**About The UK CyberPunk Thinktank**


# - FLIPPER IS DEAD -

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## Why F.I.D?

Its a long story. Once upon a time there was an Elevator. It took people up and down in a building. In its ceiling was a light. This light produced mysterious brain stimulating radiation, which triggered the latent inventive powers of one of its unsuspecting travellers. Suddenly, a minor interest with tinkering with a games system and background became an overriding obsession.

And looking up at the light of inspiration, there upon it in black marker were written the fateful words...


And so we were named

**Who is F.I.D?**

**CHOPPER**

**Shamus McStainus**

**Scatman**

**Mordid angel**

**Blackheart**

**Dale Cooper**

**Agents 9, 3 and R**

**Mike Oldfeild**

**Number 6**

**Cray**

**Jettero Heller-(the man with JFK's Fingerprints)**

**John Sinister(And The Daughters of delirium)**

**Mack**

**Jo Rok**

**Frog**

**Ian Cube**

**The Angel of Death**

**Disintegrating**

**Zippy**

**Clint Mancel**

**Ice and Slice**

**Josh Montgomery**

**Erik Blundenfelzrenberg**

**Harley Bobbins**

**Robotechie**

**Harlequin Edmund Smythe**

**Silva**

**Serbitar**

**Roger Chef**

**'Yu Rag' Williams**

**Nightwarrior**

**Sylvester McCoy**

**Spacecraft**

**Lop**

**Jake 'the snake'Ramirez**

**Grant Richards**

**Locco**

**Steel**

**Darkwalker**

**Thraxx**

**Yan Chu**

**Avalon Jaguar**

**Kitten**

**Glade**

**Dammoy**

**Liam**

**Mercy**

**Elisabeth Rioshi**

**Clime Fisher**

**Morc Tubs**

**Ice Chill**

**'Wheels' Beta-carotine**

**Johnie No-Nose**

**Liftshaft**

**'O'**

**Jon 'Strangly' Brown**

**Giro Splice**

**Decado**

**Veggie Scumm**

**Spanners**

**Screach**

**Baz (Bazza to his mates)**

**Hollowpoint**

**0 G Simpson**

**Deck opium**

**Yakko Corleone**

**OIE**

**Casey Jones**

**Alien Jorgenson III**

**Booyaka the dog faced man**

**The Pink Knight**

**Dr Demento**

**Lynx**

**Red**

**Roger waters**

**Aled Jones**

**Preacherman**

**Mr Schumacher**

**Edward McSpatula**

**Verne Dudley Bowheg Nowell**

**Crustability Skank**

**Truman**

**Katrina Applegate**

**Where are they from?**

**All sorts of places**

straight from the minds of the

Flipper Is Dead - The UK Cyberpunk Thinktank

# Specialist Ammunition Types

**BASIC rounds**

**Normal Ball rounds**

These are the standard bullet that all guns fire, a core of soft lead wrapped with a jacket of copper or gilding metal or something similar. They are basically a chunk of soft heavy metal with a stronger metal jacket around them to hold them together as they pass through stuff.
(Light - 100 rds for 15 - 0.15 each)
(Medium - 50 rds for 15 - 0.3 each)
(Heavy - 50 rds for 18 - 0.34 each)
(Very heavy - 50 rds for 20 - 0.4 each)
(Rifle - 100rds for 40 - 0.4 each)

**Nickel jacketed rounds**

These are normal rounds with jackets made of Nickel rather than copper. While this does little to the rounds performance, it does have one important effect when shooting at a steel target; It strikes sparks. Normal rounds are designed NOT to spark, as this could be bad if they spark when being loaded. But a purpose made nickel jacket will strike up sparks capable of igniting fuel and vapours, allowing the Hollywood stunt of shooting a cars petrol tank and causing it to explode (with normal rounds the chances are it'd just leak everywhere).
cost x1

**Plastic Training rounds**

These are a plastic round with a partial metal jacket, designed for use on ranges. The round is unstable and lightweight, making it safe to use when aiming at a close target, as any misses will fall from the air instead of carrying on and possibly injuring someone off the range They are full damage at point blank and Close ranges, but loose 1d6 every range band after Sp of armour is doubled
Cost x 0.5

**Heavy Jacket**

Thick metal jackets on the bullet stop it breaking up in the target, reducing the lethality, but making it more likely to incapacitate. Used by some armies as a more 'Humane' weapon than a normal ball round, which can break up as it passes through the victim, tearing a bigger wound. The heavy jacket also makes the rounds more effective against light armour. Sp is reduced by D6 Stun saves -1 , death saves +1 (less likely to kill immediately, but causes more shock.)
Cost x1.5

**Match Grade Ammunition**

This is ammo hand made for competition shooting or sniping. Each round is made to get the best shot, with stability and accuracy. Weapon WA is +1 on single shot only .This bonus is lost on autofire
cost x4

**Subsonic**

These Bullets are very low acoustic signature, as they travel below the speed of sound This is usually due to an increased bullet weight, giving a slow, heavy round that causes the same damage as a normal round without supersonic 'crack'. The bullet breaking the sound barrier is the second loudest part of a gunshot, after the blast at the muzzle itself, so subsonic bullets fired from a silenced weapon are virtually unnoticeable as gunshots. Damage as normal Armour is x1.5 as the bullet is slow
Cost x2

## Blanks

**Crimped blanks**

These are a normal casing with NO projectile attached, simply loaded with powder and then crimped shut. When fired they simply go BANG. They can be used to fire rifle grenades, and at point blank the blast could cause an injury (and Point blank range ONLY) (damage is calculated by finding the weapons MINIMUM damage , and rolling the closest dice) EG 9mm is 2D6+1, minimum is 3, so a 9mm blank does D3 damage at point blank. A round doing 4D6+2 would do D6, and so on. Always take the lower dice, so a minimum of 5 would be D4 not D6. This damage is half STUN only
cost x.5

**Wadded Blanks**

These have a plug of Wood, wax, plastic or paper over the end of the round, so that when its fired the gases travel up the barrel behind this 'plug', producing enough pressure to operate a gas action. These weapons do very little damage , unless the wadding hits someone (WA -2) Damage is as a normal round , ignoring any plusses and subtracting 4 from EACH DIE ( so 9mm is (D6-4) +(D6-4) rather than 2D6+1) At point blank the blast itself could cause an injury. This extra damage is calculated by finding the weapons MINIMUM damage , and rolling the closest dice. So 9mm at PB is (D6-4) + (D6-4) +D3 (9mm minimum is 2D6+1=3, so D3)
Cost x 0.5

# Expanding Rounds

**Hollow points**

These bullets have hollows in the tip that cause the round to expand in the wound channel, making it larger and possibly breaking up the bullet. This expansion makes armour more effective, as the bullet expands as it strikes, spreading across the armours surface. Even light armour can stop a hollowpoint due to this effect. Care must also be taken when shooting through furniture or heavy winter clothes, as cloth fibres can clog the hollow, reducing the expansion. SP x 2 Dam x 1.5 after armour
Cost x 1.5

**Semi-Jacketed Hollow points**

These bullets have hollows in the tip that cause the round to expand and a partial jacket to hold the round together enough to let it penetrate a little more than a standard Hollowpoint SP x 1.75 Dam x 1.5 after armour
Cost x 1.5

**Jacketed Hollow points**

Jacketed Hollowpoints have metal jackets that reduce there expansion, but hold them together better in penetration. This makes them better against armour than a regular hollowpoint round, although it does reduce there expansion in the body. SP x 1.5 Dam x 1.25 after armour
Cost x 1.5

**'Copper tip' or 'Silver tip'**

These are bullets with soft metal tips to give controlled expansion when they hit the target, the soft tip bending and starting the round expanding and breaking up as it enters the body. This does make then less effective against armour, but having a full bullet shape rather than the hollow in the tip makes them easier for automatics to load ( some automatics will jam trying to load hollowpoints, as the flat tip doesn't push forwards into the chamber fully) SP x 1.5 Dam x 1.25 after armour
Cost x 1.5

**Dum Dums**

One of the First 'specialist' rounds, The dum dum design is credited to Captain 'Bertie' Clay of the Royal Artillery at the Dum Dum Armoury, Calcutta , India in the 1890's. The problem was that the .303 rifle rounds used by the British Army were not stopping 'Fanatical' rebels. The first Dum Dum shells were a .303 round with the heavy jacket cut away at the tip to reveal the soft lead core of the bullet. When it hit, the round expanded rapidly, mushrooming and possibly breaking up in the body, creating huge wound channels and exit wounds the size of dinner plates. Any bullet can be 'Dum Dummed' by making a series of cuts into the jacket, cutting right through to the lead core of the round. This weakens the round, making it expand faster in the body, but also making it expand on armour, reducing its penetration quite heavily
Dum Dum bullets can be made quite easily with a Easy weaponsmith (10) roll, a file and some time. If this roll is fumbled then the cuts are to numerous or too deep, and when the bullet is fired the core of the bullet will be blown clear of the barrel, leaving the jacket wedged in the chamber. For the eternally hopeful, the lead core is WA -2 and does half damage for the normal round, vs double armour. (Even if the gun is hopelessly jammed, there is always a chance the core will hit your target.) The left over jacket jams in the gun barrel and it difficulty 15 to clear, which could be really bad news in a firefight. SPx2 Dam x 1.75 after armour
Cost as normal ammo if home made
Cost x1.5 if shop bought

**Wad cutters**

These are designed to expand to give neat holes in paper targets. Against other targets they can be lethal. They are soft lead rounds with a flat top and square 'shoulders' SPx2 Dam x 1. 5 after armour
Cost x1.5

**Mercury Cored rounds**

These have a well of mercury in the bullets core that is ruptured when the bullet hits, expanding the bullet rapidly. The wounds they cause are also lethal as the mercury has been spread throughout the wound, poisoning the victim (Body roll, Target 20. Each point failed by is an hour of poisoning, doing D10 damage) SPx2 Dam x 1.75 after armour
Cost x2

**Memory Expanders**

these are 'Soft Kill' weapons, as the bullet is made of a memory metal or ceramic that undergoes a controlled expansion under high impact stresses. Against armour they act like normal bullets, but as they pass through the body they expand, causing an enlarged wound channel Armour as normal damage after armour is x 1.5
cost x6

**Plastic Expanders**

These bullets are made of a high density memory plastic, lighter than normal bullets, and they alter shape in flight deploying into razor edged plastic stars. These tear into flesh, still expanding, and stop quickly. Moving with a fully expanded bullet in a wound is damaging, as the edges cut deeper (D6 damage per round of action) Armour is Doubled damage that penetrates is Doubled long and extreme Range are halved (bullet looses its energy quickly)
cost x6

**Gold Dot Expanders**

These are purpose made to expand in a controlled way in the target, mushrooming out till the gold dot of gilding metal at the bottom of the hollow tip is visible. Against armour they act as normal hollow points Sp x2 Damage x1.5 after armour If they strike an unarmoured target, the controlled expansion comes into effect. Half the dice (round down) of damage are replaced with +4 per die (ie 2d6 becomes d6+4, 4D6+1 becomes 2D6+9) then damage is x1.5
Cost x 2

**Quick Defence[tm]**

These are Hollow point rounds with a ball lodged into the mouth of the hollow, giving the round the same domed shape as a normal round, making it less likely to jam in an automatic weapon. when they hit the ball is driven back into the hollow, forcing the expansion of the bullet. This expansion makes armour more effective, as the bullet expands as it strikes. SP x 2 Dam x 1.5 after armour
Cost x 2

