Cyberpunk RED

THE 12 DAYS OF GUNMAS
A CYBERPUNK RED HOLIDAY SPECIAL

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THE 12 DAYS OF GUNMAS

FOR THE TWELVE DAYS OF GUNMAS

MY CHOOMBA PRINTED FOR ME:

Twelve Arasaka WAA Bullpup Assault Weapons autofiring
Eleven Constitutional Arms Multiple Ammunition Pistols reloading
Ten IMI Chainknives a'revving
Nine Kendachi Dragon Flamethrowers burning
Eight Magnum Opus Hellbringers a'bringing
Seven Malorian Arms Sub-Flechette Guns a'ablating
Six Militech Crushers a'crushing
Five Mustang Arms ARS-5 Submachine Guns
Four Nomad Pneumatic Bolt Guns
Three Nova Model 757 Cityhunters
Two Stolbovoy ST-5 Assault Rifles
And a freshly melted Teen Dreem

ON THE NIGHT BEFORE GUNMAS...

'Twas the night before Gunmas, when all through Short Circuit
All the Edgerunners were dancing, and boy did they work it;
The Library was wired up by the bar with care,
In hopes that S.A.N.T.A. soon would be there;
The Netrunners were celebrating a job's worth of creds,
While horrors of Black ICE danced in their heads;
And my choomba in her Bodyweight Suit, and I in my Light Armorjack,
Had just pickled our brains after a long winter's hack,
When on the street outside there arose such a clatter,
I sprang from the bar to see what was the matter.
Away to the window I flew like a flash,
Tore open the shutters - and I threw up my Smash.
The moon on the breast of the off-color snow
Gave the lustre of chrome to objects below,
When, what to my cybereyes should appear,
But a light tattoo of a miniature sleigh, and eight tiny reindeer,
On a red cyberbike, a heavyset man from Montana,
I knew in a moment that they must be S.A.N.T.A.
More rapid than a Sabertooth his programs they came,
And he Jacked In, and used Pathfinder, and called them by name;
"Now, Armor! now, Speedy Gonzalves! now, Killer and Dragon!
On, Shield! on, Sword! on, Superglue and Scorpion!
To the bottom of the NET Architecture! to the core of it all!
Then he Jacked Out and dashed away! dashed away all!

In the resulting chaos as we picked up the pieces
We found a hefty file left behind in The Library's creases:

Merry Gunmas to all, and to all I release to thee
Print schematics that surely all wish to see,
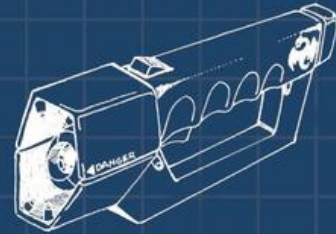HO HO HO, Night City, information wants to be free!

Arasaka WAA Bullpup Assault Weapon

Constituional Arms Multiple Ammunition Pistol

IMI Chainknife

Kendachi Dragon Flamethrower

Illustrations of weapons not to scale

▶ ARASAKA WAA BULLPUP ASSAULT WEAPON

Cost: 1,000eb (Very Expensive)

A bullpup assault rifle that was standard issue for Arasaka soldiers in the 2020s. Tough, reliable, and chipped for smartgun use.

The Arasaka WAA Bullpup Assault Weapon is a Exotic Assault Rifle with a 30 shot capacity and a Smartgun Link. Despite being an Exotic weapon, it is still capable of loading Non-Basic Ammunition.

▶ CONSTITUTIONAL ARMS MULTIPLE AMMUNITION PISTOL

Cost: 500eb (Expensive)

Designed by Constitutional Arms in the 2020s to take advantage of advances in the field of ordnance technology, this revolver was designed to offer the user a choice between lethal and non-lethal response to a situation. The Multiple Ammunition Pistol is equipped with a rapid selector switch and a readout display under the rear sight, which informs the user of the round selected.

The Constitutional Arms Multiple Ammunition Pistol is a Exotic Very Heavy Pistol with a 5 shot capacity. Unlike other weapons, you can load this weapon with a mix of up to five different kinds of Very Heavy Pistol Ammunition and select which ammunition you want to fire with each shot.

▶ IMI CHAINKNIFE

Cost: 500eb (Expensive)

Designed and manufactured in Israel, the Chainknife saw a great deal of use by Mossad agents in the 2020s. Shaped somewhat like a survival knife, this hand-held combat saw can still chew through armor like cheesecloth.

The IMI Chainknife is a One-Handed Exotic Medium Melee Weapon with 1ROF. As an Action it can be revved up and, once revved, it will remain so until it is dropped, stowed, or until revved down as an Action. While revved, the Chainknife is a Excellent Quality One-Handed Exotic Very Heavy Melee Weapon.

▶ KENDACHI DRAGON FLAMETHROWER

Cost: 1,000eb (Very Expensive)

A 2020 classic. Everyone's favorite hand-held flamer still provides fiery destruction at your fingertips.

A One-Handed Exotic Shotgun with a 2 shot capacity that is fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill.

Mechanically, this flamethrower is a Shotgun that can only fire Incendiary Shotgun Shells (ammunition cost for this weapon is also the same as Incendiary Shotgun Shells), except that while your targets are ignited, until they spend

DATA

There are a lot of Arasaka weapons floating around Night City, leftover from the 4th Corporate War.

DATA

Who is the mysterious Netrunner known as S.A.N.T.A.?

Truth be told, we don't know. According to Brain, the owner of Short Circuit, S.A.N.T.A. shows up every December 24th and downloads a file full of secret Corp info onto The Library, the bar's NET Architecture dedicated to shared information and then leaves without saying a word.

Magnum Opus
Hellbringer

Militech Crusher

Malorian Arms
Sub-Flechette Gun

Illustrations of weapons not to scale

an Action to put themselves out they take 4 damage to their HP at the end of their turn. If they were already on fire, this fire effect replaces one that would deal less damage. Multiple instances of this effect do not stack. Damage dealt by this weapon cannot cause a Critical Injury, and it cannot be used to make Aimed Shots.

▶ MAGNUM OPUS HELLBRINGER

Cost: 1,000eb (Very Expensive)

A massive double-action revolver, this huge weapon holds only three rounds in its solid titanium-steel cylinder, but each one is a man-killer. It's a break-action design, engaged by a left-side thumb button.

The entire handgun is composed of steel and ultra strong hybrid alloys, and the ported barrel has a heavy, full-length underlug for balance.

Just like in 2020, the Hellbringer comes with no fancy electronics, and with only three shots, you still have to make each one count!

The Magnum Opus Hellbringer is a Exotic Very Heavy Pistol with a 3 shot capacity. It deals 5d6 damage with a single shot, but if fired by a user without BODY 10 or higher, the weapon jams after each shot. Unjamming the Hellbringer requires an Action to reverse the malfunction before it can be used again.

▶ MALORIAN ARMS SUB-FLECHETTE GUN

Cost: 5,000eb (Luxury)

In 2020, Malorian Arms beat their competition to the punch with the Malorian Arms Sub-Flechette Gun, a flechette submachine gun semi-bullpup that used a rotary bolt system. Firing it's own proprietary caseless flechette round, this weapon is still capable of defeating any body armor in present use.

The Malorian Arms Sub-Flechette Gun is a Excellent Quality Exotic Heavy SMG with a 25 shot capacity, Smartgun Link, and Autofire (4). The weapon is only capable of firing its own unique Armor-Piercing Ammunition which ablates armor by 4 instead of 1 whenever you would ablate armor. This ammunition costs the same as typical Armor-Piercing Ammunition does, and can only be fired by the Malorian Arms Sub-Flechette Gun.

▶ MILITECH CRUSHER

Cost: 500eb (Expensive)

This pistol-sized shotgun was developed during the second Central American Conflict for close combat and roomsweeping duties. Since then, the Crusher's whippet silhouette and box magazine have cemented themselves as an iconic piece of gun culture – one that won't be going out of style anytime soon.

Mustang Arms ARS-5 SubmachineGun
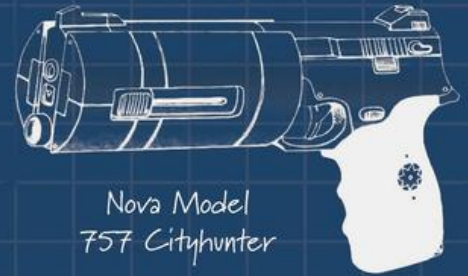
Nova Model 757 Cityhunter

Nomad Pneumatic Bolt Gun

Illustrations of weapons not to scale

The Militech Crusher is a Exotic Very Heavy Pistol with a 6 shot capacity that can only fire Shotgun Shell Ammunition.

▶ Mustang Arms ARS-5 Submachine Gun

Cost: 1,000eb (Very Expensive)

In 2020, the ARS-5 was the hot new gun for the young Corps and popular among law enforcement agencies and corporate armies. Nowadays, those young Corps have moved on to newer shinier weapons platforms, and what original ARS-5s remain have since been passed down into younger, greasier, second hands. Time to print some new ones!

The Mustang Arms ARS-5 Submachine Gun is a Exotic Heavy SMG with a Smartgun Link, Infrared Nightvision Scope, and a Sniping Scope.

▶ Nomad Pneumatic Bolt Gun

Cost: 500eb (Expensive)

An air weapon conceived of by Nomads in the 2020s based on pre-collapse paintball technology. With four rotating barrels, it fires a much larger bolt than a typical crossbow which is capable of traveling over greater distances. Nowadays, the gun is used by Nomads for the same thing it was used for in 2020: harassing drivers and shooting tires.

