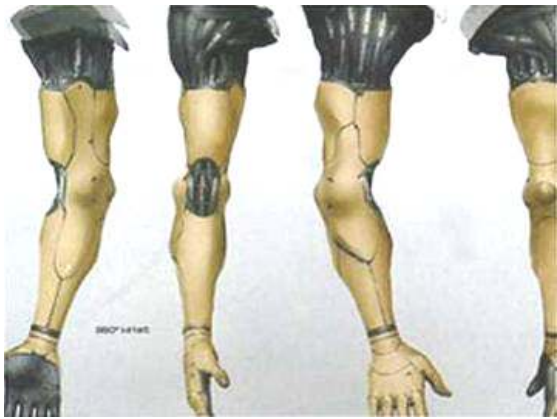


Artificial Shoulder Mount CR Mount up to 2 extra arms. 25 SDP 1500 2d6 CP20



### Romanova Cyberlegs

CRx2 +1 to Wardrobe & Style 5000 4d6 Chr3



Enable Cyberarm  
CR Early model. 23/33 SDP, REF -1 500 2d6+2 Chr3



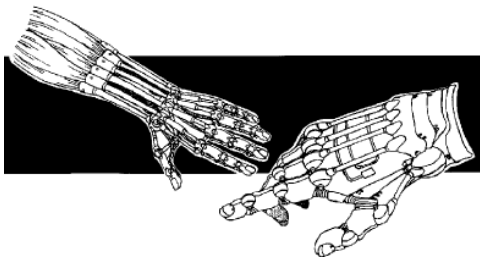
Enable Cyberleg  
CR Early model. 28/35 SDP, REF -1, MA -2 700 3d6+3 Chr3



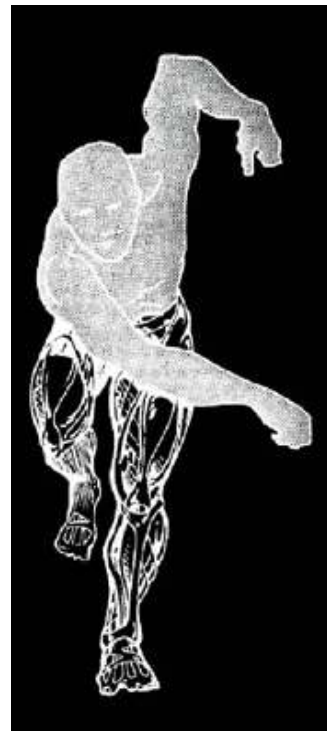
Orbital Crystal Cyberarm  
CR 50/60 SDP, 4 option spaces, 1d6 punch 7000 2d6 Chr1  
Orbital Crystal Cyberleg  
CR 50/60 SDP, 3 option spaces, 2d6 kick 6000 2d6 Chr1



SuperSized Arm  
CR SDP 30/40, -2 REF, +1EV, 2d10/3d6, SP 20 4000+ 2d6 Chr3



Independent Cyberhand  
MA 1d10 crush, 7/10 SDP, 1 option space 750 1d6 Chr1



Corvette Cyberlegs (basic)  
CR +3 MA, +1 on movement rolls 4500 3d6 Chr4  
Corvette Cyberlegs (advan)  
CR/M +8 MA, +2 on movement rolls 5000/500 3d6+4 Chr4





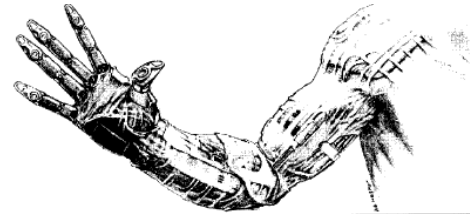
**Soviet Cyberleg**  
 CR SDP 30/40, 3d10 kick, 5% failure, 2 spaces 875 2-3d6  
 Chr4



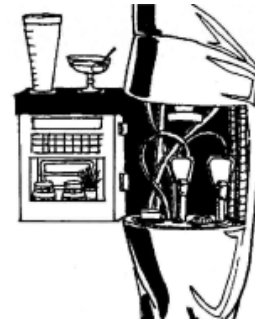
**SovWear Cyberleg**  
 CR 30/40 SDP, 6d6 kick, 2 spaces, UR 1500 2d6 SOF



**Soviet Cyberarm**  
 CR SDP 30/40, 3d6 punch, 2d10 crush, 5% failure 669 2-3d6  
 Chr4



**Biomechanical Arm**  
 CR 10/15 SDP, 1d6 punch, 1d6 crush, 1/2 dam normal NA  
 1d6 I1.2



**Cyber Bar Leg**  
 CR Built in wet bar 3000 2d6 I1.3



**Speeding Bullet Legs**  
 CRx2 MA 16, leap 10m, 1 option space left per leg 4500  
 4d6 SOF



**Tentacle Arm**  
 CR 8x70 cm tentacles, SDP 5 each. SDP 20 shoulder 4000  
 5d6 I2.2



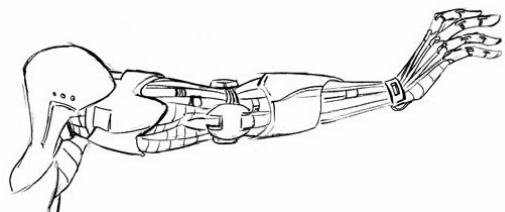
**SovWear Cyberarm**  
 CR 30/40 SDP, 3d6/6d6 damage, 3 spaces, UR 1000 2d6  
 SOF



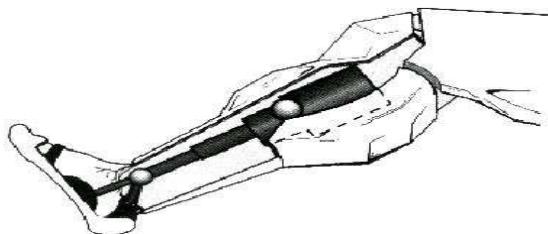
**Extendable Tentacle Arm**  
 CR Same as above plus can extend to 150 cm 6000 5d6  
 I2.2



**CYBERLIMB OPTIONS**  
 Cyberware Surg. Description Cost H.L Book



Quick Change Mount  
 N Allows 1 turn changing of cyberlimb 200 2 CP20



Hydraulic Rams  
 N SDP 30/40, 3x normal damage (1 space) 200 3 CP20



Thickened Myomar  
 N SDP 25/35, 2x normal damage (1 space) 250 2 CP20



Reinforced Joints  
 N SDP +5 200 1 CP20



Microwave/EMP shielding  
 N Limb not as susceptible to EMP, Microwaves 300 1 CP20



Plastic Covering  
 N In colors, transparent, etc 1-200 1 CP20



RealSkinn  
 N Limb looks real. 70% effective (Diff Awareness) 200 - 1d6/2 CP20



Superchrome  
 N Highgloss metallic covering 200 3 CP20  
 Armor N Armors cyberlimb to SP 20 200 2 CP20



Leg Boosters  
N +3m leaps (2 spaces) 500 1d6 Chr3



Locking Joints  
N 25+ Strength Feat to move (.5 spaces) 100 .5 Chr4



Fleshweave  
M Takes 1 option space. +50% repair costs 200+20% 0 Chr3



Double-Jointed  
N +1 Grapple, Holds, Chokes, Escapes (.5 spaces) 1000 1d6/2 Chr4



Extra Twist Joint Addition  
N +2 Athletic type rolls, MArt Grapples & Escapes 30%,+10% 1 Chr4



Extending Leg Units  
N Alters height -1 to +3 ft. +1MA (2 spaces) 400 4 Chr4  
Extension Hand  
N Hand extends up to 1m 350 2 CP20



360 Rotating Joints  
N +1 to Escaping, some TECH repairs (.5 spaces) 120 2 Chr4



Tentacle Arm Sheath  
N Hides tentacles, resembles cyberarm, 2 openings 800 0 I2.2

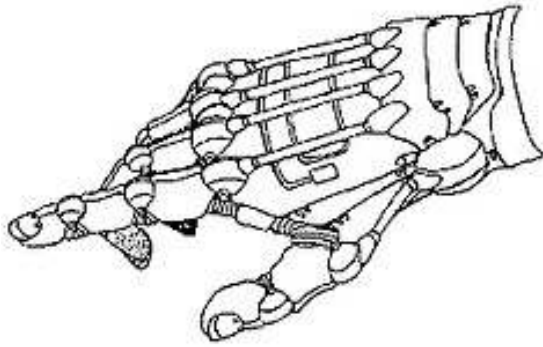


Spiked Limb Cover  
N +1d6 grapple/holding damage 200 2 I1.4



## CYBERHANDS

ATTACH TO CYBERLIMBS (Use 1 space)  
Cyberware Surg. Description Cost H.L Book



Standard Hand

N Resembles normal hand 150 0 CP20

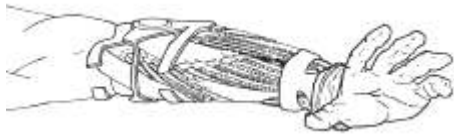
Modular Hand

N Choose any 4 modular tools 600 2 CP20



Ripper Hand

N Standard hand with Rippers. 1d6+3\* damage 600 2d6 CP20



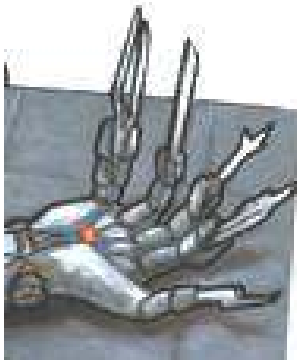
HammerHand

N Hydraulic Ram fist does 1d10 damage 600 2d6 CP20



BuzzHand

N Electric chainsaw. 2d6+2\* damage 600 2d6 CP20

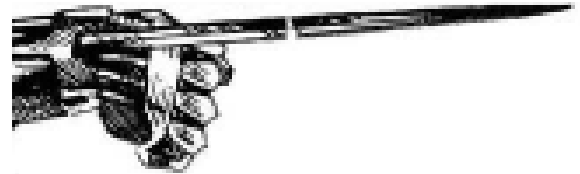


Tool Hand N Fingers contain screwdriver, wrench, drill, etc 200 2 CP20



Grapple Hand

N Extends rocket-propelled grapple, 30m line 350 3 CP20



Spike Hand

N Palm spike. 1d6+3AP damage 500 2d6 CP20



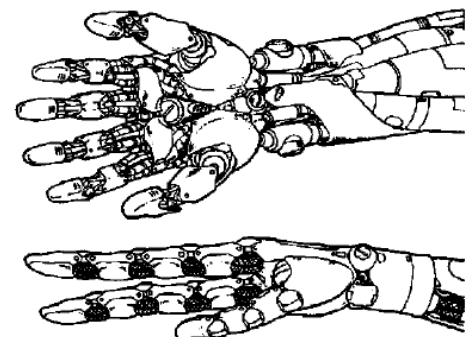
Mace Hand

N 2d6+1/1d10-2 damage, 1m range 300 3 Chr1



Cyberhand Coverings

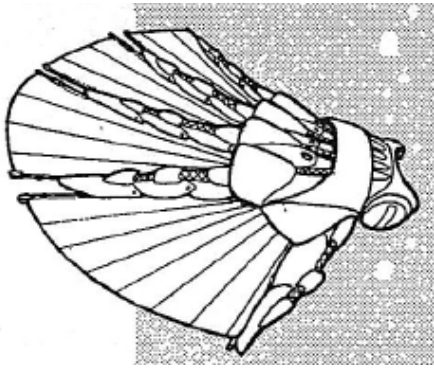
N Same range as listed in for cyberlimbs 100 1/2 usual Chr1



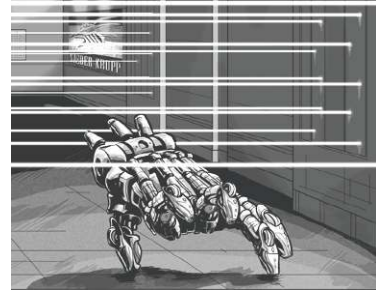
Custom Cyberhand

N Varies 900 Varies Chr2

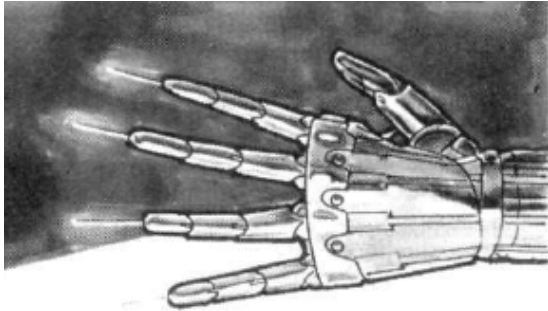




**Web Hand**  
 N +2 swim, +1-2m/turn, 1d6\* damage 250 2 Chr3/SA



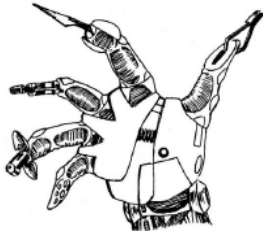
**Surveillance Hand**  
 N Remote cyberhand 1500 1d6 I2.1



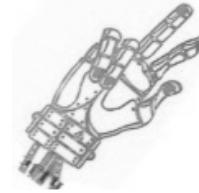
**IEC Venom Hand**  
 N 4 needles, slash for 1d6-1 damage 600 2d6 Chr3



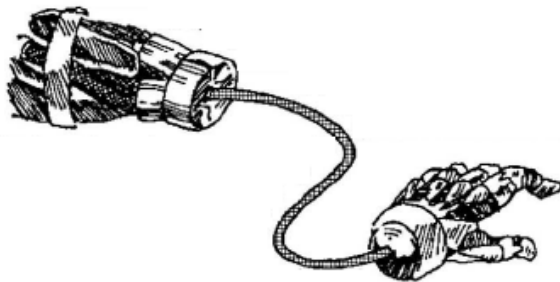
**Drill Hand**  
 N 3d6 damage, 1/2 hard, 1/4 soft SP 700 3 P1



**Medical Modular Cyberhand**  
 N/MA Mono scalpel, air-hypo, stapler, probe ,etc 975 1d6/2 Chr4



**Travel Hand**  
 N 4 options in fingers 500 2 P1



**Dynamax Grapplefist**  
 N 50m cable, 2 spaces, 2d6+2 crush 1050 2d6 I1.1/PAC



**Gouge Master**  
 N 2d6+3AP, 2d6\*, 2 spaces, 20m cable and reel 550 2d6 P3

**Gouge Master Winch**  
 N High speed winch for reeling the cable in 100 2 P3



**Mini-Camera in Palm**  
 N It's a camera 1000 1d6 I1.1



**Lightning Fist**  
 N Electricity. Stun -1, or 2d6+1 damage 900 2d6 RPI

## CYBERFEET

ATTACH TO CYBERLIMBS (Use 1 space)  
Cyberware Surg. Description Cost H.L Book



Standard Foot

N Resembles normal foot 200 0 CP20



Talon Foot

N Extends toe blades. 1d6\* damage 600 2d6 CP20



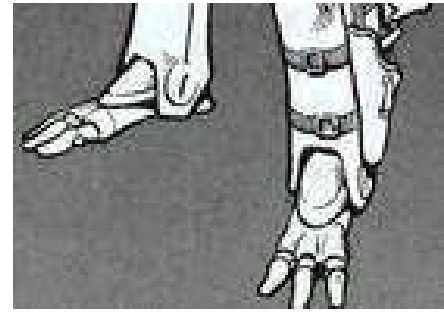
Tool Foot

N Toes contain screwdriver, wrench, drill, etc 300 2 CP20



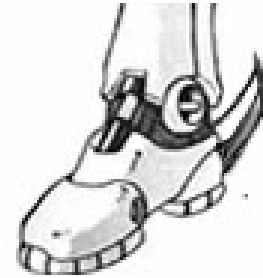
Web Foot

N Doubles swimming speed, +3 to Swim skill 500 2 CP20/SA



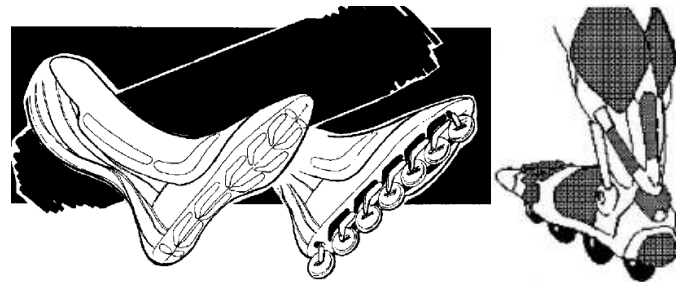
Grip Foot

N For better gripping strength. +2 to Climb 500 2 CP20



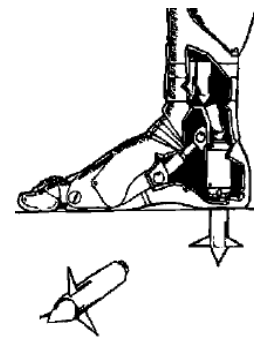
Spike Heel Foot

N Heel spike for lethal kicks. 2d6AP damage 500 2d6 CP20



Skate Foot

N Allows an MA 20. Use Athletics or skate skill 440 1d6 Chr1



Anchoring Cyberfeet

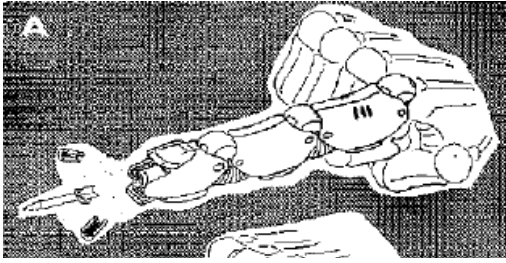
N Anchors use to ground. 4 uses (2 spaces each) 400 3 Chr2



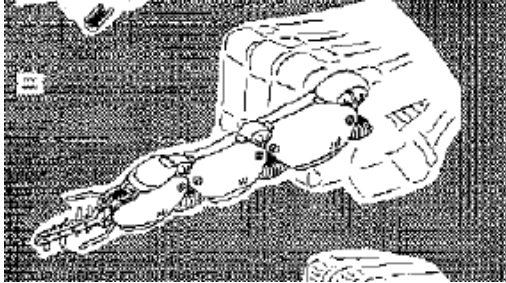
Catspaw Stealth Foot

N +1 to Stealth skill 150 1 Chr4

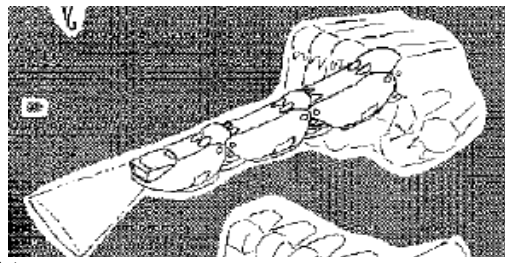
**FINGERS**  
**ATTACH TO CYBERHANDS**  
 Cyberware Surg. Description Cost H.L Book



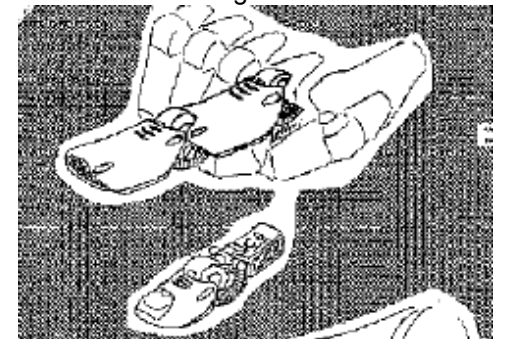
Dartgun  
 N 3m range 100 2 Chr1



Lockpick  
 N Pick for mechanical locks 50 .5 Chr1



Mini Light  
 N 25m beam, batteries 1eb 105 .5 Chr1  
 IR/UV Flashlight  
 N 10m range 200 1 Chr3



Finger Bomb  
 N 2d6+3, 3m radius 150 2 Chr1



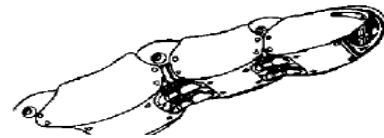
Wirecutters/Scissors  
 N 1d6/3 damage 150 1 Chr1



Mace Sprayer  
 N 2 bursts, -4 REF & Notice for 1d6 turns 150 2 Chr1



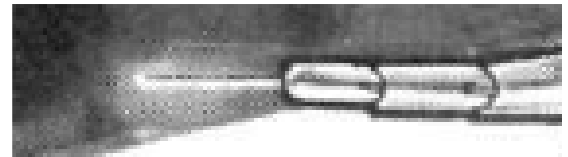
Quick Change Mount  
 N Click and turn mount, mod =120eb 150 1 Chr2



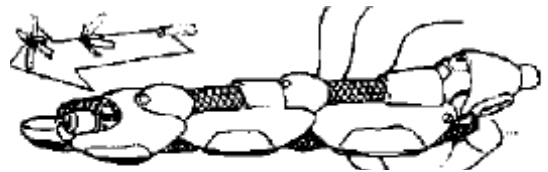
VidCam (+ 1 option)  
 N IR - 200eb, Teleoptic - 225eb, or Lowlite - 100eb 400+ 2 Chr2



Self-Propelled Grenade  
 N 7m range, 2d6 over 2m (25eb) 200 2 Chr2



Aip Hypo  
 N 4 doses, air containers 3eb 200 1 Chr2



Tracking Device  
 N 3m range, 2 bugs, 3 km transmitter 300 .5 Chr2

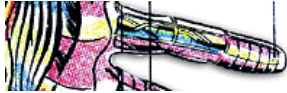


Lighter  
 N 2 hours of fuel, 1 eb/refill 105 2 Chr2





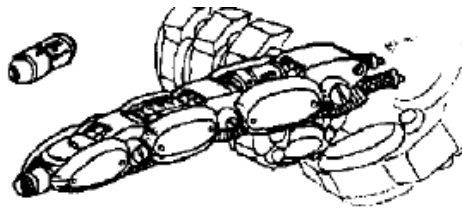
Probe Link  
N Interface link 150 .5 Chr3



Parabolic Microphone  
N 20x Microphone, for full arms 350 2 Chr3



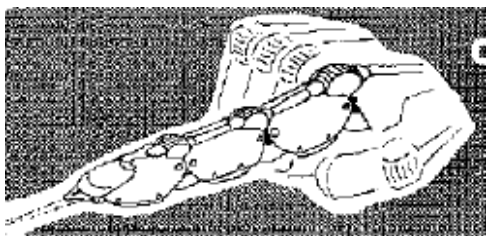
Flasher  
N Diff REF to blind target for 1 min (25eb) 250 1 Chr3



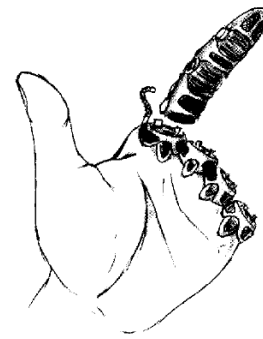
Flare  
N 150m altitude, 25m diameter (15eb) 200 2 Chr3



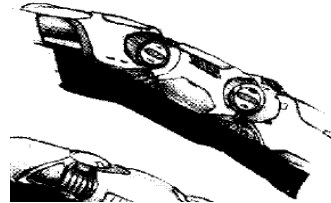
Storage Compartment  
N Small space 75 .5 Chr3



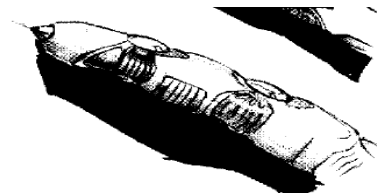
Laser Pointer  
N 20m 150 .5 Chr3



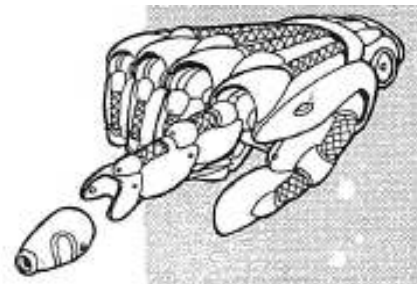
Flesh Mount  
M Allows cyberfingers to be mounted on meat hand 100 1 Chr4



One-Shot Special  
N P -2 P E 1d6 (5mm) 1 1 ST 20m 250 2 Chr4



Ballpoint Finger  
N Leakproof pen 25 .5 Chr4



Cyberfinger Oxygen Tank  
N 30 seconds of oxygen 250 .5 SA



Screwdriver  
N Powered screwdriver finger 50 .5 I1.1

Wrench  
N Adjustable wrench finger 50 .5 I1.1

Drill  
N Adjustable drill finger 50 .5 I1.1

Soldering Iron  
N Electric Soldering Iron finger 50 .5 I1.1

Socket Wrench

N Adjustable powered socket wrench finger 50 .5 I1.1

## OPTIONS

**BUILT INTO CYBERLIMBS (Use 1 space)**  
 Cyberware Surg. Description Cost H.L Book

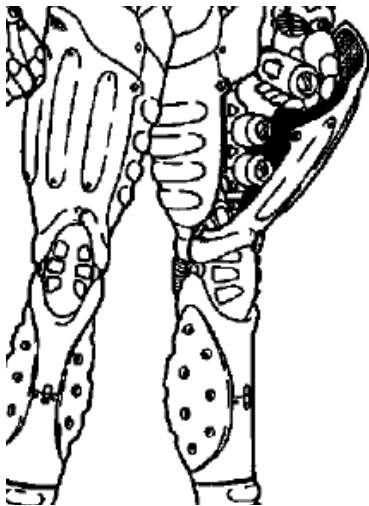


Cybermodem

N Built in cyberdeck 3000 1 CP20

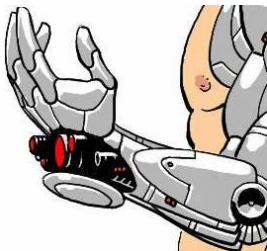
Cellular Cybermodem

N Built in cellular deck 5000 1 CP20



Storage Space

N 2"x6" storage space. Can be locked 50 .5 CP20



MiniCam

N Pop up Digital Camera (20 shots) 200 2 CP20

MiniVid

N Pop up Mini video (30 minutes) 400 2 CP20

Digital Recorder

N Digital chip recorder. Download or erase chip 300 1 CP20



Techscanner

N 60% effective, -3 to repair difficulty 400 3 CP20



Hidden Holster

N Weapon size based on Body Type 100 1 CP20

Quickdraw Holster

N P class conc. +2 Initiative to fastdraw 200 0 Chr2



Cutting Torch

N Can cut through SP20 100 1d6/2+1 Chr1



Icer

N 2m range 200 1d6/2 Chr1



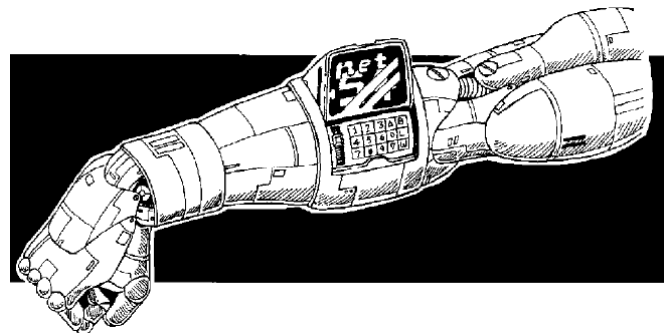
Limb Link

N Turns pop-up gun into smartgun +1 100 1 Chr1



Magnetic Hands/Feet

N For easier Zero-Gee movement 60 0 Chr1



Watch-Man

N Miniature TV 180 1 Chr1



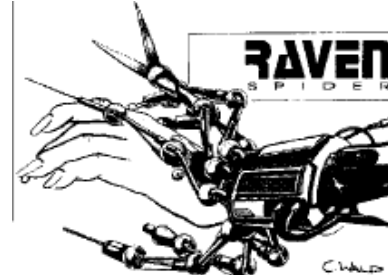
LCD Screen Readout  
N Can be linked to any output device 200 1 CP20



Smartplate Link  
N Smartgun= 3x cost 300 2 Chr3



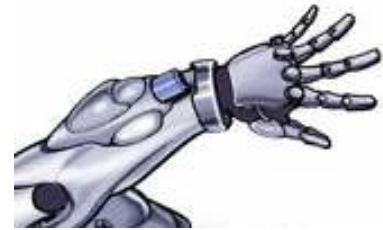
Winch  
N 15m cable, pulls up to 1 ton 500 1d6+3 Chr2



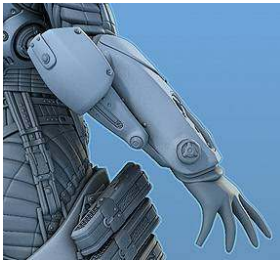
Microwaldo Bracer  
N +1 to TECH rolls 800 3 Chr3



Laser Mike  
N 60m range, Human Perception -5 400 1d6+2 Chr2



"D-Tek" Targeting Network  
M Negates movement firing modifiers 1300 1d6+3 SOF2



Radio/Cellular Boosterstation  
N Runs for 160 hrs, diff 25 encryption (2 spaces) 2650 2 Chr2



ULF Antenna  
N 100m reel antenna for transceiver - 1 SF



ECM Emitter  
N Electronic counter-measures emitter (2 spaces) 2950 2 Chr2



Cyberlimb Light  
N Light built into palm, 3m range (0 spaces) 90 .5 I1.4



CyberPillow  
M A pillow in an arm 80 0.5 Chr3



## CYBERWEAPONS

**BUILT INTO CYBERLIMB (Use 1 space)**

**Cyberware Surg. Description Cost H.L Book**



Grenade Launcher

N Carries 2 grenades of any type 500 2d6 CP20



2 Shot Capacitor Laser

N Shoulder mounted. +3 - - 3d6 2 1 10m 800 2d6 CP20



Micro-Missile Launcher

N Contains 4 mini-missiles, 4d6 damage each 900 2d6 CP20

Micro-torpedo Launcher

N Underwater version of mini-missiles, 4d6 damage 900 2d6 SA

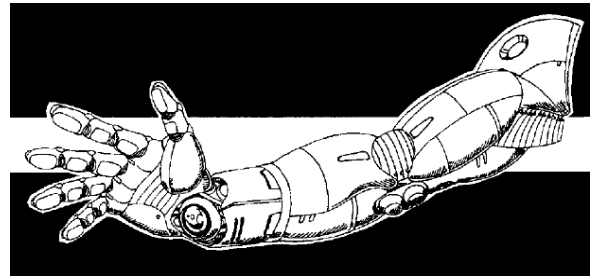


Derringer N Pistol -1 1d6 (5mm) 2 2 ST 50m 220 1d6 Chr1



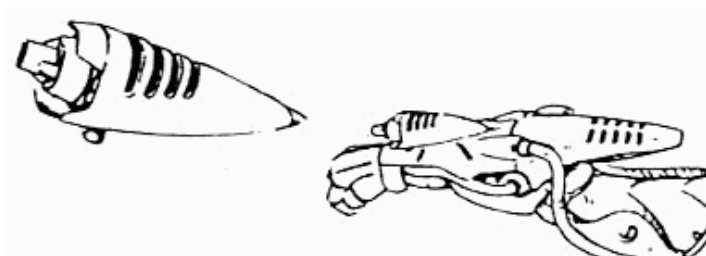
Popup Gun

N Gun size based on Body Type 2-800 2d6 CP20



Flashbulb

N 4m x 6m 250 1d6/2 Chr1



Flame Thrower

N Range 1m, 4 shots, Damage is 2d6, then 1d6/2 600 2d6 CP20



Gas Jet

N 6 shots, range 2m 275 1d6+3 Chr1



Weapon Mount & Link

N Mounting plate plus neural link for 1 weapon 100 3 CP20



Tazer Grip

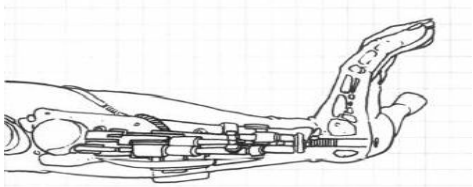
N Effects equal to tazer, Stun -2 180 2d6-2 Chr1



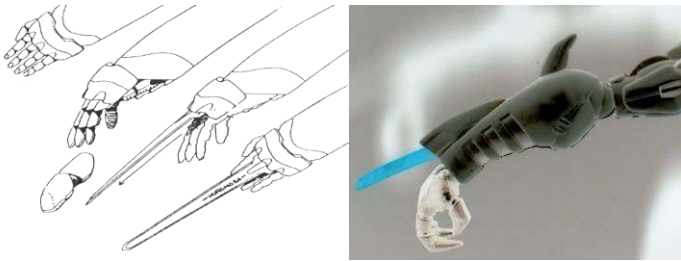
Whip  
N 1d6/2 or choke 475 2d6 Chr1



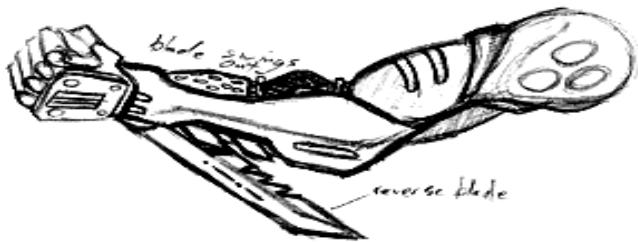
Popup Sliver Gun  
N P +0 -- 2d6x1d6/2\* 7 2 UR 40m 550 1d6+2 Chr1



Tri-Dart Launcher  
N 3 darts, 1d6/2 damage, 1/3 SP 300 1d6/2 Chr2



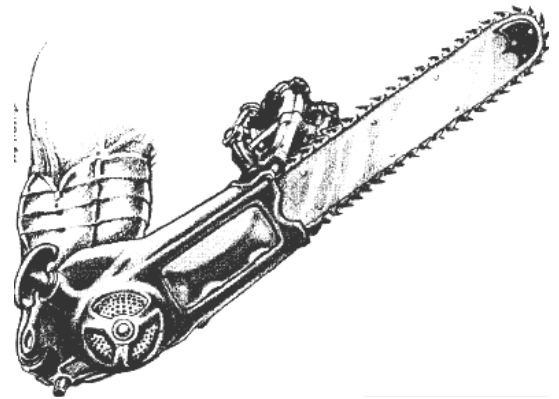
Retractable Monoblade  
N 2d6+3# damage 800 1d6+2 Chr2



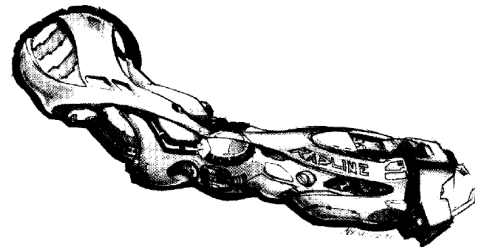
Survival Blade  
N 1d6+3\* damage 500 1d6 Chr2



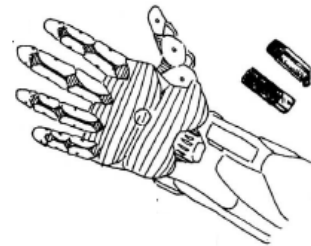
BigRipp  
M Carbo-glass blade. 2d6, 1/2SP (break 1-3) 850 3d6+1 Chr4



ChainRipp  
N 3d6AP 1250 2d6+4 Chr3



Blitzkrieg Arc-Thrower M EX 0 - R 3d6 (1/2 R 1/2 S) 4 1 ST  
10m 1050 2d6 Chr4



High Five/The Palm Bomb  
N 20-30 to detect. .477 or 12ga round, 1 shot 355 1d6+3 Chr4



Pop-Up Hand Crossbow  
N -2 J E 1d6+2 6 2 VR 25m (3 spaces) 300 2d6 SOF2



Strobe  
N Same as implant version (0 spacs) 150 1.5 I1.4



# LINEAR FRAMES

## IMPLANTED EXOSKELETON

Cyberware Surg. Description Cost H.L Book



- Sigma  
MA STR 12, +4 Damage mod 6000 2d6 CP20
- Beta  
MA STR 14, +6 Damage mod 8000 2d6 CP20
- Omega  
MA STR 16, +8 Damage mod 10,000 3d6 CP20
- GP Exoskeleton (A)  
MA STR 18, SDP 15, SP 6, MA 4, REF 5 12,000 4d6 Chr3
- GP Exoskeleton (B)  
MA STR 21, SDP 20, SP 8, MA 4, REF 5 15,000 6d6 Chr3
- Underwater Gamma  
MA STR 12/10 10,000 2d6 SA
- Underwater Delta  
MA STR 14/12 12,000 2d6 SA
- Underwater Pi  
MA STR 16/14 14,000 3d6 SA

# BODY PLATING

## EXOARMOR

Cyberware Surg. Description Cost H.L Book



Cowl  
MA Skullcap, covers head in SP 25 200 1d6 CP20



Faceplate  
CR Protective facemask. SP 25 400 4d6 CP20



Torso Plate  
MA Torso protection. SP 25. -3 REF 2000 3d6 CP20



Front Optic Mount  
MA Allows up to 5 optics to be mounted. -1 ATTR 1000 4d6 CP20



Sense ext. ("Rabbit Ears")  
M Head mounted extensors for audio, optics, etc 500 3d6 CP20





Total Body Plating  
 CRx2 SP20, REF-3, ATTR/2, -1 Stealth 6800 8d6 Chr2



CyberFacial Remounts  
 MA/CR SP 6-18, ATTR -1,-2, 15%-50% protect 150-350  
 1d6-3d6 Chr3



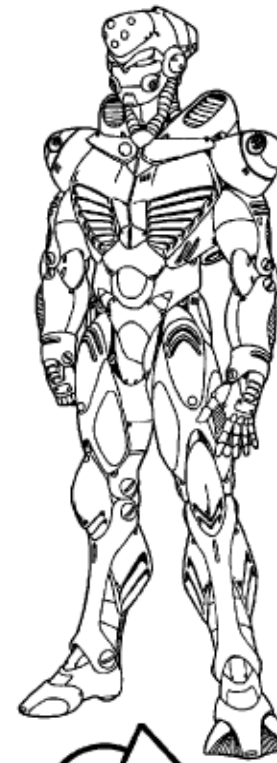
Spyke! Furniture  
 N 10SP, +10SDP, 1d3+1 to 1d6+1AP 400-600 1-3 Chr3

# FULL BODY REPLACEMENTS

Cyberware Surg. Description Cost H.L Book



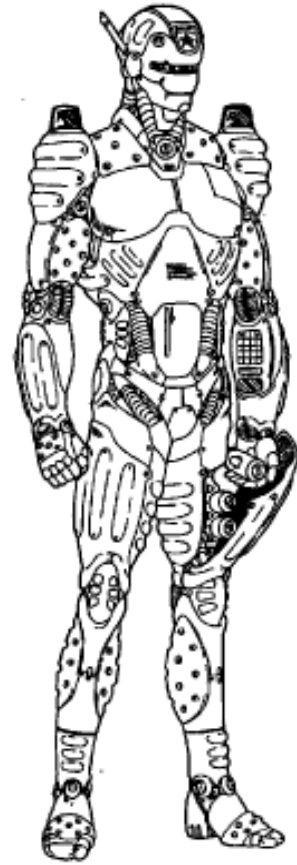
Alpha Class  
 CRx2 REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40  
 40,000 16d6 Chr2



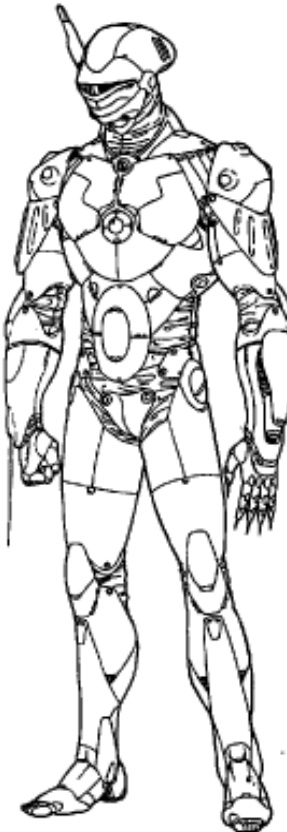
Aquarius (Sub-Marine)  
 CRx2 REF 10, MA 10, BOD 15, SP 25, SDP 20/30/40  
 50,000 18d6+2 Chr2



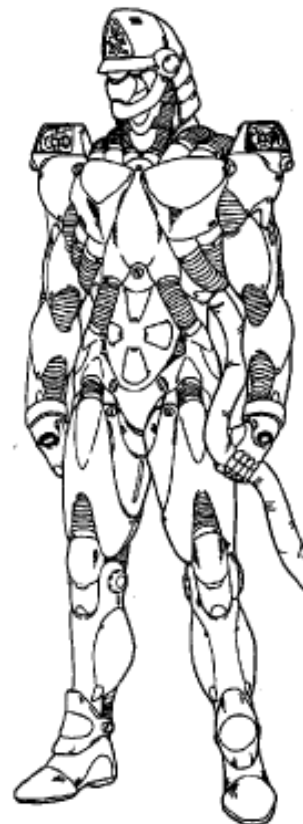
Copernicus (Space-Use)  
CRx2 REF 11, MA 10, BOD 12, SP 25, SDP 20/30/40  
60,000 19d6 Chr2



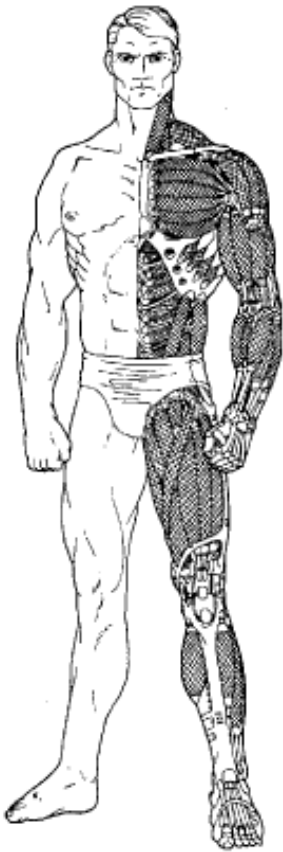
Enforcer (Security)  
CRx2 REF 12, MA 15, BOD 12, SP 30, SDP 25/35/45  
55,000 21d6-2 Chr2



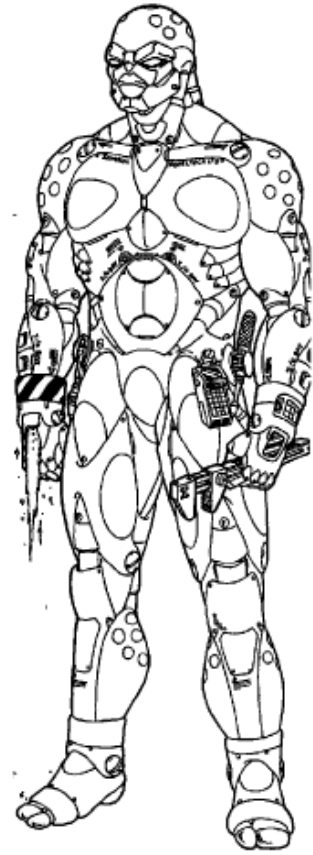
Eclipse (Covert Ops)  
CRx2 REF 13, MA 13, BOD 12, SP 25, SDP 20/30/40  
65,000 21d6+3 Chr2



Brimstone (Fire-Fighter)  
CRx2 REF 11, MA 10, BOD 14, SP 30, SDP 20/30/40  
47,000 19d6 Chr2



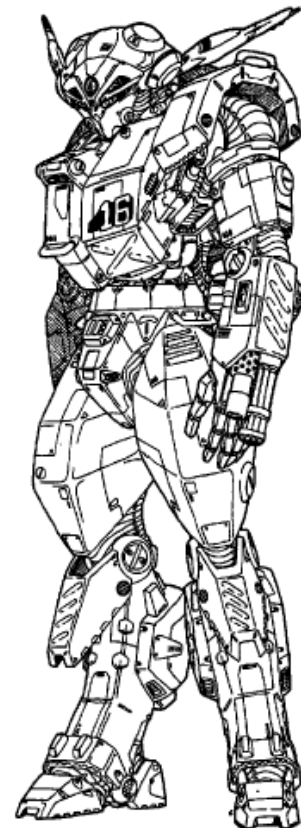
Gemini (Humanoid)  
CRx2 REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40  
55,000 16d6+2 Chr2



Samson (Industrial)  
CRx2 REF 10, MA 10, BOD 18, SP 25, SDP 20/30/40  
50,000 20d6+1 Chr2



Wingman (Pilot)  
CRx2 REF 15, MA 10, BOD 12, SP 25, SDP 20/30/40  
54,000 20d6 Chr2



Dragoon (Military)  
CRx2 REF 15, MA 25, BOD 20, SP 40, SDP 40/50/60  
120,000 42d6+3 Chr2.





