



the Black Hammer Project 3

the RustBelt files

Writing, Graphics & Layout by M Jason Parent

A collection of alternate rules, setting material and new toys for the CyberPunk 3 RPG from R. Talsorian Games. This is a fan work and no part of this document is officially endorsed by R. Talsorian Games.

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Yeah, the table of contents is pretty barren right now. But hang on to your cyberhounds, we'll be filling her up as we work on new material and play our games in the RustBelt.

Introduction

(Whiskey, Tango, Foxtrot, Over!)

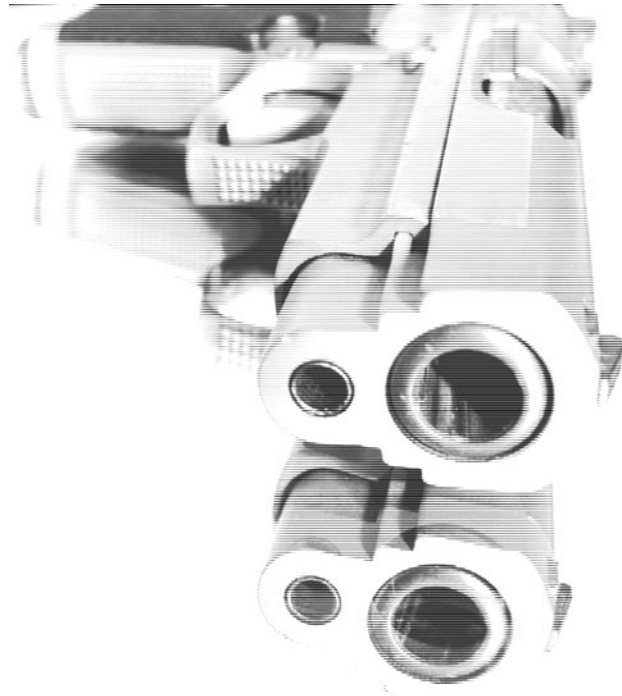
I'll start this section by introducing myself. I'm the HellHound 101, author and maintainer of the classic BlackHammer CyberPunk Project as well as over a dozen other RPG fansites. In more recent years since I stopped updating the BlackHammer Project at the turn of the millennium, I've been writing and publishing RPG material, primarily in the d20 fantasy genre, but also including my own violent modern RPG called AssassinX and four books of weapons and tech for cyberpunk-era gaming.

I'm an old punk. Mohawk, leather jacket, spikes and studs, Sex Pistols, Dead Kennedys, Exploited, and the Clash, you know the stereotypes. Anarchy, social revolt and loud music. Oi! Then I found some kick-ass novels by old Bill Gibson and the CyberPunk RPG in the same week, way back in 1988. 18 years ago.

As I prep my CyberPunk3 material and write up the information on what happened to the orbital corporations, the two moon colonies, Mars, and the remaining HighRiders who have become the Fallen Angels, I come up with material and ideas that I want to incorporate into my games.

Unlike the old days of the BlackHammer CyberPunk Project, I've got the mad skillz now to lay out this material in a booklet designed to go with the CyberPunk3 core rules (along with all the material I downloaded from R. Talsorian Games' website along the way). A majority of the material in this document has appeared or will appear on the BlackHammer CyberPunk Project 3 website, but a lot of the material on the website will not be in my games (just like the material on the old BlackHammer Project site - I put up all the good articles I get, whether or not I will use them myself).

So, as we start this project off, consider this a somewhat printer-friendly collection of my house rules. The goal is to include my full character generation rules, updated information on toys and tools, and finally the setting material from our own New Tribes cyberpunk setting converted for use as the RustBelt East Coast of 203X.



This document wouldn't be possible without the vision of Mike Pondsmith at R. Talsorian Games, and the development of the game and genre by various authors and game writers and developers. Obvious thanks have to go to my wife who has been playing 'Punk with us since 1995, and my various 'Punk crews over the years. Also have to give thanks to Ocelot and Mockery for giving me the impetus to launch the first version of the Project website. The past few years have been a blast, as we have settled into the RPG Industry and had a chance to rub shoulders with Ocelot, Spyke!, and some of the old names of CyberPunk along with the new movers and shakers.

CyberPunk is about technoshock - dehumanizing and humanization - taking things and making them work for you - and learning to cut it or dying in the attempt. Let's take CP3 and do what we did with CP2020 - make it our own game.

This is the future, punks.

M Jason Parent
The HellHound 101

SkillSets

(with thanks to Mark Phipps)

With the increased number of characteristics in CyberPunk3 (10 Characteristics vs the 9 in CP2020, or 11 Characteristics if you keep Luck as a separate stat), and the change in the character generation system to being purely point-driven, characteristics are vastly more important than skills in the new system.

A starting character typically has 16-17 skill points during character creation compared to the 40+ skill points of a "classic" Punk. With skill points being purchased at the same rate of 1 Character Point per Skill Level, each and every skill point is both a vital resource as well as a point that wasn't spent on a characteristic instead (which affects a much greater number of actions than a skill does).

Thus, the reintroduction of the Skill Categories from CyberGen.

Streetfighting

This skill handles all elements of generic fighting and brawling. It combines the skills of Melee, Brawling, Martial Arts and Fencing.

Firefight

This skill handles the majority of the ways to heave ammunition downrange at your enemies except for throwing things like knives and grenades (which falls under JockStuff). It combines the various lighter ranged weapon skills (Pistol, Rifle, SMG, Archery) and Weaponsmith.

Gunnery

This skill handles the bigger guns - heavy weapons, grenade launchers, Ballistic Flechette Guns and so on. It combines the Heavy Weapons and Gunnery skills.

ThiefStuff

Everything you need to commit acts of physical larceny are included under the umbrella of ThiefStuff. It combines Pick Pocket, Pick Lock and Electronic Security.

JockStuff

Physical activities, jock style. This combines the skills of Athletics, Strength Feat, Swimming, and Thrown Weapons.

Get A Clue

This encompasses noticing things, finding things, and generally being aware of your surroundings. It combines Awareness / Notice and Human Perception.

Blend

The opposite of Get A Clue, Blend is all about not getting seen or heard. Blend covers Stealth and Hide / Evade

Streetsmarts

This skill covers knowledge of the streets and its 'local flora and fauna' as well as how to deal with them. It covers Bribery, Intimidate and Street-wise.

Schoolin'

This is how much you know about what. It combines Education & General Knowledge, Library Search, and one additional knowledge skill for every level you take in it.

GoGo!

Getting around any way that's not on foot or rollerblades (which are covered under JockStuff). This skill is the umbrella for Basic Tech, Motorcycle, Driving, Power Armor and Heavy Machinery.

Tough Guy

Not giving in is the key to this skill set. This skill covers Resistance and Endurance.

Netiquette

This skill set covers getting around in the net, or what's left of it. It includes the skills of Coding & System Knowledge as well as computer language skills if they are being used.

Stalker

The creepy guy skill that covers keeping tabs on others without alerting them to it. This skill set encompasses the skills of Surveillance, Shadow/Track, Lip Reading.

Socialite

Getting along in society, and looking good while you are at it are the keys to this skill. It covers Etiquette, Personal Grooming, Wardrobe & Style

Leadership

Standing up and giving orders as well as getting the right people to follow them is the basis for this skill set. It gathers up Oratory, Interview, Leadership and Interrogation

Slick

Speaking with a forked tongue, this is the skill set of the con-man and quick lay. Seduction and Persuasion & Fast Talk are covered under this skill set.

Pilot

This skill set handles flying and boating around. This skill set covers the variety of Pilot skills as well as the appropriate Tech skills to go with them. Every 2 levels in this skill gives you access to one pilot and tech skill set.

Medic

Patching people up can be a full-time gig unless you are running with the Rolling State full time. This skill set covers all the appropriate medical skills including Cryotank Operations, Diagnose Illness, First Aid, Medical Tech and Pharmaceuticals

RockStar

The show must go on, and this is the skill set to make it rock. Under the umbrella of RockStar are the skills of Perform, Play Instrument and Composition

Job Pool : (name of job)

This is a free pooling skill. It lets you combine up to three skills under one job category, as long as they are related (as judged by the ref and player together). Two education skills can be combined as one skill in this pool, as needed. So a character with Job Pool: MegaTechnix Sales could combine Expert: MegaTechnix, Market Trading, Interview & Social Etiquette.

Skill Specialties

To further enhance the value of skill points, whenever you take a skill set, you can choose to specialize within it. Specializations emphasize your ability with a single skill within the skill set, while penalizing the other skills from the set. When you specialize, pick a single skill from the skills represented by the skill set and put it in brackets beside the skill set. Immediately reduce the skill level you have with the skill set by 1 point (so a level 1 skill set that is specialized would be recorded as level 0). Specializing gives you a +2 on the skill set when using the specific skill you specialized in.

For example, Chucky has both RockStar, Street-smarts and Stalker skill sets. She puts one point into RockStar, six into Stalker, and five into Street-smarts. She chooses to specialize her Rockstar set on Composition (she doesn't know how to perform or to play instruments, but writes awesome death threats), and her Stalker set on Shadow/Track (she has a knack for following people and not getting spotted). She would record these three skill sets as: **Rockstar (Composition) +0**, **Stalker (Shadow/Track) +5** and **Streetsmarts +5**.

Frankenfood: the Neocorn Crisis

2021, September - In time for the 2022 planting season, DeKalb introduced a new genetically engineered 'super corn' hybrid. The NeoCorn hybrid was amazingly hardy, able to survive through the environmental extremes that North American farmers had been dealing with since the turn of the century. In 2023, NeoCorn tripled the yield of Canadian corn and significantly increased the American yield numbers. However, none of this corn could be exported to the EU and many other countries with import bans in place against genetically-modified foods.

