

# **CYBERPUNK 2020**

# **REFERENCE BOOK**

## **version 3.0**

**EXPANDED CHARACTER CREATION**

Personal Style ..... 1.1  
 Additional Family Background ..... 1.1  
 Motivations ..... 1.1  
 Psychological Profile ..... 1.2  
 Phobias ..... 1.3  
 Pacific Rim Characters ..... 1.4  
     Japan, Korea & Singapore ..... 1.4  
     China & Taiwan ..... 1.4  
     South East Asia ..... 1.4  
 European Characters ..... 1.5  
 Master Skill List ..... 1.6  
 Master Role List ..... 1.8

**GEAR LISTING**

Clothing & Fashion ..... 2.1  
 Tools ..... 2.1  
 Survival Gear ..... 2.2  
 Recording & Editing Equipment ..... 2.2  
 Musical ..... 2.3  
 Cyberdecks and Options ..... 2.3  
 Micro-Computers ..... 2.3  
 Laptops and Portable Computers ..... 2.3  
 Personal Computers ..... 2.3  
 Mini-Frames ..... 2.3  
 Hardware Options ..... 2.4  
 PC Peripherals ..... 2.4  
 Personal Electronics ..... 2.4  
 Communications ..... 2.4  
 Entertainment ..... 2.5  
 Security ..... 2.5  
 Battlefield Sensors ..... 2.6  
 Surveillance & B&E ..... 2.6  
 Medical ..... 2.6  
 Furniture ..... 2.6  
 Transport ..... 2.6  
 Lifestyle ..... 2.7  
 Services ..... 2.7  
 Monthly Expenses ..... 2.7  
 Foodstuffs ..... 2.7  
 Housing ..... 2.7  
 Remotes ..... 2.8  
 Animals & Animal Care ..... 2.8  
 Nuscuba & Ocean Equipment ..... 2.8  
 Space Gear ..... 2.8  
 Special Equipment ..... 2.8  
 Power Armor ..... 2.8

WADs ..... 2.9  
 Black Market Services ..... 2.9  
 Price Modifiers ..... 2.9  
 Armour ..... 2.10  
     Soft Armor ..... 2.10  
     Hard Armor ..... 2.11  
     Helmets and Headware ..... 2.11  
     Cyberware Soft Armor ..... 2.12  
     Cyberware Hard Armor ..... 2.12

**WEAPON LISTING**

Light Pistols ..... 3.1  
 Medium Pistols ..... 3.1  
 Heavy Pistols ..... 3.1  
 Very Heavy Pistols ..... 3.2  
 Light Submachineguns ..... 3.2  
 Medium Submachineguns ..... 3.2  
 Heavy Submachineguns ..... 3.3  
 Shotguns ..... 3.3  
 Assault Rifles ..... 3.3  
 Sniper Rifles ..... 3.4  
 Other Rifles ..... 3.4  
 Machineguns ..... 3.4  
 Heavy Weapons ..... 3.5  
 Grenade Launchers ..... 3.5  
 Grenades ..... 3.5  
 Explosives ..... 3.6  
 Scatter Packs ..... 3.6  
 Rail Guns ..... 3.6  
 Missile/Rocket Weapons ..... 3.6  
 Cannon ..... 3.7  
 Indirect Fire/Artillery ..... 3.7  
 Ortilery/Satellite Weapon ..... 3.7  
 Exotic Weapons ..... 3.7  
 Ocean Weapons ..... 3.8  
 Bows & Crossbows ..... 3.8  
 Melee Weapons ..... 3.8  
 Martial arts Weapons ..... 3.9  
 ACPA/Full 'Borg Melee Weapons ..... 3.10  
 ACPA/Full 'Borg Ranged Weapons ..... 3.10  
 Ranged Cyberweapons ..... 3.11  
 Hand-To-Hand Cyberweapons ..... 3.11

**AMMO & ADD-ONS**

Shotgun Rounds ..... 4.1  
 Grenades ..... 4.1  
 Other Rounds ..... 4.2

Ammo Effects ..... 4.2  
 Explosive Effects ..... 4.3  
 Ammunition Types ..... 4.4  
 Firearm Accessories ..... 4.5  
 Bow Accessories ..... 4.5  
 Melee Weapon Accessories ..... 4.6  
 Gun Customization (Solo Of Fortune 2) ..... 4.6

**CYBERWARE LISTING**

Fashionware ..... 5.1  
 Neuralware ..... 5.1  
 Implants ..... 5.2  
     Voice Box ..... 5.3  
 Bioware & Nanotech ..... 5.3  
 Biotech ..... 5.4  
     Bioenhancement Tabs ..... 5.5  
 Bodyweapons ..... 5.5  
 Cyberoptics ..... 5.5  
     Cyberoptic Options ..... 5.5  
 Cyberaudio ..... 5.6  
     Cyberaudio Options ..... 5.6  
 Cyberlimbs ..... 5.6  
     Cyberlimb Options ..... 5.7  
     Hands & Feet ..... 5.7  
     Fingers ..... 5.8  
     Built Ins ..... 5.9  
     Cyberweapons ..... 5.9  
 Linear Frames ..... 5.10  
 Body Plating ..... 5.10  
 Full 'Borgs ..... 5.10  
     Full 'Borgs Options ..... 5.10  
 Exotic Modifications ..... 5.11  
 Exotic Packages ..... 5.11  
 Chipware ..... 5.12  
     Behaviour Chips ..... 5.12

**NETRUNNING SOFTWARE**

Intrusion ..... 6.2  
 Decryption ..... 6.2  
 Detection/Alarm ..... 6.2  
 Anti-System ..... 6.2  
 Evasion/Stealth ..... 6.4  
 Protection ..... 6.4  
 Anti-Program ..... 6.4  
 Anti-Personnel ..... 6.6  
 Multi-Purpose ..... 6.6  
 Controller ..... 6.8  
 Utility ..... 6.8  
 Demons ..... 6.8

Daemons ..... 6.10  
 Ambushes ..... 6.10  
 Systemware ..... 6.10  
 Data Walls ..... 6.10  
 Upgraded Data Walls ..... 6.10  
 Code Gates ..... 6.10  
 Transportation ..... 6.10  
 Enhancement ..... 6.12  
 Rache Specials ..... 6.12  
 Specials ..... 6.12  
 System Construction ..... 6.12  
 ICE Upgrades ..... 6.12

**VEHICLE LISTING**

Motorcycles ..... 7.1  
 Cars ..... 7.1  
 Pick-Ups ..... 7.2  
 Trucks ..... 7.3  
 APC ..... 7.3  
 IFV ..... 7.4  
 Tanks ..... 7.4  
 Hovers ..... 7.4  
 Light Helicopters/Gliders ..... 7.4  
 Medium Helicopters ..... 7.4  
 Heavy Helicopters ..... 7.5  
 Aerodynes ..... 7.5  
 Ospreys ..... 7.5  
 Aircraft/Jets ..... 7.6  
 Airships ..... 7.6  
 Cyberwalks ..... 7.6  
 Water Craft ..... 7.6  
 Spinners ..... 7.7  
 Submersibles ..... 7.7  
 Robots ..... 7.7  
 Cyberforms ..... 7.7  
 Remotes ..... 7.8  
 Working Assistant Droids ..... 7.8

**ADDITIONAL RULES**

Full Autofire ..... 8.1  
 Monoblades ..... 8.1  
 Running & Moving ..... 8.1  
 Falling ..... 8.1  
 Cyberware Upgrades ..... 8.1  
 Scandinavian Cyber Clinics ..... 8.1  
 Cyberware & Children ..... 8.1

Legitimate Uses Of The Net ..... 8.1

Tasks In The Net ..... 8.1

Electronic Addictions ..... 8.1

Memory Units ..... 8.2

Software Degradation ..... 8.2

Technology ..... 8.2

Errata ..... 8.2

Entering Europe ..... 8.2

Interpersonal Skill Rolls ..... 8.3

Stability ..... 8.3

    Stability Modifiers ..... 8.3

NPC Reactions ..... 8.3

    Reaction Table ..... 8.3

    Reaction Modifiers ..... 8.3

Culture & Foreign Countries ..... 8.3

    Cultural Similarity Table ..... 8.3

    Faux Pas ..... 8.3

Streetdeal & Streetwise ..... 8.4

    Information Gathering ..... 8.4

    Resources & Streetdeal ..... 8.4

    Falsification Table ..... 8.4

    Drug Purity ..... 8.4

Buying and Selling ..... 8.4

    Price Modifiers ..... 8.4

    Equipment Quality ..... 8.4

Black Market Services ..... 8.4

Money & Factors ..... 8.4

Skill Modifiers ..... 8.5

**LEGEND**

**CYBERPUNK**

CP20	Cyberpunk 2020
CP13	Cyberpunk 2013
LD	Live & Direct
ES+	Eurosource Plus
ES	Eurosource
UK	Rough Guide to the U.K.
ER	Edgerunners Inc.
NEO	Neo Tribes
LU	Listen Up Primitive Screwheads
NC	Night City
HoB	Home of the Brave
WS	Wildside
BB	R Bartmoss' Brainware Blowout
NET	Rache Bartmoss' Net Guide
PAC	Pacific Rim
Chr1, Chr2, Chr3, Chr4	Chromebooks 1, 2, 3, and 4
SOF	Solo of Fortune
SOF2	Solo of Fortune 2
SF	Firestorm: Stormfront
SW	Firestorm: Shockwave
AS	Firestorm: Aftershock
BH	Blackhand's Street Weapons
MM	Maximum Metal
P&S	Protect and Serve
CB1, CB2, CB3	Corpbooks 1, 2, and 3
RB	Rockerboy
DS	Deep Space/Near Orbit
HW	Hard Wired (w)
WGF	When Gravity Fails (w)
LoF	Land of the Free (c)
FH	Tales from the Forlorn Hope (c)
NCS	Night City Stories (c)
WCD	When the Chips are Down (a)
ET	Euro Tour (c)

**IANUSSUPPLEMENTS**

GCT	Grimm's Cybertales (w)
DM	Dark Metropolis (w)
NE	Night's Edge (w)
SA	Sub Attica (c)
CP	Crash Point (a)
PG	Playground (a)
PB	Premature Burial (a)
N1-3	Necrology 1-3 (a,c)
MJ1-2	Media Junkie 1-2 (c)
SUR	Survival Of The Fittest (a)

**ATLAS GAMES**

BON	The Bonin Horse (a)
CF	Cabin Fever (a)
TTB	Thicker than Blood (a)
OC	The Osiris Chip (a)
STF	Street Fighting (a)
NP	Northwest Passage (a)
CD	Chasing The Dragon (a)

**MAGAZINES, NETBOOKS, ETC**

I1.1 to I2.2	Interface. Vol 1 # 1-4, Vol 2 # 1-2
P1, P2, P3	Punk '21. # 1, 2, and 3 (UK)
RPI	Role Player Independent, July (UK)
IO1	Information Overload 1 (Netbook)
IO2	Information Overload 2 (Netbook)

**CYBERGENERATION**

CGen	Cybergeneration 1st Ed.
Eco	EcoFront
Med	MediaFront
Vir	VirtualFront
BDay	Bastille Day (a)

**KEY**

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

**FEEDBACK & ACKNOWLEDGMENTS**

Thanks to everyone for the appreciation and feedback generated by earlier versions of the Cyberpunk 2020 Reference Book. As many of you know the future of R.Talsorian's Cyberpunk looks bleak, but hopefully this will help to maintain interest and support for one of the best role-playing games ever released.

A lot of you may be wondering 'what's new?'. First off I've added a contents and legend section, this should make it easier to find what you're looking for, many thanks to Syberman for the suggestion. I've also tried to get rid of as many spelling and information errors as I could find, there's probably a lot more in there so if you spot any please let me know. There are still some items missing, mainly from those few supplements that I don't own, but this will hopefully be rectified in the near future.

If you have any feedback about any part of the book, please e-mail me at [node16@ajames.force9.net](mailto:node16@ajames.force9.net), or visit my web site at <http://www.ajames.force9.co.uk/>

Andrew James  
25/11/98

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# 1) Personal Style

What do you look like?

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

## 2b) Additional Family Background

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

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

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

## 3) Motivations

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

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

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

**PERSON YOU VALUE MOST**

**HOW DO YOU FEEL ABOUT PEOPLE?**

**YOUR MOST VALUED POSSESSION**

### 3b) Psychological Profile

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

<p><b>EXMODE</b> How the character acts</p> <p>01-03 Antisocial/Solitary 04-06 Aloof/Spacey 07-10 Sober/Secretive 11-14 Shy/Quiet 15-19 Intellectual/Detached 20-25 Intuitive/Spiritual 26-34 Diplomatic/Courteous 35-40 Silly/Manic 41-45 Friendly/Helpful 46-50 Arrogant/Rude 51-60 Forceful/Aggressive 61-70 Suspicious/Nervous 71-75 Guilty/Depressive 76-82 Antagonistic/Hostile 83-90 Cheerful/Fluff-headed 91-95 Angry/Quick-Tempered 96-00 Assured/Stylish</p>	<p><b>INMODE</b> How the character thinks &amp; acts in private</p> <p>01-03 Optimist 04-06 Pessimist 07-09 Hedonist 10-12 Suspicious 13-15 Egotist 16-18 Mischievous 19-21 Curious 22-24 Moody 25-27 Trusting 28-30 Opinionated 31-33 Treacherous 34-36 Malevolent 37-39 Forgiving 40-42 Unforgiving 43-45 Vengeful 46-48 Jealous 49-51 Lazy 52-54 Driven 55-57 Cowardly 58-60 Brave 61-62 Honest 63-64 Ponderous 65-67 Scheming 68-70 Skeptic 71-74 Manipulative 75-77 Greedy 78-79 Pious 80-82 Lustful 83-85 Perverse 86-89 Nihilistic 90-93 Honorable 94-96 Compassionate 97-00 Disorder</p>	<p><b>QUIRKS</b> Choose or roll up to three:</p> <p>01 Pious 02-04 Absent Minded 05 Religious 06-07 Eccentric 08 Clever 09-10 Impatient 11-12 Irreverent 13-15 Non-Conformist 16-18 Insomniac 19-21 Artist 22-24 Generous 25-30 Collector 31-34 Liar 35-37 Intolerant 38-41 Loquacious 42 Altruist 43-45 Seducer 46-47 Gambler 48-50 Passionate 51-52 Brutal 53 Spendthrift 54-56 Rebellious 57-58 Cunning 59-60 Phobic (table 3c) 61 Careless 62 Sedate 63-65 Obsessive 66 Truthful 67 Pacifist 68-70 Hypochondriac 71 Precise 72-73 Loyal 74 Musical 75 Alcoholic 76 Childish 77 Conservative 78 Miserly 79 Poet 80-83 Cynical 84-88 Paranoid 89-92 Radical 93-94 Compulsive 95-96 Honorable 97-98 Stubborn 99-00 Disorder</p>
<p><b>DISORDERS</b> Serious mental illnesses</p> <p>01-03 Homicidal 04-06 Suicidal 07-10 Schizophrenic 11-15 Sociopath 16-22 Delusions 23-29 Technophobe 30-40 Addict 41-47 Agoraphobic 48-55 Hallucinations 56-64 Megalomania 65-75 Compulsive Liar 76-86 Pyromaniac 87-94 Martyr 95-97 Multiple Personalities 98-00 Sado-masochist</p>	<p><b>GO TO LIFE EVENTS</b></p>	

### 3c) Phobias

by Andrew James - node16@ajames.force9.net

#### PHOBIAS

##### Roll to see which:

01	Agoraphobia (Open spaces)	50	Poinophobia (Punishment)
02	Algophobia (Pain)	51	Pteronophobia (Feathers)
03	Altophobia (Heights)	52	Phobophobia (Of being afraid)
04	Ailurophobia (Cats)	53	Sciophobia (Shadows)
05	Androphobia (Men)	54	Selaphobia (Flashes)
06	Anthrophobia (Human beings)	55	Sitophobia (Food)
07	Asthenophobia (Weakness)	56	Tachophobia (Speed)
08	Batrachophobia (Reptiles)	57	Technophobia (Technology)
09	Brontophobia (Loud noises)	58	Teratophobia (Monsters)
10	Chaetophobia (Hair)	59	Thalassophobia (The Sea)
11	Claustrophobia (Enclosed spaces)	60	Traumatophobia (Injury)
12	Clinophobia (Going to bed)	61	Triskadecaphobia (Number 13)
13	Coprophobia (Faeces)	62	Trypanophobia (Injections)
14	Cynophobia (Dogs)	63	Xenophobia (The unknown)
15	Demophobia (Crowds)	64	Autophobia (Motor vehicles)
16	Doraphobia (Fur)		
17	Eisoptrophobia (Mirrors)		
18	Eleutherophobia (Freedom)		
19	Entomophobia (Insects)		
20	Eremitophobia (Being alone)		
21	Erythrophobia (Blushing)		
22	Genophobia (Sex)		
23	Gymnophobia (Nudity)		
24	Gynophobia (Women)		
25	Haematophobia (Blood)		
26	Haptophobia (Being touched)		
27	Hodophobia (Travel)		
28	Hypegiaphobia (Responsibility)		
29	Hypnophobia (Sleep)		
30	Kakarrophiaphobia (Failure)		
31	Katagelophobia (Ridicule)		
32	Kinetophobia (Motion)		
33	Linonophobia (String)		
34	Lyssophobia (Fear of Insanity)		
35	Mastigophobia (Flogging)		
36	Mysophobia (Dirt)		
37	Myxophobia (Slime)		
38	Necrophobia (The Dead)		
39	Nelophobia (Glass)		
40	Nyctophobia (The Dark)		
41	Odontophobia (Teeth)		
42	Ommetophobia (Eyes)		
43	Ophiophobia (Snakes)		
44	Panphobia (Everything)		
45	Peccatophobia (Sinning)		
46	Pharmacophobia (Drugs)		
47	Phonophobia (Speaking aloud)		
48	Photophobia (Strong light)		
49	Piscophobia (Fish)		



## Pacific Rim Characters

### JAPAN, KOREA & SINGAPORE

Use the Japanese LifePath charts in the PacRim book.

### CHINA & TAIWAN

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

#### PERSONAL STYLE

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

#### FAMILY RANKING

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

#### CHILDHOOD ENVIRONMENT

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

#### GET LUCKY

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

#### SIBLINGS (roll 1D6)

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

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

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

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

## SOUTH EAST ASIA

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

#### LIFEPATH VARIATIONS

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

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

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

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

#### ETHNIC ORIGINS AND LANGUAGE

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

#### FAMILY RANKING

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

Go To PARENTS (CP2020 p35)

#### SOMETHING HAPPENED TO PARENTS

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

Go To FAMILY STATUS (CP2020 p35)

**CHILDHOOD ENVIRONMENT**

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

## European Characters

**LIFEPATH MODIFICATIONS**

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

**FAMILY RANKING**

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

**SIBLINGS**

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

**BIG PROBLEMS, BIG WINS**

Change cash wins and losses to 3D10x100 euro.

## Master Skill List

### SPECIAL ABILITIES

Administrator Resources	WGF, pg.44
Authority (Cop)	CP, pg.36
Barter (Ridgerunner)	SA, pg.83
Brotherhood (Space Pilot)	DS, pg.75
Chameleon (Spy)	WGF, pg.47
Charismatic Leadership (Rocker)	CP, pg.36
Combat Sense (Solo)	CP, pg.36
Combat Sense (Spec.)	HoB, pg.74
Con (Con Man)	WS, pg.36
Counsel (Shaman)	NEO, pg.42
Credibility (Media)	CP, pg.36
Family (Nomad)	CP, pg.36
Family (Workganger)	DS, pg.75
Gang Rank (Streetpunk)	WS, pg.37; SOF
Interface (Netrunner)	CP, pg.36
Jury Rig (Techie)	CP, pg.36
Kith (2)	NEO, pg.38
Medical Tech (Medtech)	CP, pg.36
PA Combat Sense (Trooper)	MM, pg.52
Reason (Attorney)	PS
Recognition (Bounty Hunter)	SA, pg.83
Reconnaissance (Outrider, etc)	NEO, pg.40
Research (P.I.)	WGF, pg.46
Resources (Corp)	CP, pg.36
Salvage (Salver)	DS
Scrounge (Scavenger)	WS, pg.37
Sneak (Prowler)	WS, pg.35
Space Combat (Space Marine)	DS
Spy Craft (Spook)	DM, pg.57
Streetdeal (Fixer)	CP, pg.36
Street Tactics (IPC)	I1.1
Thief (Convict)	I1.1
Titillate (Tabloid Media)	I2.1, pg.7
Trace (Reaper)	DM, pg.58
Vagrant (Urban Survival)	WGF, CB3
Vamp (Dancer/Prostitute)	WS, pg.37
Vehicle Zen (Runner)	NEO, pg.43
Warpath (Warrior)	NEO, pg.40
Workgang (Workganger)	DS

### ATTR

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

### BODY

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

### COOL

Cadre Tactics	I1.2, pg.23
Interrogation	CP, pg.37
Intimidate	CP, pg.37
Meditation	NE, pg.56
Oratory	CP, pg.37
Resist Torture/Drugs	CP, pg.37
Rhetoric	PAC, pg.153
Streetwise	CP, pg.38

### EMP

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

### INT

Accounting	CP, pg.38
Anthropology	CP, pg.38
Area knowledge: (Area)	WGF, pg.48
Astrogration	DS, pg.76
Astrology	GCT, pg.20
Awareness/Notice	CP, pg.38
Body Language	NE, pg.56
Biology	CP, pg.38
Botany	CP, pg.38
Braindance Use	DS, pg.74
Bureaucracy	WGF, pg.48
Business Sense	SOF, pg.31
Chemistry	CP, pg.38
Composition	CP, pg.38
Corporate Policy	SOF, pg.31
Culture	WS, pg.86
Diagnose Illness	CP, pg.39
ECM	I1.2, pg.23
Education & General Knowledge	CP, pg.39
Eidetic Memory	NE, pg.56
Expert: (Subject)	CP, pg.39
Expert: Braindance/VR	WS, pg.21
Expert: Communications	I1.3, pg.47
Expert: Corp. Procedures	I1.3, pg.45
Expert: Exotic Weapons	I1.3, pg.47
Expert: High Tech	WS, pg.21
Expert: Law	P&S, pg.70
Expert: Military Procedures	I1.3, pg.45
Expert: PA Design	MM, pg.52
Expert: Small Arms	WS, pg.21
Expert: Software	WS, pg.21
Expert: Torture	WS, pg.21
Expert: Wetware	WS, pg.21
Gamble	CP, pg.39
Geology	CP, pg.39
Graphology	GCT, pg.20
Herbalism	GCT, pg.20
Hide/Evade	CP, pg.39
History	CP, pg.39
Language: CitySpeak	I1.1, pg.20
Language: Hand Jive	WS, pg.84
Language: PC-Speak	WS, pg.86
Library Search	CP, pg.39
Magic	GCT, pg.20
Mathematics	CP, pg.39
Navigate	HW, pg.21
Nuscuba	SF, pg.23

Physics	CP, pg.39	<b>TECH</b>	
Pilot: Ship (2)	HoB, pg.75	Aero Tech (2)	CP, pg.42
Programming	CP, pg.39	AV Tech (3)	CP, pg.42
Psychology	WS, pg.21; GCT, pg.20	Basic Tech (2)	CP, pg.42
Rune Lore	GCT, pg.20	BioTech (+15)	ES, pg.43
Sailpower	HW, pg.21	Braindance Editing	WS, pg.21
Seamanship	HW, pg.21	Calligraphy (European/Chinese)	PAC, pg.153
Shadow/Track	CP, pg.40	Cryotank Operation	CP, pg.42
Space Survival	DS, pg.76	Cyberdeck Design (2)	CP, pg.42
Stock Market	CP, pg.40	CyberTech (2)	CP, pg.42
Street Survival	PAC, pg.153	Demolitions (2)	CP, pg.42
Survival: (Environment)	HW, pg.21	Disguise	CP, pg.42
System Knowledge	CP, pg.40	Electronics	CP, pg.43
Tactics	WGF, pg.48	Electronic Security (2)	CP, pg.43
Teaching	CP, pg.40	First Aid	CP, pg.43
Theology	GCT, pg.20	Forgery	CP, pg.43
Underwater Survival	SF, pg.23	Gyro Tech (3)	CP, pg.43
Urban Survival	WGF, pg.48	Marine Tech/Underwater Equip	SA, pg.83/11.1, pg.40
Vampire Lore	NE, pg.16	Municipal Communication	I2.1, pg.9
Water Vehicles (INT or REF)	ES, pg.50	Origami	PAC, pg.153
Wilderness Survival	CP, pg.40	Paint or Draw	CP, pg.43
Zoology	CP, pg.40	PA Tech (3)	MM, pg.52
<b>REF</b>		Pharmaceuticals (2)	CP, pg.43
Action Game	PAC, pg.153	Photography & Film	CP, pg.43
Archery	CP, pg.40	Pick Lock	CP, pg.43
Athletics	CP, pg.40	Pick Pocket	CP, pg.43
Brawling	CP, pg.40	Play Instrument	CP, pg.43
Dance	CP, pg.40	Pressure Suit Tech	SF, pg.24
Dodge & Escape	CP, pg.40	Sonar Tech	SF, pg.25
Driving	CP, pg.40	Spacecraft Tech (4)	I1.4, pg.44
EVA	DS, pg.76	Sub Tech (Large/Small)	SF, pg.25
Fencing	CP, pg.40	Tattooing (Electric/Hand-picked)	PAC, pg.153
Handgun	CP, pg.40	Weaponsmith (2)	CP, pg.43
Heavy Weapons	CP, pg.41	Wetware Design	WS, pg.21
Magic/Illusion	NE, pg.56	<b>PSY (used in Nights Edge, EMP can be substituted)</b>	
Martial Arts: (Style)	CP, pg.41	Aura Reading	GCT, pg.20
Melee	CP, pg.41	Expert: (Blessing)	GCT, pg.20
Motorcycle	CP, pg.41	Expert: (Curse)	GCT, pg.20
Operate Heavy Machinery	CP, pg.41	Expert: (Ritual)	GCT, pg.20
PA Pilot (2)	MM, pg.53	Expert: (Spell)	GCT, pg.20
Pilot: Deep Dive Suit (2)	SF, pg.23		
Pilot: Dirigible (2)	CP, pg.42		
Pilot: EVPA (2)	SF, pg.23		
Pilot: Gyro (3)	CP, pg.42		
Pilot: Fixed Wing (2)	CP, pg.42		
Pilot: Hardshell (2)	SF, pg.23		
Pilot: OTV	DS, pg.76		
Pilot: Remote (3) (Av INT+REF)	Chr 2, pg.30		
Pilot: Space Plane/Shuttle	DS, pg.76		
Pilot: Sub (Large/Small)	SF, pg.25		
Pilot: Vectored Thrust (3)	CP, pg.42		
Rifle	CP, pg.42		
Sleight of Hand	GCT, pg.20		
Stealth (2)	CP, pg.42		
Sub Machinegun	CP, pg.42		
Zero G Combat	DS, pg.76		
Zero G Manoeuvre	DS, pg.76		
Underwater Combat (2)	SF, pg.24		
Underwater Heavy Weapons	SF, pg.25		
Underwater Weapons	SF, pg.23		
Water Vehicles (INT or REF)	ES, pg.50		

## Master Role List

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

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

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

### CORP OPERATIVE (Interface v.1, i.3, pg. 47)

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

### EX-CYBERSOLDIER (Interface v.1, i.3, pg. 47)

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

### BODYGUARD (Interface v.1, i.3, pg. 47)

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

### BOUNTY HUNTER (Interface v.1, i.3, pg. 47)

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

### STREET SAMURAI (Interface v.1, i.3, pg. 47)

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

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

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

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

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

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

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

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

Awareness	Martial Arts: Ninjutsu
Stealth	Hide/Evade
Disguise	Shadow/Track
Elect. Security	Athletics
Pick Locks	

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

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

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

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

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

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

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

### ASSASSIN (Stormfront, pg. 94)

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

#### Combat Sneak 3+

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

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

Athletics 2+	Awareness 2+
Endurance 2+	Martial Arts 2+
Handgun or SMG 2+	Basic Tech 3+

Plus Specialist Occupation Skills:

### REMOTE OPS

Jury Rig
Drive
Electronics
Electronic Security
Operate Hvy Machinery

### NETRUNNER OPS

Interface 3+
Library Search
Programming 3+
System Knowledge
Electronics

### DEMOLITIONS OPERATIONS

Combat Sense 3+	Electronics 2+
Chemistry 2+	Demolitions 3+
Expert: Structural Architecture 2+	

### DIVEMASTER (Stormfront, pg. 24)

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

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

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

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

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

### U.S. ARMY (Home of the Brave, pg. 74)

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

+AIT Skills

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

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

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

Rifle  
+AIT Skills

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

### U.S. NAVY (Home of the Brave, pg. 75)

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

+AIT Skills

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

**USAF (Home of the Brave, pg. 75)**

**Special Ability\*** Awareness  
 Handgun Basic Tech  
 Athletics Electronics  
 First Aid Zero-G Maneuver  
 +AIT Skills  
 \* The USAF also has Techs, Medtechs, Cops, Net-runners, and Fixers.

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

Either Army, Navy, Marines, or Air Force.  
**Special Ability\*** Rifle  
 Martial Arts First Aid  
 Endurance Awareness  
 Heavy Weapons Athletics  
 Swimming  
 +AT Skills

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

**Special Ability\*** Awareness  
 Handgun Martial Arts  
 Accounting Bureaucracy  
 Expert: Tactics Expert: Law

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

Everyone needs packages securely delivered. You may be carrying for the biggest Corp or the smallest smuggler.  
**Vehicle Zen:** Includes Kith if a nomad.  
 Awareness Streetwise  
 Pilot/Drive (2 or more) Tech (For vehicles)  
 Basic Tech Hide/Evade  
 Brawling or Athletics Handgun

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

Your home is the wide-open spaces and open road, flying low with a cargo in back and an over powered engine out front.  
**Vehicle Zen:** Adds to Awareness/Notice & Initiative, and adds half level to maneuvering rolls while in ground vehicles/hovercraft. Only adds half level to Awareness & Initiative rolls when not driving said craft.  
 Pilot: Hovercraft Basic Tech  
 Brawling Expert: Navigation  
 Heavy Weapons Rifle  
 Choice of 2 from:  
 Operate Hvy Machinery, Driving or Motorcycle,  
 Handgun or SMG, Awareness

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

You took to the skies like a duck to water. There's nothing you can't fly (or at least try). Osprey, jet, prop-job, choppers, AV, even delta.  
**Aircraft Sense:** A variation of Vehicle Zen. Adds to Awareness/Notice & Initiative rolls, and adds half level to maneuvering rolls while in aircraft. Only adds half level to Awareness & Initiative rolls when out of aircraft.  
 Choice of 2 Pilot Skills Basic Tech  
 Awareness Aero or AV Tech  
 Handgun Brawling or Martial Arts  
 Athletics Expert: Navigation

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

You're an underwater ace, part of a special ring of submariners who are the elite amongst the lesser seadogs.  
**Sub Tactics:** Applied to your INT when in sub combat, half level is added to any Initiative rolls while in command of a sub.  
 Awareness Navigation  
 Underwater Survival Sonar Tech  
 Underwater Hvy Weapons Swimming  
 Underwater Weapons  
 Pilot: Submersible (small/large)  
 Sub Tech (small/large)

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

**Interface (INT):** Used to operate menu functions in the Net.  
 Awareness Basic Tech  
 Education System Knowledge  
 CyberTech Cyberdeck Design  
 Composition Electronics  
 Programming

**ROUGE HUNTER (Interface, v.1, i.3, pg. 46)**

Netrunners who specialise in hunting rogue AIs.  
**Interface** Basic Tech  
 Awareness System Knowledge  
 Education Decks or Electronics  
 CyberTech Programming  
 Expert: World Net Sys Expert: Computer Sys

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

Streetsmart Inventor, System Hardware Engineer  
**Jury Rig (TECH):** A general repair skill that allows the Techie to alter/repair something for Level1D6 turns. Includes Scavenge skill, a tech can notice useful parts in what is considered junk and put together useable gear with it.  
 Awareness Basic Tech  
 CyberTech Teaching  
 Education Electronics  
 3 other Tech skills

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

Pharmacist, Bioware Researcher  
**Medical Tech (TECH):** The skill to perform major surgery and medical repairs.  
 Awareness Basic Tech  
 Diagnose Illness Education  
 Cryotank Operation Library Search  
 Pharmaceuticals Zoology  
 Human Perception

**MARINE BIOTECH /**

**UNDERWATER GENETICIST (Stormfront, pg. 26)**  
 You've cataloged new species, scanned thousands of new DNA samples, and learned more about the mechanics of life underwater than in the last twenty years.  
**Medical Tech (TECH)** Awareness  
 Education Library Search  
 Pharmaceuticals Biogenetics  
 Expert: Deep Sea Zoology Expert: Psychology  
 Underwater Survival Diagnose

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

Include Agripacks, Native Americans, Gypsies, Carnies, Bikers and others. There are 7 Nations; Snake Nation, The Jodes, Blood Nation, Folk Nation, The Meta, The Aldecaldos, and the Thelas Nation (Pirates).  
**Family (INT):** The ability to call upon your pack for help.  
 Awareness Endurance  
 Melee Rifle  
 Drive Basic Tech  
 Wilderness Survival Brawling  
 Athletics

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

**Warpath:** Adds to Initiative and Awareness, but is only half as effective when fighting none nomads. Also added to Melee at half Special Ability. Includes Kith  
 Awareness Wilderness Survival  
 Weapon or Basic Tech Rifle  
 Handgun or Hvy W Brawling or MArts  
 Endurance or First Aid Dodge & Escape  
 Melee or Fencing

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

**Reconnaissance:** Adds to Awareness and Hide/Evade when the outrider/pathfinder is sneaking and reconnoitring. Also includes Kith.  
 Awareness Hide/Evade  
 Wilderness Survival SMG or Rifle  
 Endurance Athletics  
 Basic Tech Brawling or MArts  
 Motorcycle or Drive

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

**Reconnaissance** Shadow/Track  
 Awareness Hide/Evade  
 Wilderness Survival SMG or Rifle  
 Endurance Athletics  
 Basic Tech Brawling or MArts

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

**Family**  
 Awareness Navigation  
 Seamanship Athletics or Brawling  
 Rifle Basic Tech  
 Sailpower Pilot: Ship  
 Swimming or Water Vehicles

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

**Counsel:** Half strength outside the nomad culture. Includes Kith if a nomad.  
 Awareness Education  
 Diagnose Field Surgery  
 Pharmaceuticals Human Perception  
 Persuasion or Oratory Wilderness Survival  
 Rifle or Other Weapon

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

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

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

**Streetdeal (COOL):**  
 Awareness                      Forgery  
 Handgun                         Brawling  
 Melee                             Pick Lock  
 Pick Pocket                     Intimidate  
 Persuasion

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

**Streetdeal**                      Awareness  
 Persuasion                     Intimidate  
 Brawling                        Melee  
 Handgun                        3 Speciality Skills

**BRAINDANCE/VR**

Expert: Brainsdance/VR  
 Brainsdance Editing  
 Electronics

**DRUGS**

Chemistry  
 Resist Torture/Drugs  
 Pharmaceuticals

**WEAPONS**

Expert: Small Arms  
 Weaponsmith  
 Forgery

**CYBERNETICS**

Forgery  
 Cybertech  
 Cryotank Operation

**BODY PARTS**

Biology  
 Diagnose Illness  
 Cryotank Operation

**ELECTRONICS**

Electronics  
 Basic Tech  
 Expert: High Tech

**CARS**

Drive  
 Basic Tech  
 Pick Lock  
 or Electronic Security

**SLAVERY**

Cryotank Operation  
 Pharmaceuticals  
 Psychology  
 or Expert: Torture

**WETWARE**

Expert: Wetware  
 Wetware Design  
 or Bio Tech  
 Human Perception

**SOFTWARE**

System Knowledge  
 Cyberdeck Design  
 or Electronics  
 Programming  
 or Expert: Software

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

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

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

**Streetdeal**                      Awareness  
 Forgery                         Handgun  
 Brawling                        Melee  
 Pick Lock                       Pick Pocket  
 Intimidate                     Persuasion

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

**Streetdeal**                      Awareness  
 Persuasion                     Interview  
 Accounting                    Human Perception  
 Stock Market                 Education & Gen. K.  
 Social                            Business Sense

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

**Streetdeal**                      Awareness  
 Intimidate                     Shadow/Track  
 Accounting                    Human Perception  
 Interrogation                Melee  
 Brawling                       Handgun

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

**Streetdeal**                      Awareness  
 Intimidate                     System Knowledge  
 Accounting                    Programming  
 Handgun                        Electronics  
 Interview                        Melee

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

**Streetdeal**                      Awareness  
 Intimidate                     Persuasion  
 Accounting                    Human Perception  
 Gamble                         Handgun  
 Brawling or Melee            Mathematics

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

**Streetdeal**                      Awareness  
 Persuasion                     Intimidate  
 Expert: (field)                Human Perception  
 Social                            Education & Gen. K.  
 Culture                         Interview

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

**Streetdeal**                      Awareness  
 Persuasion                     Leader or Accounting  
 Interview                       Human Perception  
 Social                            Expert: Entertainment  
 Intimidate                     Education & Gen. K.

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

**Streetdeal**                      Awareness  
 Persuasion                     Oratory  
 Brawling                        Human Perception  
 Social                            Expert: (field)  
 Language                       Education & Gen. K.

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

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

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

**Streetdeal**                      Awareness  
 Human Perception            Language  
 Persuasion                     Education & Gen. K.  
 Intimidate                     Interview  
 Melee                            Handgun

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

**Streetdeal**                      Awareness  
 Persuasion                     Social  
 Shadow/Track                 Library Search  
 Intimidate                     Human Perception  
 Brawling                        Handgun

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

**Streetdeal**                      Awareness  
 Persuasion                     Social  
 Interview                       Intimidate  
 Accounting                    Human Perception  
 Brawling                        Wardrobe & Style

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

**Streetdeal**                      Awareness  
 Forgery                         System Knowledge  
 Programming                 Library Search  
 Bureaucracy                 Accounting  
 Stock Market                 Education & Gen. K.

