NERPS

NET ENHANCEMENT FOR ROLE-PLAYING SHADOWRUN

U·N·D·E·R·W·O·R·L·D

Edited by Gurth

NERPS: *Underworld*

CONTENTS,

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BASEMENT TRANSACTIONS

by Bryan Linn Schuler

So, you want to be a Shadowrunner neh? Alright, pop quiz, first question, how do you go about getting in touch with your armorer?

Wrong answer if you said "I call him up on my trid." chummer. That's what I'm here for. Let me introduce myself, my name is Frobozz, and I've been doing this biz longer than I care to remember. I'm going to tell you how to get in touch with people and not get monitored. I'll tell you how to get the things you need to complete your runs. And lastly, I'll explain to you how you can watch your back when doing shady dealings.

PART ONE — CONTACT

Sad but true, big brother is here to stay. Depending on whichever megacorp owns your phone lines, or the pizza shop down the street with the strategically placed broadband radio receiver on the roof, people are watching you, listening into your most intimate conversations. In this day and age, there is one maxim and that is information is power. This section is how to carry on conversations and remain anonymous and unmonitored.

While nobody will suspect you calling up the local Chinese joint and ordering take-out, things can get interesting when you call your shadow mechanic and ask him to mount a chaingun under the hood. Phone lines have been around for a hundred years. During that time, they have changed quite a bit. Originally, they were copper cables and mechanical switching systems. Around the end of the 20th century, an amazing device was introduced to the consumer that changed phone history forever, the modem. Computer communications changed phone systems almost overnight. Electronic switches quickly replaced the older mechanical ones, and copper was replaced with fiber optic to handle the increasingly higher transmission speeds. Up until 2015, this fiber-optic net provided incredibly clear audio, high-speed electronic transmission speeds and even some basic video. This all suddenly changed again though when another hot product suddenly slammed the market, trideo. The consumer demand for trideo teleconferencing forced a phenomenal load on the phone systems of the time. Suddenly, it was apparent that more powerful equipment was needed. And, in 2017, Fuchi

Industries introduced the F-9 Fiber Trunk System. This system included a wide fiberoptic cable to handle over fifty times the current system load, state of the art router electronics and a powerful, decentralized computer system that could handle billions of complex electronic exchanges per second. Today, the F-9 standard is still being used. Unless something else really interesting in the telecommunications industry comes up, F-9 has enough power to provide the planet with crystal clear, fast trideo and data communications for the next hundred years. The principles of the phone system have never changed though. When you enter in a person's phone code, you are entering in an electronic address. The phone company's computer then scans the address, splits it up into it's various components, contacts various other computers in the network, and figures out the route your transmission is going to take. This all takes place from the time you click "enter" to the time the message "ringing remote party" flashes on your screen. Once your chummer on the other end picks up, a loop is made and data channels are opened. These channels may include video, audio, fax, mail, ECT (Electronic Credit Transfer), various datalines and so forth. When you open a connection, only the data channels that are actively being used are open. Thus, if your trid has fax capability, and all you are doing is talking with video active, you are only using 2 channels on the phone system. Now when you put a sheet of paper in your fax and click "Transfer", a third channel is opened up between you and your party, the information is transmitted, and the channel is then closed.

Now that you are all experts in phone system, here are a few bits of equipment, some new, some old that will make contacting your shadow chummers a little more secure.

TRANSLATOR BOX

This innocent little box that hooks in between your trid and the wall, will, when activated, effectively encrypt all outgoing channels and decrypt all incoming ones. The box uses a scrambler key that is known to both parties ahead of time. This is an effective device for short conversations since even the low powered models will buy you some time before your encryption key and algorithm are dis-

covered. Note that this will also work on portable phones, and there are even encryption circuits made small enough to fit into the wrist models.

>>>>>[This little bugger's real useful most of the time, but if you're under active surveillance then those fraggers will KNOW you're up to something and probably bash in your door right then and there.]<<<<<
　　—Quicksand (01:46:18/9-27-57)

>>>>>[A good use for a Translator Box is to make a chip recording of your message, run it through the Box and onto another chip, and then put the chip and a cheap phone someplace with a timer.]<<<<<
　　—Manic Compression (02:10:03/9-27-57)

GAME DATA

The Data Encryption System in SRII p.243 can be considered older technology being the size of a briefcase. The newer models are generally the side of a modern day VHS tape.

PASSCARD CIRCUIT

This is a small modification you can do to any existing phone. This small bit of electronics will filter out your phone's identity number from your transmission and insert a pre-programmed fake. Now you may be thinking, "Uhh, why not just remove it altogether?" The answer is simply the tele-com system will not accept your call and will flash you back a "Faulty Equipment, please have your equipment serviced" message in a microsecond. Nicer versions of this circuit have a link to your phone's keypad so you can change the fake ID anytime you want, but most just have a preprogrammed number that require a new circuit ROM to change.

>>>>>[Again, chummer, if you're under active, they'll be on you.]<<<<<
　　—Quicksand (01:50:17/9-27-57)

TRAC SYSTEM MODIFICATION

There exist in all portable phones, a small feedback algorithm that is used to trace the location of the unit when it is in use. This simple routine called TRAC (Threshold Range Algorithm Code) transmits a "signal quality check" to all surrounding remote receivers, and by judging signal clarity, can compute distances to each one. This in effect is used to triangulate your position and can be as accurate to 100 square meters. Thus, many of us in the shadow community either have this "feature" removed or more likely (for fun or to look less suspicious) has the circuit modified to transmit a set of false location readings. Some examples of modifications I've

Equipment Game Stats

	Conceal	Weight	Availability	Cost	Street Index
Translator Box					
Standard Unit	8	1	Rating/14 days	1,200¥ x Rating	2
Micro Unit (internal)	NA	—	Rating/18 days	3,000¥ x Rating	4
Passcard Circuit					
Staticly Set	NA	—	6/7 days	8,000¥	2
Changeable (via keypad)	NA	—	8/7 days	11,000¥	2
TRAC System Modification					
Disabled	NA	—	6/7 days	1,000¥	1.5
False Location	NA	—	8/7 days	3,000¥	2
Displaced Location	NA	—	8/10 days	5,000¥	2
Sidebander Box					
Standard Unit	6	2	Rating/18 days	4,000¥ x Rating	3
Pong Box					
Standard Unit	8	1	Rating/72 hrs	5,000¥ x Rating	1.5
With Encryption	7	2	Rating/14 days	7,500¥ x Rating	2
Tracking Unit					
Standard Unit	3	5	Rating/10 days	15,000¥ x Rating	1.5
Cyberdeck Modification	—	—	Rating+5/20 days	20,000¥ x Rating	2
Program Size (in Mp): (Rating x Rating)					
Satpong Box					
Standard Unit	6	3	Rating+2/8 days	8,000¥ x Rating	2
With Encryption	6	3	Rating+2/18 days	10000xRating	3
Fiber Optic Tap					
Standard Unit	12	—	Rating/14 days	9,000¥ x Rating	1.5
w/ Battery unit	10	—	+1 /+1 day	+500¥	1.5
w/ Radio Transmitter	12	—	+2 /+1 day	+1,000¥	1.5
w/ Encryption	11	—	+Rating/Same	+1,500¥ x Rating	2
Tap Detector					
Standard Unit	9	1	Rating/4 days	200¥ x Rating	2

seen are having a wrist phone report that it was always being used from a public latrine in the dirtiest section of Tacoma, one which reported it was 400 meters offshore, and mine, which I've had modified to displace my position approximately 500 meters in a random direction from my true position (close enough to see the helicopters and hear the sirens but far enough to not be noticed).

GAME DATA

There is no way to locate a portable phone with this modification using TRAC. since it will not be able to compute signal strength anymore.

SIDEBANDER BOX

This is an advanced version of the standard "Translator Box". The most notable difference is how it manipulates channels. The "Sidebander Box" will take over the audio and video channels of your connection, and will play pre‑recorded data over them. Meanwhile, it opens up two more channels (usually disguised as mail and FAX) and sends encrypted audio and video over them. The results are impressive. On your screen, you could be talking to your fixer, and anybody listening would see a pre‑recorded play of you and your Auntie Bertha. A low level scan of the dataline will detect the encrypted channels, but most listeners won't bother checking if they are already monitoring the primary channels.

Just remember to change your recordings often. The best types of recordings are usually long, electronic conversations with a public BBS, since you aren't limited by conversation time.

GAME DATA

Those attempting to view the call must make an Intelligence test vs. the unit's rating +4 or be convinced that the false signal is real.

PONG BOX

This is a device for re‑routing your signal to prevent tracing. Remember, even if you have a pass‑card circuit installed on your phone, you can still be traced by brute force means.

Depending on the level of the unit, your "across town call" could appear as if it was coming from the next city or across the world. The way it works, is during the connection loop, the box transmits fake router instructions to the telecom's computer. The end result is a nice wide loop bounced off of a thousand different routers. Pong boxes usually also includes encryption which can be activated at any time.

TRACKING UNIT

Those attempting to trace someone using a pong box must have available to them either a special tracking unit or a modified cyberdeck. These units can backtrack a call and must be connected via a tap (see below). Cyberdeck units include system software and can be installed on almost any cyberdeck.

SATPONG BOX

If somebody is trying to trace you, then this will frag them over pretty nicely. This is an advanced version of the pong box that works on the same principle, but takes a more airborne route. The box will instruct the telecom's computers to bounce your signal off of several satellites. Since these types of transmissions are difficult to trace, anybody attempting to do so will be trudging from one satcomm relay to the next for hours trying to figure out where the call is originating from. This device can buy you about an hour's worth of communication at a fairly decent level, but they can also slow down system time dramatically. Conversation will generally be unaffected, but data transfer and video will usually be slower than usual.

GAME DATA

Rating of one of these units counts as double that of an appropriate Pong box. Data transmissions take Rating times as long to complete. See rules on satellite transmissions in FASA's Virtual Realities 2.0.

FIBER OPTIC TAP

Most people have argued that fiber‑optics are impossible to tap. This has been a fallacy since the twentieth century when they first came out. It is impossible to make a tap in a fiberoptic line without cutting it and disturbing the data. But, one can easily cut the line and terminate each end into this little box. The device takes any data passing through it and sends it through an output line. The listener then connects this output line to a computer and uses software to select the active data channels to monitor.

There are several problems with this box in that first, since fiber optic communications are transmitted with such high‑powered micro‑lasers, this box usually needs to be plugged into an external power source. Second, it takes time to install and remove. To install it means breaking the fiberoptic line and re‑terminating it into the box. To remove it means to unplug the tap and re‑plug the wires into a fiberoptic passthrough. Both require time and skill to do. Third and most importantly, breaks in the phone company's lines are usually immediately detected. Depending on how much nuyen your target is paying the phone company to watch his lines, an investigation team (usually accompanied by law enforcement) will usually arrive on the scene in a few minutes. One way around this is to plant the tap in a line as close to the target's phone as possible, so that the least amount of data is interrupted (and if nobody's using their phones or trids, you're

pretty safe.) Lastly, of course, unless you replace the entire length of fiberoptic cable you cut, it will be obvious that something occurred at the site of the tap.

These taps can be very versatile and usually have many optional extras. Some of these features include battery power (although I've never found one to last longer than 2 days, and when the battery goes dead, your target's line goes dead) radio transmitters to send the transmissions to a remote receiver, and of course, encryption.

>>>>>[These things are usually tricky to attach. Most fiber datalines, even the ones installed in small corp's telecom system, can have a loop-back to determine if one of the phones has been disconnected. And it don't matter if the fraggin telecom is turned off either, I know some have some sort of battery-backup to keep the security net running.]<<<<<
    —Big Schwartz (01:35:51/9-27-57)

>>>>>[A few chummers I know posed as a corp maintenance crew and had some forged documents that outlined them as datacomm technicians. They walked right up to the secretary of the department they wanted to bug, and explained to them that they were there to fix the phone troubles. Now naturally, there are always phone problems no matter how small, and they convinced her enough to show them where the phone closet was. Installed a few taps, tightened a few loose connections to make it look like they did something and left. Easy as pie.]<<<<<
    —Kage (02:41:01/9-27-57)

>>>>>[Thank the powers that be that most corps are too large to notice little things like that. Sounds like smooth work.]<<<<<
    —Guethrue (02:58:32/9-27-57)

>>>>>[Sounds more like luck to me.]<<<<<
    —Spot the Ninja (04:44:06/9-27-57)

>>>>>[Say, call it a rumor, but I heard somewhere that some corps or something found a way to actually tap fiber optic without cutting it. Something about detecting the magnetic shifts and energy fields given off by the line and backward interpreting it to data. Anybody know anything about this?]<<<<<
    —Guethrue (11:21:13/9-28-57)

>>>>>[Tapping fiber optic without cutting it? Hahaha! How much nuyen did you pay for that drek? Fiber optic is light, you can't tap it without breaking the line.]<<<<<
    —G Money (17:38:57/9-28-57)

>>>>>[I've heard of it chummer, and quite frankly, it scares me.]<<<<<
    —Frobozz (19:22:16/9-28-57)

GAME DATA
This is very similar to the Dataline Tap in SRII, p.243, but is used on fiber-optic lines which cannot be spliced.

TAP DETECTOR

This small black box sends a pulse through a telecom line and measures its return resonance. This is done in an attempt to locate taps on your line, either active or inactive by the loss in signal strength. These units are not as secure as they're

made out to be though chummer, don't fully trust them since most really high tech taps will BOOST the returning test pulse to compensate for it's added line resistance.

>>>>>[He's right about that one chummers. I used to have a scanner hooked up to my trid for years. Saved my rear about a half a dozen times. Then one month, it seems I have this guy trying to hunt me down. Real pro too, I could never seem to get close enough to take him out, and he always seemed to know my every move. After weeks of dodging sniper bullets and defusing bombs, I finally nailed the guy. Still a little paranoid as to how he always knew where I was going, I spent a week interrogating my contacts and inspecting my communications equipment. What I found was probably the wizzest little tap I've ever seen. Has a computer control module which dynamically compensates for it's own resistance. Scary world chummers.]<<<<<
    —Kage (03:10:22/9-27-57)

GAME DATA
Slightly more advanced than the Dataline Scanner in SRII, p.243.

PART TWO — LOCATION

Now that you can call your contacts without getting traced or discovered, how do you actually receive your junk? Data and information are easily handled over the phone network, but trying to smuggle a heavy machinegun is another matter; especially if you suspect somebody is watching you.

Where you conduct your biz is one of the most crucial parts of any transaction. You want to look for a location public enough not to cause suspicion as to why you're there, and private enough that there won't be anyone around watching. If you're fairly sure nobody is onto you, an alleyway or any unpatrolled sprawl is more than decent to conduct a transaction. But if you're not so sure, clever methods must be used. Below is a list of some locations, ranging from poor to excellent.

- **A private house. This is a poor choice to conduct a transaction. If either you or your contact are being monitored or under suspicion, this location will often be bug-ridden and will have a surveillance vehicle parked just down the street watching. It's not good for either you or your contact to have a Lone Star crackdown team break down the door.**

>>>>>[I learned that in about two weeks of becoming a runner.]<<<<<
    —Pheonix (01:02:19/9-27-57)

- **A dance club. This is a good location to exchange information as loud music will make most listening devices ineffective. It is also a good location to exchange small packages out on a crowded dance floor or in the bathrooms. Major problems include a large number of people who may observe what is going down. Usually though, there are few who actually care enough to tell someone.**

- **A bar.** The "classic" exchange location as depicted in trids and sims about shady dealings. A bar makes a decent location for biz. While you are far less suspicious for bringing in a briefcase or a large shopping bag than you would be at a dance club, the same "large number of people" problem and the (usual) lack of loud music makes listening devices a possibility. I've picked up shopping bags full of SMG's and briefcases loaded with military ammo at several bar transactions.

- **A restaurant.** Like the bar as described above but more secure. The more expensive the restaurant, the more privacy received. This is an excellent location for information exchange or meeting with Johnsons.

- **A Stuffer Shack™.** Also like the bar, but the large open windows usually incorporated in their design make them less secure. I had one joker pay the boy behind the counter to slip a datachip I needed into one of my burgers. I damn nearly swallowed it.

- **At the mall.** This is an excellent location to conduct a transaction. It's open enough to rule out listening devices, and one can almost always find a suitable location to conduct business. Most people at the mall are on the move and would never suspect a hand-off. I've had toyboxes concealing assault rifles, and shopping bags filled with grenades handed off to me here. Christmas season is great.

- **At the car-wash.** If you can make friends with someone at one of these locations, you can haul some pretty major equipment. A car-wash is an excellent exchange location. Your chummer A drives into the car-wash, and half-way through, chummer B shuts it down and unloads the equipment into some back room (usually a maintenance closet). Then, you come driving up, pay chummer B for his assistance and a "winter protection wash," drive through. Chummer B shuts it down, loads the equipment into your vehicle, and you're on your way. Very large equipment like drones and heavy weaponry can be exchanged this way.

>>>>>[I once had to wait for three weeks to pick up a certain large package, because my chummer was half an hour later making the delivery and the local cops decided to get all their cruisers washed daily for a while to work off some government grant.]<<<<<
—Big Schwartz (02:00:57/9-27-57)

>>>>>[Sounds like they might've been on to you.]<<<<<
—Chester (05:18:43/9-27-57)

>>>>>[We were. Local cops can be real damn easy to bribe.]<<<<<
—Datalife (12:54:18/9-28-57)

- **At a warehouse.** You can exchange some pretty large items here, but if you are being followed, this can get real suspicious real fast. Avoid it if you can.

- **At trade shows, conventions.** These also provide excellent locations to pick-up equipment. Who would suspect the large white box you carry out is not your Spiderman collection but actually filled with security armor, or that "ham radio" you bought has a few optional extras hidden inside.

- **On the docks.** Not too good. Docks may seem like a good place to conduct biz, but with the number of crates to ambush from and the number of gantry cranes to snipe from, this location stinks like week old soy.

PART THREE — TRANSACTION.

There are two simple transactions, passoffs and meetings. Passoffs are usually, small, quick exchanges such a passing off a pre-paid clip of ADPS at a nightclub or a new Remington pistol at the mall. Passoffs have little risk, and payment and discussion is usually handled in advance. Sometimes though, you will need to haggle prices or exchange information face to face. This is when a meeting takes place. With any meeting, there's always the possibility of either unexpected visitors or even a double-cross. Somebody may have it in for either you or the contact that you're dealing with. Your contact may not be as trustworthy as you may have thought. There are several ways to avoid unwanted visitors crashing your party. Here are a few guidelines on how to set up and conduct a shadow exchange.

1. Select the proper meeting place depending on the transaction. Review the above chapter. It is customary for the person who chooses the meeting place to show up first. Try not to make this mistake. Always try to get your contact to make the decision for you. Make suggestions about it. If you feel their location is inappropriate, tell them and suggest another. Only offer suggestions. If your contact is stuck up on a meeting place, beware. Any good contact will be as flexible with this as possible. Remember, they need your services and you need theirs. If they are so hard set on a meeting place they will not listen to your suggestions, drop the deal, it's most likely a trap. If you do get stuck with making the choice of meeting places, don't sweat it, you have the advantage of knowing the turf. Make sure your location has several back doors, the less obvious the better. Any location where you can quickly get to a populated area is a bonus. Always set up meetings as quickly as possible. This prevents others from having the time to set up an ambush or to plant bugs. Know what you have to do before the meeting and how long it will take.

2. **Visit the location ahead of time and sweep it for bugs, strange items, etc. Be observant and suspicious.** I have found bugs in wall sockets, light fixtures, centerpieces, and even in garbage laying on the ground. If the location is isolated, make sure nobody else had been there recently. Look for footprints, disturbed spiderwebs, cigarette butts and other signs that your location has been disturbed or is being used by others.

3. **Before the meeting, secretly watch the location.** Look for suspicious cars parked within viewing range. Take a walk around the block, look for police activity. I avoided one nasty encounter because the Lone Star Crackdown team was around the corner at the local Nuke-it Burger. Make sure nobody unexpected enters the meeting place before you or your contact do. When your contact shows up, make sure they have the right number of guards with them and they aren't being followed. Being "fashionably" late for a meeting (about 5 to 10 minutes) is expected of you if you didn't choose the location. Only the foolhardy are on time or don't take advantage of this time to make one last perimeter sweep. It's always good to have a chummer outside to watch for strange activity.

>>>>>[I guess I've been foolhardy all these years. And to imagine I thought being on time meant being professional...and that you did your final sweeps five minutes "early"...]<<<<<
—the Dark Stranger (11:10:23/9-28-57)

>>>>>[Oooh! Sarcasm! Biting wit aside, they're both right. Depending on your rep, being even a few minutes late to a meet can make the other principles very nervous. On the other hand, if I was on time, now that would make people nervous...]<<<<<
—Slugmonster (11:23:51/9-28-57)

>>>>>[Which brings up a quick point: if you suspect a set-up, do the opposite of what it expected of you. Obvious, but too many runners are creatures of habit.]<<<<<
—Xeno (11:29:03/9-28-57)

4. **During the meet, make sure there is ample security to fit the exchange.** You and your contact should bring a pre-arranged number of hired guards to secure the transaction. Make sure the security fits what is being exchanged. If something like a new Predator II and two clips of regular ammo are being passed off, a single guard for each of you should be fine. But, if a Panther assault cannon and a case of white phosphorus grenades are being exchanged, make sure you have several guards. The riskier the medium, the heavier the defenses. If you notice your contact has heavier security than needed, be suspicious of a setup.

5. **During the meet, sweep the area for bugs before any transactions take place.** This is a quick security measure that takes only a minute, but can save your hide. Always have on you a good radio jammer and a white noise generator. These devices are small enough to fit in your jacket pockets and are worth the price you pay for them many times over.

6. **When dealing with your contact, watch for body language.** If you notice your contact make a strange gesture, glance around quickly at the guards and make sure they are not taking bead on the back of your head.

7. **Keep it short.** Five minutes is plenty of time to discuss trade, bargaining, and to make the purchase. Make sure your contact is not trying to stall you.

8. **After the meeting, watch your back.** Make sure you're not being followed. Before you arrive at your final destination, stop somewhere remote and bug sweep your car.

CONCLUSIONS

Most of what is presented in this article may seem excessive. Most of it are just guidelines on the worst case scenario and to open your mind on being slightly more perceptive than you normally are. Most of the transactions you'll do are simple passoffs or are done with people whom you trust. But when the time comes when the drek hits the fan, my final advice to you is to be prepared.

Fixing The Fence

by Gurth

I am the crime without trail
And all I want right now is you
— Savatage, "I Am"

SCENE ONE

Fade in. It is raining in the dark alley. An ork in a plastic raincoat walks up a few steps toward an unmarked door and knocks on it. A shutter in the door opens and closes again a second later. The door opens and the ork goes inside. We have not been able to see the ork's face.

SCENE TWO

The club is dark and crowded with people dancing, the music playing at very high volume. At a table near the back are a female ork and two humans, both male. One of the humans holds a credstick and is looking at its display.

FIRST HUMAN: You said 25, this stick only shows 20.

ORK: Hey, that's what I told 'em too. Said they didn't want to pay 25 for the kind of job you did. **SECOND HUMAN:** But we had agreed on 25!

FIRST HUMAN: *(to second human)* Let me handle this, 'kay? *(to ork)* Look, it don't matter how we did that run, if they said 25 they better pay 25 and not 20.

ORK: So what're you gonna do about it? Tell 'em? Good luck to you then. They gave me that stick and I'm giving it to you, plain and simple. If cred's missing don't bother me 'bout it, alright?

SECOND HUMAN: Why don't you give us the 5000 you took from our payment, eh? Makes us all happy.

ORK: I'm not gonna give you 5 grand I don't have. What do you take me for? As far as I'm concerned, this biz is concluded. If you've got nothing more to say I'm getting out of here. This music's starting to get on my nerves. *Takes plastic raincoat from empty seat*

SECOND HUMAN: You ain't going anywhere without giving us our money. Understand? *Extends hand razors*

ORK: Use your brains for once, opens up a whole new world of experiences. *Gets up*

Both humans stand up.

SECOND HUMAN: *threatens with hand razors* One last chance. Don't frag with us or we'll frag with you.

FIRST HUMAN: *slides pistol from sleeve* I think he's right, Skoog. Can't let you go with our yen.

SKOOG: Can't reason with a gun, can you? *sticks hand in pocket*

FIRST HUMAN: *slightly panicked* Don't even try!

SKOOG: Relax, Canto. *takes empty hand out of pocket* Just want to go outside, talks better there than with this music on in here.

SECOND HUMAN: I don't trust her, Canto.

CANTO: Hey, what can she try on us there that she can't here? *(to Skoog)* Ladies first.

SCENE THREE

A door opens into a dark alley where rain is still pouring down, shedding a rectangle of light down into it. Skoog puts on her raincoat before stepping outside. The humans don't seem to be bothered by the rain as they walk down the steps into the alley.

The door closes behind them, making the whole alley dark again.

SKOOG: *puts up collar against the rain* You still want that money?

CANTO: Yeah, and fast. Else we take it off you with or without you cooperating. *aims gun at Skoog's face*

SKOOG: *smiles nervously* Relax chummer, relax. I haven't got it <u>on</u> me...

Before she finishes her sentence a shot rings out, killing Canto before he can react. The other human turns to run away, but a second bullet sends him sprawling into a heap of garbage. Skoog walks over to Canto's body and searches his jacket. She takes out the credstick and puts it into her raincoat. Fade out.

>>>>>[Classic example of Hollywood drek-trid. No runner with a single brain cell left would go out of the bar and into the alley with a fixer he suspects of double-crossing him.]<<<<<

—Jeff (17:43:01/10-15-57)

>>>>>[Oh, I don't know. If you know the alley is safe, sure, why not?]<<<<<
    —Bertie (17:44:19/10-15-57)

>>>>>[Canto and that "other human" didn't know whether that alley was secured, did they? Else Skoog's sniper wouldn't have been there. And if they'd known about him, they'd have stayed inside or left via another entrance.]<<<<<
    —Desolate Dave (17:47:38/10-15-57)

>>>>>[Skoog did have thing set up pretty neat, I must say. Good sniper, too, if he got both of the humans in a dark alley with one shot each.

    Still, that doesn't mean the fixer was accurately portrayed in this bit of fiction... I know I wouldn't do things this way, for one.]<<<<<
    —Whale (17:50:17/10-15-57)

>>>>>[So tell all of us who don't know, how *would* this go in a real-life situation?]<<<<<
    —Bertie (17:52:37/10-15-57)

>>>>>[Are you saying you *don't know*?? What are you doing here, then?]<<<<<
    —Desolate Dave (17:53:53/10-15-57)

>>>>>[I don't mind. It's not like we're giving away "trade secrets" or some other corp-invented shit, are we? The way you handle a payment like the one described in the script is to set up a meet in neutral territory, preferably some place where there are loads of people. This far, it's accurate: Skoog and the humans meet in a crowded club. Another good point is that it seems to be a semi-legal club (evidenced by the door and the bouncer behind it at the beginning), where you can do better deals than in places where you can run into the Star.

    The conversation is also pretty common. Someone pays the fixer to hire runners, the runners do what they're asked, and then get less payment than what they were promised. Sometimes, it's because the fixer is holding back some of the money in order to turn a larger profit himself, but also very often it's because the fixer only gets paid after the run is over. If he gets less than he was promised, he can't pay the runners as much as he originally told them. Which one was the case here I can't say, because it doesn't become clear from the text.]<<<<<
    —Whale (17:59:42/10-15-57)

GAME INFORMATION

So far, fixers were only around as non-player characters. Maybe, if you have a kind gamemaster, he may let your character become a fixer eventually, but only after a long time of playing the character, building relationships with loads of different kinds of people, finding out where to get the things you need, and who to sell the stuff to that you don't need—in short, a whole load of roleplaying that may take years to reach any kind of character who could be called a fixer.

This chapter has rules and guidelines for playing a fixer as a beginning character, and to create a Shadowrun campaign for fixer-type characters. You can play one of the people who hold the real power in the shadows with this: not the shadowrunners, who simply get hired to do the dirty work, but the people who actually set up those shadowruns, and make the most money off of them.

Fixers.

FIXER SKILLS

No-one except Dibbler could possibly sell Dibbler's sausages.
    —Terry Pratchett, "Moving Pictures"

Most of the skills here are Special Skills, and do not really default to the Skill Web. Attributes can be used in their place, if required, by applying the modifier indicated to the target number. (When an open-ended test is to be rolled in the skill, subtract the indicated modifier from the roll.) For example, "Charisma + 4" means that a character can substitute his Charisma for the skill, but must apply a +4 modifier to the target number, or a −4 modifier if he makes an open-ended test.

A character taking Equipment Acquisition, Evaluation, or Private Enterprising skill is *required* to take a Concentration in that skill, just as with Etiquette skill.

Fixers may take more than one Concentration or Specialization in Etiquette skill during character generation—normally, all characters may only take one Concentration or Specialization per skill (SRII, page 70), but this does not apply to fixers, who make extensive use of social interaction in order to do business. Each of these Concentrations or Specializations must be bought separately with skill points.

Equipment Acquisition

This skill allows fixers to find equipment of all kinds. The target number for its use is generally the Availability rating of the equipment. Anyone taking this skill *must* Concentrate or Specialize. The general Equipment Acquisition skill does not exist,

even though there are a great deal of references to it in this text. In all cases, use the highest-rated Concentration a character has in it.

Concentrations: Biotech, Electronics (Communications, Cyberdecks, Entertainment, Lifestyle, Security/Counter-Security, Vehicle), Implants (Bioware, Cyberware), Magical Supplies (by tradition), Narcotics/BTLs (Illegal, Legal), Vehicles (by type), Weaponry (by class)

Default: Charisma + 4

Evaluate

Governs the determination of the market and insurance values of items. The target number will depend on how familiar the character is with the item being evaluated, from 2 for things he deals with everyday, to as high as 12 for something he has never seen before in his life.

