Welcome to

TOTAL SYSTEM TECHNOLOGIES

A **Cyberpunk** Corporation

By Daniel Radford

CYBERNETICS

I'll start with the basics.
Scarring.
A scar will let anyone see you've been in combat and know how to handle yourself. But who wants to go to the trouble of getting hurt in combat or even attacking yourself with a knife or something.
Well all you need is a basic skin graft from your local ripperdoc. But they come at a cost (about 100 eb plus surgery costs, cheaper on RealSkin®) but who can but a cost on a non-painful way of increasing your rep (even if it is only a slight rep increase or an ATTR decrease. both are GM's call as is the HC).

The Mask
This is a bioware mod. Youve all probably seen the movie The Mask and now you too can have the attitude and looks of him, and still look normal by day. the bioware is mostly composed of nanites. They change the skin of your face at a mental command to a Mask (be it green or fluro pink, different colours are available, not available for Gemini borgs, yet) they also slightly change your brain chemistry to reduce your inhibitions and any nervousness. You know what you are doing but are on a slight high (which lasts around 6 hours)
Cost: 250eb **HC:** 1d6

Oww I've been shot!
Now we know that boosters will probably respect you more if you can shoot yourself in the leg without flinching but what if you have a cyberleg. Well all you need is this option.
Basically it's a bag of fake blood attached to your leg inside some fake flesh with an armoured backing. (we suggest low caliber weapons if your going to shoot yourself) or if you're prepared to pay a little more we can do as they do in the movies and have an internal blast and the weapon firing blanks.
The system needs to be returned to the manufacturer for reloading and resealing (although you could try to do it yourself) or you can buy the blood bags and replace one after using it.
Cost: 200 eb (300 eb for bioware version) (220/320 for internal blast versions) and HC is 1d6 (for both (seeing blood after shooting yourself is both a scary and dehumanising experience, this only become applicable when used)) and refill bags are 50 eb each (with blood included) and takes one option space.
Notes: good idea isn't it. shoot yourself and not have to go to hospital. Available in a bioware version too. Can be placed on the leg (either leg, either side) or arm (ditto) or lower torso (either side).

Oops
This cyberhand is disguised as a normal flesh hand and works as a normal hand. Until that is you activate the special options. Once activated the fingers will fall off at random moments when handling something (anything). Great fun at parties.
Cost: 100 eb plus normal hand cost **HC:** 2 points plus normal hand costs (unless already taken out)
Note: the fingers can be reattached but don't try to pick anything up.
Best if used when having a quick change wrist. and a great trick to play on others (just swap this with their normal hand) but make sure they can take the joke.

Mesh Face

But even better than scarring is to have the cybernetic titanium being seen through your flesh (like fleshweave) but in this version we arn't talking about an arm or a leg we're talking about your face. yes this is for those of you with a facial injury or an armor plated face. Imagine the shock value. now this isn't a low tech mod this is just like having a skin graft attached to your face but a patchy one. underneath the skin and through the holes the cybernetics are clearly visible (like the terminator when half the flesh face has been shot off).

Notes: this system needs to have one option space nearby (either in the chest,arm or in the head for full borgs) the cost is 350 eb and HC is 1d4.

Spitter

Now we all know that spitting aint cool but spitting with this is gross. It's more of a spray weapon than a spitter and it's a full borg only option so that might help you get an idea of what it's like.

We start with installing a second stomach with a filter linked between it and the normal stomach (the filter keeps the gross chunks out, removing it makes this really gross) and then we install a tube up the throat and to the mouth (all concealed beneath the borgs armoured hide). Then a pump is added at the bottom of the tube (at the bottom of the stomach) and voila. You can spray up to 3 metres (12 feet approx) away. The spray is usually just liquids (ie water, beer, etc) but don't try this unless you're prepared for the consequenses.

Cost: 300eb (I think) **HC:** 1d6

Note: Make sure you have a drink before you use this.

Ooze

This thing is gross, very gross. But at least the effect is only on the user (unlike the Spitter). Only really usable with a cyberarm utilizing RealSkin®. Takes 1 option space and lasts for days.

Cost: 200eb **HC:** 1d6+3 Notes: you know what it'll do. I don't wanna go into it. But cartridges last for 6 hours and can be turned on and off at will.

Anchor-wire Cyberleg Option

This cyberleg option is a variant of Anchoring Cyberfeet (uses 2 spaces) which has anchoring spikes with foldout spikes and a 20m monowire cable (very strong, can support a 'borg)

The anchoring spikes can penetrate anything up to 12SP. The lenght of wire spooled out is adjustable.

Notes: This interesting option was first used by a very talented cybertechie who, very publically, jumped off a bridge (the anchor held into the surface and he swung under the bridge and held on underneath and was hidden from view). This allowed the techie to gain himself a new identity and remove the threat of the corporation from him. It works like it says. If you don't believe us try it!

Combat Crystal Distributed Artificial Intelligence

The CCDAI is a variation of the 'borg AI document published by Joe Rowe on his homepage (the Cyberpunk Software Archive)

How does a Dragoon squad work when using the combat crystal?, by collectivisation. So an AI controlling a whole squad of borgs would work like the combat crystal. But what happens to the Borgs under heavy military jamming? they don't work. So what about an AI that itself is part of the borg squad with a part of itself in each borg. That's were the CCDAI comes in.

The AI is distributed across the Combat Crystal linked 'borg squad (hence CC) for maximum survivability, ie each part of the squad holds part of the collective AI (hence D) and then enough of the AI memory is available to rebuild it if any parts of it are destroyed.

The cost of each unit depends on the number of units and the complexity of the AI to be built (it is very rare

for an existing AI to be used but a lower level AI can be incorporated into the built AI, for a cost of course). Skills added also effect the cost.
There are only two known in existance and they are both are under the control of TST personnel. This system is only available from Total System Technologies

Notes:
The advantage of this system are very few compared to the standard 'borg controlling AI but what little advantages there are are significant enough for some people.
But don't think it is the answer to all your 'borg problems, cause it could decide not to follow your orders (it is an AI).
It should be noted that the AI will, and can, learn. That's how come the professor has the high stats.

The cost you ask. Well it's negotiated and depends on the programed the CCDAI is to have and the number of parts it is to have. But you can expect it to cost excess of 60,000eb and have a minimum of 4 parts.

CCDAI based upon, and expansion thereof, the concept by Joe Rowe

The Professor
The prototype CCDAI of at least 11 parts the professor was, until recently, thought to be the only one in existance. The Professor is the conglomeration of a medical assistant, military operations and aquatic operations AI's. Extra training as a bodyguard and security unit were also incorporated.
A second CCDAI is known as DEATH and is thought to be housed in a version of the Green Thunder but this has been neither confirmed or denied
What is known is the name of the owner of each of these units. The person is named Nitro Glycerine but their gender is unknown as conflicting reports have been gathered on their identity. But the Professor has been known to work for Total System Technologies on ccasions.
The Professor is used as the testbed 'borgs being sold by TST to test their effectiveness.

The Professor
INT 6 REF 25 EMP 3 TECH 6 COOL 4
SKILLS:

Swimming	8	Human Perception	3	Awareness/Notice	6	Education/Gen. Knowledge	6
Hide/Evade	4	Language (English)	8	Language(Japanese)	4	Language (German)	3
Language (French)	3	Language (Russian)	4	Library Search	4	Shadow Track	5
System Knowledge	4	Mathematics	2	Athletics	6	Dodge & Escape	4
Driving	6	Handgun	5	Heavy Weapons	6	Melee	4
Motorcycle	3	Pilot (AV)	4	Remote Systems Operations	8	Rifle	4
Stealth	5	Basic Tech	6	Demolitions	5	Electronics	5
Cybertech	6	First Aid	6	Pick Lock	3	Weaponsmith	4
Diving	4	Navigation	4	Pilot (Submersible)	4	Pilot (Watercraft)	4

The 'borgs known to be used by the Professor include:

3x [Dragoon-Plus](#) 1x [Dragoon](#)   1x Spyder

1x Eclipse   2x [Aquarius](#)   1x Kildare

1x [Wiseman](#)   1x [Eradicator](#)

There are also 2 converted biopods ready for incorporation into the Professor.
The solo known as Lucifer Crow has also been seen in the company of the Professor and it is assumed that he has been in charge of the Professor on those occasions.

AquaJet

MEMO	
TO: R&D Aquatic	FROM: Special Forces, Aquatic
After consideration and testing the AJ-04 'Arm Jet' has been found to be satisfactory for a field test. Have 6 of the systems ready for inclusion to the test pilots by 0500 tomorrow. -Major *&$^#&%* (Encrypted for security reasons) PS: i really hope this one works joseph, especially after the last failure	

recovered by unknown from defunct military aquatic operations center.

The AquaJet system, resurected thanks to current advancements in aquatic technologies, is a forearm system for cyberarm equipped troops. A non-popup system the AquaJet is a aquatic propulsion system designed to enhance swimming troops speed underwater.
Some have suggested that it is nothing more than a low powered rip off of the Aquarius FBC's swimmer system but the manufacturer firmly denies this allegation.

The AquaJet will increase the swimmers MA by 5 while engaged and has the power to run fo 30 minutes on it's own powersource. An external powersource could be connected to this system but an attempt has not yet been made to do this. HC is 1D6 and the external section must be uncovered to use. It has an SDP of 12 and an SP of 3. (a bullet or other projectile fired down the intake will do x1.5 damage to internal sections of this system. above and beyond this is normal damage.)

This system is wetwired (but your limb may not be...)

Icarus Bridge
Bio-Link Interface

The Icarus Bridge is, basically, a complicated set of interface plugs.

With some not so standard options that you won't find on of any other set of plugs.

The complete system is equal to 6 standard interface plugs and has, compared to standard plugs, a ultra high processing and communication speed.

Due to their design the Icarus Bridge plugs are incompatable with standard plugs (unless a complicated, and large, interface is used), but a standard plug can be included in the system piggy-backed on the Icarus System (see version numbers below).

The bridge also includes the complete set of links (Cybermodem, Vehicle, Smartgun/Weapon, Machine/Tech, and DataTerm Links).

A side effect of the system is that the user aquires a permanent reflex boost (similar to Kerenzikov Boosterware) and a limited turn booster is available if requested (see options below).

The system is not compact (requiring a whole limb for interfacing into the target) but it was not designed to be so as the connection interface into the target vehicle/system is designed to hold both the users body as well as the link. But as the system is not recommended for any vehicle smaller than a small car, or a bodyweight Cybermodem system, the size of the system is not considered a drawback.

Another possible drawback is that the system is not compatable with current cyberlimb technology which requires the user to have flesh limbs or lose one section of the system (this is not recommended).

There is plans for a full body conversion version of the Icarus System but this has not yet been developed.

ICARUS BRIDGE I	
+1 REF, +1 control tasks, Icarus Interface Standard (Full Body)	
Notes: The prototype system, it is still available on the open market.	
Cost: 2500	**HC:** 3D6+3

ICARUS BRIDGE II	
+2 REF, +2 control tasks, Icarus Interface Standard (Full Body)	
Notes: The first of the current systems	
Cost: 3000	**HC:** 3D6

ICARUS BRIDGE II.A	
+2 REF, +2 control tasks, Icarus Interface Standard (Full Body), Standard Wrist Interface Plugs (piggy-back on Icarus System)	
Cost: 3500	**HC:** 3D6+2

ICARUS BRIDGE II.A.2	
+2 REF, +2 control tasks, Icarus Interface Standard (Full Body), Standard Wrist Interface Plugs (piggy-back on Icarus System), Plughead (or other head mounted plugs) Interface Plugs.	
Cost: 3700	**HC:** 3D6+3

ICARUS BRIDGE II.B	
+2 REF, +2 control tasks, Icarus Interface Standard (Full Body), Livewire Wrist Interface Plugs (piggy-back on Icarus System)	
Cost: 3700	**HC:** 3D6+3

ICARUS BRIDGE II.B.2	
+2 REF, +2 control tasks, Icarus Interface Standard (Full Body), Livewire Wrist Interface Plugs (piggy-back on Icarus System), Plughead Livewire Interface Plugs.	
Cost: 3800	**HC:** 4D6

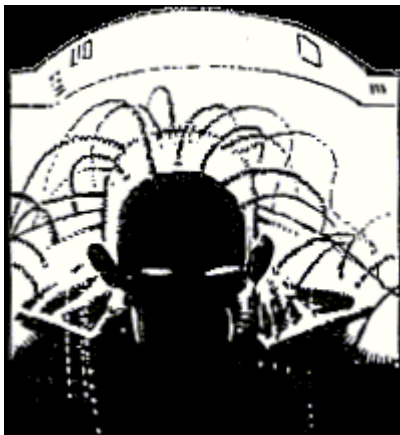| ICARUS BRIDGE III	
+2 REF, +2 control tasks, Icarus Interface Standard (Full Body), Wrist Interface Plugs (piggy-back on Icarus System), Plughead Interface Plugs, Speedware(+1 iniative for 5 turns)	
Cost: 4500	**HC:** 4D6+2

ICARUS BRIDGE III.A

+2 REF, +2 control tasks, Icarus Interface Standard (Full Body),
Wrist Interface Plugs (piggy-back on Icarus System),
Plughead Interface Plugs, Ankle Interface Pligs,
Speedware(+1 iniative for 5 turns)

Cost: 4700	**HC:** 4D6+3

ICARUS BRIDGE III.A.2

+2 REF, +2 control tasks, Icarus Interface Standard (Full Body),
Livewire Wrist Interface Plugs (piggy-back on Icarus System),
Livewire Plughead Interface Plugs, Livewire Ankle Interface Plugs,
Speedware(+1 iniative for 5 turns)

Cost: 4800	**HC:** 4D6+4

ICARUS BRIDGE IV

+2 REF, +2 control tasks, Icarus Interface Livewire (Full Body),
Livewire Wrist Interface Plugs (piggy-back on Icarus System),
Livewire Plughead Interface Plugs, Livewire Ankle Interface Plugs,
Speedware(+1 iniative for 5 turns), Tactile Boost, Olifactory Boost,
Pain Editor, Taste Boost.

Cost: 5000	**HC:** 5D6

ICARUS BRIDGE Interface

SDP: 30, **SP**(optional)**:** 15, 1 vechilular space [over the space required for the driver]
(available for PA soon).
Cost: 50,000 eb (over & above Cybernetic Linkage cost)

ICARUS CABLES

150eb per limb/section (6 sections for whole body)
800eb for full set of cables.

