PLASTIC WARRIORS:
PROJECT 3
EDITED BY GURTH

Grab the wife! Hide the kids!–

Those fun-loving **PLASTIC WARRIORS** are back!

OK

This time, they hit on such topics as

- *critters*
- *demolitions*
- *magic*
- *shadow gear*
- *vehicles*
- *& more!*

OK

In addition, the book provides optional rules for enhancing your **SHADOWRUN** game, errata sheets for a number of official **SHADOWRUN** books, two new contacts, and a character record sheet expansion!

OK

SHADOWRUN is a registered trademark of **FASA CORPORATION**. Used without permission. This non-official Shadowrun piblication is copyright © 1995 by Gurth.

Barcodes? ISBN? What are those?

OK

CONTENTS

Credits 3
Intro Blurb 6
Shadowgear Catalog 2051 8
Shadow Gear Catalog 8
Winter 2050/2051 (vers. 1.5) 8
Part 1 Weapons and accessories. 8
The Uzi 3S 8
Silencers/Sound Suppressors 8
The Slimline silencer 8
The Mini 8
Improved Silencer/Sound Suppressor 8
Shhhh 7000 Sound Suppressor 9
Bio-Injector 9
Speed Loaders 9
Stiletto 9
Brass Knuckles 9
Tracer Rounds 9
Needle Ammo 10
Powell Knife Pistol 10
Hermetically Sealed Disposable Macroplast Clips 10
Cane Sword 10
Melee Weapons 10
Flail 10
Lance 10
Mace 10
Tetsubo 11
Whip 11
Smoke & Gas Grenades 11
Mace XII 11
Green Ring 4 11
Niref D 11
Agonadine-Delta 12
Part 2 Electronics 12
Radio Jammer 12
Panicbutton™ Jammer 12
Portacom Jammer 12
Ultrasound Detector/Distorter 12
Radio Transmission Scrambler 12
Scramble Breaker 13
Hearing Amplifiers 13
Orientation Unit 13
Enhanced Sunglasses 13
Portable Motion Detector 13
Keypad Sequencer 14
Retinal Pattern Input Device 14
Retinal Pattern Duplicator 14
Laser Detector 14
Magnetic Anomaly Detector 14
Chemical Detection System 14
Chemical Analyzer 15
Gas Detector 15
Gas Spectrometer 15
Part 3 Armor and clothing. 15
Armor Street Clothes 15
Thermal Regulation Suit 15
Shadow Suit 16
Military Chemsuit 16
Fashion Gloves 16
Part 4 Cyberware. 16
Biomonitor 16
Cyberarm Add-In Options 16
Bio-Injector 16
Shock Inducer 16
Tasertouch 16
Ultrasound Vision Modification 17
Part 5 Miscellaneous. 17
Synthetic Print Duplication Equipment 17
Corrosives 17
Monowire 17
Folding Pocket Optical Binoculars 17
Swiss Army Knife 17
Duct Tape 17
Maglite 17
Swiss Army Chronograph 18
Kevlar Blanket 18
See Through Paper Spray 18
Lasertrack™ Aerosol 18
Johann Brinkman Button 18
Vehicles 19
Ares Coyote Attack Helicopter 19
Aztechnology GCR-50 19
Beechcraft Model 2400 Starship 10 20
Dune Buggy 20
GMC-Beachcraft Striker 20
Mil-62 21
Mostrans KVT-2 21
Patrol Vehicle 22
Piper Montebank 22
Suzuki 500ET 22
Picture File 23
Weapons 23
Avtomat Kalashnikova 97 23
Beretta 101-T 23
Fabrique National Heavy Assault Rifle 23
Fabrique National Uzi III 23
Heckler & Koch 227-S 24
Ingram Mark 22 24
Ranger Arms SM-3 24
Remington Model 750 24
Steyr Armee Universal Gewehr CSL 25
Streetline Special 25
Cyberware 26
Chipjack 26
Dermal Plating 26
Fingertip Compartment 26
Hand Razors 26
Thaumaturgy 27
Combat Spells 27
Inferno 27
Illusion Spells 27
Black Wall 27
Flash 27
Holograph 28
Peregrine's Magnificent Illusion 28
Video 28
Manipulation Spells 28
Gravity Restriction 28
Improved Mauler version 1.2 28
Peregrine's Energy Web 29
Totems 29
Crow 29
Novastar Man Portable Assault Cannon Series 30
C-4 Explosive notes 33
C-4 Explosive notes 33
Sporting Goods 35
Basketball 35
Smartball System 35
Combat Biker 35
Autoshot Riot Gun 35
Body Armor 35
Riot Gun 36
Urban Brawl 36
Body Armor 36
Harley-Davidson Brawler 37
Japanese Critters 38
Zashiki-Warashi 38
Identification 38
Magic Capability 38
Habits 38
Commentary 38
Satori 39
Identification 39

Magic Capability 39
Habits 39
Commentary 39
Additional Powers 39
Kappa 40
Identification 40
Habitat 40
Magic Capability 40
Habits 40
Powers 40
Weakness 40
Kappa – Game Information 40
Chopper's Gear 41
Smf K6 41
Smf 'Interdictor' 41
Crawlers 41
Laser Burner 42
Sure Hit M53 42
Slayer!™Catalog 43
Battle Axes 43
Clubs 44
Daggers 44
Maces 44
War Hammers 45
Bows 45
Crossbows 46
Pole Arms 46
Whips 46
Sling 47
Swords 47
Gear & Equipment 48
Ammunition 48
Anti-Personnel Mine 48
Apds Flechette Ammo 48
Incendiary Grenade 49
Large-Capacity Clips 49
Small-Capacity Clips 49
Bioware 50
Fluid Rerouter 50
Cyberdecks 50
Mct 672 50
Cyberware 51
Clock Radio 51
Double Action Revolvers 51
Equipment 53
Barbed Wire 53
Dice 53
U-Open-It® 54
Weapons 54
Ares Black Widow 54
Ares Predator III 54
Colt Manhunter S And S+ 55
Colt Peacemaker 55
Colt Protector 55
Dinatech F5 Series 55
F5A 55
F5B 55
F5C 55
F5D 56
Glock 19 Mk. IV 56
Glock 22 Mk. III 56
Heckler & Koch "Blaster" 56
Heckler & Kock P7S15 57
Heckler & Koch VP80Z 57
Kitchen Sink 57
Maremont LR 58
Nr-10 Multi-Barrel Heavy Machine Gun 58
Predator Series® 58
Panther™ 59
Wolf™ 59
Tiger™ 59
Eagle™ 60
Cobra™ 60
Ruger M45 60
Weapon Accessories 61
LaserEdge® 61
Sighting Band 61
Uncle Albert's 2036 Catalog 62
Offense 62
Gauss Gun 62
Gauss Gun Ammo 62
Flechette Gun 62
Vehicular Shotgun 62
Infrared Laser 62
Twin Laser 63
Bomb Rack 63
Cloud Bomb 63
Defense 64
Chaff Dispenser 64
Drop-Spike Plate 64
Gas Streamer 64
Heavy Duty Ice Dropper 65
Flame Cloud Ejector 65
Radarproof Armor 65
Armored Wheel Hub 65
Munitions 66
Mine Proximity Fuse 66
Anti-Power-Plant Rocket 66
Armor-Piercing Rockets 66
Explosive-Tipped Spikes 66
Smoking Jenny 67
Puff Dragon 67
Fireball Special 67
The Baffler 67
Incendiary Ammo 68
Anti-Personnel Ammo 68
Anti-Vehicular Ammo 68
Tracer Ammo 68
Explosive Grenade 68
Smoke Grenade 68
Concussion Grenade 68
Paint Grenade 69
Foam Grenade 69
Accessories 69
Computer Gunner 69
Automatic Target Acquisition Device (ATAD) 69
Single Weapon Computer 70
Extra Driver Controls 70
Weapon Timer 70
"Thunderkit" Fuel Cells 70
Magazine Switch 70
Radar Detector 71
Radar Jammer 71
Bollix 71
Dual-Level Flatbed 71
Mini-Safe 71
Portable Earth Station 72
Safety Seat 72
Overdrive 72
Antilock Braking System 72
False Weapons 73
External Weapon Pod Ejection System 73
Personal Items 73
Hand-Held Grenade Launcher 73
Fireproof Suit 73
Battle Vest 73
Anti-Vehicular Rifle 74
Bowie Knife 74
Laser LAW/VLAW 74
Portable Fire Extinguisher 74
Limpet Beacon 74
Thermite Limpet Mine 75
Internal Combustion 75
Tubular Headers 75
Carburetor 75
Multi-Carburetor System 76
Nitrous Oxide 76
"Blueprinted" Engines 76
Turbocharger 76

Supercharger 76
Variable-Pitch Turbocharger 77
Turbo-Supercharger 77
Optional Rules 78
Armor & Damage Resistance 78
Autofire 78
Demolitions 79
Expanded Character Creation System 79
Shadowrun Disadvantages 80
Powers To Be Purchased Only With Disad Points: 81
Extinguishing Fires 82
Falling Damage 82
Helmets 82
Pistol Recoil 82
Staging Overflow 82
Stocks 83
White Phosphorous 83
Unarmed Combat Moves 83
Errata Sheets 85
Errata for the Shadowrun Sourcebook *Fields of Fire* 85
Colt M-23 Assault Rifle 85
BattleTac™ Integration System 85
Target Designators 85
Ablative Vehicle Armor 85
Jumping 85
Off-Hand Training 85
Smartlink Level II 85
Smoke Rules 85
Panther Assault Cannon Statistics 85
Errata for the Shadowrun Sourcebook *The Grimoire, Second Edition* 86
Spell Formulas 86
Enchanting Material Costs 86
Magical Supplies 86
Wards 86
Errata for the Shadowrun Sourcebook *Prime Runners* 86
Ren Martindale 86
Sutherland 86
Karl-Heinz Zessler 87
Errata For The Rulebook *Shadowrun Second Edition* 87
Vehicles And Weapon Damage 87
Barriers And Weapon Damage 87
Full-Auto Shotguns 87
Spells 87
Errata for the rulebook *Shadowrun Second Edition* Hardcover 87
Automatic Success and Failure 87
The Rule of Six 87
Combat Mage 87
Decker 87
Elven Decker 87
Former Wage Mage 87
Gang Member 87
Rigger 88
Street Samurai 88
The Skill Web 88
Ranged Combat Modifiers table 88
Recoil 88
Full-Auto Mode 88
Strength Minimum Rating 88
Grenade Blast Diagram 88
Barriers (general) 88
Friends in the Melee 88
Vehicles, Weapons, and Magic 88
Spell Success Test 88
Spirit Table 88
Spell Directory 88
Mind Probe 88
Treat 88
Spark 89
Table of Spells 89
Passive Alert 89
The Opposition 89
Damaging the Target 89
Contacts 89
Corporate Security Guard 89
The Fixer 89
The Street Cop 89
Archetypes & Contacts 90
Corporate Hitman 90
Elven Magical Cult Priest 90
Character Sheet Expansion 91

Credits

Writing

- *C4*: Carl Rigney, Gurth
- *Errata*: the FASA folks
- *Gear*: A.R. Gay, Gurth, Bob Ooton
- *Japanese critters*: AGE
- *Rules*: Brian Angliss, Gurth, Nightfox, Marc A. Renouf, Carl Rigney
- *Shadowgear*: James L. Finney
- *Slayer!™ catalog*: Jani Fikouras
- *Sporting goods*: FASA, Gurth
- *Thaumaturgy*: Jani Fikouras, Gurth, Scott (Reaver)
- *Vehicles*: Aaron Wigley, Gurth

>>>>>[The Shadow Commentators:

- Jani Fikouras
- Malcalypse the Younger
- Sandman
- And yours truly.]<<<<<

—Gurth (yours/truly)

Editing & Lay-out

- Gurth

Illustrations

- *Japanese critters*: Miss Panic
- *Slayer!™ catalog*: Gurth
- *Sporting goods*: the FASA illustrators
- *The rest*: Gurth and various other sources

Geek Code v2.1—

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

☺ Yep, it's Gurth again ☹

We Got Contact!

How to contact us? Send your email to GURTH@DDS.NL or GURTH@XS4ALL.NL, though the latter is preferred. Criticism on our publications is welcome. You can visit Gurth's WWW page at HTTP://WWW.XS4ALL.NL/ ~GURTH/INDEX.HTML

©opyright Notice

The copyrights of the individual articles are held by their respective authors. This publication is copyright © 1995 by Gurth.

Disclaimers

SHADOWRUN is a registered trademark of **FASA CORPORATION**. Used without permission, but without commercial or other evil intentions :)
CAR WARS is a registered trademark of **STEVE JACKSON GAMES**. Again used without permission, but we recommend everyone to buy the catalog in order to make full use of the conversions presented in these pages.
No infringement of anyone's copyright or trademark is meant, even though almost anything can be construed as such[1], so please don't sue (it causes such a mess… :)

Spreading The Disease (And This File)

You may freely copy and distribute this file and its corresponding covers (the file PROJECT3.COV) in either electronic or hardcopy form, or both, but only on the following conditions:

- do not modify the files in any way unless it is for personal use
- don't distribute modified versions of these files
- distribute the complete files
- you may not make a profit (in monetary or other terms) from the distribution.

Character Mortuary

If you've got a character who died during an adventure (or between them), we've got the place to put him or her to rest! Mail the following details of your character to Gurth and all will be taken care of: character name, character occupation (archetype, class, etc), character gender, game system, date of birth, date of death, place of death, cause of death, and player name. Optionally, the next of kin can provide an epitaph and/or picture of the deceased, either of which will be added to the mortuary in addition to the character.
Visit our beautiful Character Mortuary at HTTP://WWW.XS4ALL.NL/~GURTH/MORTUARY.HTML to pay your last respects to characters who died in the line of adventure. Characters from *any* game system accepted! (Yes, even **&* :)

[1] Semi-inside joke: Where do I want to go to today?

PROJECT 3 is the third Plastic Warriors release for *SHADOWRUN SECOND EDITION, and was finished late in* **March 1995 on a rainy/snowy/windy day. Many** thanks to all who contributed and commented on *the previous books. We've upgraded to an* **80486DX-2 but are still using the other old junk.** ***Ah well.***

And now, because we've got space left, some more greetings & thanks…

- J.D. Falk — RTDF! (which one? *grin*)
- Maurice Francke — come on, get VDO to give back Neuromancer!
- Paolo Marcucci — a great page, keep it up!
- Joel "Renegade" Ricker — still saving money for that plane ride?
- SK "I Want Bioware" Khoo — keep bugging Phill and I bet you'll get it. Eventually. Maybe. Hopefully. :)
- Martin Steffens — got your disks yet?
- The PBEM-ers in my campaign(s): Carsten, Christian, Jani, Karina (now, about that other campaign…), Robert, and Steve.
- XS4ALL.NL — for somehow not sending me a bill yet :)

WELCOME TO —HOMEBREW INC.®™—

"ghetto blastin whiskey cans / hairgel burrittos / watered down demon fuzz / digitally remastered toothpick / all around the watertank" —**Beck** (1994)

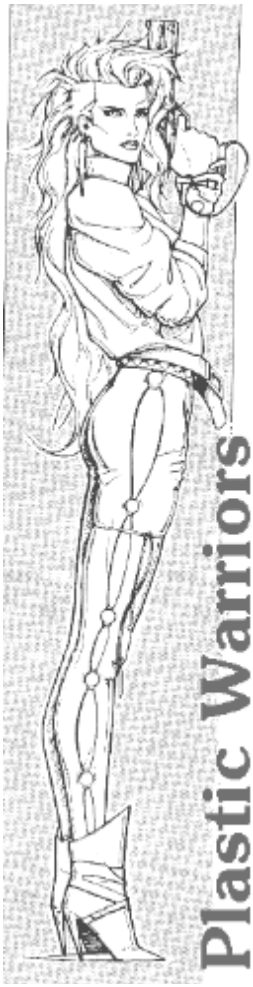
CATEGORY	***GO TO:***
Neo-Anarchists Guides™ (Collected ramblings of net.denizens)	
Issue 1	OK
Issue 2	OK
Issue 3	OK
Issue 4	OK
Issue 5	OK
Issue 6	OK
Issue 7	NOT AVAILABLE
N.E.R.P.S. Projects	
Foundations (Who? What? Where?)	OK
ShadowLore	OK
ShadowLore II	NOT AVAILABLE
Shadows of the Mind (Psionics!)	sort of OK
Dragonlore (provisional title)	NOT AVAILABLE
Plastic Warriors un® Publications	
Chromebook Conversions (Goodies!!)	NOT AVAILABLE
Project 3 (It's here!)	OK
Running Gear (Digging around the net…)	OK
Tech Specs	OK

PLASTIC WARRIORS: PROJECT 3

ShadowGear Catalog Winter 2050/2051	OK
Vehicles	OK
Picture File	OK
Thaumaturgy	OK
C-4 Explosive Notes	OK
Japanese Critters	OK
Sporting Goods	OK
Chopper's Gear	OK
Slayer™ Catalog	OK
Gear & Equipment	OK
Uncle Albert's Catalog	OK

DOWNLOAD ALL? OK

Intro Blurb



Aaaannnnddd……here's another one! Another book full of interesting stuff for everyone who calls himself a shadowrunner.

This time, there is not so much new stuff, but a lot of things found in various corners of the net, plus of course new material from various sources. Many thanks to Jani and Bob for contributing some interesting things, now I'm hoping that other people will do the same (hint, hint).

This issue sees a change in that we've made the layout even better than it was before. We received compliments on how good **Running Gear** and **Tech Specs** looked, but now we've gone a few steps further by using the Shadowrun font (courtesy of Paolo Marcucci's home page) and spending even more time on making it all look good. As the local saying here goes, the eye wants something too… For those with color printers, there is color on some of the pages as well as the cover, but it should all print up just fine in black and white for those who only have access to black & white printers.

On the next page is an enquiry. Please fill it out and mail it to the address given, so we can get a clearer picture of who our "audience" is, and what you like to see.

—Gurth

As always, if you like what you see here and want to contribute, mail your submissions (or suggestions) to *gurth@xs4all.nl*, and we'll consider it for future publications—but please contacts us first before sending large files. The sorts of things we'd like to see are the sorts of things that appear in this publication and our previous ones, though we'll consider anything related to Shadowrun. For instance things like new equipment of all types and uses, new vehicles to drive around in, new spells with nice effects, new contacts to meet, those house rules you've been using to replace or augment some official rule, that self-designed program that totally killed off that black IC, etcetera, etcetera, etcetera.

We are also desperately looking for someone with good drawing skills (at least level 3 :) to decorate these pages with *original* artwork instead of things we happen to "find" somewhere… If you feel you are the one we're looking for, contact us. We don't promise any payments because we don't get paid for doing this either, but it does means your work will be available worldwide (provided someone downloads the file :).

SECTION SYSTEM

Plastic Warriors: Enquiry

Please take the time to fill out this enquiry, and mail it to Gurth@xs4all.nl. If you are using both a word processor and mail reader that work under Windows fragging™, simply select the text below and copy it into a new message in your mail reader; otherwise, you'll probably have to manually copy it. Please place an X in the applicable boxes, like so: [X].

```
---PLASTIC WARRIORS ENQUIRY---

Where did you obtain Project 3?
   [ ] from Gurth's WWW page
   [ ] from somewhere else on the net
       (please state the URL and/or directory: ________________________)
   [ ] someone gave it to me on disk
   [ ] other (please state how: ___________________________________)

Which of the following Plastic Warriors releases do you own?
   [ ] Running Gear
   [ ] Tech Specs
   [X] Project 3

How would you rate them for the following qualities, on a scale of 1 to 10?
(1 = sucks, 10 = super)

                          Running Gear     Tech Specs    Project 3
   Artwork/pictures          [  ]             [  ]          [  ]
   Complexity                [  ]             [  ]          [  ]
   Game balance              [  ]             [  ]          [  ]
   Layout                    [  ]             [  ]          [  ]
   Organization              [  ]             [  ]          [  ]
   Originality               [  ]             [  ]          [  ]
   Value for time/money      [  ]             [  ]          [  ]
   Overall                   [  ]             [  ]          [  ]

Which other net.publications for Shadowrun do you own, and how do you rate
them (on a scale of 1 to 10)?
   ____________________________ [  ] ____________________________ [  ]
   ____________________________ [  ] ____________________________ [  ]
   ____________________________ [  ] ____________________________ [  ]
   ____________________________ [  ] ____________________________ [  ]

What kind of things would you like to see printed in a future Plastic
Warriors release?
   ____________________________________________________________________
   ____________________________________________________________________
   ____________________________________________________________________
   ____________________________________________________________________

Do you think the Plastic Warriors should branch out into publishing
material for other game systems, and if yes, which ones?
   ____________________________________________________________________
   ____________________________________________________________________
```

SECTION 1

Hey guys! Here's a LONG list of Shadowrun items I've gathered from hard to find places in soucebooks, adventures, etc., combined with some non-cyber versions of usually cyber-only items, and a bunch of "You know, It'd be really nice to have..." stuff. Most of this gear has been playtested, but I STRONGLY recommend each group have a "trial run" to decide if an item is OK to use or not. If one of these things upsets game balance, don't be afraid as a GM to take it out. You may also wish to alter some items to make them fit into your campaign better. Above all– enjoy this stuff!

"Look at all this stuff to BUY!" — Autumn Twilight, power shopper.

>>>>>[I found this file, put together by James L. Finney, on Paolo Marcucci's WWW page. This time, I even attempted to contact James to ask his permission to use it here, but all I got back was a message from his mail server that he couldn't receive mail anymore. Therefore I don't think we've got permission to put it in here, but what the hell... Like I say every time, I edited the text a bit, but made no real changes, except for adding the legality codes.]<<<<<
—Gurth (25:61:61/13-32-00)

SHADOW GEAR CATALOG WINTER 2050/2051 (VERS. 1.5)

Part 1 Weapons and accessories.

THE UZI 3S — 4-G

The new Uzi 3S has all the same features as the standard Uzi 3, but boasts an internal sound suppressor.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
SMG	5	24 (c)	SA/BF	6M	2.5	10/36hrs	900¥	2

SILENCERS/SOUND SUPPRESSORS — AS WEAPON

A full line of noise dampening devices:

The Slimline silencer

Smaller than your average silencer, the Slimline provides an equal amount of silencing power without adding much to your gun's profile.

The Mini

Smaller than the slimline, this silencer doesn't dampen the sound much, but doesn't compromise your gun's concealability.

Improved Silencer/Sound Suppressor

No larger than your average silencer/sound suppressor, these devices are quieter.

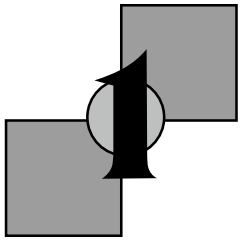
Shhhh 7000 Sound Suppressor

Extra quiet for those extra sensitive runs.

All silencers and sound supressors are available in 100% macroplast versions at double cost.

	Mount	Conceal	Rating	Weight	Availability	Cost	Street Index
Slimline	Barrel	-1	—	.2	6/48hrs	2,500¥	2
Mini	Barrel	—	-1	.1	6/48hrs	2,500¥	1
Improved Silencer	Barrel	-2	+1	.2	8/72hrs	5,000¥	2
Improved Suppressor	Barrel	-2	+1	.5	8/72hrs	7,500¥	2
Shhhh 7K	Barrel	-3	+2	1	9/72hrs	11,250¥	2.5

SECTION



BIO-INJECTOR 6P-M1

A wrist mounted device that inserts a laminated monofilament injector spike with a sensor guided tip into a target in melee. Holds 4 doses– can be same or different drugs.

Conceal	Reach	Ammo	Damage	Weight	Availability	Cost	Street Index
8	0	4 (b)	5L + drug	.5	10/96hrs	15,000¥	1

Does 5L stun damage. If counterattack/combat pool dice modified by 1/2 impact armor (because the injector spike is so smart, strong, flexible and thin) do not prevent damage, the target is also injected with a dose of drug.

SPEED LOADERS LEGAL

Available for most guns.

Conceal	Rating	Weight	Availability	Cost	Street Index
8	—	.5	2/24hrs	10¥	.75

STILETTO 6-A

Been around for years– they'll be around for years to come.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
14	0	(str-1)L	.1	2/24hrs	10¥	.5

BRASS KNUCKLES 6-C

Ditto stiletto. Available in metal or densiplast.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
16*	0	(str+1)M Stun	.2	2/24hrs	20¥	.75

* = Concealability is 4 when worn

TRACER ROUNDS AS WEAPON

Also known as "lit" ammo. Great for night runs- illuminate target for coordinated attacks.

Conceal	Damage	Weight	Availability	Cost	Street Index
8	as weapon	.5	4/24hrs	30¥	1

NEEDLE AMMO — AS WEAPON

1.5mm explosive ammunition. Any weapon can be converted (at 10% of base cost) to use needle rounds. Needle rounds are useless against vehicles, except to scratch the paint.

Conceal	Damage	Weight	Availability	Cost	Street Index
8	as weapon	.5	4/36hrs	40¥	1

The weapon uses its normal Damage Code, needle rounds use Impact armor. However, needle rounds will not penetrate Impact armor of 3 or greater as the rigid plating in these types of armor stops them.

POWELL KNIFE PISTOL — 8-B + E

SECTION 1

A light pistol disguised as a knife. Perfect for those places where blades are acceptable, but not firearms.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Light	8*	1 (b)	SS	6L/(str)L**	.5	5/48hrs	250¥	1

* = Target Number to recognize it as a pistol is 12
** = pistol damage/knife damage
Uses hold out pistol ranges, +1 to Target Numbers.

HERMETICALLY SEALED DISPOSABLE MACROPLAST CLIPS — AS WEAPON

Each hand sealed by a real hermetic mage. Just kidding. Perfect for getting by chemsniffers. Use with macroplast guns for a virtually undetectable combination. Most gun & ammo types available. All slugs are densiplast. Sorry, no APDS.

	Availability	Cost*	Street Index
Standard ammo	4/3 days	6¥	1
Explosive	5/4 days	12¥	1
Gel	6/4 days	8¥	1.5
Stun	6/4 days	22¥	1.5
Tracer	6/3 days	8¥	1.5
Flechette	5/4 days	22¥	1
Needle	6/3 days	10¥	1.5

* = per round in the clip

CANE SWORD — 5-B

Don't go out undefended– or in bad taste. Cane swords are a traditional way to arm yourself inconspicuously. A variety of styles to chose from. Cane knives also available.

	Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
Cane Sword	2*	+1	(str+1)M	1	10/7 days	600¥	2
Cane Knife	2*	+1	(str+1)M	1	10/7 days	600¥	2

* = to recognize as knife or sword requires a Perception (9) test.

MELEE WEAPONS

Flail — 3-C

A 50cm haft with a 30cm cable at one end. A 500g densiplast mace head is mounted on the end of the cable.

Lance — 2-C

Two meters long and five centimeters thick with a blunt "point," a lance can be used as a staff or like an old time knight's lance (at up to 560kph!!!)

Mace — 3-C

A 70cm high impact plastic shaft with a 750g densiplast headball (occasionally spiked).

Tetsubo **2-C**

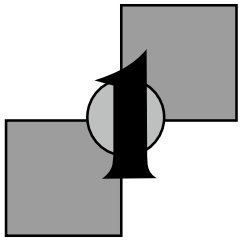
Two meters long, tapering from about 8cm thick at the head to 3cm at the butt. Set with metal or densiplast bosses and a 750g striking head.

Whip **Legal**

A two meter bullwhip of reinforced polycarb filament, breaking strain of about 1,500kg. Two types of attack are possible; the normal lash and the wrap around attack. If the attacker scores more successes than the defender, the whip is then wrapped about the defender, and a strength check is in order to determine who gets pulled to who.

	Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
Flail	3	+2	(str+1)M Stun	.75	4/12hrs	50¥	1
Lance	—	+2	(kph/5)M	2	4/12hrs	60¥	1
Mace	4	+1	(str+1)M Stun	1	2/6hrs	40¥	1
Tetsubo	—	+2	(str+3)S	3	5/24hrs	500¥	1
Whip	6	+2	(skill/2)L	.5	5/24hrs	200¥	1

SECTION



SMOKE & GAS GRENADES LEGAL/3P-I

A popular item– available in motion arrest, 5 phase, 10 phase and 20 phase delays. Smoke/Gas dispersion takes place at 3m radius the first second, 2 more meters the second, and the final meter the third second. Note the cloud deforms to fill the space that encloses it. Mini grenades fill their 4m radius cloud instantly. Smoke & thermal smoke, Neurostun IX, Niref D, Mace XII and Green Ring 4 available. (Yes, nerve gas grenades. Any character stupid enough to use one deserves what they get.) Colorless and odorless gasses have visual and olfactory tracer particles included in the grenade.

	Conceal	Weight	Availability	Cost	Street Index
Smoke	6	.25	4/4 days	30¥	2
Thermal Smoke	6	.25	5/4 days	40¥	2
Neurostun IX	6	.25	6/6 days	50¥	2
Green Ring 4	6	.25	10/6 days	80¥	2.5
Mace XII	6	.25	8/6 days	50¥	2
Niref D	6	.25	10/6 days	80¥	2
Mini smoke (either)	8	.1	10/6 days	50¥	2
Mini gas (any but GR4)	8	.1	10/6 days	100¥	2
Mini Green Ring 4	8	.1	14/6 days	120¥	3

MACE XII

A long standing favorite of city dwellers. 10 uses/container.

Damage	Weight	Availability	Cost	Street Index
special	.1	2/24hrs	20¥	.75

Adds +4 to all tests for 20 minutes/body or willpower (whichever is higher) test sucesses vs. a target number of four. Speed is instantanious. Uses taser ranges.

GREEN RING 4

Same effect as Green Ring 3 in the **Neo-Anarchists' Guide to Real Life**, but persists for only 10 minutes.

NIREF D

A nervous system stimulator. Niref D is highly unstable and will fully oxidize in 3 minutes. Speed is instantaneous.

Niref D forces anyone inhaling it to pass a body test (target 12) or add 8 to all their target numbers. This effect lasts or 30 seconds after the victim stops inhaling the gas.

