

RUNNERS' GEAR

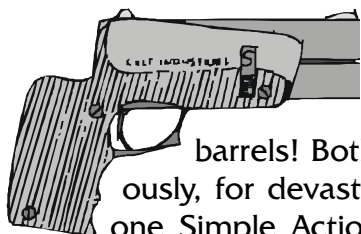
Once more it's time to take a close look at some of the kit that you can encounter in the shadows today. Naturally, that means weapons, but as there's more to running the shadows than blasting stuff to drek with a large-caliber firearm, also included in this overview are other types of gear: armor, vehicles, and generic useful stuff.

WEAPONS

Starting with the all-important firepower, for that extra defensive and offensive edge.

hold-outs

COLT TAKE-DOWN



A hold-out pistol with a difference: where most hold-outs pack no more punch than an air gun, this one fires heavy pistol rounds from its over-under barrels! Both barrels can be fired virtually simultaneously, for devastating effects! One barrel can be fired in one Simple Action; the weapon is very light, so it uses heavy weapon recoil rules (*SR3*, pp. 110-111), while its very short barrels give it a +1 target number modifier at medium range, +2 at long range, and +4 at extreme range. Though technically a hold-out, the Take-Down fires heavy pistol rounds.

- Finally a hold-out that makes sense. The way I see it, you pack a hold-out as the last defense if something nasty is going on; with those Streetline Specials, you can't even kill a fly because its armor is too tough...this one is great!
- Garvey

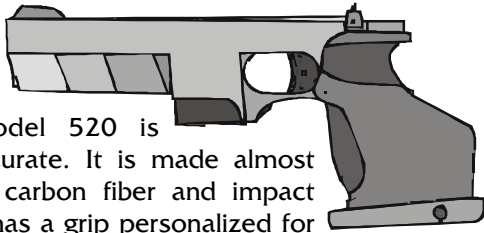


◆ The way you hold this thing is a bit strange at first, but you get used to it pretty soon. You put your middle finger on the trigger, your index finger on the right (or left, if you're left handed) side of the receiver, resting on the safety catch, and your thumb goes behind the top barrel. It feels strange, but in this way you have the barrels in front of your hand, and that reduces recoil significantly. The gun's only got the mass of a hold-out, after all.

◆ Aunt Annie

HÄMMERLI MODEL 520

A high-tech sporting weapon for the marksper-son, the Model 520 is extremely accurate. It is made almost entirely from carbon fiber and impact plastics, and has a grip personalized for the purchaser fitted as standard (see *Cannon Companion*, p. 82). The extremely well-balanced construction makes for stable firing, while the weapon can still accept barrel- and top-mounted accessories, even though it is a hold-out!



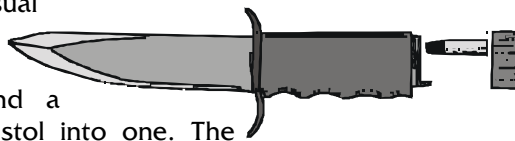
At all ranges beyond short, apply a -1 modifier to the target number due to the accuracy of the weapon. The stable construction provides one point of recoil compensation, but if any accessories are fitted, this no longer applies because the weapon's delicate balance is lost.

◆ The standard personalization is, of course, only if you buy the weapon from an official retail outlet. Most fixers don't provide this service.

◆ Hairy Harry

NORTH INDUSTRIES FIRING KNIFE

An unusual weapon, combining a knife and a hold-out pistol into one. The weapon looks like a medium-sized knife, but the grip



has two barrels inside (one on either side of the blade), and a revolver-type magazine for five rounds. To fire, simply point the knife at the target and pull the trigger! The two barrels allow a higher rate of fire than normally possible with a revolver mechanism, increasing the ROF to SA.

◆ This isn't an original design. In the 1980s, or maybe even earlier, the Chinese already made a weapon much like this one, and it seems like it was a copy of a Czech design even then.

◆ Mikey-Boy

◆ Whatever. Just stab someone and pull the trigger.

◆ Howl

◆ Can't it go off accidentally?

◆ Hairy Harry

◆ Not if you leave the safety on. The trigger (which also functions as the hand guard) is locked when the safety is on, so you can't accidentally fire it if, say, the trigger catches behind your clothes.

◆ Mikey-Boy

STAR MODEL DWT

Imported into the UCAS and CAS by Ares Arms, this small pistol from Spain is one of the best and most reliable in its class.

◆ And that says something about the rest...

◆ Garvey

light pistols

HECKLER & KOCH P11

An all-new light and easily concealable pistol from the well-known H&K, the P11 is designed for those who need a firearm but do not want to advertise its presence. The P11 does not come with any accessories, but can be fitted with all normal ones.

Hold-outs	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Colt Take-Down	8	2 (b)	SA	7M	.5	4/12 hrs	150¥	.8	8P-E	—
Hämmerli 520	4	6 (c)	SA	4L	1.25	8/4 days	1,000¥	1	11P-E	(1)
Firing Knife Knife	6	5 (cy)	SA	4L (Str+1)L	.5	5/12 hrs	250¥	1	8-B+E	—
Star DWT	7	6 (c)	SA	5L	.5	3/18 hrs	300¥	.8	10P-E	—
Light Pistols	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	St. Index	Legality	RC
H&K P11M8	8	8 (c)	SA	6L	1	5/36 hrs	600¥	1.25	8P-E	—
H&K P11M13	8	13 (c)	SA	6L	1.25	6/36 hrs	650¥	1.5	8P-E	—
S&W 6739	8	5 (cy)	SS	6L	.75	3/36 hrs	250¥	.9	9P-E	—

• This guide fails to mention that the weapon described above is called "P11M8." The P11M13 has a 13-round clip in almost exactly the same weapon, though the clips are not interchangeable. The M13 costs 650¥ according to the latest H&K catalog.

• Latex Louis

SMITH & WESSON MODEL 6739

A self-defense revolver, the 6739 is highly concealable, with its smooth design making it easy to quick-draw. The five-shot capacity gives ample firepower for such a small weapon!

• This thing's value seems pretty dubious to me. It will scare street thugs, but any runner (or corp sec trooper) will shoot you first and laugh at your corpse when she's finished.

• Carina

• Read the description: it is presented as being a "self-defense revolver," which means that it's supposed to scare thugs away, not take out guys in heavy body armor. I can testify that a weapon of this class saved me from having my throat cut by some punks who weren't as tough as they looked.

• Terry Taxicab

machine pistols

ARES AMP

Ares' new Assault Machine Pistol provides high firepower in a small package! It can be fired from one hand if needed, though it is also equipped with a folding stock to allow firing from the shoulder. The large clip capacity allows sustained fire, while the rating 2 gas vent system makes it easily controllable.

• Don't believe the hype. This thing looks like a new design, but when you look inside you see the old Crusader MP mechanism with a full-auto mode bolted on. They only altered the exterior styling to make it appear like a new weapon.

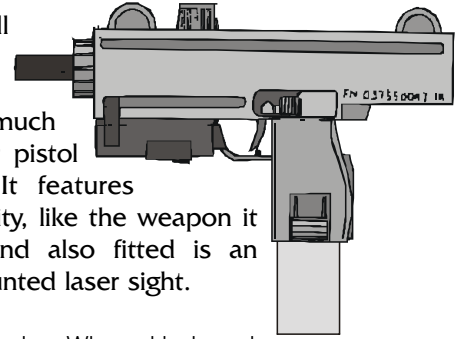
• Chat

• You don't have to buy this thing to rock 'n' roll if you own a Crusader already. What you do is take your Crusader to your favorite armorer, and get him to dig up a few AMP spare parts to convert your Crusader to full-auto mode. Shouldn't cost you more than maybe a hundred yens.

• Wanker

MICRO UZI III

A very small version of the familiar Uzi III, this weapon is much more like a light pistol than an SMG. It features burst-fire capability, like the weapon it evolved from, and also fitted is an under-barrel-mounted laser sight.



• Again, dubious value. Why not just pack a full-size Uzi III, or even better, the new Uzi IV?

• Carina

• Sometimes you need concealability and firepower. This thing has both, IMHO.

• Sassy

• For the same weight and size (and less nuyen), you can also pack a heavy pistol.

• Coyote

RUGER P-4

Initial qualms about using such a low-energy round were stilled when performance against soft body armor was shown to be greater than comparable rounds, and the large clip capacity of the underbarrel helical clip drew many converts. A personal defense version of the P-4 is also made under the name P-8. Clip size is deliberately kept small, and conversion to burst-fire is extremely difficult.

Source note: these come from the *More Guns!* supplement for *Guns! Guns! Guns!*.

• No drek. The 100-round clip doesn't fit the P-8, and it is impossible to fit the burst-control device of the P-4 into a P-8 frame because of minute size differences. And you know what? I don't like these surprises.

• Buddy

• A hundred rounds in a pistol-size weapon? Get out of here!

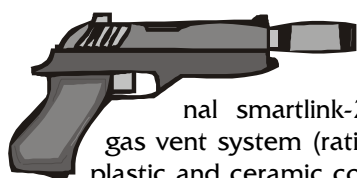
• Wiley

Machine Pistols	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Ares AMP	6	40 (c)	SA/BF/FA	6L	2.75	8/36 hrs	1,000¥	2	4-G	2(3)
Micro Uzi III	6	16 (c)	BF	6L	1.5	6/36 hrs	750¥	1	5-G	—
Ruger P-4	4	100 (c)	BF	7L	1.25	8/48 hrs	1,350¥	2.5	4-G	—
Ruger P-8	8	10 (c)	SA	7L	.75	4/24 hrs	395¥	1	8P-E	—



heavy pistols

BERETTA MODEL 95S



A brand-new heavy pistol, the 95S comes equipped with an internal smartlink-2 and a barrel-mounted gas vent system (rating 2) as standard. Its all-plastic and ceramic construction makes it easily concealable, plus there is also a model equipped with a three-round burst-capability, making it extremely deadly. When firing bursts, use heavy weapon recoil rules.

Note: SWO gave a picture of this weapon (included here), but no description or game stats in their *SWO Guns 1* file, so I made up these stats for the weapon in the drawing.

- I got myself the -B model, but it's not as good as they make it out to be. The smartlink II is obviously some unlicensed copy made by retarded ghouls, 'cause half of the time it was fragging up the info it was feeding me: I had 2,163 rounds left in my gun at one time, and at another I had centered the crosshairs on this chick's head and the gun was pointing at her boyfriend two meters to her left!
- Rellik

- Echo that, the smartlink II in this weapon is of very dubious quality. It all goes well as long as you're using it with a level I smartlink, but as soon as you couple it with level II goggles or cyberware, it messes up everything. My guess is that they tried to update an original level I system to level II without doing their homework.
- Sister Sledgehammer

BERETTA MODEL 110-T

A large and powerful pistol, the 110-T is the big brother of the Model 101-T. It comes with a top-mounted laser sight as standard.



Note: there is a picture of this weapon on page 121 of the first edition *Shadowrun* rulebook, but no game stats are given for it. This is a representation of the weapon in the drawing.

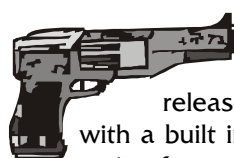
- I'd rate this pistol above the Ares Predator.
- Freddy

COLT SILVER KISS

A sleek, long-barreled, heavy pistol with a chrome finish from Colt. The Silver Kiss fires sport rifle ammunition at heavy pistol ranges increased by 10%, but recoil penalties are doubled for this weapon.



HURRICANE FIRE



Made by a British firm, a silver-plated revolver with embossed flames. The handle contains a slow release stim patch (rating 6) and comes with a built in laser sight. This gun's most interesting feature is that it is produced by hand by a licensed enchanter specifically for the user (the weapon has a personalized grip) and made into a specific spell focus (rating 5) for a Powerball spell, or another combat spell of the customer's choice).

- Before this gun I had no intention of learning how to use pistols; I also use it as a fetish for my Powerball spell.
- Reaver

RUGER WARHAWK

A smaller, lighter, version of the well-known Super Warhawk, the Warhawk is still a powerful pistol by any standards. Like its larger relative, it accepts all accessories except silencers. Available in high-chromed and matt-black finish.

- Got myself one of these to replace my worn-out Super Warhawk. Worst purchase I ever made in my life ... after three days, the firing pin broke. Then after nine days, the chamber jammed and wouldn't turn until I'd fully stripped the weapon and cleaned it thoroughly. And as an extra bonus, it shoots high and to the left, even with the sights fully adjusted to compensate. My advice: get a good gun instead of this one.
- Pet Lamb

- Hate to contradict you, Lamb, but everything I've heard and read about the Warhawk praises it to heaven and back. Are you sure you didn't have a weapon that the fac-

Heavy Pistols	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	St. Index	Legality	RC
Model 95S	5	15 (c)	SA	9M	2.5	3/24 hrs	500¥	1	6P-E	2
Model 95S-B	5	15 (c)	SA/BF	9M	2.5	6/72 hrs	750¥	1.75	6-G	2
Beretta 110-T	5	16 (c)	SA	9M	2	3/24 hrs	400¥	1	6P-E	—
Colt Silver Kiss	3	10 (c)	SA	9S	3	6/48 hrs	2,000¥	1	6P-E	—
Hurricane Fire	4	6 (cy)	SA	9M	2.75	8/2 weeks	230,000¥	2	6P-E/3P-T*	(1)

* The legality is 3P-T when the weapon is assessed by a security magician.

tory's quality control rejected? Some of those do get out on the streets sometimes, you know.

- Hitter

SIG SAUER P300

From Germany, an excellent heavy pistol for the professionals. It is in common use among special operations merc units, who favor it because of its integral silencer (barrel mount) and laser sight (top). Its matt-black, stainless steel finish makes the weapon reflect little light, and because it fires caseless ammunition, its mechanism is simpler than that of comparable weapons, making it more reliable than most of its competition. (The P300 is not available in a model firing cased ammunition.)