Anyone taking this skill *must* Concentrate or Specialize. The general Evaluate skill does not exist.

Concentrations: Biotech, Electronics (Communications, Cyberdecks, Entertainment, Lifestyle, Security/Counter-Security, Vehicle), Implants (Bioware, Cyberware), Magical Supplies (by tradition), Vehicles (by type), Weaponry (by class)

Default: Intelligence + 4

Laundering

This skill is used to remove the origin of the money a character possesses. This makes it appear like the money always belonged to him, or that he got it through legitimate channels. The concentrations represent where the money came from, and specializing increases the skill in the same area, as with Electronics skill.

Concentrations: Business, Criminal

Default: Intelligence + 6

Private Enterprising

This skill is used for general, everyday, fixer business. Its use is explained in the Doing Business section, below, but it should be said here that this skill is essential to being a fixer in the first place.

Anyone taking this skill *must* Concentrate or Specialize. The general Private Enterprising skill does not exist, even though there are a great deal of references to it in this text. In all cases, use the highest-rated Concentration a character has in it.

Concentrations: Biotech, Electronics (Communications, Cyberdecks, Entertainment, Information (by field), Lifestyle, Security/Counter-Security, Vehicle), Implants (Bioware, Cyberware), Magical Supplies (by tradition), Narcotics/BTLs (Illegal, Legal), Vehicles (by type), Weaponry (by class)

Default: Intelligence + 4

DOING BUSINESS

dipping in the icing, bringing home the largest turkey in the field, breaking all the piggy banks, scooping up the booty, licking all the right holes, bolstering the payroll
—Bad Religion, "Quality Or Quantity"

For those who own the Shadowbeat sourcebook, fixer business is handled a lot like musical performances under these rules, except that those generally take a bit less time than a fixer's dealings. Open-ended rolls are used in some places (see Impact Test on page 10 of Shadowbeat). Basically, it boils down to re-rolling any 6 you roll on a skill test that has no target number, and discarding all but the highest result.

First of all, fixers have a Fixer Status, like the Rocker Status for musicians.

PART-TIMER

Resources Cost: Free
Lifestyle: Street
Police Trouble: 1
Income Multiplier: 50
Reputation: None

You've got a regular job or you're unemployed, and you do some illegal dealings to make a bit of extra money on the side. Nothing major, just some nuyen to pay the rent with. You probably don't do anything that's really illegal anyway, you just bend the rules a bit. You do business out of your own home, local bars, or possibly from your regular workplace (without your boss knowing, of course). Your operation will be very unlikely to be noticed by law enforcement agencies, but if they do, they probably will just let you do what you do—you're too much trouble for too small a result.

STREET-DEALER

Resources Cost: 500
Lifestyle: Street
Police Trouble: 2
Income Multiplier: 150
Reputation: 14

In the past, you started out as some nobody selling odds and ends, but gradually you've made yourself a reputation, and now some people come to you instead of the other way around all the time. It's not like you've got a major business going just yet, but you're on the right track. Your office is wherever you happen to be standing, whether it's a streetcorner, a bar, a car park, or anywhere else. Most of the time, you have to actively find yourself customers because not enough people actually know of you to come and seek you out. Either that,

or you just don't sell the quality or quantity they need. You do tend to get into police trouble sometimes, especially if you operate out of a nice neighborhood—the cops don't like folks hanging around selling other peoples' property in those places.

DEALER

Resources Cost: 1,000
Lifestyle: Low
Police Trouble: 4
Income Multiplier: 500
Reputation: 10

There's people out there who know who you are, and they tell their friends about you. Folks come to visit you if they think you have what they need, instead of you having to find them. You're probably operating out of a warehouse or some other building that belongs to nobody in particular, and you're not hanging around on a streetcorner anymore. This has the definite advantage that people can find you. It also has the definite disadvantage that people can find you. A small number of people may be working for you.

JOHNSON

Resources Cost: 10,000
Lifestyle: Middle
Police Trouble: 3
Income Multiplier: 2,500
Reputation: 8

You have made a pretty good name for yourself over the years, so much that you've become one of the big(ger) names in the local underworld. Potential buyers will come to your regular place of business in search of whatever it is you have to sell them. You have at least a warehouse with merchandise somewhere (or a cache of equivalent size, depending on what you trade in), and connections into various areas of the shadows and the organized crime scene. You also know the difference between the two. Furthermore, you are regularly asked to act as a middle man between shadowrunners and the people who hire them; you pocket a substantial "negotiator's fee" from these deals, of course. You probably also have a few others working for you, lightening your workload and forming the beginning of a criminal organization in the process.

MOBSTER

Resources Cost: 100,000
Lifestyle: High
Police Trouble: 2
Income Multiplier: 5,000
Reputation: 6

You've got a well-established network of contacts all over the city, and very likely outside it as well. Your dealings are mainly through others, to cut the trails leading back to you. You probably have a real office somewhere, and masquerade your illegal activities with a few dummy or semi-real companies that you can use to launder large amounts of money through. Law enforcement finds it hard to touch you, but you can bet your ass they are on the lookout for anything that will let them bring charges against you. These aren't the only problems you face, however—it's likely that other criminals are after your operation as well, and they don't follow the law any more than you do...

CRIME BOSS

Resources Cost: 500,000
Lifestyle: Luxury
Police Trouble: 1
Income Multiplier: 10,000
Reputation: 5

You head a major criminal organization that will often deal in lots of things all at once. You know who the real bosses in the Mafia and Yakuza are, and they've most likely heard of you. You may even be doing business directly with them, cutting out the middle men who are a few steps below you on the ladder now. You do your business from the office of a large, real company, or even more than one. The police will have great trouble getting any evidence against you specifically, so they usually have to contend themselves with arresting your employees. But hey, those are there to make sure *you* don't get caught, right?

Keep in mind that the names of the levels here are purely artificial. No fixer worth the name calls himself a "Mobster" or a "Johnson". They may have all kinds of different names for themselves.

WHAT IT ALL MEANS

Resources Cost

This is how much nuyen you need to pay from your Resources money, at character generation, to take this Fixer Status. For example, by spending 1,000¥, your character will have Dealer status.

Lifestyle

The Lifestyle you get automatically when you take this Fixer Status in character generation. You won't need to spend any Resources money on Lifestyle, unless you want to pay ahead or need a second Lifestyle as a means to lay low.

If you want a higher lifestyle than the one listed, just pay the difference between the two—a Dealer wanting a Middle lifestyle pays 4,000¥ extra.

Police Trouble

This is the number of dice that the gamemaster rolls against once every month to see if you got in

trouble with the cops for doing something illegal. If you don't touch illegal stuff, they still may come to investigate, but their target number will go up to reflect this fact. The target number depends on the legality of what you buy and sell, as explained under Police Investigations, on page xx.

You will notice that the number of dice drops off the higher Status you get, and then starts to increase again. This is because well-established fixers bury all traces of their illegal activities in dummy corporations, middle men, and all kinds of other dirty tricks to prevent trails leading back to them. On the other hand, most cops won't bother too much with small fish if they can catch bigger ones, so if you're dealing used car parts from your garage to make a few extra yen, you're also less likely to get into trouble with the Star.

Income Multiplier

This represents how much nuyen you make each month from your deals. Each month, make an open-ended Private Enterprising skill roll, and multiply it by the Income Multiplier. The result is the amount of nuyen you made by dealing in the various goods of your choice. You might want to launder this money (as described under Dirty Laundry, p.xx) to make it less easily traced by the cops, corps, and anyone else with an interest in your bank balance.

Reputation

This number represents how well-known you are in your chosen area of business. It is used as a target number for Perception tests made by people to recognize you. They must have some way of knowing you, for example because they're your competitors, potential customers, stand on the wrong (from your point of view) side of the law, and so on. Someone who isn't involved in the criminal circuit whatsoever will not need to make a roll to know that Diane Kincaid is that fixer who sells cheap replicas of Fuchi decks, for example—he'll automatically fail that roll, because there's no way he can have this information about Diane in the first place. On the other hand, someone looking to buy a handgun will need to roll to know that the man he happened to walk into is Harlowe White, THE man to turn to for mint-condition Ares products.

MONTHLY ROLLS

Each month, when you pay for your Lifestyle costs, you make a number of rolls to see how well you did business this month. The most important is the Private Enterprising skill roll, which is open-ended. As explained previously, multiply the result of this roll by the Income Multiplier for your Fixer Status to find how much money you made this month.

DEAL FACTOR TABLE

Situation	Modifier
Reputation over 10	−2
Reputation under 6	+2
Police Trouble rating	−(2 x rating)
Insufficient contacts	−1 per contact

FIXER STATUS TABLE

Deal Factor	Business Dealings
9 or less	Very poor. You messed up pretty bad this month, making others lose the little respect they had for you. Your Fixer Status is reduced by one level, and add +2 to your Reputation permanently. If you already are a Part-Timer, subtract 20 from your Income Multiplier and add 1 to the Police Trouble rating, until you achieve an Exceptional or better result.
10 to 21	Poor. People start to wonder whether you can live up to your promises; add +1 to your Reputation and reduce your income by 5% (including for the past month) until you get an Exceptional result or better.
22 to 36	Average. Nothing much changes in the way you do business.
37 to 60	Exceptional. Subtract 1 from your Reputation permanently, and increase your income by 10% for the past month.
61 to 96	Incredible. Subtract 2 from your Reputation and increase your income over the past month by 25%.
97 or more	Superb. Increase your Fixer Status by one level, and subtract 2 from your Reputation. Also increase your income over the past month by 25%, and subtract 1 from the Police Trouble rating permanently (it may drop to 0 in this way, but not below that).

Now also multiply the Private Enterprising roll result by your Intelligence, which results in your Deal Factor. Apply any modifiers from the Deal Factor Table to this, and then look in the Fixer Status Table to see what additional effects take place.

If you lose or gain a Fixer Status level, keep your Lifestyle, Police Trouble and Reputation as they were (except where it is indicated to modify them on the Fixer Status Table), but change your Income Multiplier to the one for the new Status.

The Insufficient Contacts modifier works as follows: you and your gamemaster must decide how many of your contacts are "business associates" of

yours. Now look at your Equipment Acquisition and Private Enterprising skills, and take the lowest of the two (if that's 0, use the other one). If your number of associates is less than twice the skill level, subtract 1 from your Deal Factor for every point of difference between the two.

"Associates" in this context means contacts who are actually useful to your day-to-day fixer business. A sasquatch entertainer contact does not count as an associate unless he also happens to be involved in arms trafficking in between shows, for example.

Harry The Bastard (AKA Ted) has Equipment Acquisition skill 5 and Private Enterprising 2. He has three business associates, which means he subtracts 1 from his Deal Factor in all cases: the lowest skill is rated at 2, which makes 4 if it's doubled, and 4 minus 3 (the number of associates) is 1.

In another example, Diane sells those cheap cyberdeck knock-offs, with her Private Enterprising skill of 3. She's a Street-Dealer status fixer with a Reputation of 13, a Police Trouble rating of 2, and an Income Multiplier of 150. She rolls her 3 dice, and, amazingly, scores 3, 3, and 3; This gives her a total roll of 3 (that's what the highest-rolling die scored). She makes 150 x 3 = 450 nuyen that month from her illegal dealings.

Multiplying the roll of 3 by her Intelligence of 4, she gets 12. Her Reputation is over 10, so she subtracts 2 from this, and 4 more because her Police Trouble rating is 2. This makes a total Deal Factor of 6 (12 – 2 – 4).

Oops... Diane loses status, and is now a Part-Timer. Her Income Multiplier drops to the standard 50 for a Part-Timer, but her other fixer stats are modified or stay as they were: +2 is added to her Reputation, which was 13 but now becomes 15, while her Police Trouble rating stays at 2.

At the same time you roll your character's Private Enterprising skill, the gamemaster rolls the Police Threat rating dice, as explained under Police Investigations, below.

TIME IS MONEY

Ik heb voor alles helemaal geen tijd
Ook niet voor heel even
Ik moet aan m'n salaris denken
En aan m'n relaties
—Doe Maar, "De Bom"

Naturally, all this doesn't come for free. You don't go hanging around the house all month doing nothing much, and then get to make a roll to see how much you've earned. Being a fixer is actually work, you know.

Per point of Private Enterprising skill, you're going to have to work a number of hours per week, equal to the square of your (Private Enterprising skill rating plus 4) minus (twice your Equipment Acquisition skill rating). This time is spent visiting your contacts, calling them on the telecomm, buying supplies, selling those supplies again, letting people come to you and tell you about their business ideas, and so on.

If you don't have Private Enterprising skill, use your Charisma for the calculation, but double the final amount of time. For example, someone with Private Enterprising skill 4 will need to spend 64 hours a week, while a character without Private Enterprising skill but with a Charisma of 4 will need 128 hours per week (64 doubled).

Especially at higher skill levels, you're going to spend a lot of time just keeping your business running. This may result in you having to spend more time than there is available—a week only has 168 hours, and you will have to eat and sleep sometime, haven't you? If you assume a minimum of 8 hours of sleep and associated exercises per day (which is very little, by the way), you end up with 112 hours per week. Now, if your Private Enterprising skill is 7 or greater, you're going to be in trouble at this point: $(7+4)^2 = 121$, so here you'd need an Equipment Acquisition skill of at least 5 to be able to fit it all into a week's work. The best option is to let other people do your work for you, in effect creating a network of fixers loyal to you (or as loyal as they get—they're in this for the money, not because they like you so much).

The Time Table shows how much time you need to devote to being a fixer, per week. Look up your Private Enterprising skill level in the first column, and cross-reference it with your Equipment Acquisition skill level that's displayed horizontally at the top. The resulting number is the necessary time per week, in hours. This is completely based on the formula given above for calculating the same value. The table is there to save you the time of making the calculation yourself.

MAKING SHORTER WEEKS

Another option is to simply do less work, although you'll probably make less money this way. Take the number of hours you want to work each week, and add your Equipment Acquisition skill to this. Then take the square root of this, and subtract 4 from the result. Don't round off.

In short:

$$\sqrt{\text{hours of work } + \text{ Equipment Acquisition}} - 4$$

What you just calculated is the actual Private Enterprising skill you use for that week. Assume there are four weeks in a month, and add up these four skill ratings for the individual weeks, then divide by 4 and only now round all fractions down to the nearest whole number (if it would round to zero, round it up instead). The result is the Private Enterprising skill rating you will use for all your rolls that month.

Harry The Bastard, with his Equipment Acquisition skill 5 and Private Enterprising 2, needs to put in 26 hours a week. Let's say he's a bit busy with other things this week, so he can only put in 20 hours.

Next week, he can do his full 26 hours. The week after that is very hectic, and Harry only works for 7 hours. The fourth week, everything is more or less back to normal, and Harry does 25 hours instead of 26.

For the first week, his actual skill rating is $((20 + 5)^5) - 4 = (25^5) - 4 = 5 - 4 = 1.00$. The second week, it's the full 2, seeing that he worked all his required hours. The third week, it's –0.535 (a negative rating!), and the fourth it's 1.47.

The total of all this is 3.93, divided by 4 weeks is 0.983. That rounds up to 1, so Harry only has an effective skill of 1 for this month.

And no, you don't get extra skill dice if you work more hours than you're required to. You either have what it takes or you don't. [However, as an optional rule, gamemasters may allow players to put in *three* hours of work to add an extra hour to the character's workload, and then use the same formula as above for figuring the actual skill level. For example, a character who has to work for 24 hours a week (Private Enterprising 1, Equipment Acquisition 1, makes 24 hours per week), but does 57 hours each week of the month, has an actual skill of 2 (33 hours of extra work translate to 11 added hours, which makes a total of the 35 hours necessary for a character with Private Enterprising 2 and Equipment Acquisition 1).]

FIXER NETWORKS

Bow down before the one you serve
You're going to get what you deserve
  —Nine Inch Nails, "Head Like A Hole"

Letting others do the work for you will lighten your own workload, but not on a one-to-one basis.

You can start out with a network during character generation, but you must pay for them as for a gang or tribe (50,000¥). This gives you enough people to reduce your workload by 60% at maximum (read on for how to calculate workload reductions). Each of these "employees" will have Private Enterprising and/or Equipment Acquisition skills at a level that is lower than your own.

Each person in the network must have either Private Enterprising or Equipment Acquisition skill, or both. To determine by how much they reduce your working time, use the following formula:

$$\left(\frac{\text{Private Enterprising}}{2} + 2\right)^2 + \frac{\text{Equipment Acquisition}}{2}$$

For example, if one of your underlings has Private Enterprising 5 and Equipment Acquisition 3, you gain a work-time reduction of $(2.5+2)^2 + (3\div2) = 20.25 + 1.5 = 21.75$, or 22 hours. If you would normally have to work for 60 hours a week, now you've only got to put in 38.

Don't round fractions off until after you've calculated the total time reduction given by all your employees combined. Then round the reduction off to the nearest whole hour.

The Underling Time Table shows how many hours of work an employee does for you, based on his Private Enterprising and Equipment Acquisition skill levels.

People working for you will generally have lower skill levels than you have—if they had higher ratings, it's likely you'd be working for them, not the other way round.

You can never reduce your own workload to less than 10% of the actual time you should put in, no matter how many people you hire to work for you. The only way to do that is to totally give away all your business to your workforce. But any good fixer would keep an eye on things, if nothing else than just to make sure they don't run the empire you built up over the years into the ground within a week. And that constitutes work...

However, you can always choose to have someone *do* less work than they actually *can*. You could let the person from the previous example only do 10 hours' work, leaving you with 50 per week to do yourself. You can't make him do more than 22 hours a week, though.

PAYING YOUR WORKERS

As you can expect, they don't do it for nothing. Everybody wants to make money off your deals, so you'd better pay them if you want to keep them working for you. Note that the payment we're talking about here is partly actual payments (like wages) you make to these people, and partly money you would normally have made, but which they pocket themselves now as compensation for their

TIME TABLE

PE	Equipment Acquisition skill										
Skill	0	1	2	3	4	5	6	7	8	9	10
1	25	23	21	19	17	15	13	11	9	7	5
2	36	34	32	30	28	26	24	22	20	18	16
3	49	47	45	43	41	39	37	35	33	31	29
4	64	62	60	58	56	54	52	50	48	46	44
5	81	79	77	75	73	71	69	67	65	63	61
6	100	98	96	94	92	90	88	86	84	82	80
7	121*	119*	117*	115*	113*	111	109	107	105	103	101
8	144*	142*	140*	138*	136*	134*	132*	130*	128*	126*	124*
9	169**	167*	165*	163*	161*	159*	157*	155*	153*	151*	149*
10	196**	194**	192**	190**	188**	186**	184**	182**	180**	178**	176**

* This is too long for a normal person to keep up.
** This is more than there are hours in a week.

UNDERLING TIME TABLE

PE	Equipment Acquisition skill										
Skill	0	1	2	3	4	5	6	7	8	9	10
1	6.25	6.75	7.25	7.75	8.25	8.75	9.25	9.75	10.2	10.7	11.2
2	9.00	9.50	10.2	10.7	11.2	11.7	12.2	12.7	13.2	13.7	14.2
3	12.2	12.7	13.2	13.7	14.2	14.7	15.2	15.7	16.2	16.7	17.2
4	16.0	16.5	17.0	17.5	18.0	18.5	19.0	19.5	20.0	20.5	21.0
5	20.2	20.7	21.2	21.7	22.2	22.7	23.2	23.7	24.2	24.7	25.2
6	25.0	25.5	26.0	26.5	27.0	27.5	28.0	28.5	29.0	29.5	30.0
7	30.2	30.7	31.2	31.7	32.2	32.7	33.2	33.7	34.2	34.7	35.2
8	36.0	36.5	37.0	37.5	38.0	38.5	39.0	39.5	40.0	40.5	41.0
9	42.2	42.7	43.2	43.7	44.2	44.7	45.2	45.7	46.2	46.2	46.7
10	49.0	49.5	50.0	50.5	51.0	51.5	52.0	52.5	53.0	53.5	54.0

troubles. Hey, you don't expect them to give you all the money they make for you, do you?

Multiply the number of hours your employee worked for you by 0.2, and then by your Income Multiplier. The result is the amount of money you lose to your worker in one way or another. If this would, in the end, result in you losing more money than you made, the whole thing levels out at a zero nuyen profit for you this month: all your income gets spent again on your employees.

FENCING

Many fixers buy and sell stolen goods, or goods that other people (not necessarily the owners) are also after. This is a relatively easy and profitable venture, because most people who have something to sell need the money you're offering for it, even though it's very much below the item's actual worth.

The way things are normally handled from a shadowrunner's (or criminal's) point of view is explained on page 188 of SRII. Most of this applies to the fixer's side of the deal as well, except he doesn't need to find a fence—people come to him, not the other way around. The amount of money the fixer has available should definitely *not* be determined by the rules under Financing the Fence, p.188, SRII.

DIRTY LAUNDRY

*It's no secret that a conscience can
sometimes be a pest
—U2, "The Fly"*

To anyone who knows where to look, the money a fixer has made will appear to have come from a non-legitimate source. This is because most people with a regular income find it hard to explain why they have a few tens of thousands of nuyen on their cred accounts while they only make 1500 bucks a month, plus of course where the Westwind 2000 and the apartment in Inglewood came from, not to mention the diamond watch...

Anyway, you get the picture. You have to make it appear like you got the money through some or another legal means, disguising where it really came from and preventing investigators from tracking it back to your shadowy activities—in criminal jargon, it's called laundering.

This is easier if you have no SIN, because in that case you won't get bothered by the taxman anyway.

In game terms, you make a Laundering skill roll. If you don't have this skill, you may know someone who does, but these people generally charge a fee equal to about 10% of the money they launder for you.

The skill roll's target number is a basic 5, or a 6 if you don't have a SIN. There are no real modifiers to this roll (wounds do not apply), except that the gamemaster may modify it to take into account the general credibility of your scheme. A −1, for example, if the "reason" you have thought up is very plausible, or even +4 if it's totally unbelievable. Yes, you have to explain to the gamemaster what you want to project to the outside world as the reason for you having the money.

If you fail to roll any successes, add 1 to your Police Trouble rating for the coming month only. If you totally mess it up an roll all ones, the gamemaster makes an immediate Police Trouble roll, in addition to the normal one for that month. Oh, and don't forget to add the extra die because none of your Laundering skill dice succeeded.

If you do roll successes, count them and multiply them by 15%. The result is the percentage of the money you started with, that you still have after laundering. This DOES NOT include the fee charged by someone else to launder your money for you. No matter how many successes you have, you cannot get more than 90% efficiency—that is, if you launder 100,000 nuyen you will at most end up with 90,000 afterward. The difference goes into paying for the laundering operation.

Letting someone else launder your money usually costs 10% of the amount of money you get out of the laundering operation. This is *in addition* to the 90% maximum efficiency mentioned above, so you could get a total of 81,000¥ out of your 100 grand (10% you lose automatically, and 10% of the rest—that's 9,000¥—goes onto the launderer's credstick).

Note that the money we're talking about here is that which you have *after* paying any people you may have working for you. How they launder their money is not your problem. Usually.

NO LAUNDERING

Of course, you don't NEED to launder your money at all. It's just that having large amounts of unexplained money around will sooner or later attract the cops' attention.

However, there is also no need to launder every nuyen each time you make one. You can elect to wait a few months and pot up some money before letting it flow through the system—the system above assumes you make one Laundering skill roll which covers your activities for the whole past month. It doesn't need to, if you don't want to.

POLICE INVESTIGATIONS

Once every month, the gamemaster should make a Police Threat roll, using the fixer's Police Threat rating for the number of dice to roll. The target number for this roll varies with the general legality of your practices, as well as a variety of other factors. Use the Police Threat Table to find the base target number, based on the Legality Category (from Shadowtech) of what you generally deal in. If you trade equally in multiple categories of goods, take the lowest, and apply a −1 modifier per two additional categories (rounding up).

Diane's main merchandise is illegal cyber-decks, or Class CD materials. That makes the target number for the gamemaster's Police Threat roll a 7. She lives in a high-class apartment in Auburn (AA rated by Lone Star), but all her business is conducted from an old warehouse in Boise (rated at D). This gives a +2 modifier for her High lifestyle, and +0 for the D-rated area of operations.

Oh, and she has a SIN, so there's a −2 for that, and the fact that she has about 15 thousand nuyen of unexplained money on her credstick gives a −1.

This makes a total target number of 7 +2 −2 −1, or 6.

If Diane were to sell decks out of her living room, she'd face a −4 modifier to the Police

Threat test target number, instead of +2, and would result in a Police Threat target number of 4, not 6.

If the roll yields any successes, the police has some kind of lead on your activities. No successes means they don't know anything about what you've been doing the past month, but even one success indicates that they know you're out there, and have at least a rudimentary idea of your dealings in the shadows. Whether they act upon this is up to the gamemaster to decide, but in general he should keep track of the number of successes that get accumulated over time. When certain numbers of successes are reached, various actions may be taken, at the gamemaster's discretion. The Law Enforcement Reaction Table gives some suggestions.

It is highly recommended that the Police Threat roll is made where the player can't see it, and that the number of generated successes is likewise kept secret.

POLICE THREAT TABLE

Class	Target Number
A, B, C: Bladed or Blunt weapons	10
D, E: Projectile weapons or Pistols	9
F: Rifles	8
G, H, I, J, L: Automatic, Heavy, or Military weapons, ammo or explosives	6
K: Military armor	8
BA, CA: Bioware/Cyberware	9
BB, BC, CB, CC: Bioware/Cyberware	6
CD: Matrix Tech	7
E1: Equipment	11
E2: Equipment	8
E3: Equipment	5
M1: Substances	10
M2: Substances	7
M3: Substances	3
Legal stuff (any)[1]	3

	Modifier
Security Rating of area character operates out of[2]:	
AAA to A	−6
B	−2
C	−1
D	+0
E	+4
Z	+8
Matrix[3]	+4
Character's Lifestyle[2]:	
Street	+6
Squatter	+2
Low	+0
Middle	+0
High	+2
Luxury	+6
Character has a SIN	−2
Character has no SIN	−0
Character's amount of unlaundered money:	
none	+2
up to 10,000¥	−0
up to 50,000¥	−1
up to 100,000¥	−2
up to 250,000¥	−4
up to 1,000,000¥	−7
over 1,000,000¥	−10

[1] This is to represent the fact that, even though you only buy and sell things that are totally legal, the police don't necessarily believe you when you tell them this. They might decide to take a look for themselves.

[2] A character's Lifestyle is not the same as the Security Rating of his area of operations. It pays to keep business and pleasure separate, chummer.

[3] This is used only if the character does his or her business through matrix contacts almost exclusively. The other Security Ratings do not apply.

UNDER SURVEILLANCE

When a character is under surveillance, add the indicated number of dice to his Police Threat rating. Additionally, lower all target numbers for Police Threat tests by −1.

These extra dice are removed at one die per month—if 11 successes have been gathered against Diane, her Police Threat rating is up by +4 for the next month. At the end of that month (*after* the Police Threat test for that month), it goes down to +3, then +2 the month after that, and so on.

If the character does anything that is obviously illegal while under actual surveillance, he might be arrested on the spot, if the cops (i.e. the gamemaster) think they can make a case at that moment. If not, they will keep it in mind for when the character is actually arrested.

Arrests

Naturally, in all cases of arrest, charges will be brought to bear based on all crimes the police has gathered evidence about, or which have been confessed by the character. Use Shadowtech or the gamemaster book from the Denver boxed set to determine the appropriate sentence (fines, prison, and so on).

You'll usually get charged with possession and/or transport of materials in the classes of equipment you deal in, plus fraud, solicitation, trafficking, or any combination of them. You may also get charged with things like assault, extortion, illegal entry, kidnapping, larceny (most often grand), and murder (2 or 3, usually) depending on the way you conduct business. Additionally, perhaps accessory to any or all of the above, and conspiring to commit crimes. Impressive list, huh?

At the gamemaster's discretion, only threats of this nature will be made in order to coerce the character to become an informant. If he gives in, and this fact ever gets out, the character's Fixer

LAW ENFORCEMENT REACTION TABLE

Successes	Action taken
0	None—they don't know the character is in business at all
2	Character will be kept under surveillance if time and manpower allows (unlikely): Police Threat rating +1
5	Character will likely be kept under surveillance at least some of the time: Police Threat rating +2
10	Character is under definite surveillance, and is prime target for law enforcement: Police Threat rating +4
15	Character is arrested

Status drops at least 2 levels, possibly more. If nobody with a gun comes after him, that is.

GETTING RID OF THE HEAT

You may want to cut back on your operations to keep the police off your trail for a while, if you believe they may have a lead on you. This means you have to do less work than normal, because you have to keep up the appearance that you're an honest citizen who doesn't fraternize with known lawbreakers. An alternative is to give "donations" to the local police force.

Laying Low

You will have to keep this up for some time in order to shake off any detectives, or even undercover cops, investigating your case. If there are any, of course.

You will have to cut back the number of hours you work in a week, and the less you work, the higher the chances are you'll get rid of police surveillance.

Laying low is left to the gamemaster's discretion as to how it affects the character's business and the chance the police comes knocking on his door. It is too complex to give any real rules for, unfortunately.

Making Donations

You have to have some kind of working relationship with the local police force for this tactic to work—they have to know who's paying them, and why. This means you're going to have to have at least one contact there.

It's difficult to give hard rules for this situation; the best advice is to roleplay the situation, with the gamemaster deciding the cops' attitude toward this point. For example, if you get along with them well, most officers in the precinct feel they're underpaid, and there isn't much chance of anyone finding out about your bribes, they're much more likely to accept than when you've arranged for the deaths of a few of their colleagues, they earn a good salary, and Internal Affairs is breathing down their necks all the time.