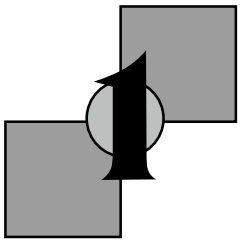
AGONADINE-DELTA

Dr. What's favorite killing drug! As soon as the dose is injected, the drug causes nerve pain. The victim falls, screaming uncontrollably, and dies in 10 minutes if not treated successfully.

There is a Body (8) test to resist the nerve pain, adding +4 to the victim's Target Numbers. At the end of the turn when the poison was injected, the target must attempt to resist the poison. If it inflicts a deadly result, the pain increases to extreme levels. If the poison does less than deadly damage, the pain diminishes to dull irritation. Injection only. 40¥/dose.

Part 2 Electronics

SECTION



RADIO JAMMER 4P-E1

Blocks all radio communication on selected band or on all bands designated for two-way short range communication. Range can be set at 10m to up to 500m.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	—	5/36hrs	100¥	1

PANICBUTTON™ JAMMER 2-E1

Sends a radio "white noise" signal powerful enough to disrupt any PANICBUTTON™ in the area. 20m range.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	—	8/48hrs	200¥	1

PORTACOM JAMMER 4P-E1

Sends an oscillating radio signal out on portable phone/portacom frequencies. Keeps units within 10m from functioning, interferes with units up to 50m away.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	—	4/24hrs	20¥	1

May attract the attention of the phone company (Target Number of 8, 1 hour response time if in class B or above area.)

ULTRASOUND DETECTOR/DISTORTER 4-E1

The Ultrasound Detector listens for the high frequency sounds emitted by an ultrasound sight, emits a warning beep and triggers the distorter. The distorter sends out the same frequency sound as the sight, interfering with the sight. The sight is practically useless when the distorter is in effect.

Conceal	Rating	Weight	Availability	Cost	Street Index
8	—	.2	8/48hrs	1,500¥	1.5

RADIO TRANSMISSION SCRAMBLER 4P-E1

Similar to the crypto-circuit headware device, this is a non-cyber version that functions in the same manner. Most radios can be adapted to accept scrambler circuitry.

Level	Availability	Cost	Street Index
1-4	5/24hrs	Level x 1,000¥	1
5-7	5/24hrs	Level x 2,000¥	1.25
8-9	6/36hrs	Level x 3,000¥	1.5
10	8/36hrs	50,000¥	1.25

SCRAMBLE BREAKER 3-E2

Similar to the Scramble Breaker HD, this is a non-cyber version. Most radios can be adapted to fit one.

Level	Availability	Cost	Street Index
1-4	5/36hrs	Level x 2,000¥	1.5
5-7	5/36hrs	Level x 4,000¥	1.75
8-9	6/36hrs	Level x 5,000¥	1.75
10	9/36hrs	60,000¥	1.7

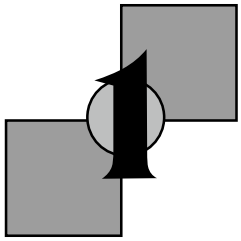
HEARING AMPLIFIERS LEGAL

Hearing amplifiers work in the same way as cyber hearing amp. They consist of a pick-up/amplifier and ear plugs/headphones. They come in ratings 1-8.

Standard Conceal	Rating	Weight	Availability	Cost	Street Index
12 - (2x Rating)	1-8	.2 x rating	4/24hrs	Rating x 200¥	1

Micro Conceal	Rating	Weight	Availability	Cost	Street Index
12 - Rating	1-8	.1 x rating	6/36hrs	Rating x 500¥	1.5

SECTION



ORIENTATION UNIT LEGAL

When in operation, the unit's exact positioning and elevation relative to sea level or street level can be displayed. Interfaces with standard electronic maps.

Conceal	Rating	Weight	Availability	Cost	Street Index
6	—	.5	5/4 days	1,500¥	1

ENHANCED SUNGLASSES LEGAL

Tired of bulky, indiscreet goggles? Our new line of vision enhancement sunglasses is for you. Available in thermographic, smartgun display and flare compensation (options are now stackable!)

	Conceal	Weight	Availability	Cost	Street Index
Thermographic	12	.1	4/24hrs	2,600¥	1.25
Smartgun	12	.1	4/24hrs	1,950¥	1
Flare Comp.	12	.1	5/24hrs	2,000¥	1.5

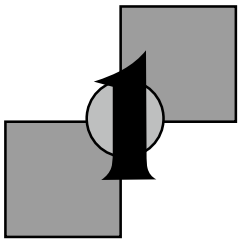
PORTABLE MOTION DETECTOR LEGAL

Take security with you! Sounds a LOUD alarm when anything within its 90 degree range of vision trips its light & infrared sensors. Can also be set to activate URA (Universal Remote Activation) compatable devices (in 2051, everything from lamps to toasters are URA equipped.) Rated 1-5.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	1-5	2	4/24hrs	Rating x 200¥	1.25

Opposed Success Test of rating vs. Stealth of anyone moving less than ½ meter/turn. Anyone moving faster than ½ meter per turn automatically sets it off.

SECTION



KEYPAD SEQUENCER 2-E2

Specially designed to feed keypad locks a series of passcode sequences based on very advanced mathematical algorithms. The device must be attached to the keypad's circuits. Available in ratings 1-6.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	1-6	.5	(rating/2)/10 days	Rating^2 x 500¥	Like it's legal

RETINAL PATTERN INPUT DEVICE 2-E2

Want to use that retinal duplication cybereye mod? This device scans in a retinal pattern, then outputs it to your cybereye. Ratings 1-9.

Conceal	Rating	Weight	Availability	Cost	Street Index
4	1-9	.5	10/6 days	ratxing x 1,000¥	4

RETINAL PATTERN DUPLICATOR 2-E2

Scans in retinal pattern then projects it on a cybereye-like device. Ratings 1-10.

Conceal	Rating	Weight	Availability	Cost	Street Index
3	1-10	1	14/10 days	rating x 60,000¥	Yeah. Right

LASER DETECTOR LEGAL

Checks incoming light for analogous frequencies. Detects any laser (including targeting lasers, so beware false alarms.) Ratings 1-6.

Conceal	Rating	Weight	Availability	Cost	Street Index
6	1-6	.3	8/72hrs	rating x 5,00¥	1.75

To see if the detector senses a laser system, roll its rating vs. a target number of three times the rating of the laser system, plus any modifiers from the table below.

Air Quality Modifiers
+6 for filtered air in airlocked area
+3 for filtered air in area rooms away from ouside air
+0 for filtered air
-3 for unfiltered air
-6 for dusty or very damp air

MAGNETIC ANOMALY DETECTOR LEGAL

A hand-held wand-type metal detector. Ratings 1-4.

Conceal	Rating	Weight	Availability	Cost	Street Index
3	1-4	1	8/4 days	rating x 5,000¥	1

CHEMICAL DETECTION SYSTEM LEGAL

A hand-held wand-type chemsniffer. Ratings 1-3.

Conceal	Rating	Weight	Availability	Cost	Street Index
3	1-3	1	12/6 days	rating x 70,000¥	1.25

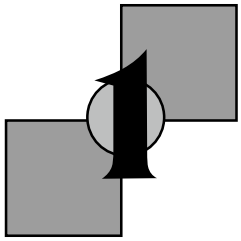
CHEMICAL ANALYZER — LEGAL

This device requires a small sample of the compound to be analyzed in order to determine its chemical composition. The analyzer will provide the raw chemical composition or breakdown, common or industrial compound names, and will prepare a short precis on the applications and properties of the material in question. A data display device is needed for output. Ratings 1-6

Conceal	Rating	Weight	Availability	Cost	Street Index
5	1-6	.5	4/5 days	7,500¥ + level x 2,500¥	1

Functions at Chemistry skill = rating +2.

SECTION



GAS DETECTOR — LEGAL

Conceal	Rating	Weight	Availability	Cost	Street Index
4	1-6	.5	(rating x3)/7 days	rating^2 x 5,000¥	2

Characters using a portable gas detecting system must roll a number of dice equal to the system's rating against a target number of six at the first exposure to the gas, and again at every additional second of exposure, adding -1 to the target number for every additional second of exposure. However, some gases are easier to detect than others. For example, the Neuro-Stun series is particularly difficult to detect, and the detection system receives no modifiers to detect these gases. Characters wearing, or in the proximity of, a gas detector may make a Surprise Test to take appropriate action if they have a delayed action available (or act on that combat phase) and are receiving their initial exposure to the gas in the combat phase in which the gas detector sounds the alarm.

GAS SPECTROMETER — LEGAL

The spectrometer will provide the raw chemical composition or breakdown, common or industrial compound names, and will prepare a short precis on the applications and properties of the gas in question. A data display device is needed for output. Ratings 1-6.

Conceal	Rating	Weight	Availability	Cost	Street Index
5	1-6	.5	4/5 days	7,500¥ + level x 2,500¥	1

It provides a -2 modifier to the perception test for recognizing the presence of a gas. Functions at Chemistry skill = rating +2.

Part 3 Armor and clothing.

ARMOR STREET CLOTHES — LEGAL

Tired of looking like a corp suit or salaryman just because you need the armor protection? Now you can dress in the latest street fashions yet not give up your security.

	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
Type 1	12	3	1	1.5	3/24hrs	500¥	.8
Type 2	12	2	2	1.5	3/24hrs	500¥	.8

THERMAL REGULATION SUIT — LEGAL

Keep warm or cool from -5 degrees Celsius to 35 degrees Celsius. The Gel Paks last for 108 hrs. The suit does not hamper IR detection of the wearer. Fits easily under clothes or armor.

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
14	—	—	2	6/48hrs	8,000¥	2

SHADOW SUIT — LEGAL

Black armored singlesuit– just like the Shadowrunners on trid wear. Buy now and we'll throw in a ninja style hood free. Created expressly for people named Dave. Not stackable with formfitting armor.

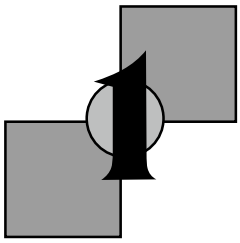
Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
12	4	1	1.5	6/48hrs	800¥	1

MILITARY CHEMSUIT — LEGAL

The military issue "X-E" suit stops gases that will diffuse through ordinary chemsuits.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	15	Body x 1.5	18/14 days	15,000¥	2

SECTION



FASHION GLOVES — LEGAL

A full line of synthleather fashion gloves from Vashon Island with a little extra something set into the knuckles and along the edge of the hand: a special formation of thin macroplast with the density of lead. The macroplast is so thin that it doesn't show, so you can't tell it's there unless you pick the glove up.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
—	0	(str+1)M Stun	.2	4/36hrs	350¥	1

Part 4 Cyberware.

BIOMONITOR — LEGAL

The biomonitor consists of sensors in the lungs, heart, major arteries, adrenal gland, major muscle groups and central nervous system. It displays information such as heart rate, blood pressure, sugar & oxygen consumption, adreanaline/noradreanaline and endorphine levels to the user through a display link. The user can then adjust his or her actions to maximize his or her potential.

Essence Cost	Availability	Cost	Street Index
.5	4/36hrs	40,000¥	1

+2 dice to Athletics.

CYBERARM ADD-IN OPTIONS

Bio-injector — **6P-CA**

Built into a cyberarm, it's undetectable.

Shock Inducer — **4-CA**

Like a shock glove, but part of your hand.

TaserTouch — **4-CA**

Induces taser effects on contact.

	Ammo	Damage	Availability	Cost	Street Index
Bio-Injector	4 (b)	5L + drug	14/96hrs	30,000¥	1
Shock Inducer	—	7S Stun	8/48hrs	2,000¥	1
TaserTouch	—	10S	8/4 days	2,000¥	2

ULTRASOUND VISION MODIFICATION — LEGAL

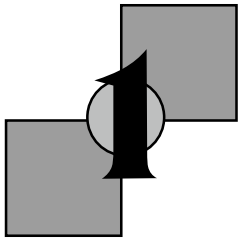
See in complete darkness, through smoke or visual illusions. Works like a bat's radar. However, it becomes very hard to differentiate between like objects.

Essence Cost	Availability	Cost	Street Index
.8	14/7 days	25,000¥	1.5

Recognition tests are at +4.

Part 5 Miscellaneous.

SECTION



SYNTHETIC PRINT DUPLICATION EQUIPMENT — 2-E2

Needed for making false palm prints. 500¥.

Availability
4/12hrs

Supplies to make one print are 200¥/rating point, ratings 1-4.

CORROSIVES — LEGAL

Corrosives come in epoxy-like containers, and mix in the air as they are sprayed on. Do not breathe fumes. They will eat through anything in 30 seconds.

	Conceal	Rating	Weight	Availability	Cost	Street Index
Compound 1	4	1	.4	5/48hrs	1,000¥	2
Compund 4	4	4	.4	8/7 days	4,000¥	4

Fumes do 6M damage. The compound dissolves 8,000 x Rating/Barrier Rating cubic centimeters per container.

MONOWIRE — LEGAL

Available on spools in multiples of 10m, 2¥/meter.

FOLDING POCKET OPTICAL BINOCULARS — LEGAL

Seven power binoculars that fold small enough to slip in you pocket.

Conceal	Rating	Weight	Availability	Cost	Street Index
8	7x	—	always	50¥	1

SWISS ARMY KNIFE — LEGAL

An all-purpose utility tool. Don't even think of leaving home without it. 30¥.

DUCT TAPE — LEGAL

Made of duraplast fibers, this stuff is TOUGH (breaking stress of over 1000 kg.) A perfect compliment to the Swiss Army Knife, especially if you happen to be named McGyver. 10¥/35m.

MAGLITE — LEGAL

For years the best in the flashlight biz. Adjustable beam, waterproof, shock-proof. Doubles as a club. Comes in 3, 4, 5 or 6 cell sizes. 40¥, 60¥, 80¥, 100¥ respectively.

SWISS ARMY CHRONOGRAPH — LEGAL

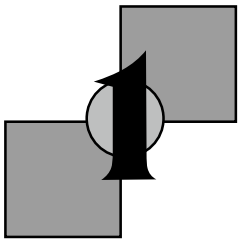
A superior timepiece. Waterproof, shockproof, scratch resistant. Stopwatch, alarm, countdown timer. Resets itself to the broadcast standard time once every 24 hrs or on command. 120¥.

KEVLAR BLANKET — LEGAL

Place over the top of monowire to ensure a safe passage. Wrap around you for (2/0) protection. Can also keep you warm on those winter stake-outs.

Ballistic	Impact	Weight	Availability	Cost	Street Index
2	0	—	always	500¥	1

SECTION



SEE THROUGH PAPER SPRAY — LEGAL

Makes ordinary papers temporarily transparent. Simply spray the paper for a few seconds and you can see what's beneath it. Works with most papers, including brown kraft paper. Will not work with plastic composite papers. Dries in about 30-60 seconds, leaves no scent or stain & won't affect the material inside. Nonflammable, non-toxic. 20 applications/bottle, 15¥.

LASERTRACK™ AEROSOL — LEGAL

When used in conjunction with a laser detector, guarantees the detector will find the beam. Makes visble spectrum lasers evident to the naked eye. 20 uses (40cu.m)/can.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	—	4/24hrs	50¥	1

May set off sensitive detectors (roll rating of laser system vs. a Target Number of 6).

JOHANN BRINKMAN BUTTON (FOR YOU CYBERPUNK PLAYERS WHO READ THIS)

Stylish 7cm diameter button shows a picture of Johann Brinkman and reads "Have you seen me?" 2¥.

Thanx go to Darkman, Darkwing and YoYo.

Comments/Questions/Flames go to:

James L Finney (00jlfinney@leo.bsuvc.bsu.edu)

>>>>>[It appears like James' address is no longer receiving mail…]<<<<<
—Gurth (gurth/gurth)

SECTION 2

ARES COYOTE ATTACK HELICOPTER

AARON WIGLEY

Designed for the North American market, the Coyote features battlefield survivability combined with a heavy punch. Its unique avionics and tactical package provides two battle computers, one for flight control, the other dedicated entirely to weapons, allowing the gunner to simply designate the priority of each target, and letting the system have free reign.

The primary armament consists of twin HMG Miniguns in the nose, which are independantly servo driven, allowing each to track different targets, or both focus on the same target. It brings a new dimension to 'walking the fire.'

Crew consists of: Pilot in the forward seat, and gunner in the aft, elevated seat. Their tasks are assisted by the autopilots. Control is primarily via rigger gear, but manual backups are standard.

	Handling	Speed	B/A	Sig	Apilot	Cost
Coyote	5	200/400	5/12	5(2)	5	?

Seating: 1+1 integrated bucket seats **Access:** 1+1 canopy
Economy: 0.8 km per liter **Fuel:** 1,500 liters
Storage: 2 CF
Sensors: Military II (7) **ECM/ECCM:** Military II (4)/Military II (4)
Landing/Take-off Profile: VTOL/VTOL
Accessories: Armored crew compartments (Armor 5 ballistic rating), electronics bay (5 CF of removable avionics), Envirosealed compartments, life support (40 manhours), integrated controls, rigger control gear.
The engines have a turbine-boost feature, allowing the Coyote to rapidly accelerate to a speed of 600 (normal unboosted flank speed is 400). During the boost, the signature drops to 2, and fuel economy drops to 0.1 km/liter.

Weapons Outfit

Chin: chin mounted remote small turret, with twin Ares HMG-MG's. (recoil compensation 4). Dedicated 2x2CF ammuniton bins for the chin guns (3,200 rounds total).
Wing Stubs: small winglets to the left and right of the airframe provide three hardpoints each - two slung underneath, and one one the wingtip.
Fuselage: Two hardpoints are provided underneath the airframe between the retractable landing gear, suitable for ECM pods, TARPS pods, fuel packs, or missiles.
Aft: remote micro turret rear of the engine, usually computer guided, provides a measure of defence from the rear. It cannot engage targets above the horizontal. Usual armament a LMG-MG for field supression. 500 rounds internal storage provided, belt fed.

>>>>>[...!]<<<<<
—Eye in the Sky (17:37/30 Nov 2053)

AZTECHNOLOGY GCR-50

AARON WIGLEY

This is the big brother to the Aztechnology GCR-23C Crawler, it is sizably larger, at almost 80 centimetres long, 50 cm wide, and 40 centimetres high. Designed to take a punishment, it is often used in extremely dangerous situations, such as dangerous chemical spills, and firefighting work. A variant exists for anti-bomb work, being equiped with an arm fitted with a shotgun.

	Handling	Speed	B/A	Sig	Apilot	Cost
GCR-50	4/4	5/15	3/3	3	—	?

Operational Duration: ? **Set-up/Breakdown Time:** ?
Store: 30 CF
Economy: ? **Fuel:** ?

SECTION 2

BEECHCRAFT MODEL 2400 STARSHIP 10

AARON WIGLEY

First flight took place on 29 August 2049, to commemorate the first flight of the Beechcraft Model 2000 Starship 1 prototype, which later lead to a highly successful series of aircraft. Based, like all the other aircraft of the Starship range, on the formula of a cantilever low wing monoplane, built from composite materials for strength and lightness, with a variable geometry sweptback foreplanes.

	Handling	Speed	B/A	Sig	Apilot	Cost
Model 2400	5	460/585	6/1(3)	4	4	?

Seating: 2 + 9 bucket seats **Access:** 1 forward, 1 emergency over wing
Economy: 2.5 km per liter **Fuel:** IC/2,000 liters
Landing/Take-off Profile: STOL/STOL
Accessories: GPS

DUNE BUGGY

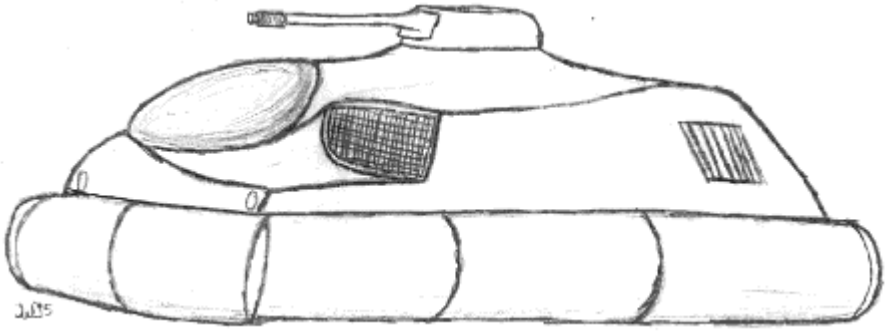
Popular in California Free State, these dune buggies are normally built onto extensively modified chassis of existing cars (the sample below is built on the basis of a Ford Americar), although the original vehicle can often not be recognized in the final construction anymore. No two vehicles are exactly alike, but all are built for off-road driving, and are fitted with extensive roll bars and performance enhancements. Many discard body shells completely, leaving nothing but roll bars on the outside of the vehicle.

	Handling	Speed	B/A	Sig	Apilot	Cost
Dune Buggy	5/4	40/120	3/0	1	1	15,000¥

Seating: twin bucket seats **Access:** open top
Economy: 35 km per liter **Fuel:** IC/80 liters
Accessories: off-road suspension (2), off-road tires, roll bars, turbocharger (2), white light headlamps

>>>>>[Used quite a lot by smugglers, too. You can use those roll bars to neatly fix all sorts of pintle-mounted weapons onto, not to mention they form great racks to hold cargo.]<<<<<
—Phonecall (15:03:15/07-11-55)

GMC-BEACHCRAFT STRIKER



To complement the capabilities of the well-known Patroller, GMC introduces the Striker, a one-person armed ACV for military and security tasks! Capable of operating over land and water, the Striker comes equipped with a small, remote-controlled turret (weapons not included) and unpowered wheels for maneuvering on land. Full rigger controls are of course fitted as standard.

	Handling	Speed	B/A	Sig	Apilot	Cost
Striker	4	80/200	4/6	5	2	500,000¥

Seating: bucket seat (ejection) **Access:** full canopy
Economy: 0.5 km per liter **Fuel:** IC/750 liters
Cargo/Storage: 4 CF storage
Sensors: Advanced (3)
Accessories: Armored bucket seat (2), boat hull, datajack link, integrated controls, rigger control gear, roll bars, small remote turret

MIL-62

A Russian attack helicopter built in Mil's new factory in Los Angeles (CFS), this state-of-the-art machine incorporates all advances made in its field in the last few years, while building on the steady foundations laid down by the Mil designs of the past century! Each of its two stub-wings has two firmpoints for a varied weapons load, while the chin micro-turret holds an NR-10 machine gun (page 58) with 1470 rounds of ready ammunition!

SECTION 2

	Handling	Speed	B/A	Sig	Apilot	Cost
Mil-62	4	240/480	4/8	4	3	1.9M¥

Seating: 1 + 1 integrated bucket seats **Access:** 1 + 1 canopy
Economy: 1.25 km per liter **Fuel:** 900 liters
Sensors: Military I (6) **ECM/ECCM:** Security III (3)/Security I (1)
Landing/Take-off Profile: VTOL/VTOL

Accessories: Chin micro-turret with 2 CF dedicated ammo storage, datajack link, 4 forward-firing Firmpoints, rigger control gear

MOSTRANS KVT-2

The KVT-2 is a large transport ACV capable of carrying a large vehicle or up to 70 troops (on removable, folding bench seats) in its spacious cargo hold. Originally designed for military use in the Russian Republic, it has since been made available to private purchasers, and is in use with various corporations worldwide, especially those operating heavily in coastal areas and swamps. The roll-on roll-off (RORO) design with large front and rear ramps makes access easy for both vehicles and personnel, allowing them to mount and dismount quickly. The bridge/cockpit is located over the main cargo area, and is occupied by a pilot and co-pilot with full rigger controls. The craft has a further six crewmembers, and full accomodations for all eight of them to eat, sleep, and live inside the craft for up to a week.

The military version comes with twin remote micro-turrets mounting a heavy machine gun with 880 rounds of ready ammo each; civilian models lack the turrets. Some of these vehicles are rumored to be in use by Carib League smugglers.

	Handling	Speed	B/A	Sig	Apilot	Cost
KVT-2	5	35/105	14/30	3	4	90M¥

Seating: twin bucket seats **Access:** front ramp, two + two standard, rear ramp
Economy: .1 km per liter **Fuel:** 10,000 liters
Cargo/Storage: 2,500 CF cargo (cargo bay w x l x h = 3m x 17m x 2.5m)
Sensors: Security I (4) **ECM:** Security II (2)
Accessories: Boat hull, datajack link, EnviroSeal™, life support system (1,500 manhours), rigger control gear

>>>>>[The civilian model can very easily be fitted with the remote turrets. The cabling is there, all you have to do is remove a few bolts and some covers, and then just lower the turrets into their mountings. Happy hunting.]<<<<<

—Rimmerworld (13:03:17/07-12-55)

SECTION 2

PATROL VEHICLE *SR2*

This tracked ground vehicle performs perimeter patrol and defense. These remotes carry one firmpoint, one hardpoint, and armor. The sensor equipment usually consists of only thermohraphic receptors.

	Handling	Speed	B/A	Sig	Apilot	Cost
Patrol Vehicle	3	35/70	3/6	3	2	10,000¥

Operational Duration: fuel-limited **Set-up/Breakdown Time:**
Store: 10 CF
Economy: 50 km per liter **Fuel:** IC/5 liters
Cargo/Storage: 1 CF internal
Sensors: Standard (1)
Accessories: Firmpoint, Hardpoint (both forward-firing)

(**Note:** this one is from the **SRII** rules, but updated to the statistics found in the **Rigger Black Book**.)

PIPER MONTEBANK *AARON WIGLEY*

Designed as a dual role acrobatic/utility aircraft, the Montebank was first unveiled in the early 2040's. It found popularity for both its grace, functionality, and low cost, and has been adapted as a trainer for the Quebec Airforce.

	Handling	Speed	B/A	Sig	Apilot	Cost
Montebank	2	300/500	3/0	3	2	50,000¥

Seating: twin bucket seats **Access:** Full canopy
Economy: 3 km/liter **Fuel:** 450 liters
Cargo/Storage: 5 CF in cabin
Landing/Take-off Profile: STOL
Options:
Accessories: Datajack link, electronics bay, fly-by-wire system (2), integrated controls, passive thermal masking (2)

SUZUKI 500ET

Fully-enclosed, this new Suzuki protects its rider better than any other cycle on the market today! The canopy opens to accomodate a single rider, who is fully protected from inclement weather, as well as from crashes by means of the roll bars built into the shell. Small side-wheels automatically deploy at low speeds to prevent the motorcycle falling over, and the sophisticated autopilot aids the rider in controlling this superb machine!

	Handling	Speed	B/A	Sig	Apilot	Cost
500ET	3/6	90/270	1/2	2	3	25,000¥

Seating: 1 **Access:** full canopy
Economy: 100 km per liter **Fuel:** IC/10 liters
Cargo/Storage: 1 CF trunk
Options: reinforced seating available for 300¥ extra
Accessories: performance tires, roll bars

>>>>>[Trolls don't fit unless you remove the canopy. Top speed drops by some five percent if you do, though.]<<<<<
—Kyle (21:39:51/07-10-55)

>>>>>[Hear that, Richie? Don't buy this bike if you want to fit in.]<<<<<
—Steve (05:26:38/07-13-55)

>>>>>[I wonder if we should take this as an insult to Richie or to trolls?]<<<<<
—Melissa (15:17:22/07-17-55)

PICTURE FILE

>>>>>[So, what do all those weapons and other things really look like? Sure, you've got the pictures in the **Street Samurai Catalog** and other files like that one but you've also got lots of weapons you've never seen but would like to so you know what you're facing on the street if you do come across them (phew!). With that purpose strongly in mind, we've compiled a selection of pictures from well-known equipment and put them here for all to see. The pictures came from various sources, but all are credited with the picture.]<<<<<

—Gurth (the fuses were a lot slower in my day)

Weapons

AVTOMAT KALASHNIKOVA 97

The well-known AK- 97 assault rifle, dating from 1997 but one of the most common assault rifles to be found anywhere on the streets. The less-common AK-98 is very similar but has a 6-shot grenade launcher mounted under its barrel. The weapon in the picture has a top-mounted laser sight.

(Picture credits: from the first-edition Shadowrun *rules)*

>>>>>[Almost 60 years old by now, and still going strong.]<<<<<

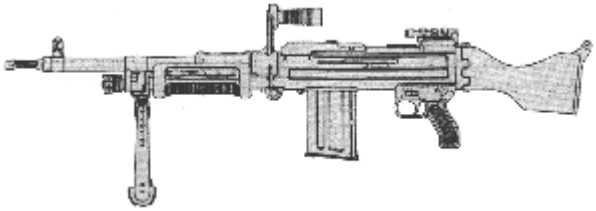
—Fire (13:51:10/07-20-55)

BERETTA 101-T

Not a common street weapon, it is used most often by corporate security personnel. Though a good weapon, it is not particularly powerful, which makes that it sees little use with shadowrunners.

(Picture credits: from the first-edition Shadowrun *rules)*

FABRIQUE NATIONAL HEAVY ASSAULT RIFLE



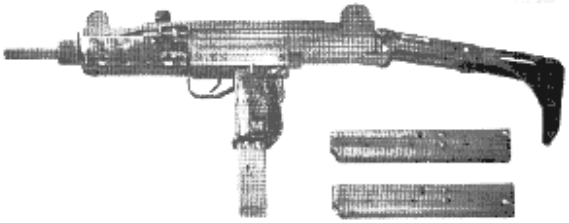
Another often-seen corporate rifle. The illustrated weapon has a bipod, which is not common on weapons encountered on the street, but many military HARs do have this feature.

(Picture credits:from the first edition Shadowrun *rules)*

>>>>>[It looks like drek, but it's one hell of a weapon, and certainly if you customize it a bit.]<<<<<

—Jane Doe (18:21:47/07-16-55)

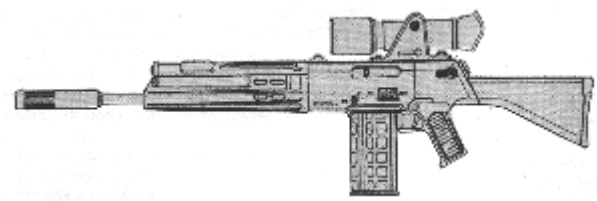
FABRIQUE NATIONAL UZI III



The Uzi has been around for a long time, and will be used well into the future. It normally comes with a laser sight (not present on the weapon illustrated), though many users replace this with a smartlink system. The illustration shows two spare clips in addition to the weapon.

