



**SMOKING
GUNS
CAN
SERIOUSLY
DAMAGE
YOUR
HEALTH**

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While everyone in Night City realizes the importance of having a gun, it is widely acknowledged that killing someone with a firearm really has no style, and style is all in Night city, If you ain't got style you're nowhere. So certain individuals have created a more varied range of weapons, most of which can be found in Night city, if you're not careful...

FLAME-TUBES

These one-shot flamethrowers are silver tubes about five inches in length, which when activated produce a flame with a range of about 10 metres and cover an area of three metres. Anyone within range will be hit. Roll three times on the random hit location table (to determine where the fire does damage). The flames inflict 1D6 points of damage to each location, and will continue to do this damage until the flames are put out.

The victim can be saved if one or more people extinguish the flames. This action will take one full turn and the rescuers can do nothing else but help the victim in that time.

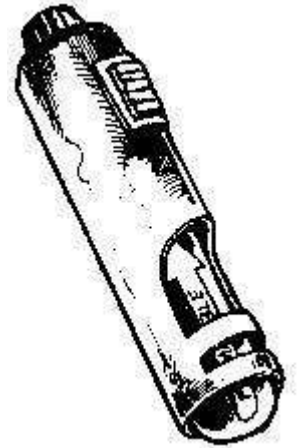
If the victim is alive, then he or she must make a difficulty roll of +15 against Cool stats (Cool +1D10), If the victim gets 15 or over he keeps his head and can extinguish the flames by rolling on the ground. This takes two turns. If the victim fails the roll then the flames will prove fatal.

Water, in sufficient quantities, will put out the flames, but it is unlikely that enough water will be near the scene of an attack.

Flametubes are hard to get hold of, cost £129, and require medium-level Fixer or Solo contacts obtain them. They may appear on the streets, but at massively inflated prices. They have pro accuracy (-1), standard reliability, and can only be used at point-blank or close range.

As well as being used as anti-personnel weapons they can, of course, be used to torch vehicles and buildings.

Give someone more than they bargain for when they ask for a light - a flametube



ACID SPRAY-CANS

Commonly called 'Freddies', because the victims end up looking uncommonly like the hero of the Elm Street movies. This is what passes for humour in Nightcity...

They look like normal aerosol cans but squirt a cloud of highly corrosive acid which inflicts 1D4 damage to any exposed skin. They are shunned by Booster gangs but are highly popular among the regular citizens as a defence against muggers.

Although technically illegal they are available everywhere, costing around £30. They are very reliable and easily concealed.

Due to the wide spray of acid, add three to all attack rolls, but it will not do any harm unless used at point-blank or close range.

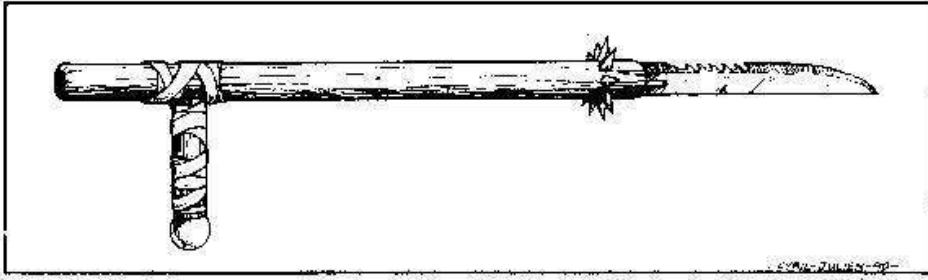
SPIKERS

These are a variant on the martial arts' club, the tonfa. Spike's are generally used in pairs, one in each hand, and inflict 1D6 damage each. They have a ring of retractable spikes around the upper end which inflict an additional +3 damage. There is also a foot long switchblade concealed within the body of the club which does 1D6 damage.

The Spiker can be used as a simple club, with spikes blade or both. They are available from any martial arts shop for around £20,

Instant Krueger for anyone within range of this aerosol





Spikers, old-fashioned but deadly tonfa variants

SHOCK RODS

Shaped just like police night-sticks, except that the handles are made of non-conducting material and house a battery which feeds a large current through the main body of the stick and delivers a hefty electric shock to anything they touch.