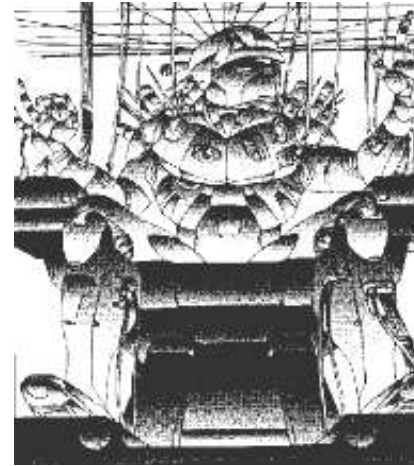
'Sheol' Hazardous Ops  
 CRx2 REF 10, MA 10, BOD 18, SP 30, SDP 20/30/40  
 50,000 18d6+8 Chr3



Militech 'Spyder' Recon  
 CRx2 REF 12, MA 20, BOD 12, SP 30, SDP 20/30/40  
 118,105 39d6 Chr3



MD Tech 'Kildare' Medical  
 CRx2 REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40  
 46,000 19d6 Chr3



'Wiseman' Cyberspace Com  
 CRx2 REF 14, MA 10, BOD 12, SP 25, SDP 20/30/40  
 91,381 23d6+3\* Chr3



Adrek 'Burroughs' Mars Ops  
 CRx2 REF 10, MA 10, BOD 12, SP 35, SDP 20/30/40  
 42,000 16d6+4 Chr3



Arasaka 'Daioni' PA Convert  
 CRx2 REF 17, MA 20, BOD 52, SP 80, +6 Initiative  
 810,000 16d6+30 SW

## OPTIONS FOR FULL CONVERSIONS

### Stylization

N Customization, possible bonuses to some skills Varies 0

### Increased SP

N Max 40 SP, 10-50lbs weight increase 2000/+5 0 Chr2

### Increased SDP

N Max +20 SDP, +55lbs/+5 SDP 1500/+5 0 Chr2

### Increased REF

M Max 15 2000/+1 2/+1 Chr2

### Increased MA

M Max 25 1500/+1 2/+1 Chr2

### Increased BODY

M Max 20 1000/+1 2/+1 Chr2

### Shielding

MA Electronic shielding. 500 rads protection 2000 6 Chr2

### Quick Change Mounts

N Rifles (2), Hvy.Weapons (3) can be mounted 200 2 Chr2

### Interchangeable Biopod

CR Organs can be moved to different FBRs 20,000 18d6

### Longevity Module

MA Theoretically triples 'borg's lifespan 15,000 1 Chr2

### Eelskin

MA 1d6 to 2d6+3 Damage 14,000 1d6 Chr3

### Cyber Steroids

2xCR BODx3, +3kg/+1 BOD, runs off power unit below 1500/+1 6d6 Chr3

### Back Mounted Power-unit

N +5% weight, 10hrs, 20eb/recharge 200 0 Chr3

### Variable Spectrum Light

N No spaces 200 .5 Chr3

### Enhanced Thermograph

N Advanced thermograph. 1 space 200 1 Chr3

### Blood/IV Supply

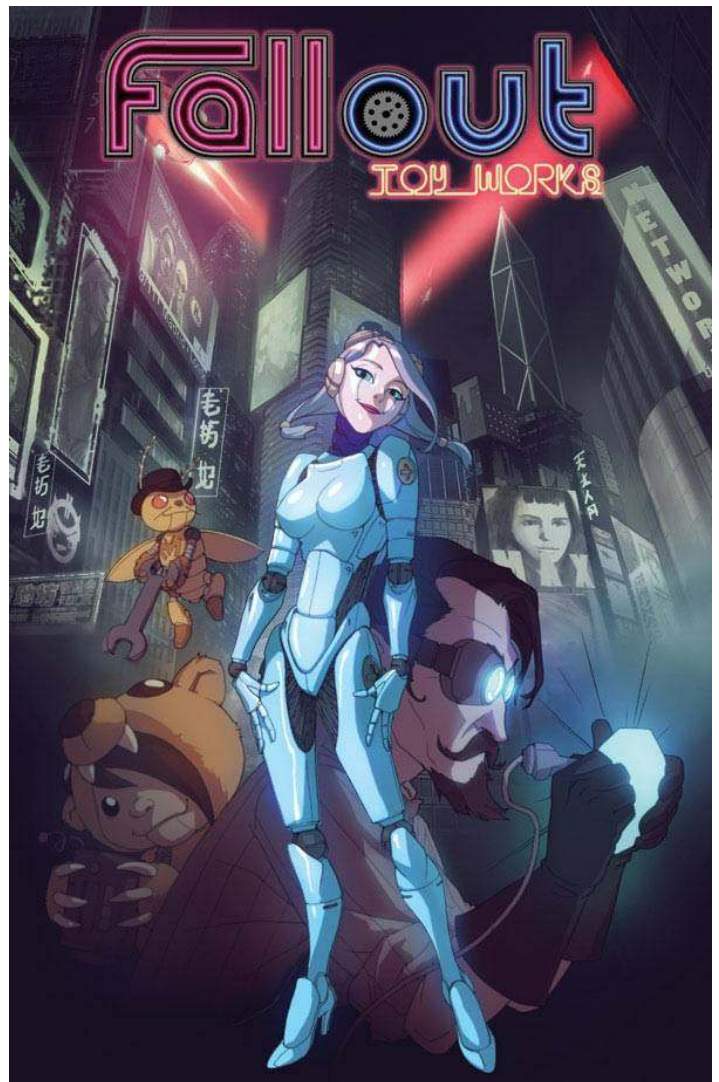
N 4 x 1/4 litre containers. 1 space 300 1 Chr3

### Reactive Body Plating

MA Detects laser & smart sights, REF>10 dodge 6000 1d6 SOF2

### Dummy Facemasks

N Detachable faceplates 25-500 0 SOF2





# BODYSCULPTING

**SURGICAL BODY MODIFICATIONS**  
Cyberware Surg. Description Cost H.L Book

Appearance Change - Minor

M Look sort of like you wanted to, Notice 15+ 1200 - CP20

Appearance Change - Major

M Look very much like you wanted, Notice 20+ 2400 - CP20

Appearance Change - Expert

M Look exactly like you wanted, Notice 25+ 3600 - CP20

Appearance Change - Top

MA Top of the line, Notice 30+ to spot the sculpt 5000 - CP20

Increased Attractiveness

M +1 ATTR (maximum ATTR is 10) 600 - CP20

Sex Change - Basic

MA 1 month therapy, 1 week hospital, diff 20 to spot 4200  
0 to 1d6 WGF

Sex Change - Advanced

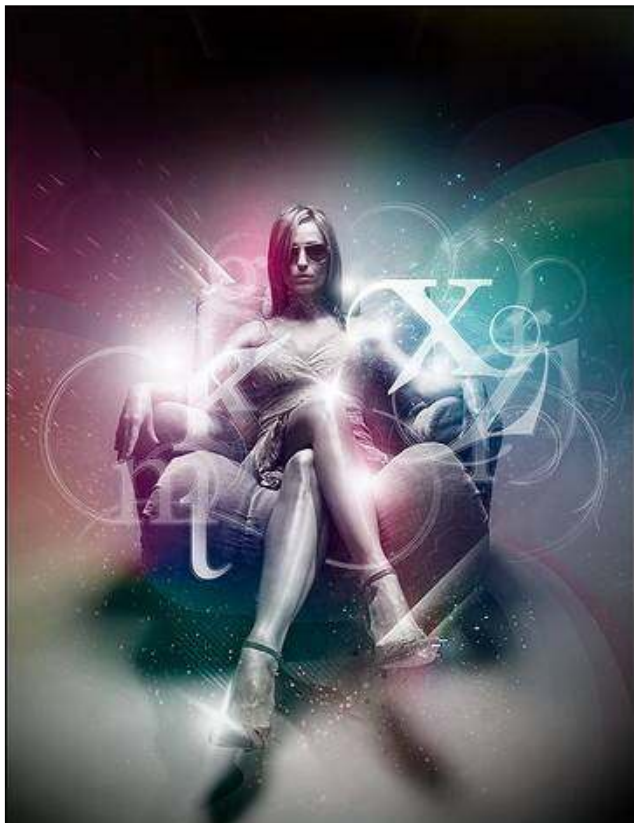
CR Each +5 diff to spot doubles time and cost x2/+5 diff 0  
to 1d6 WGF

Ability To Bear Children

MA Includes psychological counselling +5000 0 WGF

Ability To Father Children

MA Includes psychological counselling +1000 0 WGF



# EXOTIC BODY MODIFICATIONS

Cyberware Surg. Description Cost H.L Book



Minor Facial Modification

M Alterations to eyes, ears, nose, etc 1000 1d6/2 Chr2



Major Facial Modification

M Major alterations to features 2000 1d6 Chr2



Muzzle, Short

M Like a bear's or tiger's muzzle 2000 1d6 Chr2



Muzzle, Long

MA Like a dog's or horse's muzzle 2500 2d6 Chr2





Mandibles, Extended  
 MA Semi-prehensile grasping "jaws". 1d6\* damage 4000  
 3d6 Chr2



Tail  
 MA Mobile but weak, exerts about 3lbs of force 1500 2d6  
 Chr20



Natural Fangs  
 N 1d6\* bite damage 500 2d6 Chr2



Natural Claws  
 N -3 to manipulation rolls. 1d6\* damage 1000 1d6+1 Chr2  
 Retractable Claws  
 M 1d6\* damage 1000 2d6 Chr2  
 Scratchers  
 N Low HL due to implantation in hospital 500 1d6 Chr2  
 Rippers  
 M Low HL due to implantation in hospital 750 2d6 Chr2



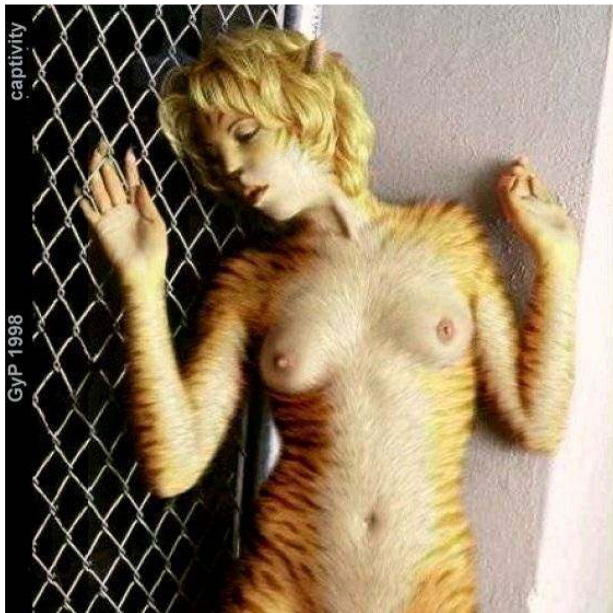
Combat Tail  
 MA Heavily muscled. 1d6+Damage Mod. 2500 3d6 Chr2  
 Stinger Tail  
 MA Poison injecting stinger. 1d6\*+Mod+drug/toxin 3000  
 3d6 Chr2



Short Tail  
 M Bunny tail, etc 250 2 Chr2



Digitgrade Legs  
 CR 3 joint legs. +1 MA with tail. -2 MA without tail 4000 6d6  
 Chr2



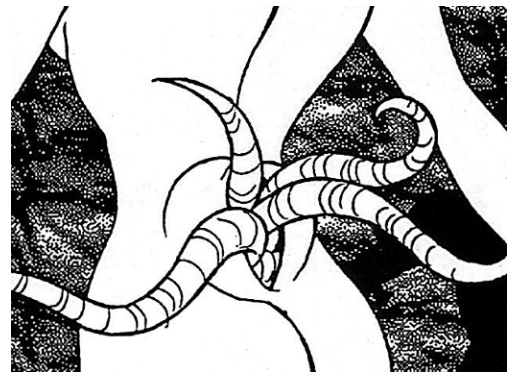
Fur/Scales/Skinchange  
N 10% chance of cancer 10,000 3d6 Chr2



Frame Alteration  
CR 25% size change from actual body size 8000 2d6 Chr2



Heavy Scales  
N SP 12. 10% chance of cancer 12,000 3d6 Chr2



Muscle Pouch  
MA Muscles on lower back for hidden tail or tentacles 1500 1d6 SA



ExoSkeleton  
CR SP 18, MA & REF-2. 10% chance of cancer 20,000 4d6 Chr2



Tentacles  
MA Weak, can be hidden in pouch, -1 MA in water 1500 2d6 SA  
Stinger Tentacles  
MA Bio-Toxin 1 (Death/4d6 damage), -1 MA in water 3000 3d6 SA  
Black Ink  
MA Ink can cloud water, and can be toxic 1200 3d6 SA



**EXOTICS PACKAGES**  
 Cyberware Surg. Description Cost H.L Book



KatNip - Feline  
 MA+ Slit-eyes, pointed ears, tail, synthskin, scratchers  
 3400 4½d6 Chr2



Reptile  
 M+ No ears, long tongue, olfactory, fangs, synthskin 2000  
 4d6 Chr2



Rodent  
 M+ Enlarged ears and eyes, button nose, synthskin 1400  
 1½d6 Chr2



Elf  
 M Pointed ears, thin face, upturned eyebrows 1000 1d6/2  
 Chr2



Rabbit  
 Mx2 Bunny ears & tail, button nose, whiskers 1250 1d6  
 Chr2



Dwarf/Halfling  
 CR+ Shorter & stockier frame(MA-2), broader features  
 9000 2½d6 Chr2





Ork/Goblin  
CR+ Broad features, longer arms, fangs, synthskin 10,900  
6d6 Chr2



Bear Package  
CR+ Muzzle, fangs, claws, fur, taller, grafted muscle  
24,500 13d6 Chr2



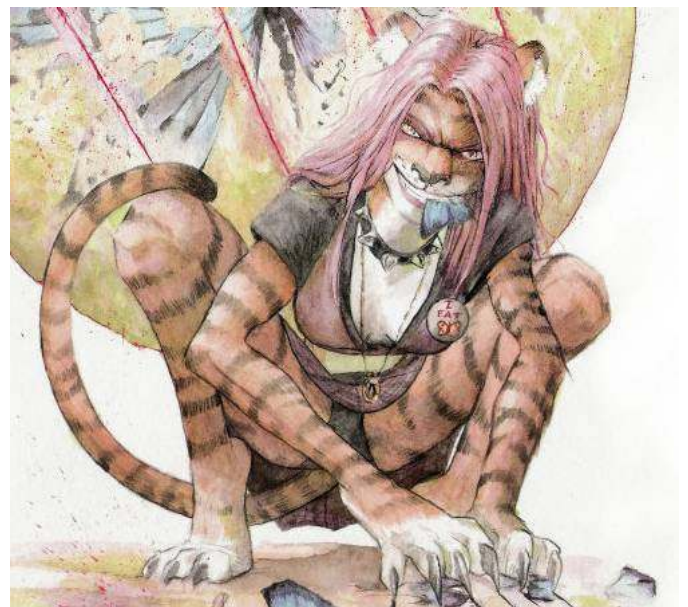
Troll/Ogre  
CR+ Broad features, fangs, taller, grafted muscle, MBL  
12,000 7d6 Chr2



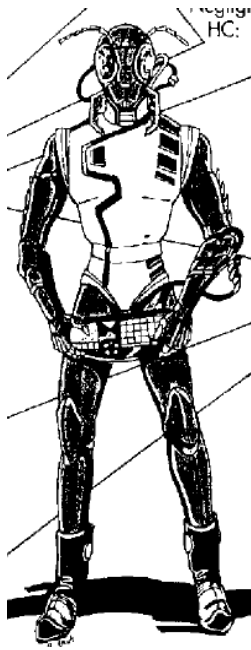
The Superman  
CR+ The future of humanity via nano and bioware 19,735  
13d6 Chr2



Fishman  
MA+ Gills, synthskin, webbing, custom contacts 2000  
4½d6 Chr2



BigKatt  
CR+ Muzzle, fangs, claws, tail, digitigrade legs, fur 21,000  
19d6 Chr2



Slight Buggy  
MA+ Bug-eyes, antennae, scaly synthskin, cyberoptics  
3400 6d6 Chr2



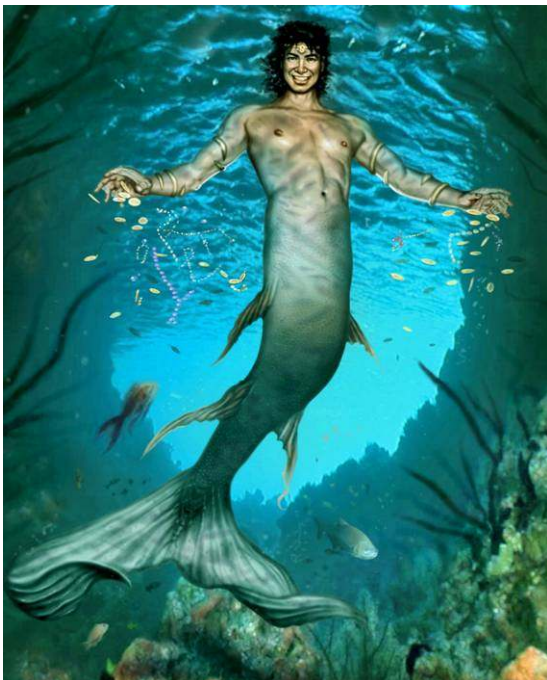
Sharkman  
MA+ Gills, sonar, skinweave & change, muzzle, etc 17,700  
12d6 Chr2



Franz Kafka Bughouse  
CR+ as above, + mandibles, exoskeleton, scratchers  
35,500 15d6 Chr2



LupaForm  
Minor Package M+ Pointed ears, dog-nose & eyes, fangs,  
synthskin 1900 3½d6 Chr2

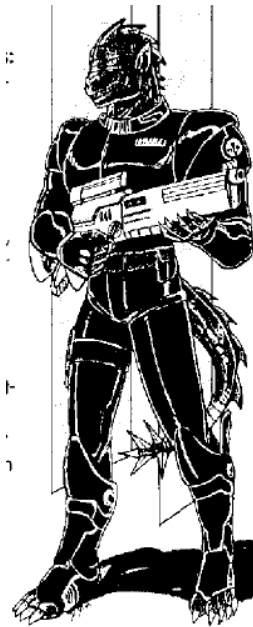


Merman  
CR+ Gills, skinchange, fishtail, cust. contacts, sonar 18,900  
10½d6 Chr2



LupaForm Major Package  
CR+ as above, + muzzle, tail, digitgrade legs, fur 20,000  
15d6 Chr2





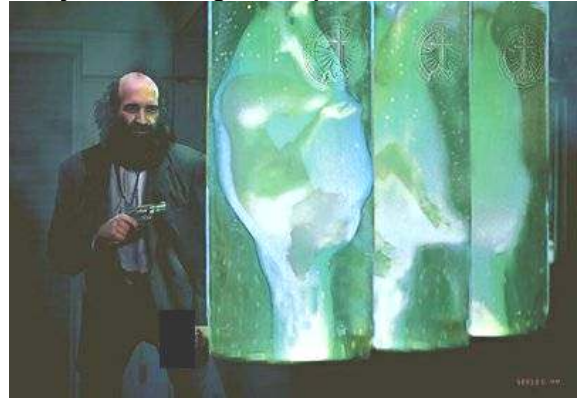
Humanisaurus Rex - Dragon  
 MA+ Short muzzle, fangs, tail, scales 16,000 9d6 Chr2



Playbeig Addition  
 MA+ Increased ATT, tactile boost, behavior chip, etc +3000  
 3½d6 Chr2

# BODYBANK PARTS

Poor Quality 1/2, Excellent Quality x2 price  
 Cyberware Surg. Description Cost H.L Book



Arm  
 CR Roll 1d10: 1-3 part unavailable, 4-5 minor problem  
 1000 - CP20

Leg  
 CR Roll 1d10: 1-3 part unavailable, 4-5 minor problem  
 1200 - CP20

Eyes, Ears  
 MA Roll 1d10: 1-3 part unavailable, 4-5 minor problem  
 1000 - CP20

Heart, Lung  
 MA Roll 1d10: 1-3 part unavailable, 4-5 minor problem  
 1400 - CP20

Liver, Kidney  
 MA Roll 1d10: 1-3 part unavailable, 4-5 minor problem 400  
 - CP20

Other Organs  
 MA Roll 1d10: 1-3 part unavailable, 4-5 minor problem 400-  
 600 - CP20

Limb/Organ Storage  
 - 20% chance of being sold before you reclaim it  
 100/month - CP20

Limb/Organ Storage  
 - 5% chance of being sold before you reclaim it  
 200/month - CP20

Vat Grown Limb/Organ  
 CR/MA Can match any genotype, but takes time to grow x4  
 - CP20





# MODULARWEAR

VERY RARE ELECTRO-MNEMONIC CERAMIC  
Cyberware Surg. Description Cost H.L Book



Modular Arm  
CR 25 SDP, 17 SP, 2 option spaces, 1d6 punch 4000  
1d6+3 KCJ

Modular Leg  
CR 30 SDP, 20 SP, 1 option space, 2d6 kick 2200 1d6+3  
KCJ

Torso  
CR 35 SDP, 21 SP, 1 option space 4000 2d6 KCJ

Ceramic Jaw & Skull  
CR 12 SP head armor, 1 option space 1500 1d6+1 KCJ

## JAW & SKULL MODULES

TAKES 1D6+1 DAYS TO ADAPT  
Cyberware Surg. Description Cost H.L Book

Mimicry - Generic  
N Changes the bone structure 1200 1d6 KCJ

Mimicry - Specific  
N Difficult to detect with a casual look 3000+ 1d6 KCJ

Animal Transformation  
N Lower jaw transforms into a hybrid animal face 300  
1d6+2 KCJ

Vampires (Retractable)  
N 1d6/3 damage, same as normal cyberware 250 2d6+2  
KCJ

Horns  
N Protrude at will from head, 1d6/2 damage 300 1d6+2  
KCJ



## LIMB MODULES

TAKES 1D6+1 DAYS TO ADAPT  
Cyberware Surg. Description Cost H.L Book

Scratchers  
N 1d6/2 damage, Very Difficult to spot 200 1d6+1 KCJ

Rippers  
N 2d6 damage, -10 SP to arm during use 800 2d6+2 KCJ

Tentacles  
N Splits into 4 tentacles, +5 to grapples, -10 SP 600 2d6  
KCJ

Animal Legs  
N Transforms legs, +3 MA, 14m leaps, or 1d6 claw  
400/pair 2d6 KCJ

Squat  
N Reduces limb to half original size, +10 SP 300/limb 2d6  
KCJ

Elongation  
N Stretch up to 200% size, -15 SP 300/limb 2d6 KCJ

Hollow  
N 100 1d6/2 KCJ

Inflate  
N Gives apparent BOD 12, -10 SP, +2 Intimidation 300 1d6  
KCJ

Spikes  
N Covers limb with spikes, +1d6 HTH damage 400 1d6+1  
KCJ

Tougher  
N +5 SP and SDP, up to 2 levels can be added 300/level  
4/level KCJ

Undetectable  
N Mimics normal bone structure, can pass Scanway  
500/limb 0 KCJ

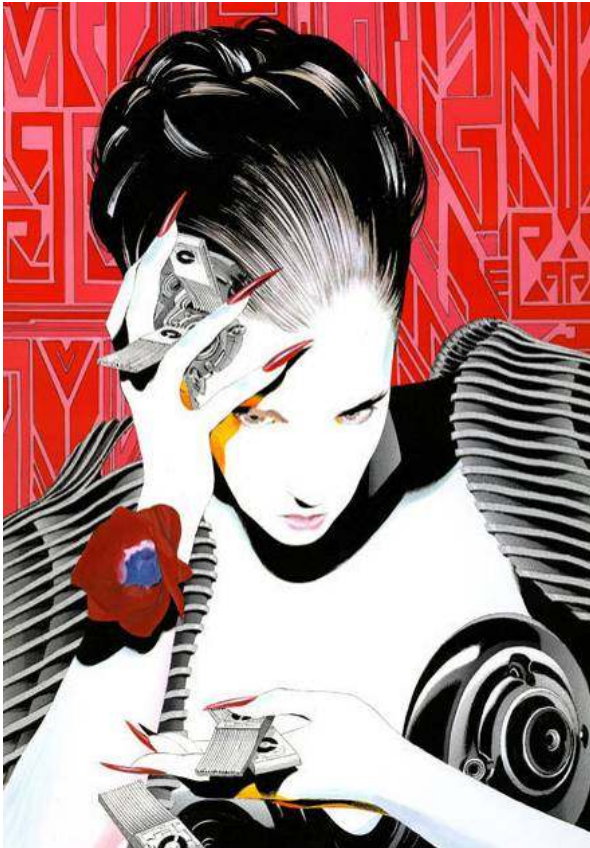
Electricity Shielding  
M Compound shielded against electrical attacks 400/limb  
1d6 KCJ

Different Covering  
N Same as Synth-skins, same chance of cancer 400 1d6  
KCJ

Existing Cyberlimb Options  
N Except coverings & anything that affects SP/SDP normal  
normal KCJ

# WHEN GRAVITY FAILS

ADVANCED CYBERWARE  
Cyberware Surg. Description Cost H.L Book



**Corymbic Implant**  
MA Accepts six daddys, allows equipment interfacing 500  
2d6 WGF

**Advanced Cortical Implant**  
CR Experimental, Eidetic Memory +2. IP cost/2 150,000  
3d6 WGF

**Moddy Link**  
N Enables cory implant to accept moddy chips 100 – WGF  
Subdermal Moddy Rack

M Holds 3 Moddy and 10 Daddy, difficult to spot 200 1d6  
WGF



**Behind The Ear Cory Implant**  
MA As above, but hidden behind ear 1000 2d6 WGF



**Nictating Membrane**  
M Eye protection, +4 to Saves vs eye irritants 400 1d6/2  
WGF

**AntiDazzle Nict Membrane**  
M Flash protection, +4 to Saves vs eye irritants 500 1d6/2  
WGF

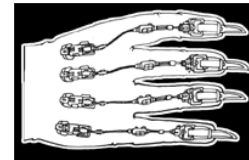


**Poison Sac**  
MA Holds 4 doses, refilled with special applicator 500 2d6  
WGF

**Poison Gland**  
MA Holds 8 doses, produces new dose every hour 1200  
3d6 WGF



**Hollow Vampires**  
N Linked to poison sac or gland +50 1 WGF



**Hollow Claw**  
M Connected to poison sac/gland, 1d6/3\* damage 250 2d6  
WGF



**Retractable Needle**  
M Mounted in finger, connected to poison sac/gland 650  
2d6 WGF

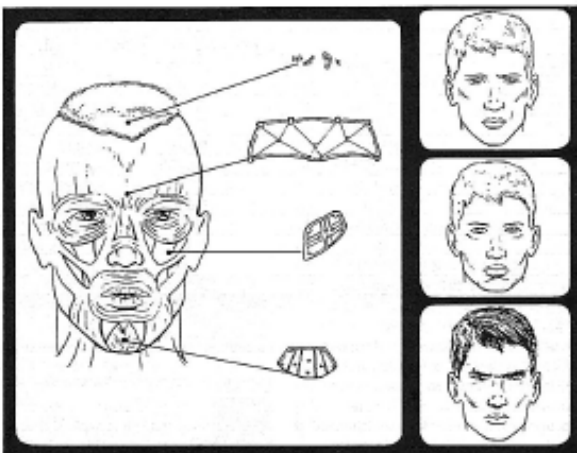




**Water Refiltration System**  
 MA Triples length of survival time without water 2500 1d6/2 WGF



**UV Blockers**  
 N UV/IR resistance 1500 1d6/2 WGF



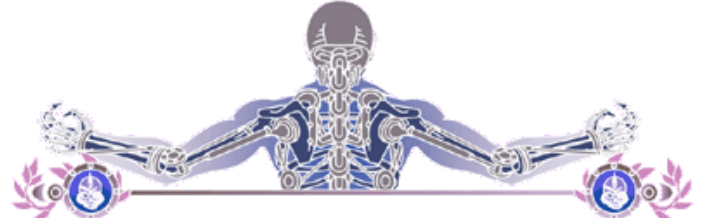
**Feature Alteration Implant**  
 N Facial change takes 3 hours, +4 to Disguise rolls 3500 1d6+1 WGF



**Sectional Cybernetics Mount**  
 MA Cyberhand and cyberfoot only mount 300 3 WGF  
**Quick-Change Mount**  
 MA Cyberhand and cyberfoot only mount 450 3 WGF



**Biomechanical Cyberoptic**  
 MA 10% chance affected by EMP weapons, 2 options 1000 2 WGF  
**Biomechanical Cyberaudio**  
 M 10% chance affected by EMP weapons, 3 options 1000 2 WGF  
**Biomechanical Cyberarm**  
 CR 20% EMP, 1d6 punch, 8 flesh + 8 SDP, 1 option 6000 2 WGF  
**Biomechanical Cyberleg**  
 CR 20% EMP, 2d6 kick, 8 flesh + 12 SDP, 1 option 4000 2 WGF



**Biomechanical Frame Sigma**  
 MA Built into the body, BOD 12, BTM -5 18,000 3d6 CP20  
**Biomechanical Frame Beta**  
 MA Built into the body, BOD 14, BTM -6 24,000 3d6 CP20  
**Biomechanical Frame Omega**  
 MA Built into the body, BOD 16, BTM -7 30,000 4d6 CP20



# CHIPWARE

**REQUIRE CHIPWARE SOCKET OR PLUGS**  
Cyberware Surg. Description Cost H.L Book



- Adrenaline/Endorphin Surge
  - Ignore Pain/Exhaustion, +1 BOD 3 times in 24hrs 800 - Chr1
- Ambidexterity Chip
  - Makes user ambidextrous 800 - Chr1
- APTR Reflex Chips
  - Chips reflex and tech based skills varies - CP20
- Auditory Recognition Chips
  - Require Amp Hearing and Sound Edit (max +2) 150/level Chr3
- Business Trip Chip
  - +1 Language, Culture, W/S or Business Law 800 - Chr1
- Courier Chip
  - Imprints data on users brain 600 - Chr1
- Crypto Chips
  - Randomly generated substitution word code 600 per 2 - Chr3
- DeathTrance
  - 1-3 minutes to enter. Medtech 25+ to detect life 1000 - Chr1
- Digi-Tone ID
  - Used with cyberaudio to recognise phone no. 70 - Chr1
- Dream Suppressant Chip
  - Dream free sleep, lose 1 EMP every week of use 300 - Chr4
- Enduro Chip
  - +2 bonus to Endurance, ends sea sickness 450 - P3
- Facedown Chip
  - +1 bonus on Facedown rolls 150 - Chr4
- "Fish N' Chips"
  - Appetite control device 85 - Chr1
- Home Chip
  - Very Difficult Cool/Resist Torture roll to resist 940 - Chr4
- Increased Neural Feedback
  - 1/2 time to "chip in", burns out in 24 hours +400 - Chr1
- Independent Action Chip
  - Independent action for each arm. Amb+2 optics 250 - Chr1
- Major City Map
  - Contour map, needs Video Imager/Subd Screen 110 - Chr3
- Maximum Lover Chip
  - +2 Seduction 1300 - Chr1
- Memory Compression
  - 3 skills, skill level +3 total +200-400 - Chr1
- Mind Games
  - Over 300 games available 40 - Chr1
- M.O. Chips
  - One yes/no answer for INT 15+ roll 1200 bm - Chr1
- MRAM Memory Chips
  - Chips INT and other cognitive skills varies - CP20
- Navigation/Orientation Chip
  - Requires Phone Splice/Radio Link, accurate 5m 250 - Chr3

- PhotoMemory RAM Chip
  - INT roll +2 [15+] to get a specific memory 1600 - Chr1
- Police Visual Rec Chip
  - Visual ID's on criminals and licenses 200/level - Chr1
- Poser Impersonation Chip
  - Specific Know [subject] +2, Perform +1 900-1100 - Chr1
- Programmable Chipware
  - Provides basic knowledge of a procedure 50 - Chr1
- Redundancy Loop
  - Will screw up at a crucial moment 50-75% - Chr1
- Security Chips
  - Eraseable/destroyable chips +50/75 - Chr1
- Shape Recognition
  - Picks out chosen object, requires Time Square + 500 - Chr4
- "SomaWare" Sleep Chip
  - Normal sleep (after 15 uses COOL 15+ to sleep) 400 - Chr3
- Space Chip
  - Space Survival +2, Highrider Culture +1 900 - Chr1
- Special Operative Chip
  - +1 Language, Geography, and one other skill 900 - Chr1
- Speedreading Chip
  - Requires optic. Half to a third normal reading time 250 - Chr4
- Stress Chip
  - +1 COOL for morale, +1 EMP interaction 350 - Chr1
- Stutter Chipping
  - Won't shoot designated (1 turn) friendlies 310 - Chr3
- Tourism Chip
  - +1 Language, Culture, General Knowledge 750 - Chr1
- Visual Recognition Chips
  - INT+chip+1d10+Skill. Tech, Corp, Rocker, etc 100/level - Chr1
- Weaponmasters MArt Chip
  - Arasaka Te, and Thamoc available (max +3) 270/level - Chr3

## BEHAVIOUR CHIPS

Cyberware Surg. Description Cost H.L Book



- Behaviour chips
  - 15+ COOL roll to remove, +5/failed attempt 1000+ 1d6/2 Chr2
- Stronger Behaviour Chip
  - Lock subject into actions for specific stimuli 2000+ 1d6/2 Chr2
- Honey Pilar
  - Seductress supreme 1000 1d6/2 WGF
- James Bond
  - COOL +1 (max 11), user is a top British agent 1000 1d6/2 WGF
- Kick Ass
  - COOL +2 (11), EMP -2 (1), enhances aggression. 2000 1d6/2 WGF
- Perfect Soldier
  - COOL +3 (11), EMP -2 (1), INT -2/+2 non-/combat 2000 1d6/2 WGF
- Sunny Day
  - Feel happy, +4 vs Intimidation, +2 Resist Torture 2000 1d6/2 WGF
- Xarghis Khan
  - EMP 1, COOL 10, user wants to torture and kill 4000 1d6/2 WGF

# ANIMAL NEURALWARE

STANDARD HUMAN OPTIONS AVAILABLE  
Cyberware Surg. Description Cost H.L Book



- Basic Processor
- M Basic processor. Needed for all Neuralware 500 1d6 Chr3
- Reflex Boost
- N Adds +1 to REF 500 2d6 Chr3
- Sensory Boost (smell/audio)
- N Boosted signal from either olfactory or hearing 250 1d6/2 Chr3
- Chipslot
- N Animal can use as many chips as their INT 100 1d6/2 Chr3
- Input Plugs
- M As Interface Plugs, requires Link 100 1d6 Chr3
- Weapon Link
- N +2 to Smartgun attacks 100 2 Chr3

# ANIMAL CHIPWARE

STANDARD HUMAN OPTIONS AVAILABLE  
Cyberware Surg. Description Cost H.L Book



- Stress Chip
  - +1 COOL for morale, +1 EMP interaction 100 0 Chr3
- Berserk Chip
  - +2 to hit, negates COOL rolls, +2 melee damage 100 0 Chr3
- Skill Chip (per level)
  - Maximum +3 100/level 0 Chr3
- Recording Chip
  - Records 4 hours of sensory perceptions 1500 0 Chr3
- IFF Chip
  - Uses special scent, coded badge, or colour to ID 4000 0 Chr3
- Watchdog Chip
  - Codeword/phrase to disarm/arm guard animal 250 0 Chr3
- Behavior Chip
  - Perfect Pet - Loyalty +3 500 0 Chr3

# ANIMAL CYBEROPTICS

STANDARD HUMAN OPTIONS AVAILABLE  
Cyberware Surg. Description Cost H.L Book



- Basic Eye
- MA Basic eye module (3 option spaces per eye) 400 1d6 Chr3
- Infrared
- N See in total darkness, using heat emissions 200 2 Chr3
- Microscopics
- N Microscope 400 3 Chr3
- Telescopics
- N Telescope ability to 20x 400 3 Chr3
- Anti-Dazzle
- N Immune to flash, laser blinding 100 1 Chr3
- Low-lite
- N See in dim light, almost total darkness 200 2 Chr3
- Thermograph
- N See heat patterns, temperature readings 200 3 Chr3

# ANIMAL CYBERAUDIO

STANDARD HUMAN OPTIONS AVAILABLE  
Cyberware Surg. Description Cost H.L Book



- Basic Audio
- M Can have any options 500 1d6 Chr3
- Scrambler
- N Cannot understand without a descrambler 100 1 Chr3
- Bug Detector
- N Detects bugs up to 3m. 60% effective 150 1 Chr3

# ANIMAL CYBERLIMBS

STANDARD HUMAN OPTIONS AVAILABLE  
Cyberware Surg. Description Cost H.L Book

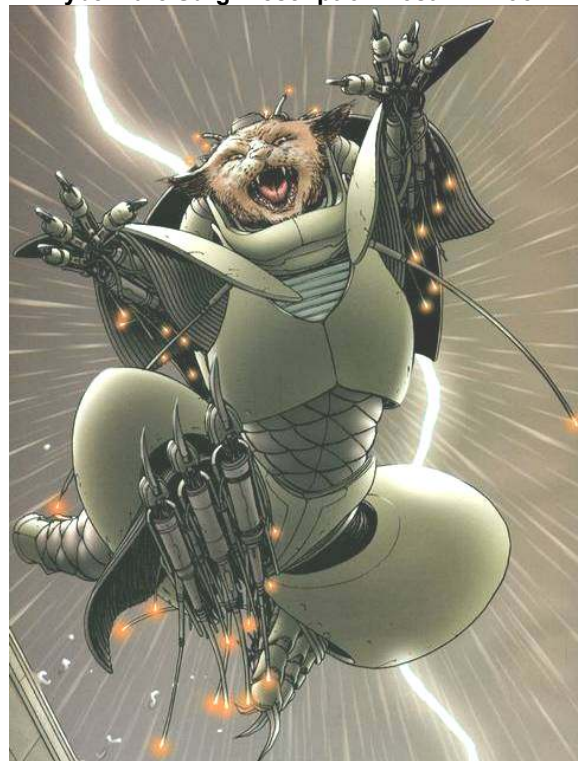


Basic Limb  
CR Can have 2 options 1000 2d6 Chr3  
RealSkinn Covering  
N Limb looks real. 70% effective (Diff Awareness) 200 -2 Chr3  
Secret Compartment  
N 2" x 2" x 4" hidden compartment 100 1 Chr3  
Tape Recorder  
N Records from connected source 200 1 Chr3  
Limb Armor  
N Armors cyberlimb to SP 20 300 1 Chr3  
Added Cyberlimb Strength  
N +1d6 damage; +6 Strength Feat if on all limbs 250 3 Chr3  
Popup Gun  
N Gun size based on Body Type 200 1d6 Chr3  
Cyberweapon  
N As cyberweapon, but half Humanity Cost 100% Eb 50% HC Chr3



# ANIMAL CYBERWEAPONS

STANDARD HUMAN OPTIONS AVAILABLE  
Cyberware Surg. Description Cost H.L Book



Cyberclaws Large+ felines, bears, raptors only,  
+1d6 damage 300 2d6 Chr3  
Cyberfangs Not for small animals,  
+1d6 damage 200 1d6 Chr3  
External Weapon Harness BODY 2 min,  
size limit as Pop-Up Weapons 200 1d6 Chr3

# ANIMAL BIOWARE

STANDARD HUMAN OPTIONS AVAILABLE  
Cyberware Surg. Description Cost H.L Book

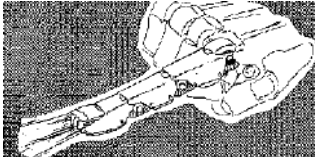


Muscle and Bone Lace  
N +2 BODY 750 1d6/2 Chr3  
SkinWeave  
N 12 SP, Diff 20 to spot 1000 2d6 Chr3  
Grafted Muscle  
MA +1 BODY, max increase +2 1000/+1 2d6 Chr3



# RANGED CYBERWEAPONS

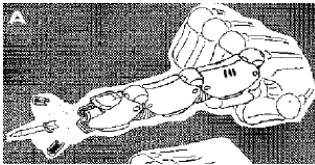
Cyberware Surg. Description Cost H.L Book



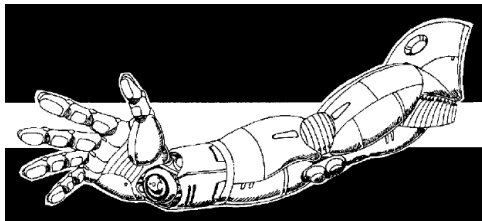
Finger Mace Sprayer  
P +0 - E Mace 2 1 ST 1m 150 Chr1



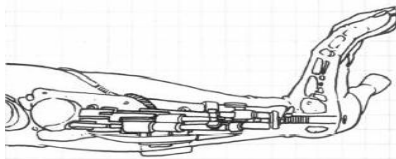
Gas Jet P +0 - C by Gas 6 1 ST 2m 250 Chr1



Finger Dartgun  
P -1 - E Poison 1 1 ST 3m 100 Chr1



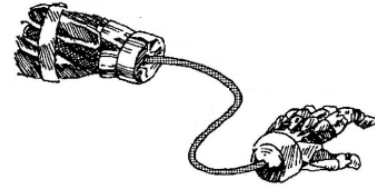
Flashbulb  
P +0 - C COOL 30, 1d6 min - 1 ST 6m 250 Chr1



Tri-Dart Launcher  
P +0 - P 1d6/2# 3 3 ST 3m 300 Chr2



Derringer  
P -1 P E 1d6 (5mm) 2 2 ST 50m 220 Chr1



Dainamax Grapplefist  
P -1 - C 1d6+2/2d6+2 crush 1 1 ST 50m 1050 I1.1/PAC



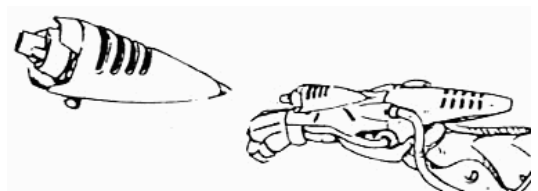
Gouge Master  
P -1/5m- R 1d6+3\*/1d6\* - - ST 10m 550 P3



Popup Sliver Gun  
P +0 J P 2d6x1d6/2\* 7 2 UR 40m 550 Chr1



2 Shot Capacitor Laser  
RIF +3 N R 3d6 2 1 ST 10m 800 CP20



Flame Thrower  
HVY +0 - R 2d6, 1d6/2 x 2 rnds 4 1 ST 1m 600 CP20



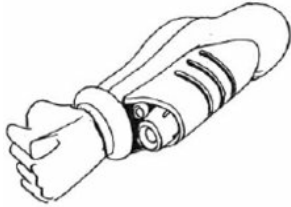
Self-propelled Grenade  
HVY +0 - R 2d6, 2m 1 1 ST 7m 200 Chr2



Finger Bomb  
HVY +0 - R 2d6+3 1 1 ST 3m 150 Chr1



Flasher  
EX +0 - C 20+ REF,blind 1min 1 1 ST 2m 250 Chr3



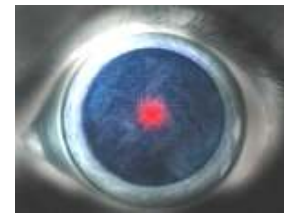
Grenade Launcher  
HVY +0 - R (40mm) 2 1 ST 200m 500 CP20



Spitting Cobra  
EX +0 - P 1d6 Acid 20 1 ST 6ft 400+ Chr3



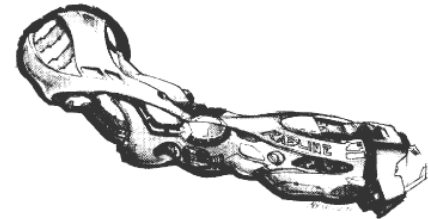
Micro-Missile Launcher  
HVY +2 - R 4d6 (micromissile) 4 2 St 200m 900 CP20



Optical Capacitor Laser  
EX +0 - R 2d6 1 1 ST .5m 800 P1



Optic Teargas Sprayer  
EX +0 - E Teargas 1 1 ST 1m 200 Chr1



Blitzkrieg Arc-Thrower EX +0 - R 3d6 (1/2 real 1/2 stn) 4 1  
ST 10m 1050 Chr4



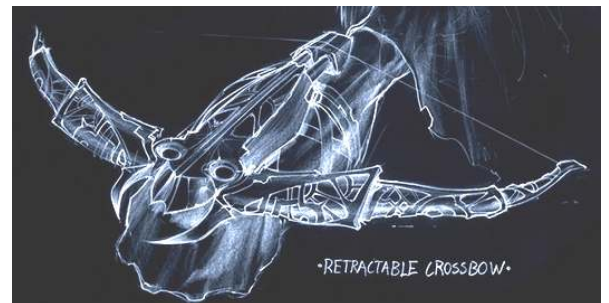
Optic Dartgun  
EX +0 - E Poison 1 1 ST 1m 200 CP20



Strobe  
EX +0 - C 10/15 blind 1d6 hrs - 1/2 ST 3m 150 I1.4



NovelTech Spitfire Flamer  
EX +0 - P Varies 4 1 ST 4m 1000 ER



Pop-Up Hand Crossbow XBO -2 J E 1d6+2~ 6 2 VR 25m  
300 SOF2

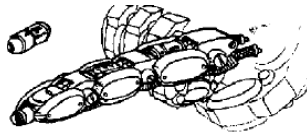


# HAND-TO-HAND CYBERWEAPONS

Name Type Damage Range Cost HC From



Stinger Punch Drug (3 doses) 1m 400 1d6+3 Chr4



Air Hypo  
Punch Drug (4 doses) 1m 200 1 Chr2



Tazer Grip  
Punch Stun -2 1m 180 2d6-2 Chr1



Lightning Fist  
Punch Stun -2/2d6+1 1m 900 2d6 RPI



Gang Jazzler  
Punch Special 1m 600 2d6+3 Chr1



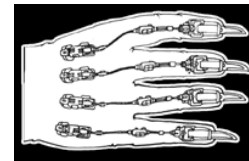
Scratchers  
Punch 1d6/3\* 1m 100 2d6 CP20