**Base Expanders**

These have small hollows in the base of the round that expand as the bullet is in the barrel, pressing into the barrel rifling. This allows the bullet to absorb energy from the propellant more efficiently, but does increase chamber pressures and risk damaging the gun. Can Reroll one of the damage dice (This reroll is not compulsory and the user chooses which die to reroll)
cost x 1.5

**Plastic Base Expanders**

This uses a plastic cap on the base of the round to expand in the barrel, absorbing more energy so that the bullet is travelling faster as it leaves the barrel, where the plastic cap falls free. This allows the Base expansion system to be used with streamlined and boat tailed slugs Can Reroll one of the damage dice (This reroll is not compulsory and the user chooses which die to reroll)
cost x2

## Exploders

Bullets containing explosives to increase the striking energy on the target. Tip Exploders detonate on contact, Base exploders on the bullets base impact slightly inside the target

| Weapon caliber | Damage bonus |
|---|---|
| Light | +2 |
| Medium | +D6 |
| Heavy | +2D6 |
| very heavy | +2D6 |

**Base Exploders**

These are bullets filled with an explosive compound that is stable to impact, with a detonating charge in the base (usually of a more unstable explosive) When the bullet hits the shockwave travels the length of the bullet to the detonator, allowing the bullet a fraction of a second to penetrate the target. This usually means the bullet either explodes INSIDE the target or lodged into there armour This does not effect weapons damage or penetration until after armour has been taken into account. If the Bullet penetrates, add on the damage bonus to the damage left. Wounds caused are at -1 to stun save on first roll, due to shock. If the wound is to Chest or Head, them also -1 to first Death Save. If the bullet was stopped by armour, add the damage bonus to the bullets total damage when calculating Blunt Trauma and armour damage
Cost x3

**Tip Exploders.**

Tip exploders have the detonating compound stored right in the bullets tip, so that it's the first part of the bullet to come into contact with the target. This means the bullet explodes straight away. These add the damage bonus from the explosion to the weapons damage as soon as it strikes. This helps in armour penetration, but does not give the shock modifiers to saves that a base exploder uses.
Cost x3

**Shaped Charge Exploders**

These are armour piercing charges made to cut open heavy armour. The explosive charge bonus is added to the damage and half the SP of the armour is subtracted from the damage. Any damage that penetrates is halved. If the target is unarmoured, do not halve the damage, as the blast blows the wound open as a deep wound channel
Cost x5

**AP-HE Armour Piercing - High Explosive**

These combine armour piercing and high explosive effects by having the explosive charge fitted into the hollow base of the solid penetrator. This means that the charge is carried deep into the target by the penetrator before it can explode. Vs an Unarmoured target the bullet does half rolled damage plus the explosive bonus. Vs an armoured target the targets SP is halved. Any damage left after armour is halved, then the explosive bonus is added. In either case if the wound is to the head of chest, the target makes there first stun and death saves at -1.
cost x6

**HE-AP High Explosive - Armour Piercing**

These combine high explosive and armour piercing effects by having the armour penetrator surrounded by the explosive material. When the bullet hits the explosive charge detonates, blowing the targets armour open and propelling the penetrator in. Vs Unarmoured Damage is the HE bonus plus half rolled damage. Vs armour The Targets armour is halved, then the HE bonus is subtracted from SP ( as the charge blows it open) If their is any remaining SP, it is subtracted from the rolled damage. Any left over damage is halved. If the SP has been defeated, any left over HE bonus is added to the rolled damage, which is then halved.
cost x6

**Fragible AP-HE**

These are AP penetrators with a HE core and base charge. The round explodes in the body, breaking up the penetrator and scattering its fragments throughout the wound. This makes the round stop in the body, transferring all of its energy rather than shooting through and leaving a narrow wound like most AP rounds. Vs Unarmoured targets Damage is the HE bonus plus the rolled damage. Vs armour The Targets armour is halved, then the HE bonus is subtracted from SP ( as the charge blows it open) If there is any remaining SP, it is subtracted from the rolled damage. If the SP has been defeated, any left over HE bonus is added to the rolled damage. The main advantage over normal AP-HE is that the damage is not halved
Cost x7

**Tandem charge High Explosive rounds.**

These are both tip and base exploders, holding two small explosive charges. The first charge blows open the wound and the momentum of the bullet carries the second charge into the wound before it explodes. Each charge does HALF the normal explosion damage (Light +1, Medium +D3, Heavy +D6, Very heavy +D6) this is added to the damage when it hits armour and again after it penetrates . (damage+HE)-SP +HE
Cost x5

**Tandem Shaped Charge**

These are armour piercing tandem high explosive rounds. They have the same HE bonus as normal Tandem charge rounds, but they halve SP of armour. As the second charge goes off inside the target, the round does damage +HE minus half SP, and any damage that gets through is halved, then the second HE charge is added. ((damage+HE) -(1/2 SP)) /2 +HE
cost x8

**High Explosive Hollowpoints**

Nicknamed 'cookie cutters' These are hollowpoint rounds with an explosive core in the base that detonates as the round expands. SP is doubled. If the round penetrates, add on the HE extra damage then multiply by 1.5 due to the rapid expansion. If the round doesn't penetrate, add the explosive damage to the damage to calculate blunt trauma.
cost x4

**'Rockshot'**

Conductive plastic slugs with a piezo-electric tip and explosive granules of C12 or higher high explosive embedded. When the bullet hits the piezo electric tip is crushed, releasing an electric signal that detonates the embedded explosives. As the tip is crushed the soft body of the round expands, flattening across the target, creating a shockwave effect when it detonates.

Due to the design these carry much more explosive than simple exploders, and are available for heavy and v.hvy calibres only.

The Round does damage as an explosive bullet (+2D6) but it also has an effect radius of 1/2 a metre doing blast damage equal to half the bullet damage. Against ANY armour (SP 10 or greater) the bullet hits and explodes, doing 1/3 damage rolled to hit location by trauma, OR normal damage -SP, whichever is higher (normal blunt trauma damage is 1/5 but the HESH effect of rockshot causes a greater impact wound) The larger charge also modifies save by -2 not -1 if it penetrates and explodes Direct hits on limbs that cause 8+ damage wreck the limb (Mortal 0 wound) (Hits of over 16+ damage blow the limb CLEAN OFF)
Cost x6

# Armour Piercing Rounds

**Full Metal Jacket**

These rounds have a stronger metal jacket all around the bullet, holding it together better in penetration than a normal ball round. While this makes it slightly armour piercing, it will still expand in the wound, causing damage similar to a regular ball round.
SP of armour is reduced by D6. Damage is as Normal.
Cost x 1.5

**Teflon Coated rounds / KTW / 'Cop Killers'**

These rounds are solid metal with a Teflon coating that prevents them from stripping the rifling off the inside of your gun barrel. The bullet does not expand in the target, so the wounds are not as large as a normal lead round, but a solid metal spike moving at bullet speeds will cut through body armour like a knife through butter. Once in the body the bullet only flips end over end rather than expanding, so the wounds it causes are deep but not wide, and cause less shock (you'll still bleed to death, you'll just not pass out as fast before hand). With all of these rounds the gun should be cleaned regularly to remove Teflon traces from the barrel A popular misconception is that the Teflon coating helps in penetration due to reduced friction, but the smooth Teflon layers have been broken up by the barrel rifling, and actually reduce the penetration slightly. The Teflon simply serves to protect the barrel from the bullet.
KTW rounds use a solid cartridge brass core under their distinctive green Teflon coating. Other bullets use Steel cores, but all have similar effects.
Armours SP is halved. Any damage that penetrates is halved.
Cost x3

**Arcane$^{tm}$ Armour Piercing**

The Arcane round is a French made Armour piercing round, using a high power loading with low gas pressure to propel a solid copper cone nosed slug. Designed to be used in modern automatic pistols and revolvers, the round operates within normal safety limits.
Damage +1. Armours SP is halved. Any damage that penetrates is halved.
Cost x4

**Hard Core Armour Piercing**

These Bullets have Steel cores under a copper or gilding metal jacket, allowing them to be fired without damaging the guns rifled barrel. Like all hard core bullets they do not expand in the target, so the resulting wound is only caused by the bullet passing straight through the victim rather than expansion. Most military Rifle calibre's have steel cored rounds.
Armour is halved. Damage is halved after armour
Cost x 3

**Raufoss PPi Armour Piercing**

These are solid steel rounds with a non discarding sabot of Brass cast around them. They are designed to penetrate armour at high speeds as they are heavy and sharply pointed, and mated to a high power round. The delivered energy is enough to cripple a human target without expansion, unless the target is armoured enough to slow the bullet (SP 20). They can only be used from high velocity weapons (heavy Calibre rifles or machine guns) and can never be subsonic.
Armour is halved. Damage is halved only if the SP of armour is over 20. Heavy calibre or greater (designed for .50 BMG), cannot be subsonic.
Cost x 4

**Titanium Rounds**

The bullet is solid titanium with a teflon jacket. Titanium is almost half the weight of steel, yet has the same strength , so a bullet made of titanium travels a lot faster than a KTW and slows down quicker in the target. This means that the bullet gathers more energy than a steel one, and gives it up to its target quicker Unfortunately it means it also slows a lot faster in normal travel, making it armour piercing only at point blank to medium ranges.
Armour is at half Sp if range is medium or less. Any damage that penetrates is as normal. Pen +1
Cost x10

**AP-HC / Tungsten Carbide**

Tungsten carbide is a very heavy and very hard metal, used to make the edges of machine tools used to work steel and other metals. Hard core Bullets using tungsten carbide as a penetrator wrap a jacket of softer metals around it to stop it stripping the rifling from the gun barrel and leave the sharpened tip exposed where it can punch through armour. Like all hard AP bullets it does not expand, so the wound is only from the bullet passing through.
Armour SP is one third. Any damage that penetrates is halved.
Cost x 15

**Depleted Uranium**

The Uranium is no longer radioactive (allegedly) but is a hard, very heavy metal, making it perfect as a heavy core penetrator for armour piercing bullets. What's more is that Depleted Uranium is Dynamically self sharpening, so when it hits its tip breaks off into a new sharp point, a perfect armour penetrator. DU rounds can only be used in Very Heavy handguns and Heavy Military calibre rifles (unless custom made for you and your choice of gun). Recent tests seem to show that the dust from combustion of Depleted Uranium may become radioactive again, so wear a dust mask when using these rounds. Radioactive dust may contaminate the firer, the point of impact and along the line of flight, so be careful. The Depleted Uranium is pyrotic and may ignite upon impact / penetration of Steel plate at high velocity. ( fired from an express rifle or cannon only, hitting heavy armour sp40+, does an extra D3 burn damage a turn for D6+1 turns). Unfortunately, getting DU rounds is very hard, although rumours of Army snipers with DU rounds for 'special use' pop up from time to time.
Damage +D6 (pistols), +2D6 (rifles). Armour is at one quarter. Damage after armour is halved.
DU cost x 150 and up (more if custom made)

**Dominator Overpenetrators[tm]**

These rounds are designed to penetrate cover with little tumbling, allowing stable 'shoot through'. They Halve armour like normal Armour piercing rounds. Any damage that gets through to the target is halved. Against cover, if they penetrate half its SP they pass straight through and keep on going straight, loosing D6 from there damage. If they hit someone wearing armour and penetrate, they will pass through the victim. Reduce damage by D6 and roll to penetrate half the victims armour on that location , as the bullet passes out the other side of the body and hits the inside of the armour. If it penetrates it passes out, loosing D6 damage and carries on.
Cost x5

## Flechette Rounds

**Flechette Package**

This round contains a pack of several flechette darts, which makes the gun into a small shotgun. At point blank range the flechettes hit as a group, all on the same location doing half the normal rounds damage with Pen A. At longer ranges, treat as an automatic fire burst of rounds. Each hit does 1 point of damage. Pen 0.

