

R. TALSORIAN
GAMES, INC.

CHROME

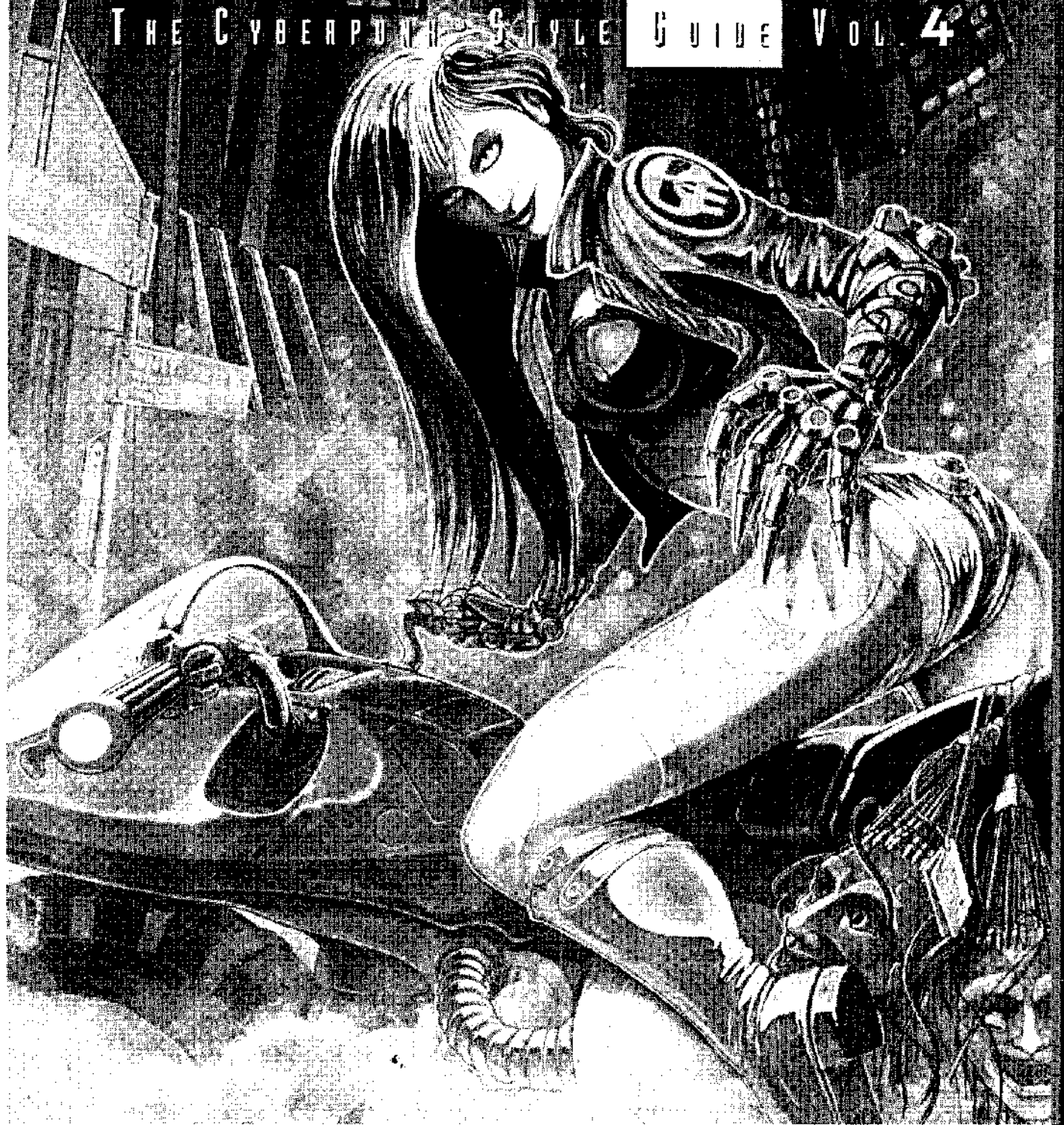
THE CYBERPUNK® STYLE GUIDE VOL. 4



CYBERPUNK®

CHROME

THE CYBERPUNK STYLE GUIDE VOL. 4



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CYBERWARE & CHIPWARE

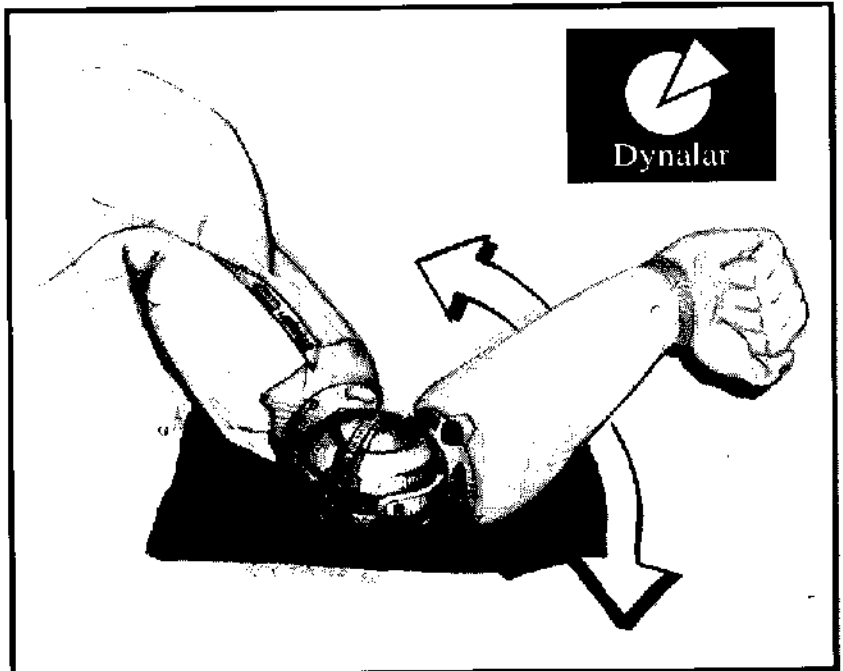
“SOME OF THE NEW CYBERWARE ON THE MARKET IS SIMPLY FRIGHTENING! THEY'RE PUSHING NANOTECH AND CYBERTECH TO THE LIMITS AND JUST THROWING THIS STUFF OUT ON THE STREET FOR ANY SNAPPERHEAD TO USE AS HE PLEASES! I THINK IT'S ABOUT TIME WE GOT SOME HARD-CORE GOVERNMENT REGS TO DICTATE THE CONTROL AND SALE OF CYBERTECHNOLOGY.”

—Eduadro Rodriguez, mayor of San Francisco, shortly before his assassination by unknown boostergangers

EXTRA TWIST™ JOINT ADDITION

+30% of cyberlimb cost and
+10%/extra joint above normal

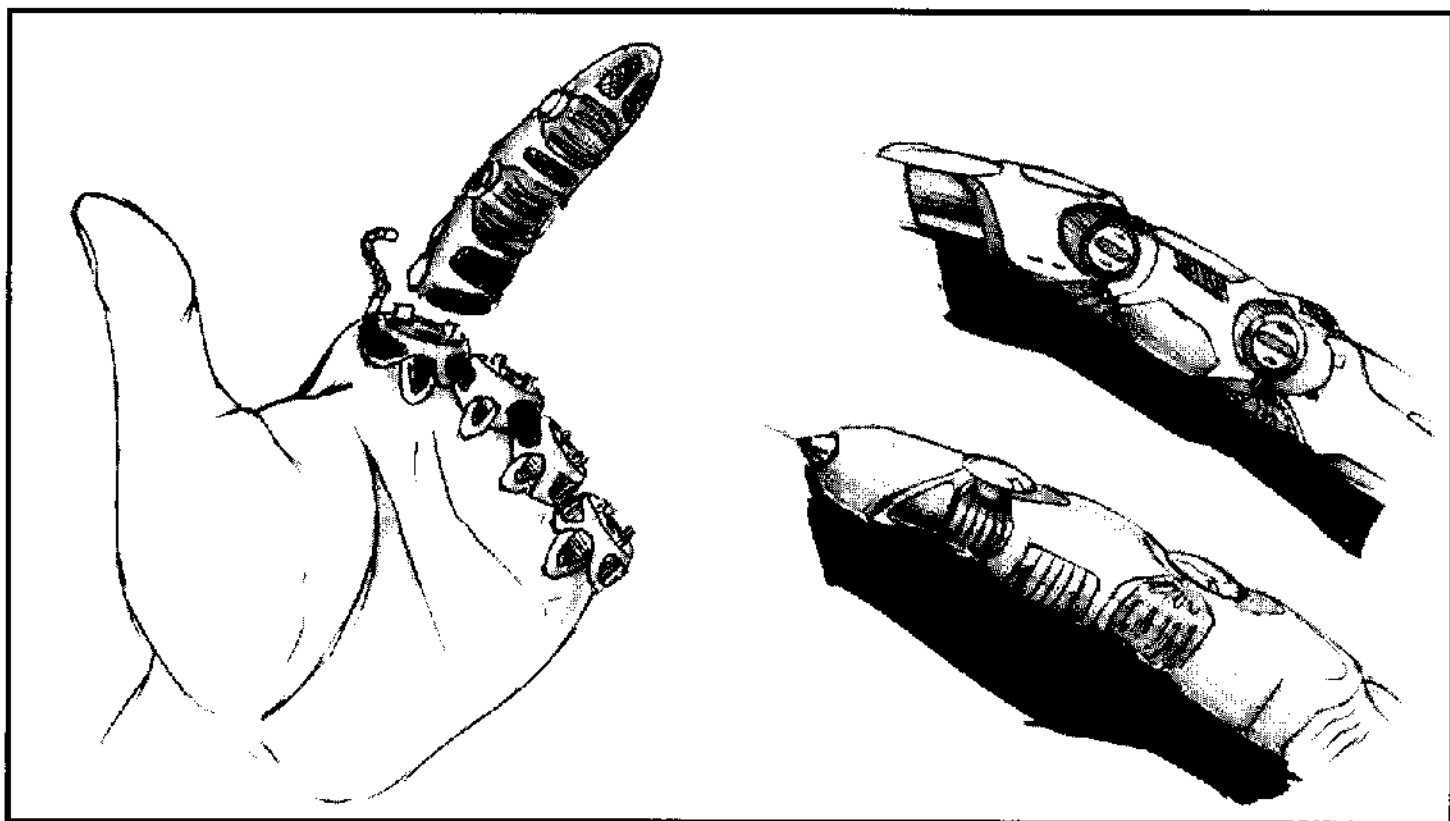
Your mom used to say “Your arm won't bend that way!” Well—now it will! Thanks to the people at Dynalar, you've got that extra move that'll put you ahead of the pack. These extra joints can be added to supplement traditional anthropomorphic configurations found in cyberware today. With this mod in your 'ware, they'll never know what hit them, when you make that move totally out of the norm. Several martial arts schools are currently experimenting with these new body joints to develop new katas, throws and holds.



Game notes:

The user must roll his REF or less (on 1D10) the first week he has the new limb(s). If he fails, there is a -5 penalty to his REF or MA (referee's choice) for a week. If he ever has a critical failure while rolling for a REF/MA-related task, he loses the use of the limb for 1D10 combat rounds. The user gets a +2 to REF/MA-related rolls covering various athletic tasks: catching, grabbing, escaping, climbing, etc. There is also a +2 bonus to Martial Arts' Grapple and Escape rolls.





DYNALAR TECHNOLOGIES "DIGITS" CYBERFINGERS

Dynalar continually brings you the best in consumer cyberlimb technology. Remember, "Digits" are compatible with standard cyberhands, and can be installed in the comfort and privacy of your home.

A) Flesh Mount

100eb

Allows cyberfingers to be installed on meat hands. Great for Yakuza members after atonement! May be combined with the Quick-Change Mount from *ChromeBook 2*. Surgery: M, HC=1

B) One-Shot Special

250eb

The final holdout! This cyberfinger holds a single 5mm round in the tip. (P -2 P E 1D6 1 1 ST 20m) It may use different types of ammo. Caution: May be black-market cyberware in some areas! Surgery: N, HC=2

C) Ballpoint Finger

25eb

A great toy for executives or students. The leakproof pen in the fingertip holds enough ink to write a ten-mile line! It can even write in zero-G or underwater! Refills are available in a variety of colors and cost 2eb. Surgery: N, HC=0.5





Geometric Progressions in Technology CORVETTE CYBERLEGS

cost varies

These cyberlegs are produced by the NovelTech corporation and are the only worthwhile competitors to the Speeding Bullet legs. They are more modular than Speeding Bullets, although the basic surgery is the same. The spine and lower ribcage are reinforced, and the hips are replaced by Smoothflow™ hydraulic ball systems, thickened myomer muscle groups, and hardened joints.

The basic system subdermally implants a small control computer, which, in combo with biofeedback conditioning, adds to the user's maneuvering. A second computer (called the High Speed Maneuvering System) can be added, further increasing the user's movement rate and maneuverability.

Game notes:

Both systems incorporate the Thickened Myomer limb option (+4 to kick damage).

Basic System: -3 MA, +1 on movement maneuver rolls.

Cost: 4500eb. Surgery: CR, HC=3D6

Advanced System: +8 MA, +2 on movement maneuvers.

Cost: 5000eb (500eb if upgrade). Surgery: CR (M if an upgrade), HC=3D6+4

Note: This cyberware was originally presented in another form in Interface Vol.1, #4.

Donner + Savage

Medical Cyberware

MEDICAL MODULAR HAND

975eb

From Donner & Savage, makers of the Home Skin-Grafting Kit, comes the new Medical Modular Hand. D & S and Dynalar (makers of the original modular tool hand) have produced the latest in modular finger technologies. The Med-Hand includes five instruments for use in any medical emergency: monoedge scalpel, four-dose air hypo, dermal stapler, dual-purpose clamp/forceps, and basic biomonitor probe.

Game notes:

This hand will match all standard cyberarms. It can also be mounted as an independent cyberhand (see Chrome 1)

With cyberarm: Surgery: N, HC=+1D6/2

Independent cyberhand: Surgery: MA, HC=1D6+2

Note: This cyberware was originally presented in another form in Interface Vol.1, #2.

CATSPAW™ STEALTH FOOT

+150eb to cyberleg costs

This foot module uses sound-absorbing pads on the soles and sound dampening of the internal mechanisms. Fully interactive with most basic cyberfoot units.

Game notes:

Gives a +1 bonus to Stealth skill rolls. Cannot be used with Web Foot, Seismic Detector (Solo/Fortune 1) or Anchoring Feet (Chromebook 2). Surgery: N, HC=1

Note: This cyberware was originally presented in Interface Vol.1, #3.



SYCUST

BODYWEAR & CUSTOMIZATION

EXTENDING LEG UNITS

+400eb to cyberleg costs

These leg extenders operate from a telescoping knee-foot mount to add up to three extra feet in height! Capable of supporting 500 lbs; they are used primarily for disguise work. A person's height can change at a thought!

Game notes:

Height can be reduced 1 ft., or expanded up to 2 ft. for walking (+1 MA), or 3 ft. while stationary. They use two option spaces per leg (must be used in pairs), and cannot be used with Speeding Bullet legs (*Solo of Fortune 1*), Corvette Legs, or Leg Boosters (*Chromebook 3*). Surgery: N, HC=+4 to cyberleg HC

Note: This cyberware was originally presented in *Interface Vol. 1, #3*.

SYCUST

BODYWEAR & CUSTOMIZATION

SYCUST JOINT OPTIONS

price varies

Double-Jointed: 1000eb

Locking Joints: 100eb

360-Degree Rotating Joint: 120eb

Great for wrestlers, judo masters, escape artists, and fighters of all types! Now you can lock the joints of your cyberlimb in place, preventing it from moving or being bent in a way it was never meant to bend! Or twist it into inhumanly possible angles! It's all available to you from the first name in cyberware customization—SYCUST.

Game notes:

Double jointing gives the cyberlimb extra pivot at the major joints, and may even allow it to bend fully backwards from its normal direction. A user of D-J arms will gain a +1 to all Grapple, Hold, and Choke H-H attacks. He will also gain a +1 to Escaping from said attacks for every set of limbs with the D-J option (arms, legs). Occupies half an option space. Surgery: N, HC=1D6/2 per set of limbs.

Locking joints cannot be combined with any sort of double-jointing option. To move a locked joint is a Very Difficult (25+) Strength Feat skill check. Takes half an option space and affects the major joints (not the digits). REF is reduced by 1 with that limb for every joint locked—so if you lock your shoulder and wrist, you are at -2 REF to all actions with that arm. It affects all major joints in the limb (arm: wrist, elbow, and shoulder; leg: ankle, knee, and hip). Surgery: N, HC=0.5. With the rotation option, the wrist or elbow of your cyberlimb can turn all the way around. If not using hydraulic rams, crushing ability is reduced to that of normal hand. Punches are the same. This can add +1 to rolls for escaping from bindings or making TFCH-based adjustments/repairs in enclosed spaces. Takes half an option space in a cyberarm. Surgery: N, HC=2

Note: Some of these options were originally presented in another form in *Interface Vol. 1, #4*.



SOVIET CYBERWARE

price varies: Cyberarm: 669eb,
Cyberleg: 875eb, Cyboptic: 100eb,
Cyberaudio: 100eb

From the Soviet Union, Transov Imports brings you Mother Russia's finest cyberware! Why pay astronomical prices? Get it from behind the Iron Curtain! Get it cheap!

Game notes:

HC's are equivalent to Western cyberware (50% chance of extra 1D6 HC and -1 ATTR). Soviet cyboptics are poor quality and hold only one option each. They have a low failure rate, but image quality is quite poor. Soviet cyberaudio is usually up to Western quality standards, but may have only two options. Soviet cyberlimbs have only two option spaces and are based on hydraulic rams—they may not be converted to myomer. They have a total SDP of 40. A kick does 3D10, a punch 3D6, and a crushing attack does 2D10. However, any time any excessive strain is put on a Soviet cyberlimb, there is a 5% failure rate.



NEWTEETH

200eb

Teeth that'll stand up to the rigors of fighting and survival!

NewTeeth are guaranteed not to come out unless you suffer a skull fracture! They're fused right into the bone! And talk about sharp! Definitely worth having in any situation! They look normal, unlike Vampires, and are great for undercover work. They are fused with the bones of the skull, making them impossible to knock out (without shattering the cranium, of course ...).

Game notes:

Sharp ceramic teeth that look human (sort of). Surgery: M, HC=1D6/2. Stats: MEL -1 N/A C 1-2 pts. of damage N/A 1 VR touch



POWERJAW

100eb

This new system from Dynalar increases the

viciousness of your bite! It winds myomer through your jaw muscles, increasing the force of mastication! With PowerJaw and a set of NewTeeth, it becomes possible to bite through an old-style encyclopedia!

Game notes:

Adds +2 to any bite damage done. Surgery: MA, HC=+1-2 to any mouth/teeth modification humanity costs.



DAKAI SOUNDSYSTEMS

EARTHSHATTERING SOUND FOR AN EARTHSHATTERING AGE

CYPHIRE

NEWTHROAT

850eb

Dakai Soundsystems and Cyphire Cyberware have developed new innovations in the analysis and transmission of vocal sounds. Together, their scientists have created the CyberVocal™ series of modifications, of which NewThroat is the most recent.

Game notes:

NewThroat involves extensive surgery in which the entire throat region is operated on and much of it is replaced with electronic sound-synthesis devices. The throat can then be Superchromed or covered with RealSkin. Its new electronic voicebox can hold up to three of the various voice implants/options (at quarter cost and no extra HC): Voice Synthesizer & AudioVox (CP2020), Voice Pattern & Forked Tongue (Chromebook 1), and Scramble (new). The throat area now has an SDC of 15. Surgery: CR, HC=2D6

Note: This cyberware was originally presented in another form in Interface Vol. 1, #3.



DAKAI SOUNDSYSTEMS

EARTHSHATTERING SOUND FOR AN EARTHSHATTERING AGE

SCRAMBLE

50eb

Usable with NewThroat or AudioVox, this electronically alters the individual's voice, making it completely unidentifiable, but also making it sound so electronic that it cannot pass as a voice. With modifications, the voice can be "read" by a cellphone scrambler (Chromebook 2).
Surgery: N, HC=2





KIROSHI MONOVISION

650eb

From the makers of the OptiShield!

Were you upset when you could only afford anti-dazzle for one eye and had to hobble around with only one eye functioning? Well, nevermore ... with the new MonoVision we replace your entire optic ridge and both eyes with a single wide-angle cyberoptic, giving you that cool, visored look so "in" with today's boosters!

Game notes:

You pay once for the cyberoptic option, both price and

humanity cost. This cyberoptic format can hold six options; with its revolutionary wrap-around styling, it gives its user perfect vision of 180 degrees and extends peripheral vision to a full 225 degrees. The wrap-around FOV gives +1 to Awareness rolls and an extra +1 to Initiative rolls in surprise or ambush situations. Surgery: MA, HC-3D6

Note: This cyberware was originally presented in another form in Interface Vol.1, #3.

BODYWEIGHT

Life Preservation Systems

VARIABLE-CHAMBERED HEART OPTION

+450eb to basic cyberheart costs

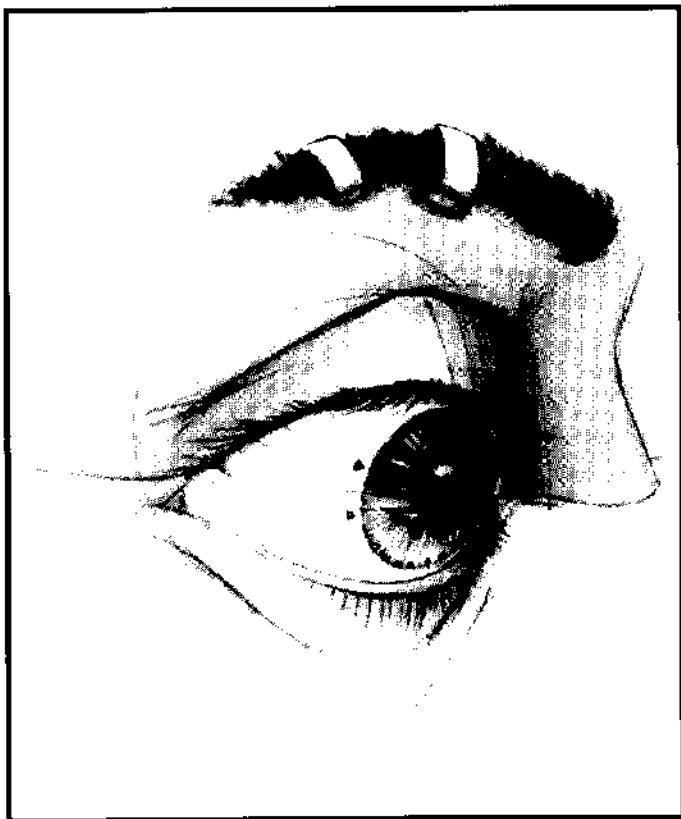
Only the best from Bodyweight!

Everyone knows that the crocodile has a variable-chambered heart, right ... *Right?* Well ... okay, so you didn't know. But do you know why? On land, the heart works like a four-chambered mammalian heart, and underwater it behaves like a three-chambered amphibian heart, causing the blood to bypass the lungs, allowing the reptile to hold its breath longer! Now you can get that function on your Pacesetter cyberheart (see *Chromebook 1*). Hold your breath longer! Get better endurance! Go for it!

Game notes:

Doubles the amount of time the user can hold his breath (10-20 min.), and gives a +1 to Endurance skill! Surgery: N (no addition to original surgery), HC=+1D6/2 to cyberheart HC. Warning: Using the "Overdrive" function with the "Bypass" function will result in a stroke!





Nikkon

DOUBLE-SLIT PUPILS

200eb

New From Nikkon America!

Ever wonder how a caiman sees clearly through the boundary between water and air? It's in the structure of its pupils—they're double slit to compensate for the amount of refraction encountered! Now you can have that, too. Great for the amateur or professional diver that needs to see what's going on above the surface as well.

Game notes:

Allows characters to see clearly through the air-water boundary. Takes 1 space in a cyeroptic. Surgery: N, HC=0.5

BODYWEIGHT

Life Preservation Systems

BODYWEIGHT VEIN CLIPS

700eb

The greatest danger to any downed 'Punk on the street is dying before medical aid (even Trauma Team) can arrive to save you. What does many people in is sudden shock brought on by massive blood loss. Bodyweight has been very successful in remedying this situation by placing clips on major veins and arteries that can reduce or stop bloodflow when required. Specialized sensors monitor pulse and blood pressure, expanding and contracting the clips as necessary.

Game Notes:

+2 on all Death Saves. Surgery: MA, HC=1D6

STINGER

400eb

Somewhat new to the world of cyberimplants, this bit of hardware is considered black market primarily because of its current misuse (boosters loading it with poisons, etc.) and its newness. It is an inch-long hypodermic needle (carboglas for durability) which extends from the fingertip, and is connected by flexible tubing to a cartridge in the palm. The cartridge is encased in memory plastic which can be contracted, expelling the unit. Up to three doses of a liquid chemical or drug are contained in each cartridge.

Surgery: M, HC=1D6+3

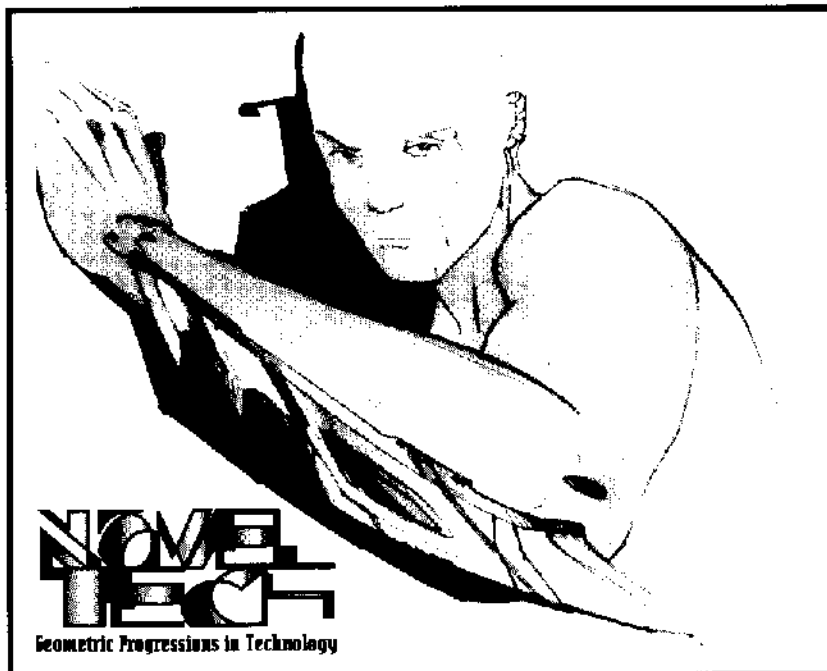
Note: this cyberware was originally presented in Interface vol.1,#2



BIGRIPP

1200eb/body weapon,
850eb/cyberlimb weapon

NovelTech, Ltd. puts a 14 in. triangular blade of carboglas in your forearm—the ultimate expression of the scratchers-rippers-wolvers style. The blade is operated by muscle tension, extending from a slit either above or below the wrist. An alternative mounting allows the blade to extend along the length of the forearm. Warning: considered Black Market/illegal bodyware in many judicial areas.



