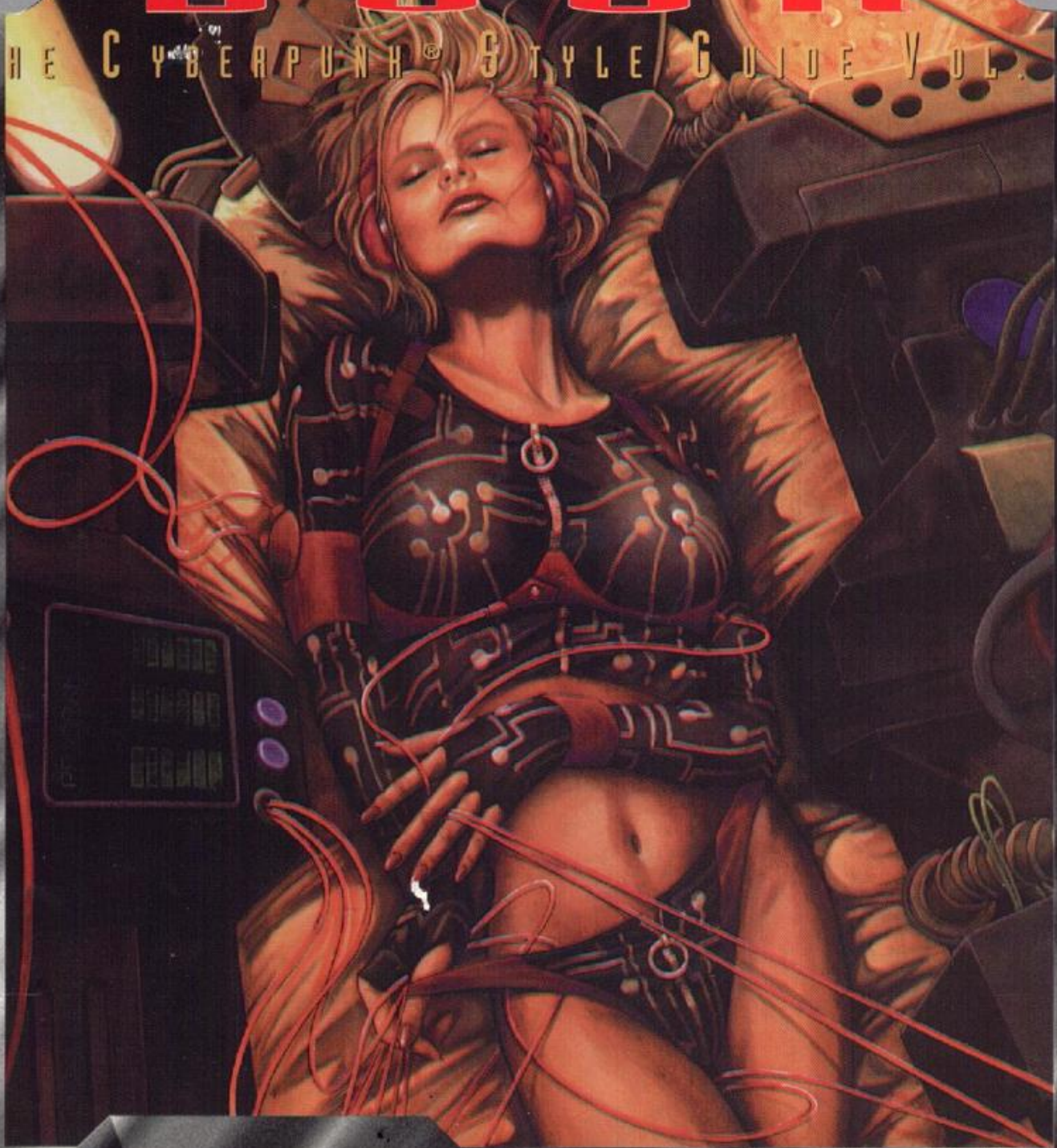


CYBERPUNK®

CHROME 3

BOOK

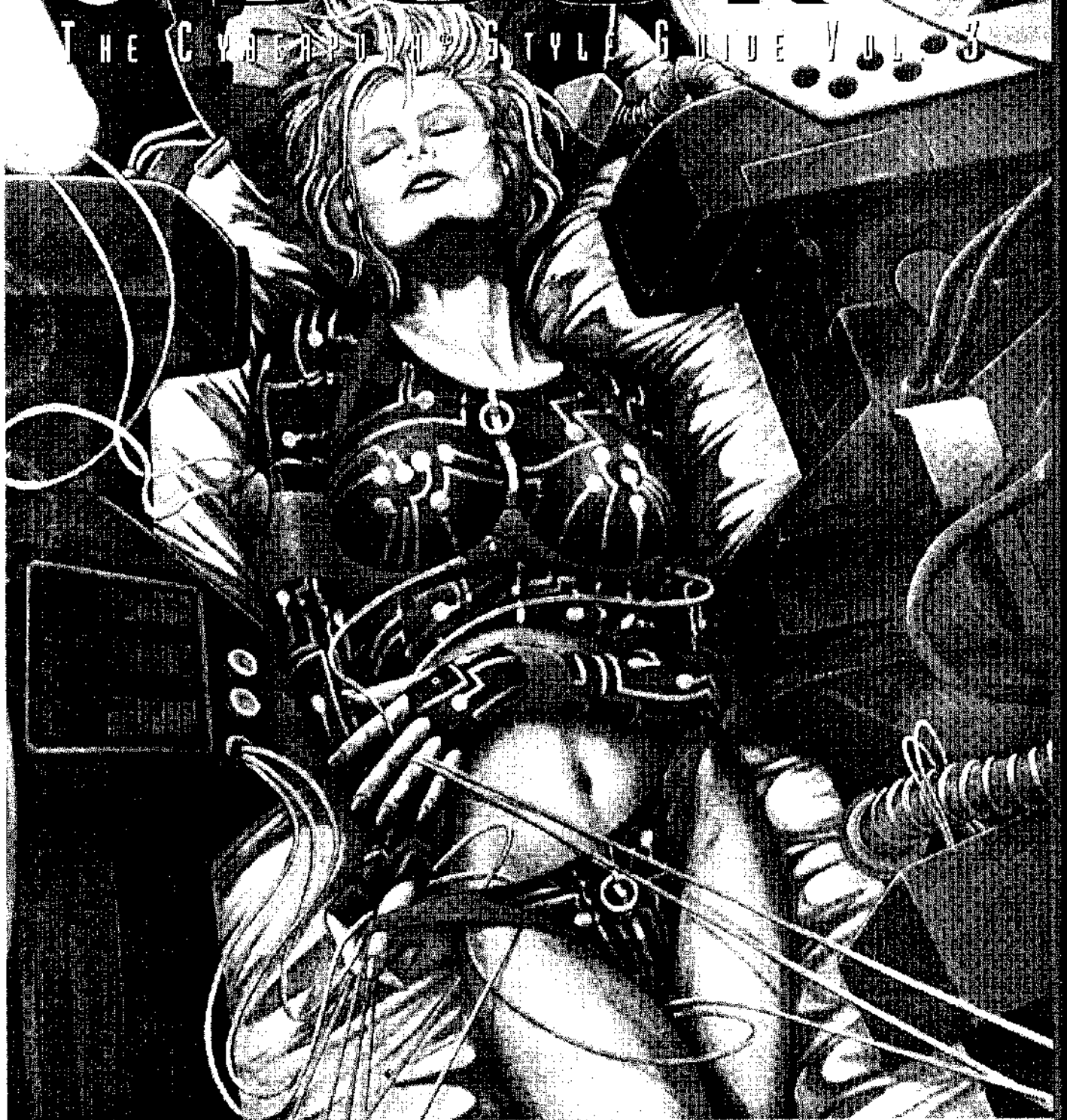
THE CYBERPUNK® STYLE GUIDE VOL. 3



R. TALSORIAN
GAMES, INC.

CHROME 2

THE CYBERPUNK STYLE GUIDE VOL. 3



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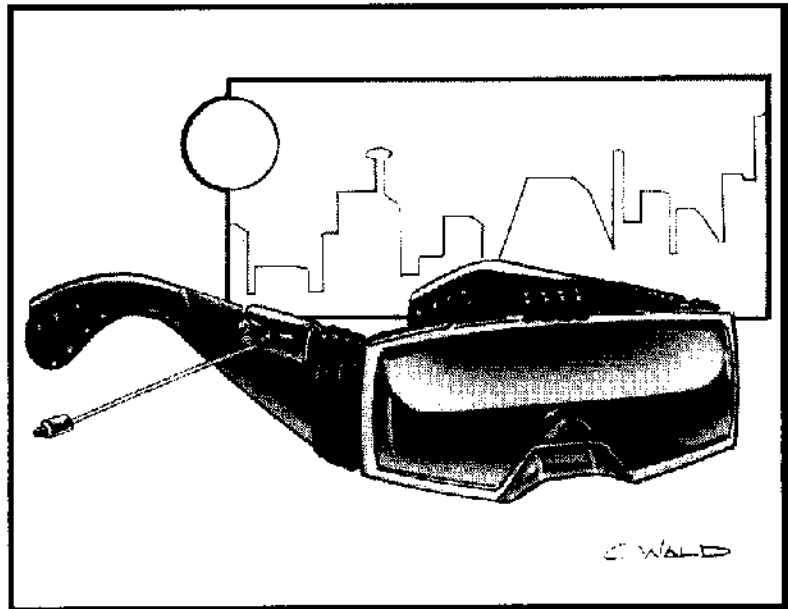


EQUIPMENT, ITEMS AND STUFF



Midnight Arms
Smartgoggle
Mirrorshades

450eb



Now you can have smartgoggles without ruining your fashion statement!

Available in chrome, silver, and gold-plated mirrorshades. All options cost 10% less than their cyberoptic versions.

Game Notes: these function as smartgoggles, but only hold up to 2 options.





Utopian "Small Wonders" NanoAgents

50eb

Bringing microengineering next to godliness...

The emerging technology of molecular machines and tailored viurses is now available to the common man thanks to Utopian Corp's Small Wonders product line. Small Wonders are autonomous, chemically-programmed, microscopic cleaning agents available for a variety of applications: spray once, wait 40 minutes and don't worry about cleaning up! Currently available NanoAgents include KleenBore for your guns, Nanair to remove body hair, AutoGloss for waxing your car, BioGloss for cyberlimbs and a host of others. Spray applicators are available in 10-use tubes (the size of a D-Cell battery) which maintain a survivable environment for the NanoAgents for 3 months.

Game Notes: Referees should feel free to come up with just about any use for Small Wonders—stuff that cleans your fingernails, anti-earwax agents, even the "automatic nose-picker!"

Arc Furnace

1,000eb

Ideal for the destruction of waste materials, the Adjuvant Arc Furnace reduces materials to their component atoms, before venting the resulting gases. Anything can be dealt with, and poisonous compounds and potentially dangerous viruses will be safely dealt with by this; the carbon atoms in botulinus toxin are no more dangerous than any others, once you get them alone.

Game Notes: The arc furnace is roughly a two metre cube, and needs a power supply. If left on, it consumes about 300eb of power in a day. Materials destroyed in the furnace are completely untraceable, it is impossible to identify them, no matter what methods are used. Note that toxic elements, such as arsenic or plutonium, will not be rendered safe by disposal in the furnace.

Communications Accessories

Fibre-Optic Cable

The backbone of the information society. These are the cables that carry all net signals, and all cable TV. Standard quality cable, such as is used for the net in North America, is 0.1eb/metre, and there's a lot of it out there. Higher quality cables can be obtained, allowing faster data transmission, and +1 to all netrunning tasks, as long as the entire cable route to the destination is made of such stuff. This costs 1eb/meter.

Repeaters

Even fibre-optics aren't perfect, and these devices are installed every hundred kilometres, to boost the strength of the signal. Interfering with one of these is a very good way to screw up the Net. If a repeater starts garbling its messages, provided that the garbling is fairly subtle, the automatic re-routers won't notice right away. The right glitch (INT + System Knowledge roll, Difficulty 30) will bring the portions of the Net crashing down for about two hours (Ref's discretion). Repeaters cannot be bought legally—Internet wants to hold onto its pseudo-monopoly—but can be obtained on the black market for about 1000eb, if you have the right contacts.

Junctions

These devices merge the flow of data in two fibre optics, and direct data along the correct route. They also tell the IG algorithms the physical location of the systems connected to them. These can be bought legally, since the network in a large building would need several. However, altering them to give false location information to the algorithms is illegal, and very hard (Very Difficult Electronics roll). Junctions cost 100eb.



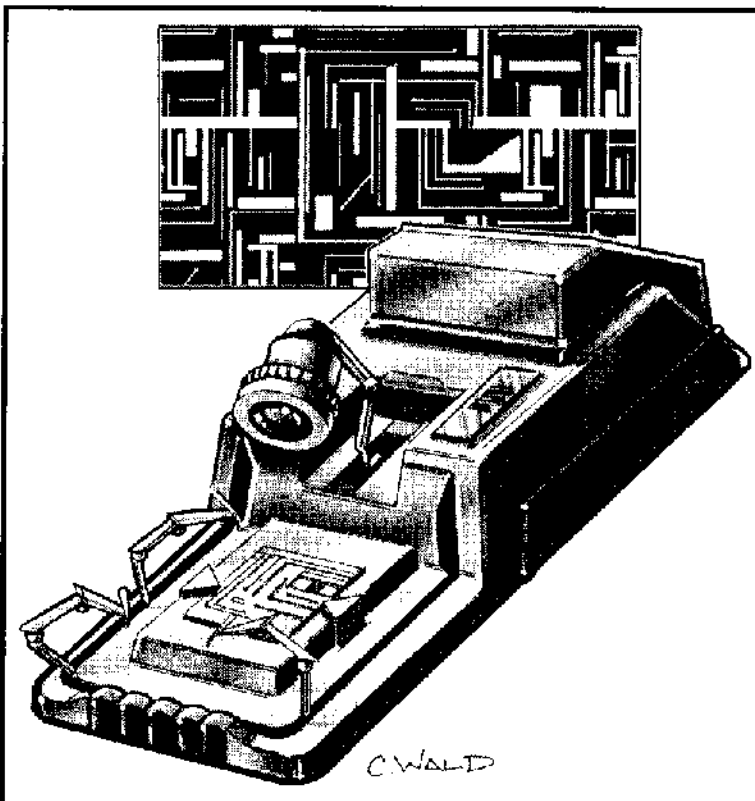


Interface Monitor

800eb

By Raven Microcybernetics. The interface monitor lets you keep track of what is going on at the link between man and machine while you are repairing cyberware. No longer will you have to work with a dead interface, unable to see what is going on, or chance the effects of random signals damaging either the machine or the host. Now, you have full information available, and the automatic cut-outs built into the monitor will prevent the errant signals causing damage.

Game notes: The monitor takes about half an hour to hook up, during which time the subject should be under anaesthetic. Once the probes are connected, however, the patient can be awoken without pain, and the cybernetics repaired with +2 to the Cyber Tech skill. Removing the monitor—necessary if the subject is to regain control of the cyberware—again takes half an hour, and requires anaesthetic.

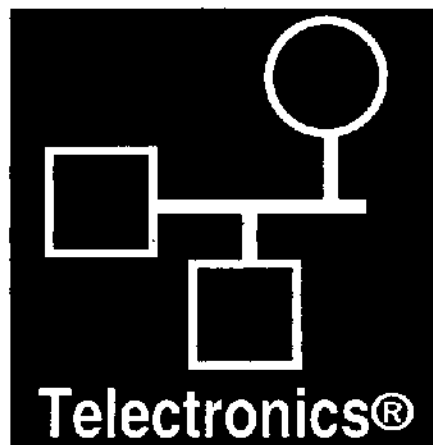


Telectronics Micromanipulator Rig

3000eb

For doing fine work, you need to be able to work on a scale far smaller than that of your meat body. The Micromanipulator Rig is a cyber-controlled unit that works on a scale of micro-millimeters. It requires an MLINK neural processor module to use, and it feeds appropriately scaled visual and tactile signals to the user, so that you will be able to use all your skill of manipulation on a piece of electronic circuitry as easily as you would the underside of a car.

Game notes: Eliminates "Complex Repair/Lock", "Don't have right tools" and "Hostile environment" Difficulty penalties based on size/scale. Gives a +1 to rolls for the following skills: Cyber Tech, Electronics, Cybermodem Design, Weaponsmith (in situation of appropriate size/scale). It is a non-portable piece of equipment, but doesn't use particularly large quantities of power.



MEDTECH



**Aesculapius
Incorporated**

Archaesthetic 1000eb

The lack of control given by most anaesthetics can cause problems for the working doctor. If the patient is in severe pain, the only option is to deaden all the pain, and then they can't feel anything, and so cannot assist your diagnosis. The Archaesthetic solves this problem with a modern application of an old idea: acupuncture. This electronic device allows you to control the level of signal getting through from one part of the body with complete accuracy, so that the patient can still give you feedback, while cutting the pain sufficiently that they can remain calm.

Game notes: The Archaesthetic takes between ten and thirty minutes to connect to a patient, during which time surface anaesthetics should be used. Once it is connected, however, it will give the medic +1 to Diagnose rolls, and +1 to Medtech rolls, due to increased information from the patient.

Blood Substitute 150eb per pint

The Aesculapius Blood Substitutes are the best on the market. They will take over all the functions of real blood for long enough to allow the body to replace the blood from its own resources, and the substitute will be broken down and excreted by the body without the need for additional medical intervention. In addition, it keeps indefinitely without cumbersome refrigeration, and is guaranteed compatible with all blood types. Even coloured red!

Game notes: Blood substitute adds +1 to rolls to stabilise a mortally wounded patient, provided that at least three pints are available. Obviously, it cannot be reused. In addition, if a person loses more than four pints of blood, replacing it all with substitute will lead to some medical problems, as the substitute will break down before the body has had time to prepare sufficient real blood to replace it. Trauma Team ambulances and hospitals always have this available, and the bonus is already included in that listed (CP2020, pg.95).

RapiDetox 1500eb

There are times when you need to get someone's system clear of a drug, fast. Maybe the stuff's a toxin, or perhaps it would interfere with urgently needed medical treatment. Either way, there wasn't much you could do but wait, or pray. Now, with the RapiDetox, you can deal with the problem. Hooked up to the bloodstream, this device can analyse any drugs present, assist you to design a counteragent, and then synthesise and release the counteragent, all in a matter of moments. No longer need someone's personal habits interfere with your attempts to save their life.

Game notes: The user must make a Pharmaceutical skill check, with a difficulty depending on the substance in the blood (GM's call). One check may be made every turn, and the substance is neutralised within three turns of a successful check. Clearly, RapiDetox won't stop any fast-acting poisons before they kill their victim.

LPTU™ Limb Preservation and Transport Unit 500eb

The Limb Preservation and Transport Unit is a more specific version of the FrostTech cryo-case. Should a limb be severed relatively cleanly, this unit can preserve it intact until it can be re-attached. Even in the case of a messy amputation, as by gunshot wounds or explosions, it is still easier to clone part of a limb than the whole organ, and so the preservation may well save time and money.

Game notes: The LPTU is not a simple piece of apparatus, but it can be carried by a single person, and can contain a leg, or two arms, or various other organs. It is specifically designed for limb preservation, so that the Body Bank value of the limb will be 10-60% greater than normal for a standard condition body part.



BODYWEIGHT

Life Preservation Systems

Portable Intern Unit 1200eb

The Bodyweight, Inc. Portable Intern Unit is the ultimate in diagnostic aids, combining a Haemalyser and a Cerebroscanner. It takes a small sample of blood from the patient, and will give information on blood sugar, blood count, hormone levels, pathogens, and presence of drugs and other foreign substances. The needle used for taking the samples is reusable and automatically heat-sterilised after every sample is taken. The Cerebroscanner's open-frame cap sensor fits over the skull, automatically sizing itself, and provides a continuously metered EEG readout along with interpretation.

All data is displayed on a screen (stored for later analysis), or fed via datajack to a medical mini-comp (or med-scanner), aiding and enhancing your diagnosis.

Game notes: The PIU gives +2 to Diagnose skill when used with a medscanner or mini-comp. It also gives +1 to stabilization attempts. The unit's total size is a little larger than a standard briefcase.



Aesculapius
Incorporated

Cybercast 3000eb

Also known as an Exo-crutch, the cybercast is a godsend to those with broken limbs. Simply slip the limb into the casing, and turn it on. The cast will then take all the weight of any action performed, permitting almost normal use of the limb while the break heals.

Game notes: a Cybercast gives -2 to all actions using the limb, but days spent wearing it count as full rest for the purposes of healing, as long as the damage is only to the limb. Hospitals will rent them out, at 200eb per day. They are of most use while a patient is critically injured.

MASETTO TECH CLOTHING



'Alessio' Coveralls 200eb

The Masetto coveralls are ideal for the tech who wants to make a good impression, but still needs to be able to work. Besides, you want to look like a tech, not some corp who wouldn't know a micrometer from a strain gauge, right? On the other hand, who's going to pay the big money if you look like you just crawled out of the La Brea tar pits? These coveralls are hard-wearing, covered in pockets and loops for holding all your equipment, and made from a specially treated fabric that is highly resistant to everything—oil, water, fire, acid—everything. But you can get this anywhere—what makes the Masetto coveralls different is the style. Our top designers rework our range every season, to offer you the look that says you're worth the top money.

Also available: 'Lano' armour coveralls, with all the style of Masetto and the added protection of armour. It's not just Solos that need armour: a damaged AV can be as dangerous as a gunfight, if the fool on the job before you didn't know what he was doing. **Game notes:** 1600eb, SP14 to arms, torso and legs, EV +2; these cannot be distinguished from the unarmoured version unless a Difficult Awareness check is made.





'Guercio' Helmet

600eb

In working in the dangerous environments that a tech's life frequently leads her into, you need protection for your eyes and lungs. Sparks from electrical welding, spray from mixing chemicals, and even the fumes from certain paints can all damage the eyes. Likewise, you must ensure that you do not breathe various hazardous dusts and gases, all of which are common on the job. Until recently, the only way of getting the necessary protection was to wear bulky and ugly goggles, and breathing masks that hadn't changed much in design since the twentieth century. Masetto's Guercio sets that situation to rights. An elegantly styled helmet, it comes with a full-face visor and a breath filter, both of the latest design. No longer will your protective gear make you look like a fool—the Guercio is also a fashion accessory. (SP 20, visor provides protection from flare as well, breath filter gives +10 to all rolls to resist the effects of dangerous gases as long as oxygen is present.)

Also available: the 'Gianni' helmet (800eb), which includes smart goggles. This can be fitted with any the options for the usual price. (CP 2020 pg 57).

'Pinamonte' Boots

500eb

High style, high protection. It's high time someone realised that techs' feet are important, and Masetto were just the people to produce the answer. Our boots are made of synthetic materials so that you can walk over spikes and through fire without hurting yourself—after all, in your job, you have to be ready to fix anything. But, as you would expect from Masetto, they are also styled so that you could wear them in St Moritz, and everyone would think you were a guest. (SP 20 for the feet and ankles only.)

'Ciampolo' Gloves

400eb

You need your sense of touch when you're working on a delicate job, but you want some protection in case the pipe cracks, or the tank leaks. Until now you had to compromise, but Masetto now have gloves that solve your problems. Made to the same standards of style as our coveralls, and of the same resistant materials, they incorporate transducers so that you can feel what you touch. Refuse to compromise—buy Masetto.

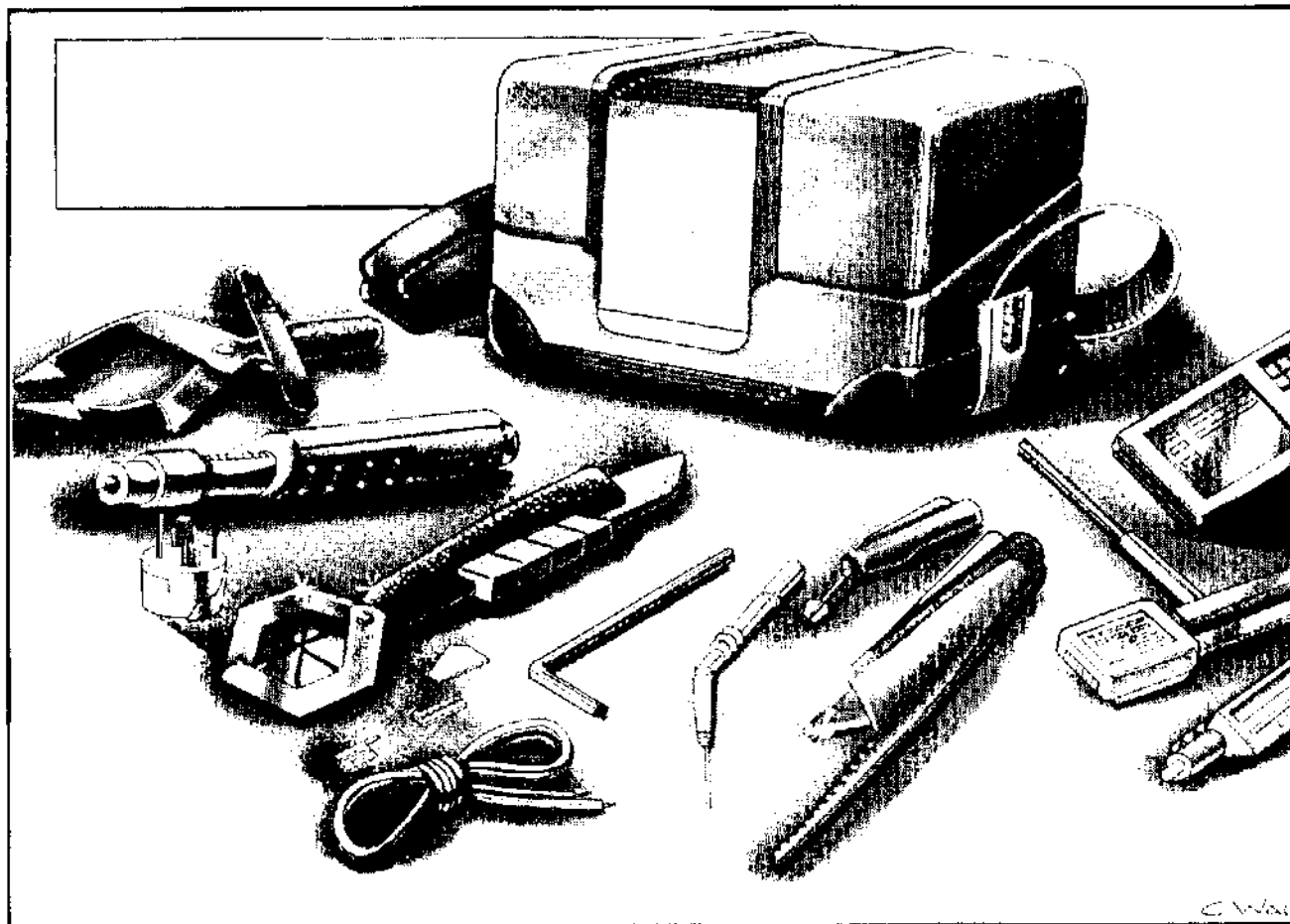
'Francesca' Techscanner

1200eb

Every tech needs a techscanner, but you don't want to be 'every tech'. For you, then, Masetto has developed the Francesca. This techscanner has the best programs available, along with sophisticated I/O ports and probes, in order to give you accurate and useful information on the equipment you are investigating. But, as you would expect from Masetto, it is built with style and grace. The smooth, chromed lines are specially designed to complement the Alessio coveralls, while the colours of the display set the device off beautifully. Why should you be ashamed of your tools? With the Francesca, there is no longer any need to be.

Game Notes: An above-average techscanner; it gives +1 to skill rolls for diagnostic checks. In status- and appearance-conscious Europe, a Tech carrying one of these may also get a +1 to his Wardrobe&Style or Reputation (GM's call).





'Farinata' Tech Tool Kit

350eb

The tools of your trade with the style of the elite!

When we started out as techies, we all wanted one of those clunky metal boxes for our tools, because that seemed to be the mark of a true techie. Now that we are older, we know that we don't need to advertise our profession – anyone who is important already knows. Now, we just have to look good enough that the élite won't be ashamed to have us fixing their AVs. The Farinata fulfils these requirements. The smooth false leather case is resistant to most damage, and styled to look unique. The tools themselves are polished to a high chrome finish, and have been shaped by top designers to look good, as well as be effective. Not even the most dedicated follower of Eurostyle could find anything to fault with the Farinata. Also, the 'Venedico' electronics tool kit (350eb), with all the style of the Farinata in the tools required for the repair of electronics.

Game Notes: In status-conscious Europe, a Tech showing up with this kit may get a +1 to his Wardrobe & Style or Reputation (GM's call).





Raven Microcyb Inc. "Tripod" Waldo Set

800eb

The RMC Tripod should be essential equipment for every techie. You always need another pair of hands, but what's more you need a pair of hands that will do exactly what you want, not what some dumb assistant thinks that you want. The Tripod interfaces with you through a neuralware MLink (separate installation), and will perform simple tasks in the workshop under your control. Its three legs give it stability in most conditions, and its multiply-articulated hands are delicate enough to do your work for you. Further, the open-frame construction makes maintenance very easy. After all, as a tech you'll want to repair your own equipment, won't you?

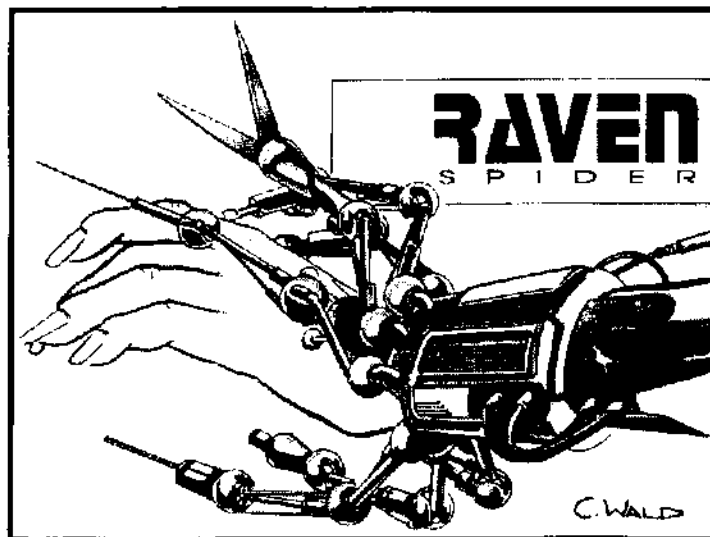
Game Notes: The Tripod could work as a remote pair of hands, but the Tech would need a lot of practice and full concentration to do that. It certainly won't allow you to work on two jobs at once. However, it does serve as another pair of hands, and it can hold things steady while you work on them, and move things around, so it does make it possible for a techie to perform certain tasks alone that would normally need two people (-3 to TECH, REF, or INT-based skill rolls involving the unit, until the user has had a week's practice and makes a Difficult Basic Tech roll. Further penalties/effects are the GM's call).



Raven Microcyb Inc. "Spider"

MicroWaldo Bracer

700eb (800eb cyberarm option)



The Spider is the next step in personal assistance for the techie. You always complain about wanting another pair of hands, and with the Tripod you have them. But what you really want are more fingers, to hold those wires out of the way while you work on the connection, or to hold the component steady while you attach it. The Spider is designed to solve these problems. It fits over the forearm and plugs into an interface socket, and contains eight fully articulated probes that can be controlled to do those jobs that your fingers can't. Tangled wires are no problem, with the Spindler. Also available as an option for cyberarms, taking one option space (Surgery: N, HC: 3).

Game Notes: the Spider gives +1 to all repair and construction TECH skill rolls on small/complex items. You could probably use it to play a musical instrument as well, with practice.



Techtronica

"Mite" Diagnostic Remote

400eb manual, 500eb cyber

The first step in repairing any equipment is finding out what's wrong with it, and to do that you usually need to be able to see the problem. This can be difficult: after all, you don't want to disassemble an entire AV-4 looking for a fault that is confined to one engine, and yet it's difficult to examine everything without taking a machine apart. The Mite was designed to solve this problem. It is a tiny remote camera (1cm x 1cm) with a built-in light source, connected to the control terminal by a fibre-optic cable, since electromagnetic transmissions are frequently disrupted by the presence of large amounts of metal. Not only can the camera's efficient BugLeg® system move itself under your control, but the cable has a special active sheath, so that it retains its shape, thus ensuring that it doesn't snag on anything inside the machine under investigation. Indeed, the cable is strong enough to lift the camera, so that you can have full three-dimensional mobility. The Mite is available with both manual and cyber controls.



CTS, plc 'Pembroke' Techscanner

1500eb plus update subscription of 100eb per month

When a company concentrates on one product, you can bet that that product will be the best, or the company will disappear. CTS plc has survived in the hostile economic climate of the United Kingdom for the last eight years, with no product apart from the Pembroke. It is the best techscanner on the market, without question. We can't offer Italian style, but a real techie is interested in what's inside the box, right? The Pembroke can identify almost any fault in almost any machine, and the update service means that you stay on top of the technology. The Francesca might look flash, but the Pembroke gets the job done.

Game Notes: A new version of the Pembroke is issued every year, on January 1st. The update subscription buys you a chip on the first of each month that plugs into the main unit. If you subscribed for a year, you can get the next year's new version by re-subscribing and trading in your old unit. A Pembroke gives a Tech +2 to skill rolls when investigating and fixing any piece of tech designed before the latest upgrade chip, and +1 for other devices. Rumour has it that CTS hires freelance techs to get them details on newtech that hasn't hit the streets yet. Most Fabergé Croesus scanners were built around Pembrokes.

Tool Kits by Buchsterhude GmbH

1000eb, or 1500eb for high style.

When you work, your tool kit is an extension of your limbs. Your limbs were grown uniquely for you, and yet most techs seem to be content to use tools that were chucked out by the million for all the techs of the world. You, however, know that to do a job really well, you need tools that were designed for you, tools that can give you the Edge that you need to survive in today's world. Buchsterhude provide tools for techs with that kind of vision. You spend a day at our workshop, and then the tools are built to complement your body and style of working. We can even make them look as flash as those produced by any other company. There is no real alternative.

Game Notes: These tools add +1 to repair and construction skill rolls whenever they are used by the person they were designed for, but give a -1 penalty should anyone else try to use them. The high style is not as good as the styling on a Farinata, say, but it is unique (may give a +1 to Tech's Wardrobe&Style skill or Reputation).

Fax Plus 1000™ Fax Machine

300eb

The best invention since sliced bread for the computer age. Send documents, pictures, and anything else that can be put on paper over the phone lines. The Fax Plus 1000™ is capable of taking dictation to send letters and memos. The makers have even included an interface plug to receive fax info on Times Square Marquee™, Video Imager™, or Times Square Plus™ optics upgrades. Incoming faxes can be downloaded to a memory chip via a Dataterm link. For an additional 100eb, the Fax Plus™ can be linked to the owner's phone link and alert him/her of an incoming fax. Fax transmission time is half of the old model 500 (i.e. a Letter size document can be transmitted in under .3 seconds). And it's portable too! A must for the busy executive.

Game Note: Size of a paperback book. Requires a phone line to work. A cellular phone can be used if it has a fax interface built in (Chromebook 2, pg.33). The battery will last for up to 10 hours on a single charge. Has an AC adaptor that is switchable for use in both European and American buildings.





ThunderArc Industries Three-D Holophone

900eb

Taking your vidphone further into the future! ThunderArc Industries (with the support of Internet and the U.S. Gov't) has developed a tabletop, holography-based video-phone that will display an image of the caller (and about a 3m diameter area around him). The user talks through a speaker mike and cannot move further than arm's reach from the unit. For 50eb, you can get a phone chip that allows you to show a Net-style icon instead of your own image.

More Cell Phone Options!

Tight Beam

200eb

CCI's latest security innovation turns your phone into a short-range radio (about 1 mile) on a tight beam to avoid detection. Recipient of transmission must be in line of sight with no major obstructions. Wt. 0.3 kg, 1 month power duration.

Call Waiting

Seb/month

Owner receives a beeping tone informing him/her of another incoming call.

Call Forwarding

Seb/month

Owner can receive calls to his phone number at another number.

Miniature Copier

230eb

This is a portable, rechargeable, color, hand-copy machine. It has a 6" wide copier head, a 1MB memory for storing images, and it holds eight feet of paper. It can be linked with most computers, so its stored memory can be transferred into the computer. It has an AC adapter and a 1 hour rechargeable battery. Weight 0.5kg.

Datatel Rotowrighter

20eb

These tiny, disposable printers are plugged into a computer (compatible with Zetatech E-book and EBM PCX; see *Chromebook 2* pages 14-15) for small printing jobs. Each plastic pack holds a small reel of paper (20 pages) and a 3-color inkjet. Once it's empty, just throw it away. Size is 8cm x 4cm x 2.5cm.



Teletronics

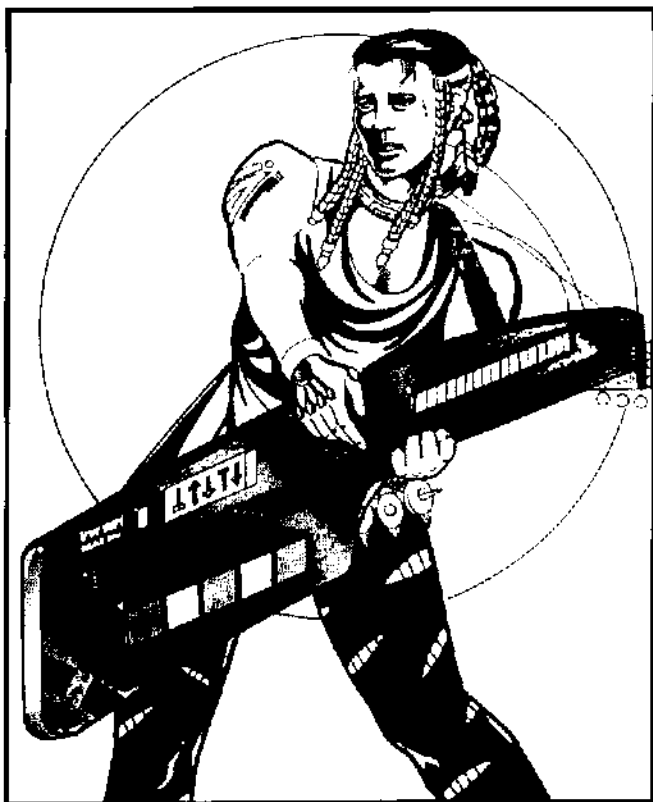
Modulation

Chip

20eb

This component can be installed in any radio with an Average *Electronics* check. It allows the radio to resist jamming and eavesdropping by hopping from preset frequency to preset frequency at regular intervals. All personnel in the unit/group must synchronize their chips for this method of communication to be of use. Eavesdroppers will find impossible to listen in on these conversations unless they know the preset frequencies. Jamming is still possible, but Military Radio can now only be jammed on a 7-10 on 1D10 (*Maximum Metal*, pg.26).





Yamaha RX4000

"Hurricane" Ultrasynth

2,345eb

THE universal synthesizer.

No more need be said . . .

Yamaha's new CyberMIDI synthesizer puts you in control of every aspect of your show. Available either as a rack-style keyboard or a guitar-style pushbutton instrument, the RX4000 uses advanced neural interface technology to give you the ability to create any effect you want. You no longer need roadies, technicians, or even a band to get out your personal message. The Hurricane can synthesize, according to cybernetic operation, any sound you can imagine, be it a harpsichord, an acoustic guitar, a Japanese Kodo drum or even a kazoo. Programming can be done beforehand or even improvised onstage, and with linkage to stage systems, the

Hurricane can operate speakers, videoboard, and lighting systems! With enough skill and experience, one performer can be a lead singer, guitarist, drummer, keyboard player, backup, lighting and effects technician all in one! And when you network two or more Hurricanes together, you've got yourself a virtual monsoon of musical versatility!

Game Notes: the RX4000 adds +2 to the use of the Play Instrument (Synthesizer) skill, and allows control of more than one sound (or effects) element at one time. However, for each extra element controlled, the performer suffers a -1 to his Play Instrument skill (so that three instruments could each be played at his/her normal skill level, while five would all be played at -2). Lights, videoboard and other effects use the same rules, but use the Perform skill. If the performer takes control of more elements than his/her INT stat, then s/he "blitzes out," losing control of the various elements and creating a sound which resembles a modem signal. In such a case, a Stun save must be made to avoid passing out from the mental strain.



Midnight Arms Smart Glove

110eb (+cost of smartgun mod)

The SmartGlove is designed to connect a smart-gun to its user immediately upon grasping the butt of the weapon. This is important to people who may expect ambushes but are not in a position to walk around "hooked-up" to their weapon. It also allows users to switch weapons quickly without having to deal with interface plugs.

The glove has connection pads located in the palm and trigger finger that are wired to a plug integral to the glove. The actual weapon must be modified with corresponding pads on butt and trigger. A firm, combat-ready grasp on the weapon (with finger on the trigger) completes the connection.

Game Note: Your plug must be in the wrist in order to use the glove. Due to the potential for signal interruption, if you fail an Average REF roll when first grasping the gun, the glove gives a -1 penalty to WA. The cost of weapon modification adds 200eb to the cost of smartchipping the gun.





Arasaka R-101 Lie Detector

5000eb

Cross your heart and hope to die...

The most advanced and efficient form of interrogation system short of a roomful of sensors and an airhypo full of sodium pentathol, the R-101 is portable thanks to its briefcase-style configuration. Many Arasaka corporate police pack these in their patrol vehicles. The R-101, when opened, unfolds into a multi-display screen, an laser-light optical scanner, a head brace, a pulse and bloodflow reading wriststrap, and a palm scanner. The subject must have their head in the brace so their eye can be scanned for dilation and other telltale signs while their hand rests on the scanner plate so their blood flow and heart rate can be monitored. An audio processor checks voice stress, and the entire unit uses a (deliberately) noisy processor as its CPU.

Game Notes: Detection of the subject's veracity is 90% reliable. A deliberate attempt to mislead the machine requires a Very Difficult COOL roll; Resist Torture/Drugs skill applies (Persuasion/Lie does not). These things cost a fortune on the black market (3-5x normal price!).

THE GREAT OUTDOORS

Everest VentureWare Grapple Line

60eb

This multi-pronged hook is fired from a hollow "baton." Driven by compressed air, the grapple is attached to a thin 100m line. The rope is threaded with plastic fibers to increase durability (SDP 30). Weight 3kg.

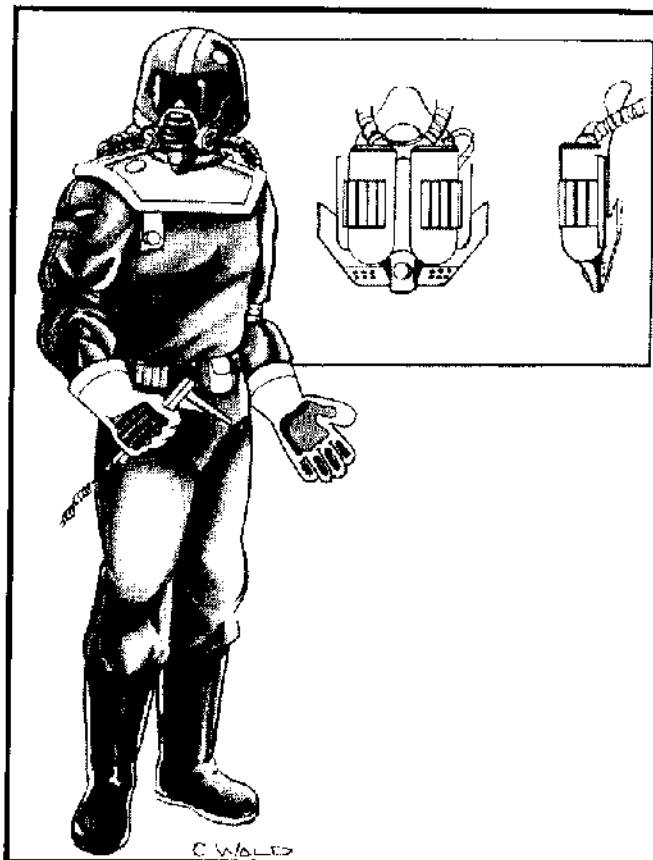
Game Notes: Climbing—characters can climb a number of meters equal to their MA in one round. An Average Athletics check should be made for every turn spent climbing. Failure indicates a possible fall. An Average BOD check should be made for the character to hang on (Strength Feat skill applies); climbing can resume next round. The movement rate when climbing without the aid of a rope is MA/2 in meters. The Ref should assign a difficulty number for Athletics or Strength Feat checks according to the sheerness and angle of the surface being climbed.

Everest VentureWare Climbing Spikes

75eb (140eb for interface control)

Invented in the last century by utility crews, now available to the common edgerunner. These retractable blades/spikes are fit to the inside of your boots or legs, and can be dropped six inches past the soles of your shoes at the touch of a button. (Can also be activated by palm, belt, or interface control.) Not only good for climbing, they can also do grievous harm (1D6+3 damage, AP as knife, add BOD modifier) while kicking or stomping opponents. The spikes can be dropped just to sole level for added traction on slippery surfaces.





Esporma Environment Suit

725eb

The latest break through in electromagnetic polarizing fibers has created this wonder in hostile-environment clothing. The permeability of the suit can be adjusted with a simple thought or punch of a keypad.

The Esporma Combat Special is a must for any situation that may include poisonous gasses, bioweapons, or corrosive materials. All seams are magnetically sealed and air-tight. Gloves, boots and a hood with face shield complete the package. With an internal oxygen supply, the wearer can enter any poisonous gas without suffering ill effects. Even powerful nerve gasses which kill on contact cannot touch the wearer. In normal environments, the wearer may make various panels of the suit "breathe", which drastically reduces user fatigue. No air-tight suit is protective if the wearer cannot endure to have it on in preparation for a gas assault. The suit is also self-sealing when punctured.

Game Notes: the Esporma suit is SP30 vs corrosive chemicals, SP10 vs bullets/blades. It will re-seal itself within 2 combat rounds (6 sec) if penetrated. The air pack is good for 60min of continuous use. With quick adjustment to the intake, outside air can be breathed with the same protection as cyberware nasal filters (CP2020, pg.84). There are 6 "breathing" panels on the suit (outside of arms/legs and

sides of torso); a single panel can be sealed in 1 combat round (3 sec), sealing all the panels takes 3 rounds (10 sec). The sealed suit has a +3 EV, and a wearing duration of 45min. The duration can be increased by 15min./2 panels the wearer keeps open. Every 15min. over the duration, the wearer must make an Average BOD roll (Endurance skill applies), or his REF, MA and BOD stats are halved for as long as s/he continues to wear the suit.

The Automapper™ by ThunderArc



200eb

The device for the terminally lost. Simply tell the Automapper™ your present location and intended destination and it will give you an easy to read map with the fastest route available. The Automapper™ is tied to the same vast network of databases that provide the Dataterms with their map information. An interface port is available for an additional 20eb.

Game Note: Subject to the same drawbacks as cellular phones. Interface port can be used only by people with plugs and a Dataterm link.

Geotech Enviroscanner

400eb

Information about your environment...

Power over your world.

This compact, hand-held unit is capable of detecting and indentifying the level and direction of radioactive and biological contamination within 7m. The Enviroscanner also provides a constant reading of the purity of the oxygen in the area. The scanner has an auditory warning system, so there's no need to constantly monitor it. The scanner has an AC adapter and a rechargeable 12 hour battery. Weight 1kg.

PHARMACEUTICALS

Militech Combat Drugs

These drugs are highly illegal and only restricted quantities are available to the U.S. military (and Militech mercs). It is known that Militech has made these combat drugs available to any military force in the world that can meet their price.

Prime [500eb/dose]:

This drug narrows the user's concentration down to a highly focused point and eliminates extraneous emotion, making the user extremely cold and rational (+2 to COOL, +3 to Awareness, +2 to Stun Saves). An Average COOL test should be made when the drug wears off. Failure indicates that the user has not made a successful transition to an unprimed state. The user is distracted and finds it difficult to concentrate (-3 to all skill use, -2 to COOL for 1D6/2 hours). Duration 1D6+1 hours.

Timewarp [300eb/dose]:

Timewarp sharpens the reflexes of the user and enhances reaction time to an inhuman level (+3 to Initiative rolls). After a dose of Timewarp wears off, the user should make a Difficult BOD check. Failure indicates that the character takes 1D6/2 points of damage from body overstress. This drug has a duration of 1D6+1 minutes.

Berserker [400eb/dose]:

It's just as bad as it sounds, this drug heightens the user's aggression, and makes him apathetic about his own safety (+2 to BOD for BTM, Stun Saves and H-to-H Damage Mods; +2 to COOL, +1 REF). After a dose wears off, make a Difficult BOD check and a Difficult COOL check. Failure of the BOD check inflicts 1D6/2 damage (BTM modified) on the user from overstress. Failure of the COOL check indicates that the user has permanently lost 1-2 Humanity points. Duration is 1D6+1 minutes.

Game Notes: It would be extremely difficult for any normal (non-military) Cyberpunk character to obtain these drugs legally. A Near Impossible Streetwise check or a Very Difficult Streetdeal check could be made to obtain a single dose of one of these drugs at triple cost.

Trauma Drugs

Manufactured and distributed by Trauma Team International, these trauma drugs are designed to meet the needs of any field medic. No good medtech would be caught without them. Available in liquid form for use in air hypos or as a single dose slap patch.

Sedative [40eb/dose]

This drug will render a patient unconscious safely and quickly. A Very Difficult BOD save can be made to maintain consciousness (-3 to all tasks for 1D6+1 rounds due to grogginess). Duration is 1D6+1.

Stim [50eb/dose]:

This drug negates the mods for any wounds the patient has taken (CP2020, pg.103). Duration is 1D6+1 minutes, after the drug wears off the patient automatically takes 1-2 more point of damage.

Surge [75eb/dose]:

This drug acts like an endorphin. The patient receives a burst of energy and can ignore the need for food and sleep and receives a +1 to his Stun Save. Duration is 1D6+1 hours. The patient's stats will be halved after the drug wears off until he receives at least 5 hours of sleep.

Trauma I [60eb/dose]:

This drug is administered when the patient is in a Mortal Wound state. For the duration of the drug, Death Saves are 3 points easier. This drug is usually applied by non-medical personnel or even the patient himself since stabilization is always a better course of action. Duration is 1D6+1 turns.

Game Notes: These drugs are legally available to licensed medical personnel. They can also be obtained illegally with an Average Streetdeal check or a Difficult Streetwise check. If obtained illegally, prices are doubled.



Surveillance Kit

3500eb

A) Miniature Listening/Monitoring Equipment

20 mini-mikes with a battery life of 1 month. 10 fiberoptic micro-cameras with a battery life of 3 weeks (continuous transmit only ; 1 week if stored). 10 chip-bugs, to be installed in electronic communication devices; they run off the power of the device. A multi-band receiver with chip recorder (1km range). All bugs can be switched off remotely to avoid electronic detection.

B) Tracers

20 tracer bugs with a battery life of 1 week. A receiver with a range of 10km. The receiver tells you the direction and distance of the bug.

C) Ranged Microphone Equipment

A directional mike with a range of 50m. It is unusable if there is a great amount of noise behind your subject. A vibrational mic with a range of 200m. The mic projects a laser onto a windowpane, and detects the vibration on the glass created by speech beyond it; a microprocessor translates the vibrations into speech. This is useless if there is anything obscuring the glass on either side.

D) Digicamera

Similar to the standard Digital Camera (CP 2020, pg. 59), except this one has telescopic (10x), IR, and wide-angle lens options, plus a fiber optic flexilens for shooting around corners and under doors. It can store up to 500 images.

Visual Adapter

100eb

This device allows IR, UV, Lowlite, or Telescopic scopes/lenses to be attached to a digital camera or video cam. The camera can then take advantage of the enhancements provided.



SecSystems

Detection Wand

175eb

This is a hand-held metal detector. It is designed to detect weaponry and cybernetics. It only has a range of 10cm so it must be run over the subject's body to be effective. It has a rechargeable battery that is good for 2 hours of constant use. Weight 0.5kg.