- Nice weapon, but look at the price! 800 bucks for an over-weight pistol!
- Bushwacker

- The weapon is very respected among mercs, and I feel it has the abilities to become common on the street as well. The price is so high because of the high standard of manufacture, and the weight is because of the accessories. The clip capacity is one of the largest of any heavy pistol on the market today.
- Coyote

SUPEREAGLE

An Israeli design, the SuperEagle is a very powerful combat pistol for long-range engagements. Coming with an internal smartlink system, the SuperEagle provides tremendous long-range firepower! Though technically a heavy pistol, this weapon uses shotgun ranges.

- Now this is a weapon that deserves the name.
- Coyote

ZASTAVA MAGNUM MODEL 2054

A product of the Serbian Republic, the Magnum M2054 is a powerful revolver, though it only has a short barrel. The weapon is of light construction, and is unusual in holding seven rounds instead of the more usual six. It accepts all normal pistol accessories except silencers and suppressers. The short barrel gives this heavy pistol only light pistol ranges.

- The light construction gives it a punishing recoil.
- Sister Sledgehammer
- Further down the file is a silencer for revolvers.
- Jack-All

TASER

COLT TP-6A

Colt's entry into the taser market dominated by Defiance and Yamaha up until now. The TP-6A was designed for security and law enforcement use, and fires small darts, of which it holds six in the hand grip. One slight disadvantage is that it must be cocked by hand before each shot, but according to Colt this feature has been incorporated to prevent accidental firings.

- Oh, Jesus. Another taser. Just what we were all waiting for. Get real. Get a gun.
- Rydergirl

- A taser is more effective than a heavy pistol, to be honest. The high voltage disables your enemy quicker than a slug does, and, as someone pointed out somewhere, if the corp sec guys know you're not out to kill them, they might just be a little easier on you.
- Believer

- Yeah, sure. Instead of killing you, they knock you unconscious so you can be interrogated in some dirty chamber by other corpers who give frag-all about human rights, after which you'll be shot in the back of the skull and dumped in a back alley.
- Kill Roy

- You have to admit that a well-placed taser shot disables someone faster than a well-placed pistol shot. Shotguns and machine guns are a different matter entirely.
- 4777

- You're all missing the point, choombas: guns look so much cooler!
- Alias-0

Heavy Pistols	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Ruger Warhawk	5	6 (cy)	SS	9M	2	3/24 hrs	250¥	1	6P-E	—
Sig-Sauer P300	4	18 (c)	SA	9M	3.25	8/48 hrs	800¥	2	6P-E	—
SuperEagle	4	7 (c)	SA	10M	2.75	6/48 hrs	600¥	1.5	4P-E	—
Zastava Mag. 2054	5	7 (cy)	SS	9M	1.75	4/36 hrs	350¥	.9	6P-E	—
Taser	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Colt TP-6A	7	6 (m)	SS	8S Stun	.75	6/24 hrs	550¥	1	6P-E	—



Submachine Guns

BUZZSAW

This is an anarchist weapon, pure and simple. A low-power SMG with an absurdly high rate of fire and a tremendously large clip. This weapon never actually went into production, instead the autofire-only design was circulated anonymously on the Matrix. The file contains a number of design documents so that any reasonable computer-controlled machine tool setup can produce all the parts needed in 20 minutes or less. As such, there are hundreds of variants, and quality of a given model depends on who manufactured it and the quality of their raw materials.

In general, the weapon is distinguished by 1,000 rounds of ammunition (in a pair of 500-round compartments), and a pair of short, thick barrels mated to a large finned aluminum shroud for maximum heat dissipation. Even so, the rate of fire and heat build up tend to ruin the barrels after a few thousand rounds have been fired.

The UCAS government has declared that anyone owning a copy of the design specs is considered to be in possession of the weapon, whether or not weapon parts are actually found.

This thing has two barrels side-by-side, and each barrel functions as a super machinegun. In effect, you can pump out 36 rounds per Complex Action. Though an SMG, it fires Hold-Out Pistol rounds using Shotgun ranges. If the Rule of One comes into play, this usually affects only one of the barrels, and since each barrel has its own 500-round clip, you can load each barrel with different ammo. You always fire both barrels at once, unless of course you modify the design.

Source note: another one from *More Guns!*.

- ◆ AAAARRRGGGGGGHHHHHH!!!!
- ◆ Mohawk

- ◆ Anyone know where I can obtain a copy of that program? I've got a feeling it might come in handy someday.
- ◆ anonymous

CERES TRI-BARREL

Although this weapon has been around since 2049, it only became common on the open market much later. The weapon's unique design allows for a small gun with a tremendous rate of fire (falling into the super machinegun class), its three revolving barrels producing a characteristic sound sure to add to the weapon's psychological effects.

The Tri-Barrel has a built-in smartlink, and fires Light Pistol rounds at super machine gun firing rates (*Cannon Companion*, p. 101). It cannot accept stock- or barrel-mounted accessories.

Source note: a representation of the weapon the hellions are armed with in the novel *Never Trust An Elf*.

- ◆ Psychological effects?
- ◆ Freddy

- ◆ Apart from the lead flying around your ears, you also get the "characteristic noise" of the Tri-Barrel. The next time you hear it, you start drecking your pants even before the enemy opens fire, which could make inexperienced troops run like hell even before anything is really going on.
- ◆ Shim

FN P55

The most recent update of a weapon series that has been in production for over 60 years, this weapon manages to remain up-to-date, and even ahead of some of its opposition despite the age of the original design! Though using common submachine gun rounds, this slick design only fires APDS or standard armor-piercing rounds (see page 23), whereby it manages to squeeze assault rifle performance out of a very small weapon! Incorporated into the front of the gun is a magnification 2 telescopic sight, and a smartlinked version (which has a smartlink system in place of the 'scope) is also available, for only a 250¥ increase in price. Either version has a built-in rating 2 gas vent system to reduce muzzle climb.



- ◆ I wouldn't trust my life on a weapon whose basic design is over 60 years old, at least not unless I really had to.
- ◆ Rellik

SMGs	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	St. Index	Legality	RC
Buzzsaw	2	2x500 (c)	2xFA	6L	5.5	12/14 days	215¥	1	1-G	—
Ceres Tri-Barrel	2	36 (c) or belt	BF/FA	6L	4.5	9/60hrs	1,000¥	3	2-G	—
FN P55	4	50 (c)	SA/BF/FA	6M	3.5	8/4 days	650¥	2.5	3-G	2
(smart)	4	50 (c)	SA/BF/FA	6M	3.75	9/4 days	900¥	2.75	3-G	2

• Believe me, loads of your colleagues do it all the time: what do you think the "97" in AK-97 stands for? And the original of that weapon dates back to 1947!! Given the choice, I'd go for the P55 over the AK anytime.

• Coyote

• Although of course it has that little problem of only firing AP rounds. Hard to find, and too likely to over-penetrate in situations where you don't want them to.

• Annie

INGRAM MAC-20

Ingram returns to its roots with the MAC-20! A very reliable no-frills SMG, the MAC-20 comes with a sound suppressor on the barrel as well as a folding stock. It also has the novel feature of an interchangeable barrel: by changing barrels (which takes about one minute, but requires no tools or tests), the weapon can fire either submachine gun or heavy pistol ammunition.

The MAC-20 uses different clips in each configuration, though it comes with one of each for free! For heavy pistol ammo, there is a 20-round clip, while the SMG ammo can be fired from either a 16-round or a 32-round clip; the 16-round clip adds +1 to Concealability and lowers overall weight by .25 kg. The MAC-20 cannot accept under-barrel or stock-mounted accessories, and when firing heavy pistol rounds, it uses heavy weapon recoil rules (see *Recoil* in SR3, pp. 110-111).

MILITECH MINI-AUTO



The most compact SMG you will ever have the pleasure of firing. Made entirely of composite parts, though the shape of this gun means that it will not fit in a standard SMG holster and nothing will fit in a holster designed for it; holsters are available for it at normal costs.

• The set up of this gun is wierd; the clip sits along the back of your hand and the barrel is not in a straight line with the trigger, so it took me a while to get used to. Beautiful for sneaking into places though.

• Silverado

STEYR MP i 25

Austrian design and quality, the MP i 25 is everything you'll ever need in an SMG: compact, rugged, a folding stock, large clip capacity, integral rating 1 gas vent system, and an internally-mounted laser sight (leaving both the top- and under-barrel mounts free for other accessories). A definite winner.



UZI IV

Fabrique National's long-awaited upgrade of the Uzi III, this weapon is capable of all fire modes, has a larger clip capacity, and can still use all Uzi III clips. It comes in two models: one with a top-mounted laser sight, and one with an internal smartlink. Both weapons feature a rating 2 gas vent on the barrel, but cannot mount any under-barrel accessories. The folding stock gives good concealability.

• I tested this weapon for a company that wants to import it into the CAS, and I can say that the design is of the same standard as the Uzi III. The gun fires like a dream, the gas vent makes it very controllable (unless you go for the rock 'n' roll mode), and FN have finally given the weapon other modes than just burst fire. I'd give it 8 out of 10.

• Ma Donna

SPORT RIFLES

ANDALUSIAN ARMS MERAERTH

A weapon recently sported by the Paladins during negotiations between the Tir princes and Salish ambassadors, and soon to become a regular aspect of their uniform for more formal occasions. The Meraerth was made by the Tir Tairngire company Andalusian, especially for the Paladins to strict specifications; it is a long, elegant rifle with a permanently-attached, curved bayonet, giving it an appearance not dissimilar to that of a pole arm—and Paladins are trained to use the weapon as such. The Meraerth comes equipped with integral smartlink and a safe targeting system (*Cannon Companion*, p. 33) as standard.

SMGs	Conceal	Ammo	Mode	Damage	Weight	Avail	Cost	SI	Legal	RC
Ingram MAC-20	5					6/48 hrs	700¥*	1.5	4-G	(1)
SMG ammo		16/32 (c)	SA/FA	7M	3.5					
Heavy Pistol ammo		20 (c)	SA/FA	9M	3.75					
Militech Mini-auto	7	16 (c)	FA	5M	2.75	6/36 hrs	800¥	1	5-G	—
Steyr MP i 25	4	35 (c)	SA/BF/FA	6M	3.75	5/60 hrs	725¥	2	4-G	1
Uzi IV (laser)	4	30 (c)	SA/BF/FA	6M	3	6/60 hrs	1,000¥	1	3-G	2(3)
(smart)	4	30 (c)	SA/BF/FA	6M	3.25	8/60 hrs	1,200¥	1.25	3-G	2(3)

* Including barrels for HP and SMG ammo.



- ◆ This weapon is obviously for show; firstly, take the name—who would name a gun in Sperethiel when the primary language of the country it is going to be used in, despite what the media and those few Tir Tairngire tourist agencies would have us believe, is English. Secondly, bodyguards—which is what the Paladins basically are—don't need a clumsy weapon like a rifle; they need something they can get into action quickly. We all know that the princes are protected by so much magic that such mundane weapons are going to be laughably unnecessary; if you can get close enough to the princes to make it necessary for the Paladins to have to do something then a rifle is not going to stop you.
- ◆ Chat

- ◆ Actually, while I'll admit that this weapon is a little showy, the Meraeth is a classy weapon and the Paladins use it well; it's balanced enough to shoulder quickly and suprisingly light, and besides, as far as I can tell they're just as easy to fire from the hip. They also learn to use the weapon as a pole arm, so it's not *just* supposed to look like it fell straight out of a bad fantasy trid show. I also hear that the vast majority of these weapons are made using orichalcum so that they can be bonded as weapon foci and I've gotta say; even if they weren't, describing anything the Paladins use as mundane is bulldrek.
- ◆ Flash

REMINGTON 1150 "ARCHER"

A sport rifle which makes all those before it redundant. The Archer couples the power of the Remington 950 with sniper rifle ranges, a magazine capacity double that of its predecessors and a bulpup design for ultimate ease of use. The Remington 1150 has a bolt action firing mode, as described on page 86 of *Paranoid Animals Of North America*: firing requires a Simple Action per shot, but a further Simple Action is required to chamber the next round before the weapon can be fired again.

RUGER 290

Ruger's first proper push into supplying battle rifles for the military market. The 290 utilises a bullpup configuration, a burst-firing action and a sturdy enough design to be

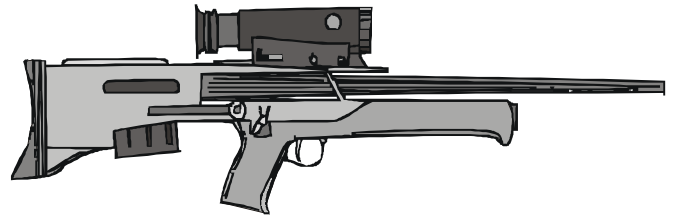


used in melee, all to make the first battle rifle any runner would look at twice.

- ◆ Holy drek; a sport rifle which is not a poor man's sniper rifle!
- ◆ Silverado

SNIPER RIFLES

RAI MODEL 1050



A new sniping rifle for long-range fire-power, this weapon's barrel is one large silencer, while a magnification 3 telescopic sight with low-light capability is standard (top mount), as is an extended-range laser sight (under-barrel), effective out to 500 meters at night, and 150 meters during the day. Also fitted are shock pads on the weapon's stock. Because the entire barrel is a silencer, the weapon can still accept barrel-mounted accessories, with the exception of gas vents.

- ◆ Perfect for covert ops.
- ◆ Coyote

REMINGTON H-17

An unusually small, back-to-basics weapon designed for those snipers whose lives genuinely do depend on the performance of their guns. The Remington H-17 is built around the principal that the fewer gadgets you have, the less can go wrong. To this end Remington have endeavoured to create the singularly most reliable sniper rifle on the market today. Despite its highly balanced construction and matt black finish, this weapon's lack of additional features has meant a limited reception from mercenary and military buyers. Like the Hämmerli Model 520 (page 8), this weapon has a -1 target number modifier at all ranges beyond short, though the addition of any accessories (with the exception of a tripod or bipod) will negate

Sport Rifles	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Andalusian Meraerth	—	12 (m)	SA	10S/(Str+3)M*	4	12/7 days	2,500¥	4	3P-F	2
Remington 1150 "Archer"	—	10 (m)	BA	9S	4	4/36 hours	1,500¥	1	5P-F	1
Ruger 290	3	15(c)	SA/BF	8S	5.75	6/36 hrs	2,000¥	1.5	4P-F	2

* Ranged/melee combat damages.