Game notes:

The BigRipp does 2D6 damage with AP ability equal to a knife. If cyber-mounted, it gains full AP. BigRipps can be used with any martial arts style that has sword or knife as a weapon, but if used to parry, they will break on a 1-3 (D10 roll). The forearm mounting only has knife-level AP ability, but only breaks in a parry on a 1 (D10 roll). If the user does a martial arts parry, the forearm mounting allows the parrying character to do full damage to the attacker or attacker's weapon. Meat-mount: Surgery: MA, HC=3D6+1
Cyber-mount: Surgery: M, HC=same
Note: This cyberware was originally presented in another form in *Interface* Vol.1, #1

HIGH FIVE, AKA THE PALM BOMB

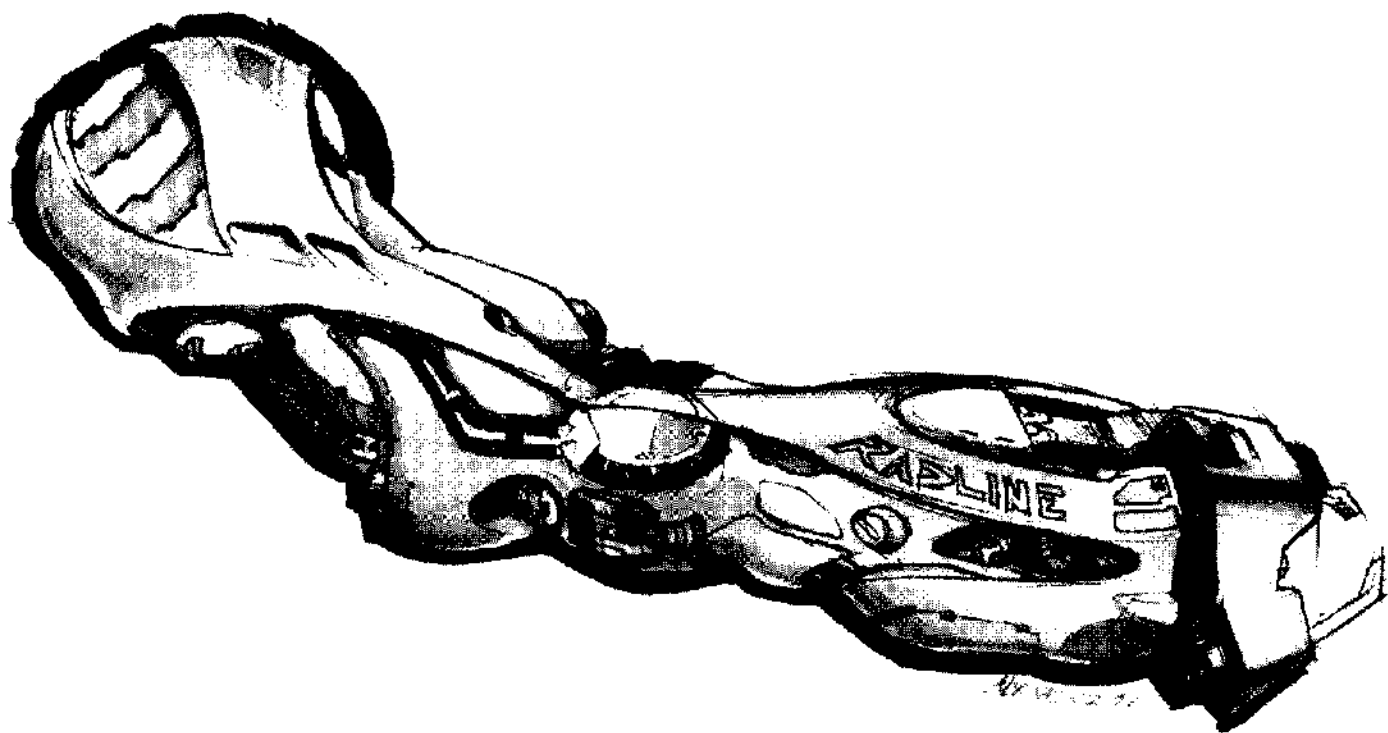
355eb

This cyberarm weapon option was first seen in the Middle East, used by *Jihad* terrorists who specialized in close combat. Based on certain Neo-Soviet designs, it is rugged, durable, and reliable. The Palm Bomb has since circulated into Central and North America, where it's considered a brutal assassin's tool. The device is a chamber housed in the wrist of the cyberarm, exiting through the palm. It can be machined for either a 12 ga. shotshell or .477 handgun load (as used in the Militech Boomer Buster). With a solid H-t-H strike, the chambered round will fire point-blank into the target! A wrist port allows for easy reloading, and the entire mechanism is well hidden within the cyberlimb, making it Impossible (30+) to detect at a glance. A manual safety is standard. Illegal cyberware in all U.S. and European judicial regions; other areas may vary.

Game notes:

No second to-hit roll is needed; damage is considered a second attack for purposes of determining armor penetration. Even with an inspection, the weapon's mechanism is Difficult (20+) to detect. The .477 round is AP and does 5D6 damage; 12 ga damage is found in the main rules. Because the weapon is triggered by physical contact, there is no range. Surgery: N, HC=1D6+3
Note: This cyberware was originally presented in *Interface* vol.1, #2.





RADLINE LABORATORIES

BLITZKRIEG™ ARC-THROWER

1050eb

Sweden's Radline Laboratories puts the power of the Gods at your fingertips!

The new Blitzkrieg Arc-Thrower incorporates the use of a low-energy laser to ionize an air path along which the high-volt, medium-amp artificial lightning bolt is directed. Because of power storage and shielding concerns, no other item can be used in the same arm as the Blitzkrieg. Because most armors are not grounded vs. electrical impulse (+50% to armor's cost, negates weapon), only MetalGear can defeat it! (Weapon does 50% damage.)

Game notes:

Uses all option spaces in a cyberarm. Weapon stats: EX 0 na R 3D6 4 1 ST 10m. Damage is 1/2 real, 1/2 stun. Any cyberware hit will be down for 1D6/2 min.; a critical success means the item is shorted out and must be repaired. Even meat hits affect adjacent cyberware like a Microwaver with a +1 penalty on the effects roll. Surgery: M, HC=2D6
Note: This cyberware was originally presented in another form in Interface Vol.1, #1



Dermatech Inc.
**DERMATECH
LOGO-LINE™
TATTOOS**
price varies

Dermatech, Inc. knows what YOU want! You've seen them on the vids, in the movies, even on the braindances. Tori Danstele, supermodel, has one. Kade Lorenzo, international singing sensation, has one. Even Lee Chapman of Net54 has one. Now you can have one, too! Your very own licensed logo light tattoo! Yes, Dermatech has obtained licensing rights to reproduce the logos of ConAg, Datatel Inc., New American Motors, EBM, Everest VentureWare, Raven Microcybernetics, and Tritech as light tattoos for the general public! Imagine the reaction in your social circle when you take your jacket off and flash a true-blue Tsunami Arms trademark "wave-in-motion" on your arm. Uniqueness! Status! Mega-cool public appeal! Make it bold ... make it sharp ... make it Dermatech!


Game notes:

Prices vary from 10-200eb depending on size and placement. Dermatech tattoos are available at all BodyShope and Art to Bare outlets across the country, as well as many other fine tattoo parlors. Surgery: N, HC=0.5


ECHOLOCATION SYSTEM COPROCESSOR
800EB

Low-lite still requires light, and a thermograph is only good for heat. Now, use sound emissions to see! Requires two cyberoptics w/Video Imager (*Chromebook 1*), an AudioVox implant, and cyber-audio with Enhanced Hearing Range. You will be able to see in pitch-blackness, regardless of the EM spectrum! For an additional 30eb, a Teletronics sonar scanner (*Chromebook 1*) can be tuned for use with this system (replacing the AudioVox).

Game notes:

This item allows the aforementioned systems to interface and create a 3-D graphic image from the reflected sonic data. The system works at near-real-time, but not perfectly, thus the character is at -1 Awareness for visual data while using this system (-2 if dealing with colors or textures). A "white noise" generator will jam the emissions, "fogging" the image. The item is a neuralware coprocessor and requires the basic neural processor in order to function. Surgery: N, HC=1D6/2





Nu-Tek Technologies, Inc.

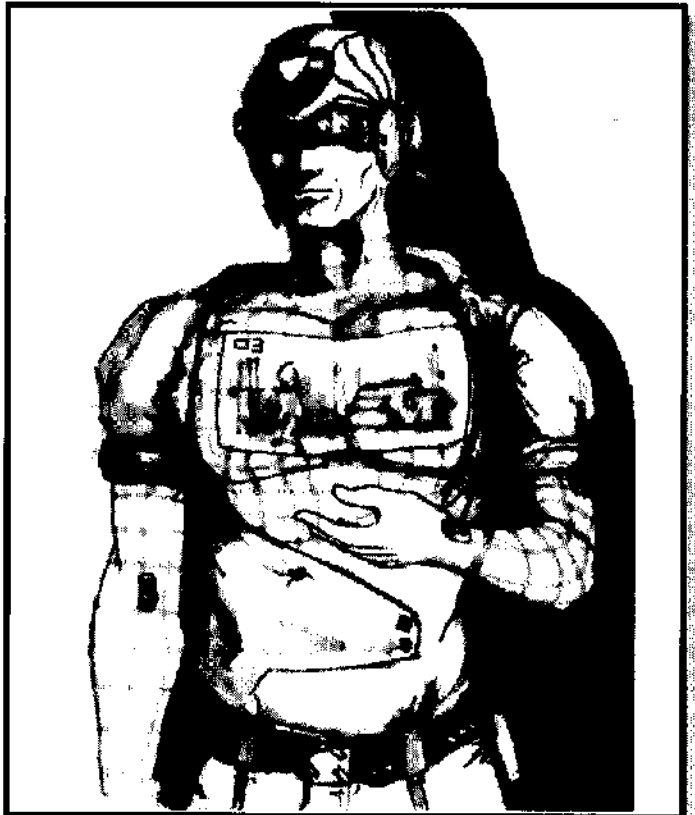
NU-TEK TVSKIN

600eb

Nu-Tek's new synthskin uses the latest in optical fiber technology to make your body a vidscreen. You can use the TVSkin's patented GridWork™ system and tuning chip to make the screen any size and anywhere.

Game notes:

You must have the basic neural processor with a variant of DataTerm Link in order to pick up the TV signal. On activation, the operator will see a green square grid crisscrossing his body. He selects first the top left corner, then the lower right corner, and the skin in that area will become equivalent to a vidscreen. Uses a small battery pack (20eb, 4-hour life), which many users place into a subdermal pocket. Surgery: M, HC=1D6+4



MILITECH CYBER-DETECTION COMPUTER (MCDC)

3000eb



This new neuralware mod was originally designed for use by American Special Forces units, and is a step and a half over AAS' old Doc Richter™. A built in micro computer receives data from up to four different non-visual cybernetic sensory devices: cybervision, radar or sonar implants, olfactory boost, or cyber-seismic detectors (Solo of Fortune 1)—either their own, or, via interface plug and cable, others'. The subject can link to non-cybernetic sensory equipment as well. The computer processes the data received, then signals the target's bearing and exact range. This enables the user to have full concealment or cover, and still perform reconnaissance functions. Great for ambushes, which is why it was designed.

Game notes:

You must have the basic neural processor with Machine/Tech Link in order to use this module. Output is via subdermal viewscreen (Chromebook 2), cyboptic Video Imager (Chromebook 1), or cybervision. Other methods of detection depends on the sensory systems used. With seismic/radar systems, you can determine size; with olfactory boost/chem sniffers, you can identify organic or inorganic objects. Operator receives data on number/size of objects; if they're in motion; range to specific sensor or operator, and bearing from specific sensor or operator. This information can be used for recon ID, to activate remote ambushes, or provide targeting data for indirect fire. Surgery: M, HC=1D6+3



TASTE BOOST

100 eb

A simple neural mod, this enhances the sense of taste to allow for detection of poisons, as well as over-seasoning. Can be toggled for when you want to enjoy your aunt's 5-alarm chili without losing your sanity.

Game notes:

Installation of the booster to your processor is followed by a shot of transform viruses to your tongue. You now have heightened receptivity and interpretation of the four basic tastes: sweet, sour, bitter, and salt. It requires practice and training to identify chemical compounds by taste (be prepared to make a lot of INT-based skill rolls). Olfactory Boost helps with identification of compounds. Surgery: M, HC=2

SHAPE
RECOGNITION
CHIPWARE

500eb

Need to pick objects out of a crowd? The newest chipware from Direct Dataware can help! Program your specifications onto a blank chip, drop it in your socket, and proceed to pick out the things specified by the chip, surrounding them with a colored halo. This is essentially the reverse of our Visual Recognition Chips.

Game notes:

The system can access up to three different chips at once. Programming cannot be incredibly general ("halo all firearms"), but can be semi-specific ("halo all automatic pistols") to extremely specific ("halo all Malorian Arms 3516 Pistols"). For use with Zetatech's Times Square Plus cyberoption (Chromebook 1).

LOCKDOWN

300eb

Many a time the Solo or cop has been outdone by an invisible sniper. Our human ears, even augmented, aren't designed to pick out the precise locations of gunshots. Now, thanks to the Weaponsmasters of New Mexico, you can spot a sniper or gunman anywhere! Using an internal computer in coordination with advanced audio, Lockdown applies a graphic "picture" of the bullet's trajectory over the user's vision, and places a red rectangle in the general location of the shooter. The more shots fired, the better Lockdown can fix the location!

Game notes:

Lockdown is neuralware and requires the basic processor, Times Square Plus (Chromebook 1), a bodycomp (Chromebook 2), and cyberaudio with Enhanced Hearing Range. In order to properly triangulate, there must be a second user with Lockdown within hearing range of the shooter; both users must have the Radio Link or Phone Splice cyberaudio options. Each firing increases the user's chance of finding a hidden shooter (Awareness/Notice skill) by +1. Surgery: N, HC=1D6

CHIPLOK

150eb

Are you worried about theft of your chips while you're asleep or incapacitated? No problem! ChipLok is a special device attached to your socket, locking the chip(s) in place until an electronic key is applied. ChipLok is widely used by mental health officials and law enforcement, to keep Pacifism chips installed in patients, and Exile chips installed in felons.





FACEDOWN CHIP

150eb

Know the right things to say; use the right body

language! When you're in a Zone club, and some dorphed-up booster gets in your face, it's your cojones against his, and you need to show him that yours are bigger! The Facedown Chip from Militech is a database of all the old classic facedowns from Hollywood, TV, the latest Braindances, and every other source we could find! Now you'll have it all at your mental fingertips!

Game notes:

While installed, gives user a +1 bonus on facedown rolls.

HOME CHIP

940eb

A variant of the behavior chips used for Exile sentencing, home chips are designed to keep the user from partying all night. After approximately two hours away from home beyond a preset time, the user will get strong stimuli to return home. "Home" is a preprogrammed geographic location verified by the chip's reception of a broadcast signal. For an additional 40eb, the chip can send similar signals when the subject goes further than a certain radius from "home."

Game notes:

Resisting the impulse from a Home Chip is a Very Difficult COOL check, to which the Resist Torture skill can apply.

SPEEDREADING CHIP

250eb

Time—who has enough?

Even when you receive all of your mail and news electronically, you often find yourself passing over things due to a lack of time. Would you like to remedy that problem without losing data or biting into your schedule? How about being able to read your normal daily input in half the time, or less? Parts N' Programs gives you what you need! Simply slot the chip and get reading—works with any cyberoptic. You'll find yourself assimilating printed information in half the time it took before, at full comprehension levels. So subscribe to more screamsheets, download more books, connect with more correspondents, and never again worry about the lack of leisure time. Parts N' Programs' Speedreader Chip is completely compatible with our Written Language Translation Chips.

Game notes:

Requires a cyberoptic. Halves reading time for characters up to INT 6, time drops to one third of normal above INT 6. Reading comprehension level is normal.

DREAM SUPPRESSANT CHIP

300eb

Problems sleeping? Post-traumatic stress syndrome keeping you up all night? This new technology from DataEdge can give you a restful night's sleep by repressing REM sleep.

Game notes:

A Dream Suppressant Chip works as advertised, allowing the user a restful night's sleep, dream-free. However, for every week of use, the user will temporarily lose a point of EMP. All lost EMP can be regained through a night of normal sleep.



BIOWARE & NANOTECH

WHY GO WITH BIOWARE? IT'S THE WAVE OF THE FUTURE! COMPLETELY UNDETECTABLE BY NORMAL SCANNING SYSTEMS, IT'S THE SYSTEM OF CHOICE FOR THE UP-AND-COMING SOLO! REMEMBER THE GUY THAT WENT AFTER SABURO'S SON IN 2020? HE GOT ALL THE WAY TO KEI'S FLOOR BEFORE THE AI SYSTEMS KILLED THE NETRUNNERS AND HIS BACKUP WENT DOWN. IF THEY'D HELD OUT FOR ANOTHER TWO MINUTES, ARASAKA'S OPS CAPABILITY WOULD'VE BEEN DECAPITATED ..."

—SGT. ARCH ANDREWS, CADRE AT FORT BRAGG AND FREELANCE SOLO

OTEC

NITROGEN BINDERS

1400eb

Cheap and effective tech! Did you ever think you'd hear those two words to describe nanites? It's true! OTEC has whipped up a simple nanite in its labs that will prevent divers from getting nitrogen narcosis no matter how fast they ascend!

Game notes:

Prevents nitrogen narcosis, aka, "the bends." Reduces depressurization time up to 100%, depending on depth. (The deeper the dive, the smaller the time reduction.) The user must have regular upkeep treatments (400eb every 3 months). Surgery: N, HC=1-2

ADVANCED MUSCLE AND BONE LACE

price varies

Want to get varying degrees of personal improvement instead of one big lump treatment? Is the original Muscle and Bone Lace too much? Not enough? InterTech introduces its new advanced version! Just tell the dealer how much you want done!

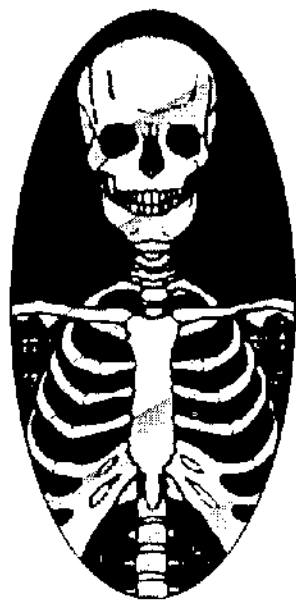
Game notes:

This item is identical in all other respects to the item found in CP2020. Surgery codes are N.

Cost	Body Type Bonus	HC
1000eb	+1	1-2pts
1500eb	+2	1D6/2
3000eb	+3	1D6+1



Replitech



REPLITECH "TUFFBONE" SKELETAL ENHANCEMENT

O price varies
riginally developed
as therapeutic
treatment for age-
or low-g-induced osteo-
porosis, Replitech's
TuffBone treatment uti-
lizes custom-designed

biocompatible bacterial strains to increase your bone density for augmented skeletal strength and improved muscle anchoring. Just a few days after the initial injections, your bones will be fully colonized and begin bulking up with minerals deposited by the bacteria. Don't worry—we've made sure the process is self-limiting and stabilizes in maintenance mode after reaching full development.

Game notes:

Surgery codes are M.

Alpha level TuffBone (1300eb): Increases Body Type by +1 for purposes of Strength Feat skill rolls, lifting/carrying, and BTM vs. melee/H-t-H damage. User's weight is increased by 5%. HC: 1D6/2

Beta level TuffBone (2800eb): Increases Body Type by +2 (see above effects), and weight increases by 10%. Bone growth to limbs and facial structure decreases ATT by -1. HC: 1D6

BODYWEIGHT

Life Preservation Systems

BODYWEIGHT, INC. "METAHEME" HEMOLOGICAL REPLACEMENT

1300eb

Did you know your respiration was a lot more efficient before you were born? Oxygen was transported through your body using a molecule with a greater "attraction" than the hemoglobin in the platelets circulating through your bloodstream at this very moment. Now you can recapture that incredible efficiency, without the side effects of respiratory exhaust retention, with Bodyweight's "Metaheme" viral transform therapy. Our custom-engineered viral agents will modify your marrow to produce red blood cells carrying the metaheme molecule in place of hemoglobin. You'll see an instant increase in aerobic ability and overall athletic performance that simply has to be experienced to be appreciated. Fine tune your body with a little help from Bodyweight, Inc.

Game notes:

Subject gains the equivalent of +1 to MA, Endurance +1 skill, and can hold his breath for an additional four minutes. Warning: the subject cannot take blood transfusions from any blood group outside his own, or use any artificial blood substitutes except those made by Bodyweight. Subject also suffers a -1 penalty to all BOD-related resistance rolls involving poisons and disease due to the increased absorptive qualities of his blood. Surgery: M, HC=1D6/2



BIOTECHNICA

NEOAPPENDIX

500eb

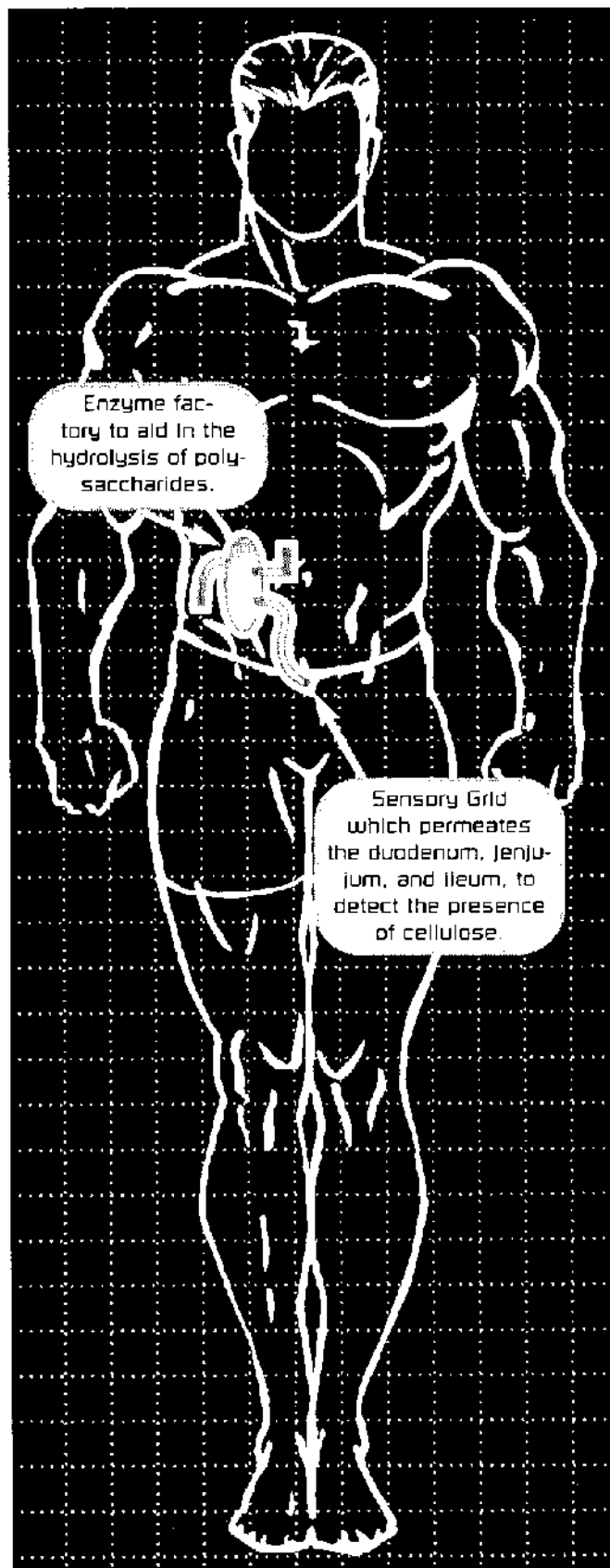
Gonna be out on the front for a long period of time? Need more food than you'll be able to carry with you? The NeoAppendix from Biotechnica can help! The NeoAppendix is an activated form of your natural organ (which was deactivated by evolution), enabling your body to digest cellulose! You can live off of tree bark and grass trimmings if necessary.

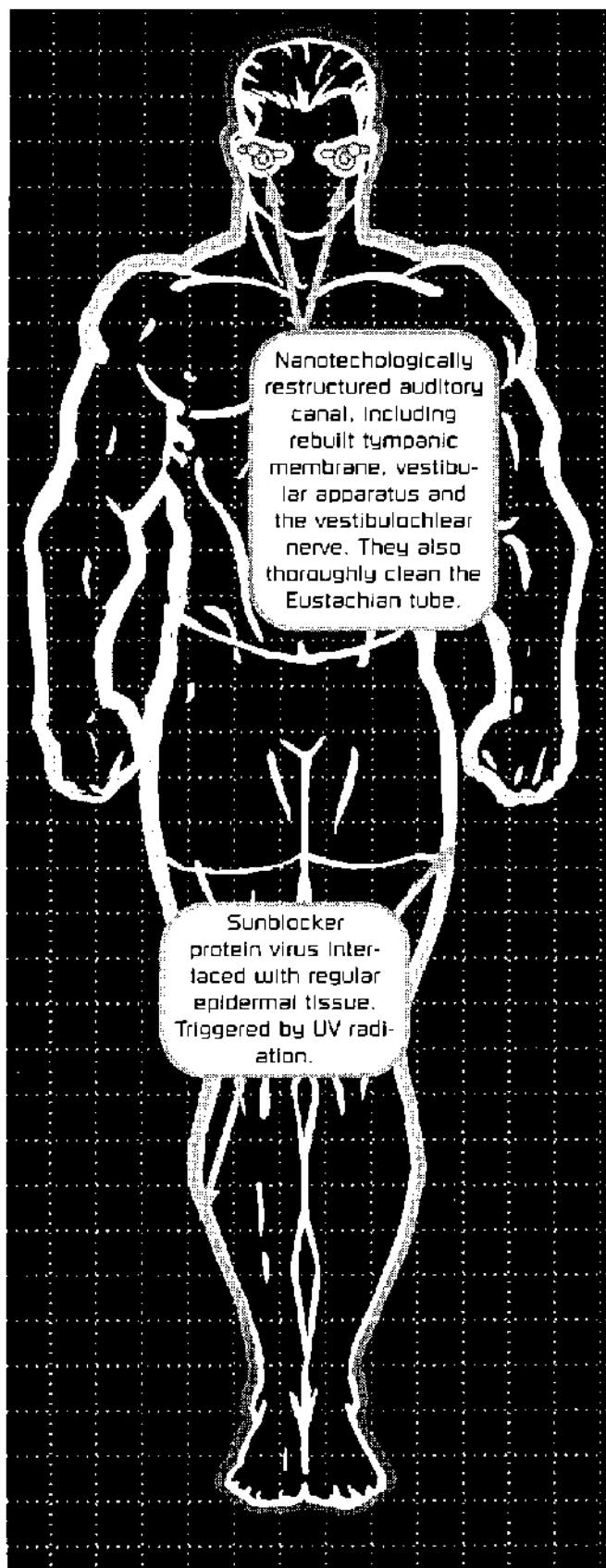
Game notes:

Gives the owner a +2 bonus on all Wilderness Survival skill rolls related to finding food. Warning: a regular diet of cellulose-bearing organic material will produce a surfeit of bodily-generated methane... This will make it easier to track the subject through smell, and may pose a fire hazard. Surgery: MA, HC=1D6/2

"Siberia, mid-winter. I was stranded there for eight weeks because my pick-up got scragged. Had to live like a rabbit on lichen, scrub grass, and tundra weed. Stuff tasted like crap, but it kept me alive—thanks to my biotech appendix."