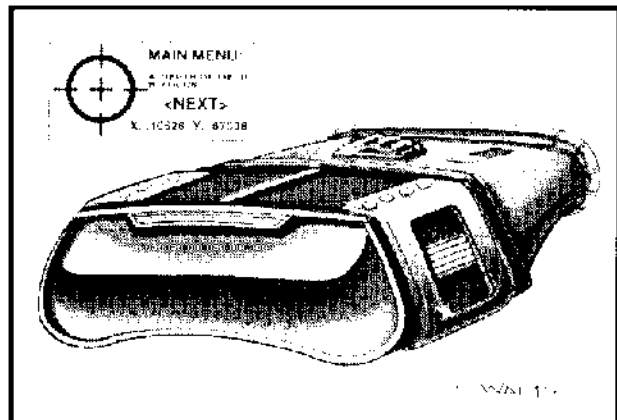
Optitech MagViewer

375eb

A more powerful version of the common binoculars (CP2020, pg.58 or 68), this binocular-style viewer has 20x magnification with an auto-focus system. It has an active sonar rangefinder, and a time/day display. Weight 1kg.

The Optitech MagViewer may also have one of the following options:

Passive Infrared	100eb
Lowlite	125eb
Digital Camera	75eb





IEC Domitic System

Cost (see below)

The Domitic System (from latin "domus", the house) is the major achievement in European houseliving. It is a computerized home managing system that controls the domestic functions of your house; that is to say, electricity and water supply, heating, security alarms, but also more specific needs you might have (like automated weapons or secret surveillance systems). Wired throughout the house frame, the system has many sets of sensors (optical, acoustic, and thermal) to monitor your household in accordance with the programs/procedures you've established. All the commands are given to the central computer by voice (such as "light, please" or "Bath in five minutes and I want to see news on NN54."). The house comp is engineered to identify specific voice pattern(s) and obey only its registered "masters." Most buildings (including corp offices) in Europe are managed by Domitic Systems.

Cost is 50-250eb (1/2 D10 x 50eb) per square meter (for a 120m² conapt, 6000eb to 30,000eb). The majority of D-systems have Net access, making them vulnerable to runners, but the more powerful comps (INT 4+) have some defence.

Virtual Ventures, Ltd.

It's time for a virtual reality check!

Have you ever dreamed to live Napoleon's last battle at Waterloo? Did you ever want to see the destruction of Pompei with death under lava and ashes? Conquer Jerusalem with Richard Lionheart? Take the Bastille alongside Sans-culottes? All this is possible with Virtual Ventures, Ltd. Our company, out of Bergen, Norway, now offers you travel in time!

Using Braindance tech to drive the action while high-realism VRs enhance the backgrounds and interactive aspects, our powerful computers have recreated the ancient worlds with a level of detail unequalled in the past. Our eminently qualified techs and programmers will monitor you as your mind takes this marvellous trip. Whether you're lying in one of our comfortable iso-booths or Net-interfaced in your own home, you'll enter a super-realistic world designed by the best historians, psychologists, and entertainment engineers available.

History is no longer boring. Try a new kind of entertainment. Leave your world to live another life! And share the experience with dozens of other travellers connected with you, in the same reality, where you can act freely and safely.

Game Notes: The latest upper-class entertainment to sweep Europe, Virtual Ventures uses a VR world of over a hundred-million objects with a Super-realistic level of reality. Altered braindance equipment allows the subject to "drive and direct" the scenario or simply be "swept along" by it. People can participate individually, or as a group. This is all supported by a group of super-computer mainframes in the Virtual Ventures, Ltd. complex. It's the only place doing this sort of large scale interactive entertainment, so you've got to eat the cost of a plane ticket or a long-distance call to the Scandinavian Block.

PRICE SCALES: PRICES ARE GIVEN IN EURO FOR 3, 6, AND 12 HOUR TRIPS.

THE DESTRUCTION OF POMPEI	1000/2000/4000
THE LAST HOURS OF THE TITANIC	1500/3000/6000
D-DAY	1650/3300/6600
ONE NIGHT IN VERSAILLES	1200/2400/4800
ON THE ROAD TO JERUSALEM950/1900/3800
MY FRIEND, JACK THE RIPPER	1000/2000/4000
THE DEATH OF JULIUS CAESAR900/1800/3600
RAID WITH THE NORSEMEN900/1800/3600
THE CRUCIFIXION2500/5000/10,000
THE FRENCH REVOLUTION	1600/3200/6400



Royo Bodyfree Masks

600eb

"A naked face is an empty face"

—Roman Van Voorst, novelist

If you want to be part of it, you must absolutely wear one of the Royo's masks. These very thin bio-plastic devices are the perfect embellishment for your face. They are impregnated with nanotech that respond to light or body temperature. The mask doesn't hide your face; it erases all imperfections to show only the natural body contours and enhances it with moving colors, shades and shapes in accordance with your mood.

A Royo mask is weightless, doesn't keep you hot and sweaty and is molded to your features for better comfort.

"Never go to a party without a mask... unless you especially like to be ridiculous!"

—Delphine Joyce, actress

Game Notes: A Euro-fashion affectation, Royo masks add 1 to the ATTR stat. If you make a Difficult Personal Grooming roll, the ATTR bonus is +2. For an additional 50eb, Bodyfree masks can be purchased with modifications allowing them to function as a filter mask vs. smog or a one-use mask vs. irritants such as tear and pepper gases.

Optical Remote

100eb

The device of the '20s. Turns any home appliance into a remote-controlled one. A special self-adhesive device is worn on the temple and covers one eye. It reads the eye's movements and translates that to a command to either operate, stop, or change function. A cyberoptic upgrade is available that operates off your Times Square Marquee™. Included are receiving devices that connect to your appliances.

Game Note: Range is 2m. Any such-equipped appliance can be operated by any Optical Remote transmitter (uses an IR beam).



IEC Solodrinker

Price varies; see below.

Invented by famous artist, Dave Ervbe, for his personal use, the Solodrinker is now IEC's best-selling houseware in Europe. The Solodrinker is a compact unit that can produce synthetic alcoholic beverages and cocktails at will. Name it and you have it.

The Solodrinker comes in many versions and sizes, from the Classic to the Luxury 12.; they all use special Sanders' brand fluid cartridges with different flavors and imitations of exotic drinks. Of course, the S-D can't match a real 24 year-old Scotch Whisky—but you have the taste, you have the look, you have the alcohol, all for a tenth of the price! With an IEC S-D, you can forget your old-fashioned bar; surprise your friends with strange, totally-new cocktails. The Solodrinker can be installed in all houses, vehicles or public places. Ask IEC for more information.

THE CLASSIC (110EB): It can prepare up to two glasses at the same time in two minutes. 10 flavor cartridges.

THE WAITER (175EB): Up to four glasses can be prepared in one minute. 25 flavor cartridges.

THE MATE (250EB): Can prepare one glass in twenty seconds. 50 flavor cartridges.

THE LUXURY 12 (715eb): Prepares up to twelve glasses at the same time in one minute. 50-100 flavor cartridges.

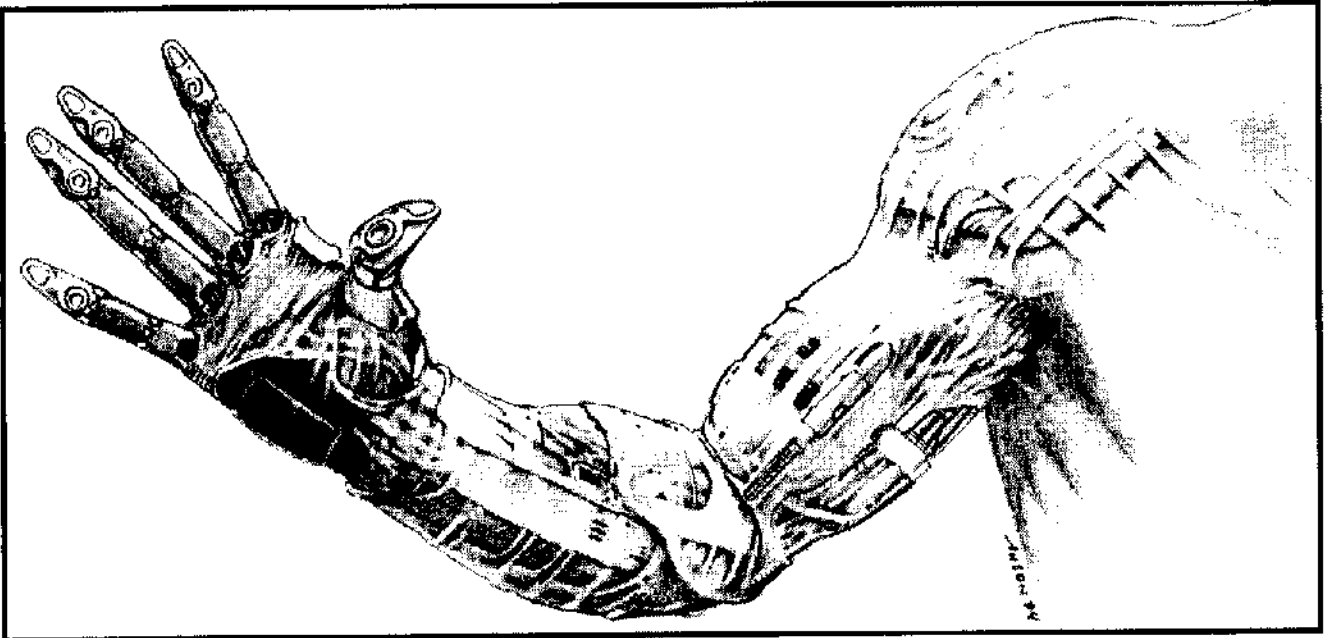
CLASSIC FLAVORS CARTRIDGE: Scotch, vodka, brandy, tequila, bourbon, aquavit, mescal, sake, etc. 5eb (10 flavors for 100 drinks); 15eb (25 flavors for 100 drinks); 50eb (50 flavors for 200 drinks).

FRANCOPHILE FLAVORS CARTRIDGE: A mix of red and white vintage wines, along with a selection of champagnes. 8eb (10 flavors for 50 drinks); 25eb (25 flavors for 40 drinks); 50eb (50 flavors for 30 drinks).

EXOTIC FLAVORS CARTRIDGE: Rare and exotic alcohols from all over the world, with newly created tastes. Perfect for colorful cocktails. 9eb (10 flavors for 35 drinks); 28eb (25 flavors for 35 drinks); 60eb (45 flavors for 35 drinks).



CYBERWARE



"For once the Americans have it right. After years of re-runs and TV dinners, the Americans have generated a new art form. Of course, the height of American art comes not from the top floor of some corporate tower. This true art comes straight from the Streets of America. It's visceral. It's technical. It's art, it's Cyberfashion. Street doctors have mastered weaving human flesh with cyberware. The results are beautiful and sometimes disturbing. Perfect art!"

"Self mutilation has always been stylish—in some ways, so has pain. Sadly, we in Europe have sanitized the whole process, no good art has ever come from this lack of suffering. If anything can be said about the Americans, it is that they have suffered. Their new art reflect this pain and pierces the flesh. As I said, perfect art!"

—"American Cyberfashion" by Gabriel Gaboriau in *EURO-VOGUE*, the fashion magazine of the European Commonwealth [English Edition, 2021]

Sucust "FleshWeave" 20% cost of Cyberlimb + 200eb

Gaboriau on FleshWeave: "Conventional cyberware designs have stressed pure contrasting separation of the meat and metal. This was an interesting statement, in its time. Now, this drab dichotomy merely denies the inevitable and even greater merging of flesh and cybernetics. We need a change. "FleshWeave" is the change. American tech-artists have mastered the creative use of human skin and cybernetics to give a techno-organic look to cyberware. Patches of cloned skin are woven through the designs of the inorganic hardware and reconnected to the body by small bio-systems running through the cyberware itself. The result is a cyberarm or leg that has interwoven flesh! Beautifully disturbing, this is undoubtedly the choice of the next generation."

Game Note: This effect requires that 1 option space in the cyberlimb be taken up with the biosystem support. If this type of limb takes damage, its repairs cost 50% more than normal. HC=0.





Dynalar Technologies

"Digits®" Cyberfingers

We've done it again! The latest cyberfinger options from the innovators in cyber-appendages: *Dynalar*. Fully compatible with virtually any cybernetic hand or arm; easily installed in the privacy of your own home.

Cyberfinger Probe Link

150eb

New from Dynalar, yet another in the ever-growing range of cyberfinger options. The fingertip removes to reveal a standard male plug for machine, vehicle, or dataterm interfacing (you must have the required link in your neuralware processor). Note: -1 to all actions with vehicles. Cannot be used with Quick-Change option. Surgery: N, HC: 0.5

Parabolic Microphone

350eb

This cyberfinger (and plug-in mike) was designed to be used with the owner's cybervoice. The directional microphone allows the user to hear as if he were twenty times closer to the sound source. An automatic filter helps eliminate background noise and serves as a level dampener. Only usable with cyberhands that are part of a full cyberarm. HC: 2.

Flasher

250eb

The tip of this finger can be removed to reveal a set of miniature one-use halogen bulbs that flash stroboscopically (replacement bulbs are 25eb). Anyone looking in the direction of the Flasher who fails a Difficult REF roll will receive a -4 'blinded' modifier to all actions for 1 min. HC: 1

IR/UV Flashlight

200eb

This cyberfinger can project both ultraviolet and infrared light. The projected light is a conic beam with an effective range of 10m. Designed for use with passive IR and UV cyberoptics or imaging systems. HC: 1

Flare

200eb

This finger opens to fire a miniature emergency flare. In ideal weather conditions the flare can reach altitudes of up to 150m. Flares are available in red or green. A white illumination flare that will negate darkness mods in a 25m diameter is also available. Replacement flares cost 15eb. Range is 35m and damage is 1D6/2 for 2 rounds if used as a weapon. HC: 2

Storage Compartment

75eb

The inner mechanisms of this slightly-oversized cyberfinger are reduced in size and placed near the knuckle of the cyberhand in order to create a small storage space inside the finger. HC: 0.5

Laser Pointer

150eb

This directional laser projects a bright red dot that your audience can't miss. It's probably the easiest laser pointer to use since it's integral to your cyberhand. With an effective range of 20m, you can lay it (if forefinger-mounted) alongside the barrel/action of your pistol or SMG as an impromptu laser sight. Warning: avoid direct eye exposure or blindness may result. HC: 0.5



Cyclops International

"Bug Eye"

750eb each

Standard cyberoptics don't have enough options for you?

Do you want a cool look? Then the CI Bug Eye is for you!

The C.I. Bug Eye is an oversized cyberoptic that fits into an extended optic mount. Because of the eye's larger size and the extended mounting, it looks like a bulging insect eye. CI offers a variety of eye appearances, ranging from Chrome to Multi-faceted. Regardless of the cosmetic appearance of the eye, it can hold six Cyberoptic options, and must be installed in pairs. Referees may wish to impose a ATTR penalty (-1 or -2) for having such eyes implanted. Surgery Code: MA, HC: 3D6.



MICROCYBERNETICS

Raven Microcyb

Supercompact Braindance Recorder

15,000eb

Somewhat disturbing to look at, but a lot easier to run around with than standard braindance recorders. It fits on the back of your head and contains a metal interlink that goes directly through your brain(!) A 2.5cm diameter locking disk covers the download port. Up to 2 hours of 'dance action can be held before downloading to a storage or editing unit. Surgery: CR, HC: 2D6.



Smartgun 2® SmartPlate Weapons Link

300eb

Chip your weapons without plugging in!

Using high-frequency magnetic induction plates in your cyberhand, you can now operate your smartweapons without actually using your plugs. No more fumbling with interface cords! You can instantly have "smart" weapons anytime, anywhere! Plus, as an added bonus, your existing smartgun processor can be easily modified to accept SmartPlate commands.

Game Note: The induction plates are installed in your cyberhand; appropriate modifications are made to the weapon's grip and your smartgun link. Cost covers these mods. If you want to "smart-up" a weapon/cyberhand combo from scratch it will cost 3x (instead of 2x) normal price.



Leg Boosters

500eb

Springs of hybrid memory-material are installed in the user's cyberlegs (which have been altered with telescoping housings), and the joints have been reinforced to better absorb impact. The Boosters will increase the user's Leap distance by 3m. Uses two option spaces.

Game Notes: This option is usable only when installed in a pair of cyberlegs. If the cyborg can land on his feet after a fall (Very Difficult Athletics test for a fall, automatic for a deliberate jump), the modification can absorb some of the impact (+3 from falling damage). These legs automatically have the Reinforced Joints cyberlimb option (+5 to SDP). Leg Boosters cannot be used with the Thickened Myomar or Hydraulic Ram (CP2020) options. They can be added to Speeding Bullet (Solo of Fortune, pg.32) legs. Surgery: N, HC=1D6.

Falls: A fall does 1D6-1 per 3m fallen. Someone who intentionally jumps can safely negotiate a number of meters equal to his REF/1.5 (round down). Falling damage is applied to the whole body and is modified by BTM and armor: Soft armor (includes Skinweave and Subdermal Armor) affords 1SP vs. falling per every 50SP worn. Hard armor (includes Bodyplating) gives 1SP of protection per 25 SP worn.

Cyberoptic Compass

300eb

This option acts as a standard compass, displaying directions via TimesSquare, and it can also function as a logcompass (CP2020, pg.58). Uses 1 option space, 2 if the logcompass. HC: 1

Mediaware Cellular Phone

500eb

A cyber-implant option. There's no need for a Phone Splice with Mediaware's internally-implanted mini-cellphone. It operates exactly as a normal cellular phone would, using the same technology that made the Wearman II (Chromebook 1, page 38) famous! HC: 3, Surgery: MA.



KIROSHI

A low-power laser projector/receiver and processor is installed in a cyberoptic, requiring all option spaces. When in direct sight (Difficult REF roll) with another Laser-Comm eye, the users can communicate via pre-arranged comm-code (your choice of coding at installation, replacement code chips cost 175eb). Must have TimesSquare, Subdermal Screen, or cyberradio to understand messages. Civilian or military laser-comm units can be tuned to receive Laser-eye transmissions, but attempting to receive a laser-comm transmission will cause damage to the eye! Effective range is 20m (Max range is 50m, but -8 for any attempt over 20m.) Surgery: M, HC: 1.

Laser-Comm Optic

425eb

LiveWires

400 Eb (200 Eb as Body Implant)

Gaboriau on LiveWires: "The well-named LiveWire cyberenhancement is an emerging cyberfashion developed by a nameless underground genius. These "prehensile" interface cables work on a design principle much like the ruthlessly stylish Cybersnake. I have, in my travels, seen LiveWires implanted in palms, the base of the neck, the fingers of cybernetic and flesh hands, and once in the mouth—how deliciously shocking!"

Game Notes: LiveWires can be housed in any bodily space large enough to fit a 45cm wire, with an exit hole at least 6mm wide. LiveWires work exactly like Interface Plugs/Cables except that they can move in an autonomous fashion; that is, without needing their human host to pull them out of a pocket and plug them into the desired port (they can extend and retract by themselves). When the LiveWire moves, it looks almost like a snake or worm. Surgery: M, HC: 2D6.



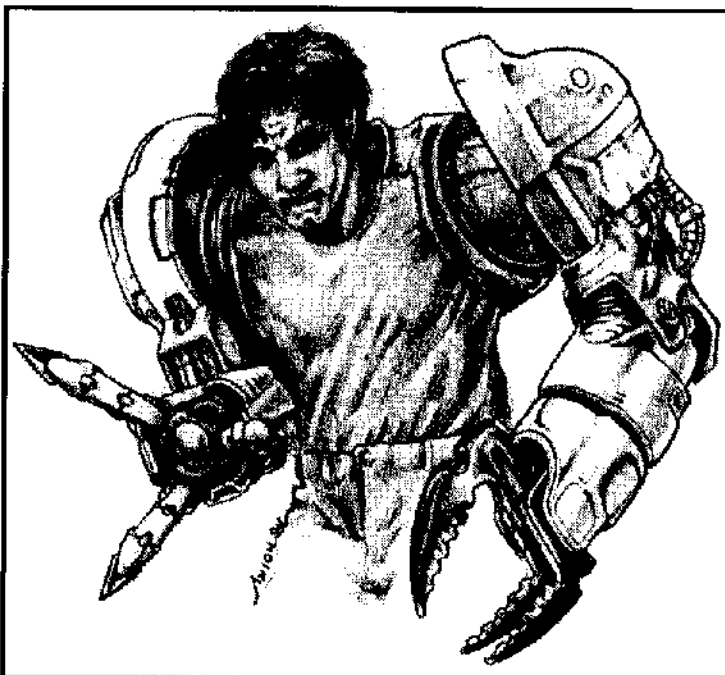


SuperSized Arms

Made to order (between 4000-5000 Eb)

From Sycust and SRC (Super Robot Corporation, aka "Soviet Resale Cyberware"). Of course, no one would want these bulky arms as is, so the shop hired some local artists to give the arms some pizzazz. Now, the arms are horrendously mutated and sculpted to look like the arms of some creature out of an old "B-Movie". A favorite among American streetgangs.

Game notes: Basically, these are Cyberarms at least one size too large for the customer. 2D10 crushing, 3D6 punching, SP 20 and SDP of 30. Due to their bulky size, all REF-action rolls attempted with that arm are at -2, and there is a permanent Encumbrance Value of 1. They also add +1 to your Rep in facedowns.



The Bonespike

1000eb

This body weapon involves implanting a piece of vat-grown bone, which is reinforced with a polymer weave, into the user's forearm. The 17cm length of sharpened bone is anchored to a series of synthetic muscles. The Bonespike can be extended through a slit in the palm by tilting the hand up and flexing the muscles.

Game Notes: The Bonespike inflicts 1D6+4 damage. Parrying is inadvisable (to avoid breakage, roll 3 or less on a D10). It is a Very Difficult Awareness check to spot the slit in the palm and the Bonespike itself cannot be detected by common means (to most X-rays and basic scanners it looks like some sort of forearm reinforcement). It is considered black-market cybertech in most judicial regions. Surgery: MA, HC: 2D6.

BODYWEIGHT

Life Preservation Systems

AutoInjector

750eb

This handy device consists of a subcutaneous drug reservoir that is implanted in the user's forearm and tapped into a vein. The AutoInjector can hold up to five doses (dose types can be mixed) of any liquid drug. Pressing down three visible spots on the skin near the injector's position will cause it to release one dose into the user's bloodstream. For 200 euro more, the auto-injector can be hardwired with a Biomonitor. Then the injector can be programmed to activate when certain conditions are met on the monitor's readout (unconsciousness, extreme stress, fear, arousal, etc.). The injector's reservoir can be refilled by anyone with Medtech 3 and a properly-modified airhypo. Surgery: M, HC: 1D6/2



BODYWEIGHT

Life Preservation Systems

Pacemaker Coprocessor

150eb

This sophisticated coprocessor monitors the subject's heart and sends a restart signal if the heart ever stops for more than 7 seconds. It will keep a 'runner from being killed by the Hellhound program (character must roll less than their BOD on a D10, if successful, he is conscious and any damage taken from Hellhound is reduced to 1 pt./attack). Installed as an add-on to your basic Neuralware processor. Surgery: N, HC: 2 pts.



Dynalar Web Hand

250eb

For use with cyberarms and independent cyberhands. The Web Hand has thin polynylon membranes extending between each finger. This option is most effective if used in conjunction with the Web Foot (CP2020, pg.90). The membranes can be retracted into the hand when not in use.

Game Notes: this option increases swimming speed by 1-2m/round, and adds +2 to Swimming skills (only +1 if used in combo with the Web Foot), due to increased maneuverability. Surgery: N, HC: 2.

Fresco's Personal Nano-Groomers

400eb

Look your best without even trying!

In today's fashion oriented world, it's not enough to look great just some of the time; you've got to look just right all of the time. And now you can! Fresco, Inc. brings you your own personal Nano-Groomers. These microscopic machines work around the clock to make sure you look great. Fresco Inc. offers three separate nanoid packages: Minty Fresh™ breath, Hollywood Hair™ and Clearcell™ skin. Any one package adds +2 to Personal Grooming skill plus an additional +1 per extra package to a max of +4 (all three packages). Surgery: N, HC: 0.5.

CapsuleCo

CyberPillow™

80eb

It's 4:00 AM. You're staking out the lair of the *Pretty Soldier* posergang, waiting to take down their leader. Your partner has his nose buried in the latest *Nathan Never* book...and you could really use a catnap. Fortunately, you came prepared—you hit the convenient thumb trigger, hatches in your arm pop open on silent, frictionless hinges, and your CapsuleCo. CyberPillow™ inflates. You cross your arms behind your head and zonk-out, resting your head on the non-allergenic hyper-nylon pillowcase...only to be woken by the report of a sniper rifle, and the wet gurgling noises your partner is making. Another flick of the thumb trigger, and the CyberPillow™ quickly deflates and automatically repacks itself into your arm, clearing the way for you to pull out that diesel train engine you call a pistol and start hammering away... Surgery: M, HC=0.5.

CyberPillow Cases

by KraftMatrix

10eb

Only a poser would go onto the street
with a plain white pillowcase!

KraftMatrix is proud to introduce, under licence from CapsuleCo., designer pillowcases in a variety of camouflage schemes and fashion colors. All designs are available in nylon or Kevlar™.

Patterns available: Street Camouflage (#82), Jungle Camouflage (#02), Tiger Seal Pattern (#66), Hot Pink (#12), Neon Green (#23), and Talsorian Rex® the CyberSaur™ (#47).



"Better living through invasive surgery."

—Radio ad, 2020.

CYPHIRE

"Spitting Cobra"

400eb (700eb if retractable)

Cyphire Cyberware's new modification of Vampires (CP 2020 pg. 76), this allows you to spit acid (or other chemicals) through nozzles in the front of the teeth. The acid damages as an airgun pellet (CP2020 pg. 97). The effective range is six feet; beyond that people will get a few splashes which will cause pain, but no quantifiable effect. All targets are considered to be close range. If installed in retractable Vampires, the teeth must be fully extended to use the acid; this keeps you from burning your own lip.

If the acid is sprayed while someone is bitten (Average REF + *Brawling* task during normal combat; it isn't automatic), it automatically hits and does double damage. It also ignores all armor, and does not damage the armor. The acid is stored in a reservoir at the top of the back, and one pack contains enough acid for twenty spits.

Game notes: Surgery is M, HC: 4D6. This includes installation of normal Vampires. If combined with retractable Vampires, the cost is 700eb, and the surgery is MAJOR. The Spitting Cobra cannot be retrofitted to existing teeth. Note that this modification is illegal in many jurisdictions. Raven Microcybernetics will not install it in such places, nor does it sanction the use of such cyberware purchased elsewhere in an area where it is proscribed.



Optical Interface

600 Eb

Gaboriau on Optical Interface: "This cybereye fashion option allows the user to plug Interface Cables into the Cyberoptic itself! I found the Optical Interface most fascinating, and I feel sure that clinics all across the world will soon offer this beautiful enhancement. When in use as a plug, the optic rotates in the socket so that the lens is completely protected from any potential scratching."

Game notes: The Optical Interface is an entire cyberoptic with an interface port built in—it provides normal cyberoptic-type vision but cannot be enhanced with any other options. Surgery: MA, HC: 2D6+2.



KIROSHI

Kiroshi Optics Cyberoptic Interferometry System

400eb

Kiroshi brings the principle of phase interferometry to cyberoptics. Long used in radar monitoring to improve resolution, this technique compares the signals received by two or more receivers (such as cyberoptics), and uses to information to provide vastly increased resolution. Kiroshi's Interferometry gives you all the benefits of 10x magnification, both microscopic and telescopic, at all times, with none of the disadvantages, such as a reduced field of view. It is difficult to imagine the improvement: you will just see more clearly than you ever believed possible.

Game notes: The interferometry package takes one option in each cyberoptic: it must be installed in both, or it doesn't function at all. In addition, a separate processor must be installed, to correlate the inputs. Surgery: M (if cyberoptics already installed), HC: 1.





Kiroshi Optics "Tricloptics™"

Third Eye Cyberoptic Implant

Price varies (see below)

The Indian gods have them—why shouldn't you?

Now available in most cyberware clinics, this Kiroshi creation allows the installation of a third cyberoptic in the center of the forehead. The optic is a standard type (no options included). It's possible to install more eyes, although these options require increasing amounts of surgery, and increase chances of cyberpsychosis.

Third eye in forehead: 750eb, CRitical surgery (they have to take a chunk out of your skull), HC 3D6. This options gives -1 ATTR; it can be corrected with plastic surgery.

Additional eyes in the face have the above effects, and a maximum of four (including the original two) can be accommodated. Eyes elsewhere on the head have an HC of 3D6+2, and the ATTR loss is -1 per extra eye; this loss cannot be recovered.



Dynalar Technologies "Endo-Frame"

CyberSkeletal Enhancement

Basic model: 12,000eb per upper/lower body section; HC: 2d6+1 per section

Orbital model: 25,000eb per upper/lower body section; HC: 2d6+3 per section

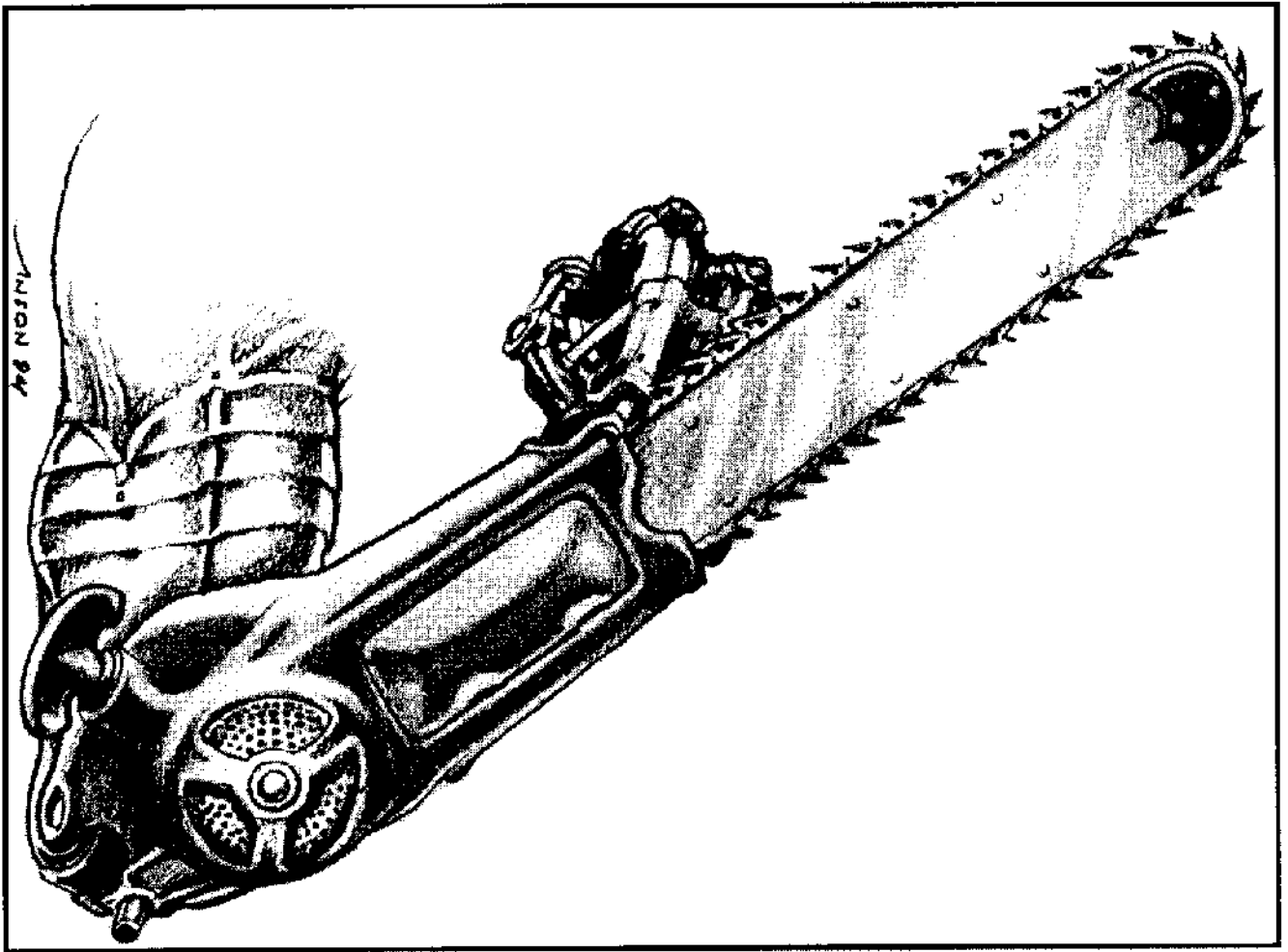
The same genius who came up with subdermal armor decided to put this idea to work throughout the body. But after replacing some poor chump's skeleton and finding out that he couldn't make blood cells afterwards, he decided to alter the design.

The endo-frame takes your entire skeleton and sheathes it with a stainless steel and myomer framework that increases your BOD stat by 3 for purposes of *Strength Feat* skill rolls and lifting/carrying. The BOD increase also effects BTM, but only vs.melee/H-to-H damage. H to H (not melee weapon) damage is increased by +1. For purposes of severing damage, each limb must now take more than **10 points** of damage. As a side effect, you set off the simplest of metal detectors and have a permanent EV penalty of +1.

The endo-frame comes in two sections: upper and lower body. Both sections must be bought to get the effects. A model does exist made of orbital alloys with power assist. This has a +2 bonus to H to H *and* melee weapon damage; there is no EV penalty, and limbs must take more than **12 points** of damage before being severed.

Surgery can be done *only* at the best clinics (Scandinavia and the Orbitals) and base cost is 4000eb per section implanted. Surgery is Super CRitical, taking about 12 hours per section, doing 6D6 damage for each surgery and you have to be **Medical Tech +8** to perform it. It is not advised to have both sections installed the same day. The Endo Frame will not function until both sections have been installed.





Husqvarna ChainRipp®

1250eb

A cyberarm weapon option manufactured by the venerable Husqvarna company. Designed around an enlarged BigRipp frame, the weapon consists of a high-speed chainsaw with replaceable ferro-ceramic teeth. The ChainRipp is installed in the forearm and extends through a slot in the wrist. For industrial chic, an exhaust port can be installed near the elbow and a ripcord can be placed near the wrist. With the ripcord installed it takes one round to activate the ChainRipp. Uses two option spaces.

Game Notes: Damage is 3D6 AP, Soft Armors reduced 2SP/hit. Surgery: N, HC: 2D6+4

"ChainRipp!? Oh yeah, just go right ahead and advertise the fact that you're a raving looney who doesn't care about splattering blood all over twenty witnesses who can positively I.D. us?"

"...But... it's so cool..."

—Bishop and Catseque, two minutes after 'retiring' an EBM exec in the Hari Hiri Sushi Bar

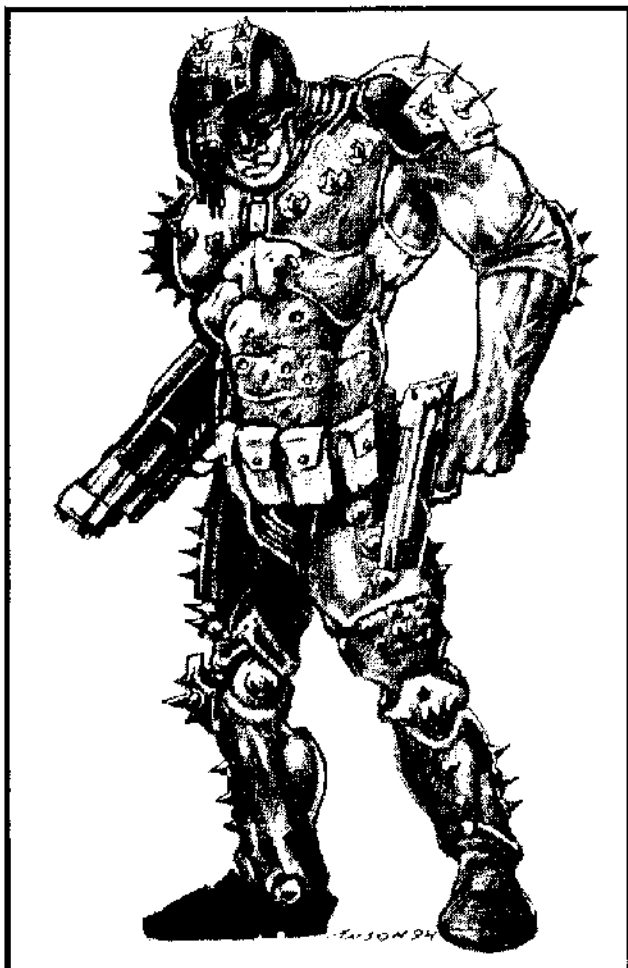


Dermatech Inc.

Dermatech Cam-O-Skin

850eb

Dermatech, the cutting-edge dermal implant company, offers the latest in personal camouflage systems. Sure, the other guys can sell you "sneak suits," but only Dermatech can make you into a true chameleon! The Cam-O-Skin system consists of a series of strategically-placed implants and a control system that can be linked to an external control pad or tied into a neuralware processor (for direct control). These implants are linked via a microprocessor system which controls a reservoir of tailored nanoids. Upon command, the nanites modify the pigmentation of the skin (requires one hour for the pattern to become established and "set"). These nanites can produce up to eight different basic camouflage patterns in the user's skin (jet black, green, brown, etc.). The camouflage patterns are not terribly complex, but are adequate. Observers are at a -1 to Awareness skill if the wearer is motionless and normal if the user is moving. For every 20 meters between the user and the observer, there is an additional -1. Removing Cam-O-Skin implants requires the same time and cost as the implanting procedure. Surgery: N, HC: 1D6/2.



Slamdance Inc.

Spyke!™ Furniture

for Body Plating & Full Borgs

Prices Vary (see below)

Spiked plates can be bought as a form of "bolt-on" unit for normal or Total Body-Plating, or for Full-Borg Conversions (see CP2020 or Chromebook 2).

AREA	PRICE	DAMAGE BONUS	HC
HEAD	400eb	1D3+1	+1
SHOULDERS & UPPER CHEST	500eb	1D3+2	+3
ARMS (BOTH)	450eb	1D6	+2
LEGS (BOTH)	600eb	1D6+1	+2

Game Notes: Damage bonus is added to your H to H damage; it is modified by Body Type, and can be used with Martial Arts. The bladed spikes are rated AP (but penetrating damage is not halved). HC bonus is added to the normal HC for the cyberware to which it's attached. All spike plates are 10 SP and add 10 SDP to the cyberware involved.



Wyzard
Technologies

Wyzard Technologies

"Romanova" Cyberlegs

5000eb per pair (not normally available individually)

Gaboriau on Romanova Cyberlegs: "I predict these enhancements will dominate the Riviera in the fall season. Inspired by popular street retrofits and marketed by a small firm in Switzerland, the "Romanova" legs add fashion and style to what would otherwise be pedestrian cyberware. Designed with the feminine customer in mind, these products sensitively accentuate a woman's (or any close approximation's) figure. These legs come in designer styles such as Chromed Silk, Revealing EndoTech and Lady Leather. Regardless of the particular design, the leg's look is based on the sensibilities of high-heeled fashion shoes without the inconvenience or discomfort. These legs are perfect for a night on the town or just to turn heads. The heels include compensation coils and shock absorbers to increase support and comfort level, and balancing gyros add extra stability, making them as comfortable as sneakers with megabytes more fashion."

Game notes: These are like other cyberlegs, except they're more comfortable and they add 4-6 inches of height. They shouldn't be confused with Spike Heel Cyberfeet; they have no more offensive capability than Italian-made pumps. Because of the innovative design (thanks to the gyros), these cyberlegs don't even reduce your MA. They do add +1 to Wardrobe & Style in the proper situations.





Wyzard
Technologies

Verbal-Eyes™ series "Windows of the Soul"

750eb per Optic

Let your eyes be the windows of your soul, with the new modification from Wyzard. A development of the original Verbal-Eyes™ product, this projects images into your eyes, so that your 'irises' and 'whites' show pictures appropriate to your mood. Different pictures can be shown in the two areas, to keep them distinct. For example, if you are angry, a thunderstorm might rage in your iris, while a fire fight takes place across your whites, whereas if you were calm your whites might depict a pleasant spring day in the countryside, while your iris shows someone relaxing in their condo. The database holds many different images, but update chips, loaded via a standard chipware socket, allows you to stay ahead of the competition. The eye must be told which emotion to display, and will continue to display that until told otherwise.

A licensing agreement with Kiroshi allows us to offer an option which allows you to see the images displayed by your eyes, projected by a Video Imager, while an option available by collaboration with Zetatech allows you to put people you can see into the images, so that an image of anger could show the person you are angry with being savaged by wolves. (Note that you can make your own image available by looking in a mirror.)

Basic option: HC: 3, Surgery code: M if cyberoptics already installed, to allow for installation of back-up computing power. Upgrading a second cybereye is only Negligible. Takes one option space.

Video Imager option: Total cost 1000eb, HC: 5. Takes three options. Otherwise as above. This also gives you a fully functional Video Imager. Note that a Video Imager installed in one eye can display the contents of the other. (Video Imager: Chromebook 1, pg. 39)

Customised Images option: Total cost 1200eb, HC: 5. Takes four options, otherwise as above. This provides a TimesSquare Plus™ feature. One of these is sufficient to customise the images in both eyes. (TimesSquare Plus™: Chromebook 1, pg. 38)



Cyberfacial Remounts

Prices vary

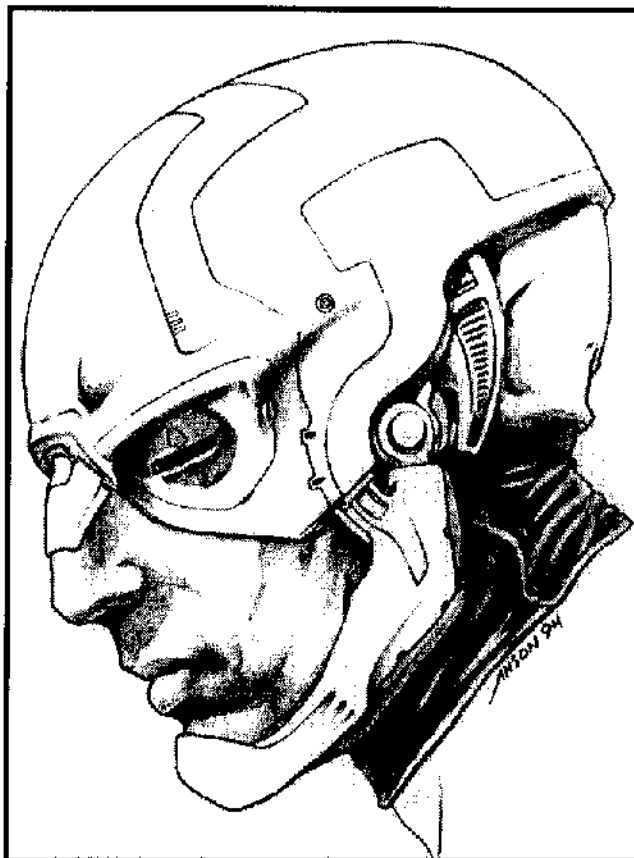
Gaboriau on Cyberfacials: "Many cyber-fashion bugs out there have a cyberoptic or a set of interface plugs and think they are total cyborgs. Do you really wish to be a total cyborg? Follow the proud citizens of Newark, N.J., and get a partial face remount! These terrifically gauche cyber-faces are coming in Boga (fashion) in Southern Euro-clubs even now. Of course, most corporate slave-drivers probably won't allow you to express this much individuality, since these cyberfaces tell everyone what you stand for—you are a person who is unafraid of fashion faux pas, unafraid of the future, unafraid...of the metal."

Game notes: These cyberface remounts are similar to *Body Plating*. Cyberface remounts come in three different sizes:

EVILEYE (150EB): HC 1D6, SP6, MAJOR Surgery. Covers one eye socket; -1 to ATT, 15% chance to be hit.

JIGSAW (250EB): HC 2D6, SP12, MAJOR Surgery. Covers one eye & top corner of skull; -1 to ATT, 25% chance to be hit.

TWOFACE (350EB): HC 3D6, SP18, CRITICAL Surgery. Covers half of the entire face & head; -2 ATT, 50% chance to be hit.



RETRO CYBERWARE

"They may be museum pieces to you, but they still show up on the Street every now and then, gato."

The period of 2000 to 2014 is now considered the "Golden Era of Cybernetics". There were tons of little and big companies playing around with the new 'trode interfaces and composites that made the hardcore users of high tech an extra level above the rest. It was only in the mid-2010's that it started to hit mainstream. Before 2015, cybernetics sold only to a limited market. Below are samples of the early cyberware that you may still run across.



KIROSHI®

Hiroshi Model 100 Interface Plugs

1000eb per plug (100 eb used)

The VERY first interface plugs, these were introduced in 2000 for general use. They were 2 cm in diameter and could only be implanted in the head or the upper spinal column. Implanting these are considered a MAJOR operation and a fail on the save would cause 2D6 in infection damage. They are still used by some very old edgerunners. This model is very hearty, having a +2 bonus against Black Ice attacks involving physical damage. However, due to the very heavy impedance of this device, there is an intrinsic -2 to all netrunning, vehicle rolls, smartgun attacks and machine control rolls with this device. HC: 2D6 each





BioDyne Systems "Enable" cyberlimbs

Prices vary (see below)

BioDyne was a classic start-up company: too many Ph.D's with their heads in the clouds forgetting about the investment funding and possessing almost no common sense. They started in 2002, shipped their first product in 2005 and went bankrupt in 2009. The founders of BioDyne are legendary in the business and are now called the "BioDyne Seven." They now are all top executives and researchers at corporations such as Militech, IEC, Dynalar and Kiroshi. BioDyne's most distributed product were their Enable brand cybernetic arms and legs. They weren't as flexible as modern cybernetics but they had a structural integrity that only top of the line military and industrial cybernetics now offer. They were a bit bulky in style, and function was definitely valued over form. Most people wore loose fitting clothes over their Enable limbs. You can still see these in use off the beaten path by many nomad families and in third world countries.

"Enable" Arm

Cost: 4000 euro new, 500eb used

Mostly used as advanced replacements for amputees, this arm can take 23 SDP to disable, 33 SDP to destroy, but it reduces the REF of the user by 1. HC: 2D6+2

"Enable" Legs

Cost: 6000 euro new, 700eb used

Very popular in extending the career of many professional football linebackers, these legs will take 28 points of SDP before breaking down (35 SDP to destroy), but they reduce the REF and MA of the user by -1. MA is reduced by -2 if two Enable legs are implanted. HC: 3D6+3 each.



General Products Exoskeleton Series

Prices vary (see below)

This product is considered the father of the Greek Alphabet series of implanted linear frames. These exoskeletons were used by industrial and military alike. They had implant points along the spine, hips, wrists and ankles. In heavy use from 2005 to 2010, these exoskeletons were removed from the market when a more common awareness of cyberpsycosis came about. General Products sold off this product line to Dynalar in 2010 as part of a consolidation effort. There were two models according to strength needed.

Game Notes: When wearing an Exoskeleton, a character moves like a vehicle instead of a person. MA stat is fixed at 4 and REF is limited to 5. Both the Series-A and Series-B are hardened against electromagnetic pulses and radiation.

G.P. EXOSKELETON

Body Strength
Structural SDP
Armor SP
Humanity Cost
Cost (eb)

SERIES-A

18
15
6
4D6
12,000eb

SERIES-B

21
20
8
5D6
15,000eb



"Spectrum" cyberaudio implant

(price below)

Once again, this start-up company and product was created by a former BioDyne, Susan Freymarc. She saw the ability and market need to create an implant that would replace the eardrum (then-current hearing aids just 'screamed' into a decaying eardrum). The Spectrum cyberaudio's physical size was that of the outer and inner ear combined.

The audio implant was installed by replacing both the outer and inner ear. Since the semi-circular canals of the inner ear provides one's sense of balance, the Spectrum ear contains a slightly less accurate balance system than the natural canals. This gives the user a poor sense of balance and direction. Current AuraSound cyberaudio on the market only replace the ear drum and inner canal, not even interfering with the user's sense of balance.

There were two installation methods for the Spectrum line. One was a full inner and outer ear replacement which caused no noticeable cosmetic change on the surface. The other included various detachable outer ears for less cosmetic (enhanced) hearing. The shape of these replacement ears varied from elven, pointed ears to scooping, bat wing ears. There were even some attachments that fanned out to cover the entire side of the head (just a cm above the scalp) and almost touching in the back of the head. There was a rare model sold in 2010 that included dermal microphones placed under the entire scalp for omnidirectional hearing. A character with a Spectrum implant has any skill/stat roll involving balance reduced by -1. Using an enlarged outer ear increases audio Awareness rolls by +1 and omnidirectional audio scalp implants increase it by +2 (but looks goofy). HC: 3D6-2 (or 3D6 if external outer ear) each.

Cost notes: 1500 cura new, 650eb used (most of cost is extensive implant surgery), outer ear attachments: 200eb to 1000eb; omnidirectional scalp implants: +1500eb.

Gene-Tek's See-It™

G8T transparent skin

1000 eb per square meter, entire body covering 7000 eb

First and still used as an a implant on laboratory animals, Gene-Tek's transparent skin layer became all the rage in the Far East about 2011. It enjoyed a short-lived popularity in the West about 2012 when well known soap opera Braindancer Doris Layalynn got a face lift of this extreme nature. An extreme attempt to regain ratings, this fiasco ended up causing the sudden crash to the transparent skin fad.

Samples of this type of implant can still be seen in remote portions of the third world as tourist shows and rituals. Users often suffer from light-sensitivity. GMs can apply appropriate penalties for sunburn (which can be as bad as 2nd-degree burns!).

Game note: Reduce the ATTR of the character by one point for each exposed limb covered with transparent skin. Reduce by -4 if face is transparent. HC: 3D6 per square meter of skin covered, 6D6 if entire body covered. One arm is 1/2m², one leg is 1m².

Dermatech

Dermatech Mood Skin

200 eb per square meter, 700 eb for whole body
cover

Dermatech proudly presented this new skin line to the world's market two years after the introduction of Lead's Turn-on Nails. Much like a mood ring, the mood skin is composed with the same chemicals, and much like the mood rings of the 1970's, a different color would indicate the feelings of the poor schmuck. The colors produced were: red= anger, blue= sadness, yellow= scared, pink= sexually attracted, green= jealous, gray= dead (or just damn bored). It was banned in 2016 in most industrial countries due to its toxicity!

Game Note: Some of this stuff is still floating around and being used anew. If a character is implanted with this stuff, reduce BODY by 1 every two months for a year. HC: 1D6 per square meter of skin covered. Example: a single entire limb covered would be 1D6 in humanity and covering the torso would cost 2D6.





Life Vision "Revelation" cyberoptic implant

2000 euro new, 700eb used (most of cost is extensive implant surgery)

Life Vision was founded by Corey Hanner (one of the BioDyne Seven) when he cut all professional ties with his peers in 2006. He and his wife, Trica, created the first company to develop and market a cyberoptic implant as a general product line. The Revelation eye replacement was larger than the eye socket but gave extraordinary side vision. It sold mostly to accident victims and the military. Life Vision was purchased by Kiroshi in 2011 and grew into its modern line of cyberoptics.

A significant amount of skull bone covering the eye socket needs to be drilled out to implant the eye. The eye is the size of a tennis ball and protrudes out the front and side of the skull when mounted. This gives a "frog eye" look to those having a Revelation eye implant. The implant was mounted by directly grafting the hardware to the skull where the former bone was and having microservo motors swing the eye as opposed to using the natural optical muscles to move a modern, normal-sized cyberoptic. Revelation eye options are interchangeable by the wearer since the size of the cybernetic made adding options as simple as changing lenses of a professional camera. A single Revelation eye can only have two options (only those listed in CP2020).

Game notes: a character with a Revelation eye implant gets a +1 to their Awareness for any visible action. Unfortunately, due to the size of this device, a character also receives a -1 in ATTR if one Revelation eye is implanted and a -2 in ATTR if two are implanted. Seeing an older person with seriously oversized sunglasses these days is a total giveaway of hidden Revelation cyberoptics to an Edgerunner. HC: 3D6-1 each.