(Picture credits: from Mercenary World Magazine, *2043 edition)*

HECKLER & KOCH 227-S



This S variant of the popular HK-227 is used mainly by corporate security forces, but only differs from the more common model in having a silencer instead of a gas vent system. The weapon in the illustration has a thermographic telescope sight.

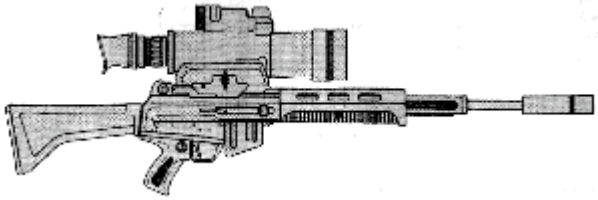
(Picture credits:from the first edition Shadowrun rules)

INGRAM MARK 22

A very simple weapon made from steel stampings, the Ingram Mk.22 is a very useful street weapon, though it is very basic. The illustrated weapon has its folding stock extended and features a barrel-mounted sound suppressor.

(Picture credits: from Jane's Corporate Weapons, *2048 edition)*

RANGER ARMS SM-3



Designed exclusively for sniping duties, the SM-3 is only found among corporate assassins and shadowrunners with very specific firearm needs.

(Picture credits: from the first edition Shadowrun *rules)*

>>>>>[Not very impressive anymore after the Barret 121 hit the streets.]<<<<<

—Psycho Punk (04:25:17/07-18-55)

>>>>>[Don't use it as a combat rifle 'cause you're gonna wreck it pretty soon.]<<<<<

—Aunt Annie (10:51:48/07-20-55)

REMINGTON MODEL 750

An American sporting rifle with an integral magazine, the Remington 750 is very accurate and powerful. Its large length makes it difficult to conceal under anything but a long coat. The Model 950 is very similar but has a longer barrel.

(Picture credits: from the first edition Shadowrun *rules)*

>>>>>[Only a complete fool or a very desparate runner would use these weapons in a firefight. They pack a lot of punch, but you're much better off using a room-broom.]<<<<<

—Dave (14:36:20/07-14-55)

>>>>>[Room-broom? I take it that's some other disgusting thing that gets used a lot by the people who visit these files regularly?]<<<<<

—Concerned Citizen (19:18:41/07-21-55)

>>>>>[Since you're here now, roll on over to the Running Gear file and check out the Arasaka Rapid Assault Shot 12. That's what we call a room-broom, and for good reason…heh heh heh…]<<<<<

—Gurth (19:20:39/07-21-55 [yes, a *real* T/D stamp!])

>>>>>[Darn! Know I'm *certain* files like these should be banned! This won't be the last you hear from me!]<<<<<

—Concerned Citiz&e@*J!@≈Rn\W%{WSH!□F% (19:36:14/07-21-55)

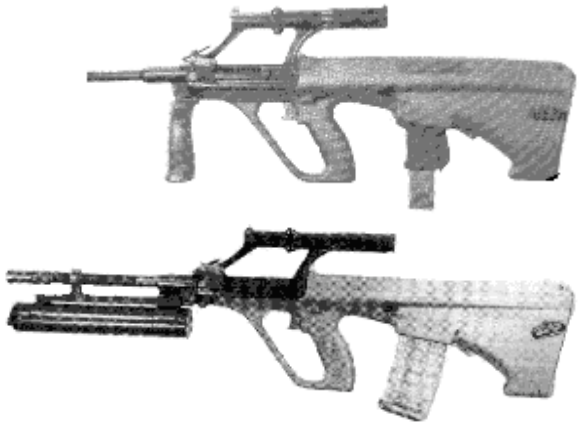
>>bad connection<<

>>connection terminated by host<<

>>>>>[I've done us all a favor and made this guy use a fire extinguisher on his terminal ASAP. He won't bother us anymore.]<<<<<

—Black Shark (19:37:05/07-21-55)

STEYR ARMEE UNIVERSAL GEWEHR CSL



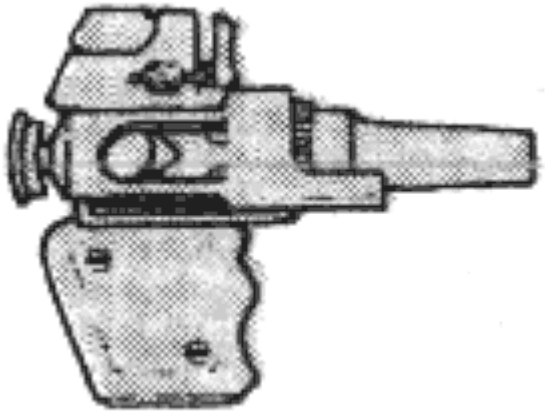
Not common on the streets but likely to be found among corporate forces, this weapon can be converted into four different models. Illustrated above are the submachine gun (top) and assault rifle (bottom), the latter with a one-shot grenade launcher mounted under the barrel (note the the version used by the CAS military has some detail differences to the weapos pictured above). The carrying handle incorporates a laser sight.

(Picture credits: from Jane's Corporate Weapons*, 2050 edition)*

>>>>>[One hell of a weapon. It comes with all parts in a very nice carrying case that looks like a briefcase. You can assemble it into just about any configuration you need by using the various parts.]<<<<<

—Fix (20:41:28/07-18-55)

STREETLINE SPECIAL



Hardly a serious weapon, this is useful as a self-defense tool against unarmored opponents, as it takes great skill to actually injure anyone with a hold-out pistol.

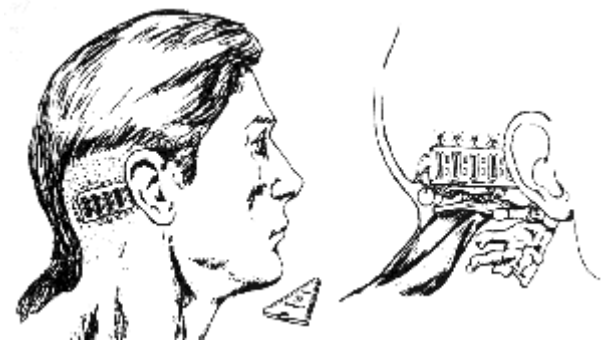
(Picture credits: from the first edition Shadowrun *rules)*

>>>>>[Won't even scratch an elf's skin.]<<<<<

—Latex Louis (21:49:37/07-18-55)

Cyberware

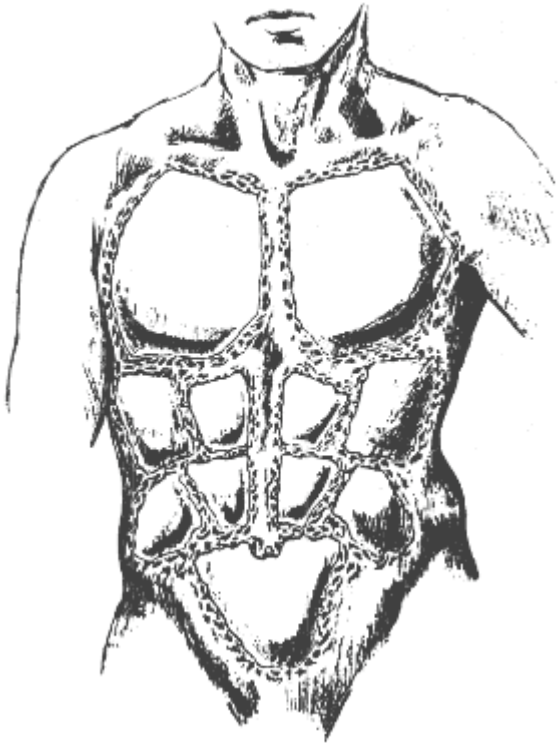
CHIPJACK



After the datajack probably one of the most common cyber enhancements. Chipjacks are usually implanted behind the ear (as in the picture), though versions mounted in other places also exist, such as in the temples, at the base of the neck, etc.

(Picture credits: from the first edition Shadowrun *rules)*

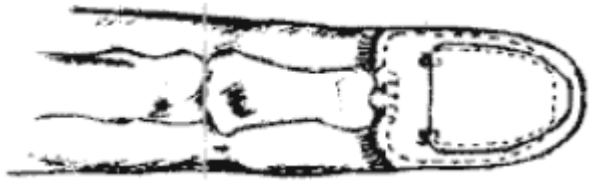
DERMAL PLATING



One of the common samurai implants, dermal plating places plastic plates underneath the skin and is an obvious enhancement.

(Picture credits: from the first edition Shadowrun *rules)*

FINGERTIP COMPARTMENT



Very hard to detect, and of very little use. They're hardly large enough to conceal a chip, so the most common use is to hide a monowhip in. This is what makes such compartments dangerous.

(Picture credits: from the first edition Shadowrun *rules)*

HAND RAZORS

When retracted, they're almost impossible to detect, but once extended they tend to reflect light like a mirror. The picture shows an internal view of a finger with an extended hand razor.

(Picture credits: from the first edition Shadowrun *rules)*

>>>>>[Damn hard to spot when retracted.]<<<<<
—Chat (03:44:46/07-13-55)

>>>>>[Cuts like a knife.]<<<<<
—Molly (15:23:07/07-20-55)

Combat Spells

Inferno

by Jani Fikouras

This spell detonates an explosion that produces a heatwave strong enough to send the biggest troll sprawling and sets all flamables in the area of effect on fire. This area-effect spell causes Stun damage and uses the elemental effect of fire.

Type: Mana **Range:** Limited **Target:** Willpower
Damage Level: S **Duration:** Instant **Drain:** [(F/2)-1]D

Illusion Spells

Black Wall

by Gurth

This spell creates a wall of impenetrable darkness in the same area a Barrier spell (p.158, **SRII**) creates a barrier. This wall appears to block all light, including infrared light (thermographic vision is also affected, in other words), but it is all in the mind... it's an Illusion, after all, though a very complex, area-effect one.

Type: Mana **Range:** Limited **Target:** 6
Duration: Sustained **Drain:** [(F/2)+1]M

>>>>>[Very effective to block LOS without having to build a real wall.]<<<<<
—Steel (20:54:19/07-13-55)

>>>>>[Remember that it doesn't block sound, so any jackass with an ultrasound will look right through it.]<<<<<
—Old-Timer (14:37:41/07-14-55)

>>>>>[Not only ultrasound sees through it, video cameras do as well. Strap a cybercam to your face and look through that—hey presto, no wall at all (that rhymes!)]<<<<<
—Doo Da (06:25:39/07-16-55)

Flash

by Gurth

Upon casting this spell, a bright flash emmanates from the caster's hands (or the fetish, if that is used for casting). Anyone looking into the direction of the flash receives a penalty to all Target Numbers equal to the number of successes rolled on the Spell Success Test. Targets may roll a Quickness Resistance Test (to look away from the flash) to offset the caster's successes on a one-to-one ratio. Flare compensation halves the penalty, rounding down.

Type: Physical **Range:** LOS **Target:** 4 (R)
Duration: Instant **Drain:** [(F/2)+1]M

>>>>>[Nice in an academic kind of way. If you intend to blind your opponents take a flash grenade along. It is considerably less draining.]<<<<<
—Peregrine (14:48:29/07-09-55)

>>>>>[Don't underestimate this spell. If cast well it flash-dazzles your target much better than a flash grenade, and it has the bonus that it cannot blind its caster.]<<<<<
—Helena (14:52:19/07-10-55)

SECTION 4

Holograph

by Gurth

This spell allows the magician to build a permanent, three-dimensional picture of the area of effect of this spell. The area of effect is reproduced at a scale of 1:25 onto any object the magician desires. For instance, if a magician with a Magic Attribute of 8 casts this spell, the whole area of effect is reproduced into a 32 centimeter radius sphere (the area of effect is 8 meters in radius, so the radius of the picture is 8 divided by 25, or 0.32 meters). The picture must be cast onto a solid object; moving this object also moves the picture.

If any movement occurs in the area of effect before the spell becomes permanent, this is not reflected in the picture: the picture depicts the situation at the moment the spell becomes permanent. Only things the magician can see in the area of effect at the time the spell becomes permanent appear in the final picture.

Type: Physical **Range:** Limited **Target:** 4
Duration: Permanent (5 turns) **Drain:** [(F/2)+2]L

Peregrine's Magnificent Illusion

by Jani Fikouras

Have you ever wondered why when the drek hits the fan all those neat illusion spells you spent so much time and credit learning, are suddenly as much help as your next door shaman? Well we are here to help YOU with this incredible offer. Peregrine's Magnificent Illusion makes it possible to charm the socks off even the most cynical sammie. Experience the ultimate in Illusion magic, create your very own 100% realistic images with practically no restrictions.

Type: Physical **Range:** LOS **Target:** Intelligence (R)
Duration: Sustained **Drain:** [(F/2)+2]S

Note: I got sick and tired of all those pansy voluntary-target illusion spells and so I created this. Simply put this is the ultimate Illusion spell. *—Jani*

Video

by Gurth

Very similar to the Holograph spell (above), the Video spell produces a moving image; any movement that occurs in the area of effect between the time the magician starts casting the spell and the spell becoming permanent will be reflected in the picture. This can be compared to a video which restarts itself immediately after being played completely. No more than 30 seconds (10 turns) of video can be "recorded" by means of this spell.

Type: Physical **Range:** Limited **Target:** 6
Duration: Permanent (10 turns) **Drain:** [(F/2)+1]M

Manipulation Spells

Gravity Restriction

by Mike, TGC

The Gravity Restriction spell restricts gravity while propelling yourself by telekinetic control. The spell's speed is spell Force + number of successes generated in meters. Even if locked or sustained by an elemental, the spell imparts a +1 Target Number to the user because it requires constant telekinetic control. The Personal version of this spell has a Drain Code of [(F/2)+2]S.

Type: Physical **Range:** Self **Target:** 4
Duration: Sustained **Drain:** [(F/2)+8]D

Some people feel that Levitate Person only allows you to fly (Magic x successes) meters before you have to recast it, others don't. For the former, this spell was created. If your GM says that you can fly an infinite distance with Levitate Person, why bother with this spell?

Improved Mauler version 1.2

by Reaver

Here's the spell that goes with the MPAC system (page 30).

The Improved Mauler spell creates a beam of charged particles which is accelerated at a target. When the beam strikes the target, it does so with almost explosive force, causing massive kinetic damage with blast effect. The beam also acts as a lightning bolt against air elementals since the charged particles ionize the atmosphere. The beam will stretch out for twice the magicians rating, striking anything in its path. It should be noted that anything in the beams path will reduce the coherency and potency of the beam. Every 2 points of natural Body or Barrier Rating will reduce the spell's rating. The beam is approximately 1.5 meters in width. The beam creates a thunderclap when fired and has a blue-white light to it.

Type: Physical **Range:** See above **Target:** Body
Damage Level: D **Duration:** Instant **Drain:** [(F/2)+4]D

Okay, some people may think it's silly, but it has come in handy. I imagine it would have an interesting and demoralizing effect to the natives too. Not to mention the look of the nice big cannon it came out of. The drain is not as bad as some of the spells I've created, but then I don't know if anyone is interested in getting into that. I myself love the physics side of the spell, especially with a calculus centering skill :). *—Reaver (1:37:28/2-11-95)*

SECTION 4

Peregrine's Energy Web

by Jani Fikouras

Energy web is a sustained damaging manipulation spell, it creates a web of mana energy visible in the physical plane as a crackling net of bluish color spewing forth from the caster and covering an area equal to the area of effect. The spell does physical damage for every Complex Action the caster sustains it as long as the targets remain in its area of effect.

Type: Mana **Range:** Limited **Target:** 4
Damage Level: S **Duration:** Sustained **Drain:** (F/2)D

>>>>>[I think I know what prompted the creation of this spell…]<<<<<
—Gurth (stand back)

>>>>>[Well isn't this a small net? I have no idea how this came to be here, but I might as well give you some tips. Never forget this is a sustained spell, you only have to cast it once, so its well worth the somewhat higher drain risk.]<<<<<
—Peregrine (15:06:54/07-09-55)

Totems

Crow

by Jani Fikouras

Environment: anywhere near mankind
Advantages: +2 dice for summoning Hearth and City Spirits, +2 dice for Detection and Manipulation spells
Character: Crow the messenger of doom, the scavenger and lurker in the shadows, the thief, has always been a companion of mankind during its journey through the dark aeons of its history. Constantly watching and biding his time, he is the dark guardian keeping eternal vigil over his flock as it goes through hardship and pain in all eternity. Waiting for the ultimate moment of release of the immortal soul, Crow swoops down from his hiding place amongst the shadows to seize this glittering prize and to send it on its way to its ultimate destination. Crow is a dark character and may easily appear to be cold and dispassionate even evil at times, but his wisdom is great and his heart does bleed when he sees injustice being done and sometimes even Charon can do naught else, but intervene…

Crow shamans are extremely rare, about 40 years after the Awakening only a handful exist in the whole of North America. Little is known about them mainly because of their secretive attitude. They seem to be an indecisive lot tending to stalk their target or topic of interest, examining its progress and very often just doing nothing about it. On the other hand they are sometimes given to mysterious bouts of atypical activity. These chaotic bursts seem to have one thing in common — justice. Crow does not tolerate injustice and

although he very seldom intervenes, when he does he really makes his presence felt. There is one last point that Crow shamen themselves choose to ignore or outright deny, but its a definite fact that Crow is a most romantic figure. Followers of Crow often exhibit an inane flair for the dramatic, as well as a love of beautiful objects they always manage to dig up no matter where they are (not always by honest means). These objects apparently play for them the role of emotional "souvenirs" that remind them of precious moments in their past. These character quirks and their cold, dispassionate image are probably what's responsible for the weird, eerie sometimes evil reputation they seem to enjoy.

Disadvantages: Willpower (6) test and a good reason along Crow's mindset, in order to take direct action. All foci, fetishes etc. must be items of great emotional importance. Loyal to the death, once a crow shaman has pledged himself to help someone he will come through or die trying. A crow shaman will always attempt to take direct action in the face of outright injustice, if his Willpower test fails (GM's discretion) he will give whatever indirect help he can and promise to return in the future.

SECTION 4

NOVASTAR MAN PORTABLE ASSAULT CANNON SERIES *BY REAVER*

(Taken from Novastar's 2054 catalog.)

The Man Portable Assault Cannon (or MPAC) series is designed primarily for combat mages who would like an edge in the field. The basis behind the MPAC series is that the weapon itself is a specific spell focus for a spell known as Improved Mauler (page 29). The spell literally brings into existence a charged particle beam which, when the weapon is used, appears to be fired from the cannon. The spell is a damaging manipulation with blast effects.

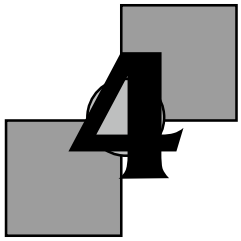
The weapon also contains advanced electronics to provide the perfect point and shoot system. A sensor cluster located below the weapon contains a laser designator (1,500m range), IR sensor, mm wave designator (1,000m range, acts as an improved ultrasound), motion detector and low-light system. The data from the cluster is sent to a computer sight which processes all the data. The computer sight also has a air motion sensor to determine wind velocity. The sight then displays it's readings onto a large flat-screen (for non-smartlinked magicians) or to a smartgun system.

Aside from being a spell focus, the cannon also sports a secondary weapon of the buyers choice. The weapon comes with a gas-vent 4 in all applicable cases and they are all drum fed from the rear of the weapon. A pneumatic recoil stock can be added to further reduce recoil from the weapon. A bipod can also be attached. A pintle mount, swivel attachment comes standard with the weapon.

Additional features can include a stim patch secretion pad built into the pistol grip. On each side of the weapon is a slide lock that holds a drum approximately 25cm long and 15cm in diameter. These drums hold the circular magnet fetish that we suggest for use if the mage wishes to learn it exclusively. The drums are spring loaded so that the magnets won't make noise while moving. It should be noted that the smartgun unit does not use a palm induction pad due to the possible use of the stim patch pad, although one could be installed. To solve this problem, the weapon has a datajack plug that receives the data stream from the weapon via radio transmission. At the rear end of the fork is a place to fit up to four anchor cylinders which are threaded so that they screw into place. This allows the magician to anchor up to four spells onto the weapon for use ahead of time.

The MPAC series is completely modular. The main body of the weapon is always the same, a large and sleek weapon with a fork at the front of the weapon. The weapon comes completely disassembled on order and all parts are handmade so that putting the weapon together will provide the owner the Karma reduction for handmade telesma. Prices and options are listed below for your ordering convenience.

SECTION



OPTIONS	Weight	Cost
Main Weapon		
MPAC-18 (with Ingram Smartgun SMG)	5.5	6,000
MPAC-20 (with FN HAR assault rifle)	6.5	6,200
MPAC-22 (with Ares MP LMG)	9.5	8,200
MPAC-24 (with FN MAG-5 MMG)	11.5	9,200
MPAC-26 (with Ares laser rifle)	27	125,000
MPAC-18 Ammo drum (80 round capacity)	4.75	25
MPAC-20 Ammo drum (50 round capacity)	3.25	25
MPAC-22 Ammo drum (45 round capacity)	3.25	30
MPAC-24 Ammo drum (30 round capacity)	2.25	35
MPAC-26 Battery pack (20 round capacity)	5	500
Magnet fetish (one pair)	.25	35
Fetish Ammo Drum (6 round capacity)	2.25	20
Electronics		
Computer sight with Mag-3 enhancement	.5	0
Sensor cluster attachment	.25	20
Laser designator (1,500m range)	.25	1,400
Low-light system	.25	1,500
Motion detector	.25	1,250
mm Wave designator (1,000m range)	.25	1,500
Smartgun system (level I)	.5	1,500
Smartgun system (level II)	.25	3,000
Misc.		
Pneumatic recoil stock	2	750
Shock pads	.25	200
Bipod	2	400
Stim patch dispenser	.25	1,000
Stim patch drug cartridge	—	25
Battery cartridge (24 hour charge)	.5	250
Anchor cylinder	.25	25
Screen glare cover	—	20
Focus formula (Imp mauler rating 6)	—	35,000
Focus formula (Imp mauler rating 8)	—	45,000
Imp. Mauler spell formula (rating 6)	—	15,000
Imp. Mauler spell formula (rating 8)	—	35,000
Imp. Mauler spell formula (rating 10)	—	45,000

WARNING: Some assembly is required.

That about wraps up that weapon. If you have any questions, feel free to ask, my address is YUBM21A@PRODIGY.COM.

The flat-screen provides non-smarted mages with a normal smartgun bonus and cuts invisibility modifiers in half. Smarted mages get thier smartgun level bonus as well as reduced invisibility modifiers. The weapon's trigger is split into two halves. The top half fires single shot mode (or burst if a red button next to the trigger is depressed) while the lower half fires full-automatic. This allows the magician to switch fire modes without expending an action. The stim patch cartridge holds six levels of drug which can be released in any dose (up to 6 of course) that the mage desires. The fore-grip of the weapon has a keypad that allows the mage to control all of the data displays and controls by expending a free action.

The basic system includes the main body, secondary weapon, gas vent 4, computer sight/scope, standard stock, 2 ammo drums, 2 fetish drums, 1 battery cartridge, and proper assembly tools. Damage codes for the secondary weapons is equal to thier normal ratings. The weapon has no concealability at all, never has and never will (unless you physically mask it). An intelligence(6) test is required to assemble the weapon into its proper working order. Base time is 24 days.

>>>>>[Okay boys and girls, lets go it over one more time, because I think I left some vague spots in the first message. True that all of the components aren't completely made by hand, but most that can be are. Especially the main body (get the hint). My apologies for stating that it reduces Karma costs. It does not. All it reduces is the Enchanting Target Number, an Enchanting test which the buyer would have to do (hence the foci formula listed in the sales sheet). The stim patch dispenser is not a requirement, you don't have to order it, and it is dispensed in any concentration you want (from level 1 to 6). The computer sight would not and should not give you any bonuses when casting a spell with the focus, but releasing an anchor from it should, since no casting is required for the anchor. Someone asked why one would want to put anchors on it to begin with, how does 12D four times in a single round grab ya? The system is pretty much like Burger King, get your way. There's no reason why you couldn't have it displayed to a HUD. I myself have a smartgun II link so it's not a problem for me. As for the dual trigger system that someone wondered about, yes it is possible. The Germans did it in WWII with their machine guns. With SR technology you could do it with digital switching. All in all, its designed to fit mages at

various levels of needs, which is why it's ordered in pieces. If you have any other questions or comments, please feel free. I get the feeling I wasn't as precise as I should have been, but there's a lot of things to remember about it.]<<<<<

—Reaver (1:06:32/2-11-95)

>>>>>[For those who don't know the background behind the ramblings above, basically what happened was that Reaver (or Mr. Delivan S. Harder, or Scott, or whatever :) posted the weapon on the ShadowRN mailing list, and many people commented on it by saying this wasn't possible, that that wouldn't work, such and such was impractical, etcetera etcetera. My advice is to make of it what you will, and mail Reaver about any questions you might have.]<<<<<

—Gurth (17:00:19/02-14-95)

SECTION

4

>>>>>[Another file I found on Paolo's WWW page, this time about C4 explosives by Carl Rigney [*cdr@amd.com*]. Carl wrote the following as an intro:

C-4 Explosive notes

—Carl Rigney (cdr@amd.com)

I pulled my copy of the Ranger Handbook (ST 21-75-2) off the shelf (every GM should have one of these lovely pocketfuls-o-fun) and looked it up. C-4 is 1.34x as powerful as TNT; I'll give the formulas so you can figure things for yourself with whatever new joys 2050 military tech has come up with.

So what follows is the actual text, with some comments of mine regarding metric measures (the U.S. Army of course used Imperial things like pounds and feet). Just as a reminder, a foot is 30.48cm and a pound is about 454 grams.]<<<<<

—Gurth (C1:C2:C3/C4-C5-C6)

The "minimum safe distance for personnel in the open" for demolitions is 77 meters times the cube root of the weight of the TNT in kilos. For C-4 its 85 meters times the cube root of the weight of C-4 in kilos. So for a 200kg C-4 explosion we're talking 500 meters. Now, that's just for people, and I assume it includes a healthy safety margin. Buildings aren't going to be leveled all the way out.

Incidentally, cutting down a foot-thick tree takes $^3/_8$ kg of C-4 if you do it the smart way; nearly 4x as much if you just tie it next to the trunk.

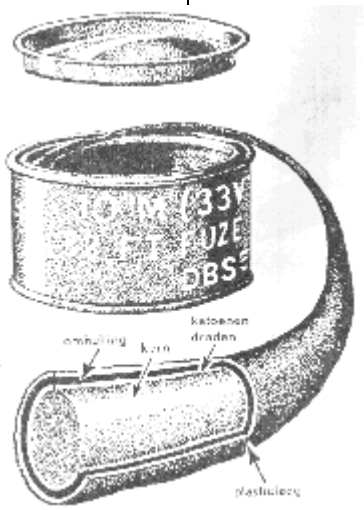
Now for the reinforced concrete wall. The handbook doesn't give an explicit case for blowing a hole in the ceiling, probably because Rangers aren't supposed to do anything quite that stupid. But for a wall the charge of TNT in pounds (divide by 3 for C-4 in Kg) is given by the formula $P=KCR^3$, where R is breaching radius in feet (thickness), K is the material factor, and C is the Tamping Factor. The number of charges used is N=W/(2R) where W is the width of the breach.

>>>>>[If you want to fill in metric units and find the amount of TNT in kilograms directly, use the following formula:

$$P = \frac{K \cdot C \cdot (R/3.28)^3}{2.2}$$

Divide this result by 1.34 to find the amount of C4 you need.]<<<<<

—Gurth (-:/:-)



C ranges from 1 to 3.6 depending on how well tamped the explosive is; 2.0 is pretty easy. For a ceiling tamping's not easy, so let's call it 3.6. K ranges from 0.07 for earth, up to 1.76 for small holes in reinforced concrete. The values for reinforced concrete are:

R	K
1' or less	1.76
1'-3'	0.96
3'-5'	0.80
5'-7'	0.63
7' or more	0.54

>>>>>[All this converts to the following table (approximately) for R and K

R	K
30cm or less	1.76
30cm-1m	0.96
1m-1½m	0.80
1½m-2m	0.63
2m or more	0.54]<<<<<

—Gurth (Who's gonna stop us now?)

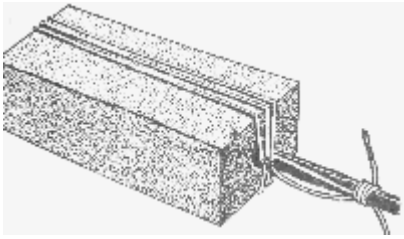
So if it's 1 foot of reinforced concrete the charge size is $(1.76 \cdot 3.6 \cdot 1^3)/3$ = 2kg/charge, and for a 4' wide breach (no trolls in the party) you need $4/(2 \cdot 1)$ = 2 charges. So 4kg of C4 will do it. If it's 2' of reinforced concrete you'll need $(0.96 \cdot 3.6 \cdot 2^3)/3$ = 9kg in a single charge. Assuming (with typical Shadowrun logic) that C-12 is 3x as good as C-4 :-) then adjust to taste. Note that this only blasts away the concrete; it doesn't cut the reinforcing steel, but depending on what mesh was used in creating the building you may be able to squeeze or torch your ways through that easily enough, although possibly not before someone comes to find out what the hell that incredibly loud noise is. Note that if you can place the charges *inside* the concrete by inserting them through the pipe you can get a much better C-factor, like 1.0. So that would drop

your charge size to a little over a kilo for 1' of concrete, 2.5kg for 2', 45kg for 6'.

Commercial demolition is somewhat different: 30kg was used to bring down a 10-story hotel by putting it in the critical places and weakening load-bearing structures, etc. That takes MUCH longer, but it also comes down safely by toppling in on itself.

Disclaimer: I'm not a combat engineer so if anyone out there has real experience in these matters I'd love to be corrected. Of course, don't try this stuff at home. :-)

"5 grams of this explosive will level this building."
"How much you got?"
"A truckload."



(advertisement)

P.S.C.