Light: 3 flechettes, D3
Medium: 5 flechettes, D4
Heavy: 7 flechettes, D6
Very Heavy: 8 flechettes, D6

These are usually used to deliver poisons or burst seals. On Automatic fire these rounds can cause mathematical nightmares. Firing 10 rounds from a heavy SMG puts 70 flechettes toward your target. Calculate the normal bonus for autofire using the total flechettes (+1 to hit per 10 rds) For every point over the target number roll the die noted above to see how many flechtettes hit
cost x 1.5

**Single Flechette Rounds./ APDS**

These contain a single sabotted flechette, which is fired like a normal bullet. When the round leaves the gun the sabot falls away allowing the flechette to fly free at very high speeds. The Flechette is Armour Piercing (half Sp) and bends when it enters the target, 'fishhooking' and twisting. The wounds caused are punctures and tears rather than the 'wound channel' of removed flesh that normal bullets leave behind. They usually pass through the victim, exiting at an angle. At point blank range, the sabots have enough energy to cause D6 damage. Armour is halved. Damage after armour is at 2/3 normal
Cost x3

**Fragmentation Flechettes**

These are pre-stressed to break up as they 'fishhook', breaking into several smaller pieces that slow down faster, transferring more energy to the victim and stopping the flechette in the body (in pieces). Armor is at 1/2 SP. Damage after armour is as normal.
Cost x 4

**Armour Peircing flechettes**

These are heavy flechettes of high density alloys that do not bend or deform in the target. They will pass straight through the target without any deviation or fishhooking
Armour is One quarter. Damage after armour is halved
Cost x 5

**High Explosive Flechettes**

These have a thread of high explosive inside the body of the flechette that detonates when it hits, breaking it up inside the target. This causes similar effects to the fragmentation flechettes, as the remains of the flechette stay in the body.
Armour is halved. Damage after armour is +2 (small explosive bullet)
Cost x 4

**Poisoned Flechettes**

These are light flechettes designed to break up and deliver a toxin into the body of the victim. Dosed with poisoned to make even minor wounds lethal, these are cheap 'quick kill' weapons. Toxin types: use any of the toxins from FNFF / CP2020 rulebook
Armour is at half SP. Damage that penetrates is halved
Cost x 3 + toxin

**AP-HE flechettes**

These combine a Heavy penetrating dart with a explosive thread that ruptures the body of the flechette in the target, breaking it up and stopping it in the targets body.
Armour is at one quarter. Damage after armour is as normal +2 from the HE round
Cost x 7

## Dual Purpose Rounds

These are rounds specially designed to have both Armour piercing and enhanced wounding effects.

**Dual Purpose**

These have a light Tungsten Carbide rod in a soft lead jacket. When the jacket hits it expands like a hollowpoint, but if it hits armour the jacket is stopped and the penetrator rod slides free, acting like an armour piercing round.
Vs Armour: Sp is halved, damage is halved after armour
Vs an unarmoured target: Damage is x 1.5
Cost x 4

**Hydroshock**

These have a wad cutter shaped lead jacket around a steel pin. The jacket expands as a wad cuttter, and the pin allows some Armour piercing ability. To use Hydro shock rounds a gun needs custom Porting (150 euro) or its reliability drops one class.
Vs armour: SP is halved, damage is halved after armour Vs unarmoured target: Damage is x 1.75
Cost x5

**Black Talons**

These are steel cored rounds with tapered hollow tips. The round is coloured black with a reduced friction coating. Vs Armour: Either counts as armour piercing ( SP halved , damage after armour halved) Or as a normal round with some hollow point character ( full Sp, damage after armour x 1.25) whichever does the most damage
Without armour: the bullet expands as a hollow point round (damage x1.5)
Cost x5

**Multiform SoftKill$^{tm}$ Memory Projectiles**

Memory Expander Flechettes. These are State Of The Art ballistic examples of the wonders of memory metals When fired they are high density armour piercing flechettes, but fractions of a second after a high power impact they flatten out to heavy discs the size of saucers. Needless to say, this expansion occurs as the bullet is passing through the body, causing massive injury.
Armour is one quarter, Damage after armour is x 1.5
Cost x 10

**Armour Peircing Incenduary API**

These have an incendiary filler and a penetrator core, and are designed to be used against armoured vehicles (the AP takes the incendiary inside the armour to ignite fuel or ammunition).
Armour is halved. Damage after armour is halved. Incendiaries do D3 burn damage for the next D6 turns
cost x4

**Glass And Steel**

The round has a central Steel pin with a spun glass coating. If it hits armour the glass is stripped off, leaving a steel penetrator rod. In a Soft target the spun glass shreds, starting the round tumbling.
Vs Armour: Sp is halved, Damage after armour is halved
Vs Unarmoured: Damage is multiplied by D4 / 2
Cost x3

# Advanced Energy Transfer (AET)

**Glaser Safety Slug**

These look like Blue pencil erasers, big fat plastic coated bullets. The glaser slug is a copper cup filled with liquid teflon and lead shot, sealed with a plastic cap. As the projectile is light it travels very fast, accelerating quickly, and decelerating very quickly when it hits something and when it hits the cup ruptures and the contents spill out and expand in a spherical shape. This allows almost perfect energy transfer and massive shock and wounds.
Unfortunately, this also means the bullet is so light it can't penetrate any armour, and even heavy clothes or a wallet can stop it. (even an unarmoured target gets a DIFFICULT (20) luck roll to take trauma only) This also means it can't ricochet or shoot through any target, making it a 'Safe' round to use in hostage situations or inside buildings.
Cannot Penetrate any SP greater than 5. Damage x1 vs targets with SP 4 or less. Damage x2 against unarmoured targets. Against unarmoured targets all Wounds are -2 to saves (stun and death)
Cost x 20

**Black Top Glaser Safety slug**

This is the almost Mythical 'Armour Piercing Glaser' round that the Military are rumoured to have. It can defeat light Kevlar, interior doors, clothes and other light armour. It also acts just like the normal 'Blue Top' Glasers in all other ways, making it very lethal.
Cannot Penetrate SP 15 or higher, halves lighter armour, Damage x2, All wounds are -2 to saves
Cost Unknown (x30+? gm call)

**SPLAT**

S ynthetic PL astic A mmunition for T raining. This was first used as a low lead bullet for target range use, but its lead dust and polymer mix composition makes it break up in targets. this makes it ideal for stopping people.
Damage +D6+1 vs soft armour and unarmoured targets. Damage -D6 vs hard armour. Cannot penetrate SP20 or higher, whatever rolled
Cost as normal.

**ThunderZaps[tm]**

These are plastic composite hollow point rounds, similar to the S Pl A T rounds. Even worse against armour than normal hollow points, they are lethal against unarmoured targets.
Armour SP is doubled. Damage +D6 vs unarmoured targets. Damage after armour is x 1.5
Cost x3

**THV**

'Tres Haute Vites'. This bullet uses a revolutionary 'reverse Ogive' design, as the bullet actually curves inward. It looks like a fat drawing pin that curves out wider down the bullet, but the shape reflects the shock waves of the impact away from the bullet at 90 degrees to the impact. This literally tears the target apart with the shockwave, which is equivalent to a bullet two and a half times the THV's diameter moving at the same speed. The Round is Armour Piercing, as the impact pushes the armour apart, and the damage is high. The bullet slows rapidly after impact so it will not shoot through a human target. If used to shoot through cover, it looses all special effects and acts as a normal round.
Armour is at half SP, Damage is x 2 after armour
Cost x8

**GECO Plastic**

The GECO round is hollow through out its length, with a plastic centre pin that falls free after firing. This causes the bullet to tumble in the wound, spinning off at random angles. This causes a lot of tearing and it is possible for the bullet to travel the length of the target before exiting the body. Of course it is possible for the bullet to go into the body and then swerve off to one side and exit leaving only a minor wound as it doesn't expand.
Roll D4 divided by Two. (range 1/2, 1, 1.5, 2), If x1/2 x1 or x1.5 Multiply damage by this number. if a four is rolled, the bullet passed into the next location on the body, (equal chance of each) doing normal damage again.( ie double damage).
Cost x 2

**Equialloy**

These are long aluminium bullets coated in plastic, designed to be used in revolvers. They are very high speed rounds but light so they slow quickly in a target. They cannot pierce SP20 or higher, or thick cover like walls (they were designed to be used inside Air-planes in hostage situations).
When rolling damage, reroll 1's and 2's .Each die can only be rerolled once, so the second roll must be taken. If target is wearing armour, only 1's can be rerolled
Cost x2

## Technically Non-Lethal

**Jelly rounds / Gel Rounds**

These are plastic sacs of inert Gel that flatten on impact, delivering a nasty stinging wound but little tissue damage. Intended for crowd control, they hurt but do no lasting damage apart from some nasty bruising. 'Accidental' overuse has shown that at close range, on full auto they can injure or even kill a target from trauma alone.
Damage is halved, Each bullet does only 1 point of real damage, the rest is stun only. Jelly rounds are not much use against armour. Soft armour lets the trauma through (as stun only damage) and hard armour ignores damage totally. Pen 0
Cost x1

**Ceramic Safety Rounds**

These rounds are low powered, brittle and weak, designed to break up on impact with anything hard. They do 1/4 damage to Hard targets (Sp x3) and full damage to soft targets (like flesh). They are designed to be used in a situation where collateral damage is more dangerous than the enemy, ie inside Orbital Habitats, in Underwater domes, in Industrial plants or Oil Refineries.
SP x3, Damage as normal
Cost x1.5

**Tazer Darts**

Low velocity capacitor packages, these are fired like normal bullets, but with half normal range, and they are so low power they cannot work the action of a gas-auto weapon, (they have to be manually chambered and fired, making any gas auto weapon single shot ROF1). The Bullet itself is a highly charged capacitor, and the leading edge of the bullet is covered in conductive cushioning gel. When it hits, the capacitor is discharged, giving the target an incapacitating high voltage shock (like a normal taser). They can shock through SP 5 or less of armour (ignoring skinweave or subdermal armour) doing a BOD 15 shock. (roll Bod+D10 needing a 15+ or pass out for the amount you miss the roll by in minutes). Range is Long maximum. They are too low powered to be fired to extreme range.
The Bullet itself does half damage, of which 1 point is real and the rest is stun only (soft armour stops as trauma, hard armour ignores damage)
Cost x3

**Electrostun rounds**

The tazer darts 'Big Brother', the electrostun round uses a higher power capacitor core and a higher power round, making it as long ranged and deadly as a normal bullet. The bullet itself is lighter than a normal lead round, so it does less tissue damage and is not as useful in penetrating armour.
Armour SP x 1.5, Damage that penetrates is halved, The Shock itself will pass through Sp 8 or less, doing a BOD 20 shock . . (roll Bod+D10 needing a 20+ or pass out for the amount you miss the roll by in minutes )
Cost x 5

## Tracers and Incendiaries

**Tracers**

These have a small incendiary in the base of the bullet that ignites when fired leaving a glowing trail from gun muzzle to point of impact. They allow for accurate auto fire. When firing on fully automatic with tracer ammo, roll the skill roll twice and take the best roll. On the second roll, count the burst as HALF the size it is, as some of the bullets have already left the gun. The drawback with tracers is that they show the enemy where you are.
Damage as a normal round
Cost x 1.5