Lead's
hi-tech cosmetic appliances

Lead's Turn-On Nails

25 eb/nail, set of 10 for 200eb; 50 eb for coloring pen.

First introduced into market in 2005, these pressed-on fingernails are considered the predecessor to synthe skins. These nails are pressed or implanted to the fingernails or toenails. A special color adjustment pen is used to change the colors of the nails. One just twists the pen to the desired color and then taps the fingernails. They went out of style in 2008 when programmable tattoos and fingernails became all the rage. HC: 1 point per pair of limbs if implanted.

Lead's
hi-tech cosmetic appliances

Lead's Show-Off Nails

45 eb per nail, set of 10 for 425 eb, 90 eb for coloring nail pen.

Introduced in 2009, these little babies worked just like the original one-pattern Turn-On nails, but they could display a programmable, repeating pattern. A series of 20 patterns could be downloaded from any PC or deck right into the pen. Like the Turn-on Nails pen, it would be twisted until the proper pattern was displayed; then the pen is touched to the nails. These patterns ranged from the club "tech-dazzle" style to soothing oceans and earth tones. They come in and out of style every few years. HC: 2 points per pair of hands/feet if permanently implanted.

CHIPWARE



BioTec Σ "SomaWare" Sleep Induction Chip

400eb

Anytime, anyplace...

In these demanding times, you can never count on a good night's rest—unless you're running BioTec Σ's SomaWare. Chip in, program SomaWare's integral alarm, and get comfortable. The chip massages your grey matter with relaxing alpha waves, bringing on a deep, restful sleep within 25 seconds; the alarm function can be programmed by standard or military time and induces a light neural surge guaranteed to bring you to full awareness immediately. Don't be a slave to the clock—rest easy!

Game Notes: SomaWare will put the user to sleep, but it is not some kind of deep coma or speed-sleeping like the Sleep Inducer (Chromebook 1); it's normal sleep in every way. However, extended use of SleepWare may condition the user to be unable to sleep at all without using it! (After 15 uses, the character must begin making an Average COOL roll to resist becoming "hooked"; for every 2 times over 15, add 1 to the Diff number. Endurance or Resist Torture/Drugs skills can be used to modify the roll.)



Direct Dataware Navigation/Orientation Chip

250eb

The user must have a Phone Splice or Radio Link (CP2020, pg.87) with his cyberaudio for this chip to work. It provides the user's true earth position to within 5m by obtaining regular position updates from the WorldSat position system (phone splice will only work if there is a cellular net in your area). A two or three-dimensional fix is then provided via Times Square or Subdermal Screen display. Chips can be purchased (100eb) containing a contour map of a major city, which can be displayed via Video Imager (Chrome 1, pg.39), or Subdermal Screen (Chrome 2, pg.8); these maps work with the Navigation Chip, giving street names and the actual elevation of the user.



Direct Dataware Crypto Chips

600eb per set of two

Each set of these chips is programmed with a randomly generated substitution word code that corresponds to the language the chip is compatible with. I.e., one word of the language is substituted for another. So with one set of chips the word "dog" might be substituted for the word "the". These chips are designed to present a completely unique "language" that people can use to talk covertly to others. The chips come in sets of 2, 4, 6, and 8. Each set is programmed with its own unique code.





DataEdge Inc. Stutter Chipping

310eb

The smartest Smartchipping yet!

Spray lead at will, even in crowds! With this chip installed in your Neuralware Processor, your Smartgun can choose who doesn't get hit, even when using Suppressive Fire. By accepting mentally-designated non-target options (requiring that the user have a cybeoptic with the TimesSquare Plus (Chromebook 2, page 38) visual-recognition system as well as the Targeting option), the Stutter Chip can selectively activate or disable the weapon's firing mechanism. It requires a full combat turn (10 seconds) to designate someone as "friendly," and even a Stutter Chip can't help you on a critical fumble...



New Martial Arts Forms

Fresh on Chip from The Weaponmasters!

Cost: 270eb/level, up to +3

Once again, the Weaponmasters of New Mexico bring you the latest in Hand to Hand action at 25% off the common market prices!

ArasakaTe (1)

When Arasaka wanted a martial art to train its forces in, it selected leading hand-to-hand fighting experts to create the world's greatest martial art to date. After several years of development, Arasaka troops began to learn ArasakaTe. Several hit videos were made based on corporate Solos, armed only with this martial style, defeating opponents against all odds. Soon Arasaka-sponsored dojos began teaching ArasakaTe at reasonable rates. Note: While this fighting form is widely respected, anyone who has any actual experience with ArasakaTe will tell you that it is a bland style made up of the easiest moves of seven different styles. Martial Arts designed by committee don't usually work too well.

Thamoc (2)

Thamoc, or The Art of Modern Confrontation (or just The Art), was created at the end of the 20th century by police departments around the world to train their officers in weapon retention skills. Unlike its predecessors, Thamoc stresses flexibility right before impact. Weapon retention is achieved by use of stances that allow for the maximum distance between your weapon and your opponent (until you attack). This skill works equally well with handguns, knives and other small melee weapons. In game terms, this style gives the user a defense vs. Disarm attacks at Thamoc skill level +4! Remember, you still need *Handgun* or *Melee* skill to use the weapons themselves.

STYLE	STRIKE	KICK	BLK	DODGE	THROW	HOLD	ESC	CHOK	SWP	GRA
Arasaka-Te (1)	+1	+1	+1	+1	+1	+1	+1	+2	-	+1
Thamoc (2)	-	-	+1	+2	-	-	+2	-	+1	+1





Auditory Recognition Chips

150eb/level to 2

These new database chips from Direct Dataware require Cyberaudio w/Amplified Hearing and Sound Editing options to use. They allow you to identify a variety of sounds in specific situations and areas of interest. The chips are interfaced with TimesSquare Plus (*Chrome 1*, pg.38), or a Subdermal Viewscreen (*Chrome 2*, pg.8) to present the accessed data. [All A.R. chipware rolls are INT+chip+D10+(applicable Specific Knowledge)]

Techie AR-Chip

For determining system malfunction and cause, based on the sound of the mechanism. Only applicable for machinery with sound output within the user's scope of hearing. Chip is only valid to date of manufacture.

TASK DIFFICULTY:

- Easy Auditory ID of the cause of pronounced sounds from large machinery.
- Average Auditory ID of the cause of pronounced sounds from vehicles.
- Difficult Auditory ID of the cause of pronounced sounds from small machines.
- Very Difficult ... Auditory ID of the cause of pronounced sounds from electronic devices.

Corporate AR-Chip

The Corporate Officer's chip allows recognition and identification of corporate jingles, and confirmation of the voice print of key personnel. Quarterly updates are available at 35eb/level. These chips are only available to corporate employees.

TASK DIFFICULTY:

- Easy Major corporate advertising tunes.
- Average Voice prints of corporate upper echelon.
- Difficult Voice prints of management-level staff.
- Very Difficult ... Voice prints of low-level personnel (for a specific division).

Military AR-Chip

Recognition of caliber (and type) of weapon by sound. Sounds of specific military vehicles in motion. Chips should be replaced annually.

TASK DIFFICULTY:

- Easy Sounds of standard military calibers/weapons.
- Average Sounds of other known calibers/weapons.
- Difficult Sounds of specific military aircraft.
- Very Difficult ... Sounds of specific military ground vehicles.

Rocker AR-Chip

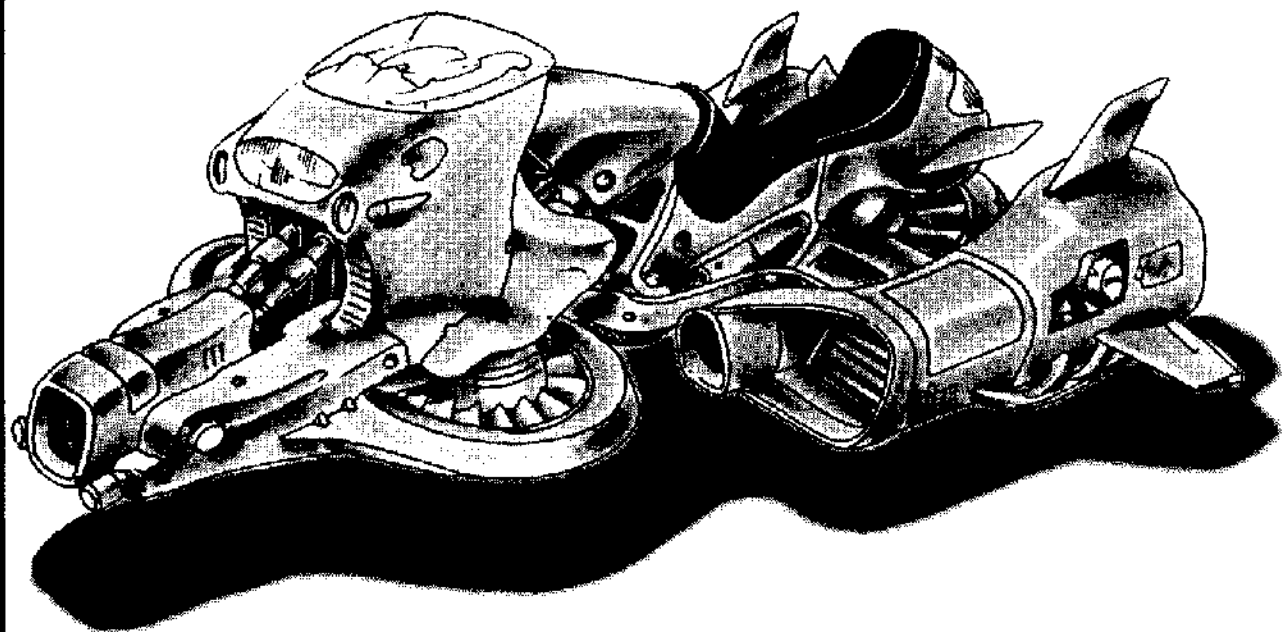
Chip can identify the sound of rock instruments, ID songs (providing lyrics via readout), or ID a Rockerboy's singing voice. Often used by Music Corp Execs. Updated monthly.

TASK DIFFICULTY:

- Easy Identifies basic instruments.
- Average Identification of popular songs and singers; ID's more esoteric instruments.
- Difficult ID's lesser-known songs and singers.
- Very Difficult ... ID's virtually unknown songs and singers; ID's rare instruments



VEHICLES



Bensen Violator Hovercycle

After two years of intensive trials and race-testing the Violator is ready for you! Incredibly fast and maneuverable, equally at home on the road or on the water; only an experienced cyclist (*Motorcycle* skill of 5+) can tame the Violator. Maneuverability is surprising in comparison to its bulky counterparts, and its acceleration off the line is nothing short of gut-wrenching. The Bensen Violator—a machine on the cutting edge of 21st century technology.

"The Bensen Violator may look like some weird chimerical crossbreed of a motorcycle and a hovercraft, but despite all its mass, it moves like a demon."

—MotorArms Magazine, Feb. 2020

STATISTICS:

Top Speed: 150mph

Crew: 1

Passengers: 1

Maneuver: 0

SP: 0 (Armor 0)

Mass: 1 ton

Accel/Dccel: 30/15 mph

Range: 400 mi

Cargo: 330 kg, no spaces

SDP: 20 (Body 1)

Type: Hover/Cycle

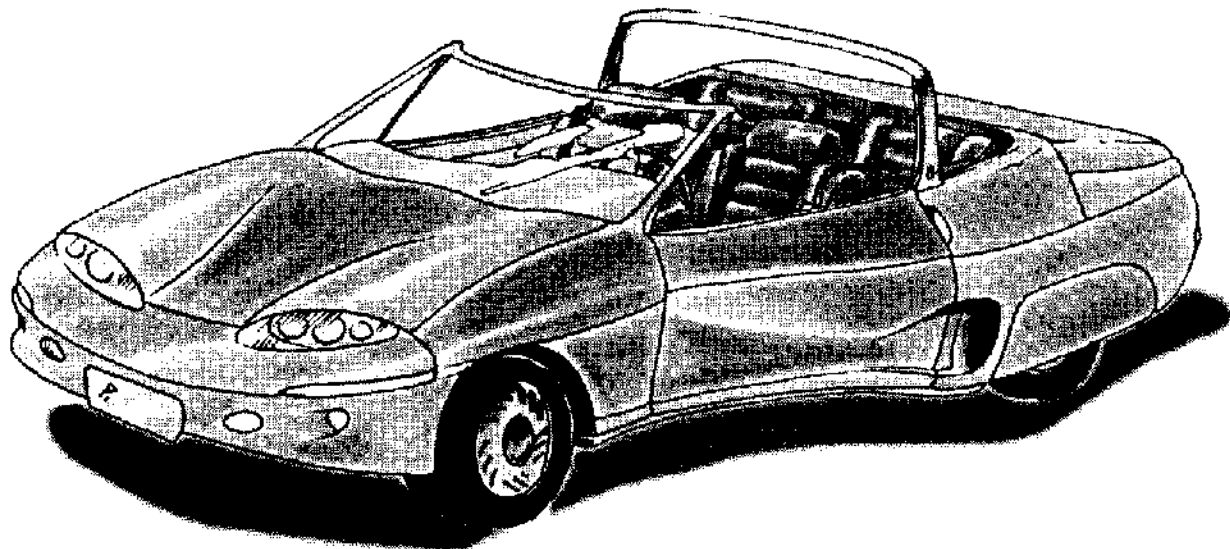
Cost: 100,000eb

SPECIAL EQUIPMENT:

Civilian nav system, Radio, Radar detector, Cybernetic linkage.

WEAPONS:

None



Takaya Daimyo

The latest release from Takaya is a new spin on an old vehicle. The Daimyo is a new convertible with that inimitable sense of style that has become the trademark of Takaya. Designed for comfort, with safety in mind, perfect for dropping the kids off at the corporate creche or taking a weekend jaunt up the coast.

A popular rec vehicle among the Mover and Corpzoner set, made more so by its numerous appearances on Net 54's top-rated drama, *California Sunset*.

"Sometimes, speed and armor must take a back seat to class, style and sex appeal."

—Takaya Radio Ad. Feb. 2020

STATISTICS:

Top Spd: 150 mph

Crew: 1

Passengers: 3

Maneuver: +1

SP: 8 (Armor 0)

Mass: 1.6 tons

Acc/Dcc: 15/40 mph

Range: 300 mi

Cargo: 500 kg, no spaces

SDP: 40 (Body 2)

Type: Car

Cost: 44,000eb

SPECIAL EQUIPMENT:

Cellular Phone, Crash-control system, Entertainment system, Simple security system, Autopilot and Civilian nav systems, Radar detector. Convertible roof is SP12 Kevlar fabric.

WEAPONS:

None



Cadence Industries Wanderer

The latest in CI's line of vans, the Wanderer is perfect for the family on the go. Its spacious and comfortable interior makes it ideal for family trips or just traveling about town. The Wanderer is highly modular; the back seats may be folded down to make a bed, or they can be removed entirely, along with the passenger seats.

Primarily a "beaver-mobile," a common sight among the single-family homes of Corporate-controlled suburbia. The Wanderer has also been gaining popularity among various Nomad clans due to its versatility and surprisingly high armor rating.

STATISTICS:

Top Spd: 80mph
Crew: 1
Passengers: 4
Maneuver: -3
SP: 20 (Armor: 1)
Mass: 2 tons

Acc/Dec: 15/40 mph
Range: 500 mi
Cargo: 650 kg, no spaces
SDP: 50 (Body 2)
Type: Pickup truck (van)
Cost: 50,000eb

SPECIAL EQUIPMENT:

Crash-control system, Entertainment system, Environment control, Fold-down bed (sleeps two), Shocker security system, Radio, Cellular phone, Autopilot and Civilian nav systems.

WEAPONS:

None

Mitsubishi Portabike

Do you need a vehicle, but worry about theft, finding a parking space, and expense? If so, the Portabike is the transportation for you. Ideal for students, workers, and teachers, the Porta-Cycle is composed of a central section with a small seat, lights, handlebars, engine and battery pack, and separately-powered wheels. The entire ensemble folds into a small package which can be easily rolled along on one wheel, or carried by a strong individual.

STATISTICS:

Top Speed: 25 mph
Crew: 1
Passengers: none
Maneuverability: +1
SP: 0 (Armor 0)
Mass: 35 kg

Acc/Dec: 18/30 mph
Range: 135 mi
Cargo: none
SDP: 9 (Body 0)
Type: Motorcycle
Cost: 250eb

SPECIAL EQUIPMENT:

None

WEAPONS:

None

New American Autoworks Roadcar

The Roadcar is one of the most economical and reliable vehicles NAA has ever produced. Ideal for the money-conscious commuter.

For parents thinking about their son or daughter's first car, New American Autoworks offers the TeenLine Roadcars. Available in hot designer colors, these cars will suit any teen's sensibilities without going overboard in price.

"Great, the vehicle version of the polymer one-shot. How a bunch of juves who think vehicular manslaughter is a recreational activity are gonna get one of these for Christmas."

—Gd Muxx

STATISTICS:

Top Spd: 80mph
Crew: 1
Passengers: 1
Maneuver: 0
SP: 0 (Armor 0)
Mass: 1 ton

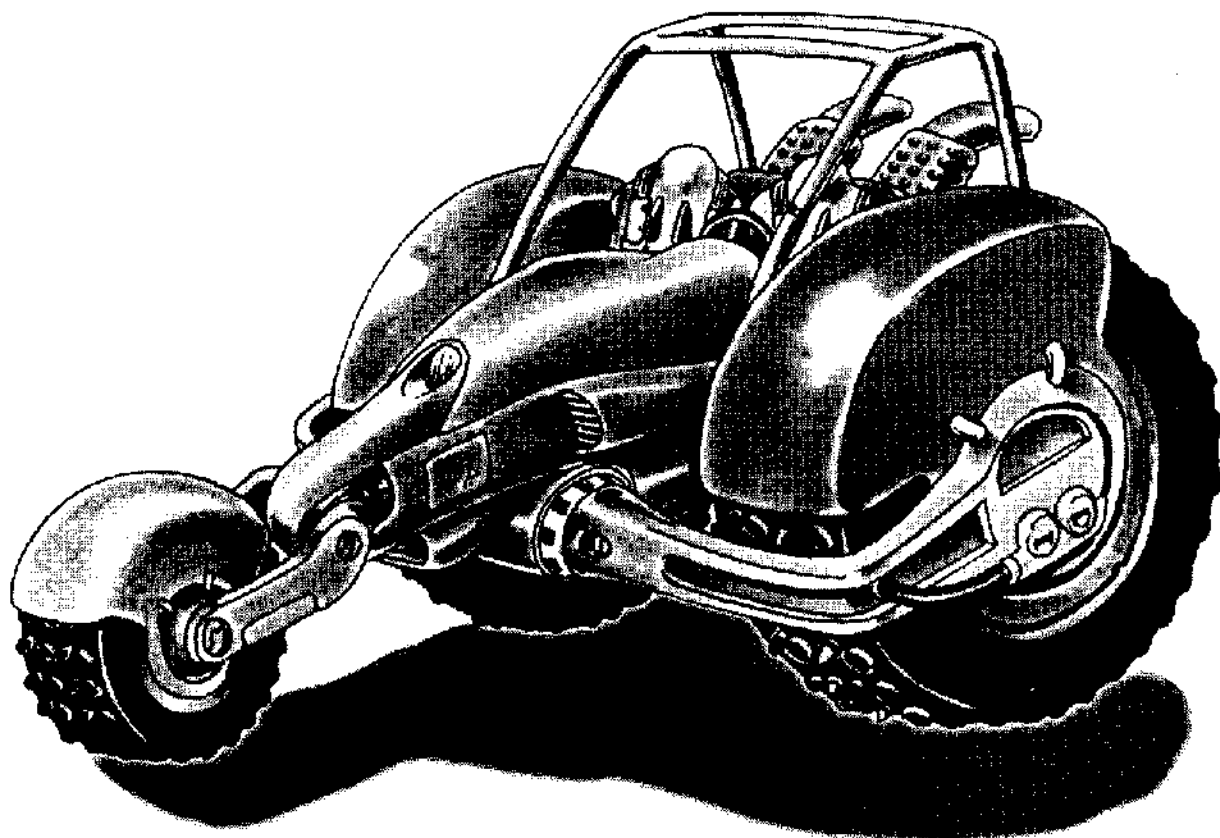
Acc/Dcc: 15/40 mph
Range: 600 mi
Cargo: 300 kg, no spaces
SDP: 25 (Body 1)
Type: Car
Cost: 5500eb

SPECIAL EQUIPMENT:

Crash-control system, Civilian navigation system.

WEAPONS:

None



Scion Technologies Dunemaster

(Note: originally test-marketed under the name Triwheel 10)

STATISTICS:

Top Spd: 100 mph
Crew: 1
Passengers: 1
Maneuver: +2
SP: 12 (Armor 1)
Mass: 1.6 tons

Acc/Dec: 30/40 mph
Range: 600 mi
Cargo: 525 kg, 1 space
SDP: 40 (Body 2)
Type: Car
Cost: 40,000eb

SPECIAL EQUIPMENT:

Off-road capability, Crash-control system, Long-range radio, Civilian nav system.

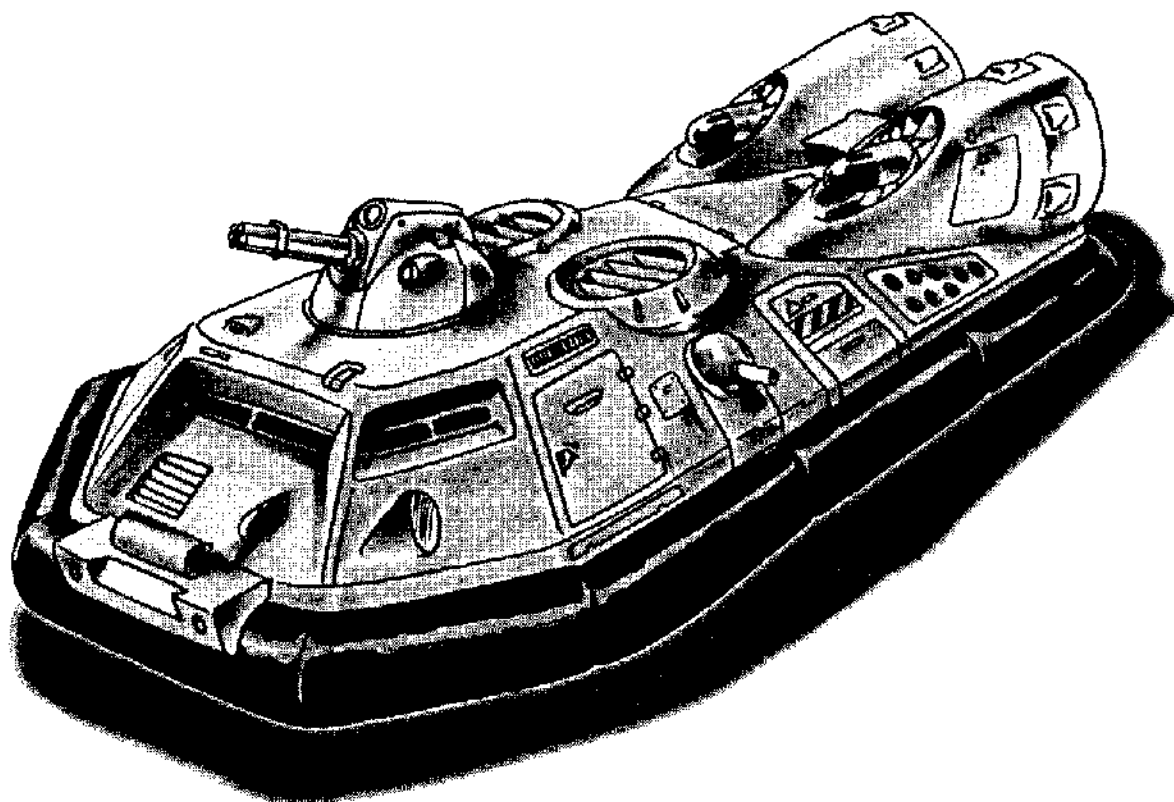
WEAPONS:

None

Scion Technologies has always strived for innovation and efficiency in their designs; the Dunemaster is no exception. Scion has employed a unique three-wheel drive system coupled with a high-powered engine for maximum maneuverability with little loss in stability. The large, knobby wheels and computerized suspension system complete the picture.

The GMI Dust Devil, a licensed military version of the Dunemaster, is also available. The Dust Devil costs 46,000eb, has SP20 (-20mph from Top Speed) and comes with active IR and a pintle mount in front of the passenger seat.





GMI HovTransport

Need to get a large group of people somewhere fast? The HovTransport is designed to be a quick-insertion personnel carrier for use in urban assault ops. While not suited for full military operations, the HovTransport is nonetheless a formidable force in times of urban strife.

The HovTransport is perfect for SWAT teams and corporate security actions as a riot vehicle. In such situations, the HovTransport's guns are loaded with rubber bullets (*Chromebook 2*, pg.47).

STATISTICS:

Top Spd: 150 mph
Crew: 2
Passengers: 10
Maneuver: -2
SP: 40 (Armor 2)
Mass: 10 tons

Acc/Dcc: 15/20 mph
Range: 400 mi
Cargo: 2500 kg, 1 space
SDP: 100 (Body 5)
Type: Hovercraft
Cost: 360,000eb

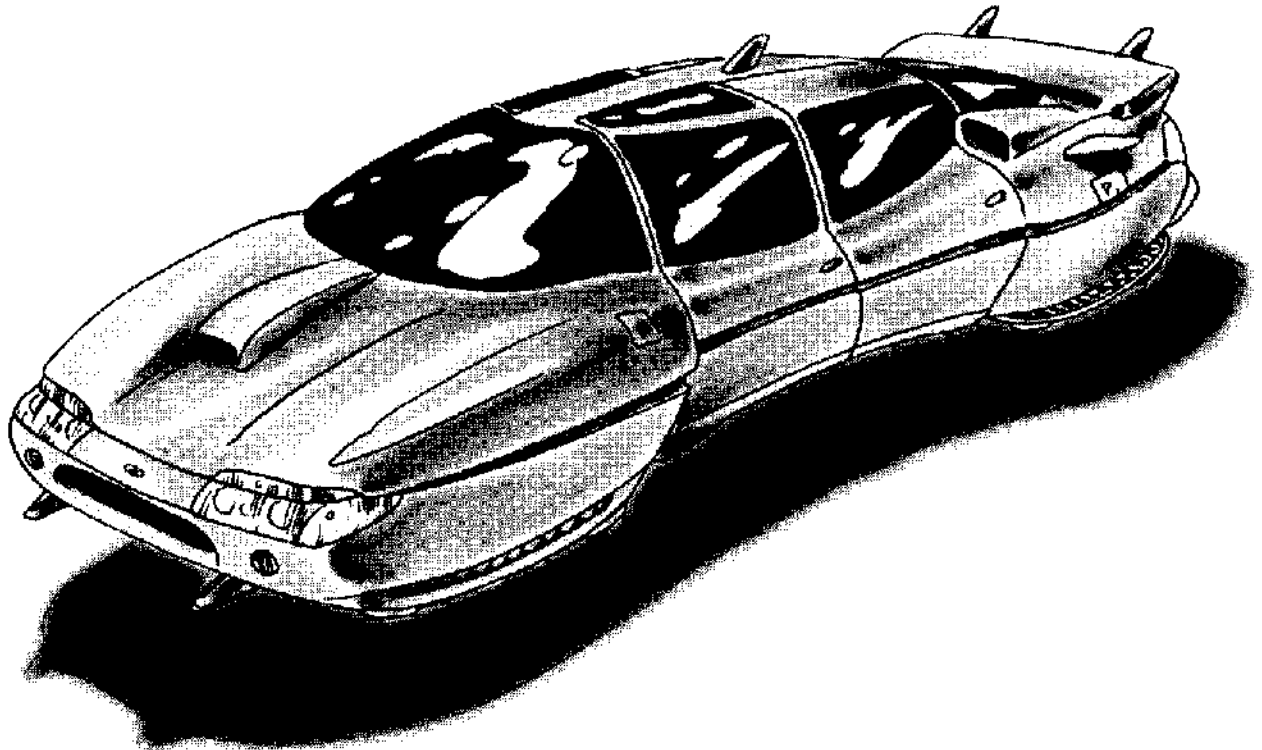
SPECIAL EQUIPMENT:

Crash-control system, Military radio w/scrambler, 12 man-hours life support, Anti-personnel grenade charges, Military Radar w/terrain-following, Auto-pilot and Navigation systems, Fire extinguisher, IR Baffling, Optics w/Passive IR and Low-Light, Shooter security system, Searchlight (armored), Cybernetic linkage.

WEAPONS:

12.7mm gatling on articulated mount forward, 7.62mm miniguns on articulated mounts left and right (see *Maximum Metal* for stats).





Tetracorp Fei Lien 100 Aerodyne

Tetracorp's first showing in the aerodyne field promises to completely refine the concepts of high-end avionics and extreme luxury. Equipped with the full range of personal electronics, safety equipment, and piloting hardware, nothing is too extravagant for this aerodyne.

Lose yourself in the sumptuous interior and let the holosystem entertain you as the auto-pilot speeds you to your destination. Sleek and smooth, the Fei Lien has the sort of elegance in form and line that is impossible to achieve in a lumbering ground vehicle. The Tetracorp Fei Lien 100: the next evolutionary step in luxury aerodynes.

STATISTICS:

Top Spd: 450 mph
Crew: 1
Passengers: 3
Maneuver: +1
SP: 25 (Armor 1)
Mass: 2 tons

Acc/Dec: 50/50 mph
Range: 800 mi
Cargo: 660 kg, no spaces
SDP: 50 (Body 2)
Type: AV
Cost: 290,000eb

SPECIAL EQUIPMENT:

Crash-control system, Long-range radio w/scrambler, Cellular phone, Ejection seats, Environment control system, Radar, Auto-pilot and Civilian nav systems, Radar detector, Shocker security system, Cybematic linkage, Seat massagers, VR holosystem.

WEAPONS:

None



Hyundai Minicopter

The ultimate single-occupant commuting vehicle, the Minicopter is ideal for those who don't want to brave the traffic (or the combat zone). The folding rotors make it easy to store, and its relatively light weight means it can land on buildings with airpads for small civilian commuter aircraft. Bad weather cannot stop you, as the Hyundai is fully enclosed.

STATISTICS:

Top Spd: 120mph
Crew: 1
Passengers: 0
Maneuver: 0
SP: 6 (Armor 0)
Mass: 1000 kgs

Acc/Dcc: 15/15mph
Range: 200 mi
Cargo: 330 kg, no spaces
SDP: 30 (Body 1)
Type: Light Helicopter
Cost: 55,000eb

SPECIAL EQUIPMENT:

Radio, Radar, Auto-pilot and Navigation systems, Optics w/Low-light.

WEAPONS:

None

New American Motors Nautilus Mini Road-Home

Tired of being tied down to one place, but you don't have the euro for a big wagon? Look no further, hit the road in class for less cash with the Nautilus.

Popular among freelancers who drift from job to job; some Nomads have been known to arm and armor Nautilus vehicles and use them as long-range scouts.

STATISTICS:

Top Speed: 80 mph
Passengers: 4
Maneuverability: -3
SP: 12 (Armor 1)
Mass: 2.4 tons

Acc/Dec: 15/40 mph
Cargo: 600 kg, no spaces
SDP: 60 (Body 3)
Type: Pickup truck
Cost: 32,000eb

SPECIAL EQUIPMENT:

Radio, Fold-down bed, Refrigerator, TV, Microwave oven, One-person/week water supply, Small bathroom.

WEAPONS:

None

Kundalini Roadworks "Dart"

A conventional motorcycle gives you the freedom of the open road...and bugs in your teeth, pollution in your lungs, and the chance to be a red skid mark in an accident. The Dart gives you the freedom of the open road...but without the bugs. The Dart is, essentially, a two-wheeled car, sheltering its rider in fighter-cockpit style. The back section of the bike has a small storage area (large enough to hold about four six-packs). Since the rider is enclosed, he is protected by the Dart's armor in the case of a crash (or a firefight). The Dart is popular among commuters who need a small, easy-to-park vehicle that keeps the rain off.

Because of its advanced gyro system and automated support pylons (with small stabilizer wheels), the bike is somewhat less maneuverable (but more stable) at high speed. When making normal maneuvers, use the +1 bonus; when making rolls involving stability, use the +3 bonus.

STATISTICS:

Top Speed: 120 mph
Crew: 1
Passengers: 1
Maneuverability: +1/+3
SP: 10 (Armor 0)
Mass: 100 kg

Acc/Dec: 18/30
Range: 270 mi
Cargo: 30 kg, no spaces
SDP: 25 (Body 1)
Type: Motorcycle
Cost: 10,000eb

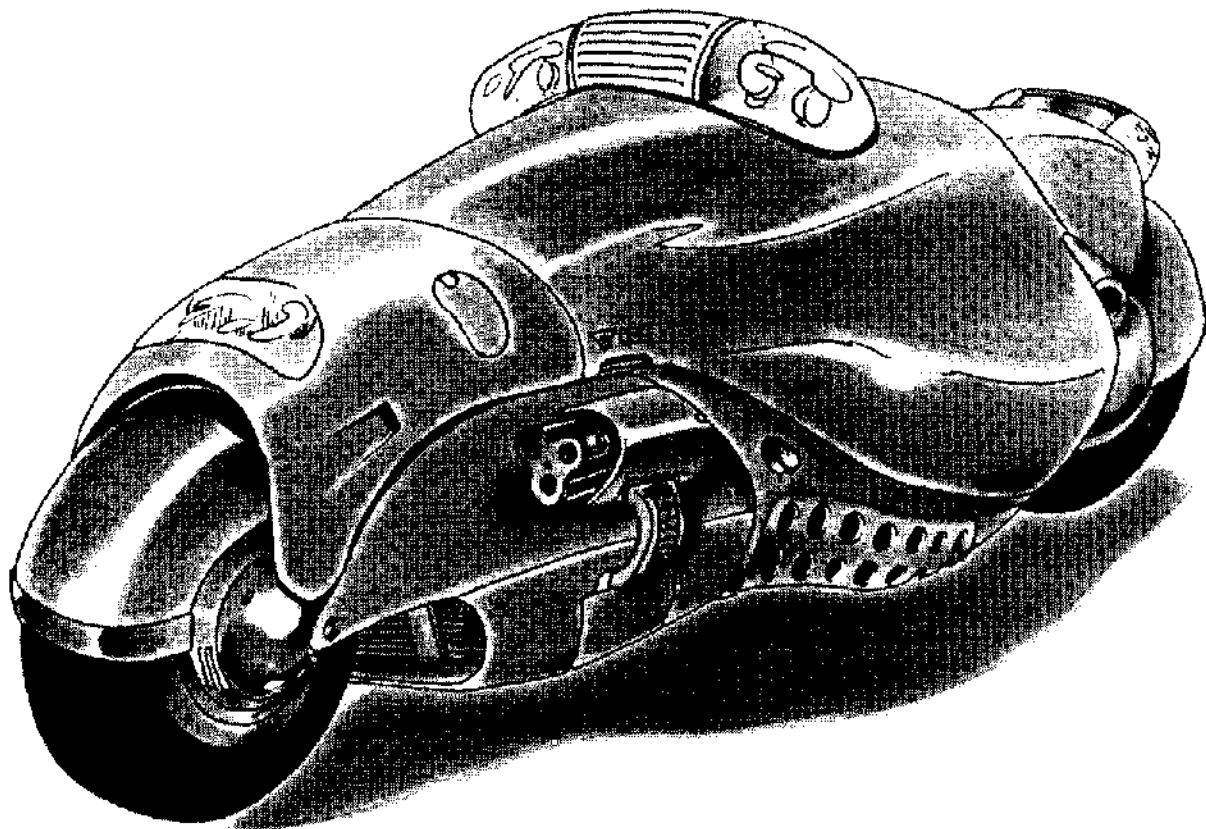
SPECIAL EQUIPMENT:

None

WEAPONS:

None





Kundalini "Torpedo" Police Interceptor Cycle

A police version of the Dart: heavier, tougher, faster. It has the same maneuverability foibles as its civilian counterpart. Torpedos are employed with a variety of units in the pursuit role. Since they do not have space for prisoners, they typically operate in conjunction with a BMW Perpetrator Transport Vehicle.

Because of their futuristic look, Torpedos are popular vehicles on TV cop shows.

"We'd snagged a nice-lookin' sedan and were rippin' around beaverville when two those things came after us from a sidestreets. I knew we were done right then an' there. Freakin' black sharks on asphalt, man!"

—Excerpted from NCPD interrogation files.

STATISTICS:

Top Speed: 144 mph

Crew: 1

Passengers: none

Maneuverability: +1/+3

SP: 15 (Armor 1)

Mass: 120 kg

Acc/Dec: 18/30 mph

Range: 270 mi

Cargo: none

SDP: 30 (Body 1)

Type: Motorcycle

Cost: 36,000eb

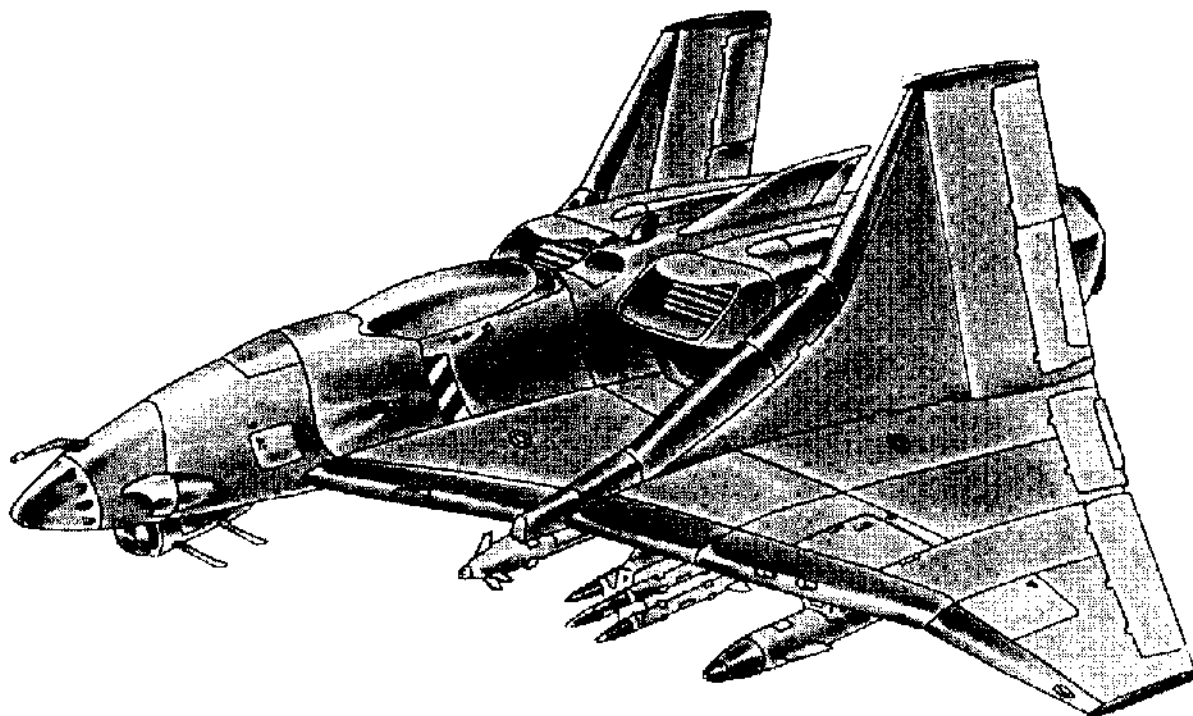
SPECIAL EQUIPMENT:

Off-road capability, Long-range radio, Civilian nav system, searchlight.

WEAPONS:

Darts are not delivered with weapons, but they come standard with two open weapon mounts (firing systems already installed) for 1/2-space weapons (as per *Maximum Metal*). Typical armament is Militech Urban Missile Launchers (*Chromebook 2*, pg.41), or H&K G-6 Squad Autos (*Chromebook 1*, pg.51).





ATF-37B Thunderhawk

Militech's entry into the medium multi-role fighter class dominates the skies! Superior avionics, modular equipment modules and a cybernetic "fly-by-mind" control system make the Thunderhawk the only aircraft that you'll ever need for ground-attack, air-superiority or combat air patrol. Buy yours before your competition does!

STATISTICS:

Top Spd: 1040 mph
Crew: 1
Passengers: none
Maneuver: +3
SP: 20 (Armor 1)
Mass: 20 tons

Acc/Dec: 20/25mph
Range: 2656 mi
Cargo: none
SDP: 250 (Body 12)
Type: Small Jet
Cost: 12.5Meb

Military radio with scrambler, Visual and Microwave rangefinders, Multi-targeting, Auto-pilot and Navigation systems, Cybernetic linkage, ECM, Optics with Image Enhancement, Low-lite, Telescopes and Thermograph, Laser-, Microwave- and Radar-Detection systems, Military Radar w/terrain-following and look-down.

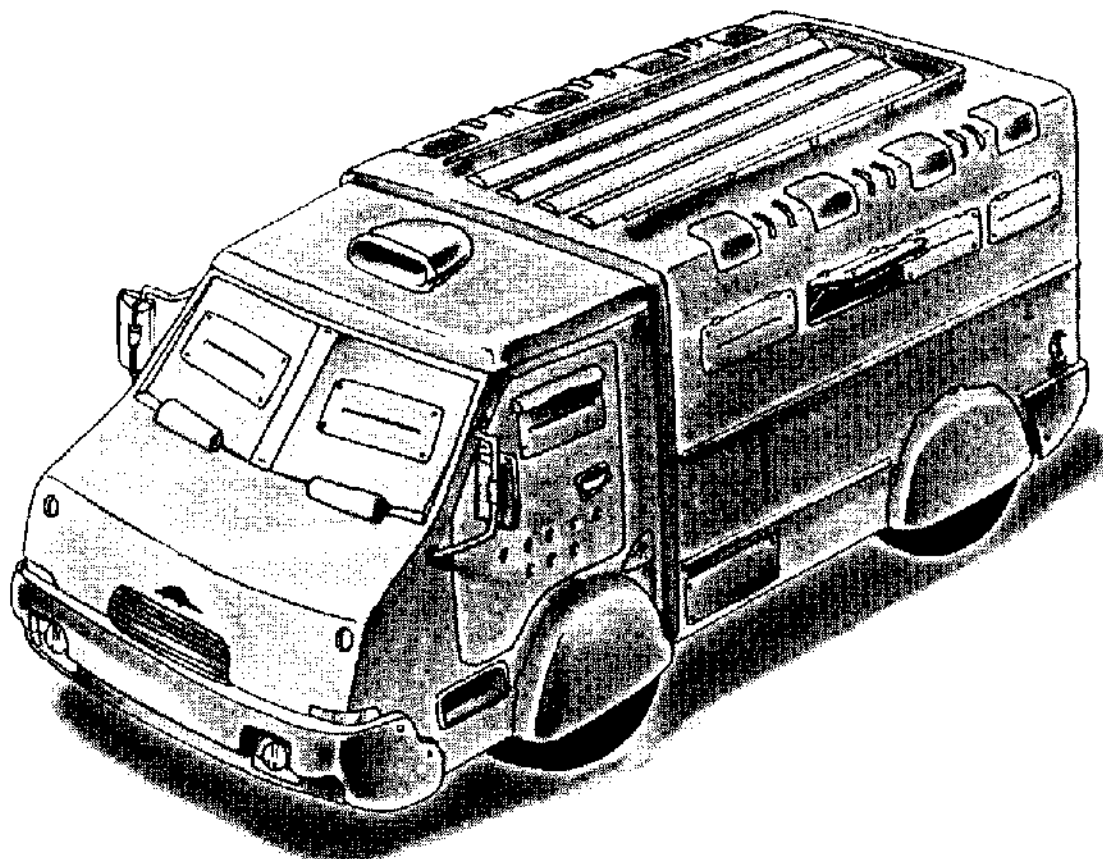
WEAPONS:

Computer weapons sight (+5), 2x pod-mounted 20mm gatlings, painting laser in wide-angle turret, 2x pod-mounted AAMs on wingtips, 34 spaces for additional pod-mounted weapons or equipment (as per *Maximum Metal*).

SPECIAL EQUIPMENT:

IR Baffling, Crash control system, Damage control, Ejection seat, Environmental control, 12 Man-hour life-support system, Chaff and Flare dispensers,





New American Motors "Armadillo" Armored Road-Home

Back in the good old days a family could head out in their RV and enjoy a weekend in the woods. These days, the road to the woods is often blocked with armed road gangs, and it takes armored firepower to get back to nature. That's where the Armadillo comes in—the latest in road safety.

The Armadillo is popular among corporate executives who like to camp, but like to stay secure. For Nomads who can afford it, the Armadillo is one of the vehicles of choice. It's occasionally put to other uses, such as rolling ripperdoc stations, police operation command posts, etc.

STATISTICS:

Top Speed: 80 mph
Crew: 1
Passengers: 6
Maneuverability: -3
SP: 27 (Armor 1)
Mass: 3.6 tons

Acc/Dec: 15/40 mph
Range: 500 mi
Cargo: 1200 kg, 2 spaces
SDP: 90 (Body 4)
Type: Pickup
Cost: 85,000eb

SPECIAL EQUIPMENT:

Off-road capability, 2 Fold-down beds, Radio, Galley, Small bathroom, Optics w/Low-lite, Passive IR, Six-person/week water supply, TV w/sat dish, Simple security system.

WEAPONS:

Turret for a 1/2-space weapon (as per the rules in *Maximum Metal*).



New American Autoworks "Vulture" Heavy Tow Truck

Tow Truck drivers are exposed to some of the worst situations. Sometimes they have to pull crippled vehicles out of a fire—or haul off a vehicle in the face of the owner's firepower. The ultimate tow truck for those bad situations is the NAA Vulture. It features an armored cab, remote tow connector, weapons turret, six-wheel drive, and the raw horsepower to tow up to 36 tons of vehicle!

STATISTICS:

Top Speed: 80 mph
Crew: 1
Passengers: 1
Maneuverability: -4
SP: 40 (Armor 2)
Mass: 8.3 tons

Acc/Dec: 10/30 mph
Range: 500 mi
Cargo: 2.75 tons, 5 spaces
SDP: 125 (Body 6)
Type: Truck
Cost: 215,000eb

SPECIAL EQUIPMENT:

Off-road capability, Heavy winch, Long-range radio, 2x searchlights, remote-controlled tow connector (allows hitching-up without the driver leaving the cab).

WEAPONS:

A turret for a 1-space weapon (as per the rules in *Maximum Metal*).

Sport Eurasia "Microbike"

Take a hint from LaShred (aka "Ladder-Shredders"), Singapore's hip new phenomenon of motorcycle-riding sararimen* who you've seen on the cover of *Pop Tech Magazine*. They all ride Sport Eurasia's Microbike—and why not? You can fold it up and wear it like a backpack, and still do 55 on the freeways! The fully-sealed ceramic engine means no grease spots on your suit; the retractable tires keep road grit away; the up-to-the minute trend keeps you on the forefront of maximum fashion.

*"Sarariman" = Japanese term for "salary man."

STATISTICS:

Top Speed: 80 mph
Crew: 1
Passengers: 1
Maneuverability: +1
SP: 0 (Armor 0)
Mass: 15kg

Acc/Dec: 18/30 mph
Range: 135 miles
Cargo: 20kg, 1.3 spaces
SDP: 7 (Body 0)
Type: Motorcycle
Cost: 100eb

SPECIAL EQUIPMENT:

None

WEAPONS:

None

Brennan "Hermes" Courier Motorcycle

The fast pace of modern business requires the fast transmission of information and material. While some info-docs can be sent via modems, phones, and faxes, sometimes things have to be delivered in person. When it has to be there fast, get a courier—get a Hermes.

STATISTICS:

Top Speed: 72 mph
Crew: 1
Passengers: none
Maneuverability: +2
SP: 0 (Armor 0)
Mass: 80 kg

Acc/Dec: 18/30 mph
Range: 270 mi
Cargo: special
SDP: 20 (Body 1)
Type: Motorcycle
Cost: 250eb, plus options

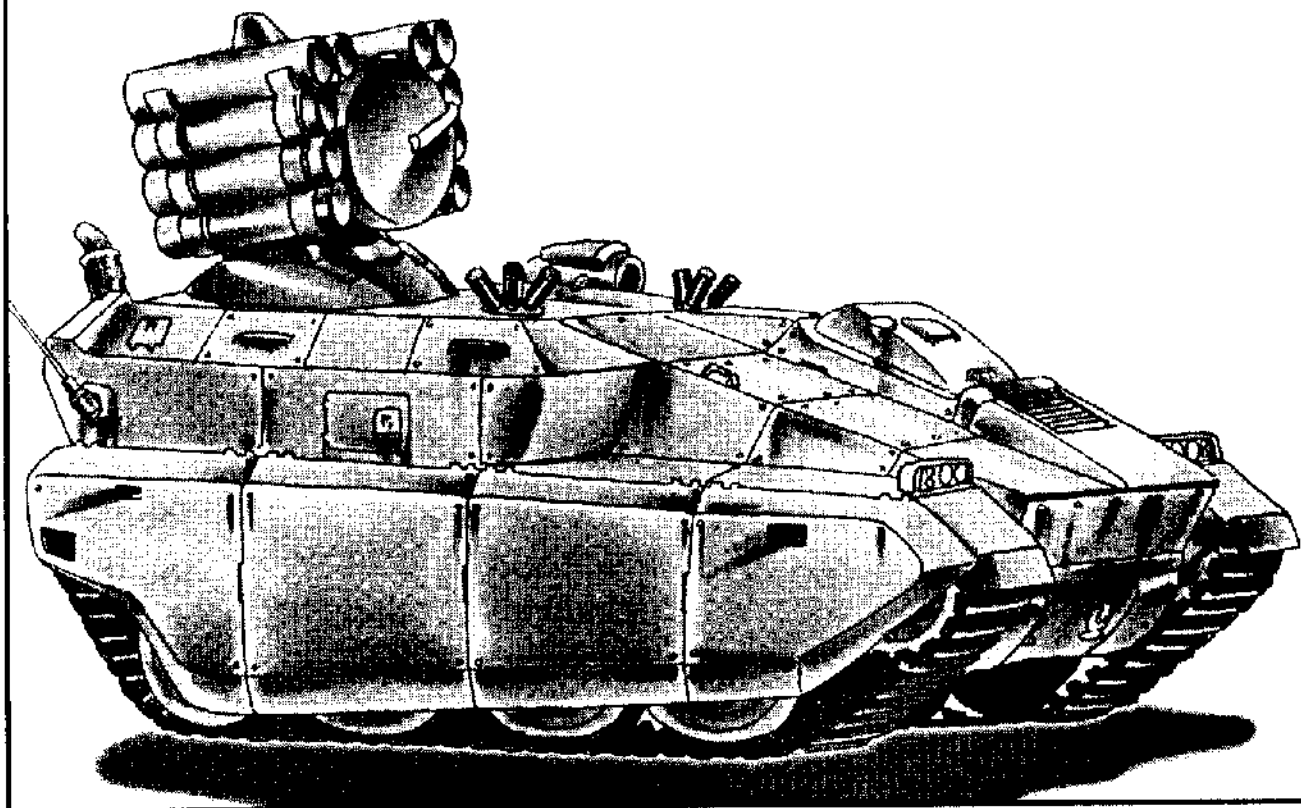
WEAPONS:

None

SPECIAL EQUIPMENT:

Radio, Cell phone. Cargo space is contained in a courier case, which is removable for carrying. The case lock is electronic and has a Diff of 20+ to pick. The case itself is SP25. Cases come in many varieties, including a Hot/Cold case for food (100eb), a med transport case for perishable/sensitive medical supplies (200eb), a high security case with Diff 25+ lock system and SP35 (300eb), and a biohazard transport system (400eb).





M-62 "Volcano" SAM Launcher

The M-62 is the standard air-defense weapon system of the EEC's Combined Military Forces. Nicknamed the "Volcano" by field personnel (due to its ability to literally erupt with missiles by firing at up to ten different targets at once), the M-62's missiles home in on aerial targets with an IR heat-seeking system. Unlike the previous generation of SAM launchers, the Volcano can defend itself with some proficiency against attacking infantry and light armored vehicles.