Do you need to be safe at all times? Of course you do. But do you have the money to pay for a bodyguard to be with you 24 hours a day? If you don't, *we provide exactly the service you need!*

Our clients are protected around the clock. As soon as one of our offices receives a distress signal from one of our clients, an armed response team is immediately dispatched to the location in order to extract the client safely from any danger he or she may be in! The emergency team is guaranteed to arrive within 10 minutes of a signal being registered!

For further details, contact Mr. Jarveys, Public Informations Manager, on LTG# 206 (52-7216).

Personal Security Corporation
Bell Street & 3rd Avenue
Seattle, UCAS

(service available in Seattle only)

>>>>>[Jesus, what is this world coming to? They're even accepting advertisements in this here datamag already...]<<<<<
—Danlee (13:52:10/07-13-55)

Sporting Goods

>>>>>[Sports is big business, always has, always will. For your enjoyment, we offer a selection from various the sporting goods catalogs available on the Matrix today.]<<<<<
—Gurth (>>>>>[/]<<<<<)

SECTION 6

Basketball

SMARTBALL SYSTEM — LEGAL

A combination of a ballistic computer and a cyberoptic scanner which allows the user to throw balls much more accurately than ever before! Very common in basketball and football.

Essence Cost	Availability	Cost	Street Index
.5	4/48hrs	4,000¥	1

This gives the user a -2 Target Number for Throwing skill, but any single system only helps in one Specialization, which must be chosen before purchase. Other Specializations within the same Concentration receive only a -1 modifier. Any other Specializations and Concentrations of Throwing skill remain unaffected.

Combat Biker

AUTOSHOT RIOT GUN — 2-G

The weapon carried by almost all goalies in the big leagues! Fully-automatic and smartlinked, for your enjoyment.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Shotgun	2	20 (c)	SA/FA	9S	4.5	10/7 days	1,500¥	2

>>>>>[It might be a "sport" gun, but stick a clip of explosive in it and you've got one of the meanest weapons on the street.]<<<<<
—Wait (20:27:39/07-14-55)

BODY ARMOR — LEGAL

The armor the *real* players wear! Available in the colors of all major teams, as well as custom prints and styles! Approved by the WCCL.

	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
Light	—	3	2	1.25	4/48hrs	900¥	1
Heavy	—	6	5	2.75	4/48hrs	1,200¥	1
Helmet	—	+1	+1	.5	5/48hrs	600¥	2

>>>>>[*Not* suitable for on the street, take it from me.]<<<<<
—Hannibal (03:29:14/07-06-55)

>>>>>[Yeah, I remember you wearing that day-glo orange body armor with the helmet with those yellow wings you found in the sports section of that department store over on 15th, during that run that you royally hosed up last year… It still brings a smile to my face when I think about it… I almost felt sorry about shooting you…]<<<<<
—Name Less (02:54:13/07-08-55)

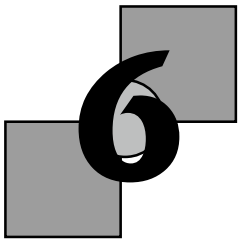
RIOT GUN 6P-E

Three-shot capacity as required by the WCCL, this weapon packs enough punch to dismount *any* player! Comes with an integral smartlink.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	8	3 (c)	SA	9S(f)	2	4/48hrs	500¥	1

Urban Brawl

SECTION



BODY ARMOR LEGAL

Body armor for all positions, fully-equipped with the correct surrender and penalty lights! Helmets incorporate a two-way radio, and all armors are available in almost any desired color schemes*. Fully approved by the ISSV!

*) Heavy armor only available in white.

	Conceal	Ballistic	Impact	Weight
Light	—	3	2	1.25
Medium	—	4	3	1.5
Heavy	—	6	4	2.5
Helmet	—	+1	+1	.5

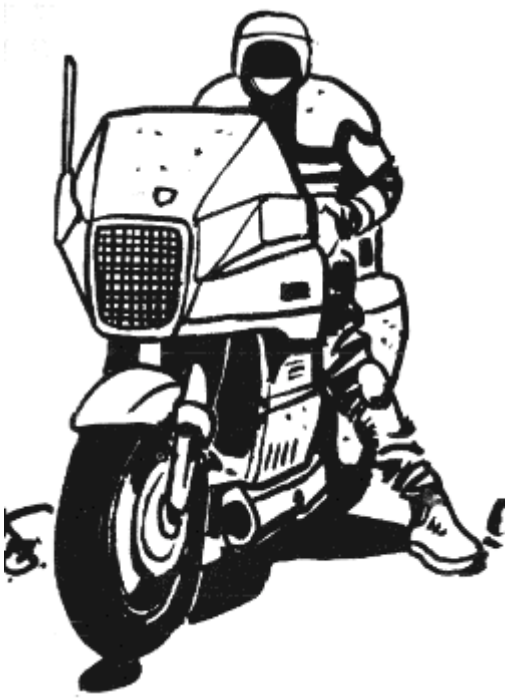
	Availability	Cost	Street Index
Light	4/48hrs	700¥	1
Medium	4/48hrs	750¥	1
Heavy	4/48hrs	1,000¥	1
Helmet	5/48hrs	600¥	2

>>>>>[This armor is only of moderate use for the serious firefighter. At least it looks like military armor, unlike Combat Biker gear, though the penalty lights make it look like a fragging christmas tree if you switch them on. Disable them and spray-paint the armor in some normal color and you an quite effectively create a good set of armor for yourself.]<<<<<
—ASDF (13:17:04/07-11-55)

>>>>>[Or you can get yourself a set with the name of your favourite player on it!]<<<<<
—Flash (06:18:29/07-15-55)

HARLEY-DAVIDSON BRAWLER

Based on the popular Harley-Davidson Scorpion, the Brawler is a custom bike designed for the rough-and-tumble world of professional urban brawl. With a strengthened chassis, improved armor, and full rigger controls, the Brawler is the bike to beat. Used by licensed urban brawl teams throughout the world, the Harley-Davidson Brawler is not street-legal and remains unavailable on the open market.



SECTION 6

	Handling	Speed	B/A	Sig	Apilot	Cost
Brawler	5/7	64/192	4/6	1	2	26,000¥

Seating: 1 front + 1 rear **Availability:** 12/21 days **Street Index:** 3
Economy: 36 km per liter **Fuel:** IC/30 liters
Storage: 2 CF underseat + 2 CF per sidebox
Accessories: 3 Firmpoints (2 facing forward, 1 facing the rear), vehicle control rig

(**Source note:** appears in the **Killing Glare** adventure.)

Japanese Critters

>>>>>[For anyone who might venture into Japan's mainland, here are three critters from that area, courtesy of AGE <NBB02052@niftyserve.or.jp> (wriring), JUN <MGH02010@niftyserve.or.jp> (English translations), PANIC <GCB01334@niftyserve.or.jp> (illustrations), and Gen-ichi NISHIO <nishio@io.com> (HTML lay-out). I corrected some spelling and grammar errors and put in the lay-out you see here, that's all.]<<<<<

—Gurth (run out of time/date-stamp ideas)

Zashiki-Warashi

Size Comparison Chart for Zashiki-Warashi

Identification

The Zashiki-Warashi is fairy of hearth which guards a house and its inhabitants. It often appears in fairy tales or native myth.

Once a Zashiki-Warashi inhabits a house, it brings the house and its other inhabitants prosperity and happiness, and keeps them from danger. On the other hand, however, if the Zashiki-Warashi left them, they would possibly fall.

>>>>>[Sorry, I didn't really understand that last sentence either.]<<<<<

—Gurth (10:23:36/09-12-55)

The typical Zashiki-Warashi manifests as a little child, usually a little girl, wearing short bob style hair and kimono.

Reasons why, and how, the Zashiki-Warashi choose her residence are unknown. Some claim that the Zashiki-Warashi is a spirit of the inhabitant's ancestor.

Magic Capability

Inate. Some of them are magically active.

Habits

The Zashiki-Warashi usually resides in astral space. Only when something happens, i.e. inhabitants are meeting danger, threats come close, or else, it manifests to save the house and inhabitants.

The Zashiki-Warashi prefers an old house. Few new houses are exceptionary holding the Zashiki-Warashi,but no corp office or lab because it only inhabits with everyday life.

They tried holding the Zashiki-Warashi in corps, but all of their effort including constructing a suburban lodge are in vain.

Commentary

To keep a Zashiki-Warashi in the house, the Zashiki-Warashi must be noticed and cared for properly. Too much care drives it out. The Zashiki-Warashi is essentially childlike and sometimes it causes trouble. When in such trouble, it is important

to behave like to a little child, i.e. talk and excuse gently. Anger drives it out, too. Because the Zashiki-Warashi just means to serve, a little bit excessive.

In addition, some claim that the Zashiki-Warashi is not a fairy but a spirit from its nature.

Satori

Size Comparison Chart for Satori

Identification

Some say retired or hiding Sen-nin (a kind of shaman-like druid, following ancient Chinese Tradition. for more, request China Sourcebook) end up as the Satori.

The average Satori stands 1.7m, weighs 60kg, and appears like a humble human with rather hairy skin. Closer look reveals an unnaturally deep sharp glow in its eyes.

In spite of its quiet appearance, the Satori is a horrible critter. The Satori reads all of its victim's thoughts and emotions and indicates her next move. Victims who recognize they are read-out are gradualy driven insane (think of living without a minimum privacy, chummer). Insanities are followed by a tragic end, from mental burn-out to death.

Some claim that the Satori robbed its victim of her body and inhabited it, but that's suspected.

Magic Capability

Innate. Some of them are magically active.

Habits

The Satori resides mainly in remote mountains, sleeps in thick forests or in a cave, and hunts small animals for food. It sometimes comes down to a nearby village.

The Satori doesn't have fertility and how can the Satori reproduce itself is unkown. However, its life span is said to be beyond a few hundred years.

Commentary

The Satori resembles humankind too much to make a distinction by the physical look. But, on the other hand, the aura of the Satori is different enough from human to find its nature relatively easy from astral perception. Of course, Satori's dual nature gives astral perception some danger.

Additional Powers

Here are additional powers for the Satori. Yes. More house rules. They, especially 'Madness,' may spoil your game balance. Make yourself responsible for Installation. I don't want to drive you MAD.

Madness

This power sows seed of madness in the victim's mind and destroy it.

For using this power, make an opposed success test with the critter's essence and victim's willpower or intelligence (whichever is higher). Comparing successes, each of the critter's successes exceeding the victim's reduces both her willpower and intelligence by one. Ties go to the victim, well, nothing happens. Take it easy.

This loss of attribute is usually temporary but if the victim's intelligence or willpower goes to less than zero (i.e. minus), the victim will burn-out totally. At this moment, the victim is driven mad and dies instantly.

And if either victim's intelligence or willpower is boosted by cyber and/or biowares, first effect of this power (reduce two attributes by 1) results in loss of all the boost at the same time (cyber and/or biowares are destroyed!!).

In addition, while the victim's attributes are decreasing, she is subject to the effect same as that of the Chaos spell.

This power works until the critter's death or [essence x D6] hours.

Mindlink

This power has the same effect as the Mindlink spell with a force rating of the critter's essence (see **Grimoire II** p.128). Differences with spell version are; the target is not specified and the critter needs eye-contact with the target.

Kappa

Size Comparison Chart for Kappa

Identification

The kappa is Awakened otter. The typical kappa is larger than normal otter, stands about 80cm with a keratinized shell on its back.

It is a brown-furred except for the top of its head (this saucer-like bald spot is very distinctive), upright biped.

Habitat

River-side, lake-side.

Magic Capability

Innate

Habits

Unlike normal otters, the kappa feeds on not only small fishes or animals but plants. And it is often observed a kappa drags a rather big animal into water and eats the victim.

Powers

Concealment, Confusion, Enhanced Sense (Thermographic vision), Enhanced Physical Attributes (Strength), Accident, Hardened armor

Weakness

The kappa hates dry. Dry environment adds +2 target modifier to all tests the kappa makes, and does L(Stun) damage for every one hour (check one box on Stun condition monitor).

KAPPA – GAME INFORMATION

B	Q	S	C	I	W	E	R	Attacks
3/3	4x4	4(+6)	—	3/4	3	(6)	5*	3L -1 Reach

Chopper's Gear

AKA The Flipper Is Dead Cyberpunk Thinktank is proud to present

>>>>>[Chopper is a member of the ShadowRN list, and other members' posts sometimes cause him to post all sorts of vile, harmful, nasty, dreadful, stupid, wonderful, and/or downright silly things, of which a few are reproduced here… Anyone want to see his smurfs?]<<<<<

– Gurth (lalala)

SECTION 8

SMF K6 2-J

This is the latest battle rifle, a high power, high penetration weapon for use against hardened infantry targets. Firing caseless Flechette rounds (not the common packet flectettes, but a single APDS dart per round) this weapon is 1.2 metres long, has a Bullpup frame with sliding stock and ambidextrerous operation. Rate of fire is slow, allowing controled fire. Fitted with Gas vent 2 and a folding stock as standard.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Sniper	NA	30 (c)	SA/FA*	10S**	5	14/21 days	2,000¥	3

* = Max ROF is 5, recoil is +2 on first round, +1 from each round after that. Single shots are simple actions, but the second shot is at +2 Target Number from recoil.

** = use one-half Ballistic armor to defend.

SMF 'INTERDICTOR' 3P-E

This is the largest calibre, mass produced heavy handgun on the market, and SMF expect demand will increase as it is used. At the moment the gun is treated as an expensive curiosity, as no army will bring a heavy handgun into general service. The gun is a Large revolver with a solid steel frame. Ammunition is CASED in brass with 'SMF-I' on the base. Standard ammunition is concave on both front and rear faces, so the bullet expands into the barrel rifling when fired, and also expands in the wound when it hits. Can mount a scope or laser sight. Cannot mount any recoil compensation.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	3	5 (cy)	SS	11M	3.5	10/7 days	950¥	2

Firing the gun is a Complex Action as it goes off like a cannon. +1 to hit with the gun unless you've practiced with it. (Can be used as a melee weapon, reach 0, STR+1 M damage.) Reduce Power by one if target is wearing armour of 5+. Increase by one if target has no armour. Can mount a scope or laser sight. Cannot mount any recoil compensation. All ammo costs are doubled as it has to be imported.

CRAWLERS 1-I

Take the flechette or splinter from the grenade. Fix hundreds of tiny barbs along its sides, made of memory metal or plastic. The barbs are pressure responsive, so they 'soften' under high pressure. In the body, this little monster 'crawls' through flesh as you move, pushed forward by your movement, then held in place by the barbs, turning toward the highest pressure area…

…your heart…

Crawler ammo for guns (packet of 10):

Conceal	Damage	Weight	Availability	Cost	Street Index
8	as flechette	.5	14/14 days	100¥	6

Crawler grenades (each):

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
6	as normal	as normal	.25	20/14 days	150¥	6

The heavy crawlers are metal, and easy to spot. (Biotech skill test with Target Number 5, less with sophisticated equipment) lighter ones of ceramic and plastic are invisable to x-rays and have Target Number 8. Removing the crawler is Surgery, Target Number (8-successes rolled to spot).

Crawlers kill in (Body) hours from a Serious Wound, (Body x 3) for Moderate or Light. To worry players, roll 1D6 and add it to this time. Then roll 1D6 and subtract it. That gives Body (x3) ± 5 hrs

>>>>>[Even a flesh wound in the abdomen can give you a crawler in the heart within 10 hours. If hit, get to a GOOD docs fast! Then try to move as little as possible.]<<<<<
—Chopper (18:21:42/07-10-55)

LASER BURNER

The Ultimate Underslung Magic Weapon from SMF Paris — a preset laser sight and a Force 5 Fire elemental with 1+ services. The elemental has been ordered to stay with the gun and attack anything the laser illuminates.

Cost: 1,000¥ + cost of summoning element materials x shots (services)
Damage: as Elemental
Availability & Street Index: experimental military

SURE HIT M53

This system uses either a minigrenade laucher or shotgun with a laser sight and an Air elemental. When the weapon is fired, the elemental guides the projectile (grenade or slug) to the target illuminated by the laser. If the target runs, the elemental follows at top speed, and keeps trying to hit…

Cost: weapon + 1,000¥ + cost to summon x services
Damage: as weapon
Street index: 4?

The elemental is usually Force 3. Acts as if the firer had extra skill dice = elemental's Force. If it misses, on its next action the elemental tries again, and again until the round hits or explodes.

CHOPPER
Just a thought, nothing more.

>>>>>[I think it's official… Chopper is twisted :)]<<<<<
—Gurth (and I thought I was…)

SLAYER!™ CATALOG

SECTION 9

SLAYER!™ is proud to present you with our winter catalog. Our collection of medieval instruments of death and destruction will hopefully accommodate even your most sadistic and cruel needs. All our wares are of ***[CONNECTION BROKEN]***

>>>>>[I decided to spare you the rest of that blather. God where is this world coming to, even Slayer has a marketing department.]<<<<<
—Crusher (15:09:41/06-30-55)

[CONNECTION RESUMED] and can be dikoted and customized on request. Available patterns include Nordic, Greek, Roman, Celtic and Arabic designs. We hope that in this catalog you'll find all you need to crush, hack and slash, impale and beat your enemies to a pulp in style.

>>>>>[You bet your hoop, do you know what "Slayer™" stands for? Fragging Society for a Life in Anachronism – may Your Enemies Rot!]<<<<<
—Concerned Citizen (18:22:16/07-05-55)

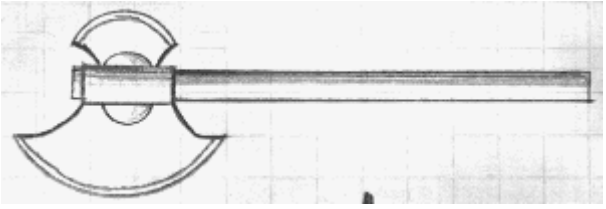
>>>>>[Thats why I like them and now SHUT THE FRAG UP, YOU FRAGGING WUSSIE!!!!!!]<<<<<
—Jack the Ripper (04:26:40/07-08-55)

NOTE: All prices do not include ornamentation or Dikote™ treatment unless stated otherwise. Custom design (including ornamentation) means a 100% price increase, the cost of dikoting depends on the size of the object in question. All items can be ordered via email, we guarantee delivery within the next 48 hours.

>>>>>[Well if you ask me those people have a few screws loose, I mean they sell ornamented and dikoted medieval weaponry and have the nerve to claim that they are in the self-defense industry for christs sake!!!!]<<<<<
—Not from here (02:31:51/06-JUL-55)

>>>>>[A chummer told me that Slayer also sell orichalchum versions of these beauties, can anyone confirm that?]<<<<<
—John Mage (07:14:38/07-11-55)

BATTLE AXES



Whether you are the fearless barbarian or the hard-bitten, stout dwarf this weapon is the perfect companion in battle. The reinforced alloy and the dikote coating will pull you through even the worst scrape. Face of your enemies feeling its comforting weight in your hands.

	Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
Gasher	2	1	(str)S	2	6/48hrs	1,000¥	3
Decapitator	—	2	(str+4)S	11	6/48hrs	2,000¥	3

The Decapitator has a Strength minimum of 6.

>>>>>[I have a friend who swears to Odin (yes he does a lot of that) that he has cut a man in half with the Decapitator.]<<<<<
—Crusher (05:14:52/07-03-55)

>>>>>[Yes tis truly a fine weapon.]<<<<<
—Warlord (10:31:50/07-13-55)

>>>>>[Is this guy a relative of Dr. Doom?]<<<<<
—Gurth (all rights of the producer and of the owner of the work reproduced reserved)

CLUBS

A small and very concealable weapon, ideal for confrontations in small dark alleys with little or no room for maneuvering.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
5	1	(str+1)M Stun	1.5	2/6hrs	10¥	1

SECTION 9

DAGGERS

Every warrior's closest friend. An extremely concealable weapon of last resort, the trusty dagger has saved many a day. The stiletto version can be used as a throwing weapon.

	Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
Gutter	8	—	(str)M	.5	6/48hrs	1,000¥	1
Stiletto	10	—	(str)L	.3	6/48hrs	1,000¥	1
Bear-Knife	3	—	(str+2)M	1	6/48hrs	2,000¥	1

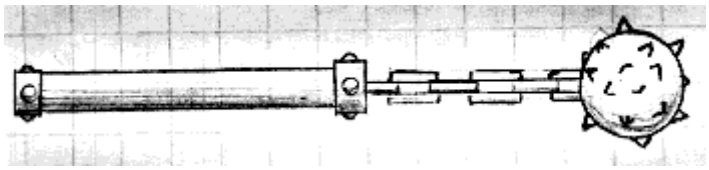
The Bear-Knife has a Strength minimum of 3.

>>>>>[I once saw a ganger coming up at me with one of those Bear-knives, I fragging thought he was carrying a fragging sword. That thing is BIG!!!]<<<<<
—Jerry (15:23:04/07-05-55)

>>>>>[Yeah, too big for me — not my style.]<<<<<
—Jack the Ripper (04:39:38/07-08-55)

>>>>>[This Slayer™ company isn't into making weapons, they're into ripping people off if you ask me. A thousand bucks for a fragging knife? And not even Dikoted?? Gimme a break!]<<<<<
—Gurth (In This Proud Land We Grew Up Strong)

MACES



Weapons in the true medieval tradition, maces dominated the battlefields of that era because of their cruel efficiency. Custom stud configurations are possible.

	Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
Mace	2	1	(str)M	5	6/48hrs	700¥	3
Morning Star	2	1	(str+1)M	7	6/48hrs	1,000¥	3
Devil's Star	—	2	(str)S	10	6/48hrs	1,500¥	3

Additional studs raise the Power by +1, the Morning Star has a Strength minimum of 3, the Devil's Star has a Strength minimum of 4.

>>>>>[I'm telling ya chummers, dis is da best ting 'bout dem morning stars. I got me un and reconfgrd it, put 'nother 30 studs on. Leme tell ya un ting, no gangar has given me any heat since den, if ya catch my drifft.]<<<<<
—Da Trollster (12:44:26/07-08-55)

>>>>>[Wally? Dat you?]<<<<<
—Gurth (you know… Gurth)

WAR HAMMERS

A weapon of brute strength and efficiency that requires great skill. Very few things this side of hell can stand up to a war-hammer wielding warrior who knows what he is doing.

SECTION 9

	Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
Skull Crusher	2	1	(str)S	5	6/48hrs	1,000¥	3
Mjolnir	—	2	(str+4)D	15	6/48hrs	2,000¥	3

Strength minimum for the "Skull Crusher" is 5 whereas "Mjolnir" has a minimum of 7. The "Skull Crusher" can also be used as thrown weapon.

>>>>>[Is it true what they say about the Mjolnir? You know about that cop and his helm?]<<<<<
—ShadowFan (10:32:19/07-07-55)

BOWS

Elegant weapons of another era, bows will permit you to operate in the style that befits you. Outfitted with the latest in targeting electronics and built from the finest materials modern day science has to offer these weapons can take it up with any firearm while giving you the added advantage of surprise.

	Conceal	Str. Min.	Damage	Weight	Availability	Cost	Street Index
Whispering Wind	5	1+	(str+3)M	1	6/6hrs	1,000¥	3
Elven Dream	2	1+	(str+5)M	1.5	6/48hrs	2,000¥	3

Arrowheads:
Warheads (Any mini grenade)
Mince Meaters (-4 to Power, +1 Damage Level)

+500¥ for a smartlinked version.

>>>>>[A very practical as well as elegant weapon, that can provide you with the necessary firepower without having to sacrifice stealth. If the concealability scares you ask for the cyber-implant version.]<<<<<
—Feanor (11:21:52/07-06-55)

>>>>>[Do they sell dikoted arrowheads with anchored spells on them?]<<<<<
—Muncher (02:39:56/07-13-55)

>>>>>[Cyber-implant bows?? That's the first time I've heard that!]<<<<<
—Gurth (wooosshhh!)

SECTION 9

CROSSBOWS

Crossbow quarrels can penetrate even the best of armors while making no more sound than a passing breeze. Crossbows are nevertheless much less cumbersome than most projectile weapons. A fine choice for those who value stealth and do not which to sacrifice their freedom of movement.

	Conceal	Str. Min.	Damage	Weight	Availability	Cost	Street Index
Light	4	3	6M	2	6/6hrs	800¥	3
Heavy	—	4	8S	4	6/48hrs	1,500¥	3
Ballista	—	5	10S	7	6/48hrs	2,000¥	3

>>>>>[I have used a crossbow for quite some time now and believe me its the best thing to have in a run. Especially if you have some custom made bolts. Oh and BTW I am not one of those cooks who pray to Odin before going to bed.]<<<<<
—Archangel (14:22:51/07-14-55)

POLE ARMS

Be it staff for the solemn magician, or halberd for the fearless warrior this collection of weapons will definitely give you the edge you have been looking for in hand to hand combat.

	Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
Halberd	2	2	(str)S	6	6/48hrs	1,000¥	3
Long Spear	2	2	(str)S	4	6/48hrs	1,000¥	3
Scythe	—	2	(str+1)S	7	6/48hrs	1,000¥	3
Staff	2	2	(str+3)M Stun	2	3/24hrs	100¥	1

NOTE: Strength minimum for the Scythe is 4.

>>>>>[That does it, A SCYTHE!?!? THESE PEOPLE ARE CRAZY — I'll get the Star on your heads, you are not getting away with this!]<<<<<
—Concerned Citizen (18:43:10/07-05-55)

>>>>>[Do all of us a favor and shove it will ya? I've had enough of your whimpering.]<<<<<
—Crusher (20:31:50/07-05-55)

>>>>>[Ha, ha, ha! You die tomorrow!]<<<<<
—Grim Reaper (**********)

WHIPS

A real treat for all those sadistically inclined out there. This extremely painful weapon has been historically used for execution by torture. But be warned some of this stuff is banned in some states.

	Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
Bullwhip	8	2	(str)L	1	6/48hrs	100¥	1
Flogger	6	2	(str)M	1	6/48hrs	500¥	3
Cat with nine tails	5	2	(str+2)M	3	6/48hrs	1,000¥	3

>>>>>[I don't mean to interfere, but don't you think this is a bit too much?]<<<<<
—Not from here (02:48:41/06-JUL-55)

>>>>>[By no means, we are all adults that can judge right from wrong. I can't wait to try that scourge on a guy I know.]<<<<<
—Jack the Ripper (04:41:51/07-08-55)

SLING

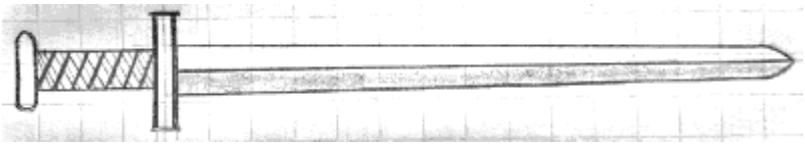
A weapon of truly unparalleled performance considering its size, weight, concealability, cost and ease of use. Three words chummers "David and Goliath."

Conceal	Str. Min.	Damage	Weight	Availability	Cost	Street Index
10	1	(str)M Stun	.1	3/24hrs	100¥	1

>>>>>[I sure did him in the eye didn't I?]<<<<<
—David (14:13:57/07-10-55)

SECTION 9

SWORDS



A sword has always been a sign of nobility and strength, the weapon of choice for warriors and gentlemen since the dawn of time. Make your opponents shiver in fear before you run them through with a high quality blade from our collection.

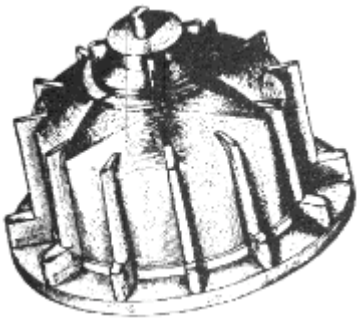
	Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
Rapier	5	1	(str+2)M	2	6/48hrs	1,000¥	3
Scimitar	4	1	(str+2)M	1.5	6/48hrs	1,000¥	3
Shortsword	5	1	(str)M	2	6/48hrs	1,000¥	3
Broadsword	4	1	(str+1)M	2	6/48hrs	1,000¥	3
Longsword	4	1	(str+2)M	2	6/48hrs	1,000¥	3
Two Handed	2	1	(str+3)S	5	6/48hrs	3,000¥	3
Katana	3	1	(str+3)M	2	6/48hrs	2,000¥	3

SECTION 10

>>>>>[No, I'm not going to introduce this one. Nope.]<<<<<
—Gurth (so what you're saying, Zig, is that you're refusing to introduce the ad break?)

Ammunition

ANTI-PERSONNEL MINE 1-I



A small mine with a pressure detonator, to cause serious injury to anyone who steps onto it! Made almost completely out of synthetics to make it much harder to detect than traditional mines!

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
6/18*	6D	-3 per meter	.25	14/10 days	50¥	4

* = concealability is 18 against metal detectors

Damage is applied as normal, but armor does not defend against this mine, unless the GM rules that the character hits the mine with an armored body part (wearing armored boots, for instance). Vehicles passing over such a mine will suffer damage to a tire if a mine gets underneath one (GM's decision); tracked vehicles are unaffected by the relatively low effect.

>>>>>[Can we say ouch kiddies? One of these fraggers took both legs off a chummer of mine on a mission one time. Don't bother using a metal detector. Best way to find them is get on your belly grab, your knife and start probing for them. That and just pray that the senstivity on that sensor isn't set way high]<<<<<
—Sandman (well_erm/man)

>>>>>[Note here that while traditional metal detectors may not be effective, a chem sniffer may well help. And if you think you're going to run into landmines, getting a mage along to move you over them might be a wise precaution. Also note that these things will most likely only be used on the perimeter of wilderness installations. In the city, they make too much noise, and inside, well, they tend to be messy.]<<<<<
—Mal_2 (21:44:54/07-07-55)

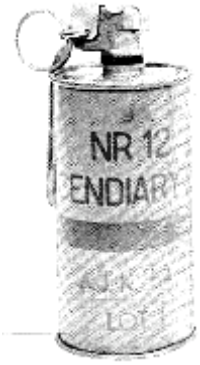
APDS FLECHETTE AMMO 5-L

Packing a single dart instead of a full-caliber bullet or a load of metal slivers, APDS-F rounds are highly effective against armor, and since the darts curl up inside the target, give devastating tissue damage!