Sniper Rifles	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
RAI 1050	—	5 (c)	SA	15S	5.25	14/10 days	6,000¥	4	1-K	1
Remington H17	1	4 (m)	BA	14S	4	12/7 days	4,500¥	3	3-J	1

this. This weapon has a bolt-action firing mode as described on page 86 of *Paranoid Animals Of North America*: firing requires a Simple Action per shot, but a further Simple Action is required to chamber the next round before the weapon can be fired again.

- Not worth your nuyen if you ask me; don't get me wrong, it fires beautifully, but I'll take a clip-fed, smartlinked big frag-off sniper rifle which does half the work for me over some "back-to-basics" drek any day.
- Chat
- What, you need more than one shot?
- Aguila

SHOTGUNS

HOLLAND & HOLLAND .600 NITRO EXPRESS

A fine double-barreled shotgun from the United Kingdom, the .600NE is made completely by hand, in a tradition that goes back for over a century. These weapons are only made to order, to exact customer specifications, and have personalized grips for the intended user (p. 82, *Cannon Companion*)—although a non-personalized weapon can be bought at a 25% reduction in cost. Each weapon is unique. What more needs to be said?

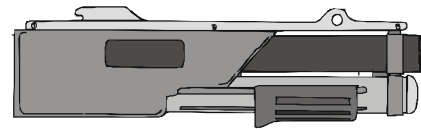
The .600NE can be fitted with any desired accessories during manufacturing, but regrettably it is virtually impossible to fit accessories after manufacture. One barrel can be fired per Simple Action. Both barrels have a fixed choke, but the customer decides on the choke before manufacture. The .600NE is a shotgun, but uses its own special ammunition, which is available only in shot (flechette) and regular versions, at double base price, +2 Availability, and double Street Index compared to ammunition for other weapons.

- Very nice, but what do runners like us have to do with a shotgun like this? This thing is totally unsuitable for shadowrunning, I mean, only two shots? And it doesn't fire standard shotgun ammo? And at that outrageous price?! No thanks.
- Bushwacker
- Let's not forget that this kind of weapon is oh so easily traceable if used in a crime.
- Ph.

• You two are missing the whole point of this weapon. It's not for runners or even combat use; it's for hunters who have enough nuyen to spend to buy a custom-built, hand-made weapon. H&H have been making guns like this one since time began, and their weapons are light-years above the self-loading, mass-produced combat shotguns we runners tend to favor. This is a weapon for Johnsons who go duck hunting in their spare time.

- Freddy
- Give me a self-loading, mass-produced combat shotgun anytime.
- Rellik
- Me too, but that's not the point I'm trying to make. Oh, never mind...
- Freddy

KIMATSUHAMA UNDER-BARREL SHOTGUNS



Short-barreled shotguns from Japan, providing impressive and immediate fire-

power without the need to ready another weapon before you can fire! These weapons mount on the under-barrel position of any weapon, and are provided with thumb-press electric triggers.

The series consists of the UBS-5, UBS-6, and UBS-7. The UBS-5 has a four-shot internal magazine and uses pump-action, while the UBS-6 increases the magazine capacity to six rounds and switches to semi-automatic operation. The UBS-7 is similar to the UBS-5, but has two barrels side-by-side, each with its own four-round magazine! Both barrels can be fired simultaneously by pressing both triggers at once, for an even more dramatic effect!

These weapons use light pistol ranges due to their short barrels; additionally, their design makes them very difficult to fire when not attached to another weapon. When not attached to another weapon, add +4 to the target number to fire any of them. With the UBS-7, each barrel can only be fired once per Combat Phase, but this does allow the character to fire two rounds, one from each barrel (remember that each barrel has its own magazine that must be reloaded separately).

Shotguns	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
H&H .600NE	—	2 (b)	SA	12S	4.5	—	10,000¥	—	7P-F	(1)
UBS-5	(-2)	4 (m)	SS	7S	2.25	5/48 hrs	500¥	1.1	5-K	—
UBS-6	(-2)	6 (m)	SA	7S	2.5	6/48 hrs	750¥	1.1	5-K	—
UBS-7	(-3)	2×4 (m)	2×SS	7S	3.5	10/7 days	1,700¥	1.25	3-K	—



- These UBS-things sound great to me. Staple one to your favorite assault rifle, load it up with buckshot, and blast away through the hallway or alley!
- Psycho Punk
- I must admit to PP being right for once. If you expect to run into serious trouble, you could do a whole lot worse than get yourself one of these things and mount it under your rifle.
- Virtuoso

SANDLER "MAD MAX"

Taking its name from a 1980s movie trilogy, in which the main character carries a sawn-off shotgun very similar to this weapon, the Mad Max is a self-defense weapon for those with a taste for the old-fashioned. The gun looks like a full-length double-barrel shotgun with the stock and barrel sawn off, except that it was designed in this way. This feature makes it easily concealable, while the firepower provided by the two side-by-side barrels is tremendous.



Due to the short barrels, however, the Mad Max uses heavy pistol ranges, and when firing shot rounds it has a fixed choke of 5.

WRISTBREAKER I & II

Originally developed in the UCAS, and manufactured in Korea, the Wristbreaker is a fully-automatic double-barrel shotgun. It has two 10-round internal magazines, each feeding one of the barrels. Both barrels can be fired simultaneously, though recoil from one barrel naturally affects the other barrel as well. Still, this means that the Wristbreaker I can fire 20 rounds in two seconds flat! Also available in a pistol-size model for higher concealability, though this Wristbreaker II is semi-automatic only and has no folding stock.

The folded-out stock gives 1 point of recoil compensation. Each magazine must be reloaded separately, and the user can select which barrel(s) to fire with a Free Action. In the Wristbreaker I, the two barrels can even be set to different firing modes: you can put one at semi-auto and the other on full-auto and fire both at the same time!

Source note: from *More Guns!*.

- A serious pain in the ass if you ever get to face off against one.
- Parker

- If you ever do, I don't really expect you to tell anyone about it afterward.
- ASDF
- The name is not exaggerated, I can tell you.
- Scott W.

ASSAULT RIFLES

ARES G-18

This hyper velocity assault rifle has recently found its way into the hands of mercs worldwide. It is one of the toughest guns out there, and comes with 2 points of integral recoil compensation. Firing it is not ... subtle.

HECKLER & KOCH 70

New from the well-known German firm, this assault rifle is radically different from the previous G12. Instead of the bullpup design, H&K have decided to go back to the traditional "assault rifle" shape by placing the high-capacity clip directly in front of the trigger. The HK 70 is available in two versions: the basic HK 70, which features a fixed stock, and the folding-stock HK 70 K. Both have a rating 2 gas vent as standard equipment, and can use 20-round and 45-round clips; the latter reduces Concealability by 1.

- The clip capacity is this weapon's main virtue. Otherwise, they're bog-standard assault rifles.
- Mikey-Boy
- Are these stats right? The folding-stock weapon is heavier than the fixed-stock one.
- Parker
- That's right, yeah. The fixed plastic stock weighs less than the folding metal one.
- Heavy

HONDA AR-1

Honda's first entry into the weapons market is an assault rifle. This bullpup design, allowing for a short weapon, comes with a standard magnification 1 telescopic sight. Its plastic and ceramic construction give it +1 Concealability vs. MAD scanners.

Shotguns	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Sandler "Mad Max"	5	2 (b)	SA	6S	2.25	4/48 hrs	400¥	1	6P-F	—
Wristbreaker I	2	2×10 (m)	2×SA/FA	8S	4.25	14/14 days	1,450¥	3	2-G	(1)
Wristbreaker II	3	2×5 (m)	2×SA	2×8S	2.75	8/10 days	1,450¥	1.5	4P-F	—

- Fuchi's military assets did field trials with this weapon, but they did not adopt it before the corp's demise.
- Hiro

SIG 88X-SERIES

This series of Swiss assault rifles comprises four models. Many parts are interchangeable between weapons, but it is not possible to convert one weapon into another variant of this rifle family. The standard clip contains 30 rounds, though a 5-round clip is normally used with the 883 SP, and a 50-round drum exists for prolonged fire with the 883. All weapons are capable of using all clips.

880: The basic assault rifle of the series, with a rating 2 gas vent mounted on the barrel and a top-mounted laser sight.



882: Has a shorter barrel and a folding stock but also the gas vent and laser sight.

883: Basically an 880 with a longer and heavier barrel, for use as a light support weapon, with a rating 3 gas vent, a top-mounted laser sight, shock pads, and a bipod.

883 SP: A commercial model similar to the normal 883, but with some modifications to allow it to be used as a civilian hunting weapon—it has no gas vent nor bipod, replaces the laser sight by a magnification 2 telescopic sight, but retains the shock pads.

- Any competent weaponsmith should be able to turn the 883 SP into a fully-automatic weapon by using a few spare parts intended for the normal rifles. It should cost you no more than maybe 150 to 200¥, and if you then add some accessories yourself, you have a neat automatic rifle that packs a good punch.
- Redhead

- The SP is a lousy weapon. I had to fire five rounds into that deer before it went down. I'm sticking with Remington.
- John Waterman

- You use it to hunt deer?!? Are you sure you're at the right SIG here?
- Latex Louis

- Of course I hunt deer. What else?
- John Waterman

- Is he really as stupid as he appears to be? Should we tell him what most people here hunt?
- Slime

GRENADE LAUNCHER

ROCKWELL AGL-113

Providing immense firepower, this Rockwell fully-automatic grenade launcher is rapidly coming into wide use among mercenary units and corporate military forces. The weapon is large and bulky, and is not suitable for hand-held firing; it is normally mounted on a vehicle or on a tripod. The AGL-113 will accept all top- and under-barrel-mounted accessories, but has no barrel mount.

- Now this weapon can seriously ruin your hairdo. Some corp forces use it to protect vital installations: they load it up with a cocktail of different grenade types and hose down anyone who gets too close.
- Kyle

Assault Rifles	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Ares G-18	3	30 (c)	SA/BF/FA	9M	5	6/36 hrs	2500¥	1	2P-G	2
HK 70	2	20/45 (c)	SA/BF/FA	8M	3.75	8/7 days	950¥	2	2-G	2
HK 70 K	3	20/45 (c)	SA/BF/FA	8M	4	8/7 days	950¥	2.25	2-G	2(3)
Honda AR-1	3	28 (c)	BF/FA	8M	4.25	9/6 days	1,000¥	2	2-G	—
SIG 880	2	30 (c)	SA/BF	8M	4	4/36 hrs	850¥	2	2-G	2
SIG 882	3	30 (c)	SA/BF	8M	4	5/36 hrs	850¥	2	2-G	2(3)
SIG 883	1	30/50 (c)	SA/FA	9M	6.5	6/48 hrs	1,000¥	2.5	2-H	4(6)
SIG 883 SP	2	5/30 (c)	SA	9M	4.25	3/36 hrs	950¥	1.5	5P-F	1

Grenade Launcher	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Rockwell AGL-113	—	20 (c)/belt	FA*	(grenade)	50	24/21 days	15,000¥	4	1-K	—

* The maximum number of rounds that can be fired in a Complex Action is 8, not 10.



HEAVY WEAPONS

GENERAL PRODUCTS ROCKET LAUNCHERS

As well as marketing Light and Heavy Aerial Rockets since the beginning of the century, General Products has an assortment of pods to fire them from! Each external rocket mount, external firmpoint or external hardpoint can carry a single pod, multiplying its capacity at a stroke! By popular request a portable, bazooka-type launcher is available to fire a single rocket from.

Rocket attacks are resolved using standard ranged attack combat rules, with the additions shown on page 25 in the rockets' description. The attack does not suffer from recoil at all.

- ◆ Mount one of the back of your pickup if you need serious firepower.
- ◆ Right
- ◆ Provided you don't mind drawing the wrong kind of attention anywhere you go...
- ◆ jantje@atomicgarden.helix.nl

M10A LIGHT RECOILLESS RIFLE

Initially produced for the Pueblo military, this recoilless rifle is now available for the world-wide military market! Providing units down to squad level with a light and affordable multi-role weapon is now possible with this modern update of the old recoilless rifle principle!

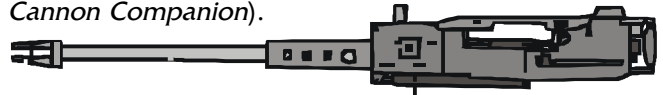


The M10A has a rating 1 telescopic sight and fires Light Recoilless Rifle grenades (see page 26). These have a scatter of 2D6 meters, reduced by 4 meters for every success rolled on the skill test to fire the weapon.

Recoilless rifles have a launch exhaust like that of rocket launchers (p. 27, *Cannon Companion*) but it is much more severe. Behind the weapon is a danger zone, into which the weapon's propellant gases cause a backblast; this has a shotgun pattern with a choke of 3, doing 14M damage, which is reduced as for a shotgun blast (see page 117, *SR3*).

M400 HEAVY MACHINE GUN

Just adopted for service use by the UCAS Army and Marine Corps, the M400 is a belt-fed fully-automatic machine gun, with a very high rate of fire. Its main virtue is the dual-feed mechanism, allowing two belts to be inserted into the weapon. The gunner can select the required belt in a Simple Action, or a Free Action if the weapon is being cybernetically controlled. (Thus, a cyber-controlled gun can switch between belts while firing.) It comes equipped with a rating 3 gas vent as standard, and a version with internal smartlink-2 circuitry is also available. The M400 fires at super machinegun rates (see p. 101, *Cannon Companion*).



An M400 with smartgun circuitry is loaded with a belt of anti-vehicle rounds and a belt of hollow point rounds. The gunner fires 10 rounds, of which he decides to put six hollow points at a corp security squad charging him, then switches to AV and fires the remaining four rounds in the burst at their APC.