There has been one upgrade though, an air compressor has been built into the stock for easy reloading.

The Nomad Pneumatic Bolt Gun is an Exotic Sniper Rifle with a 8 shot capacity that deals 4d6 damage with a single shot. Instead of firing bullets, it instead fires Arrows, and is capable of loading all Non-Basic Ammunition despite being an Exotic weapon.

▶ Nova Model 757 Cityhunter

Cost: 1,000eb (Very Expensive)

An unusual double-action design from Nova Arms, the Cityhunter is a revolver that strays from regular conventions in several ways, but mainly in that it fires caseless trounds, bullets embedded in triangular blocks of propellant. Within the breach is an electrical igniter, which fires the tround's propellant when triggered by smartgun link. Twenty-five years later, it still feels like a brand new gun.

The Nova Model 757 Cityhunter is a Exotic Heavy Handgun with a 18 shot capacity and a Smartgun Link. Despite being an exotic weapon, it can fire Smart Ammunition. Ammunition bought for this gun can only be fired by this gun and is purchased in increments of 18 which cost the same as ammunition does when purchased in increments of 10 for other weapons.

DATA

If you come across an antique ARS-5 at a Night Market, there's a good chance it still has the original Exec owner's name engraved on the grip.

DATA

Nomads are proud of their tech and decorate their weapons accordingly. No two Pneumatic Bolt Guns look alike.

Stolbovoy ST-5
Assault Rifle

Teen Dreem

Illustrations of weapons not to scale

▶ STOLBOVOY ST-5 ASSAULT RIFLE

Cost: 100eb (Premium)

In the 2020s, Stolbovoy created a weapon that could operate reliably under the most adverse conditions, including heat, cold, mud, dampness, sand and grit, lubricant contamination, and corrosive environments. It isn't a surprise that most ST-5s issued are still in service today.

The Stolbovoy ST-5 is a Poor Quality Exotic Assault Rifle with a 20 shot capacity. While jammed, firing the weapon has a 50% chance of still working as normal, which also clears the jam. If you lose the coin flip, the weapon fails to fire and your Action is used, but the jam is still cleared. Despite being an Exotic Weapon, it is still capable of loading Non-Basic Ammunition.

▶ TEEN DREEM

Cost: 20eb (Everyday)

A relic of 2020s pop culture, the Teen Dreem might be a fun print for a nostalgic Tech, as it's just as much of a gun for posers now as it was in its mallrat heyday of 2020. Watch out, or you might get burned!

The Teen Dreem is a Poor Quality Exotic SMG with a 10 shot capacity. Unlike other weapons, this weapon can use Autofire and Suppressive Fire as long as it has at least 2 bullets in the clip, both of which drain the clip entirely. Most importantly, whenever you use Autofire or Suppressive Fire with a Teen Dreem the front of the barrel sloughs off like a block of melted cheese after it finishes firing, destroying the weapon beyond repair.

ATTENTION ALL MILITECH INFORMATION AND SECURITY TECHNOLOGY EMPLOYEES:

WE HAVE RECENTLY BECOME AWARE OF A **BREACH** IN SECURE SERVER 1001B23X79 (CODENAMED CHROME EAGLE). AS YOU ARE NO DOUBT AWARE, THE SECURITY OF THIS SERVER IS **PARAMOUNT** AS IT CONTAINS BLUEPRINT ASSETS, INCLUDING ONE FOR OUR MOST ICONIC FIREARM, THE MILITECH CRUSHER SSG. DISCOVERING HOW THE SERVER WAS BREACHED AND PREVENTING ANY FUTURE BREACHES ACROSS ALL 937 OF OUR SERVERS IS OF THE UTMOST PRIORITY. AS SUCH, CORPORATE MANDATE 2SK-9 HAS BEEN **IMPLEMENTED**. ALL LEAVE, INCLUDING FOR THE DECEMBER 25TH HOLIDAY, HAS BEEN **CANCELED**. AS IS STANDARD, ALL DAYS WORKED WHILE 2SK-9 IS IN EFFECT WILL BE CONSIDERED PART OF A NORMAL PAY SCHEDULE AND DO **NOT** QUALIFY FOR **OVERTIME**. GOOD LUCK TEAM, I KNOW WE CAN DO IT!

PLEASE DIRECT ANY QUESTIONS TO MY **ASSISTANT**, AS I WILL BE OUT OF THE OFFICE UNTIL THE END OF THE YEAR.

—BRADFORD DAVIS III, CHIEF EXECUTIVE INFORMATION AND SECURITY TECHNOLOGY OFFICER

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire (ROF)	Hands Required	Can be Concealed?	Cost
Arasaka WAA Bullpup Assault Weapon	Shoulder Arms	5d6	30 (Rifle)	1	2	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Autofire (4) • Suppressive Fire • Smartgun Link							
Constitutional Arms Multi-Ammo Pistol	Handgun	4d6	5 (VH Pistol)	1	1	NO	500eb (Expensive)
Alt. Fire Modes & Special Features: Mixed Ammo (up to 5 types)							
IMI Chainknife	Melee Weapons	2d6/4d6	N/A	1/1	1/1	NO	500eb (Expensive)
Alt. Fire Modes & Special Features: Switch from Medium Melee to Excellent Quality Very Heavy Melee w/ Action							
Kendachi Dragon Flamethrower	Heavy Weapons	N/A	2 (Shell)	1	1	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Incendiary Shell Ammunition only							
Magnum Opus Hellbringer	Handgun	5d6	3 (VH Pistol)	1	1	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: None							
Malorian Arms Sub-Flechette Gun	Handgun	3d6	25 (H Pistol)	1	1	NO	5,000eb (Luxury)
Alt. Fire Modes & Special Features: Autofire (4) • Suppressive Fire • Smartgun Link • Unique Ammo							
Militech Crusher	Handgun	N/A	6 (Shell)	1	1	NO	500eb (Expensive)
Alt. Fire Modes & Special Features: Basic Shotgun Shell Ammunition only							
Mustang Arms ARS-5 Submachine Gun	Handgun	3d6	40 (H Pistol)	1	1	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Autofire (3) • Suppressive Fire • Smartgun Link • Infrared Nightvision Scope • Sniping Scope							
Nomad Pneumatic Bolt Gun	Shoulder Arms	4d6	8 (Arrow)	1	2	NO	500eb (Expensive)
Alt. Fire Modes & Special Features: Arrows							
Nova Model 757 Cityhunter	Handgun	3d6	18 (H Pistol)	2	1	YES	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Smartgun Link • Unique Ammo							
Stolbovoy ST-5 Assault Rifle	Shoulder Arms	5d6	20 (Rifle)	1	2	NO	100eb (Premium)
Alt. Fire Modes & Special Features: Autofire (4) • Suppressive Fire • Poor Quality							
Teen Dreem	Handgun	2d6	10 (M Pistol)	1	1	YES	20eb (Everyday)
Alt. Fire Modes & Special Features: Autofire (3) • Suppressive Fire							

DATA

Check each weapon's full description for additional rules and information.

The 12 Days of Gunmas Playtesters

Azalah, Bug, Célestin Vieu, Dannyb2525, David "Dryss" Berland, David Mager , Florian Garcia, Iceo (M.K) Bergins , Jared Doyle Barnes, JCapp, jennyglitz, John Cochran, Kaidyn Kravetz, Karolka "FoxxyMama" Kmieć, Twizt, Ryan St. John, Sasho Coates, and Shawn Gregory.

WOODCHIPPER'S GARAGE
WEAPONS THAT GO BOOM!

Writing and Design by James Hutt and J Gray • **Line Development by** Mike Pondsmith

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WOODCHIPPER'S GARAGE

TODAY AT THE SOURCE

Jericho Hunt (JH): Today At The Source, we're in Heywood for a conversation with a Nomad who represents an important link in our hungry city's buffet line of firearms and firearm accessories. Our talk spoke volumes about our city. How long will we continue to be ignorant of where our things come from? Is our need for consumption eating us out from the inside, leading us, chained at the mouth, speeding into a second Night City Holocaust?

JH: Woodchipper, thank you for inviting me into your garage. Nice place.

Woodchipper (W): It's always a pleasure. It's sad that it's been a while since we last spoke. What's kept you out of these parts?

JH: I've been bouncing around The Glen mostly, working the corporate news beat, saving up to go independent. You're my first interview in a new series, called Today At The Source. We're starting with guns.

W: Well since you came here first I'll take that as a compliment.

JH: Let's just jump into the interview, since I know you are busy. I understand you aren't a Fixer, and you don't deal with a traditional end clientele. How does your business work?

W: Honestly, I work two jobs. My first priority has always been resolving conflicts between Nomad Packs on behalf of the Aldecaldos, especially ones that come up as they come into Night City to refuel and prepare for the road ahead, like conflicts over dock space in South Night City and popular camping parking lots in Santo Domingo and Rancho Coronado. It's all about personal relationships and earning trust.

JH: And what about your second job?

W: It turns out when you do that work, you come into contact with a lot of Fixers looking to trade with the packs. And what do they want? Honestly, anything they can get their hands on, but especially weapons. So now I'm a clearing house for them. They order what they need, and I see if a Nomad brought one in this week strapped to the back of their bike. Most of the time, with things the way they are, the answer is no.

But these Fixers are tenacious, they'll call back next week like clockwork, asking for more Archimedes, or M-02 Heavy Rifles, or whatever it is their clientele wants to blow someone up with.

JH: Is that where the demand is? Explosives?