If you bribe someone higher up in the police chain of command, you'll very likely "control" most of the people below him or her as well. The reason here is simple: if you bribe a lieutenant, he can order his officers to drop cases in which you seem to be involved.

Those requiring a dice rolling solution can do this by rolling an opposed Negotiation test between the officer being bribed and the character doing the bribing. There is a +4 modifier to the player's target number, because taking a bribe could be bad for the officer's career. (Player's desired result is harmful to NPC, SRII page 182.)

As a guide for the size of the payment, the Bribe Table gives typical bribes, based on your Police Threat rating. If you pay the amount indicated, your effective Police Threat rating goes down as shown. This is not cumulative—that is, to get it reduced by 2, you only need to pay for level 2, not level 1 as well.

You cannot reduce the Police Threat level by more than half this way, for the simple reason that you cannot control all police officers in town. Also keep in mind that bribing one precinct won't do anything for another precinct, so that one may still come after you. The same goes for security forces in general: paying Lone Star will not keep Knight Errant off your back.

BRIBE TABLE	
Payment made	**Rating modifier**
(Police Threat^2) x 100¥	−1
(Police Threat^2) x 250¥	−2
(Police Threat^2) x 500¥	−3
(Police Threat^2) x 1,000¥	−4
(Police Threat^2) x 2,000¥	−5

You have to keep up your payment every month, else the reduction is immediately undone.

Diane has a Police Trouble rating of 2. She thinks this is too high, especially because she's got an important deal coming up next week, and decides to make a donation to the local captain. She can only reduce her Police Threat rating by -1, because that would halve her current rating of 2. This costs 400 nuyen: (2^2) x 100 = 4 x 100 = 400 nuyen, and makes Diane's Police Threat rating 1 for the coming month, instead of 2. She doesn't pay the cops again after that, so it goes back to 2 then.

Gamemaster note: It pays to keep a character's Police Threat rating secret from that character's player. That way, he or she won't really know when things might get too hot, and will have to take precautions—possibly at the wrong times. If you take this route, don't mention how high the bribe should be to reduce the Police Threat; instead, let the character pay whatever he wants to, and then compare it to the bribe you have in mind. If it's enough, the bribe will work; if not, well, too bad for the player.

Bribing To Remove Police Threat Successes

This is done in much the same was as bribing to reduce your Police Threat rating itself, but instead of reducing the number of dice they get to roll, you reduce the number of successes that is applied to the Law Enforcement Reaction Table. This means they make evidence that was gathered against you disappear, so you cannot be caught because of it.

Every success you want to have removed costs an amount of nuyen equal to the total number of successes that has already been gathered, multiplied by 1,000. For example, getting 3 successes removed costs 3,000¥. You cannot make them lose more than 5 successes per month this way—if you want more, wait until next month.

FLIP SIDE OF THE CREDSTICK: INTERNAL AFFAIRS

The dangerous side of bribing the police is that, when Internal Affairs finds out, the cops will be in trouble—and they'll often be quite happy to make you share their misery. In short, they'll tell IA who bribed them.

This doubles your Police Threat rating (the actual one, not the one that includes the bribe modifier) for the month after IA found out about your donations, which is removed at 2 points for each subsequent month. This only applies if you have paid bribes to the police in the month in which Internal Affairs find out about them. If you've made any in previously, but not in that month, your Police Threat rating gets a +1 for one month.

Your Police Threat is 4, but you've reduced it to 2 by means of a bribe. IA does an audit, and finds out about your money going into officers' pockets; the officers in question confess to these corruption charges, and mention your name. You now have a Police Threat rating of 8 for the coming month (4, doubled), 6 for the month after that, and it's back to the normal 4 again in the month after that one.

Gamemasters can assume that Internal Affairs takes a look at any given precinct every 2D6 months. If they feel generous, they may apply the Rule of Six to these dice. However, if evidence is destroyed because a player bribed the police, immediately roll 2D6-2. If the roll is below, or equal to, the number of successes that were removed from the Law Enforcement Reaction Table, IA pays a visit to the precinct to investigate the disappearance of evidence from there.

DECKERS

Another way to remove successes from the Law Enforcement Reaction Table is to get a decker to break into the police Matrix system and erase or alter relevant files. The hows and whys of such an operation is up to the gamemaster to work out, but it should not be possible to erase an entire police record without attracting attention to your operation. Two or three successes is manageable per try, but do it too often, or try to go al the way immediately is bad for business—although a good fixer can continue working from inside a prison if necessary.

Anyway, this would be a shadowrun, and is best handled as such. Police matrix systems are *hard* to crack, by the way. If rolling up a random one, (pages 62 to 65, Virtual Realities 2.0), make it at least a medium-security Orange or Red system.

FIXER TYPES

Just as there are various "styles" in shadowrunning, fixers come in all kinds of orientations. Most of these are represented by the various concentrations of the Private Enterprising and Equipment Acquisition skills, and it is recommended players concentrate in one or two areas of these skills. It will give them a higher income, because more dice give a higher chance of rolling high results.

What follows here are descriptions of a number of types of fixer that commonly exist in Seattle and most other North American cities. All of these are available to player characters, although you should discuss your choice with your gamemaster. If you don't like any of the ones presented here, make one up yourself that does suit your ideas.

As with the fixer status levels, most fixers do not use the names given here to describe themselves. Most prefer the term "businessman."

DEALER

The Dealer is a military/mercenary fixer. He buys mainly military gear, often even directly from arms producers or importers, or sometimes from military surplus sales, and then sells them to any merc units he has good relations with. Sometimes, a Dealer also works as a Middle-Man (see below) to negotiate deals between mercenaries and prospective employers, although this could get him into trouble with merc organizations like MET-2000 if he does it too much.

Suggested skills: Equipment Acquisition (any military), Etiquette (Mercenary), Laundering, Negotiation, Private Enterprising (any military)
Suggested contacts' affiliations: corporate, government, mercenary, military
Special rules: Dealers apply a −1 Availability target number modifier when acquiring military gear, but add 25% to the acquisition time for it, because of the paperwork and legal troubles a Dealer often has to go through. (See p.81, Fields of Fire.)

DECKMEISTER

The Deckmeister is the person to turn to for anything that's supposed to get hooked up to the Matrix. He sells both complete cyberdecks and their component parts, microtronic tools, conventional computers, software; you name anything related to decking, and he's got a warehouse full of it. Deckmeisters deal almost exclusively with deckers, and

most of them were once highly skilled deckers before the SOTA caught up with them. They then turned to a different way of making money from their knowledge of the Matrix.

Suggested skills: Equipment Acquisition (Electronics), Etiquette (Matrix), Etiquette (Street), Laundering, Negotiation, Private Enterprising (Electronics)

Suggested contacts' affiliations: corporate, decker, street

FENCE

The Fence is one of the archetypal fixers: he buys and sells goods. Some will specialize in certain things only, such as weapons, information, cars, or what you care to name, but most simply deal in anything they think will net them a nice profit. Most fences have extensive connections out of the shadows and in the underworld, but most commonly with gangs and petty crooks—those are the people who generally have things for sale that a Fence can buy cheap and sell for a lot more. Fences deal with shadowrunners sometimes, but usually as the seller to them: most runners have pre-set arrangements about selling the things they got from their runs.

Suggested skills: Equipment Acquisition, Evaluate, Etiquette (Street), Laundering, Negotiation, Private Enterprising

Suggested contacts' affiliations: gang, street

Special rules: the Fence doesn't need to Concentrate in Equipment Acquisition and Private Enterprising skills, but at the cost that all his target numbers for these skills go up by +1 (open-ended rolls have the highest roll reduced by −1). Fences who do take a Concentration do not apply the +1 to rolls in that Concentration only.

This represents the fact that Fences can get almost anything, but because they lack the specialist connections that most other fixers have, they can't find it as easily as their colleagues.

FREE TRADER

Also known as "smugglers", Free Traders buy things in one country, ship them to another country where they are more expensive, and sell them there. Seattle has a high number of Free Traders, because of its position on the Pacific Rim and in the middle of the NAN, while Denver has even more—the situation there is just about their ultimate breeding ground.

Free Traders often have their own transportation, ranging from not more than a civilian car or van, to a full-fledged T-bird if they do well enough and think they can get away with it. Most civilian vehicles are heavily modified to create hidden storage spaces, and have beefed-up engines so they can out-run law enforcement vehicles if they need to.

Suggested skills: Equipment Acquisition, Etiquette (Street), Laundering, Negotiation, Private Enterprising, a Vehicle skill

Suggested contacts' affiliations: corporate, criminal, government, street

Special rules: Free Traders must take contacts in at least two countries.

INFORMATION BROKER

Where most fixers trade in goods, Information Brokers (or "info bros" in street lingo) sell data, ideas, and other intangible merchandise. Any data is worth something to somebody, as deckers well know—the concept of "paydata" is what gave rise to Info Bros existence in all of the world's sprawls. The trouble with being an Information Broker is that data ages very fast in the modern world—you may have a chip with data that's worth millions today, and by the day after tomorrow the chip might be worth more than its contents. For this reason, Information Brokers tend to work fast, often selling to the first serious bidder rather than waiting for the highest.

Suggested skills: Etiquette (any and all), Interrogation, Laundering, Negotiation, Private Enterprising (Information)

Suggested contacts' affiliations: any

Special rules: Information Brokers substitute the average of all their Etiquette skills (rounded to the nearest whole number) for Equipment Acquisition skill in these rules.

LOANSHARK

People are always in need of money, and the Loanshark provides them with just that when they have nowhere else to turn to for it. At gigantic interest rates, of course, and if you don't (or can't) pay, some of his goons will drop by and break a few of your major bones. That's about it, really.

Suggested skills: Etiquette (Corporate), Etiquette (Street), Laundering, Negotiation, Private Enterprising

Suggested contacts' affiliations: corporate, criminal, gang, street

Special rules: Loansharks get to use Negotiation instead of Equipment Acquisition skill.

Note: Loansharks are not really suitable as player characters, because of their limited scope. This is not to say that players cannot choose to become one, it is just a recommendation, from a gaming point of view, that they do not.

MIDDLE MAN

The Middle Man is the fixer shadowrunners deal with most of the time. He (or she, of course) has connections all over the Sprawl, and mediates between two parties that need each other somehow. In most cases, that means Mr. Johnsons and shadowrunners—if Mr. J needs a run set up, he or she gives a call to a Middle Man, who in turn will contact the shadowrunners he thinks will be best suited for the job. Johnson pays the Middle Man a certain amount, who then pays as little of it as he thinks he can get away with, to the shadowrunners.

Middle Men sometimes also function as negotiators between parties that need to work out their differences somehow, and/or provides them with a secure place where they can meet.

Suggested skills: Etiquette (as many as possible), Laundering, Negotiation

Suggested contacts' affiliations: any

Special rules: the Middle Man uses Negotiation skill in place of Private Enterprising, and the average (rounded nearest) of his Etiquette skills instead of Equipment Acquisition.

PUSHER

Pushers sell ("push") drugs and BTLs to addicts. They buy their wares from drug cartels operating out of South America and Asia, or from chip manufacturers from Asia, Europe, or North America, increase the price a good deal, and sell them on. A pusher is often the last link in a vast network of smugglers, middle men, and fences, as well as the Mafia, the Yakuza, legitimate businessmen, and/or other organized criminals.

Pushers often double as Fences, because many of their customers don't have the hard nuyen to pay with—instead, they trade a couple of car stereos or some antique jewelry against a shot of their favorite drug or chip.

Suggested skills: Equipment Acquisition (Narcotics/BTLs), Etiquette (Criminal), Etiquette (Street), Laundering, Negotiation, Private Enterprising (Narcotics/BTLs)

Suggested contacts' affiliations: criminal, gang, street

TALISMONGER

Are Talismongers fixers?

You still need to ask?

Talismongers buy and sell magical supplies, and a good deal of that often consists of black-market equipment that requires a license or permit to own. Since many magicians in the shadows wouldn't dare apply for one, and figure that making their own is too much time and effort, they buy one off a Talismonger. How the Talismonger got his hands on it is not a question that gets asked a lot, except perhaps by Lone Star.

Many talismongers are magically active, but only as semi-trained adepts; not many are full mages or shamans—those can make much more nuyen in the shadows or the corps. They also make foci and fetishes to sell in their shops, an activity for which it is not necessary to be a full-fledged magician.

Suggested skills: Equipment Acquisition (Magical), Evaluate (Magical), Etiquette (Magical), Negotiation, Private Enterprising (Magical)

Suggested contacts' affiliations: magical

Special rules: Talismongers receive a −1 target number modifier to the Availability of any magical gear.

RECOMMENDED READING

Or: what I used to write the above, and/or got ideas from.

• Wildside: The Cyberpunk Sourcebook For The Street — Benjamin Wright & Mike Roter (published by R. Talsorian Games as #3271, 1993, ISBN 0-937279-42-0)

• My imagination (come read the inside of my head, everyone! :)

ITEM ENCOUNTERS

by Gurth

The table on the following page can be used to randomly generate the buildings found in a block of a typical North American city; each building is assumed to take up about a quarter of a block, so rolling four times on the table should produce a full block. The table has been set up to give different kinds of buildings for different security areas, and applies mainly to Seattle. To use the table, roll two D6s and place them next to each other, to produce a roll from 11 to 66.

DEFINITIONS

Most entries refer to the Location Archetypes in Sprawl Sites, as indicated by the column of the same name on the table. Some need a bit more explanation, though.

Apartment Building: a large building with a number of residences.

Bank: in AAA and AA-rated areas, this will be a Large Bank, taking up the entire remaining area of the block. In A and B-rated areas, it is a Medium Bank, and in the rest it is a Small Bank plus some other building: roll again and add the two buildings in the same area of the block.

Body Shop (Illegal): roll again on the table to see what legitimate business serves as a front for the illegal body shop.

Bus/Monorail Station: in the center of Downtown (the large-scale map in the back of the Seattle Sourcebook), this is a monorail station on a 1D6 roll of 1 or 2; else it is a bus station. In all other areas it is always a bus station.

Church: either a building belonging to a religion, or to a generic charity organization (like the UB :)

Dock: probably only found in districts on Puget Sound; in others, roll again or make it a warehouse.

Empty Lot: an area of a block without any buildings on it; probably they were knocked down and nothing has been built there yet.

Hotel: in AAA and AA-rated areas, this is a Luxury Hotel on a 1D6 roll of 1–4, else it is an Average Hotel. In A to C-rated areas, it is an Average Hotel on a 1D6 roll of 1–4, else it is a Cheap or Coffin Hotel. In other areas, it is an Average hotel on a 1D6 roll of 1, else it is a Cheap/Coffin Hotel.

Mall: takes up the entire remaining area in the block.

Private Residence: a free-standing, single-family house. Usually only found in rich areas, and therefore normally well-protected.

Restaurant: roll 1D6 for the kind of restaurant; Large restaurants take up two "areas" of the block, if the room is available. 1–2 = Fast Food/Small Restaurant, 3–5 = Mid-Size Restaurant, 6 = Large Restaurant

Store: roll 1D6 for the type of store; Medium and Large Stores take up all remaining area on the ground floor of the block. 1–3 = 1D6+1 Small Stores, 4–5 = One Medium Store, 6 = One Large Store. What the store sells is up to the gamemaster.

Warehouse: whether there is anything in the warehouse (and what) is a gamemaster decision.

Special: this is the gamemaster's discretion; it can be anything from the table, or something else entirely.

	AAA	AA	A	B	C	D	E-Z	Sprawl Sites Page Reference
				SECURITY RATING				
Apartment Complex	11–13	11–13	11–14	11–15	11–16	11–16	11–16	33–35
Bank	14	14	15	16	21	—	—	8–11
Bar	15	15	16	21–22	22–23	21–22	21	12–13
Body Shop (Illegal)	—	—	—	23	24	23	—	14–15
Body Shop (Legal)	16	16	—	—	—	—	—	14–15
Brothel	—	—	—	24	25	24	22–23	see next page
Bus/Monorail Station	21	21	21–22	25–26	26,31	—	—	16–17, 28
Car Dealership	22	22	23	31	32	—	—	none
Casino	23	—	—	—	—	—	—	18–19
Church	24	23	24	32	33	25	24	none
Corporate Offices	25–31	24–32	25–33	33–35	34–35	26	—	20–21
Dock	—	—	—	36	36	31–32	25–26	22
Empty Lot	—	—	34	41	41–42	33–34	31–34	none
Fire Station	32	33	35	42	43	—	—	23
Gambling Hall (Illegal)	—	—	—	43	44	35–36	35–41	none
Hospital	33–34	34	36	44	—	—	—	24
Hotel/Motel	35	35	41	45	45	41	42	25–27
Mall	36–41	36	42	46	—	—	—	39
Manufacturing Plant	—	—	43	51	46–51	42–51	43–46	none
Museum	42	41	—	—	—	—	—	none
Nightclub	43	42	44	52	52	—	—	29
Park	44–51	43–45	45	53	53	52	—	none
Parking Garage	52	46–51	46	54	54	53	—	none
Police Station	53–54	52–53	51	55	—	—	—	30–31
Policlub Meeting Hall	—	—	52	56	55	54–55	51	32
Private Residence	55–56	54	53	—	—	—	52	34
Restaurant/Café	61–62	55–61	54–55	61	56	56	—	36–38
School	63	62	56–61	62	61	—	—	none
Store	64	63–64	62–63	63	62	61	53	40–47
Theater	65	65	64	—	—	—	—	none
Warehouse (Illicit)	—	—	—	64	63	62–63	54–61	none
Warehouse (Legitimate)	—	—	65	65	64–65	64–65	62–65	none
Special	66	66	66	66	66	66	66	none

Credit where credit is due: This chart was inspired by the Encounter Generation Chart in ICE's Cyberspace RPG.

BROTHEL

Modern brothels are part whorehouse, part sim-sense parlor. Demanding customers often want to experience fantasies that are either impossible to act out for real, or want the same things over and over again. In either case, simsense provides the answer. For the more old-fashioned, live entertainment is also offered.

Rooms are usually identical to those in an average hotel (Sprawl Sites, page 26), an though many are situated in depressing parts of the Sprawl, some (those catering for rich clients) can be found in much higher-rated areas.

Computer

Orange-4, Access-5, Barrier-5. Brothels require reasonable security, because many of their customers would hate to see themselves be associated with them.

Archetypes

Bartender: use Bartender, p.203, SRII.
Bouncer: use Troll Bouncer, p.213, SRII.
Customer: nearly any Archetype can be found in a brothel at one time or another.
Owner: use Mr. Johnson, p.210, SRII. Reduce Etiquette (Corporate) to 5 and add Etiquette (Street) 5.
Prostitute: use Joyboy/Joygirl, p.89, Paranoid Animals of North America, or Corporate Secretary, p.205, SRII. Remove datajack and headware memory and add skills Acting 4 and Etiquette (Street) 3.

Number Of People Present

1 Owner, 1 Bartender, 2 Bounders, 2D6 Prostitutes, 2D6 Customers

GARAGE

A typical garage has one large working area, at least 10 meters deep and 25 meters wide, with tool racks along the walls and bridges and pits everywhere to allow the mechanics to access every part of the car. The front wall has a large number of roll-up doors, with a repair area directly behind each of them. Off to one side are offices, while at the back of the building is a store room holding spare parts for most common models and makes of car. Some garages specialize in a single manufacturer's cars, and only stock parts for these.

Many garages also function as gas and recharge stations for vehicles low on fuel or power.

Computer

Green-6, Access-5. Since the computer usually only holds an inventory of the store room and a work schedule, protection against decker intrusions is not a prime concern.

Archetypes

Attendant: use Pedestrian, p.116, Sprawl Sites. Add Armor Clothing and a Fichetti 500 pistol.
Customer: anyone with a broken car, or in need of fuel or a recharge.
Mechanic: use Mechanic, p.208, SRII.
Owner: use Street Doc, p.21, SRII, but remove Biological Sciences and Biotech skills and add Cars B/R 4 and Etiquette (Corporate) 3.
Secretary: use Corporate Secretary, p.205, SRII.

Number Of People Present

1D6–4 Customers, 4-6 Mechanics, 1 Owner, 1 Secretary. If the garage is also a gas/recharge station, add 1 Attendant. If the number of customers comes up negative, treat it as positive and make it indicate the number of cars waiting to be repaired instead of the number of customers in the garage.

SIMSENSE ARCADE

Where the late 20th century had video game arcades, the mid-21st century has an equivalent in the form of simsense arcades. The building can be anything that has room enough to put up at least a dozen simsense machines with room for the users to sit down—the machines themselves are not larger than a shoebox, it's the chairs that take up most of the room in the place. A few guards usually patrol the arcade to make sure nobody tries to take advantage of the customers while they are someone else in another world.

Computer

Orange-4, Access-6. The computer keeps track of which games are running, as well as for generic administrative tasks; a decker or virus could tamper with the games and injure a customer, so security is strong enough to keep out most amateurs.

Archetypes

Manager: use Club Owner, p.106, Sprawl Sites, add Special Skill Knowledge of Simsense 4.
Guard: Use Corporate Security Guard, p.205, SRII.
Staff: Use Corporate Wage Slave, p.108, Sprawl Sites.
Typical Customer: use Fan, page 110, Sprawl Sites.

Number Of People Present

1 Manager, 2-3 Guards, 2 Staff, 2D6+3 Customers.

THE ARMS BAZAAR

by Paul Jonathan Adam

The street-level arms market is supplied by two sources, and is driven by rather different dynamics to the legitimate gun trade.

One primary source of weapons is criminal: theft or diversion of corporate arms shipments, raids on corporate or police arsenals, stolen private weapons, etcetera. Another source—widely known, but too embarrassing and complicated to deal with—is the sizable "theft, loss and/or breakage" accounts of most corporations.

However, for those on tight budgets, the other source of street-level weapons—in 2055 as well as today—is historical. Countless AK-47s and clones disappeared when the Berlin Wall came down, or in Afghanistan (and those were merely the ones not accounted for by the Russian Army, not the millions handed out to "national liberators"); a quarter of a million G-3 rifles were handed out during the Iranian revolution, and none were brought back; and how many M16s went to South Vietnam before the fall of Saigon? With the 21st century's repeated upheavals on the North American continent, many more weapons "disappeared" and remain in circulation, just as many of the illegal weapons used in Britain today are leftovers from the World Wars.

Once you have your weapon, where do you find your ammunition? Some weapons firing cased ammo can have empty cases reloaded and reused. In fact, with time and skill, handloaded ammunition can be noticeably more accurate than factory-made material.

And, especially with an older weapon, how do you modify and customize it? Rules for gunsmithing are also attached.

These rules expand and enlarge on the Shadowrun rules for acquiring weapons and using them: as with the additional rules supplied in Fields of Fire, gamemasters are free to pick and choose as they wish. Some may be too complex for those who are not firearm enthusiasts, other players and gamemasters may find these rules too simplistic.

To track malfunctions and faulty ammunition, I use a system of counting rounds fired: gamemasters who find this irritating or difficult are welcome to devise alternatives. I track PC ammo expenditure anyway simply to ensure they change magazines when they're meant to...

BUYING — BY THE BOOK

The channel of purchasing a weapon through a fixer, armorer or other contact is exactly as described: the price of the weapon is modified by the Street Index, and the Availability test applies. However, merely obtaining "a weapon" is a little vague... how old is that weapon? What condition is it in?

All "street" weapons are second (at least) hand. The buyer may add 2 to Availability, double the base time, and add 1 to Street Index to demand a "new" weapon—they can be had, but they are rather harder to come by and command a premium. For a second-hand weapon, the GM should roll 2D6 secretly on purchase.

2	Severe mechanical fault: the weapon is unserviceable and will not fire at all. It cannot be economically repaired. A Firearms (4) test, if the player declares they check the weapon before accepting it, will reveal this fact.
3	Worn barrel. Apply a +1 penalty to all shots taken with this weapon until the barrel is replaced (25% of weapon price, Availability 1 level higher, same Street Index as weapon).
4	Minor mechanical fault. The weapon requires a Firearms B/R (4) test before it will function. Can be detected as in 2.
5	Any one accessory is dysfunctional (laser sight faulty, gas vent clogged, folding stock broken or missing, etc.).
6	Weapon functions normally.
7	Weapon functions normally.
8	Weapon functions normally.
9	Minor fault, not affecting function: stock rattles, smartlink display brightness stuck on 'high', etcetera.
10	Incipient failure. The weapon will fail as in 4 after 20D6 shots have been fired. A Firearms B/R (5) test will reveal this fact.
11	Incipient failure. The weapon will fail as in 2 after 20D6 shots have been fired. A Firearms B/R (6) test will reveal this fact.
12	Weapon has been used before and is on one or more police/corporate databases (GM discretion).

Thus, you have a ¾ chance of getting at least a usable weapon... but it may need a little work.

AMMUNITION

Street ammunition is sometimes cheaper than commercial: of course there is a reason. Typically it is military surplus, time‑expired, or similar. "Street" ammunition other than APDS will misfire one round in one hundred on average. How the gamemaster wishes to enforce this is up to him or her.

Fixers et al will happily buy in better quality, even up to match grade ammunition (see Gunsmithing). However, there is a delay and an extra charge involved: appropriately: add 1 to Availability, double the time required, and add 0.5 to the Street Index, for "100%" ammunition and double time and price again on top of that for match grade. APDS ammunition has such rapid turnover, and is sufficiently scarce, that this penalty does not apply: APDS will *usually* be very reliable. (Gamemasters who wish to allow players to steal a large consignment of APDS only to discover that it was being rejected due to a 25% dud rate, are of course welcome to do so...)

BUYING LEGALLY

It is not too hard for a SINful citizen to acquire, own and carry a weapon. In Seattle, the criteria for a Possession permit (a weapon for sporting purposes or home defense only) are rather lax: proof of citizenship, no felony convictions, and payment of the appropriate fee suffices. A Rating 3 background check is carried out, for those trying to use false identities. This allows the lucky holder to purchase a single weapon of a type declared when the permit was obtained. A requirement of the permit is that the weapon be submitted for ballistic analysis, and samples of fired bullets be held: a new barrel requires that the permit be revalidated (and barrels are controlled items).

However, this does limit the holder in many ways. Perhaps most difficult, only single‑shot or semi‑automatic weapons may be acquired, and excessively "militaristic" types are forbidden: a handgun, shotgun or sporting rifle is acceptable, an assault rifle, SMG or heavier weapon is not. The legality of burst‑fire handguns and shotguns (Ares Vipers, Savalette Guardians, Mossberg CMDTs etc.) is up to the gamemaster, but it is strongly recommended that they be left as controlled weapons and unavailable at this level.

Also, if the weapon is being transported (from home to the shooting range, for instance) it must be carried unloaded and separate from its ammunition. Even loading up magazines before leaving the house is a breach of a Possession permit.

Transport Permits

A Transport permit involves a larger fee and a more detailed check. The applicant may not have any felony convictions, and misdemeanors may be sufficient to show a "lack of good character". In addition, a basic firearms safety test is required: for game purposes, a Firearms (4) test covers the requirement to be conversant with the weapon and to be adequately proficient in its use. Normally, a Possession permit for the weapon in question will be held (upgrading merely costs the difference, not a full new fee). The background test is a Rating 5 for this level.

A Transport permit allows the owner to carry the weapon in a loaded and ready state subject to local regulations. However, the owner is of course legally responsible for their actions while in possession of that weapon. A crime committed with a legally‑owned weapon will be penalized no less severely than one with an illegal weapon: the only difference is the lack of an additional possession charge. Of course, "legally allowed to" does not mean "socially acceptable to": and walking into a bank carrying a shotgun may evoke a ... lively response from the security guards.

For the foolhardy, honest or brave, there is the Destructive Weapon License: there to allow enthusiasts to possess weapons of almost any type. The fact that their issue is controlled by the Federal government should indicate the difficulty of obtaining one: the details are up to the gamemaster if it is decided to allow players with SINs or excellent approximations thereof this option. These permits are *only* for possession, and the degree of investigation involved should scare off most shadowrunners, or make a good hook for a later shadowrun.

The disadvantages of these methods is that they do, as intended, make illegal activity with the weapon in question rather more difficult: having the weapon's rifling pattern already on file is a considerable complication. The limits on the weapon type are also quite restrictive for a would‑be shadowrunner hoping to acquire a HK227.

The great advantage for many weapons is that they allow a character to buy a new weapon in mint condition at book price, or a secondhand weapon for half to two‑thirds of the book price, unmodified by Street Index and with availability of almost 100%. In addition, items such as spare parts, ammunition, etcetera may all be acquired at book cost, though some items (typically the receiver, bolt and barrel) are individually numbered and are controlled items.

The ammunition you may legally buy is also good‑quality factory grade, rather than "fixer specials." Explosive and flechette ammunition may be legally available at gamemaster discretion (valid for both hunting and self‑ defense), gel rounds most

certainly will be, but APDS should be as difficult to obtain as ever. "Street quality" ammunition, with its 1% failure rate, may be acquired legally at half price and is perfectly valid for practice, training et al. Match grade has an availability 2 higher than factory, and doubles cost.

Of course, a wise PC who uses an (illegal) Ares Predator during shadowruns may well acquire a second, legal weapon for day-to-day carriage and to allow legal access to spares and ammunition.

GUNS ON A BUDGET — RENTALS

There are several ways to acquire a firearm more cheaply than in the basic rules. The first, applicable to most modern weapons as well as the older ones described here, is to rent rather than buy. Generally, fixers and armorers will rent out firearms: other criminals may, at the gamemaster's whim.