**Delayed ignition tracers**

These have a delay time between firing and the tracer compound igniting, allowing you to remain hidden from attackers. The delay gives you several meters of dead space, so although anyone can tell your general area, your exact position is not immediately obvious. When firing on fully automatic with tracer ammo, roll the skill roll Twice and take the best roll. On the second roll, count the burst as HALF the size it is, as some of the bullets have already left the gun.
Damage is as normal. At close range or nearer, the tracer has not ignited and so there is no bonus effect
cost x 2

**Dim Tracers**

These have reduced signature tracer elements, leaving only a faint trail in the air to normal sight. On night vision goggles, either IR or Low-lite, they appear as normal tracers. No bonus on normal sight, As normal tracers for Night vision , IR or low-lite
Cost x2

**Delayed Ignition Dim Tracers**

All the effects of a delayed ignition tracer but only if used with night vision goggles/sight
Cost x 2.5

**Incendiaries**

These contain a core of incendiary material, designed to ignite anything flammable they impact on. Burn damage is an extra D3 damage a round for the next D6 rounds, Anything flammable will ignite if hit.
cost x2

## Others

**Tumblers**

These bullets twist in the target, spinning and tearing. they take on unusual curved paths and exit the body from almost anywhere.
Multiply tumbler damage by D4/2, giving a range from x1/2 (minor flesh wound) to x2 (moved into nearest location, equal chance for each possible location)
Cost x1

**Duplex (Rifle only)**

These pack two projectiles into one round, firing them both at once. This puts twice the bullets towards the target, greatly increasing the chance of a hit. Of course the bullets are smaller and have less propellant behind them, so there is a little loss of power . It is possible to use Duplex with other ammunition types, for example AP-Duplex, or Duplex HE. The smaller bullet size means that any special effects are taken as if the bullet calibre were one class less, so a medium calibre (ie 5.56) HE-Duplex would have two Light calibre HE effects.
Single Shot: +1 to hit, D6/3 hits
3RD Burst: +2 to hit, 2D3 hits
Full Auto: +1 to hit, counts as Twice ROF bullets fired and each point over the target number hits with TWO rounds.
Each Bullet Does D6 less Damage (minimum damage of D6)
Cost x 3

**Triplex (Rifle only)**

This packs THREE bullets into each round of ammunition, taking the duplex idea a step further. Even lighter bullets, these convert a single shot into a three round burst, and make full automatic fire a nightmare of flying lead.
Single Shot: +2 to hit, D6/2 hits
3rd Burst: +3 to hit, 3D3 hits
Full Auto: +2 to hit, Counts as THREE times ROF bullets fired and each point over target number is TWO bullets hit (yes, two. its not THAT accurate)
Each Bullet Does 2D6 less Damage (minimum damage of D6)
Cost x 5

**Magnum Round**

This uses a longer round to push the bigger, heavier bullet at high speeds, making a high power round. Damage +D6, The Gun must be custom made to take the barrel pressures (Examples. .357 magnum .44 magnum .408TAC and .50Magnum)
Cost x2

**Olin Rhino Pre-stressed**

Pre-stressed spun Titanium Steel rounds. The bullet has been pre-stressed so it is brittle, splintering into tiny metal fragments the size of hairs. In the body these creep and tear through flesh causing massive tissue damage. The day after a wound in the arm, the whole limb will be a mass of purple, ruptured and livid flesh.
Wound advances +1 Level an hour even after stabilisation until flesh amputated / medtech 20 and D6 hours of delicate surgery to remove the fragments. (target has to be restabilised every time the wounds advance)
Armour is x2, Damage is x 1.5 as the round breaks up and expands in the wound
Cost x 6

**Phosphiric Acid Rounds**

These have a core of crystalline phosphoric acid, which dissolves in the wound and causes extreme pain and burning sensations to the victim. The Bullets are fragile and poor against armour (sp x1.5) If the bullet wounds the target takes a second stun only wound at save -3 to represent the pain (pain editors will automatically cut this out ) Burning sensation drops to -2 and then -1 after time as acid is used up. (D6 minutes)
cost x 4

**High Density Ceramic Rounds**

These are plastic cased rounds with a plastic/ceramic bullet. They have the same ballistic profile as a standard lead round, but will not show up on metal detectors and the casing is invisible to X-rays
Cost x 3 (to combine with other specialist round types , round cost x 4)

**Survival Rounds**

These are designed to allow military weapons , especially rifles, to be used for hunting small game. If you were to use a standard ball round the animal would be shredded by the impact. Instead, the survival round uses a standard case loaded with a number of small shot. When fired the shot is propelled down the barrel, spreading out at the muzzle. The barrel rifling causes the shot to spread rapidly and quite unevenly, giving the loading a -1 To Hit modifier. Each round becomes a Burst of pellets, each of which does 1 pt of damage. Each round holds 2 plus (the weapons minimum damage) in pellets. Treat each shot like an auto-fire burst , so each point over the base difficulty is one extra pellet that hits. A single pellet hit should disable or kill small game like rabbits or birds.
Cost x 1

**Non Aerodynamic**

These are flat ended rounds with plastic points fitted onto them. When fired the plastic falls away and the round becomes aerodynamically unstable, having only half the normal range. They are used on rifle ranges where a bullet that misses could shoot off the

range and injure someone. Using non aerodynamic rounds and a wall of sandbags , these ranges become safe.
Cost x 1

**Reduced Friction Coatings**

These bullet coatings allow the bullet to loose a minimum of energy to friction in the barrel, and so are as energy efficient as possible. The bullet leaves the barrel at high speed.
Re-roll one of the damage dice if it comes up a ONE
Cost x 1.5

**Plastique**

Instead of using a fast burning powder or propellant, it is possible to use a weak high explosive as a propellant. The low power plastic explosive used in Plastique rounds generates a very high barrel pressure, so the gun has to be purpose made to take the sudden increases in pressure ( These rounds are usually of unusual calibre, marked different colours or over long to prevent then being loaded and used in weaker guns, which may explode).
Damage +D6
Cost x2

**+Power, Plus Power, +P**

'Plus power' rounds are specially loaded rounds, with more propellant than usual loaded into a normal casing. They are made to deliver as much energy as possible to the bullet, getting the best performance from the calibre.
Damage +1
Cost x 1.5

**Monowire trailers**

These bullets have a series of short lengths of monowire fixed to the base using diamondoid ceramic beads. The other length of the 12" monoline has a similar bead on it . They unravel in flight, trailing due to the drag of the end beads. They have no effect on the penetration of the round, but the trailing lines have their effect as the bullet is either stopping on the armour or passing through the victim. If it stops on armour, the lines whip round, tangling the victims limbs. Victim rolls Luck, difficulty 15. Pass and the round pulls free. Fail and it catches on another random location (D10). Every action taken while tangled pulls the wire deeper in. Roll D6 each action, and once the total is over the SP it starts cutting up the target for D6 per action. If it passes into the victim, the dragging wires slash out a wider wound channel, adding D10 to the weapons damage. If the round can't pass out of the victim, the wires stay in the wound, waiting to slash the fingers of a waiting medtech
Cost x 10

**Crawler Flechette Packages**

This round contains a pack of several flechette darts, which makes the gun into a small shotgun. At point blank range the flechettes hit as a group, all on the same location doing half the normal rounds damage At longer ranges, treat as an automatic fire burst of rounds. Each hit does 1 point of damage. (calculate hits as the Flechette Package above). These are flechettes with microfine barbs, made of pressure responsive plastic. When it hits it penetrates but stops quickly in the body. Once the flechette is lodged in flesh it 'creeps' forward in the wound, as the muscle tenses it is pushed forward, but as the muscle relaxes the barbs dig in, holding the flechette in place. As the barbs are softer on the side of higher pressure, the flechette will turn towards the high pressure areas. This ensures that the flechette will eventually puncture an Artery or the Heart itself. Death is almost inevitable without skilled medical help, as the flechette is usually constructed of x-ray transparent plastics with the same density as muscle. A Luck roll could help. Make a 30 and it just crawls out of your body. No more damage. Make a 25 and it'll become stuck in the tissue (but will resume crawling if that location is ever injured). If you only make a 20, double all your survival times. If you don't make a 20, you're dead meat. The rupturing and haemorrhaging will kill you. If you don't make the luck rolls, you'll need to know how long you're got to live. If you lie completely still, this'll take time. Haemorrhage occurs within 2D6 minutes on a limb, D6 on the torso. If you're running around active, the muscle flexing speeds the crawlers passage. Time is reduced to D3 minutes, whatever location. Head shots with crawlers are the least fatal of all the wounds, taking D6+1 minutes whatever. (the muscles of the head don't flex enough to 'crawl' it fast). Treat the puncture and resulting hemorrhage as a failed Death save. If you can lie totally still, hold your breathe and slow your heart, you could live (a death trance chip will stop the progress of the crawler till it wears off, as will cryogenic suspension). A Medtech would have to follow the crawlers passage through your body and pull them out one by one, Taking D3 minutes and a Average roll (if they can make a Very Difficult roll, it takes only half the time).
Cost x 20

**Mono-blades a.k.a. Black Razors**

These are ceramic bladed tipped rounds, with a supported mono-edge. The mono-edge slices open the target and opens a path for the larger bullet to follow.
Sp of soft armour is halved, Sp of hard armour is as normal, Damage is as normal, Damage is Doubled on a critical (a roll of 10)
Cost x 4

**Case Telescoped ammo**

This ammo looks like a short length of plastic tubing. The bullet, propellant and primer are all contained inside the plastic case, which is reinforced to take the pressure and heat of firing. The round can be simply pulled level with the barrel and fired without the need for chambering, loading, pushing or pulling the round into the barrel itself. The heavy case acts as a chamber of its own. The case is then ejected, taking with it a lot of the heat of firing, allowing the gun to use a lightweight ceramic or composite surround.

**Electroplulse Ammunition**

EP rounds have a superconductor coil inside the jackets, pumped up to huge voltages. When they impact the coil is discharged into the target, producing a huge voltage pulse and virtually plasmarising it. Damage as a Normal round from impact, penetration and other ballistic effects.
Added to this is the Pulse Effect,
Light, +D10 dmg, Str 20
Medium, +2D10, Str 24
Heavy, +3D10, Str 27
V.Heavy, +4D10, Str 30
Damage is added to the bullets, and the shock effect is calculated once damage is totalled. The target must make a BOD roll, target of the Shock value, or pass out for a number of minutes equal to the amount they fail the roll by, and taking the same amount as damage.
All Cyberware in the victim will shut down from the shock, taking D6 minutes to reboot (or an Easy cybertech roll)
All flammable materials nearby are ignited by the pulse.
Electropulse ammo is shipped and sold uncharged, and takes 24 hours plugged into the mains via a special charger (cost 500, holds 6 rounds) to fully charge
A misfire with this ammo causes it to pulse in the barrel, setting off all the other ammo and blowing the gun and the users hand to plasma. Damage to the arm is the same as a Normal rounds Bonus, plus D10 for extra EP round in the clip.
Cost x 50

**Simunition[tm]**

Used in live fire wargames exercises, these rounds are composed of soft coloured wax under a plastic coating. When fired they hit with a nasty sting, bursting to reveal the marker colour (red, green, yellow or blue) and raising a nasty welt. Damage is mostly Stun only. One point of real damage is dealt , plus one for every SIX rolled on the damage dice, the rest is only stun. Stun damage recovers at the rate of one wound level per minute.