Cyberware from **LOCK N LOAD**

A Battlelords of the 23rd Century Sourcebook

Live-Eye (EyeStalk Actuation Coil)
There was once a debate between two cybertechies about the usefulness of the Vidcam Cyberfinger and whether exposing the hand to us the vidcam was to much of a risk. By the end of the debate they both agreed that it was and both went to see if they could design a better system that did the same job. Both came back with the same idea.
And the LiveEye was born.
Consisting a specially built Cyberhand (can replace current cyberhand) the Live-Eye is part of the middle finger (the thumb, index and other fingers are standard fngers, cyberfingers can be mounted) with the actuation coil being extended throught this finger from its storage in the palm to a length of 30 centimetres. The video input is then sent to a Kiroshi Video Imager or Times Square Plus display.
Passive IR (250eb) or Teleoptics X10 (275eb) can be installed.
HC: 2d6+2
Cost: 800 eb

Weapon Mount Hands
For many enhanced people the idea of installing a rifle or similar weapon in the place the forearm is not such as difficult decision. After all you only loose one arm and in it's place you get a large weapon that you don't need to unsling when you need it. But for some of us the need for both arms is vital, but the idea of mounting a wepon is appealing.
Now you can have the best of both worlds.
The Weapon Mount Hand is an independant cyberhand mounted on the rifle, or other weapon, in the place of an underslung secondary weapon. The hand is not as powerful as a standard hand (it hasn't got the backing of a cyberarms strength, just it's stability) and takes getting used to (it's not exactly a standard hand) but it is useful.
Cost: 300 eb
HC: 3
Notes: Although this is a standard hand (sort of) it cannot be used for firing an hand held weapon (ie rifle, pistol, etc) but it can be used for carrying grenades and alike (note I said carry). Still It's better than nothing, right?

Solar Combat Armor

It was like a fiend from hell. Flames all around it, all over it's body and yet it laughed as the boosters screamed and burnt around it.

As a flame shot out from it's arm to engulf yet another booster I realized that it was a 'borg. Then it saw me.

I'd rather not go into what happened next but the synthskin I had to get is a constant reminder of that thing and I'll never forget the screams of those boosters.

And if I ever find the sick individual who thought up this thing I'll bloody kill him.

The worst thing though, is that the image of those boosters as they died is imprinted on my brain.

I still wake up screaming some nights. -Unknown Street Solo

This armor is more suited to a full-body conversion than an add-on to a full 'borg but can be obtained both ways (although some consider the 'borg to be too 'specialized' for general street work, hence the armor only version is more popular).

The Solar Combat Armor is a specially constructed armor coating to the 'borg which is made specially heat resistant and fire resistant (hence flamethrower immune). The Armor affords no extra protection in Stopping Power but the effect of a flaming borg on opponents has been found to have a paralyzing effect on them. But the major drawback is that any gear being carried by this 'borg has to be specially treated so it does not burn up once the armor is activated.

One of the things this thing is very good at doing is getting the attention of any thermographic and infrared sensors when it is activated as well as distorting the image any thermal optics the 'borg has. The recommended maximum use time is 10 minutes (for cooling and reducing the number of fires started) with a cooldown period of 20 minutes (less if cooling system installed) and the fuel supply is enough for over half an hour (45 minutes).

There is only one known currently in existence and has been used for assassination and booster 'control' in the Night City region. But it assumed that a number of them are being constructed.

The armor system takes one option space in each limb (for the full body flame) (and is not suggested for Gemini or Battle Angel 'borgs) as well as 1 space in the torso and an ammo hopper dedicated to the system (although a flamethrower can be linked to the hopper). A cooling system can be installed in the torso (1 option space) which reduces the cool down time by half.

The flame system takes 2 combat rounds to be activated (ie it will flame up the round after you decide to start it) and 2 to deactivate (ie 4 rounds of flame minimum)

Lastly a word of warning. If the borgs armor is penetrated there is a 50% chance that the routing system to the flame points will be breached and the borg will become an instant fireball (but won't be destroyed) and any other internal options in that limb will be destroyed (or otherwise damaged and will have to be replaced) the flame can be turned off when this happens but it will take 2 combat rounds for the flames to die down and the system cannot be used again until repaired.

Cost: 10,000 (armor add-on, borg price below)
HC: 1D6

Coolant System: 5,000 **HC:** 4

Note: Any clothing and gear on the borg must be fire resistant or be burned up.

Special Note: Although the 10 minute recommendation is made for flame use the recommendation is made more so the 'borg doesn't burn down the city (town, building). 15 minutes is the actual limit and the cooling system makes the limit unnecessary

SOLAR COMBAT ARMOR PHYSICAL STATS

REFLEX: 12

ATTRACTIVENESS: NA

MOVEMENT ALLOWANCE: 15

M/Turn: 45m   **MPH 40mph**

Jump (up): 6m   **(broad): 11m**

BODY: 14 *4*

Lift: 560kg   **Throw: 140m**

Damage Mod: +6

HAND-TO-HAND

Punch: 1D6+6   **Kick: 2D6+6**

PHYSICAL STRUCTURE

HEAD

SP: 30

SDP: 25 (disabled),
35 (destroyed)

Options (Optic): 4 & 4

Options (Audio): 6

TORSO

SP: 30

SDP: 35/45

Options: 2

RIGHT ARM W/HAND   **LEFT ARM W/HAND**

SP: 30   **SP: 30**

SDP: 25/35   **SDP: 25/35**

Options: 0   **Options: 2**

RIGHT LEG W/FOOT   **LEFT LEG W/FOOT**

SP: 30   **SP: 30**

SDP: 25/35   **SDP: 25/35**

Options: 1   **Options: 1**

Sensor Options:

Radar Sensor - 100m range, very reliable. *2*

Audio System: Radio Link with 1km range, Amplified Hearing (+2 to audio Awareness rolls), Level Dampner (prevents deafening), Sound Editor (selective sound sensor, adds +1 to audio awareness rolls). *3*

Weapon Subsystems:

Flame Thrower (right arm) - Rather than the standard 'itty bitty cyberoption flamethrower the designers decided to upgrade to a larger size military viable flamethrower.

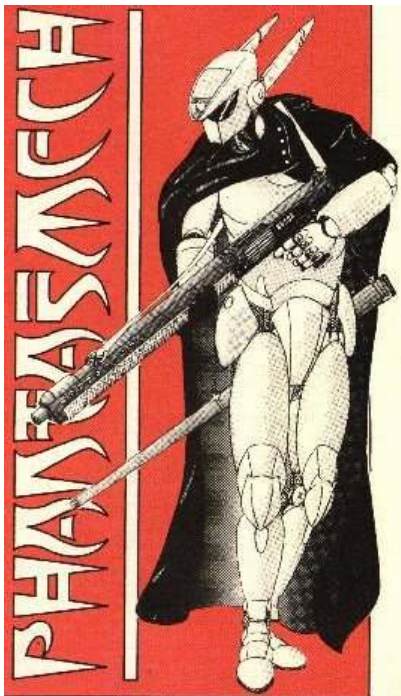|							
Flamethrower	+2	-	-	3D6 first round (3 body areas) 2D6 second round (2 body areas) 1D6 third round (1 body area)	60 (linked to ammo hopper)	1 VR 10m	

Other Options:

Pain Editor - Tunes out heat, cold, pain

TOTAL PACKAGE COSTS

Eurodollars: 55,000 eb

Humanity Cost: 20D6

This borg was originally on the drawing board as an additional version of the Patrol Slave Remote, only to be a more human sized Patrol Slave and to have a longer controlling distance, and to be marketed by TST rather than Borgman Industries. Alas this was not to be as the cost for such as system was, and still is, prohibitively expensive. But the general design was considered to be usable as a 'borg. It lacks the grunt of a panzer shell but it still has style, well the corporates seem to think so. Many combat borgs consider this shell to be 'wimpy', which isn't too surprising, but they are outweighed by those suits who like it as the style they want for their bodyguards. It is more in place at a corporate party than in the street but it wasn't built to be a Panzer Shell (and probably never could be).

There have been occassional versions of this with CCPL installed but for the cost of the CCPL process it is more effective to use a Panzer Shell for the CCPL upgrade than some wimpy corporate bodyguard shell, but it's the corporates that waste the money so it's their own fault.

This is one case where style is not better than substance.

(Sorry to all the PBM game fans but this i got from one picture of the thing)

Patrol Slave copyright 1995, 1997 D Jorgensen and Alternate Realities Publications.

PHYSICAL STATS

REFLEX:15

ATTRACTIVENESS:NA

MOVEMENT ALLOWANCE:15

M/Turn: MPH

Jump (up):   (broad):

BODY:13

Lift: Throw:

Damage Mod:

HAND-TO-HAND

Punch:1d6+   Kick:1d6+

PHYSICAL STRUCTURE

HEAD

SP:50

SDP: 20 (disabled),
30 (destroyed)

Options (Optic):3 + boom options

Options (Audio):6 + Boom Options

TORSO

SP:50

SDP:30/40

Options:0

RIGHT ARM W/HAND   LEFT ARM W/HAND

SP:50   SP:50

SDP:20/30   SDP:20/30

Options:2   Options:2

RIGHT LEG W/FOOT   LEFT LEG W/FOOT

SP:50   SP:50

SDP:20/30   SDP:20/30

Options:2   Options:2

Sensor Options:

Monovision: Target Scope, Thermograph, Image Enhancement Optishield: Times Square Plus, Anti-dazzle, lowlite. Sensory Boom x2 - head, EMP Shielding, Chronometer, IR Thermal Dampner, Environmental Assimilation System, Gyro-balancer, Pain Editor, Variable Spectrum Spotlignt (head), Stealth Foot, Chipware Socket, Sound Cancellor, Ambidexterity Sub-Processor, Livewire Interface Plugs (wrist)
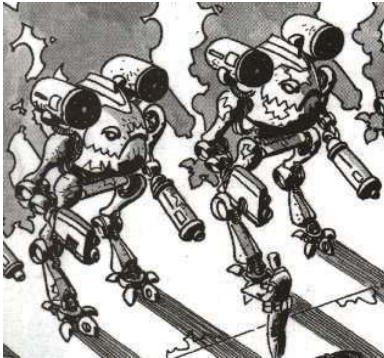
Weapon Subsystems:

None Installed

Other Options:

None Installed

TOTAL PACKAGE COSTS

Eurodollars:45000

Humanity Cost:18D6

ERADICATOR
Full Body Replacement and Patrol Slave Remote ACPA

The Eradicator is the only, current, 'true' panzer shell in existence. It is made to be mean and looks as such. None of the niceties like cosmetic arm coverings are included. This shell has armor through and through. Standing at 2m tall and armed with more weapons than a military heavy weapons squad the Eradicator takes advantage of the CCPL 'Cybersteroid' process to be the most armed Shell available. It also has the most complete sensor suite ever placed in the one borg shell ever (surpassing even the Spyder shell for sensor options). But this does come at a cost. The shell cannot be hidden in a crowd (as it is not humanoid shaped) and this is the reason for the construction of the Eradicator Patrol Slave. With a fairly similar construction cost the Patrol Slave version allows the pilot to have a significantly lower Humanity Cost and yet still be able to pilot such an impressive shell.

But as this shell expends such a large amount of weaponry when it is used, the available 750-yard operating radius is low. So, for the Eradicator system only, a booster system has been developed allowing the pilot to remain further away from the focus of the opposing weaponry with the boosted radius being increased to 1 kilometre (although significantly less when under electronic warfare conditions).

The Eradicator has a staggering amount of weapon spaces available on its body, with 4 weapon spaces on each arm and two heavy weapon hardpoints on the shoulders (there is a standard weapon list available when ordering shell) but the shell cannot use any armor over what is already part of the shell. There is also a low Hand-to-hand punch damage as there is no fist on these arms. Surprisingly there has been a large interest in this 'borg shell, not from the military or corporate forces, but from the 'freelance' sector of the 'borg community. Even Adam Smasher wants one, much to the dismay of his parent corporation.

Patrol Slave Remote Controlled Assisted Combat Power Armor - Booster System
The booster increases the range of the operating radius of the patrol slave and must be installed on both the Slave and the pilot. The Pilot has connections for a removable booster box installed on the side of the head (SP 12, helmets can be custom made to have booster on helmet. HC=2) and the Slave has a receiver unit installed parallel to existing control unit. It should be noted that there are differences between the TST and Borgman Industries Patrol Slaves.

The Standard weapons used with this shell is:

Right Arm Rifle Weapon with UB weapon   Right Shoulder Rocket Pod

Left Arm   Tsunami Arms "Ragnarok" CAWS Left Shoulder   Tsunami Arms "Micromortar" AGL

But any standard weapon may be used.

PHYSICAL STATS

REFLEX: 10 (-2 Patrol Slave)

ATTRACTIVENESS: NA

MOVEMENT ALLOWANCE: 10

M/Turn: 30M	MPH 20MPH
Jump (up): 6m	(broad): 8m

BODY: 36 (12 when CCPL powered down)

Lift: 1160 (480kg)	Throw: 360 (120m)
Damage Mod: +12 (+4)	

HAND-TO-HAND

Punch: 1D6+8 (1D6+4)	Kick: 2D6+12 (2D6+4)

PHYSICAL STRUCTURE

HEAD/TORSO

SP: 80

SDP: 70 (disabled),
80 (destroyed)

Options (Optic): 0

Options (Audio): 0

RIGHT ARM W/O HAND	LEFT ARM W/O HAND
SP: 40	SP: 40
SDP: 40/50	SDP: 40/50
Options: 4	Options: 4
RIGHT LEG W/FOOT	LEFT LEG W/FOOT
SP: 60	SP: 60
SDP: 50/60	SDP: 50/60
Options: 0	Options: 0

OPTION PACKAGES

Sensor Options:

Mounted in Head/Torso, contains full cyberaudio and cyberoptic features (ie every option in book). This includes target scopes linked to limblink weapons (ie all of them). Cyberaudio also includes: acoustic alarm system (see Spyder borg, Chromebook 3), Military Radio (Max. Metal) Mounted in the torso are the Raser Scanner, Magnetometer, and Radar Suite. The entire system is protected by a low-end military ECM/ECCM system (-3 on all jamming rolls to interfere with the radio remote system)

Weapon Subsystems:

Weapons are not included in new system but spaces allocated for weapons include linkages for the limblink system (+2 WA). Spaces are: 4 in each arm (shown above) as well as two 3-space heavy weapon hardpoints on torso (shoulder mountings).

Other Options:

Interchangeable Biopod, CCPL (Power Pack in each leg)

TOTAL PACKAGE COSTS

Eurodollars: 200,000eb (210,000 for Patrol Slave)

Humanity Cost: 45D6 (19D6+150)

There is a new phase in the style of the average Full Body Conversion. The Skele-borg. These are the 'borgs that covet speed above the strength that full conversion can only bring. And it seems that they are more frequent that you'd think. More and more 'borgs are opting for this style over the 'bigger is better' attitude.