- ◆ Dual-feed weapons are ideal for mounting in vehicles. Put in two ammo bins for the same gun, and load each with a different ammo type. The rigger simply selects the right ammo type for the right job and can use it instantly, without having to reload the gun each time he switches targets.
- ◆ Fix

Rocket Launchers	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legal	RC
Light Aerial Rocket Pods										
Portable	—	1 (m)	SS	(rocket)	2.5	10/10 days	1,000¥	1.75	1-K	—
4-tube	—	4 (m)	FA	(rocket)	5	20/14 days	4,000¥	3.5	1-K	—
7-tube	—	7 (m)	FA	(rocket)	10	21/14 days	7,500¥	4	1-K	—
10-tube	—	10 (m)	FA	(rocket)	15	22/14 days	9,500¥	4	1-K	—
19-tube	—	19 (m)	FA	(rocket)	20	24/14 days	15,000¥	4	1-K	—
Heavy Aerial Rocket Pods										
Portable	—	1 (m)	SS	(rocket)	3	11/10 days	1,250¥	1.75	1-K	—
3-tube	—	3 (m)	BF	(rocket)	7	20/14 days	3,500¥	4	1-K	—
6-tube	—	6 (m)	FA	(rocket)	15	22/14 days	7,000¥	4	1-K	—
10-tube	—	10 (m)	FA	(rocket)	25	24/14 days	12,000¥	4	1-K	—
Light Recoilless Rifle										
M10A	—	1 (b)	SS	(grenade)	6.5	12/14 days	2,000¥	2	1-K	—

MITSUBISHI GUARDIAN™

The Guardian™ is Mitsubishi's all-purpose "smart" missile system, the basic weapon system having four launch tubes for normal missiles of all kinds. Two of these tubes are externally mounted for quick response action, and two are internally stowed for protection from the elements and hostile attack. Combined with sophisticated vehicle-recognition sensors that allow it to track its targets everywhere, this design is both efficient and deadly.

A basic Guardian™ system has a Robotic Pilot of 4 and an Initiative of 8+1D6. Initiative can be increased by 1D6 for a cost of 2,500¥ (the maximum Initiative that the system can have is 8+4D6). Each extra internal missile launch tube costs 15,000¥, and the Guardian™ can have a maximum number of internal launch tubes as determined by the vehicle's CF and Load Ratings. Additional external missile launch tubes may not be fitted. The Guardian™ system comes equipped to use Autosofts, and Mitsubishi's patented Lock-On® missile targeting Sharpshooter Autosoft is available upon request, for a cost of Rating × Rating × 2,000¥, with a maximum Rating of 4.

To hit a target, follow the procedure for *Sensor-Enhanced Gunnery* on page 152 of *SR3*. If the target is destroyed, the Guardian™ will switch its attention to the next target; if the target is not destroyed, it will fire another missile. The Guardian™ system can fire a maximum of two missiles per Initiative Pass.

Other Features: Remote Control Interface, Rigger Adaptation, 2 Medium Launch Control Systems, 2 External Missile Mounts, 2 Internal Missile Mounts, Autosoft Interpretation System, Generator (12 hours of power)

- A nasty surprise for any rigger trying to infiltrate corp turf in his vehicle.
- Riggin' Renegade

- Look at the name: Guardian looks suspiciously much like Sentry, doesn't it? Coincidence? Yeah, sure.
- Strung Out

- These things screw the pooch! Don't be afraid of them at all—they'd be lucky to hit a GoodYear Blimp on a cloudless windless day!
- Screamer

• That's because the base model has really crappy sensors, Screamer. Obviously you haven't come up against any of the customised versions, or you wouldn't be logged on to talk to us. Of course, why anyone with even half a brain cell would buy the straight-off-the-rack version is beyond me—it really is pretty poor performance for the nuyen. If you know you're going to be needing to sneak or blast your way past one of these fraggers in the future, do yourself a favor and do your homework. Knowing whether the company that bought it is a penny pinching scrooge or a mega mean security nightmare might just clue you in as to whether they bothered to customise it or not.

- Glove

PANTHER HEAVY RECOILLESS RIFLE

From the same firm that manufactures the well-known Panther Assault Cannon comes a new heavy weapon for both anti-personnel and anti-vehicle use. It can be fired from the shoulder, from a tripod, or vehicle-mounted with little difficulty in any application, and has an integral folding bipod to assist the firer.

The Panther fires Heavy Recoilless Rifle grenades (see page 26) which are subject to scatter of 2D6+1 meters. This is reduced by 4 meters for every success rolled on the skill test to fire the weapon. Recoilless rifles have a launch exhaust like rocket launchers do (p. 27, *Cannon Companion*) but it is much more severe. Behind the weapon is a danger zone, into which the weapon's propellant gases cause a back-

Heavy Machine Guns	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legal	RC	
M400	—	2×belt	FA	10S	18.5	22/21 days	5,500¥	2	1-H	3	
(smart)	—	2×belt	FA	10S	19	24/21 days	7,500¥	2.5	1-H	3	
Gun System	Hand	Speed	Accel	Body	Armor	Sig	Auto	R-Pilot	Sensor	Cargo	Load
Guardian™	—	—	—	2	0	7	0	4	1	20	250
	Seating	Entry	Fuel	Econ	S/B	L/T	Chass	SI	Avail	Cost	
Guardian™	—	—	—	—	—	—	Lt. Axle Trailer	5	18/30 days	94,700¥	
Heavy Recoilless Rifle	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legal	RC	
Panther	—	1 (b)	SS	(grenade)	10	14/14 days	4,000¥	3	1-K	(2)	

RECOILLESS RIFLE RANGE TABLE

	Short (TN 4)	Medium (TN 5)	Long (TN 6)	Extreme (TN 9)
Heavy Recoilless Rifle	10 m to 75 m	76 m to 300 m	301 m to 750 m	751 m to 1,500 m
Light Recoilless Rifle	10 m to 50 m	51 m to 200 m	201 m to 500 m	501 m to 1,000 m



blast. This has a shotgun pattern with a choke of 5, doing 20M damage, which is reduced as for a shotgun blast (see page 117, SR3).

- Too bad it has such a huge backblast, or it might be of some use to me.
- Game

WHITNEY-MORGAN CASELESS MACHINE GUN

A revolving-barrel medium machine gun, the Whitney-Morgan provides massive firepower in a small weapon! It is normally mounted on vehicles or tripods only, being too large and heavy to be hand-held, even with the assistance of a gyro-mount. The weapon fires at minigun rates, for a very lethal surprise! It cannot use stock-mounted accessories.

Note: a picture of this weapon is given on page 239 of *SRII*, but no stats were given; presumably, it is a "typical" MMG or HMG.

- A fine weapon, if you're going anywhere a vehicle can get.
- Wallow

melee weapons

BIO-INJECTOR

A wrist-mounted device that inserts a laminated monofilament injector spike with a sensor-guided tip into the target. The injector magazine holds four doses of drugs.

Hitting an unwilling target requires a melee combat attack. No Body test is rolled by the target; instead, if the target does not dodge the attack, he or she is injected with a dose of drug.

Source note: taken from the *Harlequin* adventure.

MERSCH MX-23 STUNLANCE

Combining two weapons into one, the MX-23 is ideal for riot-control! This spear-like weapon is actually a taser, though its pointed end can be used to stab effectively. As the spearhead also contains the taser



contacts, you can shock your opponent while stabbing him! Naturally, the Stunlance can also be used to simply shock the target without doing physical damage.

Damage is (Str+2)L when the taser is not activated. With the taser activated, the weapon causes 9S Stun (using the *Shock Weapon* rules on page 124, SR3).

special weapons

ARES MP MASER

A new breakthrough in weapons technology! The MP Maser is similar to the MP Laser III, but uses microwaves instead of laser beams. Though damage is less than that of a comparable laser system, a maser has a few advantages: armor is useless against it, unless it is made of metal; and there is a major chance of cybersystem damage to anyone hit by the maser! The MP Maser is powered by a 20-shot battery, which is rechargeable and mounted on a hip-belt.

The MP Maser uses submachine gun ranges and has no recoil. The maser is made less effective by mist and fog; for every ten meters of mist fired through, the Power Level is reduced by 1. Every five meters of light fog fired through reduces the Power Level by 1, and every three meters of heavy fog also reduces it by 1. Anyone in a one-meter wide path from the firer out to maximum range takes damage (unless the beam is stopped by an object which it cannot damage). Anyone hit by a maser takes a number of stress points to cybersystem (see pp. 124-128 of *Man & Machine*) equal to the maser's Power Level, in addition to the normal damage. Armor, if it contains metal plates or foil, uses its Impact rating to defend against a maser.

- The armor does not need to be fully metallic: any layer of metal will do. You can take household aluminum foil, wrap yourself in it, and you suffer no damage from a maser at all. Also, it won't damage things made of symmetric molecules. That means people (and other creatures) are unlucky, cause we consist mostly of water, an asymmetric molecule.
- Him That Knows

Medium Machine Gun	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Whitney-Morgan	—	belt	FA	9S	35	18/28 days	40,000¥	4	1-K	—
Melee Weapons	Concealability	Reach	Damage	Weight	Availability	Cost	Street Index	Legality		
Bio-Injector	8	0	5L	—	14/7 days	15,000¥	3	Legal		
MX-23 Stunlance	2	2	(Str+2)L/9S Stun	3	5/48 hrs	2,500¥	1	5-C		
Special Weapon	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Ares MP Maser	—	20	SA	10M	25	—	750,000¥	—	1-K	—

PHOENIX GYROC PISTOL (AKA THUNDERCLAP)

A rocket gun formed on the tri-barrel design, similar to a sawed-off shotgun with three barrels in a triangular arrangement. It is similar in principle to the FN-AAL Gyrojet on page 31 of the *Cannon Companion*, and uses the same rules regarding range and underwater use.

This weapon uses the same ammunition as the Gyrojet (see p. 39, *Cannon Companion*), including plus rounds and seeker heads. It cannot accept barrel mounted accessories.

Credits: The original version of this weapon was posted to the ShadowRN mailing list by Shadowmaster on 29 April 1994.

- Very pricey, but worth the dough if you need firepower.
- Tear
- It's more use as a support weapon than as your main weapon or sidearm. Still, I prefer grenade launchers or shotguns over such a limited-use weapon. Too bad, also, that it doesn't fire normal pistol rounds. But I guess you can't have everything.
- Someone's Daughter

SONIC STUNNER

The Sonic Stunner uses sound waves to achieve a taser-like effect, virtually guaranteeing knockdown! It is powered by an internal battery, which can naturally be recharged at the rate of 1 shot per 6 minutes.

The weapon uses taser ranges; living targets roll a Body Resistance Test against the damage, and are stunned for a number of turns equal to the Power Level minus the target's Body Attribute rating, during which time they suffer a +2 modifier to all target numbers. The target number for the knockdown test after taking damage from a Sonic Stunner is equal to the base Power Level of the weapon, rather than one-half the Power. The Stunner also shatters glass of up to Barrier Rating 3.

Credits: Phlatline designed the original version of this weapon during astronomy class on or around March 30, 1994, and posted it to the ShadowRN mailing list.

THUMPER

The Thumper is one of the preferred crowd-control weapons in countries that frown on using live ammo against unarmed civilians. Its ammunition consists of an elongated elastic bag filled with a silicon gel; upon

leaving the muzzle, the bag stretches into a spherical shape, which hits the target using its momentum and mass, but its large area causes little damage, as necessary for a riot-control device. This weapon only fires Stun rounds at the damage code listed, using light pistol ranges. No other ammo types are available as yet.

Source note: from *More Guns!*.

- That first sentence means you won't find it anywhere in North America. Europe, maybe, but don't count on it.
- Steel
- Most security forces tend to rely on tasers, as this Thumper packs way too little punch to be of use for any kind of riot-control work.
- Ax Police

ACCESSORIES

ARES MIRRORSMARTS

Fully compatible with smartlink-2 technology, this is a set of mirror shades with built-in smartgun linkage. All hardware is contained within the mirror shades, with only a hair-thin fibre-optic cable running to the connected weapon. Now you can be less suspicious than ever!

This concealability rating is to notice that the mirror shades are actually smart goggles.

- If you don't have smartlink circuitry, this is the thing for you. You can wear them almost anywhere and get away with it. Not anymore, of course, once you pull out the attached weapon.
- Mikey-Boy

ARMAMENT CASES

Now available from Samsonite, are suitcases in numerous shapes and sizes, as well as carrying cases for musical instruments. Looks are deceiving, however: all these cases conceal a firearm and incorporate a quick-release handle which mounts onto the weapon's top mount. Release the catch and the suitcase falls off, revealing the gun, ready for use! Ideal for bodyguards and anyone else requiring more firepower than can be concealed under normal clothing!

Drawing a weapon from one of these cases counts as quick-drawing it (see the Quick Draw Free Action on p. 107, *SR3*). The weapon cannot be fired when it is inside the case, but can be carried fully-loaded and

Special Weapons	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Phoenix Gyroc	3	3 (break)	SA	ammo	3	8/7 days	5,000¥	2	1-J	—
Sonic Stunner	6	10	SA	15M Stun	2	6/36 hrs	1,000¥	1.5	6P-E	—
Thumper	6	10 (c)	SA	5L Stun	1.25	3/12hrs	120¥	.75	10P-E	—



ready to fire; to fire the weapon, though, it must be held by its normal grips. Inside the case is enough room to store small items in addition to the gun (at the gamemaster's discretion), but these fall out when the weapon is drawn. The cases is made of tough impact plastics, giving it some armor protection.

The Max. Size column in the table indicates the maximum size weapon that can be held in the case. The following notations are used, in ascending order of size:

Pistol: any hold-out, light, machine or heavy pistol, as well as all other pistol-sized weapons;

SMG: any submachine gun, taser, or any of the previous weapons;

Rifle: any assault rifle, shotgun, or any of the previous weapons;

LMG: any LMG, sniper rifle, or hunting rifle, or any of the previous weapons.

The Armor column shows the armor rating (ballistic/impact) of the case.

◆ And you thought all those suits were carrying was paperwork...?