Renting a weapon will usually involve a deposit of a reasonable fraction of the gun's value: in many cases, salable goods rather than cash (if you had that much cash you'd buy, right?) Rental fees hover around 20% of the street value of the weapon, usually charged "per job" rather than on any fixed period: a customer hurrying to return a rented weapon might lead unwanted attention back to the armorer. The lower the deposit, the higher the rental, to the point of paying 50% of the weapon's price per job if not leaving any security deposit at all.

Ammunition has to be bought with the weapon, usually at double street price, and will be bought back at normal rate. Some armorers offer discounts, typically buying back ammunition at the price you paid and/or refunding a third to a half of the rental fee, if the weapon is carried but not used (less unwanted attention directed at them, less chance of being caught with a hot and wanted weapon) Note, at least standard ammunition will be available without an Availability check, since otherwise there would be little point to renting the weapon...

Advantages

It is easier to find a weapon rented, rather than bought. Subtract 2 from the Availability figure and halve the time required, if the intent is merely to hire. In addition, the weapon is much less likely to link the wielder to any crime he or she commits—once it has been returned!

Disadvantages

The most obvious drawback is that you have no idea who has used the weapon before, or for what... but possession is nine-tenths of the law, and being illegally in possession of a weapon previously used to kill several police officers can be somewhat unhealthy if you are caught.

Also, the relatively high cost of ammunition makes automatic weapons expensive to rent. Some more specialist weapons (e.g. sniper rifles, heavy machine guns) may well only be available for rental from two or three individuals in any one city, and the user takes their chances with the gamemaster's whim as to the exact type of the weapon. In any case, heavy weapons will usually be hired complete with gunner, and be rather more expensive.

Roll 2D6 for the state of the weapon when rented.

2   Severe mechanical fault: the weapon is unserviceable and will not fire at all. It cannot be repaired. A Firearms (3) test, if the player declares they check the weapon before accepting it, will reveal this fact.
3   Worn barrel. Apply a +1 penalty to all shots taken with this weapon until the barrel is replaced (25% of weapon price, Availability 1 level higher, same Street Index as weapon).
4   Minor mechanical fault. The weapon requires a Firearms B/R (4) check before it will function. Can be detected as in 2.
5   Any one accessory is dysfunctional (laser sight broken, gas vent clogged, etc.).
6   Weapon functions normally.
7   Weapon functions normally.
8   Weapon has been used before and is on one or more police/corporate databases (gamemaster discretion).
9   Minor fault, not affecting function: stock rattles, smartlink display brightness stuck on 'high', etcetera.
10 Incipient failure. The weapon will fail as in 4 after 20D6 shots have been fired. A Firearms B/R (5) test will reveal this fact.
11 Incipient failure. The weapon will fail as in 2 after 20D6 shots have been fired. A Firearms B/R (6) test will reveal this fact.
12 Weapon has been used before and is on one or more police/corporate databases (gamemaster discretion, but should be severe).

ANTIQUE WEAPONS

A large number of weapons from the previous century still circulate in the street arms trade. Statistics for them are attached below.

For those who don't see a particular personal favorite on my list, despair not. I tried to stick to my idea of what would be available at street level (rather than to a collector) in 2055, but I include conversion rules at the end. Note that to qualify, a weapon needs to be in military use by one or several nations, or by a large number of US police forces: this rules out most light pistols, for instance. Others, listed in the write-up, are still in production (a nod to sentiment here...) If the write-ups on them

seem very positive, it's because these were the winners: the ones built and sold in sufficient quantity to still be in wide circulation in the 2050s.

Note the absence of sniper rifles... with their precision machining and tight tolerances, they don't survive as well as the "unbreakable" SMGs and assault rifles.

Rules Note

Aimed automatic fire is effective today (at least in reasonable bursts) and so I have allocated recoil compensation and other accessories to many weapons, as appears appropriate to their performance in service.

In addition, starting characters may only acquire these weapons at the gamemaster's discretion and typically can expect to pay double the listed price at generation.

Light Pistol	Concealability	Ammunition	Mode	Damage	Weight	Availability	Cost
Makarov PSD	7	8 (c)	SA	6L	.5	8/7 days	200¥

Heavy Pistols	Concealability	Ammunition	Mode	Damage	Weight	Availability	Cost
Beretta 92 (M9)	5	15 (c)	SA	9M	.9	3/12 hrs	100¥
Browning High-Power	5	13 (c)	SA	9M	.9	5/48 hrs	120¥
Colt M1911A1	5	7 (c)	SA	9M	1.2	3/24 hrs	70¥
Glock 17	5	17 (c)	SA	9M	.75	3/24 hrs	150¥
Glock 19	6	15 (c)	SA	9M	.7	5/72 hrs	200¥
Makarov PVD	6	8 (c)	SA	8M	.7	6/72 hrs	50¥
S&W Chief's Special	7	5 (cyl)	SA	7M	.5	3/24 hrs	50¥
S&W Model 10	6	6 (cyl)	SA	8M	.5	3/24 hrs	50¥
S&W Model 19	5	6 (cyl)	SA	9M	1	4/24 hrs	60¥
SIG-Sauer P226	5	15 (c)	SA	9M	.75	4/24 hrs	125¥
SIG-Sauer P228	6	13 (c)	SA	9M	.7	6/72 hrs	170¥
Tula-Tokarev TT-33	5	8(c)	SA	10M	.8	8/7 days	40¥

SMGs	Concealability	Ammunition	Mode	Damage	Weight	Availability	Cost
AKR	4	30 (c)	SA/FA	7M	3.5	6/7 days	150¥
Colt M4	4	30 (c)	SA/BF	7M	2.75	4/48 hrs	300¥
Colt CAR-15	4	30 (c)	SA/FA	7M	2.75	4/48 hrs	300¥
H&K MP-5A2	2	30 (c)	SA/FA	6M	3	4/48 hrs	200¥
H&K MP-5A3	4	30 (c)	SA/FA	6M	3.25	5/48 hrs	250¥
H&K MP-5A4	2	30 (c)	SA/BF/FA	6M	3	4/48 hrs	200¥
H&K MP-5A5	4	30 (c)	SA/BF/FA	6M	3.25	5/48 hrs	250¥
H&K MP-5K	5	30 (c)	SA/FA	6M	2	8/7 days	400¥
H&K MP-5KA4	5	30 (c)	SA/BF/FA	6M	2	8/7 days	400¥
IMI Mini-Uzi	5	25 (c)	SA/FA	6M	3.25	6/7 days	200¥
IMI Uzi	4	32 (c)	SA/FA	6M	3.75	5/48 hrs	300¥
M1 Carbine	3	30 (c)	SA	6M	3	3/24 hrs	100¥
M2 Carbine	3	30 (c)	SA/FA	6M	3	3/24 hrs	100¥
M3	4	30 (c)	FA	7M	4	3/24 hrs	75¥
PPSh-41	3	71 (c)	SA/FA	7M	3.5	4/48 hrs	80¥

Shotguns	Concealability	Ammunition	Mode	Damage	Weight	Availability	Cost
Armscor Striker	3	12 (m)	SA	9S	3	8/7 days	300¥
Franchi SPAS-12	3	8 (m)	SA/BF	9S	4	5/48 hrs	350¥
Generic Sawn-Off	6	2 (b)	SA	7S	2	2/6 hrs	50¥
Mossberg 500	2	9 (m)	SA	9S	3	3/24 hrs	250¥
Mossberg 500 Bullpup	4	9 (m)	SA	9S	3.25	5/48 hrs	300¥
Remington 870	4	5 (m)	SA	9S	2.5	3/24 hrs	270¥

Assault Rifles	Concealability	Ammunition	Mode	Damage	Weight	Availability	Cost
AK-47/AKM	2	30 (c)	SA/FA	7S	3.75	4/24 hrs	200¥
AK-74	2	30 (c)	SA/FA	8M	3.75	3/24 hrs	225¥
Colt M16A1	3	20/30 (c)	SA/FA	8M	3	4/24 hrs	250¥
Colt M16A2	3	20/30 (c)	SA/BF	8M	3.5	3/12 hrs	275¥
FN FAL	NA	20 (c)	SA/FA	9S	4.5	5/48 hrs	220¥

	Concealability	Ammunition	Mode	Damage	Weight	Availability	Cost
L1A1 SLR	NA	20 (c)	SA	9S	4.5	6/7 days	180¥
H&K G-3A3	2	20 (c)	SA/BF/FA	9S	4.5	5/48 hrs	200¥
Ruger Mini-14	2	5/20/30 (c)	SA	8M	3	3/24 hrs	300¥
Steyr AUG	3	30/42 (c)	SA/BF/FA	8M	4	8/7 days	350¥

Light MGs	Concealability	Ammunition	Mode	Damage	Weight	Availability	Cost
FN M249	NA	30 (c)/Belt	FA	8M	7.5	5/24 hrs	1000¥
RPK	NA	30/40/75 (c)	SA/FA	7S	5	4/48 hrs	500¥
RPK-74	NA	30/40 (c)	SA/FA	8M	4.5	4/48 hrs	700¥

Medium MGs	Concealability	Ammunition	Mode	Damage	Weight	Availability	Cost
M240/GPMG	NA	Belt	FA	9S	9.5	6/7 days	2000¥
M60	NA	Belt	FA	9S	10.5	5/7 days	1500¥
M60E3	NA	Belt	FA	9S	9	6/7 days	1700¥
RPD	NA	Belt	FA	9S	7.5	4/72 hrs	900¥

Launchers	Concealability	Ammunition	Mode	Damage	Weight	Availability	Cost
BG-15	(–2)	1 (b)	SS	(grenade)	1	10/14 days	500¥
M203	(–2)	1 (b)	SS	(grenade)	1	8/14 days	1000¥
M79	4	1 (b)	SS	(grenade)	2	6/7 days	700¥

PISTOLS

All pistols accept top- and barrel- mounted accessories unless otherwise stated. Small items (–1 Concealability) may be under-barrel mounted unless otherwise stated, most usually a laser sight.

Beretta 92/M9

A widely-used weapon throughout the former United States, this pistol was used by police and issued to the military for nearly fifty years. Effective, accurate, anonymous and reliable, firing easily-available 9mm ammunition, the Beretta 92 is still in widespread use on the streets and in some rural police departments. Compact variants exist, as does a (very rare) burst-fire version, but both are almost impossible to find outside a few collections. Chambered for 9mm x 19 Parabellum.

Browning High-Power

The sidearm of many Commonwealth countries, the High-Power was one of the first high-capacity 9mm automatics: over a century on, it remains an effective and useful combat weapon. The Max-Power and Ultra-Power are direct developments of this superb pistol. Chambered for 9mm x 19 Parabellum.

Colt M1911A1

To many, the classic automatic pistol: John Browning's design, firing the powerful .45ACP cartridge from a seven-round magazine. In civilian hands, variants bred like wildfire: different calibers, compact frames, high-capacity frames, and options galore: but the majority of survivors to the present day are plain and simple ex-military weapons.

Glock 17

A revolution when it appeared in 1983, the Glock 17 transformed the concept of pistol design. Using advanced plastics for most of the trigger mechanism and the frame and a novel trigger action, the Glock eliminated the safety-catch while remaining an inherently safe weapon to carry and use. Its low price, high capacity, accuracy and reliability led to enormous and world- wide success: the 9mm Glock 17 can be found almost anywhere. Several siblings in different calibres and "compact" versions also existed, although only the smaller Glock 19 is common. The short Glock 19 may not mount items under its barrel. Chambered for 9mm x 19 Parabellum.

Smith and Wesson Model 10

A simple, sturdy and reliable .38 Special revolver, enormously popular with both police and private shooters. Easily one of the most common weapons in circulation.

Smith and Wesson Model 19

A beefed-up and enlarged .38 revolver, this was issued to police officers who wanted or needed more power than the .38: chambered for the .357 Magnum cartridge, the Model 19 is an austere but effective weapon.

Smith and Wesson Chief's Special

One of the most widely-used weapons of the 20th Century, the snub-nosed Chief's Special and the many similar weapons remain common and effective, although its .38 Special ammunition is underpowered compared to 9mm or other calibres. However, the simple, concealable and reliable

weapon remains very common at the low end of the street firearms market.

Note: this weapon fires using Light Pistol ranges. The weapon may not accept top- or under-barrel-mounted accessories.

Makarov PVD

The replacement for the Tokarev, the Makarov is based on the Walther PP: firing a moderately powerful 9mm round from an eight-shot magazine, the PVD is simple and reliable: its double-action mechanism means it can be carried safely in a ready-to-use manner. The compact PSD, firing a 5.45mm necked round, was used by some undercover units. Neither weapon accepts underbarrel accessories, and the PSD has no top mount. Chambered for 9mm x 18 ammunition.

SIG-Sauer P226

A widely-used police weapon, also used by the FBI, the SIG P226 is a well-designed and well-constructed double-action high-capacity 9mm automatic pistol that remains in service in many less advanced nations. The compact P228 is also common. Chambered for 9mm x 19 Parabellum.

Tula-Tokarev TT-33

An elderly weapon of considerable power, the Tokarev automatic is an effective if somewhat quirky weapon (it has no safety catch, for instance). Although its caliber is only 7.62mm, it uses a bottlenecked cartridge case, resulting in a high muzzle velocity and a powerful effect on any target. Millions were produced during World War 2, and client states both received large numbers and manufactured their own. Chambered for 7.62mm x 25mm ammunition.

SUBMACHINEGUNS

All SMGs accept top- and barrel-mounted accessories unless otherwise stated. They also accept underbarrel accessories apart from grenade launchers, again unless stated. Weapons with shoulder stocks gain 1 point of recoil compensation when the stock is used. Folding stocks subtract 2 from Concealability when extended, but must be extended to gain any recoil benefit.

AKR

A cut-down carbine version of the AK-74, the AKR (also known as the AKSU) was widely used by KGB and Border Guards units throughout the Former Soviet Union, and by most of its constituents after the break-up. The weapon has a folding stock and one point of Gas Venting. Fires 5.45mm x 45 Soviet.

H&K MP-5

One of the most widely-used police shoulder weapons in the former USA and worldwide, the MP-5 is almost unique among submachineguns for firing from a closed bolt, giving it remarkable accuracy. Also used by military units everywhere, for the same reason, the weapon is easily found. The HK-227 series is a direct development of this weapon: the compact version was named "MP-5TX" in honor of the ancestor. Variants of the MP-5 include fixed and folding-stock versions, the -SD variants with integral suppresser, and the compact MP-5K.

The MP-5 and MP-5SD both have buttstocks (1 point recoil compensation) and their internal mechanism provides the equivalent of 2 points of recoil compensation. The MP-5K has 1 point of internal compensation, and no underbarrel mount. The MP-5SD has an integral sound suppresser. All are chambered for 9mm x 19 Parabellum.

IMI Uzi

This and the MP-5 are among the best-known SMGs of the late 20th century. Simple in concept, the Uzi owes its relative compactness to nothing more radical than an overhung bolt: firing from an open bolt, the weapon was one of the first SMGs to incorporate effective safety features and acquired an enviable reputation for reliability. The compact Mini-Uzi is similar, but smaller (no underbarrel mount) but both have folding stocks. Chambered for 9mm x 19 Parabellum.

M1 Carbine

Millions of this weapon were produced during World War II, and it remained a popular and reasonably effective weapon for some time thereafter, used by several police forces and many foreign militaries. The folding-stock M1A1 and selective-fire M2 versions are rather rarer: M1 copies are still produced for nostalgic sports shooters. Although the 30-round magazine is more usual, early production versions (before the selective-fire option) had a 15-round clip. The M1A1 gains +2 Concealability when its stock is folded. Fires the .30 Carbine round.

M3

The World War II "Grease Gun", the M3 remained in US Army service until the 1980s as a weapon for tank crew. Crude and cheap, it was nevertheless effective, firing .45ACP ammunition from an open bolt.

M4

The carbine version of the M16, the M4 shares the qualities of that weapon in a more compact package. Has a telescoping stock and 2 points of

gas venting. Chambered for 5.56mm NATO ammunition.

PPSh-41

An old, crude and almost unbreakable weapon, firing the same powerful bottlenecked 7.62mm x 25 ammunition as the Tokarev from a 71-round drum magazine, the PPSh is indelibly associated with the Red Army during the Second World War. Manufactured in huge numbers in many countries and widely exported, the PPSh-41 remains an effective weapon.

SHOTGUNS

All shotguns have stocks (1 point recoil compensation) and accept all accessories unless otherwise stated. All fire standard 12-gauge ammunition. All shotguns have a Choke of 10 unless otherwise stated or later modified.

Armscor Striker

One of the most distinctive shotguns ever made, the short Striker pump-action with its twelve-round drum magazine enjoyed considerable success in its native South Africa and abroad. Though somewhat eclipsed by modern trends towards burst-fire scatterguns, the Striker remains a valid and successful weapon. The Striker has a folding stock,

Franchi SPAS-12

One of the first assault shotguns, the SPAS-12 (Special Purpose Automatic Shotgun) introduced several new features, such as the ability to switch between semi-automatic gas operation and pump action, and full-automatic fire. Although somewhat dated compared to more modern weapons, the SPAS-12 is still in circulation. Versions with either fixed or folding stocks exist. The weapon cannot accept underbarrel mounts,

Generic Sawn-Off

One of the most common and simplest weapons: a shotgun with the butt and most of the barrels cut away, producing a weapon useless at any range but deadly up close. Treat firing both barrels as two separate attacks. No stock, and no accessories can be fitted. The sawn-off has a Choke of 4, which cannot be modified. Slug rounds may be fired.

Mossberg 500

A tough and reliable pump-action shotgun, widely used by police and civilians. Has no underbarrel mount. Available in fixed or folding stock (+2 to Concealability when stock folded) versions.

Mossberg 500 Bullpup

The Mossberg action in a more compact bullpup stock, making it more manageable in close quarters. Has no underbarrel mount.

Remington 870

Like the Mossberg 500, a simple, reliable and effective 12-gauge shotgun: shorter than the Mossberg, the 870 trades magazine size for reduced bulk. Although replaced in production by the 990, tens of thousands of 870s remain in circulation. Folding stock versions (+2 Concealability when folded) available; no underbarrel mount.

RIFLES

All rifles have shoulder stocks and accept all accessories, unless otherwise stated. Folding stocks are indicated where applicable.

AK-47 / AKM

Still the most produced weapon in the world, with over thirty million manufactured. Available almost anywhere, built with an agricultural simplicity and robustness that defies even the most determined attempt to break it, the AK series is still instantly recognizable and readily available. The AKM is slightly lighter than the AK-47, and includes minor changes to the design to make it easier to mass-produce. Relatively inaccurate and lacking refinement, the AK-47 is nevertheless one of the best infantry weapons ever produced. Available in folding-stock variants. Chambered for the 7.62mm x 39 cartridge.

AK-74

With the trend to smaller rifle calibres in the 1960s, the Russians followed suit with the AK-74 firing the 5.45mm x 45 cartridge. Fitted with an extremely efficient muzzle brake, but otherwise almost identical in shape and function to its predecessor, the AK-74 was later modified to produce the AK-97, which remains in production today. Has 3 points of gas venting, but cannot accept barrel-mounted accessories. Fixed or folding stock.

Colt M16A1

The first widely-used 5.56mm rifle, the M16A1 suffered a shaky start before becoming accepted, and finally favored, by the US military. Widespread export success scattered it all over the globe. Has 2 points of gas venting, but cannot use barrel-mounted accessories. Uses 5.56mm NATO ammo.

Colt M16A2

Differing only in details from the M16A1, this weapon served the US for decades. The main change was a somewhat more robust construction, and a change from full-automatic to three-round

burst fire. Has 3 points of gas venting, but cannot accept barrel-mounted accessories.

FN FAL/L1A1 SLR

A widespread weapon, available in a variety of versions: while some (the L1A1s) are capable only of semi-automatic fire, they also tend to be in the best condition: most were once British Army weapons. Other variants have selective-fire, folding stocks, heavy barrels, and so on. Robust, reliable and popular, although the ammunition is somewhat overpowered for an infantry rifle. Double recoil remaining after compensation. Equipped with 2 points of gas venting. Cannot use barrel-mounted accessories. Fires 7.62mm x 51 ammo.

H&K G-3

A simple, reliable, effective and widely-used weapon, the G-3 enjoyed widespread popularity and worldwide use. Of the same generation as the FN FAL, it shares the same overpowered ammunition. Double recoil remaining after compensation. Equipped with 2 points of gas venting. Cannot use barrel-mounted accessories. Chambered for the 7.62mm x 51 round.

Ruger Mini-14

Never a service military rifle, the Mini-14 family was nevertheless hugely popular both with civilian shooters and with police departments: the "conventional," wood-stocked appearance of the weapon apparently made it more acceptable. Large numbers remain in circulation. Although folding-stock and selective-fire versions were produced, they are rare and unusual by comparison. 20- and 30-round magazines existed, but are scarce. Fires the 5.56mm NATO round.

Steyr AUG

One of the most versatile and widely-used weapons of the late 20th/early 21st century, the AUG was only slightly modified to become the current AUG-CSL weapon: many components are interchangeable. The weapon is highly modular: although only the standard assault rifle is widely available, barrels of different lengths can be found by the dedicated. The 9mm SMG version is rather rarer, but was used by a number of police and some special-forces units. Equipped with 2 points of gas venting and a Rating 2 optical sight. Cannot use top- or barrel-mounted accessories. Fires the 5.56mm NATO round.

LIGHT MACHINE GUNS

All LMGs come with stock and bipod as standard, and use all accessories unless otherwise stated.

RPK

The standard light support weapon of the Soviet Union, the RPK is simply an AK-47 with a longer, heavier barrel and bipod. Although rather mediocre as a sustained-fire weapon, its light weight, reliability, and commonality with the AK make it a usable and effective squad automatic weapon. Fires the 7.62mm x 39 round.

RPK-74

The squad support weapon version of the AK-74: as the AK-74 is to the AKM, so the RPK-74 is to the RPK. Has 3 points of gas venting, cannot use barrel-mounted accessories. Fires the 5.45mm x 45 round.

FN M249 "Minimi"

The standard squad automatic of the US Army for many years, the FN Minimi is an excellent light automatic weapon. Accepting either belt feed or using M16 magazines, the M249 acquired a reputation for reliability and effectiveness. Equipped with 2 points of gas venting. Cannot use barrel-mounted accessories. Uses the 5.56mm NATO cartridge.

MEDIUM MACHINE GUNS

RPD

The Russian belt-fed medium machine gun, this is a rather mediocre weapon, its poor handling characteristics and several design flaws redeemed by light weight and reliability. Its main virtue is its wide availability. Fires belted 7.62mm x 39 ammo.

M60

Nicknamed "the pig" by troops who carried it in Vietnam, the M60 was never an entirely successful weapon: heavy, bulky and with several awkward design features, the M60 left service in the 1990s. However, many were still in use by Reserve units during the Indian Campaigns, and remain available on the street market. Fires belted 7.62mm x 51 ammo.

M60E3

A modified M60 which attempted to eliminate as many of the faults as possible, the M60E3 was reasonably successful: however, some of the M60's flaws proved to be intractable. Fires belted 7.62mm x 51 ammo.

M240/GPMG

A simple, reliable and effective medium machine gun, the FN MAG was adopted by the British Army for over fifty years: in the late 1990s the US armed forces adopted it also, finally replacing the ill-starred M60. The updated and modernized FN MAG-

5 remains in production. Fires belted 7.62mm x 51 ammo.

GRENADE LAUNCHERS

BG-15

A Russian weapon, a 30mm launcher designed to mount beneath an AK-74. Fires a 30mm high explosive grenade.

M203

A 40mm grenade launcher designed to mount underneath a M16 rifle, but adaptable to many other weapons. Fires 40mm grenades in a variety of natures (HE, smoke, etcetera).

M79

A single-shot 40mm grenade launcher, resembling nothing so much as a rather bloated short-barreled shotgun. Although nominally retired from service by the turn of the century, many were handed out to National Guard units or stolen by SAIM during the Indian Campaigns. Fires the same ammunition as the M203.

CONVERSION RULES

The basic conversion requires the damage code to be assessed.

Weapon	Caliber	Damage
Pistol	.22LR, .32/7.65mm	6L
Pistol	.380, ,38 Special	8M
Pistol	9mm, .357Mag, .45ACP, 40cal	9M
Pistol	10mm, 7.62mmx25, .44Mag, .454	10M
SMG	9mm, .380	6M
SMG	5.56mm, 5.45mm, .45ACP, .40cal	7M
Assault Rifle/LMG	4.7mm, 5.56mm, 5.45mm	8M
Assault Rifle/LMG	7.62mm x 39, .30 Carbine	7S
Assault Rifle/MMG	7.62mmx51	9S
Sniper/Sporting Rifle	7.62mmx51, .300 Win. Mag.	9S
Sniper/Sporting Rifle	.338 Lapua, .30-06	12S

Subtract 1 from the Power Level for a significantly shorter barrel, e.g. a CAR-15 as opposed to a M16 or MP-5K as opposed to a MP-5A3. The break point for handguns is a barrel length of 7.5 centimeters or less.

Note: these codes are intended to fit my perception of existing weapons into the Shadowrun system. Gamemasters who wish to change them are welcome to do so: this is one reason I included these, so that changes could "ripple through" the system.

RINGING THE CHANGES — GUNSMITHING AND HANDLOADING

Firearms B/R: Concentrations are Gunsmithing (by weapon type), Handloading (By ammunition caliber), Repair (by weapon type)

GUNSMITHING

Characters may well want to modify their weapons, and there is much that can be done: a lot of it is too fiddly to detail here (does it really matter, for game purposes, whether you use Pachmayr or Hogue grips?) Accessories with significant effects are listed here, however, in terms of doing the work yourself rather than having others do it.

A mechanical toolset (500¥) is required to carry out most gunsmithing work in addition to any specialist parts required. Note that parts cost is often considerably lower than the price of the accessory in the rules: this is because the book cost includes fitting charges. Apply the Cost Multiplier given to the price of the item, to find the "parts cost" of an item: in other cases the price is listed as a percentage of the base cost of the weapon.

Customization

As described in Fields of Fire. The cost of the parts is 50% of the base price of the weapon (custom grips, new trigger springs, shock buffers, etcetera), and a base time of 24 hours of work is required. Make a Firearms B/R (5) test to find the actual time taken. The result is an extra die available for the weapon's owner when using that weapon (but a −1 die for anyone else using that weapon)

Gas Venting

Mounting a gas vent onto a weapon is a simple procedure, taking about one hour and a Firearms B/R (4) test. Optionally, it may need to be "tuned" to the weapon in question, requiring a Firearms (4) test and 100 rounds of ammunition before it functions at its full potential: until then it operates at (Rating − 1). Removing a gas vent requires a Firearms B/R (3) test and five minutes. Weapons which come with pre-installed gas venting lose that benefit when an additional vent is mounted (they are usually pierced barrels, rather than the add-on compensators).

Cost Multiplier: 0.8

Grenade Launchers

A grenade launcher can be added quite easily, in one hour with a Firearms B/R (4) test. Other items such as small shotguns, floodlights, etcetera are at the gamemaster's discretion.

Two mounting systems are possible: one simply attaches the grenade launcher to the weapon, another attaches a mounting rail to the weapon. The grenade launcher then attaches to this rail, and can be quickly removed. The rail system allows a grenade launcher to be removed or mounted in a Complex Action: however, it imposes an additional –1 Concealability penalty, and adds 100¥ and 0.5kg to the cost and weight of the weapon. Other accessories may (again, gamemaster's discretion) be attached to that rail in similar timescales.

Cost Multiplier: 0.9

Laser Sights

Laser sights operate on one of two principles. One, as in the book, is a small laser which projects a spot of light as an aiming aid. Advantages are small size, the ability to mount it either above or below the weapon—or to build it into the weapon's structure—and the ease of using the weapon "from the hip." The disadvantages are the visible beam (characters with thermographic goggles/cybereyes may use an IR laser, visible only to thermal vision systems, to counter this for an extra 100¥) and the limited range of the beam, especially in bright daylight.

Cost Multiplier: 0.7

The other system projects a bright dot into the firer's field of view: older versions use a scope, later ones have a simple flat plate atop the weapon. The dot is aligned with the barrel. The advantage is the lack of any visible beam and the ability to use the weapon in bright daylight and longer ranges: the drawback is that the scope may only be top-mounted, and the weapon must be on the firer's line of sight (e.g. fired from the shoulder, not the hip). See under Scopes for rules for fitting this, and for combining it with other types of sight.

A traditional laser sight may be mounted in thirty minutes with a Firearms B/R (4) test.

Cost Multiplier: 0.7.

Rangefinder

A rangefinder may be integrated into a laser sight or a scope, at double its normal cost (thus not using up a mount). These rangefinder-scopes have to be bought: availability is at gamemaster's discretion, but for indication they exist today (the Parker-Hale LORUS is an example) so should not be too hard to find.

Mounting a standard rangefinder follows the procedure for a laser sight.

Cost Multiplier: 0.8

Scopes

Fitting an imaging scope to a weapon which has none requires two hours and a Firearms B/R (4) test to physically attach the mount and then the scope. If the weapon already has a scope of some sort, removing one and fitting another requires two Complex Actions and no test.

Once a scope has been fitted to a weapon, it must be zeroed, needing half an hour and 50 rounds. Make a Firearms (5) test: failure imposes a penalty of –1 at Short range, –2 at Medium range, etcetera as the scope's line of sight and the weapon's line of fire do not converge. Once a scope has been zeroed, it can be removed and re-fitted freely without rezeroing: only major derangement of the weapon (being thrown out of a window onto concrete, for instance) may require the scope to be reset.

For an additional 500¥, a scope may include a parallax-corrected aiming mark for rapid acquisition of targets: basically, you can combine a red-dot sight (see under Laser Sight) with a magnifying, low-light etc. scope.

Cost Multiplier for all scopes: 0.9

Shock Pads

A shock pad requires ten minutes and a Firearms B/R (4) test to fit.