STATISTICS:

Top Spd: 40 mph
Crew: 2
Passengers: none
Maneuver: +2
SP: 40 (Armor 2)
Mass: 14 tons

Acc/Dcc: 13/50 mph
Range: 300 mi
Cargo: 2.5 tons, 1 space
SDP: 140 (Body 7)
Type: Tracked IFV
Cost: 950,000eb

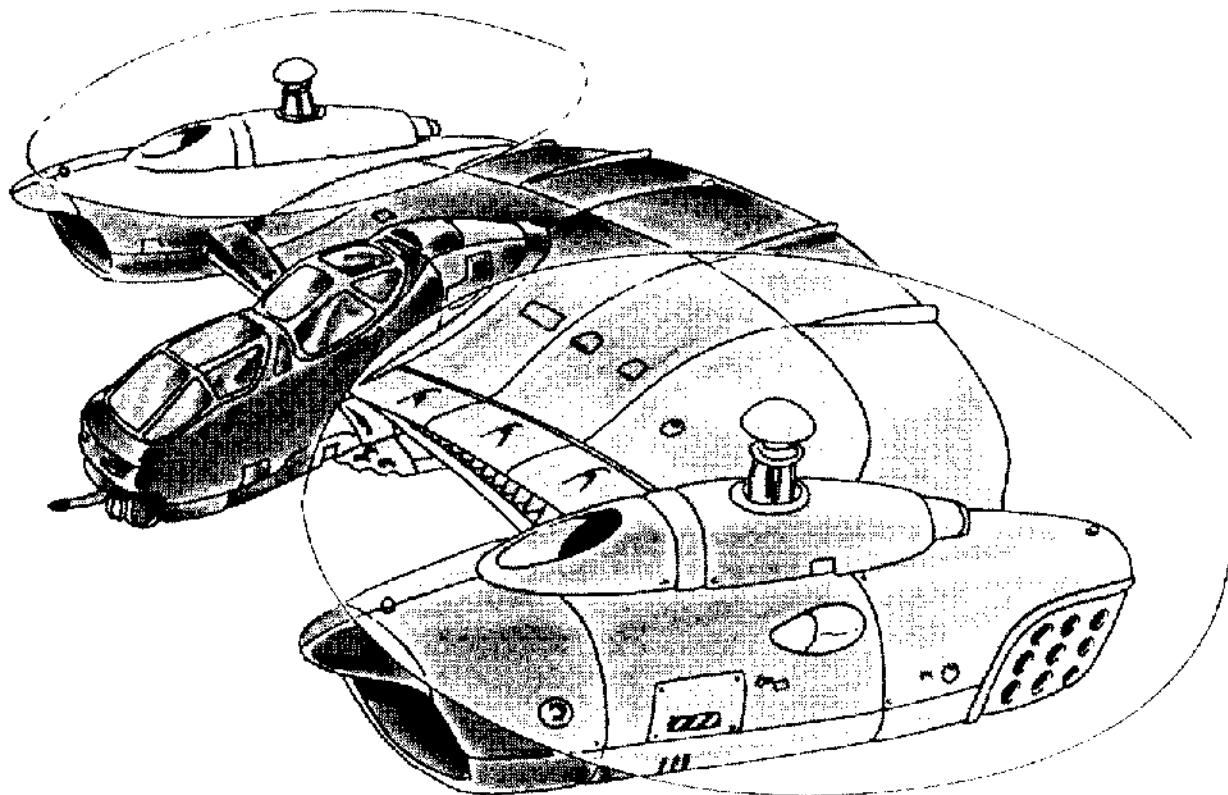
SPECIAL EQUIPMENT:

Amphibious modifications, Fire extinguisher, Military radio w/scrambler, 12 man-hours life support, Anti-personnel grenade charges, Military Radar w/target ID, Auto-pilot and Navigation systems, 2 Hot smoke projectors, Optics w/Active IR, Telescopes and Thermograph.

WEAPONS:

10x VSAMs in high-angle open mount w/ multi-targeting (see *Maximum Metal* for stats).





Bell UH-10 PAPC

With the advent of powered armor as a viable battlefield weapon, a problem has appeared: no AV or helicopter is really powerful enough to haul a full squad of PA suits! Even the monster S-M Dragon only carries 4 tons, barely enough for five Arasaka Standard-B suits (or three Boris suits), and the AV-9 can only fit two Militech Commandos! Since the normal U.S. Army PA squad is four 800kg suits and a 1500kg "Pigman," the Army commissioned Bell to build the UH-10 Powered Armor Personnel Carrier. Mitsubishi/Arasaka is also selling this carrier under commercial license.

In tight spots where the helicopter cannot land to deploy the suits, the PAs either jump (using jump jets or parafoils to slow them), or are lowered by winch.

STATISTICS:

Top Spd: 135 mph
Crew: 2
Passengers: none
Maneuver: -2
SP: 40 (Armor 2)
Mass: 10 tons

Acc/Dcc: 15/15 mph
Range: 1000 mi
Cargo: 5 tons, 12 spaces
SDP: 250 (Body 12)
Type: Heavy Helicopter
Cost: 1.85Meb

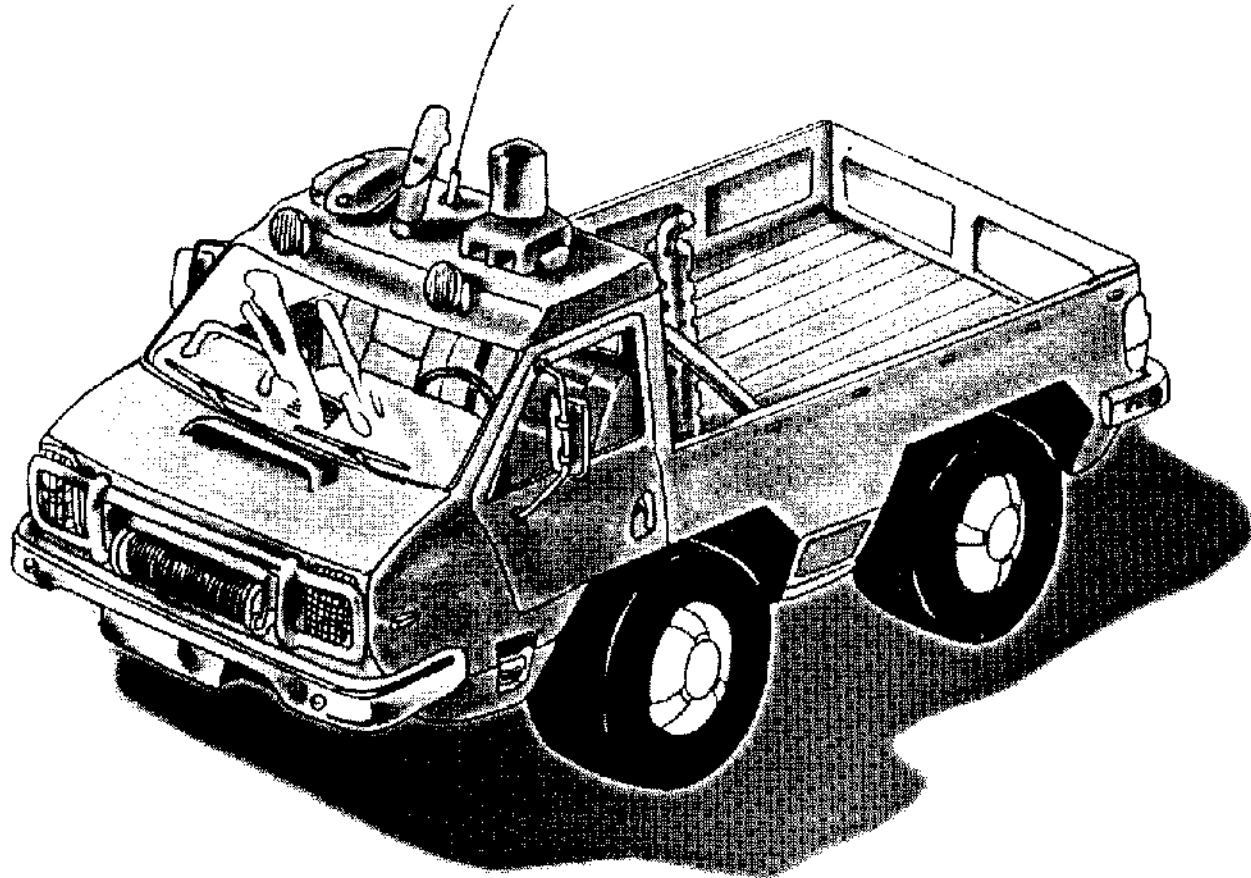
SPECIAL EQUIPMENT:

Auto-pilot and Nav systems, Ejection seats x2, Chaff and Flare dispensers, IR baffling, Military radio, Optics w/Image-enhancement, Telescopes and Low-light, Thermograph, Laser/Radar detectors, Military radar.

WEAPONS:

None





Spinelli Autotech "Nomad"

Inaccessibility isn't in the Nomad vocabulary. It's a vehicle with the same insatiable wanderlust as you, undaunted by perilous mountain paths and swift-running rivers. An ideal all-terrain vehicle, the Spinelli Nomad is suited for both the urban jungle and the rugged outdoors.

The Nomad's multi-configurable tires have retractable knobs which can be extended with a flip of a switch—then you're ready for off-road action! It also has a computerized suspension system that reacts to changes in terrain. Survivable, capable and powerful—when the going gets tough, turn to Spinelli Autotech.

STATISTICS:

Top Spd: 100 mph
Crew: 1
Passengers: 1
Maneuver: 0
SP: 8 (Armor 0)
Mass: 1.6 tons

Acc/Dec: 15/40 mph
Range: 500 mi
Cargo: 525 kg, 3 spaces
SDP: 40 (Body 2)
Type: Pickup truck
Cost: 55,000eb

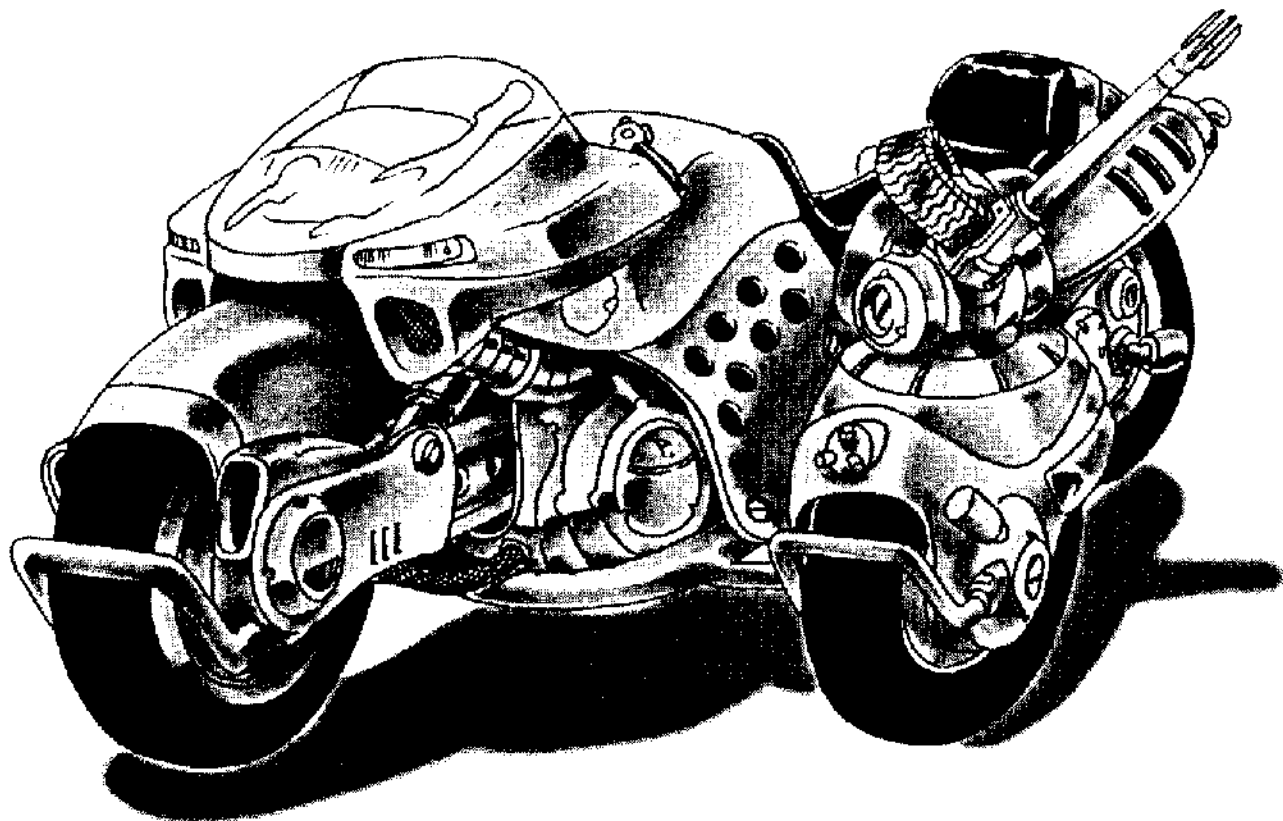
SPECIAL EQUIPMENT:

Off-road capability, Environmental control, Crash-control system, Long-range radio, Civilian nav system, Amphibious modifications.

WEAPONS:

none





Brennan Cycles "Ares" Combat Bike

No motorcycle is more suited for the roads of 2020. The Ares utilizes the patented Brennan Cycles *Gendarme* chassis, making it one of the most durable cycles on the road. It comes equipped with a removable weapons pod. Normally a cycle would be incapable of supporting the weight of an exterior pod. However, the innovative designers at Brennan installed the gun pod in a sidecar configuration, so the road supports most of the weight. The weapons pod holds a 20mm autocannon, standard. Fully-computerized SmartSuspension allows you to use the sidecar/weapons pod without sacrificing maneuverability.

Popular among Nomads and GoGangers, it's usually illegal (thanks to the standard autocannon). The cycle is available sans cannon for 3500eb less.

STATISTICS:

Top Spd: 95mph

Crew: 1

Passengers: None

Maneuver: +2

SP: 12 (Armor 1)

Mass: 148 kg

Acc/Dcc: 27/30mph

Range: 130 mi

Cargo: 45 kg, no spaces

SDP: 37 (Body 2)

Type: Cycle

Cost: 21,000eb

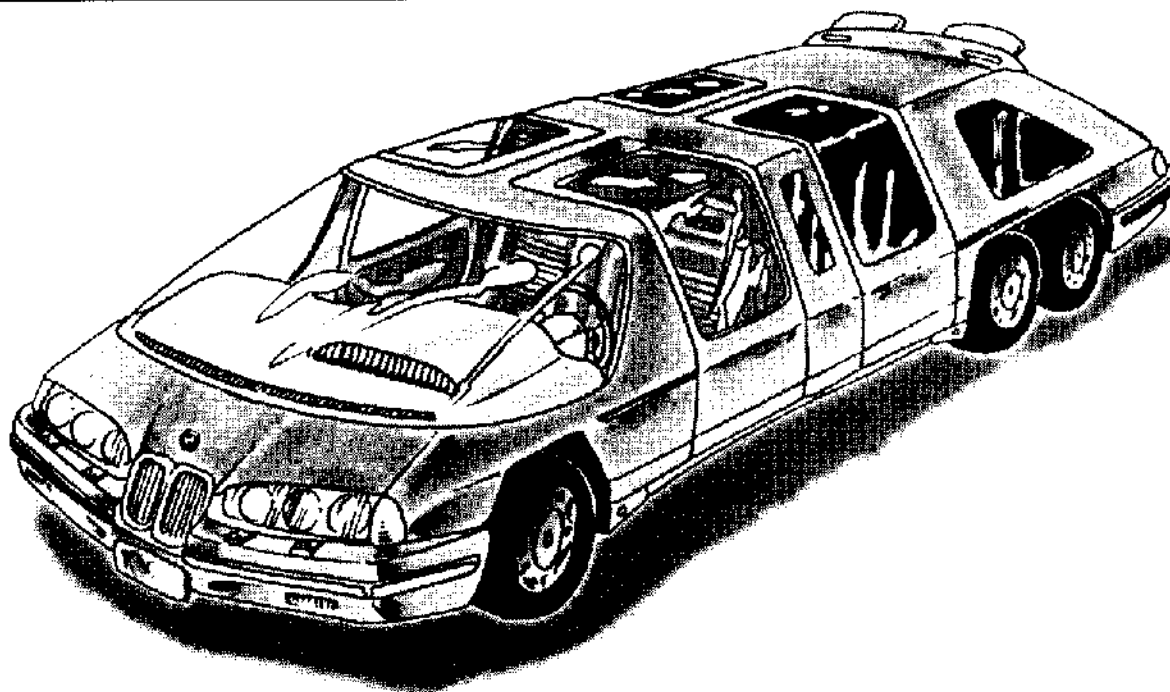
SPECIAL EQUIPMENT:

Off-road capability, Radio, Radar detector.

WEAPONS:

20mm autocannon in gun pod (see *Maximum Metal* for stats).





BMW Burowagen HSR

The multi-purpose Burowagen line of vehicles was offered by BMW from 2009 to 2016; the HSR was the most popular model offered. The 2012 Burowagen HSR (High-Speed Runabout or "office car") is a business-suited sedan which can seat up to six passengers in conference-room comfort. The Burowagen HSR was designed to be used in cities and on short trips (such as an airport-to-office ride) and allow business to be carried out on-the-go, so it is fitted with six rotating bucket seats and a tabletop which folds down from the ceiling. The tabletop integrates a video display system which can be linked to a portable computer for presentations. The HSR's driver is supported with radar detection, an advanced nav system and basic auto-drive, while the drive-by-wire controls and cyber-interface ensure that that business is not interrupted by a rough ride. Passenger comfort is ensured by full environment control, and the required cel phone has speakerphone capability and can connect with the vid system for visual communication. Because promptness is important in the business world, the Burowagen HSR has a high-performance engine (with improved antilock brakes), and a modest fuel tank suited to its commuter design. Naturally, the Burowagen has complete security system features which can be set by the driver; along with that necessity for the urban businessman, a layer of light Kevlar. To protect against collisions, the HSR's body has a reinforced crash cage and AntiDent™ frame, and each seat contains decelerator straps and airbags. Finally, the Burowagen HSR's businesslike styling will satisfy any auto buff.

STATISTICS:

Top Speed: 110 mph
Crew: 1
Passengers: 5
Maneuver: +3
Armor: SP12 (Armor 1)
Mass: 2.9 tons

Acc/Dec: 15/50 mph
Range: 200 mi
Cargo: 0.96 tons
SDP: 75 (Body 4)
Type: Car
Cost: 90,000eb

SPECIAL EQUIPMENT:

Video display system, Radar detector, Satellite uplink, Navigation and auto-drive systems, Cybematic interface, Environment control, Entertainment system, Cellular phone, Crash control system, Shocker security system.

WEAPONS:

None



VEHICULAR OPTIONS

NOTE: Most of the systems listed below use terms from the Maximum Metal supplement. Refer to that book for explanations and clarifications.

CIVILIAN NAVIGATION SYSTEM:

Availability C, 250eb, no space. Operates exactly like the military one, but is only 80% accurate in "uncivilized" off-road areas.

PUNCTURE-PROOF TIRES:

Availability P, cost is equal to 1 SDP of the vehicle in question/tire, no spaces. These tires are designed to take almost any amount of damage. Proof against fire, sharp objects, and small arms. They have 1/2 the vehicle's SDP/SP instead of 1/3.

BULLETPROOF GLASS:

Availability C, 200eb/side of vehicle, no spaces. Any of a vehicle's windows can be replaced with this glass. SP=15.

MINI-COMP:

Availability E, 1000eb, no spaces. Normally designed as a portable system, mini-computer (equal to an EBM "PCX" w/30 MU) is installed in the dashboard or control panel and is tied into the vehicle's power source. The comp comes equipped with a fold-away high-definition screen and keyboard.

WINCH SYSTEM:

Availability C, 1500eb, 1 space. This option consists of a hook and a 100m cable which is driven by a high-powered motor. The mechanisms are firmly anchored to the vehicle's frame so the winch can easily pull the vehicle's own weight without risk of damage. In ideal conditions, the winch can pull up to 15 tons. The amount of weight it can actually pull will be dictated by the vehicles' own weight and various situational mods (Ref's discretion). The winch cable has 30 SDP.

EXTERNAL VIDCAM:

Availability P, 500eb, no spaces. A wide-angle video camera is placed in a fixed position on the exterior of the vehicle. The vidcam stores its images on digital chip (245 hours of recording) and it may be linked to a screen inside the vehicle. A standard option in most police vehicles.

CHUTE:

Availability P, 2000eb, 1 space. A parachute is installed in the rear of the vehicle (ground vehicles only). When deployed, the vehicle is considered to have a deceleration of 75mph until the chute is detached. The chute can be triggered at any time (it does not cost an action) and detached at any time. When the chute is deployed a skill roll at Diff 15+ should be made, failure results in a check on the Failure Table (*Maximum Metal*, pg.10). It takes four rounds to repack the chute into its release mechanism.

LOUDSPEAKER:

Availability E, 150eb, no space. A standard amplifier designed to boost the voice of the user. The speaker is mounted externally. A standard option on police vehicles.

RAM:

Availability P, 1000eb, 1 space. The front of the vehicle is reinforced and a sharp metal bumper is installed. Adds one point of Penetration to ramming attacks after normal damage is multiplied by the Weight Mod (see *Maximum Metal*, pg.11).



GAS SPECTROMETER:

Availability R, 1000eb, no space. Mounted externally, the spectrometer samples and analyzes any airborne chemicals that are present. The spectrometer's built-in software (*Chemistry* skill of +5) and memory allow it to identify most known gases and biological warfare agents. The spectrometer will provide a brief summary of the application of any recognized gases and what symptoms to expect from exposure. If a detected gas is not listed in memory then the device will provide a chemical breakdown. The spectrometer can output to a screen inside the vehicle and can be linked to trigger Life Support.

RADIATION DETECTOR:

Availability P, 250eb, no space. This sensor allows radiation to be detected with 95% reliability out to a 25m range. An auditory warning sounds, and the intensity of the radiation is displayed on an internal screen.

HOMING BEACON/TRACER:

Availability P, 500eb, no space. A homing beacon is installed in the vehicle's infrastructure. The tracer displays its findings on an internal screen. The tracer has a range of 5km and displays the location, distance and speed of any beacons on the tracer's frequency. Extra homing beacons can be purchased and installed in other vehicles. Tracers can be jammed by ECM; roll 1D10 every turn, a 3-10 indicates signal was lost.

FIRING PORT:

Availability C, 100eb, no space. This vehicle option involves installing a slot in the vehicle's hull for crew members to fire through. Anything the size of an assault rifle or an LMG can use these ports. The ports can be targeted by small arms fire (with the -4 *Small Target* mod), but not by vehicle weapons. Anyone using a firing port will receive the -3 *Firer Moving/Non-Stabilized Weapon* mod.

MINE LAYER:

This device is mounted under the rear of the vehicle (ground vehicles only). It is capable of laying three types of mines. Anti-personnel and antitank mines are detonated by a trooper or vehicle encountering one physically. Claymore mines are detonated by tripwire, time delay, or via remote control (usually installed in the vehicle). These mines arm themselves five seconds after deployment. If a mine is released while the vehicle is moving then a roll for scatter should be made (CP2020, pg.99). To determine the number of meters shifted, roll a number of D6 equal to the vehicle's current speed divided by 10. These mines are easily detected by magnetometers or chemical sniffers (divide the distance in meters from the mine by 10 and roll over that number on 1D10 to detect it). They're also visible as a disturbance in the ground on an *Average Awareness* check. Mine layers can only be installed in fixed mounts. HVY O N R Variable (mine) 5 or 10 1 VR 3000eb, 1-2 spaces. See *Maximum Metal* for more.

MINELAYER MUNITIONS OPTIONS

ANTI-PERSONNEL MINE:

Typified by the Militech M25AP and similar explosive devices used by other corp/gov't forces. 4D10 (Pen 2), 7m radius.

ANTITANK MINE:

The Militech M26AT and others. 6D10AP (Pen 6) direct, 6D6 (Pen 1) 2m radius.

DIRECTIONAL A-P MINE:

The U.S. Army's M20-C Claymore and others. 4D10 (Pen 2); see CP2020, pg. 110 for pattern.



COMPUTERS, CYBERDECKS, SOFTWARE AND PERIPHERALS

Cyberpunk 2020 is a world defined by computers. Practically every aspect of everyday life is defined by these machines. But the only computers out there are notebooks and cybermodems? Uh uh!

The old functions of most personal computers of the late 20th century have been absorbed by notebooks like the E-Book (*Chromebook 2*, pg.14). For those desiring more power, there are laptop minicomps (the EBM "PCX" mini-comp is characteristic of this line; *Chrome 2*, pg.14). And finally, for those desiring power over portability without the massive expense of a real mainframe, there are the new "PCs," personal computers that pack more processing power and memory capacity than mainframes scarcely 25 years old. This is hardly surprising, seeing that in the 1980-90s, the memory capacity to physical volume ratio doubled each year. The fact that a common 2020 PC is only about 20 times as efficient as its 30-year old precursors points up the fact that breakthroughs in computer technology are growing ever more difficult to come by.

Those 'punks asking "why a PC? A cybermodem is better" obviously haven't checked out *Guide to the Net*, page 144. "Netrunners who operate through a cybernetically-accessed workstation or mainframe can take multiple actions in a combat round if they run the **Multi-Tasker** program [MU 6, STR 5, 1140 eb] first." What that means is that a netrunner who hooks his cyberdeck up through another computer, such as the Microtech IIKL-4 Workstation (*Chrome 2*, pg.15), can do a lot more than a weefle-runner plugging through his little modem alone. Sure, the workstation's not as portable, but the advantages...

When running through a station or PC, the Netrunner can operate multiple programs. Indeed, the runner can have the PC run programs even when he's not hooked up to his cyberdeck! Static programs (those that don't have to go anywhere in the Net) and those that don't have to cope with decision-making, are best. Of course, a PC could easily sustain a Daemon doing its job (see page 60). Furthermore, the runner has complete access to the PC's onboard memory (at least 25 extra MU of it) for program and data storage. And finally, PCs usually feature chipreaders and databases to assist the runner while he or she is in the Net.

There is another use for PCs and similar 'frames: Multi-running (see the Multinetter Utility on page 73).

DAEMON NETRUNNING

With the current phenomenon of netrunning in the popular eye, many forget one of the hackers' oldest tactics, that of inserting a program into a different system and using the system's own processing power to run the program. In the early days of computer calumny, the humble virus routine was the prime example of this activity. With the advent of daemon programs, this tactic has experienced a renaissance.



One of the biggest difficulties of netrunning is that a netrunner has to enter a system from outside, usually via an outside line. This means that elaborate precautions have to be taken to prevent the system's defenses from noticing that there is a foreign signal in the system; failing that, the defenses have to be fought off (an expensive and risky business). Daemon runs avoid this problem by inserting a self-actuating program within the target system and making the system run it as one of its own.

The idea of daemon netrunning is very simple. The netrunner creates a "smart" self-acting program with multiple subroutines, and inserts it within the target system. Once there, the program uses its access (either provided or gained by the program itself) to schedule operation time using the target system's own CPU to do the work! The program then performs its design function, whether it be internal espionage, sabotage, or just mischief. (The definition "daemon" indicates a compiled, multi-part program like a demon, but equipped with more sophistication and semi-independence.)

Making An Independent Daemon

A Daemon is constructed like a Demon. It consists of a **Compiler** function, program **Strength** (to be modified by the number of carried subroutine programs), and the *Recognition*, *Movement*, and *Pseudo-intellect* options. More complex additions include the *Interactive* function, and the *Memory*, *Conversational ability*, and *Advanced ICON* options.

Two new program functions are available: **Disguise** (Difficulty 10), which allows a program to take the identity of another program. This includes codes, passwords, and icon of the imitated program; a system's defensive programs will be fooled into believing the program to be friendly. Monitor programs and sysops get an *Interface* check to spot the hidden nature of the program (Monitors: System STR + *Interface* + D10; Sysops: INT + *Interface* + D10; the disguised program gets its program STR + INT6 + D10). The **Doppelganger** function (Difficulty 20) allows a program to absorb the functions of a program it has just destroyed into the Daemon itself (this requires leaving one of the program's subroutine slots empty). Doppelganger-equipped programs can't be told from the original without scanning their code (takes three turns; netrunner/sysop's *Programming* skill roll versus Doppelganger's program STR + INT6 + D10).

Getting Into the Target System

Once the netrunner has the daemon made up, the program must be snuck into the target system. There are 4 ways to do it:

- Break into the system on a normal netrun and plant the program in the memory files.
- Break into the system physically and upload the daemon from storage.
- Sneak the program into a program transmission, or
- Sneak it in physically via an ally (willing or unwilling).

The first option, that of breaking into the system via a netrun, is fairly obvious. Unfortunately, if the netrunner's intrusion is detected, most sysops run a system search to see if anything's out of place—that means missing or *added*. Most sysops know about daemons, too.

The second option is tricky, but more likely to succeed. It means that the sysop is going to have to go through all workstation/terminal use records to see if there was unauthorized activity, and a successful netrunner can erase or change those records, given enough time. Why, the daemon might even alter the use records on its own...

The third option of sneaking the daemon into a data transmission means the netrunner is going to have to know when such a transmission is taking place, and encode his daemon into it ahead of time. Say, if you know Arasaka's going to make a data dump, and you can break in or compromise the transmission to include your daemon. That involves finding out when a transmission is taking place; the transmission's 'schedule' (where there might be breaks in the transmission), and then comes the act of inserting the demon. All in all, not a difficult process; it simply requires a lot of patience, observation, and the right information.

The last is the surest: Use a human carrier to take the program in and upload it under his user access. If the daemon is hidden on a program chip as a different program, the carrier need not realize that he's planting a bogus program in his system.



Access

Once in the target system, a daemon is pretty useless without access to the CPU. If the netrunner is personally breaking into the system, he could break into the CPU's program queue and assign access. If the daemon is put in by a willing carrier, he or she can use her user access to assign access to the daemon. The daemon can destroy a program already in the system and usurp its access with the Disguise function, or a daemon with the *Doppelganger* function can simply absorb a routine program's identity (and its access). Furthermore, daemons are smart enough to switch identities, upgrading their access. Some might even mimic or absorb system controllers, allowing them complete access to the system! (A quick note on the term access: there are two types—user and program. User access is what hackers and 'runners think of—a rating that tells the computer what files and priorities the person can use. In game terms, it's the various code words/numbers for opening locked files and using special programs. Program access is just the measure of priority assigned to a program—the ability to 'bump' another program from its place in the CPU. Program access depends on the GM; he sets priorities for program if necessary (1 to 10). A Daemon can take the access of a program it has absorbed; a 'runner can set access if he can control one of the system's CPU's, or access can be set randomly (roll a D10) when the Daemon is launched. The lower the number, the longer it will be before the Daemon's function's are actually run.

The most common uses for a daemon program are internal espionage and sabotage. Want to find out what's going on in a company? Plant an information daemon in the company's E-Mail! It gathers info and downloads it to you when you call a fictitious E-Mail account, or it can even call you itself! Want to watch a company's secret projects at work? Same thing, just have the daemon acquire access to that sector.

EVEDROPPER: this contains the Compiler and Disguise functions; the utility, recognition, and movement options; a STR of 3 (doesn't need to be a powerhouse), and the Databaser program 'carried' aboard. Once inserted, it makes its pre-programmed way to the E-Mail base, takes on the identity of part of the E-Mail sub-system, and records conversations and messages. In addition, it creates an E-Mail account for its user, so the user can call up and the Evedropper will download its stored info.

Sabotage works on the "sleeper" principle of espionage. The daemon waits, largely dormant, until activated (this can be done by a timer code in the program, observed activation of another system program, a code from the netrunner, etc.). Once awake, the daemon can destroy other programs, insert false data, delete data, take control of items tied into the computer's control, or even crash the computer's defenses, allowing the netrunner a free ride.

CREAM PIE: a favorite of 'runners connected to the Bozo gang. Compiler and Doppelganger functions; memory, recognition, pseudo-int, movement, and simple ICOW options; a STR of 7, and 'carrying' the Poison Flatline, Killer IV, and Murphy programs. Once in a system, Cream Pie seeks out a small program to absorb, and then waits, carrying out the functions of that program, monitoring the system until it can find a large program with high access. It then destroys/absorbs that program and takes over its functions. At the point of maximum use for the system, it activates its Murphy and Killer programs. When an attempt is made to correct the problems, it uses Poison Flatline to kill the system's access to the Net, while displaying a short vid of an animated cream pie smashing into a nerdy programmer's face and exploding in a nuclear blast (accompanied by raucous clown laughter).

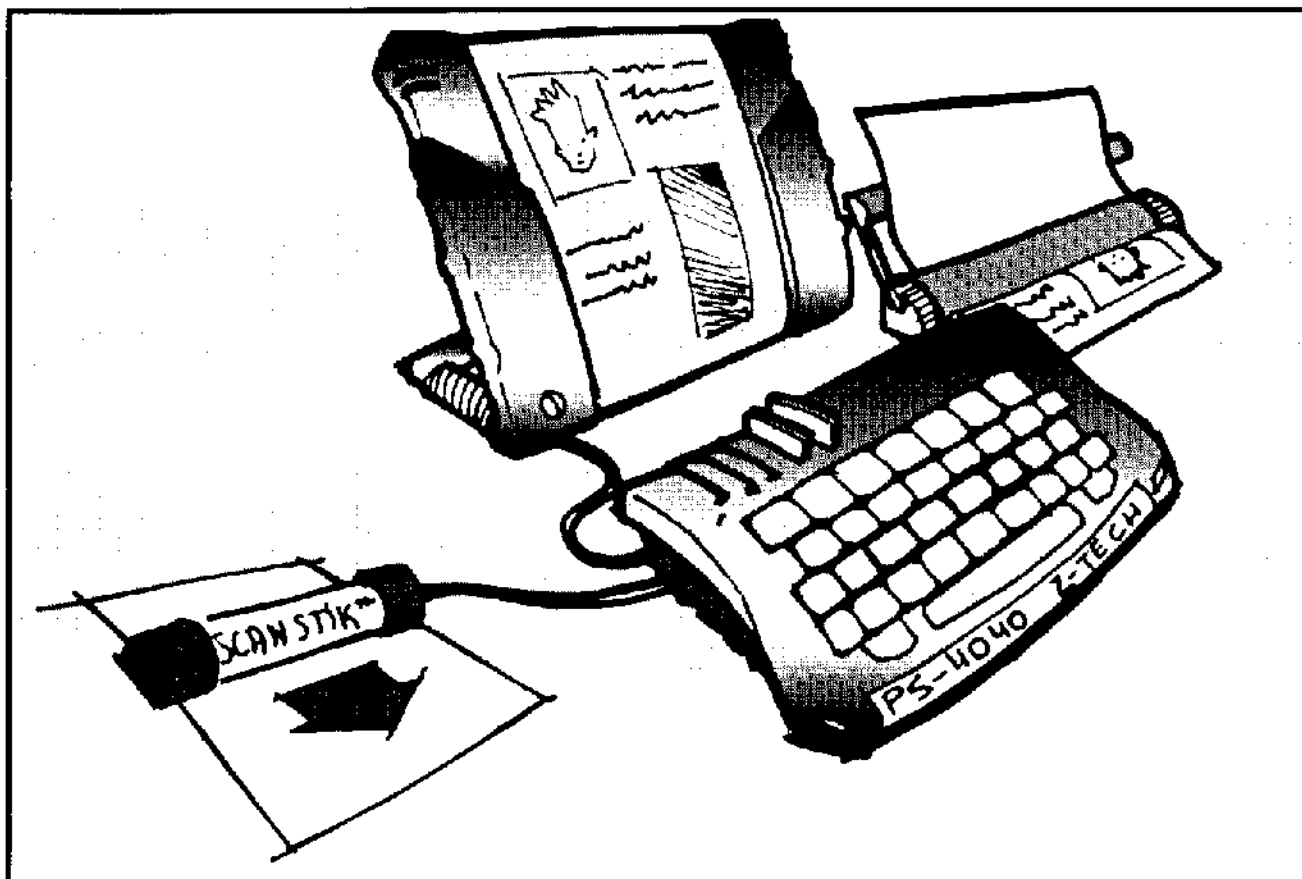
Finding Daemons

Not an easy task. By definition, a daemon is usually disguised as another program. Any undisguised daemon will stick out a parsec in every direction when scanned by a defensive program, monitor, or sysop.

Finding a disguised daemon is harder. If the daemon is only imitating another program, and the program it is imitating wasn't destroyed or removed, then the daemon will show up as an extra program, and be investigated. If the daemon has taken the identity of a system program, then a sysop can scan all program sizes. If a given program is lots bigger than it's supposed to be, odds are it's a daemon. This takes about 1 second per MU of programs scanned. How many MU are in that system? A sysop can scan all program operations to match their processor use against program size. If there's a discrepancy, there's usually a daemon. This takes at least a *minute* per MU of programs scanned. A sysop can also review which sectors were accessed on each program run, and compare that with the program's parameters. Programs acting strangely are worth investigating. This takes 2-3 minutes per MU of programs scanned. Finally, desperate sysops can call up every program on file and scan its code for foreign subroutines. This is sure to expose every daemon and bogus program in the system, but since it takes anywhere from 15 minutes to an hour per MU of program searched, this is a lengthy, last-ditch defense!



NEW PERSONAL COMPUTERS



ZETATECH PS-4040 Portastation

1000eb

Portable Mainframe Power!

Zetatech enters the mainframe age with their new portable CPU/workstation, the PS-4040. Using the Zetatech 90690 chip (a slight improvement on the 90689 processor; treat as INT 3) as the processing core of the unit, the computer packs a 30 MU storage bank, a 10-slot chipreader, cyberlink and landline input ports, a letter-size printer, an optical scanner, keyboard, full stereo, a 1' by 1' video board, an external power plug, and a 4-hour internal power supply into a shock-and-bullet-proof briefcase (treat as 12 SP, 4 SDP), with the entire assemblage weighing in at 3 kilos! The Portastation has three expansion slots for add-ons, as well as an extra dedicated slot for a modem. Although the Portastation is a manual machine, it's designed for cyber-control, and is easily upgraded (+300eb). Netrunners take note: The PS 4040's architecture is engineered to support cybermodem datafortressing (netrunning by linking a cybermodem through the computer) with all Zetatech cybermodems.



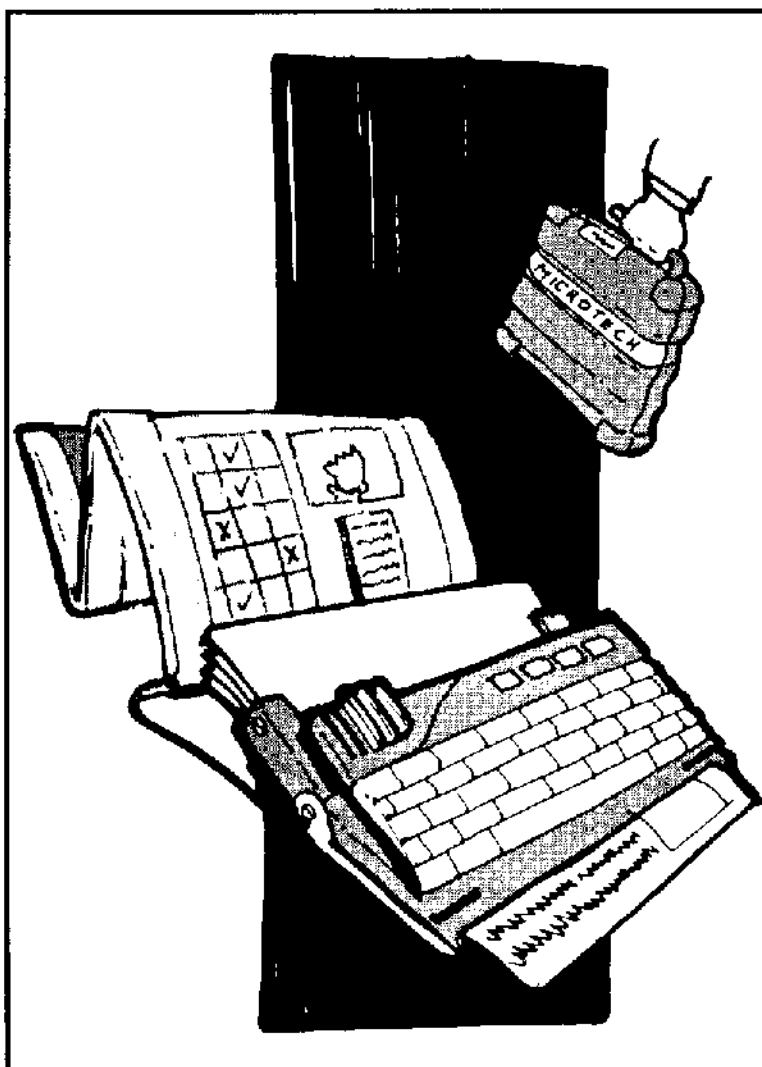


ZETATECH PDA+

680eb

Zetatech challenges the PCX!

The Personal Digital Assistant Plus is packed with the sort of power and options that the corporate world has come to expect from Zetatech. At the heart of the PDA Plus is a ZetaSX multi-tasking CPU (the equivalent of INT 2) and 20MU standard. Just plugging the PDA plus into a phone jack allows it to double as a cellular phone/FAX. The touch-sensitive screen and stylus puts all this power under fingertip control. A digital recorder with transcriber chip allows hands-free dictation and a voice recognition lock-out keeps those documents safe. The PDA Plus is fully compatible with all of Zetatech's CompuMods (*Chrome 2*, pg.18). The PDA Plus can be powered by house current or its own 6-hour rechargeable batteries. Weight 1.1kg.



"PCZ Super" Laptop

1500EB

The IHL-4 in a notebook!

Well, not quite, but close! EBM's "PCX" is now in a race for its life; the "PCZ Super" is on the scene! Using folding screen technology, the size of the unit comes down to 6cm by 30cm by 30cm! Running the new 90688 processor (INT 2), the PCZ Super can actually process three programs at once (with a -2 to the effective skill level of each if processing more than two programs simultaneously). It comes with 30 MU of memory, a 5-chip chipslot, a scanner, audio/visual readout and recording, a notepad-size printer, a touch-pad keyboard, and a Flopscreen that measures 30cm by 20cm or folds out to a full 60cm by 60cm! An external power cord is supplied, along with a 150-minute internal power supply. And best of all, the PCZ Super is cyber-standard, already manufactured for cyber-control! Has 1 empty option slot.



WYZARD ELECTRONICS "Handbox" Personal Comp

6700EB

The HandBox is the dream machine: YOUR perfect computer.

Take a look at this oval, dark-grey plastic case you can easily hide behind two hands, and try to figure what you can do with it. Need a hint? It's one of the most advanced mini-comps ever seen.

Yes, the new Wyzard HandBox, a revolutionary design for the portable mini-PC. Open it and you discover its simplicity: a small holoprojector, three slots for datacartridges, two fiber-optic connectors for peripherals—and a vocal interface!

Now, switch it on: the 30cm x 30cm holoscreen appears above the Box, displaying images in 1000's of colors. Just snap a removable MU cartridge into the machine and you're ready to work. The HandBox responds to your voice, but if you want secrecy, connect it to a foldable EBM pocket flexi-keyboard. You want more? Forget vocal commands or tiring typing; the HandBox can be linked directly to your brain via trodes, or standard interface jacks. Just think, and computer does the job.

Halfway between a handheld micro-comp (*Zetatech E-book*) and a laptop minicom (EBM PCX), the HandBox has a 1 INT CPU; a removable hard-disk (140eb) gives +1 to INT, +1 to Processor Speed. 1 MU datacartridges are 100eb each. Voice and cyber-control standard. HiRes holoscreen standard. Foldable touchpad extra, 150eb.

NEW CYBERDECKS

SPEED: +0

MEMORY: 10MU

DATA WALLS: +2

OPTIONS: None.

EBM PNI 210

1000eb

EBM's Personal Net Interface 210 is a reliable, standard deck: the kind that most 'runners, even the greatest, started their careers with. EBM components guarantee dependable operation, and the sleekly styled casing, in your choice of colours (black, chrome, scarlet, metallic blue), lets the world know that you are ready for them. ('sleek style' = a box with rounded edges. Whaddya expect for 1000eb, gato?)

SPEED: +1

MEMORY: 10MU

DATA WALLS: +3

OPTIONS: Keyboard, 2'x1' Videoboard, Chipreader.

Zetatech Parraline 5700

2100eb

A simple chrome hemisphere, the Parraline 5700 is the deck for the new 'runner who doesn't need to flaunt it. This deck delivers the performance you would expect from Zetatech, in a package that doesn't waste its time with flashing lights. This is the deck for people who know they have style, no matter what the others say.

Game note: yes, a simple chrome hemisphere, but it's surrounded by a mess of wires connecting the 'runner, the keyboard, the videoboard and the chipreader to it. Style? Ha!



SPEED: +1

MEMORY: 10MU

DATA WALLS: +3

OPTIONS: Fully Portable, Cellular.

Raven Microcyb Rook

4000eb

For the netrunner who's just starting out, but needs to be on the move, the Raven Microcyb Rook is the ideal cyberdeck. Fully portable and cellular, you can take it anywhere and the net will be just a thought away. And with Raven styling, you can take it *anywhere*. The elegantly curved contours, emphasised by the simplicity of the black or chrome finish, will fit into any establishment, no matter how high class. With the Rook you are ready to move - upwards.

Special offer: any undamaged Rook returned to a registered Raven Microcyb dealer is worth 4000eb off your next Raven deck.

Game Notes: The Rook is oval in outline, 20cm long and 10cm broad. One side is flat, while the other side swells in a aerofoil shape, bulging 7cm at the peak. The special offer is genuine, but the dealers will not take decks that have been modified to not tell Internet who they are. And since all player runners will have done that, they can forget it.

SPEED: - 1

MEMORY: 15MU

DATA WALLS: +10

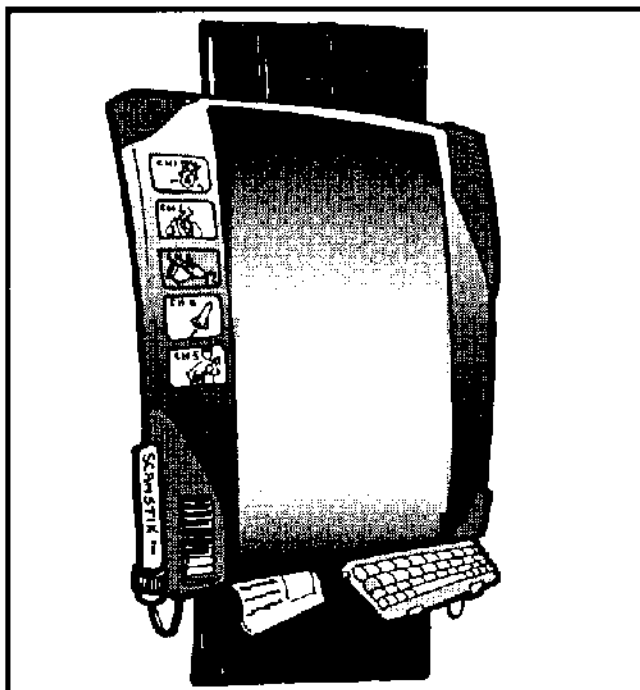
OPTIONS: Cellular.

Lang Conpro-II Masterdeck

5000eb

The One True Combat-Controller Cybermodem!

Designed particularly for Control Remote functions, the lunchbox-size Conpro-II has a speed of -1 for Netrunning but a bonus of +1 to any Control Remote attempt due to its fine-tuned signal modulation system and dedicated processor allocation. It is cellular-capable, but also includes a cable for direct linkage to the Net; when this is plugged directly into the physical system being controlled, the bonus to the Control Remote function becomes +2.



Zetatech Parraline 5800

6500eb

The Parraline 5800 is a deck that you will want to show your friends. The large videoboard, in its frame (wide range of colours and finishes available), will be a fine focal point of any room. The videoboard can be programmed to show a Net tour (the deck is capable of some independent movement in the Net, but only in completely open areas), or images from an installed chip, while it is not in use. During use, if activated, it will show your progress. What's more, the power of the deck itself will ensure that you do not embarrass yourself in front of your colleagues. Climb the business or social ladder by showing them who's the best!

SPEED: +3

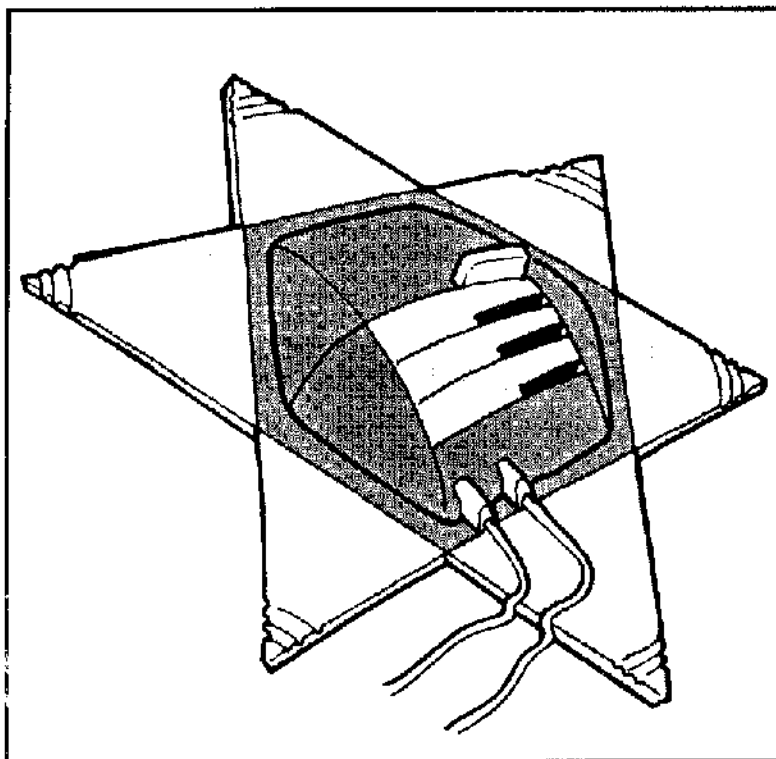
MEMORY: 15MU

DATA WALLS: +6

OPTIONS: Keyboard, 4'x4'

Videoboard, Chipreader, Scanner, Vobox, Printer.





EBM PNI 412

4200eb

The PNI 412 is the deck for those serious about their business in the net, and those who want security. The deck sits on the tabletop, and remains closed unless you press your thumb to the top. Once that is done, the sides fold down, and you can plug in, unfold the videoboard, and take hard copy from the printer. What's more, the hexagonal prism design looks elegant even when it isn't in use. Available in chrome, black, white, or, for a small additional sum (400eb), with moving, abstract designs on the outer panels. The cyberdeck as a work of art is here.

Game notes: A *Difficult Electronic Security* roll will open the lock without the thumbprint.

SPEED: +2

MEMORY: 10MU

DATA WALLS: +4

OPTIONS: Keyboard, 2'x2'
Videoboard, Chipreader, Printer.

SPEED: - 1

MEMORY: 10MU

DATA WALLS: +2

OPTIONS: Keyboard, Videoscreen and plugs for old "Goggles & Gloves" VR interface. NOTE: Original specs; many upgraded versions known.

Omnibus Cyberspace Explorer One

25,000eb original (1300eb used)

This model is now on exhibit in the Smithsonian as the first real interactive (and commercially successful) stationary deck. These puppies were manufactured by the tens of thousands and distributed all over the world from 2002 to 2007. There are now modified and augmented versions of this device all over the world. Very few techs could accept the interface plugs before 2006 so this was the state of the art. This model gained the nickname "Model T" in 2008 when the first portable cyberdecks hit the common market. Later versions marketed from 2006 to 2007 included 'trode interfaces but the Netrunner was still not mobile.

SPEED: +0

MEMORY: 10MU

DATA WALLS: +3

OPTIONS: None.