— Wilson Card, Militech operative





Nanotechologically restructured auditory canal, including rebuilt tympanic membrane, vestibular apparatus and the vestibulochlear nerve. They also thoroughly clean the Eustachian tube.

Sunblocker protein virus interlaced with regular epidermal tissue. Triggered by UV radiation.



Utopian Corp.

NANOAUDITORY REBUILD

1500eb

Don't feel like having your skull cracked open to get cyberaudio crammed in there? Expertly designed nanosurgeons can rebuild sections of your auditory canal to improve your hearing.

Game notes:

Gives the user Enhanced Hearing Range and Level Damper as if he had the two cyberaudio options. The process takes four days and the character is deaf for 3D10 hours after the injection (deafness begins in 1D6 hours from the time of injection). Surgery: N, HC=1D6/2



BIOTECHNICA

BIOTECHNICA "SUNBLOCKER" SUNSCREEN

250eb

Let others cower before the effects of the thinning ozone while you worship the sun! The new Sunblocker viral treatment modifies your dermal cells to manufacture a protein, originally derived from the skin of an Asian toad, that stays inert until ultraviolet light triggers a structure change. Within ten seconds of exposure, the protein "curdles" and begins absorbing ninety percent of the incoming UV and visibly darkens the subject's skin. This is a common modification for spacers and anyone worried about that nasty old hole in the ozone.

Game notes:

Prevents any kind of sunburn and reduces the risk of skin cancer induced by UV radiation to an insignificant level. Surgery: M, HC:1





BIOTECHNICA

NEOLUNGS

1000eb

The evolved lung is not a very efficient system—it only utilizes 17% of the oxygen inhaled at any time. Neolungs from Biotechnica improve the flow-patterns of inhaled air, making them more circular, increasing the amount of oxygen your body can take in.

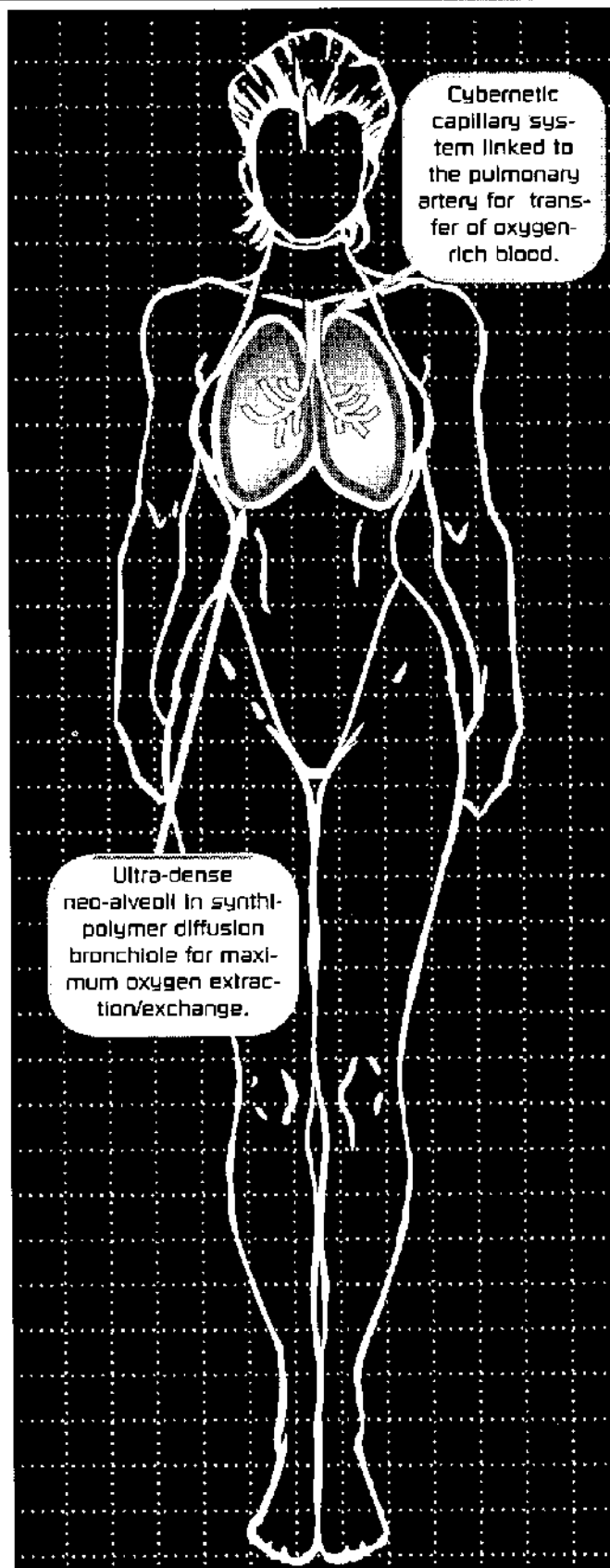
Game notes:

The user becomes able to hold his breath twice as long as normal (10-25min.), or he can breath at half his normal rate without difficulty. Surgery: CR, HC=1D6

"Run for miles without getting winded, freedive for twice as long, and, if the environment is less than pleasant, hold your breath for as long as you need—all with a set of Neolungs™ from your friends at Biotechnica.

Biotechnica: Adapting *You* to the Future!"

— Biotechnica Ad Program



Dornier•Bauer

Biotechnische

DORNIER-BAUER BIOTECHNISCHE NEURAL BRIDGE

600eb

Trust Dornier to give you a hand ... literally!

This handy little bit of bioware is a bundle of cultivated nerve tissue that links the motor coordination areas of both sides of the brain to make the subject ambidextrous. You'll be the envy of your fellow Edgerunners as you stun the competition with moves they'd never expect.

Game notes:

Tasks can be performed using either hand without penalty, but the standard -3 penalty does apply when trying to perform a task with each hand at the same time. For four weeks after implantation any skill use using the former "off" hand will be at half level until the subject adjusts to the new neural pathways. Surgery: MA, HC=1D6+2

I was totally warped when I found out how cool this was. With a little practice, I could use both pistols at the same time, just like that famous 20th century Hong Kong solo, Chow Yun Fat. Man, I wish I had a Media like John Woo following me around and chronicling my work!"

— The late Jesse Raffles, weefle-solo

Dornier•Bauer

Biotechnische

DORNIER-BAUER BIOTECHNISCHE CIRCULATORY SPHINCTERS

3200eb

You'll keep going, and going, and going with the latest development in personal wound management from Dornier. A rapid drop in blood pressure from a serious wound causes rings of muscle spaced along the arteries in the limbs to contract, cutting off blood flow to the injured area. Valves in the veins then slam shut and re-route circulation around the affected limb. Any tissue at the wound or lower is hamburger, but traumatic blood loss and shock damage is prevented.

Game notes:

Gives +2 to any Stun/Shock Saves and automatically prevents further damage from blood loss after a Serious or greater wound level is reached. Limb tissue below the wound site must be surgically removed and replaced with a cybernetic or vat-grown alternative. Surgery: MA, HC=1D6



Revolution Genetics

POISON GLANDS

price varies

Revolution Genetics has developed a new type of bioware: Poison Glands. The poison comes in four possible types: hallucinogens, nausea, somatic, and biotoxins. These types are varied according to potency and reaction time. The best part about the glands is that, no matter how often you use them, they continue to produce poison! Three different packages are available.

Game notes:

Surgery: MA.

Teeth: Like a snake, poison can be injected through natural fangs installed in the teeth. This also causes bite damage. 500eb costs for hallucinogen, nausea, or somatic (sleep). 1000eb for Biotoxin I. HC: 3d6.

Hands: Poison sacs can be engineered to coat rippers or wolvers, delivering the poison with a successful slash. 500eb costs for nausea or somatic, 800eb for hallucinogen, and 1100eb for Biotoxin I. HC: 2d6+3.

Warning—user is not immune to the effects of his own poisons! Caution in use is advised. Considered a Restricted or Illegal modification in some judicial areas.

"And so this guy pops Jerry one in the chops, right? Well, Jerry was springing his fangs at the time and that punch made him chomp his own tongue. Ouch. Fortunately, he only packin' brain juice at the time, so he spent the rest of the evening screaming and whining in the corner. Frack, that had to be worse than getting shot by your own gun ..."

— Jenny Fliescher, TT, Medtech

Revolution Genetics



TAILORED PHEROMONES

price varies

Smell is supposedly one of the most mind-affecting senses—a whiff of something can bring back memories long-forgotten, attract a mate, or instill emotion. The new, tailored pheromones from Revolution Genetics can be yours now. Small glands will be surgically implanted in your armpits and crotch, and you're ready to change their minds!

Game notes:

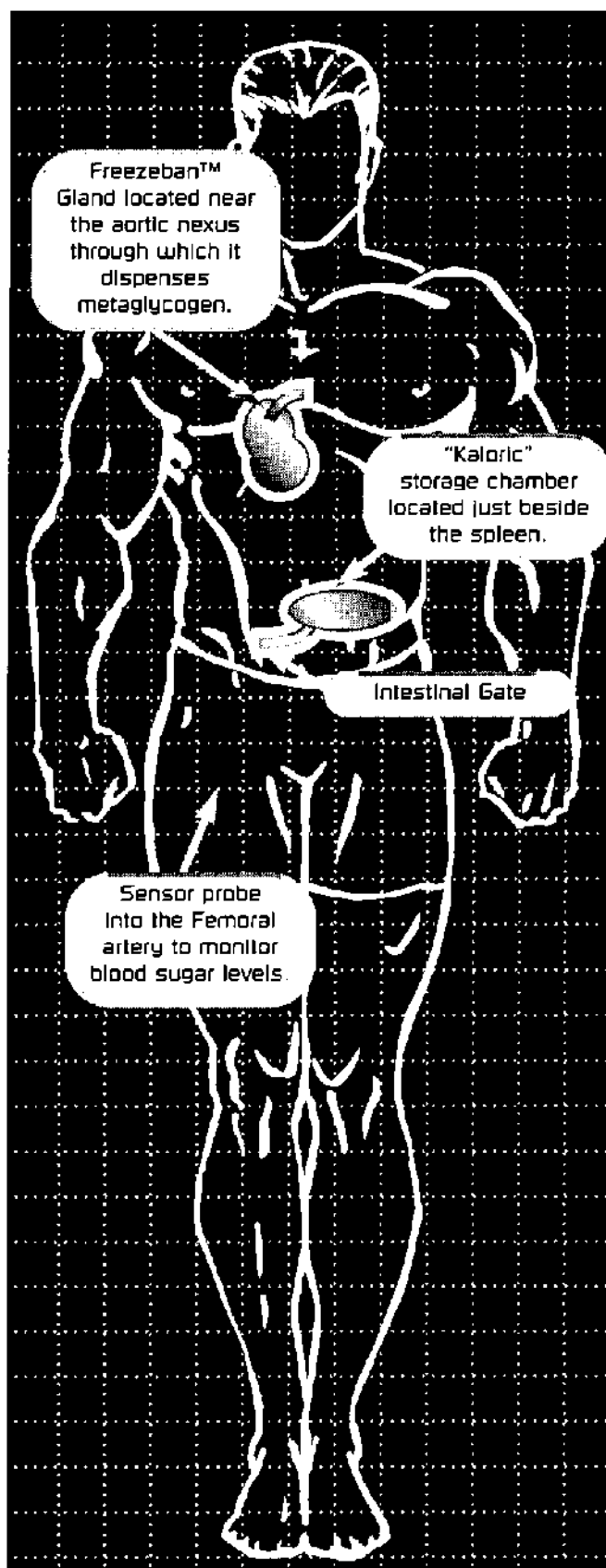
Surgery: M, HC=1d6/2. A player may only have one type of pheromone implant at a time. Nasal filters are 60% effective against pheromones.

Love (1000eb): Gives the user a +1 on all Seduction skill rolls for the specified sex (same or opposite; warning—"same-sex" effects may backfire at GM's discretion!).

Gullibility (2000eb): Gives the user a +1 on all Fast Talk/Persuasion rolls.

Confusion (2500eb): Anyone within 1m of the user gets a -1 to INT-based skill rolls and to Initiative rolls.





NAC

No-Ahme Caldwell

N-A C "KALORIC" SECONDARY GUT

750eb

Rushed? Wish you could free up some more time in your day? Or are you planning a long duration trek and need to keep the weight to a minimum? No-Ahme Caldwell comes to the rescue with the Kaloric—a secondary stomach chamber that empties into the small intestine in response to low blood sugar levels. You can eat when you have the time and the Kaloric won't send the food on to finish digestion until your body demands it.

Game notes:

Allows you to store up to a two-day food supply in the gut and function as though you'd been eating normally. Surgery: MA, HC=1D6/2

N-A C "FREEZEBAN"

BIOCONSTRUCT

650eb

No-Ahme Caldwell introduces the perfect bioware for cold weather work or traveling space in cryosleep. The Freezeban gland is implanted in the chest cavity where it maintains your body with a constant supply of metaglycogen, a chemical compound that prevents water in the tissues from forming ice crystals in below freezing temperatures.

Game notes:

The effect is immunity to frostbite, and +1 on any Wilderness Survival/Endurance skill rolls in weather under 10° C. Subject also gains a +3 bonus on any cryosleep suspension and re animation rolls. Surgery: MA, HC=1



NAC

No-Ahme Caldwell

NO-AHME CALDWELL

"QUICKCLOT" HEMOFIBRINIC

NODES

3000eb

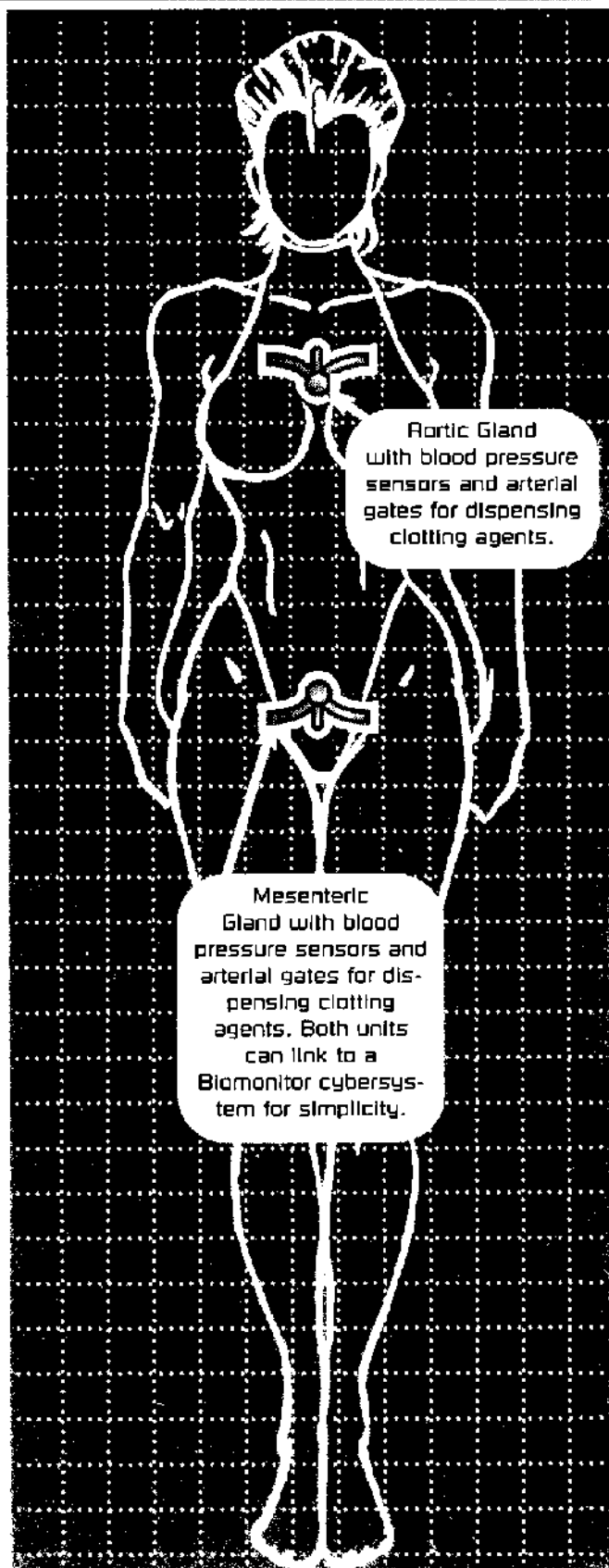
The Quickclot System relies on two bioengineered glands that produce and store the bloodclotting compounds fibrin and fibrinogen. One gland is attached to the mesenteric artery where it branches into the femoral arteries leading to the legs, while the other is located at the aortic arch where it branches into the axillary arteries to the arms and the carotid arteries to the head. Wounds that cause a drop in blood pressure, or elevated levels of histamine, trigger the nodes to release their contents and quickly seal off the site with a tough, fibrous scab.

Game notes:

All wound states are treated as being one level less in severity. (Serious is treated as Light and has no penalties, Critical becomes Serious with -2 REF penalty, etc.) On the down side, the sudden release of clotting compounds has a 1 in 10 chance of causing a stroke or heart attack from clots lodging in the blood stream. Cannot be used with the Lifesaver Nanoskin treatment (*Chromebook 1*). Surgery: MA, HC: 1D6

"Gotta be careful with this one. Had a friend who went into shock from a minor hit, but his blood pressure dropped like a stone because of it. Suddenly, his implants started pumping out fibrin and his system started clotting up like crazy. Luckily a TT AV showed up and could flush his system before he went solid. Harsh."

— Rachel Mars, Freelance Techie



Revolution Genetics

FLASHLITE IMPLANT

290eb

This is a small patch of cultured skin impregnated with the same bioluminescent material found in insects and deep-water fish. Powered by the body's natural neuro-electricity, it produces the low-candlepower equivalent of a mini-flashlight. Popular with miners, divers, and techs who always have their hands full, Revolution Genetics now brings this useful bioware to the home consumer!

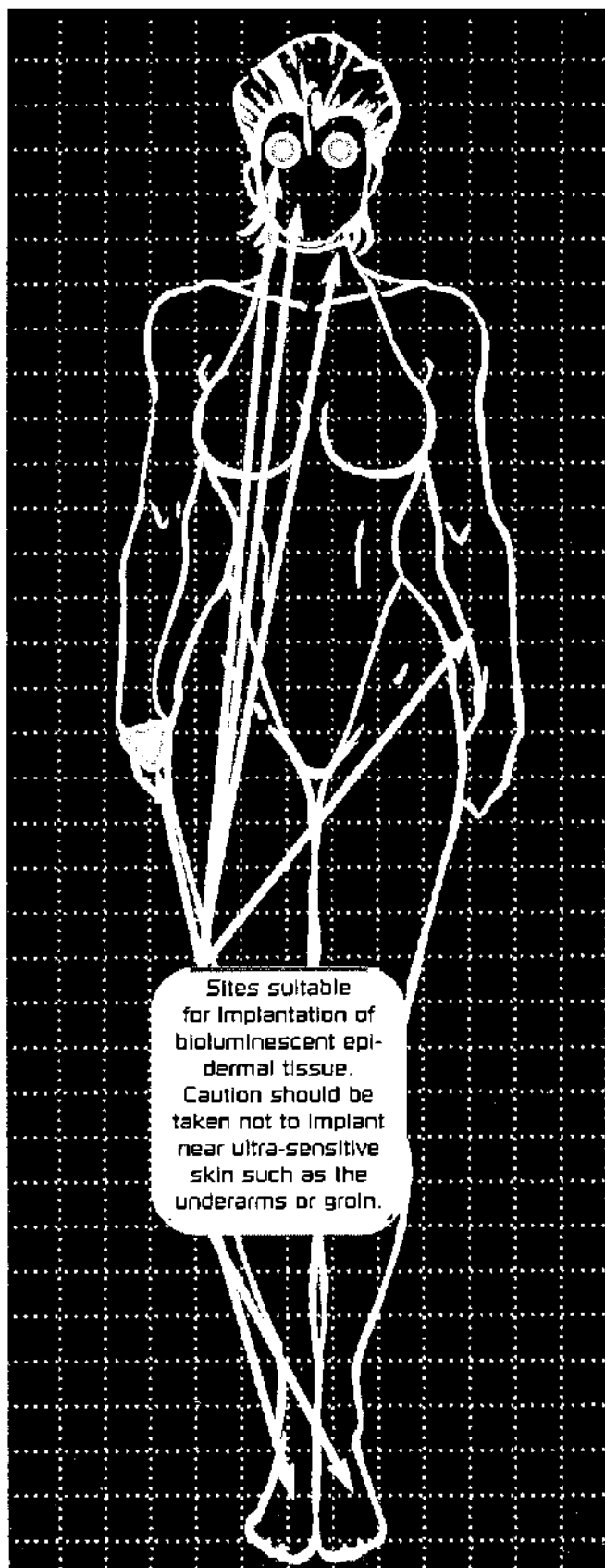
Game notes:

The skin produces a non-glare, semi-focused glow similar to a chemlight stick (approx. 1m range). The implant can be placed on the palm, back of hand, forearm, or even the cheeks and/or forehead! Users should note that the light is visible to outside observers up to 100m away. Surgery: M, HC=1-2

Note: This bioware was originally presented in another form in Interface Vol.1, #4.

"This one saved my life once. I was trapped in a cave outside of Barcelona. An EMP pulse had taken out my flashlight and with no light my LI optics were useless. But thanks to my little glowing implants which nothing could disable (short of flaying me), I was able to search around and find a sealed box of C-4 that the attackers had overlooked. Naturally, I wasn't trapped for long after that ..."

— Rachel Mars, Freelance Techie



Sites suitable for implantation of bioluminescent epidermal tissue. Caution should be taken not to implant near ultra-sensitive skin such as the underarms or groin.



R

Replitech

REPLITECH TOXIN SCREEN

3400eb

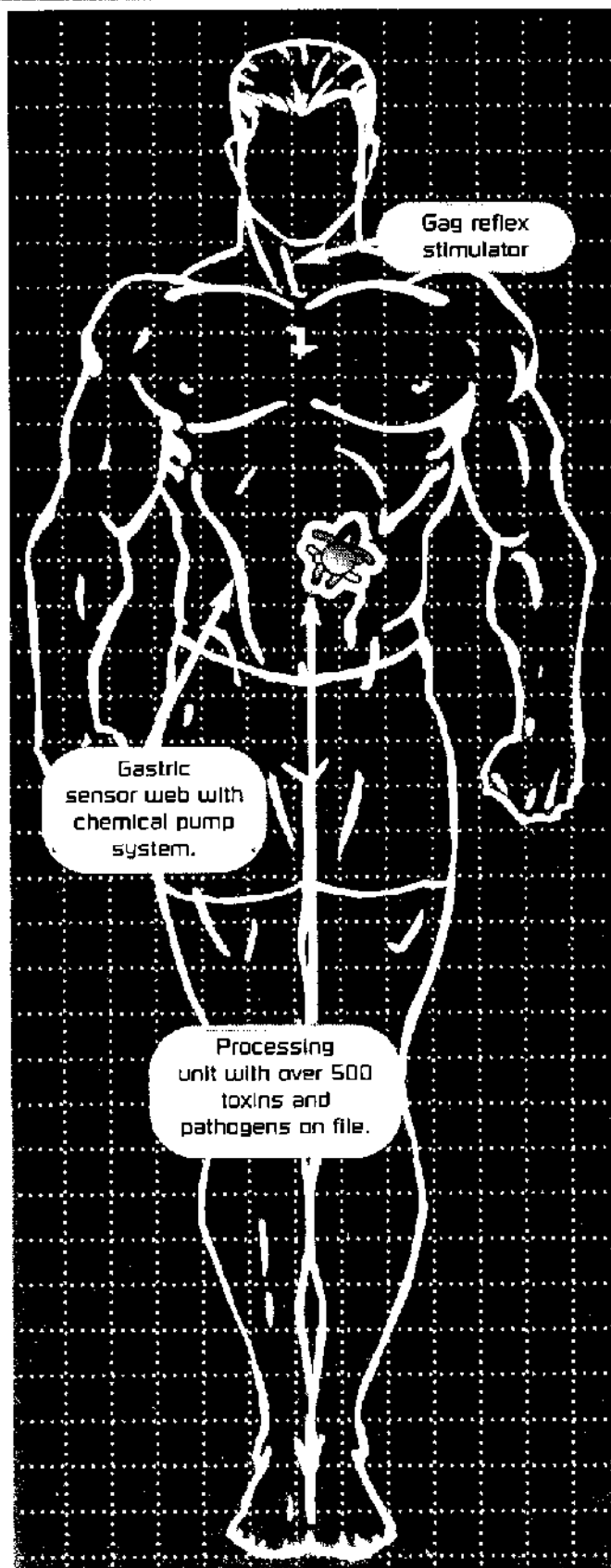
In the dog eat dog contest of the corporate world, chances are you'll eventually be on the receiving end of a poisoning attempt. Protect yourself with Toxin Screen: a cluster of sensory tendrils in the stomach that detect certain poisons in any food or drink ingested and automatically trigger the stomach to empty by reflex vomiting. You'll sleep more easily knowing you're protected by Replitech!