Now you can purchase a shell of this style directly rather than having to do your own 'combat modifications'.

Shells available include:-

HUNTER SKELE-BORG

There is a new phase in the style of the average Full Body Conversion. The Skele-borg. These are the 'borgs that covet speed above the strength that full conversion can only bring. And it seems that they are more frequent that you'd think. More and more 'borgs are opting for this style over the 'bigger is better' attitude.

And now the first of the 'standard' Skeleborgs has been released, The **Hunter Skele-'borg**. While considered by some to be not a 'true' skeleborg it still fits into the style very well.

PHYSICAL STATS

REFLEX: 18

ATTRACTIVENESS: NA

MOVEMENT ALLOWANCE: 18

M/Turn:		MPH
Jump (up):		(broad):

BODY: 10

Lift:		Throw:
Damage Mod:		

HAND-TO-HAND

Punch:		Kick:

PHYSICAL STRUCTURE

HEAD
SP:

SDP: (disabled),
(destroyed)

Options (Optic): 4 & 4

Options (Audio): 8

TORSO
SP:

SDP:

Options: 1

RIGHT ARM W/HAND
SP:

SDP:

Options: 1

LEFT ARM W/HAND
SP:

SDP:

Options: 1

RIGHT LEG W/FOOT
SP:

SDP:

Options: 1

LEFT LEG W/FOOT
SP:

SDP:

Options: 1

OPTION PACKAGES

Sensor Options:

None Installed

Weapon Subsystems:

None Installed

Other Options:

None Installed

TOTAL PACKAGE COSTS

Eurodollars:

Humanity Cost:

HELLION SKELE-BORG

This Skele-borg, the second in the line, demonic in appearance, was designed to make use of all the possiblility of the skele-borg design (but only managed to make use of 50% of the potential of this form).

This shell stands taller than most (over 3m in height) with four arms and a long prehensile tail that is mainly used for balance (a design quirk means that MA is reduced in half when tail is removed/destroyed, and also shell is constantly moving/swaying to stop from falling over). The horns on the head are mainly for appearance but can be used when headbutting, or ramming (like a bull).

Note: Legs are of the digitrade style.
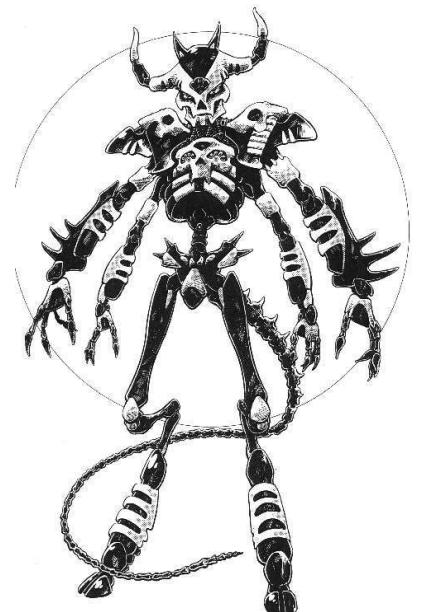
PHYSICAL STATS

REFLEX: 18

ATTRACTIVENESS: NA

MOVEMENT ALLOWANCE: 25

M/Turn:	MPH
Jump (up):	(broad):

BODY: 10

Lift:	Throw:
Damage Mod:	

HAND-TO-HAND

Punch:	Kick:

PHYSICAL STRUCTURE

HEAD

SP: 20

SDP: 20 (disabled),
30 (destroyed)

Options (Optic): 4 & 4 plus 2 & 2 in chest

Options (Audio): 8

TORSO

SP: 25

SDP: 25/35

Options: 1

RIGHT ARM W/HAND	LEFT ARM W/HAND
SP: 20	SP: 20
SDP: 20/30	SDP: 20/30
Options: 2	Options: 2
SECONDARY RIGHT ARM W/HAND	SECONDARY LEFT ARM W/HAND
SP: 10	SP: 10
SDP: 15/25	SDP: 15/25
Options: 1	Options: 1
RIGHT LEG W/FOOT	LEFT LEG W/FOOT
SP: 15	SP: 15
SDP: 15/25	SDP: 15/25
Options: 1	Options: 1

OPTION PACKAGES

Sensor Options:

None Installed

Weapon Subsystems:

None Installed

Other Options:

None Installed

TOTAL PACKAGE COSTS

Eurodollars: 60,000

Humanity Cost:

SKELE-BORG

Considered by some to be the only 'true' skeleborg this shell can only be utilised by a CCDAI or other AI control types (due to space limitations).
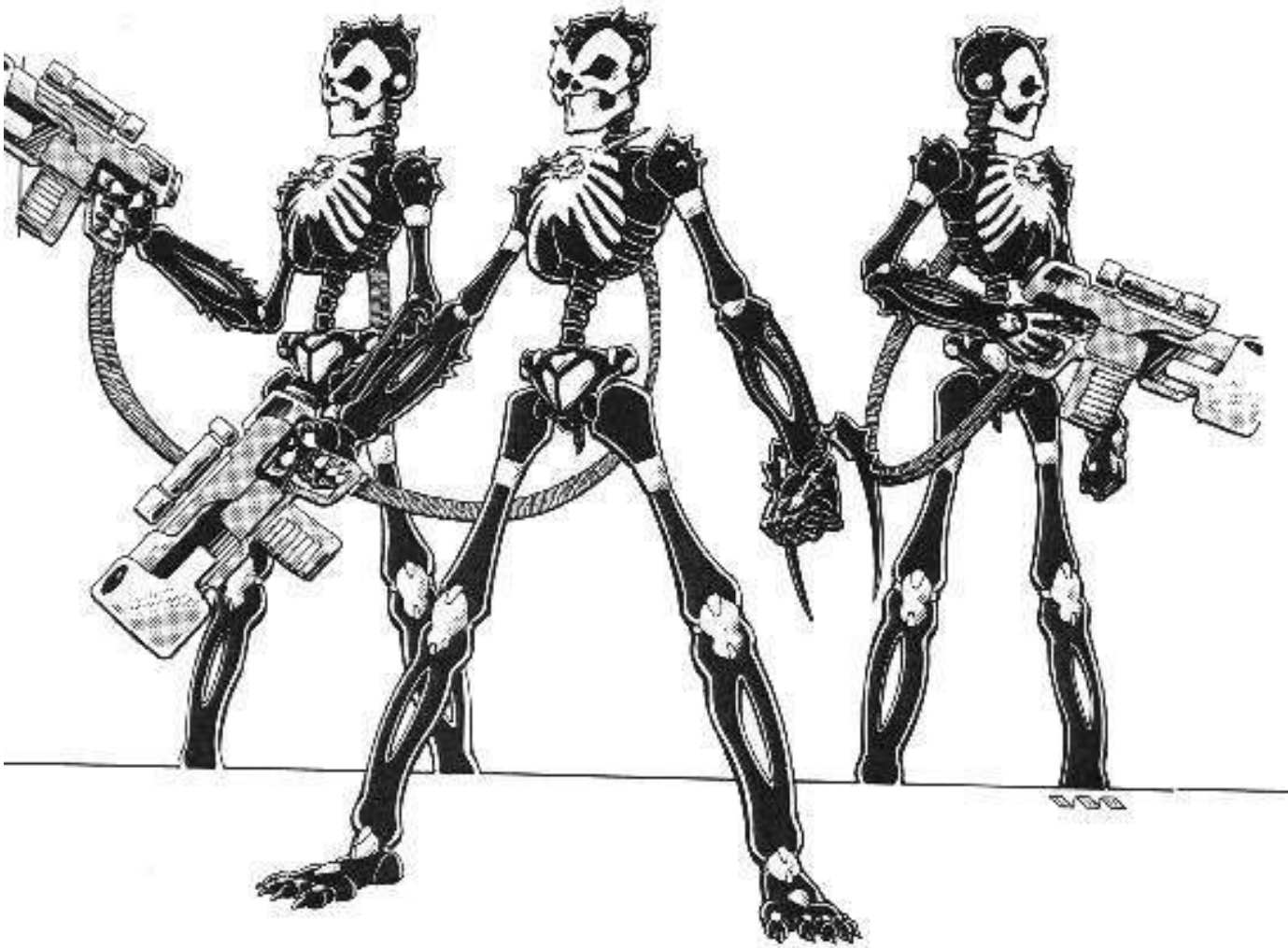
PHYSICAL STATS

REFLEX:

ATTRACTIVENESS: NA

MOVEMENT ALLOWANCE:

M/Turn: MPH

Jump (up): (broad):

BODY:

Lift: Throw:

Damage Mod:

HAND-TO-HAND

Punch: Kick:

PHYSICAL STRUCTURE

HEAD

SP:

SDP: (disabled), (destroyed)

Options (Optic): &

Options (Audio):

TORSO

SP:

SDP:

Options:

RIGHT ARM W/HAND

SP:

SDP:

Options:

LEFT ARM W/HAND

SP:

SDP:

Options:

RIGHT LEG W/FOOT

SP:

SDP:

Options:

LEFT LEG W/FOOT

SP:

SDP:

Options:

OPTION PACKAGES

Sensor Options:

Sensor names, description of sensor

Weapon Subsystems:

Weapons, weapon description

Other Options:

You get it yet?

TOTAL PACKAGE COSTS

Eurodollars:

Humanity Cost:

Smiling Jack SAMAS™ Full Body Conversion

Created first in the SAMAS™ Full Body Conversion line the Smiling Jack is a light 'borg (similar in capabilities to the alpha class 'borg) with a SAMAS™ flight unit installed (named such as it was designed especially for the Arasaka SAMAS™). Being a light borg it manages to fully use the capabilities of the SAMAS™ flight system and perform maneuvers that are very unexpected.

The Smiling Jack has mini-missile launchers built into the wings, a feature not present in the Arasaka SAMAS™.

The original naming of the Smiling Jack was due to the setup of the 'borgs head which makes it look like it is continually smiling. This feature has been removed in some production models and changed by some after sale modifications.

PHYSICAL STATS

REFLEX: 15

ATTRACTIVENESS: NA

MOVEMENT ALLOWANCE: 10

M/Turn: 30m	MPH 20mph
Jump (up): 6m	(broad): 8m

BODY: 12

Lift: 480kg	Throw: 120m
Damage Mod: +4	

HAND-TO-HAND

Punch: 1D6+8	Kick: 2D6+8

PHYSICAL STRUCTURE

HEAD	TORSO
SP: 30	SP: 30
SDP: 20 (disabled), 30 (destroyed)	SDP: 30/40
Options (Optic): 3 & 3	Options: 0
Options (Audio): 6	

RIGHT ARM W/HAND	LEFT ARM W/HAND
SP: 30	SP: 30
SDP: 20/30	SDP: 20/30
Options: 1	Options: 1

RIGHT LEG W/FOOT	LEFT LEG W/FOOT
SP: 30	SP: 30
SDP: 20/30	SDP: 20/30
Options: 0	Options: 0

OPTION PACKAGES

Sensor Options:

Interferometry System (10x magnification, both microscopic and telescopic at all times), OptiShield with Times Square Plus, Time/Day Display & Low Lite, Military Radio (with band-jumping, burst transmission, IFF and scrambler functions, 500km range), Sound Editing, Enhanced Hearing Range, Cybermatrix™ Reactive Body Plating.

Weapon Subsystems:

LimbLink™ in arms & to MML,
Mini-Missile Launch Tubes in wings
HVY +2 L P 4D6 (MICROMISSILE) 6 1/2/3/6 ST 200m
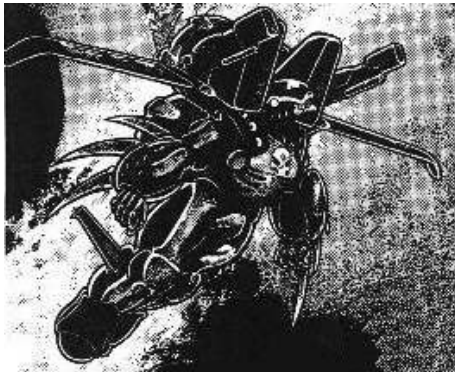
Other Options:

Gyro-Stabillizer, LiveWires (wrist), EMP Shielding, Climbers (can dig into solid materials to aid climbing +2 to *Climbing* tasks, also +4 damage in melee combat), SAMAS™ Flight Unit, Ambidexterity Sub-processor.

TOTAL PACKAGE COSTS
Eurodollars: 100,000
Humanity Cost: 18D6+2

Super SAMAS™ Full Body Conversion

Designed to use the same flight system as the Arasaka SAMAS™ (see The BlackHammer Project) The Super SAMAS™ Full Body Conversion is also an ARASAKA creation but was not put into production by the Ara's (alleged control problems).
There has been some difficulties found by some users when they load up

their SAMAS™ shell only to discover that they cannot fly because they are overweight (this is one of the reasons that Arasaka did not produce this shell) but the addition of extra jump jets in the legs (which effectively removes any leg option spaces) will help towards alleviating this problem (Note: towards not completely).

The Super SAMAS™ is equipped with two single-space weapon mounts, over-the-shoulder connected to flight pack, fore-arm single-space cyberweapons, and three large forearm mounted blades, used for cutting down enemy infantry.
The Super SAMAS™ is is ideal for engaging with AV's, helicopters, Powered Armor and troops. When dispatched in squads they are virtually unmatched when engaging with flight-capable PA but is not equipped to handle vehicles that travel faster that Mach 1.
In addition to it's onboard weapons the Super SAMAS™ can use any standard 'borg portable weaponry, with weight considerations effecting the choice.