Conceal	Damage	Weight	Availability	Cost	Street Index
8	+1 Damage	.25	14/14 days	100¥	4

These rounds are totally ineffective against *all* Hardened armors, no matter what their ratings or the Power Level of the firing weapon. Against normal (worn) armor, they are very effective: use one-half (round down) the Ballistic rating of the armor to defend against them. The +1 Damage Level is against all targets, armored or unarmored.

INCENDIARY GRENADE 2-I



Setting a fire never was so easy as with these grenades! The fragments generate intense heat, hot enough to set alight almost any flammable substance!

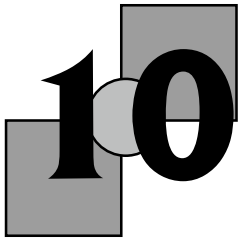
Conceal	Damage	Power Level	Weight
6	10M/10L	-1 per ,5 meter	.25
Availability	**Cost**	**Street Index**	
10/8 days	100¥	3	

Similar to white phosphorous grenades, these grenades use all WP damage rules (p.86, **Fields of Fire** and p.83, this book), but have a Firesetting rating of 10 (p.72, **Tech Specs**).

>>>>>[These are nasty fraggers if you're on the receiving end, but very handy to clear rooms with. They come running out screaming once their clothes are on fire!]<<<<<
—Hairy Harry (20:42:36/07-13-55)

>>>>>[Ain't you the one who got second-dgree burns on his hands because of a melting SMG, and then screamed his lungs? And now you're using incendiary grenades on other people…You're one weird fragger, Harry.]<<<<<
—Deborah (04:27:19/07-17-55)

SECTION



LARGE-CAPACITY CLIPS AS WEAPON

These clips are available for numerous weapons, and are all designed with one thing in mind: providing longer firing time and less time spent reloading. Developed by Confederated Arms Technologies and marketed by Ares Arms, these clips are sure to enhance your firepower as much as the original improved clips did back in '50!

Weapon	Ammo	Concealability	Availability	Cost	Street Index	Source
AK-97/98	75	-2	4/24hrs	10¥	1	O
Armalite 44	13	-1	3/24hrs	10¥	1	O
Browning Ultra-Power	12	—	3/24hrs	5¥	.8	SSC1
Defiance T-250	7	—	4/24hrs	65¥	1	O
Federated Arms X-22	14	—	3/24hrs	5¥	.8	O
FN HAR	50	-1	4/24hrs	10¥	1	O
H&K MP-5 TX	30	—	3/24hrs	5¥	.8	SSC1
Ingram Valiant	100	—	4/24hrs	10¥	1	O
Mossberg CMDT	12	—	4/24hrs	10¥	.8	O
Remington 750 & 950	10	—	4/24hrs	55¥	.9	O
Sandler TMP	28	—	3/24hrs	5¥	.8	SSC1
Seco LD-120	18	—	3/24hrs	5¥	.8	SSC1

The **Source** indicates where the clip came from: SSC1 is the first-edition Street Samurai Catalog (p.34), O is Original design by us. Weapons with a fixed magazine which are modified for enhanced-capacity clips can, naturally, not use their normal ammo capacity anymore; cost for these magazines is including installation. Clip-loaded weapons can still use their normal clip size in addition to the larger clips provided here.

SMALL-CAPACITY CLIPS AS WEAPON

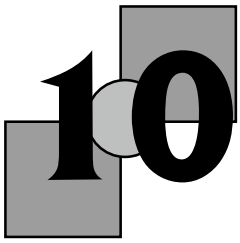
For those requiring less rounds in their guns than normal, these small-capacity clips are also produced by Ares Arms.

Weapon	Ammo	Concealability	Availability	Cost	Street Index	Source
Ares Crusader MP	25	+1	3/24hrs	5¥	.8	O
Ares Predator	10	—	2/24hrs	5¥	.75	SR1
AK-97/98	22	—	2/24hrs	5¥	.75	SR1
AK-97 SMG	22	—	2/24hrs	5¥	.75	SR1
Beretta Model 70	20	+1	3/24hrs	5¥	.8	O
Beretta Model 101T	10	—	2/24hrs	5¥	.75	SR1
Browing Max-Power	8	—	2/24hrs	5¥	.75	SR1

Weapon	Ammo	Concealability	Availability	Cost	Street Index	Source
Colt Cobra	20	—	3/24hrs	5¥	8	O
Colt American L36	9	—	2/24hrs	5¥	.75	SR1
Fichetti Security 500	10	—	2/24hrs	5¥	.75	SR1
Fichetti Security 500a	22	—	2/24hrs	5¥	.75	SR1
FN HAR	20	—	2/24hrs	5¥	.75	SR1
H&K HK227	16	—	2/24hrs	5¥	.75	SR1
H&K HK227	20	—	2/24hrs	5¥	.75	SR1
Remington 990	5	+1	3/24hrs	75¥	.8	O
Remington Roomsweeper	6	—	3/24hrs	60¥	.75	SR1
Uzi III	16	—	2/24hrs	5¥	.75	SR1
Walther MA 2100	8	—	3/24hrs	150¥	.8	SSC1

The **Source** indicates where the clip came from: SR1 is the first-edition Shadowrun rulebook, SSC1 is first-edition Street Samurai Catalog, O is Original design. Weapons with a fixed magazine which are modified for reduced-capacity clips can, naturally, not use their normal ammo capacity anymore; cost for these magazines is including installation. Clip-loaded weapons can still use their normal clip size in addition to the smaller clips provided here.

SECTION



>>>>>[What *is* the point of clips like these? You only have *less* ammo to fire instead of *more*.]<<<<<
—Mover (16:20:29/07-13-55)

>>>>>[These clips were standard issue about five years ago, until Ares brought out the bigger clips that everybody uses these days. You could use them if you only have the need for a small number of rounds for emergencies and things like that.]<<<<<
—Curious (05:21:18/07-15-55)

Bioware

FLUID REROUTER — LEGAL

A modification to the kidneys and bladder that will seriously increase survival chances in dry environments! By enhancing the kidneys' capabilities the user's urine is concentrated, meaning less water is wasted, which in turn allows the user to drink less than when unaugmented, but still stay alive!

Body Cost	Availability	Cost	Street Index
.2 per level	6/48hrs	level x 2,500¥	1

Adds its level to the number of dice a character gets to roll to resist damage from dehydration.

Cyberdecks

MCT 672

A new cyberdeck by Mitsuhama, designed specifically for the serious decker! It comes with a built-in vidscreen to boot!

Persona	Hardening	Memory	Storage	Load	I/O	Availability	Cost	Street Index
4	1	70	400	15	10	4/7 days	17,800¥	1

>>>>>[Whoooh! A vidscreen!!]<<<<<
—If (23:09:21/07-03-55)

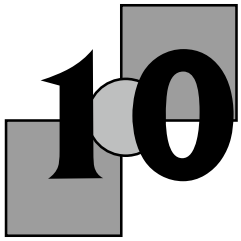
>>>>>[I'm no decker but since when did they need a view screen?]<<<<<
—Sandwalker (like erm/man)

>>>>>[It's not such a bad idea actually, you can have one of your chumms watch over you so you can go into full cyber-mode. This saved my life once.]<<<<<
—Archangel (21:27:31/07-08-55)

>>>>>[Sandwalker, if you're no decker then why does your time/date stamp say "like erm/man" instead of the time and date of your post??]<<<<<
—Princess E. (08:17:18/07-13-55)

>>>>>[hehehe Even mercs like me have chummers. It's amazing what ya can pick up hitcher jacked into a chummers deck when he makes a run. Sides I never said I didn't have any comp skills. Just said I wasn't a decker:) Also the like erm man is permanent. I can't change it at will…well unless I wanna spend a week doing it..never was that good at programming]<<<<<
—Sandwalker (like erm/man)

SECTION



Cyberware

CLOCK RADIO

A headware radio receiver with a built-in 24-hour clock and alarm. Guaranteed to wake even the tightest sleeper by direct stimulation of the brain!

Essence Cost	Availability	Cost	Street Index
.5	2/24hrs	3,000¥	.8

Double Action Revolvers

>>>>>[I decided it was time that players who wanted to use revolvers in SRII had a bit more choice than just a Ruger Super Warhawk. So I came up with this little item. I hope you all enjoy it. It has been sugested to me that maybe Ruger should have released these weapons, but seeing as they only have one weapon I can remember from all the source books (There may be more, I just can't remember off the top of my head.) I decided that Ares should make them. This extract is taken from their latest Catalogue supplement. (September 2054.)]<<<<<
—JackFrost (cs6004@wlv.ac.uk)

Ares International, the people who gave you the Predator and the Predator II, the worlds leading heavy pistols, have now done the same thing for the revolver. With our new QuikClip™ fast release cylinder system, we have revolutionised the revolver.

No mater what you need a revolver for, we have the gun for you in our new range of Double Action Revolvers, whether it is home defense or law enforcment. In the past the biggest problem was trying to reload fast enough, not any more, our new QuikClip™ completely disposable cylinders make reloading as quick and simple as an automatic.

There is now no need to mess about with single rounds, all you do is flip out the old spent cylider, which will automaticaly spring up, throw it away, and clip in a new cylinder. All cylinders are made from light, yet strong polymers so as you can carry as many as you need.

Hornet (8P-E)

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Light	8	7 (cy)	DAR	7L	2	4/48hrs	250¥	.8

Scorpion (8P-E)

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Light	8	7 (cy)	DAR	7L	2.25	4/48hrs	275¥	1

Jaguar (6P-E)

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	5	6 (cy)	DAR	10M	2.5	5/4 days	300¥	1.25

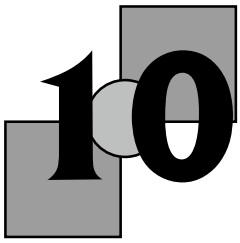
Constrictor (6P-E)

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	6	6 (cy)	DAR	10M	2.5	7/7 days	400¥	2

Stingray (6P-E)

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	4	6 (cy)	DAR	10M	2.75	7/7 days	500¥	3

SECTION



The Scorpion and Jaguar come with an integral laser sight.

The Constrictor comes with an integral smartlink.

The Stingray comes with either a laser sight or smartlink and 1 point of recoil compensation.

The Ares DAR range will take any standard accessories, except a silencer.

This article introduces a new mode which is the Double Action Revolver (DAR) This means that you can fire one round every Simple Action, from these revolvers.

The disposable cylinder means that you only take one Complex Action to completely reload and be ready to fire again, or one Simple Action if using smartlink technology. These cylinders cost 100¥ each.

>>>>>[Why would anyone want a gun that you can't silence?]<<<<<

—Firefly (11:43:36/02-26-54)

>>>>>[Right, the same way you ALWAYS use a silencer Fly?]<<<<<

—Katz (12:54:12/02-26-54)

>>>>>[I don't get it. *puzzled look* These guns have a lower ammo capacity than any automatic, can't be silenced and cost more to run. So why would anyone buy them?]<<<<<

—Job (03:26:56/03-04-54)

>>>>>[You're missing the point of these. It's not just a matter of firepower, its also a matter of style.]<<<<<

—Texas Pete (10:14:02/03-08-54)

>>>>>[I've been carrying a SuperWarhawk as a backup weapon for years now. The rate of fire on it isn't brilliant, but when the drek has hit and I need those one shot takedowns, I use that. The other advantage a revolver has over an automatic is, that it don't jam! If you get a dud round all you do is give it another pull, no messing about trying to remove the blockage.]<<<<<

—The Shifter (09:42:27/03-16-54)

>>>>>[The 'disposable' cylinders, can actualy be refilled with standard caseless ammo. Any competent gunsmith can do this. They usually charge about and extra 10 percent on top of the ammo for doing this. They can be refilled about 5 times, after that cracks start to appear. I use to refill my own, and didn't notice a crack, it was no fun when the cylinder fell in half in the middle of a run.]<<<<<

—Katz (20:53:26/03-25-54)

Equipment

BARBED WIRE — LEGAL

In this age of monowire, barbed wire still has its uses. It's not possible to put rolls of monowire up as makeshift fences, it is possible to run a current through barbed wire, and barbed wire is a natural deterrant simply because it *is* barbed wire! Available in two models: barbed wire and razor wire — barbed wire is your everyday, cattle-detaining wire, razor wire is high-quality, military-grade equipment. Costs are per roll of 100 meters of wire, which includes a pair of strong working gloves.

Barbed wire:

Damage	Weight	Availability	Cost	Street Index
3L	20	always	25¥	.75

Razor wire:

Damage	Weight	Availability	Cost	Street Index
3M	25	3/48hrs	75¥	1

Damage is taken by anyone who gets caught by the wire. To avoid taking damage, a Quickness or Athletics test is required, with the Target Number based on the density of the wire: a simple farm fence would be Target Number 3 or 4, while a complicated military fence could run as high as 10. If a character does take damage, she rolls a Body test to stage it down; Impact armor resists. Anyone taking damage must roll a Quickness test against the same Target Number to avoid getting stuck in the wire. A character who is stuck can get loose by making *another* Quickness test, or simply by tearing himself free, though the latter automatically causes damage.

SECTION 10

>>>>>[Don't underestimate barbed wire just because everybody's using monowire these days. Barbed wire, especially in coils or a good fence, is much more menacing than a wire that you can only see when the light is just right.]<<<<<

—Precious (11:20:51/06-07-55)

>>>>>[Echo that one chummer. Nothing like a little razor wire round a perimeter to liven a attack up.]<<<<<

—Sandwalker (like_erm/man)

>>>>[Don't forget, though, that we moved to monowire for a reason. A good pair of bolt cutters will take down a Razor tape fence ina matter of seconds. Or, the part magus levitates you over it, or you jump it if you're good. It seems to be that the barbed wire and razor tape are mostly for show (or, perhaps, to mislead one into disregarding the monowire strung ABOVE the razor tape.]<<<<<

—Mal_2 (21:43:02/07-07-55)

>>>>>[I don't mean to be a smartass but anyone with goggles or some cyber is bound to see the stuff, and all ya need to get around it are those gloves or a pair of cutters. On the other hand some of the really cybered up dudes I know would simply go through it.]<<<<<

—Archangel (10:26:18/07-10-55)

DICE — 5-I

Not just ordinary dice from KoHu North America, each actually contains five grams of C12 and room for a micro detonator (see our article on KoHu on pages 62 to 69 of **Running Gear**). Available in D4, D6, D8, D10, D12, D20, and D30 types, these are certain to show those **&*-ers that you mean business!

Conceal	Damage	Power Level	Availability	Cost	Street Index
16	1D	-1 per 8 cm	6/5 days	25¥	2.5

The Concealability reflects that it is very difficult to see that this is not a "real" die but is made of C12 instead. They come with numbers printed onto them, so they *can* be used as dice! If you pile a number of them together, one detonator is all it takes to blow them all up. In such a case, the Power Level of the explosion is 12 x [square root of (.005 x number of dice)], rounding to the nearest whole number, and the Damage Level remains at D. For instance, 64 dice gives a Damage Code of 7D.

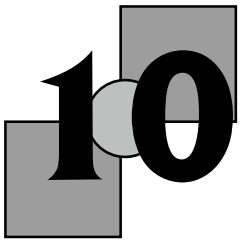
U-OPEN-IT® LEGAL

Indispensable for silent entries, the U-Open-It resembles a heavy-duty jack, but is used to open doors with! Insert it between the vertical posts of a door-frame, and work the lever – by pressing the door-frame aside, you can open the door without having to unlock it! And all without leaving traces, since the doorframe snaps back into position when you remove the U-Open-It! Available in five different grades.

Conceal	Rating	Weight	Availability	Cost	Street Index
2	1-5	5	6/48hrs	rating x 75¥	2

Roll a number of dice equal to the jack's rating against the Barrier Rating of the door-frame. If any successes are rolled, the door can be opened without having to be unlocked! Each attempt takes one minute, divided by the number of successes. This naturally doesn't work if the door has locks on more than one side (like having deadbolts that fall into its top edge), and also cannot be used if the door is wider than 120 centimeters or narrower than 70 centimeters, due to the jack's length. The jack operates very smoothly, making virtually no noise. Noticing that a door has been forced open by means of a U-Open-It® requires a Perception(6) test. This also goes for failed attempts.

SECTION



>>>>>[Nice Idea but what about those strengthened door frames or a alarm on the door? Plus I don't see how it would leave a mark if your moving the door frame like that. Push that lever one too many times and the frame cracks. But it is a nice idea.....maybe]<<<<<
—Sandwalker (like erm/man)

>>>>>[Pretty frostie, now all I have to do is persuade my buddy Wally not to break down every door we come across.]<<<<<
—Archangel (17:27:41/07-14-55)

>>>>>[He treats doors like he treated that blond who wanted to shoot him, right?]<<<<<
—Gurth (14:78:13/75-91-38)

Weapons

ARES BLACK WIDOW 6-G

Ares Arms just recently released this marvel of modern science as it's newest addition to the light pistol market. Reserved for "special" clients, this weapon comes with an integral silencer as well as a smartlink II targeting system. Accurate, quiet, concealable, and deadlier than its namesake...

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Light	6	21 (c)	SA/BF	6L	1	14/7 days	1,500¥	3

(**Credits:** designed by Bob Ooton <topcat@cencom.net>)

ARES PREDATOR III 6P-E

Ares, no doubt noting the strong sales of level 2 smartlink systems, has improved the premiere heavy pistol of the 2050's by upgrading the smartlink to level 2 technology. The best just keep getting better.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	4	15 (c)	SA	9M	2.5	6/36hrs	700¥	1

(**Credits:** designed by Bob Ooton <topcat@cencom.net>)

>>>>>[Angel's bad atitude gat to me too — Gimme my Savalete over dis junk anytime.]<<<<<
—Wally (15:06:41/07-12-55)

COLT MANHUNTER S AND S+ 6P-E

Colt didn't waste too much time in upgrading its competitor for heavy pistol when word of the Predator III came out. Now the finest pistol in Colt's line is available with smartgun link of level 1 or 2.

Manhunter S:

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	5	16 (c)	SA	9M	2.25	4/24hrs	600¥	1

Manhunter S+:

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	5	16 (c)	SA	9M	2.25	6/48hrs	800¥	1

(**Credits:** designed by Bob Ooton <topcat@cencom.net>)

SECTION 10

COLT PEACEMAKER 6P-E

Colt's second new revolver has swayed many a client from Colt's competition, Ruger Arms. Named after it's descendant from over two centuries ago, this elephant gun in pistol's clothing is sure to attract many more buyers still.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	4	6 (cy)	SS	10M	2.75	3/24hrs	350¥	.9

(**Credits:** designed by Bob Ooton <topcat@cencom.net>)

COLT PROTECTOR 8P-E

Colt's new line of revolvers begins with this entry into the light pistol market. The compact styling and light weight make it a perfect personal protection firearm for those who find most pistols to be too large and anything smaller to be incapable of damaging the offender. Add the pittance of a price tag to everything else this revolver offers and one can quickly see booming sales in Colt's future.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Light	8	6 (cy)	SS	6L	.75	2/12hrs	300¥	.7

(**Credits:** designed by Bob Ooton <topcat@cencom.net>)

DINATECH F5 SERIES PER WEAPON

The F5 series from DinaTech is a line of assassination tools for the discerning professional. Looking like everyday objects, these weapons achieve their deadly effects by a well-designed combination of disguise and lethality!

With all these weapons, Concealability reflects how difficult it is to notice that the device is not what it appears to be.

F5A 4-E

It looks like a marking pen, but it actually is a one-shot pistol firing an APDS round! It is triggered by screwing the cap 90° clockwise. Be sure to point the rear end of the "marker" away from you before you fire! Not reloadable.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	10	1	SS	10M	—	10/14 days	500¥	3

F5B 2-E

Another marking pen, this one more lethal than the first, as it packs a full-caliber shotgun round!

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	10	1	SS	7S	—	12/14 days	700¥	3

F5C 4-A

A screwdriver with a tip made of memory-metal! Upon pressing the micro-switch, the tip sharpens to a dagger point perfect for quiet eliminations! Releasing the switch returns the point to its normal shape, and the internal battery is usable for a certified 100 transformations! The battery is an easily replacable, standard AA-type.

Conceal	Reach	Damage*	Weight	Availability	Cost	Street Index
8	—	(str/2)L (str)L	—	10/14 days	350¥	3

* = Damage is (str/2)L in "screwdriver" mode, and goes up to (str)L when the switch is pressed.

F5D **Legal**

A band-aid meant to kill! Working on slap-patch technology, but concealed as a common band-aid, the F5D releases a single dose of a special DMSO/cyanide mixture onto the target's skin!

Conceal	Damage	Weight	Availability	Cost	Street Index
9	9D	—	10/10 days	1,000¥	3

SECTION 10

GLOCK 19 MK. IV 8P-E

It was once said that the man who designed the Glock pistols was either an absolute genius or absolutely clueless as to how a pistol should be made. After over 80 years in the business, I think it's safe to say where the truth of that statement lies. Although bulkier than most light pistols, the Mk. IV is hands-down the most dependable weapon in its class. The weapons design minimizes recoil and provides a "feel" that few weapons will ever attain and fewer still will ever exceed. The Mk. IV comes standard with an integral laser sight which may be upgraded to a smartlink, level I or II, for an additional 200 or 400 nuyen, respectively.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Light	5	17 (c)	SA	6L	1	8/24hrs	750¥	2

The weapon's design gives 1 point of recoil reduction.

(**Credits:** designed by Bob Ooton <topcat@cencom.net>)

GLOCK 22 MK. III 6P-E

Glock's rising star is it's entry into the heavy sidearm market. The Mk. III is very similar in design to it's little brother the 18 Mk. IV, and both reap the benefits. This pistol comes standard with a laser sight which may be upgraded at a cost of 200 nuyen to a smartgun link or even up to a smartgun II link which adds 400 nuyen to the base price. It isn't cheap and it isn't pretty, but the Glock 22 Mk. III just may be the best pistol out there today.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	4	15 (c)	SA	9M	2.5	6/24hrs	600¥	1.5

The weapon's design gives 1 point of recoil reduction.

(**Credits:** designed by Bob Ooton <topcat@cencom.net>)

HECKLER & KOCH "BLASTER" 5P-E

Finding itself without a competitor for the highly lucrative, yet highly packed heavy pistol market, H&K decided that it needed to start from scratch and build a weapon so unique that it would reclassify the meaning of heavy pistol. Still in the prototype stages, this weapon fires downsized assault cannon rounds to devastating effect (this pistol uses the heavy weapon recoil modifiers). The detractors of the "blaster" say that it fires too slow and that it doesn't carry enough ammunition. H&K replies simply that the pistols which hold more ammunition need it, whereas the "blaster" needs only as much as you have targets. A breakthrough in ammunition design which stabilized the round has brought the "blaster" near completion. Look out Ares and Colt, the heat is on.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	4	6 (m)	SS	12M	3	—	—	—

(**Credits:** designed by Bob Ooton <topcat@cencom.net>)

HECKLER & KOCK P7S15 8P-E

For those who want Heckler & Koch dependability in a light sidearm without the hefty price tag of the VP80Z, H&K proudly offers the P7S15. A descendant of their groundbreaking P7 pistol, this model also includes the "squeeze-cocking" action which made the P7 so popular. That edge has more than once made the difference in today's world.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Light	6	15 (c)	SA	6L	1	4/24hrs	400¥	1

For game purposes, changing clips is handled as if the pistol and user were smartlinked.

(**Credits:** designed by Bob Ooton <topcat@cencom.net>)

HECKLER & KOCH VP80Z 6-G

Heckler & Koch's entry to the light pistol market has marked itself as an immediate comer. The impeccable reliability of an H&K design coupled with a 3 round burst feature has produced some serious competition in a group that has been long neglected among firearms manufacturers. Also comes equipped with a detachable shoulder stock for steady firing.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Light	6	21 (c)	SA/BF	6L	1.25	6/48hrs	1,200¥	3

The shoulder stock (if attached) gives 1 point of recoil compensation.

(**Credits:** designed by Bob Ooton <topcat@cencom.net>)

KITCHEN SINK LEGAL

Sharp as a brick, the kitchen sink boasts the concealability and subtlety of your average rhino.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
How?	0	((2x Strength)-6)S Stun	10	always	100¥	1

The Damage Code means that it cannot be wielded effectively by anyone with a Strength under four, but if a troll decides to pound you over the head with one, have some REALLY good painkillers ready:)

>>>>>[Not for the stylish.]<<<<<
—phil (Philip.Hayward@JET.UK)

>>>>>[HAHHAHAHHAHAHHAHHAHAHAAHHAHHA....real funny...]<<<<<
—Sandwalker (like erm/man)

>>>>>[What is this? Some sort of bad joke?]<<<<<
—Archangel (10:33:51/07-10-55)

>>>>>[Yer just jealous cause ya cant even lift it! Har Har Har]<<<<<
—Wally (15:17:42/07-12-55)

SECTION 10

MAREMONT LR 2-G

Using a bullpup frame, this assault rifle is both light and easy to conceal! Its integral telescope and laser sights makes it a steady contender on the world military market!

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Assault	3	36 (c)	BF/FA	8M	4.25	6/4 days	1,400¥	2.5

The telescope is rating 1.

>>>>>[It's a steady contender on the world *shadow* market. Why would an army (national or corp for that matter) need "easy to conceal" assault rifles? This one smells like it's built for the street.]<<<<<
—Navora (10:41:29/07-09-55)

SECTION 10

NR-10 MULTI-BARREL HEAVY MACHINE GUN 1-J

A three-barrel design offering a high rate of fire, the NR-10 is as capable a weapon as any! Normally installed in fixed mountings in aircraft and helicopters, it can be fitted with spade grips so it can be fired from a tripod or pintle mounting.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
HMG	—	35 (c) or belt	FA (Minigun)	10S	41	28/30 days	75,000¥	3

>>>>>[Hmmmmm if I remember right these fraggers have a tendancy to have barrel warp even with the nature air cooling. Guess thats what ya get with such a high rate of fire.]<<<<<
—Sandwalker (like_erm/man)

>>>>>[WOA! This baby combines the rate of fire of a minigun and the power of a heavy machinegun. Belt-up guys and merry chistmas.]<<<<<
—Archangel (10:39:37/07-10-55)

>>>>>[Watch out for anyone with a weapon like that, the incredible recoil makes them loose control and proceed to hose down everything in sight, consider yourself warned.]<<<<<
—SPD (05:15:27/07:13:55)

PREDATOR SERIES® PER WEAPON

Syrko Corporation of Moscow has just brought out a fantastic new range of firearms called the **Predator Series®**, and designed for both military and civilian use. All are absolutely new designs, owing nothing to the design of existing weapons.

>>>>>["Predator Series?" What will Ares think of that name?]<<<<<
—Allie (21:47:04/07-05-55)

>>>>>[Ares *owns* Syrko, chummer…]<<<<<
—Waiting (16:00:42/07-14-55)

>>>>>[That means Ares stuff is grossly over-priced! You can stamp out quality stuff in Russia at much lower prices than in the UCAS, so I bet they're making a huge wopping profit on almost everything they sell!]<<<<<
—Number One (19:26:51/07-17-55)

Panther™ **2-G**

The Panther™ is the assault rifle of the Predator Series®, and in fact combines two weapons into one! The rifle has two barrels on top of each other, the upper barrel firing caseless assault rifle ammunition, fed from a 40-round clip, while the lower barrel fires a large-calibre shotgun round for anti-vehicle use from a 25-round clip. Both barrels can be fired simultaneously, and both are linked into the smartgun circuitry with which the weapon comes as standard. Also included in the rifle is a gas vent for each barrel.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Assault	1	40 (c)	SA/FA	8M	5.25	8/7 days	4,000¥	3
Shotgun		25 (c)	SA/BF	8S				

The gas vent for the upper barrel is rating 3, for the lower barrel it is rating 2. If both barrels are fired in the same action, the recoil modifiers are cumulative.

SECTION 10

>>>>>[Firepower, chummers, firepower.]<<<<<
—Second (17:27:51/07-07-55)

>>>>>[DROOOOOOL! Despite the fact that I don't trust many "Russian" made weapons other than the AK this one looks like a winner to me. Grade A bang bang.]<<<<<
—Sandwalker (like erm/man)

>>>>>[Yeah, and in a few years every fragging ganger will be carrying one of those babies. Kinda makes you wanna run away and hide no?]<<<<<
—Archangel (10:47:16/07-10-55)

Wolf™ **6P-E**

The Wolf™ is a heavy-duty pistol, designed for close combat. It is of simple design, resulting in an extremely reliable and dirt-resistant weapon with a built in smartlink. Its large clip allows long periods of fire without reloading!

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	5	17 (c)	SA/BF	9M	2.5	5/48hrs	800¥	1.5

This weapon has an internal rating 2 recoil compensator, leaving the barrel free to accept other accessories. It can fire one three-round burst per Complex Action.

>>>>>[Another excellent weapon. Reliable as hell…I have never seen a weapon take as hard a beating during testing then still fire like it was fresh from the crate. Impresive indeed.]<<<<<
—Sandwalker (like erm/man)

>>>>>[Looks like a rippoff of the Savalete Guardian to me.]<<<<<
—Archangel (10:49:20/07-10-55)

Tiger™ **2-H**

A superb light machine gun, the Tiger™ is the most powerful weapon in the Predator Series®. It uses a gas-operated system for high reliability, and has a special insulating sleeve around the barrel, to prevent it from becoming too hot. It has a built-in level 3 gas vent and smartlink, and fires caseless ammunition only.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
LMG	—	40 (c) or belt	SA/FA	7S	8.25	7/7 days	3,000¥	2

>>>>>[The extra recoil comp is nice, but other than that it's the good old Ares LMG ain't it?]<<<<<
—Archangel (10:53:51/07-10-55)

>>>>>[Jees yer a hard elf ta please aintcha?]<<<<<
—Wally (15:28:15/07-12-55)

Eagle™ **4-G**

The Eagle™ is the Predator Series®' submachine gun. Capable of automatic fire as well as semi-automatic, it provides the user with extreme reliability under all circumstances. As with all Predator Series® weapons, it has an integral smartlink and gas vent (rating 2).

