

SHADOWRUN®

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CANNON COMPANION™



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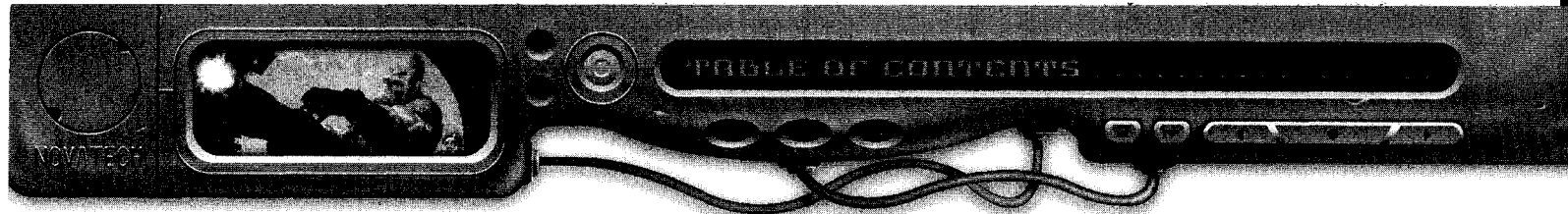
TABLE OF CONTENTS



INTRODUCTION	6	Improvised Melee Weapons	11
Developer's Say	6	PROJECTILE AND THROWING WEAPONS	12
MELEE WEAPONS	7	Projectile Weapons	12
Edged Weapons	7	Arrowheads	12
Cougar Fineblade Knife	7	Box Accessory Mount	13
Katar	7	Pistol Crossbow	13
Kris	8	Ranger-X Compound Bow and Arrows	13
Centurion Laser Crescent Axe	8	Repeater Crossbow	13
Macauitl	8	Sling Launcher	13
Ares Monosword	8	Slingshot	13
Tomahawk	8	Throwing Weapons	14
Vibro Blades	8	Caltrops	14
Clubs	8	Nets	14
Extendable Baton	8	Improvised Throwing Weapons	14
Mace	8	FIREARMS	15
Rattan Stick	10	Pistols	15
Sai	10	Hold-Out Pistols	15
AZ-150 Stun Baton	10	Cavalier Scout	15
Pole Arms and Staffs	10	Morrissey Élan	16
Bo Staff	10	Raekor Sting	16
Claymore	10	Fichetti Tiffani Needler	16
Harpoon	10	Fichetti Tiffani Self-Defender	16
Javelin	11	Light Pistols	16
No-Dachi	11	Ares Light Fire 70	16
Spear	11	Beretta 200ST	16
Telescoping Staff	11	Ceska vz/120	16
Whips	11	Colt Asp	16
Kusarigama	11	Fichetti Executive Action	16
Manriki-Gusari	11	Hammerli Model 610S	16
Morningstar	11	SA Puzzler	16
Nunchaku	11	Seco LD-120	16
Three-Section Staff	11	Taurus Multi-6	16



Walther PB-120	18	Generic Launchers	27
Machine Pistols	18	Aztechnology Lasher	27
Ares Crusader	18	Spike Disposable Launcher	27
Steyr TMP	18	Specialized Launchers	28
Heavy Pistols	18	Arbelast II MAW Rocket Launcher	28
Ares Predator II	18	Ballista Missile Launcher	28
Ares Predator III	18	Great Dragon ATGM Launcher	28
Browning Ultra-Power	18	M79B1 LAW Rocitet	28
Cavalier Deputy	18	Vogeljäger Man-Portable Missile Launcher	28
Colt Manhunter	18	SPECIAL WEAPONS	29
Eichiro Hatamoto II	18	Flame Weapons	29
FN 5-7C	18	Flamethrower	29
Morrissey Alta	19	Shiawase Blazer	30
Morrissey Elite	19	Laser Weapons	30
Ruger Thunderbolt	19	Ares MP Heavy Laser Plus	30
Savalette Guardian	19	Ares MP Laser III	30
WW Infiltrator	19	Ares Redline	30
Tasers	19	Miscellaneous Special Weapons	30
Yamaha Pulsar	19	Ares Executive Protector	30
Submachine Guns	19	Blowgun	31
Beretta Model 70	19	Bracer	31
Colt Cobra	20	Gun Cane	31
Colt M24A3 Water Carbine	20	FN-AAL Gyrojet Pistol	31
Hechtler & Koch MP-5 TX	20	Net Gun	31
Ingram SuperMach 100	20	Speargun	31
Ingram Warrior-10	20	FIREARM ACCESSORIES	32
Sandier TMP	20	General	32
SCK Model 100	21	Bayonet	32
Rifles	21	Biometric Safety	32
Sport Rifles	21	Grenade Link	32
Ruger 100	21	Quick Draw Holster	33
Sniper Rifles	21	Range Finder	33
Barret Model 121	21	Safe Target System	33
Walther MA-2100	21	Sling	33
Assault Rifles	22	Standard Holster	33
Ares Alpha	22	Underbarrel Grapple Gun	33
Ares HVAR	22	Recoil Compensators and Gyros	34
Colt M-23	22	Foregrip	34
Colt M22A2	22	Gas Vent IV System	34
Heckler & Koch G12A3z	22	Hip Pad Bracing System	34
Heckler & Koch G38	22	Max-Gyro	34
Semopai vz 88V	23	Underbarrel Weight	34
Steyr AUG-CSL	23	Imaging Systems	34
Shotguns	23	Extended Range Laser Sight	35
Franchi SPAS-22	23	Flashlight	35
Mossberg SM-CMDT	23	Guncam	35
Mossberg CMDT	23	Target Designators	35
Remington 990	23	Laser Designator	35
Street Sweeper	23	Microwave Designator	35
HEAVY WEAPONS	24	Radar Designator	35
Machine Guns and Cannons	24	AMMUNITION AND EXPLOSIVES	36
Ares HV MP-LMG	26	Ammunition	36
Ares MP-LMG	26	Firearm Ammunition	36
FN MAG-5 Medium Machine Gun	26	AV Rounds	36
GE Vindicator Minigun	26	Capsule Rounds	36
Panther Assault Cannon	26	Glaser Rounds	38
Stoner-Ares M107 Heavy Machine Gun	26	Hi-C Plastic Rounds	38
Grenade and Mortar Launchers	26	Hollow Point Rounds	38
ArmTech MGL	26	Incendiary Rounds	38
M-12 Portable Mortar System	26	Mercury Rounds	38
Missile and Rocket Launchers	26	Tracker Rounds	39



Shotgun Rounds	39	Underwater Gear	56
Big D's Temper Shells	39	Basic Diving Gear	56
Bola Rounds	39	Drysuit	56
Flare Rounds	39	Dual Tank Manifold Assembly	57
Shock Lock Rounds	39	Enclosed Breathing Helmet	57
Stun Shells	39	Full Face Mask	57
Miscellaneous Rounds	39	JIM Diving Exoskeleton	57
AV Assault Cannon Rounds	39	Liquid Breathing Apparatus	57
Gyrojet Rockets	40	OXSYS Artificial Gill	57
Net Rounds	40	APPLIED SIMSENSE	58
Speargun Spears	40	Skillssofts	58
Explosives	40	Using Stillssoft Systems	58
Grenades	40	Skillssoft Programming Options	59
Dual-Charge Grenade	40	Buying Skillssofts with Options	63
Flash Grenade	40	Dedicated Chipjack	64
Flare Grenade	40	Better-Than-Life Chips (BTLs)	65
Incendiary Grenades	40	BTL Formats	65
Ink Grenades	40	Modifying Chips and Decks	65
Improved Personal Explosives	40	BTL Side Effects	65
Superflash Grenades	41	Types of BTL Chips	66
White Phosphorus	41	BTL Programming Options	66
Mines	42	Programmable ASIST Biofeedback	68
Anti-Personnel Mine	42	Event Reprogramming	69
Anti-Vehicular Mine	42	Detecting Reprogramming	71
Mine Design Options	42	Reversing Reprogramming	71
Textron Trapdoor Smart Mine	42	FIREARM DESIGN AND CUSTOMIZATION	72
Mortar Rounds	43	Gunsmithing Tools	72
Anti-Personnel	43	Firearm Design	72
Anti-Vehicle Rounds	43	The Design Process	74
Dual-Charge	43	Firearm Customization	78
High Explosive Rounds	43	Working Time and Cost	79
Incendiary Rounds	43	Space Restrictions	80
Seelter Rounds	43	Making Modifications	80
Smoke Rounds	43	Cosmetic Modifications	80
Solar Rounds	44	Internal Accessory Modifications	80
Splash Rounds	44	Physical Modifications	81
White Phosphorus	44	Ammunition	84
Missiles and Rockets	44	Cased Ammo	84
MP Jabberwocky Munitions	44	Caseless Ammo	84
Seelter Heads	44	Special Rules	84
Surface-to-Air Missile	44	Explosives	84
Zapper Static Discharge Rocket	44	ADVANCED MELEE COMBAT	85
ARMOR AND GEAR	45	Combat Options	85
Armor Clothing	45	Called Shot	85
Armanté	46	Charging Attack	86
Mortimer of London	48	Disarming	86
Vashon Island	48	Full Defense	86
Zoe	49	Knockdown Attack	86
Victory	49	Multiple Targets	86
Armor	51	Pulling Punches	86
General Armor	51	Subduing Combat	86
Diving Armor	51	Martial Arts	86
Forearm Guards	51	Skills	88
Form-Fitting Body Armor	51	Martial Arts Styles	88
Hardened Military-Grade Armor	51	Maneuvers	90
Armor Modifications	52	Creating Your Own Martial Art	92
Gear	53	Converting Characters	93
BattleTac System	53	Other Adjustments	93
Tactical Communication System	54	ADVANCED COMBAT RULES	94
Parachutes	55	Ambidexterity and Two-Weapon Fighting	94

Armor Degradation	96
Athletics and Dodging	97
Camouflage	97
Cover Modifiers	97
Fire and incendiaries	98
Holding Weapons	98
Indirect Fire	99
Maximum Rates of Fire	101
Missile Combat	101
Parachuting	102
Recoil and Strength	103
Searching Fire	103
Shotgun Sound Suppression	103
Signature Weapon	103
Signatures of Biological Forms	104
Skills	104
Small Unit Tactics Skill	105
Small Unit Tactics and Combat Pool	106
Smoke Rules	106
Suppressive Fire	106
Throwing Back Grenades	107
Underwater Activity	107
Underwater Perception	111
Water Combat	111
EQUIPMENT TABLE	115

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Special Thanks from Jim Nelson

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I've had the pleasure of working with many wonderful people during my tenure at FASA and I won't even attempt to thank them all individually. I owe a debt of gratitude to everyone I worked with — artists, writers, editors and colleagues. Thank you.

I feel a need to single out and thank a few individuals who made my job truly special: I'd like to thank Jill Lucas, for being a wonderful friend, a terrific president and the best boss anyone could hope for; Jeff Laubenstein, for inspiring me to grow and develop as an artist and for teaching me so much about what it takes to make a game look great; Joel Bislte and Fred Hooper for being great assistants and great friends; and Milte Nielsen for showing me how much fun games can be, for countless hours of great brainstorming and for keeping me sane.

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INTRODUCTION

Cannon Companion is the advanced weapon and combat option sourcebook for the Shadowrun game system.

This book offers new weapons—everything from firearms to missiles—advanced melee combat rules, firearm design and customization rules and skillsoft options, and expands and updates many of the combat rules offered in previous Shadowrun material.

In addition to containing a significant percentage of new material, Cannon Companion is also a compilation of material originally published in various Shadowrun books now out of print or based on previous editions of the base Shadowrun rules. Information presented in the Street Samurai Catalog, Fields of Fire, *Neo-Anarchist's Guide to Real Life*, Corporate Security Handbook, *Cyberpirates*, Lone Star and Rigger 2 has been revised for use with Shadowrun Third Edition (SR3). Any references in this book to the Shadowrun rules refer to the third edition, including the main rulebook, Magic In The Shadows (MITS), Man and Machine (M & M) and Shadowrun Companion (SRComp).

Cannon Companion begins with the weapons found in the shadows, starting with Melee and Projectile and *Throwing Weapons*—including rules for using common items as weapons (everything from a dwarf to a chainsaw). Firearms compiles, updates and revises all classifications of guns and offers new weapons. This section is followed by *Heavy Weapons* and *Special Weapons*, which includes cane guns and flamethrowers.

The Firearm Accessories chapter includes laser designators, gun cameras, improved recoil reducers and other toys to mount on your gun. Ammunition and Explosives has been expanded to include grenades, mortars, mines and man-portable rockets and missiles. New ammo types for every kind of gun triple the number of ammo options available to characters.

Armor and Gear expands on the protection characters can wear and the toys they can pack in the shadows. Augmented versions of armor clothing and new types of gel pack, hardened and even underwater armor are now available for the discerning shadowrunner—and in designer labels. This section also provides rules for customizing your armor and describes battlefield-tested gear such as tactical communication devices.

Applied Simsense offers options from skillsofts in nearly every format to BTLs, memory wipes and other psychological programming methods. The Advanced Melee Combat section supplies additional combat options and a detailed martial arts system for Shadowrun that combines the advantages/disadvantages system used for shamans with a stepped growth process mimicking the traditional "belt" system.

Firearm Design and *Customization* allows players to create their own guns and modify existing firearms, allows characters to integrate weapons into their games that fall outside the standard FASA classes of weapons and provides information on kits and shops to help boost Build and Repair skills. The chapter ends with rules for creating ammo and explosives.

The Advanced Combat Rules offer a more in-depth system

for almost any combat situation—from underwater combat and indirect fire to missiles, parachuting and ambidexterity.

An Appendix includes a complete weapon range table, a complete listing of weapons and gear, and a new weapon record sheet.

DEVELOPER'S SAY

How does one say it without getting into trouble ...

Well, here goes—guns are cool ... really freakin' cool. Now, don't get me wrong: killing people is bad. Repeat—BAD!

But seeing a gun in burst-fire mode spitting out casings (always in slow motion, of course) is sooooo cool. This book celebrates that coolness.

The hard part about doing a gun book for Shadowrun is that guns—like the combat system that uses them—are an abstract.

What do I mean by that? Well, let's begin by looking at the 1999 Gun Digest (sitting quietly on my bookshelf next to a box of gun magazines ... probably more than two hundred from the last three years). The Gun Digest lists more than one thousand legal-to-own guns. If you were to select an automatic handgun at random, you would see it lists ten variations which—except for a few copyright and trademark considerations—are exactly the same as the other guns on the same page. In fact, the page I'm looking at has about 60 automatic pistols. The differences are minor—cosmetic features, slight variations in weight, various options such as sights or an extended barrel—and they all fire the same rounds.

In Shadowrun, this page full of options and variations boils down to one weapon ... let's say the Ares Predator, for argument's sake. That's a sixty-to-one ratio of real life to Shadowrun! Sure, we could list page after page of versions of the Ares Predator—for example, the Ruger version and all its options (chrome, blue steel, rubber handle, wood handle and so on), and the Cavalier Arms version and its options (chrome, blue steel, rubber handle ...). You get my point.

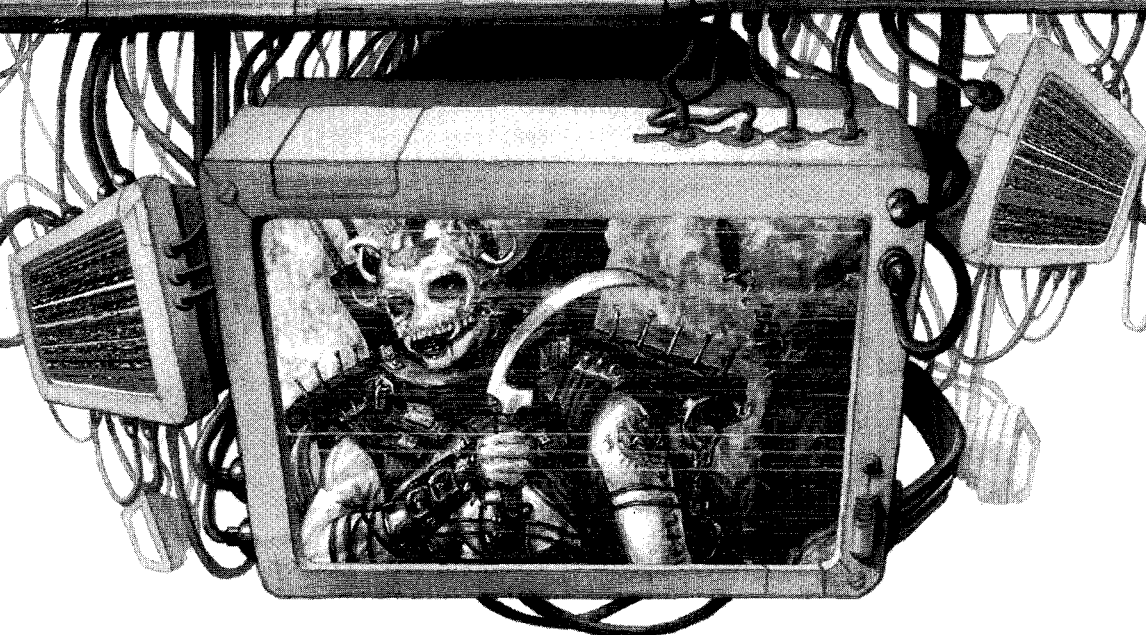
It made more sense to create as many stock guns as possible within the available range of damage codes. Thus, the Shadowrun catalog consists of three categories of pistols, each with a range of weights and options.

So, how do we open things up a bit more? We created a customization and design system for firearms. This system uses a template-based plug-in system that allows you to modify the Cavalier Arms heavy pistol, for example, to actually look and feel different from the Ares Predator, which has similar stats.

We leave it up to you to continue the tradition of making things cool in Shadowrun. We've given you the abstract master template—now you can fill in the blanks. So be creative. Make cool weapons that do cool things (especially in slow motion) and remember ... please remember, killing people is bad.

Have Fun! Play Games!
Mike Mulvihill

MELEE WEAPONS



Melee weapons are used in hand-to-hand combat and range from those popular with street thugs—knives, bats and knuckles—to the more specialized weapons wielded by combatants versed in the martial arts. Almost any object, however, can be turned into a weapon in the right hands. The tide of many a bar brawl has turned with a well-timed bottle to the skull or pool cue to the gut. The ability to improvise can often make the difference between a mouthful of pavement and victory.

All the weapons in this section use the statistics listed for melee weapons on p. 275, *SR3* and are used in melee combat as described on p. 120 of *SR3*.

If a character does not meet the minimum Strength requirement noted for a melee weapon, they cannot use the weapon under any circumstances, no matter how desperate the situation. Some weapons must be wielded using two hands; dwarfs and trolls, being of vastly different sizes, must follow special rules concerning these weapons (see *Holding Weapons*, p. 98).

Some melee weapons can be thrown using the Throwing Weapons skill (see *Throwing Weapons*, p. 14).

EDGED WEAPONS

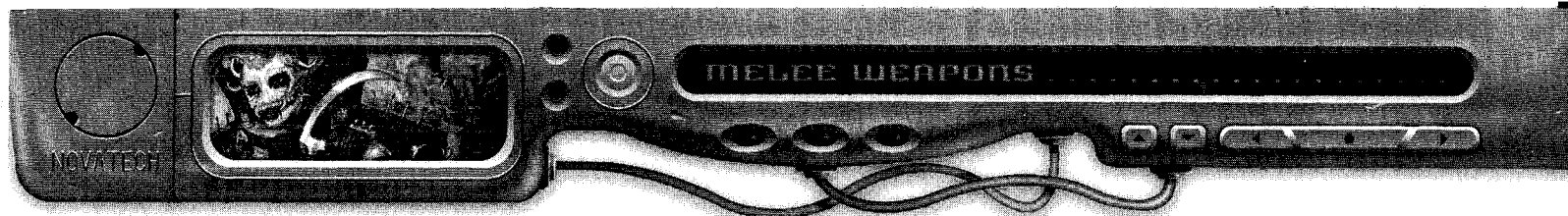
A character wielding any edged weapon uses the Edged Weapons Skill. All edged weapons inflict Physical damage unless the character uses the weapon's handle or the flat of the blade like a club to inflict Stun damage.

COUGAR FINEBLADE KNIFE

Using state-of-the-art molecular bonding and edging technology, this double-edged knife is a favorite of mercenaries everywhere. Available in both short- and long-bladed versions, the long blade inflicts greater damage but is harder to conceal. The short-bladed version can give the attacker the advantage of surprise.

KATAR

Also known as a punch dagger or Bindi dagger, the handle of this East Indian weapon is shaped like the letter H, which creates protective guards extending along both sides of the forearm. A wide-based triangular blade protrudes from a bar across



one end of the H. Modern versions of punch daggers feature a short, perpendicular grip, with the blade protruding from between the fingers. This weapon is designed to allow a well-placed strike and a forceful twist.

KRIS

A wavy-bladed knife from Indonesia, the kris is widely believed to be spiritually in tune with its owner, and many enchanters have found this to be true.

CENTURION LASER CRESCENT AXE

Centurion Industries designed this weapon for use against Awakened creatures, featuring a lightweight crescent-shaped axehead to prevent snagging and a pair of welding lasers mounted on either side of the blade. The lasers, attached perpendicular to the handle, focus their beams just past the blade's edge, matching its crescent shape and improving the blade's efficiency. While the Centurion axe is smaller than its ancient cousins, enabling a person to wield it with one hand, it maintains the traditional thumping chop common to a two-handed axe. However, the lasers are easily knocked out of alignment. Whenever the Centurion strikes an armored target, roll 2D6 and add the results. If the total is less than the target's Impact armor (or barrier) rating, the lasers have been knocked out of alignment. Until it is realigned, the axe will inflict only (STR)M damage. Realigning the axe requires 30 minutes and an Electronics B/R (4) Test. Laser axes have a battery life of 2 hours and require 1 hour to recharge.

MACAUITL

A traditional Aztec weapon popular in Aztlan, the macauitl is a meter-long, wide-bladed ceremonial sword made of densiplast or oak. On opposite edges of the blade, sharpened slivers of obsidian provide the cutting edge. Though it looks jury-rigged and ineffective, the macauitl is quite sharp and deadly. It can cut through flesh and clothing with relative ease; use the following rules for attacks against armored targets. Whenever the wielder strikes an armored target, roll 1D6. If the result is less than the target's Impact armor (or barrier) rating, the obsidian blades on one edge break off, reducing the weapon's Power to (STR + 1)M. If the blades on the remaining edge break off, the macauitl then functions as a club (use the Clubs skill, and the weapon inflicts (STR)M Stun damage).

ARES MONOSWORD

In its never-ending quest to perfect new weapons technology, Ares introduced this weapon as a "modern version of an old classic." A basic, well-balanced broadsword, what makes the monosword unique is the superfine monofilament wire attached to the edges of the blade, making it extremely sharp and less likely to blunt. The monosword does not need regular sharpening.

TOMAHAWK

This hand axe has become popular in the Native American Nations, used by many who consider it a symbol of their cultural heritage. The blade of an authentic tomahawk is still chiseled from stone.

VIBRO BLADES

Available in knife and sword form, the serrated blades of these weapons vibrate at a rate of more than 20 times a second, sawing as well as slicing their way through an object or person. This feature creates an audible humming when activated, preventing this weapon from being used for stealth attacks. Each vibro blade has a battery life of 2 hours, and takes 1 hour to recharge. Extra batteries can be purchased for 25 nuyen each. The weapon can be activated manually, or set to activate when the wielder grips the handle.

CLUBS

Use the Clubs skill to wield any of these weapons. These weapons inflict Stun damage.

EXTENDABLE BATON

An extendable baton consists of either a hard shaft or flexible-coil shaft that telescopes out of a handle when flicked sharply. When collapsed, the baton is more easily concealed than a standard club. When extended, it has a Concealability of 5.

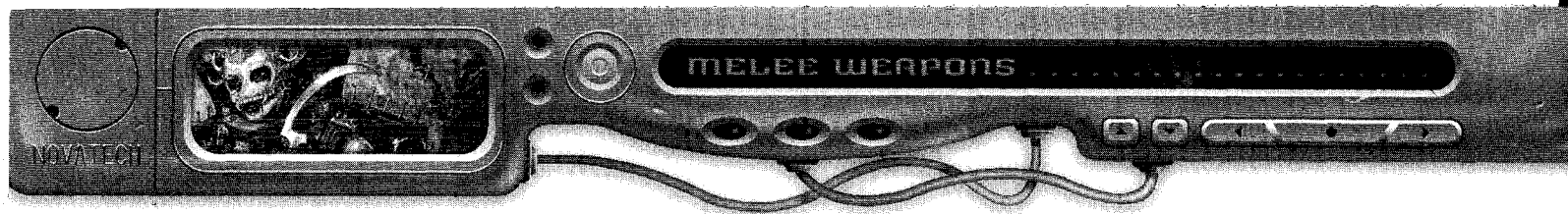
MACE

A mace is essentially a club with malicious intent slapped onto the end—a large weighted mass, often studded or spiked. Blunt maces are powerful even against armored opponents, inflicting (STR + 3)M Stun damage. Spiked maces can inflict a penetrating blow that causes (STR + 1) M Physical damage.

Edged Weapons	Concealability	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
Cougar Fineblade Knife								
Short Blade	8	—	(STR)M	.5	5/72 hrs	800¥	3	8-A
Long Blade	5	—	(STR + 1)M	.75	8/72 hrs	1,500¥	3	8-A
Katar	7	—	(STR + 3)L	.75	5/72 hrs	800¥	2	6-A
Kris	7	—	(STR)M	.75	8/72 hrs	1,000¥	3	5-A
Laser Crescent Axe	2	1	(STR)S	5.2	6/48 hrs	3,500¥	.5	3-B
Macauitl	3	1	(STR + 2)M	1	18/7 days	3,000¥	2	3-B
Ares Monosword	3	1	(STR + 3)M	2	4/24 hrs	1,000¥	1	3-B
Tomahawk	6	1	(STR)M	.5	4/48 hrs	200¥	1	5-A
Vibro Knife	7	—	(STR)M	1	5/72 hrs	1,000¥	2	6-A
Vibro Sword	3	1	(STR)S	2	5/72 hrs	2,000¥	2	3-B







RATTAN STICK

This lightweight club is popular among martial artists, especially those skilled in the fast-moving techniques of Filipino stick-fighting. Because these sticks weigh very little, treat these clubs as flechette ammunition for determining damage. Against unarmored targets, a rattan stick inflicts (STR + 1) S Stun damage; against an armored target the damage is (STR + 1) M Stun and the target uses his Ballistic armor rating or double his Impact armor rating for the Damage Resistance Test, whichever is higher.

SAI

The sai is a three-pronged defensive weapon that originated in Okinawa. While the sai can be used to inflict Stun damage, its primary function is to trap and hold an opponent's weapon, thereby disarming him. A sai adds 2 dice to any attempt to disarm an opponent wielding a firearm, or melee weapon with a Reach of 1 or less (see *Combat Options*, p. 86 for rules on disarming combat).

AZ-150 STUN BATON

This high-energy stun baton was designed for use by security forces against orcs, trolls and other large opponents. Though it delivers a bigger jolt than the standard stun baton, it carries only enough charge for twelve uses. The baton can be recharged at a rate of 1 use per 5 minutes of recharging. Use the rules for *Shock Weapons* (p. 124, SR3) when wielding the AZ-150.

POLE ARMS AND STAFFS

Use the Pole Arms/Staffs skill to use the following weapons. A weapon used to slash or stab an opponent causes Physical damage; if the weapon's shaft or flat of the blade is used to club an opponent, Stun damage is inflicted instead.



BO STAFF

Staff is a hard, straight piece of wood, plastic or metal approximately two meters long. This is a two-handed weapon.

CLAYMORE

This Scottish two-handed sword has tremendous reach, but is also massively heavy. Trolls love to wield this weapon as an intimidating reminder of how small the rest of the world is in comparison. Minimum Strength 4.

HARPOON

A harpoon is a metal- or plastic-shafted spear with a barbed head used by divers for spearfishing and hunting large sea creatures. This is a two-handed weapon.

JAVELIN

An ancient throwing weapon, the javelin is a narrow, well-balanced spear with an extremely sharp tip. When used in con-

Clubs/Pole Arms/Staffs	Concealability	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
Extendable Baton	9/5	1	(STR + 1) M Stun	1	3/24 hrs	25Y	1	6-C
Mace	4	1	(STR + 3) M Stun	2	5/48 hrs	150¥	2	5-C
Spiked Mace	3	1	(STR + 1) M	2	5/48 hrs	150¥	2	4-C
Rattan Stick	5	1	(STR + 1) M Stun	.2	2/6 hrs	10¥	1	8-C
Sai	6	—	(STR + 2) L Stun	1	4/48 hrs	100¥	2	8-C
AZ-150 Stun Baton	5	1	8S Stun	1	3/36 hrs	1,500¥	2	5-C
Bo Staff	2	2	(STR + 3) M Stun	2	4/48 hrs	50Y	1	8-C
Claymore	—	2	(STR + 1) S	6	4/48 hrs	1,000¥	2	3-B
Harpoon	2	2	(STR + 2) M	4	4/48 hrs	500Y	2	4-C
Javelin	3	2	(STR + 2) L	2	4/48 hrs	100¥	2	6-C
No-dachi	—	2	(STR + 1) S	5	8/72 hrs	3,000¥	3	4-B
Spear	2	2	(STR + 4) L	2	4/48 hrs	200¥	2	4-C
Telescoping Staff	5/2	2	(STR + 2) M Stun	3	4/48 hrs	100¥	1	8-C



junction with a spear thrower, the extra leverage increases the Strength of the wielder's attack by 1.

NO-DACHI

This two-handed Japanese sword is similar to a katana, but with a much larger curved blade. Minimum Strength 3.

SPEAR

Like all pole arms, the spear is virtually impossible to conceal and so is rarely seen in the sprawl. It is, however, an inexpensive and highly effective melee weapon.

TELESCOPING STAFF

When collapsed, this weapon is the size of a standard club. A quick spin telescopes sturdy staffs from each end, tripling its length. Like the extendable baton, this weapon is more easily concealed when closed than a standard staff.

WHIPS

These weapons use the standard rules for whips (see p. 276, SR3) except where noted. Use the Whips skill when wielding these weapons.

KUSARIGAMA

Made famous by ninja flicks cranked out assembly-line style, the kusarigama consists of a sickle attached to a long length of chain ending in a weighted ball. The chain is used to entangle or strangle an opponent, while the ball and sickle provide pummeling and slicing attacks, respectively. The kusarigama can be used to snare an opponent in the same manner as a whip (p. 276, SR3). This is a two-handed weapon.

MANRIKI-GUSARI

The manriki-gusari is a long chain with a heavy spherical weight on each end. It is equally effective for trapping, strangling or bludgeoning an opponent. The manriki-gusari can ensnare a foe in the same way as a whip (p. 276, SR3), and may inflict damage during the entanglement attack. This is a two-handed weapon.

MORNING STAR

The morning star is a spiked or studded ball attached to a shaft by a length of chain. The momentum created by the chain

IMPROVISED MELEE WEAPONS TABLE

Weapon	Reach	Damage	Skill Used
Baseball bat	1	(STR + 1)M Stun	Clubs
Bottle	—	(STR)L	Clubs (first use, unbroken), Edged Weapons (broken)
Chain	1	(STR)S	Chainsaw (linked to STR)
Chainsaw	1	(STR + 2)M	Edged Weapons
Chair	1	(STR + 2)M Stun	Clubs
Fork or utensil	—	(STR - 1)L	Edged Weapons
Frying pan	—	(STR + 1)M Stun	Clubs
Metahuman body	1	(BOD + 2)M Stun	Unarmed Combat; minimum STR = BOD*
Pistol	—	(STR + 1)M Stun	Clubs
Pool cue	1	(STR + 2)L Stun	Clubs
Potted plant	—	(STR + 1)M Stun	Clubs
Rifle butt	1	(STR + 2)M Stun	Clubs
Steel pipe	1	(STR + 2)M Stun	Clubs

* "Weapon" and target both take damage based on the BOD of the other.

allows this whip-style weapon to inflict Physical damage. This brutal weapon was popular in the Middle Ages and remains so with the barbaric at heart. The weapon can also be used to entangle an opponent in the same manner as a whip (p. 276, SR3).

NUNCHAKU

A weapon developed in Okinawa from a rice thresher, nunchaku are composed of two short lengths of wood or metal connected by a rope or chain. Skilled users can break bones with this weapon.

THREE-SECTION STAFF

A larger version of the nunchaku, this two-handed weapon is made up of three lengths of wood or metal, connected in line by chains or ropes.

IMPROVISED MELEE WEAPONS

Nearly any apparently harmless object (as well as the obviously harmful) can be converted into a weapon in the heat of combat. Desperate characters are always on the lookout for an opportunity to play dirty when trying to get the edge in a street scuffle. The gamemaster determines what items may be within a character's reach during a fight and the exact effects of bashing someone over the head or gouging their eyes with an impromptu weapon. The Improved Melee Weapons Table offers a sampling of possible weapons and their potential effects; gamemasters can adjust these effects as appropriate.

Whips	Concealability	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
Kusarigama	8	2	(STR + 1)M	1	6/48 hrs	200Y	2	5-C
Manriki-gusari	10	2	(STR + 2)L Stun	1	6/48 hrs	150Y	2	5-C
Morning Star	4	2	(STR + 2)M	2	5/48 hrs	250Y	2	4-C
Nunchaku	7	1	(STR + 1)M Stun	.75	4/48 hrs	100Y	1	84
Three-section Staff	4	2	(STR + 2)M Stun	2	5/72 hrs	200Y	2	84

PROJECTILE AND THROWING WEAPONS



Projectile weapons are man-powered devices that mechanically propel objects at a target, offering the advantages of distance, speed and power over melee weapons. Throwing weapons include any item thrown at a target, ranging from spears and knives to improvised weapons such as a baseball or coffee mug.

These weapons use the statistics and rules for projectile and throwing weapons as given on pp. 117 and 276 of *SR3*.

If a weapon requires a minimum Strength, that limit is chosen when the weapon is purchased and affects the weapon's cost, range and Damage Code. If a character does not meet the Strength requirement for a projectile or thrown weapon, they cannot use the weapon under any circumstances.

PROJECTILE WEAPONS

Use the Projectile Weapons skill to wield projectile weapons. Unless otherwise noted, these weapons require a Ready Weapon Simple Action to nock an arrow or bolt, and a Fire Weapon Simple Action to shoot (see pp. 106–7, *SR3*).

Projectile weapons may not mount accessories unless they are equipped with a bow accessory mount (p. 13).

ARROWHEADS

The discerning archer can obtain a wide range of specialized arrowheads. The following arrowheads can be used on arrows and crossbow bolts.

Barbed Heads: Barbed heads are designed to cause additional damage when removed from a victim. Unless the attending medic succeeds in a Biotech (8)Test, removing a barbed arrowhead inflicts an additional box of Physical damage.

Explosive Heads: Explosive arrowheads carry small charges in their tips that detonate on impact, fragmenting the head. They function in the same way as explosive firearm rounds and are also available in an EX version.

Hammerheads: These blunt, solid arrowheads are composed of a thick gel that flattens upon impact, spreading the kinetic energy of the attack over a wider area. Specifically designed to stun and knock down the target, these heads function in the

same way as firearm gel rounds (p. 116, *SR3*). Their oddly shaped tips make hammerhead arrowheads less aerodynamic than regular arrowheads: reduce the range of the firing bow to the bow's *SIR* minimum - 1.

Incendiary Heads: These arrowheads contain a small quantity of white phosphorous that ignites upon impact, setting the arrow or bolt on fire. The arrowhead will burn for 5 Combat Turns, causing 5L damage at the end of every Combat Turn to anything in contact with it. Flammable materials in contact with the arrowhead also may catch fire (see *Fire and Incendiaries*, p. 98).

Screamer Heads: A screamer head creates a high-pitched whistle as the arrow flies through the air. Most often used as signals or to scare off interlopers, screamer heads inflict only Stun damage; reduce the Power of the attack by half (round down).

BOW ACCESSORY MOUNT

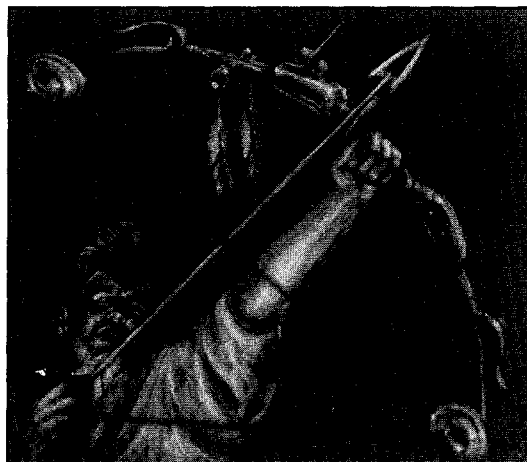
This lightweight gadget allows bows and crossbows to mount a single imaging or smartlink system accessory. The smartlink system can only be used if the character has a smartlink induction pad in the hand with which they hold the bow (or is using smartgoggles).

PISTOL CROSSBOW

This mini-crossbow can be held and shot with one hand and fires short, lightweight bolts. While it inflicts minimal damage, its compact size and silent operation make it ideal for use in high-traffic public areas or as a tool in a prankster's arsenal.

RANGER-X COMPOUND BOW AND ARROWS

The result of computer-aided design and state-of-the-art materials, this compound bow can propel arrows farther and faster than any other bow in its weight class. The bow is most



commonly used with the Ranger-X precision arrows, which are constructed from a lightweight polymer that allows less flex when the arrow leaves the bow.

REPEATER CROSSBOW

A "bolt magazine" autoseeds a new bolt into the repeater crossbow as the bowstring is automatically pulled back and cocked after each shot. Unlike other crossbows, only the first shot requires a Ready Weapon Simple Action, and the bow can be fired repeatedly until the magazine is empty. The magazine holds 5 standard crossbow bolts and

fires at medium crossbow ranges.

SLING LAUNCHER

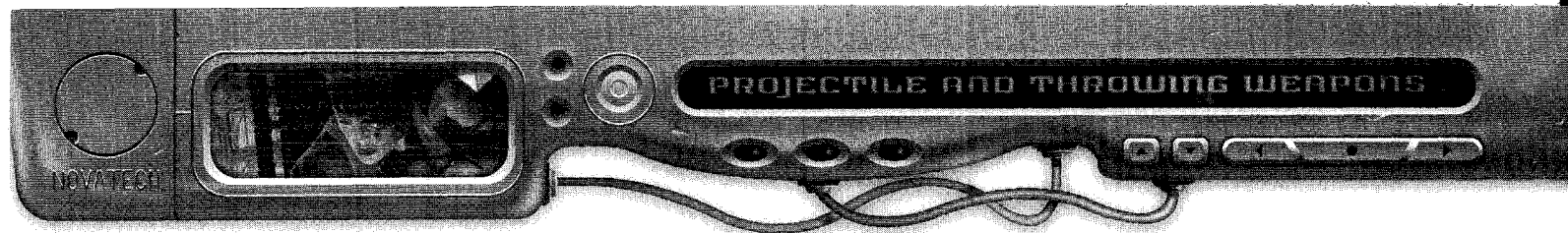
This oversized slingshot requires two anchoring points and room for a two-meter draw. It can fire anything from grenades to water balloons, and the pouch can hold anything that weighs less than a kilogram. The launcher's range is the same as that of an aerodynamic grenade (see p. 119, *SR3*) and its payload scatters in the same way.

Two characters may serve as anchor points, holding the ends while a third character draws. Increase both the target number and the number of dice used to determine scatter by 1. Each character must meet the minimum Strength requirement; use the lowest Strength of the three characters for range.

SLINGSHOT

Modern versions of the slingshot incorporate a wrist brace that reduces the movement of the arm (the weapon's "recoil") to allow more accurate firing. These can be used to fire small projectiles such as ball bearings or marbles. The slingshot uses the same range as the shuriken. This pesky weapon is favored by snot-nosed brats and adults who are still punks at heart.

Projectile Weapons	Concealability	STR Min	Damage	Weight	Availability	Cost	Street Index	Legality
Arrowheads								
Barbed	-1	—	As bow	As arrow	+1/36 hrs	+2¥	1	10P-D
Explosive	-1	—	See rules	As arrow	+2/1 wk	+20¥	1	8P-D
EX Explosive	-1	—	See rules	As arrow	+4/2 wks	+60¥	2	6P-D
Hammerhead	-1	—	See rules	As arrow	+1/36 hrs	+10¥	1	10P-D
Incendiary	-1	—	See rules	As arrow	+4/2 wks	+50¥	2	6-D
Screamer	-1	—	See rules	As arrow	+1/24 hrs	As arrow	1	Legal
Bow Access. Mnt.	-1	—	—	1	2/24 hrs	100¥	.9	Legal
Pistol Crossbow	5	2	4L	1	3/36 hrs	200¥	1	8P-D
Pistol Bolts	6	—	As pistol crossbow	.04	4/36 hrs	3Y	1	10P-D
Ranger-X Bow	2	2+	(STR Min + 4)M	1.5	5/36 hrs	120¥ x STR Min	2	5P-D
Ranger-X Arrows	4	—	As bow	.08	4/36 hrs	18Y	1	10P-D
Repeater Crossbow	2	4	6M	4	8/48 hrs	800Y	2	5P-D
Sling Launcher	—	5	Per object	7	1/14 hrs	40¥	1	5-D
Slingshot	8	1+	(STR Min + 2)L Stun	.5	2/12 hrs	5¥ x SIR Min	1	8-D



THROWING WEAPONS

Use the Throwing skill to wield a thrown weapon.

The Thrown Melee Weapons Table provides ranges for melee weapons that are also commonly used as throwing weapons; these weapons use their standard Damage Codes when thrown. The gamemaster may choose to add a +1 to +4 modifier to throwing weapons that are not balanced for throwing (for example, swords).

THROWN MELEE WEAPONS TABLE

Weapon	Range
Combat axe	As thrown knife + 3
Harpoon	As thrown knife
Javelin	As aerodynamic grenade
Knife (any)	As thrown knife
Spear	As standard grenade
Sword	As thrown knife + 4
Tomahawk	As thrown knife

CALTROPS

Also known as crows' feet, caltrops consist of a welded group of small spikes designed to lie on a surface with at least one spike facing upward. Caltrops are most often scattered in handfuls on the ground to deter foot pursuit.

When a character throws down caltrops, use the standard grenade ranges and make a Throwing Weapons Test, noting the number of successes. Any character crossing an area littered with caltrops must make a Quickness Test against a target number equal to the number of caltrops. Apply a +4 target number modifier if the character is unaware of the caltrops' presence, and any other modifiers the gamemaster considers appropriate

for the size of the area and the density of coverage. If the character fails the test, they step on a caltrop and suffer the Damage Code listed (based on their own BOD). Successes from the attacker's Throwing Weapons Test may be used to stage damage up in the same way as for a thrown grenade, or they may be used to increase the Quickness Test target number by 1 for every 2 successes. Unless the victim is wearing heavy or armored boots, armor does not protect against this damage.

Caltrops are ineffective as a direct-attack thrown weapon, inflicting only (STR - 1)L damage.

NETS

Nets can be used to trap and subdue an opponent. Modern nets are made of durable, lightweight, hard-to-cut hybrid weaves and are weighted around the edges. This is a two-handed weapon.

The attacker makes a Throwing Weapons Test to use the net, and the defender makes a Dodge Test. If the attacker's successes equal or exceed half the defender's Quickness (round down), the defender is trapped by the net. For each of his successes, the attacker may add 1 die to an Open Test to determine the target number for the defender's Strength or Quickness Test to escape. Escaping requires a Complex Action, and each full Combat Turn that passes or friend that aids the escape reduces the target number by 1.

Use a Barrier Rating of 6 for cutting through a net.

IMPROVISED THROWING WEAPONS

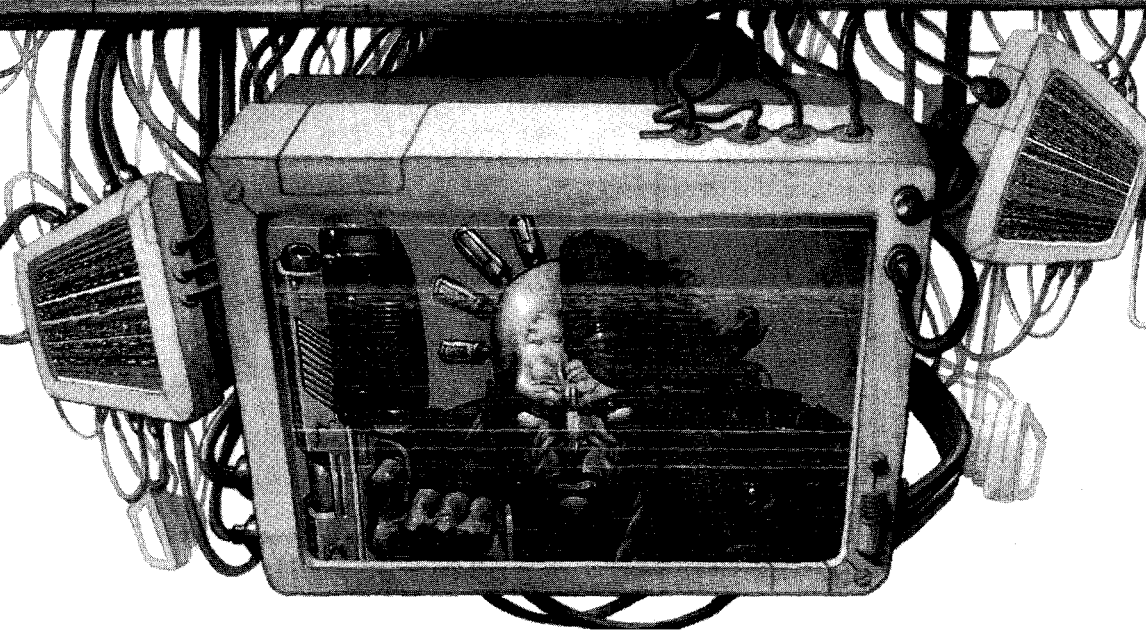
Characters may throw any number of common items to inflict damage. As with improvised melee weapons, the gamemaster determines what items may be within a character's reach during a fight and the effect of a thrown item. The Improvised Weapons Table suggests potential weapons and appropriate statistics. Gamemasters can adjust these effects to suit their game.

IMPROVISED THROWING AND PROJECTILE WEAPONS TABLE

Item	Damage Code	Skill Used	Range	Notes
Baseball	(STR)L Stun	Throwing Weapons	As aerodynamic grenade	
Bowling Ball	(STR)M Stun	Throwing Weapons	As thrown knife + 3	STR Min 4
Brick	(STR + 2)L Stun	Throwing Weapons	As thrown knife + 2	
Cue Ball	(STR)L Stun	Throwing Weapons	As aerodynamic grenade	
Hairspray and Lighter	4L	Spray Weapons	2 meters	Starts fire, see p. 98
Metahuman Body	(BOD + 2)L Stun	Throwing Weapons	(STR - BOD) + 2 meters	Requires both hands and STR Min = BOD
Molotov Cocktail	6M	Throwing Weapons	As shuriken	Starts fire, see p. 98
Nail Gun	8M	Pistol	Light Pistol + 2	
Rock	(STR + 1)L Stun	Throwing weapons	As standard grenade	

Throwing Weapons	Concealability	SIR Min	Damage	Weight	Availability	Cost	Street Index	Legality
Caltrop	8	—	(Body)L	.5	3/36 hrs	5¥	1	8-A
Net	2	—	None	4	5/48 hrs	500¥	2	Legal

FIREARMS



Most firearms are slug-throwers and can be classified as a pistol, submachine gun or rifle. Some special weapons do not fit into any of these categories or are more accurately classified as heavy weapons (see p. 24).

Each firearm is available in two versions—one that fires standard ammunition and one that fires caseless ammunition (see Ammunition, p. 36). A weapon designated for one type of ammunition cannot fire the other type of ammunition. Both versions have the same cost.

All modern firearms feature a digital readout that displays the amount of ammo left in the gun. Firearms manufactured prior to 2050 may not have such a device. The readout is usually located on the rear of the weapon near the sight, where the user can easily see it while firing.

The firearms listed below use the standard rules and statistics for firearms as described on pp. 114 and 276 of *SR3*. Any exceptions are noted in the weapon's description.

PISTOLS

Pistols can be classified into five categories: hold-out, light, heavy, machine and taser. A character firing any of these weapons uses the Pistols skill. Unless otherwise stated, pistols may have one barrel-mounted and one top-mounted accessory. Revolvers cannot use silencers or sound suppressors.

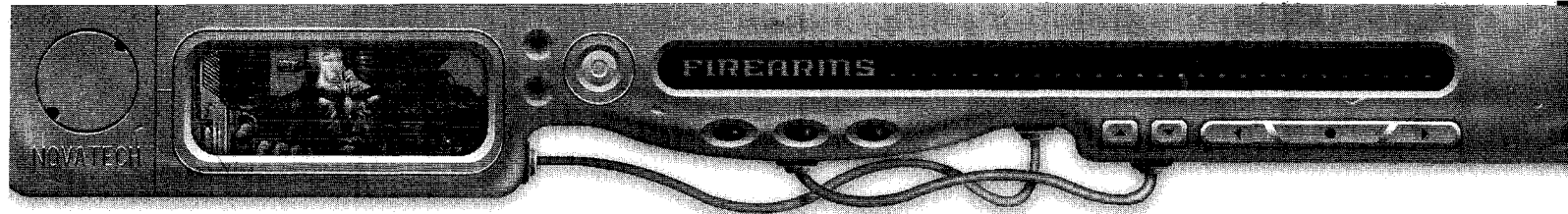


HOLD-OUT PISTOLS

Hold-out pistols are very small weapons with limited ammunition capacity. They are easily concealed but lack power. Hold-out pistols cannot mount any accessories.

Cavalier Scout

Perhaps the most compact semi-automatic pistol designed to date, the Scout can easily be concealed in a pocket. The gun even features a pocket clip on its frame to keep it in place.



Morrissey Élan

Self defense for the fashion conscious, the Élan is composed entirely of polyresin and cannot be detected by magnetic anomaly detectors (MADs), though its ammunition may be detected. Its designers shaped it to look like an extension of its user's hand, a choice that prevents the Élan from firing flechette rounds.

Raecor Sting

The Sting is commonly referred to as a "lemon-squeezer" design, meaning the barrel protrudes from between the firer's index and middle fingers, and the gun is fired by simply making a fist. The circular magazine rotates and automatically loads the next mini-flechette round.

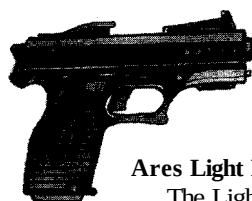
Constructed entirely from polyresins, the Sting cannot be detected by magnetic weapon detection systems. Its limitation to flechette ammunition is considered a drawback.

Fichetti Tiffani Needler

Available in a wide variety of colors and styles, the Tiffani Needler is the social climber's handgun, designed especially for those who desire to coordinate their weaponry with their evening wear. The Needler can fire only flechette rounds.

Fichetti Tiffani Self-Defender

The predecessor of the Tiffani Needler, the Self-Defender is also available in several colors and is small enough to be easily concealed. Unlike the Needler, however, the Self-Defender can fire a variety of ammunition.



LIGHT PISTOLS

Light pistols are the most common noncombat pistol, used primarily for personal protection.

Ares Light Fire 70

The Light Fire 70 is one of the lightest pistols on the market. A special barrel-mounted silencer exclusive to the Light Fire 70 is also available, with a Concealability modifier of -1, a weight of .1 kg and a cost of 650 nuyen.

Beretta 200ST

A light pistol with a touch of machine pistol thrown in, the 200ST is capable of burst fire, which requires a Complex Action to perform. In addition to the extended clip, the weapon includes a detachable shoulder stock, providing 1 point of recoil compensation.

Ceska vz/120

Produced by the Czech manufacturing firm Ceska Zbrojovka in Prague, the vz/120 is the premier East European light service pistol and is the official sidearm of the Czech Mechanized Command.

Colt Asp

Advertised as a cheap, effective weapon, this light revolver is a solid performer in all respects. Its limited ammo capacity, however, encourages users to end conflicts quickly. The Asp cannot be mounted with a silencer.

Fichetti Executive Action

Marketed as capable of "firing so fast it doesn't have time to recoil," the Executive Action can be used in burst fire mode. There is no integral recoil modification, however, and standard recoil rules apply.

Hammerli Model 610S

Featuring customizable grip pads for comfort, the Model 610S is sleek and stylish. It can accommodate top-mounted accessories, but has no room for barrel mounts due to an integral gas-vent system that provides 1 point of recoil compensation. Because this weapon is designed as a target pistol, it uses the ranges for heavy pistols.

SA Puzzler

Manufactured by Shiawase Armaments, this weapon is completely composed of polyresin materials and cannot be detected by magnetic weapon scanners. The gun can be broken down into component parts that mimic jewelry and other commonly carried items, making it even easier to transport illegally. Recognizing the various components as belonging to a gun requires a Pistols B/R (6) or Perception (10) Test. Despite its name, the Puzzler can be easily assembled or disassembled with a Pistols B/R (4) Test and a base time of 10 Combat Turns.

For maximum concealability, those attempting to smuggle this weapon often carry Hi-C plastic rounds for ammunition (see p. 38).

Seco LD-120

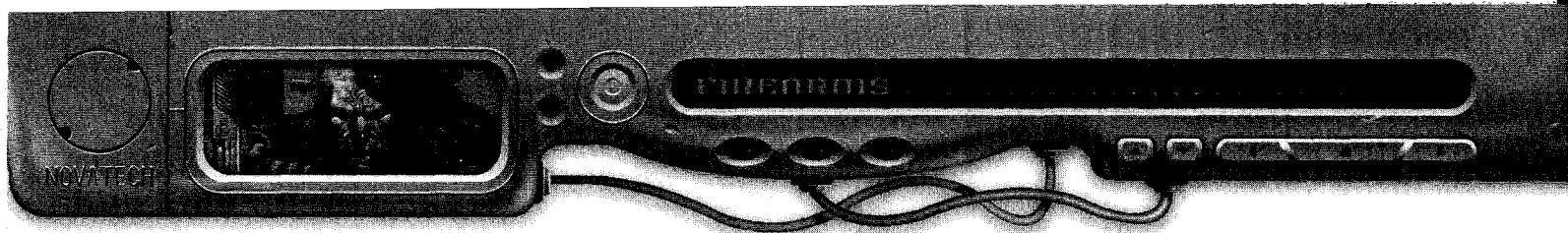
A modern remake of the venerable Israeli LD-100, this light pistol boasts an integral top-mounted laser sight.

Taurus Multi-6

A reliable revolver designed to handle a wide variety of ammunition types, the Multi-6 is most commonly loaded with light pistol ammunition (6L), which provides it with a standard rate of fire. The Multi-6 can also be loaded with heavy pistol ammo, which changes its Mode to single shot and its Damage

Hold-Outs	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Cavalier Scout	9	7 (c)	SA	4L	.25	10/72 hrs	600¥	2	10P-E	—
Morrissey Élan	8	5 (c)	SA	5L	.5	8/7 days	500¥	2	10P-E	—
Raecor Sting	9	5 (c)	SS	4M (f)	.25	10/7 days	375Y	2	10P-E	—
Tiffani Needler	8	4 (c)	SA	5M (9)	.5	7/48 hrs	650Y	2	10P-E	—
Tiffani Self-Defender	8	4 (c)	SS	4L	.5	2/12 hrs	450Y	.75	10P-E	—





Code to 7M (use heavy pistol ranges). The Multi-6 cannot mount a silencer.

Walther PB-120

Rugged and small, the PB-120 is the light pistol of choice for many mercenaries. An extended 15-round clip is available for situations in which 10 shots just aren't enough. The extended clip reduces the weapon's Concealability by 2.



MACHINE PISTOLS

Machine pistols are rapid-firing weapons capable of burst fire. They use the ranges for light pistols.

Ares Crusader

Only slightly larger than a light pistol, the Crusader carries an extended clip and features an integral barrel-mounted Rating 2 gas vent recoil compensation system.

Steyr TMP

Extensive use of polymers in the frame of this firearm make it extremely lightweight. Unlike other machine pistols, the Steyr TMP is capable of full-auto fire. However, its light weight and lack of recoil compensation make it difficult to control when raining lead in full auto.

HEAVY PISTOLS

The big guns are the workhorses of the pistol class. These are the most devastating handguns available.

Ares Predator II

The upgraded version of the popular Predator, the Predator II includes an internal smartgun system.



Ares Predator III

New and improved, the Predator III is the latest variant of this street samurai favorite, featuring an internal smartgun-2 system (see p. 31, *M&M*).

Browning Ultra-Power

This improved version of the Browning Max-Power is smaller than its predecessor, with the same intense punch. It includes a built-in top-mounted laser sight.

Cavalier Deputy

This reliable revolver is favored by rough types who affect a wild-west style. It fires more quickly than the Ruger Super Warhawk, making it a solid adversary for automatic pistols. The Deputy cannot mount silencers.

Colt Manhunter

Designed by famous bounty hunter Andrea McBaine to perform reliably under the most adverse conditions, the Manhunter is popular among law enforcement officers. The Manhunter features an integral barrel-mounted laser sight.

Eichiro Hatamoto II

A single-shot, large-bore defensive firearm, the Hatamoto II fires shotgun rounds from a heavy pistol-sized package. This weapon uses the ranges for heavy pistols, but functions according to the shotgun rules.

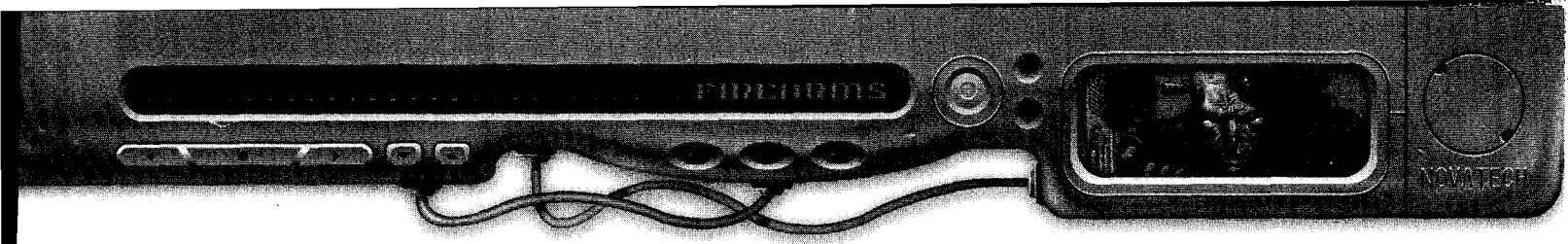
FN 5-7C

This heavy pistol fires light pistol ammunition at an extremely high velocity. Capable of operating in standard auto and burst fire modes, the weapon's efficient design provides 1 point of recoil compensation.

Light Pistols	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Ares Light Fire 70	5	16 (c)	SA	6L	.5	3/12 hrs	475Y	.8	8P-E	—
Beretta 200ST	4	26 (c)	SA/BF*	6L	2	5/24 hrs	750Y	1.5	6-G	(1)
Ceska vz/120	7	18 (c)	SA	6L	1	3/12 hrs	500Y	.8	8P-E	—
Colt Asp	5	6 (cy)	SA	6L	1	3/12 hrs	200Y	.5	8P-E	—
Executive Action Hammerli	6	24 (c)	SA/BF	6L	1.5	14/7 days	1,150Y	3	6-G	—
Model 610S	4	6 (c)	SA	6L	2.5	8/24 hrs	1,300Y	2.5	6P-E	1
SA Puzzler	6	12 (c)	SA	6L	.75	9/1 wk	900Y	2	8P-E	—
Seco LD-120	5	12 (c)	SA	6L	1	3/12 hrs	400Y	.8	8P-E	—
Taurus Multi-6	6	6 (cy)	SA/SS	6L/7M	1	5/24 hrs	500Y	.75	8P-E	—
Walther PB-120	8 (6)	10 (15) (c)	SA	6L	.75	6/36 hrs	700Y	2	8P-E	—

* Burst fire on this weapon requires a Complex Action.

Machine Pistols	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Ares Crusader	6	40 (c)	SA/BF	6L	3.25	5/36 hrs	950Y	2	5-G	2
Steyr TMP	6	30 (c)	SA/BF/FA	6L	2	8/48 hrs	900Y	2	5-G	—



Monissey Alta

The largest firearm in the Morrissey family, the Alta is designed to be just as stylish as the Elan or Elite. While it is small for the heavy pistol designation, its power proves that to be the correct classification. It has a built-in underbarrel laser sight.

Morrissey Elite

A slightly smaller version of the Morrissey Alta, the Elite is considered a heavy pistol but uses the ranges for light pistols. Like the Alta, it features an integral underbarrel laser sight.

Ruger Thunderbolt

Because it is the chosen weapon of Lone Star, officers of that organization can recognize the sound of a Thunderbolt being fired from a considerable distance, and will harass and/or detain any non-Lone Star person carrying one. The Thunderbolt fires only in burst fire mode (already incorporated into the Damage Code), but incurs no recoil penalty on the first burst fired in a Combat Phase. The second burst suffers a special +4 recoil penalty. Each Thunderbolt comes equipped with either a built-in underbarrel laser sight (+250¥) or an internal smartgun system (+400¥).

Savalette Guardian

Inside the chrome-steel finish of this popular heavy pistol is a plethora of extras. The Guardian can fire a single three-round burst by using a Complex Action. Its design provides the equivalent of 1 point of recoil compensation and it comes with a built-in smartgun system.

WW Infiltrator

Marketed by Weapons World, a wholly owned subsidiary of Ares, the Infiltrator is a heavier version of the SA Puzzler (see p. 16). Like the Puzzler, the Infiltrator is composed entirely of polyresins and cannot be detected by MAD scanners. It can also be quickly broken down or assembled (use the same rules

as the Puzzler). Rather than resembling items commonly carried or worn, however, the Infiltrator components look like toiletries and items commonly carried in a traveler's luggage.



TASERS

Tasers are pistol-sized weapons that deliver an incapacitating electric shock to the target. Tasers can take only one top-mounted accessory, and they use the same statistics and rules given for tasers on pp. 124 and 277 of SR3. A character firing a taser uses the Pistols skill.

Yamaha Pulsar

The Pulsar fires capacitor darts at a target, eliminating the wires that trail from dart to weapon common with other tasers. The darts modulate the discharge voltage, maximizing its disruptive effect on neural signals.



SUBMACHINE GUNS (SMGS)

Submachine guns can accommodate one top-mounted, one barrel-mounted and one underbarrel-mounted firearm accessory, unless otherwise noted. SMGs cannot use silencers but can use sound suppressors. A character firing an SMG uses the Submachine Guns skill.

Beretta Model 70

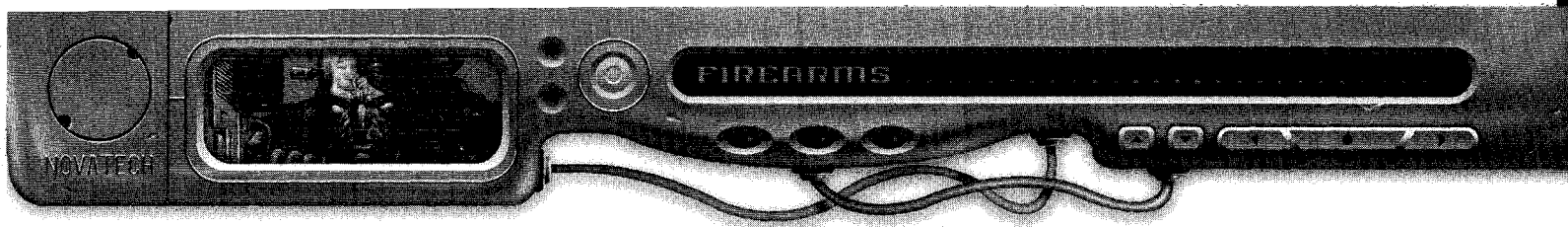
Boasting a large ammo capacity, a built-in top-mounted laser sight and an integral barrel-mounted sound suppressor, the Model 70 crams a lot of value into a dangerous package.

Heavy Pistols	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Ares Predator II	4	15 (c)	SA	9M	2.5	4/24 hrs	550Y	.5	6P-E	—
Ares Predator III	4	15 (c)	SA	9M	2.25	5/24 hrs	650Y	1	6P-E	—
Browning Ultra-Power	6	10 (c)	SA	9M	2.25	4/24 hrs	525Y	1.5	6P-E	—
Cavalier Deputy	4	7 (cy)	SA	9M	2.25	3/24 hrs	300¥	.5	6P-E	—
Colt Manhunter	5	16 (c)	SA	9M	2.5	4/24 hrs	425Y	1	6P-E	—
Eichiro Hatamoto II	6	1 (m)	SS	8S	2.5	12/7 days	1,200¥	2	5P-E	—
FN 5-7C	5	20 (c)	SA/BF	6L	2.5	9/48 hrs	700¥	2	6P-E	1
Morrissey Alta	6	12 (c)	SA	9M	1	8/48 hrs	1,200¥	2	6P-E	—
Morrissey Elite	7	5 (c)	SA	9M	1	6/48 hrs	550Y	.5	6P-E	—
Ruger Thunderbolt	4	12 (c)	BF	12s	2.75	14/12 days	1,000¥*	6	2P-E	—
Savalette Guardian	5	12 (c)	SA/BF**	9M	3.25	6/36 hrs	900¥	2.5	6P-E	1
WW Infiltrator	5	15 (c)	SA	9M	2	9/1 wk	1,200¥	2	6P-E	—

* Does not include cost of integral laser sight or smartgun system.

** Burst fire on this weapon requires a Complex Action.

Tasers	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Yamaha Pulsar	5	4 (m)	SA	8D Stun	2	12/7 days	1,350¥	2	6P-E	—



Colt Cobra

The chosen SMC of special-weapons units around the world, the Cobra comes in three varieties. The standard version, the TZ-110, comes with a folding stock that provides 1 point of recoil compensation when used and a barrel-mounted gas-vent II system. The TZ-115 substitutes a top-mounted laser sight for the stock and gas-vent system, and the TZ-118 replaces the stock and gas-vent system with an internal smart-gun system.

Colt M24A3 Water Carbine

Designed for underwater combat, this weapon's firing chamber is completely sealed. Air is drawn from a diver's scuba tank or air source through an inlet valve in the butt and into the firing chamber, allowing regular ammunition to be used underwater. Positive pressure from the air source ensures no water rushes in during firing, and a purge valve flushes out any water taken in while changing clips.

The water carbine uses only caseless ammunition (see p. 276, SR3), and ignores the side effects applied to Firearms during water combat (p. 111). It must be connected to an air source to fire underwater. When out of the water, the Colt M24A3 functions as a normal weapon.

Heckler & Koch MP-5 TX

A compact adaptation of the HK227, the MP-5 TX includes a built-in gas-vent II system in the barrel and an underbarrel-mounted laser sight.

Ingram SuperMach 100

Classified as a high-velocity "super machine gun," the SuperMach has an impressive autofire speed. The weapon's unique recoil-reduction design provides 3 points of recoil compensation. Both a standard 40-round clip and an expanded 60-round clip are available. Empty 60-round clips cost 25 nuyen.

In burst mode, the SuperMach fires 6-round bursts that inflict 12S damage. These bursts suffer recoil for each bullet in the same way as standard bursts; a single burst incurs a Recoil Modifier of +6 (+3 with compensation), a second burst in the same Combat Phase would suffer +12 (+9).

In full-auto mode, the SuperMach has a maximum rate of 18 rounds per phase. This autofire can be directed in bursts at more than one target, but at least 6 rounds must be fired in each autofire burst (see p. 115, SR3).

The SuperMach 100 cannot accommodate barrel-mounted accessories.

Ingram Warrior-10

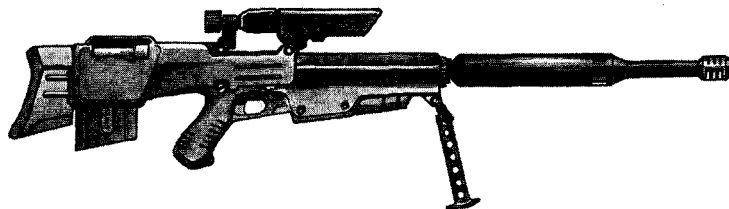
Considered to be one of the most reliable SMCs in service, the Warrior-10 is commonly used by mercenaries. Its lack of a full-auto mode is offset by the weapon's penetration ability.

Sandler TMP

A submachinegun for the cost-conscious, the Sandler TMP is the most inexpensive firearm in its class. It includes a top-mounted laser sight and a folding stock that provides 1 point of recoil compensation when in use.

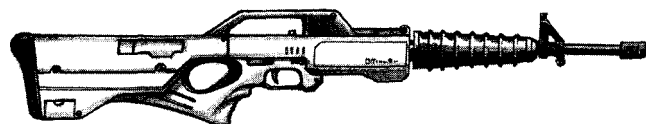
SCK Model 100

This gun is the weapon of choice for most Japanese security forces around the world, including the infamous Renraku Red Samurai. It features an internal smartgun system, and Tokyo manufacturer Shin Chou Kogyo also packed more power into the SCK 100 than most other SMGs.



RIFLES

Rifles can accommodate one top-mounted, one barrel-mounted, and one underbarrel-mounted firearm accessory unless otherwise stated. Some rifles come equipped with rigid shoulder stocks and others with folding stocks, but neither affect recoil, though shock pads attached to the stock reduce recoil. Rifles can be classified according to four categories: sport, sniper, assault and shotguns. Rifles use the statistics and rules given for rifles on pp. 114 and 277 of *SR3*.