W: Yes, there's been a bit of an arms race on, and, short of a relationship with Militech, most of the heavy weapons have to be recovered from decommissioned military sites out in the Badlands. Usually, that's what's left too, because boy are they *heavy*. Only us Nomads have the hauling power needed to strip those sites clean.

JH: Do you ever feel like you're feeding a monster that needs to go on a diet?

W: Jericho, you know that it isn't that simple. I'm not arming the boot, I'm arming those under it, and they shoot your monster in its toes. I don't work with corporations, and most of my Fixers deal to non-affiliated Solos and Gangs.

JH: Tough talk from a merchant of death.

W: I don't resent the label. What do you think happens to Santo Domingo if the Corporations get what they want? I'll tell you: it's all employee housing. These families will be pushed out further into the lawless wastes, or into the Combat Zone itself.

JH: Right in with those gangs you've armed, I'm assuming.

W: Not every Gang is the Bozos.

JH: Of course. There's also the Maelstrom, and the Reckoners.

W: Point taken.

JH: Thank you for your time, Woodchipper.

W: It's been a pleasure.

JH: Now that that's over with, what exactly have you got for sale here?

WOODCHIPPER'S BOOMSTICKS

▶ BIOTECHNICA ENVIRO-LAUNCHER

Cost: 500eb (Expensive)

I don't remember where I got these. I think I traded a crate of Stolbovoys to a pack up north for them. They've been sitting in my garage for months, and I haven't been able to locate any information about them on the Data Pool, so I assume they work as intended.

An Exotic Rocket Launcher that can only be fired once. Once fired, as an Action, you can twist the handle to crush a vial of reactive enzyme which will decompose the weapon entirely in one hour.

▶ BUDGETARMS TRIPLE TREAT

Cost: 500eb (Expensive)

Not everybody has a huge budget when it comes to explosives. Some people have problems that are bigger than their bank balance. Save on hardware, splurge on ammunition.

A Poor Quality Exotic Rocket Launcher with a two shot capacity and an integrated Poor Quality Exotic Grenade Launcher Underbarrel that cannot be removed. Despite being an Exotic Weapon the Triple Treat is capable of firing non-Basic Rocket and Grenade Ammunition.

▶ FLARE GUN

Cost: 100eb (Premium)

Everybody needs a flare gun. Even if it's just for celebrating your choomba's quinceanera, one of these will really light up their special night.

*A One Handed Exotic Grenade Launcher with a one shot capacity. Too bulky to be installed in Pop-up Cyberware. In addition to all Grenade Ammunition, the Flare Gun can fire road flares (**SEE CP:R PAGE 351**) using the Grenade Launcher Range Table. These road flares do not explode or cause damage but can be seen for up to 3 miles away while in the air. Once they land, they act as a normal road flare.*

▶ MIDNIGHT ARMS SDF-45

Cost: 1,000eb (Very Expensive)

I actually used to model for these people in my early teens. They never did pay me, the assholes. I did steal these though, off a hammerhead train coming in earlier this year. We still aren't even. Definitely don't point it in the general direction of anything you care about. I recommend doing so at a Midnight Arms distribution warehouse, personally.

The SDF-45 is an Exotic Rocket Launcher with a maximum range of 400 m/yds. Its magazine holds 4 Armor Piercing Rockets. Whenever you attack with this weapon, it fires two rockets at once at your target. However, instead of the user making a Heavy Weapons Skill Check to hit the target, the GM decides where both rockets hit. Dodging an explosion made by this weapon is a DV15 Evasion Check that can only be attempted by a defender that could already dodge bullets, and places them outside of the blast area if they succeed.

When deciding where the two rockets hit, the GM must choose two locations within 50 m/yds of your intended target which must be at least 10 m/yds apart. This weapon cannot be Upgraded by a Tech in a way that removes this GM targeting feature.

WOODCHIPPER'S GARAGE

▶ Militech Aegis

Cost: 1,000eb (Very Expensive)

These are pretty ancient, actually. I recovered them from a sunken airtight shipping container that I think was supposed to be delivered to the NCPD for testing. The date on the manifest was a week after the Fourth Corporate War hit Night City. Supposed to be "less-lethal" - whatever that means.

A Poor Quality Exotic Shotgun fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill. Mechanically, the Aegis is a shotgun that can only fire using the Shotgun Shell alternate firing mode except that it deals 4d6 instead of 3d6 damage. Additionally, instead of using ammunition, whenever this weapon is fired it drains one of 8 charges from its easily rechargeable (1 hour) battery pack. Damage dealt by this weapon cannot cause a Critical Injury and does not ablate armor. If damage dealt by this weapon would reduce a target to under 1 HP they are instead Unconscious at 1HP.

▶ Militech Archimedes

Cost: 5,000eb (Luxury)

I'll level with you. You can only really get these if you raid a Militech installation in the dead of night all quiet like. Otherwise, they'll fire them before you can get close. Those jarheads got into their field to be the one pushing the big red button after all. They don't even hesitate.

Once you get the bulky olive plastic carrying case open, the controls are pretty easy to grasp. Only requires a bit of basic flying and the right cyberware. The rocket's targeting system does most of the work.

The Archimedes is an Excellent Quality Exotic Rocket Launcher fired using the Pilot Air Vehicle Skill instead of the Heavy Weapons Skill. It can only fire Smart Rockets. The weapon will not function unless its user has Targeting Scope Cyberware. Each purchase comes with one Smart Rocket.

▶ Nomad Air Cannon

Cost: 1,000eb (Very Expensive)

My cousin makes these, actually! We mostly use them for scaring away animals but they also work real well to soften up an over-armored static or clean them off your newly sealed driveway.

A liquid launching air cannon. Mechanically, it acts as a Exotic Shotgun with a 1 shot capacity that fires using the Shotgun Shell alternate firing mode except instead of dealing damage it coats any target the spread hits in the liquid fired. Typically loaded with paint or water. However, if loaded with acid, all armor worn by any coated target is reduced by 1 SP. One shot of acid costs 10eb (Cheap).

*Theoretically, the weapon can also be loaded with either Poison or Biotoxin. Loading the weapon with either requires 3 vials per shot. Any target coated must make a Resist/Torture Drugs Skill Check as if hit by Poison or Biotoxin Ammunition (**SEE CP:R PAGE 345 AND 346**).*

▶ Pursuit Security Incorporated TearJerker

Cost: 500eb (Expensive)

Making a clean getaway is a big part of keeping yourself alive. This isn't just a grenade launcher, it's an insurance policy. Sometimes it's health insurance, sometimes it's car insurance. Either way, it's cheaper than the alternative.

An Excellent Quality Exotic Grenade Launcher with a 3 shot capacity. Despite being an Exotic Weapon, it is only capable of firing Smoke or Teargas Ammunition.

▶ SlamDance Ballistic Harpoon

Cost: 1,000eb (Very Expensive)

I sell a lot of these to Sea Nomads. They swear by them for hunting and occasional naval defense. You don't have to fire it if you don't want to, but many cannot resist the urge. I once bought a lot of these in bulk directly from SlamDance, but I've never been able to get that sweet of a deal again.

A Two Handed Exotic Very Heavy Melee Weapon. This oversized harpoon can also be fired from its unique ballistic housing using the Heavy Weapons Skill and the Bows & Crossbows Range Table. When fired, it still ignores half of the defender's armor. Once fired, the harpoon can still be used by any wielder as an Exotic Very Heavy Melee Weapon. If recovered, it can be reloaded into its ballistic housing with an Action.

▶ Sternmeyer M-02 Heavy Rifle

Cost: 1,000eb (Very Expensive)

This is one of the most reliable workhorses I sell. A single drum can take you through an entire gang war if you're lucky. Love how it mints return customers too, because this special kitten is real finicky about its food.

An Exotic Assault Rifle incapable of Autofire and Suppressive Fire. It is fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill and has a 80 shot capacity. This weapon fires its own proprietary tround ammunition, which costs 500eb (Expensive) for a drum of 80 Armor Piercing shots and is the only type of ammunition this weapon can fire.

▶ Towa Pocket Launcher

Cost: 500eb (Expensive)

Check this out. Pretty neat, huh? Fits in your purse, your tactical fanny pack, whatever you need. Telescopes with the touch of a button. You'll have to figure out how to hide a rocket of course. By the way, I've got plenty in stock.

A Poor Quality Exotic Rocket Launcher. While unloaded it can be concealed.

▶ UrbanTech Burst Flamethrower

Cost: 1,000eb (Very Expensive)

Personally, not my thing. I like the clothes I wear and I don't like replacing them. But if I don't supply them, my customers will just get them from Hornet and I don't let money walk out of my garage if I can help it. A massive all-metal construction that's as close to a fire hose as you can get - albeit literally.

An Exotic Shotgun fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill. Mechanically, the flamethrower is a shotgun that can only fire Incendiary Shotgun Shells (ammunition cost is also the same as Incendiary Shotgun Shells), except that while your targets are ignited, until they spend an Action to put themselves out, they take 4 damage to their HP at the end of their turns. If they were already on fire, this effect replaces one that would deal less damage. Damage dealt by this weapon cannot cause a Critical Injury, and it cannot be used to make Aimed Shots.

The Burst Flamethrower also has a unique alternate firing mode. By draining all remaining ammunition from the clip you can shoot a fireball using the Heavy Weapons Skill which explodes like an incendiary grenade. When using this alternate firing mode, use the Grenade Launcher Range Table. Whenever you use this alternate firing mode you immediately catch Deadly on Fire.

