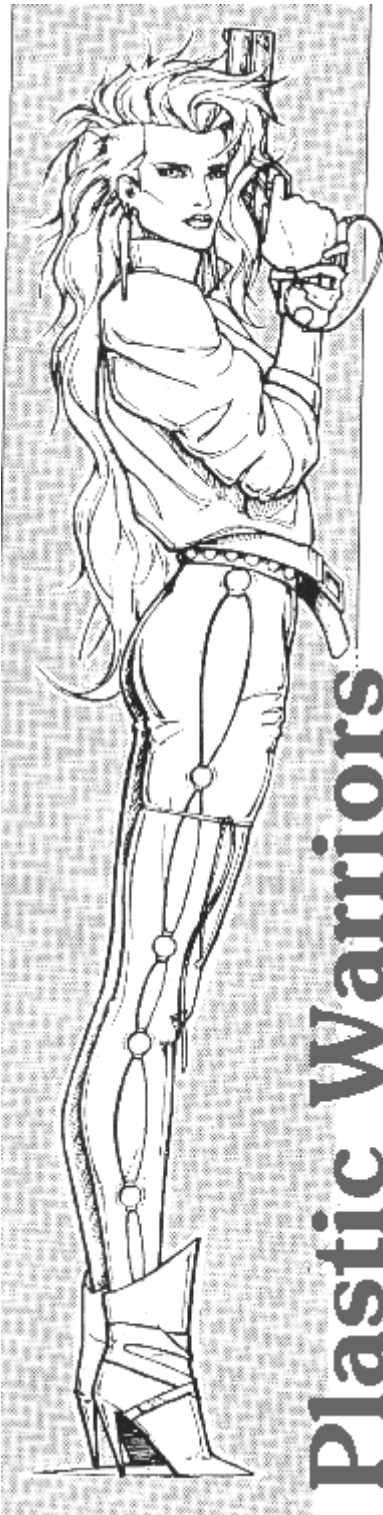


# CHRONOS

①, ②, & ③



∞ Conversions By Gurth ∞



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## Credits

Conversions, writing, editing, etc. etc. etc.

- Gurth

Thanks and greets for this issue

- The Chromebook designers — without them, this book wouldn't exist in the first place
- Tom "X-Fire" Kedor — try shortening this one :)
- Anyone I forgot, enter your name here:



GS/AT/! -d+ H s:- !g p?(2)  
!au !a>? w+(+++)  
v\*(---)  
C+(++) U P? !L !3 E? N++  
K- W+ -po+(po) Y+ t(+)  
5  
!j R+(++)>+++ \$ tv+(++)  
b+@ D+(++) B? e+ u+@ h!  
f--(?) !r(-)(\*) n--->!n y?

## Legal Shit

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To any other legal stuff I can only say that I'm not a lawyer and don't feel like writing a book the length of this one with trademark warnings, copyright notices, and other bullshit just to keep everybody happy.

That should keep the wolves off my back... Can you tell I hate this American attitude of trade-fucking-marking every damn letter they write?

## Copyright Notice

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**S**o, what's this all about, then? Chromebooks? What the hell are those anyway? And how useful are they in Shadowrun?

As most Cyberpunk 2020 players can tell you, they're probably the coolest sourcebooks around for that particular game system, with loads of goodies, weapons, cyberware, drugs, chips, housing — you name it, if it's useful to own in a dark future, it's probably in one of the Chromebooks.

FASA has never introduced equivalents of most Chromebook items, even though almost all are very usable in Shadowrun after a few adaptations.

One person even commented that he avoided playing Shadowrun in part because Cyberpunk had the Chromebooks, and Shadowrun didn't. Until he found earlier versions of these conversions...

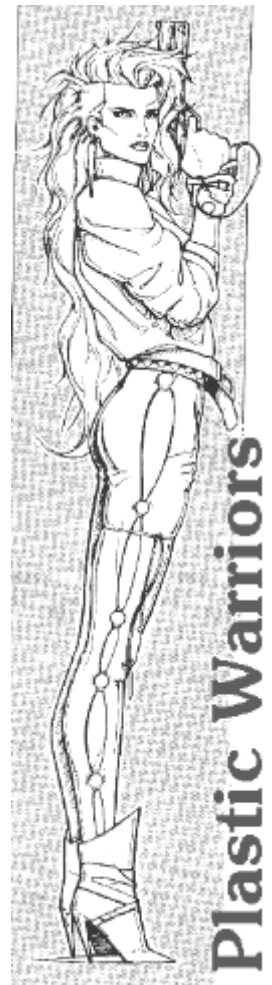
What this book attempts to do is to convert virtually all Chromebook items to Shadowrun, Second Edition. Some are more powerful than the Shadowrun equivalents, but should not pose a problem if applied with a little thought. To use these conversions effectively you'll need the Chromebooks, otherwise a lot of what appears in these pages will make little sense.

#### **A Short History**

These conversions first came about in late 1993/early 1994, when I bought the first Chromebook, with an eye on integrating it into my Shadowrun campaign. I had never played Cyberpunk 2020, I'd never even seen the rulebook up close, but started converting anyway; this was never published but was used in our own game. Later, I decided to buy the Cyberpunk 2020 rulebook, which gave me some insight into the actual game mechanics behind the Chromebook equipment. Chromebook 2 followed some time later again, using the newly-learned game mechanics from Cyberpunk 2020 and updating the earlier Chromebook 1 conversions. The results were uploaded, as ASCII files, to [cerebus.acusd.edu](http://cerebus.acusd.edu) in June 1994.

Later again, in early 1995, I then bought the Chromebook 3, which had recently been released, and started conversions for it as well. I took the opportunity to revise the earlier conversions, making the Shadowrun items more loyal to what they do in Cyberpunk. The result is here before you...

This is the first Plastic Warriors book that is out in both Word for Windows and PostScript format (hopefully...)



—Gurth



## General Notes

Each item from the three Chromebooks (supplements for Cyberpunk 2020 by R. TALSORIAN GAMES) is listed below, in the following format: the item's name is listed in boldface. Behind this, in brackets, is the page of the Chromebook on which the item can be found. Behind this is Shadowrun's Legality rating (see p.101 to 108 of Shadowtech). Then follow the alterations to the description of the item, needed for Shadowrun Second Edition, or the note "No changes." which means that the item's description from the Chromebook in question can be used without modifications. If the description lists "Not available," it means that the item is not usable in Shadowrun. After this come the Shadowrun game statistics. All statistics are for Shadowrun Second Edition.

Also listed are some items that appear in the descriptions of other items in the Chromebooks. These mainly consist of new ammunition and grenade types.

The conversions for the Chromebook and Chromebook 2 were first released as ASCII files around June 1994 on cerebus.acusd.edu, but the ones presented here have been changed in certain areas, mainly due to rethinking some of the ideas behind them. Items changed from these previous conversions are marked with a ☺ symbol.

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### BOOK DATA

The books for which conversions are presented here should be available from most game stores, and are published by R. Talsorian Games, Inc., P.O. Box 7356, Berkeley, CA 94707, USA. R. Talsorian Games nor FASA Corporation have anything to do with these conversions, so don't bother them about it. Instead, questions, remarks, and so on can be addressed to Gurth@xs4all.nl or Gurth@dds.nl. I've got an asbestos suit and am not afraid to put it on.

	Talsorian no.	ISBN	
Chromebook	3701	0-937-279-17-X	© 1991 by R. Talsorian Games, Inc.
Chromebook 2	3181	0-937279-29-8	© 1992 by R. Talsorian Games, Inc.
Chromebook 3	3331	0-937279-49-8	© 1994 by R. Talsorian Games, Inc.

# CHROME

## Electronics & Miscellaneous Techware

### ADVANCED COMMUNICATIONS SUITCASE (P.4)

LEGAL

This suitcase contains a Pocket Computer with 100Mp memory, a Handset Unit telephone with Booster Pack, a Printer (all items p.259, SR11), and the equivalent of a Radio Shack PCD-100 cyberdeck, in the tortoise variety, i.e. no plugging in (p.262, SR11). The short-wave radio is the equivalent of the Headware Radio (p.260, SR11). Add 800¥ for short-wave radio.

Conceal	Rating	Weight	Availability	Cost	Street Index
3	—	6	8/48hrs	8,000¥	1.5

### LINE TAP DETECTOR (P.4)

4P-E2

This device is a rating 1 Bug Scanner (p.258, SR11).

Conceal	Rating	Weight	Availability	Cost	Street Index
7	1	—	4/24hrs	60¥	.8

### ★ LINOZAP™ (P.4)

4-E2

This device can only be used with telephone lines using old-fashioned copper cables to transmit signals. In most areas, fiber-optic lines are in use today. If a copper line is tapped, this device will clear the bug on a roll of 2 to 6 on 1D6. If a 1 is rolled, the tap is still operative; multiple attempts may be made. Linozap does not indicate whether the line has been successfully cleared, and so the GM may make this roll secretly. If applied against a person, the Linozap™ does 6S Stun damage, using the Shock Weapons rules from page 103, SR11.

Useless on fibre-optics. But very handy to make someone talk...

— Sammo

Conceal	Rating	Weight	Availability	Cost	Street Index
5	—	.75	6/4 days	350¥	2

### OFFICE COMMUNICATIONS SUITE (P.5)

LEGAL

No changes.

Conceal	Rating	Weight	Availability	Cost*	Street Index
—	—	—	10/10 days	10,000¥	2.5

\* +11,000¥ for office vid system

### GAB HAILER (P.5)

LEGAL

Activation charges are 10¥ per month, plus fares.

Conceal	Rating	Weight	Availability	Cost*	Street Index
10	—	—	upon payment	150¥	1

### ★ HEADGEAR™ CYBERMODEM HELMET (P.6)

AS CYBERDECK

This helmet houses a cyberdeck. The helmet has armor ballistic 1, impact 1. The user must have a datajack in order to use the Cybermodem helmet.

There is a chance that the deck inside the helmet gets damaged. Whenever the wearer of this helmet gets shot at by a weapon with a base Wound Level of S or D, roll 1D6. If the roll is a 1, the cyberdeck has been shot. Treat it as a piece of cyberware, and roll for damage as described on page 40 of Shadowtech. Light damage adds +1 to all Target Numbers, Moderate damage adds +2, Serious damage adds +4, and Deadly damage adds +8. A Destroyed result means the cyberdeck has been destroyed completely.

3701

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
—	1	1	4.5	6/8 days	9,000¥	1.1
Persona	Hardening	Memory	Storage	Load	I/O	
2	1	20	20	15	5	

**LIFE/SUPPORT® (P.6)**

LEGAL

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
4	—	1.5	5/36hrs	500¥	.9

⊛ **NET-RUNNER™ CYBERMODEM UTILITY SUIT (P.7)**

2-CD

This suit has a built-in cyberdeck (see below for stats) with Response Increase +1. A second model (the Cellular, costing 4,500¥ more) has built-in satlink equipment and program (p.33, Virtual Realities), though it still needs an external antenna. This second model also gives anyone with Thermographic vision a +1 to spot the wearer. Either suit can get damaged in the same way as the Headgear™ Cybermodem Helmet (p.6, Chromebook).

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
2	3	2	3.25	5/14 days	10,000¥	1
Persona	Hardening	Memory	Storage	Load	I/O	
2	1	40	40	8	5	

**SMARTLOCK DOOR SECURITY SYSTEM (P.8)**

LEGAL

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	1-8	—	5/72hrs	rating x 250¥	1.5

**MINI-PRINTER (P.8)**

LEGAL

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
3	—	.5	always	125¥	1

**PAPER SHREDDER (P.8)**

LEGAL

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	2.5	always	500¥	1

**EBM CARFAXX© 2002 (P.8)**

LEGAL

No changes.

Base Time: 3 hours  
 Skill: Electronics (B/R) or appropriate Vehicle (B/R) skill  
 Target Number: 3  
 Parts cost: 500¥  
 Equipment needed: Vehicle Toolkit  
 CF: 1

**SONAR SCANNER (P.8)**

LEGAL

To detect movement of someone using Stealth skill to hide himself, the character rolls a Stealth(3) skill test, while the Sonar Scanner rolls three dice (its rating) against a Target Number equal to the character's Stealth skill. If the scanner rolls more successes, the character has been detected. In case of a tie, both roll again.

Conceal	Rating	Weight	Availability	Cost	Street Index
4	3	.2	5/48hrs	50¥	1.2

⊛ **AUTO PUNCHOUT (P.8)**

3-CD

A decker using this device may roll a number of dice equal to *twice* his Willpower when trying to jack out while under attack by Black IC (p.171, SR11).

The Punchout must be located between the decker and his cyberdeck. Installing it requires a successful Computer (B/R) roll with a Target Number of 3. The user's Initiative is reduced by -5 when this device is present.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	.1	8/14 days	330¥	5

**DATATEL'S MAPMAKER® (P.9)**

**LEGAL**

The Mapmaker can use the chips for the Orientation System (p.63, Shadowtech).

Conceal	Rating	Weight	Availability	Cost*	Street Index
4	—	1	4/4 days	500¥	1

\* +400¥ for Navstar satellite link system

**NETRUNNER FLIP SWITCH (P.9)**

**4-CD**

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	—	4/24hrs	1,350¥	.9

**DECK SECURITY SYSTEM (P.9)**

**3-CD**

No changes.

	Conceal	Rating	Weight	Availability	Cost	Street Index
	1	—	—	y		
Retinal	—	1	—	6/4 days	1,000¥	1.6
Thumbprint	—	2	—	4/4 days	400¥	1.5

**AAAARRRRRGGGGHHHHH!!!**  
 — Fox, after having his deck stolen for the 8th time

**IMAGE WALLET (P.10)**

**LEGAL**

The Thumbprint scanner is rating 1 (see p.86/87, Neo-Anarchists' Guide to Real Life).

Conceal	Rating	Weight	Availability	Cost	Street Index
8	1	.1	4/36hrs	250¥	1

**NEWSVIEWER (P.10)**

**LEGAL**

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
4	—	.1	3/36hrs	100¥	1

**DPI DRUMSTICKS (P.11)**

**LEGAL**

Can be linked to a Synthlink (p.246, SR11). When using this device, the Impact the character generates is increased by +1 (p.11, Shadowbeat).

Conceal	Rating	Weight	Availability	Cost	Street Index
4	—	.25	3/36hrs	800¥	1

**SLEEP INDUCER (P.11)**

**LEGAL**

If applied to an unwilling subject, the target rolls a Willpower(4) test, and the Sleep Inducer rolls a test using its rating, against a Target Number equal to the target's Willpower. If the Inducer rolls more successes, the target falls asleep for a number of hours equal to the net number of successes rolled. If the target rolls more successes, he stays awake.

Conceal	Rating	Weight	Availability	Cost	Street Index
6	4	.5	6/4 days	85¥	2

**🔥 FIREPROOF CLOTHING (P.11)**

**LEGAL**

This clothing has an Impact rating against fire damage only. Note that this rating is *not* halved when resisting fire damage, and the clothes have a Fire Resistance Rating of 5 (see p.72, Tech Specs). The armor ratings are added together as more items are worn. This clothing does not protect against any other type of damage in any way. The Overcoat also gives any weapon concealed under it a +2 on Concealability.

	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
Coat	8	0	2	1	4/48hrs	220¥	2
Jacket	8	0	2	1	4/48hrs	200¥	2
Shirt	8	0	1	.5	4/48hrs	130¥	2
Hat	8	0	1	—	4/48hrs	130¥	2

3701

Skirt	8	0	1	1	4/48hrs	150¥	2
Pants	8	0	2	1.5	4/48hrs	150¥	2
Overcoa	8	0	2	2	4/48hrs	500¥	2

Note: these costs are for Ordinary Clothing. Multiply the costs by 5 for Fine CLothing and by 10 for Tres Chic Clothing.

**DIGITAL RECORDING STUDIO (P.12)**

**LEGAL**

Functions as a combination mixer/sampler/polycorder (p.94-96, Shadowbeat). The mixer has 16 input and 4 output channels. The sampler has 16 tracks.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	—	8/14 days	12,000¥	1.1

**DIGITAL WEAPON UPLINK (P.12)**

**4P-CA**

This system gives the user data concerning his weapon, as mentioned in the description, but does not give a modifier to the Target Number when firing the weapon.

A weapon fitted with this system must be connected to Smart Goggles, a Smartlink, a Datajack (Datajacks from Shadowtech require that the user has an I/O SPU or Encephalon as well), or a Heads-Up Display (p.259, SR11).

Mount	Conceal	Rating	Weight	Availability	Cost	Street Index
Top or Under	-1	—	.5	6/6 days	500¥	2

**DUD SMARTGUN CONTROLLER (P.12)**

**3P-CA**

This system, when built into a weapon equipped with either an Internal or External Smartgun Link, allows the user to fire his weapon when he is not holding it. The system recognizes the voice of the owner, and the owner has to say "Fire" aloud in order for the weapon to fire. The weapon will fire in the mode it is currently in, and will fire the maximum number of rounds allowed for that mode. Double all recoil modifiers.

All weapons which recognize the character as their owner will fire on command, which means it is not possible to fire a specific weapon. In case someone else wants to command the weapon, this device has a rating 3 Voice Recognition system (p.87, Neo-Anarchists' Guide to Real Life).

Mount	Conceal	Rating	Weight	Availability	Cost	Street Index
Top or Under	-1	3	.25	8/6 days	5,000¥	2.5

**CYBERCAM EX.1 (P.13)**

**LEGAL**

A set of camgoggles (p.89, Shadowbeat). The wearer has +1 on all Target Numbers when wearing this device because he sees through the camera.

Conceal	Rating	Weight	Availability	Cost	Street Index
2	—	2.2	4/48hrs	1,200¥	1.25

**ID BADGEMAKER (P.13)**

**LEGAL**

To forge a card, the character needs to make a test in the Special Skill of Forgery (or use Intelligence, adding +4 to the Target Number). The Target Number is set by the GM, depending on how realistic the forgery is to be. The Target Number of the forger becomes the Target Number of anyone who wants to spot if the card is forged, but that person must add the rating of the device used to forge the card.

To spot if a badge made with this device is forged, requires a Perception test against a Target Number 3 (the rating of the ID Badge-maker) plus the Target Number that was used to forge the card. The perceiver must roll more successes than the person who forged it.

Conceal	Rating	Weight	Availability	Cost	Street Index
3	3	1	5/48hrs	500¥	2

**SPEEDHOLSTER (P.13)**

**LEGAL**

Normally, a weapon that is quick-drawn may only be fired if it can be fired in a Simple Action. With this holster, any weapon can be fired if it is successfully quick-drawn (in effect, Quickdrawing a weapon from a Speedholster is a Free Action). As with a normal holster, a weapon's Concealability is increased by +2 if it is held in this holster.

Conceal	Rating	Weight	Availability	Cost	Street Index
+2	—	.25	4/24hrs	200¥	1.25

**DETCORD HIGH EXPLOSIVE (P.13)****3-1**

This includes one Radio Detonator in each 10m package.

Conceal	Rating	Weight*	Availability	Cost*	Street Index
6	6	5	10/48hrs	900¥	1.5

\* Per 10 meters

**TEMPERFOAM FURNITURE (P.13)****LEGAL**

No changes.

Conceal	Rating	Weight	Availability	Cost*	Street Index
—	—	varies	2/24hrs	80¥ to 140¥	.5

\* Per piece of furniture

**ADVANCED ALARM REMOVAL KIT (P.14)****3-E1**

Using this kit gives a -2 modifier to the Target Number for removing the casing of Keypads, Cardreaders, and Print Scanners (all p.86/87, Neo-Anarchists' Guide to Real Life), and also when dealing with Door/Window Alarms (p.89, Neo-Anarchists' Guide to Real Life).

Conceal	Rating	Weight	Availability	Cost	Street Index
2	—	3	8/12hrs	2,900¥	5

**PERSONAL BODY ALARM (P.14)****LEGAL**

This card sends an alert to the nearest office of Personal Security Corporation (PSC). This office then sends out a squad to pick up the person the card was issued to. The price depends on the amount of protection desired. See the separate file on PSC for details.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	—	on payment	varies	—

**DIVING SUIT (P.15)****LEGAL**

No changes.

Conceal	Ballistic	Impact	Weight	Availability	Cost*	Street Index
—	2	1	10	10/10 days	6,000¥	3

\* +100¥ per 30-minute Liquid Breathing Medium tank

**IR COMBAT CLOAK (P.15)****LEGAL**

A character using purely Thermographic vision has a +4 modifier to all Perception tests to spot or attack the wearer of this cloak. Characters using partly (natural) Thermographic vision only get a +2.

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
+4/+2	0	0	2	6/48hrs	450¥	2

**SLOSH BAG (P.16)****LEGAL**

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
2	—	2	4/72hrs	65¥	1

**TRAVEL KIT (P.16)****LEGAL**

The "first aid kit" is a Medkit (p. 265, SR11).

Conceal	Rating	Weight	Availability	Cost*	Street Index
3	—	5	always	500¥	1

\* +10¥ for 10 extra pajamas

**MEDIEVAL ARMOR (P.16)**

LEGAL

No changes.

	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
Standard	—	2	3	10	8/48hrs	3,500¥	1
Maximillian	—	3	4	14	10/4 days	10,600¥	1

**POWER GRID® SOLAR-ELECTRIC PANEL (P.16)**

LEGAL

No changes.

Conceal	Rating	Weight	Availability	Cost*	Street Index
2	—	1	4/36hrs	100¥	1.1

\* +25¥ for extension cord

**SHOWER-IN-A-CAN (P.16)**

LEGAL

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
8	—	.5	2/12hrs	3¥	1

**♣ FLAVORED CIGARETTES (P.16)**

LEGAL

No changes.

Addiction	Tolerance	Strength	Speed	Vector	Duration	Availability	Cost/pack	Street Index
3M	1	20	immediate	inhalation	3D6+3 minutes	always	2¥	.8

Effects: Willpower +1, Charisma -1, relaxant, Tranq (2)

Crash Effects: Willpower -1, irritability, anxiety

**BAR-IN-A-BRIEFCASE (P.16)**

LEGAL

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
3	—	5	6/36hrs	100¥	.75

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## Vehicles

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**♣ BENSEN CASCADE (P.18)**

The Cascade can leap up to three meters off the ground after a successful Handling test. The number of successes generated is the height of the jump, in meters (maximum 3 meters). Another Handling test is required to land correctly. If either test is failed, make a Crash Test. Jumping up and landing take place in the same Combat Phase.

	Handling	Speed	B/A	Sig	Apilot	Cost
Cascade	7	115/350	2/1	2	2	200,000¥

Seating: twin bucket seats + bench Access: 2 standard + hatchback

Economy: 5 km per liter Fuel: IC/300 liters

Cargo/Storage: 3 CF trunk + 2 Cf underseat

Accessories: APPS™, datajack link

**♣ BMW 9018S (P.19)**

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
9018s	3/8	90/280	4/2	2	3	500,000¥

Seating: twin + quad bucket seats Access: 2 + 2 standard

Economy: 20 km per liter Fuel: IC/80 liters

Cargo/Storage: 4 CF trunk

Accessories: Rigger control gear, plus anything desired (at appropriate cost)

★ **HARLEY-DAVIDSON THUNDERGOD (P.20)**

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Thundergod	4/5	50/150	1/0	3	2	15,000¥

Seating: 1 front + 1 rear

Economy: 60 km per liter      Fuel: MultiF/10 liters

Cargo/Storage: 4 CF underseat + 2 CF per sidebox

Options: Datajack link plus rigger control gear available for 4,000¥. This reduces the underseat storage to 0 CF.



### KUNDALINA ROADWORKS SHIVA® (P.21)

No changes.

	Handling	Speed	B/A*	Sig	Apilot	Cost
Shiva®	2/6	70/210	1/1	2	2	12,000¥

Seating: 1 front + 1 rear

Access: Full canopy\*

Economy: 40 km per liter

Fuel: IC/10 liters

Cargo/Storage: 1 CF underseat

Accessories: Datajack link, improved suspension (1), performance tires

\* The rider and passenger are completely enclosed within the hull of the bike. The armor of the bike protects them as well as the bike.

### PEDICAB (P.22)

The fare is usually 1¥ per kilometer, with heavy people (trolls for example) paying extra. If the Pedicab itself is fired upon, roll 1D6. If the roll is 1 to 4, there is only cosmetic damage (no matter what the Damage Level of the weapon firing at the "vehicle"). A roll of 5 or 6 means the Pedicab takes damage as normal.

	Handling	Speed	B/A	Sig	Apilot	Cost
Pedicab	3/7	10/30*	1/0	10	0	1,200¥

Seating: 1 front + 1 rear

Cargo/Storage: 1 CF sidebox

\* Proper motivation can get the speed up to 15/45

### ⊗ AMBUNAUGHT (P.23)

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Ambunaught	4/8	30/95	5/4	1	2	200,000¥

Seating: twin bucket seats + 4 stretchers + bench

Access: 2 standard + double-sized rear

Economy: 15 km per liter

Fuel: Multif/80 liters

Cargo/Storage: 5 CF in assorted stowage lockers

Accessories: Crash cage, EnviroSeal™ (gas + water seal), life support system (16 man-hours)

Additional features: Rear area contains medical gear and room for four stretchers and two paramedics.

### ⊗ ARASAKA RIOT-VIII (P.24)

The watercannon normally uses the Light Pistol ranges, but using the steam option reduces this to Taser ranges. Normally, the watercannon does damage as described in SR11, p.253, but when using steam the damage is increased to 6S Stun plus 6L Physical, and the target is not knocked over. Impact armor is used for both water and steam, but is only half effective (round down). The grenade launcher on the roof is treated as a normal grenade launcher, but belt-fed with space for 18 grenades.

	Handling	Speed	B/A	Sig	Apilot	Cost
Riot-VIII	4/9	55/160	8/3	1	3	250,000¥

Seating: twin bucket seats + 6 folding bench

Access: 2 standard + 1 rear hatch

Economy: 10 km per liter

Fuel: IC/100 liters

Cargo/Storage: 300 CF

Sensors: Enhanced (1)

Accessories: Datajack link, micro turret with watercannon (enough water for 50 shots), rigger control gear

### ⊗ GM/HYUNDAI WORKER BEE (P.25)

The secondary arms, when used to punch, have a damage code of 10D Stun and +2 Reach.

	Handling	Speed	B/A	Sig	Apilot	Cost
Worker Bee	4/10	10/30	2/2	1	3	150,000¥

Seating: single bucket seat

Access: open top

Economy: 10 km per liter

Fuel: Multif/100 liters

Cargo/Storage: 1 Cf trunk

Sensors: Advanced (3)

## ★ BELL SPY-EYE 18 (P.26)

Optional IR baffling gives the vehicle a Security I (1) ECM system, and increases the signature by +1. It also adds +2 to the Target Numbers of anyone using purely thermographic vision to target or spot the helicopter. This costs 35,000¥.

	Handling	Speed	B/A	Sig	Apilot	Cost
Spy-Eye 18	2	185/370	3/1	4	2	500,000¥
Seating: twin + twin bucket seats	Access: 2 + 2 standard					
Economy: 1 km per liter	Fuel: IC/500 liters					
Cargo/Storage: 4 CF						
Sensors: Security I (4)						
Landing/Take-off Profile: VTOL/VTOL						
Accessories: Bucket seats have Armor 2, integrated controls						

## ★ SIKORSKY-MITSUBISHI DRAGON (P.27)

Armament consists of various weapons, mounted on eight Hardpoints. All Hardpoints are forward-mounted.

	Handling	Speed	B/A	Sig	Apilot	Cost
Dragon	4	280/560	8/9	2	4	5,000,000¥
Seating: twin bucket seats +20	Access: 2 standard + double-sized rear bench					
Economy: 1 km per liter	Fuel: 1,000 liters					
Cargo/Storage: 900 CF						
Sensors: Security II (5)	ECM/ECCM: Military I (4)/Security III (3)					
Landing/Take-off Profile: VTOL/VTOL						
Accessories: Crash cage, datajack link, 8 Hardpoints, rigger control gear						

## ★ AV-9 (P.28)

This vehicle has two micro turrets (one mounted to the right and one to the left, with a 180° traverse each), with a Grenade Launcher (belted ammunition, firing mode SA) and 1 CF of dedicated ammo storage each. There is one firmpoint per wing, each mounted to fire forward. Both firmpoints have 1 CF of dedicated ammo storage each.

The basic AV-9 airframe (without any modules) has a cockpit with the two crewmembers sitting behind each other under a full canopy. The AV-9 is Vectored-Thrust Vehicle.

	Handling	Speed	B/A	Sig	Apilot	Cost
AV-9	5	270/530	7/5	2	4	30M¥
Seating: 1 + 1 bucket seats	Access: full canopy					
Economy: 1 km per liter	Fuel: 600 liters					
Cargo/Storage: 5 CF						
Sensors: Military II (7)	ECM/ECCM: Military II (5)/Military II (5)					
Landing/Take-off Profile: VSTOL/VSTOL						

### Options:

Gunship module: Seating: 1 + 1 bucket seats; Access: full canopy; each weapon system is provided with an additional 5 CF of dedicated ammo storage; 2 extra forward-mounted Hardpoints

Troop carrier module: Seating: 1 + 1 bucket seats + 6 bench; Access: full canopy + 2 standard; Storage: 300 CF

Command module: Seating: 1 + 1 bucket seats + 4 bucket seats; Access: full canopy + 1 standard

## PUNKNAUGHT (P.29)

Not (yet) available...

# Cyberware

## PSIBERSTUFF® INDEPENDANT CYBERHAND (P.31)

LEGAL

Damage from a punch with a cyberhand is (str+1)M Stun, or (str)L Physical, at the player's choice. A cyberhand can accept additional hand-mounted cyberware up to .5 Essence without an extra Essence cost (cyberfingers (below) do not count against this limit). A Smartgun Link installed in an arm with a Cyberhand costs .4 Essence, the remaining .1 Essence going off the .5 points that the hand can accept.

Essence Cost	Avallabilit	Cost	Street Index
.3	3/4 days	10,000¥	1

**KIROSHI® OPTISHIELDS® (P.31)**
**LEGAL**

These shield the wearer's eyes from dust and dirt, and also provide flare compensation. They can not be integrated into a cybereye, but accept up to .3 Essence points of vision enhancement without extra Essence loss (this adds to the .5 points for cybereyes, giving a character with cyber-eyes and OptiShields .8 Essence to spend without extra Essence loss).

Essence Cost	Availability	Cost	Street Index
.05	5/48hrs	1,000¥	1

**DIGITS® CYBERFINGERS (P.32)**
**PER FINGER**

These can be installed in an organic hand.

- a) **Dartgun** 5P-CC  
 This finger fires a single dart at the following ranges: Short 1, Medium 2, Long 3, Extreme 5. See below for the darts.
- b) **Lockpick** 6-CA  
 No changes.
- c) **Light Pen** Legal  
 No changes.
- d) **Mini Light** Legal  
 Batteries cost 10¥ each.
- e) **Finger Bomb** 3-CC  
 See below for details on the bomb. It costs a Simple Action to remove the bomb from the finger holding it. The bomb must be removed from the finger before it can be thrown.
- f) **Scissors/Wire Cutters** 5P-A  
 Damage when used as a weapon is 4L; use Impact armor. Cutting through a wire requires a Strength test with a Target Number equal to the Barrier Rating of the wire. This item consists of two fingers.
- g) **Mace Sprayer** 4P-CB  
 This can be loaded with two doses of any breathable poison. To hit the target, make a melee attack. If the character using the Mace Sprayer has more successes, he successfully delivers the poison. The poison must be of a type that can be delivered through the air.

"These fingers are the best invention since Saab brought out the Dynamit!"  
 — Steve, rigger/street samurai/musician

	Essence Cost	Availability	Cost	Street Index
Dartgun	.15	8/48hrs	1,000¥	2.5
Lockpick	.15	6/48hrs	500¥	1.5
Light pen	.15	4/36hrs	450¥	.9
Mini light	.15	4/36hrs	250¥	.9
Finger bomb	.15	10/7 days	1,500¥	3
Scissors/Wire cutters	.3	6/48hrs	500¥	1.25
Mace sprayer	.15	8/6 days	1,500¥	2.5

**DARTGUN CYBERFINGER DARTS (P.32)**
**AS WEAPON**

These darts can be fired from the Dartgun Cyberfinger (p.32, Chromebook). They do 3L damage, and are resisted with one-half Impact armor. Each dart can hold one dose of poison, which must be applied before the dart is loaded into the finger. The stats below are for a pack of 10.

Conceal	Damage	Weight	Availability	Cost	Street Index
10	3L	.1	6/48hrs	20¥	.5

**FINGER BOMB (P.32)**
**3-1**

This grenade can be fitted inside a Finger Bomb Cyberfinger (p.32). It is a non-aerodynamic grenade (p.96, SR11)

Conceal	Damag e	Power Level	Weight	Avallability	Cost	Street Index
10	8M	-2 per meter	.1	6/6 days	35¥	1.5

**WATCH-MAN® (P.33)**
**LEGAL**

No changes.

Essence Cost	Avallabilit y	Cost	Street Index
—	3/36hrs	1,800¥	1

**SKATE FOOT® (P.33)**
**LEGAL**

A character using Skate Feet may move a number of meters up to his Quickness multiplied by 3 when "walking." When "running," he may move up to his Quickness multiplied by 10, in meters. All modifiers to Target Numbers due to movement are doubled. The character must have Athletics skill, or Athletics (Skating), otherwise a Quickness test with a Target Number of 4 (modified for terrain, GM's discretion) is needed to keep from falling every action the skate feet are used.

Extending or retracting the wheels takes an Activate Cyberware Free Action. If the user is wearing shoes with soles, the wheels can not be extended.

Skate Feet can only be installed if the character has two cyberlegs.

Essence Cost	Avallabilit y	Cost	Street Index
—	4/24hrs	10,000¥	1

**WHIP (P.34)**
**3-CC**

This may be installed in either a normal arm or a cyberarm. Note that this is a normal whip, not a monofilament. Whipping someone does 6S damage with +2 Reach, but if used to strangle an opponent, the user must first roll an Armed Combat skill test with a +3 modifier to the Target Number. If successful, the whip is around the opponent's neck, and he takes 5M Stun damage at the end of every turn. Armor does not defend against this damage. If the attack misses because of the +3, the target takes normal damage.

Essence Cost	Damage	Reach	Avallabilit y	Cost	Street Index
.25	6S/5M	+2	12/7 days	4,000¥	2

**LIMBLINK (P.34)**
**4P-CA**

Any cybergun installed in a cyberarm is turned into a Smartgun, but not as good as a real Smartgun (only a -1 on the Target Number). If the arm already has a Smartlink installed, this item is not needed. The Limb Link only provides Smartgun circuitry for cyberguns, not for hand-held weapons.

Essence Cost	Avallabilit y	Cost	Street Index
.15	5/4 days	1,000¥	1

**MAGNETIC FEET/HANDS (P.34)**
**LEGAL**

No changes.

Essence Cost	Avallabilit y	Cost	Street Index
.4	6/48hrs	500¥	1

**GAS JET (P.34)**
**3-CC**

This gives the same effect as a Toxin Exhaler (p.32, Shadowtech), but instead of a Quickness(4) test, an Unarmed Combat(4) test is needed. Any type of gas can be used in this weapon, and it contains enough gas for 6 doses.

Essence Cost	Avallabilit y	Cost	Street Index
.5	8/6 days	3,000¥	2.5

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**FLASHBULB™ (P.35)**

4P-CB

Successful use of this light requires a normal Unarmed Combat skill test. If the target does not generate enough successes, he must make a Quickness(6) test in order to shield his eyes. Sunglasses reduce the Target Number by 1, while characters with Flare Compensation or an OptiShield are never affected. Failure of this test means the target is blinded for 1D6 minutes (+8 to all Target Numbers, but of course no visibility modifiers). Maximum range of the light is 6 meters.

Essence Cost	Availability	Cost	Street Index
.3	6/72hrs	2,500¥	2

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**WET DRIVE (P.35)**

Not available.

## VOICE PATTERN (P.35)

2-CB

This system can be used to deceive voice recognition systems (p.87, Neo-Anarchists' Guide To Real Life), and also (GM's discretion) to fool other people. It is available in ratings 1 to 6.

Rating	Essence Cost	Availability	Cost	Street Index
1	.25	3/36hrs	35,000¥	1.1
2	.3	4/48hrs	50,000¥	1.1
3	.35	5/60hrs	65,000¥	1.25
4	.45	6/72hrs	85,000¥	1.5
5	.6	8/6 days	110,000¥	1.75

## FORKED TONGUE (P.35)

LEGAL

The user gets a -1 modifier to Target Numbers of Social Skill and Charisma tests. This does not help magicians in countering the Drain caused by summoning spirits or for astral abilities.

Body Cost	Availability	Cost	Street Index
.35	5/72hrs	12,500¥	2

## MACE HAND (P.36)

3-CC

A punch with a Mace Hand does (str+2)M Stun damage, and gives the user a +1 Reach. The user does have a +2 modifier to all Target Numbers with that hand, except for making unarmed melee attacks. The Mace Hand will accept additional cyberware with an Essence cost up to .3 without additional Essence loss. Spurs or razors mounted on the mace hand also get the +1 Reach modifier.

Essence Cost	Availability	Cost	Street Index
.5	8/5 days	10,000¥	3

## ICER™ (P.36)

LEGAL

Hitting a target requires an Unarmed Combat success test. On a successful aimed shot to the head, the target is blinded for 1D6 turns.

Essence Cost	Damage	Availability	Cost	Street Index
.4	6M	4/24hrs	2,000¥	1.25

## CUTTING TORCH (P.36)

LEGAL

This torch can penetrate barriers of most materials except brick, stone, or concrete. When using it to cut through barriers, the barrier's Rating is reduced by 1 every action the torch is used. It does 8S damage if used in combat. Use one-half Ballistic armor (round down) to defend against this attack. The torch has a Firesetting Rating of 4 (see the fire rules on page72 of Tech Specs for details).

Essence Cost	Availability	Cost	Street Index
.4	6/48hrs	3,500¥	2

## DERRINGER (P.36)

7P-CB + E

No changes.

Type	Conceal	Ammo	Mode	Damage	Weight	Essence Cost	Availability	Cost	Street Index
Light	12	2 (m)	SA	6L	.5	.2	8/7 days	220¥	2

## REBREATHERS (P.36)

LEGAL

These function as a set of Extended Volume lungs of rating 2 (p.31, Shadowtech); i.e. the character can hold his breath for 90 seconds longer than normal, for a total of (Body x 30)+90 seconds, and has a -1 modifier on stamina-based tests (see p.76, Fields of Fire). However, the Rebreathers also function as a rating 3 Tracheal Filter (p.33, Shadowtech).

Body Cost	Availability	Cost	Street Index
.75	5/4 days	95,000¥	1

**DECENTRALIZED HEART (P.37)**

LEGAL

The character may roll three additional dice when checking for Deadly Wounds and Permanent Damage (p.113, SR11).

Body Cost	Availability	Cost	Street Index
2	14/24 days	130,000¥	4

**PACESETTER® SPORT HEART (P.37)**

LEGAL

The character may roll an additional die in all Athletics-based Success Tests, while his Body and Quickness are increased by 1. This Quickness modifier only applies to how far the character may move in a turn, not to other things.

After four minutes, roll 1D6. If the roll is less than the character's natural Body attribute, there is no effect. Roll again every four minutes, but add 1 to the die roll for every additional roll made. If the roll exceeds the character's natural Body, natural Body is halved for the next four minutes.

Body Cost	Availability	Cost	Street Index
1.3	10/10 days	90,000¥	3

**PACESETTER 2000™ OVERDRIVE HEART (P.37)**

LEGAL

As the above Pacesetter Sport, but +2 Body and Quickness, and +2 dice for Athletics-based Success Tests. Check every two minutes.

Body Cost	Availability	Cost	Street Index
1.6	14/10 days	98,500¥	3.5

**T-MAXX "CYBERLIVER" (P.37)**

LEGAL

The character gets a number of extra dice, equal to the Cyberliver's rating, when resisting toxins, and also when making Addition tests. The maximum rating is equal to the character's natural Body.

	Body Cost	Availability	Cost	Street Index
T-MAXX	.1 + .1 per level	6/4 days	level x 60,000¥	1.1
T-MAXX II	.1 + .15 per level	6/4 days	level x 120,000¥	1.1

**TIMESQUARE PLUS™ (P.38)**

6P-CA

This piece of cyberware is needed to be able to use Visual Recognition Chips (see page xx) to the full. It is linked to a cybereye, and can be incorporated in it.

Essence Cost	Availability	Cost	Street Index
.3	y 6/72hrs	15,000¥	1.5

**WEARMAN MARK II (P.38)**

LEGAL

This is a set of stereo implant speakers. Any normal audio player, whether disk or chip, can be modified (for a 50¥ fee) to be compatible with this system, after which the speakers can be used to listen, privately, to the recording on the chip or disk. The player is still usable in its normal way.

Essence Cost	Availability	Cost	Street Index
—	y 2/12hrs	200¥	.75

**TAZER GRIP (P.38)**

5-CB

This gives the target a shock of 6S Stun, and uses the Shock Weapon rules (p.103, SR11).

Damage	Essence Cost	Availability	Cost	Street Index
6S Stun	.25	8/8 days	3,000¥	2

**E-MONITOR (P.38)**

LEGAL

This device rolls a number of dice equal to its rating, against a Target Number of 4 when in use.

Essence Cost	Availability	Cost	Street Index
.2	y 4/5 days	level x 2,000¥	1

**★ MAG-DUCT™ SPOTS (P.38)****LEGAL**

Functions like a datajack with a data flow rate of 15 (p.45, Shadowtech).

Essence Cost	Avallablit y	Cost	Street Index
.2	2/6hrs	2,200¥	1



**GYRO-STABILIZER (P.38)****LEGAL**

This gives the user an additional die for all Athletics-based skill tests, and also an additional die to remain standing after taking damage (Stopping and Knockdown, p.91, SR11).

Essence Cost	Availability	Cost	Street Index
.1	5/48hrs	10,000¥	1.2

**DODGEBALL™ (P.39)****4-CB**

This device, which can be integrated in a cybereye, gives one extra die to roll for Armed and Unarmed Combat skill tests, but only if the user has spent at least three Simple Actions to observe the movement of his intended target.

Essence Cost	Availability	Cost	Street Index
.3	6/72hrs	14,500¥	1.5

**🔦 VIDEO CAM/TRANSMITTER (P.39)****LEGAL**

Range is 1.5 kilometers.

Essence Cost	Availability	Cost	Street Index
.8	6/48hrs	33,000¥	1

**VIDEO IMAGER (P.39)****LEGAL**

The user can receive video images and project them onto his retina, or can store them in headware memory. It also allows the user to project images stored in headware memory on his retina.

Essence Cost	Availability	Cost	Street Index
.25	4/48hrs	3,500¥	1.5

**FREQUENCY CHANGER (P.39)****LEGAL**

Functions as a Commlink of rating 6 (p.76, Street Samurai Catalog).

Essence Cost	Availability	Cost	Street Index
.25	4/48hrs	30,000¥	1.35

**🔦 CYBEROPTIC TEARGAS SPRAYER (P.39)****LEGAL**

Mounted inside a cybereye. Hitting a target requires a Quickness(6) test (the Target Number drops to 4 if the target is surprised). See the CS grenade (p.25, Running Gear) for details on the tear gas. Only one shot is stored; range is 1 meter.

Essence Cost	Availability	Cost	Street Index
.2	6/24hrs	2,000¥	1

**LIFESAVER™ SKINWEAVE (P.39)****4P-BB**

With this item installed, a character with a Deadly wound does not take an extra box of damage every 10 minutes, but takes one every 15 minutes instead. Healing time is also reduced by 10%. However, each time the character takes a Deadly wound (and thus, each time the Lifesaver has to become active), the Lifesaver's Damage Level goes up by one category (see page 6 of Shadowtech).

Body Cost	Availability	Cost	Street Index
2	12/10 days	45,000¥	2

**ANTI-PLAGUE NANOTECH (P.39)****LEGAL**

The user gets two extra dice to resist diseases and biological weapons (such as Doom and Gamma-Anthrax, p.80 and 81 of Shadowtech).

Body Cost	Availability	Cost	Street Index
.4	6/7 days	17,500¥	1.5

## ⊗ GANG JAZZLER (P.40)

**2-CC**

Delivers a 9D Stun electrical shock, using the Shock Weapons rules, p.103 of SR11. If the target rolls all ones on his Resistance Test, the damage is Physical instead of Stun.

Essence Cost	Availability	Cost	Street Index
.2	10/24 days	6,000¥	1

## Weapons

### MILITECH CRUSHER SSG (P.42)

**5P-F**

This weapon fire shotgun rounds but uses Light Pistol ranges. Increase the Target Number at Medium range by +1, at Long range by +2, and at Extreme range by +4 (telescopic sights do not alter these modifiers). Damage at Short and Medium ranges is 6S, at other ranges it is 8M.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Shotgun	5	6 (c)	SA	6S/8M	3	6/48hrs	1,450¥	1.5

### BUDGETARMS LASER-NINER (P.42)

**5-G**

This weapon has a built-in Laser Sight. The 35-round clip lowers concealability by 1. This weapon fires caseless rounds (p.77, Fields of Fire).

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Light	5	15 (c) 35 (c)	SA/BF/FA	6L	1.5	4/36hrs	675¥	1.2

### MALORIAN ARMS SLIVER GUN (P.42)

**3P-J**

This pistol does not use ordinary ammunition. Instead, it requires batteries and a ceramic block. Batteries last for 18 minutes, while the ceramic block must be replaced after 7 shots. A ceramic block costs 25¥, while a battery costs 7¥. The weapon makes no more noise than a normal pistol with silencer. It uses the Flechette rules, and Heavy Pistol ranges. The cybergun-version costs 1,550¥, costs .6 points of Essence, and has a Legality rating of 3P-CC.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	4	7 (c)	SA	6S(f)	2.5	6/72hrs	1,375¥	3

### COLT ALPHA-OMEGA (P.43)

**7P-E**

Comes with a rating 1 Gas Vent installed on the barrel and an Internal Smartlink.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	4	10 (c)	SA	9M	2.5	5/24hrs	500¥	1

### GLOCK THIRTY MACHINE PISTOL (P.43)

**4-G**

This Glock has many plastic parts, giving it a +1 on Concealability when being checked by a metal detector. The 30-round clip decreases concealability 1. It comes with a rating 2 Gas Vent.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	6	20 (c) 30 (c)	SA/BF	9M	2.5	6/36hrs	705¥	2

**SETSUKO-ARASAKA "PMS" ADVANCED SMG (P.44)**

4-G

This weapon comes with an Internal Smartlink and Sound Suppressor. There is a model without the Smartlink, costing 950¥. Both fire caseless ammo (p.77, Fields of Fire).

Type	Conceal	Ammo	Mode	Damag e	Weight	Avallability	Cost	Street Index
SMG	4	40 (c)	SA/BF	6M	3.5	4/72hrs	1,150¥	1

**GONCZ-TAURUS PISTOL (P.44)**

6P-E OR 4-G

The 30-round clip reduces concealability by 1.

Standard version (Legality: 6P-E):

Type	Conceal	Ammo	Mode	Damage	Weight	Avallability	Cost	Street Index
Heavy	6	15 (c)/30 (c)	SA	9M	2	4/48hrs	500¥	1

Selective-fire version (Legality 4-G):

Type	Conceal	Ammo	Mode	Damage	Weight	Avallability	Cost	Street Index
Heavy	6	15 (c)/30 (c)	SA/FA	9M	2	8/72hrs	700¥	1.75

**MALORIAN ARMS HEAVY FLECHETTE PISTOL (P.45)**

4P-E

This weapon comes with an internal smartlink as standard. The weapon uses two magazines: one 25-round clip holding the bullets, and a 200-shot "fuel tank" holding the liquid propellant. It uses its own ammunition, and can not use any other weapon's ammunition. Furthermore, the only ammunition this weapon can fire is equal to Needle ammo (p.30 of Neo-Anarchists' Guide to Real Life). The liquid propellant costs 30¥ to fill the magazine (i.e. .15¥ per shot), while the Needle ammo costs its normal price.

Type	Conceal	Ammo	Mod e	Damag e	Weight	Avallability	Cost	Street Index
Heavy	5	see above	SA	9M	2.5	9/48hrs	1,595¥	2

**MILITECH M-31A1 ADVANCED INFANTRY COMBAT WEAPON (P.45)**

2-H

This weapon has a built-in (i.e. non-removable) under-barrel Militech Mini-Grenade Launcher (page below), in the 4-shot variety. The M-31a1 is a super machinegun (p.81, Fields of Fire) firing SMG ammo, but using AR ranges.

Type	Conceal	Ammo	Mode	Damag e	Weight	Avallability	Cost	Street Index
Assault	1	150 (c)	SA/BF/FA	6M	6.5	20/28 days	1,695¥	4.5

**MILITECH MINI-GRENADE LAUNCHER (P.46)**

2-J

If fitted to another weapon, it lowers the concealability of that weapon by 2.

Type	Conceal	Ammo	Mode	Damag e	Weight	Avallability	Cost	Street Index
Grenade	3	4 (m)	SA	grenad e	3.5	10/6 days	2,550¥	3

**MILITECH MINI-GRENADE LAUNCHER (P.46)**

1-J

Looks like Militech is trying to break into Ares' market.

— Merc World,  
issue 9, 2055

The user can fire any grenade in the drum, although it costs a Simple Action to select the grenade type. A smartlinked weapon can select ammo types as a Free Action. If fitted to another weapon, it lowers the concealability of that weapon by 4.

Type	Conceal	Ammo	Mode	Damag e	Weight	Avallability	Cost	Street Index
Grenade	1	16 (c)	SA	grenad	5	24/12 days	4,750¥	5

e

## HEP (HIGH-EXPLOSIVE CRATERING) GRENADE (P.46)

2-1

HEP grenades function in the same way as the HEP ammunition (p.54, Chromebook). One-half of the damage (round up) is Physical, while the other half (round down) is Stun. This grenade only exists as a Mini-grenade (i.e. for grenade launchers).

Per grenade:

Conceal	Damag <sup>e</sup>	Power Level	Weight	Availability	Cost	Street Index
8	10S	-1 per meter	.1	9/5 days	60¥	2.5

## FRAGMENTATION GRENADE (P.46)

2-1

This grenade is similar to an Defensive AP Grenade. It only exists as a Mini-grenade.

Per grenade:

Conceal	Damag <sup>e</sup>	Power Level	Weight	Availability	Cost	Street Index
8	10D(f)	-1 per .5 meter	.1	8/4 days	50¥	3

## ANTI-PERSONNEL FLECHETTE (P.46)

2-1

This is not really a grenade, but more a flechette round fired from a grenade launcher. It uses the Flechette ammo rules (p.93, SR11), but does not suffer the normal minimum ranges for grenade launchers (p.88, SR11), nor does it scatter as a grenade would. It also uses the shotgun rules for the spread of the shot (Shotguns, p.95, SR11, a choke of 10). It is only available as a Mini-grenade.

Per grenade:

Conceal	Damag <sup>e</sup>	Power Level	Weight	Availability	Cost	Street Index
8	10D(f)	—	.1	9/14 days	100¥	3.5

## BERETTA M-24 ADVANCED SMG (P.46)

4-6

The non-smartlinked version costs 950¥.

Type	Conceal	Ammo	Mode	Damag <sup>e</sup>	Weight	Availability	Cost	Street Index
SMG	4	50 (c)	BF/FA	7M	3.5	6/4 days	1,250¥	1.25

## EMP GRENADE (P.47)

1-1

Anyone within 4 meters of the explosion point must roll for cyber-system damage as if he or she has taken a Deadly wound (see page 39, Shadowtech). Everyone within 10 meters must do the same, but only for a Serious wound. Only electrical cyberware systems can be damaged by this grenade: items such as Dermal Plating, Bone Lacing, and so on can not be damaged. Cybermemory that is damaged loses all information stored in it.