SPORT RIFLES

Sport rifles are primarily used for game hunting, target practice and sport shooting. They are common in rural areas. A character firing a sport rifle uses the Rifles skill.

Ruger 100

The sport rifle used by many professional hunters, the Ruger 100 features sturdy wood and high-impact plastic materials, ensuring durability. It also features a built-in magnification 3 imaging scope (top-mounted).

SNIPER RIFLES

Sniper rifles are specifically designed for accurate firing over long ranges. They are the tools of assassins, designed to surprise and kill cleanly and efficiently from a safe distance. A character firing a sniper rifle uses the Rifles skill.

Barret Model 121

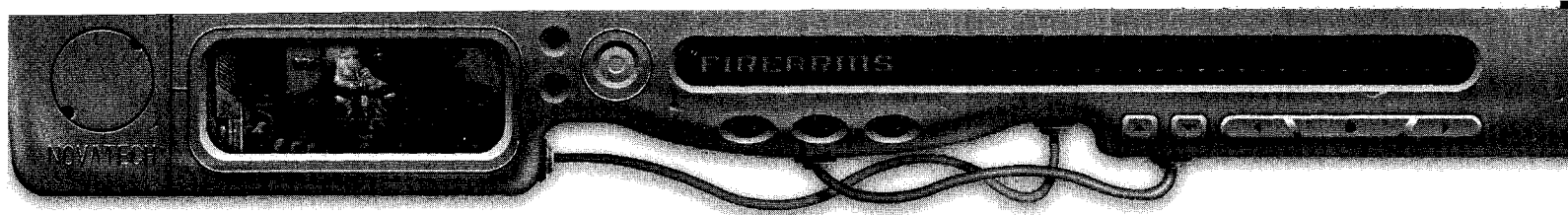
A heavy sniper rifle useful against both armored and unarmored targets, the Model 121 can use only its own special ammunition. Equipped with both an integral barrel-mounted silencer and smartgun system, this gun is well balanced, silent and deadly. Its heavy caliber gives the Model 121 a +2 recoil modifier on each shot (including the first). This recoil can be partially offset by the weapon's folding bipod, which provides 2 points of recoil compensation.

The custom ammunition for the Model 121 costs 200 nuyen per box of 10 with an Availability and Street Index equal to the rifle. This ammunition functions as APDS rounds (with half Ballistic armor and Barrier ratings).

Walther MA-2100

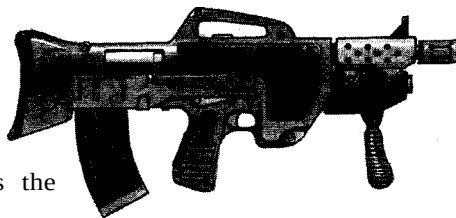
The chosen sniper rifle of the Confederate American States Army, the MA-2100 comes with an internal smartgun system. Designed to military specifications, the Walther is reliable and free of the design instabilities common to other sniper rifles.

SMGs	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Beretta Model 70	3	35 (c)	BF/FA	6M	3.75	5/72 hrs	900¥	1	4-G	—
Colt Cobra										
TZ-110	4	32 (c)	SA/BF/FA	6M	3	6/36 hrs	800¥	2	4-G	2(3)
TZ-115	4	32 (c)	SA/BF/FA	6M	3	6/36 hrs	750¥	2	4-G	—
TZ-118	5	32 (c)	SA/BF/FA	6M	3	6/36 hrs	850¥	2	4-G	—
Colt Water Carbine	5	30 (c)	SA/BF	6M	3.5	5/48 hrs	1,000¥	2.5	4-G	—
HK MP-5 TX	5	20 (c)	SA/BF/FA	6M	3.25	5/36 hrs	850¥	1	4-G	2
Ingram SuperMach 100										
Standard clip	5	40 (c)	SA/BF/FA	6L	3	9/48 hrs	850¥	3	4-G	3
Extended clip	4	60 (c)	SA/BF/FA	6L	3.25	9/48 hrs	875¥	3	4-G	3
Ingram Warrior-10	4	30 (c)	SA/BF	7M	3	3/24 hrs	650¥	.9	4-G	—
Sandler TMP	4	20 (c)	BF/FA	6M	3.25	5/36 hrs	500¥	1	4-G	(1)
SCK Model 100	4	30 (c)	SA/BF	7M	4.5	5/36 hrs	1,000¥	1	4-G	—
Sport Rifles	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Ruger 100	2	5 (m)	SA	7S	3.75	3/24 hrs	1,300¥	1	5P-F	—
Sniper Rifles	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Barret Model 121	—	14 (c)	SA	14D	10	14/30 days	4,800¥	5	2-J	(2)
Walther MA-2100	—	10 (m)	SA	14S	4.5	12/7 days	6,500¥	4	2-J	—



ASSAULT RIFLES

Assault rifles are autofire-capable combat rifles. A character firing an assault rifle uses the Assault Rifles skill.



Ares Alpha

Designed For use by special Forces operatives, the Ares Alpha combat gun features an internal smartlink-2 system and an underbarrel mini-grenade launcher. A special chamber design gives the weapon 2 points of recoil compensation. The Alpha can accommodate barrel and top-mounted accessories. The grenade launcher prevents the mounting of underbarrel accessories.

Ares HVAR

This high-velocity assault rifle earns a "super machine gun" label for its high rate of fire. Specially designed to incorporate an internal smartlink-2 system, the engineering also provides 3 points of recoil compensation. This weapon cannot accept barrel-mounted accessories.

In burst-fire mode, the HVAR fires 6-round bursts that inflict 12D damage. These bursts suffer recoil for each bullet in the same way as standard bursts; a single burst incurs a recoil modifier of +6 (+3 with compensation), a second burst in the same Combat Phase would suffer +12 (+9).

In full-auto mode, the HVAR fires at a maximum rate of 18 rounds per phase. This autofire can be directed in bursts at more than one target, but at least 6 rounds must be fired in each autofire burst (see p. 115, SR3).

Colt M22A2

Voted Best New Weapon of 2048 by the International Mercenaries Guild, the M22A2 is packed with accessories. In

addition to a gas-vent system in the barrel that provides 1 point of recoil compensation, the weapon also features an integral magnification 2 imaging scope (top-mounted, and an underbarrel mini-grenade launcher.

Colt M-23

The Colt M-23, a stripped-down version of the popular Colt M22A2, is the assault rifle for the soldier on a budget, rivaled in price only by the AK-97. The M-23 has no integral accessories.

Heckler & Koch G12A3z

The latest development of several generations of assault rifles, the G12 is lighter, less bulky and equipped with an integral top-mounted laser sight, telescoping shoulder stock and a barrel-mounted gas-vent 2 system that provides 2 points of recoil reduction. The G12 can also be equipped with an underbarrel grenade launcher that reduces Concealability by 1.

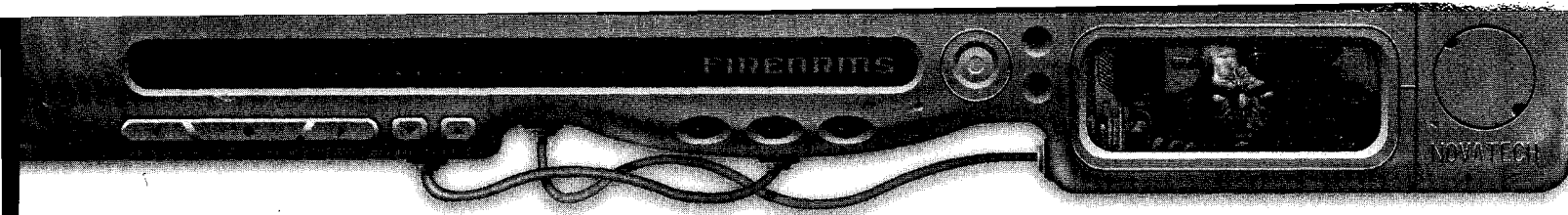
Heckler & Koch G38

New on the market, the G38 is a redesign of a popular modular rifle system. Similar to the Steyr AUG-CSL, the G38 can be easily and quickly reconfigured as either an assault rifle, carbine rifle or light machine gun. Breaking down the weapon, assembling it or converting it from one configuration to another takes an Assault Rifles B/R (4) Test and a base time of 12 Combat Turns. All the parts can fit into a large briefcase.

Each configuration of the G38 features an integral dual top-mounted laser sight and low-light optical magnification 2 scope. A barrel-mounted gas-vent 2 system also provides 2 points of recoil reduction.

Each configuration uses different stats and requires a different skill: Rifles skill (carbine), Assault Rifles skill (assault rifle) or Heavy Weapons skill (LMG). Use the range and firearm rules appropriate to the configuration. All configurations use assault rifle ammunition.

Assault Rifles	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Ares Alpha	2	42 (c)	SA/BF/FA	8M	5.25	8/48 hrs	2,000¥	4	1-G	2
Gren. Launch.	—	8 (m)	SS	As grenade	—	—	—	—	1-K	—
Ares HVAR	2	50(c)	SA/BF/FA	6M	5	14/7 days	3,200¥	4	2-G	3
Colt M22A2	3	40 (c)	SA/BF/FA	8M	4.75	4/3 days	1,600¥	2	2 4	1
Colt M-23	3	40 (c)	SA/BF/FA	8M	4.5	6/36 hrs	950¥	2	2 4	—
Gren. Launch.	—	6 (m)	SS	As grenade	—	—	—	—	1-K	—
HK G12A3z	2	32 (c)	SA/BF/FA	8M	5.25	8/4 days	2,200¥	3	2-G	2
HK G38										
Assault Rifle	2	30 (c)	SA/BF/FA	8M	3.25	12/1 wk	4,000¥	3	2-G	2
Carbine Rifle	3	30 (c)	SA/BF	7S	3	12/1 wk	—	3	3-F	2
LMG	—	30 (c)	BF/FA	8M	4	12/1 wk	—	3	3-H	2
w/drum	-2	100 (c)	—	—	+1	—	+50¥	—	—	—
Semopal vz/88V	2	35 (c)	SA /BF/FA	8M	5.5	5/36 hrs	1,800¥	2	2-G	2
Steyr AUG-CSL										
Assault Rifle	2	40 (c)	SA/BF/FA	8M	4	10/4 days	4,500¥	3	2-G	1
Carbine	3	40 (c)	SA/BF	7S	3.75	10/4 days	—	3	3-F	1
SMG	5	40 (c)	SA/BF	6M	3.5	10/4 days	—	3	3-G	1
LMG	—	40 (c)	SA/BF/FA	8M	5.5	10/4 days	—	3	3-H	1



Semopal vz/88V

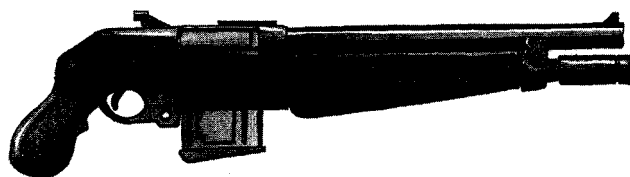
The chosen assault rifle of the Czech Mechanized Forces, the **88V** features a built-in laser sight (underbarrel mount), a folding stock and a magnification 2 imaging scope (top-mounted). A barrel-mounted integral gas-vent 2 system also provides 2 points of recoil compensation.

Steyr AUG-CSL

An innovative multi-weapon system, the AUG-CSL is capable of being assembled as a submachine gun, a carbine, an assault rifle or a light machine gun. Converting the weapon from one system to another requires a successful Assault Rifles BR (4) Test, with a base time of 20 Combat Turns. Breaking down the weapon into parts or simply rebuilding it takes half that time. All the parts can fit into a large briefcase.

All versions of the AUG-CSL have integral top-mounted laser sights and a barrel-mounted gas-vent system that provides 1 point of recoil compensation. An external **smartgun** system can be added with no loss of Concealability.

Each configuration uses different stats and requires a different skill: Rifles skill (carbine), Submachine Guns skill (SMG), Assault Rifles skill (assault rifle) or Heavy Weapons skill (LMG). Use the range and firearm rules appropriate to the configuration. All configurations use assault rifle ammunition.



SHOTGUNS

Shotguns use the statistics and rules on p. 277 of *SR3*. The shotguns—described here fire slug rounds, which are more effective against modern body armor. Shotguns cannot mount silencers or sound suppressors. A character firing a shotgun uses the Shotguns skill.

If loaded with shot rounds, apply the flechette ammunition rules (p. 116, *SR3*) and choke setting rules (p. 117, *SR3*). Shotguns firing shot rounds receive only a -1 target number modifier when used with a smartlink. Shotguns firing shot rounds also gain no advantages from laser sights or smart goggles.

Any shotgun fired in burst-fire mode suffers the double uncompensated recoil modifier (see *Recoil*, p. 110, *SR3*).

Franchi SPAS-22

A thoroughly dangerous weapon, the SPAS-22 comes equipped with an integral smartlink-2 system and a folding stock that provides 1 point of recoil compensation when in use, reducing the weapon's Concealability by 2.

Mossberg CMDT

A stripped-down version of the Mossberg SM-CMDT, the standard CMDT lacks the **smartgun** system but includes the top-mounted laser sight.

Mossberg SM-CMDT

The chosen shotgun for wrp militaries in the Desert Wars, the SM-CMDT features an internal **smartgun** system.

Remington 990

One of the most common shotguns, the 990 is an all-purpose firearm popular with security forces. When firing standard slug rounds, its Damage Code is **8S**, but the gun delivers a more powerful attack with shot rounds, increasing the Damage Code to **10D(f)**. The 990 is also available in a sawed-off version, which increases Concealability to 4 but reduces the Power of its attacks by 2.

Street Sweeper

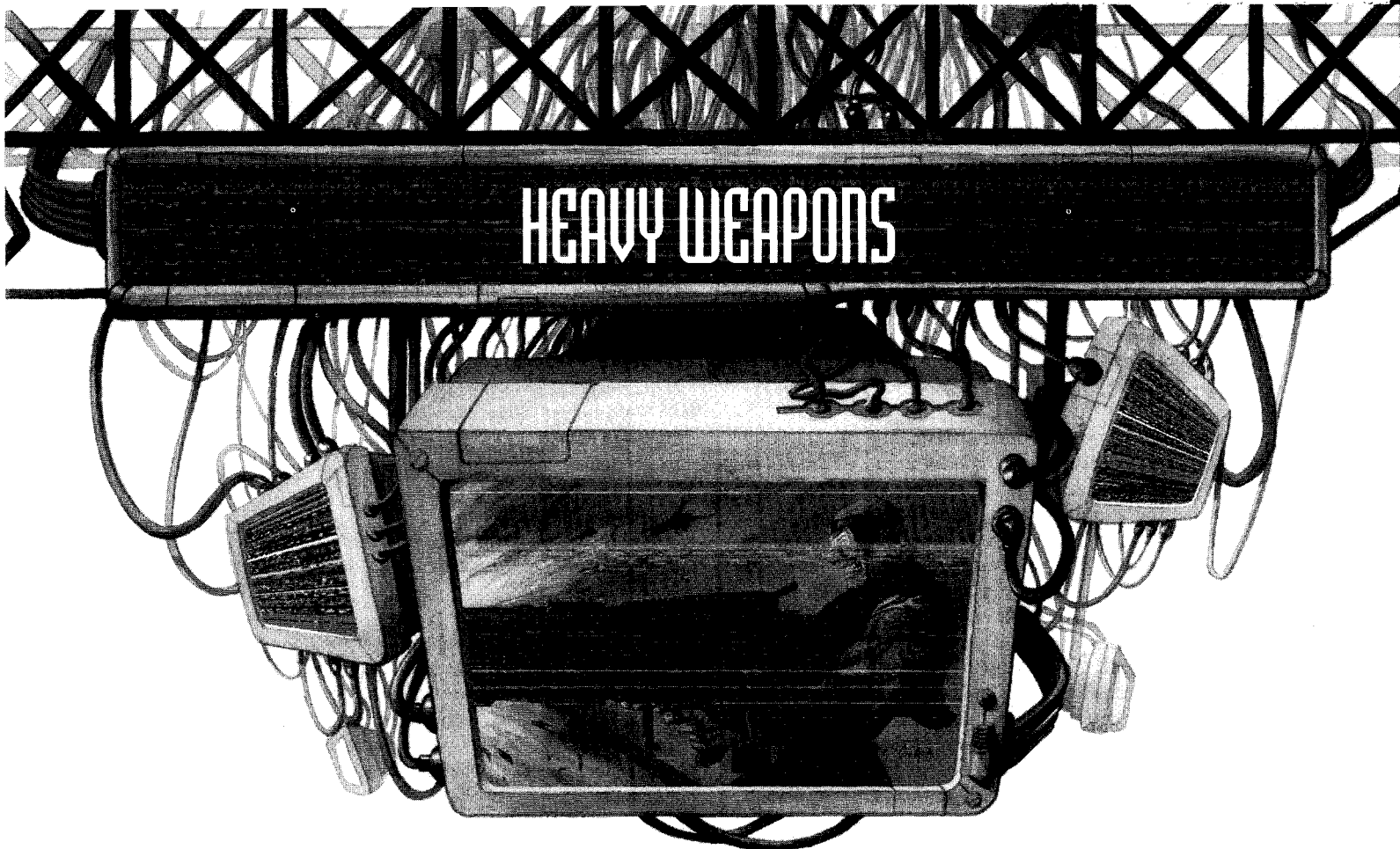
This jury-rigged shotgun is commonly used by sprawl gangers. Not officially distributed by any corporation, this weapon's design has been popularized by several trid combat shows and can be easily downloaded off the Matrix or obtained from any underworld syndicate.

Similar to an old-fashioned musket gun; the Street Sweeper must be manually loaded for each shot with condensed black powder cubes (10¥ per box of 10), which requires a Simple Action. The weapon's muzzle is then crammed full of any small, hard junk or debris within reach—rocks, glass, screws, nails, metal bits, plascrete chunks and so on. Loading this “ammunition” requires at least one Simple Action, and the gamemaster may require additional actions based on the availability of nearby debris.

When fired, the weapon forcibly ejects the debris as shrapnel. Use taser ranges, but also apply rules for shotgun choke settings. The gun has a fixed choke setting that must be determined at purchase. Street Sweepers cause damage using the flechette ammunition rules (p. 116, *SR3*). The gamemaster may choose to modify the Power of the Damage Code by -1 or +1, depending on the debris loaded into the barrel.

Street Sweepers cannot mount any accessories.

Shotguns	Conceal	Ammo	Mode	Damage	Weight	Avall.	Cost	St. Index	Legal.	RC
Franchi SPAS-22	2 (4)	10 (m)	SA/BF	10S	4	8/8 days	1,000¥	2	5-F	(1)
Mossberg CMDT	2	8 (c)	SA/BF	9S	4.25	8/8 days	1,000¥	1	5-F	—
Mossberg SM-CMDT	2	8 (c)	SA/BF	9S	4.5	12/8 days	1,500¥	2	3-F	—
Remington 990	2	8 (m)	SA	8S/10D(f)	4	3/48 hrs	650Y	2	5P-F	—
Street Sweeper	—	1 (b)	SS	10S(f)	3	5/24 hrs	200¥	2	3-F	—



Hheavy weapons are the largest weapons metahumans can carry and include everything larger than a rifle. Unless otherwise noted, a heavy weapon cannot simply be carried and fired without assistance—they are too massive, and the recoil would knock down the shooter and possibly cause injury. Heavy weapons must be fired from either a prone, sitting or kneeling position, or they can be carried and fired using a gyro-stabilization system (p. 280, *SR3*). Trolls and other very large metahumans may be able to carry and fire heavy weapons without assistance; see *Carrying Heavy Weapons*, p. 99.

Most heavy weapons are deployed using bipods or tripods (see pp. 280 and 282, *SR3*). Double all uncompensated recoil when using heavy weapons (see p. 111, *SR3*).

Heavy weapons can accommodate one barrel-, one underbarrel- and one top-mounted accessory unless otherwise noted.

Heavy weapons can be classified as machine guns, miniguns and cannons, grenade launchers and mortars, or missile and rocket launchers.

MACHINE GUNS AND CANNONS

A character firing a machine gun or cannon uses the Heavy Weapons skill. Use the rules and statistics on pp. 114 and 279 of *SR3*.

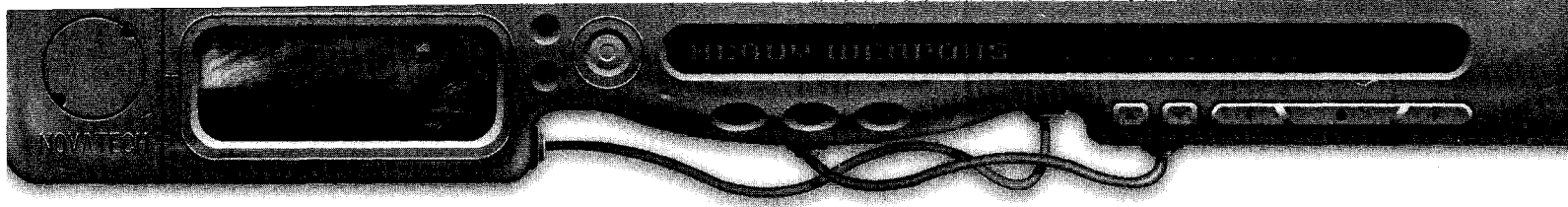
Ares HV MP-LMG

This man-portable light "super machine gun" fires light pistol rounds at an extremely high velocity. The weapon's ergonomic design incorporates an internal smartlink-2 system and provides 3 points of recoil compensation, but it cannot accommodate barrel-mounted accessories.

In burst-fire mode, the Ares HV MP-LMG fires 6-round bursts that inflict 12D damage. These bursts suffer recoil for each bullet in the same way as standard bursts (see burst-fire rules for Ingram SuperMach 100, p. 20).

In full-auto mode, the HV MP-LMG has a maximum rate of 18 rounds per Combat Phase. This autofire can be directed in bursts at more than one target, but at least 6 rounds must be fired in each autofire burst (see p. 115, *SR3*).





Ares MP-LMG

The most popular light machine gun with militaries the world over, the MP-LMC comes equipped with an underbarrel built-in laser sight. A gas-vent II system built into the barrel provides 2 points of recoil compensation, and a hip-pad bracing system provides 1 point of recoil compensation. The MP-LMC uses either a 100-round belt or a 50-round clip.

FN MAC-5 Medium Machine Gun

Produced by Fabrique National, the FN MAG-5 is equipped with a top-mounted laser sight, a barrel-mounted gas-vent II system that provides 2 points of recoil compensation and a folding tripod stand as an underbarrel accessory. The weapon can accept either a 50-round ammunition box or a belt.

GE Vindicator Minigun

The prominent feature of this weapon is its six rotating barrels, powered by high-density batteries, that allow an astounding rate of fire with none of the expected barrel-warping heat. When activated, the barrels require 1 Combat Turn to reach firing speed and make a very recognizable and audible electric whirring sound. The Vindicator cannot be fired until the barrels reach the required speed. It fires 15 rounds per Complex Action. This rate cannot be adjusted. The batteries last for 10 minutes of firing and require 1 hour to recharge. The Vindicator cannot mount any accessories on its barrels.

Panther Assault Cannon

This lethal assault weapon fires stable superplast explosive warheads, guaranteed to take out even the toughest opponents. The weapon comes with either a detachable underbarrel-mounted folding bipod, or a shoulder strap and hip-brace (p. 34), for trolls who can carry the load.

Stoner-Ares M 107 Heavy Machine Gun

Used by the UCAS Armed Forces, the M107 may be the deadliest fully automatic machine gun on the market. It includes a built-in top-mounted laser sight for better accuracy and a gas-vent III system in the barrel that provides 3 points of recoil compensation. The weapon also comes with a detachable underbarrel-mounted tripod that provides 6 points of recoil compensation when in use.

GRENADE AND MORTAR LAUNCHERS

Grenades and mortars use the statistics and rules for explosives on p. 282, *SR3*, and grenades on p. 118, *SR3*. Mortars use the rules for grenade launchers, including scatter and timing, though they have different ranges (see the Weapon Range Table, p. 113). A character firing a grenade or mortar launcher uses the Launch Weapons skill.

All grenade launchers can be hand-carried and fired, but they suffer double uncompensated recoil. The damage inflicted by these weapons depends on the grenade or mortar used (see *Ammunition and Explosives*, p. 40).

ArmTech MGL

A bullpup-style weapon (see *Gun Design*, p. 75), the standard ArmTech MGL-12 carries a larger number of minigrenades than competing m&~. The MGL-6 pistol version offers only half the minigrenade capacity. Both versions can mount only imaging and smartlink accessories, and can use only a gyro-stabilization mount or tripod for recoil compensation.

M-12 Portable Mortar System

Based on a battle-proven design, the M-12's long barrel tube ends in a rounded base with four prongs that dig into the ground and stabilize the unit. A swing-out bipod brace props the weapon at an appropriate firing angle. Fully deployed, the M-12 is just taller than an average dwarf. The weapon's operator can sight and fire the weapon himself or use indirect fire based on data from a spotter. The M-12 can fire any type of mortar round and cannot mount any accessories.

The M-12 must be set up before it can be fired, which takes 3 minutes (60 Combat Turns). Breaking down the weapon takes only half that time. The M-12 can fire a maximum of 2 mortar rounds per Combat Turn, regardless of the number of actions available to the firer.

MISSILE AND ROCKET LAUNCHERS

Missile and rocket launchers use the statistics and rules on pp. 120 and 279 of *SR3*. A character firing a rocket or missile launcher uses the Launch Weapons skill. Launchers cannot mount standard firearm accessories unless otherwise noted. Ranges for rockets and missiles appear on the Weapon Range Table, p. 114.

MGs/Cannons	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Ares HV MP-LMC	—	80 (c)/belt	SA/BF/FA	6S	8	20/14 days	4,500¥	4	2-K	3
Ares MP-LMG	—	50 (c)/belt	BF/FA	7S	7.5	6/5 days	2,200¥	2	2-H	2(3)
FN MAC-5 MMC	—	50 (box)/belt	FA	9S	9.5	18/14 days	3,200¥	3	2-H	2(8)
Vindicator Minigun	—	50 (c)/belt	FA	7S	15	24/14 days	2,500¥	2	1-K	—
Panther Cannon	—	22 (c)/belt	SS	18D	18	16/14 days	7,200¥	2	2-H	(2)/(1)
Stoner-Ares M107	—	40 (c)/belt	FA	10S	12.5	18/14 days	5,200¥	3	2-H	3(9)

GLs/Mortars	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
ArmTech MCL-6	6	6 (c)	SA	As grenade	2.5	6/36 hrs	1,600¥	3	1-K	—
ArmTech MGL-12	3	12 (c)	SA	Asgrenade	5.0	6/36 hrs	2,200¥	3	1-K	—
M-12 Portable	—	1	SS	As mortar	30	12/14 days	3,000¥	2	1-J	—



Rocket and missile launchers can be separated into two categories: generic and specialized.

Launch Exhaust: Unless otherwise noted, missile and rocket launchers create a blast zone directly behind the launcher whenever a rocket or missile is launched. The width of this zone is 1 meter and its length is 12 meters. Any character caught in the blast zone takes 12M blast damage from the exhaust, reduced by -1 per meter from the launcher.

GENERIC LAUNCHERS

Like the IWS Multi-Launcher on p. 279 of *SR3*, generic launchers can load and fire any available standard rocket or missile type listed under *Ammunition and Explosives* (p. 44) or in 5/23 (p. 279). Use the Damage Code and special rules of the rocket or missile being deployed.

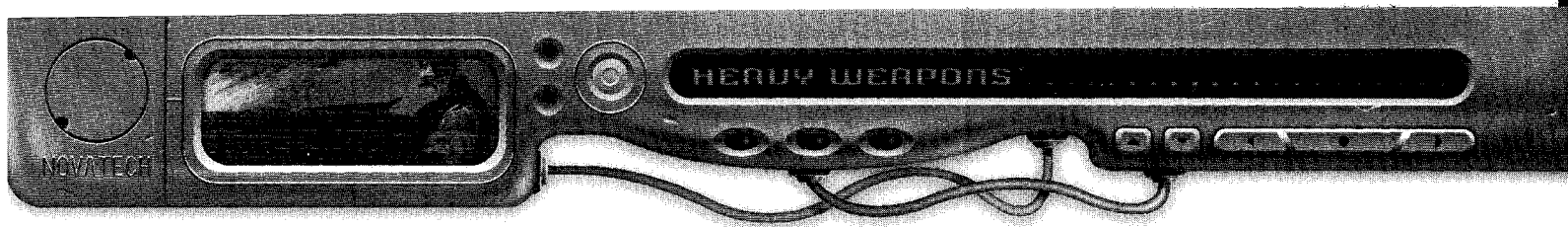
Aztechnology Lasher

The Lasher is a lightweight, portable, single-missile delivery system designed for operations that require only a quick, strategic strike. The reusable launcher loads only a single rocket or missile, but features a Rating 2 low-light imaging scope. The shoulder brace, scope and collapsible tube can be assembled or disassembled in 10 Combat Turns. The components of the Lasher fit inside a large suitcase. When collapsed, the Lasher's Concealability is 4.

Spike Disposable Launcher

Popular among rebel forces in the Yucatan and Philippines and on the high seas, the Spilte is a portable, shoulder-fired one-shot disposable launcher. Straightforward, lightweight and cheap, the Spilte is perfect for mercenaries, shadowrunners and others who want to deliver a punch and make a quick, unen-

Generic Launchers	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Aztechnology Lasher	4/—	1 (b)	SS	As rocket/missile	3	12/2 wks	4,000¥	3	1-K	—
Spike	—	1 (b)	SS	As rocket/missile	1	10/1 wk	800Y	2	1-K	—



cumbered getaway. Once the rocket has been fired, the launcher is useless except as an unwieldy club.

SPECIALIZED LAUNCHERS

Specialized launchers are designed to handle a specific armament or design, and so are compatible only with a specific rocket or missile type. They may not be used to launch other rockets or missiles, including generic ones. Because each of these combinations is unique, the specialized rocket and missile munitions are described with the launchers below, rather than in the *Ammunition and Explosives* section.

The Intelligence rating listed refers to a missile's targeting and control circuits (see p. 120, *SR3*).

Arbelast II MAW Rocket launcher

This medium anti-armor weapon (MAW) fires a heavier rocket and warhead than its LAW cousin. Shoulder-mounted, the launcher's rigid canister has a built-in Rating 1 imaging scope. Treat the Arbelast rocket as a high-explosive rocket with the statistics listed below.

Ballista Missile launcher

Manufactured by Saeder-Krupp, the Ballista consists of a backpack mechanism that deploys a shoulder-firing missile tube. The missile tube can be used to fire directly or indirectly. The Ballista comes equipped with a laser target designator (see p. 35), but cannot mount other accessories. The Ballista backpack unit takes 10 Combat Turns to put on or take off.

The Ballista may use only Ballista munitions, which come in three varieties. The Mk I is an armor-piercing rocket, used for both direct- and indirect-fire attacks. The Mk II is an armor-piercing, semi-smart missile used only for direct fire. The Mk III is an armor-piercing, laser-tracking missile used for direct and indirect fire. The Mk III must be directed by a laser, microwave or radar designator (see p. 35); choose the designator when purchasing the munitions. All three varieties are considered anti-vehicular (AV); divide by 2 all Barrier ratings and vehicle armor when used against such targets.

The Ballista's magazine can hold 4 Ballista rounds (of any

variety, including mixed). The backpack must be removed in order to replace this magazine. Replacing the magazine takes 3 Combat Turns.

Great Dragon ATGM launcher

Fired from a tripod-mounted, reusable canister, the anti-tank guided missile (ATGM) is a ground-based spin-off of popular air-to-ground missiles. The launcher has an integral Rating 2 optical imaging scope. It cannot mount other accessories. The ATGM itself is considered anti-vehicular (AV); divide by 2 all Barrier ratings and vehicle armor when used against such targets.

M79B1 LAW Rocket

The most common light anti-armor weapon (LAW) in the world, the M79B1 is a single-shot, disposable rocket fired from a shoulder mount. The telescoping cylinder can fire only when fully opened; at full extension, the tube has a Concealability 0. The rocket is considered high-explosive and uses the statistics below. The LAW's exhaust blast zone is only 1 meter by 10 meters, with a base Damage Code of 10M reduced by -1 per meter.

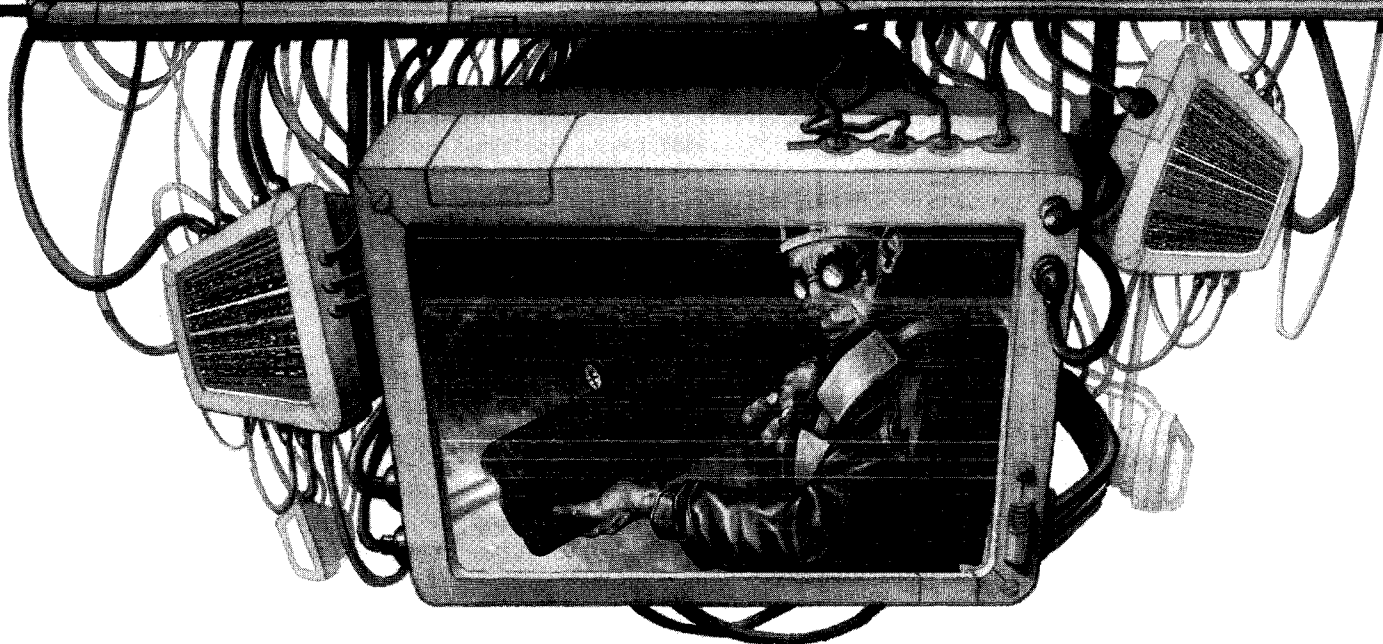
Vogeljäger Man-Portable Missile launcher

Carried as a backpack unit similar to the Ballista, this man-portable launcher fires Vogeljäger anti-air missiles. The launcher comes equipped with a Level 2 sensor unit, which Functions in the same way as standard vehicle sensors, except that it has a +4 modifier for detecting objects on the ground. The sensor output is displayed on a linked wrist unit that is also equipped with a datajack port. The backpack unit requires 10 Combat Turns to put on or take off.

Vogeljäger missiles are extremely effective against airborne targets, inflicting 14D damage, reduced by -2 per meter. This damage is anti-vehicular (AV); divide by 2 all Barrier ratings and vehicle armor when used against such targets. The Vogeljäger is less effective against ground-based targets, receiving a +4 target number modifier and inflicting only 8D damage (AV), reduced by -2 per half meter.

Specialized launchers	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.
RC									
Arbelast II MAW	—	1	SS	See above	2.75	8/48 hrs	1,200¥	2	1-K
Ballista	—	4 (m)	SS	See above	6.5	18/30 days	10,500¥	4	1-I<
Great Dragon	—	1	SS	See above	2.75	8/48 hrs	1,200¥	2	1-K
M79B1 LAW	4/—	1	SS	See below	2.5	6/36 hrs	700Y	2	1-K
Vogeljäger	—	1	SS	See below	8	18/28 days	12,500¥	4	1-K
Intelligence Damage Blast Scatter Weight Avail. Cost St. Index Legal.									
Arbelast II MAW	NA	15D (HE)	-1/.5m	2D6 + 2	2.5	8/48 hrs	900Y	2	1-J
Ballista MK I	NA	14D (AV)	-7/m	2D6	2.75	12/21 days	1,000¥	4	1-J
Ballista MK II	6	14D (AV)	-7/m	2D6	2.75	14/28 days	2,000¥	4	1-J
Ballista MK III	5	14D (AV)	-7/m	2D6	2.75	18/28 days	2,500¥	4	1-J
Great Dragon ATGM	4	20D (AV)	-5/m	2D6	3	8/48 hrs	1,000¥	2	1-J
M79B1 LAW	NA	12D (HE)	-1/.5m	2D6 + 2	2.5	6/36 hrs	750¥	2	1-J
Vogeljäger Missile	5	14D (AV)	-2/m	2D6	17	18/28 days	5,000¥	4	1-J

SPECIAL WEAPONS



Many of the weapons below are unique in design and are therefore not easily categorized. Their specialized nature requires special rules, which are included in the weapon descriptions.

FLAME WEAPONS

Any weapon designed to burn and ignite a target and/or set the surrounding area on fire is considered a flame weapon.

Flamethrower

Flamethrowers spew an ignited fuel mixture, most commonly gasoline and oil or napalm, burning the target and setting anything flammable on fire. The fuel is stored in tanks worn on the back as a backpack and delivered to the target through a hose attached to a pistol-grip nozzle. Putting on or removing the backpack takes a full Combat Turn. The flamethrower requires a full Combat Turn to warm up before it can be used.

Flamethrowers can be used to blast a single target or they can be used to spread flame over a wide area in an attempt to strike multiple targets. For the area-sweep attack, use the shotgun spread rules (p. 117, SR3). Note that flamethrowers do not have a choke like a shotgun; this rule merely reflects that the user may “walk” a stream of continuous flame and cover an area.

The 8M damage is reduced by Impact armor but not Ballistic armor. The flame will set any combustible materials on fire, including hair, clothing, wood, dry grass, flammable liquids and so on. Ammunition and explosives may also be cooked off. See the rules for *Fire and Incendiaries*, p. 98.

Flamethrower fuel is measured in shots. Each pair of fuel tanks holds 10 shots. An empty tank costs 50 nuyen, plus each shot costs 5 nuyen to fill. The tanks can be filled in 5 minutes, or replaced in 5 full Combat Turns. The fuel tanks have a Barrier Rating of 10; if they are breached by an explosion or other attack, they will explode in a ball of fire. The blast will have a Power equal to 2 times the number of shots left, -1 per half meter from the tanks, and a Damage Level of M.

A character firing a flamethrower uses the Spray Weapons skill (see p. 105). Flamethrowers use shotgun ranges. They cannot mount any accessories.



Underbarrel Modification: A specially designed nozzle may be purchased that allows the flamethrower nozzle to be mounted to the underbarrel of a rifle, shotgun or assault rifle. This configuration allows the user to wield a firearm simultaneously with the flamethrower and switch between them. This modification adds 200 nuyen to the flamethrower's cost.

Shiawase Blazer

A compact flamethrower built in a bullpup submachine gun configuration (see *Gun Design*, p. 75), the blazer is easier to carry and use than a standard flamethrower. The Fuel tank at the rear of the weapon is lighter than the backpack, but contains only enough Fuel for four uses. This weapon is favored by governments and corporations for clearing out rebel hideouts in heavy jungle terrain.

The blazer uses the standard flamethrower rules, but it uses light pistol ranges and holds only 4 shots. An empty tank costs 25 nuyen, plus each shot costs 5 nuyen to fill. The tanks can be filled in 2 minutes, or replaced in a Full Combat Turn.

LASER WEAPONS

Laser weapons use highly concentrated beams of light to burn into and damage a target. These beams have an extremely long range and cause no recoil. Ballistic armor does not protect against laser weapons; Impact armor is only half as effective (round down).

Creating the intense light beams necessary to inflict damage requires a significant amount of power. Portable laser weapons derive this power from peak-discharge battery packs that can be recharged.

Laser beams lose their focus and deliver less damage over longer distances. For each range category beyond Short, decrease the weapon's Power by 2 (Medium -2, Long -4, Extreme -6).

All laser weapons are somewhat ineffective in smog or fog filled areas. Smoke or fog reduces the laser's Power by 1 for every 2 meters of smoke or fog the beam passes through.

A character firing a laser weapon uses the Laser Weapons skill. Lasers are not considered anti-vehicle weapons. They may mount underbarrel and top-mounted accessories only.

Ares MP Heavy laser Plus

This heavy weapon comes equipped with an underbarrel-mounted tripod and backpack battery case. The pack provides

enough juice for 50 shots, and may be recharged at the rate of 1 shot per 2 hours.

The heavy laser-plus uses sniper rifle ranges.

Ares MP laser III

Ares stunned the world by releasing this affordable, man-portable, self-contained laser system. A powerful weapon ideal for a sophisticated mercenary or a security force, the weapon is powered by hip-mounted battery packs. The packs provide enough juice for 20 shots each, and may be recharged at the rate of 1 shot per hour.

The Laser III uses sporting rifle ranges.

Ares Redline

The latest Ares development to hit the streets, the Redline is the first laser pistol to be used by security forces. Slightly larger than the standard heavy pistol, the Redline draws power from a detachable battery pack clip. Good For only 10 shots, the battery clips may be ejected and inserted in the same way as a firearm clip and recharged at the rate of 2 shots per hour.

The Redline uses heavy pistol ranges.

MISCELLANEOUS SPECIAL WEAPONS

Special weapons include firearms that fire a form of ammunition other than slugs or are unique in design. If the weapon can mount accessories, they are listed in the weapon description.

Unless otherwise noted, each of these weapons requires a special Active Skill to use them (for example, a character firing a bracer would use the Bracer skill). Each of these special skills is linked to Quickness. At the gamemaster's discretion, they may be grouped with related skills such as Pistols so that characters may easily default when using these weapons. See *Skills*, p. 104.

Ares Executive Protector

Designed by Ares for bodyguards who need to retain a respectable image and still pack serious firepower, the Protector is a submachine gun built into a briefcase. When carried in its discreet disguised form, the only thing differentiating a Protector from a normal briefcase is the depressed firing stud in the handle and the concealed barrel port on the briefcase's side. Smartlited versions do not even feature the firing stud, because they are fired cybernetically.

Though it can be fired while in the form of a briefcase, a simple mechanism also allows the user to detach the Protector

Flame Weapons	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legality	RC
Flamethrower	—	10	SS	8M	21	10/1 wk	1,000¥	3	2-K	—
Shiawase Blazer	4	4	SS	6M	6	12/2 w/ls	750Y	3	4-K	—
Laser Weapons	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legality	RC
Heavy Laser Plus	—	50	SA	18 M	30	27/1 mo	300,000¥	3	1-K	—
Battery Pack	—	—	—	—	15	10/1 mo	2,000¥	2	Legal	—
Laser III	—	20	SA	15M	20	24/3 w/ls	120,000¥	3	2-K	—
Hip Battery	4	—	—	—	2	10/2 w/ls	500Y	2	Legal	—
Redline	3	10	SA	12M	5	18/3 w/ls	75,000¥	3	4-K	—
Battery Clip	6	—	—	—	1	10/2 w/ls	250Y	2	Legal	—

SMG, breaking away the briefcase trappings. This requires a Simple Action. In either mode, the Protector requires Submachine Guns skill to use. In briefcase mode, the Protector suffers double uncompensated recoil.

The Protector features an integral sound suppressor and may mount only underbarrel accessories. A folding stock may be used when broken away from the briefcase, providing 1 point of recoil compensation. This weapon can use only caseless ammunition. In briefcase form, the Protector's Concealability is 10; the gun alone has Concealability 3.

Blowgun

A blowgun is simply a long, narrow tube used to propel a dart or large needle by blowing forcefully through the tube. Though the weapon offers the advantage of being absolutely silent, users must be careful not to inhale and swallow the projectile. Because the darts and needles inflict only a pinprick wound, blowguns are primarily used to inject the target with a toxin or compound (see the *Drug Rules* provided on p. 105, M&M).

Double the effectiveness of Impact armor against blowgun needles and darts. A box of 20 needles or darts can be purchased for 5 nuyen.

Bracer

This weapon is a large platinum bracelet designed to fire a single bullet. A small button-trigger just below the wrist fires the weapon. Because it lacks a barrel, the bracer is somewhat inaccurate and modifies the target number by +1 when firing. The bracer uses the hold-out pistol ranges. It cannot mount any accessories.

Gun Cane

An ordinary looking walking stick, the gun cane is built with a mechanism to fire a single bullet from its tip. The Concealability Rating of the weapon is 2 if the entire cane is being hidden, and 9 if observers are trying to detect a firing mechanism within it. The gun cane uses hold-out pistol ranges and it cannot mount any accessories.

FN-AAL Gyrojet Pistol

The preferred weapon of the British Special Boat Squadron, the gyrojet pistol fires miniature 6mm rockets (see p. 39) that propel themselves at a target and explode upon impact. Initially developed for underwater combat (where the

hydrostatic force of the explosion increases its effectiveness), gyrojet pistols may also be used on land.

Gyrojet pistols can mount accessories in the same way as any other heavy pistol, and suffer recoil per standard firearm rules. They use heavy pistol ranges when fired underwater and shotgun ranges when fired on land. When used underwater, increase the Damage Level of gyrojet rockets by one (see *Underwater Combat*, p. 111).

Net Gun

This nonlethal weapon fires an expanding fiber net that envelops and restrains the target. Net guns come in **two** sizes, normal and large. The large version is **designed** to restrain bigger metahumans such as trolls, though it can fire normal-sized nets as well. The net gun cannot mount any accessories. A character firing a netgun uses the Shotguns skill and shotgun ranges. Netguns suffer the same recoil as heavy weapons. Double all uncompensated recoil modifiers when firing the net gun. Net guns have a minimum range of 3 meters.

The target of a net gun shot can attempt to dodge, but must apply a +1 target number modifier (+2 if the character is a dwarf or equally small). If a large net is used against a character smaller than a troll, add an additional +1 modifier to the dodge. If a normal net is used against a troll-sized or larger character, apply a -1 target number modifier to the dodge.

If the target fails to dodge and the attacker's successes equal or exceed half the target's Quickness (round down), the target is knocked down and immobilized, trapped under the net. Make an Open Test, using 1 die for each of the attacker's successes. The resulting high die is the target number for a Strength or Quickness Test to break free. Escaping requires a Complex Action, and each friend aiding the escape or full Combat Turn that passes reduces the target number by 1.

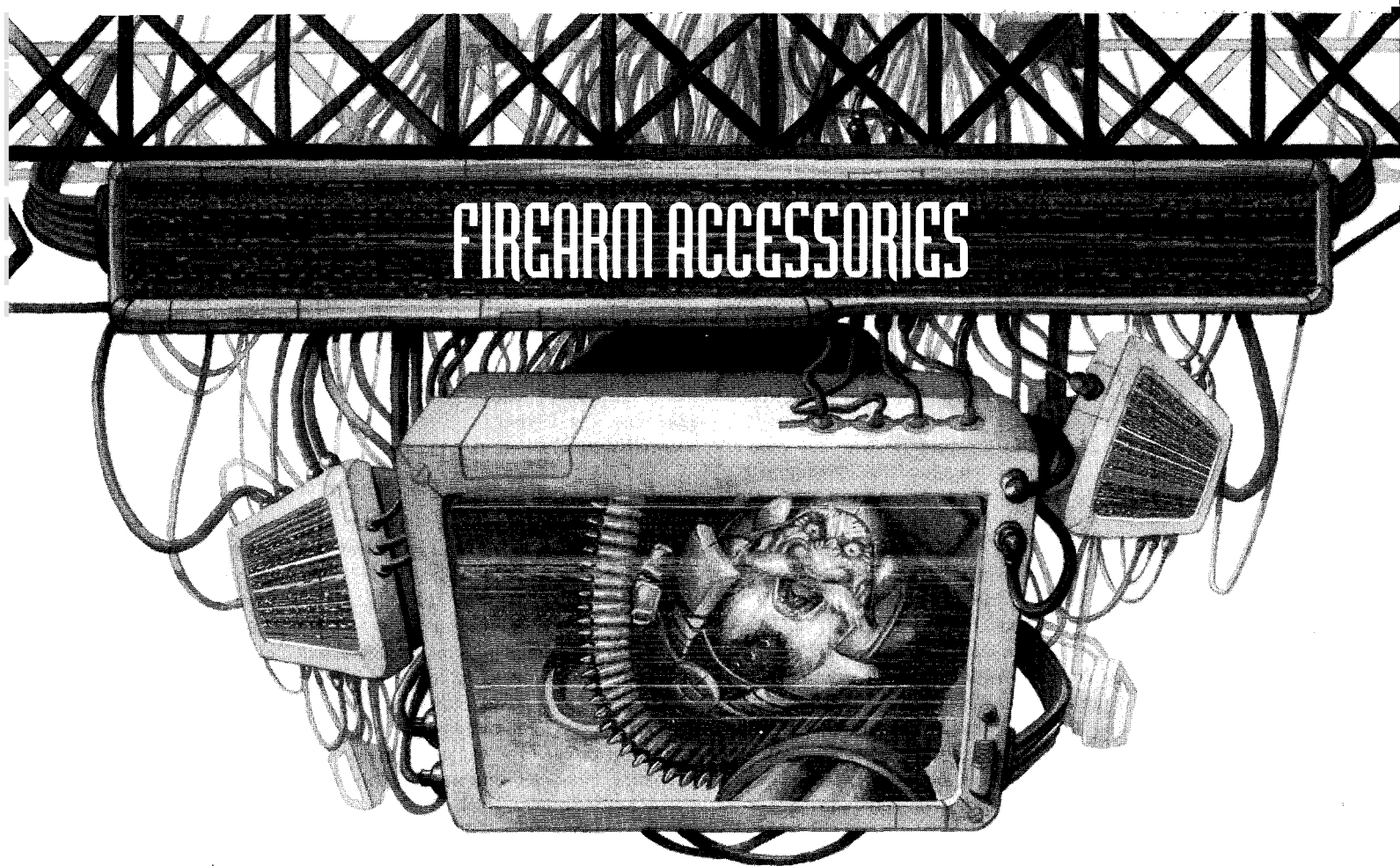
Characters who are struck but not entangled must still make a Knockdown Test against a Target Number 5 (8 for the large net). Only one success is required to remain standing.

The nets have a Barrier Rating of 6.

Speargun

Spearguns use a powerful carbon-dioxide charge to launch a long metal spear. While only one spear may be loaded at a time, a single spear usually accomplishes the desired goal. Spearguns use the same ranges as submachine guns.

Special Weapons	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Ares Protector	10/3	35 (c)	SA/BF/FA	6M	5/3	6/3 days	2,000¥	1.5	4-G	(1)
Blowgun	7	1 (b)	SS	—	.25	4/12 hrs	10¥	1	10-D	—
Bracer	7	1 (b)	SS	6L	.3	12/7 days	1,300¥	3	8P-E	—
Gun Cane	2/9	1 (b)	SS	6L	1	10/7 days	500¥	2	8P-E	—
Gyrojet Pistol	5	10 (c)	SA	12M	2	4/48 hrs	1,000¥	2	6-K	—
Net Gun										
Normal	4	4 (b)	SA	Special	4	8/36 hrs	750¥	2	6P-E	—
Large	3	4 (b)	SA	Special	4.5	8/36 hrs	1,150¥	2	6P-E	—
Speargun	—	—	SS	6M	2	3/24 hrs	800¥	1	5P-D	—



Firearms can be equipped with a range of accessories, from silencers to recoil compensators. These accessories use the rules and statistics on p. 280 of *SR3*.

GENERAL

Bayonet

A bayonet is a long knife designed to be attached under the barrel of a rifle-sized weapon. When wielded in melee combat from the end of the weapon, in similar fashion to a spear, use the Pole Arms skill and the weapon stats in the table. The bayonet can also be detached and wielded as a standard knife using the Edged Weapons skill.

Biometric Safety

A weapon modified with this system has a specialized biometric ID reader built into the weapon's grip and attached to the weapon's internal safety mechanism. The owner's palmprint is stored in the system's encrypted firmware. When the weapon is picked up, the reader scans for the correct palmprint and only deactivates the safety if the print matches. If the match fails, the safety remains on and the gun may not be fired.

The encryption of the embedded system is Rating 8. To change ownership of the weapon, a character must burn a new firmware chip. Blank chips cost 50 nuyen and can be programmed using a computer shop or facility.

Grenade Link

This grenade launcher accessory uses the distance to a target determined by a range finder and programs the mini-grenade to explode in the air after it has traveled a number of meters equal to the target distance. This automatic setting reduces a launched mini-grenade's scatter from **3D6** to 1D6. All mini-grenades can be timed in this manner. Air-timed mini-grenades explode in the Combat Phase in which they are launched.

Quick Draw Holster

This holster is specially designed so that a weapon may be quickly pulled and fired. A character who attempts to quick draw (see p. 107, *SR3*) a pistol-sized weapon from a quick draw holster ignores the +2 modifier for using an improper holster. The quick draw holster is available in standard and concealable models (the latter also acts as a concealed holster, p. 280, *SR3*).

Range Finder

This device estimates the range to a target and feeds that information to a smartlink system, either cybernetic or external. When used with a smartlink-2 system, it modifies by -1 the target number to targets at long range and by -2 to targets at extreme range. These modifiers are not cumulative with range modifiers provided by image magnification devices.

Safe Target System

This system prevents a character from accidentally shooting a "friendly" character. The system has two components: a small radio transponder and the Safe Target system. Worn on a character's person, the transponder features a built-in limited GM system (see p. 294, *SR3*), and constantly transmits its location on a coded radio frequency in the same way as a beacon. The Safe Target accessory is capable of scanning for and determining the relative proximity and location of the beacon by comparing it to its own internal GPS system. If the gun is pointed in the approximate direction of the beacon, the Safe Target system engages the gun's safety so that it cannot fire. Once the gun is pointed away from the beacon, the safety is automatically disengaged.

Whenever a firearm with a Safe Target system is pointed to within 2 meters of a character wearing a compatible Safe Target beacon, make a Rating Test against a Target Number 5. Apply any appropriate modifiers for ECM (see p. 138, *SR3*); the beacon has a Flux rating equal to its rating - 1. If the test succeeds, the Safe Target system engages the safety and prevents the weapon from firing until it is pointed away from the 2-meter-radius safety zone. This feature also prevents the wielder from shooting any targets *behind* or in front of the Safe



Target beacon. If a Safe Target beacon is within 2 meters of the weapon, the system engages the safety. The system ignores the beacon of the character wielding the equipped weapon.

Safe Target systems can be programmed to work with multiple guns and beacons. The encryption of the Safe Target beacon is equal to half its rating (round down). Once installed, a Safe Target gun modification cannot be removed. If the gun modification and beacon have different ratings, use the lowest. The Safe Target system can be turned on and off with a Simple Action.

Sling

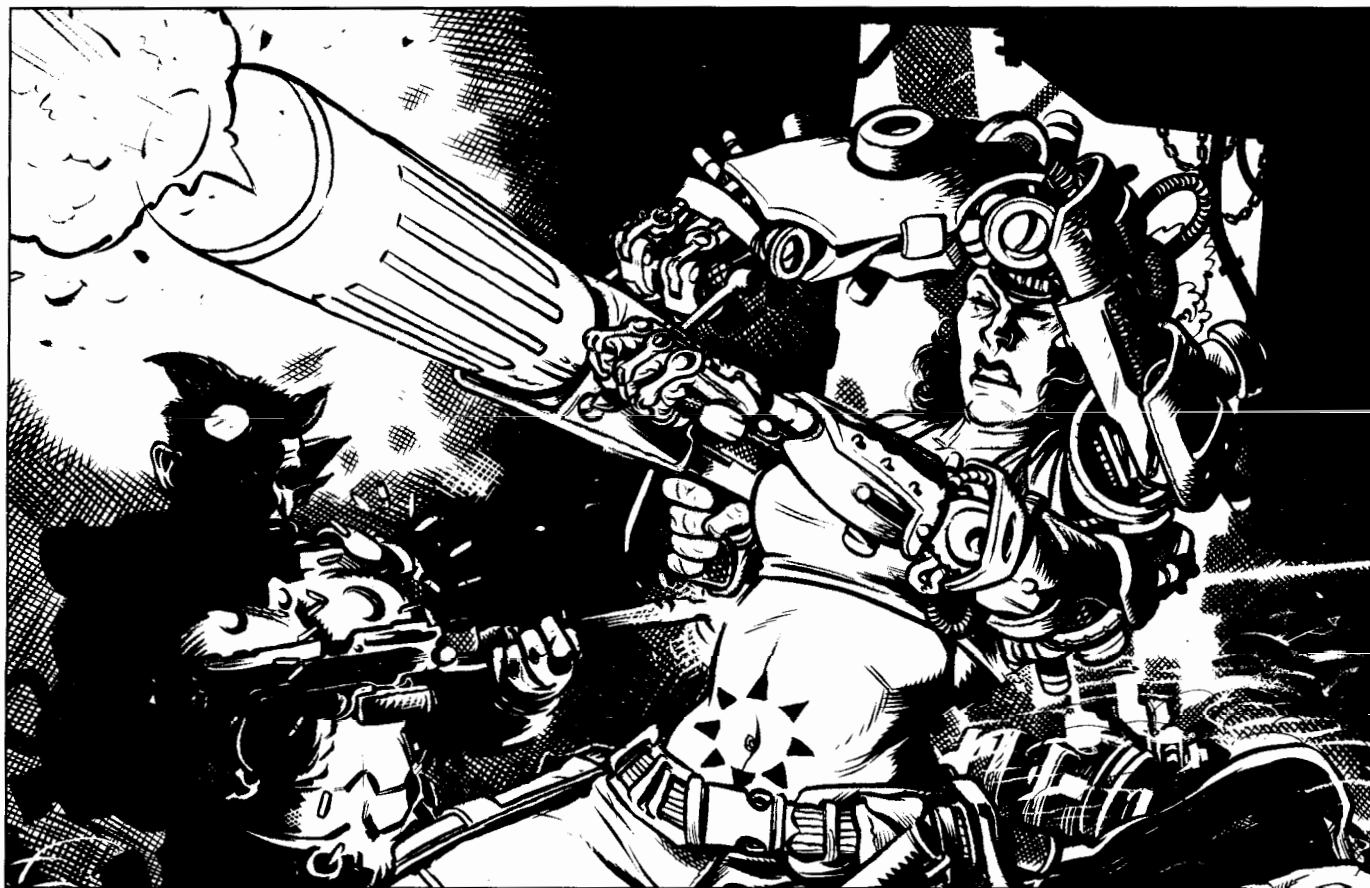
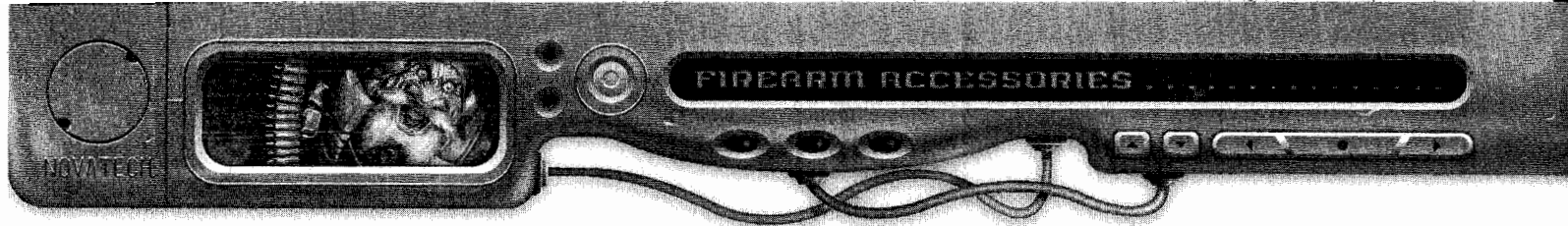
Made from nylon or cloth and attached to the barrel and stock, a sling allows the user to hang the gun from their shoulder and makes it less likely they'll drop it in combat or other difficult situations. Slings can be attached only to submachine guns, rifles and shotguns.

Standard Holster

Standard holsters for pistol-sized weapons are available in styles to be worn on the hip or shoulder, in the small of the back, or on the thigh or ankle.

General Accessories	Mount	Conceal	Rating	Weight	Availability	Cost	Street Index	Legality
Bayonet	Underbarrel	-1	—	.75	4/24 hrs	50Y	1	6-A
Biometric Safety	—	—	—	3.1	3/36 hrs	2,250Y	1.5	Legal
Grenade Link	—	—	—	.1	8/48 hrs	750Y	2	G K
Quick Draw Holster								
Standard	—	—	—	1	4/48 hrs	100Y	.75	Legal
Concealable	—	+2	—	.1	5/72 hrs	150Y	.75	Legal
Rangefinder	Top	—	—	1	2/24 hrs	150Y	.8	Legal
Safe Target System								
Gun Modification	—	-1	Variable	1	Rating/48 hrs	Rating x 1,000Y	2	Legal
Beacon	—	10	Variable	.25	Rating/48 hrs	Rating x 200Y	2	Legal
Sling	—	—	—	.1	2/12 hrs	20Y	1	Legal
Standard Holster	—	—	—	.1	2/12 hrs	40Y	.75	Legal
Underbarrel								
Grapple Gun	Underbarrel	-1	—	2	5/48 hrs	500Y	1.25	4P-U

Weapon	Concealability	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
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Underbarrel Grapple Gun

Designed as an underbarrel attachment for submachine gun-sized weapons or larger, this device uses the rules for the grapple gun on p. 293, *SR3*. It can be loaded with a regular or stealth grapple line.

RECOIL COMPENSATORS AND GYROS

These accessories help compensate for a weapon's recoil.

Foregrip

By installing this pistol grip underneath a weapon's barrel, a character using both hands while firing can stabilize the weapon and reduce lift to the barrel. The foregrip provides 1 point of recoil compensation, and can only be used on submachine guns, assault rifles and shotguns.

Gas Vent IV System

This system provides recoil compensation by venting the gasses from a weapon's barrel more efficiently than any similar system. Once installed, a gas vent IV system cannot be removed. It provides 4 points of recoil compensation.

Hip Pad Bracing System

Designed for trolls and other metahumans large enough to carry and fire heavy weapons (see p. 99), this system allows

the wielder to brace the weapon against their hip, reducing recoil by 1.

Max-Gyro

An improved, more sophisticated and more stylish version of the gyro stabilization unit (p. 280, *SR3*), the Max-Gyro uses the standard rules but provides 7 points of recoil compensation and reduces movement modifiers by 7.

Stock

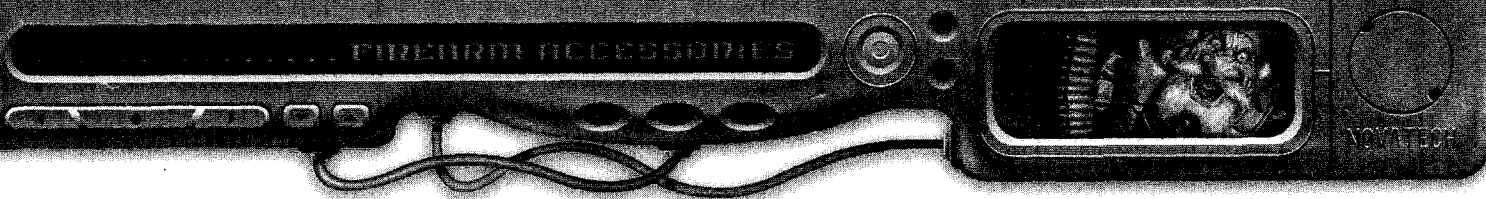
A rigid or folding stock can be added to SMG-sized or smaller weapons that don't already have them. Stocks provide 1 point of recoil compensation when used.

Underbarrel Weight

This recoil compensator is simply a weight attached to the underside of the barrel, serving as a counterweight to the lift of the barrel during firing. It provides 1 point of recoil compensation.

IMAGING SYSTEMS

Any two or three of the imaging systems listed below and in *SR3* may be combined and mounted as a single unit. An ordinary switch (or cybernetic command, if smartlinked) allows the user to shift between them. To determine the cost of such



a dual- or triple-purpose unit, add together the costs of the individual components.

Extended Range Laser Sight

A high-powered version of the standard laser sight (p. 281, *SR3*), this device follows the same rules and provides the same -1 target number modifier for Firearms Tests if the user can see the red dot. However, this device has a maximum range of 150 meters during the day and 500 meters at night (the standard model has a range of 50 meters during the day and 150 meters at night). Like the standard model, this device cannot function through mist, smoke, fog or rain.

Flashlight

This tactical light illuminates whatever is in the weapon's sights up to a distance of 20 meters. For all versions of the flashlight, apply the partial visibility modifier to tests made against anything illuminated by the flashlight (there is no modifier if partial light is already available). The cone of light is narrow, concentrating the illumination in a small area. In addition, the lens is recessed, making it difficult for those not directly in the light's path to trace its source. A character looking directly into the light will suffer a glare visibility modifier.

Low-light and infrared versions of the flashlight are also available. The low-light version uses soft red light to illuminate an area for characters with low-light vision. The infrared version provides illumination for characters with thermographic vision.

Guncam

The guncam is a miniaturized video camera that records whatever the gun is targeting. The device can be either externally linked to a recording device or it can include a miniatur-

ized vidlink transmitter, allowing the images to be transmitted to a receiver elsewhere. The transmitter's Flux rating is 2.

TARGET DESIGNATORS

Target designators are used to mark an enemy with reflected energy, allowing weapons equipped with seeker gear to home in on a target. Rules for using target designators appear in *Indirect Fire*, p. 99. The ranges for target designators appear on the Weapon Range Table, p. 114.

Laser Designator

This device reflects an infrared laser light off the target, visible only to characters with thermographic vision. Two versions are available—one mounts like a laser sight on a weapon and the other is a hand-held model. Smoke is very effective at blocking the laser beam; apply double the modifiers for smoke when making a Spotting Test with a laser designator.

Microwave Designator

This hand-held device reflects microwaves off the target. Chaff (strips of metallic foil released into the atmosphere) is very effective at blocking microwaves. If chaff is released between a microwave designator and a target, apply a minimum +4 to maximum +12 modifier to the Spotting Test.

Radar Designator

A radar designator is equipped with a fold-out tripod that requires a Complex Action to set up. It reflects a radar signal off the target. Chaff blocks radar beams in the same way that it affects a microwave designator. A radar designator may be mounted on a vehicle, requiring 1 CF of cargo space.

Recoil Accessories	Mount	Conceal	Rating	Weight	Availability	Cost	Street Index	Legal
Foregrip	Under	-1	1	.5	2/24 hrs	100¥	1	Legal
Gas Vent IV	Barrel	-2	4	.75	2/24 hrs	1,000¥	1	Legal
Hip Pad Bracing System	—	-4	1	2	4/48 hrs	250Y	1	Legal
Max-Gyro	Under	-7	7	7	6/48 hrs	7,800¥	1	Legal
Stock	—	-1	—	.5	2/24 hrs	200¥	.75	Legal
Underbarrel Weight	Under	-1	1	1	2/24 hrs	50Y	1	Legal
Imaging Accessories	Mount	Conceal	Rating	Weight	Availability	Cost	Street Index	Legal
Extended Laser Sight	Top/Under	-1	—	.25	8/48 hrs	1,500¥	1	Legal
Flashlight								
Standard	Top/Under	-1	—	.25	2/24 hrs	50Y	.75	Legal
Low-Light	Top/Under	-1	—	.25	2/24 hrs	250Y	1	Legal
Infrared	Top/Under	-1	—	.25	2/24 hrs	450Y	1	Legal
Guncam	Top/Under	-1	—	.25	4/48 hrs	1,000¥	1	Legal
Cuncam Transmitter	—	-1	—	.25	4/48 hrs	2,500¥ x Rating	1.5	7P-U
Target Designators	Mount	Conceal	Rating	Weight	Availability	Cost	Street index	Legal
Laser Designator								
Weapon-mounted	Top/Under	-2	—	.5	12/2 wks	3,000¥	2	8-U
Hand-held	—	8	—	.5	12/2 wks	3,000¥	2	8-U
Microwave Designator	—	4	—	4.5	24/1 mo	12,500¥	2	6-U
Radar Designator	—	—	—	25	24/3 mo	48,000¥	2	5-U

AMMUNITION AND EXPLOSIVES



This chapter describes the bullets, grenades and other explosive devices that can be incorporated into a personal or corporate arsenal.

AMMUNITION

The ammunition types listed here use the standard rules and statistics on pp. 116 and 279 of *SR3*.

FIREARM AMMUNITION

Each type of ammunition listed below is available as standard or caseless rounds (see p. 276, *SR3*) and can be loaded only into a firearm designated for that ammunition type. In addition, each type of ammunition is manufactured for all classes of firearm (light pistol, heavy pistol, assault rifle and so on). Ammunition for a specific gun type (see Weapon Range Table, p. 113) can be used in any gun of that type unless otherwise noted (i.e., light pistol ammo can be used in any light pistol).