◆ Wiley

GUN CAMERA

This small camera fits to the top or under-barrel mounting of any normal firearm, taking a picture every time the weapon's trigger is pressed, allowing the firer to take pictures of his targets while they are being shot at! All pictures are 2D, but of good quality, and the camera is equipped with a chip port so the pictures can be stored on the chip. Any standard chip will fit, with each picture taking up 0.1 Mp of memory. Alternatively, plugging the camera into a datajack allows the user to record the pictures in his or her headware memory.

◆ Finally pictures I like that I hang can on my walls!

◆ Mike

◆ Yeah, but what's the practical use of this thing? Shadowrunner holiday snapshots?

◆ Today

◆ "See this one, Junior? Yeah, that's the guy your grampaw chased half-way through Denver 'fore he caught him. That would be, errm, November '54, if I'm right. He took at least five rounds before he finally went down. Now where did I leave the other four pictures?"

◆ Dave

NIKON SMARTSCOPE

Combining telescope and smartlink technology into one accessory, the Nikon Smartscope mounts on the top-mount of virtually all weapons. The Smartscope consists of an external smartlink system, with a telescopic sight built in as well! The telescope is automatically adjusted for the correct weapon elevation, based on information provided by the smartlink, and displays all relevant information provided by the smartlink. Naturally, the Smartscope can be coupled to a cyberware smartlink or smart goggles, though the latter are now obsolete!

The Smartscope functions as a smartlink-1, and gives a -1 modifier to the target number at all ranges (if used with a cyberware smartlink, the modifier is -2). It is available in four versions: no magnification, magnification 1, magnification 2 and magnification 3. Low-light and thermographic options are also available for all scopes: add 1,500¥ to the scope's base price price per option (low-light or thermographic).

◆ Finally, no longer having to wear those suspicious smart goggles!

◆ Steel

◆ This scope does have a disadvantage: you have to shoulder your weapon to use it. With smart goggles, you don't even need to see your gun to know where your bullets will hit.

◆ Ferret

Accessories	Mount	Conceal	Rating	Weight	Availability	Cost	Street Index	Legality
Ares MirrorSmarts	—	10	—	—	6/60 hrs	6,500¥	2	Legal
Armament Case Handle*	Top	(-2)	—	.25	(comes with armament case)			Legal
Armament Cases	Max. Size	Conceal	Armor	Weight	Availability	Cost	Street Index	Legality
Briefcase	SMG	—	0/2	1.5	5/36 hrs	500¥	2	As weapon
Computer case	Pistol	—	0/2	1.5	4/36 hrs	450¥	2	As weapon
Guitar case	Rifle	—	0/1	3.5	5/36 hrs	700¥	2	As weapon
Keyboard case	LMG	—	0/1	5	6/36 hrs	700¥	2	As weapon
Suitcase, large	Rifle	—	0/1	3	6/36 hrs	600¥	2	As weapon
Suitcase, small	SMG	—	0/1	2.5	4/36 hrs	400¥	2	As weapon
Toolbox	Pistol	—	1/1	1	4/36 hrs	400¥	2	As weapon
Violin case	SMG	—	0/1	2	6/36 hrs	650¥	2	As weapon

* Does not need to be purchased separately; it is included with each armament case.

- If you just get yourself a smartlink implant, you don't have to bother with goggles at all.
- Aunt Annie

- You're not a mage.
- Steel

REVOLVER SILENCER

Up until now, revolvers were impossible to silence because of the gas leakage between the cylinder and the barrel. Universal Industries has the solution: a silencer that does not simply fit onto the front of the barrel, but instead encloses the barrel and the cylinder! This device makes it impossible to use both the barrel and under-barrel mounts of the revolver, but this is a small price to pay for a silent revolver!

Since the silencer encloses the cylinder, a revolver with such a silencer takes longer to load. A Simple Action is needed to open the silencer before loading can begin, and a second Simple Action must be spent to close the silencer again after loading. If this last Simple Action is not spent, the revolver can be fired but the silencer has no effect.

SUMNERTECH GYRO-MOUNT 1S

Using similar shock-absorbing technology to other gyro-mounts, the 1S is an arm-mounted device instead of a full-body harness. It fits onto the under-barrel mount of almost any weapon, and is secured behind the wrist and just above the elbow by straps; the mount is designed to allow the arm full and normal movement, and can be worn underneath a wide jacket or sweater sleeve. Available in both right and left arm versions.

The Gyro-Mount 1S negates recoil and movement modifiers up to its rating. Any action attempted with an arm onto which the 1S is mounted (except for shooting the attached gun), has a +2 modifier to the target number, but a successful melee attack with the arm does (Str+1)M Stun damage.

AMMUNITION + EXPLOSIVES

ANTI-ARMOR GRENADE

Available only as mini-grenades to be fired from grenade launchers, anti-armor grenades are designed to penetrate vehicle armor instead of engaging living targets. Their blast area is small, but their armor-piercing warhead makes them an anti-vehicle weapon (SR3, p. 149) against any vehicle which is hit directly.



ARMOR-PIERCING ROUNDS

Before APDS, there was normal armor-piercing—and it's still available! We won't claim it works as well as APDS, but it'll most certainly cut through armor better than regular types of ammunition!

Armor-piercing rounds reduce the weapon's Damage Level by one, but reduce the target's armor by 25% (multiply by 0.75, rounding down). For example, an armor jacket (Ballistic 5) only provides $5 \times 0.75 = 3.75$ points of armor, rounding down to 3. AP rounds are not anti-vehicle ammunition, though a vehicle's armor is reduced by 25% against these rounds as well. Against barriers, triple the barrier's rating to determine damage to the barrier itself, but multiply it by 0.75 to find the protection it provides targets on the other side.

- It's not quite APDS, but if you can't get your hands on enough of that (and let's be honest here: who can?) then AP is a good substitute.
- Jack-All

CLAYMORE

The Claymore is a directional anti-personnel mine: instead of causing general mayhem and destruction, the Claymore blows a spread of ceramic balls into a 45° cone, focussing its power into a specific area! The explosive charge itself causes damage in a spherical area some 10 meters in diameter, but the ceramic balls are effective out to some 30 meters. The Claymore is remote-controlled by means of a 50-

Accessories	Mount	Conceal	Rating	Weight	Availability	Cost	Street Index	Legality
Gun Camera	Top/Under	-1	—	.25	2/48 hrs	300¥	.5	Legal
GyroMount 1S	Under	-3	3	2.5	6/48 hrs	2,000¥	1	Legal
Nikon Smartscopes								
No magnification	Top	-2	1/0*	1	5/60 hrs	3,250¥	1	5P-N
Magnification 1	Top	-2	1/1*	1	5/60 hrs	3,500¥	1	5P-N
Magnification 2	Top	-2	1/2*	1	5/60 hrs	3,750¥	1.1	5P-N
Magnification 3	Top	-2	1/3*	1	5/60 hrs	4,250¥	1.1	5P-N
Revolver Silencer	Barrel	-3	—	1	6/60 hrs	700¥	3	As weapon

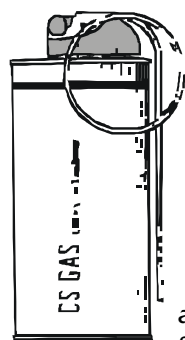
* Smartlink rating/Magnification rating



meter long wire, or can be fitted with any standard detonator (see page 49).

- These things are serious drek. Place a couple in some alley and cover them up with some garbage. When you have someone chasing you, lead them into the alley and blow the Claymores. Then pick up what's left and go and sell hamburgers.

- Freddy



CS GRENADE

Very similar to smoke grenades, but with the difference that these grenades spread CS tear gas instead of smoke! Perfect for riot-control and house-clearing! These grenades use the rules for smoke grenades (page 106, *Cannon Companion*) and CS gas (page 118, *Man & Machine*). All the modifiers are in addition to the normal modifiers for light smoke (SR3, page 112).

DUPLEX AMMO

Fitting two rounds into one cartridge case, duplex ammunition gives you a higher chance of hitting simply by putting more rounds into the air! Add that to the chance of both rounds striking the target, you also have the potential of doing greater damage!

In any firing mode, duplex rounds give a -1 modifier to the target number at medium and long ranges, but +1 at extreme range—the rounds drop faster than normal ammunition, so at longer ranges it is more difficult to hit. Furthermore, in burst or full-automatic mode, every two rounds fired (rather than every three) increase the attack's Damage Level by 1, and also increase the Power Level by 1. This Power Level increase is in addition to the normal +1 Power per round fired on burst or automatic fire.



Many varieties of duplex ammo are available, because nearly all types of firearms ammunition can be made into duplex. Such rounds use all the normal rules for their type, in addition to the duplex modifiers given

DUPLEX TABLE

APDS	Glazer
Armor-piercing	HEP
Armor-piercing incendiary	Hi-C plastic
Capsule	Hollow point
Dual-purpose	Incendiary
Explosive (but not EX explosive)	Regular
Firepower™	Rubber
Gel	Tracer

above. The ammunition types from FASA and **Plastic Warriors Shadowrun** publications shown on the Duplex Table can be had in a duplex variant, as well as any other types the gamemaster allows. Duplex ammunition is identified by adding "duplex-" before the normal name, such as "duplex-explosive" or "duplex-tracer."

Jane fires a four-round burst of duplex-regular at a security mage, using a smartlinked HK227 SMG with a rating 2 gas vent; the mage is at medium range, which sets the target number at 5; the recoil of the burst makes this 7, -2 for the smartlink, and another -1 for the duplex ammo at medium range. Jane's target number is therefore 4; she rolls her dice, and scores some successes—she hits, and causes 13D damage: base 7M, +4 Power for firing four rounds, with +2 Power and +2 Damage Level because she's using duplex ammo. Had she fired standard regular ammo, her target number would have been 5, and the damage would "only" have been 11S for the four-round burst.

- Great stuff! Double your rate of fire!
- Psycho Punk

FIREPOWER™ AMMO

Ares introduced this ammunition as a more powerful round for heavy pistols in the early '50s; now it is available once more to give your pistol that extra punch! Firepower™ ammunition is only available for

Ammo (per 10)	Conceal	Damage	Weight	Availability	Cost	Street Index	Legality	
Armor-Piercing	8	-1 Damage	.5	8/7 days	50¥	2.5	(weapon)-M	
Duplex	(normal)	(see rules)	(normal)	+10/×7	×7	×1.5	(ammo)-M	
Firepower™	8	+1 Power	.5	3/36 hrs	35¥	.75	6P-E	
Explosives	Conceal	Damage	Blast	Weight	Availability	Cost	Street Index	Legality
Anti-armor grenade	8	10S	-5/m	.1	8/5 days	125¥	3.5	2-J
Claymore	4	cone: 10D sphere: 10S	-1/5 m -1/3 m	1.5	8/6 days	175¥	3	1-J
CS grenade	5	(CS gas)	—	.5	6/4 days	75¥	2.5	3P-J

heavy pistols, and increases the weapon's Power Level by +1, making it equivalent to explosive rounds, but without the associated noise. The Ares Predator II and III are already adapted to fire this ammo, though their published Damage Codes do not yet reflect this.

Adapting a heavy pistol to use Firepower™ ammunition uses the following specifications (see p. 80, *Cannon Companion*, for details of what these mean).

- Skill:** Pistols B/R
- Installation TN/Base Time:** 5/12 hours
- Mount:** None
- Tools:** Shop
- Weight:** None
- FCU:** None
- DP:** +10

Note: This ammo was originally in the first edition *Street Samurai Catalog*, but it was removed in *Shadowrun, Second Edition*. The reason for this was that it was intended "to balance the game for heavy pistols," but as *SRII* adjusted base damage codes, the ammo was no longer needed. Originally, it added 2 to the Power Level (making your 4M2 heavy pistol go up to 6M2) but this has been toned down here for playability reasons.

GENERAL PRODUCTS LIGHT AND HEAVY AERIAL ROCKETS

These cheap, simple rockets are used mainly as aircraft weapons for bombarding fairly large areas when there is little need for pinpoint accuracy. They are a favorite of the military, but are not very common in the shadows because using them tends to attract all sorts of unwanted attention. Still, there are times when subtlety is no concern, so even street riggers find a use for them.

For firing, these rockets can be mounted on vehicle rocket mounts, firmpoints or hardpoints, each of which

can hold a single rocket. When more than one rocket is to be carried, a rocket pod (page 18) must be installed on the mounting. Additionally, single-shot portable launchers are available (see page 18); note that these rockets cannot be fired from standard missile/rocket launchers. They are also completely unguided, and so do not have an Intelligence rating.

When firing aerial rockets, use all normal rules to determine the target number, except that aerial rockets do not suffer from recoil. Every success on the test made to fire them indicates one rocket hitting the target; their damage is not staged up, but rather the Power Levels are cumulative for all rockets that hit. Each excess success, beyond those needed to make all rockets hit, adds 1 to the Power Level.

Rockets that miss do not add to the damage, but rather increase the Blast rating: the Power Level drops off by 1 for every number of meters equal to the number of rockets that *missed*. When all rockets hit, the Blast rating is -1 per 0.5 meters.

For example, if seven Heavy Aerial Rockets are fired and three score a direct hit, the damage will be $3 \times 7D = 21D$. The Blast rating is then -1/4 m because four rockets missed.

When all rockets miss (that is, if no successes are rolled at all), use the grenade scatter rules (*SR3*, p. 118) to determine where the center of the blast area ends up. The scatter distance is 3D6 meters per range group being fired at (3D6 m at short range, 6D6 m at medium range, and so on).

It is also possible to intentionally try and miss the aim point in order to scatter the rockets, and thereby increase the blast area. Before firing, announce how many dice will be withheld from the test. For each die that is withheld, reduce the number of successes rolled by one.