The Super SAMAS™ is the second of the SAMAS™ Full Body Conversion line.
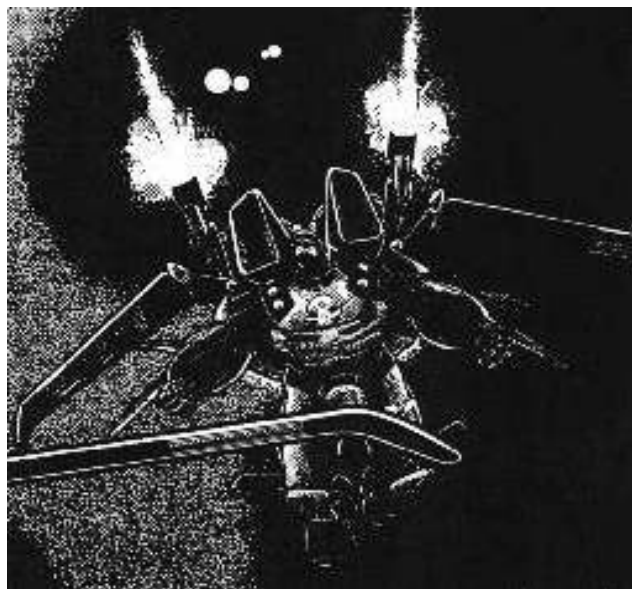
PHYSICAL STATS

REFLEX: 15

ATTRACTIVENESS: NA

MOVEMENT ALLOWANCE: 10

M/Turn: 30m	MPH 20mph
Jump (up): 6m	(broad): 8m

BODY: 20 *16*

Lift: 800kg	Throw: 200m
Damage Mod: +8	

HAND-TO-HAND

Punch: 1D6+8	Kick: 2D6+8

PHYSICAL STRUCTURE

HEAD
SP: 40
SDP: 40 (disabled), 50 (destroyed)
Options (Optic): 3 & 3
Options (Audio): 6

TORSO
SP: 40
SDP: 50/60
Options: 0

RIGHT ARM W/HAND	LEFT ARM W/HAND
SP: 40	SP: 40
SDP: 40/50	SDP: 40/50
Options: 1	Options: 1
RIGHT LEG W/FOOT	LEFT LEG W/FOOT
SP: 40	SP: 40
SDP: 40/50	SDP: 40/50
Options: 0	Options: 0

OPTION PACKAGES

Sensor Options:

Interferometry System (10x magnification, both microscopic and telescopic at all times), OptiShield with Times Square Plus, Time/Day Display & Low Lite, Military Radio (with band-jumping, burst transmission, IFF and scrambler functions, 500km range), Sound Editing, Enhanced Hearing Range, Cybermatrix™ Reactive Body Plating.

Weapon Subsystems:

ForeArm Blades: Large Blades mounted on the forearms of the borg, used in sweeping motions for hand-to-hand attacks when flying past targets.

Over-the-shoulder Weapons: Mounted over the shoulder these 1-space mounts have LimbLink™ installed for greated accuracy.

Arms: The Arms have LimbLink™ installed standard.

Other Options:

SAMAS™ Flight System, Jet Boosters (legs)

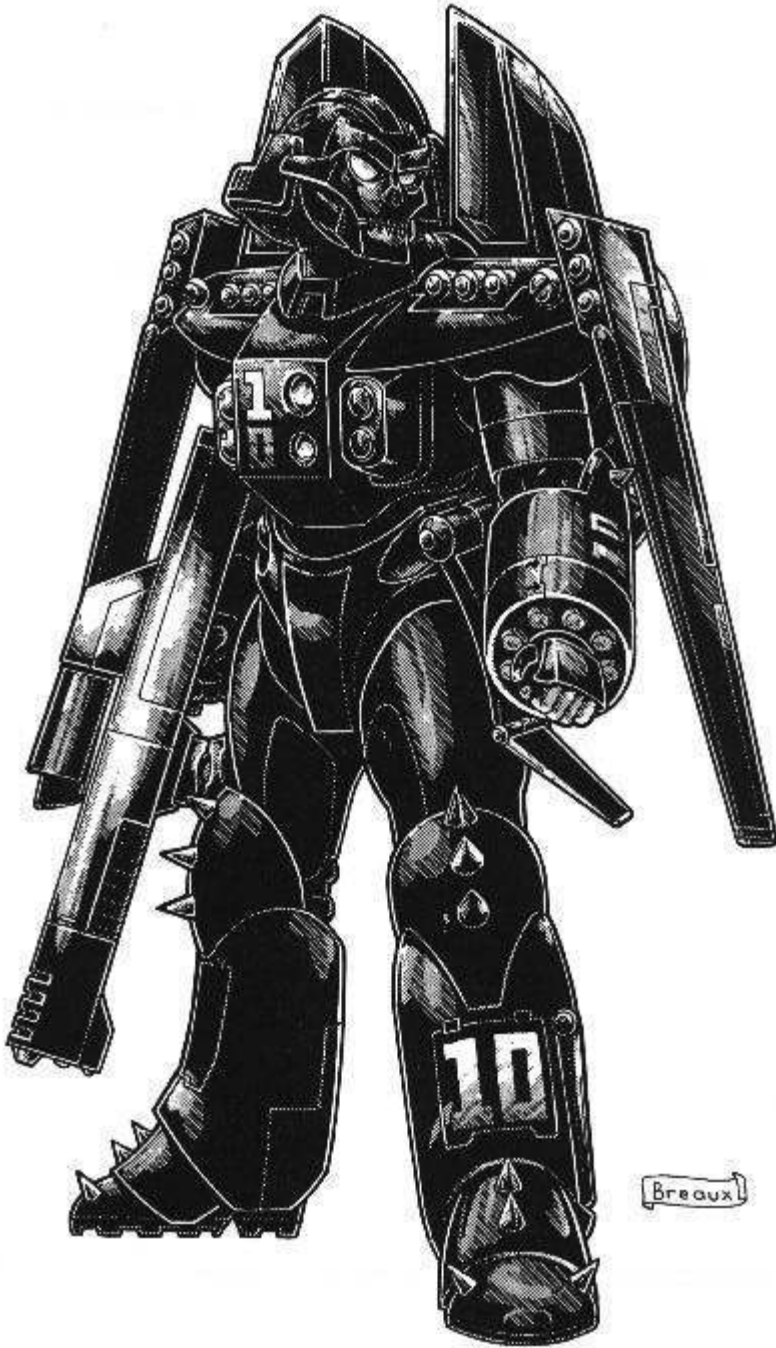## TOTAL PACKAGE COSTS
Eurodollars: 150,000
Humanity Cost: 19D6

Special Forces SAMAS™ Full Body Conversion

When the design specifications for the Smiling Jack SAMAS™ were released an unnamed company requested a SAMAS™ borg with Special Forces deployment in mind. The result is the Special Forces SAMAS™ , also known as the SF-SAMAS™ and Dead-'Borg. The original request and the end product differ slightly, as the end result is more like a panzer-shell that any other type, but it still comfortably fits into the criteria on the request list.

After the release of this 'borg there was an attack on what was the alternate site for the SAMAS™ 'borg research labs which shut down all current construction of SAMAS™ 'borgs (but that doesn't mean that there aren't more SAMAS™ 'borg designed, and it doesn't mean there are either :-) it just means there isn't any more research being done currently).

PHYSICAL STATS

REFLEX: 15

ATTRACTIVENESS: NA

MOVEMENT ALLOWANCE: 15

M/Turn: 45m	MPH 40m
Jump (up): 6m	(broad): 11m

BODY: 14

Lift: 560kg	Throw: 140m
Damage Mod: +6	

HAND-TO-HAND

Punch: 1D6+6   Kick: 2D6+6

PHYSICAL STRUCTURE

HEAD

SP: 30

SDP: 25 (disabled),
35 (destroyed)

Options (Optic): 3 & 3

Options (Audio): 6

TORSO

SP: 30

SDP: 35/45

Options: 0

RIGHT ARM W/HAND

SP: 30

SDP: 25/35

Options: 0

RIGHT LEG W/FOOT

SP: 30

SDP: 25/35

Options: 0

LEFT ARM W/HAND

SP: 30

SDP: 25/35

Options: 0

LEFT LEG W/FOOT

SP: 30

SDP: 25/35

Options: 0

OPTION PACKAGES

Sensor Options:

RASER Scanner (mounted in chest), Interferometry System (10x magnification, both microscopic and telescopic at all times), OptiShield with Times Square Plus, Time/Day Display & Low Lite, Military Radio (with band-jumping, burst transmission, IFF and scrambler functions, 500km range), Sound Editing, Enhanced Hearing Range, CybermatrixTM Reactive Body Plating.

Weapon Subsystems:

6 Shoulder mounted MML Launch Tubes (3 per shoulder), usually HE MML.
6 Wing mounted MML Launch Tubes (3 per upper wing)
HVY +2 L P 4D6 (MICROMISSILE) 6 1/2/3/6 ST 200m
Wrist Racate (each arm)
Knee & Foot Spikes

Other Options:

Gyro-Stabillizer, LiveWires (wrist), EMP Shielding, Climbers (can dig into solid materials to aid climbing +2 to Climbing tasks, also +4 damage in melee combat), SAMAS™ Flight Unit, Ambidexterity Sub-processor. Variable Spectrum Spotlight (mounted in chest) SAMAS™ Flight Unit

TOTAL PACKAGE COSTS

Eurodollars: 140,000

Humanity Cost: 19D6

The V-Series: Valkyrie & Veritech

The V Series was created and based on the images acquired from a old vid series. And both are, basically, versions of the infamous Dragoon. Armoured to allow them to survive the weapons that would disable any standard borg the V-Series has been designed to be sent against well armed enemy units.

The size of the V-Series makes it unable to fit into standard vehicles and are best suited for transport in Powered Armour Transports.

Optics are shielded behind a visor, fingered are armoured, reducing their ability to use small weaponry, and their feet are wide and long.

The Veritech and Valkyrie both come standard with a 3-pod Micro-Missile Launcher built into each arm, generally hidden beneath an armoured mini-shield, also standard with each design. The exhaust crated by this design is expelled through vents at the back of the shield.

The shoulders are built to allow the bolting on, literally, of weapons pods, larger in size to those useable on a standard dragoon. The V-Series comes standard with Twin Sensory Booms, both fully equipped.

Both are equipped with a waist attachment for grenades, or a holster, and armoured boxes are placed on each leg, suitable for ammunition or grenades.

Both are equipped with a chest mounted searchlight, UV, IR or standard, as well as having the option for armouring the light as well.
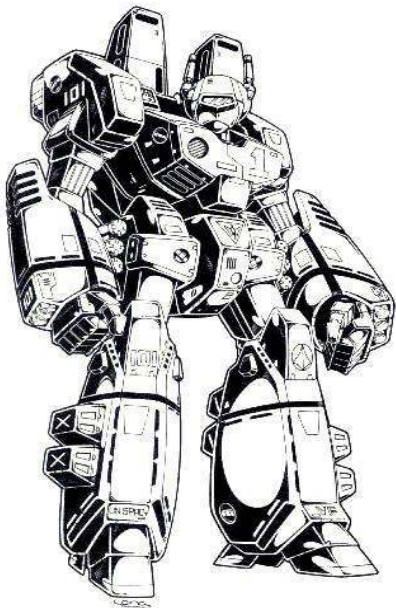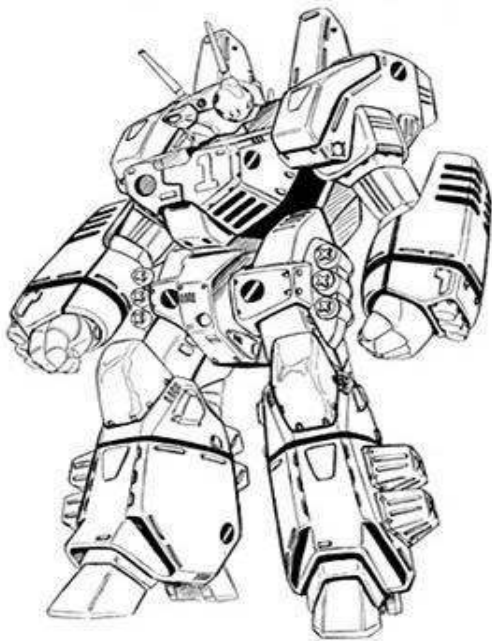
REFLEX: 15

MOVEMENT ALLOWANCE: 10

M/Turn:	30m	MPH 20mph
Jump (up):	6m	(broad): 8m

BODY: 20

Lift: 800kg	Throw: 200m

Damage Mod: +8

HAND-TO-HAND

Punch: 1D6+8	Kick: 2D6+8

PHYSICAL STRUCTURE

HEAD

SP: 30

SDP: 30 (disabled), 40 (destroyed)

Options (Optic): 3 & 3

Options (Twin Boom Optic/Audio): 3/3 & 3/3

Options (Visor): 0

Options (Audio): 6

TORSO

SP: 30

SDP: 30/40

Options: 0

RIGHT ARM W/HAND	LEFT ARM W/HAND
SP: 30 (Forearm Shield 35)	SP: 30 (Forearm Shield 35)
SDP: 30/40	SDP: 30/40
Options: 1	Options: 1

RIGHT LEG W/FOOT	LEFT LEG W/FOOT
SP: 30	SP: 30
SDP: 30/40	SDP: 30/40
Options: 2	Options: 2

OPTION PACKAGES

CyberOptic(L): Target Scope	Chipware Socket
CyberOptic(R): Target Scope	locator beacon
CyberAudio: Amplified Hearing (+2 Awareness) with Level	Combat Crystal
Damper. Long-Range Radio (25km) with Scrambler.	Black Box
Interchangeable biopod	Auto Injector
Pain Editor	IFF Transponder
Sniffer	Sat Link

Armoured Mini-Shield
Shielding
Optic Visor with Anti-Dazzle & Times Square Plus
Waist gear attachment
Armoured leg boxes (each leg)
Chest Mounted Searchlight

WEAPON SUBSYSTEMS

3-Pod Micro Missile Launcher (2) in each arm, beneath mini-shield (SP 35)
Shoulder Heavy Weapon Mounting Points

TOTAL PACKAGE COSTS

Eurodollars: 170,000

Humanity Cost: 38D6

Heavy Machine
Full Body Conversion

A full body conversion, very similar to the alpha type, with a cosmetic head and armored body, and some little extra's, allowing the borg, with correctly designed clothing, to seem at least partially human during it's 'down-time'.

The primary use of this design is for allowing the borg to seem human at first glance from security personnel and people walking down the street, allowing it a small degree of stealth in non-combat situations.

HEAVY MACHINE PHYSICAL STATS

REFLEX: 10

ATTRACTIVENESS: NA

MOVEMENT ALLOWANCE: 10

M/Turn: 30m	MPH 20mph
Jump (up): 6m	(broad): 8m

BODY: 12

Lift: 480kg	Throw: 120m
Damage Mod: +4	

HAND-TO-HAND

Punch: 1D6+4	Kick: 2D6+4

PHYSICAL STRUCTURE

HEAD
SP: 25

SDP: 20 (disabled),
30 (destroyed)

Options (Optic): 4 & 4

Options (Audio): 6

TORSO
SP: 25

SDP: 30/40

Options: 4

RIGHT ARM W/HAND	LEFT ARM W/HAND
SP: 25	SP: 25
SDP: 20/30	SDP: 20/30
RIGHT LEG W/FOOT	LEFT LEG W/FOOT
SP: 25	SP: 25
SDP: 20/30	SDP: 20/30

OPTION PACKAGES

Sensor Options: None Installed

Weapon Subsystems: None Installed

Other Options: Humiguise head stylisation (custom to each borg)

TOTAL PACKAGE COSTS

Eurodollars: 45 000

Humanity Cost: 16D6

WHITE TIGER SHOCKTROOPER

Colored usually white or dark grey with black tiger stripes as design accents, the White Tiger Full Body Conversion is well suited to the cold weather environment (ie snow). It is roughly humanoid shaped but big and husky with broad, armored shoulders, a barrel chest, thin waist and short, powerful, thick legs.
The Hands and toes are clawed, adding to the hand-to-hand capabilities, and a number of inconspicious and concealed weapons (not installed at time of sale) add to the firepower of the weapons carried.
The left arm has three retractable cyberwhips with bladed tips and taser shock options that fries whatever they grab/entangle. Or they can be used as an electrified, slashing, whip.