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

**Streetdeal**                      Awareness  
 Persuasion                     Intimidate  
 Brawling                        Handgun  
 Melee                            Pharmacology

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

**Streetdeal**                      Awareness  
 Persuasion                     Intimidate  
 Brawling                        Handgun  
 Melee                            Forgery  
 Accounting                    Basic Tech or Expert

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

**Streetdeal**                      Awareness  
 Persuasion                     Handgun  
 Melee                            Brawling  
 Seduction                     Diagnose Illness  
 Intimidate                     Education & Gen. K.

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

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

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

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

**MEDIA / FREELANCER**

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

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

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

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

**Credibility**                      Composition  
 Awareness                     Human Perception  
 Education                     Intimidate  
 Interview                       Persuasion  
 Streetwise                     Photo & Film

**WAR CORRESPONDENT or "ACTION" REPORTER (LD, pg. 51)**

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

\*\* Can be replaced with Endurance  
 \* "Action reporters" replace with Athletics and Expert (selected sport)

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

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

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

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

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

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

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

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

<b>Credibility</b>	Composition
Awareness	Culture
Education	Perform
Persuasion	Photo & Film
Social	
Corp Policy/Business Sense/Expert (chosen Politics)	

**LAWYER (Interface v2.2)**

<b>Credibility</b>	Awareness/Notice
Education & Gen. K.	Expert
Human Perception	Interrogation
Library Search	Oratory
Wardrobe & Style	Persuasion & Fast Talk

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

Braindancer, Underground Revolutionary

**Charismatic Leadership (COOL):** Can sway crowds equal to his level squared times 200.

Awareness	Perform
Wardrobe & Style	Composition
Brawling	Play Instrument
Streetwise	Persuasion
Seduction	

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

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

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

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

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

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

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

Awareness	Handgun
Human Perception	Athletics
Education	Brawling
Melee	Interrogation
Streetwise	

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

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

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

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

A thief no matter how his skills are applied. Low level Prowlers pickpocket, mug and shoplifting, while more accomplished Prowlers become B&E robbers and cat burglars.

**Sneak:** Adds to Stealth and Hide/Evade.

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

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

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

**Con:** COOL based skill which is the ability to separate a fool from his money. Can be countered by Streetwise.

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

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

**Vamp:** EMP based skill used to separate customers from their money.

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

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

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

**Scrounge:** INT based, that allows you to find salvageable materials.

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

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

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

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

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

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

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

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

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

Security and surveillance expert.

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

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

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

Repossessioners, they reposes cars, merchandise, body parts, cybernetics and sometimes whole people (Bounty Hunters).

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

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

**WORKGANGER (Interface, v.1, i.4, pg. 44)**

<b>Workganger</b>	Zero G Maneuver
Awareness	Zero G Combat
Space Survival	Melee
EVA	Basic Tech
Spacecraft Tech	Electronics

**HIGHRIDER (Interface, v.1, i.4, pg. 44)**

<b>Brotherhood</b>	Zero G Maneuver
Awareness	Zero G Combat
Pilot Shuttle/Spaceplane	Melee
Pilot OTV	Spacecraft Tech
Astrogation	Space Survival

**SALVER (Deep Space)**

<b>Salvage</b>	Space Survival
EVA	Zero-G Maneuver
Astrogation	Operate Hvy. Mach.
Pilot	Basic Tech
Awareness/Notice	Melee

**SPACE MARINE (Deep Space)**

**Space Combat Sense:** Adds to Awareness, initiative, and maneuvering rolls whilst in a zero-gravity or outer space environment.

Space Survival	EVA
Zero-G Maneuver	Zero-G Combat
Awareness/Notice	Pilot
Driving	Handgun
Rifle	



**INQUISITOR PREDATOR (Night's Edge)**

**Rank:** Works like Gang Rank.

Awareness/Notice	Martial Art (choose)
Athletics	Dodge & Escape
Melee	Stealth
Vampire Lore	Strength Feat
Endurance	

**ALTERNATE CHARACTER PACKAGES**

All of these alternatives get bonuses in their special situations so they are much better than someone who just owns the skill. However, when out of their element, the special ability is only half.

**BONUS TABLE**

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

**CLOTHING & FASHION**

Eji of Japan Clothing .....	50-500eb
Nu-Tek Video Jacket .....	300eb
Nu-Tek Video Skirt .....	200eb
ICON America Leather Clothing .....	60-500eb
Armored Stockings (SP 6) .....	110eb
Uniware Uniform & Clothing .....	15-300eb
Leather Boots .....	100eb
Duster Coat .....	200eb
Disposa Clothes .....	75-350eb
Slicksuits .....	300eb
Reactimesh Smartbag .....	3eb
Athelon Nylon Carrybag .....	5eb
Body Line Tattoo .....	50-100eb
Contact Lenses .....	100eb
IEC ID Bracelet .....	50eb+
Nymph Perfume/Colonge (+2 Sed/Persuasion) .....	200eb
Autotanner (+1 ATT for 1D6 days) .....	200eb
"Nanair" NanoAgent hair remover (10 uses) .....	50eb
Travel Kit (5kg) .....	150eb
10 sets of disposable PJs .....	10eb
Shower-in-a-Can .....	3eb
Tech-Hair Chemical Shampoo .....	2eb

**Phoney Cyberware:**

Interface Plugs .....	50eb
Chipware Socket .....	100eb
Optics Chrome, Gold, Black .....	30eb
Clock, Glow, Target .....	50eb
Hologram .....	70eb
ChromeArm .....	500eb
ChromeLeg .....	600eb

**Generic:**

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

**Leisurewear:**

Eji Bodysuit (+1 W&S) .....	200eb
Bodygear Reacti-mesh & Polylog Jacket .....	300eb
Night City Rangers Official Sportswear (+1 W&S) .....	x4
RecreaTech Kevlon Knee & Elbow Pads (10SP) .....	75eb
Body Test Full Impact Roadrasher (SP 16) .....	200eb
Full Enviro Wetsuit (SP 16) .....	350eb

**Urban Flash:**

Cryo-Max Wrap-on Mem Plastic Skirt(+1 W&S) ...	180eb
London Mist Transparent Raincoat .....	360eb
Duraweave Stockings (SP6) .....	105eb
Alex of Milan Illumi Strips Jacket (+2 W&S) .....	250eb
Image Fashionwear Bodysuit (+2 W&S) .....	300eb
Image Fashionwear Jacket (+2 W&S) .....	250eb

**High Fashion:**

Cryo-Max Translucent Pantaloons (+1 W&S) .....	180eb
HiFacs Short Cape (+3 W&S) .....	440eb
HiFacs Angora & Fiber-optic Hat (+3 W&S) .....	220eb
Leopold's Reacti-mesh Cape (+2 W&S) .....	900eb
Alex of Milan Polychromic Suit (+2 W&S) .....	715eb
Royo Bodyfree Mask (+1/2 ATTR) .....	600eb
Royo Bodyfree Mask (+1/2 ATTR, filter mask) .....	650eb

**Edgerunner:**

Gibson Battlegear Fatigue Pants (SP14) .....	125eb
Plastech Duster (SP18, +1 W&S) .....	845eb
Ruf Tread Boots (SP20) .....	175eb
Ruf Tread Kevlon & Polylog Jacket (SP18, EV -1) .	350eb
Ruf Tread Nylar Bodysuit (SP10) .....	300eb
Icon America Morplex Shirt (SP14, EV -1) .....	130eb
Gibson Battlegear Bodysuit (SP10) .....	300eb
Gibson Battlegear Greaves (SP20) .....	175eb

**Businesswear:**

Takanaka Cotton/Arachni-silk Suit (SP6, +2 WS) .	500eb
Takanaka French Cotton Suit (+2 W&S) .....	420eb
Flein Duraweave Suit (SP10, +2 W&S) .....	500eb
Pearl Eye Skirt and Jacket (SP5, +2 W&S) .....	730eb
Pearl Eye Chinese Silk Shirt (+2 W&S) .....	140eb
Nu Tek Memo-Broach .....	200eb+
Nu Tek Tie-Fon (cell phone in tie) .....	200eb
Built-in Trauma Team™ Reaction Program ..	300eb/month
Takanaka *Exec* Line .....	100-2000eb
Takanaka *Exec* Briefcase .....	600eb
Takanaka *Exec* Cologne .....	150eb
Takanaka *Exec* Sword Case .....	300eb

**Specialised Clothing:**

Transparent Skinmask (4) .....	20eb
Designer Skinmask .....	50eb
BattleMask Skinmask .....	200eb
Surveillance Clothing (SP 15, contains spy gear) .....	5-7x
"Spytex" Radar-Absorbent Material .....	10 x
'Alessio' Coveralls .....	200eb
'Lano' Coveralls (SP 14) .....	1600eb
'Guercio' Helmet (SP 20) .....	600eb
'Gianni' Helmet (SP 20, smartgoggles) .....	800eb
'Pinamonte' Boots (SP 20) .....	500eb
'Ciampolo' Gloves .....	400eb
Esporma Environment Suit (SP 10/30, 60min) .....	725eb
Fiorelli-Santino Anti-Fire Suit (427 to 1370°C) .....	1500eb
Medical Armor (SP 20, +2 to med rolls, EV -3) ...	3400eb
Sternmeyer Cold Weather Combat Outfit (EV -1) ..	575eb
Sternmeyer Cold Weather Gear (upto -70°C) .....	50-300eb
Soviet Military Armored Greatcoat (SP14, EV-1) ...	250eb
Bearskin Hat (SP 0/10) .....	50/75eb
Hiking Boots (SP 20) .....	45eb
Athelon Body Harness (SP 5) .....	100eb
Kevlar Backpack (10/18SP, .5/2kg, EV varies) ..	50/100eb
Framed Backpack .....	200eb
Biotechnica Enviro Gloves (SP 20) .....	200eb
Shock Touch Protection Gloves (4 Stun charges) ..	120eb

**TOOLS**

Routine Annual Maintenance (Parts) .....	1D10% Base
Repairs 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
Labor .....	100-150% Parts
Basic Tool Kit (1kg) .....	500eb
'Farinata' Tech Tool Kit (+1 W&S) .....	350eb
Tool Kits by Buchsterhude GmbH (+1/-1 repair) ...	1000eb
High Style Buchsterhude Tool Kit (+1 W&S) .....	1500eb

Master Mechanic's Tool Kit .....	25,000eb+	Magnagrap Claw Grapple (80%, 100m) .....	150eb
Gun Cleaning Kit .....	50eb		
Electronics Toolkit .....	100eb	<b>SURVIVAL GEAR</b>	
'Venedico' Electronics Tool Kit (+1 W&S) .....	350eb	Canteen (10 litre) .....	50eb
Techscanner .....	600eb	Canteen (Personal) .....	10eb
'Francesca' Techscanner (+1 TECH, W&S) .....	1200eb	Distillation Rig (Family) .....	100eb
'Pembroke' Techscanner (+2/+1 TECH) .....	1500eb	Water Purifier (95% rel, 2 days power) .....	20eb
'Pembroke' Update Subscription .....	100eb/month	Water Purification Kit (Personal) .....	50eb
Explosives Field Kit (30kg) .....	1,500eb	Water Purification Kit (Family) .....	100eb
Think-Boom Radio Detonators (3 signals) ....	100eb/signal	Air masks .....	20-30eb
Pressure Triggers (Diff to spot) .....	15eb/foot <sup>2</sup>	Filter Mask (Filters 3eb) .....	10eb
Thermite-In-A-Tube (15/4D4 damage for 3 turns) .....	90eb	Gas Mask (Filters 10eb) .....	200eb
Detcord High Explosive (40 damage) .....	900eb/10m	Biotechnica Bioplastic Mask (12hrs) .....	5eb
Detonator .....	10eb	Biotechnica "Smart" Gas Mask (100%, 24hrs) .....	250eb
Detonation Wire .....	1eb/meter	Fire Starter .....	1eb
Fire-Based Fuse .....	5eb/meter	All-Weather Fire Starter .....	5eb
Chemical Delay Fuse .....	25-75eb	Field Pack .....	50eb
Blasting Cap .....	5eb	Sun Block (SPF60) .....	10eb
Smart Mine Trigger - Weight .....	50eb	"Swiss Army" Knife .....	50eb
Indiscriminate .....	20eb	Immersion Heater (12 uses) .....	15eb
IFF .....	75eb	Native American Tipi .....	200eb
Temperature .....	200eb	Tent (2 Person) .....	150eb
Voice .....	100eb	Tent (6 Person) .....	250eb
Protective Goggles .....	20eb	Tent (10 Person) .....	500eb
Flashlight (100-120 foot range) .....	2eb	Tent (Big Top) .....	12,000eb
Pocket Flashlight (25-30 foot) .....	1eb	Backpack Stove .....	20eb
MicroFlash (4 hrs disposable, 100ft beam) .....	10eb/10	Tent Stove .....	75eb
Glowstik (red, green, blue for 6hrs, 6" tube) .....	1eb	Tire Chains .....	60eb
Flash Paint (4hrs of light) .....	10eb/pint	Logcompass .....	50eb
Flash Tape (6hrs of light) .....	10eb/foot	Inertial Compass .....	100eb
Rope (holds upto 1000lbs) .....	2eb/foot	DataTel Mapmaker (1kg) .....	500eb
Super String synthetic cable (3,000lbs) .....	3eb/m	DataTel Navstar Mapmaker .....	900eb
Bloodhound .....	750eb	Automapper .....	200eb/220eb
Sonic Sensors .....	1,500eb	TomKatt DooDadd (orienteering device) .....	18eb
Plasma Arc Torch .....	250eb	TomKatt DooDadd NavStar system .....	+20eb
Cutting Torch (5x-15x cost for thermite lance) .....	40eb	Topographic Map Chips (200 km <sup>2</sup> ) .....	5eb
Mine Detector .....	100eb	Grapple Line (100m, SDP 30, 3kg) .....	60eb
A-Frame .....	100eb	Climbing Spikes (+2 Climb, 1D6+3*) .....	75/140eb
Air Compressor .....	200-1000eb	IR Combat Cloak (-5 IR Notice, EV 2, 2kg) .....	450eb
Bungee Cords .....	10eb	Reactimesh Camoflage Netting (-4 Notice) .....	15eb/m <sup>2</sup>
Entrenching Tool .....	50eb	Reactimesh IR Netting (-5 IR Notice) .....	2eb/m <sup>2</sup>
Hand-Crank Generator .....	50eb		
Small Generator .....	250eb	<b>RECORDING &amp; EDITING EQUIPMENT</b>	
Large Generator .....	1200eb	Digital Recorder .....	300eb
Lifts (drive-on/scissors) .....	100/500eb	Digital Camera (.5kg) .....	150eb
Hand-Driven Air Pump .....	10eb	VideoCam (1kg) .....	800eb
Biotechnica Environmental Analyser (20hr, .5kg) ....	70eb	Video/Audio Tape Player .....	40eb
Enviroscanner (7m range, 12hr, 1kg) .....	400eb	Video Tape .....	4eb
Portable Electropack (6hr power, 2kg) .....	100eb	Digital Chip Player (1kg) .....	150eb
Arc Furnace .....	1,000eb+300eb/day	Braindance Recording Unit .....	12,000eb
Interface Monitor (+2 CyberTech) .....	800eb	Braindance Editing Unit .....	26,000eb
Micromanipulator Rig (+1 for small work) .....	3000eb	Multiformat Newscam .....	2,600eb
"Tripod" Waldo Set (extra hands) .....	800eb	MiniCam 14 .....	1,500eb
"Spider" MicroWaldo Bracer (+1 small work) .....	700eb	Omnieye Interviewer's Camera .....	1,000eb
"Mite" Diagnostic Remote (1x1cm) .....	400/500eb	Cybercam EX-1 (2.2kg) .....	1200eb
"KleenBore" NanoAgent Gun Cleaner (10 uses) .....	50eb	Nikkon America Campod (8 SP, 12hrs, 2kg) .....	1,000eb
"BioGloss" NanoAgent Cyberlimb Cleaner .....	50eb	Remote Cybercam 20 (2km, 24 hrs, 1kg) .....	350eb
"AutoGloss" NanoAgent Car Wax (10 uses) .....	50eb	Medusa 2000 Camera/SMG .....	2,500eb
LBM Diving Suit (2 hours) .....	6000eb	Portable Editing Lab .....	6,000eb
30 minute Tank of LBM .....	100eb	Video Alteration Equipment .....	5000eb
Dynlar Smartgrapple (100m, winch) .....	1500eb	Video Alteration Equipment (+10 to diff) .....	1000eb
Dynlar Smartgrapple w/optical sensor (REF-5) ....	2000eb	Video Alteration Equipment (-5 from diff) .....	10,000eb
Magnagripp Magnetic Grapples (100m, winch) .....	50eb	Jammer .....	100ebxSTR

Transmitter Locator .....	500eb
Voice Mask .....	1,000eb
Holographic Camera .....	2x base
Cyberholo Art Imager (+1 Paint/Draw) .....	600eb
Register Radio Frequency .....	1,000eb/month
Register TV Station .....	5,000eb/month

**MUSICAL**

Electric Guitar (3kg) .....	100-500eb
Rickenbacker or Telecaster .....	10,000eb
Yamaha "SmartMIDI" Guitar .....	1600eb
DPI "Cybertechnic" Guitar .....	1200eb
Washburn Soundmachine Guitar (+1 Perform) ...	1,000eb
Electric Bass .....	400eb
Electronic Keyboard (4kg) .....	200-900eb
Yamaha "Hurricane" Ultrasynth (+2 Play) .....	2,345eb
Standard Drum Kit .....	1500eb
Electronic Drum Kit .....	500-1000eb
Bass Synthesizer .....	200eb
Drum Synth-Box (3kg) .....	150eb
Synthesizer Drumpad .....	200eb
DPI Smartsticks (+1 Play Drums) .....	800eb
Synthesizer Keypad .....	100eb
MiniAmp (10w) .....	220eb
"Single Stack" Amp (500w) .....	500eb
Amplifier (4kg) .....	500-1000eb
Exotic Percussion .....	50-300eb
Cordless Microphone (1000ft) .....	100eb
CyberMIDI Effects Controller .....	2000eb
Parman Drumsticks .....	65eb
MRAM Pro Chips .....	100eb/level
Digital Recording Studio .....	12,000eb
DPI "Black Box" Synthamp (vocal synth) .....	800eb
"Black Box" Voice Chips .....	10eb
Body Rhythm Dance Bracelets (15m range) ...	400eb/pair
Body Rhythm Amp .....	250eb
Sound Optimization System (+1 Perform) .....	1000eb
Wall Speakers .....	250eb

**CYBERDECKS AND OPTIONS**

Standard Cyberdeck (.5kg, 6 ports, 10mu) .....	500-1000eb
Portable Deck (4hrs) .....	2000eb
Cyberlimb Deck (portable or cellular) .....	3000/5000eb
Combat Assault Deck (SP20) .....	3000eb
Sealed Combat Assault Deck (SP20, cellular) ..	6000eb+
Cellular Decks (moving=25% loss of link) .....	4000eb
Frequency Hopping Radio Cybermodem .....	5000eb+
Multi-Man "Pocket Residence" (INT 1, 10MU) ...	10,000eb
Microtech CRD-5 "Super-Soldier" (SP20, cell) ...	55,000eb

**Cyberdeck Upgrades:**

Memory (10MU) .....	5,000eb
Tycho Memchip (7MU) .....	3500eb
WuTech Memchip (2MU) .....	1000eb
Zetatech Memchip (5MU) .....	2500eb
Speed (max +5) .....	2000eb/+1
Corolla Speedchip (+1 spd Anti-Program progs) ...	300eb
Zetatech ZZ22 Speedchip (+1 spd, str Anti-Progs)	3000eb
Data Walls (max 10) .....	1000eb/+1
Keyboard (-4 REF, imune to AP attacks) .....	100eb
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 .....	20-30eb
Low Impedance Cables (+1 when interfacing) .....	60eb
Protected Cables & Plugs (-1 spd, 40% protect) ...	250eb
'Trode Set (-2 REF, limits AP attacks) .....	20eb
Microtech 'Trode Set (-1 REF) .....	500eb
Terminal (-5 to Netrunning) .....	400eb

**Special Options:**

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

**MICRO-COMPUTERS**

"Black Book" (SP 15, EMP shielded, E-Book) .....	250eb
Zetatech "E-Book" Microcomp (5 hours, 12MU) ....	100eb
Cybernetic "E-Book" (+2 INT/TECH skill rolls) .....	140eb
Vocal Control "E-Book" .....	120eb

**LAPTOPS AND PORTABLE COMPUTERS**

Advanced Communication Case (EBM PCX) .....	8000eb
EMB "PCX" Minicomp (2 hrs, 25MU, INT 2, 1kg) ...	900eb
Cyber-PCX (+1 INT/TECH skill rolls, 1kg) .....	1200eb
Vocal-PCX (Vocal Control, 1kg) .....	1050eb
Mead Electronic Notebook (4 SP, 12 hrs, 2.5kg) ...	860eb
Wearable Computer (PCX, 25MU, 2.1kg) ....	1000/1400eb
Hybrid MedicWear Computer (" +Medscanner) ..	2,500eb
Microtech "PCZ Super" (INT 2, 30MU, 150min) ...	1500eb
Wyzard "Handbox" (INT 1, Hologscreen) .....	6700eb
"Handbox" Removable Hard-disk (+1 INT, spd) .....	140eb
"Handbox" 1MU cartridge .....	100eb
"Handbox" Foldable Touchpad .....	150eb
Zetatech PDA+ (INT 2, 20MU, 6 hrs, 1.1kg) .....	680eb
Zetatech PC-4041 "Wearcomp" Workstation .....	8500eb

**PERSONAL COMPUTERS**

Microtech IIKL-4 WS (40MU, INT 3, 4 slots) .....	1200eb
Microtech IIKL-4 w/ cybernetic link .....	1680eb
Zeta 4040 Portastation (INT 3, 30MU, 4hr, 3kg) ...	1000eb
Zeta 4040 Portastation w/cybercontrols .....	1300eb

**MINI-FRAMES**

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

**HARDWARE OPTIONS**

Dr. Omni Kismet's Virtual Builder .....	10,000eb
Batteries (15min-1 hour, 1/4 option slot) .....	5eb
Chipreader (10 chips, 1 option slot) .....	150eb
Databases (Expert skill +1 to +4, 1/2 slot) .....	500eb/level
Dataports (for memory, datalines, 1/2 slot) .....	100eb
Datatel Modem Link-Optical Fiber (1 slot) .....	200eb
Datatel Modem Unit-Cellular (+ normal, 1 slot) ....	1200eb
Magnetic Induction Tap (10m range) .....	250eb
External Memory Modules (10MU, 1 data port) ....	750eb
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

**PC PERIPHERALS**

EXPERT Skill Progs (level 4-8) .....	200+100eb/+1
Datatel RotoWrighter (20 page printer) .....	20eb
Gloves & Goggles (-3 to -1 Interface, no AP) .....	100eb
"Hot Key" Keypad (Reduces MF penalty by 1) .....	100eb
Heads-Up Display (-3 A/N, Goggle/Monocle) ...	150/200eb
Heads-Up Display Mirrorshades (A/N 20 to spot) ..	300eb
Language Processors (Voice Control) .....	40%
Microtech Virtual Reality BBS (Diff -1lv, 8kg) ....	10,000eb
Miniature Copier (1MU, 1hr battery, 0.5kg) .....	230eb
WorldSat Flopscreen .....	400eb/sq ft
Information Black Box .....	1000eb
Information Links (connect to Visual Rec Chips) ....	25eb
AI Core Program (INT 1-18) .....	1000-15,000eb

**CompuMods:**

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

**PERSONAL ELECTRONICS**

Data Cache (100MU, SDP 15, SP30) .....	8000eb
Data Cache (200/300MU) .....	10,500/13,000eb
Data Chip .....	10eb
"Treasurer" Datawatch (1MU) .....	55eb
Holotank (tabletop- 12"x18") .....	500eb
Holotank (desktop- 24"x36") .....	1000eb
Holotank (display- 4"x7") .....	5000eb
Holo Generator .....	500eb
Holoscreen Viewer (many models) .....	2x base
Microtech Residence (Home for INT 6 AI) .....	150,000eb
Net-Vision Glasses (optional Invisibility) .....	900/1200eb

Video Board .....	100eb/ft <sup>2</sup>
Video Wall (6'x6') .....	3500eb
Batteries .....	5eb
IEC Micromate Blender .....	35eb
Hitachi-Kenmore Appliance Mod .....	500eb
Optical Remote (2m IR eye controlled remote) .....	100eb
Cab Hailer (1D6 min wait) .....	150eb+10eb/month
Image Wallet (.1kg) .....	100eb
Sleep Inducer (2-3 hours, .5kg) .....	85eb
Gun Camera .....	100eb
Nikkon Gun-Eye Camera (.2kg, 10-30min) .....	200eb
Gun-Eye Options (LL, IR, Thermo, Anti-Dazzle) ..	+100eb
Gun-Eye Options (image enhancement) .....	+150eb
Gun-Eye Option: Teleoptic sight (+1WA) .....	+150eb
Gun-Eye Option: Cyberlinkage .....	+100eb
Battery Pack .....	50eb
Home-Use Transformer .....	100eb
Solar Electric Panel (1 device) .....	100eb
Solar Panel Central Extension Cord .....	25eb
Portable Radar .....	250eb
Portable Sonar .....	150eb
Personal Tactical Computer .....	1,000eb
Militech PTC Detail Cards .....	50eb
Ghost Projector .....	950-1,850eb
Cheesebox .....	100eb
DDI PrayerWare .....	120eb
Smartgoggle Mirrorshades (2 options, -10%) .....	450eb
Smart Glove (Aver REF or -1 WA) .....	110eb
Smart Glove Gun Modification .....	+200eb
Echolocation Goggles (-1 Aware in dark) .....	1500eb

**COMMUNICATIONS**

Pay Phone Call .....	0.5eb/min
Cellular Phone (+100eb/month, .5kg) .....	400eb
Mini Cell Phone .....	800eb
Nu Tek Tie-Fon (a tie & phone) .....	200eb
Vidphone (upto wall size) .....	150-400eb
3D Holophone (3m view) .....	900eb
3D Holophone Icon Chip (shows Net style Icon) .....	50eb
1-900 Phone Numbers (phone votes, etc) .....	3eb
Mastoid Comlink (6km/10miles) .....	100eb
Personal Comlink (6km/10miles) .....	100eb
Booster Unit (20-30km) .....	300eb
Family Comlink (30-50km) .....	500eb
Short-Wave Radio (Used) .....	500eb
Backpack Satellite Uplink (15kg, 72hr) .....	1000eb
Toshiba PRC-10 2 way radio .....	300eb
MicroComm Pagestar .....	100eb
Advanced Communications Suitcase .....	8000eb
Advanced Commo Suitcase (w/short wave) .....	8800eb
Office Communications Suite .....	1000eb
Office Video Intercom .....	1100eb
EBM Carfaxx 2002 .....	500eb
Fax Plus 1000 (10 hours) .....	300eb
WorldSat Newsviwer (0.1kg) .....	100eb+2eb/hour
Linear Beam Commlink (1 mile, Diff Elec, 30 min) .	200eb
Fibre-Optic Cable .....	0.1eb/m
Higher Quality Fibre-Optic Cable (+1 Netrun) .....	1eb/m
Repeaters (boost net signals) .....	1000eb
Junctions .....	100eb

**Phone Upgrades:**

Voice-mail .....	20eb/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
Conference Calling (extra line) .....	5eb/month
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
Call Waiting .....	5eb/month
Call Forwarding .....	5eb/month

**ENTERTAINMENT**

Pocket TV (.5kg) .....	80eb
Personal Digital Media Universal Systems .....	2,000eb
Satellite Dish .....	1,500eb
Data Term Use .....	1eb/min
Dataterm Hardcopy .....	0.5eb/page
Screamsheets (newsboxes, vendors) .....	0.1eb/page
Corporate Edition (office newsbox) .....	0.1eb/page
NIGHT CITY TODAY (updated 6, 12, 5, 10) ...	0.1eb/page
FACE THE FAX (underground screamsheet) ..	0.1eb/page
Screamsheet Subscription .....	-50% Cost
Screamsheet Net Download .....	-20% Cost
Underground Newspapers (vendors, cafes) .....	1-2eb
1 "C"-The Magazine for the Corp. Exec .....	112eb/year
Tickets Star .....	75-150eb
Concert .....	50-75eb
Lecture .....	30eb
Game .....	25eb
Cinema .....	7eb
Night City Tour Chip .....	10eb
Night City Shopping Guide .....	2eb
Digital Music Chip .....	20eb
Music Video Chip .....	10-20eb
BBS Link .....	20-2eb/min
Visitor Realities .....	2eb/min
Forgotten Realms VR .....	1eb/min
Tropical Paradise VR/Harem Romp VR .....	5eb/min
Virtual Ventures Ltd .....	900-10,000eb
Braindance Run (Bar or Arcade) .....	2-4eb
Braindance Run (Sleazier Joints) .....	1.5eb+
Braindance Chip (Buying) .....	50-75eb
Braindance Chip (Net Download) .....	35-60eb
Black Market Braindance Chip .....	200-300eb
Braindance Subscription Service (6 months) .....	1200eb
Braindance Vending Unit .....	200eb
Braindance Playback Unit .....	500eb
Braindance Portable Player .....	150-300eb
Wirehead Unit Refit .....	1D10x100eb
Permanent Wirehead Refit .....	5,000-25,000eb
Tek Shadow Vid .....	250eb/month
DeathSpa .....	5,000eb+

**RUSH Options:**

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

**SECURITY**

Keylock (Diff 15 to 30) .....	20eb/level
Cardlock (Diff 15 to 30) .....	100eb/level
Vocolock (Diff 15 to 30) .....	200eb/level
Smartlock Door System .....	250eb/level
Smartlock Preset Time Log-in .....	220eb
Portable Maglock (Diff 25, SP 15, 12 hrs, 1kg) .....	300eb
Maglock Fiberoptic Camera .....	+80eb
Scanner Plate .....	500eb
Movement Sensor (95% reliable) .....	40eb
Remote Sensors .....	700eb
Passcard .....	10eb
Poison Sniffer (85% reliable) .....	1,500eb
Jamming Transmitter (1000ft) .....	500eb
Snoopbox Personal Intrusion Sensor .....	4000eb
Tracking Device (range is 1 mile) .....	1000eb
Tracer Button .....	50eb
Arasaka Security Services Chip (+3) .....	100eb
Remote Weapons Station .....	6,000eb
Remote Weapon Links .....	500eb
ID Scanner and Processing Unit .....	1,200eb
Retina Scanner (holds 250 images) .....	400eb
Hand Scanner (holds 500 palm prints) .....	350eb
DNA Scanner/Recorder .....	1,000eb
Blood Tester .....	300eb
Cyber Scanner .....	500eb
Striptape Binders (Strength 25+) .....	5eb/12
Plas-Cuffs (Strength 25+) .....	40eb
Handcuffs (Strength 30+) .....	100eb
Ion Cuffs (disables Cyberlimbs) .....	100eb
Detention Collar (48 hrs, shock or drug (5), .5kg) ..	260eb
Fridigair Bolthole (SP 30) .....	500eb
Paper Shredder .....	500eb
Line Tap Detector .....	60eb
Linozap .....	350eb
ID Badgemaker .....	500eb/700eb
Militech Personal Body Alarm .....	400eb+300eb/month
Protection Field (2m shock field, 1.5kg) .....	750eb
Voice Stress Analyzer (+1 HP/Interro) .....	200/250eb
R-101 Lie Detector (90%, V.Diff Cool) .....	5000eb(3-5x)
Window Trembler (Stops Laser-mikes) .....	120eb
Bug Detector (80%) .....	200eb
Bug Jammer (10m, 80%) .....	200eb
Arasaka OmniTec Radar Detector (60%, 100m) ....	250eb
"Scout" Bug/Tap Signal Tracker (80%) .....	300eb
Arasaka JetSetter Briefcase (SP 30, Diff 30) .....	2000eb
Arasaka ECM Comm-Scrambler (Diff Elec, 1 hr) ...	100eb
Modulation Chip (Mil radio jammed on 7-10) .....	20eb
"Mumbler" White Noise Generator (3m, 90%) ....	3500eb
ScanMan Full Identity Scanner .....	2100eb
"Scanway" Scanner Gate (95% either) .....	2,800eb
"Scanway" Deluxe Scanner Gate (95% all) .....	5,400eb
"Scanway" Large Screen .....	500eb
Detection Wand (10cm range, 2hrs, 0.5kg) .....	175eb
Evidence Bags (5) .....	6eb
Ballistics Kit (15SP case) .....	600eb
Rescue via SOSBooth (holds 4, D6+2 mins) ....	1,000eb+
Clean Sweep (30-90% rel) .....	7000eb/year
Wutani Motion Tracker (75m-1km, 4kg) .....	770eb
Nano-Paper (Dissolves under special light) .....	3eb/sheet
Nano-Paper Dissolving Light .....	10eb
Schlaghund (15D6 over 5m, or gas over 6m) .....	4500eb
Thermal Decoys (30 mins, optional IFF) .....	50/100eb

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

**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

**SURVEILLANCE & B&E**

Baskin Undercover (20-75% rel) ..... 200eb+/hour  
 Binoculars ..... 20eb  
 Binoglasses ..... 200eb  
 Light Booster Goggles (diff to detect IR beams) ..... 200eb  
 IR/UV Goggles (need IR flashlight) ..... 250eb  
 IR/UV Flashlight ..... 50eb  
 Militech Refractix Binoculars ..... 350-550eb  
 Optictech Magviewer (20x, sonar, 1kg) ..... 375eb  
 Magviewer w/ Passive Infrared ..... 475eb  
 Magviewer w/ Lowlite ..... 500eb  
 Magviewer w/digital Camera ..... 450eb  
 IEC Phase 4 IR laser sight (+1) ..... 250eb  
 IEC IR glasses ..... 75eb  
 Sonar Scanner (120m, .2kg) ..... 50eb  
 "Komaku" Laser Mike (50m) ..... 250eb  
 "Komaku" Fixed Laser Mike (75m, 4 hrs record) ... 350eb  
 "Komaku" Cyberarm Laser Mike (60m) ..... 400eb  
 Line Tap ..... 200eb  
 Raven Microcyb Data Tap (70% accurate) ..... 200eb  
 Omega Phone Tap (10 lines, 24hrs, 60% avoid) .. 1400eb  
 Surveillance Kit (digicamera, mikes, tracers) ..... 3500eb  
 Visual Adapter (attach LL, etc to camera) ..... 100eb  
 Remote Investigation Kit ..... 45,000eb  
 B&E Tools ..... 120eb  
 Advanced Alarm Removal Kit (+1 TECH, 3kg)) ..... 290eb  
 Security Scanner (75% reliable) ..... 1,500eb  
 Code Decryptor (+5 vs. Cardlocks) ..... 500eb  
 VocDecryptor (+5 vs. Vovolocks) ..... 1000eb  
 SmartDecryptor (15+1D10 vs Card/Vocolocks) .... 1500eb  
 Jack-In-The-Box ..... 500eb  
 Finger Booties (slip on prints) ..... 100-500eb  
 Microtech Mk-4 Signal Detector (85%, .5kg) ..... 2400eb

**MEDICAL**

Clinic Visit ..... 200eb  
 Ripperdoc Visit ..... 5-600eb  
 Hospital ..... 300eb/day  
 Night City Medical Center ..... 600eb/day  
 Intensive Care ..... 1000eb/day  
 RapiDetox ..... 1500eb  
 Psychiatrist ..... 1000-3000eb/month  
 First Aid/Snake Bite Kit ..... 20eb  
 Basic Medical Kit (1kg) ..... 120eb  
 Surgical Kit ..... 400eb  
 Medscanner (+2 to Diagnose) ..... 300eb  
 Portable Life Support Kit ..... 10,000eb  
 Automedic: Basic (1kg, 3 drugs, 70%, +1 FA) ..... 300eb  
 Automedic: Basic w/internal Biomonitor (100%) .... 420eb

Automedic: Deluxe (2.5kg, 5 drugs, +2/3 FA) ..... 1000eb  
 Autodoc (Med +10, 1stAid +15, 30kg) ..... 12,000eb  
 Dermal Stapler ..... 1000eb  
 Skin Foam (+2 First Aid, 10 doses) ..... 100eb  
 Bone Glue (heals 1/2 damage taken to limb) ..... 25eb  
 Biotechnica Toxi-Stoppers (+4 to save) ..... 2000eb/dose  
 Tissue Glue (+3 First Aid) ..... 25eb  
 Spray Skin ..... 50eb  
 Slap Patch ..... by drug  
 Airhypo ..... 100eb  
 Bodyweight Life Support (72 hours, 2kg) ..... 500eb  
 Portable Intern Unit (+2 Diagnose, +1 Stabilise) .. 1200eb  
 Flask of Bandage ..... 2,500eb  
 Portable Cryogenic Case (24hr, SP 10, 2kg) ..... 250eb  
 Limb Preservation/Transport Unit (+1D6 value) ..... 500eb  
 Cryotank ..... 100,000eb  
 Archaesthetic (+1 Diagnose & Medtech) ..... 1000eb  
 Blood Substitute (3 pints: +1 Stabilise) ..... 150eb/pint  
 Bodyweight Synthetic Blood ( as above) ..... 200eb/pint  
 Cybercast (equal to full rest, -2 to limb) ..... 3000eb  
 Cybercast Rental ..... 200eb/day  
 Medical Examiner's Equipment Pack ..... 700eb  
 Vitamins (100) ..... 50eb  
 Catch-22 (30) ..... 4eb  
 Pill Case ..... 10eb  
 Celestial Parachute System ..... 200,000eb  
 Drug Analyser ..... 40-75eb  
 Drug Design Module (1dose/3hrs) ..... 5,000eb  
 Drug Synthesizer-Personal ..... 1,000eb  
 Drug Synthesizer-Small Pharm ..... 5,000eb  
 Drug Synthesizer-Large Pharm ..... 10,000eb  
 Drug Synthesizer-Industrial ..... 20,000eb  
 Drug registration ..... 10eb/year  
 "Blanket" License ..... 25eb  
 DIY Drug Combinants (7 doses) ..... 14,000eb  
 Biotechnica "A Clone of My Own" Kit (10kg) ..... 500eb  
 Bodyweight Genesplicer (90kg) ..... 600,000eb