WOODCHIPPER'S GARAGE

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire (ROF)	Hands Required	Can be Concealed?	Cost
Biotechnica Enviro-launcher	Heavy Weapons	8d6	1 (Rocket)	1	2	NO	500eb (Expensive)
Alt. Fire Modes & Special Features: Explosive • Decomposable							
BudgetArms Triple Threat	Heavy Weapons	8d6	2 (Rocket)	1	2	NO	500eb (Expensive)
Alt. Fire Modes & Special Features: Explosive • Integrated Grenade Launcher Underbarrel							
Flare Gun	Heavy Weapons	6d6	1 (Grenade)	1	1	NO	100eb (Premium)
Alt. Fire Modes & Special Features: Explosive • Roadflare							
Midnight Arms SDF-45	Heavy Weapons	8d6	4 (Rocket)	1	2	NO	1,00eb (V Expensive)
Alt. Fire Modes & Special Features: Explosive • Double Launch							
Militech Aegis	Heavy Weapons	4d6	8 (Battery)	1	2	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Shotgun Shell • Less than Lethal							
Militech Archimedes	Pilot Air Vehicle	8d6	1 (Rocket)	1	2	NO	5,000eb (Luxury)
Alt. Fire Modes & Special Features: Explosive • Smart Rockets Only							
Nomad Air Cannon	Shoulder Arms	N/A	1 (Special)	1	2	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Shotgun Shell • Liquid Ammo Only							
Pursuit Security Inc. TearJerker	Heavy Weapons	N/A	3 (Grenade)	1	2	NO	500eb (Expensive)
Alt. Fire Modes & Special Features: Smoke or Teargas Ammo Only							
SlamDance Ballistic Harpoon	Melee Weapon/ Heavy Weapons	4d6	1 (Harpoon)	1	2	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Melee Weapon • Fired using Bow & Crossbow Range							
Sternmeyer M-02 Heavy Rifle	Heavy Weapons	5d6	80 (Special)	1	2	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Unique Ammo							
Towa Pocket Launcher	Heavy Weapons	8d6	1 (Rocket)	1	2	YES	500eb (Expensive)
Alt. Fire Modes & Special Features: Smartgun Link • Unique Ammo • Collapsable							
UrbanTech Burst Flamethrower	Heavy Weapons	3d6	4 (Shell)	1	2	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Shotgun Shell • Burst Explosion							

MIDNIGHT WITH THE UPLOAD
NEW CYBERDECKS AND HARDWARE

Writing and Design by James Hutt • **Line Development by** Mike Pondsmith

Editing by J Gray • **Art Direction by** Jaye Kovach

Business Management by Lisa Pondsmith • **Layout by** J Gray

MIDNIGHT WITH THE UPLOAD

Their four eyes lock onto you, scanning for something, finding a paying customer.

What do you need? Are you buying for a friend? Yourself? Some friend you are. Now buy something nice and expensive. I hear death by Giant happens so fast your brain gets to experience multiple before you lose higher functioning, and a couple more before your body can compute. Consider buying a Kirama A.D. to protect yourself. Or not. It would be one hell of a way to go.

The Upload loses themselves, their organic eyes glassing while their cybereyes continue to track your movement.

I'll pay good for combat recorder snuff. Keep it in mind. You could make some good money, earn yourself something to take home. Buy something. Buy something to make yourself sharper. I've got Hardware if you are a builder, could be the edge you are looking for. I've got an old catalog lying around. Flip through it. Circled ones are still available.

You a gambler? Was a great fight last night. Maybe you were working. Wednesdays at the Totentanz. Opened up a sprinkler, made them fight in the rain, real cinematic. Found something you're interested in? Oh? I had you wrong from the jack in, you are a real netfreak. You have taste. I happen to have one left, and I'm glad it's going to a good home. Just show me the eurobucks and we'll be solid.

The Upload counts the money, checking each bill with teleoptics.

This is some filthy paper. I can see the previous owner and their habits. I'm taking it they didn't survive? Gave them the ol' your money or your life – I'm sorry, I watch too many old vids. You're in luck, I accept crime scene bucks at this establishment. You gotta spend more than this, though. These Midnight Markets don't happen that often. This isn't just destination shopping, this is a goddamn arms race. You gotta spend more than this, choom. Look around, you left safe behind a long time ago. Somebody here's gonna buy this if you don't, and they're gonna fry you with it. Oh, you weren't done. My mistake. Let me offer some personal suggestions.

With a third cyberarm rising from beneath the collar of their jacket, they pass you a small binder of magazine clippings, splaying it in front of you and pressing the plastic pages flat with their cyberfingers.

Ever heard of Brainware Blowout? Stopped printing it before you were born, choom. But the warez are legendary. And they live on.

We got new names of course. Wizard's Book is now Warlock's Book. It's not just a program anymore, it's a platform for a whole new style of running. Same with Green Knight — It's Verdant Knight now. SGI Technologies are real freaks, it's almost like they work entirely for our little secondary market. They work with my ass for god's sake.

Do they even have real Corporate clients anymore — what suit would buy anything they make for sysadmin work? I can sell you a fully kitted Kerberos for 2.5 — that's three Hellhounds in three seconds, and you'll have plenty of room for hardware. I'd get a KRASH Barrier on there, and insulate the wiring, but you don't need me for that. That's a side deck of course — you jack out and swap when the admin logs on, and then it's the gunfight at the O.K. Corral — BLAM! BLAM! BLAM! - jack out and swap back to your daily driver. Consider the recorder if you buy — it'll pay for itself.

Enough shop talk. What can I do for you?

BE CAREFUL IF YOU BUY FROM THE UPLOAD, CHOOMBA. I HEAR ALL KINDS OF BUZZ ABOUT THEM. SOME 'RUNNERS SAY THEY'RE A CULTIST, WORSHIPPING THE R.A.B.I.D.S.

OTHERS SAY THEY'RE AN UNDERCOVER NETWATCH AGENT.

I DON'T KNOW WHAT THEY DO WITH THOSE FLATLINE RECORDINGS. I DON'T WANT TO KNOW.

THEY'VE MAXED OUT THEIR CREEPY STAT.

— REDEYE

NEW CYBERDECKS

▶ KIRAMA ADVANCED DECK

Cost: 500eb (Expensive)

Kirama's premier offering. To go further than this, a Netrunner must find a custom build, or try another brand.

Cyberdeck with 5 slots to install either Programs or Hardware. Any unsafe Jack Out is considered instead to be a safe Jack Out.

▶ KIRAMA ENTRY DECK

Cost: 100eb (Premium)

Considered by many to be the safest bet on a low budget, and by others to be a trap which many novice Netrunners never grow out of.

Cyberdeck with 5 slots that can only install Programs. Only one Attacker, Defender, Booster, and Black ICE Program each may be installed. Any unsafe Jack Out is considered instead to be a safe Jack Out.

▶ KIRAMA TRAINING DECK

Cost: 20eb (Everyday)

Every Netrunner's first Cyberdeck, but an unfortunate number's last Cyberdeck too.

Cyberdeck with 5 slots that can only install Programs. While using this Cyberdeck, you must be within 2 m/yds of an access point to Jack In to a NET Architecture, and must remain within that distance to maintain connection. Additionally, whenever you would take damage directly to your brain when using this Cyberdeck, you take double that damage directly to your brain instead.

▶ MICROTECH ASSAULT

Cost: 500eb (Expensive)

If you can live within the stringent build restrictions of a Microtech Assault, then it's a paradise, not a prison.

Cyberdeck with 4 slots that can only install Programs and 5 slots that can only install Hardware. Only Black ICE can be installed in the Cyberdeck's Program slots.

▶ MICROTECH SCOUT

Cost: 500eb (Expensive)

Popular as a side-deck. Makes a great gift for the Netrunner who has everything. Everybody can find a use for another Microtech Scout.

Cyberdeck with 5 slots to install either Programs or Hardware. Immediately after you Jack In, you can use the Pathfinder Interface Ability once without a NET Action.

▶ MICROTECH WARRIOR

Cost: 1,000eb (Very Expensive)

A hyper aggressive Cyberdeck that's all about going straight for the kill and jacking out.

Cyberdeck with 7 slots that can only install Programs. Immediately after you Jack In, you can activate an Armor Program installed on your Cyberdeck without a NET Action.

▶ RAVEN MICROCYB HUMMINGBIRD

Cost: 1,000eb (Very Expensive)

When you want to rely solely on your abilities, Raven Microcybernetics has you covered.

Cyberdeck with 2 slots that can only install Hardware. While using this Cyberdeck, you have one additional NET Action every turn.

▶ RAVEN MICROSYB KESTREL 2

Cost: 1,000eb (Very Expensive)

The Kestrel 2 is one of Raven Microcybernetics's best selling products, probably because Netrunners love to go **fast**.

BODYWEIGHT SUITS & CYBERARM DECKS

*All the new Cyberdecks in **Midnight with the Upload** can be installed normally in a Bodyweight Suit or in a Cyberarm.*

Any additional slots gained can still be used but are subject to the same restrictions as the Cyberdeck regarding Programs.

For example, if you have a SGI Technologies Warlock's Book installed in your Cyberarm, the extra slot acquired can only be used for Hardware or for Booster and Defender Programs.

Cyberdeck with 7 slots that can only install Programs. Immediately after you Jack In, you can activate up to 2 Speedy Gonzalves Programs Installed on your Cyberdeck without a NET Action.

▶ RAVEN MICROCYB PHOENIX

Cost: 1,000eb (Very Expensive)

Yes, you could buy a top of the line custom Cyberdeck for the same price, but just think of all the money you'll save not replacing those expensive Black ICE programs when they get Asp'd.