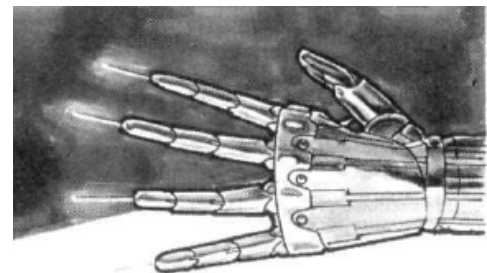
Wirecutters  
Punch 1d6/3\* 1m 50 1 Chr1



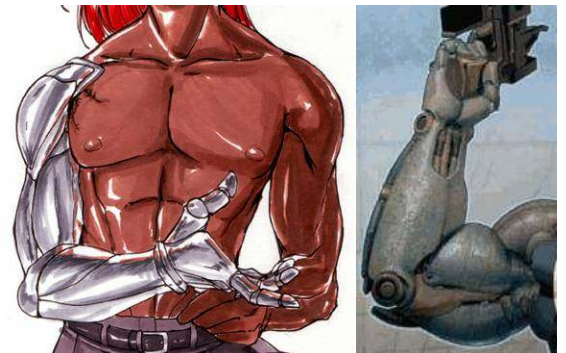
Shark Weave  
Punch 1d6/3\* 1m 4000 1d6+ SA



Hollow Claw  
Punch 1d6/3\* + poison 1m 250 2d6 WGF

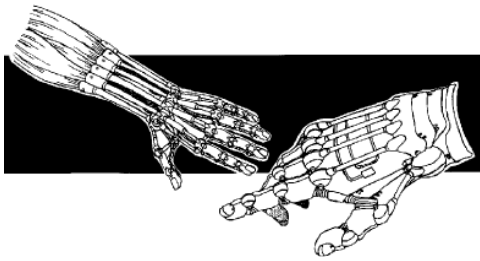


Venom Hand  
Punch 1d6-1/by Drug 1m 600 2d6 CB2



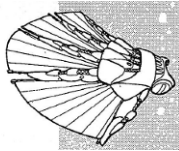
Cyberarm  
Punch 1d6 1m 3000 2d6 CP20





**Independent Cyberhand**

Punch 1d6, 1d10 crush 1m 750 1d6 Chr1



**Web Hand** Punch 1d6\* 1m 250 2 Chr3/sa



**Natural Claws**

Punch 1d6\* 1m 1000 1d6+1 Chr2



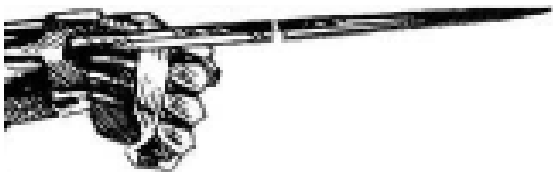
**Big Knuckles**

Punch 1d6+2 1m 500 3d6 CP20



**Rippers**

Punch 1d6+3\* 1m 400 3d6 CP20



**Spike Hand**

Punch 1d6+3@ 1m 500 2d6 CP20



**Bonespike**

Punch 1d6+4\* 1m 1000 2d6 Chr3



**Flesharm BigRipp**

Punch 2d6\* 1m 3d6 PAC



**Cyberarm BigRipp**

Punch 2d6#+arm strength 1m 1850 1d6+3 PAC



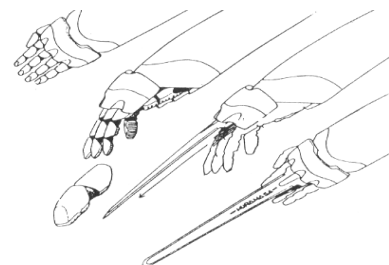
**BuzzHand**

Punch 2d6+2\* 1m 600 2d6 CP20



**Gouge Master**

Punch 2d6+3@, 2d6\* 1m 550 2d6 P3



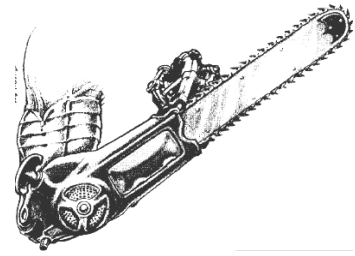
**Retractable**

Monoblade Punch 2d6+3# 1m 800 1d6+2 Chr2



SuperSized Cyberarm

Punch 3d6, 2d10 crush 1m 4000+ 2d6 Chr3



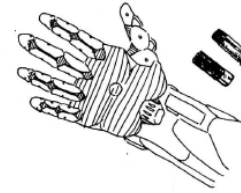
Chain Ripp

Punch 3d6 (1/3SP) 1m 1250 2d6+4 Chr3



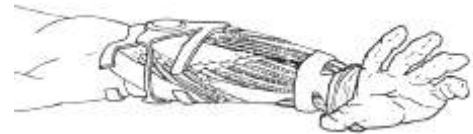
Soviet Cyberarm

Punch 3d6, 2d10 crush 1m 669 2-3d6 Chr4



High Five/Palm Bomb

Punch 5d6@ or 4d6 touch 355 1d6+3 Chr4



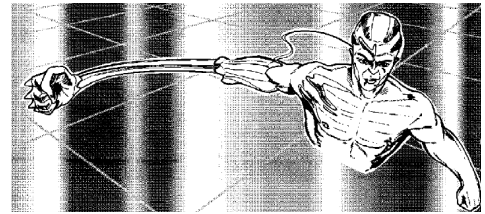
Hammer Hand

Punch 1d10 1m 600 2d6 CP20



SovWear Cyberarm

Punch 3d6, 6d6 crush 1m 1000 2d6 SOF



Mace Hand

Punch 1d10-2/2d6+1 1/2m 300 3 Chr1



Wolvers

Punch 3d6\* 1m 600 3d6+1 CP20



Talon Foot

Kick 1d6\* 1m 600 2d6 CP20



Drill Hand

Punch 3d6, 1/2 h, 1/4 s 1m 700 3 P1



Cyberleg

Kick 2d6 1m 2000+ 2d6 CP20



**Spike Heel Foot**

Kick 2d6@ 1m 500 2d6 CP20



**SovWear Cyberleg**

Kick 6d6 1m 1500 2d6 SOF



**Soviet Cyberleg**

Kick 3d10 1m 875 2-3d6 Chr4



**NewTeeth**

Grapple 1-2\*, -1 WA .5m 200 1d6/2 Chr4



**Vampires**

Grapple 1d6/3\* .5m 200 3d6 CP20

**Poison Vampires**

Grapple 1d6/3\* plus poison .5m 400 3d6 CP20

**Extended Canines**

Grapple 1d6/2+1\* .5m 1000 3d6+2 Chr2



**Sharkgrin Special**

Grapple 1d6/2\* .5m 200 3d6 CP20

**Extended Sharkgrin**

Grapple 1d6\* .5m 1400 4d6 Chr2



**Spyke Body Plating**

Grapple 1d3+1 to 1d6+1 .5m 400+ 1-3 Chr3



**Spiked Limb Cover**

Grapple +1d6 1m 200 2 I1.4



**Mandibles**

Grapple 1d6\* .5m 4000 3d6 Chr2



**Natural Fangs**

Grapple 1d6\* .5m 500 2d6 Chr2



**Cyberjaw - K9**

Grapple 1d6\* .5m 2750 3d6+2 P2

**Cyberjaw - Conga**

Grapple 1d6+2\* .5m 2770 3d6+2 P2

**Cyberjaw - Needler**

Grapple 1d6+3\* .5m 2800 3d6+2 P2

**Cyberjaw - Pit Bull**

Grapple 2d6\* .5m 2870 3d6+2 P2

**Cyberjaw - Shark Maw**

Grapple 2d6+1\* .5m 2930 3d6+2 P2

**Cyberjaw - T-Rex**

Grapple 3d6\* 3000 3d6+2 P2



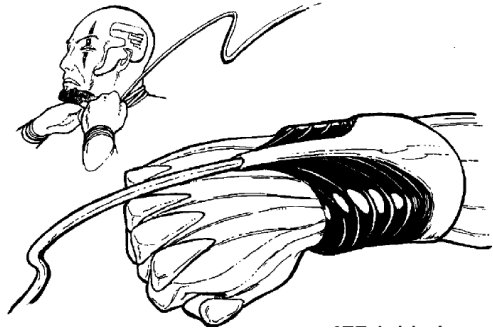


**Bioware Combat Tail**

HH 1d6+str 1m 2500 3d6 Chr2

**Stinger Tail**

HH 1d6\*+str+drug/toxin 1m 3000 3d6 Chr2



**Whip**

MEL 1d6/2, 1d6 2m 475 2d6 Chr1



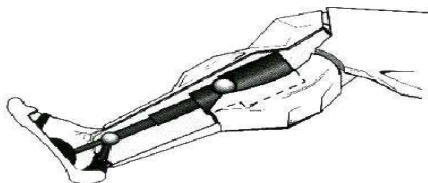
**Slice N' Dice**

MEL 2d6# 2m 700 3d6 CP20



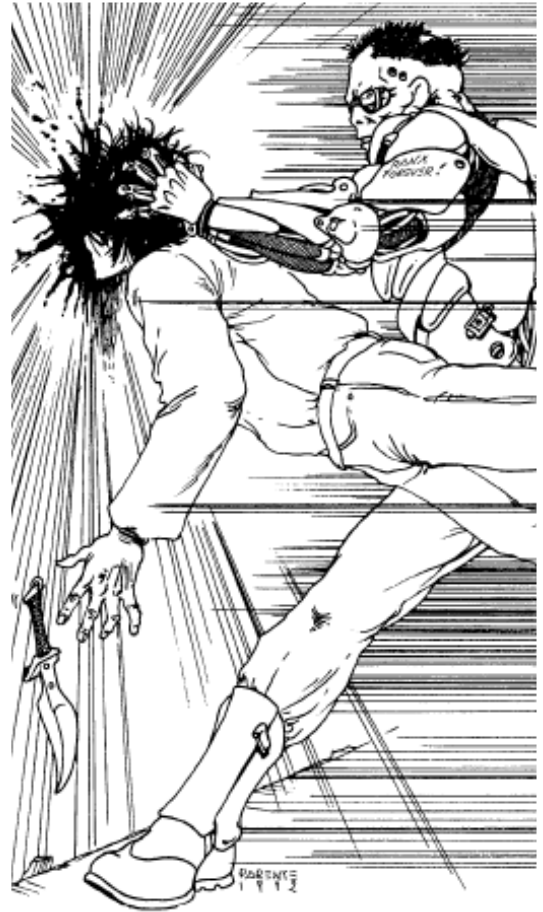
**Cybersnake**

auto 1d6\* 1m 1200 4d6 CP20



**Hydraulic Rams**

- 3x normal damage - 200 3 CP20



**Thickened Myomar**

- 2x normal damage - 250 2 CP20



**PowerJaw**

- +2 to bite damage - 100 +1-2 Chr4

\* Blade 1/2 soft armor, full penetrating damage.

# Monoblade 1/3 soft armor, 2/3 hard armor, full penetrating damage.

@ Standard Armor Piercing 1/2 soft and hard armor, 1/2 penetrating damage.

~ Arrow 1/2 hard and soft armor, full penetrating damage.

HEAT High Explosive Anti-tank 1/2 armor, full penetrating damage. Composite Armour halves the damage.

EAP Extra Armor Penetration 1/4 armor, 1/2 penetrating damage.

FF Fragmentation Flechettes 1/2 soft armor, full damage.

ET Electrothermal Enhancement +50% damage and range, already accounted for in description.

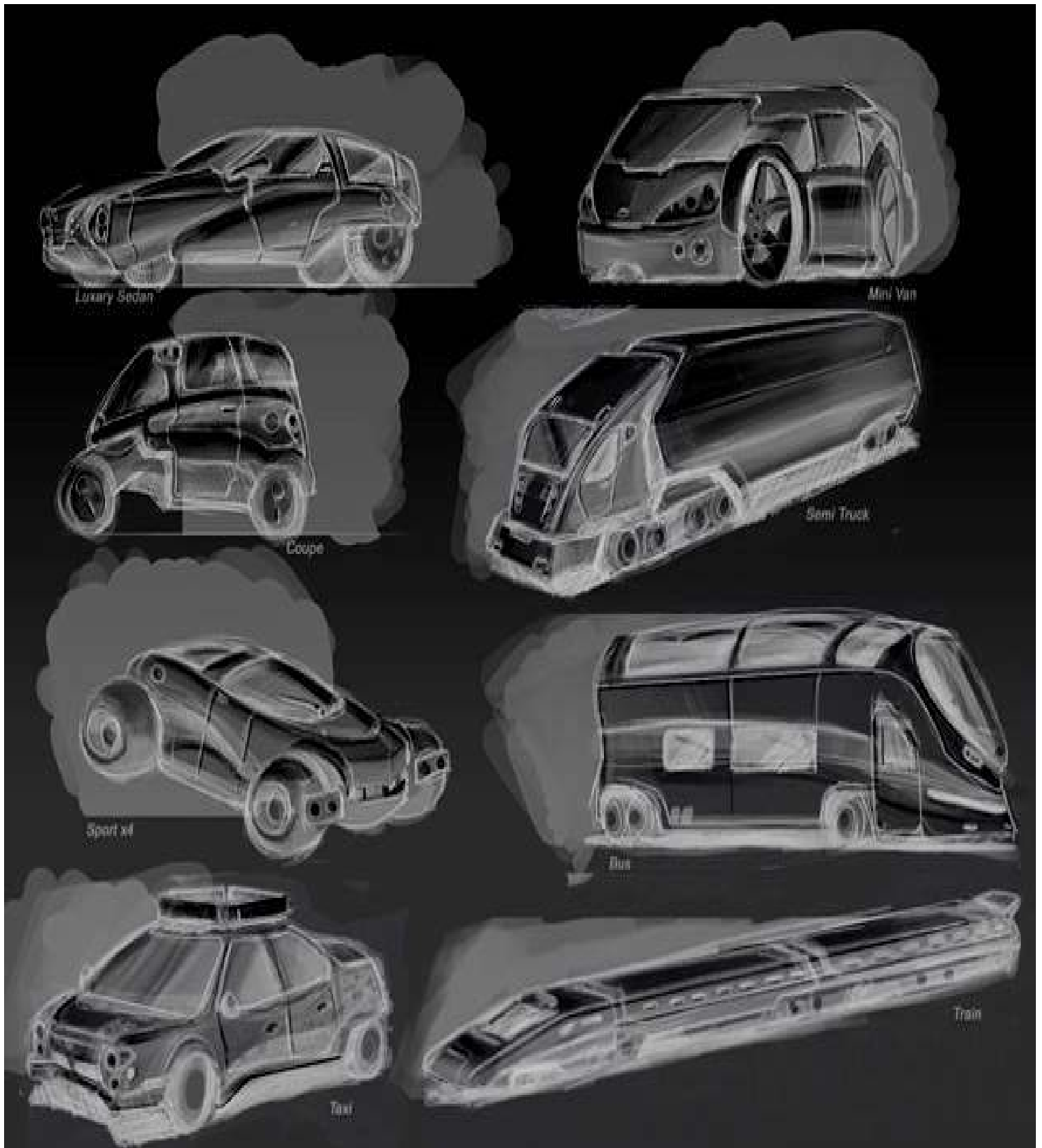
G Gyrojet Ammo Damage increases when used at longer ranges.

r Radar Guided Active Missile Skill +20. Affected by jamming, stealth & chaff.

t Thermal Guided Active Missile Skill +15. Affected by flares and IR smoke.

o Optical Guided Active Missile Skill +15. Affected by smoke & darknes

# THE ILLUSTRATED REFERENCE GUIDE VOLUME 4 CYBERPUNK 2020 VEHICLES



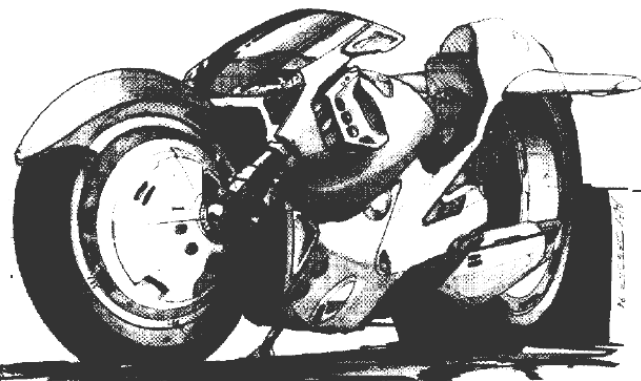


# MOTORCYCLES

Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man. SDP (Body)  
SP (Armor) Mass Cost Source



**Mitsubishi C21 Kenada**  
200 31/45 1 533 0 13kg, .75 +4 20 (1) 0 40kg 7550/10,550  
Chr4



**Mitsuzuki MSX900 "Bakushin"**  
192 25/45 1 400 0 20kg, 1 +3 15 (1) 1 (0) 60kg 6600/9200  
Chr4



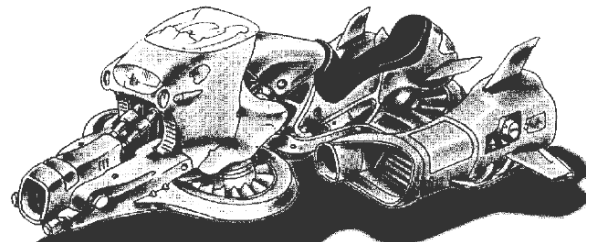
**Honda R400 Trail**  
120 25/38 1 400 0 10kg, 1 +2 15 (1) 0 30kg 3000 Chr4



**BMW "Volksrad"**  
60 18/30 1 400 0 13kg, .5 +1 20 (1) 0 40kg 1150 Chr4



**Kundalini GSR1200 Tetsuo**  
204 36/45 1 533 0 45kg, .4 +4 34 (2) 10 (0) 136kg 25,000  
Chr4



**Bensen Violator Hovercycle**  
150 30/15 1 400 1 330kg +0 20 (1) 0 1 ton 100,000 Chr3

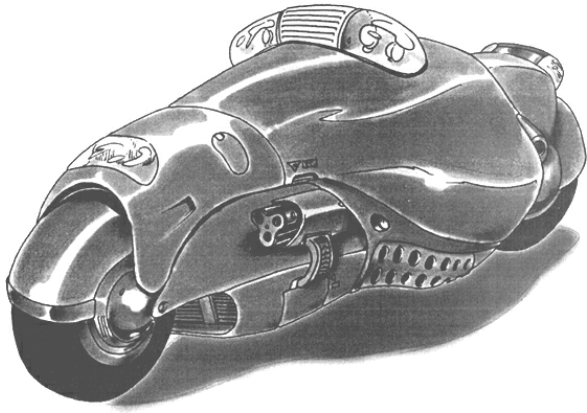


**Mitsubishi Portabike**  
40 18/30 1 135 0 None +1 9 (0) 0 35kg 250 Chr3



**Kundalini Roadworks 'Dart'**  
120 18/30 1 270 1 30kg +1/+3 25 (1) 10 (0) 100kg 10,000  
Chr3

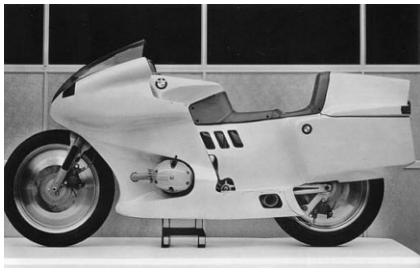




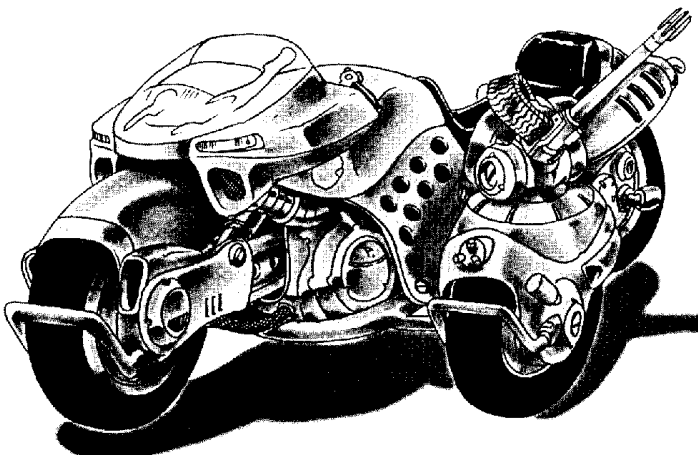
**Kundalini Police 'Torpedo'**  
 180 25/30 1 270 0 None +1/+3 30 (1) 15 (1) 120kg 36,000  
 Chr3



**Sports Eurasia 'Microbike'**  
 80 18/30 1 135 1 20kg, 1 +1 7 (0) 0 15kg 100 Chr3



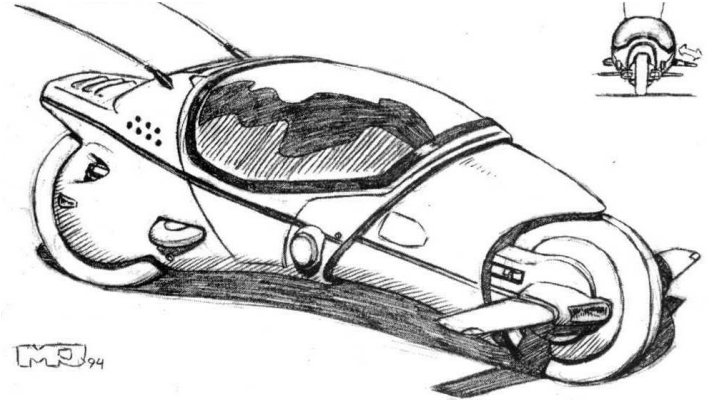
**Brennan 'Hermes' Courier**  
 72 18/30 1 270 0 Special +2 20 (1) 0 80kg 2500 Chr3



**Brennan 'Ares' Combat Bike**  
 (Gunpod Military only, sold without for 17,500eb)  
 95 27/30 1 130 0 45kg +2 37 (2) 12 (1) 148kg 21,000 Chr3



**Nasuko Datacycle**  
 60 18/30 1 270 0 12kg +2 20 (1) 0 40kg 6000 BB



**Bell Sandpiper**  
 190 18/60 1 400 0 None +3 36 (2) 0 144kg 12,380 SOF2



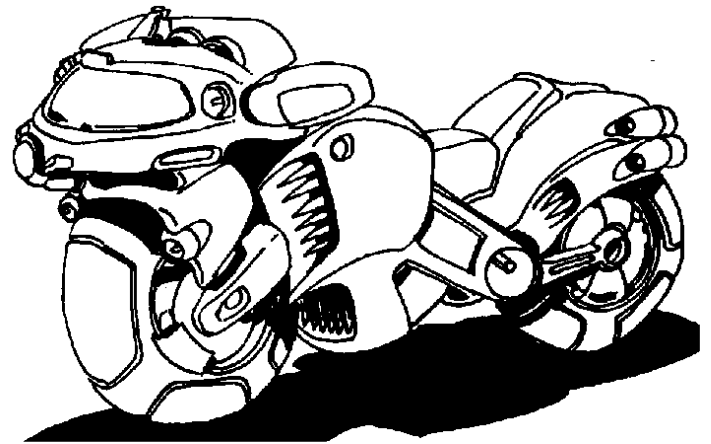
**LongRider Generic 500cc**  
 120 18/30 1 400 1 54kg +0 25 (1) 0 100kg 3500 Neo



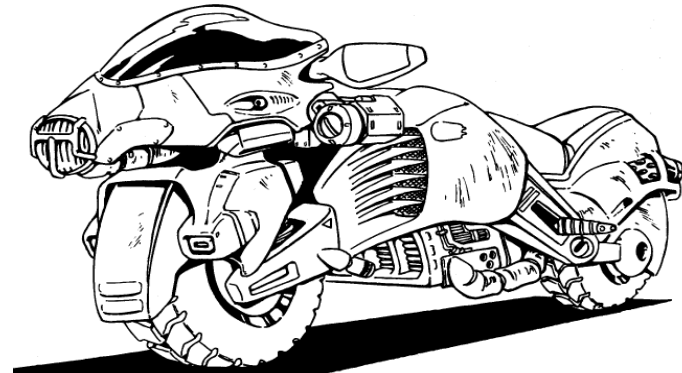
**Kawasaki Blitzkrieg**  
 190 18/30 1 500 1 60kg +1 35 (2) 5 (0) 160kg 15,000 Neo



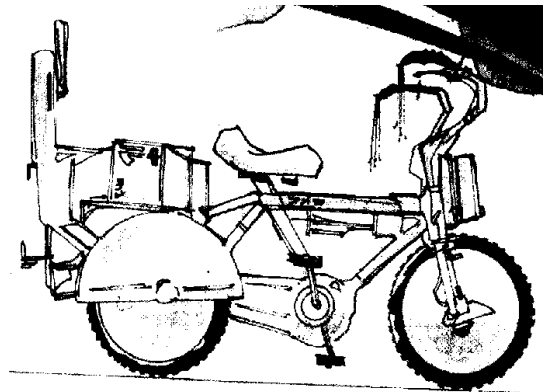
'Sidewinder' Custom Recumbent  
140 20/30 1 400 0 None +3 40 (2) 10 (0) 180kg 32,000  
Neo



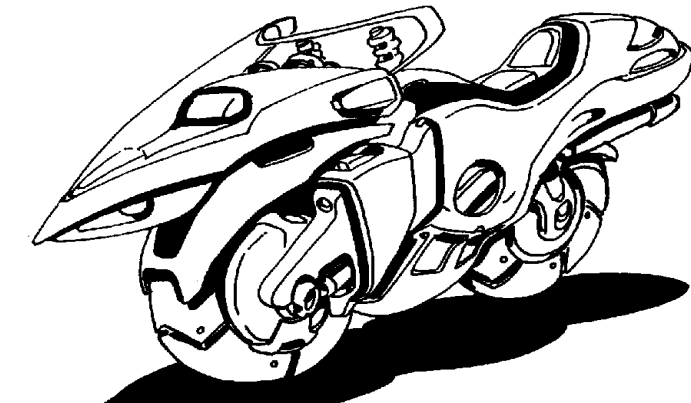
Harley-Davidson Darkwing  
100 18/30 1 400 0 45kg +1/+3 35 (2) 5 (0) 140kg 4,500  
Chr2



Harley-Davidson Darkwarrior Assault Motorcycle  
100 18/30 1 400 0 45kg +1 35 (2) 5 (0) 140kg 13,350 MM



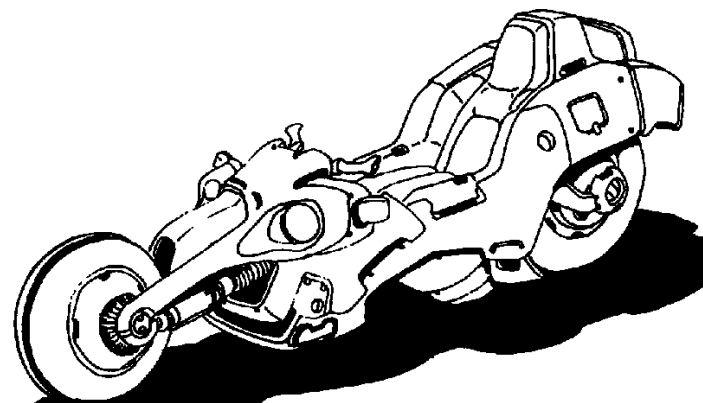
Pedicab  
15-25 5/10 1 - 1 or 20 kg +1 15 (1) 0 30kg 1200 Chr1



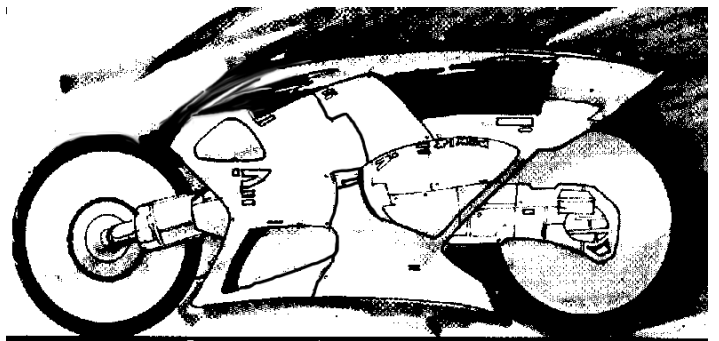
Mitsuzuki Ashigaru  
100 18/30 1 8hr 0 25kg +1 20 (1) 0 80kg 1750 Chr2



Harley-Davidson Thundergod  
100 18/30 1 370 1 45kg +1 35 (2) 0 140kg 5,040 Chr1



Delta Motors Bermuda  
165 18/30 1 300 1 or 100kg +2 40 (2) 0 160kg 3200 Chr2



Kundalini Roadworks Shiva  
160 18/30 1 250 1 None +4 32 (2) 0 128kg 8,000 Chr1

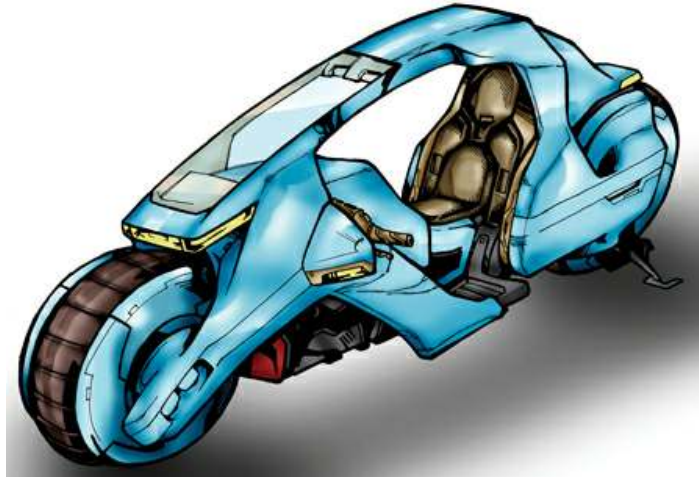




**Kawasaki KZS-1000 Kamikaze**  
 120 18/30 1 400 0 50kg +1 40 (2) 10 (0) 160kg 13,750  
 CB1\*



**Hellfire Cyberbike**  
 160 20/33 1 400 0 20kg 0 30 (1) 0 133kg 8400 Cgen



**Apache Cyberbike**  
 140 36/42 1 1600 0 40kg +1 30 (1) 5 (0) 120kg 11,500  
 Cgen



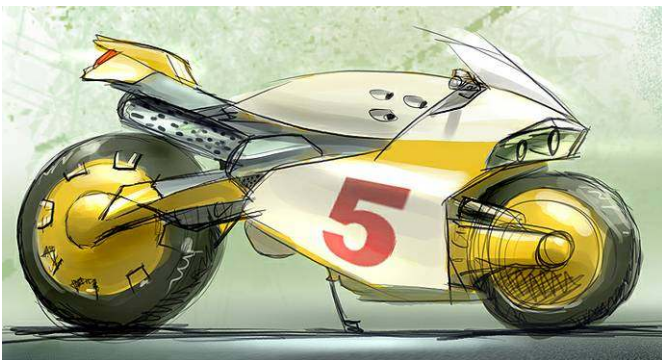
**Harley-Davidson Blue Knight**  
 160 18/30 1 300 0 45kg +1 36 (2) 15 (1) 144kg 6,000 P&S



**Nunchaku Cyberbike**  
 110 36/42 1 400 0 18kg 0/-2 27 (1) 0 54kg 4000 Cgen



**Lark Mini-Scooter**  
 70 14/30 1 200 0 20kg +1 15 (1) 0 60kg 1650 Cgen

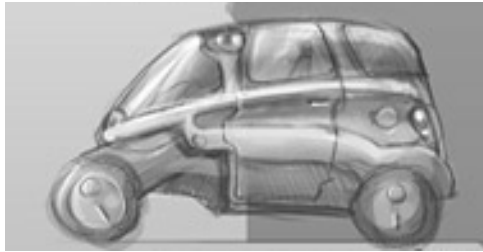


**Akira Cyberbike**  
 130 18/30 1 400 0 16kg +2 25 (1) 0 50kg 8750 Cgen



# CARS

Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
SDP (Body) SP (Armor) Mass Cost Source



**Toyo-Chevrolet Hopper**  
50 15/40 1 300 3 86kg, .5 +0 13 (1) 0 260kg 1625 Chr4



**BMW Cohort**  
80 21/40 1 300 3 267kg +0 20 (1) 1 (0) 800kg 5500 Chr4



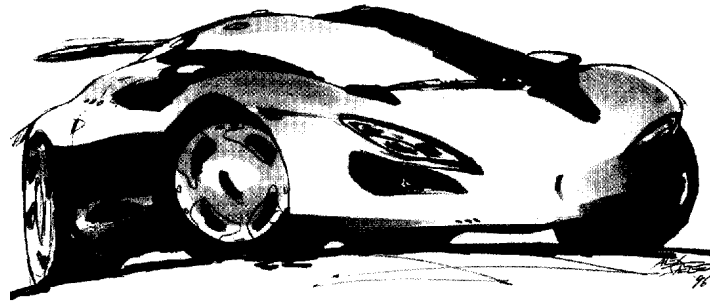
**GMI Sierra Hatch**  
80 15/40 1 300 3 453kg +0 34 (2) 10 (0) 1360kg 13,950 Chr4



**GMI Sierra GL**  
70 15/50 1 300 3 453kg +0 34 (2) 10 (0) 1360kg 20,350 Chr4



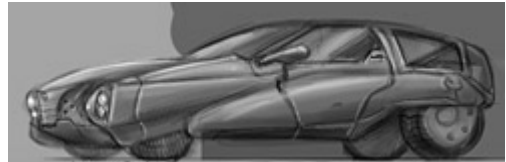
**Mitsuzuki Fuji**  
75 15/50 1 300 3 533kg, 1 +0 40 (2) 10 (0) 1600kg 17,450 Chr4



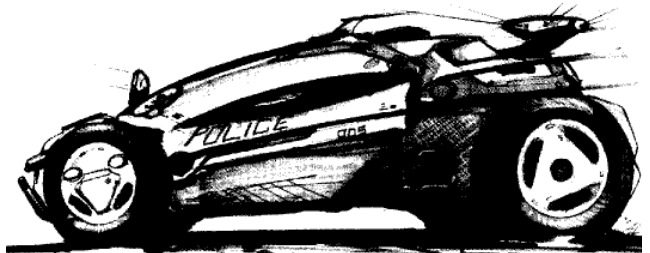
**Mitsuzuki Bushi**  
180 25/40 1 300 4 800kg, 2 +0 60 (3) 20 (1) 2400kg 27,000 Chr4



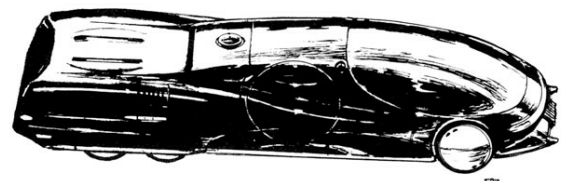
**GAZ/LADA Cossack**  
135 15/40 1 500 4 1065kg, 3 +0 80 (4) 20 (1) 3200kg 34,000 Chr4



**Toyo Chevrolet Corpora**  
80 15/40 1 200 3 800kg, 2.3 +0 60 (3) 20 (1) 2400kg 41,000 Chr4  
**Corpora Sports**  
80 20/60 1 200 3 800kg, 2 +0 60 (3) 20 (1) 2400kg 46,000 Chr4



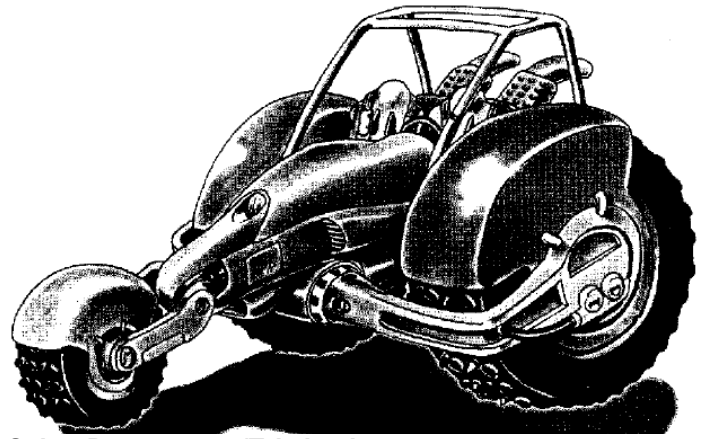
**M/J XJ220C-P Police Interceptor**  
200 25/80 2 350 1 1330kg, 1.5 +1 100 (5) 30 (1) 4000kg 165,000 Chr4



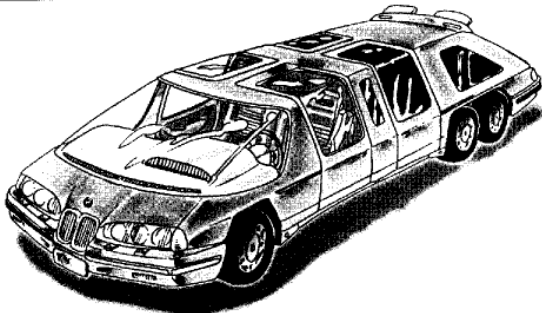
**Spinelli Autotech Spirit**  
100 21/80 2 267 4 1660kg, 0 +3 100 (5) 40 (2) 5000kg 235,000 Chr4



**Paneurope VBL APC (M)**  
 70 24/70 2 435 2 1067kg, 1 +2 80 (4) 40 (2) 3200kg  
 145,000 Chr4



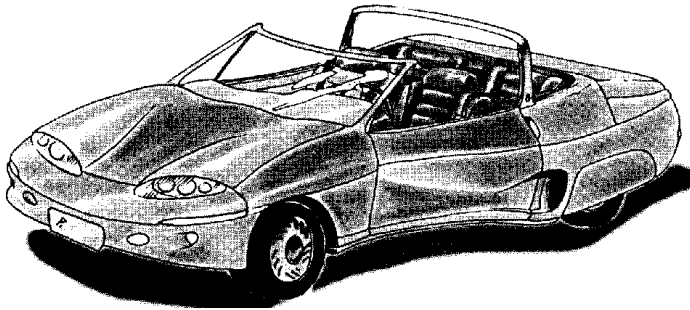
**Scion Dunemaster/Triwheel**  
 10 100 30/40 1 600 1 525kg, 1 +2 40 (2) 12 (1) 1.6 tons  
 40,000 Chr3



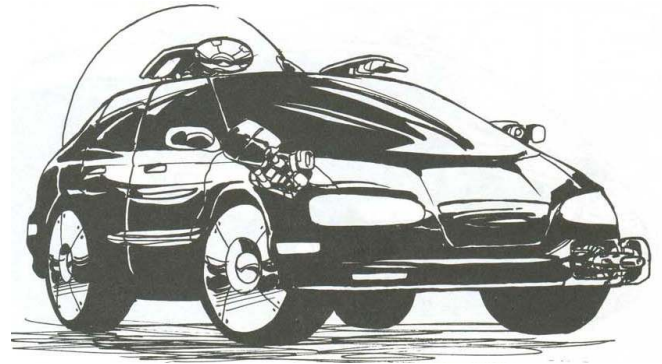
**BMW Burowagen HSR**  
 110 15/50 1 200 5 9600kg +3 75 (4) 12 (1) 2.9 tons 90,000  
 Chr3



**GMI Dust Devil**  
 80 30/40 1 600 1 525kg, 1 +2 40 (2) 20 (1) 1.6 tons 46,000  
 Chr3



**Takaya Daimyo**  
 150 15/40 1 300 3 500kg +1 40 (2) 8 (0) 1.6 tons 44,000  
 Chr3



**Covert Operations Car**  
 150 40/40 1 300 5 100kg -2 40 (2) 20 (1) 1.5 tons 99,000  
 SF



**New American Autos Roadcar**  
 80 15/40 1 600 1 300kg +0 25 (1) 0 1 ton 5500 Chr3



**Nissan Metrocar**  
 50 3/10 1 200 1 90kg +0 25 (1) 10 (0) 1 ton 6000 ER

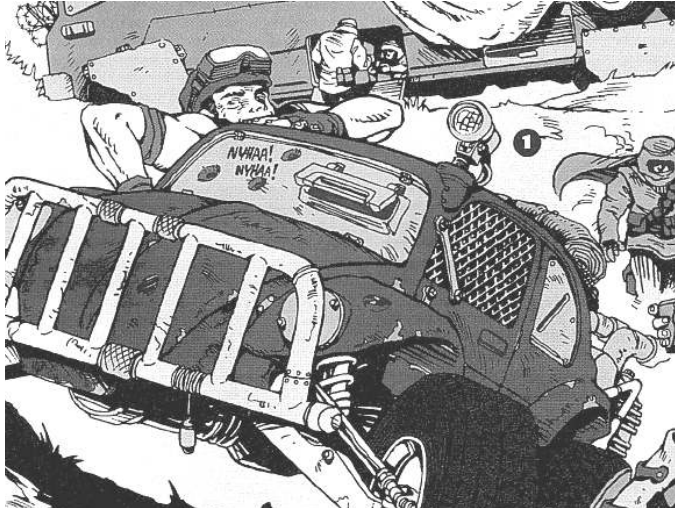




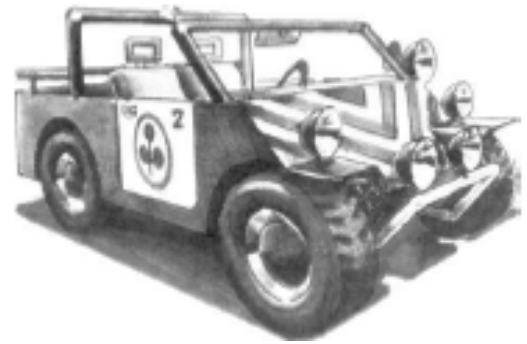
**Red Cab Taxi**  
80 15/50 1 400 6 240kg, 2.75 +0 40 (2) 20 (1) 1.6 tons  
36,500 ER



**BAE Electric Metro 2**  
100 15/40 1 300 3 200kg, 1 +0 25 (1) 10 (0) 1 ton 7500  
UK



**The Bug**  
80 18/30 1 400 2 200kg +0 32 (1) 16 (1) 1.2 tons 10,000  
Neo



**Arasaka Kuma Land Rover**  
90 15/40 1 400 3 650kg, 2 +0 50 (2) 20 (1) 2 tons 28,000  
MM



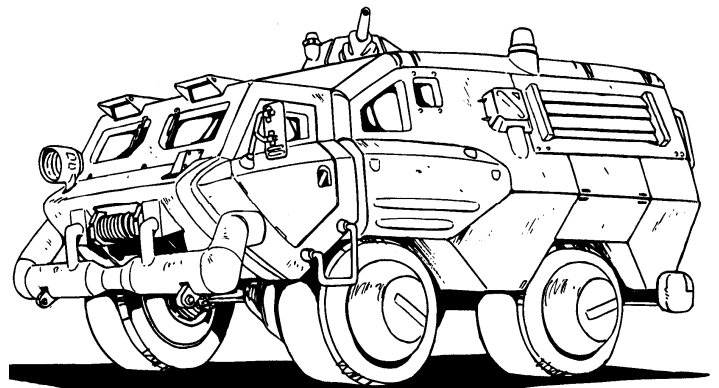
**Scorpion Fast Attack Vehicle**  
100 15/40 3 400 0 400kg +1 30 (1) 0 800kg 12,000 Neo