**Cyberware/Bioware:**

Powered Silicon Pills ..... 10eb  
 Cyberware Battery ..... 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

**FURNITURE**

Sleeping Bag (-10) ..... 60eb  
 Northern Faced Sleeping Bag (-140°F) ..... 20eb  
 Sleeppad ..... 20eb  
 Cushions ..... 10-50eb  
 Hammock ..... 20eb  
 Hiker's Chair ..... 15eb  
 Nomad Rug ..... 100eb  
 Futon ..... 90eb  
 Synthetic Furniture ..... 100eb/piece  
 Temperfoam Furniture ..... 80-140eb/piece  
 Flatfold Furniture (memory plastic) ..... 100-500eb/piece  
 Real Wood Furniture ..... 200eb+/piece  
 Moving Cube Remote (stays within 20m) ..... 200eb

**TRANSPORT**

CHOOH<sup>2</sup> ..... 1D6/3+1eb/gallon

Fastcharge (5 minute recharge) .....	20eb
Parking (40% filled in day, 15% at night) .....	5-10eb/hr
Airport Parking .....	50eb/day
AV Pad (70% at day, 20% at night) .....	100-150eb/day
NCTC Bus Ticket .....	1eb
NCART Ticket .....	25eb/station
Ground Taxis .....	3eb/mile
Red Cab Taxi (Day, +30% CZone) ...	3.25eb - 2.75eb/mile
Red Cab Taxi (Night, +60% CZone) .	4.25eb - 3.75eb/mile
AV Taxis .....	10-15eb/mile
Corporate CityCar Rental .....	2eb/mile
Honda-Avis Vehicle Rental .....	100eb/day
Renta-Robo Rental (+.60eb/mile) .....	150-220eb/day
Executive Transport Service (+driver) .....	150-850eb/hour
Vehicle Registry-Car/AV .....	1,000/2,200eb
Drivers Test (Difficult Task) .....	100eb
Parking Fines .....	100-200eb
Towing Fees .....	200-300eb
Maglev Standard .....	100eb
1st Class .....	250eb
Dirigible Standard .....	300eb
1st Class .....	1000-3000eb
Transatlantic Stratliner (3hrs) .....	2000eb
Transatlantic Jet (7hrs) .....	300eb
Transatlantic Dirigible (36hrs) .....	150eb
SantaCruz Smartboard (2 SDP, +3 man) .....	200eb
Battarope Towlink w/Magnagrip (50/100m) .....	150eb
Vector Hydroboard (10 SDP, +2, 65mph, 20kg) .....	500eb
SantaCruz Boardtech Surfboard (10 SDP, +1) .....	200eb
RecreaTech Powerblades (+1 Ath, +5 MA, 4hrs) ...	200eb

**LIFESTYLE**

Canned Air .....	5eb/min
Flavored Cigarettes .....	2eb/pack
"Small Wonders" NanoAgents (10 uses) .....	50eb
Vend-A-Mod (per level):	
Recreation .....	30eb
Protocol .....	30eb
Corporate Info .....	30eb
Travel Directory .....	30eb
Law .....	30eb
Employment .....	20eb
Sincard .....	50,000eb
Pocket Credit Transfer Device .....	100eb
Vendor CTD (100,000eb) .....	1,000-2000eb
Executive CTD (1,000,000eb) .....	5,000eb
CredChips WORM (10,000eb) .....	50eb
R/WM (50,000eb) .....	150eb
InterFlex Cybergenics Exercise Machine .....	2800eb
InterFlex Prime w/ Braindance & Ghost Puppet ...	4400eb

**SERVICES**

Party Time Entertainment Service .....	500eb/evening
Party Time Contract (+50eb/evening) .....	3000eb/month
United Express Delivery & Couriers .....	25-650eb
ExecUclean (Dry Cleaning) .....	15-100eb/item
International Companion Network .....	75eb/hour
.....	750eb/day
.....	4000eb/week
.....	10,000eb/month
Habit Personal Service (+2 Social) .....	5000eb/course
Bodycure (ATTR +2 for 1D6 days) .....	450eb
Night City Technical Exchange .....	200eb/year

Info Comp Library Access .....	100-5,000eb/hour
Child Care .....	50eb/day
Safe Child .....	350eb/day

**MONTHLY EXPENSES**

Credchip (Chop) .....	10-20eb/month
Cab Hailer .....	10eb/month
Standard Phone Service .....	30eb/month
Cable TV .....	40eb/month
Cell Phone Service .....	100eb/month
Utilities .....	100eb/month
Personal Body Alarm .....	300eb/month
Trauma Team Account .....	500eb/month
Health Plan .....	1000eb/month

**FOODSTUFFS**

Kibble (1eb/bar) .....	50eb/week
Generic Prepack .....	150eb/week
Good Prepack .....	200eb/week
Fresh Food .....	300eb/week
Meals Ready-to-Eat (.5kg, 38eb/12) .....	4-10eb
Scop Tanks .....	2000eb+supplies
A Real Meal .....	15eb
HotZa Pizza (small to mondo) .....	6-16eb
Beer .....	3eb
Soft Drink .....	1eb
6 Pack of Smash .....	100eb
Biotechnica Nutrisupplement (.5kg) .....	10eb
EnduroDrink (+1 Endurance for 2hrs) .....	8eb
IEC Solodrinker: The Classic (2 in 2 min, 10 flav) ..	110eb
IEC Solodrinker: The Waiter (4 in 1 min, 25 flav) ....	175eb
IEC Solodrinker: The Mate (1 in 20 sec, 50 flav) ....	250eb
IEC Solodrinker: The Luxury 12 (12 in 1 min) .....	715eb
Classic Cartridge (10/25/50 flavors, 100) .....	5/15/50eb
Francophile Flavours (10/25/50 flavors, 50-30) .	8/25/50eb
Exotic Flavors (10/25/45 flavors, 35 drinks) .....	9/28/60eb
Bar-in-a-Briefcase (2 litres) .....	100eb
All Food Shopping Service (+10eb/delivery) ...	25eb/month
Continental Catering .....	150-200eb/guest

**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
Corp Coffin/Dorm (for Techs/Assembly workers) .....	free
Corp Apt Cube (for Sr Techs/Jr Managers) .....	subsidised
Safehouse .....	100-2000eb/night
Ashcroft Hotel .....	300-5000eb/night
Asylum .....	500-3,600eb/month
Silverhand Studio .....	600eb/month
Office .....	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
West Hill Apartment .....	2,800eb+
Fallout Shelter .....	5,000eb
Plaza West Tower Unit (to buy) .....	300,000eb
Luxury Penthouse/Conapts .....	800,000eb+
3 Bed, 2 Bath House .....	850,000eb
Coral Forest Estate Mansion .....	3 million eb
Domitic System .....	1D10/2x50eb/m <sup>2</sup>
Williams Complex Service Contract ..	10-15% rent/month

**REMOTES**

Manual Controller (-2) .....	300eb
HUD Controller (-1) .....	500eb
Cybernetic Controller (0/+1) .....	800eb
Portable Unit (15km range) .....	Normal
Stationary Panel (upto 100km range) .....	Normal
Repeater Station (.33kg) .....	100eb
Wire-Guidance Option (1kg/.5 mile) .....	50eb/.5 mile
AI "R-Brain" Module (INT 6/2, skills +6) .....	2,000eb
Magnetic Induction Tap Dartgun (10m range) .....	250eb
Pseudo Dragon .....	800eb
Oracle .....	1500eb
H-7 Handling Robot .....	50,000eb
Robot Patrol Unit Alpha .....	75,000eb
Robot Patrol Unit Beta .....	95,000eb
Robot Patrol Unit Gamma .....	105,000eb
Scorpion 500 "Spider Eater" .....	24,000eb
Arach-Mk2 .....	10,000eb
Arach-Mk4 .....	15,000eb
Bell "Bumblebee" Rotocraft (-2, 250 miles) .....	4,000eb
Bell "Aquabee" Subaquatic .....	4,000eb
Bell "Minibee" Rotorcraft (5kg, 30cm, -2, 20mi) ..	2,500eb
"Rover" Wheeled Remote (-3, 10+1D10) .....	9,000eb
RPV-400 Combat Trilrotor (+2, 450 miles) .....	150,000eb
Spider Assassin Remote (-1, 300m/5hrs) .....	12,000eb
"Deathdrone" Assassination Device (8hr, 6km) ..	10,000eb
Microtech Remote Attack Drone (-2, 20mi) .....	3,500eb
Microtech "Scorpion" (-1, 300m/4hrs) .....	15,000eb
Microtech Grid Bug (-2, 100m/2hrs) .....	9,000eb
Militech M-010 Minelayer (10+10kg) .....	10,000eb

**ANIMALS & ANIMAL CARE**

Pet Minders (+BM animals) .....	50-5000eb/month
Reactimesh Animal Wrap .....	5eb/meter <sup>2</sup>
Diurnal Gerbils (sleep at night) .....	5eb
Lapcat (the perfect pet) .....	50eb
Orca (Killer Whale) .....	25,000eb
Humpback Whale .....	32,000eb+

**NUSCUBA & OCEAN EQUIPMENT**

Cutting Torch (10SP/rnd, max 40SP, 1kg) .....	50eb
Cutting Torch Fuel Slugs (500SP, 0.5kg) .....	30eb
Emergency Beacon Set (30km range, 2.5kg) .....	150eb
Beacon Transponders (30km range) .....	25eb
Portable Sonar (50m, 3kg) .....	95eb
Marine Mastoid CommLink (100m range, 0.1kg) .....	75eb
Nuscuba Maintenance Kit (0.5kg) .....	115eb
Hardshell Maintenance Kit (5kg) .....	175eb
EVPA Maintenance Kit (10kg) .....	1150eb

Waterproof Charges (4x1kg blocks of C-6+) .....	3,000eb
Robot Surveillance Buoy (SP15, SDP33, 150k) .	15,000eb
Ballistex Marine Survival Vest (SP14) .....	250eb
O'Niell Shark Basket (1 use) .....	50eb
Oceanic Stealth Drysuit .....	4,000eb
TAV unit .....	430eb
Feeding Frenzy Jet Juice .....	50eb
Sound Wand .....	600eb
Oxygen mix (per tank) .....	20eb
Oxygen/Nitrogen (per tank) .....	20eb
Helium/Oxygen/Nitrogen (per tank) .....	60eb
CINO "Islander" Rebreather (20min, 30m, P/C) .....	150eb
Hydrosubsidium "Aquamax" (60min, 50m, EV+1) .	500eb
Hydrosubsidium "Deepstar" (180min, 100m, +2) .	2000eb
CINO "Big Blue" Rebreather (10hrs, 100m, +2) ..	2600eb
OTEC "Depth Charge" (10hrs, 200m, +3, Rare) ..	3250eb
OTEC "Rahab II" (4hr, 2500m, SP25, EV3, C) ...	13,500eb
CINO "Seagod" (5hr, 3000m, SP20, EV2, R) .....	35,000eb
Liquid Breathing Medium (30min/liter, 20%) .....	1250eb/lt
Fluorine Breathing Medium (15min/liter, 5%) .....	250eb/lt
Hydrosubsidium "Gorgon" EVPA (3500m) .....	78,912eb

**Underwater Linear Frames**

Gamma STR 12/10 .....	9,000eb
Delta STR 14/12 .....	11,000eb
Pi STR 16/14 .....	13,000eb

**SPACE GEAR**

EVA Suit .....	20,000eb
Skinsuit (LMS) .....	2,100eb
Emergency Bubbles .....	150eb
Powerdriver .....	100eb
Vac-Solderer .....	50eb
Mini-Vac .....	30eb
Microtools .....	15eb
Combo Flash .....	5eb
Sniffer .....	20eb
Pressure Alarm .....	2eb
Radiation Meter .....	100eb
Velcro .....	1eb/12
Drink Bottle .....	2eb
Lappad .....	50eb
Personal Radmeter .....	5eb
Electro-Stick Pad .....	20eb
Rail Key .....	5eb
Grip Slippers .....	5eb
Hands Free Comset .....	30eb
Slosh Bag 0-G Shower(2kg) .....	65eb

**SPECIAL EQUIPMENT**

Portable Laser Rangefinder .....	50eb
Gyro Mount .....	250eb
Portable Painting Laser .....	1,000eb
Artillery Computer .....	1,500eb
Power Exo-Mount .....	5,000eb

**POWER ARMOR**

Army Gun Unit-10DPigman (Str 40, 1566kg) ...	246,700eb
USAF EVA Unit-12NT (Str 35, 824kg) .....	211,600eb
Army Gen. Unit-12A2 Grunt (Str 25, 885kg) ....	139,400eb
Navy Unit Landshark (Str 35, 934kg) .....	137,000eb
Arasaka Guardian .....	76,260eb
Trauma Team Lifeline .....	99,000eb

**WADS**

Extra Limbs ..... 10%frame  
 Android Control Circuits ..... 500eb/limb  
 WAD Controller ..... 1000eb

**BLACK MARKET SERVICES**

Forging Credchips (95%) ..... 1D10x1000eb  
 Cracking a Credchip ..... 25-50%  
 Cash Processing ..... 2-5%

**PRICE MODIFIERS**

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

**Source**

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

<b>SOFT ARMOR</b>	<b>Covers</b>	<b>SP</b>	<b>EV</b>	<b>Cost</b>	<b>Source</b>	<b>Notes</b>
Cloth, Light Synthetic Leather*	Torso, Arms, Legs	0	-0	Varies	CP20	
SkinTight Armor Padding	Torso, Arms, Legs	-1/3rd	Varies	1500+	I1	
Synth Leather Jacket	Torso, Arms	4	-0	200	Neo, 56	
Synth Leather Pants	Legs	4	-0	150	Neo, 56	
Synthetic Leather Gloves	Hands	4	-0	50	Neo, 56	
Synthetic Leather Boots	Feet	4	-0	100	Neo, 56	
Spiked Boots*	Feet/Legs	5	-0	20	Pac	
Pearl Eye Skirt and Jacket*	Torso, Arms, Legs	5	-0	730	Chr 4, 60	+2 W&S
Armored Stockings*	Legs	6	-0	110	Chr 2, 28	styles vary
Duraweave Stockings*	Legs	6	-0	105	Chr 4, 58	
Takanaka Arachni-Silk Suit*	Torso, Arms, Legs	6	-0	500	Chr 4, 60	+2 W&S
Militech M78 RPA T-Shirt	Torso	7	-0	130	CB2	
Space LM Sneak Suit*	Whole Body	8	-2	2,500	Chr 2, 28	40 min air
Militech M96 Ghostsuit*	Whole Body	10	-1	5300	Chr 2, 27	-4 A/N
Gibson Sneak Suit*	Whole Body	10	-0	560	Chr 2, 28	-4 A/N in dark
Sonar-Baffling Diving Suit*	Whole Body	10	-2	3,500	Chr 2, 28	
Flein Duraweave Suit*	Torso, Arms, Legs	10	-0	500	Chr 4, 60	+2 W&S
Ruf Tread Nylar Bodysuit*	Torso, Arms, Legs	10	-0	300	Chr 4, 62	
Gibson Battlegear Bodysuit*	Torso, Arms, Legs	10	-0	300	Chr 4, 62	
"Depth Charge" Wetsuit*	Torso, arms, Legs	10	-3	3250	SF, 30	10hrs air
Kevlar T-Shirt, Vest*	Torso	10	-0	90	CP20	
Gibson Armor T-Shirt*	Torso	10	-0	10	Chr 1, 62	
Uniware Torso Armor*	Torso	10	-0	60	Chr 1, 59	
Uniware Leg Pads*	Legs	10	-0	60	Chr 1, 59	
RecreaTech Kevlon Pads	Knees, Elbows	10	-0	75	Chr 4, 56	
Soviet Military Bearskin Hat*	Head	10	-0	75	CB3, 72	protect to -20°C
Militech M73 Mirage Gear*	Whole Body	12	-1	1050	Chr 2, 28	-2 A/N. 1.5kg
Cybermodem Utility Suit*	Whole Body	12	-0	6300+	Chr 1, 7	
Armored Motorcycle Jacket	Torso/Arms	12/4	-0	300	Neo, 56	
National Guard Armor	Torso, Limbs/Head	14/20(h)	-0		SW	
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	
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	
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	
Tanaka Armor Topcoat*	Torso, Arms, Legs	16	-0	2000	Chr 1, 63	
Tanaka Armor Opera cloak*	Torso, Arms, Legs	16	-0	1200	Chr 1, 63	
BodyTest Roadrasher*	Torso, Arms, Legs	16	-0	200	CGen	
Full Enviro Wetsuit*	Torso, Arms, Legs	16	-0	350	CGen	1h air, +swim
Gibson Armor Jeans*	Legs	16	-0	30	Chr 1, 62	
Uniware Armor Trenchcoat*	Torso, Arms, Legs	18	-1	300	Chr 1, 59	
Plastech Duster*	Torso, Arms, Legs	18	-0	845	Chr 4, 62	+1 W&S
Ruf Tread Kevlon Jacket*	Torso, Arms	18	-1	350	Chr 4, 62	
Medium Armor Jacket*	Torso, Arms	18	-1	200	CP20	
Biotechnica Enviro Gloves	Hands	20	-0	200	EF	
Heavy Armor Jacket	Torso, Arms	20	-2	250	CP20	
Police Issue Patrol Armor	Torso/Arms/Legs	20/15/18	-2	900	P&S	
+Optional Alloy Plates	Arms, Legs	+5	-1	-	-	
Fireproof Clothing	Torso, Arms, Legs	20 vs Fire	-0	65-250*	Chr 1, 11	
ExecUcleaN Armor Repair	All armor	100%		20%	Chr 1, 68	

<b>HARD ARMOR</b>	<b>Covers</b>	<b>SP</b>	<b>EV</b>	<b>Cost</b>	<b>Source</b>	<b>Notes</b>
Esporma Environment Suit	Whole Body	10/30	-3	725	Chr 3, 16	60min air
Spyke Body Plating	Anywhere	10	-0	400-600	Chr 3, 30	+10 SDP
Leg & Knee Spikes	Legs	10	-0	10-25	PAC	
Police General Purpose Shield	Held	10	-0	80	P&S	
Medieval Armor	Whole Body	14	-6	3500/10,600	Chr 1, 16	
C-Ballistic Light Mesh	Torso, Arms, Legs	15	-0			
SPM-2 Battleglove+	Arm	15	-0	970	PAC	
Police Issue Riot Shield	Held	15	-0	150/180		
Sneaksuit Flak Vest*	Torso	16	-1	375	Chr 2, 28	
Militech M78 RPA Hvy.Vest	Torso	18	-2	300		
Mirage Gear Flak Vest*	Torso	18	-1	275	Chr 2, 28	utility harness
Arasaka Combat Armor	Torso, A, H/Legs	18/4(s)	-1			
Militech Combat Armor	Torso/Head/Limbs	18/20/14(s)	-1			
MedicGear Combat Armor	Whole Body	20	-3	3400	Chr 2, 19	+2 Med rolls
Standard Army Trooper Armor	Whole Body	20	-1			
Reactive Body Armor	Torso, Head	20	-1	4990		
Flak Vest*	Torso	20	-1	200		
Hiking Boots	Feet & Ankles	20	-0	45		
'Pinamonte' Boots	Feet & Ankles	20	-0	500	Chr 3, 8	
Ruf Tread Boots	Feet & Ankles	20	-0	175	Chr 4, 62	
Gibson Battlegear Greaves	Legs	20	-0	175	Chr 4, 62	
Flak Pants*	Legs	20	-1	200	CP20	
CINO "Seagod" Hardshell	Whole Body	20	-2	35,000	SF, 30	5hrs air
OTEC "Rahab II" Hardshell	Whole Body	25	-3	13,500	SF, 30	4hrs air
Metal Gear	Whole Body	25	-2	600	CP20	
Moto-Cross Armor	Torso, Arms, Legs	25	-2	750	Neo, 56	padded MG
Max Threat Urban Riot Armor	Torso, Arms/Legs	25/20	-3	1200	P&S	
+Optional Alloy Plates	Arms, Legs	+8	-0	-	-	
Door Gunner's Vest	Torso	25	-3	250	CP2020	
U.S. Army Assault Armor	Whole Body	28	-2	3000		
Pit Viper	Whole Body	30	-0	26,000		
Hooded Viper	Whole Body	30	-0	48,000		
<b>HELMETS &amp; HEADWARE</b>						
<b>Protective Headgear Insert</b>	<b>Head</b>	<b>4</b>	<b>-0</b>	<b>50</b>	<b>Chr4, 69</b>	<b>concealable</b>
Motorcycle Helmet	Head	8	-0	100	Neo, 56	face shield
Steel Helmet	Head	14	-0	20	CP20	
Police Issue Traffic Helmet	Head	15	-0	170		
"Deepstar" Nuscuba Helmet	Head	15	-2	2000	SF, 29	180min air
"Big Blue" Nuscuba Helmet	Head	15	-2	2600	SF, 30	10hrs air
"Depth Charge" Nuscuba	Head	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		
Militech M88 Combat Helmet	Head	20	-1	5000		
U.S. Army Helmet	Head	20	-0	500		
'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		
Mirage Gear Helmet	Head	24	-1	140	Chr 2, 28	
Police Issue Patrol Helmet	Head	25	-0	230/430		
Police Issue Riot Helmet	Head	25	-0	650		

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

<b>CYBERWARE SOFT ARMOR Covers</b>		<b>SP</b>	<b>EV</b>	<b>Cost</b>	<b>Source</b>	<b>Notes</b>
Gradiated Subdermal Cowl	Head, 60%	4, 6	-0	300/550	Chr 2, 7	35/30 to spot
Upgraded Skinweave*	Whole Body	6,8	-0	1000/1250	Chr 2, 9	35/30 to spot
Gradiated Subdermal Armor	Torso	6,8,10	-0	350-650	Chr 2, 7	35/32/30
Gradiated Subdermal Cowl	Head, 60%	8, 10	-0	750/1000	Chr 2, 7	25/20 to spot
Upgraded Skinweave*	Whole Body	10	-0	1600	Chr 2, 9	25 to spot
Heavy Scales*	Whole Body	12	-0	12,000	Chr 2, 102	10% Cancer
Upgraded Skinweave*	Whole Body	12,14	-0	2000/2400	Chr 2, 9	20 to spot
Gradiated Subdermal Armor	Torso	12,14	-0	800/1000	Chr 2, 7	25 to spot
Gradiated Subdermal Cowl	Head, 60%	12,14	-0	1200/1400	Chr 2, 7	15/10 to spot
Upgraded Skinweave*	Whole Body	16	-0	2750	Chr 2, 9	15 to spot
Gradiated Subdermal Armor	Torso	16,18	-0	1100/1200	Chr 2, 7	20 to spot
Gradiated Subdermal Armor	Torso	20	-1	1450	Chr 2, 7	15 to spot
Orbital Subdermal Armor	Torso	20	-0	11,600	Chr 2, 7	15 to spot
Gradiated Subdermal Armor	Torso	22	-2	1750	Chr 2, 7	10 to spot
Orbital Subdermal Armor	Torso	22	-0	28,000	Chr 2, 7	10 to spot
<b>CYBERWARE HARD ARMOR Covers</b>		<b>SP</b>	<b>EV</b>	<b>Cost</b>	<b>Source</b>	<b>Notes</b>
GP Exoskeleton- Series A	Whole Body	6+ 15SDP	MA 5	12,000	Chr 3, 34	BOD 18
Cyberfacial Remount Evileye	Head, 15%	6	-0	150	Chr 3, 33	ATTR -1
GP Exoskeleton- Series B	Whole Body	8+ 20SDP	MA 5	15,000	Chr 3, 34	BOD 21
Optishield	Head 30%	8	-0	300	Chr 1, 31	2 options
Cyberfacial Remount Jigsaw	Head, 25%	12	-0	250	Chr 3, 33	ATTR -1
Exoskeleton	Whole Body	18	-2	20,000	Chr 2, 102	10% Cancer
Cyberfacial Remount Twoface	Head, 50%	18	-0	350	Chr 3, 33	ATTR -2
Total Body Plating	Whole Body	20	-3	6,800	Chr 2, 9	heal 1pt/day
Cyberlimb Armor	Arm/Leg	20	-0	200	CP	
Torso Plate	Torso	25	-3	2000	CP	
Cowl	Head	25	-0	200	CP	
Faceplate	Head	25	-0	400	CP	

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

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage/Ammo</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
<b>LIGHT PISTOLS</b>											
BudgetArms C-13	P	-1	P	E	1d6 (5mm)	8	2	ST	50m	75	CP20
Astra Style-6	P	-1	P	E	1d6 (5mm)	6	2	UR	50m	75	ES
Federated Arms Impact	P	+1	J	E	1d6 (.22)	10	2	VR	50m	60	SOF
Federated Arms .22	P	+0	J	E	1d6 (.22)	10	2	ST	50m	25-50	SOF
Dai Lung Cybermag 15	P	-1	P	C	1d6+1 (6mm)	10	2	UR	50m	50	CP20
Federated Arms X-22	P	+0	J	E	1d6+1 (6mm)	10	2	ST	50m	50-150	CP20
Towa 12 Police Pistol	P	+3	J	P	1d6+1 (6mm)	8	2	VR	50m	450	PAC
H&K P-11	P	+0	J	P	4d6+1 (6mmRkt)	5	1	VR	50m	700	ES
Colt .38 "Detective"	P	+1	J	C	1d6+2 (.38 C)	6	1	VR	50m	200	CP20
Federated Arms X-38	P	+1	J	E	2d6 (.38)	10	2	ST	50m	35	SOF
<b>MEDIUM PISTOLS</b>											
Militech Arms Avenger	P	+0	J	E	2d6+1 (9mm)	10	2	VR	50m	250	CP20
Federated Arms X-9	P	+0	J	E	2d6+1 (9mm)	12	2	ST	50m	300	CP20
BudgetArms Laser-9	MP	+1*	J/L	P	2d6+1 (9mm)	15/35	1/3/20	ST	50m	675	Chr1
Goncz-Taurus Pistol	P	+0	J	E	2d6+1 (9mm)	15	2	ST	50m	200+	Chr1
Goncz-Taurus MP	MP	-1	J	C	2d6+1 (9mm)	15/30	2/10	ST	50m	300+	Chr1
Fashion Gun 9	P	+0	P	E	2d6+1 (9mm)	7	2	UR*	25m	35-40	SOF
Generic Wondernine	P	+1	J	E	2d6+1 (9mm)	d6+14	2	VR	50m	d6+240	SOF2
Beretta M97P	P	+2*	J	P	2d6+1 (9mm)	18	2	Vr	50m	480	ES
CCMMC Goaxing CM-3	P	+0	J	C	2d6+1 (9mm)	8	2	ST	50m	75	PAC
Kang Tao Type 97	P	+1	J	E	2d6+1 (9mm)	10	2	UR	50m	35	SOF
Sci Fi Starrior 4	P	+0	J	E	2d6+1 (9mm)	12	2	UR	50m	60	SOF
Teen Dreem	P	-1	J	E	2d6+1 (9mm)	10	2/10	UR*	50m	36	SOF
Texas Arms 351 Gyrojet	P	+0	J	C/P	2d6+1 (9mm Gyro)	8	2	UR	50m	420	DS
Calico Assault Pistol	P	+0/-1	L	C	2d6+1 (9mm C)	50/100	2	VR	50m	450	NEO
Beretta Plas 9 Fashion	P	-1	P	P	2d6+1 (9mm)	10	1	ST	50m	200	UK
FN High Power	P	+1	J	C	2d6+1 (9mmC)	14	2	VR	50m	150	UK
Towa 14 Pistol	MP	+2	J	P	2d6+1 (9mm)	16	3/16	VR	50m	520	PAC
BudgetArms C-41	P	+1	J	E	2d6+1 (.41 C)	10	3	VR	50m	600	SOF
Colt .45 "Peacemaker"	P	+0	J	R	2d6+2 (.45 C)	6	1	VR	50m	100	CP20
Colt Alpha-Omega .45	P	+2	J	C	2d6+2 (.45 ACP)	10	2	VR	50m	500	Chr1
Dai Lung Streetmaster	P	+0	J	E	2d6+3 (10mm)	12	2	UR	50m	250	CP20
Colt Alpha-Omega 10	P	+2	J	C	2d6+3 (10mm)	10	2	VR	50m	500	Chr1
Glock 30 MP	MP	+2	P/J	C	2d6+3 (10mm)	20/30	1/3	VR	50m	705	Chr1
IMI Gamad	P	0/+1*	P/J	E	2d6+3 (10mm)	7/15	2	VR	50m	575	SOF2
Colt Enforcement 10	P	+1	J	C	2d6+3 (10mm)	14	2	VR	50m	550+	CB 3
FN Browning "3-Spot"	MP	+1	J	C	2d6+3 (10mm)	24	3	ST	50m	425	UK
LeRoi Maxi-10	P	-1	J	E	2d6+3 (10mm)	10	2	UR	50m	150	ET
Arasaka WSA	P	+0	J	C	2d6+3 (10mm)	15	2	VR	50m	400	CB 1
Sternmeyer P-41	P	+0	J	C	2d6+3 (10mm)	12	2	VR	50m	425	CB1
Stolbovoy St-2 Pistol	P	+0	J	C/R	2d6+3 (10mm)	14	2	VR*	50m	450	CB3
Surprising Stranger	P	+0	P	E	2d6+3 (10mm)	4	2	ST	25m	15-50	SOF
Towa 13 Police Pistol	P	+2	J	P	2d6+3 (10mm)	12	2	VR	50m	500	PAC
S&W Combat Magnum	P	+1	J	C	2d6+3 (.357 C)	6	2	VR	50m	125	CP20
C.O.P. Derringer	P	+0	P	C	2d6+3 (.357 C)	4	2	VR	50m	250	CP20
.357Mag Revolver	P	+0	J	C	2d6+3 (.357mag)	6	2	VR	50m	250	NEO
.357Mag Autoloader	P	+0	J	C	2d6+3 (.357mag)	8	2	VR	50m	300	NEO
S&W "Tri-Star"	P	+0	J	C	2d6x3 (.410ga)	6	2	ST	50m	275	Chr2
Tsunami Express	P	+3	L	P	2d6+3 (5.2mm ET)	24	3	VR	75m	5300	SOF2
Hammer M-11 Bolt Pistol	P	+2	J	P	1d6+2 (9mm Bolt*)	10	2	ST	30m	320	DS
Militech Black Widow	P	+1	J	P	1/2d6 (Flec)	10	2	ST	30m	400	DS
Militech Silver Shadow	P	+0	J	P	d6/2+2x1d6/3(Flec)	8	2	ST	30m	300	DS
<b>HEAVY PISTOLS</b>											
Malorian Hvy Flechette	P	+1	J	C	1d6+1* (4mm)	25	2	ST	50m	595	Chr1
Espinoza One Shot	P	-1	J	E	3d6 (.50 short)	1	1	UR*	50m	75	SOF
BudgetArms Auto 3	P	-1	J	E	3d6 (11mm)	8	2	UR*	50m	350	CP20
Sternmeyer Type 35	P	+0	J	C	3d6 (11mm)	8	2	VR	50m	400	CP20

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage/Ammo</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
Mustang Arms "Mark II"	P	+1	J/L	C	3d6 (11mm)	12/20	3	VR*	50m	425	SOF2
"Decker Gun"	P	-1	J	E	3d6 (11mm)	10	2	VR	50m	500	CGen
Nova 757 Cityhunter	P	+2	J	P	3d6 (11mm)	18	2	ST	50m	480	BH
Nova 338 Citygun	P	+1	J	P	3d6 (.338)	7	3	VR	50m	460	Chr2
Dai Lung Magnum	P	+1	J	E	3d6+1 (.357 Mag)	10	2	UR*	50m	60	SOF
S&W Handcannon	P	+0	J/L	P	4d6 (.44 Mag)	6	2	UR	50m	850	SOF2
	P	+1	-	-	2d6+2 (.45 ACP)	10	2	UR	50m	-	-
Tsunami Raimei Ramjet	P	+2	L	P	5d6 to 7d6+1*(10rj)	6	2	VR	100m	1100	SOF2

**VERY HEAVY PISTOLS**

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	P	+0	J	C	4d6+1 (12mm)	8	1	VR	50m	500	CP20
Enfield Spitfire	P	+1	J	P	4d6+1 (12mm)	12	1	VR	50m	550	UK
Enfield Spitfire doubletap	P	+1	J	R	4d6+1 (12mm)	12	2	VR	50m	700	UK
Constitution Arms MAP	P	+0	J	P	Varies (12mm C)	5	1	VR	50m	525	P&S
454 Magnum Disposable	P	-2	P	R	4d6+3 (.454)	2	1	VR	40m	100	I1.1
Ameritech Magnum	P	+1	J	R	4d6+3 (.454)	5	2	VR	50m	1000	I1.1
Fed Arms "Super Chief"	P	+0	J	P	4d6+3 (.454C) (B9)	5	1	VR	50m	375	Chr1
Nova Arms "Stallone"	P	+1	J	P	4d6 (.357ET)	6	2	VR	60m	999	SOF2
Nova Arms "Bronson"	P	+1	J	P	5d6 (.41ET)	6	2	VR	80m	1199	SOF2
Nova Arms "Eastwood"	P	+1	J	P	6d6 (.44ET)	6	2	VR	80m	1499	SOF2
Nova Arms "Arno"	P	+1	J	P	6d6+3 (.454ET)	6	2	VR	100m	1799	SOF2
Militech Boomer-Buster	P	+1/-1	L/J	P	5d6@ (.477)	4	1	VR	50m	450	SOF
Malorian Arms 3516	P	-1	J	R	6d6 (14mm) (B12)	6	1	VR	50m	4525	Chr1

**LIGHT SUBMACHINEGUNS**

Fed.Arms Tech Assault	SMG	+1	J	E	1d6 (.22)	30	10/30	UR*	100m	160	SOF
Militech Mini-Gat	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
Fed.Arms Tech Assault 2	SMG	+1	J	C	1d6+1 (6mm)	50	25	ST	150m	400	CP20
Setsuko-Arasaka PMS	SMG	+1	L	P	1d6+2 (7mm)	40	20	ST	150m	950+	Chr1
Surnam Machine Pistol	SMG	+0	J/L	C	1d6+4 (.177)	25/50	50	UR*	150m	375	SOF2
Uzi Miniauto 9	SMG	+1	J	E	2d6+1 (9mm)	30	35	VR	150m	475	CP20
H&K MPK-9	SMG	+1	J	C	2d6+1 (9mm)	35	25	ST	150m	520	CP20
Uzi	SMG	+2	J	C	2d6+1 (9mmC)	30	20	VR	200m	250	CP20