Shock Rods are carried as standard by most corporation cops and do 1D6 damage. Black market versions are available with the voltage upped to killing levels. These inflict 2D6 damage. ignoring all armour.

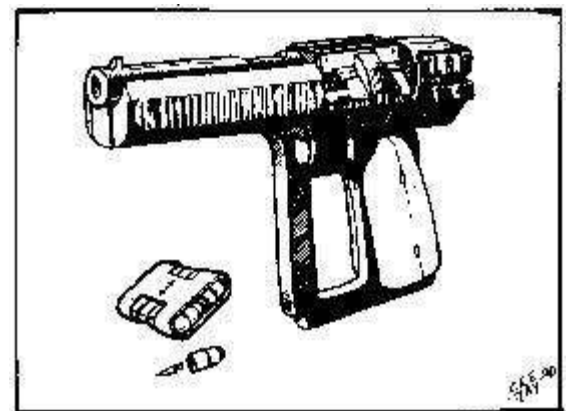
Standard Shock Rods are only issued to corporation cops and so are unavailable. The black market versions are easily available at around £50 each. The rods can be used 15 times before the battery is drained- Batteries cost £10 each,

DART GUNS

Identical to normal hand guns but instead of firing bullets these devices use compressed air to fire small darts. They have poor accuracy (-1) and can only hit targets up to medium range.

They are used by assassins who value total silence — no explosive gun shots here! — and the ability to use slow acting poisons to shoot a target in public without anyone noticing. The darts only make a small puncture mark in the skin, so it's possible the victim won't realise he or she has been shot until the poison starts to take effect, by which time the assassin is far away. Damage depends on the poison used - Dart guns are also used by corporate extraction teams using anaesthetic darts to capture important targets alive. Anyone hit must make a consciousness roll every turn or collapse into a deep sleep.

Dart guns can only be fired once each turn and have a magazine of ten shots. They are the same size as pistols and are easily concealed (J), However, they are rare and will require high level corporate contacts to obtain, They cost around £200 each,

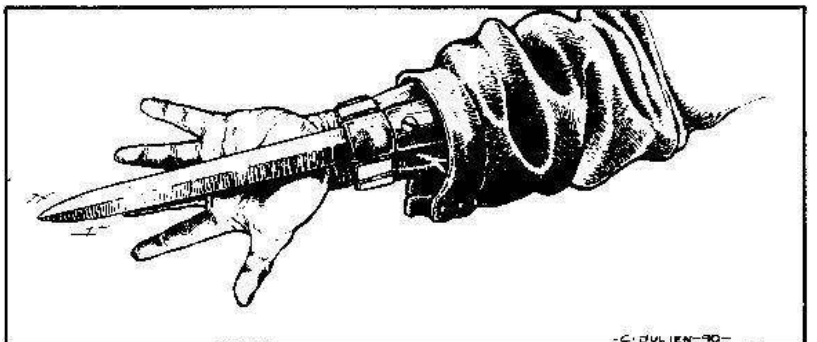


A dart gun and clip for stealthy assassins

SLEEVE KNIVES

Effectively giant switchblades, sleeve knives are strapped under the upper arm. Pressing a button releases an 18-inch blade which projects from under the hand. More than one user has released the blade with their hand in the way and suffered the consequences!