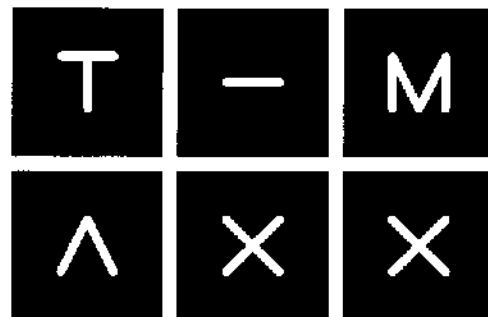
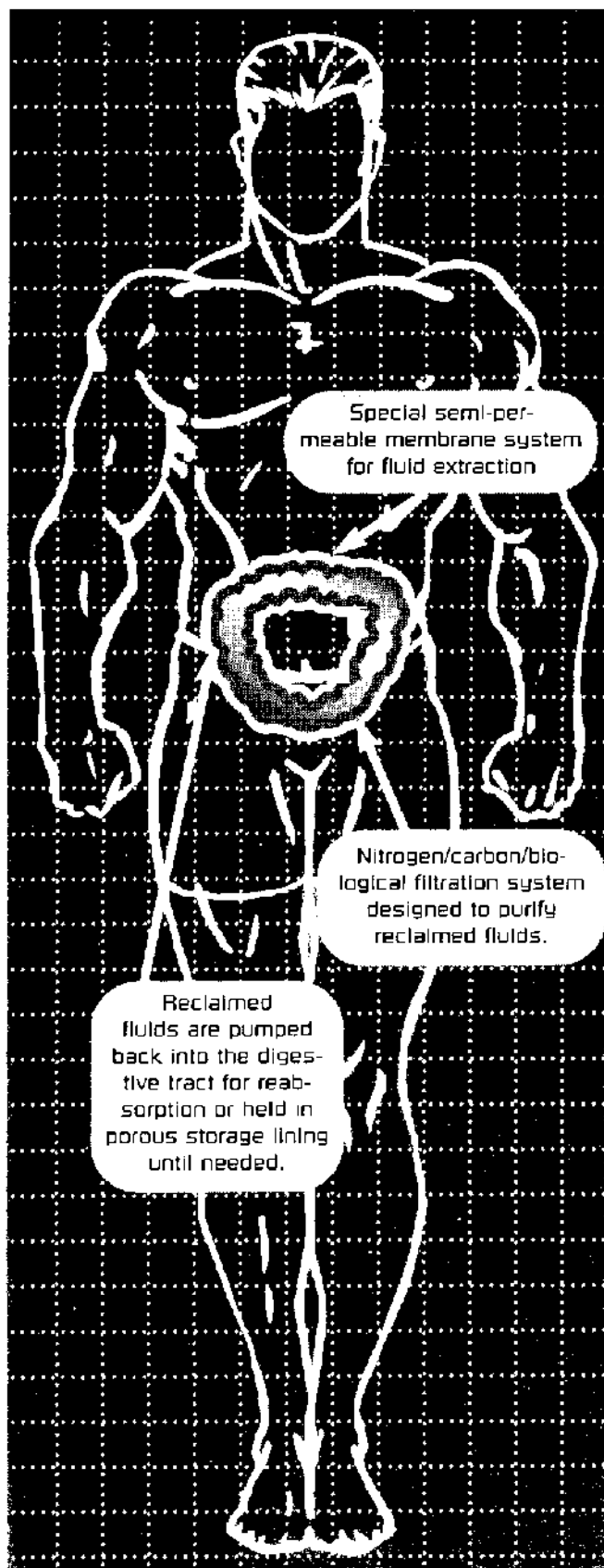
Game notes:

Detects orally administered toxins on a roll of 1-9 on a D10 and triggers the stomach to vomit tainted food. Whether the toxin is effective before being voided is at the discretion of the Referee. Surgery: MA, HC=1D6/2

"They had some problems with the early models of these things. Seems that they were a might too sensitive and often registered many trace elements in common drinks (such as tequila) as toxins. Anyone trying to get seriously plowed found themselves hucking up their evening's endeavors. While they corrected that damn quickly, I hear the Betty Ford Clinic wanted the old version for their alcohol treatment program ..."

— Rachel Mars, Freelance Techie





T-MAXX ILEOCECAL SIPHON

500eb

Whether you're in the desert—or the tropics—the new ileocecal siphon from T-MAXX makes your stay a pleasant one. This artificial organ coils around the large intestine and removes up to 80% of the water from the body's solid waste products.

Game notes:

The Siphon's efficient recycling of fluid allows the user to function normally without water for 48 hours in a temperate climate, 24 hours in arid or hot conditions. Surgery: MA, IIC=1

"This one's immensely useful, especially when you're in some desert outback, humping your way to the next oasis. The down side is that those drier stools can be a real pain, if you catch my drift. Take some ointment along with you if you can, and you'll be all right.

Of course, someone's bound to make fun of the "bunny pellets" that you're leaving behind. Just let them laugh until their throat gets dry ..."

— Edward Washington, Solo



TRAIGHT FROM THE SPACELABS OF THE EUROBOYZ COME THE LATEST ADVANCEMENTS ON BIOWARES, NEW NANITE AND NEUROCHEMICAL TECHNIQUES THAT CAN MAKE YOU MORE THAN A MAN (OR WOMAN)! ALL OF THESE ITEMS ARE USUALLY ONLY AVAILABLE IN EUROPE (THEY GUARD THEIR BREAKTHROUGHS JEALOUSLY), AND REQUIRE A COMPLETE DNA SCAN FOR THE PROCEDURES BELOW. AND IF YOU'VE A LOT OF CYBERWARES, THE EUROS WILL CHARGE YOU DOUBLE RATES, OSTENSIBLY TO PREVENT DESTRUCTIVE SYNERGY... THIS IS THE INSIDE DOPE THOSE GOLDENKID DOCS WON'T TELL YOU."

—MAD MAN MANDEL, U.S. FIXER

These rules expand the info previously seen in Eurosource Plus, pg.105. You must have that sourcebook to use them.

PHYSIOLOGY TAILORING AND ADAPTATIONS

Permanent +1 Reflexes:

Humanity cost is 1D6+3. This involves extensive tissue restructuring, as well as neural boosting. Inpatient or Intensive Care therapy is required to allow the patient to even walk after this modification.

Permanent +1 BODY:

Humanity cost is 0. An expertly-tailored regimen of diet and exercise, with a little bio-aid.

Permanent +1 ATT:

Humanity cost is 1 per +1. Nanites subtly restructure your looks for a more beautiful you! Unique and very chic. Cannot be combined with beautification surgery.

Permanent +1 MA:

Humanity cost is 1D6/2 per +1. Near total restructuring of your legs. Inpatient or Intensive Care therapy is required.

Reduced Oxygen Lungs:

Humanity cost is 1. You can filter out smog and survive on half the normal oxygen.

UV Resistance:

Humanity cost is 1D6. No sunscreen needed, and you're a lot darker.

SP 6 Skin Armor:

Humanity cost is 0. High-fashion Skinweave; cannot be differentiated from normal skin.

BIOENHANCEMENT TABLET TREATMENTS

(can only take one of these a day):

Endurance: Can ignore fatigue effects for 12 hours, but doubles need for food and water, and roll 1D10+BOD at the end of 12 hours. If the roll is 15+, take 1D3 damage; if 14 or less, take 1D6 damage. Also, you'll be fatigued until getting at least 12 hours of sleep.

Ignore Pain: Gives +4 to Stun Saves for 12 hours, but -2 to tactile sensitivity for that time.

Anti-Trauma: Gives +2 to Death Saves for 12 hours.

NEUROCHEMICAL MEMORY TABS

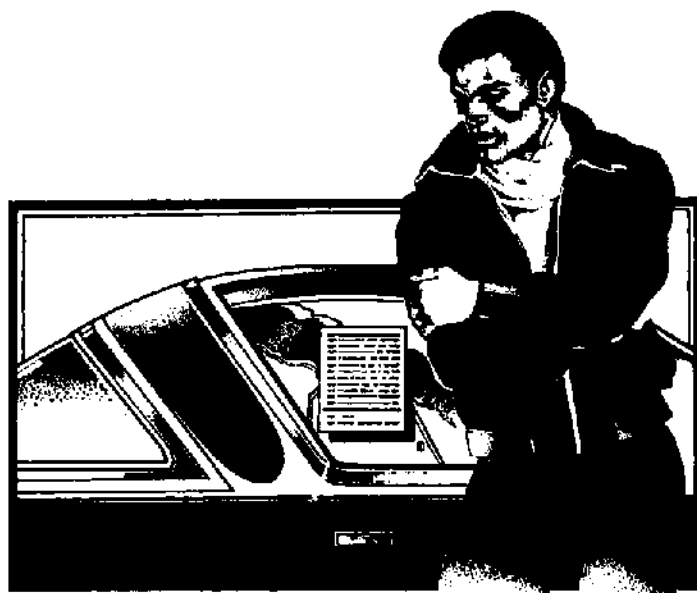
These RNA "skill pills" pump info directly into your bio-memory. Take only one per day at most; more will damage your memory! And there's the danger of messing up your gray matter anyway; when the pill is taken, roll 1D10. If the roll is equal to or less than the skill plus of the pill, then there's been destructive neurochemical synergy; lose one point of the skill in question, permanently. Anyone who takes more than one of these in 24 hours will suffer memory loss (permanently lose 2D6 skill points, applied at random, or suffer partial amnesia) 80% of the time.



VEHICLES

BEING A 'PUNK MEANS DOING EVERYTHING IN STYLE—ESPECIALLY YOUR TRAVEL. WHEN IT COMES TIME TO PURCHASE YOUR OWN VEHICLE, MAKE SURE IT SCREAMS YOUR NAME."

—UNKNOWN EDGERUNNER



—CYCLES—

Mitsuzuki

MITSUZUKI C21 KENADA

he Kenada handles better but is slower than the Bakushin, which is the subject of heated discussions in Japanese bike gangs. It is the best handling bike in its price range, with good economy and great style. Cybercontrols cost an extra 3000 Euro

STATISTICS:

Top Speed: 155 mph
Crew: 1
Pass: 0
Maneuver: +4
SP: 0

Acc/Dec: 31/45 mph
Range: 533 miles
Cargo: 0.75spc, 13kg
SDP: 20
Type: Cycle

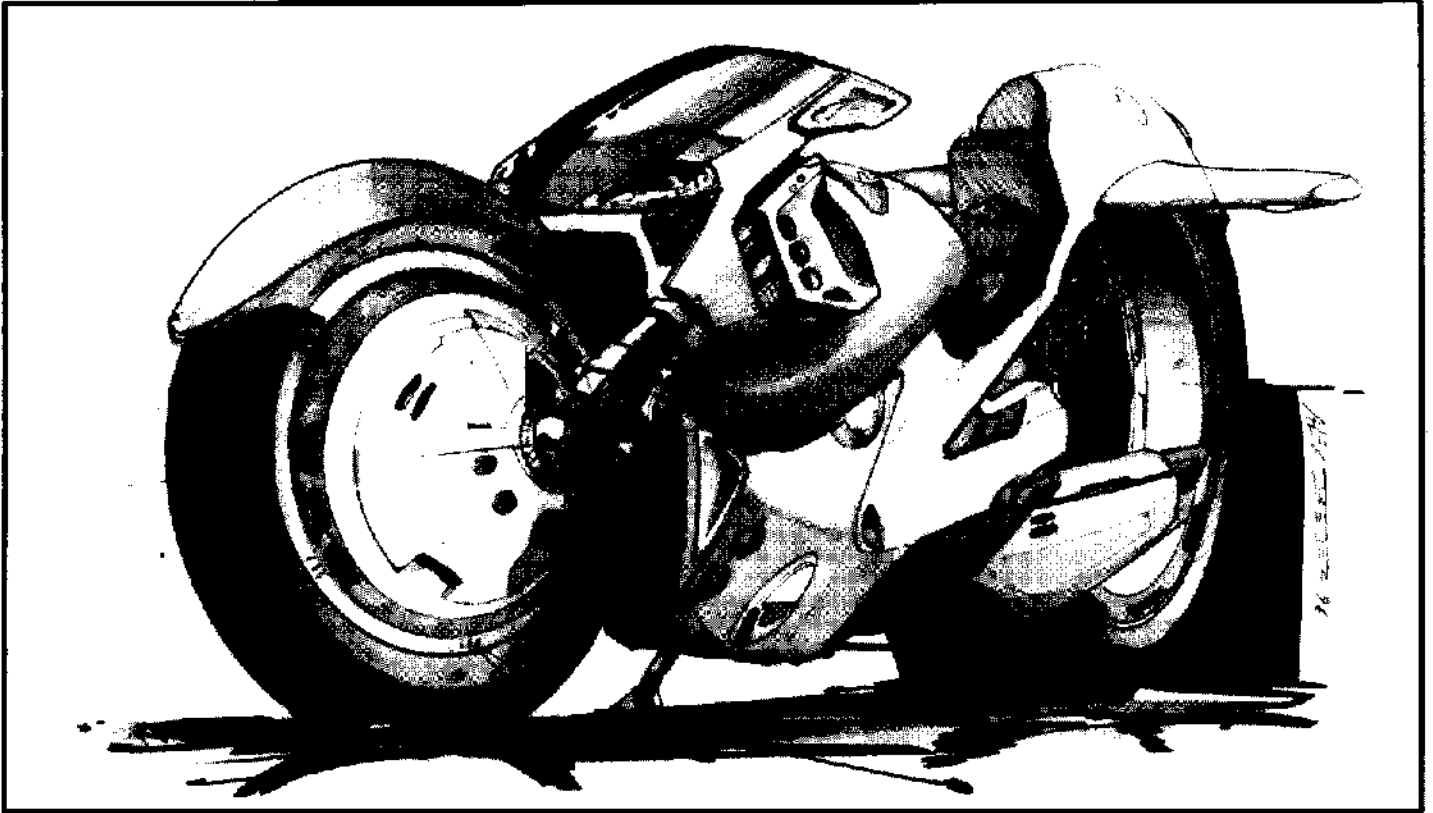
Mass: 40kg

Cost: 7550 Eb

SPECIAL EQUIPMENT:

Hi-power headlight





Mitsuzuki

MITSUZUKI MSX900 "BAKUSHIN"

An open-road bike particularly popular with the "Bozu" bike gangs of Japan, and youngbloods the world over. Not a bike for beginners! Cybercontrols can be fitted for an additional 2600 Euro

STATISTICS:

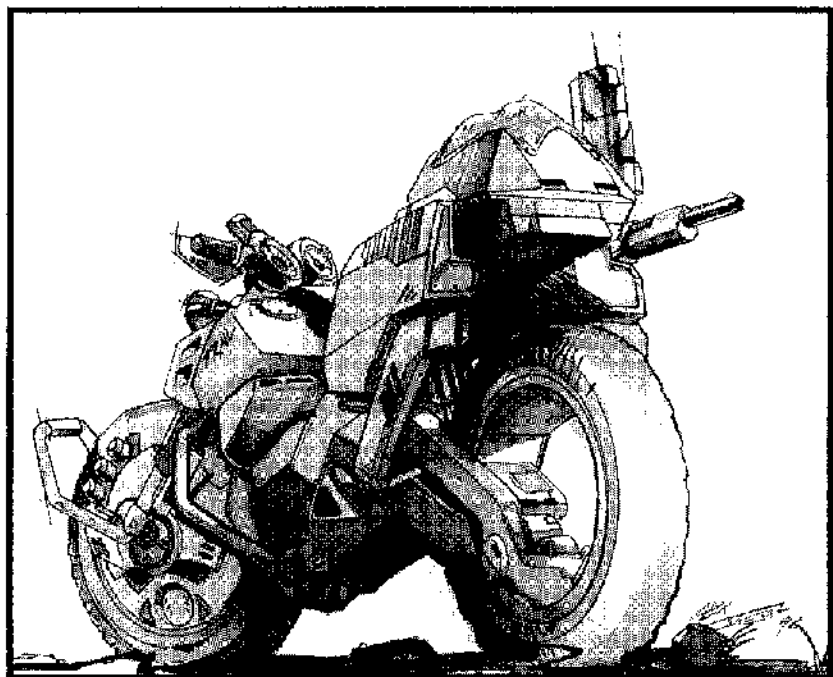
Top Speed: 192 mph
Crew: 1
Pass: 0

Acc/Dec: 25/45 mph
Range: 400 miles
Cargo: 1spc, 20kg

Maneuver: +3
SP: 1
Mass: 60kg

SDP: 15
Type: Cycle
Cost: 6600 Eb





HONDA R400 TRAIL

More responsive than a "Volksrad", this is a good basic bike, with a variety of uses. This is cheap enough to be popular with Nomads, and yet still keep up with the big rigs. Available in both electric and CHOOH2 engines.

STATISTICS:

Top Speed: 120 mph
Crew: 1
Pass: 0
Maneuver: +2

Acc/Dec: 25/38 mph
Range: 400 miles
Cargo: 1 spc, 10kg
SDP: 15(B1)

SP: 0
Mass: 30kg

Type: Cycle
Cost: 3000 Eb

SPECIAL EQUIPMENT:

Off-Road capable



VMW "VOLKSRAD"

So you're looking for a cheap set of wheels? The retooled factories of the former East Germany have made just the thing for you! Cheaper than a "Tebi" too! They are surprisingly robust and go just about anywhere economically.

STATISTICS:

Top Speed: 60 mph
Crew: 1
Pass: 0
Maneuver: +1
SP: 0

Acc/Dec: 18/30 mph
Range: 400 miles
Cargo: 1/2 spc, 13kg
SDP: 20 (B1)
Type: Cycle

Mass: 40 kg

Cost: 1150 Eb

SPECIAL EQUIPMENT:

Off-Road capable



Kundalini

roadworks

KUNDALINI ROADWORKS GSRI200 TETSUO

A serious touring bike, this has the performance that most bikes fail to emulate. Some observers believe it

is more a low flying aerodyne than a cycle. Riders find it a joy to control.

STATISTICS:

Top Speed: 204 mph
Crew: 1
Pass: 0
Maneuver: +4
SP: 10

Acc/Dec: 36/45 mph
Range: 533 miles
Cargo: 0.4spc, 45kg
SDP: 34)
Type: Cycle

Mass: 136kg

Cost: 25,000 Eb

SPECIAL EQUIPMENT:

Armored Halogen headlight, Light Amplification optics.

CARS, VANS, TRUCKS

TOYO-CHEVROLET HOPPER

You can't get much less expensive than this! The all-plastic construction has given the Hopper a fuel economy that is unparalleled in motor car design. The top speed has been deliberately designed to reduce injuries in accidents. Just the sort of thing for safe Corporate streets.

STATISTICS:

Top Speed: 50 mph
Crew: 1
Pass: 3
Maneuver: 0
SP: 0
Mass: 260kg

Acc/Dec: 15/40 mph
Range: 300 miles
Cargo: 0.5spc, 86kg
SDP: 13
Type: Car
Cost: 1625 Eb

NOTE:

Two of the passenger seats can be folded down to improve cargo space (1/2 space per seat).



VMW COHORT

Responsive and pleasing to the eye describes the Cohort.

The European entry in the compact car market, it has the class Europeans expect, hence the price tag.

STATISTICS:

Top Speed: 80 mph
Crew: 1
Pass: 3
Maneuver: 0
SP: 1
Mass: 800kg

Acc/Dec: 21/40 mph
Range: 300 miles
Cargo: 0spc, 267kg
SDP: 20 (B1)
Type: Car
Cost: 5500 Eb

NOTE:

Two of the passenger seats can be folded down to improve cargo space (1/2 space per seat).





GMI SIERRA HATCH

A good reliable town car, with a good turning circle and a

reasonable price. This car defines its class, and other manufacturers of this style differ mainly in body styling and other style elements. This is the basic model. Optional extras offered include stereo, improved performance, and cybercontrols.

STATISTICS:

Top Speed: 80 mph	Acc/Dec: 15/40 mph
Crew: 1	Range: 300 miles
Pass: 3	Cargo: 0 spc, 453kg
Maneuver: 0	SDP: 34
SP: 10	Type: Car
Mass: 1360kg	Cost: 13,950 Eb

SPECIAL EQUIPMENT:

Crash control (air bag) X1, Simple security

NOTE:

Two of the passenger seats can be folded down to improve cargo space (1/2 space per seat)



GMI SIERRA GL

A n improvement on the basic version of the Sierra Hatch,

this is a common car in corporate and hire car fleets. The principle extra is the inclusion of cybercontrols.

STATISTICS:

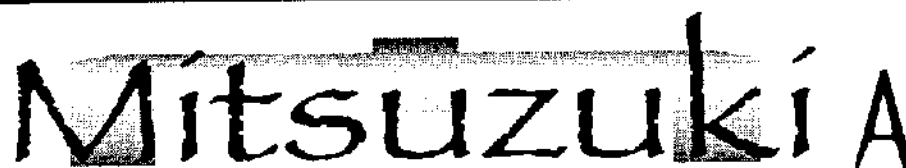
Top Speed: 70 mph	Acc/Dec: 15/50 mph
Crew: 1	Range: 300 miles
Pass: 3	Cargo: 0 spc, 453kg
Maneuver: 0	SDP: 34
SP: 10	Type: Car
Mass: 1360kg	Cost: 20,350 Eb

SPECIAL EQUIPMENT:

Crash control (air bag) X1, Simple security, Cybercontrols, Light Amplification optics, Stereo

NOTE:

Two of the passenger seats can be folded down to improve cargo space (1/2 space per seat)



MITSUBISHI FUJI

A mid-sized "family" car with emphasis on collision protection, it has moderate Corporate sales and is a popular car in this price range. A good car for fleet owners, it has proven to be remarkably reliable over the long term.

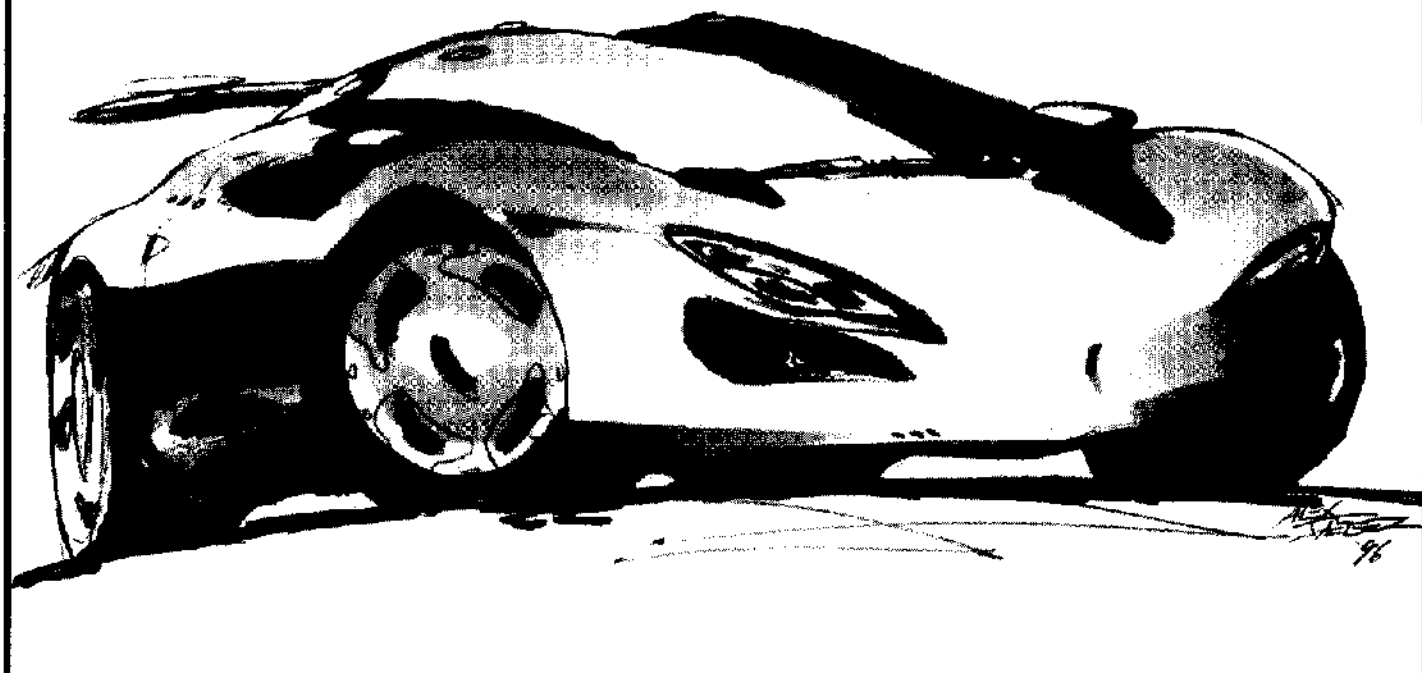
STATISTICS:

Top Speed: 75 mph	Acc/Dec: 15/50 mph	Mass: 1600kg	Cost: 17,450 Eb
Crew: 1	Range: 300 miles		
Pass: 3	Cargo: 1 spc, 533kg		
Maneuver: 0	SDP: 40		
SP: 10	Type: Car		

SPECIAL EQUIPMENT:

Crash control X4, Stereo, Autopilot, Simple security, Light Amplification optics





Mitsubishi

MITSUZUKI BUSHI

A car designed with protection in mind, it still manages an acceptable performance. Popular with people with "hazardous" lifestyles. (Cybercontrols cost an extra 6000 Euro.)

STATISTICS:

Top Speed: 60 mph
Crew: 1
Pass: 4
Maneuver: +0
SP: 20 (A1)

Acc/Dec: 15/40 mph
Range: 300 miles
Cargo: 2 spc, 800kg
SDP: 60 (B3)
Type: Car

Mass: 2400kg

Cost: 27,000 Eb

SPECIAL EQUIPMENT:

Crash control X2, Stereo, Light Amplification optics, Simple Security, Hi-Power Headlights





GAZ/LADA COSSACK

The Neo-Soviet entry in the off-road car market, the Cossack has remarkably similar body lines to the 20th Century LADA Niva. The largest customer is the Russian (Neo-Soviet) Army, and the interior styling is affected by this. The Cossack has however developed a reputation for extreme reliability, and is popular with younger buyers who often heavily modify it.

STATISTICS:

Top Speed: 75 mph
Crew: 1
Pass: 4
Maneuver: 0
SP: 20 (A1)

Acc/Dec: 15/40 mph
Range: 500 miles
Cargo: 3 spc, 1065kg
SDP: 80 (B4)
Type: Car

Mass: 3200kg

Cost: 34,000 Eb

SPECIAL EQUIPMENT:

80km radio, Hi-Power headlights, Light Amplification optics, Off-Road capable

TOYO — CHEVROLET

TOYO-CHEVROLET CORPORA

A very comfortable urban car, with cybercontrols and leather upholstery as standard. Popular with the

up-and-coming corporate exec., well-to-do medtechs, and Fixers with flash. The Corpora also comes in a "Sports" version.