**Militech Commando**  
80 15/40 2 300 2 1 ton, 1 -3 80 (4) 20 (1) 3 tons 60,000  
MM

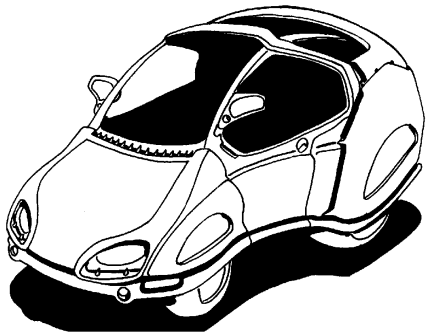


**BAE Police Pursuit Crusier**  
180 25/50 2 300 2 500kg, 2 +2 100 (5) 25 (1) 4 tons  
490,000 UK



**BMW 2020**  
100 15/40 2 300 4 1000kg, 2 -1 75 (4) 30 (1) 3 tons  
90,000 MM





**New American Crowder**

40 15/40 1 5hr 1 100kg -1 25 (1) 10 (0) 1 ton 3000 Chr2



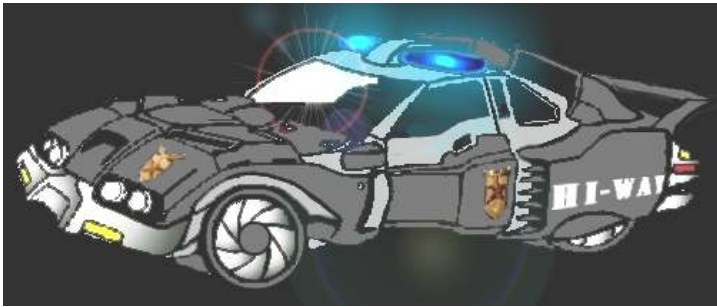
**Mitsubishi Sedan**

100 15/40 1 400 5 300kg +1 60 (3) 15(1) 1 ton 70,000 NWP



**Lincoln Sedan**

100 15/40 1 400 5 300kg +0 40 (2) 10 (0) 1.5 tons 80,000 NWP



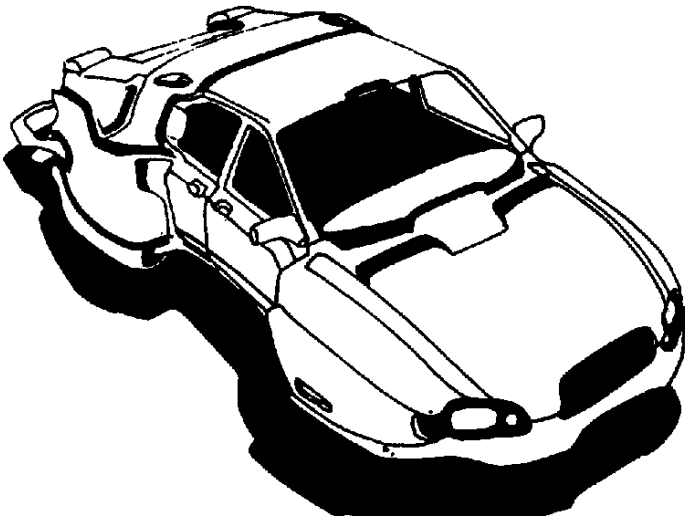
**Max Interceptor**

180 15/40 1 800 3 500kg +1 60 (3) 15 (1) 2.4 tons 40,000 Chr2



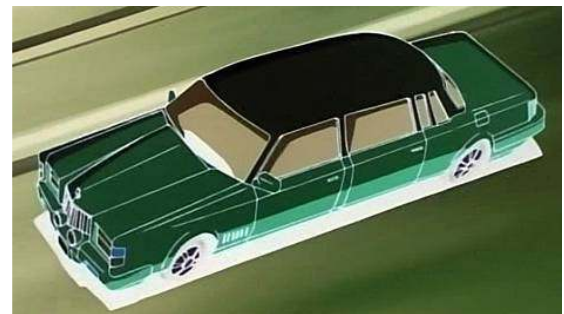
**Alaska State Patrol Car**

120 20/40 1 400 3 400kg +1 60 (3) 15 (1) 1 ton 80,000 NWP



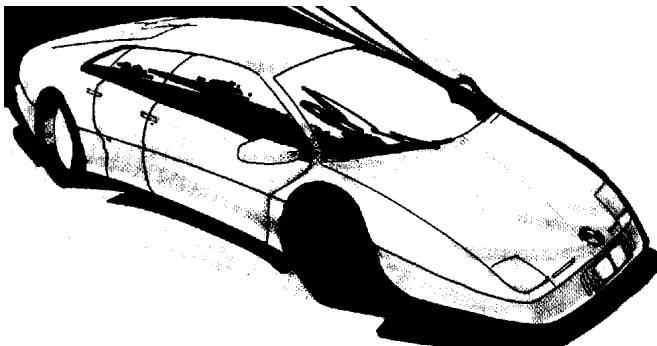
**Toyo-Chevrolet '17 Chevy**

110 15/40 1 300 3 150kg +0 50 (2) 10 (0) 2 tons 10,000 Chr2



**Ford-Mazda Luxus 16**

90 15/40 1 300 5 960kg -2 72 (4) 20 (1) 2.88 tons 65,000 PB



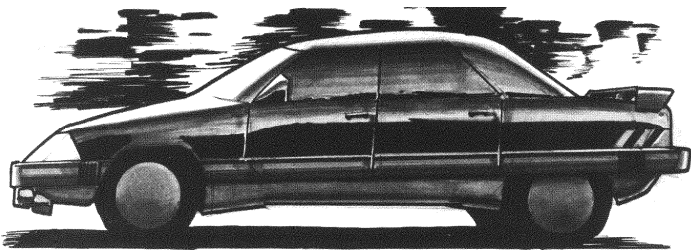
**BMW 9018s**

120 15/40 1 300 5 1000kg +0 90 (4) 24 (2) 3.6 tons 100,000 Chr1

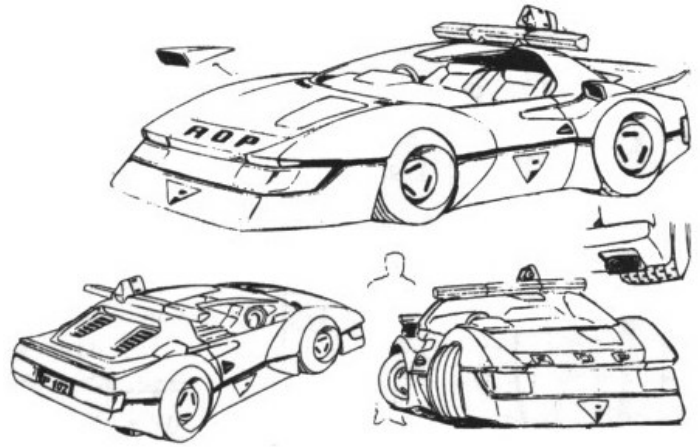


**Lexus ZS-5000 Security Retrofit**

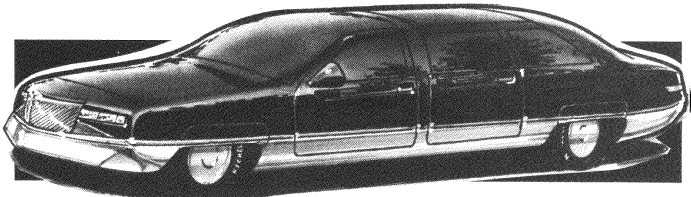
140 20/60 1 200 4 1000kg -1 100 (5) 30 (1) 4 tons 180,000 CB1\*



**Toyo-Chrysler Omega**  
90 15/40 1 300 3 400kg +0 40 (2) 0 1 ton 11,000 CP20\*



**BMW 9 Performance Interceptor**  
210 20/50 2 500 0 500kg, 1 +0 40 (2) 0 800kg 55,000 P&S\*



**Ford-Mazda Luxus 14**  
110 15/40 1 300 5 790kg +0 60 (3) 10 (0) 2.4 tons 140,000 CP20\*



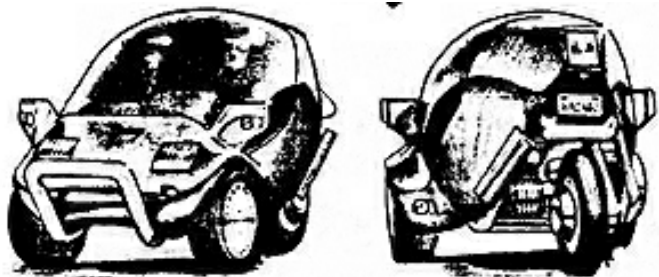
**Limousine**  
120 15/40 1 400 8 1000kg -3 80 (4) 20 (1) 3.2 tons 57,000 LoF\*



**Toyota Avante**  
200 15/40 1 100 1 100kg, 1 +0 40 (2) 0 800kg 39,000 CP20\*



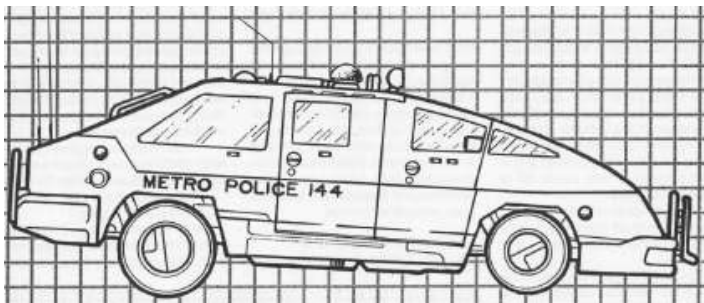
**Ford-Mazda Thunderbird IV**  
120 15/40 1 500 4 600kg +0 60 (3) 20 (1) 2.4 tons 47,000 FH\*



**Honda Metrocar**  
40 18/30 1 100 1 100kg, 4 +0 25 (1) 0 500kg 2500 CP20\*



**AMT Baja Blaster Off-Road**  
120 15/40 1 300 2 500kg, 2 +0 40 (2) 5 (50%) 1.6 tons 23,000 FH\*



**BMW 600 Patrol Crusier**  
60 15/40 2 300 2 600kg, 2 +0 50 (2) 20 (1) 2 tons 26,000 P&S\*





**Aston Martin Lagonda DB50**  
 170 20/40 1 600 1 500kg +3 45 (2) 14 (1) 1.8 tons 75,000 P1\*



**NAM 2027 "Sentry"**  
 130 18/40 1 600 1+4 850kg +0 65 (3) 30 (1) 2.6 tons 38,000 Bday



**NAM 2027 "Blazer" Squad Car**  
 130 10/40 1 600 1+4 850kg +0 65 (3) 30 (1) 2.6 tons 34,000 BDay

# PICK-UPS

Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
 SDP (Body) SP (Armor) Mass Cost Source



**Kundalini "Bedouin" Truck**  
 60 15/40 2 500 4 1500kg, 5 -3 112 (5) 20 (1) 4480kg 105,000 Chr4



**Imperial Metro Agriculture Nomad**  
 75 15/40 1 300 2 1056kg, 11 -3 80 (4) 20 (1) 3200kg 51,000 Chr4



**Spinelli Auto Shiltron Twin Cab**  
 70 15/50 1 300 3 1056kg, 16 -3 80 (4) 10 (0) 3200kg 55,000 Chr4



**Paneurope Zobel EuroLAV II (M)**  
 60 20/60 2 435 2 1067kg, 10 +1 80 (4) 40 (2) 3200kg 105,000 Chr4





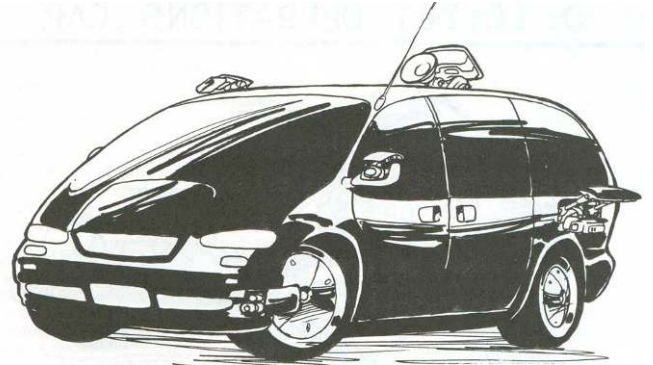
**Cadence Industries Wanderer**  
 80 15/40 1 500 4 650kg -3 50 (2) 20 (1) 2000kg 50,000  
 Chr3



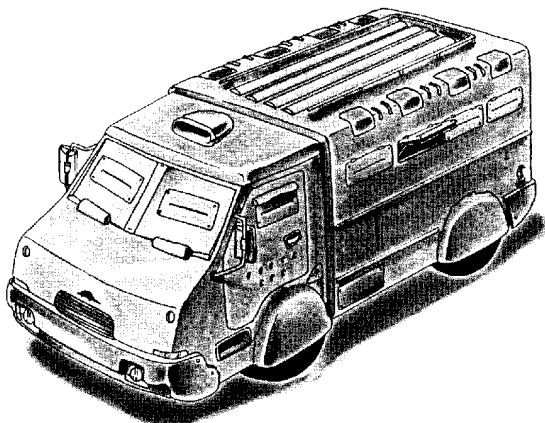
**"Hearse"**  
 80 15/50 2 300 11 None -3 80 (3) 20 (1) 1600kg 265,000  
 SW



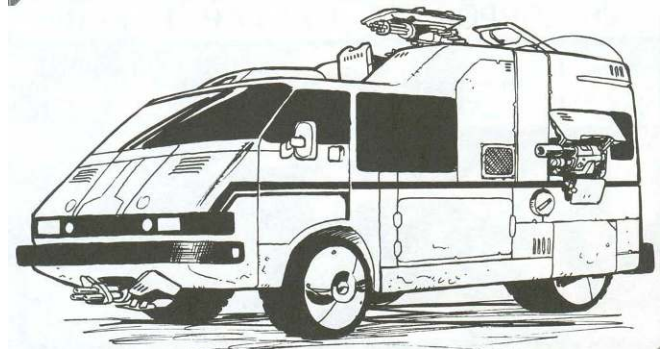
**New American Nautilus**  
 RV 80 15/40 1 500 4 600kg -3 60 (3) 12 (1) 2400kg 32,000  
 Chr3



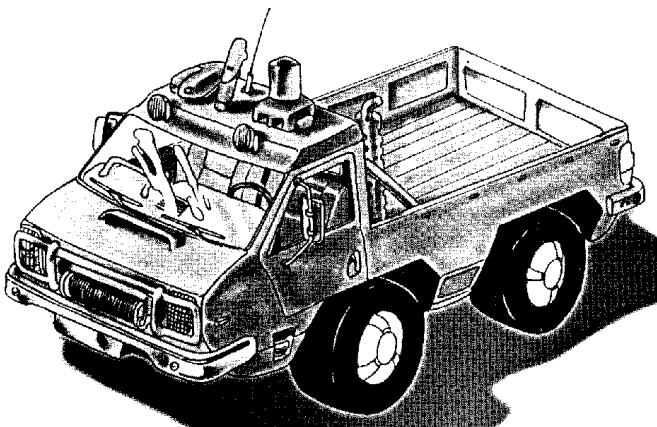
**Covert Surveillance Van**  
 75 30/40 1 100 4 300kg -3 75 (4) 20 (1) 2 tons 550,000 SF



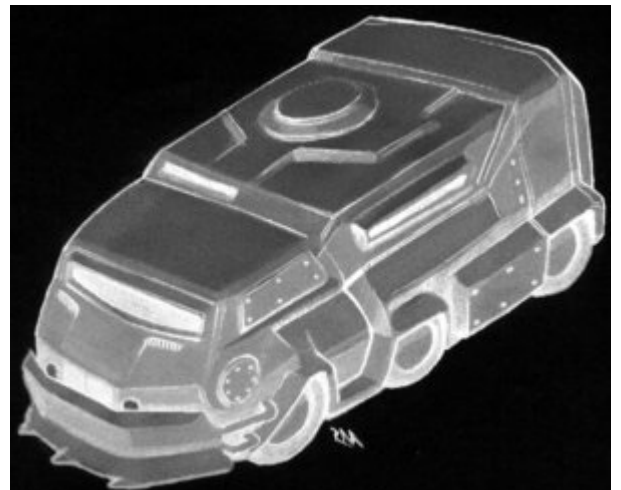
**New American Armadillo RV**  
 80 15/40 1 500 6 1200kg, 2 -3 90 (4) 27 (1) 3600kg 85,000  
 Chr3



**Covert Assault "APC"**  
 90 30/50 1 300 9 500kg -3 75 (4) 38 (2) 3 tons 450,000 SF



**Spinelli Autotech Nomad**  
 100 15/40 1 500 1 525kg, 3 +0 40 (2) 8 (0) 1600kg 55,000  
 Chr3



**Netrunner "Drifter" Mobile Environ.**  
 80 15/40 1 700 1 640kg, 3.5 -2 80 (4) 10 (0) 3200kg  
 80,000 BB





**MedWagon**  
 100 10/30 2+2 700 6 1 ton -2 60 (3) 20 (1) 3 tons 50,000+  
 Neo



**Affirmative Action Van**  
 72 10/30 1 800 9 3000kg, 2 -3 140 (7) 40 (2) 10 tons  
 100,000 ER



**BRDM-10 Scout Car**  
 60 15/40 2 180 2 1.2 tons, 14 -2 90 (3) 31 (2) 3.6 tons  
 125,000 SOF2  
**BRDM-11 'Cannon'**  
 60 15/40 3 180 0 1 ton, 12 -2 90 (3) 31 (2) 3.6 tons  
 140,000 SOF2  
**BRDM-12 'Anti-Tank'**  
 60 15/40 4 180 0 1 ton, 8 -2 90 (3) 31 (2) 3.6 tons 170,000  
 SOF2  
**BRDM-13 'Anti-Aircraft'**  
 60 15/40 4 180 0 500kg, 10 -2 90 (3) 31 (2) 3.6 tons  
 390,000 SOF2



**Sankey Police Landrover**  
 70 10/30 2 300 6 None +0 60 (3) 24 (1) 2.4 tons 65,750  
 UK



**HMMWV 'Hummer'**  
 100 15/40 1 400 5 150kg, 4 +0 60 (3) 10 (0) 2.25 tons  
 30,000 MM

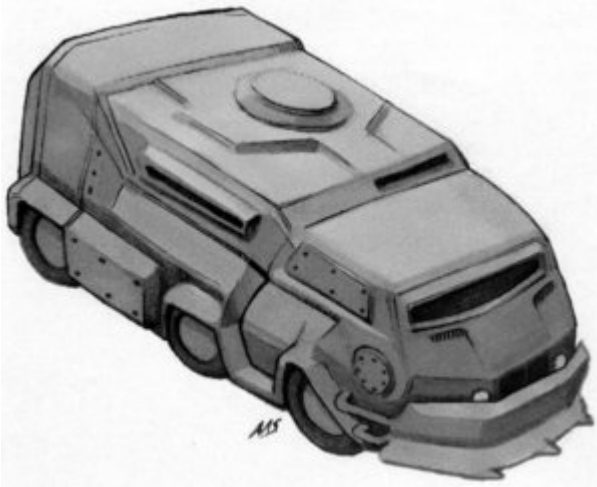


**Custom Pre-Collapse Van**  
 80 15/40 1 300 2 1155kg, 6.5 -3 40 (2) 20 (1) 1.75 tons  
 40,000 ER



**New American Ambunaught**  
 72 10/30 1 300 5 3000kg -3 120 (6) 40 (2) 4.8 tons 76,000  
 Chr1





**New American Drifter RV**  
 80 15/40 1 930+200 2 640kg, 3.5 -3 80 (4) 10 (0) 3.2 tons 24,995 Chr1



**BMW 1010 Police Minivan**  
 75 15/40 1 300 3 460kg, 2 -3 35 (2) 15 (1) 1.4 tons 41,000 P&S\*



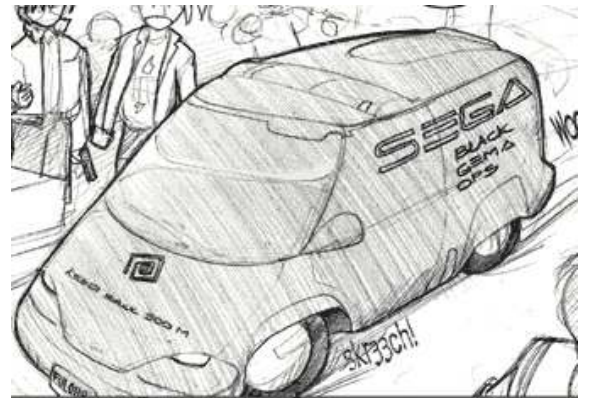
**Pickup Truck**  
 100 15/40 1 400 2 1500kg +0 45 (2) 10 (0) 1 ton 20,000 NWP



**Mercedes Spacewagon**  
 2000+ 50 15/40 1 300 3 600kg -3 25 (1) 5 (0) 1 ton 18,000 P&S\*



**Ford 1/2-Ton Pickup Truck**  
 100 15/40 1 400 2 1000kg +1 40 (2) 10 (0) .5 ton 30,000 NWP



**Corporate Van**  
 110 15/40 2 400 5 930kg -3 70 (3) 20 (1) 2.8 tons 68,000 LoF\*



**Toyota Light Truck**  
 90 15/40 1 400 2 1000kg +0 45 (2) 10 (0) .5 ton 20,000 NWP

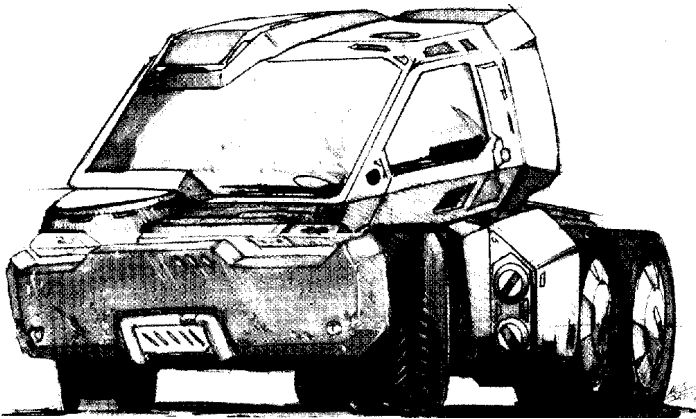


**Daihatsu Family Cruiser**  
 100 15/40 1 450 7 1000kg, 7 -3 80 (4) 0 1.6 tons 36,000 FH\*

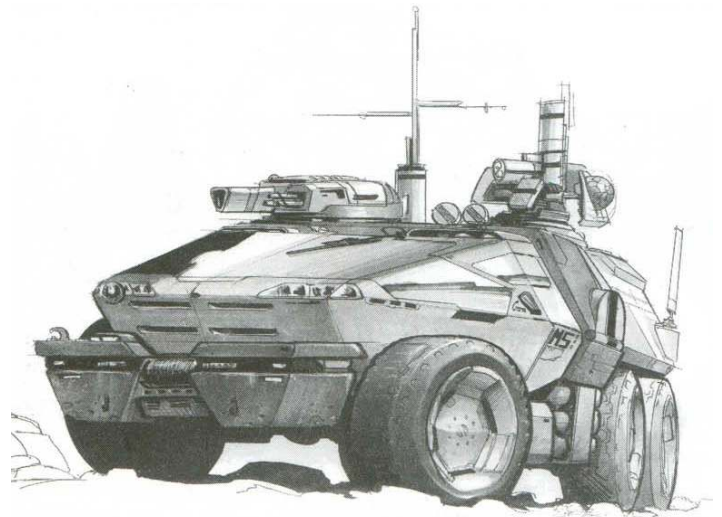


# TRUCKS

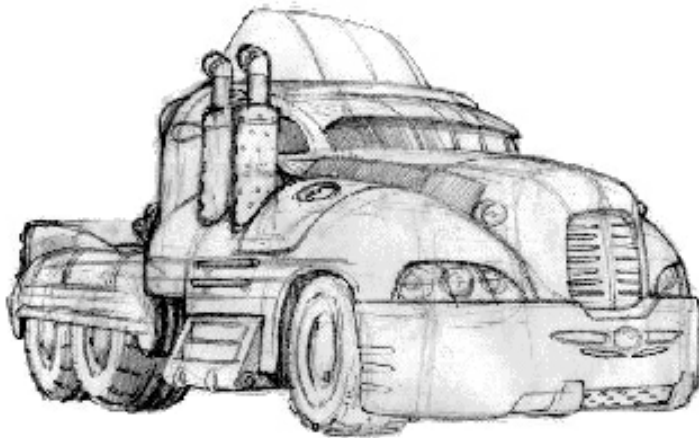
Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
SDP (Body) SP (Armor) Mass Cost Source



**Mac-Deux "Monster"**  
100 10/30 1 800 4 36,000kg +0 180 (9) 20 (1) 10 tons  
240,000 Chr4



**Militech "Comscan" Command**  
70 10/30 4 300 0 None -2 200(10) 40 (2) 20 tons 2.7M SW



**Tetracorp DR2100 Longnose**  
101 10/30 2 1300 0 36,000kg -4 140 (7) 20 (1) 9300kg  
200,000 Chr4



**'The Big Bus'**  
70 10/30 1 400 40 5 tons, 10 -2 300 (15) 10 (0) 15 tons  
140,000 Neo



**40-Ton 8x8 Truck**  
60 10/30 2 400 varies 40 tons, 76 +0 300 (15) 20 (1) 15  
tons 185,000 Neo

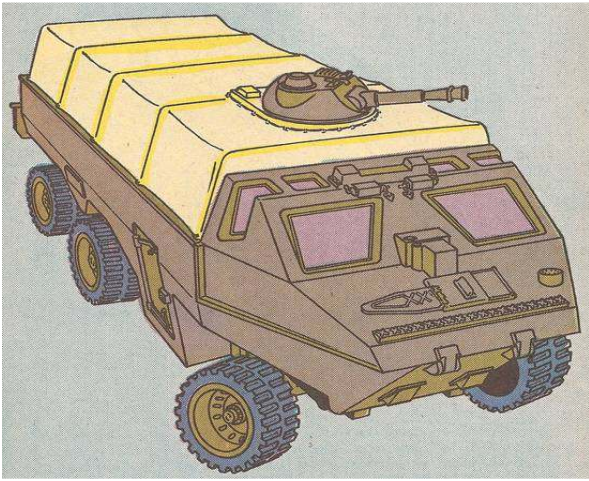


**NA 'Vulture' Tow Truck**  
80 10/30 1 500 1 2.75 tons, 5 -4 125 (6) 40 (2) 8.3 tons  
215,000 Chr3

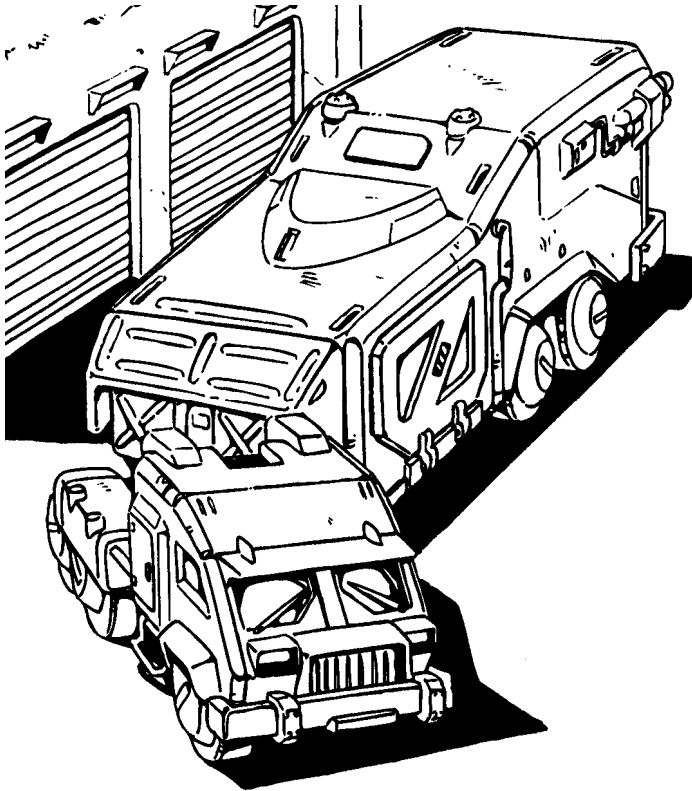


**Crash Wagon**  
100 10/30 2 300 2-6 6 tons -2 60 (3) 20 (1) 5 tons 30,000  
Neo





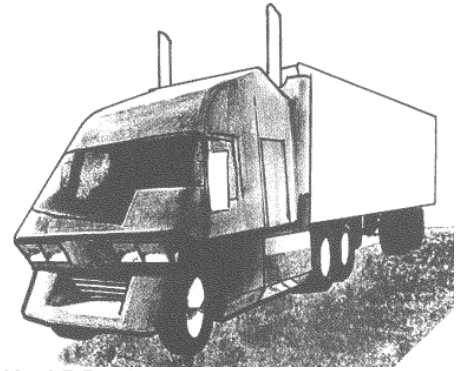
**2&1/2-Ton Truck**  
 80 10/30 1 800 1 2,500kg -4 75 (4) 10 (0) 5 tons 60,000  
 MM



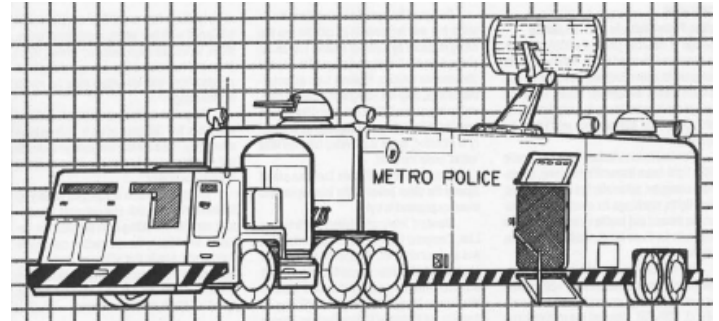
**Peterbilt 2000**  
 100 10/30 1 960 1 36 ton trailer -4 100 (5) 20 (1) 6.7 tons  
 110,000 MM



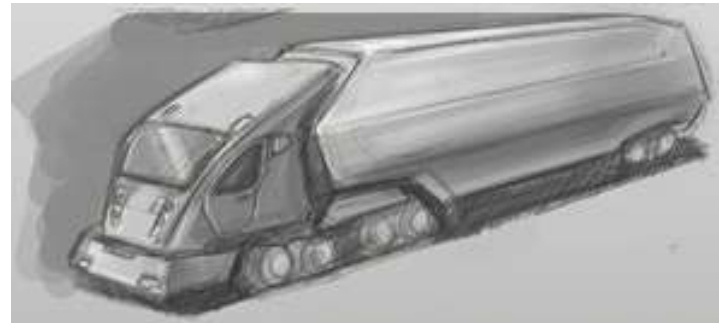
**Grizzly Off-Road Vehicle**  
 80 10/30 1 400 2+6 500kg +0 45 (2) 15 (1) 2.5 tons  
 30,000 NWP



**Yakurichi-Ural BR-70**  
 110 10/30 1 800(1600) 1 36,000kg -4 125 (6) 60 (3) 8.3  
 tons 650,000 CP20\*



**Militech IV Mobile Control Center**  
 50 10/30 6 800 None -4 75/200 (4/10) 20/30 (1) 18.3 tons  
 250,000 P&S\*



**Komatsu-Peterbilt KP-10**  
 100 10/30 1 500 3 36000kg, 2 -4 120 (6) 40 (2) 8 tons  
 260,000 FH\*



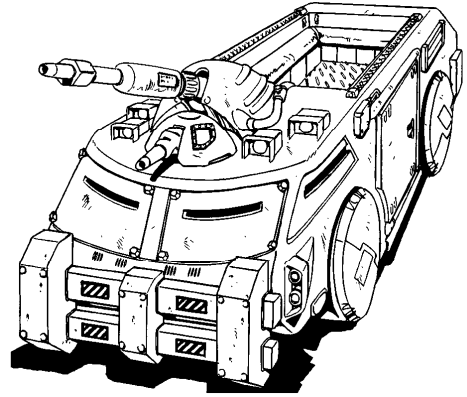
**IMA Titan Prime Mover (const)**  
 30 5/10 0 - 2 None -1 500 (25) 30 (1) 83 tons 1.75M UK





**Street Grader/Snowplow**

40 10/10 1 20 0 200kg -2 90+100 (4+) 25/100 (1/5) 3 tons  
60,000 NWP



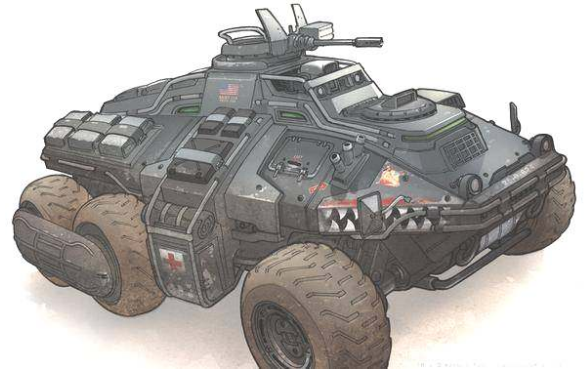
**Arasaka Riot 8**

120 10/30 2 300 8 2000kg -2 200 (10) 30 (1) 20 tons  
575,000 MM



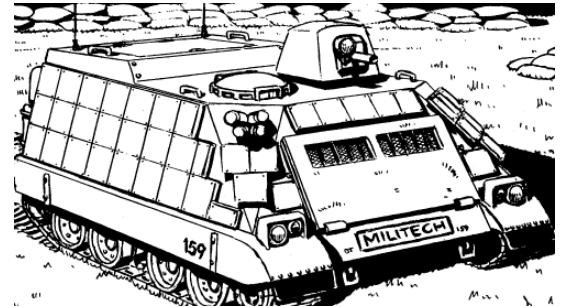
**Electric Tunnel Digger (const)**

10 5/10 1 200 1 None -2 200 (10) 30 (1) 33 tons 900,000  
ET\*



**GMI Wolverine**

110 15/30 3 300 0 2500kg, 1 -2 75 (4) 35 (2) 7.5 tons  
360,000 MM



**Militech Behemoth APC**

60 10/50 2 300 10 2 tons +2 120 (6) 40 (2) 12 tons  
480,000 MM

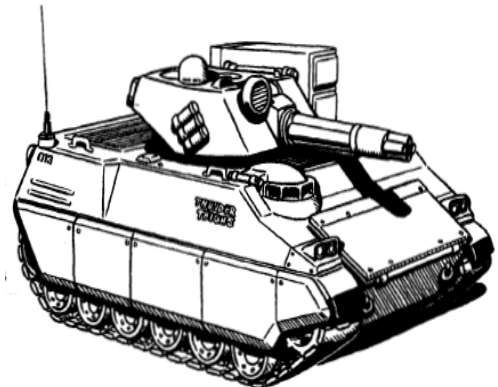
## APC

Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
SDP (Body) SP (Armor) Mass Cost Source



**Yakurichi-Ural BTR-15 APC**

80 10/30 2 300 8 1000kg +0 100 (5) 40 (2) 10 tons  
310,000 MM



**M113 APC (tracked, amphib)**

40 10/50 2 300 8-10 None +2 150 (7) 20 (1) 15 tons  
550,000 SW\*





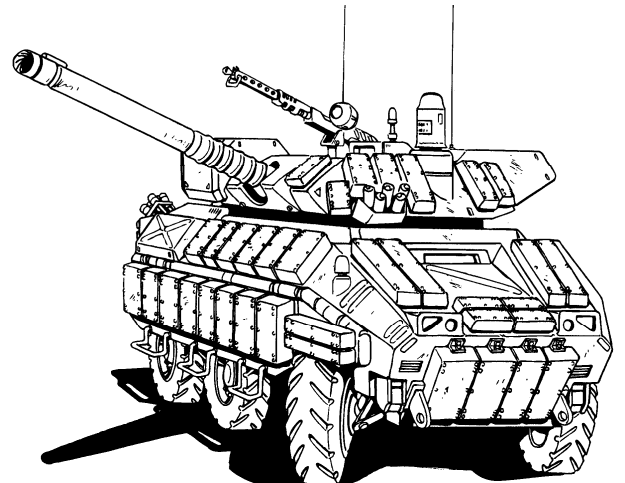
**BMP-2**  
 55 10/30 3 300 6 13 spaces -2 120 (6) 30 (1) 12 tons  
 145,000 TCB\*



**Arasaka Combat 10**  
 10 80 10/30 2 300 10 2.5 tons int -2 250 (12) 50 (2) 25  
 tons 965,000 SW



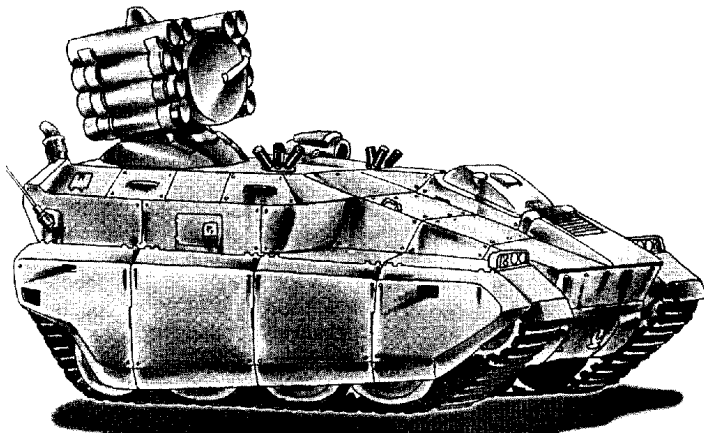
**Saab/Scania GSG "Stomper"**  
 145 10/30 1 300 7 None +1 80 (4) 35 (2) 8.5 tons 418,000  
 P2\*



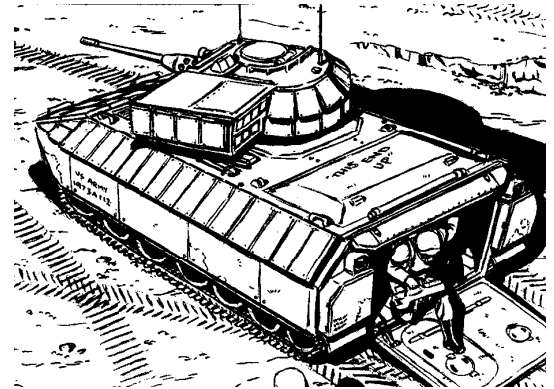
**Paneurope Gladiator Armored Car**  
 60 10/30 3 300 0 2000kg ext -2 200 (10) 80 (4) 20 tons  
 1.1M MM

## IFV

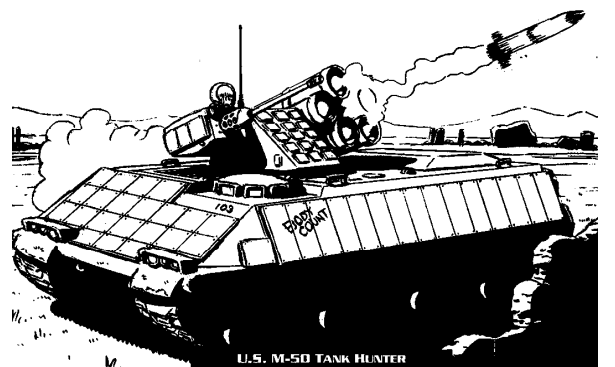
Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
 SDP (Body) SP (Armor) Mass Cost Source



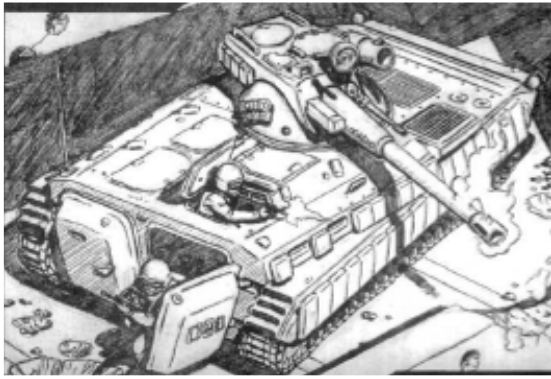
**M-62 'Volcano' SAM Launcher**  
 40 13/50 2 300 0 2.5 tons, 1 +2 140 (7) 40 (2) 14 tons  
 950,000 Chr3



**Army M-15 IFV**  
 80 13/50 2 300 8 6 tons +2 200 (10) 100 (5) 20 tons 1.6M  
 MM



**US M-50 Tank Hunter**  
 80 13/50 2 300 0 4,500 +2 140 (7) 40 (2) 14 tons 1M MM  
 1.4M SOF2



**BMP-3 IFV**  
 30 12/30 3 370 7 None +2 187 (9) 37 (2) 18.7 tons  
 950,000 SOF2



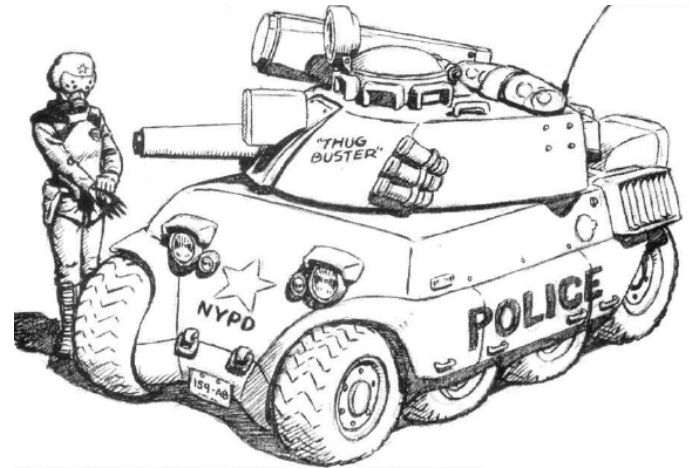
**Marder Infantry Fighting Vehicle**  
 50 13/50 2 300 10 1 space +2 180 (9) 50 (2) 18 tons  
 800,000 TCB\*



**BMW 910a Police Combat**  
 50 10/30 2 300 10/16 None -2 80 (4) 30 (1) 8 tons 100,000  
 P&S\*  
**BMW 910b Perpetrator Transport**  
 50 10/30 2 300 12 None -2 80 (4) 30 (1) 8 tons 100,000  
 P&S\*

## TANKS

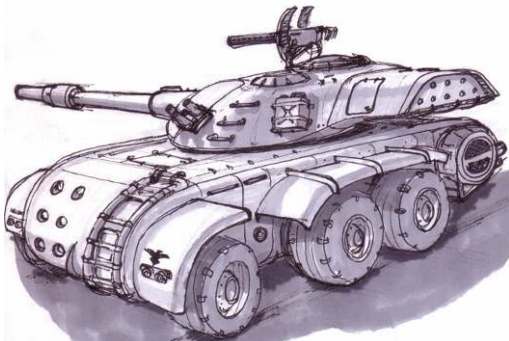
Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
 SDP (Body) SP (Armor) Mass Cost Source



**Mitsubishi Musashi SWAT Mini-Tank**  
 50 13/50 2 200 5 or 6 500kg +2 200 (10) 100 (5) 8 tons



**Militech 'Buzz' Patrol Vehicle**  
 80 10/30 2 300 0 6 spaces -2 140 (7) 50 (2) 14 tons  
 550,000 TCB\*

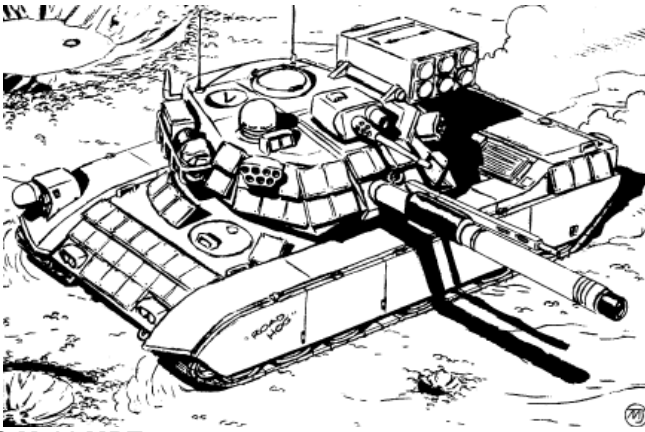


**Panhard Hunter**  
 60 10/30 2 300 0 5 spaces -2 200 (10) 50 (2) 20 tons  
 950,000 TCB\*

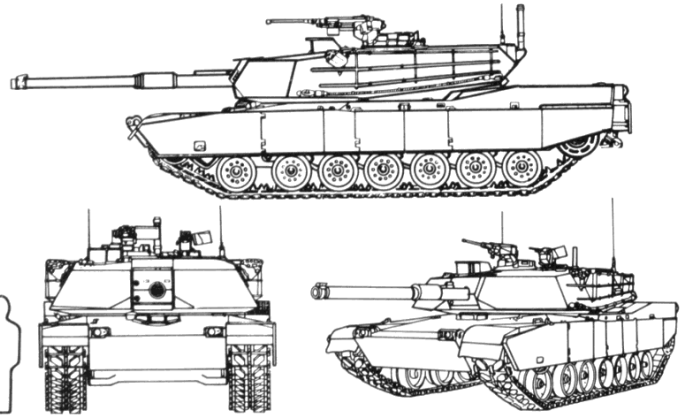


**T-100 MBT**  
 50 10/50 4 380 0 1 space +2 335 (17) 160 (8) 56 tons  
 9.8M SOF2

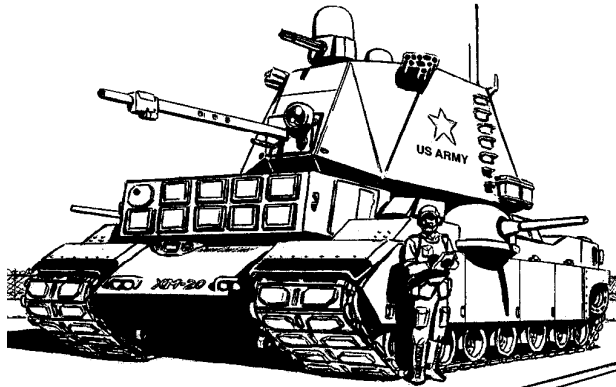




**US M-11 MBT**  
 60 10/50 3 300 0 None +2 360 (18) 225 (11) 60 tons  
 16.4M MM



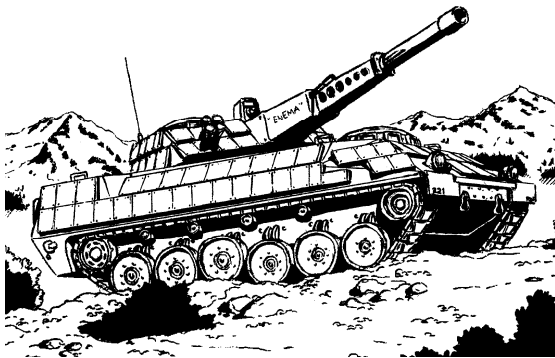
**M1 Tank**  
 60 10/50 4 200 0 None +2 300 (15) 200 (10) 50 tons 9.1M  
 SW\*