PCT Danzig

500eb

Poland CyberTechnology's Danzig cyberdeck is fairly typical of the home-produced commercial decks coming out of New Central Europe. The plastic casing is usually discoloured in some areas, and the shape will be a poor copy of some deck that was popular a couple of years ago. The circuitry and electronics are out of date, and only barely reliable. However, the Danzig and its competitors are cheap. 500eb is the price new, and anyone with street-smarts can probably get a knockdown on that.

Game notes: If a 1 is rolled in the Net, roll again. On a roll of 4-8, the deck crashes, dumping you from the Net. On a roll of 2 or 3, the deck crashes irretrievably, and cannot be repaired. On a roll of 1, the deck crashes and overloads the 'runner's nervous system, causing 1D6 damage. While the deck is being moved around physically, roll 2D10 unless the player specifies that extra care is being taken. On a double one, the deck is struck at its weak point, and falls apart. If moving urgently, this happens if either die shows a one. But they are cheap.



SPEED: +3

MEMORY: 20MU

DATA WALLS: +5

OPTIONS: Fully Portable, Cellular.

Raven Microcyb Eagle

11,000eb

When you need to be tough in the Net, the Eagle is what you want. This deck can take almost anything the Net can throw at it, and come back for more, as well as carrying enough programs to pack a terrible punch in return. But it isn't only tough in the Net; in the meat world it is armoured against damage, and can even be used to fight off assailants. The Eagle: all the strength you could want in a cyberdeck.

The Eagle is 30cm long, and 20cm across at its broadest. It has a handle set into the centre of the deck, so that you grip through it, and the body, which is 5cm thick at the centre, curves to sharp points/blades at either end, capable of doing 1D6+3 damage in melee (use *Melee* skill). It is armoured to SP20, with SDP 20. It also has a thumbprint lock, which requires a Very Difficult (25) *Electronic Security* roll to bypass.

SPEED: +1

MEMORY: 20MU

DATA WALLS: +8

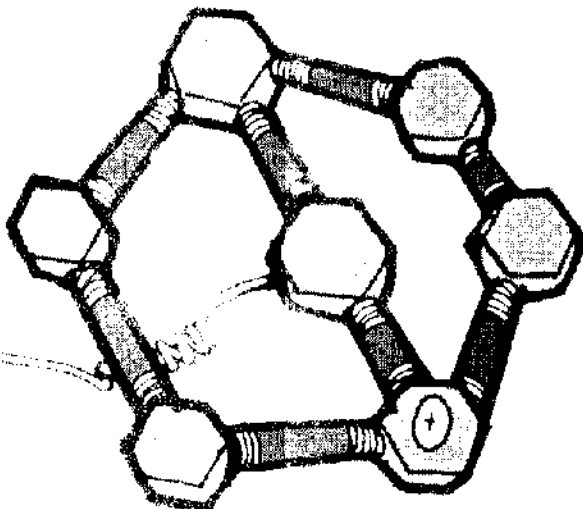
OPTIONS: Keyboard, 4x4 Videoboard, Chipreader, Scanner, Voxbox, Printer, Computer-capable, Thumbprint Security System.

Zetatech Virocana

10,000eb

When you need a deck *and* a computer, but you don't want a deck and a computer cluttering up your workspace, the Zetatech Virocana is the answer. While closed down, it is a sleek, chrome wedge, adding beauty to the environment (60cm square, 1cm thick at front end, 30cm thick at rear). When you open it up by using your thumbprint, the screen unfolds, the keyboard and printer are uncovered, and the Virocana is instantly ready for action. As well as being one of the finest cyberdecks on the market, it is also a powerful workstation. With full cybernetic control, the Virocana will do whatever you want it to.

Game notes: The computer functions on the Virocana are equivalent to those of a Microtech IIKL 4 (CB2, p15). However, these functions do not affect the netrunning capabilities, although the computer could be programmed to analyse the data gathered during a run before you jacked out (GM's call). The thumbprint lock requires a Difficult (20) *Electronic Security* roll to bypass.



Raven Microcyb Kestrel

9000eb

Like its namesake, the Kestrel is fast and light on its feet, getting what it wants through speed rather than brute strength. For the runner who needs to move fast, there's no competition in the price range. The Kestrel is fully portable and cellular, so it won't slow your meatbody down while speeding your CON up. What's more, it's coded to your thumbprint, so no-one else will be able to use it to dodge round you.

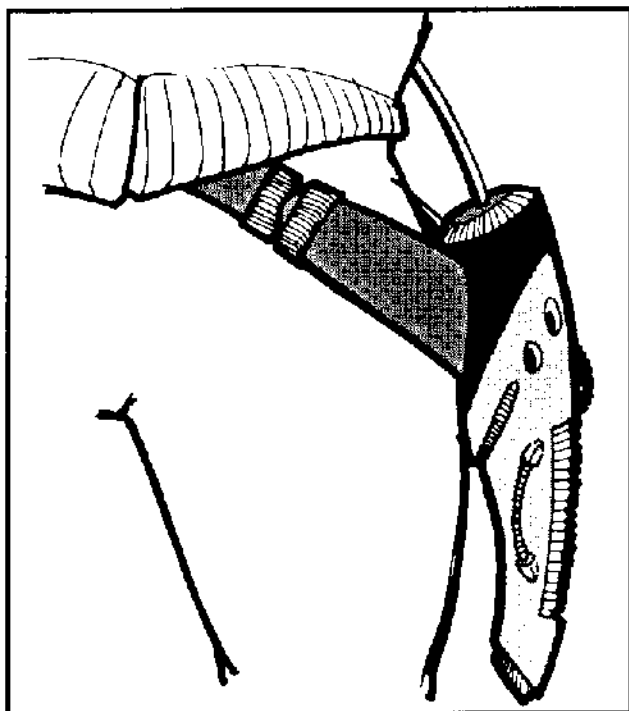
The Kestrel is physically made up of seven metallic hexagons, each 3cm along each edge and 1cm thick, linked by 1cm diameter, 10cm long chromed rods so that they form a larger hexagon, with six at the vertices and one at the center. The interface lead plugs into the center, and the thumbprint lock (Very Difficult (25) to bypass) is on one of the outer ones.

SPEED: +4

MEMORY: 10MU

DATA WALLS: +4

OPTIONS: Fully Portable, Cellular, Thumbprint Security System.



EBM PNI 724π

10,000eb

Business can take you anywhere, even off earth, and you don't want to leave your link to the net behind. The PNI 724π is designed for the 'runner on the move, being fully portable to go where you do. The graceful parabola (30cm long, 14cm across at squared top, 3cm thick) hangs from its own belt, lying along your leg. Available in chrome for the look of a sword, or in a wide range of colours to match your needs. For a small extra charge (200eb) the coating can be ColorChange™, allowing you to match the deck to your outfit. And to ensure your security, the deck is palm locked, so that no-one but you can use it.

Game notes: The palm lock toggles the jack on and off, so it is possible to leave your deck on by mistake. The lock is Very Difficult (25+) to bypass.

SPEED: +4

MEMORY: 20MU

DATA WALLS: +7

OPTIONS: Fully Portable, Chipreader.

SPEED: +2

MEMORY: 15MU

DATA WALLS: +5

OPTIONS: Fully Portable, Cellular.

Jeweldecks are manufactured to order by Fabergé of Switzerland. The customer collaborates with the company's designers on the design of the jewellery that the deck will be built into. Armbands are popular, as they can be plugged directly into wrist jacks, but pectorals, medallions, and even earring and necklace sets have been made. The decks are very small, but function normally. The price is independent of the deck, since its price will be swamped by the gold and gems added to it. Jeweldecks cost at least half a million E-bucks, as that is the smallest commission the Fabergé will accept. Only four have been made so far, at an average cost of 2.7 million E-bucks each. None of the decks have failed so far, which is just as well, since repairs would be next to impossible.

Jeweldecks

SPEED: +1

MEMORY: 10MU

DATA WALLS: +4

OPTIONS: Fully Portable, Cellular, and see below.

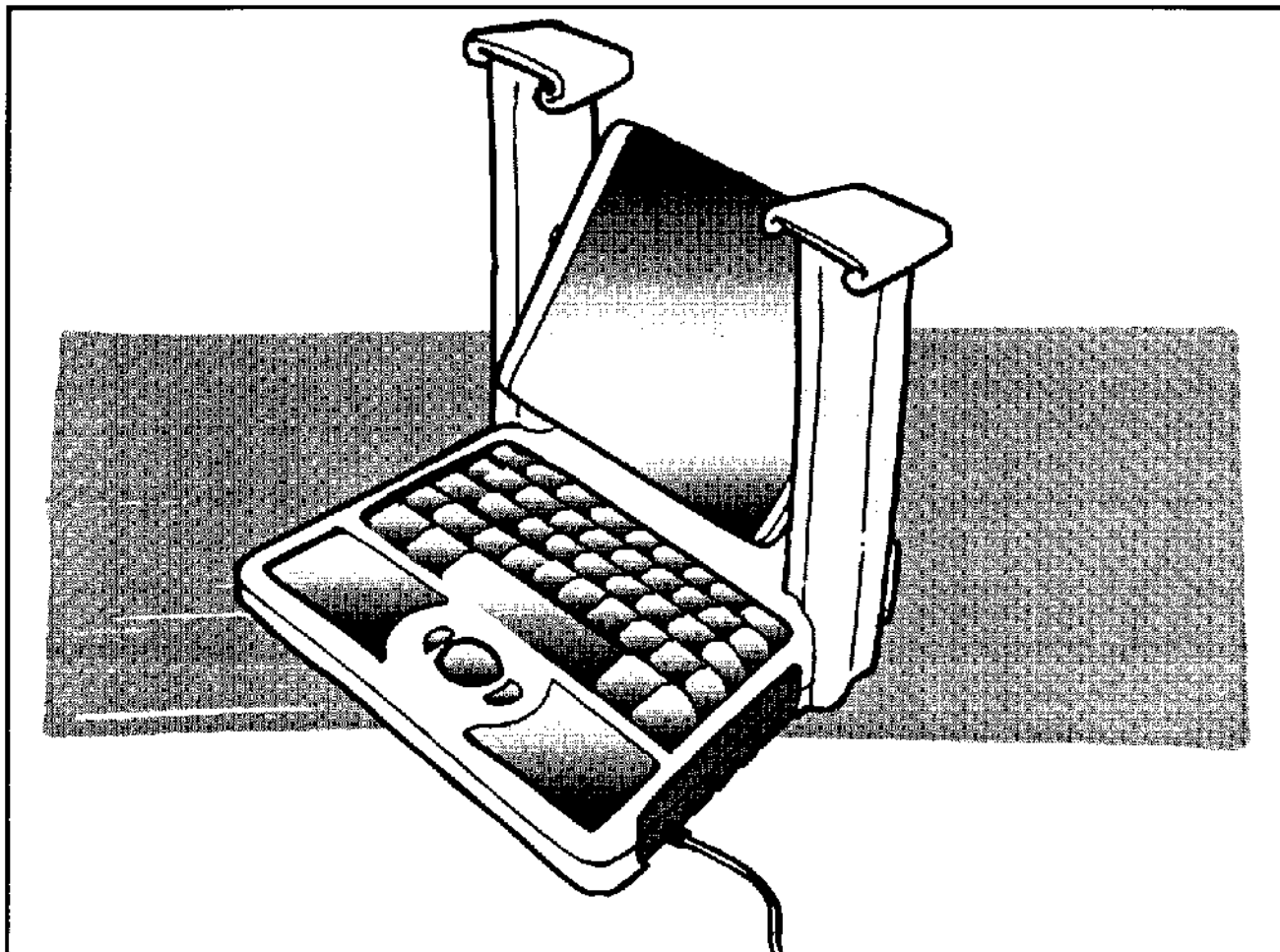
Raven Microcyb Owl

25,000eb

New, from Raven Microcybernetics, comes the ultimate in stealth within the net: the Owl. While running the net from this deck, you are invisible. And what they can't see, they can't hurt. No longer need you take up valuable program space with stealth programs, when the Owl does it all for you. And this deck is stealthy outside the net as well: an intelligent chameleon coating (functions as Mirage Gear, Chromebook 2, pg.28) means that it's virtually invisible unless you know it's there. But, so you don't lose it, we provide an encrypted beeper.

Game notes: While using the Owl, the 'runner is covered as if by an Invisibility program with a STR of 3. SeeYa will work as normal, but the stealth features cannot be knocked down by anti-software IC as they are hardwired into the deck. Only a successful anti-system attack will remove the protection. The chameleon coating means that spotting the deck is a Very Difficult (25+) Awareness check. However, the encryption on the beeper is not very good: a Moderate (15) tech roll will allow a techie to duplicate it. Working improvements into this deck in any way is hard, requiring at least two Very Difficult (25+) Cyberdeck Design rolls and considerable time.





Dantech Cacciaguida

7000eb

Dantech is an Italian company that specialises in technology that emphasises style over substance to an even greater extent than is normal in the world of 2020, and the Cacciaguida is a perfect example of that. The deck is 60cm wide, 45 cm long, and 6cm thick. At the back, the videoboard rises from the main body of the deck. The deck has a marble finish, with the videoboard framed by Corinthian columns and a classical pediment, and a bas relief frieze runs round the edge of the main body of the deck. The surface is a mosaic, depicting a classicised net scene, and the plug socket is in the mosaic.

In the net, it is even more obvious that style is everything. Everything that the 'runner touches is classicised, and this change is visible to everyone, although it only lasts as long as the 'runner is present. Further, the 'runner seems to do nothing, as slaves scurry to activate programs and search files. This is all an illusion created by the deck, and it has a high cost. The deck has a natural speed of -1, a boost being standard design just to make it usable. In addition, 10MU of memory is permanently, and irretrievably, dedicated to the software for creating the effects.

SPEED: +0

MEMORY: 10MU

DATA WALLS: +5

OPTIONS: 1x2 Videoboard, Chipreader, Voxbox.



SPEED: +2 **MEMORY:** 25MU **DATA WALLS:** +5
OPTIONS: Portable, SP20, 4"x4" Videoboard, Chipreader, Computer-Capable, Flipswitch, Smartlock Security System, Datashielding.

Aztec 600 Assault Programmer

Surplus Price: 8,200eb

2016: the Third Corporate War. When the black programs were flying, this was the deck that launched them! As the first choice of cyberspace commandos the world over, Aztec's 600 should satisfy you too. With an integral coprocessor, variable perception modes, full immunity from microwaves and EMP and a direct neural-feed security network, this was the best combat cybermodem of its day. Its cables end in universal jacks for interfacing with virtually any terminal, port or other piece of equipment, and its high-impact kevlar casing is immune from most small-arms fire. A nylon shoulder strap and contoured pistolgrip-style handle keep this unit utilitarian—this is no deck for the current generation of jily-livered fashion victims! Why dress up when you can jack in?

Game notes: The coprocessor is a Deckmate system (Chrome 2 p.24). The Flipswitch function is in Chrome 1 p.9. Datashielding is in Chrome 2 p.17 and the Smartlock (Difficulty 25) is from Chrome 1 p.8. See this deck on P.91 of Cyberpunk.

SPEED: +0 **MEMORY:** 10MU **DATA WALLS:** +8
OPTIONS: Keyboard, 1x1 Videoboard.

Lang presents "The Green Knight"

10,000eb

The Green Knight is another British product that is only borderline commercial, although it is a miracle of engineering. While using it, the 'runner is immune to the effects of *Stun*, *Hellbolt*, *Sword* and *Firestarter*, as the deck will automatically cut the connection should it be attacked by such. The necessary circuitry slows operation down enormously, so a lot of speed boosts have been wired back in to make the deck practical. If this was all it did, it would be a lot. However, the deck also has systems that monitor Anti-system software. If the deck is successfully attacked, it cuts the connection. This means that, no matter what the attack, the 'runner can jack in again as soon as desired, although the run will have to be restarted.

Game notes: all damage and effects of the listed Anti-personnel programs are avoided, as are the effects of attacks from all Anti-system programs listed in the basic CP2020 book. However, the 'runner is dumped from the Net.

COMPUTER IMPROVEMENTS

Protective/Utility Items

POWER STRIP 2020 (50EB): This book-sized item is a power monitor and circuit breaker. If an overdose of electricity comes through the computer's power supply or inputs, the power strip breaks the circuit (90% of the time), shutting off the computer/cybermodem. Power overdoses are caused by unreliable power supplies and the effects of the *Stun*, *Hellbolt*, *Sword*, and *Firestarter* programs. This will protect the Netrunner, but also automatically drops him out of the Net.

SMARTSTRIP (250EB): This is a power monitor/transformer/battery arrangement, about the size of a 1-gallon can. It monitors power inputs and compensates for over- and under-loads—too much power is transferred to the battery; too little is supplemented by the battery. It automatically negates the effects of unreliable power supplies and the programs listed under Power Strip 2020, but the 'runner suffers a -3 to Netrunning rolls during rounds when the SmartStrip is working, due to the microsecond "hiccup" as power flow is adjusted. SmartStrip's battery contains



Hardware Options

PROCESSOR UPGRADES (200EB)

No, you can't pack any more core processing power into a workstation or portable; computer INT comes in 3-point chunks. But you sure can pump the processing speed of your machine! Each upgrade takes up 1/4 option slot and improves processing speed by +1, for a maximum of +4. This is rarely important while doing routine processing; if using the unit as a netrunning datafortress, this speed adds to the netrunner's Deck Speed, and is usually used to offset speed penalties for running through the mainframe's Multiprocessing program (*Guide to the Net*, pg.144).

HOLOVID DRIVER (500EB)

The ultimate in graphics packages, this enables a computer to program images for and drive holographic imaging systems, such as holoscreens and holotanks (*Chrome 2*, pg.29). Takes up 1/2 option slot.

Option Slot Items

Note: The EBM "PCX" Minicomp (*Chrome 2*, pg.14) has 1 option slot. The Microtech IIKL-4 Workstation (*Chrome 2*, pg.15) has 4 option slots available for upgrades.

MODEMS:

See *Chrome 2*, page 17. A modem usually takes up 1 option slot.

MEMORY UPGRADES (1000EB)

Adding extra memory is one of the first things done to most personal computers. Each Memory board added takes up 1 option slot and adds 10 MU to the computer's memory.

EXTERNAL MEMORY MODULES (750EB)

Memory mods are about the size of a pack of cigarettes, and add 10 MU to the computer's memory when connected through a data/peripheral port.

DATAPORTS (100EB)

A dataport add-on adds another port for datalines, external memory, and other peripherals. Each dataport takes up 1/2 option slot.

CHIPREADER (150EB)

Each chipreader enables the computer to store 10 chips for reading (or encoding). A computer can only access 1 chip per point of INT, just like a human...Each chipreader takes up 1 option slot.

DATABASES (500EB PER LEVEL)

A database takes up 1/2 option slot. They serve as pure informational databases on specific subjects, providing complete information on the subject, as long as the user knows where to look for the information. Each database is bought as applying to a specific area of knowledge (i.e., an *Expert* skill), at a level from +1 to +4. In order to use the database successfully, the user must make a skill roll on the specific skill or *Library Use* (the GM defines the difficulty of the roll based on the obscurity of the fact the player-character is trying to find). When successful, the desired fact is revealed to the player (for purposes of skill use, this boosts the PC's skill by the database level).



CYBERMODEM IMPROVEMENTS

Tight-Beam Radio Relay

1500eb

Cellular cyberdecks are all very well, but even today the cell network doesn't cover the entire world, and 'runners should be ready to go anywhere. Tritech offers this simple upgrade to any deck, giving you an option. If the deck is outside the cell network, the unit sets up a scrambled, tight-beam radio link with your home base instead, allowing you to jack in through that socket. Now you can run from the depths of the Nevada desert, or the Rocky Mountains.

Game notes: This option has two units: the relay in the deck, and the receiver, back at base. The receiver has a range of 100km, although higher ranges might be available if you had the right contacts, or could build them yourself. If the receiver is damaged while you're Netrunning, you are dumped from the net. It can also be set to try the celinet first, and only go for the radio link if you're out of range. There is a -2 to Initiative rolls, and automatic drop-out if the beam is blocked.

Batteries

Seb/hour

Spare high-capacitance liquid metal suspension power cells to run your portable cybermodem; they work 1/4 as long for computers.

Zetatech Diagnet™

5000eb

The Zetatech Diagnet allows you to test your deck and programming in a safe environment. This dedicated computer produces a simulated net and simulated opposition, but does not actually send any signals that could damage you or your deck. Further, it sits in your room, so there is no need to pay Internet when you use it. Now you can be sure that your programs don't have any bugs before you hit the real virtual world.

Game notes: Testing your products in this net gives you a +1 to appropriate design skills, as you can take more risks. Zetatech sells supplementary chips at 1000eb each, which extend the simulated net, and other entrepreneurs have got in on the act. There are sabotaged versions around, where the black ice can kill.

Dead Man's Handle

1000eb

By MinFac Co, inventors of the Auto Punchout. Despite the name, this option for your deck is more likely to keep you alive than see you dead. Cleverly designed circuitry means that you must send a mental signal at all times in order to remain jacked in. Naturally, this means that you can jack out by ceasing to send this signal. Since most programs that hold you in the net do so by preventing you from signalling your deck to jack out, this means that you will be able to get out anyway. Note: MinFac recommends that you practice running with the Handle installed before putting it to any serious use.

Game note: when you start running with the Handle installed, you have a -3 penalty to all actions. This penalty drops by one for every six hours spent in the net with the Handle, as you get used to the signal. In addition to the advertised use, the Handle gives you a chance of dropping out of the net before black ice can hit you. If you can roll 2D10 lower than your REF, you can jack out between realising that black ice has made a successful attack, and actually being hit.

EBM 99080 "MUSE"

300eb

Protect your data with EBM's Memory Unit Selector Expansion. Once installed, its microcircuit switchers can physically engage and disengage the internal linkage between a deck's systems and a set number of its integral Memory Units. The number of MUs that can be disengaged is not changeable and must be defined at the time of instalation. The disengaged MUs are totally isolated from the deck's other systems and thus from the Net as well; these MU will be safe from the effects of all attacking programs (except Firestarter, of course). The MUs' status can be switched at the Netrunner's mental command (taking one Net-action), and installation can be performed by a Techie in a few hours for 75eb (Difficult Electronics roll).



Datawalls & Code Gates

1000/1500eb per level

These are protection systems, such as every cyberdeck and mainframe employ. Plug-in Walls and Gates for PCs cost 1000eb per level; Walls for Cybermodems cost 1500eb per level; up to a max of +10. They're cheaper for computers because of the space constraints and miniaturization requirements for cybermodems. Each Wall/Gate program card (regardless of level) takes up 1/2 option slot.

SOFTWARE

Flip Switch 2.0

Class: Utility

225eb

Strength: 10

MU: 0



Flip Switch 2.0 is a Flip Switch controller, meant to be added to a cybermodem's hardware (it takes no memory and does not count as a program running). It modifies the performance of a Flip Switch (*Chrome 1*, pg.9). A normal Flip Switch projects the netrunner's external vision into a subjective 2m x 2m "window" in the view of Netspace, freezing the 'runner's signal. This has the dual disadvantage of making the 'runner vulnerable in Netspace and also limiting the 'runner's vision in realspace, cutting off peripheral vision.

Flip Switch 2.0 solves the problem by reversing the view, so to speak. When the flip switch is activated, the 'runner's full field of vision is cleared, except for a small "window" showing Netspace (the perceived size can vary from 2cm x 2cm to as much of the 'runner's vision area as desired; size can be altered at will). This allows the Netrunner to interact with realspace with nominal difficulty (-2 to visual *Awareness* checks) and even continue to run in Netspace without "leaving" realspace (-5 to Net Initiative while still in realspace). Flip Switch 2.0 has no icon.

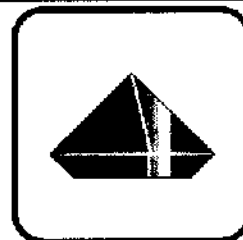
Dummy

Class: Protection/Utility 450eb

Strength: 1

MU: 2

Economical Confusion!



Dummy is a simple program that can be reconfigured to duplicate almost any program on the market today. Dummy can be activated before a run starts, and will hover about the user's ICON until primed. When primed (with an *Average Programming* roll), it will take the form of almost any program. Dummies are used by Netrunners to confound users and Monitors (Monitor has to roll versus the Dummy's STR, but gets a +2 on the roll), and by Sysops to make their DataFortress look a lot nastier than it really is. Dummies can threaten, but cannot (obviously) attack. SeeYa and Hidden Virtue will identify Dummy as being disguised.

ICON: When active, Dummy appears to be a small, spinning, chrome pyramid that reflects the ICON of any program it encounters. When primed, it will morph into the form of the program to be duplicated.



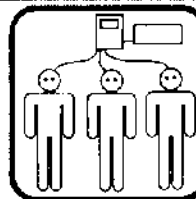
Multinetter

Class: Utility

2000eb

Strength: 10

MU: 20



Multinetter is a program intended solely for mainframe CPU systems (INT 3+). It allows more than one netrunner to use the same mainframe for netrunning at the same time (up to one runner per point of INT). Each netrunner running through the mainframe has a -1 to Initiative per netrunner in the frame at the time. These runners can use separate modems and phone ports, using separate phone lines, or can all run on the same line, "piggy-backing" their signals onto one line and minimizing the dangers of discovery. Multinetter allows netrunners to work in a gang, penetrating systems on one phone line and acting in concert with each other, instead of functioning as a group of separated individuals.

Multinetter cannot be used in concert with Multitasker (*Guide to the Net*, pg.144), since the CPU's multiprocessing capability is used to multitask the netrunners' signals. If Multinetter is used in a central CPU to support the signal of netrunners going through their own CPUs, each netrunner can use Multitasker in his own CPU to run multiple programs. If this is done, each netrunner suffers initiative penalties for multiple programs being run as well as the penalty for multitasking multiple runners through Multinetter. This program has no icon.

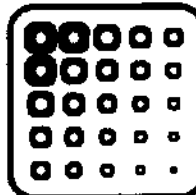
Cascade

Class: Anti-System

900eb

Strength: 7

MU: 4



This program attacks the memory of cyberdecks and computers by causing the system to erase 2D6 MU of random memory every turn it's active, overwriting the existing memory with random fragments of useless data.

ICON: A shower of random neon-colored pods and capsules sprays the target's icon and are absorbed on contact.

π in the Face

Class: Anti-System

800eb

Strength: 5

MU: 4



An improved Krash. If the program makes a successful attack, the CPU will be trapped calculating π. This paralyzes the CPU for 1D10+1 net turns.

ICON: A LARGE cartoon pie, for throwing.

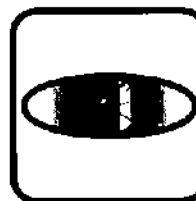
Clairvoyance [SeeYa 3.0]

Class: Detection/Alarm

720eb

Strength: 4

MU: 4



Combining the effects of SeeYa and Speedtrap, Clairvoyance detects and identifies invisible icons within 2 subgrids and can differentiate between Demon, Anti-personnel, Anti-system, Anti-IC and Dog series programming.

ICON: The eyes of the Netrunner's icon glow fiery blue. (Or, a pair of glowing blue eyes appear on the icon if it doesn't have any.)



HellBurner

Class: Anti-System 1000eb

Strength: 6 MU: 5



An electronic vandalism package written by the nefarious 'Ware Wolf for anti-system operations, HellBurner goes beyond the merely temporary effects of such programs as Krash. HellBurner sends signals to the attacked system which toggles the on/off function hundreds of times per second, causing the target's CPU to overheat and destroy itself (an anti-system roll similar to Flatline, but it can only affect one CPU at a time). A successful attack requires that the targeted CPU unit be entirely replaced, which (as any corporate accountant will tell you) can cost anywhere up to 10,000eb depending on the system!

ICON: A gaint, disembodied fist which burns with blue, fractal fire; it streaks forward and grabs onto its target, engulfing it in blue flames.

Thug

Class: Demon 10,440eb

Strength: 3 MU: 6



SUBROUTINES:

Anti-IC [damage 106 STR], Anti-Personnel [damage 106 points]

Just like its real-world counterpart, Thug is designed to perform simple acts of violence. Simply tell it what to do and send it on its way. (Careful choice of words is important in giving the orders, as the Thug is not too bright.) Its program structure allows the Thug to wait for its target if not immediately detected. The Thug may speak a short, pre-recorded message to its target if the Netrunner desires. Humorous sound effects included.

ICON: A generic cartoon thug.

George

Class: Evasion 300eb

Strength: 4 MU: 1



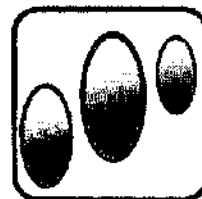
George defeats sysop/AI Trace attempts by presenting them with multiple signal routes, confusing the simple logic structures of the tracer function. Add the program strength to the Trace Value Difficulty. (see "Tracing" in the Netrunning section of CP2020)

ICON: A cartoon signpost with signs pointing in all directions—"he went thattaway", "over here", "not this way", etc.

Looking Glass

Class: Detection/Alarm 250 eb, plus 20eb/STR level

Strength: 1-6 MU: 3



Looking Glass is the counter-program for Dummy, Black Mask, and other icon-disguise programs. It can be used in Net combat or set to watch a certain area inside a datafortress. A normal anti-program roll is made; if successful, the runner or sysop is alerted that the target icon is disguised in some way. Looking Glass cannot tell if an icon has been edited via cyberdeck menu. It differs from SeeYa, Clairvoyance, and Hidden Virtue in that the first two see invisible icons and the latter sees real icons inside VRs.

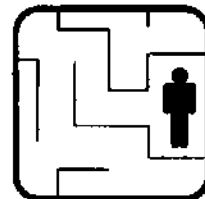
ICON: A series of mirrors appears in front of the Netrunner, passing over and through the target icon. If it is disguised, as each mirror passes through it, the icon's image changes fractionally back to its original.



Dazzler

Class: Anti-Personnel/Systemware 14,800eb

Strength: 5 MU: 14



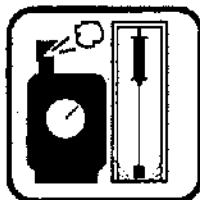
Dazzler is much more than just a program: it's an entire VR, albeit a small one. The program attacks, and if it succeeds, it subverts the circuitry of the Netrunner's deck, feeding it VR data generated by the program. This means that the Netrunner proceeds to run against an artificially generated system, while his true Netspace position remains constant. This makes it very easy for Dazzler's integral tracer to track the Netrunner's meat position, which it will do automatically in three Net turns. If the Netrunner figures out what is going on before then and uses Gatemaster or something similar to purge the program feed from his system, he will not be traced. Alternatively, if he jacks out for some other reason, he will not be traced. Dazzler is programmed uniquely for every system, since the virtual location must look like the part of the system that the Netrunner is currently in.

ICON: Dazzler is in the same class of system-only, anti-personnel software as Psychodrome (Chromebook 1, pg.91). It's usually disguised as a piece of system architecture (LDL station, MU block, Remotes), or a simple defense program (Pit Bull, Killer, etc).

Pile Driver

Class: Intrusion 800 eb

Strength: 8 MU: 4



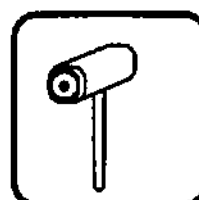
For those in very remote cyberspace and who don't give a hoot who hears you, the Pile Driver is the most raw power intrusion program you can get your hands on (4D6 on Data Wall's Strength). It's noise will automatically alert any defense program in 30 spaces and send a notice to any NetWatch roaming within 50 spaces.

ICON: a steam-powered pile driver on the verge of blowing up.

Sledgehammer

Class: Intrusion 600 eb

Strength: 6 MU: 2



Sledgehammer is a louder and more powerful version of Hammer, giving a stronger raw-energy pulse (3D6 off the Data Wall's Strength). It is even more noisy and will automatically alert any defense program in 15 spaces.

ICON: a glowing white Sledgehammer.

Flare Gun

Class: Utility 300 eb

Strength: 2 MU: 2



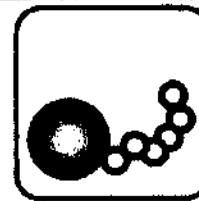
When helplessly lost in Net space and you just want to scream to someone else, the Flare Gun can get your message out. A simple message like your Net coordinates and brief description of your dilemma can be sent with this program. Flare Gun will send a wide-spectrum message at a 3 space radius per turn from your position every 2D6 turns. If needed, this message can be encrypted with any encryption program, and then decoded by other friendly netrunners with prearranged decryption keys. Other programs or large pieces of data (i.e. a database download) cannot be sent via Flare Gun.

ICON: A big-barreled flare gun.

Ball and Chain

Class: Anti-Personnel 5000eb

Strength: 3 MU: 3



This program will slow the target's deck to a movement of 1 square/Net turn for 1D6+3 turns. It is actually a specialized resource editor that encrypts the target's net space access routines so all of the computing power of the deck goes to encrypting the net space navigation signals. The program can be defeated by running any standard decryption program. Treat the Ball and Chain encryption as a Code Gate of STR 4. Any failed attempt at decrypting Ball and Chain will add one extra turn to the duration of the program.

ICON: A classic prisoner's ball and chain clamped to some part of the target icon.



Dupré

Class: Decryption 900eb

Strength: Special MU: 4



A decryption program with sophisticated AI routines. It acts on code gates and file locks in much the same way as Raffles, except that the first time it's used it only has a Strength of 1. However, it learns from the solutions, working out the code style used by a particular person or organization. This means that its strength increases by one for every successful use within a system, up to a maximum Strength of 8. At the referee's discretion, some systems may have no pattern, in which case there is no increase. The increased strength is lost if the program is used against a different system, as it only has limited memory.

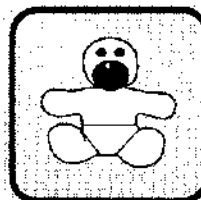
This program was written by Dr. Fortesque, a Eurorunner with a rep for doing things very neatly and cleanly, even at the cost of increased risk. He would never use Codecracker as a way through code gates, seeing it as crude; this program reflects his style.

ICON: Dupré appears as an elegant middle-aged man, in mid-Victorian dress. He speaks to the locked file or gate, and takes notes as he does so. When the gate opens, he remains for a moment, making notes in his book.

Cry Baby

Class: Detection/Alarm 430eb

Strength: 4 MU: 4



Cry Baby is a defensive program. It is placed in a memory, where it pretends to be a datafile with some superficially attractive data. SeeYa or Smarteye will reveal it, as will any attempt to actually read, rather than just skim, the file. If it is copied into a different system (i.e., a cyberdeck), it immediately starts sending out distress signals, adding 4 to the strength of any program trying to trace the runner. It cannot be dumped from the deck without an INT+Interface vs. CPU INT+D10 roll.

Cry Baby seems to have originated in EBM's corporate 'running facility. However, since it is supposed to be copied, it has spread very widely, and EBM denies all knowledge.

ICON: None until activated, whereupon it appears as a baby, hanging around the Netrunner's neck, screaming.

Evil Twin

Class: Protection, Anti-IC 2700eb

Strength: 8 MU: 7



Another vicious program written by 'Ware Wolf, using a similar structure as Black Sky. This program is a powerful one-two punch designed to offer maximum offensive and defensive capabilities to a netrunner. Evil Twin can first be initiated as a protection program, recoding the netrunner's signal so that it is harder to lock onto (has same effect as Force Shield and Reflector). From this stage it immediately initiates its counterattack capabilities, tracing the attack and striking at the attacking deck/datafortress (same effect as Krash). In game terms, this means that Evil Twin can: 1) defend the netrunner from attack, then attack the attacker with a +2 deck speed; 2) attack an enemy system and be kept ready to protect the netrunner and his programs from attack with a +2 deck speed; 3) act as a protection program only or as an attack program only, but with no initiative bonuses. Has Auto Re-Rezz.

ICON: The Netrunner's icon seems to fly around in large arcs, while the netrunner has not really shifted positions. Successful protection is symbolized by the enemy being outmaneuvered by this decoy, and successful attack is symbolized by the decoy image accelerating to incredible speed and zooming off to attack the enemy system.



Shadow

Class: Detection/Alarm 540eb

Strength: 4 MU: 3



Shadow is a defensive alarm program that works in concert with other detection programs. It attaches itself to the Netrunner on a successful attack (vs. cyberdeck datawall), and then has to be removed with a Killer (or something similar). While attached, any evasion program used from that point on has its strength reduced by the current STR of the Shadow. If this strength is reduced to zero or less, the program is useless.

ICON: The Netrunner's icon gains a long, humanoid shadow.

Typhoid Mary

Class: Anti-System 2400eb

Strength: 6 MU: 8



Typhoid Mary is a deceptive program. It appears to attack as a Killer II, and can function as such. However, this is a cover to attack the Netrunner's deck, and when the "Killer" is attacked by the 'runner, it always "crashes." In fact, the program disappears into the cyberdeck's CPU (successful roll vs cyberdeck datawall), where it operates for three Net rounds, deleting a file each round as Viral 15. At the end of three rounds, it derezzes, leaving the 'runner with missing files and/or utilities. Action can only be taken against the program if the Netrunner is aware of (or suspects) its presence. GateMaster will stop its actions, but it has to be activated by the 'runner.

ICON: The Killer function appears as a standard robot (but female); the Viral 15 function has no icon.

Possessor

Class: Anti-IC 1000eb

Strength: 4 MU: 3



An unusual anti-IC program. Possession attacks the target program in the normal anti-IC manner; if it wins, the program is "turned against" its operating system or Netrunner. The control is rather crude; for instance, Killers will attack the nearest program(s) not belonging to the "possessing" Netrunner. If a Controller is possessed, the thing will simply be operated at random. Demons cannot be "possessed" if they contain an Anti-IC program as one of their subroutines.

ICON: A hooded robe, with nothing inside it. On a successful "possession," the robe covers the other icon, which can be seen (as from a distance) in the "face" of the hood.

Exorcist

Class: Anti-IC 600eb

Strength: 4 MU: 3



Exorcist is a very specialized Anti-IC program, but it needs to be. Written soon after the appearance of Possession, it is launched against a "possessed" program, and negates the possession if it wins the anti-program roll. The use of this program is the only way to deal with a "possessed" program, short of destroying it.

ICON: A fractal priest in full regalia, carrying a large religious symbol (can vary).



Omnivore

Class: Anti-IC/Anti-System/Anti-Personnel 18,500eb

Strength: 3 MU: 8



A fearsome attack program, created by the infamous 'Ware Wolf. In program-to-program combat, Omnivore uses a fast-acting, self-replicating virus which writes itself over the core code of an enemy program and de-rezzes it (no damage to program STR; it's kill or fail). For anti-system operations, it sends signals to the CPU of an attacked deck or system ordering it to toggle itself on and off at hundreds of times per second, thereby overheating and destroying the CPU (kills one CPU unit like Flatline). Finally, for use against Netrunners, Omnivore broadcasts brain-dance sensory information which can cause epileptic seizures (reduces INT by 2D6 for 1D6 minutes).

ICON: A whirring, buzzing, whining, screeching ball of blades, needles, razors, meathooks and cattle prods which careens into its target and thoroughly mangles it.

Raven

Class: Anti-IC 1000eb

Strength: 5 MU: 4



Raven attacks the Recognition function of a program (standard anti-program roll), and if it is successful, the program will no longer notice "intruders" if defending a system. It also cannot recognize locations or specific 'runners, so it cannot be sent to "find" a place or person. The program is otherwise functional. This is usable on such programs as the Dog series (Watchdog, Bloodhound, etc.) along with those that rely on Recognition or Pseudo-Intellect (Firestarter, Hellhound, Thug, etc.).

ICON: A raven that attempts to peck out the "eyes" of the target.

Wolfpack

Class: Anti-IC/Anti-Personnel/Anti-Compiler 15,200eb

Strength: 6 MU: 8



This is the universal combat program—it can attack programs, demons and netrunners, subtracting 1D6 from STR (programs) or 1D10 damage (netrunners) for each successful attack. Aside from its remarkable power, Wolfpack is not an especially "smart" piece of programming—it does its job, and nothing more. It's rarely seen commercially and usually has to be written from downloaded BBS instructions (Total writing Difficulty is 72+)

ICON: A pack of electrically-charged wolflike forms which pounce upon their target, ripping it apart.

Stationery

Class: Anti-Personnel 10,000eb

Strength: 4 MU: 6



A British variant of Jack Attack, this program is popular with the Brit 'runners who like to hassle MARLPROCO. It affects the target as a Jack Attack, but it also buries the victim's ICON in sheets of paper, each of which has "You're Nicked!" written on it. These bits of paper prevent the Netrunner from moving for five Net turns.

ICON: As described, the paper appears in a sort of snowstorm over the Netrunner.



Threat

Class: Anti-Personnel/Anti-System 7000eb

Strength: 5 MU: 6



This German program is popular with smaller European businesses because it is effective against Netrunners without actually attacking them in any way, so it is legal under the stricter Euro-codes. If it successfully attacks, it manipulates the I-G circuits in the cyberdeck in order to give the 'runner the "feeling" that their meat body is in danger. This is a very subtle; a sort of random sensory leakage. The Netrunner can attempt to ignore the feeling, but this requires a COOL+1D10 roll vs a D10 + program's STR. Otherwise, the 'runner jacks out to "deal with the threat." If the Netrunner has a Flipswitch (*Chrome 1*, pg.9) on his deck, the program must make a second successful attack roll in order to jam the switch (again, forcing a jackout to deal with the "threat").

ICON: Uses the Icon of any minor offensive or detection program. Can be set at time of purchase.

Knevil

Class: Controller 220eb

Strength: 4 MU: 3



This controller has limited AI capabilities and can work independantly from the Netrunner. It can only control vehicles, but the Netrunner can give the vehicle a simple command and then turn to other things. A simple command is something like "go forward at max speed in a straight line." Because this program was designed for use in other people's systems, it has no safeguards—it will gladly drive into walls or people.

ICON: A wildly-dressed motorcyclist, with madly glinting eyes, he grabs the remote's icon and begins moving it.

Terminator

Class: Controller 260eb

Strength: 4 MU: 2



Terminator allows the Netrunner to control terminals, or (with a little fine-tuning) videoboards and holodisplays. This means that he intercepts anything typed (or written, or drawn) and can send anything he wishes to the output device in question (at a pre-programmed time). The 'runner can also make it appear that all messages and info originate from a specific terminal.

ICON: A disembodied cyberarm begins typing, writing, or drawing on the remote Icon in question.

Rockerbit

Class: Controller 200eb

Strength: 4 MU: 2



Rockerbit is similar to Knevil in intent, but works on mikes and speakers instead. The Netrunner can program the controller with a certin sound or string of words which will then be braodcast at a preset time.

ICON: A cartoonish Rocker that hangs around the speaker remote and "yells" into it as appropriate.



Black Sky

Class: Stealth/Evasion/Anti-IC 4,480eb

Strength: 5 MU: 8



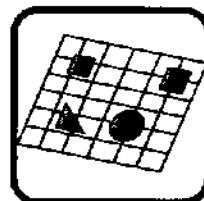
Developed by the Net-terrorist known only as Ware Wolf, this complex combat software uses mutable shells which shuffle processing rockets, interference subroutines and a self-replicating data attack. When launched, Black Sky peppers the local system with code which protects the netrunner from detection and attack (Stealth and Evasion functions). Once those functions have run, Black Sky's processing rockets boost the speed of the 'runner's deck and jump immediately into attack mode, injecting a data spike into the attacking program, de-rezzing it (attacks as a Killer with +2 to deck speed).

ICON: A black cloud which forms between the enemy program and the netrunner. Successful protection is symbolized by the enemy program travelling out of the cloud in the wrong direction, and successful attack is symbolized by lightning bolts arcing from the cloud to strike the enemy program.

Cartographer

Class: Utility 200eb

Strength: 6 MU: 3



If successfully run (program STR+D10 vs CPU INT/2 +D10) against the CPU of a system, Cartographer will supply a complete system map. This gives the location (but not designation) of all MU blocks, ICE, remotes, etc. A second successful roll must be made in order to specifically ID all the features. Cartographer is not anti-system software; it must be run *inside* the datafortress to work.

ICON: None.

Dogcatcher

Class: Anti-IC (Dog-specific) 1176eb

Strength: 10 MU: 7



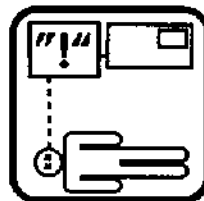
If a Hellhound, Pitbull, Bloodhound or Watchdog gets by a Netrunner, use this program to hunt them down before they interfere with the 'runner's line. It must catch up with them (make D10+Dogcatcher's STR vs. D10+target's STR) first before taking effect. Note: this is a one-use program; it de-rezzes after capturing the Dog!

ICON: Appears as basic male or female humanoid shape carrying a net on a pole. When it has caught up with the prey, it slaps the net down and both programs de-rezz.

OutJack

Class: Protection 150eb

Strength: 2 MU: 4



The program monitors the Netrunner's body while inside the Net. When the Netrunner has taken enough physical damage to reach Critical level, the program jacks him out of the system. Will not work if the 'runner is trapped by Glue or similar programs. Will not work if the 'runner takes statistic damage (as done by Zombie, Brainwipe, Spazz). The program must be running while the Netrunner enters the Net or it will not function. No Icon.



CYBERPETS


BIOTECHNICA

Biotechnica is at the forefront of all biological technology. Why should humans be the only beneficiaries of all the research and development that has gone into bioware? (Particularly as most bionics research was carried out on animals in the first place.) What about our faithful pets and companions? Surely they deserve some of the benefits as well. After all, they share our lives, so why not our enhancements as well...for their own good?

Acquiring Animals

Of course, pets come in all shapes and sizes. Thanks to the cloning tanks, the wealthy 'punk can order up almost any kind of creature that walks, swims, or flies the Earth. (Sorry, the boffins haven't been able to reproduce dead DNA codes yet, so forget about dinosaurs!) As usual, a clone is produced as an adult, but lacks any kind of mental or physical capabilities beyond those encoded in their genes. In most cases, this is not a problem, since this means that the animals can be chipped-in with the proper routines. For most people looking for animal robots (essentially), this is fine. For those wanting a real pet with a personality and animal training, double the prices given below (the animal is cloned to infant size and actually lives with adults and other infants as part of a natural family grouping, on a wildlife preserve or zoo). For naturally-born and raised animals, triple the prices below. For animals taken from the wild, the prices go up by 50x (there are too few left in the world—the remaining stock is invaluable for breeding and genetic reserves).

Small Dog	100eb
Medium Dog	200eb
Large Dog	500eb
Housecat	100eb
Large Cat	500eb
Leopard	2700eb
Cheetah	2800eb
Shark	1500eb

Bear	2000eb
Large Bear	3000eb
Chimp	1000eb
Gorilla	2000eb
Baboon	1500eb
Dolphin	3000eb
Seal	2000eb
Otter	500eb

Small Raptor	500eb
Large Raptor	1500eb
Bat	500eb
Squirrel	150eb
Mouse/Rodent	50eb
Rabbit	100eb
Tiger/Lion	3000eb



ANIMAL STATS TABLE

Animal	INT	REF	COOL	MA	BOD	EMP	SP	Awareness	Animal Sense Bonus	Melee	Damage
Small Dog	1	7	5	6	1	+4	0	8	5	3	1x1D6-2
Medium Dog	1	6	7	10	2-3	+4	0	8	5	4	1x1D6-1
Large Dog	1	5	6	10	5-8	+3	1	8	5	5	1x1D6+1
Wolf	1	7	8	11	8	-1	1	9	6	7	1x2D6
Housecat	1	10	7	6	1	+2	0	6	7	4	2x1/2D6
Large Cat	1	9	8	9	3-4	-1	0	7	8	6	2x1D6+1
Leopard	1	10	9	10	8	-3	1	8	7	7	2x3D6
Cheetah	1	8	8	30	7	0	1	7	6:V	6	2x2D6
Tiger/Lion	1	7	10	12	20	-3	2	7	5	6	2x2D6+8
Bear	1	5	8	20	20	-4	3	6	6:OM	5	2x2D6+8
Large Bear	1	5	7	20	30	-4	4	6	6:OM	5	2x3D6+8
Chimp	3	7	5	7	8	+2	0	6	3	3	2x1D6+1
Gorilla	2	6	7	6	15	+1	3	5	3	4	2x1D6+8
Baboon	2	7	6	9	9	-4	1	6	4	4	2x1D6+1
Dolphin	3	8	8	10	10	+4	3	5	10:S	3	1x1D6+2
Seal	1	6/8	5	2/7	4	+1	1	4	4	2	1x1D6
Otter	2	7/9	3	4/8	3	0	0	6	4	3	1x1D6-1
Shark	1	8	3	9	10	-5	5	4	10	8	1x3D6+2
Raptor	1	7	4	22	2	2	0	6	8:MV	6	1x1D6-2
L. Raptor	1	6	4	18	4	-3	0	6	8:MV	6	1x1D6
Bat	1	10	4	10	1	4	0	4	15:S	2	1x1/3D6
Squirrel	2	9	3	8	1	-4	0	8	3	2	2x1/3D6
S. Rodent	1	8	2	4	1	-2	0	8	3	2	1x1/3D6
Rabbit	1	9	2	14	1	-3	0	7	8:S	1	2x1/3D6

INT is the animal's INT for skill use, **REF** is the animal's reflexes, **COOL** is the animal's base chance of maintaining its composure under stress, **MA** is the animal's sprint speed—the animal's normal speed is only half that—**BOD** is the animal's BODY score, **SP** is the animal's innate SP. Aquatic animals have their REF and MA only in water (the seal and otter are exceptions; their lower values are for land), and aerial creatures have their REF and MA in the air (REF and MA decrease to 1 each on land).

EMP is the animal's Empathy modifier. To get the animal's base EMP, add the modifier to a D10 roll, with a minimum result of 1 and a maximum of 12.

Awareness is the animal's natural Awareness skill.

Animal Sense Bonus represents each animal's ability to monitor its environment. It is used exactly like *Combat Sense* for everything except Initiative. Some of these bonuses are given letter codes to designate specific limitations based on the types of senses utilized by the given animal. If the Animal Sense Bonus is followed by one or more of these codes, then they can only use this bonus under the parameters listed below.

Visual (V): Adds to checks involving sight and visual cues.

Sound (S): Adds to checks involving hearing or audio perception.

Olfactory (O): Adds to checks involving scent.

Motion (M): A specialized form of Visual, it adds to checks involving only target movement as compared to simply spotting the subject. If a subject stays still or moves extremely slowly (make a Difficult *Stealth* check), this bonus does not apply.

Melee is the animal's attack skill with its natural weapons.

Damage is the number of attacks the animal makes per turn, and the damage done by each attack.

Small dogs include lap-dogs and other small house canines. *Medium dogs* are hounds, large terriers, and other medium-sized dogs. *Large dogs* are German Shepards, mastiffs, big hounds, and other dogs used for attack and war. *Wolves* are wolves.

Housecats are small felines. *Large cats* are lynxes, ocelots and other mid-range felines. *Leopards* include pumas, jaguars, cougars, and small lions. *Cheetahs* are cheetahs. *Tigers/Lions* indicate the big cats of the wild.

Bears are small (400 kilos or less) bears. *Large Bears* are the 400+ kg bears, such as grizzlies and polar bears.



Chimps, Gorillas and Baboons are self-explanatory.

Dolphins are usually bottle-nosed dolphins. *Seals* are lion seals (elephant seals aren't very controllable). *Sharks* are blue, tiger or nurse sharks (the great whites are definitely uncontrollable!). *Otters* include otters, stoats, weasels, minks, and raccoons.

Small Raptors are small hawks, eagles, and owls. *Large Raptors* are larger eagles, owls, and even big vultures. *Bats* are large bats.

Squirrels include gray squirrels and chipmunks. *Mouse/Rodents* include large mice, gerbils, and rats. *Rabbits* are rabbits.

Animal Skills

Animal Handling is a new skill for humans, dealing with the care and training of animals. EMP-based.

Hold/Capture is training to restrain a target, not kill it. COOL-based.

Identify: The animal is trained to identify friendlies by special scent or color worn.

Infiltrate is training to use whatever avenues are available to gain access to objectives. Apes (chimps, gorillas, baboons) can be trained to open doors and press buttons to call elevators. INT-based.