Everyone within ten meters from the explosion have a +4 modifier due to orientation loss, on all Target Numbers for the next 3 turns, reduced by 1 turn for every two successes on a Body(6) test.

Per grenade:

Conceal	Damag <sup>e</sup>	Power Level	Weight	Availability	Cost	Street Index
6	special	—	.3	10/10 days	400¥	4

## DCR RIFLE GRENADE (P.47)

2-1

The grenade uses the SMG ranges. The AT grenade does not suffer from Damage Level reduction against vehicles.

Per grenade:

	Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
Anti-Tank	4	16D	-8 per meter	.5	8/8 days	100¥	2
Concussio n	4	12M Stun	-1 per meter	.5	8/8 days	50¥	2
Defensive	4	10S	-1 per .5 meter	.5	8/8 days	50¥	2
Offensive	4	10S	-1 per meter	.5	8/8 days	50¥	2

**22MM MUZZLE ADAPTOR (P.47)**

4-J

This adaptor is needed to fire the DCR Rifle Grenades listed above.

Mount Barrel	Conceal	Rating	Weight	Avallability	Cost	Street Index
—	—	—	—	6/48hrs	100¥	3

**FEN DZ 22 "SAUCER GRENADES" (P.47)**

2-I

These use the ranges for Aerodynamic Grenades (p.96, SR11).

Per grenade:

Conceal	Damag <sup>e</sup>	Power Level	Weight	Avallability	Cost	Street Index
7	8S	-1 per meter	.25	6/10 days	65¥	3

**FEN DZ25 "DET CARD" (P.47)**

1-I

No changes.

Conceal	Rating	Weight	Avallability	Cost	Street Index
10	4	.02	8/5 days	120¥	4

**MALORIAN ARMS SUB-FLECHETTE GUN (P.48)**

3-G

The 30-round clip reduces concealability by 1. This weapon has a rating 3 Improved Gas Vent, and fires only caseless ammo (p.77, Fields of Fire).

Type	Conceal	Ammo	Mode	Damag <sup>e</sup>	Weight	Avallability	Cost	Street Index
SMG	3	10 (c) 30 (c)	BF/FA	6M	4	4/24hrs	795¥	1

**MULTI-FLECHETTE AMMO (P.48)**

4-L

This round contains 6 steel penetrators capable of defeating any ballistic cloth body armor presently in use. Use Impact armor, but the penetrators can only punch through a maximum Armor Rating of 3. The damage per dart is one-half (round down) the Power Level of the weapon that fires it, while the Damage Level is one less than that of the firing weapon (though not below L). As an example, this ammo fired from a 9M pistol would do 4L damage per dart. Roll 1D6 for the number of penetrators that hit, and treat the shot as a burst of that number of rounds.

Per 10 rounds:

Conceal	Damage	Weight	Avallability	Cost	Street Index
8	see above	.5	5/48hrs	100¥	1

**GPZ-78 MINI-GRENADE (P.48)**

1-I

This small grenade is Aerodynamic, and can not be fired from a grenade launcher.

Per grenade:

Conceal	Damag <sup>e</sup>	Power Level	Weight	Avallability	Cost	Street Index
8	8M	-1 per .5 meter	.1	4/60hrs	40¥	1.5

**KENDACHI DRAGON (P.48)**

1-J

It costs one Complex Action to ignite this weapon, and in this action it may not be fired. In any following actions, it can be fired without problems. Turning it off costs a Simple Action. If the weapon is a smartgun controlled through a Smartlink, it still costs a Complex Action to turn on, but only a Free Action to turn off.

The Dragon uses any flammable liquid as its ammunition. Based on the fuel, the Damage Code may be adjusted (GM's discretion). Impact Armor is used to defend against fire, but use only half its rating (round down). The ranges for this weapon are: Short *NA*; Medium 0-1; Long 2-3; Extreme 4. This weapon has a Firesetting Rating of 6 (see page 72, Tech Specs, for details).

Type	Conceal	Ammo	Mode	Damag <sup>e</sup>	Weight	Avallability	Cost	Street Index
special	3	4 (m)	SS	10M	4.25	10/5 days	1,660¥	4.5

## ★ BIOTECH-ASKARI MOTION RESTRAINTS (P.48)

LEGAL

This grenade traps any character who is in the area of effect (one meter radius), as if entangled in a small net fired from a Net Gun (p.72, Street Samurai Catalog). It is an Non-Aerodynamic Grenade.

Per grenade:

Conceal	Rating	Weight	Avallability	Cost	Street Index
6	—	.5	6/48hrs	60¥	2

## MILITECH MILITARY/POLICE SHOTGUN (P.48)

5P-F

The first set of stats below are for the 12-gauge version, while the second set is for 10-gauge models. Both use the same ammo.

10 gauge model:

Type	Conceal	Ammo	Mode	Damage	Weight	Avallability	Cost	Street Index
Shotgun	2	6 (m)	SA	10S	4.5	4/60hrs	800¥	1

12 gauge model:

Type	Conceal	Ammo	Mode	Damage	Weight	Avallability	Cost	Street Index
Shotgun	2	8 (m)	SA	8S	4.5	4/60hrs	800¥	1

## STUNDART PISTOL (P.49)

5P-E

This weapon uses the Shock Weapons rules, p.103 of SR11, but does not use the normal taser ammunition. Instead, it fires a round that works on the same principle but is of Heavy Pistol calibre. These rounds can not be fired from other Heavy Pistols. It can also use normal HP ammo, but if this is done, roll 1D6. On a roll of 1 to 5, the round missfires and causes 9M damage to the firer (armor is only half effective), which also destroys the pistol. When normal HP ammo is fired, the weapon has a base Damage Code of 9M, modified by the ammunition type. With its own shock ammo, it uses the listed Damage Code. The ammunition is listed below.

Type	Conceal	Ammo	Mode	Damage	Weight	Avallability	Cost	Street Index
Heavy	3	2 (b)	SS	10S Stun	3.5	8/4 days	1,090¥	2

## STUNDART ROUNDS (P.49)

AS WEAPON

These are only available for Heavy Pistols, and were developed for the Stundart Pistol (above). They can be fired from normal pistols, but have a 1 to 5 in 1D6 chance of missfiring in such weapons, delivering a 10S Stun + shock attack against the firer (no armor can be used to resist this with). They only work properly in the Stundart Pistol. If fired from a normal pistol, it uses the damage code listed below, and uses the Shock Weapons rules on p.103, SR11. These rounds have an expiry date listed on the package, which is usually 2D6 months after purchase.

Per 10 rounds:

Conceal	Damage	Weight	Avallability	Cost	Street Index
8	10S Stun	.75	6/72hrs	80¥	2

## ROSTOVIC WRIST RACATE (P.49)

1-J

This weapon uses its own, special ammunition. See below for details.

Type	Conceal	Ammo	Mode	Damage	Weight	Avallability	Cost	Street Index
Shotgun	6	6 (m)	SA/BF	9S	2.5	18/20 days	3,800¥	3.5

**ROSTOVIC WRIST RACATE AMMUNITION (P.49)**

AS WEAPON

These are sold in packets of six, not ten. They can only be fired from the Rostovic Wrist Racate.

Per 6 rounds:

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
5	9S	-3 per meter	1.25	14/20 days	200¥	3.5

**TECHTRONICA BLACK-ZAP GLOVE (P.49)**

4-B

This weapon uses Shock Weapons rules, p.103 of SR11. A character wearing this glove has an Unarmed Damage Code of (str+1)M Stun if the taser circuitry is not used, 9S Stun if used as a taser. Cyberware which is built into the hand wearing the glove (like Hand Razors, Spurs, Smartlinks, etc.) cannot be used.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
4	0	9S Stun	1	6/48hrs	1,200¥	2.2

**DARRA-POLYTECHNIC M-9 ASSAULT RIFLE (P.50)**

2-G

Equipped with a rating 1 Telescope Sight, this weapon fires caseless ammo (p.77, Fields of Fire).

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Assault	3	40 (c)	SA/FA	8M	3.75	3/36hrs	1,300¥	.9

**HOLLOW-POINT AMMUNITION (P.50)**

AS WEAPON

These rounds increase the Damage Level by 1 (6M becomes 6S, and so on), but Ballistic armor gets +2 on its rating to defend against these. If Ballistic is 0, it does not get the +2 bonus.

Per 10 rounds:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	+1 Damage	.5	4/24hrs	25¥	.8

**MILITECH MINI-GAT MACHINE CARBINE (P.50)**

1-J

This weapon uses Light Pistol ammo, but SMG ranges; ammo is caseless (p.77, Fields of Fire). It has the rate of fire of a minigun (p.81, Fields of Fire).

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
SMG	1	120 (c)	BF/FA	6L	5.75	20/14 days	2,695¥	5

**H&K G-6 ADVANCED SQUAD AUTOMATIC (P.51)**

2-H

This LMG comes equipped with an Internal Smartlink II (p.57, Fields of Fire) and rating 2 Thermographic Telescope Sight. It fires caseless SMG ammo (p.77, Fields of Fire) at super machinegun rates (p.81, Fields of Fire).

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
LMG	—	100 (c)	FA	7M	7	14/21 days	2,050¥	3.5

**MILITECH-10 SMG (P.51)**

2-H

This SMG comes equipped with a Militech Mini-Grenade Launcher with 4-round internal magazine, Sound Suppressor and rating 1 Telescope Sight. Since this weapon is made mostly of plastic, its concealability is increased by 1 if checking for detection by metal detectors.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
SMG	2	30 (c)	BF/FA	6M	7	5/72hrs	3,455¥	3

**FEDERATED ARMS 454 DA "SUPER CHIEF" (P.52)**

5P-E

This weapon uses Heavy Pistol ammo, but Shotgun ranges. This weapon is equipped to fire Firepower™ ammo (p.26, Running Gear), not yet figured into the Damage Code.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	3	5 (cy)	SS	11M	3.5	5/36hrs	1,375¥	1.25

## MALORIAN ARMS 3516 (P.52)

6P-E

This weapon requires that the arm with which the gun is fired is a cyberarm, and that the user has at least Strength 4. A character without a cyberarm has a +4 modifier to his Target Number, while a character with a Strength lower than 4 gets a modifier of  $+(4 - \text{Strength}) \times 2$ . All these are cumulative.

The weapon comes equipped with an Internal Smartlink II (p.57, Fields of Fire). Fires Firepower™ ammo (p.26, Running Gear), already figured into the Damage Code.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	4	6 (c)	SS	12M <sup>e</sup>	3	—	4,525¥	—

## APEX MOBILE POINT DEFENSE SYSTEM (P.53)

2P-J

This device contains a "Smart" gun system (p.89 of Neo-Anarchists' Guide to Real Life), has a Firearms skill of 6, covers the full 360°, and has an Initiative of 15+2D6. It also includes an assault rifle (not removable), firing at Minigun rates, and with 400 rounds of belted ammunition. The mounting provides six points of Recoil Compensation. The outside of the unit has a Barrier Rating of 6.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Assault	—	400 (belt)	FA	8M <sup>e</sup>	20	11/21 days	25,000¥	4

## FEDERATED ARMS LIGHT ASSAULT 15 (P.54)

2-G

This weapon has its concealability raised by +1 when being checked by metal detectors due to its plastic construction. It comes with a rating 1 Telescope Sight, and an Internal Smartlink costs 300¥ extra. Both weapons fire caseless ammo (p.77, Fields of Fire).

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Assault	3	30 (c)	BF/FA	8M <sup>e</sup>	3.5	4/36hrs	400¥	1.25

## STEIN & WASSERMAN MODEL F "CYBORG ASSAULT" WEAPON SYSTEM (P.54)

1-G

It costs a Simple Action to select an ammo type, or a Free Action if the weapon is controlled through a Smartlink. Although it is an Assault Rifle, it uses Sporting Rifle ammo. The weapon is equipped with a 22mm Muzzle Adaptor.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Assault	4	8 (c)	SS	8S <sup>e</sup>	4	10/5 days	1,650¥	2.5

## HEP (HIGH-EXPLOSIVE CRATERING) (P.54)

AS WEAPON

This ammunition increases its Power Level by 1, as with regular explosive rounds, but one-half (round up) of the damage is Physical, while the remaining half is Stun. As an example, a character who would take a Moderate wound from this ammo, takes two boxes of Physical and one box of Stun damage instead. Armor is only one-half effective (use Ballistic and round down). These rounds can missfire in the same way as explosive ammo (p.93, SR11).

Per 10 rounds:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	+1 Power	.75	5/36hrs	60¥	1.1

## ARMOR-PIERCING INCENDIARY (P.54)

2-L

This ammunition uses the normal rules for APDS ammo (p.63, Street Samurai Catalog and p.277, SR11), but also have a Firesetting rating of 2. If a burst is fired, add +1 to this rating per round fired (three rounds have a Firesetting rating of 5, etc.). See page 72, Tech Specs.

Per 10 rounds:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	see above	.25	16/14 days	80¥	4.5

## ACID SHELL (P.54)

AS WEAPON

Defense against these rounds uses the Impact value of armor. These rounds do normal damage, but if the Power Level of the attack (without any reductions due to armor) exceeds the total Ballistic plus Impact ratings of the



3701

target, both the Ballistic and Impact values are permanently reduced by -1. Against barriers, if the Power exceeds twice the Barrier Rating, the base Barrier Rating goes down by -1. These rounds can misfire in the same way as explosive ammo (p.93, SR11), but instead of damaging the firer, they wreck the weapon.

Per 10 rounds:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	as weapon	.5	14/8 days	100¥	4

## KENDACHI MONO-TWO (P.55)

**5-B**

This weapon is sold in sets of two: one long and one short sword. They cannot be bought seperately.

	Concea	Reach	Damage	Weight	Availability*	Cost*	Street Index*
	I						
Long sword	3	1	(str+3)M	1	5/48hrs	1,650¥**	2.1
Short sword	5	0	(str+1)M	.75			

\* per set of one long sword and one short sword

\*\* 1700¥ for weapons with colored laser

## KENDACHI M-33 POWERSWORD (P.55)

**3-B**

This sword breaks if all ones are rolled on any Armed Combat Success Test when using this weapon. Impact Armor is used to defend against this sword, but is only one-half effective (round down).

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
4	1	(str+1)S	3	8/14 days	1,860¥	3

## Fashion

## PSIBERSTUFF CYBERARM (P.57)

**LEGAL**

No changes. Also see Limbs, p.249, SR11.

Essence Cost	Avallabilt	Cost	Street Index
1	y 6/72hrs	170,000¥	1

## NU-TEK WEARMAN SERIES (P.58)

**LEGAL**

No changes.

	Concea	Ballistic	Impact	Weight	Availability	Cost	Street Index
	I						
Jacket	—	0	0	1	3/48hrs	300¥	.9
Skirt	—	0	0	.75	3/48hrs	200¥	.9

## UNIWARE (P.59)

**LEGAL**

A weapon concealed under an Armored Trenchcoat has its concealability increased by +2.

	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
Vest	—	0	0	.5	8/4 days	50¥	1.2
Pants	—	0	0	1	8/4 days	70¥	1.2
Boots	—	0	0	1	4/4 days	60¥	1.2
Skirt	—	0	0	.75	8/4 days	70¥	1.2
Blouse/Shirt	—	0	0	.75	8/4 days	40¥	1.2
Dress	—	0	0	1.5	6/4 days	100¥	1.2
Torso Armor	8	2	2	2	10/4 days	300¥	1.3
Legpads	8	2	2	1.5	9/4 days	300¥	1.3
Utility Belt	—	0	0	.5	5/4 days	30¥	1.1
Jumpsuit	—	0	0	1.5	8/4 days	150¥	1.2
Armored Jacket	7	3	2	1.5	10/4 days	800¥	1.3
Armored Trenchcoat	7	4	3	2	10/4 days	900¥	1.3

## IMAGE FASHIONWARE (P.60)

**LEGAL**

No changes.

	Availability	Cost	Street Index
Trademarks & Logos	4/24hrs	100¥	1
Stars & Shapes	2/24hrs	50¥	1
Heat-sensitive Color Changers	3/24hrs	120¥	1

**ICON AMERICA (P.61)****LEGAL**

A weapon held in the Gun Belt counts as being held in a holster for quickdrawing it (p.82, SR11). A weapon concealed under the Long Duster has its concealability increased by 50%, if its concealability is 4 or greater.

	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
Bomber Jacket	—	0	2	1.5	always	900¥	.9
Tunic	—	0	1	1	always	660¥	.8
Pants	—	0	0	1	always	750¥	.8
Miniskirt	—	0	0	.5	always	300¥	.8
Long Skirt	—	0	0	1	always	600¥	.8
Gun Belt	—	0	0	.25	3/24hrs	180¥	.9
"Gunfighter"	—	0	0	.5	always	300¥	.8
Hat							
Long Duster	—	0	1	1.5	always	1,500¥	.8
Boots	—	0	0	1	always	450¥	.8
Half Boots	—	0	0	.75	always	300¥	.8

**GIBSON BATTLEGEAR (P.62)****LEGAL**

The ratings of all these items are added together, as with the Houndstooth set (p.94, Neo-Anarchists' Guide to Real Life).

	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
Acid-washed Jeans	10	2	1	1	4/48hrs	300¥	1
T-Shirt	10	1	0	.5	4/48hrs	100¥	1
Denim Jacket	9	2	1	1	4/48hrs	1,500¥	1

**TAKANAKA ★ EXEC ★ LINE (P.63)****LEGAL**

A weapon concealed under the Top Coat, Full Armored Topcoat, Cape, or Opera Cloak has its Concealability increased by +2.

	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
Jacket	—	0	0	1	6/72hrs	800¥	.9
Vest	—	0	0	.75	6/72hrs	500¥	.9
Pants	—	0	0	1	6/72hrs	700¥	.9
Top Coat	—	0	0	1.5	6/72hrs	1,000¥	.9
Full Armored Topcoat	10	4	1	2.5	8/72hrs	2,000¥	.9
Matching Briefcase	—	0	0	1.5	5/72hrs	600¥	.8
Monogram Shirt	—	0	0	.75	7/72hrs	200¥	1.1
Tie	—	0	0	—	6/72hrs	100¥	.9
Cravat	—	0	0	.5	6/72hrs	100¥	.9
Scarf	—	0	0	.25	6/72hrs	75¥	.9
Cologne	—	—	—	—	6/72hrs	150¥	.9
Sword Case	—	—	—	.5	8/72hrs	300¥	1
Cape	—	0	0	1.5	6/72hrs	900¥	.9
Opera Cloak	10	3	1	2.5	8/72hrs	1,200¥	.9

**EJI OF JAPAN (P.64)****LEGAL**

A weapon concealed under the armored cloak has its concealability increased by +2.

	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
Designer's Jeans	—	0	0	1	always	50¥	.75
Lamb's Wool Sweater	—	0	0	1	always	60¥	.75
Armored Cloak	14	2	1	1.5	always	500¥	.75

## Services

Change all eurodollar (eb) prices to nuyen on a 1:1 ratio.

## Chipwear

### SECURITY & OPERATIVE CHIPS

All these chips must be plugged into a Chipjack or Softlink. Use the normal rules for Skillsofts (p. 48, Shadowtech).

#### M.O. CHIPS (P.73)

1-CC

These allow the character to ask the GM one yes/no question for every two successes rolled on an Intelligence(8) test, about the criminal or his actions. The character must make a Willpower(5) test when he first uses the chip. If he fails, his personality will shift to that of the criminal. The character will remain this way until the chip is removed (which he will not want to happen); if the character receives regular therapy, a Willpower(6) test may be made once per week. If successful, the character regains his personality.

Type	Rating	Memory required	Availability	Cost	Street Index
Know	—	300 Mp	10/14 days	12,000¥	10

#### COURIER CHIPS (P.73)

Not available.

#### ⊛ SECURITY CHIP (P.73)

LEGAL

A Computer (B/R) test with a Target Number of 12 allows a character to retrieve the data from an erased Type I chip. The stats below are added to the normal ones of the chip in question.

Type	Rating	Memory required	Availability	Cost	Street Index
—	—	—	+1/x1.5	Type I: 50¥ Type II: 75¥	+.25

#### DIGI-TONE ID (P.73)

5-CB

A character with cyberears can, after plugging in this chip, recognize a digital tone phone signal. The signal can be displayed on a cybereye (if the user is equipped with a Display Link), or are relayed to the brain directly (if the user is equipped with an Encephalon, Softlink, Chipjack, or I/O SPU). A successful roll, pitting the rating of the chip against a Target Number as for a Perception Test, is needed to recognize the number dialled.

Type	Rating	Memory required	Availability	Cost	Street Index
Know	1-6	rating x 2 Mp	rating/4 days	rating x 70¥	1

#### ⊛ SPECIAL OPERATIVE CHIP (P.73)

LEGAL

This chip gives the user the following skills: Language of selected country 4, Geography 4, and your choice of Survival (Wilderness) 4, or Police Practices 4, or Etiquette (Concentration: Selected Country) 4, or Military Organization 4. In order to use the Survival and Etiquette skills, Skillwires are needed.

Type	Rating	Memory required	Availability	Cost	Street Index
Active/Know/Lingu a	4	500 Mp	8/6 days	60,000¥	2

#### POSER IMPERSONATION CHIP (P.73)

3-CB

This chip gives the following skills: Behavior (Specialization: Subject Person) 6 and Acting 4. This chip requires skillwires. For an extra 10,000¥, the chip also has the skill Habits (Specialization: Subject Person) 6.

3701

**Without Habits skill:**

Type	Rating	Memory required	Availability	Cost	Street Index
Active	see above	320 Mp	20/20 days	30,000¥	1

**With Habits skill:**

Type	Rating	Memory required	Availability	Cost	Street Index
Active	see above	440 Mp	24/20 days	40,000¥	1

**STORAGE, ENTERTAINMENT AND INFORMATION CHIPS**

These chips must be plugged into a Softlink or Chipjack.

**PHOTOMEMORY RAM CHIP (P.74)**

**LEGAL**

This chip gives the user a -2 modifier on the Target Number to remember specific things, as long as they have been recorded in the chip. See the Mnemonic Enhancer, p.25 of Shadowtech for more information.

Starting or stopping the recording device in the chip is a Free Action. No additional hardware is required, since the chipjack or softlink can handle the I/O-functions required. This datasoft can only be accessed through a Datajack if the user has an I/O Processor or Encephalon installed.

Type	Rating	Memory required	Availability	Cost	Street Index
Data	"-2"	—	6/72hrs	16,000¥	1.25

**MEMORY COMPRESSION (P.74)**

**AS CHIP**

Data compression on the chips themselves, in much the same way as using a Data Management SPU. Data on such a chip takes up 25% less space than normal (100 Mp of data only takes up 75 Mp on a Data Compression chip, for instance), but System Load Delay (page 44, Shadowtech) is increased by +1. These chips cannot be combined with any other form of data compression.

Type	Rating	Memory required	Availability	Cost	Street Index
any	—	-25%	+2/x2	+3,000¥	+5

**PROGRAMMABLE CHIPWARE (P.74)**

Not available.

**MIND GAMES® (P.74)**

**LEGAL**

No changes.

Type	Rating	Memory required	Availability	Cost	Street Index
Know	—	depends on game	always	500¥ to 1,000¥	.6

**BUSINESS TRIP CHIP (P.74)**

**LEGAL**

This chip gives the following skills: Language of selected country 4, Etiquette (Concentration: Selected Country) 4, and a choice of Wardrobe/Style 4 or Business Law 4, as applicable to the inhabitants of the country. This chip requires Skillwires in order to use the all skills except the Language.

Type	Rating	Memory required	Availability	Cost	Street Index
Active/Lingua	4	424 Mp	4/24hrs	42,500¥	1

**TOURISM CHIP (P.74)**

**LEGAL**

This chip gives the following skills: Language of selected country 4, Etiquette (Concentration: Selected Country) 4 and General Knowledge (Concentration: Selected Country) 4. Skillwires are needed to use the Etiquette and General Knowledge skills.

Type	Rating	Memory required	Availability	Cost	Street Index
Active/Lingua	4	344 Mp	4/24hrs	42,500¥	1

## SPACE CHIP (P.74)

Not available.

## MISTER LOVER CHIP (P.74)

**LEGAL**

Increases Charisma and Social Skills by its rating, but only when attempting to seduce another person.

Type	Rating	Memory required	Availability	Cost	Street Index
Active	1-3	rating x 5 Mp	5/48hrs	rating x 100¥	.9

## BIOFEEDBACK CHIPS

These chips can be plugged into a Chipjack or Softlink.

## ⊗ STRESS CHIP (P.75)

**LEGAL**

The character is not bothered by stress, and it also gives +1 Willpower, but not for any magic-related tests or abilities.

Type	Rating	Memory required	Availability	Cost	Street Index
special	—	20 Mp	4/36hrs	3,500¥	1

## ADRENALIN/ENDORPHIN SURGE (P.75)

**4-CA**

Wound penalties are reduced by the rating of the chip; this means that the total modifiers to Target Numbers and Initiative due to wounds are reduced by the rating. Example: a character with a Moderate wound and Serious Stun damage normally has a +5 on his Target Numbers and -5 Initiative. With a rating 3 chip, this would become +2 on Target Numbers and -2 on Initiative. The chip can not make negative modifiers positive, or positive modifiers negative: the above wounds, with a rating 6 chip, would become +0 and -0, not -1 and +1, respectively.

Once every 8 hours, the user can stimulate adrenaline production, giving him the bonuses of a Level 1 Adrenal Pump (p.19, Shadowtech). The character must roll a Resistance Test against fatigue, in exactly the same way as with a level 1 Adrenal Pump. The user must roll a Willpower(4) test (plus injury modifiers) to activate the adrenalin production.

If the character has a working Adrenal Pump already, this extra adrenalin surge has no effects, but the character must still resist the fatigue of the extra adrenalin. This also goes the other way around.

Type	Rating	Memory required	Availability	Cost	Street Index
special	1-6	rating x 150 Mp	(rating+5)/72hr s	rating x 12,500¥	2

## INCREASED NEURAL FEEDBACK OPTION (P.75)

**AS NORMAL CHIP**

This is basically a one-time skill chip. It can be of any type, but the chip burns out within 4D6 hours of use. It has the bonus of reducing Softlink System Load Delay (p.46, Shadowtech) by half (round up).

Type	Rating	Memory required	Availability	Cost	Street Index
any	1-10	as normal	as normal	half normal	1.1

## ⊗ AMBIDEXTERITY CHIP (P.75)

**LEGAL**

A chip that holds the Special Skill of Ambidexterity at its rating; see page 81, Fields of Fire.

Type	Rating	Memory required	Availability	Cost	Street Index
Active	1	Rating 1: 10 Mp	6/4 days for all	Mp x 100¥ for all	1.25 for all
	2	Rating 2: 20Mp			
	3	Rating 3: 30Mp			
	4	Rating 4: 200 Mp			
	5	Rating 5: 250 Mp			

## DEATHTRANCE (P.75)

**LEGAL**

Life functions can be detected on a Biotech(6) test.

Type	Rating	Memory	Availability	Cost	Street Index
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Active 1 required 50 20/10 days 5,000¥ .9

**REDUNDANCY LOOP (P.75)****AS NORMAL CHIP**

At a crucial moment, both the player and the GM make a skill test against the same Target Number. The roll which yields the least successes is used.

Type	Rating	Memory required	Availability	Cost	Street Index
any	1-10	as normal	as normal	75% of normal	.9

**"FISH N' CHIPS" (P.75)****LEGAL**

No changes.

Type	Rating	Memory required	Availability	Cost	Street Index
special	—	20 Mp	4/4 days	1,000¥	1

### VISUAL RECOGNITION CHIPS

In order to use one of these chips, the character makes an Intelligence test, adding the chip's rating to the character's Intelligence. The Target Number is determined according to the following table (this is only a guideline. GMs may alter Target Numbers as appropriate).

Task difficulty	Target Number
Easy	2 or 3
Average	4 or 5
Difficult	6 to 8
Very Difficult	9 or higher

To make full use of these chips, TimeSquare Plus cyberware (p. 38, Chromebook) is needed. If this is not present, the chip functions at one-half its normal rating (round down), and add +4 to the Target Number.

**TECHIE CHIP (P.76)****LEGAL**

No changes.

Type	Rating	Memory required	Availability	Cost	Street Index
Know	1-4	rating x 50 Mp	6/4 days	memory x 150¥	1.5

**CORPORATE OFFICER CHIP (P.76)****LEGAL**

No changes.

Type	Rating	Memory required	Availability	Cost	Street Index
Know	1-4	rating x 40 Mp	10/4 days	memory x 150¥	1.5

**POLICE (P.76)****4-CB**

No changes.

Type	Rating	Memory required	Availability	Cost	Street Index
Know	1-4	rating x 65 Mp	10/4 days	memory x 250¥	2.5

**MILITARY (P.76)****4-CC**

No changes.

Type	Rating	Memory required	Availability	Cost	Street Index
Know	1-4	rating x 100 Mp	12/6 days	memory x 150¥	2.5

**ROCKER (P.76)****LEGAL**

No changes.

Type	Rating	Memory required	Availability	Cost	Street Index
Know	1-4	rating x 50 Mp	5/4 days	memory x 150¥	1.5

**SECRETARIAL (P.76)****LEGAL**

No changes.

Type	Rating	Memory required	Availability	Cost	Street Index
Know	1-4	rating x 50 Mp	8/4 days	memory x 150¥	1.5

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## Housing

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**ARASKA SLEEP FACILITY (P.78/79)**

These are Coffin Hotels (see Cheap Hotel, p.25 of Sprawl Sites, and Seattle on 30¥ a night, p.49-53, Neo-Anarchists' Guide To Real Life).

Each cubicle's walls are Barrier Rating 8, while the doors are Barrier Rating 6. The normal lock is a simple sliding pin, while the heavy-duty lock is a rating 3 cardreader Maglock, requiring the credstick of the person renting the cubicle, instead of a normal keycard. The prices are as follows:

Cubicle rent:	40¥ per night.
Electrical outlet:	10¥ per hour of use
In-cubicle trideo:	50¥ deposit and 5¥ fee
In-cubicle radio:	25¥ deposit and 2.5¥ fee
Private telephone (voice-only):	10¥ fee + .75¥ per minute
Heavy-duty lock:	100¥ deposit and 10¥ fee
Privacy option:	1,000¥ deposit and 100¥ fee

Getting at the trideo or radio requires an Electronics skill test, with a Target Number of 8 (= the Barrier Rating of the cubicle). The casing has a rating 1 Anti-tamper system. See Keypads, p.86 of Neo-Anarchists' Guide to Real Life.

To find equipment such as a gun or similar piece of hardware, make an Etiquette (Street) skill test with a Target Number of 5, If successful, make the usual Availability test. If not successful, no guns are available to the character. To find a chump to do a crime has a Target Number between 3 and 8, depending on the severity of the crime. Finding a Street Doc has a Target Number of 10.



### SECURITY SERVICES, INC. PROFESSIONAL APARTMENTS (P.80-82)

Rent:	2,500¥ per apartment per month
Extra furniture:	20¥ to 50¥ fee per piece of furniture
Upgraded food service:	100¥ per week or 20¥ per meal
Extra pressure and/or IR-sensors:	2,000¥
Use of the heavy safe:	100¥ per 10 pages of documents

The phone lines are tapped by a rating 4 Dataline Tap (p.258, SR11). The security consists of the following: the ultrasonic sensor is a rating 6 Vibration Detector (p.87, Neo-Anarchists' Guide to Real Life); the IR-beams are IR lasers (p.17, Neo-Anarchists' Guide to Real Life; also see that page for the Pressure Detectors built into the doors and windows).

The safe in the apartment is Barrier Rating 12, while the safe in the guard's room is Barrier Rating 18.

### HARRIS & COMPANY MASTERPIECE (P.83-85)

Buying an apartment:	at least 800,000¥
Retinal and Print scanners:	see p.258, SR11 and p.86/87, Neo-Anarchists' Guide to Real Life.

The apartment's walls are Barrier Rating 24, the windows are Barrier Rating 14, while the armored shutters are also of Barrier Rating 24. Inside the building are vibration detectors and IR lasers.

The electrical defense system rolls 6 dice against a Target Number based on the Taser range table (p.88, SR11), plus any normal modifiers for ranged combat. It delivers damage within the following limits: 1L to 10S. Within these limits, any Power Level between 1 and 10, and any Damage Code between L and S can be chosen. The exact damage is set by the owner, and can be changed at any time. Damage is always Stun, and uses the Shock Weapon rules (p.103, SR11).

The computer system (with its own LTG#) usually consists of a CPU with a number of SPUs attached to it, and various Datastores, Slave Nodes and I/O-Ports also included. There usually is a SAN, although some systems are not connected to the Matrix. Whatever the computer, the following IC will almost always be installed: Access, Barrier, Scramble, Killer, Trace and Report, and/or Blaster. Some owners also install Black IC.

### SILVERHAND STUDIOS (P.86-88)

Rent is 600¥ per month.

Each year an artist spends in such a community gives the character a one-point reduction in the Karma cost to increase any one artistic skill.

### ❖ NEW AMERICAN MOTOR'S DRIFTER (P.88/89)

The modular repair system gives the user a -1 Target Number for Technical Skills when repairing the Drifter.

	Handling	Speed	B/A	Sig	Apilot	Cost
Drifter	4/8	35/105	3/1	2	2	90,000¥
Seating:	Twin bucketseats + bench		Access: 2 + 1 standard			
Economy:	5 km per liter		Fuel: Multif/230 liters			
	1 PF per km		320 PF			
Cargo/Storage: 10 CF in assorted lockers						

## Software

### WOLF (P.91)

GRAY IC

This is usually disguised as white IC, until it attacks. To identify it as Wolf, the decker must successfully execute an Analyze utility against the IC. If the utility succeeds, the IC is detected as actually being Wolf, and Wolf gets no bonuses. If the utility fails, Wolf gets an extra 1D6 for Initiative and -1 to all its Target Numbers during the first turn it attacks. In all next turns, it has normal Initiative and Target Numbers. It fights like Killer, but has Moderate staging (p.20, Virtual Realities).

Wolf is mobile.

Associated Imagery: Protection

Typical Appearance: Always shaped like a wolf, although its actual appearance may vary.

Target: Bod

Load Rating: Rating + 1

**GUARD-DOG (P.91)****WHITE IC**

This white IC is most often encountered in I/O ports and SANs. If it detects someone using that node, it reports that to the system. It is then up to the system operator to decide whether or not the system is being threatened. To see if Guard-Dog detects a decker, it must roll an opposed test, between its rating and the decker's Masking rating. If the test yields at least one success, the decker has been detected, and his presence is reported to the system operator. The IC then stops interrogating the decker. If the initial test fails, the IC may attempt again on its next action, but with a +2 to its Target Number for each new attempt.

Guard-Dog is normally not visible, except as a flicker at the horizon or edge of the node. If detected (by Analyze or similar software), it appears near the decker.

Guard-Dog is not mobile.

Associated Imagery: Guardianship

Typical Appearance: Guard-Dog always appears as some or another dog, or sometimes as a pack of dogs.

Target: Masking

Load Rating:  $\frac{1}{3}$  Rating (round down)

**BULLDOG AND SMARTEYE (P.91)**

Not available.

**TERMITE (P.91)****COMBAT UTILITY**

Termite is used to break through Barrier IC. Its maximum rating is a rather limited 3, but it is cheap. It is only effective against Barrier, and can not be used to attack other IC. It attacks the Barrier in the same way as Killer. See page 262, SR11, for Availability, Cost, and Street Index figures.

Size: (Rating x Rating)

**PSYCHODROME (P.91/92)****BLACK IC**

This program behaves exactly like Black IC, but always does Stun damage. If the decker manages to jack out, the IC rolls a test using its rating against a Target Number equal to the decker's Willpower. This test is unresisted. The decker is unconscious for a number of hours equal to the number of successes generated.

If the decker has jacked out, he must make a Willpower test with a Target Number equal to the rating of the Psychodrome IC that knocked him out, once per day. If he fails, he can not jack in to the Matrix that day. If he achieves at least three successes, he need not roll again until he is knocked out of the Matrix again by another Psychodrome.

**☼ VAMPYRE II AND BUNNIES (P.92)**

Not available.

**FATAL ATTRACTOR (P.92)****GRAY IC**

This program appears as the persona of another decker, and is very friendly to its target. It accompanies its target for 1D6+1 turns, but then attacks like Blaster, with Serious staging (p.20, Virtual Realities).

Fatal Attractor is mobile.

Associated Imagery: Beauty, masks

Typical Appearance: Fatal Attractor always appears as an extremely beautiful female decker. The form may be different, but the face is always the same. To identify this program as a Fatal Attractor and not as a decker requires a successful execution of an Analyze program.

Target: Evasion

Load Rating: 2 x Rating

# CHROME

The Cyberpunk Style Guide Vol. 2

## Cyberware

### DYNALAR TECHNOLOGIES "DIGITS" CYBERFINGERS (P.4)

PER FINGER

"I've got the whole set complete!"

— Steve, after purchasing the Lighter

These can be installed in an organic hand. If installed in a cyberhand or cyberarm, Essence cost is 0.

Can only be installed in a cyberhand or cyberarm. Cost of modifying a cyberfinger is 20¥.

#### a) Quick Change Mount

5P-CC

#### b) Vidcam

Legal

Functions as a Cyberoptic (p.89, Shadowbeat), but reduce the Impact of all Pix Tests (p.40/41, Shadowbeat) by -4 due to the unstable mounting in the finger. The finger can be fitted with one of the following: Thermographic 200¥, Magnification (10x) 225¥, Low-light 100¥. Images are stored in headware memory, or in external memory through a Datajack.

#### c) Self-propelled Grenade

2-CC

Use the following ranges: Short 0-1, Medium 2-3, Long 4-5, Extreme 6-7. The explosion (on impact) does 6M damage, Power Level Reduction -3 per meter. The grenades cost 25¥ each, Availability 6/72hrs, Street Index 2.5.

#### d) Air Hypo

Legal

This can be used to inject poisons. Hitting an unwilling target requires an Unarmed Combat skill test. Replacement air containers are 3¥ each, Availability 3/12hrs, Street Index 1.

#### e) Tracking Device

4-A

The tracking devices are rating 2 (see p.258, SR11), price 100¥, Availability 4/5 days, Street Index 2.25, and can be tracked on any Signal Locator. The finger uses the following ranges to shoot the tracking devices: Short NA, Medium 0-1, Long 2, Extreme 3.

#### f) Lighter

Legal

Has a Firesetting Rating of 2 (see Tech Specs, page 72). Extra fuel is 1¥ per refill.

	Essence Cost	Availability	Cost	Street Index
Quick Change Mount	—	2/12hrs	150¥	1
Vidcam	.15	5/10 days	8,000¥	1.5
Self-Propelled Grenade	.15	12/8 days	2,000¥	3.5
Air Hypo	.15	3/24hrs	600¥	1.25
Tracking Device	.15	9/7 days	1,500¥	2.5
Lighter	.15	2/12hrs	250¥	.9

### ⊛ KIROSHI OPTISHIELD OPTIONS (P.5)

LEGAL

These options can only be built into the Kiroshi OptiShield (p.31, Chromebook). They cannot be fitted into a cybereye. The Essence Cost is subtracted from the .3 points of Essence that the OptiShields can accommodate. Once .3 points are filled, no more options can be installed.

	Essence Cost	Availability	Cost	Street Index
TimesSquare	.05	5/36hrs	3,000¥	1
TimesSquare Plus	.15	8/72hrs	15,000¥	1.5
Magnification (1)	.1	6/48hrs	2,500¥	1
Magnification (2)	.1	6/48hrs	4,000¥	1
Magnification (3)	.1	8/48hrs	6,000¥	1
Low-light	.1	6/36hrs	3,000¥	1.25
Infrared*	.1	6/36hrs	3,000¥	1.25
Time/Day Display	.05	4/24hrs	1,000¥	.9

\* functions as Thermographic (p.260,SR11)

## WINCH (P.5)

LEGAL

The winch can lift a number of kilograms up to 50 times the character's Strength. If the character lifts more than 25 times his Body, in kilograms, he takes 6M damage (resisted using natural Body) and loses 1 point off his natural Body rating for 1D6 days.

Essence Cost	Avallabilit y	Cost	Street Index
—	4/60hrs	5,000¥	1.1

## CYTECH CUSTOM CYBERHANDS (P.5)

LEGAL

Double-jointedness gives a -1 modifier to the Target Number when trying to escape from bindings.

Essence Cost	Avallabilit y	Cost	Street Index
—	5/4 days	9,000¥	1

## ANCHORING CYBERFEET (P.5)

LEGAL

The spikes can penetrate Barrier Rating 4 or less. Replacement spikes cost 1200¥.

Essence Cost	Avallabilit y	Cost	Street Index
—	3/4 days	4,000¥	2

## QUICKDRAW ARMHOLSTER (P.6)

AS WEAPON

Quickdrawing a weapon from this holster is a Free Action. Only pistols and knives can be held in the holster.

Essence Cost	Avallabilit y	Cost	Street Index
—	6/72hrs	400¥	1.3

## KILL DISPLAY (P.6)

LEGAL

No changes.

Essence Cost	Avallabilit y	Cost	Street Index
.3	5/60hrs	1,000¥	.9

## CYPHIRE TRI-DART LAUNCHER (P.6)

3P-CC

Fires three darts of the same type as the Dartgun Cyberfinger (p.32, Chromebook), out to the same ranges.

Essence Cost	Avallabilit y	Cost	Street Index
.5	10/60hrs	3,000¥	3

## WETDRIVE ACCESS LINK (P.6)

Not available.

## COLOR GLAND CONTROL (P.6)

LEGAL

Will not fool retina scanners, and cannot be used with cybereyes.

Essence Cost	Avallabilit y	Cost	Street Index
.02	4/36hrs	2,500¥	1

## ⊛ GRADIATED SUBDERMAL ARMOR (TORSO) (P.7)

VARIES

This functions the same as Dermal Plating (p.261, SR11), but also providing Ballistic and Impact armor (this armor is cumulative with any worn armor). Levels 8 and 9 reduce the user's Reaction by 1. To avoid this loss, subdermal armor made from high-tech orbital materials can be used; this costs 8 times as much as the normal variant.

Level	Concealability	Essence	Body	Ballistic	Impact	Avallabilit y	Cost	Street Index	Legality
1	12	.1	+0	0	1	3/10 days	3,500¥	.9	9P-CA
2	11	.3	+0	1	1	3/10 days	5,000¥	1	8P-CA
3	10	.5	+1	1	1	4/12 days	6,500¥	1	6P-CA
4	9	.8	+1	1	2	4/12 days	8,000¥	1.1	6P-CA

5	8	1	+2	1	2	4/12 days	10,000¥	1.1	5P-CA
6	6	1.2	+2	2	2	5/12 days	11,000¥	1.2	4P-CA
7	5	1.4	+2	2	3	5/12 days	12,000¥	1.3	3P-CA
8	4	1.6	+3	2	3	6/12 days	14,500¥	1.4	3-CA
9	3	1.9	+3	3	3	8/12 days	17,500¥	1.5	2-CA

**SUBDERMAL ARMOR (SKULL) (P.7)**

Not available.

**SUBDERMAL VIEWSCREEN (P.8)**

LEGAL

This system works as a Data Unit (p.259, SR11), but does not have its own memory. Instead, it can display the contents of the user's Headware Memory or that of chips plugged into the user's Datajack, Chipjack, or Softlink.

Essence Cost	Availability	Cost	Street Index
.25	3/24hrs	500¥	1

**ZETATECH BODYCOMP (P.8)**

LEGAL

Hardened systems are not available. Installing this unit into a cyberlimb uses the limb's storage space, but reduces Essence cost to .05 (there's still some cabling needed to connect it to the rest of the user's systems). The multi-processor option is not available, but for 1,250¥ extra the BodyComp can be linked to the user's headware memory.

Essence Cost	Availability	Cost	Street Index
.8	3/24hrs	9,000¥	2

**NANOOPTICAL UPGRADE (P.8)**

LEGAL

Gives the user cybernetic low-light vision.

Body Cost	Availability	Cost	Street Index
.2	6/48hrs	7,500¥	1.25

**RETRACTABLE VAMPIRES (P.9)**

LEGAL

Biting an opponent requires an unarmed melee attack, as described in the Melee Combat v2.01 rules on page 74 of Tech Specs.

	Damage	Essence Cost	Availability	Cost	Street Index
Retractable Vampires	(str-1)L	.2	5/48hrs	500¥	1
Sharkgrin	(str/2)L	.1	5/48hrs	500¥	1
Extended Canines	(str)L	.1	5/48hrs	1,000¥	1
Sharkgrin Special	(str+1)L	.2	5/48hrs	1,400¥	1

**TOTAL BODY PLATING (P.9)**

4P-CA

Adds 3 to the user's Body Attribute Rating, and also provides the entire body with armor Ballistic 3/Impact 3, though this armor is not cumulative with worn armor (except when Layering Armor, as per page 94 of the Neo-Anarchists' Guide to Real Life). The user gets -1 Quickness and a +2 modifier to the Target Numbers of all Stealth skill tests. The built-in nanotechnological machines heal 1 box of damage per day on a successful Body(6) test. Yearly maintenance is 6,800¥.

"Holy drek, Maxine, now you don't just smell like a juggernaut, you also look like one!"  
— last words of an anonymous street mage

Essence Cost	Availability	Cost	Street Index
3	6/14 days	68,000¥	1.1

**CYPHIRE REMOTE EYE (P.9)**

LEGAL

This eye is removable, and comes with built-in camera and transmission equipment. The user must have a headware Radio or Radio Receiver to store the images transmitted by the camera. See Cyberoptics, p.89, Shadowbeat for details. Detaching the eye costs a Simple Action, and the user must have at least one hand free. Essence Cost below is for *one* eye, and the eye can hold up to .2 Essence Points in additional cyberware.

"...and then, we will slowly remove your eye..."  
"Go ahead. Matter of fact, I'll save you the trouble."  
— horror trid show, 2053

## CHROMEBOOK 2

Essence Cost	Avallabilit y	Cost	Street Index
.15	6/48hrs	15,000¥	2

### ⊕ UPGRADED SKINWEAVE (P.9)

5P-BA

Not compatible with Orthoskin (p.17, Shadowtech) or other cyber-implant armors.

Level	Concealabilit y	Body Cost	Ballistic	Impact	Avallability	Cost	Street Index
1	12	.5	1	0	8/8 days	25,000¥	.8
2	10	1	1	1	8/8 days	60,000¥	.8
3	8	1.5	2	1	8/8 days	100,000¥	.9
4	6	2	2	2	9/8 days	150,000¥	1
5	6	2.5	3	2	10/10 days	225,000¥	1.2
6	4	3	3	3	12/14 days	300,000¥	1.5

## Equipment

### BIOTECHNICA NUTRISUPPLEMENT (P.11)

LEGAL

After the first week, every additional two weeks of use cause the loss of 1 point off the user's natural Body, which come back at a rate of 1 point per week when the user is back on normal food. If Body drops below 0, the user dies shortly afterward, unless hospital treatment is given.

Weight	Avallability	Cost	Street Index
.5	always	10¥	.8

### BIOTECHNICA NYMPH PERFUME (P.11)

LEGAL

Gives a -1 Target Number modifier when trying to seduce or persuade members of the opposite sex.

Weight	Avallability	Cost	Street Index
—	always	200¥	.9

### GEOTECH ENVIROSCANNER (P.11)

LEGAL

Works as a hand-held Chemical Analyzer (p.60, Shadowtech). It has the chemical reference program built into its on-board memory.

Conceal	Rating	Weight	Avallability	Cost	Street Index
6	4	1	4/24hrs	1,400¥	1.2

### NIKON AMERICA CAMPOD (P.11)

LEGAL

A Portacam with a portacam base (p.89/91, Shadowbeat).

Conceal	Rating	Weight	Avallability	Cost	Street Index
—	—	2	4/72hrs	2,000¥	1

### SECSYSTEMS PROTECTION FIELD (P.12)

LEGAL

Persons coming within 2 meters must roll a Willpower(4) test to come closer. Anyone within .5 meters takes 6L Stun damage each turn.

Conceal	Rating	Weight	Avallability	Cost	Street Index
8	6L Stun	1.5	6/36hrs	750¥	1.5

### MEAD ELECTRONIC NOTEBOOK (P.12)

LEGAL

A Pocket Computer (p.259, SR11) with 30 Mp memory.

Conceal	Memory	Weight	Avallabilit y	Cost	Street Index
4	30 Mp	1	always	3,000¥	1

### DATATEL 2350A VIDPHONE (P.12)

A telephone, of almost any desired type. See p.259, SR11, for details on prices and Availabilities.

**MICROTECH VIRTUAL REALITY BBS (P.12)**

The Creator program gives a -1 modifier to the Target Number to program a reality filter (p.52, Virtual Realities). The actual BBS is not available.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	-1	—	6/7 days	10,000¥	1

**FROSTECH PROBABLE CRYOGENIC CASE (P.13)**

LEGAL

Has Ballistic and Impact armor ratings (2/2).

Conceal	Rating	Weight	Availability	Cost	Street Index
2	2/2	2	6/12hrs	250¥	1.2

**PORTABLE ELECTROPACK (P.13)**

LEGAL

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
3	—	2	always	100¥	1

**KIROSHI OPTICS REMOTE CYBERCAM 20 (P.13)**

LEGAL

Note that this is a normal camera, and not what Shadowbeat calls a cybercam.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	1	2/48hrs	1,350¥	1

**SECSYSTEMS DETENTION COLLAR (P.13)**

5P-E2

The collar can deliver a 6S Stun electrical shock against which armor does not defend. The drug causes 6D Stun damage.

Conceal	Rating	Weight	Availability	Cost	Street Index
4	—	.5	8/10 days	260¥	3

**DDI PRAYERWARE (P.13)**

LEGAL

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
7	—	—	on payment	120¥	—

**SECSYSTEMS MAGLOCK (P.13)**

LEGAL

A rating 3 maglock. Add 80¥ for the camera.

Conceal	Rating	Weight	Availability	Cost	Street Index
3	3	1	4/72hrs	300¥	1

**COMPUTERS & PERIPHERALS**

⊕ **ZETATECH "E-BOOK" MICROCOMP (P.14)**

LEGAL

Basically, this is a wrist computer with 12 Mp memory with no frills. It has a chipslot for standard chips, and it can accept other attachments. The cyber model adds a -1 Target Number to any Technical skill test that can be computer-assisted.

	Conceal	Memory	Weight	Availability	Cost	Street Index
E-Book	4	12 Mp	—	always	4,800¥	1.5
Cyber model	4	12 Mp	—	3/36hrs	6,720¥	2

⊕ **EBM "PCX" MINICOMP (P.14)**

LEGAL

A pocket computer with 25 Mp memory. The CPU does not have an Intelligence stat. The Cyber-PCX adds a -1 Target Number to any Technical skill roll that can be computer-assisted.

Conceal	Memory	Weight	Availability	Cost	Street Index
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## CHROMEBOOK 2

PCX	3	25 Mp	1	always	2,500¥	1
Cyber-PCX	3	25 Mp	1	3/24hrs	3,500¥	1.5

### ⊗ MICROTECH IIKL-4 WORKSTATION (P.15)

LEGAL

A table-top computer with 40 Mp memory. The cybernetic version offers no special benefits.

	Conceal	Memory	Weight	Availability	Cost	Street Index
IIKL-4	—	40 Mp	10	always	800¥	.75
Cyber model	—	40 Mp	10	3/36hrs	1,120¥	1

### TELECTRONICS "BLACK BOOK" MICROCOMP (P.15)

LEGAL

A wrist computer with 12 Mp memory, but also with a built-in hand-held phone with booster pack (which can be used by the computer to access other computer systems). It is normally controlled through a datajack, though it can be used without due to the small keyboard.