**MEDIUM SUBMACHINEGUNS**

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

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage/Ammo</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
<b>HEAVY SUBMACHINEGUNS</b>											
Thompson M1	SMG	+2	N	C	2d6+2 (.45C)	30/50	20	ST	200m	300	CP20
Sternmeyer SMG 21	SMG	-1/0	L	E	3d6 (11mm)	30	3/15	VR	200m	500	CP20
CCMMCTuzi-7	SMG	-2	J	P	3d6 (11mm)	30	15	ST	100m	125	PAC
Chadran City Reaper	SMG	+0	L	P	3d6 (11mm)	40	20	VR	200m	950	I1.3
Bushmaster	SMG	+0	L	R	4d6 (5.56C)	30	20	ST	200m	300	CP20
H&K MPK-11	SMG	+0	L	C	4d6+1 (12mm)	30	20	ST	200m	700	CP20
Ingram Mac 14	SMG	-2	L	E	4d6+1 (12mm)	40	10	ST	200m	650	CP20
H&K MPK-2020	SMG	+2*	L	P	4d6+1 (12mm)	60	30	ST	200m	750	UK
H&K MPK-20	SMG	+2	L	P	4d6+1 (12mm)	60	30	ST	200m	775	UK
<b>SHOTGUNS</b>											
Militech Crusher SSG	SHT	-1/-3	J	C	3d6 (20ga) (B9)	6	2	ST	12/25m	450	Chr1
Mustang Arms Close 20	SHT	-1	N	P	3d6 (20ga)	15	2	ST	50m	350	SOF2
Arasaka WCAA Rapid 12	SHT	-1	N	C	4d6 (12ga)	20	2/10	ST	50m	900	CP20
CCMMC Qi-15	SHT	-2	N	P	4d6 (12ga)	15	2/10	ST	50m	150	PAC
Enfield LastChance	SHT	+0	J	C	4d6 (12ga)	1	1	UR	25m	60	ES
Luigi Franchi P.16	SHT	+1	L	R	4d6 (12ga)	20	2/10	ST	50m	980	ES
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
Militech Military/Police	SHT	0/-1	N/L	C	4d6 (12ga)	8	2	ST	50m	300	Chr1
Mustang Arms "Raider"	SHT	+0	L/N	C	4d6 (12ga)	5/9	2	ST	50m	400	CB3
Sternmeyer Stakeout 10	SHT	-2	L	R	4d6 (12ga)	10	2	ST	50m	450	CP20
Tsunami "Ragnarok"	SHT	+0	N	R	6d6 (12ga ET)	40	2/20	ST	70m	4500	PAC
CAWS	SHT	+0	N	R	4d6 (12ga)	10	10	ST	50m	500	CP20
H&K CAWS 11	SHT	+1	N	R	4d6(12ga)	30	10	ST	50m	800	UK
"Whippet" Scattergun	SHT	-3	J	P	4d6 (12ga)	2	2	VR	15m	200	NEO
Constitution Hurricane	SHT	+0	N	P	4d6 (12ga)	40	4/20	ST	70m	1000	P&S
Double Barrel Shotgun	SHT	+0	N	C	4d6 (12ga)	2	2	VR	50m	200	UK
Sawn-off Shotgun	SHT	-1	J	C	4d6 (12ga)	2	2	VR	10m	100	UK
Meta 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
<b>ASSAULT RIFLES</b>											
Militech M-31a1 AICW	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	RIF	+0	N	C	5d6 (5.45)	30	1/30	ST	400m	500	CP20
Stolbovoy St-5	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
M-16A	RIF	+2	N	C	4d6 (5.56C)	30	25	UR	400m	200	CP20
Steyr AUG	RIF	+2	L	P	4d6 (5.56C)	30	20	VR	400m	400	CP20
L85A1	RIF	+1	N	C	5d6 (5.56)	30	20	VR	500m	500	UK
SA-80	RIF	+2	N	P	5d6 (5.56)	30	20	VR	400m	600	ES
Arasaka WAA Bullpup	RIF	+1	N	C	5d6 (5.56)	15/30	3/30	VR	400m	800	CB1
Chadran Jungle Reaper	RIF	+1	N	P	5d6 (5.56)	60	20	VR	400m	1550	I1.3
	HVY	-2	-	-	(25mm)	6	2	ST	200m	-	-
Colt M-18 Assault Rifle	RIF	+1	N	C	5d6 (5.56)	35	3/30	VR	400m	750+	CB3
Militech Ronin Light	RIF	+1	N	C	5d6 (5.56)	35	3/30	VR	400m	450	CP20
Sternmeyer M-95A4	RIF	+1	N	R	5d6 (5.56)	90	3/30	VR	400m	750	CB1
Towa Type-20 AICW	RIF	+2	N	P	5d6 (5.56)	100	3/45	VR	400m	4200	PAC
	HVY	+0	-	-	(25mm)	4	2	ST	150m	-	-
Towa Type-99 Rifle	RIF	+1	N	P	5d6 (5.56)	35	3/30	ST	400m	1500	PAC
Fabrica Armes M-2012	RIF	+2	N	P	5d6+3 (6.5mm)	30	1/4	VR	400m	1400	SOF
Fed Arms Light 15	RIF	+0*	N	C	5d6+3 (7mm)	30	3/25	VR	400m	400+	Chr1
Militech Dragon	RIF	+0	L	C	6d6-1 (6.5 H)	35	30	VR	400m	700	CB2
Militech Mk IV (revised)	RIF	+1	N	C	6d6-1/5d6	35	3/30	VR	400m	800	CB2
Militech Mk V	RIF	+1	N	P	9d6 (6.5mm ET)	20	2/4	ST	600m	1500	SW
Enfield LPA1	RIF	+1	N	R	2d6+1 to 6d6 (7.5)	2x45	1/3/20	VR	500m	1800	UK
FN-FAL	RIF	+0	N	C	6d6+2 (7.56C)	20	20	VR	400m	450	UK
AK-47 Medium Assault	RIF	+0	N	E	5d6 (7.56C)	30	20	VR	400m	200	CP20



<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage/Ammo</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
CCMMC Jinhua M-9	RIF	+0	N	P	6d6+2 (7.62)	35	1/25	ST	400m	125	PAC
FN-RAL Heavy Assault	RIF	-1/-2	N/L	C	6d6+2 (7.62)	30	3/30	VR	400m	600	CP20
Kalashnikov A-80	RIF	-1	N	E	6d6+2 (7.62)	35	3/25	ST	400m	550	CP20
<b>SNIPER RIFLES</b>											
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 Type-00-Kai	RIF	+3	N	R	9d6+3AP (7.62 ET)	6	1	VR	1200m	3000	PAC
Set-Arasaka WSE Kajiya	RIF	+1	N	R	9d6+3AP (7.62 ET)	5	1	VR	500m	1000	SW
Barrett-Arasaka 20mm	HVY	+0	N	R	4d10@ (20mm)(B4)	10	1	VR	450m	2000	CP20
Arasaka Sniper Rifle	HVY	0/+2	N	R	4d10@ (20mm)	10	1	VR	450m	2800	PAC
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
<b>OTHER RIFLES</b>											
Militech Ninja	RIF	+1	L	C	1d6 (5mm/.22)	30	3/30	VR	250m	650	SOF
Nomad .357 Mag Lever	RIF	+2	L	C	2d6+3 (.357 C)	9	2	VR	100m	300	NEO
Nomad .357 Mag Auto	RIF	+0/1	L	C	2d6+3 (.357 C)	30	2/3	VR	100m	400	NEO
Tsunami Arms Ramjet	RIF	+4	N	P	Varies (8.5 RJ)	9	3	VR	800m	1230	Chr2
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
Calico 9mm Rifle	RIF	+1	L/N	C	2d6+1 (9mm C)	50/100	2	VR	400m	650	NEO
H&K HK77UK	RIF	+1	L	P	2d6+4 (9mm Long)	30	3/30	VR	250m	750+	SOF2
"Personal Weapon"	RIF	+1	L	P	(10mm to 12mm)	50	2/3	VR	200m	500	NEO
Nomad .44 Mag Lever	RIF	+1	L	C	4d6+2 (.44 C)	8	2	VR	200m	650	NEO
Winchester M70	RIF	+3	N	C	5d6+1 (30-06)	5	1	VR	500m	250	CP20
M-99 EVAW	RIF	+5	N	R	6d6AP (12mm R)	30	2	ST	400m	5000	HoB
	HVY	+0	-	-	2d6+1 (25mm HE)	10	1	ST	2000m	-	-
Polymer 1-Shot Cannon	RIF	-2	L	C	4d6+2 (13mm)	1	1	UR	100m	90	Chr2
S&W "Cyborg Assault"	RIF	+0	L	P	Varies (13mm)	8	1	VR	100m	1650	Chr1
Nomad 7.62 Bolt-Action	RIF	+2	N	C	6d6+2 (7.62 C)	6	1	VR	400m	500	NEO
Militech Cyborg Rifle	RIF	+1	N	P	7d6+3 (.300Mag)	30	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
<b>MACHINEGUNS</b>											
Constitution Deluge	HVY	+0	N	P	1-2pts+Drugs	400	35	ST	60m	800	P&S
Arasaka "Crowd Control"	HVY	+0	N	E	1d3+1 (1d3 hits)	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
5.56mm Machinegun	HVY	+1	N	P	5d6 (5.56)	100	10	VR	450m	1200	MM
H&K G-6 SAW	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	HVY	+0	N	R	6d6-1 (6.5mm H)	200/35	20	ST	400m	1100	CB2
Constitution Cyclone	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
7.62mm Machinegun	HVY	+0	N	P	6d6+2 (7.62)	100	10	VR	500m	1200	MM
Militech RRCR Archer	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
12.7mm/50. Machinegun	HVY	+0	N	P	6d10 (12.7)	100	10	VR	600m	2000	MM

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage/Ammo</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
14.5mm Machinegun	HVY	+0	N	P	7d10(14.5)	100	10	VR	550m	2500	MM
Militech 20L Autocannon	HVY	+0	N	R	8d10(20mm)	100	10	VR	500m	3000	HoB
<b>HEAVY WEAPONS</b>											
5.56mm Minigun	HVY	+0	N	P	5d6(5.56)	1000	100	ST	450m	2000	MM
7.62mm Minigun	HVY	+0	N	P	6d6+2(7.62)	2000	100	VR	500m	4000	MM
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+10AP(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
30mm Gatling	HVY	+0	N	R	6d10@(30DPU)	1200	30	VR	600m	25,000	MM
LATG 37mm	HVY	+3	N	R	6d10@(37DPU)	10	1	VR	800m	10,000	MM
Barrett-Arasaka ET 20	HVY	+1	N	R	6d10@(20mm ET)	10	1	VR	750m	3800	SOF2
60mm Light Mortar	HVY	+0	N	P	8d10(60mm), 5m	1	2	VR	1000m	750	HoB
Colt-Mausers M2X	HVY	+0	N	R	8d10(20mm)	8	1	ST	600m	3050	Chr2
20-25mm Autocannon	HVY	+0	N	R	8d10(20-25)(B14)	100	10	VR	500m	3000	MM
Vulcan 20mm Gatling	HVY	+0	N	R	8d10(20)	1000	100	VR	500m	6000	MM
Tsunami Arms Type-17	HVY	+1	N	R	8d10AP(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	9d10AP(30DPU)	1000	100	VR	2000m	10,000	SW
27-30mm Autocannon	HVY	+0	N	R	9d10(27-30)(B16)	100	10	VR	600m	4000	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
LATG ET 37mm	HVY	+3	N	R	9d10@(37 ET)	10	1	VR	1200m	15,000	SOF2
ADA Gun	HVY	+0/14N	R	R	12d10HE	1200	30	VR	600m		SW
<b>GRENADE LAUNCHERS</b>											
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
Tsunami Type-18 AGL	HVY	-1	N	P	(25mm)(B10+)	30	10	ST	200m	2000	PAC
Arasaka WCCA Susano	HVY	+0	N	P	(25mm)	9	2-9	VR	200m	450	SW
Commercial 40mm GL	HVY	+0	L	R	(30-40mm)(B6)	1	1	ST	225m	150	CP20
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
<b>GRENADES</b>											
Basic Grenades	HVY	+0	P	P	Varies	1	1	ST	Throw	20-30	HoB
Hand-Fusing	-	-	P	C	Varies+1d6	-	-	-	Throw	+5	SW
Airfoil Grenades	-	+1	P	P	Varies	-	-	-	Throw	x2	SW
Biotech Motion Restraint	EX	+0	P	P	Special	1	1	UR	Throw	60	Chr1
EMP Grenade	EX	+0	P	R	EMP Effect	1	1	ST*	Throw	200+	Chr1
Scatter Grenade	HVY	+0	P	C	Special(5m)	1	1	VR	Throw	70	Chr2
Spraypaint Grenade	HVY	+0	P	C	Special(4m)	1	1	ST	Throw	20	Chr2
Stench Bomb	EX	+0	P	C	Chemical	1	1	VR	Throw	20	Chr2
GPz-78 Mini-Grenade	HVY	+0	P	P	1d6+3(3m)	1	1	VR	Throw	40	Chr1
Fen "Saucer Grenade"	HVY	+1	P	P	2d6+3(15m)	1	1	ST	Throw	65	Chr1
Burner Grenade	HVY	+0	N	R	5d6 x 4 turns	1	1	ST	5m	50	NE
Aluminium Incendary	HVY	+0	P	R	4d6 to all areas	1	1	ST	Throw	170	P2
Classic Rifle Grenades	HVY	-3	N	P	Varies	1	0.5	VR	100m	50	HoB
Airfoil Rifle Grenades	HVY	-2	N	P	Varies	-	-	-	300m	x2	SW
DCR HE/Smoke RG	HVY	-1	N	P	HE/Smoke	1	0.5	VR	150m	50	Chr1
DCR HEAT Rifle G	HVY	+0	N	P	HEAT	1	0.5	ST	150m	100	Chr1

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage/Ammo</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
<b>EXPLOSIVES</b>											
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 Satch	HVY	+0	N	P	8d10	1	1	ST	10m	120	NE
Guncotton	HVY	+0	P	P	3d10 per kilo	1	1	ST	3m	10/kg	LU
TNT	HVY	+0	P	P	4d10 per kilo	1	1	ST	3m	30/kg	LU
Nitrogen Tri-iodide	HVY	+0	P	P	5d10 per kilo	1	1	UR	3m	2/kg	LU
Plastique	HVY	+0	P	P	7d10 per kilo	1	1	VR	4m	75/kg	LU
C6 "Flatfire"	HVY	+0	P	P	8d10 per kilo	1	1	VR	5m	100/kg	LU
Nitroglycerine	HVY	+0	P	P	3d10 per 1/4 kilo	1	1	UR	3m	24/kg	LU
<b>SCATTER PACKS</b>											
BOM Wire Obstacle	HVY	-1	N	P	-	1	1	VR	5m	100	MM
BPL Plastic Obstacle	HVY	+0	N	C	-	1	1	VR	10m	10	MM
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	1d6x3	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	1d10AP (1)	1x288	4d6	VR	30m	300	MM
BFCWA Cloud	HVY	+5	N	P	2d10AP (2)	1x144	2d6	VR	30m	300	MM
BFC-2 Fletch Cloud	HVY	+6	N	P	2d10AP (2)	1x144	3d6	VR	25m	300	MM
Ripple Fletch Pack	HVY	+4	N	P	3d10AP (3)	6x24	2d6	VR	15m	500	MM
BFC-4 Fletch Cloud	HVY	+3	N	P	4d10AP (4)	1x72	1d6	VR	20m	1200	MM
<b>RAIL GUNS</b>											
Rhinemetall EMG-85	HVY	+3	N	R	5d10+10AP (B11)	5	1/2	ST	1500m	11,370	Chr2
Rhinemetall EMG-83	HVY	+2	N	R	5d10+10AP (B11)	100	1	ST	1200m	17,500	MM
Rhinemetall EMG-84	HVY	+1	N	R	5d10+10AP (B21)	500	10	UR	1000m	25,000	MM
1cm Rail Cannon	HVY	+2	N	R	10d10AP (10mm g)	50	2	ST	1000m	750K	MM
2cm Rail Cannon	HVY	+1	N	R	16d10AP (20mm g)	50	1	ST	1500m	1.5M	MM
3cm Rail Cannon	HVY	+0	N	R	20d10AP (30mm g)	50	1/2	UR	1500m	3M	MM
4cm Rail Cannon	HVY	+0	N	R	28d10AP (40mm)	50	1/2	UR	1500m	6M	SOF2
<b>MISSILE/ROCKET WEAPONS</b>											
Urban Missile Launcher	HVY	+2	L	P	4d6 (micromissile)	12	2	ST	200m	900	Chr2
U-barrel Micromissile	HVY	+1	L	P	4d6 (micromissile)	1	1	ST	200m	200	Chr2
Lance Mini-Missile (50%)	HVY	+2	P	C	4d6HEAT, 2d6	1	1	UR	300m	100	SOF2
Militech Porcupine Mine	HVY	15	N	P	4d6HEAT	400	400	ST	100m	30,000	SW
Militech Porcupine Shell	HVY	15	N	P	4d6HEAT	100	100	ST	100m	7500	SW
Militech Porcupine Bomb	HVY	15	N	P	4d6HEAT	200	200	ST	100m	15,000	SW
Rostovic Wrist Racate	HVY	+0	N	P	5d6 (30mm)	6	3	ST	250m	380	Chr1
LAW III	HVY	-2	L	P	4d10 HEAT, 2m	1	1	VR	200m	300	MM
Scorpion 16 SAM	HVY	-1	N	P	7d10, 6m	1	1	VR	500m	1000	MM
Scorpion Battery	A	-1/12	N	P	7d10, 6m	8	2	VR	500m	1000	MM
Anti-Air Missile Battery	A	20A	N	P	8d10	4		VR	2000m		SW
Smart Missile	A	18A	N	R	8d10+20	1	1		1000m		SW
HLAW	HVY	-2	N	P	11d10 HEAT, 4m	1	1	VR	200m	800	MM
Milan-C LATGM (1 shot)	HVY	+2	N	P	12d10 HEAT, 4m	1	1	VR	1000m	3000	MM
Militech Hotshot LATGM	HVY	+2	N	P	12d10 HEAT, 4m	1	1	VR	1000m	2500	MM
Vehicle-Mounted SAM	A	15A	N	P	15d10, 10m	1	1	VR	5000m	10,000	MM

Name	Type	WA	Con.	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Source
Air-to-Air Missile (AAM)	A	15A	N	P	15d10, 12m	1	1	VR	15km	15,000	MM
Homing AAMRAM	A	20A	N	P	17d10, 12m	1	1	VR	80km	250k	MM
Militech Anvil-2 HATGM	HVY	+2	N	P	18d10 HEAT, 4m	1	1	VR	3000m	10,000	MM
Militech Sure-Shot	HVY	+2	N	P	18d10 HEAT, 4m	1	1	ST	3000m	75,000	SW
Hellfire Laser-Guided	HVY	Var.	N	P	20d10 HEAT, 4m	1	1	VR	3000m	10,000	MM
Militech 4-Pack Missile	HVY	15	N	P	20d10AP, 6m	1	1	ST	3000m	11000	SW
Arasaka AP-87 LATGM	HVY	+2	N	P	24d10HEAT	1	1	VR	1000m		SW
E-Harpoon	HVY	+1	N	R	Pen 20 & Special	1	1	ST	500m		MM
2" Rocket (100eb)	HVY	-2	N	P	6d10, 3m	1	1	VR	500m	200	MM
2.75" Rocket (200eb)	HVY	-2	N	P	8d10, 6m	1	1	VR	500m	500	MM
3.5" Rocket (400eb)	HVY	-2	N	P	9d10, 8m	1	1	VR	600m	750	MM

**CANNON**

75mm Recoilless	HVY	+0	N	R/P	8d10HEAT, 2m	1	1	VR	500m	15,000	MM
75mm Cannon	HVY	Var.	N	R	Var. (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@ (10)	10	2	VR	1000m	115K	SOF2
90mm Cannon	HVY	+0	N	R	Var. (90mm)	1	1	VR	750m	150K	MM
105mm Recoilless	HVY	+0	N	R/P	10d10HEAT, 2m	1	1	VR	800m	30,000	MM
105mm Cannon	HVY	+0	N	R	Var. (105mm)	1	1	VR	1000m	250K	MM
105mm ET Cannon	HVY	+1	N	R	15d10@ (15)	1	1	VR	1500m	375K	SOF2
120mm Cannon	HVY	+0	N	R	Var. (120mm)	1	1	VR	1250m	500K	MM
120mm ET Cannon	HVY	+0	N	R	19d10@ (19)	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@ (24)	1	1	VR	2250m	1.5M	SOF2

**INDIRECT FIRE/ARTILLERY**

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 rocket	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**

CH-19 Sniper - "Frag"	HVY	95%	N	R	10d6AP, 50m	10	1	ST	130mi	900K	SW
- "Crowbar"	-	-	-	-	disables vehicle 40%	10	-	-	-	-	-
- "Bomb"	-	-	-	-	5d10, 20m (3 floors)	10	-	-	-	-	-

**EXOTIC WEAPONS**

APEX Mobile Defense	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 Hand Taser	EX	+0	P	E	Stun -2, 1d10 mins	12	1	VR	Touch	50	DS
Enerterx Power Squirt	P	-2	J	C	Drugs	50	1	VR	10m	15	CP20
Kendachi Dragon	EX	+0	J	P	2d6x2/1d6x1	4	1	ST	4m	660	Chr1
Kendachi Flamer v2	EX	+0	N	P	3d6x2/1d6x1	8	1	ST	8m	990	MM
Malorian Sliver Gun	P	+0	J	P	2d6x1d6/2* (Sliver)	7	2	UR	40m	372	Chr1
Militech Cap-Laser	SMG	+0	J	R	1-5d6	8	2	UR	150m	6000	CGen
Militech Laser Cannon	RIF	+0	N	R	1-5d6	10	2	UR	200m	8000	CP20
Militech Stun Knuks	EX	+0	P	C	Stun -2	6	1	ST	1m	100	Chr4

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage/Ammo</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
Militech Taser	P	-1	J	C	Stun -2	10	1	ST	10m	60	CP20
Militech Taser 2	EX	+0	P	C	Stun -3	4	2	VR	Touch	100	Chr2
Mitsubishi Taser	P	+0	J	P	Stun -1, 2d6 mins	12	1	ST	5m	100	DS
Mystic Tech Arrow Gun	RIF	+1	J/L	C	3d6*	1	1	ST	70m	1000	SOF2
Nelspot "Wombat"	P	-1	J	C	Drugs	20	2	UR	40m	200	CP20
Nomad Boomerang	EX	-1	L	P	2d6	1	1	VR	30m	20	NEO
Nomad Sling	EX	+0	P	P	1/2d6	1	1	VR	20m	10	NEO
Petrochem Drug-A-Thug	EX	+0	P	C	Chemical	5	1	VR	Touch	150	Chr2
Pneumatic Bolt Gun	EX	-1	N	R	3d6AP (Bolt)	4	1	ST	25m	350	NEO
Polymer Slingshot	EX	-1	P	E	1d6/2 (ball)	20	1	ST	25m	10	CGen
Pursuit Beanbag Gun	P	-2	J	E	Stun	1	1	ST	3m	100	SOF2
Pursuit Stundart Pistol	P	-1	J	C	Stun -1, (.45 LVD)	2	2	VR	50m	109	Chr1
Pursuit Webgun	RIF	+1	N	C	Entangle	1	1	ST	30m	250	Chr2
Pursuit Taser Webgun	RIF	+0	N	C	Entangle, Stun -2	1	1	ST	25m	350	Chr2
Pursuit Det-Webgun	RIF	+0	N	C	Entangle, 40AP	1	1	ST	25m	450	Chr2
Shock Touch Gloves	EX	+0	P	C	Stun	4	1	ST	1m	120	Chr4
Skunker	EX	-1	P	E	Gas	4	1	VR	2m	70	Chr2
Splatman Airpistol	EX	+0	J	C	Special	20	2	ST	40m	200	CGen
Streettech "Burst"	SHT	-1/-3	P	E	2d6+1 (28ga)	1	1	VR	3m	33/40	P&S
Techtron 15 Microwaver	P	+0	J	P	1d6 + special	10	2	VR	20m	400	CP20
Techtron 20 Microwaver	P	+0	J	P	1d6 + special	15	2	VR	25m	500	Chr2
Techtronica Black-Zap	EX	+0	P	C	Stun -2	6	1	ST	1m	90	Chr1
Techtronica M40 "Pulse"	RIF	+0	N	R	EMP Effect (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
UrbanTech "Lance"	HVY	+2	P	C	4d6HEAT (Missile)	1	1	UR	300m	100	SOF2
Urban Tech "Staker"	RIF	+0	N	R	4d10 (Special)	10	1	VR	50m	1000	NE
U-barrel Sharpwire Net	EX	+2	N	P	Net	1	1	ST	10m	430	Chr2
Zapman Taser Pistol	P	+0	J	P	Stun -1	10	2	VR	50m	60	CGen
Gauss Field Projector	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
Cinder Flamer	RIF	-1	N	R	3d10/2turns	2	1	ST	25m	600	NE

**OCEAN WEAPONS**

Militech UAW Speargun	SMG	+1	L	P	2d6+1AP (500m)	10	3	VR	50m	1500	SF
Arasaka Stingray II	RIF	+0	N	C	3d6AP (200m)	9	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	HVY	+3	N	P	8d10 (2500m)	3+1	1	ST	1km	3500	SF
Multi-Torpedo Platform	HVY	15/+2N		P	9d10AP (3000m)	3	1	VR	1km	10000	SF

**BOWS & CROSSBOWS**

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

**MELEE WEAPONS**

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

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage/Ammo</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
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+2	-	-	-	1m	10	CP20
Smartwhip	MEL	+0	J	C	1d6+2	-	-	ST	1m	600	NEO
Combat Knife	MEL	+1	J	P	1d6+3*	-	-	-	1m	70	PAC
Utility Sword/Machete	MEL	+0	L	C	1d6+3*	-	-	VR	0.5m	60	NEO
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	2d6+2*	-	-	-	1m	20-200	CP20
Excalibur Nightstick	MEL	+0	J	P	2d6+3	-	-	VR	1m	80	P&S
Excalibur Taserstick	MEL	+0	J	P	2d6+3/Stun	8	1	ST	1m	80	P&S
Excalibur Macestick	MEL	+0	J	P	2d6+3/Mace	6	1	ST	1m	80	P&S
Axe	MEL	-1	N	C	2d6+3*	-	-	-	1m	20	CP20
Machete	MEL	+0	L	C	3d6*	-	-	VR	1m	30	NE
Monosword Cane	MEL	+1	L	P	3d6#	-	-	VR	1m	255	SOF2
Monowire	MEL	+0	P	R	3d6#	-	-	VR	1m	60/m	Chr2
Sledgehammer	MEL	-1	N	C	4d6	-	-	-	1m	20	CP20
Chainsaw	MEL	-3	N	C	4d6*	-	-	-	2m	80	CP20

**MARTIAL ARTS WEAPONS**

Bagn Nakhs	Punch	+2	P	P	1d6/3*	-	-	-	1m	15	PAC
Hyo	MEL	-2	P	C	1d6/3@	Ref/2	-	-	Throw	5	PAC
Teko	Punch	+0	J	C	1d6/2*	-	-	-	1m	25	PAC
Tetsubishi	Cast	-1	P	C	1d6/2*	-	-	-	Throw	3-6	PAC
Juji-Shuriken	MEL	+0	P	C	1d6/2*	-	-	-	Throw	2-3	PAC
Bo-Shuriken	MEL	+0	P	C	1d6*	-	-	-	Throw	4-7	PAC
Spiked Cestus	Punch	+0	P	P	1d6*	-	-	-	1m	20	PAC
Ba Zhan Shuang (dagger)	MEL	+0	L	C	1d6*	-	-	-	1m	45	PAC
Ashiko	Kick	+0	J	C	1d6*	-	-	-	1m	28	PAC
Tessen (metal fan)	MEL	+0	J	C	1d6+2	-	-	-	1m	60	PAC
Spiked Boots	Kick	+0	N	C	1d6+2*	-	-	-	1m	20	PAC
Leg & Knee Spikes	Kick	+0	N	C	1d6+3*	-	-	-	1m	10-25	PAC
Ri Yue Hu Xing Jian	MEL	-1	J	P	1d6+3/1d6/2*	-	-	-	1m	25	PAC
Hambo (100cm stick)	MEL	+1	L	C	2d6	-	-	-	1m	30	PAC
Jitte	MEL	+0	L	C	2d6	-	-	-	1m	30	PAC
Zhi Dao (thin sword)	MEL	+0	L	C	2d6*	-	-	-	1m	100-200	PAC
Kusari-gama (sickle)	MEL	-1	L	C	2d6*/3d6	-	-	-	2m	100	PAC
Wu Cha (thin spear)	MEL	-1	N	P	2d6*, 3d6	-	-	-	2m	100	PAC
Kendachi Monoknife	MEL	+1	P	P	2d6#	-	-	VR	1m	200	CP20
Sai	MEL	+0	J	C	2d6+2*	-	-	-	1m	20	PAC
Manrikigusari	MEL	+0	J	P	2d6+3	-	-	-	1m	30	PAC
Arasaka Wakizashi	MEL	+1	L	R	2d6+3* (Hard SP/2)	-	-	VR	1m	-	SW
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
Fang Tian Ji (spear)	MEL	+0	N	P	3d6*	-	-	-	2m	95	PAC
Naginata	MEL	+0	N	P	3d6*	-	-	-	2m	100	CP20
Arasaka Katana	MEL	+2	N	R	3d6* (Hard SP/2)	-	-	VR	1m	-	SW
Kukri	MEL	+0	L	P	3d6*	-	-	-	1m	50-150	PAC
Tonfa	MEL	+0	L	C	3d6	-	-	-	1m	15	PAC
Jiu Jie Bian	MEL	-2	L	C	3d6	-	-	-	2m	120	PAC
Liu Chi Bang/Bo/6ft Stick	MEL	+1	L	C	3d6+2	-	-	-	2m	40	PAC
San Jie Gun	MEL	+0	N	C	3d6+2	-	-	-	2m	50	PAC
3/6	MEL	+0	N	C	3d6+2	-	-	VR	2/3m	150	PAC
Qing Long Dao/Scimitar	MEL	-2	N	P	3d6+3*	-	-	-	1m	250	PAC
Kendachi MonoNaginata	MEL	+0	N	R	4d6#	-	-	VR	2m	400	CP20
Kendachi MonoKatana	MEL	+1	N	R	4d6#	-	-	VR	1m	600	CP20

Name	Type	WA	Con.	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Source
Kendachi Powersword	MEL	+0	L	R	4d6 (Sx1/4, Hx1/2)	-	-	ST	1m	860	Chr1
Kendachi Mono-Two	MEL	+1	J/N	P/R	2d6#/4d6#	-	-	VR	1m	650/700	Chr1

**ACPA/FULL 'BORG MELEE WEAPONS**

ACPA Punch	Punch	+0	-	-	(STR/9)d10	-	2	-	1.2m	-	MM
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	3d6AP+Fist	-	1	50%	5m	225	MM
1 Handed Blunt	MEL	+0	N	E	4d6+Fist	-	1	15%	2m	200	MM
1 Handed Blade	MEL	+1	N	E	4d6~+Fist	-	1	10%	2m	550	MM
Mono PA Sword	MEL	+1	N	R	4d6#+Fist	-	1	30%	2m	2000	MM
2 Handed Blade	MEL	-1	N	C	6d6~+Fist	-	1	10%	3m	1000	MM
2 Handed Blunt	MEL	-1	N	E	6d6+Fist	-	1	15%	3m	500	MM
Large Power Saw	MEL	-2	N	P	8d6~ (1/3SP)	-	1	VR	2m	1250	MM
Hyper Hammer	MEL	-2	L	R	9d10AP	2	1	ST	2m	2000	SOF2

**ACPA/FULL 'BORG RANGED WEAPONS**

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
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
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
Deathwind Railgun	HVY	+3	N	R	5d10+10AP	30	2	VR	1250m		SW
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
60mm Mortar	HVY	+0	N	P	8d10 (60mm)	6	2	VR	2000m		SW
Arasaka Tsunami	HVY	+0	L	P	(25mm HP) (B11)	6	1	ST	200m	1250	SOF2
30mm HiVel Auto-GL	HVY	+0	N	P	(30mm) (B12)	25	15	VR	300m	2000	SOF2

* Blade AP	1/2 soft armor, full penetrating damage
# Monoblade AP	1/3 soft armor, 2/3 hard armor, full penetrating damage
@ AP round AP	1/2 soft and hard armor, 1/2 penetrating damage
~ Arrow AP	1/2 hard and soft armor, full penetrating damage

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage/Ammo</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
<b>RANGED CYBERWEAPONS</b>											
Finger Mace Sprayer	P	+0	-	E	Mace	2	1	ST	1m	150	Chr1
Gas Jet	P	+0	-	C	by Gas	6	1	ST	2m	250	Chr1
Finger Dartgun	P	-1	-	E	Poison	1	1	ST	3m	100	Chr1
Flashbulb	P	+0	-	C	COOL 30, 1d6 min		1	ST	6m	250	Chr1
Tri-Dart Launcher	P	+0	-	P	1d6/2#	3	3	ST	3m	300	Chr2
Derringer	P	-1	P	E	1d6 (5mm)	2	2	ST	50m	220	Chr1
Dainamax Grapplefist	P	-1	-	-	1d6+2/2d6+2 crush	1	1	ST	50m	1050	PAC
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
Optic Teargas Sprayer	EX	+0	-	E	Teargas	1	1	ST	1m	200	Chr1
Flasher	EX	+0	-		20+ REF,blind 1min	1	1	ST	2m	250	Chr3
Spitting Cobra	EX	+0	-	P	1d6 Acid	20	1	ST	6ft	400+	Chr3
Pop-Up Hand Crossbow	XBO	-2	J	E	1d6+2~	6	2	VR	25m	300	SOF2

**HAND-TO-HAND CYBERWEAPONS**

<i>Name</i>	<i>Type</i>	<i>Damage</i>	<i>Range</i>	<i>Cost</i>	<i>HC</i>	<i>From</i>
Air Hypo	Punch	Drug (4 shots)	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
Extended Canines	Grapple	1d6/2+1*	.5m	1000		Chr2
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
Body Plating	Grapple	1d3+1 to 1d6+1	.5m	400+	1-3	Chr3
Venom Hand	Punch	1d6-1/by Drug	1m	600	2d6	CB2
Bioware Combat Tail	HH	1d6+str	1m	2500	3d6	Chr2
Talon Foot	Kick	1d6*	1m	600	2d6	CP20
Extended Sharkgrin	Grapple	1d6*	.5m	1400		Chr2
Web Hand	Punch	1d6*	1m	250	2	Chr3
Mandibles	Grapple	1d6*	.5m	4000	3d6	Chr2
Natural Fangs	Grapple	1d6*	.5m	500	2d6	Chr2
Natural Claws	Punch	1d6*	1m	1000	1d6+1	Chr2
Big Knucks	Punch	1d6+2	1m	500	3d6	CP20
Rippers	Punch	1d6+3*	1m	400	3d6	CP20
Retractable Steel Blade	Punch	1d6+3*	1m	500	1d6	Chr2
Spike Hand	Punch	1d6+3AP	1m	500	2d6	CP20
Bonespike	Punch	1d6+4*	1m	1000	2d6	Chr3
Hammer Hand	Punch	1d10	1m	600	2d6	CP20
Spike Heel Foot	Kick	2d6AP	1m	500	2d6	CP20
Flesharm BiggRipp	Punch	2d6	1m		3d6	PAC
Cyberarm BigRipp	Punch	2d6#+arm strength	1m	1850	1d6+3	PAC
Retractable Monoblade	Punch	2d6+3#	1m	800	1d6+2	Chr2
Wolvers	Punch	3d6*	1m	600	3d6+1	CP20
Chain Ripp	Punch	3d6AP(1/3SP)	1m	1250	2d6+4	Chr3
Whip	MEL	1d6/2, 1d6	2m	475	2d6	Chr2
Mace Hand	Both	1d10-2/2d6+1	1/2m	300	3	Chr1
Slice N' Dice	MEL	2d6#	2m	700	3d6	CP20
Cybersnake	EX	1d6	1m	1200	4d6	CP20

- \* Blade AP                    1/2 soft armor, full penetrating damage
- # Monoblade AP            1/3 soft armor, 2/3 hard armor, full penetrating damage
- @ AP round AP            1/2 soft and hard armor, 1/2 penetrating damage
- ~ Arrow AP                 1/2 hard and soft armor, full penetrating damage



**SHOTGUN ROUNDS**

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

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

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

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

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

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

**GRENADES**

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

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

**IMI 25mm Grenades (1.5 x cost, 100m, SOF2)**  
Same types available as normal 25mm Grenades

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

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

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

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

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

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

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

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

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

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

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

**OTHER ROUNDS**

**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

**Micromissiles**

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

**13mm Shells**

HEP (45eb/12)	4d6+2
API (45eb/12)	4d6+3 1/2SP, 1d6, 1d6/2 OSP
Acid (20eb/12)	1d6 x 4 turns
LN2	1d6+2 to one location + LN2 effects

**15mm Kurtz**

"Practice" (8eb)	4d10+3@
HE (20eb)	3d10, 1m

**25mm Cockerill Cannon Rounds**

AP	5d10+10AP (Pen 5)
HEP	5d10+10HEP (Pen 6)
Flechette	1d6+3x1d6+1AP. 1m/2m/4mx100m

**30mm Rockets (200eb/6)**

HE	5d6 (1), 3m
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**Rockets Reloads**

RPG-A	HEAT 6d10AP	250eb
	HE 6d10 (3), 6m	250eb
RPG-B	HEAT 9d10AP	400eb
2" Rocket	6d10, 1 space\12	100eb
2.75" Rocket	8d10, 1 space\10	200eb
3.5" Rocket	9d10, 1 space\6	400eb
5" Rocket	13d10	1000eb

**Missile Reloads**

LATGM	12d10AP, 1/5 space	1500eb
HATGM	18d10AP, 1/3 space	3500eb
Hellfire	20d10AP, 1 space	10,000eb

**Chemical Loads**

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

**AMMUNITION RELOADS**

Light Pistol & SMG (100)	15eb
Medium Pistol & SMG (100)	30eb
Heavy Pistol & SMG (100)	36eb
Very Heavy Pistol (100)	40eb
Assault Rifle (100)	40eb
Airgun Pellets (100)	6eb
Acid or Drug Pellets (100)	30eb
Needlegun Rounds (100)	50eb
20mm Cannon Round (Each)	25eb
Flamethrower Reload	50eb
Paintloads (100)	10eb
Acid/Drug/Poison loads (100)	30eb
Glass/Ceramic/Steel Balls (20)	5eb

**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.

**LN2 (Liquid Nitrogen):** LN2 takes one full turn to take effect. BTM is halved for resisting damage. 6 or more points of LN2 damage to the head kills the brain, or if the GM is in the mood, causes severe brain damage. To avoid causing more harm, the victim must make a COOL check (no pun intended) at a target number of 15, plus the damage rolled. Resist Torture helps. If his roll comes up under, then he takes additional damage equal to the amount he failed the check by, modified by his (modified) BTM. This represents the character's inability to keep himself from thrashing about in pain. The character then makes a Shock Save (or Death Save, if appropriate), as per usual.

If hit on thick, but unarmored clothing, the character will be affected as above, but at -1 damage. He may make a REF roll (Athletics or Dodge/Escape apply) to shrug off the garment (but only if it's a top layer) and only take half damage. If hit on armor, the armor is affected as above in one turn. The character has that long to ditch his armor (once again only if it is a top layer). This is simulated with a REF+Athletics OR Escape versus the SP of the garment, plus any EV penalties. Should the character choose not to do so, his armor will be affected (Soft SP/10, Hard SP/5), and he will take half damage. Against Layers of Armor, the first layer of armor takes full effect, the second layer takes half the effect. Against SDP, SDP is halved.

Any hit doing more than half the damage than the LN2 hit did, causes the affected area to explode.