Loyalty is the animal's loyalty to the owner, trainer, or handler, following obedience training. EMP-based.

Stealth is the same as the human skill. All animals have a default *Stealth* skill equal to their REF.

Tracking allows animals to follow scents and sign to find items with a scent. Based off *Awareness*. Flying animals (raptors, bats) cannot use this skill.

Use Weapons: This is a chip skill only, allowing animals to use ranged weapons built into their bodies, or in the case of gorillas and chimps, to use modified human weapons.

Skill training takes the *Animal Handling* skill; a trainer can train one or more animals at a time, essentially giving the animals a single IP total in the desired skill equal to the trainer's EMP + *Animal Handling* per week. As you can see, training too many animals at once lowers the amount of skill advance each animal receives. Divide by the number of animals being trained. If a buyer can't or doesn't want to train his animal himself, animals can be bought trained (at +5% to the base cost of the animal per point of skill bought) or have skill chips made (100eb per +1; maximum +3, and animals can only use as many chips at a time as they have INT!).

Animal Cyberware

Cyberware	Cost	HC	Cyberware	Cost	HC
<i>Neuralware</i>			<i>Cyberoptics</i>		
Basic Processor	500eb	1d6	Basic eye, can mount 3 options	400eb	1d6
Reflex Boost +1	500eb	2d6	Infrared	200eb	2
Sensory Boost (olfactory or audio)	250eb	1/2d6	Microscopics/Telescopes	400eb	3
Chipslot	100eb	1/2d6	Anti-Dazzle	100eb	1
Input Plugs (for links)	100eb	1d6	Low-lite	200eb	2
Weapon Link	100eb	2	Thermograph	200eb	3
<i>Chipware</i>			<i>Cyberlimbs</i>		
Stress Chip	100eb	0	Basic limb, can have 2 options	1000eb	2d6
Berserk Chip	100eb	0	RealSkin covering	200eb	-2
Skill Chip (per level)	100eb	0	Secret Compartment 2" x 2" x 4"	100eb	1
Recording Chip	1500eb	0	Tape Recorder	200eb	1
IFF Chip	400eb	0	Cyberweapon (see below; halves weapon HC)		
Watchdog Chip	250eb	0	Limb Armor 20SP	300eb	1
Behavior Chip	500eb	0	Added Strength	250eb	3

Continued Next Page...



Animal Cyberware, Continued

Cyberware	Cost	HC	Cyberware	Cost	HC
<i>Cyberaudio</i>			<i>Bloware</i>		
Basic, can have any options	500eb	1d6	Muscle and Bone Lace	750eb	1d6/2
Scrambler	100eb	1	SkinWeave (12 SP)	1000eb	2d6
Bug Detector	150eb	1	Grafted Muscle	1000eb	2d6
<i>Cyberweapons</i>			<i>Cyberweapons</i>		
Cyberclaws (+1d6 damage)	300eb	2d6	External Weapon harness	200eb	1d6
Cyberfangs (+1d6 damage)	200eb	1d6	Cyberlimb Popgun (full HC)	200eb	1d6

Most of the cyberware works the same way as human equipment. In fact, most human-style cyberware can be fitted to animals; the 'wares listed differ in price or humanity cost. Those listed below operate somewhat differently than human norm.

Sensory Boost: This is a boosted signal from the olfactory or hearing senses (choose when installed).

Input Plugs and Links are for gorillas and chimps using human weapons and smartguns.

Berserk Chip: This turns the animal into a berserker, adding +2 to its Attack chances, negating COOL rolls when the animal is threatened or hurt, and adding +2 to the animal's melee damage. Not recommended for pets...

Recording Chip: This chip records four hours of the animal's sensory perceptions.

IFF Chip: This chip identifies friends/non-hostiles; anyone so identified will not be attacked by the animal. Identification is made by coded badge or special scent (for olfactory-sense animals) or color (for visual-sense animals).

Watchdog Chip: The animal has a codeword or phrase hardwired into its memory; anyone confronted in the animal's defined territory (the area the owner wants the animal to guard) will be encountered as an intruder unless they speak this codeword. The owner can "disarm" the animal's alarm with another codeword, and re-enable the animal with the same (or different) codeword. For instance, most animal owners disable the watchdog function until the specific time they want the animal to guard an area, when they enable the watchdog chip. If the animal encounters an intruder who doesn't give the codeword/phrase, the animal reacts according to its training.

Added Cyberlimb Strength: If the animal has all four limbs with this option, they add the skill *Strength Feat* +6 to the animal. If the animal has this added to its striking/clawing limbs, it adds +16 to claw/strike damage.

Cyberclaws: Can be applied to size Large or bigger felines, Bears, and Raptors (including Large Raptors).

Cyberfangs: Cannot be applied to Small Dog, Housecat, Chimp, Gorilla, Bat, Squirrel, Small Rodent, or Rabbit.

External Weapon Harness: The animal must have a BODY of at least 2 to mount one of these, and the limits on weapon sizes are the same as those for Pop-Up Weapons (*Cyberpunk 2020*, pg.81).

Game Notes: Animals don't handle "Humanity Loss" in the same way as humans (naturally—they're not human to begin with!). They are at the same time more resilient and more fragile. Humanity Loss subtracts 1 point of EMP for each 10 points of HC rolled, but no animal ever drops below EMP 1, and animals don't automatically go cyber-psychotic at EMP 1. Instead, each time an animal rolls for HC, make another die roll to determine if the animal flips. This is an EMP roll against Difficulty 10+; if the roll is successful, the humanity loss has had no effect other than to make the animal less friendly. If the test is unsuccessful, the animal is cyber-psychotic and will likely display this violently as soon as it comes out from under the operation anesthetic. Such insane animals can't be reformed and must either be confined or destroyed.

Using Animals in Play

Normally, the only activities animals will engage in without commands are eating, sleeping, other body functions, and a certain amount of prowling (during which they "patrol" their territory). If not under command, animals will only attack if threatened, or if someone perceived as a threat enters their territory. Animals under chip or other automatic control will perform their programming automatically, without a test. Animals under direct control (either remote or on

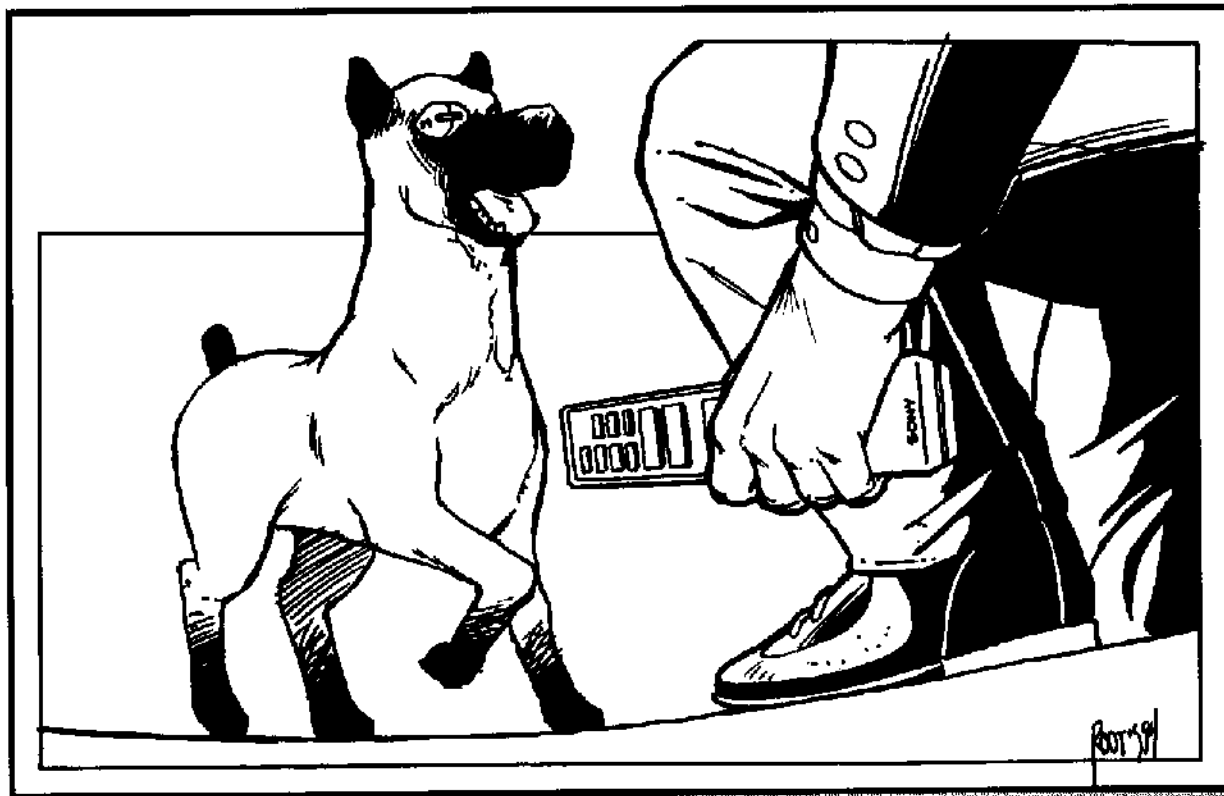


the spot) must pass a Loyalty test to comply. The Difficulty is 15+, +5 if ordering an animal to do something that it doesn't want to do (like ordering a rabbit to attack a bear), -5 if ordering the animal to do something it does want to do or does naturally (like ordering a predator to attack a smaller target). People with Animal Handling may use their skill instead of the creature's Loyalty.

Animals may choose to ignore their training and go with their instincts instead. When hurt or threatened, check for COOL against Difficulty 10+ (15+ for non-combatant animals). Failure to succeed at the test means the animal runs off, tail between its legs (if possible). Rolling a natural 10 or failing when the animal is cornered means the animal goes berserk (see the Berserker chip). An *Animal Handling* success against Difficulty 20+ is necessary to regain control over a panicked or berserk animal.

SAMPLE ANIMALS

The Digital Watchdog



The Digital Watchdog is a simple conversion for private and official animals. It turns the mildest dog into a perfect watchdog without interfering with the animal's personality, friendliness or playfulness. This way Rover is waiting for you and you alone when you get home!

Game Stats: The Digital Watchdog modification includes a Neural Processor, a hardwired Watchdog chip, and boosted reaction to senses—the dog's hearing isn't boosted, but the dog's sensitivity to strange sounds is. The package costs 1,100eb, involves one Minor surgery (500eb), and takes 2D6 HC. Training includes Loyalty +6, Identify +3, at +45% to the base cost of the animal.

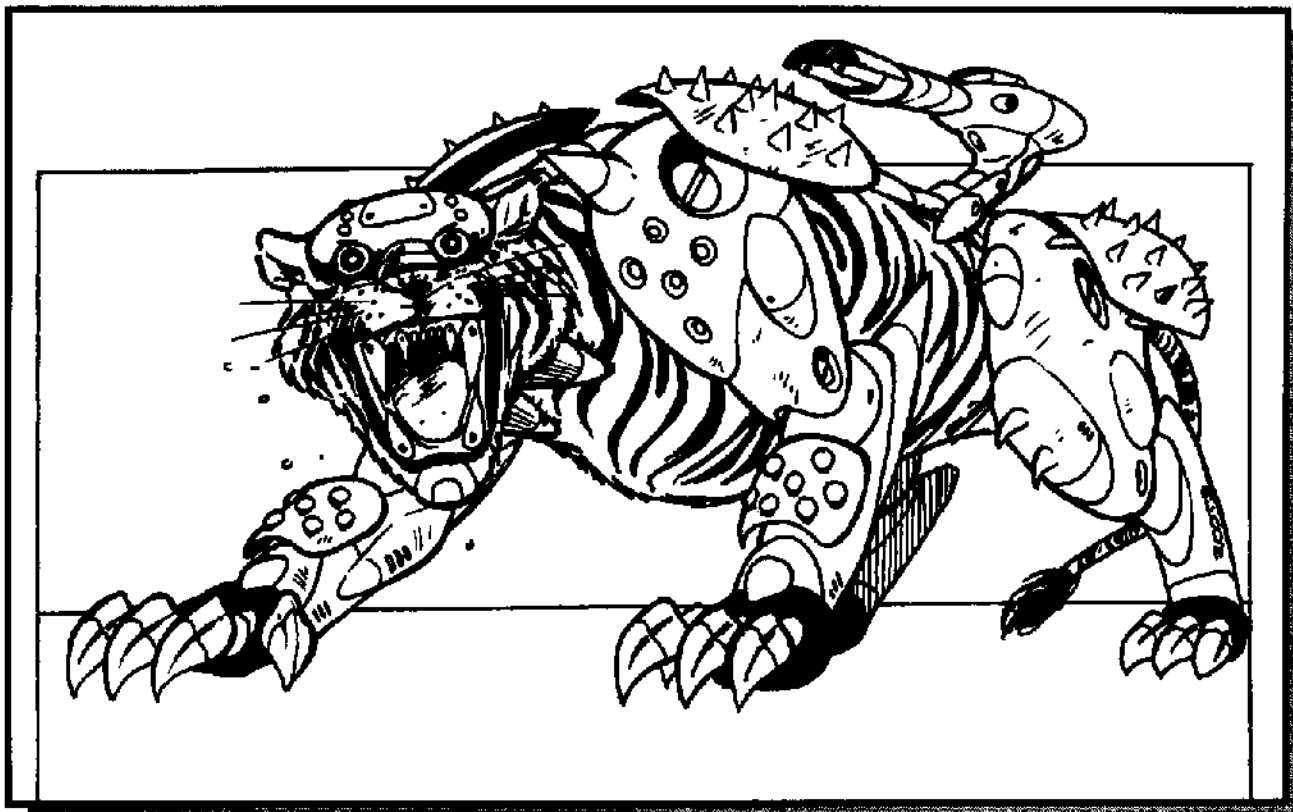


Perfect Pets

Perfect Pets: Once upon a time, pets were sent to obedience school to train them to their masters' wishes. Now, bring your pet to us and we'll give it instant training without the time, expense and uncertainty of classic training! Want your pet to be nicer, friendlier, more obedient, more loving? No problem! And since all we're doing is reinforcing the pet's natural feelings, there's no danger of extreme personality disorder!

Game Stats: "Perfect Pet" is a tailored behavior chip that reinforces a pet's natural feelings towards the effect desired by the owner. A "Perfect Pet" chip can also include programmed responses to certain codewords—for instance, "No," "Stop," "Come Here," etc.—to elicit a desired and preprogrammed response. This also serves as a Loyalty +3 chip. Requires a neural processor, a chip slot and the behavior chip. Cost 1,100eb. 1 Minor Surgery (500eb). 1 1/2D6HC.

The Cyberpred



The Cyberpred is usually what people think of when they imagine cyber-animals: heavily-modified animals, specifically tailored for security or attack. These animals are highly trained and outfitted with enhanced memory for IFF purposes. **Warning:** Under no circumstances should a cyberpred be kept as a pet! Their training and personality changes make them inappropriate for anything but the most highly structured and controlled environments.

Game Stats: A Cyberpred is a large dog or even a predatory big cat with cybernetic modifications. These modifications include a neural processor, olfactory boost, chip socket, pain editor, SkinWeave, Bone & Muscle Lace,

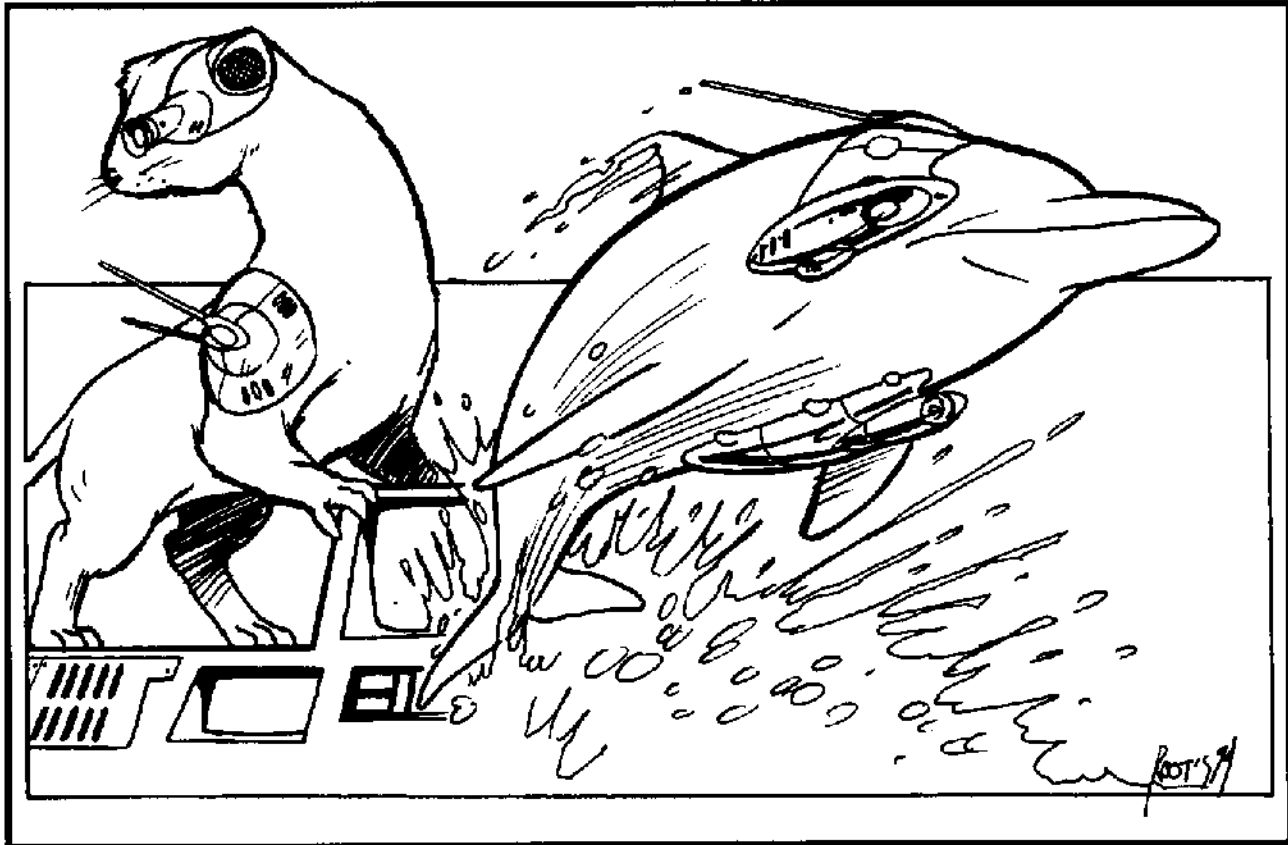


Grafted Muscle, and Cyberclaws/fangs. Some more heavily-modified cyberpreds include cybernetic eyes or limbs. 4,100eb. Surgeries: 1 Major, 2 Minor, 4 Negligible (2,800eb). HC: 10D6.

These cyberpreds are usually given a restricted area to patrol, and identify which targets are not to be attacked by use of a specific and usually specially-mixed scent that "friendlies" wear. Anyone not wearing this scent is attacked on detection.

Alternatively, this priority can be reversed to make a cyberpred into an assassin. Anyone wearing the specific scent is the target of the animal's fury.

Animal Eyes



Animal Eyes: For authorized security use only. Animal Eyes is a heavy modification package that transforms an animal into a mobile reconnaissance sensor unit. The animal is hardwired with sensors, a chipslot with memory access, and a pleasure-center stimulator. Then the animal is sent out to work a specific, pre-programmed search pattern.

Game Stats: This package includes a neural processor, chip slot audio-video tape recorder, one cybereye with low-light and micro-vid optic tied to the AV tape recorder, and cyberears with a radio link and scrambler and micro-recorder link 2,800eb. Surgeries: 1 Major, 3 Minor, 5 Negligible (4,000eb). HC: 5 1/2D6+6.

This living sensor unit follows a terrain-matching internal compass program similar to those used by cruise missiles. When it matches a piece of terrain successfully with the image stored in its memory, the animal's pleasure center is mildly stimulated. The animal knows that as it matches more image locations it will continue to receive pleasure. When its sweep is over, it returns to its pick-up point. A radio signal can also retrieve it before the mission is over. The information from the animal's sensor sweep can be held in the recorder, relayed to a distant point via radio, or both.



ROBOTS, CYBERFORMS, FULL 'BORGS AND POWERED ARMOR

BOTS

Nothing's more boring than cleaning your conapt. After a good time with friends, nobody wants to waste time washing mountains of dirty dishes (or whatever...).

Fortunately, there is now a solution to all the home problems. Think servants? Wrong. They're too expensive, too unreliable. Think Bot—and you're right!

What is a Bot, that's your question? A Bot is a domestic robot designed to take care of your comfort. In all major European cities, "Botshops" showcase a large choice of Bots at the best price. Have a look at the new Botshop catalog on the InfoNet, or ask for it by fax, and you'll be convinced—trust me. The Bot is the solution!

Botshops are licensed chain-stores in all the European countries. You can trust their experience and willingness to help you choose your Bot.

Note: all Bots are compatible with the Domotic Home Management System.

B-N

Brandt-Neumann

Brandt-Neumann Washbot

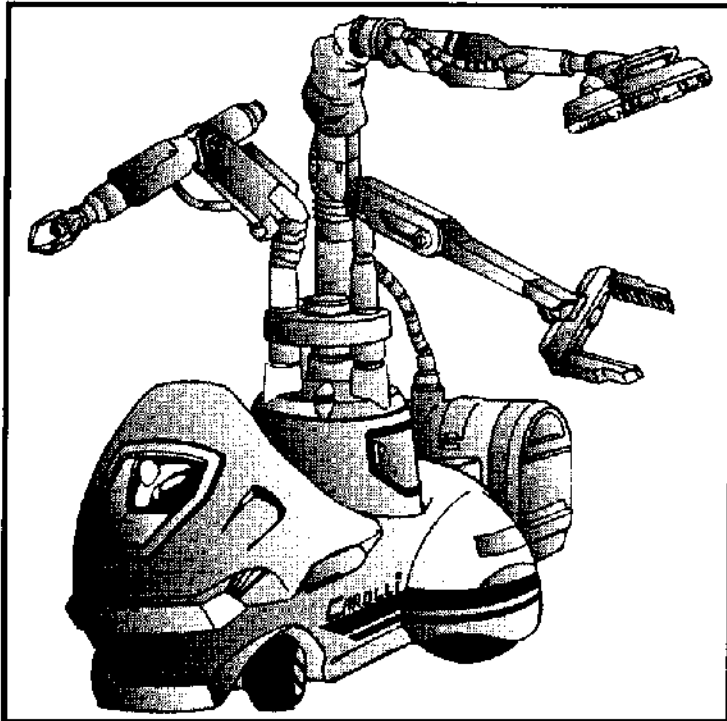
This articulated Bot is designed to wash glass and tiles. It takes care of your windows and floors, wiping out stains in a second. Small and efficient, this Bot is a necessary in most upper-middle-class homes. Weight: 1.5kg, SP=2/SDP=4, Price: 425eb

Carolli

Carolli M-bot

This model is probably the most essential Bot for all singles—it can clean an entire flat! special programs allow the M-bot to put an object in the right place without error. Vids, bottles, clothes, it can handle all your household items. With an M-bot you will never find your favorite tie in the garbage box (or in the refrigerator). Weight: 12kg, SP=3/SDP=10, Price: 1150eb





C

arolli

V-bot

This handy little bot-on-wheels is an ultra-effective vacuum cleaner which can eliminate dust and other waste in silence. It is computer-guided and has limited recognition abilities to avoid the destruction of fragile objects and materials. A sinuous and flexible shape allows it to accede at the most narrow corners of your conapt. Weight: 6kg, SP=3/SDP=9, Price: 650eb

MINI-CYBERFORMS

Do you need silent, twenty-four hour security? Do you need lethal/non lethal defense options? Do you need completely reliable guards? Do you need deadly infiltrators? If so, you need an Adrek Mini-Cyberform! Don't settle for a buggy unit, buy Adrek.

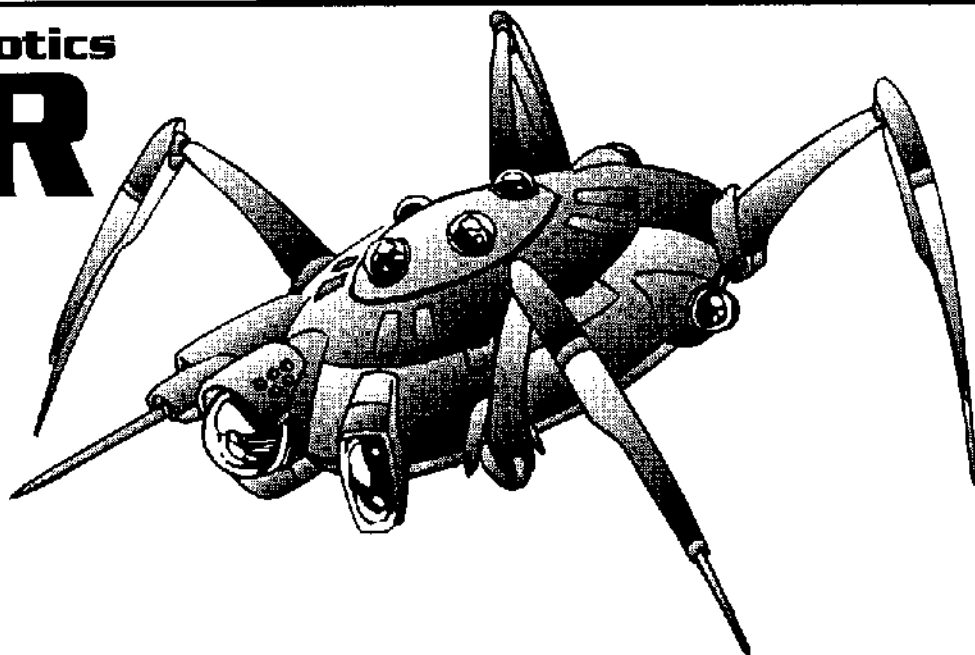
ADREK: real Cyberforms... for your real cash.

Adrek Robotics first Cyberform products were the Cyberform A ("Spider") and B ("Centipede"). These 2013 models were somewhat crude, but were quite effective. In fact, they were so effective that Arasaka produced an RDAK Assassin Remote (*Chromebook 2*, p. 32) based on the A and B models. Unfortunately for them, courts in Europe, America, and Africa ruled that Arasaka was guilty of patent and copyright infringements in its production of RDAK units. Adrek Robotics used the funds it acquired from the settlements to fund its second generation of Mini-Forms. Arasaka's attempt at retaliation ended in disaster—the Arasaka strike force learned (the hard way) that Adrek's best Combat Cyberform models were kept in-house. Because of these incidents, Adrek Robotics and Arasaka are currently bitter rivals.

Mini-Cyberforms consist of a ceretronic core (essentially, vat-grown neural tissue based on higher animals such as dogs and monkeys, combined with silicon circuitry) that is implanted in a mechanical body. Mini-Cyberforms are not self-aware and rely primarily on hardwired programming and implanted instincts in their operations. Because of these limitations, the Mini-Cyberforms are not particularly inventive in their tactics, but they are quite effective at what they do. When determining their actions, a referee should treat them like cunningly-trained animal predators.



Adrek Robotics

A•R

Mini-Cyberform Model A-2 "Tarantula"

4,000eb

Small. Silent. Deadly. The perfect assassin or security system for the budget conscious. Send a few after your enemy. Have a few lurking about in security areas. Make your enemies afraid. Why drop a bundle on a bug, when you can have a Tarantula?

The main body of a Tarantula consists of a 15 cm wide disk-shaped body which is 6 cm thick at the thickest point. The disk houses the Tarantula's ceretronic core, its target memory chips, and its sensors. The Tarantula's sensors have a range of 20 meters and include thermal, olfactory, audio, and motion sensors. The disk also contains the unit's main weapon, a carbon-steel injector/stinger. The injector holds six injections, which can be of different types. For example, a unit might be equipped with acid and poison-the acid is to burn through a target's armor and the poison to kill. The needle weapon uses roughly the same sort of liquids that a Needle gun does (CP2020, pgs.107-108), and they have the same effect as needle gun rounds. The injector must usually be in contact with the skin or clothing to work, but acids and contact poisons can be sprayed onto the target, if the Tarantula is on or above it. The Tarantula can be programmed to attack a specific person or a general class of targets. Because of the Tarantula's limitations, they can sometimes be fooled (by changes in the target's sensor profile) and they can only handle a limited amount of programming (for example, they could be programmed to not attack anyone with a certain thermal emitting badge, but they could not be programmed to attack left-handed people with blonde hair).

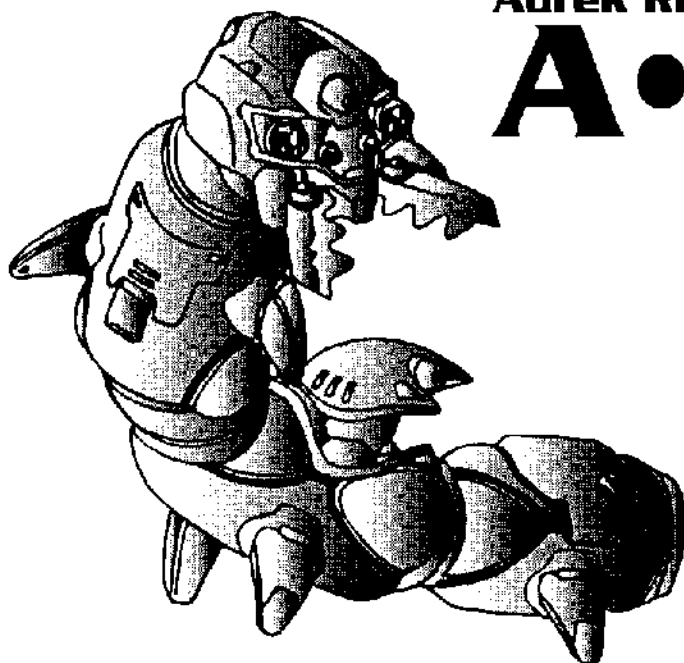
Located on the rim of the central body are four legs with "sticky feet" that enable the Tarantula to cling to nearly any surface. The legs also each contain a polymer thread maker that can create up to 30 meters of thread. The thread can be stuck to most surfaces and will support the weight of the Tarantula. This thread is most often used by a Tarantula to lower itself into rooms or onto a target.

For particularly important missions, a Tarantula can be remote controlled by a human or AI. The standard controller (included in the purchase price) has a range of 4 km. This range can be boosted with a stronger transmitter. For an additional 200eb the controller can be fitted with interface plugs, giving the operator a +2 bonus.

Game Notes: Control Modifier: 0, SP: 6/SDP: 6, MA: 10, Battery Life: 8 hours, Control Range (standard): 4 km, Weapon: needle/stinger with six doses (a melee weapon with Acc +1, treat as a needle gun round). When operating on its own a Tarantula has: REF 8, INT 6, Sting Attack +2, Awareness +3, and Athletics +1.



Adrek Robotics

A•R

Mini-Cyberform Model B-2 "Centipede"

10,000eb

Lightning fast. Completely silent. Terrifying. Deadly. The perfect assassin or security system for those who want the best in mini autonomous remotes. Send a couple after your enemy. Have some stalking your security areas. Make your enemies afraid. Why buy a little bug when you can have a Centipede?

The Centipede has three 30 cm body sections and a 15 cm head section. The head section houses the Centipede's sensors, its mono-edged mandibles and its Advanced Air Gun. The Centipede's sensors

have a range of 60 meters and include visual, thermal, olfactory, audio, and motion sensors. These sensors are all enhanced, giving the Centipede (or its operator) a +2 on all sense-based Awareness rolls. The mandibles function both as insulated cutters (they can easily snip steel cable) and melee weapons (they inflict 2D6 on a successful hit). The Advanced Air Gun has an integral targetting system (+2 on all attack rolls using it) and the following statistics: WA: +1 Damage/Ammo: Drugs #Shots: 30 ROF: 3 REL: VR Range: 50m. Treat the AAG's rounds as Needlegun rounds, except they inflict 1D6. The first body section houses the Centipede's ceretronic core and its target memory chips. The second body section houses a Micro Missile launcher (CP2020, pgs.91-2, #Shots: 4, REL: VR) and its ammo. The third section houses the Centipede's battery.

The Centipede can be programmed to target up to three specific people or a general class of targets. The Centipede can handle fairly complex instruction sets, but it does have limitations. In general, the Centipede can be treated as being slightly more intelligent than a dog.

Each body section has two legs which have "sticky feet" that enables the Centipede to cling to nearly any surface. The legs also each contain a polymer thread maker that can create up to 30 meters of thread. The thread can be stuck to most surfaces and will support the weight of the Centipede. This thread is most often used by a Centipede to lower itself into rooms or onto a target.

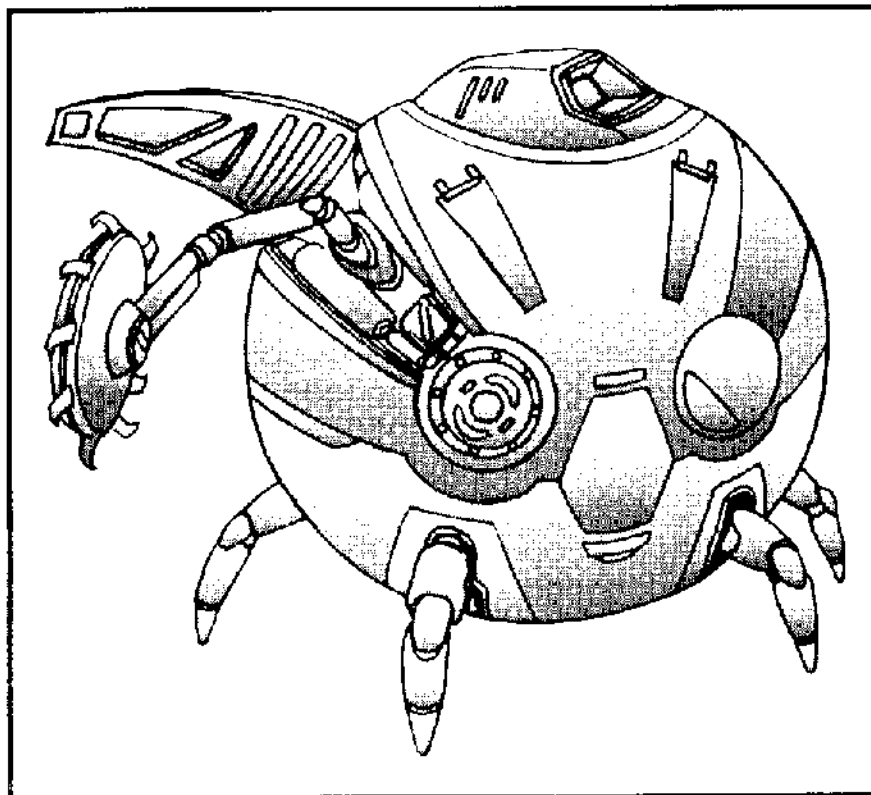
The Centipede is equipped with a stealth system which includes sound dampers, thermal dampers, and a chameleon outer skin (which alters to roughly match the terrain). This system yields a -3 penalty to the Awareness of those attempting to detect a Centipede using sound, thermal, or visual sensors.

The Centipede can be equipped for space operations for an additional 2,000eb. This upgrade includes radiation shielding (RSP: 4) and micro-thrusters that enable the unit to maneuver in zero-g. The thrusters can move the unit at up to 20 mph. A Centipede that has been modified for zero-g is not disoriented by zero-g conditions and uses all its skills at their full value.

For particularly important missions, a Centipede can be remote-controlled by a human or AI. The standard controller (included in the purchase price) has a range of 4 km (40km in space). This range can be boosted with a stronger transmitter. For an additional 200eb the controller can be fitted with interface plugs, giving the operator a +2 bonus.

Game Notes: Control Modifier: 0, SP: 15/SDP: 15, MA: 8, Battery Life: 30 days Control Range (standard): 4 km. When operating on its own a Centipede has: REF 10, INT 7, Mandible Attack +3, Awareness +3, AAG +3 and Athletics +2.





Mini-Cyberform Model A-3 "Beetle"

10,000eb

Laser armed. Laser reflective. Deadly. The perfect sabotage or security system. Stash a couple in your enemy's turf. Have some concealed in your security areas. Burn your enemies. Why buy a little bug?

The Beetle has a soccer ball-sized body. The body houses the unit's sensors, two extendible mini-buzz saw blades, and a laser. The Beetle's sensors have a range of 100 meters and include visual, thermal, olfactory, audio, and motion sensors. These sensors are all enhanced, giving the Globe (or its operator) a +1 on all sense-based Awareness rolls. The mini-buzz saws can extend out to 30

cm. These saws are typically used to cut through sensitive electronic equipment during sabotage operations. They can also be used as melee weapons (they inflict 1D6+1 on a successful hit, armor SP is 1/2). The laser has an integral targeting system and the following statistics: WA: +2, Damage/Ammo: 2D6+2, #Shots: 2, ROF: 2, REL: UR, Range: 25m.

The Beetle can be programmed to target up to three specific people (or systems) or a general class of targets. For example, it could be programmed to trash a certain area and fire on anything that interferes. The cyberform can handle fairly complex instruction sets, but does have limitations. In general, the Beetle can be treated as being roughly as intelligent as a dog.

The Beetle has six legs which have "sticky feet" that enables it to cling to nearly any surface. The legs also each contain a polymer thread maker that can create up to 30 meters of thread. The thread adheres to most surfaces and supports the weight of the Beetle. It's most often used by a Globe to lower itself into rooms or onto a target.

The Beetle is equipped with a highly advanced stealth system which includes sound dampers and thermal dampers. This system yields a -2 penalty to the Awareness of those attempting to detect a Beetle using sound, or Thermal sensors. The outer hull of a Beetle is optimized to reflect laser weapons and has an ablative layer.

Like the Centipede, the Beetle can be equipped for space operations for an additional 2,000eb. This upgrade includes radiation shielding (RSP: 4) and micro-thrusters that enable the unit to maneuver in zero-g. The thrusters can move the unit at up to 20 mph. A Beetle that has been modified for zero-g is not disoriented by zero-g conditions and uses all its skills at their full value.

For particularly important missions, a Beetle can be remote-controlled by a human or AI. The standard controller (included in the purchase price) has a range of 10 km (40km in space). This range can be boosted with a stronger transmitter. For an additional 200eb the controller can be fitted with interface plugs, giving the operator a +2 bonus.

Game Notes: Control Modifier: 0, SP: 10 (SP: 30 vs lasers)/SDP=10, MA: 5, Battery Life: 30 days Control Range (standard): 10km. When operating on its own, a Beetle has: REF: 10, INT: 7, Laser +2, Buzz Saw +2, Awareness +3, and Athletics +3.



FULL BODY CONVERSIONS

For a briefing on "Full Borks," see Chromebook 2, page 63.

Moore Technologies

MOORE "Sheol" Hazardous

Moore Technologies

Operations Full Conversion

50,000eb

Modern civilization produces untold tons of hazardous by-products everyday and somebody has to deal with it. Dealing with the dangerous by-products of a technological society is a hazardous operation, indeed. Why risk lawsuits and injury by employing merely human workers? Why sacrifice quick thinking and inventiveness by employing robots? Get the best in Hazardous Operations. Get a Sheol.

The Sheol is designed for hazardous operations, which include radioactive material handling, biohazard transport, toxic chemical handling, hazardous material clean up, and other unpleasant jobs. While the Samson Full Conversion can handle some operations, only the Sheol is fully optimized for these dangerous jobs.

The Sheol's endo-frame is equipped with super-dense myomar fibers and magnetic pistons which function as its muscles. With its great strength, this borg is quite capable of transporting heavy-shielded hazardous material containers.

Since it's designed to work in hazardous situations, it would not do for the Sheol to be weak or vulnerable. The borg's hull is protected by advanced composite armor and has special shielding that enables it to resist radiation, toxins, and acid. The Sheol is a closed system, with a 16 hour solid-oxygen battery (like the Aquarius Full Conversion), so it is not vulnerable to most biohazards. In order to avoid situations that can harm it, the Sheol is equipped with advanced toxin and radiation scanners. Since it's often employed in clean up operations, the Sheol is equipped with arm-mounted "squinters" that can be used to neutralize certain chemicals and bio-materials.

Since Sheols constantly work in hazardous situations, the bodies tend to wear out rather quickly (or become too

radioactive/toxic to support a biosystem). Because of this, Moore Technologies offers a replacement contract with each Sheol purchase. The contract costs 30,000eb and must be purchased at the time the Sheol is acquired. This contract gives a 25% reduction on every Sheol purchased by the original contractor after the first purchase (provided the borg's body wasn't rendered unusable through negligence or used in non-standard operations—like firefights).

General note for all 'Borks—the Humanity Cost for each option uses the following notation: *N*, where N is the Humanity Cost.

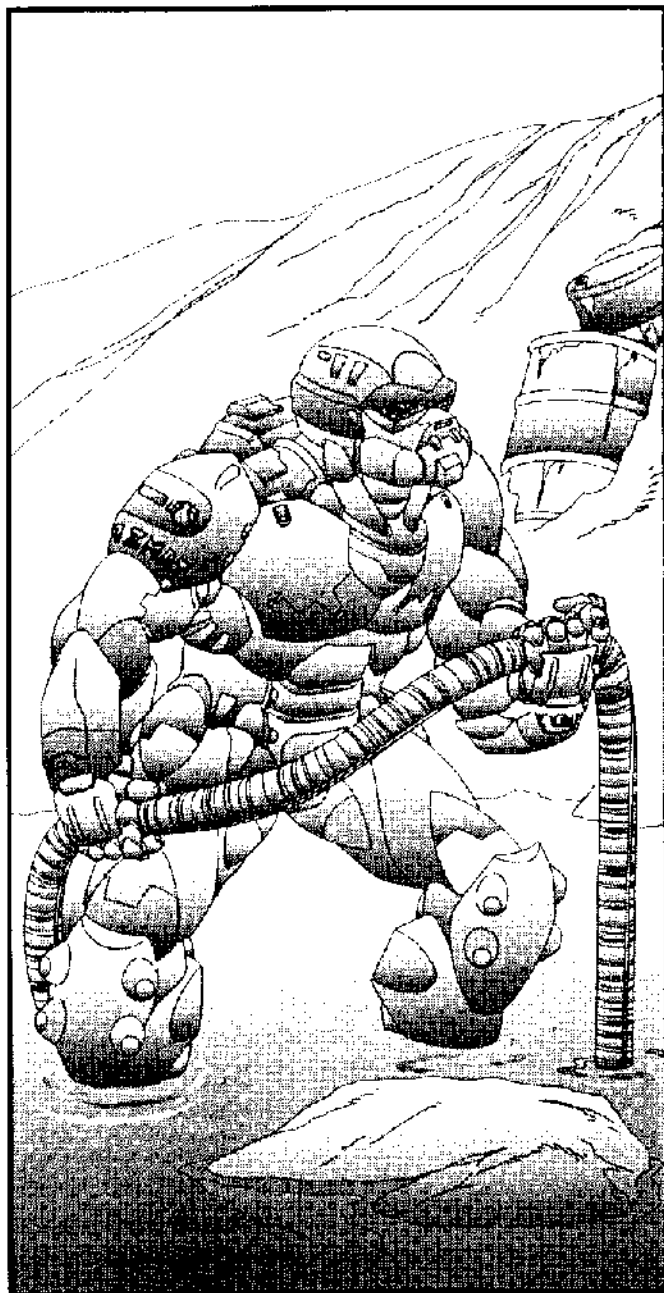
SHEOL PHYSICAL STATS

<u>REFLEX:</u>	10
<u>ATTRACTIVENESS:</u>	NA
<u>MOVEMENT ALLOWANCE:</u>	10
<u>M/tum:</u>	30 m
<u>MPH:</u>	20mph
<u>Jump (up):</u>	6m
<u>Jump (broad):</u>	8m
Body: 18 *12*	
<u>Lift:</u>	720kg
<u>Throw:</u>	180m
<u>Damage Mod:</u>	+8
HAND-TO-HAND:	
<u>Punch:</u>	1D6+8
<u>Kick:</u>	2D6+8

PHYSICAL STRUCTURE

HEAD:	
<u>SP:</u> 30	<u>SDP:</u> 20/30
<u>Options (Optic):</u>	2 & 4
<u>Options (Audio):</u>	6
TORSO:	
<u>SP:</u> 30	<u>SDP:</u> 30/40
<u>Options:</u>	2
RIGHT ARM:	
<u>SP:</u> 30	<u>SDP:</u> 20/30
<u>Options:</u>	1
LEFT ARM:	
<u>SP:</u> 30	<u>SDP:</u> 20/30
<u>Options:</u>	2
RIGHT LEG w/FOOT:	
<u>SP:</u> 30	<u>SDP:</u> 20/30
<u>Options:</u>	2
LEFT LEG w/FOOT:	
<u>SP:</u> 30	<u>SDP:</u> 20/30
<u>Options:</u>	2





OPTION PACKAGES

SENSOR OPTIONS:

Times Square Plus: This interactive cybersoptic display enables a Sheol to access databases (such as handling procedures) through its interface plugs and radio link. It can also be used to display graphic images (one non-practical application is that a Sheol can watch TV through its optic system). *2*

Radiation Detector: A complex system for detecting radiation. The system has a microcomputer which can assess the nature of the radiation and estimate exposure damage to the Sheol, humans, and equipment. This detector has a 10m range and displays its interface in the Times Square Plus.

Toxin Scanner: Built into the right arm, this microcomputer system is equipped with sensors and probes designed to analyze chemicals. When used while a Sheol is attempting to determine the nature of a chemical, it adds +3 to any such rolls. The data from the Toxin Scanner is displayed in the Times Square Plus.*1*

OTHER OPTIONS:

Radiation Shielding: This protects the biosystem and cybersystems from the harmful effects of radiation. The shielding provides a RSP of 10 rads per turn (see *Deep Space* pp. 19-23 for radiation rules). *1*

Toxin Shielding: This protects the hull from almost all known chemical toxins and prevents potentially unpleasant chemical reactions from occurring (an early test model of the Sheol had its leg armor explosively vaporize when exposed to a particularly unpleasant chemical brew). *1*

Acid Shielding: This protects the hull from almost all known acids, thus enabling the Sheol to swim in sulfuric acid, for example. *1*

Squirters: Each arm is equipped with a "squitter" which is used to spray chemicals. These chemicals are used to neutralize other chemicals. Each squitter can be loaded with a different chemical and they are typically selected for the job at hand (for example, a Sheol assigned to acid handling would have its squitters filled with a base fluid). The squitters have a 5m range, and each fueled by its own replaceable 5-turn canister. The squitters can be filled with dangerous chemicals (exact effect depends on the chemical) and used as weapons. *2*

TOTAL PACKAGE COSTS

EURODOLLARS: 50,000

HUMANITY COST 18D6+8 (16D6+20)



MD Tech, Inc. "Kildare" Medical Full Conversion

46,000eb

Modern medical technology and modern medical problems put a great deal of stress on the modern doctor. Not only does he/she have to keep up with the latest techniques, but they often have to spend hours and hours at a time performing highly complex operations. Of course, there are also the physical hazards (psychotic patients, gunfights, disease, AIDS II) that a merely-human body is often too vulnerable to endure. The burdens on the modern doctor are enormous, but MD Tech offers a way to strengthen the shoulders that bear those burdens...

Available only to licensed MDs (or anyone with enough cash for the "special fee"), the Kildare full conversion is a medical miracle. Once the doctor is housed in his new, tireless, body, he will have access to a wide variety of built-in medical equipment and the support and protection of an advanced biosystem.

The Kildare's sensor package includes enhanced optics, enhanced hearing and a medical scanner. The optical enhancements include Micro-Optics (for precise surgery), Enhanced Thermographic Sensors (for checking patient temperature, heat patterns and separating patients from stiffs at a glance in triage), and Image-Enhancement for image refinement). The hearing enhancement consists of amplified hearing (no need for a stethoscope). The medical scanner (which displays data via the Times Square Plus) is the latest in micro-medical scanners and can diagnose almost all known afflictions. Used by a skilled physician, the Kildare sensor package can find even the smallest microbe.

Once the Kildare finds a problem, he has to treat it. To this end it's equipped with two modular medical hands, injector reservoirs, and a blood supply. The medical hands are equipped with highly advanced surgical tools, the injector reservoir holds a supply of medical drugs, and the blood/IV supply holds up to one liter of whole blood (or other fluids), making the Kildare as well-equipped as an emergency room.

To offset the effect of fatigue, the Kildare is equipped with an AMA-approved Stim Chip. Thus, long after flesh and blood doctors are out of action, the Kildare is still as sharp as at the start of the shift. To avoid interference with delicate medical instruments, the Kildare is fully shielded

(it wouldn't do to have precise medical instruments disrupted when lives are at risk). To insure that a Kildare is always a phone call away, a phone splice is standard. If the Kildare happens to be out of cellular phone range, it also sports a back-up radio system. The Kildare is simply the latest in mobile medical technology. Approved by the AMA and endorsed by Trauma Team™.