AV Rounds

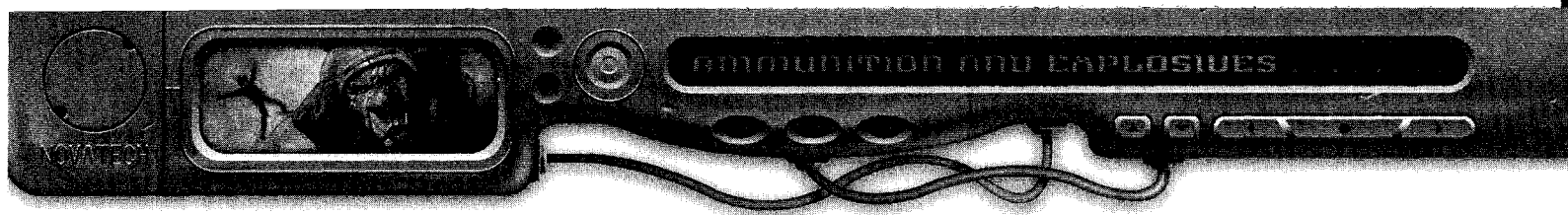
Anti-vehicular (AV) rounds are high-speed projectiles with a solid bronze core, capable of penetrating layers of armor. AV rounds use the rules for APDS rounds (p. 116, *SR3*) against nonvehicle targets, and use the anti-vehicular rules against vehicles (p. 149, *SR3*).

Capsule Rounds

Capsule rounds are gel rounds designed to carry a liquid. The round breaks open on impact and splashes the target with the liquid. Originally, capsule rounds carried only paint, dye or ink for games and target practice. In the 2060s, the capsule-round casing has become stable enough to carry a single dose of nearly any liquid or compound.

Use the rules for gel rounds (p. 116, *SR3*), except that capsule rounds do not increase the chances of knockdown. If the round contains a chemical or compound, use the rules for exposure and effects on p. 105, *M&M*.





If the target has a Vulnerability to the substance in the capsule round (for example, if an insecticide round is used against a bug spirit), increase the Damage Level of the weapon by 1. If the target has a Moderate or Severe allergy to the substance in the round, increase the Power by 2. A target with a Severe allergy also suffers 1 box of Physical damage.

The cost for capsule rounds represents rounds filled with a nontoxic, nondangerous material (paint, ink or dye). For capsule rounds filled with toxins or compounds, adjust the Cost, Availability and Street Index as appropriate for the chemical.

Glazer Rounds

Glazer rounds are explosive rounds with a thin metal jacket that release flechette-like fragments upon impact. While they cause massive systemic damage to unarmored targets, all armor protects against this ammunition.

Glazer rounds increase the Power of the weapon by 2. Against unarmored targets, glazer rounds also increase the Damage Level by one level (i.e., Moderate to Serious). Against armored targets, reduce the weapon's Power by double the target's highest armor rating (Ballistic or Impact).

Against barriers and vehicles, double the rating of the barrier or vehicle armor.

Hi-C Plastic Rounds

Hi-C plastic rounds are designed to be undetectable by magnetic anomaly detectors (MADs). Though the rounds are composed of densiplast, the powerful propellant charge contained within the bullets makes them almost as damaging as regular rounds.

Hi-C plastic rounds cause Physical damage, but the extra punch doubles the recoil penalty for each bullet fired. Their lighter weight also makes them less dangerous at extreme distances; reduce the weapon's Power by 1 against targets at long and extreme range. Use the target's highest armor rating, either Impact or Ballistic, to reduce the Power of the attack. Reduce the target number for detecting Hi-C rounds by -1 per 4 rounds (see p. 90, *SRComp*).

Hollow Point Rounds

Hollow point bullets are the same as standard rounds except that the tip of the bullet is indented. When a hollow point strikes a target, its shape causes the bullet's tip to peel back, expanding its surface area and allowing it to transfer more kinetic energy.

Hollow point rounds increase the Power of a firearm by 1; if the target is unarmored, increase the Power by 3. If the target is armored, add together the character's Ballistic and Impact armor to reduce the Power of hollow point rounds.

Incendiary Rounds

Also called magnesium rounds, incendiary rounds are a deadlier version of tracer rounds (see p. 117, *SR3*). The magnesium coating on these bullets burns as they fly through the air, leaving a visible tracer trail. When the bullet strikes the target, it leaves a trail of smoldering magnesium in whatever it passes through.

These bullets can be loaded every third round in a clip in the same way as tracer rounds, or they can be used to fill an entire clip. In both cases, they provide the same targeting bonus as tracer rounds. Incendiary rounds add to the Power of burst-fire shots according to the standard rules.

Incendiary rounds will continue to burn a target after impact. At the end of each Combat Turn, a character who has been struck by incendiary rounds must make a Body Resistance Test against a Power equal to twice the number of incendiary rounds he was shot with and a Damage Level of L. The Power of this burning damage is reduced by 2 per Combat Turn; each additional incendiary round that strikes adds 2 to the Power. Armor does not reduce this effect, nor can Combat Pool be used.

Incendiary rounds also may set flammable materials on fire, including clothing and gear worn by the target. Use the rules for *Fire and Incendiarities*, p. 98.

Incendiary rounds are inherently unstable and somewhat dangerous to use. Whenever incendiary rounds are used, if more 1s are rolled in the Attack Test than half (round down) the number of dice rolled, a magnesium round bursts inside of the firer's gun. Each consecutive Combat Phase in which incendiary rounds are used counts as an additional automatic die roll result of 1. If an incendiary round bursts, the firing character suffers one point-blank attack with a Damage Code equal to the base damage of the weapon. Armor reduces this damage, but Combat Pool may not be used. If the character's attack fails, his Combat Phase immediately ends and the weapon is severely damaged and unusable (and may even be on fire).

Mercury Rounds

Similar to glazer rounds, mercury rounds are thinly jacketed and filled with mercury rather than flechette fragments.

Ammo (per 10)	Conceal	Damage	Weight	Avail.	Cost	St. Index	Legal.
AV Rounds	8	See rules	1	16/2 wks	200¥	4	3-M
Capsule Rounds	8	See rules	.25	4/48 hrs	10¥	2	As compound
Glazer Rounds	8	See rules	.5	10/1 wk	75Y	3	3-M
Hi-C Plastic Rounds	9	See rules	.25	6/1 wk	150Y	3	3-M
Hollow Point Rounds	8	See rules	.5	5/48 hrs	50Y	2	As weapon
Incendiary Rounds	8	See rules	.75	10/1 wk	150Y	2	3-M
Mercury Rounds	8	See rules	.75	6/48 hrs	50Y	1.5	3-M
Tracker Rounds							
AOD	8	See rules	1	Rating/1 wk	2,000¥ x Rating	1	6-U
Standard	8	See rules	1	Rating/1 wk	3,000¥ x Rating	1	6-U



They use the same rules as glazer rounds, except that the Power of the weapon is not increased by 2.

Tracker Rounds

Designed to penetrate and lodge within a target, tracker rounds contain a tracking signal (either standard or AOD; see p. 291, *SR3*) so that the target may be tracked using a signal locator. If the target takes damage, the tracking device penetrates the target past the armor. If the target resists the damage, roll 1D6; on a result of 1 or 6, the tracker round lodges in the target's armor.

SHOTGUN ROUNDS

Shotguns (whether pistol or rifle) may be loaded with either shot rounds (called shells) or slug rounds. Standard slug rounds are considered regular ammo (p. 281, *SR3*) and use the shotgun's standard Damage Code. All of the special ammunition available to other firearms (APDS, explosive, capsule, glaser and so on) may also be used in slug form in shotguns.

Shell rounds are described on p. 117 of *SR3*. Shotgun shells may be used interchangeably by any weapon capable of firing shotgun shells, whether pistol or rifle.

The following slugs and shells can be used only in shotguns.

Big D's Temper™ Shells

Created by Cavalier Arms and marketed in the wake of the great dragon Duntelzahn's death, Big D's Temper shells are also known as fireball shells. When fired, these shells spout flame and phosphorous from the barrel, burning nearby targets. The nature of the shells makes the possibility of damaging the weapon itself very high.

When a Big D's Temper shell is used, both taser ranges and the shotgun spread and choke rules apply. Increase the weapon's base Power by 2. Targets that take damage and nearby flammable materials may catch on fire; use the rules given for Fire and Incendiaries, p. 98. The Power of the attack is reduced by half Impact armor (round down).

Each time a Big D's Temper shell is used, roll 1D6. On a result of 1, the heat and flame from the shell severely damage the weapon and warp the barrel, making it unusable until repaired. Repairing the weapon requires an appropriate B/R (5) Skill Test with a base time of 72 hours and a gunsmithing shop.

Bola Rounds

Bola rounds consist of two slugs connected by a resilient monofilament line. When fired, the bullets spin around each other during flight, and together strike the target with a wider area of impact than standard slugs. When used, bola rounds increase the weapon's Power by 1 and increase the chance of

knocking down the target; the target must make its Knockdown Test against the Full Power of the weapon. A weapon firing bola rounds uses heavy pistol ranges. Each bola round counts as a single round.

Flare Rounds

Flare rounds are fired like a bullet, using heavy pistol ranges. At the Extreme range limit (60 meters), the rounds explode into a large shower of burning sparks. Typically shot into the air to act as a signal or location marker, flare rounds are rarely used to attack because they inflict only 4M damage against a target (reduced by half Impact armor). Targets struck by a flare may catch fire; use the rules for fire-based secondary elemental effects on pp. 51–52, *MTS*, but modify the die roll result by –2. Burning targets will continue to take damage (see Fire and Incendiaries, p. 98).

Shock Lock Rounds

These slugs are composed of a ceramic and metal composite that disintegrates upon impact so that bystanders are not injured by bullet fragments. Designed to shatter a door's lock or hinge, the Barrier Rating of a door is reduced by half (round down) against shock lock rounds. Against other targets, treat shock lock rounds as standard explosive rounds.

Stun Shells

Rather than being packed with buckshot, these shells are packed with tiny rubber balls. Designed to stop a target rather than kill, stun shells operate in the same way as standard shot shells except that they inflict Stun damage. The Power of the attack is reduced by twice the Impact armor rating, but not by Ballistic armor.

MISCELLANEOUS ROUNDS

AV Assault Cannon Rounds

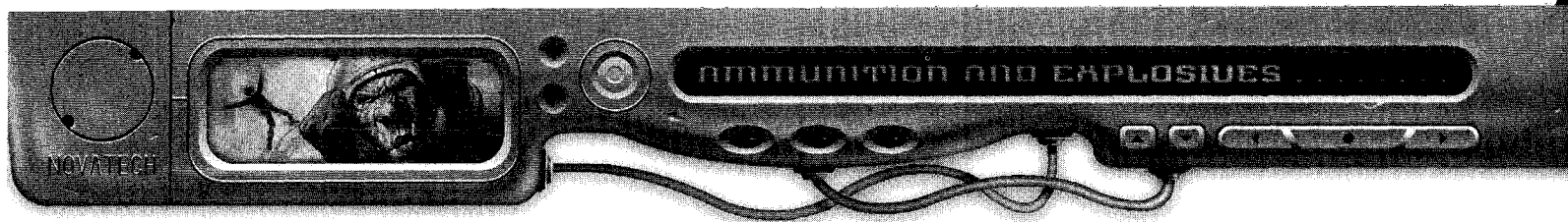
These standard assault cannon rounds are specifically designed to penetrate vehicle armor and use the anti-vehicular ammunition rules.

Gyrojet Rockets

Gyrojet rockets are 6mm miniature rockets that may only be fired from a gyrojet pistol (p. 31). Propelled by a reactive alkaline fuel, the standard rockets are designed to explode upon impact (use the Damage Code listed for the gyrojet pistol).

Plus Rockets: The gyrojet-plus rockets are armor-piercing, capable of penetrating and delivering a potent blast. Plus rockets use the rules for APDS ammo (p. 116, *SR3*), except that they are also anti-vehicular.

Ammo (per 10)	Conceal	Damage	Weight	Avail.	Cost	St. Index	Legal.
Big D's Temper™	8	See rules	1	16/14 days	200Y	5	3-M
Bola Rounds	8	See rules	1	5/72 hrs	100Y	2	As weapon
Flare Rounds	8	See rules	1	4/48 hrs	25Y	1	As weapon
Shock Lock Rounds	8	See rules	.75	5/48 hrs	70Y	2	As weapon
Stun Shells	8	(As weapon) Stun	.5	3/12 hrs	25Y	1	As weapon



Seeker Heads: These rocket heads feature sensor systems and are programmed to home in on the reflected energy from a target designator. The type of designator (laser, microwave or radar) with which the seeker is compatible must be chosen at the time of purchase. Seeker rockets use the rules for *Indirect Fire*, p. 99; use 2D6 to determine scatter. Seeker rockets may be standard or plus rockets.

Net Rounds

Fired by net guns (p. 31), these expanding fiber nets are purchased in either a standard or large size. Large net rounds may be used only in a large net gun, but standard net rounds may be used by both sizes of net gun.

Speargun Spears

These long metal javelins were designed for impaling fish, but also work well against Awakened sea creatures. A metal ring at the base of the shaft allows a line to be tied to the spear for easy retrieval.

EXPLOSIVES

Explosives encompass munitions ranging from grenades and mines to mortar rounds, rockets and missiles.

GRENADES.

Grenades are inexact explosive devices that can be thrown at a target or launched with a grenade launcher. Grenades use the rules and statistics for grenades on pp. 118 and 282 of *SR3*.

All of the following grenades listed are available as a hand grenade or minigrenade. Hand grenades also come in two variants: aerodynamic and nonaerodynamic. Aerodynamic grenades are ring- or disc-shaped and have better range when thrown. Nonaerodynamic models may be rigged as a booby trap, detonating with either an electrical signal or pressure release.

Dual-Charge Grenade

Dual-charge grenades are essentially two separate types of grenade combined into one. Almost any combination can be chosen from the available grenade types listed here and in *SR3* and *M&M*. For example, a dual-charge grenade could combine smoke/white phosphorous, AP offensive/splash or even IPE concussion/flash. Superflash, incendiary and flare grenades may not be incorporated into a dual-charge grenade.

Both parts of a dual-charge grenade detonate simultaneously. Treat each part as the grenade of its type, but reduce the Power, blast radius and any other effects by half (round down).

Flare Grenade

Intended as a signal marker, flare grenades do not explode, but burn with an intensely bright color for 10 minutes. The flare will negate any visibility modifiers for darkness in a 30-meter radius, but will also impose a +2 glare visibility modifier for anyone looking in its direction (flare compensation eliminates the modifier). Though flare grenades become hot to the touch, they can be held safely and will not ignite any fires.

Flash Grenade

When detonated, this device produces a blinding flash of light effective out to a 30-meter radius. Anyone looking in the direction of the flash suffers a +6 target number modifier, reduced by 1 for every 5 meters from the point of ignition. Flare compensation reduces this modifier by -2. This effect is reduced by -2 per full Combat Turn.

Flash grenades also create a blast zone of 1 meter, inflicting 5L damage.

Incendiary Grenades

Incendiary grenades do not explode, but instead spew flames and burning sparks and generate intense heat. Anything flammable within a 10-meter radius of the point of impact may catch on fire; use the rules on p. 98, but apply a +2 modifier to the roll. Incendiary grenades will continue to spark and burn for 10 Combat Turns. The sparks eliminate visibility modifiers for darkness in a 30-meter radius, but will also impose a +2 glare visibility modifier for anyone looking in its direction (flare compensation eliminates the modifier). Anyone who touches or moves within 1 meter of an incendiary grenade must resist 8M damage from heat and fire; reduce the Power by half (round down) Impact armor. If a fire starts, use the rules for *Fire and Incendiaries*, p. 98.

Ink Grenades

Manufactured only in nonaerodynamic form, ink grenades are intended for underwater use. When they explode, they release a cloud of black ink with a 5-meter radius that inflicts a +4 visibility modifier for those caught inside (cumulative with other underwater vision modifiers).

Ammo (per 10)	Conceal	Damage	Weight	Avail.	Cost	St. Index	Legal.
AV Assault Cannon Rds	3	As weapon	1.5	16/2 wks	1,000¥	4	2-M
Belt 100	—	As weapon	15	16/2 wks	9,500¥	4	2-M
Gyrojet Rockets							
Standard	8	As weapon	1.75	4/48 hrs	80¥	2.5	As weapon
Gyrojet Plus	8	See rules	2	14/3 wks	120¥	4	2-M
Seeker Heads	-1	As rocket	+2.5	+1/x 1.5	x 2	As rocket	As rocket
Net Rounds							
Normal	7	See rules	5	4/48 hrs	1,500¥	1	As weapon
Large	5	See rules	7.5	4/48 hrs	3,000¥	1	As weapon
Speargun Spears	3	As weapon	10	2/24 hrs	500¥	2	As weapon



Improved Personal Explosives

Ares has packed the standard offensive, defensive and concussion grenades with a larger blast to cover a wider area of effect.

As with standard offensive and defensive grenades, the IPE versions are available in high-explosive (HE) or anti-personnel (AP) models. AP models use the flechette ammunition rules (p. 116, SR3).

Superflash Grenade

A more potent version of the flash grenade, this device creates a superflash effect that can be seen up to 3 kilometers away (if line of sight is not blocked) and will blind and stun any onlookers. Anyone facing the flash must resist 12M Stun damage. Reduce the Power of the flash by -1 per meter from the point of impact. Flare compensation reduces the Power by -2; armor has no effect. For each box of damage taken, modify by +1 the target number for tests involving vision (including combat). Both the Stun damage boxes taken and the associated +1 modifier fade away at a rate of 1 per minute.

The superflash is so overwhelming that even targets not facing the blast may be affected by light reflecting off walls and other large surfaces. Apply the *Blast in a Confined Space* rules

(p. 119, SR3) to determine the effect, reducing the Power by -1 per meter from the point of impact.

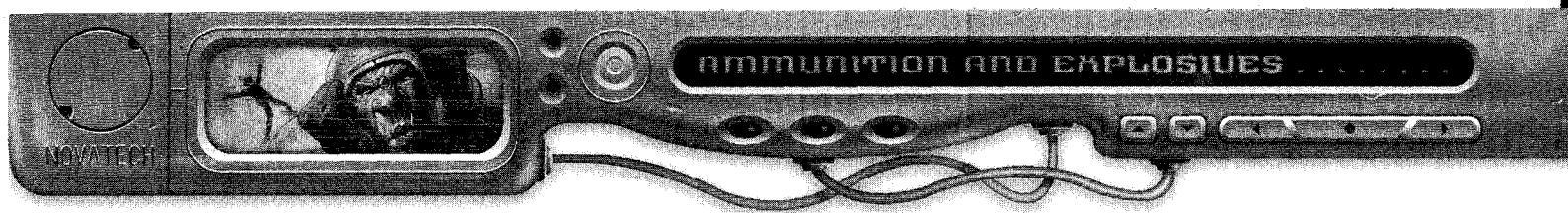
Superflash grenades also create a blast zone of 1 meter, inflicting 5L damage.

White Phosphorus

Packed with white phosphorous, a chemical that burns at very high temperatures when exposed to air, these grenades cover the blast area with a burning chemical that adheres to whatever it touches. The first Damage Code listed represents the initial blast effect. Anyone and anything caught within the blast radius (15 meters) will be covered with the burning chemical, and will continue to take damage at the beginning of each subsequent Combat Turn. The second Damage Code listed represents this burning damage. Reduce the Power by half impact armor (round down). The white phosphorus burns continuously for 15 Combat Turns. Flammable materials may catch fire; use the rules for *Fire and Incendiaries*, p. 98.

White phosphorous is difficult to extinguish because it reignites whenever exposed to air. If an affected area or target can be completely cut off from air, the chemical's effects end after two full Combat Turns.

Grenades	Conceal	Damage	Blast	Weight	Availability	Cost	St. Index	Legality
Dual-charge	5	Special	Special	.5	8/1 wk	150Y	3	3-]
Flare	6	Special	—	.25	2/24 hrs	40Y	1	Legal
Flash	6	Special	—	.25	4/48 hrs	40Y	1	3-]
Incendiary	5	Special	—	.5	4/4 days	50Y	2	3-]
Ink	6	None	—	.25	4/4 days	40Y	2	Legal
IPE Grenades								
Concussion	5	16M Stun	-1/m	.5	8/1 wk	70Y	2	3-]
Defensive	5	15S	-1/.5m	.5	8/1 wk	60Y	2	3-]
Offensive	5	15S	-1/m	.5	8/1 wk	60Y	2	3-]
Superflash	5	Special	-1/m	.25	10/2 wks	80Y	3	2-]
White Phosphorus	6	14M/10L	-1/m	.25	6/5 days	120Y	3	3-]



MINES

Mines are explosive devices that are concealed and set to be triggered by a pre-set condition, usually with the goal of killing an unsuspecting foe. Because they are designed to catch the target unaware, each mine has a Concealability Rating indicating how effectively it can be hidden. At the gamemaster's discretion, the placement and other conditions may modify this number.

When a mine is set up, the trigger condition—whatever sets it off—must be specified as manual or automatic. A manually triggered mine must either be hardwired to a security rigger system or fitted to a radio detonator (p. 283, **SR3**) and is only detonated upon command. An automatically triggered mine must be connected to some sort of external mechanical device, electronic alarm system or sensor system and is detonated when a certain condition is met (something is detected, the alarm goes off and so on). A mine may be automatically triggered in a number of ways, such as by a trip wire or beam, pressure mesh or pad, motion or vibration detector, door alarm, maglock and so on (see p. 232, **SR3** and p. 89, **SR Comp**). Any trigger condition can be used to detonate more than one mine at a time (or even selectively trigger certain mines in a group).

Mines use the standard rules and statistics for explosives on pp. 118 and 282, **SR3**.

Anti-Personnel Mine

Designed to target people rather than vehicles, the charge contained in an anti-personnel (AP) mine is equivalent to any available grenade type (offensive HE, defensive AP, gas, splash, flash and so on).

Anti-Vehicular Mine

Anti-vehicular (AV) mines are intended to wreak havoc on vehicles, and as such will also blow a metahuman to kingdom come. These mines use the anti-vehicular ammunition rules.

Mine Design Options

Mines can be constructed in a wide range of ingenious and destructive ways. Unless otherwise noted, the options below are available for both AP and AV mines.

Bouncing: When triggered, a bouncing mine propels the charge a short distance into the air for a wider explosive sphere. Most bouncing mines are set to detonate at a height of 2 meters, but they can be set as high as 10 meters in order to catch low-flying critters, drones and vehicles in the blast. Bouncing mines triggered by a technological sensor are propelled to the target's elevation (maximum 10 meters). Increase

MINE OPTIONS

Mine	Cost	Availability	St. Index
Bouncing	+500Y	+1/As mine	As mine
Directional	x 1.5	As mine	As mine
Disguised	x 2 per 2 points	As mine	As mine
Sensor			
Rating 1	+1,000Y	As mine	As mine
Rating 2	+3,000Y	As mine	As mine
Rating 3	+5,000Y	+1/x 2	+5
Rating 4	+8,000Y	+2/x 3	+1
Rating 5	+12,000Y	+4/x 4	+2
Smart			
Pilot Rating 1	+1,000Y	As mine	As mine
Pilot Rating 2	+2,000Y	As mine	As mine
Pilot Rating 3	+5,000Y	As mine	As mine

the Power of bouncing mines by +1.

Directional: A mine with the directional option focuses its blast into a 60-degree cone in a particular direction. The Blast Rating reduction is halved in this cone (for example, an HE offensive mine that normally is reduced by -1 per one meter would be reduced by -1 for every two meters if directional). Increase the Power of directional mines by +2. Directional mines have no effect outside their explosive cone.

Disguised: This mine has been cleverly designed to appear as something else, increasing its Concealability. The cost listed is for each additional +1 to the Concealability Rating.

Built-In Sensor: Rather than relying on an external trigger, this mine features a built-in sensor system to detect its targets. The mine's maximum Sensor Rating is 5, and it follows all the normal rules for vehicle sensors.

Smart Mine: This mine has recognition software capable of analyzing sensor input and determining whether a detected person or object is friend or foe. In game terms, the mine has a Pilot Rating (maximum of 3). When programmed, the user sets the criteria for what determines an unfriendly target and the mine then makes a Comprehension Test to see how well it understands the command (see Issuing Commands, p. 157, **SR3**). Programming requires one Complex Action. If the mine recognizes an unfriendly target, it detonates. A smart mine must also have the built-in sensor option.

Textron Trapdoor Smart Mine

This stationary weapons system consists of three parts: a Rating 4 sensor, a Rating 2 Pilot, and three submunitions. The Trapdoor uses its sensor to search for unfriendly targets within its 500-meter scanning range (see Smart Mine).

Mines	Conceal	Damage	Blast	Weight	Avail.	Cost	St. Index	Legality
AP Mine	8	As grenade	As grenade	2	As grenade	As grenade x 10	2	2-J
AV Mine	6	12D	-1/m	5	10/1 wk	500Y	3	1-J
Trapdoor Smart Mine	8	14D	-1/m	15	14/21 days	10,000Y	4	1-J



If the target is unfriendly, the Trapdoor launches one submunition into the air over the target (use grenade launcher ranges, with a maximum height of 100 meters). Make a sensor-enhanced Gunnery Test (p. 153, *SR3*) using the mine's Pilot Rating in place of the Gunnery Skill to determine if the attack hits the target. The submunition uses the anti-vehicular ammunition rules.

MORTAR ROUNDS

Mortar rounds may only be fired by a mortar launcher (see p. 26). They are drop-fired down the mortar barrel and ignited by a pin at the barrel's bottom. All are fin-stabilized in flight, and arm only after they have cleared the barrel.

Anti-Personnel

The anti-personnel round is a fragmentation warhead for use against unarmored targets. Apply the rules for flechette ammunition (p. 116, *SR3*) to this round.

Anti-Vehicle Rounds

These armor-piercing rounds are designed to exploit weak points on vehicles. They use the anti-vehicular ammunition rules.

Dual-Charge

These mortar rounds use the rules for dual-charge grenades (p. 40). Any two types of mortar rounds may be combined, with the exception of solar rounds.

High Explosive Rounds

The standard mortar round, designed to create a destructive blast.

Incendiary Rounds

These mortar rounds use the rules for incendiary grenades (p. 40), except that they have a 20-meter radius.

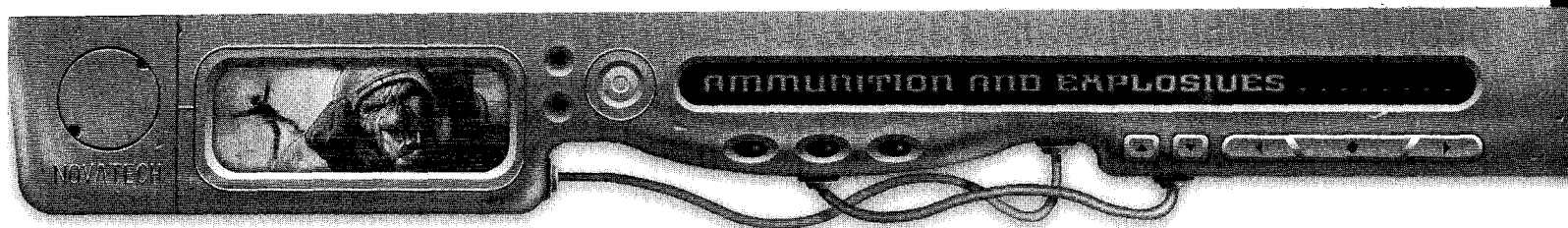
Seeker Rounds

Seeker rounds are sophisticated rocketlike devices capable of homing in on a target that has been marked by a laser, microwave or radar target designator. Seeker rounds enable the character using a mortar to take advantage of target designators for indirect fire (see Indirect Fire, p. 99). Every mortar round listed is also available as a seeker round.

Smoke Rounds

These rounds deploy a 15-meter-radius smoke cloud that

Mortar Rounds	Conceal	Damage	Blast	Weight	Avail.	Cost	St. Index	Legality
Anti-Personnel	3	18D (f)	-1/m	4	18/2 wlt	250Y	3	1-J
Anti-Vehicle	3	16D	-4/m	4	18/3 wlt	250Y	4	1-J
Dual-Charge	3	Special	Special	5	18/3 wlt	500Y	4	1-J
High Explosive	3	18D	-1/.5m	4	18/2 wlt	200Y	3	1-J
Incendiary	3	Special	—	4	18/2 wlt	150Y	3	1-J
Seeker	—	As round	As round	+5	+2/+1 wk	+1,000Y	+1	As round
Smolte	3	—	—	3.5	18/2 wlt	175Y	2	1-J
Smoke (IR)	3	—	—	3.5	18/3 wlt	200Y	2	1-J
Solar	3	Special	Special	3.5	18/2 wlt	200Y	2	1-J
Splash	3	Special	Special	5	18/1 wk	300Y	3	As chemical
White Phosphorus	3	15S/12L	-1/m	4	18/2 wlt	350Y	3	1-J



lasts for 4 minutes. This smolte obscures standard vision; apply visibility modifiers to relevant tests (see p. 106 for smolte rules). The IR variant produces smolte with hot particles, obscuring thermographic vision as well.

Solar Rounds

Created to aid night maneuvers, solar rounds do little damage upon impact but explode with a blinding white flash. The round will continue to emit this intense light for 5 minutes, malting the area brighter even than Full daylight and malting it difficult for anyone in the immediate vicinity to see.

When the mortar strikes, everyone looting in the direction of the impact suffers a +8 target number modifier for anything requiring vision (including combat). Reduce this modifier by -1 per 5 meters from the point of impact; flare compensation reduces the modifier by 2. This effect is reduced by -2 per Full Combat Turn.

The bright light produced by the round will negate all visibility modifiers for darkness out to a 40-meter radius, but anyone looting directly toward it will suffer a +4 glare visibility modifier (+2 if the viewer has flare compensation). The round will burn out after 5 minutes.

Splash Rounds

A splash round disperses a wave of chemical spray over an area with a 10-meter radius, dosing any targets caught in the blast. The cost for the round does not include the cost of the chemical. Each round holds roughly 3 liters (30 doses) of a chemical. To determine the effects of exposure to the compound, use the rules for Drug Effects, p. 105, *M&M*.

White Phosphorus

White phosphorous mortar rounds have the same effect as white phosphorous grenades (p. 41), with higher Damage Codes.

MISSILES AND ROCKETS

These rockets and missiles use the rules and statistics on p. 120, *SR3*.

MP Jabberwocky Munitions

These famed vehicle munition rockets and missiles, produced by Loral-Vought, are now available for use in a standard man-portable missile launcher. Instead of an explosive warhead, the jabberwocky carries and disperses a payload of electronic warfare transponders upon impact. These transponders may be set to activate upon dispersal, after a specified delay or upon detection of transmission signals within the area of effect.

The transponders can be set to jam standard radio communications (see *Jammers*, p. 291, *SR3*), sensors (see *Electronic Countermeasures*, p. 138, *SR3*), or rigger remote control networks. The transponders have a Rating of 4 and a Flux of 6. They affect only a circular area with a radius equal to 2D6 times half the number of successes generated on the Launch Weapons Test, rounded up, and plus 10 ($[2D6 \times (\text{successes} + 2)] + 10$); they do not affect transmissions outside the area of effect. Jabberwocky transponders affect all transmissions of the transponder's type, whether friend or foe.

Seeker Heads

Seelter heads are sophisticated devices capable of homing in on a target that has been marked by a laser, microwave or radar target designator. Seelter heads allow missiles to use indirect fire (see *Indirect Fire*, p. 100). Seelter heads can be added to any missile or rocket.

Surface-to-Air Missile (SAM)

Designed for engaging long-distance aerial targets, the SAM is engineered for maximum velocity and anti-airframe impact. The SAM has an Extreme Range of 5,000 meters. When firing a SAM at a ground target, add a +4 target number modifier to the firer's Launch Weapons Test and reduce the damage to 7D. The SAM is considered an anti-vehicular weapon; reduce Barrier Ratings and vehicle armor by half.

Zapper Static Discharge Rocket

A specialized weapon intended for use against drones, the Zapper carries an electrically charged dielectric, encased in alternating layers of conductive metal and ceramic insulation. On impact, the warhead acts as a giant capacitor and discharges a massive electrical surge into the drone, causing its circuitry to burn out. This effect also tends to cause a backlash of garbled ASIST signals that can inflict convulsions and fatal strokes or aneurysms in the controlling rigger.

Zappers are considered anti-vehicular, and inflict damage on vehicles and drones from the electrical surge they create. If the Zapper damages a drone or vehicle that is being rigged or remotely controlled, the rigger must make a Willpower Test to resist Physical damage. The Power of the attack is 4 plus the rating of the rigger's VCR implant; if the rigger is controlling the drone by remote control, reduce the Power by 2. The Damage Level is one level higher than the Damage Level sustained by the vehicle from the rocket. A rigger in captain's-chair mode or a nonrigger controlling a vehicle cybernetically will also take this damage as Stun damage.

Missiles/Rockets	Intelligence	Damage	Blast	Scatter	Weight	Avail.	Cost	St. Index	Legal.
MP Jabberwocky Missile	3	Special	Special	2D6	20	12/3 wks	7,000¥	5	1-K
MP jabberwocky Rocket	NA	Special	Special	2D6	20	12/3 wks	6,000¥	5	1-K
Seeker	—	As rocket	As rocket	As rocket	+1.5	+2/+1 wk	+1,000¥	+1	As rocket
SAM	4	13D	-2/m	2D6	1.5	18/3 wks	2,500¥	4	1-K
Zapper Rockets	NA	16D	-10/m	2D6	25	10/2 wks	2,500¥	2.5	1-K

ARMOR AND GEAR

A shadowrunner can't survive by relying on guns alone. Having the proper gear can be crucial to a runner's future, whether it's secure communications, armor, tactical networking or survival equipment for hostile environments.

ARMOR CLOTHING

In many social situations, discretion may be more important than personal protection. Looking like an armored street monster may get a character in trouble with tough guys, hassled by security goons or barred from high-society establishments (see *Armor and Society*, p. 93, SR3). To avoid such hassles, a wide range of armor clothing exists that provides a limited, very subtle level of security. Most of these outfits are produced by top-line fashion designers, specifically tailored for executives and power players who need to look trendy without sacrificing their safety. While this clothing will certainly pass in a setting where fine or tres-chic quality clothing is expected, wearing it down the street in the Barrens will certainly land a runner in trouble. For athletic and other nonexecutive types, several companies produce armor clothing that is more likely to pass unnoticed in sport-related or blue-collar situations.

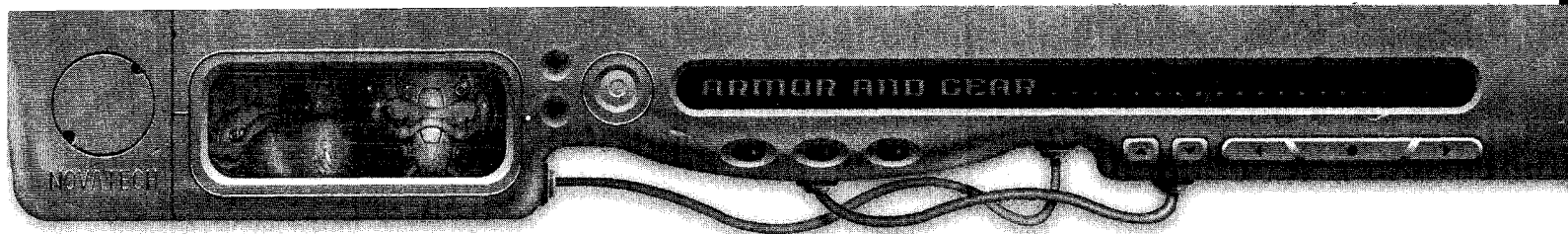
Armor clothing uses the rules and statistics for *Armor*, p. 283, SR3.

It is worth noting that fine clothing is considered the norm among those living a High Lifestyle, just as tres chic is the norm among those with a Luxury Lifestyle. While characters can certainly dress down if they wish, they will stand out in certain social settings if their attire is not appropriate to the lifestyle, and may even be barred from some establishments for not meeting a dress code. At the least, they may suffer a modifier for social interactions as a result of not being "up to snuff."

The Concealability rating listed for armor clothing is the target number for any Perception Tests to notice that the clothing is armored.

OUTFIT COMPONENTS

Some of the specific armor clothing items have a fractional armor rating value (for example, .75). These items are designed to be worn with other garments as part of an ensemble. Add together the armor values of each piece worn together as an outfit (round fractions down). The layering armor rules (p. 285, SR3) do not count toward the



components of such an outfit when worn together; however, they do count if the outfit (or parts of it) are worn with other pieces of armor or armor clothing. Lines in which the components may be combined in this manner are noted with a (c) on the tables. Any components marked with asterisks may not be worn together.

ARMANTE

Armanté is one of the oldest surviving fashion houses in the world. The story of how its headquarters wound up in Dallas is a complicated tale comparable to those of nanosecond buyouts and Corporate Court high-stake handshake agreements. Though still independently controlled, Ares, Novatech and a host of megacorporate interests invest in the company. Considered "old school" within the fashion scene, Armanté has successfully proven its modern outlook with the design of Crystle™—a manufactured golden thread that is polymerized to offer ballistic protection. Armanté designs do not surprise so much as they impress; Armanté screams old nuyen and power.

Armanté clothing is either tres chic (the current year's fashions), or fine (previous years' fashions are considered classics).

Dallas Line For Men

According to the press release, the unveiling of this line represented a "return to our roots." The fact that Armante's roots are divided among five continents and thirty companies didn't seem to factor into the nineteenth-century Southwestern American look and feel of the clothes. A strong seller in the CAS, this line has also proven popular among Aztlan and CalFree executives.

Executive Suite Line for Men

Armanté brings style for the tuxedo into the second half of the twenty-first century. This line features the high side-vents, split cuffs and double collar favored by Japanese senior executives. The fabric is firm without appearing stiff, and provides significant protection. Though designed for men, a number of female executives have begun wearing the line in a not-so-subtle power play.

London Fog Line

Blending the classic styles of England's past with modern trimmings, the London Fog line of cloaks and overcoats consistently shines with its popularity among today's jet set. All London Fog items add 50 percent to the Concealability rating of any item they cover.

The Count: This knee-length, over-the-shoulder cloak is clasped with sterling silver at the throat. It remains a favorite, particularly for its sturdy black wool construction, burgundy sateen lining and invisible layer of Kevlar II.

The Chairman: An official-looking great coat, the Chairman incorporates a nonporous polymer skin that protects against hazardous materials. Reduce by 1 the Power of any chemical used against the coat.

The Majesty: An overcoat richly decorated in ruffles and piping, the Majesty is constructed from fire-resistant and non-conductive materials. Reduce by 1 the Power of fire and electrical attacks.

The Merlin: With a deep, voluminous hood, this floor-length cloak is made from the same materials as the Majesty and offers the same advantages. The Merlin lacks the flair of the Majesty, however, and instead incorporates subtle "mystical" emblems and patterns, many of which are commonly employed by British druids.

The Professional: A stout and rather plain overcoat, the Professional offers no special design qualities. Many actually prefer its lack of adornments, though its numerous and deep pockets are also popular.

Starlight Line

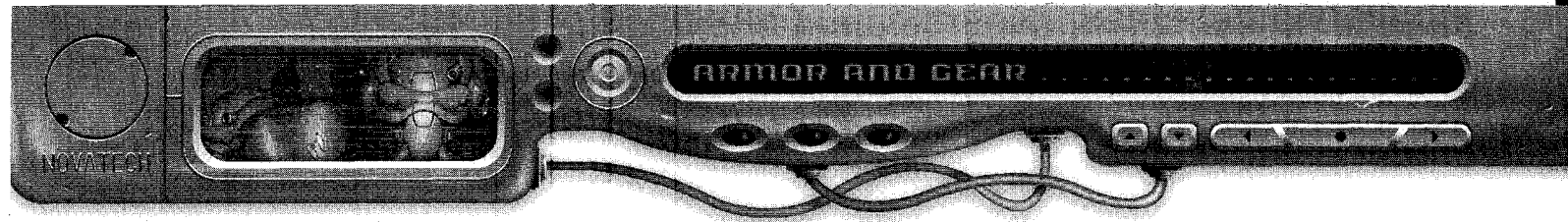
This evening gown line enhances the striking cloth-of-gold effect by sprinkling brilliant faux diamonds across the dress in a way that provides considerable impact protection. More traditional in style, these include full-length dresses that offer protection to the shoulders, back and legs.

Venetian Line

These evening gowns and cocktail dresses bring back a

Armanté	Conceal	Ballistic	Impact	Weight	Avail.	Cost	St. Index	Legality
Dallas Line for Men (c)								
Cross-buttoned Shirt	14	.75	0	.1	2/48 hrs	600¥	.75	Legal
Double Breasted jacket*	12	2	2	1.5	2/48 hrs	1,000¥	.75	Legal
Short jacket*	13	1	.5	.5	2/48 hrs	600¥	.75	Legal
Slacks	14	.75	.25	.1	2/48 hrs	400¥	.75	Legal
Vest	14	.5	.25	.5	2/48 hrs	250¥	.75	Legal
Executive Suite Line	12	3	1	1	4/48 hrs	1,100¥	.75	Legal
London Fog Line								
The Count	12	2	2	1	4/48 hrs	600¥	.75	Legal
The Chairman	11	2	2	2	4/48 hrs	5,000¥	.75	Legal
The Majesty	11	2	2	2	4/48 hrs	3,000¥	.75	Legal
The Merlin	12	2	2	1	4/48 hrs	1,500¥	.75	Legal
The Professional	13	2	2	2	4/48 hrs	1,000¥	.75	Legal
Starlight Line	13	1	1	.75	2/48 hrs	4,500¥	.75	Legal
Venetian Line	14	1	0	.5	2/48 hrs	3,500¥	.75	Legal
The Ancien Line	14	1	0	.3	2/48 hrs	750¥	.75	Legal





look popular in the Renaissance, when threads of gold were woven into the fabric. Using the patented Crystle™ weaves, the fabric seems to shimmer and even come alive. Though the gowns come in many styles, almost all have low-cut bodices and are backless. The length of dress varies between very short and floor length.

The success of the Venetian Line gave rise to accessories that also include the gold-weave technology. The most successful of these lines, the Ancien designs, feature shawls and scarves that offer ballistic protection to the wearer's neck, back and shoulders. Treat as a helmet for purposes of layering armor.

MORTIMER OF LONDON

Up until a decade ago, Mortimer had been an established and exclusive tailor favored by the European upper crust. With the release of their Greatcoat line of protective outerwear, Mortimer aggressively stormed the worldwide fashion market, expanding into women's wear and fashions specifically sculpted for metahuman sizes. Mortimer of London's clothiers are well-respected hand-tailoring shops that now dot the world's cities.

Trolls and dwarfs do not need to pay extra for racial-modified Mortimer outfits. Mortimer clothing is considered tres chic.

Greatcoat Line

A classic design that placed Mortimer on the map, these heavy, waterproofed coats are reminiscent of twentieth-century naval greatcoats. Though apparently thick with wool and lined with silk, most of the greatcoat's weight comes from heavy ballistic fabric and semi-rigid plates disguised by the cut of the coat. Greatcoats are waterproofed and chemically resistant to the "hard rain" common in many urban sprawls. Greatcoats decrease by 2 the Power of any chemical or cold-based attacks against them. Greatcoats also increase the Concealability of any item worn underneath by 50 percent.

Ulysses Line

Ulysses coats are for those whose life requires them to be outdoors in the rain for hours or even days on end. Even more water- and chemical-resistant than the Greatcoat line, these hooded coats exchange the heavy, warm lining for liquid-proof plastiweaves. Ulysses coats decrease by 4 the Power of any chemical or liquid-based attacks against them. Ulysses coats also increase the Concealability of any item worn underneath by 50 percent.

Crimson Sky Line

Lined with insulating thermal weaves and ballistic nylon mesh, this series of suave leather aviator jackets has become a favorite of certain go-gangs, who invariably paint the back with their symbols and colors. Crimson Sky jackets reduce by 1 the Power of cold-based attacks.

Summit Line

This line of winter parkas and outdoor coats is a hot seller in far northern and mountainous climates. In addition to the ballistic protection and thermal layering, the Summit line's major selling point is that each coat features a built-in concealable holster for weapons as large as a submachine gun. Summit parkas reduce by 3 the Power of cold-based attacks and by 1 the Power of chemical attacks.

VASHON ISLAND

The reigning royalty of chic casual wear, Vashon Island has created a series of fashions that continues to be popular. Currently on a dramatic upswing, this tailoring house is seeking to expand into both street-level fashion and the more experimental nouveau riche designs of the 2060s. Vashon Island clothing is considered fine.

Actioneer Line

When the successful tweed-based retro-Houndstooth and Hunt Ball lines died out in the late 2050s, Vashon Island released the groundbreaking Actioneer line, appealing to the on-the-go powerbrokers of the modern corporate world. With high collars and necklines, no lapels and hidden fasteners instead of buttons, these business outfits have a flat, smooth and sharp no-frills style. Most Actioneer outfits also incorporate tasteful and stylized corporate logos into the texture and coloring.

As with previous lines, integrated Kevlar fibers and custom-shaped carbon-ceramic plates provide adequate protection. The Actioneer long-coat designs are specially tailored for bodyguards and feature built-in concealed holsters and ammo-clip pockets. The long coat adds 50 percent to the Concealability of any item worn underneath and does not count as a separate item for layering armor.

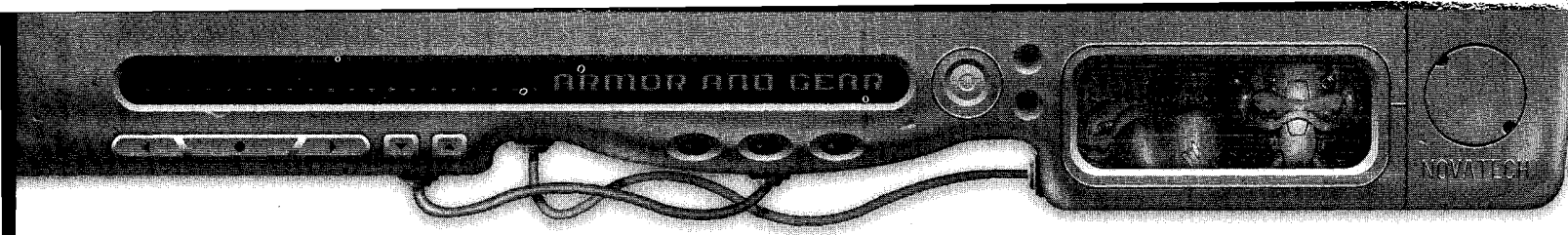
Sleeping Tiger Line

Vashon Island's efforts to capture the spirit of and profit from the "fashion underground" provided the genesis for the Sleeping Tiger line, which combines modern executive styles with a quasi-street-tough look—perfect for the sarariman looking to slum it for an evening or two. From power ties, elevated collars and draping shoulder cuts to wire mesh cuffs, PVC or poly-latex sleeves and chain-link belts and fasteners, the Sleeping Tiger line successfully walks the line between hip and tasteless.

Naturally, all Sleeping Tiger jackets feature a built-in concealed holster for light or hold-out pistols or tasers. Many of the pieces also are fabricated from fibers that can change color with the application of a small electric charge. The selector for these colors is a flat device concealed in the hem, and offers a maximum range of four color schemes.

A majority of Sleeping Tiger outfits are promoted for orlts and trolls interested in climbing the corporate ladder. While many

Mortimer of London	Concealability	Ballistic	Impact	Weight	Availability	Cost	Street Index	Legality
Greatcoat Line	11	4	2	3	6/48 hrs	2,000¥	.75	Legal
Ulysses Line	10	4	2	4	6/48 hrs	4,000¥	.75	Legal
Crimson Sky Line	12	2	2	2	6/48 hrs	1,500¥	.75	Legal
Summit Line	12	3	2	3	6/48 hrs	2,500¥	.75	Legal



orks and trolls resent the line as a mockery of the styles they wear by necessity, and an exploitation of their subcultures, a large enough number of them buy the line to keep it prosperous.

Hardliner Cloves: To accompany the Sleeping Tiger line, Vashon Island produces an array of stylish leather gloves that discreetly provide a little extra punch when the chips are down. Each glove contains a thin layer of densiplast set into the knuckles and along the edge of the hand, essentially malting the gloves an effective set of knuckle-dusters. A character using these to attack uses the Unarmed Combat skill.

Grand Dame Line

One of the greatest passions of the wife of the Lord Protector of Britain, Lady Marchmont, has been Vashon Island designs. For years she has requested specially-tailored dresses from the fashion house. At the celebration for the Lord's twenty-fifth year in office, Vashon Island unveiled a new formal-attire line based on the gown they created for the Lady Marchmont for that occasion. Quickly becoming the talk of high society circles, this line of traditional and matronly formalwear currently enjoys a tres chic status.

ZOE

Zoe has dominated the world of boardroom vogue for the past decade. Though the company's main business still lies in custom tailoring for its exclusive client list, Zoe's limited-edition public fashion lines have revolutionized corporate fashion. Though Zoe outfits are designed for business rather than social occasions, their creative touch has proven that if you look good at the office, you look good anywhere.

The Futura line is considered fine clothing; the Heritage and Second Skin lines are tres chic.

Futura Line

The standard for corporate chic, the Futura line offers mix-and-match blazers, skirts and slacks in various styles, cuts and colors. All of the items are lined with Kevlar and incorporate crystallized polymer into the surface of the fabric, providing an almost subliminal sparkle and "fresh" look.

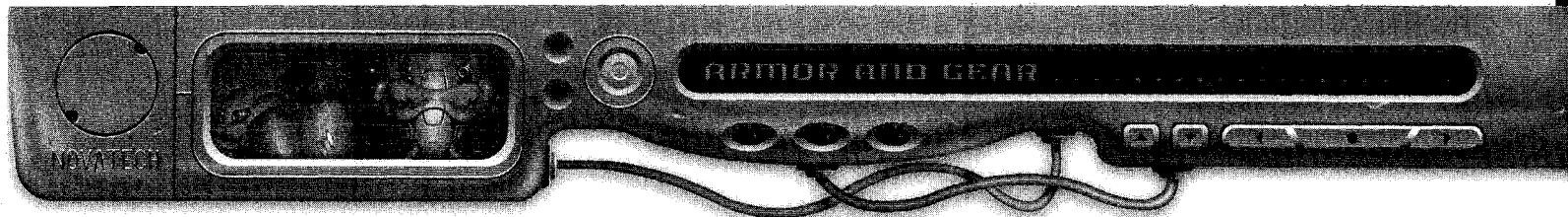
Heritage Line

This line was sparked by the success of Zoe's Highland Laird outfit, which offered a contemporary version of traditional Scottish Highland formal wear. Though the public originally scorned the concept, Zoe soon began receiving requests from prominent people for designs modeled on other cultural traditions, and the Heritage line was born. Each design is commissioned by a specific individual or group who retains exclusive rights to the line for one year, after which they are produced for public consumption. To date, thirteen specific cultural designs have been made public: Pueblo, Navajo, Salish, Spanish courtesan, fifteenth-century French royal court, Russian Cossack, Confederate plantation owner, Aztec, Mayan, feudal Japanese, Nubian and Scottish Highlander, as well as one "traditional Tir" style commissioned by Tir Tairngire nobles.

Second Skin Line

First worn by flavor-of-the month simflick starlet Passion Synclair while recording her new film "Sapphire: Shadowrunner for Hire," Second Skin bodysuits provide protection, comfort and style while leaving little to the imagination. Based on form-fitting body armor, Second Skin outfits use transparent or opaque skin-tight ballistic polylatex and sculpted densiplast. Each bodysuit must be custom-tailored for the user.

Vashon Island	Conceal	Ballistic	Impact	Weight	Avail.	Cost	St. Index	Legality
Actioneer Line (c)								
Suit jacket*	13	1.5	1	1	5/48 hrs	500Y	.75	Legal
Slacks	14	1	.5	1	5/48 hrs	350Y	.75	Legal
Hi-collar Shirt	14	1.5	.5	.75	5/48 hrs	300Y	.75	Legal
Long Coat*	13	2	2	2	5/48 hrs	1,500Y	.75	Legal
Sleeping Tiger Line (c)								
Shirt	10	.5	1	1	5/48 hrs	300Y	.75	Legal
Jacket	8	.5	1.5	1.25	5/48 hrs	1,000Y	.75	Legal
Slacks/Skirt	12	.5	.5	1	5/48 hrs	400Y	.75	Legal
Vest	10	.5	1	.75	5/48 hrs	500Y	.75	Legal
Grand Dame Line	15	1	1	2	5/48 hrs	7,500Y	.75	Legal
Weapon	Concealability	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
Hardliner Gloves	9	—	(STR + 1) M Stun	.5	2/24 hrs	300Y	.75	8-C
Zoe	Conceal	Ballistic	Impact	Weight	Avail.	Cost	St. Index	Legality
Futura Line (c)								
Blazer*	13	2	1	1.5	4/48 hrs	2,500Y	.75	Legal
Skirt/Slacks	13	1	1	1	4/48 hrs	1,500Y	.75	Legal
Sweater*	13	2	1	1.5	4/48 hrs	1,000Y	.75	Legal
Heritage Line	12	4	2	1.5	10/2 months	10,000Y	.75	Legal
Second Skin Line	15	2	2	.25	10/1 month	5,000Y	.75	Legal



VICTORY

Rumor has it that Nadja Daviar discovered that Ares owned a number of struggling sportswear companies around the world from Seattle to Germany. Consolidating them and streamlining their operations, she launched a new series of outdoor activity and sports clothing called Victory Sportswear. Designed for athletes and adventurers, Victory styles are simultaneously flashy and pragmatic. All Victory lines are considered ordinary.

Industrious Line

This line of industrial-strength coveralls is intended for workers who need protection from accidents, paranormal animals or urban predators. Favored by cargo loaders, truckers, field mechanics and construction workers, these jumpsuits and coveralls provide armor and enough pockets, loops and straps to easily carry a kit's worth of tools. The hardy fabric is also resistant to liquids and anti-flammable; reduce by 2 the Power of any fire or contact-vectored chemical attacks. A winterwear accessory line also provides thermal protection for outdoor work in the winter: reduce by 2 the Power of any cold-based attacks for winterwear outfits. Industrious coveralls are also favored by shadowrunners who masquerade as repair teams or laborers.

Wild Hunt Line

Marketed for hunters, outdoorsmen and wilderness explorers, this line of gear helps to provide security and protection in the great outdoors. All of the items in the Wild Hunt line are available in camouflage schemes, including camouflage designed to break up a person's profile or defeat sensors (see *Camouflage*, p. 97). The exact type of camouflage must be chosen when the item is purchased.

The Wild Hunt light armored clothing consists of shorts, sleeveless shirts and other light pieces designed for either dry

and sun-pounding environments (deserts) or sweltering and humid regions (jungles). These outfits include built-in comfort relief from the sun, sweat and small insects. The heavy armored clothing includes warmer clothing for colder and windier areas, where protection against the environment is needed.

Massaging Liners: Intended for hunters who need to stay motionless in one position for extended periods (hours or even days), this lining actually jolts selected muscle groups in a periodic fashion with low-level electric current, causing the muscles to flex and spasm slightly. This allows the wearer to lie in one position for an extended period without cramps and extreme discomfort (though it is still unpleasant to do so). Many snipers take advantage of this feature.

Rapid Transit Line

Jumpsuits for a person in constant motion, Rapid Transit items are worn by messengers and athletes of all stripes and varieties, from stateboarders to bicyclists to cross-country skiers. The state-of-the-art fabric breathes and ventilates or insulates as the situation demands, and gel-based padding and densiplast protect the joints and vitals without restricting movement. Rapid Transit outfits incorporate a number of features for carrying gear, and customized jumpsuits can have items such as a GPS, transceiver or skillsoft jukebox built in at cost. Most Rapid Transit pieces are black or neon-colored, but the fabric may be color-altered with a simple electrical charge. Each piece includes concealed controls for switching among a maximum of ten colors and patterns.

Restraint Melters: For a few extra nuyen, any Rapid Transit jumpsuit can have plastic restraint melters built into the sleeves. These melting plates are concealed within the suit (Concealability 10) and have enough power to melt only one set of restraints. It takes 10 Combat Turns to completely heat up and burn through plastic restraints.

victory	Conceal	Ballistic	impact	Weight	Avail.	Cost	St. index	Legality
Industrious Line								
Jumpsuit	11	2	0	1	2/24 hrs	400Y	.5	Legal
Coverall	9	4	2	3	2/24 hrs	800Y	.5	Legal
Hard Hat	—	—	+1	.5	2/24 hrs	25Y	.5	Legal
Winterized Coverall	10	4	4	5	2/24 hrs	1,000Y	.75	Legal
Wild Hunt Line								
Camouflage Jacket	6	4	2	2	4/24 hrs	1,000Y	1	Legal
Camouflage Jumpsuit	9	3	2	1.5	4/24 hrs	750Y	1	Legal
Camouflage Vest	8	2	2	1	4/24 hrs	400Y	1	Legal
Light Armor Clothing	12	1	0	1	4/24 hrs	400Y	1	Legal
Heavy Armor Clothing	10	4	0	3	4/24 hrs	600Y	1	Legal
Fatigues	10	2	0	2	4/24 hrs	500Y	1	Legal
Rapid Transit Line								
Light Jumpsuit	8	1	2	1	4/24 hrs	250Y	1	Legal
Heavy Jumpsuit	6	2	4	2	4/24 hrs	500Y	1	Legal
Helmet	—	—	+2	.5	4/24 hrs	50Y	1	Legal

Victory Accessories	Conceal	Weight	Availability	Cost	Street Index	Legality
Massaging Liners	—	+5	+2/+1 wk	+1,000Y	+1	Legal
Plastic Restraint Melters	—	—	As jumpsuit	+50Y	As jumpsuit	5-U



ARMOR

External armor is described on p. 283 of *SR3*.

GENERAL ARMOR

The armor listed below follows the standard rules for layering armor and Combat Pool loss (p. 285, *SR3*), unless otherwise noted.

Diving Armor

Virtually identical to regular armor, diving armor covers the entire body (or diving suit) and uses materials that do not absorb water. It is streamlined to facilitate swimming. Diving armor reduces by 4 the Power of contact-vector chemical attacks.

Forearm Guards

These padded densiplast sections are form-fitted to each wearer, designed to provide protection across the back of each forearm. Forearm guards add 1 to Impact armor against armed and unarmed melee attacks, but have no effect on ranged attacks of any kind. Treat as a helmet for purposes of layering armor.

Form-Fitting Body Armor

Using advanced synthetic materials that breathe and stretch with the body, form-fitting body armor is custom-tailored to the body of each individual. Each set is unique, contoured for a specific body shape so that there are no gaps or folds. This armor comes in three versions: shirt, half-body suit and Full-body suit. The shirt offers protection only for the chest and back. The half-body suit covers the torso, groin and thighs. The full-body suit covers the entire body, including the extremities, and comes with gloves, slippers and a hood.

Form-fitting armor can be worn with other armor but does not affect a character when calculating penalties for Combat Pool loss (p. 285, *SR3*).

Hardened Military-Grade Armor

The ultimate in personal-armor engineering, hardened armor is designed, manufactured and used almost exclusively for military applications. Each suit offers maximum protection to the entire body, incorporating hard- and soft-armor integration into an ergonomic design that still allows the body to

breathe and restricts movement as little as possible. Each suit must be custom-fit to an individual, tailored to her specific body contours and range of motion. The suits also feature an incredible array of technological integration, from intrasuit wiring conduits to surface antenna matrices, making a wide range of built-in accessories and combat electronics available to the user. Each suit also comes in any color or custom camouflage patterns desired.

If the base Power of an attack (unmodified by burst or full-auto fire) does not exceed the rating of the armor, the attack is deflected and does no damage. If the attack's Power exceeds the armor rating, the hardened armor reduces the Power by its appropriate rating in the same way as other armor. Against armor-piercing and anti-vehicular munitions (such as APDS ammo or AV rockets), hardened armor counts as half its rating (round down). Dartguns, blowguns and needle attacks used to expose the target to injection-vector compounds (i.e., attacks that have no Physical damage code) cannot penetrate hardened armor.

No other armor can be worn with hardened armor. Wearing a hardened armor suit may affect a character's Combat Pool (see p. 285, *SR3*).

The following examples show some of the integrated options available to hardened military armor.

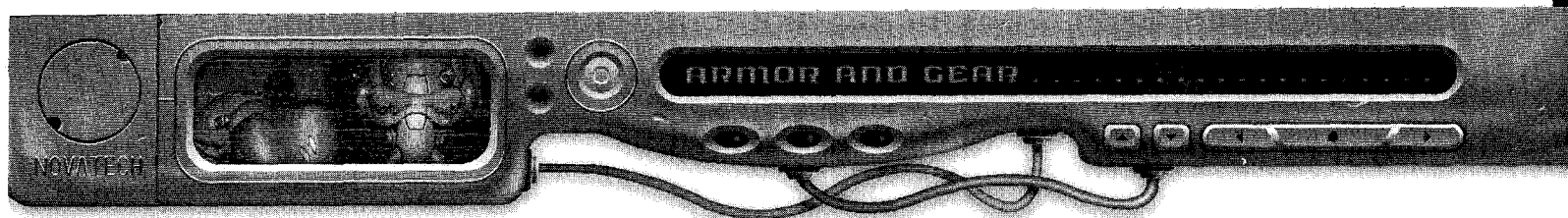
Helmet Vision Enhancements: Electronic Magnification 3 (900¥), Optical Magnification 3 (1,200¥), Low-Light (700¥), Thermographic (700¥), Ultrasound (1,000¥), Smartgoggles (3,000¥)

Communications: Helmet or Wrist Transceiver (250¥ x Rating), Tracking Signal (100¥ x Rating), Signal Locator (1,000¥ x Rating), Vidcam (1,000¥) and Vid Transmitter (500¥ x Rating), Heads-Up Display with 100 M p of memory (1,000¥)

Environmental Control: Chemical Seal (12,000¥) and Respirator (500¥). The chemical seal requires a Complex Action to implement and protects the wearer completely from contact-vector compounds. The respirator reduces by 2 the Power of inhalation-vectored compounds and reduces their Damage Level by one level. Also available is a **Hazmat Enviroseal** (15,000¥) that includes a gas mask and air tank with an hour's worth of breathable air. This option completely protects the user from contact- and inhalation-vectored compounds, and also requires a Complex Action to implement.

A number of additional devices can be incorporated at

Armor	Conceal	Ballistic	Impact	Weight	Avail.	Cost	St. Index	Legality
Diving Armor	—	4	2	2	5/48 hrs	1,750¥	1.25	Legal
Forearm Guards	12	0	1	.2	5/36 hrs	250Y	.75	Legal
Form-Fitting Body Armor								
Shirt	14	2	0	.75	6/1 wk	500¥	1	Legal
Half-body Suit	13	3	1	1	6/10 days	1,000¥	1	Legal
Full-body Suit	12	4	1	1.25	6/2 wks	2,000¥	1	Legal
Hardened Military Grade Armor								
Light	—	7	6	12 + Body	18/1 mo	25,000¥	3	2-L
Medium	—	8	7	14 + Body	24/1 mo	45,000¥	3	2-L
Heavy	—	9	8	16 + Body	28/2 mo	70,000¥	3	2-L
Helmet	—	+2	+3	3	18/1 mo	2,500¥	3	2-L



cost (sometimes less). Characters may also integrate devices on their own, though this requires an appropriate Armor B/R Test (see p. 97).

ARMOR MODIFICATIONS

As shadowrunners often learn the hard way, having armor that just stops bullets or heavy blows is often not enough. Runners can also be damaged by fire, electricity, acid or cold, not to mention their own lack of common sense or caution. Many companies have recognized this fact and so provide armor modifications that help to protect against the elements and other hazards.

Each of these modifications can be integrated into standard or name-brand armor clothing, camouflage clothing, diving armor, form-fitting armor, security armor and even hardened armor (unless otherwise noted). Securetech armor clothing (p. 284, **SR3**) cannot accept these modifications thanks to its ergonomically tailored design.

Each armor modification is represented by rating points. The rating of a single modification cannot exceed the highest Ballistic or Impact rating of the item. A single piece of armor can accept multiple modifications. However, the total ratings of the modifications given to an armor item cannot exceed the combined Ballistic and Impact ratings of the armor. For example, an armor jacket (5/3) cannot have more than 8 (5 + 3) points of modifications.

Unarmored clothing can also use the following modifications, but the maximum rating of a single modification cannot exceed 2 and the total cannot exceed 2.

In some cases, armor modifications may provide cumulative protection against certain forms of damage. For example, the damage from a flamethrower elemental manipulation spell is reduced by half Impact armor. If the victim were wearing armor that also had 2 points of fire resistance, the Power would be reduced by half the Impact rating + 2.

Chemical Seal

The application of water-resistant, nonporous impermeable materials and sealant to a piece of armor can protect the wearer against liquid-based chemical attacks. Each point of chemical seal reduces by 1 the Power of contact-vector compounds.

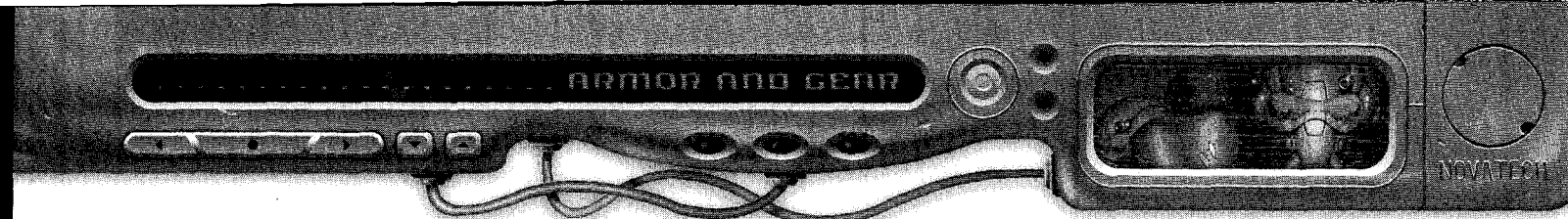
Fire Resistance

Armor can be padded with fire-retarding, heat-resistant and nonflammable materials to protect the wearer from fire-based attacks. Each point of fire resistance reduces by 1 the Power of fire-based attacks. Each point also adds +1 to the armor's Object Resistance when determining if it catches fire (see **Fire**, p. 98).

Gel Packs

Gel packs remain liquid and flexible until the shock wave of a projectile impact solidifies the gel into an impenetrable barrier. As the kinetic energy dissipates, the gel liquefies again, ready to absorb the next impact.

In effect, gel packs bolster existing armor's resistance to penetration. When gel packs are added to a piece of armor,



treat that armor as hardened armor at its normal Ballistic and Impact ratings (p. 51). If the Power of an attack (unmodified by burst or auto-fire) does not exceed the armor rating, the attack is deflected and causes no damage. If the attack's Power exceeds the armor rating, the Power is reduced by the appropriate armor rating, in the same way as for other armor.

If added to unarmored clothing, gel packs provide hardened armor at 1/1.

Gel packs are noticeable and so reduce the Concealability of armor by half (round down). Because gel packs solidify for a brief instant, they increase the likelihood that the wearer will be knocked down by an attack. When making a Knockdown Test (p. 124, **SR3**), a character wearing gel pack-enhanced armor must apply a +2 modifier to the Body Test.

Gel packs may affect a wearer's Combat Pool (see p. 285, **SR3**). Treat the armor as if its Ballistic and Impact ratings were increased by 50 percent (round down).

Gel packs cannot be added to form-fitting, diving or hardened armor. Only one set of gel packs can be added to any armor item. A gel-packed armor item cannot be layered with other armor.

Insulation

By adding thermal fibers, insulating layers and heat-retaining weaves to a piece of armor, it can help the wearer resist damage from cold. For each point of insulation, reduce by 1 the Power of ice or cold-based attacks.

Nonconductive

A layer of electrical insulation can be incorporated into armor to reduce the impact of electrical attacks. Full armor suits can also have conductive outside layers connected to pads on the soles of the shoes or boots to effectively ground the character. Each point of nonconductive material reduces by 1 the Power of electrical-based attacks.

Thermal Dampening

This modification is designed to reduce the wearer's heat signature to make him or her less detectable by thermographic vision and infrared sensors. An inner layer captures and channels the body's heat while an outer layer maintains a surface temperature equivalent to that of the surrounding air. Thermal dampening is only effective on outfits that cover the entire body (head-to-toe jumpsuits, cloaks and Full-coverage armor). Each point of thermal dampening adds a +1 modifier to Perception Tests to notice the target using thermographic vision and also increases the target's Signature against drone and vehicle sensors by +1. The maximum modifier available is +8.

Thermal dampening is effective only for approximately 2 hours, after which the dampening capabilities begin to fade (losing +1 per half hour). If allowed to "cool down," the dampening capabilities reset at the same rate (1 per .5 hours).

GEAR

BATTLETAC SYSTEM

The BattleTac system integrates tactical communications and data transfer into a battlefield information exchange network. Characters who are part of a BattleTac network can quickly feed each other status reports, information on the opposition and other tactical details.