**Raufross multi-purpose for .50 HMG**

This is a light HE round with an Armour Piercing core. The HE filler is loaded for incendiary effects and a fragmentation sleeve is fitted around the bursting charge. On impact with the target the charge is exploded, the penetrator slides free of the round and punches through the site of the explosion, as the incendiary and fragments effect anyone nearby.
Weapon damage is +D6 due to the HE, and SP is halved due to the AP effect. The Incendiary ignites the target and anyone in 1 Metre of the point of impact for D3 burn damage (for 2 rounds, more if flammable), and anyone nearby is in the fragmentation area
0-1m D3 hits 2-3m is D3-1 3-5m is D3-2 hits.
Each hit does D4 damage to a random location

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# Shotgun Ammunition Types

**Hardwired method** Each pellet fired does D10 damage, and the shot is treated as burst fire. So each point you roll over the To Hit number puts another pellet into your target (at close range all the hits are to one location)

**For CP 2020,** the shot is treated as a single hit, with damage dropping off over range. Use whichever system you like, as these rules work with Both

NB this system is set up for 12 gauge (18mm) shotguns. Other gauges of shotgun will be covered later (.410, 20g, 12g, 10g)

## Shot

### Standard 00 Shot

Little lead balls, usually 8 '00' buckshot in each cartridge. They each have energies similar to a 9mm round, but they will strike the target together (especially at close range). at point blank range they strike as one, causing horrible damage. Under normal choke, shot spreads about 1" per yard travelled. (approx.) To account for this in CP2020, all damage from shot at close range is doubled.
(yes I know that this does 8D6 to an unarmoured victim, which is straight to mortal 1, but hey, these things are deadly).
Of course, as each pellet only has the energy of a 9mm, almost any 2020 armour will stop a shotgun blast.
Armour Sp is doubled against shot.
<u>00 buck</u>
D10 each, pen A , 8 per round
4D6 damage, doubled at PB, Armour Sp x2 [drops to 3d6 and 2d6]
range 50m
<u>000 buck</u>
D6 each, pen A, 10 per round
4d6, doubled at PB, armour Sp x2 [drops to 2d6+2 and d6+1]
range 50m

### Tracer shot

This has a tracer in the middle of the shot, allowing more accurate autofire (as normal tracer ammo) and doing an additional d6/2 each turn from burns if the tracer pellet hits (1/8 chance for 00, 1 in 10 for 000)

### Plastic shot

Used in riot control, and orbital facilities with weak walls. The damage is the same, but its even worse against armour and the damage drops off a lot faster over range. damage as normal, but half all ranges Armours SP is x3 (PEN 0)

### Tungsten shot

Tungsten is quite a heavy element, and tungsten carbide is very hard, (it's used for the edges on lathe tools and the penetrators in AP rounds). TC pellets hold kinetic energy longer, penetrate armour better and do more damage. Armour is not Doubled against TC shot (PEN B)

### Flechettes

Flechettes are fin or drag stabilised darts that do not deform on impact with the target. instead they knife straight through, bending in soft tissue into fishhooks that travel through flesh tearing open horrid wounds. The flechette load does the same damage as normal shot, but counts as Armour piercing (1/2 sp, 1/2 damage that penetrates) at up to medium range. After that, treat damage as normal (PEN C at medium, B at long)

## SHOT Loading

**Layer loaded**

By layering the shot in the shell with cardboard spacers, the rate of dispersal can be reduced. This keeps the cloud of shot together . If the shotgun hits with one pellet , then this layering means that a second pellet will automatically hit a random location before your score is compared with the TN to see how many other hits are scored.
Cost as normal

**Cross loaded**

This has the shot spaced by cardboard spacers into four vertical columns. The cross shaped divider makes the shot spread more rapidly than usual. If used at Medium range of better, this expansion give a better chance of hitting at least once, giving a +1 to hit bonus. This bonus is ignored once one pellet hits, so it doesn't effect the chances of multiple hits
Cost as normal

**Magnetic**

Well, I'm not sure about this, but in theory, using magnetic steel shot should keep all of the shot together until they hit. All the pellets that hit will hit the same location at the same time. Usable only with normal shot. At Point Blank, Close and Medium ranges all the pellets hit the same location, At long and extreme range they spread out like normal shot.
Cost x2

## ShotGun Slugs

Instead of firing several pellets, shotguns can be used like 18mm cannon to fire single rounds.

**Slug**

Large lead slugs fired from a smoothbore shotgun do not have the range or accuracy of rifle rounds, but they do have about the same energy as a 7.62 round
Damage 6d6, range 50m, PEN C

**Rifled slugs**

These are spun in the barrel to give them a straighter line of fire, allowing longer ranged accurate shots.
Damage 6d6, range 100m PEN C

**Armour piercing**

Usually a slug with a tungsten carbide rod as a penetrator, these slugs can penetrate the side armour of APC's and shatter cars engine blocks.
Damage 6D6, Armour Sp halved, range 50m PEN E

**Ball bearing**

Instead of a lead slug, ball bearing rounds use a large steel ball-bearing
Damage 5D6, range 30m PEN C

**Hatton**

The Hatton round is a high powered slug used as a door breaker by SWAT and special forces.
Damage 7D6, range 10m PEN D

**Rubber ball**

These are 'stun' munitions designed for riot control.
Below 3m, damage is 1/2 real,1/2 stun. Over 3m, only 1 point is real, the rest is stun only.
Damage 5D6, range 25m PEN A at PB

**Brennece (SP) Slug**

The Brennece slug has the wadding that usually separates the powder from the slug fixed onto the slugs base by an axial screw. This makes the slug effectively longer, heavier and more stable in flight without having to add anymore mass to the round. The wadding in most rounds just falls away and is wasted.
Damage +2, Can be added to any impact slug, (not the grenades)
Cost x1.5

**Ninety Cent Special**

By loading nine Dimes into a round instead of shot, a crude slug can be made. Accuracy isn't amazing, and range is poor, but when it hits the effects are quite nasty. Against armour its penetration is poor, but the trauma it leaves means the target will KNOW they were hit
Accuracy -2, SP is doubled, Damage 5D6, Damage drops off as the coins start to spread, 4D6 at long, 3D6 at extreme
Cost $0.90 plus weapon smith EASY roll for each slug made

**R.A.P**

The Rocket Assisted Projectile is a slug with a rocket motor, which ignites just after firing. As it accelerates throughout its flight, it has more energy at longer ranges.
Range 50m (PEN B/B/C/C/C from PB to Extreme)

4D6+1 PB, Burns for 5 rds
5D6 close, burns for 4 rds
6D6 medium, burns for 3 rds
7D6 long, burns for 2 rds
7D6+3 Extreme, burns for 1 round
Also does D6/2 burn damage from remaining fuel, for a number of turns based on fuel remaining (see range)

**High Explosive Grenade**

These are small grenades designed to 'neutralise' cars, rooms, doors etc
Target: 5D6 dmg (PEN C), 2m Area 3D6 dmg

**HEAT**

Small shaped charges that detonate on impact, these grenades have no blast areas, but the shaped charge cuts through armour like a knife.
Target Damage 5D6, armour SP x1/4 (PEN F)

**CS ferret-chemical penetrators**

These are designed to shoot through light cover like interior doors and deliver CS or other gases.
Damage Target 3D6 (Pen B) + 2m cloud of gas

**CS canister-chemical impact**

These are designed to deliver CS or other gases, and they burst on impact with the target.
Damage Target 2D6 (Pen A) + 3m cloud of gas

**Fragmentation**

These are small fragmentation grenades that detonate on impact, throwing fragnments across an area.
Damage Target 5D6, 3m Area 2D6

**Smoke**

These deliver a cloud of smoke, bursting on impact with a target
2D6 dmg (PEN A) +3m cloud of smoke

**Flare / illumination / incendiary**

These illuminate a 30m area if fired into the air, If fired into a target they do 2D6+2 and burns for d6/2 a round for another 5 rounds.

**Dragonsbreathe**

These are the nastiest shotgun rounds available (both for you, your shotgun and your victim) The shell is loaded with thermite powder, which ignites when fired, producing a jet of fire and molten iron droplets at over 2000 degrees. The heat of firing warps the shotgun barrel, lowering reliability one class and lowering WA by 1 for all other types of munition. If used to fire dragons breath rounds several times the shotgun may become dangerous (the more complex the shotgun, the more likely it is to jam or warp) As a rule, dragonsbreathe can only be safely fired from break open shotguns, as all others are prone to malfunction and jam or warp. When you fire, the jet of flame spreads out rapidly. Basic range is 5m. (The jet is 1m wide at this range)
Damage is 2D6 per location per round

At PB, you hit ONE location D6/2 times and yourself once (Av luck roll to avoid the backwash)

Using Dragonsbreathe at point blank range is BAD as the flame can hit the target, rebound and wash back over you, doing damage as if you were at close range. At CLOSE range, roll two locations. You hit both of these locations and Every Location between (use the numbers as a guide- so a roll of 2 and 7 will hit 2-4 Torso plus 5 R arm plus 6 L arm plus 7 leg, for a total of four locations covered)

Armour Sp takes the damage as armour damage straight of its Sp. Skinweave and internal armour do precious little, having only HALF its normal SP, and taking damage half to internal armour/half to victim. The Damage lasts for D6+1 rounds at close, D6 at medium and D6/3 at long range.
When on fire its a very difficult (25) Cool roll to act normally (20 if you are trying to put out the flame)

# HIGH VELOCITY PLASMA SHOTGUN ROUNDS

These are State of the Art anti armour/anti borg rounds quite capable of killing light tanks or Dragoons. The 18mm shell is composed of a very high density ceramic casing containing six superconductor loops and a seventh smaller loop, all pumped to very high voltages. A central hollow runs the length of the tube, a small funnelled opening at the front and a wide cone opening at the back. The centre of the tube is a spherical chamber lined with a highly refractory alloy. Four Invar rods with sharp barbs run the length of the casing, resting on the superconductor loops with non conductive knife edges.

The Seventh loop is held away from the spherical chambers refactory lining by a plastic rod that passes the length of the central chamber.

When fired, the plastic rod falls away at PB range, arming the slug.

The seventh loop discharges into the chamber lining, superheating it. The air passing down the central hollow is heated and expelled from the wide cone in the base. this acts as a simple ramjet, accelerating the slug at high speed.

If the round strikes a target the sudden shock throws the INVAR rods forward, breaking the six main loops and discharging them into the ceramic body. This is powerful enough to plasmarise the body and electrify the target. If the round reaches a Pre-set distance without impact, the expansion of the body will pull the invar rods back onto the coils and plasmarise the round in mid air. The resulting Bolt of plasma will loose coherency as it travels.

## Damage

### Point Blank

Impact does 6D6 damage. The plastic safety bar has not come free, so the round is not armed. The slug may pass through the target and arm later if it beats the targets SP, or it may lodge and go off on a later round (luck 15 each round target moves- fail and the slug does damage as close range)

### Close Range

The round is accelerating. Slug damage 7D6
On impact, the round plasmarises.
Damage is 4D10 +4 from the plasma, ignoring soft armour and quartering hard. armour takes the damage its location receives off its SP.
NB treat the slug 7D6 and the Plasma 4D10+4 as a Single strike for the purpose of armour penetration, so only armour left after the slug impact can oppose the plasma (this represents the slug digging into the target) The Shock does BODY 30 damage. roll Body +D10. If you get 30 or better, the shock has no effect. any less and you take D6 + amount failed the roll by in burn damage and are unconscious for minutes equal to the amount the roll was missed by Powered Armour and Full Borgs don't take shock damage like normal Powered Armour always shuts down for D6 minutes as the Breakers are triggered and the Pilot takes the Body 30 shock, plus half the damage that penetrated the SP
Full Borgs shut down for D6 minutes and the shock can cripple the biopod that the brain and spinal cord are stored in. If the shell hits the location the Biopod is in, borg looses D6 from Int and Ref. Int damage is brain damage, and if INT drops to 0 the victim is brain dead. Ref damage is hardware damage and can be repaired.