## EXPLOSIVES 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.

### DAMAGE MODIFIERS

<b>Tamped Explosives:</b>	1/2 range, x2 damage
<b>Confined Spaces:</b>	x2 damage
<b>Touching:</b>	x2 damage
<b>Covering Blast:</b>	x3 damage

## AMMUNITION TYPES

<b>Bullets</b>	<b>SP Mod</b>	<b>Damage Mod &amp; Notes</b>	<b>Cost</b>
Normal	-	-	1x
Brass Cased	-	-	3x
Plasticase	-	Poor availability	1x
Armor Piercing	x1/2	1/2 Pen	3x
API	x1/2	1/2 Pen, +1d6, 1d6/2. 50% fire	4x
Dual-Purpose	x1/2	1/2 Pen or 1.5x	4x
Electrothermal	-	1.5x Damage	2x
Hollowpoints	x2	1.5x Pen	1.125x
Frag Flechettes	x1/2 [soft]	Rare and very illegal	5x
Rubber Bullets	-	Stun beyond 3m	1/3x
Safety Rounds	x2	3x Pen. Shatter on 10SP/30SDP	6x
Electric Fire	-	Caseless rounds	0.9x
Wasp Flechette	1/2 [soft]	x1d6/2	10x
12mm Anti-Personel	1/2	x2	10x
Silver Bullets	-	-	5x
DumDums	x2	x1.75 Pen	1x
Titanium	1/2	-	10x
Tungsten Carbide	1/3	1/2 Pen	15x
Depleted Uranium	1/4	+1d6, 1/2 Pen	150x
Memory Expander	1/4 [soft]	x1.5 Pen	10x
Tracers	-	+1D3x1d6	1.5x
Subsonic	x1.5	-	2x
Acid	-	1D4x3, ceramic shells shatter on SP4+	75eb/20
Heartbreaker	-	Heart attack 1d6 rnds, shatter on SP5+	50eb each
<b>Arrows</b>	<b>SP Mod</b>	<b>Damage Mod &amp; Notes</b>	<b>Cost</b>
Target	1/2	normal	24eb/12
Broadhead	1/2 [soft]	2x Pen	40eb/12
Stun	-	damage is Stun	20eb/12
Spinner	1/2 [soft]	3x Pen	80eb/12
Warhead	varies	25mm pistol grenade, WA -2	varies
<b>Crossbow Quarrels</b>	<b>SP Mod</b>	<b>Damage Mod &amp; Notes</b>	<b>Cost</b>
Target	1/2	normal	30eb/12
Broadhead	1/2 [soft]	2x Pen	50eb/12
Stun	-	damage is Stun	25eb/12
Spinner	1/2 [soft]	3x Pen	100eb/12
Warhead	varies	25mm pistol grenade, WA-2	varies
Silver	1/2	-	3x
<b>Airgun Splatballs</b>	<b>SP Mod</b>	<b>Damage Mod &amp; Notes</b>	<b>Cost</b>
Drugged	-	by drug type	5x
Acid	-	1d6 x 3 turns	5x
<b>Needlegun Loads</b>			
Normal	1/2 [soft]	-	50eb/100
Drugged	1/2 [soft]	+ drug type	5x
Anti-Armor	1/4 [s], 1/2 [h]	-	4x
HE (Impact)	-	4d6	5x
HE (Timer/Liquid)	1/2 [s]	+4d6	5x

**FIREARM ACCESSORIES**

<i>Equipment</i>	<i>Bonuses &amp; Notes</i>	<i>Cost</i>	<i>Book</i>
Holster	Shoulder, thigh or leg	20	CP20
Shoulder Sling	For rifles, shotguns, SMGs	5	CP20
Silencer/Suppressor	-1WA, +1 Con, Awareness roll to hear	100	CP20
Laser Sight	+1 WA		CP20
Commercial UB Gren. Launcher	HVY +0 L R (30-40mm) 1 1 ST 225m	150	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
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
Bipod	+2 when braced & stationary	10	HoB
Bayonet	3d6AP when fixed	15	HoB
Gyro Mount	Negates hip & movement penalties	250	HoB
Portable Laser Rangefinder	Determines exact range	50	HoB
Power Exo-Mount	For hvy. weapons, -1 WA & MA, -2 REF	5000	HoB
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
COT Sight	Smartgun sight +3 WA	4000	SOF
Cookie Cutter	Smartgun won't shoot badge wearers	300	SOF
Extra Cookie Cutter Badge		15	SOF
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
Techtronica "Scangrip"		200	SOF2
Cybernetic Targeting System	Built-in Gyro Mount	1300	SOF2
Gun Cleaning Kit	-1 Rel when used and not cleaned	50	SOF2
Digital Weapon Link	+2 to TECH rolls for unjamming gun	500	Chr1
DUD Smartgun Controller	Voice activated weapons, need DUD	720	Chr1
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
Speedholster	+1 to Fastdraw	100	Chr1
Quickdraw Cyberarm Holster	+2 to Fastdraw (P concealability)	200	Chr2
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
ET Battery	100 shot battery	150	Chr2
.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
Kleen Bore Nanoagents	Cleans gun!	50	Chr2
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

**BOW ACCESSORIES**

<i>Equipment</i>	<i>Bonuses &amp; Notes</i>	<i>Cost</i>	<i>Book</i>
Bow String Silencer	Makes bow completely silent	50	SOF2
Crossbow Autoloader	Holds 1/2 normal shots (6), ROF x2, -1 WA	25%	SOF2
Basic Bow Sights	+1 WA when aimed	50	SOF2
Cyber-targeting	+1 WA (+2), needs smartgoggles or optic	+250	SOF2
IR	As cyberoptic option	200	SOF2
LowLite	Negates darkness penalties	150	SOF2
Gyro-stabilizer	Halves movement penalties for self-bow	100	SOF2

MELEE WEAPON ACCESSORIES

<i>Equipment</i>	<i>Bonuses &amp; Notes</i>	<i>Cost</i>	<i>Book</i>
Monomolecular Edges	+1d6 damage, 1/3 soft SP, 2/3 hard SP	5x	PAC

GUN CUSTOMIZATION (From Solo Of Fortune 2)

<i>Modification</i>	<i>Bonuses &amp; Notes</i>	<i>Cost</i>	<i>Diff.</i>	<i>Time</i>
Custom Grip	+1 WA Fastdraw, Snapshot	0.3x	Diff	40min
Adjustable Stock	1 extra aiming turn, +1 WA Snapshot	0.6x	Diff	2hrs
Folding Stock; Rifle	+1 Concealability, -1/-2 WA	0.3x	Aver	1hr
Stock; Pistol, Lt.SMG	+0/+1 WA at Long & Extreme	0.3x	Aver	1hr
Solenoid Trigger	+1 WA at Extreme, +10% weight	1x	Aver	1hr
Building Solenoid Trigger	Replaces trigger with firing stud	.5x	Aver	1hr
Electric Trigger (CL)	+1 WA at Extreme	1x	Aver	1hr
Electric Fire Ammo (CL)	Modify 100 rounds for electric fire	-	Aver	3hrs
Barrel Chopping	+1 Con, 1/2 range, +50% pattern	0.3x	Easy	20min
Chopping Pistol, SMG	-1 WA, 1/2 range	0.3x	Aver	20min
Cheap Barrel Chopping	-2 WA, 1-2=jam, Fumble=explosion	-	NA	10min
Barrel Extension	-1 Con, +25% range	0.3x	Easy	30min
Burst Fire	-1 WA, -1 Rel, allows 3 round burst	1.5x	V.Diff	3-6hrs
Pure Auto Fire	Fires 1/2 mag (max 30), WA: -1, -2 Rel	1x	Diff	2hrs
Selective Fire	Single, 3rnd, or auto at -2 WA; -1 Rel	2x	V.Diff	4-6hrs
Heat Resistant Barrels	Counteracts 1 level of Rel loss	0.5x	Aver	40min
Make Resistant Barrel	Use Weaponsmith to manufacture	0.2x	Diff	1hr
Quality	+1 Rel upto VR	0.5x		
Compensation	+1 ROF for semi-autos (ROF 1 or 2)	0.4x	Diff	2hrs
Electrothermal Enhance.	+50% dam, range; +.5-1kg; cased only	0.5x	V.Diff	
Smartgun Modification	+2 WA with Smartgun Link	1x		
Smart Plate Modification	For use with Smartgun2 SmartPlate	0.2x		
Smart Glove Mod.	For use with Smart Glove	200eb		
Brass Catcher	Soft or hard versions	0.1x	Easy	10min
Bayonet Lug	Allows mounting of bayonet	0.1x	Easy	10min
<b>Finishes</b>				
- Standard	Matte black, blued, nickel	0x		
- Natural Colors	Red, green, black, etc	0.1x		
- Bowling Ball	2 or more colors mixed together	0.3x		
- Custom	Chrome, pearlescent, camo, gloss colors	1x		
- Neon Glow	Iridescent light emitting finish	1.5x		
- Printless	Near Imp TECH to lift prints	2x		
<b>Magazines</b>				
Extended Magazines	upto 5x original capacity	1eb/rnd (cased)		
- Over 2x	-1 Con, -1 Rel, -1/-2 Snapshot	.5eb/rnd (caseless)		
- Heavy Weapons		2-3eb/rnd		

**Notes:** These prices are moderated by normal economic factors (quality, black market availability, etc).  
 If the weapon is built to specification (by a weaponsmith with CADam and an autofactory for instance) the price modifiers are halved.

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
<b>FASHIONWARE</b>		<b>COSMETIC CYBERWARE</b>			
Biomonitor	N	+2 to Resist Torture & Drugs	100	1	CP20
Skinwatch	N	Subdermal timepiece	50	1	CP20
Light Tattoo	N	Decorative tattoo	1-20	.5	CP20
Shift-tacts	N	Color changing contact lenses	1-200	.5	CP20
ChemSkins	N	Color/pattern changing skin tints	200	1D6/2	CP20
Synthskins	N	Color/pattern changing artificial skin	400	1D6	CP20
Syhtskin Tuning Chips	N	Stores different patterns/colors for Synthskin	100	0	CP20
Techhair	M	Color/light emitting artificial hair	1-200	2	CP20
Kill Display	N	3 digit display	100	1	Chr2
Turn-On Nails	N	Colour change nails	25/200	1	Chr3
Show-Off Nails	N	Pattern changing nails	45/425	2	Chr3
Transparent Skin	M	ATTR -1, -4 for face	1000/m	3D6/m	Chr3
Mood Skin	N	Changes colour based on mood	200/m	1D6/m	Chr3
Dermatech Logo-Line Tattoo	N	Logo Tattoos	10-200	.5	Chr4
Nu-Tek TVSkin	M	Your skin can become a vidscreen	600	1D6+4	Chr4
Advanced Biomonitor	MA	Includes ability broadcast information over 2km		(1D6/2)-1	CB3
<b>Cyberware Customisation</b>					
Etched Design	N	-2000eb if done before installation	20-3000	0	Chr1
Unusual Colorization	N	+2000eb if already attached to body	25/inch <sup>2</sup>	0	Chr1
Unusual Optic Colorization	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	Cost x4	0	Chr1
<b>NEURALWARE</b>					
Neuralware Processor	M	Basic processor. Must have for all systems	1000	1D6	CP20
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
Tactile Boost	N	Increased sensitivity. +2 to touch Awareness	100	2	CP20
Olfactory Boost	N	+2 Awareness/track via smell. Locate scent 50%	100	2	CP20
Pain Editor	N	Allows Endurance checks at 2 diff levels lower	200	2D6	CP20
Cybermodem Link	N	Allows direct connection to a cybermodem	100	1	CP20
Vehicle Link	N	+2 to direct cybercontrolled vehicle operation	100	3	CP20
Smartgun Link	N	+2 to Smartgun attacks	100	2	CP20
Machine/Tech Link	N	Allows control of autofactories, & machines	100	2	CP20
DataTerm Link	N	Allows downloading from DataTerms	100	2	CP20
Interface Plugs	M	Allows direct connection to smartguns, etc.	200	1D6	CP20
Chipware Socket	N	Holds 10 chips. Can "run" number of chips =INT	200	1D6/2	CP20
Mag-Duct Spots	N	As interface plugs, but only a +1 bonus	220	1D6/2	Chr1
Tactile Boost Linkage	N	Links Tactile Boost to Sexual Implant (addictive)	150	0	Chr2
LiveWires	M	Prehensile interface cables	400/200	2D6	Chr3
Pacemaker Coprocessor	N	Restarts heart when attacked by ICE	150	2	Chr3
Super Compact Braindance	CR	Braindance recorder that fits on back of head	15,000	2D6	Chr3
Model 100 Plugs	MA	+2 vs Black Ice, -2 for anything else	100	2D6	Chr3
Taste Boost	M	Heightened sense of taste	100	2	Chr4
Cyber-Detection Computer	M	Reconnaissance/Detection device, need M/T link	3000	1D6+3	Chr4
Echolocation System	N	Can see in complete darkness, -1 Awareness	800	1D6/2	Chr4
Lockdown	N	Uses cyberaudio to locate snipers	300	1D6	Chr4
ChipLok	-	Locks chips in place	150	-	Chr4
Boostmaster	N	+1 REF with both types of boosterware	650	1D6/2	SOF
Subdermal Smartgun Link	M	Weapon only version of Mag-Duct Spots (+1)	220	1D6/2	UK

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
Braindance Plugs	M	Allows connection to Braindance Recorder	200	1D6	RB
Neural ULF Transceiver	N	Send and receive voice/data. Range 15km/unlim	200	1D6/2	SF
Universal Link	N	Combined linkage	400	4	I1.3
Positronic Enhancer	MA	+2 to INT, 10% chance of overload and fits	2,000	1D6	I1.3
Braindance Apdaptor	N	Allows chipware socket to run Braindance	100	0	I2.1
Wirehead Unit	M	Stimulates the pleasure centres of the brain	1,500	0	I2.1
<b>IMPLANTS</b>		<b>CYBERWARE PLACED IN THE BODY</b>			
Nasal Filters	M	Stops gases, fumes. 70% effective	60	2	CP20
Gills (Fresh water)	MA	Water breathing system, good for 4 hours	400	3D6	CP20
Gill Toxin Filters	M	Filters toxins for 1 & 1/2 hours	200	2	SA
Saltwater Gills	MA	Saltwater breathing system, good for 4 hours	600	3D6	SF
Independent Air Supply	MA	Good for 10 to 25 minutes	300	2D6	CP20
Independent Air Supply +	MA	Air for 50 minutes	600	3D6	SA
Mr Studd Sexual Implant	MA	All night, every night. +1 to Seduction checks	300	2D6	CP20
Midnight Lady Implant	MA	Sexual implant. +1 to Seduction checks	300	2D6	CP20
Contraceptive Implant	N	Good for 5 years. 98% effective	100	.5	CP20
Subdermal Pocket	M	2"x4" space with Realskinn zipper. Diff to spot	200	2D6	CP20
Adrenal Booster	M	Boosts REF by +1 for 1D6+2 turns, 3x per day	400	2D6	CP20
Subdermal Armor	CR	Armors torso to SP 18. Diff Awareness to spot	1,200	2D6	CP20
Subdermal Torso Armour	CR	6-22 SP, Imp-Easy to spot, REF/ATTR loss	350+	1D6/3+	Chr2
Subdermal Skull Armour	MA	4-14 SP, Imp-Easy to spot, 60% cover	300+	1D6/3+	Chr2
Motion Detector	M	20sq/m area. 70% effectiveness.	200	2D6	CP20
Digital Recorder	M	2hrs storage from any digital source	200	2	CP20
Audio/Video Tape Recorder	M	2hrs storage from video, audio links	300	2	CP20
Radar Sensor	M	100m range. Needs cyberoptic. 70% effective	200	2	CP20
Sonar Implant	M	50m range. For water only. 70% effective	300	2	CP20
Military Sonar	M	50m range. For water only. 95% effective. Avail P	700	2	SF
Radiation Detector	M	10m range. 80% effective	200	2	CP20
Chemical Analyser	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	1,300	1D6+4	Chr1
E-Monitor	N	Detects changes in pressure and air	185	1	Chr1
Gyro-Stabilizer	N	+1 to balancing manoeuvres	1,000	1D6	Chr1
OptiShield	M	Anti-Dazzle, SP8, 2 spaces for optic options	300	1D6+2	Chr1
OptiShield Options	N	T <sup>2</sup> , T <sup>2</sup> +, TE, LL, IR, Time/day	100+	50% HC	Chr2
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
WetDrive	MA	Holds 1MU of stored data	320	1D6	Chr1
Extra Memory	M	+1MU	175	0	Chr1
Wetdrive Access Link	M	Internal link to wetdrive	200	1D6/2	Chr2
Wearman Mk.2	N	Usable without cyberaudio	200	0	Chr1
Subdermal Viewscreen	M	Similar to Times Square Marquee	250	1D6/2	Chr2
Zetatech Bodycomp	MA	Equal to E-Book	1,750	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



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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	5,000	1D6-1	CB2
BoozeMaster	M	+1 to resist alcohol	100/75	1	PAC
GPS Module	N	Determine position to 17cm. Needs T <sup>2</sup> or T <sup>2+</sup>	450	1	SF
GPS Module w/screen	M	As above but with subdermal viewscreen	600	1D6/2	SF
OTEC Ear Valve	MA	Pressure equalization system	150	1	SF
Enhanced Lungs Series 2	CR	Can hold breath for 5-30 mins. 200m depth	5000	1D6	SF
Enhanced Lungs Series 3	CRx2	Entire lungs replaced. Good down to 1000m	7500	1D6+2	SF
Feel Good Endorphin Trigger	M	1D10 if hurt, 8-10=+3 Stun/Death; 1=intoxicated	500	1D6	SW
Poison Sac	MA	Poison reservoir	750	2D6	WGF
UV Blockers	N	UV/IR resistance	1,500	1D6/2	WGF
Feature Alteration Implant	N	Facial quick change	3,500	1D6	WGF
Strobe	N,M	Blind for 1D6 hours. Option for flashlite	150	1.5	I1.4
Life Scan Body Monitor	M	+1 COOL, +4 1st Aid, +1 to Death Saves	4,000	1D6	I1.4
Self-Destruct	MA	Activates when dead and moved, 5m radius	1,250	1D6	P2
<b>VOICE BOX</b>					
Dakai/Cyphire New Throat	CR	Hold 3 implants/options at 1/4 Eb, 0 HC, 15 SDP	850	2D6	Chr4
Cybervocal "BoxAlter"	CR	1 option, 1 voice	400	1D6+2	I1.3
Voice Synthesizer	M	Can mimic (60%) upto 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
Armour	N	New Throat only, 20SP	150	1D6	I1.3
Subsonic	N	Only heard with subsonic hearing	150	1D6	I1.3
<b>BIOWARE &amp; NANOTECH</b>		<b>BIOLOGICAL BASED ENHANCEMENTS</b>			
Grafted Muscle	MA	+1 increase to BODY, max increase is +2	1,000/+1	2D6	CP20
Muscle and Bone Lace	N	Raises BODY by +2	1,500	1D6/2	CP20
Skin Weave	N	Armors whole body to SP 12. Difficult to spot	2,000	2D6	CP20
Upgraded Skinweave	N	6 to 16 SP, ATTR loss, Imp to Av to spot	1,000+	1D6+	Chr2
Lifesaver Skinweave	N	+1 healing per day	4,500	1D6/2+1	Chr1
Enhanced Antibodies	N	Improves Healing by +1 point per day	3,000	1D6/2	CP20
Toxin Binders	N	+4 to Poison/Drug Saves	3,000	1D6/2	CP20
Nanosurgeons	N	Doubles natural Healing rate	6,000	1D6/2	CP20
Anti-Plague Nanotech	N	+3 vs diseases and biowar agents	1,750	.5	Chr1
Armour Weave	N	+1 BODY, SP 18, -1 REF+MA, need MBL,SKW	4,000	1D6	Chr2
Speed Grafts	MA	+2 MA	750	1D6	Chr2
Nanooptical Upgrade	N	+2 night vision	1,500	1D6/2	Chr2
Nano-Groomers	N	+2 - +4 to Personal Grooming	400	0.5	Chr3
Nitrogen Binders	N	Reduces depressurization by up to 100%	1400	1-2	Chr4
Nitrogen Binders Upkeep	N	Needed once every 3 months	400	-	Chr4
Advanced M & B Lace	N	Increases BODY +1	1000	1-2	Chr4
Advanced M & B Lace	N	Increases BODY +3	3000	1D6+1	Chr4
Alpha TuffBone Skeletal Enh	M	BODY +1 for lift, carry, BTM vs HH/Melee	1300	1D6/2	Chr4
Beta TuffBone Skeletal Enh	M	BODY +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

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NeoAppendix	MA	+2 to Wilderness Survival for food	500	1D6/2	Chr4
NanoAuditory Rebuild	N	Enhanced Hearing Range & Level Damper	1500	1D6/2	Chr4
Sunblocker Sunscreen	M	Prevents sunburn, reduces skin cancer risk	250	1	Chr4
NeoLungs	CR	Hold breath twice as long as normal	1000	1D6	Chr4
Neural Bridge	MA	Ambidexterity, no penalty with off hand	600	1D6+2	Chr4
Circulatory Sphincters	MA	+2 to Stun/Shock Saves after a Serious+ wound	3200	1D6	Chr4
Poison Glands- Teeth	MA	Natural fangs that inject poison when you bite	500/1000	3D6	Chr4
Poison Glands- Hands	MA	Can be used to coat Rippers or Wolveres	500-1100	2D6+3	Chr4
Tailored Pheromones-Love	M	+1 to Seduction. Nasal filters 60% effective	1000	1D6/2	Chr4
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% effective	2500	1D6/2	Chr4
"Kaloric" Secondary Gut	MA	Stores 2 days 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
Diet-Mite	N	Screens what you eat passing on what's needed	1,000	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)	1,600	1	WS
Altered DNA	N	DNA altered using a tailored retrovirus	3,000	0	WS
Full-Spectrum Booster	N	+4 vs illness/infection/poison/drugs, +2 Healing		1/2D6+1	NEO
Muscle Enhancement	N	+1 to BT	1000	1D6/3	DS
Chem Weave	N	+4 to Chemical Saves	2000	1D6+3	DS
Thermal Weave	N	Increases Heat resistance to 107°F	1500	1D6+3	DS
Vac Weave	MA	Strengthens body against decompression	5000	1D6	DS
Rad Weave	N	Provides radiation protection of 1 RSP	1500	2D6	DS
Reflex Boost	N	+1 to REF	3500	1D6+3	DS
Enhanced Sense	M	Improves one sense	1200	2 per	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
Nanowear Ozoneshield	N	Modification of Skin Weave, protects against UV	2000	1	TTB
AntiDazzle NICM	M	Flash protection	500	1D6/2	WGF
Poison Gland	MA	Poison producer	1,500	3D6	WGF
Water Refiltration Sys	MA	Water filtration	2,500	1D6	WGF
Lung Weave	N	Toughens lungs for using LBM.	4,000	1D6/2	SA
Shark Weave (Full Body)	N	SP 12 and can cause 1D6/3* damage.	12,000	3D6	SA
Shark Weave (Partial)	N	SP 12 to specified area, 1D6/3* damage.	4,000	1D6	SA
Thermaskin	N	Insulation to 0°C, sweats at 27°C	2,000	1/2D6	I2.2
<b>BIOTECH</b>		<b>BIOENGINEERING</b>	<b>x2 if cyber</b>		
Preparatory DNA Mapping	N	Required for all biotech	2,700	0	ES+
Permanent REF Increase	N	Max +1	5,000	1D6+3	ES+
Permanent BOD Increase	N	Max +2	3,400/+1	0	ES+
Permanent ATT Increase	N	Max +3	1,600/+1	1/+1	ES+
Permanent MA Increase	N	Max +4	2,700/+1	1D6/2 /+1	ES+
Reduced Oxygen Demand	N	Can breathe smog	5,900	1	ES+
UV Resistance	N	No sunscreen needed	7,600	1D6	ES+
Toughened Skin	N	SP6 Soft Armor, can't be told from normal skin	8,300	0	ES+

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<b>BIOENHANCEMENT TABS</b>		<b>TAKE ONE A DAY MAX</b>			
Endurance	-	Ignore fatigue 12 hrs, x2 food, 1D3-1D6 damage	1,200	0	ES+
Ignore Pain	-	+4 to Stun Saves for 12 hours, -2 tactile sense	1,800	0	ES+
Anti-Trauma	-	+2 to Death Saves for 12 hours	4,000	0	ES+
<b>RNA MEMORY TABS</b>		<b>Over one/day = 80% lose 2D6 skill/amnesia</b>			
Skill +1	-	Lasts for 3 hours, 1D10>1 or -1 in skill	600	0	ES+
Skill +2	-	Lasts for 3 hours, 1D10>2 or -1 in skill	1,800	0	ES+
Skill +3	-	Lasts for 3 hours, 1D10>3 or -1 in skill	5,000	0	ES+
<b>BODYWEAPONS</b>		<b>IMPLANTED BODYWEAPONS</b>			
Scratchers	N	Hands. 1D6/3* damage. Near Impossible to spot	100	2D6	CP20
Implanted Fangs (Vampires)	N	Mouth. 1D6/3* to 1D6/2* damage	200	3D6	CP20
Poison Vampires	N	Mouth. 1D6/3* plus poison/drug	400	3D6	CP20
Retractable Vampires	MA+	Mouth. 1D6/3* to 1D6* bite damage	500+	2D6+2+	Chr2
Spitting Cobra	M/MA	Vampires that spit chemicals 6ft	400/700	4D6	Chr3
Rippers	M	Hands. 1D6+3* damage. Difficult to spot	400	3D6	CP20
Wolvers	M	Hands. 3D6* damage	600	3D6+1	CP20
Big Knucks	M	Hands. 1D6+2 damage	500	3D6	CP20
Slice N' Dice	M	Hands. 2D6# damage	700	3D6	CP20
Cybersnake	MA	Self controlling cyberweapon. 1D6* damage	1,200	4D6	CP20
Gang Jazzler	M	3 surges, immobilise for 1D10+1 mins	600	2D6+3	Chr1
Bonespike	MA	Pop up bone spike. 1D6+4* damage	1,000	2D6	Chr3
NewTeeth	M	Ceramic teeth: MEL -1 NA C 1-2pts NA 1 VR	200	1D6/2	Chr4
PowerJaw	MA	Myomer jaw muscles, +2 to bite damage	100	1-2	Chr4
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
Mandibles	MA	2D6 damage bite, look normal except for eating	1,200	5D6	I2.2
Cyberjaw	MA	SP 6 metal jaw. 1D6* to 3D6* bite damage.	2,650+	3D6+2	P2
Cyberjaw with RealSkinn	MA	RealSkinn covered Cyberjaw	2,750+	2D6+2	P2
<b>CYBEROPTIC</b>	<b>MA</b>	<b>Basic eye module (4 option spaces per eye)</b>	<b>500</b>	<b>2D6</b>	<b>CP20</b>
Remote Eye	MA	1 space left, 100m transmission	1,500	3D6	Chr2
Optical Interface	MA	Interface plug behind the optic	600	2D6+2	Chr3
Bug Eye	MA	Can hold 6 Options	750	3D6	Chr3
ThirdEye	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
Quick Change Optic	MA	Removable, but only 3 options	1,000	2D6+3	P1
<b>CYBEROPTIC OPTIONS</b>		<b>Take 1 space unless noted otherwise</b>			
Color Shift	N	Allows color changes, special fashion effects	300	.5	CP20
Image Enhancement	N	+2 Awareness when using visual search	300	1	CP20
Targeting Scope	N	+1 on all Smartgun attacks	400	2	CP20
Times Square Marquee	N	LED Screen in vision field for messages	300	1	CP20
Teleoptics	N	Telescope ability to 20x	150	.5	CP20
Micro-optics	N	Microscope	150	.5	CP20
Anti Dazzle	N	Immune to flash, laser blinding	200	.5	CP20
Low Lite	N	See in dim light, almost total darkness	200	.5	CP20
Thermograph Sensor	N	See heat patterns, temperature readings	200	1	CP20

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Infrared	N	See in total darkness, using heat emissions	200	1	CP20
Ultraviolet	N	See in darkness, using UV flash	200	1	CP20
MicroVideo Optic	N	Video record up to 20 min (2 spaces)	300	.5	CP20
Digital Camera	N	Shoots up to 20 images (2 spaces)	300	.5	CP20
Dartgun	N	Holds 1 poison dart. Range 1m (3 spaces)	200	2	CP20
Dodgeball	N	+1 to Hand to Hand skill after 30 secs	440	1	Chr1
Tear Gas Sprayer	N	1m range (2 spaces)	200	2	Chr1
Times Square Plus	N	Allows visual information retrieval (3 spaces)	500	2	Chr1
Video Cam/Transmitter	N	Live feed 1m range (4 spaces)	330	1	Chr1
Video Imager	N	Receives vid images (2 spaces)	350	2	Chr1
Time/Day Display	N	Time and date, no spaces	100	1	Chr2
Cyberoptic Compass	N	1 space, 2 for logocompass	300	1	Chr3
Interferometry System	M	10x vision all the time	400	1	Chr3
Laser-Comm Optic	M	50m range, and can blind. Code chips are 175eb	425	1	Chr3
Verbal Eyes (Basic)	M	Displays images, -1 space	750	3	Chr3
Verbal Eyes (Vid Image)	M	3 spaces, + Video Imager	1,000	5	Chr3
Verbal Eyes (Cust. image)	M	4 spaces, Times <sup>2</sup> +	1,200	5	Chr3
Double-Slit Pupils	N	Allows clear vision through air-water boundary (1)	200	.5	Chr4
Hydrosubsidium Aquagoggles	N	Synthetic nictitating membranes, good to 200m	200	1	SF
Live Feed Optic	M	2 mile range	1,000	1	I2.1
Optical Capacitor Laser	N	2D6 damage (3 spaces)	800	3	P1
Cyberoptic Eyepatch	M	2 options. Diff. Awareness to spot what it is	330	2D6/3	P3
<b>CYBERAUDIO</b>	<b>M</b>	<b>Basic hearing module (6 option spaces)</b>	<b>500</b>	<b>2D6</b>	<b>CP20</b>
Spectrum Cyberaudio	MA	Early model. -1 balance, +1/+2 Awareness	650+	3D6-2+	Chr3
Soviet Cyberaudio	M	Only 2 option spaces, 50% chance of -1 ATTR	100	2-3D6	Chr4
<b>CYBERAUDIO OPTIONS</b>		<b>Take 1 space unless otherwise noted</b>			
Amplified Hearing	N	+1 Awareness when using auditory cues	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 Analyser	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 supersonic, subsonic ranges	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	300	.5	CP20
Fax+ 1000 Alert	N	Alerts user to incoming faxes	100	0	Chr3
<b>CYBERLIMBS</b>					
Standard Cyberarm	CR	20/30 SDP, 4 option spaces, 1D6 punch	3,000	2D6	CP20
Standard Cyberleg	CR	20/30 SDP, 3 option spaces, 2D6 kick	2,000	2D6	CP20
Artificial Shoulder Mount	CR	Mount up to 2 extra arms. 25 SDP	1,500	2D6	CP20
Orbital Crystal Cyberarm	CR	50/60 SDP, 4 option spaces, 1D6 punch	7,000	2D6	Chr1

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Orbital Crystal Cyberleg	CR	50/60 SDP, 3 option spaces, 2D6 kick	6,000	2D6	Chr1
Independent Cyberhand	MA	1D10 crush, 7/10 SDP, 1 option space	750	1D6	Chr1
Romanova Cyberlegs	CRx2	+1 to Wardrobe & Style	5,000	4D6	Chr3
SuperSized Arm	CR	SDP 30/40, -2 REF, +1EV, 2D10/3D6, SP 20	4,000+	2D6	Chr3
Enable Cyberarm	CR	Early model. 23/33 SDP, REF -1	500	2D6+2	Chr3
Enable Cyberleg	CR	Early model. 28/35 SDP, REF -1, MA -2	700	3D6+3	Chr3
Soviet Cyberleg	CR	SDP 30/40, 3D10 kick, 5% failure, 2 spaces	875	2-3D6	Chr4
Soviet Cyberarm	CR	SDP 30/40, 3D6 punch, 2D10 crush, 5% failure	669	2-3D6	Chr4
Corvette Cyberlegs (basic)	CR	+3 MA, +1 on movement rolls	4500	3D6	Chr4
Corvette Cyberlegs (advan)	CR/M	+8 MA, +2 on movement rolls	5000/500	3D6+4	Chr4
Speeding Bullet Legs	CRx2	MA 16, leap 10m, 1 option space left per leg	4,500	4D6	SOF
SovWear Cyberarm	CR	30/40 SDP, 3D6/6D6 damage, 3 spaces, UR	1,000	2D6	SOF
SovWear Cyberleg	CR	30/40 SDP, 6D6 kick, 2 spaces, UR	1,500	2D6	SOF
Cyber Bar Leg	CR	Built in wet bar	3,000	2D6	I1.3
Tentacle Arm	CR	8x70 cm tentacles, SDP 5 ea. SDP20 shoulder	4000	5D6	I2.2
Extendable Tentacle Arm	CR	Same as above plus can extend to 150 cm	6000	5D6	I2.2
<b>CYBERLIMB OPTIONS</b>					
Quick Change Mount	N	Allows 1 turn changing of cyberlimb	200	2	CP20
Hydraulic Rams	N	SDP 30/40, 3x normal damage (1 space)	200	3	CP20
Thickened Myomar	N	SDP 25/35, 2x normal damage (1 space)	250	2	CP20
Reinforced Joints	N	SDP +5	200	1	CP20
Microwave/EMP shielding	N	Limb not as susceptible to EMP, Microwaves	300	1	CP20
Plastic Covering	N	In colors, transparent, etc	1-200	1	CP20
RealSkinn	N	Limb looks real. 70% effective (Diff Awareness)	200	-1D6/2	CP20
Superchrome	N	Highgloss metallic covering	200	3	CP20
Armor	N	Armors cyberlimb to SP 20	200	2	CP20
Leg Boosters	N	+3m leaps (2 spaces)	500	1D6	Chr3
Fleshweave	M	Takes 1 option space. +50% repair costs	200+20%	0	Chr3
Extra Twist Joint Addition	N	+2 Athletic type rolls, MArt Grapples & Escapes	30%,+10%	1	Chr4
Double-Jointed	N	+1 Grapple, Holds, Chokes, Escapes (.5 spaces)	1000	1D6/2	Chr4
Locking Joints	N	25+ Strength Feat to move (.5 spaces)	100	.5	Chr4
360 Rotating Joints	N	+1 to Escaping, some TECH repairs (.5 spaces)	120	2	Chr4
Extending Leg Units	N	Alters height -1 to +3 ft. +1MA (2 spaces)	400	4	Chr4
Spiked Limb Cover	N	+1D6 grapple/holding damage	200	2	I1.4
Tentacle Arm Sheath	N	Hides tentacles, resembles cyberarm, 2 openings	800	0	I2.2
<b>HANDS &amp; FEET</b>		<b>ATTACH TO CYBERLIMBS (Use 1 space)</b>			
Standard Hand	N	Resembles normal hand	150	0	CP20
Ripper Hand	N	Standard hand with Rippers. 1D6+3* damage	600	2D6	CP20
HammerHand	N	Hydraulic Ram fist does 1D10 damage	600	2D6	CP20
BuzzHand	N	Electric chainsaw. 2D6+2* damage	600	2D6	CP20
Tool Hand	N	Fingers contain screwdriver, wrench, drill, etc	200	2	CP20
Grapple Hand	N	Extends rocket-propelled grapple, 30m line	350	3	CP20
Extension Hand	N	Hand extends up to 1m	350	2	CP20
Spike Hand	N	Palm spike. 1D6+3AP damage	500	2D6	CP20
Modular Hand	N	Choose any 4 modular tools	600	2	CP20
Mace Hand	N	2D6+1/1D10-2 damage, 1m range	300	3	Chr1
Cyberhand Coverings	N	Same range as listed in for cyberlimbs	100	1/2 usual	Chr1
Custom Cyberhand	N	Varies	900	Varies	Chr2
Web Hand	N	+2 swim, +1-2m/turn, 1D6* damage	250	2	Chr3

<b>Cyberware</b>	<b>Surg.</b>	<b>Description</b>	<b>Cost</b>	<b>H.L</b>	<b>Book</b>
IEC Venom Hand	N	4 needles, slash for 1d6-1 damage	600	2D6	Chr3
Medical Modular Cyberhand	N/MA	Mono scalpel, air-hypo, stapler, probe ,etc	975	1D6/2	Chr4
Dainamax Grapplefist	N	50m cable, 2 spaces, 2D6+2 crush	1,050	2D6	PAC
Surveillance Hand	N	Remote cyberhand	1,500	1D6	I2.1
Drill Hand	N	3D6 damage	700	3	P1
Travel Hand	N	4 options in fingers	500	2	P1
Gouge Master	N	2D6+3AP, 2D6*, 2 spaces, 20m cable and reel	550	2D6	P3
Lightning Fist	N	Electricity. Stun -1, or 2D6+1 damage	900	2D6	RPI
Standard Foot	N	Resembles normal foot	200	0	CP20
Talon Foot	N	Extends toe blades. 1D6* damage	600	2D6	CP20
Tool Foot	N	Toes contain screwdriver, wrench, drill, etc	300	2	CP20
Web Foot	N	Doubles swimming speed, +3 to Swim skill	500	2	CP20
Grip Foot	N	For better gripping strength. +2 to Climb	500	2	CP20
Spike Heel Foot	N	Heel spike for lethal kicks. 2D6AP damage	500	2D6	CP20
Skate Foot	N	Allows an MA 20. Use Athletics or skate skill	440	1D6	Chr1
Anchoring Cyberfeet	N	Anchors use to ground. 4 uses (2 spaces each)	400	3	Chr2
Catspaw Stealth Foot	N	+1 to Stealth skill	150	1	Chr4
Mini-Camera in Palm	N	It's a camera	1000	1D6	I1.1
<b>FINGERS</b>		<b>ATTACH TO CYBERHANDS</b>			
Dartgun	N	3m range	100	2	Chr1
Lockpick	N	Pick for mechanical locks	50	.5	Chr1
Mini Light	N	25m beam, batteries 1eb	25	.5	Chr1
Finger Bomb	N	2D6+3, 3m radius	150	2	Chr1
Wirecutters/Scissors	N	1D6/3 damage	50	1	Chr1
Mace Sprayer	N	2 bursts, -4 REF & Notice for 1D6 turns	150	2	Chr1
Quick Change Mount	N	Click and turn mount, mod =20eb	150	1	Chr2
VidCam (+ 1 option)	N	IR - 200eb, Teleoptic - 225eb, or Lowlite - 100eb	400+	2	Chr2
Self-Propelled Grenade	N	7m range, 2D6 over 2m (25eb)	200	2	Chr2
Aip Hypo	N	4 doses, air containers 3eb	200	1	Chr2
Tracking Device	N	3m range, 2 bugs, 3 km transmitter	300	.5	Chr2
Lighter	N	2 hours of fuel, 1 eb/refill	25	2	Chr2
Probe Link	N	Interface link	150	.5	Chr3
Parabolic Microphone	N	20x Microphone, for full arms	350	2	Chr3
Flasher	N	Diff REF to blind target for 1 min (25eb)	250	1	Chr3
IR/UV Flashlight	N	10m range	200	1	Chr3
Flare	N	150m altitude, 25m diameter (15eb)	200	2	Chr3
Storage Compartment	N	Small space	75	.5	Chr3
Laser Pointer	N	20m	150	.5	Chr3
Flesh Mount	M	Allows cyberfingers to be mounted on meat hand	100	1	Chr4
One-Shot Special	N	P -2 P E 1D6 (5mm) 1 1 ST 20m	250	2	Chr4
Ballpoint Finger	N	Leakproof pen	25	.5	Chr4
Cyberfinger Oxygen Tank	N	30sec of oxygen	250	.5	SA
Screwdriver	N	Powered screwdriver finger	50	.5	I1.1
Wrench	N	Adjustable wrench finger	50	.5	I1.1
Drill	N	Adjustable drill finger	50	.5	I1.1
Soldering Iron	N	Electric Soldering Iron finger	50	.5	I1.1
Socket Wrench	N	Adjustable powered socket wrench finger	50	.5	I1.1
Tentacle Finger	N	10 cm long tentacle	500	1	I2.2
Extendable Tentacle	N	30 cm long tentacle, requires cyberhand	750	1	I2.2