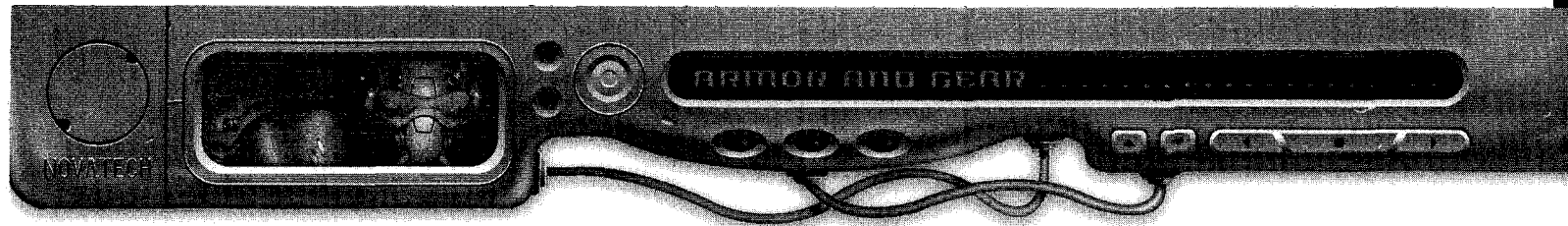
In effect, each BattleTac system has at least two parts, a master component and a receiver component (see below). Each of these components is essentially a portable computer designed to be used under combat conditions. Available as a laptop, pocket or wrist-worn unit, each can also be built into security or military hardened armor (cybernetic versions are also available; see the Tactical Computer, p. 22, *M&M*).

In order to communicate with the rest of the BattleTac network, each component must be linked to a transceiver (such as those offered as part of the Tactical Communication System, p. 54) with a minimum Device rating of 4. Other communications devices that allow the component to communicate with the network, such as a laser link or microwave relay, may also be used. Sensor devices (from guncams to ultrasound sights to drone sensors) may also be linked to BattleTac components and their sensory data fed to the network. Each component and sensory device takes up a single radio frequency. All BattleTac components are DNI-equipped for datajack control.

BattleTac systems have several game effects. First, they can increase a user's Small Unit Tactics skill (see p. 105) and thus boost the unit's Initiative. Second, they allow members of a unit to use indirect fire (see p. 99). Third, they allow a unit to quickly share a wide range of information. Any piece of information known to one member of the BattleTac network can be fed to the rest of the network: this requires a Simple Action, though linked sensory information is automatically fed to the network. Once input, this data can be accessed by anyone else in the network; accessing is automatic for characters with cyberlinks (or the tactical computer), and accessing data from a receiver component takes a Simple Action. This allows a unit to move in a coordinated manner and act upon data input from other unit members.

Drones and vehicles may also be incorporated into a BattleTac network, though the rigger's control network must be equipped with the BattleTac IVIS system (see p. 23, *M&M*). A

Armor Modifications	Conceal	Weight	Avail.	Cost	St. Index	Legality
Chemical Seal	—	—	+1/+12 hrs	+(Rating x 250¥)	+.25	Legal
Fire Resistance	—	—	+1/+12 hrs	+(Rating x 100¥)	+.25	Legal
Gel Packs	See rules	+25%	x 2/x 4	x 5	+2	4-L
Insulation	- 1 per 2 points	+.5 per point	+1/+12 hrs	+(Rating x 150¥)	+.25	Legal
Nonconductive	—	—	+2/+24 hrs	+(Rating x 200¥)	+.25	Legal
Thermal Dampening	—	—	x 2/x 4	+(Rating x 1,500¥)	+2	Legal



drone network cannot take advantage of a BattleTac network's indirect fire capability unless the network is also equipped with BattleTac FDDM. If the remote control deck and drones are so equipped, they may act as spotters for each other and others in the BattleTac network, and vice versa.

BattleTac Master Component

The master component inputs sensory data from a number of limited sources, usually a unit of soldiers with cybernetic or external sensory gear and drones. This data is transmitted to the master component, which analyzes it and builds a comprehensive picture of the tactical situation. This includes mapping features, enemy identification and positioning, current status of individuals and drones, targeting data, tactical requests and commands, video feeds and other factors.

The data and analysis compiled by the master component is continuously updated and sent out to the receiver components that are part of the BattleTac network. Characters equipped with receiver components can consult them for tactical information and suggestions.

BattleTac Receiver Component

The receiver component is used to transmit information to the master component. It also receives the tactical data and analysis sent back by the master component, providing the user with a multimedia display of the situation and allowing him to respond more quickly and effectively to the tactical situation.

BattleTac Remote Trigger System

This weapon accessory allows a stationary weapon to be remotely activated and fired by anyone who is part of a BattleTac network. The weapon must be stationed in a fixed position, and must be limited to a transceiver to communicate with the network. The weapon may not be directly targeted because it cannot be remotely moved; it may merely be indirectly fired in the direction it is currently facing (see *Indirect Fire*, p. 99).

TACTICAL COMMUNICATION SYSTEM

These military communications systems are combat-proven and designed to provide maximum security and reliability even under battlefield conditions. Users can mix and match the transceiver units they need into a system customized for their situation. Each unit is built with sturdy materials and electronics, uses high-level broadcast encryption and defends the signal with rugged electronic counter-countermeasures (ECCM).

In game terms, characters can use any number and variety of the component units below to communicate with each

other. Though useful, a master unit is not necessary for the system to be complete. Units of different ratings may communicate with one another, but use the lowest rating involved for any tests.

While used primarily for two-way voice communication, each system is also capable of transmitting images and data. None of the devices are capable of transmitting or receiving simsense signals (they may not be used for decking or rigging).

Master Unit

Designed to be the core component of a communications network, the master unit is a sophisticated radio transceiver. Capable of holding rating x 10 programmed frequencies in its memory at any time, the master unit can also function as a scanner (p. 289, *SR3*) and a jammer (p. 291, *SR3*) equal to its rating. The master unit can also support a number of ports equal to the unit's rating which can be used to link it to nearly any computer or telecommunications system: conventional Matrix land-line, cellular phone/fax, satellite uplinks, dedicated laser-links, microwave relay and any other signal source the gamemaster deems appropriate.

The master unit is usually carried in a vehicle, where it takes up 2 CF of cargo space. A backpack-portable master unit is also available which is much more compact, at a much higher cost.

The master unit has Flux, ECCM and Encryption ratings equal to its rating. The Flux rating determines the device's signal power, range and strength, as described on p. 137, *SR3*. The ECCM rating indicates the unit's ability to counteract electronic countermeasures (ECM), as described on p. 138, *SR3*. The Encryption rating defines how strong the unit's broadcast encryption is, as detailed on p. 289, *SR3*.

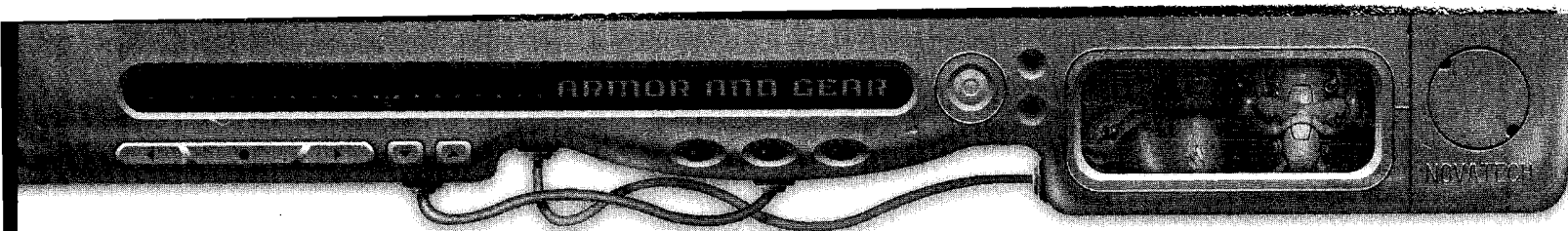
Personal Units

These transceivers serve as the system's personal communications units. Each comes as either a pocket-sized clip-fastened or wrist-worn unit, and is equipped with a voice-activated (if desired) wireless headset (earpiece and microphone) for hands-free operation. The units are also DNI-equipped for data-jack control.

The personal units can hold up to rating x 2 programmed frequencies in their memory at any time. Each features a data-jack port and a port for linking the device to a computer or telecommunications system, the same as for the master unit.

Each personal unit has a Flux rating equal to half its device rating (round down). This means that beyond a certain range, these units can receive messages from a master unit, but cannot respond. Each personal unit also has an ECCM and Encryption rating equal to its device rating.

BattleTac Gear		Conceal	Weight		Availability	Cost	Street Index	Legality
Master Component		3	2.5		12/1 mo	30,000¥	3	2P-W
Receiver Component		4	1		12/3 wks	10,000¥	2	3P-W
Weapon Accessory	Mount	Conceal	Rating	Weight	Availability	Cost	Street Index	Legality
Remote Trigger System	—	-2	—	1	12/1 mo	2,500¥	2	2-W



Laser Link

The laser link is a device that emits and "reads" laser beams for communication purposes. The laser link can communicate with any other laser link within uninterrupted line of sight. Laser links have a range out to the horizon in clear weather, but range degrades radically in inclement weather. Heavy rain, fog, or smoke renders the system virtually useless.

Laser links are more secure against interception, jamming and detection than radio communications because they operate on a tight beam with almost no dispersion. The only way to intercept a laser link is to place another laser link directly in the beam's path.

Laser links do not have Flux, ECCM or Encryption ratings. However, the data they transmit may be encrypted with data encryption (p. 292, SR3). Laser links may be hooked up to any computer or telecommunications device, in the same way as (and including) the master or portable units.

Microwave Link

The microwave link is a small microwave transmission and receiver system, capable of communicating with any other microwave link within line of sight. The microwave link has an unlimited range out to the horizon and is only marginally affected by weather conditions.

The microwave link is as secure as the laser link against interception, jamming and detection, and uses those rules.

Satellite Link

This device contains all the hardware and software necessary to track satellites and transmit to or receive signals from them. Unless the satellite has been hacked, "subscription" time must be bought from or provided by the satellite's owner for it to accept uplinks and transmit downlink signals. In order to establish communication with a satellite, the satellite link must first be used to locate the satellite's transponder and lock onto it.

The satellite link must be hooked up to either a permanent or temporary satellite dish. The standard dishes are half a meter across, large dishes are one meter across and fixed-base stations are two meters across. Temporary dishes can be quickly assembled out of a stripped-down, portable and re-usable electronics array, plus spray foam and webbing: they take 2 Combat Turns to assemble, and break down after 3 hours.

Satellite links may be hooked up to any computer or telecommunications device, in the same way as (and including) the master or portable units. They may not be used to track satellites; their hardware and signals are not strong enough to support simsense.

PARACHUTES

Three types of parachutes accommodate various types of jumps: standard, low-altitude or HALO (see *Parachuting*, p. 102).

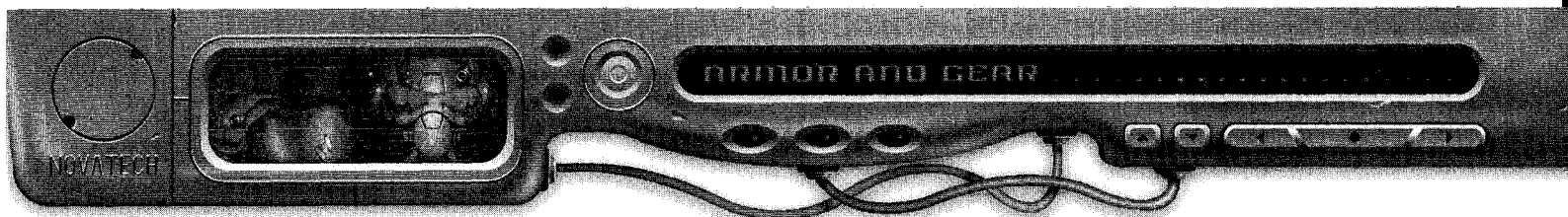
Standard Parachutes

Made from lightweight but strong nylon, standard backpack parachutes are designed to be deployed at a safe altitude. Each pack features a pull-string, or ripcord, to release the chute. When the chute is deployed, the parachutist will be jerked sharply by the sudden brake of acceleration (the gamemaster may require a Strength (8) Test for the character to avoid dropping any hand-held items). A set of pull-lines on each side of the parachutist allows for limited directional control. A quick-release system allows the user to use a Complex Action to release the chute upon landing or if it fails to deploy properly. Each parachute also includes a smaller but efficient back-up parachute, in case the first fails.

Parachutes also feature a wrist-worn altimeter, which gives the parachutist a digital readout of their current altitude, as well as their current speed and estimated distance from the ground.

For safety reasons, the ripcord of inexperienced parachutists is usually attached to a static line in the aircraft from

Tactical Communication Gear	Conceal	Weight	Availability	Cost	Street Index	Legality
Master Unit						
Rating 1-4	—	60	12/2 wks	Rating x 4,000¥	2	6-W
Rating 5-7	—	65	14/2 wks	Rating x 5,000¥	2	5-W
Rating 8-9	—	70	16/3 wks	Rating x 7,000¥	3	4-W
Rating 10+	—	75	18/4 wks	Rating x 8,000¥	4	3-W
Portable	—	+ 3	+2/+ 1 wk	x 2	+1	As unit
Personal Comm Unit						
Rating 1-4	9	.5	8/2 wks	Rating x 1,500¥	2	8-W
Rating 5-7	8	.75	10/2 wks	Rating x 2,000¥	2	8-W
Rating 8-9	8	1	12/3 wks	Rating x 3,000¥	3	7-W
Rating 10+	8	1	14/4 wks	Rating x 4,000¥	4	7-W
Laser Link	4	1	10/2 wks	3,000¥	2	6P-U
Microwave Link	3	1	14/2 wks	5,000¥	2	8P-U
Satellite Link	—	2	10/2 wks	Rating x 1,000¥	2	8P-U
Satellite Dishes						
Standard Portable	—	5	5/48 hrs	800Y	1	Legal
Large Portable	—	8	6/48 hrs	1,200¥	1	Legal
Fixed Base	—	60	5/1 wk	900Y	1	Legal
Temporary	4	3	4/24 hrs	1,000¥	.5	Legal



which they're jumping, so that the cord is pulled and the chute automatically deploys as they jump. This is referred to as a military jump.

Low-Altitude Parachutes

These parachutes are designed to brake the user's downward acceleration more quickly. Used for low-altitude jumps, they have all the features of a standard parachute except that they expand to a wider size and are slightly heavier.

HALO Parachutes

Used for high altitude, low-opening (HALO) jumps, these chutes are strong enough to slow down a parachutist dropping at terminal velocity when opened at an extremely low altitude. HALO parachutes also are designed to provide better gliding capabilities, both for increased accuracy in hitting the landing zone and for a safer landing. HALO parachutes come equipped with a face mask and small air tank that allows the user to breathe and see at high altitude. They also have all the features of a standard parachute.

UNDERWATER GEAR

Occasionally, even urban-bound shadowrunners have to take a dive into the drink. While pirates and smugglers may find underwater gear a necessity, many shadowrunners will touch it only when a run specifically calls for water-based activities. The

following gear encompasses just about everything a shadowrunner could conceivably need for diving or underwater operations, as well as some specialty diving equipment used by professional or commercial divers.

For rules on underwater activity, see p. 107.

Basic Diving Gear

The basic diving gear set consists of the basic equipment used by all divers: face mask, snorkel, fins, wet suit, breathing regulator, buoyancy compensator/weight belt combination and scuba tank.

A breathing regulator draws air from the scuba tank for the diver to breathe. The standard breathing regulator used by recreational divers and most commercial divers consists of a primary and secondary mouthpiece (the secondary mouthpiece is commonly referred to as an octopus), as well as a depth and pressure gauge and an inflator attachment for the buoyancy compensator. Because the diver must keep the

mouthpiece in his mouth to use it, verbal communication is impossible while using a standard regulator.

A buoyancy compensator is an inflatable vest. Worn in conjunction with a weight belt, it helps a diver to achieve neutral buoyancy. Compensators can also be used to send a diver to the surface when he cannot get there on his own.

The scuba tank holds the air mixture that divers breathe. Standard scuba tanks in the 2060s are made of special aluminum/titanium alloys and hold air or mixed gases at a pressure up to 300 bars (4,350 psi). This offers a varying amount of breathing time, depending on depth, lung capacity and activity. Generally, metahumans breathe an average of 4 bars of pressure each minute.

Wet suits protect divers from hypothermia by trapping and warming a thin film of water around the diver. Wet suits reduce by -1 the Power of cold-based damage in the water.

The weight listed indicates the weight of the equipment when carried on dry land. When worn for diving, the equipment incurs no weight penalty.

Drysuit

More effective in keeping a diver warm than a wetsuit, drysuits enclose the diver in a sheath of air, sandwiched between an outer layer keeping out the water and an inner layer snug against the skin. Because drysuits insulate divers against heat loss even more efficiently than wet suits, divers

Parachuting Gear	Conceal	Weight	Availability	Cost	Street Index	Legality
Standard Parachute	—	20	6/1 wk	500Y	1	Legal
Low-altitude Parachute	—	30	8/1 wk	750Y	1	Legal
HALO Parachute	—	40	10/2 wks	1,000Y	1	Legal

use them for diving in Arctic waters or for going deeper than 200 meters for extended periods of time.

Drysuits reduce by -2 the Power of cold-based attacks in the water (such as the effects of helium chills).

Dual Tank Manifold Assembly

Most breathing systems are designed to carry one scuba tank. Characters may purchase a special manifold assembly that allows them to carry two tanks simultaneously.

Enclosed Breathing Helmet

This specially constructed helmet is used by commercial divers who require verbal communication in order to perform their jobs. Hoses at the back connect to the tank, which fills the inside of the helmet with air or mixed gas, allowing the diver to speak freely. Built-in speakers near the mouth on the outside of the helmet broadcast speech into the water for others to hear. The helmet also includes other accessories, such as a halogen head lamp (because most divers requiring such a helmet work at depths where very little light reaches) and a speaker jack to connect to an external underwater radio or cablephone.

Full Face Mask

A full face mask completely covers the diver's eyes, nose and mouth, with a quick-release assembly that allows the diver to attach a standard breathing regulator. Removable side plugs also let the diver attach communication systems, voice microphones or other add-ons.

JIM Diving Exoskeleton

The JIM diving exoskeleton, or JIM suit, is a plasteel mechanical exoskeleton that allows the diver to descend to depths as low as 600 meters. The interior of the suit is pressurized to 1 atmosphere, so the wearer does not risk decompression sickness or other diving hazards. The suit carries a self-contained air supply, which provides up to 20 hours of air.

The standard JIM suit has a Strength Attribute of 7. More powerful models with higher Strength Attributes (to a maximum of 10) exist, but for every additional point of Strength desired, increase the price by 5,000 nuyen. JIM suits have an Armor rating of 6.

While wearing the suit, the user suffers a -2 modifier to Quickness and Reaction, and rolls only one die for Initiative. A suit may be modified for rigger interface, which eliminates these penalties and confers the benefits of a vehicle control rig. Riggers jacked into a JIM suit substitute their Control Pool for the Combat Pool.

Liquid Breathing Apparatus (LBA)

The LBA system uses a rig similar to scuba gear with an enclosed helmet, except that the tank contains a super-oxygenated fluid that the user inhales. The need to inhale a liquid medium makes speech impossible. Communication with others must occur through a radio link, electronic keypad or other devices.

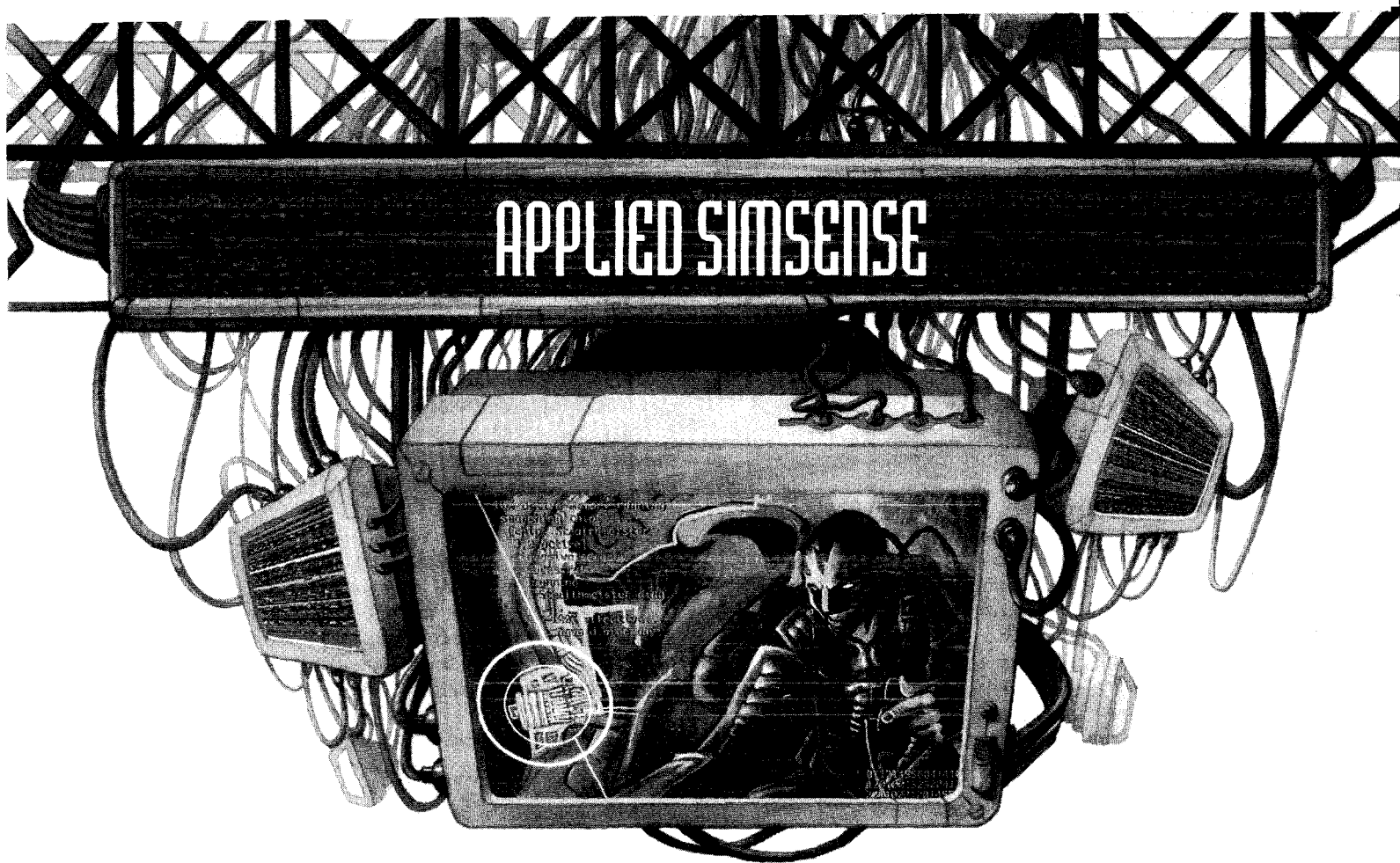
This apparatus allows divers to dive as far down as 3,000 meters. While using the LBA, the diver is immune to decompression sickness, oxygen toxicity and nitrogen narcosis. However, the diver is still vulnerable to HPNS.

OXSYS Artificial Gill

The OXSYS artificial gill consists of a wraparound face piece with a series of Filters along both sides of the jaw. The filters draw in water and extract oxygen from it by forced osmosis. Carbon dioxide and waste gases are then absorbed into the water through reverse osmosis and expelled from the system at the back of the neck.

Because they are light, compact, and easy to use (no training or certification is needed to operate one), OXSYS systems are widely available for casual recreational diving. However, because they extract pure oxygen, they can be used only at depths less than 7 meters. Divers using them at deeper depths risk oxygen toxicity.

Underwater Gear	Conceal	Weight	Availability	Cost	Street Index	Legality
Basic Diving Gear						
Breathing Regulator	7	2.5	4/12 hrs	720¥	1	Legal
Compensator and Belt	—	12	4/12 hrs	475Y	1	Legal
Face Mask + Snorkel	—	—	4/12 hrs	120¥	1	Legal
Fins	—	.7	4/12 hrs	90Y	1	Legal
Scuba Tank	—	18	4/12 hrs	3,000¥	1	Legal
Wet Suit	—	1.2	4/12 hrs	290Y	1	Legal
Drysuit	—	3.5	4/36 hrs	1,500¥	1.25	Legal
Dual Tank Assembly	—	0.1	4/18 hrs	200¥	1	Legal
Enclosed Helmet	—	1	5/96 hrs	960Y	1.5	Legal
Full Face Mask	—	—	4/24 hrs	360Y	1.25	Legal
JIM Suit		300	6/2 wks	25,000¥	2	3P-u
STR Enhancement	—	-25 per point	As JIM	¥5,000¥ per point	As JIM	As JIM
LBA	—	25	8/3 wks	50,000¥	2.5	Legal
OXSYS Artificial Gill	—	0.5	4/12 hours	3,250¥	1	Legal



Artificial Sensory Induction System Technology (ASIST) hit the scene in 1988, introduced by Dr. Hosato Hikita of ESP Systems in Chicago. ASIST is a crucial component of simsense, which allows a person to experience something that happened, or is happening, to someone else. Simsense is used in cyberdecks, rigging, skillsofts, med-wares and other tech.

While using simsense, an individual believes he is actually experiencing everything the target person experiences. When combined with expert systems, devices that incorporate simsense can adjust a character's actions and responses, making use of capabilities offered by skillwires, rigs and decks.

For more information on simsense, see p. 285, *SR3*.

SKILLSOFTS

Skillsofts are complex pieces of programming burned onto a chip that allows individuals with the right cyberware to use skills they otherwise lack. Creating skillsofts is laborious, requiring numerous simsense recordings of people practicing a skill, such as driving, under nearly every condition imaginable. The recordings are assembled and programmed into a database, and then the finished product is cooked into the hardware of an optical code chip.

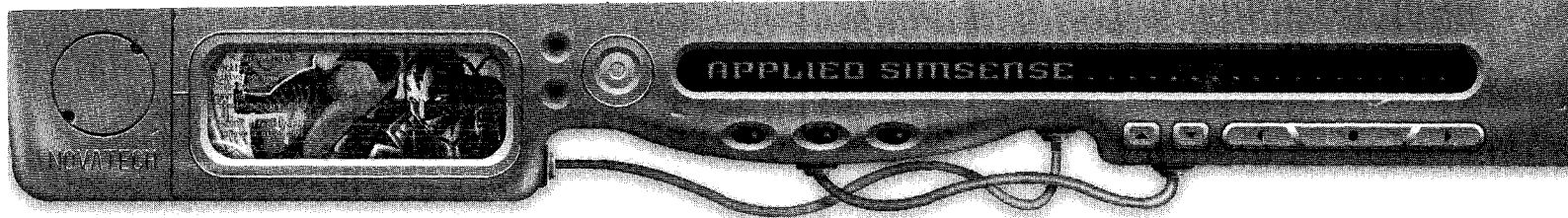
Like Matrix utilities, skillsofts can be programmed with multiple options, which affect a soft's code size and how it can be used (see *Skillsoft Programming Options*, p. 60). The use of skillsofts requires an intricate interplay of chip-burned computing code, ASIST feedback interaction and cyberware functions.

Skillsofts are described on p. 295, *SR3*.

USING SKILLSOFT SYSTEMS

To use a skillsoft, an individual needs a way to access the information. This is usually done by inserting the skillsoft directly into a chipjack or datajack, though certain devices—skillsoft jukeboxes and other computers with appropriate accessories—can also relay the data. The user can load the skillsoft data into headware memory for later access, similar to uploading a cyberdeck utility to active memory. This requires a Simple Action (see *I/O Speed*, p. 46).





Once inserted or otherwise accessible to appropriate cyberware, activating a stillsoft is a Free Action (p. 105, *SR3*). The stillsoft then provides the user with the encoded still. Deactivating a stillsoft is also a Free Action. The stillsoft remains accessible unless the user removes the jacked chip or clears the information from memory.

The circuitry in a chipjack can translate the code on a stillsoft chip into ASIST signals that trigger contextual memories and thought patterns in the cerebral cortex. A lknowsoft link performs the same function for lknowsoft code accessed from a datajack or headware memory, allowing the individual to use stillsofts coded for Knowledge stills.

Stillwires perform a similar task, but their interaction is deeper, encompassing motor control areas of the brain. Their processing functions are more specialized, so they can translate activesofts into usable still memories. Stillwires do not work with knowsofts.

ASIST and Pulse Ratings

Stillwires have two important ratings: ASIST rating (maximum and total stillsoft rating) and Pulse rating (total Mp). A stillwire system's ASIST rating reflects the depth of ASIST processing and interaction—higher rating stillsofts consume more of this power because they interact more deeply with the user. A stillwire system's Pulse rating reflects how much data it can process at once, including access, data flow, routing and so on. Skillsofts that would exceed this maximum are not activated.

Stillwires do not provide memory storage for the stillsoft programs, which must be accessed from a chip or headware memory. Activesofts that are accessible—but not activated—do not place any demands on ASIST or Pulse ratings.

Improving Skillwire Pulse Rating

Many of the stillsoft programming options listed add to the Pulse rating demands on a stillwire system. Upgrading the processing capability of a stillwire system requires only that a new processor be purchased and implanted. This is considered a cyberware upgrade procedure (see *Implant Surgery*, p. 47, *M&M*).

To calculate the price of upgrading a stillwire system, determine the cost of the stillwire system based on the desired Pulse rating (total Mp), then subtract the cost of the existing system with the current Pulse rating.

SKILLSOFT PROGRAMMING OPTIONS

Stillsoft options modify a program and the way it uses hardware resources. Each stillsoft has a base rating. Options may increase a stillsoft's rating and so affect its size in Mp. The ratings of options modify the base rating and create a new rating called the design rating. These modifiers are cumulative.

The actual size of a stillsoft in Mp is determined using its design rating: apply the stillsoft multiplier of 3 (2 for specializations) and consult the Program Size Table (p. 223, *SR3*). Some options may result in a percentage change in a stillsoft's actual size or design size; apply each of these size adjustments separately. Design size is used for determining the stillsoft's cost (see p. 63).

The rating of an option cannot exceed the stillsoft's base rating. Use an activesoft's base rating when applied toward the skillwire's ASIST rating to determine if it will run on the system.

The size of stillsofts with multiple options will vary. Apply all rating adjustments to determine the size rating, then apply all percentage size adjustments in the same order.

The Stillsoft Options Table (p. 64) features size and price adjustments for various options and their effect on the availability, purchase time, street index and legality of the modified stillsoft.

Adaptive

Design Rating Modifier: +2

Under normal circumstances, stillsofts can be used only at their base rating. Softs with the adaptive option can be set to run at any rating up to their base (maximum) rating, allowing them to be used—at reduced effect—in cyberware that is not capable of running the stillsoft at its full rating. If the stillsoft has other options, those options also can be set to run at any level up to their base rating, and automatically will be reduced to match the rating at which the stillsoft is being run.

When used at a rating lower than its base rating, calculate the Pulse rating the stillsoft consumes. Its actual size remains unchanged, but it uses this reduced operating size for purposes of stillwire Pulse rating.

Adaptive activesofts can be used with skillwires of a lower ASIST rating than their base rating if sufficient Pulse rating is available and the stillsoft is run at a rating that the stillwires can handle.

Cluster

Design Rating Modifier: Special

A cluster chip has more than one stillsoft program encoded on the chip, along with a directory program that manages the interface between the user and the multiple programs. More than one stillsoft program from a cluster chip can be used at a time. Each requires a Free Action to access.

If a stillsoft with the cluster option is used in a chipjack with an expert driver (p. 19, *M&M*), all skills encoded on that chip that are in use share the Task Pool.

The rating of the directory program is equal to the number of simultaneously usable stillsoft programs on the cluster chip. It has a size multiplier of 2. This directory program's size is added to the Pulse rating of any stillsoft program accessed from the cluster chip and run in a stillwire system.

If a stillsoft program is loaded from a cluster chip to headware memory and used from headware, the directory interface becomes temporarily redundant and size is not affected.

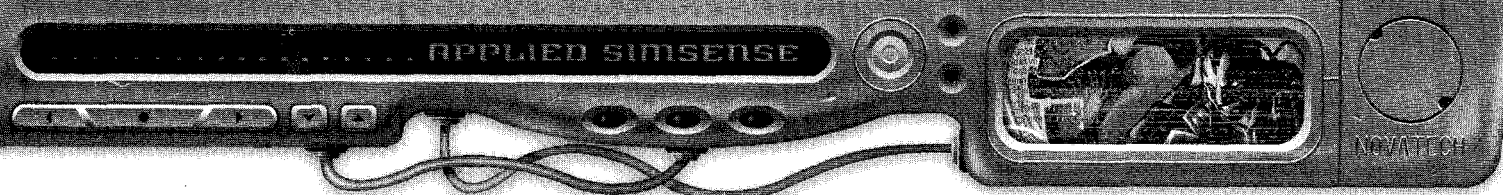
The cluster option's level can exceed the rating of individual stillsofts on the chip.

Each stillsoft program on a cluster chip uses its own Design rating, including the directory program. The chip's Mp total is equal to the total Mp of all the programs on the chip.

Customized

Design Rating Modifier: Special

Customized activesofts are designed for a single user. The



stillsoft will work properly only for the person for whom it was created, because it is programmed to accommodate his body and stillwire system. Customized activesofts apply a +1 bonus to the still for which they are programmed; this bonus does not apply toward Pulse rating or Design rating.

If a customized activesoft is slotted and activated by someone other than the person for whom it was designed, that person will be uncomfortable and disoriented. Apply a +2 modifier to all his target numbers while the soft is active. The character must also resist (Rating)L Stun damage using Willpower every time he uses the chipped still. In this situation, the customized activesoft will provide only half its base rating in still dice (round up).

Customized activesofts must be created by request and are never available off the shelf. The character special-ordering the chip must undergo a physical exam and a stillwire-diagnostics test. The readings are used to cook a user-specific version of the activesoft from the program's source code. The customization option reduces the actual size of a program by 50 percent, but its design size increases by 150 percent.

This option is available only for activesofts. It cannot be combined with the optimization option because the customization optimizes the code for the user.

Defective

Design Rating Modifier: Special

"Defective" activesofts are the result of a failed attempt to produce a customized activesoft—and because customized chips are difficult to make, defective copies are common. These failed activesofts are commonly cleaned to erase the customized elements, then sold to bargain hunters who appreciate their low Mp size and cost. Defective activesofts have the same general effect on their users as when a customized stillsoft is used by someone other than the person for whom it was customized.

Defective activesofts work at 75 percent (round down) of their rating, but they require their full rating to be applied toward the stillwire Pulse rating. They also cause (Rating)L Stun damage, resisted using Willpower, every time the still is used.

The defective option reduces the actual size of a program by 50 percent, but its design size increases by 150 percent. This option is available only for activesofts. It cannot be combined with the optimization option.

DIMAP

Design Rating Modifier: +DIMAP Rating

The Direct Interpretive Memory Augmentation Programming (DIMAP) option allows the user to better interpret a stillsoft's programming and more easily incorporate that information with the user's own memories. Chips programmed with this option allow the character to use related dice pools when using the chip's still. The number of dice available from the related pool cannot exceed the chip's DIMAP rating and represents the number of dice available per Combat Turn (use the standard dice pool rules).

DIMAP rating adds to the stillsoft's rating for design and

size purposes, but it is not added to the stillsoft's base rating for a stillwire system's ASIST rating limits.

DIMAP users suffer dump shock of (DIMAP Rating)M Stun damage, resisted using Willpower, when they stop using the stillsoft.

Balthazar, a rigger, has just hot-wired a speedboat. He's never rigged a boat before, but luckily he has a Motorboat 5 stillsoft with DIMAP 3. That means he can rig the boat with a still of 5, and he can use 3 dice from his Control Pool while doing it.

Implant

Design Rating Modifier: Special

An implant chip is a stillsoft hardwired into a dedicated chipjack (see p. 64). Implant chips cannot be loaded using standard datajacks or chipjacks. They exist only as an integrated dedicated chipjack component.

Because they are essentially hardwired into the user's stillwire interfaces, implant activesofts create less of a demand on the stillwire system's ASIST Functions. Though they operate at their full rating, implant activesofts only count at half their rating (round up) toward the stillwire system's ASIST rating limits. This allows a stillwire system to run an implant activesoft that has a rating of up to twice the stillwire system's ASIST rating.

The actual size of implant stillsofts is reduced by 50 percent, but their design size increases by 150 percent.

Implant activesofts are coded to automatically override any stillsofts running in a stillwire system if the implant activesofts need more Mp or ASIST to run. However, if the competing stillsoft is also an implant, the highest-rating implant will override the other.

Implant chips cannot have the pluscode or optimization option.

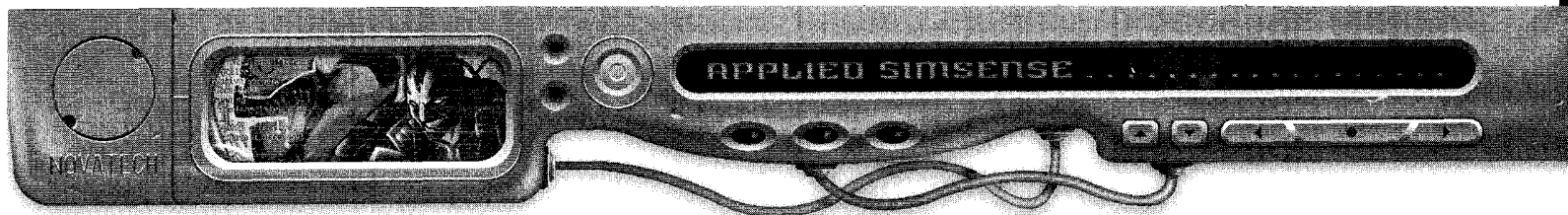
Jack has stillwires with an ASIST Rating of 4. After running up a large debt to a Mafia capo, he finds himself with a dedicated chipjack. The implant stillsoft inside the chipjack is Demolitions 8—he's now the capo's personal bomb squad. Even though the skillsoft is Rating 8, it only counts at half its rating (4) toward his skillwire's ASIST limit, which also is 4. When the capo turns it on—did we mention the chipjack was remote-activated?—jack's stillwires will run nothing else.

If the stillsoft was rated Demolitions 4, it would only count as 2 toward the ASIST limit. Jack would still be able to run a soft that required only 2 points of ASIST.

Limitation

Design Rating Modifier: +1

A stillsoft with the limitation option has a built-in "mental block" that prohibits the still from being used in certain ways or under specific conditions. For example, a pistol activesoft could be limited to work with a particular brand of gun, or to not work when the target is someone in corporate security armor. Each such limitation counts as a separate option.



One-Shot

Design Rating Modifier: Special

A one-shot stillsoft is designed to work once and then burn out, much like many BTLs. Once activated, the chip and the program self-destruct after one hour, or upon being deactivated. The actual size of a one-shot stillsoft is reduced by 75 percent, but its design size is increased by 50 percent. Demo chips released by corporations as a sample of their product usually incorporate the one-shot option, and often also include a limitation option.

Optimization

Design Rating Modifier: Special

The optimization option reduces the size of the program by 50 percent, but increases its design size by 100 percent. Optimization is not compatible with customized or implant skillsofts.

Overdrive

Design Rating Modifier: +Overdrive Rating

Partly based on BTL technology, these chips can "overdrive" a stillwire set and allow their user to perform beyond normal ASIST rating limits. Knowsofts rarely use this option, except for specialized persona fix overdriven cluster chips that sometimes incorporate programs with this option.

A chip with overdrive option adds its Overdrive rating to the dice rolled for tests made using the chipped skill. In effect, the stillsoft runs at the "overdriven" rating; because the Overdrive rating does not apply toward the ASIST limit, it allows the ASIST rating limit to be exceeded. The side effect is that the overdrive makes it difficult for the character to focus on other skills; apply a target number modifier equal to the Overdrive rating to any other skill tests made while the overdrive soft is active.

To voluntarily deactivate a stillsoft or remove the stillsoft chip containing the overdrive option, the character must make a successful Opposed Test between Willpower and twice the stillsoft's overdrive rating. This test requires a Complex Action. The act of deactivating the chip causes the user (Overdrive Rating)S Stun damage, resisted using Willpower.

In addition, overdriven activesofts can cause skillwires to break down. Every Combat Turn, make a Skillwire Rating Test against twice

the soft's Overdrive rating. Failure means that the stillwires suffer 1 Stress Point (see p. 124, M & M) and must make a Stress Test.

Cluster Overdrive Chips: Overdrive stillsoft programs can be used in cluster stillsofts, but the cluster directory program must also have an Overdrive rating. Skillsofts cannot have an Overdrive rating higher than the directory program's Overdrive rating. A number of stillsoft programs (that do not incorporate the overdrive option) from the cluster chip equal to the directory's Overdrive rating can be run simultaneously and will not require still modifiers.

When the programs in the cluster that incorporate the overdrive option are active, the user suffers a target number modifier to all other still tests equal to the directory's Overdrive rating, +1 for each additional active overdrive program.

Deactivating a soft program on the chip requires the Opposed Test described above.

If loading cluster stillsoft programs into headware memory, the user can also load the directory program into headware memory to gain the benefits (and penalties) of its use.

Pluscode

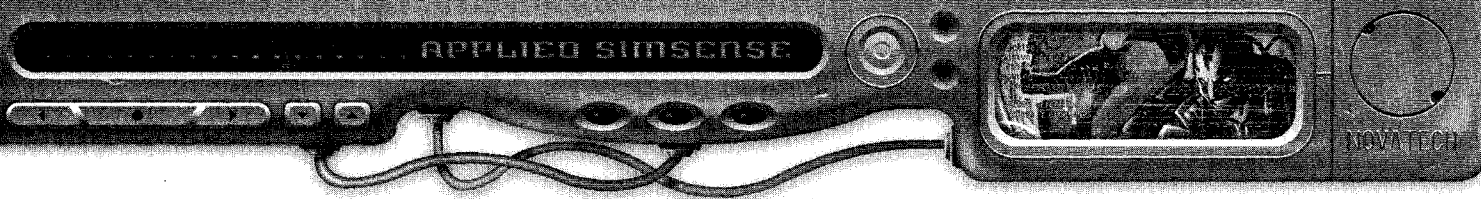
Design Rating Modifier: +Pluscode Rating

A pluscoded activesoft reduces demands on stillwire ASIST through sophisticated cache and routing algorithms, enhanced mnemonic correlation and redundancy-integration schemes. In effect, pluscoded activesofts have a diminished rating that is equal to the soft's rating minus the Pluscode rating, when applied toward the stillwire's ASIST rating limits. Pluscoding only makes stillsofts easier to run. The stillsoft is still limited to a base rating equal to or less than the stillwire's ASIST rating.

The pluscode option cannot reduce the stillsoft's impact on the ASIST limits to less than 1. In other words, the Pluscode rating cannot be higher than the skillsoft's base rating - 1.

Balthazar has stillwires with an ASIST Rating of 5. He's heading out on a run where he needs to rely on multiple skillsofts. The Arst is Hovercraft 5 (Pluscode 4), which requires only 1 point of ASIST (5 -





4). The next is Hovercraft BR 4 (Pluscode 2), which requires 2 more *ASIST* points (4 - 2), leaving him with 2 *ASIST* points (5 - 1 - 2 = 2). He's got the Pulse rating available, so he slots Underwater Combat 5 (Pluscode 3), which occupies the rest of the *ASIST* processing his *skillwires* have available.

static

Design Rating Modifier: None

Static softs are standard skillchips that were cooked badly. Rather than throwing them away, the chips' coding is run through a cleaning process that compensates for the errors. Static softs are usable but they emit a distracting white noise that resonates from the cyberware interface in the user's head. Because these chips are defective, they're cheaper, and users who don't mind the increased Mp and the noise consider them a bargain.

Static stillsofts work at their base rating, but their actual size is increased by the presence of the static. Determine the Mp size of the static using the Static rating and a multiplier of 3.

The static modifies the user's Perception Tests by a number equal to half the Static rating (round up) while the stillsoft is active. In addition, because static softs produce interference and random signals, reduce the rating of any other activesoft in use by the static soft's Static rating.

Virus

Design Rating Modifier: None

Most virus chips are static softs with problems. Numerous virus options exist, with the most common being snow, twitch, surge and loopers. Each virus option has a unique rating, and a stillsoft may have more than one virus option.

Most virus options won't affect the user until the stillsoft is activated and the still is used. Others have been specially modified to cause an effect as soon as the soft is activated, or only when a specific sequence of actions is taken—i.e., the still must be used in a certain manner. Virus options can be combined with other options.

Virus options do not affect the soft's Design rating, but they do increase the soft's size. Treat the virus as an additional program on the chip, with an Mp size determined by its Virus rating and a multiplier of 3.

Some BTL options also can appear as virus options on stillsofts. These include black death, black night and psychotropic (see BTL Options, p. 66).

Snow Virus: Skillsofts with this virus option are static chips with a permanent effect. In other words, even after the soft is deactivated or removed, the static remains. To fix the stillwires, make a Computer (Cybernetics) Test against a target number equal to the Snow rating, with a base time of 12 hours. This task requires a cybernetics tool kit and a computer with memory equal to the Snow rating³ or cubed.

Twitch Virus: This stillsoft was so badly cooked that it sends a jamming signal through the user's stillwire system similar to that created by a skilltwitcher (see p. 293, SR3). While active, this chip imposes a target number modifier equal to its Twitch rating to all Active still use.

Buzz Virus: This is a direct input BTL program that creates sensations in accordance with still use. For example, a mood-chip program may be integrated so that the user receives a sensual or invigorating sensation whenever the skillsoft is accessed. Because the user is receiving BTL effects, he could become addicted in the same way as if he used the BTL directly. See BTL Side Effects, p. 65.

Looper Virus: Skillsofts with the looper virus infect the firmware of the character's knowsoft link or skillwires. Whenever a stillsoft is used, there is a 50 percent chance the user will be caught in a feedback loop and will become unable to stop using the still. This effect lasts for 1D6 hours or until the character succeeds in a Willpower (Looper rating x 2) Test. Looper infections can be eliminated according to the rules for the snow virus.

Surge: The surge virus is designed so that as the soft is deactivated, it causes an electrical surge in an attempt to fry whatever system is using it. Make a Surge Rating Test against the stillwire system's rating, or target number 2 if the affected system is a chipjack or knowsoft link. Add +2 to the target number for each grade of cyberware above basic. Each success inflicts 1D6 ÷ 2 Stress Points on the device (see Stress, p. 124, M & M). Make a single Stress Test for all the damage inflicted.

BUYING SKILLSOFTS WITH OPTIONS

A character buying a stillsoft can specify the options to be included. With the gamemaster's permission, a character can choose alternate options in addition to the options desired in order to account for failed Availability rolls. A character may choose any options, but must also acquire a permit for those that require one.

In general, the cost of stillsofts with programming options is the same as for normal stillsofts, though specific options may cost more. Prices are based on the Design rating, not actual size. The adjustments used in buying stillsofts with programming options appear in the Skillsoft Options Table, p. 64.

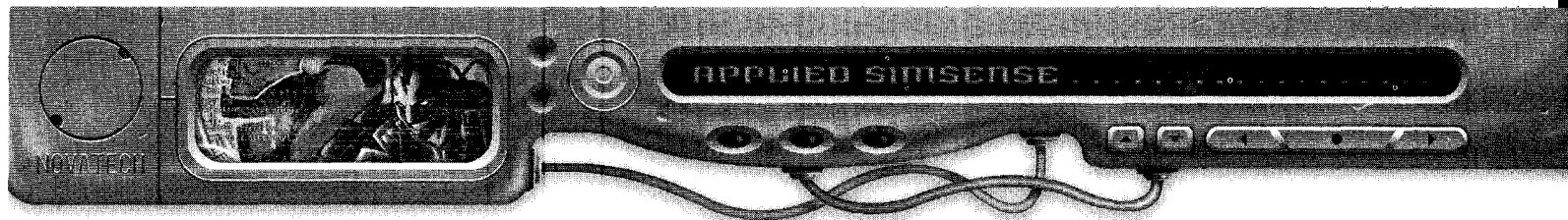
For skillsofts with multiple options, apply only the highest Availability and Street Index adjustments. Virus softs and static softs are usually sold as something else; use the statistics for the stillsoft being sold, not for the virus or static it contains.

The gamemaster may choose not to allow a character to purchase certain options if the character has no Knowledge or Social skills relevant to the option. The gamemaster may also intentionally deceive the character as to what he is buying in order to introduce a disadvantage into the game, or for other dramatic or humorous effect.

Verifying Skillsoft Contents

Slotting a stillsoft chip into a computer or pocket secretary allows a character to read its address table. The address table is designed to reveal the contents of the chip, both skills and options, but this table can be modified to provide false information. A successful Computer (Cybernetics) Test against Target Number 4 will show the actual size of the soft, which may reveal that the address table information is not correct.

More complex analysis requires a computer that can load the entire stillsoft (actual size) and complete a Computer



(Cybernetics) Test against Target Number 4, with a base time of 5 minutes per Mp of the skillsoft. Extra successes can be used to learn additional information or reduce the time of the task. If the first test succeeds, the character may repeat the test with a +2 target number modifier to attempt to learn additional information.

Blaster has skillwires 3, built to run 50 Mp of skillsofts. That means the ASIST Rating of his skillwires is 3, and his Pulse Rating is 50 Mp.

Blaster got beat up pretty badly in a bar fight last week, so he decides to pick up an Unarmed Combat skillsoft. He wants it to have a DIMAP 2 option, but he knows that's going to increase its size. Blaster also wants it to run with the Pulse Rating he already possesses, so he gets it optimized.

The base rating of the chip is 3, and the DIMAP 2 increases its design rating to 5 (3 + 2). Consulting the Program Size Table (p. 222, SR3), we compare the design rating of 5 to the multiplier 3 column—the design multiplier for base skills—and get a size of 75 Mp. Because the chip is optimized, its actual size is reduced to 37 Mp (75 ÷ 2, round up). However, the program has a design size of 150 Mp (75 x 2).

Normally, activesofts have a base price of Mp x 100 nuyen. Using the design size of 150 Mp, the base cost of the chip is 15,000 nuyen (150 x 100). However, because this chip has DIMAP 2, its price is increased by 20 percent (2x 10) to 18,000 nuyen (15,000 x 1.2).

Base Availability for activesofts is 6/4 days with a Street Index of 1.25. For chips with multiple options, only the highest Availability and Street Index modifiers apply. For the chip Blaster wants, the modifiers are the same for both options: +2/x 2 Availability and +.25 Street Index. The final result is an Availability of 8/8 days and Street Index of 1.5.

VERIFYING SKILLSOFTS TABLE

Successes	Information Learned
1	The chip's actual size in Mp and the skill for which the chip is coded (or one skill on a cluster chip)
2	The skill's rating (or the next skill on a cluster)
3	A single programming option
4	The option's rating
5+	Any further options, skills, or ratings (1 per additional success)

DEDICATED CHIPJACK

This system is simply a one-purpose chipjack, modified to work with a particular implant-option skillsoft or BTL (the chip itself is actually built into the dedicated chipjack).

Dedicated chipjacks can be linked to other headware communication devices so that they may be remotely activated or deactivated. Such systems are frequently used by penal institutions, bunraku parlors and other

agencies that wish to have some sort of "remote control" over the chipjack bearer.

Game Effects

Dedicated chipjacks are usually installed against the bearer's will. The chip itself cannot be removed without a successful Biotech (Cybertechnology) Test against Target Number 8. (Some corps have been known to epoxy the chip into place, requiring removal of the entire jack, or even to integrate a trigger that sets off a cranial bomb or other booby trap if the chip is removed.)

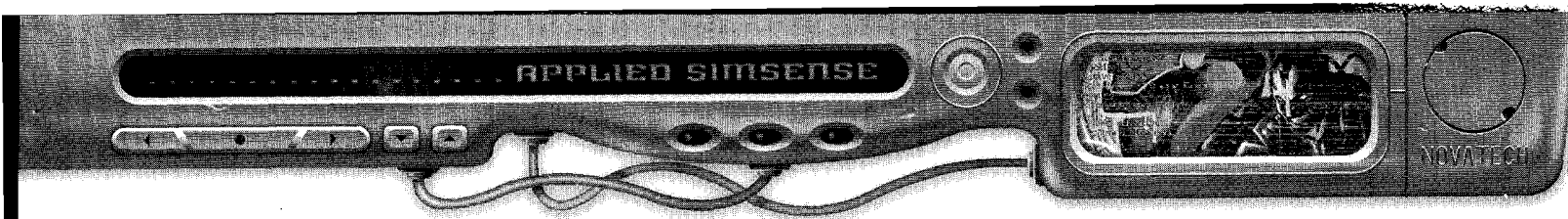
Dedicated chipjacks function like normal chipjacks (p. 298, SR3), except that they can only use skillsofts and BTLs with the implant option (see pp. 61 and 67, respectively).

Some dedicated chipjacks are constructed with an RAS override (p. 21, M & M), which keeps the user from moving while the chip is active. Such characters add +8 to all target numbers while the chip is active.

SKILLSOFT OPTIONS TABLE

Skillsoft Option	Design Rating Modifier	Price	Availability	Street Index	Legality
Adaptive	+2	Normal	Normal/x 1.5	+.25	Legal
Cluster	Special	Normal	Normal/x 1.5	+.25	Legal
Customized	Special	x 2	+4/x 3	x 2	Legal
Defective	Special	x .25	+2/x 2	x .5	10Y
DIMAP	+Rating	+(Rating x 10)%	+Rating/x 2	+.25	6P-Y
Implant	Special	Normal	Normal	+.25	Legal
Limitation	+1	x .75	Normal	-.25	Legal
One-Shot	Special	x .5	-1/x .5	x .5	Legal
Optimization	Special	Normal	+2/x 2	+.25	Legal
Overdrive	+Rating	+(Rating x 10)%	+Rating/x 1.5	+.25	5P-Y
Pluscode	+Rating	Normal	+Rating/x 2	+.25	Legal
Static	None	x .75	-1/Normal	x .75	Legal
Virus	None	Normal	-1/Normal	x 2	4Y

Note: Rating refers to the rating of the programming option.



Essence Street Index	Cost Legality	Availability
Dedicated Chipjack cost 2/48 hrs	.1 1	500Y + chip 3-Y

BETTER-THAN-LIFE CHIPS

Better-Than-Life Chips (BTLs) are the illegal drugs of the 2060s. Highly addictive, these chips produce high-amplitude ASIST outputs that directly stimulate the response centers in the limbic area, or "pleasure center" of the brain. Because the peak controls have been cut out of a BTL, the sensation is significantly more intense and addictive than that produced by a standard simchip.

Many different types of BTLs are available on the world's black market. These come in several different formats and the BTL programs themselves can be modified with options in the same way as decker utilities or skillsofts.

On the street, numerous slang terms are used to represent BTLs and their use, including beetles, playback, zombie chips, mindbenders and trancers.

BIL FORMATS

BTLs come in two playback formats: dreamdeck chips and direct input chips. Both are usually modified to burn out after a single use or a set number of uses (see BTL Programming Options, p. 66).

BTL recordings are almost always Full-X, meaning that they include both the baseline sensory stimuli and the emotion tracks. While high-gain sensory input is nice, it is the sense of feeling like another person that most BTL users crave—and those sensations come from the emotive track.

Dreamdeck Playback

To use a dreamdeck chip, the BTL must be slotted in a sim-sense deck that has been modified for BTL use. Both the chip and the simdeck must be BTL-modified, otherwise, the sensations will be muddled, though perhaps still pleasant for a BTL-junkie.

Dreamdecks cost more than standard decks, but they are the Eurocar Westwind of BTL abuse—they can replay a user's favorite BTLs over and over.

Direct Chip Input

This is a chip that is jacked directly into a datajack or chip-jack into which have been built the microprocessor and data storage for the BTL. Typically, the whole unit is designed to burn out after a single use and is controlled by a timer to prevent traumatic overexposure to the BTL signal. However, individual tolerances differ, and what is a survivable exposure for one user is a ticket to the recycling center for another. Chips cooked for continuous play are called dreamgates on the street, and are usually a one-way gate at that.

MODIFYING CHIPS AND DECKS

There are several reasons that BTL users might wish to modify a simdeck or even a BTL to bypass limitations imposed by manufacturers and pushers.

Modifying Simdecks for BIL

Normal simdecks (p. 285, SR3) can be easily modified for BTL-use, turning them into dreamdecks. This requires a successful Electronics B/R Test against Target Number 4, with a base time of 2 hours. It is easy to determine if a simdeck has been BTL-modified, requiring only a successful Electronics (5) Test. Modified simdecks are illegal, with a Legality Rating of 3Y.

Modifying Longevity

It is possible to bypass the self-destruct mechanism included in BTLs with built-in obsolescence—a degrading, one-shot or timer option. This requires a successful Computer (Hardware) B/R Test against Target Number 6, with a base time of 6 hours. A microtronics toolkit is necessary for the task. Failure burns out the chip.

Disabling the RAS Override

Disabling the RAS override safety feature on a simdeck or direct input chip (see the RAS override option, p. 68) allows the user to move and receive input from her own senses while chipping. Called "walkie talkies," such users integrate the real world with the fantasy going on in their heads.

This task requires an Electronics B/R Test for a simdeck, or a Computer (Hardware) B/R Test for a direct input chip. The Target Number is 4, with a base time of 2 hours.

BIL SIDE EFFECTS

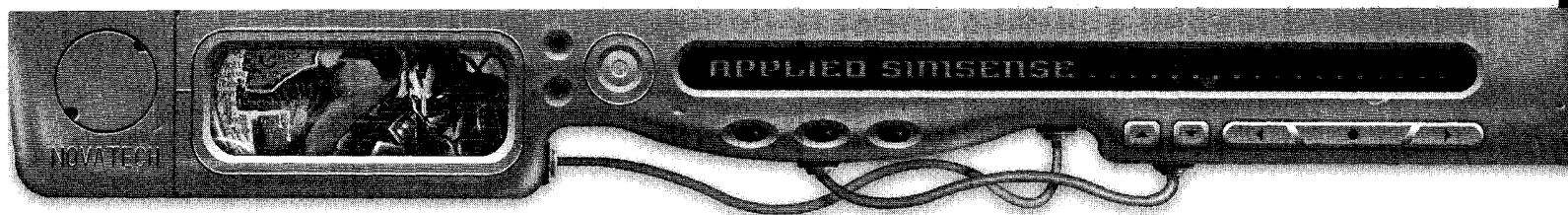
It is easy to get hooked on BTLs, because they are physically and mentally addictive. As for other addictive substances, use the Substance Abuse rules (p. 108, M & M), using the BTL Addiction Table (p. 69) for the various ratings.

Extended BTL use can result in many unpleasant side effects. Whenever a BTL addict fails an Attribute Test and loses a point of Body or Willpower, the gamemaster may choose to inflict a Mental Flaw (p. 22, SR Comp) or other effects, such as memory loss, psychotic episodes, multiple personality disorders, catatonia, mania, or flashbacks. Flashbacks are common when the user repeatedly jacks a single BTL program. Addicts can also develop a syndrome in which they cycle through multiple effects, or they might develop synesthesia, a sensory crossover condition in which the victim experiences one stimulus in terms of a different sense. Taste becomes sight, sound becomes touch, and so on.

These are all good reasons to stay off the chips—or to get clean if hooked. Extreme effects of BTL use can be mental collapse, various forms of psychosis and breakdowns in brain neurochemistry resulting in death. Most BTL-related deaths, however, are caused by accidents suffered while under the influence, by malnutrition and dehydration, or suicide.

Getting Clean

Withdrawal is difficult because an early effect of BTL use is that endorphin production is suppressed when a user is not jacking the signal. Shortly into withdrawal, the chipper suffers heightened sensitivity to all stimuli, accompanied by an extremely low threshold for pain. In game terms, addicts who are withdrawing from BTL suffer an additional box of Stun



damage whenever they take Stun or Physical damage. They also lose a die for any tests for pain resistance, torture, or overstimulation.

Extensive psychotherapy may be necessary, especially for users suffering from p-fix addiction (a personalized habit).

TYPES OF BTL CHIPS

There are four basic types of BTLs: dreamchips, personafixes, and sense and emotive theme chips. The vast array of BTL programming options expands upon these styles, and it is likely that new and disturbing types are currently being produced.

Each BTL chip has a rating that indicates the complexity and intensity of the experience. Each BTL type also has its own Addiction, Tolerance and Edge ratings, which may be dependent on the BTL's rating (see *BTL Addiction Table*, p. 69).

Dreamchips

Dreamchips are standard simsense recordings modified to produce BTL output. This can be a standard studio-produced simsense storyline turned into a BTL fantasy, or a more personal street recording that offers an intense glimpse into someone's life. The heroic fantasies, called fairy tales on the street, are favorites of low-level BTL users, while the adrenaline surge of recorded crimes and violence, and the overwhelming sensations of pornographic recordings are popular one-shot sellers. There is a thriving market in hardcore violence and snuff chips as well, though the emotion-wrenching shock of experiencing someone die is too nightmarish and ugly for all but the most jaded individuals.

Moodchips

These BTLs focus on the emotive track, inducing an extended episode of emotional sensations. Themes can range from euphoria to sexual urges to aggressive tendencies, and to dark feelings such as terror and hate. Street names tend to reflect the nature of the experience, modified by a color: Blue Passion, Red Meanie, Cool White and so on.

After the chip's program has run its course, the user crashes, usually feeling the opposite emotion of the BTL for an hour or two. Users of Sunshine Chips, for example, are extremely happy and carefree for two or three hours. After the program ends, the chip destroys itself and the user crashes. He then becomes despondent and depressed until another chip is inserted or the effect wears off naturally. Habitual users often suffer more violent mood swings upon crashing, with longer recovery times.

Moodchips are the most common BTLs on the street. The RAS override feature is frequently disabled so that users can move around freely under the influence of the chip.

Personafix

Personafixes, also called p-fixes, are the strangest and most dangerous BTLs. A combination of simsense and sltillsoft technology modifies the basic personality responses of the user, installing the mnemonic routines of certain behavior patterns. In effect, the user is invested with new personality traits, virtually transforming him into a different person. Typically, the artificial

personalities are based on historical figures or pop-culture icons, though more esoteric models such as animals are also used. At lower ratings, p-fix chips produce minor psychological effects. At higher levels, the artificial personality takes control.

Personafix chips are often mixed with sltillsoft programs via the cluster option (see p. 60), to truly mimic the personalities and skills of the person being copied. The "worlters" at bunraku parlors are fitted with personafix BTLs, usually combined with data filter cyberware.

Tripchips

Like moodchips, tripchip BTLs primarily produce sensory output, flooding the user with interesting visual, auditory, tactile, taste and olfactory sensations. These can be simple effects, or they can be advanced sensations such as simulating being underwater. Creative BTL engineers went to great lengths to create sensory effects that can't be naturally achieved. At low ratings, tripchips are usually only baseline simsense recordings. At higher ratings, emotive tracks are also included, so that specific sensory effects have feelings associated with them.

BTL PROGRAMMING OPTIONS

These options modify the way a BTL operates and how it is used. Options may increase a BTL's rating and so affect its effective rating, thus affecting its size and addictive qualities. The ratings of options modify the base rating and create a new rating called the Design rating. Design rating modifiers are cumulative.

The actual size of a BTL is determined using its Design rating: apply the BTL multiplier of 2 and consult the Program Size Table (p. 223, *SR3*).

An option's rating cannot exceed the BTL's base rating.

The BTL Options Table (p. 69) features size and price adjustments for various options, as well as their effect on the availability, purchase time, street index and legality of the modified BTL.

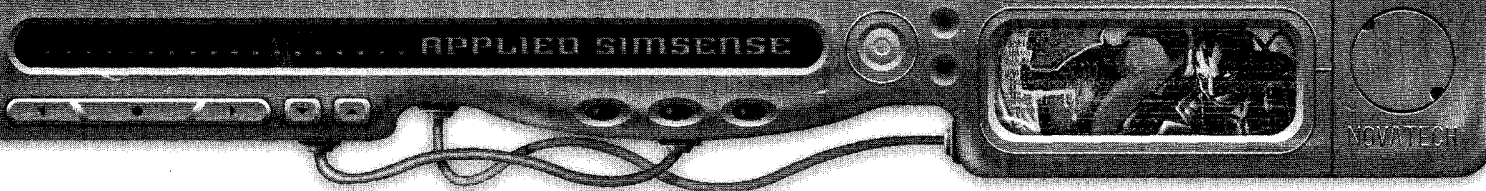
Black Death

These BTL chips are intended to kill the user. When triggered, they produce lethal biofeedback in the same manner as black IC. The user suffers an attack with a Power equal to the black death rating. These chips can cause any level of damage, and each level above Light adds 2 to the program's size multiplier—i.e., a Deadly damage chip would add 6 to its multiplier. Damage is resisted with Body only. Black death chips will continue to fry the person's brain, inflicting damage at the end of each Combat Turn. The user must use a Complex Action and make a successful Willpower (Black Death Rating) Test to remove the chip. Even as the chip is successfully deactivated, it takes one last shot at the user at half its Power (round down).

Like sltillsoft virus options, black death can be programmed to trigger upon activation or upon some other event during the program's cycle.

Black Night

These are black death chips that inflict Stun damage instead of Physical, in the same way as nonlethal black IC. Once the user



is rendered unconscious, the chip shuts down. Each level of damage above Light adds 1 to the program's multiplier.

Black night chips are used by masochists who get a kick out of causing themselves pain. Some chips (called "Pavlovs") integrate black night with certain sensations, so that every time the sensation is felt, the user suffers pain.

Cluster

More than one BTL program may be placed on the chip, in the same way as for stillsofts. Cluster chips can include stillsoft and BTL programs. Some of these cause the BTL to reinforce the stillsoft—in effect, the user becomes addicted to the still.

The cluster BTL option works in the same way as the cluster skillsoft option (see p. 60).

Defective

Like defective stillsofts, defective BTLs are personalized BTLs that weren't produced properly. Despite their faulty coding, they're popular because they're cheap.

Defective BTLs work at 75 percent (round down) of their rating. They also cause (Rating)L Stun damage to the user, resisted with Willpower, every time they are used.

This option reduces the actual size of a BTL by 50 percent, but its design size increases by 150 percent. It is not compatible with the optimization option.

Degrading

BTLs with this option have a built-in obsolescence factor. Every time the BTL is used, it degrades by 1 rating point. When the rating reaches 0, the chip is burned out. This feature makes repeated use of the BTL less impressive, driving the user to buy another chip to relive the initial high.

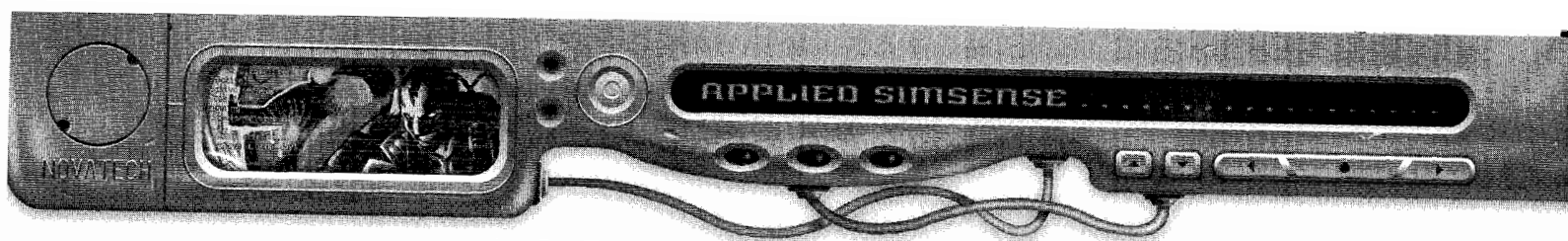
The degrading option is not compatible with the one-shot or timer options.

Implant

BTLs with this option use the same rules as implanted stillsofts (see p. 61).

One-Shot

A one-shot BTL is designed to be used once, then burn out, just like the one-shot stillsoft option (see p. 62). This option is not compatible with degrading or timer options. The actual size of a one-shot BTL is reduced by 75 percent, but its design size is increased by 50 percent.



BTL BASE COST TABLE

BTL Dreamdeck Type	Direct Input Base Price	Base Price	Street Availability	Index	Legality
Dreamchip	Rating x 25¥	Rating x 60¥	3/12 hrs	1	3-Y
Moodchip	Rating x 20¥	Rating x 50¥	3/12 hrs	1	3-Y
Personafix	Rating x 40¥	Rating x 75¥	4/24 hrs	1	3-Y
Tripchip	Rating x 15¥	Rating x 40¥	3/12 hrs	1	3-Y

though some users insist it leaves them with greater insight and strengthens their own personality. In game terms, simulPOV inflicts (Rating)/M Stun damage on the user, and increases the Addiction rating by 1.

The polyPOV option multiplies the design size by 1.5 for each additional POV.

Optimization

Optimized BTLs are designed to consume less space. This uses the same rules as the optimization skillsoft option (p. 62).

Partial Peak Controls

BTLs with this option still have peak controls, though they are higher than legally allowed in countries such as the CAS and UCAS. However, in the California Free State and a few other countries, these high-peak chips are legal. The black market makes the "California hots" popular.

BTLs with partial peak controls operate at half their rating (round down), and thus are slightly less addictive.

Personalized

Similar to the customization option for skillsofts, personalized BTLs are tuned to a specific user's neurobiology. This increases the apparent reality of the experience, and thus distorts the effects for other users. Personalized BTLs are more addictive, as they are much more effective at massaging the user's pleasure centers.

If such a BTL is used by an individual other than the person for which it was designed, that person will suffer uncomfortable disorientation and feedback, similar to the effects of using customized skillsofts (p. 60).