**US M-20 Superheavy**  
 40 10/50 3 200 0 None +2 600 (30) 375 (19) 100 tons  
 23.5M MM



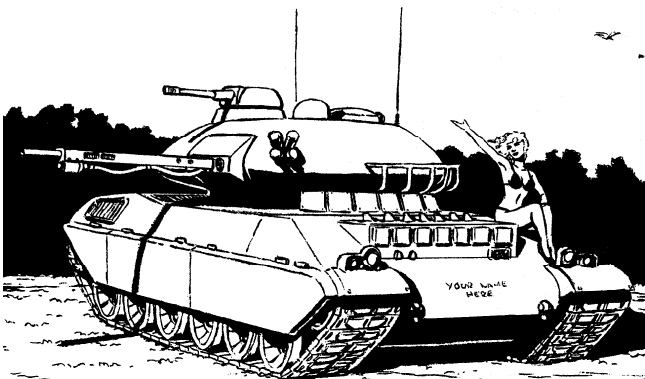
**Engesa-A MBT**  
 50 10/50 3 300 0 None +2 300 (15) 80 (4) 50 tons 2.15M  
 TCB\*



**US M-75 Light Battle Tank**  
 80 10/50 2 200 0 None +2 140 (7) 60 (3) 14 tons 1.4M MM



**T-72 Soviet Tank**  
 36 10/50 3 300 0 25 spaces +2 200 (10) 60 (3) 33 tons  
 1.75M (new) TCB\*



**Militech MT-4 MBT**  
 60 10/50 4 200 0 None +2 250 (12) 160 (8) 41 tons 9M  
 MM



# HOVERS

Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
SDP (Body) SP (Armor) Mass Cost Source

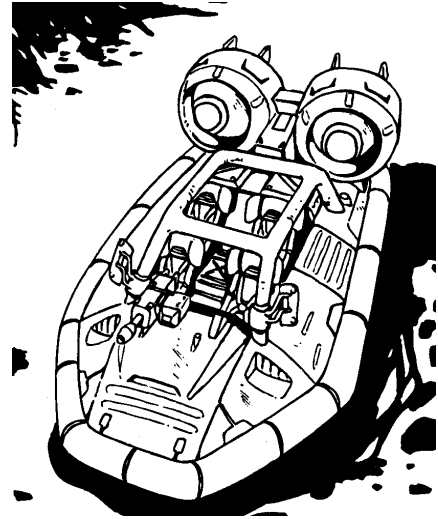
codama2001\_030



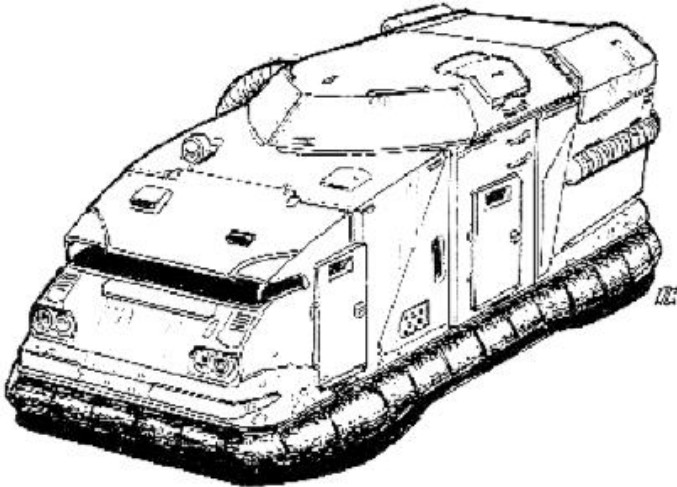
**Kundalini Roadworks GevHog**  
90 15/10 1 405 3 216kg, 1.6 -2 13 (1) 0 650kg 16,100  
Chr4



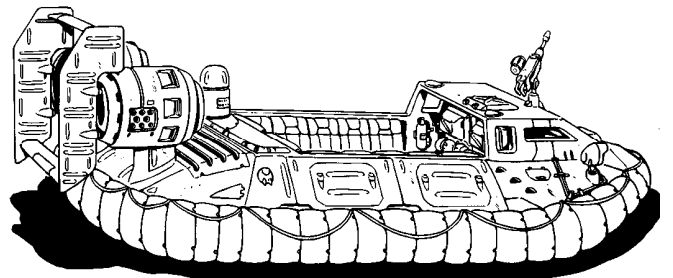
**Navy M-40 GEV**  
180 15/10 4 400 0 3000kg ext -1 100 (5) 50 (2) 10 tons  
1.89M MM



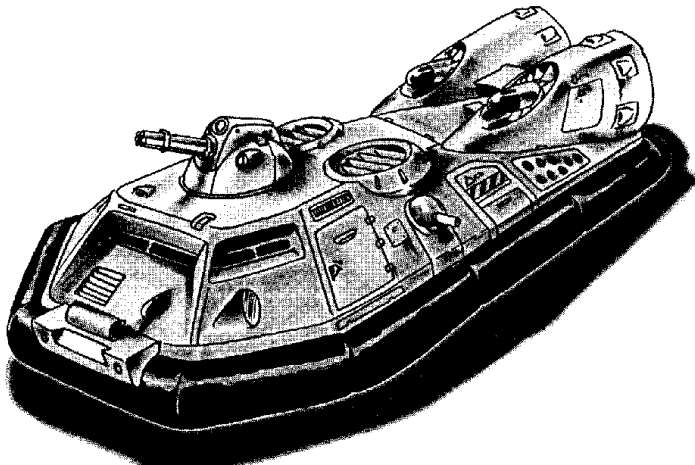
**GEB Duster**  
150 15/10 1 400 3 800kg int, 1 -1 25 (2) 10 (0) 2.5 tons  
85,000 MM



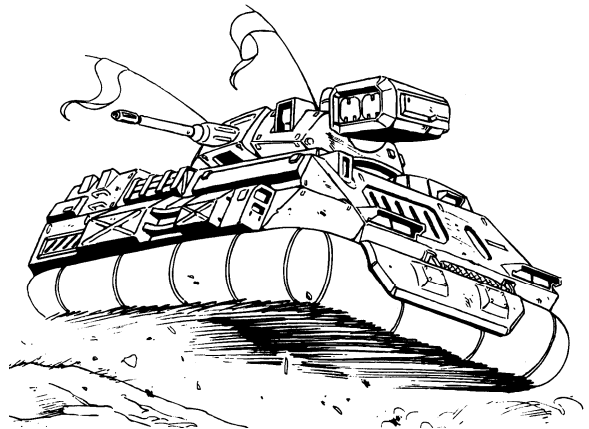
**Cadence Industries HoverVan**  
75 15/10 1 400 3 1330kg, 7 -2 50 (2) 20 (1) 5000kg  
105,000 Chr4



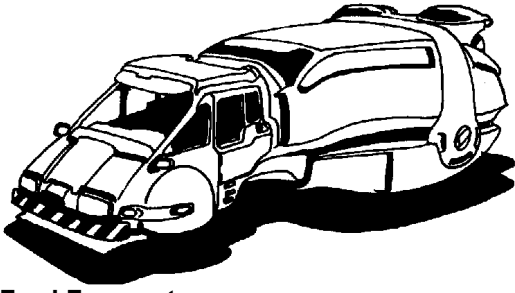
**GMI Hovertruck**  
100 15/10 2 400 12 or 5 tons int, 12 -2 100 (5) 20 (1) 10  
tons 220,000 MM



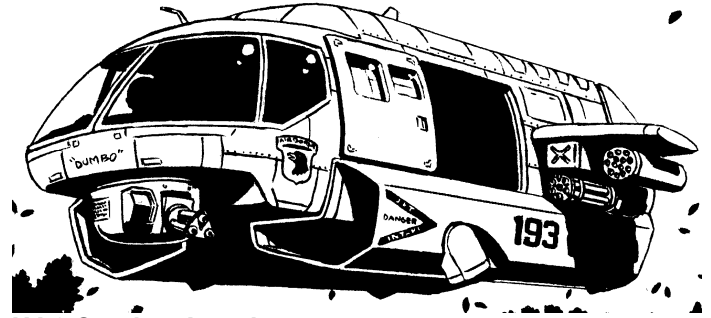
**GMI HovTransport**  
150 15/20 2 400 10 2500kg, 1 -2 100 (5) 40 (2) 10 tons  
360,000 Chr3



**Militech A-20 ACAV**  
200 20/10 3 650 0 3 tons int, 10 +0 100 (5) 50 (2) 10 tons  
730,000 MM



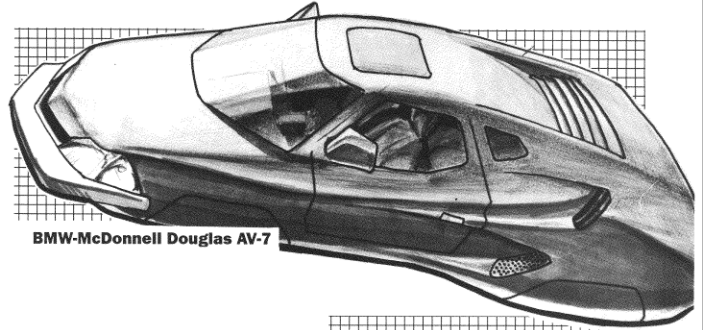
**Nissan Ford Fanmaster**  
 100 12/12 1 500 2 750kg -2 75 (3) 15 (1) 7.5 tons 20,000  
 Chr2



**AV-6 Combat Aerodyne**  
 495 50/50 2 1200 10 or 1300kg int, 1 +1 100 (5) 40 (2) 4  
 tons 850,000 MM



**Bensen Cascade**  
 260 15/20 1 300 3 300kg -2 40 (2) 12 (1) 3 tons 58,000  
 Chr1

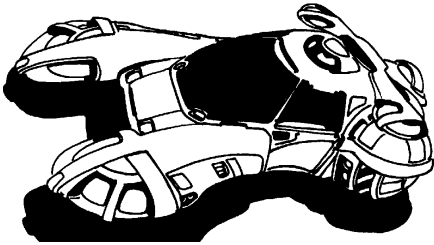


BMW-McDonnell Douglas AV-7

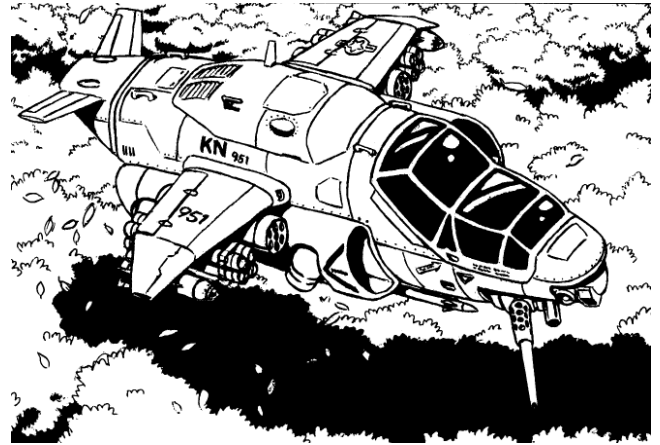
## AERODYNES

Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
 SDP (Body) SP (Armor) Mass Cost Source

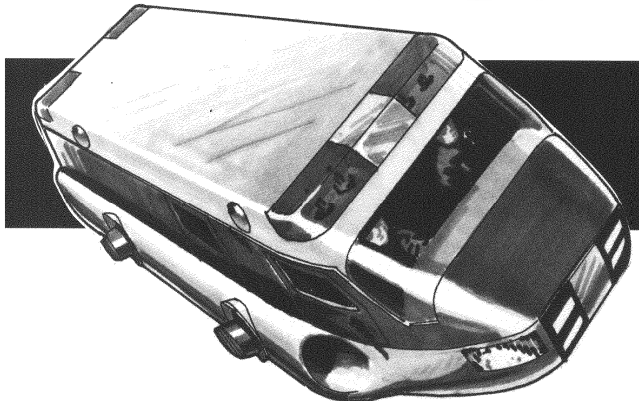
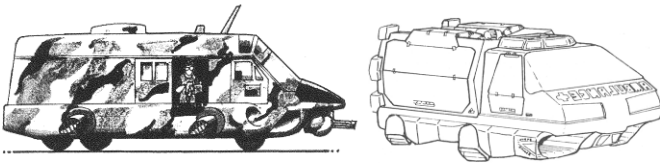
**BMW/McDonnell-Douglas V-7 Personal Aerodyne**  
 250 70/75 1 500 1 200kg, 9 +2 50 (2) 15 (1) 2 tons  
 400,000 CP20\*



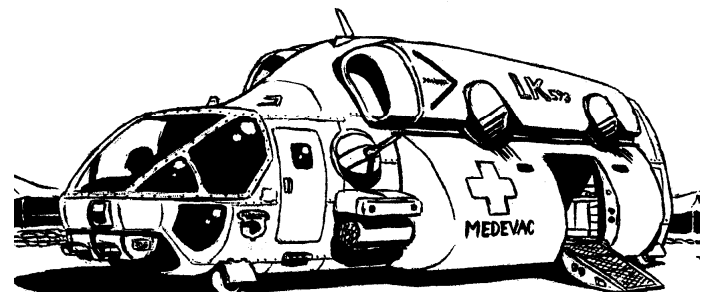
**AV-3 Aerocop**  
 150/75 25/25 15/20 2 525 3 650kg int, 1 +1/+0 50 (2) 20  
 (1) 2 tons 90,000 MM



**AV-8 Assault Aerodyne**  
 495 50/50 2 1320 0 None +1 120 (6) 40 (2) 4.8 tons 2.4M  
 MM

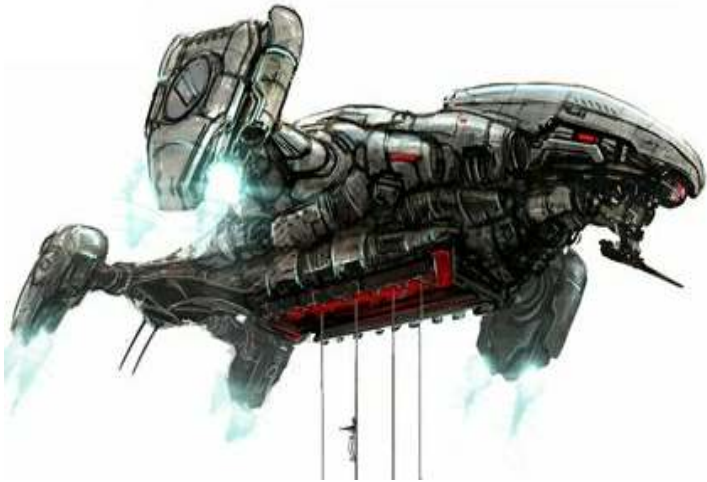


**AV-4**  
 350 50/50 1-2 800 6 1300kg int, 15 +0 100 (5) 40 (2) 4  
 tons 600,000 MM

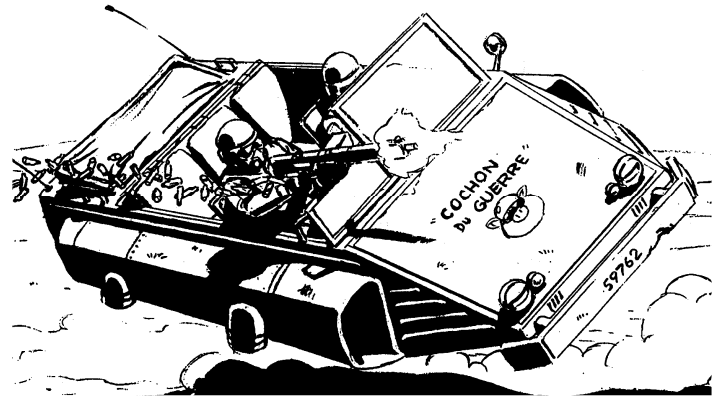


**AV-9 Multi-Purpose**  
 405 50/50 2 800 2 2400kg in pod +0 180 (9) 45 (2) 7.2  
 tons 1.75M MM





**AV-11 Combat Aerodyne**  
 405 50/50 2 1060 9 None +3 140 (7) 45 (2) 6 tons 3.5M  
 SOF2



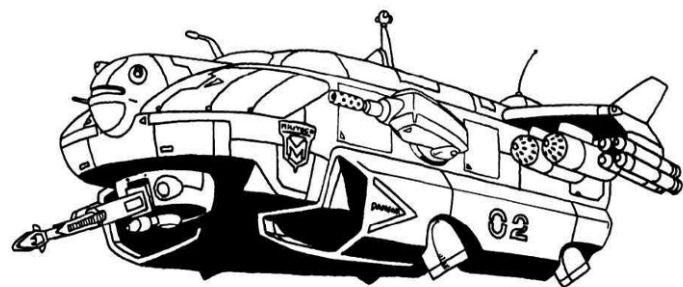
**EEC Airjeep**  
 150 50/50 1 525 5 650kg int, 2 +0 50 (2) 15 (1) 2 tons  
 25,000 MM



**Militech AVX-9C Viper**  
 540 50/50 2 800 0 None +2 125 (6) 60 (3) 5 tons 2.76M  
 MM



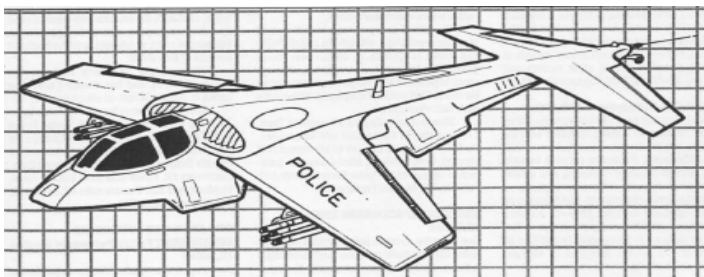
**Mi-50**  
 225 50/50 1 800 6 1450kg int, 20 +0 110 (5) 45 (2)  
 4,400kg 650,000 MM



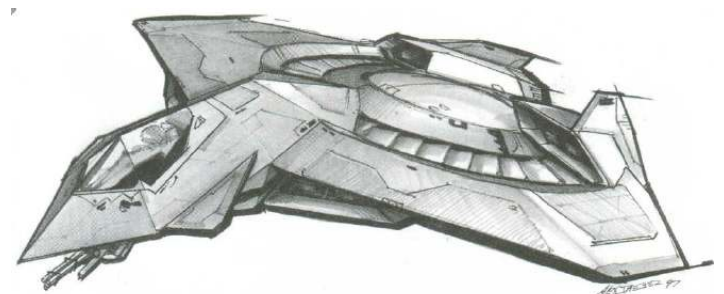
**Militech AVD (Remote/Drone)**  
 500 75/75 0 800 0 None +3 100 (5) 50 (3) 4 tons 9M  
 SOF2



**Mi-52**  
 230 50/50 3 800 3 500kg, 3 +0 110 (3) 55 (3) 4,400kg  
 850,000 SOF2

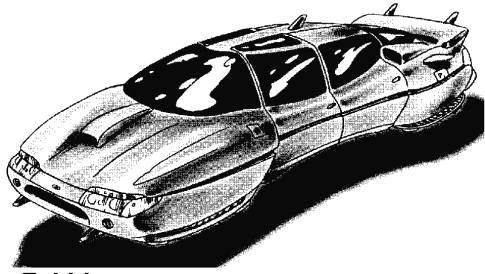


**Boeing Cityhawk UAAV**  
 360 50/50 2 800 0 1000kg int, 12 +2 85 (4) 40 (2) 3.4 tons  
 920,000 MM

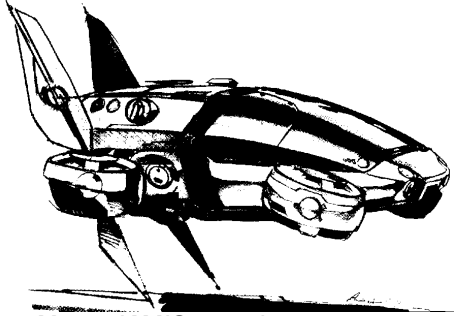


**Lockheed Nimbus Stealth Warfare**  
 330 50/50 1+1 800 0 None +1 120 (6) 30 (1) 5 tons 10.1M  
 SW





**Tetracorp Fei Lien**  
 100 450 50/50 1 800 3 660kg +1 50 (2) 25 (1) 2 tons  
 290,000 Chr3



**Bell-Boeing Aircar (AV/Osprey)**  
 360 10/20 1 1330 5 None +2 40 (2) 8 (0) 1 tons 300,000  
 Chr4



**British Aerospace AV FAB**  
 225 50/50 2 1600 4 3333kg, 4 +0 250 (12) 25 (1) 10 tons  
 840,000 Chr4

**British Aerospace Military FAB**  
 270 50/50 2 1600 4 3333kg, 4 +0 250 (12) 40 (2) 10 tons  
 3.15M Chr4



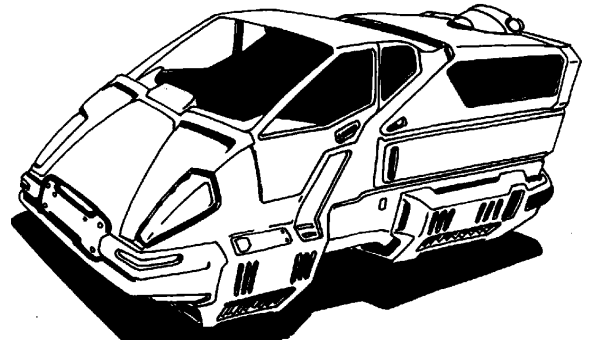
**Mexican Metals Llama**  
 100 50/50 1 800 1 173kg, 6 +0 15 (1) 1 (0) 520kg 33,000  
 Chr4



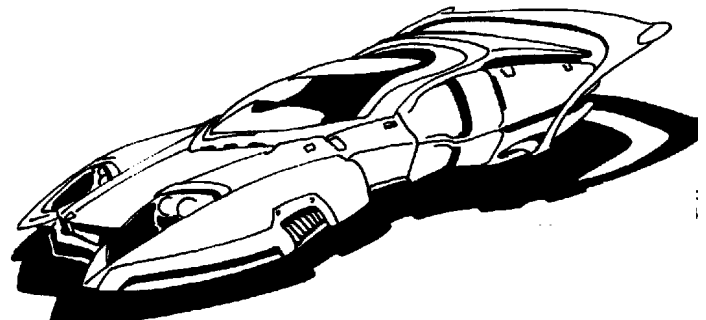
**MacLaren/Jaguar Sports AV**  
 810 100/75 1 1200 1 650kg, 1 +3 50 (2) 10 (0) 2000kg  
 1.5M Chr4



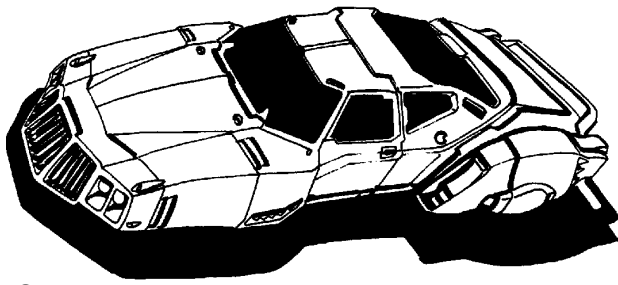
**TV News Van**  
 250 50/50 1 400 5 1300kg -1 100 (5) 40 (2) 4 tons  
 750,000 LD



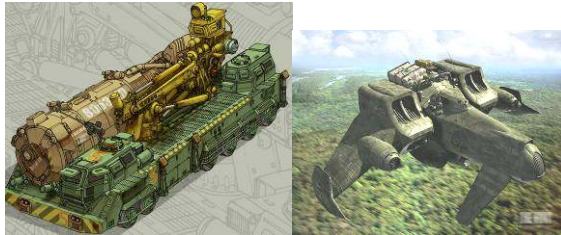
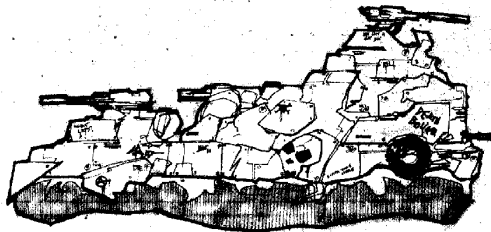
**VMW Family Flyer**  
 150 50/50 1 525 5 650kg, 2 -2 50 (2) 15 (1) 2 tons 50,000  
 Chr2



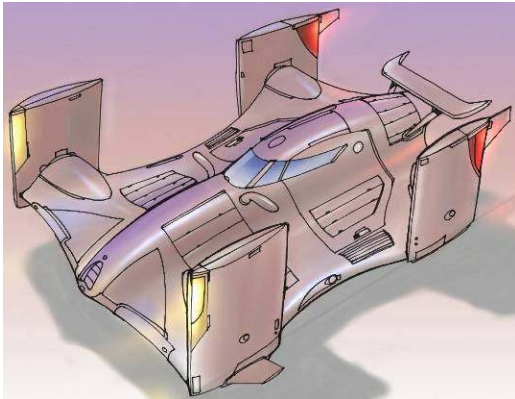
**Lambo-Fiat Mach**  
 500 100/75 1 300 1 300kg +2/-5 40 (2) 10 (0) 1.6 tons  
 650,000 Chr2



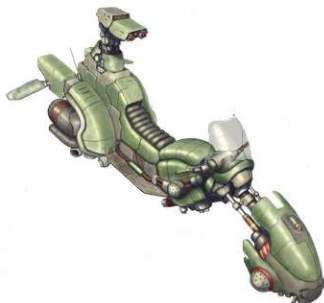
**The Swan**  
 200 50/50 1 600 2 100kg -1 65 (3) 20 (1) 2.6 tons 200,000  
 Chr2



**The Dreaded Punknaught**  
 40 25/25 12 270 20-30 0 -3 60-80 /unit 20 (1) 2.4+ tons  
 Unknown Chr1



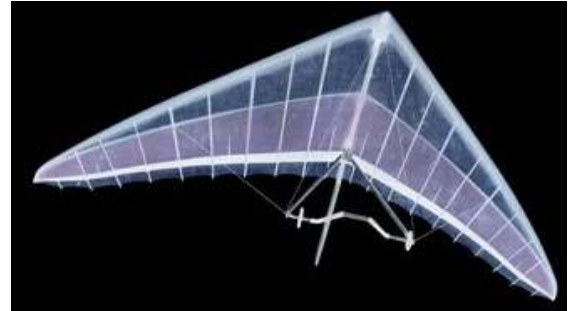
**Dassault-Futures Aeromobile**  
 360 50/50 2 800 5 1000kg, 8 +0 85 (4) 35 (2) 3.4 tons  
 1,050,000 ES\*



**Hover Bike - Aerodyne**  
 195 50/50 1 6 (20m high) 0 0 +1 35 (2) 5 (0) 140kg 7,000  
 KCJ  
 - Wheeled 80 18/18 1 240 - 20kg +0 - - - - -

# LIGHT HELICOPTERS/GLIDERS

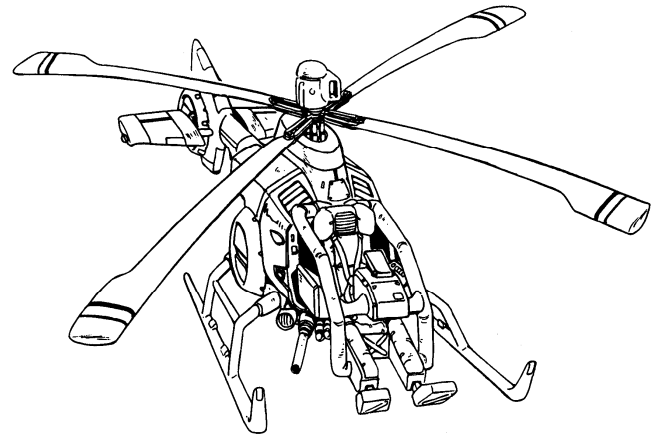
Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
 SDP (Body) SP (Armor) Mass Cost Source



**Techjager F81 "Paradactyl" Cyber-Glider**  
 5 - 35 5/5 1 - 0 None +2 10 (0) 0 14.3kg 2300 SF



**Ultralight**  
 50 5/5 1 200 0 10kg -2 10 (0) 0 50kg 2500 Neo



**Bell F-152 Autogyro**  
 195 15/15 1 50 0 None +1 40 (2) 0 1,500kg 145,000 MM



**Hyundai Minicopter**  
 120 15/15 1 200 0 330kg +0 30 (1) 6 (0) 1000kg 55,000  
 Chr3



# MEDIUM HELICOPTERS

Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
SDP (Body) SP (Armor) Mass Cost Source



**Kestrel Crowd Control 'Copter**  
150 15/15 1 400 0 None +2 80 (4) 20 (1) 8 tons 1,780,000  
UK



**Bell Huey Cop-Chopper**  
150 15/15 2 400 4 2000kg int, 1 -2 80 (4) 20 (1) 6,500kg  
420,000 MM



**MI-32 Hitter**  
180 16/16 2 400 0 None -2 80 (4) 40 (2) 8 tons 650,000  
SOF2



**Bell Spy-Eye**  
18 180 15/15 1 400 3 2000kg +2 65 (3) 12 (1) 6,500kg  
206,000 Chr1



**TV News Chopper**  
210 40/40 1 400 3 2000kg +2 65 (3) 12 (1) 6,500kg  
206,000 LD



**Bell Evil-Eye**  
19 180 15/15 2 400 2 2000kg int, 2 +1 65 (3) 20 (1)  
6,500kg 555,000 MM

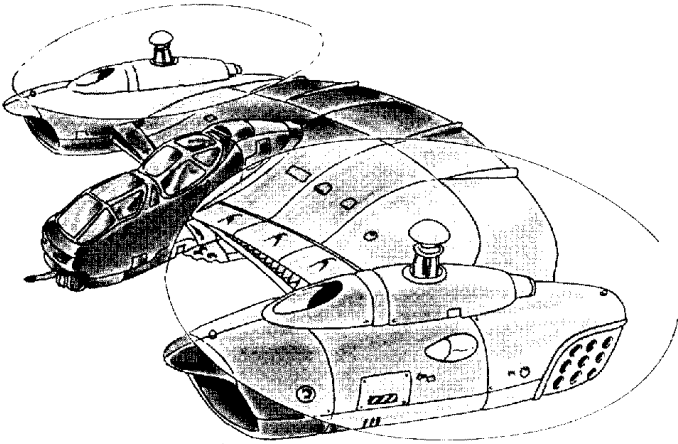


**Apache Attack Helicopter**  
160 15/15 2 400 0 None -2 80 (4) 40 (2) 8 tons 800,000  
SW\*



# HEAVY HELICOPTERS

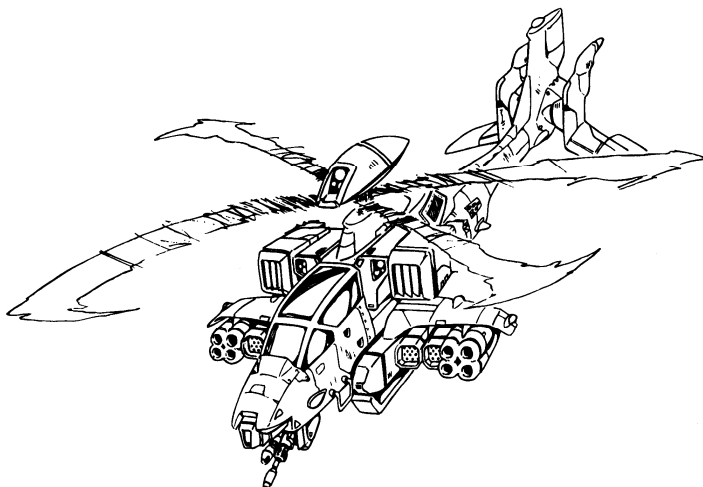
Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
SDP (Body) SP (Armor) Mass Cost Source



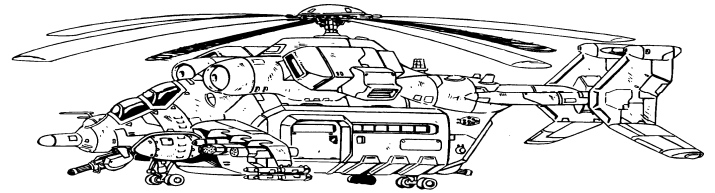
**Bell UH-10 PAPA**  
135 10/15 2 1000 0 5 tons, 12 -2 250 (12) 40 (2) 10 tons  
1.85M Chr3



**Bell UH-9**  
165 15/15 2 600 20 2500kg int -1 200 (10) 40 (2) 8 tons  
2.45M MM



**Bell AH-99 Gunship**  
180 10/15 2 600 0 None -2 100 (5) 40 (2) 4 tons 2.3M MM



**SM-Dragon**  
120 10/15 2 600 30 or 4 tons int -2 300 (15) 80 (4) 12 tons 8.3M MM



**Firefly Assault Helicopter**  
200 10/15 2 200 0 1000kg -1 100 (5) 30 (1) 4 tons  
1,050,000 TCB\*



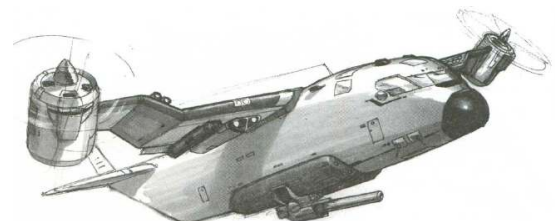
**Hippo Troop Helicopter**  
180 10/15 5 200 25 None -2 120 (6) 40 (2) 4.8 tons  
750,000 TCB\*



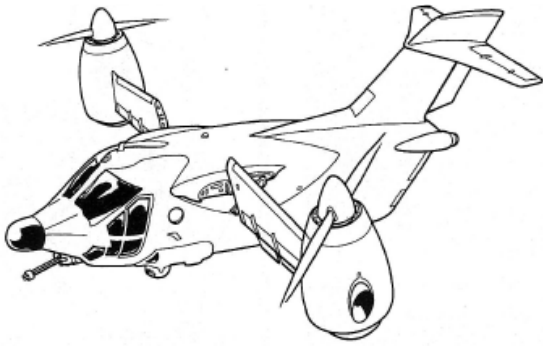
**Agusta-Eurocopter AE-47**  
180 10/15 2 600 8 1000kg -2 100 (5) 40 (2) 4 tons 1.7M  
ET\*

# OSPREYS

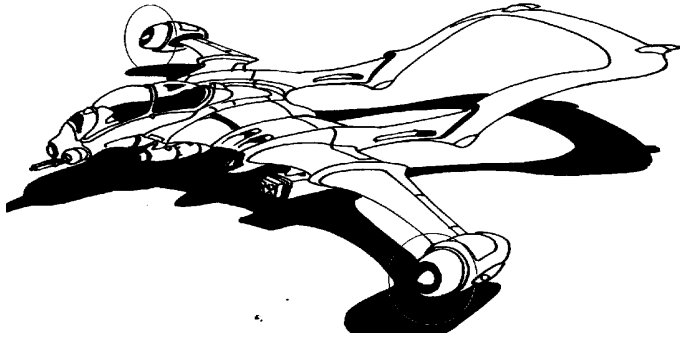
Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
SDP (Body) SP (Armor) Mass Cost Source



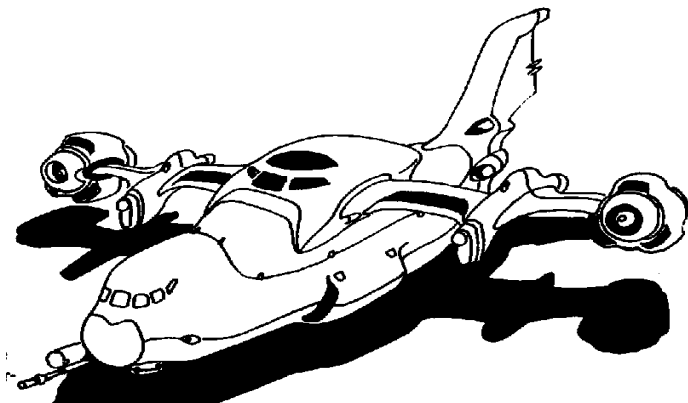
**Fed-Boeing Gyrfalcon Gunship**  
315 10/20 2 1000 8 Pod -1 100 (5) 20 (1) 12.5 tons  
600,000+ SW



**BA/Westland Wyvern (M)**  
 315 10/20 2 1200 20 or 5 tons, 20 +0 120 (6) 20 (1) 15  
 tons 407,000 UK

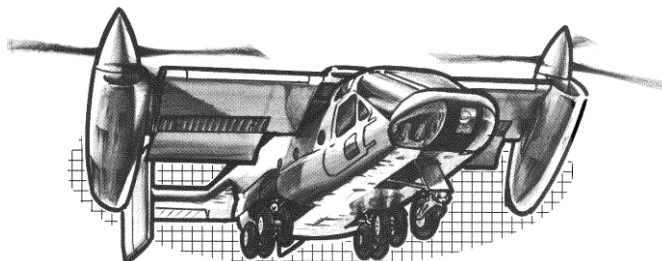


**Lockheed-Cessna Pinto**  
 450 10/20 2 1600 2 6250kg +2 150 (7) 20 (1) 18.75 tons  
 2.4M MM



**Bell-Boeing Falcon-B**  
 315 10/20 1 1000 9 4 tons int, 10 +0 100 (5) 20 (1) 12.5  
 tons 600,000 MM

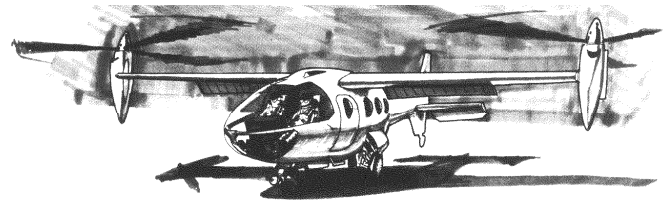
**Bell-Boeing Falcon**  
 315 10/20 1 1000 9 4 tons int, 12 +0 100 (5) 10 (0) 12.5  
 tons 425,000 Chr2\*



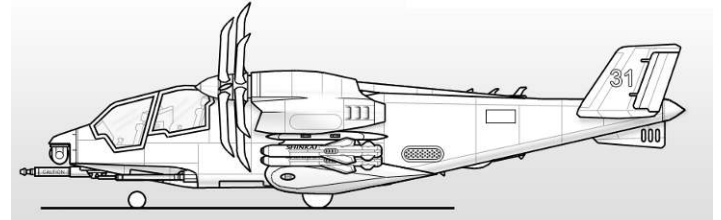
**Bell-Boeing V-22B Osprey**  
 315 10/20 2 1200 20 9 tons int, 28 +0 200 (10) 0 25 tons  
 650,000 MM



**Bell-Boeing Guillotine Osprey**  
 315 10/20 2 1200 20 None +0 200 (10) 0 25 tons 1.4M



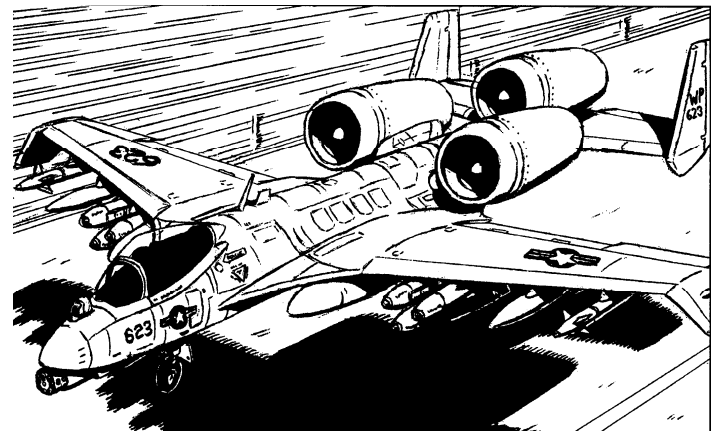
**Sukhoi SU-441 Tiltrotor**  
 315 10/20 2 1200 20 9 tons, 27 +0 220 (11) 10 (0) 27.5  
 tons 1.17M CB3\*



**Orion Ground Attack Aircraft**  
 420 10/20 1 2400 0 30 pods +0 260 (13) 50 (2) 30 tons  
 3.35M TCB\*

## AIRPLANES

Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
 SDP (Body) SP (Armor) Mass Cost Source

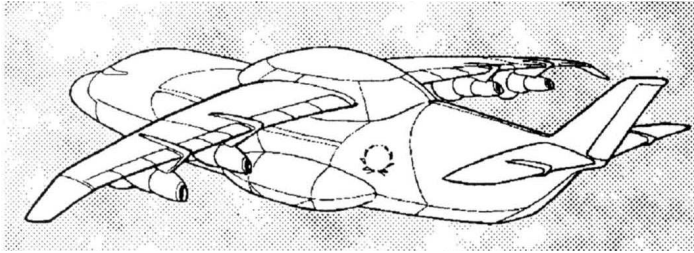


**A-01 Blitz airplane**  
 560 10/35 1 1600 0 None -1 160 (8) 60 (3) 20 tons 3.7M  
 MM

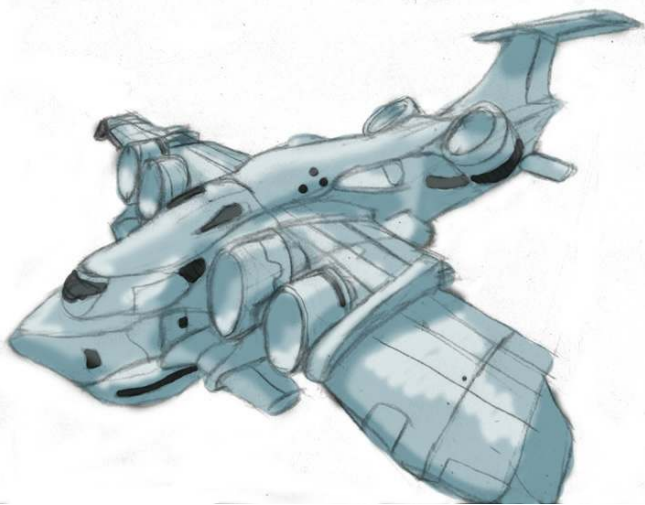




**Dehavilland Twin Otter**  
 190 15/20 2 450 6 2000 kg +0 80 (4) 40 (2) 8 tons 150,000  
 NWP



**Fed-Boeing C-25 Cargo Plane**  
 540 20/31 3 6960 43 or 38 tons, 43 -4 180 (9) 30 (1) 72  
 tons 10.2M PB



**Boeing C-27 Cargo Aircraft**  
 600 20/25 4 8000 500 or 100 tons -4 500 (25) 25 (1) 200  
 tons 15.1M CB1\*



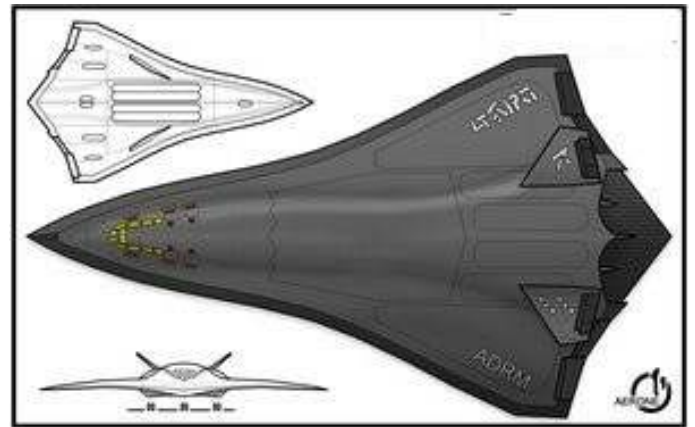
**Highlord Fire Support Aircraft**  
 200 10/25 12 1000 0 +20 pods -3 90 (4) 20 (1) 11.25 tons  
 300,000 TCB\*

# JETS

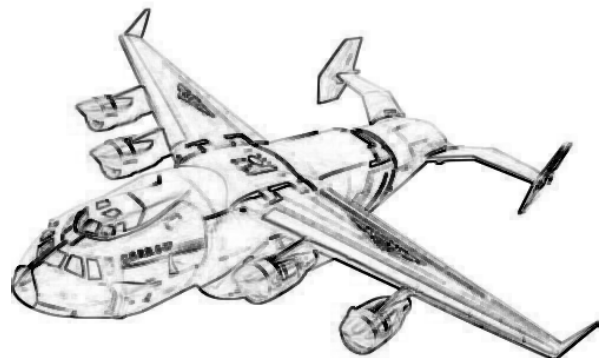
Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
 SDP (Body) SP (Armor) Mass Cost Source



**Dornier F-128 Thundercloud Jump Jet**  
 600 20/25 1 1100 0 None +2 100 (5) 20 (1) 8 tons 25.5M  
 SW



**McDonnell F-39 Phoenix**  
 1440 20/25 2 1600 0 None +1 250 (12) 25 (1) 20 tons 10M  
 SW



**Lockheed C-200 Universe**  
 600 20/25 3 4000 100 or 42 tons, 150 -4 200 (10) 5 (0) 8  
 tons 6.1M SW





**ATF-37B Thunderhawk**  
1040 20/25 1 2656 0 None +3 250 (12) 20 (1) 20 tons  
12.5M Chr3



**MacDonald F-33 Wasp**  
1200 20/25 1 1000 1 None +3 100 (5) 20 (1) 8 tons 4.6M  
MM



**GD F-36 Comet**  
1440 20/25 1 1600 0 None +4 175 (8) 20 (1) 14 tons 9.5M  
Chr2\*



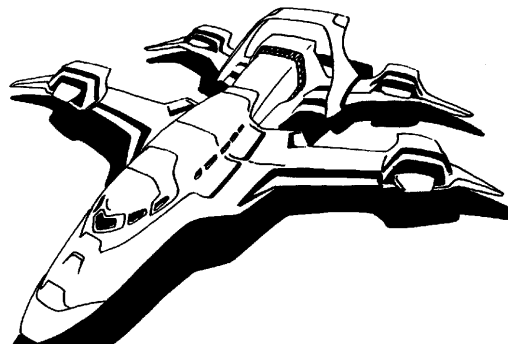
**Bell-Mit Stratosphere Lift Aircraft**  
1143 (1.5) 100/100 5 8000 5 200 tons +0 150 (7) 25 (1)  
100 tons 10M GW