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<b>BUILT INS</b>					
<b>BUILT INTO CYBERLIMBS (Use 1 space)</b>					
Cybermodem	N	Built in cyberdeck	3000	1	CP20
Cellular Cybermodem	N	Built in cellular deck	5000	1	CP20
Digital Recorder	N	Digital chip recorder. Download or erase chip	300	1	CP20
Storage Space	N	2"x6" storage space. Can be locked	50	.5	CP20
MiniCam	N	Pop up Digital Camera (20 shots)	200	2	CP20
MiniVid	N	Pop up Mini video (30 minutes)	400	2	CP20
Hidden Holster	N	Weapon size based on Body Type	100	1	CP20
LCD Screen Readout	N	Can be linked to any output device	200	1	CP20
Techscanner	N	60% effective, -3 to repair difficulty	400	3	CP20
Cutting Torch	N	Can cut through SP20	100	1D6/2+1	Chr1
Icer	N	2m range	200	1D6/2	Chr1
Limb Link	N	Turns pop-up gun into smartgun +1	100	1	Chr1
Magnetic Hands/Feet	N	For easier Zero-Gee movement	60	0	Chr1
Watch-Man	N	Miniature TV	180	1	Chr1
Winch	N	15m cable, pulls upto 1 ton	500	1D6+3	Chr2
Quickdraw Holster	N	P class conc. +2 Initiative to fastdraw	200	0	Chr2
Radio-Phone Station	N	Runs for 160 hours on a charge (2 spaces)	2,950	2	Chr2
ECM	N	ECM (2 spaces)	2,650	2	Chr2
Laser Mike	N	60m range, Human Perception -5	400	1D6+2	Chr2
CyberPillow	M	A pillow in an arm	80	0.5	Chr3
Smartplate Link	N	Smartgun= 3x cost	300	2	Chr3
Microwaldo Bracer	N	+1 to TECH rolls	800	3	Chr3
"D-Tek" Targeting Network	M	Negates movement firing modifiers	1300	1D6+3	SOF2
ULF Antenna	N	100m reel antenna for transceiver	-	1	SF
Cyberlimb Light	N	Light built into palm, 3m range (0 spaces)	90	.5	I1.4
<b>CYBERWEAPONS</b>					
<b>BUILT INTO CYBERLIMB (Use 1 space)</b>					
Grenade Launcher	N	Carries 2 grenades of any type	500	2D6	CP20
Micro-Missile Launcher	N	Contains 4 mini-missiles, 4D6 damage each	900	2D6	CP20
Popup Gun	N	Gun size based on Body Type	2-800	2D6	CP20
Flame Thrower	N	Range 1m, 4 shots, Damage is 2D6, then 1D6/2	600	2D6	CP20
Weapon Mount & Link	N	Mounting plate plus neural link for 1 weapon	100	3	CP20
2 Shot Capacitor Laser	N	Shoulder mounted. +3 - - 3D6 2 1 10m	800	2D6	CP20
Derringer	N	Pistol -1 1D6 (5mm) 2 2 ST 50m	220	1D6	Chr1
Flashbulb	N	4m x 6m	250	1D6/2	Chr1
Gas Jet	N	6 shots, range 2m	275	1D6+3	Chr1
Tazer Grip	N	Effects equal to tazer, Stun -2	180	2D6-2	Chr1
Whip	N	1D6/2 or choke	475	2D6	Chr1
Popup Sliver Gun	N	P +0 - - 2D6x1D6/2* 7 2 UR 40m	550	1D6+2	Chr1
Tri-Dart Launcher	N	3 darts, 1D6/2 damage, 1/3 SP	300	1D6/2	Chr2
Retractable Monoblade	N	2D6+3# damage	800	1D6+2	Chr2
Survival Blade	N	1D6+3* damage	500	1D6	Chr2
ChainRipp	N	3D6AP	1,250	2D6+4	Chr3
Blitzkrieg Arc-Thrower	M	EX 0 - R 3D6 (1/2 R 1/2 S) 4 1 ST 10m	1050	2D6	Chr4
BigRipp	M	Carbo-glass blade. 2D6, 1/2SP (break 1-3)	850	3D6+1	Chr4
High Five/The Palm Bomb	N	20-30 to detect. .477 or 12ga round, 1 shot	355	1D6+3	Chr4
Pop-Up Hand Crossbow	N	-2 J E 1D6+2 6 2 VR 25m, 3 spaces	300	2D6	SOF2
Micro-torpedo Launcher	N	Underwater version of mini-missiles	900	2D6	SA

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<b>LINEAR FRAMES</b>					
<b>IMPLANTED EXOSKELETON</b>					
Sigma	MA	STR 12, +4 Damage mod	6,000	2D6	CP20
Beta	MA	STR 14, +6 Damage mod	8,000	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
<b>BODY PLATING</b>					
<b>EXOARMOR</b>					
Cowl	MA	Skullcap, covers head in SP 25	200	1D6	CP20
Faceplate	CR	Protective facemask. SP 25	400	4D6	CP20
Torso Plate	MA	Torso protection. SP 25. -3 REF	2000	3D6	CP20
Front Optic Mount	MA	Allows up to 5 optics to be mounted. -1 ATTR	1000	4D6	CP20
Sense ext. ("Rabbit Ears")	M	Head mounted extensors for audio, optics, etc	500	3D6	CP20
Total Body Plating	CRx2	SP20, REF-3, ATTR/2, -1 Stealth	6,800	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
<b>FULL 'BORGS</b>					
<b>FULL BODY REPLACEMENTS</b>					
Alpha Class	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	40,000	16D6	Chr2
Aquarius (Sub-Marine)	CRx2	REF 10, MA 10, BOD 15, SP 25, SDP 20/30/40	50,000	18D6+2	Chr2
Copernicus (Space-Use)	CRx2	REF 11, MA 10, BOD 12, SP 25, SDP 20/30/40	60,000	19D6	Chr2
Eclipse (Covert Ops)	CRx2	REF 13, MA 13, BOD 12, SP 25, SDP 20/30/40	65,000	21D6+3	Chr2
Enforcer (Security)	CRx2	REF 12, MA 15, BOD 12, SP 30, SDP 25/35/45	55,000	21D6-2	Chr2
Brimstone (Fire-Fighter)	CRx2	REF 11, MA 10, BOD 14, SP 30, SDP 20/30/40	47,000	19D6	Chr2
Gemini (Humanoid)	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	55,000	16D6+2	Chr2
Wingman (Pilot)	CRx2	REF 15, MA 10, BOD 12, SP 25, SDP 20/30/40	54,000	20D6	Chr2
Samson (Industrial)	CRx2	REF 10, MA 10, BOD 18, SP 25, SDP 20/30/40	50,000	20D6+1	Chr2
Dragoon (Military)	CRx2	REF 15, MA 25, BOD 20, SP 40, SDP 40/50/60	120,000	42D6+3	Chr2
'Sheol' Hazardous Ops	CRx2	REF 10, MA 10, BOD 18, SP 30, SDP 20/30/40	50,000	18D6+8	Chr3
MD Tech 'kildare' Medical	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	46,000	19D6	Chr3
Adrek 'Burroughs' Mars Ops	CRx2	REF 10, MA 10, BOD 12, SP 35, SDP 20/30/40	42,000	16D6+4	Chr3
Militech 'Spyder' Recon	CRx2	REF 12, MA 20, BOD 12, SP 30, SDP 20/30/40	118,105	39D6	Chr3
'Wiseman' Cyberspace Com	CRx2	REF 14, MA 10, BOD 12, SP 25, SDP 20/30/40	91,381	23D6+3*	Chr3
Arasaka 'Daioni' PA Convert	CRx2	REF 17, MA 20, BOD 52, SP 80, +6 Initiative	810,000	16D6+30	SW
<b>FULL 'BORG OPTIONS</b>					
<b>OPTIONS FOR FULL CONVERSIONS</b>					
Stylization	N	Customization, bonuses to some skills	Varies	0	Chr2
Increased SP	N	Max 40 SP, 10-50lbs weight increase	2,000/+5	0	Chr2
Increased SDP	N	Max +20 SDP, +55lbs/+5 SDP	1,500/+5	0	Chr2
Increased REF	M	Max 15	2,000/+1	2/+1	Chr2
Increased MA	M	Max 25	1,500/+1	2/+1	Chr2
Increased BODY	M	Max 20	1,000/+1	2/+1	Chr2
Shielding	MA	Electronic shielding	2,000	6	Chr2
Quick Change Mounts	N	Rifles (2), Hvy.Weapons (3) can be mounted	200	2	Chr2
Interchangeable Bipod	CR	Organs can be moved to different FBRs	20,000	18D6	Chr2
Longevity Module	MA	Theoretically triples 'borg's lifespan	15,000	1	Chr2
Eelskin	MA	1D6 to 2D6+3 Damage	14,000	1D6	Chr3
Cyber Steriods	2xCR	BODx3, +3kg/+1 BOD, runs off power unit below	1500/+1	6D6	Chr3



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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 liter containers. 1 space	300	1	Chr3
Reactive Body Plating	MA	Detects laser & smart sights, REF>10 dodge	6,000	1D6	SOF2
Dummy Facemasks	N	Detachable faceplates	25-500	0	SOF2
<b>EXOTIC MODIFICATIONS</b>		<b>EXOTIC BODY MODIFICATIONS</b>			
Minor Facial Modification	M	Alterations to eyes, ears, nose, etc	1,000	1D6/2	Chr2
Major Facial Modification	M	Major alterations to features	2,000	1D6	Chr2
Muzzle, Short	M	Like a bear's or tiger's muzzle	2,000	1D6	Chr2
Muzzle, Long	MA	Like a dog's or horse's muzzle	2,500	2D6	Chr2
Mandibles, Extended	MA	Semi-prehensile grasping "jaws". 1D6* damage	4,000	3D6	Chr2
Natural Fangs	N	1D6* bite damage	500	2D6	Chr2
Natural Claws	N	-3 to manipulation rolls. 1D6* damage	1,000	1D6+1	Chr2
Retractable Claws	M	1D6* damage	1,000	2D6	Chr2
Scratchers	N	Low HL due to implantation in hospital	500	1D6	Chr2
Rippers	M	Low HL due to implantation in hospital	750	2D6	Chr2
Short Tail	M	Bunny tail, etc	250	2	Chr2
Tail	MA	Mobile but weak, exerts about 3lbs of force	1,500	2D6	Chr2
Combat Tail	MA	Heavily muscled. 1D6+Damage Mod.	2,500	3D6	Chr2
Stinger Tail	M	Poison injecting stinger. 1D6*+Mod+drug/toxin	3,000	3D6	Chr2
Digitgrade Legs	CR	3 joint legs. +1 MA with tail. -2 MA without tail	4,000	6D6	Chr2
Fur/Scales/Skinchange	N	10% chance of cancer	10,000	3D6	Chr2
Heavy Scales	N	SP 12. 10% chance of cancer	12,000	3D6	Chr2
ExoSkeleton	CR	SP 18, MA & REF-2. 10% chance of cancer	20,000	4D6	Chr2
Frame Alteration	CR	25% size change from actual body size	8,000	2D6	Chr2
Muscle Pouch	MA	Muscles on lower back for tails or tentacles	1,500	1D6	SA
<b>EXOTICS PACKAGES</b>		<b>EXOTIC PACKAGE DEALS</b>			
KatNip - Feline	MA+	Slit-eyes, pointed ears, tail, synthskin, scratchers	3,400	4½D6	Chr2
Rodent	M+	Enlarged ears and eyes, button nose, synthskin	1,400	1½D6	Chr2
Rabbit	Mx2	Bunny ears & tail, button nose, whiskers	1,250	1D6	Chr2
Reptile	M+	No ears, long tongue, olfactory, fangs, synthskin	2,000	4D6	Chr2
Elf	M	Pointed ears, thin face, upturned eyebrows	1,000	1D6/2	Chr2
Dwarf/Halfling	CR+	Shorter & stockier frame(MA-2), broader features	9,000	2½D6	Chr2
Ork/Goblin	CR+	Broad features, longer arms, fangs, synthskin	10,900	6D6	Chr2
Troll/Ogre	CR+	Broad features, fangs, taller, grafted muscle, MBL	12,000	7D6	Chr2
Fishman	MA+	Gills, synthskin, webbing, custom contacts	2,000	4½D6	Chr2
Zark Nartanq Graftable	MA+	Fangs, wolvers, tail, skinweave, MBL, etc	12,350	12½D6+1	Chr2
Bear Package	CR+	Muzzle, fangs, claws, fur, taller, grafted muscle	24,500	13D6	Chr2
The Superman	CR+	The future of humanity via nano and bioware	19,735	13D6	Chr2
BigKatt	CR+	Muzzle, fangs, claws, tail, digitgrade legs, fur	21,000	19D6	Chr2
Slight Buggy	MA+	Bug-eyes, antennae, scaly synthskin, cyberoptics	3,400	6D6	Chr2
Franz Kafka Bughouse	CR+	as above, + mandibles, exoskeleton, scratchers	35,500	15D6	Chr2
Merman	CR+	Gills, skinchange, fishtail, cust. contacts, sonar	18,900	10½D6	Chr2
Sharkman	MA+	Gills, sonar, skinweave & change, muzzle, etc	17,700	12D6	Chr2
LupaForm Minor Package	M+	Pointed ears, dog-nose & eyes, fangs, synthskin	1,900	3½D6	Chr2
LupaForm Major Package	CR+	as above, + muzzle, tail, digitgrade legs, fur	20,000	15D6	Chr2
Humanisaurus Rex - Dragon	MA+	Short muzzle, fangs, tail, scales	16,000	9D6	Chr2
Playbeing Addition	MA+	Increased ATT, tactile boost, behavior chip, etc	+3,000	3½D6	Chr2

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<b>CHIPWARE</b>					
APTR Reflex Chips	-	Chips reflex and tech based skills	varies	-	CP20
MRAM Memory Chips	-	Chips INT and other cognitive skills	varies	-	CP20
M.O. Chips	N	One yes/no answer for INT 15+ roll	1,200 bm	-	Chr1
Courier Chip	N	Imprints data on users brain	600	-	Chr1
Security Chips	N	Eraseable/destroyable chips	+50/75	-	Chr1
Digi-Tone ID	N	Used with cyberaudio to recognise phone no.	70	-	Chr1
Special Operative Chip	N	+1 Language, Geography, and one other skill	900	-	Chr1
Poser Impersonation Chip	N	Specific Know [subject] +2, Perform +1	900-1100	-	Chr1
PhotoMemory RAM Chip	N	INT roll +2 [15+] to get a specific memory	1600	-	Chr1
Memory Compression	N	3 skills, skill level +3 total	+200-400	-	Chr1
Programmable Chipware	N	Provides basic knowledge of a procedure	50	-	Chr1
Mind Games	N	Over 300 games available	40	-	Chr1
Business Trip Chip	N	+1 Language, Culture, W/S or Business Law	800	-	Chr1
Tourism Chip	N	+1 Language, Culture, General Knowledge	750	-	Chr1
Space Chip	N	Space Survival +2, Highrider Culture +1	900	-	Chr1
Maximum Lover Chip	N	+2 Seduction	1300	-	Chr1
Stress Chip	N	+1 COOL for morale, +1 EMP interaction	350	-	Chr1
Adrenaline/Endorphin Surge	N	Ignore Pain/Exhaustion, +1 BOD 3 times in 24hrs	800	-	Chr1
Increased Neural Feedback	N	1/2 time to "chip in", burns out in 24 hours	+400	-	Chr1
Ambidexterity Chip	N	Makes user ambidextrous	800	-	Chr1
Independent Action Chip	N	Independent action for each arm. Amb+2 optics	250	-	Chr1
DeathTrance	N	1-3 minutes to enter. Medtech 25+ to detect life	1000	-	Chr1
Redundancy Loop	N	Will screw up at a crucial moment	50-75%	-	Chr1
"Fish N' Chips"	N	Appetite control device	85	-	Chr1
Visual Recognition Chips	N	INT+chip+1D10+Skill. Tech, Corp, Rocker, etc	100/level	-	Chr1
Police Visual Rec Chip	N	Visual ID's on criminals and licenses	200/level	-	Chr1
"SomaWare" Sleep Chip	N	Normal sleep (after 15 uses COOL 15+ to sleep)	400	-	Chr3
Navigation/Orientation Chip	N	Requires Phone Splice/Radio Link, accurate to 5m	250	-	Chr3
Major City Map	N	Contour map, needs Video Imager/Subd Screen	110	-	Chr3
Crypto Chips	N	Randomly generated substitution word code	600 per 2	-	Chr3
Stutter Chipping	N	Won't shoot designated (1 turn) friendlies	310	-	Chr3
Weaponmasters MArt Chip	N	Arasaka Te, and Thamoc available (max +3)	270/level	-	Chr3
Auditory Recognition Chips	N	Require Amp Hearing and Sound Edit (max +2)	150/level	-	Chr3
<b>BEHAVIOUR CHIPS</b>			<b>1,000+</b>	<b>1D6/2</b>	<b>Chr2</b>
James Bond	N	Cool +1	1,000	1D6/2	WGF
Xarghis Khan	N	Emp 1, Cool 10	2,000	1D6/2	WGF
Perfect Soldier	N	Cool +3 (max 11), Emp -2 (min 1)	1,500	1D6/2	WGF
Kick Ass	N	Cool +2, Emp-2, enhances aggression.	1,500	1D6/2	WGF
Sunny Day	N	Makes you feel happy, +4 vs Intimidation.	1,000	1D6/2	WGF

<b>Intrusion</b>	<b>Str</b>	<b>MU</b>	<b>Cost(eb)</b>	<b>Function</b>	<b>From</b>
Dwarf	3	3	230	Stronger version of Worm	BB
Grubb	1	3	210	Weaker version of Worm	BB
Hammer	4	1	400	2D6 to Data Wall STR, alerts programs within 10 spaces	CP20
Jackhammer	2	2	360	1D6 to Data Wall STR	CP20
Jap Water Torture	3	4	260	Min of 2 turns, each additional turn adds +1 STR (max 7)	BB
Pile Driver	8	4	800	4D6 to Data Wall STR, alerts progs in 30 spaces, & Netwatch	Chr3
Portal	2	6	750	Opens door in Data Wall, takes 3 turns, no alert	NET
Ramming Piston	10	3	900	5D6 to Data Wall STR, "audible" to anything within 50 spaces	BB
Sledgehammer	6	2	600	3D6 to Data Wall STR, alerts programs within 15 spaces	Chr3
Termite	1	2	160	1D6 to Data Wall STR	Chr1
Worm	2	5	660	Opens Data Wall in 2 turns, no alert	CP20
<b>Decryption</b>	<b>Str</b>	<b>MU</b>	<b>Cost(eb)</b>	<b>Function</b>	<b>From</b>
Codecracker	3	2	380	Opens Code Gates	CP20
Cyfermaster	6	3	700	Stronger version of Raffles	BB
Dupre	1-8	4	900	Opens Code Gates & File Locks	Chr3
Raffles	5	3	560	Opens Code Gates & File Locks	CP20
Tinweasel	3	4	300	Sneaky decryptor	BB
Wizard's Book	4/6	2	400	Opens Code Gates & File Locks	CP20
<b>Detection/Alarm</b>	<b>Str</b>	<b>MU</b>	<b>Cost(eb)</b>	<b>Function</b>	<b>From</b>
Bloodhound	3	5	700	Detects entry, traces, alerts master	CP20
Bulldog	6	6	660	Detects entry, alerts master, disconnects intruder	Chr1
Canis Major/Minor	4	5	610	Detect entry, alerts owner	BB
Cry Baby	4	4	430	"Tags", adds 4 to traces when copied	Chr3
Clairvoyance	4	4	720	SeeYa 3.0, detects and IDs Icons (+invisibles) within 2 subgrids	Chr3
Data Raven	5	6	1000	Detects entry, traces, alerts master whenever target appears	BB
Fang	4	6	1300	Detects entry, traces, disconnects target until destroyed	BB
Fang 2.0	5	6	1600	Detects entry, traces, disconnects target until destroyed	BB
Fetch 4.01.1	3	5	700	Detects entry, traces, alerts master	BB
Guard-Dog	4	5	720	Invisible; detects entry, alerts master	Chr1
Hidden Virtue	3	1	280	Detects "real" things in VR	CP20
Hunter	5	5	900	Detects entry, traces, alerts master	BB
Looking Glass	1-6	3	250+20/str	Detects disguised Icons	Chr3
Mouse	5	5	350	Creeps into forts and makes a record of what's inside	BB
Netspace Inverter	3/5	4	540	Travels through a fort at 2 subgrids/turn IDing programs and files	BB
Pit Bull	2	6	780	Detects entry, traces, disconnects target until destroyed	CP20
Rex	3	6	1000	Detects entry, traces, disconnects target until destroyed	BB
See Ya	3	1	280	Detects Invisible Icons	CP20
Shadow	4	3	540	Degrades evasion programs	Chr3
Smarteye	3	4	620	Detects progs within 10 spaces, IDs attack progs	Chr1
Speedtrap	4	4	600	Detects attack programs within 10 spaces	CP20
Watchdog	4	5	610	Detects entry, alerts owner	CP20
<b>Anti-System</b>	<b>Str</b>	<b>MU</b>	<b>Cost(eb)</b>	<b>Function</b>	<b>From</b>
Asp	4	2	800	Kills cyberdeck interface	BB
Cascade	7	4	900	Erases 2D6 MU of random memory	Chr3
Cascade II	3	2	800	20% chance that program changes. Decks chose new prog/turn	BB
Clown	3	5	1130	Disrupts data transmission, progs are -1 STR, 'runners -1 Initiative	BB
DeckRASH	4	2	600	Crashes 'deck for 1D6 turns	CP20
Feedback	4	3	960	Kills deck's interface and "jams" 'runner plugs	I1.3
Flatline	3	2	570	Kills cyberdeck interface	CP20
Fragmentation Storm	4	3	1000	Kills system RAM	BB
Grid Wave	7	8	20K	Distorts I-G algorithms	Chr4
HellBurner	6	5	1000	Destroys target CPU	Chr3
Krash	3	2	570	Crashes closest CPU for 1D6+1 turns	CP20
Murphy	3	2	600	Causes system to randomly activate programs	CP20
Pi in the Face	5	4	800	Makes CPU calculate Pi	Chr3
Poison Flatline	2	2	540	Kills system RAM	CP20

**Intrusion****Icon**

Dwarf	Small, quiet digging machine.
Grubb	Swarm of puke-green grubs that eat their way through the Wall.
Hammer	Glowing red hammer.
Jackhammer	Glowing red jackhammer, which fires a stream of white hot energy bolts at the Data Wall.
Jap Water Tort	Tiny, random drops of glowing "water" strike the Wall, causing ripples.
Pile Driver	Steam-powered pile driver on the verge of blowing up.
Portal	Metallic door that slowly meshes with the Data Wall then swings open for the Netrunner.
Raming Piston	Huge nuclear powered battering ram, as drawn by Jack Kirby.
Sledgehammer	Glowing white Sledgehammer.
Termite	Brown, fist-sized, fractal insect with bright blue eyes. Emits low-pitched bleeps as it burrows into Wall.
Worm	Gold-metal, robotic worm, with green neon eyes.

**Decryption****Icon**

Codecracker	Thin beam of white light, which shoots from the Netrunner's hands and spreads through the Code Gate.
Cyfermaster	Fractal image of a man floating in lotus position.
Dupre	Elegant middle-aged Victorian. He speaks to the locked Gate, and takes notes as he does so.
Raffles	Dapper young man wearing evening clothes of the 1990's. He speaks to the door then vanishes.
Tinweasel	Shifty-eyed character with an insincere smile.
Wizard's Book	Stream of blazing white symbols, flowing at incredible speed from the Netrunner's open hand.

**Detection****Icon**

Bloodhound	Large, gun-metal grey hound. It has glowing blue eyes and wears a thick circlet of blue neon.
Bulldog	Short, burly humanoid in metal armour. A glowing visor is situated above snarling, canine jaws.
Canis Maj/Min	Large steel statue of a dog/a computerised chihuahua.
Cry Baby	None until activated, then it appears as a baby, hanging around the Netrunner's neck, screaming.
Clairvoyance	The eyes of the Netrunner's icon glow fiery blue, or a pair of glowing eyes appear if the icon has none.
Data Raven	Metal-plated black bird.
Fang	Glowing green pit bull.
Fang 2.0	Robotic pit bull with a red head.
Fetch 4.01.1	Chrome greyhound with glowing blue collar.
Guard Dog	Detected it appears as a standard Bloodhound, other wise it is a slight flicker at the periphery of vision.
Hidden Virtue	Glowing green ring which the Netrunner looks through.
Hunter	Hound head lunging down the target's line.
Looking Glass	Series of mirrors appears in front of the Netrunner, passing over and through the target icon.
Mouse	Small, innocuous mouse.
Netspace Invert	Flying eyeball; turns invisible when activated.
Pit Bull	Short, heavily built, steel dog. It has glowing red eyes and wears a circlet of red neon.
Rex	Rather nasty, metal plated dog with really big teeth.
SeeYA	Shimmering silver screen.
Shadow	Netrunner's icon gains a long, humanoid shadow.
Smarteye	Spinning crystal ball; the ball stops and the appropriate icon appears within.
Speedtrap	Flat, glowing plate of glass, in which images appear.
Watchdog	Large, black, metal dog. It has glowing red eyes and a spiked metal collar.

**Anti-System****Icon**

Asp	Glowing golden snake.
Cascade	Shower of random neon-coloured pods & capsules sprays the target's icon and are absorbed on contact.
Cascade II	Floating ball of energy.
Clown	Annoying, loud, obnoxious, white-faced circus clown, complete with slapstick, seltzer bottle, pies, etc.
DeckRASH	Cartoon stick of dynamite with fuse.
Feedback	Beam of orange neon which shoots from the Netrunner's fingertips.
Flatline	Beam of yellow neon which shoots from the Netrunner's fingertips.
Frag Storm	Huge white electrical arc that strikes the target and follows his line back to his deck.
Grid Wave	Black sphere with twisting light waves surrounding it.
HellBurner	Giant, disembodied fist which burns with blue, fractal fire, grabs onto target, engulfing it in blue flames.
Krash	Large, cartoon anarchist bomb, with a sizzling fuse.
Murphy	You never know...
Pi in the Face	Large cartoon pie, for throwing.
Poison Flatline	Beam of green neon which launches from the Netrunner's fingertips.

Poltergeist	5	3	660	Randomly erases one file each turn	BB
Pox	4	2	800	Causes a glitch in ambush ICE, 30% chance of derezzing	BB
Scatter Shot	4	3	660	Kills system RAM	BB
Swarm	1	7	3000	Causes target system to replicate Swarm programs	Chr4
Typhoid Mary	6	8	2400	Infiltrates 'runner and deletes files	Chr3
Weed	2	3	630	-1 target speed per successful attack	Chr4
Vacuum	5	3	1200	Attacks location algorithms, forces 'runner to where he entered fort	BB
Virizz	4	2	600	Ties up 1 system action until turned off or destroyed	CP20
Viral 15	4	2	590	Randomly erases one file each turn	CP20

<b>Evasion/Stealth</b>	<b>Str</b>	<b>MU</b>	<b>Cost(eb)</b>	<b>Function</b>	<b>From</b>
Black Mask	1-5	3-4	200/STR	Makes your Icon look like something/one else	NET
Cloak	5	2	2000	Powerful variant of Invisibility	BB
Domino	5	3	1500	Makes your Icon look like one common to the locale	BB
George	4	1	300	Adds 4 to Trace Difficulty	Chr3
Invisibility	3	1	300	Makes cybersignal invisible	CP20
Open-Ended Mileage	4	5	330	Adds another LDL to make traces harder when activated	BB
Rabbit	5/1	2	360	Draws off "Dog" programs, +2 Initiative when released	BB
Replicator	3/4	2	180	Confuses attacking ICE with millions of false signals	CP20
Signpost	4	1	300	Adds 4 to Trace Difficulty	BB
Silhouette	6	4	600	'Runner looks like he's jacked out and is invisible for 5 turns	I1.3
Spore	7	7	2320	AI suicide-replication, sends multiple copies into Net to reproduce	NET
Stealth	4	3	480	Mutes cybersignal, making detection harder	CP20
Superballs	3	4	500	Distracts targets, causing -3 Initiative	Chr4
Vewy Vewy Quiet	4	2	400	Concentrates on avoiding detection	BB

<b>Protection</b>	<b>Str</b>	<b>MU</b>	<b>Cost(eb)</b>	<b>Function</b>	<b>From</b>
Armor	4	2	170	Reduces attacks from Stun, Hellbolt, Zombie, etc by 3 points	CP20
DeckShield One	6	2	320	Adds +3 to deck's Data Walls	Chr4
Flak	4/2	2	180	Creates static Wall to blind attackers; STR 2 vs Dog programs	CP20
Force Shield	4	2	160	Stops attacks against 'runner	CP20
Joan of Arc	3	2	190	Remains "active" and takes damage meant for current program	BB
OutJack	2	4	150	Jacks 'runner out of Net if he's taken Critical damage	Chr3
Reflector	5	2	160	Reflects Stun, Hellbolt, Knockout attacks	CP20
Shield	3	1	150	Stops attacks to 'runner	CP20

<b>Anti-Program</b>	<b>Str</b>	<b>MU</b>	<b>Cost(eb)</b>	<b>Function</b>	<b>From</b>
Aardvark	4	3	1000	Detects and destroys Worms	CP20
Banpei	1	5	1280	1D6 to program STR	BB
Black Dahlia	7	7	2000	Interactive, super-realistic Killer. 2D6 damage	BB
Bunnies	4	3	440	Overloads Vampyres	Chr1
Chameleon	4	6	1650	Killer IV with active Disguise	NET
Codeslinger	4	3	2500	Killer written to fit less MU. 1D6 damage	BB
D'Arc Knight	3	5	1360	1D6 to program STR	BB
Data Naga	6	5	1480	1D6 to program STR	BB
Dogcatcher	10	7	1176	Chases and destroys tracing "Dogs"	Chr3
Dragon	4	3	960	Attacks and derezzes Demons	CP20
Dropp	4	4	800	1D6 damage, and jacks the 'runner out of the system	BB
Eradicator	8/5	7	1600	Acts as Killer V, destroys AI Spores	NET
Exorcist	4	3	600	Removes effects of Possession	Chr3
Hydra	3	3	920	Attacks and derezzes Demons	CP20
Ice Pick Willie	2	5	1320	1D6 to program STR	BB
Killer II	2	5	1320	1D6 to any program STR	CP20
Killer IV	4	5	1400	1D6 to any program STR	CP20
Killer VI	6	5	1480	1D6 to any program STR	CP20
Loony Goon	1	4	900	1D6 damage. Strength 0 to defend against other Killers	BB
Manticore	2	3	880	Attacks and derezzes Demons	CP20
Mirror	5	4	1200	Rebounds Hellbolts	Chr4
Ninja	5	5	1520	Invisible Killer	Chr4
Orion	7	7	6240	Tracks Spores, 'runners, & programs. Destroys Spores	I1.3

Poltergeist	Random flashes of energy from everywhere, wiping data and files.
Pox	Floating ball of energy that explodes into a wash of sickly coloured globules.
Scatter Shot	Shotgun shooting fractal shot.
Swarm	Cartoon-y bee that flies towards a CPU, stinging it.
Typhoid Mary	Female Killer robot.
Weed	Tangled weeds growing on the icon of the system's CPU(s).
Vacuum	Series of hexagonal frames that suck the 'runner's Icon out of the data fort.
Virizz	Glittering DNA shape made of lights and neon.
Viral 15	Swirling metallic blue fog with a white neon DNA helix embedded in the centre.

**Evasion****Icon**

Black Mask	Anything programmed into it.
Cloak	Makes the user's Icon invisible.
Domino	Depends on the data fort.
George	Cartoon signpost with signs pointing in all directions.
Invisibility	Flickering, iridescent sheet, which drapes over the Netrunner.
Open-Ended	Blue sphere surrounded by two stylized lightning bolts.
Rabbit	Fractal rabbit going like the blazes. Also Bugs Bunny variants around.
Replicator	Chrome sphere creating millions of holographic images of the Netrunner.
Signpost	Signpost with signs pointing in all directions.
Silhouette	Looks as if the Netrunner has jacked out.
Spore	Each spore looks like a small mote of light.
Stealth	Sheet of black energy draped over the Netrunner's Icon.
Superballs	Thousands of primary-coloured rubber balls bouncing around target's square, as if in a glass cube.
Vewy Quiet	The 'runner makes no sound and turns translucent.

**Protection****Icon**

Armor	Glowing golden armor in a high tech design.
DeckShield 1	Deck's data fort/position in netspace is sheathed in fractal armor-plating.
Flak	Cloud of blinding, glowing, multicoloured lights, swirling in all directions.
Force Shield	Flickering silver energy barrier.
Joan of Arc	Woman's face that grimaces in pain.
OutJack	None
Reflector	Flare of blue green light, coalescing into a mirrored bowl.
Shield	Shifting circular energy field appearing in front of the Netrunner.

**Anti-Program****Icon**

Aardvark	Matrix of thin yellow neon lines, which close around the Worm, then dematerialise with it trapped.
Banpei	Robotic samurai.
Black Dahlia	Incredibly seductive woman in a black evening dress.
Bunnies	Rapidly-multiplying bunch of burnished gunmetal coloured bubbles, with classic "rabbit ears" antennae.
Chameleon	Killer with a polished mirror face that reflects the Icon of the program it is attacking.
Codeslinger	Cowboy with six-shooter codeguns.
D'Arc Knight	Svelte knight in armor.
Data Naga	Exotic woman with a serpentine lower torso and six arms.
Dogcatcher	Basic male or female humanoid shape carrying a net on a pole.
Dragon	Great golden dragon robot, wreathed in electrical discharges. Laser beams shoot from it's eyes.
Dropp	A ripple across the immediate area like a drop in a pond.
Eradicator	Glowing amoeba with huge jaws.
Exorcist	Fractal priest in full regalia, carrying a large religious symbol.
Hydra	Glittering blue fog that encircles its target and dematerializes it.
Ice Pick Willie	Classic '30s gangster hitman.
Killer II	Large manlike robot, dressed as a metallic samurai. His eyes glow red and he carries a glowing Katana.
Killer IV	Large manlike robot, dressed as a metallic samurai. His eyes glow red and he carries a glowing Katana.
Killer VI	Large manlike robot, dressed as a metallic samurai. His eyes glow red and he carries a glowing Katana.
Loony Goon	Cartoon character of the 'runner's choice.
Manticore	Huge, lionlike shape, drawn in red neon schematic lines. A large scorpion tail arcs over one shoulder.
Mirror	Large, square mirror floating in front of the 'runner. The bolt goes in then comes out again.
Ninja	When seen it appears as a ninja carrying a glowing sword.
Orion	Powerful man or woman with bow and flying platform or an angel with wings and divine radiance.

