

Information Overload: Finnish edition

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Cyberware

Silver Tech. Holohand - 950 eb

In the Holohand there are small holoprojectors in each finger. This creates an illusion of 3D-object floating in the air above the hand! Used for battlefield analysis, teaching, etc.. Uses five finger options. SC:N HC:1D6+2

FrizbLauncher - 700eb

The FrizbLauncher fires about 5cm wide monofilament disks from the arm launcher witch can hold 10 disks. A hit causes 3D6+4AP. A hit also subtracts 2 points from any armor. In calm weather, disks may fly even to half a mile. The FrizbLauncher is used to quiet assassinations or delivering a microbug inside from the next rooftop. SC:M HC:2D6+4

Dynalar Cyberfingers

Chemscanner - 100eb

Simple. Sitck your finger to suspicious-lookin' stuff and it'll instantly tell if it's toxic! Needs TimesSquare or external monitor for visual data. SC:N HC:1p

Blowtorch - 280eb

This finger packs a minatyre blowtorch and a small fuel canister enough for 30 secs of burn. Damage is 2D6 for two rounds. WARNING: Black market ware in some states! SC:N HC:2p

Scissorhand - 1400eb

This hand option replaces the hand from wrist with two blades. They give the user very little manipulation ability because the blades may damage objects(a - to REF GM decides). They inflict 3D6+2 damage at melee combat(punching with this impossible). Cruel and black-market stuff which is is heavy use among Blood Razors. SC:M HC:1D6

Weapons

Luger ThunderBird

P +1 L P 5D6+3 8 1 UR 80m 1950eb

Luger's heavy combat handgun. Uses 13mm cased ammo (25 eb per 50) and CANNOT be smartgunned because the enormous barrel heat would melt the electronics! Body minimum=12

Tsunami Arms Hellbolt HMG

HVY +1 N P 4D10+10 3000 70 ST 700m 12450eb

Tsunami has made another success! The Hellbolt is a three-barreled weapon from hell! It uses the 7.6mm caseless and silencers in all three barrels. The gun is getting attention in booster gangs as "punishment" weapon. Body minimum=14

Sanchez Twilight

P +1 N R 8D6+7 5 1 UR 100m 30.000-35.000eb

This exceptionally rare Mexican weapon uses 16mm ammo with propellant of hi-tec binary liquid which grant the lethality. There are approx. 150 Twilights existed in the USA. The price is anyway very high. A collector's item. Body minimum=17

Federal Arms All-In-One Model 1

RIF -1 N R 4D6 30 15 UR 400m 12000eb (rifle)

HVY +2 - - 2D10 4 1 UR 1200m (grenades)

MEL 0 - - 3D6 - - - - - (bayonet)

From Federal comes the ultimate Solo's weapon! It packs an assault rifle, grenade launcher and a bayonet in to one frame. The total weight is 18kg empty and 25kg loaded. The gun is very bulky and at intensive fire it often overheats with a possibility to ignite grenades (1 at D10 after 3 rounds of constant fire. If this happens the gun will also automatically jam and needs to be fixed by a competent technician. Body minimum=16

Arasaka Big Gat

HVY 0 N R 6D6(6mm) 1500 50 ST 500m 5450eb

Heavy gatling from Arasaka. Usually mounted is anti-infantry tanks and aeroplanes. Few of these are mounted with rocket-launchers for special delivery to EBM. Needs a Body of 18 or over for use from hands. Uses a 1500 shot ammo belt. (larger belts available on order)

Weaponsmiths MiniAce

P -2 P C 2D6+3 3 1 ST 20m 350eb

Really small(16cm) but heavy (11mm) pistol. The ace that you need when your railgun fails. In common use with boosters as "last-chance" weapon.

Valmet RK-2020

RIF +1 N R 5D6+2(5.8mm) 40 40 VR 400m 400eb

A quite rare assault rifle from Finland. In there it is in common use with the police. In USA a couple of Solos use this and it's gaining wider respect in America too because its quality and cheap price. The downside (as with almost all Finnish weapons) is the rare and expensive ammo

Militech All-Purpose Combat Gun

HVY 0 N P 7D6/turn 2 1 ST 1000m 11000eb (rocket-powered napalm grenade)

SHT -2 - - 4D6(12ga) 8 2 UR 50m

RIF -1 - - 5D6(5.56) 30 10 UR 400m

Militech's answer to Federal All-In-One. The APCG is not as heavy(10kg empty, 16kg loaded) and cheaper than its counterpart. The napalm grenade launcher combined with shotgun and assault rifle grant usability in most combat situations. Common only with US Army and some Corps. If somebody can find this at street (without 30 Streetdeal) then it's a fucking miracle. As a final chance a small handgun(P*-1*P*P*2D6*3*1*VR*30m) is hidden at the stock. The grenades cost 300eb each and their damage lasts 3 rounds. Body minimum=15.