Designed originally as a non-urban environment FBC the White Tiger has listed by a number of urban groups as their number one 'want' item with large rewards being posted for the delivery of one such FBC.
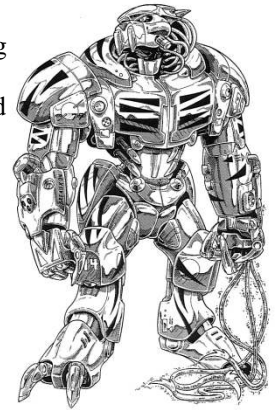
PHYSICAL STATS

REFLEX: 15

ATTRACTIVENESS: NA

MOVEMENT ALLOWANCE: 10

M/Turn: 30m	MPH 20 mph
Jump (up): 3	(broad): 8

BODY: 15

Lift: 600kg	Throw: 150m
Damage Mod: +8	

HAND-TO-HAND

Punch: 1D6+8	Kick: 2D6+8

PHYSICAL STRUCTURE

HEAD	TORSO
SP: 30	SP: 30
SDP: 30 (disabled), 40 (destroyed)	SDP: 40/50
Options (Optic): 4 & 4	Options: 3
Options (Audio): 4	
RIGHT ARM W/HAND	LEFT ARM W/HAND
SP: 30	SP: 30
SDP: 30/40	SDP: 30/40
Options: 2	Options: 1
RIGHT LEG W/FOOT	LEFT LEG W/FOOT
SP: 30	SP: 30
SDP: 30/40	SDP: 30/40
Options: 2	Options: 2

OPTION PACKAGES

Weapon Subsystems:

Ripper hand (L & R), Electro Cyberwhip, Claw Feet

Melee	0	-	-	1D6+8	3	3	ST	3m

Other Options:

Environmental Assimilation System, Shielding, Chipware Socket, Ambidexterity Sub-processor, IR Thermal Dam, R Arm Quick Change Mount

TOTAL PACKAGE COSTS

Eurodollars: 41000

Humanity Cost: 16D6

Mantis Shocktrooper
Full Body Conversion

More shock than trooper the Mantis has been designed by experts (most commonly refered to as 'drips under pressure') for the use as part of psychological warfare.
The Mantis has this value as it is capable of concealing itself in locations not commonly checked by most troops.

PHYSICAL STATS

REFLEX:

ATTRACTIVENESS: NA

MOVEMENT ALLOWANCE:

M/Turn: MPH
Jump (up):   (broad):

BODY:

Lift: Throw:
Damage Mod:

HAND-TO-HAND

Punch: Kick:

PHYSICAL STRUCTURE

HEAD

SP:

SDP: (disabled),
     (destroyed)

Options
(Optic): &

Options
(Audio):

TORSO

SP:

SDP:

Options:

RIGHT ARM W/HAND   LEFT ARM W/HAND

SP: SP:
SDP: SDP:
Options: Options:

RIGHT LEG W/FOOT   LEFT LEG W/FOOT

SP: SP:
SDP: SDP:
Options: Options:

OPTION PACKAGES

Sensor Options:

Sensor names, description of sensor

Weapon Subsystems:

Weapons, weapon description

Other Options:

You get it yet?

TOTAL PACKAGE COSTS

Eurodollars:

Humanity Cost:

Unofficial Full Body Replacement Options

Hip Mechanical Arm Mounts

Originally built for the mounting of extra weapons on a combat 'borg, these mounts are more often used for secondary devices (optics, audio, or simply carry bags). But this shouldn't stop you from getting them. They are considered to be the most useful cyber-option ever by some users and the most insane by others these mounts hold 2 spaces of cybernetics options and cost so little. Hip mounts are bought essentially 'stripped' and customised to the users requirements and taste. Many customisations are now possible and experience has shown that weapon mounts are not as useful as the equipment and other secondary purpose uses. Currently TST can supply and install the following versions of the hip mounts:

- Pistol Holster (size unspecified)
- CCPL secondary powerpack
- Laser
- Grenade Rack (x4)
- Ammunition Holdall (x4 reloads)

(Note: Prices for the above options vary, contact TST for specific prices (or your GM))

3 weeks after the original version was placed on the market copies started appearing for non-CCPL 'borgs which included a CCPL power pack on one mount and the laser (or another 'upgraded' laser) on the other mount. The company originally marketing the mounts was removed from the corporate playing field when their headquarters were destroyed in a large explosion (along with over 98% of their personel).

Due to original design inadequatcies the mounts are unable to have weapons above Pistols mounted for firing, or a weight above 56kg placed upon them. They are also prone to break if large amounts of stress are placed upon them (don't use them for a martial arts hold)[exact levels GM's call].

There is a version capable of mounting heavy weapons in in development but it is a number of years away from becoming viable.

The original version was a tri-barreled laser weapon specially built for the mounting arms (which themselves were built for a laser weapon [no recoil]). Unfortunately for the first buyers the lasers didn't pack much of a punch so they were discarded fairly quickly. Information for this weapon in below

Hip lasers

Two tri-barreled lasers mounted on mechanical arms connected to a borg's hips may be disorienting to opponents but isn't that the point on the street, to win the battle any by any means foul or fair.

But these weapons are specially built for 'borgs as the mounts need to be attached to a 'borg chassis for proper control and those 'borgs utilizing the CCPL 'Cybersteroids' System will find that the CCPL power packs are perfectly suited to increasing the firing capacity of this weapon to almost unlimited shots (dependant on power available from CCPL Power Pack).

But many ask 'Why a tri-barrel?'. Well, it was discovered that a laser with a lower maximum power shot available was infinitely more reliable than a standard laser and to keep the damage in an operational threat zone the tri-barrel version was created.

While the look of the weapon may put off many potential users we anticipate this weapon system will be very popular with many people.

Mounts have an SDP of 25 and can be armoured, for a fee, up to SP10.

Hip Laser	EX	+1	-	-	2d6 (laser) per laser fired	-	3	VR	100m
	HC:	1d6 per mount				Cost:	1,500eb per mount		

'Borg Buster

This particular nasty weapon system is built for the borgs who hunt borgs (the canned meat canners if you prefer). It uses a not quite standard ammo hopper as part of the weapon system. The ammohopper holds 2 reloads for a HLAW (note HLAW) which is fired from a retractable over-the-shoulder HLAW mount (which holds a third HLAW round).

There is no way on earth (or in orbit) that anyone who isn't Military, Corporate-Military, or C-SWAT will be able to get one of these legally (and impossible illegally). In fact many of those who have seen it in action suggest it be only used in military actions (which makes it perfect for use in Shockwave, or so I'm told) and the worst combat zones. But it's nothing if not deadly accurate (WA +2, smartlinked).

HLAW	+2 smart	-	R	11D10AP HEAT	4 (+1 in launcher)	2 per round, 6 for ammo pack)	VR	Range 100m, 4m burst radius
HC: *3*		Cost: 4,000 eb (800 per reload)				Note: Ammo Hopper is part of this system & cannot be used for other weapons		

CyberEmp Humanity recovery system

The CyberEmp (also known as EmpDoc and BorgEmp) is a very rare and very (very) expensive procedure. The subject is confined to a compound in Europe and has little contact with the outside world during the period of the procedure. am minimum of 6 months is spent in the facility and over 1 million eurodollars (on top of 'borg expenses) but 12 months us usually spent in the facility. The whole system is geared to minimizing the amount of HC to the subject by slowly transferring their view of themself from a 'normal' human to a borg. For 6 months spent in the facility 60% of the expected Humanty Loss is countered and this increases for time spent there. The system consists of two wrist units, a neck and a head unit which are all connected to one of the sixteen high level AI's which control the process.

The process is a slow one due to the way that it works. The surgery on the subject is done in the first week and the control units are added at this time. Over the next few months the system slowly adjusts the patients view on the world until they accept themselves as a full-body conversion. Daily psych tests and weekly analysis is standard and all staff are trained to treat each patient as their system is acknowledging them to be (staff are briefed daily). The controlling units reduce the levels of the subjects REF, BOD, MA, etc to their pre-borg ranges and slowly increses the control over it until the subject has accepted themselves as a borg.
Notes: The cost is 150,000eb per month spent in the facility and time spent is calculated from the amount of HC loss to be countered. 60% - 1D6+6 months, 70% - 1D6+11 months. The is a limited size storage area at the facility with room for one vehicle and 1 shipping container worth of gear per patient. There is no charge for the storage. Minimum charge for stay is 1 million eurodollars. The system changes the view the subject has of themselves to the level of change they are at (ie 1st month - normal human, last month - full borg).

The success of the system can be shown by the fact that it is the only facility to convert subjects to a Dragoon and a Spyder full-body conversion and having both the subjects keep their sanity, reasonable empathy and, more so in the case of the Dragoon, their free will.

Oxygen Battery Recharger

Originally developed for the cold vacuum of space this system is now available for aquatic use (although still usable in space). The system recharges the shell's internal oxygen battery, slightly modified of course, making the time a borg can spend underwater, or inside that hazardous contaminated environment, even longer.
Available only at specialist Full Body Replacement outlets.

Spare battery tanks available at speciality diving stores and borg cybernetic outlets.

Notes: The extra batteries hold 10 hours of oxygen and transfer to the borgs's internal battery in 10 minutes and can only be transferred in full. The original internal battery must be repalced with a specially rebuilt version (paid for in cost below, replacement takes 2 hours, CR operation, biosystem must be disconnected from body) which allows for the recharging to be accomplished. The amount of oxygen available is reduced to 14 hours but is worth it when taking into account that a total of 64 hours can be spent outside of an oxygenated habitat. Overfilling the internal battery can cause it to "explode," (1 in 10 chance. Biosystem has no oxygen being added and you can die. get thee to a hospital with cyber-surgeons or borg docs within 10 mins for any chance of survival (shell will collapse or freeze after 8 mins) Lose 1 point of INT for every minute over 6 that biosystem is without oxygen being added to system. After 15 mins without oxygen biosystem is dead - no chance of recovery [40 emergency medical roll to recover] critical emergency surgery and oxygen battery must be replaced (it blew up remember) but in most cases it will simply loose all the oxygen in all batteries concerned (except for a 5 minute reserve in the borg. see above for what happens once this runs out). The connection point on the borg is usually on the lower torso at one side but can be, potentially, anywhere on the torso. The spare batteries are a similar size to SCUBA and FLUBA tanks but are in no way compatable with those systems.
Cost: 2000eb **HC:** 1D6
Oxygen Battery (tank): 300eb **(refill):** 100eb.

Stylization Options for Full Body Conversions

Stylization. Doesn't give you a lot of information does it? Sure you are told that it individualises the borg but how? Where does it start? Where does it finish? How much does it cost? (varies, yeah and so does the GM's mood) Well TST hope to reduce your confusion with the release of the Beast 'Borg stylization line. For a set fee (yes we do tell you how much) we will stylize your shell in an animalistic style that you select from our large library.

The modifications can be as limited or extensive as you like. From as simple as a face mask colorisation to a complete shell rebuild (stat changes no included).

Contact TST today and discover your animal style.
Note: shell rebuilds in no way affect the stats of a borg shell. Stat change can be done at this time but at an extra 10% cost over standard costs.

Also note that this is only a guide. Final cost is up to the GM.

Face Mask	Primary Color Paint	50eb	
	Complex Multicolored Design	600eb	
Head & Hand color	Primary Color	300eb	
	Complex Design/Many Colored	1,000eb	
Upper-Body Colorisation	Primary Color Paint	500eb	
	Complex Design/Many Colored	1,600eb	
Full Body Colorisation	Primary Color Paint	700eb	
	Complex Design/Many Colored	1,900eb	
Head & Hand Rebuild	Basic	700eb	
	Complex Design	1,400eb	
Upper-Body Rebuild	Basic	800eb	
	Complex	2,000eb	EG Croc Head on torso, Reptillian Arms, Head Color 1,700eb
Full Body Rebuild	Complex	2,500eb	

Note: I was channel surfing one afternoon and saw Beast Wars® and thought that a borg would look good rebuilt like one of them. See Beast Wars® for some examples.

Humiguise

The cry has been 'if you want to look human, get a Gemini' for a while now, but that is soon to change. It will now be 'look human?, get Humiguise'.

Humiguise is a system which allows a 'borg to look human but unlike other systems it doesn't mean your shell won't be able to work as normal.

The system works differently systems by not concentration on concealing the whole 'borg but working on subsections. This system works on the Head & neck, and/or hands. The Shell is required as this is not a off-the-shelf option. It should also be noted that this system is not an armor and is not a heavy duty sytem and tears are possible in it (Get enough tears, damage, and you might look like the Terminator®) [after all it's only synthskin].

Awareness 22 to spot ('borg size can effect this) with distance to spot as normal.

Cost: 1,000 eb (replacement 800eb)   **HC**: 0
Full body and custom Humiguise also available.

Frame Reinforcement

Every so often a 'borg comes to us for a frame upgrade 'cause they want to mount a bigger/more effective/higher recoil weapon. Why?, we ask ourselves, when a frame reinforcement would do the same job with the same effectiveness. Then the answer was found, because no-one provided the re-inforcement. So we decided to do it.
     e.g. a torso upgrade would allow a 4-space weapon/somthing to be mounted from the shoulder.
Cost: 3/4 rds (three quarters, 75%) of the cost of the frame (SDP) upgrade. (Hey we didn't say it would be cheap)
HC: ??? (ask your GM, personally I'd make it the same)

An example of this upgrade/re-inforcement is the installation of a 20MM Vulcan cannon (canibalised from an auto-gyro) from the right shoulder of a 'borg (Note: this includes a ammunition drum) without structural damage to the 'borg)

Full Body Conversion Flight Unit

Now available the new and improved Full Body Conversion Flight Unit (the original was recalled after a design fault was detected) which is now a completely different design to the original. Now, instead of the twin small underpowered jet engines, you have a choice of twin rotors, counter-rotating single stalk rotors or twin turbine engines (combat proven designs them all).