2027, June - It is confirmed by the World Trade Organization that NeoCorn sold as food to several Pacific Rim countries was then used for planting crops in inland China and most probably in other countries. When the World Trade Organization and then the Chinese military attempted to uproot these crops, the resistance was violent and threatened a civil war between the farmers and military. In the end, the military backed off and a trade cordon was put up around China to prevent the export of Chinese NeoCorn to the rest of the world. The cordons failed.

2029, October - NeoCorn fields not prepared with expensive fertilizers are found to be inhospitable for other crops or even more NeoCorn. This is only a concern in those nations using NeoCorn where farmers cannot afford industrial fertilizers such as China and South-East Asia. However, any NeoCorn kernels left unharvested manage to spread around the original field, gradually pushing out other crops in favour of the corn. In addition, the corn is able to survive for years in the ground and takes root once there are enough nutrients in the soil, preventing other plants from returning to the land claimed by the corn.

2031, July - Aerial photographs of South-East Asia and China show a similar pattern repeated across most arable land. Circles of rich cropland surround black blots where the NeoCorn has stripped the soil of all nutrients. NeoCorn becomes the single largest foodsource in the world, as farmers in other countries import it illegally as it is known as the miracle crop among drought-prone areas.

2031, November - After extensive criminal investigations, deKalb, the patent-holder for NeoCorn, is found

to have promoted the sale and distribution of NeoCorn around the world in violation of trading treaties regarding the sale, use and consumption of genetically altered foods. The CEO and senior staff of deKalb are arrested and charges are filed in U.S. courts against the staff for ecoterrorism. The charges are later reduced, but deKalb does not survive the suits, going completely underground and insolvent in early 2033.

2032, May - The Canadian government announces the 'corn welfare reform'. Welfare and unemployment payments are slashed to minimal amounts. All citizens are eligible for free corn mash through the use of the universal Social Insurance Number cards. Corn mash dispensers are installed in most urban areas to provide the free warm mash to those willing to eat it.

Now

The 2032 Canadian Government's "corn welfare reform" is being looked at as a model for other countries to deal with the sudden overavailability of food and lack of monetary funds. NeoCorn mash is nowhere near as nutritious as a dietary staple should be, being low in vitamins and minerals and high only in sugars and starches.

The end result is that those who rely on the mash as a primary food source are malnourished, and will most likely suffer from tooth decay in coming years.

Served in a corn tortilla bowl, the mash is presented without implements to eat it, thus many homeless people are seen with their left-hand fingers glued together by dried corn mash. Many older urban homeless are now known as 'Spoonfingers' and 'CornFed' to those who can buy food, and those unwilling to accept government handouts. When talking about someone so down on their luck that they have had to resort to the welfare system, they are sometimes referred to as being 'trapped in the maize'.

Bacterial New World

2018, March - Group A Streptococcus bacteria mutation is isolated by the Center for Disease Control in Atlanta, Georgia. This mutation, the “Yucatan” strain, is singled out because it results primarily in “invasive Group A Strep” infections as opposed to simple ‘strep throat’, which results in 80% of patients with GAS infections suffering from necrotizing fasciitis [neck-row-tize-ing fash-e-i-tis] (a disease which eats away the tissues of the host body, resulting in amputations and a 20% mortality rate) and/or streptococcal toxic shock syndrome (STSS), which causes blood pressure to drop rapidly and organs (e.g., kidney, liver, lungs) to fail. More threateningly, the Yucatan strain was determined to be nearly 100% vancomycin resistant, thus making it the first deadly bacterial disease that is immune to all known antibiotic treatments.

2018, May - Three new strains of Group A Streptococcus with nearly identical infection rates and immunities as the Yucatan strain are isolated by the CDC, Health Can-

ada and the World Health Organization. These strains, “Yucatan-3”, “Alberta” and “Madagascar-2” were the last to be reported by name outside of medical journals. Over the next four years, no fewer than 60 strains of antibiotic-resistant Streptococcus and then hundreds of strains of antibiotic-resistant Staphylococcal and Pneumococcal isolates are identified and redtagged’ by health organizations around the world.

2020, January - The United Nations-backed World Health Organization’s treaty banning the non-institutional use and sale of antibacterial plastics, soaps and other antibacterials is passed into law in the United States, Japan, Canada and the European Union. During 2011 and 2012, a majority of countries become signatories to the Savannah Protocols. Those few countries that do not sign on to the Savannah Protocols for the Reduction of Antibacterial Resistant Strains become havens for small companies that continue to produce commercial antibiotics as well as Microban antibacterial-impregnated plastic toys and household products.

Now

Antibiotics are only prescribed in emergencies and against diseases and syndromes that are 100% certain to be bacterial in origin.

Antibacterials are illegal outside of hospitals and doctors’ offices.

There is thriving black market on microban plastics manufactured in the Congo and several small island nations.

Theft of antibiotics from medical facilities is rampant.

Lower-income families who cannot afford to live in so-called ‘contaminant reduced areas’ desperately seek out any source of antibacterial protection for their children.

Medical procedures are considered to be an ‘unnecessary risk’ for most citizens, and transdermal implants are particularly risky as they are slow to heal and quick to become infected. Even the human body’s own defensive Staphylococcal bacterium have become offensive to someone with open wounds.





filthy Lucre

The war against paper currency has been pursued by governments and banks for decades now, and the result is that in modern nights almost all transactions are done electronically. Even many gray and black market operations conduct legitimate electronic sales of products at inflated prices, and include the black market goods along with the legitimate purchased goods. This is the timeline of the war against money.

1990 - Studies indicate that paper money carries large quantities of contaminants. Primary among these are cocaine (and later cocaine-analogs after the destruction of the coca plants by the DEA designer plague) and staphylococcus epidermidis. Both are considered harmless at this time.

2003 - The war on drugs is still going strong, and leads the United States into the second invasion of several Central American countries. At the same time the war continues at home with the creation and implementation of incredibly sensitive drug-sniffing systems. Hundreds of people are detained at airports around the US for possession because of the quantities of cocaine-analogs embedded into the money they are carrying. Many of these detainees who match other 'indicators of criminal behaviour' disappear entirely for months or longer under the eye of the "gang of four". Foreign nationals caught by these drug screens are immediately denied entrance to the United States.

2019, July - In the rash of vancomycin- and oxazolidinone-resistant bacterial strains discovered after 2018, one that became very well known was a mutation of the common staphylococcus epidermidis - a bacteria that is naturally occurring on human skin and mucous membranes. While this bacteria is harmless in most humans with active immune systems, it was noted in July of 2020 that a strain had become completely vancomycin- and oxazolidinone-resistant - meaning that there was no longer any known 'magic bullet' antibiotic that could kill it. It was immediately noted by the World Health Organization that further mutations of this strain could pose a significant threat to humans world-wide.

2019, April - On April 4th, Johannes Dupont died of an infection caused by a paper cut that became infected with a newly-discovered fully-resistant strain of staphylococcus aureus. Johannes was a federal bank employee, and the origin of the cut was traced to his handling of money. Further, the hospital and media misreported the infection as a mutation of s. epidermidis as opposed to a new strain of s. aureus. There was an immediate uproar in the media as the ever-present skin bacteria became the talk of the world. This date is generally regarded as the beginning of the black market in antibacterials, as the population panicked in response to the news and began hoarding banned actibacterials to protect against everyone else's epidermal bacterium.

Now

Since 2019, the public opinion has been firmly against the use of printed currency. It is viewed as dirty and unsafe - a carrier for drugs and bacteria and now potentially of nanovirus infection. Governments and banks around the world have worked to encourage this opinion, as electronic currency is far easier to track.

Tonight, citizens see printed currency as the tool of black market drug and weapons dealers and others who are obviously trying to circumvent the banking system.

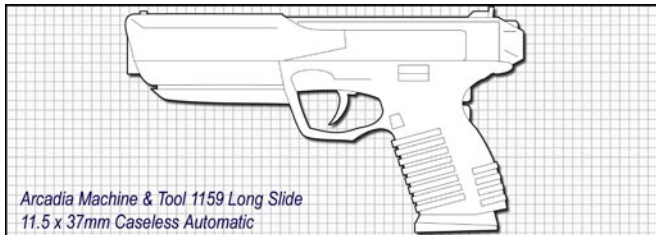
Most printed currency in circulation is quite old, as those who circulate it cannot actually bring it to a bank for fear of it being traced to their illicit transactions. Much of it has become vermin-eaten (or at least vermin-nibbled), and the concentration of drug residue on these bills is greater than would be expected from prior studies because the bills have been in circulation around the drug trade for much longer periods of time.

Banks are unwilling to hand out much cash to clients, typically only carrying a thousand dollars in liquid cash assets in the bank on any particular day, claiming that there is not enough demand for them to stock any real quantity of printed currency. Governments have helped banks in this manner, with legislation allowing many banks to not stock any printed currency at all.