Cyberdeck with 6 slots to install either Programs or Hardware. Whenever you safely Jack Out, any Programs that were destroyed in your cyber'deck during the netrun are restored to full working order.

▶ SGI TECHNOLOGIES KERBEROS

Cost: 1,000eb (Very Expensive)

Raw power in Cyberdeck form. Drag your enemies down to hell!

Cyberdeck with 6 slots that can only install Programs, and 5 slots that can only install Hardware. Only Hellhound Black ICE can be installed in the Cyberdeck's Program slots.

▶ SGI TECHNOLOGIES VERDANT KNIGHT

Cost: 500eb (Expensive)

Some like it for its simplicity, as a tool against Anti-Program Black ICE heavy NET Architectures.

Cyberdeck with 9 slots that can only install Programs. Only Sword and Shield Programs can be installed in those Program slots.

▶ SGI TECHNOLOGIES WARLOCK'S BOOK

Cost: 500eb (Expensive)

If all you're doing is sliding through NET Architectures, you don't need anything else.

Cyberdeck with 9 slots to install either Programs or Hardware. No Attacker or Black ICE Program may be installed.

▶ ZETATECH KALIYA

Cost: 500eb (Expensive)

A remarkably affordable Cyberdeck with an snake-like segmented cylindrical form factor.

Cyberdeck with 3 slots that can only install Programs and 6 slots to install either Programs or Hardware. The 3 slots that can only install Programs can only install Flak. No Defender Program other than Flak can be installed in any slot. No Black ICE other than Asp may be installed in any slot.

▶ ZETATECH MICROMATE

Cost: 500eb (Expensive)

A remarkable portable cyberdeck. Rumor has it that the form factor was only possible by removing important safety features from the Cyberdeck.

Cyberdeck with 9 slots to install either Programs or Hardware. No Defender Program can be installed. Whenever you would take damage directly to your brain when using this Cyberdeck, double that damage.

▶ ZETATECH PARRALINE 6000

Cost: 500eb (Expensive)

Zetatech's flagship product, the Parraline 6000 is made exclusively for the Hardware obsessed.

Cyberdeck with 3 slots that can only install Programs and 6 slots that can only install Hardware.

NEW HARDWARE

▶ AERIE

Cost: 500eb (Expensive)

Extra processing power, dedicated to increasing the output of Raven Black ICE.

Cyberdeck Hardware. While installed, each Raven Black ICE installed on your Cyberdeck destroys a Defender Program the enemy Netrunner has Rezzed at random with their attack effect instead of derezzing it with their attack effect. **Takes 2 Hardware Option Slots.**

▶ BUSHIDO ACCELERATOR

Cost: 500eb (Expensive)

Space inefficient Hardware which overclocks Killer Black ICE at any cost, originally developed in Tokyo by an unnamed Netrunner/Tech.

Cyberdeck Hardware. For each Bushido Accelerator installed, the Speed (SPD) of all Killer Black ICE installed on your Cyberdeck increases by 2. **Takes 3 Hardware Option Slots.**

▶ COMBAT RECORDER

Cost: 500eb (Expensive)

Originally created by NetWatch for policing the Old NET, Combat Recorders now pave the way for advances in Anti-Personnel Black ICE. Nothing can replace real world product testing.

Cyberdeck Hardware. While installed, whenever another netrunner fails a Death Save while jacked into the same NET Architecture as you, the Combat Recorder saves the last 5 minutes for scientific purposes, auto-scrubbing all information that might identify you. Recordings are typically worth 50eb each. Buyers don't ask questions.

▶ DEFENSE SEQUENCER

Cost: 500eb (Expensive)

Popular Hardware that saves a Netrunner precious time during particularly dangerous runs.

Cyberdeck Hardware. While installed, a Defense Sequencer automatically rezzes an unused-this-netrun Armor Program installed on your Cyberdeck at the start of your next turn without using a NET Action whenever an active Armor program is derezzed or destroyed. **Takes 2 Hardware Option Slots.**

▶ FELINE INSTINCT

Cost: 500eb (Expensive)

Homegrown Night City Hardware that hit a Night Market in Little Europe last month. Taking it apart, you can see bits of Bushido Accelerator, torn apart, upgraded, and re-wired.

Cyberdeck Hardware. While installed, whenever a Sabertooth Black ICE installed on your Cyberdeck destroys a program, until you Jack Out, the damage dealt by that Sabertooth increases by 1d6. **Takes 2 Hardware Option Slots.**

▶ HANGRY HANGRY DRAGON

Cost: 500eb (Expensive)

Extra memory, devoted entirely to making Dragon Black ICE a defensive nightmare.

Cyberdeck Hardware. While installed, whenever Dragon Black ICE installed on your Cyberdeck destroys a program, its Rez is restored to maximum.

▶ PERFUME SHOPPE

Cost: 500eb (Expensive)

Hardware favored by sysadmin Netrunners. Too expensive for the benefit it provides, but usually purchased using corporate money that couldn't give a damn.

Cyberdeck Hardware. While installed, Skunk Black ICE Programs take up 1 Program Slot in your deck instead of 2. **Takes 2 Hardware Option Slots.**

▶ SMITHY

Cost: 500eb (Expensive)

A small, easy to install piece of hardware popular among Netrunners who enjoy building multifunctional Cybedecks.

Cyberdeck Hardware. While installed, as a Meat Action, you may convert all installed Sword Programs into Banhammer Programs, and all installed Banhammer Programs into Sword Programs.

MIDNIGHT WITH THE UPLOAD

▶ SNAKETRAP

Cost: 500eb (Expensive)

In just one use, this Hardware pays for itself, possibly twice over. It's considered cowardly to jack out right after, but it's also quite thrifty, so who cares what people think?

Cyberdeck Hardware. While installed, a Snaketrap will prevent the first Black ICE or Program effect during a netrun that would destroy a Program at random on your deck. Multiple installations do nothing.

▶ SWAMP MIST

Cost: 500eb (Expensive)

Another homegrown Night City Hardware made from rewiring pieces of Bushido Accelerator Hardware to remap Wisp Black ICE into a more powerful format at the cost of efficiency.

Cyberdeck Hardware. While installed, Wisp Black ICE installed on your Cyberdeck deals 2d6 damage instead of 1d6 damage. However, while installed, no Black ICE other than Wisp can be installed on your cyberdeck. **Takes 2 Hardware Option Slots.**

▶ SWIFTY CLEAN

Cost: 500eb (Expensive)

Another time saving piece of Hardware, useful for Netrunners in situations where they wouldn't have the time to cover their tracks well otherwise. For example, when they are being shot at.

Cyberdeck Hardware. While installed, a user can perform the Cloak Interface Ability twice with a single NET Action, taking the higher outcome. However, while installed, the Cloak Interface Ability can only be used once per Netrun. **Takes 2 Hardware Option Slots.**

▶ NEW CYBERDECKS

Cyberdeck Name	Slots	Cost
Kirama Advanced Deck	5 slots to install either Hardware or Programs	500eb (Expensive)
Kirama Entry Deck	5 slots that can only install Programs	100eb (Premium)
Kirama Training Deck	5 slots that can only install Programs	20eb (Everyday)
Microtech Assault	4 slots that can only install Programs 5 slots that can only install Hardware	500eb (Expensive)
Microtech Scout	5 slots to install either Hardware or Programs	500eb (Expensive)
Microtech Warrior	7 slots that can only install Programs	1,000eb (Very Expensive)
Raven Microcyb Hummingbird	2 slots that can only install Hardware	1,000eb (Very Expensive)
Raven Microsyb Kestrel 2	7 slots that can only install Programs	1,000eb (Very Expensive)
Raven Microcyb Phoenix	6 slots that can install either Hardware or Programs.	1,000eb (Very Expensive)
SGI Technologies Kerberos	6 slots that can only install Programs 5 slots that can only install Hardware	1,000eb (Very Expensive)
SGI Technologies Verdant Knight	9 slots that can only install Programs	500eb (Expensive)
SGI Technologies Warlock's Book	9 slots that can install either Hardware or Programs	500eb (Expensive)
Zetatech Kaliya	3 slots that can only install Programs 6 slots that can install either Hardware or Programs	500eb (Expensive)
Zetatech MicroMate	9 slots that can install either Hardware or Programs	500eb (Expensive)
Zetatech Parraline 6000	3 slots that can only install Programs 6 slots that can only install Hardware	500eb (Expensive)

▶ **NEW CYBERDECK HARDWARE**

Hardware Name	# of Slots Taken	Cost
Aerie	2 Hardware Option Slots	500eb (Expensive)
Bushido Accelerator	2 Hardware Option Slots	500eb (Expensive)
Combat Recorder	1 Hardware Option Slot	500eb (Expensive)
Defense Sequencer	2 Hardware Option Slots	500eb (Expensive)
Feline Instinct	2 Hardware Option Slots	500eb (Expensive)
Hangry Hangry Dragon	1 Hardware Option Slot	500eb (Expensive)
Perfume Shoppe	2 Hardware Option Slots	500eb (Expensive)
Smithy	1 Hardware Option Slot	500eb (Expensive)
Snaketrap	1 Hardware Option Slot	500eb (Expensive)
Swamp Mist	2 Hardware Option Slots	500eb (Expensive)
Swifty Clean	2 Hardware Option Slots	500eb (Expensive)

MUST HAVE
CYBERWARE DEALS
BUY NOW! DO NOT MISS OUT!!!