Cost Multiplier: 0.7

Silencer

A silencer may be built from scratch in a workshop in six hours with a Firearms B/R (5) test and approximately 250¥ of materials. Fitting a silencer to a weapon not previously so equipped requires one hour and a Firearms B/R (4) test. A silencer may not be combined with gas venting, at least not by PCs without access to advanced design and manufacturing facilities.

Smartgun, External

The most basic external smartgun link simply provides targeting data and ammunition status to the firer. It mounts as if it were a standard scope, but requires an additional thirty minutes to wire the round-counter in to allow the shooter to track ammunition remaining. It does not provide the benefits of full cybernetic control of the weapon.

Cost Multiplier: 0.7

Smartgun, Internal

This is a considerably more extensive rework of the weapon, requiring a base time of 18 hours and a Firearms B/R (6) test. Parts cost is equal to the base price of the weapon.

Sound Suppresser

A suppresser may be built from scratch in a workshop in six hours with a Firearms B/R (5) test, requiring 500¥ of materials. Fitting a suppresser to a weapon not previously so equipped requires one hour and a Firearms B/R (4) test. A suppresser may include gas venting: double the time and cost to build the suppresser, and the price of the gas vent must be included. A combined gas-vent/suppresser requires tools and thirty minutes to remove without damaging it, and the gas vent functions at −1 to its rating.

Trigger Group (GM OPTIONAL)

A gunsmith may modify a weapon to alter the manner in which it fires. The scale is at the gamemaster's discretion. Modifying a H&K HK227-S (SA/BF) to also fire full-automatic is quite trivial. Modifying an assault cannon to fire fully-automatic is manageable, although the weapon itself probably will not be.

Changing the trigger mechanism is a 4-hour job requiring a Firearms B/R (5) test and 10% of the base cost of the weapon. Suggested rules effects are as follows.

- Removing/downgrading fire mode (e.g. SA/BF/FA to SA/BF only) — no penalty.
- Adding lower fire mode (e.g. BF to SA/BF) — no penalty.
- Semi-automatic weapon to any burst/automatic fire — weapon will fail from overstress within 20D6 shots, unless it is a "civilian" semi-automatic version of a full-auto weapon. (10% of weapon cost and 10 minutes to repair, requires a Firearms B/R (5) test)
- Burst-fire to full-automatic — Normally no penalty but at gamemaster's discretion.

Ultrasound Sights

Mounted as any other scope, but cannot be combined with any other adjunct other than a rangefinder. May also be under-barrel mounted, though, possibly on a quick-change rail mount.

Cost Multiplier: 0.8

AMMUNITION AND HANDLOADING

With cased ammunition, an option for those on a budget—or the perfectionist—to collect the fired cases, and re-use them. The equipment to reload ammunition costs 250¥ and basically comprises a press, dies, and powder measure. The fired case is cleaned, the old primer punched out and a new one fitted, a charge of powder dispensed into the case, then a new bullet seated, pressed and crimped into place.

The overhead cost (for primer and powder) is 10¥ per 100 rounds. Cases cost 50¥ for 250, or 180¥ for 1000, and have an attrition rate during repeated reloading of about 5% due to damage, distortion, cracks etc. Bullet cost is as follows:

Handloading requires a base time of one hour per 100 rounds required, and a Firearms B/R test with a target number of 4. Success reduces the time per 100 rounds by 10%, to a minimum of 50%: so 4 successes produces 100 rounds in 70% of an hour, or 42 minutes. A failure indicates one or more defective rounds: roll on the tables below.

Number of Defective Rounds (1D6)

1–2	1
3–4	2
5	3
6	See "All Rounds" below

Type of Defect (1D6)

1–2	Primer not fitted. Round is a dud. Perception (3) test to notice this when loading round into magazine or weapon.
3	Primer fitted backwards. Round is a dud. Perception (4) test to notice this when loading round into magazine or weapon.
4	Case splits when fired. Weapon requires a Strength (6) test to clear the chamber before it will work again.
5	Powder charge not dispensed. Round is a partial dud: when fired, bullet will lodge in barrel and require a Firearms B/R (4) test to remove , base time 1 minute.
6	Round accidentally overcharged with powder. Roll 1d6: on a 1, the weapon is damaged and non-functional, otherwise that round is *loud* and generates excess recoil, but otherwise has no adverse effect.

All Rounds (1D6)

1	Powder charge incorrect. Apply a +1 penalty to all shots at Medium range, +2 at all Long Range shots and +3 to any Extreme range shots. Also subtract 1 from weapon Power.
5–6	Powder charge incorrect. Apply a +1 penalty to all shots at Medium range, +2 at all Long Range shots and +3 to any Extreme range shots. Also add 1 to weapon's Power Level. Weapon will fail from overstress after 10D6 rounds (10% of base price and Firearms B/R (4) to repair, base time ten minutes)

Either "All Rounds" effect may be noticed with a Firearms (5) test when the weapon is fired: undercharged rounds feel "sloppy," overcharged are louder and sharper.

By careful experimentation with powder type and charge, bullet weight, etcetera, the accuracy of a weapon may be improved. For instance, my first pistol (a Smith and Wesson 4506) preferred 230-grain bullets over 4.4 grains of Bullseye, while my Glock 21 (same caliber) shoots noticeably better with 200-grain bullets and 5.7 grains of Red Dot. Careful choice of ammunition can reduce dispersion, but there is no "best" which can be looked up in a book.

To find the optimum ammunition type, a character must make up about a thousand rounds with varying charges, weights, powder etc. and test-fire them under controlled conditions, such as on a range or similar (about 40 hours total time) to measure the dispersion and reliability of each load. A Firearms (4) test, at the end of this, means the optimum combination has been found: all ammunition made to that formula provides one extra die for all Firearms tests made with that weapon.

The bad news is that the "best" load may be affected by any changes such as a new barrel, or by fitting a gas vent: any major changes to the weapon require that the process be gone through again. Identifying the ideal load is a task to be undertaken *after* you create the ideal weapon... Also, this load applies to a specific bullet type: an "accuracy load" in explosive rounds gives no help in determining the best combination for flechette.

Match Grade Ammunition

A similar effect can be obtained by the use of match grade ammunition, manufactured to tighter tolerances than most factory loads. Match-grade costs twice as much as standard ammunition in any given nature, including APDS. As with handloads, there are many variations and only experiment will allow the ideal to be determined: the character must expend 250 rounds in controlled conditions (about 10 hours total time) to identify the best brand and bullet weight. The result is the same, an extra die when using the weapon in combat. Likewise, any major change to the weapon results in the procedure having to be repeated.

THE ORGANIZATSIYA
(aka Russian Mafia)

by Bob Ooton

HISTORY AND BASIC INFORMATION

In the mid-late 1970's, U.S. immigration laws changed slightly. In the wake of these changes, officials in the former Soviet Union began to allow the emigration of Russian Jews to the U.S. Seeing an opportunity in this, the KGB and penal system of Russia sent over many hardened criminals as immigrants. This was the beginning of the formation of what is currently one of the most feared criminal organizations around: the Organizatsiya, or Russian Mafia.

Quickly, these groups entrenched themselves in Russian ethnic communities across the U.S. As the Soviet Union began to collapse, many (now-jobless) military men and KGB agents found their way to the US and joined with the Organizatsiya. Whereas in their start, the Organizatsiya had only criminal influence, they gained military and intelligence assets. By the mid-1990's they had gone from being a moderately successful criminal group (reminiscent of the Italian Mafia a century before) to a black market source of everything from drugs to nuclear devices.

Unlike many other criminal organizations, the Organizatsiya is not very territorial. They don't stake out an area and claim it as theirs. They also do not follow one specific leader, many times different groups will be working in the same area. This lack of territoriality makes them far more deadly than their many counterparts as they don't kill themselves off regularly.

Also, the Organizatsiya has endeared itself to many other criminal organizations. Their ties with the Triads and Tongs of China go back far before they ever set foot in the U.S. Once they reached U.S. soil, they set up connections with Mexican and Colombian drug cartels. The chief export of the Organizatsiya in exchange for the drugs of the Cartels and Triads is weapons. The "guns for drugs" trade is lucrative indeed for both sides and cements the ties between these organizations.

The list of criminal activities that the Organizatsiya is involved in is nearly as deep as the list of criminal acts commitable. If there is money and power to be had in a particular area, the Organizatsiya will get it, whatever it takes. As mentioned before, their chief activity is gun smuggling and they have a foothold in the drug trade as well. Other activities include (but are not limited to) fraud, extortion, blackmail, theft, murder, and kidnapping.

Of interest to many is the zeal with which members of the Organizatsiya approach their work. Unlike many other criminal organizations, they don't seem to care what they do or even if they get caught and go to jail. Many of the original members of the Organizatsiya were criminals in the worst of Russian jails and they find life in U.S. prisons easy, almost a vacation, compared to life in Russian prisons. The most dangerous enemy is the one who has no cares of what will happen to him.

Another note of interest is that, due to mandatory secondary schooling, the Russian immigrant members of the Organizatsiya are often more intelligent than their counterparts in other cultures.

The Organizatsiya has found itself having to adapt to the changes the world has faced over the past 60 years just like everything else has. The NAN uprising, the Awakening, VITAS, and hundreds of other events sent the world into chaos. A chaos which has proved profitable to the highly adaptable and well-entrenched Organizatsiya. Though the territory they once worked is much smaller, the needs are much greater and their influence too strong in all the right places.

Though they have influence UCAS-wide in the 2050's, they have concentrated in major metropolitan areas like Seattle, New York, and Chicago. The only group with which the Organizatsiya has not formed at least a token alliance with is the Yakuza, but this is rarely an issue as the Yakuza have more of a tendency towards white-collar crimes.

In the shadows, the Organizatsiya is a force to be reckoned with. With their ability to get military surplus, they've got an almost single-handed lock

on a market that only gets hungrier. Their connections to other groups make them a prime source of information as well.

The structure of the Organizatsiya hasn't changed much since its earliest days in 1970's U.S. They still operate in cells and follow no single leader in the UCAS or anywhere else in the world. These cells are flexible and it is not at all uncommon for members to leave one and join another. They also tend to stay in ethnic areas where the populace (through terror or loyalty) will not betray their existence.

PERSONALITIES

A few of the leaders in the Seattle area are mentioned below, as well as their areas of influence.

DAVID (DAVIDOFF) PELKO

Born into the Organizatsiya sometime after the turn of the century, he spent most of his days being groomed to take over his father's interests in Seattle. He has taken to holding the reigns of a criminal organization like few before him. His major interests are weapons trafficking, drug purchasing and sales, and fraud.

VITALI KOSCHIENKO

A recent immigrant from the CIS, Vitali has brought with him some very interesting friends, the rest of his hit team. Formerly shadowrunners of a sort (though almost exclusively with the KGB), these men handled countless assassinations and terrorist acts that could not be dealt with by the government itself. After a few years together, the team decided to head to Seattle where real money could be made and life would be easier. They haven't been disappointed. Vitali and his team handle contract murders, thefts, and many other terrorist acts.

MIKAEL KOZLOV

Mikael acts as a landlord or sorts for the Russian community in Seattle. He and his group take care of many of the local disputes and do what they can to make life better for those people, operating almost like the Tongs. He works with many other cells to obtain needed items for their people, from food and medicine to chips and guns. He also works as a fixer and a Johnson in the shadows.

HOW TO PLAY THE ORGANIZATSIYA

Organizatsiya members are intelligent, ruthless, and unlike most other criminal figures that the UCAS has seen. They don't kill each other over territory, they've made allies of rival organizations, and they've entrenched themselves deep in the shadows. They follow no single leader and are extremely adaptable to change. They also could care less if they go to a UCAS jail and everything they do will reflect this.

Organizatsiya cells can provide characters with information and items that they might need as well (or better) than any other group they may encounter. Pricing on such things is no longer as low as it was 60 years ago (they realize that they can get a lot more money than they were back then for what they do) but it is still fair in most cases.

They can also provide runners with work. A cell may need some extra muscle for a meet, may want to work through the runners' connections, or may need a scapegoat for an operation they are planning. Use them in this area as you would use any other criminal group or corporation.

BETTER LIVING THROUGH BIOCHEMISTRY

by Erik Jameson

BIGGER, BETTER, FASTER —
THE WORLD OF TAILORED HORMONES

You can still hear it today, "better living through chemistry." Of course, when that phrase was first coined, they meant traditional chemistry. In 2057 however, they mean biochemistry.

One of the positive side-affects of the intense research done in the attempt to cure "Goblinization" was a vastly improved understanding of the (meta)human physiology and anatomy. At first, this helped to pave the way for effective and efficient cyberware, and then bioware. Now the "Goblinization" is paying new dividends in the area of tailored hormones.

Cattle ranchers and body builders were among the first to realize the potential of hormones back in the previous century. Both used them to make their products (whether beef or biceps) larger, faster and easier. Other athletes then caught on, discovering that steroids, as they were now called, could also make a man faster and quicker. There was no end in sight, with artificial hormones being created, and the beginnings of tailored hormones. Or at least, that was what they thought.

After a decade or so, science began to realize that injecting massive amounts of steroids into someone, whether man or cattle, might not be such a good idea. Higher incidence of cancer, liver and kidney failure, obvious and blatant changes in mood, the weakening of connective tissue. And bodybuilders weren't the only ones affected. It was too late to turn back; steroids had entered the mainstream mind. High school kids, wanting to make the cut for football, or simply to look better to the opposite sex, began to consume steroids in mass quantities. And so, the hormone trade as we now know it, was born.

Modern tailored hormones can duplicate almost anything that modern chemistry can do. Not only are there the traditional steroids, there are now combat hormones and recreational hormones. And with the Awakening, there are now more hormones to work with.

The largest problem with using any outside hormone, even tailored, is that large doses, used frequently, will frequently cause the body to shut down its own production of that hormone (or what ever is closest). This is why bodybuilders gain fat and lose muscle when they go off steroids; the body isn't producing enough of its own testosterone. Too much long term use, and the body may actually completely lose the ability to produce the hormone in question. Which means that while short-term side affects tend to be few, long term side affects can be disastrous. In game terms, this means that once Tolerance has been achieved, the body has shut down its own hormonal production. When shut-down a number of times equal to the user's original un-augmented body, that means the user has lost the ability to produce their own hormone, and must continue to take the artificial tailored hormones to make up for the loss.

The other long term effects of tailored hormone usage are up to the individual gamemaster. Side effects such as cancer (common) and liver failure (very common) are outside the purview of the basic Shadowrun rules, and thus should be handled by each gamemaster. In the case of steroids and tendon damage, it is recommended that whenever the user does some sort of Strength feat, or something highly athletic, the user must make a Body Test (target number decided by the gamemaster). If failed, the user has damaged their tendons, and must take at least a mandatory Light Wound. Again, final effects are up to the gamemaster.

ATHLETIC PERFORMANCE ENHANCERS

JET-TEST

Jet-Test is still based simply on testosterone, with surprisingly few (and shockingly subtle) changes. Considered to be an "off-season" steroid because it can be detected in the bloodstream for as many as four or five weeks after use. It does, however, provide the most benefits. Jet-Test is also the most effective steroid as a fat-burner. Body fat will typically drop by more than 5% minimum (depending on original body composition) during usage. The effects last for up to four to eight weeks after the last dosage, dependent on the user's previous Strength (the weaker the user is initially, the longer it lasts. Actual duration of effects is up to the gamemaster's discretion.).

Attribute Bonus				Legality
+2 Strength, +2 Quickness, −1 Willpower				4-M1
Tolerance	Vector	Availability	Cost/Dose	Street Index
4	Injection	4/24 hrs	450¥	1.5

>>>>>[It's amazing, with Muscle Replacement and Muscle Augmentation that people would still use this stuff.]<<<<<
        —Flex (14:25:23/6-26-57)

>>>>>[It's far more common among gangers and anyone else who can't afford those options. Plus, there are a few "purists" (if they can be called that) who think that cyber and bioware is cheating. Steroids are just fine by them though...]<<<<<
        —D. Yates (14:33:02/6-26-57)

DECA-DURABOL

Considered by athletes to be the "in-season" steroid, this heavily tailored hormone is much more difficult to detect, being washed out of the body in about 2 weeks. However, this subtlety does mean that it isn't as effective as Jet-Test. Deca-Durabol is, however, almost as effective as Jet-Test as a fat burner. The effects last as long as the user continues to take Deca-Durabol.

Attribute Bonus				Legality
+1 Strength, +1 Quickness				4-M1
Tolerance	Vector	Availability	Cost/Dose	Street Index
5	Injection	5/36 hrs	600¥	1.75

HGF-SS

Usually used as an adjunct to Jet-Test, Human Growth Factor-Beta is a heavily tailored version of the basic growth hormones found in all (meta)humans. While this does mean accelerated muscle growth, is does also mean that the human body is being put through a second puberty. Users experience, most notably, additional bone growth. Like Jet-Test, HGF-ss is considered to be an "off-season" hormone, as it can be detected up to 6 weeks after the last usage. While the effects last for as much as three months, some of the side-effects, like bone growth, are permanent. Long term extreme abuse of HGF-ss has been known to add up to 15 centimeters of height and dermal deposits (although not to the level of orks and trolls).

Attribute Bonus				Legality
+2 Strength, +1 Body, −1 Willpower				4-M1
Tolerance	Vector	Availability	Cost/Dose	Street Index
4	Injection	5/48 hrs	500¥	2

>>>>>[This modern stuff is a direct result of research done on trolls.]<<<<<
        —Wheeler (14:43:27/6-26-57)

>>>>>[Don't even think this list is complete. Tailored thyroid hormones (for mega-fast fat burning), and all kinds of tailored secondary growth hormones are available, if you know where to look. The ones listed above are the Big Three, and have found usage by everyone from shadowrunners to dockworkers.]<<<<<
   —Baker (14:45:44/6-26-57)

COMBAT ENHANCERS

"HELLRAISER"

   "Hellraiser" is a clever collection of hormones (some non-human) that turns the normal pain process around. Users feel pleasure where they should feel pain. This means that wounds will feel good, perhaps even ecstatic. In game terms, this means that the user incurs no penalties due to wounds. Also note that this is psychologically addictive, so normal addiction rules (found in Shadowtech, page 87) apply. "Hellraiser" lasts for 6 hours.

Attribute Bonus						Legality
–3 Willpower						2-M1
Addiction	Tolerance	Strength	Vector	Availability	Cost/Dose	Street Index
4M	4	3	Injection	8/7 days	2,000¥	2.5

>>>>>[Knew a guy that got addicted to this drek. Went from mild-mannered wage slave, to full-on leather-wearing masochist slave. It was nasty how he died...heard he loved every second of it, even though he knew he was dying. Weird.]<<<<<
   —Mad Barker (15:02:55/6-26-57)

CENTURION

   Centurion, first manufactured by the labs at Ares America, is the height of combat hormones. There are currently no known side-affects, aside from the known problems of using hormones too often, with very positive bonuses. However, given its high cost and it's short duration (2 hours), it has only found limited combat usage.

Attribute Bonus				Legality	
+2 Quickness, +2 Body, +1 Initiative				2-M1	
Tolerance	Vector	Availability	Cost/Dose	Street Index	
6	Injection	14/30 days	9,300¥	4	

>>>>>[This is what tailored hormones can really do. Most of the other tailored hormones can be fashioned at home with a sufficiently advanced chemistry set and a knowledge of biochemistry. That's why they aren't always so hot. This, however, is so drekking advanced it requires a cutting edge lab to manufacture it. THAT'S why it's so expensive.]<<<<<
   —Roman Soldier (15:19:11/6-26-57)

"BANZAI"

   "Banzai," as it's name might indicate, is a tailored hormone version of Kamikaze. Far more expensive, it is non-addictive (but does suffer from the same affects of any hormone) and performs almost as well. Like Centurion, "Banzai" is too highly advanced for any basement chemistry set to create. It is currently manufactured by Mitsuhama and several specialized underworld crime organizations.

Attribute Bonus				Legality	
+1 Body, +1 Quickness, +1 Strength, +1D6 Initiative				2-M1	
Tolerance	Vector	Availability	Cost/Dose	Street Index	
3	Injection	12/21 days	2,200¥	3	

>>>>>[I've heard of some organization I won't name that does this sort of thing. I've also heard that maybe one of the old drug cartels is into this.]<<<<<
   —Brother Hill (15:32:36/6-26-57)
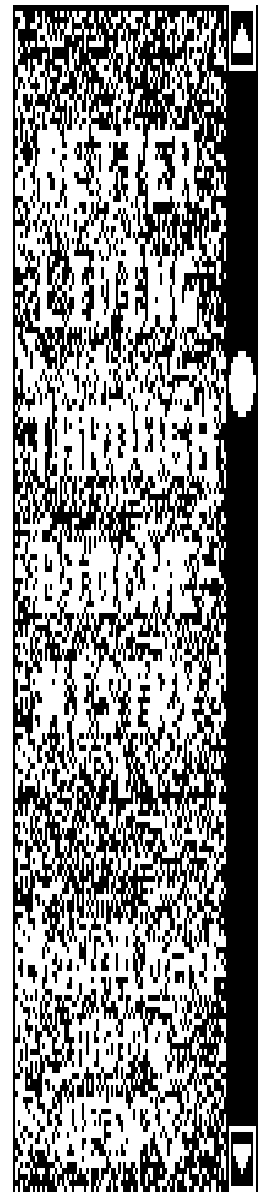
IRONMAN

A product of Yamatetsu Europe, Ironman is not a combat drug *per sé*. Rather, it is designed to get combatants back on the field as soon as possible. Actually a collection of hormones, from testosterone to an unspecified hellhound hormone, Ironman is designed to push the bodies own healing process into overdrive, and is almost as good as Accelerad-9, the speed heal drug from Universal Omnitech, without the nasty side-affects (like an induced coma). Ironman does, however, leave the patient very weak (−3 Strength, −2 Quickness, −2 Body) for several days after usage (one day per point of damage healed).

Attribute Bonus				Legality
+5 Body (for healing purposes only)				4P-M1

Tolerance	Vector	Availability	Cost/Dose	Street Index
2	Injection	9/10 days	8,700¥	3.5

>>>>>[A pretty good product, Ironman. Doctors like it, but they tend to not use it on the hyper-critical patients. Sometimes the shock is too much for a body all ready pushed beyond the max.]<<<<<
   —Tepper (15:39:26/6-26-57)

>>>>>[Ironman is actually more common on the streets than Accelrad-9 (which is probably the better of the two). A well connected street doc should have access to this stuff. And they aren't afraid to use it.]<<<<<
   —Mentzer (15:43:56/6-26-57)

"RECREATIONAL" HORMONES

"BLUE LACE"

"Blue Lace" is a collection of tailored hormones that provides an overall feeling of pleasure, in addition to being mildly psychoactive. It derives it primary street name from it's deep blue color. Effects last for up to 12 hours.

Attribute Bonus						Legality
−4 Willpower, −2 Intelligence						2-M1

Addiction	Tolerance	Strength	Vector	Availability	Cost/Dose	Street Index
5M	3	5	Injection	4/24 hrs	1,200¥	1

>>>>>[It's also got a host of other names, like the Big O, and Mellow O. According to rumor, there are two variants, male and female. Each is supposed to work better with the appropriate sex. Don't think I believe it though.]<<<<<
   —The Decker Formerly Known as... (15:49:21/6-26-57)

"HOLIDAY"

Holiday is an intense psychoactive, providing full sensory hallucinations. While not truly addictive, once total tolerance has been reached, the user's brain has been "dulled," and cannot function properly without the use of outside neurotransmitters and brain hormones (−3 Intelligence, −3 Willpower, −2 Charisma).

Attribute Bonus						Legality
Reduces all Mental Attributes to 1 for duration						2-M1

Addiction	Tolerance	Strength	Vector	Availability	Cost/Dose	Street Index
6M	3	5	Injection	6/48 hrs	1,600¥	1.5

>>>>>[This stuff can be a delightful alternative to knock-out drugs for a prisoner...]<<<<<
   —Party Shagger (15:54:55/6-26-57)

>>>>>[That's barbaric!!]<<<<<
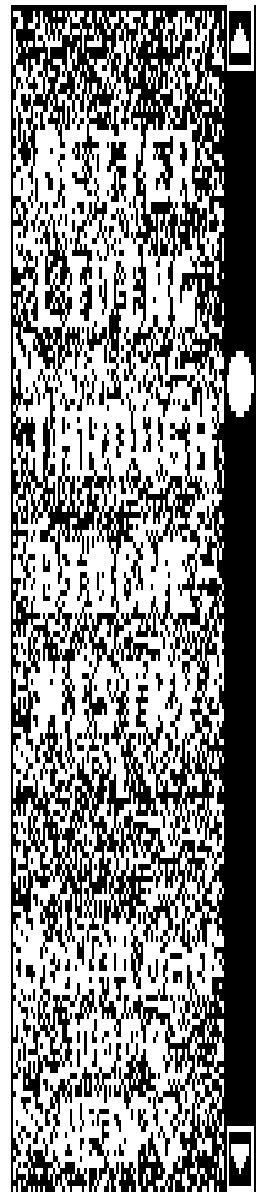   —Northern (16:03:07/6-26-57)

>>>>>[Yeah, well, I didn't say it was nice. Just that it has other uses.]<<<<<
   —Party Shagger (16:05:16/6-26-57)

PLASTIC WEAPONS

by David G. Hinkley

>>>>>[while wandering the Matrix I came across this, thought it might be of interest to some of you]<<<<<
—Phantom (H:M:S/D-M-Y)

>>>>>[Just wandering...right, Information Circulars are for internal use only. The only place the Phantom could get this is off one Lone Star's Computer systems. If it is authentic.......]<<<<<
—Electronic Wizzard (13:26:52/06-09-57)

>>>>>[Its authentic, I have seen a hard copy.]<<<<<
—Anonimo Beccacciniero (#:@:&/%-$-!)

Department of Surveillance, Division of Investigation Austin
Information Circular #561034A
26 September 2057
Dist: All Departments, All Divisions

The following items have recently been seized during investigations in Seattle, Austin, and Atlanta. Officers are advised to adjust their search and surveillance methods to reflect the unique characteristics of these weapons.

>>>>>["Officers are advised to adjust..." now isn't that a interesting turn of phrase? I think I detect a hidden message.]<<<<<
—Shadowrider (23:23:23/02-04-01)

>>>>>[Very astute of you Shadowrider. You are quite correct. It is the never ending friction between staff and line management. Staff cannot give orders, yet there are cases when they should be able to and this is one of them. What they are trying to say is...Metal detectors are no longer reliable, frisk everybody to insure that they are not carrying. Of course if they said this the Line management would be so up in arms over the fact that it was in the form of an order that the message content would be lost. Aren't bureaucracies wonderful...they make our life so much easier :)]<<<<<
—Whispering Death (01:08:26/06-09-57)

COMPOSITE SHOTGUN

A double-barreled weapon manufactured of ceramic and plastic composites, utilizing ammunition of the same materials. This as this weapon contains no metal parts of any kind it is not detectable by metal detectors, when disassembled it is difficult to identify with X-ray scanning, and due to the limited amount of propellant contained in the ammunition chem-sniffers are of limited use. The composite material used is off white in color, however two of the specimens seized had been painted, one to resemble a conventional shotgun the other in a woodland camouflage pattern. It is believed that these are part of a limited production run. Ballistic examination of this weapon shows it to be as effective as the conventional shotgun against soft targets. insufficient ammunition was seized with the test samples to provide for full testing. Medical Department tests reveal that the composite flechettes used in the shells are X-ray transparent making wound treatment difficult.

PLASTIC ROCKET PISTOL

This weapon will chamber standard Transcon 7 mm GyroJet ammunition, but the example was seized with a partial clip of explosive ammunition made of composite materials. The weapon is light gray in color about 15 cm long and weights .2 kg empty. The detachable springless magazine holds 8 rounds. This weapon is not detectable at all by metal detectors, when disassembled it is difficult to identify with X-ray scanning, and due to the limited amount of propellant contained in the ammunition chem-sniffers are of limited use. Ballistic examination of this weapon shows it to be as effective as the conventional GyroJet against soft targets. Medical Department tests reveal that the fragments from the explosive rounds are X-ray transparent making wound treatment difficult.

While these weapons are similar in concept, close examination of the materials and manufacturing techniques used indicates that it is extremely likely that they are being manufactured by different organizations and were designed by different individuals. Further information will be released as it becomes available in the R&D Evaluation Sections regular monthly Tech Bulletin. Headquarters Lone Star is extremely interested in identifying the source of these and similar weapons as well as detection methods effective in identifying individuals carrying items of this type.

Class 28C funding is available to reimburse out of pocket expenses associated with the collection of accurate information regarding the source of these items. Include expense vouchers with your

reports, signed receipts are not required. Section 16, Department of Surveillance is to be informed immediately of the recovery of, or information regarding the source of these items.

>>>>>[Class 28C funds?]<<<<<
—Bugsy (18:09:13/06-09-57)

>>>>>[Class 28C funds come from Lone Star Headquarters, Austin and are not charged against the local Lone Star office. The use of these funds for an investigation of this type indicates that senior officials are extremely interested in this matter. Of even more interest is the total lack of information relating to how the samples tested came into Lone Star's control. Normally one would expect that some information would be released to provide some leads for investigators to start from.]<<<<<
—Shadowrider (23:25:56/03-07-98)

>>>>>[The Star is out on the street looking hard and their fixed security posts are doing more frisks then normal.]<<<<<
—Whispering Death (01:09:53/07-09-57)

>>>>>[The question is who is making these, I for one would like to get one of my own.]<<<<
—Bugsy (18:10:52/06-09-57)

>>>>>[Good luck, finding the source of these would be hard enough, now that the Man is looking it will be harder yet. Be careful that you are not caught up in a sting operation]<<<<
—Anonimo Beccacciniero (#:@:&/%-$-!)