Conceal	Rating	Weight	Availability	Cost	Street Index
4	—	—	always	5,750¥	1.6

### ⊗ LANGUAGE PROCESSORS (P.15)

LEGAL

These processors are considered to have a skill rating of 4 in the chosen language. They do not allow the computer to speak (they do have voice-recognition ability), but text entered into the machine can be translated at a rate of (rating) words per second. Installing one takes a base time of 5 hours, and a Computer (B/R) skill test with Target Number 5.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	4	—	always	+40%	1

### WORLDSAT COMMUNICATIONS FLOPSCREEN™ (P.16)

LEGAL

No changes.

Per square meter:

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	1	always	4,500¥	1.1

Send your message to heaven now!!

— WorldSat ad campaign

### DIRECT DATAWARE EXPERT SERIES COMPUTER SKILL PROGRAMS (P.15)

Not available.

### DATATEL "TREASURER" DATAWATCH (P.16)

LEGAL

Has 1 Mp of memory.

Conceal	Memory	Weight	Availability	Cost	Street Index
12	1 Mp	—	always	55¥	1.5

### TRITECH DATASHIELDING (P.17)

LEGAL

Installing this requires an Electronics (B/R) skill test with Target Number 4, and a base time of 5 hours.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	+1	5/48hrs	+20%	1.2

### KIROSHI OPTICS HEADS-UP DISPLAY (P.17)

LEGAL

Spotting the wire of the mirrorshades requires a Perception(10) test. Note that none of the HUDs has internal memory.

	Conceal	Rating	Weight	Availability	Cost	Street Index
Goggles	—	—	1	8/7 days	150¥	3.5
Monocle	—	—	—	8/7 days	200¥	3.5
Mirrorshades	—	—	—	8/7 days	300¥	3.5



**DATATEL MODEM UNITS (P.17)**

Not available.

**ZETATECH COMPUMODS™ (P.18)**

**PER ITEM**

- a) **Voice Stress Analyzer Package** Legal  
Requires (rating x 3)Mp memory, and gives the user one extra die per rating point to roll on Interrogation skill tests.
- b) **Lie Detector Package** Legal  
As Voice Stress Analyzer (effects are cumulative).
- c) **Bug Detector Package** Legal  
Requires (rating x 2)Mp memory, and functions as a rating bug scanner of its rating (p.258, SR11).
- d) **Bug Jammer Package** 4P-E1  
Requires (rating)Mp memory, and functions as a jammer of its rating (p.258, SR11).
- e) **Radar Detector Package** Legal  
Requires (rating x 2)Mp memory, and rolls a number of dice equal to its rating, against a Target Number 5, to detect radar signals.
- f) **Signal Tracker Package** Legal  
Requires (rating x 2)Mp memory, and functions as a signal locator of its rating (p.258, SR11).
- g) **Medscanner Package** Legal  
Requires (rating x 5)Mp memory, and gives the user a number of extra dice equal to its rating, to roll on Biotech(First Aid) skill tests.
- h) **Techscanner Package** Legal  
As Medscanner Package, but for all B/R-skills (each skill requires a separate program).
- i) **Drug Analyzer** Legal  
Requires (rating x 4)Mp memory, and can analyze unknown substances or determine the purity of known substances on a successful test, rolling a number of dice equal to its rating, against a Target Number set by the GM.
- j) **Credit Transactor Package** Legal  
Requires 1 Mp memory.

	Rating	Availability	Cost	Street Index
Voice Stress Analyzer	1-3	(rating x2)/48hrs	rating x 300¥	2
Lie Detector	1-3	(rating x3)/48hrs	rating x 600¥	2
Bug Detector	1-10	rating/48hrs	rating x 600¥	1.5
Bug Jammer	1-10	rating/72hrs	rating x 600¥	1.5
Radar Detector	1-10	rating/72hrs	rating x 450¥	1.5
Signal Tracker	1-10	rating/48hrs	rating x 900¥	1.5
Medscanner	1-4	rating/24hrs	rating x 750¥	1.5
Techscanner	1-4	rating/24hrs	rating x 750¥	1.5
Drug Analyzer	1-4	rating/48hrs	rating x 225¥	2
Credit Transactor	—	2/24hrs	750¥	1

**HYBRID™ WEARABLE COMPUTER (P.19)**

**LEGAL**

The computer built into this suit has 25 Mp memory. The MedicWear model functions as a Medkit (p.263, SR11) in addition to the normal functions.

	Conceal	Rating	Ballisti	Impact	Weight	Availability	Cost	Street Index
Hybrid™	6	—	0	0	2	10/8 days	3,000¥	2
MedicWare	6	Biotech: 3	0	0	2	10/8 days	3,500¥	2

**MEDICGEAR COMBAT MEDICAL ARMOR (P.19)**

**6P-K**

This armor has a Medkit (p.263, SR11) built-in, as well as a rating 2 Drug Analyzer and rating 2 Techscanner (see page xx of this book for both; skill for Techscanner must be selected on purchase). The suit also has a drug injector with 5 doses of 10 different injected drugs, a respirator with pressure regulator (p.258, SR11), and the gloves can be electrified. If this is used as a taser, a melee attack is needed, with a +1 modifier to the Target Number, doing 6S Stun + Shock Weapon rules (p.103, SR11). There is enough charge for 3 attempts/attacks.

Conceal	Rating	Ballistic	Impact	Weight	Availability	Cost	Street Index
5	see above	3	1	4	10/14 days	3,400¥	2

**⊗ TELETRONICS TATTLETALE® VOICE STRESS ANALYZER (P.20)**

**LEGAL**

Gives the user a -1 Target Number modifier for Interrogation skill.

Conceal	Rating	Weight	Availability	Cost	Street Index
8	-1	.5	3/48hrs	400¥*	1.8

\* The interfaced version costs 500¥

**CCI BRL-3014 WINDOW TREMBLER (P.20)**

**LEGAL**

Subtract this device's rating from that of a laser microphone (p.258, SR11) aimed at the surface to which the Window Trembler is attached. If the microphone's rating is reduced below 1 by this means, it is unable to "hear" what is going on.

Conceal	Rating	Weight	Availability	Cost	Street Index
9	1-10	—	(rating+1)/4 days	rating x 120¥	2.5

**BUG DETECTOR (P.20)**

**LEGAL**

A rating 2 bug scanner (p.258, SR11).

Conceal	Rating	Weight	Availability	Cost	Street Index
3	2	1	2/48hrs	1,000¥	1.5

**BUG JAMMER (P.20)**

**4P-E1**

A rating 2 jammer (p.258, SR11).

Conceal	Rating	Weight	Availability	Cost	Street Index
2	2	5	2/72hrs	2,000¥	1.5

**⊗ ARASAKA "KOMAKU" LASER MIKES (P.20)**

**4P-E1**

A rating 4 laser microphone (p.258, SR11). No version for cybercams exists.

Conceal	Rating	Weight	Availability	Cost	Street Index
5	4	1	4/48hrs	6,000¥*	1.5

\* 7,500¥ for fixed version

**OMEGA PHONE TAP BY TRITECH (P.21)**

**3P-E2**

A rating 6 dataline tap (p.258, SR11), which can monitor up to 10 lines at the same time.

Conceal	Rating	Weight	Availability	Cost	Street Index
5	6	.5	10/10 days	35,000¥	2

**ARASAKA OMNITEC RADAR DETECTOR (P.21)**

**LEGAL**

Roll a number of dice equal to the rating of the detector, against a Target Number 5 to detect radar signals. If three or more successes are rolled, it indicates the direction from which the signals come as well.

Conceal	Rating	Weight	Availability	Cost	Street Index
7	4	1	4/72hrs	2,000¥	1.5

**TELETRONICS "SCOUT" SIGNAL TRACKER (P.21)**

**LEGAL**

A rating 3 signal locator (p.258, SR11).

Conceal	Rating	Weight	Availability	Cost	Street Index
3	3	2	3/48hrs	3,000¥	1.5

**ARASAKA JETSETTER EXECUTIVE BRIEFCASE (P.21)**

**LEGAL**

The briefcase has armor Ballistic 3 and Impact 3, which may be added to the wearer's normal armor (from his clothing), if the GM agrees that the briefcase is in a position to absorb attacks. A rating 5 keypad maglock (p.86, Neo-Anarchists' Guide to Real Life) is fitted to the briefcase. For 200¥ extra, a silent alarm and Nachtjager gastrap can be installed (see below for Nachtjager gas).

Weight	Availability	Cost	Street Index
4.5	4/36hrs	2,000¥	1.2

**NACHTJAGER GAS (P.21)**

**6P-M1**

Normally delivered by air, anyone breathing in this gas takes 8D Stun damage immediately.

Rating	Speed	Vector	Availability	Cost/dose	Street Index
8D Stun	Immediate	Air	4/12hrs	100¥	2

**WORLD SAT COMMUNICATIONS LINEAR BEAM COMMLINK (P.22)**

**LEGAL**

Allows untappable, eavesdrop-proof communication for up to 1,500 meters, as long as both parties are within sight of each other and are not blocked by any object with a Barrier Rating 4 or higher. Installation has a base time of half an hour and requires an Electronics (B/R) test, with Target Number 6.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	—	6/72hrs	2,000¥	2.5

**ARASAKA ECM COMM-SCRAMBLER (P.22)**

**LEGAL**

Functions as a level 6 Crypto Circuit HD (p.77, Street Samurai Catalog).

Conceal	Rating	Weight	Availability	Cost	Street Index
4	6	1	6/36hrs	30,000¥	1.2

**TRITECH "MUMBLER" WHITE NOISE GENERATOR (P.22)**

**LEGAL**

A rating 4 white noise generator (p.258, SR11).

Conceal	Rating	Weight	Availability	Cost	Street Index
3	4	1	4/72hrs	6,000¥	1.5

## TELETRONICS SCANMAN™ FULL INDENTITY SCANNER (P.22)

4-E2

Rolls a number of dice equal to its rating against a Target Number 4 (this Target Number increases to 6 if the subject has undergone body sculpting).

Conceal	Rating	Weight	Availability	Cost	Street Index
4	5	2.5	14/14 days	21,000¥	5

## ARASAKA "SCANWAY" SCANNER GATES (P.23)

LEGAL

- Weapons Detector model: a rating 5 automatic weapons detection system (p.92, Neo-Anarchists' Guide to Real Life).
- Cyberware Detector model: a rating 5 cyberware detector (see p.145, Harlequin, for more information on cyberware detection). This device does not detect weaponry.
- Chemicals and Explosives Detector model: a rating 5 chemical detection system (p.93, Neo-Anarchists' Guide to Real Life).

For combinations of the above, add up the costs of each separate detector. A large screen costs 500¥.

	Conceal	Rating	Weight	Availability	Cost	Street Index
Weapons	—	5	—	6/7 days	25,000¥	1
Cyberware	—	5	—	8/7 days	50,000¥	1
Chemicals	—	5	—	9/7 days	350,000¥	1

## CYBERDECKS & NET-STUFF

### RAVEN MICROCYB NET-VISION™ IG-ALGORITHM GLASSES (P.24)

Not available.

### ZETATECH DECKMATE (P.24)

Not available.

### ⊛ ZETATECH D2-3000 ARMDECK (P.25)

4-CD

A cyberdeck with the stats listed below. It comes with the Netrunner Flip Switch (p.9, Chromebook) and also functions as a wrist computer, though in that mode it uses the deck's Storage memory to stash its data.

Persona	Hardening	Memory	Storage	Load	I/O	Availability	Cost	Street Index
3	1	45	70	15	10	4/7 days	22,200¥	1

## MUSIC-TECH & INSTRUMENTATION

### DPI "BLACK BOX" BACKUP SYNTHAMP (P.25)

LEGAL

Datachips are 100¥ each.

Conceal	Rating	Weight	Availability	Cost	Street Index
4	—	3	6/48hrs	8,000¥	1.3

### DPI BODY RHYTHM™ DANCE BRACELETS (P.26)

LEGAL

To use the Bracelets, the character needs a Synthlink.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	—	always	400¥*	1

\* Per pair; for amps see p.94, Shadowbeat

### WASHBURN SOUNDMACHINE GUITAR (P.26)

LEGAL

Increases the Impact Rating of a single player (not of a band) by +1.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	+1	3.5	5/60hrs	1,000¥	1

**CHAMELEON CLOTHING AND STEALTH ARMOR**

**MILITECH M96 "GHOSTSUIT" CHAMELEON CLOTHING (P.27)**

LEGAL

Functions as a suit treated with ruthenium polymers (p.94, Shadowtech), giving a +4 modifier to Perception Test Target Numbers when the wearer is standing still, +2 if he is moving.

	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
"Ghostsuit"	+4	2	1	3	6/14 days	53,000¥	8
Helmet	—	+1	+0	1.5	8/14 days	6,000¥	8

**GIBSON BATTLEGEAR "SNEAK SUIT" (P.28)**

LEGAL

Gives a +4 modifier to the Target Number for an observer's Perception Test (visual or thermographic) to spot anyone wearing a sneaksuit in darkness, shadows, or low light conditions. Any hit doing Serious or Deadly damage to the wearer overheats the suit, making it inoperative. If more than one piece of this set is worn, add up the armor ratings, but only use the highest Concealability modifier.

	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
Sneak Suit	+4	1	0	1	8/5 days	1,560¥	3
Flak Vest	+2	2	1	1.5	8/5 days	1,375¥	2
Combat Helmet	—	+1	+0	1.5	10/5 days	1,185¥	2.5
Space Suit	+4	1	1	10	14/7 days	25,000¥	4.5
Diving Suit	+4	0	0	2	12/7 days	35,000¥	3.5

**MILITECH M73 "MIRAGE GEAR" ENVIRONMENTAL ASSIMILATION SYSTEM (P.28)**

LEGAL

If the wearer is standing still, observers get a +2 modifier to all Target Numbers to spot him, +1 if he is moving.

	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
"Mirage Gear"	+2	1	0	1.5	5/48hrs	1,050¥	3
Combat Helmet	—	+1	+0	1	9/4 days	700¥	2.5
Flak Vest	—	2	1	1.5	7/4 days	1,275¥	2.5

**ARMORED STOCKINGS (P.28)**

LEGAL

Add the stockings' armor rating to that of other armor present.

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
15	+1	0	—	6/72hrs	110¥	1.1

**HOLOGRAPHY**

**HOLOSCREEN HOLOGRAPHIC VIEWERS (P.29)**

Not available.

**DATATEL HOLOTANKS (P.29)**

LEGAL

No changes.

	Conceal	Rating	Weight	Availability	Cost	Street Index
Tabletop	—	—	5	4/48hrs	500¥	1.2
Desktop	—	—	15	4/48hrs	1,000¥	1.2
Holotank	—	—	100	5/48hrs	5,000¥	1.2

**EASTMAN KODAGRAPHIX HOLOGRAPHIC CAMERAS (P.30)**

LEGAL

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
normal	—	normal	always	2x normal	+1

**EASTMAN ARTS MINDSCAPE® CYBERHOLO ART IMAGER (P.30)**

LEGAL

Gives an extra die to roll for painting or drawing skills. Requires the artist to jack into the device.

## CHROMEBOOK 2

Conceal	Rating	Weight	Availability	Cost	Street Index
—	+1	—	always	6,000¥	1

### REMOTES & DRONES

#### REMOTE CONTROL SYSTEMS (P.30)

See the Rigger Black Book and SR11 for details on remote control systems.

#### ★ BELL "BUMBLEBEE" REMOTE ROTOCRAFT (P.31)

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Bumblebee	5	80/160	1/1	4	2	8,000¥

Operational Duration: Fuel-limited Set-up/Breakdown Time: 5 minutes  
Store: 6 CF  
Economy: 10 km per liter Fuel: 40 liters  
Sensors: Standard (1)  
Landing/Take-off Profile: VTOL/VTOL

#### MITSUBISHI "ROVER" WHEELED REMOTE (P.31)

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Rover	6/9	20/60	2/2	3	1	9,000¥

Operational Duration: Fuel-limited Set-up/Breakdown Time: 2 minutes  
Store: 10 CF  
Economy: 10 km per liter Fuel: MultiF/40 liters  
Cargo/Storage: 1 CF storage  
Sensors: Enhanced (2)  
Accessories: Micro-turret

#### ★ MILITECH RPV-400 LIGHT COMBAT TILTROTOR REMOTE (P.31)

Has one centerline Hardpoint (2 CF dedicated ammo storage) and four wing-mounted firmpoints, all firing forward. The Hardpoint is normally fitted with a 2-barrel HMG Chaingun (see below).

	Handling	Speed	B/A	Sig	Apilot	Cost
RPV-400	4	140/280	3/3	4	4	150,000¥

Operational Duration: Fuel-limited Set-up/Breakdown Time: 10 minutes  
Store: 40 CF  
Economy: 2.5 km per liter Fuel: IC/300 liters  
Cargo/Storage: 4 CF storage  
Sensors: Advanced (3)  
Landing/Take-off Profile: VTOL/VTOL  
Options:  
Accessories: centerline Hardpoint, 4 wing-mounted firmpoints (all forward)

#### 2-BARREL HMG CHAINGUN (P.31)

1-H

This weapon fires at Minigun rates (p.81, Fields of Fire).

Type	Conceal	Ammo	Mode	Damag e	Weight	Availability	Cost	Street Index
HMG	—	belt	FA	9S	20	26/21 days	6,500¥	2

#### LIGHT ARMOR-PIERCING/HIGH EXPLOSIVE AMMO (LAPHE) (P.31)

2-L

Treat this ammo as APDS, but give it +1 Power Level like Explosive ammo. It can also misfire like Explosive.

Per 10 rounds:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	see above	.75	16/14 days	100¥	2.5

#### ★ ARASAKA RDAK SPY & ASSASSINATION REMOTE (P.32)

A Hold-out or Light Pistol can be fitted in the rear of the vehicle, but ammo capacity and ranges are halved (round down). Comes with a 5-dose "stinger." Its armor is *not* hardened.

	Handling	Speed	B/A	Sig	Apilot	Cost
RDAK	4	12/36	1/1	18	1	12,000¥

Operational Duration: 5 hours      Set-up/Breakdown Time: none  
 Store: 1 CF (or in your pocket)  
 Economy:                                      Fuel:  
 Sensors: Standard (1)

**CONSUMER ELECTRONICS**

**AUTOTANNER (P.33) LEGAL**

Gives no advantages or disadvantages.

Conceal	Rating	Weight	Availability	Cost	Street Index
3	—	1	always	200¥	.9

**PHONE UPGRADES (P.33) LEGAL**

Availability = always and Street Index = 1 for all these items except as noted below.

- a) **Voicemail (40¥/month)**  
No changes.
- b) **Fax Interface (150¥)**  
No changes.
- c) **Digital Recorder (150¥)**  
Records on optical chips, and requires 1 Mp per minute of sound. See p.99, Shadowbeat.
- d) **ECM Scrambler (2500¥, Availability 6/36hrs)**  
Functions as a rating 1 Crypto Circuit HD (p.77, Street Samurai Catalog).
- e) **Video Option (450¥)**  
Not available for ear-plug phones.
- f) **Emergency Autodialer (25¥)**  
No changes.
- g) **Conference Calling (50¥/month)**  
No changes.
- h) **Split Line (100¥)**  
No changes.
- i) **Cybermodem Interface**  
Not available.
- j) **Privacy Plus™ (3,000¥)**  
The ECM and the bug detector are both rating 1. The 20-number memory costs 50¥.

**RUSH® VIRTUAL ENTERTAINMENT SYSTEM (P.34) LEGAL**

Datajack required for use.

Conceal	Rating	Weight	Availability	Cost	Street Index
3	—	4.5	always	500¥	.8

**TOTAL ENVIRONMENT™ (P.34) LEGAL**

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	.75	always	1,000¥	.8

**MULTI-PLAYER ADAPTOR (P.34) LEGAL**

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	—	always	100¥	.6

## VIDEO WALL™ (P.34)

LEGAL

Requires at least a 2m x 2m space of wall to be effective.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	5	always	3,500¥	1



**SEGATARI VIRTUAL VILLAINS (P.34)**

LEGAL

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	—	always	150¥	.9

**SCHOLAR™ HOME LEARNING SYSTEM (P.34)**

Not available.

**Weapons**

**TSUNAMI ARMS RAMJET RIFLE (P.36)**

1-J

Can only fire its own special ammo (see below). The weapon comes equipped with a bipod (under-barrel mount), rating 1 recoil compensation by the free-floating barrel, Magnification 3 Telescope Sight (top mount) and an Internal Smartlink II (p.57, Fields of Fire). Damage is 10S at short range, 12S at medium range, 14S at long range, and 16S at extreme range.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Sniper	—	9 (c)	SA/BF*	see above	5	16/14 days	7,380¥	4

\* Can fire one burst per Complex Action

**RAMJET AMMO (P.36)**

AS WEAPON

Can only be fired by the Tsunami Arms Ramjet Rifle (above). Use Ballistic armor value to defend against this round, but if any damage remains after the Body Resistance Test, one extra box of damage is taken by the target (no Resistance Tests for this extra damage).

Conceal	Damage	Weight	Availability	Cost	Street Index
8	normal	.5	8/72hrs	100¥	2

**POLYMER ONE-SHOT CANNON (P.36)**

5P-F

Holds a single HEP round (see Chromebook, p.54; already figured into Damage Code), and can not be reloaded. If the Rule of One is invoked, the weapon explodes, doing 6M damage to the firer (no armor resists). It is a Heavy Pistol, but uses Shotgun ranges.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	5	1	SS	5S	1.5	3/12hrs	190¥	.6

**MILITECH CYBORG RIFLE (P.36)**

3-J

This weapon fires LMG ammo, but uses assault rifle ranges. It includes a rating 2 Gas Vent on the barrel.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Assault	2	30 (c)	SA	6S	7.5	10/7 days	800¥	2.5

**STEIN & WASSERMAN "TRI-STAR" REVOLVER (P.37)**

5P-E

This weapon comes with a top-mounted Laser Sight.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	3	6 (cy)	SS	10M	2.5	6/24hrs	375¥	1.5

**#000 TRIPLEX AMMO (P.37)**

AS WEAPON

These rounds are only available for Heavy Pistols. They fire three pellets in a shotgun pattern with a choke of 5 (p.95, SR11). Roll 1D6/2 to find how many pellets hit a target, then treat the shot as a burst of the number of pellets that hit. Each pellet does 6L damage.

Conceal	Damage	Weight	Availability	Cost	Street Index
8	6L/pellet	.5	4/60hrs	50¥	1.25

## PURSUIT SECURITY INCORPORATED WEBGUN (P.37)

LEGAL

Treat as a Netgun using Large nets (p.72, Street Samurai Catalog). Adapting the weapon for carbosteel wire nets costs 100¥.

Type	Conceal	Ammo	Mode	Damag e	Weight	Availability	Cost	Street Index
Heavy	3	1 (m)	SS	as net	3.5	6/3 days	500¥	2.5

## CARBOSTEEL WIRE NET (P.37)

5P-E2

Anyone hit by this net takes 10S Stun damage, per the Shock Weapons rules (p.103, SR11), in addition to being entangled.

Per net:

Conceal	Damage	Weight	Availability	Cost	Street Index
5	10S Stun	1	6/48hrs	100¥	2

## FEN DZ-55 DET-WEB (P.37)

4-I

This web contains 2 kilograms of C6 explosive, delivering an 8D explosion to the target.

Conceal	Damag e	Power Level	Rating	Weight	Availability	Cost	Street Index
5	8D	-1 per meter	6	2	10/72hrs	450¥	3

## RHINEMETALL EMG-85 KINETIC ENERGY RAILGUN (P.38)

1-J

Use the following ranges: short 0-150m, medium 151-500m, long 501-1000m, extreme 1001-2000m. The weapon has a built-in Gyro Mount (rating 5, plus providing (3/1) armor) and Internal Smartlink II (p.57, Fields of Fire). A minimum Body of 5 is needed to fire the weapon, otherwise increase all Target Numbers by  $+(5 - \text{Body}) \times 2$ . When not using the gyro mount, add +4 to all Target Numbers, regardless of the user's Body Attribute.

The ammo unit costs 1,200¥, Availability -, Street Index -. After each shot, the rifle may not be fired until after the end of the next turn, in order for it to recharge.

Type	Conceal	Ammo	Mode	Damag e	Weight	Availability	Cost	Street Index
special	—	5 (m)	SS	25D	35	—	113,700¥	—

## LUIGI FRANCHI "KING BUCK" MULTI-MAGNUM (P.38)

6-F

Each barrel can be fired separately (requiring a Simple Action per barrel), or all can be fired at once (requiring a Complex Action). There is no need to switch between modes. When firing multiple barrels, treat it as a burst of the appropriate number of rounds.

Type	Conceal	Ammo	Mode	Damag e	Weight	Availability	Cost	Street Index
Shotgun	1	4 (m)	SA	9S	7	12/4 days	800¥	2.1

## UNDERBARREL CAPACITOR LASER (P.39)

2-J

Clips to the under-barrel mount of another weapon. It uses the Light Pistol ranges, but has its Power level decreased by 2 for every step beyond short range (medium -2, long -4, extreme -6). Use one-half Impact armor to defend against the laser. Smoke reduces the laser's Power Level by -1 for every meter the beam passes through.

The laser normally uses a battery as power pack. This battery provides 2 charges, costs 250¥, Availability 12/8 days, Street Index 4. The power pack provides 20 shots, weighs 4kg, and costs 2,500¥ (Availability 16/14 days, Street Index 2.5).

No Microwaver exists.

Type	Conceal	Ammo	Mode	Damag e	Weight	Availability	Cost	Street Index
Light	-2	2 or 20	SA	10M	5	24/21 days	95,000¥	3.5

## ★ TECHTRONICA M40 "PULSE RIFLE" (P.39)

3P-E

Use the Shotgun ranges for this weapon. When it is fired, the firer rolls a normal Firearms skill test against the range-determined Target Number. If it hits an electrical device, the weapon rolls 5 dice against the base Target Number for the range (4 for short, 5 for medium, etc.). The device rolls a number of dice equal to the M40's Target Number against a Target Number 5. If the M40 has more successes, the electronics are damaged or destroyed (GM's discretion). If the target is alive, the M40 delivers an attack, with the damage depending on the range to the target, in addition to the other listed effects (in all cases, Alpha and Beta-grade cyberware are allowed a damage

resistance test, see p.98/99, Street Samurai Catalog). For cyberware damage, see pages 93 to 96 of the Street Samurai Catalog and pages 39 and 40 of Shadowtech.

## CHROMEBOOK 2

Range	Damage	No. of cyberware systems damaged
Short (1-10m)	8D Physical	all present
Medium (11-20m)	6D Stun	2D6-5
Long (21-50m)	4D Stun	1D6-2
Extreme (51-100m)	4S Stun	1D6-4

The M40 uses a 6-shot battery for “ammunition.” This costs 50¥, Availability 10/7 days, Street Index 3.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Assault	1	6 (c)	SS	special	8.5	—	3,500¥	—

### NOVA .338 CITYGUN (P.40)

6P-E

Comes with two clips of Regular ammo. It cannot use barrel-mounted accessories, since the gas porting on the barrel prevents this. The gas porting gives it a firing rate of SA, instead of SS.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	5	7 (c)	SA	10M	2.5	4/24hrs	460¥	1

### COLT-MAUSER M2X CANNON (P.40)

2-H

If the target is missed (i.e. no successes are rolled on the Gunnery skill test to fire this weapon), the firer must resist 6L Stun damage with his Body, using one-half Impact armor. If all ones are rolled on this test, the weapon is dropped. The M2X has a Magnification 2 Telescope Sight (top mount) and Shock Pads (stock mount).

Though this is an assault cannon, it uses HMG ranges.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Cannon	—	8 (c)	SS	18D	23	20/14 days	6,100¥	2

### ★ EXTRA HIGH IMPACT AMMUNITION (P.40)

AS WEAPON

Use one-half (round up) the armor’s Ballistic rating to defend against these rounds. If the total armor rating is greater than one-quarter the Power Level of the attacking weapon, add +2 to the Power to determine the Target Number for the target’s Resistance Test. Take this example: Joe is shot by an assault cannon (18D) firing EHI ammo. He is wearing a light security armor (Ballistic 5), so this provides him with  $5/2 = 3$  points of armor, making his Resistance Test Target Number a pretty hard 15. But because the armor rating of 5 is greater than  $1/4$ th of 18 ( $18/4 = 4.5$ ), he gets another +2 to his Target Number, setting it at 17...

If the armor rating is greater than one-half the Power Level of the weapon, do not add the +2 Power Level.

Only available for assault cannons.

Conceal	Damage	Weight	Availability	Cost	Street Index
3	see above	1.5	8/4 days	1,000¥	2.25

### MILITECH AM-3 “ANTI-MATTER RIFLE” (P.41)

1-J

If the target is missed (i.e., no successes are rolled on the Gunnery skill test to fire this weapon), the firer must resist 6L Stun damage with his Body, using one-half Impact armor. If all ones are rolled on this test, the weapon is dropped.

If the firer is standing up during firing, he must roll a Body test, Target Number 6, to avoid being knocked over. If knocked over, the target is automatically missed, and the firer must resist 6M Stun, in addition to the 6L Stun for missing the target.

The AM-3 has a Magnification 3 Telescope Sight (top mount), Shock Pads (stock mount), Internal Smartlink, and a Gas Vent rating 2 (barrel mount). It uses Missile Launcher ranges, though the weapon is an assault cannon.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Cannon	—	5 (c)	SS	20D	26	20/14 days	8,000¥	3

### MILITECH URBAN MISSILE LAUNCHER (P.41)

3-H

Fires only Micromissiles (p.49, Chromebook 2).

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Assault	3	12 (c)	SA	missile	3.5	10/7 days	4,500¥	2

**MICRO-MISSILE POD (P.41)**

**3-H**

Fires only Micromissiles (p.49, Chromebook 2), and must be clipped to the under-barrel mount of another weapon. A modification to the weapon is needed, costing 50¥, after which the under-barrel mount can only be used for the Micro-Missile Pod.

Type	Conceal	Ammo	Mode	Damag e	Weight	Avallability	Cost	Street Index
Assault	-2	1 (m)	SS	missile	.75	8/5 days	2,000¥	1.9

**MILITECH PDU-3 MULTI-PURPOSE PERIMETER DEFENSE UNIT (P.42)**

**4-I**

This device is equipped with passive thermal sensor, a magnetic door contact, a tripwire, and a normal time delay (2 seconds to 2 minutes). The thermal sensor is rating 4, while the tripwire is rating 1 (see Remote Sensors, page 79 of Tech Specs, for details).

Power Level Reduction is -2 per half-meter.

Conceal	Damag e	Power Level	Weight	Avallability	Cost	Street Index
8	10S	-2 per .5 meter	.25	10/7 days	150¥	2.5

**Tsunami Arms "AIRHAMMER" 5.3MM AIR PISTOL (P.42)**

**9P-E**

The weapon has three modes: Target, Combat, and Overload. Switching between them costs a Simple Action (a Free Action for a smartgun). The damage done depends on the modes: 6L in Target mode, 7M in Combat mode, and 10M in Overload mode. The air reservoir is treated as a clip for changing purposes, the rounds are contained in a cylinder. The weapon can only use its own ammunition, described below.

Two models exist: the normal model has a five-shot cylinder, an under-barrel laser sight, and a 10-shot camera on the top mount (this camera takes a picture every time a shot is fired). The second model (the Mark 2) has a seven-shot cylinder, and an Internal Smartlink.

Mark 1:

Type	Conceal	Ammo	Mode	Damage	Weight	Avallability	Cost	Street Index
Heavy	5	5 (cy)	SA	see above	1.5	11/14 days	325¥	2.5

Mark 2:

Type	Conceal	Ammo	Mode	Damage	Weight	Avallability	Cost	Street Index
Heavy	6	7 (cy)	SA	see above	1.5	12/14 days	400¥	3

**KENDACHI FRAGMENTATION FLECHETTE (P.42)**

**AS WEAPON**

Only available for the "Airhammer" pistol (p.42, Chromebook 2). Treat as Needler ammo (p.30, Neo-Anarchists' Guide to Real Life), but gives +1 Power because it is also an Explosive round (and can misfire as such).

Conceal	Damage	Weight	Avallability	Cost	Street Index
9	+1 Power	.15	6/48hrs	15¥	2

**FLECHETTE (P.42)**

**AS WEAPON**

Only available for the "Airhammer" pistol (p.42, Chromebook 2). Shatters if fired at hard cover (i.e. does no damage in such a case), and Ballistic armor is only one-fourth (round up) effective against it. It is not to be confused with the normal Shadowrun flechette ammunition.

Conceal	Damage	Weight	Avallability	Cost	Street Index
9	normal	.15	6/48hrs	15¥	2

**JELLSLUGGS (P.42)**

**AS WEAPON**

Only available for the "Airhammer" pistol; treat as Gel rounds, but these rounds will not penetrate hard cover or hardened armors.

Conceal	Damage	Weight	Avallability	Cost	Street Index
9	-2 Power, Stun damage	.25	8/60hrs	20¥	1.5

**GAS (P.42)**

**AS WEAPON**

Only available for the "Airhammer" pistol (p.42, Chromebook 2). This round creates a cloud of gas, 2 meters in radius. The gas must be selected before purchase of the round. Roll for the availability of the gas separately.

Conceal	Damage	Weight	Avallability	Cost	Street Index

9      special      .25      8/4 days      40¥      2

**PRACTICE (P.42)****AS WEAPON**

Only available for the "Airhammer" pistol (p.42, Chromebook 2). Treat as regular ammo, except for the reduced damage.

Conceal	Damage	Weight	Availability	Cost	Street Index
9	3L	.15	4/24hrs	15¥	1.5

**TECHTRONICA MODEL 009 VOLT PISTOL (P.43)**

5P-F

This weapon uses the Shock Weapons rules (p.103, SRII). The energy pack costs 25¥, Availability 5/24hrs, Street Index 1. The Power Level is reduced by -1 at medium range, long -6, and extreme -6, and by -1 per meter of smoke the beam passes through.

Type	Conceal	Ammo	Mode	Damage	Weight	Avallability	Cost	Street Index
Heavy	3	6 (c)	SS	10S Stun	3.5	8/72hrs	1,950¥	2.5

**ARASAKA "NAUSEATOR" RIOT CONTROL DEVICE™ (P.43)**

LEGAL

This device affects an area as if it were a shotgun with a choke of 2. The device rolls 6 dice against a Target Number 4, everyone within 25 meters of the device must roll a Body(6) test (use natural Body, without cyberware modifiers). The number of successes rolled are compared. If the device has more, consult the following table for the effects:

Net successes	Effects on target
1	+2 penalty to all Target Numbers for 1D6 turns after leaving affected area
2-3	+4 penalty to all Target Numbers, Quickness and Strength reduced by 1, all for 2D6 turns after leaving affected area
4+	unconscious for 1D6 minutes (no actual damage taken)

Creatures with wide-band hearing get a +2 modifier to the Body Test Target Number. Targets equipped with hearing improvements also get modifiers to the Body test, per the next table:

Cyberware	Modifier
High Level Hearing	+2
Low Level Hearing	+1
Hearing Amplification	+2
Damper	-4
Select Sound Filter	-rating (if switched on)

Conceal	Rating	Weight	Avallability	Cost	Street Index
—	6	25	14/7 days	19,000¥	4

**IMI "CHAINKNIFE" (P.44)**

3P-B

Use one-half Impact armor rating against this knife.

Conceal	Reach	Damage	Weight	Avallability	Cost	Street Index
6	0	(str+5)L	.75	6/48hrs	120¥	1.2

**SLAMDANCE INC. SPAWNBLADE (P.44)**

5-B

If used to stab normally, it does normal damage for a knife (i.e. (str)L). If a target has been hit successfully (he must have taken damage from the attack), the user may trigger the blade. This does an additional Light wound, which may not be resisted. Once opened, removing the knife requires a Biotech test with a Target Number 5. Any other means of removal, or if the Biotech roll is failed, causes another Light wound. Using the knife to stab while in its extended form makes its Damage Code (str-1)L. The knife, once triggered, can not be brought back into its original shape.

Conceal	Reach	Damage	Weight	Avallability	Cost	Street Index
8	0	(str)L	.5	4/72hrs	100¥	1.1

**KENDACHI MONOWHIP (P.44)**

1-J

This weapon uses the rules for monofilament whips (p.103, SRII).

Conceal	Reach	Damage	Weight	Avallability	Cost	Street Index
9	3	10S	—	26/14 days	3,500¥	3

**KENDACHI MONOWIRE (P.44)**

LEGAL

See p.89, Neo-Anarchists' Guide to Real Life. The data below is per meter of wire.

Weight	Avallability	Cost	Street Index
—	8/7 days	60¥	2.5

## TASER WALLET (P.45)

LEGAL

Beyond 2 meters the thief must roll a Body or Willpower test (whichever is higher) with Target Number 10, each turn. One success is sufficient to hold on to the item. A Willpower(4) test is needed to avoid crying out.

Conceal	Rating	Weight	Availability	Cost	Street Index
10*	—	—	5/48hrs	165¥	1.5

\* this is the Target Number to spot (from the outside) that the wallet contains a taser-device.

## MYSTIC TECHNOLOGIES SPRING KNIFE (P.45)

6P-D

When used to stab, the knife does (str+2)L damage. It can be launched in a Simple Action, and uses the following ranges: short 0-1, medium 2, Long 3, Extreme 4-5. When launched, it does 5L damage.

When used to stab:

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
8	0	(str+2)L	.75	4/12hrs	125¥	1.2

When used to shoot:

Type	Ammo	Mode	Damage
special	1 (m)	SA	5L

## DRUG-A-THUG™ (P.45)

AS DRUG

Hitting an unwilling opponent requires a melee attack. If the attack hits, the drug is delivered, and the target must resist its effects.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
6	0	drug	.5	3/8hrs	150¥	2

## TASER II™ (P.45)

6-C

Uses the Shock Weapons rules (p.103, SR11).

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
7	0	5S Stun	.5	4/24hrs	300¥	1

## SKUNKER (P.45)

AS GAS

Functions much like a Toxin Exhaler (p.42, Shadowtech), but a melee attack is needed to deliver the gas on the target. For 5-10¥, the gas can be mixed with odiferous chemicals creating additional effect equal to the Stench Bomb (p.49, Chromebook 2).

Conceal	Rating	Weight	Availability	Cost	Street Index
7	—	.25	5/60hrs	70¥	1.3

## AMMUNITION

### DUAL-PURPOSE ROUNDS (P.46)

3-L

Ballistic armor is only one-half (round up) effective, but the rounds do normal damage. If an unarmored target is hit and damage is done (i.e., the target does not remove all damage), an additional box of damage is taken by the target.

Per 10 rounds:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	see above	.5	16/14 days	80¥	4

### API – ARMOR-PIERCING INCENDIARY (P.46)

2-L

This ammunition uses the normal rules for APDS ammo (p.63, Street Samurai Catalog and p.277, SR11), but also have a Firesetting rating of 2. If a burst is fired, add +1 to this rating per round fired (three rounds have a Firesetting rating of 5, etc.). See page 72, Tech Specs for details. [Note: this ammo is exactly the same as the API ammo in the Chromebook, page 54.]

Per 10 rounds:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	see above	.25	16/14 days	80¥	4.5



**KENDACHI FRAGMENTATION FLECHETTES (P.46)**

**AS WEAPON**

Treat these as Needle ammo (p.30, Neo-Anarchists' Guide to Real Life), not as flechette, and also give a +1 to the Power Level of the weapon. They can misfire in the same way as Explosive rounds (p.93, SRII).

Per 10 rounds:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	+1 Power	.5	12/10 days	100¥	4.5

**RUBBER BULLETS (P.47)**

**AS WEAPON**

At ranges over 3 meters, the round does normal damage, but all damage is Stun (a 6M round becomes 6M Stun, etc.), and is resisted using Impact armor. At ranges up to 3 meters, one-half (round up) the damage is Physical, the other half is Stun.

Per 10 rounds:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	Stun	.5	3/12hrs	10¥	.75

**STINGER SHOTGUN SHELLS (P.47)**

**AS WEAPON**

Only available for Shotguns. Beyond 3 meters ranges, damage is Stun, as with Rubber Bullets (above). Up to 3 meters, use the normal Damage Code for the shotgun.

Per 10 rounds:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	Stun	.5	4/18hrs	30¥	1

**GAS SHOTGUN SHELLS (P.47)**

**AS WEAPON**

Only available for Shotguns. This round does no damage, but delivers a cloud of gas (2 meters radius from impact point). The type of gas must be chosen before purchase.

Per 10 rounds:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	gas	.5	6/48hrs	50¥	1.1

**FLARE SHOTGUN SHELLS (P.47)**

**AS WEAPON**

Only available for Shotguns. Works like a Micro Flare (p.46, Street Samurai Catalog). Damage is 6M if fired against a living target. The flare also has a Firesetting Rating 5 (see p.72, Tech Specs).

Per 10 rounds:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	6M	.5	4/24hrs	50¥	1

**SMOKE SHOTGUN SHELLS (P.47)**

**LEGAL**

Only available for Shotguns. Does no damage, but fills an area of 3 meters radius around the point of impact with Heavy Smoke (p.89, SRII).

Per 10 rounds:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	none	.5	3/12hrs	40¥	.8

**FLASH SHOTGUN SHELLS (P.47)**

**LEGAL**

Only available for Shotguns. Does no damage, but produces a flash on impact, similar to that of a Flash Pak (p.45, Street Samurai Catalog).

Per 10 rounds:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	none	.5	4/24hrs	60¥	1

**PROPELLED/HAND GRENADE TYPES**

**URBAN TECHNOLOGIES SLASHER (P.47)**

**3-1**

Only available for Shotguns, MMGs, HMGs, and Grenade Launchers. The slugs are considered to have spread out at the muzzle of the barrel. The length of the wire depends on the weapon type: Shotgun 1m, MMG 2m, HMG and Grenade Launcher 2.5m. The rounds travel only 50 meters for Grenade Launchers, and only 10 meters for all other weapons.

Determine a Target Number for anyone in the path of the wire, adding a +2 for everyone standing in front of each new target. The firer rolls only one Success Test, and the successes are compared to the Target Number for each target separately. Anyone in the path of the wire takes 11S damage (not staged for the firer's successes), using one-half (round down) Impact Armor to resist.

Per round:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	11S	.1	14/10 days	75¥	2.5

**⊗ SPLATHELL (P.47)**

**AS WEAPON**

Only available for grenade launchers. Each shell contains 20 balls, each of which can contain any sort of liquid. These are fired in a shotgun pattern (page 95, SR11), with a choke of 4.

Per round:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	splatballs	.1	6/48hrs	10¥*	1

\* plus cost of splatballs

**MILITECH MUZZLE ADAPTOR (P.48)**

**LEGAL**

This device is required to fire Militech 25mm Pistol-Grenades (p.48, Chromebook 2). Having it fitted will cost about 50¥.

Mount	Conceal	Weight	Availability	Cost	Street Index
Barrel	—	—	4/48hrs	200¥	.9

**MILITECH 25MM PISTOL-GRENADES (P.48)**

**PER GRENADE**

These grenades require the Militech muzzle adaptor (above). The range to which the grenade can be fired depends on the Power Level of the firing weapon. A Power Level of 6 or less means that the grenade uses the Light Pistol ranges, while Power Level 7 or higher uses Shotgun ranges. All stats below are for a single round.

- a) **HEP (Cratering)** 4-1  
One-half (round up) of the damage is Physical, while the remaining half is Stun. Armor is only one-half effective (use Ballistic and round down).
- b) **Incendiary** 3-1  
Has a Firesetting Rating of 6.
- c) **Offensive Frag** 4-1  
No changes
- d) **Defensive Frag** 4-1  
No changes
- e) **Smoke/Tear Gas** Legal  
Fills a 3 meter radius area around the point of impact with Dense Smoke (p.89, SR11) or tear gas. Tear gas counts as Light Smoke for visibility purposes, and adds +4 to all Target Numbers of anyone inside it. If the eyes are shielded, reduce this modifier to +2. If the whole face is shielded (by using a gas mask, for instance), there is no modifier.
- f) **Concussion** 4-1  
No changes.
- g) **Flash Bomb** 4-1  
The base Target Number modification for all those looking in direction of flash is +4, reduced by 1 for every 5 meters away from the point of ignition. Flare Compensation reduces the modifier by 50% (round down).

Type	Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
HEP (Cratering)	8	4S	—	.1	4/6 days	30¥	1.5
Incendiary	8	6M	-6 per meter	.1	8/7 days	30¥	2

Offensive Frag	8	6S	-3 per meter	.1	5/7 days	25¥	2
Defensive Frag	8	6M	-3 per meter	.1	5/7 days	20¥	2
Type	Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
Smoke/Tear Gas	8	gas	—	.1	6/7 days	20¥	2.5
Concussion	8	8M Stun	-2 per meter	.1	5/6 days	15¥	2
Flash Bomb	8	4L	-1 per meter	.1	4/72hrs	15¥	1.2

⊛ MICROMISSILES (P.49)

1-I

Use the rules for missiles (p.99, SR11); they can target persons as well as vehicles. For HEP-missiles, one-half the damage (round up) is Physical, the other half is Stun, using one-half Ballistic armor.

Use the Assault Rifle range table, but with a minimum range of 10 m. All stats below are for single missiles.

	Conceal	Intelligence	Damage	Power Level	Weight	Availability	Cost	Street Index
Normal	10	2	12M	-6 per meter	.25	14/14 days	500¥	2
Anti-Armor	10	2	12M	-12 per meter	.25	16/14 days	750¥	2
HEP	10	2	14M	—	.25	12/14 days	200¥	2

SCATTER GRENADE (P.49)

LEGAL

This grenade has a six-second (two turn) delay, which can not be changed. After ignition, it fills an area of 5 meters radius around the ignition point with Dense Thermographic Smoke (p.89, SR11). The cloud lasts for 5 turns (15 seconds) in calm winds.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
6	— <sup>e</sup>	—	.25	3/48hrs	70¥	1.5

STENCH BOMB (P.49)

LEGAL

Anyone in the area must roll a Willpower(8) test every turn. If no successes are rolled, the person must leave the area on his next action. Persons with a switched-on Olfactory Booster (p.62, Shadowtech), add the Booster's rating to the Target Number, while characters with some sort of filter mask may have a lower Target Number (GM's discretion).

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
6	— <sup>e</sup>	—	.25	3/48hrs	20¥	.8

FLASHBANG GRENADE (P.49)

1-I

This grenade emits a bright flash, and a concussion effect. The flash gives a +5 modifier to all Target Numbers of all people looking at the detonation; this modifier is reduced by 1 for every 5 meters distance from the grenade. Flare Compensation reduces the modifier by 50% (round down).

The Power Level Reduction of the blast is -2 per meter.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
6	12M Stun	-2 per meter	.25	8/6 days	80¥	2.25

SPRAYPAINT GRENADE (P.49)

LEGAL

No changes.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
6	— <sup>e</sup>	—	.25	2/3 days	20¥	.9

WEAPON MODIFICATIONS

NINE-ELEVEN CHIP (P.50)

LEGAL

This device is a PanicButton™, which alerts the local police force. Response times depend on the part of town.

Mount	Conceal	Rating	Weight	Availability	Cost	Street Index
Top or Under	-1	—	—	call Lone Star	1,750¥	—

**SECURITY CHIPPING (P.50)****LEGAL**

An Electronics(10) test is needed to break the lock, with a base time of 15 minutes.

Mount	Conceal	Rating	Weight	Avallabilit y	Cost	Street Index
Top or Under	—	10	—	4/72hrs	1,250¥	1

**GUN-CAM (P.50)**

LEGAL

No changes.

Mount	Conceal	Rating	Weight	Availabilit y	Cost	Street Index
Top or Under	-1	—	.25	3/36hrs	100¥	1.2

**ELECTROTHERMAL AMMO ENHANCEMENT (P.50)**

1-J

This modification to the weapon adds a 100-shot battery inside the weapon (battery cost 150¥, availability 6/48hrs, street index 1). Only weapons using cased ammo can use this modification, and only if the weapon fires at Single-Shot or Semi-Automatic mode. If a Burst-Fire or Full-Automatic weapon is rebuilt to ET, roll 1D6 every Combat Phase the weapon is fired. If the roll is less than, or equal to, the number of rounds fired in that Combat Phase, the gun explodes, exposing the firer to an attack by all remaining ammo (treat as a Burst of the number of rounds left in the weapon).

Weapons with this modification have their Power Level and all ranges increased by 50% (round up). Apply Power Level modifiers (like the +1 from Explosive rounds) to the new Power Level. As an added bonus, the weapon is insulated from electrical shocks: any electrical attack on the weapon will not harm it. Against magical electrical effects, the gun counts as a Highly Processed Object (Target Number 10 or higher).

The cost of the modification is usually equal to 150% of the new-price of the weapon, and has an Availability of 10/7 days, and Street Index of 2.

*Rebuilding an Ares Predator to ET costs 450¥ for the weapon, plus 675¥ for the modification. Damage would become 14M, while ranges become short 1-8, medium 9-30, long 31-50, extreme 51-90.*

**Teams**

Convert all prices from eurodollar (eb) to nuyen (¥) on a one-to-one ratio. Stats for NPCs are for humans; apply metahuman Attribute modifiers as appropriate.

The BI and In Attributes stand for Body Index and Initiative dice, respectively. If an "H" appears behind the NPC's armor ratings, the armor is Hardened.

**SPHERE (P.52)**

Codelock Safeboxes™ have a Barrier Rating 8.

**Sphere Driver/Representative**

B	Q	S	C	I	W	E	M	R	BI	In	Armor
4	4	4	3	3	3	3.4	—	3	—	1D6	3/2

Skills: Athletics 4, Car 6, Etiquette (Corporate) 2, Firearms 3, Unarmed Combat 2, Winged 2

Cyberware: Chipjack, Cybereyes with Flare Compensation and Low-light, Datajack, Vehicle Control Rig (1)

Gear: Light Armor Jacket (3/2), Pocket Computer (50 Mp), Seco LD-120 [LP, 12(c), SA, 6L, 5/15/30/50, Laser Sight], 4 clips Regular LP (12 mds), Vehicle (type and model vary)

Threat/Professional Rating: 2/3

**LIFETIME ESCORT SERVICE (P.53)**

**Average Escort**

B	Q	S	C	I	W	E	M	R	BI	In	Armor
4	4	4	4	3	3	5.8	—	3	.6	1D6	4/2

Skills: Biotech (First Aid) 2, Car 4, Etiquette (Corporate) 3, Etiquette (Street) 5, Firearms 3, Stealth 3, Unarmed Combat 4

Cyberware: Chipjack, Cybereyes with TimeSquare Plus

Bioware: Tracheal Filter (3)

Gear: Colt Alpha-Omega [HP, 10(c), SA, 9M, 5/20/40/60, Internal Smartlink, Silencer, Laser Sight], 3 clips Regular HP (10 mds), Concealable Holster (Pistol), Concealable Holster (SMG), HK MP-5 TX [SMG, 20(c), SA/BF/FA, 6M, Laser Sight, Gas Vent (2)], 5 clips Regular SMG (20 mds), Knife [4L], Lined Coat (4/2)

Threat/Professional Rating: 3/3

**C-TEAM (P.54)**

Air-mobile units have a standard Hughes WK-2 Stallion (p.53, Rigger Black Book).