Writing and Design by James Hutt • **Editing by** J Gray

Art Direction by Jaye Kovach

Business Management by Lisa Pondsmith • **Layout by** J Gray

MUST HAVE CYBERWARE DEALS

"Mr. A-MAAAAAAZE here with an unskippable ad to let you know what's hot this week to **BUY BUY BUY**. That's right, **CHOOOOMBAS**, I know you just got paid and are looking for that next shiny something to make your life better, easier, and healthier. And I'm asking you:

Why did you make me go out and buy this ad?

"You know you should have just taken a Combat Cabb straight to the House of **MAAAAAZE**—Dock 13 in sunny South Night City to get you hooked up. We've cracked a brand new cargo container of premium cyberware that will get you so chromed up you'll walk, talk, and dance into oncoming traffic as a brilliant, beautiful **NEW** you.

"We've got chromed out tongues, yes crates full of new tongues, err, NeuTongues, made of premium, high quality, top of the line surgical grade stainless steel—your mouth will **NEVER** feel the same without one! Already got one? Well they make great gifts, but you might want to pick up a Pursuit Security Incorporated Personal Shredder Cyberarm, for disposing of those important documents you don't want falling into the wrong hands. And there's so much more I just can't fit it all in this ad! We've got so many **DEALS** here at Dock 13, we've had it to get it reinforced so it won't slide on into the ocean and take all the **SAVINGS** along with it. So come on down, because once we are sold out of an item, it's **GONE GONE GONE**!"

"*COUGH* 54 SECONDS, NICE. I KNEW WE COULD GET IT UNDER A MINUTE. TRYING TO PULL ONE OVER ON WILLIAM MAZE, ZIGGURAT? TRYING TO CHARGE ME EXTRA? SUCK ON UNINTELLIGIBLE. CAN I GET A CATCUS WATER... WHAT DO YOU MEAN WE'RE STILL RECORDING?"

—WILLIAM "MR. AMAAAZE" MAZE

NEW CHROME! BUY NOW!!!

▶ APPETITE CONTROLLER

Cost: 500eb (Expensive) • **Install**: Hospital
Humanity Loss: 7 (2d6)

People ask me how I stay this thin with all the lunch meetings I take. This is my secret, and it can be yours too!

*Internal Body Cyberware. Allows the user to manage and ignore hunger at the touch of a button using their Biomonitor. This allows the user to ignore Humanity Loss from the Long-term Environmental Stress Factor (**SEE CP:R PAGE 231**) associated with it. Starvation is still an issue. After seven days without food, the user must roll a Death Save at the start of each day with a cumulative +1 to the roll for each additional day.* **Requires Biomonitor**.

▶ CYBERPILLOW

Cost: 100eb (Premium) • **Install**: Clinic
Humanity Loss: 0 (N/A)

That gun on your hip won't save you in the time you need it to if you got no sleep last night. Nap or die. Which is it gonna be, choom? These pop right out of your cyberarm so you're always ready. With the high quality CapsuleCo pillows inside, it'll put you right out.

Cyberarm Option. While moisture wicking and comfortable, a Cyberpillow provides no benefit other than making it easier to take a nap wherever you want. Multiple installations do nothing except make it slightly easier to get a nap in. **Requires a Cyberarm**.

▶ EXTERNAL VIDSCREEN

Cost: 100eb (Premium) • **Install**: Hospital
Humanity Loss: 7 (2d6)

You're gonna be the center of attention when you've got the big game blaring on your chest and you're walking down the street. Get an arm mounted external vidscreen for your Internal Agent and you've got the best of both worlds. Get one on your foot and... look stylish in sandals? I got nothing. Are you buying or not?

External Body Cyberware. A flexible rectangular Nu-Tek Touch TV panel approximately the dimensions of the **Cyberpunk RED** *core book is*

installed subcutaneously, turning any desired part of the user's body into a screen that can be utilized by a linked Agent or Memory Chip inserted into a user's Chipware Socket.

▶ HOLO PROJECTOR PALM

Cost: 100eb (Premium) • **Install**: Clinic
Humanity Loss: 2 (1d6/2 Round up)

Now this one's just neat. Makes a great pop-up advertisement, a neat trick for those first dates, and it's waterproof and doesn't get covered up by your wetsuit, making it great for checking the news while you're surfing. Somewhere else. Don't surf in Night City, the water will kill you.

Cyberarm Option. A hologram projector built into the user's palm. Can output an potentially interactive holographic projection roughly the size of a soda can when linked to an Agent. **Can be installed as the only piece of Cyberware in a meat arm**.

▶ KILL DISPLAY

Cost: 100eb (Premium) • **Install**: Mall
Humanity Loss: 0 (N/A)

Now these are real retro-cool. You wanna look like one of those Edgerunners from the 2020s? You gotta get one of these, on the forearm if you're here for the throwback. But you don't have to just use it for tracking your personal body lotto number–you can rep your Megabuilding, the number of exes you've got, or make sure the street knows your quote price. You decide!

*Fashionware. Bright and bold letters illuminated from under the user's skin declare KILLS: followed by a number. The count is self-reported using a linked Agent, and goes up to a maximum of 999. Counts as an installation of Light Tattoo fashionware, making it helpful for reaching the +2 Wardrobe and Style bonus for having three installations (*SEE CP:R PAGE 358*).*

▶ LEAD'S TURN-ON-SHOW-OFF NAILS

Cost: 100eb (Premium) • **Install**: Mall
Humanity Loss: 0 (N/A)

You don't always need to just sell what you know. My girlfriend is crazy about Turn-On-Show-Off Nails, watches at least 4 different Garden Patches dedicated

to customizing and modding them, and was overjoyed that my latest cargo container haul had a box full of 'em buried in the back. So buy them now, before she does.

*Fashionware. A full set of 10 programmable lighted fingernails allow the user to bring the nail art of their dreams to life. Each purchase comes with a set of light pens for creating new nail art presets. Presets can also also be downloaded from the CitiNet using a linked Agent. Counts as an installation of Light Tattoo fashionware, making it helpful for reaching the +2 Wardrobe and Style bonus for having three installations (*SEE CP:R PAGE 358*).* **Can be installed on both meat and cyberware hands**.

▶ MOOD EYE

Cost: 100eb (Premium) • **Install**: Mall
Humanity Loss: 0 (N/A)

Gotta admit. These are kinda weird. I guess they, uh, are for people with a unique fashion sense? Yeah, that's it! Real trend setting product right here. Be on the newest wavelength of fashion with these, just maybe don't work a customer service job with them installed. Or do? I've never worked a real job in my life, maybe they would be cool with it? Customers actually care about the people serving them, right?

Fashionware. Color changing lenses implanted into the user's eye. User's eye color changes based on the largest single characteristic of their current mood as interpreted from brain scans recorded by their Neural Link. Red=anger, Blue=sadness, Yellow=fear. Pink=arousal, Green= jealousy, Grey=dead.

Faking an emotion scan flawlessly enough to change your eye color while wearing these is a DV 21 Acting Check. Can be deactivated by the user at any time without an Action. **Requires Neural Link**.

▶ NEUTONGUE

Cost: 100eb (Premium) • **Install**: Hospital
Humanity Loss: 7 (2d6)

Everyone should have one of these. You're gonna taste things like you've never tasted before? That 2eb extra to add Scop bacon? Never pay it again, choom. Add your own virtual real bacon, for free, with all of the taste and none of the fat. Every nugget of Broccoli

MUST HAVE CYBERWARE DEALS

Kibble you eat can taste like it's been broiled in butter, deep fried, and heavily salted. Don't know what butter actually tastes like? Now you will!

Internal Body Cyberware. Cybernetic tongue alters the user's sense of taste. Using a linked Agent, virtual seasoning can be added to food. Can be deactivated by the user at any time without an action, eliminating the user's sense of taste.

▶ PerfectFit Cyberfoot

Cost: 100eb (Premium) • **Install**: Clinic
Humanity Loss: 2 (1d6/2 Round up)

Do you love buying shoes, but hate the pain that they cause you? Being the beautiful person you are doesn't have to hurt your damn feet so much anymore–replace those aching soles with your own state of the art hydraulics. Motorbikes have 'em, cars have 'em, so why not you, huh? I get a lot of Danger Gal agents who wanna run in heels buying these things so get some now!

Cyberleg Option. As an Action, a user can change the dimensions of their cyberfoot to any size between Euro size 0 to US size 37AA. A state of the art hydraulic heel provides superior support, and assists the micro-adjustable toe bed in making any shoe in your collection comfortable enough for any activity. When paired, this cyberware reduces any penalty you may suffer related to wearing ill-fitting or inappropriate footwear for a non-fashion situation to zero. **Can be installed as the only piece of Cyberware in a meat leg**.

▶ PersonalPak KibbleWarmer

Cost: 100eb (Premium) • **Install**: Clinic
Humanity Loss: 3 (1d6)

Look, I love those Oasis Kibble Cylinders. Hell, I chow down on one whenever my Agent tells me I'm working too much again, just to take a break! And they are much better warm. I like mine a little burnt to be honest, just to get those nice defined grill lines on each nugget. You're gonna want this product, I promise.

Cyberarm Option. Small cylindrical rotisserie oven installed in the forearm, sized to fit a PersonalPak Kibble cylinder and warm it to exactly the right toasty temperature for crispy enjoyment. **Requires a Cyberarm**.