GAMEMASTER'S INFORMATION

The circumstances under which player characters could come into possession or in contact with of one of these weapons has been left intentionally vague. They could be the seed for one of two variations of an adventure. The first is the players seek out the manufacture of one of these and then sell that information to Lone Star or other agency. The other is the players attempt to obtain one or more of these weapons for their own use. in some respects the second should be easier as there is no need to identify the maker or his motives. However, given Lone Star's interest in the weapons the use of them should attract a lot of unwanted attention.

The equipment and raw materials needed to make these weapons is readily available in 2057. And the design concepts are not particularly exotic or difficult to work out. The main reason there are two reasons that they are not being made by a large number of manufacturers has more to do with the weapons market then difficulty in manufacturing. The only thing these weapons have going for them is in how hard they are to detect. Otherwise they are basically junk. A commercial sporting shotgun with its barrels and stock cut down is a cheaper and more effective weapon than the composite shotgun. And the ammunition is more easily obtained. GyroJet weapons are notorious for being inaccurate. So unless the buyer needs an undetect-

able weapon, there are a lot of other choices that have a lot fewer headaches. Of course if you need a undetectable weapon they are worth their weight in gold. Many of the headaches associated with owning and using them, extend to the manufacturers of this type of weapon. The authorities don't want them circulating, as they make providing reasonable levels of security difficult and more intrusive. As a result they are actively looking for the makers of this type of weaponry.

The combination of the limited market, the high risk and high profit limits the makers to one of two possibilities. The first is an individual or small company, will to take the risk for the high return of making them for sale. The weapons would be available to anyone who can afford to buy them. The sale would be conducted through intermediary, cutouts and similar methods that reduce the risk of discovery and arrest of the maker. The buyer would have little opportunity to meet the maker and almost no chance to discover the location of the manufacturing facility.

The second possibility is that the weapons were made by or specifically for a terrorist organization or particular corporate special operation team. If this is the case the only way the players should be able to get one is by either being a member of the organization or by taking from the hands of a deceased member. However the maker or supplier of the weapons should be somewhat easier to locate as he would have a degree of affiliation with the using organization.

Given the interest in these weapons (from both shadowrunners and Lone Star)it is extremely likely that cheap knock-offs (some completely unsafe to use) will show up as will a variety of scams, traps and the like. To further complicate matters is the possibility that both weapons types are in existence locally, and that one is being made for profit and the other by a terrorist organization for its own use.

Prior to introducing either weapon into his campaign the Gamemaster should decide which manufacturing motive best fits his game. He should also work out the details, who is making them, why he is making them, how they could be obtained and the relative availability. After everything has been worked out then give the Shadowland download to your players and watch the fun.

WEAPONS DATA

	Conceal	Ammo	Mode	Damage	Choke	Weight	Availability	Cost	Street Index
Plastic Shotgun	6*	2 (b)	SS	8S	2	.5	— gamemaster's discretion —		
Ammunition, per 10	12*	—	—	—	—	.25	— gamemaster's discretion —		

Note: Legality rating of this weapon and ammunition is 1-K. This weapon can not accept a silencer, suppresser, gas vent system or any barrel mounted accessory. It CANNOT chamber or fire conventional shotgun ammunition of any type. Use Light pistol range table.
* This weapon is not detectable by metal detectors, or X-ray type machines. The target number for chem sniffers is 14.

	Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Plastic GyroJet	Light Pistol	5*	12 (c)	SA	7L**	.2	— gamemaster's discretion —		
Ammunition, per 10		12*	—	—	—	.25	— gamemaster's discretion —		

Note: Legality rating of this weapon is 1-K. These pistols can not accept silencers, suppresser, or gas vent systems. While a GyroJet pistol is not silent and the sound of the pistol firing is distinctive, it does not sound like a gunshot.
* This weapon is not detectable by metal detectors, or X-ray type machines. The target number for chem sniffers is 14.
** Use the explosive ammunition rules (SRII p.93); the Power Level has already been adjusted. Damage when using conventional 7mm GyroJet ammunition is 6L and the target number for detection by metal detectors and X-ray type detectors is 8 (of the ammunition).

PEE CEE COPS

by Gurth, with help from Sascha Pabst and Erik Jameson

Shadowrunners and laws have a love-hate relationship, most of the time biased heavily toward hate's side. But what if some enterprising player wants to be one of the "good guys," or to put it in other words, a police officer? No rules or even guidelines for that in the Shadowrun rules, quite rightly so too, considering the background of the game. Yet, it might be an interesting experiment nonetheless.

Very important is that the gamemaster at least has access to the Lone Star sourcebook, FASA number 7115, in order to get a good grasp of what it's like to be a cop in the Sixth World. Probably also useful, although I have never seen it up close (or from a distance, for that matter), would be R. Talsorian's Protect and Serve, which details the police in the Cyberpunk 2020 RPG. Articles, books, documentaries, and possibly even cop shows on TV or those reality-TV thingies, about American police can also be quite handy for ideas—both for playing your character and for ideas for adventures.

STARTING A CAMPAIGN

First of all, it should be stressed that all characters should be law enforcement officers for a "cop campaign" to work. If we take, for instance, four players, and one wants to play a street samurai, the second a combat mage, the third a merc, and the fourth a cop, things will most likely not work out very well—one of the characters would either be busting the others all the time (probably not good for inter-player relationships), or she'd get into *deep* drek with her superiors for aiding known felons (probably not good for player-GM relationships).

There are some solutions, though, so you don't need to give up just yet. One is to go ahead as described above, and see where the ship runs aground. Go with the flow, until the flow stops. Then either try to save the mess, or quit and make new characters.

Another option is to make all characters law enforcement officers even though they may be street samurai, combat mages, and whatnots. Street samurai? Chromer cop. Combat mage? DPI combat mage. Merc? FRT trooper. For nearly any kind of regular shadowrunner, a Lone Star equivalent can be found if you look hard enough. And if that still doesn't work, make them "irregular assets" that get called in when the Star can't be seen handling a certain situation (although this would turn them into something resembling shadowrunners so much that this text would become almost useless).

The gamemaster might wish to establish a special unit for the players to allow characters from several departments to work together. A good approach for a short term campaign would be a Special Commission to investigate an outstanding (series of) crime(s), or for a longer term campaign a Special Commission set up by Lone Star and the Metroplex government as long term project to test inter-department cooperation and interaction. This will also explain a higher percentage of metahumans in a team, since the departments might want to "get rid" of them (read Terry Pratchett's Men At Arms :-)

Give the team a fancy name (IDRT, Inter Department Response Team might do) and declare them independent of normal command structure to allow the campaign covering various objectives.

The last option mentioned here is the one that requires good thought, good roleplaying, and a good gamemaster. It is to make one (or more, but preferably only one) of the PCs an under-cover cop infiltrating in the shadowrunners' little world. Why he would do this is up to the player and gamemaster to ponder about, but once a plausible reason has been invented, only the player actually playing the cop should know what his or her character really is. Then have him go along with the players, acting like a regular shadowrunner, and at the same time double-crossing them so his superiors can get a fix on who to arrest. The superiors might even be tempted to help along, making life easier for the shadowrunners without them knowing it, in order to keep the agent undercover with a false identity instead of underwater with concrete shoes on.

IDEAS FOR RUNS, ERR, DUTIES

Classical Foot Patrol

Anything can happen here, from fighting families over petty (or not so petty) thefts reported over

gang conflicts to hostage situations and all-out block wars. Officers on foot or motorized patrol will never know what happen to them, but can be sure they will have to handle the problems alone, since it usually takes too long for reinforcements to arrive.

Training Course

Whenever Officers weren't able to handle a given situation, their superiors might think it's time for some serious training again. And may purchase some training time at the Fort Lewis Urban Combat Simulator—that's right, it's military! All bets are off, and you better hope the simsense-override doesn't take you down.

Impossible Mission

Special Commissions might attract media attention. So the cops got to escort a newssnoop through their turf for a whole day. And better pray the reporter doesn't get hurt...

Hammer and Anvil

Sometimes it's cheaper for some major player in the 'Plex to have Lone Star investigate a murder then to start a vendetta with some other major player. This can be anyone who's independent... like your guys in blue and yellow just walking by. Really interesting if the department of organized crime suddenly appears and wants its undercover-cop covered...

WAGES

People working for a corporation get paid for it. They wouldn't if they didn't, would they? So players playing the role of police officers should receive a paycheck each month from which they will have to try and live like good citizens do. Following are suggested pay rates for police officers, based on those for the Los Angeles Police Department in the mid-1990s, and the pay scales mentioned on page 95 of the Lone Star sourcebook.

HEALTH AND DENTAL PLANS

A healthy pension plan (as a note, many cops are able to retire early with this and the deferred compensation plan—defer money you make now for later).

About half (or so) of an officer's sick days, vacation days, and holidays are fully paid.

Officers with relevant college degrees or relevant certificates (like EMT) receive a higher salary premium (a few percentage points higher).

Officers who can read and/or write in another language receive salary premiums from 2.75% to 5.5% depending on the language.

Officers receive 650¥ per year uniform allowance.

PAY SCALES TABLE	
Rank	Nuyen per year
Police Officer I	17,769 to 23,991
Police Officer II	19,596 to 25,693
(automatic after 18 months)	
Police Officer III	20,682 to 27,155
(Field Training Officer)	
Detective I	25,192 to 29,201
Detective II	28,073 to 31,299
Detective III	31,299 to 34,880
D.P.I. Mage I	29,263 to 32,842
D.P.I. Mage II	30,732 to 34,283
Sergeant I	28,637 to 31,926
Sergeant II	30,234 to 33,701
Lieutenant	33,701 to 37,563
Chief Lieutenant	35,580 to 39,630
Captain	38,440 to 45,216
Longevity (Police Officer rank only)	
10 years	+696¥ per year
15 years	+1,392¥ per year
20 years	+2,064¥ per year
Income for Specific Units	extra per year
Airborne patrol	+4,925¥
CorpSec officer	+1,163¥
DED trooper	+1,623¥
FRT trooper	+3,127¥
Mage, special ops	+4,618¥
SWAT trooper	+2,926¥

Note: the variability of salary is due to salary premiums such as language skills, college educations, etc.

The actual pay scales appear in the Pay Scales Table to the right.

SINS

All police officers naturally have a SIN, like any other good citizen. Without a SIN, it would be rather hard to become a police officer in the first place (although there might be some private security firms that don't have such a silly requirement...).

OTHER LAW ENFORCEMENT AGENCIES

Although this article focuses on Lone Star, the main security provider in Seattle and many other North American cities, there is no reason why it could not be adapted to other corporations. Knight Errant, Eagle Security, and so on could all very well be represented. The gamemaster needs to make up his or her own requirements for those; base them on NPCs published in FASA's adventures and you're on the right track already.

THE CHARACTERS

Now you know some things about running a cop campaign, you'll also need to know something about the characters you can create as a player. Unlike shadowrunners, policemen and -women should conform to certain standards else they'd never get hired in the first place, and also they automatically possess certain knowledges and abilities after getting through the Lone Star academy.

CAREER

What will from now on be referred to as a "career," is a short way of defining a policeman: foot patrol officer, DED trooper, etc. To make things easier, we'll assume each the NPCs on pages 126 through 132 of the Lone Star sourcebook represents a career within Lone Star.

Race

It's recommended not to use the More Metahumans optional rule, seeing that more than 80% of the Lone Star street cops are humans, a figure that's even higher in administration. Senior management (admittedly, not many players will be here from the start, or even have a realistic chance of getting there) even has 98% humans.

Magic

Since Lone Star employs magicians, there is no trouble with playing a magically-active cop character. These will nearly invariably end up in the Department of Paranormal Investigations (DPI, or "Dips"), except for the few that become SWAT team members or perform similar functions.

Skills

All Lone Star officers must take the following skills; these are learned as part of basic training.

Etiquette (Corporate): 2
Firearms: 3
Police Procedures: 3
Unarmed Combat: 2

Some additional skills must be taken for a number of careers. This makes some careers only available to characters with a certain number of Skill Points, as indicated.

Resources

Although it is tempting for many players to start with 400,000 or even 1,000,000 nuyen, it is recommended that the gamemaster prohibit this unless the player in question wants to play a chromer cop, or an other kind of cop characters who needs lots of money or Force points. Ordinary beat cops rarely accumulate gear and vehicles worth several hundred thousand nuyen without winning the lottery at some point in their lives.

MUST-BUY EQUIPMENT

All Lone Star player characters start with the following equipment, which they must buy from their Resources money. This list has been compiled by looking at the main text and the NPCs in the back of the Lone Star book, and simple common sense.

If players want to start with less nuyen than required to buy this equipment, the gamemaster has the option of either not allowing the player to make a cop character, or to allow him or her to buy the equipment from the 3D6x1,000¥ each character receives at start-up.

- Basic equipment: belt, flashlight, holster, uniform, etc. (all-in price: 450¥)
- Helmet in Lone Star style (SRII p.257, 200¥) with integral commlink (500¥), total helmet cost 700¥
- Life signs monitor/Medical beacon (LS p.117, counts as Basic
- DocWagon™ Contract, 5,000¥)
- Low lifestyle (1,000¥) or higher
- Pistol or revolver (cost varies) with 3 full reloads of regular ammo (cost varies). Most cops nowadays carry a Ruger Thunderbolt, which costs 1,337¥ for the laser-sighted model, or 1,487¥ for the smartlinked model, each including 3 clips of regular ammo.
- Stun Baton (SRII p.254, 750¥)
- Vest with Plates (SRII p.257, 4/3 armor, 600¥)

Total cost (including Low lifestyle): 8,500 nuyen + weapon & ammo cost

All this equipment is that required for "the job," except maybe the lifestyle. The reason for that one is that Lone Star does not hire people without a reliable way of contacting them at their home address. Coffin #15184, Novelty Hill Sleep & Eat, Redmond is not the place to live if you aspire a law enforcement career.

Characters can buy any other equipment, for personal use, from any money left over. They should, however, think pretty hard about buying items that are outright illegal, or about permit-required items without buying a permit. If the boss finds out they could very well be in trouble.

Some careers require additional equipment which must be purchased at character creation. Note that police characters do not need to buy vehicles except for personal use; these are issued by Lone Star when needed—a cycle patrol officer will be issued with an Electraglide-1000 and all the stuff the machine carries when she's on duty.

Worth checking out here is issue 1 of Shadow-land magazine (October 1995), which has an article by Andrew Ragland with cop gear in it.

CONTACTS

All cop characters must take a Street Cop contact, or any contact from the Lone Star book. This contact is one of the two free contacts the character receives. A Gang/Tribe is also recommended, representing the police department as a whole, although gamemasters may find this creates problems for characters with little Resources money. In such a case, either disregard the Gang/Tribe contact requirement for all players (not just for the ones with too little money), or start those characters who can't afford it off as new recruits who haven't really got to know the corporation's way of working yet.

Apart from these restrictions, the players are free to choose contacts as they like, although it should be clear that some contacts would be frowned upon by the brass—a street cop having close relations with the Yakuza might find himself having to explain just what those relations really are...

CAREERS

Following are short descriptions of each career, including any required skills, Attribute values, and/or equipment. Unless otherwise noted, all careers require the basic skill package and the basic equipment package mentioned above in addition to the skills and equipment listed below.

Skills listed are the minimum required—they are learned in training at the level indicated. Many officers have higher skill levels. If Attribute minimums are indicated, this is for humans. Metahumans should apply their racial modifiers to the values—if Body 4 is required, an ork should have Body 7 for the same job.

The "total costs" are only for the required skills and materials; the optionals have not been included. The basic packages have been included, however.

Airborne Patrol Pilot

Skills: Rotorcraft 3 (preferably specialization in Wasp or Yellowjacket at higher level).
Cyberware: none required, but vehicle control rig recommended.
Equipment: no extra required.
Extra notes: Armed Combat and Etiquette (Street) skills recommended. Wasp or Yellowjacket helicopter issued when necessary.
Total cost: skill points 13, monetary 8,500¥

Auto Patrol Officer

Attributes: Body 3, Quickness 4, Strength 3.
Skills: Car 3.

Cyberware: none required.
Equipment: no extra required.
Extra notes: Armed Combat and Etiquette (Street) skill recommended. Ground vehicle issued when necessary.
Total cost: Attribute points 13, skill points 13, monetary 8,500¥

"Chromer Cop" Patrol Officer

Skills: no extra required.
Cyberware: any desired by individual.
Equipment: no extra required.
Extra notes: Armed Combat and Etiquette (Street) skill recommended. Heavy cyberware recommended. Additional weaponry recommended.
Total cost: skill points 10, monetary 8,500¥

CorpSec Officer

Skills: Interrogation 1
Cyberware: none required.
Equipment: Beretta Model 70 with 3 clips, Partial Heavy Armor (6/4)
Extra notes: Car and Etiquette (Street) skills recommended.
Total cost: skill points 11, monetary 19,607¥

Cycle Patrol Officer

Attributes: Body 3, Quickness 4, Strength 3.
Skills: Bike 3.
Cyberware: none required.
Equipment: no extra required.
Extra notes: Armed Combat and Etiquette (Street) skill recommended. Ground vehicle issued when necessary.
Total cost: Attribute points 13, skill points 13, monetary 8,500¥

DED Trooper

Attributes: Body 4, Quickness 4, Strength 3, Intelligence 4.
Skills: Firearms 4, Stealth 2.
Cyberware: Smartlink, wired reflexes (1).
Equipment: Full Heavy Armor (8/6), H&K MP-5 TX with 3 clips
Extra notes: pistol recommended.
Total cost: Attribute points 17, skill points 16, monetary 86,985¥, Essence 2.5

Division of Investigation Detective

Attributes: Intelligence 4.
Skills: Computer 2, Electronics 2, Etiquette (Street) 3, Interrogation 3, Police Procedures 5, Psychology 2, Sociology 2.
Cyberware: none required.
Equipment: Armor Jacket (5/3)
Extra notes: Armed Combat skill recommended. Various intrusion gear recommended.

Total cost: Attribute points 9, skill points 29, monetary 9,400¥

D.P.I. Combat Mage (Astral Back-Up)

Skills: Conjuring 4, Magical Theory 4, Sorcery 4.

Spells: Clairvoyance 3, Confusion 3, Control Actions 3, Detect Enemies 2, Manabolt 4.

Cyberware: none required.

Equipment: no extra required.

Extra notes: no cyberware recommended. Various foci recommended.

Total cost: skill points 22, monetary 8,500¥, Force points 15

D.P.I. Combat Mage (Special Ops)

Skills: Conjuring 5, Magical Theory 5, Sorcery 5.

Spells: Bullet Barrier 4, Clairvoyance 3, Detect Enemies (Extended) 4, Mob Mind 3, Spell Barrier 4, Stun Bolt 4, Wrecker 4

Cyberware: none required.

Equipment: Full Heavy Armor (8/6), Uzi III with 3 clips

Extra notes: no cyberware recommended. Most are initiates and cannot be created as beginning characters. Various foci recommended.

Total cost: skill points 25, monetary 29,259¥, Force points 26

D.P.I. Combat Mage (Standard Back-Up)

Skills: Conjuring 4, Magical Theory 3, Sorcery 4.

Spells: Bind 2, Clairvoyance 3, Confusion 3, Mana Bolt 3, Personal Combat Sense 4.

Cyberware: none required.

Equipment: Armor Jacket (5/3), Uzi III with 3 clips

Extra notes: no cyberware recommended. Various foci recommended.

Total cost: skill points 21, monetary 10,144¥, Force points 15

D.P.I. Mage Detective

Skills: Conjuring 3, Magical Theory 5, Sorcery 4.

Spells: Analyze Device 3, Analyze Truth 4, Clairvoyance (Extended) 3, Detect Life 3, Mind Probe 2.

Cyberware: none required.

Equipment: no extra required.

Extra notes: no cyberware recommended.

Total cost: skill points 22, monetary 8,500¥, Force points 15

Foot Patrol Officer

Attributes: Body 3, Quickness 4, Strength 3.

Skills: Etiquette (Street) 2.

Cyberware: none required.

Equipment: no extra required.

Extra notes: Armed Combat recommended.

Total cost: Attribute points 13, skill points 12, monetary 8,500¥

FRT Trooper

Attributes: Body 5, Quickness 6, Strength 4, Intelligence 4.

Skills: Car 2, Firearms 5, Stealth 4.

Cyberware: Smartlink, wired reflexes (1).

Equipment: Full Heavy Armor (8/6).

Extra notes: Weapons issued depending on current function in FRT (see pages 33-35 & 130, Lone Star).

Total cost: Attribute points 21, skill points 21, monetary 28,500¥

Highway Patrol T-Bird "Jammer"

Skills: Vectored Thrust 3 (preferably specialization in GMC Harpy at higher level), Vectored Thrust B/R 4.

Cyberware: Vehicle control rig (3).

Equipment: no extra required.

Extra notes: vehicle issued when necessary.

Total cost: skill points 17, monetary 308,500¥, Essence 5

Riot Control Constable

Attributes: Body 4, Strength 4.

Skills: no extra required.

Cyberware: none required.

Equipment: Armor Jacket (5/3), Large Riot Security Shield (+2/+0), Net Gun, Scorpion Machine Pistol with 2 clips Gel ammunition

Extra notes: Etiquette (Street) skill recommended.

Total cost: Attribute points 12, skill points 10, monetary 13,500¥

SWAT Combat Mage

Skills: Sorcery 5, Stealth 1.

Spells: Clairaudience 4, Clairvoyance 4, Mana Bolt 4, Stun Ball 5

Cyberware: none required.

Equipment: Armor Jacket (5/3), Scorpion Machine Pistol with 2 clips

Extra notes: no cyberware recommended. Various foci recommended.

Total cost: skill points 16, monetary 10,250¥, Force points 17

SWAT Decker

Attributes: Reaction 5.

Skills: Computer 5, Computer B/R 3, Computer Theory 5, Electronics 3, Stealth 2.

Cyberware: Datajack, headware memory (30 Mp)

Equipment: Partial Heavy Armor (6/4), Scorpion Machine Pistol with 2 clips, Sony CTY-360 cyberdeck.

Extra notes: cyberdeck is usually highly modified.

Total cost: Attribute points 14, skill points 28, monetary 123,750¥, Essence .5

SWAT Rifleman

Attributes: Body 4, Quickness 5, Strength 3.
Skills: Firearms 4, Stealth 2
Cyberware: Wired reflexes (1)
Equipment: AK-97 with 3 clips, gas vent 2, and laser sight, Armor Jacket (5/3)
Extra notes: none.
Total cost: Attribute points 15, skill points 13, monetary 11,278¥, Essence 2

SWAT Sniper

Attributes: Reaction 5.
Skills: Firearms (Sniper Rifles, Ranger Arms SM-3) 6, Stealth 3.
Cyberware: Smartlink.
Equipment: Ranger Arms SM-3 with 20 rounds regular and bipod.
Extra notes: none.
Total cost: Attribute points 14, skill points 14, monetary 15,440¥, Essence .5

SWAT Spotter

Skills: Stealth 3.
Cyberware: none required.
Equipment: Thermographic binoculars.
Extra notes: none.
Total cost: skill points 13, monetary 8,850¥

Undercover Agent

Skills: Acting 4, Disguise 2, Stealth 3.
Cyberware: none required.
Equipment: no extra required.
Extra notes: civilian clothes, equipment, etc. required, but left to the agent's discretion here.
Total cost: skill points 17, monetary 8,500¥

Watcher

Skills: Computer 3, Electronics 5, Electronics B/R 3, Etiquette (Street) 3, Stealth 5.
Cyberware: Radio, vehicle control rig (3)
Equipment: Beretta 200ST with 2 clips.
Extra notes: other equipment issued as necessary.
Total cost: skill points 28, monetary 313,354¥, Essence 5.75

CRIMINAL GEAR AND EQUIPMENT

by David G. Hinkley

Acoustic Amplifier Unit

This unit amplifies the noises made by a combination lock when it is being manipulated.

Conceal	Weight	Availability	Cost
6	.25 kg	8/48 hrs	500¥

Using the unit to assist in the manipulation of a mechanical combination lock, gives the user an additional die. This device can not be used with a Precision Acoustic Imaging Unit. This item in the hands of anyone but a licensed locksmith is considered a burglary tool and as such illegal to possess. Sale or possession is a felony punishable in the UCAS by up to 2 years in prison and a 100,000¥ fine. Additionally possession while committing trespass is considered by the courts as evidence of intent to commit burglary. This item can be made by a properly skilled PC.
Principle Skill: Electronics B/R, Construction Time: 6 hrs, Parts Cost: 150¥, target number 4

Bolt Cutters

This tool can cut metal rods and bolts up to 15 millimeters in diameter.

Conceal	Weight	Availability	Cost
N/A	6 kg	6/48 hrs	200¥

This tool can cut casehardened padlock hasps, however this action results damage to the cutter. After cutting about 10 hardened items the jaw will be damaged beyond use. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Chainsaw, Gas Powered

Powered by a 2-cycle gas engine equipped with a all position carburetor which allows the saw to function in all positions, this chainsaw can cut wood up to 50 cm thick.

Conceal	Weight	Availability	Cost
N/A	10 kg	6/48 hrs	545¥

The saw will operate for 1 hour on common gasoline with oil added (15¥ a liter). In addition to wood this saw can cut through dry wall, plastic, and light metal (i.e. tin or aluminum siding). Cutting large quantities of plastic or light metal will dull and damage the saw without regular maintenance. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Chainsaw, Electric

Equipped with a quiet, instant starting electric motor this light weight unit can cut wood up to 50 cm thick.

Conceal	Weight	Availability	Cost
N/A	6.5 kg	6/48 hrs	445¥

This item requires connection to common household electric power (110 volt AC power source) to operate. In addition to wood this saw can cut through dry wall, plastic, and light metal (i.e. tin or aluminum siding). Cutting large quantities of plastic or light metal will dull and damage the saw without regular maintenance. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Crowbar

Suitable for a wide variety of prying tasks this 1 meter long bar has a clawed hook for pulling nails. A smaller 1/2 meter long version is also available.

	Conceal	Weight	Availability	Cost
Large	N/A	2.5 kg	6/48 hrs	100¥
Small	2	1 kg	6/48 hrs	75¥

Depending on circumstances the police may consider this item to be a burglary tool, possession of which proves intent to commit. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

DocWagon™ Spoofing Transmitter

When activated this transmitter broadcasts the same coded signal that a DocWagon™ or Crashcart wrist unit does. When programmed properly it can spoof any level of account.

Conceal	Weight	Availability	Cost
4	.2 kg	14/1 month	4,500¥

As both DocWagon™ and Crashcart frequently change their signal codes, the effectiveness of this device quickly declines with age. This is a Category E3, Class C item, possession is a felony punishable by up to 6 months in jail and a 6,000¥ fine. Use is a violation of FCC regulations and is punishable by up to 2 years in prison and a 10,000¥ fine.

Drill Motor, 3/8 inch

This high torque 3/8 inch capacity reversible variable speed drill is capable of drilling wholes in a wide variety of materials. Adjustable torque clutch permits the driving of screws and bolts without over-tightening.

Conceal	Weight	Availability	Cost
N/A	6.5 kg	6/48 hrs	445¥

This item requires connection to common household electric power (110 volt AC power source) to operate. A set of drill bits is necessary to drill holes. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Drill Motor, 3/8 inch, Battery Powered

This high torque 3/8 inch capacity reversible variable speed drill is powered by a removable 12 volt battery pack. Adjustable torque clutch permits the driving of screws and bolts without over-tightening. Drill comes with 2 battery packs, a recharger unit packed in a plastic carrying case.

Conceal	Weight	Availability	Cost
N/A	7 kg	6/48 hrs	545¥

A set of drill bits is necessary to drill holes. A battery will provide about 30 minutes of continuous operation. The recharger can recharge a battery in 1 hour. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Drill Motor, 3/4 inch, Heavy Duty

This high torque 3/4 inch capacity reversible variable speed drill is capable of drilling large holes in concrete, masonry and metal.

Conceal	Weight	Availability	Cost
N/A	10 kg	6/48 hrs	545¥

A set of drill bits is necessary to drill holes. This item requires connection to common household electric power (110 volt AC power source) to operate. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Drill, 3/4 inch, Heavy duty, Battery Powered

This high torque 3/4 inch capacity reversible variable speed drill is powered by a removable 12 volt battery pack. This drill is capable of drilling large holes in concrete, masonry and metal. Drill comes with 2 battery packs, a recharger unit packed in a plastic carrying case.

Conceal	Weight	Availability	Cost
N/A	12 kg	6/48 hrs	545¥

A set of drill bits is necessary to drill holes. A battery will provide about 30 minutes of continuous operation. The recharger can recharge a battery in 1 hour. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Drill Bit Set 3/8 inch

Set of 15 general purpose drills in common diameters up to 3/8 of an inch. Drill bits are suitable for drilling in wood, plastic, and metal. Set comes in a metal case.

Conceal	Weight	Availability	Cost
5	.1 kg	6/48 hrs	100¥

This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Drill Bit Set 3/4 inch

Set of 15 general purpose drills in common diameters from 3/8 to 3/4 of an inch. Drill bits are suitable for drilling in wood, plastic, and metal. Set comes in a metal case.

Conceal	Weight	Availability	Cost
5	.3 kg	6/48 hrs	150¥

This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Drill Bit Set, Masonry

Set of 20 general drills in common diameters from 1/4 to 1 1/2 of an inch. Drill bits are suitable for drilling in concrete, stone and masonry. Set comes in a plastic carrying case.

Conceal	Weight	Availability	Cost
5	.1 kg	6/48 hrs	200¥

This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Drill Bit Set, Metal

Set of 20 drills in common diameters from 1/4 to 1 inch. Drill bits are designed for drilling hard steel. Set comes in a plastic carrying case.