**Standard C-Team Leader**

B	Q	S	C	I	W	E	M	R	BI	In	Armor
4(6)	4(5)	4(5)	2	3	3	.45	—	3(6)	.8	2D6	6/5 H

## CHROMEBOOK 2

**Skills:** Athletics 4, Cybertechnology 2, Firearms 4, Gunnery 1, Leadership 3, Military Theory 4, Unarmed Combat 3

**Cyberware:** Chipjack, Cyberarms (both arms), Cyberears with Damper, Cyber-eyes with Flare Compensation, Low-light and Thermographic, Datajack, Dermal Plating (1), Smartlink, Wired Reflexes (1)

**Bioware:** Muscle Augmentation (1)

**Gear:** Assault Rifle with 15 clips Regular, Heavy Pistol with 5 clips Regular, MetalGear (6/5 Hardened)

**Threat/Professional Rating:** 5/3

### Heavy Weapon/Demo Trooper

B	Q	S	C	I	W	E	M	R	BI	In	Armor
5	5	5(6)	2	3	4	1.75	—	4(6)	2.65	2D6	6/5 H

**Skills:** Athletics 3, Demolitions 4, Firearms 4, Gunnery 5, Military Theory 2, Stealth 1, Unarmed Combat 3

**Cyberware:** Chipjack, Cyberarm (right or left) with Increased Strength (1) and Smartlink, Cyberears with Damper, Cybereyes with Flare Compensation, Low-light and Thermographic, 2x Datajack, Wired Reflexes (1)

**Bioware:** Adrenal Pump (1), Muscle Augmentation (1), Tracheal Filter (3)

**Gear:** LMG with 800-round belt Regular or Grenade Launcher with 25 assorted grenades, MetalGear (6/5 Hardened), Plastic Explosives, Radio Detonator, Submachine Gun with 7 clips

**Threat/Professional Rating:** 5/3

### Commo/ECM Trooper

B	Q	S	C	I	W	E	M	R	BI	In	Armor
4	4(5)	4(5)	2	4	3	1.55	—	4(6)	.8	2D6	6/5 H

**Skills:** Cybertechnology 2, Electronics 4, Electronics (B/R) 5, Firearms (B/R) 1, one Vehicle skill (conc. Remote Operations) 3

**Cyberware:** Chipjack, Cyberears with Damper, Cybereyes with Flare Compensation, Low-light and Thermographic, Datajack, Dermal Plating (1), Radio with Commlink-VIII and Crypto Circuit HD (7), Smartlink, Wired Reflexes (1)

**Bioware:** Muscle Augmentation (1)

**Gear:** Assault Rifle with 10 clips Regular, Electronics Toolkit, Head-up Display (50Mp), MetalGear (6/5 Hardened), Remote Control Deck (2), Weapons Toolkit, Wrist Computer (100Mp)

**Threat/Professional Rating:** 3/3

### Common Trooper

B	Q	S	C	I	W	E	M	R	BI	In	Armor
4	4	4	2	5	3	.45	—	4(6)	—	2D6	6/5 H

**Skills:** Armed Combat 4, Athletics 4, Demolitions 4, Firearms 4, Gunnery 4, Military Theory 2, Stealth 4, Unarmed Combat 4

**Cyberware:** Chipjack, Cyberarms (both arms), Cyberears with Damper, Cyber-eyes with Flare Compensation, Low-light and Thermographic, Datajack, Dermal Plating (1), Smartlink, Wired Reflexes (1)

**Gear:** Assault Rifle with 20 clips Regular, Knife [4L], 4 Offensive Grenades, MetalGear (6/5 Hardened), Ration Bars (20 days), 3 Smoke or Gas Grenades, Survival Kit

**Threat/Professional Rating:** 5/3

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## CYBERNETIC INTERVENTION SERVICES (P.57)

Team makeup is the same as a standard C-TEAM (above), but with the extra equipment below:

EMP Grenade (p.47, Chromebook), Biotech-Askari Motion Restraint Bombs (p.48, Chromebook), Sharpwire Net Underbarrel Mount (p.58, Chromebook 2), Pursuit Security, Inc. Webgun (p.37, Chromebook 2), Techtronica M-40 Pulse Rifle (p.39, Chromebook 2)

### Sharpwire Net Under-Barrel Mount (p.58)

Legal

Clips to the under-barrel mount of a weapon, and is a one-shot net gun (treat as a Normal Net, p.72, Street Samurai Catalog), which can not be reloaded. This weapon uses Taser ranges.

Mount	Conceal	Weight	Availability	Cost	Street Index
Under	-2	2	5/4 days	450¥	2

### Gauss Field Projector EX (p.58)

Not available.

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## ORION (P.58)

### Team Leader

B	Q	S	C	I	W	E	M	R	BI	In	Armor
5(6)	5(6)	5(6)	3	5	5	.7	—	5	1.6	2D6	6/5 H

**Skills:** Armed Combat 5, Athletics 6, Etiquette (Corporate) 4, Etiquette (Street) 5, Firearms 6, Leadership 6, Military Theory 4, Stealth 7, Unarmed Combat 5

**Cyberware:** Boosted Reflexes (1), Bone Lacing (1), Chipjack, 2x Datajack, Muscle Replacement (1), Olfactory Booster (4), Smartlink, Vehicle Control Rig (1)

**Bioware:** Orthoskin (2), Pain Editor

**Gear: Ares Predator II [HP, 15(c), SA, 9M, 5/20/40/60, Internal Smartlink, Silencer], 3 clips Regular HP (15 rnds), CMDT/SM [SH, 8(c), SA/BF, 9S, 10/20/50/100, Internal Smartlink], 5 clips Regular SH (8 rnds), MetalGear (6/5 Hardened), Pocket Computer (50 Mp), Smartgoggles with Low-light, Tanaka \*Exec\* Line suit (0/0), Wrist-Model Phone with Flip-Up Screen**  
**Threat/Professional Rating: 4/3**

## CHROMEBOOK 2

### MedTech

B	Q	S	C	I	W	E	M	R	BI	In	Armor
4	4	4	3	4(5)	4	4.3	—	4	—	1D6	3/1

Skills: Biology 5, Biotech 7, Cybertechnology 6

Cyberware: Cyberhand with Air Hypo, 2x Datajack, Encephalon (1), Skillwires (3), Softlink (2)

Gear: Malorian Arms Sub-Flechette Gun [SMG, 10(c) or 30(c), BF/FA, 6S(f), Improved Gas Vent (3)], 5 clips Flechette SMG (30 rnds), MedicGear Combat Medical Armor, Medkit, Medkit Supplies, Skillsofts [Firearms 3, Unarmed Combat 3, Stealth 3], Smartgoggles with Low-light and Thermographic, Stabilization Unit (2)

Threat/Professionality Rating: 3/3

### Basic Operative

B	Q	S	C	I	W	E	M	R	BI	In	Armor
5	5	5	3	4	4	4.3	—	4	—	1D6	6/5 H

Skills: Armed Combat 4, Athletics 5, Etiquette (Street) 4, Firearms 4, Stealth 6, Unarmed Combat 5

Cyberware: Chipjack, Datajack, Muscle Replacement (1), Retractable Spurs

Gear: 4x AFR-7 Flash Grenade, 4x Defensive Grenade, 2x EMP Grenade, Federated Arms Light Assault 15 [AR, 30(c), SA/BF, 8M, 15/40/100/250, Internal Smartlink], 10 clips APDS AR (30 rnds), MetalGear (6/5 H)

Threat/Professionality Rating: 4/3

### Netrunner

B	Q	S	C	I	W	E	M	R	BI	In	Armor
4	4	3	4	5	4	4.1	—	4	.6	1D6	3/0

Skills: Computer 8, Computer (B/R) 7, Cybertechnology 5, Electronics 6

Cyberware: 3x Datajack, Encephalon (1), Skillwires (4)

Bioware: Pain Editor

Gear: Armor Clothing (3/0), Fuchi Cyber-6 Cyberdeck, HK-227S [SMG, 28(c), SA/BF, 7M, 10/40/80/150, Silencer, Laser Sight], 5 clips Regular SMG (28 rnds), Programs [Bod-5, Evasion-5, Masking-5, Sensors-5, Analyze-4, Attack-6, Deception-6, Sleaze-6, Slow-5], Skillsofts [Firearms (SMG) 3, Stealth 4]

Threat/Professionality Rating: 4/3

## AUTOJOKS (P.61)

### A Typical Autojok

B	Q	S	C	I	W	E	M	R	BI	In	Armor
3	3	2	4	5	4	5.2	—	4	—	1D6	5/3

Skills: Computer (Software) 6, Computer (B/R) 7, Electronics 6, Etiquette (Street) 4, Firearms (Pistol) 4, Unarmed Combat 3

Cyberware: Chipjack, 3x Datajack

Gear: Browning MaxPower [HP, 10(c), SA, 9M], 3 clips Regular HP (10 rnds), Concealable Holster, Fuchi Cyber-4 Cyberdeck [Response Increase (2)], Programs [Bod-6, Evasion-6, Masking-8, Sensors-7, Analyze-5, Attack-6, Browse-8, Deception-6, Medic-5, Mirrors-4, Sift-3, Sleaze-6]

Threat/Professionality Rating: 4/3

## Full Body Replacement

Borgs are described adequately on pp.63-65 of the Chromebook 2, but the following additions need to be made for their use in Shadowrun.

The patient's Body, Quickness, Strength, and Charisma Attributes are replaced by those of the borg. Intelligence and Willpower remain the character's own. Essence is reduced to 0, as is Magic. Reaction is calculated as normal: the borg's Quickness plus the character's Intelligence, divided by two. Some borg models have built-in Wired Reflexes or other such cyberware, which adds its modifiers to Reaction and Initiative normally.

Surgery is considered to be two Drastic Invasive procedures, one to remove the organs from the original body, and one to put them in the borg. This makes for surgery costs of some 500,000€, plus medical costs for healing and so on.

Borgs use the normal rules for taking damage. They are armored, having both a Ballistic and an Impact rating. These ratings add to those of worn armor. If a borg gets hit, damage is staged normally. If a borg takes Serious or Deadly damage, roll for cyberware damage as normal (p.39, Shadowtech). If the borg takes Deadly damage, roll for bioware damage as normal (p.6, Shadowtech), if bioware is present. When a borg takes Deadly damage, do not use the rules for Deadly Wounds and Permanent Damage (p.113, SRII). Borgs can be damaged normally by magic: the brain's aura extends to outside the borg, so it can be hit.

Borgs can have cyberware and bioware installed normally. Only bioware that is associated with the brain can be used, with cyberware there is no such restriction.

How much bioware and cyberware can be installed is listed with the borg description; each borg has a Bioware Rating and an Essence Rating. The Bioware rating indicates how much bioware can be installed in the brain, the



Essence Rating indicates how much cyberware can be installed in the whole borg. The Essence and Bioware Ratings are for the borg with all listed cyberware and bioware already installed. All borgs are considered to be equipped with cybernetic vision, hearing, and smell, as well as a Datajack, but all these are not listed in the description. They can not be removed, only improved. None of these senses can have extras fitted at no Essence cost (e.g. a borg's cybereyes do not have the .5 Essence "space" that normal cybereyes have).

Note that some pieces of cyberware, and especially bioware, are almost useless to borgs.

## ⊛ ALPHA CLASS (P.66)

Body: 6

Quickness: 7 x3

Strength: 10

Bioware Rating: 1.5

Essence Rating: 3

Unarmed Combat Damage: (str+1)M Stun

Armor (B/I): 3/3

Cost: 4,000,000¥

## ⊛ AQUARIUS (P.67)

Body: 8

Quickness: 7 x3 (underwater: 7 x4)

Strength: 12

Bioware Rating: 1.5

Essence Rating: 3.5

Unarmed Combat Damage: (str)M Stun

Armor (B/I): 3/3

### Options Packages

#### Sensor Options

**Sonar:** 1km range. If a full-power sonar pulse ("ping") is directed at a human at close range (20m), the person must resist 10L Stun damage. Essence cost: .3

**Spotlights:** 100m range, varies depending on conditions. When used at close ranges, can function the same

way as a Flash Grenade (p.44, Street Samurai Catalog). This only works above water. Essence cost: .4

### Weapon Options

**Electrified Hull:** Use requires a successful melee attack. Damage is 10S Stun + Shock Weapon rules (p.103, SR11). This electrifies the entire surface of the borg. Essence cost: .6

### Other Options

**Caterpillar Drive:** Maximum speed is approx. 45km/h (equivalent to Quickness 35, counts as running) underwater. Essence cost: 1.2

**Long-Range Radio:** Range 50km, with 10 channels. Essence cost: .75

Cost: 5,000,000¥

## ⊛ COPERNICUS (P.69)

The dual-purpose limbs can act just like arms, but at a +2 modifier to all Target Numbers due to inferior dexterity.

Body: 6

Quickness: 7 x3

Strength: 10

Bioware Rating: 1

Essence Rating: 2

Unarmed Combat Damage: (str)M Stun

Armor (B/I): 3/3

### Options Packages

#### Sensor Options

**Flare Compensation:** Essence cost: .1

**Radar Sensor:** 2km range. Essence cost: .3

**Radio Beacon:** 100km range. Essence cost: 1

**Spotlights:** 500m range, varies depending on conditions. When used at close ranges, can function the same

way as a Flash Grenade (p.44, Street Samurai Catalog). Essence cost: .4

### Other Options

**Dual-Purpose Limbs:** These can act just like arms, but at a +2 modifier to all Target Numbers due to their inferior dexterity. Essence cost: 1 per limb

**Electromagnetic Shielding:** Hardened surface and heat-reflective surface. Essence cost 1

**Grapple Line:** 20m range, otherwise treat as Grapple Gun (p.43, Street Samurai Catalog). Essence cost: .7

**Gyroscope:** Gives the user an additional die for all Athletics-based skill tests, and also an additional die to remain standing after taking damage (Stopping and Knockdown, p.91, SR11). Essence cost: .1

**Maneuver Verniers and Back Thruster:** This system gives -2 modifier to the Target Number of any test made to maneuver in zero-G, and allows acceleration of 5m/s<sup>2</sup>. There are 20 seconds of burn for the thruster, and 12 hours of maneuvering for the verniers. Refuelling pods cost 5,000¥ each. Essence cost: 2

**Magnetic Hands & Feet:** Essence cost: .2

**Toolhand:** Contains a powerful screwdriver, a vac-solderer, a micro-probe, and a small wirecutter. Essence cost: .3

Cost: 6,000,000¥

## ⊛ ECLIPSE (P.71)

Body: 6

Quickness: 9 x3

Strength: 10

Bioware Rating: .9

Essence Rating: .5

Unarmed Combat Damage: (str)M Stun

Armor (B/I): 3/3

### Options Packages

#### Sensor Options

**Damper:** p.260, SR11. Essence cost: .1

**Hearing Amplification:** p.78, Street Samurai Catalog. Essence cost: .2

**Homing Tracer:** A Signal Locator, p.258, SR11. Essence cost: .2

**Radio with level 4 Crypto Circuit HD:** p.260, SR11 and p.77, Street Samurai Catalog. Essence cost: .75 for radio, .1 for Crypto Circuit HD

## CHROMEBOOK 2

### Weapon Options

**Dartgun, Finger-Bomb, Gas Sprayer, and Lock-Pick Fingers:**

see p.32, Chromebook. Essence cost: .15 per finger

**Retractable Monoblade:** A Retractable Spur, p.261, SR11.

Essence cost: .3

**Silenced Pop-Up Gun:** A Light Pistol cybergun (p.86, Street Samurai Catalog) with silencer and smartlink.

Essence cost: .35 for pistol, .1 for silencer, .25 for smartlink

**Venomhand:** Not available.

### Other Options

**Chameleon Covering:** The whole body is covered in ruthenium polymers (p.94, Shadowtech) giving observers a +4 modifier to Target Numbers to spot the Eclipse. Essence cost: —

**ECM Generator:** Gives the Eclipse an ECM/ECCM rating of 4 (p.184, SR11). Essence cost: .7

**Gyro-Balancer:** Gives the user an additional die for all Athletics-based skill tests, and also an additional die

to remain standing after taking damage (Stopping and Knockdown, p.91, SR11) Essence cost: .1

**Grip Foot:** Gives the user an extra die for Athletics (Climbing) skill tests. Essence cost: .6

**IR Thermal Dam:** Gives all observers using Thermographic vision a +5 modifier to all Target Numbers to spot the Eclipse. Essence cost: .5

**Pain Editor:** p.26, Shadowtech. Body cost: .6

**Secret Spaces:** 5cm x 15cm x 5cm large, one in each leg. Essence cost: —

**Sound Cancellor:** Gives all listeners a +3 modifier to all Target Numbers to hear the Eclipse. Essence cost: .5

**Stealth Foot:** Gives the user an extra die for Stealth skill tests in order to move silently. Essence cost: .2

**Wired Reflexes level 1:** p.261, SR11. Essence cost 2

Cost: 6,500,000¥

## ★ ENFORCER (P.73)

Body: 6

Quickness: 10 x4

Strength: 10

Bioware Rating: 1.5

Essence Rating: 2.2

Unarmed Combat Damage: (str+2)M Stun

Armor (B/I): 3/3

### Options Packages

#### Sensor Options

**Thermographic, Low-light, and Flare Compensation:**

p.260, SR11. Essence cost: .2

**Vision Magnification level 1:** p.85, Street Samurai Catalog

Essence cost: .1

**Video Recorder:** A Video Link, p.84, Street Samurai

Catalog. Essence cost: .5

### Weapon Options

**Grenade Storage:** Can hold 3 hand grenades or bombs of any type. Essence cost: .3

**Leg Holster:** Can hold any type of pistol or small SMG (GM's decision), as well as a spare clip of ammo.

Essence cost: .4

**Taser Grips:** Each hand can be treated as having a built-in Stun Baton (p.254, SR11).

### Other Options

**Black Book Micro-Computer:** See p.15, Chromebook 2.

Essence cost: .4

**Boosted Reflexes level 1:** p.87, Street Samurai Catalog.

Essence cost: .5

**Headware Memory:** 120Mp headware memory, to store video images. Essence cost: 1.2

**Light Bars:** Cannot be used as blinders, just as signals.

Essence cost: .2

**Striptape Dispenser:** Holds 12 Plastic Restraints (p.258, SR11). Essence cost: .2

Cost: 5,500,000¥

## ★ BRIMSTONE (P.74)

Body: 7

Quickness: 7 x3

Strength: 11

Bioware Rating: 1

Essence Rating: 2.7

Unarmed Combat Damage: (str)M Stun

Armor (B/I): 3/3

### Options Packages

#### Sensor Options

**Hearing Amplification with Damper and level 5 Select**

**Sound Filter:** p.78&82, Street Samurai Catalog and p.260, SR11. Essence cost: .2 for Hearing Amplification, .1 for Damper, .2 for Select Sound Filter.

**Radar Sensor:** 100m range. Essence cost: 1

**Radio:** p.260, SR11. Essence cost: .75

### Other Options

**CO<sub>2</sub> Fire Extinguisher:** If used as a weapon, target must roll a Quickness(6) test to avoid being blinded for 1D6/2 turns. Essence cost: .7

**Light Bars:** These can not be used to blind, just as signals.

Essence cost: .2

**Pain Editor:** p.26, Shadowtech. Body Cost: .6

**Waterhose System:** See Watercannon, p.253, SR11.

Essence cost: 1.3

Cost: 4,700,000¥

## ★ GEMINI (P.76)

To notice that this is not a real human requires a Perception(10) test. If using thermographic vision or a Scanman, or other such sensors, the Target Number drops to 3. Astral perception immediately reveals the Gemini to be a 'borg'. The actual Body and armor ratings can not be increased.

Body: 6

Quickness: 7 x3

Strength: 10

Bioware Rating: 1.5

Essence Rating: 2.6

Unarmed Combat Damage: (str)M Stun

Armor (B/I): 3/3

### Options Packages

#### Other Options

**"Disguise" Option:** This allows the cyborg to alter its skin tone and facial features, effectively giving the borg 2 extra dice to roll on a skill test to disguise himself.

This is not a standard feature, but costs 10,000¥.

Essence cost: .5

**Sexual Implant:** No changes. Essence cost: .5

Cost: 5,500,000¥

## ✪ WINGMAN (P.77)

Body: 6  
 Quickness: 7 x3  
 Strength: 10  
 Bioware Rating: 1.5  
 Essence Rating: 2  
 Unarmed Combat Damage: (str-1)M Stun  
 Armor (B/I): 3/3

### Options Packages

#### Sensor Options

Flare Compensation: p.260, SR11. Essence cost: .1

Locator Beacon: A radio signal with 100km range. Essence cost: .3

Optical Magnification level 3: p.85, Street Samurai Catalog. Essence cost: .2

TimeSquare Plus: p.38, Chromebook. Essence cost: .3  
 Weapon Options

Leg Holster: Can hold any pistol or small SMG, plus one clip of ammo. Essence cost: .4

Survival Blade: A retractable spur, p.261, SR11. Essence cost: .3

### Other Options

Datajacks: Two extra Datajacks, p.260, SR11. Essence cost: .2 per Datajack

Gyroscope: Gives the user an additional die for all Athletics-based skill tests, and also an additional die to remain standing after taking damage (Stopping and Knockdown, p.91, SR11). Essence cost: .1

Parachute: - Cannot work under 70 meters. Essence cost: 1

Vehicle Control Rig level 2: p.261, SR11. Essence cost: 3

Cost: 5,400,000¥

## ✪ SAMSON (P.79)

Body: 9  
 Quickness: 7 x3  
 Strength: 14  
 Bioware Rating: 1.5  
 Essence Rating: 1.1  
 Unarmed Combat Damage: (str+2)M Stun  
 Armor (B/I): 3/3

### Options Packages

#### Sensor Options

Flare Compensation: p.260, SR11. Essence cost: .1

Radiation Detector: No changes. Essence cost: .7

TimeSquare Plus: p.38, Chromebook. Essence cost: .3

### Other Options

Arc Welder: Can cut through Barrier Rating 12, and does 8D damage if used as a weapon (use one-half Impact armor). Has a Firesetting rating of 6. Essence cost: 1.2

Radiation Shielding: No changes. Essence cost: —

Techscanner: Allows the user to roll 1 extra die for any Build/Repair skill. Essence cost: .6

Toolhands: No changes. Essence cost: .3 per hand

Cost: 5,000,000¥

## ✪ DRAGOON (P.81)

Use the full Impact armor value against lasers, instead of halving it. The Behavioral Inhibitor Program does what is described on p.82 of the Chromebook 2, but also effectively halves the Borg's Intelligence stat (rounding up).

Body: 10  
 Quickness: 17 x4  
 Strength: 16  
 Bioware Rating: .2  
 Essence Rating: 0  
 Unarmed Combat Damage: (str)M Stun  
 Armor (B/I): 4/4 (Hardened)

### Options Packages

#### Sensor Options

Cyberaudio: has the following audio installed (cannot be changed): Hearing Amplification, Damper, Radio, Crypto Circuit HD level 9, Commlink level 6. Total Essence cost: 1.45

Front Optic Mount: has the following optics installed (cannot be changed): Low-light, Thermographic, Electronic Magnification level 3, Flare Compensation, TimeSquare Plus. Total Essence cost: .9

Twin Sensory Booms: No changes. Essence cost: —

#### Weapon Options

none installed, but all four limbs have Quick-Change Mounts.

### Other Options

Ambidexterity Subprocessor: No changes. Essence cost: .1

Ammo Hopper: No changes. Essence cost: —

Autoinjector: No changes. Essence cost: .1

Black Box Recorder: Every minute of recording requires 1Mp; comes with 60Mp memory. Essence cost: 1

Chipware Socket: Level 4 Skillwires with built-in Chipjack (p.261, SR11). Total Essence cost: .8

Combat Crystal: +1 to Initiative and 1 extra die for Perception tests. Essence cost: .4

Chronometer: No changes. Essence cost: —

Environmental Assimilation System: If the Dragoon is standing still, observers get a +2 modifier to all Target Numbers to spot it, +1 if it is moving. Essence cost: 1.1

IFF Transponder: No changes. Essence cost: .15

Interchangeable Biopod: No changes. Essence cost: 2

IR Thermal Dam: Gives all observers using Thermographic vision a +5 modifier to all Target Numbers to spot the Dragoon. Essence cost: .5

Locator Beacon: A rating 5 Tracking Signal. Essence cost: .05

Micro-Computer: No changes. Essence cost: .4

Pain Editor: p.26, Shadowtech. Body cost: .6

Satellite Link: No changes. Essence cost: .5

Shielding: No changes. Essence cost: —

Cost: 12,000,000¥

## *OPTIONS FOR FULL BODY CONVERSIONS*

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### **STYLIZATION (P.84)**

A monstrous appearance can give a -1 or -2 modifier to tests made to intimidate people. Price varies.

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### **INCREASED SP (P.84)**

Each point of Ballistic armor costs 2,000¥, each point of Impact armor costs 1,500¥.

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### **INCREASED SDP (P.84)**

Not available.

⊗ **INCREASED STATS (P.85)**

Attribute increases are costed as can be seen below. These increases are in addition to any other cyber or bioware increases that may be fitted to the 'borg. Essence Cost is per +1 increase; Quickness increase carries over to Reaction as normal.

Attribute	Max increase	Essence Cost	Avallabilit y	Cost	Street Index
Body	+4	.5	—	10,000¥	—
Quickness	+5	.5	—	15,000¥	—
Reaction	+3	.5	—	20,000¥	—

**SHIELDING (P.85)**

No changes. Essence cost: —; price: 20,000¥.

**QUICK-CHANGE MOUNTS (P.85)**

Weapons do not take up “spaces.” 2,000¥, Essence cost: —.

**INTERCHANGABLE BIOPOD (P.85)**

No changes. Essence cost: 2; price: 200,000¥.

**LONGEVITY MODULE (P.85)**

No changes. Essence cost: 1.4; price: 150,000¥.

Vehicles

*AERODYNES*

⊗ **AV-3 “AEROCOP” (P.87)**

This is a Vectored Thrust Vehicle.

	Handling	Speed	B/A	Sig	Apilot	Cost
Aerocop	4*	330/465*	4/2	4*	3	1,500,000¥

Seating: twin bucket seats Access: 2 standard  
(ejection) + twin bench

Economy: .5 km per liter Fuel: IC/1,200 liters

Cargo/Storage: 5 CF trunk

Accessories: crash cage, computer link to police HQ, loudspeaker, police strobe lights, radio, spotlight

\* when on the ground (using its wheels), the AV-3 has Handling 4/8, Speed 80/200, and Signature 7

⊗ **FAMILY FLIER (P.88)**

This is a Vectored Thrust Vehicle.

	Handling	Speed	B/A	Sig	Apilot	Cost
Family Flier	5	100/200	3/1	0	2	500,000¥

Seating: twin + quad bucket seats Access: 2 standard + double-size rear

Economy: 1 km per liter Fuel: IC/400 liters

Cargo/Storage: 4 CF trunk

Accessories: APPS™

⊗ **NISSAN FORD FANMASTER (P.89)**

This is a hovercraft; it can not float if more than 100CF of cargo is loaded. The enclosed-van model costs 20,000¥ extra.

	Handling	Speed	B/A	Sig	Apilot	Cost
FanMaster	5*	35/135*	3/2	4	2	200,000¥

Seating: triple bucket seats Access: 2 standard

Economy: 8 km per liter Fuel: IC/100 liters

Cargo/Storage: 300 CF storage

Accessories: boat hull modification

\* in water, Handling is 6, and Speed is 3/7.

## ★ MACH (P.89)

This is a Vectored Thrust Vehicle.

	Handling	Speed	B/A	Sig	Apilot	Cost
Mach	3	265/665	2/1	2	3	1,300,000¥
Seating: twin bucket seats	Access: 2 standard					
Economy: .5 km per liter	Fuel: IC/1,200 liters					
Cargo/Storage: 2 CF trunk						
Accessories: audio and video entertainment system						

## ★ SWAN (P.90)

This is a Vectored Thrust Vehicle.

	Handling	Speed	B/A	Sig	Apilot	Cost
Swan	5	135/265	3/2	4	3	800,000¥
Seating: twin + single bucket seats	Access: 2 standard					
Economy: .6 km per liter	Fuel: IC/1,200 liters					
Cargo/Storage: 5 CF trunk						
Accessories: APPS™, crash cage						

## GROUND CARS

## ★ CROWDER (P.91)

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Crowder	5/10	25/55	1/1	6	1	9,000¥
Seating: twin bucket seats	Access: 2 standard					
Economy: 2 PF per km	Fuel: Elec/250 PF					
Cargo/Storage: 2 CF trunk						

## ★ MAX INTERCEPTOR (P.92)

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Max Interceptor	3/8	65/240	2/2	2	2	140,000¥
Seating: twin bucket seats + bench	Access: 2 standard					
Economy: 8 km per liter	Fuel: MultiF/160 liters					
Cargo/Storage: 2 CF trunk						
Accessories: both bucket seats have Armor 2, fire extinguisher, loudspeaker, police radio, police strobe light, satellite uplink for onboard computer, spotlight						

## ★ TOYO-CHEVROLET '17 CHEVY (P.92)

Note that this vehicle is now called the '51 Chevy.

	Handling	Speed	B/A	Sig	Apilot	Cost
'51 Chevy	3/7	40/120	2/0	5	1	35,000¥
Seating: twin bucket seats + twin bench	Access: 2 + 2 standard					
Economy: 12 km per liter	Fuel: MultiF/40 liters					
Cargo/Storage: 6 CF trunk						

## MOTORCYCLES

## ★ ASHIGARU (P.93)

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Ashigaru	3/8	40/95	1/0	6	1	3,500¥
Seating: 1 front + 1 rear						
Economy: 1 PF per km	Fuel: ImpElec/280 PF					
Cargo/Storage: 1 CF underseat						

⊛ **BERMUDA (P.94)**

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Bermuda	3/5	60/205	2/0	2	1	15,000¥

Seating: 1\*

Economy: 25 km per liter

Fuel: MultiF/20 liters

Cargo/Storage: 0 CF\*

Accessories: off-road suspension (1)

\* the standard model can carry only one passenger. For 1,000¥ extra, the bike can be fitted with a special seat which allows carrying another passenger or 4 CF of cargo.

Can we say "The designers watched *Akira* one too many times?" Nah, surely not...  
— Gurth

⊛ **DARKWING (P.94)**

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Darkwing	4/4	40/135	2/1	3	1	9,000¥

Seating: 1

Economy: 30 km per liter

Fuel: MultiF/20 liters

Cargo/Storage: 1 CF underseat

*AIRCRAFT AND MINI-JETS*

⊛ **GD F-36 COMET (P.95)**

If a Comet takes Serious damage or higher, roll 2D6 each turn. If the roll is 4 or less, the computers lose control and the Comet crashes. The aircraft carries a centerline Hardpoint, and a Firmpoint on each wing. All are mounted forward. The Hardpoint has 3 CF of dedicated ammo storage, and is normally fitted with a Victory rotary assault cannon (p.124, Rigger Black Book). Each Firmpoint has 1 CF of dedicated ammo storage.

	Handling	Speed	B/A	Sig	Apilot	Cost
F-36	1	830/1860	7/2	5	3	4,500,000¥

Seating: single bucket seat (ejection) Access: 1 canopy

Economy: .5 km per liter

Fuel: 2,000 liters

Cargo/Storage: 1 CF underseat

Sensors: Military I (6)

ECM: Military I (4)

Landing/Take-off Profile: STOL/STOL

Accessories: centerline Hardpoint (forward), fly-by-wire system, 2 wing-mounted Firmpoints (forward)

⊛ **MDD F-33 WASP (P.96)**

Comes with a forward-mounted centerline Hardpoint (with 3 CF of dedicated ammo storage), as well as two Firmpoints (with 1 CF of ammo storage each) on each wing. All fire forward. The Hardpoint normally mounts a Vigilant rotary autocannon (p.124, Rigger Black Book).

	Handling	Speed	B/A	Sig	Apilot	Cost
F-33	2	730/1660	8/2	3	3	3,500,000¥

Seating: single bucket seat (ejection) Access: 1 canopy

Economy: .5 km per liter

Fuel: 2,500 liters

Cargo/Storage: 2 CF underseat

Sensors: Military I (6)

ECM: Military II (5)

Landing/Take-off Profile: STOL/Normal

⊛ **FED-BOEING FALCON (P.96)**

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Falcon	4	135/400	4/1	4	2	2,500,000¥

Seating: twin buckets seats + 6 Access: 2 standard + double size rear bench

Economy: 2 km per liter

Fuel: 600 liters

Cargo/Storage: 50 CF cargo

Sensors: Enhanced (2)

Landing/Take-off Profile: VSTOL/VSTOL

## ✧ GD HUMMINGBIRD (P.97)

Taking off from a skyscraper requires a Handling Test, with a +4 modifier to the Target Number. Failure means a crash (either into the ground or into the skyscraper).

	Handling	Speed	B/A	Sig	Apilot	Cost
Hummingbird	3	400/800	4/2	2	3	1,500,000¥
Seating: twin + eight bucket seats	Access: 2 standard					
Economy: .25 km per liter	Fuel: 4,000 liters					
Cargo/Storage: 5 CF storage						
Sensors: Enhanced (2)	ECM: Security II (2)					
Landing/Take-off Profile: VTOL/VSTOL						
Accessories: : EnviroSeal™, fire extinguisher Life Support System (100 man-hours), telecom with 100Mp (p.259, SR11), wet-bar						

## ✧ LOCKHEED-CESSNA PINTO (P.98)

Has two forward-mounted Hardpoints in the fuselage, and carries two Firmpoints under each wing, also forward-firing. Each Hardpoint and each Firmpoint has 2 CF of dedicated ammo storage. Each Hardpoints is normally fitted with a Victory rotary assault cannon (p. 124, Rigger Black Book).

	Handling	Speed	B/A	Sig	Apilot	Cost
Pinto	3	265/600	6/2	4	2	10,500,000¥
Seating: twin + twin bucket seats (ejection)	Access: 2 canopies					
Economy: 1.25 km per liter	Fuel: 2,000 liters					
Cargo/Storage: 4 CF underseat						
Sensors: Military II (7)	ECM/ECCM: Military I (4)/Military I (4)					
Landing/Take-off Profile: STOL/STOL						
Accessories: all bucket seats have Armor 2, Integrated Controls						

## AIRSHIPS

## ✧ INDIA SKY-BARGE (P.99)

Can carry up to 6,000CF worth of cargo, strung underneath the ship, without speed loss. Speed is decreased to 30/60 when carrying up to 10,000CF underneath the ship.

	Handling	Speed	B/A	Sig	Apilot	Cost
India	6	40/80	6/6	7	2	10,000,000¥
Seating: twin + quad bucket seats	Access: 2 standard					
Economy: 1 km per liter	Fuel: MultiF/12,000 liters					
Cargo/Storage: 2 CF underseat						
Landing/Take-off Profile: VTOL/VTOL						

## ✧ "MADISON AVENUE" BLIMP (P.100)

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Madison Avenue	6	20/45	5/1	9*	3	2,500,000¥
Seating: 1 bench	Access: 1 hatch					
Economy: .5 km per liter	Fuel: IC/2,000 liters					
Accessories: 6m x 12m electronic projection screens, spotlights, video cameras						
* Signature drops to 2 when the projection screens are turned on.						

## ✧ SKY QUEEN CRUISE-LINER (P.100)

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Sky Queen	5	55/135	10/9	7	4	20M¥
Seating: twin + twin bucket seats	Access: 2 + 4 standard					
Economy: .1 km per liter	Fuel: 32,000 liters					
Cargo/Storage: 50 CF						
Accessories: 3 bars, crew compartment for 20 people, sleeping accomodations for 150 people, 2 restaurants						



## Exotics

These appear on pages 101 to 110 of the Chromebook 2. Instead of giving a list of these body modifications here, the reader is referred to NERPS: ShadowLore, in the Bioware chapter, under ShadowFurry by Rob Rubin <tyger@vax1.winona.msus.edu>.

# CHROMEBOOK 3

## Equipment, Items, and Stuff

### MIDNIGHT ARMS SMARTGOGGLE MIRRORSHADES (P.3)

4P-CA

Can hold two vision-enhancing options such as low-light or thermographic, each option costing the same as for goggles, as on page 257 of SRII. Only available in smartlink level 1 technology (p.261, SRII).

Conceal*	Rating	Weight	Avallabilit y	Cost	Street Index
5	—	—	3/36hrs	4,500¥	1

\* concealability indicates how easy it is to notice that this is a set of smart goggles and not simply mirror shades.

### UTOPIAN "SMALL WONDERS" NANOAGENTS (P.4)

LEGAL

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	—	4/60hrs	500¥	2

### ARC FURNACE (P.4)

LEGAL

Consumes about 300¥ worth of power per day.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	—	6/7 days	10,000¥	1

### COMMUNICATIONS ACCESSORIES (P.4)

LEGAL

#### Fibre-Optic Cable

Costs about 0.10¥ per meter for normal-quality cable. High-quality cable gives +1 Reaction to all deckers and IC, as long as the entire cable route consists of this type of cable, which costs 1.00¥ per meter.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	—	always	0.10¥	1

#### Repeaters

This is a dedicated data line junction (p.12, Virtual Realities), and is used purely for signal amplification. The "right glitch" requires a successful Computer (10) test in the repeater's node.

#### Junctions

Not available (use a DLJ instead).

### RAVEN® INTERFACE MONITOR (P.5)

LEGAL

Gives a -1 Target Number modifier while repairing cyberware.

Conceal	Rating	Weight	Availability	Cost	Street Index
5	-1	1	6/48hrs	8,000¥	1

### TELECTRONICS® MICROMANIPULATOR RIG (P.5)

LEGAL

Requires a datajack and encephalon to use. It eliminates "Bad Working Conditions" and "Inadequate Tools" penalties for all Build/Repair tasks except vehicle- and magical-related ones (see page 183, SRII).

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	—	8/72hrs	3,000¥	3

## MEDTECH

### ARCHAESTHETIC (P.6)

LEGAL

Lowers the doc's Target Numbers for surgery by 1 once correctly connected.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	-1	1	6/7 days	10,000¥	4

**RAPIDETOX (P.6)**

LEGAL

The user must roll a Biotech skill test, with a Target Number equal to the poison's Power Level or Strength Rating. Once test may be made per turn, with the substance being neutralised three turns after a successful roll.

Detox machines?! HAHHAHA! Detox spells, my chummers, work a lot easier.

— Steel

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	5	5/4 days	1,500¥	3

**BLOOD SUBSTITUTE (P.6)**

Not available: assume this is always used when needed. If used on a magician, it counts as high-tech treatment, so the +2 modifier for treating a magician is not used, meaning a check for Magic loss must be rolled.

**LPTU™ LIMB PRESERVATION AND TRANSPORT UNIT (P.6)**

As for blood substitute, it's easiest to assume such things are always used.

**BODYWEIGHT PORTABLE INTERN UNIT (P.7)**

LEGAL

If coupled to a medkit (p.263, SR11), this device increases the medkit's skill rating by 1. By itself, it has a Biotech skill of 1, working in the same way as a medkit.

Conceal	Rating	Weight	Availability	Cost	Street Index
2	1	2	3/24hrs	120¥	1.5

**AESCULAPIUS INCORPORATED CYBERCAST (P.7)**

LEGAL

Gives a +2 modifier to all actions carried out with the limb, but days spent wearing it count as resting, and therefore healing. Hospitals rent them out at around 200¥ a day.

Conceal	Rating	Weight	Availability	Cost	Street Index
3	+2	1.5	3/12hrs	3,000¥	2

*MASETTO TECH CLOTHING*

**'ALESSIO' COVERALLS (P.7)**

LEGAL

No changes.

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
—	—	—	—	always	200¥	1

**'LANO' ARMOUR COVERALLS (P.7)**

LEGAL

No changes.

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
6	3	2	1	always	1,600¥	1

**'GUERCIO' HELMET (P.8)**

LEGAL

Comes with a flare-compensating visor and built-in respirator.

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
—	—	+1	1	3/48hrs	600¥	2

**'GIANNI' HELMET (P.8)**

4P-CA

Has built-in smart goggles (level I).

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
—	—	+1	1	4/48hrs	3,500¥	2

**'PINAMONTE' BOOTS (P.8)**

**LEGAL**

No armor values.

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
—	—	—	—	always	50¥	1

**'CIAMPOLO' GLOVES (P.8)**

**LEGAL**

No changes.

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
—	—	—	—	always	40¥	1

**'FRANCESCA' TECH SCANNER (P.8)**

**LEGAL**

No modifiers to Wardrobe&Style or Reputation-like things. It simply counts as a Computer toolkit (p.259, SR11).

Conceal	Rating	Weight	Availability	Cost	Street Index
3	—	5	5/48hrs	1,200¥	2

**'FARINATA' TECH TOOL KIT (P.9)**

**LEGAL**

Again no modifiers to Wardrobe&Style or Reputation-like things. It is a Vehicle toolkit (p.259, SR11).

Conceal	Rating	Weight	Availability	Cost	Street Index
3	—	5	5/48hrs	350¥	2

**'VENEDICO' ELECTRONICS TOOL KIT (P.9)**

**LEGAL**

Again no modifiers to Wardrobe&Style or Reputation-like things. It is an Electronics toolkit (p.259, SR11).

Conceal	Rating	Weight	Availability	Cost	Street Index
3	—	5	5/48hrs	1,350¥	2

**RAVEN® "TRIPOD" WALDO SET (P.10)**

**LEGAL**

The user must jack into the waldo, and can then effectively perform work requiring two people. No modifiers or anything.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	25	10/7 days	8,000¥	3.5

**RAVEN® "SPIDER" MICROWALDO BRACER (P.11)**

**LEGAL**

The user must jack into this waldo as well, and it basically provides another pair of hands. A cyberarm version is also available.

Normal version:

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	2	6/72hrs	7,000¥	3

Cyberarm version:

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	2	8/72hrs	8,000¥	3.25

**TECHTRONICA "MITE" DIAGNOSTIC REMOTE (P.11)**

**LEGAL**

No changes.

Normal version:

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	1	6/72hrs	4,000¥	3

Cyberarm version:

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	1	8/72hrs	5,000¥	3.25

**CTS, PLC 'PEMBROKE' TECHSCANNER (P.12)**

LEGAL

An Electronics toolkit that gives a -1 to the Target Number of any task involving fixing something that came out before the update chip became available.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	-1	5	9/72hrs	1,500¥	3.5

\* +100¥ per month subscription update

**TOOL KITS BY BUCHSTERHUDE GMBH (P.12)**

LEGAL

No modifiers to skills or Target Numbers in any way. It is a simple toolkit.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	5	6/48hrs	1,000¥*	2

\* 1,500¥ for high-style. Multiply prices by 2 for vehicle toolkit, or by 3 for electronic, computer, or cyberware toolkit.

**FAX PLUS 1000™ FAX MACHINE (P.12)**

LEGAL

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
6	—	.5	always	300¥	1

**THUNDERARC INDUSTRIES THREE-D HOLOPHONE (P.13)**

LEGAL

The Matrix-style icon (persona) chips cost 500¥ apiece.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	1	3/24hrs	9,000¥	1.25

**MORE CELL PHONE OPTIONS! (P.13)**

LEGAL

**Tight Beam**

Range of about 1½ kilometers.

**Call Waiting**

No changes.

**Call Forwarding**

No changes.

	Weight	Availability	Cost	Street Index
Tight Beam	3	2/12hrs	200¥	2
Call Waiting	—	always	50¥*	—
Call Forwarding	—	always	50¥*	—

\* per month

**MINIATURE COPIER (P.13)**

LEGAL

Has a 1 Mp memory for storing images.

Conceal	Rating	Weight	Availability	Cost	Street Index
3	—	.5	2/12hrs	230¥	.8

**DATATEL ROTOWRIGHTER (P.13)**

LEGAL

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
8	—	.25	always	20¥	1

**TELECTRONICS® MODULATION CHIP (P.13)**

Not available.

**YAMAHA RX4000 "HURRICANE" ULTRASYNTH (P.14)**

LEGAL

This synthesizer adds +4 the the Impact (see Shadowbeat), but every extra element controlled gives a cumulative -2 to Impact (three effects give a +0 to Impact, five elements give -4). If the user tries to control more elements than twice his Intelligence Attribute Rating, he must roll a Willpower(4) test to avoid passing out under the strain. This fine quality-rated synthesizer has 8 voices built in.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	+4	—	always	9,380¥	1

**MIDNIGHT ARMS SMART GLOVE (P.14)**

Not available.

**ARASAKA R-101 LIE DETECTOR (P.15)**

3P-E1

This machine makes an opposed test between its rating and the subject's Willpower. The number of net successes on the machine's part reduce the Target Number for Interrogation skill tests on a one-to-one basis.

Conceal	Rating	Weight	Availability	Cost	Street Index
2	6	3	14/20 days	5,000¥	4

*THE GREAT OUTDOORS*

**EVEREST VENTUREWARE GRAPPLE LINE (P.15)**

LEGAL

The line can support a weight of 500 kg. It uses Shotgun ranges when fired.

Conceal	Rating	Weight	Availability	Cost	Street Index
2	—	3	always	240¥	1

**EVEREST VENTUREWARE CLIMBING SPIKES (P.15)**

LEGAL

15 centimeter-long spikes. They lower the Target Number for climbing tests by 1 (see p.75, Fields of Fire). If used as a weapon, the spikes do (str+1)L damage.

Conceal	Rating	Weight	Availability	Cost*	Street Index
3	-1	—	2/24hrs	75¥	1

\* 140¥ total cost for interface control

**ESPORMA ENVIRONMENT SUIT (P.16)**

LEGAL

The suit provides a Barrier Rating of 6 to corrosive chemicals. Closing one "breathing" panel costs a Simple Action. The sealed suit has a wearing time of 45 minutes, plus 15 minutes per two panels kept open. Every 15 minutes over the duration, the wearer must roll a Body(4) test, otherwise his all his Physical Attributes are halved for as long as he continues to wear the suit.

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
1	2	1	5	6/4 days	7,250¥	3

**THE AUTOMAPPER™ BY THUNDERARC (P.16)**

LEGAL

The interface port (60¥) can be used by anyone with a datajack.

Conceal	Rating	Weight	Availability	Cost	Street Index
7	—	.5	6/48hrs	600¥	1

**GEOTECH ENVIROSCANNER (P.16)**

LEGAL

Use the rules for gas detection systems (p.88, Neo-Anarchists' Guide to Real Life), but this scanner detects only biological and radioactive contamination within 7 meters.

Conceal	Rating	Weight	Availability	Cost	Street Index
5	3	1	8/7 days	45,000¥	3

**PHARMACEUTICALS**

**MILITECH COMBAT DRUGS (P.17)**

**PER DRUG**

**Prime**

**3-M1**

Addiction	Tolerance	Strength	Speed	Vector	Duration	Availability	Cost/dose	Street Index
2M	4	6	1 turn	injection	1D6+1 hours	14/7 days	500¥	3

Effects: +2 Intelligence, +1 Willpower

Crash Effects: distractions, concentration difficulties, +2 Target Numbers for all skill use, -1 Willpower [resist all with Willpower(4) test] for 1D6/2 hours

**Timewarp**

**3-M1**

Addiction	Tolerance	Strength	Speed	Vector	Duration	Availability	Cost/dose	Street Index
4P	3	5	1 turn	ingestion, injection	1D6+1 minutes	14/7 days	300¥	3

Effects: +2 Initiative

Crash Effects: 6L Stun damage [resist with Willpower]

**Berserker**

**3-M1**

Addiction	Tolerance	Strength	Speed	Vector	Duration	Availability	Cost/dose	Street Index
6P	3	3	immediate	injection	1D6+1 minutes	14/7 days	400¥	3

Effects: +1 Body, +1 Strength, +1 Willpower, +1 Reaction

Crash Effects: 6L damage [resist with Body]

Permanent Effects: Essence reduced by 1D6/20 [resist with Willpower(6) test]

**TRAUMA DRUGS (P.17)**

**PER DRUG**

**Sedative**

**4P-M1**

Addiction	Tolerance	Strength	Speed	Vector	Duration	Availability	Cost/dose	Street Index
—	—	—	1 turn	injection	1D6+1 minutes	4/6hrs	40¥	2

Effects: 8D Stun damage [resist with Willpower]

**Stim**

**4P-M1**

Addiction	Tolerance	Strength	Speed	Vector	Duration	Availability	Cost/dose	Street Index
—	—	—	1 turn	injection	1D6+1 minutes	4/6hrs	50¥	2

Effects: negates injury modifiers to Target Numbers only

Crash Effects: Light Stun wound

**Surge**

**4P-M1**

Addiction	Tolerance	Strength	Speed	Vector	Duration	Availability	Cost/dose	Street Index
2P	4	5	1D6	injection	1D6+1 hours	4/6hrs	75	2

Effects: ignore food and sleeping needs, -1 Target Number to resist any Stun damage.

Crash Effects: all Attributes are halved [sleep 5 hours to get rid of this reduction]

**Trauma I**

**4P-M1**

Addiction	Tolerance	Strength	Speed	Vector	Duration	Availability	Cost/dose	Street Index
4P	2	10	immediate	injection	1D6+1 turns	4/6hrs	60¥	2

Effects: as Trauma Patch

**SURVEILLANCE KIT (P.18)**

**4P-E1**

This kit contains the following equipment (all p.258, SR11 unless otherwise noted):

- a) 20 micro-transceivers, 10 micro-camcorders, 10 micro-recorders, and multi-band receiver with chip recorder (not listed in SR11).
- b) 20 tracking signals (rating 3, conceal 5) and a signal locator (rating 5)
- c) A shotgun microphone (rating 3) and a laser microphone (rating 3)
- d) A portacam (p.88, Shadowbeat) with 20Mp memory to store images

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	6.5	6/5 days	98,000¥	2

**VISUAL ADAPTOR (P.18)**

Not available: most portacams can have such options installed anyway.



**SECSYSTEMS DETECTION WAND (P.18)**

**LEGAL**

See the rules for weapon detection on page 92 of the Neo-Anarchists' Guide to Real Life.

Conceal	Rating	Weight	Availability	Cost	Street Index
4	2	.5	2/12hrs	10,000¥	1

**OPTITECH MAGVIEWER (P.18)**

**LEGAL**

No changes.

Conceal	Rating	Weight	Availability	Cost*	Street Index
4	20x	1	always	375¥	.8

\* +100¥ for IR, +125¥ for low-light, +75¥ for digital camera with 5 Mp memory

**IEC DOMITIC SYSTEM (P.19)**

**LEGAL**

Cost is 2D6x50¥ per square meter. Most systems are linked to the Matrix, but are almost completely Blue systems.

Availability	Cost	Street Index
2/48hrs	2D6x50¥	—

**VIRTUAL VENTURES, LTD. (P.19)**

This company puts the user into a Matrix system sculpted to represent the history being portrayed. The customer can either jack into their system from his home (provided he has some sort of cyberdeck), or from Virtual Ventures' offices.

Prices given on the table on page 19 of the Chromebook 3 are in nuyen for 3, 6, and 12 hour trips.

**ROYO BODYFREE MASKS (P.20)**

**LEGAL**

Gives no modifiers to skills or Attributes. Filter masks are 50¥ extra.

Conceal	Rating	Weight	Availability	Cost	Street Index
8*	—	—	always	600¥	1

\* this is to spot that the character is wearing a mask

**OPTICAL REMOTE (P.20)**

**LEGAL**

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	—	4/12hrs	100¥	.7

**IEC SOLODRINKER (P.20)**

**LEGAL**

Convert all prices from eb to nuyen at a 1:1 ratio. Availability for all is Always, Street Index is .75.

**Cyberware**

**SYCUST "FLESHWEAVE" (P.21)**

**LEGAL**

Does not take up any option spaces in the arm (SRII doesn't use any). Repairs cost 50% more than normal.

Essence Cost	Availability	Cost	Street Index
—	y 6/36hrs	2,000¥ + 20% of limb cost	1.5

**DYNALAR TECHNOLOGIES "DIGITS®" CYBERFINGERS (P.22)**

**PER FINGER**

**Cyberfinger Probe Link**

**Legal**

A datajack with data flow rate of 30 (p.45, Shadowtech) mounted in your finger.

**Parabolic Microphone**

**Legal**

Has a rating 1 shotgun microphone (p.258, SRII) built into the finger.

**Flasher**

**Legal**

Functions as a Flash-Pak (p.45, Street Samurai Catalog). Replacement bulbs are 25¥.

**IR/UV Flashlight**

No changes.

Legal

**Flare**

Functions as a Mirco Flare (p.46, Street Samurai Catalog). Replacement flares cost 75¥. Ranges are Short 1-2m, Medium 3-15m, Long 16-40m, Extreme 41-80m.