STATISTICS:

Top Speed: 80 mph
Crew: 1
Pass: 3
Maneuver: 0
SP: 20 (A1)

Acc/Dec: 15/40 mph
Range: 200 miles
Cargo: 2.3 spc, 800kg
SDP: 60 (B3)
Type: Car

Mass: 2400kg

Cost: 41,000 Eb

SPECIAL EQUIPMENT:

Radio, Phone, full Stereo, Nav System, Auto-Pilot, Cybercontrols, Light Amplification optics, Radar detector, Simple security

CORPORA SPORTS STATISTICS:

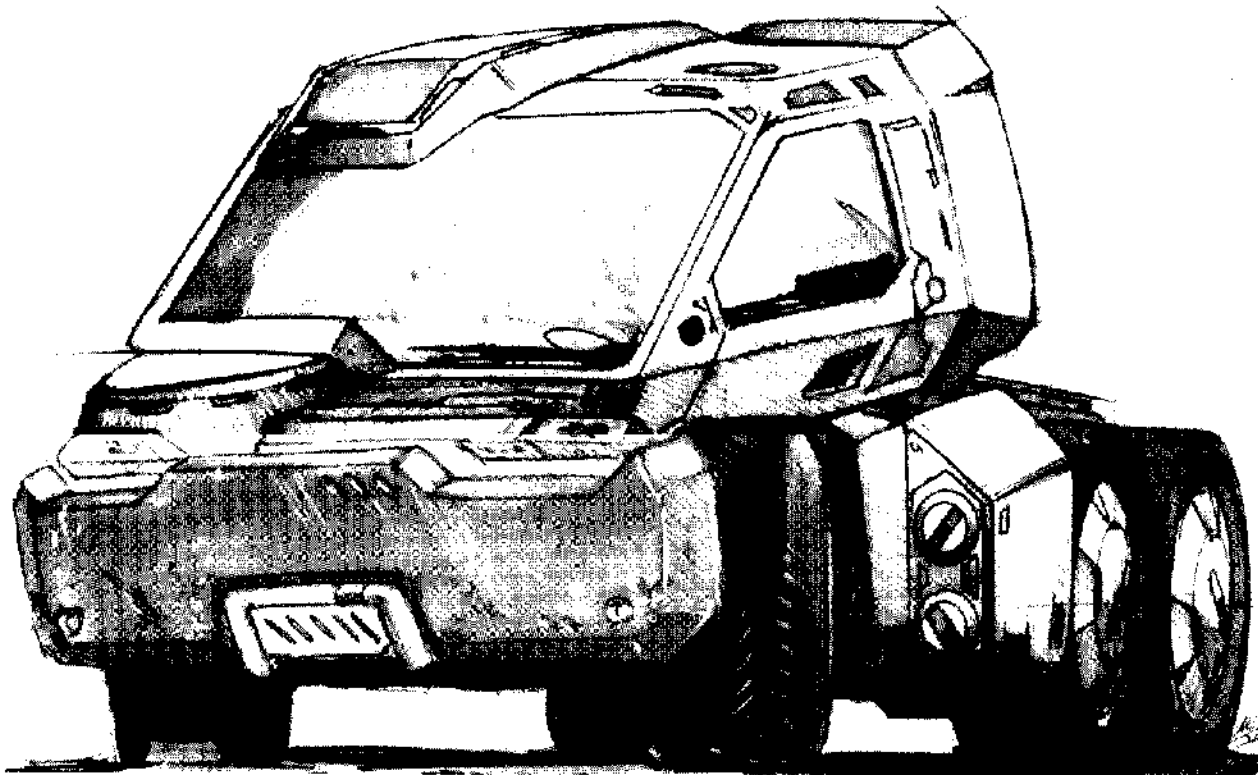
Top Speed: 80 mph
Cargo: 2 spc, 800kg

Acc/Dec: 20/60 mph
Cost: 46,000 Eb

SPECIAL EQUIPMENT:

VCR/TV, Crash control X2, Hi-Power headlights





MAC-DEUX "MONSTER"

The Monster was originally produced in 2018 as a superior alternative to the popular Peterbuilt 2000. Not really an urban vehicle, this long-haul transport can hold its own in a firefight or withstand a nomad raider attack.

The monster differs from the Peterbuilt in that it uses two methanol engines and can support cyber-linkage for 71,000eb. It sports a full driving radar suite with detection capability. It has a hatch on the cab roof for easy access to pintle weapons—or a quick exit. It's also built on a heavier and more durable chassis than the Peter 2000. The only drawback is the "you get what you pay for" clause: almost double the price of its competitor.

STATISTICS:

Top Speed: 100 mph
Crew: 1
Pass: 4
Maneuver: 0
SP: 20(A1)
Mass: 10 tons

Acc/Dec: 10/30 mph
Range: 800 miles
Cargo: 36,000kg trailer
SDP: 180(B9)
Type: Truck
Cost: 240,000 Eb

SPECIAL EQUIPMENT:

Radio, Entertainment system, Simple security, Radar, Radar detector, Nav System, Auto-pilot, Bed, Mini-galley, Environmental Control, Crash control, Armored Hi-Power headlights x 2, Pintle mount (no weapon included)



Kundalini
roadworks**KUNDALINI ROADWORKS "BEDOUIN" TRUCK**

A serious vehicle that is designed to be a home away from home, this is a dream for a Nomad with kids. Very popular with corporate crews assigned to the wilderness. The Bedouin comes with canvas tent-like annexes that extend from all sides, providing shelter and living space beyond the confines of the vehicle, and giving the truck a look similar to that of old Arabic nomads.

STATISTICS:

Top Speed: 60 mph

Crew: 2

Pass: 4

Maneuver: -3

SP: 20 (A1)

Mass: 4480kg

Acc/Dec: 15/40 mph

Range: 500 miles

Cargo: 5 spc, 1500kg

SDP: 112 (B5)

Type: Pickup

Cost: 105,000 Eb

Fold down beds for 6, Laser-comm, Military radio w/scrambler, Stereo plus, TV/VCR, Holosystem, Light Amplification and Image Enhancement optics, Thermograph and Teleoptics, IR sensors (passive), Nav system, Radar detector, Shocker security system, Armored searchlights x 4, Armored headlights, Sonics, Off-Road capable, Canvas annexes attached to sides.

SPECIAL EQUIPMENT:

Accommodation outfitting (toilet, shower, mini-galley, wetbar),

ARMAMENT:

7.62mm MG with 300 rounds (in Pintle Mount).

**IMPERIAL METROPOLITAN
AGRICULTURE NOMAD**

A good basic vehicle for Nomad families or for Techies, this makes a great basis for custom outfitting. Fit it out for surveillance, mobile workshops, moving storefronts for Fixers, storage facilities for organleggers, or just as a mobile home. Make it your own.

STATISTICS:

Top Speed: 75 mph

Crew: 1

Pass: 2

Maneuver: -3

SP: 20 (A1)

Mass: 3200kg

Acc/Dec: 15/40 mph

Range: 300 miles

Cargo: 11 spc, 1056kg

SDP: 80 (B4)

Type: Pickup

Cost: 51,000 Eb

SPECIAL EQUIPMENT:

Radio, TV/VCR, Mini-galley, Beds for 2, Stereo, Toilet, Shower, Wet Bar, Off-Road capable

NOTE:

3 cargo spaces are allocated to internal fittings such as wardrobes, etc.

Spinelli
AUTOTECH **SPINELLI AUTOTECH
SHILTRON TWIN CAB**

Spinelli Autotech has captured the European commercial vehicle market with the Shiltron, due to its stylish yet robust design. Designed to move a ton of cargo anywhere in a city, it has proven a great platform for tech-teams, rockerboys on the move, or, with modification, an inexpensive ambulance. A solid, dependable utility vehicle.

STATISTICS:

Top Speed: 70 mph

Crew: 1

Pass: 3

Maneuver: -3

SP: 10 (A0)

Mass: 3200kg

Acc/Dec: 15/50 mph

Range: 300 miles

Cargo: 16 spc, 1056kg

SDP: 80 (B4)

Type: Pickup

Cost: 55,000 Eb

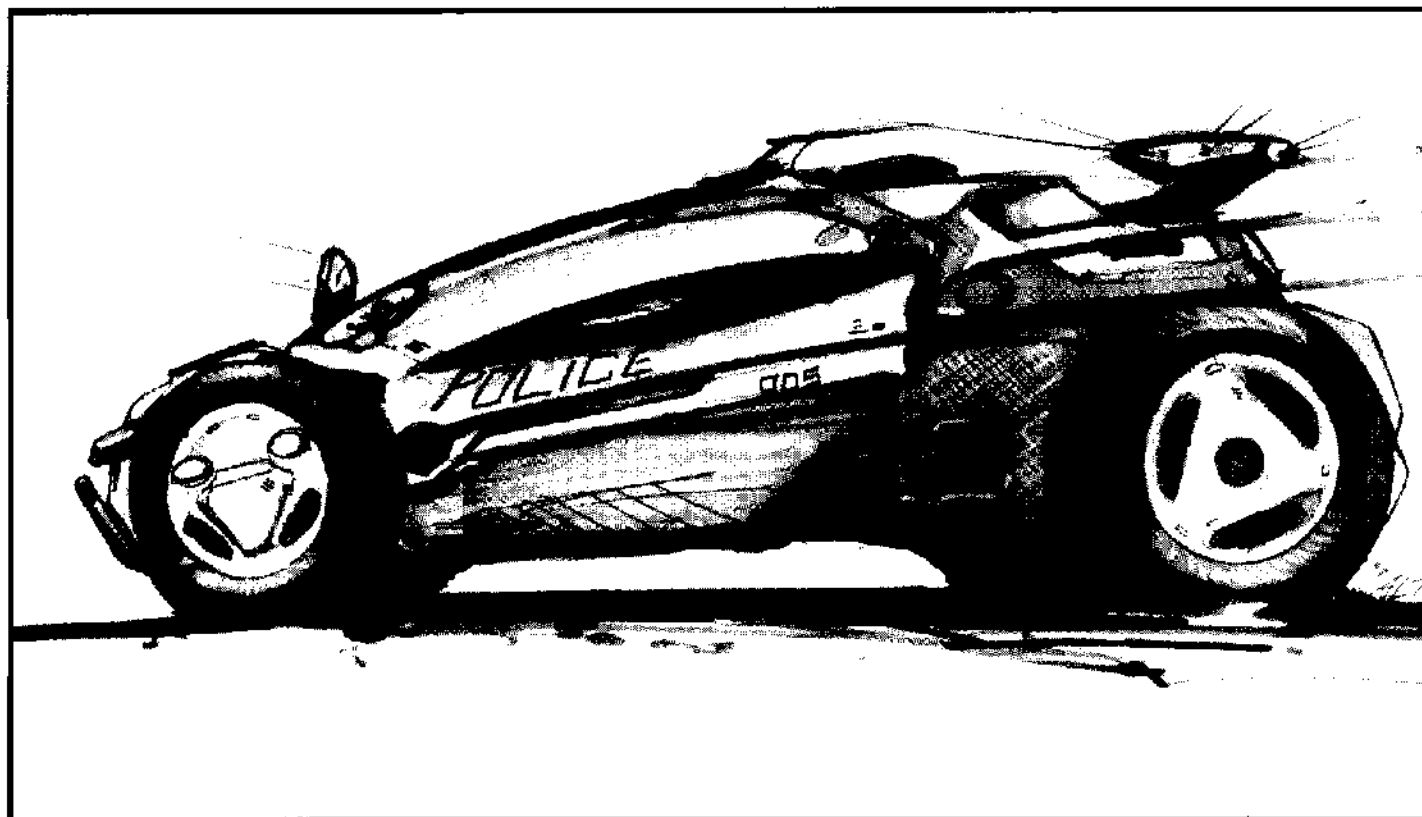
SPECIAL EQUIPMENT:

Cell phone, Radio, Auto-Pilot, Nav system, Cybercontrols, Stereo, Light Amplification optics, Simple security

ECONOMY VERSION:

Remove all special equipment, reduce cost to 40,000 Eb





MACLAREN/JAGUAR XJ220C-P POLICE INTERCEPTOR

A revival of a 1990's design using 2020's tech, this car exudes style and performance. The basic version of the XJ220C-P is supplied unarmed, but some police departments will fit small armament packages in the front cargo area. Police equipment includes a full sensor suite linked to a communications console/computer. The passenger space is a small holding area (rated SP30) directly behind the two crew.

STATISTICS:

Top Speed: 170 mph

Crew: 2

Pass: 1

Maneuver: +1

SP: 30

Mass: 4000kg

Acc/Dec: 25/80 mph

Range: 350 miles

Cargo: 1.5spc, 1330kg

SDP: 100(BS)

Type: Car

Cost: 165,000 Eb

Cybercontrols, Lights/Sirens, Armored spotlight and Hi-Power headlights, Radar and Radar detector, Image Enhancement and Light Amplification optics, Thermograph and Teleoptics, Laser detector, Simple security.

ARMAMENT:

None, but options include:

40mm Auto Grenade Launcher	7.62mm Machine Gun
12.7mm Machine Gun	37mm LATG

SPECIAL EQUIPMENT:

Military radio w/scrambler, Cellular phone, Comm-suite, Nav system, Stereo plus, VCR/TV, Crash control x 2,



Spinelli AUTOTECH

SPINELLI AUTOTECH SPIRIT

This luxury car is primarily built to protect diplomats in low to moderate threat areas. Designed more to get out of trouble than to fight it out, it still has teeth. The "Spirit" can also be seen carrying Corp execs and successful rockerboys.

STATISTICS:

Top Speed: 100 mph
Crew: 2
Pass: 4
Maneuver: +3
SP: 40
Mass: 5000kg

Acc/Dec: 21/80 mph
Range: 267 miles
Cargo: 0 spc, 1660kg
SDP: 100 (B5)
Type: Car
Cost: 235,000 Eb

Stereo plus, TV/VCR, Nav system, Environmental control, Damage control, Laser and Maser sensors, Image Enhancement and Light Amplification optics, Thermograph and Teleoptics, Crash control x 4, Armored Hi-Power headlights.

ARMAMENT OPTION:

40mm Automatic Grenade Launcher with 5 magazines, w/Stabilized Articulated Front Mount; +1 Visual Rangefinder, +2 Computer sight

SPECIAL EQUIPMENT:

Cybercontrols, Radar, Scrambled radio, Cell phone,

TETRACORP DR2100 MULTI-FUEL LONGNOSE

This is the most common tractor-trailer rig seen on the roads of Australia, and is also a popular choice for other long-distance runs worldwide. This truck carries its crew comfortably, with a sensory suite assisting the driver in avoiding trouble. Options include cybercontrols (46,000 Euro) and a variety of pintle-mounted weaponry (500 Euro plus the weapon).

STATISTICS:

Top Speed: 101 mph
Crew: 2
Pass: 0
Maneuver: -4
SP: 40 (A2)
Mass: 9300kg

Acc/Dec: 10/30 mph
Range: 1300 miles
Cargo: 36,000kg trailer
SDP: 140 (B7)
Type: Truck
Cost: 200,000 Eb

SPECIAL EQUIPMENT:

Radar, Radar detector, 500km range Radio, Cell phone, StereoPlus, TV/VCR, Nav System, Environ Control, Simple security, Image Enhancement and Light Amplification optics, Thermograph and Teleoptics, Crash control x 2, Armored Hi-Power headlights x 4, Fold-down bunk, Toilet



MILITARY VEHICLES

PANEUROPE

PANEUROPE VBL APC

A

light patrol vehicle used by the French for reconnaissance, the VBL comes in short and long wheel-base versions. The longer version is pre-

sented here. This vehicle has been sold world-wide and can be seen in the arsenals of many armies, as well as some security companies.

STATISTICS:

Top Speed: 70 mph
Crew: 2
Pass: 2
Maneuver: +2
SP: 40(A2)
Mass: 3200kg

Acc/Dec: 24/70 mph
Range: 435 miles
Cargo: 1 spc, 1067kg
SDP: 80 (B4)
Type: Car
Cost: 145,000 Eb

Amplification optics, Nav system, Thermal Imaging and Tele-optics, TV/VCR, Stereo plus, Cybercontrols, IR baffling, Reactive armor, Remote targeting

ARMAMENT:

Painting laser (hand-held), 8 IR Smoke dischargers

ARMAMENT OPTIONS:

- 1: Auto-GL in pintle mount (+5,000 Euro)
- 2: 15mm HMG/pintle mount (+5,000 Euro)
- 3: 7.62mm MG/pintle mount (+1,700 Euro)

SPECIAL EQUIPMENT:

Off-Road capable, Amphibious modifications, Military radio w/scrambler, Image Enhancement and Light

PANEUROPE

PANEUROPE ZOBEL (EUROLAV II)

T

he successor to the reconnaissance vehicle developed by the Europeans in the 1990's, the EuroLAV II is heavy on sensors and communica-

tions gear. Not the cheapest light vehicle around, but the Euro's tend to go for quality first, and it will go just about anywhere. The armor slows it down a fair amount, unfortunately.

STATISTICS:

Top Speed: 60 mph
Crew: 2
Pass: 2
Maneuver: +1
SP: 40(A2)
Mass: 3200kg

Acc/Dec: 20/60 mph
Range: 435 miles
Cargo: 10 spc, 1067kg
SDP: 80 (B4)
Type: Pickup
Cost: 105,000 Eb

guishers, Environmental control, Laser-comm, 2 x Mil radios w/scrambler and decoder, Satellite uplink, Stereo, TV/VCR, 8 IR Smoke launchers, Image Enhancement and Light Amplification optics, Nav system, Military Radar detector, Military Radar with terrain-following, Thermal Imaging and Tele-optics

ARMAMENT OPTIONS:

- 1: Auto-GL in pintle mount (+5,000 Euro)
- 2: 15mm HMG/pintle mount (+5,000 Euro)

SPECIAL EQUIPMENT:

Off-Road capable, Amphibious modifications, Fire extin-



HOVERS/GEVS

Kundalini roadworks

KUNDALINI ROADWORKS

GEVHOG

Kundalini keeps up its reputation for innovation with this machine, an inexpensive hover which is ridden like a large motorcycle or a

giant jet-ski! Reminiscent of an old German machine, the "Kettenkraftrad", it is popular with ship owners and sea nomads as a small runabout.

STATISTICS:

Top Speed: 90 mph

Acc/Dec: 15/10 mph

Mass: 650kg

Cost: 16,100 Eb

Crew: 1

Range: 405 miles

Pass: 3

Cargo: 1.6 spc, 216kg

Maneuver: -2

SDP: 13 (B1)

SP: 0

Type: Hover

SPECIAL EQUIPMENT:

Stereo (Cybercontrols cost an additional 6240 Eb)

CADENCE

CADENCE INDUSTRIES

HOVERVAN

Cadence Industries has developed a relatively solid hovercraft for utility use. Used in areas such as East

Anglia and other flooded lowlands, it gives the speed of a car and the accessibility of a boat.

STATISTICS:

Top Speed: 75 mph

Acc/Dec: 15/10 mph

Mass: 5000kg

Cost: 105,000 Eb

Crew: 1

Range: 400 miles

Pass: 3

Cargo: 7 spc, 1330kg

Maneuver: -2

SDP: 50 (B2)

SP: 20(A1)

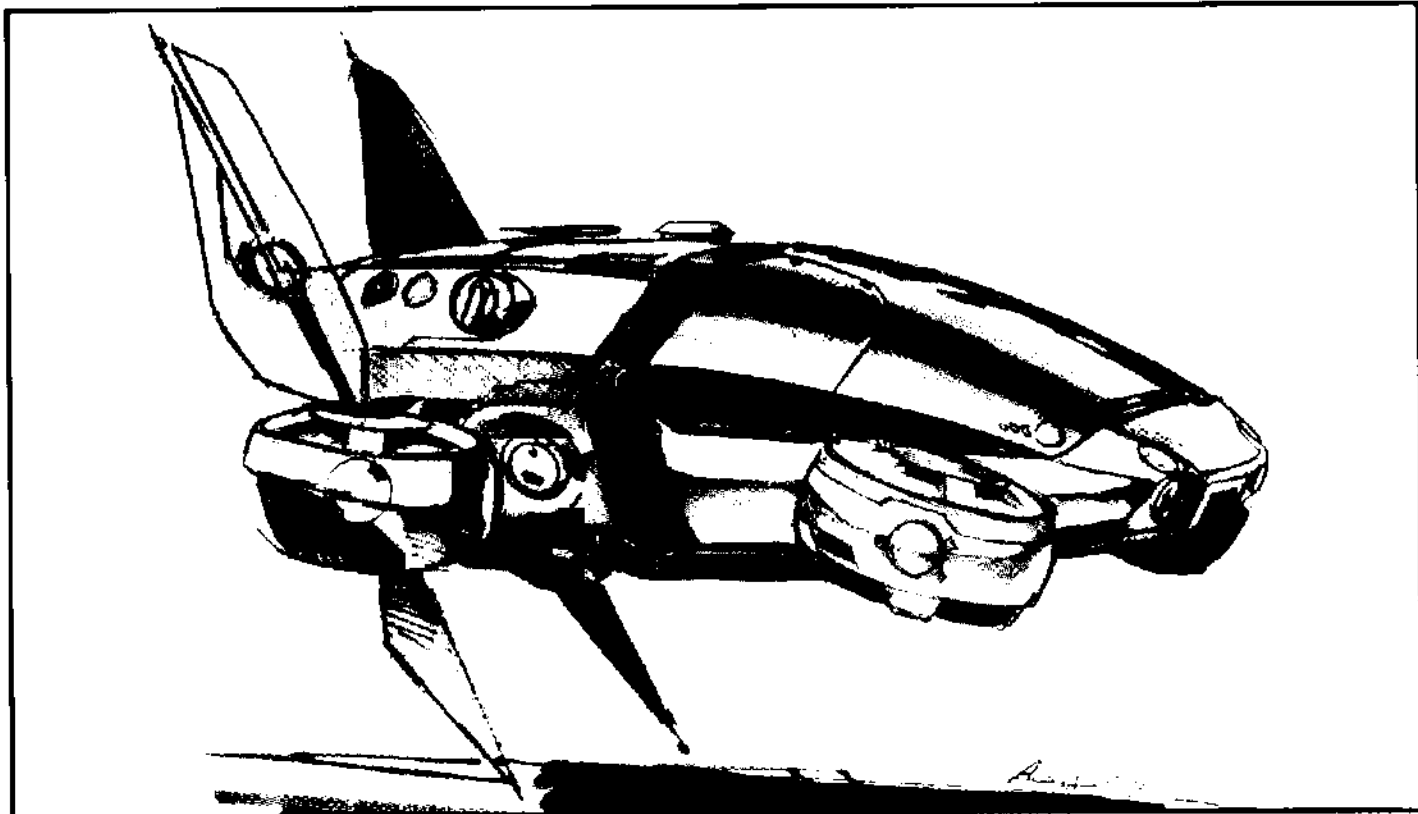
Type: Hover

SPECIAL EQUIPMENT:

5500km Civillian radio, Cellular phone, Armored search-light, Light Amplification and Tele-optics, Radar, Simple security, Stereo, TV/VCR



AERODYNES



BELL-BOEING AIRCAR

The Aircar was the early predecessor to the luxury personal aerodynes of today. It was released in early 2010 as the "luxury" alternative to the AV-4. Priced well above most incomes, only a few corporate CEO's and rental services purchased any. Today, with the advent of aerodynes that sacrifice economy for speed and maneuverability, the Aircar has been relegated to lower-echelon execs and small businesses.

STATISTICS:

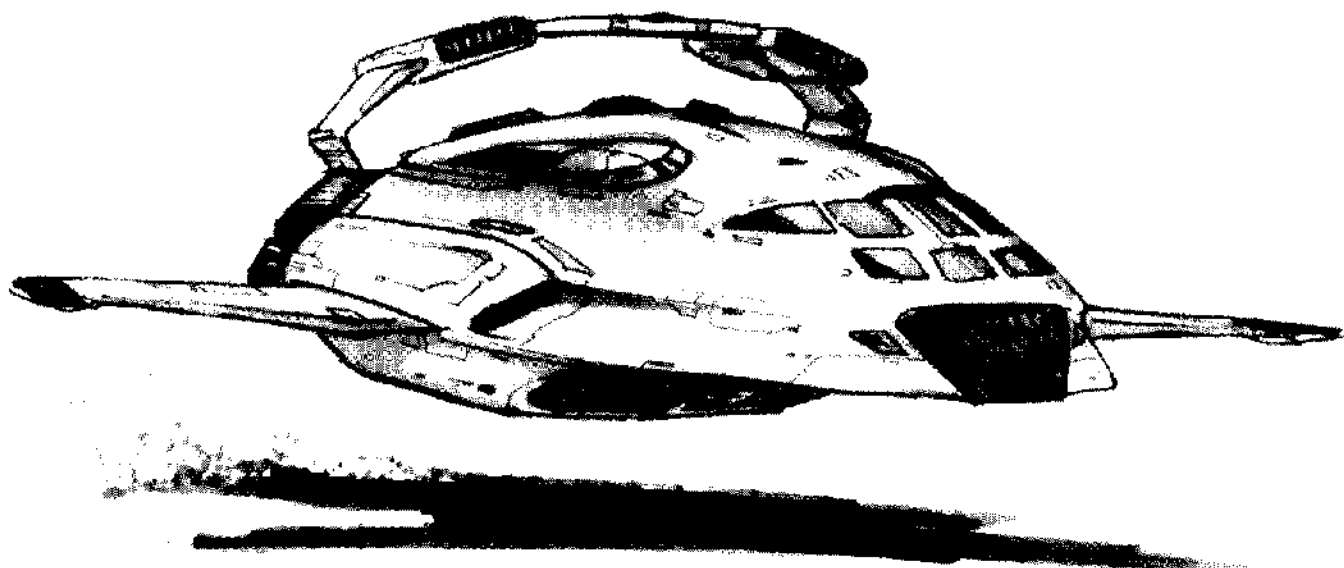
Top Speed: 360 mph
Crew: 1
Pass: 5
Maneuver: +2
SP: 8(A0)
Mass: 1 ton

Acc/Dec: 10/20 mph
Range: 1330 miles
Cargo: none
SDP: 40(B2)
Type: AV/Osprey
Cost: 300,000 Eb

SPECIAL EQUIPMENT:

Crash control x6, Environmental control, Fire extinguisher, Radio, Auto-Pilot, Nav system, Entertainment system, Tele-optics, Radar





BRITISH AEROSPACE AV FAB

This is the European equivalent of the AV-9. Its cargo capacity is superior, and it has a superb range, but a much slower top speed. Like the AV-9, it also has a detachable module for a variety of uses. The military version is considerably more expensive. Some poser gangs would love to get hold of one of these, due to its resemblance to *Thunderbird 2* from an old 20th-century flat-vid.

STATISTICS:

Top Speed: 225 mph

Crew: 2

Pass: 4

Maneuver: 0

SP: 25(A1)

Mass: 10 tons

Acc/Dec: 50/50 mph

Range: 1600 miles

Cargo: 4spc, 3333kg

SDP: 250(B12)

Type: AV

Cost: 840,000 Eb

uplink, Auto-Pilot, TV/VCR, Stereo plus, Nav system, Military radar and Radar detector, 2x Searchlights, Light Amplification and Tele-optics, Thermograph, Bed, Life support 16man/hrs.

NOTES:

Carries a 35-space cargo module. Cybercontrols cost an additional 420,000 Euro

ARMAMENT:

30 mm auto-cannon with 1100 mds stabilized, turret mount, radar range finder,+4 Computer.

SPECIAL EQUIPMENT:

Crash control x2, Ejection seat x2, Environmental control, Fire extinguisher, Military radio w/scrambler & decoder, Satellite

MILITARY VERSION STATISTICS:

Top Speed: 270 mph

SP: 40(A2)

Cargo: 4spc, 3333kg

Cost: 3.15 million Eb

trols standard

ARMAMENT:

As above, plus AEMS, 8 IR smoke dischargers, Upgrade to +5 Fire-control Computer

SPECIAL EQUIPMENT:

As above, but cargo module is only 25-space, plus cyber-con-



MEXICAN METALS LLAMA

If you want a cheap way to throw your life away in an AV, this is just for you!! A barely airworthy airframe attached to a cheap upscale of APCA flight gear, many countries won't even let them into their airspace! Others think it's the best thing to hit the AV scene in years, making flight more available to everybody.