### Medium range

The round is still accelerating. Slug damage is now 8D6
On impact, the round plasmarises. Damage is 4D10 +4 from the plasma, ignoring soft armour and quartering hard Armour . Armour takes the damage its location receives off its SP.
NB treat the slug 8D6 and the Plasma 4D10+4 as a Single strike for the purpose of armour penetration, so only armour left after the slug impact can oppose the plasma (this represents the slug digging into the target)
The Shock damage is the same as for close range.

### LONG range

The shell will plasmarise at the start of long range.
The Bolt of plasma does 4D10+4 damage to anything it strikes, ignoring soft armour and quartering hard armour. The armour takes the full damage as armour damage to its SP

### Extreme range

The bolt is breaking up, loosing coherency
Damage is only 3D10+2.ignoring soft armour and quartering hard armour.
The armour takes the full damage as armour damage to its Sp

The range at which the round plasmarises can be varied on manufacture, allowing rounds with increased range, no point blank 'safe' zones, or no safety plasmarisation at long range.

Flipper Is Dead, The UK CyberPunk ThinkTank

# Pistol Creation System

**Revised Edition - November 1998**

A JavaScripted version of this calculator (created by Night Flyer) is available at Rust Never Sleeps

CYBERPUNK 2021

This allows the creation of a variety of new and unusual firearms, by a simple option system to use, follow the steps one by one, choosing one of the choices and noting down the stats given.

## Step 1 THE SIZE OF THE GUN ITSELF

| | | Ammo | | | | | |
|---|---|---|---|---|---|---|---|
| Frame size | WA | Light | Med. | Heavy | V.hvy | Concealability | Bulk |
| Pocket | -2 | 10 | 7 | 4 | 2 | P / P / J | 2 / 3 / 3 |
| Small | -1 | 15 | 8 | 5 | 3 | P / J / J | 3 / 4 / 4 |
| Medium | 0 | 20 | 15 | 8 | 5 | J / J / J | 4 / 5 / 5 |
| Large | +1 | 25 | 20 | 10 | 7 | J / J / L | 5 / 6 / 7 |
| ammo can vary +/- | | 5 | 5 | 2 | 1 | | |

The various frames available are designed to simulate weapon size. A holdout derringer is normally a pocket frame, either break open or gas auto, and packing a large calibre round. Other pocket frames are the 'ladies guns' in small calibres for self-defence. Small pistols are normally light calibres and issued for defence to military personnel in vehicles. Medium frames are most military automatic pistols, and heavy frames are the BIG magnums, 'hunting pistols' and long barrel target pistols.

Concealabilities are for Snub Nosed / Normal / Long barrelled weapons.

**Optional Rule: Weapon Bulk.**

This is the Minimum BOD score needed to hold the Pistol Level and controlled in one hand. A Two handed Grip adds one to your BOD for this purpose. Each point your BOD is below the Bulk reduces your chances to hit by one point (-1 to hit)

## Step 2 THE MECHANISM

| Mechanism | ROF | Ammo | Notes |
|---|---|---|---|
| Break open | =B | * | Can fire all barrels at once. normally 1 or 2 barrel |
| Revolver | +0 | 6 | Some revolvers hold 5 -9 rounds |
| Bolt action | =1 | - | Usually target pistols |
| Gas Automatic | +0 | - | |
| MP | +0 | - | Machine pistols |
| Electric | +0 | - | Electric Motor driven. cannot Jam. |
| MP | +5 | - | Machine pistols |

Machine Pistols can Fire at Normal ROF with single shots, or fire 3rd Bursts or on Full auto at MP ROF

The Mechanism of the gun controls how it works.

A Break open pistol has one round loaded per barrel, and normally fires then one at a time. (With a little alteration they can be made to fire them all at once, at the same target with a to hit roll per bullet) Normally they are only single barrelled, but some can have 2 or more barrels. Use the ammo variance as the modifier to the basic 1 barrel, allowing light calibre 6 barrels, medium 6, heavy 3, and very heavy 2.

Revolvers have a cylinder holding the rounds which can rotate, bringing each in line with the barrel before it is fired by the fixed firing pin. Reloading can be slow by hand, so speed loaders are used, plastic devices that hold 6 rounds ready to be loaded. Another alternative is to eject the cylinder and load a new one (both allow a one action reload, like a clip). Classic revolvers have only 6 shots, but some, especially the small calibre ones, have up to 9. (use 4 + the ammo variation for ammo ) To silence a revolver, the silencer also has to cover the cylinder to muffle the sound, so double the cost of a silencer for a revolver and increase the rarity one level

Bolt action Pistols are usually only used for target shooting as they are very slow to fire. The bolt must be opened manually and then closed again, locking the new round drawn from the magazine into place. The advantage is that the Bolt action weapon is usually very accurate.

Gas Automatic The force of the bullet being fired is used to eject the casing and to chamber the next round. The first round has to be chambered manually by cocking the weapon, and the gun fires at one rate of fire only. A Dud round will stop the weapon firing and will have to be cleared manually by working the breach open and closed

Electric Motor The motor action uses an electrical motor to work the guns action, loading, firing and ejecting the rounds at a set rate that can be varied simply by altering the motor speed. Dud rounds are ejected by the action without an interuption in firing

## Step 3 THE ROUNDS IT TAKES

| Propellant | Ammo | Ammo | Gun Cost |
|---|---|---|---|
| Cased rounds | as above | Metal or plastic cased | - |
| Caseless rounds | +20% | MP's get ROF+5 | x1.5 |
| Plastique | - | Highpower Pound damage+D6 | x2 |
| Binary liquid | +50% | Need Mag + bottles to reload | - |
| ETC | -50% | damage +2D6, ROF=1 Max | x5 |
| Gas Powered | +50% | Silent | - |
| Gauss Weapons | +100% | D6 becomes D10 | x10 |
| Gyrojet rounds | -50% | Rocket rounds | - |

**Cased Rounds** use a tube of metal, usually brass, to hold the propellant. The bullet is seated in one end and the other end is closed except for the firing cap. This holds all of the components together, sealed against the elements, in one easy package which can be loaded mechanically by the gun. The empty case must be ejected from the weapon before the next one can be loaded. This ejection also takes a lot of the heat of firing out of the gun, as the case acts as a heat sink.

**Steel cases** are cheap, usually produced in wartime to save brass. They act as well as brass except for one dangerous fault; they can strike sparks.

**Plastic cases** are cheap but unreliable, as they don't have the strength of the metal and don't absorb as much heat. While this has little worry on single shot, on auto fire the weapon rapidly overheats and this can melt, jam or even the explode rounds when they are loaded. On auto fire lower the reliability of the weapon one class

**Caseless rounds** use a block of propellant with the bullet embedded in one end and the primer in the other. the whole thing is lacquered together as a single block. When fired, the primer explodes, pushing the bullet firmly into the barrel as the propellant ignites, producing the gases that accelerate it down the barrel. As the whole round burns up when fired, there is nothing to eject, allowing the next round to be loaded straight in.
Ammo costs as normal, Gun costs x1.5

**Plastique rounds** use a high explosive propellant rather than a simple fast burning one, producing a very high pressure gas cloud as the gun fires. This accelerates the bullet down the barrel at great speed, producing a very high muzzle energy and increasing the bullets wounding potential. Unfortunately this also is very hard on the Gun, which has to be purpose built to take the stresses of firing these high power rounds. If it's NOT, them there is a chance it'll explode when fired. (1/10, doing normal weapon damage to firing Limb and wrecking the gun)
Ammo costs x2, Gun costs x2

**The binary liquid propellant weapon** uses two liquids that are explosive when combined as the propellant. on there own, each liquid is flammable but safe. Only when mixed are they dangerously explosive (binary agent)The weapons magazine contains only the bullet, with no casings. these are loaded into the breach, and then fine sprays of the two liquids are injected into the chamber behind the bullet and ignited by a spark unit. The resulting explosion propels the bullet.

Nothing needs to be ejected, but reloading uses canisters for the two liquids and a clip of rounds plus a new battery, and the spark unit must be cleaned regularly to stop it fouling .

Ammunition is very compact, giving a 200% increase in magazine size (40+rds)

The reload cycle is the weapons real problem.

The two liquids need to be reloaded regularly (varies by weapon, usually every 10 clips) the battery has to be recharged regularly, and the spark unit must be cleaned. The mixing rates and spark timing can be tuned like a car engine for maximum performance. This allows the weaponsmith to alter the weapon damage +D6 (overpower) or -D6 (under power) With a difficult (20) Weaponsmith roll.

GM NOTE The Binary action also produces a BIG muzzle flash as the liquids ignite, and on auto fire this is very noticeable, especially at night.

The Gun costs x2, The Ammo costs are as normal. While the rounds are smaller, they are rarer.

The Liquid propellant (10 clips of firing worth) costs 60

New Battery costs 50, Battery charger costs 250 and will hold 3 batteries, charging in 4 hours

Sparker unit costs 75

### ECT

**Electro Chemical Thermal Propellants** use a high voltage pulse to plasmarise the propellant when the gun fires. This produces an explosion of higher power than a conventional propellant, but also produces a lot of recoil and a BIG plume of superheated plasma from the barrel. This plume can be several metres long for large calibre weapons, and can ignite anything flammable (and does D6 burn damage)
Damage +2D6
Rate of Fire One
Gun Cost x 5
Ammo x 2

The rounds are relatively cheap, its the POWER drain of these weapons that make them expensive. Most of the Gun is taken up by capacitors and Superconductor loops to power the plasmarising pulse

### Gas powered

**High powered airguns** are coming back into fashion after the introduction of magnetic resonance imagers that can detect explosive propellants. They use a composite plastic barrel and a high pressure air supply to accelerate the round. While they are quieter in operation than an explosive propellant, the round can be as fast as a conventional bullet. The only draw back is the size of the air tanks. A normal pistol size weapon can hold enough gas to fire 10 rounds. A back up tank that fits on top hold another 20 rounds of gas, but that alters the concealability up one class to at least L.

Changing the gas tank takes two actions.
Gun costs as normal

Ammo costs are as normal
Normal tanks cost 50eb, Back up tanks cost 100eb

Repressurising costs 1 a shot.

Compressor costs 1500 and runs off the wall current

### Gauss Rifles

**Railguns or Coilguns**

Both are Magnetic accelerators that use a high power magnet to shoot ferromagnetic projectiles at high speeds. By altering the power to the magnets, the gun can fire subsonically, or by increasing it the gun can fire well over the speed of sound

Choose the calibre of the weapon as normal, and change the Dice used depending on the chosen power.
Subsonic D6 becomes D4, D10 becomes D6

With special subsonic ammunition, damage the same as a normal round
Conventional Firing

D6 becomes D10, D10 becomes 2D6
Overload

A dangerous operation, as the bullet is travelling fast enough to plasmarise the air inside the barrel, and the stresses of firing can buckle the magnets, causing it to misfire

D6 becomes 2D6 , D10 becomes 2D10

**Railguns** use a 'sliding short' system, which makes them only capable of having one bullet in the barrel at once.

**Coilguns** use a series of electromagnetic coils that pulse in series, each one acceleration the projectile more than the last. As the coils work in series, the weapon can have several rounds traveling down the barrel at once, making them ideal assault weapons Both systems need long barrels and even when bullpupped are much longer than a conventional pistol, with long barrels

One advantage is that the Recoil is mostly taken up by distortions in the magnetic fields and the mass ratio between the rounds and the gun itself.