Legal

**Storage Compartment**

No changes.

Legal

**Laser Pointer**

Effective to 20 meters during the day, 200 meters at night.

Legal

	Essence Cost	Avallabillity	Cost	Street Index
Probe Link	.15	2/12hrs	1,500¥	1
Microphone	.15	2/48hrs	3,500¥	1.5
Flasher	.15	4/36hrs	750¥	1
Flashlight	.15	4/36hrs	200¥	1
Flare	.15	6/48hrs	200¥	1.5
Storage	.15	4/48hrs	150¥	1
Laser Pointer	.15	5/36hrs	750¥	1.25

**"WOW! Even more choice!"**  
— Steve, 2055

**CYCLOPS INTERNATIONAL "BUG EYE" (P.23)**

LEGAL

This set of eyes can hold up to .6 points of extra vision enhancements without additional Essence loss.

Essence Cost	Avallabillity	Cost	Street Index
.25	2/24hrs	7,500¥	1

**RAVEN MICROCYB SUPERCOMPACT BRAINDANCE RECORDER (P.23)**

LEGAL

A full-X simsense rig (p.97, Shadowbeat), which needs to be connected to external memory (recording 2 hours of wet record simsense requires 21,600 Mp of memory, which would cost 72 Essence points...!). It does come with its own specialised datajack, though.

Essence Cost	Avallabillity	Cost	Street Index
2	8/12 days	450,000¥	3

**SMARTGUN 2® SMARTPLATE WEAPONS LINK (P.23)**

Not available: all normal smartlinks in Shadowrun work this way already.

**LEG BOOSTERS (P.24)**

LEGAL

Adds three meters to the distance the character can jump (see p.76, Fields of Fire).

Essence Cost	Avallabillity	Cost	Street Index
—	6/6 days	5,000¥	1

**CYBEROPTIC COMPASS (P.24)**

LEGAL

Can be integrated into a cybereye. The information the compass provides is projected onto the user's retina, so a TimesSquare is not required. Available in two models: normal and logcompass. The latter is a programmable inertial compass that keeps track of the user's changes in direction from a fixed bearing or point.

Normal model:

Essence Cost	Avallabillity	Cost	Street Index
.1	4/24hrs	3,000¥	.9

Logcompass:

Essence Cost	Avallabillity	Cost	Street Index
.2	6/24hrs	3,000¥	.9

**MEDIAWARE CELLULAR PHONE (P.24)**

**LEGAL**

A headware telephone, p.260, SR11.

Essence Cost	Avallabilit y	Cost	Street Index
.5	3/24hrs	5,000¥	.9

**KIROSHI® LASER-COMM OPTIC (P.24)**

LEGAL

To successfully send a message, a Quickness test is required, using Light Pistol ranges to find the base Target Number. To understand the message, the user must have TimesSquare, subdermal screen, or cyberears. Replacement chips cost 175¥. This device can be fitted into a cybereye.

Essence Cost	Avallabilit y	Cost	Street Index
.3	6/60hrs	4,250¥	1.5

**LIVEWIRES (P.24)**

LEGAL

Essentially, this is a datajack with a data flow rate of 50 (p.45, Shadowtech) mounted on the end of a user-controlled cable.

Essence Cost	Avallabilit y	Cost	Street Index
.35	3/48hrs	4,000¥	.9

**SUPERSIZED ARMS (P.25)**

LEGAL

These arms give a -1 Target Number modifier to intimidate opponents, but all reflex-based actions with the arms have a +2 Target Number. Unarmed combat damage is (str+2)M Stun.

Essence Cost	Avallability	Cost	Street Index
1	made to order	120,000¥ to 150,000¥	—

**THE BONESPIKE (P.25)**

3-B

Inflicts (str-1)M damage, and has a concealability of 9 when retracted.

Body Cost	Avallability	Cost	Street Index
.3	5/72hrs	10,000¥	1.5

**BODYWEIGHT AUTOINJECTOR (P.25)**

AS DRUG

For and additional 200¥, the AutoInjector can be wired to a Biomonitor. The reservoir can be refilled by making a successful Biotech(3) skill test.

Essence Cost	Avallabilit y	Cost	Street Index
.1	2/6hrs	750¥	.9

**BODYWEIGHT PACEMAKER COPROCESSOR (P.26)**

LEGAL

Allows the character to make a second natural Body test to see if his condition stabilizes after taking a Deadly wound (p.115, SR11).

Essence Cost	Avallabilit y	Cost	Street Index
.2	6/24hrs	1,500¥	2

**DYNALAR WEB HAND (P.26)**

LEGAL

Gives +1 die for swimming tests. It can only be mounted on a cyberarm or cyberhand.

Essence Cost	Avallabilit y	Cost	Street Index
—	4/36hrs	10,000¥	1

**FRESCO'S PERSONAL NANO-GROOMERS (P.26)**

LEGAL

No modifiers to skill or Atributes.

Body Cost	Avallabilit y	Cost	Street Index
.1 per package	3/12hrs	4,000¥	.8

**CAPSULECO CYBERPILLOW™ (P.26)**

**LEGAL**

No changes.

Essence Cost	Availability	Cost	Street Index
—	always	800¥	.75

**CYBERPILLOW CASES BY KRAFTMATRIX (P.26)**

LEGAL

No changes.

Essence Cost	Avallabillit y	Cost	Street Index
—	always	100¥	.75

**CYPHIRE “SPITTING COBRA” (P.27)**

4-CA

Effective range is 2 meters. If fitted into retractable Vampires (p.9, Chromebook 2), cost is 7,000¥.

Essence Cost	Avallabillit y	Cost	Street Index
.1	3/36hrs	4,000¥	2

**OPTICAL INTERFACE (P.27)**

LEGAL

A set of two cybereyes with a datajack (with a data flow rate of 60; see p.45, Shadowtech) built into one of the eyes. The eyes cannot accept additional vision enhancements without extra Essence loss.

Essence Cost	Avallabillit y	Cost	Street Index
.2	3/36hrs	6,000¥	1

**KIROSHI OPTICS CYBEROPTIC INTERFEROMERTY SYSTEM (P.27)**

LEGAL

Must be fitted into cybereyes, and functions as rating 1 optical magnification.

Essence Cost	Avallabillit y	Cost	Street Index
.1	5/48hrs	3,000¥	1

**KIROSHI OPTICS “TRICLOPTICS™” THIRD EYE CYBEROPTIC IMPLANT (P.28)**

LEGAL

One or more cybereyes in your forehead. Each eye can accomodate up to .25 points of Essence in additional vision enhancements.

Per eye:

Essence Cost	Avallabillit y	Cost	Street Index
.1	2/24hrs	5,000¥	.9

**DYNALAR TECHNOLOGIES “ENDO-FRAME” CYBERSKELETAL ENHANCEMENT (P.28)**

LEGAL

Apart from setting off all metal detectors, the character gets +2 Body. The design does not come in sections, instead the whole body is done at once. This stuff is only available in Alpha (or higher) grade cyberware; the stats below are for Alpha-grade, but you will have to roll for Availability as normal even after locating the clinic (see p.98, Street Samurai Catalog).

Essence Cost	Avallabillit y	Cost	Street Index
1.25	6/14 days	100,000¥	alpha clinics

**HUSQVARNA CHAINRIPP® (P.29)**

1-B + CA

Damage is (str)S, using one-half Ballistic armor to resist. The ChainRipp® can only be mounted in a cyberarm.

Essence Cost	Avallabillit y	Cost	Street Index
.6	8/72hrs	12,500¥	1.5

**DERMATECH CAM-O-SKIN (P.30)**

LEGAL

Use the rules for camouflage clothing from page 77 of Fields of Fire.

Body Cost	Avallability	Cost	Street Index
1.5	6/72hrs	8,500¥	2

**SLAMDANCE SPYKE!™ FURNITURE (P.30)**

Not available.

**WYZARD TECHNOLOGIES "ROMANOVA" CYBERLEGS (P.31)**

LEGAL

These add 10 to 15 centimeters to your height, and don't give any penalties for running in spiked heels.

For two legs:

Essence Cost	Availability	Cost	Street Index
2	6/7 days	250,000¥	1

**WYZARD TECHNOLOGIES VERBAL-EYES™ SERIES "WINDOWS OF THE SOUL" (P.32)**

LEGAL

**Basic Option**

Simply cybereyes. If the character already has cybereyes, this is a retrofit at the same cost (but no extra Essence loss).

**Video Imager Option**

A video camera mounted in the eyes. Requires headware memory to store images.

**Customised Images Option**

A set of cybereyes with built-in TimesSquare Plus™ (p.38, Chromebook) and customizable images; otherwise it is as the Basic option, above.

	Essence Cost	Availability	Cost	Street Index
Basic	.2	3/24hrs	7,500¥	.9
Video Imager	.5	4/48hrs	22,000¥	1
Customized	.5	4/48hrs	24,000¥	.9

**CYBERFACIAL REMOUNTS (P.33)**

LEGAL

Evileye can accept vision enhancements up to .25 points of Essence for that eye only (each enhancement is at half its normal Essence cost, because it is fitted into only one eye).

Jigsaw can accept up to .25 Essence points of vision enhancements (again, each enhancement is at half its normal Essence cost) and up to .25 points of Essence worth of other headware.

Twoface can accept up to .5 Essence points of vision enhancements (each enhancement is at its normal Essence cost because both eyes are covered), up to .2 points of hearing enhancements, and up to .5 points of Essence worth of other headware.

All three models also provide armor, like helmets, though a helmet can be worn over the cyberware.

	Essence Cost	Ballistic	Impact	Availability	Cost	Street Index
Evileye	.15	+0	+1	6/48hrs	15,000¥	1
Jigsaw	.25	+1	+1	6/48hrs	25,000¥	1
Twoface	.5	+1	+1	8/48hrs	35,000¥	1

**RETRO CYBERWARE**

Though Shadowrun doesn't mention any actual dates from which cyberware became common, it is suggested to add approximately 25 years to all dates mentioned in this section of the Chromebook 3.

**KIROSHI MODEL 100 INTERFACE PLUGS (P.33)**

LEGAL

These have a data flow rate of only 10 (see page 45, Shadowtech).

Essence Cost	Availability	Cost	Street Index
.25	3/24hrs	1,000¥	1

**BODYNE SYSTEMS "ENABLE" CYBERLIMBS (P.34)**

LEGAL

The user's Reaction is reduced by 1 per limb implanted.

Essence Cost	Availability	Cost	Street Index
1	6/7 days	100,000¥	1

**GENERAL PRODUCTS EXOSKELETON SERIES (P.34)**

**LEGAL**

Quickness for movement purposes is set at 4, no matter what the user's actual Quickness is, with the movement multiplier for running being x2. Each model has its own Strength (which replaces the user's Strength Attribute), and also armors the wearer: Series-A has Strength 9 and armor Ballistic 1/Impact 2; Series-B has Strength 11 and armor 1/3.

	Essence Cost	Availability	Cost	Street Index
Series-A	2	6/14 days	240,000¥	2
Series-B	2.5	8/14 days	300,000¥	2

**AURASOUND "SPECTRUM" CYBERAUDIO IMPLANT (P.35)**

**LEGAL**

Any Attribute/skill roll involving balance has a +1 Target Number modifier for a character with a Spectrum implant. Using an enlarged ear gives a -1 modifier to the Target Number for any audio-based Perception test; omnidirectional audio scalp implants give a -2 modifier.

	Essence Cost	Availability	Cost	Street Index
Enlarged ear	.3	4/24hrs	4,500¥	1
Omnidirectional	+.5	+1/normal	+1,500¥	normal

**GENE-TECK'S SEE-IT™ TRANSPARENT SKIN (P.35)**

**LEGAL**

Reduce Charisma by -2 if the face is transparent, but only for dealings with other people who have visual contact with the character; this does not affect magical abilities. Also gives the user a Severe Sunlight Allergy.

Essence Cost	Availability	Cost	Street Index
.5 per m <sup>2</sup>	<sup>y</sup> 4/24hrs	1,000¥ per m <sup>2</sup>	.9

**DERMATECH MOOD SKIN (P.35)**

**LEGAL**

Reduce Body by -1 every 4 months for a year.

Essence Cost	Availability	Cost	Street Index
.25 per m <sup>2</sup>	<sup>y</sup> 4/36hrs	200¥ per m <sup>2</sup>	.8

**LIFE VISION "REVELATION" CYBEROPTIC IMPLANT (P.36)**

**LEGAL**

Characters with Revelation eyes get a -1 modifier to visual-based Perception tests.

Essence Cost	Availability	Cost	Street Index
.25	<sup>y</sup> 3/24hrs	6,000¥	.8



**LEAD'S TURN-ON NAILS (P.36)**

LEGAL

No changes.

Essence Cost	Availability	Cost	Street Index
.05 per pair of limbs	always	*	.75

\* 25¥ per nail, 200¥ for set of 10; 50¥ for coloring pen

**LEAD'S SHOW-OFF NAILS (P.36)**

LEGAL

No changes.

Essence Cost	Availability	Cost	Street Index
.1 per pair of limbs	always	*	.75

\* 45¥ per nail, 425¥ for set of 10; 90¥ for coloring pen

**BIOTEC Σ "SOMAWARE" SLEEP INDUCTION CHIP (P.37)**

LEGAL

This chip is addictive, in the same way as a drug is. One chip can be used over and over again.

Addiction	Tolerance	Strength	Speed	Vector	Duration	Availability	Cost/dose	Street Index
4M	15	10	25 seconds	chip	8 hours	2/6hrs	400¥	1

Effects: user falls asleep for duration of chip

Addiction Effects: user can't sleep without chip

**DIRECT DATAWARE NAVIGATION/ORIENTATION CHIP (P.37)**

Not available.

**DIRECT DATAWARE CRYPTO CHIPS (P.37)**

LEGAL

This is an extra for language chips. It cannot be used separately, but must be encoded in the same chip as the language. Prices are per chip; naturally, both people must use chips with the same encoding to understand each other.

Type	Rating	Memory required	Availability	Cost	Street Index
Lingua	any	+10 Mp	+1/normal	+600¥	normal

**DATAEDGE INC. STUTTER CHIPPING (P.38)**

6P-CA

To use this thing, you must have a cyberware smartlink of any level; designating someone as a 'friendly' requires a Complex Action. The chip must be slotted into a chipjack or softlink. The chip requires 1Mp of the user's headware memory to store each 'friendly' — storing twenty-four friendlies requires 24Mp.

Type	Rating	Memory required	Availability	Cost	Street Index
Know	—	20 Mp	4/48hrs	3,100¥	1.5

**NEW MARTIAL ARTS FORMS (P.38)**

See Tech Specs for details about unarmed combat using the rules below. Costs are as for normal Activesofts.

	Block	Choke	Dodge	Escape	Grapple	Hold	Kick	Strike	Sweep	Throw
Arasake-Te	+1	+2	+1	+1	+1	+1	+1	+1		+1
Thamoc	+1		+2	+2	+1				+1	

**AUDITORY RECOGNITION CHIPS (P.39)**

LEGAL

See the Visual Recognition Chips on page xx of this book and page 76 of the Chromebook for details on these chips' usage. The only difference is that these are used to recognize sounds instead of pictures.

Type	Rating	Memory required	Availability	Cost	Street Index
All chips	Know	1-4 rating x 50 Mp	7/4 days	memory x 150¥	1.5

## Vehicles

### BENSEN VIOLATOR HOVERCYCLE (P.40)

No minimum skill required.

	Handling	Speed	B/A	Sig	Apilot	Cost
Violator	4	65/200	1/0	2	2	100,000¥

Seating: 1 front + 1 rear

Economy: 2 km per liter

Fuel: IC/320 liters

Cargo/Storage: 4 CF storage

Accessories: Datajack link, radio

### TAKAYA DAIMYO (P.41)

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Daimyo	3/8	65/200	2/0	4	3	44,000¥

Seating: front + rear twin bucket seats Access: 2 standard + open top

Economy: 40 km per liter

Fuel: IC/12 liters

Cargo/Storage: 2 CF underseat + 5 CF trunk

Accessories: Anti-theft system (2), cellular phone, crash cage, entertainment system

### CADENCE INDUSTRIES WANDERER (P.42)

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Wanderer	6/10	35/105	2/2	3	3	50,000¥

Seating: twin bucket seats + 3 bench Access: 2 + 1 standard

Economy: 25 km per liter

Fuel: MultiF/30 liters

Cargo/Storage: 25 CF storage

Accessories: Anti-theft system (4), cellular phone, crash cage, environmental control system, fold-down bed (sleeps two), radio

### MITSUBISHI PORTABIKE (P.42)

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Portabike	3/9	10/35	1/0	7	0	250¥

Seating: 1

Economy: 1 PF per km

Power: Elec/215 PF

### NEW AMERICAN AUTOWORKS ROADCAR (P.42)

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Roadcar	4/8	35/105	1/0	3	1	11,000¥

Seating: twin bucket seats

Access: 2 standard

Economy: 35 km per liter

Fuel: MultiF/30 liters

Cargo/Storage: 3 CF trunk

Accessories: Crash cage

**SCION TECHNOLOGIES DUNEMASTER (P.43)**

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Dunemaster	4/3	45/135	2/1	1	1	40,000¥

Seating: twin bucket seats  
 Economy: 25 km per liter      Fuel: IC/40 liters  
 Cargo/Storage: 2 CF cargo  
 Accessories: Long-range radio, roll bars

	Handling	Speed	B/A	Sig	Apilot	Cost
Dust Devil	5/4	35/105	2/2	1	1	46,000¥

Seating: twin buckets seats  
 Economy: 20 km per liter      Fuel: IC/40 liters  
 Cargo/Storage: 2 CF cargo  
 Sensors: Standard (1)  
 Accessories: Long-range radio, pintle mount, roll bars

**GMI HOVTRANSPORT (P.44)**

Normal weaponry consists of two pintle-mounted Vindicator miniguns (p.58, Street Samurai Catalog), one firing to the left and one to the right, and a turret-mounted Vengeance minigun (p.124, Rigger Black Book).

	Handling	Speed	B/A	Sig	Apilot	Cost
HovTransport	5	65/200	4/4	4	2	720,000¥

Seating: twin bucket seats + 10 bench      Access: 2 standard  
 Economy: 0.5 km per liter      Fuel: IC/1,280 liters  
 Cargo/Storage: 10 CF storage  
 Sensors: Advanced (3)      ECM: Security I (1)  
 Accessories: Crash cage, datajack link, EnviroSeal™, life support system (10 man-hours), micro-turret, rigger control gear

**TETRACORP FEI LIEN 100 AERODYNE (P.45)**

A vectored-thrust vehicle.

	Handling	Speed	B/A	Sig	Apilot	Cost
Fei Lien 100	4	300/600	2/3	1	3	1,290,000¥

Seating: front + rear twin bucket seats      Access: 2 + 2 standard  
 Economy: 1 km per liter      Fuel: IC/1,250 liters  
 Cargo/Storage: 5 CF trunk  
 Landing/Take-off Profile: VTOL/VTOL  
 Accessories: Anti-theft system (4), cellular phone, crash cage, datajack link, ejection seats, EnviroSeal™, seat massagers, VR holosystem

**HYUNDAI MINICOPTER (P.46)**

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Minicopter	4	70/160	1/1*	2	1	155,000¥

Seating: single bucket seat      Access: full canopy  
 Economy: 4 km per liter      Fuel: Multif/80 liters  
 Cargo/Storage: 2 CF storage  
 Sensors: Standard (1)  
 Landing/Take-off Profile: VTOL/VTOL  
 \* Armor is not Hardened.

**NEW AMERICAN MOTORS NAUTILUS MINI ROAD-HOME (P.46)**

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Nautilus	6/10	35/105	2/1	1	0	32,000¥
Seating: twin bucket seats + bench		Access: 2 standard				
Economy: 30 km per liter		Fuel: MultiF/20 liters				
Cargo/Storage: 5 CF storage						
Accessories: Fold-down bed, one-person/week water supply, radio, refrigerator, small bathroom, trideo						

**KUNDALINI ROADWORKS "DART" (P.46)**

The passengers are fully protected by the bike's body. Normal Handling is 4/8, but for Handling tests involving stability, it is 3/6.

	Handling	Speed	B/A	Sig	Apilot	Cost
Dart	4/8 (3/6)	55/160	1/1	3	1	10,000¥
Seating: 1 front + 1 rear		Access: full canopy				
Economy: 50 km per liter		Fuel: IC/9 liters				
Cargo/Storage: 1 CF storage						

**KUNDALINI "TORPEDO" POLICE INTERCEPTOR CYCLE (P.47)**

The rider is fully protected by the bike's body. Normal Handling is 4/6, but for Handling tests involving stability, it is 3/5.

	Handling	Speed	B/A	Sig	Apilot	Cost
Torpedo	4/6 (3/5)	65/190	1/2	3	2	36,000¥
Seating: 1		Access: full canopy				
Economy: 45 km per liter		Fuel: IC/10 liters				
Sensors: Standard (1)						
Accessories: 2 forward-firing firmpoints (no weapons installed), long-range radio						

**ATF-37B THUNDERHAWK (P.48)**

Comes with 2 Victory rotary assault cannon firing forward.

	Handling	Speed	B/A	Sig	Apilot	Cost
ATF-37B	3	600/1385	8/2	5	5	12.5M¥
Seating: single bucket seat		Access: full canopy				
Economy: .5 km per liter		Fuel: 8,500 liters				
Sensors: Military II (7)		ECM/ECCM: Military III (6)/Military II (5)				
Landing/Take-off Profile: Normal/Normal						
Accessories: crash cage, datajack link, ejection seat, EnviroSeal™, 4 forward-firing firmpoints, 2 forward-firing Hardpoints (one Victory cannon with 1 CF dedicated ammo storage each), life support system (10 man-hours), rigger control gear						

**NEW AMERICAN MOTORS "ARMADILLO" ARMORED ROAD-HOME (P.49)**

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Armadillo	6/10	35/105	4/3	1	1	85,000¥
Seating: triple + twin bucket seats		Access: 2 standard				
Economy: 30 km per liter		Fuel: IC/25 liters				
Cargo/Storage: 10 CF storage						
Accessories: Anti-theft system (2), 2 fold-down beds, galley, radio, six-person/week water supply, small bathroom, trideo with satellite dish						

**NEW AMERICAN AUTOWORKS "VULTURE" HEAVY TOW TRUCK (P.50)**

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Vulture	6/11	35/105	5/4	2	0	215,000¥
Seating: twin bucket seats		Access: 2 standard				

Economy: 20 km per liter                      Fuel: IC/40 liters  
 Accessories: Heavy winch, long-range radio, micro-turret (comes without weapons), remote-controlled tow connector

**SPORT EURASIA "MICROBIKE" (P.50)**

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Microbike	4/12	35/105	1/0	5	0	1,000¥

Seating: 1

Economy: 50 km per liter                      Fuel: MultiF/4.5 liters

**BRENNAN "HERMES" COURIER MOTORCYCLE (P.50)**

The 1 CF cargo is contained in a detachable courier case. The case has a rating 4 keypad maglock (p.86, Neo-Anarchists' Guide to Real Life), and has a Barrier Rating of 5. The case types available are: Hot/Cold (100¥), med transport (200¥), high security (with rating 5 cardreader maglock and Barrier Rating 7, 300¥), and a biohazard transport case (400¥).

	Handling	Speed	B/A	Sig	Apilot	Cost
Hermes	3/6	30/95	1/0	2	0	12,500¥

Seating: 1

Economy: 90 km per liter                      Fuel: MultiF/5 liters

Cargo/Storage: 1 CF cargo (see above)

Accessories: Callular phone, radio

**M-62 "VOLCANO" SAM LAUNCHER (P.51)**

This vehicle has two special 5-shot missile launchers, which are normally loaded with SAMs (p.59, Street Samurai Catalog). They can, however, also fire other missiles. Each missile can be aimed at a different target if required. Each launcher can fire all its missiles in one Combat Phase, with no recoil.

	Handling	Speed	B/A	Sig	Apilot	Cost
Volcano	3/4	20/55	6/4	5	2	9,500,000¥

Seating: 1 + 2 bucket seats                      Access: 1 front hatch, 1 double-size rear heatch

Economy: 2 km per liter                      Fuel: IC/240 liters

Sensors: Security II (5)

Accessories: Amphibious operations package (1), EnviroSeal™, fire extinguisher, life support system (10 man-hours), small turret with twin 5-barrel missile launcher, vehicle smoke generator (6-shot model)

**BELL UH-10 PAPC (P.52)**

Designed for the CAS Army.

	Handling	Speed	B/A	Sig	Apilot	Cost
UH-10	5	90/180	8/4	5	4	1.85M¥

Seating: twin bucket seats                      Access: Full canopy

Economy: .5 km per liter                      Fuel: 3,200 liters

Sensors: Military I (6)                      ECM: Military I (4)

Landing/Take-off Profile: VTOL/VTOL

Accessories: Ejection seats

**SPINELLI AUTOTECH "NOMAD" (P.53)**

No changes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Nomad	4/2	45/135	2/1	3	2	55,000¥

Seating: twin bucket seats                      Access: 2 standard

Economy: 25 km per liter                      Fuel: MultiF/30 liters

Cargo/Storage: 80 CF rear

Accessories: Amphibious operations package (1), crash cage, EnviroSeal™, long-range radio

**BRENNAN CYCLES “ARES” COMBAT BIKE (P.54)**

The cannon is a fully-automatic Assault Cannon (p.255, SRII).

	Handling	Speed	B/A	Sig	Apilot	Cost
Ares	3/7	40/125	1/1	1	1	21,000¥

Seating: 1

Economy: 40 km per liter

Fuel: IC/5 liters

Cargo/Storage: 1 CF storage

Options: without cannon, the bike costs 17,500¥

Accessories: Hardpoint (forward-firing) with automatic assault cannon and 1 CF of dedicated ammunition storage

**BMW BUROWAGEN HSR (P.55)**

This vehicle was manufactured from 2044 to 2051, and this is the model 2047.

	Handling	Speed	B/A	Sig	Apilot	Cost
Burowagen HSR	3/10	50/145	3/1	2	4	900,000¥

Seating: twin + quad bucket seats      Access: 2 + 2 standard

Economy: 30 km per liter

Fuel: MultiF/10 liters

Cargo/Storage: 5 CF trunk

Accessories: Anti-theft system (4), APPS™, datajack link, EnviroSeal™, entertainment system, satellite uplink, video display system, rigger control gear

***VEHICULAR OPTIONS***

**CIVILIAN NAVIGATION SYSTEM (P.56)**

Not available.

**PUNCTURE-PROOF TIRES (P.56)**

See Runflat Tires, p.118, Rigger Black Book.

**BULLETPROOF GLASS (P.56)**

This armors only the vehicle’s glass to the rating purchased. Use this armor rating only if someone tries to shoot through the window at someone inside. Maximum value is three times the vehicle’s Body Rating.

Base Time: 1 day

Skill: Appropriate Vehicle B/R Skill

Target Number: 3

Parts Cost: 600¥ per point of armor

Equipment Needed: Vehicle Toolkit

CF: None

**MINI-COMP (P.56)**

Not available (just chuck in a normal computer).

**WINCH SYSTEM (P.56)**

No changes.

Base Time: 2 days

Skill: Appropriate Vehicle B/R Skill

Target Number: 5

Parts Cost: 1,500¥

Equipment Needed: Vehicle Shop

CF: 2

**EXTERNAL VIDCAM (P.56)**

The camera stores its images on any chip you care to plug into it. See p.99, Shadowbeat for memory requirements of video systems.

**Base Time:** 1 day

**Skill:** Appropriate Vehicle B/R Skill

**Target Number:** 3

**Parts Cost:** 500¥

**Equipment Needed:** Vehicle Toolkit

**CF:** None

**CHUTE (P.56)**

When deployed, the vehicle loses 100 off its current speed per turn, until it stops. A Handling test is required to prevent crashing in the Combat Phase the chute is deployed. Deploying the chute is a Simple Action, or a Free Action for a jacked-in rigger. Repacking the chute takes 4 turns (12 to 20 seconds).

**Base Time:** 2 days

**Skill:** Appropriate Vehicle B/R Skill

**Target Number:** 5

**Parts Cost:** 2,000¥

**Equipment Needed:** Vehicle Shop

**CF:** 3

**LOUDSPEAKER (P.56)**

No changes,

**Base Time:** 1 day

**Skill:** Appropriate Vehicle B/R Skill

**Target Number:** 2

**Parts Cost:** 150¥

**Equipment Needed:** Vehicle Toolkit

**CF:** None

**RAM (P.56)**

A vehicle that is being rammed by another vehicle equipped with a ram gets a +1 modifier to the Target Number in its Resistance Test (see Ramming, p.107, SRII).

Base Time: 3 days

Skill: Appropriate Vehicle B/R Skill

Target Number: 4

Parts Cost: 1,000¥

Equipment Needed: Vehicle Facility

CF: 2

**GAS SPECTROMETER (P.57)**

This device uses the rules for the cyberware Gas Spectrometer (p.61, Shadowtech). Maximum level is 6. It can be linked to a Life Support System (p.117, Rigger Black Book).

Base Time: 1 day

Skill: Appropriate Vehicle B/R Skill

Target Number: 4

Parts Cost: level x 1,000¥

Equipment Needed: Vehicle Toolkit

CF: 1

**RADIATION DETECTOR (P.57)**

As for the Gas Spectrometer, but this one detects radiation. It is available in ratings 1 through 6.

Base Time: 1 day

Skill: Appropriate Vehicle B/R Skill

Target Number: 4

Parts Cost: level x 250¥

Equipment Needed: Vehicle Toolkit

CF: 1

**HOMING BEACON/TRACER (P.57)**

Functions as a rating 4 tracking signal (p.258, SRII).

Base Time: 1 day

Skill: Appropriate Vehicle B/R Skill

Target Number: 3

Parts Cost: 500¥

Equipment Needed: Vehicle Toolkit

CF: None

**FIRING PORT (P.57)**

Any weapon up to LMG size can use such a firing port. It is possible to shoot through the firing port from the outside, but at a +8 modifier to the Target Number. Anyone firing a weapon from a firing port receives the Running Attacker modifier, regardless of the actual speed the vehicle moves with, and in addition to any other movement modifiers incurred by the vehicle.

Base Time: 1 day per port

Skill: Appropriate Vehicle B/R Skill

Target Number: 4

Parts Cost: 1,000¥

Equipment Needed: Vehicle Shop

CF: None



**MINE LAYER (P.57)**

To determine the scatter of each mine, roll a number of D6s equal to the vehicle's current speed divided by 10. Detecting these mines requires the detection gear to make a roll against a Target Number equal to the number of meters it is from the mine, divided by 10. They're also visible to the naked eye on a Perception(4) test. The dispenser always deploys all mines it holds in one Complex Action.

Base Time: 5 days

Skill: Appropriate Vehicle B/R Skill

Target Number: 5

Parts Cost: 3,000¥ for the dispenser, +1,000¥ per CF devoted to mine storage

Equipment Needed: Vehicle Facility

CF: 2 for the mine dispenser, add 1 CF for every 5 mines stored. The mine dispenser itself holds no mines.

**MINELAYER MUNITIONS OPTIONS (P.57)**

2-1

**Anti-Personnel Mine**

Conceal	Damag <sup>e</sup>	Power Level	Weight	Availability	Cost	Street Index
4	7D(f)	-1 per meter	.25	10/7 days	40¥	3

**Antitank Mine**

This mine has an armor-piercing warhead.

Conceal	Damag <sup>e</sup>	Power Level	Weight	Availability	Cost	Street Index
4	14D	-7 per meter	.5	10/7 days	40¥	3

**Directional A-P Mine**

This mine has two Damage Codes: the first is in a 30° cone in the direction it is deployed in, the second is a normal sphere-shaped blast radius.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
4	cone: 8D(f) sphere: 8S	-1 per 4 meters -1 per 2 meters	.5	10/7 days	100¥	3

**Computers, Cyberdecks, Software And Peripherals**

**DAEMON NETRUNNING (P.58)**

This nothing more than using a smart frame (p.44, Virtual Realities) to infiltrate a system. This normally involves making the frame appear like it belongs there, so you'll need two new options, available only to frames: Disguise and Doppelganger.

**Disguise**

This option can be made in any required rating, from 1 upward. It adds (rating x 3)% to a frame's size, and also adds one-half its rating (round up) to the Target Number to program the frame. It allows the frame to take on the identity of another program, including codes, passwords, and appearance of the imitated program. To do this requires the frame to make a test using its Analyze or Sensor rating (as appropriate to the thing being imitated, IC or decker) against a Target Number equal to the IC's rating or the decker's Evasion. If the test succeeds, the frame looks like what it tries to resemble.

For IC to spot that the frame is not what it appears to be requires an Opposed Test between the Disguise rating and the IC rating. If the IC has any net successes, it recognizes the frame for what it is. Deckers use their Sensor rating to make the same test.

**Doppelganger**

As for Disguise, Doppelganger can be made in any rating required. It adds (rating x 5)% to the frame's size, and increases the Target Number for programming the frame by its rating. It functions in the same way as Disguise, but a frame with Doppelganger not only looks like something else, but can also act like it, albeit at a rating equal to the number of successes rolled on the imitation test, and never at a higher rating than the item being imitated.

**NEW PERSONAL COMPUTERS**

**ZETATECH® PS-4040 PORTASTATION (P.61)**

**LEGAL**

A table-top computer with 30 Mp memory, 10 slots for extra memory chips, a printer, a scanner, a 4-hour internal power supply, and 3 option slots (see p.70, Chromebook 3). It comes in a solid briefcase (has armor ballistic/impact 2/2).

Conceal	Rating	Weight	Availability	Cost	Street Index
—	30 Mp	3	always	1,600¥	.75

**ZETATECH® PDA+ (P.62)**

**LEGAL**

A pocket computer with 20 Mp memory and a rating 4 voice recognition scanner (p.87, Neo-Anarchists' Guide to Real Life) so it can recognize its owner.

Conceal	Rating	Weight	Availability	Cost	Street Index
4	20 Mp	1.1	always	3,000¥	1

**MICROTECH "PCZ SUPER" LAPTOP (P.62)**

**LEGAL**

A table-top computer with 30 Mp memory, 5 slots for extra memory chips, a scanner, a printer, and 2½-hour power supply. It has one empty option slot.

Conceal	Rating	Weight	Availability	Cost	Street Index
1	30 Mp	3	always	750¥	.75

**WYZARD ELECTRONICS "HANDBOX" PERSONAL COMP (P.63)**

**LEGAL**

A pocket computer without on-board memory, instead you plug in a memory chip as needed. None of the extras on page 63 of Chromebook 3 are available. The computer is, however, cyber-controlled if you plug it into a datajack.

Conceal	Rating	Weight	Availability	Cost	Street Index
3	—	1	2/6hrs	6,700¥	1.25

**NEW CYBERDECKS**

**EBM PNI 210 (P.63)**

**5-CD**

No changes.

Persona	Hardening	Memory	Storage	Load	I/O	Availability	Cost	Street Index
2	0	20	20	8	3	4/7 days	7,590¥	1

**ZETATECH PARRALINE 5700 (P.63)**

**4-CD**

Comes with a vidscreen.

Persona	Hardening	Memory	Storage	Load	I/O	Availability	Cost	Street Index
2	1	20	20	8	3	4/7 days	8,200¥	1

**RAVEN MICROCYB ROOK (P.64)**

**4-CD**

Comes with satlink gear installed (p.33, Virtual Realities).

Persona	Hardening	Memory	Storage	Load	I/O	Availability	Cost	Street Index
2	1	20	20	8	3	4/7 days	11,500¥	1

**LANG CONPRO-II MASTERDECK (P.64)**

**4-CD**

When trying to control a slave module, this deck gives a -1 to the decker's Target Number. This deck also has a satlink as standard.

Persona	Hardening	Memory	Storage	Load	I/O	Availabilit y	Cost	Street Index
8	3	120	480	8	3	6/7 days	328,500¥	1

**ZETATECH PARRALINE 5800 (P.64)**

**4-CD**

Comes with a vidscreen and level 1 response increase. It can also move independantly through the Matrix in "tour" more, but can only go through Blue nodes and datalines, and even then only moves in random directions.

Persona	Hardening	Memory	Storage	Load	I/O	Availabilit y	Cost	Street Index
5	2	75	190	15	5	4/7 days	58,500¥	1

**EBM PNI 412 (P.65)**

**4-CD**

Comes with a vidscreen, printer, and a rating 4 thumbprint scanner (p.86, Neo-Anarchists' Guide to Real Life) For an extra 400¥ this deck has moving, abstract designs on the outer panels.

Persona	Hardening	Memory	Storage	Load	I/O	Availabilit y	Cost	Street Index
3	1	30	45	15	5	4/7 days	18,000¥	1

**OMNIBUS CYBERSPACE EXPLORER ONE (P.65)**

Not available.

**PCT DANZIG (P.65)**

**4-CD**

If you ever roll a fumble (all ones) while in the Matrix, roll 1D6: 4-5 = you are immediately dumped. 2-3 = you are dumped and your deck is burned beyond repair. 1 = take a Light Physical wound immediatly (no Resistance test!), and you're dumped, and your deck is burned. If the deck is moved around carelessly, roll 3D6. If the roll is 4 or less, the deck fals apart. If you move it urgently, this happens on a 3D6 roll lower than 7.

Persona	Hardening	Memory	Storage	Load	I/O	Availabilit y	Cost	Street Index
2	1	20	20	8	3	4/7 days	7,625¥	1

**RAVEN MICROCYB EAGLE (P.66)**

**4-CD**

The deck does (str+2)L damage if used as a melee weapon, and is armored to ballistic/impact ratings 3/3. It also has level 1 response increase, a rating 5 thumbprint scanner and satlink gear.

Persona	Hardening	Memory	Storage	Load	I/O	Availabilit y	Cost	Street Index
5	1	100	250	15	5	4/7 days	90,135¥	1

**ZETATECH VIROCANA (P.66)**

**4-CD**

This is both a cyberdeck and a conventional (table-top) computer. The computer uses the cyberdeck's memory as it needs to, and has a printer and a scanner. The whole assembly is locked by a rating 4 thumbprint scanner, and the deck has level 1 response increase and a vidscreen built-in.

Persona	Hardening	Memory	Storage	Load	I/O	Availabilit y	Cost	Street Index
6	2	120	360	8	3	4/7 days	94,700¥	1

**RAVEN MICROCYB KESTREL (P.66)**

**4-CD**

The thumbprint scanner is rating 6, and the deck has satlink gear as standard.

Persona	Hardening	Memory	Storage	Load	I/O	Availabilit y	Cost	Street Index
3	1	30	45	30	10	4/7 days	30,000¥	1

**EBM PNI 724π (P.67)**

**4-CD**

For 200¥ extra, the coating is ColorChange™. The palm lock is a handprint scanner, rating 6, and the deck has level 1 response increase.

Persona	Hardening	Memory	Storage	Load	I/O	Availabilit y	Cost	Street Index
5	2	100	250	23	8	4/7 days	65,400¥	1

**JEWELDECKS (P.67)**

**4-CD**

The minimum price is half a million nuyen, with average price so far being 2.7 million... These decks are not really upgradable, but the one listed here has level 1 response increase. Just because you might like to know, the construction cost of the deck below is 5,692¥.

Persona	Hardening	Memory	Storage	Load	I/O	Availabilit y	Cost	Street Index
4	1	60	120	8	3	—	see above	—

**RAVEN MICROCYB OWL (P.67)**

**3-CD**

The coating is made of ruthenium polymers (p.94, Shadowtech). The deck comes with satlink gear, and always has a Sleaze-3 program running, hardwired into the deck, and as such taking up no memory of any kind. The deck's beeper uses an encrypted signal, which can be duplicated on an Electronics B/R (4) test. Add +2 to the Target Numbers of any tests made to upgrade this deck.

Persona	Hardening	Memory	Storage	Load	I/O	Availabilit y	Cost	Street Index
3	1	30	45	8	3	4/7 days	25,550¥	1

**DANTECH CACCIAGUIDA (P.68)**

**4-CD**

Has a vidscreen, and has a baked-in reality filter (p.52, Virtual Realities) that transforms everything into classical things (you know, ancient Greeks and Romans, those kinds of things). The filter can be switched on and off, though.

Persona	Hardening	Memory	Storage	Load	I/O	Availabilit y	Cost	Street Index
4	1	40	80	8	3	4/7 days	29,100¥	1

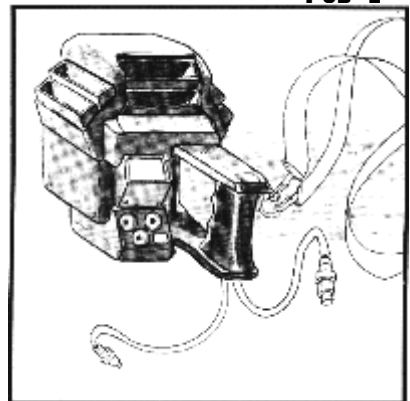
**AZTEC 600 ASSAULT PROGRAMMER (P.69)**

**4-CD**

This deck does not have the Deckmate system, but does have the other options described. It also has a vidscreen, level 1 response increase, and the outer casing has armor ratings ballistic/impact 4/4. It is pictured on the right.

Persona	Hardening	Memory	Storage	Load	I/O
4	1	100	200	8	3

Availabilit y	Cost	Street Index
4/7 days	37,400¥	1



**LANG PRESENTS "THE GREEN KNIGHT" (P.69)**

No immunity is provided against any programs. The deck has a vidscreen.

Persona	Hardening	Memory	Storage	Load	I/O
6	3	60	180	8	3

Availabilit y	Cost	Street Index
4/7 days	95,000¥	1

**COMPUTER IMPROVEMENTS**

**PROTECTIVE/UTILITY ITEMS (P.69)**

**PER ITEM**

**Power Strip 2020**

as deck

This protects the user from Black IC by dumping him. The device rolls an opposed test against the IC's rating each time Black IC attacks the decker, using 4 dice for the Power Strip. If the Strip wins, the decker is dumped and takes no damage, but if the IC wins it can damage the decker as normal.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	4	—	6/7 days	5,000¥	1

**Smartstrip**

Not available.

**HARDWARE OPTIONS (P.70)**

Not available.

**OPTION SLOT ITEMS (P.70)**

**PER ITEM**

**Modems**

Not available.

**Memory Upgrades**

Every memory board adds 10 Mp to the computer's memory.

**Legal**

**External Memory Modules**

See Memory Upgrades, above.

**Legal**

**Dataports**

No changes.

**Legal**

**Chipreader**

Not available (standard on most Shadowrun computers).

**Databases**

Not available.

	Rating	Weight	Availability	Cost	Street Index
	g				
Memory Upgrades	—	—	always	200¥	.75
External Memory	—	.25	always	200¥	.75
Dataports	—	—	always	100¥	.75

**CYBERMODEM ENHANCEMENTS**

**TIGHT-BEAM RADIO RELAY (P.71)**

Not available; use the rules for satellite linkup from Virtual Realities (page 33) if the need for such a device arises.

**BATTERIES (P.71)**

Why bother? (Not available.)

**ZETATECH DIAGNET™ (P.71)**

Gives a -1 Target Number to the skill test required to design a utility, as long as the utility's rating is less than or equal to Diagnet™'s. It must be run on a computer with enough memory to store both Diagnet™ and the utility being written.

Size: (rating x rating) x 6 Mp

Cost: Size x 5,000¥

**DEAD MAN'S HANDLE (P.71)**

The user's Reaction is reduced by -3 (never below 1), this penalty dropping by 1 for every 6 hours spent decking with the Handle. If the user gets hit by Black IC, normally preventing him from jacking out, he may now roll 2D6 (Rule of Six applies to both dice); if he rolls below his Quickness, he can jack out before the IC actually hits him.

- Base Time: 1 day
- Cook Time: None required
- Appropriate Skill: Computer B/R
- Skill Target: 6
- Cost: MPCP x 1,000¥
- Required Tools: Microtronics Tool Kit
- Upgrade Procedure: Install new unit
- Limits: None

**EBM 99080 "MUSE" (P.71)**

The MUSE memory functions as a second set of Storage memory. The decker can store files here as normal, but to open or close it costs a Simple Action. If closed, IC that affects the deck's memory (Hog, Tar Pit, etc.) cannot affect the MUSE.

- Base Time: Mp/75 (round down)
- Cook Time: None required

Appropriate Skill: Computer B/R  
 Skill Target: 4  
 Cost: 3¥ per Mp  
 Required Tools: Microtronics Tool Kit  
 Upgrade Procedure: Replacement: Full Value (Full memory replacement)  
 Limits: None

**DATAWALLS & CODE GATES (P.72)**

Not available.

*SOFTWARE*

**FLIP SWITCH 2.0 (P.72)**

See the Flip Switch in Chromebook. The decker has a +2 penalty to all visual Perception tests for real-world things, and -5 Initiative. He rolls for Initiative using his Matrix Reaction.

Options: One-Shot  
 Size: (rating/2) Mp

**DUMMY AND MULTINETTER (P.72)**

Not available.

**CASCADE (P.73)**

This program functions like Attack, but instead of damaging the opposing decker, it erases 1D6 Mp from the opponent's Active memory per extra success. If used against data in a Datastore, it erases 1D6 Mp of the attacked file per extra success; it cannot be used against IC.

Options: Area-Effect, Link, Mobility, One-Shot, Penetration  
 Size: (rating/2)x2 Mp

**π IN THE FACE (P.73) TO HELLBURNER (P.74)**

Not available.

**THUG (P.74)**

This is an Attack program that always comes with the Mobility option.

Options: Area-Effect, One-Shot, Penetration, Staging  
 Size: (rating/2)x3 Mp

**GEORGE (P.74)**

Relocate under another name, so see page 176 of SRII.

**LOOKING GLASS (P.74) AND DAZZLER (P.75)**

Not available.

**PILE DRIVER (P.75)**

An Attack program with the Penetration and Serious staging options built into it as standard.

Options: Area-Effect, Link, Mobility, One-Shot  
 Size: ((rating+5)/2)x3 Mp

**SLEDGEHAMMER (P.75)**

An Attack program with the Moderate staging option built in.

Options: Area-Effect, Link, Mobility, One-Shot, Penetration  
 Size: ((rating+2)/2)x2 Mp

**FLARE GUN (P.75)**

Not available.

**BALL AND CHAIN (P.75)**

Similar to Slow, this utility affects only other deckers.

Options: Area-Effect, Link, Mobility, One-Shot  
 Size: (rating/2)x4 Mp

**DUPRÉ (P.76)**

Not available.

**CRY BABY (P.76)**

This white IC pretends to be data, but once downloaded it will set off any Trace-type IC in any nodes the decker passes through if it rolls at least one success on a test (using its rating for the number of dice) against the decker's MPCP rating. In order to dump it from the deck, the decker must kill it or reboot the deck. This IC has a size of (rating^2) Mp

Load Rating: ½ rating (round down).

**EVIL TWIN (P.76) TO BLACK SKY (P.80)**

Not available.

**CARTOGRAPHER (P.80)**

This program has the Mobility option built in, and once activated, it seeks out the CPU and asks it for a system map. Treat this exactly as a Trace program.

Options: One-Shot

Size: (rating^2)x4 Mp

**DOG CATCHER AND OUTJACK (P.80)**

Not available.

Cyberpets

**ANIMAL STATS (P.82)**

Many of the animals in the Chromebook 3 aren't in the Shadowrun rules, so these are in the table below. \* means the critter has 2D6 Initiative, \*\* means 3D6 Initiative dice.

ANIMAL	B	Q	S	C	I	W	E	R	Attacks
Baboon	4	3x3	4	—	3/4	2	6	5*	6M
Cheetah	3	12x5	3	—	2/4	2	6	6**	8M
Chimp	4	4x3	6	—	4/4	3	6	5*	8M
Dog, Medium	2	4x4	2	—	2/4	2	6	4	4M
Dolphin	5	4x4	4	3	4	3	6	4**	7M
Gorilla	8	3x3	10	—	4/4	3	6	5	8S, +1 Reach
Lion	8	5x4	7	—	3/4	2	6	6**	10S, +1 Reach
Otter	2	4x4	1	—	2/4	2	6	5*	5L, -1 Reach
Note: Running multiplier on land is 2									
Rabbit	1	3x3	0	—	1/4	2	6	4	3L, -1 Reach
Raptor	1	6x5	2	—	2/6	2	6	5**	5L, -1 Reach
Note: Running multiplier on land is 2									
Raptor, Large	2	5x5	2	—	2/6	2	6	4**	5M
Note: Running multiplier on land is 2									
Rodent, Small	1	3x3	0	—	1/3	2	6	5	2L, -2 Reach
Squirrel	1	5x3	0	—	1/4	2	6	4	4L, -1 Reach

**ANIMAL CYBERWARE (P.83)**

Follow the rules for fitting cyberware into critters on page 220 of SRII. For this reason, animals are usually modified by putting bioware into them, even though this costs more in monetary terms.

The Animal Cyberware table on pages 84/85 of Chromebook 3 is not used. If you want to put cyberware into a critter, use any normal cyberware you want to put into the animal. Following are some of the special kinds of cyberware that Chromebook 3 gives for animals; these can only be used for animals, not for (meta)humans. Things not listed below are not available.

Animals can use skill chips in exactly the same way (meta)humans can.

**BERSERK CHIP (P.84)**

LEGAL

This chip gives the animal a -2 modifier to its Target Numbers to make attacks, and also gives it +1 Power for those attacks. The animal's Professionalism Rating is automatically set to 4. The chip can also be used by (meta)humans, but in this case make an opposed test between the user's Willpower and the chip's rating. If the chip gets more successes, the character can use the chip.

Type	Rating	Memory required	Availability	Cost	Street Index
Active	2	20 Mp	6/4 days	2,000¥	1.25

**IFF CHIP (P.84)**

**LEGAL**

To successfully recognize someone requires a Perception test on the animal's part, adding the chip's rating to the number of dice rolled. It can also be used by (meta)humans.

Type	Rating	Memory required	Availability	Cost	Street Index
Know	1 to 10	p.248, SR11	5/4 days	Mp x150¥	1.25

**WATCHDOG CHIP (P.84)**

**LEGAL**

No changes.

Type	Rating	Memory required	Availability	Cost	Street Index
Know	3	30 Mp	6/4 days	4,500¥	1.25



**EXTERNAL WEAPON HARNESS (P.84)**

**AS WEAPON**

The animal's Body must be at least 2 to be able to use this. The weapon size is limited by the next table:

Body	Max. weapon size
2-3	Light pistol
4-5	Heavy pistol
6-7	SMG
8-9	LMG
10+	any

Essence Cost	Availability	Cost	Street Index
.5	6/36hrs	2,000¥	1.25

**SAMPLE ANIMALS**

Below follow the sample animals from Chromebook 3. Costs are including surgery, healing costs, training, you name it, except for the animal it is to be put into.

**THE DIGITAL WATCHDOG (P.85)**

This package involves a softlink (1), a Watchdog chip (usually plugged into the softlink), and cyberears. This costs the animal .35 Essence points and Major Invasive Surgery. Training includes Identity 3 and Loyalty 6 skills, while total cost is 50,000¥.

**PERFECT PETS (P.86)**

The animal gets a softlink (1), a tailored behavioral chip, and Loyalty 3 skill. Essence cost is .15, nuyen cost is 13,000¥.

**THE CYBERPRED (P.86)**

Modifications normally consist of muscle augmentation (2), orthoskin (2), and pain editor bioware, with cyberware being retractable hand razors, cybereyes (with low-light, thermographic, and flare compensation), softlink (2), and olfactory boost (6). Body cost is 3.2, Essence loss is .9, while cost is 510,000¥.

**ANIMAL EYES (P.87)**

This package has cybereyes with low-light and video link with internal transmitter, datajack (1), and cyberears. Essence cost is .9, money cost is 70,000¥.