Firearms Archive:

Handguns

AMT 1159 Long Slide

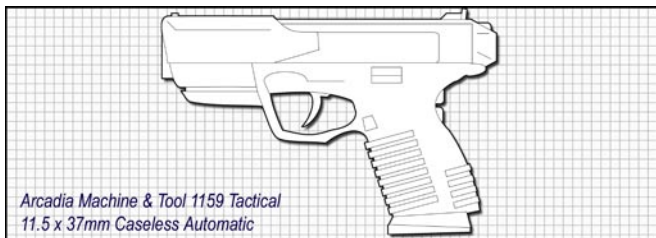


PST • +0 • J • P • 4d6 • 10 • 2 • ST • 50m • 600eb
(includes recoil compensation)

One of the few handguns chambered in the powerful 11.5mm caseless round introduced by Benelli in 2015. The AMT 1159 is the precursor to the powerful Colt AMT series of 12mm handguns, and is the gun that drew Colt's attention to Arcadia Machine & Tool in the first place.

A comfortable gun to fire, the AMT 1159 Long Slide is fairly front-end heavy to reduce muzzle flip and comes with excellent venting and controls.

AMT 1159 Tactical

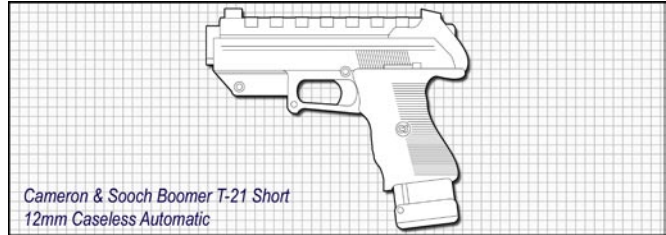


PST • +0 • J • P • 4d6 • 10 • 1 • ST • 50m • 500eb

A short-barrel version of the AMT 1159, the Tactical model isn't quite small enough to be easily concealed, but it is a much more comfortable carry gun. The reduced muzzle weight, however, tends to make the gun somewhat more difficult to control in combat.

C&S Boomer T-21 Short

A real heavyweight handgun, the Cameron & Sooch Boomers attempt to mesh the design concepts of the Elite series of pistols with the heavy firepower that SoochArms was famous for prior to the merger into Cameron & Sooch.

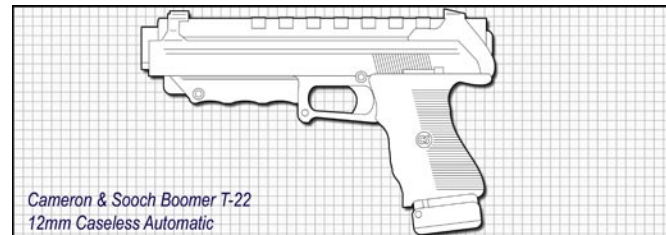


PST • +1 • J • P • 4d6+1 • 12 • 2 • ST • 50m • 800eb
(includes laser sight)

The Boomers all fire the heavyweight 12mm caseless round used by many security and military firearms - a common and potent load, but not up to the expected potency of a heavy handgun from the old SoochArms gunsmiths.

A nice, compact design, the Boomer T-21 Short handles itself remarkably well in action, and comes with an integral laser sight.

C&S Boomer T-22

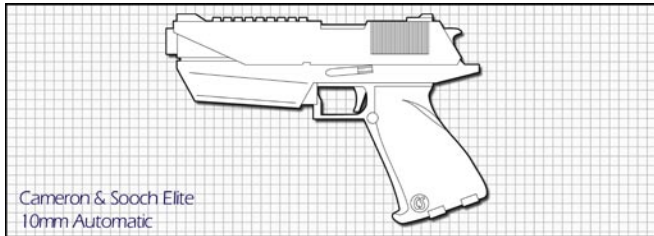


PST • +2 • J • P • 4d6+1 • 12 • 2 • ST • 50m • 900eb
(includes laser sight)

The full-frame edition of the Boomer, the T-22 is a respected gun by many armchair firearms experts. In action it is a typical 12mm automatic. As with the T-21, it includes a laser sight mounted integrally just below the barrel.

The heavier weight and longer barrel make this a true comfort to fire compared to most 12mm heavy handguns on the market.

C&S Elite



PST • +1 • J • P • 2d6+3 • 14 • 2 • ST • 50m • 400eb

The Cmeron & Sooch Elite was released a year before the Boomer series, and was an immediate success as a stylish substitute for the old wonderines that have rapidly been outstripped in utility by modern body armor and heavier firearms.

The Elite remains in production today and is one of the few 10mm automatics firing cased ammunition that is still on the market. C&S remains one of the few manufacturers of 10mm cased ammo after it went out of production in the late 1980's.

C&S Operations Elite



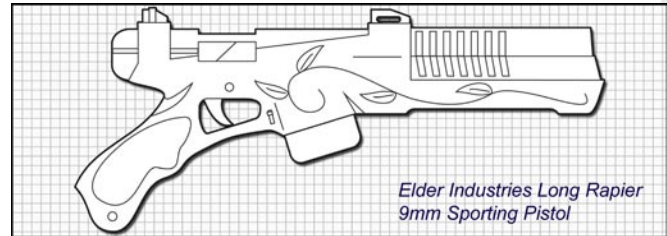
PST • +2 • L • P • 2d6+3 • 18 • 2 • ST • 50m • 700eb

The Operations Elite was originally prototyped for a bid for the Indian special operations forces. The Operations Elite takes the base frame of the Elite and extends the barrel, incorporating an ultra-violet or infra-red laser sight into the housing, and extends the magazine capacity.

The end result is a much heavier gun with significant combat endurance. While it wasn't selected during the firearms trials, it was covered extensively by Solo of Fortune magazine, and C&S decided to take it into production anyways.

The units used in the Indian firearms trials (and reviewed in Solo of Fortune) were higher quality models than the ones that were released to the public the next year. A classic "Indian Ops Elite" is Very Reliable and generally costs at least twice as much as a new model because of the collector status.

Elder Industries Long Rapier

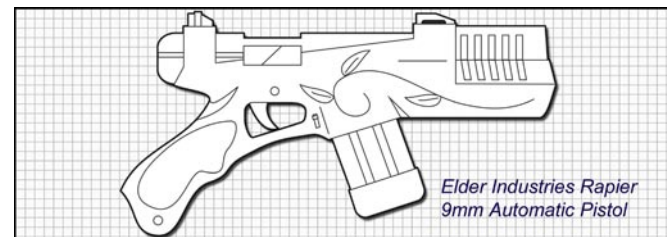


PST • +2 • J • R • 2d6+1 • 6 • 3 • ST • 50m • 700eb
(includes recoil compensation)

An elegant sporting gun, the Rapier generally only sees use in light game hunting, target ranges and competitive shooting circuits. Some eurosolos also carry it for exactly these reasons.

The heavy barrel design and controlled venting makes the Long Rapier incredibly quick to sight and resight between shots. However, it can be somewhat cantankerous because of the low-tolerance design.

Elder Industries Rapier

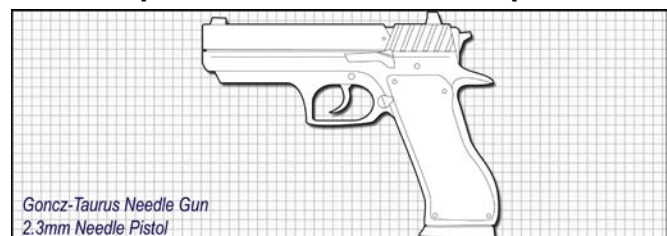


PST • +1 • J • C • 2d6+1 • 14 • 2 • VR • 50m • 240eb

The Rapier is a more functionally-oriented design based on the Long Rapier sporting gun. Unfortunately, the magazine style makes the Rapier somewhat more difficult to holster than a standard sidearm (-1 WA on the round that it is drawn).

In most other respects, it is a fairly typical wonderine.

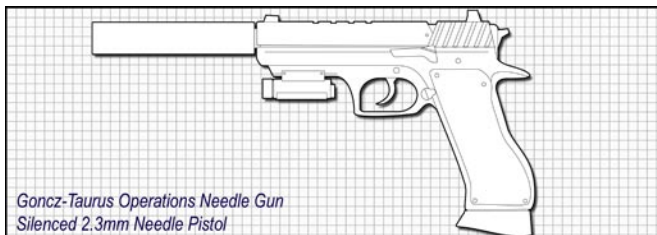
Goncz-Taurus NeedleGun



PST • +2 • J • P • 1d6+3 • 30 • 2 • VR • 50m • 250eb

One of the few traditional-looking firearms on the market that fires the 2.3mm x 15mm needle munition. The Goncz-Taurus takes full advantage of the small casing to maximize the number of rounds in the magazine. While most needleguns do this by using unique magazine designs, the Goncz-Taurus uses a standard handgrip magazine well with a 4-stack extra-long magazine.

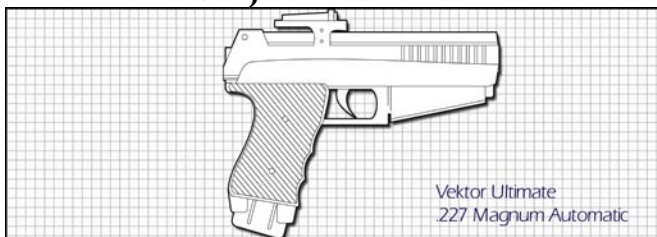
Goncz-Taurus Operations NeedleGun



PST • +3 • L • R • 1d6+3 • 36 • 2 • VR • 50m • 650eb
(includes laser sight)

Developed for ESA security forces, the Operations model of the G-T NeedleGun is functionally identical to the baseline model, but has a slightly retooled receiver and the barrel has been extended slightly beyond the frame and is designed to accept a silencer or other screw-on accessory. It comes with a slightly longer magazine and a laser sighting system.