**Roland Executive SST**  
1040 20/25 2 6400 14 500kg +1 100 (5) 25 (1) 8 tons  
2.55M CB1\*



**Lockheed-Cessna Alysee**  
720 20/25 2 3184 8 5.3 tons +2 200 (10) 20 (1) 16 tons  
5.9M PB



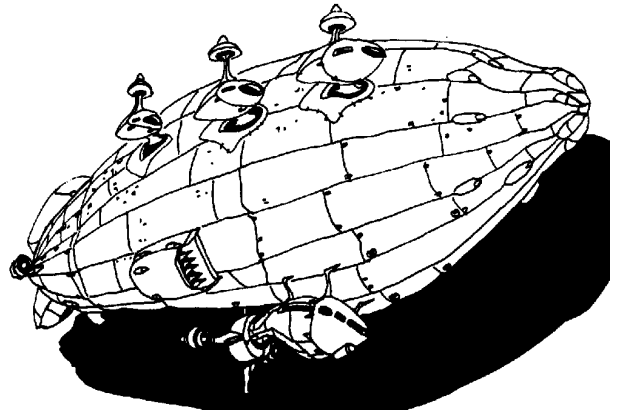
**Shorts-Dassault Shorthauler**  
800 20/25 2 3200 22 2000kg +1 150 (7) 15 (1) 12 tons  
4.9M ET\*



**Saab Gustav Jet Fighter-Bomber**  
1280 40/38 1 2650 0 16 pods +1 100 (5) 40 (2) 8 tons  
4.3M TCB\*



**Mitsubishi Shadow Jet Fighter**  
 1280 20/25 1 3200 0 +14 pods +1 150 (7) 60 (3) 12 tons  
 22.2M TCB\*



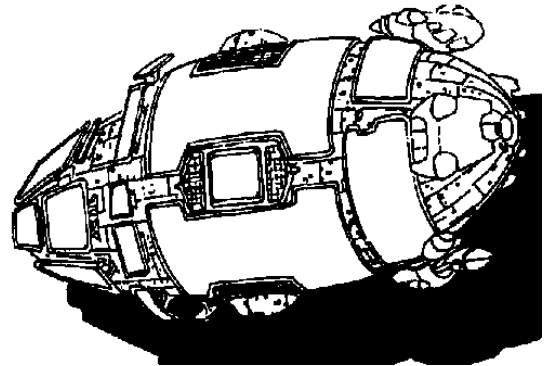
**India Sky-Barge**  
 60 5/30 6 990 0 150 tons +2 750 (37) 0 18,750kg 10M  
 Chr2

## AIRSHIPS

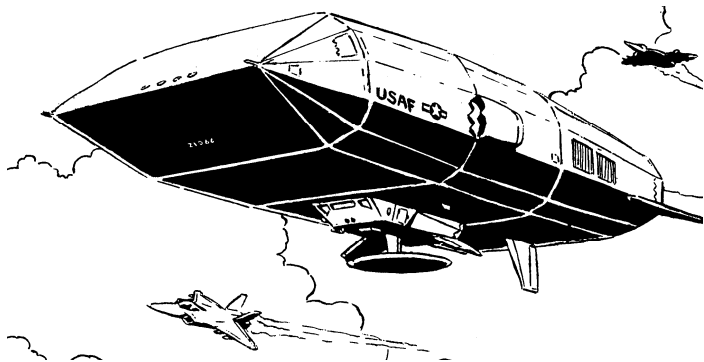
Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
 SDP (Body) SP (Armor) Mass Cost Source



**Goodyear ETB Blimp**  
 70 5/30 5 1500 1 2.5 tons +0 200 (10) 20 (1) 10 tons  
 900,000 UK



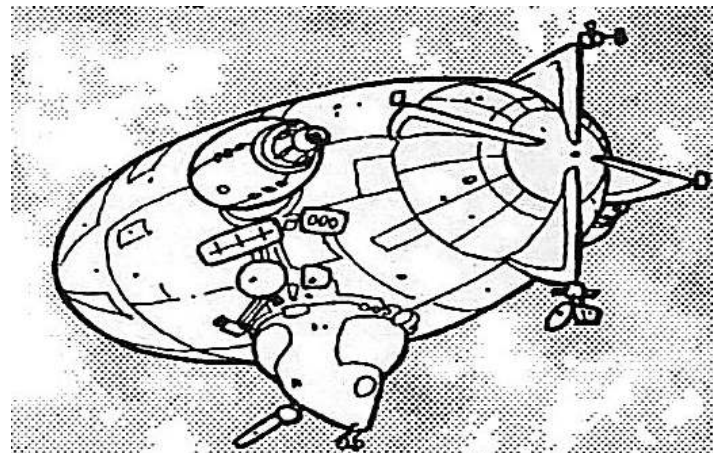
**Madison Avenue Advertblimp**  
 35 5/30 0 500 2 None +2 500 (25) 0 12.5 tons 2.5M Chr2



**Dayton Overlord Airship**  
 80 5/30 10 1500 2 50 tons ext +5 1000 (50) 20 (1) 50 tons  
 100.6M MM



**Dayton Sky-Queen Cruiser**  
 100 5/30 20 2000 150 25 tons +4 1000 (50) 0 25 tons 20M  
 Chr2\*

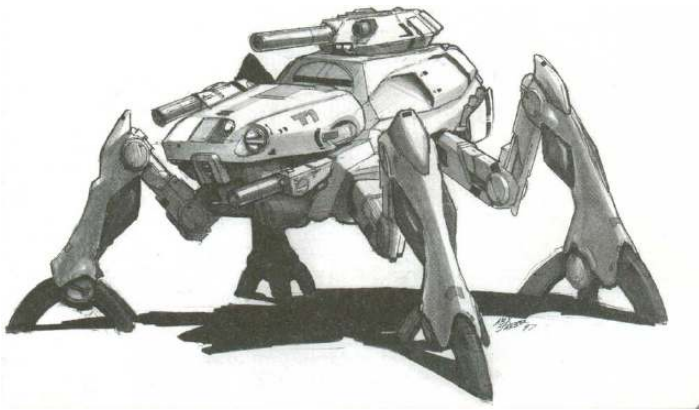


**Monitor Blimp**  
 40 5/30 0 1500 4 None +5 60 (3) 30 (1) 3 tons 90,000 DM\*

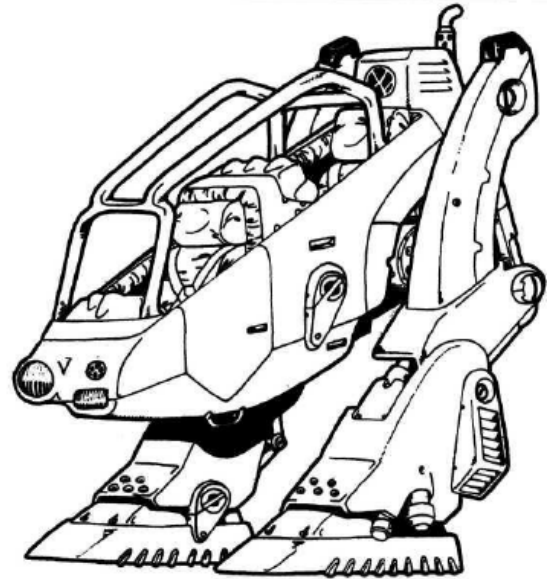


# CYBERWALKS

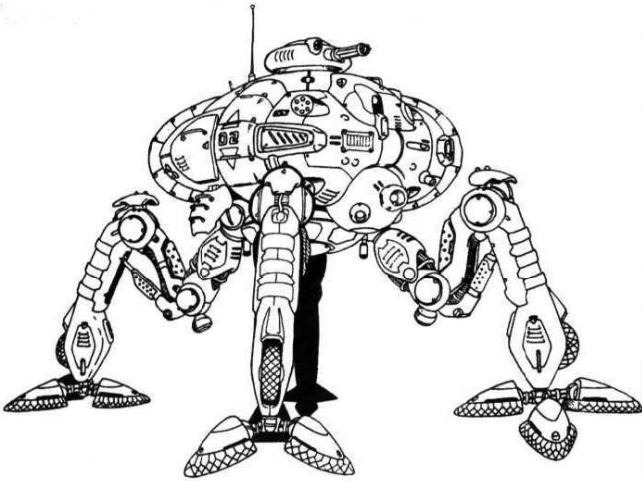
Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
SDP (Body) SP (Armor) Mass Cost Source



Arasaka Daisasori (4 legs & wheels)  
36 (90) 15/15 (20/40) 2 200 0 None +3 80 (4) 40 (2) 4 tons  
680,000 SW



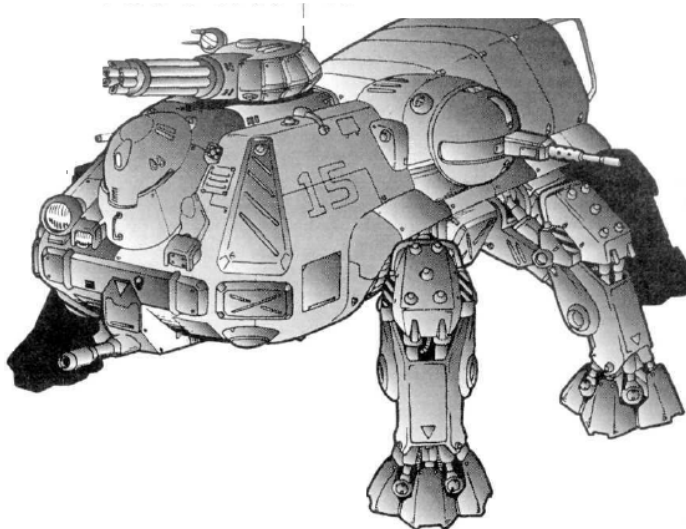
Volkswalker (2 legs)  
40 15/15 1 200 1 None -3 20 (1) 5 (0) 650kg 52,500 SOF2



Arasaka Daikani (4 legs & wheels)  
40 (100) 20/15 (40) 2 200 0 None -1 80 (4) 40 (2) 3 tons  
1.1M SOF2



XML-20 Support Walker (2 legs)  
40 15/15 2 400 0 None -1 40 (2) 40 (2) 2.6 tons 332,700  
SOF2



KPV-R PanzerKraken (6 legs)  
30 15/15 3 300 4 None -3 120 (6) 60 (3) 8 tons 1.24M  
SOF2

# SNOWMOBILES

Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
SDP (Body) SP (Armor) Mass Cost Source

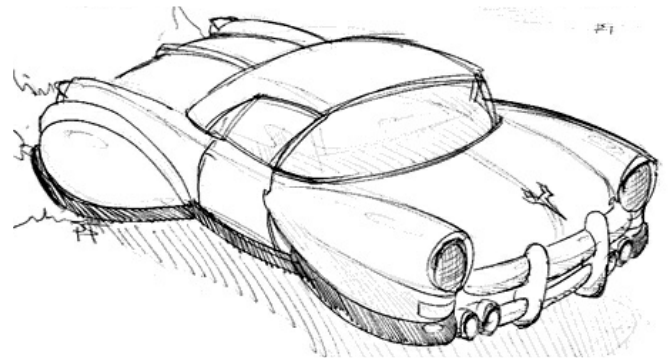


Toyo-Chrysler Wolverine  
100 10/30 1 400 1 200kg +1 20 (1) 10 (0) 300kg 15,000  
NWP





**Skidoo Snowmobile**  
 90 10/10 1 400 1 100kg +0 15 (1) 10 (0) 400kg 10,000  
 NWP



**Crystar Falcon Spinnercoupe**  
 200 15/25 1 400 3 100kg +0 45 (2) 0 2.8 tons 175,000  
 Cgen



**Arctic Cat DuraCat Ice Crawler**  
 20 5/5 1 100 7 1000kg -2 30 (1) 15 (1) 1 ton 40,000 NWP



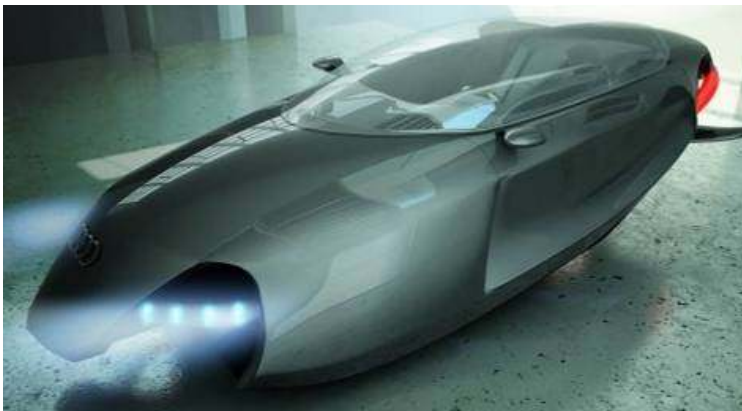
**Boeing VS-3 Serrato**  
 250 30/30 1 400 3+2 or 100kg +2 70 (3) 20 (1) 8.75 tons  
 750,000 EF

## SPINNERS

Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
 SDP (Body) SP (Armor) Mass Cost Source



**Puddle Jumper**  
 100 15/20 1 900 1 50kg +0 20 (1) 0 1.2 tons 18,000 EF



**Avante SportSpinner**  
 320 15/20 1 400 1 50kg +0 40 (2) 0 2.5 tons 200,000  
 Cgen



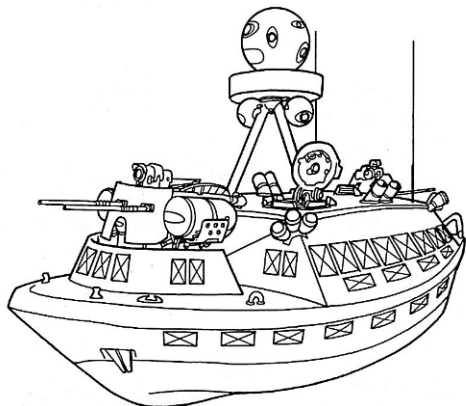
**Infiniti Spinnerbike**  
 300 15/20 1 900 0 50kg +0 20 (1) 0 1.2 tons 44,000 Cgen

# WATER CRAFT

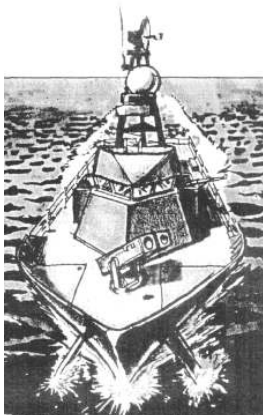
Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
SDP (Body) SP (Armor) Mass Cost Source



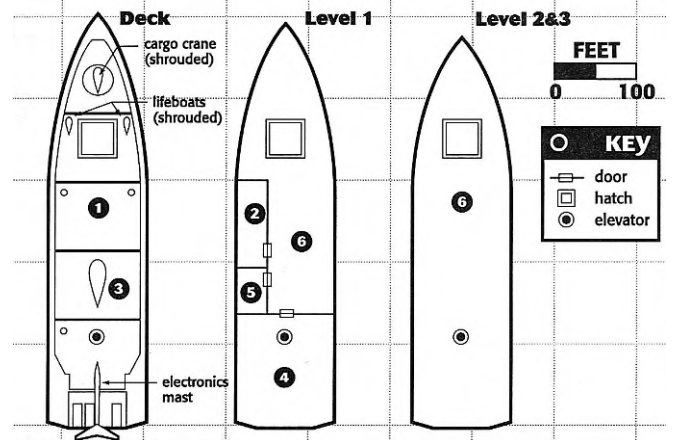
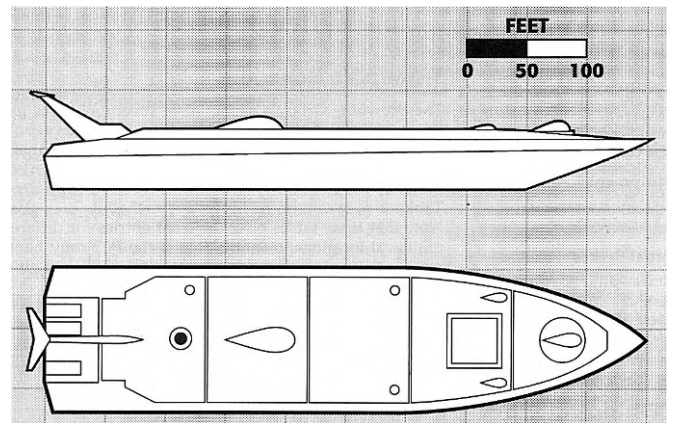
**Covert Hydro-Ski**  
200 30/30 1 50 (30m) 1 100kg -1 20 (1) 5 (0) 80kg 20,000 SF



**Vosper/Wolf Riverine Patrol Boat**  
30 15/10 5 400 1 1.6 tons +1 100 (5) 40 (2) 5 tons 600,000 UK



**SNB Fast Patrol Boat**  
32 25/15 10 1500 10 10 tons +0 210 (10) 30 (1) 14 tons 210,000 CB3\*



**Cetaen Cargo Vessel**  
30 5/5 25 4000 20 15,000 tons -3 500 (25) 40 (2) 2500 tons 20M GW

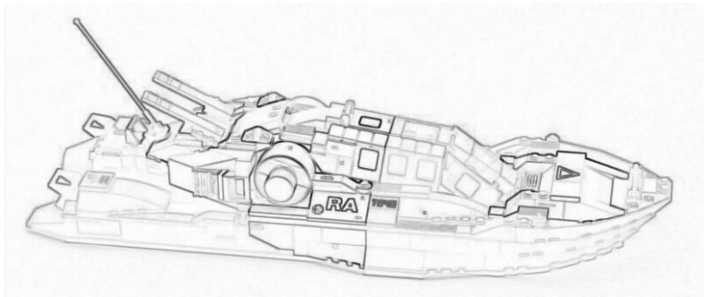


**Corporate Riverine Powerboat**  
60 25/15 1 100 5 3750kg +0 75 (4) 15 (1) 5 tons 65,000 LoF\*



**Skimmer**  
40 30/15 1 100 3 750kg +0 40 (2) 15 (1) 1 ton 17,000 LoF\*





**RPV-101 Patrol Boat**  
 50 25/15 1 300 5 4200kg +0 85 (4) 10 (0) 5.6 tons 110,000  
 LoF\*



**Converted Fishing Boat (Varina)**  
 20 10/15 1 360 6 4200kg +0 170 (8) 15 (1) 5.6 tons  
 140,000 LoF\*



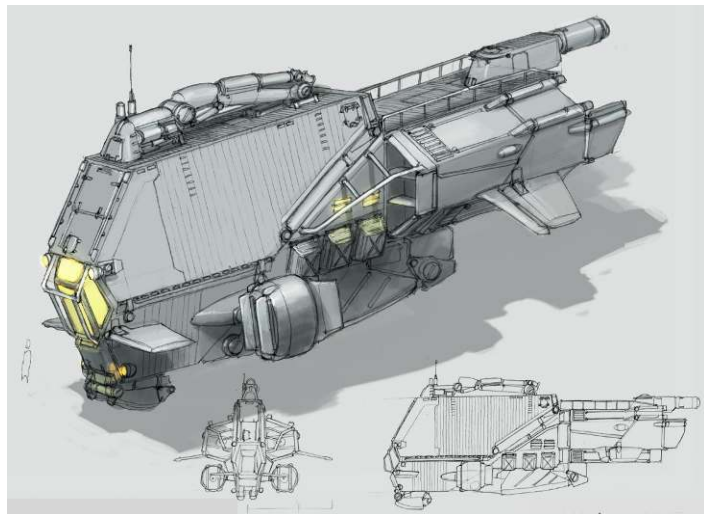
**Spearas Maritime Whaler**  
 50 14/24 3 1400 3 75m<sup>3</sup> +0 150 (7) 0 150 tons 30,000 P3



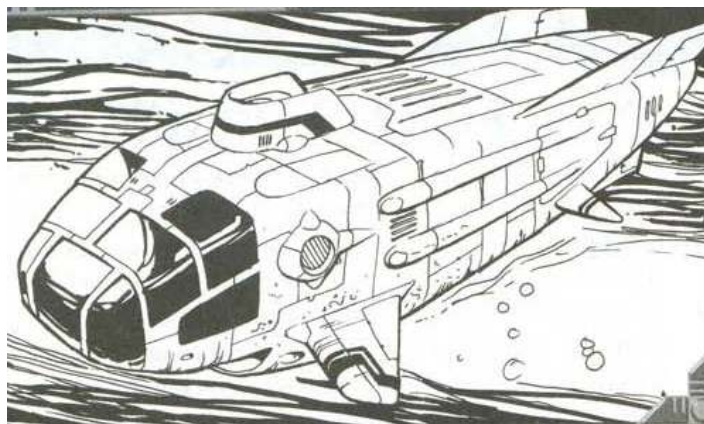
**Samson Marine Tech "Hunter"**  
 50 11/21 3 4000 15 250m<sup>3</sup> +0 500 (25) 0 500 tons 100,000  
 P3

# SUBMERSIBLES

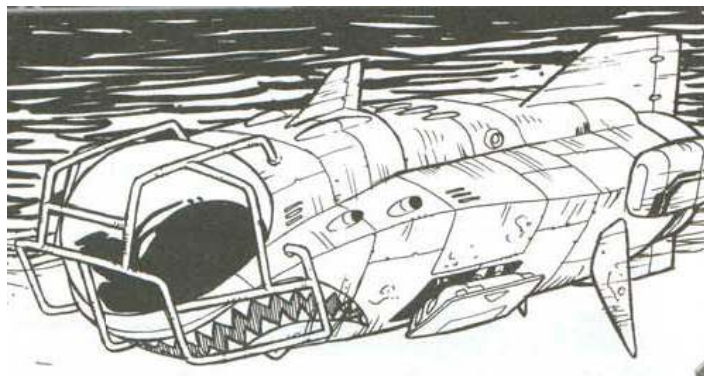
Top Speed Acc/Dec Crew Range/Depth Pass Cargo Man. SDP SP  
 Disp Det Sig Cost Source



**"Pelagic" Mining Sub**  
 33 8/8 1 40 (400m) 0 220kg -3 240 (12) 60 (3) 22 ton -0 -0  
 2.4M SF

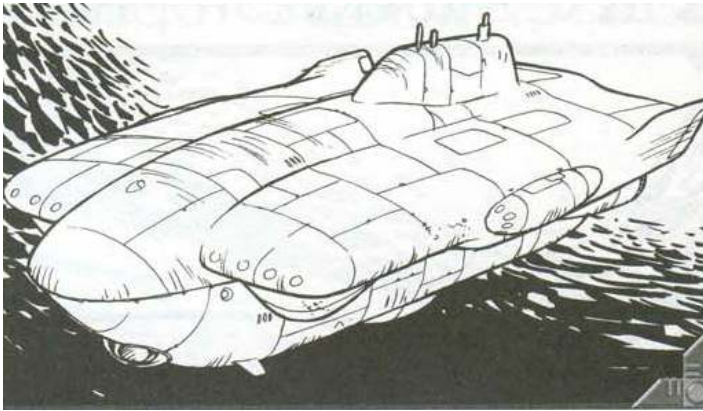


**CINO "Moray"**  
 67 12/12 1 40 (300m) 0 260kg -2 250 (12) 100 (5) 26 ton -  
 0 -2 7.21M SF

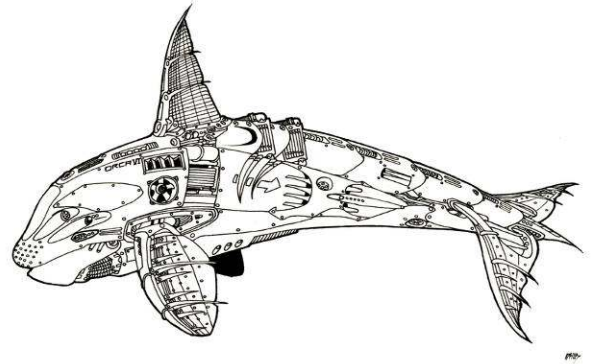


**OTEC "Shark"**  
 56 10/10 1 33 (300m) 0 205kg -2 275 (14) 105 (5) 20.5 ton  
 +1 -1 7.93M SF

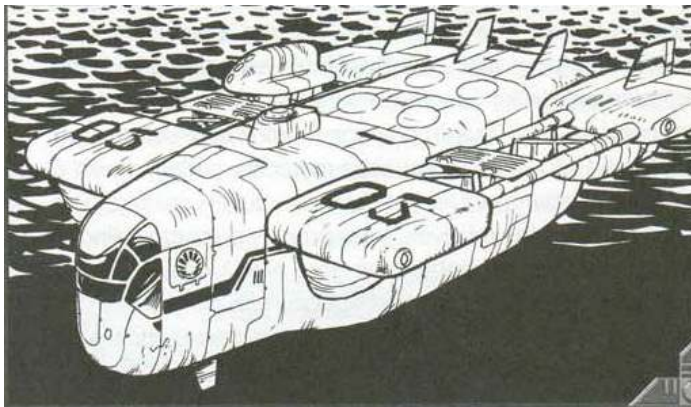




**Hydrosubsidium "Orca"**  
 28 5/5 5 1200 (900m) 15 415kg -6 650 (32) 100 (5) 914 ton +4 -1 18.315M SF



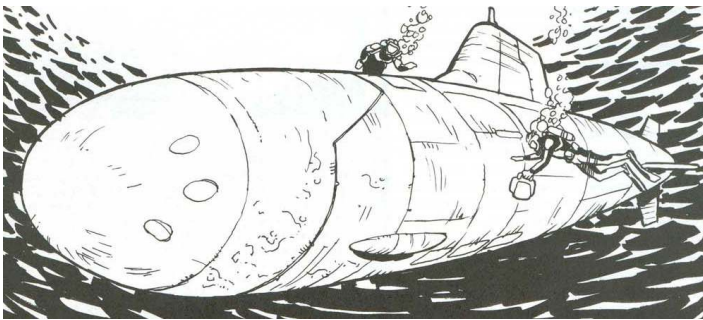
**Prototype Ceta-Sub**  
 50 12/12 1 150 (80m) 1 50kg -1 120 (6) 30 (1) 15 ton -2 -6 expensive SF



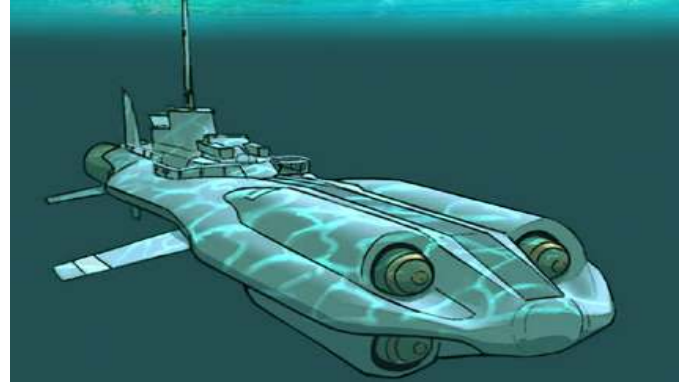
**OTEC "Hammerhead"**  
 33 4/4 8 500 (600m) 15 315kg -5 560 (28) 85 (4) 652 ton +2 -0 4.1M+ SF



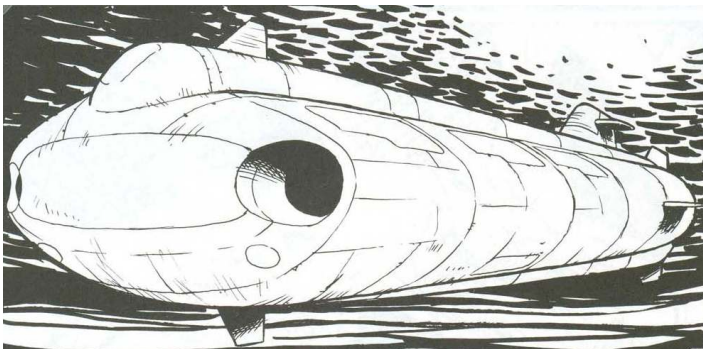
**IEC Container Sub**  
 40 5/30 30+ 5yrs (750m) - 600 tons -2 5000 (250) 80 (4) CB1\*



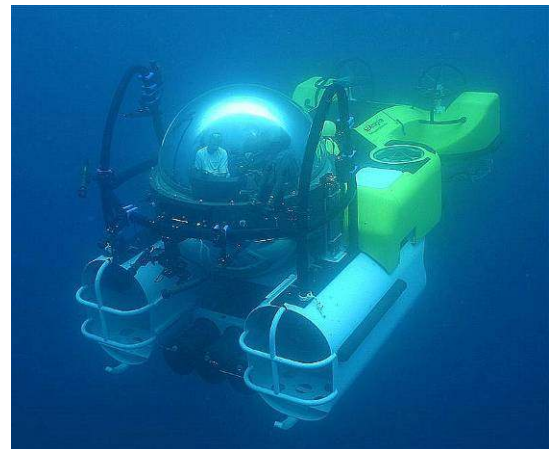
**IEC "Rockfish" Stealth Sub**  
 45 5/5 2 1500 (400m) 10 605kg -2 400 (20) 80 (4) 140 ton +3 -2 10.5M SF



**IEC Tactical Mini-sub**  
 16 5/30 3 1120 6 or 400kg +1 300 (15) 60 (3) CB1\*

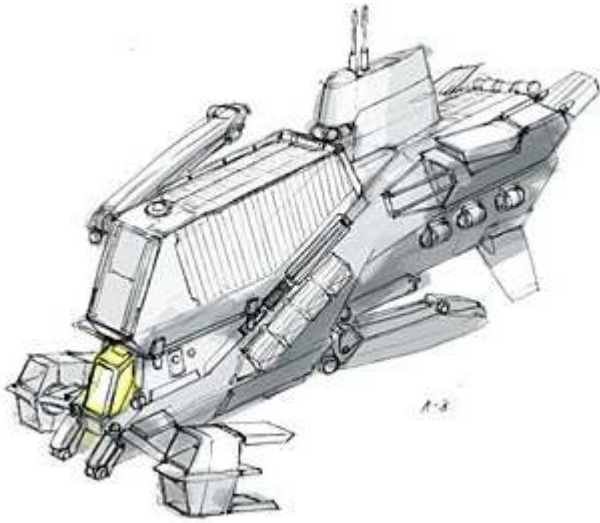


**CINO "RELaCS" Cargo Sub**  
 56 10/10 36 3500 (800m) 4 22,105kg -5 4000 (200) 60 (3) 25k ton +3 +2 30.47M SF

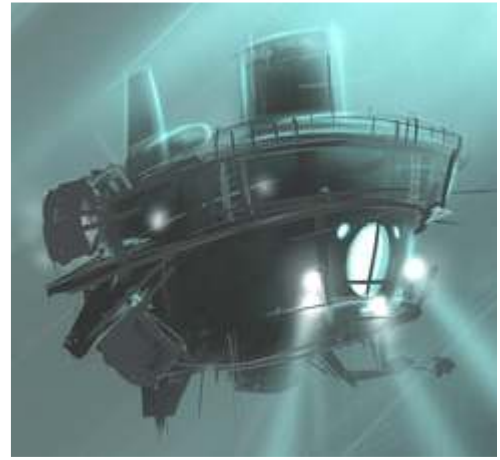


**Shirakawa Type 1**  
 20km 1 12hrs 1 60 (3) 40 (2) CB3\*

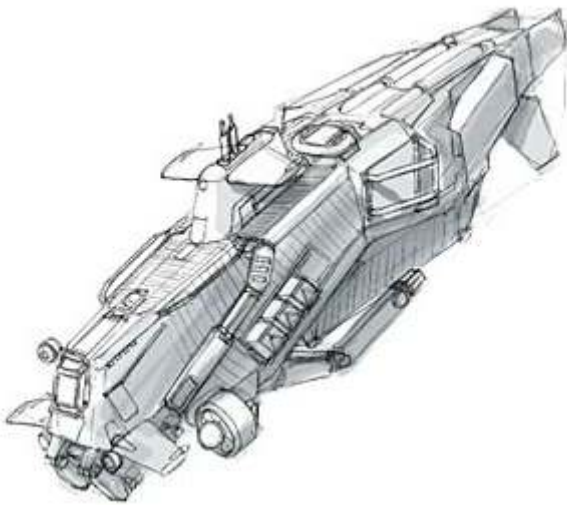




**Shirakawa Type 2**  
16km 1 16-18hrs 5 80 (4) 40 (2) CB3\*



**Aquanox Lamprey**  
70 7/30 2 960 (2200m) 2 0 +3 325 (16) 25 (1) 2.7M SA\*



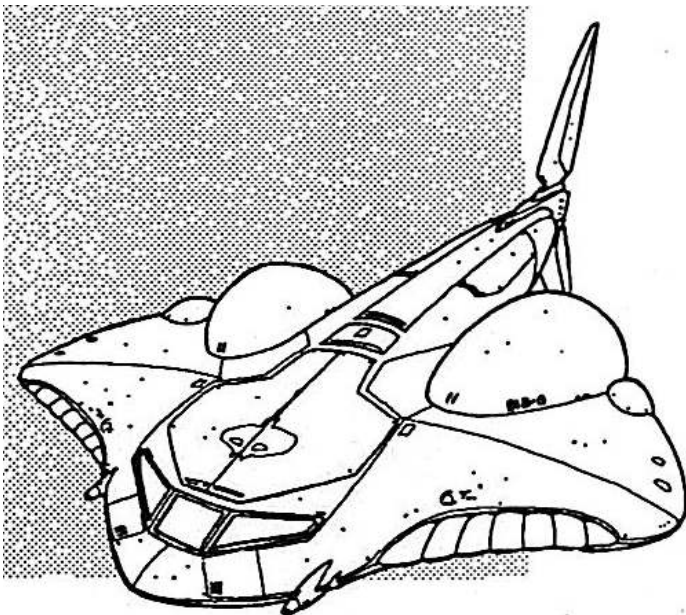
**Shirakawa Type 3**  
16km 2 12-20hrs 10 100 (5) 45 (2) CB3\*



**Cyclocean Cargo Vessel**  
50 5/15 10 6000 (3800m) 0 200 ton +0 500 (25) 50 (2)  
7.5M SA\*

Entries with a '\*\*' next to their listed source were originally presented with limited stats and have been altered to fit within the vehicle creation rules presented in Maximum Metal.

Watercraft presented with limited stats have been altered using the 'Maximum Metal on the High Seas' rules by Dana Jorgensen, in the Neo City netbook.



**Dynalar Manta Cruiser**  
55 6/30 1 1440 (1900m) 4 .5 ton +2 200 (10) 30 (1)  
1,250,500 SA\*

## WEAPON SYSTEMS

### HEAVY WEAPONS

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source

Kendachi Flamer v2

EX +0 N P 3d6x2/1d6x1 8 1 ST 8m 990 MM

Arasaka EMF Launcher

HVY -2 L P 10d10 special 1 1 ST 100m 550 SW

Arasaka EMF Launcher

HVY -2 N P 20d10 special 1 1 ST 100m 1500 SW

5.56mm Machinegun

HVY +1 N P 5d6 (5.56)(B5) 100 10 VR 450m 1200 MM

7.62mm Machinegun

HVY +0 N P 6d6+2 (7.62)(B6) 100 10 VR 500m 1200 MM

12.7mm/50. Machinegun

HVY +0 N R 6d10 (12.7)(B11) 100 10 VR 600m 2000 MM

14.5mm Machinegun

HVY +0 N P 7d10 (14.5)(B13) 100 10 VR 550m 2500 MM

5.56mm Minigun

HVY +0 N P 5d6 (5.56) 1000 100 ST 450m 2000 MM

7.62mm Minigun

HVY +0 N P 6d6+2 (7.62) 2000 100 VR 500m 4000 MM

M-134 Minigun

HVY +0 N P 6d6+2 (7.62) 2000 100 VR 500m 4000 SOF

KA F-253 Flamethrower

HVY -2 N R 2d10 10 1 ST 50m 1500 CP20

Barrett-Arasaka 20mm

HVY +0 N R 4d10@ (20mm)(B4) 10 1 VR 450m 2000

CP20

S-Arasaka Nova Photon

HVY +4 N R 4d10 (laser) 1 1 UR 500m 50,000 SW

Enfield 25mm Cockerill

HVY +1 N R 5d10+10@ (25mm) 12 1 ST 1500m 7400 UK

12.7mm/50. Gatling

HVY +0 N R 6d10 (12.7)(B18) 1000 100 ST 500m 6000

MM

Barrett-Arasaka ET 20

HVY +1 N R 6d10@ (20 ET) 10 1 VR 750m 3800 SOF2

60mm Light Mortar

HVY +0 N P 8d10 (60mm), 5m 1 2 VR 1000m 750 HoB

Colt-Mauser M2X

HVY +0 N R 8d10 (20mm) 8 1 ST 600m 3050 Chr2

Vulcan 20mm Gatling

HVY +0 N R 8d10 (20mm) 1000 100 VR 500m 6000 MM

20mm Machine Cannon

HVY +0 N P 8d10 (20mm) 2300 30 VR 500m 6000 SOF

20-25mm Autocannon

HVY +0 N R 8d10 (20-25)(B14) 100 10 VR 500m 3000 MM

Tsunami Arms Type-17

HVY +1/3 N R 8d10@ (20mm) 12 1 ST 1200m 7500 PAC

Militech Anti-Matter Rifle

HVY 0/+1 N R 9d10 (30mm) 5 1 ST 1600m 6000 Chr2

Militech 7-Barrel Gatling

HVY +0 N R 9d10@ (30 DPU) 1000 100 VR 2000m 10,000

SW

27-30mm Autocannon

HVY +0 N R 9d10 (27-30)(B16) 100 10 VR 600m 4000 MM

30mm Gatling

HVY +0 N R 6d10@ (30 DPU) 1200 30 VR 600m 25,000

MM

Hughes M230B-2

HVY +0 N P 6d10@ (30 DPU) 1200 30 VR 600m 25,000

SOF

37mm LATG

HVY +3 N R 6d10@ (37 DPU) 10 1 VR 800m 10,000 MM

Militech BMFG 30mm

HVY +0 N R 9d10 (30 ET)(B9) 5 1 ST 600m 4500 SW

30mm ET Gatling

HVY +0 N R 9d10@ (30 ET) 1200 30 VR 900m 37,500

SOF2

37mm ETE LATG

HVY +3 N R 9d10@ (37 ETDPU) 10 1 ST 1200m 15,000

SOF2

### GRENADE LAUNCHERS

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source

Militech "Cowboy" U-55

HVY +0 N P (25mm)(B4) 12 3 ST 150m 900 CB2

Militech Mini-GL (Pump)

HVY -1 L C (25mm/10ga)(B4) 4 2 ST 150m 225 Chr1

Militech Mini-GL (Drum)

HVY +0 N P (25mm/10ga)(B4) 16 2 ST 150m 475 Chr1

Tsunami Type-18 AGL

HVY -1 N P (25mm)(B10+) 30 10 ST 200m 2000 PAC

Arasaka WCCA Susano

HVY +0 N P (25mm)(B4/7) 9 2-9 VR 200m 450 SW

Commercial 40mm GL

HVY +0 L R (30-40mm)(B6) 1 1 ST 225m 150 CP20

Mk19 Grenade Launcher

HVY +0 N R (40mm belt)(B12) 50 20 ST 500m SOF

M-32 Auto GL

HVY +0 N R (40mm)(B16-18) 50 20 VR 1600m 2500 HoB

M-205 Underbarrel GL

HVY +1 L P (40mm)(B6) 1 1 VR 200m 250 HoB

M-212 Grenade launcher

HVY +1 N P (40mm)(B6) 8 2 VR 200m 500 HoB

Towa Type-9 GL

HVY +0 N P (40mm)(B6) 8 2 VR 200m 750 PAC

Arasaka Combat 10

HVY +0 N R 8D6 (40mm HE)(B6) 10 1 ST 250m 10,000

MM

### MISSILE / ROCKET WEAPONS

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source

Rostovic Wrist Racate HVY +0 N P 5d6 (30mm) 6 3 ST

250m 380 Chr1

Urban Missile Launcher

HVY +2 L P 4d6 (micromissile) 12 2 ST 200m 900 Chr2

U-barrel Micromissile

HVY +1 L P 4d6 (micromissile) 1 1 ST 200m 200 Chr2

Lance Mini-Missile (50%)

HVY +2 P C 4d6HEAT, 2d6 1 1 UR 300m 100 SOF2

Militech Porcupine Mine

HVY 15 N P 4d6HEAT 400 400 ST 100m 30,000 SW

Militech Porcupine Shell

HVY 15 N P 4d6HEAT 100 100 ST 100m 7500 SW

Militech Porcupine Bomb

HVY 15 N P 4d6HEAT 200 200 ST 100m 15,000 SW

LAW XCL

HVY -1 L P 5d6, 2m (30mm) 3 1 ST 250m 600 I1.2

LAW

HVY -2 L P 4d10HEAT, 2m 1 1 VR 200m 300 MM

Scorpion 16 SAM

HVY -1 N P 7d10, 6m 1 1 VR 1000m 1000 MM

Smart Missile



A 18 N R 8d10+20 1 1 1000m SW  
HLAW  
HVY -2 N P 11d10HEAT, 4m 1 1 VR 200m 800 MM  
Stinger V Missile  
HVY -2/+2 L R 12d10, 10m 2 1 VR 1000m P1  
Milan-C LATGM (1 shot)  
HVY +2 N P 12d10HEAT, 4m 1 1 VR 3000m 3000 UK  
Militech Hotshot LATGM  
HVY +2 N P 12d10HEAT, 4m 1 1 VR 1000m 2500 MM  
Arasaka AP-87 LATGM  
HVY +2 N P 12d10HEAT, 4m 1 1 VR 1000m 2500 SW  
Vehicle-Mounted SAM  
A 15rt N P 15d10, 10m 1 1 VR 5000m 10,000 MM  
Adder Air-to-Air Missile  
A 15rt N P 15d10, 12m 1 1 VR 15km 15,000 MM  
Homing AAMRAM  
A 20r N P 17d10, 12m 1 1 VR 80km 250k MM  
Militech Anvil-2 HATGM  
HVY +2 N P 18d10HEAT, 4m 1 1 VR 3000m 10,000 MM  
Militech Sure-Shot  
HVY +2 N P 18d10HEAT, 4m 1 1 ST 3000m 75,000 SW  
Hellfire Laser-Guided  
HVY var N P 20d10HEAT, 4m 1 1 VR 3000m 10,000 MM  
Militech 4-Pack Missile  
HVY 15 N P 20d10HEAT, 6m 1 1 ST 3000m 11,000 SW  
E-Harpoon  
HVY +1 N R Pen 20 & Special 1 1 ST 500m 10,000 MM  
Militech RPG-A  
HVY -2 N R 6d10HEAT, 4m 1 1 VR 750m 1500 MM  
Militech RPG-B  
HVY -2 N R 9d10HEAT, 4m 1 1 VR 500m 1500 MM  
2" Rocket (100eb)  
HVY -2 N P 6d10, 3m 1-19 1-19 VR 500m 200ea MM  
2.75" Rocket (200eb)  
HVY -2 N P 8d10, 6m 3-19 1-19 VR 500m 500ea MM  
3.5" Rocket (400eb)  
HVY -2 N P 9d10, 8m 3-9 1-9 VR 600m 750ea MM  
5" Rocket  
HVY -2 N P 13d10, 15m 1 1 VR 2000m 1000 MM

#### CANNON

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source  
75mm Recoilless  
HVY +0 N R/P 8d10HEAT, 2m 1 1 VR 500m 15,000 MM  
75mm Cannon  
HVY var N R 8d10, 5m (75mm) 10 2 VR 750m 75,000 MM  
75mm Low Velocity  
HVY +0 N P Var. (75mm) 10 1 VR 600m 100K SOF2  
75mm ET Cannon  
HVY +1 N R 10d10@ (75mmET) 10 2 VR 1000m 115K  
SOF2  
90mm Cannon  
HVY +0 N R 9d10, 6m (90mm) 1 1 VR 750m 150K MM  
90mm Cannon  
HVY +0 N R 9d10, 6m (90mm) 10 2 VR 750m SW  
105mm Recoilless  
HVY +0 N R/P 10d10HEAT, 2m 1 1 VR 800m 30,000 MM  
105mm Cannon  
HVY +0 N R 11d10, 6m (105mm) 1 1 VR 1000m 250K MM  
105mm Cannon  
HVY +0 N R 11d10, 6m (105mm) 10 2 VR 1000m SW  
105mm ET Cannon

HVY +1 N R 15d10@ (105mmET) 1 1 VR 1500m 375K  
SOF2  
120mm Cannon  
HVY +0 N R 12d10, 6m (120mm) 1 1 VR 1250m 500K MM  
120mm Cannon  
HVY +0 N R 12d10, 6m (120mm) 10 2 VR 1250m SW  
120mm ET Cannon  
HVY +0 N R 19d10@ (120mmET) 1 1 VR 1900m 750K  
SOF2  
140mm Cannon  
HVY +0 N R Var. (140mm) 1 1 VR 1500m 1M MM  
140mm ET Cannon  
HVY +0 N R 24d10@ (140mmET) 1 1 VR 2250m 1.5M  
SOF2