**Robots, Cyberforms, Full 'Borgs And Powered Armor**

None of these are common in any sense of the word in Shadowrun.

**BOTS**

**BRANDT-NEUMANN WASHBOT (P.88)**

**LEGAL**

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	1.5	6/36hrs	4,250¥	.9

**CAROLLI M-BOT (P.88)**

**LEGAL**

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	12	8/48hrs	11,500¥	.9

**CAROLLI V-BOT (P.89)**

**LEGAL**

No changes.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	6	6/48hrs	6,500¥	.9

**MINI-CYBERFORMS**

**MINI-CYBERFORM MODEL A-2 "TARANTULA" (P.90)**

The injector can hold any liquid substance, and can penetrate Impact armor with a maximum rating of 4. Like the other Mini-Cyberforms, the Tarantula does not come with a remote control, but instead can be controlled by any normal remote control deck, and has a high Autopilot rating because of the ceretronic core (see p.89, Chromebook 3).

	Handling	Speed	B/A	Sig	Apilot	Cost
Tarantula	3/4	10/20	1/0	7	3	14,000¥

Operational Duration: 8 hours      Set-up/Breakdown Time: none

Store: 1 CF

Sensors: Standard (1)

**MINI-CYBERFORM MODEL B-2 "CENTIPEDE" (P.91)**

The mandibles inflict 4M damage (versus Impact armor) on a successful hit, but have a -1 Reach. The airgun's rounds are treated as Needle ammunition (p.30, Neo-Anarchists' Guide to Real Life), and refer to p.59, Chromebook 2 for information on the Micro Missiles. The Centipede's outer coating gives a +3 penalty to sound, vision, or thermal-based Perception tests to spot the Centipede. Adapting the Centipede for zero-G operations costs 12,500¥, after which it can move at speed 10/25 through space.

	Handling	Speed	B/A	Sig	Apilot	Cost
Centipede	4/4	8/15	1/0	6	3	25,000¥

Operational Duration: 30 days      Set-up/Breakdown Time: none

Store: 3 CF

Sensors: Enhanced (1)

**Advanced Air Gun:**

Type	Conceal	Ammo	Mode	Damag e
Light	—	30 (c)	SS	4L

**Missile launcher:**

Type	Conceal	Ammo	Mode	Damag e
Assault	—	1 (m)	SS	missile

**MINI-CYBERFORM MODEL A-3 "BEETLE" (P.92)**

The buzzsaws do 6L damage, going against one-half Impact armor. The Beetle's outer coating gives a +2 penalty to sound or thermal-based Perception tests to spot the Beetle. The Beetle's ablative armor gives it an armor rating of 3 (vehicle armor) against all laser attacks. Adapting it for zero-G is similar to doing the same for a Centipede.

	Handling	Speed	B/A	Sig	Apilot	Cost
Beetle	4/5	5/10	1/0	7	3	25,000¥

Operational Duration: 30 days      Set-up/Breakdown Time: none

Store: 2 CF

Sensors: Standard (1)

**Laser:**

Type	Conceal	Ammo	Mode	Damag e
Light	—	2	SA	8M

**FULL BODY CONVERSIONS**

Refer to the adaptations on page 58 of this book for details on what's what with these.

**MOORE TECHNOLOGIES "SHEOL" HAZARDOUS OPERATIONS FULL CONVERSION (P.93)**

Body: 9

Quickness: 7 x3

Strength: 14

Bioware Rating: 1

Essence Rating: .5

Unarmed Combat Damage: (str+1)M Stun

Armor (B/I): 3/3

**Options Packages**

**Sensor Options**

**Times Square Plus:** p.38, Chromebook. Essence Cost: .3

**Radiation Detector:** 10 meters range. Essence Cost: .4

**Toxin Scanner:** a Chemical Analyzer (p.60, Shadowtech).

Essence Cost: .2

**Other Options**

**Radiation Shielding:** provides almost complete protection against radiation. Essence Cost: —  
**Toxin Shielding:** provides a complete EnviroSeal™ system. Essence Cost: —  
**Acid Shielding:** provides almost complete protection from all known acids. Essence Cost: —

**Squirters:** these use the following ranges: Short 1-2, Medium 3, Long 4, Extreme 5 meters, and have a 5-shot “magazine.” Essence Cost: —  
 Cost: 5,000,000¥

**MD TECH, INC. “KILDARE” MEDICAL FULL CONVERSION (P.95)**

Body: 6  
 Quickness: 7 x3  
 Strength: 10  
 Bioware Rating: 1  
 Essence Rating: .5  
 Unarmed Combat Damage: (str)M Stun  
 Armor (B/I): 2/2

**Options Packages**

**Sensor Options**

**Medical Scanner:** a built-in Medkit (p.263, SR11). Essence Cost: .3  
**Times Square Plus:** p.38, Chromebook. Essence Cost: .3  
**Micro-Optics:** no changes. Essence Cost: .1  
**Enhanced Thermographic Sensor:** gives the Kildare cybernetic thermographic vision (p.89, SR11). Essence Cost: .2  
**Phone Splice:** a headware telephone (p.260, SR11). Essence Cost: .5

**Radio Link:** a headware radio (p.260, SR11). Essence Cost: .75

**Image Enhancement:** Electronic Magnification level 2 (p.85, Street Samurai Catalog). Essence Cost: .1

**Amplified Hearing:** Hearing Amplification (p.78, Street Samurai Catalog). Essence Cost: .2

**Other Options**

**Stim System:** no changes. Body Cost: .5

**Medical Shielding:** no changes. Essence Cost: —

**Left and Right Medical Hands:** the laser scalpel does (str)L when used as a weapon, the standard scalpel does (str/2)L, while the buzz saw does (str-1)L. Essence Cost: .3 per hand

**Injector Reservoir:** no changes. Essence Cost: .1 per reservoir

**Blood/IV Supply:** no changes. Essence Cost: .1 per reservoir

Cost: 4,600,000¥

**ADREK ROBOTICS “BURROUGHS” MARS OPERATIONS STANDARD FULL CONVERSION (P.97)**

Body: 6  
 Quickness: 7 x3  
 Strength: 10  
 Bloware Rating: 1  
 Essence Rating: 2.25  
 Unarmed Combat Damage: (str+1)M Stun  
 Armor (B/I): 4/4

**Options Packages**

**Sensor Options**

**Radio Beacon/Detector:** a headware radio (p. 260, SR11) combined with a rating 4 tracking signal (p.258, SR11). Essence Cost: .8

**Other Options**

**Goop Ball Launcher:** each shot can seal up to a 5cm hole, but does no damage. It holds 1 shot, and uses Taser ranges. Essence Cost: .25

**Radiation Shielding:** provides almost complete protection against radiation. Essence Cost: —

**Sand Feet:** No changes. Essence Cost: —

**Temperature Control:** this system gives the Burroughs +1 Impact armor to resist heat-based weapons and spells. Essence Cost: —

**Increased SP:** not available.

Cost: 4,200,000¥

**MILITECH CYBERNETICS INTERNATIONAL “SPYDER” RECONNAISSANCE DUTY FULL CONVERSION (P.99)**

Body: 6  
 Quickness: 13 x3  
 Strength: 10  
 Bioware Rating: 1.5  
 Essence Rating: 0  
 Unarmed Combat Damage: (str)M Stun  
 Armor (B/I): 3/3

**Options Packages**

**Sensor Options**

**Front Optic Mount:** a set of cybereyes, with the following options: Flare Compensation, Low-Light, Optical Magnification (3), Smartlink, Thermographic (all p.260, SR11), and Times Square Plus (p.38, Chromebook). Essence Cost: 1.1

**Right Head Sensory Extension:** mounts a single Cybereye, a single Cyberear (p.260, SR11), and a Video Link with Internal Transmitter (p.84, Street Samurai Catalog). Essence Cost: .85

**Left Head Sensory Extension:** mounts a single Cybereye with Low-Light, a single Cyberear (p.260, SR11), and a

Video Link (p.84, Street Samurai Catalog). Essence Cost: .55

**Right Shoulder Sensory Extension:** mounts a single Cybereye with Flare Compensation and Low-Light, and a single Cyberear (p.260, SR11). Essence Cost: .2

**Left Shoulder Sensory Extension:** mounts a single Cybereye, a single Cyberear (p.260, SR11), and a LOS tight-beam laser communicator. Essence Cost: .4

**Acoustic Alarm System:** a rating 3 Select Sound Filter (p.82, Street Samurai Catalog), Hearing Amplification (p.78, Street Samurai Catalog), and Damper (p.260, SR11). Essence Cost: .7

**Military Radio:** a headware Radio (p.260, SR11) with Cyrpto Circuit HD level 6 (p.77, Street Samurai Catalog) and Commlink-VIII (p.76, Street Samurai Catalog). Essence Cost: .9

**Parabolic Microphone:** a rating 5 Shotgun Microphone (p.258, SR11). Essence Cost: .2

**Cellular Phone:** a headware Telephone (p.260, SR11). Essence Cost: .5

**Satellite Uplink:** no changes. Essence Cost: —

**Raser™ Scanner:** negates all camouflage modifiers.  
 Essence Cost: .2  
**A/V Recorder:** a level 2 Softlink (p.46, Shadowtech).  
 Essence Cost: .2  
**Sniffer:** a rating 4 Olfactory Booster (p.62, Shadowtech).  
 Essence Cost: .2  
**Radiation Detector:** rating 3. Essence Cost: .2  
**Remote Targeting Link:** no changes. Essence Cost: .25  
**Motion Detectors:** rating 4. Essence Cost: .3  
**Magnetometer:** a rating 2 MAD. Essence Cost: .4  
**Radar Suite:** rating 3. Essence Cost: .4  
**Laser Detector:** rating 3. Essence Cost: .25  
**Weapon Options**  
**Quick-Change Mount:** this pod holds one Militech M31A1 rifle with grenade launcher (p.45, Chromebook).  
 Essence Cost: —  
**Other Options**

**Variable Spectrum Spotlight:** has a 1-5 on 1D6 chance of blinding unshielded organic eyes. Essence Cost: —  
**EMP Shielding:** level 4 shielding against electrical shocks.  
 Essence Cost: .5  
**Gyro-Balancer:** -2 Target Number to any test made involving balance. Essence Cost: .3  
**Parasail:** cannot work under 60 meters. Essence Cost: —  
**Climbers:** -2 Target Number for climbing tests. They do (str)M damage in melee combat. Essence Cost: .3  
**Grappling/Rapelling Cable:** no changes. Essence Cost: —  
**IR Thermal Dam:** +4 Target Number to spot the Spyder by thermographic vision only. Essence Cost: —  
**Environmental Assimilation System:** Allows the Spyder to camouflage itself in almost all terrains. See p.77, Fields of Fire. Essence Cost: .1  
**Expert System:** not available.

Cost: 11,810,500¥

**RAVEN MICROCYBERNETICS “WISEMAN” CYBERSPACE COMMANDO FULL CONVERSION (P.104)**

**Body:** 6  
**Quickness:** 7 x3  
**Strength:** 10  
**Bloware Rating:** 2  
**Essence Rating:** 0  
**Unarmed Combat Damage:** (str)M Stun  
**Armor (B/I):** 3/3

**Options Packages**

**Sensor Options**

**Video Imager:** p.39, Chromebook. Essence Cost: .25  
**Net-Vision:** not available.  
**Times Square Plus:** p.38, Chromebook. Essence Cost: .3  
**Micro Video Optic:** a Video Link (p.84, Street Samurai Catalog). Definitely *not* unlimited recording time.  
 Essence Cost: .5  
**Micro Recorder Link:** included in the Micro Video Optic's system.  
**Phone Splice:** a headware Telephone (p.260, SRII).  
 Essence Cost: .5  
**Scrambler:** a rating 4 Crypto Circuit HD (p.77, Street Samurai Catalog). Essence Cost: —  
**Tight Beam Radio Link:** a headware Radio (p.260, SRII).  
 Essence Cost: .75  
**Other Options**  
**INT-3 Computer:** p.8, Chromebook 2. Essence Cost: .5  
**DataShielding:** p.17, Chromebook 2. Essence Cost: .4

**Wet Drive Access Link:** a level 1 Encephalon (p.49, Shadowtech). Essence Cost: .5  
**TechScanner & CTD CompuMods:** allows the Wiseman to read (and write) credsticks and keycards. Essence Cost: .3  
**Chip Ports:** A rating 4 Softlink (p.46, Shadowtech).  
 Essence Cost: .3  
**Chronometer:** no changes. Essence Cost: .05  
**Cybermodem Link:** a level 4 Datajack (p.45, Shadowtech).  
 Essence Cost: .25  
**Cellular Cybermodem:** not cellular, but this is a C<sup>2</sup> deck (p.54-59, Shadowtech) with the following stats. This deck comes with a level 6 persona module (p.55, Shadowtech).

Person	Hardening	Memory	Storage	Load
a				
6	2	240	1440	23
I/O	Respons	Essence		
	e	Cost		
8	1	7.4		

**Extra Databanks:** these extra 720 Mp are already figured into the Storage of the deck.  
**Auto Punchout Option:** p. 8, Chromebook. Essence Cost: .2  
**Flip Switch:** p.9, Chromebook. Essence Cost: .2

Cost: 9,138,100¥

“Damn those cyborgs! No matter what you do, you can’t seem to stop one once it’s made up its mind!”  
 — Sgt. Jerry Collins, FedPol, commenting on a crazed ‘borg wanting to talk to UCAS president Adams

“All those puny humans that swarm around you, shooting their pathetic little guns at you, desperately trying to stop you from going into a building. Makes me la...”  
 — Walther, full ‘borg

“It didn’t like that det web after all. It’s not as tough as it appears to be, men.”  
 — Sgt. Jerry Collins, FedPol

*NEW FULL-'BORG OPTIONS*

**EELSKIN (P.107)**

This system works like a taser.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
—	—	10S Stun	—	6/7 days	1,400¥	2

**CYBERSTEROIDS (P.107)**

Not available.

*POWERED ARMOR*

Powered armors are full-body, powered suits that are worn by combat soldiers, and are a step up from the military armors presented in Fields of Fire (p.54) Someone must sit inside one, and most are made in “human” size, so dwarves and trolls will not normally fit into them.

For game purposes, powered armors are treated like normal clothing, except that they can give modifiers to Attributes, and have lots of things –such as weapons– built into them. The suit’s weight is not a burden to the person inside it, but it will be to anyone trying to lift the suit up. All powered armors have Hardened armor.

If a weapon has belted ammunition stored anywhere on the armor, it can use that ammo at all times; otherwise, the weapon uses normal clips.

**ARASAKA MFG. TYPE-17K “GUARDIAN” ASSISTED COMBAT PERSONAL ARMOR (P.108)**

This suit adds +5 to the wearer’s Strength.

Head	Right arm	Left arm	Right leg	Left leg	Torso
HUD (150Mp) monitor	Grapple gun	Heavy Machine Gun		Black Book	10 clips Flechette Life-sign
Thermographic Laser detector (4)	Ingram Valiant LMG Volt Pistol	Retina Scanner (3)	Ares Viper pistol ammo	100 rounds LMG Smoke grenade	ammo for Viper Mapmaker + GPS
Radio Searchlight	Fire Extinguisher	Flash Pak	10 Plastic Restraints		Cellular phone

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
—	3	3	138	30/2 mths	76,260¥	4

**MILITECH & TRAUMA TEAM TB/O “LIFELINE” ASSISTED COMBAT PERSONAL ARMOR (P.110)**

This suit adds +6 to the wearer’s Strength. The climbing claws add -1 Target Number for climbing tests. The Lifeline is equipped with EnviroSeal™ and 10 man-hours of life support.

Head	Right arm	Left arm	Right leg	Left leg	Torso
HUD (300 Mp)	Militech M-31 rifle	Grapple gun	Flask Pak	Smoke grenade	Medkit
Crypto Circuit (4)	Fire extinguisher	Mini Comp 10	Climber claws	Climber claws	
Radio	Medkit	Power saw [6S]			
Ares Viper pistol	Basic toolkit	Climber claws			
Searchlight	Climber claws				

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
—	4	4	158	30/2 mths	99,000¥	4

*WADS (WORKING ASSISTANT DROIDS)*

WADS are treated like any other drone. Construction of them, as given in Chromebook 3, is not possible. All come with remote control gear installed.

**DUROI/JANVIER “FRELON” (P.113/116)**

Head	Right arm	Left arm	Right leg	Left leg	Torso
Radio	Tool suite	Tool suite	Fire extinguisher	Goop-ball dispenser	Environmental/Tech scanner
Crypto Circuit (4)		Emergency breather supplies (2x half-hour units)		Grapple gun dispenser	
Searchlight (white)				Grapple gun	
Searchlight (IR)				Tool suite	

Cost: 67,280¥

**FIAT "NOVA" (P.113/117)**

Head	Right arm	Left arm	Right leg	Left leg	Torso
Radio			Grapple gun	Grapple gun	
Crypto Circuit (3)					
Sonar rangefinder					
Searchlight					
(armor 1/1)					
Cost: 78,390¥					

**INTERNATIONAL ELECTRIC "NEWPORT MK. II" (P.114/118)**

Head	Right arm	Left arm	Right leg	Left leg	Torso
Cellular phone	Tool suite	Tool suite			Fire extinguisher
Camera					Maintenance computer
Searchlight (white)					Phone
Searchlight (UV)					
Cost: 56,440¥					

**DUROI/JANVIER "SCARABEE" (P.115/119)**

Head	Right arm	Left arm	Right leg	Left leg	Torso
Camera	Fire extinguisher	Grapple gun	Climber claws	Climber claws	
Radio	Tool suite	Tool suite			
Searchlight					
(armor 1/1)					
Cost: 76,640¥					

# ARCHETYPES

Some archetypes, each and every one of them making use of the Chromebooks for equipment, cyberware, vehicles, and so on, as well as using things from regular Shadowrun sourcebooks.

## COMBAT DECKER

“Most deckers work from a single location in the real world. Not me, I’ve totally adapted to decking on a physical run. I can handle myself when the going gets tough, whether it’s in a real or a virtual place.

“My main interests lie in disabling electronic security systems – door locks, cameras, that kind of stuff. Lately, it’s been getting more difficult, with those security riggers and all, but I keep up with them. Got a nifty little utility in my deck that says I can. And anyway, I like a challenge. It was getting a bit dull anyway.”

**Commentary:** The combat decker is not very common on the streets, but indispensable to shadowrunner teams specializing in entering buildings. Everything she carries is designed for portability, allowing her to jack into the Matrix anytime, anywhere.

### Attributes

Body: 2  
Quickness: 5  
Strength: 3  
Charisma: 1  
Intelligence: 5  
Willpower: 4  
Essence: 3.95  
Reaction: 5 (7)\*

### Initiative

5 + 1D6 (7 + 2D6)\*

### Dice Pools

Combat: 7  
Hacking: 11 (13)\*

### Cyberware

Datajack (3)  
Datajack (4)  
Headware Memory (60 Mp)  
Mag-Duct™ Spots  
Zetatech BodyComp

### Contacts

Choose (2) Contacts

### Gear

Ashigaru motorcycle  
Cybermodem Utility Suit (normal model) with a total of 200 Mp memory

### Programs for Cybermodem Utility Suit:

Bod: 3  
Evasion: 3  
Masking: 4  
Sensors: 3  
Attack: 3 (L Staging)  
Cascade: 4  
Hog: 4  
Medic: 4  
Rigger Protocol Emulation: 2

### EBM PNI 724π

### Programs for EBM PNI 724π:

Bod: 5  
Evasion: 4

Masking: 5

Sensors: 5

Attack: 6

Auto Execute: 4

Relocate: 5

Shield: 5

Lined Coat

Middle Lifestyle

Nova .338 City Gun (with two clips of regular ammo)

### Starting Cash

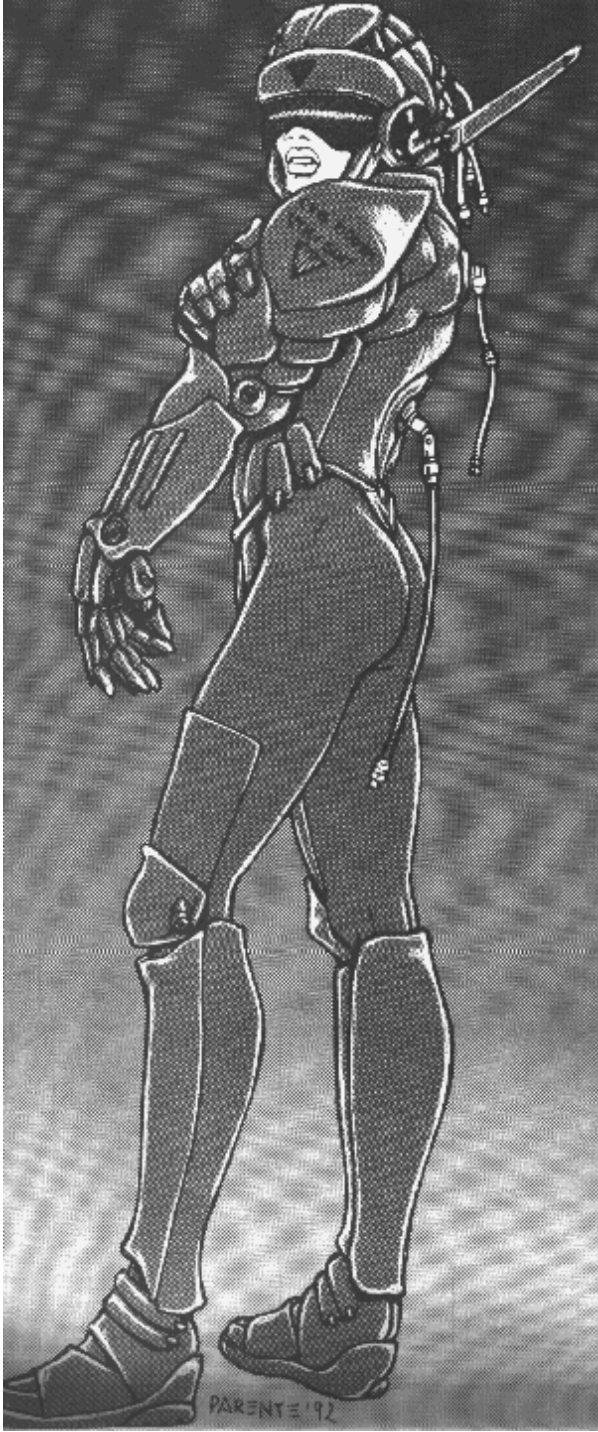
7,134¥ + (3D6x1,000¥)

\* Applies in the Matrix only.

### Skills

Computer: 6  
Computer (B/R): 5  
Computer Theory: 4  
Electronics: 3  
Electronics (B/R): 5  
Etiquette (Street): 4  
Firearms: 4  
Physical Sciences: 3  
Stealth: 4  
Unarmed Combat: 2





**FORMER SIMSENSE  
STAR**

“I was on top of the world. Nothing I couldn’t do, nowhere I couldn’t go. Life was great, and so was I.

“Until they told me ‘We’ve found someone else.’ Then I was out on the street, just like that. Like some old piece of trash, they dumped me and replaced me by that... that... bimbo.

“So I found myself out of work, living from day to day. When they told me they wanted me on the operating table to remove some of their cyberware, I decided to disappear. Into the shadows I went, so I could hide from them. Plus maybe make some nuyen on the side.

“It worked, too. I might not a be a top-grade shadowrunner, but I’m making a name for myself doing exactly the things I used to act out back when I still had a SIN. Who says you don’t learn anything from watching the trid?”

**Commentary:** The former simsense star got dumped by a major corp, and she’s not happy about it. By running the shadows, she hopes to hit them back for what they did to her. That might be more difficult than she realizes, though.

**Attributes**

Body: 3  
 Quickness: 6  
 Strength: 2  
 Charisma: 6  
 Intelligence: 4  
 Willpower: 3  
 Essence: 2.8

Reaction: 5

**Skills**

Athletics: 3  
 Computer: 2  
 Etiquette (Corporate): 2  
 Etiquette (Media): 4  
 Etiquette (Street): 2  
 Firearms: 1  
 Special Skill  
 Acting (Simsense): 6  
 Dancing: 4

**Initiative**

5 + 1D6

**Dice Pools**

Combat: 6

**Cyberware**

Datajack  
 FIFF Headware Memory (300 Mp)  
 Full-X Cyberware Simrig  
 Synthskins with (3) chips

**Contacts**

Choose (5) Contacts

**Gear**

Bensen Cascade  
 Budgetarms Laser-Niner (with two 15-round clips Regular ammo)  
 High Lifestyle (2 months pre-paid)  
 Icon America clothing (full set)  
 Très Chic Clothing

**Starting Cash**

19,804¥ + (3D6x1,000¥)



## Conversion Notes

Just so you know how this all came to be. I must place a note here that all this is on a "I did it like this (most of the time)" basis, and not "this is written in stone."

### CYBERDECKS

For cyberdeck stats, I took the Data Walls strength as the base for both the MPCP rating and Hardening of the Shadowrun deck. I multiplied the Data Walls rating by .75 to find the MPCP, and used the remaining part as Hardening.

Memory is used to find the deck's Active and Storage Memory ratings: the CP2020 deck's Memory is multiplied by the Shadowrun deck's MPCP rating and out comes the SR deck's Active Memory. The CP2020 deck's Memory is then divided by 2 and multiplied by the square of the MPCP and becomes the Storage Memory rating. Memory ratings are normally rounded off to the nearest multiple of 5 Megapulses.

The CP2020 Speed rating is used to find the level of Response Increase, Load, and I/O. The Speed is exactly equal to the level of Response Increase, or at least as far as possible (to get level 2 response increase, you need an MPCP rating of 8). Any Speed left over is used to find Load and I/O ratings as follows:  $\frac{3}{4}$  of the remains is multiplied by 10 to find the Load rating, and  $\frac{1}{4}$  the Speed is multiplied by 10 to find the I/O. If Speed is 0 or less, I took it to be 1 to calculate Load and I/O ratings.

Usually.

Shadowrun stat	equals CP2020 stat(s)
MPCP	Data Walls x .75
Hardening	Data Walls x .25
Active Memory	Memory x MPCP
Storage Memory	Memory x .5 x MPCP <sup>2</sup>
Response	Speed [note: max. Response = MPCP x 4]
Load	(Speed - Response) x 7.5
I/O	(Speed - Response) x 5

As a sample conversion, if you have a deck with Speed +3, 20MU memory, and Data Walls +5, it would look like this (approximately):

Data Walls +5 translates to an MPCP of  $5 \times .75 = 3.75 = 4$ . There is 1 point of Data Walls left, which goes to a Hardening rating of 1. The Speed is +3, so the deck would have 3 levels of Response Increase; since the maximum possible is 1, there are 2 points left over.  $2 \times 7.5 = 15$ , so the Load rating is 15. The I/O rating is then  $2 \times 5 = 10$ . The deck has 20MU memory, which translates to  $20 \times 4 = 80$  Mp Active Memory, and  $20 \times .5 \times 4^2 = 160$  Mp Storage.

### FULL 'BORGS

The 'borg's SHADOWRUN Attributes are converted from the varying CP2020 stats as follows:

Shadowrun	CP2020
Body	Body $\div 2$ (round down)
Quickness	Movement Allowance x $\frac{2}{3}$ (round off normally)
Strength	Lift $\div 50$ (round off normally)
Ballistic armor	average of all SPs $\div 10$ (round off normally)
Impact armor	average of all SPs $\div 10$ (round off normally)

### VEHICLES

Parts of these are easy, parts are tough. For starters, the CP2020 game stats have changed over the time the various Chromebooks came out, so the vehicles in the Chromebook have only basic stats such as top speed, armor ratings, and the number of people that can ride in it. By Chromebook 3, stats also include maneuverability, acceleration/deceleration, cargo, special equipment, and so on.

To convert this all to Shadowrun stats, things like speeds are easy: converting the CP2020 speed from miles per hour to meters per 3-second turn is done easily enough by multiplying by 1.6 and then dividing by 1.2, or by multiplying the mph speed by 1.33. This is Shadowrun's Max Speed. Cruise Speed is generally one-third this number, or for aircraft, between one-third and one-half the Max Speed.

Body is calculated by dividing the vehicle's SDP (Structural Damage Points) by 25, rounding off to the nearest whole number. Armor is found by dividing the vehicle's SP (Stopping Power) by 10, rounding off.

Signature, Autopilot, and cargo/storage ratings are more difficult, and are generally arbitrarily set, taking into account the corresponding values (if any) from the CP2020 stats.

Handling is taken from the Maneuverability stat, by using Handling =  $4 - (\text{Maneuver} \div 2)$ . Fuel capacity was determined by taking the maximum range of the vehicle, and then by using a suitable economy rate, fuel capacity can be calculated. For vehicles from the Chromebook 2, fuel efficiency rates are given, so these were converted directly. The fuel type is IC for most vehicles, MultiF for CHOOH<sup>2</sup>-powered ones, and Elec or ImpElec for most of the others.

## CONVERSION NOTES

Seating and access are pretty obvious by looking at the pictures, stats, and descriptions. Sensors and ECM/ECCM were also decided upon using fuzzy-logic (that is, depending on the mental health of the author, currently prevailing wind direction, time of day, and/or position of the moon). Special equipment is easy enough to convert to Shadowrun by using corresponding accessories from the Rigger Black Book.

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## WEAPONS

These are a bit difficult, because both Cyberpunk and Shadowrun don't have consistent damages. For example in SHADOWRUN, a typical submachine gun does 6M damage, while a heavy pistol does 9M. In real life, they'd probably fire the same ammo, but the SMG has a longer barrel, so it would do greater damage (because the bullet has a higher velocity when it leaves the weapon). Similarly, in Cyberpunk a 10mm medium SMG has a damage of 2D6+3, similar to a medium pistol, but a 7.62mm assault rifle does 6D6+2.

What I have done is as follows: the CP2020 weapon *type* was converted to the closest Shadowrun equivalent, usually according to the table below. If the CP2020 damage is average for the weapon type, I used an average Shadowrun damage; a high CP2020 damage means a high Shadowrun damage, and so on.

CP2020		Shadowrun	
Type	Typical damage	Type	Typical damage
Light Autopistol	1D6+1	Hold-Out	4L
Medium Autopistol	2D6+1	Light Pistol	6L
Heavy Autopistol	3D6	Heavy Pistol	9M
Very Heavy Autopistol	4D6+1	Heavy Pistol	10M
Light SMG	2D6+1	SMG	6M
Medium SMG	2D6+3	SMG	6M
Heavy SMG	3D6/4D6+1	SMG	7M
Assault Rifle	5D6/6D6+2	Assault Rifle	8M
Shotgun	4D6	Shotgun	9S

Melee weapons is a bit more difficult again, but the above should provide some sort of rough guide.

# EQUIPMENT TABLES

Along the lines of the tables in Fields of Fire, here are the game stats for all items from the three Chromebooks, plus those from the previous Plastic Warriors releases.. The Book notation gives the book in which the item can be found, together with the relevant page number in that book: CB1 = Chromebook 1, CB2 = Chromebook 2, and CB3 = Chromebook 3, P3 = Project 3, RG = Running Gear; TS = Tech Specs.

## LIFESTYLE

	Concealability	Rating	Weight	Availability	Cost	Street Index	Book
<b>Armament Suitcases</b>							
Armament Briefcase	—	amor 0/2	1.5	4/36hrs	500¥	2	RG p.28
Computer Case	—	—	1.5	4/36hrs	450¥	2	TS p.29
Guitar Case	—	—	3.5	5/36hrs	700¥	2	TS p.29
Keyboard Case	—	—	3	6/36hrs	700¥	2	TS p.29
Large Suitcase	—	—	3	6/36hrs	600¥	2	TS p.29
Small Suitcase	—	—	2.5	5/36hrs	500¥	2	TS p.29
Tool Case	—	—	1	4/36hrs	400¥	2	TS p.29
Violin Case	—	—	2	6/36hrs	650¥	2	TS p.29
Autotanner	3	—	1	always	200¥	.9	CB2 p.33
Bar-In-A-Briefcase	3	—	5	6/36hrs	100¥	.75	CB1 p.16
Biotech Nutrisupplement	—	—	.5	always	10¥	.8	CB2 p.11
Biotech Nymph Perfume	—	—	—	always	200¥	.9	CB2 p.11
Boyo Bodyfree Masks	8	—	—	—	600¥	1	CB3 p.20
Filter mask	—	—	—	—	+50¥	—	—
DDI PrayerWare	7	—	—	on payment	120¥	—	CB2 p.13
Everest VentureWare Climbing Spikes	3	-1	—	2/24hrs	75¥	1	CB3 p.15
Everest VentureWare Grapple Line	2	—	3	always	240¥	1	CB3 p.15
Flavored Cigarettes	—	—	—	always	2¥ per pack	.8	CB1 p.16
Folding Pocket Optical Binoculars	8	7x	—	always	50¥	1	P3 p.17
<b>Image Fasionware</b>							
Heat-sensitive Color Changers	—	—	—	3/24hrs	120¥	1	CB1 p.60
Stars & Shapes	—	—	—	2/24hrs	50¥	1	CB1 p.60
Trademarks & Logos	—	—	—	4/24hrs	100¥	1	CB1 p.60
Shower-In-A-Can	8	—	.5	2/12hrs	3¥	1	CB1 p.16
Skunker	7	—	.25	5/60hrs	70¥	1.3	CB2 p.45
Slosh Bag	2	—	2	4/72hrs	65¥	1	CB1 p.16
Swiss Army Knife	—	—	—	always	30¥	1	P3 p.17
Temperfoam Furniture	—	—	varies	2/24hrs	80¥ to 140¥	.5	CB1 p.13
Travel Kit	3	—	5	always	500¥	1	CB1 p.16
Utopian "Small Wonders" NanoAgents	—	—	—	4/60hrs	500¥	2	CB3 p.4
<b>ENTERTAINMENT</b>							
	Concealability	Rating	Weight	Availability	Cost	Street Index	Book
<b>DataTel Holotanks</b>							
Desktop	—	—	15	4/48hrs	1,000¥	1.2	CB2 p.29
Holotank	—	—	100	5/48hrs	5,000¥	1.2	CB2 p.29
Tabletop	—	—	5	4/48hrs	500¥	1.2	CB2 p.29
Eastman Arts Mindscape® Cyberholo Art Imager—	—	+1	—	always	6,000¥	1	CB2 p.30
Eastman KodaGraphix Holograpgic Camera normal	—	—	normal	always	2x normal	+1	CB2 p.30
Newsviewer	4	—	.1	3/36hrs	100¥	1	CB1 p.10
Rush® Virtual Entertainment System	3	—	4.5	always	500¥	.8	CB2 p.34
Multi-player Adaptor	—	—	—	always	100¥	.6	CB2 p.34
Total Environment	—	—	.75	always	1,000¥	.8	CB2 p.34
Video Wall™	—	—	5	always	3,500¥	1	CB2 p.34
Virtual Villains	—	—	—	always	150¥	.9	CB2 p.34
<b>ELECTRONICS (memory capacity in brackets if applicable)</b>							
	Concealability	Rating	Weight	Availability	Cost	Street Index	Book
Advanced Communications Suitcase	3	—	6	8/48hrs	8,000¥	1.5	CB1 p.4
Cab Haller	10	—	—	upon payment	150¥	1	CB1 p.5
<b>Computer Upgrades</b>							
Dataports	—	—	—	always	100¥	.75	CB3 p.70
External Memory	—	—	.25	always	200¥	.75	CB3 p.70
Memory Upgrades (+10 Mp)	—	—	—	always	200¥	.75	CB3 p.70
DataTel RotoWrighter	8	—	.25	always	20¥	1	CB3 p.13
DataTel "Treasurer" Datawatch (1 Mp)	12	—	—	always	55¥	1.5	CP2 p.16
EBM Carfax® 2002	—	—	—	—	500¥	—	CB1 p. 8
<b>EBM "PCX" Minicomp</b>							
Cyber-PCX (25 Mp)	3	—	1	3/24hrs	3,500¥	1.5	CB2 p.14
PCX (25 Mp)	3	—	1	always	2,500¥	1	CB2 p.14
<b>Enhanced Sunglasses</b>							
Flare Compensation	12	—	.1	5/24hrs	2,000¥	1.5	P3 p.13
Smartgun	12	—	.1	4/24hrs	1,950¥	1	P3 p.13
Thermographic	12	—	.1	4/24hrs	2,600¥	1.25	P3 p.13
Fax Plus 1000™ Fax Machine	6	—	.5	always	300¥	1	CB3 p.12
Hybrid™ Wearable Computer (25 Mp)	6	—	2	10/8 days	3,000¥	2	CB2 p.19
MedicWare	6	Biotech: 3	2	10/8 days	3,500¥	2	CB2 p.19
IEC Domitic System	—	—	—	2/48hrs	2D6x50¥/sq. meter	—	CB3 p.19
Image Wallet	8	1	.1	4/36hrs	250¥	1	CB1 p.10

**EQUIPMENT TABLES**

Kiroshi Optics Heads-Up Display							
	Concealability	Rating	Weight	Availability	Cost	Street Index	Book
Goggles	—	—	1	8/7 days	150¥	3.5	CB2 p.17
Mirrorshades	—	—	—	8/7 days	300¥	3.5	CB2 p.17
Monocle	—	—	—	8/7 days	200¥	3.5	CB2 p.17
Life/Support®	4	—	1.5	5/36hrs	500¥	.9	CB1 p.6
Language Processors	—	4	—	always	+40%	1	CB2 p.15
Mastoid Commo	8	—	—	2/12hrs	1,000¥	.6	RG p.49
Mead Electronic Notebook (30 Mp)	4	—	1	always	3,000¥	1	CB2 p.12
Microtech IIKL-4 Workstation							
Cyber model (40 Mp)	—	—	10	3/36hrs	1,120¥	1	CB2 p.15
IIKL-4 (40 Mp)	—	—	10	always	800¥	.75	CB2 p.15
Microtech "PCZ Super" Laptop (30 Mp)	1	—	3	always	750¥	.75	CB3 p.62
Miniature Copier	3	—	.5	2/12hrs	230¥	.8	CB3 p.13
Mini-Printer	3	—	.5	always	125¥	1	CB1 p.8
Office Communications Suite	—	—	—	10/10 days	10,000¥	2.5	CB1 p.5
Optical Remote	—	—	—	4/12hrs	100¥	.7	CB3 p.20
Orientation Unit	6	—	.5	5/4 days	1,500¥	1	P3 p.13
Paper Shredder	—	—	2.5	always	500¥	1	CB1 p.8
Phone Upgrades							
Call Forwarding	—	—	—	always	50¥/month	—	CB3 p.13
Call Waiting	—	—	—	always	50¥/month	—	CB3 p.13
Conference Calling	—	—	—	always	50¥/month	1	CB2 p.33
Digital Recorder	—	—	—	6/36hrs	2,500¥	1	CB2 p.33
ECM Scrambler	—	—	—	always	25¥	1	CB2 p.33
Emergency Dialer	—	—	—	always	150¥	1	CB2 p.33
Fax Interface	—	—	—	always	150¥	1	CB2 p.33
Privacy Plus™	—	—	—	always	3,000¥	1	CB2 p.33
Split Line	—	—	—	always	100¥	1	CB2 p.33
Tight Beam	—	—	3	2/12hrs	200¥	2	CB3 p.13
Video Option	—	—	—	always	450¥	1	CB2 p.33
Voicemail	—	—	—	always	40¥/month	1	CB2 p.33
Pocket Commo	7	—	.1	always	500¥	.5	RG p.50
Power Grid® Solar-Electric Panel	2	—	1	4/36hrs	100¥	1.1	CB1 p.16
SecSystems Detention Collar	4	—	.5	8/10 days	260¥	3	CB2 p.13
SecSystems Maglock	3	3	1	4/72hrs	300¥	1	CB2 p.13
SecSystems Protection Field	8	6L Stun	1.5	6/36hrs	750¥	1.5	CB2 p.12
Sleep Inducer	6	4	.5	6/4 days	85¥	2	CB1 p.11
Taser Wallet	10	—	—	5/48hrs	165¥	1.5	CB2 p.45
Techtronics "Black Book" Microcomp (12 Mp)4	—	—	—	always	5,750¥	1.6	CB2 p.15
ThunderArc Industries Three-D Holophone	—	—	1	3/24hrs	9,000¥	1.25	CB3 p.13
Tritech Datashielding	—	—	+1	5/48hrs	+20%	1.2	CB2 p.17
Wyzard Electronics "Handbox" Personal Comp.	—	3	—	1	2/6hrs	6,700¥	1.25
	CB3 p.63						
Zetatech "E-Book" Microcomp							
Cyber model (12 Mp)	4	—	—	3/36hrs	6,720¥	2	CB2 p.14
E-Book (12 Mp)	4	—	—	always	4,800¥	1.5	CB2 p.14
Zetatech CompuMods™							
Bug Detector	—	1-10	—	rating/48hrs	rating x600¥	1.5	CB2 p.18
Bug Jammer	—	1-10	—	rating/72hrs	rating x600¥	1.5	CB2 p.18
Credit Transactor	—	—	—	2/24hrs	750¥	1	CB2 p.18
Drug Analyzer	—	1-4	—	rating/48hrs	rating x225¥	2	CB2 p.18
Lie Detector	—	1-3	—	(rating x3)/48hrs	rating x600¥	2	CB2 p.18
Medscanner	—	1-4	—	rating/24hrs	rating x750¥	1.5	CB2 p.18
Radar Detector	—	1-10	—	rating/72hrs	rating x450¥	1.5	CB2 p.18
Signal Tracker	—	1-10	—	rating/48hrs	rating x900¥	1.5	CB2 p.18
Techscanner	—	1-4	—	rating/24hrs	rating x750¥	1.5	CB2 p.18
Voice Stress Analyzer	—	1-3	—	(rating x2)/48hrs	rating x300¥	2	CB2 p.18
Zetatech® PDA+ (20 Mp)	—	—	1.1	always	3,000¥	1	CB3 p.62
Zetatech® PS-4040 Portastation (30 Mp)	—	—	3	always	1,600¥	.75	CB3 p.61
<b>WORKING GEAR</b>	<b>Concealability</b>	<b>Rating</b>	<b>Weight</b>	<b>Availability</b>	<b>Cost</b>	<b>Street Index</b>	<b>Book</b>
Arc Furnace	—	—	—	6/7 days	10,000¥	1	CB3 p.4
Barbed Wire (per 100 meters)	—	3L	20	always	25¥	.75	P3 p.53
Buchsterhude GmbH Tool Kits	—	—	5	6/48hrs	1,000¥	2	CB3 p.12
CTS, PLC 'Pembroke' Techscanner	—	-1	5	9/72hrs	1,500¥	3.5	CB3 p.12
Duct Tape	—	—	—	always	10¥ per 35 meters	1	P3 p.17
'Farinata' Tech Tool Kit	3	—	5	5/48hrs	350¥	2	CB3 p.9
'Francesca' Tech Scanner	3	—	5	5/48hrs	1,200¥	2	CB3 p.8
Frostech Portable Cryogenic Case	2	armor 2/2	2	6/12hrs	250¥	1.2	CB2 p.13
Geotech Enviroscanner	5	3	1	8/7 days	45,000¥	3	CB3 p.16
Geotech Enviroscanner	6	4	1	4/24hrs	1,400¥	1.2	CB2 p.11
Kendachi Monowire	—	—	—	8/7 days	60¥ per meter	2.5	CB2 p.44
Microtech Virtual Reality BBS	—	-1	—	6/7 days	10,000¥	1	CB2 p.12
Monowire (per meter)	—	—	—	always	2¥	1	P3 p.17
Portable Electropack	3	—	2	always	100¥	1	CB2 p.13
Portable Fire Extinguisher	2	4	9	2/12 hrs	150¥	.8	P3 p.74
Raven® Interface Monitor	5	-1	1	6/48hrs	8,000¥	1	CB3 p.5
Raven® "Spider" Microwaldo Bracer							
Cyberarm version	—	—	2	8/72hrs	8,000¥	3.25	CB3 p.11
Normal version	—	—	2	6/72hrs	7,000¥	3	CB3 p.11
Raven® "Tripod" Waldo Set	—	—	25	10/7 days	8,000¥	3.5	CB3 p.10

## EQUIPMENT TABLES

Razor Wire (per 100 meters)	—	3M	25	3/48hrs	75¥	1	P3 p.53
Swiss Army Chronograph	—	—	—	always	120¥	1	P3 p.18
Techtronica "Mite" Diagnostic Remote	—	—	—	—	—	—	—
Cyberarm version	—	—	1	8/72hrs	5,000¥	3.25	CB3 p.11
Normal version	—	—	1	6/72hrs	4,000¥	3	CB3 p.11
Telectronics® Micromanipulator Rig	—	—	—	8/72hrs	3,000¥	3	CB3 p.5
'Venedico' Electronics Tool Kit	3	—	5	5/48hrs	1,350¥	2	CB3 p.9

	Concealability	Rating	Weight	Availability	Cost	Street Index	Book
<b>MEDIA EQUIPMENT</b>							
Digital Recording Studio	—	—	—	8/14 days	12,000¥	1.1	CB1 p.12
Fibre-Optic Cable	—	—	—	always	0.10¥ per meter	1	CB3 p.4
Kiroshi Optics Remote Cybercam 20	—	—	1	2/48hrs	1,350¥	1	CB2 p.13
Nikkon America Campod	—	—	2	4/72hrs	2,000¥	1	CB2 p.11
WorldSat Communications Flopscreen™	—	—	1	always	4,500¥	1.1	CB2 p.16

	Concealability	Rating	Weight	Availability	Cost	Street Index	Book
<b>MUSICAL INSTRUMENTS</b>							
DPI "Black Box" Backup Synthamp	4	—	3	6/48hrs	8,000¥	1.3	CB2 p.25
Datachips	—	—	—	6/48hrs	100¥	1.3	CB2 p.25
DPI Body Rythm™ Dance Bracelets (per pair)	—	—	—	always	400¥	1	CB2 p.26
DPI Drumsticks	4	—	.25	3/36hrs	800¥	1	CB1 p.11
Washburn Soundmachine Guitar	—	+1	3.5	5/60hrs	1,000¥	1	CB2 p.26
Yamaha RX4000 "Hurricane" Ultrasynth	—	+4	—	always	9,380¥	1	CB3 p.14

## BIOTECH

	Concealability	Rating	Weight	Availability	Cost	Street Index	Book
Aesculapus Incorporated Cybercast	3	+2	1.5	3/12hrs	3,000¥	2	CB3 p.7
Archaesthetic	—	-1	1	6/7 days	10,000¥	4	CB3 p.6
Bodyweight Portable Intern Unit	2	1	2	3/24hrs	120¥	1.5	CB3 p.7
RapiDetox	—	—	5	5/4 days	1,500¥	3	CB3 p.6

## MELEE WEAPONS

	Concealability	Reach	Damage	Weight	Availability	Cost	Street Index	Book
Bayonet	8	0	(str)L	.25	2/8hrs	35¥	.8	TS p.22
Bear-Knife	3	0	(str+2)M	1	6/48hrs	2,000¥	1	P3 p.44
BigKnucks cyberweapon	—	0	+1 Power	—	4/48hrs	5,000¥	1	TS p.15
Bio-Injector	8	0	5L	—	14/7 days	15,000¥	3	TS p.29
Bio-Injector	8	0	5L + drug	.5	10/96hrs	15,000¥	1	PP3 p.9
Bowie Knife	6	0	(str+2)L	1	3/24hrs	50¥	.8	P3 p.74
Brass Knuckles	16/4	0	(str+1)M Stun	.2	2/24hrs	20¥	.75	P3 p.9
Broadsword	4	1	(str+1)M	2	6/48hrs	1,000¥	3	P3 p.47
Bullwhip	8	2	(str)L	1	6/48hrs	100¥	1	P3 p.46
Cane Knife	2	1	(str+1)M	1	10/7 days	600¥	2	P3 p.10
Cane Sword	2	1	(str+1)M	1	10/7 days	600¥	2	P3 p.10
Cat With Nine Tails	5	2	(str+2)M	3	6/48hrs	1,000¥	3	P3 p.46
Club	5	1	(str+1)M Stun	1.5	2/6hrs	10¥	1	P3 p.44
Cutting Torch cyberware	—	0	8S	—	6/48hrs	3,500¥	2	CB1 p.36
Decapitator battleaxe	—	2	(str+4)S	11	6/48hrs	2,000¥	3	P3 p.43
Devil's Star mace	—	2	(str)S	10	6/48hrs	1,500¥	3	P3 p.44
DinaTech F5C	8	0	(str/2)L or (str)L	—	10/14 days	350¥	3	P3 p.56
Drug-A-Thug™	6	0	drug	.5	3/8hrs	150¥	2	CB2 p.45
Fashion Gloves	—	0	(str+1)M Stun	.2	4/36hrs	350¥	1	P3 p.16
Flail	3	2	(str+1)M Stun	.75	4/12hrs	50¥	1	P3 p.10/11
Flogger whip	6	2	(str)M	1	6/48hrs	500¥	3	P3 p.46
Gang Jazzler cyberware	—	0	9D Stun	—	10/24 days	6,000¥	1	CB1 p.40
Gasher battleaxe	2	1	(str)S	2	6/48hrs	1,000¥	3	P3 p.43
Gutter dagger	8	0	(str)M	.5	6/48hrs	1,000¥	1	P3 p.44
Halberd	2	2	(str)S	6	6/48hrs	1,000¥	3	P3 p.46
Husqvarna Chainripp® cyberware	—	0	(str)S	—	8/72hrs	12,500¥	1.5	CB3 p.29
IMI "Chainknife"	6	0	(str+5)L	.75	6/48hrs	120¥	1.2	CB2 p.44
Katana	3	1	(str+3)M	2	6/48hrs	2,000¥	3	P3 p.47
Kendachi M-33 Powersword	4	1	(str+1)S	3	8/14 days	1,860¥	3	CB1 p.55
Kendachi Monokatana®	3	1	(str+4)M	1	8/5 days	1,200¥	2.5	RG p.52
Kendachi Monoknife®								
Knife	7	—	(str+1)L	.5	6/60hrs	200¥	1	RG p.52
Naginata	5	—	(str+2)L	.5	6/60hrs	300¥	1	RG p.52
Kendachi Mono-Two								
Long Sword	3	1	(str+3)M	1	—	—	—	—
Short Sword	5	0	(str+1)M	.75	—	—	—	—
Kendachi Monowhip	9	3	10S	—	26/14 days	3,500¥	3	CB2 p.44
Kitchen Sink	—	0	((2x Strength)-6)S Stun	10	always	100¥	1	P3 p.57
Lance	—	2	(kph/5)M	2	4/12hrs	60¥	1	P3 p.10/11
Long Spear	2	2	(str)S	4	6/48hrs	1,000¥	3	P3 p.46
Longsword	4	1	(str+2)M	2	6/48hrs	1,000¥	1	P3 p.47
Mace	2	1	(str)M	5	6/48hrs	700¥	3	P3 p.44
Mace	4	1	(str+1)M Stun	1	2/6hrs	40¥	1	P3 p.10/11
Mace Hand cyberware	—	1	(str+2)M Stun	—	8/5 days	10,000¥	3	CB1 p.36
Mersch MX-23 Stunlance	2	2	point: (str+2)L	3	5/48hrs	2,500¥	1	RG p.22
			taser: 9S Stun					
Mjolnir warhammer	—	2	(str+4)D	15	6/48hrs	2,000¥	3	P3 p.45

