

Information Overload: Finnish Edition Volume 2

By Agamemnon

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Weapons

Rostovic "Thunder" heavy cannon
HVY 0 N R 6D10 5 1 VR 4500eb

The Thunder is the winner of both Barret-Arasaka Light 20 and Colt-Mauser M2X! It fires 30mm DPU bullets that go thru almost any personal armor. A small safety tip: **Dont carry this at street!!** But if you want the job well done, get one of these! Requires BOD 8 to fire without bruises from the crushing recoil.

Sundvall Incorporated Weapons "Stockholm Special" target rifle
RIF +2 N C 5D6(5.56B) 20 5 UR 2570eb

The Stockholm Special was originally made for a Swedish skinhead gang as a delivery of 1300 guns. But after that they decided to take it to US market where it turned out to be a success. It is quite common because its high rate of fire. Good gun if you like sniping. Many solos prefer this over the Arasaka WSSA.

Valmet P-202

P +3 J P 2D6+5(10mm cased steeltips) 12 2 ST 700eb

Finnish weaponsmiths have created an extremely accurate handgun which has a great number of users: for example Morgan Blackhand uses the P-202 as his spare gun. Here are Morgan's comments: " So what if you have a Malorian 3516 if you can't hit the target. With the P-202 you'll hit. Guaranteed". The gun has the typical Finnish problem: custom caliber

ATS Tech FNF-10

P +1 J C 3D6+5(11mm Magnum) 8 1 UR 899eb

ATS Tech has created a effective firearm to violent streets of Russian metropolis. The FNF-10 is a special model made to order for Russian army and weapon dealers. Finding one of these babies from the States is a NEAR IMPOSSIBLE task.

Rostovic Tonfapistol

P -1 L P 2D6(9mm) 2 1 ST 700eb

Same as CP2020 Melee weapon

Igor Konovalenkov, a regular patrol cop, made fortunes developing this weapon. It's a regular tonfa with 9mm pistol builded in. It has been sold to police departments over the world to use as a spare gun for patrol officers. Sure it doesn't help you against an armored psycho, but it sure can save you from an Inquisitor who thinks that your cyberhand is from Satan. There is another version in the testing, incorporating a Kendachi Dragon flamethrower.

FuTec "Hands Up!" System

P -2 - - 2D6(9mm) 5 1 UR 890eb

The idea of the HUS is simple: you are out of ammo. The other guy shouts "Hands up!" You do as he says and a 9mm pistol hidden in the armpit of your cyberhand fires. Requires cyberhand and a cybereye with targeting(HC:2D6+4 SC:M). Illegal in all states (excluding Nevada) and most Eurotheater countries.

ATS Tech. "Trasher" Heavy Assault Shotgun

HVY -1 N R 4d6 150 20 UR 65m 6370eb

The name might say "shotgun" but, don't think that this is some ordinary shot-thrower. "Trasher" is two-barrel, belt-fed 12 gauge monster. An excellent choice if you need to clean an entire marketplace for good. 180 guns have been manufactured so far as a special order to a company that wishes to stay anonymous. Some guns have found their way in to the black market sales, but you can expect the prices to range from 7000eb to 12000. 150 shot ammo belt costs 250eb.

Equipment

Smile Technologies Prank cigars

Put one of these to your friend's cigar box and wait till he goes for a smoke. The Prank cigars come in different types: "Smellies" which cause similar effect as the Stench bomb(Chorme 2)(10eb each), Explosives which cause 2D6+1 damage to smokers face(100eb each) and "Fumers" which can be filled with selected gas(30eb each). Definetly great for No Smoking campaign!

Smile Technologies itself produces other "funny" items. GMs: use your imagination describing them.

Fashiontech "Biker" helmets. 100eb

You don't want to wear cammo-pattern combat helmet with black Harley Thundergod? Now you have an alternative! The Biker helmets come in dozens of colours and patterns. Perfect for finishing your biking style. Available also model with color-change option(170eb).

Game Notes: Protects SP 20 vs. physical blows, SP 5 vs. bullets.

Swatch Securita 14X. 135eb

From Switzarland comes the latest in security (not to mention a hell of a good watch). It looks like an ordinary sportwatch and has all the functions of one, but it also includes inbuilt radiation, gas and atmospheric detectors. Any of these will warn if the proportions in the air will differ over 2 percent from the preset defaults.

InfitiDim inc. Light-a-gun. 100-300eb

You all probably know the classic pistol shaped cigarette lighter, right? The not-so-kind folks at InfitiDim Inc. have produced a new version of the old concept. Purchaseable in all fashion colors, the Light-a-gun looks like a standard 9mm pistol, and when you pull the trigger it just lights your cigarette but when you press a tiny button on the butt:...Bang! Cannot be noticed from a standard weapon w/o 20+ Awareness check. Weapon stats: P 0 J C 2d6+1 10 1 ST. Available also in a handgrenade version :)

Custom Vehicles and Conversions

The Doomcarrier

Starting first as a wacko invention by a techie of a West Coast scavenger/pirate gang Iron Skulls, The Doomcarrier quickly proved to be a good idea. First, the gang hijacked an old oilcarrier *The Panama Princess* (Which proved to be easy since nobody gave a fuck about the rusty old pieces of junk). After that they transported it to their base, a huge floating fortress called "Smuggler's Haven" and begun the hard work. After 14 months of construction, the project was finished and The Panama Princess was renamed to The Doomcarrier. It's hull was reinforced with 2 inch steel plates, radar and sonar added, 7 large towers built, each housing a 150mm Howitzer and a 10-shot VSAM launcher constructed above the bridge. The huge oil tanks were remodelled into living quarters and the petrol motors replaced with CHOOH2 and methanol models. Nowadays The Doomcarrier can be seen thruout the West Coast acting as a safe haven for criminals, smugglers, black market fixers, mobsters, illegal aliens and other lowlives. Aboard The Doomcarrier anything can (and will) be found, fixed or done, for the right price.