#### RAILGUNS

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

#### INDIRECT FIRE / ARTILLERY

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source  
Militech Backpack Mortar  
HVY 17 N P 7d6/3d6 (40mm) 20 1/3 ST 500m 1250 SW  
MRL 70mm Artillery  
HVY -3 N P 8d10, 6m 40 spc 500m 9500+ SW  
60mm Mortar  
HVY +0 N P 8d10, 5m 1 2 VR 2000m 750 MM  
80mm Mortar  
HVY +0 N P 9d10, 6m 1 1 VR 3500m 1500 MM  
120mm Mortar  
HVY +0 N P 13d10, 6m 1 1 VR 6000m 5000 MM  
105mm Howitzer  
HVY +1 N P 11d10, 6m 1 1 VR 17km 100K MM  
150mm Howitzer  
HVY +1 N P 13d10, 6m 1 1 VR 24km 150K MM  
200m Howitzer  
HVY +0 N P 28d10, 8m 1 1/2 VR 20km 250K MM  
Militech Man-Pack  
HVY 15 N P 13d10, 15m 1 1 VR 2000m 1500 SW  
5" Rocket (1000eb)  
HVY -2 N P 13d10, 15m 1 1 VR 2000m 500 MM  
230mm Rocket (2500eb)  
HVY +0 N P 4d10HEAT, 45m 12 12 VR 28km 175K MM

## **ORTILLERY / SATELLITE WEAPONS**

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source

### **CH-19 Sniper**

- "Frag" HVY 95% N R 10d6\*, 50m 10 1 ST 130mi 900K  
SW

- "Crowbar" - - - - disables vehicle 40% 10 - - - - -

- "Bomb" - - - - 5d10, 20m (3 floors) 10 - - - - -

## **STATIC & AUTOMATED DEFENCES**

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source

### **APEX Mobile Defense**

HVY spec N P 2d6+4 (9mm LC) 400 40 ST 200m 10,000  
Chr1

### **Arasaka WXA Sentry**

HVY +0 N R 6d6+2 (7.62mm) 500 20 VR 400m 3000 CB1

### **ADA Gun**

HVY 14/+0N P 12d10HE 1200 30 VR 600m SW

### **Missile Launchers**

HVY 12/-1 N P 7d10, 6m 8 2 VR 500m SW

### **Anti-Air Missiles**

HVY 20 N P 8d10 2 1 VR 1000m SF

### **Multi-Purpose Missiles**

HVY 15 N P 8d10 2 1 VR 500m SF

### **Anti-Air Missile Battery**

HVY 20 N P 8d10 4 1 VR 2000m SF

## **SUBMARINE / STATIC UNDERWATER WEAPONS**

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source

### **Multi-Torpedo Platform**

HVY 15/+2N P 9d10AP (3000m) 3 1 VR 1km 10000 SF

### **Smart Torpedoes**

HVY 8/+1 N P 12d10 1 1 VR 3.2 mi SF

### **HEAT Subrocs**

HVY +0 N P 10d10HEAT 100 10 VR 800m SF

### **Militech AHUCS**

HVY +0 N P 10d10~ 60 10 VR 850m SF

### **AMC Guided Torpedoes**

HVY 10/+2N P 30d10 (3 attempts) 2 1 VR 30 mi SF

### **Torp-Launcher**

HVY 8/+0 N P 30d10 10 1 VR 20 mi SF

### **Underwater Mine**

HVY +0 N P 15d10 1 1 VR 50m SF

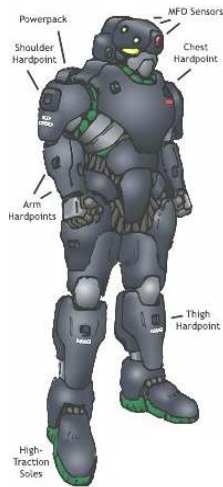
### **AP Torpedo Launcher**

HVY 15 N P 8d10 (2500m) 4 1 ST 1 km SF



# POWERED ARMOR

SIB DFB REF STR Punch Crush Kick Tough Head/Arms Legs Torso  
SP Total Weight

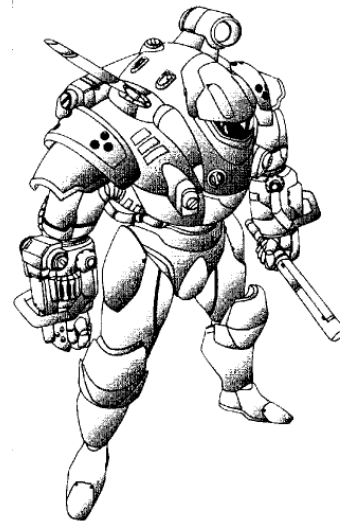


Army General Unit

- 12A2 Grunt +0 +2 +1 25 3d10 4d10 5d10 -7 6 12  
18 40 885kg 139,400 HoB

Raven Microcyb Pit Viper

+0 +2 +0 16 2d10 3d10 3d10 -5 4 8 12 30 350kg 26,000  
SOF2

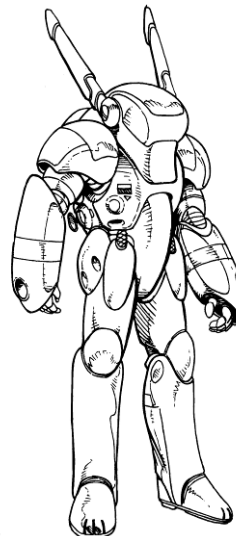
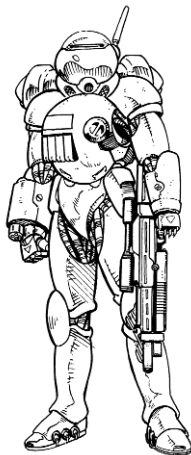


Arasaka Type-17K "Guardian"

+5 +2 +1 25 3d10 4d10 5d10 -7 6 12 18 25 440kg 76,260  
Chr3

Raven Microcyb Hooded Viper

+3 +3 +2 16 2d10 3d10 3d10 -5 4 8 12 30 350kg 48,000  
SOF2

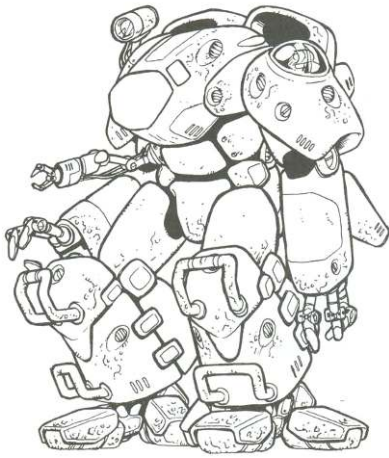


Orbital Air/Raven Microcyb Spider

+4 +3 +2 27 3d10 4d10 4d10 -7 7 13 20 40 620kg 789,830  
MM

Dynalar/Zetatech Grasshopper

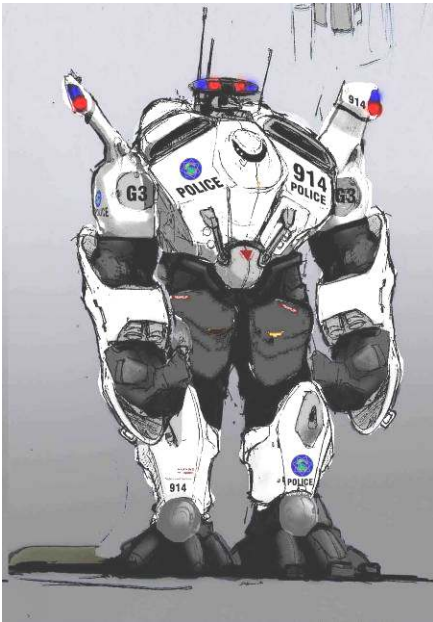
+2 +2 25 3d10 4d10 5d10 -7 6 12 19 30 462kg 54,742 MM



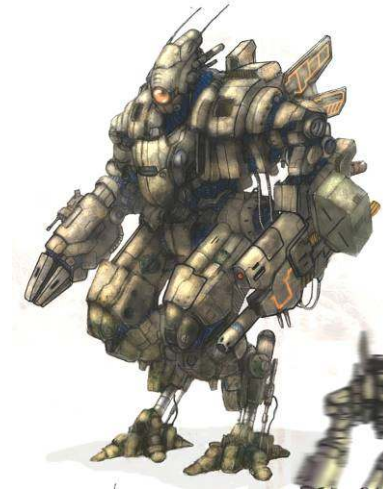
**Hydrosubsidium "Gorgon"**  
 28 3d6-1 -7 7 14 21 35 621kg 78,912 SF



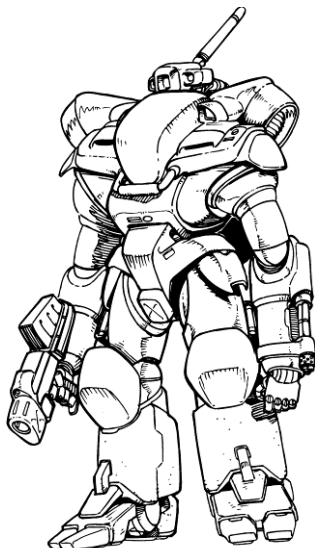
**Militech War Commando**  
 +3/4 +3 35 4d10 5d10 6d10 -9 9 18 27 65 951kg 116,000 SW



**Militech & TT Tb/0 "Lifeline"**  
 +3 +2 +1 30 4d10 5d10 6d10 -8 7 15 22 40 699kg 99,000 Chr3



**USAF General EVA Unit**  
 - 12NT +3 +2 35 4d10 5d10 6d10 -9 9 18 26 40 824kg 211,600 HoB

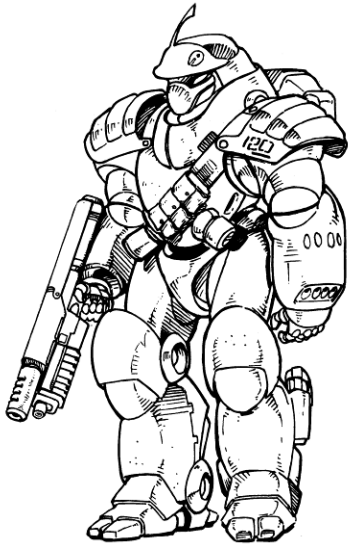


**Militech Commando**  
 +3/4 +3 35 4d10 5d10 6d10 -9 9 18 27 65 945kg 108,306 MM



**Amphib Unit AAU-3A2 Landshark**  
 +1 +2 35 4d10 5d10 6d10 -9 9 18 26 65 934kg 137,000 HoB

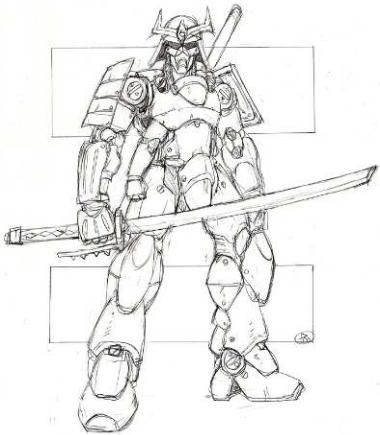




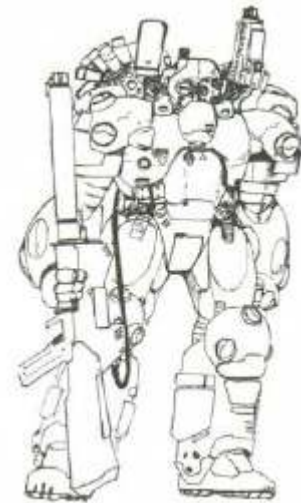
**Arasaka Standard B, Mohanjin-B**  
 +1 +2 37 4d10 5d10 6d10 -9 10 19 26 50 691kg 89,050  
 MM



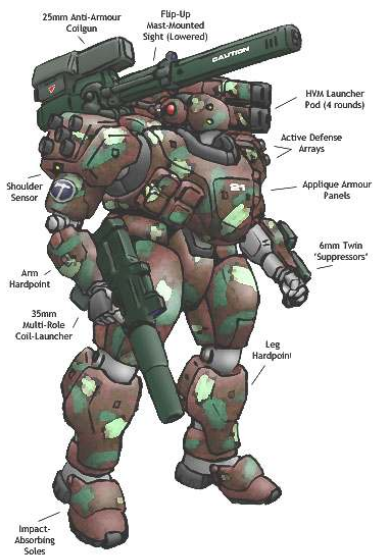
**Chiba Custom "Superjack"**  
 +4 +3 +2 40 4d10 5d10 7d10 -10 10 20 30 50 881kg  
 2.16M SOF2



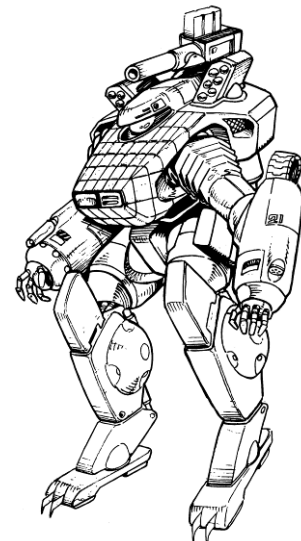
**Arasaka Standard C, Mohanjin-C**  
 +3 +3 +2 37 4d10 5d10 6d10 -9 10 19 26 50 705kg  
 100,000 SW



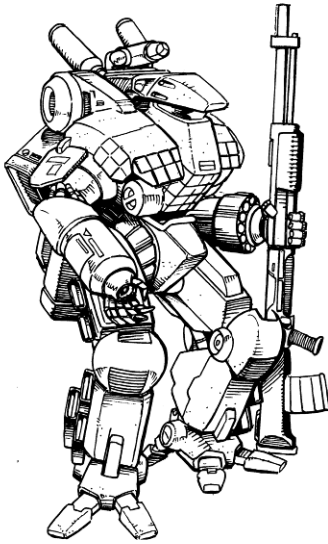
**Raven & Tsunami Arms Magus**  
 +4 +3 +2 40 4d10 5d10 7d10 -10 10 20 30 65 920kg  
 1,447,530 SW



**Army Gun Unit - 10D Pigman**  
 +0 +2 +1 40 4d10 5d10 7d10 -10 10 20 30 40 1566kg  
 246,700 HoB



**Mexican Metals Nemesis Assault**  
 +3 +3 45 5d10 6d10 7d10 -11 11 22 34 80 1481kg  
 146,693 MM



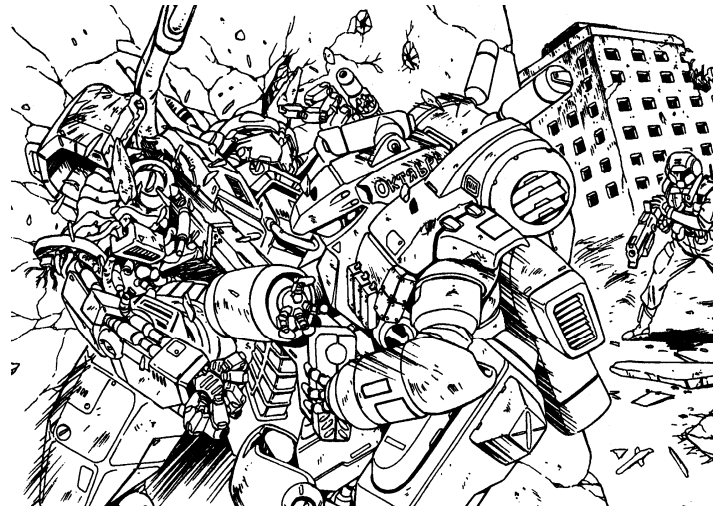
**Russian Arms Boris**  
 +1 +2 50 6d10 7d10 9d10 -12 12 25 37 65 1235kg  
 116,027 MM



**Russian Arms Bombardier**  
 +2 +3 +1 52 6d10 7d10 9d10 -12 13 26 39 80 1340kg  
 208,367 SW



**Arasaka "Daioni" PA Conversion**  
 +6 +3 52 6d10 7d10 9d10 -12 13 26 39 80 1120kg  
 810,000 SW



## ACPA MELEE

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
 Rel. Range Cost Source

### ACPA Punch

Punch +0 - - (STR/9)d10 - 2 - 1.2m - MM

### ACPA Kick

Kick -1 - - (1.5xPunch)d10 - 2 - 1.2m - MM

### ACPA Crush

HH +0 - - (Punch+1)d10 - 1 - 1m - MM

### Climber Claws

MEL +1 N C 1d10\* + Fist/Kick - 2 VR 1.5m 1000 MM

### 2 Handed Pointed

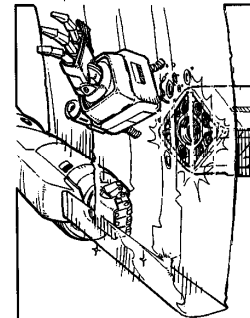
MEL +0 N C 3d6+Fist 1/2SP 1/4P - 1 50% 5m 225 MM

### 1 Handed Blunt

MEL +0 N E 4d6 + Fist - 1 15% 2m 200 MM

### 1 Handed Blade

MEL +1 N E 4d6~ + Fist - 1 10% 2m 550 MM



### Mono PA Sword

MEL +1 N R 4d6# + Fist - 1 30% 2m 2000 MM

### 2 Handed Blade

MEL -1 N C 6d6~ + Fist - 1 10% 3m 1000 MM

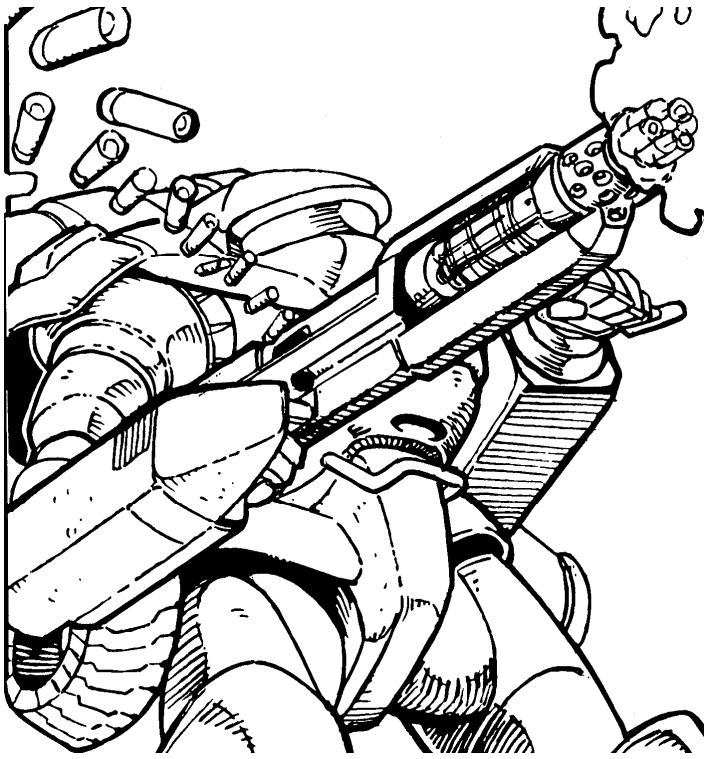
### 2 Handed Blunt

MEL -1 N E 6d6 + Fist - 1 15% 3m 500 MM

### Large Power Saw

MEL -2 N P 8d6~ (1/3SP) - 1 VR 2m 1250 MM





## ACPA WEAPONS

### SMALL ARMS

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source

#### Auto-Flechette Pistol

P +2 J P 1d6x1d6\* 100 1/3/30 ST 200m 900 MM

#### 12-Gauge Pistol

P -2 J/L P 4d6 (12ga)(B12) 9 2 ST 30m 1000 SOF2

#### 10-Gauge Pistol

P -2 L P 5d6 (10ga)(B15) 9 2 ST 30m 1200 SOF2

#### "Big Boomer"

P +1 L P 5d6@ (.477) 8 2 VR 100m 550 MM

#### 14mm Pistol

P +0 L P 6d6 (14mm) 20 2 ST 75m 2260 MM

#### MO Big Government

P +0 J P 6d6 (14mm)(B12) 13 2 VR 60m 2000 SOF2

#### MO Hellbringer .666

P +1 J/L P 7d6+3 (.666)(B15) 3 1 VR 80m 4000 SOF2

#### 5.56 caseless SMG

SMG +1 L/N P 5d6 (5.56)(B10) 50 25 VR 200m 1200 SOF2

#### Malorian 3600 Super

SMG +0/-1 L P 6d6 (14mm)(B11) 20 1/3 VR 50m 3000 SOF2

#### Arasaka Rage 15mm

SMG -1/-2 L P 4d10+3 (15)(B15) 20/50 10 VR 100m 4500 SOF2

#### Militech M-31PA Rifle

RIF +2 N P 4d6 300 1/3/30 ST 400m 1800 MM

#### Micro-Missile Launcher

HVY +2 L P 4d6, 2m 8 2 ST 200m 900 MM

#### "Dragon" Flamer

HVY +0 L P 3d6/1d6 8 1 ST 8m 990 MM

## ACPA WEAPONS

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source

#### ONI Autoshotgun

SHT +0 P 4d6+3 (10ga) 180 5/20 VR 75m 1350 MM

#### Tsunami Arms Helix

SHT +0 N P 5d6 (10ga)(B18) 60 43 VR 60m 3000 SOF2

#### United Arms CLAW

SHT +1 N R 8d6 (4ga)(B11) 28 1/4 VR 60m 1600 SOF2

#### 5.56mm Lt Machinegun

HVY +1 N P 5d6 (5.56) 100 10 VR 450m 1200 MM

#### 5.56mm Minigun

HVY +1 N P 5d6 (5.56) 1000 100 ST 450m 2000 MM

#### 7.62mm Lt Machinegun

HVY +0 N P 6d6+2 (7.62) 100 10 VR 500m 1200 MM

#### 7.62mm Minigun

HVY +0 N P 6d6+2 (7.62) 2000 100 ST 500m 4000 MM

#### G-20 Caseless 10mm

HVY +0 N P 8d6 (10mm) 200 20 VR 600m 3000 MM

#### HIVE 10mm Gatling

HVY +0 N R 5d10@ 2400 60/120 ST 500m 12,500 MM

## ACPA BEAM WEAPONS

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source

#### Painting Laser

HVY +3 N C NA NA NA VR LOS 1000 MM

#### "Photon" Laser Cannon

EX +2 N R 1-10d6AP 30 2 UR 300m 80,000 MM

## ACPA HEAVY MACHINEGUNS & RIFLES

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source

#### 12.7mm Assault Rifle

RIF +1 N P 6d10 (12.7)(B12) 50 10 VR 400m 2000 SOF2

#### 14.5mm Assault Rifle

RIF +1 N P 7d10 (14.5)(B14) 50 10 VR 400m 2500 SOF2

#### 12.7mm Machine Gun

HVY +1 N P 6d10 (12.7mm) 100 5/10 VR 550m 2000 MM

12.7mm Gatling  
HVY +0 N P 6d10 (12.7mm) 500 100 VR 500m 6000 MM

13.9x99mm Hvy Rifle  
HVY +2 N R 6d10+5 (13.9mm) 60 3 ST 600m 2400 MM

14.5mm Machine Gun  
HVY +0 N P 7d10 (14.5mm) 100 3/5 ST 550m 2500 MM

BRG-15  
HVY +1 N R 7d10 (15mm) 100 10 VR 650m 2800 MM

### ACPA CANNON

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source

4mm Railgun  
HVY +3 N R 5d10+10EAP 5 1/2rnd ST 1500m 11,370 MM

EMG-83 Improved Railgun  
HVY +2 N R 5d10+10EAP 10 1 ST 1000m 17,500 MM

Deathwind Railgun  
HVY +3 N R 5d10+10EAP 30 2 VR 1250m SW

BCL-20 Light Cannon  
HVY +1 N P 8d10 (20mm) 20 2 VR 550m 2700 MM

20-25mm Autocannon  
HVY +0 N P 8d10 (20-25mm) 100 10 VR 500m 3000 MM

BHC-G8 30mm Rifle  
HVY +0 N P 9d10 (30mm) 10 1 ST 600m 3500 MM

27-30mm Autocannon  
HVY +0 N P 9d10 (27-30mm) 50 10 VR 600m 4000 MM

LATG 37mm  
HVY +3 N P 6d10@ (37DPU) 10 1 VR 800m 10,000 MM

60mm Mortar  
HVY +0 N P 8d10 (60mm) 6 2/1 VR 2000m SW

75mm Recoiless HVY +0 N R 8d10@ (75mm) 4 1 VR  
500m 15,000 MM

### ACPA GRENADE LAUNCHERS

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source

Tsunami 25mm  
GL HVY +0 N P (25mm) 20 1/3/5 ST 1500m 1700 MM

Arasaka Tsunami  
HVY +0 L P (25mm HP)(B11) 6 1 ST 200m 1250 SOF2

40mm Auto-GL  
HVY +1 N P (40mm) 50 3/20 ST 1600m 2500 MM

30mm Auto-GL  
HVY +0 N R (30mm) 30 1/10 ST 1300m 2000 MM

30mm HiVel Auto-GL  
HVY +0 N P (30mm)(B12) 25 15 VR 300m 2000 SOF2

Super Rakate  
HVY +0 N P 5d6, 3m 8 1-8 ST 300m 700 MM

Saucer Shooter  
HVY -1 N P 2d6+3 30 1 ST 250m 1500 MM

EMP Grenadier  
HVY +0 N R Special 5 1 ST 300m 2000 MM

### ACPA ROCKETS & MISSILE

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source

IFAR  
HVY -2 N R 8d10, 6m 1 1 ST 500m 200 MM

IFAR 3-Pod  
HVY -2 N R 8d10, 6m 3 1-3 ST 500m 2100 MM

IFAR 6-Pod  
HVY -2 N R 8d10, 6m 6 1-6 ST 500m 4200 MM

Mini-Roc 6  
HVY -2 N R 6d10, 3m 6 1-6 ST 500m 1800 MM

Mini-Roc 15C  
HVY -2 N R 6d10, 3m 15 1-15 ST 500m 4500 MM

LAW-III  
HVY -2 N P 4d10HEAT, 2m 1 1 VR 200m 300 MM

Light ATGM  
HVY +2 N P 12d10HEAT, 4m 1 1 VR 1000m 3000 MM

Militech Spectre ATGM  
HVY 15o N P 18d10 HEAT, 4m 1 1 VR 3000m 10,000 MM

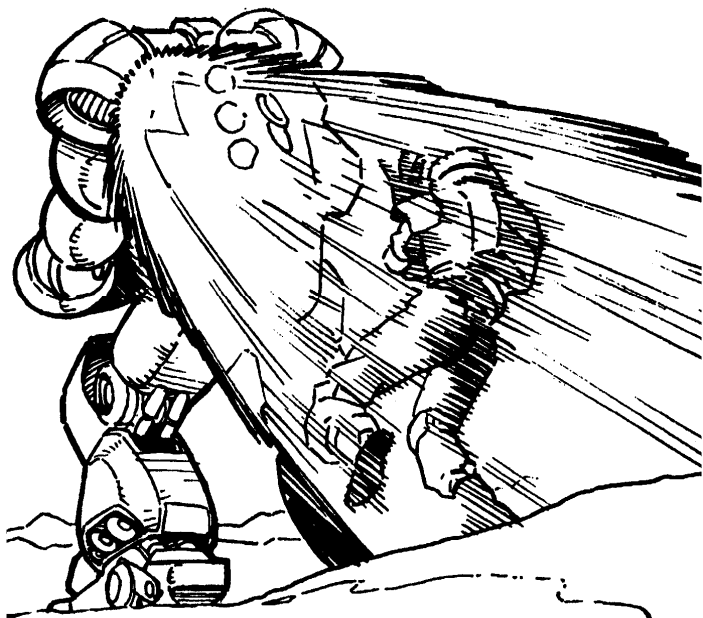
Scorpion 16 SAM  
HVY -1 N P 7d10, 6m 1 1 VR 2000m 1000 MM

Scorpion 16 Backpack  
HVY -1 N R 7d10, 6m 3 1 VR 2000m 4800 MM

Red Knight SAM  
HVY 15t N P 10d10, 10m 1 1 VR 4500m 4600 MM

Arasaka ACPA Bazooka  
HVY -1 N P 20d10HEAT, 4m 1 1 VR 350m SW





### ACPA SCATTER PACKS

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source

#### BSP Smoke Pellets

HVY +3 N P 5 min cloud 1x50 1d6 VR 50m 300 MM

#### BSP Paint Pellets

HVY +3 N P varies 1x50 1d6 VR 50m 300 MM

#### BSP Pyrotechnic Pack

HVY +3 N P 20% chance 1d6 1x50 1d6 VR 50m 300 MM

#### BSP Rubber Pellets

HVY +3 N P 1d10 stun 1x50 1d6 VR 50m 300 MM

#### BSP Phosphorous

HVY +3 N P 1d6 x 3 rounds 1x50 1d6 VR 50m 300 MM

#### BIM Minelet Volly

HVY +3 N P 4d6 (1) 1x50 1d6 VR 50m 1000 MM

#### BSP Delayed Minelets

HVY +3 N P 4d6 (1) 1x50 1d6 VR 50m 300 MM

#### BFC-3 Fletch Cloud

HVY +9 N P 1d10@ (1) 1x288 4d6 VR 30m 300 MM

#### BFCWA Cloud

HVY +5 N P 2d10@ (2) 1x144 2d6 VR 30m 300 MM

#### BFC-2 Fletch Cloud

HVY +6 N P 2d10@ (2) 1x144 3d6 VR 25m 300 MM

#### Ripple Fletch Pack

HVY +4 N P 3d10@ (3) 6x24 2d6 VR 15m 500 MM

#### BFC-4 Fletch Cloud

HVY +3 N P 4d10@ (4) 1x72 1d6 VR 20m 1200 MM

### ACPA UTILITY PACKS

Name Type WA Con. Avail. Damage(Ammo)(BodMin) #Shots ROF  
Rel. Range Cost Source

#### BOM Wire Obstacle

HVY -1 N P 1d6x1d6 (4m<sup>3</sup>) 1 1 VR 5m 100 MM

#### BPL Plastic Obstacle

HVY +0 N C .5m/rnd movement 1 1 VR 10m 10 MM

#### BLP Breech Spray

HVY -1 N P 3kg C-6 1 1 VR 2m 300 MM

#### BSS Silicon Spray

HVY -1 N C 3kg glue 1 1 VR 5m 30 MM

#### BES Epoxy Spray

HVY -1 N C 3kg epoxy 1 1 VR 2m 30 MM

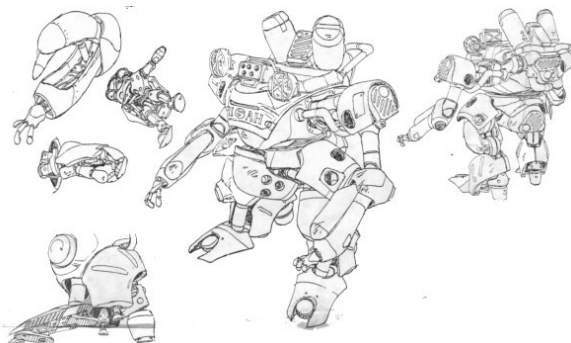
## WORKING ASSISTANT DROIDS (WADS)

SIB DFB REF STR Punch Crush Kick Tough Head/Arms Legs Torso  
SP Total Weight



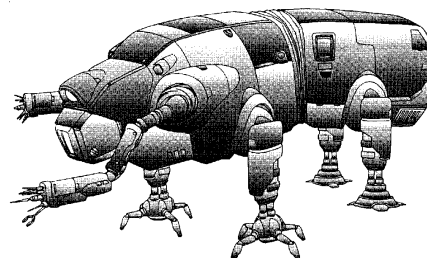
#### Duroi/Janvier "Frelon"

(MA 4) +3 +2 +0 r 30 3-2d10 3-4d10 - -8 5-8 8 22 30  
543kg 67,280 Chr3



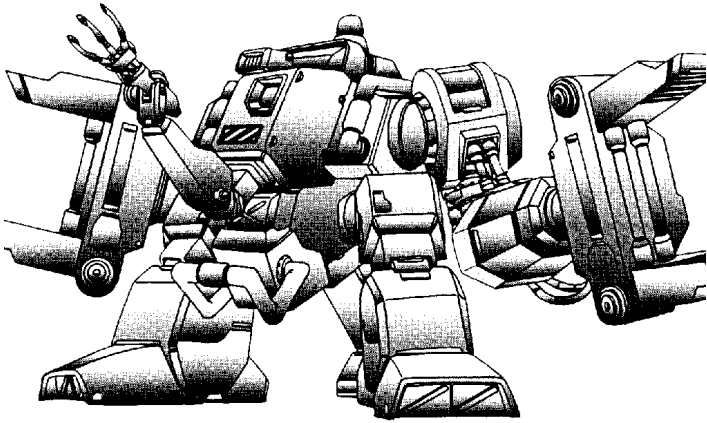
#### Fiat "Nova"

(MA 5) +2 +1 -3 r 40 4d10 5d10 7d10 -10 10 20 30 25  
443kg 78,390 Chr3



#### IEC "Newport Mk. II"

(MA 4) +3 +2 +0 cl 25 3d10 4d10 5d10 -7 7/13 13 19 0  
322kg 56,440 Chr3



**Duroi/Janvier "Scarabee"**  
 (MA 5) +1 +1 -3 cb 30 3d10 4d10 5d10 -8 8 16 24 25  
 482kg 76,640 Chr3

**WADS**  
 Extra Limbs ..... 10%frame  
 Android Control Circuits .....  
 500eb/limb  
 WAD Controller ..... 1000eb

## REMOTES / ROBOTS

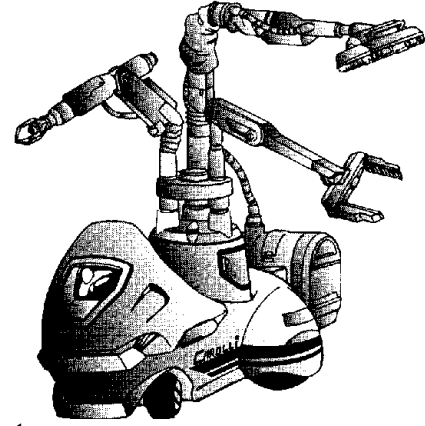
Top Speed A/D Cont. Range Options Included Man. SDP SP Mass  
 Cost Source



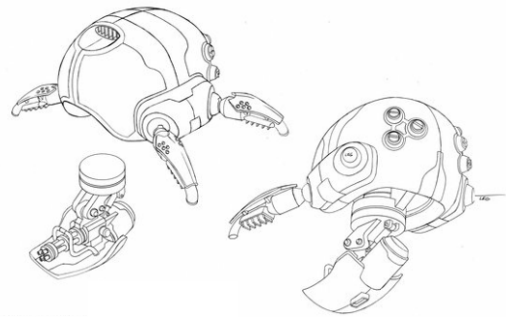
**Brandt-Neumann Washbot**  
 - I Home Washes glass and tiles - 4 2 1.5kg 425  
 Chr 3



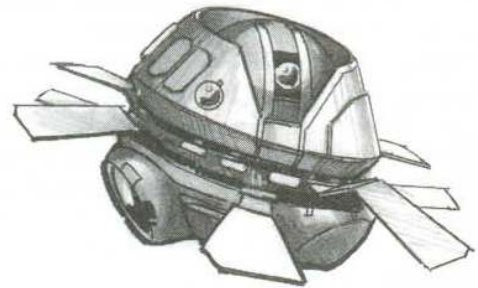
**Carolli M-bot**  
 - I Home Cleans an entire flat - 10 3 12kg 1150  
 Chr 3



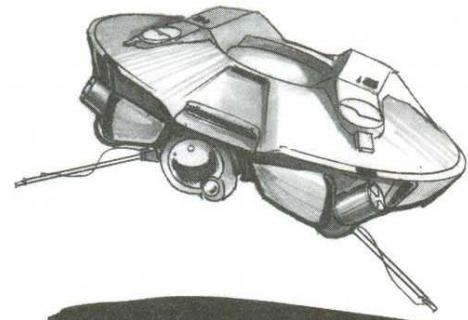
**Carolli V-bot**  
 - I Home Smart vacuum cleaner - 9 3 6kg 650  
 Chr 3



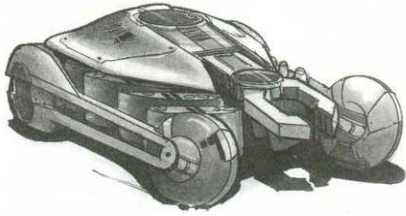
**"Deathdrone" Assassin (air)**  
 MA 8 - R/I 6km, 8hr REF 8, Aware/Weapon +6 -3 5 5 -  
 10,000 SF



**Bell "Minibee" Rotorcraft (air)**  
 100 mph - R 20miles IR, TH, LL, AD, 10xT, 1kg cargo -2  
 3 0 5kg, 30cm 2500 SW

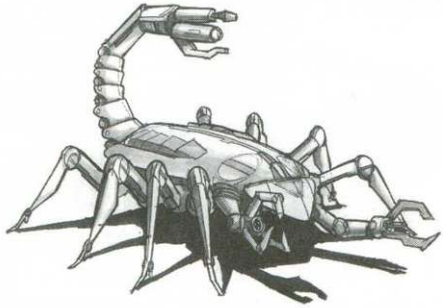


**Microtech Attack Drone (air)**  
 40 mph - R 20miles TH, LL, AD, 10xT, 2xGRL -2 5 0  
 15kg, 1m 3500 SW



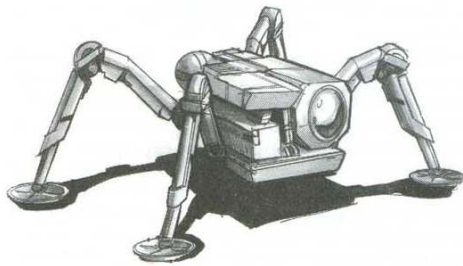
**Militech M-010 Minelayer**

- 1 - 10AP mines, stealth, cameleon - - - 10+10kg  
10,000 SW



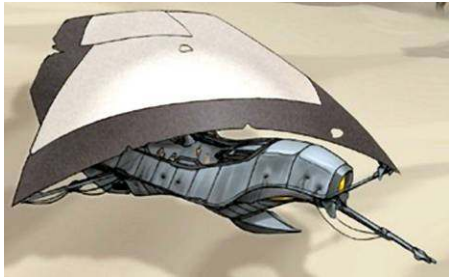
**Microtech "Scorpion" Remote**

MA 8 - R 300m IR, LL, AD, MS, claws, small -1 8 2 -  
15,000 SW



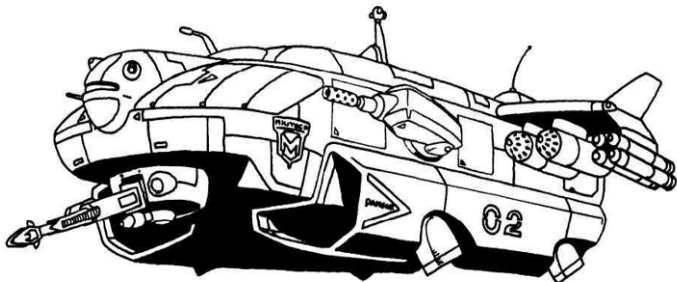
**Microtech Grid Bug**

MA 1 - R 100m IR, MS, int plug, small -2 1 0 - 9000 SW



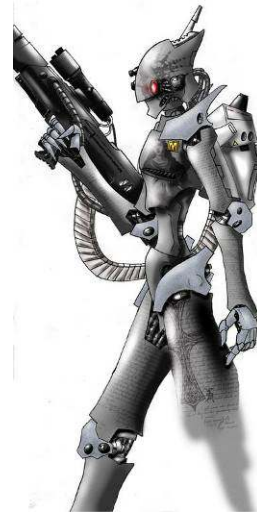
**Bulldog RPV (air)**

25 mph 5/5 R 100 +0 5 0 20kg 1000 Neo



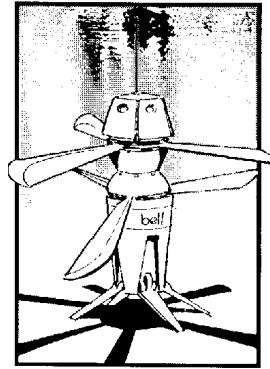
**AVD - Aerodyne Vehicle Drone**

500 mph 75/75 R/I 800 IR, LL, IE, TH, TS, EMG85, 15mm  
MGs +3 100 (5) 50 (3) 4 tons 9M SOF2



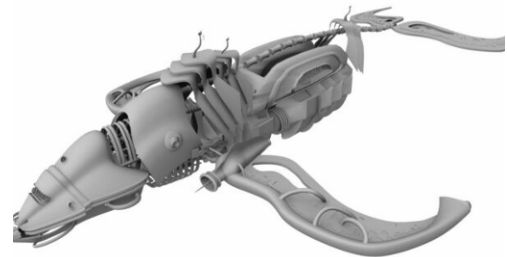
**Adrek "Lawdog" RAPD-1**

20 mph - R/I 100km REF 6, 2 arms (40), 4 legs (35,  
SP15) +0 40/50 30 375kg 125,000 SOF2



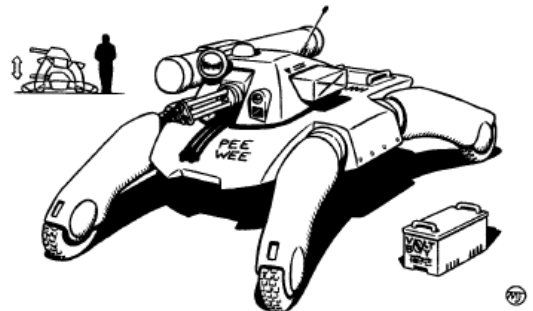
**Bell "Bumblebee" Rotorcraft**

120/MA15 5/5 R 250miles IR (+2 Aware), SMG or HVY +5  
-2 25 6 35kg 4000 Chr 2



**Bell "Aquabee" Subaquatic**

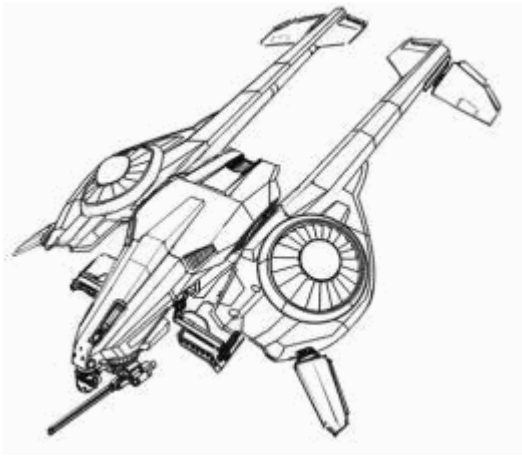
20 mph 5/5 R 2miles IR (+2 Aware), SMG or HVY +5 -2  
25 6 35kg 4000 SA



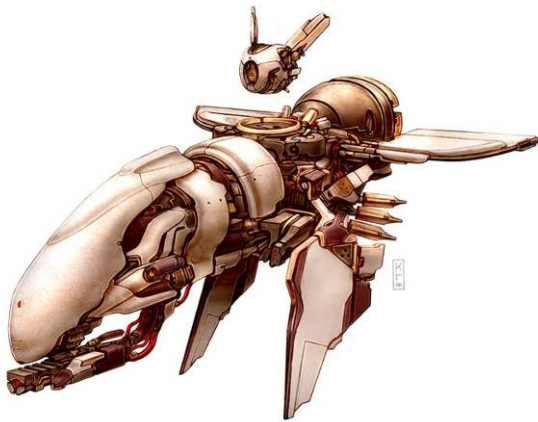
**Mitsubishi "Rover" Wheeled**

45 mph - R/I -3 35 20 60kg 9000 Chr 2





**Militech RPV-400 Trilrotor**  
210 mph 10/10 R 450miles +2 65 25 - 150,000 Chr 2



www.keiththompsonart.com

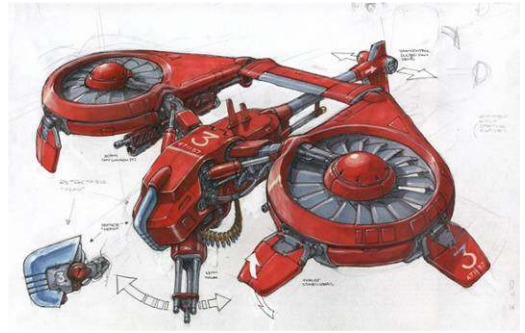
**Constitution Arms Hummingbird**  
30 mph 5/5 R 10km M.SMG, Paint Laser +0 15 20 - VF



**Pesthunter Remote**  
MA 3 - I Stealth 10, Tranq Gun 15, Notice 18 - 5 15 - ECO



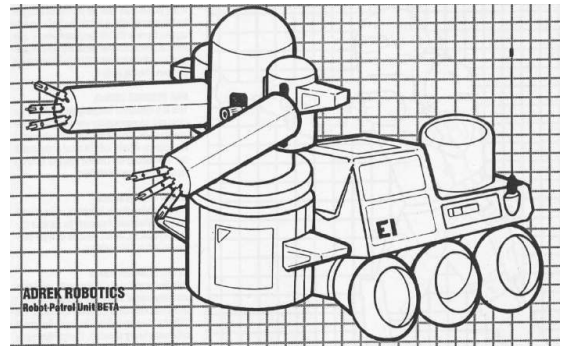
**Pseudo Dragon (air surveillance)**  
35 mph 5/5 R 30km, 6hr Vid Cam, Boom Mike, -2 to hit  
+0 4 2 5kg 800 P&S