STATISTICS:

Top Speed: 100 mph	Acc/Dec: 50/50 mph
Crew: 1	Range: 800 miles
Pass: 1	Cargo: 6 spc, 173kg
Maneuver: 0	SDP: 15 (B1)
SP: 1	Type: AV
Mass: 520kg	Cost: 33,000 Eb

SPECIAL EQUIPMENT:

Stereo plus, Ejection seat x1, 500km radio, Cybercontrols.

OPTIONS:

Downgrade the Stereo, and get a second Ejection seat free!

MACLAREN/JAGUAR SPORTS AERODYNE

Playingthing of the obscenely rich, this is at the cutting edge of European AV technology. More likely to be seen in vid-shows & braindances than in real-life, it is still attracting modest sales at the senior executive level. This is the 2020's AV equivalent of the 20th Century Lear Jet in status.

STATISTICS:

Top Speed: 810 mph	Acc/Dec: 100/75 mph
Crew: 1	Range: 1200 miles
Pass: 1	Cargo: 1 spc, 650kg
Maneuver: +3	SDP: 50
SP: 10	Type: AV
Mass: 2000kg	Cost: 1.5 million Eb

SPECIAL EQUIPMENT:

Ejection seat x2, Cybercontrols, Crash control x2, Laser-comm, Civillian radio w/scrambler, Cellular phone, Radar w/terrain-following and Radar detector, Nav system, Auto-Pilot, Image Enhancement and Light Amplification optics, Thermograph and Teleoptics, Stereo plus, TV/VCR, Environmental control, Hi-Power headlights, Shocker security

ABBREVIATIONS AND NEW EQUIPMENT:

Abbreviation:

Crash Control
Stereo Plus
TV/VCR
Hi-Power Headlights
Teleoptics

Explanation:

Crash Control System	(Maximum Metal, pg. 23)
1000 Euro stereo	(Maximum Metal, pg. 26)
Video player & screen	(Maximum Metal, pg. 26)
Headlights as per basic	(Maximum Metal, pg. 27)
Telescopic Optics	(Maximum Metal, pg. 27)

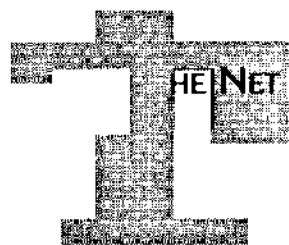
New Equipment

Toilet
Shower

Explanation:

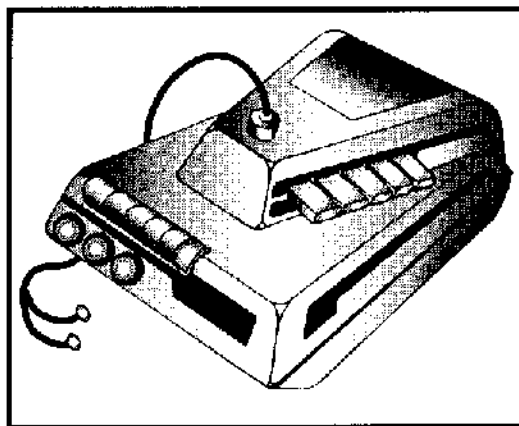
1 space, 500 Euro
2 spaces, 500 Euro

NETGEAR & SOFTWARE



HE NET IS BECOMING A PLACE OF RAPID EVOLUTION, VIOLENTLY DARWINIAN. THE SMART ADAPT AND SURVIVE; THE STUPID STUMBLE AND DIE.

—SPIDER MURPHY, *NOTES FROM THE NET*



SHADOWDECK

4500eb

The biggest problem faced by Netrunners is being traced to their home location. The Shadowdeck is designed to provide a concealed entry point for Cellular Decks, while also fooling tracing programs (like Bloodhound). The Shadowdeck is made up of two distinct elements. A special hard-wired Cyberdeck which has the same statistics as EBM PNI 210 (*Chrome 3*, pg.63). The deck is portable, and must utilize a normal line into the Net. Its memory is ROM-based only and has a Watchdog program built into its system. The second part is a cellular receiver designed to accept a signal from a cellular cyberdeck (note that cell-decks are designed to "call" into the city's universal entry points. Altering the

celldeck to give the Shadowdeck calling priority may require a Difficult *Cyberdeck Design* roll).

The user of a Celldeck "calls" the Shadowdeck and is connected to the Net through the Shadowdeck's "phantom deck" (the phantom has all its features "hard-wired" into the system. The netrunner can neither change nor utilize any of the functions of the phantom deck; hence its name). The speed of the runner's deck is at -2 while doing so, and it cannot affect or access this phantom deck while on a run. When a tracing program (like Bloodhound), or an anti-deck program (like Firestarter) starts tracing the signal of the runner it will first reach the Phantom deck. It will expend its functions on the "phantom" deck, leaving the netrunner's deck (and the runner himself) unharmed. Functions that cut the netrunner's connection to the Net are still effective, though.

If the tracer is a human runner/sysop or an AI, the procedure is different. Roll 1D10. On a roll of (10-INT of the runner/AI, add 1/2 their *Interface* ability) or less, the trace will stop at the phantom deck. If the roll is not made, the "phantom" has been penetrated, and the trace will continue to the "true deck". However, the phantom deck's internal Watchdog routine alerts the netrunner to this fact. The phantom deck can be programmed to immediately sever the link to the home deck if the facade is broken. Note: This deck is not normally available on the open market, so prices can fluctuate widely. More efficient versions, in which detection rolls are (12-INT) or higher, are available at inflated costs.

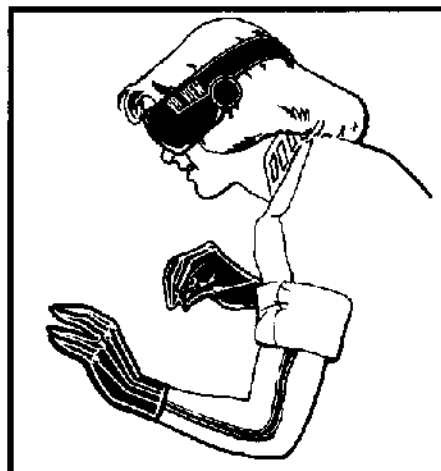


GLOVES AND GOGGLES INTERFACE

100eb

The staple of Netrunners before the age of the neural interface and cybermodem link, the "G & G" system (often nicknamed GloGo Rigs) has long since been rendered obsolete by conventional neural interfacing technology. Made up of two parts: a set of oversized glasses which includes a wrap-around screen and position-sensitive sensors, and a sensory "glove", also with position sensors.

While using the GloGo interface, the user is unaffected by Anti-Personnel Programs but suffers a -3 to the Interface skill. If used with a mainframe, a character can reduce the *Expert* (Complex Computer Language) skill penalty by two (i.e., from a -3 to a -1). See "Netrunning with Mainframes" in *Bartmoss' Guide to the Net*, pg.145. **Note:** Mentioned in the description of Explorer One retro-cyberdeck (*Chrome 3*, pg.65). Good for those meat-deckers in the group.



"HOT KEY" KEYPAD

100eb

Those who use mainframes for Netrunning have always been the snails of the Net. The problem's is the thought-action of Interfaces are just simply superior than eye-hand coordination, even with "GloGo" rigs and complex graphical interfaces. The "Hot Key" pad can be programmed to reduce key-punching to a bare minimum. Each button can be programmed to activate a macro (pre-programmed series of commands), or other function. A program can be launched, a file can be downloaded with but a touch of a button. Reduces the *Expert* (Complex Computer Language) skill penalty by one (-3 to -2, for example). **Note:** cannot be used with the "G & G" interface, as it is already incorporated in a different form there. (See "Netrunning with Mainframes" in *Bartmoss' Guide to the Net*, pg.145).

DATA CACHE

price varies

Moving large chunks of valuable data? Scared to put it on the Net in case someone snatches it? Transferring your Data Backups or your company AI? You should be using the Whitegate Data Cache. Modeled on the proven security of the Arasaka Jetsetter Briefcase, the Whitegate is fitted with 100 or 200 MU of non-volatile memory which must be connected to a suitable mainframe for access. For added security, you can load your own choice of ICE into the access protocols. Only 8000eb for the 100MU cache; 10,500eb for the 200MU cache, and 13,000eb for our maximum 300MU cache!

Game notes:

SDP 15, SP30. The Data Cache cannot be accessed by a cybermodem (insufficient processing power to address the memory).



TRANSCRIPTOR

150eb

A transcriptor is a cybermodem option that, when attached to a printer, will print out all netspace locations visited, programs and icons encountered, and files copied—a hardware version of the *Instant Replay* utility program. Provides a great record for your solo friends to find out what happened to you—and in the wrong hands—a great record of your Net-crimes and transgressions.



Microtech

ARTIFICIAL INTELLIGENCE +

MICROTECH RESIDENCE

150,000eb

With the increasing number of low-level AI's available, Microtech is proud to announce the release of their new RESIDENCE cybermodem add on. Recently cleared for non-military sale to corporations (Near Impossible *Streetdeal* roll to obtain privately), the two-case device connects to your cybermodem ports and provides enough processing and memory power to support a Guardian-class AI (max INT 6). The device is completely "netspace transparent" and has no effect on the functioning of your cyberdeck other than increasing power usage (including battery drain) by a factor of x4. The unit contains 3 CPU and 40MU (accessible by the AI only, and used to store its core programs and 20MU of free memory). The following skills are hardwired in: *Interface 7, Programming 10, System Knowledge 10, and Education/General Knowledge 6*. Military versions also contain *Ejector*, a specialized AI spore program which packs up the AI with the memories of its current mission, and using stealth/evasion programs, returns the AI to a pre-set "home base" to be debriefed. The Residence maintains its military roots with an SP20 armored chassis and EMP shielding, but Microtech will ship it in the color of your choice. Case size is 3'x2'x6".

PROGRAMS



NEW PROGRAMMING MODIFIER

Code Optimization

Increases the Difficulty by +10, cuts the final MU of the program in half (round up). Tighter code-writing results in the use of less storage space.





MIRROR

1200eb

Class: Anti-IC

STR: 5, MU: 4

Mirror is a defensive program that returns Hellbolts to their origin, be it Demon, netrunner, or AI. The source is then attacked by the Hellbolt. A more advanced version of Reflector, the program must defeat the Hellbolt in a STR vs. STR roll in order to return it to its sender.



WEED

630eb

Class: Anti-System

STR: 2, MU: 3

Options: Endurance

When a Weed program successfully attacks the target system, it will reduce that system's speed by -1 (cumulative) until the program is destroyed.



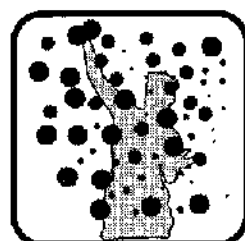
NINJA

1520eb

Class: Anti-IC

STR: 5, MU: 5

The Ninja is an invisible killer routine that functions just as a Killer V does, except it strikes invisibly. The netrunner must have See Ya (or other invisibility-revealing program) in order to locate a Ninja.



RED-OUT

6750eb

Type: Anti-Personnel

STR: 5, MU: 4

This Glue variant locks the netrunner completely, preventing him from moving or accessing the menu for 1D6 turns. It is currently not very common, but is gaining acceptance among Level 2 and 3 corp-runners. Some sadistic netrunners like to "Red-Out" their opponents, then shred them with Hellbolts as they stand helpless.



THE AUDIO VIRUS

8000eb

Type: Anti-Personnel

STR: 5, MU: 5

Okay, you folks have heard of that obnoxious anti-personnel program Spider Murphy reported in the 'Netguide, which simulated a nasty smell that made the unwary 'punk vomit. But that's old news... The newest fad on the Internet is the Audio Virus. If it overcomes a 'deck's defenses, it will play a sound or tune to the affected runner—at something above 180 decibels! The most nasty thing to hurt your victim with would be random noises, but the NetWatchers can tell you that bad music is very effective, too. Just plug in those leftover 20th-century tapes of Julio Iglesias or Take That and see your enemies run!

The standard Audio Virus (actually a pretty normal Anti-Personnel program) has a writing Difficulty of 32. Its icon is, of course, a stereo system. Roll a normal anti-personnel program attack. If you succeed, the target loses 1D10 REF temporarily, and is at -2 INT until he kills the program. If the runner's REF is reduced to 1 or less, he must immediately jack out of the Net. The referee may give additional stat penalties for sounds and/or music that would be exceptionally disturbing/annoying to the victim. A hip techno-netjunkie might be particularly vulnerable to Beethoven, while that hardliner Kerry Eurodyne fan might react allergically to a Beatles song—even Arasaka is said to really hate Silverhand.

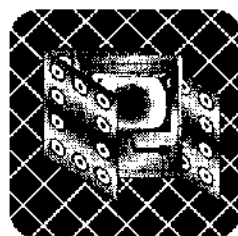
TRANSLATOR 2000

240eb

Type: Utility

STR: 4, MU: 2

This utility can take three digital images of a single object and convert them into a Creator virtual within 30 seconds. It was designed by Fujitsu World Entertainment to create their Virtual Sci-Fi show *CosmoPolice Adventures* by taking shots of the original set from three areas and feeding them in. The rooms took about 20 minutes each, due to the subprogram that removes objects with only one or two dimensions (i.e., only in one picture).



DECKSHIELD ONE

320eb

Type: Protection

STR: 6, MU: 2

This program is designed to retard anti-cybermodem attacks with a fair degree of efficiency (adds +3 to your deck's Code Wall STR). As it must be kept running for effect, it's only usable with decks that have a memory-swapping function or the capability to use two programs simultaneously.





IGOR

4800eb

Class: AI/Utility

STR: 4, MU: 7

Is life getting you down? The real world intruding, calling you away from valuable net time? Need to be linked, but can't spare 24 hours a day? You need help! And with the new "Igor" resident on-line assistant, you can take care of those annoying mundane activities (eating, sleeping, fire-fights, etc.) and let Igor do your on-line work for you!

The "Igor" routine is a small and not-too-bright Artificial Intellect that requires a minimum of an INT 3 computer to run. Igor counts as one of the programs that can be run on such a machine with the Multitasking program (allowing two other programs to be run by Igor).

What can Igor do? Anything a normal netrunner could do, at an INT and Interface of 5! Igor can act as an AI netrunner operating from his resident PC. Igor's not too bright, though, and must be given specific instructions for reaction to specific situations. For instance, if a runner is monitoring a net fortress, Igor can operate the surveillance programs while the runner isn't there, and even watch for specific events or signals, if ordered. Should something unforeseen occur—say, a successful attack by another party which allows the spying runner a chance at accessing the fortress—Igor won't do anything about it unless ordered or attacked! If actually attacked, Igor will react in the safest fashion (retreating, hiding, disconnecting, etc.) that still allows it to follow its orders. Please note that Igor cannot function when a runner is operating through the PC! Igor is an artificial replacement, not a supplement.

Game masters should demand explicit orders for Igor, remembering Murphy's Law of Robotics: If there is a way for Igor to misinterpret an order, it will, and at the worst possible time...



GUEST BOOK

200eb

Class: Utility

STR: 4, MU: 2

Guest Book is a simple program that keeps track of who has occupied a Net area for a fixed period of time. Whenever a runner moves within two grid squares of a guest book program, they have "signed" the book (netrunners operating under invisibility/stealth routines are not detected). A Difficult *Interface* roll will allow a runner to know that they have been tagged. If they want to erase their entry from the log, treat it as an STR 3 Code Gate. Upon termination of this program, e-mail is sent to a predetermined account with a log of all the icons that have passed. This is a common surveillance tool in public-access corporate data fortresses.





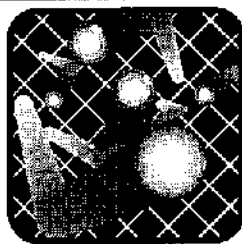
A PICTURE'S WORTH

1200eb

Class: Encryption/Utility

Strength: 2, MU: 6

This is a complex utility based on Creator and Packer. This program encrypts data files and hides them within the code for a virtual reality, e.g. the scrambled text of a black ops file could be hidden in the code of a virtual desk in a data fortress. Retrieving the code without a program will involve going through the programming code of the virtual object line by line and extracting all the extra data that's not part of the image. Once removed, the data must be unscrambled, which is a chore in itself. One full file of information (1 MU) can be encrypted inside of every two MU used for the virtual image. Thus 64 MU of data could be secreted in a photo-realistic virtual city. The main drawback is that the virtual reality's memory size will unavoidably swell however many MU's are put in it, and an observant netrunner/sysop will undoubtedly notice the excess size of the file. Note: the data itself is not in the image, it is in the Memory Unit where the image data is stored, and the runner must examine the file to get the data. He cannot simply examine the image itself.



SUPERBALLS

500eb

Class: Evasion/Anti-IC

Strength: 3, MU: 4

Superballs is a distraction program designed to overload a deck's net-object tracking routines. Simply put, the program generates thousands of objects in the tracking space of a netrunner's icon. This forces the runner or target system to attempt to re-align its tracking routines (or, in the case of a runner, ignore the superfluous virtual objects). Roll 1D10 and add the system's INT (runners add their INT and Interface); on a 15+, the program's effects are ignored for that turn. Test every turn until the program is canceled or destroyed. If the program has an effect, the subject receives a -3 to initiative for that turn.



SWARM

3000eb

Class: Anti-IC/Anti-System

STR: 1, MU: 7

Options: Endurance, Re-rezz

Swarm is activated as a single, Strength 1 program. Once it successfully penetrates the CPU of a target system, it starts reproducing! Its subroutines will cause the target deck's RAM to make a duplicate of Swarm each round—under your control! The original will continue to duplicate until destroyed, eventually engulfing the CPU with sheer force of numbers. If the original program is destroyed, you can "re-launch" one of the duplicates to continue the process.





GRID WAVE

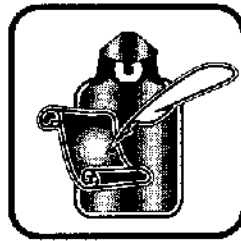
20,000eb (if you could find/buy it!)

Anti-System (specialized for IG Algorithms)

STR: 7, MU: 8

Originally developed from research done by Langley Microsystems (a sub-developer on the original I-G Net Algorithms) as a company-only tool to test netspace integrity, this routine was stolen and "improved" by "vandal" Netrunners. Simply put, this program attacks the subroutines that make up the I-G Algorithms themselves! By sending out continual waves of netspace distortion that alter the navigation and positional signals of cyberdecks and datafortresses alike, it attempts to "burn out" all objects in a cyberspace area.

A Grid Wave attack starts from a single square and advances to 10 square radius limit. Note: occupants and objects in the center square are not initially affected (runner must make a Very Difficult REF roll in order to jack-out immediately after launching the program to avoid its effects). If an object in cyberspace (programs, datawalls, codegates, etc.) fails a 50% roll, it is de-rezzed from netspace. A affected netrunner must make a Very Difficult Interface roll to remain jacked-in. Even if he is successful in avoiding being ejected from the net, his icon is shifted to the edge of the area of effect. His netspace movement is reduced to 1 for 1D10 net rounds and his Interface ability suffers a 1D6 penalty 1D6 net rounds. The 10-square radius area cannot be entered for 1D6+4 net rounds (it doesn't exist!) until the local netspace servers rebuild the area. Warning: use of this program will be immediately picked up by Net Watch within an area up to the size of a city subgrid.



SCRIBE

no price (must be written, Difficulty 47+)

Class: Anti-IC/Utility

STR: 6, MU: 8

Options: Pseudo-IQ, Recognition, Fractal Icon

First used by Rache Bartmoss on one of his infamous "Rustbelt Regional Rampages", the code has since been spread around. You'll find most the top-name Pro Runners using it now.

When activated, the program spends one round surveying its surroundings (5 grid square radius) before attacking the target program. On a successful attack it re-writes the program's priority to below that of the lowest priority device in the area, thus placing the program's execution so far down the queue that it's "frozen" in place. Scribe then analyzes the ICE, breaking it down into component code groups and writing it to memory (Pseudo-IQ). The copied program is not functional, but it may be easily be reconstructed. each MU of target program takes 1 net round to copy, during which time, the netrunner may not launch further applications. To save time, Scribe can be pre-instructed to note, but not copy, such standardized code as Recognition, Trace, etc., allowing the runner to substitute his own when reconstructing the program. This function will only work with commercial programs, not custom ones.

Game Note:

In the months since Scribe's debut, the following Programming Options have appeared in corp-created programs (Refs take note).

Suicide pill (Difficulty +2) —If the program is copied, it self-destructs, de-rezzing the program being copied.

Copy-trap (Difficulty +5) —If the program is copied (by Vampire, Scribe or via the Doppelganger routine), it infects the copy program with a destructive virus, destroying the copying program.



FASHION

STYLE IS EVERYTHING IN 2020. IT DOESN'T MATTER IF HOW GOOD YOU ARE, IF YOUR LOOK DOESN'T CONVEY THAT "I KNOW WHAT YOU NEED" APPEAL, YOU'RE A LOSER. SO OPEN YOUR EYES AND ACCESS THIS, YOU GRUNGEHEADS, BECAUSE EVEN IF YOU DON'T CARE WHAT YOU LOOK LIKE, YOU'D BETTER REALIZE THAT THE PEOPLE WHO HIRE YOU WILL ...

GENERIC

This is the stuff you would find in mega-stores and mallplexes. It's one step beyond plain jeans and t-shirts - minus the cotton. Cotton and other natural fibers are luxury items these days. Generic clothes are 100% synthetic, modular, recyclable, cheap, and very common. This is fine for casual wear, but you'd better plan on donning something with a bit more bite if you want to score.

WHO WEARS THIS?

Mallplexers, kids, average college types, beavers, junior model wannabees, Ronin who don't care about fashion or don't like attention, and older folks who don't care much about "fashion" anyway. In others words, people with an eye for style, but very little money to fill it.

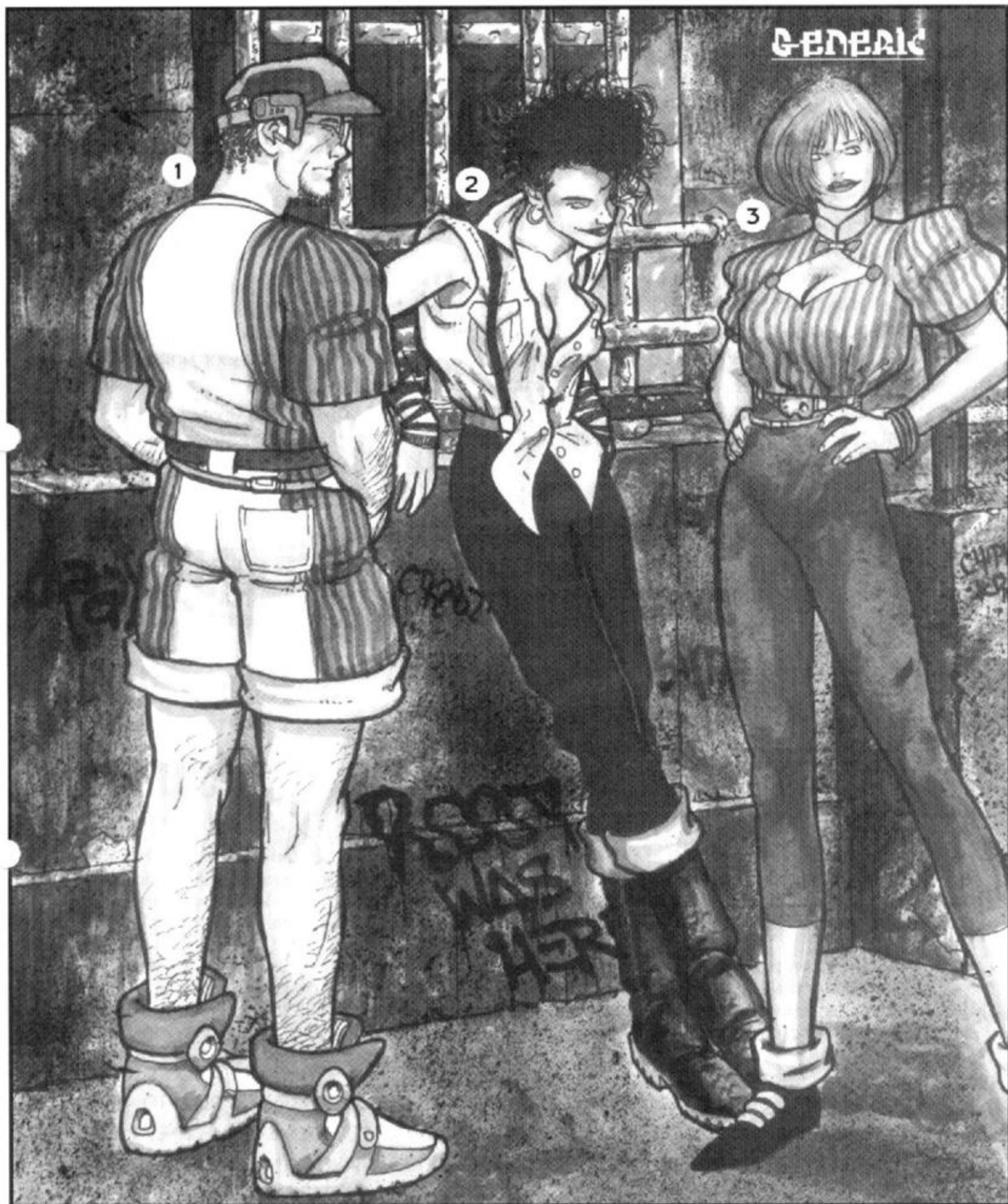
SAMPLE OUTFITS

1. Dante's shorts ensemble by Uniwear is prefect urban wear for those heavy inversion-layer days, complete with a visor cap to protect the eyes from UV radiation. Those burly sneakers are AeroFloats by Nuke™, complete with pressure sensitive, memory plastic lacings and a micro-airflow foam for coolness and comfort.
2. Veronica has that East Coast sass with this sleeveless shirt and suspenders set. When combined with neo-denim pants and mid-calf, splash-proof boots by Nu-Tek, you get the best in casual chic.
3. Denise poses in a body-suit-blouse and tights ensemble from Ponco™ which is easy to wear and sexy sweet. The stain-proof rayon blouse is open cut and high-collared, being dignified and alluring at the same time. Simple Plastech™ buckle and cuff booties complete the outfit.

"GENERIC? YOU WANT ME TO WEAR *GENERIC* CLOTHES FOR THIS ROLE? WHY DON'T YOU JUST PAINT ME YELLOW AND TATTOO A BARCODE ON MY BUTT? NO WAY."

— SHERRI GLASS, BRAINDANCE STAR





LEISUREWEAR

Athletic wear is a version of Generic clothing with a little more style and pizzazz, tending toward the chilled look. Imagine sweats being taken to the level of designer jeans. Wearers usually don't have something to prove but do enjoy interestingly decorated and upbeat fashion with more originality than Generic—but not as much glitz as Urban Flash. An example may be the type of clothing '90's athletic stars wore on their days off. These are the clothes that most TV ads will try to sell you. A new innovation is Polylog™, an artificial fabric which can actually change colors! The fabric is woven from electrically-reactive polymers which change their color based on a mild current. Up to four colors may be stored in a piece of such cloth, with orientation being monitored by a simple, built-in processor unit (which is removed when the item is washed). Color changeover takes about 30 minutes and the cloth is vulnerable to EMP and other electrical interference, making Polylog™ an unlikely choice for combat. No, it's not cheap, but it is very chill ...