Sleeve knives are valued for the speed with which they can be brought into action and are usually worn in pairs. They are fairly easy to obtain on the street for around £15 each, and inflict 1D6 damage,

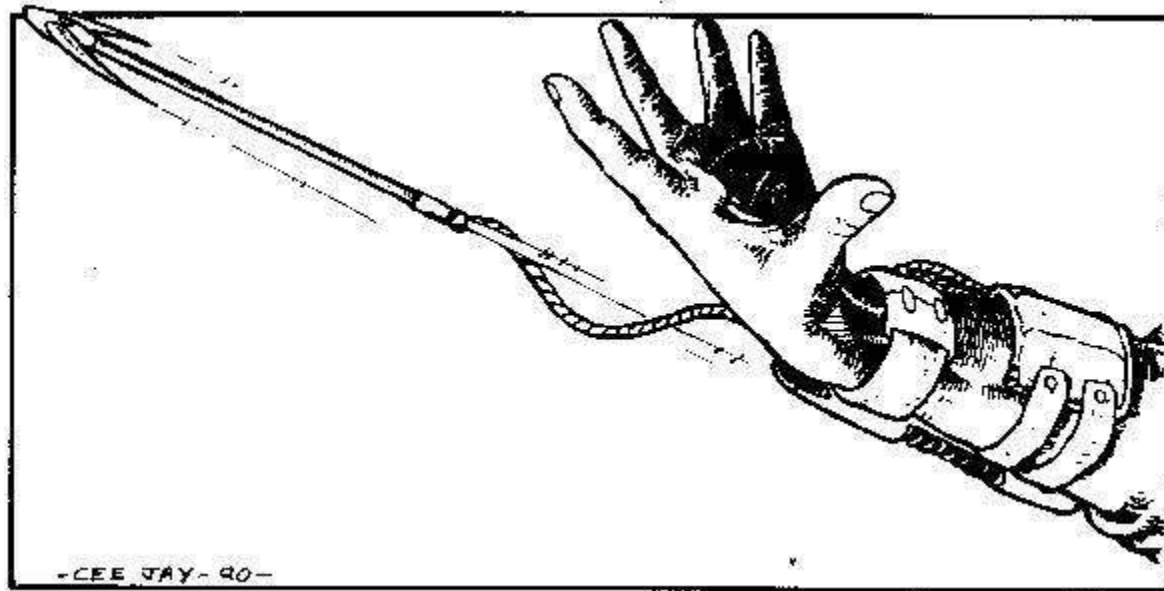


A sleeve knife - more power to your elbow

MINI-GRAPPLE

Another item which can be concealed up the sleeve. It fires a grappling hook which unfolds during flight and trails a hundred metre-long line- In emergencies the hook can be used as a weapon, although it's relatively inaccurate (-2). It will inflict 1D6 damage. Mini-grapples can be found at most survivalist shops for around £30,

Bound to be useful. A mini-grapple in mid-flight



GAS GRENADES

Riot gas is used by both corporate and regular police — and grenades disappear from police precincts with annoying regularity. It's hard to manage on a police salary so many find their way onto the streets, although they are reasonably hard to obtain.

Riot gas grenades will produce a cloud of noxious gas covering a ten foot square area. Anyone in the area not wearing masks will be affected. They will suffer watering eyes, skin irritation and will probably vomit after prolonged exposure. Holding your breath won't help.

Anyone affected will require 1D3 hours to shake off the effects of the gas. The gas clouds disperse after three full rounds. Gas cannisters have a street value of £75.

There is a rumour that certain corporations have developed nerve gas cannisters for their assault squads to use, although this has yet to be proven...

KILLING GLOVES

Developed by the great gladiatorial fighter Mike 'The Slash' Kowalski, Killing Gloves are popular with Booster gangs and gladiatorial fighters. They appear to be a regular pair of leather gloves but have sharp metal claws or spikes fixed to the ends of the fingers, Long razorblades are fixed to the underside of the gloves.

A strike with the gloves adds +3 damage to a normal punch. The claws inflict 1D6/2 damage if used to slash an opponent, Anyone who parries a hand-to-hand attack while wearing a glove does their opponent 1D6/3 damage.

Killing Gloves are widely available but very time consuming to make, therefore are very expensive. Prices vary but usually a pair costs between £30-£50-

Acknowledgements: The idea for the Mini-Grapple comes from the comic Grimjack by John Ostrander, published by First Comics. Dart Guns were the beloved weapon of Michael Moorcock's Jerry Cornelius,

Original article by David Perry, revealing how you can carry a weapon in Nightcity and still retain your street cred...