Vektor Ultimate



PST • +1 • J • P • 2d6+3AP • 14 • 2 • VR • 50m • 350eb

The South African Vektor Ultimate fires a domestic (and hard to find on the international market) .227 magnum cased round. Developed by the same manufacturer as the ammunition (a division of the DENEL corporation), the gun and ammo are both rare internationally.

The .227 round is a potent little round developed to compete in penetration with 11mm caseless loads found in many European handguns. It is only available in armor piercing.

It was fairly well received by the firearms press, but the scarcity of ammunition damned it to an early grave.

Needle Ammo

Needle ammo comes in four basic types - light (1.5mm), medium (2.3mm) and heavy (3mm). Needle ammo is exceptionally long for the diameter and provides for exceptional penetration. All needle ammunition treats armor as 1/2 Stopping Power.

Needle ammunition is cased by default, because there is not enough room for the propellant behind the round without the use of a necked casing, making caseless needle rounds difficult if not impossible to develop.

Ammo	Damage	Cost (50)
1.5mm	1D6+1 dmg	20eb
2.3mm	1d6+3 dmg	30eb
3mm	2d6 dmg	35eb

Armour Defeating Loads 5x cost
1/4 SP, 1/2 trauma

Water Triggered Explosive 25x cost
Explodes for 3D6 (1.5mm) / 4D6 (2.3mm) / 5D6 (3mm) damage if it penetrates target's armour into a flesh location

Strength 15 Poison 20x cost
Target must roll BOD+Resist Torture dif 15 or die (or sleep) in D6 rounds

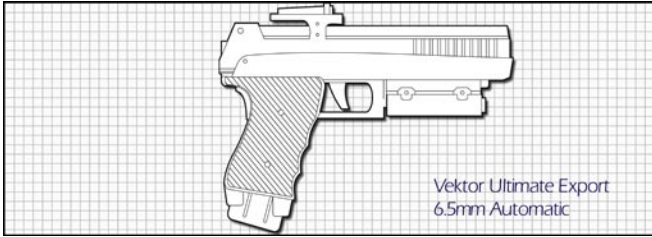
Strength 20 Poison 30x cost
Target must roll BOD+Resist Torture dif 20 or die (or sleep) in D6 rounds

Armour Defeating Water Triggered 50x cost
1/4 SP, Explodes for 3D6 (1.5mm) / 4D6 (2.3mm) / 5D6 damage if it penetrates target's armour into a flesh location

Armour Defeating Str 15 Poison 40x cost
1/4 SP, Target must roll BOD+Resist Torture dif 15 or die (or sleep) in D6 rounds

Armour Defeating Str 20 Poison 60x cost
1/4 SP, Target must roll BOD+Resist Torture dif 20 or die (or sleep) in D6 rounds

Vektor Ultimate Export



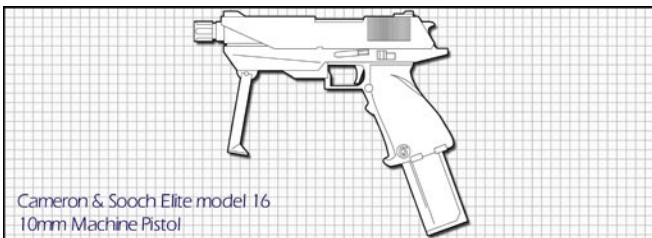
PST • +2 • J • P • 3d6+1 • 12 • 2 • VR • 50m • 500eb
(includes laser sight)

With international sales lagging because of lack of acceptance of the .227 magnum, Vektor retooled the Ultimate for international sales using the cased 6.5mm x 29mm Special Operations 2 round developed in Europe.

Sales for the Ultimate Export remain sluggish however, and it is only a matter of time before the line is killed completely.

Firearms Archive: Machine Pistols

C&S Elite Model 16



PST • +1 • J • R • 2d6+3 • 22 • 2/3 • ST • 50m • 600eb

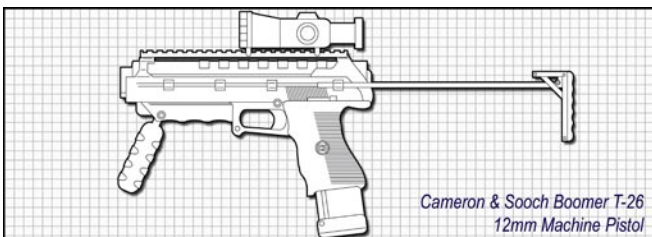
The Model 16 Elite is only sold to licensed security firms in North America. It takes the frame of the standard Cameron & Sooch Elite 10mm automatic and adds a select-fire mode between semi-auto and three-shot burst, a folding front grip, extended magazine, and ported and threaded barrel for attaching various accessories.

Sales on this model remain brisk in America and Europe, and models in other calibers are expected to be on the market in the next few years.

With the success of the Elite Model 16, people and gun experts alike waited for the release of a similar model of the more recent and higher-powered Boomer series. Specialty gun stores such as Machineguns of Loving Grace almost immediately started retrofitting T-22s with three-shot burst-fire modes, folding stocks and assault grips and selling them as the Boomer T-16 (in reference to the Model 16). The only benefit the C&S model has over the custom aftermarket models is a lower price, and full automatic fire.

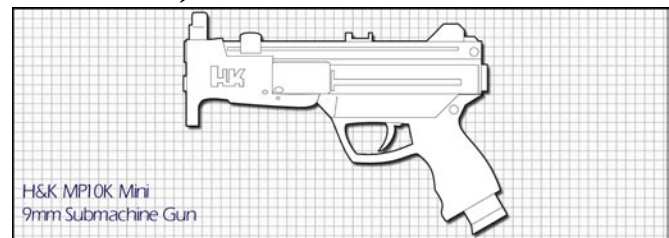
With the stock extended, the T-26 and T-16 gain +1 WA. The T-16 lacks the ROF 20 mode, and costs an additional 100eb more than the T-26.

C&S Boomer T-26



PST • +1 • L • R • 4d6+1 • 16 • 2/3/20 • ST • 50m • 850eb

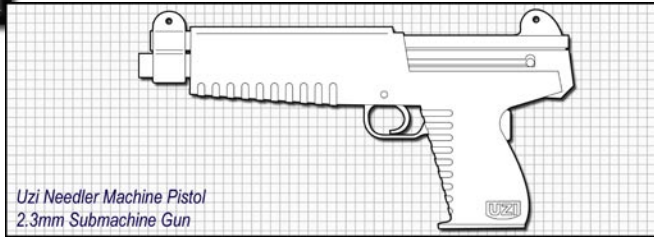
Heckler & Koch MP10K Mini



PST • +1 • J • C • 2d6+1 • 12 • 2/3/30 • VR • 50m • 550eb

The lightest and slimmest of the H&K MP line, the MP10KMini is a revised and lightened version of the MP10 Slimline chambered in the classic cased 9mm. With the removal of the foregrip, shortening of the barrel and a smaller magazine, the MP10K looks like an cross between an MP-series submachine and a heavy handgun.

Uzi 2.3mm Needle Machine Pistol



Uzi Needler Machine Pistol
2.3mm Submachine Gun

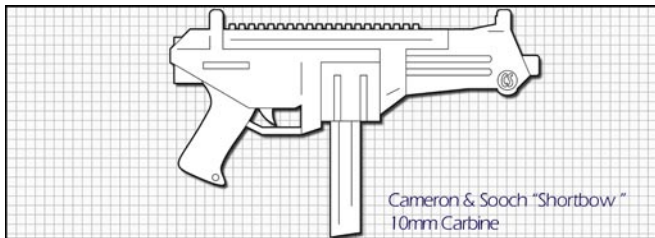
SMG • +1 • J • P • 1d6+3 • 40 • 20 • VR • 100m • 500eb

Developed as a special operations weapon for Israeli and German special operations divisions, Uzi initially was working on a handgun to deliver the high penetration 2.3mm needle rounds. In order to hold as many rounds as possible in the heavy magazine, they went for a heavy frame weapon.

The final design is a very effective machine pistol that is often equipped with a silencer for covert delivery of deadly toxic needle ammo.

Firearms Archive: Submachine Guns

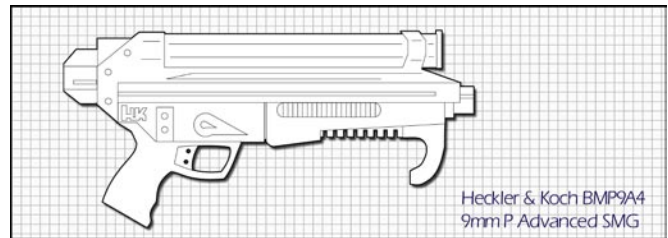
Cameron & Sook "Shortbow"



Cameron & Sook "Shortbow"
10mm Carbine

SMG • +1 • L • P • 2d6+3 • 30 • 20 • ST • 150m • 600eb

A heavily modified version of the Longbow assault rifle 10mm conversion, the Shortbow is effectively an assault rifle frame firing 10mm cased ammo. The Shortbow is not a very common weapon, on the streets or in the hands of corporate security.



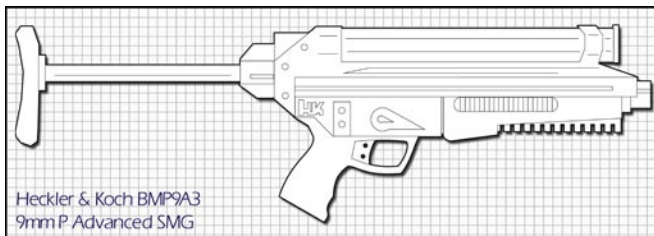
Heckler & Koch BMP9A4
9mm P Advanced SMG

SMG • +1 • L • P • 2d6+1 • 90 • 20 • ST • 150m • 600eb
SMG • +1 • L • P • 2d6+3 • 80 • 20 • ST • 150m • 700eb

All models are available in both 9mm P Caseless (the BMP-9 series) and 10mm Caseless versions (the BMP-10 series).