## EQUIPMENT TABLES

Morning Star	2	1	(str+1)M	7	6/48hrs	1,000¥	3	P3 p.44
Mystic Technologies Spring Knife	8	0	(str+2)L	.75	4/12hrs	125¥	1.2	CB2 p.45
Powell Knife Pistol	8	0	(str)L	.5	5/48hrs	250¥	1	P3 p.10
Rapier	5	1	(str+2)M	2	6/48hrs	1,000¥	3	P3 p.47
Rippers cyberweapons	6	0	(str+2)M	—	5/3 days	8,000¥	1	TS p.16
Scimitar	4	1	(str+2)M	1.5	6/48hrs	1,000¥	3	P3 p.47
Scratchers cyberweapons	—	0	(str+1)L	—	4/3 days	5,000¥	1	TS p.17
Scythe	—	2	(str+1)S	7	6/48hrs	1,000¥	3	P3 p.46
Shortsword	5	1	(str)M	2	6/48hrs	1,000¥	3	P3 p.47
Skull Crusher warhammer	2	1	(str)S	5	6/48hrs	1,000¥	3	P3 p.45
Slamdance Inc. Spawnblade	8	0	(str)L	.5	4/72hrs	100¥	1.1	CB2 p.44
Staff	2	2	(str+3)M Stun	2	3/24hrs	100¥	1	P3 p.46
Stiletto	10	0	(str)L	.3	6/48hrs	1,000¥	1	P3 p.44
Stiletto	14	0	(str-1)L	.1	2/24hrs	10¥	.5	P3 p.9
Taser II™	7	0	5S Stun	.5	4/24hrs	300¥	1	CB2 p.45
Tazer Grip cyberware	—	0	6S Stun	—	8/8 days	3,000¥	2	CB1 p.38
Techtronica Black-Zap Glove	4	0	9S Stun	1	6/48hrs	1,200¥	2.2	CB1 p.49
Tetsubo	—	2	(str+3)S	3	5/24hrs	500¥	1	P3 p.11
Two-Handed Sword	2	1	(str+3)S	5	6/48hrs	3,000¥	3	P3 p.47
Whip	6	2	(skill/2)L	.5	5/24hrs	200¥	1	P3 p.11
Whip cyberware	—	2	6S	—	12/7 days	4,000¥	2	CB1 p.34
Wolvers cyberweapons	—	0	(str)M	—	5/3 days	8,000¥	1	TS p.17

## FIREARMS

PISTOLS	Concealability	Ammo	Mo de	Damage	Weight	Availability	Cost	Street Index	Book
Hold-Out									
BudgetArms C-13	8	8(c)	SA	4L	.5	2/8hrs	150¥	.75	RG p.53
Ceska Diplomat	8	6(cy)	SS	4L	.5	3/12hrs	250¥	1	RG p.34
Colt Take-Down	8	2(b)	SA	7M	.5	4/12hrs	150¥	.8	RG p.5
Dai Lung Cybermag 15	7	10(c)	SA	4L	.5	3/12hrs	100¥	.7	RG p.53
Federated Arms X-22	7	10(c)	SA	4L	.5	2/12hrs	300¥	.8	RG p.53
Hämmerli Model 520	4	6(c)	SA	4L	1.25	8/4 days	1,000¥	1	RG p.6
North Industries Firing Knife	6	5(cy)	SA	4L	.5	5/12hrs	250¥	1	RG p.6
Star Model DWT	7	6(c)	SA	5L	.5	3/18hrs	300¥	.8	RG p.7
Light									
Ares AMP	6	40(c)	SA/BF/FA	6L	2.75	8/36hrs	1,000¥	2	RG p.7
Ares Black Widow	6	21(c)	SA/BF	6L	1	14/7 days	1,500¥	3	P3 p.54
Ares Hornet	8	7(cy)	DAR	7L	2	4/48hrs	250¥	.8	P3 p.52
Ares Scorpion	8	7(cy)	DAR	7L	2.25	4/48hrs	275¥	1	P3 p.52
BudgetArms Laser-Niner	5(4)	15(35)(c)	SA/BF/FA	6L	1.5	4/36hrs	675¥	1.2	CB1 p.42
Colt Protector	8	6(cy)	SS	6L	.75	2/12hrs	300¥	.7	P3 p.55
Dai Lung Streetmaster	6	12(c)	SA	6L	1	3/12hrs	325¥	.8	RG p.54
Derringer cybergun	12	2(m)	SA	6L	.5	8/7 days	220¥	2	CB1 p.36
Federated Arms X-9mm	5	12(c)	SA	6L	1	3/12hrs	450¥	.75	RG p.54
Glock 19 Mk. IV	5	17(c)	SA	6L	1	8/24hrs	750¥	2	P3 p.56
H&K P7S15	6	15(c)	SA	6L	1	4/24hrs	400¥	1	P3 p.57
H&K P11M8	8	8(c)	SA	6L	1	5/36hrs	600¥	1.25	RG p.7
H&K P11M13	8	13(c)	SA	6L	1	5/36hrs	650¥	1.25	RG p.7
H&K VP80Z	6	21(c)	SA/BF	6L	1.25	6/48hrs	1,200¥	3	P3 p.57
Micro Uzi	6	16(c)	BF	6L	1.5	6/36hrs	750¥	1	RG p.8
Militech Arms Avenger	6	10(c)	SA	6L	1	3/12hrs	325¥	.8	RG p.54
Powell Knife Pistol	8	1(b)	SS	6L	.5	5/48hrs	250¥	1	P3 p.10
Ruger P-4	4	100(c)	BF	7L	1.25	8/48hrs	1,350¥	2.25	TS p.22
Ruger P-8	8	10(c)	SA	7L	.75	4/24hrs	395¥	1	TS p.22
S&W Model 6739	8	5(cy)	SS	6L	.75	3/36hrs	250¥	.9	RG p.8
Seco Quickfire	5	18(c)	SA/BF/FA	6L	1.5	5/24hrs	750¥	2	RG p.35
Thumper	6	10(c)	SA	5L Stun	1.25	3/12hrs	120¥	.75	TS p.23
Heavy									
Ares Constrictor	6	6(cy)	DAR	10M	2.5	7/7 days	400¥	2	P3 p.52
Ares Jaguar	5	6(cy)	DAR	10M	2.5	5/4 days	300¥	1	P3 p.52
Ares Predator III	4	15(c)	SA	9M	2.5	6/36hrs	700¥	1	P3 p.54
Ares Stingray	4	6(cy)	DAR	10M	2.75	7/7 days	500¥	3	P3 p.52
Armalite 44	4	8(c)	SA	9M	2.25	4/24hrs	450¥	1	RG p.54
Beretta Model 95S	5	15(c)	SA	9M	2.5	3/24hrs	500¥	1	RG p.9
Beretta Model 95S-B	5	15(c)	SA/BF	9M	2.5	6/72hrs	750¥	1.75	RG p.9
Beretta 100S	5	15(c)	SA	9M	2.5	5/36hrs	650¥	1.5	RG p.35
Smart variant	5	15(c)	SA	9M	2.5	5/36hrs	1,300¥	1.5	RG p.35
Beretta Model 110-T	5	16(c)	SA	9M	2	3/24hrs	400¥	1	RG p.9
Bond & Carrington MP-11	4	15(30)(c)	SA/BF	9M	3	8/36hrs	1,200¥	2	RG p.36
Smart variant	4	15(30)(c)	SA/BF	9M	3	8/36hrs	2,000¥	2	RG p.36
Browning Defender 10	5	15(c)	SA/BF	9M	2	5/36hrs	900¥	2	RG p.36
Smart variant	5	15(c)	SA/BF	9M	2	5/36hrs	1,800¥	2	RG p.36
BudgetArms Auto 3	5	8(c)	SA	9M	2.25	4/12hrs	350¥	.7	RG p.55
Colt Alpha-Omega	4	10(c)	SA	9M	2.5	5/24hrs	500¥	1	CB1 p.43
Colt AMT Model 2000	5	8(c)	SA	9M	2.5	5/24hrs	500¥	1	RG p.55
Colt Manhunter S	5	16(c)	SA	9M	2.25	4/24hrs	600¥	1	P3 p.55
Colt Manhunter S+	5	16(c)	SA	9M	2.25	6/48hrs	800¥	1	P3 p.55
Colt Peacemaker	4	6(cy)	SS	10M	2.75	3/24hrs	350¥	.9	P3 p.55
Colt Penetrator	5	12(c)	SA	9M	2	4/24hrs	600¥	1.5	RG p.37
DinaTech F5A	10	1	SS	10M	—	10/14 days	500¥	3	P3 p.55
DinaTech F5B	10	1	SS	7S	—	12/14 days	700¥	3	P3 p.55



## EQUIPMENT TABLES

Federated Arms 454 DA	3	5(cy)	SS	11M	3.5	5/36hrs	1,375¥	1.25	CB1 p.52
Fichetti Hurricane	5	14(30)(c)	SA/BF	9S(f)	2	3/48hrs	600¥	1	RG p.37
Fichetti Military XI	4	18(c)	SA/BF	9M	2.25	5/36hrs	900¥	2	RG p.37
Smart variant	4	18(c)	SA/BF	9M	2.25	5/36hrs	1,800¥	2	RG p.37
Glock 22 Mk. III	4	15(c)	SA	9M	2.5	6/24hrs	600¥	1.5	P3 p.56
Glock Thirty Machine Pistol	6(5)	20(30)(c)	SA/BF	9M	2.5	6/36hrs	705¥	2	CB1 p.43
Goncz-Taurus Pistol	6(5)	15(30)(c)	SA	9M	2	4/48hrs	500¥	1	CB1 p.44
Goncz-Taurus Pistol (Selective)	6(5)	15(30)(c)	SA/FA	9M	2	8/72hrs	700¥	1.75	CB1 p.44
H&K "Blaster"	4	6(m)	SS	12M	3	—	—	—	P3 p.56
H&K OHWS	5	12(c)	SA	9M	1.2	18/14 days	2,500¥	2	RG p.38
Ingram Mk IV	4	16(c)	SA/BF	10M	3	18/14 days	2,500¥	3	RG p.38
Malorian Arms 3516	4	6(c)	SS	12M	3	—	4,525¥	—	CB1 p.52
Malorian Arms Heavy Flechette Pistol	5	special	SA	9M	2.5	9/48hrs	1,595¥	2	CB1 p.45
Malorian Arms Sliver Gun	4	7(c)	SA	6S(f)	2.5	6/72hrs	1,375¥	3	CB1 p.42
Nova .338 City Gun	5	7(c)	SA	10M	2.5	4/24hrs	460¥	1	CB2 p.40
Phoenix Gyroc	3	3(b)	SA	ammo	3	8/7 days	10,000¥	2	TS p.23
Polymer One-Shot Cannon	5	1	SS	5S	1.5	3/12hrs	190¥	.6	CB2 p.36
Riot Gun	8	3(c)	SA	9S(f)	2	4/48hrs	500¥	1	P3 p.36
Ruger M45	6	18(c)	SA/FA	9M	2	8/60hrs	860¥	3	P3 p.60
Ruger P-105	4	10(c)	SA	10M	2.5	4/24hrs	600¥	1	RG p.39
Ruger Warhawk	5	6(cy)	SS	9M	2	3/24hrs	250¥	1	RG p.10
S&W "Tri-Star"	3	6(cy)	SS	10M	2.5	6/24hrs	375¥	1.5	CB2 p.37
Sig Sauer P300	4	18(c)	SA	9M	3.25	8/48hrs	800¥	2	RG p.10
SMF 'Interdictor'	3	5(cy)	SS	11M	3.5	10/7 days	950¥	2	P3 p.41
SternMeyer Type 35	5	8(c)	SA	9M	2.5	4/36hrs	400¥	1	RG p.55
SuperEagle	4	7(c)	SA	11M	2.75	6/48hrs	600¥	1.5	RG p.10
Wolf <sup>TM</sup>	5	17(c)	SA/BF	9M	2.5	5/48hrs	800¥	1.5	P3 p.59
Zastava Magnum Model 2054	5	7(cy)	SS	9M	1.75	4/36hrs	350¥	.9	RG p.11

**EQUIPMENT TABLES**

SPECIAL WEAPONS	Concealability	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Book
Avante P-1135 Needlegun	5	15(c)	SA	5L	1	2/12hrs	200¥	.75	TS p.21
Colt TP-6A taser	7	6(m)	SS	8S	.75	6/24hrs	550¥	1	RG p.11
Enerts AKM Power Squirt	5	50(m)	SS	drugs	1	always	15¥	1	TS p.21
Flamethrower cyberweapon	—	4	SS	10M	3	10/7 days	1,200¥	2	TS p.15
Kendachi Dragon flamethrower	3	4(m)	SS	10M	4.25	10/5 days	1,660¥	4.5	CB1 p.48
Micromissile Launcher cyberweapon p.16	—	—	4(m)	SA	micromissile	.5	10/7 days	4,500¥	1.1 TS
Micro-Missile Pod (-2)		1(m)	SS	micromissile	.75	8/5 days	2,000¥	1.9	CB2 p.41
Militech Urban Missile Launcher	3	12(c)	SA	micromissile	3.5	10/7 days	4,500¥	2	CB2 p.41
Militech Electronics Taser	6	10(m)	SS	8S Stun	1.5	5/36hrs	600¥	1.4	RG p.55
Nelspot "Wombat" Airpistol	4	20(c)	SA	4L Stun	1.5	2/24hrs	200¥	.75	TS p.21
Pursuit Security Webgun	3	1(m)	SS	as net	3.5	6/3 days	500¥	2.5	CB2 p.37
Rhinemetall EMG-85 Railgun	—	5(m)	SS	25D	35	—	113,700¥	—	CB2 p.38
Rostovic Wrist Racate	6	6(m)	SA/BF	9S	2.5	18/20 days	3,800¥	3.5	CB1 p.49
Sonic Stunner	6	10	SA	15M	2	6/36hrs	1,000¥	1.5	RG p.22
Stundart Pistol taser	3	2(b)	SS	10S Stun	3.5	8/4 days	1,090¥	2	CB1 p.49
Techtronica Model 009 Volt Pistol p.43		3	6(c)	SS	10S Stun	3.5	8/72hrs	1,950¥	2.5 CB2
Techtronica M40 "Pulse Rifle"	1	6(c)	SS	special	8.5	—	3,500¥	—	CB2 p.39
Tsunami Arms "Airhammer"									
Mark 1	5	5(cy)	SA	special	1.5	11/14 days	325¥	2.5	CB2 p.42
Mark 2	5	7(cy)	SA	special	1.5	12/14 days	400¥	3	CB2 p.42
Underbarrel Capacitor Laser (-2)		2(20)	SA	10M	5	24/21 days	95,000¥	3.5	CB2 p.39
SUBMACHINE GUNS	Concealability	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Book
Arasaka Minami 10	6	40(c)	SA/BF/FA	7M	3.25	3/24hrs	1,000¥	.9	RG p.56
Beretta M-24 Advanced	4	50(c)	BF/FA	7M	3.5	6/4 days	1,250¥	1.25	CB1 p.46
Buzzsaw	4	1,000(c)	FA	7L	5.5	12/14 days	215¥	1	TS p.24
Ceres Tri-Barrel	2	36(c) or belt	BF/FA	6L	4.5	9/60hrs	1,000¥	3	TS p.24
Defiance AT-900	4	30(c)	SA/BF/FA	6M	3.75	5/36hrs	900¥	1	RG p.39
Smart variant	4	30(c)	SA/BF/FA	6M	3.75	5/36hrs	1,800¥	1	RG p.39
Eagle™	4	50(c)	SA/FA	6M	3	5/3 days	900¥	1	P3 p.60
Federated Arms Tech Assault II	5	50(c)	SA/FA	6L	2.5	4/36hrs	600¥	1	RG p.56
FN P55	5	50(c)	SA/BF/FA	8M	3.5	8/4 days	650¥	2.5	RG p.12
Smart variant	5	50(c)	SA/BF/FA	8M	3.75	9/4 days	900¥	2.75	RG p.12
H&K MP-9	4	25(c)	SA/BF	7M	3.75	5/36hrs	900¥	1	RG p.40
H&K MP-2013	3	35(c)	SA/BF/FA	6M	2.75	5/48hrs	900¥	1.1	RG p.56
H&K MPK9	5	35(c)	SA/BF	7M	3	5/36hrs	1,040¥	.8	RG p.57
H&K MPK-11	4	30(c)	SA/FA	7M	3.5	5/48hrs	1,400¥	1.2	RG p.57
Ingram MAC-14	6	20(c)	SA/FA	7M	3	4/36hrs	650¥	1	RG p.57
Ingram MAC-20	5		SA/FA			6/48hrs	700¥	1.5	RG p.13
Heavy Pistol ammo		20(c)		9M	3.75				
SMG ammo		16(32)(c)		7M	3.5				
Malorian Arms Sub-Flechette Gun	3(2)	10(30)(c)	BF/FA	6M	4	4/24hrs	795¥	1	CB1 p.48
Militech-10	2	30(c)	BF/FA	6M	7	5/72hrs	3,455¥	3	CB1 p.51
Grenade Launcher		4(m)	SA	grenade					
Militech Mini-Gat Machine Carbine	1	120(c)	BF/FA	6L	5.75	20/14 days	2,695¥	5	CB1 p.50
Sandler Model II	3	30(c)	BF/FA	6M	3.75	4/24hrs	700¥	1	RG p.40
Settsuko-Arasaka "PMS" Advanced	4	40(c)	SA/BF	6M	3.5	4/72hrs	1,150¥	1	CB1 p.44
Sternmeyer SMG 21	4	30(c)	SA/BF/FA	7M	3.25	4/36hrs	1,000¥	1.1	RG p.58
Steyr MP i 25	4	35(c)	SA/BF/FA	6M	3.75	5/60hrs	725¥	2	RG p.12
Uzi 3S	5	24(c)	SA/BF	6M	2.5	10/36hrs	900¥	2	P3 p.8
Uzi IV	4	30(c)	SA/BF/FA	6M	3	6/60hrs	1,000¥	1	RG p.12
Smart variant	5	30(c)	SA/BF/FA	6M	3.25	8/60hrs	1,200¥	1.25	RG p.12
Uzi Miniauto 9	5	30(c)	BF/FA	6M	3	4/36hrs	700¥	1	RG p.58
Walther S900	4	30(c)	SA/BF	6M	3	5/36hrs	900¥	1	RG p.40
Wristbreaker I	2(3)	2x 10(m)	2x SA/FA	8S	4.25	14/14 days	1,450¥	3	TS p.25
Wristbreaker II	3(4)	2x 5(m)	2x SA	8S	2.75	8/10 days	1,450¥	1.5	TS p.25
ASSAULT RIFLES	Concealability	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Book
AKR-20	3	30(c)	SA/BF/FA	8M	4	5/48hrs	1,000¥	2	RG p.59
Anti-Vehicular Rifle	3	10(c)	SA/BF	8S	5.3	14/16 days	6,000¥	3.2	P3 p.74
Apex Mobile Point Defense System	—	400 (belt)	FA	8M	20	11/21 days	25,000¥	4	CB1 p.53
Darra-Polytechnic M-9	3	40(c)	SA/FA	8M	3.75	3/36hrs	1,300¥	.9	CB1 p.50
Federated Arms Light Assault 153		30(c)	BF/FA	8M	3.5	4/36hrs	400¥	1.25	CB1 p.54
FN AGRL (w/ grenade launcher)	—	40(c)	SA/BF/FA	8M	5	5/36hrs	2,000¥	2	RG p.44
FN RAL	3	30(c)	SA/FA	8M	5	5/60hrs	1,200¥	2	RG p.59
H&K HK 70	2(1)	20(45)(c)	SA/BF/FA	8M	3.75	8/7 days	950¥	2	RG p.17
H&K HK 70 K	3(2)	20(45)(c)	SA/BF/FA	8M	4	8/7 days	950¥	2.25	RG p.17
Honda AR-1	3	28(c)	BF/FA	8M	4.25	9/6 days	1,000¥	2	RG p.18
Kalashnikov A-80	1	35(c)	SA/FA	8M	4.5	4/36hrs	1,100¥	2.5	RG p.60
Kalishnikov AK-100	—	30(c)	SA/BF/FA	8M	5.75	5/36hrs	1,000¥	2	RG p.43
Smart variant	—	30(c)	SA/BF/FA	8M	5.75	5/36hrs	2,000¥	2	RG p.43
Kalishnikov AK-101	2	30(m)	SA/BF/FA	8M	5.5	8/4 days	1,600¥	2	RG p.43
Maramont LR	3	36(c)	BF/FA	8M	4.25	6/4 days	1,400¥	2.5	P3 p.58
Militech Cyborg Rifle	2	30(c)	SA	6S	7.5	10/7 days	800¥	2.5	CB2 p.36
Militech M-31a1 AICW	1	150(c)	SA/BF/FA	6M	6.5	20/28 days	1,695¥	4.5	CB1 p.45
Grenade Launcher		4(m)	SA	grenade					
Militech Ronin Light Assault	1	35(c)	SA/BF/FA	8M	3.5	4/48hrs	900¥	2	RG p.60
Mossberg M-712 Multi-Weapon	3				6	12/7 days	4,000¥	3	RG p.42
Assault rifle section		35(c)	SA/BF/FA	8M					
Shotgun section		15(c)	SA	10S					
Panther™	1				5.25	8/7 days	4,000¥	3	P3 p.59

Assault rifle section		40(c)	SA/FA	8M					
Shotgun section		25(c)	SA/BF	8S					
S&W Model F "Cyborg Assault"	4	8(c)	SS	8S	4	10/5 days	1,650¥	2.5	CB1 p.54
<b>SIG 88x-series</b>									
880	2	30(c)	SA/BF	8M	4	4/36hrs	850¥	2	RG p.18
882	3	30(c)	SA/BF	8M	4	5/36hrs	850¥	2	RG p.18
883	1	30(50)(c)	SA/FA	9M	6.5	6/48hrs	1,000¥	2.5	RG p.18
883 SP	2	5(30)(c)	SA	9M	4.25	3/36hrs	950¥	1.5	RG p.18
Seco M-995 (w/ grenade launcher)	—	30(c)	SA/BF/FA	8M	5.75	10/4 days	3,000¥	3	RG p.44
Smart variant (w/ gren Inch)	—	30(c)	SA/BF/FA	8M	5.75	10/4 days	6,000¥	3	RG p.44
<b>SNIPER RIFLES</b>									
	Concealability	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Book
H&K PSG-65	—	20(m)	SA	14S	6	12/7 days	7,000¥	4	RG p.40
RAI Model 1050	—	5(c)	SA	15S	5.25	14/10 days	6,000¥	4	RG p.14
SMF K6	—	30(c)	SA/FA	10S	5	14/21 days	2,000¥	3	P3 p.41
Tsunami Arms Ramjet Rifle	—	9(c)	SA/BF	special	5	16/14 days	7,380¥	4	CB2 p.36
<b>SHOTGUNS</b>									
	Concealability	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Book
Arasaka Rapid Assault Shot 12	1	20(c)	SA/FA	8S	5.5	8/10 days	1,800¥	2.25	RG p.58
Ares Wippet	4	6(m)	SA	shot 6M slug 9M	2	5/36hrs	1,500¥	1.5	RG p.41
Autoshot Riot Gun	2	20(c)	SA/FA	9S	4.5	10/7 days	1,500¥	2	P3 p.35
Chandler Capture 100	3	10(m)	SA	10S	4	4/24hrs	1,500¥	2	RG p.41
Smart variant	3	10(m)	SA	10S	4	4/24hrs	2,200¥	2	RG p.41
Cobra™	2(4)	10(c)	SA	10S	4.5	4/60hrs	1,200¥	1	P3 p.60
Holland & Holland .600 NE	—	2(b)	SA	12S	4.5	call H&H	10,000¥	—	RG p.15
<b>Kimatsuhama Under-Barrel Shotguns</b>									
UBS-5	(-2)	4(m)	SS	7S	2.25	5/48hrs	500¥	1.1	RG p.16
UBS-6	(-2)	6(m)	SA	7S	2.5	6/48hrs	750¥	1.1	RG p.16
UBS-7	(-3)	2x 4(m)	2x SS	7S	3.5	10/7 days	1,700¥	1.25	RG p.16
Luigi "King Buck" Multi-Magnum	1	4(m)	SA	9S	7	12/4 days	800¥	2.1	CB2 p.38
Millitech Crusher SSG	5	6(c)	SA	6S/8M	3	6/48hrs	1,450¥	1.5	CB1 p.42
<b>Millitech Military/Police Shotgun</b>									
10 gauge	2	6(m)	SA	10S	4.5	4/60hrs	800¥	1	CB1 p.48
12 gauge	2	8(m)	SA	8S	4.5	4/60hrs	800¥	1	CB1 p.48
Ranger Arms Security 12	3	15(c)	SA/BF/FA	10S	4.5	10/8 days	2,000¥	2	RG p.41
Remington 1628	4	8(m)	SS	8S	3	3/24hrs	500¥	1	RG p.42
Remington Rapid Assault 12	3	15(c)	SA/BF	10S	4.5	12/8 days	2,000¥	2	RG p.42
Sandler "Mad Max"	5	2(b)	SA	6S	2.25	4/48hrs	400¥	1	RG p.17
Sternmeyer Stakeout 10	4	10(m)	SA	9S	3.75	8/7 days	900¥	1.5	RG p.58
Vehicular Shotgun	1	10(c)	SA	9S	8.5	8/72hrs	2,500¥	1.75	P3 p.62
<b>LIGHT MACHINE GUNS</b>									
	Concealability	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Book
H&K G-6 ASA	—	100(c)	FA	7S	7	14/21 days	2,050¥	3.5	CB1 p.51
IWS Mini-5	—	belt	FA	7S	14	24/14 days	13,000¥	2	RG p.45
Smart variant	—	belt	FA	7S	14	24/14 days	26,000¥	2	RG p.45
Tiger™	—	40(c) or belt	SA/FA	7S	8.25	7/7 days	3,000¥	2	P3 p.59
<b>HEAVY WEAPONS</b>									
	Concealability	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Book
2-Barrel HMG Chaingun	—	belt	FA	9S	20	26/21 days	6,500¥	2	CB2 p.31
Ares MP Maser	—	20	SA	10M + special	25	—	750,000¥	—	RG p.19
Barrett-Arasaka Light 20mm	—	10(c)	SS	18D	19	15/14 days	6,000¥	2	RG p.61
Colt-Mauser M2X Cannon	—	8(c)	SS	18D	23	20/14 days	6,100¥	2	CB2 p.40
Flechette Gun	—	20(c)	SA/FA	9D(f)	45	14/14 days	17,000¥	1.5	P3 p.62
Gauss Gun	—	10(c)	SS	11S	135	—	500,000¥	—	P3 p.62
<b>General Products Rocket Launchers</b>									
7.62cm 10-Barrel	—	10(m)	FA	7.62cm rocket	30	22/14 days	9,500¥	4	TS p.25
7.62cm Single Barrel	—	1(m)	SA	7.62cm rocket	2.5	10/10 days	1,000¥	1.75	TS p.25
12.7cm 10-Barrel	—	10(m)	FA	12.7cm rocket	35	24/14 days	12,000¥	4	TS p.25
12.7cm Single Barrel	—	1(m)	SA	12.7 cm rocket	3	11/10 days	1,250¥	1.75	TS p.25
Infrared Laser	normal	normal	normal	normal	normal	+4/+7 days	double normal	+1	P3 p.63
IWS Assault 20 cannon	—	20(m)	SA	18D	16	16/14 days	7,200¥	2	RG p.46
Laser LAW	2	1(m)	SS	12M	5	24/21 days	75,000¥	3	P3 p.74
Laser VLAW	4	1(m)	SS	10M	3.5	24/21 days	60,000¥	3	P3 p.74
M10A Light Recoilless Rifle	—	1(b)	SS	lt. rcl. grenade	6.5	12/14 days	2,000¥	2	TS p.26
M400 HMG	—	2x belt	FA	10S	18.5	22/21 days	5,500¥	2	RG p.20
Smart variant	—	2x belt	FA	10S	19	24/21 days	7,500¥	2.5	RG p.20
Millitech AM-3 "Anti-Matter Rifle"	—	5(c)	SS	20D	26	20/14 days	8,000¥	3	CB2 p.41
Millitech Electronics Laser Cannon	—	—	special	SA	3M to 15M	25	26/21 days	130,000¥	3.25
<b>TS p.21</b>									
Millitech Rocket-Grenade Launcher	—	1(m)	SS	missile	4.5	9/14 days	4,500¥	2.5	RG p.61
NR-10 Multi-Barrel HMG	—	35(c) or belt	FA	10S	41	28/30 days	75,000¥	3	P3 p.58
Panther Heavy Recoilless Rifle	—	1(b)	SS	hvy. rcl. grenade	10	14/14 days	4,000¥	3	TS p.26
Scorpion 16 Missile Launcher	—	1(b)	SS	missile	5	10/14 days	6,000¥	2	RG p.61
Twin Laser	—	special	SA	18S	340	—	700,000¥	—	P3 p.63
Whitney-Morgan Caseless MMG	—	belt	FA	9S	35	26/30 days	25,000¥	4	RG p.21
<b>GRENADE LAUNCHERS</b>									
	Concealability	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Book
Ares Suppressor	—	12(c)	SA/BF	grenade	7	18/14 days	3,400¥	3	RG p.45
Standard	—	12(c)	SA/BF	grenade	7	18/14 days	4,300¥	3	RG p.45
Rangefinder	—	12(c)	SA/BF	grenade	7	18/14 days	6,800¥	3	RG p.45
Smartgun	—	12(c)	SA/BF	grenade	7	18/14 days	7,700¥	3	RG p.45
Smartgun + Rangefinder	—	12(c)	SA/BF	grenade	7	18/14 days	7,700¥	3	RG p.45
Grenade Launcher	(-2)	1(m)	SS	grenade	1	6/4 days	1,250¥	2.75	RG p.61
Grenade Launcher cyberweapon	—	1(m)	SS	grenade	.25	10/7 days	2,500¥	2	TS p.16
Hand-Held Grenade Launcher	2	5(c)	SS	grenade	2.5	9/5 days	2,300¥	3	P3 p.73
Millitech Mini-Grenade Launcher	3(-2)	4(m)	SA	grenade	3.5	10/6 days	2,550¥	3	CB1 p.46

## EQUIPMENT TABLES

Millitech Mini-Grenade Launcher 1(-4)	16(c)	SA	grenade	5	24/12 days	4,750¥	5	CB1 p.46
Rockwell AGL-113	—	20(c) or belt	FA (max grenade)	50	24/21 days	15,000¥	4	RG p.19
			ROF = 6)					

## WEAPON ACCESORIES

	Mount	Concealability	Rating	Weight	Availability	Cost	Street Index	Book
22mm Muzzle Adaptor	Barrel	—	—	—	6/48hrs	100¥	3	CB1 p.47
Ares MirrorSmarts	—	10	—	—	6/60hrs	6,500¥	2	TS p.28
Digital Weapon Uplink	Top or Under	-1	—	.5	6/6 days	500¥	2	CB1 p.12
DUD Smartgun Controller	Top or Under	-1	3	.25	8/6 days	5,000¥	2.5	CB1 p.12
Electrothermal Ammo Enhancement	—	—	—	.5	10/7 days	+150%	2	CB2 p.50
Gun Cam	Top or Under	-1	—	.25	3/36hrs	100¥	1.2	CB2 p.50
Gun Camera	Top or Under	-1	—	.25	2/24hrs	300¥	.5	RG p.23
LaserEdge®	melee weapons only	-1	+1 Damage	.25	6/5 days	700¥	2	P3 p.61
Midnight Arms Smartgoggle								
Mirrorshades	—	5	—	—	3/36hrs	4,500¥	1	CB3 p.3
Millitech Muzzle Adaptor	Barrel	—	—	—	4/48hrs	200¥	.9	CB2 p.48
Nine-Eleven Chip	Top or Under	-1	—	—	call Lone Star	1,750¥	—	CB2 p.50
	Mount	Concealability	Rating	Weight	Availability	Cost	Street Index	Book
Revolver Silencer	Barrel	-3	—	1	6/60hrs	700¥	3	RG p.23
Security Chipping	Top or Under	—	10	—	4/72hrs	1,250¥	1	CB2 p.50
Sharpwire Net Under-Barrel Mount	Under	-2	—	2	5/4 days	450¥	2	CB2 p.58
Sighting Band	Top	—	-1	.25	4/24hrs	20¥	1	P3 p.61
Silencers/Sound Suppressors								
Improved Silencer	Barrel	-2	+1	.2	8/72hrs	5,000¥	2	P3 p.8/9
Improved Sound Suppressor	Barrel	-2	+1	.5	8/72hrs	7,500¥	2	P3 p.8/9
Mini	Barrel	—	-1	.1	6/48hrs	2,500¥	1	P3 p.8/9
Shhh 7000 Sound Suppressor	Barrel	-3	+2	1	9/72hrs	11,250¥	2.5	P3 p.9
Slimline	Barrel	-1	—	.2	6/48hrs	2,500¥	2	P3 p.8/9
Smartscope								
No magnification	Top	-2	-1/0	1	5/60hrs	3,250¥	1	RG p.24
Magnification 1	Top	-2	-1/1	1	5/60hrs	3,500¥	1	RG p.24
Magnification 2	Top	-2	-1/2	1	5/60hrs	3,750¥	1.1	RG p.24
Magnification 3	Top	-2	-1/3	1	5/60hrs	4,250¥	1.1	RG p.24
Speedholster	—	+2	—	.25	4/24hrs	200¥	1.25	CB1 p.13
Speedloader	—	8	—	.5	2/24hrs	10¥	.75	P3 p.9
SumnerTech Gyro-Mount 1S	Under	-3	3	2.5	6/48hrs	2,000¥	1	RG p.24

## AMMUNITION AND EXPLOSIVES

AMMUNITION (per 10 rounds)	Concealability	Damage	Weight	Availability	Cost	Street Index	Book
#000 Triplex (for Heavy Pistol only)	9	6L per pellet, 3 pellets	.5	4/60hrs	50¥	1.25	CB2 p.37
30mm-Explosiv	8	+1 Power	1	6/36hrs	100¥	1.5	TS p.35
30mm-massiv	8	normal	1	4/24hrs	40¥	1	TS p.35
30mm-Schrot	8	-1 Damage, Flechette	1	4/24hrs	40¥	1	TS p.35
Acid	8	as weapon	.5	14/8 days	100¥	4	CB1 p.54
Anti-Personnel	8	+2 Power, +1 Damage	.75	12/10 days	100¥	3.5	P3 p.68
Anti-Vehicular	8	special	.25	16/14 days	300¥	4	P3 p.68
APDS Flechette	8	+1 Damage, ½ Ballistic	.25	14/14 days	100¥	4	P3 p.48
Armor-Piercing Incendiary	8	½ Ballistic	.25	16/14 days	80¥	4.5	CB1 p.54, CB2 p.46
Carbosteel Wire Net (per net)	5	10S Stun	1	6/48hrs	100¥	2	CB2 p.37
Crawler	8	as flechette	.5	14/14 days	100¥	6	P3 p.41
Dartgun Cyberfinger Darts	10	3L	.1	6/48hrs	20¥	.5	CB1 p.32
Dragon's Breath (for Shotguns only)	8	fire	.75	12/7 days	90¥	3	TS p.26
Dual-Purpose	8	½ Ballistic + special	.5	16/14 days	80¥	4	CB2 p.46
Duplex	8	two bullets	.75	5/36hrs	90¥	1	RG p.26
Extra High Impact (for Assault Cannon only)	3	special	1.5	8/4 days	1,000¥	2.25	CB2 p.40
FEN Dz-55 Det-Web (per web)	5	8D (-1/meter)	2	10/72hrs	450¥	3	CB2 p.37
Firepower™ (for Heavy Pistols only)	8	+1 Power	.5	3/36hrs	35¥	.75	RG p.26
Flare (for Shotguns only)	8	6M	.5	4/24hrs	50¥	1	CB2 p.47
Flash (for Shotguns only)	8	none	.5	4/24hrs	60¥	1	CB2 p.47
Gas (for Shotguns only)	8	gas	.5	6/48hrs	50¥	1.1	CB2 p.47
Gauss Gun ammo (for Gauss Gun only)	6	normal	1.5	—	300¥	—	P3 p.62
Glaser™	8	+2 Damage, double armor	.75	16/14 days	100¥	4	RG p.27
HEP( High-Explosive Cratering)	8	+1 Power, ½ Is Stun	.75	5/36hrs	60¥	1.1	CB1 p.54
HESH (High Explosive Squash Head)	8	special	.75	18/14 days	200¥	3	RG p.47
Hollow-Point	8	+1 Damage, +2 Ballistic	.5	4/24hrs	25¥	.8	CB1 p.50
Incendiary	8	normal	.25	6/48hrs	30¥	2	P3 p.68
Kendachi "Airhammer" ammo							
Fragmentation Flechette	9	+1 Power	.15	6/48hrs	15¥	2	CB2 p.42
Flechette	9	normal	.15	6/48hrs	15¥	2	CB2 p.42
Gas	9	special	.25	8/4 days	40¥	2	CB2 p.42
JellSluggs	9	-2 Power, Stun	.25	8/60hrs	20¥	1.5	CB2 p.42
Practice	9	3L	.15	4/24hrs	15¥	1.5	CB2 p.42
Kendachi Fragmentation Flechettes	8	+1 Power	.5	12/10 days	100¥	4.5	CB2 p.46
Light Armor-Piercing/High Explosive	8	+1 Power, ½ Ballistic	.75	16/14 days	100¥	2.5	CB2 p.31
Multi-Flechette	8	special	.5	5/48hrs	100¥	1	CB1 p.48
Ramjet (for Ramjet Rifle)	8	normal	.5	8/72hrs	100¥	2	CB2 p.36
Rostovic Wrist Racate Ammo (per 6 rounds)	5	9S (-3/meter)	1.25	14/20 days	200¥	3.5	CB1 p.49
Rubber	8	Stun	.5	3/12hrs	10¥	.75	CB2 p.47

## EQUIPMENT TABLES

Smoke (for Shotguns only)	8	none	.5	3/12hrs	40¥	.8	CB2 p.47
Stinger (for Shotguns only)	8	Stun	.5	4/18hrs	30¥	1	CB2 p.47
Stundart (for Heavy Pistol only)	8	10S Stun	.75	6/72hrs	80¥	2	CB1 p.49
Tracer	8	as weapon	.5	2/24hrs	30¥	1	P3 p.9
Wirtz-Betäubung (for Wirtz "DemoControl" only)		6	12M Stun	1.5	8/36hrs	100¥	2 TS
p.36							
Wirtz-Schrot (for Wirtz "DemoControl" only)	8	11S(f)	1.25	8/36hrs	80¥	2	TS p.36
PRE-LOADED CLIPS (per round in clip)Concealability		Damage	Weight	Availability	Cost	Street Index	Book
Hermetically Sealed Disposable Macroplast Clips							
Explosive ammo	normal	normal	normal	5/4 days	12¥	1	P3 p.10
Flechette ammo	normal	normal	normal	5/4 days	22¥	1	P3 p.10
Gel ammo	normal	normal	normal	6/4 days	8¥	1.5	P3 p.10
Needle ammo	normal	normal	normal	6/3 days	10¥	1.5	P3 p.10
Standard ammo	normal	normal	normal	4/3 days	6¥	1	P3 p.10
Stun ammo	normal	normal	normal	6/4 days	22¥	1.5	P3 p.10
Tracer ammo	normal	normal	normal	6/3 days	8¥	1	P3 p.10
GRENADES (per grenade)	Concealability	Damage	Weight	Availability	Cost	Street Index	Book
Anti-Armor Grenade (for Grenade Launchers)	8	10S (-5/meter)	.1	8/5 days	125¥	3.5	RG p.25
Anti-Personnel Flechette (for Grenade Launchers)		8	10D(f)	.1	9/14 days	100¥	3.5 CB1
p.46							
Biotech-Askari Motion Restraints	6	—	.5	6/48hrs	60¥	2	CB1 p.48
Concussion Grenade	7	10M Stun (-2/meter)	.25	6/72hrs	40¥	1.2	P3 p.68
Crawler Grenade	6	as normal	.25	20/14 days	150¥	6	P3 p.41
CS Grenade	5	tear gas	.5	6/4 days	75¥	2.5	RG p.25
DCR Rifle Grenade							
Anti-Tank	4	16D (-8/meter)	.5	8/8 days	100¥	2	CB1 p.47
Concussion	4	12M Stun (-1/meter)	.5	8/8 days	50¥	2	CB1 p.47
Defensive	4	10S (-1/.5 meter)	.5	8/8 days	50¥	2	CB1 p.47
Offensive	4	10S (-1/meter)	.5	8/8 days	50¥	2	CB1 p.47
	Concealability	Damage	Weight	Availability	Cost	Street Index	Book
EMP Grenade	6	special	.3	10/10 days	400¥	4	CB1 p.47
Explosive Grenade	7	6M (-1/meter)	.25	6/72hrs	25¥	1.5	P3 p.68
FEN Dz 22 "Saucer Grenades"	7	8S (-1/meter)	.25	6/10 days	65¥	3	CB1 p.47
Finger Bomb	10	8M (-1/meter)	.1	6/6 days	35¥	1.5	CB1 p.32
Flashbang Grenade	6	12M Stun (-2/meter)	.25	8/6 days	80¥	2.25	CB2 p.49
Foam Grenade	6	—	.25	3/48hrs	30¥	.9	P3 p.69
Fragmentation mini-grenade	8	10D(f) (-1/.5 meter)	.1	8/4 days	50¥	3	CB1 p.46
Gas Grenade	5	Neuro-Stun VIII	.5	5/4 days	60¥	2	RG p.26
GPz-78 Grenade	8	8M (-1/.5 meter)	.1	4/60hrs	40¥	1.5	CB1 p.48
Green Ring 4	6	gas	.25	10/6 days	80¥	2.5	P3 p.11
Heavy Recoilless Rifle Grenades							
Anti-Armor	5	18D (-6/meter)	3	5/36hrs	200¥	3	TS p.28
Anti-Personnel	5	18D(f) (-1/.5 meter)	3	5/36hrs	150¥	3	TS p.28
High Explosive	5	18S (-1/.5 meter)	3	5/36hrs	150¥	3	TS p.28
Smoke	5	—	2.5	4/36hrs	125¥	2.5	TS p.28
HEP (High-Explosive Cratering) mini-grenade	8	10S (-1/meter), ½ is Stun.	.1	9/5 days	60¥	2.5	CB1 p.46
Incendiary Grenade	6	10M (-1/.5 meter)/10L	.25	10/8 days	100¥	3	P3 p.49
Light Recoilless Rifle Grenades							
Anti-Armor	5	12D (-6/meter)	3	5/36hrs	200¥	3	TS p.28
Anti-Personnel	5	12S(f) (-1/.5 meter)	3	5/36hrs	150¥	3	TS p.28
High Explosive	5	12S (-1/.5 meter)	3	5/36hrs	150¥	3	TS p.28
Smoke	5	—	2.5	4/36hrs	125¥	2.5	TS p.28
Mace XII	6	gas	.25	8/6 days	50¥	2	P3 p.11
Mikrogranate (for Wirtz "DemoControl" only)							
Defensive	9	10S (-5/meter)	.1	6/36hrs	80¥	1.5	TS p.36
Offensive	9	10S (-3/meter)	.1	6/36hrs	80¥	1.5	TS p.36
Schock	9	12M Stun (-2/meter)	.1	8/36hrs	80¥	1.5	TS p.36
Millitech 25mm Pistol-Grenades							
Concussion	8	8M Stun (-2/meter)	.1	5/6 days	15¥	2	CB2 p.48
Defensive Frag	8	6M (-3/meter)	.1	5/7 days	20¥	2	CB2 p.48
Flash Bomb	8	4L (-1/meter)	.1	4/72hrs	15¥	1.2	CB2 p.48
HEP (Cratering)	8	4S, ½ is Stun	.1	4/6 days	30¥	1.5	CB2 p.48
Incendiary	8	6M (-6/meter)	.1	8/7 days	30¥	2	CB2 p.48
Offensive Frag	8	6S (-3/meter)	.1	5/7 days	25¥	2	CB2 p.48
Smoke/Tear Gas	8	gas	.1	6/7 days	20¥	2.5	CB2 p.48
Millitech PDU-3	8	10S (-2/.5 meter)	.25	10/7 days	150¥	2.5	CB2 p.42
Mini gas (any but Green Ring 4)	8	gas	.1	10/6 days	100¥	2	P3 p.11
Mini Green Ring 4	8	gas	.1	14/6 days	120¥	3	P3 p.11
Mini smoke	8	—	.1	10/6 days	50¥	2	P3 p.11
Neurostun IX	6	gas	.25	6/6 days	50¥	2	P3 p.11
Neurostun-Minigrenate	8	8M + gas	.15	12/4 days	200¥	3	TS p.36
Niref D	6	gas	.25	10/6 days	80¥	2	P3 p.11
Paint Grenade	6	—	.25	3/48hrs	20¥	2	P3 p.69
Scatter Grenade	6	—	.25	3/48hrs	70¥	1.5	CB2 p.49
Scatter Grenade	5	3 charges	.5	6/5 days	100¥	2.25	RG p.27
Concussion charge		8M Stun (-1/meter)					
High Explosive charge		7S (-1/meter)					
Smoke		—					
Shotgun Minigrenades (for Shotguns only)							
Concussion	8	10M (-1/meter)	.2	7/4 days	600¥	3	RG p.47
Defensive	8	8S (-1/.5 meter)	.2	6/4 days	600¥	3	RG p.47
Offensive	8	8S (-1/meter)	.2	6/4 days	600¥	3	RG p.47

## EQUIPMENT TABLES

Smoke	6	—	.25	4/4 days	30¥	2	P3 p.11
SplatShell (only for Grenade Launchers)	8	splatballs	.1	6/48hrs	10¥	1	CB2 p.47
Spraypaint Grenade	6	—	.25	2/3 days	20¥	.9	CB2 p.49
Stench Bomb	6	—	.25	3/48hrs	20¥	.8	CB2 p.49
Thermal Smoke	6	—	.25	5/4 days	40¥	2	P3 p.11
Tränengas-Minigrenate	8	8M	.15	4/24hrs	50¥	1.5	TS p.36
Urban Technologies Slasher (for Shotguns, MMGs, HMGs, and Grenade Launchers)	8	11S	.1	14/10 days	75¥	2.5	CB2 p.47
<b>COMMERCIAL EXPLOSIVES</b>	<b>Concealability</b>	<b>Rating</b>	<b>Weight</b>	<b>Availability</b>	<b>Cost</b>	<b>Street Index</b>	<b>Book</b>
Detcord (per 10 meters)	6	6	5	10/48hrs	900¥	1.5	CB1 p.13
FEN Dz 25 "Det Card"	10	4	.02	8/5 days	120¥	4	CB1 p.47
Shaped Charge	4	15D (-5/meter)	1	12/48hrs	500¥	2.5	RG p.28
<b>MISSILES</b>	<b>Concealability</b>	<b>Damage</b>	<b>Weight</b>	<b>Availability</b>	<b>Cost</b>	<b>Street Index</b>	<b>Book</b>
Anti-Power-Plant Rocket	—	12M	2	6/48hrs	2,500¥	1.3	P3 p.66
Armor-Piercing Missile	—	16D (-8/meter)	2.5	10/6 days	4,500¥	3	P3 p.66
Armor-Piercing Rocket	—	16D (-8/meter)	3	12/6 days	3,500¥	2.5	P3 p.66
Baffler	—	8M Stun	2.5	6/3 days	3,000¥	2	P3 p.67
Fireball Special Missile	—	12D (-6/meter)	2.5	12/7 days	4,500¥	2.5	P3 p.67
Fireball Special Rocket	—	12D (-6/meter)	2.5	10/4 days	3,500¥	2.3	P3 p.67
<b>Micromissiles</b>							
Anti-Armor (Intelligence 2)	10	12M (-12/meter)	.25	16/14 days	750¥	2	CB2 p.49
HEP	10	14M, ½ is Stun	.25	12/14 days	200¥	2	CB2 p.49
Normal (Intelligence 2)	10	12M (-6/meter)	.25	14/14 days	500¥	2	CB2 p.49
Puff Dragon Missile	—	8M Stun	2.5	10/72hrs	3,200¥	2	P3 p.67
Puff Dragon Rocket	—	8M Stun	2	9/72hrs	2,200¥	2	P3 p.67
Smoking Jenny	—	8M Stun	2	8/72hrs	2,000¥	1.8	P3 p.67
<b>MINES</b>	<b>Concealability</b>	<b>Damage</b>	<b>Weight</b>	<b>Availability</b>	<b>Cost</b>	<b>Street Index</b>	<b>Book</b>
Anti-Personnel Mine	4	7D(f) (-1/meter)	.25	10/7 days	40¥	3	CB3 p.57
Anti-Personnel Mine	6/18	6D (-3/meter)	.25	14/10 days	50¥	4	P3 p.48
Antitank Mine	4	14D (-7/meter)	.5	10/7 days	40¥	3	CB3 p.57
Claymore	4	cone: 10D (-1/5 meter) sphere: 10S (-1/3 meter)	1.5	8/6 days	175¥	3	RG p.25
Directional A-P Mine	4	cone: 8D(f) (-1/4 meter) sphere: 8S (-1/2 meter)	.5	10/7 days	100¥	3	
Explosive-Tipped Spikes	10	2D	.1	8/10 days	5¥	2	P3 p.66
Thermite Limpet Mine	8	10S (-5/meter)	.25	9/7 days	80¥	2.5	P3 p.75
<b>BOMBS</b>	<b>Concealability</b>	<b>Damage</b>	<b>Weight</b>	<b>Availability</b>	<b>Cost</b>	<b>Street Index</b>	<b>Book</b>
Cloud Bomb	—	6S (-1/5 meter)	45	10/7 days	1,000¥	4	P3 p.63

## CLOTHING AND ARMOR

	Concealability	Ballistic	Impact	Weight	Availability	Cost	Street Index	Book
Arasaka Jetsetter Executive Briefcase	—	3	3	4.5	4/36hrs	2,000¥	1.2	CB2 p.21
Armanté "Tokyo" Business Suit	13	2	1	1	3/48hrs	1,000¥	.75	TS p.32
Armored Stockings	15	+1	0	—	6/72hrs	110¥	1.1	CB2 p.28
Armor Street Clothes								
Type 1	12	3	1	1.5	3/24hrs	500¥	.8	P3 p.15
Type 2	12	2	2	1.5	3/24hrs	500¥	.8	P3 p.15
Battle Vest	7	0	0	1	5/3 days	750¥	1.75	P3 p.74
Combat Biker Body Armor								
Light	—	3	2	1.25	4/48hrs	900¥	1	P3 p.35
Heavy	—	6	5	2.75	4/48hrs	1,200¥	1	P3 p.35
Helmet	—	+1	+1	.5	5/48hrs	600¥	2	P3 p.35
Diving Suit	—	2	1	10	10/10 days	6,000¥	3	CB1 p.15
Doorgunner's Vest	—	6	4	12	9/8 days	7,500¥	1.9	RG p.49
Eji of Japan								
Armored Cloak	14	2	1	1.5	always	500¥	.75	CB1 p.64
Designer's Jeans	—	0	0	1	always	50¥	.75	CB1 p.64
Lamb's Wool Sweater	—	0	0	1	always	60¥	.75	CB1 p.64
Esporma Environment Suit	1	2	1	5	6/4 days	7,250¥	3	CB3 p.16
Fireproof Clothing								
Coat	8	0	2	1	4/48hrs	220¥	2	CB1 p.11
Jacket	8	0	2	1	4/48hrs	200¥	2	CB1 p.11
Shirt	8	0	1	.5	4/48hrs	130¥	2	CB1 p.11
Hat	8	0	1	—	4/48hrs	130¥	2	CB1 p.11
Skirt	8	0	1	1	4/48hrs	150¥	2	CB1 p.11
Pants	8	0	2	1.5	4/48hrs	150¥	2	CB1 p.11
Overcoat	8	0	2	2	4/48hrs	500¥	2	CB1 p.11
Fireproof Suit	4	special	special	3	6/72hrs	500¥	2.5	P3 p.73
Fire-Resistant Coveralls	10	0	3	3.5	10/48hrs	2,000¥	1	RG p.29
Flak Vest	—	4	4	2	6/4 days	1,000¥	1	RG p.49
Gibson Battlegear								
Acid-washed Jeans	10	2	1	1	4/48hrs	300¥	1	CB1 p.62
Denim Jacket	9	2	1	1	4/48hrs	1,500¥	1	CB1 p.62
T-Shirt	10	1	0	.5	4/48hrs	100¥	1	CB1 p.62
Gibson Battlegear "Sneak Suit"								
Combat Helmet	—	+1	+0	1.5	10/5 days	1,185¥	2.5	CB2 p.28
Diving Suit	+4	0	0	2	12/7 days	35,000¥	3.5	CB2 p.28
Flak Vest	+2	2	1	1.5	8/5 days	1,375¥	2	CB2 p.28
Sneak Suit	+4	1	0	1	8/5 days	1,560¥	3	CB2 p.28
Space Suit	+4	1	1	10	14/7 days	25,000¥	4.5	CB2 p.28