KILDARE PHYSICAL STATS

<u>REFLEX:</u>	10
<u>ATTRACTIVENESS:</u>	NA
<u>MOVEMENT ALLOWANCE:</u>	10
<u>M/Turn:</u>	30 m
<u>MPH:</u>	20mph
<u>Jump (up):</u>	6m
<u>Jump (broad):</u>	8m

Body: 12

<u>Lift:</u>	480 kg
<u>Throw:</u>	120m
<u>Damage Mod:</u>	+4

HAND-TO-HAND:

<u>Punch:</u>	1D6+4
<u>Kick:</u>	2D6+4

PHYSICAL STRUCTURE

HEAD:

<u>SP:</u>	25
<u>SDP:</u>	20/30
<u>Options (Optic):</u>	0 & 1
<u>Options (Audio):</u>	4

Torso:

<u>SP:</u>	25
<u>SDP:</u>	30/40
<u>Options:</u>	3

RIGHT ARM:

<u>SP:</u>	25
<u>SDP:</u>	20/30
<u>Options:</u>	1

LEFT ARM:

<u>SP:</u>	25
<u>SDP:</u>	20/30
<u>Options:</u>	2

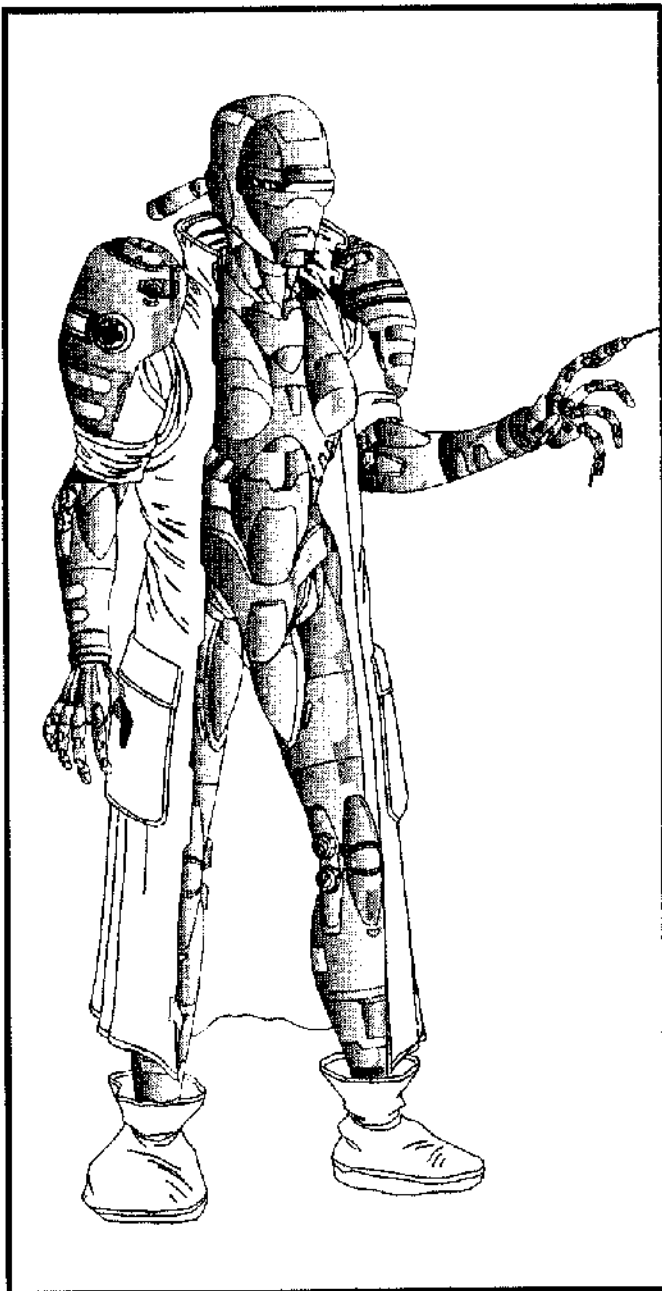
RIGHT LEG w/FOOT:

<u>SP:</u>	25
<u>SDP:</u>	20/30
<u>Options:</u>	2

LEFT LEG w/FOOT:

<u>SP:</u>	25
<u>SDP:</u>	20/30
<u>Options:</u>	2





OPTION PACKAGES

SENSOR OPTIONS

Medical Scanner: The medical scanner is an advanced scanner/sensor device used to perform a wide variety of medical scans, tests, and diagnostic procedures. The device is mounted in the right arm of the Kildare and links to a sensor/scanner unit in the finger. It can also accept tissue and fluid samples through a small port. The information from the medical scanner is displayed in the

Kildare's Times Square Plus optic. When used in course of a medical diagnosis, the medical scanner yields a +2 bonus to the Kildare's Diagnose Illness skill roll. *1*

Times Square Plus: This optic serves as a graphic-based interactive display system. This optic enables a Kildare to access databases through his interface plugs and to receive information from his medical scanner. The various instruments built into the Kildare are also controlled via the Times Square Plus. *2*

Micro-Optics: Each of the Kildare's optics is the equivalent of a laboratory-grade microscope. With the optics, a Kildare can see bacterial infestations, micro-lesions in tissue, and so forth. *1*

Enhanced Thermographic Sensor: Designed specifically for the Kildare, the Enhanced Thermographic Sensor allows the Kildare to see the heat patterns of objects. Cooler objects show up as dark colors and hotter objects show up as lighter colors. This sensor is capable of making extremely fine temperature discriminations and uses a combination of colors and patterns to indicate temperature variations. The ETS is located in the Kildare's left optic. *1* 200eb

Phone Splice: The phone splice links to a cellular phone transmitter/receiver that is built into the same circuit board as the radio. The Kildare can select the numbers to be dialed, put callers on hold, and so forth via the Times Square Plus. The cellular/radio board also contains a fifteen minute micro-recorder answering machine (to avoid interruption of those important golf matches). The cellular phone functions as a standard cellular. *1*

Radio Link: The radio link is located in the Kildare's head and uses the Kildare's metal components as its antenna. The Kildare can receive signals as audio or as text in the Times Square Plus. The Kildare sends by using its vocal links (the ones that activate its external speaker/mouth) which to activate the radio (this produces no external sound, unless the Kildare chooses to do so). The radio has a range of *1*

Image Enhancement: The image enhancement optic located in the Kildare's left eye includes an advanced micro-processor optimized for graphic processing. When in use, the Kildare's Awareness skill is increased by +2, allowing the Kildare to spot visual clues with greater ease. *2*

Amplified Hearing: The Kildare's audio sensors are enhanced to improve hearing and sound recognition ability. When in use, the amplified hearing provides a +2 bonus to all sound-related Awareness checks. The amplified hearing system is precise enough to allow the Kildare to determine the heart rate of anyone within one meter (in quiet conditions) and to diagnose certain heart afflictions (those that effect the sound of the heart beat) when the head of the Kildare is within a few inches of the patient.*1*

WEAPON SUBSYSTEMS:

None Installed

OTHER OPTIONS

Stim System: Not a crude caffeine or chemical stimulator, the Stim System serves to maintain the Kildare's organic systems in a state of alertness for up to twenty four hours of constant activity without sleep. While the Kildare (and all other full-body conversions) do not suffer physical fatigue, they do experience mental fatigue and they do need to sleep. The Stim Systems enables the Kildare to bypass its need for sleep and mental rest. After the twenty-four hour period, the Kildare will gradually become fatigued. *1*

Medical Shielding: Since the Kildare will often operate (literally) around complex and sensitive equipment in hospitals, it is imperative that the Kildare's onboard systems do not create interference. To this end, the Kildare is shielded to prevent unwanted output. *1*

Left and Right Medical Hands: The Kildare's medical hands are equipped with a variety of medical instruments. The right hand is equipped with a laser scalpel (does 1D6 if used as a melee weapon), a standard scalpel (does 1D6/3 in melee combat), a sensor/scanner (for the medical scanner), and an injector (the injector functions as a air hypo). The left hand contains an auto-suturing device, a bone saw (a mono-edged micro-buzz saw blade which inflicts 1D6/2 in melee combat), an auto-injector, and a suction device (which feeds into a tube that connects to an external collector). *4*

Injector Reservoir: Each arm of the Kildare contains four injector resevoirs. Each resevoir is a small tube that can hold up to four doses of any liquid drug. Each resevoir feeds the injector of the hand attached to the arm it is in. The Kildare can switch tubes at will, using the Times Square Plus visual interface. In order to avoid drug mixing, the injector is cleaned out by a high pressure burst

of air between uses. Since it is a air-hypo, there are no needles to change. *1*

Blood/IV Supply: The Kildare has a Blood/IV supply built into its torso. The supply consists of four separate containers that have attachment of IV tubes. Each container holds a quarter of a liter of fluid. *1* 300eb

TOTAL PACKAGE COSTS

EURODOLLARS: 46,000

HUMANITY COST: 19D6 (16D6+18)

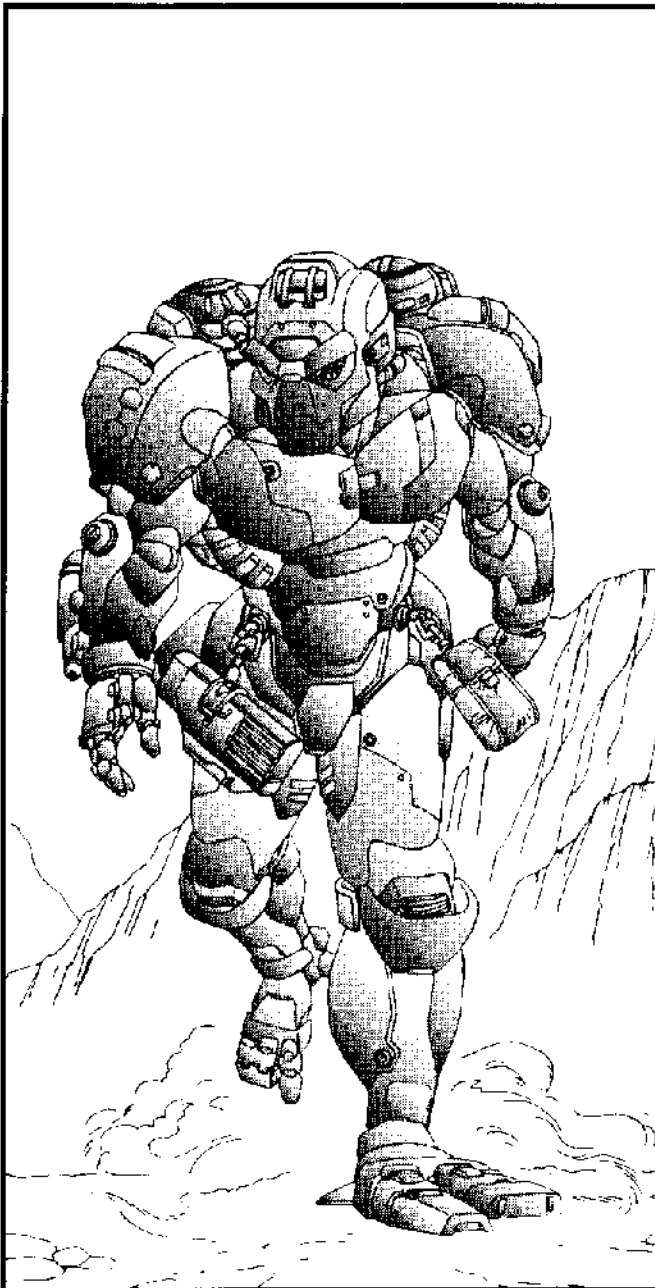
Adrek Robotics "Burroughs" Mars Operations Standard Full Conversion 42,000eb

With its extreme temperatures, thin atmosphere, and terrible dust storms, Mars is a very hostile place for human beings. Of course, Mars is also a treasure trove of enormous potential. Sure, you could place your faith in protective suits and so on...but accidents do happen. Why take chances with protective suits, why worry about hull failures? Go to Mars...but go Metal first!

The Burroughs is the new full conversion for Mars. In this respect, it is analogous to the Alpha class. Purchasers typically customize their basic model with various options, such as enhanced optics, weapons, and so forth.

Because the Burroughs is designed to operate on Mars, it is protected against the harsh environment. The protective systems include enhanced armor, environmental control systems, and radiation shielding. The Burroughs is outfitted to traverse the surface of Mars. Its feet are designed to deal with everything from loose sand to broken terrain. For safety purposes, the Burroughs is equipped with a 'Goop shooter' to seal holes in hulls and suits. Since Mars is a big, bleak world,





with few people, sometimes they get lost. However, if a Burroughs becomes lost, it is equipped with a radio beacon/detector so he will not stay lost for long.

Burroughs conversions are reasonably popular on Mars and are generally customized for specific jobs. Because of the high cost of shipping equipment to Mars, many agencies and companies will purchase a standard Burroughs (and a variety of option packs) for one of their agents and ship them to Mars. The Burroughs will then be modified as required. Rumor has it that some companies

have been considering purchasing Burroughs (and other full conversions) with bio-pod receptacles and then shipping workers in interchangeable biopods (they would be linked to braindance the entire journey). Projections indicate that bulk shipping of biopods would actually result in a long-term savings in cases where workers are rotated to and from Mars (and require full body conversions).

BURROUGHS PHYSICAL STATS

<u>REFLEX:</u>	10
<u>ATTRACTIVENESS:</u>	NA
<u>MOVEMENT ALLOWANCE:</u>	10
<u>M/tum:</u>	30 m
<u>MPH:</u>	20mph
<u>Jump (up):</u>	6m
<u>Jump (broad):</u>	8m
Body: 12	
<u>Lift:</u>	480 kg
<u>Throw:</u>	120m
<u>Damage Mod:</u>	+4
HAND-TO-HAND:	
<u>Punch:</u>	1D6+4
<u>Kick:</u>	2D6+4

PHYSICAL STRUCTURE

HEAD:	
<u>SP:</u>	35
<u>SDP:</u>	20/30
<u>Options (Optic):</u>	4 & 4
<u>Options (Audio):</u>	4
Torso:	
<u>SP:</u>	35
<u>SDP:</u>	30/40
<u>Options:</u>	4
RIGHT ARM:	
<u>SP:</u>	35
<u>SDP:</u>	20/30
<u>Options:</u>	3
LEFT ARM:	
<u>SP:</u>	35
<u>SDP:</u>	20/30
<u>Options:</u>	3
RIGHT LEG w/FOOT:	
<u>SP:</u>	35
<u>SDP:</u>	20/30
<u>Options:</u>	2
LEFT LEG w/FOOT:	
<u>SP:</u>	35
<u>SDP:</u>	20/30
<u>Options:</u>	2

OPTION PACKAGES SENSOR OPTIONS

Radio Beacon/Detector: While Mars is smaller than Earth, there are vastly fewer people and habiations on Mars. The terrain is also rather bleak. Because of this, getting lost on Mars, especially during a storm, is surprisingly easy. As a result of this, all Burroughs are equipped with 100 KM range radio beacon/detectors, to aid searchers and help a Burroughs find its way home. *1*

WEAPON SUBSYSTEMS:

None Installed

OTHER OPTIONS:

Goop Ball Launcher: This arm mounted airgun fires Goop balls. Each shot can seal up to a 2" hole. The launcher has a 10 meter range. *1*

Radiation Shielding: Because Mars' atmosphere does not block as much radiation as Earth's, the Burroughs is equipped with radlation shielding to protect its hardware and organic components. This shielding provides 6 RSP (see *Deep Space* p. 19-23). *1*

Sand Feet: The Burroughs' feet are optimized for the surface of Mars. When in a dessert region, the toes spread out (creating a wider surface area because there is material between the toes) for surer footing. The bottom of the feet are fitted with sure-grip treads, which give it solid footing when moving about on broken terrain. *0*

Temperature Control: Since the temperature on Mars is more extreme than on earth, the Burroughs is protected by Temperature Control. This system consists of internal tempature regulation equipment as well as a protective surface coating. This control serves to keep the interior of the Burroughs within its operating parameters, even during the coldest Martian weather. Because of this system, the Burroughs is not effected by cold and ice will not form on its surface. One effect of this system is that it acts as an additional 5 SP against heat based-weapons (such as lasers and flamethrowers). *1*

Increased SP: The outer hull of the the Burroughs has been strengthened to resist the scouring sandstorms of Mars. The increase is +10 SP. *0*

TOTAL PACKAGE COSTS

EURO DOLLARS: 42,000

HUMANITY COST: 16D6+4

Militech Cybernetics International "Spyder" Reconnaissance Duty Full Conversion

118,110eb

You're perched upside-down, anchored to a shadowy ledge on the 58th floor of the competition's office tower. From your unlikely vantage point, you have a view of the Vice Chairman's office—it's got one-way glass, but that doesn't bother your thermographic vision. Liquid lenses magnify the slippery snake's face by a power of 18, giving your computer-enhanced graphics routines more than enough visual data to make his lips readable. He looks out the window, but he can't see you. You're the color of wet sandstone right now. You've got what you came for, so you lower yourself down to the next ledge on the trifilament cord spooling from your internal flywheels. Just as you're about to touch down, you hear a sound above the rain (thank you, audio editors)—whirring micromotors and flexing myomers. Sounds like a foot patrol boasting a few cyberlimbs, at least. You pause in midair, dangling from your cord, and swivel the autorifle you call an arm in the guard's direction. He walks right on past you, never thinking to look up. Lucky for both of you. You get on outta there and head for the AV parked twelve rooftops away. Tomorrow you're off to the Canal zone to scope out a POW camp. Thank God. You hate these spook jobs.

A day in the life of a Spyder— the ultimate intelligence-gathering tool, created by the experts in successful warfare. Militech Cybernetics Inter-



national put the design team who created their Eclipse full-body conversion package on the job of refining the military full 'borg, and they wound up redefining the category! After careful tactical analysis, the Eclipse team came to the conclusion that heavy-duty, front-line fighting should be left to Powered Armor troopers—meet grunts in tin cans are a dime a dozen, but a full conversion cyborg costs more, can do more, and has a lot more invested in him (the therapy costs alone...). Militech's Spyder is a milspec cyborg through and through, but is designed for recon and probe: get in & get out, all the while taking advantage of the most advanced cybernetics the battlefield's ever seen. Sure, the Spyder can fight (and well!) but what they do best is arm your side with the ultimate weapon... Information.

Within its armored chassis, the Spyder packs the most efficient array of computerized sensor suites ever deployed by anything less than a EWACS aircraft. Compu-graphed thermal imaging, vibration-sensitive geophones, digital video resolution intensifiers and real-time orbital relay capability are just the beginning. Among these systems and a host of others, the Spyder features two sensor systems currently unique to this cybernetics package: Acoustic Alarms and the Raser visual scanner. Both of these highly-advanced intelligence systems operate in concert with expert systems, and provide the cyborg with a new dimension of information-gathering possibilities.

The Spyder's Acoustic Alarm system, supported by its dedicated processing package, can be programmed to "listen" for particular sounds and either edit them out or edit everything else out. The most common application of this system is to normally provide enhanced audio of the surrounding environment, but it can also "zero in" on any sound which matches pre-programmed parameters (such as the sound of treads or rotorblades); the Acoustic Alarm will inevitably "hear" these sounds long before any person would, and within a few milliseconds it reduces the volume of all "background" sound and magnifies the "target" sound for the cyborg's assessment. Other typical "target" sounds include microsensors and myomers (as found in cyberlimbs), human breathing and/or heartbeats, and incoming bombs, rockets, missiles and mortar shells. The Acoustic Alarm can also be situationally-adjusted, acting as a typical Sound Editor/ Level Damper and can also function as Amplified Hearing and an Enhanced Hearing Range system.

The Raser™ (from Radar-Laser) scanning system sweeps a low-power laser beam across everything in a 180-degree arc in front of the cyborg and measures the reflection time for rangefinding purposes; this system is so precise that it can holographically reconstruct a model of the scanned area virtually instantaneously. It uses different colors to mark the relative smoothness or sharpness of the silhouettes of scanned objects, usually bringing out a person hiding among bushes, or an intact vehicle lurking among junked heaps. Visual camouflage and infra-red masking is powerless before a Raser scanner, and even camo nets become unreliable because the pattern of cords and gaps is a dead giveaway to the imaging software. It's very hard to hide from an Spyder.

A multitude of other sensory equipment supplements these exciting systems. Sensory extension booms mounted on the shoulders and the head give the Spyder a talent for seeing around corners, and it can see in any conditions. Along with passive and active IR, thermographic, UV, radar, magnetometer, vibration-sensitive motion detector and telescopic vision packages, a parabolic microphone for specific listening jobs is built in, as well as an onboard satellite link and full audiovisual recording and broadcasting systems.

Although ideally-suited to conventional warfare, the Spyder is just as effective at stealthy espionage operations. Scrambled and/or tight-beam communications are available, and audio/visual recognition routines function not only to identify specific subjects, but radar signature identification and lip-reading expert software are also standard features! The lip-reading system is especially useful for corporate espionage operations, and the system is guaranteed to perform with a maximum 6 second delay. The Spyder itself is very hard to detect thanks to its IR thermal dam and environmental assimilation system, and it can go almost anywhere using a combination of its built-in parasail, all-surface climbing gear and electrically-powered climbing/rapelling system. An internal gyroscope minimizes slip-ups, and the Eclipse design team built in one last feature to ensure effectiveness: Spydere are not fitted with pain editors. This ensures that the cyborg will not undertake any unnecessary gung-ho actions, since it will be guaranteed to hurt! However, if combat does become inevitable, the right arm's quick-change mount can accept a double-barreled weapons battery consisting of an autorifle and a multi-role shell launcher. The Spyder's name says it all—wall-crawling, patient, observant and efficient.



SPYDER PHYSICAL STATS

REFLEX: 12 (4hc, 4000eb)
ATTRACTIVENESS: NA
MOVEMENT ALLOWANCE: 20 (20hc, 15,000eb)
(M/Tum): 60m
MPH: 40mph
Jump (up): 6m
Jump (broad): 15m

Body: 12

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

HAND-TO-HAND:

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

PHYSICAL STRUCTURE

HEAD:

SP: 30
SDP: 20/30
Options (Optic): 0/0
Options (Audio): 0

TORSO:

SP: 30
SDP: 30/40
Options: 4

R. ARM W/ HAND:

SP: 30
SDP: 20/30
Options: 0

L. ARM W/ HAND:

SP: 30
SDP: 20/30
Options: 0

R. LEG W/ FOOT:

SP: 30
SDP: 20/30
Options: 0

L. LEG W/ FOOT:

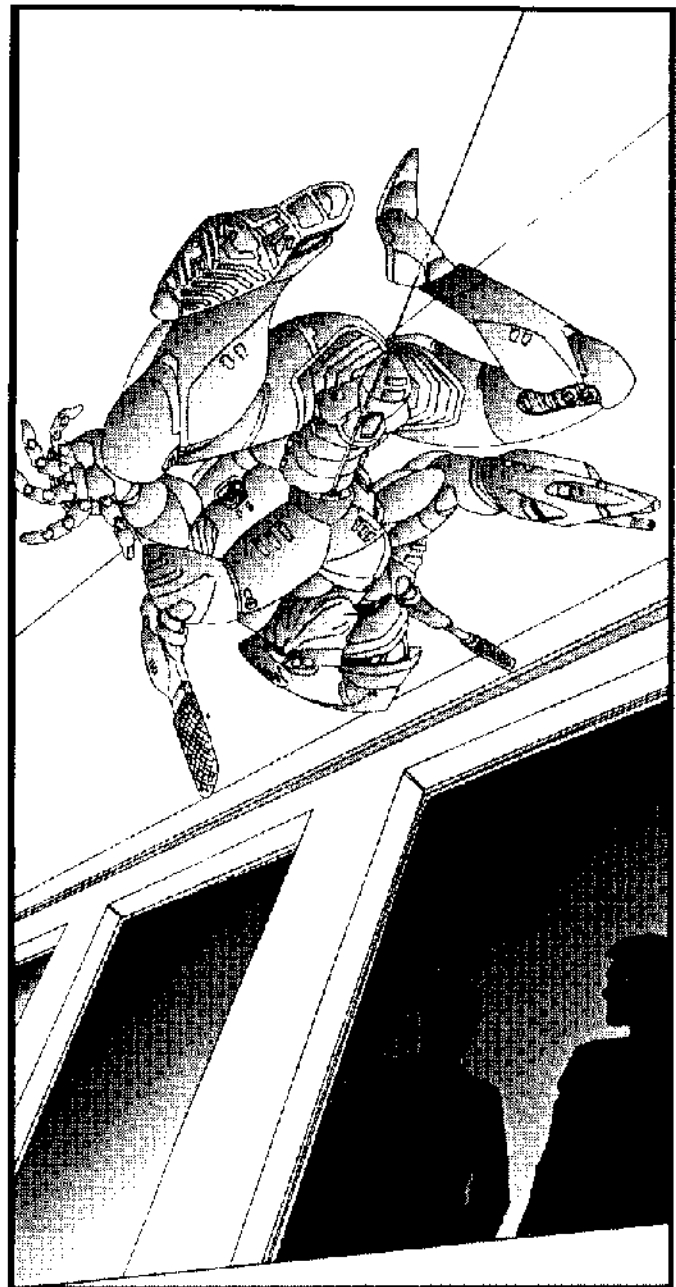
SP: 30
SDP: 20/30
Options: 0

OPTION PACKAGES:

Sensor Options:

Cyberoptics:

Front Optic Mount: Mounts 5 cyberoptics (see *Chromebook 2*). *4*



Cyberoptic 1: Lowlight, Image Enhancement linked to Expert System, Antidazzle, Targeting Scope (*Cyberpunk 2020* pg77). *6*

Cyberoptic 2: Thermographic Imager (negates darkness modifiers and adds +5 to detect 125-degree+ targets; can see thru walls at 10m), Image Enhancement linked to Expert System, Antidazzle, Targeting Scope (*Maximum Metal* pg67). *6.5*



Cyberoptic 3: Telescotics (allows televisual scanning at extreme ranges; -1 Awareness per 800m), Image Enhancement linked to Expert System, Antidazzle, Targeting Scope (*Maximum Metal* pg27). *1.5*

Cyberoptic 4: Infra-Red (passive or active with spot-light), Image Enhancement linked to Expert System, Antidazzle, Targeting Scope (*Cyberpunk 2020* pg77). *6.5*

Cyberoptic 5: Times Square Plus (for heads-up display information), Antidazzle (*Chromebook 1* pg38). *4*

Head Sensory Extensions: Each mounts a full-function cyberoptic and audio pickup.

Right Head Extension Optic: Video Cam/Transmitter, broadcast on Radio Transmitter (*Chromebook 1* pg39). Audio also has transmitter. *3*

Left Head Extension Optic: Video Imager, Image Enhancement linked to Expert System, Lowlight (*Chromebook 1* pg39). Can also receive audio. *5.5*

Shoulder Sensory Extensions: Each mounts a full-function cyberoptic and audio pickup.

Right Shoulder Extension Optic: Microoptics, Image Enhancement linked to Expert System, Antidazzle, Lowlight (*Cyberpunk 2020* pg77). Audio pickup. *4.5*

Left Shoulder Extension Optic: See Cyberaudio section.

CYBERAUDIO:

Acoustic Alarm System: A smart audio processor linked to the Expert System, it incorporates Sound Editor, Level Damper, Amplified Hearing and Enhanced Hearing Range; it also adds +1 to audio Awareness checks (4 audio spaces). *6*

Military Radio: With band-jumping, burst transmission, IFF and Scrambler function, 500km range (2 audio spaces, *Maximum Metal* pg67). *1.5*

Parabolic Microphone: Mounted in the left shoulder sensor boom, it can listen with normal hearing levels at extreme range; -1 Awareness for each 800m range (Boom's audio space). *2*

Tight Beam Laser Communications: Mounted in the left shoulder sensor boom, with full line-of-sight range (Boom's optic space). *1*

Cellular Phone: An advanced model with a 20km range and scrambler (1 left arm space, *Maximum Metal* pg67). *1*

Satellite Uplink: For realtime orbital data exchange, using the back as an antenna array (1 torso space, *Maximum Metal* pg67). *1.5*

OTHER SENSOR SYSTEMS:

Raser™ Scanner: Mounted in the skull, this device scans an area and defines silhouettes by colors; it eliminates any modifiers for camouflage and adds +2 to Awareness checks through its link to the Expert System (1 torso space). *3*

A/V Recorder: This digital recorder feeds through the 'Borg's optics and audio and can store 6 hours of audio and video on a chip; two chips can be loaded at once (1 R. Leg space, *Maximum Metal* pg68) *0.5*

Sniffer: An Olfactory Booster linked to the Expert System which adds +1 to smell Awareness rolls and has a 50% chance of picking up a scent for +2 to Shadow/Track skill, and a Chemical Analyzer which can break down and identify chemical components in the air (0 spaces). *4*

Radiation Detector: Built into the right shoulder; 10m range (0 space). *2*

Remote Targeting Link: For sending and receiving indirect fire data (0 space, *Maximum Metal* pg68). *0.5*

Motion Detectors: These vibration-sensitive geophones built into the feet can be used for the 'borg's own weapon targeting, in concert with the remote targeting link, or as a vision and navigation aid; linked to the Expert System, they detect all movement within a 125m area, modified by size of moving object and amount of background vibration (1 space each leg). *2*

Magnetometer: This Magnetic Anomaly Detector pinpoints large masses of metal within 100m and firing railguns within 300m, regardless of non-metal obstructions (1 left arm space, *Maximum Metal* pg68). *1*



Radar Suite: Detects objects out to a 10km range, and its radar detector function will always detect civilian and police radar, and it will detect military radar 50% of the time (1 torso space, *Maximum Metal* pg27,69). *3*

Laser Detector: 90% chance of detecting lasers or microwave rangefinding spots on the cyborg, allows a dodge attempt (0 spaces, *Maximum Metal* pg79). *0.5*

WEAPON SUBSYSTEMS:

Quick-Change Mount: Right forearm (including hand) can be removed and a gunpod holding a smartchipped M31A1 can be attached (All right arm spaces). *7*.
M31A1 (from *Chromebook 1* p45):

RIF	+4	N	R	4D6 (4.5mm)
1	50	30	ST/VR	400m
GL	+1	*	*	* (25mm)
4	2	ST		300m

OTHER OPTIONS:

Variable Spectrum Spotlight: Mounted in the forehead, can project visible or IR light (0 space, 0.5hc, 200eb).
Laser Spot—Can accurately determine range to and from a target and can designate targets for laser-guided weapons; it also has a 90% chance of blinding unshielding organic eyes looking into it (1 left arm space, *Maximum Metal* pg72). *2*

EMP Shielding: Protects against EMP, microwaves, electricity (0 option spaces, *Chromebook 2* pg85). *6*

Gyro-Balancer: +2 on sickness rolls, +2 on any REF maneuver involving balance (0 space, *Chromebook 1* pg38). *1*

Parasail: This internally-stored back unit compresses the 'chute into a tiny package, and blasts it out with gas pressure; cannot work under 200 feet (1 torso space). *2*

Climbers: The Spyder's hands and feet have extendable, triple-jointed digits for superior gripping and climbing ability. They also have powerful "claws" which can dig into solid material to aid in climbing; they add +4 damage in melee combat and add +2 to Climbing tasks (modifies hands & feet). *2*

Grappling/Rapelling Cable: 100m of trifilament cord spooled out from the solar plexus area, run by an

electrically-powered flywheel. The cord ends in a grappling claw with monoblade grippers and a package of 6 detachable molecular-adhesive heads. It can hold 500kg before jamming, and it has no launcher; it must be thrown (1 torso space). *1*

IR Thermal Dam: This system absorbs IR emissions, then safely bleeds them off in a random pattern; -5 to IR Awareness rolls (0 space, *Chromebook 1* pg15). *2*

Environmental Assimilation System: The Spyder's exterior patterning and coloring can be selected; 24 different camos, plus olive drab & flat black (selectable by the borg); observers are at -2 Awareness if the Spyder holds still, -1 if it moves, and the bonus compounds for each 10m distance (0 space, *Chromebook 1* pg28). *1*

Expert System: An INT-2 Computer with skills of +10 in Lipreading and Specific Knowledge skills involving identification of sounds and other signatures; basically a PCX running EXPERT skillware. Because of its dedicated processing structure, it provides such excellent computer-assisted sensory analysis that the Spyder gets +5 to ALL sensory rolls (1 left leg space, *Chromebook 2* pg14,16). *6*

TOTAL PACKAGE COSTS

EURODOLLARS: 118,105EB

HUMANITY COST: 39D6 (16D6+137.5)

"It is the most sophisticated, most effective—simply the best—full cybernetic conversion package ever made. However, more than 60% of conversion subjects suffer psychological fragmentation. Intensive personality reconstruction and fine-tuning of the nervous system are recommended to reduce identity loss. How pathetic."*

—Nils "Dr. Death" Engelsson, Ph.D., M.D.

*This means ICT Therapy [*Chrome 2*, p.101-102] is a must for this conversion. Be warned!



Raven Microcybernetics

"Wiseman"

Cyberspace Commando

Full Conversion



91,381eb

The glittering matrix of cyberspace ties together the entire world, encompassing corporate hierarchies, underground piracy, military espionage and boundless virtual frontiers. It's said that he who masters the Net masters the world; if that's true, then none are better qualified to master the world than a Wiseman. Utilizing the efficiency of full cybernetic conversion, the processing power of a supercomputer, and the focused fusion of pure human genius, Raven Microcyb's Wiseman embodies that ethereal communion with the global information system which Netrunners seek like nirvana.

Once brought over from the meat world to his new incarnation, the reborn Wiseman will never experience "plain vanilla" reality again. To enhance the cyborg's affinity to Netspace, his mind will experience the outside world through RMC's patented TechGnosis™ interface. This operating system interprets all five sensory stimuli and translates them into binary data—this machine language is fed to the mind as a Netspace simulation, acclimating the Wiseman to the environment of the Net until it is second nature to him. One Wiseman interviewed on the subject commented that the relative difference he perceived between Realspace and the Net was like the difference between standing on a beach and swimming in the ocean. Some people find it difficult to relate to a Wiseman, but seldom would this bother such an evolved cyborg.

The Wiseman's TechGnosis™ operating system also serves as a link to his NeuroNet® parallel-processing network. Spread throughout the cyborg's chassis is a multitude of slaved "dogbrains" whose pseudo-intelligence routines effectively give a Wiseman the equivalent of 11.4 pounds of brain. Hardwired into a superconductive ner-

vous system, these slaveminds allow the Wiseman to think faster and act more often than any human and even most computer mainframes. When jacked in, a Wiseman is as effective as a squad of assault programmers—when in realspace, a Wiseman can often be observed holding two or three different conversations at once.

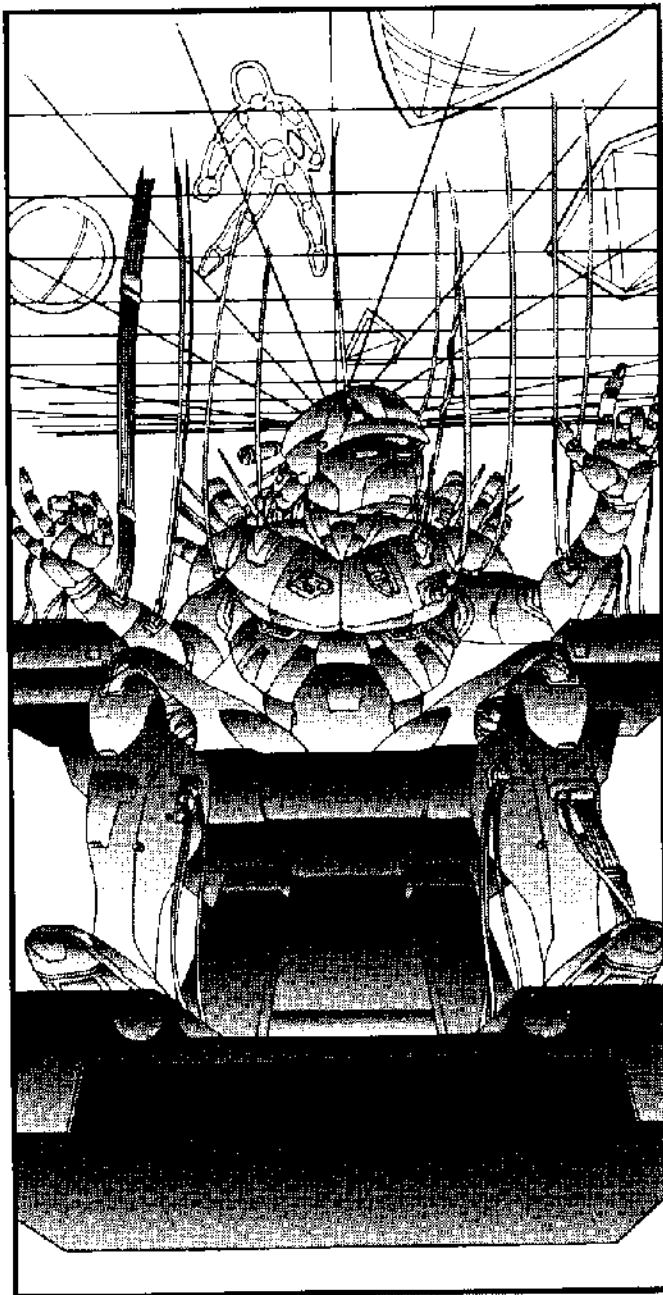
Beyond the Wiseman's impressive suite of wetware, this full body conversion boasts every option a cyberspace savant could ever hope for. The core of the Wiseman's system is a cellular cybermodem with complete response enhancement, intrusion hardening and a central Holo-RAM storage bank with a 40MU capacity. Furthermore, the Wiseman's limbs each house a secondary 20MU databank—all data storages consist of hyperspeed crystals stored in a liquid suspension matrix of non-conductive and impact-neutral gel, linked to the main system by monofilament transmission media. For maximum response times, the cybermodem can only access one memory at a time (it takes one action to switch drives), but across-the-board access can be also achieved (for a -5 to Initiative). The cybermodem's Intrusion Countermeasure Electronics are configurable to preference through an internal ROM-burner, allowing the secondary databanks to be protected hierarchically. The linkages provided by the NeuroNet® also connect the cyborg's mind and the slavebrain coprocessors with all memory storages directly, granting computing power superior to Microtech's much-vaunted IIKL workstation (works the same way; runs programs, INT 3, can use compumods, etc.). A neural flip-switch and an optionally-enabled auto-punchout system maintain full control over the cyborg's transitions between realities, and thanks to an I-G algorithmic interpreter, the Wiseman can employ Net-Vision at any time. Onboard satellite up/downlink equipment grants direct access to the Global Grid, and needless to say, full shielding from microwaves, electrostatics and EMP is standard!

On the realspace front, Wisemen can program for days at a time if necessary: a 72-hour BioSupport system is housed in the abdomen (the interchangeable nutrient cannister can be replaced with a fresh one—30eb from any BodyWeight outlet). For courier and cold-storage duties, a hexidecimally-coded tree of Write-Only Memory allows eidetic "post-hypnotic" information compression. Loading the correct software, they can also perform all the duties of an audio, video, VR or braindance editing studio. Video recording and display interactives are tied into the optical array, and the forearms house every necessary peripheral: multiple I/O ports, internally spooled "Livewire" prehensile interface cables, a video display screen, four chipreaders, credcard reader, keypad, speaker, microphone, chipware sockets techscanner probe and expansion ports. To top off the package, the



Wiseman's sleek black exterior was designed by Eji of Japan for the ultra-modern "living display" look.

Final Notes: It has been rumored that RMC manufactures a Wiseman Mark-II which does not use a transplanted brain, but actually houses a cloned brain encoded (via Soullkiller-type programs) with a software duplicate of a human mind! Also, beware of damage: although the Wiseman is as tough as any other full 'borg, if damage penetrates armor, a computer system of some kind is bound to be disabled (roll randomly for the area hit)! This could get expensive...



WISEMAN PHYSICAL STATS

<u>REFLEX:</u>	14 (8HC, 8000EB)
<u>ATTRACTIVENESS:</u>	NA
<u>MOVEMENT ALLOWANCE:</u>	10
<u>M/Turn:</u>	30m
<u>MPH:</u>	20mph
<u>Jump (up):</u>	6m
<u>Jump (broad):</u>	8m

Body: 12

<u>Lift:</u>	480kg
<u>Throw:</u>	120m
<u>Damage Mod:</u>	+4

HAND-TO-HAND:

<u>Punch:</u>	1D6+4
<u>Kick:</u>	2D6+4

PHYSICAL STRUCTURE

HEAD:

<u>SP:</u>	25
<u>SDP:</u>	20/30
<u>Options (Optic):</u>	0/0
<u>Options (Audio):</u>	2

TORSO:

<u>SP:</u>	25
<u>SDP:</u>	30/40
<u>Options:</u>	0

R. ARM W/ HAND

<u>SP:</u>	25
<u>SDP:</u>	20/30
<u>Options:</u>	0

L. ARM W/ HAND

<u>SP:</u>	25
<u>SDP:</u>	20/30
<u>Options:</u>	0

R. LEG W/ FOOT:

<u>SP:</u>	25
<u>SDP:</u>	20/30
<u>Options:</u>	1

R. LEG W/ FOOT:

<u>SP:</u>	25
<u>SDP:</u>	20/30
<u>Options:</u>	1



OPTION PACKAGES

SENSOR OPTIONS:

CYBEROPTICS:

Video Imager: Internally displays video transmissions (2 option spaces, *Chromebook 1* pg39). *2*

Net-Vision: Provides a Net's-eye view of realspace location (1 option space, *Chromebook 2* pg24). *0*

Times Square Plus: Chipware visual interface (3 option spaces, *Chromebook 1* pg38). *2*

MicroVideo Optic: Unlimited video recording (2 option spaces). *0.5*

CYBERAUDIO:

Micro Recorder Link: Unlimited audio recording (1 option space) *0.5*

Phone Splice: Cellular commo (1 option space.) *1*

Scrambler: Secures phone (1 option space). *0.5*

Tight Beam Radio Link: 1 mile range (1 option space). *1*

WEAPON SUBSYSTEMS:

None installed.

OTHER OPTIONS:

COMPUTER SYSTEM:

INT-3 Computer: Basically a workstation-level BodyComp (*Chromebook 2* pg8) which has all the capabilities of a Microtech IIKL Workstation with a cybernetic control interface adding +2 to applicable rolls (1 torso option space, *Chromebook 2* pg15). *5*

DataShielding: Protects the computer against Tempest equipment (*Chromebook 2* pg17).

Wet Drive Access Link: Allows neural access of data stored in various MU databanks (0 option spaces, 0.5hc, 200eb, *Chromebook 2* pg6).

TechScanner & CTD CompuMods: Through ports in the forearms, the Wiseman can read Credcards (& make transactions) and has a 60% chance of getting +3 to tech rolls; these use up 6MU from one of the databanks (1 option space each arm, *Chromebook 2* pg18). *0.5*

Chip Ports: For running neuralware and reading & writing to datachips (music, video, VR & braindance) (0 option spaces). *1*

Chronomometer: A timekeeper linked to the Times Square Plus, with all the functions imaginable (0 options). *1*

CYBERMODEM:

Cybermodem Link: Allows full control of a Cybermodem (0 option spaces). *1*

Cellular Cybermodem: Speed +4, 40MU and Data Walls at +20 due to the internal ROM-burner—but each memory Databank (see below) can only have +8 Data Walls max. This deck can also act as a high-quality Cybernetic Control Deck for remotes (*Chromebook 2* pg30), adding +1 to all related rolls (1 torso option space). *1*

Extra Databanks: Each limb has a 20MU memory storage bank; usually one is used at a time, but if all are accessible at once there is a -4 to the netrunner's initiative; that is, -1 Speed per extra Databank (1 space each limb). *4*

Auto Punchout Option: When engaged, protects cybermodem systems against software attacks at -5 Initiative (0 option spaces, *Chromebook 1* pg8). *0*

Flip Switch: Can toggle between realspace and net-space views (0 option spaces, *Chromebook 1* pg9). *0*

TOTAL PACKAGE COSTS

EURODOLLARS: 91,381EB

HUMANITY Cost: 23D6+3 (16D6+45) PLUS
AN ADDITIONAL -1 EMP.

"Do you believe in God?"

—Akira, Tokyo/Chiba regional AI

"I'm the God."

—Chow, Wiseman, Hong Hong region



NEW FULL-'BORG OPTIONS

Eelskin

1400eb

The Eelskin system modifies the exterior of the full cyborg with a network of conductive electrical nodes. Emplaced 2/10ths of a millimeter below the surface of the 'Borg's body and powered by a 6-use replaceable battery, the Eelskin allows the 'Borg to deliver an electrical shock to anyone who touches him. A sensory grid laid out across the body detects any humanoid contact and instantly charges the cyborg with 75,000 volts of pure nerve-scrambling power (the victim makes a BOD + Endurance skill roll: 25+ he takes 1D6 damage; 20-24 he's stunned for 1D10+2 turns and takes 1D6+3 damage; 15-19 he's stunned for 1D6+2 minutes and takes 2D6 damage; less than 15 he's stunned for 1D10+5 minutes and takes 2D6+3 damage). The 'Borg himself is immune thanks to the Faraday principle and special shielding on certain vital components.

Surgery: MA, HC=1D6

CyberSteroids

300eb per +1 BOD/STR

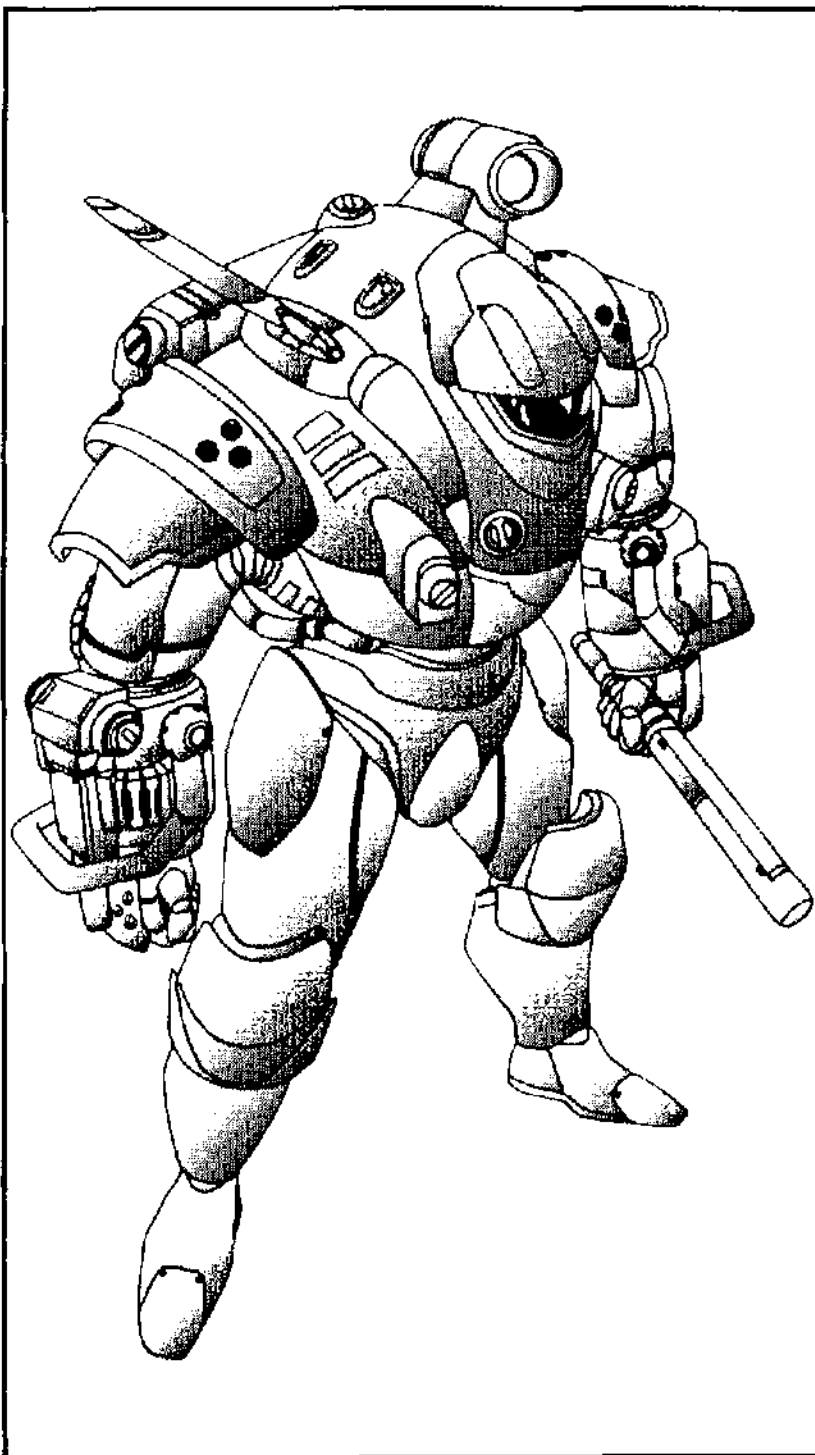
Contracting Crystalline Poly-nucleotide Lattice—CCPL, as it is known—is what makes today's Powered Armor so terrifyingly strong. These plasteel fibers feature electrically-controllable length and impressive weight efficiency, making them as much as four times as powerful as more conventional myomers. International Electric Cybernetics, Militech Cybernetics International, Cybermatrix and Dynalar Technologies are all looking towards the possibility of redesigning their full-body conversion packages around this new technology. Several new cyborg models are being proposed with the core of their design philosophy being based around the use of CCPL muscle fibers. Currently, a full-body conversion CCPL retrofit is all that is available; it requires a complete reconstruction of the cyborg (during which time the biosystem is maintained in a stationary VR tank), replacing all myomers and magnetic/hydraulic systems with CCPL and replacing core elements of the endoskeleton with titanium and other ultra-durable components. The result is a cyborg whose strength is tripled, but whose weight is also drastically increased. "CyberSteroids" (as *Pop Tech* magazine has referred to the CCPL retrofit process) seems to carry a relatively low humanity cost, but its drastic alteration of the 'Borg's operative weight may make the value of the procedure somewhat debatable.

Game Notes: *CyberSteroids multiplies the Borg's BOD by 3. This is not adjustable; if your BOD is 12, it must become 36. However, each point of BOD gained also carries a cost of 1500eb and adds 3kg to overall weight; an Alpha Class (weighing 350lbs, or 159kg) Full 'Borg with CyberSteroids would have a BOD of 36 (capable of lifting 1440kg) and would weigh 231kg (500+ lbs!). Oof. However, this 'Borg would now be capable of mounting armor plating as effective as that used by Powered Armor (see Maximum Metal for more). To work, the CCPL requires increased power usage. To handle it, a new permanent back- or waist-mounted power unit is fitted (weight equals 5% of the 'borg's new weight, good for 10hrs, 200eb @, 20eb/recharge); when the power is exhausted, there is an automatic step-down to the borg's original BOD/STR rating. Beware of Dragoons on CyberSteroids...*

Surgery: 2xCR, HC: 6D6



POWERED ARMOR

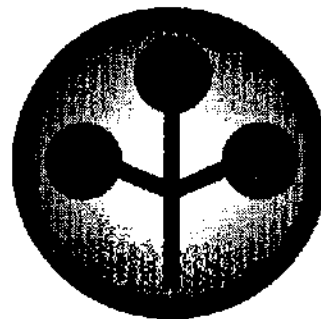


Arasaka Mfg. Type-17H "GUARDIAN" Assisted Combat Personal Armor

76,260eb

Arasaka makes its presence known yet again with The Guardian! Designed to work in tandem with non-PA forces, or alone, the Guardian fills all your security needs. Available with trained personnel on request.

(see next page for stats)



NOTE: Items listed in the Powered Armor and WADs sections use rules from the *Maximum Metal*. Refer to that supplement for clarifications.