Personalized BTLs must be created by request and are never available off the shelf. The character special-ordering the chip must undergo a physical exam and a simsense-diagnostics test. The readings are used to cook a user-specific version of the BTL. The customization option reduces the actual size of a program by 50 percent, but its design size increases by 150 percent.

This cannot be combined with the optimization option, because the code is already optimized for the user.

PolyPOV

Like other simsense, dreamchip BTLs can be produced in a polyPOV format, meaning that a user can switch between different points of view during play.

Only dreamchip BTLs have this option. Using more than one POV requires a BTL-modified simdeckt with polyPOV features. More than one person can simultaneously use a polyPOV simdeckt, each experiencing a different character's POV.

A single user with multiple datajacks can try simulPOV: experiencing multiple POVs simultaneously. Episodes of disorientation following extensive "simulPOV" use are common,

Psychotropic

Psychotropics are black night chips that attempt to inflict permanent psychological trauma on the user. When a user deactivates the chip or is knocked unconscious, he must make a Willpower (Psychotropic Rating) Test. If he fails, he suffers a lasting psychotropic effect, similar to psychotropic IC.

In many BTLs, this option manifests as subliminal messages. Some corps are known to turn a proverbial blind eye toward BTL use in corp enclaves—usually because they've ensured that all the chips encourage corp loyalty. Most personafix chips with this option focus on a particular neurosis or obsession and integrate it into the user's psyche so that it has a long-term effect.

RAS Override

The RAS override is a common option for direct-input chips. Like the RAS override built into most simdecks, cyberdecks and rigging decks, it cuts out the interface between the user's brain and voluntary muscles. This prevents users from lurching around and crashing into things while reliving a sim/BTL.

This option is not necessary for most dreamdeck chips, because the dreamdecks themselves usually carry a RAS override. The RAS override is also easily cut out with a little tinkering (see *Modifying Chips and Decks*, p. 65).

Rough Cut

Many dealers prefer to cut corners when producing BTLs and so are willing to produce cheaper "rough cut" chips. Because these chips haven't passed through the full production process, they aren't as smooth or seamless as normal sims, and often have minor glitches. Their low price makes them a favorite for beetleheads who are low on nuyen. Rough cut chips are less enjoyable, and also distract the user. Apply a +1 target number modifier to tests while chipping a rough-cut BTL.

Timer

The timer option counts down to a specific time, or records the number of times the BTL has been played. Once the programmed threshold is reached, the timer triggers a self-erase feature, malting the chip unusable.

PROGRAMMABLE ASIST BIOFEEDBACK

High-level ASIST technology, combined with the right medication and biofeedback, can reprogram specific memories. This is not just brainwashing—the victim's brain gets dry-

BTL OPTIONS TABLE

BTL Design Option	Rating Mod	Price	Street Availability	Index
Black Death	+Rating	x 2	+2/x 2	+1
Black Night	+Rating	x 2	+2/x 2	+1
Cluster	Special	Normal	Normal	Normal
Defective	Special	x .25	+2/x 2	x .5
Degrading	+1	x .75	Normal	Normal
Implant	Special	Normal	Normal	Normal
One-Shot	Special	x .5	Normal	Normal
Optimization	Special	Normal	+2/x 2	+1
Partial Peak Controls	-1	x .5	-2/x .5	x .5
Personalized	Special	x 2	+4/x 3	x 2
PolyPOV	Special	x Number of POVs	+1/x 1.5	Normal
Psychotropic	+Rating	x 2	+2/x 2	+1
RAS Override	—	Normal	Normal	Normal
Rough Cut	+1	x .5	-2/x .5	x .5
Timer	+1	x .6	Normal	Normal

Note: Rating refers to the rating of the programming option.

BTL ADDICTION TABLE

BTL Addiction Type/Option	Rating (Code)	Tolerance	Fix Edge	Factor
Dreamchips	4M/2P	2	3/10	3 days
Moodchips	3M/3P	2	2/10	1 day
Personafix	5M/2P	2	5/12	1 week
Tripchips	3M/4P	2	4/12	1 week
Options				
Defective	-1	—	—	—
Partial Peak Controls	-2	-2	x 2/x 1.5	—
Personalized	+3	-1	—/-2	—
Psychotropic	+1	—	-1/-1	—
Rough Cut	-1	+1	—	—
BTL Rating				
1-2	-1	—	—	—
3-4	—	—	—	—
5-6	+1	—	—	—
7-8	+2	—	—	—
9+	+4	—	-1/-1	—

cleaned, pressed and starched.

Such brain-straining requires a programmable ASIST biofeedback (PAB) unit. These come in several levels, ranging from ones that fit into a briefcase up to some that require clinical facilities to control the subject's environment. PABs are very restricted, and their legal use is limited to licensed therapists, who are closely monitored by the law. Certain government agencies also use them. The higher the unit's rating, the

tougher it is to detect the reprogramming job, or to reverse it.

EVENT REPROGRAMMING

Event reprogramming can be used to erase memories of events or specific pieces of knowledge, plant false memories, or both.

PAB reprogramming cannot directly change an individual's behavior, but it is possible to reprogram someone to believe, for example, that he is having a deeply involved love affair with someone. The reprogrammed individual's behavior toward that other character would be the same as if they were really lovers.

The more involved the events to be reprogrammed, or the greater the span of time they cover, the trickier the job.

Reprogramming Test

Erasing memories from a subject requires the medtech using the PAB unit to make a Biotech Test. Psychology can be used as a complementary skill. The target number for this test is the user's Willpower or Intelligence, whichever is higher, minus the rating of the PAB unit. A number of modifiers may apply to this test, as shown on the Reprogramming Modifiers Table, p. 71.

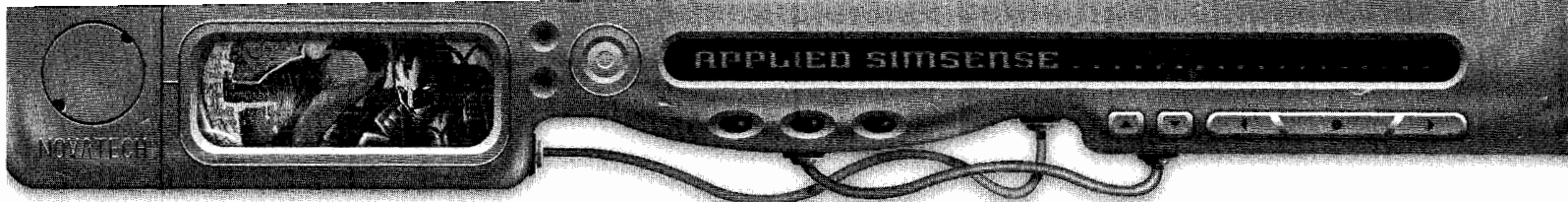
The base time to reprogram someone, whether erasing memories or adding false ones, is 60 days divided by the rating of the PAB unit (round up). Divide base time by number of successes.

The PAB operator can also allocate successes to hide the effects of the reprogramming from later examination. Any successes allocated this way add to the target number of anyone trying to detect the reprogramming (see Detecting

Reprogramming, p. 71).

Success also erases any memory of the reprogramming itself and lets the PAB operator plug in suitable false memories to cover the time the subject spent being brainwashed.

A successful event reprogramming lasts until it is detected and reversed. The victim responds to all forms of interrogation, even torture or chemical debriefing, as if the false memories were real. Standard lie detection methods cannot spot the deception.



Even if the Reprogramming Test fails, the subject will be reprogrammed for a number of days equal to the PAB's level, before the botched job breaks down and the false memories fade, allowing the real ones to resurface. Even this reduced time can be long enough to suit the people who ordered the job done.

Sara, a company woman for Mitsuhamas, was assigned to wipe out a predatory go-gang hiding in a squat in the Barrens. After the massacre, she discovered the truth: the victims were really a tribe of peaceful squatters exposed to toxic waste from an illegal MCT dump. MCT marked them

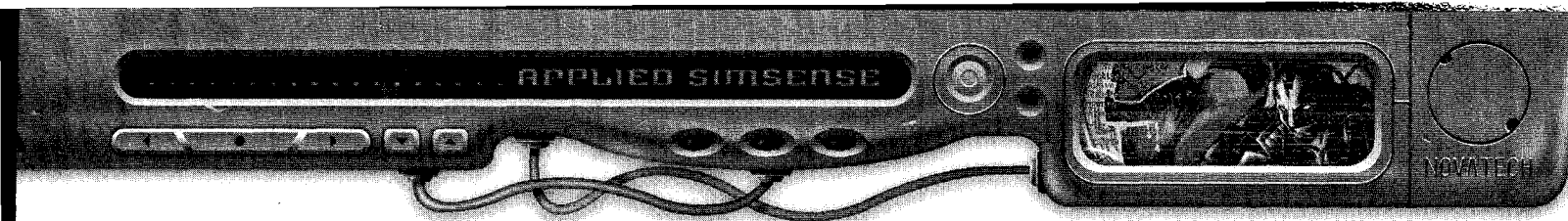
for death to cover up the dump, and Sara had been the company's pawn. She contacted a top snoop with *The Seattle Spy* to report the atrocity, but before she could relay the details, her former employers sent out a team of shadowrunners with an invitation to come back and discuss severance benefits.

Sara is spirited away to a quiet clinic usually reserved for execs suffering from burnout, where she is wired up to one of Mitsuhamas's own MenTokko-5 engram manipulators (a Rating 5 PAB). A company doctor starts working on her memories of the massacre.

This reprogramming involves the briefing for and execution of the massacre, the memo that ordered it, escap-

PAB UNITS

	Rating	Weight	Cost	Availability	Street Index	Legality
Gall! Rauch-Aleph Reprogrammer	1	3	10,000¥	14/1 mo.	3	3P-Y
MCT MenTokko-2 Engram Manipulator	2	5	15,000¥	16/1 mo.	3	3P-Y
Ares CyberMed Psychscanner	3	8	25,000¥	20/2 mo.	3	3P-Y
EBMM Therapeutic ASIST System	4	10	40,000¥	21/2 mo.	3	3P-Y
MCT MenTokko-5 Engram Manipulator	5	10	60,000¥	24/3 mo.	3	3P-Y



REPROGRAMMING MODIFIERS TABLE

Condition	Modifier
PAB Unit	-Rating
Memories span a period of:	
less than a day	-1
less than a week	+0
less than a month	+1
less than six months	+3
less than a year	+6
more than a year	+8
Event unimportant to subject	-1
Event of vital importance to subject	+2
Subject directly involved in event	+2
Previous reprogramming tests failed	+2 per failed test
Reprogramming involves linked series of events or information	+1 to +4
Reprogramming involves basic attitudes, ethics, or psychology of subject	+ subject's Willpower

ing from the corp enclave and so on—about a week's worth of memories. Sara has Willpower 4 and Intelligence 6. The PAB techie has Biotech 6 and Psychology 4.

The PAB operator's target number is 6 (Sara's Intelligence), minus 5 (the PAB unit), plus 2 (linked series of events/info), plus another 2 for being directly involved (final Target Number 5). Rolling 6 dice, plus 4 dice for a complementary skill, the reprogrammer gets 2 successes. The extra success is applied toward hiding any indications that Sara has been brainwashed. The reprogramming takes 12 days (base 60 days divided by the Rating 5 PAB).

Sara has been given a set of false memories that cover the events surrounding the massacre. As far as she knows, she left Mitsuhamma because of a problem with her immediate supervisor.

DETECTING REPROGRAMMING

Detecting that someone has undergone event reprogramming requires either a successful Biotech or Psychology Test, with a base time of the PAB rating in hours. The gamemaster should make this test secretly. It is unresisted, using the subject's Willpower plus the level of the PAB unit as a target number. If the reprogrammer used successes to hide his work, then the number of successes the programmer allocated for that purpose are also added to the target number. If the first test fails, modify the target number for additional attempts by the same person by +2.

If a PAB unit is used to detect reprogramming, subtract the PAB's rating from the target number.

A single success reveals that the person's memories have been altered. Additional successes may reveal the specific memories tampered with, as well as how recently they were modified. Successes can also be used to decrease the base time.

If a spellcaster achieves 5 or more successes on a Mind Probe spell, he can detect the reprogramming.

When Sara returns, the news snoop tracks her down, only to be angrily snubbed. Hek worried about the two weeks she was missing, and suspects foul play. He manages to convince her to sit down with a psychotherapist for several sessions. The gamemaster rolls the doctor's Psychology of 8 against a target number of 10 (Willpower 4 + PAB 5 + 1 success used to hide it), and gets 1 success. After 5 hours (two or three sessions), the doctor determines that her memories have indeed been altered.

REVERSING REPROGRAMMING

Reversing event reprogramming can be done with another PAB unit, or by using ordinary psychotherapy techniques.

To use a PAB unit to reverse reprogramming, follow the same procedure as was used during the reprogramming. Apply an additional modifier to the test equal to the difference between the ratings of the PAB units used to reprogram and reverse the programming. If the PAB unit used to reverse the effect has a higher rating, the modifier reduces the target number—otherwise, the modifier increases the target number. All successes help reduce the base time for the task, because there is no need to conceal the restoration of original memories.

Psychotherapy takes a base time of (PAB rating) D6 hours. The target number and test is the same used to detect the reprogramming.

The psychotherapist begins to "deprogram" Sara. Rolling 5D6, the gamemaster determines this will take a base time of 17 hours. Rolling 8 Psychology dice against the Target Number 10, he gets 1 success, meaning it will be awhile before Sara's memories are fully restored. With each psychotherapy session taking two hours, it will be 8.5 sessions before the process is undone.

FIREARM DESIGN AND CUSTOMIZATION

This section provides rules for designing and customizing firearms and ammunition in Shadowrun. Firearm Design and Design Options cover the design of new guns. Firearm *Customization* provides rules for modifying and upgrading existing firearms, which is the most common method for a shadowrunner to personalize his weapon.

GUNSMITHING TOOLS

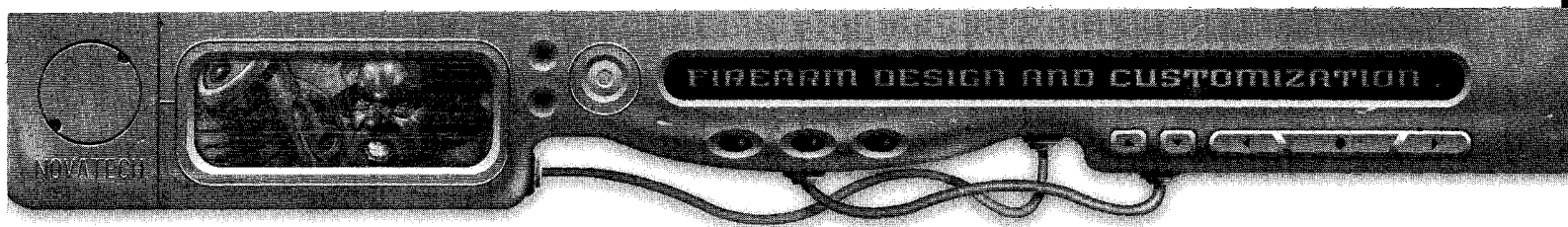
Designing and building a gun from scratch requires a wide range of tools, materials, testing capabilities and engineering processes not easily available to John Q. Public. Even simply modifying a weapon takes special tools and equipment. In game terms, this work is done using gunsmithing kits, shops and facilities. These tools are priced the same as vehicle tools (see p. 288, *SR3*). Gunsmithing kits must be purchased for a specific class of firearm: pistols, tasers, SMGs, shotguns, assault rifles, sniper rifles, LMGs and so on. Shops and facilities are not firearm-specific.

FIREARM DESIGN

The resources required to design and manufacture a gun from scratch are beyond the reach of most shadowrunners. Certain gun-loving characters may attempt it in a quest to develop the perfect firearm, or to create a completely untraceable weapon. Others may use their corporate connections to request a weapon that meets their needs for a particular task. Acquiring the design may be an adventure in itself, and a specially-designed weapon may become the focus of several competing companies determined to investigate it.

To design a new gun the designer needs a gunsmithing facility. A shop can handle some of the tasks necessary for gun design, but a range of additional work would be necessary that only a facility could cover (unless the character also has access to metalworking, plastic molding, ballistics testing and other shops). Kits cannot be used in firearm design.





THE DESIGN PROCESS

The design process starts with the selection of a frame, which forms the basis for the gun's stats and its Design Point Value. As additional improvements, enhancements, modifications and accessories are selected, more Design Points are added to the gun's Design Point Value. At the end of the process, the gamemaster multiplies the total Design Point Value by the Mark-Up Factor to determine the final price.

The design process can be divided into the following steps:

1. Select a Frame
2. Add Design Options
3. Add Modifications
4. Determine Final Cost

1. SELECT A FRAME

The first step in designing a firearm is to choose one of the base Frames listed. This will determine not only the base statistics and possible design options, but also which skill is used to fire the weapon. Each frame consists of the following:

Power: The base Power used when determining damage caused by the firearm.

Damage Level: The base Damage Level of the weapon, ranging from L (Light) to D (Deadly).

Mode: The mode(s) in which the firearm can fire (see pp. 114–115, *SR3*), ranging from SS (single shot) to FA (full-auto).

Concealability: The base Concealability rating of the firearm.

Weight: The gun's base weight, before additions, modifications or ammo.

Ammo Cap: The firearm's ammunition capacity, given as the number of rounds that can be loaded at one time.

Ammo Load: How the ammunition is loaded into the weapon, using the codes given on p. 280, *SR3*.

Mounts: The available space to mount various modifications on the firearm, both internal and external. The possible mount positions are barrel, top and underbarrel (see Add Modifications, p. 78).

FCU: Firearm Construction Units are abstract units that determine how much internal space the firearm offers to accommodate design options and modifications.

DPV: The base Design Point Value of the frame.

Randall wants to design a gun. The first step is to choose a frame. He's always lilted shotguns, so Randall chooses the shotgun *frame*, deciding on the spur of the moment that this is the latest Ares creation, called the Thunderer.

2. ADD DESIGN OPTIONS

Design options are available only during the weapon's design, not during customization. Unless otherwise noted, each option may be taken only once. Each Frame has different limitations in regard to which options it can take, as described under Available Design Options By Frame, p. 76. Each Design Option includes the following information:

DP: The Design Points added to the weapon's DPV by the option.

FCU: The FCU taken up or added by the option.

Weight: The weight added to or subtracted from the gun by the option.

Concealability: The modification to the Concealability rating of the firearm, up or down, by the option.

Ammo Loading

The method of loading ammunition in the gun can be altered. This replaces the original method so the points for that load are returned, except in the case of belt loading, which is in addition to the base ammo load.

Changing to break action reduces your ammo capacity to 1; changing to cylinder, clip or magazine reduces ammo capacity to 4. These reductions can be offset (see Improved Ammo Capacity).

DP: Belt +10, Break Action –5, Clip +10, Cylinder +8, Internal Magazine +5

FCU: None

Weight: None

Concealability: Break Action +1, Clip –1, Cylinder –1

Barrel Extension/Reduction

Though there is a point at which the gain becomes minimal, extending a gun's barrel can add to its effective range. Increase the ranges of such modified firearms by 10 percent. Shortening the barrel reduces ranges by 10 percent, but makes the gun easier to hide. Shotguns with a shortened barrel cannot have their choke set above 6.

DP: Extension +15, Reduction +8

FCU: –.5

Weight: Extension +.25, Reduction –.25

Concealability: Extension –2, Reduction +2

Bullpup Configuration

Rifles, assault rifles and shotguns can be designed with the trigger placed further forward, in front of the clip/magazine. This makes the weapon more compact and concealable, and also provides 1 point of recoil compensation. This option is not compatible with Improved Concealability (p. 76).

DP: +25

FCU: –.5

Weight: None

Concealability: +2

Ceramic Components

By making the gun mostly or entirely out of nonmetallic parts, the gunsmith can reduce the risk of detection by magnetic systems. Increase the Concealability rating of firearms with ceramic components by +2 per level when attempting to avoid detection by MAD systems (see Weapon Detection, p. 237, *SR3*).

The maximum level available is 3. At level 3, the gun is composed entirely of ceramic and is undetectable by MAD systems.

DP: +20/level

FCU: –.25/level

Weight: –.1/level

Concealability: +2/level vs. MAD systems

Easy Breakdown

Some firearms, especially sniper rifles, are designed to be broken down and rebuilt quickly. Guns with this option can be disassembled or re-assembled in 3 Complex Actions, and can fit into a large briefcase when disassembled.

DP: +40

FCU: -1

Weight: None

Concealability: None

Firing Mode

A different trigger grouping will change the basic rate of fire listed in the firearm template, effectively changing the modes in which the firearm can be used. The options are as follows: SS, SA, BF, FA, SA/BF, BF/FA and SA/BF/FA.

Each mode is purchased individually, even when combined with other modes. If a combination is purchased that includes the previous mode, the previous mode does not need to be purchased. If the previous mode is dropped, the points for it are returned. For example, a submachine gun (base SA/BF) that is switched to BF/FA must pay the cost for FA, but the points for SA mode are returned.

DP: BF +100, FA +120, SA +5, SS -5

FCU: BF -1, FA -1, all others 0

Weight: BF +.5, FA +.5, all others 0

Concealability: None

Flechette Only

This design option turns the weapon into a slivergun. Rather than firing bullets, it fires only flechette ammunition.

DP: +10

FCU: +.5

Weight: —

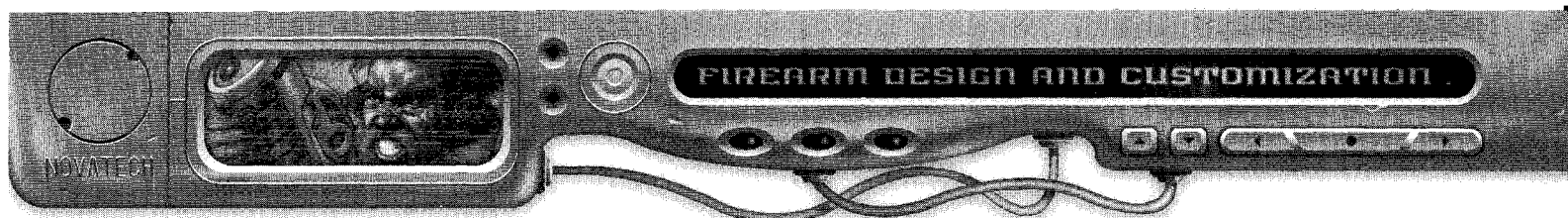
Concealability: None

Heavy Barrel

A heavier barrel can help reduce the shock of firing the firearm. Treat weapons equipped

BASE FIREARM FRAMES

	Hold-Out Pistol	Light Pistol	Machine Pistol
Power	4	6	6
Damage Level	L	L	L
Mode	SS	SA	SA/BF
Concealability	8	6	6
Weight	.5	1.25	3.5
Ammo Cap	4	12	30
Ammo Load	(c)	(c)	(c)
Mounts	None	Barrel, Top	Barrel, Top
FCU	1	1.5	1
DPV	25	90	180
	Heavy Pistol	Submachine Gun	Shotgun
Power	9	6	8
Damage Level	M	M	S
Mode	SA	SA/BF	SA
Concealability	5	4	3
Weight	2.75	4	4.5
Ammo Cap	10	20	5
Ammo Load	(c)	(c)	(m)
Mounts	Barrel, Top	Barrel, Top, Under	Barrel, Top, Under
FCU	2	1.5	2.5
DPV	120	100	130
	Taser	Sport Rifle	Assault Rifle
Power	10	7	8
Damage Level	S (Stun)	S	M
Mode	SA	SA	SA/BF/FA
Concealability	5	2	3
Weight	2.5	4.5	6
Ammo Cap	3	5	30
Ammo Load	(m)	(m)	(c)
Mounts	Top	Barrel, Top, Under	Barrel, Top, Under
FCU	1	2.5	3
DPV	200	125	225
	Sniper Rifle	Light Machine Gun	Medium Machine Gun
Power	14	7	9
Damage Level	S	S	S
Mode	SA	BF/FA	FA
Concealability	—	—	—
Weight	6	12	15
Ammo Cap	6	40	30
Ammo Load	(m)	(c)	(c)
Mounts	Barrel, Top, Under	Barrel, Top, Under	Barrel, Top, Under
FCU	2.5	4	4
DPV	800	425	700
	Heavy Machine Gun	Assault Cannon	
Power	10	18	
Damage Level	S	D	
Mode	FA	SS	
Concealability	—	—	
Weight	18	22	
Ammo Cap	30	20	
Ammo Load	(c)	(c)	
Mounts	Barrel, Top, Under	Barrel, Top, Under	
FCU	4	4	
DPV	1000	1400	



with a heavy barrel as if they had 1 point of integral recoil compensation.

DP: +25

FCU: -.25

Weight: +.5

Concealability: None

High-Velocity Capability

This "super machine gun" is capable of firing at an extremely high rate. In burst mode, it fires 6-round bursts instead of standard 3-round bursts. These bursts suffer recoil for each bullet like standard bursts; a single burst incurs a Recoil Modifier of +6, a second burst in the same Combat Phase would suffer +12.

HV-capable firearms have a maximum autofire rate of up to 18 rounds per Combat Phase, but cannot accept barrel mounts. A firearm must be capable of both burst fire and full auto fire to have this option.

This option is often combined with the recoil compensation option to help reduce the high recoil generated by a six-round burst.

DP: +100

FCU: -1.5

Weight: +1

Concealability: None

Improved Ammo Capacity (Cylinder or Internal Magazine)

A gunsmith can increase the ammo capacity of a firearm. Firearms with internal magazines have an ammo maximum of 10 rounds. Cylinder loaders (or revolvers) can contain no more than 7 rounds.

DP: +2/round added

FCU: -.25 per 2 rounds (round down)

Weight: None

Concealability: -1 per 4 rounds (round down)

Improved Concealability

By making the gun smaller and more compact, the gunsmith can improve the Concealability rating. The maximum level is 2.

DP: +20/level

FCU: -.25/level

Weight: None

Concealability: +1/level

Improved FCU

Careful use of the available internal space can often allow more improvements to a firearm. The maximum level is 6.

DP: +10/level

FCU: +.25/level

Weight: None

Concealability: None

AVAILABLE DESIGN OPTIONS BY FRAME

Hold-Out Pistol: Ammo Loading (break action only), Ceramic Components, Firing Mode (SA only), Flechette Only, Improved Ammo Capacity, Improved Concealability, Increased Power (up to 1 level), Melee Hardening, Metahuman Design

Light Pistol: Ammo Loading (no belt), Ceramic Components, Firing Mode (SS, BF or SA/BF only), Flechette Only, Improved Concealability, Improved Ammo Capacity, Improved FCU (up to 2 levels), Increased Power (up to 1 level), Melee Hardening, Metahuman Design, Weight Decrease (up to 2 levels)

Machine Pistol: Ceramic Components, Firing Mode (FA or BF/FA only), Flechette Only, Heavy Barrel, Improved Concealability, Improved FCU (up to 6 levels), Increased Power (up to 1 level), Melee Hardening, Metahuman Design, Recoil Compensation (up to 1 level), Selectable Clip, Weight Decrease (up to 2 levels)

Heavy Pistol: Ammo Loading (break action, internal magazine and cylinder only), Ceramic Components, Firing Mode (SS, BF or SA/BF only), Flechette Only, Heavy Barrel, Improved Ammo Capacity, Improved Concealability, Improved FCU (up to 4 levels), Increased Power (up to 1 level), Melee Hardening, Metahuman Design, Recoil Compensation (up to 1 level), Weight Decrease (up to 6 levels)

Submachine Gun: Ceramic Components (up to 1 level), Firing Mode (BF, FA, BF/FA or SA/BF/FA only), Heavy Barrel, High-Velocity Capability, Improved Concealability, Improved FCU (up to 4 levels), Increased Power (up to 1 level), Melee Hardening, Metahuman Design, Recoil Compensation (up to 2 levels), Selectable Clip, Weight Decrease (up to 8 levels)

Shotgun: Ammo Loading (break action or clip only), Barrel Extension/Reduction, Bullpup Configuration, Ceramic Components (up to 1 level), Firing Mode (SS, BF or SA/BF only), Heavy Barrel, Improved Ammo Capacity, Improved Concealability (up to 1 level), Improved FCU (up to 4 levels), Increased Power (up to 2 levels), Melee Hardening, Metahuman Design, Recoil Compensation (up to 1 level), Selectable Clip, Weight Decrease (up to 6 levels)

Taser: Ceramic Components, Improved Concealability, Increased Power (up to 2 levels), Melee Hardening, Metahuman Design, Weight Decrease (up to 2 levels)

Increased Power

Some firearms can be designed to create a higher muzzle velocity and a more efficient use of propellant force. This increases the Power of the gun by 1 for each level purchased. The maximum level available is listed on the Available Design Options by Frame table.

For tasers, this option consists of a more powerful capacitor.

DP: +80/level

FCU: -.25/level

Weight: +.25/level

Concealability: None

Melee Hardening

The firearm is built especially sturdy and hard, receiving +1 Power when used in melee combat.

DP: +15

FCU: -.5

Weight: +.25

Concealability: None

Metahuman Design

Some guns are designed especially for the small hands of dwarf metatypes or the larger hands of troll metatypes. This makes the firearm more comfortable to use for the dwarf or

troll, but more difficult for other metahumans. Members of any other metahuman race attempting to use a dwarf- or troll-modified gun suffer a +2 modifier when using the weapon. A dwarf attempting to use a troll-modified weapon suffers a +4 modifier, and vice versa.

DP: +20

FCU: —

Weight: None

Concealability: None

Recoil Compensation

The weapon is designed to decrease recoil. It has 1 point of recoil compensation per level. The maximum level available is 1 for pistols and tasers, 2 for larger weapons. High-velocity weapons (p. 76) have their maximum level increased by 1.

DP: +70/level

FCU: -.5/level

Weight: +.25/level

Concealability: None

Selectable Clip

By including two places for clips and a selector switch, the gunsmith can allow for the use of two different types of ammunition. The firearm can fire only one clip at a time, and it takes

AVAILABLE DESIGN OPTIONS BY FRAME

Sport Rifle: Ammo Loading (clip only), Barrel Extension/Reduction, Bullpup Configuration, Ceramic Components (up to 1 level), Easy Breakdown, Firing Mode (SS or SA/BF only), Heavy Barrel, Improved Ammo Capacity, Improved Concealability (up to 1 level), Improved FCU (up to 4 levels), Increased Power (up to 2 levels), Melee Hardening, Metahuman Design, Recoil Compensation (up to 1 level), Selectable Clip, Weight Decrease (up to 6 levels)

Assault Rifle: Barrel Extension/Reduction, Bullpup Configuration, Ceramic Components (up to 1 level), Easy Breakdown, Heavy Barrel, High-Velocity Capability, Improved Concealability (up to 2 levels), Improved FCU (up to 1 level), Increased Power (up to 1 level), Melee Hardening, Metahuman Design, Recoil Compensation (up to 2 levels), Selectable Clip, Weight Decrease (up to 8 levels)

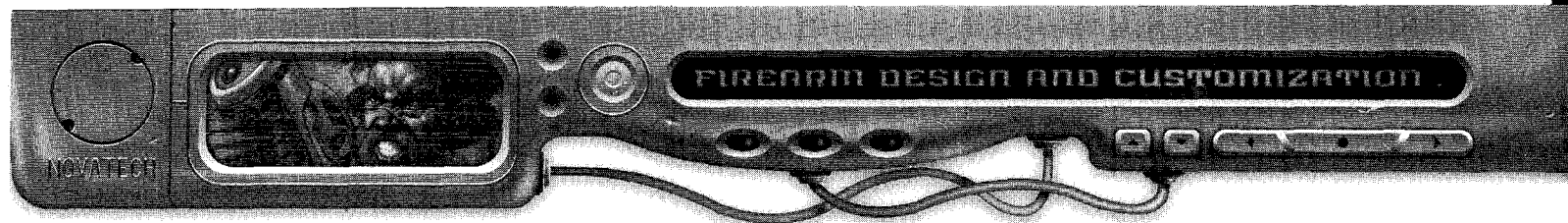
Sniper Rifle: Ammo Loading (clip only), Barrel Extension/Reduction, Ceramic Components (up to 3 levels), Easy Breakdown, Firing Mode (SS only), Heavy Barrel, Improved Ammo Capacity, Improved FCU (up to 4 levels), Increased Power (up to 2 levels), Metahuman Design, Recoil Compensation (up to 1 level), Selectable Clip, Weight Decrease (up to 6 levels)

Light Machine Gun: Ammo Loading (belt only), Firing Mode (SA, BF, FA, SA/BF or SA/BF/FA only), Heavy Barrel, High-Velocity Capability, Increased Power (up to 1 level), Metahuman Design, Recoil Compensation (up to 2 levels), Selectable Clip, Weight Decrease (up to 12 levels)

Medium Machine Gun: Ammo Loading (belt only), Heavy Barrel, High-Velocity Capability, Increased Power (up to 1 level), Metahuman Design, Recoil Compensation (up to 2 levels), Selectable Clip, Weight Decrease (up to 16 levels)

Heavy Machine Gun: Ammo Loading (belt only), Heavy Barrel, High-Velocity Capability, Increased Power (up to 1 level), Metahuman Design, Recoil Compensation (up to 2 levels), Selectable Clip, Weight Decrease (up to 16 levels)

Assault Cannon: Ammo Loading (belt only), Heavy Barrel, Increased Power (up to 2 levels), Metahuman Design, Recoil Compensation (up to 1 level), Weight Decrease (up to 12 levels)



a Simple Action to select the other clip, or a Free Action if the gun is smartlinked. Only firearms with a clip-type ammo load can use this option.

DP: +35

FCU: -.5

Weight: +.1

Concealability: -1

Weight Decrease

By using lighter composite materials for the frame, the overall weight of the firearm can be lowered significantly.

DP: +5/level

FCU: None

Weight: -.25/level

Concealability: None

Now that Randall has his basic weapon frame, it's time to start fleshing out the Thunderer. Looking at the available options for a shotgun, Randall decides to make it clip-fed (+5 DP, -1 Concealability), burst fire (+100 DP, 1 FCU, +.5 weight), heavy barrel (+25 DP, .25 FCU, +.5 weight), a Power Increase of 2 (+160 DP, .5 FCU, +.5 weight), and a Selectable Clip so he can use both slugs and shot (+35 DP, .5 FCU, +.1 weight, -1 Concealability). Finally, he decides that this monster gun was designed for use by trolls, so he gives it Metahuman Design (+20 DP).

So his shotgun now looks like this:

Ares Thunderer

Frame	Shotgun
Power	10
Damage Level	S
Mode	SA/BF
Concealability	1
Weight	6.1
Ammo Cap	5/5
Ammo Load	(c)/(c)
Mounts	Barrel, Top, Under
FCU	.25
DPV	475

3. ADD MODIFICATIONS

Except for Full-Auto Mode and Sawed-Off Shotgun Barrel, the modifications listed under Firearm Customization can also be incorporated when a gun is designed.

If a modification is included in the design, no Installation Test is necessary. Simply add the Design Point cost to the DPV, subtract the required FCU, and modify the weight, Concealability and other elements as directed.

First, Randall knows he'll need plenty of ammo, so he increases the ammo capacity of both clips to 10 (+20 DP total). To help counter recoil, he adds a foregrip (+50 DP) and shock pads (+40 DP). At this point, Randall considers the Thunderer to be finished.

Ares Thunderer

Frame	Shotgun
Power	10
Damage Level	S
Mode	SA/BF
Concealability	0
Weight	6.1
Ammo Cap	10/10
Ammo Load	(c)/(c)
Mounts	Barrel, Top, Under
FCU	0
DPV	585

4. DETERMINE FINAL COST

To calculate the final cost of the firearm, add the frame's base DPV to the total DP cost of all options and modifications. Multiply this number by a Mark-up Value of 5 to get the final cost of the gun in nuyen.

The time has come to see what the Thunderer can do and, more importantly, how much this bad boy is gonna cost.

The Thunderer has two clips 10(c)/10(c), and it can fire semi-automatic or burst fire, with 3 points of recoil compensation. It has a whopping Damage Code of 10S and weighs a hefty 6.1 kg. It has also ended up with a Concealability Rating of 1—after all, it is a troll-modified shotgun. He used up all 2.5 of his FCU, and his DP total of frame, options and modifications is a gigantic 585. Taking that total and multiplying it by 5 results in a cost of 2,925¥! Randall decides that the Thunderer must have been a failed Ares experiment, the project canceled because it wasn't cost-effective. Nonetheless, some have made it to the market. The gamemaster gives the weapon an Availability of 8/1 month and a Street Index of 3. That's a potential cost of 8,775¥ for a 10S shotgun made exclusively for trolls! As if it's not bad enough that, once again, trolls have to pay more to get what they need, the gamemaster also decides that carrying around a failed Ares prototype will always get the attention of Ares security—and on non-Ares sites, Knight Errant will give the character a careful once-over.

Now that the weapon's characteristics are compiled, they can be laid out in a standard statistic box (see bottom of page).

ARES THUNDERER

Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	Street Index	Legality	RC
1	10(c)/10(c)	SA/BF	10S	6.1	8/1 mo	2,925¥	3	10P-E	3

FIREARM CUSTOMIZATION

Firearm customization may be performed after a gun has been designed and manufactured. Unlike design, where a gun is manufactured from available resources, customization requires a skilled gunsmith *and* any required parts. To customize a firearm, the character first has to procure the parts.

After obtaining the required parts, the character (or his gunsmith) must install the modification by making an Installation Test with the appropriate Build/Repair skill (or skills). The required skill, Installation Test target number and required base time for each modification are listed in the modification's description. In order to calculate the actual time it takes to perform the modification, divide the listed base time by the number of successes generated on the Installation Test.

WORKING TIME AND COST

Gunsmiths usually work 8 hours a day, 5 days a week, and they expect to be paid well. Any more time spent during a work day or work week is overtime and will be charged as such. The going rate for a gunsmith who is a Level 1 Contact or a Friend of a Friend is 100 nuyen per work hour, with time-and-a-half (150 nuyen/hour) or more for overtime. Good gunsmiths are in high demand in the shadows, and they charge accordingly. A Level 2 Contact will only ask market rate, which is 50 nuyen per work hour, and will waive the overtime cost as long as the job doesn't cut too much into his free time. Level 3 Contacts will actually cut their buddy a break, only charging 25 nuyen per work hour with no overtime cost. If the character has been treating them exceptionally well, the Level 3 Contact may even do the work for free. For more information on Contact Levels and Friends of a Friend, see p. 254, *SR3* or pp. 59-63 of *SRComp*.

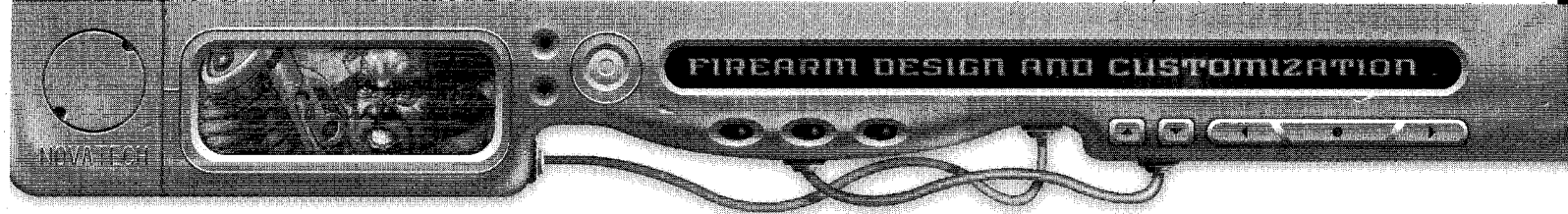
If a player character chooses to perform a modification himself, he must deal with a different set of restrictions — namely, the amount of time he can devote to the work.

As a rule of thumb, a character can spend up to 6 hours a day working on a firearm and still have time available to meet with contacts, pursue legwork, pay bills and so on. Any more time spent on customization prevents the character from meeting social obligations (resulting in irate landlords, torqued-off friends and significant others, and uncooperative contacts). In fact, if a character spends more than 12 hours performing customization, he cuts into his bodily sustenance time and faces the consequences of sleep deprivation, malnutrition, lack of exercise and so on.

Many modifications are merely the addition of various firearm accessories to the gun. These accessories are described on p. 32 or on p. 280, *SR3*. If the character already owns the gun being modified, use the Availability, Street Index, Weight Increase and Cost of the item listed with the accessory. If the item is part of a gun design or a special-order modification from a gunsmith, use the Design Point Value per the rules on p. 80.

If the modification is listed here but is not listed as an item of gear or an accessory, use the Installation target number as the Availability target number, and the Base Time as the base time for the search to find the pieces to make the modification. Reduce the Availability by 1 and the Base Time by half (round up) if the searching player has a shop. This represents various





odds and ends and leftover parts from stripping and rebuilding weapons. There is no Street Index, so instead multiply the DP by a Mark-Up Factor of 8 to arrive at the cost in nuyen.

All items can be found through the usual contacts. Use the rules for obtaining equipment, including Availability (p. 272, SR3) to resolve parts searches.

All the modifications listed in this section can be performed in a gunsmith shop (see *Gunsmithing Tools*, p. 72), and many may be done with a kit. Each modification below indicates whether a kit or shop is required (at the minimum) to make the change.

SPACE RESTRICTIONS

Modifications made to a firearm take up not only internal space, as represented by their FCU cost, but also mounting space. Each gun frame can mount only one item in each possible mounting location, whether internal or external. There must be enough FCU available for the modification to be added—this may require some back-figuring if the firearm has never been modified before. Simply look at the base frame for the firearm (see p. 75) being modified to find its base FCU, then add together the FCU required for all options and modifications already built in. If the current FCU total is equal to (or higher than, in some cases) the frame's base FCU, the modification cannot be made unless something is removed.

Removing a current modification (options are integral to the design and cannot be removed) frees up a number of FCU equal to the FCU cost of the removed modification. The space where it was mounted also can be used again. Removing a modification before installing another doubles the base time for the installation. The same tools needed for installing a modification are also required to remove one.

MAKING MODIFICATIONS

Modifications can be made in any order. Players can modify and re-modify their firearms as often as they wish.

Modifications have the following information:

Name: The name of the modification is followed by a description and any rules the modification may affect.

Skill: This is the Build/Repair Skill used to put the modification onto the weapon. Standard defaulting rules apply (see p. 84, SR3). If two skills are listed, two tests must be made.

Installation TN/Base Time: This is the target number for the test to determine if the modification is a success. Divide the base time by the number of successes to determine the time required for the installation.

Mount: This lists the mounting options (top, underbarrel or barrel) for the modification. Players can choose where they want to modify the weapon.

Tools: This indicates if the modification can be made with a kit or a shop. See *Gunsmithing Tools*, p. 72.

Weight: The amount (in kilograms) by which the modification affects the gun's weight.

FCU: This indicates how many FCU (see p. 74) are required to install the modification. See *Space Restrictions*. If the FCU is followed by (r), then this modification only takes up FCU if it is

permanently built into the gun, rather than attached to a mounting point from which it can be removed.

DP: If a modification is included in the design, no installation test is necessary. Simply add the Design Point cost to the DPV. If the modification is made after the gun is purchased or if the gun is a stock gun (an Ares Predator, for example) multiply the Design Point cost of the modification by 8 to determine its nuyen cost. See *Working Time and Cost*, p. 79.

COSMETIC MODIFICATIONS

These modifications affect only the gun's appearance, not its performance.

Custom Finish

Gold/silver/nickel/chrome plating, ivory handles and other cosmetic embellishments are possible for those runners who like their gun to look its best. This modification is not compatible with the Ceramic Components option (p. 75).

Skill: (Weapon) B/R

Installation TN/Base Time: 4/24 hours

Mount: None

Tools: A kit for handles or dying a steel frame any color including chrome or nickel. A shop is required if the entire frame or any parts are to be of nonfactory steel (gold, silver, nickel or chrome).

Weight: None

FCU: None

DP: +20

Embossing/Engraving

More firearm fashion, used by runners who simply must have a specific design or phrase etched into their gun.

Skill: (Weapon) B/R

Installation TN/Base Time: 4/12 hours

Mount: None

Tools: Kit

Weight: None

FCU: None

DP: +20

INTERNAL ACCESSORY MODIFICATIONS

These modifications are structural and radically alter parts of the firearm.

Gas Vent

Gas vent systems compensate for recoil by releasing a weapon's barrel gases at precisely determined intervals. Gas vent II and III are available (see p. 280 of SR3 for exact effects), as well as gas vent IV (see p. 34).

Skill: (Weapon) B/R

Installation TN/Base Time: 5/24 hours

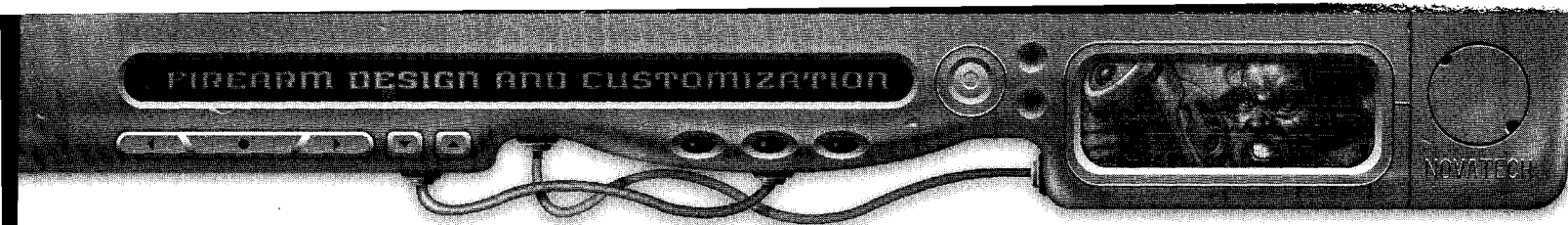
Mount: Barrel

Tools: Shop

Weight: Gas Vent II .5, Gas Vent III .75, Gas Vent IV .75

FCU: Gas Vent II -.5, Gas Vent III -.75, Gas Vent IV -1

DP: Gas Vent II +90, Gas Vent III +140, Gas Vent IV +200



Safe Target System

This installs the Safe Target system in a weapon (see p. 33)

Skill: Electronics B/R, (Weapon) B/R

Installation TN/Base Time: 5/18 hours

Mount: None

Tools: Shop

Weight: 1

FCU: -.25

DP: +40

Secondary Weapon

A gunsmith can build a secondary weapon into a gun's design as a trap against an unauthorized user (similar to a security system). Only weapons with a biometric safety (p. 32) can mount this modification. When the system detects an unauthorized palmprint, the secondary weapon system is triggered.

Three weapon systems are available: spring-loaded handle spikes that impale the offender's hand with (6M) damage, a disabling electroshock (6S Stun damage) or an air-vectored chemical release system that empties into the surrounding air (affecting anyone within 1 meter with a single dose). Damage from these systems may be resisted only with Body (no Combat Pool), and only armor worn in the area affected applies. The system immediately resets, but the shock and chemical system only have enough juice/doses for 3 uses.

Skill: (Weapon) B/R

Installation TN/Base Time: 8/48 hours

Mount: None

Tools: Shop

Weight: .5

FCU: -.75

DP: +450

Smartgun System (Internal)

This targeting system is designed to increase the user's accuracy when firing guns (see p. 281, *SR3*). Two versions are available—the standard smartlink or the improved smartlink-2 (see p. 31, *M&M*). A smartgun must be connected to smartgoggles or smartlink cyberware to provide any bonus for the character.

Skill: Electronics B/R, (Weapon) B/R

Installation TN/Base Time: 5/24 hours

Mount: None

Tools: Shop

Weight: Standard .5, Smartlink .25

FCU: -.5

DP: Standard Smartlink +(frame's base DPV), Smartlink-2 +(1.5 x frame's base DPV)

Voice Activation

By connecting voice-activation hardware to an internal smartlink system, a gunsmith can rig a gun so it fires if it "hears" a preprogrammed phrase spoken by a recognized voice. The exact effects of this are left to the gamemaster's discretion, though it is more likely to cause a diversion than to actually hit anyone. A firearm must have an internal smartlink system to use this modification.

Skill: Electronics B/R

Installation TN/Base Time: 6/24 hours

Mount: None

Tools: Shop

Weight: .1

FCU: -.25

DP: +50

PHYSICAL MODIFICATIONS

These items are attached to the outside of the firearm and in most cases do not affect the internal structure of the gun.

Biometric Safety

As described on p. 32, this system scans the palmprint of anyone touching the grip and freezes the safety in the on position if the print of the user does not match.

Skill: (Weapon) B/R

Installation TN/Base Time: 6/24 hours

Mount: None

Tools: Shop

Weight: .1

FCU: -.25

DP: +450

Bipod

A folding two-legged brace attached to the underside of the barrel, a bipod provides 2 points of recoil compensation when used. Extending the bipod requires a Simple Action. Bipods may not be used with submachine guns.

Skill: (Weapon) B/R

Installation TN/Base Time: 3/8 hours

Mount: Under

Tools: Kit

Weight: 2

FCU: None

DP: +80

Extended Clip

By using a large-capacity clip, a gunsmith can increase the ammo capacity of a firearm. Firearms with a clip have a maximum ammo capacity of 50 rounds.

Skill: (Weapon) B/R

Installation TN/Base Time: 3/8 hours

Mount: None

Tools: Shop

Weight: None

FCU: None

DP: +2/round added

Foregrip

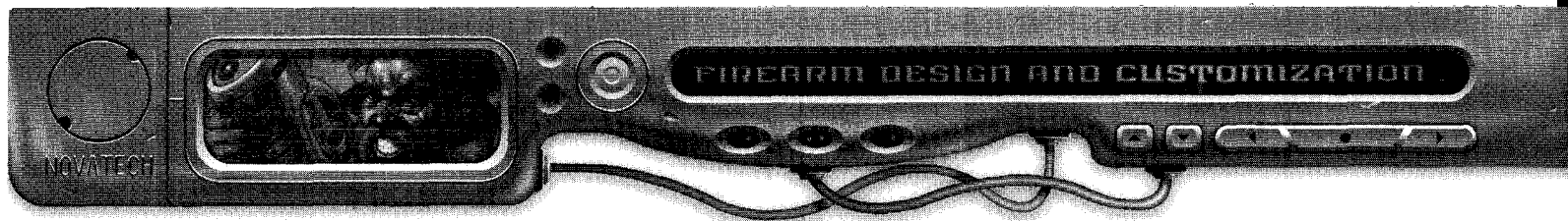
A foregrip is a small, underbarrel pistol grip at the front of the weapon (see p. 34). When used, the foregrip provides 1 point of recoil compensation.

Skill: (Weapon) B/R

Installation TN/Base Time: 3/36 hours

Mount: Under

Tools: Kit



Weight: .5
FCU: None
DP: +50

Full-Auto

Burst fire-capable machine pistols and submachine guns can be modified to fire Full-auto instead. When this modification is made, the burst fire mode is no longer usable, so a SA/BF machine pistol would become SA/FA. However, the firearm is not designed to handle the stress of full-auto, so whenever it is fired in full-auto mode add 1 to its recoil modifier.

Skill: (Weapon) B/R
Installation TN/Base Time: 9/72 hours
Mount: None
Tools: Kit
Weight: None
FCU: -1 (r)
DP: +120

Imaging Systems

Imaging scopes range from simple magnification to low-light and infrared (see p. 34 and p. 280, *SR3*). The types may be combined into one scope that can switch modes by adding together their FCU and DP. Installation of such a combined scope is calculated as one item. Imaging scopes are incompatible with smartlink systems.

Skill: B/R Electronics
Installation TN/Base Time: 4/24 hours
Mount: Top or under
Tools: Kit
Weight: .25
FCU: -.25 (r)
DP: Flashlight +25, Gun Cam +400, Low-light +300, Magnification 1 +100, Magnification 2 +160, Magnification 3 +240, Thermographic +300

Laser Sight

A laser sight is used to help aim a firearm and provides a -1 target modifier (see p. 281, *SR3*). It is incompatible with smartlink systems.

Skill: Electronics B/R
Installation TN/Base Time: 4/24 hours
Mount: Top or under
Tools: Kit
Weight: .25
FCU: -.25 (r)
DP: Low-power +100, High-power +280

Laser Target Designator

Laser designators are used to mark targets so weapons with the appropriate seeker gear can home in on the reflected energy (see p. 35).

Skill: Electronics B/R
Installation TN/Base Time: 4/48 hours
Mount: Top or under
Tools: Kit

Weight: .5
FCU: -.25 (r)
DP: +740

Personalized Grip

A gunsmith can modify the handle and contours of a weapon to better fit the hands and stance of an individual user. This allows that particular user to control the gun slightly more effectively, and provides a -1 recoil modifier. Other users receive no bonus or negative modifiers for using the weapon.

Skill: (Weapon) B/R
Installation TN/Base Time: 5/24 hours
Mount: None
Tools: Kit
Weight: None
FCU: None
DP: +25

Range Finder

A range finder feeds range information through a smartgun link. It is not compatible with imaging systems (see p. 34).

Skill: Electronics B/R
Installation TN/Base Time: 4/24 hours
Mount: Top or under
Tools: Kit
Weight: .1
FCU: -.25 (r)
DP: +30

Remove Safety

By removing the safety, a firearm may fire more quickly in a surprise situation, but there is a tradeoff. Characters with a ready firearm without a safety may fire it at opponents in a surprise situation if the player equals or surpasses his opponent's successes. If the gun is loaded and takes a hard blow, it may go off without help from the owner. The gamemaster decides when and if this happens and the exact effects.

Skill: (Weapon) B/R
Installation TN/Base Time: 5/18 hours
Mount: None
Tools: Kit
Weight: None
FCU: None
DP: +30

Remove Trigger

A firearm with a smartgun system can have the trigger removed entirely and be altered to accept fire commands only through the smartlink. If this is done, only someone with a smartlink can fire the weapon.

Skill: Electronics B/R
Installation TN/Base Time: 5/24 hours
Mount: None
Tools: Shop
Weight: None
FCU: -.5 (r)
DP: +50

Sawed-Off Shotgun Barrel

Sawing off a portion of a shotgun's barrel reduces its range (use heavy pistol ranges) and Power (-1), but makes the gun easier to hide, increasing Concealability by 2. Sawed-off shotguns cannot have their choke set above 6.

Skill: Shotguns B/R

Installation TN/Base Time: 3/2 hours

Mount: Barrel

Tools: Kit or Shop. If a kit was used, add +1 to all target numbers when using the weapon to account for the barrels not being recalibrated correctly. There is no penalty when done using a shop.

Weight: +1

FCU: None

DP: +8

Shock/Hip Pads

Shock-absorbing pads may be mounted on rifles of all types, shotguns, machine guns and assault cannons. Hip pads are for use by trolls carrying heavy weapons (see p. 34). They provide 1 point of recoil compensation.

Skill: (Weapon)B/R

Installation TN/Base Time: 3/2 hours

Mount: None

Tools: Kit

Weight: shock 2.5, hip 2

FCU: None

DP: +40

Silencer

Silencers are used to reduce the sound and flash created by a gun firing. They may only be used on weapons using the single-shot or semi-automatic modes, and may not be used by cylinder-fed guns (p. 281, SO).

Skill: (Weapon)B/R

Installation TN/Base Time: 4/24 hours

Mount: Barrel

Tools: Kit

Weight: .2

FCU: -.25 (r)

DP: +100

Smartgun System (External)

This is the external version of the smartlink system (also available in the standard or smartlink-2 model). Mounted on the outside of the weapon, it is relatively easy to attach and remove.

Skill: Electronics B/R

Installation TN/Base Time: 4/2 hours

Mount: Top or under

Tools: Kit

Weight: standard 1, smartlink-2 .75

FCU: -.25 (r)

DP: Standard Smartlink +120. Smartlink-2 +160

Sound Suppressor

In the same way as a silencer, a sound suppressor reduces sound and flash, but it works with burst-fire and full-auto modes only (see p. 281, SO).

Skill: (Weapon)B/R

Installation TN/Base Time: 4/24 hours

Mount: Barrel

Tools: Kit

Weight: .5

FCU: -.25 (r)

DP: +150

Stocks

Adding a rigid or folding stock can often help with recoil. Both types provide 1 point of recoil compensation, but rigid stocks also modify Concealability by -1 (as do unfolded folding stocks). Rifles and shotguns may not have this modification.

Skill: (Weapon)B/R

Installation TN/Base Time: 4/36 hours

Mount: None

Tools: Kit

Weight: .5

FCU: None

DP: +40

Tripod

Like a bipod, a tripod extends from below the barrel to help with recoil. It is much larger, however, and can be used only by machine guns and assault cannons. Tripods cannot be concealed and provide 6 points of recoil compensation. Setting up a tripod takes a Simple Action and the attached firearm must be fired from a prone or sitting position.

Skill: (Weapon)B/R

Installation TN/Base Time: 3/12 hours

Mount: Under

Tools: Kit

Weight: 8

FCU: None

DP: +120

Ultrasound Sight

Ultrasound sights map areas with coded sound, making night fighting easier. Reduce all targeting modifiers from visibility or lighting by half (rounded up) when using an ultrasound sight (see p. 282, SO).

Skill: Electronics B/R

Installation TN/Base Time: 4/24 hours

Mount: Top or under

Tools: Kit

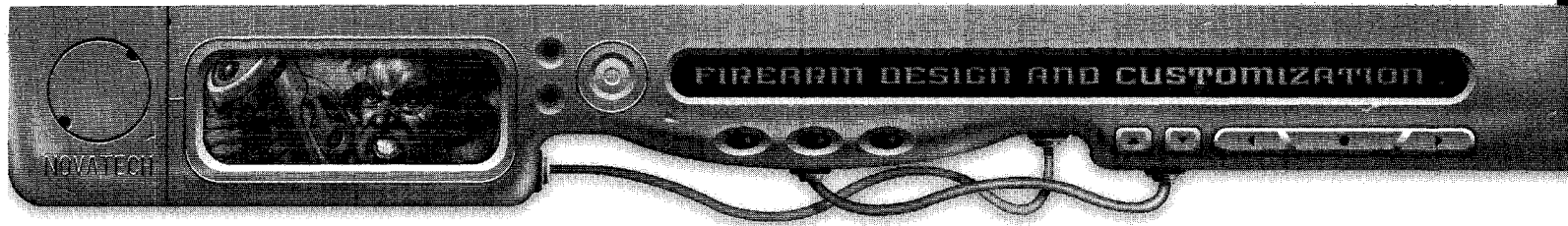
Weight: .25

FCU: -.25 (r)

DP: +260

Underbarrel Weapon

This modification allows the gunsmith to attach an under-



barrel bayonet (p. 32), grenade launcher (p. 279, SR3), grapple gun (p. 33) or flamethrower nozzle (p. 30) to the underside of any weapon rifle-sized or larger.

Skill: (Weapon) B/R

Installation TN/Base Time: 4/24 hours

Mount: Under

Tools: Kit

Weight: Bayonet .75, Grapple Gun 2, Grenade Launcher 2, Flamethrower 0

FCU: -.25 (r)

DP: Bayonet +10, Grapple Gun +100, Grenade Launcher +360, Flamethrower +240

Underbarrel Weight

By attaching an underbarrel weight (p. 34) to the barrel, this modification reduces 1 point of recoil.

Skill: (Weapon) B/R

Installation TN/Base Time: 4/24 hours

Mount: Underbarrel

Tools: Kit

Weight: 1

FCU: -.25 (r)

DP: +25

AMMUNITION

Characters can make their own ammo using the Build/Repair skill for their weapon and using an ammunition shop or kit. An ammunition shop can be used to create any type of ammo; kits must be purchased for specific types of ammunition.

CASED AMMO

Cased ammo can be created by owning an ammo kit (at the standard cost). The base kit can make two kinds of ammo, standard and one variation. Additional supplies can be purchased for an additional 10 percent per ammo type.

The target number for creating cased ammo is the Availability number. The base time to make the ammo is the Availability time. Successes can either reduce the time or the cost. Time is reduced by dividing the total time by the number of successes (round down). The cost is reduced by 5 percent per success (round down). The cost can never be reduced below 50 percent. A successful test creates 10 rounds.

A failed test means the character has lost an amount of nuyen equal to the cost of the bullets and must start over with an entirely new kit.

The cost for cased ammo can be lowered by an additional 2 percent per success if the character picks up his spent casings and reuses them. Because picking up a casing in the middle of a shadowrun is a risky endeavor, most runners don't spend the time to do it.

CASELESS AMMO

Caseless ammunition can be created using the rules for cased ammunition, with the following exceptions.

Caseless ammo can be created only in a shop.

The target number for creating caseless ammo is the Availability number + 2.

The cost can never be reduced below 75 percent, which represents the supplies needed to create the ammo.

SPECIAL RULES

These rules apply to both case and caseless ammo.

Assault Cannon Rounds

Both the standard and AV version can be made only in a shop.

Capsule Rounds

The chemical component must be purchased or made separately (see p. 108, *M&M*).

Incendiary rounds

Only the cost can be reduced with additional successes, not the time. If the character rolls more 1s than successes when malting these rounds, the magnesium ignites. The base damage for fire is 6M (see p. 98 for more rules on fire).

Miscellaneous Rounds

Gyrojet, netgun rounds and spear gun spears can be made only in a shop.

Shotgun Rounds

All shotgun rounds, whether slugs or shot, can be made with a kit.

EXPLOSIVES

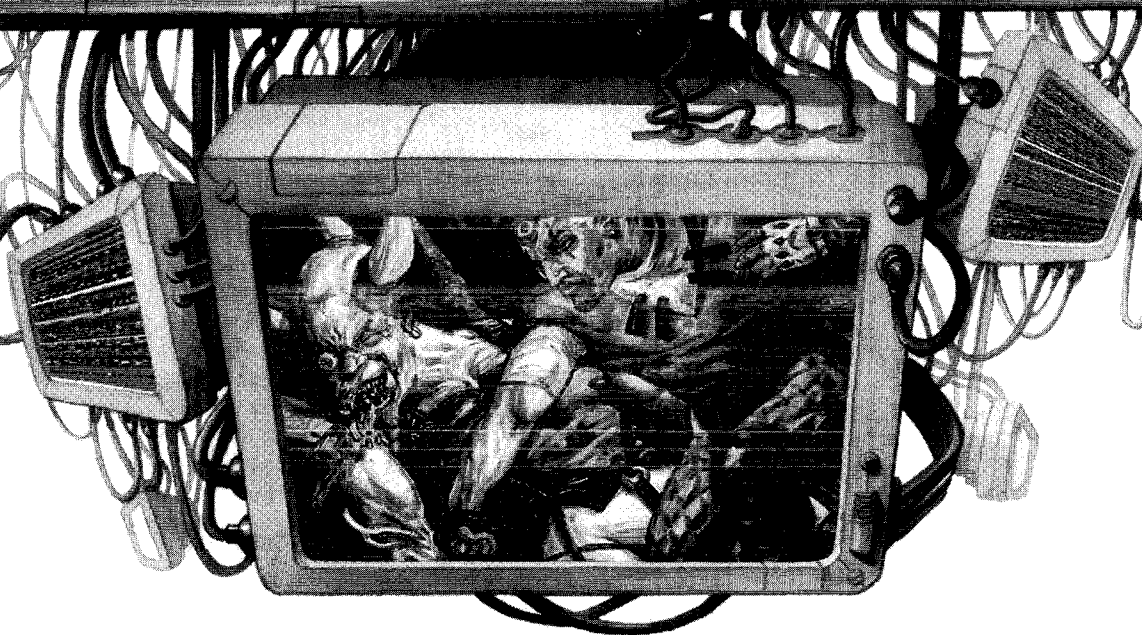
Malting explosives requires unique shops and kits. The rules for making a standard grenade and other explosives appear on p. 108, *M&M*.

Mines can be made by malting an Electronics (B/R) Test in addition to the standard Demolitions Test, both with a Target Number of 8. The base time is 24 hours. Mortar rounds use the same rule, except the base time is 36 hours.

The gamemaster may add to the target number and/or time for construction if she deems the facilities are not well equipped (for example, modify the target number by +2 if there are not enough chemicals to malte a smoke grenade), the character is inexperienced in dealing with certain material (modify the target number by +2 and the time by +8 hours for working with white phosphorous) or if the material is rare (modify the target number by +4 and the time by +24 hours if the character is creating smart mines).

If the character is malting splash grenades, dual-charge grenades or mortars, the cost of the specific chemicals loaded into the explosive must be bought or made separately.

ADVANCED MELEE COMBAT



The *SR3* melee combat system is designed to quickly and accurately represent the dangers of melee combat in an abstract manner. Though each strike, block and move made in the fight is not mapped out, it is obvious that factors such as skill, reach and strength of numbers offer serious advantages, even when a character is being attacked.

For players who wish to add more detail to their melee scenes, the following optional advanced melee combat rules may be used. This system builds upon the basic system as given in *SR3*, but also incorporates a wide variety of combat styles, attack and defense options and special maneuvers. While using these rules may make melee combat more complicated, it will also add more flavor and realism to the fights in which your characters become involved. As always, these rules can be used, modified or completely ignored as your playing group finds appropriate.

There are two distinct elements of these optional rules: combat options and martial arts. While combat options may be included in your game without using martial arts, any playing group that decides to use the martial arts rules should also use the combat options.

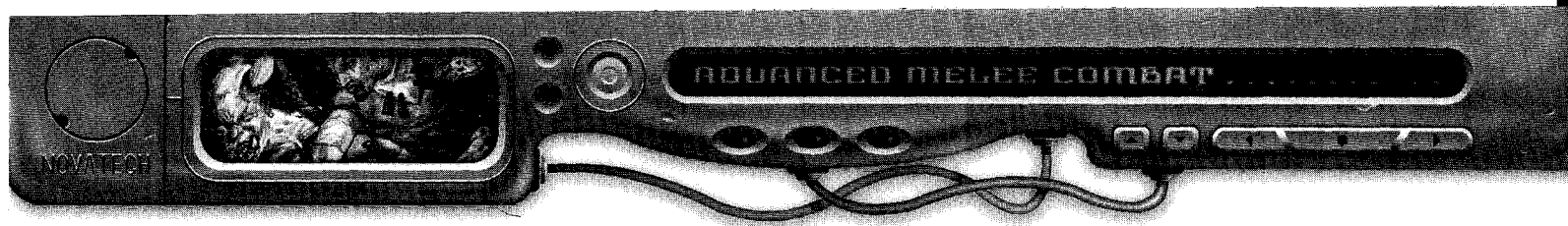
COMBAT OPTIONS

Combat options are basic fighting moves that can be used by anyone, because they are fairly intuitive and can be picked up without any real training. The use of a combat option must be declared prior to any dice being rolled. A player can choose different options from Combat Phase to Combat Phase, though only one option can be used per Combat Phase. A combat option only modifies a character's attack or defense test; it is not a test made in addition to or in place of the attack or defense test. Unless otherwise noted, combat options may be used both when attacking and defending.

Gamemasters may ask characters to write down their chosen combat option (before the dice are rolled) and reveal them only after the dice are rolled to keep the element of surprise in the combat.

CALLED SHOT

A character using the called shot option chooses to direct his aggression to a par-



ticular part of a foe's body, like a chop to the throat. Usually, the specific spot targeted is a vulnerable location, such as the head or an unarmored limb. A character making a called shot melee attack uses the rules for called shot ranged attacks on p. 114, **SR3**. Only armor worn in the targeted location protects against this attack.

CHARGING ATTACK

A running start can increase the effectiveness of an attack. If a character moved 2 or more meters to attack his target, he gains a +1 bonus to the Power of the attack. While the character need not have moved 2+ meters in the Initiative Pass in which he is attacking, the character must have been continuously moving (without interruption) in any previous passes as well as in the pass in which the charging attack is made.

If a character fails a charging attack (the defender wins or dodges), the character must make a Quickness (5) Test or fall prone. If the character must already make a Knockdown Test because the defender inflicted damage, modify that target number by +2 instead.

Only attacking characters may use this option.

DISARMING

A weaponless opponent is generally preferred to one waving a knife or other damaging instrument. A character may attempt to disarm an opponent wielding a weapon of any kind. The disarming character makes a standard melee combat Success Test. If the character wins and achieves at least 1 net success, the opponent's weapon is knocked out of his hand and lands on the ground at his feet, but no damage is inflicted. For each additional success achieved, the weapon is knocked half a meter further away. Use the scatter diagram (p. 118, **SR3**) to determine direction.

If the opponent is wielding a two-handed weapon (or gripping his weapon with two hands), the disarming character must achieve a number of net successes equal to half the opponent's Strength (rounded down). Additional successes scatter the weapon further away as described above.

FULL DEFENSE

A character choosing the full defense option chooses to use his entire skill and abilities to defend himself, rather than causing damage. Use the rules on p. 123, **SR3**.

Only defending characters may use this option.

KNOCKDOWN ATTACK

A character using this option intends to knock his opponent prone, or at the very least back, rather than cause damage. The character makes a standard melee Success Test, and net successes are used to stage damage as normal. Rather than damaging his opponent, the opponent makes a Body Test to resist knockdown (p. 124, **SR3**) against the opponent's Strength + 4. If no successes are achieved, the opponent is knocked prone. If the opponent achieves a number of successes equal to the number of boxes of damage the attack would have caused (use the staged Damage Level), he will remain standing. Otherwise, he will be knocked back a meter or two.

If the Damage Level would have been staged to Deadly, the character is automatically knocked prone.

MULTIPLE TARGETS

Using a single Complex Action, a character may choose to attack more than one opponent. Use the rules on p. 122, **SR3**.

Only attacking characters may use this option.