**Oracle (air surveillance)**  
35 mph 5/5 R/I 60km, 10hr 4 Vid Cams, 4 Mikes, -1 to hit  
+0 8 4 6kg 1500/1700 P&S



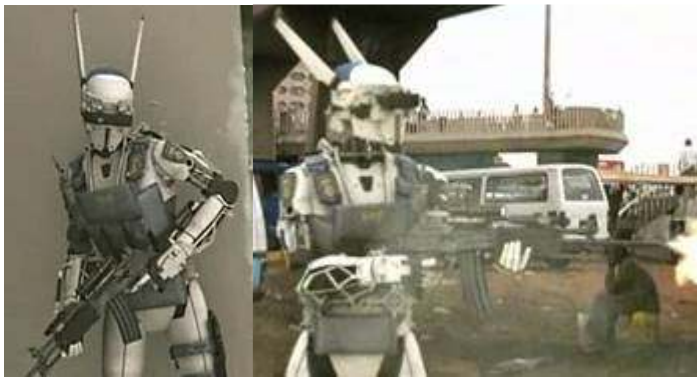
**H-7 Hazardous Material Handling**  
30 mph - R 20km +0 35/40 35 600kg 50,000 P&S



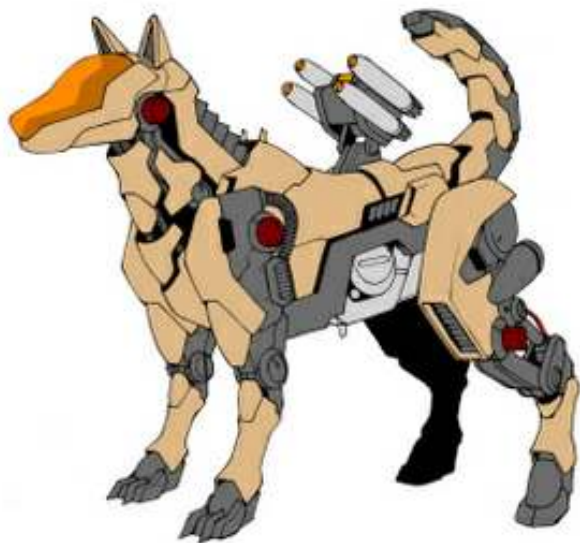
**Adrek Robot Patrol Unit Alpha**  
30 mph - R 80km Taser, Needle, Paint gun +0 40/50 20  
120kg 75,000 P&S



**Adrek Robot Patrol Unit Beta**  
25 mph - R 80km K&K MPK9, +4 ext mts +0 35/45 25  
300kg 95,000 P&S



**Adrek Robot Patrol Unit Gamma**  
 20 mph - R 80km H&K 2013, MPK11, Rips +0 40/50 25 -  
 105,000 P&S



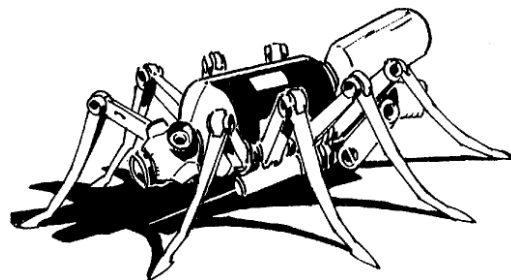
**Lawtech Police Robohound**  
 MA 20 - I REF 10, BOD 10, Bite 4D6AP - BOD10 20 -  
 3625 P&S



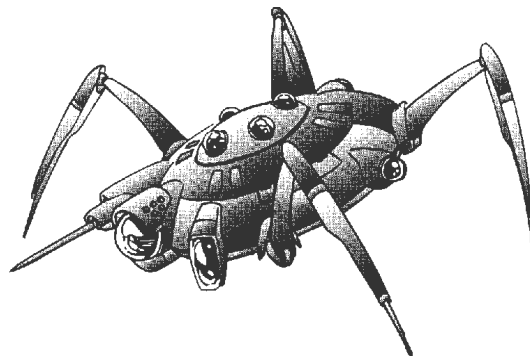
**Bumblebee Drone**  
 200 mph - R 300miles 4 Missiles, Light Machine Gun +0  
 100 40 - 1,000,000 TCB

# CYBERFORMS

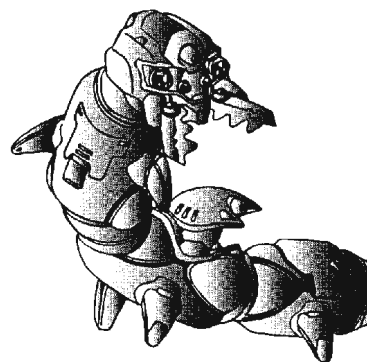
Top Speed A/D Cont. Range Options Included Man. SDP SP Mass  
 Cost Source



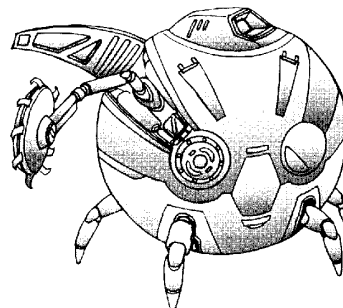
**Arasaka RDAK Spy/Assassin Remote**  
 MA 12 - CC/R 300m, 5hr INT 7, Needler, Melee +3,  
 Stealth +7 -1 10 10 - 12,000 Chr 2



**Mini-Cyberform A-2 "Tarantula"**  
 MA 10 - CC 4km, 8hr INT 7, REF 8, Needler +2 +0 6 6 -  
 4000 Chr 3



**Mini-Cyberform B-2 "Centipede"**  
 MA 8 - CC 4km, 30day INT 7, REF 10, Air Gun +3, Micro  
 Mis +0 15 15 - 10,000 Chr 3



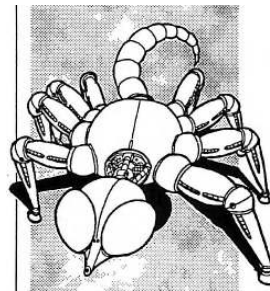
**Mini-Cyberform A-3 "Beetle"**  
 MA 5 - CC 10km, 30d INT 7, REF 10, Laser/Saw +2 +0 10  
 10/30 - 10,000 Chr 3





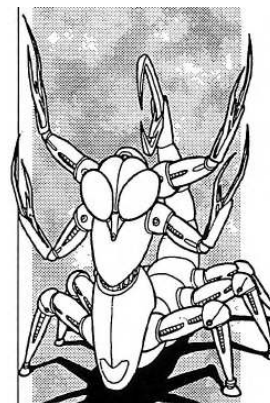
**Adrek 100 Series Humanoid**

**MA 15 - CC 144 hrs INT 6, REF 12, BOD 10, rippers, rifle - 30/40 25 - 118,000 SOF2**



**Arach-Mk 2**

**MA 12 - CC - INT 2, REF 7, BOD 8, tail 1d6 +0 16 3 5 lbs 10,000 MJ2**



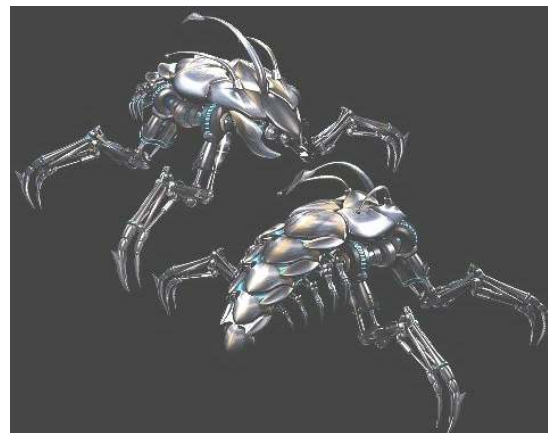
**Arach-Mk 4**

**MA 10 - CC - INT 4, REF 9, BOD 10, claw 1d6/2+2 +2 30 4 95 lbs 15,000 MJ2**



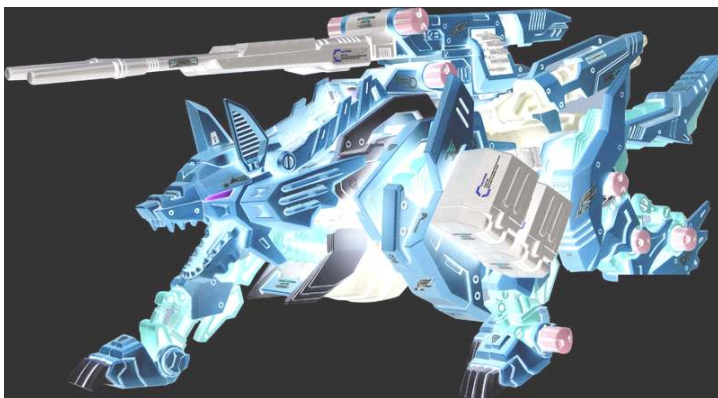
**Chacmool Security Cybercat**

**MA 16 - CC 72 hrs INT 4, REF 11, BOD 5, claws, rifle - 15/20 12 - 62,000 SOF2**



**Arach-Mk 7**

**MA 4 - CC - INT 6, REF 7, BOD 12, polymer spray +3 48 5 295 lbs - MJ2**



**Adrek "Max" Police Dog**

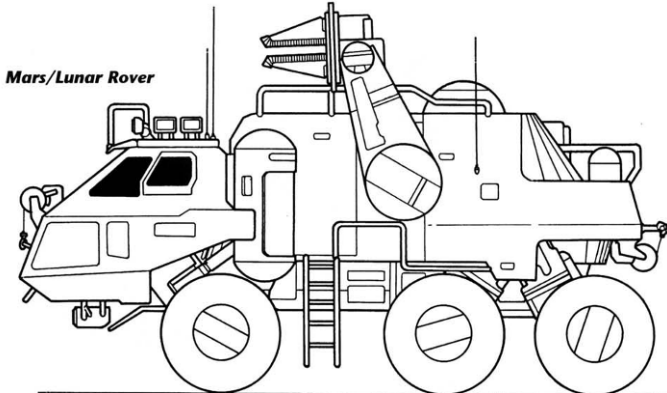
**MA 14 - CC 72 hrs INT 4, REF 11, BOD 5, claws, 2 SMGs - 15/20 12 - 62,000 SOF2**

**Control System: R=Remotely controlled, I=Independent CPU operation, CC=Ceretronic core (SOF2, pg.73)**



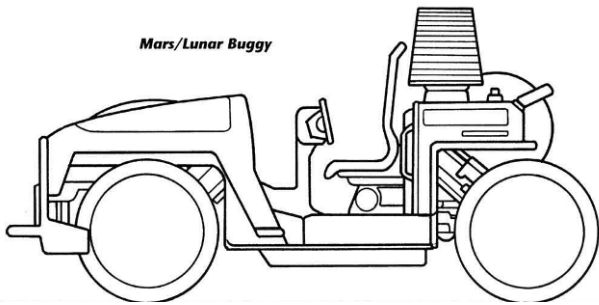
# SPACE SURFACE VEHICLES

Vehicle Top Speed Acc/Dec Crew Range Passengers Cargo Man.  
SDP (Body) SP (Armor) Mass Cost Source



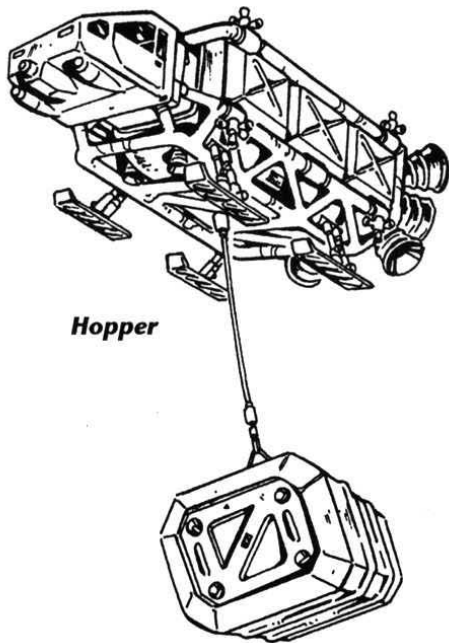
Mars/Lunar Rover

Lunar Rover  
50/60 2 310/373 20 or 2000kg 20 6-50 150,000 DS  
Mars Rover  
37 2 497 20 or 1000kg 30 10-40 150,000 DS



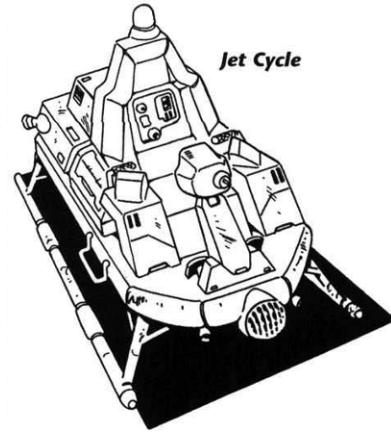
Mars/Lunar Buggy

Lunar Buggy  
19 1 93 1 100kg 10 3 5000 DS  
Mars Buggy  
16 1 31/22 1 100kg 14 5/15 6500 DS



Hopper

Hopper  
75 1 248, 4 burn 3 1500kg ext 15 0 350,000 DS

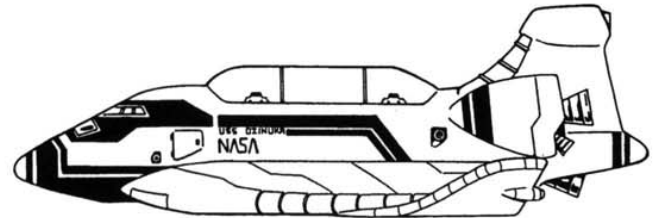


Jet Cycle

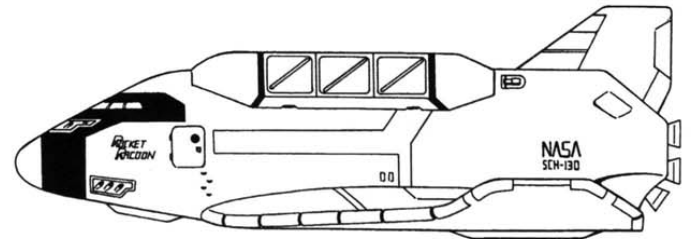
Jet Cycle  
186 1 1863 1 None 8 0 2000 DS

# SPACECRAFT

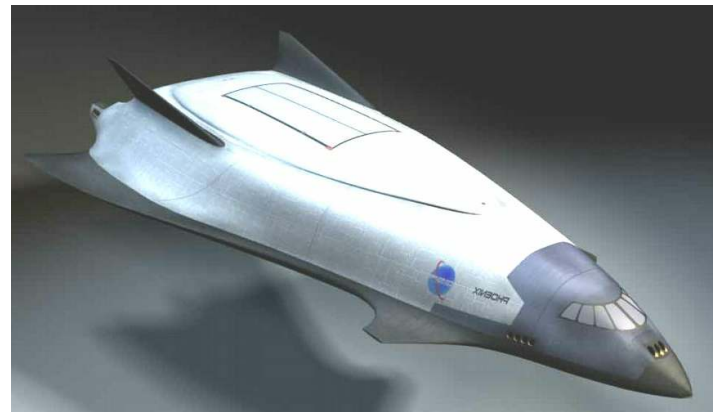
Crew Pass Drive Burns Power Sensors Comp Cargo Actions Weaps  
SP DP OKP Cost Source



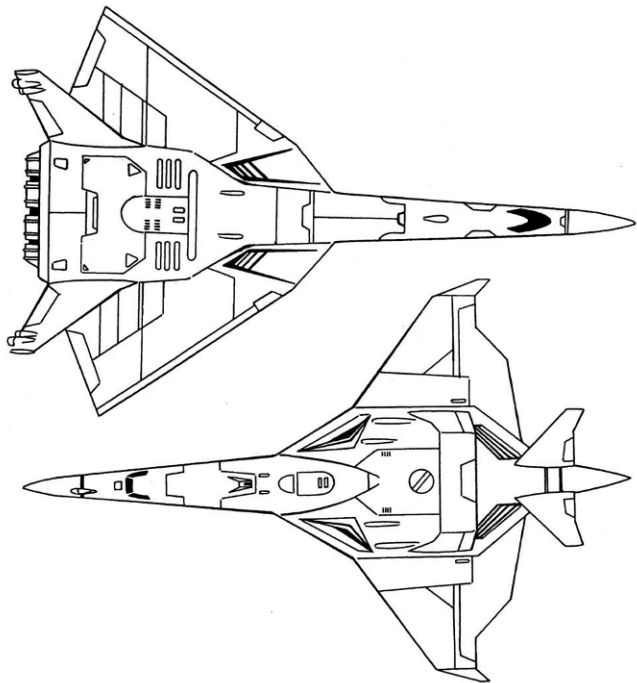
Shuttle II  
2 0 C 10 B, FC 50% 3 200m<sup>3</sup>, Flitter 2 6 2 12 4 200M DS



HL-25 Shuttle  
2 2 C 5 B 50% 2 50m<sup>3</sup> 2 4 1 7 3 100M DS



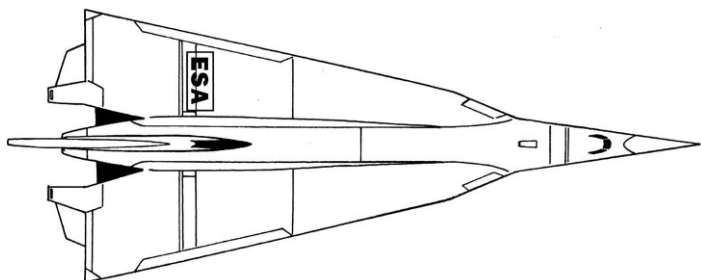
Hermes I-b Shuttle  
2 12 C 5 B 50% 2 20m<sup>3</sup> 2 4 1 7 3 120M DS



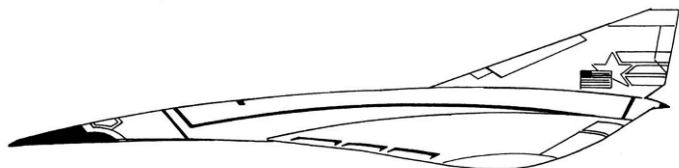
**Delta**  
1-2 0 C 7 B, FC 55% 2 2m<sub>3</sub> 2 8 1 5 2 80M DS



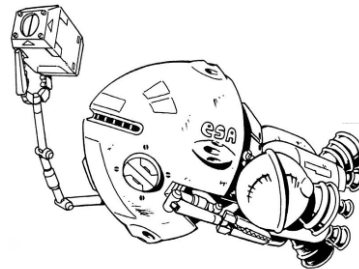
**Luna Landers**  
2 6 C 8 B, FC 50% 2 15m<sub>3</sub> 1 3 2 5 3 50M DS



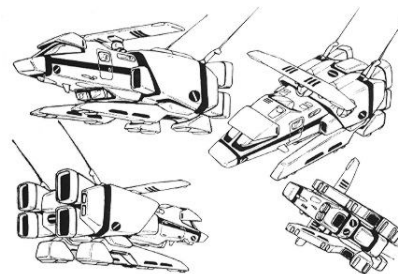
**Ariès II Spaceplane**  
5 48 C 8 B, FC 50% 3 30m<sub>3</sub> 3 4 0 7 3 350M DS



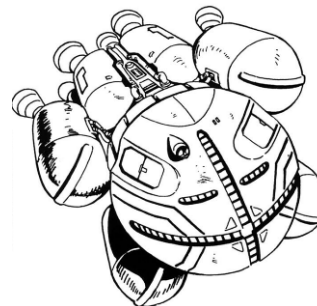
**TAV-12 Spaceplane**  
3 4 C 8 B, FC 50% 3 30m<sub>3</sub> 3 4 0 7 3 220M DS



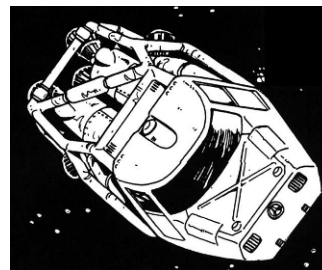
**Cargo OTV**  
2 1 C 10 B, FC, S 50% 2 (10MU) 2x30m<sub>3</sub> 1 3 1-3 5 3 40M DS



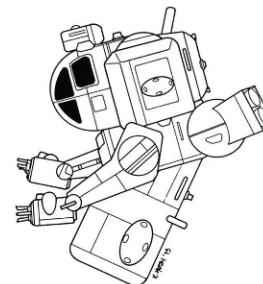
**Passenger OTV**  
4 16 C 10 B, FC, S 50% 2 (10MU) 2x10m<sub>3</sub> 1 0 1-3 5 3 50M DS



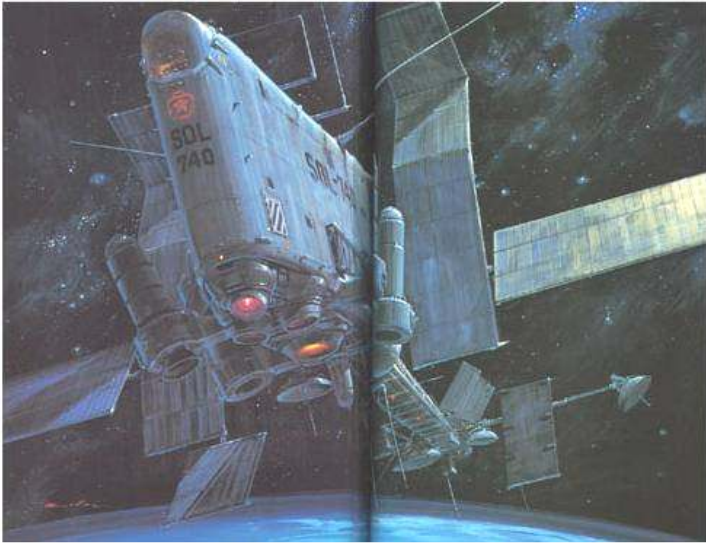
**Deep Space OTV**  
2 16 C 10 B, FC, S 50% 2 (10MU) 10m<sub>3</sub> 1 0 2-4 7 4 70M DS



**Flitter**  
2 2 C 3 B 30% 1 (10MU) 4m<sub>3</sub> 1 0 0 3 1 10M DS

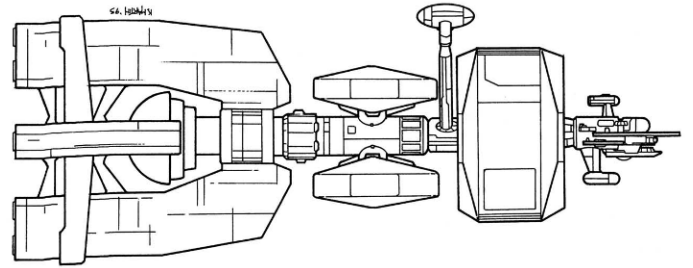


**Work Module**  
1 0 C 2 B, S 30% 1 4m<sub>3</sub> 1 1 1 4 2 5M DS



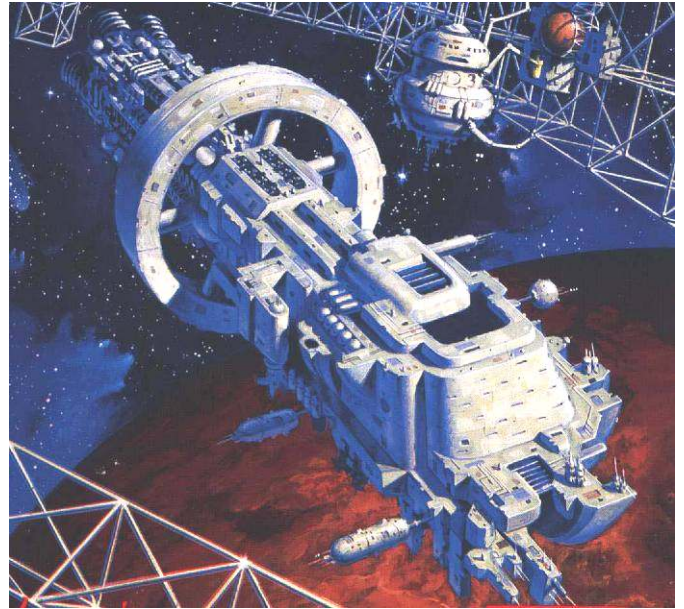
**Battle Satellite**

0 0 C 3 B, S 65% 2 None 1 10 4 6 2 40M DS



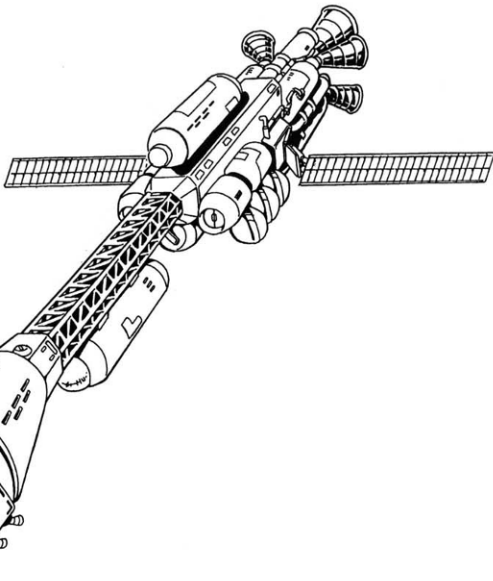
**Clipper**

2 2 C, N 6, 12 B, FC, S 60% 2 50m<sup>3</sup>, 1 OTV 2 0 0 6 2 70M DS



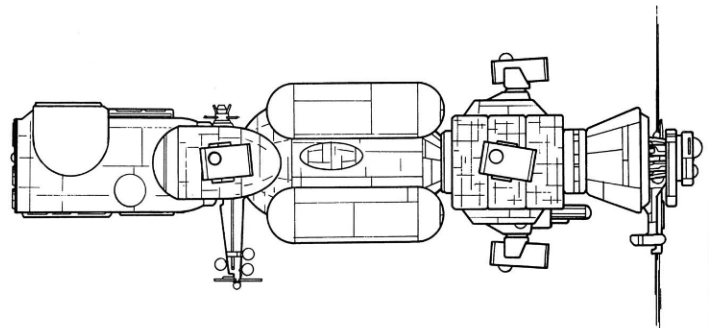
**Carrier**

6 6 C, N 6, 12 N, FC, S 80% 3 125m<sup>3</sup>, 6 Delta 4 7 3 15 4 1400M DS



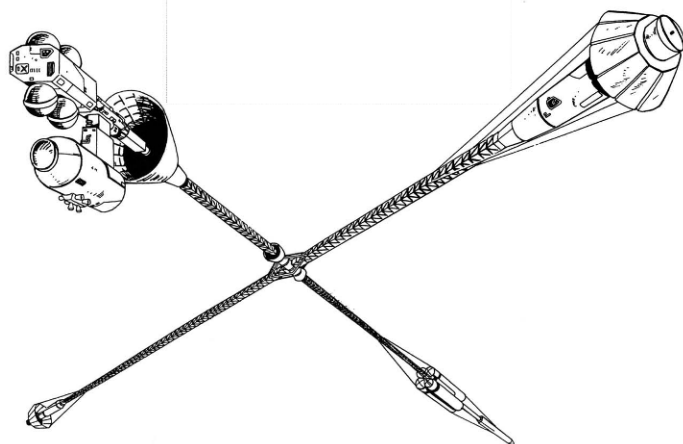
**Deep Space Explorer**

8 60 C, N 8, 12 N, S, FC 90% 5 113m<sup>3</sup>, 4 craft 3 0 0 15 6 2500M DS



**Gunship**

8 4 C, N 8, 15 B, N, S 80% 4 200m<sup>3</sup>, 4 Delta 6 14 4 20 7 2500M DS



**Cyclo (one half)**

4 20 C, I 6, 2 B, S 60% 3 1000m<sup>3</sup>, 6 craft 2 0 0 8 4 250M DS

Drive Type Power Type

C Chemical engines N Nuclear reactors

I Ion engines S Solar power

N Nuclear engines BS Brayton solar dynamic generators

S Solar dynamic drives FC Fuel cells

L Lightsails B Batteries

A Anti-matter engines



## VEHICLE ALTERATIONS

Name Avail. Cost Spaces Description Source

### Added Structure

C x2 SDP - Increases maximum SDP by 25% MM

### Weaker Structure

C - - Minimum SDP is decreased by 50% MM

### Added Top Speed

C 25% b 5% 10% increase in Top Speed (max +100%) MM

### Lowered Top Speed

C -10% b -10% 10% decrease in Top Speed MM

### Boosted Acceleration

C 5% b - 10% increase in Acceleration (max +100%) MM

### Heavy-Duty Breaks

C 5% b - 25% increase in Deceleration (max +100%/+50% aircraft) MM

### Better Handling

C +50% b - +1 Maneuver (max +3) MM

### Off-Road Capability

C +15% - Can be operated off-road at 1/3 top on-road speed MM

### Cargo Capacity

C - - Each 10% cargo, subtracts 10% Speed (max 50% mass) MM

### Aircraft Cargo Capacity

C - - Each 33% cargo, subtracts 10% Speed MM

### Truck Mass Rating

C - - Each 10% mass rating, subtracts 20% Speed (max +20%) MM

### Additional Range

C - 10% 33% increase in range MM

### Shortened Range

C - -10% 33% decrease in range MM

## ARMOR

Name Avail. Cost Spaces Description Source

### Composite Armor

R 400% b 0 +25% SP, 1/2 shaped charges MM

### IR Baffling

P 10%-25% b 0 Reduces IR signature MM

### Reactive Armor

P 1% b 0 2-10 =1/2 penetration MM

### Stealth

R 1,000% b 1/8 Absorbs radar MM

### Puncture-proof Tires

P 1 SDP 0 1/2 vehicles SDP and SP Chr3

### Bulletproof Glass

C 200/side 0 SP15 Chr3

## ENVIRONMENT

Name Avail. Cost Spaces Description Source

### Amphibious Modification

P 50% b 2 Floats at 1/10th speed MM

### Crash Control Systems

E 250/person 0 SP40 vs collision MM

### Damage Control

P 100% 1/10 6-10 system undamaged MM

### Ejection Seats

C 1000/seat 0 100m MM

### Ejection Seat w/o chute

C 750/seat 0 100m MM

### Civilian Environment Cont.

E 500 0 Controls heat, humidity, but no filters or gas protection SOF2

## Environment Control

E 2500 1 Air tight plus filtration MM

### Fire Extinguisher

C 500 1 Prevents vehicle catching on fire MM

### External Foam Cannon

C 1000 2 30 shots, 50m range MM

### External Water Cannon

C 750 5 30 shots, 50m range, BOD 15+ to stand MM

### Life Support System

C 500 1 4 man hours, air and water tight MM

### Wet Bar

E 500 1 MM

### Fold-Down Bed

E 250 1 2 people, 1/2 space +100 eb per person MM

### Jacuzzi

E 2,500 3 Holds 2 people MM

### Seat Massager

E 200 0 MM

### Mini-Galley

E 1,000 2 MM

### Toilet

E 500 1 Chr4

### Shower

E 500 2 Chr4

## COMMUNICATIONS

Name Avail. Cost Spaces Description Source

### Cellular Phone

E 500 0 Regular cellphone with longer range (20km) MM

### Laser Communicator

P 7,000 0 Line of sight untappable communication MM

### Radio

E 200 0 80km MM

### Long Range Radio

E 1,000 0 500km MM

### Military Radio

P 2,500 0 500km, only jammed on a 1D10 roll of 4-10 MM

### Satellite Uplink

C 5,000 1 Can uplink directly to a comms satellite MM

### Scrambler

C 500 0 Allows coded communication MM

### Computer Decoder

P 500 0 Provides scrambler combination 20% of time MM

### Loudspeaker

E 250 0 Mounted externally, 5 SDP SOF2

### Armored Loudspeaker

E 400 0 Mounted externally, 20 SDP SOF2

## ELECTRONICS

Name Avail. Cost Spaces Description Source

### "AI" Robotic Control

R 1,000,000 1 1D10+15+Modifiers MM

### Auto-Pilot

C 250 0 Drive/Pilot roll 1D10+5 MM

### Cybernetic Linkage

C 40% total 0 +2 to control and combat rolls, -1 per extra action MM

### ECM 100m

P 500,000 1 Jams civilian radar and radio automatically, for... MM

### ECM 500m

P 1,000,000 1 ...Military radar and radio roll 1D10/turn,  
 4-10: jammed MM  
 ECM 1,000m  
 R 2,000,000 2 Also jams radar-guided missiles, +15  
 difficulty to hit MM  
 ECM 10,000m  
 R 5,000,000 5 MM  
 ECM 100km  
 R 15 million 10 MM  
 ECM 250km  
 R 50 million 20 MM  
 ECCM  
 P 100,000 1 Roll 1D10, 4-10: punches thru jamming MM  
 Stereo/Entertain System  
 E 500 0 Good stereo MM  
 Stereo Plus  
 E 1000 0 Audiophile's dream MM  
 Video Player & Screen  
 E +150 0 MM  
 Hologram  
 E +750 0 MM  
 VR Hologram  
 E 10,000 1 'Changes' the inside of the vehicle MM  
 Civilian Navigation Sys  
 C 250 0 80% accurate in "uncivilized" off-road areas  
 Chr3  
 Military Navigation Sys  
 C 1,000 0 Nav computer and satellite uplink MM  
 Simple Security System  
 E 200 0 1m-touch, siren/remote beeper. (15+  
 Elec.Security) MM  
 Shocker Security System  
 E 500 1 Plus stun to 6D6 shock damage. (20/25+  
 Elec.Security) MM  
 Shooter Security System  
 P 1000 0 Attacks with vehicle weaponry (20+  
 Elec.Security) MM  
 Searchlight  
 C 300 0 External searchlight. Small target, 5SDP. 200m  
 MM  
 Armored Searchlight  
 C 500 0 External searchlight. 10SP and 10SDP. 200m  
 MM  
 Halogen Headlights  
 C 150 0 Same effect as spots except mounted straight  
 forward MM  
 Mini-Comp  
 E 1000 0 Equal to EBM "PCX" w/30 MU Chr3  
 External Vidcam  
 P 500 0 Wide-angle video camera. 245 hours of  
 recording Chr3  
 Winch System  
 C 1500 1 100m cable and winch that can pull up to 15  
 tons, 30SDP Chr3  
 Chute  
 P 2000 1 Deceleration of 75mph. Skill roll of 15+ to  
 control Chr3  
 Ram  
 P 1000 1 Adds one point of Penetration to ramming  
 attacks Chr3  
 Homing Beacon/Tracer  
 P 500 0 5km. Jammed by ECM, roll 1D10/turn 3-10  
 signal lost Chr3

## SENSORS / DETECTORS

Name Avail. Cost Spaces Description Source

Image Enhancement  
 C 2500 0 +2 Awareness/Notice MM  
 Infra-Red Sensors  
 C 1000 0 Treat as Thermograph at -3 MM  
 Active IR Sensors  
 C 1500 0 Includes IR spotlight and headlights MM  
 Laser Detector  
 P 1000 0 Detect lasers 90% of the time MM  
 Light Amplification  
 C 500 0 Negates darkness modifiers and polarizing  
 dampers MM  
 Magnetometer  
 P 3,000 1 Detects large masses of metal within 200m  
 MM  
 Microwave Detector  
 P 5,000 0 Detects focused microwaves 90% of the time  
 MM  
 Radar  
 C 1,000 0 10km range MM  
 Military Radar  
 P 10,000 0 50km range MM  
 Look-Down Radar  
 R 10,000 0 Detects aircraft less than 200m above the  
 ground MM  
 Radar ID  
 R 100,000 0 After 2 turns computer identifies target MM  
 Terrain-Following Radar  
 C 1000 0 Allows detection of obstacles in darkness/by  
 autopilot MM  
 Radar Detector  
 E 50 0 Detects civilian 90%, military 10%. 150% radar  
 range MM  
 Military Radar Detector  
 P 5,000 0 Detects civilian 100%, military 50% MM  
 Sonics  
 P 2,000 1 50m (500m underwater). Listen to  
 conversations at 200m MM  
 Telescopic Optics  
 C 500 0 Televisual scanning at -1 Awareness/800m MM  
 Thermal Imaging  
 P 2,000 0 Negate darkness penalties. See through walls  
 at 10m MM  
 Gas Spectrometer  
 R 1000 0 Identifies airborne chemicals, Chemistry +5  
 Chr3  
 Radiation Detector  
 P 250 0 95% reliability, 25m range Chr3

## COUNTERMEASURES DISPENSERS

Name Avail. Cost Spaces Description Source

Anti-Laser Aerosol  
 P 1,000 1 30 uses (100eb), works 90% of the time MM  
 Chaff  
 P 1,000 1 20 uses (250eb), works 70% vs radar-guided  
 MM  
 Flares  
 P 1,000 1 20 uses (100eb), MM  
 Smoke  
 C 500 1 30 uses (10/300eb), -3 to hit MM  
 Smoke Launchers  
 C 250 0 1 use (25/300eb), 50-100m range MM

## ACTIVE COUNTERMEASURES

Name Avail. Cost Spaces Description Source

### Active Gatling AMS

R 30,000 1 Detects with radar 90%, 4-10 missile destroyed MM

### Active Galting AMS

R 35,000 1 Detects with sonar and radar MM

### Active Explosive AMS

R 15,000 0 Detects 90%, destroys 90%, 5D6 over 4m MM

### Anti-Personnel Charges

P 1,000 0 20 fragmetation grenades MM

## FIRE CONTROL

Name Avail. Cost Spaces Description Source

### Autoloader

C 50% gun 1/4 gun A robotic autoloader reduces gun crew to 1 MM

### Computer Sights +1

C 2,500 0 Must be installed on separate weapons MM

### Computer Sights +2

C 5,000 0 MM

### Computer Sights +3

P 10,000 0 MM

### Computer Sights +4

P 15,000 0 MM

### Computer Sights +5

P 25,000 0 MM

### Weapon Stabilization

P 50% gun +50% +2 to hit when in motion MM

### Visual Rangefinder

C 3,000 0 +1 to hit with all weapons except missiles MM

### Radar Rangefinder

P 10,000 0 +2 to hit with all weapons except missiles MM

### Laser Rangefinder

P 12,000 0 +2 to hit with all weapons except missiles MM

### Microwave Rangefinder

P 15,000 0 +2 to hit with all weapons except missiles MM

### Multi-target

P 50,000 0 Can fire radar or active missiles at 10 targets MM

### Remote Targeting

P 1200 0 Real-time link for use with a forward observer MM

### Robotic Weapons

Control P 25,000 0 1D10+10+WA MM

### Firing Port

C 100 0 Anything upto a LMG, -3 WA. -4 to hit port. MM

## PERSONAL GEAR

Name Avail. Cost Spaces Description Source

### Artillery Computer

P 1,500 0 +10 to Artillery attacks MM

### Personal Painting Laser

P 1,000 0 Guides laser seeking missiles MM

## WEAPON MOUNTS

Name Avail. Cost Spaces Description Source

### Jury-rigged Mount

E - 100% 1 space weapon maximum, WA -2, one direction, exposed MM

### Pintle Mount

C 500 0 1 space max, full WA, traverse limited to room, exposed MM

### Fixed Mount

P 10% 100% Any size weapon, WA -1, one direction, behind armour MM

### Articulated Mount

P 25% 0 2 spaces max, full WA, fire from one side, behind armour MM

### Open Mount - 1 direction

P 5% 10% WA -1, exposed, penetration in 10 chance of being damaged MM

### Open Mount - rotate

P 50% 10% Full WA, exposed, chance of being damaged as above MM

### Turret

P 100% 50% Full WA, can mount 1/3 rd of vehicle spaces in weapons, etc MM

### High-Angle Traverse

P 100% 0 Modifies turret/rotating open mount so they can shoot upward MM

## DEFENSE SYSTEMS

Name Avail. Cost Spaces Description Source

### Oil Slick Generator

C 300 0 +20 driving difficulty I1.3

### Caltrop Thrower

C 150 0 1d6 damage I1.3

### Bomber Hawk

R 500 1 10 mini grenades, 2d6 damage area I1.3

### Kamikaze Bomb Hawk

R 500 2 8d6 damage area, +3 to hit I1.3

### Vehicle Color Change

P 350 0 I1.3

### Neuraweave Seat Covers

C 150 0 As taser I1.3

### Gas Jets

C 100 0 Fills passenger compartment or whole vehicle with gas I1.3

### Bulletproof Seals

C 350 0 SP15 screen between passengers and driver I1.3

### Auto-Return

C 250 0 Vehicle returns if driver reaches Mortal, Diff 25 to override I1.3

### Auto-Weapons

C 350 0 Vehicle systems shut down if driver dies, Diff 30 to override I1.3

## MILITARY EQUIPMENT

Portable Laser Rangefinder ..... 50eb

Laser Designator and DMD (5kg)..... 900eb

Fire Control Net ..... 10,000eb

Gyro Mount ..... 250eb

Portable Painting Laser ..... 1000eb

Artillery Computer ..... 1500eb

Power Exo-Mount..... 5000eb



## LEGEND

### CYBERPUNK 2013 & 2020 BOOKS Code No

**CP13** Cyberpunk 2013 CP3001  
**CP20** Cyberpunk 2020 CP3002  
**BH** Blackhand's Street Weapons CP3461  
**Chr1** Chromebook 1 CP3701  
**Chr2** Chromebook 2 CP3181  
**Chr3** Chromebook 3 CP3331  
**Chr4** Chromebook 4 CP3471  
**CB1** Corpbook 1 CP3111  
**CB2** Corpbook 2 CP3151  
**CB3** Corpbook 3 CP3161  
**DS** Deep Space CP3211  
**NO** Near Orbit CP3301  
**ER** Edgerunners Inc. CP3391  
**ES** Eurosource CP3901  
**ES+** Eurosource Plus CP3421  
**SF** Firestorm: Stormfront CP3481  
**SW** Firestorm: Shockwave RT03491  
**HoB** Home of the Brave CP3221  
**LU** Listen Up Primitive Screwheads CP3291  
**LD** Live & Direct CP3431  
**MM** Maximum Metal CP3191  
**NEO** Neo Tribes CP3371  
**NC** Night City CP3501  
**PAC** Pacific Rim CP3311  
**P&S** Protect and Serve CP3171  
**BB R** Bartmoss' Brainware Blowout CP3521  
**NET** Rache Bartmoss' Guide To The Net CP3241  
**RB** Rockerboy CP3401  
**UK** Rough Guide to the U.K. CP3281  
**SOF** Solo of Fortune CP 3101  
**SOF2** Solo of Fortune 2 CP3361  
**WS** Wildside CP3271  
**ET** Euro Tour (c) CP3131  
**LoF** Land of the Free (c) CP 3231  
**FH** Tales from the Forlorn Hope (c) CP3121  
**WCD** When the Chips are Down (a) CP3801  
**HW** Hard Wired (w) CP3201  
**WGF** When Gravity Fails (w) CP3601

### ATLAS GAMES SUPPLEMENTS Code No

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

### WEST END GAMES SUPPLEMENTS Code No

**ATM** Alice Through The Mirrorshades (a) 12017

### IANUS SUPPLEMENTS Code No

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

### CYBERGENERATION Code No

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

### MAGAZINES, NETBOOKS, ETC

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

### KEY

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

(All technology created by R. Talsorian games, Ianus Games, Atlas Games, Interface, Punk 21, and their respected authors. Technology List Compiled by Node 16, images compiled by Deric Bernier. Images by Deric Bernier, R. Talsorian Games, Ianus Games, Atlas Games, Punk 21, Interface Magazine, DC Comics, Marvel Comics, Image Comics, Applesseed, Guyver, Hajime Soryama, Dan Norton, Nerf, Biometal79, Tigadee, Brit Nerf Mogul, Wes 7134, KingBouyah, Vulne Pro, Power Rangers, Laser Tag, Glitchwerk, Duelisto, Codi\_t, Crysis, Gears Of War, Halo, Ghost Recon, Torvenius, Nuclear Dawn, OutfoxedTW, Killzone, GI Joe, Praetoris, Gundam, Macross, Flyingdebris, Malaveldt, Tetra Vaal, Akira, Mospeada, Render422, RyujiDX, Lynx2174, sharp\_n\_pointy, farhatali, SpiderPrince, Anthony Colard, , liquidology, Bionic Commando, Ragaru, Marquis\_di\_Carabas, FLOWERZZXU, straszak, cooley, mojetta, Flytch, graver13, Daichym, Bluefley, 2Face\_Tattoo, NeoZoon, Divine\_Right, Robocop, okawei, principemm2, xrazorblade\_beautyx, Weapon\_Brown, and other various Manga, Anime, Comic Book, Video Game, Film, Artists, and RPG sources. ) Special thanks to Matsuo, Darth Brass, darcjedi, Tom\_Braider, thedap, wuher\_da\_brewer, Capt\_MarVel, Glim999, Sereant Burton, Pulseriflefan, TK513, gunnerk19, Tommin, Wolverine\_solo, and all the many fine prop replica builders of Mastucorp, Alien Legacy, the RPF, and BBC)

For more of the best Cyberpunk 2020 goodness available, go to

# DATAFORTRESS 2.0.2.0

<http://datafortress2020.110mb.com/>