Conceal	Weight	Availability	Cost
5	.5 kg	6/48 hrs	250¥

This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Spade Bit Set

This set of 8 spade bits (3/8, 7/8, 1/2, 9/16, 7/8, 1, 1 1/4, and 1 1/2 inch). Permits a 3/8 drill motor to drill larger holes in wood.

Conceal	Weight	Availability	Cost
5	.3 kg	6/48 hrs	100¥

This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Hole Saw Set

This set permits the cutting of large holes in wood, dry wall and plastic. The set contains 20 hole saws from 1 to 6 inches, center arbor and pilot bit. Set comes packed in a plastic carrying case.

Conceal	Weight	Availability	Cost
5	.5 kg	6/48 hrs	200¥

This set does not include a drill motor, a drill is required for it to be useable. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Electronic Beam Splitter/Spoofer

This device permits the operator to either redirect an alarm beam, to create a "safe" path through the beams original location or to exactly duplicate an alarm beam and send it to the alarm receiver. The device is adjustable and can duplicate/redirect beams of all frequencies from the ultra-violet to the infra-red. The variable version can duplicate/redirect beams that vary in frequency or intensity.

	Conceal	Weight	Availability	Cost
Normal	3	.5 kg	8/96 hrs	250¥
Variable	3	.6 kg	10/1 wk	400¥

One unit is needed for each beam to be effected. This item is considered a burglary tool and as such illegal to possess. Sale or possession is a felony punishable in the UCAS by up to 2 years in prison and a 100,000¥ fine. Additionally possession while committing trespass is considered by the courts as evidence of intent to commit burglary.

These items can be made by properly skilled PCs. Normal Splitter: Principle Skill: Electronics B/R, Construction time: 2 hrs, Cost: 50¥, target number 5. Variable Splitter: Principle Skill: Electronics B/R, Construction time: 6 hrs, Cost 150¥, target number 7.

Electric Timelock Override

When properly connected to the electric circuit powering a mechanical timelock clock unit it can speed the clock up permitting the opening of the lock earlier then programmed.

Conceal	Weight	Availability	Cost
6	.25 kg	14/1 month	4,500¥

This item is considered a burglary tool and as such illegal to possess. Sale or possession is a felony punishable in the UCAS by up to 2 years in prison and a 100,000¥ fine. Additionally possession while committing trespass is considered by the courts as evidence of intent to commit burglary.

This item can be made by a properly skilled PC. Primary Skill: Electronics B/R Construction Time: 6 hrs, Parts Cost: 150¥, target number 4

Electronic Timelock Reset

When properly connected to the timeclock circuit, this device permits the resetting of the clock module on electronic timelocks.

Conceal	Weight	Availability	Cost
6	.25 kg	14/2 months	5,600¥

This item is considered a burglary tool and as such illegal to possess. Sale or possession is a felony punishable in the UCAS by up to 2 years in prison and a 100,000¥ fine. Additionally possession while committing trespass is considered by the courts as evidence of intent to commit burglary.

This item can be made by a properly skilled PC. Primary Skill: Computer B/R, Construction Time: 12 hrs, Parts Cost: 550¥ target number 7.

Fiber Optic Pinhole Viewers

Device consists a small wide angle lens fitted on the end of a fiber optic cable and a small view screen. The lens is inserted through a small hole or under a door permitting the user to see first hand what is going on. A variation of this device replaces the screen with a connecting cable to utilize the operators display link.

Conceal	Weight	Availability	Cost
6	.3 kg	8/72 hrs	1,500¥

The probe end can be put through a hole 1 millimeter in diameter. The probe has a 1 meter reach. This item is available for over the counter retail sale at specialty tool

suppliers, electronics parts houses and scientific supply houses.

This item can be made by a properly skilled PC. Principle Skill: Electronics B/R, Construction Time: 8 hrs, Parts Cost: 500¥, target number 6

Glasscutter

This small tool permits the user to cut glass with a degree of precision.

Conceal	Weight	Availability	Cost
10	.05 kg	6/48 hrs	45¥

This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Hammer, Reciprocating, Electric

The jackhammer's little brother this tool permits the user to make holes, cut and break-up concrete and masonry. The tool comes with a variety of bits and a metal carrying case.

Conceal	Weight	Availability	Cost
N/A	15 kg	6/48 hrs	545¥

The tool is capable of making a 20 centimeter in diameter hole, 10 millimeter deep in about 15 minutes. This item requires connection to common household electric power (110 volt AC power source) to operate. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Handle, Suction

This device is used for safely moving large panes of glass. The handle is used by positioning the handle in the desired location, placing the dampened suction cups against the glass and pulling the activation lever. When activated the handle has a holding force of about 250 kilograms.

Conceal	Weight	Availability	Cost
N/A	.5 kg	6/72 hrs	150¥

This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Jackhammer, Electric Reciprocating

While not quite as powerful as a pneumatic hammer, the electric jackhammer can cut and break-up concrete, plascrete and masonry effectively.

Conceal	Weight	Availability	Cost
N/A	30 kg	6/48 hrs	1,545¥

The tool is capable of making a 40 centimeter in diameter hole, 10 centimeter deep in about 15 minutes. This item requires connection to common household electric power (110 volt AC power source) to operate. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Ladder, 6 Meter, Extension

This fiberglass ladder quickly extends from 3 to 6 meters.

Conceal	Weight	Availability	Cost
N/A	15 kg	6/48 hrs	145¥

This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Laser Cutter

This device is for the cutting of armor plate and other hardened metals. It consists of the laser, power cable and transformer unit.

Conceal	Weight	Availability	Cost
N/A	75 kg	10/4 months	150,000¥

The laser can cut metal with a Barrier Rating of up to 24 at the rate of 4 meters an hour. Metal with a Barrier Rating of up to 40 can be cut at the rate of 2 meters an hour. This item requires connection to common household electric power (110 volt AC power source) to operate. This item is available at retail by special order direct from the manufacturer. The legitimate uses for this item are extremely limited, thus the purchase of this is device noteworthy.

Lock Pick Set

A set of small tools for opening key operated locks without the correct key.

Conceal	Weight	Availability	Cost
10	.05 kg	8/48 hrs	150¥

This item in the hands of anyone but a licensed locksmith is considered a burglary tool and as such illegal to possess. Sale or possession is a felony punishable in the UCAS by up to 2 years in prison and a 100,000¥ fine. Additionally possession while committing trespass is considered by the courts as evidence of intent to commit burglary.

Loopback Unit, Video

This device is connected to the connecting cable between a CCTV camera and the rest of the system. In record mode this device records 2 minutes of the image being sent to the monitor in a loop. In play mode it plays the loop back until it is turned off.

The playback loop can be up to 5 minutes in duration.

Conceal	Weight	Availability	Cost
6	.4 kg	8/1 week	2,000¥

This item is considered a burglary tool and as such illegal to possess. Sale or possession is a felony punishable in the UCAS by up to 2 years in prison and a 100,000¥ fine. Additionally possession while committing trespass is considered by the courts as evidence of intent to commit burglary.
This item can be made by a properly skilled PC. Primary Skill: Electronics B/R Construction Time: 8 hrs, Parts Cost: 500¥, target number 6

Loopback Unit, CCT

This device is used, in the same manner as a Video Loopback unit, on Closed Circuit Trideo systems. The playback loop can be up to 5 minutes in duration.

Conceal	Weight	Availability	Cost
6	.4 kg	10/2 weeks	4,000¥

This item is considered a burglary tool and as such illegal to possess. Sale or possession is a felony punishable in the UCAS by up to 2 years in prison and a 100,000¥ fine. Additionally possession while committing trespass is considered by the courts as evidence of intent to commit burglary.
This item can be made by a properly skilled PC. Primary Skill: Electronics B/R Construction Time: 24 hrs, Parts Cost: 1,500¥, target number 8.

Loopback Unit, CCSS

This device is used, in the same manner as a Video Loopback unit, on Closed Circuit Simsense systems. The playback loop can be up to 5 minutes in duration

Conceal	Weight	Availability	Cost
4	.8 kg	14/2 weeks	8,500¥

This item is considered a burglary tool and as such illegal to possess. Sale or possession is a felony punishable in the UCAS by up to 2 years in prison and a 100,000¥ fine. Additionally possession while committing trespass is considered by the courts as evidence of intent to commit burglary.

Manipulator, Miniature, Remote

Combining a miniature waldo manipulator with a tactile feedback control glove and fiber optic viewer, this device permits the operator to remotely manipulate small objects (1 kg, 5 cm cross section) with precision.

Conceal	Weight	Availability	Cost
5	.3 kg	10/96 hrs	3,500¥

In minimum cross section position the manipulator can be inserted through a 2cm diameter hole. The Manipulator has a 1.5 meter reach and can make 4 bends of up to 120 degrees. This item is available for over the counter retail sale at specialty tool suppliers, electronics parts houses and scientific supply houses.

Master Control Unit

This device permits the activation and deactivation of up to 10 separate devices via radio. Each device can be on a separate frequency. The unit can be programmed to issue up to 5 different pre-set sequences on command. The control module can turn on and off any electric appliance.

	Conceal	Weight	Availability	Cost
Master Control	4	.5 kg	6/2 weeks	5,000¥
Control Module	6	.05 kg	8/2 weeks	250¥

The control unit can be made by a properly skilled PC. Principle Skill: Electronics B/R and Computer B/R, Construction Time: 6 hrs, Parts Cost: 500¥, target number 8.
The individual control module can be made by a properly skilled PC. Principle Skill: Electronics B/R, Construction Time: 6 hrs, Parts Cost: 100¥, target number 6.

Oxygen Acetylene Torch

This torch is designed for the cutting and welding of metal. The kit consists of two tanks (1 oxygen and 1 acetylene) regulator hoses, torch and welding mask. Additional tanks are available.

	Conceal	Weight	Availability	Cost
Torch Set	N/A	50 kg	6/48 hrs	1,000¥
Extra Tank Sets	N/A	30 kg	6/48 hrs	500¥
Refills			6/48 hrs	100¥

The torch can cut metal with a Barrier Rating of up to 16 at the rate of 4 meters an hour. Metal with a Barrier Rating of up to 24 can be cut at the rate of 2 meters an hour. One set of tanks will operate the torch for 30 minutes. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and welding supply shops. This item is also available for rent from tool rental centers.

PANICBUTTON Jamming Unit

This device contains a unit that disrupts all traffic on the frequencies reserved for the PANICBUTTON system. Once activated all PANICBUTTONs within 50 meters are rendered ineffective (they are transmitting and all diagnostics on the PANICBUTTON unit read normal, the signal is just not getting through). Packaged to resemble an empty Starbuck's Deluxe Soykaf pouch this unit can be activated by either a timer or by radio.

Conceal	Weight	Availability	Cost
6	.2 kg	10/96 hrs	1,000¥

Unit is effective to 25 meters This is a Category E3 Class C item possession is a Class 1 felony punishable by up to 2 years in prison and a 10,000¥ fine. Use is a violation of FCC regulations and is punishable by up to 10 years in prison and a 100,000¥ fine.

This item can be made by a properly skilled PC. Principle Skill: Electronics B/R, Construction Time: 6 hrs, Parts Cost: 500¥, target number 6.

Precision Acoustic Imaging Unit

This unit permits the operator to view the internal lock mechanism while manipulating the lock.

Conceal	Weight	Availability	Cost
3	.5 kg	18/1 month	10,500¥

Using the unit to assist in the manipulation of a mechanical combination lock, gives the user a –2 modifier to the target number for the lock manipulation roll. This item in the hands of anyone but a licensed locksmith is considered a burglary tool and as such illegal to possess. Sale or possession is a felony punishable in the UCAS by up to 2 years in prison and a 100,000¥ fine. Additionally possession while committing trespass is considered by the courts as evidence of intent to commit burglary.

Radio Transmission Scanners with LS Scrambler Coding

A radio scanner with a scrambler coded to monitor Lone Star's secure tactical radio net. When properly set the user can listen in on the patrol units and dispatch center for a particular sector. Enhanced units use scanner technology to monitor some or all LS radio frequencies.

	Conceal	Weight	Availability	Cost
Normal	4	.4 kg	10/2 weeks	6,500¥
Enhanced	6	.5 kg	14/1 month	10,000¥

While this unit can de-scramble secure radio transmissions the current code key is needed. The unit can be reset to reflect these changes. The price includes the current codes for a single precinct for about a week. This is a Category E3 Class C item possession is a felony punishable by up to 6 months in jail and a 6,000¥ fine. Use is a violation of FCC regulations and is punishable by up to 2 years in prison and a 10,000¥ fine.

Remote Controlled Jammer

This single frequency radio jamming unit is concealed in a soft drink can. It can be activated either by remote control via radio or through the use of the integral timing unit. Once activated it cannot be shut off. Multiple control frequencies are available.

Conceal	Weight	Availability	Cost
6	.3 kg	10/96 hrs	1,500¥ per level

This is a Category E3 Class C item possession is a felony punishable by up to 6 months in jail and a 6000¥ fine.

Use is a violation of FCC regulations and is punishable by up to 2 years in prison and a 10,000¥ fine.

This item can be made by a properly skilled PC. Principle Skill: Electronics B/R, Construction Time: 8 hrs, Parts Cost: 500¥, target number 4 + (level x 2)

Remote Controlled Gas Bombs

Packaged to resemble an empty soft drink can these units contain a canister of compressed gas equipped with a radio controlled valve. On the receipt of the radio signal the valve is opened and the gas is released. Multiple control frequencies are available.

Conceal	Weight	Availability	Cost
6	.2 kg	8/96 hrs*	800¥*

* The Availability and Cost will vary with gas used. The gas canister has the capability of releasing a cloud of gas with a 10 meter radius. Use the Smoke rules (Fields of Fire, p.85). The effects depend of the choice of gas used. This is a Category J item, un-licensed possession is a felony punishable by up to 6 months in jail and a 10,000¥ fine. Use is a class 1 felony punishable by 8 years in prison and a 10,000¥ fine.

This item can be made by a properly skilled PC. Primary Skills: Electronics B/R, Demolitions, Construction Time: 6 hrs, Parts Cost: 250¥ target number 8. Parts price does not include the cost of the gas.

Remote Controlled Smoke/Riot Control Bomb

Packaged to resemble an empty disposable soft drink container this device contains the equivalent of a smoke or tear gas grenade. The device can be activated either by radio or by an integral timing unit. Once activated the device can not be turned off. There is the possibility of fire if the device is set off in close proximity to flammable material. Multiple control frequencies are available.

Conceal	Weight	Availability	Cost
6	.2 kg	8/96 hrs*	500¥*

* The availability and cost will vary with the filler used the price is for common HC smoke. This device has the capability of releasing a cloud of smoke with a 10 meter radius. This is a Category I item, un-licensed possession is a felony punishable by up to a 10,000¥ fine. Use is a class 1 felony punishable by 4 years in prison and a 40,000¥ fine.

This item can be made by a properly skilled PC. Primary Skill: Electronics B/R, Demolitions, Construction Time: 6 hrs, Parts Cost: 250¥ target number 6.

Saw, Circular

Using a 24 centimeter in diameter blade this saw can cut wood and plastic quickly and accurately. the saw can cut material up to 10 centimeters thick. Saw comes with a variety of blades and a metal carrying case.

Conceal	Weight	Availability	Cost
N/A	5 kg	6/48 hrs	545¥

This item requires connection to common household electric power (110 volt AC power source) to operate. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Saw, Circular, Battery powered

The battery powered version of the classic circular saw can cut wood and plastic up to 10 centimeters thick quickly and accurately. The saw uses the same 24 centimeter in diameter blades as the electric powered version. The saw comes with a variety of blades, two batteries, a recharge unit packed in a steel carrying case.

Conceal	Weight	Availability	Cost
N/A	6 kg	6/48 hrs	645¥

The saw will continuously operate for 20 minutes on a full battery charge. The charger will recharge a battery in 1 hour. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Saw Blade, Masonry

This saw blade permits the common circular saw to cut stucco, concrete slabs, and masonry.

Conceal	Weight	Availability	Cost
N/A	6 kg	6/48 hrs	645¥

The blade can cut about 20 meters of stucco or 10 meters of concrete or masonry before becoming to dull to function. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Saw, Reciprocating

Also known as the Sawsall this tool is capable of cutting wood, plastic and metal. The saw comes with a variety of saw blades, and is packed in a steel carrying case.

Conceal	Weight	Availability	Cost
N/A	5 kg	6/48 hrs	545¥

With the proper blade the saw can cut wood up to 15 centimeters thick, metal pipe up to 15 centimeters in diameter or steel (Barrier Rating 16 or less) up to 5 centimeters thick. This saw requires a exposed edge and 5 centimeters of clearance to operate properly. This item requires connection to common household electric power (110 volt AC power source) to operate. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement

centers. This item is also available for rent from tool rental centers.

Saw, Reciprocating, Battery Powered

This battery powered version of the Sawsall is capable of cutting wood, plastic and metal. The saw comes with a variety of saw blades, two batteries and a re-charger packed in a steel carrying case.

Conceal	Weight	Availability	Cost
N/A	6 kg	6/48 hrs	645¥

With the proper blade the saw can cut wood up to 15 centimeters thick, metal pipe up to 15 centimeters in diameter or steel (Barrier Rating 16 or less) up to 5 centimeters thick. This saw requires a exposed edge and 5 centimeters of clearance to operate properly. The saw will continuously operate for 20 minutes on a full battery charge. The charger will recharge a battery in 1 hour. This item is available through over the counter retail sale at specialty tool suppliers, hardware stores and home improvement centers. This item is also available for rent from tool rental centers.

Thermal Lance

This device is for the cutting of armor plate and other harden metals. The complete set consists of the lance handle, burn rod, hose, oxygen tank, insulated gauntlets and welding mask

	Conceal	Weight	Availability	Cost
Lance Set	N/A	75 kg	8/2 months	50,000¥
Burn Rods	N/A	10 kg	8/2 months	1,500¥
Oxygen Tank	N/A	30 kg	6/48 hrs	250¥

The lance can cut metal with a Barrier Rating of up to 24 at the rate of 2 meters an hour. Metal with a rating of up to 40 can be cut at the rate of 1 meters an hour. One burn rod is good for 15 minutes. The oxygen tank will operate the lance for one hour. This item is available at retail by special order through a specialty tool supplier, or welding supply shop. The legitimate uses for this item are extremely limited, thus the purchase of this device note worthy.

GAMEMASTER INFORMATION

Many of these items are considered burglary tools and as such illegal to possess. Additionally possession while committing trespass is considered by the courts as evidence of intent to commit burglary. Because of this they are not easy to come by. Individuals manufacturing these items tend to be extremely careful. They carefully check out potential buyers and tend to limit their business to individuals that they know or to people referred to them by known parties. Additionally Lone Star occasionally uses items of this type as bait in sting operations. Further, many inferior copies and out right frauds also circulate in the shadow markets. The prices

quoted are the street price and include the effects of the street index.

The Availability of items available through over the counter sale reflects the time needed to locate a supplier and should only apply to the first attempt to obtain this item. After the PCs know where to obtain the item they can return to purchase additional units any time the establishment is open. The records of over the counter sales are available to law enforcement for investigative purposes. The value of this data to Law Enforcement varies with its completeness. Cash transactions provide the smallest amount of data, credit or debit cards the most.

Many of these devices could be made or assembled by properly skilled PCs who possess the proper tools and components. The principle skills needed, approximate construction time, component costs and target numbers of these items are listed in the notes section for each item.

ALL THAT IS OLD IS NOT OBSOLETE

by David G. Hinkley

>>>>>[It is simply amazing what one can find when one looks under the right rock. I ran across this article last week, and thought it might be interesting. And it is not due to be published for at least a month. So get here just hot before the presses]<<<<<
—Phantom (H:M:S/D-M-Y)

While the use of highly skilled computer enhanced operators located on site to oversee elaborate security systems has become the accepted standard among security professionals. It is not the only way to provide security. Many of the older proven systems are still effective and can provide high levels of security at reasonable cost. Central Station Alarm Systems, CCTV alarm systems, locks, and card access systems are still effective deterrent to undesirable activities.

>>>>>[Undesirable activities.....could they be talking about us?]<<<<<
—Fast Eddy (08:42:43/9-04-57)

>>>>>[Only if they are attempting to stop thefts from children's piggybanks and other similar hard targets :)]<<<<<
—Boomer (10:23:57/9-04-57)

Many businesses and individuals needing human monitored alarm systems can not reasonably afford the costs of an on site security specialist. Thanks to the existence of Seattle's numerous high quality Central Station Alarm Monitoring Services, they need not to do without a monitored Security System. basically a Central Station System connects a business's on-site alarm systems to a remotely located monitoring station operated by the service provider. This monitoring station would monitor the alarm systems of many unrelated subscribers.

A central station system is fully capable of monitoring all types of alarms and security systems. These Central Station Services can also be contracted to provide a number of additional services including Armed alarm response, Alarm system installation and repair, fire and hazmat alarm systems, and card access systems.

>>>>>[If central stations are so good why do the corps spend money on their own security centers?]<<<<<
—Boomer (10:24:02/9-04-57)

>>>>>[Where should I start...first is security, only their people are in control of the system. Second is system response time...it takes time for a signal to go to the station and back. Physical response time... the re-sponse team is not on site, it takes time for them reach the site. And finally Magical security is difficult to implement. By the way most corps do use central stations...theirs...to provide security to small out lying offices and installations]<<<<<
—Shadowrider (11:27:42/06-06-44)

There are currently four methods of connecting a site to the central station, they are phone lines, dedicated hard wire, fiber optic cable and radio. Each has its own particular advantages and disadvantages most of which are technical in nature and are too site dependent to be discussed here. A good Security Consultant can properly evaluate a particular site and determine the best method for your particular needs.

>>>>>[Can anyone supply a brief evaluation of each methods and its weak points?]<<<<<
—Boomer (05:54:59/9-05-57)

>>>>>[Do I detect a more than passing interest in the weak points? Well enthusiasm like that should not go unrewarded. Phone lines are already in place, they connect almost every place and cost little to use. But they are subject to the control of others (i.e. the building management and the phone company), have limited band width, and require encoding and verification of data. Hard wire systems have wider band width, are much easier to secure but are expensive and time consuming to install, have to be maintained are difficult to change or update. Fiber Optics provides the widest band width, is the easiest to secure and otherwise has all the rest of the advantages and disadvantages associated with hard wire systems. Radio is the most flexible, has reasonable band width and is the hardest to secure and is subject to both intentional and un-intentional jamming.]<<<<<
—Fingers (23:42:15/9-07-57)

>>>>>[Un-intentional jamming?]<<<<<
—Sweet Sue (01:43:27/9-08-57)

>>>>>[There are a limited number of radio frequencies available for alarm transmitters, so in most areas there are several (up to hundred) transmitters on the same frequency. The alarm system designers have come up with a simple solution, first the signal is coded and the receiver only accepts properly coded signals and the transmitters send their signal five times. Since the time of transmission is effectively random it is unlikely that two transmitters would be broadcasting all five times at the exact same time. That is at least one of the five would get through. It works. By the way putting a jamming transmitter near the alarm transmitter, while effective is not perfect as it also jams the control centers periodic status polling. No reply trips an alarm. Sorry chummers, no free lunch here.]<<<<<
—Fingers (16:34:15/9-10-57)

With the addition of a hard-wired computer the basic Close-Circuit Television system can become a difficult to detect motion detection alarm. In simple terms the signal from a single CCTV camera is run through the computer which monitors the color value (gray value in monochrome systems) of all the pixels in the alarmed area. If the value should change suddenly, the computer triggers an alarm. In most cases the alarm response, is an audible alarm, and the switching of that camera's picture to a display monitor. This system is commonly used to provide surveillance within clean rooms as it can be relocated without the need to relocate wires or drill holes. It is only effective in areas that are free of motion. While it is a generally reliable, false alarm trouble shooting can be quite difficult at times.

>>>>>[For an old design these are extremely effective, The turn the common CCTV camera into a motion detector. And if that was not bad enough, the system also trips when a loop-back unit is spliced into the camera system.]<<<<<
—Fast Eddy (01:42:51/9-09-57)

>>>>>[Not all the time, it just takes the right touch......or a mouse.]<<<<<
—Shadowrider (11:28:34/03-07-63)

>>>>>[A mouse?]<<<<<
—Fast Eddy (23:45:01/9-12-57)

>>>>>[When ever I think there maybe a live operator or one of these systems, I release a mouse or two just as I make the connection. When the picture pops up on the screen, the operator sees the mouse and goes back to his comic book.]<<<<<
—Shadowrider (14:42:56/18-06-15)

>>>>>[hey what does hard wired mean?]<<<<<
—Mork the Ork (18:34:28/9-09-57)

>>>>>[A hardwired computer is one that has its program wired in. Once it is built you can't reprogram it. Deckers hate the things, cause there is nothing they can do with them]<<<<<
—Sweet Sue (23:13:36/9-09-57)

The common lock is an often over looked component of a buildings security system. The selection of the correct lock for a use can enhance a security system while the wrong choice can defeat the most elaborate. Locking systems can be divided into three major groups, Common mechanical locks using keys, electronically controlled locking mechanisms and combination locks.

Key control is the most important factor in conventional pin tumbler locking systems. While conventional locks can be picked it is much easier to use the key. A lock will open for anyone who has the key. Key control starts with the purchase of the lock. Cheap locks are manufactured in numbers that greatly exceed that number of key variations. The are also much easier to defeat with brute force or the subtle manipulations of lock picks. The more

exclusive the key way the less likely a duplicate key exists. This is place that spending a bit more gets a lot more results. After you have the lock installed, you need to still need to properly control keys. First only have made, the exact number of keys you need. Do not label keys with either your address or license number, doing so only makes it easy for the inconvenience of a lost key ring to become a major loss. And don't hide a key outside your home or on you car. There are no original hiding places, anyplace you can think of someone else has used before.

>>>>>[Hey Phantom, anyway you could pull the plug on this? This guy is revealing all our secrets]<<<<<
—Fast Eddy (23:54:51/9-12-57)

>>>>>[That figures, I always thought that you would have trouble breaking into a paper sack with a sharp knife.]<<<<<
—Boomer (10:25:37/9-04-57)

>>>>>[Boomer haven't you heard Eddy's mother doesn't let him play with sharp objects.]<<<<<
—Sweet Sue (23:14:46/9-09-57)

Mechanical locking systems have one advantage that is often over looked in this electronic age, they are not connected. To open them you have to be there with the correct key or combination to open them. There is no way for a hacker to unlock them from a terminal miles away. No computer glitch will compromise your security. If you don't have the key, you don't get in.

>>>>>[There is something positively un-American about this conspiracy]<<<<<
—Electroman (09:57:36/9-04-57)

>>>>>[Conspiracy?]<<<<<
—Sweet Sue (23:15:51/9-09-57)

>>>>>[Yes conspiracy. First using rigger controls on security systems. Now locks that can't be opened by computer command. There ought to be a law. :)]<<<<<
—Electroman (10:47:27/9-12-57)

Many years ago locksmiths came up with a way eliminate the need for a person to carry a separate key for every lock. Actually it is two different ways, the first is keying several locks to the same key. The other is creating a master key for a group of locks. This is different from the first method in that the key for one lock in the system will not open any other lock. Master Keys systems are established at the same time the locks are pined. Special split pins are used that make it possible for two different keys (the master key and the regular key) to open the same lock. With some locks it is possible to have three separate keys thus making sub-mastering possible. With careful planning an entire building can be keyed in a manner that provides

proper levels of security while not requiring management to lug a huge ring of keys around.

>>>>>[A free hint chummers. While you can't tell a master key from a normal key, you can identify a masterkeyed lock by disassembling it. And most important it contains all the information you need to make a master key that works in all the locks in that buildings system. And if you are quick about it, they may never guess you did it.]<<<<<
     —Fingers (23:44:57/ 9-07-57)

Electronic locking systems come in two major types, those that use a electronically controlled solenoid to operate a mechanical bolt and those that use electromagnetic force to secure a door. Either type can be controlled either from a remote location or at the door's location. Keypads, Maglocks and Pass Cards are commonly used to provide local control.

>>>>>[Electromagnetic force...how effective can that be, especially when the power goes off]<<<<<
     —Boomer (10:26:41/9-04-57)

>>>>>[Very effective, I have seen a door that was blown open with explosives and the electromagnetic lock was still functioning, the battery back up worked that well]<<<<<
     —Shadowrider (11:32:01/7-10-71)

The classic combination lock used on safes and vaults is still a reliable choice. The large number of combinations available, the requirement that the lock be operated on site and on more sophisticated systems the time lock result in a lock that is hard to beat. The most important factor is the security of the combination. The fewer people who know it the more secure it is, and like keys There is no safe place to hide it.

>>>>>[Desk blotters and desk pull outs are the first place to look, then the Rolodex looking under "Safe". And if you can't find the one for the safe you need try other executive offices on the same floor because there is often a sealed envelope with the safe combinations for the other safes in one of them.]<<<<<
     —Fingers (23:46:33/9-07-57)

>>>>>[If you use the envelope on a clean covert entry, put it back with the seal broken. The security types will have a suspect, after all it HAS TO BE an inside job, their building security is too good for some to get in undetected.]<<<<<
     —Sweet Sue (23:16:56/9-09-57)

>>>>>[Now that is truly evil!!]<<<<<
     —Boomer (10:27:36/9-10-57)

Time locks add a further dimension of security. They limit the time that the lock can be opened with the combination. This permits more individuals to have the combination permitting access during business hours without them also being able to come back after-hours and open the safe.