BFU-2ti

Originally created from a canabilised Combat Tiltrotor Remote, this version is the only with arnaments as standard. Utilising twin rotors this Flight Unit was the first of the current line.

SDP 25   SP 5   Top Speed 150/50 mph   50 mile range

Weapons   12.7mm Chaingun (or 1 space)

BFU-2tt

Created fram a disabled Bell-Boeing Aircar the original of this version was quite sucessful prompting production. The engines of this version are set out similarly to the BFU-2ti

SDP 30   SP 8   Top Speed 160/50 mph   50 mile range ACC/DEC 15/20

BFU-2tc

Also a 'combat modification', this version from a Bell Bumblebee' Remote Rotocraft, this version was the most favoured of those tested by out testing borg.

SDP 25   SP 6   Top Speed 70 mph   70 mile range

It should be noted that All systems are designed for the borg to be left in the standing position during takeoff/landing and only the first 2 systems designed to fly at great speed with the borg horizontal (the first number for those systems). All systems are also equipped with explosive bolt escape systems to ditch a damaged Flight Unit.

A Pilot skill is also required to use these systems competently (a single chipslot is built into all designs)

Gear for Full Body Replacements

Dragon Metalgear

Metalgear is good, for the average street solo, but for borgs it isn't. It doesn't sit right, give enough protection, or even allow for your shells weaponry. TST is now offering, for Full Conversions only, Dragon Metalgear. The only armor made especially for borgs. Available in SP50, 55, and SP60 only. Helmet not included.

Notes: Dragon Metalgear is an advanced, borg only, version of SmartArmor specially modified to allow the free movement of the cyborg body with the minimum of encumberance and also allow the use of the cyborgs internal body weaponry, without sacrificing the effectiveness of the armor.

Armor has to be specially modified for it's owner and incurs a triple EV on other users in different shells. Armor cannot be made to fit multiple shells. Shell must have interface plugs to use armor.

If BOD is below 12 a double EV is incured (borgs and fleshies alike)

| SP	50	55	60
EV	-2	-2	-3
Cost	2,000	3,000	4,000
Armor must be linked to user or double EV			

VEHICLES
• Green Thunder - The SRT

Imagine a train transferred onto the road. Then you might just have an idea what on of these looks like. The truck itself is a derivative of the Mac II "Monster" (it's a derivative as it's almost totally rebuilt) and it can handle up to 12 trailers (10 purely cargo, 1 extra fuel and outrider vehicle and 1 defensive trailer). More advanced versions are to be released by the TST Corporation. Most of the really costly elements of the system have been developed by TST after they acquired the rights to manufacture of the vehicle. TST intends to sell the vehicle in a modular form.

The modules are:

- Primary Tractor/Rig
- Secondary Tractor/Rig
- Cargo Trailer
- Fuel Tanker
- Fuel Tanker/Cargo Trailer Combo
- Fuel Tanker/HovTank Combo
- Rear Defense Trailer (with RPV Launcher)
- AV Coupling
- HovTanks
- Outrider Cars
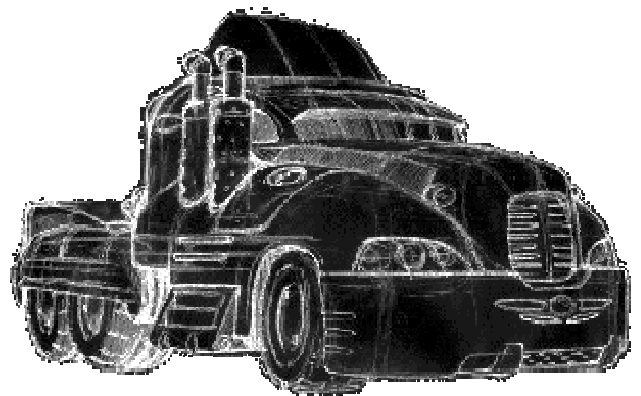
All Fuel Tanks are placed under a minimum of SP60. The purchase of a complete system will also make the buyer eligible to receive two cargo forklifts which can fit beneath the flatbed on the trailers. All vehicles described below also incorporate the controlling components that help the SRT to work. All section of the vehicle can have polycote added if the buyer so desires (for an extra cost).

The Maximum configuration is normally set out as:
Primary Rig, 2x Cargo Trailer (with wheels set rearward), normal Cargo Trailer (with link to SRig),
Secondary Rig, Fuel Tanker (combo or not), Cargo Trailer (WsR), Cargo Trailer (SrL),
Secondary Rig, 2x Cargo Trailer (Wsr), Cargo Trailer (SrL),
Secondary Rig, 2x Cargo Trailer, Rear Defense Trailer.

BTW for those of you who don't know SRT stands for "Super Road Train".

TECHNICAL DATA

Primary Tractor/Rig

Top Speed:	140 mph	Crew:	2
Passengers:	2	Maneuver:	0
SP:	60	Mass:	12 tons
ACC/DEC:	20/30	Range:	800 miles
Cargo:	36ton/trailer	SDP:	200
Type:	Truck	Cost:	202,000 eb.

Special Equipment:

Military Radio w/scrambler, Shooter Security System, Weapon Hatch, Radar, Radar ID, Radar Detector, Radar Rangefinder, Sonics, Military Nav System, Bed, Mini-Galley, Environment Control, IR Baffling, Cellular Phone, Crash Control, Damage Control, RAM, Life Support (8 Man Hours), AGAMS, Smoke, Laser Communicator, Cybernetic Linkage, AP Grenade Charges, ECM, Vidcam (x3), Image Enhancement, Infrared, Thermograph, Ultraviolet, SP30 Window Armor, Puncture Proof Tyres (SP 20-military style), Off Road Capability, Auto-pilot, Halogen/Infra-Red/UltraViolet Headlights. There is a radio/CCD booster in the rear defense trailer as well as a Satellite Uplink Device which can be accessed by the driver or any another person on the SRT.

Onboard computer has INT 6, 100 MU storage bank, 48 hour backup power (recharges from rolling tyres), cyber control, powerstrip 2020, smartstrip, holovid driver, modem, chipreader, Navigation map Database. When the train is linked the `puter can be accessed by the smaller computers in the other rigs. It is also Cybermodem connectable. The Cybermodem which is available with this package has a speed of +4, DataWalls of 10 a 100 MU of memory and also comes with a Chipreader, Extra Batteries, ZetaTech Diagnet, EBM 99080 'MUSE' and is fully Cellular Capable or can be used cellularly through the Radio/Cellular Setup incorporated in the vehicle (connection stuffups reduced due to the booster).

Weapons:

2x 30mm AutoCannons in separate Turrets with 10 reloads each,
LATGM - 7 missiles.

The physical layout of the main Rig has the driver in the center of the vehicle and slightly ahead of the weapons officer. The weapons officer sits to the left and slightly behind the driver. On the right is the first passenger who can also double as a net security person. The second passenger sits directly behind the driver. Directly to the left of them is the main computer and to the right is the door. The front windscreen is fully armored and the physical size of the glass is very little as most of the visual displays are on vidscreens (thats if they're needed at all). The window size is reduced to reduce the chance of projectiles punching through them. The front windows also have an armored cover (an extra SP 20)which can be placed over it for extra protection (unfortunately you have to be cyberlinked to the vehicle to see when it is place).

Secondary Tractor/Rig

Top Speed:	100 mph	Crew:	1 (becomes gunner in train mode)
Passengers:	1	Maneuver:	0
SP:	40	Mass:	9 tons
ACC/DEC:	10/30	Range:	800 miles
Cargo:	36ton/trailer	SDP:	100
Type:	Truck	Cost:	200,000 eb.

Special Equipment:

"AI" Robotic Control, Cyberlinkage, Armored Fuel Tanks, SRT Components, Crash Control, Damage Control, Armored Tyres, Off-Road Capable, Smoke Launchers, AGAMS, Bullet Proof Glass, Window Armor Screens (SP40), Laser Communicator, Shooter Security System, Weapon Hatch, Zetatech PS4040 Portstation, AP Grenade Charges.

Weapons:

2x Turrets for a 1/2 space weapon & 2 reloads for each.

The driver and passenger spaces in this vehicle are considered to be cramped by most people (people who are friends, very good friends, would call it cosy) and to cope with this the weapon turrets can be moved to accommodate a passenger (usually onto the roof).

If the weapon turret is placed on the roof the AGAMS is placed in a turret on to of tha 1/2 space turret.
When buying 3 of the vehicle is when this system becomes most economical when the turrets also give the weapons a greater firing arc. (they are usually placed ,from the front, driver door/roof, both doors, passenger door/roof).

Cargo Trailer

SDP:	100	Cargo:	34 tons
SP:	40	Cost:	1,000 eb

The cargo is either a cargo crate or on pallets with a small space below the floor where the spare wheels, extra ammo, forklifts & other junk can be stored. The rear of the trailer is reinforced to allow for the connection of further trailers. The cargo trailers used directly behind a PP are the same except that their wheels are set behind the doors to the cargo area. All tyres are Puncture Proof, OffRoad Capable and have fully independent steering and suspension. This also comes with AP Grenade Charges.

Fuel Tanker

SDP:	100	Cargo:	Fuel
SP:	60	Cost:	1,500 eb

The Fuel in the tanker is enough to extend the range on the SRT to over 8,000 miles. Armored to an SP of 60. The exterior of this trailer is designed to be inconspicuous to the rest of the vehicle. There is no cargo space below the tank as this area is used for hoses, pumps and other components for the fuel transfer system. The wheels for this tanker are set rear of the body.
The fuel tank is built to be able to withstand puncture and still not catch fire (a decision made by the original GT driver, with the benifit of experience). The way this is done is mostly by compartmentisation and other unnamed methods.

Fuel Tanker/Cargo Trailer Combo

SDP:	100	Cargo:	Fuel / 10 tons
SP:	60 / 40	Cost:	1,400 eb

The fuel tanker size is reduced to half (4,000 miles range + whatever already in the PP's tanks) and a small cargo area is places behind the tank. There is no cargo space below the tank as this area is used for hoses, pumps and other components for the fuel transfer system. AP Grenade charges are also included on this vehicle.

Fuel Tanker/HovTank Combo

SDP:	100	Cargo:	Fuel / 2 HovTanks
SP:	60 / 40	Cost:	2,000 eb

The fuel is as above except that there is an extra small seperate fuel tank for AV Fuel. The rear cargo section is redesigned to allow for the two Hovtanks and not create any extra drag or reduce performance of the SRT. It also allows the HovTanks to leave the SRT and act as extra defensive vehicles. The Hovtanks are placed at the rear of the vehicle with one above the other. This isn't the best way to have them and will probably be changed in the final release version. It is believed that a trailer holding 4 HovTanks may become available but this is not yet confirmed (or economical). The original configuration had only one HovTank and can be made available on request.
AP Grenade Charges are to be included on all versions.

Rear Defense Trailer

SDP:	100	Cargo:	None
SP:	60	Cost:	2,500 eb

Special Equipment:

AGAMS, Radio/CCD/Cellular Booster (ECCM Equivalent), Satellite Uplink, Radar (with Radar ID, Detector & Rangefinder), AP Grenade Charges, Magnetometer, Remote Store, Launch & Recovery System (holds 3 RPV-400), Laser Communicator, Chute, Vidcam, Minelayer (10 Anti-tank Mines).

Weapons:

1x 1 space weapon turret with 3 reloads, 2x 1/2 space weapon turrets with 3 reloads,
3x VSAM in verticle launch bins, 2x VSAM in retractable turret.

The remote launcher is similar to the type used on aircraft carriers but in a smaller version. It is placed on top of the trailer immediately in front of the RDT.

HovTank

Top Speed:	500 mph	Crew:	2
Passengers:	2 but usually used for storage space	Maneuver:	+3
SP:	40	Mass:	4.5 tons
ACC/DEC:	50/50	Range:	800 miles
Cargo:	300 kg	SDP:	120
Type:	AV	Cost:	550,000 eb.

Special Equipment:

IR Baffling, Crash Control, Damage Control, Cybernetic Linkage, Environment Control, Life Support (8 hours), AGAMS, AP Grenade Charges, Military Radio w/Scrambler, Laser Communicator, Radar, Radar/Laser Rangefinders, Radar ID, MultiTarget, Entertainment System, Image Enhancement, LowLite, TeleOptics, RAM, Navigation System, SRT Refuel System, Basic AutoPilot, Shooter Security System, Searchlight.

Weapons:

20mm Gatling with 3 reloads, 2.75" rockets in 19 shot pod, VSAM x3, Painting Laser, Turret with 7.62mm Minigun with 2 Mags & 40mm Auto-GL with 2 Mags, 4 AAM, 6x Hellfire Missiles.
The configuration of the HovTank allows for multiple redundancy in it's engines as it is designed to be a scout/defense vehicle and therefore take more punishment than the average vehicle (the vehicle has extra engines mounted).
The crews usually stay in the vehicle while it is connected to the SRT as it is easier than transferring in and out when trouble appears.

The Hovtank is rarely seen due to the high cost (on top of the high cost of the vehicle without it) but may be considered necessary when engagements with other vehicles may be out of the range of installed weapons.

Outrider Car

Top Speed:	170 mph	Crew:	2
Passengers:	0	Maneuver:	+1
SP:	40	Mass:	4.5 tons
ACC/DEC:	25/80	Range:	400 miles
Cargo:	2 space/1330kg	SDP:	150
Type:	Car	Cost:	180,000 eb.

Special Equipment:

Military Radio w/scrambler, Cellular Phone, Laser Comminicator, Comm-Suite, Nav System, Stereo Plus, Crash Control x2, Cybernetic Linkage, Armoured Spotlight, Halogen Headlights, Radar, Radar Detector, Image Enhancement, Light Amplification, Thermograph, Teleoptics, Laser Detector, Simple Security System, Off-road Capable, IR Baffling, Damage Control.

Weapons:

12.7mm Machinegun with 2 extra clips (in forward articulated mount), VSAM x2 HLAW, 3.5" rocket in 6-shot pod, 12.7mm Gatling with 2 reloads (in turret on roof).

This is the vehicle most commonly purchased with the SRT as it is cheaper (to run and initial cost) when compared to the HovTank. But personally I prefer a combination of the two. The Outrider car can link up to the rear of the vehicle and be towed (allowing the driver to rest).

History :

The original SRT wasn't anything more than a normal truck but with more trailers. The Rig had a more powerful engine and four trailers linked to it. It was considered illegal but the cops had bigger fish to fry and supplying the troops during Martial Law helped as well. The owner/driver then left the US and emigrated to Australia (taking his truck with him). There he transported goods across the Republic of Western Australia/Federal Republic of Australia border until the army caught up with him and blew it up.