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
SMG	4	50 (c)	SA/FA	6M	3	5/3 days	900¥	1

>>>>>[It's my turn to bitch around, I'll take my H&K227 over this baby anytime.]<<<<<
—Alek (06:17:41/07-14-55)

SECTION 10

Cobra™ **5P-F**

A combat shotgun, the Cobra™ is destined to become hugely popular for its immense firepower. It fires the long-standard shotgun round, and is capable of firing any required ammunition type. The Cobra™ has an integral smartlink, and is semi-automatic instead of the pump-action of many other shotguns. It also features a folding stock, to add to the weapon's concealment.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Shotgun	2 (4)	10 (c)	SA	10S	4.5	4/60hrs	1,200¥	1

>>>>>[Two words – Franchi Spas-22]<<<<<
—Archangel (10:58:08/07-10-55)

>>>>>[Will ya do us all a favour and put a lid on it?]<<<<<
—SPD (09:25:28/07-13-55)

RUGER M45 4-G

A hyper-modern machine pistol, this has just been adopted by an unnamed corporation for its armored vehicle crews. Developed by the Ruger company, it has been kept very small, but is extremely deadly for its size. As such, it is expected to become very popular among both military troops and civilians. It is capable of both fully-automatic and semi-automatic fire, and has an integral laser sight.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	6	18 (c)	SA/FA	9M	2	8/60hrs	850¥	3

This weapon has a rating 2 recoil compensator and a laser sight; fully-automatic fire uses heavy weapon recoil rules.

>>>>>[Civilians walking around with a gun like this one? Makes my spine crawl…]<<<<<
—Banging (04:17:58/07-14-55)

Weapon Accessories

LASEREDGE® 2-B

This modification to edged weapons increases its penetration and damage by putting an industrial-strength laser along the cutting edge! Burn your way through body armor!

For retrofitting weapons:

Conceal	Damage	Weight	Availability	Cost	Street Index
(-1)	+1 Damage	+.25	6/5 days	700¥	2

For weapons fitted with LaserEdge® when bought:

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
(-1)	normal	+1 Damage	+.25	+2/x2	+500¥	x2

This modification puts a laser device near the hilt of the weapon, shining along the weapon's edge(s); at the tip of the weapon a receptor is placed to avoid shining the laser further than the weapon's tip. The weapon's Damage Level is increased by one level, but the weapon cannot be used to stab with anymore. It is also impossible to fit this to a weapon with a curved edge (so no laser-katanas).

SECTION 10

SIGHTING BAND AS WEAPON

Allows you to see where your gun is pointing without having to look through your sights! A very simple device essential for survival in the modern world, a sighting band provides a smooth, undisrupted surface on the top of the weapon. Not available for pistols and submachine guns.

Mount	Conceal	Rating	Weight	Availability	Cost	Street Index
Top	—	-1	.25	4/24hrs	20¥	1

A sighting band partly negates modifiers for hipfiring (see **Stocks**, page 83), in that a weapon with a sighting band only gets +1 instead of +2 when fired from the hip. On top of the sighting band, another top-mounted accessory can be fitted to the weapon. Each sighting band can only be fitted to a specific type of weapon — that is, a sighting band for a CMDT will not fit an AK-97.

>>>>>[Ummm isn't this what I got smartlinks for?]<<<<<
—Sandwalker (like erm/man)

SECTION 11

>>>>>[This little booklet for **Car Wars** (by Steve Jackson Games) is quite handy for riggers, so get ahold of it if you want to use the material presented below. Items not listed below are not available in Shadowrun for various reasons.]<<<<<

Offense

GAUSS GUN (P.4) — 1-J

The weapon counts as an Autocannon, both for ranges and for fitting it in a vehicle. A Perception (9) test is needed to hear the weapon firing. The weapon can only be fitted in a vehicle, and requires a power source to operate: a running IC or MultiF engine provides enough power, otherwise the weapon requires 1 PF per shot.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Cannon*	—	10 (c)	SS	11S	135	—	500,000¥	—

* = can only use its own, special ammo, described next.

GAUSS GUN AMMO — AS WEAPON

The Gauss Gun can fire only its own, specialized ammo. This is treated as Regular ammo (giving no special bonuses), and can not be fired in any other weapons. Data is for a pack of ten rounds.

Conceal	Damage	Weight	Availability	Cost	Street Index
6	normal	1.5	—	300¥	—

FLECHETTE GUN (P.4) — 1-J

This weapon can only fire Flechette ammo, but also uses the area-effect rules for shotguns (Shotguns, p.95, **SRII**, a choke of 10). All targets in this area are attacked. If aimed at the tire of a vehicle (an Aimed Shot, +4 Target Number), and any damage remains after the vehicle makes its Body test, the tire is destroyed, forcing the driver of the vehicle to make a Handling Test.

Treat the Flechette Gun as a Medium Machine Gun, for all purposes (ranges, ammo, etc.), though it can only fire Flechette ammo.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
MMG	—	20 (c)	SA/FA	9D(f)	45	14/14 days	17,000¥	1.5

>>>>>[Not particularly useful, except as a tire shredder. Oh, and also to take on unarmored pedestrians, if that's your gig.]<<<<<

—Freddy (02:42:41/07-15-55)

VEHICULAR SHOTGUN (P.4) — 2-G

Simply a shotgun you can mount on your vehicle. Takes up one "point" when mounted in a turret. Cannot be fired when not fitted onto a vehicle.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Shotgun	1	10 (c)	SA	9S	8.5	8/72hrs	2,500¥	1.75

>>>>>[This is dumb! Just grab a machine gun instead of this kind of drek!]<<<<<

—Riggin' Renegade (17:43:31/07-13-55)

INFRARED LASER (P.5) AS NORMAL

Any normal laser can be adapted to operate as an IR laser. This doubles the weapon's cost, but Power Level reductions due to smoke only apply if they are caused by thermographic smoke. All the weapon's stats remain the same, except as noted below.

Availability	Cost	Street Index
+4/+7 days	double normal	+1

TWIN LASER (P.5) 1-G

Fires two beams, and each can be fired separately (in effect, you can fire four shots per Combat Phase). Use Sniper Rifle ranges, but reduce the Power Level by -1 at Medium range, -2 at Long range, and -4 at Extreme; also reduce the Power Level by -1 for every 4 meters of smoke fired through. Every shot drains 2 PF; no power drain if the vehicle has an IC or MultiF engine.

The Twin Laser takes up three "points" when fitted in a turret. There is no recoil penalty. Ballistic armor has no effect, Impact armor is only one-half (round down) effective. Vehicle armor is also one-half effective. For every two meters of smoke fired through, reduce the weapon's Power Level by 1.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Sniper	—	special	SA	18S	340	—	700,000¥	—

BOMB RACK (P.6) 3-J

Can only be mounted on rotorcraft, and takes up Firmpoints. No other items can be mounted on the Firmpoint. Four rack types are available: for one, two, three, or four bombs. See the table below for costs and the number of Firmpoints needed. Dropping one or more bombs takes one action, regardless of the number of bombs dropped.

No. of bombs	Firmpoints	Availability	Cost	Street Index
1	1	5/4 days	500¥	1
2	1	6/7 days	1,100¥	1.1
3	2	8/8 days	1,750¥	1.3
4	2	11/12 days	2,500¥	1.6

>>>>>[Better off using missiles.]<<<<<
—Riggin' Renegade (17:54:10/07-13-55)

CLOUD BOMB (P.6) 1-I

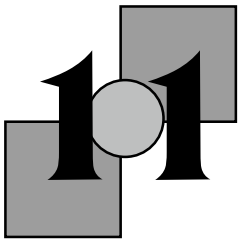
This bomb creates a cloud of Heavy Smoke (p.89, **SRII**) in an area of 10 meters radius from the bomb. After 1D6 turns, the smokescreen detonates, doing 6S damage to everyone in the cloud. Targets close to the cloud are subjected to an atatck as well, but with a Power Level Reduction of -2 per meter, and all damage is Stun for targets who are not actually in the cloud (that is, someone four meters away from the cloud is subjected to a 2S Stun attack). Impact armor defends in all cases. Treat the weapon as an Aerodynamic Grenade for scatter (p.96, **SRII**). The helicopter using a Cloud Bomb may not be higher than 50 meters above the ground.

Storage of a Cloud Bomb inside a vehicle requires 2 CF.

Damage	Power Level	Weight	Availability	Cost	Street Index
6S (Stun)	-1 per .5 meter	45	10/7 days	1,000¥	4

>>>>>[Now this is an idea that I wholeheartedly support! First you blind the fraggers with the smoke, and then it also blows up when they're in the cloud!!]<<<<<
—Terry Taxicab (07:13:51/07-17-55)

SECTION



Defense

CHAFF DISPENSER (P.7) LEGAL

Creates a cloud of radar-reflective foil next to the vehicle that fires it. Exactly where the cloud appears depends on where the dispenser is fitted on the vehicle (GM's decision). The cloud is some 5 meters in radius (though wind can and will spread out te foil), and lasts for 1D6 turns. It does not move with the vehicle.

All normal attacks directed through the cloud have a +2 modifier, while all attacks using radar have a +4 modifier (not cumulative with the +2). Assume that all vehicle sensor systems use radar.

One "round" of chaff costs 10¥, the launcher can hold 10 rounds in an internal magazine.

Base Time: 8 hours
Skill: appropriate Vehicle (B/R) skill
Target Number: 4
Parts cost: 300¥
Equipment needed: Vehicle Shop
CF: 2

>>>>>[The trick is nearly a old as radar itself, and still there's no real answer to it…]<<<<<
—Riggin' Renegade (18:01:52/07-13-55)

DROP-SPIKE PLATE (P.8) LEGAL

These plates can be mounted on the underside of any vehicle. It requires one Firmpoint for the regular model, two Firmpoints for the large model; dropping either plate requires an action.

The regular plate is 2m x 2m, the large plate is 4m x 2m. The driver of a vehicle driving over the plate must roll a Handling Test to avoid driving over the spikes. If he fails, his tires are ripped to pieces, and he must make a Crash Test with a +2 modifier. If the vehicle has Runflat tires, the Handling Test has a -2 modifier to the Target Number.

Storing a regular plate inside a vehicle requires 1 CF, a large plate needs 2 CF. Only one plate can be mounted underneath a normal vehicle; larger vehicles (GM's decision) can mount either two regular plates or one large plate. It is not possible to "reload" the plate(s) while the vehicle is moving. If standing still, it requires 1 minute per plate, and the persons doing the reloading must be outside the vehicle. A dropped plate can be retrieved for future use.

	Weight	Availability	Cost	Street Index
Regular	22.5	5/48hrs	200¥	.9
Large	45	8/60hrs	350¥	1.1

GAS STREAMER (P.9) LEGAL

Creates a cloud of smoke or tear gas (depending on the load in the magazine) of some 20m x 2m. For the effects of tear gas, see **CS Grenade**, p.25, **Running Gear**.

Base Time: 6 hours
Skill: appropriate Vehicle (B/R) skill
Target Number: 4
Parts cost: 1,000¥
Equipment needed: Vehicle Shop
CF: 1

>>>>>[If you've got EnviroSeal™ you won't get bothered by the tear gas, except maybe for the reduced visibility.]<<<<<
—Rellik (15:09:47/07-14-55)

HEAVY DUTY ICE DROPPER (P.9) LEGAL

Creates a sheet of ice some 5m x 5m large. Any vehicle passing over the ice must make a Handling test to avoid crashing. The "weapon" uses clips with ten shots each. Reloading a clip costs 100¥ per shot. The Ice Dropper requires one action to be fired.

Base Time: 24 hours
Skill: appropriate Vehicle (B/R) skill
Target Number: 6
Parts cost: 1,000¥
Equipment needed: Vehicle Shop
CF: 2

>>>>>[Trust a mundane to come up with an idea for which we've been using spells for years.]<<<<<
—Steel (08:21:52/07-12-55)

>>>>>[But you have to admit that it's not as taxing on your shaman, and you can also use it when he's out of town.]<<<<<
—Rellik (15:14:26/07-14-55)

FLAME CLOUD EJECTOR (P.9) 3-J

Produces a cloud of Heavy Smoke (p.89, **SRII**) of some 5 meters radius, which stays in place until the end of the next turn. After this, it bursts into fire; it has a Firesetting Rating of 5 (see **Tech Specs**, page 72, for details). Any vehicle passing though the burning cloud must roll a Handling Test to avoid crashing. The cloud keeps burning for two turns.

It costs one action to fire the Flame Cloud Ejector. It can be fired ten times, and costs 65¥ per shot to reload. It has the equivalent of an internal magazine.

Base Time: 10 hours
Skill: appropriate Vehicle (B/R) skill
Target Number: 5
Parts cost: 5,000¥
Equipment needed: Vehicle Shop
CF: 1

>>>>>[A pyromaniac's wet dream.]<<<<<
—Younger (10:42:24/07-14-55)

RADARPROOF ARMOR (P.10) LEGAL

Adds +2 to the Target Number of any attempt to fire at the vehicle using vehicle sensors. It can not be layered with normal armor, or its benefits are lost.

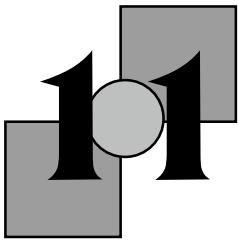
Maximum Value: 3x Vehicle's Body (3x original Body for cycles and aircraft)
Speed Penalty: -5/-15 per 3 points
Economy: +10% per 3 points
Handling: +1 per 6 full points
Base Time: 12 hours per point
Target Number: desired Armor Rating
Cost: 1,500¥ (1,000¥ for cycles and aircraft) per point to original Body times 3, 3,000¥ per point thereafter

ARMORED WHEEL HUB (P.10) LEGAL

Adds armor to the wheel: +1 Ballistic and +1 Impact per level fitted. Armor may not be more than +4/+4. This is cumulative with the (5/3) armor of Runflat tires, thus these can become (9/7).

Base Time: 1 hour per tire per level
Skill: appropriate Vehicle (B/R) skill
Target Number: 2 + level
Parts cost: 15¥ per tire per level
Equipment needed: Vehicle Toolkit
CF: none

SECTION



Munitions

MINE PROXIMITY FUSE (P.12) — AS MINE

These devices are rating 3, which means they roll 3 dice against a passing vehicle's Signature when a vehicle comes within 5 meters of the mine. A successful roll detonates the mine. Lower the Target Number by -4 when the vehicle drives directly over the mine. Signature increases due to thermal and aural masking (p.112, **Rigger Black Book**) are not included in the Target Number for the mine. The mines normally arm at the end of the turn in which they are dropped, but a successful Demolitions B/R (2) test can set this time anywhere between 0 and virtually infinite. Remember that you need to buy the mine separately.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	3	—	6/48hrs	100¥	2.5

>>>>>[Now all we need is mines to fit these to.]<<<<<
—Chat (20:31:52/07-17-55)

>>>>>[Easy enough. See page 48.]<<<<<
—ASDF (22:41:05/07-19-55)

ANTI-POWER-PLANT ROCKET (P.13) — 1-L

If this weapon hits, the vehicle rolls to reduce damage normally. If any damage remains, the vehicle's electrical system is shorted out. No matter how high the damage gets, no actual damage is done to the vehicle, only the electrical system is affected. Moving electrically-driven vehicles must make a Crash Test immediately; electrical vehicles that are not moving can not move until the system has been fixed. Vehicles with IC or MultiF engines can keep moving, but all electrical devices are out of operation. Jacked-in riggers suffer 12M Stun damage if their vehicle gets hit due to the electrical shock that hits them straight into their nervous system.

Fixing the electrical system requires a Vehicle (B/R) skill roll with a Target Number of 5, and some three hours of work (reduced normally).

Intelligence	Damage	Power Level	Weight	Availability	Cost	Street Index	CF
NA	12M	—	2	6/48hrs	2,500¥	1.3	2

ARMOR-PIERCING ROCKETS (P.13) — 1-L

When defending against this rocket, only use half of the vehicle's armor rating. Power Level Reduction is -8 per meter.

	Intelligence	Damage	Power Level	Weight	Availability	Cost	Street Index	CF
Rocket	NA	16D	-8 per meter	2.5	10/6 days	3,500¥	2.5	3
Missile	3	16D	-8 per meter	3	12/6 days	4,500¥	3	3

EXPLOSIVE-TIPPED SPIKES (P.13) — 2-I

A vehicle that drives over these suffers a 2D attack to each tire that gets hit. This is resisted with the vehicle's Body, and any tire armor defends against it (use the Impact value). If a tire takes Deadly damage, it blows up and forces the driver to make a Handling test.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
10	2D	—	.1	8/10 days	5¥	2

SMOKING JENNY (P.14) 3-L

Creates a cloud of Heavy Smoke (p.89, **SRII**) some 2 meters wide and high, and with a length equal to the distance flown by the rocket. The cloud is created instantly. The damage listed below is used only when the rocket hits someone or something.

Intelligence	Damage	Power Level	Weight	Availability	Cost	Street Index	CF
NA	8M Stun	—	2	8/72hrs	2,000¥	1.8	2

>>>>>[You can also use these to fool people who are looking for you if you're doing a panzer run: if you've been spotted, fire one of these rockets over some cover and fly through its smoke trail. When you reach the cover, dive behind it and hit the brakes. Most likely, your assaillants think you've popped a smoke grenade and hit the throttle, since that creates a trail of smoke instead of a cloud. With luck, they'll chase the rocket instead of you.]<<<<<

—Alexia (13:03:25/07-14-55)

>>>>>[Don't trust a word she says. Alexia has shot down at least four t-birds close to the FRFZ (need I explain why they were there?) while on border patrol duty for the PCC. Any border patrol worth their salt won't chase a missile because they follow you on their sensors instead of using Mark One Eyeball.]<<<<<

—George (23:14:27/07-14-55)

PUFF DRAGON (P.14) 3-L

Bursts after flying a pre-selected distance. Setting this distance requires one action before the rocket is inserted in the launcher. Riggers controlling their vehicle cybernetically may set the distance after the rocket is inserted into the launcher, and before it is fired (costs a Free Action). The Heavy Smoke cloud (p.89, **SRII**) is some 5 meters in radius. The damage listed below is used only when the rocket hits someone.

	Intelligence	Damage	Power Level	Weight	Availability	Cost	Street Index	CF
Rocket	NA	8M Stun	—	2	9/72hrs	2,200¥	2	3
Missile	3	8M Stun	—	2.5	11/72hrs	3,200¥	2	3

FIREBALL SPECIAL (P.15) 1-L

The Rocket variant has Firesetting Rating of 5 (see p.72, **Tech Specs**). The Missile has Firesetting Rating 4. This is in addition to the normal damage of the weapon. If more than Light damage is done to a vehicle, the interior will be on fire. The Power Level Reduction is -6 per meter.

	Intelligence	Damage	Power Level	Weight	Availability	Cost	Street Index	CF
Rocket	NA	12D	-6 per meter	2.5	10/4 days	3,500¥	2.3	3
Missile	3	9D	-6 per meter	3.5	12/7 days	4,500¥	2.5	3

THE BAFFLER (P.15) 3-L

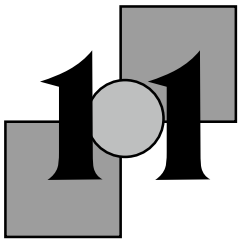
Bursts after flying a pre-selected distance. Setting this distance requires one action before the rocket is inserted in the launcher. Riggers controlling their vehicle cybernetically may set the distance after the rocket is inserted into the launcher, and before it is fired (costs a Free Action). The cloud is some 5 meters in radius and lasts until the end of the next turn; all normal attacks directed through the cloud have a +2 modifier, while all attacks using radar have a +4 modifier (not cumulative with the +2). Assume that all vehicle sensor systems use radar.

The damage listed below is used only when the rocket hits someone.

Intelligence	Damage	Power Level	Weight	Availability	Cost	Street Index	CF
NA	8M Stun	—	2.5	6/3 days	3,000¥	2	2

SECTION 1

SECTION



INCENDIARY AMMO (P.16) 2-L

Does normal damage, but has a Firesetting rating of 3 per round (if firing a burst, add one to this rating per round, just as with the Power Level). Available for LMGs, MMGs, and HMGs only. Stats are for a packet of ten rounds.

Conceal	Damage	Weight	Availability	Cost	Street Index
8	normal	.25	6/48hrs	30¥	2

ANTI-PERSONNEL AMMO (P.16) 3-L

Increases the Power Level of the weapon by +2 and the Damage Level by +1 (both against creatures only; any Hardened or vehicle armor negates these increases). Available for all weapons except cannon.

Conceal	Damage	Weight	Availability	Cost	Street Index
8	+2 Power +1 Damage	.75	12/10 days	100¥	3.5

>>>>>[Yes, don't get hit by one of these or you'll be sorry.]<<<<<
—Thunderkit (20:13:55/07-10-55)

ANTI-VEHICULAR AMMO (P.17) 2-L

This ammunition does not have its Damage Level reduced when fired against a vehicle or Hardened armor. Against other targets, damage is normal. Available for Light and Heavy Pistols, Assault Rifles, Shotguns, SMGs, and Sniper Rifles.

Conceal	Damage	Weight	Availability	Cost	Street Index
8	see above	.25	16/14 days	300¥	4

TRACER AMMO (P.17)

See page 51, **Fields of Fire**.

>>>>>[Very effective at giving away your position.]<<<<<
—Wendy (05:16:43/07-11-55)

EXPLOSIVE GRENADE (P.18) 3-I

Non-aerodynamic grenade; Power Level Reduction -1 per meter {SR: -1 per two meters}.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
7	6M	-1 per meter	.25	6/72hrs	25¥	1.5

SMOKE GRENADE (P.18)

See page 48, **Fields of Fire**.

CONCUSSION GRENADE (P.18) 3-I

A non-aerodynamic grenade.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
7	10M Stun	-2 per meter	.25	6/72hrs	40¥	1.2

PAINT GRENADE (P.18) 6-I

This grenade creates a cloud of paint with a radius of 5 meters. Exact effects are GM's discretion.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
6	—	—	.25	3/48hrs	20¥	2

FOAM GRENADE (P.18) LEGAL

This grenade has a blast radius of 5 meters. If it is used against a fire, it rolls 5 dice in an opposed test against the Firesetting Rating of the substance on fire (see page 72, **Tech Specs**); if the grenade scores more successes (or if there is a tie), the fire goes out.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
6	—	—	.25	3/48hrs	30¥	.9

Accessories

COMPUTER GUNNER (P.19) 2-E3

This system can operate independantly, in the same manner as a drone, as described on p.19 of the **2036 Catalog**. It gets its own initiative of 10+1D6 (reduced normally due to vehicle damage), and has Firearms and Gunnery skill, both at level 5. It uses the vehicle's sensors for targeting; in a vehicle without sensors, the Computer Gunner uses normal Target Numbers. Add the Sensor Rating to the skill's rating when firing, just as with a character.

The Computer Gunner can only operate one set of weapons (all those that fire in the same direction are considered a set; for instance, all weapons in a turret, all forward-firing weapons, and so on). If more than one set is to be controlled, one computer must be fitted per set. In effect, this computer turns all those weapons into a single drone (see pages 100-107, **Rigger Black Book**).

Base Time: 6 hours per weapon to be controlled
Skill: appropriate Vehicle (B/R) skill
Target Number: 4
Parts cost: 6,000¥ per weapon to be controlled
Equipment needed: Vehicle Facility
CF: 1 per two weapons to be controlled (round up)

>>>>>[Allows you to have your hands free and still fire, but other than that it's value is doubtful me thinks.]<<<<<
—Steffi (11:36:08/07-15-55)

AUTOMATIC TARGET ACQUISITION DEVICE (ATAD) (P.20) 3-E2

Functions as level 3 sensors, but only for the weapons to which the sensor package has been fitted. Only one central logic unit is needed, regardless of the number of sensor packages present.

The weapon(s) can also fire as described on p.20 of the 2036 Catalog. The "critical range" is 0 to 50 meters, and the weapon rolls 3 dice (the sensor's rating) to see if it hits.

Central Logic Unit:
Base Time: 7 days
Skill: appropriate Vehicle (B/R) skill
Target Number: 5
Parts cost: 40,000¥
Equipment needed: Vehicle Facility
CF: 2

Sensor Package:
Base Time: 6 hours
Skill: appropriate Vehicle (B/R) skill
Target Number: 3
Parts cost: 10,000¥
Equipment needed: Vehicle Shop
CF: 0

SINGLE WEAPON COMPUTER (P.20) 4-E2

Must be fitted to each weapon separately. Gives a -1 modifier to the Target Number for that weapon only. This modifier applies even to sensor-enhanced targeting (p.126, **Rigger Black Book**).

Base Time: 6 hours
Skill: appropriate Vehicle (B/R) skill
Target Number: 4
Parts cost: 1,500¥
Equipment needed: Vehicle Toolkit
CF: 0

EXTRA DRIVER CONTROLS (P.21) LEGAL

This is a set of secondary controls (p.117, **Rigger Black Book**), which can only be fitted into a turret. 1 CF is needed in the turret to house the control gear, while another 2 CF somewhere else in the vehicle is required for the rest of the control links. Riggers can jack in through these controls.

Base Time: 2 weeks
Skill: appropriate Vehicle (B/R) skill
Target Number: 6
Parts cost: 5,000¥
Equipment needed: Vehicle Facility
CF: 1 in turret, 2 in rest of vehicle.

SECTION 11

WEAPON TIMER (P.21) LEGAL

Activating this system costs a Simple Action; riggers jacked into the vehicle pay only a Free Action. Must be fitted to each weapon separately.

Base Time: 1 hour
Skill: Firearms (B/R) or appropriate Vehicle (B/R) skill
Target Number: 4
Parts cost: 350¥
Equipment needed: Vehicle Toolkit
CF: 0

"THUNDERKIT" FUEL CELLS (P.22) LEGAL

Only available for electrically-driven motorcycles. This system increases both Cruising and Maximum Speeds by +50%. These fuel cells replace the bike's normal batteries. Recharging time is doubled.

Base Time: 12 hours
Skill: appropriate Vehicle (B/R) skill
Target Number: 5
Parts cost: 50¥ x vehicle's current top speed
Equipment needed: Vehicle Shop
CF: 0

MAGAZINE SWITCH (P.22) AS WEAPON

Allows two clips or belts to be fitted to one weapon. The firer can select which clip or belt is to be used by spending a Simple Action (a Free Action if the weapon is a smartgun controlled through a Smartgun Link, or if it is an integral vehicle weapon controlled by a rigger through a Vehicle Control Rig).

Base Time: 2 hours
Skill: Firearms (B/R) skill
Target Number: 4
Parts cost: 250¥
Equipment needed: Firearms Toolkit
CF: 0

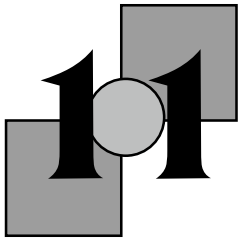
RADAR DETECTOR (P.22) LEGAL

If a vehicle is the target of the Sensors of another vehicle, this device is allowed a test using its rating for the number of dice, against a Target Number 4. If the test succeeds (generates at least one success), the Radar Detector will warn the vehicle's driver (by means of a sound) that the vehicle is about to be under attack. It does not indicate where the attack is coming from.

The device can be linked into a Chaff Dispenser (see p.64) and/or an ECM system for 100¥ per link; when it detects something, it fires one round of chaff and/or switches on the ECM automatically (this feature can be turned on or off by spending a Simple Action).

Base Time: 10 minutes (+30 minutes for link to Chaff Dispenser)
Skill: Electronics (B/R) or appropriate Vehicle (B/R) skill
Target Number: 4
Parts cost: 75¥ x rating^2 (max. rating = 4)
Equipment needed: Vehicle Toolkit
CF: 0

SECTION



RADAR JAMMER (P.23) 3-E2

This is a rating 2 ECM system (see p.126, **Rigger Black Book**).

Parts cost: 60,000¥
CF: 3

BOLLIX (P.23) 2-E3

Blocks all radio reception and limpet beacons (see below) within 5 km. All vehicle sensors within 5 km add 1D6 to their Target Numbers (roll every action the weapons are fired using the sensors). Add 2D6 to the Target Numbers of all vehicle sensors and remote-controlled vehicles within 1.5 km. Furthermore, the Bollix also works as level 2 ECM.

For every turn the Bollix is in use, it uses 2 PF of power. If the vehicle is equipped with an IC or MultiF engine, the Bollix can operate indefinitely.

Parts cost: 150,000¥
CF: 4

DUAL-LEVEL FLATBED (P.24) LEGAL

Available in 7-meter, 10-meter, and 20-meter variants, this trailer can hold twice the number of containers of a normal Flatbed Trailer of its size (p.115, **Rigger Black Book**), stacked on top of eachother.

7-meter variant (Body = 2): 15,000¥
10-meter variant (Body = 3): 22,500¥
20-meter variant (Body = 4): 30,000¥

MINI-SAFE (P.24) LEGAL

Either model has a Barrier Rating of 6, and has a rating 4 Keypad Maglock (see p.86, **Neo-Anarchist's Guide to Real Life**) on its lid. The small safe can hold .75 CF of cargo, the large one can hold 2 CF.

Small safe:
Base Time: 1 hour
Skill: appropriate Vehicle (B/R) skill
Target Number: 3
Parts cost: 150¥
Equipment needed: Vehicle Toolkit
CF: 1

Large safe:
Base Time: 1 hour
Skill: appropriate Vehicle (B/R) skill
Target Number: 3
Parts cost: 700¥
Equipment needed: Vehicle Toolkit
CF: 3

>>>>>[Simple enough to pass: just take the entire safe and open it in your own time. A blowtorch normally does the trick.]<<<<<

—Robbie Ransom (10:32:59/07-14-55)

PORTABLE EARTH STATION (P.25) LEGAL

Takes 1 turn to deploy.

Base Time: 6 hours
Skill: Electronics (B/R) or appropriate Vehicle (B/R) skill
Target Number: 6
Parts cost: 700¥
Equipment needed: Vehicle Shop
CF: 3

SAFETY SEAT (P.25) LEGAL

This seat gives the occupant three extra dice to roll for his Body Test in case of a crash. It takes four Complex Actions to get into a Safety Seat, and two to get out. If the harnesses are not used, it only takes one Complex Action to get into or out of the seat, but the extra Body dice are lost. Also available in Large model, for big passengers.