Possessor	4	3	1000	"Possesses" programs	Chr3
Raptor	2-6	3	1900	Killer that strikes at range, 1D6 damage. +80eb/level over 2	BB
Raven	5	4	1000	"Blinds" any programs	Chr3
Sentinels Prime	5	5	1440	1D6 to program STR	BB
Shaka	4	5	1400	1D6 to program STR	BB
Snowball	2+	5	3000	1D6 damage, +2 STR for each program it destroys while active	BB
Start-up Immolator	4	5	1280	Destroys target if used in the round when program was rezzed up	BB
Triggerman	4	5	1480	1D6 to program STR	BB
Wildcard	1	3	1400	1D6 to program STR	BB
Wolf	4	6	1500	Killer disguised as Watchdog	Chr1

<b>Anti-Personnel</b>	<b>Str</b>	<b>MU</b>	<b>Cost(eb)</b>	<b>Function</b>	<b>From</b>
Ball and Chain	3	3	5000	Slows 'runners movement to 1 square for 1D6+3 turns	Chr3
Bolter Cluster	4	4	8000	Powerful Hellbolt that does 4D6 damage	BB
Brainwipe	3	4	6500	Reduces INT by 1D6/turn, killing 'runner	CP20
Cerebus	6	8	9500	Pit Bull that shoots Hellbolts	NET
Cinderella	6	4	9000	High-powered Firestarter	BB
Code Corpse	5	4	7500	Reduces INT by 1D6/turn, making 'runner mindless	BB
Cortical Scrub	3	4	6500	Reduces INT by 1D6/turn, killing 'runner	BB
Data Darts	3	4	5500	Hellbolt variant that does 3D6 damage	BB
Fatal Attractor	7	7	10750	Attractively disguised Hellhound	Chr1
Firestarter	4	4	6250	Power surge electrocutes 'runner	CP20
Glue	5	4	6500	Locks 'runner in place for 1D10 turns	CP20
Hellbolt	4	4	6250	1D10 physical damage to 'runner	CP20
Hellhound	6	6	10,000	Tracks target, waits, causes heart attack	CP20
Homewrecker	5	4	8000	High-powered Firestarter	BB
Jack Attack	3	3	6000	'Runner can't log off for 1D6 turns	CP20
King Trail	3	2	3500	Leaves glowing trail behind 'runner for 3D6 turns	NET
Knockout	4	3	6250	Causes coma for 1D6 hours	CP20
Liche	4	4	7250	Erases 'runners memory and over-writes personality	CP20
Mastiff	5	6	12000	Tracks & tags target, does 1D6 damage and reduces INT 1D6	BB
Neural Blade	3	4	6750	1D6 physical damage to target	BB
Pepe Le Pue	6	5	7750	Reduces 'runners INT and REF for 1D6+1 turns	NET
Psychodrome	4(5)	11	14000	Unconscious for 1D6 hours, scares victim	Chr1
Red-Out	5	4	6750	Paralyzes 'runner for 1D6 turns	Chr4
Shock.r	4	5	6300	Freezes 'runner for 1D6 turns	BB
Sleeper	6	4	7250	Non-lethal Brainwipe, makes target do a task (diff 20-30 to resist)	I1.3
Spazz	4	3	6250	Halves 'runners REF for 1D6 turns	CP20
Stationery	4	6	10000	Prevents 'runner from moving for 5 turns	Chr3
Stun	3	3	6000	Freezes 'runner for 1D6 turns	CP20
Sword	3	4	6750	1D6 physical damage to target	CP20
The Audio Virus	5	5	8000	Reduces INT and REF until 'runner destroys program	Chr4
Threat	5	6	7000	Makes 'runner so nervous he jacks out	Chr3
TKO 2.0	4	3	6250	Causes coma for 1D6 hours	BB
Werewolf	6	6	13,000	Invisible Hellhound	NET
Zombie	5	4	7500	Reduces INT 1D6/turn, making 'runner mindless	CP20

<b>Multi-Purpose</b>	<b>Str</b>	<b>MU</b>	<b>Cost(eb)</b>	<b>Function</b>	<b>From</b>
A Picture's Worth	2	6	1200	Hides data within VRs	Chr4
AI Boon	1D6	7	3600	Goes through Gates, does 1D6 damage to Walls & programs	BB
Black Sky	5	8	4480	Hides 'runner in a cloud which attacks programs with "lightning"	Chr3
Blink	5	7	1500	1D6 damage to Walls and programs, goes through Gates. 50% rel	BB
Dummy	1	2	450	Fake, disguisable program	Chr3
Evil Twin	8	7	2700	Combination Shield/Krash	Chr3
IGOR	4	7	4800	On-line flunky	Chr4
Lightning Bug	2	6	1540	6 "bugs" that kill ICE before it can attack	NET
Omnivore	3	8	18500	Derezzes programs, fries CPUs, temporarily reduces INT by 2D6	Chr3
Satchel Charge	8	7	18500	5D6 damage to 'runner & progs in 1 subgrid, 3D6 to Walls & Gates	SW
Scribe	6	8	NA	Stops and disassembles programs for copying. Program roll 47+	Chr4
Wolfpack	6	8	15200	Does 1D6 damage to ICE/Demon STR, 1D10 damage to 'runners	Chr3

Possessor	Hooded robe, with nothing inside. Robe will cover another Icon, which can be seen in the hood.
Raptor	Realistic falcon which swoops down upon it's prey.
Raven	Raven that attempts to peck out the eyes of the target.
Sentinels Prime	Golden humanoid with a big gun.
Shaka	Zulu warrior with spear and shield.
Snowball	Snowball that grows in size for each program it destroys.
Start-Up Imm	Bolt of flame that shoots from the 'runner's mouth and burns the target program to ash.
Triggerman	Film noire-style detective.
Wildcard	Representation of the old Capone gangster "Wild Card".
Wolf	Identical to the Watchdog icon, except that it will flash entirely red as it attacks.

### **Anti-Personnel Icon**

Ball & Chain	Classic prisoner's ball and chain clamped to some part of the target icon.
Bolter Cluster	Wicked looking turret springs forth to blast the target.
Brainwipe	Acid-green electrical arc, which leaps from the floor and engulfs and kills the 'runner.
Cerebus	Dark, metallic dog with 2 heads. One fires Hellbolts from its eyes, the other howls as it pursues target.
Cinderella	Lovely woman with green glowing eyes, in 18th century ball gown, Anything she touches ignites.
Code Corpse	Skeleton in a cloak with a scythe attacks the target.
Cortical Scrub	Green globe that send out electrical arcs.
Data Darts	Swarm of red globes that strike at the target.
Fatal Attractor	Attractive young woman in a skintight bodysuit. DIFF Sys Know to recognise her.
Firestarter	Blazing pillar of fire, which speaks the Netrunner's name in a hissing, booming voice, then leaps at him.
Glue	Shifting pattern of red shapes flickering across the floor to entangle the Netrunner.
Hellbolt	Bolt of crimson fire launched from the Netrunner's raised hand.
Hellhound	Huge, black, metal wolf. It's eyes glow white, and fire ripples over its body. Repeats the 'runner's name.
Homewrecker	Fiery electrical arc that shoots at the target's eyes.
Jack Attack	Pair of glowing schematic handcuffs encircling the Netrunner's wrists.
King Trail	Glowing yellow banana slug.
Knockout	Yellow neon schematic boxer appears and strikes out at the Netrunner's Icon.
Liche	Metallic skeleton dressed in black robes. Grabs the 'runner in its grasp and drags him under the floor.
Mastiff	Glowing blue mastiff with a huge spiked collar.
Neural Blade	Glowing, rune-etched broadsword.
Pepe Le Pue	Cartoon skunk the wraps around the Netrunner's Icon.
Psychodrome	Disguised as system. 'Runner is placed in virtual room of faceted, mirrored walls displaying torture.
Red-Out	Shifting contextural haze of red pixels that descend on the Netrunner; changing the colour of his Icon.
Shock.r	Golden bolt from the Netrunner's palm.
Sleeper	Electrical arc, which leaps from the floor and engulfs the 'runner.
Spazz	Nimbus of electrical energy surrounding the target.
Stationary	Pieces of paper, with 'You're Nicked!' on them, appears in a sort of snowstorm over the Netrunner.
Stun	Bolt of blue flame streaking from the Netrunner's open palm.
Sword	Glowing energy katana.
The Audio Virus	Photo-realistic stereo system, which will tremble and vibrate from the noise it makes.
Threat	Any minor offensive or defensive program. Set at time of purchase.
TKO 2.0	Chrome boxer who smacks the target with a nasty left hook.
Werewolf	None normally, but a stylish wolf in a suit when rezzed.
Zombie	Shrouded, skeletal form, enveloped in stinking grey mist. It lunges out and rips the Netrunner's head off.

### **Multi-Purpose Icon**

Pictures Worth	Slot machine. Data flows in though coin slot, machine spins a jackpot, scrambled data pours into MU.
AI Boon	Stream of fractal code that rapidly coalesces into a fractal solid.
Black Sky	Black cloud which forms between the enemy program and the runner.
Blink	Swirling cloud of fractal code that coalesces into a random fractal solid (when it works). Or blows up.
Dummy	Small spinning chrome pyramid that reflects the Icon of any program it encounters.
Evil Twin	The Netrunner's Icon seems to fly around in large arcs.
IGOR	Classic "mad-scientist's" assistant; complete with lab coat and hunchback.
Lightning Bug	6 motes of light that slowly alternate between red and white. The motes lazily circle the Netrunner.
Omnivore	Whirring, buzzing, screeching ball of blades which careens into its target and thoroughly mangles it.
Satchel Charge	A bomb in a backpack.
Scribe	Cowled chrome monk with feather pen.
Wolfpack	Pack of electrically-charged wolflike forms which pounce upon their target, ripping it apart.



<b>Controller</b>	<b>Str</b>	<b>MU</b>	<b>Cost(eb)</b>	<b>Function</b>	<b>From</b>
Crystal Ball	4	1	140	Operates video cameras, remote sensors, etc	CP20
Dee-2	3	1	130	Operates robots, cleaning machines, autofactories, etc	CP20
Genie	5	1	150	Operates doors, elevators	CP20
Hotwire	3	1	130	Operates remote vehicles	CP20
Knevil	4	3	220	Limited AI vehicle controller, no safeguards	Chr3
News At 8	4	1	140	Allows access to Data Terms & Screamsheets via the Net	CP20
Open Sesame	3	1	130	Weaker program to operate doors, elevators	CP20
Phone Home	5/2	1	150	Can place/receive calls while in the Net, can intercept at STR 2	CP20
Rockerbit	4	2	200	Limited AI microphone/voxbox controller, broadcast at preset time	Chr3
Soundmachine	4	1	140	Controls mikes, speakers, vocoders, etc	CP20
Terminator	4	2	260	Control terminals	Chr3
Viddy Master	4	1	140	Allows control of videoboards	CP20
WAD Controller	2	1	150	Difficulty 10-35 to patch into signal	Chr3

<b>Utility</b>	<b>Str</b>	<b>MU</b>	<b>Cost(eb)</b>	<b>Function</b>	<b>From</b>
Alias	6	2	160	Replaces file name with false one	CP20
Backup	4	1	140	Used to copy programs	CP20
Baedeker's Net Map	2	1	130	Routes calls public 2 or 3 dataterm numbers. +3 System Know	BB
Bakdoor	3	2	600+	Routes link through at least one private system	BB
Breadcrumbs	4	4	290	Finds new LDL link routes (legally), 1 round per uplink or LDL	NET
Butcher Boy	3	7	550	Creates a paper trail, whilst funnelling funds elsewhere	BB`
Cartographer	6	3	200	STR vs CPU INT/2 for map of data fort, must be run inside the fort	Chr3
Databaser	8	2	180	Stores up to 10,000 pages per file	CP20
Dolphin Programs	3	5	310	Clean Pacifica of junk data	NET
ElectroLock	7	2	170	Locks files at STR 3	CP20
Expert Schedule An	4	3	250+	Skims files at 1MU per turn. Shelf life of a month	BB
Filelocker	4	1	140	Locks files with code word, equal to STR 5 Code Gate	CP20
File Packer	4	1	140	1/2 MU size, 2 turns to unpack	CP20
Flare Gun	2	2	300	Message travels 3 spaces per turn for 2D6 turns	Chr3
Flip Switch 2.0	10	0	225	Flip Switch controller, -5 Net Initiative when active	Chr3
Flip Switch 3.0	10	0	250	Flip Switch glogo controller, 3 settings	BB
GateMaster	5	1	150	Anti-virus, detects & destroys Virizz & Viral 15	CP20
Guest Book	4	2	200	Detects 'runners within 2 squares, treat as STR 3 Code Gate	Chr4
Instant Replay	8	2	180	Records 'runners trip	CP20
Mictotech AI Interface	2	4	330	Pseudo-AI that scans files looking for keywords	BB
Multinetter	10	20	2000	Allows multiple 'runners to run through one computer	Chr3
Multi-Tasker	5	6	1140	Extra actions on mainframes	NET
Mystery Box	5	4	300	Searches for and copies programs from files	BB
NetMap	4	1	140	Major region locator map, +2 to System Knowledge	CP20
Newsgroup Filter	4	4	200	Goes out and skims news and interest groups for specified info	BB
Padlock	4	2	160	Access code needed to log onto deck	CP20
Re-Rezz	3	1	130	Recompiles damaged programs and files	CP20
R&D Protocol Files	4	3	250+	Skims R&D files at 1MU per turn. Shelf life of two weeks	BB
Shredder Uplink	5	3	250	Reconstructs files in the Trash buffer	BB
Translator 2000	4	2	240	Takes pictures to make virtual objects	Chr4
Zetatech Installer	1	1	300	Compresses programs to half size but reduces Speed by 1	BB

<b>Demons</b>	<b>Str</b>	<b>MU</b>	<b>Cost(eb)</b>	<b>Function</b>	<b>From</b>
Afreet II	3	4	1160	Carries 3 programs	CP20
Balron II	5	5	1240	Carries 4 programs	CP20
Imp II	3	3	1000	Carries 2 programs	CP20
Reaper	5	7	12500	Seeks out & destroys users in a set area. 1D6 to 'runners/progs	SW
Soulkiller 3.0	7	45-4000+	NA	1D6 INT loss/ to Data Walls & programs, -4 to detect, 3 actions	SW
Succubus II	4	4	1200	Carries 4 programs	CP20
Thug	3	6	10440	Permanent subroutines, 1D6 damage to programs and 'runners	Chr3
Vampyre II	6	7	2300	Can absorb up to 6 programs	Chr1

<b>Controller</b>	<b>Icon</b>
Crystal Ball	None.
Dee-2	None.
Genie	None.
Hotwire	None.
Knevil	Wildly-dressed motorcyclist, with madly glinting eyes. He grabs the remote's icon and begins moving it.
News At 8	None.
Open Sesame	None.
Phone Home	None.
Rockerbit	Cartoonish Rocker that hangs around the speaker remote and 'yells' into it as appropriate.
Soundmachine	None.
Terminator	A disembodied cyberarm begins typing, writing, or drawing on the remote icon in question.
Viddy Master	None.
WAD Controller	None.

<b>Utility</b>	<b>Icon</b>
Alias	None.
Backup	None.
Baedeker Map	A green line extending across a Net map.
Bakdoor	A green line extending across a Net map.
Breadcrumbs	Line of glowing sparks forming a trail.
Butcher Boy	Takes the appearance of a system accounting program.
Cartographer	None.
Databaser	None.
Dolphin Progs	Sleek, chrome dolphin.
Electrolock	None.
Expert Sched	None needed, but might appear as a humanoid icon that leads you to the files you requested.
Filelocker	None.
File Packer	None.
Flare Gun	Big-barrelled flare gun.
Flip Switch 2.0	None.
Flip Switch 3.0	None.
GateMaster	None.
Guest Book	An old-style hotel guest book and quill.
Instant Replay	None.
AI Interface	Floating hollow mask.
Multinetter	None.
Multi-Tasker	None.
Mystery Box	Cartoon box with strange gears and widgets on each surface.
NetMap	None.
Newsgroup Filt	A simple Icon of the user's choice.
Padlock	None.
Re-Rezz	None.
R&D Protocol	None needed, but might appear as a humanoid icon that leads you to the files you requested.
Shredder Uplink	Janitor program who rifles through the pieces inside a trash can and pulls out complete files.
Translator2000	None.
Ztech Installer	'Tronnic humanoid upper body mounted in a round metallic base, who feeds programs into base.

<b>Demons</b>	<b>Icon</b>
Afreet II	Tall, powerful black man, dressed in evening clothes, wears a fez and speaks in a formal, deep voice.
Balron II	Huge, male figure. Dressed in futuristic black armor. Carries a red glowing energy blade.
Imp II	Small, orange sphere of light, with two amused looking red eyes. Beeps, whistles, & pings.
Reaper	Classic Grim Reaper, complete with flaming sickle and cloak made of outer space.
Soulkiller 3.0	Swirling vortex that speaks in a high crystalline voice, and sucks the 'runner into it.
Succubus II	Voluptuous, nude, hairless female, made from shiny chrome metal. Has large batlike wings, blue eyes.
Thug	Generic cartoon thug.
Vampyre II	Figure in grey robes, with golden eyes, & fangs. Transforms into misty cloud that dissolves other icons.

<i>Daemons</i>	<i>Str</i>	<i>MU</i>	<i>Cost(eb)</i>	<i>Function</i>	<i>From</i>
Boardwalk	3	7	1080	Records messages and conversation in admin/budget database	BB
Cockroach	5	7	1600	Eats files, turns them into more cockroaches	BB
Cream Pie	7	7	1715	Carries 3 programs (Poison Flatline, Killer IV, & Murphy)	BB
Deep Thought	3	7	1080	Records messages and conversation in research database	BB
Eavesdropper	3	6	1365	Carries Databaser. Records messages and conversation in system	BB
Fait Accompli	3	7	570	Subtly messes up project files	BB
False Echo	2	6	380	Triggers false system alerts	BB
Gremlins	4	7	7000	Produces more gremlins and randomly shoots off programs	BB
I Spy	3	6	400+	Commercial version of Eavesdropper	BB
Incubator	2	6	760	Reproduces other programs	BB
Pattel's Virus	6	7	2200	Weakens 1 type of ICE	BB
Skiwviss	4	7	1320	Inflates project costs, so that they get cancelled	BB
<b>Ambushes</b>					
<i>Ambushes</i>	<i>Str</i>	<i>MU</i>	<i>Cost(eb)</i>	<i>Function</i>	<i>From</i>
Chimera	5	4	100,000	Invisible anti-demon. If undetected it gets a free turn to act	BB
Soulkiller 1.0	4	NA	500,000	Drains target's intellect, etc (1D6 INT/turn) into a data matrix	BB
Trap!	4x3	NA	200,000	3 Asp programs hidden in a file or node that attack if undetected	BB
<b>Systemware</b>					
<i>Systemware</i>	<i>Str</i>	<i>MU</i>	<i>Cost(eb)</i>	<i>Function</i>	<i>From</i>
Cloak	6	5/cpu	4000/cpu	Cloaks an entire data fort. Neutralizes 1 INT/CPU	NET
Dazzler	5	14	14800	Disguised VR "cell" with trace, diff 15-25 Interface roll to detect	Chr3
Monitor	4	7	950	Roving internal Net security	NET
Panzer	8	7	20000	Monitor that does 1D6 damage to 'runners and programs	BB
Pocket VR	4	13	13000	Disguised VR "cell" with trace, diff 15-25 Interface roll to detect	BB
Too Many Doors	3	3	1000	Gives 'runner a choice of doors, disconnected if wrong one chosen	BB
<b>Data Walls</b>					
<i>Data Walls</i>	<i>Str</i>	<i>MU</i>	<i>Cost(eb)</i>	<i>Function</i>	<i>From</i>
Data Wall	1-10	-	1000/level	Basic Data Wall. STR = CPUs+0 to +9 (max 10)	CP20
Data Wall 2.0	+1	-	1000	Flashy Data Wall. STR = CPUs+1	BB
Wall of Static	+2	-	2000	Flashy Data Wall. STR = CPUs+2	BB
Crystal Wall	+3	-	3000	Flashy Data Wall. STR = CPUs+3	BB
Fire Wall	+4	-	4000	Flashy Data Wall. STR = CPUs+4	BB
Reinforced Wall	+4	-	4000	Flashy Data Wall. STR = CPUs+4	BB
Rock is Strong	+5	-	5000	Flashy Data Wall. STR = CPUs+5	BB
<b>UpgradedDataWalls</b>					
<i>UpgradedDataWalls</i>	<i>Str</i>	<i>MU</i>	<i>Cost(eb)</i>	<i>Function</i>	<i>From</i>
Anti-Program Wall	1-5	-	4800+	Attacks Intrusion programs as Killer, +160eb/STR	NET
Anti-Personnel Wall	1-5	-	30000+	Attacks 'runners, 2-3 Stun, 4 Spazz, 5 Hellbolt, +1000eb/STR	NET
Laser Wire	+2/2	-	34000	1D6 damage to 'runner (STR 2), goes inert after 3 rounds	BB
Razor Wire	+3/3	-	36000	2D6 damage to 'runner (STR 3), goes inert after 3 rounds	BB
Shotgun Wire	+5/5	-	40000	2D6 damage to 'runner (STR 5), goes inert after 3 rounds	BB
Wall of Ice	+6/6	-	44000	4D6 damage to 'runner (STR 6), goes inert after 3 rounds	BB
Superior Net Barrier	+1	-	300,000	Tighter coding makes them stronger, difference easily noted	BB
<b>Code Gates</b>					
<i>Code Gates</i>	<i>Str</i>	<i>MU</i>	<i>Cost(eb)</i>	<i>Function</i>	<i>From</i>
Code Gates	1-10	-	1000/level	Basic Code Gates. Many variations exist (Brainware Blowout)	CP20
Cortical Scanner	5	-	20000	Uses a brainwave ID scanner. 3 Interface rolls needs to pass	BB
Endless Corridor	4	4	8000	Requires two passwords. +3 diff to crack second password	BB
Encryp Breakthrough	+1	-	250,000	Tighter coding makes them stronger, difference easily noted	BB
Haunting Inquisition	8/6	8	80000	If you fail to get past it launches Psychodrome (STR 6)	BB
Mazer	7	-	7000	Code Gate variant	BB
Nerve Labyrinth	6/4	NA	50000	If you fail to get past it does 4D6 damage to the 'runner (STR 4)	BB
Shrouded Gate	1-10	4	3000+	Makes a Code Gate invisible. +1000eb/1 STR	NET
Tutor	3/5	NA	50000	Easy to crack, but tags 'runner so that ICE can break link (STR 5)	BB
<b>Transportation</b>					
<i>Transportation</i>	<i>Str</i>	<i>MU</i>	<i>Cost(eb)</i>	<i>Function</i>	<i>From</i>
Trailer Hitch	1	3	300	Adds 20% extra MU, Speed -1	NET
18 Wheeler	1	4	500	Doubles remaining memory (MU-4), Speed=1	NET

**Daemons**

Boardwalk	Stylized porcupine-like shape that invades the database.
Cockroach	Small cockroach-like image that multiplies across the face of the database.
Cream Pie	A cream pie.
Deep Thought	Dark depression/hole that slowly works it's way into the database (when it's visible at all).
Eavesdropper	None specific, it's supposed to blend in.
Fait Accompli	Cloaked and hooded man, with a glimmer of a sinister smirk under the hood.
False Echo	Shimmering "hologram" mirror image of the 'runner.
Gremlins	Little green men running around carrying monkey wrenches.
I Spy	Hollow mask with piercing light-beam eyes.
Incubator	Translucent pyramid with the nucleus of another program always growing inside it.
Pattel's Virus	Swirl of hundreds of crystalline fragments.
Skivviss	Bulbous chrome robot with four arms that act as a finder subroutine while corrupting data.

**Ambushes****Icon**

Chimera	Fully animated chimera which breaths fire and choking gas at the target demon.
Soulkiller	Swirling vortex that speaks in a high crystalline voice. The vortex sucks the 'runner into it.
Trap!	Three Asps flowing out of the file/node.

**Systemware****Icon**

Cloak	None.
Dazzler	Usually disguised as a piece of system architecture or simple defence program.
Monitor	
Panzer	Big computer generated tank. Often customised by in Corp data forts.
Pocket VR	Usually disguised as a piece of system architecture or simple defence program.
Too Many Door	Junction of 3 or more access routes. These "doors" can be unlabelled, labelled identically, or wrongly.

**Data Walls****Icon**

Data Wall	Standard Data Wall.
Data Wall 2.0	Picket fence.
Wall of Static	Shifting wall of static surrounding the data fort.
Crystal Wall	Crystalline wall.
Fire Wall	Wall of flame.
Reinforced Wall	Very sturdy looking concrete wall.
Rock is Strong	Huge stone wall.

**Upgraded Walls****Icon**

Anti-Program	Looks like a standard Data Wall.
Anti-Personnel	Looks like a standard Data Wall.
Laser Wire	Mesh of laser light that reaches out to engulf the 'runner.
Razor Wire	Data Walls that can sprout buzzsaw blades to attack the 'runner.
Shotgun Wire	An aimpoint appears on the 'runner's Icon, at which the Wall will fire a burst of neural feedback.
Wall of Ice	Huge, brain-like image emerges from the Data Wall to bombard the 'runner with spheres of programming.
Superior Barrier	Upgraded Data Walls have a tight matrix woven into them.

**Code Gates****Icon**

Code Gates	Normal Code Gate, but variations are commonplace (see Brainware Blowout).
Cortical Scan	Keyhole that scans your Icon.
Endless Corrid	The Gate looks like a corridor that just keeps going on and on and on.
Encrypt Break	Upgraded Code Gates have a tight matrix woven into them.
Haunting Inquis	Normal Gate until it activates. Then it's whatever your worst nightmare is.
Mazer	Looks like a maze.
Nerve Labyrinth	Green labyrinth that seems to draw in the 'runner and squeeze his brain.
Shrouded Gate	Invisible or disguised as a Data Wall.
Tutor	Regular Code Gate that gives your Icon a tail which other ICE can yank.

**Transportation Icon**

Trailer Hitch	An open-topped, single-exit trailer.
18-Wheeler	An 18-wheeler trailer with the Netrunner's icon on the sides of the trailer.

<b>Enhancement</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Brain Buster	4	6	4500	+4 to INT, +2 speed	I1.3
Gestalt	9	7	5600	Up to 3 'runners can combine INT, REF, and Interface	I1.3
<b>Rache Specials</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Memorial ICEbreaker	6	2	1500	Hold 4 programs like a Demon, but each program has full strength	BB
Bone	4	4	270	Attracts "Dog" programs from all over	NET
Pirate Uplink	5	7	NA	Alerts LDLs to presence of illegal calls	NET
Rache's SeeYa	6	2	NA	Prog 15+. IDs Icon as either prog, 'runner, or AI	NET
Rice Burner	2	2+	NA	+1 to Net movement, -50% deck MU	NET
SideWalker	3	3	NA	Allows you to walk on the sides of the Olympia sidewalks	NET
Succubus III	7	4	NA	Compiler, carries 2 programs. 2D6 anti-personnel damage	SW
<b>Specials</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Emergency Self-Construct	4	30	NA	Converts 'runner to electronic entity, roll 1D10+4 for max INT	BB
Lunch Money™	3	7	145000	Compiler (assassin to kill it), 1D6 physical damage to the 'runner	BB
<b>System Construction</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Antiquated Routines	NA	NA	50000	Circa 2013 interface. All 'runner Initiative rolls at -2	BB
Bizzare Encryption	NA	NA	10000	All system data is encrypted (STR 10 Gate), 1-2 hrs to decode	BB
Blood Cat	10/5	NA	300,000	INT 6 pseudo-AI, STR 5 attacks vs 'runners and programs	BB
Tesseract Construction	NA	NA	100,000	Escher style data fort, -3 to 'runner Initiative until use to it	BB
<b>ICE Upgrades</b>	<b>Str</b>	<b>MU</b>	<b>Cost (eb)</b>	<b>Function</b>	<b>From</b>
Black ICE QA	+2	NA	250,000	Money poured into programmers for optimizing its Black ICE (+2)	BB
Security Optimization	+1	NA	250,000	All ICE upgraded to the latest version (+1 STR)	BB

**Enhancement Icon**

Brain Buster User's head looks as if it's steroids, and he radiates an aura of great intellect.  
 Gestalt Whatever it wants, after all it is a super intelligence.

**Rache Icon**

ICEbreaker A non-Euclidean corkscrew.  
 Bone Rubber dog bone.  
 Pirate Uplink None.  
 Rache's SeeYa Shimmering silver screen, shows nothing (program), sine wave (human), sawtooth wave (AI/Pseudo Int).  
 Rice Burner Japanese-style racing motorcycle.  
 SideWalker None.  
 Succubus III Very close variant on Spider Murphy's Icon, a busty, curvaceous, rendition of a red-headed anime girl.

**Specials Icon**

ESC Swirling vortex of blue lightning that sucks the 'runner's Icon into it; if successful the Icon later emerges.  
 Lunch Money™ Super-realistic little girl that plays innocent, then gets an evil look in its eyes and attacks the 'runner.

**Construction Icon**

Antiquated Older-style and more primitive Net imagery.  
 Bizarre Encrypt None.  
 Blood Cat Dead-black panther with glowing red eyes and mouth.  
 Tesseract Fort Fort's interior defies orientation, up, down and sideways constantly changing, walls at impossible angles.

**ICE Upgrades Icon**

Black ICE QA None.  
 Optimization None.

Vehicle	Top Speed	Acc/Dec	Crew	Range	Passengers	Cargo	Man.	SDP	SP	Mass	Cost	Book
<b>MOTORCYCLES</b>												
Mitsuzuki C21 Kenada	155	31/45	1	533	0	13kg, .75	+4	20	0	40kg	7550/10,550	Chr4
Mitsuzuki MSX900 "Bakushin"	192	25/45	1	400	0	20kg, 1	+3	15	1	60kg	6600/9200	Chr4
Honda R400 Trail	120	25/38	1	400	0	10kg, 1	+2	15 (1)	0	30kg	3000	Chr4
VMW "Volksrad"	60	18/30	1	400	0	13kg, .5	+1	20 (1)	0	40kg	1150	Chr4
Kundalini GSR1200 Tetsuo	204	36/45	1	533	0	45kg, .4	+4	34	10	136kg	25,000	Chr4
Bensen Violator Hovercycle	150	30/15	1	400	1	330kg	+0	20 (1)	0	1t	100,000	Chr3
Mitsubishi Portabike	25	18/30	1	135	0	0	+1	9 (0)	0	35kg	250	Chr3
Kundalini Roadworks 'Dart'	120	18/30	1	270	1	30kg	+1/+3	25 (1)	10 (0)	100kg	10,000	Chr3
Kundalini Police 'Torpedo'	144	18/30	1	270	0	0	+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	2,500	Chr3
Brennan 'Ares' Combat Bike	95	27/30	1	130	0	45kg	+2	37 (2)	12 (1)	148kg	21,000	Chr3
Nasuko Datacycle	44	18/30	1	270	0	12kg	+2	20 (1)	0	40kg	6000	BB
HD DarkWarrior Assault Cycle	100	18/30	1	400	0	45kg	+1	35 (2)	5 (0)	140kg	13,350	MM
LongRider Generic 500cc	120	18/30	1	400	1	54kg	+0	25 (1)	0	100kg	3,500	Neo
Kawasaki Blitzkrieg	100	18/30	1	500	1	60kg	+1	35 (2)	5 (0)	160kg	15,000	Neo
'Sidewinder' Custom Recumbent	120	20/30	1	400	0	0	+3	40 (2)	10 (0)	180kg	32,000	Neo
Bell Sandpiper	120	18/60	1	400	0	0kg	+3	36 (2)	0	144kg	12,380	SOF2
Mitsuzuki Ashigaru	70	18/30	1	8hr	0	25kg	+1	20 (1)	0	80kg	1,750	Chr2
Delta Motors Bermuda	155	18/30	1	300	1 or	100kg	+2	40 (2)	0	160kg	3,200	Chr2
Harley-Davidson Darkwing	100	18/30	1	375	0	0	+1/+3	35 (2)	5 (0)	140kg	4,500	Chr2
Harley-Davidson Thundergod	100	18/30	1	370	1	45kg	+1	35 (2)	0	140kg	5,040	Chr1
Kundalini Roadworks Shiva	160	18/30	1	250	1	0	+4	32 (2)	0	128kg	8,000	Chr1
Harley-Davidson Blue Knight	150	18/30	1	300	0	45kg	+1	36 (2)	15	144kg	6,000	P&S
Nunchaku Cyberbike	110	36/42	1	400	0	18kg	0/-2	27 (1)	0	54 kg	4000	CGen
Akira Cyberbike	130	18/30	1	400	0	16kg	+2	25 (1)	0	50 kg	8750	CGen
Hellfire Cyberbike	160	20/33	1	400	0	20kg	0	30 (1)	0	133 kg	8400	CGen
Apache Cyberbike	110	36/42	1	1600	0	40kg	+1	30 (1)	5 (0)	120 kg	11,500	CGen
Lark Mini-Scooter	70	14/30	1	200	0	20kg	+1	15	0	60 kg	1650	CGen
<b>CARS</b>												
Toyo-Chevrolet Hopper	50	15/40	1	300	3	86kg, .5	+0	13	0	260kg	1625	Chr4
VMW Cohort	80	21/40	1	300	3	267kg	+0	20 (1)	1	800kg	5500	Chr4
GMI Sierra Hatch	80	15/40	1	300	3	453kg	+0	34	10	1360kg	13,950	Chr4
GMI Sierra GL	70	15/50	1	300	3	453kg	+0	34	10	1360kg	20,350	Chr4
Mitsuzuki Fuji	75	15/50	1	300	3	533kg, 1	+0	40	10	1600kg	17,450	Chr4
Mitsuzuki Bushi	60	15/40	1	300	4	800kg, 2	+0	60 (3)	20 (1)	2400kg	27,000	Chr4
GAZ/LADA Cossack	75	15/40	1	500	4	1065kg, 3	+0	80 (4)	20 (1)	3200kg	34,000	Chr4
Toyo Chevrolet Corpora	80	15/40	1	200	3	800kg, 2.3	+0	60 (3)	20 (1)	2400kg	41,000	Chr4
Toyo Chevrolet Corpora Sports	80	20/60	1	200	3	800kg, 2	+0	60 (3)	20 (1)	2400kg	46,000	Chr4

<i>Vehicle</i>	<i>Top Speed</i>	<i>Acc/Dec</i>	<i>Crew</i>	<i>Range</i>	<i>Passengers</i>	<i>Cargo</i>	<i>Man.</i>	<i>SDP</i>	<i>SP</i>	<i>Mass</i>	<i>Cost</i>	<i>Book</i>
M/J XJ220C-P Police Interceptor	170	25/80	2	350	1	1330kg, 1.5	+1	100 (5)	30	4000kg	165,000	Chr4
Spinelli Autotech Spirit	100	21/80	2	267	4	1660kg, 0	+3	100 (5)	40	5000kg	235,000	Chr4
Panurope VBL APC (M)	70	24/70	2	435	2	1067kg, 1	+2	80 (4)	40 (2)	3200kg	145,000	Chr4
BMW Burowagen HSR	110	15/50	1	200	5	0.96t	+3	75 (4)	12 (1)	2.9t	90,000	Chr3
Takaya Daimyo	150	15/40	1	300	3	500kg	+1	40 (2)	8 (0)	1.6t	44,000	Chr3
New American Autos Roadcar	80	15/40	1	600	1	300kg	+0	25 (1)	0	1t	5,500	Chr3
Scion Dunemaster/Triwheel 10	100	30/40	1	600	1	525kg, 1	+2	40 (2)	12 (1)	1.6t	40,000	Chr3
GMI Dust Devil	80	30/40	1	600	1	525kg, 1	+2	40 (2)	20 (1)	1.6t	46,000	Chr3
Arasaka Kuma Land Rover	90	15/40	1	400	3	650kg, 2	+0	50 (2)	20 (1)	2t	28,000	MM
Militech Commando	80	15/40	2	300	2	1000kg, 1	-3	80 (4)	20 (1)	3t	60,000	MM
BMW 2020	100	15/40	2	300	4	1000kg, 2	-1	75 (4)	30 (1)	3t	90,000	MM
The Bug	80	18/30	1	400	2	200kg	+0	32 (1)	16 (1)	1.2t	10,000	Neo
Scorpion Fast Attack Vehicle	100	15/40	3	400	0	400kg	+1	30 (1)	0	800kg	12,000	Neo
Covert Operations Car	150	40/40	1	300	5	100kg	-2	40 (2)	20 (1)	1.5t	99,000	SF
Nissan Metrocar	50	3/3	1	200	1	90kg	+0	25 (1)	10	1t		ER
Red Cab Taxi	80	15/50	1	400	6	240kg, 2.75	+0	40	20	1600lbs	36,500	ER
BAE Police Pursuit Crusier	160	25/50	2	300	2	500kg, 2	+2	100 (5)	25 (1)c	4t	490,000	UK
BAE Electric Metro 2	100	15/40	1	300	3	200kg, 1	+0	25 (1)	10 (0)	1t	7,500	UK
BMW 9018s	210	15/40	1	300	5	1000kg	+0	90 (4)	24 (2)	3.6t	100,000	Chr1
New American Crowder	40	3/3	1	5hr	1	100kg	-1	25 (1)	10 (0)	1t	3,000	Chr2
Max Interceptor	180	12/12	1	800	3	500kg	+1	60 (3)	15 (1)	2.4t	40,000	Chr2
Toyo-Chevrolet '17 Chevy	90	3/3	1	300	3	150kg	+0	50 (2)	10 (0)	2t	10,000	Chr2
Toyo-Chrysler Omega	90	15/40	1	300	3	400kg	+0	40 (2)	0	1t	11,000	CP20
Toyota Avante	200	15/40	1	100	1	100kg, 1	+0	40 (2)	0	0.8t	39,000	CP20
Honda Metrocar	40	18/30	1	100	1	100kg, 4	+0	25 (1)	0	500kg	2,500	CP20
BMW 600 Patrol Crusier		15/40	2		2			50	20		25,000	P&S
BMW 9 Performance Interceptor	210	15/40	2		0						55,000	P&S
Limousine	120	15/40	1	400	8	1000kg	-3	80	20	3.2t	57,000	LoF
Ford-Mazda Thunderbird IV	120	15/40	1	500	4	600kg	+0	60	20	2.4t	47,000	FH
AMT Baja Blaster Off-Road	120	15/40	1	300	2	500kg, 2	+0	40	5 (50%)	1.6t	23,000	FH
NAM 2027 "Sentry"	130	10/40	1	600	1+4		+0	65	30	2.6t	38,000	BDay
NAM 2027 "Blazer" Squad Car	130	10/40	1	600	1+4		+0	65	30	2.6t	34,000	BDay
<b>PICK-UPS</b>												
Kundalini "Bedouin" Truck	60	15/40	2	500	4	1500kg, 5	-3	112 (5)	20 (1)	4480kg	105,000	Chr4
Imperial Metro Agriculture Nomad	75	15/40	1	300	2	1056kg, 11	-3	80 (4)	20 (1)	3200kg	51,000	Chr4
Spinelli Auto Shiltron Twin Cab	70	15/50	1	300	3	1056kg, 16	-3	80 (4)	10 (0)	3200kg	55,000	Chr4
Panurope Zobel EuroLAV II (M)	60	20/60	2	435	2	1067kg, 10	+1	80 (4)	40 (2)	3200kg	105,000	Chr4
Cadence Industries Wanderer	80	15/40	1	500	4	650kg	-3	50 (2)	20 (1)	2000kg	50,000	Chr3
New American Nautilus RV	80	15/40	1	500	4	600kg	-3	60 (3)	12 (1)	2400kg	32,000	Chr3
New American Armadillo RV	80	15/40	1	500	6	1200kg, 2	-3	90 (4)	27 (1)	3600kg	85,000	Chr3