Miraculously he survived the encounter (the trailers were destroyed but the rig wasn't). Six months later he was back. This time he used trailers with the wheels set back from the body and a connecting unit used on top. An engine was used on one of these units for extra acceleration. That version also had an armor of SP10. Unfortunately he forgot to armor or disguise the fuel tanks in any extra way. On his 12th trip a fuel tanker was used for extra range. And having it directly behind the cab wasn't that bright. It only took one well aimed incendiary grenade and a leaking fuel tank to start the fire. But the cargo of explosives quickly put it out. *"KA-BOOM"*

The border troops found him 500m ahead of where the truck came to a halt with almost every bone in his body broken. When he came out of the coma 7½ years later he learned of his prison sentence and when he had recovered sufficiently he was sent to jail to serve out the rest of his 8 year sentence. A week later he was out. A lawyer was waiting at the gate to hand over a substantial inheritance. This was in 2011. With the money he retired and disappeared and it was thought he was in the WA Republic. In 2018 a group of Runners, Techies and Solo's (a trans team) tracked him to the Hunter Region (Australia) and offered him a substantial amount of money to build another, more advanced, SRT. He declined the money but accepted the challenge. The product was called the Green Thunder (due to a technical fault which changed the polycote to a Dark Green colour, it's fixed in production models which have polycote) which included all of the aspects shown above (except multiple AV stuff). The whereabouts of the original is unknown but there are two copies known to be running the Fed Republic/WA border. The current location of the designer is not known but he intends to be at the TST release.
The vehicle looks rather weird if seen from the side (actually like a train) but this could be helpful.
The thing that distinguishes the original Green Thunder from the copies is a scrolling polycote bumper sticker which says:

"WIDE TURNS ARE AN UNDERSTATEMENT"

The **SM Attack Bike**.

With the Firestorm all around us, especially in Night City, there are many new and interesting devices being showcased and rushed into use. This is one of many.

A Combat bike made especially for the use of Metalgear, Enhanced Mobility Armor, PowerArmor, the whispered Power 'borg, and Full Body Conversion clad troops. Specially strengthened this bike can handle even a Russian_Arms_Bombardier clad trooper using it!
Available in Bike, Bike & sidecar, Frame only and Stealthy versions.

Attack Bike	w/o sidecar		
Top Speed:	110 mph	ACC/DEC:	20/30 mph
Crew:	1	Range:	400 miles
Passengers:	0	Cargo:	45kg (external)
Maneuver:	+1	Mass:	400 kg
SDP:	45	SP:	5
Special Equipment:	Off-road capable, Military radio w/scrambler, Halogen Headlight, Cybernetic linkage		
		Cost:	15,000 eb
Weapons:	2x 5.56mm Machineguns fixed forward		

Attack Bike	with sidecar (shown above)		
Top Speed:	100 mph	ACC/DEC:	18/30 mph
Crew:	1	Range:	400 miles
Passengers:	1	Cargo:	45kg (external)
Maneuver:	+1	Mass:	400 kg
SDP:	55	SP:	5
Special Equipment:	Off-road capable, Military radio w/scrambler, Halogen Headlight, Cybernetic linkage		
		Cost:	15,000 eb
Weapons:	2x 5.56mm Machineguns fixed forward, 12.7mm Machinegun in forward mount (passenger weapon), Smoke Launcher		

TST realises that 'field modifications' are often made on many products and we would like to help those enterprising mercenaries with a range of SM Bike varients.

RPV Varient

Many remotes need a platform they can be launched from but many of these platforms are not portable. This one is, with a full RPV control station under your control.

> **Changes**
> Use bike w/sidecar
> Remove 12.7mm gun, add RPV station (+600 eb to cost), Launch platform (holds 2 aerial RPVs, 2 medium wheeled and 2 micro remotes and storage space).

Anti-Armor Varient

While not the best Anti-Armor vehicle available it is the most available (which often counts in these times)

> **Changes**
> Use bike w/sidecar
> Remove 12.7mm Gun
> Add 37mm LATG, & 2 LATGM

Yet another of our available attack bikes, this inspired by fairly unknown computer game called Command & Conquer.

C&C Attack Bike				
		Top Speed:	100 mph
		ACC/DEC:	18/30 mph
Crew:	1	Range:	400 miles
Passengers:	0	Cargo:	45kg
Maneuver:	+1	Mass:	350 kg
SDP:	45	SP:	5
Special Equipment:	Off-road capable, Military radio w/scrambler, Halogen Headlight, Cybernetic linkage		
		Cost:	15,000 eb
Weapons:	7.62mm Minigun fixed forward, 2x Light Anti-Tank Guided Missile		

Vehicle Options

Securi Points

If you've got a car then you know that booster will probably try to joyride in it but with current anti-theft devices (like the minigun) it's getting harder for them too do that. So carjacking is becoming popular. But what if you get kidnapped at the same time. Boy are you in trouble. Well, you used to be. Now there are Securi Points. Places where you can hide a weapon in case you get kidnapped in your own car. These storage places are made so that you can fight back when they decide to get rid of you.
50 eb for a knife holder, 100eb for a pistol.
Securi Points are also usable on the exterior of your vehicle (hidden of course)

Turrets

Written on many vehicle data sheets are the words '[weapon] in turret'.
That's pretty non-descript. So I ask what actual type of turret is it? Or is it just a mounting point? Maybe it's one of these.
Note: Prices will follow shortly.

Bonnet Mounts/Turrets

Fixed forward, Universal & articulated mounts are the main types of mounts used in this way. They are usually fitted flush with the shell of the vehicle to reduce awareness of them in a combat situation and do not effect the handling of the vehicle. Considered to be one of the more useful non-military weapons mounts they cannot be fitted to some vehicles (as they do not have a bonnet). Available in 1/2 & 1 space mountings.

Bull-bar/RAM Turrets

With Bull-bars and RAMs becoming popular this option is becoming feasable and cost effectice in the marketplace.
Built only for 1/2 space weapons they can be linked to Ammo-Hoppers.
Usually mounted on the underside of bull-bars they have a full forward firing arc and a limited side transverse (unless mounted on one side of the Bullbar). Twin turrets (one on each side) linked to the one firing position are available.
Available in articulated and Fixed mounts only.

Mini-Ammo Hoppers

It has been found that there is space in many vehicles that are not taken advantage of by their designers. TST can help you take advantage of this space without comprimising the integrity of the vehicle. One of the solutions is to use Mini-Ammo Hoppers. 1/2 space ammo hoppers installed in the waste space of vehicles. (0 spaces for bikes, 1/2 for small cars, 1 for medium to large cars and AV's, Trucks 1 space, APC's/Tanks/Helicopters/Small planes 0, Medium planes 1/2 a space, Large planes 2 spaces)

Cost: 1,300eb per 1/2 space hopper (linkages for ammunition to weapons are included in this cost)

Note: Vehicle with this installed will always have something hit when armor is penetrated. If rolled that nothing is hit, roll again.

Consult with GM before installing in spare spaces of vehicles

Fixed Mounts with removable weapons

A lot of cities frown upon vehicles with weapons of certain types and sizes being freely shown. But most mountings are not made to allow their weapons to be quickly, efficiently and temporarily removed. This particular mounting allows this and efficient re-installation also.

Mount takes 1/2 space internal of vehicle (for ammo, links, etc) and can only be mounted on the passenger side of the bonnet, on the roof and on a side of a vehicle (usually,there are exceptions).

Consult with GM as whether this mount can use free space in your vehicle.

Small size vehicular weapons

Micro-Missile Launcher

HVY	+2	4D6	8	2	ST	200m	1/2 Space

Rostovic Missile Launcher

HVY	+0	5D6	8	1	ST	300m	1/2 Space

Oni Autoshotgun

RIF	+0	4D6+3	180	5/20	VR	75m	1/2 Space

Stealth Work at TST

TST was formed with the aim of building and rebuilding vehicles with the best possible use of stealth technology available. And ever since TST has provided what we consider to be the best stealth systems available for the lower end user. And for modest fees we can do it for you as well. Talk to any of our employees to arrange an appointment to discuss the options available for you.

NOTE: any stealth work done by TST costs the standard amount as shown in Maximum Metal plus 20% (labor costs). Stealth advantages are as standard shown in Maximum Metal.

TST also does the standard mechanical work on weapon and stealth systems (Maintainence, turret additions, etc)

A lot of this type of work is done by TST

TST Powered Armor Products

PA Environmental Assimilation System

An Environmental Assimilation System for your PA! Never I hear you say.
Well shut up and look at this
TST will outfit your PA for the future with the PA Environmental Assimilation
System
Notes:
Yes it its what is claims to be. And it works exactly like the normal one. And for
only 30,000eb (payable before work starts).

PA-ASHO

When your using any type of armor in a battle situation you never have enough
hands and in Power Armor it's the same, you always need another pair of hands.
Well TST are proud to be releasing the PA-ASHO, the pair of hands you've
been looking for. They work just like the standard cybernetic ASHO but are
made specifically for powered armor. They take 1 torso space (external) on your
PA and are made up to include 2 spaces per arm (max 2, 1 space for a hand. But
you don't always need a hand right?).
PA-ASHO costs 4,000eb for 2 arms and each arm has an SDP of 30 and can be
armored to SP 30 for a small fee (500eb) SDP can be upgraded but costs make it
unbelievable expensive (see Options for Full Body replacements (SDP increase
for PA-ASHO limbs same cost as SDP increase for borg full body).

Note: Hits to PA in spaces where limbs are hits the ASHO limbs and damage to
them should be recorded as such.

PA Stereo-Plus

You can rock on in your car, in your con-apt and in concerts. You can even rock on forever with a wearman, but you can't in a PA.
Why? TST asks. Sure the established military would say that in combat, music would be distracting, but what about those who don't
use PA in the Army, what about the cops and corporate police who use PA for their patrols? Sure they're in combat, but not all the
time. So TST is releasing the PA Stereo-Plus. A voice or v-link controlled stereo built specially for Powered Armor. And when
linked to the PA's radio it can also pick up standard music radio.
Notes: PA Stereo-Plus is a 5 chip player and if linked to a radio (extra 50eb) is also a radio.
Cost: 400eb; 1/4 space. Must be placed in head (otherwise it can't be heard properly).
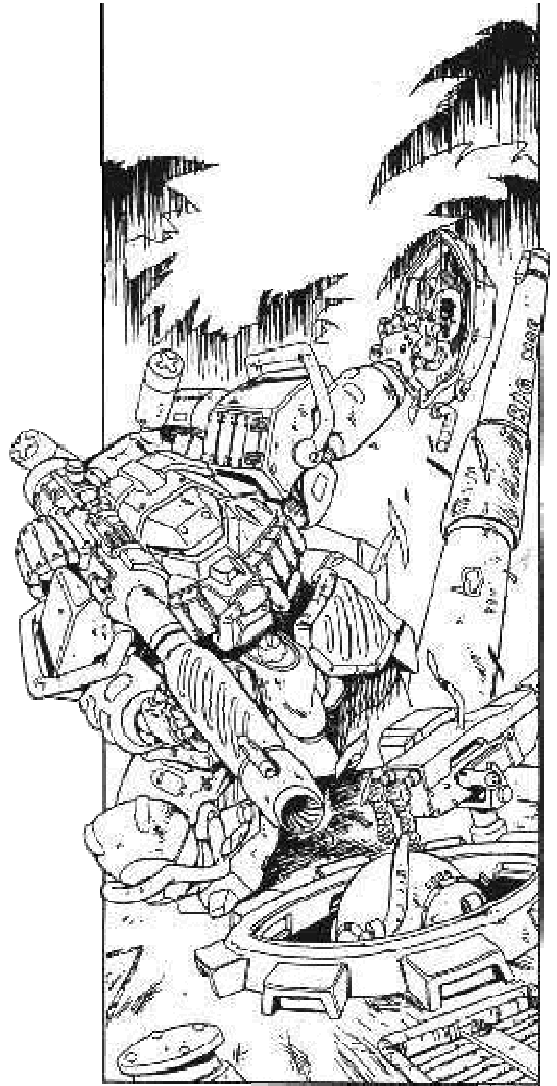
GEAR

Directional Radio Communication System

Well, it's happened. TST have brought out their first of, hopefully, many 'toys' for the technological solo.
The Directional Radio Communication System. A radio communication system for the black op where everyone is moving and it's hard to keep track of them.

A radio splice add-on which will help locate the other members of your team. The system will tell you, without degrading communication operationability.

All this for less than 300 euro.

The system works by using twin speakers in each of your ears or by adjusting the levels to the brain from each of the auditory nerves.

Each side gets a slightly different volume, after directional analisys by the on-board nanocomputer, which is very effective in giving the user a direction perception.

Also available is a distance system which works in a similar fashion (but using the signal strength) to give a distance perception.

Both systems can used in conjunction with channel selection and a modified version of the scrambler audio options.

Notes:
The direction system needs at least a week of practice before it becomes truely effective for the user, and after that time it's only 80% effective. Another 2 weeks would be advantageous for proper direction perception..

The distance system needs a similar amount of time, seperate to the direction practice time. (ie. practice for both at the same time would increase the time to 2 weeks before 80% effectiveness).

Only works at 80% effectiveness if signal being gathered from radio not equipped with the system. 100% effective from DCom to DCom System.

Cost:
200eb if bought with radio splice
150eb if bought seperately Modified Scrambler: normal price +10%

CryoKitty - CyberPred Transportation and Storage System

Many corporations and people utilize Cyberpreds. And many of the same cyberpreds are rotated to different facilities from time to time.
But how to transport them?

- Sure use an AI to keep them under control - what is the AI goes insane and decides to let the Cyberpred loose?
- Use a control chip - what if the control chip fails?
- Use a CryoKitty - The beast comes out of cryo, don't worry it's contained.

Can you see my point.
CryoKitty has been proven to be effective for transporting even the most enhanced CyberPred and when utilizing the add-ons avilable the CryoKitty system can keep a Cyberpred in storage indefinitely (subject to consumable availability).
But this system not only cages the beast but it subdues it during transportation by placing into cryogenic suspension making this system currently the best available for long distance/long term transportation.

But in the same way that the human brain cannot handle long term cryogenic suspension without stimulation an animal is also affected. So the CryoKitty requires a modification to any beast that will undergo long term storage in this device and also standard at this point is the installation of a Freezeban (Chromebook ?) animal equilvalent so as to not damage the beast in any way.
The unit is 1m x 2m x 3m (width, length, height) has an internal 72 hour cryo supply and braindance simulation and cryo control computers are on board this unit. And it's size makes it storable (with more than one) inside the standard shipping containers.
WARNING: CryoKitty should be handled with care and be properly secured during transportation as power and cryonics system are delicate and can be damaged.
The unit has an SDP of 60 and an SP of 10 (cage area only)
Cost: 1,500 eb

CryoKitty connection system
This system is required for all animals using the system. It consists of Interface Plugs, Processor and a Freezeban system. A command chip to send the animal into the unit is also available.
Cost: 200eb **HC:** 1d6

Also available is the CryoKitty extended Power Unit (same size as standard CryoKitty unit, provides a 1 month power supply) and the CryoKitty Extended Cryonics Unit (3 month liquid nitrogen supply, size as above).