Rockets	Conceal	Damage	Blast	Weight	Availability	Cost	Street Index	Legality
Heavy Aerial Rockets								
Standard	—	7D	(see rules)	15	10/7 days	150¥	3	1-M
Anti-Personnel	—	11D(f)	(see rules)	15	12/7 days	300¥	4	1-M
Smoke	—	—	—	17.5	10/7 days	150¥	3	1-M
Sub-Munition	—	(see rules)	(see rules)	20	14/7 days	1,000¥	4.5	1-M
White Phosphorous	—	14M/10L	(see rules)	17.5	12/7 days	1,200¥	4	1-M
Light Aerial Rockets								
Standard	—	3D	(see rules)	4	9/7 days	100¥	3	1-M
Anti-Personnel	—	5D(f)	(see rules)	4	10/7 days	200¥	4	1-M
Smoke	—	—	—	4.5	9/7 days	75¥	3	1-M
Sub-Munition	—	(see rules)	(see rules)	5	12/7 days	350¥	4.5	1-M
White Phosphorous	—	8M/5L	(see rules)	4.5	10/7 days	400¥	4	1-M

AERIAL ROCKETS RANGE TABLE

	Short (TN 4)	Medium (TN 5)	Long (TN 6)	Extreme (TN 9)
Heavy Aerial Rocket	0 m to 300 m	301 m to 701 m	751 m to 1,500 m	1,500 m to 3,000 m
Light Aerial Rocket	0 m to 150 m	151 m to 300 m	301 m to 750 m	751 m to 1,500 m



For smoke rockets, each Light Aerial Rocket produces a cloud of smoke 3 meters in diameter, cumulative for all rockets that hit (thus, 3 rockets produce a 9-meter diameter cloud); Heavy Aerial Rockets produce a 6-meter cloud of smoke. Both have a duration of 1 minute per rocket, again cumulative. Cloud sizes and durations are halved for rockets that miss. See the rules for smoke on p. 106, *Cannon Companion*.

Sub-munition rockets dispense a number of sub-munitions (bomblets), which are released over the target to saturate a large area. This causes 10S damage within a circle 3 meters in diameter for a Light Aerial Rocket, or 5 meters for a Heavy Aerial Rocket; as with smoke rockets, the area is cumulative for each rocket that hits. Within this area, the damage is constant, but outside it, will drop off at the same rate as for standard rockets (see above).

White phosphorus rockets follow the same rules as standard rockets, but damage is resolved as explained on page 98 of the *Cannon Companion*.

Source note: These rockets originally appeared in the *Rigger Black Book*, but were not included in *Rigger 2* and *3*. Although the name has been changed (from 7.62 cm and 12.7 cm Unguided Aircraft Rockets to Light and Heavy Aerial Rocket), the standard versions are the same as in the *Rigger Black Book*.

- ◆ Good to see some more choice in what I can shoot from my brand-new launch pods.
- ◆ Riggin' Renegade

- ◆ These rockets are only useful in a fragging warzone!
- ◆ Slime

- ◆ I always thought Seattle was a warzone...
- ◆ Riggin' Renegade

RECOILLESS RIFLE AMMUNITION

For recoilless rifles, because of their light weight and portability, a number of different ammunition types have been developed. Among these are anti-armor, anti-personnel, general high-explosive, and smoke shells. All rounds have a minimum arming distance of 10 meters.

The stats are for a single round of ammunition. The anti-armor round has an anti-vehicle warhead, while the smoke rounds produce 15 m cloud for the Light rounds and 25 m for Heavy rounds.

SCATTER GRENADE

Instead of blowing up just once, scatter grenades by Winter Systems of Manhattan have multiple explosive charges! After throwing, the grenade's body springs open and releases three charges, each of which scatters randomly before exploding! Three different charges are available: Concussion, HE, and Smoke; the customer specifies which and how many of each charge are in the grenades purchased. Charges cannot be purchased separately, nor can a grenade be "reloaded" once thrown.

To use a Scatter Grenade, use all normal grenade rules. The grenade itself scatters as normal (*SR3*, page 118), but at the moment it would normally explode, it throws out three charges; each of these charges flies 2D6 meters away in a random direction. They explode immediately. The smoke charge covers only a 5-meter radius area, but otherwise uses all rules for smoke grenades on page 106 of *Cannon Companion*.

- ◆ A bit random for my taste.
- ◆ Jarvis

- ◆ But you can't deny the advantages of these grenades. Three charges that explode at different points cause much

Explosives	Conceal	Damage	Blast	Weight	Availability	Cost	Street Index	Legality
Heavy Recoilless Rifle Rounds								
Anti-Armor	3	18D	-6/m	3	8/36 hrs	400¥	3	1-M
Anti-Personnel	3	18D(f)	-1/.5 m	3	8/36 hrs	300¥	3	1-M
High Explosive	3	18S	-1/.5 m	3	8/36 hrs	300¥	3	1-M
Smoke	3	—	—	2.5	6/36 hrs	250¥	2.5	2-M
Light Recoilless Rifle Rounds								
Anti-Armor	5	12D	-6/m	3	5/36 hrs	200¥	3	2-M
Anti-Personnel	5	12S(f)	-1/.5 m	3	5/36 hrs	150¥	3	2-M
High Explosive	5	12S	-1/.5 m	3	5/36 hrs	150¥	3	2-M
Smoke	5	—	—	2.5	4/36 hrs	125¥	2.5	2-M
Scatter Grenade								
Concussion charge	5	8M Stun	-1/m	.5	6/5 days	100¥	2.25	2-J
High Explosive charge		7S	-1/m					
Smoke charge		—	—					
Shaped Charge	4	15D	-5/m	1	12/48hrs	500¥	2.5	1-J
Ammo (per 10)								
Whisper™	8	Power 3		.5	12/14 days	125¥	3	(weapon)-M

more chaos than just one. Mix and match to get exactly the combination of explosives and smokescreens you want. I've used these grenades a few times and they're excellent to create havoc everywhere.

- FFG

SHAPED CHARGE

Lining the explosive behind a copper cone, these all-new shaped charges are in use with counter-terrorism forces world-wide! The sticky back surface allows them to be attached virtually anywhere, at optimum stand-off distance without need for careful study of the wall, and thus without wasted time! Any standard detonator can be fitted to set off the charge. The charge counts as an anti-vehicular weapon (*SR3*, p. 149) when employed against a vehicle.

Placing these charges is easy enough, but if the character placing them makes a Demolitions skill test (target number 4), add the successes from that test to the Power Level as applied to the barrier. This test requires a base time of 10 Complex Actions, though successes from the Demolitions test can be used to reduce this time: divide the base time by the number of successes allocated. However, successes used to reduce the base time do not increase the charge's effectiveness, or vice-versa.

- Excellent all the way. If you don't mind making noise as you go in, stick one of these to the wall and get in without bothering with doors!

- Hairy Harry

- Or, get in without making noise and use these to make yourself an exit when you need to leave.

- She

WHISPER™ AMMUNITION

For those times when you need to make absolutely undetectable shots, Whisper™ ammunition provides the answer. Ingenious design traps all of the propellant gases inside the cartridge case, thereby completely eliminating muzzle flash and the sounds associated with gunfire!

When using this ammo, silencers or sound suppressors have no effect on the target number needed for a Perception test to spot the firer (see p. 232, *SR3*). However, a +8 is added to the target number to hear the shot, and the weapon has no muzzle flash at all that can betray the firer's position.

Any weapon firing these rounds uses the taser range table, regardless of its actual type, and has the Power Level of its attack reduced to 3 (the Damage Level remains unaltered). Additionally, if the weapon uses a magazine type other than Break or Cylinder, it counts

as if using a bolt action firing mode any time a Whisper™ round is fired. (That is, it can fire one round per Simple Action, and a Simple Action must be spent after the Whisper™ round is fired in order to chamber the next round; before this action is spent, the weapon cannot be fired again.)

If a Whisper™ round is fired as part of a burst containing other types of ammunition, the weapon will not fire any rounds that come after the Whisper™ round. Because of the short range of the Whisper™ round, treat the burst as if it contained only the bullets fired before that round (unless the attack was made at a range less than 15 m, in which case the Whisper™ round does count as part of the burst).

Whisper™ ammunition is only available in a cased variant. Due to the way the round is constructed, it is impossible to make a caseless variety of it.

- This is an assassin's tool, pure and simple.
- Doorman

ARMOR + CLOTHING

ARMANTÉ "TOKYO" BUSINESS SUIT

Resembling a normal, fine business suit, hidden behind the "Tokyo"'s inner liner is a sophisticated personal protection system composed of the all-new Kevlar IIIc ballistic fibre, combined with semi-rigid polycarbonate plates to provide enhanced protection to all vital torso areas. This impressive armor is invisible to all but a close examination, and can be removed for situations where armor is just not worn.

- Impressive armor? Don't make me laugh, will you?
- Mother

FIRE-RESISTANT COVERALLS

As worn by military vehicle crews, fire-resistant coveralls are now available to the general public! Made from Nomex-B, these suits cover virtually the entire body to protect it from fire! Available in Desert and Woodland camouflage patterns as well as plain black, olive green and blue. Other colors are available by special order.

These coveralls use the rules for the fire resistance armor modification on page 52 of the *Cannon Companion*.



KELMAR POLICE ARMOR

A line of body armor developed especially for everyday police use in all major sprawls. The line stresses impact protection, as opposed to protection against firearms, for the reason that most policemen are attacked with improvised weapons at close range, instead of with firearms. The armors are revolutionary in including gel-packs (pp. 52-53, *Cannon Companion*) as standard, and are manufactured in police colors only. The helmet has a built-in radio, and a visor that protects the upper part of the face. Almost all the options available for security armor (*SR3*, p. 284) can be built into Kelmar police armor, with the exception of the chemical seal option. The options' prices are the same as for security armor.

- ◆ This armor is coming into use with NYPD Inc. You know what to expect the next time you visit the Rotten Apple.
- ◆ Pro Tector

SNEAK SUIT

Popular with corp strike teams and special forces, this suit is covered in ruthenium polymers, mimicing the background against which it is viewed! When turned off, the suit is black, and can be used for night camouflage. The suit resembles the skin-tight suits worn by speedskaters, but with gloves, foot covers, and a mask covering the lower half of the face. Any equipment worn over the suit is, naturally, not camouflaged. When switched on, the suit gives a +6 modifier to all target numbers to spot the wearer.

- ◆ The next best thing to an Invisibility spell.
- ◆ Chat

SPIDERSILK ARMOR

A suit of flexible fabric weave armor that can be worn under clothing or as a jumpsuit. The suit itself comes with a hood and gloves, along with special boot covers. This insulates the wearer, so that thermograph-

ic detectors have a harder time to find the wearer. The external version can be envirosealed for a small additional charge, but the weight increases somewhat.

Thermographic detectors have a +2 to the target number to find the wearer of a jumpsuit. Envirosealed versions of the jumpsuit increase the weight to (Body ÷ 2) kg and add 2,000¥ to the cost.

Credits: designed by Shadowmaster and posted on the ShadowRN mailing list, 29 April 1994.

- ◆ If you can get it, invest in this sort of protection. Very hard to detect, easy to wear, and very light, above all. Nothing even gets close for me!
- ◆ Snail
- ◆ If you're allergic to plastics, this is what you've been waiting for. You have to get it first, though.
- ◆ Mikey-Boy

THERMOGRAPHIC CAMOUFLAGE DYE

Wearing camouflage clothing is not enough these days: all those people walking around with thermographic vision will still spot you no matter how good your camouflage. So, what's the next logical step? Using this dye to distort your IR signature, of course! Most clothing can be supplied with this camouflage dye already incorporated, though at double the normal cost. By throwing a dose of this dye in your laundry, you can also do it yourself! Each dose is enough to color one piece of clothing (very large size clothing may need more doses to be effectively camouflaged); the stats below are for one dose.

A character wearing clothing dyed with a thermographic camouflage dye always counts as wearing appropriate camouflage (p. 97, *Cannon Companion*) when viewed with thermographic vision only, no matter the environment or color of his clothing. Characters using a combination of thermographic and normal vision (trolls and dwarfs for instance) get only a +2 modifier to spot the camouflaged character.

Armor	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index	Legality
Armanté "Tokyo" Suit	13	2	1	1	3/48hrs	1,000¥	.75	Legal
Fire-Resistant Coveralls	10	3*	3*	2.5	3/36hrs	300¥	1	Legal
Kelmar Police Armor								
Light	2	3	5	2.5	20/14 days	10,000¥	3	3P-L
Heavy	1	5	7	4	24/20 days	12,500¥	3.5	3P-L
Helmet	—	+0	+1	.75	20/14 days	2,000¥	3.5	3P-L
Sneak Suit	(+6)	0	0	2	8/14 days	70,000¥	7.5	Legal
Spidersilk Jumpsuit	—	7	5	Body ÷ 3	18/1 month	Body × 750¥	3	5-K
Spidersilk Under-clothing	12	4	1	Body ÷ 4	14/14 days	Body × 500¥	3	5-K
* Only against fire damage								
Item	Conceal	Weight	Availability	Cost	Street Index	Legality		
Thermographic Camouflage Dye	(+4)	—	6/24 hrs	20¥	1	Legal		

Other Gear

DATASCOPE®

Combining several functions into one small, handy unit, the DataScope® by KVH Industries is essential for survival on the modern battlefield. The unit resembles a very small telescope, ergonomically designed to be held in one hand with all controls under the user's fingertips. By looking through the DataScope®, the user can select any of the following functions: a compass accurate to 0.25th of a degree and capable of calculating distances between bearings; a rangefinder accurate to 0.5 meters; a variable-magnification (1x to 25x) low-light telescope; and a digital clock/calender. The unit has an integral memory to automatically record the last 50 bearings taken with the compass, and a battery life of 3 months.

• The damn thing is just too small for me. It may be fine for the breeders, but if you're a troll holding this scope is sort of liketrying to hold a greasy marble between your toes.

• Marty

• But if you can hold it, it is very useful in the field. It's accurate enough to know where you are and where you're going, and for quickly estimating distances. All without being detected.

• Freddy

• How does it find ranges, then, if you say the DataScope can't be detected? Lasers can always be noticed.

• Walks-With-Electrons

• Because it doesn't use a laser. You aim the DataScope at the target, estimate its height, and press buttons on the Scope to bring bars down to the target's height. Then you enter its height into the Scope, and it calculates the distance. An example: you estimate a standing man to be 1.8 meters tall, so you press the button until the top bar touches his head, and the bottom bar touches his feet. The DataScope measures the distance between the bars as, say, 6 mm, and then indicates that the target is 300 meters away—because $300 \times 6 \text{ mm} = 1.8 \text{ meters}$. Takes a little time, but it won't betray your position to laser detectors.