<i>Vehicle</i>	<i>Top Speed</i>	<i>Acc/Dec</i>	<i>Crew</i>	<i>Range</i>	<i>Passengers</i>	<i>Cargo</i>	<i>Man.</i>	<i>SDP</i>	<i>SP</i>	<i>Mass</i>	<i>Cost</i>	<i>Book</i>
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
HMMWV 'Hummer'	100	15/40	1	400	5	150kg, 4	+0	60 (3)	10 (0)	2250kg	30,000	MM
MedWagon	100	10/30	2+2	700	6	1t	-2	60 (3)	20 (1)	3t	50,000+	Neo
BRDM-10 Scout Car (M)	60	15/40	2	180	2	1.2t, 14	-2	90 (3)	31 (2)	3.6t	125,000	SOF2
BRDM-11 'Cannon' (M)	60	15/40	3	180	0	1t, 12	-2	90 (3)	31 (2)	3.6t	140,000	SOF2
BRDM-12 'Anti-Tank' (M)	60	15/40	4	180	0	1t, 8	-2	90 (3)	31 (2)	3.6t	170,000	SOF2
BRDM-13 'Anti-Aircraft' (M)	60	15/40	4	180	0	500kg, 10	-2	90 (3)	31 (2)	3.6t	390,000	SOF2
Covert Surveillance Van	75	30/40	1	100	4	300kg	-3	75	20 (1)	2t	550,000	SF
Covert Assault "APC"	90	30/50	1	300	9	500kg	-3	75	38	3t	450,000	SF
"Hearse"	60	15/50	2	300	11	0	-3	80 (3)	20 (1)	1600kg	265,000	SW
Sankey Police Landrover	70	10/30	2	300	6	0	+0	60 (3)	24 (1)	2.4t	65,750	UK
Pre-Collapse Van	80	15/40	1	300	2	525kg, 10	+0	40	20	1.75t	40,000	ER
New American Ambunaught	72	15/40	2	300	4	250kg	-3	120 (6)	40 (2)	4.8t	76,000	Chr1
New American Drifter RV	80	15/40	1	930+200	2	640kg, 3.5	-3	80 (4)	10 (0)	3.2t	24,995	Chr1
BMW 1010 Police Minivan	75	15/40	1		3			35	15		23,000	P&S
Mercedes Spacewagon 2000+	50	15/40	1		3			25	5		32,000	P&S
Corporate Van	110	15/40	2	400	5	930kg	-3	70	20	2.8t	68,000	LoF
Daihatsu Family Cruiser	100	15/40	1	450	7	1000kg, 7	-3	80	0	1.6t	36,000	FH

**TRUCKS**

Mac-Deux "Monster"	100	10/30	1	800	4	36,000kg	+0	180 (9)	20 (1)	10 tons	240,000	Chr4
Tetracorp DR2100 Longnose	101	10/30	2	1300	0	36,000kg	-4	140 (7)	20 (2)	9300kg	200,000	Chr4
NA 'Vulture' Tow Truck	80	10/30	1	500	1	2.75t, 5	-4	125 (6)	40 (2)	8.3t	215,000	Chr3
2&1/2-Ton Truck	80	10/30	1	800	1	2,500kg	-4	75 (4)	10 (0)	5t	60,000	MM
Peterbilt 2000	100	10/30	1	960	1	36,000kg	-4	100 (5)	20 (1)	6.7t	110,000	MM
'The Big Bus'	70	10/30	1	400	40	5t, 10	-2	300 (15)	10 (0)	15t	140,000	Neo
40-Ton 8x8 Truck	60	10/30	2	400	varies	40t, 76	+0	300 (15)	20 (1)	15t	185,000	Neo
Crash Wagon	100	10/30	2	300	2-6	6t	-2	60 (3)	20 (1)	5t	30,000	Neo
Militech "Comscan" Command	70	10/30	4	300	0	0	-2	200	40 (2)	20t	2.7M	SW
IMA Titan Prime Mover (const.)	30	5/10	0		2	0	-1	500 (25)	30 (1)		1.75M	UK
Yakurichi-Ural BR-70	110	10/30	1	800(1600)	1	36,000kg	-4	125 (6)	60 (3)	8.3t	650,000	CP20
Militech IV Mobile Control Center	50		6					75/200	20/30		250,000	P&S
Komatsu-Peterbilt KP-10	100	10/30	1	500	3	36000kg, 2	-4	120	40	8t	260,000	FH

**APC**

Yakurichi-Ural BTR-15 APC	80	10/30	2	300	8	3300kg	+0	100 (5)	40 (2)	10t	310,000	MM
Arasaka Riot 8	120	10/30	2	300	8	6500kg	-2	200 (10)	30 (1)	20t	575,000	MM
GMI Wolverine	110	15/30	3	300	0	2500kg, 1	-2	75 (4)	35 (2)	7.5t	360,000	MM
Militech Behemoth APC	60	10/50	2	300	10	4t	+2	120 (6)	40 (2)	12t	480,000	MM
M113 APC (tracked, amphib)	40	10/50	2	300	8-10	0	+2	150	20 (1)	15t	550,000	SW

<i>Vehicle</i>	<i>Top Speed</i>	<i>Acc/Dec</i>	<i>Crew</i>	<i>Range</i>	<i>Passengers</i>	<i>Cargo</i>	<i>Man.</i>	<i>SDP</i>	<i>SP</i>	<i>Mass</i>	<i>Cost</i>	<i>Book</i>
<b>IFV</b>												
Arasaka Combat 10	80	10/30	2	300	10	8 t, 2	-2	250 (12)	50 (2)	25t	865,000	MM
Gladiator Armored Car	60	10/30	3	300	0	6000kg	-2	200 (10)	80 (4)	20t	1.100,000	MM
Army M-15 IFV	80	13/50	2	300	8	6t	+2	200 (10)	100 (5)	20t	1.600,000	MM
US M-50 Tank Hunter	80	13/50	2	300	0	4,500	+2	140 (7)	40 (2)	14t	1,000,000	MM
M-62 'Volcano' SAM Launcher	40	13/50	2	300	0	2.5t, 1	+2	140 (7)	40 (2)	14t	950,000	Chr3
Mitsubishi SWAT Mini-Tank	50	13/50	2	200	5 or	6500kg	+2	200 (10)	100 (5)	8t	1,400,000	SOF2
BMP-3 IFV	30	12/30	3	370	7	0	+2	187 (9)	37 (2)	18.7t	950,000	SOF2
BMW 910a Police Combat	50	10/30	2		10/16		-2	80	30		100,000	P&S
BMW 910b Perpetrator Transport	50	10/30	2		12		-2	80	30		100,000	P&S
<b>TANKS</b>												
US M-11 MBT	60	10/50	3	300	0	0	+2	360 (18)	225 (11)	60t	16.4M	MM
US M-20 Superheavy	40	10/50	3	200	0	0	+2	600 (30)	375 (19)	100t	23.5M	MM
US M-75 Light Battle Tank	80	10/50	2	200	0	0	+2	140 (7)	60 (3)	14t	1.4M	MM
Militech MT-4 MBT	60	10/50	4	200	0	0	+2	250 (12)	160 (8)	41t	9M	MM
T-100 MBT	50	10/50	4	380	0	1	+2	335 (17)	160 (8)	56t	9.8M	SOF2
M1 Tank	60	10/50	4	200	0	0	+2	300	200	50t	9.1M	SW
<b>HOVERS</b>												
Kundalini Roadworks GevHog	90	15/10	1	405	3	216kg, 1.6	-2	13 (1)	0	650kg	16,100	Chr4
Cadence Industries HoverVan	75	15/10	1	400	3	1330kg, 7	-2	50 (2)	20 (1)	5000kg	105,000	Chr4
GMI HovTransport	150	15/20	2	400	10	2500kg, 1	-2	100 (5)	40 (2)	10t	360,000	Chr3
Navy M-40 GEV	180	15/10	4	400	0	3000kg	-1	100 (5)	50 (2)	10t	1.89M	MM
GEB Duster	150	15/10	1	400	3	800kg, 1	-1	25 (2)	10 (0)	2.5t	85,000	MM
GMI Hovertruck	100	15/10	2	400	12 or	5 t, 12	-2	100 (5)	20 (1)	10t	220,000	MM
Militech A-20 ACAV	200	20/10	3	650	0	3 t, 10	+0	100 (5)	50 (2)	10t	730,000	MM
Bensen Cascade	260	15/20	1	300	3	300kg	-2	40 (2)	12 (1)	3t	58,000	Chr1
Nissan Ford Fanmaster	100	12/12	1	500	2	750kg	-2	75	15	7.5t	20,000	Chr2
<b>LIGHT HELICOPTERS/GLIDERS</b>												
F81 "Paradactyl" Cyber-Glider	5 - 35	5/5	1	-	0	0	+2	10	0	14.3kg	2300	SF
Bell F-152 Autogyro	195	15/15	1	50	0	0	+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
Ultralight	50	5/5	1	200	0	10kg	-2	10	0	50kg	2,500	Neo
<b>MEDIUM HELICOPTERS</b>												
Bell Evil-Eye 19	180	15/15	2	400	2	2000kg, 2	+1	65 (3)	20 (1)	6,500kg	555,000	MM
Bell Huey Cop-Chopper	150	15/15	2	400	4	2000kg, 1	-2	80 (4)	20 (1)	6.5t	420,000	MM
Bell Spy-Eye 18	180	15/15	1	400	3	2000kg	+2	65 (3)	12 (1)	6,500kg	206,000	Chr1
Kestrel Crowd Contol 'Copter (M)	150	15/15	1	400	0	0	+2	80 (4)	20 (1)	8t	1,780,000	UK

<i>Vehicle</i>	<i>Top Speed</i>	<i>Acc/Dec</i>	<i>Crew</i>	<i>Range</i>	<i>Passengers</i>	<i>Cargo</i>	<i>Man.</i>	<i>SDP</i>	<i>SP</i>	<i>Mass</i>	<i>Cost</i>	<i>Book</i>
MI-32 Hitter (M)	180	16/16	2	400	0	0	-2	80 (4)	40 (2)	8t	650,000	SOF2
TV News Chopper	210	40/40	1	400	3	2000kg	+2	65	12	6.5t	206,000	LD
Apache Attack Helicopter	160	15/15	2	400	0	0	-2	80	40	8t	800,000	SW
<b>HEAVY HELICOPTERS</b>												
Bell UH-9	165	15/15	2	600	20	2500kg	-1	200 (10)	40 (2)	8 t	2.45M	MM
Bell AH-99 Gunship	180	10/15	2	600	0	0	-2	100 (5)	40 (2)	4 t	2.3M	MM
SM-Dragon	120	10/15	2	600	30 or	4 t	-2	300 (15)	80 (4)	12 t	8.3M	MM
Bell UH-10 PAPC	135	15/15	2	1000	0	5t, 12	-2	250 (12)	40 (2)	10t	1.85M	Chr3
<b>AERODYNES</b>												
AV-3 Aerocop	350/150	50/50(10)	2	525	3	650kg, 1	+1/+0	50 (2)	20 (1)	2t	90,000	MM
AV-4	350	50/50	1-2	800	6	1300kg, 15	+0	100 (5)	40 (2)	4t	600,000	MM
AV-6 Combat Aerodyne	495	50/50	2	1200	10 or	1300kg, 1	+1	100 (5)	40 (2)	4t	850,000	MM
AV-7 Personal Aerodyne	250	70/75	1	500	1	200kg, 9	+2	50 (2)	15 (1)	2t	400,000	2020
AV-8 Assault Aerodyne	495	50/50	2	1320	0	0	+1	120 (6)	40 (2)	4.8t	2.4M	MM
AV-9 Multi-Purpose	405	50/50	2	800	2	2400kg	+0	180 (9)	45 (2)	3,400t	1.75M	MM
AV-11 Combat Aerodyne	405	50/50	2	1060	9	0	+3	140 (7)	45 (2)	6t	3,500,000	SOF2
Militech AVX-9C Viper	540	50/50	2	800	0	0	+2	125 (6)	60 (3)	3,400t	2.76M	MM
Militech AVD	500	75/75	0	800	0	0	+3	100 (5)	50 (3)	4t	9M	SOF2
Boeing Cityhawk UAAV	360	50/50	2	800	0	1000kg, 12	+2	85 (4)	40 (2)	3,400t	920,000	MM
EEC Airjeep	150	50/50	1	525	5	650kg, 2	+0	50 (2)	15 (1)	2t	25,000	MM
Mi-50	225	50/50	1	800	6	1450kg, 20	+0	110 (5)	45 (2)	4,400kg	650,000	MM
Mi-52	230	50/50	3	800	3	500kg, 3	+0	110 (3)	55 (3)	4,400kg	850,000	SOF2
Lockheed Nimbus Stealth Warfare	330	50/50	1+1	800	0	0	+1	120	30	5t	10.1M	SW
Tetracorp Fei Lien 100	450	50/50	1	800	3	660kg	+1	50 (2)	25 (1)	2t	290,000	Chr3
Bell-Boeing Aircar (AV/Osprey)	360	10/20	1	1330	5	none	+2	40 (2)	8 (0)	1 ton	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	520kg	33,000	Chr4
MacLaren/Jaguar Sports AV	810	100/75	1	1200	1	650kg, 1	+3	50	10	2000kg	1.5M	Chr4
TV News Van	250	50/50	1	400	5		-1	100 (5)	40 (2)		750,000	LD
VMW Family Flyer	150	50/50	1	525	5	650kg, 2	-2	50 (2)	15 (1)	2t	50,000	Chr2
Lambo-Fiat Mach	500	100/75	1	300	1	300kg	+2/-5	40 (2)	10 (0)		650,000	Chr2
The Swan	200	50/50	1	600	2	100kg	-1	65 (3)	20 (1)		200,000	Chr2
Dassault-Futures Aeromobile	350		2	400	5			85	35			ES
<b>OSPREYS</b>												
Lockheed-Cessna Pinto	450	10/20	2	1600	2	6250kg	+2	150 (7)	20 (1)	18.75t	2.4M	MM
Bell-Boeing Falcon-B	315	10/20	1	1000	9	4t, 10	+0	100 (5)	20 (1)	12.5t	600,000	MM
Bell-Boeing V-22B Osprey	315	10/20	2	1200	20	9t, 28	+0	200 (10)	0	25t	650,000	MM

<i>Vehicle</i>	<i>Top Speed</i>	<i>Acc/Dec</i>	<i>Crew</i>	<i>Range</i>	<i>Passengers</i>	<i>Cargo</i>	<i>Man.</i>	<i>SDP</i>	<i>SP</i>	<i>Mass</i>	<i>Cost</i>	<i>Book</i>
Fed-Boeing Gyrfalcon Gunship	315	10/20	2	1000	8	Pod	-1	100 (5)	20 (1)	12.5t	600,000+	SW
BA/Westland Wyvern (M)	315	10/20	2	1200	20 or	5t, 20	+0	120 (6)	20 (1)	15t	407,000	UK
Sukhoi SU-441 Tiltrotor	300	10/20	2	1200	20		+0	220	10			CB3
<b>AIRCRAFT/JETS</b>												
Lockheed C-200 Universe	600	20/25	3	4000	100 or	42t, 150	-4	200 (10)	0	8t	6.1M	MM
MacDonald F-33 Wasp	1200	20/25	1	1000	1	0	+3	100 (5)	20 (1)	8t	4.6M	MM
A-01 Blitz airplane	560	10/35	1	1600	0	0	-1	160 (8)	60 (3)	20t	3.7M	MM
Dornier Thundercloud Jump Jet	600	20/25	1	1100	0	0	+2	100 (5)	20 (1)	8t	25.5M	SW
McDonnell F-39 Phoenix	1440	20/25	2	1600	0	0	+1	250 (12)	25 (1)	20t	10M	SW
ATF-37B Thunderhawk	1040	20/25	1	2656	0	0	+3	250 (12)	20 (1)	20t	12.5m	Chr3
Roland Executive SST	Mach 1.5		2	6200	12			100 (5)	25 (1)			CB1
<b>AIRSHIPS</b>												
Dayton Overlord Airship	80	5/30	10	1500	2	50t	+5	1000 (50)	20 (1)	50t	100.6M	MM
Goodyear ETB Blimp	70	5/30	5	1500	1	2.5t	+0	200 (10)	20 (1)	10t	900,000	UK
India Sky-Barge	60	5/30	6	990	0	150t	+2	750 (37)	0	37t	10M	Chr2
Madison Avenue Advertblimp	35	5/30	0	500	2	0	+2	500 (25)	0	25t	2.5M	Chr2
Dayton Sky-Queen Cruiser	100	5/30	20	2000	150	37.5t	+4	1000 (50)	0	50t	20M	Chr2
<b>CYBERWALKS</b>												
Arasaka Daikani (4 legs)	40 (100)	20/15 (40)	2	200	0	0	-1	80 (4)	40 (2)	3t	1.1M	SOF2
KPV-R PanzerKraken (6 legs)	30	15/15	3	300	4	0	-3	120 (6)	60 (3)	8t	1.24M	SOF2
Volkswalker (2 legs)	40	15/15	1	200	1	0	-3	20 (1)	5 (0)	650kg	52,500	SOF2
XML-20 Support Walker (2 legs)	40	15/15	2	400	0	0	-1	40 (2)	40 (2)	2.6t	332,700	SOF2
Arasaka Daisasori (4 legs)	36 (90)	15/15 (20/40)	2	200	0	0	+3	80 (4)	40 (2)	4t	680,000	SW
<b>WATER CRAFT</b>												
Vosper/Wolf Riverine Patrol Boat	30	15/10	5	400	1	1.6t	+1	100 (5)	40 (2)	5t	600,000	UK
Covert Hydro-Ski	200	30/30	1	50 (30m)	1	100kg	-1	20	5	80kg	20,000	SF
SNB Fast Patrol Boat	60km	15/10	5	1500	15			150/60	30/20			CB3
Riverine Powerboat	60kts	25kts	1	100				55/20	15			LoF
Skimmer	40kts	30kts	1	100				40	15			LoF
RPV-101	50kts	25kts	1	150				60/25	10/5			LoF
Converted Fishing Boat	20kts	4kts	2	375				130/40	15/10			LoF

<i>Vehicle</i>	<i>Top Speed</i>	<i>Acc/Dec</i>	<i>Crew</i>	<i>Range</i>	<i>Passengers</i>	<i>Cargo</i>	<i>Man.</i>	<i>SDP</i>	<i>SP</i>	<i>Mass</i>	<i>Cost</i>	<i>Book</i>
<b>SPINNERS</b>												
Infiniti Spinnerbike	300	15/20	1	900	0		+0	20	0	1.2t	44,000	CGen
Puddle Jumper	100	15/20	1	900	1		+0	20	0	1.2t	18,000	EF
Avante SportSpinner	320	15/20	1	400	1	50kg	+0	40	0	2.5t	200,000	CGen
Crystar Falcon Spinnercoupe	200	15/25	1	400	3	100kg	+0	45	0	2.8t	175,000	CGen
Boeing VS-3 Serrato	250	30/30	1	400	3+2	or 100kg	+2	70	20	8.75t	750,000	EF

<i>SUBMERSIBLES</i>	<i>Top Speed</i>	<i>Acc/Dec</i>	<i>Crew</i>	<i>Range/Depth</i>	<i>Pass</i>	<i>Cargo</i>	<i>Man.</i>	<i>SDP</i>	<i>SP</i>	<i>Disp</i>	<i>Det</i>	<i>Sig</i>	<i>Cost</i>	<i>Book</i>
"Pelagic" Mining Sub	33	8/8	1	40 (400m)	0	220kg	-3	240	60	22t	-0	-0	2.4M	SF
CINO "Moray"	67	12/12	1	40 (300m)	0	260kg	-2	250	100	26t	-0	-2	7.21M	SF
OTEC "Shark"	56	10/10	1	33 (300m)	0	205kg	-2	275	105	20.5t	+1	-1	7.93M	SF
Hydrosubsidium "Orca"	28	5/5	5	1200 (900m)	15	415kg	-6	650	100	914t	+4	-1	18.315M	SF
OTEC "Hammerhead"	33	4/4	8	500 (600m)	15	315kg	-5	560	85	652t	+2	-0	4.1M+	SF
IEC "Rockfish" Stealth Sub	45	5/5	2	1500 (400m)	10	605kg	-2	400	80	140t	+3	-2	10.5M	SF
CINO "RELaCS" Cargo Sub	56	10/10	36	3500 (800m)	4	22,105kg	-5	4000	60	25,032t	+3	+2	30.47M	SF
Prototype Ceta-Sub	50	12/12	1	150 (80m)	1	50kg	-1	120	30	15t	-2	-6	expensive	SF
IEC Container Sub	40	5/30	30+	5yrs (750m)	-	600t	-2	5000 (250)	80 (4)					CB1
IEC Tactical Mini-sub	16	5/30	3	1120	6 or	400kg	+1	300 (15)	60 (3)					CB1
Shirakawa Type 1	20km		1	12hrs	1			60	40					CB3
Shirakawa Type 2	16km		1	16-18hrs	5			80	40					CB3
Shirakawa Type 3	16km		2	12-20hrs	10			100	45					CB3
Dynalar Manta Cruiser	55	6/30	1	1440 (1900m)	4	.5t	+2	200 (10)	30 (1)				1,250,500	SA
Aquanox Lamprey	70	7/30	2	960 (2200m)	2	0	+3	325 (16)	25 (1)				2.7M	SA
Cyclocean Cargo Vessel	50	5/15	10	6000 (3800m)	0	200t	+0	500 (25)	50 (2)				7.5M	SA

<i>ROBOTS</i>	<i>Top Speed</i>	<i>A/D</i>	<i>Cont.</i>	<i>Range</i>	<i>Options Included</i>	<i>Man.</i>	<i>SDP</i>	<i>SP</i>	<i>Mass</i>	<i>Cost</i>	<i>Book</i>
Brandt-Neumann Washbot	-	-		Home		+0	4	2	1.5kg	425	Chr 3
Carolli M-bot	-	-		Home		+0	10	3	12kg	1150	Chr 3
Carolli V-bot	-	-		Home		+0	9	3	6kg	650	Chr 3

<i>CYBERFORMS</i>	<i>MA</i>	<i>A/D</i>	<i>Cont.</i>	<i>Range</i>	<i>Options Included</i>	<i>Man.</i>	<i>SDP</i>	<i>SP</i>	<i>Mass</i>	<i>Cost</i>	<i>Book</i>
Lawtech Police Robohound	MA 20	-			Bite 4D6AP	-	BOD10	20		3625	P&S
Arasaka Spy/Assassin Remote	MA 12	-	/R	300m, 5hr	INT 7, Needler, Mel +3, Slth +7	-1	10	10		12,000	Chr 2
Mini-Cyberform A-2 "Tarantula"	MA 10	-		4km, 8hr	INT 7, Needler +2	R8	6	6		4000	Chr 3
Mini-Cyberform B-2 "Centipede"	MA 8	-		4km, 30day	INT 7, Air Gun +3, Micro M	R10	15	15		10,000	Chr 3
Mini-Cyberform A-3 "Beetle"	MA 5	-		10km, 30d	INT 7, Laser/Saw +2	R10	10	10/30		10,000	Chr 3
Adrek "Lawdog" RAPD-1	20mph	-	/R	100km	REF 6	+0	40/50	30	375kg	125,000	SOF2
Adrek 100 Series Humanoid	MA 15	-		-	INT 6, REF 12, BOD 10	-	30/40	25		118,000	SOF2
Chacmool Security Cybercat	MA 16	-		-	INT 4, REF 11, BOD 5	-	15/20	12		62,000	SOF2
Adrek "Max" Police Dog	MA 14	-		-	INT 4, REF 11, BOD 5	-	15/20	12		62,000	SOF2

<i>Unmanned Vehicles</i>	<i>Top Speed</i>	<i>A/D</i>	<i>Cont.</i>	<i>Range</i>	<i>Options Included</i>	<i>Man.</i>	<i>SDP</i>	<i>SP</i>	<i>Mass</i>	<i>Cost</i>	<i>Book</i>
<b>REMOTES</b>											
"Deathdrone" Assassin	MA 8	-	R/I	6km, 8hr	REF 8, Aware/Weapon +6	-3	5	5		10,000	SF
Bell "Minibee" Rotorcraft	100mph	-	R	20miles	IR, TH, LL, AD, 10xT, 1kg cargo	-2	3	0	5kg, 30cm	2,500	SW
Microtech Attack Drone	40mph	-	R	20miles	TH, LL, AD, 10xT, 2xGRL	-2	5	0	15kg, 1m	3,500	SW
Militech M-010 Minelayer	-	-	I	-	10AP mines, stealth, cameleon	-	-	-	10+10kg	10,000	SW
Microtech "Scorpion" Remote	MA 8	-	R	300m	IR, LL, AD, MS, claws, small	-1	8	2		15,000	SW
Microtech Grid Bug	MA 1	-	R	100m	IR, MS, int plug, small	-2	1	0		9,000	SW
Bulldog (air)	25mph	5/5	R	100		+0	5	0	20kg	1000	Neo
Bell "Bumblebee" Rotorcraft	120/MA15	5/5	R	250miles	IR (+2 Aware), SMG or HVY +5	-2	25	6	35kg	4,000	Chr 2
Mitsubishi "Rover" Wheeled	45mph	-	R/I			-3	35	20	60kg	9,000	Chr 2
Militech RPV-400 Trilrotor	210mph	10/10	R	450miles		+2	65	25		150,000	Chr 2
Constitution Arms Hummingbird	30mph	5/5	R	10km	M.SMG, Paint Laser	+0	15	20			VF
Pseudo Dragon (air surveillance)	35mph	5/5	R	30km, 6hr	Vid Cam, Boom Mike	+0	4	2	5kg	800	P&S
Oracle (air surveillance)	35mph	5/5	R/A	60km, 10hr	4 Vid Cams, 4 Mikes	+0	8	4	6kg	1500	P&S
H-7 Hazardous Material Handling	30mph	-	R	20km		+0	35/40	35	600kg	50,000	P&S
Adrek Robot Patrol Unit Alpha	30mph	-	R	80km	Taser, Needle, Paint gun	+0	40/50	20	120kg	75,000	P&S
Adrek Robot Patrol Unit Beta	25mph	-	R	80km	K&K MPK9, +4 ext mts	+0	35/45	25	300kg	95,000	P&S
Adrek Robot Patrol Unit Gamma	20mph	-	R	80km	H&K 2013, MPK11, Rippis	+0	40/50	25		105,000	P&S
<b>WORKING ASSISTANT DROIDS</b>											
Duroi/Janvier "Frelon"	MA 4	-	R	Radio	RSP6	+3/+2	20/8/5	30	543kg	67,280	Chr3
Fiat "Nova"	MA 4	-	R	Radio	Manipulator, cargo net	+2/+1	30/20/10	25	443kg	78,390	Chr3
IEC "Newport Mk. II"	MA 4	-	R	Cellular	2x2 legs	+3/+2	19/13/7	0	322kg	56,440	Chr3
Duroi/Janvier "Scarabee"	MA 5	-	R	Cable	2 extra arms, 1 extra leg	+1/+1	24/16/8	25	482kg	95,150	Chr3

## Additional Rules

### FULL AUTO

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

### MONOBLADES

Add 1D6 to damage, Soft armour is 1/3SP, Hard armour is 2/3SP.

Parry: Roll 1D10, 4 or less the blade breaks. The blade will also break on a fumble. 5x weapon cost.

### RUNNING & MOVING

Characters can move up to their MA in meters and do other actions with no penalty or move 3 x MA in meters and do nothing else.

Type	MPH	KPH	M/Phase
Human	10	16	30
Fast Car	200	320	300
Cheetah	70	112	105
Motorcycle	180	288	270

Movement is slowed by the type of terrain being crossed:

Type	Easy	Rough	Very Rough
Example	Sidewalk	Light brush	Mud, Snow
Reduction	None	Halves MA	Quarters MA

### FALLING

A character can safely negotiate REF/1.5 (round down) meters without taking damage.

Falls cause 1D6-1 damage per 3m fallen, and is applied to the whole body, modified by BTM and armor. Soft armor (including skinweave and subdermal armor) provides 1SP vs fall damage per 50SP, Hard armor provides 1SP vs fall damage per 25SP.

### CYBERWARE UPGRADES

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

### SCANDINAVIAN CYBER CLINICS

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

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

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

### CYBERWARE AND CHILDREN

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

Children 10-11: H.Loss/3

Children 12-15: H.Loss/2

### LEGITIMATE USES OF THE NET

Interactive Television  
 Music Transmissions, Subscription, and "Net Jams"  
 Newsgroups and other info services  
 Data Havens  
 Education and Instruction  
 Video Games, Braindance, and VR simulation  
 Pay-per-View Movies  
 BBSs, Databases and Chat systems  
 Fax Communication and Publishing  
 Telecommunications

### TASKS IN THE NET

#### System Knowledge & Computer Use skill rolls

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

#### Programming skill rolls

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

### ELECTRONIC ADDICTIONS

#### VR Dramas/Sims

More than 4 hours without at least a 2 hour break requires an Average COOL roll or you'll want to re-enter the VR at the earliest possible opportunity.

#### Braindance

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

#### Subliminals

Average COOL roll to avoid any minor habits due to low-key subliminals and to resist (eg. buy Soy-So chocolate). Difficult COOL to resist the implantation of intensive subliminals and to resist when exposed to the activating stimulus. Use applicable skill to:

Determining detection technique	Average
Spotting subliminals	Average
Cleaning up broadcast	Difficult
Creating simple subliminals	Difficult
Creating sophisticated subliminals	Very Difficult

**MEMORY UNITS**

- 1MU =25 megs
- =10,000 pages of text
- =60 minutes of audio
- =20 minutes of video
- =16 minutes of audio/video

Whether those datachips hold your diary, the latest Johnny Silverhand album, or a video of that perp blowing away your mother.

**SOFTWARE DEGRADATION**

Type	STR Loss	Min	Cost	Repair
Consumer	-1 every 2 weeks	1	50%	NA
Custom	-1 every month	50%	100%	Diff
Original	1 every 3 months	50%	500%	Diff

20% chance of bug

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

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

**TECHNOLOGY**

**Technology Levels**

- 0- An existing technology adapted to a new use.
- 1- A modification, refinement or improvement of an existing technology.
- 2- A new technology for an existing use.
- 3- A new technology with a new use.

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

**ERRATA**

The stats of the Ramjet Rifle ammo are correct in Blackhand's Street Weapons (Damx2, SPx3). The results would be spectacular, but not very effective, tending to explosively fragment on any hard or semi-hard surface.

The SILS (subdermal induction loop smartgun) link is the same as the Mag-Duct Spots from Chrome 1, but for weapons only. 220eb, 1/2D6 HC, Surgery M.

The cost of the Militech RPV-400 is 150,000eb. That's with control equipment.

Correct CyberSteroids cost is 1500eb/+1.

**ENTERING EUROPE**

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

**Provision Alien's Cards (PAC)**

	Max	Eb/Wk
Tourist/White card: tourist areas	4 Wk	100eb
Short Stay/Green: non-restricted areas	10 Wk	200eb
Limited Work/Yellow: citizen areas	1 year	500eb
Official Guest/Red: where EC allows	upto EC	
Scandinavia: process time is doubled		+20%

Entering the NCE costs 20eb for a tourist visa, or 100eb for a temporary residence permit. A UK border permit costs 1,000 to 2,000eb.

**Through Greece:**

Streetwise & Streetdeal don't lower the price, but tell you the right amount in advance.

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



## Interpersonal Skill Rolls

### STABILITY

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

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

##### Subject

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

##### Actor

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

### NPC REACTIONS (Optional)

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

#### REACTION TABLE (roll 1D100)

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

### REACTION MODIFIERS

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

### CULTURE & FOREIGN COUNTRIES

When using Streetslang in a foreign country the skill acts as 1/2 (round down) it's usual level.

#### CULTURAL SIMILARITY TABLE

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

### Situations requiring a Culture roll:

The first encounter of the parties. Any critical interaction. Reputation Style Facedown. Use of the following skills: Authority, Charismatic Leadership, Credibility, Wardrobe/Style, Oratory, Streetwise, Interview, Leadership, Persuasion, Perform, Education, History (cultural perception), Seduction, Human Perception, Disguise, Teaching.

### FAUX PAS (1D10)

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

Players may have appropriate Culture skills at 1/2 the level of any languages they know.

No interpersonal communications skill can be used at a level greater than the speakers skill in that language.

**Streetdeal & Streetwise**

**INFORMATION GATHERING**

1 hour	Nearly Impossible
1 day	Very Difficult
1 week	Difficult

Streetdeal, Research, (Streetwise) roll.

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

**RESOURCES & STREETDEAL**

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

**Fixer Benefits**

- Safe places to hide
- Thugs to protect you or take out someone for you
- Money laundering services
- Favours owed to you

**FALSIFICATION TABLE**

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

**DRUG PURITY**

**Purity Check:** 1D10 lower than Pusher's Streetdeal  
**Optional:** Pusher's Streetdeal+buyer's LUCK+1D10 vs.15

**Failed Drug's Purity**

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

**Buying and Selling**

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

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

**PRICE MODIFIERS**

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

**EQUIPMENT QUALITY**

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

**Fencing:**

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

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

**Contraband** can sell for up to 10x legitimate market value.  
**Locally unavailable items** are bought for a small percentage and sold for 1/2 price and up.

**Appraising**

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

**Negotiation/Haggling**

COOL+Skill+1D10 vs COOL+Skill+1D10  
 When the 2 skills are the same each 1 point of success results in a 2% change of price in favour of the winner.  
 When a Fixer haggles with a non-fixer his advantage becomes 5%. Under normal circumstances, the price will never deviate by more than 50% either way.

**Data**

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

**BLACK MARKET SERVICES**

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

**MONEY & FACTORS**

**Money exchange:** 3-10% processing fee for cash.  
**Money laundering:** Up to 50% of the total.

**Facebanks**

Can perform transactions through the Net, phone, and fax, but not ATMs. No cash, electronic credit only.  
 5% chance that they disappear  
 5% chance that your money is unavailable  
 20% interest per year

**Credit Accounts**

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

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

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

\$	American Dollar	\$.50
Y	New Yen	200Y
Eb	EuroDollar	1Eb

**Skill Modifiers**

**ATTR**

Bodycure (3 hrs, 450eb)	+2 ATTR for 1D6 days
Autotanner	+1 ATTR for 1D6 days
Royo Bodyfree Masks	+1/+2 ATTR
'Farinata' Tech Tool Kit	+1 Wardrobe/Style or REP
'Venedico' Electronics Tool Kit	+1 Wardrobe/Style or REP
'Francesca' Techscanner	+1 Wardrobe/Style
Buchsterhude Tool Kit	+1 Wardrobe/Style or REP

**BODY**

Anti-Plague Nanotech	+3 Disease/Biowar
T-Maxx Cyberliver	+4 Drugs/Poison (ingest)
Nasal Filters	+4 Drug/Poison (breath)
Toxin Binders	+4 Drug/Poison
Web Foot	+3 Swimming

**COOL/WILL**

Stress Chip	+1 COOL for morale
CompuMod Voice Stress An	+2 Interrogation
Voice Stress Analyser	+2 Interrogation
Hand Held Stress Analyzer	+1 Interrogation

**EMPATHY**

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

**INT**

Cyber-PCX	+1 INT/TECH skills
Cyber-"E-Book"	+2 INT/TECH skills
PhotoMemory RAM Chip	+2 INT (remember 15+)
Fibre-Optic Cable	+1 to Netrunning tasks
Trode Set	-2 to Interface skill
Terminal	-5 to Interface skill
Tactile Boost	+2 Awareness (touch)
Olfactory Boost	+2 Awareness (smell)
Image Enhancement	+2 Awareness (sight)
Amplified Hearing	+1 Awareness (hearing)
Sound Editing	+2 Awareness (specific)
Nanooptical Upgrade	+2 Awareness (night)
IR Combat Cloak	-5 Awareness if using IR
Militech "Ghostsuit"	-4/-2 Awareness (-1/10m)
Gibson "Sneak Suit"	-4 Awareness (-1/10m)
Militech "Mirage Gear"	-2/-1 Awareness (-1/10m)
Medscanner	+2 Diagnose
CompuMod Medscanner	+1 Diagnose
Archaesthetic	+1 Diagnose & Medtech
MedicGear Medical Armor	+2 to "on the spot" rolls
Blood Substitute	+1 stabilise rolls
Portable Intern Unit	+2 Diagnose, +1 stabilise
Visual Recognition Chips	+Level to Knowledge skill
Auditory Recognition Chips	+Level to Knowledge skill
Olfactory Boost	+2 Shadow/Track (scent)

**REF**

Speedholster	+1 Fastdraw Initiative
Quickdraw Armholster	+2 Fastdraw Initiative
Gyro-Stabillizer	+1 Athletics, 0-G maneuver
Dodgeball (30 sec)	+1 Brawl, MArts, Melee
Grip Foot	+2 Climb
Vehicle Link	+2 Drive, pilot, motorcycle
Smartgun Link	+2 Firearms attacks
Cyberoptic Targeting Scope	+1 Smartgun attacks

**TECH**

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

**MISCELLANEOUS**

Scholar Home Learning Sys	Learn skill +1/6 hrs (+2)
Low Impedance Cables	+1 to interfacing tasks
Natural Claws	-3 to manipulation rolls
Enhanced Antibodies	+1 Healing
Lifesaver Skinweave	+1 Healing, Enhanced AB
Nanosurgeons	Doubles healing rate