Setsuko-Arasaka Ninja

P +2 J C 2D6+4(10.7x99mmAP) 15 3 VR 70m 799eb

A sure Japanese quality product. The Ninja is at common use because its accuracy and big clip. The only bad side is the big pricetag and ammo cost (50eb per 50) from the unusual caliber. Made from aluminium with black finish. A weapon for a Solo with a sense of style.

Valmet Hakkapeliitta

SMG +2 P R 1D6+5(.22 custom) 15 15 VR 270eb

The smallest SMG ever made is now available outside Finland! The Hakkapeliitta uses a special .22 custom ammo which is quite rare but the gun can be modified to use normal .22 dropping the damage to 1D6.

Vehicles

Thasher

Wheeled version of the Punknaught! Usually a huge bulldozer with lots of weapons but tracked versions (rarely) exist. Booster gangs use these to cause mass destruction and also for driving thru a bank wall. Building this is a complex process and requires 10-20 men and 15-40 weeks of constant work. If players build a Trasher remember: players shouldn't have any effect to weapons, armor, speed, etc. They are all up to the GM. Price varies.

Urban Automotives Roadhog

The Roadhog uses a "bigfoot" design allowing it to go where no car has gone before. Used by nomads and roadgangs because of its amazing off-road capability and durability. There are rumors of "modified" Roadhogs from Urban Automotives to black-market sales. They are not true, honestly.

- Top speed: 100mph
- Acc/Dec: 30/50 mph
- Crew: 1
- Passengers: 1
- Range: 3000 miles
- Cargo: 200kg, 3 spaces
- Maneuver: -1(+4 in off-road)
- SDP: 90
- SP: 12
- Type: Car
- Mass: 2.2 tons
- Cost: 22 000 eb

Special equipment: MapMaker (see Chrome1), Fire extinguisher, Off road capability, Pintle mount on top of the cab accessible from passenger seat.

Boeing Hawke

The Hawke is an answer to a situation where you got to clear an airspace completely. A zeppelin gunship equipped with 10 remotes, 6 AMRAAM missiles and 10 Hellfires for A-A or A-G defense. The Hawke is a totally military desing which is in use with some big Corps like Arasaka but there is one private Hawke owned by the "Adolf's Sons" Nazi gang.

- Top speed: 70mph

- Acc/Dec: 10/15mph
- Crew: 10
- Passengers: none
- Range: 5000 miles
- Cargo: 100kg
- Maneuver: -2
- SDP: 1000
- SP: 10
- Type: Dirigible
- Mass: 40 tons
- Cost 30 000 000eb

Special equipment: Military navigation system, Autopilot, Military radio with scrambler, Military radar with terrain following and look-down, Environmental control system, Visual and Microwave rangefinders, Multi-targeting, ECM, Painting laser in high-angle chin turret, 10 Militech RPV-400 remotes(Chrome 2, p31), 6 AMRAAMs and 10 Hellfires in weapon wings (one at each side of the gasbag) Chaff and flare dispensers linked to laser/microwave detector.

Brennan Cycles Combat Sidecar

Sidecar? ridiculous? No way! Using an old design Brennan has created the new king of the road! The Combat Sidecar is extremely versatile, so that you can turn the sidecar from mobile camera unit to weapons platform. The frame is very sturdy, so it can survive even a firefight with minimal damage.

- Top speed: 80mph
- Acc/Dec: 20/30mph
- Crew: 1
- Passengers: 1
- Range: 500 miles
- Cargo: If nobody in sidecar 200kg
- Maneuver: -1
- SDP: 75
- SP: 15
- Type: Motorcycle
- Mass: 200kg
- Cost: 23 000eb

Special equipment: Civilian navsystem, Off-road capability

Rolls-Royce Sleekshadow

Rolls-Royce takes a step to 21. century with this luxury AV. It's fast, stylish, safe and durable. Perfect for executive with a real sense of style. Available in three colours: black, white and silver. If you want to go fast get a the Mach but if you want to go with style get the Sleekshadow. The cost is larger but quality is worth it's price.

- Top speed: 370mph
- Acc/Dec: 50/50mph
- Crew: 1
- Passengers: 3
- Range: 950miles
- Cargo: 200kg
- Maneuver: +2
- SDP: 90

- SP: 20
- Type: AV
- Mass: 2.7 tons
- Cost: 300 000eb

Special equipment: Cybernetic interface, Cell phone, Crash control system, Shocker security system, Ejection seats, Auto-pilot, Civilian nav system, Seat massagers, VR holosystem.