Boosterboy Streettank

The Streettank is a large pick-up or a van with a crude turret built on top. The boosterboys favour the New American Motors Armadillo or Nautilus, but some versions have been built on AV-3 or The Family Flier. The typical turret armament is usually a pair of Barret-Arasaka Light 20s or Colt-Mauser M2Xs, and two 5.56 miniguns mounted on the front bumper. The entire assembly is usually armored up to SP 30. Quite common amongst Gogangers and anyone who enjoys a good bloodshed.

Corporations, gangs and organizations

The Men-Tel Corporation

Private security services, detention facilities

The Men-Tel Corporation's history started when Consolidated Security Systems bought an old prison in Arizona. Now they have over 30 detention facilities over the country including Alcatraz (yes, The Rock is back on-line). All of the Men-Tel's facilities are equipped with the latest security items and the best guns money can buy. The unlucky prisoners are used to expanding of areas and control autofactories that produce the Men-Tel line of security products.

- Offices: 34 prisons scattered thru the USA
- HQ: Alcatraz
- Major stockholders: William Lexington, Atlantis, Florida owning 4,5%, Arthur MacAdam, Edinburgh, Scotland, owning 3,9%
- Troops: 3400
- Covert operatives: none known
- Employees: 600
- Resources: Military weapons, light vehicles for prisoner hunting.
- Slogan: "Crime Does Not Pay"

Nokia Electrics

Consumer electronics, cyberdecks, cellphones

The Nokia Electronics corporation is the world's largest supplier of cellphones and are rapidly moving to different areas of business. NE has been successfully survived attempts of hostile takeover by IEC, EBM and Microtech, and is a major competitor to each of these companies. In 2010 NE bought the remains of AMD, Ericson and Bang&Olufsen and so became a major manufacturer of computers and state-of-the-art sound recording and editing devices.

- Offices: Los Angeles, Seattle, Quebec, Sydney, Melbourne, Singapore, Tokyo, Moscow
- HQ: Helsinki, Finland
- Major Stockholders: Francois Apredieu, Paris owning 6% and William Henry Gates IV, Silicon Valley owning 5,7%
- Troops: 500
- Covert: 15
- Employees: 10000
- Resources: 40 V-22 Ospreys, 50 AV-4s and 20 cargo blimps
- Slogan: "Connecting People"

The Non-Human Group

TNHG is a loose pack of exotics, 'borgs, c-psychos and other outcasts of humanity. They have meeting halls in most of the cities in the West Coast. They have a "mission" to destroy all humans, which they carry out with religious zeal. The government has declared them terrorists and offered a sizable reward, but so far no-one has attempted to collect it. TNHG has at present 3570 members and a vast array of equipment.

The Millenium Troopers

The MT are a terrorist group with approximately 60 members and large group of supporters among the US. The group's history is quite short; the first known attack was in 2nd January

2020. The identity of the leader is unknown, but connections to the Mafia or the Corps have already been ruled out. The only known contact person seems to be ["Killer" Jack Savage](#), but everything else seems unclear. The group has a considerable armory and the CIA is currently busy trying to find the group's weapon dealers. What makes TMT different from the other terrorists out there, is that they don't have a political goal and are more like mercenaries hiring themselves for the highest bidder.

Adventure ideas

1. A cop wants the players to destroy a pirate base from an island near Night City. The "base" is really a corporate research facility. The level of defense is high and the Corps don't like people snooping around. So, time to die, right?
2. A Militech researcher working on the XR-1 Mag-Pulse (Militech's rival to Rhinemetall EMG-85) has been extracted by Arasaka and the plans and test models have also been stolen. Arasaka delivers them in a ship carrying ACPAs protected with an escort of AVs and 3 105mm cannons plus heavy personal weapons. Naturally players don't know that. <evil grin> They have been told that it's a normal cargo ship with no extra protection. Militech pays 200 000eb to the group that get the models and plans back before they reach the Arasaka base at Alaska.
3. The players are hired by a local government to eliminate a drug smuggler gang called El Scorpions. But nobody knows the gang is a secret strike team "sponsored" by IEC. Naturally they are well armed and dangerous.
Who ever said that Cyberpunk is a fair game?
4. As the players are coming back from their latest international adventure by plane, their jet is overtaken by fanatical Muslims who have hidden a nerve gas bomb aboard and plan to detonate it in a kamikaze strike over the Los Angeles Metroplex. Unarmed and outnumbered, the players must rely on thinking and stealth instead of Taekwondo and sustained fire.