Base Time: 2 days
Skill: appropriate Vehicle (B/R) skill
Target Number: 4
Parts cost: 1,000¥ (1,200¥ for Large model)
Equipment needed: Vehicle Shop
CF: 6 (7 for Large model)

SECTION 11

>>>>>[Add all these safety devices together and no way are you going to get hurt in a crash!]<<<<<
—Dancer (03:58:15/07-12-55)

OVERDRIVE (P.26) LEGAL

Increases Maximum Speed by +20%, but extended use can be harmful to the vehicle. At the end of every turn this device is in use, roll 2D6. If the roll is less than the number of turns, the vehicle's engine malfunctions. Roll on the Engine Failure Table on p.110, Rigger Black Book, to see the effect of the engine failure. If and when the engine fails, it automatically and immediately loses the speed bonus of the Overdrive. The Overdrive itself is not damaged.

The Overdrive unit gives a +1 to Handling, but only when it is engaged. If the unit is deactivated whle the vehicle is traveling at higher than its normal top speed, the driver must immediately make a Handling Test. If it fails, make a Crash Test.

One Overdrive must be installed for every wheel the vehicle has. It is of no use to vehicles that do not use wheels to move (aircraft, LAVs, boats, and so on).

Activating or deactivating Overdrive costs a Simple Action, or a Free Action for a rigger controlling the vehicle cybernetically.

Base Time: 1 day per wheel
Skill: appropriate Vehicle (B/R) skill
Target Number: 6
Parts cost: 1,000¥ per wheel
Equipment needed: Vehicle Facility
CF: 0

>>>>>[Good for an extra boost as long as you don't keep it on for too long.]<<<<<
—FFY (10:49:22/07-07-55)

ANTILOCK BRAKING SYSTEM (P.26) LEGAL

Gives a -1 modifier to Handling, but only when making a Handling Test due to applying the brakes (GM's decision).

Base Time: 1 day per wheel
Skill: appropriate Vehicle (B/R) skill
Target Number: 5
Parts cost: 1,000¥ per wheel
Equipment needed: Vehicle Facility
CF: 0

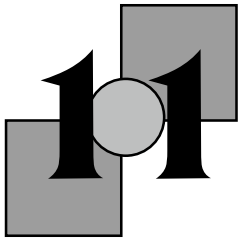
FALSE WEAPONS (P.27) LEGAL

To notice that these are not real, a Perception (6) test is needed. For every ten meters (round down) the observer is away, increase the Target Number by +1.

Base Time: 1 hour per "weapon"
Skill: appropriate Vehicle (B/R) skill
Target Number: 2
Parts cost: 100¥ per "weapon"
Equipment needed: Vehicle Toolkit
CF: 0

>>>>>[Though these are legal, don't be surprised if a cop starts asking nasty questions.]<<<<<
—Slumber (05:16:51/07-20-55)

SECTION



EXTERNAL WEAPON POD EJECTION SYSTEM (P.28) 3-J

This is basically a pod which can contain a single weapon and 1 CF of dedicated ammo storage. The pod must be fitted to a Hardpoint or Firmpoint, which can not be used for anything else (though a Firmpoint on an aircraft may mount a missile or rocket in addition to the pod, as usual).

Ejecting each pod takes a Simple Action for the vehicle's driver or pilot. Jacked-in riggers pay a Free Action per pod to be ejected.

Though any weapon can be mounted in a pod, it is bound to the normal restrictions, depending on where the pod is to be mounted — if mounted on a Hardpoint, any weapon is allowed; no heavy weapons if mounted on a Firmpoint.

Conceal	Rating	Weight	Availability	Cost	Street Index
—	—	10	5/4 days	2,000¥	1

Personal Items

HAND-HELD GRENADE LAUNCHER (P.29) 1-J

Simply a Grenade Launcher that cannot be fitted to another weapon.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Grenade	2	5 (c)	SS	grenade	2.5	9/5 days	2,300¥	3

FIREPROOF SUIT (P.30) LEGAL

Provides armor against fire damage only. The level of armor depends on how long the wearer is exposed: 4 points for the first 10 turns (30 seconds), 3 points during turns 11 to 14, 2 points in turns 15 to 16, 1 point in turns 17 and 18, and no protection after that. Keep track of the number of turns the suit has been exposed to fire, because the suit does not repair itself (it can't be repaired in any way). For instance, if a new suit is exposed to fire for six turns, it only has four turns of level 4 protection left the next time it is exposed to fire. The suit also has a Fire Resistance Rating of 6 (see page 72, **Tech Specs**).

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
4	special		3	6/72hrs	500¥	2.5

>>>>>[Too bad you can't wear these things in public places without people raising eyebrows, otherwise I'd feel a whole lot safer with all these mages around/]<<<<<
—Mike Maxer (10:46:04/07-06-55)

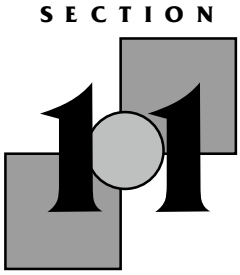
>>>>>[Are you kidding? People always think we throw fireballs around the place, but we'd be crazy if we did — or unconcious from the drain.]<<<<<
—Froggy (22:37:08/07-09-55)

>>>>>[Wait for a line of fire-resistant clothes in a Plastic Warriors release coming to a computer near you soon!]<<<<<
—Gurth (Chrome)

BATTLE VEST (P.30) LEGAL

Has sufficient room to hold the following items: one pistol of any type (in a built-in holster), two hand grenades of any type, six ammo clips for any weapon, and one knife (in a built-in sheath) of any type. The pistol and knife count as being in a holster when quickdrawing.

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
7	0	0	1	5/3 days	750¥	1.75



ANTI-VEHICULAR RIFLE (P.31) 3-J

Comes with a built-in rating 2 telescope sight. This weapon fires Medium Machine Gun ammo, but uses Assault Rifle ranges. Also, its damage is not reduced when firing against vehicles.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Assault	3	10 (c)	SA/BF	8S	5.3	14/16 days	6,000¥	3.2

BOWIE KNIFE (P.31) 6-B

No changes.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
6	0	(str+2)L	1	3/24hrs	50¥	.8

>>>>>[Give me a Cougar anytime.]<<<<<
—Watcher (10:27:51/07-10-55)

LASER LAW/VLAW (P.31) 1-J

These weapons are one-shot, though they can be recharged in about an hour using the built-in recharger. For the LAW, use the Assault Rifle ranges. For the VLAW, use the SMG ranges. For both, reduce the Power Level as follows: -1 at Medium range, -2 at Long range, -4 at Extreme range; and -1 for every meter of smoke shot through.

Laser LAW:

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Assault	2	1 (m)	SS	12M	5	24/21 days	75,000¥	3

Laser VLAW:

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
SMG	4	1 (m)	SS	10M	3.5	24/21 days	60,000¥	3

PORTABLE FIRE EXTINGUISHER (P.32) LEGAL

Takes up 1 CF when stored inside a vehicle. Refilling the extinguisher costs 20¥.

Conceal	Rating	Weight	Availability	Cost	Street Index
2	4	9	2/12hrs	150¥	.8

>>>>>[Now this is handy with all those pyrotechnic missiles being sold here!]<<<<<
—ASDF (10:45:15/07-18-55)

LIMPET BEACON (P.33) LEGAL

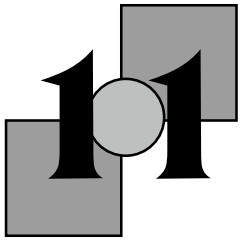
Gives a -1 modifier to the Target Number of any vehicle-mounted weapons that are targeted using the vehicle's sensors, and also for missile fire from man-pack missile launchers.

A laser or radar-guided weapon passing within 20 meters of a Limpet Beacon has a chance of heading for the beacon. Roll a test using the weapon's Intelligence against a Target Number 4. No successes means the weapon heads for the beacon. Resolve an attack with 1D6-1 successes in favor of the weapon against the vehicle (or whatever) the beacon is mounted on.

If a weapon with a blast area hits the vehicle with the Limpet Beacon, there is a 1 to 3 on 1D6 chance that the beacon is destroyed by the blast.

Conceal	Rating	Weight	Availability	Cost	Street Index
8	-1	—	8/6 days	250¥	1.2

SECTION



THERMITE LIMPET MINE (P.33) 1-I

Makes a normal attack against the vehicle this mine is placed on, using the damage code listed below. This same code is also used to resolve the attack on anyone who happens to be in the blast radius. The timer can be set between 2 seconds and 2 minutes. The mine has a Firesetting Rating of 2; when more than one mine is set to explode at the same time, add the ratings together. If damage is done to a vehicle, its interior may be on fire.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
8	10S	-5 per meter	.25	9/7 days	80¥	2.5

Internal Combustion

Everything here is only available for IC and MultiF engines.

TUBULAR HEADERS (P.34) LEGAL

These cost 20% of the cost of the engine fitted in the vehicle (p.109, **Rigger Black Book**). The vehicle's Cruising and Maximum Speeds are both increased by +5%, though Signature is modified by -1.

Base Time: 2 days
Target Number: 3
Speed Increase: +20%
Fuel Consumption: +0%
Cost: +15% (IC); +20% (MultiF)
Signature: -1

CARBURETOR (P.35) LEGAL

If buying a new engine with this carburetor, reduce the cost of the engine by 20% (that means you don't get any nuyen back if you refit an existing engine with it, chummer!). If retro-fitting an engine with this carburetor, its cost is as listed below. Don't bother with the Base Time, Skill, Target Number, Parts Cost, and Equipment Needed when installing a new engine with this carburetor. Only install the engine (p.108-110, **Rigger Black Book**).

Both Cruise and Maximum Speeds are reduced by 10%, and Economy is increased by 10%.

Base Time: 1 day
Target Number: 4
Speed Increase: -10%
Fuel Consumption: -10%
Cost: -20%
Signature: -0

MULTI-CARBURETOR SYSTEM (P.35) LEGAL

Same as the above Carburetor, but the engine's cost is reduced by 10%; Cruise and Maximum Speeds are reduced by 5%, and Economy is increased by 5%.

Base Time: 2 days
Target Number: 4
Speed Increase: -5%
Fuel Consumption: -5%
Cost: -10%
Signature: -0

NITROUS OXIDE (P.35) LEGAL

Each tank takes up 1 CF, and costs 200¥ to refill. Opening a tank costs a Simple Action (Free Action for jacked-in riggers), and increases the vehicle's Maximum Speed by +50%. Economy stays the same. This increase lasts until the end of the next turn, and only one tank can be used at a time — that is, effects of nitrous are not cumulative.

After the effect stops, the vehicle slows down until it is moving at Maximum Speed.

Base Time: 5 hours per tank
Target Number: 3
Speed Increase: +50% (only when engaged)
Fuel Consumption: +0%
Cost: 500¥ per tank, 100¥ for engine modification
Signature: -1 (only when engaged)
CF: 1 per tank

SECTION 11

>>>>>[AKA laughing gas. When you're filling those tanks, don't forget it's toxic.]<<<<<
—333 (19:26:52/07-13-55)

>>>>>[I don't think many runners care about that last statement, for obvious reasons.]<<<<<
—Stepfather (15:53:11/07-16-55)

"BLUEPRINTED" ENGINES (P.36) LEGAL

Cruising and Maximum Speeds are increased by 10%, though Economy stays the same. Installing this engine is exactly the same as installing any other engine.

Base Time: 2 days
Target Number: 4
Speed Increase: +10%
Fuel Consumption: +0%
Cost: +30% (IC); +50% (MultiF)
Signature: -0

TURBOCHARGER (P.36)

See p.110, **Rigger Black Book**.

SUPERCHARGER (P.36) LEGAL

Gives a +10/+30 to Speed, per level (maximum 4). Any work done to the engine is permanently modified by +1 for every Supercharger level fitted.

Base Time: 2 days per level
Target Number: level+4 for ground and marine vehicles; level+5 for air cushion, drones, RPVs, and aircraft; level+6 for rotorcraft
Maximum Increase: +35% (1 level is always possible)
Fuel Consumption: +10% (IC); +15% (MultiF)
Cost: +20% (IC); +30% (MultiF)
Signature: -1 per two levels (round down)

VARIABLE-PITCH TURBOCHARGER (P.37) LEGAL

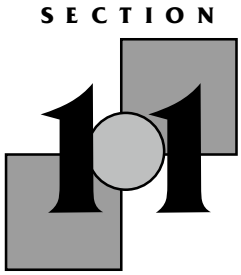
Similar to the normal Turbocharger (p.110, **Rigger Black Book**), but with the following modifiers. Speed increase is +7/+21 per level. Any work done to the engine is permanently modified by +1 for every level installed.

Base Time: 1 day per level
Target Number: level+3 for ground and marine vehicles; level+4 for air cushion, drones, RPVs, and aircraft; level+5 for rotorcraft
Maximum Increase: +25% (1 level is always possible)
Fuel Consumption: +7% (IC); +13% (MultiF)
Cost: +15% (IC); +20% (MultiF)
Signature: -1

TURBO-SUPERCHARGER (P.37) LEGAL

A combination of a normal turbocharger and a supercharger. Any work done to the engine is modified by +2 for every level installed.

Base Time: 3 days per level
Target Number: level+4 for ground and marine vehicles; level+5 for air cushion, drones, RPVs, and aircraft; level+6 for rotorcraft
Maximum Increase: +40% (1 level is always possible)
Fuel Consumption: +13% (IC); +22% (MultiF)
Cost: +25% (IC); +40% (MultiF)
Signature: -1 per three levels (round up)



Optional Rules

A selection of new and optional rules scavenged together from various places.

ARMOR & DAMAGE RESISTANCE

If the rating of a piece of body armor is greater than the Power Level of the attack, the Target Number for the Resistance Test is 2. This means that, if you get hit by a hold-out (4L) or by a heavy pistol (9M) and you're wearing an armor jacket and lined coat (total Ballistic armor of 7), you get to roll against a Target Number of 2 in either case.

This house-rule allows characters to even better survive attacks with low Power Levels: for every 2 full points that the armor's rating exceeds the Power Level of the attack, you get to roll an extra die for the Resistance Test. So, that would mean in the example above that the target would get an extra die to defend against the hold-out, but not against the heavy pistol.

AUTOFIRE

—Marc A Renouf <jormung@ENGIN.UMICH.EDU>

Note: These rules have one holdover from **SRI**. In our game, we have kept the concept of "dodge" intact. Namely, one can spend X dice from his or her combat pool to devote to dodging an attack. The target number for dodging is typically a 4 (though this is often modified) as per **SRI**. The rationale for this rule being kept is as follows: Bullet from light pistol. Bullet from rifle. Both travel at roughly similar velocities, high enough that you are not actually dodging the bullet but rather trying to get away from the point of aim. Therefore, it should be no more difficult to get out of the pistol's line of aim than the rifle's (actually, the rifle would be easier to dodge at close range, which adds another level of complexity that it is not prudent to keep track of). In **SRII**, however, dodge dice are rolled with the same Target Number as the Body Target Number. In the case of a light pistol, it is a 6, in the case of a rifle, it is 7 to 9. If one would include the effects of armor making easier to "dodge," this makes little or no sense.

Therefore, to get around this vague dependence on power level, the old **SRI** rules for dodging have been held over. These rules actually allow for more clean misses, which means more ammo wasted shooting at nothing in particular, which is WAY more realistic than hitting everything you shoot at. So, with that out of the way, let us proceed…

AUTOFIRE

The easiest way to illustrate is by example. Consider the following. Spam the Sam has a Firearms skill of 7 and is using an Ingram Smartgun. He is shooting at a poor corp guard at medium range, no relative movement, good light conditions (yeah, right, when does *that* ever happen…)

His base Target Number is a 5, modified to a 3 by the presence of sly old Spam's trusty smartlink. Spam fires ten rounds on full auto, rolling a 2, 4, 5, 5, 8, 8, and 11. Now here's where it gets a bit tricky. The Ingram has gas vent 2 and a folding stock. But folding stocks are for pussies, so Spam fires from the hip, leaving him with only 2 points of recoil reduction. The first round hits on the base Target Number of 3 as it has no recoil (though in the **SRII** errata (see page 88) it states that the first round *is* subject to recoil mod. GM choice, but we don't use it as semiautos don't have it.) The second and third rounds are taken care of by the gas vent 2, so the first three rounds hit with a target number of 3. After that, recoil takes over, so the fourth round has a +1 (Target Number 4), the fifth round has a further +1 (Target Number 5) and so on.

Say the corp goon didn't dodge (too good to be true). In that case, Spam's 11 is good enough to hit with 11 rounds, but only ten were fired, so he hits with ten rounds. Ouch. Damage from that comes out to be 17D (actually, the damage code is staged up more than D due to the number of rounds that hit. The GM has the choice of capping the damage at D, using the rules in the back of **Fields of Fire**, or continuing the staging starting at Light-overflow, Moderate-overflow, and so on (see page 82). This gets real vicious real quick. But then, so does getting nailed with many SMG rounds). Keep in mind that Spam has only one success with this number of rounds. So far, this is just like the rules as written. But wait, there's more…

But what if the guard dodges? In that case, you take off Spam's successes on a one-for-one basis with the guard's dodge successes STARTING FROM THE HIGHEST NUMBER. So say the guard gets a single dodge success. Spam the Sam's 11 is removed. In **SRII**, Spam would miss completely! But alas, he has two 8's, so he hits with 8 rounds (base Target Number 3, 3 rounds for free with recoil comp, one more round on a one-for-+1 basis as described above). The damage code for this is 15D (again, overflow damage is up to the discretion of the GM). But note that Spam has *2* successes, which is sufficient to stage the damage up one category (this gets REAL ugly when you use the overflow-staging rules…)

Now say there were *two* guards. Being an equal-opportunity hose-beast, Spam decides that they each get five rounds. His base Target Number is again a 3 (5 - 2). Again, he gets three rounds at that Target Number. The fourth round hits on a 4, the fifth round hits on a 5. At this point, however, Spam is switching targets, and thus has to pay the secondary target modifier of +2. So the sixth round hits at an 8, not a 6. The seventh round hits on a 9, etc., all the way up to the tenth round, which would hit on a 12.

So with his 2,4,5,5,8,8, and 11, Spam hits the first goon with all five rounds and the second with four rounds. (This assumes that the goons are close enough that Spam doesn't have to walk his fire). Say both guards dodge, and both score two successes. Both guards start taking off successes FROM THE HIGHEST, so both take off the 11 and one of the 8's. At this point, Spam hits the first guard with all 5 rounds (ouch) and wings the second guard with 1 round. So damage codes are 12S for the first guard and 8M for the second, each treated as though Spam had only one success (no upward staging).

If both guards had gotten three dodge successes, the second guard would have been missed completely, as Spam's highest is now a 5, which is not enough to hit the second

guard at all. The first guard would have been in trouble, though. Spam's two 5's are enough to still hit with all five rounds fired in the first goon's direction, for a damage code of 12S. But Spam has *two* 5's, so the damage code stages up to 12D. Ouch.

If there were more targets, each would get a +2 jump in Spam's target number when it came to the rounds that they were to be hit with.

ODDITIES

As you have probably noticed, it is possible to dodge into *more* damage. Them's the breaks. That's what happens when you dodge into the stream of lead instead of away from it.

Also, this is one of the few circumstances where a tie favors the defender, since the attacker has no more successes that indicate rounds that hit after all his successes have been taken off the top.

As an added bonus, you don't have to roll bijillions of dice and the dice you do roll only have to be rolled once, regardless of how many targets you are engaging.

These rules allow for engaging multiple targets, walking your fire, hitting with partial bursts, you name it. They are fairly realistic (typically, only about the first four rounds hit with any accuracy, and it is very difficult to hit more than one target reliably. If you are emplaced, firing with tracers, and have sufficient recoil comp, however, the automatic weapon can become a fearsome opponent, just like it is in real life.

I hope my explanation has been clear (probably not, but I suck at trying to write examples this way. It's easier if you actually see it in use). If not, let me know, and I will attempt to further clarify them. They may seem complicated, but in practice, once you get the hang of lining up your successes numerically and taking off the top, they get very quick and easy to use. The added bonus of only having to roll the dice once for all the targets is nice as well. As I said, if anything is unclear, or my math sucks, or whatever, let me know.

DEMOLITIONS

—by Carl Rigney

Of course, in *my* 2040 the military has keyed resonating explosives that analyze the vibrations of the previous explosions and time their detonation to maximize the effect. There are also smart-charges that explain their operation the way medkits do. Ignore both; the PCs don't need these kind of toys.

Moving on to mechanics, I find FASA's demolitions skill absurd. "Simple" demolitions like blowing holes in walls should be straightforward. For someone with demolitions skill, I'd make the Target Number equal to the number of charges required, regardless of size, because the tricky part is the fusing. Setup for simple demo takes 1 minute per 1kg block, obviously more if they have to be propped up, less if it's prewired in demo carrysacks. Tamping increases the time quite a bit. You can do things hastily, dividing the time it takes by the penalty you accept to your Target Number. If you have enough explosives and make your Success Test, the wall is breached; the more successes, the cleaner the results. If the test fails, it could range from a hangfire to simply not breaching. People with very high demolitions skills can probably get by with less explosive simply because generous margins are built into the rule-of-thumb numbers given in the **Demolitions** chapter. Properly destroying things like roads, bridges, or (gack!) airfields take MUCH longer, because you have to a lot of work preparing the structure, you can't just tie 6 sticks of dynamite to the railroad track and blow up the bridge, no matter what you see in the movies.

In your example, if your demo engineer has all the time she wants she needs to roll skill 4 vs. target 2, although I might up it to a 4 on the basis that its a ceiling and suchlike. In other words, a routine task.

EXPANDED CHARACTER CREATION SYSTEM

This system was created by Nightfox, to which he added an advantages/disadvantages list from Brian Angliss, and posted the result on the ShadowRN mailing list somewhere in the first half of 1994. Jani reposted it on Januari 29, 1995, which prompted Nightfox to add this comment:

```
and trust me when I say - don't allow them to have 46 points.
```

Well, since people haved asked, here is my character creation system with the disadvange list made by Brian Angliss included. It tends to be a lot more flexible than the original system and have a little higher 0 point values. *>>>>>[???]<<<<< —Gurth (0 point values?)*

Character Generation table				
Points	**Attributes**	**Skills**	**Resources/Force**	**Magic**
1	17	18	1000¥/7	—
2	18	19	2000¥/9	—
3	19	20	3000¥/12	—
4	20	21	5000¥/15	—
5	20	22	10,000¥/17	—
6	21	23	30,000¥/19	—
7	22	24	60,000¥/22	—
8	23	25	90,000¥/25	—
9	23	26	140,000¥/27	—
10	24	27	220,000¥/29	—
11	25	28	300,000¥/32	—
12	26	30	400,000¥/35	Adept
13	27	32	500,000¥/38	—
14	28	34	650,000¥/42	—
15	29	36	800,000¥/46	—
16	30	40	1,000,000¥/50	Mage

Other point costs

2 access to ShadowTech Bioware + Cyberware

2 access to Alpha Cyberware + Cultured Bioware (if Shadowtech is bought)

4 access to Beta Cyberware + Cultured Bioware (if Shadowtech is bought) These are still all at their normal prices

All Metahuman races have the same ability and special bonuses as normal. Humans get +4 skill points and either 3 extra starting contacts, a buddy, a gang or acces to shadowtech Bioware and Cyberware. Also a mage may ask for something special and possibly receive it :)

A normal PC will run in the 35 point range, an NPC will run lower, while and higher level character will run up to 46 points (rather powerful really)

All characters get their native language at Intelligence +2, and a further (Intelligence) points of languages. They start off with 1 in there Karma pool and two contacts.

Characters may take allergies or disadvantages for more skill/Attribute points Brian Angliss's Disadvantage System is included here as help if needed.

```
-----------------------------------------------------------------------------
From:         Brian Angliss <angliss@PHYSCI.PSU.EDU>
Subject:      ShadowRun disad system-here it is, folks
```

As many of you asked that I post my SR modifications, here's the first. Use it if you like it, ignore it if you don't. Comments and additions will be taken in stride and flames will be doused.

SHADOWRUN DISADVANTAGES

based off of GURPS and Hero, but mostly GURPS.

The way I set them up is the character gets a certain number of points for each disadvantage. These points can be used like Force points, skill points, or Attribute points. These disads do not give extra money for any reason. I also have a small and very incomplete list of advantages that can be purchased with Disad points but nothing else. They are quite powerful and expensive. The maximum number of Disad points I allow in my game is 20, but you can do as you see fit.

DISADVANTAGE TABLE		
Name	**Point Gain**	**Effects**
Age	1/10 years over 40	-1 Body, Quickness, and Strength per 10 years
Odius Personal Habit	1-3	+1/3/5 Target Number for social rolls (stuff like farting loudly in public)
Social Stigma	1-3	+1/3/5 Target Number for social rolls (reaction varies from person to person)
Albino	4	Severe Sunlight Alergy, distinguishing feature
Deaf	4	Neural hearing centers are dead — cyber won't help. Player must use sign language too
Epilepsy	6	+4 to all TNs when stressed and a Willpower(11) roll to avoid spasams for 10-Willpower min.
Obese	2	-1 Quickness, +1 die for swimming, -1 Charisma
Giant	3	+1 Body, +1 Strength, -1 Quickness, +1 Target Number for social skills
Hemophilia	6	+1 box physical damage after even a light wound per minute until a coagulant is applied. Not usable with platelet factories —no Points!
Low Pain Threshold	2	+1 box Stun damage each wound, +1 Target Number to resist pain (like torture)
Mute	5	Like Deaf, the player can't talk either
Skinny	1	-1 Target Number to fit through small places, -1 Strength
Stutters	2	+2 Target Number for speaking/Language skills, and player must roll too in tight situations
Absent Minded	3	+4 Target Number all memory tests, +3 Target Number for concentration tests
Alcoholic	3	+6 Target Number to resist taking a drink and getting drunk (rate is up to GM)
Bad Temper	2	Willpower(5+) roll to resist insulting people who stress him out
Name	**Point Gain**	**Effects**
Berserk	3	Willpower(9) test NOT to fly into an all-out attack of foe until foe is dead/unconscious. Wounds are not felt until Rage wears off.
Bloodlust	2	Will only go for the kill, never attacks to wound or maim.

Bully	2	Willpower(4) test to not push people around
Code of Honor	1-3	This depends on the GM, but varies on how restrictive the Code is
Combat Paralysis	3	In combat, make a Willpower(8) test or suffer a -2 to Reaction
Compulsive Behavior	1-3	GMs discretion, but off of frequency of the behavior
Cowardice	2	Make a Willpower(5) test to not run from all danger
Delusions	1-3	These vary, but the most common would be of grandeur. They relate to severity
Dsylexia	3	Can NEVER learn to read. Period.
Fanatic	3	Self explanatory — cause can be anything
Glutton	1	Eats all the time, may or may not be Obese too.
Greedy/Miserly	2	Hordes money/never uses it — this is mostly a roleplaying thing
Gullable	2	+4 Target Number to detect bullshit
Honesty	4	Will not break the law — ever. A real kicker.
Illiterate	2	Can't read yet, but can learn. Needs to buy off this disad to learn to read
Impulsive	3	Always rushes into things
Racism	3	Self explanatory
Jealousy	2	Always jealous of anyone who is better than the character
Kleptomaniac	3	Must steal daily, +1 die any stealing skill
Lecherous	3	Makes passes at anything that moves
Overconfident	2	Mostly a role play device
Pacifism	6	Won't fight unless for self defense, and won't ever kill
Paranoia	1	Pretty normal in the world of Shadowrun
Phobias	1-5	This is based off the severity and type of fear at GMs discretion
Pyromania	1	Loves to light fires. Roleplay it
Sadism	3	Enjoys causing pain, +1 die to torture skills
Masochism	4	Likes feeling pain, +1 Stun box every wound, Stun or physical
Shy	1-3	Based off severity
Split Personality	2/person	This requires massive roleplaying and also the skills of the character to be split between the multiple personalities
Unlucky	1-3	Severity (level 3 effects everyone around the unlucky person too)
Vows	1-3	How strong the person holds their vows
Weak Willed	1/level	+2 Target Number per level on all Willpower tests
Dependant NPC's	3/person	Children, spouses, etc.
Distinctive Feature	1-3	Based on what it looks like, how easy it is to hide, and the effect it has on others
Hunted and Watched	1-4	Based off of who wants you, how badly they want you, what they want you for, and what they want to do to you when they get you
Secret ID	3	Dual identity, one as a real person with a SIN and one as a runner
Rivalry	1-3	Romantic to professional to both
Vulnerablity	1-4	Extra damage to specific body parts, or especially vulnerable to a type of attack

POWERS to be purchased only with Disad points:

ADVANTAGE TABLE

Name	Point Cost	Effects
Double Jointed	2	+Quickness dice to contortionism, +1 die to all build and repair, +1 Reaction (like Enhanced Articulation)
Ambidexterity	3	No modifiers for using two weapons at the same time, can use 2 smartlinks too.
Eidietic Memory	10	Photographic memory — no memory rolls are necessary
High Pain Threshold	2	-1 box Stun, -1 Target Number to resist pain
Astrally Insensetive	3/level	-1 Target Number per level to resist all spells, +1 Target Number per level for magician to heal character
Peripheral vision	4	-1 Target Number, +1 die to all visual perception
Speed Healing	3	-1 Target Number for doctor tests and $-^{1}/_{3}$ base time to heal

EXTINGUISHING FIRES

Tech Specs talks about starting fires (page 72), but here's how to put them out using the same system.

The extinguisher rolls a number of dice equal to its rating, in an opposed test against the Firesetting Rating of the substance on fire (see **Tech Specs**); if the extinguisher scores more successes (or if there is a tie), the fire goes out. Fire extinguishers will therefore have a rating, with some typical ratings appearing in the table below. A fire extinguisher will hardly work if the substance on fire floats onto the extinguishing material—putting out a gasoline fire with water won't work for this reason.

FIRE EXTINGUISHER RATINGS	
Extinguisher type/method	**Rating**
Beating the fire with a broom	1
Blanket (cloth)	2
Blanket (fire-resistant)	3
Typical fire extinguisher	3-6
Water (plenty)	3

Also, if you want to be realistic, some methods of putting out a fire can only make it worse: throwing water on burning frying oil will only result in a huge fireball filling the room (magicians eat your heart out!).