The A3 models include an extending stock. When extended, the accuracy goes up by 1 and the concealability drops to N. The A4 models forego the folding stock and add a thumb grip on the front of the gun to help hold down muzzle climb while firing.

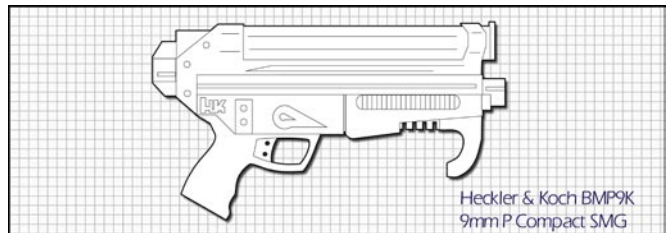
Heckler & Koch BMP Series



Heckler & Koch BMP9A3
9mm P Advanced SMG

SMG • +1 • L • P • 2d6+1 • 90 • 20 • ST • 150m • 600eb
SMG • +1 • L • P • 2d6+3 • 80 • 20 • ST • 150m • 700eb

The BMP series is Heckler & Koch's entry into extended-capacity submachine guns. Like most high-endurance subguns of the early 21st century, the BMPs use a helical magazine that is mounted above the action of the gun, feeding the ammunition downwards into the firing action.

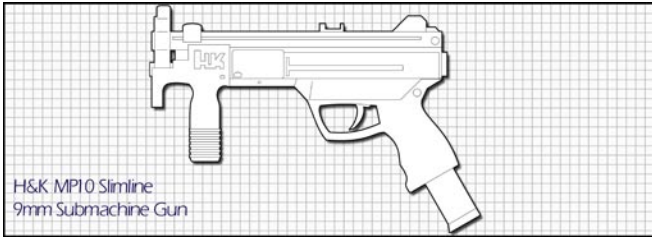


Heckler & Koch BMP9K
9mm P Compact SMG

SMG • +0 • J • P • 2d6+1 • 75 • 30 • ST • 100m • 600eb
SMG • +1 • J • P • 2d6+3 • 65 • 25 • ST • 100m • 700eb

The K models use a lighter bolt and shorter frame for easier carrying and faster firing, but are less effective at range and use a smaller magazine.

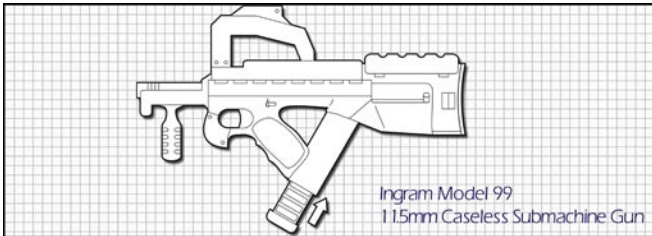
Heckler & Koch MP10 Slimline



SMG • +1 • J • C • 2d6+1 • 20 • 30 • VR • 100m • 550eb

The slimline MP10 was a change in design from the core MP5 line, moving the magazine from in front of the sub-gun's grip to a pistol-grip magazine well. The end result is a slimmer gun with a longer barrel than a classic MP5K which the MP10 was meant to replace. If it weren't for the protrusions and assault grip, this could have been a contender as a standard carry sidearm.

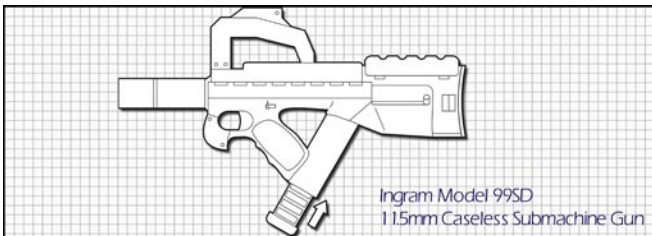
Ingram Model 99 Series



SMG • +0 • N • P • 4d6 • 30 • 30 • ST • 150m • 800eb

Ingram introduced the Model 99 series as a lower-cost alternative to the popular Heckler & Koch MPK-11 series. The gun design, like the MPK-11, is a bullpup receiver firing a high-powered caseless ammunition (in this case the 11.5mm caseless round). The gun uses a unique angled telescoping bolt design with an electronic limiter to reduce the rate of fire to a controllable level.

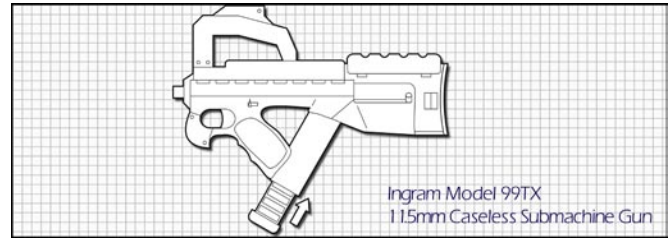
Even with these technologies in place, the Ingram manages to squeak in under the price of the H&K MPK-11 series.



SMG • +0 • N • P • 4d6 • 30 • 30 • ST • 150m • 1,000eb

The base design of the gun is noted by many magazines and professionals in the field as the single ugliest sub-machinegun on the market. The incredibly short front

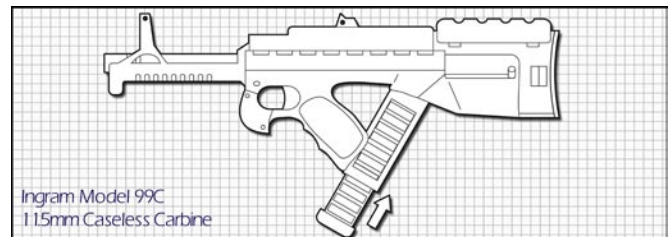
end, combined with the almost non-functional foregrip and the oversized carrying handle and iron sights make the weapon very ungainly.



SMG • -1 • L • P • 4d6 • 30 • 30 • ST • 100m • 750eb

As long as the carrying handle is in place, most models of the Model 99 (the base model and the SD model) are non-concealable. With the removal of the carrying handle, the concealability of all models increases by one step (L for the 99 and 99SD, J for the 99TX). The removal of the carrying handle also removes the iron sights, reducing weapon accuracy by -1 unless the weapon has been smartlinked or provided with an alternate sighting system.

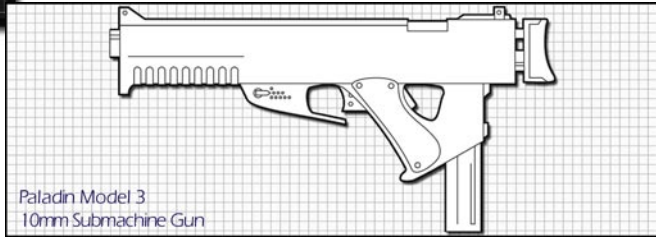
The Model 99SD includes an integral silencer and suppressor to make the weapon nearly completely silent, whereas the TX model strips away the entire front end of the gun, making it easier to conceal, but much more difficult to control as the gun is already back-end heavy in the other models.



SMG • +0 • L • P • 4d6 • 30 • 15 • ST • 200m • 800eb

The Model 99C was released as a civilian and light security use firearm. The electronic limiter has been adjusted on this model to significantly reduce the rate of fire for more controlled operation and the longer barrel allows the the use of a more conventional sighting system.

Paladin Model 3

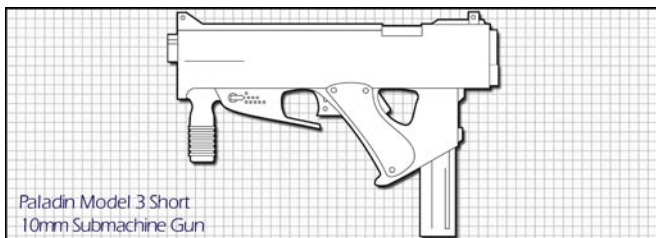


SMG • +2 • L/N • P • 2d6+3 • 20/40 • 20 • ST • 200m • 700eb

The model 3 is a heavy frame 10mm bullpup submachine gun designed for military and overt security work. The design is purposefully heavy and large, allowing for a variety of options to be built into the gun without serious change to the exterior appearance.

The model 3 can be purchased with integral silencing (200 eb, reduces accuracy to +1), and with an optional laser sighting system mounted under the barrel. It also comes with 20 and 40 round magazines. Concealability is reduced to non-concealable (N) when the 40 round magazine is in place.

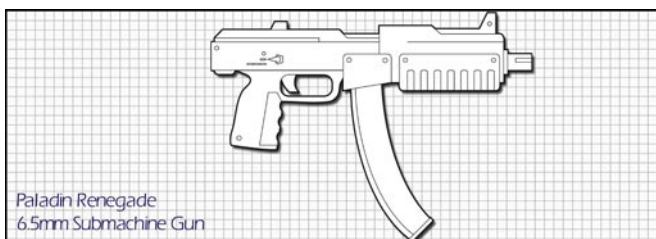
Paladin Model 3 Short



SMG • +1 • J/L • P • 2d6+3 • 20/40 • 20 • ST • 200m • 700eb

The short model of the Paladin Model 3 is similar in most respects, but with a shorter barrel, an assault grip to make up for the lack of foregrip, and the removal of the padded stock. The Model 3 Short can be purchased with the same integral accessories as the standard model 3. The concealability of the Model 3 Short with a 20 round magazine in place (or no magazine) is J, and L with the 40 round magazine.