Militech "Big boy" light anti-tank vehicle

You can't get to the target zone because there are three T-100 tanks stopping the way? Never more! The Big boy is the solution. Carrying 16 anti-tank missiles it will stop almost any armored IFV or MBT. Available in any Militech dealer now!

- Top speed: 48mph
- Acc/Dec: 10/20mph
- Crew: 1
- Passengers: 1
- Range: 1000 miles
- Cargo: none
- Maneuver: -2
- SDP: 70
- SP: 20
- Type: Car
- Mass: 1.97 tons
- Cost: 320 000eb

Special equipment: Crash control system, Auto-pilot

Weapons: 16 HLAW Missiles mounted in two racks (one at each side, 5.56mm MG in a pintle mount on the roof accessible from passenger seat

Net stuff

Logic Bomb

Cost: 3500eb

Class: Controller

Strength: 8

MU: 6

Functions: Intrusion(15), Controller(15)

Options: Movement, Pseudo-INT, Recognition, Fractal ICON

ICON: A man who carries a blowtorch and a pocket computer. When activated the man starts to operate the computer laughing

Description: The Logic Bomb usually breaks in to the CPU and Voila! chaos is ready! It starts controlling everything (wrong). Net controlled AVs drive in to a wall, printers bury people in paper, holoprojectors start presenting sex movies, doors just wont open and so on. And the netrunner doesn't have to do anything except pre-program the destination, sit back, have a beer and enjoy.

Equipment

DeathTech Industries Jetpack 2500eb

The Jetpack is a rocket-powered backpack that can reach the speed of 88 mph! It also has micro-thrusters for maneuvering. Its fuel tank has enough fuel for 1 hour of continuous use. The Jetpack is controlled with a switch panel and a joystick which are attached to a control rod in the right side. 500 bucks more for cybernetic control. (cyber control needs MLINK).

DeathTech CombatBoots 790eb

The CombatBoots are made of Synthleather and with an interior of kevlar(SP=10). In the side there is a holster for a knife or a small handgun. At the bottom there are climbing spikes and a mini-radio for emergency situations. Inside is a small pocket for spare ammo.

Swatch Surveil 200eb

Perfect for guys who want to know where their enemies are! From the outside the Surveil looks like ordinary watch with lots of options. With a flick of a switch the clock mechanics open revealing a set of tracers, trace monitor and a mini-radio. And the exterior will still look like a golden Rolex!

Swatch Streeter 300eb

This new awesome watch uses the same technique as the Surveil but this one packs a small buzzsaw which can cut handcuffs with ease (1D6+2) and a mini-mace. The exterior looks like a black sportwatch.

Adventure ideas

1. A fixer hires the players to eliminate a sleaze called Chris Fisher but while the elimination a corrupt cop called Quinlan makes a nice video from the PC's "working" and starts blackmailing them to hunt the guy who killed his partner
2. Someone breaks in to the character's house but doesn't seem to steal anything. At the next morning the character hears about a large diamond robbery happened nearby. But suddenly the cops, acting on an "anonymous" tip, come to search the players home and surprise, surprise they find diamonds. The PC is arrested and he must escape and clear his name with cops on his tail.
3. If somebody of the players has a criminal record and he is using a false name he is blackmailed to steal hi-tec cryptological device by a federal agent who doesn't give a shit about rules. When the item is delivered the agent frames the deliverers as murderers to keep them quiet. So, what to do to avoid 20 years in electric chair?
4. The players are hired to smuggle a pickup truck with some cargo over the Mexican border. Before the crossing a group of boosterboys show their interest to the cargo. The reason is obvious: the cargo is designer drugs and biotoxins. Crossing the border with them is REALLY tough...
5. For those GM's whose players can't stop messin' with their plans here's a scenario for them: An ex-navy trainer hires the players to test a "training track". The part PC's don't know is that the track is a real death trap. Acid pits, mono tripwires, land mines, machine guns and whatever the GM decides. I prefer a T-72 tank above all others.
6. The FBI is desperate hunting a group of drug smugglers so they decide to hire outside help. When the bad guys are behind bars, somebody decides that the PC's know too much...

7. Raven Microcybernetics have found out that one of their employees is possessing a set of microfilms that could ruin the corporations reputation. The guy is hunted down, but he has hidden the films. The PC's are hired to get them but someone else likes to have the films too...
8. The Columbian druglords are in very big trouble when the US Army is starting a full-scale attack to their operations. They would be grateful is somebody could "slow" the weapon convoys down, so that they could get their "items" away.