Both railguns and coilguns are very advanced weapons and require frequent cleaning and maintenance. If the magnets come out of alignment they'll tear themselves apart when they fire, and if the power pack discharges into the gun, they're dangerously live.
Gun costs x 10 of basic, Ammunition costs x 2
(This may drop as gauss guns become more common in military service)

**Gyrojet rounds**

These are miniature rocket rounds, that ignite in the barrel and accelerate as they fly. The original models were built in the 1950's, but were inaccurate. A 14mm rocket had the recoil of a .22, the delivered energy of a .44 magnum and at a range where a .38 was getting 6" groups, was getting groupings 3 FEET across.

Modern Gyrojets are much more accurate and stable in flight, with flat ballistic trajectories that make them ideal for medium range work. The only disadvantage is the trail of smoke the round leaves as the rocket burns, pointing straight back to the firer.
PB damage is Halved (not up to speed yet), Close and Medium are Normal, Long Range damage is +D6
Extreme (as the rocket runs out of fuel and stop accelerating) is normal
The Gun costs the same as normal
The rounds are very expensive, as each is a fully functional, ballistically accurate rocket, Ammo costs x 10

Light - 10 rds for 15eb - 1.5eb each
Medium - 5 rds for 15eb - 3eb each
Heavy - 5 rds for 18eb - 3.5eb each
Very heavy - 5 rds for 20eb - 4eb each
Rifle - 10rds for 40eb - 4eb each

Step 4 THE GUNS CALIBRE
choose weapon calibre from the somewhat over-exhaustive list

| Light | | |
|---|---|---|
| | **dmg** | **Notes** |
| 2.7mm Kolibri | D2 | old 1914 |
| 3mm Kolibri | D3 | |
| 4.25mm Erika | D4 | |
| .17 bumblebee | D4 | |
| .22 short | D4 | |
| .22 long | D6 | |
| .22 long rifle | D6 | 5.7 X17mmR |
| .22 magnum | D6+2 | |
| .22 Jet | | Reminton Jet |
| .221 Fireball | | Reminton Fireball |
| 5mm | D6 | |
| 5.5mm Velo | D6 | Velo Dog Revolver |
| 5.45 | D6 | 5.45 x18mm Soviet. bullet is a Tumbler |
| 6mm | D6+1 | |
| .25 ACP | D6 | 6.35mm Browning |
| .256 Winchester | | |
| .32 ACP | D6+2 | 7.65 x 17 SR 7.65 Browning |
| 7mm BR | | 7mm BR Remington |
| 7mm Nambu | D6+2 | 7mmNambu |
| 7mm | D6+2 | |

| Medium | | |
|---|---|---|
| 7.62 T | 2D6 | 7.62x25 Tula Tokarev |
| .30 Mauser | 2D6 | 7.63x25 Mauser |
| .32 H&R mag | 2D6+1 | H&R magnum |
| .380 ACP | 2D6-1 | .380 Auto |
| 9mm short | 2D6-1 | 9mm x17 |
| .38 | 2D6 | 9 x 19mm |
| .38 special | 2D6 | 9 x 29mm Bullet counts as 'Tumbler' |
| .38 +P | 2D6+1 | 9 x 29mm |
| 8mm Nambu | 2D6 | 8mm New Nambu |
| 8mm Lebel | | |
| 8mm RS | | 8mm Roth-Steyr |
| 9mm M | 2D6 | 9 x 18mm Marakov |
| 9mm Glisenti | 2D6 | 9 x |
| 9mm M + | 2D6+1 | 9x18mm Marakov Power round |
| 9mm Para | 2D6+1 | 9 x 19 Parabellum |
| 9mm Browning | 2D6+1 | 9 x 20mm |
| 9mm AE | 2D6+2 | 9 x 21mm IMI |
| 9mm Gyunra | 2D6+2 | 9 x21 mm Tungsten Carbide Penetrator (VIPER) |
| 9mm Steyr | 2D6+2 | 9 x 23mm, 9mm Largo, 9mm Bergmann Bayard |
| 9mm Long | 2D6+3 | 9 x 25mm |
| 10mm Auto | 2D6+3 | 10 x 24mm |
| .40 S&W | 2D6+3 | 10 x 25mm? |
| .454 Webley | 2D6+1 | Old 11.5 x |
| .357 SIG | 2D6+3 | 9 x 24 ? |

| Heavy | | |
|---|---|---|
| 9mm WM | 3D6 | 9mm x 29 Winchester Magnum |
| .41 AE | 3D6 | 10.4 x 22mm |
| .41 Magnum | 3D6+2 | |
| .41 Long Colt | 3D6-1 | |
| .408 S&W Tac | 3D6+2 | |
| .45 ACP | 3D6 | 11.43 x 23 mm Subsonic |
| .45 +P | 3D6 | Olin Power round |
| .45 Express | 3D6 | |
| .45 Long Colt | 3D6 | Old |
| .357 Magnum | 3D6+1 | 9 x 33mm |
| .357 Maximum | | |
| 11mm | 3D6 | |
| .44 / 40 | 3D6+2 | Old |
| .477 Webley | 3D6 | Old |
| .44 Special | 3D6+1 | |
| 5.7mm | 3D6+3 | 5.7x 28mm FN |

| V.Heavy | | |
|---|---|---|
| 12mm | 4D6 | |
| .50 Reminton | 4D6 | Remington |
| .44 Magnum | 4D6+1 | 11.2 x 32.8mm |
| .44 Automag | 4D6+1 | |
| .45 Magnum | 4D6+2 | 11.43x Winchester magnum |
| .454 Casull | 4D6+3 | |
| .465 Wildey | | Wildey Wolf |
| .475 Linebaugh | | |
| .50 AE | 4D6+2 | |
| .50 Magnum | 5D6 | |
| .577 Express | 5D6+1 | |
| 14mm | 6D6 | 14mm Malorian Silverhand |

Each bullet has its own Inherent accuracy listed (although not in the version of the document provided to the BlackHammer Project), which is cumulative with the gun its fired from. A light and accurate round fired from a heavy long barrelled pistol makes a very precise weapon, while a big, heavy, inaccurate round from a snub nosed pocket pistol is only really accurate if you jam it to some ones temple (but if you pull that trigger they'll REALLY be sorry)

For those who want extreme firepower, it is possible to design pistols that take rifle rounds. The Frame MUST be heavy, and the Revolver action works best. (see the article on rifle creation for more information). Damage is reduced by D6 due to the short barrel.

Step 5 RATE OF FIRE

| Calibre | ROF | Notes | Machine Pistols |
|---|---|---|---|
| Light | 3 | | 30 |
| Medium | 2 | (3 with heavy frame) | 20 |
| Heavy | 1 | (2 with heavy frame) | 15 |
| V. Heavy | 1 | 10 | |

This Rate of Fire system parallels the CP2020 standard system, with only a few minor modifications.

**Recoil System**

A more advanced system uses the Guns recoil and the users BOD stat.

Each shot from the gun adds to the total recoil felt that round. Once this total recoil is over your BOD, each point of recoil over is a -1 to hit.

A weapon can fire a Maximum number of times a round based on its mechanism and ammo type

| | | |
|---|---|---|
| Gas auto | 5 | |
| Revolver | 3 | |
| Break open | =B | No ammo Modifiers |
| Electric | 6 | |
| Caseless | +1 | (no case to eject) |
| Gyrojet rounds | -1 | (slow to leave the barrel) |
| Binary Liquid | 6 | (recoil modified by Under power and Over power shots) |
| ETC | 1 | |

Recoil is based on the round.

| | |
|---|---|
| Light | 2 |
| Medium | 3 |
| Heavy | 4 |
| Very Heavy | 5 |

Add one to this for every size the frame is lower than the Ammo size. Subtract one if the ammo is smaller than the frame normally loads. Add 1 for plastique rounds and 3 for ETC rounds Gryojet rounds subtract 2, as they do most of there accelerating in flight. Gauss weapons subtract one as the field distortion absorbs a lot of the recoil.

# Step 6 WEAPON QUALITY

Choose the level of craftsmanship that went into building this hurler of death.

| Quality | reliability | WA Mod | MP ROF |
|---|---|---|---|
| Low | UR | -1 or 0 | -5 |
| Normal | ST | 0 | 0 |
| High | VR | 0 or +1 | +5 |

Low Quality weapons are third world cheap copies, out of licence designs and use a lot of pressings, stampings and round castings. Also covers back alley made zip guns, Home lathed designs and polymer one shots. They have an alarming habit of falling apart or jamming at the worst moments.

Normal Quality weapons are Military or retail standard. They'll stand up to regular use, are well made and shouldn't let you down.

High quality weapons are the best that money can buy. Custom machined each part checked to within a ten thousandth of an inch, each spring precision wound. Some are made by master weaponsmiths, some by expert systems, but they are all extremely reliable even under the greatest stress.

All weapons are considered to start with an accuracy modifier of 0 from their quality.

If you want to, you can take the -1 for unreliable or the +1 for high quality, but these will be reflected in the price.

Step 7 THE COST

Calculating the cost of the gun is based on the Frame size

| frame is | Base Cost |
|---|---|
| Pocket | 150 |
| Small | 250 |
| Medium | 350 |
| Large | 450 |

These prices vary plus or minus about 50 dollars, but are good ballpark figures

Cost Modifiers.

Ammunition

If the weapon loads ammo of the same size band, (Pocket frame = light ammo, Small frame = medium ammo, Medium frame = Heavy ammo, Large Frame = Very Heavy ammo), there is no change to the weapons base cost. If it uses different ammunition, the cost is +50. Unusual or outlandish ammo adds 100 to the cost.

## Mechanism

The various mechanisms carry different costs

| | |
|---|---|
| Break open, Bolt action, Revolver or Gas Auto | no modifier |
| Gas Auto - 3 rd burst Capable | +50 |
| Gas Auto - Full auto Capable | +75 |
| Gas Auto - 3rd and Full auto | +100 |
| Electrical mechanism | +75 |
| Electrical - 3 rd burst Capable | +75 |
| Electrical - Full auto Capable | +100 |
| Electrical - 3rd and Full auto | +125 |
| Caseless | x1.5 |

| | |
|---|---|
| Plastique | x2 |
| Binary | x2 |
| Gas | x1 |
| Gauss | x10 |
| ETC | x5 |
| UR Reliability (maybe more if the weapon has a bad reputation) | -50 |
| VR Reliability | +100 |
| WA modifier -1 on UR Weapon | -50 |
| WA modifier +1 on VR Weapon (only +75 if 'Bolt action') | +100 |

Unreliable Guns can be 'Dangerous'

Final cost is halved

Each time fired, 1/10 chance of a mishap

| D10 | every time a mishap happens . |
|---|---|
| 1-2 | Jam. Takes a easy Tech roll to clear |
| 3-4 | Barrel blocked. Few rounds to clear. Try to fire it and it'll explode (as 10) |
| 5-6 | Important bit breaks. May as well trash it, it's beyond repair. |
| 7 | Barrel bursts. Loud, noisy, everyone in 1m takes D4-1 hits of D3 shrapnel |
| 8-9 | Comes apart. Something snaps and it all comes apart |
| 10 | Explodes. Does normal weapon damage to your firing hand |

## OPTIONS

**Smart gun:** Final cost x2 (with Processor, neural link and plugs, a smart gun suite gives +2 to hit)
This covers the On Gun Sensors, the gyros, the motion tracker, the gun's processor and the gun's side of the interface set up.