PULLING PUNCHES

A character in melee combat can choose to pull his punch and put less power behind the blow he inflicts. To pull a punch, the character must state the maximum number of net successes he will accept before he makes his melee Success Test. The character also receives a +1 modifier to his melee Success Test. If the character wins the round, his net successes are limited to the maximum he declared (or less if he scored less).

SUBDUING COMBAT

Sometimes characters will find it necessary to subdue an opponent without killing him. A character choosing to subdue an opponent attempts to grapple her, restraining her limbs and eliminating her ability to fight.

A character attempting to subdue an opponent faces a +2 target number modifier to his melee Success Test. The character must achieve a number of successes equal to or greater than the opponent's Quickness in order to grapple the opponent. If he wins but does not achieve the required number of successes, he has only managed to grasp his opponent; if he maintains the grasp until his next subduing attempt, he does not suffer the +2 target number modifier. The grasp will be lost if the subduing character is successfully attacked.

When an opponent is subdued, he is immobilized and cannot act, but suffers no damage. If the subduing character chooses, the victim may be knocked prone, as well. The subduing character makes an Open Test using 1 die for each of his net successes. The highest resulting die of this test is the target number for a Strength or Quickness Test the opponent can make to break free; making such a test requires a Complex Action. If the grappled victim succeeds, he has wrestled or wriggled out of the character's grasp.

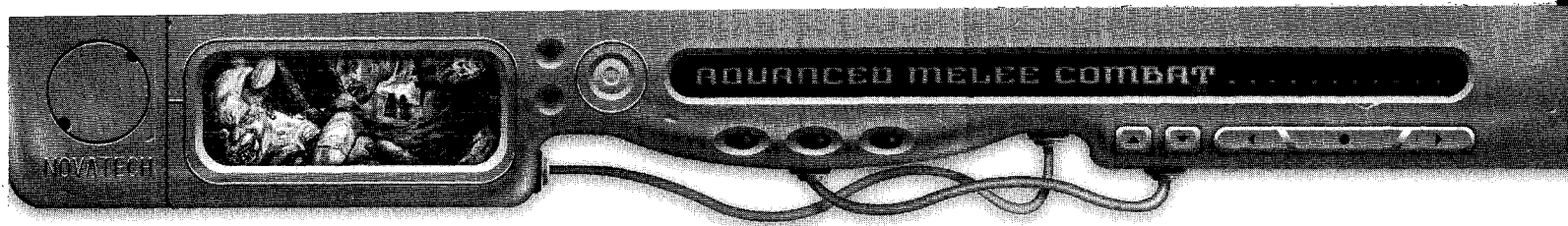
Once an opponent has been subdued, the subduing character can use a Complex Action to either cause Stun damage to his victim or grapple him more thoroughly. A melee combat encounter is rolled as normal, but the subduing character receives both the -1 superior position modifier and the -2 opponent prone modifier (total -3). Net successes can either be used to stage up the (STR)M crushing or strangling damage, or they can be added as a modifier to the victim's target number to escape (+1 per success). If the subdued opponent wins the encounter, he manages to slip in an up-close attack.

A character who has subdued an opponent cannot initiate an attack against any other characters and suffers a +4 target number modifier to any other actions. He can release his hold at any time with a Free Action.

MARTIAL ARTS

The following martial arts rules allow players to introduce





a whole new melee combat element into their *SR3* games. The rules provided reflect the variety of different styles and maneuvers executed by trained martial artists. Each style of martial arts has its own unique advantages and disadvantages. These rules are optional. Before adding them to a game, all players and the gamemaster should review these rules and agree on which will be incorporated into their game.

In Future *SR3* products, for those NPCs who use martial arts, the stat block will include a "Martial Arts" entry listing the martial arts style and maneuvers available to the character in any game using the martial arts combat rules.

SKILLS

To increase the realism and detail of the current melee combat system, the still of Unarmed Combat must be removed from the game and replaced by a number of new stills that each represent a martial arts style: Aikido, Arnis De Mano, Brawling, Capoeira, Karate, Kung Fu, Muay Thai, Ninjutsu, Pentjak-Silat, Tae Kwon Do, Tai Chi Ch'uan and Wildcat.

Each of these new stills represents a variety of martial arts with similar styles. For example, the so-called elven martial art of Carromeleg is so similar to the Brazilian art of Capoeira that there is very little difference in game effects—the history of each art (or lack thereof), however, is quite different. Martial arts styles that have the same game effect are included in parentheses after the still name.

The new still of Brawling, though not technically a martial art, represents generic unarmed fighting techniques previously represented by the Unarmed Combat still.

Each of these new martial arts stills is considered a Combat still and uses the standard rules for Active stills (p. 81, *SR3*) and still advancement (p. 244, *SR3*), including the use of Combat Pool. Martial arts stills are linked to Strength and boxed with Cyber-Implant Weaponry.

Because each martial arts still represents a distinctive and specialized style of fighting, characters may not specialize in these stills. However, each style does provide a specific set of advantages and disadvantages, as described under *Martial Arts Styles*. Each also allows the use of special melee combat maneuvers, described on p. 90.

If a character defaults to or from a martial arts still, she cannot use any of its associated maneuvers

MARTIAL ARTS STYLES

Each martial arts still offers unique advantages and disadvantages similar to shamans' totem effects. The only exception is Brawling, which has no bonuses or penalties. Any character who knows the associated martial arts still at a Rating of 2 or higher gains both the positives and negatives described whenever using that still. These bonuses and penalties are called style modifiers and may add to or subtract from the number of dice the character rolls for certain tests.

Each martial arts style described below contains a short description or history, followed by the advantages and disadvantages inherent in using the still, plus a list of maneuvers the practitioners of the still are able to learn.

Aikido (Jujitsu, Sambo)

A so-called soft system, Aikido is an almost purely defensive art, stressing complete relaxation of body and mind. Techniques are based on reaction, using the opponent's aggressive actions against him. Throws and joint techniques are stressed over flitting and punching.

Created in the mid-twentieth century but based on an older Japanese discipline, Aikido is now practiced across the world.

Advantages: Aikido practitioners are adept at performing the Throw maneuver, and gain +1 die when using it. The target number modifier for subduing combat is also reduced from +2 to +1 (see p. 86)

Disadvantages: Because Aikido is a defensive art, characters using it are at – 1 die when initiating a melee engagement (i.e., they are the attacker).

Maneuvers: Close Combat, Disorient, Evasion, Focus Will, Ground Fighting, Herding, Sweep, Throw, Whirling

Arnis De Mano (Escrime, Kali)

Arnis de Mano is a Filipino art more than a thousand years old. It emphasizes the use of rattan clubs and knives, but also includes a variety of flitting techniques, throws and sweeps.

Arnis de Mano is practiced mainly in the Philippines, though the Japanese government forbids its use and actively hunts down and prosecutes those who teach it. Despite this repression of the art, it is taught across North America, Europe and Asia.

Advantages: Instead of choosing an Arnis De Mano maneuver, the character can choose to use a single already learned Arnis De Mano maneuver when using either the Clubs still or the Edged Weapons still (each melee weapon still counts as a separate maneuver).

Disadvantages: A character using this still suffers – 1 die when using the Charging option. Arnis practitioners are also persecuted in Japanese domains, as well as by the laws of certain Japanacorp and even Yakuza groups. A character who flaunts his Arnis de Mano stills in such cases may well earn the Hunted Flaw at 2 points (see p. 30, *SRComp*).

Maneuvers: Close Combat, Focus Strength, Ground Fighting, Kick Attack, Kip-up, Multi-Strike, Sweep, Throw, Zoning

Brawling (Boxing, Pitfighting)

These basic streetfighting techniques are common all over the world.

Advantages/Disadvantages: A character can improve his still in Brawling to any level without having to purchase maneuvers (see p. 91)

Maneuvers: Close Combat, Disorient, Evasion, Full Offense, Ground Fighting, Herding, Kick Attack, Vicious Blow, Zoning

Capoeira (Carromeleg)

Developed more than 300 years ago by slaves in Brazil, Capoeira concentrates mainly on kicks and sweeps, because their hands were chained and could not be used to fight. Many of its most spectacular maneuvers are performed from a handstand position, and it is as much a dance as a martial art.

Capoeira is virtually unknown outside the area of Amazonia that was once Brazil, but a few North American schools do teach it.

Replace the Herding maneuver with Focus Will for Carromaleg.

Advantages: +1 die when using the Kick Attack and Ground Fighting maneuvers.

Disadvantages: Because it relies on movement, characters using this still suffer -1 die in tightly enclosed areas or any area where full movement is restricted.

Maneuvers: Disorient, Evasion, Ground Fighting, Herding, Kick Attack, Kip-up, Multi-Strike, Sweep, Whirling

Karate (Kenpo)

Karate, meaning "empty hand," is composed of an incredible number of different styles and schools, most of which have their roots in Okinawan fighting arts developed to circumvent a "no weapons" law. Focusing mainly on punching, kicking and blocking instead of grappling, karate is the most widely practiced martial art in the world.

Advantages: +1 die when using the Full Defense option or the Full Offense maneuver.

Disadvantages: -2 dice when using the Subduing Combat option.

Maneuvers: Blind Fighting, Focus Strength, Focus Will, Full Offense, Kick Attack, Vicious Blow, Sweep, Throw, Whirling

Kung Fu (Hwarang-do, Wushu)

The word *kung fu* means "skill" or "ability" and is a general term used to describe Chinese martial art styles. Those developed in northern China over the past two thousand years are generally focused on linear attacks and rely on strength and speed (Hwarang-do), while the southern styles (Wushu) were designed to be used in limited or enclosed spaces.

The various styles of *kung fu* are practiced throughout Europe, Asia and North America, but are still most popular in what was once China.

Advantages: Rather than choosing a Kung Fu maneuver, a character with this still can choose to use a single already learned Kung Fu maneuver when using either the Pole Arms still or the Edged Weapons still (each melee weapon still counts as a separate maneuver). In addition, a Kung Fu strike causes opponents to add +1 to their target number when making a Knockdown Test (p. 124, *SR3*).

Disadvantages: Kung Fu practitioners suffer -1 die when using the Subduing Combat or Full Defense options.

Maneuvers: Blind Fighting, Focus Strength, Full Offense, Ground Fighting, Kick Attack, Kip-up, Multi-Strike, Vicious

Blow, Whirling

Muay Thai (Kickboxing, Savate)

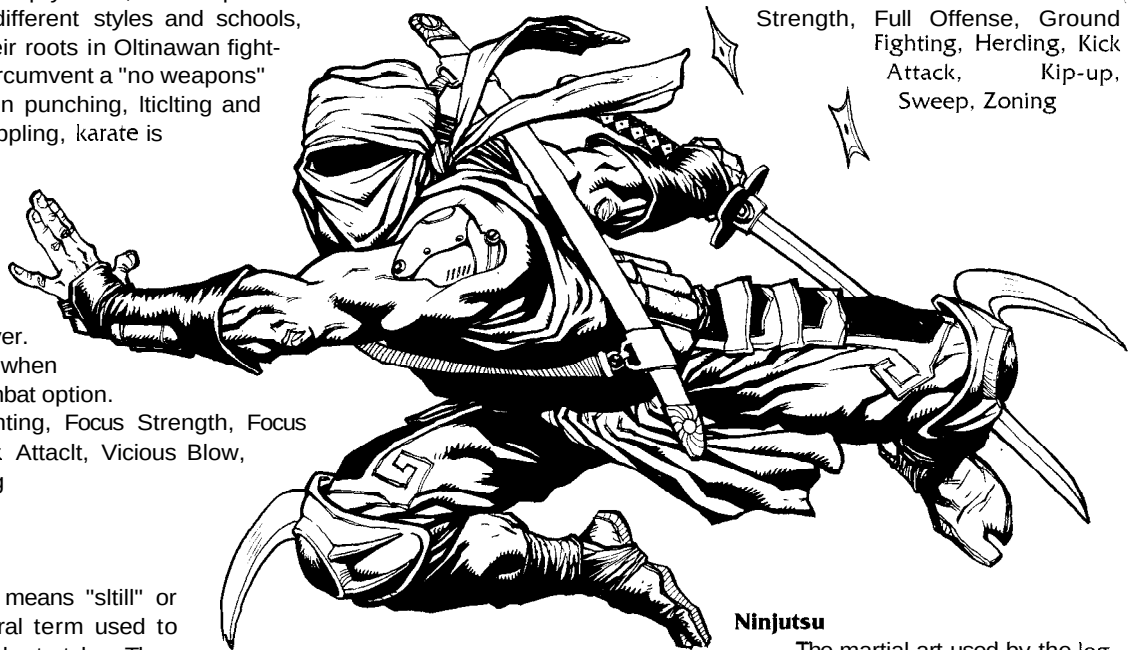
Muay Thai is a kickboxing martial art originated in Thailand more than 500 years ago. It emphasizes kicking techniques, but also teaches punching. Constant sparring and toughening techniques are also a part of the training.

Extremely popular in Thailand and Japan, Muay Thai is taught sporadically across North America and Europe.

Advantages: Characters using Muay Thai receive +2 dice when using the Kick Attack maneuver.

Disadvantages: Because it relies on movement and kicking, characters using this still suffer -1 die in tightly enclosed areas or any area where full movement is restricted.

Maneuvers: Close Combat, Focus Strength, Full Offense, Ground Fighting, Herding, Kick Attack, Kip-up, Sweep, Zoning



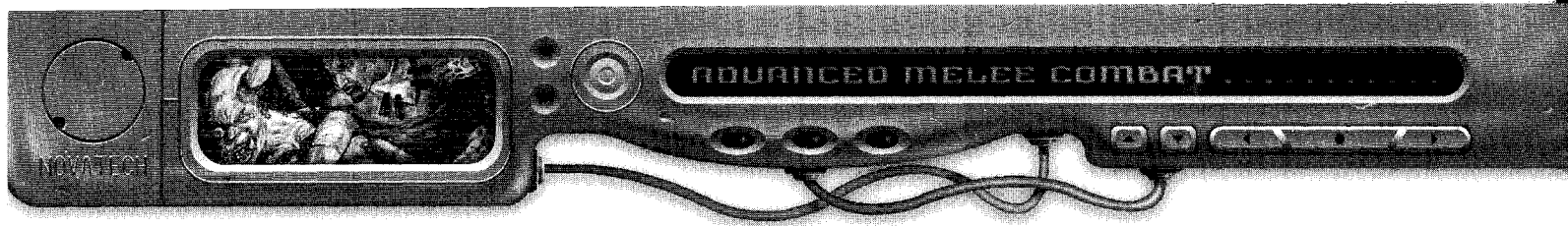
Ninjutsu

The martial art used by the legendary ninja, Ninjutsu focuses on stealth and the use of all types of weapons. The unarmed forms of the art, however, are just as deadly as the weapon-wielding forms.

Ninjutsu developed in Japan approximately five hundred years ago and has been maintained by secret organizations ever since. These organizations, or ninja clans, are jealous guardians of their knowledge and students must swear loyalty to the clan before they will be taught this art. It is fairly rare in Japan, and even more so in the rest of the world.

Advantages: Instead of choosing a Ninjutsu maneuver, a character with this still can choose to use a single previously learned Ninjutsu maneuver when using one of the following: the Clubs still, Cyber-Implant Weaponry still, Edged Weapons still, Pole Arms/Staves still or Whips still (each melee weapon still counts as a separate maneuver).

Disadvantages: To take this still, a character must either have sworn an oath of loyalty to a ninja clan or learned the art from a renegade. To represent this, the character must either take a 2-point Day job Flaw (p. 26, *SRComp*) that pays no nuyen to



represent time spent working for the ninja clan or a 2-point Hunted Flaw (p. 30, *SRComp*) to represent a betrayal of the clan. Neither of these Flaws actually provide the character with any extra points, but do count as one of the five Flaws a character may take during character creation.

Maneuvers: Blind Fighting, Close Combat, Disorient, Evasion, Ground Fighting, Herding, Kick Attack, Sweep, Zoning

Pentjak-Silat

An Indonesian martial art more than a thousand years old, Pentjak-Silat teaches the use of several weapons as well as attacks that strike vital points of the body. The most well-known weapon used by Pentjak-Silat students is the wavy-bladed Itris (see p. 8).

Though well known in Indonesia, Pentjak-Silat has been slow to spread to the rest of the world. Only a few pockets of practitioners exist outside its homeland—mainly in North America and Asia.

Advantages: Instead of choosing a Pentjak-Silat maneuver, a character with this skill can choose to use a single previously learned Pentjak-Silat maneuver when using the Cyber-Implant Weaponry skill or Edged Weapons skill (each melee weapon skill counts as a separate maneuver). Their training in vital anatomy strikes also gives students of this art +1 die when using the Called Shot option.

Disadvantages: Characters using this art suffer -3 dice when using the Subduing Combat option.

Maneuvers: Blind Fighting, Close Combat, Evasion, Focus Will, Ground Fighting, Vicious Blow, Multi-Strike, Sweep, Whirling

Tae Kwon Do (Hapkido)

Tae kwon do is an art from Korea whose origins can be traced back two thousand years. It incorporates movements from karate and kung fu with native kicking techniques. Though dangerous at all ranges of close combat, tae kwon do is most famous for its flying kicks, which are both beautiful and deadly.

An extremely popular martial art, tae kwon do is practiced in nearly every country in the world.

Advantages: Their flying kick techniques allow tae kwon do practitioners to use the Kick Attack maneuver with the Called Shot, Charging, Disarming or Knockdown Attack options.

Disadvantages: Characters using this skill suffer -1 die when using the Called Shot option.

Maneuvers: Focus Strength, Full Offense, Herding, Kick Attack, Kip-up, Multi-Strike, Sweep, Throw, Whirling

Tai Chi Ch'uan (Tai Chi Wu, Tai Chi Chen)

A popular relaxation technique as well as a martial art, tai chi ch'uan is based on timing and internal strength, using circular movements and intricately patterned footwork.

From its roots in what was once China, tai chi ch'uan has grown in popularity and is practiced in Europe, North America and many parts of Asia.

Advantages: Tai chi ch'uan students require only a Simple Action to use the Focus Will or Focus Strength maneuvers.

Disadvantages: Characters using tai chi ch'uan suffer -2 dice when using the Charging option.

Maneuvers: Blind Fighting, Evasion, Focus Strength, Focus Will, Herding, Kip-up, Sweep, Throw, Whirling

Wildcat

A martial arts style developed by the Sioux Nation for use by their special forces, Wildcat combines parts of Aikido, Muay Thai, and Karate into a single straightforward and deadly style.

Though mainly confined to the Sioux Nation, Wildcat has spread slowly to the surrounding Native American Nations and even into Seattle.

Advantages: Wildcat practitioners suffer only a +2 penalty to their target number when using the Called Shot option.

Disadvantages: Wildcat was developed to incapacitate or kill, and is difficult to moderate. Characters using Wildcat suffer -3 dice when using the Subduing Combat option.

Maneuvers: Blind Fighting, Close Combat, Full Offense, Ground Fighting, Kick Attack, Multi-Strike, Sweep, Vicious Blow, Zoning

MANEUVERS

Maneuvers are specialized movements and combat techniques, similar to combat options, used by the martial arts disciplines to enhance their effectiveness. Maneuvers can be used only by characters who learn them, which takes time, practice and training. A character may learn only those maneuvers allowed by any martial arts styles the character knows.

For every 2 full points a character learns in a martial arts skill, he can learn one maneuver allowed by that style. For example, a character with Aikido 5 can know up to 2 Aikido maneuvers, such as Disorient and Evasion.

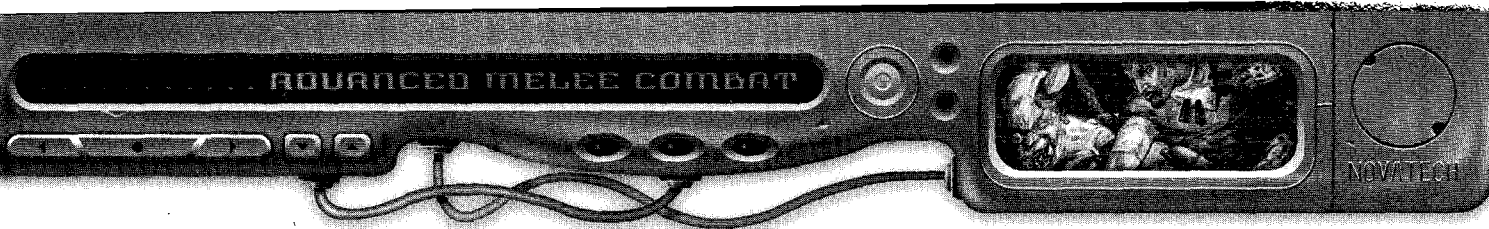
Each maneuver must be purchased at a cost of 2 Karma each. A character must learn a maneuver before the skill can be improved another 2 full points (except for Brawling; see p. 88). For example, a character with Wildcat 3 has to learn one maneuver before he can advance to Wildcat 4.

During character creation, characters using this system must purchase maneuvers for a cost of 2 Active Skill Points each. For example, a character who purchased Wildcat 4 during character creation (for 4 points) would also have to buy at least one maneuver (maximum two) for another 2 points.

At the gamemaster's discretion, characters may be allowed to purchase a *second* maneuver for every 2 full skill points. The second maneuver costs 8 Karma (or 8 Skill Points during character creation). This optional rule allows characters to become more proficient with their martial arts style's maneuvers more quickly, but is quite costly.

During game play, characters cannot learn maneuvers without being taught by an instructor. The teacher must know the martial arts discipline at a skill rating higher than the character and he must know the maneuver. Use the rules on p. 245, *SR3* and on pp. 49–50 of the *SRComp* for learning skills and instructors.

Each maneuver is directly linked to the martial arts skill with which it is learned. Characters cannot default to maneuvers. For example, a character who learned the Kick Attack maneuver with his Tae Kwon Do skill cannot use the Kick



Attack maneuver with his Brawling still, unless he has also learned the Kick Attack maneuver with Brawling.

Certain martial arts styles provide an advantage that allows a maneuver already learned with the still also to be used with a melee weapon still. For example, a character with Arnis De Mano 4 could have learned the Close Combat maneuver with his first 2 still points and Close Combat (Edged Weapons) with his next 2 skill points. Whenever using the Edged Weapons still in combat, that character can choose to use the Close Combat maneuver, thanks to his Arnis knife-fighting training.

The use of a maneuver must be declared prior to any dice being rolled. A player can change his mind regarding which maneuver to use from Combat Phase to Combat Phase, though only one maneuver can be used per Combat Phase. A combat maneuver only modifies a character's attack or defense test; it is not a test made in addition to or in place of the attack or defense test. Unless otherwise noted, maneuvers may not be used with combat options (in the same Combat Phase).

Gamemasters may ask characters to write down their chosen maneuver (before the dice are rolled) and reveal them only after the dice are rolled to keep the element of surprise in the combat.

Blind Fighting

Learning to fight by using senses other than sight is a fairly common practice. Using this maneuver reduces any visibility target number penalties by 2.

Blind fighting may be used with any of the combat options.

Close Combat

This maneuver allows the character to step inside an opponent's reach and get up close and personal. Using the close combat maneuver negates an opponent's Reach bonus. However, it also negates the character's Reach bonus and reduces the Power of his attacks by -1.

Close combat may be used with any of the combat options.

Disorient

Confusing an enemy can be just as effective as a swift jab. If a character using the disorient maneuver achieves more successes than his opponent, no damage is inflicted, but his opponent is stunned (+2 to all target numbers) until the end of the next Initiative Pass (or the end of the current Combat Turn, whichever comes first). This modifier is cumulative, so an opponent who is disoriented twice will be at +4, and so on (to a maximum penalty of +8).

Evasion

A full defense is good, but a mobile defense is better. Characters using the evasion maneuver use the rules for the Full Defense option (see p. 123, SR3), but with a -1 target number modifier for the Dodge Test. The character is so intent on evading, however, that he may not initiate a melee attack on his next action.

Focus Strength

Many martial arts are known for teaching concentration

and focus as a way to increase power. A character using the focus strength maneuver must spend a Complex Action to focus. He can then add +1 to the Power of his next melee engagement (whether attacking or defending). This maneuver ends when the +1 Power is used.

Focus strength may be used with the called shot and charging options.

Focus Will

Using the same basic principles as the focusing of strength, martial artists may also strengthen their life-force or spiritual energy. A character using the focus will maneuver must spend a Complex Action to focus. She can then add +2 to her Willpower for the purposes of fighting a materialized spirit in a contest of wills (see p. 188, SR3) during her next melee engagement (whether attacking or defending). This maneuver ends when the +2 Willpower is used.

Full Offense

The counterpart to full defense, the Full offense maneuver represents a near-berserker attack with no regard for defense. When used, reduce the opponent's target number to hit by 2, but increase the attack's Damage Level by 1 level.

Ground Fighting

Some styles teach their students to fight from the ground. When prone, a character using the ground fighting maneuver negates his foe's opponent prone modifier.

Ground fighting may be used with the full defense option.

Herding

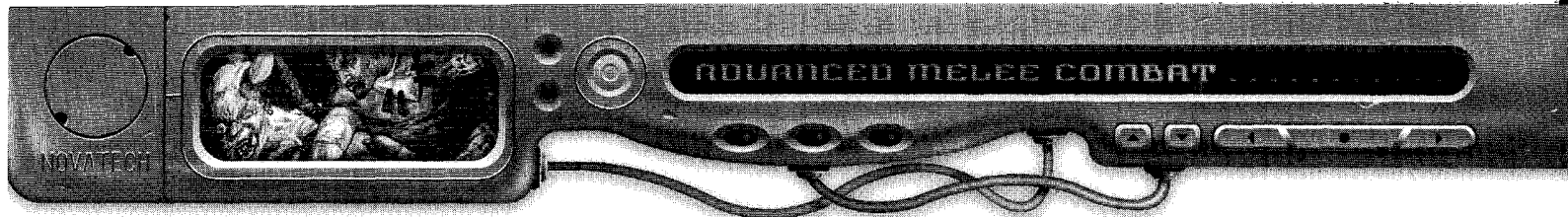
With clever use of feints and attacks, a martial artist can force his opponent into a bad position—back against the wall, on low ground and so on. The character makes a melee Success Test as normal; if he wins, he forces his opponent to move in whatever direction he chooses. The opponent must move 1 meter for each success, up to the herding character's movement available for that pass. If the opponent is herded into a restricted position (in a corner, at the edge of a cliff and so on), he suffers a +2 target number modifier until he is able to move away. At the gamemaster's discretion, Future attacks against the opponent (by the herding character or others) may earn the -1 superior position modifier.

Kick Attack

A staple of many martial arts, kicking has a greater range and power than punching but often leaves the martial artist more vulnerable to counterattack. The kick attack maneuver may be used only when the character initiates an attack. The attacker's Reach is increased by 1 for that attack. However, from the end of this Combat Phase until the beginning of the character's next action, any melee attacks made against him receive a -1 target number modifier.

Kip-up

Being prone is rarely a good idea in a fight. A prone character can use the Kip-up maneuver to make a Quickness (6)



Test to jump back on his feet using a Free Action, thus allowing the character to also attack from a standing position in the same Combat Phase. If the character fails the test, he spends a Simple Action instead and is still prone.

Multi-Strike

Hitting more than one opponent at a time can get a person out of some seemingly impossible situations. A character using the multi-strike maneuver reduces the target number penalty for striking multiple targets to +1 per extra opponent, but also reduces the Power of each of his attacks by 1.

Sweep

Martial artists often learn to unbalance their opponents and force them to the ground. A character using the sweep maneuver uses the rules for the knockdown attack option, except the attack also causes damage. However, reduce the Power of the Sweep damage by half (round down).

Throw

When..used, a throw maneuver is treated as a regular melee Success Test with a +2 target number modifier. If the character wins, he makes a Strength Test with a target number equal to his opponent's Body minus the number of successes on the melee Success Test. His opponent is thrown a number of meters equal to the Strength Test successes, and is considered prone. The attack inflicts damage, but the Power is reduced by half (round down). This maneuver may also cause secondary damage if the opponent is thrown into something dangerous (i.e., a dumpster full of syringes and broken glass, the edge of a cliff, another person); this additional damage is assigned at the gamemaster's discretion.

Vicious Blow

A character may choose to use a weapon that normally inflicts Stun damage in such a way that Physical damage is inflicted instead. The character must add a +1 modifier to his melee Attack Test. If the attack succeeds, the Damage Code of the weapon remains the same, but the attack results in Physical damage rather than Stun damage. In addition, 4 successes (rather than 2) are required to stage the Damage Level up by one level.

Whirling

By rapidly spinning, flailing and keeping as many opponents in their field of vision as possible, martial artists can reduce the risk of being overwhelmed. Using the whirling maneuver negates the effect of all opponents' "friends in

melee" bonuses until your next Combat Phase, but inflicts a +1 target number modifier on any attack you make while using it.

Zoning

The zoning maneuver allows you to move to a position where your target is more vulnerable. If successful, you do no damage with this attack, but receive the bonus for superior position the next time you engage that opponent, whether on attack or defense.

Zoning may be used with the full defense option.

CREATING YOUR OWN MARTIAL ART

Players may wish to create their own martial arts styles, or even develop a variant of one of the styles listed. Any such martial art must be approved by the gamemaster before it can be used in game play.

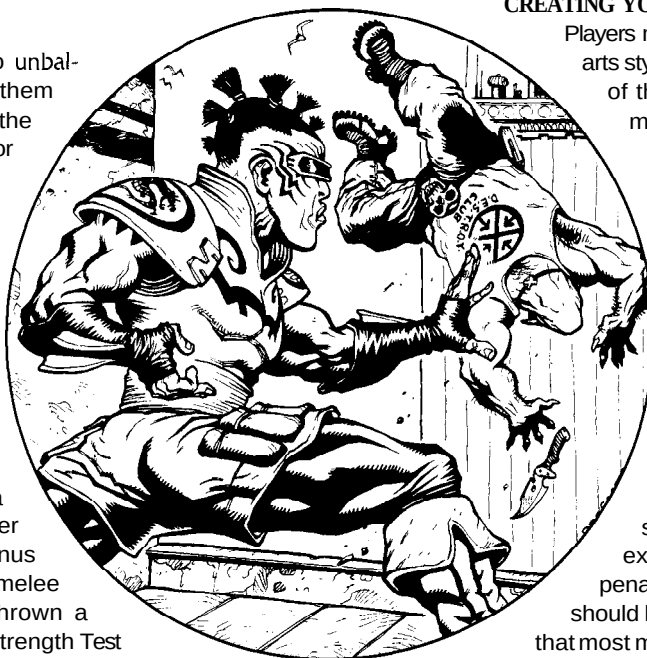
When creating a new style or variant, there are several factors to keep in mind. First, each art should include an advantage when using one specific maneuver or option, or offer the possibility of melee weapon use with learned maneuvers. The disadvantages should be just as strong as the advantages; the art should be balanced. Both advantages and disadvantages should also be consistent with the purpose of the art. For example, defensive arts should have penalties to attack, while attacking arts should have penalties to defend. Remember that most martial arts are created as both a mental and a physical discipline and are usually focused on specific aspects of the body and the mind.

Each art should also have nine maneuvers available to those who learn it. In the case of variant styles, a different selection of maneuvers may be all that distinguishes the variant from the traditional style.

Finally, with the exception of Ninjutsu, the martial arts listed are the ones taught to the masses. There may be many other specialized arts in the world that are practiced only by secretive groups such as Triads, Yakuza gumi, special forces units, magical societies or hidden Oriental monasteries. These styles will doubtlessly involve secret initiation rites or other commitments beyond just going to class and breaking boards with your head. The disadvantages for such styles would read much like the Ninjutsu style (see p. 89), and may even include strictures similar to those imposed by initiatory magical groups (see p. 61, *MITS*). Gamemasters can use their imagination to choose what these groups require before a member is considered ready to learn a new maneuver.

CONVERTING CHARACTERS

To convert standard *SR3* characters to this advanced melee system, use the following guidelines.





If the character has basic Unarmed Combat skill (no specializations), convert that skill to Brawling skill at an equal rating. For example, Unarmed Combat 5 becomes Brawling 5.

If the character has Unarmed Combat with a single specialization, subtract the Unarmed Combat skill rating from the specialization rating and then divide it by 2 (round down). Add the result to the base Unarmed Combat rating and convert it to Brawling skill at an equal rating. For example, a character with Unarmed Combat 6 (Subduing Combat 10) would convert to Brawling 8 ($10 - 6 = 4$, $4 \div 2 = 2$, $2 + 6 = 8$).

If the single specialization was a martial art, such as Unarmed Combat 4 (Karate 5), rather than converting to Brawling skill the character can instead choose to convert to the martial arts style closest to the specialization (in this case, Karate 4).

If the character has multiple Unarmed Combat specializations, convert the points from all of the specializations and add them all back to the base skill as described in the formula above. The total skill points can then be converted to either Brawling or any one martial arts style as appropriate to the specializations. For example, a character with Unarmed Combat 4 (Kung Fu 6) (Biting 7) can convert to either Brawling 6 or Kung Fu 6 (but not both). At the gamemaster's discretion, a character can choose to split his still points between two skills (using the previous example, a character could take Brawling 2 and Kung Fu 4).

Once a character's Unarmed Combat skill has been converted, the character must then choose one maneuver for every 2 full skill points (this is optional for Brawling still). These maneuvers are free, but they must be ones that can be used by the martial arts style the character knows.

OTHER ADJUSTMENTS

If you use the advanced melee rules in your game, several other minor aspects of the game will also be affected. Specifically, in any circumstance in which the skill of Unarmed Combat is a factor, that skill must be modified so that it is replaced by appropriate martial arts skills. For example, in SR3 adepts may choose to purchase the Improved Ability power and apply it to Unarmed Combat. Using these rules, adepts can instead choose to apply the Improved Ability power to any of the martial arts skills (at the same cost each as for Unarmed Combat). Each skill counts as a separate use of the power. Because the bonus provided by the Improved Ability power does not actually increase the skill (it just adds dice), it does not allow the character to learn more maneuvers.

The use of skillsofts is also affected by the advanced melee rules. As described above, each martial arts skill counts as a separate Active skill for skillsoft purposes. In addition, when using a martial arts skillsoft, the soft allows the characters to use one maneuver allowed for that style for every 2 full points of soft rating. For example, an Aikido 5 activesoft would also provide the user with 2 Aikido maneuvers. The specific maneuvers given with a skillsoft must be chosen when the skillsoft is purchased. This can add an element of variety to your skillsoft selection, because each martial arts skillsoft will feature differ-

ent maneuvers. This may spur characters into carrying multiple similar activesofts, such as Tae Kwon Do 4 (with Sweep and Kip-up) and Tae Kwon Do 4 (with Kick Attack and Multi-Strike).

The sample characters in SR3 (pp. 65-80) can easily be converted for use with this advanced melee system.

The Adept, with an Unarmed Combat of 6, converts directly to Brawling 6. He may choose 3 maneuvers ($6 \div 2$); we choose full offense, kick attack and zoning. His Improved Unarmed Combat 2 power is converted to Improved Brawling 2.

The Combat Decker, Investigator, Mercenary, Sprawl Ganger and Tribal Shaman all have basic Unarmed Combat stills that convert directly to Brawling still at the same rating. Each may choose Rating + 2 (round down) maneuvers.

The Covert Ops Specialist has Unarmed Combat 3 with a specialization in Kick Attack at 5. Taking the difference between the specialization and the Unarmed Combat still ($5 - 3 = 2$) and dividing that by 2 ($2 \div 2 = 1$), she ends up with a total of 4 Skill Points ($1 + 3 = 4$) to transfer to Brawling. She now has Brawling 4 and may receive 2 maneuvers ($4 \div 2$); we choose kick attack and close combat.

The Face has Unarmed Combat 2 with a specialization in Carromaleg at 4. Taking the difference between the specialization and the Unarmed Combat still ($4 - 2 = 2$) and dividing that by two ($2 \div 2 = 1$), she ends up with a total of 3 Skill Points ($1 + 2 = 3$) to transfer to Carromaleg at Rating 3. Carromaleg is the elven version of Capoeira, so she may choose one Capoeira maneuver ($3 \div 2$, rounded down). We choose ground fighting because she gets extra dice when using it.

The Street Shaman has Unarmed Combat 2 (Bite 4). This converts to ($4 - 2 = 2$, $2 \div 2 = 1$, $1 + 2 = 3$) Brawling 3. She gets one maneuver to go with it ($3 \div 2$, rounded down); we choose close combat.

None of the other Sample Characters have Unarmed Combat, so they do not need to be converted.

To demonstrate a more intricate example, say that the Street Samurai has Unarmed Combat 4 (Pentjak-Silat 6) (Head Butts 7). These two specializations convert to 6 still points total ($6 - 4 = 2$, $2 \div 2 = 1$ for Pentjak-Silat; $7 - 4 = 3$, $3 \div 2 = 1$ for Head Butts, $1 + 1 + 4 = 6$ total), so the Street Samurai can have either Brawling 6 or Pentjak-Silat 6. The latter option seems more fun, so the character takes Pentjak-Silat 6 and gets to choose 3 ($6 \div 2$) maneuvers. The first two maneuvers we choose are multi-strike and whirling. For the third maneuver, we use the Pentjak-Silat advantage and take one of the previously learned maneuvers (we choose multi-strike) and apply it toward the Samurai's Cyber-Implant Weaponry still. This maneuver is noted on the character sheets as Multi-Strike (Cyber-Implant Weaponry) and means that the Street Samurai can use the multi-strike maneuver even when he is using his Cyber-Implant Weaponry still.

ADVANCED COMBAT RULES

The rules described in this section add detail and complexity to various aspects of the current *Shadowrun* rules. These rules will certainly be useful in the situations they were designed to cover, but if your style of gaming is fast and loose you may find them unnecessary. Some of the following rules are labeled Optional; before adding these rules to a game, the gamemaster and players should review the rule and agree to its use.

AMBIDEXTERITY AND TWO-WEAPON FIGHTING

Each *Shadowrun* character is either left or right-handed (player's choice), unless the character has the Ambidexterity Edge (see p. 96). This means a character may have difficulty using their off hand (not their main hand) to accomplish certain tasks. The gamemaster may choose to apply a modifier of +1 to +4 for tests requiring off-hand use, depending on the situation.

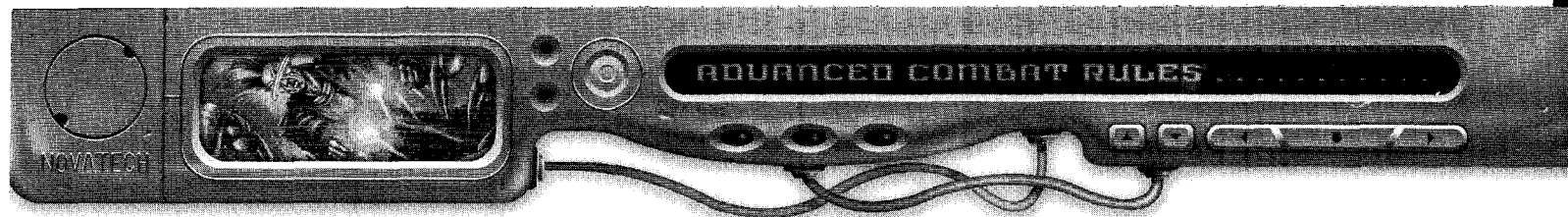
Using two weapons in combat simultaneously is quite difficult, and only easily accomplished by those gifted with ambidexterity. The rules for using two weapons in ranged and melee combat are quite different.

Two-Weapon Ranged Combat

As described in *Using a Second Firearm* (p. 112, SR3), a character can fire two pistol- or submachine gun-class weapons simultaneously, one in each hand. A character firing two weapons this way suffers multiple penalties. A +2 target number modifier is applied to each attack, and no modifiers from smartgun or imaging systems apply (including smartgun links and goggles, laser sights, rangefinders and imaging scopes). In addition, uncompensated recoil penalties for one weapon apply to the other, and the standard +2 modifier for each additional target is also applied. Each weapon must be fired in a mode that uses the same type of action (i.e., you cannot fire in semi-automatic mode with one hand, which is a Simple Action, and full auto, a Complex Action, with the other). Separate Attack Tests are made for each weapon.

At the gamemaster's discretion, pistol-sized or light crossbows may also be fired simultaneously using these rules.





Two-Weapon Melee Combat

In order for a character to use two melee weapons in combat, one weapon must be declared the primary weapon and the other the secondary weapon. The primary weapon must be the weapon used in the character's lead hand (i.e., if the character is right-handed, the primary weapon must be in her right hand). The secondary weapon must be used in the character's off-hand. In addition, the secondary weapon cannot be larger than the primary. Only weapons listed as secondary on the Two-Weapon Melee Table may be used as secondary weapons. Any weapon listed under primary or secondary may be used as a primary weapon.

To effectively use a secondary weapon in her off-hand, a character must purchase a special skill named Off-Hand (Weapon)skill. A different version of this skill exists for each melee weapon skill category—Off-Hand Edged Weapons, Off-Hand Clubs, Off-Hand Cyber-Implant Weaponry and so on. Each of these is an Active skill and treated as the melee weapon skill on which it is based.

When using two weapons in melee combat, the character rolls a number of dice equal to her primary weapon's skill rating plus half the off-hand weapon's skill rating (rounded down). Only half of any bonus dice applied to the off-hand skill (from adept skills and so on) apply. Combat Pool dice are still limited by the rating of the primary weapon skill. Only the Reach bonus of the primary weapon counts. If the attack succeeds, use the base Damage Code of the primary weapon.

If a character uses two weapons but does not have an off-hand weapon skill, he may default to using half his Quickness dice (round down) instead, plus a +4 target number modifier. Additionally, the character may not use any Combat Pool dice for the test.

J-Rick is facing off against a Mafia thug in melee combat. Being left-handed, *J-Rick* wields his primary weapon, a katana, in that hand. His primary weapon *skill* is Edged Weapons 4 (Katana 6). *J-Rick* has also been practicing with his secondary weapon, a whip that he wields with his right (off-) hand. His secondary weapon *skill* is Off-Hand Whips 4.

When *J-Rick* attacks with both weapons, he rolls 6 dice for his primary weapon skill and 2 dice ($4 \div 2 = 2$) for his secondary weapon skill. He can also add up to 6 Combat Pool dice to the attack. If he succeeds, the base damage he inflicts is equal to that of his primary weapon, the katana, staged up by net successes as normal.

Ambidexterity Edge

Value: 2, 4, 6, 8

An ambidextrous character can use her off-hand more easily than others. A character with 2 points in this Edge can use it only slightly better, while a character with 8 points in this Edge can use both hands equally well. Reduce any penalty for off-hand use by half the value of this Edge.

Every 2 points of the Ambidexterity Edge allows a character to reduce by 1 the +2 penalty per weapon for using a second firearm. For example, a character with a 6-point Ambidexterity

Edge could fire the first weapon without the +2 penalty and the second weapon at only a +1 penalty. All the other rules and modifiers for firing a second weapon remain unaffected.

A character with the 6- or 8-point version of this Edge does not need to purchase an Off-Hand (Weapon)skill to use a secondary weapon. Instead, the character merely uses the normal skill for that weapon in two-weapon combat. The skill used for the secondary weapon still applies only half its dice (round down) to the Attack Test.

This Edge follows all the standard rules for Edges per p. 15, *SRComp*.

If *J-Rick* had the Ambidexterity Edge at 6 points, he wouldn't need Off-Hand Whips skill to wield his whip in two-weapon combat. Instead, he could use his regular Whips Skill of 6, which would give him 3 extra dice when using it in two-weapon combat.

TWO WEAPON MELEE TABLE

Primary Weapon	Secondary Weapons
Flail	Club
Katana	Cyber-Implant Weaponry
Laser Crescent Axe	(Handblade)
Mace	Handrazors, Spur
Macauiti	Extendable Baton
Monosword	Fineblade Knife
Morning Star	(Short or Long Blade)
Stun Baton	Forearm Snap Blades
Sword	Katar
Vibro Sword	Knife
	Kris
	Nunchaku
	Rattan Stick
	Sai
	Sap
	Shock Glove
	Survival Knife
	Tomahawk
	Vibro Knife
	Whip

ARMOR DEGRADATION (OPTIONAL)

A character who takes a Moderate wound or greater damage from a non-Stun attack suffers armor damage. The armor loses 1 point for every multiple of its appropriate value (Impact or Ballistic) represented by the Power of the attack. For example, a character wearing an armored jacket takes a hit from a submachine gun burst with a Damage Code of 10S. The jacket has a Ballistic Rating of 5. If the character takes at least Moderate damage, the attack permanently reduces the rating of the armor by 2 points ($10 \div 5 = 2$).

This rule also applies to Impact armor, Hardened and vehicle armor (but not critter armor).



Armor Build/Repair

A character can repair her own armor by having the Armor Build/Repair Active skill and an armor kit (see p. 288, *SR3*). The character rolls a number of dice equal to the skill against a target number equal to the original rating of the armor. Every 2 successes repairs 1 point of armor. Repairing takes a base time of 1 hour per armor point being repaired.

You cannot repair more armor points than were lost. Security and hardened military grade armor can be repaired only in an armor shop or facility.

ATHLETICS AND DODGING (OPTIONAL)

A character skilled in athletics could theoretically use his gymnastic and acrobatic abilities to make himself even harder to hit. Using a Complex Action, a character may make an Athletics (4) Test to represent tumbling, twisting and other maneuvers. Any specializations appropriate to the maneuver may also be used. Each success gives an additional die to use only for Dodge Tests. These dice last until the beginning of the character's next Combat Phase. Once used in a Dodge Test, a die may not be used again (they do not refresh).

Nikki Knox just wants to get out of the building alive. She *knows* the *corp* goons are going to have a chance to gun her down, so she throws herself into a series of diving somersaults as she breaks for the door. Using her Athletics 4 (Gymnastics 7) skill, she rolls 7 dice against a base target number 4, +1 for her Light wound, bringing the Target Number to 5. She gets 4 successes, which give her 4 extra dice for dodging purposes only.

CAMOUFLAGE

The effects of basic camouflage clothing are described on p. 284, *SR3*. The following rules clarify those effects and introduce anti-sensor camouflage. Purchasing clothing or armor items in a camouflage pattern does not cost extra, but the specific camouflage pattern must be designated when the item is purchased.

Concealing Camouflage

This standard form of camouflage features computer-designed patterns and colors to better conceal the wearer when hiding within the appropriate setting. Several environmental patterns are available (each having a day and night version):

Desert camouflage: shades of brown, yellow and white.

Snow camouflage: shades of white, blue and gray.

Urban camouflage: shades of white, gray and black.

Woodland camouflage: shades of green, brown, orange, black and white, depending on the season.

A character who is wearing concealing camouflage appropriate to the environment and who is actively hiding (not moving) is difficult to see. The character should make an Open Stealth (Hiding) Test, and add a +4 modifier to the result. This is the target number for any vision-based Perception Tests to notice the character.

A character who is moving or not actively hiding should not receive the same bonus for concealing camouflage. Apply

a +1 modifier to any vision-based Perception Tests to notice the character.

In most cases, wearing concealing camouflage in an environment other than the one for which it was intended will not affect Perception Tests, because it is equivalent to wearing standard clothes. However, if the character is wearing camouflage that stands out in the current setting (such as dark woodland camo in an arctic wasteland), apply a -2 target number modifier to all vision-based Perception Tests, the same as if he were wearing bright or colorful clothing.

Concealing camouflage also helps to break up the profile of the character wearing it, making the outline of the character more difficult to discern. This makes it more difficult for a person to strike the character with a ranged attack, especially if the character is moving. To reflect this, apply a +2 target number modifier to any ranged attacks made against a moving character who is wearing camouflage appropriate to his surroundings.

Note that standard camouflage has no effect against sensors.

Anti-Sensor Night Camouflage

Designed to foil technological sensors rather than ordinary metahuman eyes, this camouflage pattern is only effective against sensors at night. This camouflage scheme is entirely dark green with an overlaid black grid pattern; some of the grid squares are filled in totally black. At night, the black on green grid pattern blends into the natural resolution of imaging devices, fooling the sensor.

At night, a person, vehicle or item painted in this camouflage scheme receives +1 to her Signature rating. This camouflage pattern does not work during the day.

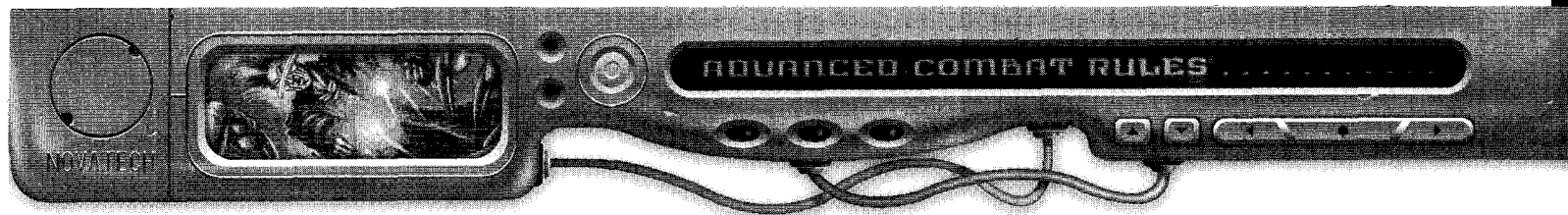
COVER MODIFIERS

The rules for ranged combat in *SR3* offer only a single and rudimentary modifier for obscured targets called Partial Cover (see p. 112, *SR3*), which adds +4 to a target number. The following advanced rules expand the uses of that modifier.

Gamemasters may need to determine the amount of cover protecting a target, especially when that cover is environmental and coincidental (characters fighting in the woods, an amusement park and so on). The gamemaster should base the modifier on how much of the target is visible, using the Partial Cover Table (p. 98) as a guideline.

The gamemaster should judge how much of the target can be seen in terms of an overall area. For example, if the gamemaster judges that the head and legs are completely covered but the torso is visible, he may decide that means about 45 percent of the body has no cover. Comparing this to the Partial Cover Table, we see that provides a +4 modifier to hit the character.

A character who is using cover to shield himself while returning fire will also suffer a modifier on his attacks, because hiding behind cover also means he can't see as much of the action. When attacking from cover, the attacker receives a target number modifier equal to half the cover modifier. For example, a character partially concealing himself behind +4 cover must add a +2 modifier to his attack because of that cover.



PARTIAL COVER TABLE

Percent of Target Visible	To-Hit Modifier	Penalty to Attack
76-100	No modifier	None
51-75	+2	+1
26-50	+4	+2
1-25	+6	+3
0	+8 (Blind Fire)	No attack/Indirect attack

FIRE AND INCENDIARIES

Fire can be quite dangerous in Shadowrun, whether a burning building, a magical elemental flame attack, incendiary bullets, the blast of a flamethrower or the lingering burn of a white phosphorous grenade. The following rules provide gamemasters with guidelines for determining the effects of fire in their games.

Fire-Inflicted Damage

Whenever a character is blasted with fire, she may be burnt, even if she doesn't catch on fire. Most fire-based attacks in Shadowrun have a base damage listed representing this damage. However, in some cases the gamemaster may need to improvise a Damage Code for a fire or burning weapon. The Base Fire Damage Table provides guidelines for various situations.

When struck with a fire-based attack, a character takes damage immediately. However, if a character is being burnt by fire in his surroundings (for example, the house is on fire), he must resist fire damage only at the end of each Combat Turn.

The Power of fire-based damage is reduced by half Impact armor (round down).

Catching Fire and Burning

Any item struck with a flame attack may catch fire; this includes any clothing, armor and gear carried by a character. To determine if something catches fire, use the procedure for elemental secondary effects (p. 51, *MITS*). Roll 2D6 and compare the result to the item's Object Resistance rating (see p. 182, *SR3*). Modify the Object Resistance by any appropriate modifiers from the Catching Fire Table (p. 99).

If the result is equal to or greater than the modified Object Resistance rating, the item catches fire. Anyone touching or wearing a burning item will take 6M damage at the end of the Combat Turn. Characters can resist this damage using Body dice (reduce the Power by half a character's worn Impact armor). The Power of this damage will increase by +2 per Combat Turn. The fire will continue to spread and increase in intensity until there is nothing left to burn or the fire is put out.

Ammunition and explosives will explode if they catch

fire. A character wearing any such materiel will suffer damage as if she took a pointblank weapon hit. Armor does not reduce this damage, but Combat Pool may be used to resist the damage.

If the gamemaster agrees that the proper materials are being used (water, fire extinguisher foam, halon gas or enough dirt to smother the flames), a burning person or item can be put out in 2 Combat Turns. Larger fires or insufficient fire-fighting methods may increase the time required to extinguish the fire.

White Phosphorous

White phosphorous is a chemical that burns at a very high temperature anytime it is exposed to air, making it difficult to extinguish. Water diffuses white phosphorus, but not immediately. If an affected area or target can be completely cut off from air, the chemical's effects end in 2 Combat Turns.

HOLDING WEAPONS

Due to differences in size of weapons and stature of metahumans, certain rules apply to the use of large weapons and to using two-handed weapons with one hand.

Dwarfs and Large Weapons

It is simply impractical to assume that dwarfs can wield large melee weapons with the same ease as a human, elf or ork. Likewise, certain large firearms also pose difficulties for dwarfs. Whenever a dwarf character wields a weapon listed on the Weapon Holding Modifiers Table (p. 99), the dwarf adds a +4 modifier for using the weapon. The gamemaster may choose to apply this modifier to other large weapons not listed on the table.

Certain standard weapons may also pose difficulties for dwarfs if the weapons have not been modified for race (see p. 272, *SR3*). The grips may be too large, the stocks too long, the trigger too far forward and so on. The gamemaster chooses the weapons that fall into this category. A dwarf using such a weapon suffers a +2 modifier.

Using Two-Handed Melee Weapons

A number of melee weapons are designed to be used with two hands. These include most pole arms and most weapons with a Reach of 2, plus any others the gamemaster designates as requiring two hands.

It is possible for a character to use a two-handed weapon with only one hand, though doing so is difficult and the attack is less powerful. Apply a +2 modifier to such attacks and reduce the Power of the attack by -2.

Trolls can wield any of the two-handed weapons with one hand, and add only a +1 modifier and reduce the Power by -1.

BASE FIRE DAMAGE TABLE

Item/Situation	Base Damage Code
Campfire	3M or 4M
Torch	5M
Burning Melee Weapon	(Power + 1)
Bonfire	8M
Forest Fire	15M
Burning Building	20M

CATCHING FIRE TABLE

Situation	Object Resistance Modifier
Flame caused	
Light Damage	Does not catch fire
Moderate Damage	+4
Serious Damage	+2
Deadly Damage	+0
Item is highly flammable (gasoline, dry wood, explosives)	-1
Item is fire resistant	+Fire Resistance rating

Using One-Handed Melee Weapons

A character may choose to use a one-handed weapon with both hands. This adds a +1 Power bonus to such attacks. Only weapons capable of being grasped with two hands may be used in this manner (clubs, swords, the Centurion laser axe and so on). Knives and similar small weapons do not get any bonus when used in this way.

Using Two-Handed Firearms

Large firearms (anything rifle-sized and larger) are typically used with two hands. A character wielding a large firearm with only one hand will suffer a +2 modifier. Trolls are not subject to this modifier.

Carrying Heavy Weapons

Heavy weapons are so large and potentially damaging to the user that they cannot be carried and fired without the help of a gyro stabilization unit. Trolls and other unusually large and strong metahumans may be an exception to this rule. Any character with a Body of 8 or higher and Strength of 8 or higher can carry and use a heavy weapon without benefit of a stabilizer. However, whenever a character fires a heavy weapon he is carrying, he must resist Light Stun damage with a Power equal to half the Power (round down) of the weapon. The character must also make a Knockdown Test against half the weapon's Power (round down), and must roll a number of successes equal to the recoil to avoid being knocked back; if no successes are rolled, the character is knocked down.

INDIRECT FIRE

Under most circumstances, a character trying to use a ranged weapon against a target he cannot see or sense must add a +8 blind-fire modifier to such attacks. In certain situations, however, a character, drone or vehicle may acquire a target lock for a weapon that is in a different location. This enables the weapon to engage in indirect fire on a target even when it does not have line of sight or a sensor lock on the target.

Indirect fire may only be used if a spotter acquires the target and guides the attack either with spotting information or with a target designator. The spotter's ability to lock onto the target affects how well the attack succeeds.

Information-Guided

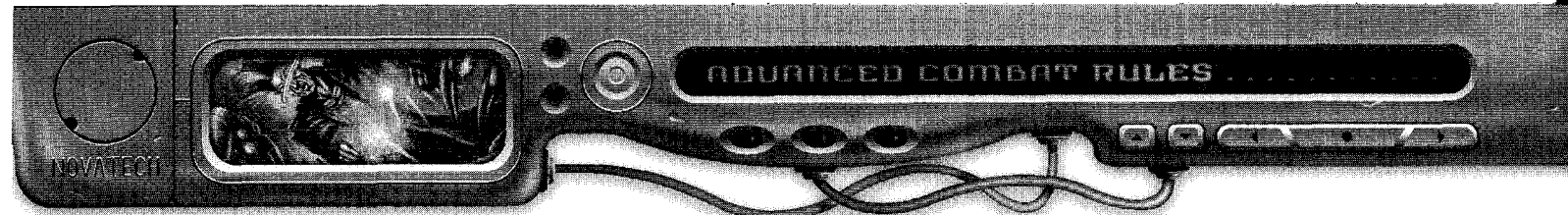
With information-guided indirect fire, a spotter feeds targeting data to the firer or the weapon itself. Both spotter and firer must be part of a BattleTac network. The spotter relays the information and the firer programs it into the weapon. Alternately, if the weapon is equipped with a BattleTac Remote Trigger System (p. 53), the spotter may inform and fire the weapon directly through the BattleTac network. A rigged drone or vehicle equipped with the BattleTac Fire Direction Data Manager (FDDM) may also act as a spotter and transmit targeting data to other drones and vehicles in the remote control network (the rigger's remote control deck and the firing unit must also be equipped with FDDM).

Only weapons that can be directly fed targeting data may be used for indirect fire. This includes missiles, rockets, mortars and artillery. Direct-fire weapons such as rifles, machine guns, assault cannons and so on may not be used for indirect fire, nor may imprecise weapons such as grenade launchers. They simply cannot be accurately used against a target out of sight and/or behind cover. However, the blind fire modifier for such an attack could be modified by -2 to represent target-acquisition information.

Weapons controlled by a system that can be fed targeting data may also be used for indirect fire. This includes any weapon mounted on a rigged and FDDM-equipped drone or vehicle. Even direct-fire weapons may be used in this way,

WEAPON HOLDING MODIFIERS TABLE

Situation	Modifier
Dwarf wielding extra large melee weapon (bo staff, claymore, harpoon, no-dachi, pole arm)	+4
Dwarf/troll wielding nonracially modified weapon	+2
Nondwarf wielding dwarf-modified weapon	+2
Nontroll wielding troll-modified weapon	+2
Dwarf wielding troll-modified weapon	+4
Troll wielding dwarf-modified weapon	+4
Wielding two-handed melee weapon with one hand	
Troll	+1 (and -1 Power)
Other	+2 (and -2 Power)
Using one-handed melee weapon with two hands	(+1 Power)
Wielding two-handed firearm with one hand	
Troll	—
Other	+2
Carrying heavy weapon	Special



though cover may make it impractical. For example, a drone could fire a machine gun indirectly through a wall, but firing indirectly through a hill would be rather pointless. Apply the rules for firing through barriers (p. 124, *SR3*) to such attacks.

Target Designator-Guided

If a spotter uses a target designator to reflect laser, microwave or radar energy off a target, then a weapon with an appropriate seeker head may be used for indirect fire. Once fired, the weapon homes in on the reflected energy, tracking it to the target. Only self-propelled seeker-guided munitions may be used in this way, such as seeker-guided missiles, rockets, mortars or even gyrojet rockets.

The Spotting Test

When attempting indirect fire, the first step is for the spotter (not the character or drone who is firing the actual weapon) to lock on to the target. This requires a Complex Action and a test dependent on the nature of the spotter.

If the spotter is a drone or vehicle, locking on requires a Sensor Test against the Signature of the target. Apply any appropriate modifiers from the Sensor Test Modifiers Table (p. 136, *SR3*).

If the spotter is a character with BattleTac, locking on requires a Launch Weapons (Spotter) Test with a target number based on grenade launcher ranges. Any appropriate ranged combat modifiers apply. Combat Pool may be used; however, if the act of spotting occurs for longer than one Combat Turn, dice spent on the Spotting Test do not refresh until after the character finishes spotting.

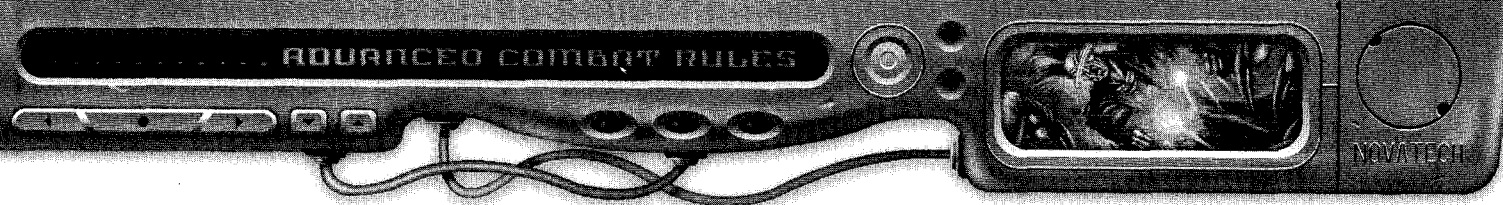
If the spotter is using a target designator, he makes a Launch Weapons (Spotter) Test with a target number based on the designator's ranges to lock on. Any appropriate ranged combat modifiers apply. Combat Pool may be used, but it does not refresh until the beginning of the Combat Turn after the character finishes spotting.

If the spotter fails to lock on, an indirect fire attack cannot be made. If the weapon is fired anyway, consider it a normal ranged combat attack and apply the +8 Blind Fire modifier.

If the test is successful, the spotter acquires a lock on the target. Note the number of successes. The act of locking onto the target includes notifying and/or transmitting data to the weapon being spotted for and is included in the same action.

Maintaining the Lock

The spotter must keep a lock on the target until the



weapon strikes. Maintaining the lock requires only a Simple Action during each of the spotter's Initiative passes, but adds a +2 modifier to any Success Tests the spotter makes during this time. Spotters may attack while maintaining a lock, but must add the +2 second firearm modifier (p. 112, SR3).

If the spotter loses contact with the target, the attack automatically misses. Add an extra 2D6 to the scatter roll.

The Attack Test

Guided either by targeting data or by a target designator, a weapon can be fired indirectly at the target. A standard Attack Test is made for the weapon using the range between the weapon and the target. The only modifier that applies is -1 for using a smartlink-2 system. Combat Pool may not be used, but a number of dice may be added equal to the number of successes achieved on the Spotting Test. If a missile is fired, it is launched in fire-and-forget mode (see p. 102), because the spotter is providing the continuous lock (Sensor dice may not be added to the test).

Apply any appropriate modifiers from the Sensor-Enhanced Gunnery Modifiers Table (p. 154, SR3) to the Attack Test. If targeting information transmitted to the weapon passes through any ECM fields, or if a missile is fired and passes through ECM fields during any part of its flight, then ECM (and ECCM) modifiers apply.

Successes from the Attack Test are used to reduce the scatter per standard rules for the weapon type. If scatter is reduced to 0, the target is hit directly. Additional successes stage the damage up as normal.

Ligia is acting as a shadowrunner team's *forward* observer during a run on a corporate research park. As the team exits a building in the park, she spots a corporate armored personnel carrier (APC) moving in to cut off their advance. Ligia radios the team's rigger, Kayo, who's parked a few blocks away, and requests some fire support. Kayo tells Ligia to paint him a target.

Ligia pulls out a laser designator and points it at the APC. She spends a couple of Simple Actions aiming, and on her next Complex Action she locks onto it, rolling her Launch Weapons *Skill* of 5 plus 5 Combat Pool dice. Ligia's about **500** meters from the APC, which is medium range (Target Number 5) for a laser designator. The lighting isn't too good either, so she receives an additional +2 modifier for Partial Light, which counteracts her aim. Rolling **10** dice (5 + 5) against a Target Number 5 (5 - 2 + 2), she gets 4 successes.

Once Kayo hears from Ligia that she's locked on to the target, he fires the missile. Ligia must now maintain the target lock until Combat Phase 1 of the last Initiative pass of that Combat Turn, when the missile strikes the APC. She must spend a Simple Action every pass to *keep* the designator aimed at the APC, and she receives a +2 modifier to any other actions she takes. Her 5 Combat Pool dice spent on acquiring the lock will not refresh during this period.

Kayo makes an Attack Test with the missile, rolling his Launch Weapons of 6, plus 4 dice for the missile's

Intelligence, plus 4 dice for Ligia's spotting successes (14 dice total). The missile's target number is the APC's Signature of **3**, plus modifiers for the urban environment (+2), bringing the Target Number to **5**. Kayo gets 6 successes. Rolling 2D6 for the missile's scatter, he rolls a 6. The successes reduce this scatter to **0**, so together they score a direct hit on the APC.

MAXIMUM RATES OF FIRE

Depending upon the type of firearm and the mode in which it is fired, the maximum rate of fire per Combat Phase may vary. The following list offers a comprehensive breakdown of the maximum fire rates in SR3. Note that no limit is placed upon the maximum number of rounds that can be fired within a Combat Turn.

Regular weapons capable of burst-fire (p. 115, SR3) fire 3 rounds per burst during a Simple Action (p. 106, SR3), allowing a character to fire two burst-fire attacks in a Combat Phase. If a character doesn't have enough rounds to complete the burst-fire attack, then follow the rules for Short Bursts on p. 115, SR3.

Regular weapons capable of full-auto fire (p. 115, SR3) can fire up to 10 rounds during a Complex Action (p. 107, SR3). The attacker may divide out these 10 rounds, making as many bursts as she wishes during her Combat Phase. If the character doesn't have enough rounds to complete a declared burst, then follow the rules for Short Bursts on p. 115, SR3. A character may only fire one full-auto attack in a Combat Phase.

Minigun-class weapons (see the GE Vindicator Minigun, p. 26) can fire 15 rounds during a Complex Action (p. 107, SR3), using the standard full-auto rules (p. 115, SR3). A character may only fire one 15-round full-auto attack in a Combat Phase. The weapon always fires 15 rounds if those rounds are available. If less than 15 rounds remain, use the rules for Short Bursts presented on p. 115, SR3.

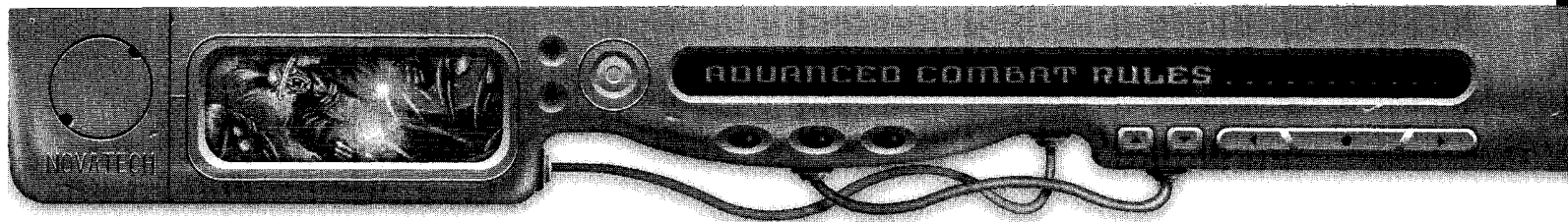
Super machine gun-class weapons, such as the Ingram SuperMach 100 (p. 20), Ares HVAR (p. 22), Ares HV MP-LMG (p. 24) or any weapon with the high-velocity customized weapon option (see p. 76) fire a maximum of 18 rounds during a Complex Action (p. 107, SR3). They fire 6-round bursts in burst-fire mode (p. 115, SR3) and full-auto bursts (p. 115, SR3) of between 6 and 18 rounds per Combat Phase. The attacker may divide out these 18 rounds, making as many bursts as she wishes during her Combat Phase.

MISSILE COMBAT

Missiles can be fired manually or with sensors. Because missiles have their own smart circuitry allowing them to alter their trajectories in midflight (and slightly slowing their flight times), they use different rules than standard ranged or vehicle combat. The following missile combat rules apply to missiles only. Rocket attacks are resolved using standard ranged or vehicle combat.

Manual Missile Fire

Missiles are fired manually when they are targeted without the aid of sensors. They are simply pointed at the target and launched. A character firing a missile from a missile launch-



er rolls dice equal to his Launch Weapons skill plus Combat Pool plus the missile's Intelligence rating. The target number is based on the range. If the target is a vehicle, the target number is equal to the vehicle's Signature. Standard ranged combat modifiers apply. If manually launched from a vehicle or drone, the Gunnery skill is used in place of Launch Weapons.

Manual missile attacks scatter like grenades. Scatter for missiles is reduced by 1 meter per success, and by an additional 1 meter for each point of Intelligence the missile possesses.

Sensor-Enhanced Missile Fire

Sensor-enhanced missile fire follows slightly different rules than standard sensor-enhanced gunnery (p. 152, *SR3*). These rules apply whether the attacker is a vehicle or a sensor-equipped portable launcher.

Before firing a missile at a target, the attacker must first detect and lock on to the target with his sensors using a Sensor Test (see p. 135, *SR3*). If the sensors do not detect the target, missile fire will not strike it. One success on the Sensor Test indicates a lock.