▶ Pursuit Security Inc. Personal Shredder

Cost: 100eb (Premium) • **Install**: Clinic
Humanity Loss: 3 (1d6)

Secrecy is paramount, so why are you assuming your company shredder isn't spying on you too? You know you're just as likely to get hit by a jealous internal rival as you are to get taken out by a rival company. My advice is to, effective immediately, get real paranoid, real quick.

Cyberarm Option. Commercial grade cross cut shredder concealed within the cyberarm, complete with internal reservoir for storing shreds. **Requires a Cyberarm**.

▶ Sponsored Covering

Cost: 50eb (Costly) • **Install**: Mall
Humanity Loss: 0 (N/A)

You want to make some money? Passive income, very limited strings attached? You've got a personal brand, and it's time to leverage it, make your image work for you. I'm sure we can get the incentives aligned to something we can all agree on. After all, Edgerunners are chill and trendy and brands want to tap into that energy for their products. It's win-win. Synergy!

Cyberlimb Option. Covers the cyberlimb in an illuminated advertisement. Assuming the user remains in good standing with their sponsor, which can include refraining from questionable behavior, participating in activities required by the sponsor, and displaying the limb uncovered (yes, they have sensors) for a set percentage of every day, they receive 20eb on the first of every month. Typically, a user is forced to pay for their own Sponsored Covering upfront as part of their contract, but not all contracts include this clause. Sponsors have been known to attempt to repossess the entire arm if the wearer breaks the terms of their agreement. **Requires a Cyberarm or Cyberleg but does not take an Option Slot**.

MUST HAVE CYBERWARE DEALS

▶ Mr. Amaaaaze's New Cyberware! Buy Them All!!!

Name	Type	Cost	Install	Humanity Loss
Appetite Controller	Internal Body Cyberware	500eb (Expensive)	Hospital	7 (2d6)
Cyberpillow	Cyberarm Option	100eb (Premium)	Clinic	0 (N/A)
External Vidscreen	External Body Cyberware	100eb (Premium)	Hospital	7 (2d6)
Holo Projector Palm	Cyberarm Option	100eb (Premium)	Clinic	2 (1d6/2 Round up)
Kill Display	Fashionware	100eb (Premium)	Mall	0 (N/A)
Lead's Turn-On-Show-Off Nails	Fashionware	100eb (Premium)	Mall	0 (N/A)
Mood Eye	Fashionware	100eb (Premium)	Mall	0 (N/A)
NeuTongue	Internal Body Cyberware	100eb (Premium)	Hospital	7 (2d6)
PerfectFit Cyberfoot	Cyberleg Option	100eb (Premium)	Clinic	2 (1d6/2 Round up)
PersonalPak KibbleWarmer	Cyberarm Option	100eb (Premium)	Clinic	3 (1d6)
Pursuit Security Incorporated Personal Shredder	Cyberarm Option	100eb (Premium)	Clinic	3 (1d6)
Sponsored Covering	Cyberlimb Option	50eb (Costly)	Mall	0 (N/A)

Cyberpunk RED

CYBERCHAIRS
NEW OPTIONS IN MOBILITY

Writing and Design by Mike Pondsmith, James Hutt, Cody Pondsmith, and Sara Thompson

Art Direction by Jaye Kovach • **Business Management** by Lisa Pondsmith

Layout by J Gray

CYBERCHAIRS

ROCKLIN AUGMENTICS CYBERCHAIRS

Moving beyond prosthetics, Rocklin Augmentics is proud to showcase their line of Cyberchairs for the discerning punk. Kitted out to the highest quality, these chairs are designed for everyday life on The Street – even able to handle more... aggressive activities. Whether you're at a charity ball or a Friday night firefight, Rocklin Augmentics Cyberchairs are there to navigate with ease and get a shot back in while you're at it.

There's no better time to rock accessibility and mow your enemies down with autofire.

It's all the rage in defensive fashion, don't you know?

Item	Description & Data	Cost
Mercurius Cyberchair	Basic model Rocklin Augmentics Cyberchair. It cannot equip cyberware options.	100eb (Premium)
Spider Cyberchair	Advanced model Rocklin Augmentics Cyberchair. It can equip cyberware options.	1000eb (Very Expensive)

▶ MERCURIUS CYBERCHAIR

A sport model with an impressive number of features for its accessible price point, this is Rocklin's most affordable Cyberchair. Seating one with Rocklin's comfortable and secure automatic harnessing system, the Mercurius is the consumer model of the regulation wheelchair used by the Night City Nuke, Night City's Murderball team. The only differences between the two are the armrests, motor, and Interface Plug integration.

To pilot the Mercurius, a user must either plug in one of their Interface Plugs for hands free control, or dedicate a hand to operating the armrest's control panel. While using a hand to pilot the Mercurius, that hand cannot be used to do anything else. While piloted, any attacks targeted at the Cyberchair are instead targeted at its pilot. The chair's pilot cannot be removed from the Cyberchair as long as they are conscious.

When controlling the Mercurius, the pilot's MOVE becomes 5 (minus any Armor Penalties), and all movement options (Run, Jump, Climb, Swim, Get Up, and so forth) are available to them. Despite lacking the legs of Rocklin's Spider Cyberchair, stairs pose no challenge to the Mercurius's specially engineered tires and can be climbed with no penalty. **Any Critical Injury the pilot suffers that lowers their MOVE will instead lower the MOVE granted to the pilot by the Cyberchair.** Quick Fixes and Treatment to remove the effects of the Critical Injury are applied to the chair and follow the rules for Critical Injuries and Cybertech on page 223 of the *Cyberpunk RED* core rulebook.

The Mercurius Cyberchair cannot be rendered inoperable by EMP effects, like Microwaver pulses, or Non-Black ICE Program Effects.

▶ SPIDER CYBERCHAIR

This Cyberchair is Rocklin's top of the line model, and it shows. It seats one, and secures comfortably to the user with an automatic harnessing system. The Spider's initial activation is a sight to behold as four hydraulic limbs splay below the user with a hiss, and lift the pilot into the air.

To pilot the Spider, a user must either plug in one of their Interface Plugs for hands free control, or dedicate a hand to operating the armrest's control panel. While using a hand to pilot the Spider, that hand cannot be used to do anything else. While piloted, any attacks targeted at the Cyberchair are instead targeted at its pilot. The chair's pilot cannot be removed from the Cyberchair as long as they are conscious.

When controlling the Spider, the pilot's MOVE becomes 5 (minus any Armor Penalties), and all movement options (Run, Jump, Climb, Swim, Get Up, and so forth) are available to them.

Any Critical Injury the pilot suffers that lowers their MOVE will instead lower the MOVE granted to the pilot by the Cyberchair. Quick Fixes and Treatment to remove the effects of the Critical Injury are applied to the chair and follow the rules for Critical Injuries and Cybertech on page 223 of the *Cyberpunk RED* core rulebook.

The Spider has 4 Option Slots for installing Cyberarm, Cyberleg, or Cyberlimb Options. Options installed into the Cyberchair always count as if they were paired. Installing an option into the Cyberchair costs the same as installing it into a Cyberlimb.

The Spider Cyberchair, along with any options installed within it cannot be rendered inoperable by EMP effects, like Microwaver pulses, or Non-Black ICE Program Effects.

BY ADRIAN MARC

Sara Thompson

Our Cyberchairs were designed in cooperation with Sara Thompson, a writer and champion for positive representation of disabled people in table-top roleplaying games.

As a writer and TRPG designer, Sara has done work for Mantic Games and Paizo. This isn't her first collaboration with R. Talsorian Games. Her adventures will (as of the release of this DLC) feature in two future sourcebooks: Book of Tales and Tome of Chaos.

Sara also served as the model for the Cyberchair user on page one. The art was done by the incredibly capable Adrian Marc.

You can follow Sara online via Twitter. Her handle is @mustangsart

SALVAGING NIGHT CITY
A NEW DOWNTIME ACTIVITY

Writing and Design by J Gray and James Hutt • **Line Development by** Mike Pondsmith

Editing by Mike Pondsmith • **Art Direction by** Jaye Kovach

Business Management by Lisa Pondsmith • **Layout by** J Gray

HUSTLING WITH 3-PIECE

If you live in Night City and you haven't sold your soul to the Corps, chances are you're looking for ways to keep a roof over your head, food on your plate, and those sweet, sweet ebs in your pocket.

Well, I'm 3-Piece and I'm here to guide you through our modern economy and keep you housed, fed, and alive in the Time of the Red. All part of a little enterprise called...

Hustling with 3-Piece!

And if you want to help keep me housed, fed, and alive, please subscribe to this Garden Patch and watch this video all the way to the end. Ziggurat's algorithms demand complete views to give my Patch a good score.

Today on Hustling with 3-Piece, I'm going to clue you into a topic near and dear to my boo's heart: salvaging.

WHAT'S SALVAGING?

The concept of salvaging's pretty simple. You go to an area full of wrecked stuff, you sort through the trash, and you pull out some treasures to make use of or sell.

Sometimes those treasures are pieces and parts to be recycled, like copper wiring and circuit boards and junk. Other times, you'll find some broken swag that, with a little TLC, will transform into a fully usable piece of gear.

By the way, if you do find some gear in need of repairs, feel free to drag it down to Short Circuit in Little Europe. That's the bar I run with my husband, Brain, and I promise you we've got all the tools you need to turn that trash into treasure. And, if you mention the code that'll pop up on the screen at the end of this video, we'll even comp you a free drink!

SALVAGING ESSENTIALS

To get into salvaging you'll need a few things. First, you need knowledge. You've got to know what's worth snagging and what you should leave in the gutter.

I recommend hanging out at Short Circuit and gabbing with the regulars. They'll give you a good education on the topic.