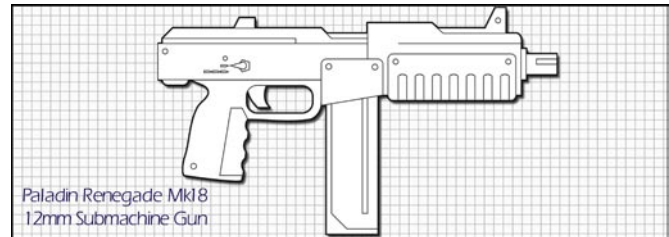
Paladin Renegade



SMG • +1 • J/L • P • 3d6+1 • 40 • 20 • ST • 200m • 700eb

A conventional submachinegun design rushed to market to use the European SO-2 6.5mm cased ammunition, the Renegade sees very little use because of its old school design, awkwardly long and curved magazine and heavy weight.

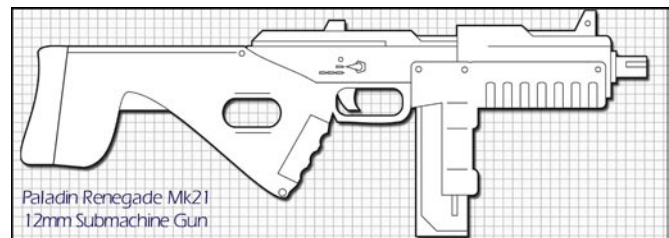
Paladin Renegade Mk 18



SMG • +0 • L • C • 4d6+1 • 30 • 20 • UR • 200m • 600eb

The Renegade Mk 18 takes the basic frame and design of the Renegade, and loads the street-samurai favourite 12mm caseless rounds. Due to aggressive marketing and sales (including 'losing' cases of the guns in various combat zones), the Renegade Mk 18 has become one of the most common 12mm subguns on the streets today.

Paladin Renegade Mk 21

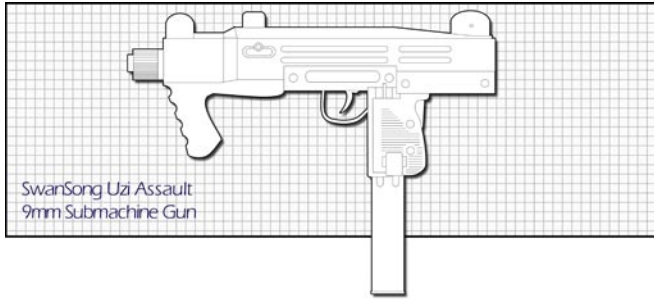


SMG • +2 • N • P • 4d6+1 • 30 • 20 • ST • 200m • 1,100eb

With the popularity of the Mk 18 on the rise, many new street samurai are already familiar with the weapon when they start looking for better guns. To fill this market, Paladin started production of the Mark 21. The Mark 21 incorporates a solid stock, better grips, and a modified receiver system that makes the Renegade not only more accurate, but more reliable too.

If not for the very strong reputation that Heckler & Koch have developed over the past 50 years, the Renegade 18 and 21 would likely become a standard assault weapon of street samurai worldwide.

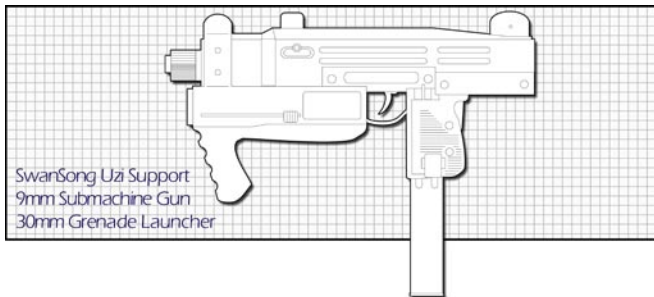
Uzi Assault



SMG • +3 • L • P • 2d6+1 • 50 • 30 • ST • 150m • 550eb

The Uzi Assault is an aftermarket adaptation of the classic Uzi submachine gun to use modern caseless 9mm ammo. This particular model adds a foregrip and extends the magazine significantly to take full advantage of the caseless ammunition.

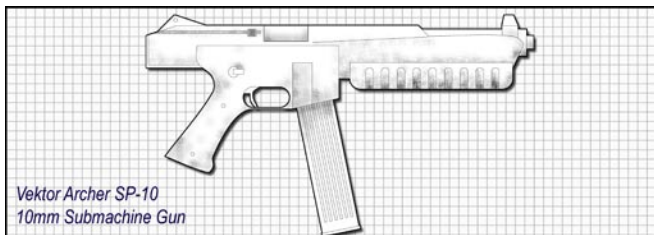
Uzi Support



SMG • +3 • N • R • 2d6+1 • 80 • 30 • ST • 150m • 1,200eb
HVY • -1 • N • R • 25mm • 2 • 2 • VR • 100m • 1,200eb

The Uzi Support takes the rebuilt Uzi Assault and further modifies the grip to take a wider triple-stacked magazine and mates the gun with a 25mm grenade launcher. Very few of these conversions have been done, and they are a valued street weapon by those who have them.

Vektor Archer SP10

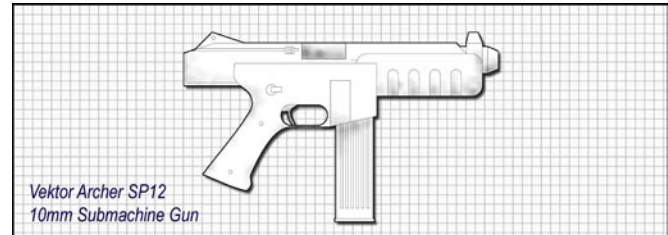


SMG • +1 • L • C • 2d6+3 • 40 • 30 • UR • 200m • 450eb

The turn-of-the-millennium Archer subgun is a typical cased 10mm subgun found in markets world-wide. The SP10 turns up in the hands of gangers and punks everywhere because of the low price and because it was on

the market during the initial stages of the collapse. The SP10 is no longer manufactured by Vektor today, but enough are on the streets already that other companies have started making cheap knock-off copies.

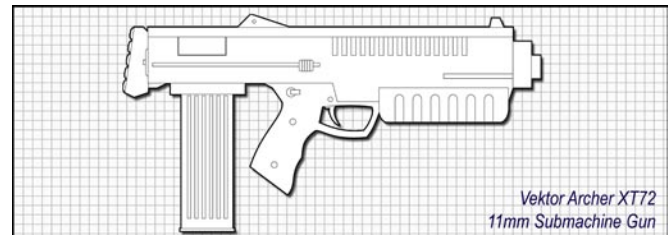
Vektor Archer SP12



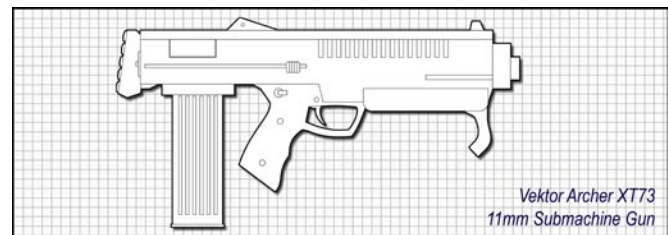
SMG • +1 • J/L • C • 2d6+3 • 15/30 • 30 • UR • 150m • 400eb

The Archer SP12 is a reduced-frame model of the SP10. Only produced in small numbers by Vektor in South Africa, it is now being bulk-manufactured by a variety of knock-off polymer companies in the US and Asia. With a 15 round magazine (or no magazine), it has a Jacket concealability.

Vektor Archer XT72 & XT73



SMG • +0 • L • C • 3d6 • 40 • 15 • ST • 200m • 700eb



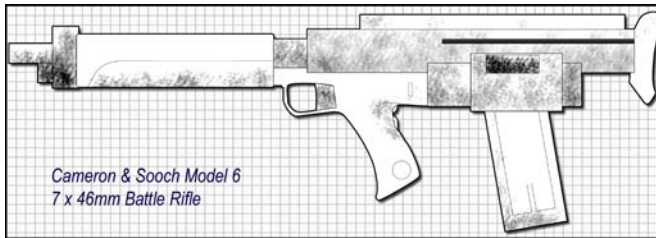
SMG • +0 • L • C • 3d6 • 40 • 40 • ST • 200m • 800eb

A revision of the old Archer series, the XT72 and XT73 models are chambered in the aggressive 11mm caseless rounds used by the everpresent Stermeyer SMG 21 that the Archer was designed to compete against.

The XT73 removes the cyclic limiter of the XT72, giving it a much higher rate of fire. It is equipped with a thumb-grip in the front to help control recoil at these higher rates of fire.

Firearms Archive: Rifles & Shotguns

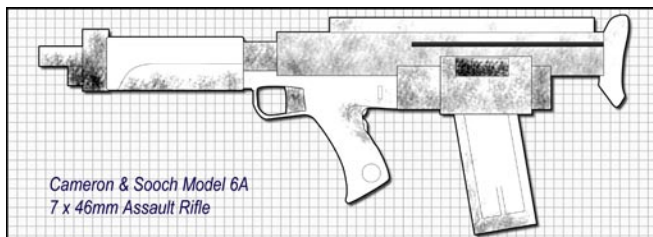
Cameron & Sooch Model 6



RIF • +1 • L • C • 6d6-2 • 30 • 20 • ST • 400m • 500eb

With the recent changeover from the C&S Model 6 to the new Canadarms rifles, a large number of Model 6 units have entered the used market. The Model 6 is a fairly standard bullpup cased rifle design, although significantly heavier than normal. The Model 6 was discontinued for exactly this reason - to be replaced with a significantly lighter rifle firing the same 7mm cased rifle round.