POWERED ARMOR SPECIFICATIONS

SUIT NAME: Guardian

TOTAL WEIGHT: 440 kg

CHASSIS TYPE: Katana (Gunslinger under liscence)

PUNCH: 3D10 KICK: 5D10

CRUSH: 3D10 RUN:

LEAP: JUMP:

MANUFACTURER: Arasaka

SIB/DFB: +5 / +2

CHASSIS WEIGHT: 138 kg

CHASSIS CAP./CARRY: 1250 kg / 375 kg

TOTAL COST: 76,260 eb

TROOPER SIZE: 114 kg

TOUGHNESS MOD.: -7

S HEAD [1]	P R. ARM [2]	A L. ARM [3]	C R. LEG [4-5]	E L. LEG [6-7]	S TORSO [8-9]
SP 25 SDP 6	SP 25 SDP 6	SP 25 SDP 6	SP 25 SDP 12	SP 25 SDP 12	SP 40 SDP 22
INTERNAL SDP	INTERNAL SDP	INTERNAL SDP	INTERNAL SDP	INTERNAL SDP	INTERNAL SDP
1) ECI-Wideband HUD 10 AV Record/Scrambler 15	1) Winch / Grapple 40	1) 12.7mm Hvy Machinegun 30	1) Black Box Mini-comp (Chrome 2, pg. 15) EMP Sponge 30	1) Auto-Fletch Pistol Reload Volt Pistol Reload 20	1) Monitor Autodoc 15
2) Laser Comm Thermograph Laser/Microwave Detector 25	2) 7.62mm Light Machinegun 25	2) 12.7mm Hvy Machinegun 30	2) 7.62 mm reload #1	2) EMP Sponge 30 EMP Sponge 30	2) BSP Variety Pack 20
3) STD Radio (no space) 0	3) Volt Pistol 5 (Chrome 2, p. 43)	3) Auto-Fletch Pistol 15	3) 7.62 mm reload #2	3) Smoke Cannister 15	3) BRP Ripple Pack 20
EXTERNAL SP/SDP	EXTERNAL SP/SDP	EXTERNAL SP/SDP	EXTERNAL SP/SDP	EXTERNAL SP/SDP	EXTERNAL SP/SDP
1) Sense Extender 15 / 15 Painting Las 15/10	1) Fire Extinguish. 20/20	1) Retina Scanner Blood Scanner 20/20	1) BRP Ripple Pack 20/20	1) Ion Cuffs X4 20/10 (Protect & Serve pg 41)	1) BRP Ripple Pack (rear) 20/20
2) Searchlight 10 / 5	2) Star dust Cannister 30/15	2) Flash Cannister 20/20	2) Plas-cuffs X6 20/10 (Protect & Serve pg 41)	2) <u> </u>	2) BSP Variety Pack 20/20
3) <u> </u>	3) <u> </u>	3) <u> </u>	3) <u> </u>	3) <u> </u>	3) Mapmaker w/GPS 20/15 (Chrome 1, p. 9)
4) <u> </u>	4) <u> </u>	4) <u> </u>	4) <u> </u>	4) <u> </u>	4) <u> </u>

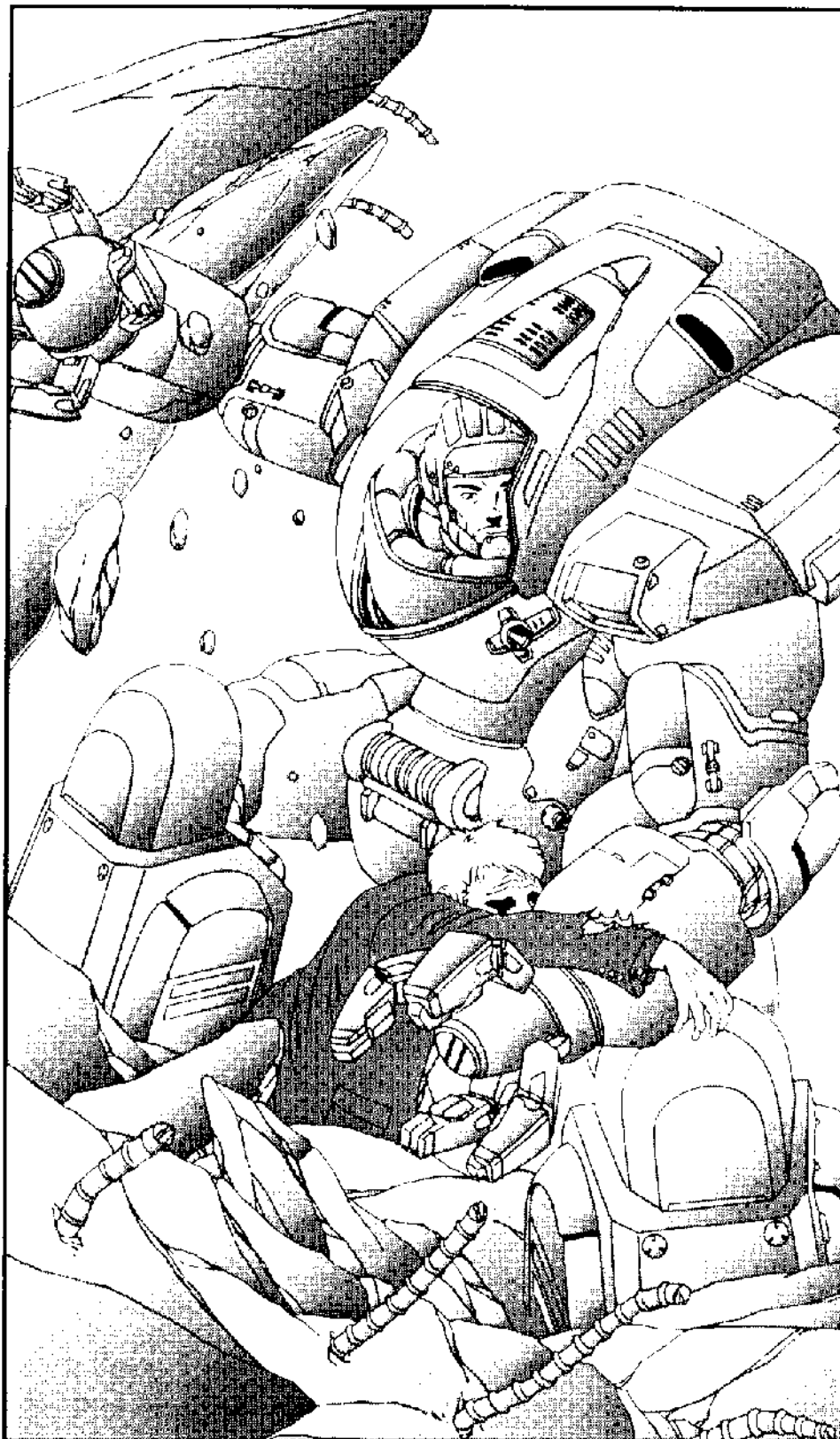
NOTES:

LOW BOOST

EQUIPMENT CARRIED

ITEM	SP/SDP/WT	ITEM	SP/SDP/WT
1) Excalibur Nightstick		8)	
2) (Protect & Serve, pg 34)		9)	
3)		10)	
4)		11)	
5)		12)	
6)		13)	
7)		14)	





Militech & Trauma Team Tb/O "LIFELINE" Assisted Combat Personal Armor

99,000eb

This collaboration by Militech and TTI is the answer to man's frailty in the face of disaster. The Lifeline is designed to walk through fire, water, chemicals, bullets, wherever you need to go to save lives. Tough enough to shift girders but light enough for industrial flooring or air transport, the Lifeline enables its operator to get in and do the job, whether it's rescue, firefighting, combat first aid, or repair.

(see next page for stats)



POWERED ARMOR SPECIFICATIONS

SUIT NAME:	Lifeline		MANUFACTURER:	Militech	
TOTAL WEIGHT:	699 kg		SIB/DFB:	+3 / +2	
CHASSIS TYPE:	Hero		CHASSIS WEIGHT:	158 kg	
			CHASSIS CAP./CARRY:	1500 kg / 450 kg	
PUNCH:	4D10	KICK:	6D10	TOTAL COST:	99,000 eb
CRUSH:	4D10	RUN:		TROOPER SIZE:	114 kg
LEAP:		JUMP:		TOUGHNESS MOD.:	-8

S	P	A	C	E	S
HEAD [1]	R. ARM [2]	L. ARM [3]	R. LEG [4-5]	L. LEG [6-7]	TORSO [8-9]
SP 40 SDP 7 INTERNAL SDP 1) ECI HUD 10 Visual Backup 15	SP 40 SDP 7 INTERNAL SDP 1) M-31 PA 10	SP 40 SDP 7 INTERNAL SDP 1) Winch - 40 Grapple	SP 40 SDP 7 INTERNAL SDP 1) Flash Cannister 20	SP 40 SDP 7 INTERNAL SDP 1) Self-sealing [50] Compress.	SP 40 SDP 22 INTERNAL SDP 1) Militech 25 Repeater Autodoc
2) Scrambler AV Recorder Thermograph	2) Fire Extinguisher 20	2) Self-sealing [50] compress.	2) Self-sealing [50] compress.	2) EMP #1 30 Sponge #2 30	2) Repeater Autodoc
3) Std Radio 25 (no space)	3) Medical Equip. 10 (sp. skin appl., dermal stapler, drug injector)	3) Mini Comp 10 (Hybrid model - see Chrome 2)	3) Self-sealing [50] compress.	3) Smoke Cannister 15	3) Escape Hatch 30
EXTERNAL SP/SDP 1) Sense Extender 15 / 15 Auto Flechette Pistol 20 / 15 2) Searchlight (no space) 10 / 5	EXTERNAL SP/SDP 1) Heavy Tool Suite	EXTERNAL SP/SDP 1) Power Saw 20/25	EXTERNAL SP/SDP 1) BPL Plastic Obstacle 20/10 BOM Wire Obstacle 20/10 2) Climber Claws 30/15	EXTERNAL SP/SDP 1) BLP Breaching Spray #1 10/20 #2 10/20 2) Climber Claws 30/15	EXTERNAL SP/SDP 1) BRP 20/20 Ripple Pack (rear) 2) BCP 20/20 Variety Pack 3) Ribbon 20/20 Cannister
2) Climber Claws 30/15	2) Climber Claws 30/15	2) Climber Claws 30/15	2) Climber Claws 30/15	2) Climber Claws 30/15	4) Med. Gear 15 (first aid/surg. kit, resus. unit)
3)	3)	3)	3)	3)	5)

NOTES:

Low Boost

EQUIPMENT CARRIED

ITEM	SP/SDP/WT	ITEM	SP/SDP/WT
1) Armored, Foldable		8)	
2) Stretcher (w/ auto-doc)	30/30/25	9)	
3) 30mm Auto GL	25/25/20	10)	
4) Magazine #1 (mix frag/HEP)	0/20/11	11)	
5) Mag #2 (fire retardant)	0/20/11	12)	
6)		13)	
7)		14)	



WADs [WORKING ASSISTANT DROIDS]

WADs are heavy robot-assisted linear frames piloted remotely by a human operator. They are designed to help workers in construction and other difficult tasks. WADs normally have a semi-open frame for ease of access and maintenance, but they can be given sealed outer shells for safety and function in hostile conditions such as underwater, vacuum and hazardous materials. WADs are currently used by working teams at most building yards (ground and orbit) and all freight docks in the major ports of Europe.

WADs are constructed as linear frames with semi-enclosed groups of hardware hung on them. 1) Select a frame, as per ACPA construction. Any size frame may be used. 2) Install android control circuits (see below), interface, and commo gear. 3) Select armor if desired and if possible; remember, a STR of 25+ is needed to carry armor. 4) Select equipment; install as per normal ACPA rules and restrictions.

New Equipment

ANDROID CONTROL CIRCUITS: Takes 1 space per servo (head, each arm/leg, torso); 5kg/servo; 500eb total (their SDP is assumed to be part of the linear frame's SDP). These are the circuits and servomotors that mimic and convey the motion information of a human operator to the linear frame. Cost and weight is for a basic MA of 5. For every MA point more or less than 5 (MA 1 min, MA 10 max), +/- x0.1 to cost and weight (weight cannot be reduced, only increased).

EXTRA LIMBS: WADs need not be humanoid! Extra arms and legs can be installed for added carrying capability or mobility. Each extra limb costs 10% of the base frame cost, and weighs 15% of the base frame weight. Extra arms can be of a lower STR than the basic arms; if so, calculate cost and weight based on a linear frame of the appropriate (lower) STR. Extra limbs, in general, must have ACC servos of their own.

Extra arms add hands to carry; with ECI Wideband HUDs and VRIs, a WAD operator may do different things with different hands! This takes some skill, though—a WAD operator may only do 1 distinct hand/manipulation function per 3 levels of skill, rounded down. A maximum of 1 normal, separate action may be done with each arm. Please note that these extra actions do not suffer the -3 penalty for doing additional actions in a turn!

Extra legs merely add stability to a WAD. maneuvering and speed reductions rolls are at +3 per extra leg, and a WAD with 3+ legs always counts as "braced" for pulling and pushing.

Each extra limb also adds spaces for mounting internal and external equipment.

WAD Use

Using a WAD is like operating a remote or interfacing with a machine. *Remote Systems Operation* is the skill used (see *Chrome 2*, pg.30). PA Pilot may be substituted at -1 to the skill level. The operator uses a cybermo-dem-style controller to communicate his commands. The controller costs 1000eb and can either use direct wire communication (no cost, no space in the WAD), radio, laser, microwave, or even cell-phone. The appropriate communications system must be installed in the WAD.

Once linked in, the operator can move the WAD just like a suit of powered armor, but can do so remotely and without risk to the user. This has numerous commercial applications, and even some military ones (WADs are just complex RPVs on the battlefield).



WAD Hacking

Since WADs are run through neural interface (they can't be used otherwise, particularly the bipeds—bipedal motion can only be achieved by linking to a human's motion center), they can possibly be "hacked" by Netrunners. Since WADs aren't normally run through computer networks, but via direct controls, this means interrupting the communications and patching a WAD control utility program in place of the operator (the program is STR 2, MU 1, 150eb).

Finding the right frequency to patch into is a use of Expert (Electronic Warfare) skill. Patching into an open radio signal is a Difficulty 10+ roll, a cellular signal is Diff 20+, and a laser or microwave signal is Diff 25+ (plus you must be directly in the beam's path). Add +10 to the Difficulty if the signal is scrambled. Of course, the netrunner's cybermodem must be attached to the proper communications equipment in order to attempt this. With a little work, this method of "hacking" can be applied to drones and remotely-controlled vehicles as well.

SAMPLE WADS



Duroi/Janvier "Frelon"

67,280eb

This is a simplified form of Work Module (*Deep Space*, pg.34), designed for work in vacuum. Propelled by a complex structure of thrusters, it has a protective outer shell to reduce the danger of space work. Four thin manipulator arms are equipped with a variety of tools and instruments. The Frelon's shell has a Rad Stopping Power of 6 (*Deep Space*, pg. 19).

(see page 116 for stats)



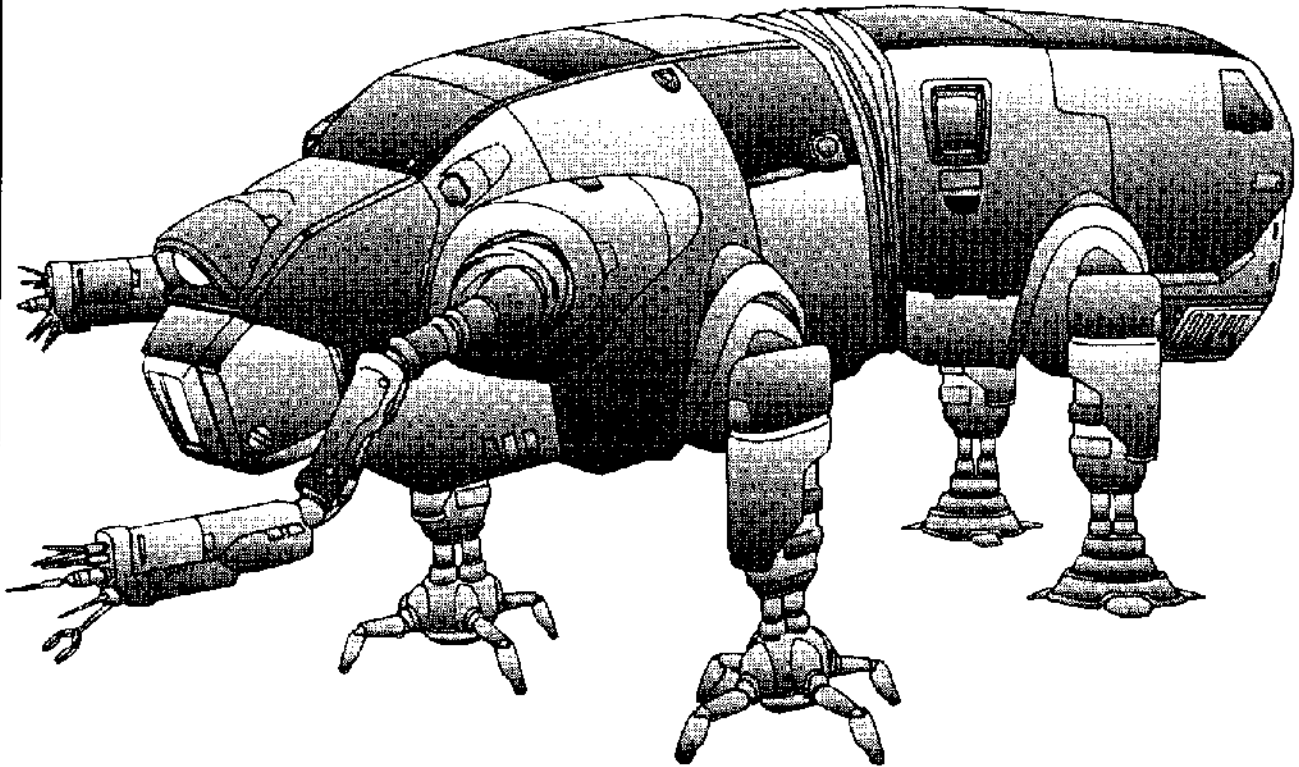
Fiat "Nova"

78,390eb

This WAD is only used for freight hauling work (alongside the Hyundai Bee; *Chromebook 1*, pg.25). It has two long arms with powerful hands and a third, thinner arm mounted in the chest for manipulation.

(see page 117 for stats)



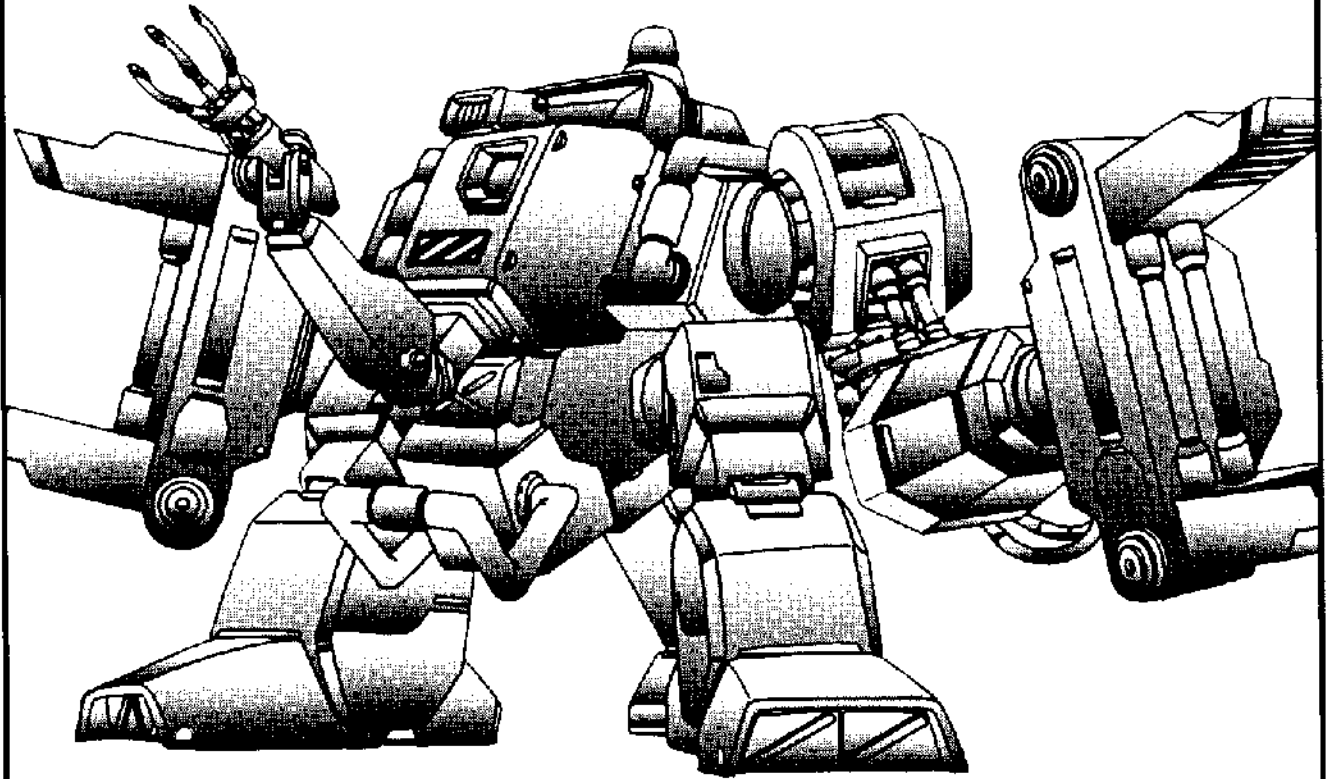


International Electric
"Newport Mk. II"
56,440eb

Used for factory maintenance this WAD must crawl in tunnels and climb in and out between heavy machinery. To help with this, it is slender and has four legs (two have special grappling "feet"). The two arms are equipped with various electronic tools.

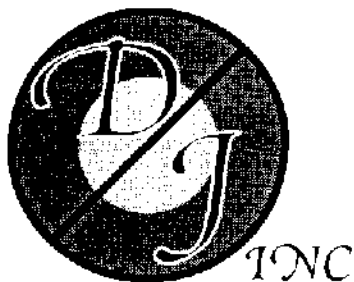
(see page 118 for stats)





Duroi/Janvier "Scarabee"

95,150eb



This WAD is standard in building yards. It has two main arms with tools (cutting torch, pneumatic drill, power hammer, heavy power saw) and two smaller arms mounted over the shoulders for precise manipulation. The main legs can be locked for strength and a third leg unfolded from the back for stability.

(see page 119 for stats)



WAD SPECIFICATIONS

SUIT NAME: Frelon

MANUFACTURER: Duroi / Janvier

TOTAL WEIGHT: 543 kg

SIB/DFB: +3 / +2

CHASSIS TYPE: Hero (STR30)

CHASSIS WEIGHT: 158 kg

PUNCH: 3D10/2D10

KICK: NA

CHASSIS CAP./CARRY: 1500 kg / 450 kg

CRUSH: 4D10/3D10

RUN: 15 m/rd fly (MA4)

TOTAL COST: 67,280 eb

LEAP: NA

JUMP: NA

TROOPER SIZE: NA

TOUGHNESS MOD.: -8

S HEAD [1]	P R ARM [2]	A L ARM [3]	C R. LEG [4-5]	E L. LEG [6-7]	S TORSO [8-9]
SP 30 SDP 8 INTERNAL SDP 1) ACC Servo	SP 30 SDP 5 INTERNAL SDP 1) ACC Servo	SP 30 SDP 5 INTERNAL SDP 1) ACC Servo	SP 30 SDP 8 INTERNAL SDP 1) ACC Servo	SP 30 SDP 8 INTERNAL SDP 1) ACC Servo	SP 30 SDP INTERNAL SDP 1) ACC Servo
2) ECI Wide-band HUD 10 LR Radio 10 Scrambler	2) Light Tool Suite 15	2) Light Tool Suite 15	2) Fire Extinguisher 20	2) Goop-ball & Slap-patch dispenser 15	2) Extra Power Cell 15 Extra Power Cell 15
3)	3)	3)	3) Winch & Grapple unit 40	3) Winch & Grapple unit 40	3) Winch & Grapple unit 40
EXTERNAL SP/SDP 1) S. Light (W) 10/5 S. Light (IR) 10/5	4)	4)	4)	4)	4) Environmental / Tech scanner (red, atmos, press, tech readouts) 10
2)	EXTERNAL SP/SDP 1) Light 10 Spares Storage	EXTERNAL SP/SDP 1) Emergency breather supplies for workers (2x half hour units)	EXTERNAL SP/SDP 1) Heavy Spares storage 15	EXTERNAL SP/SDP 1) Heavy Tool Suite	5)
	2)	2)	2) Heavy Spares storage 15	2) Heavy Tool Suite	EXTERNAL SP/SDP 1) Space 20/30 Maneuver Jets
	3)	3)	3)	3)	2) Space 20/30 Maneuver Jets
					3) Extra fuel 15 for maneuver jets (1000 rds)
					4)

NOTES:

RSP6

RADIO CONTR.

ADV. REFLEX

EQUIPMENT CARRIED

ITEM	SP/SDP/WT	ITEM	SP/SDP/WT
1) Note: Leg units are actually		8)	
2) extra arms (STR30).		9)	
3) Normal arm units are		10)	
4) STR20. Armor shell has		11)	
5) built-in rad protection.		12)	
6)		13)	
7)		14)	



WAD SPECIFICATIONS

SUIT NAME: **Nova**

TOTAL WEIGHT: **443 kg**

CHASSIS TYPE: **Titan (STR40)**

PUNCH: **4D10** Kick: **7D10**

CRUSH: **5D10** RUN: **21 m/rd (MA5)**

LEAP: **NA** JUMP: **NA**

MANUFACTURER: **Flat**

SIB/DFB: **+2 / +1**

CHASSIS WEIGHT: **200 kg**

CHASSIS CAP./CARRY: **2000 kg / 600 kg**

TOTAL COST: **78,390 eb**

TROOPER SIZE: **NA**

TOUGHNESS MOD.: **-10**

S HEAD [1]	P R. ARM [2]	A I. ARM [3]	C R. LEG [4-5]	E L. LEG [6-7]	S TORSO [8-9]
SP 25 SDP 10 INTERNAL SDP 1) ACC Servo	SP 25 SDP 10 INTERNAL SDP 1) ACC Servo	SP 25 SDP 10 INTERNAL SDP 1) ACC Servo	SP 25 SDP 20 INTERNAL SDP 1) ACC Servo	SP 25 SDP 20 INTERNAL SDP 1) ACC Servo	SP 25 SDP 30 INTERNAL SDP INTACC Servo
2) Wideband Aperture Std Radio 10 Scrambler	2) 2x BPL 20 Plas. Obs. (for fastening things)	2) 2x BPL 20 Plas. Obs. (for fastening things)	2) Winch & Grapple 40	2) Winch & Grapple 40	2) 2x Extra Power Cells 15
3) Sonar 10 rangefinder/ detector	3)	3)	3)	3)	3) 2x BOM 20 Wire Obs. (for fastening things)
EXTERNAL SP/SDP 1) Armored 10/10 searchlight	4)	4)	4)	4)	4) Winch & Grapple 40
2)	EXTERNAL SP/SDP 1) Cargo Net 5 Hardpoint	EXTERNAL SP/SDP 1) Cargo Net 5 Hardpoint	EXTERNAL SP/SDP 1) Cargo Net 5 Hardpoint	EXTERNAL SP/SDP 1) Cargo Net 5 Hardpoint	5)
	2) Cargo Net 5 Hardpoint	2) Cargo Net 5 Hardpoint	2)	2)	EXTERNAL SP/SDP 1) Cargo Net 5 Hardpoint
	3)	3)	3)	3)	2) Cargo Net 5 Hardpoint
					3) Cargo Net 5 Hardpoint
					4) Cargo Net 5 Hardpoint

NOTES:

RADIO CONTROL
BASIC REFLEX
(-3 REF)

EQUIPMENT CARRIED

ITEM	SP/SDP/WT	ITEM	SP/SDP/WT
1) STR20 Manipulating Arm / Center	0/10/20kg	8)	
2) Cargo Net w/1000 kg capacity. This drops by 100kg for every external hardpoint destroyed/unused	0/10(to cut)	9)	
3)		10)	
4)		11)	
5)		12)	
6)		13)	
7)		14)	



WAD SPECIFICATIONS

SUIT NAME:

TOTAL WEIGHT:

CHASSIS TYPE:

PUNCH:

KICK:

CRUSH:

RUN:

LEAP:

JUMP:

MANUFACTURER:

SIB/DFB:

CHASSIS WEIGHT:

CHASSIS CAP./CARRY:

TOTAL COST:

TROOPER SIZE:

TOUGHNESS MOD.:

S HEAD [1]	P R. ARM [2]	A L. ARM [3]	C R. LEG [4-5]	E L. LEG [6-7]	S TORSO [8-9]
SP SDP 7	SP SDP 13	SP SDP 13	SP SDP 13	SP SDP 13	SP SDP 19
INTERNAL SDP	INTERNAL SDP	INTERNAL SDP	INTERNAL SDP	INTERNAL SDP	INTERNAL SDP
1) ACC Servo	1) ACC Servo	1) ACC Servo	1) ACC Servo	1) ACC Servo	1) ACC Servo
2) Full HUD 10 Cell Phone 20 Micro-optics recorder	2) Lights 15 Tool Suite	2) Light 15 Too. Suite	2) Spare Parts Storage 20 (front leg only)	2) Spare Parts Storage 20 (front leg only)	2) Extra Power Cell 15
3)	3) 2x BSS 20 Silicon spray packs	3) 2x BES 20 Epoxy spray packs	3) 1x BSS 10 Silicon spray pack (front leg only)	3) 1x BES 10 Epoxy spray pack (front leg only)	3) Fire Extinguisher 20
EXTERNAL SP/SDP	EXTERNAL SP/SDP	EXTERNAL SP/SDP	EXTERNAL SP/SDP	EXTERNAL SP/SDP	EXTERNAL SP/SDP
1) White searchlight 10/15 UV searchlight 10/15	4)	4)	4)	4)	4) Maintenance Mini-Comp & Techscanner 15 Phone
2)	1) Special "Grapple" foot (back leg only) 30/15	1) Special "Grapple" foot (back leg only) 30/15	1) Sensory Extension 15	1) Sensory Extension 15	5)
	2)	2)	2)	2)	EXTERNAL SP/SDP
	3)	3)	3)	3)	1) Fwy 15/15 spares storage
					2) Hvy 15/15 spares storage
					3) Hvy 15/15 spares storage
					4)

NOTES:

CELLULAR CONTR.

ADV. REFLEX

2x LEG SETS

EQUIPMENT CARRIED

ITEM	SP/SDP/WT	ITEM	SP/SDP/WT
1) Note: the Newport has		8)	
2) two pairs of legs; a "front"		9)	
3) pair and a "back" pair. Also,		10)	
4) it has no protective shell;		11)	
5) all internal SDP is exposed		12)	
6) unless otherwise noted.		13)	
7)		14)	



WAD SPECIFICATIONS

SUIT NAME: Scarabee

TOTAL WEIGHT: 482 kg

CHASSIS TYPE: Hero (STR30)

PUNCH: 3D10 KICK: 5D10

CRUSH: 4D10 RUN: 18m/rd (MA5)

LEAP: NA JUMP: NA

MANUFACTURER: Duroi / Janvier

SIB/DFB: +1 / +1

CHASSIS WEIGHT: 158 kg

CHASSIS CAP./CARRY: 1500 kg / 450 kg

TOTAL COST: 76,640 eb

TROOPER SIZE: NA

TOUGHNESS MOD.: -8

S HEAD [1]	P R. ARM [2]	A L. ARM [3]	C R. LEG [4-5]	E L. LEG [6-7]	S TORSO [8-9]
SP 25 SDP 8 INTERNAL SDP 1) ACC Servo	SP 25 SDP 8 INTERNAL SDP 1) ACC Servo	SP 25 SDP 8 INTERNAL SDP 1) ACC Servo	SP 25 SDP 16 INTERNAL SDP 1) ACC Servo	SP 25 SDP 16 INTERNAL SDP 1) ACC Servo	SP 25 SDP 24 INTERNAL SDP 1) ACC Servo
2) A/V recorder, Micro optics wideband aperture 15 3) STD Radio 0 (no space)	2) Fire Extinguisher	2) Winch & 40 Grapple	2) 2x BES 20 epoxy spray packs	2) 2x BES 20 epoxy spray packs	2) 2x Extra 15 Power Cells 15
EXTERNAL SP/SDP 1) Amored 10/10 Searchlight Sensory 15/15 Extension	3) 2x BES 20 epoxy spray packs	3) 2x BES 20 epoxy spray packs	3) 2x BOM 20 wire obs. packs (for fastening things)	3) 2x BPL 20 plas. obs. packs (for fastening things)	3)
2)	4)	4)	4)	4)	4)
EXTERNAL SP/SDP 1) Hvy Tool 15/40 Suite	EXTERNAL SP/SDP 1) Hvy Tool 15/40 Suite	EXTERNAL SP/SDP 1) Hvy Tool 15/40 Suite	EXTERNAL SP/SDP 1) Climber 15/30 Claws	EXTERNAL SP/SDP 1) Climber 15/30 Claws	5)
2) Hvy Tool Suite	2) Hvy Tool Suite	2) Hvy Tool Suite	2)	2)	EXTERNAL SP/SDP 1)
3)	3)	3)	3)	3)	2)
					3)
					4)

NOTES:

CABLE CONTROL

BASIC REFLEX

(-3 REF)

EQUIPMENT CARRIED

ITEM	SP/SDP/WT	ITEM	SP/SDP/WT
1) STR15 Manipulating Limb / R	0/10/17kg	8)	
2) STR15 Manipulating Limb / L	0/10/17kg	9)	
3) Support Leg / Center	25/20/29kg	10)	
4)		11)	
5)		12)	
6)		13)	
7)		14)	

**MAXIMUM
METAL**
FOR
CYBERPUNK



MAINTENANCE



RULES

It is one of the great truths of reality that if Man can make a machine, chance and entropy can break it sooner or later. Indeed, one of the stranger truths of reality is that man-made things don't break more often than they do—in fact, modern machines and appliances break so rarely that humanity gets the idea that the machines and appliances are unbreakable and don't have to be taken care of.

This idea is, of course, totally wrong, but think about it a moment. How many people go out of their way to provide routine maintenance for every maintainable item in their care? Most of us don't bother, unless the item(s) in question remind us about such maintenance, usually by malfunctioning in some fashion.

And everything does eventually malfunction. The following set of rules is an optional tool for referees who are interested in introducing some "chrome" into their games (in this case, the pun is unintentional). Referees don't have to use these rules if they don't want to. Massive overuse of these rules can bog down a game, turning it into an interminable series of saving throws. On the other hand, these rules can be a handy tool for the ref who wants to find out if the cyberdeck slung at the Netrunner's side survived that nasty fall, or to see if that old, beat-up auto will even start up so the player-characters can use it as a getaway car.

Chance of Malfunction

Most commercially available items are products of a throw-away culture, a frag-and-recycle philosophy. Because of this, most commercial products of 2020 aren't built for long life-spans, and are difficult (and costly) to repair (more on this later).

For purposes of determining if an item malfunctions, there are four types of item quality: Unreliable (UR), Standard (ST), Very Reliable (VR), and Excellent (EX). The differences are explained below.

RELIABILITY	ITEM COST	MALFUNCTION
UR	50%	30%
ST	100%	20%
VR	150%	10%
EX	300%	5%



Item Cost is the multiplier applied to the cost of the item. For instance, a poorly-built or maintained motorcycle would cost 750 euro instead of 1500eb, and a real endurance machine (EX quality) would be 4500 euro. *Malfunction* is the annual chance that the item will malfunction; proper maintenance cuts this in half. It is also the chance that an item will malfunction if handled in such a fashion that it could be damaged.

Malfunctions

The referee determines when to test for malfunctions, based on the circumstances. For instance, a combat helmet with integral smartgoggles is dropped out of a moving vehicle; this is a good time to check for smartgoggle malfunction. Or when an electric tool has been left out in the acid rain. And especially when vehicles and firearms are given hard use and not cleaned or maintained. Please note that a well-maintained item only has half its given percentage chance of malfunction when a malfunction check is called for.

When an item malfunctions, the referee has to decide which type of item it is, simple or complex. For the purposes of malfunction, a simple item is one so interconnected that a malfunction either makes little difference, or degrades operation so much that it becomes useless. Hand computers, simple tools, and firearms are excellent samples of simple items. Complex items are made up of sub-machine assemblies, where one sub-assembly might cease working but its loss would only degrade performance, not stop it entirely. Automobiles are typical complex items; an auto can lose a tire, but its wheel hub would remain and the auto would continue working, albeit poorly. Or the engine could have a cylinder fail, and would continue driving the car, but more slowly (and probably damaging the engine at the same time).

When a malfunction occurs, roll 1D10 on the table below:

D10	EFFECTS
1-4	Simple items cease function 30% of the time. Complex items have their performance degraded by 30% (a car could lose 30% of its, or 30% of its range, or 30% of its maneuverability, or all at once, etc).
5-8	Simple items cease function 60% of the time; complex items have their performance degraded by 60%.
9-10	Simple and complex items cease function.

Repair and Maintenance

Most items in 2020 aren't really made to be repaired—the throw-away philosophy of modern merchandising doesn't encourage it. While in fact almost any item of technology can be repaired, the price of such repair is so high that it's often just easier to purchase a new item of the same type.

One of the first problems of getting maintenance and repair is to find someone to do the job. There are a lot of underground techies around to fill that niche—while they deplore the commercial throw-away philosophy, the lack of manufacturer-authorized repair operatives gives them a livelihood. Finding a techie who'll do the job is a bit of a problem sometimes, because even if you find one, he or she is probably backlogged with repair jobs.

Fortunately, once you have someone to do the work (or have the proper knowledge, skills, and equipment to do it yourself), finding parts is fairly easy. In a world of mass production, there are very few unique items composed of "proprietary" parts. It's too expensive to have specific parts manufactured sepecially for one machine of one line; your competition will undersell you if you do. So goodbye cars with "factory only" parts, and computers with incompatible assemblies.



Parts cost for routine annual maintenance is equal to 1D10% of the base item cost for simple and complex items. Parts cost for repair of minor malfunctions (30% malfunction/performance degradation) is equal to 5%-30% (1D6 x %5) of item cost for simple items and equal to 3-30% (1D10 x 3%) of item cost for complex items. Parts cost for repair of major malfunction (60% malfunction/performance degradation) is equal to 10-60% (1D6 x 10%) of item cost for simple items and 5-50 (1D10 x 5%) of item cost for complex items. For catastrophic malfunction (item ceases function completely), repairing simple items costs 30-180% (3D6 x 10%) of item cost, and 10-100% (1D10 x 10%) of item cost for complex items.

Please note that parts cost doesn't include cost of labor! This is negotiable, but usually runs about 100% to 150% of parts cost, depending on the difficulty of the job and the rapaciousness of the tech.

And how long do repairs and maintenance take? If you leave the task up to someone else, then the time is best expressed as "whenever he gets around to it" In 2020, techs are busier than doctors, so that might take awhile. If you're doing the job yourself, it's a referee's call. Maintenance usually takes anywhere from 5 minutes to several hours, depending on the complexity of the item being maintained and the quality of tools available—a techscanner can make things a lot easier, and a lot faster. Repairs can take even longer, unless you know what's wrong before starting the repair, in which case, the repair job takes much less time than maintenance.

Cybernetics Maintenance

This is a look at common cyber-device problems, which can be dealt with via the procedures above.

So now you've got that nice, shiny new cyber-(fill in the blank). It takes a little getting used to, but your lifestyle is suitably enhanced by your new machine. Soon it becomes a part of your life.

As the months pass, you begin to notice little foibles about your cyber-enhancement. Some days it just doesn't work as well, and soon it's giving you grief—your limbs are slow and sluggish, your boosters are just a little out of whack, your eyes are bleary and refuse to focus, your cyberhearing is spotty. Even your neural computer's having problems interpreting commands. What's wrong?

In this universe, nothing remains constant. Everything changes, including the human body. Throughout a person's life, his or her body will undergo subtle but major chemical changes around ten or more times! Changes gross enough to edge away from the performance parameters of carefully-tuned, low-tolerance cybernetic implants.

In order to counteract this problem, cybernetics need periodic tuning and adjusting. A checkup every six months is recommended, in order to catch any mechanical problems before they become serious. The checkup is quite simple, involving a short examination linked to a static and (much more powerful) version of a techscanner. This device monitors and tests every cybernetic implant against its imprinted operating parameters and compares it with current physiological conditions. These monitors produce very reliable diagnoses (treat the machine as having a *Cybertech* skill total of 20 if a dice roll is required). If problems are detected, the cyberdoc has a good idea of what has to be done to fix them. (Cyberslang for such a check-up is "On the rack," since the process is very similar to that of taking one's car into the garage for a tune-up.) This check-up costs 100eb. For those interested in the cyber-scanner itself, they usually cost 50-65 thousand euro.

Those 'punks interested in doing things on the cheap can have a cybertech run them a check-up. This takes a techscanner, 30 minutes, and a *Cybertech* roll of 20+ (the techscanner does *not* add any bonus). The GM should roll in secret, because if the tech blows the roll, any problems with the patient remain hidden until strong symptoms begin to appear.

Furthermore, most major-power cybernetic implants require new batteries every year. Implants with such high power-uses are: cyberarms, cyberlegs, cyberhands (those not attached to a cyberarm), cyber-snakes, and linear frames. Other implants work off a single battery; one battery works them all, no matter how many you have. New batteries cost 100eb apiece; 200eb apiece if you don't have old ones to turn in for recharging. Each cyberarm/leg/snake requires a separate battery, a linear frame needs four, and one will run one or two cyberhands.



CyberProblems

If a character goes in for a check-up, roll 1D10 on the table below. Add +1 to the roll for each three months beyond six months since the character last had such a check-up. Sadistic GMs can roll on this table every three months or so in order to see if his 'borg-heads are having troubles anyway.

ROLL	RESULT
1-7	No problems. Implants are functioning normally.
8-9	Minor glitch with a random implant. This will cost 1010 times 50eb and take 1-3 hours to locate and fix.
10-11	Major glitch with a random implant. This will cost 1010 times 100eb and take 2-6 hours to locate and fix.
12	Major problem with a random implant. The implant has to be removed; if you want it back, you have to buy another.

Specific effects of eb and problems are up to the GM, as they have to be tailored to the situation. Here are some of the more common problems and glitches that affect the most common cyberware:

Fashionware: Biomonitors and skinwatches give the wrong times or readings, then begin to fade until dead. Techhair, shift-tacts, light tatoos and chemskins give off wrong colors, fade, and go dead.

Neuralware: This can be dangerous. Basic processor malfunctions include misinterpreting commands, giving bad results, causing random noise (static in the brain!) and bad neural feedback. The untreated result is brain damage or insanity. Boosterware kicks in at the wrong time, or makes you twitch; bad malfunctions cause cramps or massive muscle seizures. *This can kill.* Tactile boosters and pain editors usually cause minor pain, escalating to crippling levels. Olfactory boosts just lose their potency until you can't smell or taste at all. Linkware (WLNK, DLNK, VLNK, etc.) gives false data, turning your commands bad (your gun fires at the wrong time, the vehicle turns the wrong way, etc.). Chipslots garble the data, reducing the skill of the chip and putting holes in the information.

Implants: Some of these don't malfunction and are maintenance-free (nasal filters, subdermal armor, contraceptive implant, subdermal pocket, independent air supply). The recorders malfunction by developing holes in their recordings. The sensors (motion detector, radar, sonar, chemsniffer) give false readings. The vocals (voice synthesizer, audiovox) give poor sound, full of squeals and off-speeds. The adrenal booster and Mr. Studd/Midnight Lady tend to trigger at the wrong time (a catastrophic mishap with the booster can cause adrenal overload and runaway heartbeat, with dire consequences).

Bloware: Believe it or not, nanites have to be routinely reprogrammed to interact with your changing biology. Grafted muscle, muscle and bone lace, and skinweave don't need updating, but all the other bioware does. Fortunately, if nanites malfunction, their built-in programming makes them stop functioning altogether. Most of the time...

Cyberweapons: Ouch. The common malfunctions of these items are premature or unbidden activation, or just plain not working at all.

Cyberoptics: These get cloudy or patchy vision, or options start going off-line.

Cyberaudio: Static enters the audio signal, causing misinterpretation of the signal. Some cyberaudios produce constant noise, a cyber-tinnitus (maddening). Others just shut off options.

Cyberlimbs: Commands misfire, causing the limb to work at the wrong time. Control paths send bad feedback, causing pain. Functions and options are lost as they shut down. Built-in cyberweapons fire accidentally...

Linear Frames: These suffer the same type of malfunctions common to cyberlimbs.

Body Plating: Only the optics and rabbit ears go wrong, and they're equivalent to the appropriate sensor malfunctions.



PRICE LIST

Equipment

AUTOMAPPER	200eb
ARCHAESTHETIC	1000eb
ARC FURNACE	1000eb
BLOOD SUBSTITUTE	150eb/PT.
BODYFREE MASK	800eb
'PINAMONTE' BOOTS	500eb
CLIMBING SPIKES	75eb
CYBERCAST	3000eb
CELL PHONE OPTIONS	PRICES VARY
COMBAT DRUGS/PRIME	500eb/DOSE
COMBAT DRUGS/TIMEWARP	300eb/DOSE
COMBAT DRUGS/BERSERKER	400eb/DOSE
'ALESSIO' COVERALLS	200eb
'BUCHSTEIN' CUSTOM TOOL KITS	1000eb/1500eb
'MITE' DIAGNOSTIC REMOTE	400eb
DETECTION WAND	175eb
DOMTIC SYSTEM	50-250eb/M2
ENVYROSCANNER	400eb
ENVIRONMENT SUIT	725eb
FIBER-OPTIC CABLE	1eb/M
FAX MACHINE	300eb
GRAPPLE LINE	60eb
'CLAMPOLD' GLOVES	400eb
'GUERICO' HELMET	600eb
INTERFACE MONITOR	800eb
JUNCTIONS	100eb
LIE DETECTOR	5000eb
LIMS PRESERVATION & TRANSPORT UNIT	500eb
'SPIDER' MICROWALDO BRACES	700eb
MAGVIEWER	375eb
MODULATION CHIP	20eb
MICROMANIPULATOR RIG	3000eb
MINI-COPPER	230eb
'SMALL WONDERS' NANODAGENTS	50eb
OPTICAL REMOTE	100eb
PORTABLE INTERN UNIT	1200eb
ROTOWRIGHTER	20eb
REPEATERS	1000eb
RAPIDDIETOL	1500eb
SMART GLOVE	110eb
SURVEILLANCE KIT	3500eb
SOLORDRINKER	PRICE VARIES
SMARTGOOGLE MIRRORSHADES	450eb
'FARNATA' TECH TOOL KIT	350eb
'FRANCESCA' TECHSCANNER	1200eb
'PEMBROKE' TECHSCANNER	1500eb
TRAUMA DRUGS/SEDATIVE	40eb/DOSE
TRAUMA DRUGS/STIM	50eb/DOSE
TRAUMA DRUGS/SURGE	75eb/DOSE
TRAUMA DRUGS/TRAUMA I.	60eb/DOSE
THREE-D HOLOPHONE	900eb
'HURRICANE' ULTRASYNTH	2345eb
VISUAL ADAPTER	100eb
VIRTUAL VENTURES	SPECIAL
'TRIPOD' WALDO SET	800eb

Cyberware

AUTODIRECTOR	750eb
BONESPIKE	1000eb
BUG EYE	750eb
CYBERFINGERS	PRICES VARY
CHAINRIP	1250eb

CYBEROPTIC COMPASS	300eb
CELL-PHONE IMPLANT	500eb
CYBERPILLOW	80eb
CYBERFACIAL REMOUNTS	PRICES VARY
CYBEROPTIC INTERFEROMETRY SYSTEM	400eb
CAM-O-SKIN	850eb
DATA & SKILL CHIPS	
AUDITORY RECOGNITION CHIPS	150eb/LEVEL
CRYPTO CHIP	600eb/SET
MARTIAL ARTS CHIPS	270eb/LEVEL
NAV/ORIENTATION CHIP	250eb
STUTTER CHIPPING	310eb
SLEEP INDUCTION CHIP	400eb
END-FRAME	24,000eb/50,000eb
FLESH-WEAVE	20% CYBERLIMS COST + 200eb
LEG BOOSTERS	500eb
LASER-COMM OPTIC	425eb
LIVEWIRES	400eb
NANO-GROOMERS	400eb
OPTICAL INTERFACE	600eb
PACEMAKER COPROCESSOR	150eb
ROMANDYA CYBERLEGS	5000eb/PAIR
RETRO CYBERWARE	
MODEL 100 INTERFACE PLUGS	100eb USED/1000eb NEW
ENABLE CYBERLIMS	PRICE VARIES
GP EXOSKELETON	12,000eb USED/15,000eb NEW
SPECTRUM CYBERAUDIO	850eb USED/1500eb NEW
TRANSPARENT SKIN	1000eb/M2
MOOD SKIN	200eb/M2 OR 700eb WHOLE BODY
REVELATION CYBEROPTIC	700eb USED/2000eb NEW
LEAD'S TURN-ON NAILS	25eb/NAIL
LEAD'S TURN-ON NAILS	45eb/NAIL
SPITTING COBRA	400eb
SUPER-SIZED ARMS	4000-5000eb
SUPERCOMPACT BRAINDANCE RECORDER	15,000eb
SMARTPLATE LINK	300eb
SPYKE! FURNITURE	PRICES VARY
THIRD EYE	PRICE VARIES
VERBAL-EYES	750eb
WEB HAND	250eb

Vehicles

ATF-37B THUNDERHAWK	12.5M eb
ARMADILLO ROAD-HOME	85,000eb
BENSON VIOLATOR	100,000eb
BRENNAN HERMES	250eb
BRENNAN CYCLES ARES	21,000eb
BMW BUROWAGEN HSR	80,000eb
BELL UH-10	1.85M eb
CADENCE WANDERER	50,000
GMI HOVTRANSPORT	360,000eb
HYUNDAI MINICOPTER	55,000
NEW AMERICAN MOTORS NAUTILUS	32,000
KUNDALINI TORPEDO	10,000eb
KUNDALINI DART	36,000eb
M-82 VOLCANO	950,000eb
MITSUBISHI PORTABIKE	250eb
N.A.A. ROADCAR	5500eb
N.A.A. VULTURE TOW TRUCK	215,000eb
SOON TECH DUNE MASTER	40,000eb
SPINELLI AUTOTECH NOMAD	55,000eb
SPORT EURASIA MICROBIKE	100eb
TETRACORP FEI LIEN 100	290,000
TAKAYA DAMYO	44,000
VEHICLE OPTIONS	VARIES

Computers/Cyberdecks/Software /Peripherals

COMPS & DECKS

AZTEC 800 ASSAULT PROGRAMMER	7400EB
DANTECH CACCAGUIDA	7000EB
EBM PNI 210	1000EB
EBM PNI 412	4200EB
EBM PNI 724x	10,000EB
JEWELDECKS	VARIES
LANG CONPRO-II MASTERDECK	5000EB
LANG GREEN KNIGHT	10,000EB
MICROTECH PCZ SUPER	1500EB
OMNIBUS CYBERSPACE EXPLORER ONE	25,000EB/1300EB
PCT DANZIG	500EB
RAVEN MICROCYB KESTREL	9000EB
RAVEN MICROCYB EAGLE	11,000EB
RAVEN MICROCYB ROKK	4000EB
RAVEN MICROCYB OHL	25,000EB
WYZARD ELECTRONICS HANDBOX	6700EB
ZETATECH PS-4040	1000EB
ZETATECH PDA+	680EB
ZETATECH VROKANA	10,000EB
ZETATECH FARRALINE 6700	2100EB
ZETATECH FARRALINE 5800	6500EB

COMPUTER IMPROVEMENTS

CHIPREADER	150EB
DATABASES	500EB/LEVEL
DATAPORTS	100EB
HOLYOID DRIVER	500EB
MEMORY UPGRADES	1000EB
EXTERNAL MEMORY MODULES	750EB
POWER STRIP	50EB
PROCESSOR UPGRADES	200EB
SMARTSTRIP	250EB

CYBERMODEM IMPROVEMENTS

BATTERIES	5EB/HOUR
DEAD MAN'S HANDLE	1000EB
DATAWALLS & CODE GATES	1000EB/1500EB PER LEVEL
DIAGNET	5000EB
MEMORY UNIT SELECTOR EXPANSION	300EB
RADIO RELAY	1500EB

SOFTWARE

BALL AND CHAIN	5000EB
BLACK SKY	4480EB
CARTOGRAPHER	200EB
CASCADE	900EB
CLAIRVOYANCE (SEEYA 3.0)	720EB
CRY BABY	430EB
DOGCATCHER	1176EB
DUNNY	450EB
DUPRE	900EB
DAZZLER	14,800EB
EVIL TWIN	2700EB
EXORDIST	600EB
FLIP SWITCH 2.0	150EB
FLARE GUN	300EB
GEORGE	300EB
HELLBURNER	1000EB
KNEVL	220EB
LOOKING GLASS	250EB + 20EB/LEVEL
MULTINETTER	2000EB
OUTJACK	150EB
OMNIVORE	18,500EB
PI IN THE FACE	800EB
PILE DRIVER	800EB
POSSESSOR	1000EB
ROCKENBIT	200EB
RAVEN	1000EB
SLEDGEHAMMER	600EB

SHADOW	540EB
STATIONERY	10,000EB
THREAT	7000EB
TERMINATOR	260EB
THUG	10,440EB
TYPHOID MARY	2400EB
WOLFPACK	15,200EB

Cyberpets

SM. DOG	100EB
MED. DOG	200EB
LRG. DOG	500EB
HOUSECAT	100EB
LRG. CAT	500EB
LEOPARD	2700EB
CHEETAH	2800EB
SHARK	1500EB
BEAR	2000EB
LRG. BEAR	0300EB
CHIMP	1000EB
GORILLA	2000EB
BABOON	1500EB
DOLPHIN	3000EB
SEAL	2000EB
OTTER	500EB
SM. RAPTOR	500EB
LRG. RAPTOR	1500EB
BAT	500EB
SQUIRREL	150EB
MOUSE/RODENT	50EB
RABBIT	100EB
TIGER/LION	3000EB

Robots/Cyberforms/Borgs/Powered Armor

ROBOTS/CYBERFORMS

BRANDT-NEUMANN WASHBOT	425EB
CAROLI M-BOT	1150EB
CAROLI V-BOT	650EB
ANDREX A-2 TARANTULA	4000EB
ANDREX B-2 CENTIPEDE	10,000EB
ANDREX A-3 BEETLE	10,000EB

FULL-BODY CYBORG REPLACEMENTS

ADREX ROBOTICS BURROUGHS	42,000EB
MOORE TECH SHED	50,000EB
MD TECH, INC. KILDAKE	48,000EB
MILITECH CYBERNETICS SPYDER	118,110EB
RAVEN MICROCYB WISEMAN	91,381EB

FULL-BORG OPTIONS

CYBERSTEROIDS	300EB/+1 BOD/STR
EELSKIN	1400EB

POWERED ARMOR

ARASAKA GLADIATOR	79,390EB
MILITECH/TTI LIFELINE	62,000EB

WORKING ASSISTANT DROIDS

DURIOV/JANVIER SCARABEE	95,150EB
DURIOV/JANVIER FRELON	67,280EB
FIAT NOVA	78,390EB
IEC NEWPORT MK. II	56,440EB

Scan this, gatos—you wanna play in the
Big League, you gotta front the euro.



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