Second, you'll need tools. Nothing special. Just a standard tech toolkit will usually do. Finally, you'll need a way to drag anything you salvage out of the junkyard and into your own yard. Guts and weapons don't hurt, either. Be warned. Salvaging isn't the easiest or safest hustle. It can be damn dangerous.

SALVAGING DANGERS

What kind of perils am I talking about? When you're salvaging you've generally got two different dangers trying to kill you: the environment and the people.

▶ The Environment ◀

You don't usually salvage in cushy safe security-patrolled executive zones. You go to places full of junk and ruin. There's plenty of rusted metal, toxic mold, and nasty rot to infect any wounds you get. Everything's crumbling, perilously stacked, or ready to fall apart so you never know when your next step will bring down a building on top of you or send you tumbling straight down through the floor. It isn't uncommon for a salvage area to be radioactive, filled with toxic and/or explosive gasses, or flooded with $CHOOH_2$-contaminated, and thus flammable, trash water.

In other words, when you're salvaging, your surroundings are trying to kill you. Go in prepared. Radiation suits. Breathing masks. Rope. Grapple guns. Flashlights. Know the area you're visiting and pack your kit accordingly.

▶ The People ◀

Even in the most hostile, barren parts of Night City you're never really alone. Anywhere you go, you risk running into someone, or someones, armed to the teeth and unhappy with your presence. In the Combat Zones, for example, chances are your salvage spot's in some gang's territory. You either have to make a deal with them, sneak past them, or fight your way in and/or out. In the Hot Zone, you could be dealing with gangers who got lost trying to get to the Totentanz or scavvers. A lot of us live on the Edge but scavvers have fallen completely off. They live below the Edge, squatting in the ruins, salvaging almost twenty-four seven just to keep their desperate lives going. Some, you can deal with. Talk to. Others, their territorial instinct overrides everything else and they'll attack anyone or anything entering their turf.

Finally, if you're salvaging inside an area technically owned by a company, like a scrapyard, you might run into the two nastiest gangs of all: Corporate security and NCPD. There's nothing worse than an armed bully who thinks they have the moral high ground and the legal protection to do anything the hell they want to you.

SALVAGING LOCATIONS

In talking about the dangers you'll encounter, I mentioned some specific locations. And chances are, you already have some ideas but here's a breakdown of common salvaging locations in Night City.

▶ The Hot Zone ◀

That big, roughly circular pile of wreckage in the middle of the city. Used to be a major Corp Plaza. Now, it is nothing but ruins. Every year the city junta scrapes away more at the edges of the Hot Zone, demolishing the old so they can build up the new, but there's still plenty of old, broken tech and hidden treasures deep inside. Just be careful of the scavvers and the radioactive hot spots.

▶ Combat Zones ◀

Right now, there's four areas of Night City most people consider Combat Zones: South Night City, the Old Combat Zone, Old Japantown, and Little China. These areas tend to be a mixture of semi-habitable neighborhoods and old wrecked, rotting buildings. Most of the good stuff's already been salvaged by the residents, junk dealers, and gangs but sometimes you can find a good score.

▶ Scrapyards ◀

Night City's constantly rebuilding, these days. Old buildings come down. New buildings go up. All the junk being demolished has to go somewhere. And that somewhere

BY HELIO FRAZAO

SALVAGING NIGHT CITY

is the scrapyards. In theory, all that junk's getting recycled and reused but recycling takes time, effort, and labor so it's always behind schedule. In other words, those scrapyards are full of treasures worth pillaging.

Just be careful. Corps are weird. Even if they don't intend to use a thing they technically own, they'll still fight to your death to protect it. As long as a Corp own it, you can't have it. And any security forces present will shoot first and kick your body into a pit in the middle of the scrapyard later.

▶ The Perimeter ◀

Head to the edges of the city or into the Badlands and you'll find the ghost-filled remains of civilization. Small towns. Service stations. Abandoned motels. Factories. You may look at the Badlands and see nothing but tumbleweeds and dried, cracked earth but there's plenty of spots to salvage. And Oout there, you won't run into gangs. Instead, you'll probably run into Nomads.

The good news is, Nomads tend to be selective about what they salvage. Every pound they add to their vehicles reduces their fuel efficiency, so they usually only take what they need. That means you can usually bargain with Nomads. As long as you don't try to take what they want, they'll let you salvage without trouble.

The Wrap Up

Now you're clued into what salvaging is, what you need, the dangers, and the possible locations. The next step's up to you. I recommend starting small and learning and growing as you go. Salvaging is a trade and, like all trades, require practice and experience. Once you get the hang of it, though, salvage can be a great way to earn some extra eb and get new gear you otherwise couldn't snag on the market.

Thanks for sticking around to the end of this video. Want to know what's next on Hustling on 3-Piece? Here's a hint: cabbages!

And remember, Short Circuit's the place to be in Little Europe if you're into tech or Netrunning. Show the bartender a screenshot of this code *3PHUSTLE* and you'll get a free drink on your next visit.

Until next time, try not to go broke on the streets of Night City.

SALVAGING RULES

If you've got free time, you can salvage in an attempt to grab gear you can use or sell. A salvaging attempt takes one week and can't be done on days where you perform another downtime activity (like healing or hustling).

STEP 1: DECIDE ON A CATEGORY

When you're salvaging you're either looking for something specific or willing to take whatever you can find. If you're looking for a specific category of goods, move onto Step 2. If you're willing to take whatever you can find, roll on the Salvage Categories table below to determine type of goods what you'll discover on this trip.

▶ SALVAGE CATEGORIES

Roll (1d6)	Salvage Category
1	Cyberware
2	Weapons
3	General Gear
4	General Gear
5	Armor
6	Cyberdecks and Programs

THIS EPISODE OF HUSTLING WITH 3-PIECE WAS NOT TAPED IN FRONT OF A LIVE STUDIO AUDIENCE. IT WAS TAPED IN FRONT OF MY DAUGHTER, WHO WOULDN'T STOP GIGGLING THE ENTIRE TIME. TURNS OUT SHE'D PUT A GOLDFISH HEAD FILTER ON ME WHILE WE RECORDED. I HAD TO REDO THE WHOLE THING!

— 3-PIECE

FROM THE HUSTLING WITH 3-PIECE Q&A SPECIAL

STEP 2: MAKE THE CHECK

Make a Basic Tech Skill Check to determine the worth of the salvage you find. The higher the Check, the more you salvage. The DV changes based on whether you are looking for a specific category of goods or taking whatever you can find. If you roll a Critical Failure (a 1 on the 1d10) skip to Step 2a.

▶ SALVAGE WORTH

Worth	Take What You Can Find	Specific Category
10eb	DV 9	DV 13
20eb	DV 13	DV 15
50eb	DV 15	DV 17
100eb	DV 17	DV 21
500eb	DV 24	DV 29
1000eb	DV 29	N/A

STEP 2A: CRITICAL FAILURES

If you roll a Critical Failure on your Basic Tech Skill Check while salvaging, you not only failed to salvage anything, you've run headfirst into danger. Roll on the Perils of Salvaging table to determine what happened.

▶ PERILS OF SALVAGING

Roll (1d6)	What Happened
1	A structure collapsed on top of you. Take 6d6 damage (reduced by armor). You also take a Critical Injury. Roll on the Critical Injuries to the Body table (**SEE CP:R PAGE 221**) to determine which.
2	You get into a firefight. Take 6d6 damage (reduced by armor).
3	You are exposed to High Level Radiation (**SEE CP:R PAGE 181**) for 1d10 rounds. A Radiation Suit negates the effect.
4	You fall 30m/yds after the ground beneath you collapses, taking 6d6 damage (reduced by armor) unless you have a Grapple Hand or Gun or are able to grab the edge (**SEE CP:R PAGE 181**).
5	You are exposed to a pocket of toxic gas (treat as a Vial of Biotoxin, **SEE CP:R PAGE 355**) for 1 round. An Anti-Smog Breathing Mask or oxygen supply negates the effect.
6	You touch a live wire and are electrocuted for 1 round (**SEE CP:R PAGE 180**).

STEP 3: PROFIT!

Once you've finished your salvaging trip, pick out a number of goods from the appropriate category whose Cost adds up to the worth of the salvage. Any "unspent" worth is lost. The goods you pick are the whole items salvaged during your trip. The items are considered Destroyed and do not currently function but can be repaired using the appropriate Tech Skill (**SEE CP:R PAGE 140**).

Example: Torch, a Tech, decides to spend the week salvaging. Torch isn't looking for anything in particular, so his player rolls on the Salvage Categories table, getting a 3. Torch will find General Gear. Torch's player makes a Basic Tech Skill Check for a total of 25. This beats the DV 24 needed to salvage a worth of 500eb. Torch's player decides he found:

- *A Computer (50eb)*
- *A Radio Scanner/Music Player (50eb)*
- *An Agent (100eb)*
- *An Audio Recorder (100eb)*
- *A Grapple Gun (100eb)*
- *And a Video Camera (100eb)*

KEYWORD INFO

A **Destroyed** item doesn't work. A Destroyed gun can't shoot. A Destroyed techscanner can't scan. Destroyed items can be fully repaired to using the appropriate Tech Skill (**SEE CP:R PAGE 140**) or temporarily repaired using Field Expertise (**SEE CP:R PAGE 147**). Armor with 0 SP and vehicles with 0 SDP are considered Destroyed.

If an item has been **Destroyed Beyond Repair**, it cannot be repaired using Tech Skills nor can it be temporarily fixed using Field Expertise.