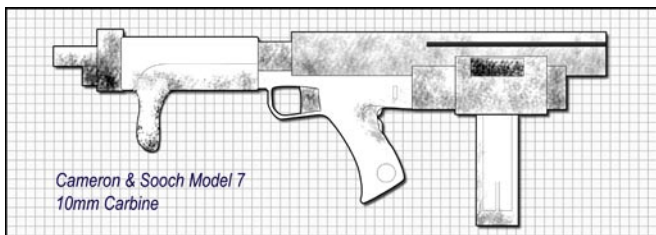
Cameron & Sooch Model 6A



RIF • +1 • L • P • 6d6-2 • 30 • 20 • ST • 250m • 500eb

Along with the thousands of Model 6 units flooding the market, many Model 6A carbines have also hit the streets and this rifle previously reserved for use by the Canadian armed forces is now being seen on the streets.

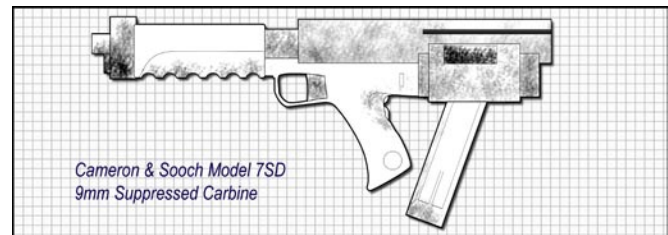
Cameron & Sooch Model 7



SMG • +2 • N • P • 2d6+3 • 30 • 30 • ST • 200m • 600eb

The Cameron & Sooch Model 7 is a reduced version of the Model 6A rechambered in the 10mm handgun load. The combination of the light ammo load and the heavy weapon frame makes for an exceptionally accurate submachine gun.

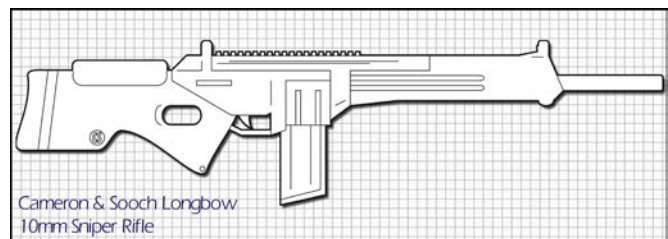
Cameron & Sooch Model 7SD



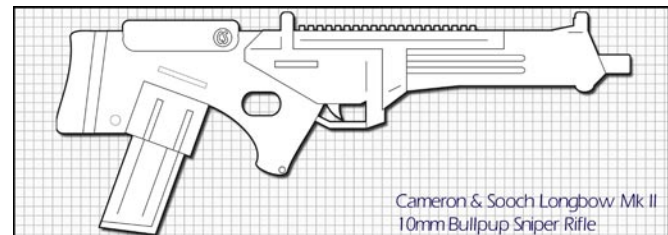
SMG • +1 • L • R • 2d6+1 • 50 • 30 • ST • 200m • 800eb

A silenced version of the Model 7, chambered in 9mm caseless. The Model 7SD was deployed with quick operations commando teams and deep insertion units. While deprecated for a more modern weapon, many units still carry the old 7SD, making it a rare find in the used gun markets.

Cameron & Sooch Longbow



RIF • +1 • N • P • 6d6 • 18 • 2 • VR • 400m • 800eb



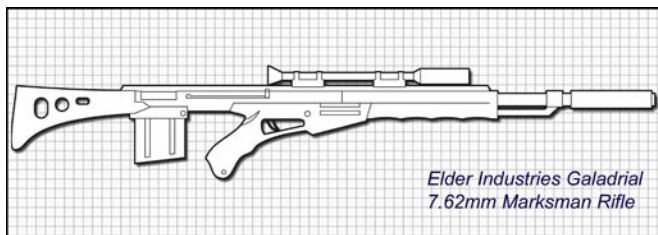
RIF • +2 • N • R • 6d6 • 18 • 2 • VR • 400m • 1,000eb

A semi-automatic sniper rifle in the heavy 10mm Flat round developed for urban sniper rifles produced by Heckler & Koch and FN. The Longbow is typically purchased with either customized longarm furniture or

smart furniture as well as a high-end targeting scope or other optical system.

The Longbow-2 is basically the exact same action as the Longbow, but placed in a bullpup receiver, reducing overall weapon length.

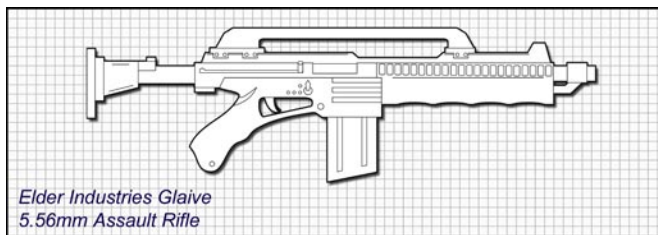
Elder Galadrial



RIF • +2 • L • R • 9d6+3 • 8 • 2 • ST • 600m • 1,500eb

The Galadrial is one of the very few sniper rifles that comes factory-equipped firign 7.62mm electrothermal-enhanced rounds. The rifle is an exceptionally long barreled bullpup sniper system that verges on being an anti-material rifle. It is typically loaded with 7.62mm ETE Improved Glasers for anti-personnel use (9d6+21 damage, 1.5x SP) and Titanium armor piercing for anti-material use (1/2 SP at short range).

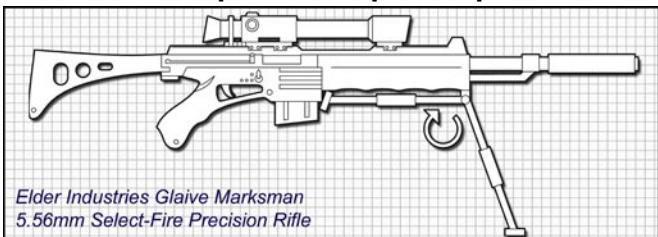
Elder Glaive



RIF • +1 • N • P • 5d6 • 30 • 20 • VR • 400m • 450eb

The Glaive 5.56mm caseless rifle is an ergonomic classic assault rifle borrowing heavily from the design of the HK G36 rifles. The carrying handle acts as a sight mounting rail that can support any number of sighting attachments.

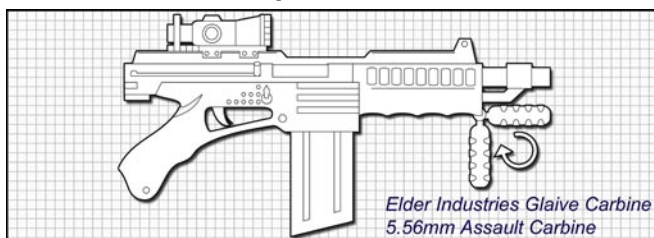
Elder Glaive Sniper System



RIF • +2 • N • R • 5d6 • 12 • 2/3 • VR • 400m • 850eb

A sniper version of the Glaive, the sniper system incorporates a solid stock, extended barrel, flare suppressor, shorter magazine and bipod. It lacks the carrying handle of the standard model, and can only fire in semi-auto or three round burst modes.

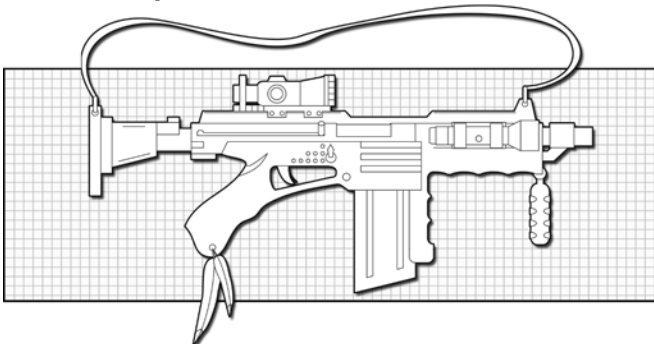
Elder Glaive Carbine



RIF • +0 • L/N • P • 5d6 • 12/30 • 20 • VR • 300m • 450eb

The carbine edition of the Glaive shortens the barrel significantly, and removes both the folding stock and carrying handle of the standard Glaive rifle. With no magazine or the 12 round magazine from the Glaive Sniper and the assault grip folded forward, the gun fits comfortably under a long coat.

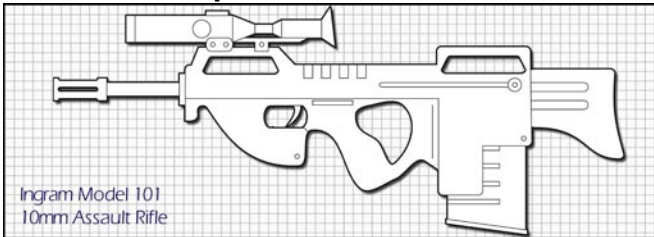
Elder Glaive Carbine - Max Edition



RIF • +1 • N • P • 5d6 • 30 • 20 • VR • 300m • 900eb

A customized Glaive Carbine with extending stock, IR flashlight, customized furniture and a rapid acquisition red-dot sight (reduces the penalty to hit for snap-shooting by 1).