>>>>>[Unless you can speed-up the clock.]<<<<<
     —Fingers (23:48:17/9-07-57)

>>>>>[Speed up the clock?]<<<<<
     —Boomer (10:32:15/9-04-57)

>>>>>[All it takes is the right equipment. The Artificer is the man to see]<<<<
     —Fingers (16:37:17/9-10-57)

Possibly the most secure and flexible access control system for small to medium sized companies is the Card Access System. Systems use a credit card sized plastic card encoded with a discrete identification code. This code consists of two parts an installation or facility code common to all cards for that particular plant or facility and a individual number unique to that particular card. Normally this coding is magnetic in nature but in some cases bar-code technology is also used. It is also common to combine the access card with a company identification card. When the card is presented to a reader, the reader transmits the code number to a central computer (normally a dedicated unit not used for any other function) which checks the card code with a central listing for all the cards in the system and determines the degree of access permitted. If the bearer of the card is listed as being permitted to enter through the door at the time the card was presented the signal is sent to the reader to unlock the door and the transaction is recorded in a access log kept on the systems main computer. If access is not permitted then the attempt is also logged, the door is not unlocked and an alarm may be sent for a human response if required.

>>>>>[They log unsuccessful attempts?]<<<<<
     —Fast Eddy (08:49:15/9-04-57)

>>>>>[Sure, besides paranoia, a important trait for security types, logging unsuccessful attempts provides them with a lot of valuable information. It helps identify inquisitive employees as well as the enthusiastic types who just want an early start. It permits the fine tuning of access times and lastly it can reveal a pattern of intrusion attempts}<<<<<
     —Big Bopper (12:16:45/9-09-57)

The current level of access for any particular each card is recorded only on the central computer and can be changed at any time by the system operator. It is not possible to determine what level of access the card permits through the examination of the card. Thus it is not possible to determine if a particular card is a master card that opens all doors in the building or one that only opens employee washrooms during business hours. While it is possible to copy a particular card or to change the coding (depending on the card type) the degree of access if any can not be set except at the main computer.

>>>>>[This system sounds really easy to beat, just deck in and change the access for your card to all the doors, all the time and you are in like Flint. And just to make things truly interesting dump all the rest so security can not move in the building]<<<<<
—Fast Eddy (08:50:32/9-04-57)

>>>>>[Nice try Eddy, only one problem. You have to get to the computer first. These systems use small dedicated computers that are not connected to anything but the access control system]<<<<<
—Sweet Sue (23:16:57/9-09-57)

This computer polls all card readers, key pads, locking mechanisms and biometric devises on a periodic basis (several times a minute). In the event that a reader is cut-off from the main computer the event is recorded and an alarm is sent. In most operations a human guard is set to investigate. His response time would vary widely depending on the size of the installation and the manpower available. The effected card reader or readers revert in to stand alone mode. This normally takes on one of three forms. The doors remain locked, the doors automatically unlock or most commonly the readers perform in what appears to the user to be a normal manner. That is the door is unlocked upon the presentation of a card. The difference is that the reader is granting access to any card that has the correct installation code regardless of the programmed access. As most individuals using the door have access they never know the difference. It is not possible to determine if a particular reader is in stand alone mode through external examination.

>>>>>[This is the weak spot Eddy. If you can get the reader into stand alone mode then any card from the system, even those that are dropped from the system as lost will work. And there is no record of the entry.]<<<<<
—Sweet Sue (23:17:37/9-09-57)

>>>>>[As long as the System Administrator is not truly paranoid and sets the readers to lock the door down if it is cut off from the central computer. I have seen systems where a communications failure meant could not get into the building at all]<<<<<
—Fingers (16:42:43/9-10-57)

The card access readers can control both electronic controlled and combined lock systems and are often combined with keypads or biometric devices. The latter is to overcome the single largest drawback of these systems the card grant access to anyone who presents the card. The use of a special computer, not connected to the Matrix or other computer systems makes the system really secure from outside tampering. However its largest strength is that the level of access granted to a particular card can be changed at any time whether or not the operator has access to the card.

While the there are a lot of new high tech security equipment available, these old and proven methods should not be overlooked. The keys to a

good security system is defense in depth and utilizing the right equipment for the right job. Remember this is a classic case where old does not equal obsolete.

>>>>>[There is nothing made by the hand of man that can not be defeated by another slightly smarter man with that proper touch of larceny.]<<<<<
—Shadowrider (11:34:23/24-01-15)

>>>>>[Shadowrider, are you on some sort of history kick?]<<<<<
—Sweet Sue (23:19:16/9-09-57)

>>>>>[Military History to be more precise.]<<<<<
—Shadowrider (24:24:47/07-12-41)

GAMEMASTER INFORMATION

Lockpicking/Safe Cracking Skill

This technical skill deals with opening locked doors with out the use of the proper key or combination. A character with this skill understands the basic operation of mechanical locks and how to open them by manipulation. He also is aware of the physical weaknesses of doors, locks and safes and how to apply force to open them. A character with this skill would also need Demolitions skill to effectively use explosives to open a safe.

This skill is located on the Skill Web off the main Quickness stem separated by 2 circles from the main stem.

Locksmithing Skill

This Build/Repair (B/R) skill covers the maintenance and repair of locks and safes. A Locksmith can key or re-key locks, install locks, and make keys. A skilled locksmith can also pick locks and open combination locks by manipulation.

A character with this skill does not have the skills necessary to use explosives to open a safe or vault.

This skill is located on the Skill Web off the main Quickness stem separated by 2 circles from the main stem.

LOCK PICKING

To determine the success of an attempt to open a lock by picking it, roll a number of dice equal to the PC's Lockpicking skill plus any task pool dice. The target number is that of the lock plus any applicable modifiers from the table below. One success means the lock is opened. Additional successes reduce the time needed to open the lock. The base time is 5 minutes. A result of all ones means that the keyway is jammed and the lock cannot be opened either by manipulation or with a key.

Situation	Modifier

Improvised picks   +1
Rusty lock   +1

Master Keys

A master key can be made either from the records of the locksmith who keyed the set of locks or by disassembling and examining a master keyed lock. The target number is 1 + the level of the lock. The operative skill is Locksmithing.

Drilling Locks

A pin tumbler lock can be defeated by drilling the tumbler mechanism out. To do so roll dice equal to the characters Locksmithing or Lockpicking skill, the target number is the pin tumbler pick resistance target number – 2. A drill with the appropriate bit is required.

Safe And Vaults

The descriptions of a safe or vault consists of 4 parts, the type and level of the locking system, the level of the door design, the Barrier Rating of the material or materials that the container is made of and whether or not it is equipped with a time lock. The locking system can be either key, combination lock or maglock.

Pin Tumbler locks

Level 0: Cheap hardware store lock, target number = 3
Level 1: Quality lock, target number = 4
Level 2: Quality lock, limited available keyway, target number = 5
Level 3: Top quality lock, restricted keyway, target number = 6
Level 4: Top quality lock, custom keyway, target number = 8

Combination Locks

Level 0: 4 digit single number lock, target number = 4
Level 1: 3 number, factory set lock, target number = 5
Level 2: 3 number, user set lock, target number = 7
Level 3: Manipulation resistant, 4 number, user set lock, target number = 9
Level 4: Double, Manipulation resistant, 4 number, user set lock, target number = 11

Safes And Vault Door Ratings

Level 0: Lockable metal cabinet. Barrier Rating 6, target number = 4
Level 1: Home wall safe. Barrier Rating 8, target number = 5
Level 2: Commercial Quality Safe. Barrier Rating 16, target number = 8
Level 3: Bank Vault. Barrier Rating 24, target number = 10

Level 4: Custom High Security Bank Vault, Barrier Rating 32, target number = 14

SAFE CRACKING

There are three approaches to opening a locked safe or vault. Manipulating the lock mechanism, mechanically defeating the lock mechanism, or going through the walls of the container. The last two approaches can use a wide variety of techniques using explosives, power saws, jack hammers and similar destructive devises.

Lock Manipulation

To determine the success of an attempt to open a combination lock by manipulating the dial, roll a number of dice equal to the PC's Safe Cracking skill plus any task pool dice. The Target Number is that of the lock plus any applicable modifiers from the table below or special equipment used. One success means the lock is opened. Additional successes reduce the time needed to open the lock. The base time is 15 minutes. If the locking mechanism is equipped with an activated time lock the lock cannot be successfully manipulated until the time lock is either defeated or deactivates its self.

Situation	Modifier
Dead silence	−1
Normal Background Noise	0
Moderate Noise	+2
Loud Noise	+4
Darkness	+1
Damaged Lock	+3
Rusty Lock	+1
Lock Equipped With Error Limiter	+4

All locks on a safe or vault door must be defeated or unlocked before the door can be opened.

TimeLocks

This devise limits the times that the lock can be opened to those preprogrammed on the time lock. Typically a time lock limits the opening times to normal business hours. The electronic versions are also programmed with weekends and holidays. The controls for a time lock are normally found on the inside of the safe or vault door. There are three ways to get around a time lock, reprogram the "open" times Change or accelerate the clock so that the "open" time comes sooner then intended by the programmer. Lastly is to limit the attempts to "open" times.

Forcing The Door

To determine the success of an attempt to force open a safe or vault door, roll a number of dice equal to the PC's Safe Cracking skill plus any task pool dice. The target number is that of the lock plus

any applicable modifiers from the table below or special equipment used. The base time is level times two plus one [(level x 2) + 1)] hour. Equipment capable of cutting or breaching the door material (i.e. Barrier Rating) is required.

Situation	Modifier
Successes from demolition test	−1 each
Have Plans of Safe or Vault door	−2

Breaching The Walls

Entering the safe or vault through the side walls requires cutting a hole large enough to reach through or enter. This can be through the use of tools and equipment suitable for cutting the wall material (i.e. saw, jackhammer, cutting torch etc.) or through the use of explosives (use the demolition rules SRII, p.97)

CARD ACCESS SYSTEMS

Access Cards

Because of the manner they are constructed Access Cards cannot be copied like a credit card. The coding can be identified and an exact copy can be made. (Electronics B/R target number 8, 4 hours). If successful a card reader cannot tell the copy from the original. The system will record the access transaction and if the logs are checked the duplicate entries may be discovered. The copy will only have the access programmed for the original card.

Card Readers

There are two types of readers, surface and flush mounts. A surface mount puts the readers mechanism in the wall, surface mounts are in a armored case (Barrier Rating 24). The cabling is either in the wall or in armored conduit (Barrier Rating 16). Cutting the communication line between the reader and the controlling computer will put the unit into stand alone mode, the computer will discover the break during the next regular status check. Status checks are made about 30 times an hour.

Control Computer

The control computer is a dedicated free standing unit, that is not connected to either the matrix or other computers on the site. The computer may be connected to the computer that controls the rest of the security systems. The computer system is normally equipped with a back-up power supply that cuts in when the power fails. Cutting the computers communications with the readers will put them in stand alone mode.

Programming

A new card can be programmed (at the control computer) to any of the existing access levels in about 2 minutes (Computer, target number 4). A new access level can be programmed in about 20 minutes (Computer, target number 8). The systems password protection system must be defeated before any programming can occur (Computer, target number 13), system alarms with the fourth unsuccessful attempt.

SHADOW HOLDINGS

by Erik Jameson

When the average shadowrunner thinks of corporations, they think of the Big-8. Ares. Fuchi. MCT. Saeder-Krupp. But how many times in their careers will they ever actually deal with the Big-8 face to face? Not as often as you might think. Rather, for that extra level of plausible deniability, the vast majority of times the runners will be dealing with dummy corporations and holding companies.

>>>>>[By the way, everyone say thanks to The Marketier for uploading this little bit.]<<<<<
　　—St. Stan (20:19:23/6-26-57)

DUMMY CORPORATIONS

Dummy corps are pretty simple. File an application to do business with the local authorities, and you've got it. Don't bother filling out your real name, don't give a real address (or at least not your address). File the fee (typically between 1000–5000¥, depending on the jurisdiction), and you are done. That's basically it; there's actually more detail to it, but it's not really relevant. Or interesting.

>>>>>[Shadowrunners don't have much use for dummy corps. You really can't do a whole lot with them. They basically function as a front, a facade, that a LOT of Johnson's use when hiring shadow assets.]<<<<<
　　—Nazdack (20:30:50/6-26-57)

HOLDING CORPORATIONS

Holding corps are far more interesting to the average runner. Actually, make that the well-to-do runner. Probably the best option for money laundering is to set up a holding corporation, and have it deal with all your money. This can work for everything from simple laundering to retaining thousands, even millions of nuyen when the owner needs to "die" or disappear.

>>>>>[I set up a fake death for a guy, about two years ago. Needed to disappear. The problem was, he was rolling in the nuyen. Millions. And if he died, most of his bank accounts would freeze up. So I set up a holding corporation in Singapore, and slowly siphoned off his money, laundering it turning it into stocks. He lost about 10% of it in the various transactions, but the rest ended up in his holding corp, for him to spend after he had "died." Slickest job I've ever done]<<<<<
　　—Shaimus (20:41:32/6-26-57)

The entire purpose of a holding corp is to hold onto something for someone else. Holding corps can own stocks, bank accounts, mutual funds, bonds, real estate, futures, or virtually any kind of investment. That's about the limit though.

The real reason behind holding corporations is because the owner of the holding corp doesn't want the world to know that they own those stocks, or property, or whatever. In certain jurisdictions, such as Hong Kong and Singapore, there are no ownership reporting laws. Which means no one, without a lot of detective work, can find out who really owns that holding corp. And that's the real attraction; anyone from corps to shadowrunners can own millions in investments, and no one else needs to know. It should be noted that holding corps exist in almost every jurisdiction, but the reporting laws are typically much stricter; in the UCAS detailed statements must be filed.

>>>>>[Switzerland, Sweden, the Carib League, and Kazachstan are also pretty good places to set up a holding corp. Their laws are pretty lax, but do require you to actually show up to apply.]<<<<<
　　—Golden Exec (20:58:03/6-26-57)

SO HOW DO YOU DO IT?

The jurisdictions with the most lax reporting laws, Hong Kong and Singapore, also allow electronic applications. Most other jurisdictions require a physical application at the appropriate local office.

Fill out the application in full, then when you turn it in, either virtually or physically, make sure the proper nuyen is transferred with it. The UCAS ands CAS typically charge about 5,000¥ for the business application. Both Hong Kong and Singapore charge 15,000¥. Between every 3 to 5 years, the application must be renewed.

Now you need to have an office of some sort, or at least an address. The price of office space varies wildly, but most jurisdictions allow for an alternative. In the UCAS, a post office box can be rented for the holding corp for 5,000¥ a year. Both Singapore and Hong Kong offer a decidedly more advanced version of that. For between 15,000¥ and 30,000¥ a year, depending on the level of security, you can rent a "virtual office." You may not have a real life address, but the holding corp will have a matrix presence.

The final step is to set up a bank account. The holding corp, if it is to have cash at any point in its life (such as from selling stocks), it needs to have a corporate account. Most banks charge a minimal fee of 1,000¥ a year for the account and a corporate credstick. Additional credsticks may be had for about 500¥, depending on the bank.

Other frills, such as business cards, secretaries, phones, and the like that are necessary for real businesses are optional for most holding corporations. These items are typically added for additional depth and to provide a strong cover.

>>>>>[The perfect set-up is to rent an office, and actually staff it with a secretary and a computer (for the matrix presence). Figure the secretary, who will do next to nothing, gets paid between 15 and 20K. Office space about that every year. Plus your computer (about 10,000 Mp for a viable Matrix presence, plus allow for business transactions). Get it all set-up, and you've got a holding corp that will be almost impossible to crack.]<<<<<
—Nazdack (21:11:37/6-26-57)

>>>>>[Yeah, well, it all comes down to the fact that only the wealthy runners can pull this sort of stunt off. Runners like me haven't got the 30K+ to set up a Hong Kong operation. Not many runners that I know have that free cash either.]<<<<<
—Hamster (21:15:06/6-26-57)

>>>>>[Which is exactly the point. Only those runners with bank accounts over about 100K can really use holding corps. They've got the cash to set it up, and they are the ones who stand to really lose a lot of nuyen to laundering.
I mean, ten percent of 10 grand isn't much. Ten percent of 100 grand is. Launder your money through your holding corp and you don't lose that percentage. Of course, you do have to shell out a pretty penny every year just to keep the facade up.]<<<<<
—Nazdack (21:17:20/6-26-57)

>>>>>[One word to wise though. If you, as a shadowrunner, start waving around a corporate credstick, that whole facade you spent thousands to build up will come crashing down. Better to dump your needed nuyen onto certified sticks, just like everyone else in the shadows. A little less obvious.]<<<<<
—Wildsmasher (21:22:05/6-26-57)

VEHICLE ACCESSORIES

by David G. Hinkley

Armored Glass

This accessory replaces existing glass in a vehicle. Because of the weight and ridged of armored glass replaced windows are fixed and cannot be opened. Armored glass has a Barrier rating of 8. This accessory is not available for motorcycles or vehicles with an armored rating above 1.

Base Time: 4 days
Skill: Appropriate Vehicle B/R Skill
Target Number: 4
Parts Cost: Windshield and rear windows 500¥ each, side windows 150¥ each.
Equipment Needed: Vehicle Facility
CF: None

Caltrop Dispenser

This unit mounts under the rear of a car or truck and dispenses a line of Transcontinental's patented tire ripping caltrops the width of the vehicle. Manufactured of a special non-ferrous alloy these caltrops are designed to always land point up.

Base Time: 3 day
Availability: 8/10 days
Street Index: .5
Skill: Appropriate Vehicle B/R Skill
Target Number: 4
Parts Cost: 5,000¥
Equipment Needed: Vehicle Facility
CF: 1

	Weight	Availability	Cost	Street Index
Caltrops	1kg	6/36 hours	250¥	1

Gas Tank, Armored

A NASCAR approved self sealing gas tank wrapped in Kevlar® armor.

Base Time: 1 day
Skill: Appropriate Vehicle B/R Skill
Target Number: 7
Parts Cost: 100¥ + 20¥ per liter capacity
Equipment Needed: Vehicle Repair Kit
CF: None (unit replaces existing gas tank)

Gas Tank, Self Sealing

This is the same style of gas tank required on all race cars by NASCAR. The honey-combed interior reduces ruptures helping to reduce the possibility of fire after an crash.

Base Time: 1 day
Skill: Appropriate Vehicle B/R Skill
Target Number: 5
Parts Cost: 50¥ + 10¥ per liter capacity
Equipment Needed: Vehicle Repair Kit
CF: None (unit replaces existing gas tank)

Glass Tinting

A treatment applied to vehicles that makes it difficult to impossible to see through the treated glass from the outside, a person on the inside can still see out. While most result in the glass appearing black or extremely dark gray or brown one variation gives the glass a mirror like finish. The effects of lighter levels of treatment can be negatively effected by interior light levels that are higher then those outside. Treatment of windshields is not legal in some jurisdictions.

Base Time: 1 day
Skill: Appropriate Vehicle B/R Skill
Target Number: 3
Parts Cost: 200¥
Equipment Needed: Vehicle Shop
CF: None

Gun Ports

Permit the firing of small arms from a vehicle with out exposing the firer. Not available for motorcycles. The following target modifiers apply to firing through gun ports: tracer ammunition +2; other ammunition +4; weapons with smart link +1 and no ammunition modifier; no modifiers for other sighting systems.

Base Time: 1 week, concealed ports 2 weeks
Skill: Appropriate Vehicle B/R Skill
Target Number: 4
Parts Cost: 250¥ each, concealed ports 750¥ each
Equipment Needed: Vehicle Shop
CF: None

Light Bar

This roof mounted unit is manufactured to NYPD Inc. specifications. In addition to the standard flashing blue light there are alley lights on both ends, a rear facing flashing red light and a front facing flashing yellow light. A version for emergency vehicles (a flashing yellow light replaces the blue light) is also available.

Base Time: 1 day

Skill: Appropriate Vehicle or Electronics B/R Skill
Target Number: 3
Parts Cost: 350¥
Equipment Needed: Vehicle Repair Kit
CF: None

Locator Vehicle Orientation System

Utilizing up to date satellite technology the Locator lets you know exactly where you are at all times and the best route to your destination. In the case of an emergency PANICBUTTON system notifies the police or private security forces of your current location, speed and direction of travel, and programmed destination. When connected to a level 3 or 4 Autopilot system the vehicle becomes completely self-guiding.
Base Time: 2 days
Skill: Appropriate Vehicle and Electronics B/R Skill
Target Number: 3
Parts Cost: 12,000¥
Equipment Needed: Vehicle Repair Kit
CF: .1

Oil Sprayer

This unit dispenses oil on to the pavement behind the vehicle. Can also be used to dispense Super Slip. A vehicle crossing the oil slick must take a Crash Test with a +2 target number modifier.
Base Time: 3 day
Availability: 8/4 days
Street Index: .1
Skill: Appropriate Vehicle B/R Skill
Target Number: 4
Parts Cost: 500¥
Equipment Needed: Vehicle Shop
CF: 1

Push Bars

This accessory permits the controlled and careful pushing of other vehicles without damaging the pushing car, and with little or no damage to the pushed vehicle.
Base Time: 2 days
Skill: Appropriate Vehicle B/R Skill
Target Number: 5
Parts Cost: 900¥
Equipment Needed: Vehicle Facility
CF: None

Ram Bumper

An extremely heavy duty bumper and mount that permits the ramming of another vehicle or object with limited damage to the vehicle. Wheeled vehicles can be equipped with two bumpers one on the front and one on the rear. Motorcycles and aircraft can not be equipped with a Ram Bumper. Vehicle equipped with a ram bumper receives the following benefits in ramming and crash tests when the contact point is the bumper: roll an additional die during Ram Tests; reduce the damage received in a

crash test by one level (Serious (S) becomes Moderate (M)) or increase damage inflicted by one level (Moderate (M) becomes Serious (S)).
Base Time: 3 days
Skill: Appropriate Vehicle B/R Skill
Target Number: 5
Parts Cost: 1,200¥
Equipment Needed: Vehicle Facility
CF: None

Siren

This unit mounts under the hood and makes the same sound as those sirens used on police and emergency vehicles. The unit can be set to produce either American and European siren styles.
Base Time: 1 day
Skill: Appropriate Vehicle or Electronics B/R Skill
Target Number: 3
Parts Cost: 200¥
Equipment Needed: Vehicle Repair Kit
CF: .1

Smoke Generator

This device generates a dense cloud of opaque white smoke from outlets mounted on the rear and/or sides of a vehicle. Utilizing #4 smoke oil for operation it can be mounted in any type of vehicle including electric. Additives to the smoke oil can color the smoke, add crowd control capabilities or increase density.
Base Time: 1 day
Skill: Appropriate Vehicle B/R Skill
Target Number: 4
Parts Cost: 200¥
Equipment Needed: Vehicle Facility
CF: 1

Smoke Generator, Manifold

Causes the creation of a cloud of dense smoke out of the vehicles endmost pipes. The smoke is created by injecting controlled amounts of oil in to the hot exhaust manifold. While effective it does reduce the life and performance of the engine. (Only works with IC engines.)
Base Time: 2 days
Skill: Appropriate Vehicle B/R Skill
Target Number: 5
Parts Cost: 50¥
Equipment Needed: Vehicle Shop
CF: None

Smoke Grenade Ejector

Two-tube launcher each which holds a common hand grenade. On command a grenade is ejected 2 meters away from the launcher. While normally loaded with a smoke or irritant gas grenade, any grenade can be loaded in the launcher, however in many cases the vehicle would still be within the grenades blast effect radius and thus subject to its

effects. Muzzle loaded. Can be mounted in a concealed mount on trucks and automobiles only.
Base Time: 1 day (3 days)
Skill: Appropriate Vehicle B/R Skill
Target Number: 4
Parts Cost: 600¥ (1,200¥ concealed)
Equipment Needed: Vehicle Shop (Vehicle Facility for concealed)
CF: None (.2 CF concealed)

Solid Tires

Tires made of solid rubber or similar materials. These tires are completely unaffected by puncture type damage, and extremely resistant to other forms of damage. They are also heavy, and provide a less then comfortable ride as well making the vehicle more difficult to handle especially at high speeds. (Negates improved, active and off-road suspension effects.)
Base Time: 1 day
Skill: Appropriate Vehicle B/R Skill
Target Number: 3
Parts Cost: Body x 300¥ each
Equipment Needed: Vehicle Repair Kit
CF: None

Vehicle Flash Pak

Made to resemble Marker lights provide the same effects as hand carried flash packs.
Base Time: 1 day
Skill: Appropriate Vehicle B/R Skill
Target Number: 3
Parts Cost: 250¥
Equipment Needed: Vehicle Repair Kit
CF: None

Winch, Bumper Mounted

Mounted on a heavy duty, or Ram bumper this winch permits self-extraction and/or extraction of similar sized vehicles. With proper rigging this winch can be used to lift 500 kilograms. This accessory is not available for motorcycles.
Base Time: 2 days
Skill: Appropriate Vehicle B/R Skill
Target Number: 4
Parts Cost: 1,500¥
Equipment Needed: Vehicle Facility
CF: None

Zapper Shock Strips

Keep unauthorized people away from your vehicle humanely. When energized any contact with the strip releases a stunning 10,000 volt jolt of electricity. Zapper brand shock strips are available in a wide variety of styles and colors compatible with all current cars and light trucks. When activated any individual coming in contact with the strip receives a 5S Stun attack, armor provides no protection.
Base Time: 2 days
Skill: Appropriate Vehicle or Electronics B/R Skill

Target Number: 3
Parts Cost: 100¥
Equipment Needed: Vehicle Repair Kit
CF: .1

Frequently Asked Questions for NERPS at Listproc.iTribe.Net

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WHAT IS NERPS?

NERPS (Net Enhancements for Role-Playing Shadowrun) is a mailing list that serves as a committee base for a group of individuals spending time organizing and writing up a series of net.shadowrun manuals. These manuals contain a variety of material of interest to Shadowrun players, taking the shape of new optional rules, new spells, equipment, non-player characters, archetypes, and anything else that might be deemed useful or interesting for enhancing the Shadowrun game setting.

HOW DO I SUBSCRIBE TO NERPS?

To subscribe, you must send a control message to the mailing list processor at iTribe.net. To do this, send email with the following parameters:

To: majordomo@listproc.itribe.net
Subject: *leave blank*
Message Text: subscribe nerps

In a little while you should get email instructing you how to confirm your subscription request. Simply follow the instructions and you will soon start getting regular postings.

HOW DO I POST TO NERPS?

To post to NERPS, you send your posting via email to NERPS@listproc.iTribe.net

HOW DO I UNSUBSCRIBE FROM NERPS?

To unsubscribe, you must send a control message to the mailing list processor at iTribe.net. To do this, send email with the following parameters:

To: majordomo@listproc.iTribe.net
Subject: *leave blank*
Message Text: unsubscribe nerps

In a little while you should get email confirming your unsubscription request.

HOW DO I RECONFIRM MY SUBSCRIPTION?

From time to time while you are subscribed to the lists, you may get a message from the Majordomo list processor that requests that you reconfirm that you still want to be on the list.

If you wish to stay on the list, you need to follow the instructions in your confirmation request.

If, for whatever reason, you no longer wish to be on the list, you can simply wait for two weeks and your subscription will timeout and you will be removed from the list.

OTHER IMPORTANT MAJORDOMO COMMANDS.

There are some commands you can give to the mailing list processor in order to change how your subscription works.

Digesting

A digested version of each of the Shadowrun-related lists is now available. To subscribe, you'll want to unsubscribe from the NERPS list, and instead subscribe to *nerps-digest*. Please note that it is possible to be subscribed to both if you wish.

Help

Sending this command will give you a listing and brief descriptions of all available commands, including many not listed here.

WHY AM I GETTING DELETED FROM THE LIST FOR NO REASON?

99% of the time, the reason you are deleted from the list (by the listowner) is because for some reason mail is bouncing off of your account.

Usually this is caused by one of two reasons. Either A) your account is filled and can't hold any more or B) for some reason your account is not available (either the machine or your account is down). When this happens, it causes an error message to be sent back to the list. The list software attempts to detect error messages and route them to the listowner. Sometimes, though, the error is not detected by the Majordomo software and the error gets reported to the list. This causes the error message to get sent our to all subscribers, including the person who is bouncing mail. This leads to a loop that really messes things up.

An example of this occurred on the ShadowRN list on 8 April 1996, when one account bounced mail back to the list. Some 400 large messages, devoid of any useful text, were the result of this.

Thus, standard procedure when an error message is reported it to delete the subscription of the person causing the error.

Once the problem has been fixed (you are back on the net or have room), you are, of course, free to join the list again.

WHY DOES THE LIST REJECT POSTINGS FROM MY ACCOUNT?

As part of some security features installed, the list will only accept mailings that come from the same address your subscription is registered on. This is to prevent non-list people from flooding the mailboxes of dozens of people.

Because of this, if you attempt to post from another account or machine, your message will be rejected. Please read the error message enclosed with your rejection and determine what you must do to fix it in the future.

HELP! MAIL FROM THE LIST HAS STOPPED COMING, BUT I'M STILL SUBSCRIBED!

Mail has an annoying characteristic in that, while most of the time it is instantaneous, there are times when it can take up to two weeks to go from one computer to another that is located three meters away (much like snail mail, eh?).

If mail suddenly stops coming, wait at least 48 hours before you contact the listowner. Very likely a link is down between you and the list, and as soon as that link comes back up, you will get all of the old mailings.

Also note that the listowner won't be able to help at all in terms of mail not arriving. All he can do is to verify that you are indeed subscribed, anything beyond that is under the control of someone else.

A thing to keep in mind is that the Majordomo list processor is not 100% error-free. You may be semi-unsubscribed for inexplicable reasons, in which case you will not receive any NERPS list mail, and when you send a message to the list, it will not be bounced back to you, nor will it be distributed. If you suspect this to be the case (for example, if you have sent something to the list and have not seen it appear there), try re-subscribing.