The Humble Smartlink Revisited

Smartlinking Your Gun: Costs and Rules

- Basic Smartlinks
- Additional Benifits of a Smartgun
- Special SmartToys

Basic Smartlinks

Smartlinking a weapon gives you a +2 bonus to hit   [IMAGE - A Solo and a Smartgun - deadly combination] when you're chipped into it. If you have a cyberoptic with the targetting option fitted, this bonus increases to +3.

The cost of smart adapting a weapon is:

- A basic cost of **200eb**, for the standard smartgun hardware.
- A conversion kit for the gun you are linking. These cost:
  - **100eb** for a non or semi-automatic weapon, such as a pistol.
  - **150eb** for a shotgun.
  - **250eb** for a fully automatic weapon, such as an SMG or an assault rifle.
  - **300eb** for a fully automatic shotgun.
  - **400eb** for a heavy weapon.
  - **(GM's discretion)** for exotic weapons.
- The conversion kit cost is modified by the availability of the weapon:
  - **x0.5** for weapons with excellent availability.
  - **x1** for commonly available weapons.
  - **x2** for weapons with poor availability.
  - **(GM's discretion)** if the weapon is rare
- The cost of any add-ons. For example, Tennerec LTD's Cookie Cutter costs 300eb (see *Solo of Fortune*), Militech's SafeShot costs 450eb and requires Times^2 Plus and Techtronica's Digital Weapon Uplink range (see *Chromebook 1*) starts at 500eb.
- Techies commonly charge **50-100eb** installation costs. Installing a smartlink yourself is usually an average *weaponsmith* task, though it is harder with some weapons.

Additional Benifits of a Smartgun

These features are standard for any commercial smartgun system that requires them.

- A Smartguns safety catch can be controlled by neural impulse. Perfect for those times when reacting quickly is vital!
- Any Smartgun whose ammunition is clip-fed can eject the clip via the smartlink. This reduces the additional action penalty for reloading to -2
- Smartchipped shotguns have cyber-controlled chokes. This determines the spread of buckshot.
- Full-auto or burst capable weapons have smartlink controlled rate selectors. Changing the rate in this way is a free action; it takes no time and incurs no action penalty.

- Ammo savers on fully automatic weapons means that only half of the ammunition that **doesn't** hit the target is fired. Hey, it ain't perfect, but it is useful. Remember to turn this function off if you're suppressing an area!

Special SmartToys

Cookie Cutter: 300eb, from Tennerec LTD
> A tagged person will not be shot by the weapon's suppressive fire, critical fumbles excluded. In straight firefights, a tagged person will not get shot by accident (e.g., missing the intended target in a crowded situation). For a better description of this system and supplementary costs, see *Solo of Fortune*

Stutter Chip: 300eb, from DataEdge Inc.
> Stutter Chipping functions like Cookie Cutters, except friends are selected through a cyberoptic with Times^2 Plus and a targetting scope. It takes one turn to designate one friend. Full details can be found in *Chromebook 3*

SafeShot: 400eb, from Militech
> This system requires a cyberoptic with Times^2 Plus. When activated, valid targets must be identified before the gun will fire. Up to four targets can be identified in one combat round. This system only works in single shot and three round burst modes, but unless the 'to hit' roll is successful, the gun will not fire. If a three round burst wanders off target, SafeShot will cut-off the burst; only the d6/2 bullets that hit will be fired.

Digital Weapon Uplink: price varies, from Techtronica
> *Chromebook 1* gives information about this system and one of its options. Its effects are quite varied, so consult that book for details.

Smartgun 2® SmartPlate Weapons Link: 300eb, from Dynalar
> I'd recommend increasing the availability of conversion kits with hand-plate links by one level, to a maximum of rare availability. The 300eb is the cost of fitting and wiring up the palm plate. For full details of this system, refer to *Chromebook 3*

MSS2 Compliant Smartlinks Systems
> Most smartlink neuralware sub-processors are not MSS2 compliant. About 10% of smartlink processors comply. This can either be a random roll (1 on a D10), or GM's discretion. Finding a specifically MSS2 compliant smartlink is not easy, though they do not usually cost more than a non-compliant sub-processor (in an effort to increase use of the standard).

COT Smartguns
> COT systems require an MSS2 compliant smartgun processor and a targetting scope. The total attack bonus (including targetting scope bonus) is **+4**. COT systems can be fired round corners, but without the attack bonus. The basic kit for a COT system is **400eb**, and the availability modifier for the conversion kit should be increased one level (e.g. execellent => common). For more information, see *Solo of Fortune*.

MBeT Smartguns
> MBet systems require an MSS2 compliant smartgun processor and a targetting scope. The penalties for firing at moving targets (e.g., moving targets with high reflexes) is reduced by 2. Otherwise, the standard smartgun bonuses apply. The basic kit for an MBeT system is **800eb**, and conversion kits cost an extra **50eb**, before availability modifiers.

Cheaper Smartgun Systems
> For the cash strapped, older and/or cheaper smartlinks such as the Bushnell Interlock are available. The hardware is cheaper (**100eb** for the basic kit) and the lower quality of the system means that generic software is all that is required (availability modifier for the conversion kit decreases by one, to a minimum of excellent). All bonuses from this cheaper type of Smartgun are reduced by one. The other

benifits of smartguns remain.

- Go back to the smartgun index page.
- Go to the background information for smartguns.
- Go back to the rules changes page.
- Return to the main Cyberpunk page.

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