Once a lock is acquired, the missile may be fired. Missiles may be fired in continuous lock mode or fire-and-forget mode. Continuous lock mode requires the gunner to maintain a positive lock on the target during the missile's flight. Fire-and-forget requires a target lock only at the missile's launch.

Continuous Lock Mode: This mode improves the chances of a hit but restricts the gunner's maneuverability because he must maintain sensor contact with the target at all times. In addition, the gunner cannot attack other targets until the missile strikes.

If a gunner chooses to fire a missile in continuous lock mode, he may add half the Sensor rating (round down) to the missile's Intelligence rating. However, any other actions taken while maintaining the lock (such as Driving Tests) suffer a +2 target modifier.

Fire-and-Forget Mode: With this mode, the attacker needs to establish a target lock only at the time of firing. Once fired, the attacker can move out of sensor range, fire at other targets and take any other actions necessary. He does not need to maintain the sensor lock. However, the attacker cannot add Sensor dice to the missile's Intelligence rating.

Attack Results: To determine if the attack hits, the attacker makes a missile Attack Test using a number of dice equal to the character's Launch Weapons (man-portable) or Gunnery (vehicle-launched) skill, plus the missile's Intelligence rating. Apply all appropriate modifiers from the Sensor-Enhanced Targeting Modifiers Table (p. 154, 5/23). ECM modifiers apply if the missile passes through ECM fields during any part of its flight.

Sensor-enhanced missile attacks are also subject to scatter. Scatter for missiles is reduced by 1 meter per success, and by an additional 1 meter for each point of Intelligence the missile possesses.

Missile Timing

For the sake of simplicity, assume that all missile or rocket weapons have a flight time of 1,000 meters (1 kilometer) per Combat Turn. All missiles reach their targets at the end of the

Combat Turn in which it arrives (Combat Phase 0, after all players have completed all their actions), regardless of the Combat Turn or Phase in which the missile was launched.

PARACHUTING

When someone jumps, falls or is pushed out of an airplane, off the roof of a high rise or from any other high altitude spot and uses a mechanical device (not magic) to slow his descent, he's considered to be parachuting. A character with no means of controlling his rate of descent simply falls (see p. 47, *SRComp*).

In some cases, parachuting is a matter of survival, but in most cases it is a matter of accuracy. Touching down in a designated landing zone can be quite difficult, even for trained parachutists. A parachuting character makes a single Parachuting Test to determine how well and how accurately he lands. His success will depend on the type of jump being made as well as several other conditions. The Parachuting skill (see p. 105) is used to make this test.

Types of Jumps

When parachuting, a character has a choice of types of jumps: standard, low-altitude or HALO (high altitude, low-opening). In effect, the character's choice reflects the minimum altitude at which he intends to safely open his parachute. Different types of parachutes exist for different jumps.

A standard parachute jump gives the parachutist enough time to deploy the parachute and land safely. The minimum opening altitude for a standard jump is 500 meters.

A low altitude jump is where the jump begins from an altitude of less than 500 meters. In this case, the minimum safe opening altitude is only 200 meters.

A HALO jump typically starts extremely high and attempts an extremely low opening. HALO jumps are primarily used by those who wish to sneak past radar and sensors and safely drop into an area unobserved. By not opening the parachute until the last second, the parachutists' Signature remains reduced (see Signature of Biological Forms, p. 104). The minimum safe opening altitude for a HALO jump is 100 meters.

The Parachuting Test

To determine how successfully a character parachutes, she must make a test using the Parachuting skill. The target number for this test is equal to 10 - (opening altitude ÷ 100). Apply any appropriate modifiers from the Parachuting Modifiers Table (p. 103).

A single success means the parachute has been deployed. Additional successes can be used either to reduce the jump's scatter or to help resist landing damage, whichever the player chooses.

To determine the base distance a parachutist scatters from her landing zone, divide the height at which the jump was initiated (in meters) by 2. Divide this distance by any additional successes achieved on the Parachuting Test that the player wishes to apply for accuracy. The result is the final distance the character lands from her intended landing zone.

When a parachutist lands, she must resist 4M damage to represent the shock of touching down. Only Body dice may be



used and armor has no effect. Any successes allocated from the Parachuting Test count as automatic successes on this test.

If a character fails her Parachuting Test, her parachute fails to open or deploy properly. Modern parachutes have a secondary rip cord, so the character gets one additional chance. Before making this second test, the gamemaster should first determine how much farther the character has fallen. Assume the character falls at a rate of about 40 meters per Initiative Pass (or approximately 160 meters per Combat Turn).

A character who fails her second Parachuting Test is in trouble, and may only survive if the gamemaster invokes the Hand of God rule (p. 248, SR3).

Rashid makes a standard jump from an airplane at 3,000 meters and opens his parachute at a height of 1,000 meters. His target number for the jump is $10 - (1,000 \div 100)$, or 0. No modifiers apply, but the lowest a target number can be is 2, so Rashid uses that as his target number. Unfortunately for Rashid, he rolls all 1s! The gamemaster tells him the parachute opens badly, partially entangling him.

Luckily, Rashid has a back-up chute. It takes him 4 Combat Turns to untangle himself from the first chute, so Rashid has fallen an additional 640 meters (160×4), leaving him about 360 meters above the ground when he pulls the second rip cord. His target number this time is $10 - (360 \div 100)$, bringing the Target Number to 6. Additionally, Rashid is now below his minimum opening altitude, and suffers an additional +2 to the target number.

Rolling his Parachuting skill of 5 against a Target Number 8, Rashid rolls much better this time, getting 2 successes. He doesn't care about where he lands as long as he lands safely, so he applies the extra success toward resisting the landing damage. Rolling his Body 5 against 4M, Rashid gets one success. Together with the success from his Parachuting Test, he's able to stage his landing damage down to a Light wound.

RECOIL AND STRENGTH

In addition to modifications to the weapons and various accessories, characters can reduce a weapon's recoil penalty by having extraordinary Strength. Use the modifiers in the Recoil Reduction Table to adjust recoil accordingly.

If the character has a cyberarm, use the augmented strength of that arm only in determining the recoil reduction.

RECOIL REDUCTION TABLE

Strength	Recoil Reduction
1-5	None
6-11	-1
12-18	-2
19+	-3

PARACHUTING MODIFIERS TABLE

Condition	Modifier
Type of Jump	
Standard	+0
Low-Altitude	+2
HALO	+4
Bad weather (rain, windy, snow)	+2
Terrible weather (storm)	+4
Restricted landing terrain (small buildings, trees)	+2
Tight landing terrain (city buildings, forest or jungle)	+4
Combat landing environment	+2
Parachute opened below the minimum safe opening altitude	+1 per 250 meters
Military jump (rip cord pulled as leaving plane)	-2

SEARCHING FIRE

Searching fire allows someone to use the full-auto capabilities of a weapon to increase the chances of hitting the target rather than increasing the damage. By allowing their fire to arc out over a slightly wider area, they increase their chance of hitting an enemy.

Searching fire must be declared prior to the attack and dice roll. Rather than increasing the Damage Level, every 3 rounds add an additional die to the Attack Test. The weapon must be fired for a minimum of six rounds to use searching fire. All standard combat modifiers and Combat Pool apply.

SHOTGUN SOUND SUPPRESSION

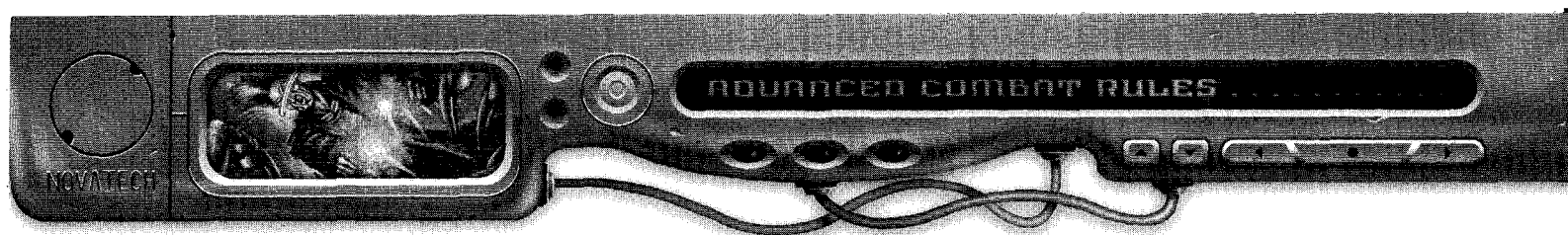
A character using a shotgun firing only slug rounds rather than shot/flechette rounds (see p. 39) can install a sound suppressor. A shotgun equipped with sound suppression cannot fire shot/flechette rounds that use or require a choke.

A shotgun blast is the aural equivalent of full-auto fire. Shotguns that can fire in burst or full-auto modes cannot be equipped with a sound suppressor.

SIGNATURE WEAPON

A signature weapon is specially modified for an individual user. The weapon is more than just personalized to fit the user's contours, stance and fighting styles, however. A signature weapon is one that defines the user. It is the weapon Favored and wielded most often, embellished to fit the user's style, and frequently associated with the user by others. Many signature weapons have their own name (for example, Excalibur).

A character can have only one signature weapon. Characters may not begin a game with a signature weapon: it must be earned. To gain a signature weapon, a character must have a Specialization in the weapon type and must use the weapon in favor of all others. The gamemaster decides if and when he will allow a character to designate a specific, trusty old weapon as a signature weapon. A signa-



ture firearm must have the personalized grip modification (see p. 82).

Having a signature weapon allows the user to concentrate the weapon skill he employs when using the weapon. This concentration is a step beyond the user's specialization. For example, a character with the Pistols skill who has a specialization in Ares Predators can concentrate the skill even further with his trusty Ares Predator Signature Weapon.

In essence, a Signature Weapon concentration is treated as a specialization of a specialization. To purchase the concentration, the character must start it at a rating 1 higher than the appropriate specialization. He must then pay the Karma cost for it as designated on the Concentration Cost Table.

Use the standard specialization rules for increasing the Signature Weapon concentration (see p. 244, *SR3*), except the cost in Good Karma is actually less. In addition, the character can no longer increase the specialization rating, though he can still increase the base skill.

Because the Signature Weapon concentration is tied directly to the weapon, if the weapon is ever lost or destroyed, the player loses access to the Signature Weapon concentration. The player cannot just have another signature weapon made — each is unique.

If the weapon is lost or destroyed, the player should subtract the difference between the old specialization and the current Signature Weapon concentration, and divide that result in half, rounding down. The remaining points can be added to the normal weapon specialization or the player can divide the Signature Weapon skill in half and have a new weapon modified at that skill rating.

Sean the Bean has a Pistols 4 and Ruger Super Warhawk Specialization 6. He decides that since he only ever uses the Warhawk given to him by his father, he wants to try to make it into a Signature Weapon. After months of *gameplay* where Sean uses that particular Warhawk even when other weapons are available, the gamemaster allows him to buy a Signature Weapon concentration for it.

To buy the concentration, he must purchase it at 1 point higher than his specialization in Ruger Super Warhawks, or 7 (6 + 1). His Quickness is only 5, so this purchase will cost him 3 Good Karma points (7 × .5 = 3.5, rounded down). Spending those 3 Karma, Sean's skill now looks like this: Pistols 4 (Ruger Warhawk 6) (Signature Weapon 7).

SIGNATURES OF BIOLOGICAL FORMS

The base Signature rating for humans and metahumans is 6. Gamemasters may determine the Signatures of critters based on their sizes. As a general rule, a critter that is three times larger than a human has a Signature of 5.

A critter that is six times larger than a human has a Signature of 4, and so on. Similarly, a critter that is three times smaller than a human has a Signature of 7; a critter that is six times smaller, a Signature of 8 and so on.

Targets with high Signatures are more difficult to hit. Targets with lower Signatures are easier to hit.

Signatures for metahumans and some common critters are listed on the Critter Signature Ratings Table. Beings packed full of cyberware may have a decreased Signature (see p. 47, *M&M*). Characters packing a large amount of detectable gear (tons of radar-reflecting metal and so on) may also have their Signature reduced by -1. Likewise, a character who is parachuting out of the sky has a lower Signature when her parachute is open.

SKILLS

The following Active skills were introduced in *MTS*, *M&M*, or Cannon Companion. A complete table of skills appears on p. 114. The linked attribute appears in parentheses following the skill name.

Armor Build/Repair (Intelligence)

Used for the design, assessment, repair and manufacture of all types of armor, from armor jackets to riot shields and

CONCENTRATION COST TABLE

New Concentration Rating Is ...	Cost in Good Karma
Less than or equal to the Attribute rating	x .25
Less than or equal to (2 x Attribute rating)	x .5
More than (2 x Attribute rating)	x .75

CRITTER SIGNATURE RATINGS TABLE

Critter	Signature
Metahuman (dwarf, elf, human, ork)	6
Large metahuman (troll)	5
Cockatrice	8
Barghest	7
Harpy	7
Sasquatch	6
Thunderbird	6
Eyekiller	5
Griffin	5
Merrow	5
Phoenix	5
Unicorn	5
Kraken	4
Naga	4
Dracoforms	3
Being with cyberware (Essence 0 to 3)	-1
Cyberzombie	-1 per 2 points of negative Essence
Parachutist with open parachute	-2
Wearing anti-sensor camouflage (see p. 97)	+1

hardened military-grade armor.

Default: Intelligence Attribute

Specializations: By specific armor type

Blowgun (Quickness)

Used when firing darts through a blowgun (p. 31).

Default: Quickness Attribute

Specializations: None

Bracer (Quickness)

Used when firing the bracer (p. 31).

Default: Pistols, Quickness Attribute

Specializations: None

Gun Cane (Quickness)

Used when firing the gun cane (p. 31).

Default: Pistols, Quickness Attribute

Specializations: None

Gyrojet Pistol (Quickness)

Used when firing the gyrojet pistol (p. 31)

Default: Pistols, Quickness Attribute

Specializations: None

Eye Gun (Quickness)

Used when firing an eye gun (p. 16, *MAM*)

Default: Quickness Attribute

Specializations: None

Off-Hand Clubs (Strength)

Used when employing a club in the character's off-hand, including as a secondary weapon in two-weapon melee combat (see p. 96).

Default: Strength Attribute

Specializations: By specific weapon type

Off-Hand Cyber-Implant Combat (Strength)

Used when employing a cyber-implant weapon in the character's off-hand, including as a secondary weapon in two-weapon melee combat (see p. 96).

Default: Strength Attribute

Specializations: By specific weapon type

Off-Hand Edged Weapons (Strength)

Used when employing an edged weapon in the character's off-hand, including as a secondary weapon in two-weapon melee combat (see p. 96).

Default: Strength Attribute

Specializations: By specific weapon type

Off-Hand Whips (Quickness)

Used when employing a whip in the character's off-hand, including as a secondary weapon in two-weapon melee combat (see p. 96).

Default: Quickness Attribute

Specializations: By specific weapon type

Oral Gun (Quickness)

Used when firing an oral gun (p. 17, *M&M*).

Default: Quickness Attribute

Specializations: None

Oral Strike (Quickness)

Used when using the oral slasher (p. 17, *M&M*).

Default: Quickness Attribute

Specializations: None

Parachuting (Body)

Used when parachuting (see p. 102).

Default: Body Attribute

Specializations: Standard jump, HALO jump, Low-Altitude jump

Small Unit Tactics (Intelligence)

Represents a character's ability to perceive and analyze the tactical nature of a combat situation and exploit it to her advantage.

Default: Intelligence

Specializations: BattleTac Systems, Vehicle Tactics, Matrix Tactics

Spray Weapons (Strength)

Used for all semi-liquid dispersal weapons, including foam dispensers (p. 116, *M&M*) and flame-throwers (p. 29).

Default: Heavy Weapons

Specializations: Firehose, Flame-thrower, Spray Tank

SMALL UNIT TACTICS SKILL

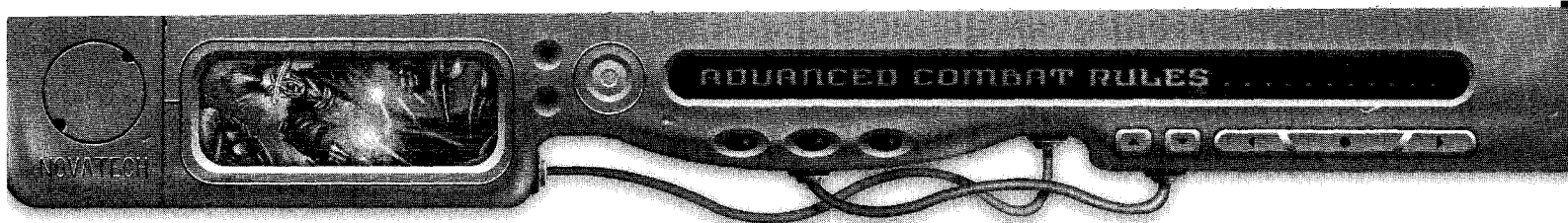
Small Unit Tactics is a special Active skill linked to Intelligence. It represents a character's ability to perceive and analyze the tactical nature of a combat situation and exploit it to her advantage. Small Unit Tactics has three specializations: BattleTac Systems, Vehicle Tactics and Matrix Tactics.

Characters with this skill can gain an Initiative bonus for their teammates (and themselves) under certain conditions by communicating orders and suggestions based on their tactical assessment.

To use the skill, the character must convey her analysis/orders on her last action of a Combat Turn. It takes a Complex Action to communicate in this way to team members. The success of their tactical aid is represented by a Small Unit Tactics Test applied to team members receiving the communication. Only one skill test is made, but individual team members may have different target numbers. The base target numbers and modifiers are represented on the Small Unit Tactics Test Table (p. 106). The maximum number of team members that can receive an Initiative boost (not including the character himself) is equal to the character's Small Unit Tactics skill.

If the skill is only being used for the character's own benefit, no Complex Action is necessary to communicate.

If this skill is used in conjunction with a BattleTac system, tactical information is more efficiently conveyed. A character using a cybernetic master component (a tactical computer modified for BattleTac, see p. 53) needs to take only a Simple Action to con-



SMALL UNIT TACTICS TEST TABLE

Situation	Base Target Number
Character in direct (face-to-face or close LOS) contact with team member	4
Character in radio communication with team member	6
Character in LOS with team member, but no audio communication (hand gestures)	8
Modifiers	
Character linked to team member via BattleTac cyberlink	-2
Character linked to team member via BattleTac receiver component	-1
Character wounded	+/- damage modifiers
Team member has Perception modifiers	+/- Perception modifiers

vey orders. A character using a **BattleTac** master component may also receive a bonus to his **Small Unit Tactics** skill.

Every 2 successes achieved against the target number gives that team member a +1 bonus to Initiative during the next Combat Turn. This Initiative bonus may not exceed the character's Reaction (for example, if the character's Reaction is 4, the highest bonus he can receive is +4).

If more than one character is attempting to improve a team member's bonus in this way, only the highest bonus achieved is used at -1 for conflicting orders. For example, if a team member receives a +3 bonus from one character and a +5 bonus from another, he would use +4 (highest 5, -1).

If this skill is used in preparation for an ambush (by either the ambusher or ambushee), it may also add dice (1 for every 2 successes) to the Reaction/Surprise Tests.

SMALL UNIT TACTICS AND COMBAT POOL (OPTIONAL)

Theoretically, a character who successfully uses the **Small Unit Tactics** skill should be able to use the tactical edge to his or others' benefit in combat. If this optional rule is used, a character who receives an Initiative bonus from **Small Unit Tactics** (as described above) may instead receive an extra **Combat Pool** die during the next Combat Turn. Each +1 Initiative bonus converts to +1 **Combat Pool** die.

SMOKE RULES

Smoke can be deployed using a grenade or other smoke-producing device. The amount of smoke emitted is limited by the size of the device. The duration of the smoke depends on the environment.

If the smoke is deployed in an area with no wind, the smoke lingers until the duration expires. If the smoke is deployed in an area with wind, the smoke cloud will stretch and thin out in the direction the wind is blowing. Gamemasters can use the Scatter diagram (p. 118, **SR3**) to determine wind direction.

To determine wind speed, roll D6 - 1. The result is the number of Combat Turns it takes for the center (the bulk) of the smoke to drift 1 meter in the direction of the wind. A result of 0 means there is no wind.

The stronger the wind, the more quickly smoke will dissi-

pate. Subtract the wind speed result from 6, and divide the smoke's duration by this amount. The result represents the smoke's new duration as it dissipates in the wind. If the characters involved are exchanging gunfire or attempting to observe something, the gamemaster must determine whether the characters can see through an area of thinning smoke (apply the **Light Smoke** modifier per p. 111, **SR3**) or if the bulk of the smoke obstructs their actions (apply the **Heavy Smoke** modifier per p. 111, **SR3**).

Ace drops a thermal smoke grenade in a corp facility's parking lot to cover his team's escape. The gamemaster rolls D6 to determine the wind speed, with a result of 4. The wind speed result is then 3 (4 - 1). He also rolls a scatter die, and determines the wind is blowing toward the corp facility. The smoke cloud will move 1 meter toward the facility every 3 Combat Turns.

The wind will also *make* the smoke dissipate faster. Subtracting the wind result from 6 yields a 3 (6 - 3). The smoke's base duration of 2 minutes (120 seconds, or 40 Combat Turns) divided by 3 is 40 seconds (13 Combat Turns). That should give Ace and his crew enough time to escape.

SUPPRESSIVE FIRE

Sometimes it's less important to actually kill someone than it is to distract them or keep them out of your way. A character can use full-auto suppressive fire to pin down opponents with gunfire, forcing them to lay low for fear of being hit. The point of suppressive fire is not actually to aim and hit your opponents, but to spray out a hailstorm of bullets, making it dangerous for your opponents to do anything but duck and hide.

Only weapons capable of firing in full-auto mode may be used for suppressive fire. The character must spend a **Complex Action** and declare how many bullets he is using (up to the maximum rate of fire, see p. 101). He must also declare the area (in meters) over which he is firing. The maximum area is equal to the number of expended rounds in meters. Each round fired effectively covers a 1-meter area. Multiple rounds may also be targeted in a specific 1-meter area to increase the effectiveness of the suppressing fire.



SMOKE TABLE

Type	Area of Effect	Duration (In minutes)	Additional Effects
Grenade	10m radius	2	Obscures vision (p. 111, SR3)
Mortar	15m radius	4	Obscures vision (p. 111, SR3)
Vehicle	10m radius cloud or 10 x 5 x 4m ribbon	4	Obscures vision (p. 111, SR3)
Thermal	—	—	Contains hot particles, obscures thermographic vision (p. 300, SR3)

Once started, the suppressive fire lasts until the beginning of the character's next Combat Phase (or the end of the next Initiative Pass, whichever comes first). The suppressive fire will also end if the character is knocked prone, is unconscious or lulled.

Any character within the area of suppressive fire coverage must immediately make a Dodge Test. Any character who moves into the suppressed area must make a Dodge Test when she moves. The target number for the Dodge Test is 4 (apply only the dodging character's wound modifiers). The defender must achieve a number of successes equal to or greater than the number of bullets concentrated within the area in which he is present or crosses through. If he succeeds, the defender has successfully dodged the hail of bullets.

If the defender fails to achieve enough successes, he didn't dodge well enough. The suppressing character makes a standard ranged combat Attack Test against the defender. Apply modifiers only for the attacker's wounds, the target's cover (if any) and a +2 for suppressive fire. The attacker may also not use Combat Pool.

If the attack succeeds, the defender takes damage equal to the weapon's base Damage Code, staged only by successes. Do not increase the Power or Damage Level to account for full autofire. The defender cannot make a second Dodge Test. He can only make a Damage Resistance Test.

Chw the Spazz is determined to cross the suppressive fire field laid down by the corp security goons who are trying to keep him away from the compound exit. It's 5 meters to the exit and the corp goon is firing an AK-97 in full-auto mode. The gamemaster decides to keep it simple and declares that the goon is firing his maximum rate (10 bullets) at a spread of 2 bullets per meter to cover the entire area.

Chazz takes off at a full run, which at his movement rate means he'll be running 4 meters in this Initiative pass. He won't get all the way across, but he'll be close. By crossing 4 meters of the suppressed area, he's crossing the paths of 8 bullets (2 per meter over 4 meters). In order to dodge them, he needs to make a Dodge (4) Test and achieve 8 successes. Rolling his full Combat Pool of 9 dice, Chazz gets only 6 successes—he's been plugged!

Chazz is within short range of the goon's AK-97 (Base Target Number 4). The goon is unwounded and Chazz has no cover, so the only modifier is +2 for suppressive fire. The goon rolls his Assault Rifles skill of 5—he gets no Combat

Pool—against a Target Number 6. He achieves 2 successes, and so stages the weapon's base damage of 8M to 8S.

Chazz doesn't get a second chance to dodge, so he rolls his Body of 5 to resist the damage. His armor jacket reduces the Power to 3, but he rolls only 2 successes. Chazz takes a Moderate wound. Luckily, he makes his Knockdown Test, so he's still on his feet and on his way out the door.

THROWING BACK GRENADES

In SR3, grenades are thrown or fired and roll to a stop according to the scatter rules during the attacker's Combat Phase. They then detonate on the thrower's next Combat Phase in the next Initiative Pass. That means multiple characters, friends and foe alike, may have a chance to act before a grenade explodes. Note that air-timed mini-grenades explode in the same Combat Phase in which they are launched.

A character who has an action before the grenade explodes may attempt to retrieve the grenade and throw it (either back at the attacker or somewhere else). It cannot be re-launched using a grenade launcher.

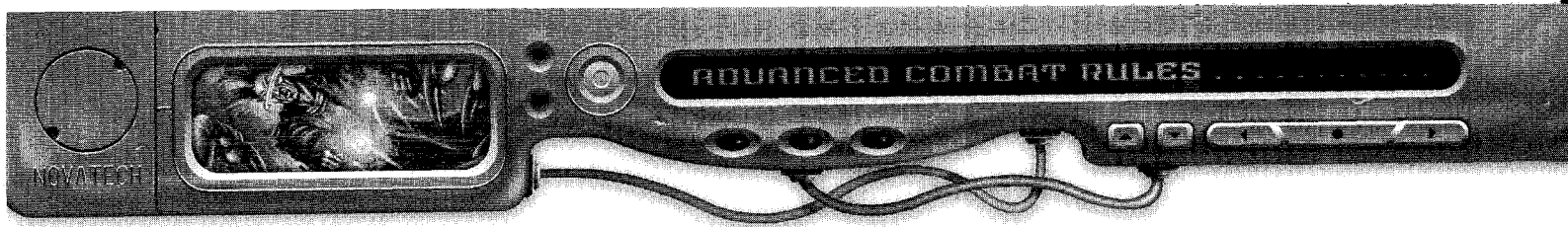
Characters must achieve at least 1 success on a Quickness (8) Test to pick up a bouncing, jumping, skittering mini-grenade. To pick up a standard-sized grenade, characters must make a successful Quickness (6) Test. If the test is unsuccessful, the character is at an effective Range of 0 when the grenade detonates.

UNDERWATER ACTIVITY

The overwhelming majority of metahumanity breathes air and must rely on gaseous oxygen to survive. There are exceptions—the merrow being one—but they are few and far between. The fluid properties of water differ substantially from the properties of air, which means that any would-be diver must adapt to a wholly different environment and set of circumstances.

Over the past sixty years, magic and technology have allowed humans and metahumans to explore deeper into the underwater world for longer amounts of time. Of the two, though magic has had some beneficial effect, technological advancements primarily allow air-breathers to survive and even prosper underwater.

Because of the wide array of technology available, underwater diving falls into one of three categories, based primarily on depth: shallow-water diving, scuba diving and deep-water diving.



Shallow Water Diving

Shallow water diving covers all dives descending no farther than 10 meters (30 feet). Most recreational and sport diving falls into this category, because most of the undersea life attracting sport divers resides above this depth.

The standard system for shallow water dives is the oxygen extraction system (OXSYS), a lightweight artificial gill that extracts oxygen dissolved in the water (see p. 57). Fitting over the mouth, the OXSYS system allows the user to spend an indefinite amount of time in the water without the risk of decompression sickness and does not require specialized training.

Scuba Diving

Despite numerous technological advancements, the self-contained underwater breathing apparatus (aka scuba gear) remains the predominant underwater system for some sport and most commercial divers. Requiring some specialized training, the scuba system is the standard for dives up to 300 meters (984 feet), though safety precautions limit recreational diving to 33 meters (100 feet). For purposes of *Shadowrun* diving rules, dives deeper than 80 meters are considered deep-water dives, regardless of the system used when malting them (see Deep Water Diving).

The overall mechanics of scuba systems have remained unchanged for the past century. Scuba compresses air at high pressures (typically up to 4,000 psi) in a metal tank and slowly dispenses it at a reduced pressure (approximately 15 psi at sea level) to a diver on demand (in other words, whenever the diver breathes in normally).

Deep Water Diving

Deep-water diving (below 80 meters) is a high-risk activity requiring extensive training in specialized systems. Due to the amount of training necessary (which is relatively expensive), primarily commercial divers practice deep-water diving techniques.

To cope with the high ambient pressure of the surrounding environment, deep-water divers use one of two systems: JIMsuits or LBA (Liquid Breathing Apparatus) systems.

JIM suits (p. 57) consist of hardened, self-contained exoskeletons that maintain air at reduced pressure (one or two times normal atmospheric pressure). With the advent of ASIST technology in the 2020s, most JIM suits are wired for rigger operation.

The LBA system (p. 57) uses apparatus similar to scuba gear, except the tank contains a "light" super-oxygenated liquid. The liquid floods the user's lungs, and the high concentration of dissolved, oxygenated gas makes it easy for the alveoli to draw it out of suspension. The system protects against the extreme pressure of the outside environment by compensating for its effect on the air cavities inside the body (the root cause of most diving hazards). The user needs an acclimation period prior to each dive to overcome the gag reflex and adapt to the liquid medium.

Diving Time

The most critical aspect of underwater diving is the amount of time spent underwater. Not only are lungs incapable of extracting dissolved oxygen from water, but water creates a

high-pressure environment that has adverse effects on the metahuman body. Both factors limit the amount of time characters can safely spend underwater.

Underwater divers breathe gaseous air with varying mixtures of oxygen, nitrogen, helium and other gases. Because of the near-infinite number of possible mixtures a diver can breathe, it is pointless for a gamemaster to track accurately how much time each mixture would allow a character to spend underwater and how deep it would allow him to dive. Rather than refer to several pages of diving tables applicable to different gas mixtures, the gamemaster may find it easier to use the system below to determine safe diving times.

Prior to malting an underwater dive, characters will declare how long they intend to dive and the deepest depth (below sea level) they intend to reach. This declaration is not optional. Calculating diving time is preparation every professional diver (which players are supposed to be roleplaying) makes before entering the water. The only time characters should calculate diving time *after* entering the water is in an emergency, for example, when abandoning a scuttled submarine or a breached underwater habitat.

The Safe Diving Time Table (p. 109) lists a general range of safe diving times for a given span of depths. After declaring an intended depth and time, the player makes a test using an appropriate Knowledge skill (such as Diving Background or Underwater Operations) against the appropriate target number. The player then counts the number of successes and uses that number to determine the safe diving time.

Diving Movement

Characters attempting to swim underwater unaided (without fins) "walk" at a rate of 1 meter per Combat Turn and "run" at a pace equal to one-fifth their normal Running speed. Characters who swim with the aid of fins swim at half their normal walking or running rate. The Athletics skill may be used to increase this movement speed.

Ascent, Descent And Buoyancy

When diving underwater, the goal is neutral buoyancy (neither floating nor sinking). Achieving this state can be difficult, not only because of racial limitations and various augmentations, but also because the overall buoyancy of a diver, including equipment, tends to change with depth.

To overcome the buoyancy problem, divers use a buoyancy compensator, an inflatable vest connected to the scuba tank. Combined with a weight belt, a buoyancy compensator allows the wearer to fine-tune his overall buoyancy until neutral buoyancy is achieved.

Without a buoyancy compensator, characters must spend extra effort to ascend, descend or maintain a constant depth. Reduce the character's Running multiplier by 0.5 to reflect the effort wasted compensating for the effects of buoyancy. In addition, subtract 2 dice from the character's available Combat Pool to reflect strength spent fighting buoyancy.

Hazards of Ascent and Descent

The deeper a character dives, the greater the ambient

SAFE DIVING TIME TABLE

Depth (in meters)	Target Number	Safe Diving Time	Maximum Safe Diving Time
0-10	3	240 minutes + 40 minutes per success	480 minutes
11-30	5	20 minutes + 20 minutes per success	150 minutes
31-50	6	5 minutes + 15 minutes per success	90 minutes
51-150	8	10 minutes per success	60 minutes
151-300	10	5 minutes per success	30 minutes

Special protection is required and special precautions must be observed to avoid potentially fatal effects.

If characters violate their safe diving time or go deeper than their planned depth (whether or not they are aware of doing either), they may fall victim to one of five possible diving hazards, shown on the Diving

pressure. As long as a character ascends or descends no faster than 1 meter per Combat Turn, pressure differences pose no threat. Normally, the body's air cavities are flexible enough to accommodate significant pressure changes. However, if a character ascends or descends too rapidly, the body cannot adapt quickly enough, and damage occurs. The primary hazards of pressure imbalance are ear squeeze and air embolism.

Ear Squeeze: Ear squeeze occurs whenever the character descends or ascends too quickly. In this case, the imbalance between the outside water pressure and the inside air pressure creates an uncomfortable swelling of the eardrum. If the swelling is great enough, the eardrum ruptures and cold water rushes against the middle ear. This afflicts the character with feelings of vertigo.

In game terms, if a character ascends or descends faster than 1 meter per Combat Turn, the player makes a Body (4) Test. Failure indicates that the character's eardrum has ruptured and vertigo has set in. The character becomes disoriented and suffers a +4 modifier to all target numbers for the next minute (20 turns). After a minute, the character recovers. However, he will suffer a +4 modifier to all hearing-related Perception Tests for 24 hours.

Air Embolism: Air embolism occurs more rarely but is far more dangerous. If a character ascends too quickly, the lungs expand too fast and a tear occurs in the chest cavity. An air bubble escapes into the blood stream and rises upward through the carotid artery into the brain, where it becomes trapped in one of the capillaries and blocks the flow of blood to portions of the brain. The blockage causes an embolism.

In game terms, an air embolism occurs only if the character rolls all 1s when making a Body Test for ascending too quickly (see *Ear Squeeze*). Should this occur, the character must immediately resist 8D Physical damage every hour upon surfacing until placed inside a decompression chamber. If at any time the character takes Deadly Physical damage and survives, make a Body (6) Test. Failure to achieve at least 1 success permanently costs the character 1 point of Intelligence from oxygen starvation.

Diving Hazards

Even in the Sixth World, the underwater environment is generally dangerous to metahumanity.

Hazards Table. The effects of each hazard on the character are described below.

A character should only suffer one possible hazard at any given depth (though different characters in the same situation may suffer from different hazards).

The safe diving time does not apply when a character is using LBA, wearing a JIM suit, riding in a submarine or is inside an underwater facility. In the latter three cases, the outer hull resists the water pressure and surrounds the character with atmospheric pressure similar to the surface.

Oxygen Toxicity

Though the body needs oxygen in order to Function, oxygen in excessively high concentrations or high pressure is toxic. Oxygen toxicity occurs whenever the character breathes pure oxygen at shallow depths or when the character breathes an air mixture too rich in oxygen at excessive depths. Characters breathing pure oxygen cannot dive below 7 meters without risking oxygen toxicity.

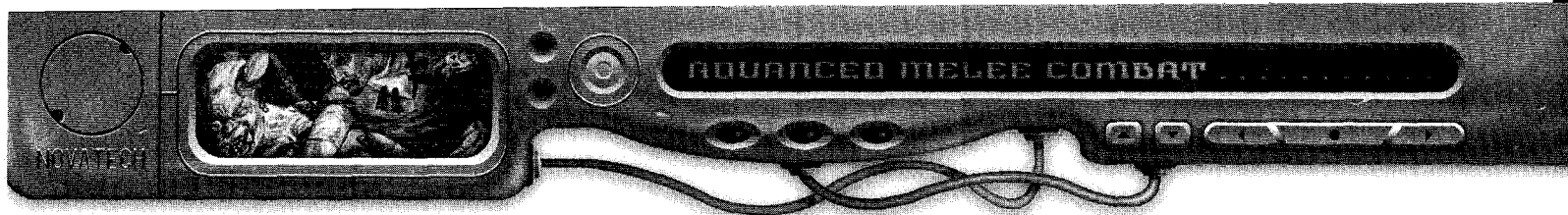
If a character suffers from oxygen toxicity, he takes 1 point of Physical damage each minute until he ascends above the safe depth (1D6 + 4 meters). Additionally, he suffers a +4 modifier to all target numbers because of the following additional symptoms: muscle twitching, blurred vision, nausea and breathing difficulties. These symptoms will last until the character is treated for oxygen toxicity.

Decompression Sickness

Decompression sickness (also known as DCS or the bends) occurs whenever the character spends excessive time at

DIVING HAZARDS TABLE

Depth (in meters)	Possible Hazards
0-10	Oxygen toxicity
11-50	Oxygen toxicity, decompression sickness, nitrogen narcosis
51-150	Oxygen toxicity, decompression sickness, nitrogen narcosis, helium chills
151-300	Oxygen toxicity, decompression sickness, nitrogen narcosis, helium chills, HPNS



extreme depths while breathing compressed air containing nitrogen. In simple terms, the body dissolves some of the nitrogen gas it inhales into a solution within the body. The deeper a character dives, the greater the ambient pressure around him. At greater pressures, the body can dissolve more gas into its mass.

When the diver begins to ascend, pressure decreases and the nitrogen gas dissolved in the body condenses. If the diver ascends too quickly or absorbs too much dissolved gas, the gas is trapped in bubbles in the bloodstream, which has an adverse effect on the character's central nervous system. The bends can be fatal unless the character is put in a decompression chamber, in which the pressure can be equalized slowly enough for the character to rid himself safely of dissolved nitrogen.

The effects of decompression sickness do not set in until the diver has completed his dive and surfaced. Upon surfacing, the character takes 1 box of Physical damage per hour until placed inside a decompression chamber. Characters suffering from the bends are virtually incapacitated from the intense pain. Add a +4 modifier to all of the character's target numbers (plus modifiers for any wounds the character may have taken).

If the character exceeds his or her safe diving time, he or she can avoid **DCS** by making a decompression stop at 3 meters and waiting there for an amount of time equal to a quarter of the time the character was in the water. To find the decompression time, multiply the total time underwater by .25. For example, if a character was diving for an hour, he would need to wait 15 minutes at approximately 3 meters in order to decompress (60 minutes x .25 = 15 minutes). This allows the body to eliminate excess dissolved nitrogen before making the final ascent.

Nitrogen Narcosis

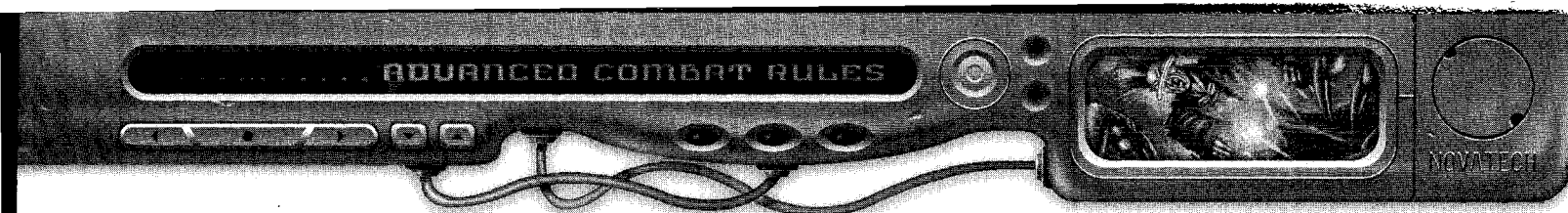
Nitrogen narcosis, also called "rapture of the deep," results from breathing compressed nitrogen gas at low depths. In layman's terms, as the partial air pressure of nitrogen increases, it has an intoxicating effect on the body similar to alcohol.

In game terms, if a character suffers from nitrogen narcosis, the player must make a Body (6) Test every minute. If any of these tests fail, the character becomes intoxicated. While intoxicated, the character's judgment is impaired, and he or she will behave in a reckless and irrational manner. To reflect this, all target numbers for tests made by the character increase by +2.

Characters can eliminate the effects of narcosis simply by ascending 16 meters or more. Intoxicated characters must make a Willpower (6) Test to do this themselves, taking the +2 modifier into account. Once the character ascends far enough, he will shake off the narcosis in (10 - Body) Combat Turns.

Helium Chills

Of all the gases involved in diving, helium has the highest thermal conductivity. Consequently, helium inhaled through the lungs absorbs even more body heat than nitrogen and oxygen. The deeper one dives, the more body heat is lost through the respiratory tract, leading to hypothermia over a prolonged dive. The use of helium for deep dives exacerbates this problem. Whenever a diver suffers from helium chills, the player must make a Body (8) Test every minute. Failure indicates the diver is suffering from hypothermia. He takes 1 box of Physical damage and gains an additional +1 modifier to all tests due to the numbing effects of the cold.



UNDERWATER VISION MODIFIERS TABLE *

Depth (In meters)	Normal Vision	Normal w/Eyellights	Low-Light	Low-Light w/Eyellights	Thermo	Ultrasound
Subsurface (less than 4)	+1	—	—	—	+2	—
Shallow (4–15)	+2	+1	+1	+1	+4	—
Deep (15+)	+4	+2	+2	+2	+5	+1 *
Murky waters	a4	+4	+4	+4	+2	+2 *

High Pressure Nervous Syndrome (HPNS)

High pressure nervous syndrome (HPNS) occurs whenever a diver spends an excessive amount of time at depths greater than 200 meters. Caused by the ambient water pressure around the diver, HPNS induces muscular tremors and shaking in the voluntary muscles. Theoretically, HPNS can lead to convulsions and possibly death, though no diver has remained at such a low depth long enough to find out (those who do usually succumb to other hazards first—drowning, hypothermia or oxygen toxicity).

If a diver succumbs to HPNS, the player must make a Body (8) Test every 5 minutes. Failure indicates the diver has partially succumbed to HPNS. Add a +1 modifier to all subsequent tests made by the character. Modifiers are cumulative and affect all successive tests, including those made for other diving hazards.

UNDERWATER PERCEPTION

One factor adding to the mystique of diving is the radically different environment of the underwater world. Water profoundly alters the properties of light and sound, thereby changing the way a diver sees and hears.

Vision

The refractive properties of water actually improve normal, unaided vision slightly. Objects underwater appear approximately 25 percent larger and 25 percent closer than normal.

Water also absorbs light in gradual color stages. Shades of red disappear at 4 meters depth, shades of orange and yellow at 10, and shades of green and blue at 20 meters. The deeper a character dives, the murkier the ambient light becomes and colors drain away to a dull gray. Low-light vision corrects this effect somewhat. Thermographic vision, however, is confounded by it, as well as by the shifting thermal currents in water. Ultrasound systems are also less efficient in denser and colder water and are less useful at great depths.

The Underwater Vision Modifiers Table lists modifiers for vision-based Perception Tests, based on the depth, type of water and type of vision.

Hearing

Sound travels approximately four times faster underwater than through the air. Though this aids hearing by making sounds seem louder, it also poses problems, because the sound travels too quickly for the brain to discern the time dif-

ferential between the sound's arrival at the left and right ears. Consequently, determining the location of a sound source is virtually impossible.

In game terms, characters receive a –1 modifier to Perception Tests for detecting sounds. Locating a sound source by sound alone is impossible without the aid of sonar equipment.

WATER COMBAT

Characters on or in the water can engage in three types of combat: firing a weapon from the surface to a surface target, firing into the water and fighting in the water. Each has its own advantages and drawbacks.

Surface To Surface Combat

If a character is in the water (but not under it) or on a floating platform, the waves made by the sea automatically add a target-number modifier ranging from +2 to +6, depending on the situation. A person treading in calm waters with his head and one arm above the surface may only suffer a +2 modifier, while someone standing on a platform in the wake of a motorboat may receive the +6 modifier. The gamemaster can assess each situation as it arises and modify the target number for combat-related tests accordingly.

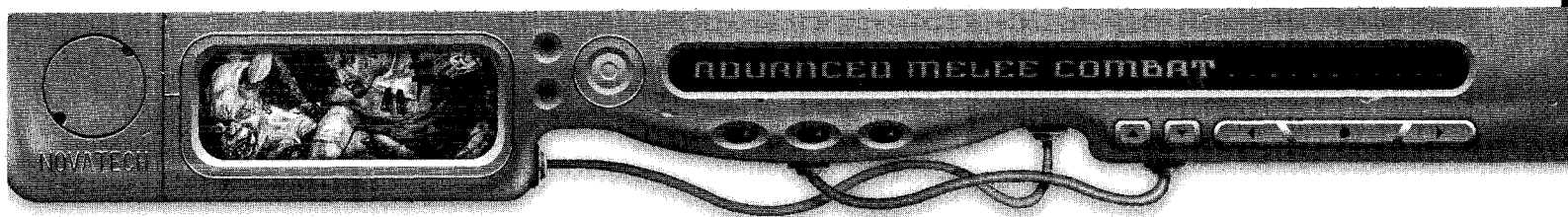
Surface To Underwater Combat

Shooting into the water is difficult. Each meter of water through which a projectile is fired reduces the Power Level of the weapon by 1. Once the Power Level is reduced to 2, each additional 2 meters of water reduces the Damage Level of any wound inflicted by the shot by 1 (from S to M and so on) until the attack is harmless.

Water also refracts light, adding +2 to the target number of any test made when aiming from the air at a submerged target (for example, shooting a diver). Water is also slower to heat than air, making thermographics less useful depending on the water's clarity. Use the standard Visibility Modifiers on page 111, SR3, when a character is firing into the water, but treat thermal and low-light vision as normal vision. Ultrasound sights still function.

Underwater Combat

Regular weapons follow the restrictions for surface-to-underwater combat, except for weapons specially designed for underwater use, such as the speargun (p. 31) or the Colt water carbine (p. 20).



Melee combat is exceedingly difficult underwater. The density of water particularly impedes hand-to-hand combat. To reflect this, characters engaged in underwater melee combat should use the Underwater Combat skill. Those who don't have this skill must default at the standard modifiers. In addition, any character who does not have a swim mask or cybereyes must add a +2 target number modifier to her Melee Success Tests. Also, apply appropriate modifiers for the depth and murkiness of the water (see the Underwater Vision Modifiers Table, p. 111). Finally, subtract 1 from the character's Strength for the purposes of damage, except for choke holds and other attacks that use crushing strength instead of swinging or thrusting. These penalties do not apply to marine critters or water spirits.

Explosions

Water conducts explosive shock far more efficiently than air. Whenever a surface-designed explosive detonates underwater, increase the damage level by one level (L to M and so on). In vehicle combat, treat all underwater explosions as anti-vehicular.

Exploding Scuba Tanks

If punctured with great force, a highly pressurized tank such as a scuba tank will explode. Treat a normal scuba tank as having a Body and an Armor of 4 each. A weapon with a Power Level of 6 or higher causing a Serious "wound" to the tank with a single shot will rupture it (ignore anything less). The explosion causes 8D damage, resisted by Body. In addition, the damage is reduced by armor and the Power is reduced by -1 per meter of water through which the projectile must travel. No Combat Pool dice may be used to resist this damage.

Underwater Spellcasting

Being underwater does not affect most magic use. Though line of sight can sometimes pose difficulties, the watery medium does not impede most spells. Some magicians, however, may have difficulty fulfilling geasa or using Centering skills underwater, because breathing rigs or other equipment may prevent the magician from speaking or moving freely.

The visibility conditions of underwater astral space are described on p. 82, *MITS*.

Some spells may be limited or altered underwater.

Combat Spells: Most combat spells are unaffected, except by line of sight considerations.

Detection Spells: Water does not impede detection spells, and in fact may compensate for poor visual conditions (though not for spellcasting purposes).

Health Spells: Health spells generally work normally underwater. The Oxygenate spell (p. 194, *SR3*) is a particularly valuable spell on underwater trips. Characters on whom it is cast are immune to all underwater health hazards except for HPNS (which is caused by ambient water pressure rather than gas effects).

Illusion Spells: Casters of illusion spells must consider the effects of water when attempting to make an illusion convincing. For example, a human appearing at an extreme depth without protective gear is not believable. The greater difficulty of perception underwater, however, can make illusions more difficult to detect.

Mana-based illusion spells are not subject to the refractive distortion caused by water. Illusory objects created by these spells appear at their normal distance and size. Physical illusion spells, on the other hand, are affected by refractive distortion and appear larger and closer than the caster intended (see *Underwater Perception*, p. 111).

Manipulation Spells: Elemental manipulation spells may not function or may work differently underwater. Blast and fire elemental spells do not work underwater. Water extinguishes flames from a fire spell almost instantaneously. The air from a blast spell coalesces into large bubbles that float harmlessly to the surface. If cast, these spells fail automatically, but the caster must still resist Drain. Water impedes or dissipates earth, ice and acid elemental effects, and targets gain a -1 modifier to the target number on their Spell Resistance Tests. Water spells work normally. Lightning spells are affected by the greater electrical conductivity of water. Normal lightning spells become area-effect spells, with a base radius in meters equal to the spell's Force. Area lightning spells double their radius of effect.

Underwater Conjuring

The physical and logistical difficulties of getting all the necessary materials and performing a conjuring ritual while surrounded by ocean makes conjuring elementals virtually impossible underwater, unless done within an underwater habitat. Any type of spirit can appear normally in the astral space of an underwater area. However, some spirits may not be able to manifest physically underwater. The following guidelines describe how an underwater environment may affect the conjuring or materialization of certain spirits.

Earth and Water Elementals: These elementals can be conjured in underwater habitats if the proper materials are available in mass quantities. They may materialize and act normally underwater, but earth elementals suffer the same penalties to combat as characters. Water elementals are virtually invisible underwater even in materialized form. Spotting a materialized water elemental underwater requires a successful Perception Test against a Target Number 8 plus the elemental's Force.

Air and Fire Elementals: These elementals cannot be conjured in enclosed spaces such as underwater habitats, because the amount of air and fire needed is unavailable. Neither of these elementals can materialize underwater.

Nature Spirits and Spirits of the Elements: Underwater areas are normally the domain of Spirits of the Waters (Lake, River, Sea, Swamp) or undines. As with water elementals, to see such spirits when materialized underwater requires a successful Perception Test against a Target Number of 11 plus the spirit's Force. Additionally, these spirits can use their Guard power to protect characters from all underwater health hazards (including HPNS).

Inhabited undersea research stations and mining colonies are the domains of Hearth spirits. Sea-going ships and submarines, where the crew eats, sleeps and lives together for extended periods of time, are the domain of Spirits of Man. Ruined underwater areas such as waste dumps, sewage outlets or petrochemical and nuclear fission spills are considered toxic domains (p. 126, *MITS*).

Sylphs and salamanders may not materialize underwater.

WEAPON RANGE TABLE

WEAPON RANGE TABLE

Target Number	4	5	6	9
	Range in Meters			
	Short	Medium	Long	Extreme
Firearms				
Hold-out Pistol	0-5	6-15	16-30	31-50
Light/Machine Pistol	0-5	6-15	16-30	31-50
Heavy Pistol	0-5	6-20	21-40	41-60
SMG	0-10	11-40	41-80	81-150
Taser	0-5	6-10	11-12	13-15
Shotgun	0-10	11-20	21-50	51-100
Sporting Rifle	0-100	101-250	251-500	501-750
Sniper Rifle	0-150	151-300	301-700	701-1,000
Assault Rifle	0-50	51-150	151-350	351-550
Heavy Weapons				
Light Machine Gun	0-75	76-200	201-400	401-800
Medium Machine Gun	0-80	81-250	251-750	751-1,200
Heavy Machine Gun	0-80	81-250	251-800	801-1,500
Assault Cannon	0-100	101-300	301-900	901-2,400
Minigun	0-75	76-200	201-400	401-800
Projectile Weapons				
Bow	0-STR	To STRx 10	To STRx 30	To STRx 60
Light Crossbow	0-STR x 2	To STRx 8	To SIR x 20	To SIR x 40
Medium Crossbow	0-STR x 3	To STRx 12	To STRx 30	To STRx 50
Heavy Crossbow	0-STR x 5	To STRx 15	To STRx 40	To SIR x 60
Sling Launcher	0-SIR x 3	To STRx 5	To SIR x 20	To STRx 30
Sling Shot	0-STR	To STRx 2	To STRx 5	To SIR x 7
Speargun	0-10	11-40	41-80	81-150
Throwing Weapons				
Caltrops	0-SIR x 3	To STRx 5	To STRx 10	To SIR x 20
Nets	0-2	3-4	5-6	7-10
Shuriken	0-STR	To STR x 2	To SIR x 5	To SIR x 7
Thrown Knife	0-STR	To STRx 2	To STRx 3	To STRx 5
Special Weapons				
Blowgun	0-3	4-8	9-12	13-15
Flamethower	0-10	11-20	21-50	51-100
Gyrojet (Land)	0-5	6-20	21-40	41-60
Gyrojet (Water)	0-10	11-20	21-50	51-100
Netguns	3-10*	11-20	21-50	51-100

*See Minimum Range, p. 118, SR3



GRENADE/LAUNCHED WEAPON RANGE TABLE

Target Number	4	5	8	9	
	Range in Meters				
	Short	Medium	Long	Extreme	Scatter
Standard (Thrown)	0-STR x 3	To STR x 5	To STR x 10	To STR x 20	1D6 meters
Aerodynamic (Thrown)	0-STR x 3	To STR x 5	To STR x 20	To STR x 30	2D6 meters
Grenade Launcher	5-50*	51-100	101-150	151-300	3D6 meters
Mortar Launcher	150-300*	301-1,000	1,001-4,000	4,001-6,000	3D6 meters
Ballista Missile Launcher	20-100*	101-500	501-3,000	3,001-5,000	2D6 meters
Generic Missile Launcher	20-150*	151-450	451-1,200	1,201-3,000	2D6 meters
Great Dragon Missile Launcher	20-350*	351-750	751-1,500	1,501-5,000	2D6 meters
Vogeljager Man-Portable	25-200*	201-600	601-2,000	2,001-4,000	2D6 meters

TARGET DESIGNATOR TABLE

Target Number	4	5	8	9
	Range in Meters			
	Short	Medium	Long	Extreme
Laser Designator	50-300*	301-1,500	1,501-3,000	3,001-5,000
Microwave Designator	50-500*	501-2,500	2,501-5,000	5,001-8,000
Radar Designator	50-500*	501-3,000	3,001-6,000	6,001-10,000

*See Minimum Range, p. 118, SR3

SKILLS AND LINKED ATTRIBUTES TABLE

PHYSICAL ATTRIBUTES	Underwater Combat	Blowgun	Knowledge Skills	Centering*
Body	Off-Hand Clubs	Eye Gun	Language Skills	Divining*
Athletics	Off-Hand Edged Weapons	Oral Gun	Small Unit Tactics	SPECIAL ATTRIBUTE
Diving	Off-Hand Cyber-Implant Combat	Oral Strike	Charisma	Reaction
Parachuting		Off-Hand Whips	Etiquette	Bike
Strength	Quickness	MENTAL ATTRIBUTES	Instruction	Car
Edged Weapons	Pistols	Intelligence	Interrogation	Hovercraft
Clubs	Submachine Guns	Aura Reading	Intimidation	Motorboat
Pole Arms/Staffs	Rifles	Demolitions	Leadership	Ship
Cyber-Implant Combat	Assault Rifles	Gunnery	Negotiation	Sailboat
Unarmed Combat**	Shotguns	Launch Weapons	Willpower	Winged Aircraft
Throwing Weapons	Bracer†	Computer Electronics	Conjuring*	Rotor Aircraft
Projectile Weapons	Gun Canet	Biotech	Sorcery*	Vector Thrust Aircraft
Heavy Weapons	Gyrojet Pistol†	Build/Repair Skills	Enchanting*	Lighter-Than-Air Aircraft
Spray Weapons	Laser Weapons			Submarine
	Whips			
	Stealth			

* These skills have no default. You cannot perform these actions without the actual skill.

**Can be replaced with a martial art (see p. 86)

†Can only default to Pistols and Quickness Attribute

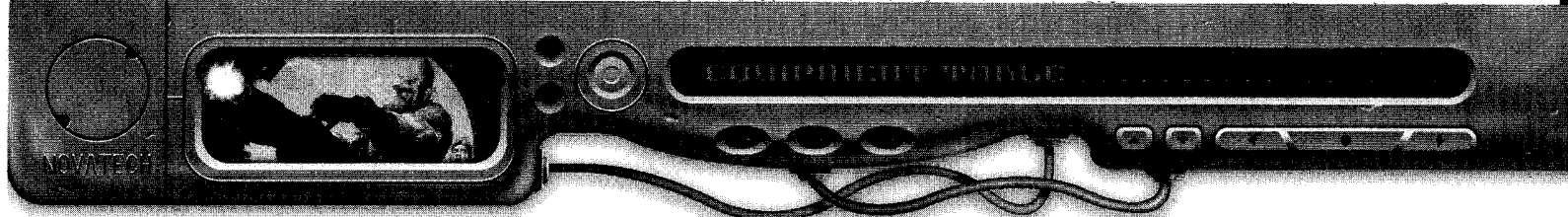
EQUIPMENT TABLE

MELEE WEAPONS

	Concealability	Reach	Damage	Weight	Availability	Cost	Street Index	Legal
Edged Weapons								
Cougar Fineblade Knife								
Short Blade	8	—	(STR)M	.5	5/72 hrs	800¥	3	8-A
Long Blade	5	—	(STR + 1)M	.75	8/72 hrs	1,500¥	3	8-A
Forearm Snap Blades	7	0	(STR)M	1.5	4/48 hrs	850¥	2	4-B
Katana	3	1	(STR + 3)M	1	4/48 hrs	1,000¥	2	5-B
Katar	7	—	(STR + 3)L	.75	5/72 hrs	800¥	2	6-A
Knife	8	—	(STR)L	.5	2/4 hrs	30¥	.75	8-A
Kris	7	—	(STR)M	.75	8/72 hrs	1,000¥	3	5-A
Laser Crescent Axe	2	1	(STR)S	5.2	6/48 hrs	3,500¥	.5	3-B
Macaultl	3	1	(STR + 2)M	1	18/7 days	3,000¥	2	3-B
Ares Monosword	3	1	(STR + 3)M	2	4/24 hrs	1,000¥	1	3-B
Sword	4	1	(STR + 2)M	1	3/24 hrs	500¥	1	4-B
Survival Knife	6	0	(STR + 2)L	.75	3/6 hrs	450¥	1	6-A
Tomahawk	6	1	(STR)M	.5	4/48 hrs	200¥	1	5-A
Vibro Knife	7	—	(STR)M	1	5/72 hrs	1,000¥	2	6-A
Vibro Sword	3	1	(STR)S	2	5/72 hrs	2,000¥	2	3-B
Clubs								
Club	5	1	(STR + 1) M Stun	1	2/6 hrs	10¥	1	6-C
Extendable Baton	9/5	1	(STR + 1) M Stun	1	3/24 hrs	25¥	1	6-C
Mace	4	1	(STR + 3) M Stun	2	5/48 hrs	150¥	2	5-C
Spiked Mace	3	1	(STR + 1)M	2	5/48 hrs	150¥	2	4-C
Rattan Stick	5	1	(STR + 1)M Stun	.2	2/6 hrs	10¥	1	8-C
Sai	6	—	(STR + 2)L Stun	1	4/48 hrs	100¥	2	8-C
Sap	8	—	(STR + 2)M Stun	—	2/6 hrs	10¥	1	5-C
Stun Baton	4	1	6S Stun	1	3/36 hrs	750¥	1	5-C
AZ-150 Stun Baton	5	1	8S Stun	1	3/36 hrs	1,500¥	2	5-C
Pole Arms/Staffs								
Bayonet (on rifle)	5	2	(STR + 2)M	.75	4/24 hrs	50¥	1	6-A
Bo Staff	2	2	(STR + 3)M Stun	2	4/48 hrs	50¥	1	8-C
Claymore	—	2	(STR + 1)S	6	4/48 hrs	1,000¥	2	3-B
Combat Axe	2	2	(STR)S	2.0	3/24 hrs	750¥	2	3-B
Thrusting Point	12	0	(STR + 2)L	NA	NA	NA	NA	NA
Harpoon	2	2	(STR + 2)M	4	4/48 hrs	500¥	2	4-C
Javelin	3	2	(STR + 2)L	2	4/48 hrs	100¥	2	6-C
No-dachi	—	2	(STR + 1)S	5	8/72 hrs	3,000¥	3	4-B
Pole Arm	2	2	(STR)S	4	4/48 hrs	500¥	2	3-B
Spear	2	2	(STR + 4)L	2	4/48 hrs	200¥	2	4-C
Staff	2	2	(STR + 2)M Stun	2	3/24 hrs	50¥	1	8-C
Telescoping Staff	5/2	2	(STR + 2)M Stun	3	4/48 hrs	100¥	1	8-C
Whips								
Kusarigama	8	2	(STR + 1)M	1	6/48 hrs	200¥	2	5-C
Manriki-gusari	10	2	(STR + 2)L Stun	1	6/48 hrs	150¥	2	5-C
Monofilament Whip	10	2	10S	—	24/14 days	3,000¥	3	1-J
Morning Star	4	2	(STR + 2)M	2	5/48 hrs	250¥	2	4-C
Nunchaku	7	1	(STR + 1)M Stun	.75	4/48 hrs	100¥	1	8-C
Three-section Staff	4	2	(STR + 2)M Stun	2	5/72 hrs	200¥	2	8-C
Whip	5	2	(STR)L	1	4/48 hrs	300¥	2	10-C
Other								
Hardliner Gloves	9	—	(STR + 1) M Stun	.5	2/24 hrs	300¥	.75	8-C
Shock Glove	9	0	75 Stun	.5	5/48 hrs	950¥	2	5-B
Unarmed	—	—	(STR)M Stun	—	—	—	—	—

PROJECTILE WEAPONS

	Concealability	STR Min	Damage	Weight	Availability	Cost	Street Index	Legal
Arrowheads								
Barbed	-1	—	As bow	As arrow	+1/36 hrs	+2¥	1	10P-D
Explosive	-1	—	See rules	As arrow	+1/36 hrs	+10¥	1	10P-D
EX Explosive	-1	—	See rules	As arrow	+4/+2 wks	+60¥	2	6P-D
Hammerhead	-1	—	See rules	As arrow	+1/36 hrs	+10¥	1	10P-D
Incendiary	-1	—	See rules	As arrow	+4/2 wks	+50¥	2	6-D
Ranger-X	4	—	As bow	.08	4/36 hrs	18¥	1	10-D
Screamer	-1	—	See rules	As arrow	+1/24 hrs	10¥	1	Legal
Standard	3	—	As bow	1	3/36 hrs	10¥	1	10-D
Bows								
Ranger-X Bow	3	2+	(STR Min + 4)M	1.5	5/36 hrs	120¥ x STR Min	2	5-D
Standard Bow	2	1+	(STR Min + 2)M	1	3/36 hrs	100¥ x STR Min	1	F D
Crossbows								
Light	2	3	6L	2	4/36 hrs	300¥	1	G D
Medium	2	4	6M	3	5/36 hrs	500¥	1	6-D
Heavy	—	5	8S	A	6/36 hrs	750¥	1	5-D



	Concealability	STR Min	Damage	Weight	Availability	Cost	Street Index	Legal
Bolts	4	—	As crossbow	.05	5/36 hrs	5Y	1	10-D
Pistol Crossbow	5	2	4L	1	3/36 hrs	200¥	1	8P-D
Pistol Bolts	6	—	As pistol crossbow	.04	4/36 hrs	3Y	1	10P-D
Repeater Crossbow	2	4	6M	4	8/48 hrs	800¥	2	5P-D
Other								
Sling Launcher	—	5	Per Object	7	1/14 hrs	40Y	1	5-D
Slingshot	8	1+	(STR Min + 2) L Stun	.5	2/12 hrs	5Y x STR Min	1	8-D

THROWING WEAPONS

	Concealability	Str. Min	Damage	Weight	Availability	Cost	Street index	Legal
Non-Aerodynamic								
Caitrop	8	—	(Body)L	.5	3/36 hrs	5Y	1	8-A
Net	2	—	None	4	5/48 hrs	500¥	2	Legal
Throwing Knife	9	NA	(STR)L	.25	2/24 hrs	20¥	1	8-D
Aerodynamic								
Shuriken	8	NA	(STR)L	.25	2/24 hrs	30Y	2	6-D

FIREARMS

PISTOLS

	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. index	Legal.	RC
Hold-Outs										
Cavalier Scout	9	7 (c)	SA	4L	.25	10/72 hrs	600¥	2	10P-E	—
Morrissey Élan	8	5 (c)	SA	5L	.5	8/7 days	500¥	2	10P-E	—
Raeor Sting	9	5 (c)	SS	4M (f)	.25	10/7 days	375¥	2	10P-E	—
Streetline Special	8	6 (c)	SS	4L	.5	2/12 hrs	100¥	.75	10P-E	—
Tiffani Needle	8	4 (c)	SA	5M (f)	.5	7/48 hrs	650Y	2	10P-E	—
Tiffani Self-Defender	8	4 (c)	SS	4L	.5	2/12 hrs	450Y	.75	10P-E	—
Walther Palm Pistol	9	2 (b)	SS	4L	.25	3/12 hrs	200¥	.75	10P-E	—
Light										
Ares Light Fire 70	5	16 (c)	SA	6L	.5	3/12 hrs	475Y	.8	8P-E	—
Beretta 101T	5	12 (c)	SA	6L	1	3/12 hrs	350Y	.8	8P-E	—
Beretta 200ST	4	26 (c)	SA/BF*	6L	2	5/24 hrs	750Y	1.5	6-G	(1)
Ceska vz/120	7	18 (c)	SA	6L	1	3/12 hrs	500¥	.8	8P-E	—
Colt American L36	6	11 (c)	SA	6L	1	3/12 hrs	350Y	.8	8P-E	—
Colt Asp	5	6 (cy)	SA	6L	1	3/12 hrs	200¥	.5	8P-E	—
Executive Action	6	24 (c)	SA/BF	6L	1.5	14/7 days	1,150¥	3	6-G	—
Fichetti Security 500	7	12 (c)	SA	6L	1	3/12 hrs	400¥	.8	8P-E	—
Fichetti Security 500a	6	25 (c)	SA	6L	1.25	3/12 hrs	550Y	.8	8P-E	(1)
Hammerli Model 610S	4	6 (c)	SA	6L	2.5	8/24 hrs	1,300¥	2.5	6P-E	1
SA Puzzle	6	12 (c)	SA	6L	.75	9/1 wk	900¥	2	8P-E	—
Seco LD-120	5	12 (c)	SA	6L	1	3/12 hrs	400¥	.8	8P-E	—
Taurus Multi-6	6	6 (cy)	SA/SS	6L/7M	1	5/24 hrs	500¥	.75	8P-E	—
Walther PB-120	8 (6)	10 (15) (c)	SA	6L	.75	6/36 hrs	700¥	2	8P-E	—

Machine Pistols

Ares Crusader	6	40 (c)	SA/BF	6L	3.25	5/36 hrs	950Y	2	5-G	2
Ceska Black Scorpion	5	35 (c)	SA/BF	6L	3	5/36 hrs	850Y	2	5-G	(1)
Steyr TMP	6	30 (c)	SA/BF/FA	6L	2	8/48 hrs	900¥	2	5-G	—

Heavy Pistols

Ares Predator	5	15 (c)	SA	9M	2.25	3/24 hrs	450Y	.5	6P-E	—
Ares Predator ii	4	15 (c)	SA	9M	2.5	4/24 hrs	550Y	.5	6P-E	—
Ares Predator III	4	15 (c)	SA	9M	2.25	5/24 hrs	650Y	1	6P-E	—
Ares Viper Silvergun	6	30 (c)	SA/BF	9S(f)	2	3/48 hrs	600¥	1	6P-E	—
Browning Ma-Power	6	10 (c)	SA	9M	2	3/24 hrs	450Y	1	6P-E	—
Browning Ultra-Power	6	10 (c)	SA	9M	2.25	4/24 hrs	525Y	1.5	6P-E	—
Cavalier Deputy	4	7 (cy)	SA	9M	2.25	3/24 hrs	300¥	.5	6P-E	—
Colt Manhunter	5	16 (c)	SA	9M	2.5	4/24 hrs	425Y	1	6P-E	—
Eichiro Hatamoto II	6	1 (m)	SS	8S	2.5	12/7 days	1,200¥	2	5P-E	—
FN 5-7C	5	20 (c)	SA/BF	6L	2.5	9/48 hrs	700¥	2	6P-E	1
Morrissey Aita	6	12 (c)	SA	9M	1	8/48 hrs	1,200¥	2	6P-E	—
Morrissey Elide	7	5 (c)	SA	9M	1	6/48 hrs	550Y	.5	6P-E	—
Remington Roomsweeper	6	8 (m)	SA	9S(f)	2.5	3/24 hrs	300¥	1	6P-E	—
Ruger Super Warhawk	4	6 (cy)	SS	10M	2.5	3/24 hrs	300¥	1	6P-E	—
Ruger Thunderbolt	4	12 (c)	BF	12S	2.75	14/12 days	1,000¥**	6	2P-E	—
Savalette Guardian	5	12 (c)	SA/BF*	9M	3.25	6/36 hrs	900¥	2.5	6P-E	1
WW infiltrator	5	15 (c)	SA	9M	2	9/1 wk	1,200¥	2	6P-E	—