FALLING DAMAGE

Though **Fields of Fire** has rules for falling damage on page 76, these are a bit unrealistic when falling short distances: simply dropping to the ground when you're standing causes 2D damage, which means that only people with a Body of 8 or higher can fully stage this down to nothing.

FALLING DAMAGE TABLE	
Distance fallen	**Damage**
up to 1 meter	1D6M
1 to 3 meters	(½ distance)S
more than 3 meters	(½ distance)D

Looking at the **Falling Damage Table** above, falling from heights over 3 meters uses the **Fields of Fire** rules. Below 3 meters, the same rules are used, but the Damage Level is S. Under 1 meters, the damage is Moderate, but roll 1D6 for the Power Level; the Rule of Six applies to this 1D6, so you never know how high your Target Number can end up.

That means that if you drop to the ground while standing (by spending a Free Action to do so, p.81, **SRII**), you take 1D6M damage, unless you fall correctly. Assume that anyone who has Unarmed Combat skill knows how to fall without injuring himself in such a situation; other people need to make an Athletics(4) test to avoid injury.

When "changing position" as a Simple Action (p.81, **SRII**), you don't take damage from hitting the pavement.

As an extra nicety to players, your GM could decide to add 1D6 to the Power Level of *any* fall…

HELMETS

The rules for helmets work fine if nobody tries to make an Aimed Shot to the character's head. Things get difficult once someone does want to do this.

The helmet in the **SRII** rules gives +1/+1 armor, but what if the helmet is the only armor that protects in a given attack, like an Aimed Shot to the head? This could be solved by ruling that the helmet only gives 1/1 armor, but this is unrealistic: it is easier to build a good helmet than a piece of body armor that protects equally well.

This optional rule works as follows: under normal circumstances, a helmet gives its normal armor bonus, cumulative with other worn armor, like in the **SRII** rules. If a character is only wearing a helmet, simply use only the bonus — only wearing the +1/+1 helmet gives the character an armor of Ballistic 1, Impact 1.

But now, if someone makes an Aimed Shot to the wearer's head, the helmet has different armor values, which are based on the armor the helmet is supposed to be part of, but add the helmet's armor to this. Following this reasoning, the helmet in the **SRII** rules belongs to the partial heavy armor; the partial heavy has armor 6/4, the helmet is +1/+1. This means the helmet by itself has armor 7/5, but *only* when an attack is aimed specifically at the wearer's head.

PISTOL RECOIL

Pistols use the normal recoil rules, but to better simulate real life, you could let pistols capable of firing bursts of fully-automatic use Heavy Weapon recoil rules when firing in either of those modes.

STAGING OVERFLOW

Under **SRII** rules, you cannot completely kill someone with a single attack even if you use a 1,000D nuclear weapon. Using the optional rules in **Fields of Fire**, it is possible but still hard to do. Therefore, we present two options for making the game deadlier in a big way. Examples of both follow as well.

1. The least deadly. Every two successes that the attacker has left, and which would stage the damage past D, give the target an additional Light wound.
2. If the target takes a Deadly wound, any additional successes are used to start again at Light, but this is Overflow damage.

Joe Sample shoots at Jane Victim using a 6M SMG. Joe gets a total of 9 successes on his Firearms test. Jane, being the victim she is, is not wearing any armor, and her Body of 2 doesn't cut it — she rolls no successes to reduce the damage. The first 4 of Joe's successes stage the damage up to Deadly. But Joe has 5 successes left…

1. *This gives Jane two more Light wounds, meaning she is now at 2 points of Overflow damage: one more point and she's gone for good.*

2. *The first 2 successes stage the damage to Light, the second pair stages it to Moderate: she is now suffering from 3 points of Overflow damage, and that makes her officially and completely dead.*

In any case, Jane's pals had better call DocWagon™ to see if they can either revive her, or sell her for parts, whichever is more convenient.

Remember, you only completely die when your Overflow is *more* than your Body rating, as indicated on page 111 of **SRII**.

STOCKS

Weapons come with different types of stocks: rigid, folding, and stockless. A rigid stock is one that doesn't fold; a folding stock is one that somehow can be retracted or otherwise folded out of the way; and a stockless weapon is one that, oddly enough, doesn't have a stock.

Game effects for all of these are pretty simple. On a stockless or folding-stock weapon, you cannot mount stock-mounted accessories (i.e., shock pads); on a weapon with a rigid stock, you *can* fit shock pads.

Simple enough so far. Now, to make some more differences between stocked and stockless weapons, we introduce the Hipfiring modifier of +2. This modifier is applied any time a character fires a weapon without bracing it against his shoulder. In effect, hip firing means you aren't looking over your weapons's sights, and so you don't know exactly where your weapon is pointing. Smartguns never get this +2, because you always know what the gun is aimed at (the crosshairs in your field of vision sort of give it away). A weapon fitted with a sighting band (p.61) only gets a +1 instead of a +2, but this is not cumulative with the bonus provided by a laser sight.

The only other exception to this are single-shot and semi-auto pistols, which do not suffer this +2 because they are meant to be fired without a stock. When firing from the hip, you don't get the benefits provided by shock pads; to get these, you need to put the weapon's butt against your shoulder.

In effect, hip firing means you aren't looking over your weapons's sights, and so you don't know exactly where your weapon is pointing. Smartguns and weapons with laser sights never get hipfiring modifiers.

A folding-stock weapon can only be fired from the shoulder if the stock is folded out; a rigid-stock weapon can always be fired from the shoulder; a stockless weapon can never be fired from the shoulder. Weapons mounted on tripods, gyro-mounts, or vehicles don't get the +2 hipfiring modifier.

Extending or retracting a folding stock costs a Simple Action. Concealability of a weapon with a folding stock is assumed to be for the weapon with the stock folded; unfolding it lowers Concealability by 2 points. Folding stocks do not normally provide recoil compensation, unless noted in the weapon's description.

To conclude this bit, we include a list of all stockless weapons, and of those with folding stocks. You should be able to deduce from the pictures and/or descriptions in the various supplements which kind of stock each weapon has, though.

Stockless: Ares MP Laser, Ares MP Maser, ArmTech Mini-6 Grenade Pistol, Ceres Tri-Barrel, Defiance AT-900, Fichetti Military XI, GE Vindicator Minigun, H&K MP-5 TX, H&K MPK9, H&K MPK-11, Heavy Machine Gun, Ingram Mk IV, Ingram Warrior-10, IWS Mini-5, M400 Heavy Machine Gun, Medium Machine Gun, Micro Uzi III, sawn-off Remington 990, Remington Roomsweeper, Sandler "Mad Max," Seco Quickfire, Sternmeyer Stakeout 10, Uzi Miniauto 9, Walther S900, Whitney-Morgan Caseless Machine Gun

Folding Stock: AK-97 SMG, Arasaka Minami 10, Ares AMP, Ares Crusader MP, Ares Suppressor Automatic Grenade Launcher, Ares Wippet, Beretta 200ST, Bond & Carrington MP-11, Browning Defender 10, Ceska Black Scorpion, Colt Cobra, Fichetti Hurricane, FN HAR, Franchi SPAS-22, H&K 70 K, H&K G12A3z, H&K HK227, H&K HK227S, H&K MP-2013, H&K MP-9, Ingram MAC-14, Ingram MAC-20, Ingram Model 20t Smartgun, Mossberg CMDT Combat Gun, Ranger Arms Security 12, Sandler Model II, Sandler TMP, SCK Model 100, SIG 882, Sternmeyer SMG 21, Steyr MP I 25, Uzi III, Uzi IV, vz 88V

WHITE PHOSPHOROUS

This nasty substance is covered well in **Fields of Fire** (page 86), but in order to comply to the fire rules in **Tech Specs** (page 72), a small addition is needed: WP has a Firesetting rating of 7; anytime something takes damage from WP there is a chance a fire is started. This fire can be extinguished normally.

UNARMED COMBAT MOVES

To effectively use these new moves, you'll need to use the Melee Combat v2.1 rules from **Tech Specs**. None of the martial arts included there give modifiers for the use of these moves, except as noted below.

Diving Blow: attempting to knock your opponents down by diving into him. Damage is none, but both the target and attacker are prone if the attack hits. If the attack fails, only the attacker is prone. Target Number is target's Body Rating minus one-half (round down) the attacker's Body Rating. The target cannot Block this attack, and also cannot perform a Diving Blow as a counter-attack. In case both attacker and defender want to do this maneuver, tough luck for the defender, but the attacker gets to do this move while the defender must do something else.

Elbow Smash: hitting someone with your elbow, usually when they're standing beside or behind you.[2] Damage is (str+1)M Stun Target Number is 4, but with -1 Reach.

Flying Kick: you've seen Bruce Lee do it, now do it yourself! Very difficult, this requires you to jump up and kick at the target's head. If such a kick fails to hit the character must succeed at an Athletics(4) test to land successfully (also see **Falling Damage**, p.82). Damage is (str+2)M Stun, and this is counted as an Aimed Shot to the head with +1 Reach, so the target does not use armor (except for helmets) to defend against it. If a Sweep is performed against a character doing a Flying Kick, both fail automatically. Tai Know Do and Thai Boxing give a +1 modifier to this move, Kung Fu a +2.

Knee Strike: slamming your knee into your opponent's torso. Damage is (str+1)M Stun, Target Number = 5. Thai Boxing gives a +2 modifier to using this move.

Roundhouse Kick: turning a 360 on one leg to kick extra hard with your other leg. Damage is (str+3)M Stun, Target Number is 6. All combat styles that give a modifier to a normal kick give the same modifier to a roundhouse kick.

Scissor Kick: jumping up into the air and kicking two targets at once, one with each leg. You must be between the two targets, who must be about 2 meters apart (3 meters if you're a troll, or 1 meter if you're a dwarf). Make a single attack test against a Target Number of 6 for both targets, and split the successes between the two targets as you like. Each target gets to make a separate attack test to defend. If a target gets hit, she takes (str+1)M Stun damage from the kick. Like with Flying Kicks, if a Sweep is performed against you, both attacks automatically fail—you can still hit a target that doesn't attempt to Sweep you.

[2] Add this to an idea SK came up with: a spur in the rear end of your forearm, extending backward… —*Gurth*

Errata Sheets

>>>>>[You know what's really annoying? Mistakes in rulebooks. Since FASA doesn't appear to be very good at proof-reading, they tend to bring out errata sheets for their books as well. So, what I've done in this chapter is put together some errata sheets for various Shadowrun books. Thank you to Thomas W. Craig, Hamlet, JackFrost, Paolo Marcucci, and of course, FASA Corporation.]<<<<<

—Gurth (the next generation of heroes)

Errata for the Shadowrun Sourcebook *Fields of Fire*

Page 32 (Colt M-23 Assault Rifle)

Weapon statistics are fouled up. They should read as follows:

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Assault	3	40 (c)	SA/BF/FA	8M	4.5	6/36hrs	950¥	2

Page 59 (BattleTac™ Integration System)

Replace the final paragraph with the following:

"Using BattleTac™ requires Military Science skill, or preferably the Small Units Tactics Specialization of that skill, and the Special Skill BattleTac™ (acquired as per a General skill (see p.190 **SRII**) after character generation). See also page 84 for more information."

Page 60 (Target Designators)

The range for the Microwave Designator should be 8,000m, and the range for the Radar Designator should be 10,000m.

Page 74 (Ablative Vehicle Armor)

Price is per point of the vehicle's original Body. Also, a motorcycle can mount up to one-half (round down) of its original Body.

Page 76 (Jumping)

A character can standing broad jump a distance equal to one-half (round down) his Strength, minus his body, for a minimum of one meter. If the character's Strength is less than his Body, add +1 to the Target Number of the Jumping Test.

Page 81 (Off-Hand Training)

The cost of the Special Skill: Ambidexterity is equal to 2 Skill Points per Skill Rating. Also, in the example, the modifier should be +2, not -2.

Page 84-85 (Smartlink Level II)

Replace the third paragraph with the following:

"Called Shots (p. 92, **SRII**) are easier to make with the Smartlink Level II. Apply a +2 Called Shot modifier (instead of the normal +4) when using the Smartlink Level II."

Page 85 (Smoke Rules)

The rate at which a cloud of smoke dissipates in the wind is noted incorrectly in the second paragraph. The duration of a blowing smoke cloud is found by subtracting the result of the wind strength D6 from 7, and in turn dividing that number into the indicated duration for the smoke. (So for example, a smoke mortar round explodes. Scatter (wind direction) is determined. Then another D6 is rolled for the wind strength; the result is 5 (a strong wind). Therefore, the smoke will only remain, blowing and dissipating in the direction of the wind, for 7 - 5 = 2, 4 ÷ 2 = 2 minutes before it offers no modifier. Also, the Table notation "In Minutes" should be under the third column, directly below "duration."

Page 91 (Panther Assault Cannon Statistics)

The cost of the Panther Assault Cannon is 7,200¥.

SHADOWRUN®: FIELDS OF FIRE™ Errata (v1.1)

April 21, 1994

Shadowrun® is a Registered Trademark of FASA Corporation. Fields of Fire is a Trademark of FASA Corporation. All material © 1994 FASA Corporation. All rights reserved. Permission is granted to duplicate and download this page for personal use only.

Errata for the Shadowrun Sourcebook *The Grimoire, Second Edition*

>>>>>[Hey better this than a third edition]<<<<<
—The folks at FASA (Mess up again)

SPELL FORMULAS

Drain Level	Price	Drain Level	Price
Light	50¥ x Force	Moderate	100¥ x Force
Serious	500¥ x Force	Deadly	1,000¥ x Force

ENCHANTING MATERIAL COSTS

Material	Raw form	Refined form	Radical form
Herbals	50¥	100¥	200¥
Crystals	100¥	200¥	400¥
Semi-precious Gems	200¥	400¥	800¥
Precious Gems	500¥	1,000¥	2,000¥
Iron	50¥	100¥	200¥
Copper	100¥	200¥	400¥
Silver	300¥	600¥	1,200¥
Gold	10,000¥	20,000¥	40,000¥
Mercury	600¥	1,200¥	2,400¥
Tin	30¥	60¥	120¥
Lead	30¥	60¥	120¥
Orichalcum	88,000 per unit		

MAGICAL SUPPLIES

Name	Availability	Cost	Street Index
Fetish Focus	3/26hrs	Rating x 3,000¥	1
Ally Conjuring Materials	(Force)/36hrs	1,000¥ per unit	1
Ward Castin Materials	(Force)/36hrs	1,000¥ per unit	1
Watcher Casting Materials	(Force)/36hrs	1,000¥ per unit	1

Page 92: Wards

Replace the third paragraph of this section with the following:

"Warding requires the magician to make a Sorcery Test against the desired Force Rating of the ward. The astral rating of the ward is equal to that Force Rating and it remains active for a number of days equal to the number of successes. The magician may choose not to use all his successes, making it easier to resist Drain for setting the wards."

Errata for the Shadowrun Sourcebook *Prime Runners*

The following omissions have been noted in the **PRIME RUNNERS** sourcebook.

REN MARTINDALE (Page 42-43)

This character's list of skills was omitted.

Skills

Boat: 3
Car: 4
Etiquette (Corporate): 4
Etiquette (Media): 7
Etiquette (Street): 6
Firearms: 2
Interrogation: 7
Negotiation: 4
Stealth: 3

Special Skill

Nose for a Story: 6

SUTHERLAND (Page 72-73)

This character's list of skills was omitted.

Skills

Car: 4
Computer: 14
Computer (B/R): 9
Computer Theory: 14
Electronics: 7
Etiquette (Corporate): 4

Etiquette (Street): 3
Firearms: 2
Pistols: 4
Predator: 6
Knowledge
Music: 4*
Physical Sciences: 4

KARL-HEINZ ZESSLER (Page 76-78)

The character's correct name is Zessler, despite what the text says.

SHADOWRUN: Prime Runners Errata (v1.0)
December 5, 1994
Shadowrun® is a Registered Trademark of FASA Corporation. Prime Runners™ is a Trademark of FASA Corporation. All material © 1994 FASA Corporation. All rights reserved. Permission is granted to duplicate and download this page for personal use only.

Errata for the rulebook *Shadowrun Second Edition*

Hey, it's better than a third edition... —The Folks at FASA

Sometimes, no matter what you do, errors creep in. What follows is the official errata for Shadowrun, Second Edition. Most of these aren't as much errors as clarifications or reconsiderations of some rules after the book went to the printers. The relevant rules sections will be corrected in future printings. Enjoy.

VEHICLES AND WEAPON DAMAGE

An important point was inadequatly made in the rules. On page 108 it speaks about comparing the Power of an attacking weapon against the Vehicle Armor Rating. It states that if the Power of the weapon does not exceed the Vehicle Armor Rating the attack will do no damage. This is true, except that when using Burst or Autofire (p.92) the comparison should be made before the Damage Code is increased to account for the multiple rounds in the burst. So, a weapon with a base Damage Code of say 5M will not penetrate vehicular armor with a rating of 6 or higher, even if a burst is fired (adjusted Damage Code 8S). Note also that the Damage Code modifier for a Called Shot should be applied before the comparison.

BARRIERS AND WEAPON DAMAGE

The references above to the Damage Code and Barrier Ratings hold for attacks against normal Barriers as well (p.98).

FULL-AUTO SHOTGUNS

Shotguns capable of Full-Autofire mode (FA) should use the Heavy Weapon Recoil rules (p.89) and recieve a Recoil Modifier of +2 per round, not the standard +1 per round.

SPELLS

Change the Drain Code of Mind Probe to [(F/2)+2]D.

SHADOWRUN II ERRATA V1.0 (8/92)
Shadowrun™ is a trademark of FASA Corporation © 1992 FASA Corporation All Rights Reserved Permission is granted to copy this page for distribution.

Errata for the rulebook *Shadowrun Second Edition* Hardcover

p.32 Automatic Success and Failure

Ignore the notation about the rule of six giving an automatic success. That statement is wrong.

p.32 The Rule of Six

Add: the rule of six does not apply to Initiative (see p.79).

p.50 Combat Mage

The combat mage's Body should be 2 (3) and his dice pools: Combat: 7 (9) and Magic: 6 (8). His Heal Moderate Wounds: 3 spell should simply be Heal: 3.

p.51 Decker

The decker's Reaction should read 5(9)* and her Initiative should read 5(9)* + 1d6(3d6)*. The askerisk still refers to matrix-only Initiative.

p.54 Elven Decker

The elven decker's changes are the same as for the decker, p.51.

p.56 Former Wage Mage

The Heal Severe Wounds: 3 spell under the Fighter profile should read simply Heal: 3.

p.57 Gang Member

The gang member has a Projectile Weapons skill of 3.

p.59 Rigger

The rigger's Essence should be 1.35.

p.62 Street Samurai

The street samurai's Quickness should read 4 (5), his Strength 6 (7), his Essence .1, his Combat Pool 7, and he should have only one level of Muscle Replacement.

p.69 The Skill Web (SRII GM Screen also)

Add a dot between the Firearms, Gunnery, Projectile, and Throwing skills and their respective (B/R) skills. Those four should resemble Armed Combat, like so:

— skill name —●— (B/R)

Also, shift the dot associated with Conjuring in toward the skill, so that web-section looks like this:

●— Magical Theory —
|–●– Conjuring
●— Sorcery

p.89 Ranged Combat Modifiers table (SRII GM Screen also)

Change the "recoil, heavy weapon" modifier to "+1 per round fired that Combat Phase."

p.89 Recoil

In the first paragraph, replace the second half of the paragraph starting with "Full-autofire…" with the following: "Full-autofire weapons take a cumulative +1 modifier for each round fired that Combat Phase. That is, a character choosing to fire a seven-round full-autofire burst receives a +7 modifier. If that same character chooses instead to fire two five-round full-auto bursts, he would have a +5 modifier for the first burst, and a +10 modifier for the second burst."

The final paragraph (top of second column) should read: "Double the uncompensated recoil modifiers for medium and heavy machineguns (heavy weapons) and shotguns. If a medium machine gun is firing 10 rounds, and has six points of recoil compensation, its final modifier is +8(4x2)."

p.92-93 Full-Auto Mode

Replace the sentence beginning "Each round fired…" with the following: "Each round fired inposes a +1 recoil modifier for the entire group."

Also replace the last sentence on the page with: "The Power Rating of the weapon increases by 1 point for every round fired in that full-auto burst."

The example has some errors. Replace the fifth to seventh paragraphs with the following: ""The first punk gets a three-round burst, which increases the Damage Code of the weapon to 10D. The three-round burst qualifies for 3 points of recoil, which the weapon compensates for. Punk 1: Damage Code 10D, Target Number 3.

"Punk 2 gets a three-round burst too, with the same healthy damage code of 10D. Now, however, six rounds have been fired so the total recoil modifier is 6. The weapon compensates for 3, leaving 3 for a +3 modifier. This is the second target of the combat phase, which adds another +2 modifier. Punk 2: Damage Code 10D, Target Number 8.

"Punk 3 gets the four-round burst (lucky her) that has a damage code of 11D. The recoil modifier is now +7 (10-3). Being the third target also means a +4 modifier added to the attack because of multiple targets. Punk 3: Damage Code 11D, Target Number 14."

p.96 Strength Minimum Rating

Change the final sentence of the section to read: "a crossbow's Strength Minimum Rating is used to determine its range."

p.98 Grenade Blast Diagram

The "5S" notation in the right-hand diagram should read "4S," and the total blast consequently "20S."

p.98 Barriers (general)

Add to the end of the page (column two): "Always use the base Power Rating of the round, unmodified for burst or full-autofire, for comparison against the Barrier Rating."

p.102 Friends in the Melee

The "see page" reference for multiple opponents should read "this page" instead of p.90.

p.108 Vehicles, Weapons, and Magic

Third paragraph, change the second sentence to: "that is, if the base Power of the weapon, unmodified by burst or full-autofire, does not exceed the rating of the vehicle armor, it will not penetrate."

p.131 Spell Success Test

The final paragraph of the example should read: "Rolling the dice, Jason gets a total of 10 dice (4+6) against a Target Number of 6 (5+1). The results are 1,3,4,5,5,6,6,6,6,6. Five of the dice score 6, so there are 6 successes."

>>>>>[Huh? I think it should read: "Six of the dice score 6, so there are 6 successes."]<<<<<
—Gurth (20:37:29/02-16-95)

p.144 Spirit Table

Under the nature spirits it should be the "Hearth" spirit, not the "Heath" spirit. There are no candy spirits in Shadowrun.

p.151 Spell Directory

Change the "type" of the spells Mana Bolt, Mana Missile, and Manaball to "mana," rather than "physical" as listed.

p.153 Mind Probe

Change the Drain to [(F/2)+2]D.

p.155 Treat

Change the first sentence of the third paragraph to "Successes from the Spell Success Test can be used to actually

heal boxes of damage, or reduce the base time, as found on the following table."

p.158 Spark

Change the duration of the spell to "Instant."

p.159 Table of Spells

Change the type of Mana Missile to "M," the Drain Code of Mind Probe to [(F/2)+2]D, and the duration of Spark to "Instant."

>>>>>[It should be Manaball that must be changed to M, I feel.]<<<<<

—Gurth (20:40:50/02-16-95)

p.168 Passive Alert

The second sentence should read "Add 50 percent to the ratings of all IC."

p.168 The Opposition

Use the decker archetype instead of the corporate decker as noted, if the **SRII Gamemaster Screen** is available, then use the corporate decker.

p.179 Damaging the Target

Remove the word "die" from the sixth line.

p.202 Contacts

In the last paragraph, remove the word "half" from "…half the character's Intelligence…"

p.205 Corporate Security Guard

Add a Willpower Attribute of 2.

p.207 The Fixer

Add the skill "Equipment Acquisition: 4" skill.

p.211 The Street Cop

Add a Willpower Attribute of 3.

CORPORATE HITMAN

"If the corp needs someone taken care of, it's me who gets the job. It doesn't matter who, why, where or when to me, rest assured that whoever ends up on the wrong side of my mission will not see another day. I firmly believe in the ideals of my corporation—I wouldn't do this work if I didn't"

QUOTES

"One shot one kill."
"Don't mess with a pro. Comprende, chummer?"
"Lone Star? They can't touch me even if they tried."

COMMENTARY

The corporate hitman is a different kind of company man. He specializes in eliminating people, and knows a hundred and one ways to do it. His superiors know he is something special, and intend to make every use of his skills—if the situation warrants it.

ATTRIBUTES
Body: 3
Quickness: 6(7)
Strength: 5
Charisma: 1
Intelligence: 6
Willpower: 6
Essence: .3
Reaction: 6(11)

SKILLS
Armed Combat: 6(7)
Athletics: 2(3)
Demolitions: 5
Etiquette (Corporate): 3
Firearms: 6(8)
Psychology: 4
Stealth: 5(6)
Unarmed Combat: 6(7)

CYBERWARE
Cyberarm with Heavy Pistol Cybergun and Retractable Spur
Cybereyes with Optical Magnification (3)
Smartlink Level II
Wired Reflexes (2)

BIOWARE
Enhanced Articulation
Reflex Recorder (Firearms)

Professional Rating: 4

ELVEN MAGICAL CULT PRIEST

"The modern age has proven the old religions wrong. They still see magic as evil, even though they're trying to change now—too late, as ever. Magic is the only true religion. It has Power, *real* Power, something that the others lack. I have made it my life's goal to teach others its Ways."

QUOTES

"Don't fear me, fear *them* up in those glass towers."
"Magic is Power. Learning to wield it is just one step to total delivery."

COMMENTARY

The magical cult priest firmly believes in her ideals. She sees her magical talents as a gift from some higher force, and intends to use them to its greater glory. In a way, her thinking is similar to that of other religions, but she has given a Sixth World twist to it.

ATTRIBUTES
Body: 3
Quickness: 5
Strength: 2
Charisma: 7
Intelligence: 4
Willpower: 6
Essence: 6
Magic: 6
Reaction: 4

SKILLS
Armed Combat (Staff): 2
Conjuring: 4
Enchanting: 3
Etiquette (Street): 5
Etiquette (Tribal): 2
Leadership: 4
Magical Theory: 3
Sorcery: 5

Special Skill
Religion (Magical Cults): 5

SPELLS
Heal: 6
Magic Fingers: 5
Mind Probe: 4
Trid Entertainment: 6

Professional Rating: 1-3

Character Sheet Expansion

The Shadowrun book provides a pretty good character sheet, but we've found that it absolutely never has the room to write down all the weapons characters are likely to own, let alone keep track of all the modifications on those weapons. Therefore, the next page provides three weapon monitors, with this page holding a short explanation of how we intended them to be used. For this, we use a sample weapon as toted by Richie, one of Mr. Brett's characters: an Arasaka Rapid Assault Shot 12 auto-shotgun.

Weapon	Conceal	Damage	Short	Medium	Long	Extreme	Weight	Recoil
Assault Shot 12	NA	8S	5	20	50	100	7.25	+2

Type: Shotgun
Magazine capacity & type: 20 (c)
Top mount: Ultra-sound Sight
Barrel mount: Improved Gas Vent (4)
Under-barrel mount: Rangefinder
Stock mount: Shock pads
Stock type: ~~none~~/rigid/~~folding~~
Smartlink: Level II (Internal)
Total recoil reduction: 5
Firing modes: Semi-Auto/Full-Auto

Ammo type	Full clips left	Empty clips	Rounds left in clip	Loose ammo
Gas (Neuro-Stun)	1		20	
Explosive	10		3	
Duplex	4	1	16	
APDS	10		20	

Going over the filled-out monitor, we can see the obvious details, like that the weapon is not concealable, does 8S damage, its ranges in meters, and that it weighs 7.25 kilograms. But the record sheet also says that the shotgun has a recoil modifier of +2 per round (in effect, heavy weapon recoil rules). The weapon's type is a Shotgun, and it holds 20 rounds in a clip.

On the weapon's top mount is an ultra-sound sight, with a rangefinder on the under-barrel mount, an improved gas vent rating 4 on the barrel, and shock pads on the stock. The stock type is "rigid," which means that the weapon does have a stock, but that it can't fold (this is probably something peculiar to our game, in that we sort of rate weapons for the type of stock they have; see page 83.) Furthermore, the weapon has an internal smartlink, of level II technology. The gas vent and shock pads combined give 5 points of recoil reduction when firing the Arasaka (Richie's Strength of 8 would give another 2 points, but that's not listed here as it isn't particular to this weapon), which can fire in SA and FA modes.

The weapon is provided with 1 full clip of gas rounds, 10 clips of Explosive, but the current clip has only 3 rounds left in it. Also, there originally were 5 clips of duplex ammo, but one has been emptied completely (he loaded it with Duplex and roasted a fragging dragon with one ten-round burst…), and the current one has had 4 rounds fired from it. Also, he has 10 clips of APDS rounds, none of which has been fired.

SHADOWRUN ENHANCED WEAPON RECORD SHEETS

Weapon	Conceal	Damage	Short	Medium	Long	Extreme	Weight	Recoil

Type: _____ Magazine capacity & type: _____
Top mount: _____ Barrel mount: _____
Under-barrel mount: none/rigid/folding Stock mount: _____
Stock type: _____ Smartlink: _____
Total recoil reduction: _____ Firing modes: _____

Ammo type	Full clips left	Empty clips	Rounds left in clip	Loose ammo

Weapon	Conceal	Damage	Short	Medium	Long	Extreme	Weight	Recoil

Type: _____ Magazine capacity & type: _____
Top mount: _____ Barrel mount: _____
Under-barrel mount: none/rigid/folding Stock mount: _____
Stock type: _____ Smartlink: _____
Total recoil reduction: _____ Firing modes: _____

Ammo type	Full clips left	Empty clips	Rounds left in clip	Loose ammo

Weapon	Conceal	Damage	Short	Medium	Long	Extreme	Weight	Recoil

Type: _____ Magazine capacity & type: _____
Top mount: _____ Barrel mount: _____
Under-barrel mount: none/rigid/folding Stock mount: _____
Stock type: _____ Smartlink: _____
Total recoil reduction: _____ Firing modes: _____

Ammo type	Full clips left	Empty clips	Rounds left in clip	Loose ammo

this **Plastic Warriors**-designed page may be duplicated for personal as well as other peoples' use :)