WHO WEARS THIS?

College kids, young professionals, Movers out on the town, hip street Ronin, Bohemians. Not the ultra-chic, but people who like to look good while recreating or partying.

SAMPLE OUTFITS

1. Deidre looks toned and trim in this skintight bodysuit by Eji of Japan. The Powerblades are by RecreatTech, with "smart" polymer wheels (+1 to Athletics/Skating rolls) and internal batteries which can provide up 4 hours of power-assist roller action (+5 to MA, 200eb). Her Kevlon™ Knee and elbow pads, and Shock Touch™ Personal Protection Gloves (Stun damage on a successful Brawling Hit, four charges, 120eb) ensure her safety while she recreates.

2. Sports fan Hans wears the Night City Rangers® line of authorized sweats and athletic wear. His sleeveless sweatshirt and jogging pants proudly display the Night City Rangers Logo (as well as clips of their best games) in glowing Wearman™ panels by Nu-Tek (*Chromebook 1*, pg. 88). The outfit includes the official Ranger line of athletic shoes, designed for comfort and response (but no actual game effect).

3. Cool and collected, Erik displays the Bodygear™ line of leisure wear. His jacket features Reacti-mesh panels under the arms and around the collar, designed to open in warm weather and close in cool, for continuous comfort control. Both pants and jacket are laced with Polylog™ memory fabric, which can hold up to four color schemes in the jacket's collar processor, so Erik can choose his color scheme for the day.

"LEISUREWEAR ISN'T ABOUT SPORTS, IT'S ABOUT *FEELING* LIKE YOU'RE INTO SPORTS. OUR GOAL IS TO MAKE EVERYONE FEEL ATHLETIC, EVEN IF THEY'RE JUST SITTING AT HOME IN FRONT OF THE NETBOX, KNOCKING BACK SMASH."

— IVAN RICHTER, BODYGEAR™ CLOTHIERS



LEISUREWEAR



URBAN FLASH

Uideo jackets, color-shift fabrics, cammos, leathers, metal trim, logo-wear ... the wildest wear around. Chromer and Boostergang stuff. Rich mallplexer kids and Edgerunner wannabes wear this usually. It is all flash and has no subtlety, with skin-tight and see-through styling. Although transparent plastic panels are not exactly what you'd wear into combat, they are pretty frosty out on the town if you don't mind attracting a lot of attention. The latest fashion trends appear on the street in Urban Flash mode first. Watch any video-channel Dance Shows for an idea of what Urban Flash is.

WHO WEARS THIS?

Image-conscious mallplexers, dance club sluts, Chromers and metal-heads, vidstars and other minor celebs, senior gang members, and Ronin who like attention or don't care what you think anyway.

SAMPLE OUTFITS

1 Lynette looks feisty in this daring top and skirt combo by Cryo-Max. Made of Wrap-on memory plastic, each piece uses body heat to mold to the wearer's form, complimenting and supporting. Wrap-on can also hold up to six color schemes in memory, allowing her to coordinate with her accessories, in this case a transparent raincoat by London Mist™ which can be made opaque at the touch of a button—much to onlookers' disappointment.

2 Andrew carries serious attitude with this shirt and vest combo. Colorful and outspoken, the Polylog™ shirt is set to hold up to four patterns which can be reversed from outer to inner surfaces. So you could have one pattern on the inside and another on the outside, and change them as desired (color change takes 30 minutes to complete). The double vest and shoes also sport the illumi glow panels which have become so popular in the modern club scene.

3 Jennifer oozes confidence as she struts her stuff in this striking outfit by Marat, whose designs are all the rage at dance clubs nationwide. Her dare-to-bare garterbelt and hose arrangement belies the durability of her attire: those hose are Duraweave™ and can stop 9mm rounds (SP6). Her open-buckle jacket is by Alex of Milan, and features illumi strips throughout for stunning effects on the dance floor.

4 Leo is so ready in this bodysuit and jacket affair from Image Fashionware. This suave bodysuit design has relaxed pants tapering to a body-hugging top. The suit has a memory fabric zipper up the front that virtually disappears when closed. His short jacket features illumi strips and a built-in memo-chip with a time and info readout mounted discreetly in the lapel. Leo can get paged and log email numbers from anyone he meets in the clubs, all without breaking his rhythm... And he'll keep the beat wearing those fresh, all-illumi shoes!

“MAKE CLOTHES FOR THOSE WHO KNOW WHAT THEY HAVE AND AREN'T AFRAID TO SHOW IT. THE BODY ITSELF IS PART OF THE ENSEMBLE, PEEKING THROUGH HERE AND THERE TO COMPLIMENT AND ADD EXCITEMENT. PEOPLE COMPLAIN THAT I CHARGE SO MUCH FOR SO LITTLE MATERIAL. WELL, SOMETIMES LESS IS MORE.”

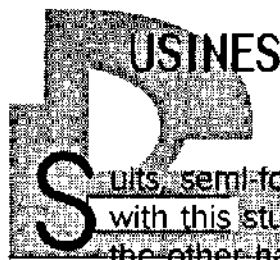
—MARAT



URBAN FLASH



BUSINESSWEAR



Suits, semi-formal dresses and other pricey, natural fiber attire. Ties are mandatory with this stuff. No combat Edgerunner would be caught dead in these clothes; on the other hand, a good Mover or Corpzoner wouldn't wear anything else. Fixers in large organizations, some Rockerboys and a few Corp enforcers wear these. Babes go for guys in suits and dudes watch Corp-ettes wearing those frosty silk business skirts.

WHO WEARS THIS?

Almost all Corps, respectable security operatives and Corp bodyguards, Eurosolos, real uptight types. You know—people who make good targets.

SAMPLE OUTFITS

1. Emile is ready for a hostile takeover in this ultra-chill suit from Takanaka. A short coat and pants suit in French cotton with new Biotechnica arachni-silk lining which is tough as leather (SP6). His high-collar shirt is bound by a Nu Tek Tie-Fon (200eb). This sleek device blends fashion and function as it combines a cellular phone (linked to a small earphone with a pick-up mic in the knot) as well as a memo-unit and pager, all in color-coordinated neckpieces.

2. Carilla is posed to pounce in this women's suit by Takanaka. Made of French cotton and all natural fibers, this pants and jacket set is cut to accentuate her shoulders, giving her that aggressive look necessary in the competitive business world.

3. Paulo contemplates his fiscal empire in this two piece ensemble by Flein. The jacket and pants appear to be made of wool, but, in fact, are Duraweave™ fiber, giving a good protection (SP 10) without sacrificing comfort or cut. It includes a built-in Trauma Team™ Reaction program which alerts TT if the suit is penetrated at any point (300eb/mo. for service).

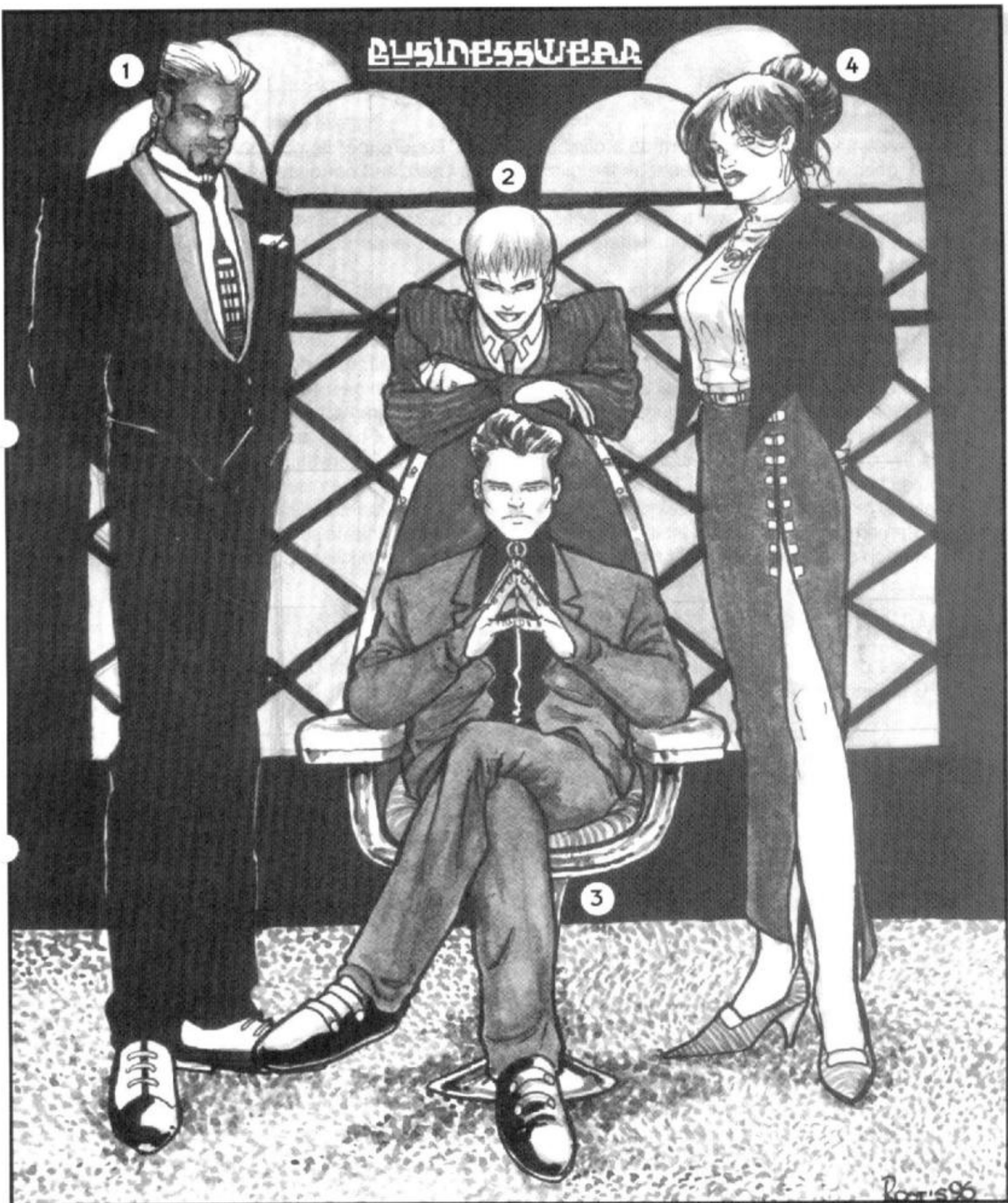
4. Sondra is cool and collected in this coordinated in this skirt and jacket set from Pearl Eye Designs. Her shirt is pure Chinese silk, with a memo-brooch by Nu-Tek. The jacket is Tibetan cotton with arachni-silk lining (SP5). The skirt has similar construction, comes in complimentary colors, and has a variable length slit for when you need to distract that male executive during negotiations ...

"MODERN BUSINESS IS A WAR ZONE, EVEN IF IT ALL SEEMS QUIET ON THE SURFACE. OUR CLOTHES ARE THE BATTLE GEAR FOR THE NEW EXECUTIVE, DESIGNED TO PROVIDE AN AGGRESSIVE IMAGE WHILE PROTECTING AGAINST THE CONSEQUENCES OF A FAILED NEGOTIATION."

—MICHELE FLEIN



BUSINESSWEAR



EDGERUNNER

Recently come into its own as a discernible style, Edgerunner is more than old surplus mil-gear, a bit more subdued than the glitz of Urban Flash, and not quite as status-conscious as Leisurewear. You have to be pretty damn cool to wear this stuff and not look like some poser wannabe. Newcomers have to make a Difficult COOL check (+ *Intimidate* and *Wardrobe/Style*) the first couple times they go somewhere noticeable just to avoid looking like some geek hiding behind chilled threads.

Edgerunner is predominated by stylishly functional gear that looks armored and/or combat ready, without being olive-drab milgear. Edgerunner style uses synthleather, metal hardware, and padding in flat, non-reflective colors that don't attract attention in the Combat Zone. "Tough!!" is the adjective most used by those young urban gangers who can't afford it, nor pull it off when they do wear it. This look is rather intimidating and "biz-only," so don't expect to draw the opposite sex to you while wearing Edgerunner (unless they're into that sort of thing). Of course, its designed to look better and better the more use you get out of it—the more bullet holes and slash marks, the chiller it is. Try patching it up with materials of differing style and color. On anything else, it's looks like you couldn't afford to get it done right, but with Edgerunner style, you advertise your abilities—you show that you're at home in a high-tek dance bar, or facing down gutter-scum in the 'Zone.

Remember, this stuff is an attitude in itself, so expect street punks to screw around with you more if you don't look like you should be wearing it. And they may try to kill you just to get your jacket ...

WHO WEARS THIS?

Edgerunners of all types who don't mind advertising, rich kids who think they're Edgerunners, and some Gangers who've taken down a Ronin who wasn't as good as he thought.

SAMPLE OUTFITS

- 1** • Boris here shows a combination of Gibson Battlegear™ fatigue pants (SP14) with a Plastech Duster (SP18)—and the mandatory black t-shirt. The coat's illumi panels can be shut off with a button, cutting done Boris' target profile. The boots are by Ruf Tread™, with armored toes and soles (SP20) for kicking serious poser butt.
- 2** • Even a Netrunner can grab a look, and Miska sports an attitude in this jacket and bodysuit combo by Ruf Tread™. The coat is medium Kevlon (SP18), with a polylog cover to hold up to four different color schemes. The bodysuit is light nylar (SP10), with knee and elbow reinforcements.
- 3** • Curtis is looking properly steroid in this shirt and pants set by Icon America. The shirt is morplex (SP 14) with optional sleeves (detachable via zippers). His gloves are Stun Knuks™ by Militech (Stun damage as per Black Zap gloves, *Chromebook 1*, pg. 49). Shades by Felice of Paris.
- 4** • Dana gets serious in this Gibson Battlegear™ set similar to Boris' but in the slightly lighter cut designed for women. It has all the function, but just a bit more style and sex appeal. The pants and t-shirt have been replaced by a bodysuit (SP10) and she has added greaves of Kevlon (SP20) for rough and ready action.

"IF IT CAN STOP A ROUND AND WON'T EMBARRASS YOU TO WEAR IT, IT'S COOL."

—ANONYMOUS SOLO





HIGH FASHION

This is the stuff that you see all the super-glam models wearing. This is what Urban Flash and Generic Styles try to imitate year after year, but High Fashion features quality materials and workmanship that are second to none. The superwealthy don this clothing, and most Brainsdance and Vid stars wear it as well. If you're not wearing High Fashion—or Urban Flash that's imitating High Fashion—in the trendiest clubs, you're nobody.

WHO WEARS THIS?

Middle-/upper- class Euro-types, glam-rock stars, supermodels, trendy Corps, Goldenkids, Media celebrities, etc. (Note that none of this clothing features any real game value other than to appearance. Crank out those *Wardrobe and Style* skills... along with your credchip.)

SAMPLE OUTFITS

1. Lydia wears this stunning evening suit by Cryo-Max featuring variable translucence pantaloons over a Spandlon™ leotard. Her short coat and hat are by HiFacs™, made of the finest grade cotton/angora weave and are trimmed in hand-sewn patterns made of fiber-optic illumi-weave, designed by the Algerian Highriders in the ultimate combination of yesterday and tomorrow.

2. Trina is stylin' with this sexy little number from Leopold's of Night City. This noted lingerie designer has leapt into the high fashion industry with a bang, displaying designs that redefine the word "underwear." The cape is the most notable accessory, being of a Reacti-mesh™ blend that allows it to expand and contract its size from the limited amount displayed here to a full cloak that can cover all of Trina's assets, all at the touch of the clasp—just in case she needs to travel somewhere that encourages modesty.

3. Marcus looks relaxed and ready in this Polychromic™ outfit by Alex of Milan. Utilizing the memory features of other Polylog fabrics, Alex has built a program into the clothing's processor which rotates the clothing's color scheme through a set of carefully-designed shifting patterns. Thus Marcus' pants constantly ripple with a mesmerizing and gentle passage of blues, magentas, and even luminescent illumi tones that combine and coalesce with his movements and moods. His jacket also has the same Polychromic features, but its pattern changes more slowly, and, since its processor is linked to the rest of the clothing, it's always in a complimentary color to the main suit—that's right: clothing that coordinates itself!

"CLOTHING IS PAINT AND YOUR BODY IS MY CANVAS. I DRAPE YOU IN ART, MAKING YOU A PIECE OF ETERNITY. I GIVE YOUR DREAMS FORM—AND I DON'T CHARGE NEARLY AS MUCH AS THAT ALFONSE FELLOW IN PARIS."

—ALEX OF MILAN



HIGH FASHION



BASE COSTS FOR COMMON CLOTHES

Pants/J Jeans	20eb	T-shirt	10eb
Miniskirt	30eb	Long-sleeve Shirt	20eb
Long Skirt	55eb	Top/Blouse	15eb
Short	10eb	Tank Top	10eb
(leather or its equivalent increases price by 50-75%)		Tunic	25eb
		Leather Tunic	75eb
Jumpsuit	50eb	Sweater	20eb
Dress	50eb	Belt	10eb
		Leather Belt	15eb
Gloves	20eb	Shoes	15eb
Long Gloves	30eb	Halfboots	15eb
(leather or its equivalent doubles price)		Boots	25eb
Vest	25eb	Kneeboots	40eb
Tie	20eb	(leather or its equivalent increases price by 50-75%)	
Scarf/Bandanna	15eb	Toboggan Hood	10eb
Shades	5-50eb	Ski Mask	15eb
Hat	5-25eb	Trenchcoat	125eb
Leather Chaps	60eb	Cloak	50eb
Jacket	35eb	Short Cape	75eb
Long Jacket	40eb	Long Cape	90eb
Long Heavy Coat	55eb	(leather or its equivalent increases price by 50%)	
(leather or its equivalent doubles price)			

STYLE AND QUALITY MODIFIERS

Style	Cost	Quality	Cost
Generic Chic	x1	Sub-average	x0.5 to x0.09
Leisurewear	x2	Average	x1
Urban Flash	x2	Good	x1.5
Businesswear	x3	Very Good*	x2
Edgerunner	x3	Designer**	x4
High Fashion	x4	Superchic (Personal Design)***	x7

*+1 to Wardrobe & Style skill checks **+2 to Wardrobe & Style, etc. ***+3 to Wardrobe & Style, etc.

ADDING ARMOR TO CLOTHES

COST MULTIPLIERS AND EV PENALTIES

SP	Lt. Material		Med. Material		Hvy. Material	
	Cost	EV	Cost	EV	Cost	EV
SP4	x1.1	0	x1.05	0	x1	0
SP6	x1.2	0	x1.1	0	x1.05	0
SP8	x1.35	0	x1.2	0	x1.15	0
SP10	x1.5	0	x1.25	0	x1.25	0
SP12	x1.75	0	x1.5	0	x1.5	0
SP14	x2	-1	x1.75	0	x1.75	0
SP16	x2.5	-2	x2	0	x2	0
SP18	x3	-3	x2.5	-1	x2.25	0
SP20	—	—	x3	-2	x2.5	-1
SP22	—	—	x3.25	-3	x2.75	-2
SP24	—	—	—	—	x3	-3

POPULAR CLOTHESMAKERS AND THEIR QUALITY RATINGS

Levi: Generic and leisurewear. Average to Good.

Nu-Tek: Generic, Urban Flash. Average to Very Good.

Uniwear: Generic. Good.

Image Fashionware: Urban Flash, Edgerunner and High Fashion. Very Good to Superchic.

Icon America: Urban Flash and Edgerunner. Good to Very Good; limited Designer.

Gibson Battlegear: Generic, sometimes Urban Flash. Good; limited Designer.

Takanaka: Businesswear. Very Good to Superchic.

Eji of Japan: Leisurewear, Urban Flash. Good to Designer.

Cryo-Max: Urban Flash, Edgerunner, sometimes High Fashion. Very Good; limited Superchic.

Jordashe/Boy: Generic, Leisurewear, Urban Flash. Good to Designer.

FIREPROOFING

Giving clothing the equivalent of SP20 vs. flame damage adds to the price. For shirts, +100-300%; for pants/skirts, +100-200%; for jackets, +50-100%.

MISC OPTIONS

Option	Cost
Polylog™ Material*	x3
Reacti-Mesh Panels**	x2
Polychromatic™ Material	x5

*Holds up to 4 different color schemes. Can be damaged by EMP or electrical pulses. Has a 5 in 10 chance of malfunctioning under combat conditions (heavy dirt/moisture, etc.)

** Provides extra comfort



MATERIAL WEIGHTS PER CLOTHING TYPE

Light: Shirts, scarves, bandannas, dresses, jumpsuits, gloves, hats, ties, sweaters, thin skirts, shades

Medium: Pants, cloth jackets and coats, leather pants, heavy skirts, shoes, soft boots, some chaps

Heavy: Leather jackets and coats, hard leather and synthetic boots, heavy belts, most chaps

NOTES ON ARMORED CLOTHING, LAYERING, AND ENCUMBRANCE

Humans can only wear so many layers of differing thicknesses of clothing without being so stiff that they

can't move. Penalties are assessed for the Torso and Legs; your torso including arms and head (as both need considerable leeway to move freely). Layers are not interchangeable! (i.e., 2x Lights do not equal a Heavy!) Also, EV penalties for over-layering are in addition to those for armoring clothing.

Layering:

Torso: 1 layer Light clothing, 1 layer Heavy clothing

Legs: 1 layer Medium clothing, Heavy clothing

Penalties for extra layers:

Extra Torso Layer—

Light: -1EV

Medium: -3EV

Heavy: -4EV

Extra Leg Layer—

Light: -1EV

Medium: -2EV

Heavy: -3EV

If you expect to wear hard armor and be stylish, forget it. Only SWAT teams, C-SWAT and combat troops wear hard-shell, and it can't be made stylish or unnoticeable. It's also bulky, uncomfortable (even those without EV) and hot.

If you wear hard armor outside the privacy of your hole in the wall, expect to attract a lot of attention, both from the general populace and the cops. Even seasoned Solos only wear it when they're on heavy ops, and most troops only get hard thigh and calf plates, plus maybe shoulder and thorax plates, if they're lucky. This discounts hard helmets, which are a must in any combat situation.

Helmet optional rule: All helmets (unless specifically designed) reduce sight Awareness checks by -1 and hearing Awareness checks by -3. They're also hot and fatiguing; it's inadvisable to wear other head covering under it (such as bandannas or ski masks) for any length of time. If you do, expect Awareness penalties to be doubled (GM's call).

So you think you can actually wear layers upon layers of thick armored clothing in the heat of summer? Think again. More murders happen in summertime not because the number of violent acts increases, but because people generally wear less armor! No, there ain't no way you can wear that long sleeve shirt and an armored trenchcoat and jeans in July in the middle of the Free State of California—it's too frackin' hot!! Maybe a t-shirt, a bandanna (SP10 of course) wrapped around your head, and jeans and boots ... if you're the rebel type. If you're the combat type, you might deem it necessary to slap on some thigh armor or possibly bring a light armor jacket in case "the mung hits the fan," but otherwise, forget it.

Helmets pose another problem. You see, it's just impossible to pick up some classy input, or make a street deal, or tell the nice officer that you're innocent while you're wear-

MORE GENERAL FASHION AND ARMOR INFO

ing a combat pot with, "Born to Kill" scrawled on the side. Try wearing a motorcycle helmet around town for as long as you claim your character does—pretty uncomfortable, huh? What to do about this and still remain somewhat fashionable? Wear a paisley SP10 bandanna around your head, rock-star style. If you've got a pretty good attitude, some girls will dig it. At least you'll be able to shake off that 9mm when it hits you in the forehead ... instead of oozing brain and spazzing like a decapitated chicken.

Scarves are another good thing. A strip of cloth that's a foot wide, four feet long, and up to SP12 rating in protection? That's magic! It can be used anywhere, and it's the only practical way to protect your throat outside of leather neck-wraps that chafe like hell. If you want, double wrap it for extra protection. You'll take Awareness penalties, but if you think you need it, go for it! Heck, get stupid; wrap three or four scarves around your neck until you can't turn your head—at least that rifle bullet won't get through, eh?

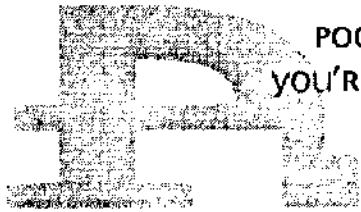
Gloves are another little thing combat-type Edgerunners need. It's hard for anyone outside Europe to look good in evening gloves, and any glove with an SP rating above 10 looks like pure combat gear. Only Edgerunner-style hand wear has a hope of being both protective and club-stylish.

As cool as it sounds, be very wary of Polylog™ material. It's really fragile under combat conditions and can leave you wearing a stark white piece of cloth at the worst time. Wait for the military version to be perfected.

Capes are listed in the available clothing for those of you who like to take big fashion risks. While in vogue in Europe, capes for men haven't been cool in the States for a long time. You have to have a massive COOL and Wardrobe/Style skill in order to wear one stateside without looking like a schmuck.



EQUIPMENT



POORLY-EQUIPPED 'PUNK IS A DEAD 'PUNK. IT DOESN'T MATTER WHAT TERRAIN YOU'RE DEALING WITH: THE DESERT OF MARS, OR THE STREETS OF NIGHT CITY. IF YOU AREN'T PREPARED, YOU'RE DEAD."