Taser

Defiance Super Shock	4	4 (m)	SA	10S Stun	2	5/24 hrs	1,000¥	1	6P-E	—
Yamaha Pulsar	5	4 (m)	SA	8D Stun	2	12/7 days	1,350¥	2	6P-E	—

Burst fire on this weapon requires a Complex Action

** Does not include cost of integral laser sight or smartgun system

SUBMACHINE GUNS

	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
AK-97 SMG/Carbine	4	30 (c)	SA/BF/FA	6M	4	5/3 days	800¥	1	4-G	(1)
Beretta Model 70	3	35 (c)	BF/FA	6M	3.75	5/72 hrs	900¥	1	4-G	—
Colt Cobra										
TZ-110	4	32 (c)	SA/BF/FA	6M	3	6/36 hrs	800¥	2	4-G	2(3)
TZ-115	4	32 (c)	SA/BF/FA	6M	3	6/36 hrs	750Y	2	4-G	—
TZ-118	5	32 (c)	SA/BF/FA	6M	3	6/36 hrs	850Y	2	4-G	—



	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Colt Water Carbine	5	30 (c)	SA/BF	6M	3.5	5/48 hrs	1,000¥	2.5	4-G	—
Heckler & Koch HK227	4	28 (c)	SA/BF/FA	7M	4	4/24 hrs	1,500¥	.75	4-G	2(3)
HK227-S	5	28 (c)	SA/BF	7M	3	10/7 days	1,200¥	2	3-G	(1)
HK MP-5 TX	5	20 (c)	SA/BF/FA	6M	3.25	5/36 hrs	850Y	1	4-G	2
Ingram Snnartgun	5	32 (c)	BF/FA	7M	3	4/24 hrs	950Y	i	4-G	2(3)
Ingram SuperMach 100										
Standard clip	5	40 (c)	SA/BF/FA	6L	3	9/48 hrs	850Y	3	4-G	3
Extended clip	4	60 (c)	SA/BF/FA	6L	3.25	9/48 hrs	875Y	3	4-G	3
Ingram Warrior-10	4	30 (c)	SA/BF	7M	3	3/24 hrs	650Y	.9	4-G	—
Sandler TMP	4	20 (c)	BF/FA	6M	3.25	5/36 hrs	500¥	1	4-G	(1)
SCK Model 100	4	30 (c)	SA/BF	7M	4.5	5/36 hrs	1,000¥	1	4-G	—
Uzi III	5	24 (c)	BF	6M	2	4/24 hrs	600¥	.75	4-G	(1)

RIFLES

	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Sport Rifles										
Remington 750	3	5 (m)	SA	7S	3	3/24 hrs	600¥	1	5P-F	—
Remington 950	2	5 (m)	SA	9S	4	3/24 hrs	800¥	1	5P-F	—
Ruger 100	2	5 (m)	SA	7S	3.75	3/24 hrs	1,300¥	1	5P-F	—
Sniper Rifles										
Barret Model 121	—	14 (c)	SA	14D	10	14/30 days	4,800¥	5	2-J	(2)
Ranger Arms SM-3	—	6 (m)	SA	14S	4	12/7 days	4,000¥	4	2-J	2
Walther MA-2100	—	10 (m)	SA	14S	4.5	12/7 days	6,500¥	4	2-J	—
Assault Rifles										
Ares Alpha	2	42 (c)	SA/BF/FA	8M	5.25	8/48 hrs	2,000¥	4	1-G	2
Grenade Launcher	—	8 (m)	SS	As grenade	—	—	—	—	1-K	—
Ares HVAR	2	50(c)	SA/BF/FA	6M	5	14/7 days	3,200¥	4	2-G	3
AK-97	3	38 (c)	SA/BF/FA	8M	4.5	3/36 hrs	700¥	2	2-G	—
AK-98	2	38 (c)	SA/BF/FA	8M	6	8/4 days	2,500¥	4	1-G	—
Colt M22A2	3	40 (c)	SA/BF/FA	8M	4.75	4/3 days	1,600¥	2	2-G	1
Grenade Launcher	—	6 (m)	SS	As grenade	—	—	—	—	1-K	—
Colt M-23	3	40 (c)	SA/BF/FA	8M	4.5	6/36 hrs	950Y	2	2-G	—
FN HAR	2	35 (c)	SA/BF/FA	8M	4.5	4/48 hrs	1,200¥	2	2-G	2
HK G1 2A3z	2	32 (c)	SA/BF/FA	8M	5.25	8/4 days	2,200¥	3	2-G	2
HK G38										
Assault Rifle	2	30 (c)	SA/BF/FA	8M	3.25	12/1 wk	4,000¥	3	2-G	2
Carbine Rifle	3	30 (c)	SA/BF	7S	3	12/1 wk	—	3	3-F	2
LMG	—	30 (c)	BF/FA	8M	4	12/1 wk	—	3	3-H	2
w/drum	-2	100 (c)	—	—	+1	—	+50¥	—	—	—
Sernopal vz/88V	2	35 (c)	SA /BF/FA	8M	5.5	5/36 hrs	1,800¥	2	2-G	2
Steyr AUG-CSL										
Assault Rifle	2	40 (c)	SA/BF/FA	8M	4	10/4 days	4,500¥	3	2-G	1
Carbine	3	40 (c)	SA/BF	7S	3.75	10/4 days	—	3	3-F	1
SMG	5	40 (c)	SA/BF	6M	3.5	10/4 days	—	3	3-G	1
LMG	—	40 (c)	SA/BF/FA	8M	5.5	10/4 days	—	3	3-H	1
Shotguns										
Defiance T-250	4	5 (m)	SA	10S	3	3/24 hrs	500¥	1	5P-F	—
Enfield AS-7	3	10 (c)	SA/BF	8S	4	8/8 days	1,000¥	1	5P-F	—
Franchi SPAS-22	2 (4)	10 (m)	SA/BF	10S	4	6/8 days	1,000¥	2	5-F	(1)
Mossberg CMTD	2	8 (c)	SA/BF	9s	4.25	8/8 days	1,000¥	1	5-F	—
Mossberg SM-CMDT	2	8 (c)	SA/BF	9s	4.5	12/8 days	1,500¥	2	3-F	—
Remington 990	2	—	SA	8S/10D(f)	4	3/48 hrs	650Y	2	5P-F	—
Street Sweeper	—	—	SS	10S(f)	3	5/24 hrs	200¥	2	3-F	—

SPECIAL WEAPONS

	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Chemtech Application Gear										
Cascade	4	100/20(c)	SA	Special	5.5	12/14 days	1,800¥	2	6P-F	—
Dart Weapons										
Pistol	7	5(c)	SA	Special	1.5	6/2 days	600¥	2	Legal	—
Rifle	4	10(c)	SA	Special	3.25	8/2 days	1,700¥	2	Legal	—
ELD-AR	4	50(c)	SA/BF	4L Stun	4.5	9/7 days	950Y	2	Legal	—
Splat Gun	4	2(m)	SS	Special	3	9/7 days	600¥	2	Legai	—
Spray Tank	4	20	SS	Special	5	3/12 hrs	100¥	i	Legal	—
SuperSquirt II	7	20/20(c)	SA	Special	2	9/14 days	800¥	1.5	6P-E	—
Flame Weapons										
Flamethrower	—	10	SS	8M	21	10/1 wk	1,000¥	3	2-K	—
Shiawase Blazer	4	4	SS	6M	6	12/2 wks	750Y	3	4-K	—
Laser Weapons										
Ares MP Heavy Laser Plus	—	50	SA	18M	30	27/1 mo	300,000¥	3	1-K	—
Battery Pack	—	—	—	—	15	10/1 rno	2,000¥	2	Legal	—
Ares Laser III	—	20	SA	15M	20	24/3 wks	120,000¥	3	2-K	—
Hip Battery	4	—	—	—	2	10/2 wks	500¥	2	Legai	—
Ares Redline	3	10	SA	12M	5	18/3 wks	75,000¥	3	4-K	—
Battery Clip	6	—	—	—	1	10/2 wks	250¥	2	Legai	—
Others										
Ares Protector	10/3	35 (c)	SA/BF/FA	6M	5/3	6/3 days	2,000¥	1.5	4-G	(1)
Blowgun	7	1 (b)	SS	—	.25	4/12 hrs	10¥	1	10-D	—
Bracer	7	1 (b)	SS	6L	.3	12/7 days	1,300¥	3	8P-E	—



	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Gun Cane	2/9	1 (b)	SS	6L	1	10/7 days	500¥	2	8P-E	—
Gyrojet Pistol	5	10 (c)	SA	12M	2	4/48 hrs	1,000¥	2	6-K	—
Net Gun										
Normal	4	4 (b)	SA	Special	4	8/36 hrs	750¥	2	6P-E	—
Large	3	4 (b)	SA	Special	4.5	8/36 hrs	1,150¥	2	6P-E	—
Speargun	—	—	SS	6M	2	3/24 hrs	800¥	1	5P-D	—

HEAVY WEAPONS

	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal.	RC
Light Machine Guns										
Ares HV MP-LMG	—	80 (c)/belt	SA/BF/FA	6S	8	20/14 days	4,500¥	4	2-K	3
Ares MP-LMG	—	50 (c)/belt	BF/FA	7S	7.5	6/5 days	2,200¥	2	2-H	2 (3)
Ingram Valiant	—	50 (c)/Belt	BF/FA	7S	9	6/5 days	1,500¥	2	1-H	3
Medium Machine Guns										
FN MAG-5 MMG	—	50 (box)/belt	FA	9S	9.5	18/14 days	3,200¥	3	2-H	2(8)
Ultimax MMG	—	40 (c)/Belt	FA	9S	12	14/14 days	2,500¥	2	2-H	(6)
Heavy Machine Guns										
RPK HMG	—	40 (c)/Belt	FA	10S	15	18/18 days	4,000¥	2	2-H	(6)
Stoner-Ares M107	—	40 (c)/belt	FA	10S	12.5	18/14 days	5,200¥	3	2-H	3(9)
Assault Cannons										
Panther Cannon	—	22 (c)/belt	SS	18D	18	16/14 days	7,200¥	2	2-H	(2)/(1)
Vigorous Cannon	—	20 (c)/Belt	SS	18D	20	16/14 days	6,500¥	2	2-H	—
Minigun										
Vindicator Minigun	—	50 (c)/belt	FA	7S	15	24/14 days	2,500¥	2	1-K	—
Grenade Launchers										
Ares Antioch	6 (-3)	6 (m)	SS	grenade	+2 kg	8/4 days	1,700¥	3	1-J	—
ArmTech MGL-6	6	6 (c)	SA	As grenade	2.5	6/36 hrs	1,600¥	3	1-K	—
ArmTech MGL-12	3	12 (c)	SA	As grenade	5.0	6/36 hrs	2,200¥	3	1-K	—
Mortar Launchers										
M-12 Portable	—	1	SS	As mortar	30	12/14 days	3,000¥	2	1-J	—
Generic Type Missile/Rocket Launchers										
Aztechnology Lasher	4/—	1 (b)	SS	As rocket/missile	3	12/2 wks	4,000¥	3	1-K	—
IWS Multi-Launcher	—	4 (b)	SS	As rocket/missile	8	12/14 days	8,000¥	2	1-J	—
Spike	—	1 (b)	SS	As rocket/missile	1	10/1 wk	800¥	2	1-K	—
Specialized Missile/Rocket Launchers										
Arbelast II MAW	—	1	SS	As rocket/missile	2.75	8/48 hrs	1,200¥	2	1-K	—
Ballista	—	4 (m)	SS	As rocket/missile	6.5	18/30 days	10,500¥	4	1-K	—
Great Dragon	—	1	SS	As rocket/missile	2.75	8/48 hrs	1,200¥	2	1-K	—
M79B1 LAW	4/—	1	SS	As rocket/missile	2.5	6/36 hrs	700¥	2	1-K	—
Vogeljäger	—	1	SS	As rocket/missile	8	18/28 days	12,500¥	4	1-K	—

AMMUNITION AND EXPLOSIVES

AMMUNITION (PER 10)

	Conceal*	Damage	Weight	Avail.**	Cost	St. Index	Legal.
APDS	8	See rules	.25	14/14 days	70¥	4	3-L
Assault Cannon	3	As weapon	1.25	5/3 days	450¥	2	As Wpn
Belt 100	yeah, right	—	12.5	6/3 days	4,250¥	2	As Wpn
AV Rounds	8	See rules	.1	16/2 wks	200¥	4	3-M
Capsule Rounds	8	See rules	.25	4/48 hrs	10¥	2	As compound
Dart Rounds	8	See rules	.15	4/48 hrs	200¥	2	Legal
Glazer Rounds	8	See rules	.5	10/1 wk	75¥	3	3-M
Explosive Rounds	8	See rules	.75	3/36 hrs	50¥	.8	As Wpn
EX Explosive	8	See rules	.75	6/72 hrs	100¥	1.5	As Wpn
Flechette Rounds	8	See rules	.5	3/36 hrs	100¥	.8	As Wpn
Gel Rounds	8	See rules	.25	4/48 hrs	30¥	1	As Wpn
Hi-C Plastic Rounds	9	See rules	.25	6/1 wk	150¥	3	3-M
Hollow Point Rounds	8	See rules	.5	5/48 hrs	50¥	2	As weapon
Incendiary Rounds	8	See rules	.75	10/1 wk	150¥	2	3-M
Mercury Rounds	8	See rules	.75	6/48 hrs	50¥	1.5	3-M
Paint Rounds	8	See rules	.15	2/24 hrs	5¥	1	Legal
Regular Ammo	8	As weapon	.5	2/24 hrs	20¥	.75	As Wpn
Stun Rounds	8	See rules	1	4/48 hrs	100¥	1	As Wpn
Taser Dart	3	Special	.5	6/36 hrs	50¥	1.5	As Wpn
Tracer	8	See rules	.5	3/24 hrs	75¥	1	As Wpn
Tracker Rounds							
AOD	8	See rules	1	Rating/1 wk	2,000¥ x Rating	1	6-U
Standard	8	See rules	1	Rating/1 wk	3,000¥ x Rating	1	6-U
Shotgun Ammo (Per 10)							
Big D's Temper™	8	See rules	1	16/14 days	200¥	5	3-M
Bola Rounds	8	See rules	1	5/72 hrs	100¥	2	As weapon
Flare Rounds	8	See rules	1	4/48 hrs	25¥	1	As weapon
Shock Lock Rounds	8	See rules	.75	5/48 hrs	70¥	2	As weapon
Stun Shells	8	(As weapon) Stun	.5	3/12 hrs	25¥	1	As weapon
Other Ammo (Per 10)							
AV Assault Cannon Rds	3	As weapon	1.5	6/2 wks	1,000¥	4	2-M
Belt 100	—	As weapon	15	6/2 wks	9,500¥	4	2-M
Gyrojet Rockets							
Standard	8	As weapon	1.75	4/48 hrs	80¥	2.5	As weapon
Gyrojet Plus	8	See rules	2	14/3 wks	120¥	4	2-M

EQUIPMENT TABLE

	Conceal'	Damage	Weight	Avail.**	Cost	St. Index	Legal.
	-1	As rocket	+ .25	+ 1/x 1.5	x 2	As rocket	As rocket
Seeker Heads							
Net Rounds							
Normal	7	See rules	5	4/48 hrs	1,500¥	1	As weapon
Large	5	See rules	7.5	4/48 hrs	3,000¥	1	As weapon
Spear-gun Spears	3	As weapon	10	2/24 hrs	500¥	2	As weapon

*-1 Concealability per extra 10 rounds of ammo

**Belted ammo: add rounds/100 to Availability

GRENADES

	Conceal	Damage	Blast	Weight	Availability	Cost	St. Index	Legal
Concussion	6	12M (Stun)	-1/ m	.25	5/4 days	30Y	2	3-1
Dual-charge	5	Special	Special	.5	8/1 wk	150¥	3	3-J
Defensive (HE or AP)	6	10S	-1/ .5 m	.25	4 days	30Y	2	3-1
Flare	6	Special	—	.25	2/24 hrs	40Y	1	Legai
Flash	6	Special	—	.25	4/48 hrs	40Y	1	3-J
Flash-Pak	12	Special	—	.2	3/36 hrs	250Y	1	Legal
Gas (Neuro-Stun VII)	5	Special	—	.25	8/4 days	60¥	2	3-1
Incendiary	5	Special	—	.5	4/4 days	50Y	2	3-J
Ink	6	None	—	.25	4/4 days	40Y	2	Legai
PE Grenades								
Concussion	5	16M Stun	-1/m	.5	8/1 wk	70Y	2	3-1
Defensive	5	15S	-1/.5m	.5	8/1 wk	60¥	2	3-J
Offensive	5	15S	-1/m	.5	8/1 wk	60¥	2	3-J
Mini-grenade	8	by grenade	by grenade	.1	+2/by grenade	x2	+1	by grenade
Offensive (HE or AP)	6	10S	-1/ m	.25	4 days	30Y	2	3-1
Smoke	6	—	—	.25	3/24 hrs	30Y	2	Legai
Smoke (IR)	6	—	—	.25	4/48 hrs	40Y	2	Legai
Splash5	—	Special	.25	8/4 days	50Y	2	3-J	
Superflash	5	Special	-1/m	.25	10/2 wks	80¥	3	2-J
White Phosphorus	6	14M/10L	-1/m	.25	6/5 days	120¥	3	3-J

COMMERCIAL EXPLOSIVES, PER KILO

	Conceal	Damage	Blast	Weight	Avail.	Cost	St. index	Legal
Commercial	6	3	-3/m	1	6/48 hrs	60¥	1	4P-1
Plastic, Compound IV	6	6	-6/m	1	8/48 hrs	80Y	1	4-1
Plastic, Compound XII	6	12	-12/m	1	10/48 hrs	200¥	2	3-1
Accessories								
Radio Detonator	8	—	—	.25	4/48 hrs	250Y	2	6-1
Timer	6	—	—	.5	4/48 hrs	100¥	2	6-1

MINES

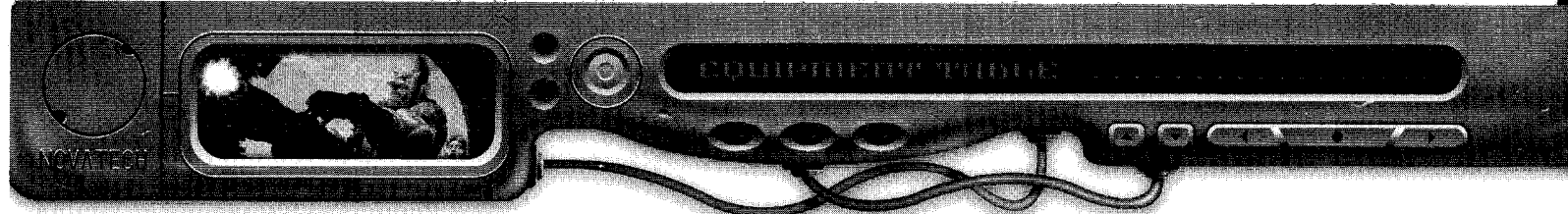
	Conceal	Damage	Blast	Weight	Avail.	Cost	St. Index	Legal
AP Mine	8	As grenade	As grenade	2	As grenade	As grenade x 10	2	2-J
AV Mine	6	12D	-1/m	5	10/1 wk	500¥	3	1-J
Textron Trapdoor Smart Mine	8	14D	-1/m	15	14/21 days	10,000¥	4	1-J

Mine Options

	Cost	Availability	St. Index
Bouncing	+500¥	+1/As mine	As mine
Directional	x 1.5	As mine	As mine
Disguised	x 2 per 2 points	As mine	As mine
Sensor			
Rating 1	+1,000¥	As mine	As mine
Rating 2	+3,000¥	As mine	As mine
Rating 3	+5,000¥	+1/x 2	+ .5
Rating 4	+8,000¥	+2/x 3	+1
Rating 5	+12,000¥	+4/x 4	+2
Smart			
Pilot Rating 1	+1,000¥	As mine	As mine
Pilot Rating 2	+2,000¥	As mine	As mine
Pilot Rating 3	+5,000¥	As mine	As mine

MORTAR ROUNDS

	Conceal	Damage	Blast	Weight	Avail.	Cost	St. Index	Legal
Anti-Personnel	3	18D (f)	-1/m	4	18/2 wks	250Y	3	1-J
Anti-Vehicle	3	16D	-4/m	4	18/3 wks	250¥	4	1-J
Dual-Charge	3	Special	Special	5	18/3 wks	500¥	4	1-J
High Explosive	3	18D	-1/.5m	4	18/2 wks	200¥	3	1-J
Incendiary	3	Special	—	4	18/2 wks	150¥	3	1-J
Seeker	—	As round	As round	+5	+2/+1 wk	+1,000¥	+1	As round
Smoke	3	—	—	3.5	18/2 wks	175¥	2	1-J
Smoke (IR)	3	—	—	3.5	18/3 wks	200¥	2	1-J
Solar 3	Special	Special	3.5	18/2 wks	200¥	2	1-J	
Splash3	Special	Special	5	18/1 wk	300¥	3	As chemical	
White Phosphorus	3	15S/12L	-1/m	4	18/2 wks	350Y	3	1-J



ROCKET ROUNDS

Generic	Intelligence	Damage	Blast	Scatter	Weight	Avail.	Cost	St. Index	Legal
Anti-Personnel	—	16D (f)	-1/.5m	2D6	2	8/14 days	1,000¥	2	1-J
Anti-Vehicle	—	16D	-8/m	2D6	3	8/14 days	2,000¥	2	1-J
High-Explosive	—	16D	-1/m	2D6	2	8/14 days	1,500¥	2	1-J
MP Jabberwocky Rocket	—	Special	Special	2D6	20	12/3 wks	6,000¥	5	1-K
Seeker	—	As rocket	As rocket	As rocket	+5	+2/+1 wk	+1,000¥	+1	As rocket
Zapper Rockets	—	16D	-10/m	2D6	25	10/2 wks	2,500¥	2.5	1-K
Specialized									
Arblast II MAW	—	15D (HE)	-1/.5m	2D6 + 2	2.5	8/48 hrs	900¥	2	1-J
Ballista MK I	—	14D (AV)	-7/m	2D6	2.75	12/21 days	1,000¥	4	1-J
M79B1 LAW	—	12D (HE)	-1/.5m	2D6 + 2	2.5	6/36 hrs	750¥	2	1-J

MISSILE ROUNDS

Generic									
Anti-Personnel	3	16D (f)	-1/.5m	2D6	2.25	12/14 days	2,500¥	3	1-J
Anti-Vehicle	4	16D	-8/m	2D6	3.25	12/14 days	5,000¥	3	1-J
High-Explosive	3	16D	-1/m	2D6	2.25	12/14 days	3,750¥	3	1-J
MP Jabberwocky Missile	3	Special	Special	2D6	20	12/3 wks	7,000¥	5	1-K
SAM	4	13D	-2/m	2D6	1.5	18/3 wks	2,500¥	4	1-K
Specialized									
Ballista MK II	6	14D (AV)	-7/m	2D6	2.75	14/28 days	2,000¥	4	1-J
Ballista MK III	5	14D (AV)	-7/m	2D6	2.75	18/28 days	2,500¥	4	1-J
Great Dragon ATGM	4	20D (AV)	-5/m	2D6	3	8/48 hrs	1,000¥	2	1-J
Vogeljäger Missile	5	14D (AV)	-2/m	2D6	1.7	18/28 days	5,000¥	4	1-J

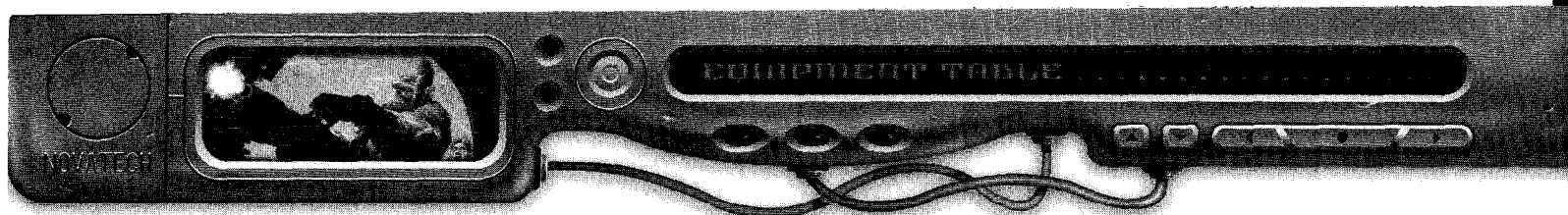
FIREARM AND WEAPON ACCESSORIES

General Accessories								
Battietac Remote Trigger System	—	-2	—	1	12/1 mo	2,500¥	2	2-W
Bayonet	Underbarrei	-1	—	.75	4/24 hrs	50¥	1	6-A
Bow Accessory Mount	-1	—	—	.1	2/24 hrs	100¥	.9	Legal
Biometric Safety	—	—	—	.1	3/36 hrs	2,250¥	1.5	Legal
Bipod	Under	—	2	2	6/12 hrs	400¥	1	Legal
Concealable Hoister	—	+2	—	1	2/24 hrs	100¥	.75	Legal
Grenade Link	—	—	—	.1	8/48 hrs	750¥	2	6-K
Quick Draw Hoister	—	—	—	1	4/48 hrs	100¥	.75	Legal
Standard	—	—	—	1	4/48 hrs	100¥	.75	Legal
Concealable	—	+2	—	.1	5/72 hrs	150¥	.75	Legal
Rangefinder	Top	—	—	.1	2/24 hrs	150¥	.8	Legal
Safe Target System	—	—	—	—	—	—	—	—
Gun Modification	—	-1	Variable	1	Rating/48 hrs	Rating x 1,000¥	2	Legal
Beacon	—	10	Variable	.25	Rating/48 hrs	Rating x 200¥	2	Legal
Silencer	Barrel	-2	—	.2	4/48 hrs	500¥	2	As Weapon
Sling	—	—	—	1	2/12 hrs	20¥	1	Legal
Sound Suppressor	Barrel	-2	—	.5	6/48 hrs	750¥	2	As Weapon
Spare Clips	—	—	—	.75	2/24 hrs	5¥	.75	Legal
Standard Holster	—	—	—	.1	2/12 hrs	40¥	.75	Legal
Tripod	Under	—	6	8	10/12 hrs	600¥	1	Legal
Underbarrei Grapple Gun	Under	-1	—	2	5/48 hrs	500¥	1.25	4P-U
Recoil Compensators and Gyros								
Foregrip	Under	-1	1	.5	2/24 hrs	100¥	1	Legal
Gas Vent II	Barrel	-1	2	.5	2/24 hrs	450¥	.8	Legal
Gas Vent III	Barrel	-2	3	.75	2/24 hrs	700¥	1	Legal
Gas Vent IV	Barrel	-2	4	.75	2/24 hrs	1,000¥	1	Legal
Gyro Mount, Deluxe	Under	-6	6	8	4/48 hrs	6,000¥	1	Legal
Gyro Mount, Standard	Under	-5	5	6	4/48 hrs	2,500¥	1	Legal
Hip Pad Bracing System	—	-4	1	2	4/48 hrs	250¥	1	Legal
Max-Gyro	Under	-7	7	7	6/48 hrs	7,800¥	1	Legal
Shock Pads	—	—	1	.25	2/24 hrs	200¥	.75	Legal
Stock	—	-1	—	.5	2/24 hrs	200¥	.75	Legal
Underbarrei Weight	Under	-1	1	1	2/24 hrs	50¥	1	Legal
Imaging Systems								
Flashlight								
Standard	Top/Under	-1	—	.25	2/24 hrs	50¥	.75	Legal
Low-Light	Top/Under	-1	—	.25	2/24 hrs	250¥	1	Legal
Infrared	Top/Under	-1	—	.25	2/24 hrs	450¥	1	Legal
Guncam	Top/Under	-1	—	.25	4/48 hrs	1,000¥	1	Legal
Guncam Transmitter	—	-1	—	.25	4/48 hrs	2,500¥ x Rating	1.5	7P-U
Imaging Scopes								
Low-Light	Top	-2	—	.25	3/36 hrs	1,500¥	.8	Legal
Magnification 1	Top	-1	1	.25	3/36 hrs	500¥	.8	Legal
Magnification 2	Top	-1	2	.25	3/36 hrs	800¥	.9	Legal
Magnification 3	Top	-1	3	.25	3/36 hrs	1,200¥	1	Legal
Thermographic	Top	-2	—	.25	3/36 hrs	1,500¥	.8	Legal
Laser Sight (Extended)	Top/under	-1	—	.25	8/48 hrs	1,500¥	1	Legal
Laser Sight (Standard)	Top/under	-1	—	.25	6/36 hrs	500¥	.9	Legal
Ultrasound Sight	Top/under	-2	—	.25	8/4 days	1,300¥	.8	Legal
Ultrasound Goggles	—	—	—	—	3/36 hrs	1,100¥	1	Legal

	Mount	Conceal	Rating	Weight	Availability	Cost	St. index	Legal
SmartLink								
Smart Goggles	—	0	—	i	3/36 hrs	3,000¥	1	4P-N
Smartgun, internal	—	—	—	.5	Weapon	+100%	Weapon	4P-N
Smartgun, external	Top/under	-2	—	1	4/48 hrs	600¥	1	4P-N
SmartLink-2								
Smart Goggles	—	0	—	.1	4/36 hrs	3,500¥	2	4P-N
Smartgun, internal	—	—	—	.25	Weapon	+150%	Weapon	4P-N
Smartgun, external	Top/under	-2	—	.75	6/48 hrs	800¥	2	4P-N
Target Designators								
Laser Designator								
Weapon-mounted	Top/Under	-2	—	.5	12/2 wks	3,000¥	2	8-U
Hand-held	—	8	—	.5	12/2 wks	3,000¥	2	8-U
Microwave Designator	—	4	—	4.5	24/1 mo	12,500¥	2	6-U
Radar Designator	—	—	—	25	24/3 mo	48,000¥	2	5-U

CLOTHING AND ARMOR

	Conceal	Ballistic	Impact	Weight	Avail.	Cost	St. index	Legal
GENERAL								
Fine Clothing	—	0	0	1	Always	500¥	1	Legal
Forearm Guards	12	0	1	.2	5/36 hrs	250Y	.75	Legal
Ordinary Clothing	—	0	0	1	Always	50Y	.8	Legal
Riot Shield, Small	—	1	2	2	8/14 days	1,500¥	2	Legal
Riot Shield, Large	—	2	3	2	8/14 days	1,500¥	2	Legal
Riot Shield, Ballistic	—	3	1	2	8/14 days	1,500¥	2	Legal
Tres Chic	—	0	0	1	Always	1,000¥	i	Legal
ARMOR CLOTHING								
Armor Clothing	10	3	0	2	2/36 hrs	500¥	1	Legal
Armor Jacket	6	5	3	2	3/36 hrs	900¥	.75	Legal
Armor Vest	12	2	1	1	2/36 hrs	200¥	.8	Legal
Armor Vest with Plates	10	4	3	2	3/36 hrs	600¥	1	Legal
Lined Coat	8	4	2	1	2/24 hrs	700¥	.75	Legal
Modifications								
Chemical Seal	—	—	—	—	+1/+12 hrs	+(Rating x 250¥)	+25	Legal
Fire Resistance	—	—	—	—	+1/+12 hrs	+(Rating x 100¥)	+25	Legal
Gel Packs	See rules	—	—	+25%	x 2/x 4	x 5	+2	4-L
Insulation	-1 per 2 points	—	—	+5.5 per point	+1/+12 hrs	+(Rating x 150¥)	+25	Legal
Nonconductive	—	—	—	—	+2/+24 hrs	+(Rating x 200¥)	+25	Legal
Thermal Dampening	—	—	—	—	x 2/x 4	+(Rating x 1,500¥)	+2	Legal
Secure Clothing	12	3	0	1.5	3/36 hrs	450¥	.9	Legal
Secure Jacket	9	5	3	3	4/36 hrs	850¥	.8	Legal
Secure Vest	15	2	1	.75	3/36 hrs	175¥	.9	Legal
Secure Ultra-Vest	14	3	2	2.5	3/36 hrs	350¥	.9	Legal
Secure Long Coat	10	4	2	2	3/24 hrs	650¥	.9	Legal
Armanté								
Dallas Line for Men (c)								
Cross-buttoned Shirt	14	.75	0	1	2/48 hrs	600¥	.75	Legal
Double Breasted Jacket*	12	2	2	1.5	2/48 hrs	1,000¥	.75	Legal
Short Jacket*	13	1	.5	.5	2/48 hrs	600¥	.75	Legal
Slacks	14	.75	.25	1	2/48 hrs	400¥	.75	Legal
Vest	14	.5	.25	.5	2/48 hrs	250¥	.75	Legal
Executive Suite Line	12	3	1	1	4/48 hrs	1,100¥	.75	Legal
London Fog Line								
The Count	12	2	2	1	4/48 hrs	600¥	.75	Legal
The Chairman	11	2	2	2	4/48 hrs	5,000¥	.75	Legal
The Majesty	11	2	2	2	4/48 hrs	3,000¥	.75	Legal
The Merlin	12	2	2	1	4/48 hrs	1,500¥	.75	Legal
The Professional	13	2	2	2	4/48 hrs	1,000¥	.75	Legal
Starlight Line	13	1	1	.75	2/48 hrs	4,500¥	.75	Legal
Venetian Line	14	1	0	.5	2/48 hrs	3,500¥	.75	Legal
The Ancien Line	14	1	0	.3	2/48 hrs	750¥	.75	Legal
Mortimer of London								
Greatcoat Line	11	4	2	3	6/48 hrs	2,000¥	.75	Legal
Ulysses Line	10	4	2	4	6/48 hrs	4,000¥	.75	Legal
Crimson Sky Line	12	2	2	2	6/48 hrs	1,500¥	.75	Legal
Summit Line	12	3	2	3	6/48 hrs	2,500¥	.75	Legal
Vashon island								
Actioneer Line (c)								
Suit Jacket*	13	1.5	1	1	5/48 hrs	500¥	.75	Legal
Slacks	14	1	.5	1	5/48 hrs	350¥	.75	Legal
Hi-collar Shirt	14	1.5	.5	.75	5/48 hrs	300¥	.75	Legal
Long Coat*	13	2	2	2	5/48 hrs	1,500¥	.75	Legal
Sleeping Tiger Line (c)								
Shirt	10	5	1	1	5/48 hrs	300¥	.75	Legal
Jacket	8	.5	1.5	1.25	5/48 hrs	1,000¥	.75	Legal
Slacks/Skirt	12	.5	.5	1	5/48 hrs	400¥	.75	Legal
Vest	10	.5	1	.75	5/48 hrs	500¥	.75	Legal
Grand Dame Line	15	1	1	2	5/48 hrs	7,500¥	.75	Legal



	Conceal	Ballistic	Impact	Weight	Avail.	Cost	St. Index	Legal
zoe								
Futura Line (c)								
Blazer*	13	2	1	1.5	4/48 hrs	2,500¥	.75	Legal
Skirt/Slacks	13	1	1	1	4/48 hrs	1,500¥	.75	Legal
Sweater*	13	2	1	1.5	4/48 hrs	1,000¥	.75	Legal
Heritage Line	12	4	2	1.5	10/2 months	10,000¥	.75	Legal
Second Skin Line	15	2	2	.25	10/1 month	5,000¥	.75	Legal
Victory								
Industrious Line								
Jumpsuit	11	2	0	1	2/24 hrs	400¥	.5	Legal
Coverall	9	4	2	3	2/24 hrs	800¥	.5	Legal
Hard Hat	—	—	+1	.5	2/24 hrs	25Y	.5	Legal
Winterized Coverall	10	4	4	5	2/24 hrs	1,000¥	.75	Legal
Wild Hunt Line								
Camouflage Jacket	6	4	2	2	4/24 hrs	1,000¥	1	Legal
Camouflage Jumpsuit	9	3	2	1.5	4/24 hrs	750Y	1	Legal
Camouflage Vest	8	2	2	1	4/24 hrs	400¥	1	Legal
Light Armor Clothing	12	1	0	1	4/24 hrs	400¥	1	Legal
Heavy Armor Clothing	10	4	0	3	4/24 hrs	600¥	1	Legal
Fatigues	10	2	0	2	4/24 hrs	500¥	1	Legal
Rapid Transit Line								
Light Jumpsuit	8	1	2	1	4/24 hrs	250¥	1	Legal
Heavy jumpsuit	6	2	4	2	4/24 hrs	500¥	1	Legal
Helmet	—	—	+2	.5	4/24 hrs	50Y	1	Legal
Massaging Liners	—	NA	NA	+5	+2/+1 wk	+1,000¥	+1	Legal
Plastic Restraint Melters	—	NA	NA	—	As jumpsuit	+50¥	As jumpsuit	5-U
CAMOUFLAGE								
Camo Full Suit	—	3	1	1.5	4/36 hrs	1,200¥	1	Legal
Camo Jacket	—	5	3	2	5/36 hrs	800¥	1	Legal
FORM-FITTING BODY ARMOR								
Shirt	14	2	0	.75	6/1 wk	500¥	1	Legal
Half-body Suit	13	3	1	1	6/10 days	1,000¥	1	Legal
Full-body Suit	12	4	1	1.25	6/2 wks	2,000¥	1	Legal
LEATHER								
Real	—	0	2	1	Always	750¥	.75	Legal
Synthetic	—	0	1	1	Always	250Y	.6	Legal
HARDENED MILITARY GRADE ARMOR								
Light	—	7	6	12 + Body	18/1 mo	25,000¥	3	2-L
Medium	—	8	7	14 + Body	24/1 mo	45,000¥	3	2-L
Heavy	—	9	8	16 + Body	28/2 mo	70,000¥	3	2-L
Helmet	—	+2	+3	3	18/1 mo	2,500¥	3	2-L
SECURITY ARMOR								
Light Security	—	6	4	9 + Body	12/10 days	7,500¥	2	4P-K
Medium Security	—	6	5	11 + Body	14/10 days	9,000¥	2.5	3P-K
Heavy Security	—	7	5	13 + Body	16/14 days	12,000¥	3	2P-K
Security Helmet	—	+1	+2	—	12/14 days	250¥	2	(-1)P-K
UNDERWATER								
Diving Armor	—	4	2	2	5/48 hrs	1,750¥	1.25	Legal

COMBAT AND SURVIVAL GEAR

	Conceal	Weight	Availability	Cost	Street Index	Legality
BattleTac System						
Master Component	3	2.5	12/1 mo	30,000	3	2P-W
Receiver Component	4	1	12/3 wks	10,000	2	3P-W
Chernsuit	—	1	(Rating)/(Rating) days	200¥ x Rating	1	Legal
Climbing Gear						
Ascent/Descent Harness	3	.25	Always	75Y	1	Legal
Ascent/Descent Kit	3	2	Always	250Y	1	Legal
Rappelling Gloves	9	—	Always	70Y	1	Legal
Rope (50m)	3	1	Always	125¥	1	Legal
Gas Mask						
w/Air Tank	—	.5	Always	50Y	1	Legal
Grapple Gun	7	2.25	4/36 hrs	450Y	2	4P-U
Grapple Line	3	2 per 100m	4/36 hrs	50Y per 100m	2	Legal
Stealth Grapple Line	3	3 per 100m	6/72 hrs	85¥ per 100m	3	6P-V
Catalyst Stick	9	—	6/72 hrs	120¥	2	Legal
Hazmat Suit	—	2	6/1 wk	5,000¥	1.5	Legal
Micro Flare Launcher	6	2	Always	50Y	1	Legal
Micro Flares	10	—	Always	75¥	1	Legal
Nav-Dat G M	8	.5	6/48 hrs	700¥	1	Legal
Parachutes						
Standard Parachute	—	20	6/1 wk	500¥	1	Legal
Low-altitude Parachute	—	30	8/1 wk	750¥	1	Legal
HALO Parachute	—	40	10/2 wks	1,000¥	1	Legal
Ration Bars (10 Days)	—	1	2/48 hrs	30¥	1	Legal
Respirator	—	1	4/48 hrs	500¥	2	Legal
Pressure Regulator	—	5	6/48 hrs	250¥	2	Legal
Satellite Dishes						
Standard Portable	—	5	5/48 hrs	800¥	1	Legal



	Conceal	Weight	Availability	Cost	Street index	Legality
Large Portable	—	8	6/48 hrs	1,200¥	1	Legal
Fixed Base	—	60	5/1 wk	900¥	1	Legal
Temporary	4	3	4/24 hrs	1,000¥	.5	Legal
Survival Kit	—	2	2/48 hrs	100¥	1	Legal
X-E Suit	—	3	8/2 wks	15,000¥	2	Legal

Tactical Communication System

Master Unit						
Rating 1-4	—	60	12/2 wks	Rating x 4,000¥	2	6-W
Rating 5-7	—	65	14/2 wks	Rating x 5,000¥	2	5-W
Rating 8-9	—	70	16/3 wks	Rating x 7,000¥	3	4-w
Rating 10+	—	75	18/4 wks	Rating x 8,000¥	4	3-w
Portable	—	+3	+2/+ 1 wk	x 2	+1	As unit
Personal Comm Unit						
Rating 1-4	9	.5	8/2 wks	Rating x 1,500¥	2	8-W
Rating 5-7	8	.75	10/2 wks	Rating x 2,000¥	2	8-W
Rating 8-9	8	1	12/3 wks	Rating x 3,000¥	3	7-w
Rating 10+	8	1	14/4 wks	Rating x 4,000¥	4	7-W
Laser Link	4	1	10/2 wks	3,000¥	2	6P-U
Microwave Link	3	1	14/2 wks	5,000¥	2	8P-U
Satellite Link	—	2	10/2 wks	Rating x 1,000¥	2	8P-U

UNDERWATER GEAR

Basic Diving Gear						
Breathing Regulator	7	2.5	4/12 hrs	720Y	1	Legal
compensator and Belt	—	12	4/12 hrs	475Y	1	Legal
Face Mask + Snorkel	—	—	4/12 hrs	120¥	1	Legal
Fins	—	.7	4/12 hrs	90¥	1	Legal
Scuba Tank	—	18	4/12 hrs	3,000¥	1	Legal
Wet Suit	—	1.2	4/12 hrs	290¥	1	Legal
Drysuit	—	3.5	4/36 hrs	1,500¥	1.25	Legal
Dual Tank Assembly	—	0.1	4/18 hrs	200¥	1	Legal
Enclosed Helmet	—	1	5/96 hrs	960Y	1.5	Legal
Full Face Mask	—	—	4/24 hrs	360Y	1.25	Legal
JIM Suit	—	300	6/2 wks	25,000¥	2	3P-U
SIR Enhancement	—	+25 per point	As JIM	+5,000¥ per point	As JIM	As JIM
LBA	—	25	8/3 wks	50,000¥	2.5	Legal
OXSYS Artificial Gill	—	0.5	4/12 hours	3,250¥	1	Legal

SKILLSOFTS AND CHIPS

	Concealability	Base Price	Availability	Street index	Legality
Activesoft	12	Mp x 100¥	6/4 days	1.25	Legal
Datasoft	12	Mp x 100¥*	4/4 days	1.25	Legal
Knowsoft	12	Mp x 150¥	5/4 days	1.25	Legal
Linguasoft	12	Mp x 50¥	6/36 hrs	1.25	Legal
Skillsoft jukebox	3	Ports x MP x 20¥	3/72 hrs	1	Legal
Optical Memory Chip	12	MP x 5Y	Always	1	Legal
Autonav Map Chip	12	25Y	Always	1	Legal
Virtual instructor Chip	12	MP x 100¥	Ratings Total/72 hrs	1	Legal/3-Y

*More valuable data will cost more.

Skillsoft Cyberware

	Essence	Cost	Availability	Street Index	Legality
Dedicated Chipjack	.1	500¥ + chip cost	2/48 hrs	1	3-Y

SKILLSOFT OPTIONS

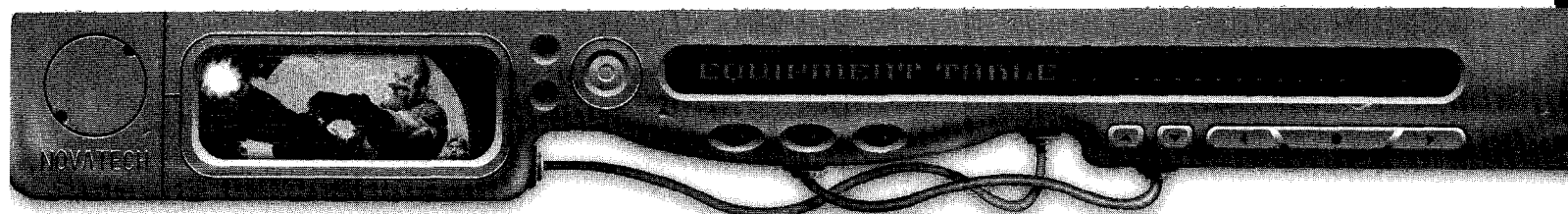
Skillsoft Option	Design Rating Modifier	Price	Availability	Street Index	Legality
Adaptive	+2	Normal	Normal/x 1.5	+ .25	Legal
Cluster	Special	Normal	Normal/x 1.5	+ .25	Legal
Customized	Special	x 2	+4/x 3	x 2	Legal
Defective	Special	x .25	+2/x 2	x .5	10Y
DIMAP	+Rating	+(Ratingx 10)%	+Rating/x 2	+ .25	6P-Y
implant	Special	Normal	Normal	+ .25	Legal
Limitation	+1	x .75	Normal	- .25	Legal
One-Shot	Special	x .75	-1/x .5	x .5	Legal
Optimization	Special	Normal	+2/x 2	+ .25	Legal
Overdrive	+Rating	+(Ratingx 10)%	+Rating/x 1.5	+ .25	5P-Y
Pluscode	+Rating	Normal	+Rating/x 2	+ .25	Legal
Static	None	x .75	-1/Normal	x .75	Legal
Virus	None	Normal	-1/Normal	x 2	aY

Note: Rating refers to the rating of the programming option.

BTLs

	Concealability	Base Price	Availability	Street Index	Legality
Direct Input Chip	12	250Y	3/12 hrs	1	3-Y
Dreamdeck Chip	12	100¥	3/12 hrs	1	3-Y
BTL-modified simdeck	3	250Y	3/12 hrs	1	3-Y

BTL Type	Dreamdeck Base Price	Direct input Base Price	Availability	Street Index	Legality
Dreamchip	Rating x 25Y	Rating x 60¥	3/12 hrs	1	3-Y
Moodchip	Rating x 20¥	Rating x 50Y	3/12 hrs	1	3-Y



BTL Tyne	Dreamdeck Base Price	Direct Innut Base Price	Availability	Street index	Legality
Personafix	Rating x 40Y	Rating x 75Y	4/24 hrs	1	3-Y
Tripchip	Rating x 15Y	Rating x 40Y	3/12 hrs	1	3-Y

BTL OPTIONS

BTL Option	Design Rating Mod	Price	Availability	Street index
Black Death	+Rating	x 2	+2/x 2	+1
Black Night	+Rating	x 2	+2/x 2	+1
Cluster	Special	Normal	Normal	Normal
Defective	Special	x .25	+2/x 2	x .5
Degrading	+1	x .75	Normal	Normal
Implant	Special	Normal	Normal	Normal
One-Shot	Special	x .5	Normal	Normal
Optimization	Special	Normal	+2/x 2	+1
Partial Peak Controls	-1	x .5	-2/x .5	x .5
Personalized	Special	x 2	+4/x 3	x 2
PolyPOV	Special	x Number of POVs	+1/x 1.5	Normal
Psychotropic	+Rating	x 2	+2/x 2	+1
RAS Override	—	Normal	Normal	Normal
Rough Cut	+1	x .5	-2/x .5	x .5
Timer	+1	x .6	Normal	Normal

Note: Rating refers to the rating of the programming option.

PROGRAMMABLE ASIST BIOFEEDBACK UNITS

	Rating	Weight	Cost	Availability	Street Index	Legality
Galli Rauch-Aleph Reprogrammer	1	3	10,000Y	14/1 mo	3	3P-Y
MCT MenTokko-2 Engram Manipulator	2	5	15,000Y	16/1 mo	3	3P-Y
Ares CyberMed Psychscanner	3	8	25,000Y	20/2 mo	3	3P-Y
EBMM Therapeutic ASIST System	4	10	40,000Y	21/2 mo	3	3P-Y
MCT MenTokko-5 Engram Manipulator	5	10	60,000Y	24/3 mo	3	3P-Y

ENTERTAINMENT

	Concealability	Weight	Availability	Cost	Street Index
Music					
Disk/Chip	12	—	Always	20Y	.75
Playback Unit	3	2	Always	200Y	.75
Quad Speakers	—	—	Always	100Y	.75
Video					
Disk/Chip	12	—	Always	20Y	.75
Playback Unit	2	2	Always	400Y	.75
Screen	—	3	Always	150Y	.75
Simsense Decks					
Sony Beautiful Dreamer (monoPOV ACT)	3	3	Always	200Y	1
Novatech Sandman (polyPOV ACT)	2	5.5	Always	2,500Y	1
Truman Paradiso (polyPOV ACT or DIR-X)	—	6	4/36 hrs	75,000Y	1
Simsense Recordings					
(Cost given is for monoPOV baseline recordings. Triple Cost for Full-X. For poly-POV, multiply cost by number of POVs.)					
ACT Recordings	10	—	Always	2Y/minute	.75
Dir-X Recordings	10	—	Always	90Y/minute	.75

ELECTRONICS

	Concealability	Weight	Availability	Cost	Street Index
Telecom	—	15	Always	Memory Cost x 1.5	1
Communications					
Wrist-Model Cellphone	4	—	Always	100Y	.75
With Flip-Up Screen	—	—	Always	150Y	1
Handset Unit Cellphone	3	1	Always	50Y	.75
Earplug Unit Cellphone	8	—	Always	100Y	1.5
Pager 10	—	Always	10Y	1	
Pocket Secretary	3	.5	Always	2,000Y	1
Personal Computers					
Table Top	—	10	Always	Memory Cost	.75
Pocket	3	1	Always	Memory Cost x 5	1
Wrist	4	—	Always	Memory Cost x 20	1.5
PrinterNA	10	Always	100Y	1	
Computer Memory (Non-Cyber)	NA	—	Always	20Y x Mp	.75
Data Display Systems (w/max memory capacity)					
Data Unit (1,000 Mp)	3	2	Always	Memory Cost	1
Headset (500 Mp)	4	1	Always	Memory Cost x 2	1.5
Heads-Up Display (200 Mp)	NA	1	6/7 days	Memory Cost x 10	3
Credstick Verification Readers					
Rating	Transaction Limit	Weight	Availability	cost	Street Index
1	5,000Y	1	Always	12,000Y	1
2-3	20,000Y	1	Always	45,000Y (60,000Y portable)	1
4-5	200,000Y	1	Always	100,000Y	1
6-7	500,000Y	1	Restricted	Restricted	NA
8-9	1,000,000Y	1	Restricted	Restricted	NA



TOOLS

	Concealability	Weight	Availability	Cost*	Street Index
Kit	3	5	5/48 hrs	500¥	2
Shop	—	—	8/72 hrs	5,000¥	3
Facility	—	—	14/7 days	100,000¥	4

* General Work (Base Cost). Vehicle Work (2 x Cost). Electronic/Computer/Cyberware Work (3 x Cost).

SURVEILLANCE AND SECURITY COMMUNICATIONS

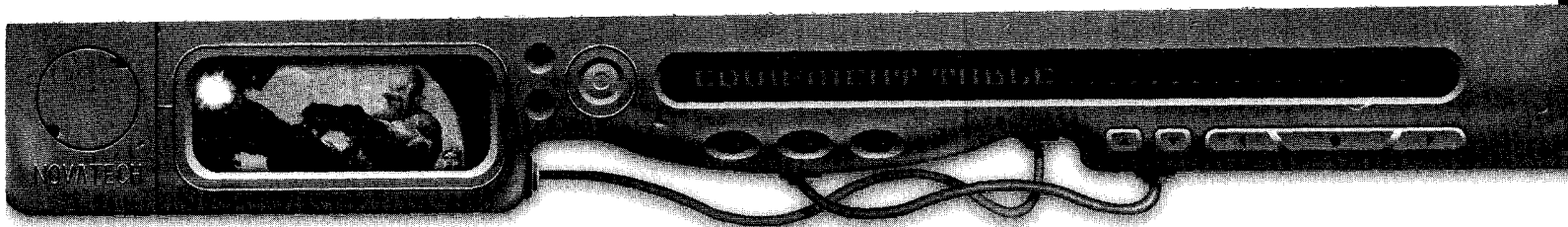
	Conceal	Weight	Availability	Cost	Street Index	Legal
Micro-Transceiver	10	—	Rating/48 hrs	Rating x 1,000¥	2	8P-U
Subvocal Mic	12	—	3/48 hrs	500¥	1.25	9P-U
Transceiver	8	1	Rating/48 hrs	Rating x 500¥	2	8P-U
Signal Amplifier	3	Rating	Rating/(Rating x 12) hrs	Rating x 250Y	1.5	10P-U
Signal Repeater	—	Rating x 2	Rating x 2/48 hrs	Rating x 1000¥	3	6P-U
Simrig	10	.5	8/2 weeks	50,000¥	2	Legal
Simlink	8	.5	8/2 weeks	25,000¥ + (5,000 x Rating)	2	8P-U
Vidlink Transmitter	9	.5	4/1 week	2,000¥ x Rating	2	8P-U
Scanner	8	1	Rating/24 hrs	Rating x 100¥	2	Legal
ECCM	—	—	+ 1 per	1,000¥ per	+0.5 per	Legal

ENCRYPTION / DECRYPTION

	Cost	Street Index	Legality
Broadcast Encryption			
Rating 1-4	Rating x 1,000¥	1	8P-V
Rating 5-7	Rating x 2,000¥	1	8P-V
Rating 8-9	Rating x 4,000¥	1	8P-W
Rating 10	Rating x 5,000¥	1	8P-W
Data Encryption			
Rating 1-3	Rating x Rating x 50Y	—	8P-V
Rating 4-6	Rating x Rating x 100¥	—	8P-V
Rating 7-9	Rating x Rating x 250¥	—	8P-W
Rating 10+	Rating x Rating x 500¥	—	8P-W
Broadcast Decryption			
Rating 1-4	Rating x 2,000¥	1	8P-V
Rating 5-7	Rating x 4,000¥	1	8P-W
Rating 8	40,000¥	1	8P-W
Data Decryption			
Rating 1-3	Rating x Rating x 100¥	—	8P-V
Rating 4-6	Rating x Rating x 200¥	—	8P-W
Rating 7-9	Rating x Rating x 500¥	—	8P-W
Rating 10+	Rating x Rating x 1000¥	—	8P-W

SECURITY DEVICES

	Conceal	Weight	Availability	Cost	Street Index	Legal
Chem Sniffer						
Hand-held	6	1	Rating/72 hrs	10,000¥ x Rating	2	8P-U
Doorway	4	—	Rating/2 wks	20,000¥ x Rating	3	9P-U
Containment Manacles	—	5	8/1 wk	2,500¥	2	4P-V
Cyberware Scanner						
Hand-held	6	1	Rating/72 hrs	2,000¥ x Rating	2	8P-U
Doorway	8	—	Rating/2 wks	4,000¥ x Rating	3	9P-U
Headjammer	3	1	Rating/72 hrs	1,200¥ x Rating	2	5P-V
Identification Scanners						
Thumbprint	—	—	Rating/72 hrs	200¥ x Rating	1	Legal
Palmprint	—	—	(Rating + 1)/72 hrs	300¥ x Rating	2	Legal
Retinal	—	—	(Rating + 2)/72 hrs	1,000¥ x Rating	3	Legal
Jackstopper	10	—	4/48 hrs	100¥	2	8P-V
Magnetic Anomaly Detector						
Hand-held	6	1	Rating/36 hrs	2,500¥ x Rating	2	8P-U
Doorway	8	—	Rating/2 wks	5,000¥ x Rating	3	9P-U
Maglocks						
Type I (Rating 1-3)	—	—	Rating/2 days	75Y x Rating	.75	Legal
Type II (Rating 4-6)	—	—	Rating/3 days	100¥ x Rating	1	Legal
Type III (Rating 7-9)	—	—	Rating/3.5 days	150¥ x Rating	1.25	Legal
Type IV (Rating 10)	—	—	Rating/4 days	250Y x Rating	1.5	Legal
Biometric Maglock	—	—	Rating/5 days	350Y x Rating	2	Legal
PANICBUTTON Hook-Up	10	—	Always	1,000¥	1	Legal
Restraints						
Metal	3	.5	4/48 hrs	20¥	1	6P-U
Piasteel	3	—	4/48 hrs	50¥	1	9P-U
Skilltwichers	9	—	6/72 hrs	200¥	2	4P-v
Squealer	4	—	6/72 hrs	100¥	2	Legal
Countermeasures						
Gas Detection System	5	1	(Rating x 3)/7 days	(1,000¥ x Rating)	2	Legal
Maglock Passkey (illegal)	9	1	(Rating x 2)/10 days	10,000¥ x Rating	3	4P-v
Sequencer	8	2	(Rating x 2)/2 wks	(500¥ x Rating x Rating)	3	4P-v
Ultrasound Detector	10	—	6/72 hrs	40Y	3	Legal
Ultrasound Emitter/Detector	8	.5	(Rating x 21/72 hrs	Rating x 400¥	3	8P-V
Wire Clippers	12	1	Always	25Y	1	Legal



SURVEILLANCE GEAR

	Conceal	Weight	Availability	Cost	Street Index	Legal
Data Codebreaker	2	5	Rating/10 days	10,000¥ x Rating	1.5	4P-v
Dataline Tap	12	—	Rating/8 days	1,000¥ x Rating	1.5	6P-v
Laser Microphone	5	1	Rating/48 hrs	1,500¥ x Rating	1.5	6P-U
Micro-Camcorder	8	—	6/48 hrs	2,500¥	2	8P-U
Micro-Recorder	9	—	6/48 hrs	500¥ x Rating	2	8P-U
Shotgun Microphone	5	1	Rating/36 hrs	1,000¥ x Rating	1	6P-U
Signal Locator (Standard)	3	2	Rating/48 hrs	200¥ x Rating	1.5	8P-U
Signal Locator (AOD)	3	2	Rating/48 hrs	500¥ x Rating	1.5	8P-U
Sony HB500 Portacam	—	3.5	4/72 hrs	2,200¥	2	Legai
Sony CB5000 Cybercam	—	5.5	5/72 hrs	2,700¥	2	Legai
Tridlink Adaptor	6	1	2/72 hrs	700¥	1	Legai
Tracking Signal (Standard)	9	—	Rating/72 hrs	500¥ x Rating	2	8P-U
Tracking Signal (AOD)	9	—	Rating/72 hrs	600¥ x Rating	2	8P-U
Voice identifier	2	5	Rating/72 hrs	2,000¥ x Rating	2	5P-v
Countermeasures						
Bug Scanner	3	1	Rating/48 hrs	500¥ x Rating	1.5	5P-v
Data Encryption System	2	1	Rating/14 days	1,000¥ x Rating	2	4P-v
Dataline Scanner	2	1	Rating/14 days	100¥ x Rating	2	4P-U
Jammer	2	5	Rating/72 hrs	1,000¥ x Rating	1.5	3P-U
Voice Mask	6	—	Rating/72 hrs	3,000¥ x Rating	1.5	5P-v
White Noise Generator	3	1	Rating/72 hrs	1,500¥ x Rating	1.5	8P-U

VISION ENHANCERS

	Concealability	Magnification	Weight	Availability	Cost	Street Index
Binoculars	5	50x	1	Always	100¥	.8
Low-Light	—	—	—	4/48 hrs	+200¥	1.25
Thermographic	—	—	—	4/48 hrs	+250¥	1.25
Flashlight						
Pocket	12	—	—	Always	10¥	1
Large	7	—	2	Always	25¥	1
Goggles	6	20x	—	4/48 hrs	1,500¥	1.5
Low-Light	—	—	—	6/48 hrs	+500¥	2
Thermographic,	—	—	—	6/48 hrs	+700¥	2

BIOTECH

	Rating	Availability	Weight	Cost	Street index
Bio-Monitor	2	6/72 hrs	1	1,000¥	2
DocWagon™ Contract					
Basic Service	—	On payment	—	5,000¥ per year	—
Gold Service	—	On payment	—	25,000¥ per year	—
Platinum Service	—	On payment	—	50,000¥ per year	—
Super-Platinum Service	—	On payment	—	100,000¥ per year	—
Additional Doc Wagon Fees*					
High Threat Response	—	—	—	+5,000¥	—
Employee Death Benefits	—	—	—	+20,000¥	—
On-Site Resuscitation	—	—	—	+8,000¥	—
Acute Care**					
Basic	—	—	—	+500/day	—
Intensive	—	—	—	+1000/day	—
Extended Care (3+ weeks)	—	—	—	+2,500/week	—
Medkit	3	2/24 hrs	3	200¥	1.5
Medkit Supplies	—	2/24 hrs	—	50¥	1.5
Stabilization Unit	2	12/1 mth	30	10,000¥	3
Deluxe Unit	6	16/1 mth	35	20,000¥	3

* This is the base charge. The client may also be responsible for these additional charges: ammunition, equipment damage, health-care costs for injured employees and bystanders, and death benefits.

**These figures do not include additional costs for specific medical procedures.

SLAP PATCHES

Antidote Patch	Maximum 8	6/72 hrs	—	Rating x 50Y	2
Stimulant Patch	Maximum 6	2/24 hrs	—	Rating x 25Y	1
Tranq Patch	Maximum 10	4/48 hrs	—	Rating x 20¥	2
Trauma Patch	—	4/48 hrs	—	500¥	4



WEAPON RECORD SHEET

SHADOWRUN®

Name: _____

Type: _____

Concealability: _____ Legality _____

OPTIONS

Gun Options	Modifier	Mount	Integral	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

BASE TARGET NUMBERS

	Damage	4(S)	5(M)	6(L)	9(E)
Ranges (in meters)	_____	_____	_____	_____	_____

Single Shot/Semi-Auto

1st Shot (Single Shot) _____

2nd Shot (+1 Recoil) _____

Burst-Fire

1st Burst (+3 Recoil) _____

2nd Burst (+6 Recoil) _____

Full-Auto

1st Burst (+3 Recoil) _____

Per Extra Bullet _____ +1 to above +1 to above +1 to above +1 to above

+1 Recoil and +1 Power per bullet fired; +1 Damage Level per 3 bullets

RANGED ATTACK TARGET NUMBERS

	S	M	L*	Ext*
Standard	4	5	6 (8)	9
Laser Sight†	3	4	5 (7)	8
Smart Goggles§	3	4	5 (7)	8
Smartlink	2	3	4 (6)	7
Smartlink-2				
with Range Finder	2	3	3 (5)	5
Image Magnification				
Level 1	4	4	5 (5)	6 (8)
Level 2	4	4	4 (4)	5
Level 3	4	4	4 (4)	4
Image Magnification				
with Laser Sight†				
Level 1	3	3	4 (4)	4
Level 2	3	3	3 (3)	4
Level 3	3	3	3 (3)	3

* The number in parantheses in this column is for grenade launchers, mortars and missile launchers. Note that the only modifier applicable to indirect fire is the -1 modifier from a smartlink-2 system.

† Standard laser sights have an effective range of 50 meters during the day and 150 meters at night; Extended laser sights have an extended range of 150 meters during the day and 500 meters at night.

§ Or any smartlink system that is not completely cybernetic.

AMMO

Type: _____

Effect: _____

Load: _____ rounds in a _____

Extra Reloads _____

Rounds Unloaded _____

Rounds Fired _____

AMMO

Type: _____

Effect: _____

Load: _____ rounds in a _____

Extra Reloads _____

Rounds Unloaded _____

Rounds Fired _____

AMMO

Type: _____

Effect: _____

Load: _____ rounds in a _____

Extra Reloads _____

Rounds Unloaded _____

Rounds Fired _____

AMMO

Type: _____

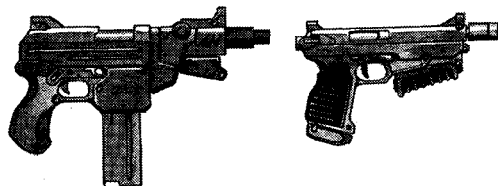
Effect: _____

Load: _____ rounds in a _____

Extra Reloads _____

Rounds Unloaded _____

Rounds Fired _____





Character's Name

MELEE WEAPONS

[illegible]

PROJECTILE WEAPONS

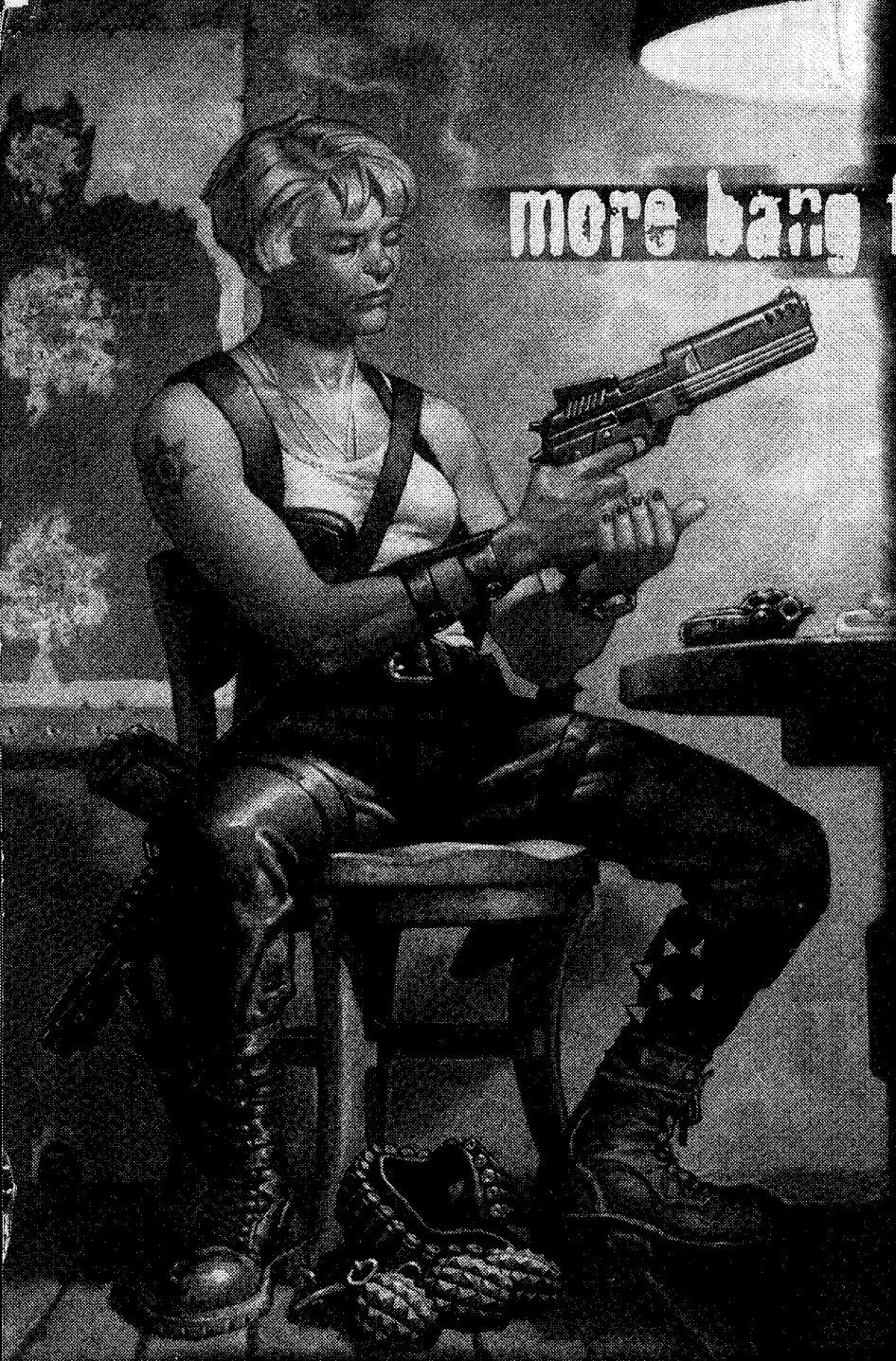
[illegible]

MARTIAL ARTS

Tradition: _____	Maneuver	Effect
Teacher: _____	_____	_____
Skill Rating: _____	_____	_____
Advantages: _____	_____	_____
_____	_____	_____
Disadvantages: _____	_____	_____
_____	_____	_____

MISC COMBAT GEAR

[illegible]



more bang for the buck ...

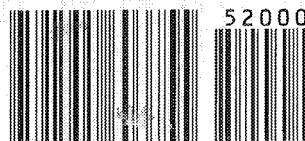
When the shadows are full of flying lead, chummer, you need an edge—and I got it right here. You want a specialized blade? I can sell you a monosword. You want a gun to make the other guy think twice? How about the new laser pistol? Maybe you want to forge your whole body into a weapon—I know someone who can train you in Wildcat-style martial arts. The big boys don't have all the best toys ...

Cannon Companion offers more than 150 new weapons, with new accessories, gear, armor and explosives. Expanding on the combat gear introduced in *Shadowrun, Third Edition*, it provides advanced rules for the martial arts, firearm design and modification, simsense and underwater combat.



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