• ASDF

• So if you estimate a guy who's 1.9 m tall to be 1.8 m, then when you fire your mortar rounds at him, they land 20 m in

front of him. Fat lot of use that is! And what if he's ducking and weaving, and you can't get those little bars on him 'cause he's moving about? Or what if there are no good references like metahumans to go off?

• Goggles

• Then you pick something nearby that's not going to go anywhere, and which has a known height—like a door or something. Jeez, do I have to spell out everything to you people? ;)

• ASDF

PANORAMIC MOTION SENSOR

This motion detector can sense motion of any object larger than five cubic centimeters in a 360-degree radius around the sensor, transmitting any detected motion to a monitoring station. Naturally, the sensitivity level can be adjusted, allowing the sensor to automatically filter out movements of objects smaller than the programmed size.

When the sensor detects an object within range, it transmits this fact to the monitoring set. Motion sensors only indicate the existence of the motion and its general direction, not an image of what is creating the motion.

A motion sensor rolls its rating in dice against a target number based on the distance to the target, using heavy pistol ranges (SR3,

p. 111). The Remote Sensor Contact Table shows the information gained for a given number of successes; all information for lower numbers of successes is also given.

• Five cubic centimeters? That's a fragging matchbox!

• Easy

• Yep. That's the level of technology we've reached these days. The only way to remain undetected is to stay out of sight, or remain motionless. And no points for guessing which is the easiest of the two.

• DeLorean

• Motion sensors are usually deployed overlooking open areas, with the sensors themselves hidden between scrub.

• Cobrette

REMOTE SENSOR CONTACT TABLE

Successes	Information
0	None
1	Contact only
2	Range group in which contact falls (short, medium, long or extreme)
3	Rough size indicator (a single person, a large vehicle, a group of people, etc.)
4	Exact range to contact
5+	Good size indicator (a single dwarf, an APC, six humans, etc.)



◆ Don't forget that the best trick is diversity. Use lots of different motion sensors, and don't confine one sensor type to any specific area. Mix them up as much as you can. Also, boobytrap sensors or put sensors out to monitor other sensors. Like, tie a tripwire to your motion sensors, and if someone moves the motion sensor, your tripwire goes, "Hey! something pulled my wire! SCREAM!" That gives you a warning that someone is fragging with your sensors, even if they didn't show up on them. And always always always overlap your sensors' fields of detection.

◆ Captain One-on-One

REMOTE HEAT SENSOR

Essentially a simple thermographic sensor, this sensor can detect any heat source larger than a lit match within its range, so that any metahuman intruder will almost certainly be detected. Being a simple device, the sensor does not give a picture of the heat source, but does indicate its direction and distance from the sensor.

A heat sensor rolls its rating in dice against a target number based on the signature of the target. The maximum range is 100 m. Apply cover modifiers to the target number, as well as vision modifiers relating to mist and smoke, not for light levels. Any measures that decrease the target's heat signature are also taken into account, as are things that increase that signature (waving a burning flare, for instance). Remember that heat signature depends on the temperature of the target's surroundings, not on its actual temperature. If the target is within 2 degrees of the ambient temperature, increase the target number by +4.

The Remote Sensor Contact Table on page 29 shows the information gained for a given number of successes; all information for lower numbers of successes is also given.

REMOTE SEISMIC SENSOR

Detecting the presence of motion on the ground, such as a man walking or a vehicle moving (including hovercraft), this sensor indicates the distance, direction, and approximate size of anything detected. The smallest target this sensor can detect is a person walking.

Concealability is 4 for a sensor that is not buried; spotting a buried sensor requires a Perception (6) test. The sensor can be used to activate mines according to

the *Mines* rules on page 42 of the *Cannon Companion*.

The main advantage of these sensors is that they do not need a direct line-of-sight to the target as most other sensors do. Any object moving within range can be discovered, but seismic sensors cannot be used for observation of the atmosphere, though they may be used underwater. Base target numbers for such a sensor are based on the assault rifle range table.

A seismic sensor rolls its rating in dice against a target number based on the distance to the target, using assault rifle ranges (*SR3*, p. 111). Use the applicable modifiers from the *Size/Type of Target* section of the Manual Gunnery Modifiers Table on page 153 of *SR3*; however, the sensor cannot detect any kind of airborne target—it automatically fails its test against these. The Remote Sensor Contact Table on page 29 shows the information gained for a given number of successes; all information for lower numbers of successes is also given.

◆ You'd be amazed at what these sensors can actually detect. The blurb says that a walking man is the smallest, but that's just because they've been tuned that way. A little fiddling with the software will allow you to detect walking cats, the real limit of what they can register.

◆ Someone's Daughter

◆ The sensor's effectiveness also depends on the ground it is placed in. Remember, you have to bury part of the sensor, so you can't use them on concrete. Ground with lots of ditches and holes also makes them less effective because these "soften" the vibrations the sensor uses to detect things.

◆ Fishbone

SUPERBALL

Superball is a nasty "smart" plastic that is used as a restraint. It consists of a plastic strip that fuses to itself when pressed together; it is put around the subject's wrists and pressed together, doing (rating+2)M damage against which no armor protects (unless the restraint is put over armor clothing, in which case Impact armor reduces the Power Level, at the gamemaster's discretion). When the subject tries to pull free, or in some other way tries to break the restraint, the plastic tightens itself. Likewise, if the Superball is cut, the remaining end will also contract:

Item	Conceal	Rating	Weight	Availability	Cost	Street Index	Legality
DataScope®	8	—	.25	4/36 hrs	5,000¥	1	Legal
Panoramic Motion Sensor	2	1-10	2.5	(rating)/48 hrs	rating × 200¥	2	Legal
Remote Heat Sensor	4	1-10	.5	(rating)/48 hrs	rating × 300¥	1.5	Legal
Remote Seismic Sensor	4	1-10	1	(rating)/48 hrs	250¥ × rating	2.5	Legal
Superball	—	1-10	—	(rating × 2)/48 hrs	rating × 50¥ per meter	3	1-Z
Tripwire Sensor	6	1-4	—	(Rating)/24 hrs	Rating × 100¥	1	Legal

this means that, if it is bound around both wrists, when one is cut free, the Superball constricts around the other. In such a case, the subject takes (rating+2)M damage every turn, until the other wrist is also cut free.

The name Superball comes from the fact that the plastic, after it has been cut, tightens itself up into a ball.

Source note: for Gibson fans, this is a representation of the stuff Skinner, Yamazaki and Chevette are tied up with in *Virtual Light*.

- This is extremely vile stuff. It is outlawed in all nations in North America save Tir Tairngire, but lots of corps still use it, as do all kinds of shadowy figures.
- Him That Knows

TRIPWIRE SENSOR

An advanced version of the age-old piece of string with a rock-filled can at the end, the tripwire sensor can be used to detect intruders quite effectively. The latest tripwire sensors contain ten meters of virtually undetectable wire, and transmit any movement in the line through the plug-in fiber-optic cable, allowing the sensor to be connected to monitoring stations, alarm systems, automated gun systems, or explosives.

Concealability is 6 for the sensor itself. Spotting the wire requires a successful Perception (9) test. The base target number for a tripwire sensor to detect a target (which must cross the wire) is 2.

- Tripwire sensors are easy enough to get past: keep your eye speeled for any wires strung at ankle- to knee-level, and just step over the wire when you see one.
- Jason

- And that is easy enough to counter: just put the occasional sensor at waist, or even neck-level. Anyone looking at the ground for wires will likely run into the higher ones.
- Cobrette

- Tripwires may be simple and cheap, but don't think they're not effective. As Cobrette pointed out, placing them at different heights makes your chance of a catch bigger, but there are more tricks you can pull: wire some to Ares Sentry II systems, or to claymores if you don't mind making noise. Span simple cords that are not attached to sensors at all. Whoever comes across the cord doesn't know if there's something fixed to the end or not, so the least the cord will do is slow them down as they examine it.
- Ben

- No need to spend a few hundred bucks on a sensor if you want to blow someone up. Take a soft-drink can, cut open the end and tie the can to a tree or pole, and then stick a grenade into it. Put the timer on the lowest possible defon-

tion time (usually 2 seconds), and tie a piece of string to the grenade. Tie the other end of the wire to another tree or fence or something, and then carefully remove the pin from the grenade. Someone walks through the wire and the grenade falls out of the can. 2 seconds go by, and KABOOM! Bye, bye, baby.

- Freddy

BIOWARE

COMPOUND EYES

The eyes of vertebrates consist of a single lens set in the front of the eyeball, with light falling through the lens and projecting images on the retina at the back of the eyeball. Such eyes are excellent for detailed vision, but not as effective for detecting movement. For instance, human eyes can distinguish the different flashes of a light flashing 50 times per second, but that is approximately the maximum attainable. More flashes per second appear as a continuous light.

Compound eyes, as found on most insects, consist of a large number of small lenses and receptors. Vision is not as detailed as provided by human eyes, because of the reduced resolution offered by the large number of lenses, but these eyes detect movement much better: some insects can distinguish 330 flashes of a lamp per second. In addition, insects have excellent color vision, better than humans, while some insects (bees for instance) can see into the ultra-violet spectrum.

Compound eyes are now available commercially for implantation in metahumans. The normal eyes are replaced by the compound eyes, therefore any other vision enhancements present are lost (but can be implanted in the compound eyes again). This enhancement allows the user to detect motion better, improves color vision, and has optional ultra-violet vision. All these functions operate continually and cannot be switched off. The eyes can accept any normal vision enhancements. Due to their unusual appearances, anyone with compound eyes is affected by the rules regarding *Cyberware and Social Interaction* on page 93 of *SR3*.

Compound eyes are available in ratings 1 to 5; each rating point gives the user an extra die to roll for Perception tests made to distinguish movement or colors. They also add +2 to the target number for Perception tests made to notice fine detail.

- I got me a set of these, and I can tell you, now you really start to appreciate how slow people actually move.

- Geezer



◆ I find you can't watch the trid decently with compound eyes. All you see is a series of still pictures instead of a moving image.

◆ Back

◆ You haven't mentioned the worst thing: all those flashing lights everywhere, which other people see as one continual light. I bought cultured compound eyes, you know, the pre-full-production testmodels, but went under the laser for normal eyes within a month. All those flashing lights gave me a headache from here to Rangoon. I was later told that the effect is worse the higher the rating of the eyes you have installed.

◆ Tenfold

◆ I got me some of these at the same time as I was going in for reflex enhancers; the doc offered me them at a discount. I went around for two weeks thinking I had a good deal before I realized that the fragger hadn't added anything to my spine at all; I just saw people moving slowly and figured that I must be moving faster...

◆ Calaver

The program carrier consists of three retractable prongs in the back of the hand, connected to the user's brain by subdermal fiberoptic lines. To access the Matrix, the prongs are inserted into a suitable jackpoint and the decker's datajack is connected to that same jackpoint by means of an ASIST converter (p. 19, *Man & Machine*). Persona chips, described on page 59 of *Matrix*, must be plugged into the program carrier; only Evasion, Masking and Sensor can be used—the decker's Body serves as the Bod Rating and his or her Willpower is used as the MPCP Rating (Willpower therefore limits the ratings of the persona programs as the MPCP rating does in a normal deck; see *Matrix*, pp. 58-59—yes, the decker's Body Rating does count against this limit).

The decker's Load speed is equal to ten times his or her Intelligence, while maximum bandwidth (see p. 32, *Matrix*) is the lower of the jackpoint's Bandwidth rating, or twice the decker's Intelligence Attribute Rating.

Any data to be up- or downloaded, as well as any utilities, frames or agents to be used, must be stored in the decker's headware memory, or in an external memory device connected to a second datajack. Headware memory functions as both active and storage memory, but external memory is for storage only (this is as for cranial cyberdecks, pp. 19-20, *Man & Machine*). Utilities can be compressed using a data compactor or similar cyberware, but must be uncompressed before they can be used.

There is one advantage, though: any initiative boosts the decker has that apply in the physical world also apply when decking naked.

In cybercombat, any damage the cyberdeck would normally take is applied to the decker's Stun Condition Monitor instead. Every time the decker takes damage in cybercombat, he or she automatically takes 1 point of stress to a randomly-selected Attribute (*Man & Machine*, p. 130), regardless of how many boxes of damage were actually taken. Furthermore, whenever the Stun Condition Monitor is filled completely as a result of decking naked, the decker takes 1D6 points of stress, again to a random Attribute. Nobody said decking naked was good for your health...

Note: The rules for decking naked originally appeared in the first-edition *Shadowrun* rulebook, but were removed from later editions for a number of reasons.

CYBERWARE

HEART REPLACEMENT

The user's heart is replaced by two high pressure valves, keeping a continuous flow of blood throughout the users body. Not only does this make the user immune to heart disease, keeps going long after normal hearts give up (giving two extra overflow damage boxes), but it ensures that shots aimed at your heart will hit nothing valuable nine times out of ten—do not automatically stage called shots to the heart up by +1 Damage Level. Users also have the added bonus of having no pulse.

PROGRAM CARRIER

In the early 2050s, this piece of cyberware was highly popular with deckers, because it gave them the opportunity to access the Matrix without using a complete cyberdeck. This was known as "decking naked."