## EQUIPMENT TABLES

Heavy Leather (Jacket or Pants)	—	0	2	1	always	750¥	.75	RG p.48
Helmet								
Nylon	—	+1	+1	—	12/14 days	200¥	1.5	RG p.49
Steel	—	+1	+2	—	14/14 days	250¥	1.75	RG p.49
ICON America								
Bomber Jacket	—	0	2	1.5	always	900¥	.9	CB1 p.61
Boots	—	0	0	1	always	450¥	.8	CB1 p.61
Gun Belt	—	0	0	.25	3/24hrs	180¥	.9	CB1 p.61
“Gunfighter” Hat	—	0	0	.5	always	300¥	.8	CB1 p.61
Half Boots	—	0	0	.75	always	300¥	.8	CB1 p.61
Long Duster	—	0	1	1.5	always	1,500¥	.8	CB1 p.61
Long Skirt	—	0	0	1	always	600¥	.8	CB1 p.61
Miniskirt	—	0	0	.5	always	300¥	.8	CB1 p.61
Pants	—	0	0	1	always	750¥	.8	CB1 p.61
Tunic	—	0	1	1	always	660¥	.8	CB1 p.61
IR Combat Cloak	+4/+2	0	0	2	6/48hrs	450¥	2	CB1 p.15
Kelmar Police Armor (Hardened)								
Light	2	3	5	2.5	20/14 days	10,000¥	3	RG p.29
Heavy	1	5	7	4	24/20 days	12,500¥	3.5	RG p.29
Helmet	—	+0	+1	.75	20/14 days	2,000¥	3.5	RG p.29
Kevlar Armor Jacket								
Light	8	3	2	1	2/36hrs	600¥	.8	RG p.48
Medium	6	4	3	1.5	3/36hrs	800¥	.8	RG p.48
Heavy	5	5	4	2	3/36hrs	1,000¥	.8	RG p.48
Kevlar Blanket	—	2	0	—	always	500¥	1	P3 p.18
Kevlar T-Shirt/Vest	11	2	0	1	4/48hrs	220¥	2	RG p.48
Masetto Tech Clothing								
‘Alessio’ Coveralls	—	—	—	—	always	200¥	1	CB3 p.7
‘Ciampolo’ Gloves	—	—	—	—	always	40¥	1	CB3 p.8
‘Gianni’ Helmet	—	—	+1	1	4/48hrs	3,500¥	2	CB3 p.8
‘Guercio’ Helmet	—	—	+1	1	3/48hrs	600¥	2	CB3 p.8
‘Lano’ Armour Coveralls	6	3	2	1	always	1,600¥	1	CB3 p.7
‘Pinamonte’ Boots	—	—	—	—	always	50¥	1	CB3 p.8
MedicGear Combat Medical Armor	5	3	1	4	10/14 days	3,400¥	2	CB2 p.19
Medieval Armor (Maximillian)	—	3	4	14	10/4 days	10,600¥	1	CB1 p.16
Medieval Armor (Standard)	—	2	3	10	8/48hrs	3,500¥	1	CB1 p.16
MetalGear™ (Hardened; add ratings of components together)								
Arm	2	1.5	1.25	2	10/7 days	2,000¥	3	RG p.49
Helmet	—	1	1	1.5	10/7 days	2,000¥	3	RG p.49
Leg	2	1.5	1.25	3	10/7 days	2,000¥	3	RG p.49
Torso	3	2	1.5	4	10/7 days	2,000¥	3	RG p.49
Military Chemsuit	—	—	—	Body x 1.5	18/14 days	15,000¥	2	P3 p.16
Millitech M73 “Mirage Gear” Environmental Assimilation System								
Combat Helmet	—	+1	+0	1	9/4 days	700¥	2.5	CB2 p.28
Concealability		Ballistic	Impact	Weight	Availability	Cost	Street Index	Book
Flak Vest	—	2	1	1.5	7/4 days	1,275¥	2.5	CB2 p.28
“Mirage Gear”	+2	1	0	1.5	5/48hrs	1,050¥	3	CB2 p.28
Millitech M96 “Ghostsuit” Chameleon Clothing								
“Ghostsuit”	+4	2	1	3	6/14 days	53,000¥	8	CB2 p.27
Helmet	—	+1	+0	1.5	8/14 days	6,000¥	8	CB2 p.27
Nu-Tek Wearman Series								
Jacket	—	0	0	1	3/48hrs	300¥	.9	CB1 p.58
Skirt	—	0	0	.75	3/48hrs	200¥	.9	CB1 p.58
Shadow Suit	12	4	1	1.5	6/48hrs	800¥	1	P3 p.16
Sneak Suit	+4	0	0	2	8/14 days	50,000¥	7.5	RG p.29
Spidersilk Armor								
Jumpsuit	—	7	5	Body / 3	18/1 mth	Body x 750¥	3	TS p.32
Under-clothing	12	4	1	Body / 4	14/14 days	Body x 500¥	3	TS p.32
Takanaka *Exec* Line								
Briefcase	—	0	0	1.5	5/72hrs	600¥	.8	CB1 p.63
Cape	—	0	0	1.5	6/72hrs	900¥	.9	CB1 p.63
Cologne	—	—	—	—	6/72hrs	150¥	.9	CB1 p.63
Cravat	—	0	0	.5	6/72hrs	100¥	.9	CB1 p.63
Full Armored Topcoat	10	4	1	2.5	8/72hrs	2,000¥	.9	CB1 p.63
Jacket	—	0	0	1	6/72hrs	800¥	.9	CB1 p.63
Monogram Shirt	—	0	0	.75	7/72hrs	200¥	1.1	CB1 p.63
Opera Cloak	10	3	1	2.5	8/72hrs	1,200¥	.9	CB1 p.63
Pants	—	0	0	1	6/72hrs	700¥	.9	CB1 p.63
Scarf	—	0	0	.25	6/72hrs	75¥	.9	CB1 p.63
Sword Case	—	—	—	.5	8/72hrs	300¥	1	CB1 p.63
Tie	—	0	0	—	6/72hrs	100¥	.9	CB1 p.63
Top Coat	—	0	0	1.5	6/72hrs	1,000¥	.9	CB1 p.63
Vest	—	0	0	.75	6/72hrs	500¥	.9	CB1 p.63
Thermal Regulation Suit	14	—	—	2	6/48hrs	8,000¥	2	P3 p.15
Uniware								
Armored Jacket	7	3	2	1.5	10/4 days	800¥	1.3	CB1 p.59
Armored Trenchcoat	7	4	3	2	10/4 days	900¥	1.3	CB1 p.59
Blouse/Shirt	—	0	0	.75	8/4 days	40¥	1.2	CB1 p.59
Boots	—	0	0	1	4/4 days	60¥	1.2	CB1 p.59
Dress	—	0	0	1.5	6/4 days	100¥	1.2	CB1 p.59
Jumpsuit	—	0	0	1.5	8/4 days	150¥	1.2	CB1 p.59

## EQUIPMENT TABLES

Legpads	8	2	2	1.5	9/4 days	300¥	1.3	CB1 p.59
Pants	—	0	0	1	8/4 days	70¥	1.2	CB1 p.59
Skirt	—	0	0	.75	8/4 days	70¥	1.2	CB1 p.59
Torso Armor	8	2	2	2	10/4 days	300¥	1.3	CB1 p.59
Utility Belt	—	0	0	.5	5/4 days	30¥	1.1	CB1 p.59
Vest	—	0	0	.5	8/4 days	50¥	1.2	CB1 p.59
<b>Urban Brawl Body Armor</b>								
Light	—	3	2	1.25	4/48hrs	700¥	1	P3 p.36
Medium	—	4	3	1.5	4/48hrs	750¥	1	P3 p.36
Heavy	—	6	4	2.5	4/48hrs	1,000¥	1	P3 p.36
Helmet	—	+1	+1	.5	5/48hrs	600¥	1	P3 p.36

## CYBERWARE

	Essence Cost	Availability	Cost	Street Index	Book
Anchoring Cyberfeet	—	3/4 days	4,000¥	2	CB2 p.5
<b>Aurasound "Spectrum"</b>					
Cyberaudio Implant	.3	4/24hrs	4,500¥	1	CB3 p.35
Omnidirectional	+5	+1/normal	+1,500¥	1	CB3 p.35
BigKnucks	.15	4/48hrs	5,000¥	1	TS p.15
<b>Biodyne Systems "Enable"</b>					
Cyberlimbs (per limb)	1	6/7 days	100,000¥	1	CB3 p.34
Biomonitor	.1	always	1,000¥	1	TS p.5
Biomonitor	.5	4/36hrs	40,000¥	1	P3 p.16
Bodyweight Autoinjector	.1	2/6hrs	750¥	.9	CB3 p.25
<b>Bodyweight Pacemaker</b>					
Coprocesor	.2	6/24hrs	1,500¥	2	CB3 p.26
Bomb Implant	.5	20/14 days	500,000¥	1	TS p.34
Bug Detector (ratings 1 to 6)	.05 + (rating/20)	(rating+1)/12 days rating x 12,500¥		1.75	TS p.13
Buzz Hand	—	8/6 days	24,000¥	1	TS p.10
Capsuleco CyberPillow™	—	always	800¥	.75	CB3 p.26
Cyberpillow cases	—	always	100¥	.75	CB3 p.26
ChemSkins	.5	3/24hrs	6,000¥	1.1	TS p.5
Clock Radio	.5	2/24hrs	3,000¥	.8	P3 p.51
Color Control Gland	.02	4/36hrs	2,500¥	1	CB2 p.6
Color Shift cybereyes	.25	3/24hrs	6,000¥	.9	TS p.14
Contraceptive Implant	.05	6/4 days	1,000¥	1.25	TS p.6
Cutting Torch	.4	6/48hrs	3,500¥	2	CB1 p.36
<b>Cyberarm Add-In Options</b>					
Bio-Injector	—	14/96hrs	30,000¥	1	P3 p.16
Shock Inducer	—	8/48hrs	2,000¥	1	P3 p.16
Taser Touch	—	8/4 days	2,000¥	2	P3 p.16
<b>Cyberfacial Remounts</b>					
Evil eye (armor +0/+1)	.15	6/48hrs	15,000¥	1	CB3 p.33
Jigsaw (armor +1/+1)	.25	6/48hrs	25,000¥	1	CB3 p.33
Twoface	.5	8/48hrs	35,000¥	1	CB3 p.33
<b>Cyberlimb Coverings</b>					
Plastic	—	2/24hrs	40¥ to 8,000¥	.8	TS p.9
RealSkinn™	—	5/7 days	8,000¥	1.5	TS p.9
Superchrome®	—	4/5 days	8,000¥	1.2	TS p.9
<b>Cyberoptic Compass</b>					
Logcompass	.2	6/24hrs	3,000¥	.9	CB3 p.24
Normal model	.1	4/24hrs	3,000¥	.9	CB3 p.24
	<b>Essence Cost</b>	<b>Availability</b>	<b>Cost</b>	<b>Street Index</b>	<b>Book</b>
Cyberoptic Teargas Sprayer	.2	6/24hrs	2,000¥	1	CB1 p.39
Cyclops International "Bug Eye".	.25	2/24hrs	7,500¥	1	CB3 p.23
Cyphire Remote Eye	.15	6/48hrs	15,000¥	2	CB2 p.9
Cyphire "Spitting Cobra"	.1	3/36hrs	4,000¥	2	CB3 p.27
Cyphire Tri-Dart Launcher	.5	10/60hrs	3,000¥	3	CB2 p.6
Cytech Custom Cyberhands	—	5/4 days	9,000¥	1	CB2 p.5
Dermatech Mood Skin (per m <sup>2</sup> )	.25	4/36hrs	200¥	.8	CB3 p.35
Derringer	.2	8/7 days	220¥	2	CB1 p.36
Dodgeball™	.3	6/72hrs	14,500¥	1.5	CB1 p.39
<b>Dynalar Digits® Cyberfingers</b>					
Air Hypo	.15	3/24hrs	600¥	1.25	CB2 p.4
Dartgun	.15	8/48hrs	1,000¥	2.5	CB1 p.32
Finger Bomb	.15	10/7 days	1,500¥	3	CB1 p.32
Flare	.15	6/48hrs	200¥	1.5	CB3 p.22
Flasher	.15	4/36hrs	750¥	1	CB3 p.22
IR/UV Flashlight	.15	4/36hrs	200¥	1	CB3 p.22
Laser Pointer	.15	5/36hrs	750¥	1.25	CB3 p.22
Light Pen	.15	4/36hrs	450¥	.9	CB1 p.32
Lighter	.15	2/12hrs	250¥	.9	CB2 p.4
Lockpick	.15	6/48hrs	500¥	1.5	CB1 p.32
Mace Sprayer	.15	8/6 days	1,500¥	2.5	CB1 p.32
Mini Light	.15	4/36hrs	250¥	.9	CB1 p.32
Parabolic Microphone	.15	2/48hrs	3,500¥	1.5	CB3 p.22
Probe Link	.15	2/12hrs	1,500¥	1	CB3 p.22
Quick-Change Mount	—	2/12hrs	150¥	1	CB2 p.4
Scissors/Wire Cutters	.3	6/48hrs	500¥	1.25	CB1 p.32
Self-Propelled Grenade	.15	12/8 days	2,000¥	3.5	CB2 p.4
Storage	.15	4/48hrs	150¥	1	CB3 p.22



Tracking Device	.15	9/7 days	1,500¥	2.5	CB2 p.4
Vidcam	.15	5/10 days	8,000¥	1.5	CB2 p.4
Dynalar "Endo-Frame" Cyber-skeletal Enhancement	1.25	6/14 days	100,000¥	alpha clinics	CB3 p.28
Dynalar Web Hand	—	4/36hrs	10,000¥	1	CB3 p.26
E-Monitor	.2	4/5 days	level x 2,000¥	1	CB1 p.38
Extension Hand	—	5/6 days	14,000¥	1	TS p.10
Flamethrower	.9	10/7 days	1,200¥	2	TS p.15
Flashbulb	.3	6/72hrs	2,500¥	2	CB1 p.35
Frequency Changer	.25	4/48hrs	30,000¥	1.35	CB1 p.39
Gang Jazzler	.2	10/24 days	6,000¥	1	CB1 p.40
Gas Jet	.5	8/6 days	3,000¥	2.5	CB1 p.34
General Products Exoskeletons					
Series-A	2	6/14 days	240,000¥	2	CB3 p.34
Series-B	2.5	8/14 days	300,000¥	2	CB3 p.34
Gene-Teck's See-It™ Transparent Skin (per square meter)	.5	4/24hrs	1,000¥	.9	CB3 p.35
Graduated Subdermal Armor					
lvl 1 (+0 Body; 0/1 armor)	.1	3/10 days	3,500¥	.9	CB2 p.7
lvl 2 (+0 Body; 1/1 armor)	.3	3/10 days	5,000¥	1	CB2 p.7
lvl 3 (+1 Body; 1/1 armor)	.5	4/12 days	6,500¥	1	CB2 p.7
lvl 4 (+1 Body; 2/2 armor)	.8	4/12 days	8,000¥	1.1	CB2 p.7
lvl 5 (+2 Body; 1/2 armor)	1	4/12 days	10,000¥	1.1	CB2 p.7
lvl 6 (+2 Body; 2/2 armor)	1.2	5/12 days	11,000¥	1.2	CB2 p.7
lvl 7 (+2 Body; 2/3 armor)	1.4	5/12 days	12,000¥	1.3	CB2 p.7
lvl 8 (+3 Body; 2/3 armor)	1.6	6/12 days	14,500¥	1.4	CB2 p.7
lvl 9 (+3 Body; 3/3 armor)	1.9	8/12 days	17,500¥	1.5	CB2 p.7
Grapple Hand	—	6/6 days	14,000¥	1.1	TS p.10
Grenade Launcher	.5	10/7 days	2,500¥	2	TS p.16
Grip Foot	—	4/4 days	20,000¥	1	TS p.12
Gyro-Stabilizer	.1	5/48hrs	10,000¥	1.2	CB1 p.38
Hammer Hand	—	8/6 days	24,000¥	1	TS p.11
Husqvarna Chainripp®	.6	8/72hrs	12,500¥	1.5	CB3 p.29
Hydraulic Rams (level 1 to 5)	.25	5/6 days	level x 4,500¥	1	TS p.10
Icer™	.4	4/24hrs	2,000¥	1.25	CB1 p.36
Image Enhancements	.15	6/48hrs	3,000¥	1.5	TS p.14
Kerenzikov Boosterware					
Level 1	.6	5/48hrs	15,000¥	1	TS p.8
Level 2	1.15	6/60hrs	25,000¥	1.25	TS p.8
Kill Display	.3	5/60hrs	1,000¥	.9	CB2 p.6
Kiroshi Laser-Comm Optic	.3	6/60hrs	4,250¥	1.5	CB3 p.24
Kiroshi Model 100 Interface Plugs	.25	3/24hrs	1,000¥	1	CB3 p.33
Kiroshi Optics Cyberoptic Interferometry System	.1	5/48hrs	3,000¥	1	CB3 p.27
Kiroshi Optics "Tricloptics™"					
Third Eye Cyberoptic Implant	.1	2/24hrs	5,000¥	.9	CB3 p.28
Kiroshi® Optishield®	.05	5/48hrs	1,000¥	1	CB1 p.31
Infrared	.1	6/36hrs	3,000¥	1.25	CB2 p.5
Low-light	.1	6/36hrs	3,000¥	1.25	CB2 p.5
Magnification (1)	.1	6/48hrs	2,500¥	1	CB2 p.5
Magnification (2)	.1	6/48hrs	4,000¥	1	CB2 p.5
Magnification (3)	.1	8/48hrs	6,000¥	1	CB2 p.5
Time/Day Display	.05	4/24hrs	1,000¥	.9	CB2 p.5
TimesSquare	.05	5/36hrs	3,000¥	1	CB2 p.5
TimesSquare Plus	.15	8/72hrs	15,000¥	1.5	CB2 p.5
Lead's Show-Off Nails	.1 per pair of limbs	always	45¥ per nail, 425¥ per 10	.75	CB3 p.36
Lead's Turn-On Nails	.05 per pair of limbs	always	25¥ per nail, 200¥ per 10	.75	CB3 p.36
Leg Boosters	—	6/6 days	5,000¥	1	CB3 p.24
Life Vision "Revelation" Cyberoptics	.25	3/24hrs	6,000¥	.8	CB3 p.36
Light Tattoos	.05	always	10¥ to 200¥	.6	TS p.6
LimbLink	.15	5/4 days	1,000¥	1	CB1 p.34
Essence Cost		Availability	Cost	Street Index	Book
LiveWires	.35	3/48hrs	4,000¥	.9	CB3 p.24
Mace Hand	.5	8/5 days	10,000¥	3	CB1 p.36
Mag-Duct™ Spots	.2	2/6hrs	2,200¥	1	CB1 p.38
Magnetic Feet/Hands	.4	6/48hrs	500¥	1	CB1 p.34
Medlaware Cellular Phone	.5	3/24hrs	5,000¥	.9	CB3 p.24
Micromissile Launcher	1.1	10/7 days	4,500¥	1	TS p.16
Modular Hand	—	6/5 days	24,000¥	1	TS p.11
Mr. Studd/Midnight Lady	.35	3/48hrs	3,000¥	2	TS p.6
Nasal Filters (level 1 to 4)	.1 x level	4/4 days	level x 600¥	1	TS p.13
Optical Interface	.2	3/36hrs	6,000¥	1	CB3 p.27
Pain Editor	.6	5/6 days	60,000¥	1.2	TS p.14
Program Carrier	.2	4/48hrs	25,000¥	1	TS p.34
Psiberstuff Cyberarm	1	6/72hrs	170,000¥	1	CB1 p.57
Psiberstuff® Independant Cyberhand	.3	3/4 days	10,000¥	1	CB1 p.31
Quick-change Mount	—	3/24hrs	8,000¥	1	TS p.10
Quickdraw Armholster	—	6/72hrs	400¥	1.3	CB2 p.6
Raven Microcyb Supercompact					
Braindance Recorder	2	8/12 days	450,000¥	3	CB3 p.23
Retractable Vampires	.2	5/48hrs	500¥	1	CB2 p.9

## EQUIPMENT TABLES

Extended Canines	.1	5/48hrs	1,000¥	1	CB2 p.9
Sharkgrin	.1	5/48hrs	500¥	1	CB2 p.9
Sharkgrin Special	.2	5/48hrs	1,400¥	1	CB2 p.9
Ripper Hand	—	6/4 days	24,000¥	1	TS p.11
Rippers	.2	5/3 days	8,000¥	1	TS p.16
Scratchers	.1	4/3 days	5,000¥	1	TS p.17
Shift-tacts	.05	2/6hrs	10¥ to 200¥	.8	TS p.6
Skate Foot®	—	4/24hrs	10,000¥	1	CB1 p.33
Skinwatch	.1	always	500¥	.9	TS p.6
Smartball System	.5	4/48hrs	4,000¥	1	P3 p.35
Speedware	1.7	4/8 days	50,000¥	1	TS p.9
Spike Hand	—	5/3 days	20,000¥	1	TS p.11
Spike Heel	—	6/4 days	20,000¥	1	TS p.12
Standard Hand	—	4/4 days	6,000¥	1	TS p.12
Subdermal Armor	.5	6/7 days	12,000¥	1.5	TS p.7
Subdermal Viewscreen	.25	3/24hrs	500¥	1	CB2 p.8
SuperSized Arms	1	made to order	120,000¥ to 150,000¥	—	CB3 p.25
Sycust "FleshWeave"	—	6/36hrs	2,000¥ + 20% of limb cost	1.5	CB3 p.21
Synthskins	.8	5/48hrs	12,000¥	1.2	TS p.7
Tactile Boost (level 1 to 6)	.2	5/6 days	level x 1,500¥	1	T p.15
Talon Foot	—	5/4 days	24,000¥	1	TS p.12
Tazer Grip	.25	8/8 days	3,000¥	2	CB1 p.38
Techhair	.1	2/12hrs	10¥ to 200¥	.75	TS p.7
TimesSquare™ Marquee	.1	5/36hrs	3,000¥	1	TS p.15
TimesSquare Plus™	.3	6/72hrs	15,000¥	1.5	CB1 p.38
Tool Foot	—	3/4 days	12,000¥	1	TS p.13
Tool Hand	—	3/4 days	8,000¥	1.25	TS p.12
Total Body Plating	3	6/14 days	68,000¥	1.1	CB2 p.9
Ultrasound Vision Modification	.8	14/7 days	25,000¥	1.5	P3 p.17
Ultra Violet	.2	4/36hrs	3,000¥	1.25	TS p.15
Vampires					
Canines	.05	2/12hrs	200¥	1	TS p.8
Sharkgrin	.1	3/12hrs	300¥	1	TS p.8
Video Cam/Transmitter	.8	6/48hrs	33,000¥	1	CB1 p.39
Video Imager	.25	4/48hrs	3,500¥	1.5	CB1 p.39
Voice Pattern					
Rating 1	.25	3/36hrs	35,000¥	1.1	CB1 p.35
Rating 2	.3	4/48hrs	50,000¥	1.1	CB1 p.35
Rating 3	.35	5/60hrs	65,000¥	1.25	CB1 p.35
Rating 4	.45	6/72hrs	85,000¥	1.5	CB1 p.35
Rating 5	.6	8/6 days	110,000¥	1.75	CB1 p.35
Voice Synthesizer	.15	(rating+2)/24hrs	40,000+(rating x 15,000)¥	1+(rating/6)	TS p.8
Watch-Man®	—	3/36hrs	1,800¥	1	CB1 p.33
Wearman Mark II	—	2/12hrs	200¥	.75	CB1 p.38
Web Foot	—	4/5 days	20,000¥	1	TS p.13
Whip	.25	12/7 days	4,000¥	2	CB1 p.34
Winch	—	4/60hrs	5,000¥	1.1	CB2 p.5
Wolvers	.3	5/3 days	8,000¥	1	TS p.17
Wyzard Technologies "Romanova"					
Cyberlegs (per pair)	2	6/7 days	250,000¥	1	CB3 p.31
Wyzard Technologies Verbal Eyes™					
Series "Windows of the Soul"					
Basic	.2	3/24hrs	7,500¥	.9	CB3 p.32
Customized Images	.5	4/48hrs	24,000¥	.9	CB3 p.32
Video Imager	.5	4/48hrs	22,000¥	1	CB3 p.32
Zetatech BodyComp	.8	3/24hrs	9,000¥	2	CB2 p.8

## BIOWARE

	Body Cost	Availability	Cost	Street Index	Book
Anti-Plague Nanotech	.4	6/7 days	17,500¥	1.5	CB1 p.39
Bonespike	.3	5/72hrs	10,000¥	1.5	CB3 p.25
Compound Eyes (level 1-5)	.3	6/60hrs	level x 3,000¥	1.25	TS p.33
Ultra-Violet	—	normal	+4,500¥	normal	TS p.33
Decentralized Heart	2	14/24 days	130,000¥	4	CB1 p.37
Dermatech Cam-O-Skin	1.5	6/72hrs	8,500¥	2	CB3 p.30
Fluid Rerouter	.2 per level	6/48hrs	level x 2,500¥	1	P3 p.50
Forked Tongue	.35	5/72hrs	12,500¥	2	CB1 p.35
Fresco's Personal Nano-Groomers		.1	3/12hrs	4,000¥	.8 CB3 p.26
	Body Cost	Availability	Cost	Street Index	Book
Grafted Muscle	1	8/14 days	100,000¥	1.25	TS p.17
Independant Air Supply	.7	4/7 days	50,000¥	1	TS p.17
Lifesaver™ Skinweave	2	12/10 days	45,000¥	2	CB1 p.39
Low-Light	.2	5/36hrs	4,500¥	1.25	TS p.33
Nanooptical Upgrade	.2	6/48hrs	7,500¥	1.25	CB2 p.8
Pacesetter 2000™ Overdrive Heart	1.6	14/10 days	98,500¥	3.5	CB1 p.37
Pacesetter® Sport Heart	1.3	10/10 days	90,000¥	3	CB1 p.37
Rebreathers	.75	5/4 days	95,000¥	1	CB1 p.36
Skin Weave	.5	8/8 days	60,000¥	.8	TS p.18
T-MAXX "Cyberliver"	.1 + (.1 x level)	6/4 days	level x 60,000¥	1.1	CB1 p.37
T-MAXX II	.1 + (.15 x level)	6/4 days	level x 120,000¥	1.1	CB1 p.37
Upgraded Skinweave					

Level 1 (1/0 armor)	.5	8/8 days	25,000¥	.8	CB2 p.9
Level 2 (1/1 armor)	1	8/8 days	60,000¥	.8	CB2 p.9
Level 3 (2/1 armor)	1.5	8/8 days	100,000¥	.9	CB2 p.9
Level 4 (2/2 armor)	2	9/8 days	150,000¥	1	CB2 p.9
Level 5 (3/2 armor)	2.5	10/10 days	225,000¥	1.2	CB2 p.9
Level 6 (3/3 armor)	3	12/14 days	300,000¥	1.5	CB2 p.9

## CHIPS

	Type	Rating	Memory Required	Availability	Cost	Street Index	Book
Adrenalin/Endorphin Surge	special	1-6	rating x 150 Mp	(rating+5)/72hrs	rating x 12,500¥	2	CB1 p.75
<b>Ambidexterity Chip</b>							
Rating 1	Active	1	10 Mp	6/4 days	1,000¥	1.25	CB1 p.75
Rating 2	Active	2	20 Mp	6/4 days	2,000¥	1.25	CB1 p.75
Rating 3	Active	3	30 Mp	6/4 days	3,000¥	1.25	CB1 p.75
Rating 4	Active	4	200 Mp	6/4 days	20,000¥	1.25	CB1 p.75
Rating 5	Active	5	250 Mp	6/4 days	25,000¥	1.25	CB1 p.75
Auditory Recognition Chips	Know	1-4	rating x 50 Mp	7/4 days	memory x 150¥	1.5	CB3 p.39
Business Trip	Active/Lingua	4	424 Mp	4/24hrs	42,500¥	1	CB1 p.74
DataEdge Inc. Stutter Chipping	Know	—	20 Mp	4/48hrs	3,100¥	1.5	CB3 p.38
DeathTrance	Active	1	50 Mp	20/10 days	5,000¥	.9	CB1 p.75
Digi-Tone ID	Know	1-6	rating x 2 Mp	rating/4 days	rating x 70¥	1	CB1 p.73
Direct Dataware Crypto Chips	Lingua	any	+10 Mp	+1/normal	+600¥	normal	CB3 p.37
“Fish N’ Chips”	special	—	20 Mp	4/4 days	1,000¥	1	CB1 p.75
Increased Neural Feedback Optionary		1-10	as normal	as normal	half normal	1.1	CB1 p.75
Memory Compression	any	—	-25%	+2/x2	+3,000¥	+5	CB1 p.74
Mind Games®	Know	—	depends on game	always	500¥ to 1,000¥	.6	CB1 p.74
Mister Lover	Active	1-3	rating x 5 Mp	5/48hrs	rating x 100¥	.9	CB1 p.74
M.O.	Know	—	300 Mp	10/14 days	12,000¥	10	CB1 p.73
PhotoMemory RAM	Data	“-2”	—	6/72hrs	16,000¥	1.25	CB1 p.74
<b>Poser Impersonation</b>							
With Habits skill	Active	4 and 6	440 Mp	24/20 days	40,000¥	1	CB1 p.73
Without Habits skill	Active	4 and 6	320 Mp	20/20 days	30,000¥	1	CB1 p.73
Redundancy Loop	any	1-10	as normal	as normal	75% of normal	.9	CB1 p.75
<b>Security</b>							
Type I				+1/x1.5	+50¥	+25	CB1 p.73
Type II				+1/x1.5	+75¥	+25	CB1 p.73
Special Operative	Active/Know/Lingua	4	500 Mp	8/6 days	60,000¥	2	CB1 p.73
Stress	special	—	20 Mp	4/36hrs	3,500¥	1	CB1 p.75
Tourism	Active/Lingua	4	344 Mp	4/24hrs	42,500¥	1	CB1 p.74
<b>Visual Recognition Chips</b>							
Corporate Officer	Know	1-4	rating x 40 Mp	10/4 days	memory x 150¥	1.5	CB1 p.76
Military	Know	1-4	rating x 100 Mp	12/6 days	memory x 150¥	2.5	CB1 p.76
Police	Know	1-4	rating x 65 Mp	10/4 days	memory x 250¥	2.5	CB1 p.76
Rocker	Know	1-4	rating x 50 Mp	5/4 days	memory x 150¥	1.5	CB1 p.76
Secretarial	Know	1-4	rating x 50 Mp	8/4 days	memory x 150¥	1.5	CB1 p.76
Techie	Know	1-4	rating x 50 Mp	6/4 days	memory x 150¥	1.5	CB1 p.76

## SECURITY AND COUNTERMEASURES

	Concealability	Rating	Weight	Availability	Cost	Street Index	Book
Advanced Alarm Removal Kit	2	—	3	8/12hrs	2,900¥	5	CB1 p.14
ANQ 3/22 Remote Seismic Sensor	4	3	1	6/48hrs	1,000¥	2.5	TS p.28
Arasaka ECM Comm-Scrambler	4	6	1	6/36hrs	30,000¥	1.2	CB2 p.22
Arasaka “Komaku” Laser Mike	5	4	1	4/48hrs	6,000¥	1.5	CB2 p.20
Fixed version	5	4	1	4/48hrs	7,500¥	1.5	CB2 p.20
Arasaka Omnitec Radar Detector	7	4	1	4/72hrs	2,000¥	1.5	CB2 p.21
Arasaka R-101 Lie Detector	2	6	3	14/20 days	5,000¥	4	CB3 p.15
<b>Arasaka “Scanway” Scanner Gates</b>							
Chemicals and Explosives	—	5	—	9/7 days	350,000¥	1	CB2 p.23
Cyberware	—	5	—	8/7 days	50,000¥	1	CB2 p.23
Weapon Detector	—	5	—	6/7 days	25,000¥	1	CB2 p.23
Large screen	—	—	—	as detector	500¥	1	CB2 p.23
Bug Detector	3	2	1	2/48hrs	1,000¥	1.5	CB2 p.20
Bug Jammer	2	2	5	2/72hrs	2,000¥	1.5	CB2 p.20
CCI BRL-3014 Window Trembler	9	1-10	—	(rating+1)/4 days	rating x 120¥	2.5	CB2 p.20
Chemical Analyzer	5	1-6	.5	4/5 days	7,500¥ + level x 2,500¥	1	P3 p.15
Chemical Detection System	3	1-3	1	12/6 days	rating x 70,000¥	1.25	P3 p.14
<b>Corrosives</b>							
Compound 1	4	1	.4	5/48hrs	1,000¥	2	P3 p.17
Compound 4	4	4	.4	8/7 days	4,000¥	4	P3 p.17
DataScope®	8	—	.25	4/36hrs	5,000¥	1	TS p.29
DataTel’s Mapmaker®	4	—	1	4/4 days	500¥	1	CB1 p.9
Gas Detector	4	1-6	.5	(rating x3)/7 days	rating <sup>2</sup> x 5,000¥	2	P3 p.15
Gas Spectrometer	5	1-6	.5	4/5 days	7,500¥ + level x 2,500¥	1	P3 p.15
<b>Hearing Amplifiers</b>							
Micro	12-rating	1-8	.1 x rating	6/36hrs	rating x 500¥	1.5	P3 p.13
Standard	12-(2x rating)	1-8	.2 x rating	4/24hrs	rating x 200¥	1	P3 p.13
ID badgemaker	3	3	1	5/48hrs	500¥	2	CB1 p.13
Keypad Sequencer	—	1-6	.5	(rating/2)/10 days	rating <sup>2</sup> x 500¥	1	P3 p.14

**EQUIPMENT TABLES**

Laser Detector	6	1-6	.3	8/72hrs	rating x 5,000¥	1.75	
LaserTrack™ Aerosol	—	—	—	4/24hrs	50¥	1	P3 p.18
Limpet Beacon	8	-1	—	8/6 days	250¥	1.2	P3 p.75
Line Tap Detector	7	1	—	4/24hrs	60¥	.8	CB1 p.4
Linozap™	5	—	.75	6/4 days	350¥	2	CB1 p.4
M-0116 Tripwire Sensor	6	1	—	3/24hrs	20¥	1	TS p.30
Magnetic Anomaly Detector	3	1-4	1	8/4 days	rating x 5,000¥	1	P3 p.14
MS 1803 Panoramic Motion Sensor	2	5	2.5	8/48hrs	1,000¥	2	TS p.31
Omega Phone Tap	5	6	.5	10/10 days	35,000¥	2	CB2 p.21
Optitech MagViewer	4	20x	1	always	375¥	.8	CB3 p.18
Digital Camera with 5 Mp memory					+75¥		
Infrared					+100¥		
Low-light					+125¥		
PanicButton™ Jammer	—	—	—	8/48hrs	200¥	1	P3 p.12
Personal Body Alarm	—	—	—	on payment	varies	—	CB1 p.14
Portable Motion Detector	—	1-5	2	4/24hrs	rating x 200¥	1.25	P3 p.13
Portacom Jammer	—	—	—	4/24hrs	20¥	1	P3 p.12
Radio Jammer	—	—	—	5/36hrs	100¥	1	P3 p.12
Radio Transmission Scrambler							
Level 1-4	—	1-4	—	5/24hrs	level x 1,000¥	1	P3 p.12
Level 5-7	—	5-7	—	5/24hrs	level x 2,000¥	1.25	P3 p.12
Level 8-9	—	8-9	—	6/36hrs	level x 3,000¥	1.5	P3 p.12
Level 10	—	10	—	8/36hrs	50,000¥	1.25	P3 p.12
Retinal Pattern Duplicator	3	1-10	1	14/10 days	rating x 60,000¥	1	P3 p.11
Retinal Pattern Input Device	4	1-9	.5	10/6 days	rating x 1,000¥	4	P3 p.11
S91KA Remote Heat Sensor	4	8	.5	4/48hrs	2,000¥	1.5	TS p.32
Scramble Breaker							
Level 1-4	—	1-4	—	5/36hrs	level x 2,000¥	1.5	P3 p.13
Level 5-7	—	5-7	—	5/36hrs	level x 4,000¥	1.75	P3 p.13
Level 8-9	—	8-9	—	6/36hrs	level x 5,000¥	1.75	P3 p.13
Level 10	—	10	—	9/36hrs	60,000¥	1.7	P3 p.13
SecSystems Detection Wand	4	2	.5	2/12hrs	10,000¥	1	CB3 p.18
See Through Paper Spray	—	—	—	always	15¥ per can	1	P3 p.18
Smartlock Door Security System	—	1-8	—	5/72hrs	rating x 250¥	1.5	CB1 p.8
Sonar Scanner	4	3	.2	5/48hrs	50¥	1.2	CB1 p.8
Superball (per meter)	—	1-10	—	(rating x2)/48hrs	rating x 50¥	3	RG p.30
Surveillance Kit	—	—	6.5	6/5 days	98,000¥	2	CB3 p.18
Synthetic Print Duplication Equipment	—	—	—	4/12hrs	500¥	1	P3 p.17
Supplies	—	1-4	—	412hrs	rating x 200¥	1	P3 p.17
Teletronics "Mumbler" White Noise Generator	p.22	3	4	1	4/72hrs	6,000¥	1.5 CB2
Teletronics Scanman™ Full Identity Scanner	4	5	2.5	14/14 days	21,000¥	5	CB2 p.22
Teletronics "Scout" Signal Tracker	3	3	2	3/48hrs	3,000¥	1.5	CB2 p.21
Teletronics Tattletale® Voice Stress Analyzer8		-1	.5	3/48hrs	400¥	1.8	CB2 p.20
Interfaced version	8	-1	.5	3/48hrs	500¥	1.8	CB2 p.20
Thermographic Camouflage Dye	—	+4	—	6/24hrs	20¥ per dose	1	RG p.30
ThunderArc Automapper™	7	—	.5	6/48hrs	600¥	1	CB3 p.16
Ultrasound Detector/Distorter	8	—	.2	8/48hrs	1,500¥	1.5	P3 p.12
U-Open-H®	2	1-5	5	6/48hrs	rating x 75¥	2	P3 p.54
WorldSat Communications Linear Beam Commlink	p.22	—	—	—	6/72hrs	2,000¥	2.5 CB2

**CYBERDECKS AND PROGRAMS**

	Persona	Hardening	Memory	Storage	Load	I/O	Availability	Cost	Street Index	Book
Aztec 600 Assault Programmer	4	1	100	200	8	3	4/7 days	37,400¥	1	CB3 p.68
Dantech Cacciaguida	4	1	40	80	8	3	4/7 days	29,100¥	1	CB3 p.68
EBM PNI 210	2	0	20	20	8	3	4/7 days	7,590¥	1	CB3 p.63
EBM PNI 412	3	1	30	45	15	5	4/7 days	18,000¥	1	CB3 p.65
EBM PNI 724π	5	2	100	250	23	8	4/7 days	65,400¥	1	CB3 p.67
Headgear™ Cybermodem Helmet	2	1	20	20	15	5	6/8 days	9,000¥	1.1	CB1 p.6
Jeweldecks	4	1	60	120	8	3	—	half a million and UP	—	CB3 p.67
Kirama LPD-12	1	0	20	20	10	5	4/7 days	4,815¥	1	TS p.18
Lang Conpro-II Masterdeck	8	3	120	480	8	3	6/7 days	328,500¥	1	CB3 p.64
Lang "Green Knight"	6	3	60	180	8	3	4/7 days	95,000¥	1	CB3 p.69
MCT 672	4	1	70	400	15	10	4/7 days	17,800¥	1	P3 p.50
Net-Runner™ Cybermodem										
Utility Suit	2	1	40	40	8	5	5/14 days	10,000¥	1	CB1 p.7
PCT Danzig	2	1	20	20	8	3	4/7 days	7,625¥	1	CB3 p.65
Raven Microcyb Eagle	5	1	100	250	15	5	4/7 days	90,135¥	1	CB3 p.66
Raven Microcyb Kestrel	3	1	30	45	30	10	4/7 days	30,000¥	1	CB3 p.66
Raven Microcyb Owl	3	1	30	45	8	3	4/7 days	25,500¥	1	CB3 p.67
Raven Microcyb Rook	2	1	20	20	8	3	4/7 days	11,500¥	1	CB3 p.64
SGL Technologies "Elysia"	4	1	80	160	15	10	4/7 days	38,675¥	1	TS p.18
Zetatech D2-3000 Armdeck	3	1	45	70	15	10	4/7 days	22,200¥	1	CB2 p.25
Zetatech Parraline 5700	2	1	20	20	8	3	4/7 days	8,200¥	1	CB3 p.63
Zetatech Parraline 5750	3	1	30	45	15	10	4/7 days	19,230¥	1	TS p.18
Zetatech Parraline 5800	5	2	75	190	15	5	4/7 days	58,500¥	1	CB3 p.64
Zetatech Virocana	6	2	120	360	8	3	4/7 days	94,700¥	1	CB3 p.66
Auto Punchout		Concealability		Rating	Weight		Availability	Cost	Street Index	Book
Deck Security System		—		—	.1		8/14 days	330¥	5	CB1 p.8

## EQUIPMENT TABLES

Retinal	—	1	—	6/4 days	1,000¥	1.6	CB1 p.9
Thumbprint	—	2	—	4/4 days	400¥	1.5	CB1 p.9
Netrunner Flip Switch	—	—	—	4/24hrs	1,350¥	.9	CB1 p.9
Power Strip 2020	—	4	—	6/7 days	5000¥	1	CB3 p.69
Computer Programs	Size (in Mp)	Cost	Book				
Zetatech Diagnet™	(Rating x Rating) x 6	Size x 5,000¥	CB3 p.71				
Utility Programs	Size (in Mp)	Book					
Ball and Chain	(Rating x Rating) x 4	CB3 p.75					
Cartographer	(Rating x Rating) x 4	CB3 p.80					
Cascade	(Rating x Rating) x 2	CB3 p.73					
Flip Switch 2.0	(Rating x Rating)	CB3 p.72					
Pile Driver	((Rating+5) x (Rating+5)) x 3	CB3 p.75					
Sledgehammer	((Rating+2) x (Rating+2)) x 2	CB3 p.75					
Termite	(Rating x Rating)	CB1 p.91					
Thug	(Rating x Rating) x 3	CB3 p.74					

## VEHICLES

GROUND	Handling	Speed	Body	Armor	Signature	APilot	Cost	Book
<b>Cars</b>								
BMW 9018s	3/8	90/280	4	2	2	3	500,000¥	CB1 p.19
BMW Burowagen HSR	3/10	50/145	3	1	2	4	900,000¥	CB3 p.55
Cadence Industries Wanderer	6/10	35/105	2	2	3	3	50,000¥	CB3 p.42
Crowder	5/10	25/55	1	1	6	1	9,000¥	CB2 p.91
Chrysler-Nissan Python Turbo	3/8	65/195	2	0	3	2	85,000¥	RG p.31
Dune Buggy	5/4	40/120	3	0	1	1	15,000¥	P3 p.20
Eurocar 3000	3/8	60/180	2	0	3	3	75,000¥	RG p.31
Honda Metrocar	4/10	20/60	1	0	5	0	7,000¥	RG p.51
Max Interceptor	3/8	65/240	2	2	2	2	140,000¥	CB2 p.92
New American Autoworks Roadcar	4/8	35/105	1	0	3	1	11,000¥	CB3 p.42
New American Motor's Drifter	4/8	35/105	3	1	2	2	90,000¥	CB1 p.88
New American Motors "Armadillo"	6/10	35/105	4	3	1	1	85,000¥	CB3 p.49
New American Motors Nautilus	6/10	35/105	2	1	1	0	32,000¥	CB3 p.46
Takaya Daimyo	3/8	65/200	2	0	4	3	44,000¥	CB3 p.41
Toyo-Chevrolet '51 Chevy	3/7	40/120	2	0	5	1	35,000¥	CB2 p.92
Toyo-Chrysler Omega	4/8	50/150	2	0	2	1	20,000¥	RG p.52
Toyota Avante	3/8	95/285	2	1	1	3	480,000¥	RG p.52
<b>Bikes</b>								
All-Terrain Bike (bicycle)	3	special	1	0	6	—	650¥	TS p.35
Ashgaru	3/8	40/95	1	0	6	1	3,500¥	CB2 p.93
Bermuda	3/5	60/205	2	0	2	1	15,000¥	CB2 p.94
Brennan Cycles "Ares"	3/7	40/125	1	1	1	1	21,000¥	CB3 p.54
Brennan "Hermes"	3/6	30/95	1	0	2	0	12,500¥	CB3 p.50
Darkwing	4/4	40/135	2	1	3	1	9,000¥	CB2 p.94
Harley-Davidson Brawler	5/7	64/192	4	6	1	2	26,000¥	P3 p.37
Harley-Davidson Thundergod	4/5	50/150	1	0	3	2	15,000¥	CB1 p.20
Kundalina Roadworks "Dart"	4/8 (3/6)	55/160	1	1	3	1	10,000¥	CB3 p.46
Kundalina Roadworks Shiva®	2/6	70/210	1	1	2	2	12,000¥	CB1 p.21
Kundalina "Torpedo"	4/6 (3/5)	65/190	1	2	3	2	36,000¥	CB3 p.47
Mitsubishi Portabike	3/9	10/35	1	0	7	0	250¥	CB3 p.42
Pedicab	3/7	10/30	1	0	10	0	1,200¥	CB1 p.22
Scion Technologies Dunemaster	4/3	45/135	2	1	1	1	40,000¥	CB3 p.43
Dust Devil	5/4	35/105	2	2	1	1	46,000¥	CB3 p.43
Sport Eurasia "Microbike"	4/12	35/105	1	0	5	0	1,000¥	CB3 p.50
Suzuki 500ET	3/6	90/270	1	2	2	3	25,000¥	P3 p.22
<b>Trucks</b>								
Ambunaught	4/8	30/95	5	4	1	2	200,000¥	CB1 p.23
GM/Hyundai Worker Bee	4/10	10/30	2	2	1	3	150,000¥	CB1 p.25
New American Motors "Vulture"	6/11	35/105	5	4	2	0	215,000¥	CB3 p.50
Spinelli Autotech "Nomad"	4/2	45/135	2	1	3	2	55,000¥	CB3 p.53
Yakurichi-Ural BR70	3/6	50/150	4	4	2	4	120,000¥	TS p.20
<b>HOVERCRAFT</b>								
Bensen Cascade	7	115/350	2	1	2	2	200,000¥	CB1 p.18
Bensen Violator	4	65/200	1	0	2	2	100,000¥	CB3 p.40
MosTrans KVT-2	5	35/105	14	30	3	4	90M¥	P3 p.21
Nissan Ford FanMaster	5	35/135	3	2	4	2	200,000¥	CB2 p.89
In water	6	3/7						
<b>AIRCRAFT</b>								
<b>Winged Planes</b>								
Beechcraft 2400 Starship 10	5	460/585	6	1(3)	4	4	?	P3 p.20
Fed-Boeing Falcon	4	135/400	4	1	4	2	2,500,000¥	CB2 p.96
GD Hummingbird	3	400/800	4	2	2	3	1,500,000¥	CB2 p.97
Piper Montebank	2	300/500	3	0	3	2	50,000¥	P3 p.22
<b>Vectored Thrust</b>								
AV-3 "Aerocop"	4	330/465	4	2	4	3	1,500,000¥	CB2 p.87
ground mode	4/8	80/200			7			
AV-4	5	150/450	5	6	3	2	1.5M¥	RG p.51
AV-6	5	210/630	6	9	3	3	3.5M¥	RG p.51
Family Flier	5	100/200	3	1	0	2	500,000¥	CB2 p.88
Mach	3	265/665	2	1	2	3	1,300,000¥	CB2 p.89
Swan	5	135/265	3	2	4	3	800,000¥	CB2 p.90

## EQUIPMENT TABLES

Tetracorp Fel Lien 100 Rotor Craft	4	300/600	2	3	1	3	1,290,000¥	CB3 p.45
Bell Boeing V-22B Osprey	5	170/510	4	0	3	3	900,000¥	RG p.50
Bell F-152 Aerogyro	4	160/480	2	0	4	1	300,000¥	RG p.50
Bell Spy-Eye 18	2	185/370	3	1	4	2	500,000¥	CB1 p.26
Hyundai Minicopter	4	70/160	1	1	2	1	155,000¥	CB3 p.46
UH-90 Utility/Squad Helicopter Airships	4	230/270	4	3	3	3	1,000,000¥	TS p.20
India Sky-Barge	6	40/80	6	6	7	2	10,000,000¥	CB2 p.99
"Madison Avenue" Blimp	6	20/45	5	1	9	3	2,500,000¥	CB2 p.100
Sky Queen	5	55/135	10	9	7	4	20M¥	CB2 p.100
MILITARY/SECURITY	Handling	Speed	Body	Armor	Signature	APilot	Cost	Book
Arasaka Riot-VIII	4/9	55/160	8	3	1	3	250,000¥	CB1 p.24
Ares Coyote Attack Helicopter	5	200/400	5	12	5(2)	5	?	P3 p.19
ATF-37B Thunderhawk	3	600/1385	8	2	5	5	12.5M¥	CB3 p.48
AV-9	5	270/530	7	5	2	4	30M¥	CB1 p.28
Bell UH-10 PAPC	5	90/180	8	4	5	4	1.85M¥	CB3 p.52
Fledermaus PKF-40 Ausf. B	3	440/880	3	1	4	4	2.5M¥	RG p.32
GF F-36 Comet	1	830/1860	7	2	5	3	4,500,000¥	CB2 p.95
GMC-Beachcraft Striker	4	80/200	4	6	5	2	500,000¥	P3 p.20/21
GMI HovTransport	5	65/200	4	4	4	2	720,000¥	CB3 p.44
Lockheed-Cessna Pinto	3	265/600	6	2	4	2	10,500,000¥	CB2 p.98
M-62 "Volcano" SAM Launcher	3/4	20/55	6	4	5	2	9,500,000¥	CB3 p.51
McDonnell Douglas C111	4	120/275	3	4	3	3	750,000¥	RG p.33
MDD F-33 Wasp	2	730/1660	8	2	3	3	3,500,000¥	CB2 p.96
Mil-62	4	240/480	4	8	4	3	1.9M¥	P3 p.21
Sikorsky-Mitsubishi Dragon	4	280/560	8	9	2	4	5,000,000¥	CB1 p.27
DRONES	Handling	Speed	Body	Armor	Signature	APilot	Cost	Book
Arasaka RDAK	4	12/36	1	1	18	1	12,000¥	CB2 p.32
Aztechnology GCR-50	4/4	5/15	3	3	3	—	?	P3 p.19
Bell "Bumblebee" Rotorcraft	5	80/160	1	1	4	2	8,000¥	CB2 p.31
Militech RPV-400 Tiltrotor	4	140/280	3	3	4	4	150,000¥	CB2 p.31
Mitsubishi "Rover" Wheeled	6/9	20/60	2	2	3	1	9,000¥	CB2 p.31