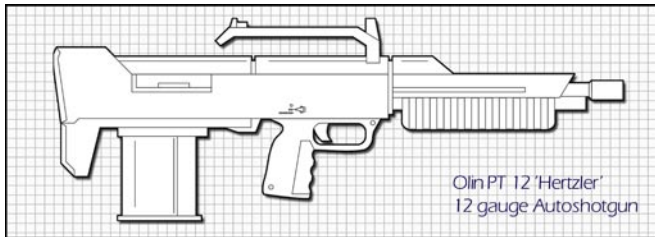
Ingram Model 101



RIF • +1 • N • R • 6d6 • 20 • 20 • VR • 400m • 900eb

Very few assault rifles have seen production using the new 10mm Flat round because the girth of the round makes for smaller magazines than most other munitions with similar ballistics. The Ingram 101 is the exception, a heavy bullpup assault rifle with a pair of carrying handles. The Ingram 101 was only recently unveiled to the international market, and orders haven't started coming in yet, however the gun has begun to turn up in the hands of some corporate black operations teams from companies with good working relationships with Ingram.

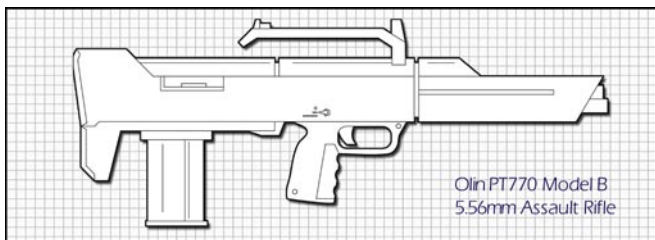
Olin PT 12 "Hertzler" Autoshotgun



SHG • -1 • N • P • 4d6 • 15 • 10 • ST • 50m • 1,100eb

The Hertzler is a bullpup 12 gauge autoshotgun with many design similarities to the Arasaka Rapid Assault 12. It features an adjustable choke and a rapid-cooling ceramic firing chamber to prevent overheating which could cause the standard shotgun shells to melt and cling to the inside of the chamber instead of extracting properly.

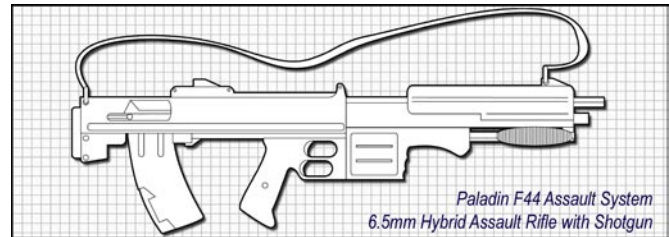
Olin PT770 Model B



RIF • +2 • N • P • 5d6 • 30 • 2/3 • VR • 400m • 500eb

Based on the heavy frame of the PT 12, the PT770 is basically the exact same frame as the Hertzler, but firing the much lighter 5.56mm caseless. The PT770 can fire in semi-auto and three round burst only, although some aftermarket conversions allow for full autofire.

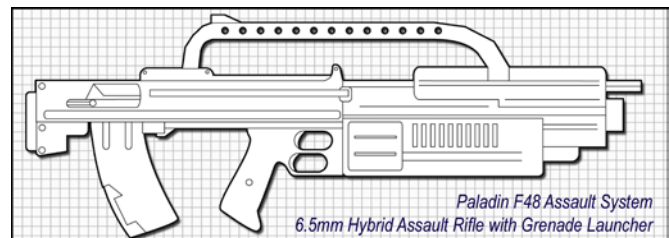
Paladin F44 Assault System



RIF • +1 • N • P • 6d6-1 • 35 • 30 • ST • 400m • 1,250eb
SHG • -1 • N • P • 4d6 • 8 • 2 • VR • 50m • 1,250eb

The F44 Assault system pairs a 6.5mm Hybrid assault rifle (Basically a slightly longer version of the Militech Dragon) with a 12 gauge underbarrel shotgun. Designed for jungle fighting, the F44 is a very long rifle for the role, and is viewed with disfavor by most people because of the length and weight of the gun and ammunition.

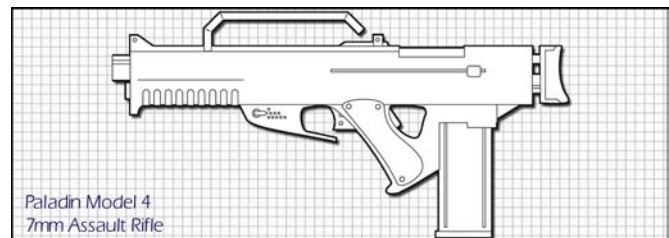
Paladin F48 Assault System



RIF • +1 • N • P • 6d6-1 • 35 • 30 • ST • 400m • 1,750eb
HVY • +0 • N • P • 25mm • 6 • 2 • VR • 150m • 1,750eb

The F48 is the mating of the F44 6.5mm Hybrid rifle with a 25mm grenade launcher. In addition, the F48 includes a carrying handle and sighting rail.

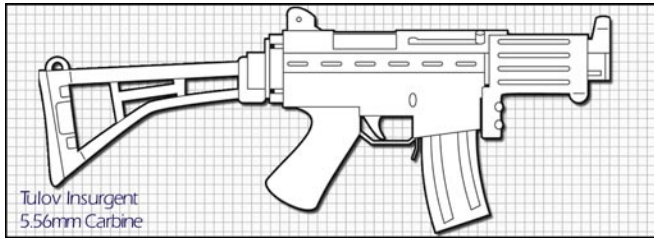
Paladin Model 4



RIF • +1 • N • P • 5d6+3 • 30 • 20 • ST • 400m • 500eb

Using the same frame as the Model 3 submachine guns, the Model 4 assault rifle actually uses most of the space in the otherwise oversized frame. A comfortable and light rifle with good aim and ambidextrous controls, the Model 4 is the flagship of Paladin's weapon systems.

Tulov Insurgent

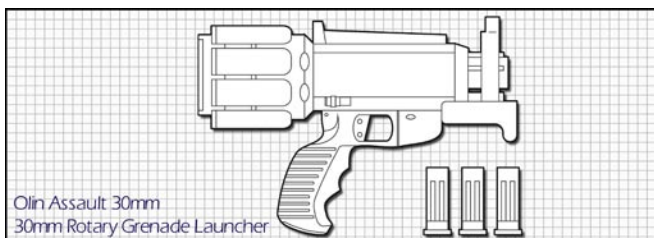


RIF • -2 • J/N • P • 5d6 • 15/30 • 20 • UR • 200m • 550eb

A cheaply-manufactured undersized 5.56mm cased assault rifle based on the classic AR-15 receiver assembly. The Insurgent is made of low-tolerance stamped metal parts and a hollow polymer pistol grip and front end. It is also known as the Tulov “flamethrower” because of the flare released when it is fired. With stock folded (-1 WA) and a 15 round magazine instead of the standard 30 round magazine, the Insurgent becomes Jacket concealable.

Firearms Archive: Heavy Weapons

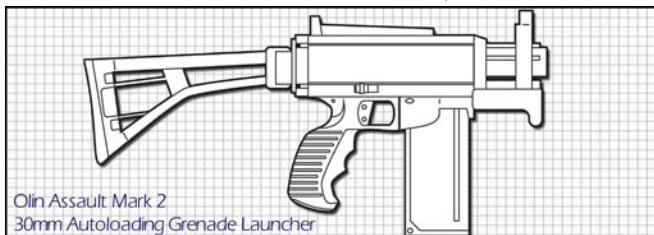
Olin Assault 30



HVY • -1 • L • R • 30mmG • 6 • 2 • ST • 100m • 400eb

Designed at the same time as the Militech 25mm grenade systems, but only released nearly 2 years later, Olin's 30mm grenades are nearly identical to the Militech equivalents. The Assault 30 is a rotary launcher using a six-shot drum of 30mm grenades. The shooter can ‘dial a shot’ and select which grenade to fire before each shot, but this reduces the ROF to 1 unless operating through a smartlink.

Olin Assault Mk II

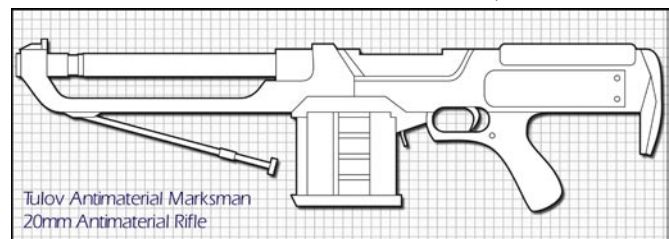


HVY • -1 • L • R • 30mmG • 8 • 2/3 • ST • 100m • 500eb

Because of the amount of time required to reload the revolver-style cylinder in the Assault 30, Olin released the Mark II the next year. The Mark II uses an 8-round

box magazine of 30mm grenades and fires both in semi-automatic and three round burst modes. The only downside to the Mark II is the inability to ‘dial a shot’ like with the Assault 30.

Tulov Antimaterial Marksman



HVY • +0 • N • R • 4d10 • 12 • 1 • ST • 450m • 1,700eb

A long-range antimaterial rifle firing the same Arasaka-brand light 20mm / 9mm sabot rounds as the famous light 20. Tulov is a small arms manufacturer specializing in cheap knock-offs of major weapon systems for the Eastern European market. The Tulov AM Marksman is probably the single highest-quality weapon produced in their Montenegro facility, nearly on par with the Barrett-Arasaka Light 20.

30mm Grenades

30mm grenades are available in the same assortments as 25mm Militech grenades. The larger size allows them greater payloads, so they deal +1 point of damage per die of damage, and burst effects are increased in radius by 1m. 30mm grenades cost 150% as much as 25mm grenades.