CryoKitty is available only from Total System Technologies

Battleforge Body Armor
Similar to the EMA-1 Softshell the Battleforge has shown to be equal to the armor currently in use by Militech's front line units. With an SP of 25 and no EV the armor is considered to be a leader in it's line.
A design quirk gives the armor the option of a small storage compartment in each of the forearms, or a retractable knive (costing an extra 500eb per knife).
The intergral helmet comes with a range of optic and audio options with the option to increase this range.

Battleforge Body Armor   Cost: 10 000eb

SP: 25   Weight: 28kg

Optic: Anti-Dazzle, Target Scope (+1 to hit), HUD, +1 option

Audio: Military Radio w/scrambler, +2 options

Other: Air Filters, storage space in each forearm (can be replaced with monoknife +500eb per knife)

Lynx Body Armor
Very similar to the Battleforge armor the Lynx has been designed for the cold weather environment, keeping it's user warmer than standard armors.

Lynx Body Armor	Cost: 12 000eb
SP: 25	Weight: 30kg

Optic: Anti-Dazzle, Target Scope (+1 to hit), HUD, +1 option

Audio: Military Radio w/scrambler, Sound Editor, +2 options
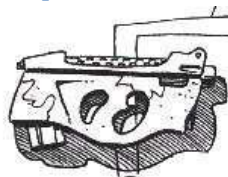
Other: Air Filters, wolver like retractable blades

WEAPONS

Welcome to the **TST Weapons Division**.
A wide array of weapons are sold by TST so if you like it we've probably got it. And if it's not here we can always custom make your weapon for you (price varies).

Weapons from Mutant Chronicles: Cybertronics

MC-31aS
This weapon looks like it is a copy of the FN P-96S. But it does use the innovations of the Militech M-31a1. It uses the same caliber and propelant as Militechs weapon but with a smaller length barrel. Under barrel weapons cannot be used with this weapon, although a spotlight could be mounted parallel to the barrel.

RIF 1 L R 4D6 (4.5mm) 150 30 ST/VR 1500eb

MC-MML Gren 01
The combining of a Mini-Missile Launcher and a Grenade Launcher may seem to be overkill by some and as such this weapon has gained the nickname of the Munchkin Maker. There are few of these weapons on the street, but only because of the reluctance of street solo's to use this combination of weapons.
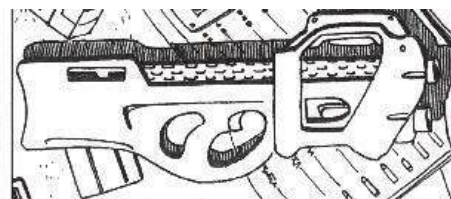
MiniMissile Launcher HVY 2 N R 4D6   10 2 ST 200m

Grenade Launcher   HVY 0 - - Varies 5   1 ST 100m 1500eb

MC-Heavy Machinegun
This gun is a very heavy version of a standard machinegun. It is also very large and totally unconcealable. And packs a mean wallop with a very large clip. (it's meant to never run out of ammo)

MC-Heavy Machinegun HVY 0 N R 6D6+2 (7.62mm) 1500 30 VR 400m 4000eb

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Here at TST we realise that some people consider overkill to be the best kill so we are releasing a new product for those people which some are now calling - Toys for the Munchkin

Pistol Toys
Even the biggest pistol made for borgs doesn't have enough firepower for some people so toys range is releasing the Micromissile Pistol add-on.
The standard pistol (not included) has the added accessory of two micromissile launch tubes attached to the barrel and their triggers linked to the pistol's trigger. The Micromissiles are given an additional -1 to hit and the pistol recieves the same. Not a very pretty addon but an effective and munchkin only weapon.
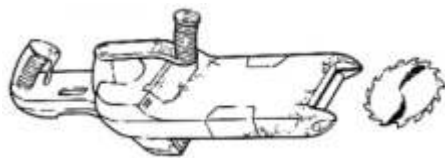**Cost:** 300eb

Note: The weapon can impose a greater penalty to hit as the above modifiers is only if the user has the weapon braced.

AR-110 Disk Cannon

A unique weapon the Disk Cannon is a lateral magnetic rail cannon firing razor sharp AP saw blades of a design similar to those used in power saws (power saw blades may be used but reliability is UR). The range for this weapon is limited, but it is designed as a close-up weapon.
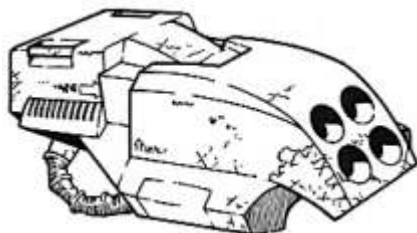
Ex	0	N	R	2d6AP (saw)	8	1	ST	50m

AR-M36 Rifle Rocket Launcher

A rifle style mini-rocket launcher, firing a high explosive rocket, this weapon is considered by some to be to front heavy but not damagingly so.

| Hvy	0	N	R	4D6	4	1/2/4	ST	300m

AR-M45 Cyborg Missile Launcher

A monster of a weapon, overshadowed only by the AR-M50 and vehicle missile weapons, this missile launcher was designed for use in a heavy combat situation (or for use by commanders who want their borgs to be cannon fodder). Carrying this weapon is bound to get the attention of everyone on the battlefield, using it definitely will.

Hvy	0	-	-	4D6+4	4	1/2/4	ST	400m

AR-M50 Heavy Missile Launcher

The true monster of these weapons the AR-M50 is the largest ever shoulder mounted weapon system on a full body conversion to be sold commercially.

This weapon has seen use in many environments with very few negative reviews (although most have commented that the flip open cover is an option they would not have installed if they had designed this monster).
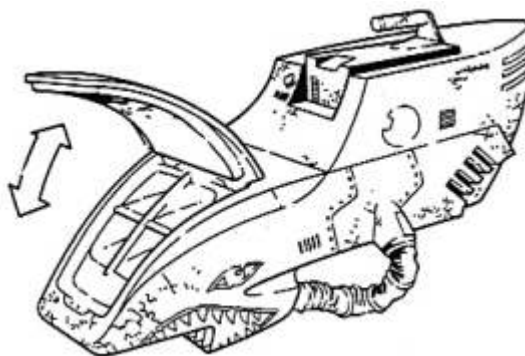
Hvy	0	-	-	4D6+5	4	1/2/4	ST	500m

PLACES

THE 'BORG BAR

The Borg Bar is a hangout for the full body conversions of Night City and is the only bar of it's type known. The patrons are very specific on who they will let stay (but they won't actually throw someone out without reason) and there are only Borgs, their technicians and respected solo's who stay. There isn't actually a bouncer but there are usually volunteers for getting rid of people causing a disturbance.

The barman, a 'borg and owner of the bar, bought the place about six months ago and immediately approx 90% of the patrons were 'borgs and it's stayed that way ever since.
The drinks aren't very good and a couple taste like used machine oil (in fact one is!) but they aren't exactly meant for human consumption.

Anyone who walks in off the street and isn't a borg (yes they can tell) will usually be given the worst service, the worst drinks and usually the cold chrome shoulder. If they manage to last a month (none have yet) they might actually get some better service. Note: I said might, not will.
There are a few exceptions but the PC's are defintely not one of them.

And of course the place has the reputation of being the hangout for borgs and so the whole city knows it. But the cops don't come in and check the ID's and Registered Borgs (most of them are too afraid) and the gangs did, originally, try to muscle into the place. There are now fewer gangs in the area.
But it's the cyberpsycho's that make the general public afraid of the place (lets play word association: borg; cyberpsycho; crazy; killer; Aarrgh! Can you see my point?) but it isn't as much as a problem as you might think. There have been only 4 psycho's try to use the place as a hiding place.
The first two were blown away by two borgs who were guarding the door (the owner has contacts in C-SWAT) and the third was blown away as he opened the door (the contact was rather slow that time) while the fourth actually made it inside with a lot of cops on his tail. The cops didn't try to enter the bar and when they called for the psycho to surrender his battered body was thrown out the door, across the street, where it impacted with the wall of the building opposite - level with the third storey. This scared the cops even more and the only officer to enter the bar was a C-Swat Sargent. The Officer reappeared an hour later, very drunk, without any statement from those inside.

There hasn't yet been a fifth psycho.

Occasionally the borgs will play a party game they call 'Titanium Fist' where those present punch a SP80 of ex-ship plating with their fist. As you may be able to tell any 'fleshies' who try this will be in a lot of pain. Only one borg has managed to punch through the plating (he had CCPL) but many have tried. It is considered to be unsportsmanlike to use anything other than brass (or titanium) knuckles to protect the hand.

There is one anomaly which confuses many people and that is the table in the back corner of the place. No matter how crowded the place gets it is left empty or has two old guys sitting at it. If you try to sit there you will be ejected from the bar (like psycho number four) and if you get close enough to see the top it has rows of lines carved into the top.
The regular patrons see that the two old guys are not disturbed as they move small figurines on the table top and nobody will talk about what they are doing or who they are. Many wonder who the two old guys actually are but none of those present at the bar will tell.

BTW: this place is definitely not a hiring hall.

```
"HUP-TWO-FIVE-FOUR!                    "HUP-TWO-SEVEN-ONE!
 WE LIKE FIGHTING WE LIKE WAR!          NO ONE GONNA TAKE
 HUP-ELEVEN-THREE-EIGHT!                MY GUN"
 WE LIKE GUNS AND WE LIKE HATE!
 HUP-SEVEN-SIXTEEN-NINE!
 WE CAN'T COUNT BUT WE CAN RHYME!"
```


Camp Demento is situated next to a lake. It was a camp for parents to send their kids to, to learn how to shoot and look after themselves. Not anymore. It is now run by the sadistic, paranoid, and anti-government Major Demento. Very few kids are sent here, only the few 'uncontrollable' corp kids. Most are kidnapped or bought from slave merchants. Major Demento is thought to have once been in the Army (although no records are known to exist on him in any country) and runs the camp in a Militaristic way. Most victims are received before they are 10 years old and are indoctrinated to be totally loyal to Major Demento as well as have his weird view of the world.

...take young, impressionable minds, brutalise them, twist them to your will - its the easiest trick in the book."

But some of the best mercenary squads are starting to appear from this camp, with most of those squads members being under the age of 16. They have no trust of governmental figures and agents and are very gun happy. They all get very tense and edgy if they don't have a gun on them. And they are very well trained.

...SINCE I COME TA **CAMP DEMENTO** I'VE FELT A STRONG DESIRE TA **RIP OFF HEADS** AN' **KICK BUTT.** THATS ALL, I GUESS. I JUST HAD TA SAY THAT.

...I GUESS THE BEST THING ABOUT **CAMP DEMENTO** IS I LEARNED HOW TA **HATE**. YUP. THATS WHAT I LEARNED.

"HATE **WHAT** FUZZY?

ANYONE WHO GETS IN MY WAY. ANYONE WHO TRIES TA TAKE MY GUN.
I WANNA STOMP 'EM! I WANNA GRIND 'EM INTA DUST! I WANNA CHOP 'EM! I WANNA CUT 'EM UP INTA A MILLION STINKIN' PIECES!

WHATTA YA HERE FOR?

TO TOUGHEN US UP, SIR!
TO LEARN TO LOVE **GUNS**, SIR!
TO TEACH US HOW TA **KILL**, SIR! ...

- extract of transcript from Camp Demento fireside chat

The camp doesn't need guards to keep people out, anyone with any sense will keep away, only to keep the new recruits in. But there are sentry's on duty 24 hours a day to keep a lookout for any government force coming to shut them down. Troops from the camp are as cybered up as combat gang boosters, as regimented as any military force, and totally loyal to Major Demento. There is currently 100 'campers' and 30 teachers, as well as 100 troops who are based at the camp (1 in 10 chance they aren't there). Of these troops 10% are black ops/special forces level troops, 60% are standard solos with 10% techies, 10% medtech/combat medics, 5% PA Pilots and 5% netrunners. The troops are all aged between 13 and 18 and are at least level 4 of their respective special abilities. The average camper at Camp Demento is equivalent to a Typical Infantry Soldier in Home of the Brave (see HoB for stats).

If you see a black ops team with half the members being under 14 and all of them wearing combat armor and working in a military style then it's a Camp Demento Squad on a training mission. Our advice is don't go near them. And watch out for the kids. They're as good as, if not better, than you. CORPSEC is unsure of what to do about these squads, being so new. If they kill the squad, they get bad publicity for killing children, if they don't they get in shit for not properly dealing with a security threat.

This can, of course, be transferred into Cybergeneration.

Camp Demento is copyright to 2000AD (I think) an original Judge Dredd storyline. Progs 1045, 1046.

Script	John Wagner
Art:	Jason Brashill
Letters:	Tom Frame.

Contact Tharg by email at 2000ad@egmont.co.uk

Secure Transport Services

STS is a small transportation company that is generally used as a sub-contractor by the major companies for their 'grey' cargos, or directly by management corporates for 'black' cargos they don't wish to place in the hands of independents.

The major reason for this popularity is the unique way they manage their cargos.
The cargo transport time is not important to the company, the completed delivery is, and if this means the sacrifise of overnight delivery, then that is unimportant. And so far this method has worked as there has been only 4 incidents of cargo interception, and the cargo has been recovered, intact, in all instances.
The general cargo size is larger items, cargo crates, vehicles, cyborg shells, or occasionally bulk cargo, as very small items are more suited to totally independant operators.

Game information below. GM's only.

GM info only

The range of vehicles includes the following

- **Two** B-Double Semi Trailers with trailers as in the top left picture with the interior converted for cargo use.
- **One** Dump Truck, converted to cargo as above.
- **One** ex-Garbage Truck as in top right picture. with a personnel conversion, but is more regularly used for cargo, or perishable goods.
- **One** Sulphuric Acid Tanker trailer converted for cargo. Not very spacious, but quite useful

Fuel Tankers where considered for use but this was dismissed as the potentional for their highjack was considered too great. But a Milk Tanker is being considered for the next expansion.

The following images were acquired by an independant investigation team who were looking into STS.

There has been no 'confirmed' sightings of company vehicles, but these trucks were seen in the vicinity of their offices and are believed to be used by STS.

Verification has been neither confirmed or denied by the company.