Bioware	Rating	Bio Index	Availability	Cost	Street Index	Legality
Compound Eyes	—	.3	6/60 hrs	rating × 3,000¥	1.25	Legal
With Ultra-violet	—	.3	6/60 hrs	rating × 4,500¥	1.25	Legal
Cyberware	Rating	Essence	Cost	Availability	Street Index	Legal
Heart Replacement	—	.5	5,000¥	8/48 hrs	1	Legal
Program Carrier	—	.2	4/48 hrs	25,000¥*	1	3-S
Vehicle Control Rig	0	1.2	2,400¥	6/48 hrs	1	7P-N

* Excluding the cost of persona chips or an ASIST converter.

magical GEAR

- This is a dangerous way to deck because your nervous system is extremely vulnerable.
- ASDF

- I thought these things went out of use years ago. Why is it included here?
- Sammie

- They can still be obtained on the street, not to mention they're plenty cheaper than cranial decks. Granted, you can waste yourself pretty badly with these things, so {mode:father_figure} kids, let's be careful out there... {mode_end:father_figure} *grin*
- Nobody In Particular

- There's a whole sub-culture of so-called "nudists" in Atlanta. These characters all deck with nothing but program carriers and the equipment you need to use them, but no decks or anything. As you can expect, 50% of the conversations in their hangouts are about who fried themselves recently, and how.
- Sham

- Are you sure they're not otaku?
- Nightman

- No, they definitely all use program carriers, so they're not otaku—though I grant you that the two may be easy to confuse unless you can observe them closely. Could be that they're faded otaku, though, who've turned to program carriers to try and get as close to their original thrill as is possible.
- Sham

VEHICLE CONTROL RIG (RATING 0)

The rating 0 vehicle control rig gives the character an effective control pool equal to their Reaction and allows them to default between vehicle skills with a +2 target number instead of +4.

The intention of this cyberware is to destroy the rigger's monopoly over vehicles; a character can access a control pool with a rating 0 vehicle control rig without a huge investment of cash and essence. They'll never be as good as a rigger without upgrades, but they'll be competent and—unlike most riggers—they'll have essence and money left over to kit themselves out as a street samurai, decker, mage or anything else they want.

ASTRAL COMBAT FOCUS

This focus adds a number of dice equal to its force to the user's Astral Combat Pool. This can be added to any actions with which this dice pool can normally be used.

ASTRAL WEAPON FOCUS

Astral weapons are enchantments which exist entirely on the astral plane. They are normally (when ever moving around with them is necessary) accompanied by a dual-natured sheath of some form, allowing the user to carry one without being astrally active all the time. For the purposes of it being attacked in astral combat or targeted by a spell, the sheath has a Force Rating equal to that of the weapon.

When an astral weapon focus is created, the enchanter chooses its Damage Code and Reach, which together determine the necessary Force of the focus. The Damage Level sets the base Force; all astral weapon foci must be at least Force 1, which makes the base damage Light. An astral weapon focus can do Stun or Physical damage, at the user's choice. The Power Level of the focus is equal to the wielder's Willpower Attribute Rating (just like the base Power

Level of most melee weapons equals the wielder's Strength), and this can be increased by 1 for every point of Force assigned to it by the maker. Likewise, the focus' Reach can be chosen; the maximum Reach is 2.

The Astral Weapon Focus Design Table shows the Force ratings. Add up all the relevant modifiers to find the focus' total Force (the minimum Force is 1).

To make an astral weapon focus that causes (Willpower+3)M damage with no Reach bonus requires a Force of 5: 2 for Moderate damage, and +3 for the Power Level modifier. A focus causing (Willpower+2)D with a +2 Reach modifier requires a Force of 12: 5 for Deadly damage, +2 for the Power Level, and a +5 for the 2 points of Reach.

ASTRAL WEAPON FOCUS DESIGN TABLE

Factor	Force
Damage Level	
Light	1
Moderate	2
Serious	3
Deadly	5
Power Level	+1 per extra point
Reach	
-1	-2
0	+0
1	+2
2	+5



◆ These seem to be beautiful for sneaking into places; no metal detectors or otherwise mundane means of detection will find them. Conversely, it can't touch things on the physical plane, so pretty much anywhere you'll want to get them into will have means for finding them.

- ◆ Alta

BANISHING FOCUS

A banishing focus adds a number of dice equal to its Force to Banishing tests (p. 189, SR3). It also increases the user's effective Magic Attribute Rating for such tests by its Force. This bonus applies only when calculating the opposing spirit's target numbers for the banishing test: a magician with a Magic Attribute of 3 and a Force 5 banishing focus will have an effective Magic Attribute of 8 when determining target numbers for opposing spirits, but will take Deadly stun when his or her Magic Attribute is reduced by 3, not by 8.

SPECIFIC SPIRIT FOCUS

A specific spirit focus acts in the same way as spirit focus but only works for one particular spirit. That is, one can be made for a specific elemental, adding dice to tests to extend its service (p. 98, Magic In The Shadows) or for an ally spirit whose summoner is budgeting for a lot of improvements. Less commonly a shaman may purchase a specific spirit focus for a nature spirit which inhabits a particular area.

SPIRIT BOX

Spirit boxes are enchanted holding devices; those made by hermetic enchanters are often ornate boxes whilst shamans often go for plain or painted pots. Either way a spirit box focus acts as a temporary body for astrally-projecting magicians—whilst in the box a magician may restore lost Essence resulting from prolonged astral trips at a rate of 1 point per minute, as if they had returned to their physical body. A spirit box can only "hold" a number of Essence points equal to its

force; these points are regained by the box at a rate of 1 every half-hour. When active the walls of a spirit box act as an astral barrier with a Force equal to the Force of the box. The individual to which it is bonded can move and see freely through this barrier.

◆ I paid 25,000¥ for one of these and for six months thought I'd been ripped off. Then I came back from an astral journey and found my body missing and about an hour left before I needed it. Trust me, they may not be a worthwhile investment for those who astrally project close to home, but those who go roaming should try to get hold of one of these.

- ◆ Hurricane
- ◆ I drek ye not chummers; there is an initiatory group of full magicians who use these boxes as one of their ordeals for a third initiation. The magician has to astrally project and do some chanting or some such drek. Every hour they enter the box and refresh themselves. After a few hours another group member kills their body and they remain as an astral entity dependant on the box.
- ◆ Alta

vehicles

bike

ALL-TERRAIN BIKE

A form of traffic that is becoming ever more popular in these times of ever increasing fuel and electricity costs, bicycles are cheap, lightweight, and can go virtually everywhere. No need for fuel, plus you get a free work-out while going to your destination! This ATB is equipped with 48 gears, off-road anti-puncture tires, quick-change wheels, and a lightweight carbon-

Focus	Availability	Cost	Street Index	Bonding Cost
Astral Combat Focus	4/48 hrs	Force × 20,000¥	2	2 × Force
Astral Weapon Focus	6/72 hrs	(Reach × 2000¥) + Force × 5000¥	2	3 × Force
Banishing Focus	4/24 hrs	Force × 50,000¥	2	2 × Force
Specific Spirit Focus	3/24 hrs	Force × 10,000¥	2	1 × Force
Spirit Box	8/72 hrs	Force × 10,000¥	2	2 × Force

ENCHANTING RULES

Focus	Base Time	Target Number	First Bonding Cost
Astral Combat Focus	30 days	5	3 × Force
Astral Weapon Focus	20 days	6	5 × Force
Banishing Focus	20 days	5	4 × Force
Specific Spirit Focus*	10 days	4	2 × Force
Spirit Box	40 days	6	4 × Force

* Requires the presence of, or a knowledge of the astral signature of, the spirit in question.

fibre/paper frame. Excellent for city work as well as off-road riding, and it comes with a free heavy-duty lock to secure the bike to lampposts, railings, and similar structures.

Special Rules: Bicycles follow most normal vehicle rules (see *SR3* and *Rigger 3*), with the following exceptions. Most importantly, an ATB's base Speed rating equals its rider's Quickness Attribute Rating multiplied by 5, and its Acceleration rating is equal to the rider's Strength. Also, a bicycle does not accumulate stress points when it exceeds its normal Speed rating; rather, for every minute, or part thereof, it goes faster than its Speed, the rider must resist Light Stun damage, with a Power Level equal to the number of minutes already spent moving at more than the bike's Speed rating. For example, after 1 minute it would be 1L Stun, after 2 minutes 2L Stun, and so on. Every five minutes spent at or below the Speed rating (including standing still) reduces the Power Level by 1 again. A bicycle rider counts as a pedestrian when in a collision. Bicycles can accept vehicle modifications (see *Rigger 3*) but must be fitted with a generator (p. 152, *Rigger 3*) if they are to carry any equipment that requires more than a minute amount of electricity.

- If you don't mind getting run-over by an average of three cars a day, this is an excellent form of transport.
- Bodyguard
- Big-city, right? In the NAN, there is loads of terrain where you can use a good bicycle a lot better than a car.
- Worlder

GPS

CHRYSLER-NISSAN PYTHON TURBO

Chrysler-Nissan finally releases an all-new vehicle, and a sports car at that! The Python only comes in a Turbo variant, and is a simple but luxurious two-seater. Standard extras include leather upholstery, roll bars for added safety, and a full stereo system.

Other Features: Roll Bars, Turbocharging 1 (factored in)

- Only outdone in cheap-and-nastiness by the Honda-GM 3220, which, by the way, is the only sports car on the market that it out paces (except the new EC 3k). On the other hand, the Python'll burn off anything at the lights short of a Ferrari Racer—not too shabby.

- Drag Racer

EUROCAR 3000

Announced some four years ago, the 3000 has finally arrived! Similar to the very successful Westwind 2000, it is smaller, and has a lower price tag. It also has all the 2000's extras, with the exception of the lock-down wheel covers, which were not generally considered a success. A convertible version is also available.

Other Features: APPS

- "Lower price tag" my hoop! Where do the media spin doctors get this drek? I'm sure it sounds good, and I'm sure most of their target market won't even bother to check (nor would they probably bat an eyelid if they found out it wasn't true), but I'm a little suspicious about the rest of their claims now. With an opening statement like that, would you believe Eurocars self proclaimed "impressive safety record" for example?

- Critic

- I dunno about you, chummer, but with the economy and fuel capacity to halfway cross North America on a tank, and at decent speed too, I'm not complaining.

- Road Runner

helicopter

MCDONNELL DOUGLAS C111

A multi-purpose helicopter, the C111 is available in a number of variants, all of which share the same basic structure. The helicopter has a standard-size door on the left, and a double-size door in the corresponding position on the aircraft's right. In the rear compartment on the left side there is also an escape hatch.

Other Features: Security Variant has 2 Forward Firing External Firmpoints, Left Firing Pintle Mount, Remote Mini Turret

Model	Hand	Speed	Accel	Body	Armor	Sig	Auto	Pilot	Sensor	Cargo	Load
AT Bike	3	Q×5*	S**	1	0	6	0	—	—	1	20
C-N Python	3/8	195	18	3	0	1	2	—	0	2	40
EC 3000	3/8	180	10	3	0	2	3	—	0	4	30
MDD C111 Com	4	120	10	7	4	3	3	—	1	9	570
MDD C111 Exec	4	120	10	7	4	3	3	—	1	45	1,470
MDD C111 Sec	4	120	10	7	4	3	3	—	1	17	825
PKF40	3	880	50	7	1	5	4	—	6	1	1,577

* Speed is equal to five times the rider's Quickness Attribute Rating.

** Acceleration is equal to the rider's Strength Attribute Rating.



- This helicopter is not sold much for commuter or executive transport. Most are of the "security" variant, and usually carry a HMG in the chin turret, an LMG on the pintle mount and rockets or missiles on the firmoints.
- Riggin' Renegade

• Ya'd think with all that weaponry bristling off of it that the security variant would stand out like the proverbial part of a dog's anatomy. Well think again, chummers, McDonnell Douglas' people went to great lengths to ensure that the security variant was no more distinguishable to sensors than the regular commuter and executive variants. This made it cost, like, three times as much, but next time your sensors show up a "C111", take a real good close look to make sure it ain't packin' heat.

- Rigger Mortice

VECTORED THRUST AIRCRAFT

FLEDERMAUS PKF40 AUSE. B

The Fledermaus is a small, one-person attack VTOL. It has a semi-aerodynamic shape, and uses powerful jet engines for propulsion (four facing downward and one to the rear). This makes it much noisier than an equivalent helicopter, but also allows it to achieve speeds impossible to reach with modern helicopters.

In the nose is an extensive sensor/ECM/ECCM suite, under the nose is a fixed Vanquisher minigun, and the wingtips can accommodate a variety of external weapons. There is also the possibility of mounting a rocket or missile underneath the cockpit, just to the left of the minigun.

Other Features: Enviroseal (Gas), ECM 4, ECCM 3, 3 Forward Firing External Firmoints, Forward Firing External Hardpoint (w/ Ares Vanquisher HMG Minigun & 1000 Rounds Regular Belted Ammo), Fly-by-Wire 2 (factored in)

- This is a nice little machine, and it is definitely one you shouldn't under-estimate. It's used by some corp security forces for rapid response (and with this baby's speed you can respond rapidly), and also by corporate military units.
- Nighthare

• I had the pleasure of flying one of these things at speed through Hell's Kitchen a while ago, and it handles like a dream. Altitude about two to four meters at full throttle, and still you're able to take those tight inner-city corners with room to spare!

- Einzelstern

• I hear Knight-Errant has these things in limited service already. They apparently fit them with a Victory cannon and light aerial rockets, but don't ask me what they're planning to do with them. Anyone have any ideas?

- Jane Doe

Model	Seating	Entry	Fuel	Econ	S/B	L/T	Chass	SI	Avail	Cost
AT Bike	1	—	None	NA	—	—	Special	1	1/24 hours	650¥
C-N Python	2	2d+1t	G (130 l)	8.55 km/l	—	—	Sports Car	2	4/4 days	69,250¥
EC 3000	2+1b	2d+1t	G (155 l)	9 km/l	—	—	Sports Car	2	4/4 days	73,400¥
MDD C111 Com	14	1d+1s+1h	Jet (1,000 l)	0.35 km/l	—	VTOL	Cargo Hel.	1	12/2 weeks	437,500¥
MDD C111 Exec	8	1d+1s+1h	Jet (1,000 l)	0.35 km/l	—	VTOL	Cargo Hel.	2	14/4 weeks	437,500¥
MDD C111 Sec	2+10b	1d+1s+1h	Jet (1,000 l)	0.35 km/l	—	VTOL	Cargo Hel.	3	20/4 weeks	1,297,250¥
PKF40	1e	1c	Jet (2,500 l)	0.25 km/l	—	VTOL	Jump Jet	3	30/5 mths	22,481,375¥