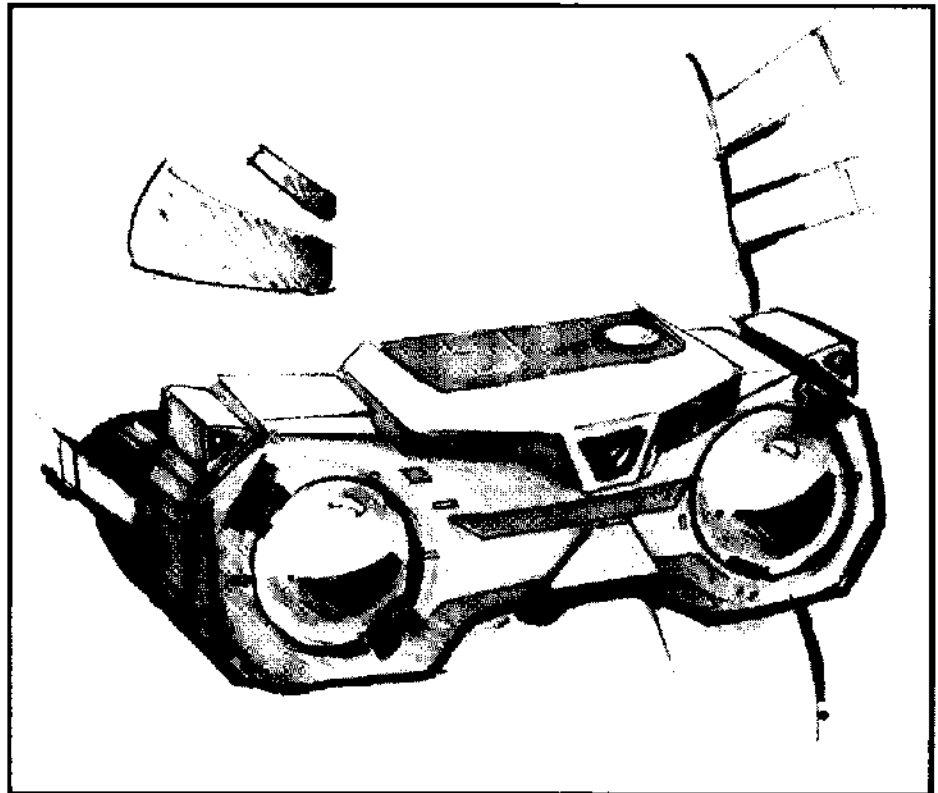
—MORGAN BLACKHAND, *THE ENFORCER'S HANDBOOK*, 3RD EDITION

TritTech

TRITECH
ECHOLOCATION
GOGGLES

1500eb

Now you don't have to go 'borg for echolocation gear! You can get the entire package in a small set of .5kg goggles! The front of the goggles has a small set of emitters and microphones, and works identically to the cybernetic system.



Game notes:

This gear has the same functions as a cybernetic echolocation processor system (see [Cyberware](#), pg. 13).

"PRETTY RAGIN' GOGS. LETS YOU SEE JUST LIKE A BAT, WITHOUT GETTING YOUR SKULL CARVED OPEN FOR AN IMPLANT. I LIKE THAT—LEAVES ME MORE ROOM FOR MY BRAIN, WHICH IS THE BEST CYBERWARE YOU CAN HAVE, NO?"

— RODRIGO DIAS, FREELANCE SOLO



PRESSURE TRIGGER

15eb per square foot

The ultimate in concealable switches, this high-tech pressure trigger from Pursuit Security, Inc. is paper-thin and comes in a wide variety of colors, including camouflage patterns. It can be hooked to claymores, blasting caps, or an electronic relay for warning you of someone's presence.

Game notes:

Trying to find a deliberately hidden pressure trigger is a Difficult task. A "smart" processor in the trigger will prevent inconsequential things, like rain, wind, rats, etc., from setting off the trigger. Larger amounts of pressure, like a human foot-step, will set it off, however.

PROTECTIVE HEADGEAR INSERT

50eb



Last chance! Okay, the bullet's torn through your helmet—what's left to stop it from tearing through your brain? Your skull!? Yeah, right. Take yourself down to the nearest Militech store and get yourself a LastChance Protective Insert! A thin sheet of Kevlar that will fit under any headgear and be completely concealed—it could be the smartest decision you make this week!

Game notes:

The LastChance is fully concealable under any form of headgear (helmets, hats, etc.). It has SP4 and EV 0.

TechJager

ANTI-PURSUIT LIQUIDS

prices vary

People shouldn't chase you. It's not nice. That's why TechJager has developed the Anti-Pursuit line of products. Spill 'em on the ground behind you, and the pursuers have problems! As an added feature, all liquids are clear, making them hard to discern from floor wax or water!

Game notes:

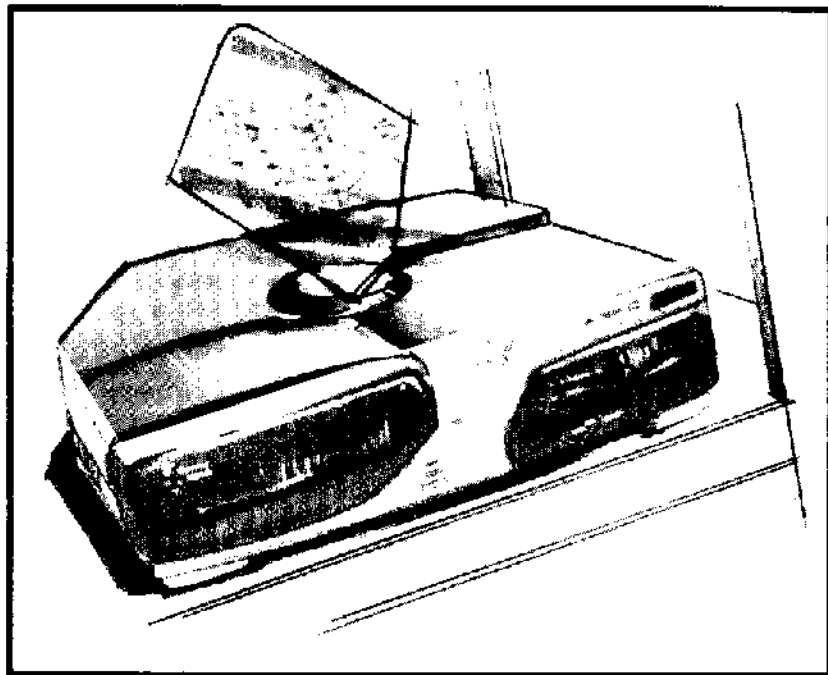
One liter covers 3 square meters.

Stickum (400eb/liter): All who step through must make a Very Difficult Strength Feat roll to get their foot/feet free.

BadFumes (500eb/liter): All who pass through must make a Difficult BOD roll (Endurance or Resist Drugs skill may apply) or be overcome with nausea.

FireFun (700eb/liter): Encapsulated reactive metals are suspended in an aqueous flammable gel. If anyone steps on it, it goes up in flames! (3D6 damage/3 turns/30sec)





STEPHENSON TECHNOLOGIES

STEPHENSON TECHNOLOGIES SOUND OPTIMIZATION SYSTEM

1000eb

Vitaly Chernobyl used it to make the acoustic most of his sound setting! Now, you can have the same system!

In fifteen minutes, the Sound Optimization System will have created its own internal map of the surrounding area and will find the optimal location for each speaker in your arsenal! It's lightweight, compact (about the size of any other rack component), and will make you sound phenomenal!

Game notes:

You must make a Very Difficult TECH roll (Electronics and Play Instrument skills add) to determine the proper position of your performers and speakers for effect. If successful, the band gets a +1 Perform skill while in that venue.

M

The ultimate in security! Militech Intel operatives use this stuff! All you have to do is flash it with a special light (10eb) and it turns into dust! No one will be able to recover any of your writing!

NANO-PAPER

3eb per sheet

Game notes:

The light is a special frequency and color, and will cause the paper to dissolve instantly, making anything permanently unreadable. Of course, there are the rumors that Militech has another light that will cause the paper to reassemble itself ... but that kind of tech is many years in the future, right?



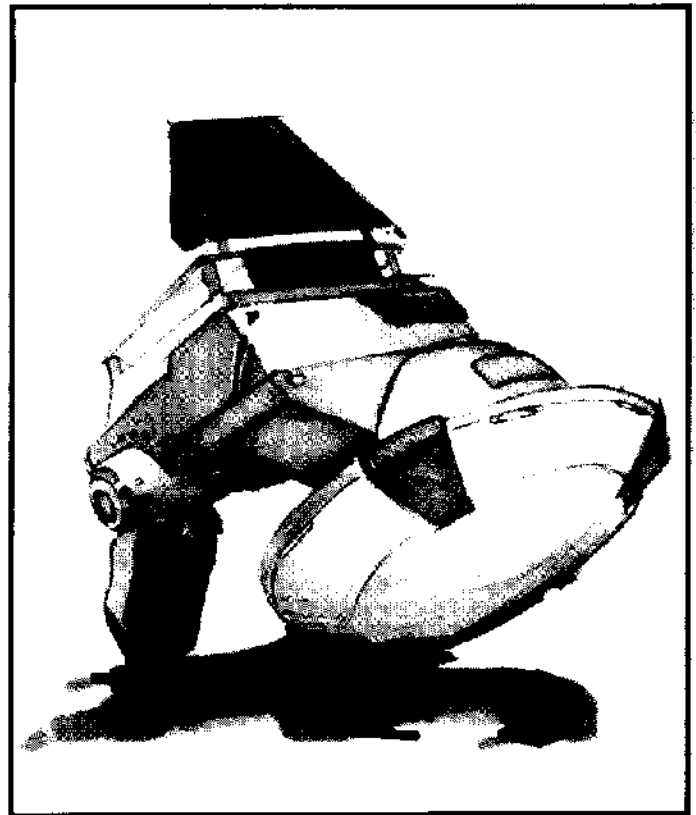


Wutani Sensors

WUTANI SENSORS MOTION TRACKER

770eb

Enemy movements are important to any action-oriented individual, whether you're a hunter in the jungle, or a Solo in its concrete equivalent. A lunch box-sized device, the motion tracker uses infrared to detect close proximity objects, and lasers to measure actual movement. Two modes of operation are available: Omni-Direction and Uni-Direction modes. Omni mode will show movement of people (or equivalently-sized animals) at 75m and vehicles at 300m. Uni-Direction will extend the ranges to 125m and 1 km respectively, but only for the specified direction. A detachable screen display shows all "bogies" graphically, each individually tagged with direction, distance, and approximate size class. 12-hour rechargeable battery included. Weight: 4kg.



Game note:

When in operation, this device is visible to IR and low-light optics at distances up to 150% of its range.

Enduro Drink!

**A BLAST OF ENDURANCE
IN EVERY BAG!**

ENDURODRINK

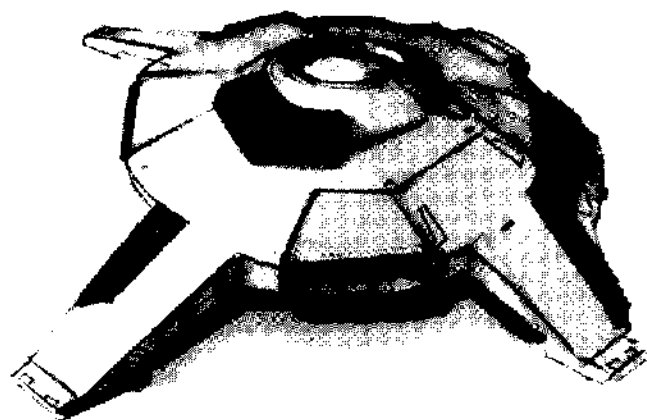
8eb per can

Non-addictive, effective, and perfectly legal in all major sports! Biotechnica's EnduroDrink is the perfect blend of fats, carbohydrates, and electrolytes to keep your body fueled at an optimal level!

Game notes:

Drinking a can will allow for a +1 Endurance skill bonus for two hours after consumption. Effects are not cumulative either in terms of bonus or time, however.





WALL SPEAKERS

250eb

Do you hate having to position the speakers in your house? Are your neighbors too friendly? Well, a wall speaker is what you need. Each speaker is about the size of a silver dollar and has a removable adhesive that allows it to stick to any surface. The microwave signal can be attached to a stereo or other sound-producing instrument. Through vibration, the speaker will use the whole wall as a sounding board. It's omnidirectional, and can be turned up just as loud as your regular speakers.

Game note:

There have been some nasty Net-rumors that the wall speakers will collapse low-income housing. This is not true. The vibrations given by a speaker at power-level "5" will not collapse a free-standing wall of balsa wood. Teletronics makes no guarantees for wall safety above Level 5.

ARMORSAVER DRINK

50eb per can

Need to rebuild damaged skinweave or subdermal armor? This is the way to go! ArmorSaver Drink is a specially blended mix of natural liquids, synthetics, and nanites that will rebuild your nanotech armor systems after they have been damaged. Available in chocolate shake, coffee, lemon-lime, and cherry.

Game notes:

One can, when consumed, will replace 2SP of skinweave. It will never take the armor beyond its max SP, and anyone who drinks it that does not have either system will get violently sick.

THERMITE-IN-A-TUBE

90eb per tube

"Many people ask me: Dan, why did you make a squeezable toothpaste tube full of thermite? My answer: because there are those bulkheads and safes and locks that just can't be opened without a little heat. And thermite reaches near-fusion temperatures. In the tube there's enough to do a 20' strand of thermite. With my special phosphorus primer, all you have to do is light a match to it, and FOOM! You're meltin' steel!"

—Dan, of SuperDan's Industrial Supply

Game notes:

Cuts through up to SP 45 material at the rate of 15 SP or 15 SDP a turn (10sec) to metals and stone, does 4D4 damage a turn (for three turns) to organic compounds.



TechJager

TECHJAGER PLUG-IN AIR FOULERS

prices vary

Everyone appreciates an air freshener. Some people really like to have clean-smelling air. These people like the fact that the plug-in kind of fresheners have 26-day lives, so their air smells good. TechJager hates those people. Our plug-in sabotage devices release gases of several different mixtures. All of them are designed to be undetectable to the normal nose, covered by our scents. All plug-ins can fill a 10x10 room with gas, and last thirty minutes after being plugged in and activated. Activation is accomplished by flipping the switch at the bottom, and the process cannot be reversed. Dimensions are 4"x3"x2".

Game notes:

Price is per unit.

Burnt Almond Scent: Biotoxins 1 or 2; 600 or 700eb

Wintergreen: Hallucinogenic; 550eb

Potpouri: SleepDrug; 550eb

Spring Breeze: BlabAll psychogenic (acts as a -3 to all Resist Torture rolls, and a +3 to others' Interview or Interrogation skills); 650eb

Hickory Smoke: Delayed nausea (all who fail a Difficult BOD roll will be hit by severe nausea 1D6 hours later); 575eb

Note: Gas effects for nausea, sleep, and BlabAll are 2D6 hours. Hallucinogens last 4D10 minutes. Biotoxins cause damage, but no other lasting effects.

KEVLAR BACKPACKS

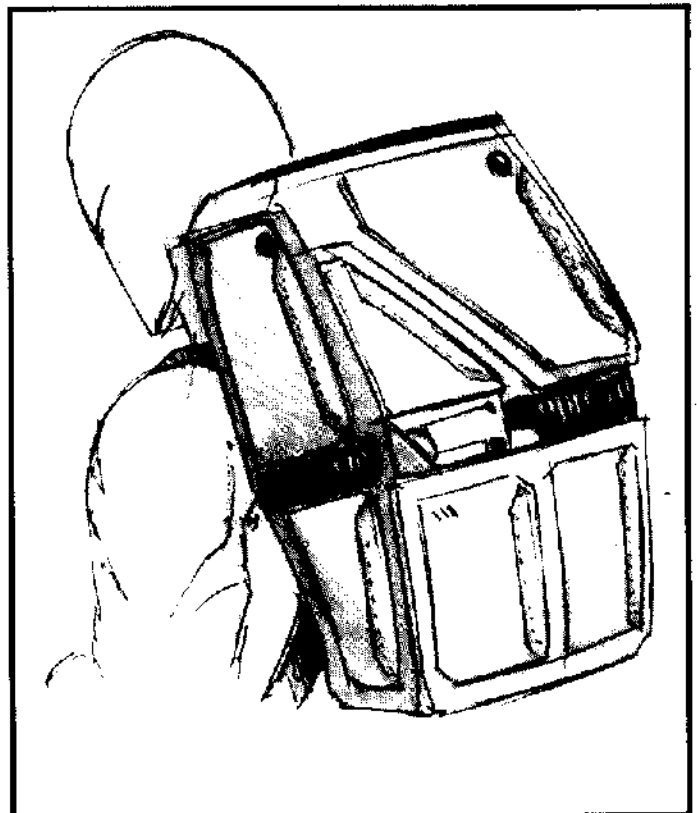
prices vary

Old fashion with a new twist!

We all have possessions that we don't want ventilated, and wearing a backpack has been in fashion since the 1980s, so what could be more natural than an armored backpack? It not only protects your valuables, it protects your back, too! Available in a dazzling variety of colors and styles. Comes in Armor Rating SP10 (50 eb), or with inserts (SP18; 100 eb). Weighs 1/2 kg (2 kg with inserts), holds up to 50 kg

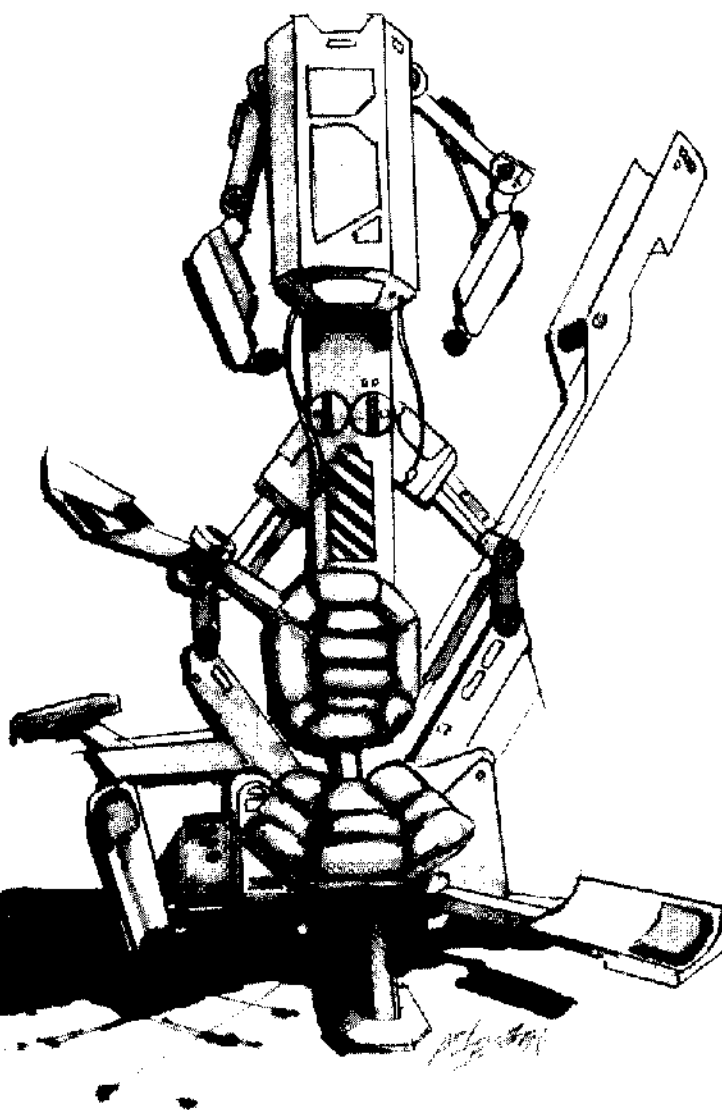
Game notes:

Backpack protects the torso (locations 2-4) from rear attacks (counts as full SP, subtracted before hitting contents and/or back of wearer). Wearing an empty pack is EV 0, wearing a pack with 1-5 kg of contents is EV -1, with 6-10 kg of contents is EV -2, with 11+ kg of contents is EV -3.



BODYWEIGHT

Life Preservation Systems



BODYWEIGHT INTERFLEX™ CYBERGENICS MACHINE 2800eb

"Your body is a complex machine—to fine-tune it, you need an equally advanced device."

"Your time is money—you're not going to invest money in something that wastes time."

"Your home is a castle—every castle should be opulent, not cluttered with ponderous junk."

To fine-tune your body, Bodyweight, Inc. offers the latest in cybergenic science: InterFlex™. Formatted for twenty-seven different configurations, InterFlex™ allows you to access the full range of body-building, figure-shaping, aerobic and cardiovascular exercises. To maximize results, InterFlex™ will imprint itself to your levels of physical fitness and experience (up to eight-



four different imprints can be stored in memory, making InterFlex™ perfect for commercial gyms and spas as well). To program your InterFlex™, activate the machine by remote control—it automatically opens to evaluation mode. Settle into the comfortable Temperfoam cushion and jack the computer into your neural plug via the built-in low-impedance cable. Once interfaced, the myomer tension frame will adjust to your body shape and size, offering the ultimate range of motion. As you are run through a routine of test exercises (specified for either toning or bulking), the InterFlex™ learns your body's unique personality—after fifteen minutes, your own Cybergenics program is complete.

The next time you activate the system, InterFlex™ autonomously deploys itself for your first exercise. Settling down for a good workout, you jack in so that the computer can keep tabs on your heart rate, breathing, endorphin production, circulation, hydration, muscle fatigue and other vitals. The database updates itself every time you jack in, re-evaluating your physical condition as well as uploading the latest in health and fitness data from the Net. As you go through your personal cybergenics program, the machine reconfigures around you for each exercise, and the myomer framework constantly adjusts its resistance to suit your capabilities. The experience is that of an invigorating, stress-less, no-impact workout which produces maximum results. InterFlex™ will know when you're done—while you're showering off, the system shuts down and collapses itself back into its "rest" mode: A compact, attractive (did we mention portable?) module that fits in with any modern decor.

BODYWEIGHT

Life Preservation Systems

INTERFLEX PRIME™

4400eb

Your comfort is everything—in this modern age, there's no excuse for needless suffering.

If you prefer leisure to hard work but still want a superior physique, Bodyweight, Inc. offers the InterFlex Prime™. The Prime model is equipped with a hyper-fidelity braindance player and an advanced neuro-muscular "ghost-puppet" polyprocessor array. InterFlex Prime™ works exactly like the regular model, except that it does the sweating for you. When you jack into the Prime model, you are submerged into the virtual experience of your choice (loaded either from your own collection of chips, or from an on-line braindance subscription service), letting you experience whatever you like. Meanwhile, your body goes through all the motions, getting a full workout through to the Prime model's cybernetic choreography. When the exercise session is over, InterFlex Prime™ prompts you in your braindance (your choice of prompt: sensory or virtual)—all you have to do is take a shower!



PRICE LIST

CYBERWARE & CHIPWARE

ARC-THROWER	1050EB
BALLPOINT CYBERFINGER25EB
BIGRIPP850EB/1200EB
CHIPLOK150EB
CORVETTE CYBERLEGS4500EB/5000EB
CYBER-DETECTION COMPUTER3000EB
DOUBLE-JOINTED OPTION1000EB
DOUBLE-SLIT PUPIL OPTION200EB
ECHOLOCATION SYSTEM COPROCESSOR800EB
EXTENDING LEG UNITS	+400EB
EXTRA TWIST™ JOINT ADDITION	PRICE VARIES
FLESH MOUNT FINGER OPTION100EB
HIGH FIVE355EB
LOCKING JOINTS100EB
LOCKDOWN300EB
LOGO-LINE TATTOOS	PRICE VARIES
MEDICAL MODULAR HAND975EB
MONOVISION650EB
NEWTROAT850EB
NEWTEETH200EB
ONE-SHOT SPECIAL CYBERFINGER250EB
POWERJAW100EB
SCRAMBLE50EB
STINGER400EB
SOVIET CYBERWARE	PRICE VARIES
STEALTH FOOT	+150EB
TVSKIN600EB
TASTE BOOST100EB
VARIABLE-CHAMBERED CYBERHEART	+450EB
VEIN CLIPS700EB
360° ROTATION JOINT120EB

DREAM SUPPRESSANT CHIP300EB
FACEDOWN CHIP150EB
HOME CHIP940EB
SHAPE RECOGNITION CHIPWARE500EB
SPEEDREADING CHIP250EB

BIOWARE/NANOTECH

ADVANCED MUSCLE/BONE LACE	PRICE VARIES
CIRCULATORY SPHINCTERS3200EB
FLASHLITE IMPLANT290EB
FREEZEBAN BIOCONSTRUCT650EB

ILEOCECAL SIPHON500EB
METANEME REPLACEMENT1300EB
NEOAPPENDIX500EB
NEOLINGS1000EB
NANOAUDITORY REBUILD1500EB
NITROGEN BINDERS1400EB
NEURAL BRIDGE800EB
POISON GLANDS	PRICE VARIES
QUICKCLOT NODES3000EB
SUNSCREEN250EB
SECONDARY GUT750EB
TAILORED PHEROMONES	PRICE VARIES
TUFFBONE ENHANCEMENT1300EB/2800EB
TOXIN SCREEN3400EB

VEHICLES

BELL-BOEING AIRCAR300,000EB
BRITISH AEROSPACE AV FAB840,000 EB
CADENCE INDUSTRIES HOVERVAN105,000EB
GAZ/LADA COSSACK34,000EB
GMI SIERRA GL20,350EB
GMI SIERRA HATCH13,950EB
HONDA R400 TRAIL3000EB
IMPERIAL METROPOLITAN AG. NOMAD51,000EB
KUNDALINI ROADWORKS "BEDOUIN"105,000EB
KUNDALINI ROADWORKS GEVHOG16,100EB
KUNDALINI ROADWORKS GSR1200 TETSUO25,000EB
MAC-DEUX "MONSTER"240,000EB
MACLAREN/JAGUAR SPORTS AERODYNE15 MILLION EURO
MACLAREN/JAGUAR XJ220C-P POLICE INTERCEPTOR165,000EB
MEXICAN METALS LLAMA33,000 EB
MITSUZUKI BUSHI27,000EB
MITSUZUKI C21 KENADA7550EB
MITSUZUKI FUJI17,450EB
MITSUZUKI MSX900 BAKUSHIN6600EB
PANEUROPE VBL APC145,000EB
PANEUROPE ZOBEL (EUROLAV ID)150,000EB
SPINELLI AUTOTECH SHILTRON TWIN CAB/ SHILTRON ECONOMY55,000EB/40,000EB
SPINELLI AUTOTECH SPIRIT235,000EB
TETRACORP DR2100 LONGNOSE200,000EB
TOYO-CHEVROLET CORPORA/ CORPORA SPORTS41,000EB/46,000EB



TOYO-CHEVROLET HOPPER	1625EB
VMW COHORT	5500EB
VMW VOLKSRAD	1150EB

NETGEAR & PROGRAMS

DATA CACHE	PRICE VARIES
GLOVES/GOGGLES INTERFACE	100EB
HOT KEY KEYPAD	100EB
RESIDENCE AI	150,000EB
SHADOWDECK	4500EB
TRANSCRIPTOR	150EB

AUDIO VIRUS	8000EB
A PICTURE'S WORTH	1200EB
DECKSHIELD ONE	320EB
GRID WAVE	PRICE VARIES
GUEST BOOK	200EB
IGOR	4800EB
MIRROR	1200EB
NINJA	1520EB
RED-OUT	6750EB

SCRIBE	NO PRICE
SUPERBALLS	500EB
SWARM	3000EB
TRANSLATOR 2000	240EB
WEED	630EB

EQUIPMENT

ARMORSAVER DRINK	50EB
ANTI-PURSUIT LIQUIDS	PRICE VARIES
CYBERGENICS MACHINE	2800EB/4400EB
ECHOLOCATION GOGGLES	1500EB
ENDURODRINK	8EB
KEVLAR BACKPACKS	PRICE VARIES
MOTION TRACKER	770EB
NANO-PAPER	3EB
PRESSURE TRIGGER	15EB/SQ.FT.
PROTECTIVE HEADGEAR INSERT	50EB
PLUG-IN AIR FOULERS	PRICE VARIES
SOUND OPTIMIZATION SYSTEM	1000EB
THERMITE-IN-A-TUBE	90EB
WALL SPEAKERS	250EB

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