**Non Metallic Construction:** Final Cost x4 The Gun can be taken through metal detectors, as it's made of plastic, composites and ceramics. It will still show up on X-Rays.

**Concealed:** The Gun is made to look like a different object, so that it can be carried openly. It'll only pass a simple inspection, as anyone handling it will feel its weight and find its fold out trigger or another suspicious function. To use, the cover is opened or removed in some way, allowing access to the trigger and barrel. Example: SMG's made to look like briefcases, or Pistols that look like heavy metal picture frames, or built into the spines of books

**Break Down:** The weapon can be broken down into three parts for easy carrying. Usual for sniper rifles, this is useful to carry pistols through weapons detectors and X ray machines. Combined with Concealed, each part can be made to look like a normal item, making detecting the gun at a glance very difficult

# OverKill Pistols

Revised Edition - November 1998

If you want to make a Killing Machine, a Beast of WAR [tm] (nice term Blackhammer), you can always build a HUGE calibre firearm

**Rifle calibre pistols**

For those who want extreme firepower, it IS possible to design pistols that take Rifle rounds. Examples include the 'Tinker' bolt action 7.62 pistols and the Philippine 5.56 revolver.

To make one of these Beasts;

- Select your frame, action etc as normal from the Handgun Creation System
- Choose your Rifle round from the Rifle calibre list.

Our advice is that the Frame is Heavy, and the Revolver or Break open action works best.

**Damage for Medium or Heavier rounds is reduced by D6 due to the short barrel.**

Light rifle rounds work quite well in pistols, But medium and heavy rounds are overkill. The normal Heavy calibre have been divided into two sub groups with different inherent WA's

| Calibre | WA |
|---|---|
| Light | +1 |
| Medium | -1 |
| Heavy I | -2 |
| Heavy II | -3 |
| Very Heavy | -5 |

No matter what, ROF is ONE

Put it all together and you've got a HORRIBLE weapon of destruction

Have fun.

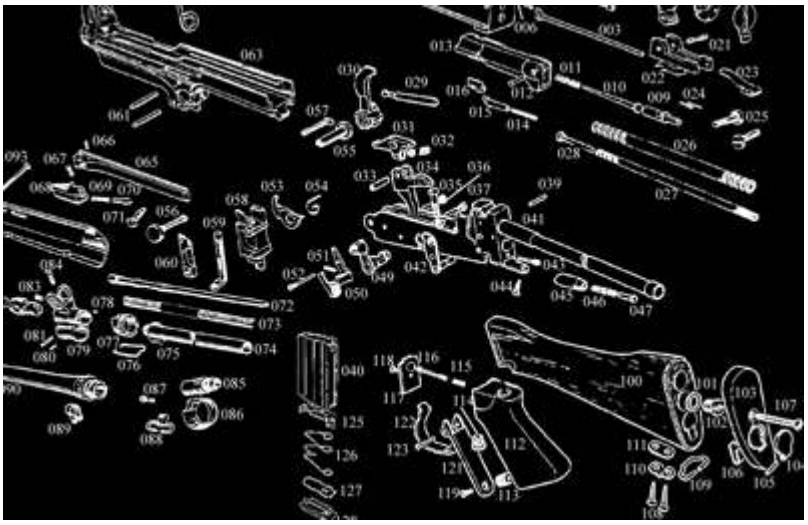
**Shotgun Pistols**

Similar to rifle weapons, these are pistol size weapons that load a shotgun cartridge

| Gauge | Calibre | Ammo | Accuracy | Slug | 00/000 Shot |
|---|---|---|---|---|---|
| .410 | Medium | | WA +1 | 2D6 | 2 / 4 |
| 20g | Medium | | WA +0 | 3D6 | 4 / 6 |
| 16g | Heavy | | WA -1 | 4D6 | 6 / 8 |
| 12g | Heavy | –1 Ammo | WA –2 | 5D6 | 8 / 10 |
| 10g | Very Heavy | –2 Ammo | WA -3 | 6D6 | 10 / 12 |

So if you want to build a Shirowpunk 10 gauge 'Gong' handgun, you can make one. The recoil would be crippling, but it'd work.

| | Damage | Notes |
|---|---|---|
| **Light - WA +1** | | |
| .177 | D6 | |
| .22LR | 2D6 | WA+3 |
| .220 swift | 2D10 | |
| .22 magnum | 2D6+2 | |
| .30 carbine | 3D6 | 7.62x33 |
| 5.7mmFN | 3D6+3 | 5.7x28mm FN |
| 9mm Long | 2D6+4 | 9mm x25 Pistol ammo |
| .357mag | 3D6+1 | 9mm x33 Pistol ammo |
| **Medium - WA -1** | | |
| .44 / 40 | 4D6+2 | Old |
| 4.5mm | 4D6 | Militech pulse rifle, Binary liquid |
| 4.7mm | 4D6+1 | G11 4.73x33 caseless |
| 5.45mm | 4D6+1 | 5.45x39 soviet AK74 |
| 5.5mm | 4D6+2 | Pacific Rim |
| 5.56 NATO | 5D6 | 5.56x45 |
| 7.62 Grendel | 5D6 | 7.62 x36 Grendel Subsonic |
| 7mm | 5D6 | Fed arms LA15 Caseless |
| 6mm | 5D6 | Caseless |
| 7.62 S | 5D6+1 | 7.62x39 Short soviet AK47 |
| 9x39mm | 5D6+1 | 9x39mm (SP-5) Subsonic |
| 9x39mm | 5D6+1 | 9x39mm (SP-6) Subsonic Armour piercing |
| 6mm UnivS | 5D6+2 | 6mm Universal Soviet |
| **Heavy - WA -2** | | |
| .243 magnum | 6D6-1 | |
| 30-30 | 6D6+2 | 7.62 x 51R Winchester |
| 7.5mm MAS | 6D6+1 | 7.5 x 54mm |
| 6.5mm | 6D6 | Mannlicher Cancaro 6.5 x 54mm JFK stopper |
| 6.5 Swedish | 6D6 | 6.5 x 55mm Swedish Mauser |
| 6.5mm | 6D6-1 | 6.5 x 50mm Militech caseless |
| 7.62 NATO | 6D6+2 | 7.62 x 51mm sold as .308 Winchester |
| 7.62 Soviet long | 6D6+3 | 7.62 x 54 R Mosin Nagant |
| 30-06 | 6D6+4 | 7.62 x 63mm |
| .303 | 6D6+4 | 7.7x 56R |
| 7.92 Mauser | 7D6+1 | 7.92x57mm Mauser (8mm) |
| 7mm Remington | 7D6+1 | 7mm Remington Magnum |
| 7mm SM | 7D6 | 7mm Spanish Mauser 7 x 57mm |
| .300 WM | 7D6+3 | Winchester Magnum |
| **Heavy II - WA -3** | | |
| .338 LM | 8D6+1 | 338/.416 Lapua Magnum 8.6 x 70mm |
| .375 H&H | 8D6+1 | |
| .378 Weatherby | 8D6+2 | |
| .416 Rigby | 8D6+2 | Elephant Gun |
| .458 Winchester | 8D6+2 | |
| .444 Marlin | 8D6+1 | |
| .45 MH | 8D6+2 | .45 Martini Henry |
| .460 Winchester | 8D6+3 | |
| .465 Express | 9D6-1 | Buffalo rifle |
| .500 Nitro | 9D6 | Elephant gun |
| .600 Nitro | 10D6 | Elephant gun |
| **Very Heavy - WA -5** | | |
| .50 HMG | 8D10 | Heavy Sniper WA -1 |
| .50 Spotting | 7D10 | 12.7 x 77mm Spotting Rifle |
| 12.7mm BMG | 8D10 | 12.7 x 99mm Heavy Sniper WA-1 |
| 12.7mm Bloc | 8D10+1 | 12.7 x 107mm Bloc |
| 14.5mm PTRS | 9D10+4 | 14.5 x 114mm Bloc HMG Antitank rifle |
| 15mm BRG | 10D10+3 | 15 x 115mm Antitank Rifle |
| 15.2mm steyr | 10D10+3 | Anti Material Rifle APDS |



# Rifle Creation System

## RIFLES

### Types of rifle

**Carbine**

Carbines are rifle calibre weapons with short barrels, putting them about the same size as large SMG's. They are low powered compared to rifles, as the round doesn't spend long in the barrel, but much handier in confined spaces like vehicles and urban assaults

**Sporting Rifle**

A bolt action or semi automatic civilian rifle with high accuracy and a light calibre round , used for target shooting and ‘pest control’.

**Assault rifle**

Assault rifles are designed to put out a lot of firepower, either to keep an enemies head down or to score multiple injuries, usually with a small, high velocity round

**Hunting Rifle**

Using a heavier calibre than a Sporting rifle, a Hunting rifle is designed to give a single accurate shot.

**Battle Rifle**

Battle rifles are heavier rifles with slow rates of fire and heavy bullets, designed to kill at long ranges.

**Sniper Rifle**

Sniper rifle are designed to give highly accurate shots over long ranges

(It is possible to mix and match roles, i.e. put a scope on a good assault rifle and snipe with it)

# STEP ONE - Weapon Frame

When designing your Rifle, choose the Size of the Frame. This gives you the Basic Range, concealability and Accuracy.

| Size | Range | Base WA | Ideal Ammo | Conceal |
|---|---|---|---|---|
| Small | 200m | -1 | Light | L |
| Medium | 300m | 0 | Medium | N (L if bullpupped) |
| Large | 400m | +1 | Heavy | N |
| HUGE | 600m | +2 | Very Heavy | N |

Small weapons are the Carbines, short barrelled and compact for use in confined spaces. This size also covers the small calibre 'varmit' rifles used in pest control

Medium weapons are Assault rifle sized, light-weight with fair accuracy

Large weapons are Battle rifles or heavy rifles, with long barrels and the weight to take the recoil of high power rounds. Most sniper rifles are this size

HUGE weapons are the size of machine guns, with a barrel length of over a metre and a half. The .50 Sniper rifles and anti material rifle are usually this heavy, to allow a very heavy round to be used accurately with controllable recoil

.**NOTE : Bull-puping weapons**
Bull-pup weapons have the magazine behind the trigger group. This reduces the weapons length without making the barrel shorter. This can lower the concealability of the weapon one class from N to L. (normally for assault rifles only).

Once you have a frame, consider the round you'll be using (see the calibre list later on). All frames have an Ideal size, and taking heavier or lighter rounds will effect its stats

When choosing the Calibre, you can have up to a Two step ammo shift, so you can alter the ammo up to TWO sizes heavier than Ideal. This will effect the accuracy of the weapon quite a lot.

Modify the Frames accuracy by the basic accuracy of the round you chose, and

| Basic Ammo | Accuracy | Range modifier |
|---|---|---|
| Light ammo | +2 | -100m |
| Medium ammo | +1 | 0 |
| Heavy ammo | 0 | +100m |
| Very Heavy ammo | -2 | +250m |

If you shifted the ammo up or down, add in one of these modifiers

**A Note on Weapon Accuracy**

| Shift modifier | WA | ROF (on full auto) |
|---|---|---|
| Two sizes Lighter | +1 | +10 |
| One size lighter | +1 | +5 |
| Ideal | 0 | 0 |
| One size heavier | 0 | -5 |
| Two sizes heavier | -1 | -10 |

Although it is possible to make a weapon with phenomenal accuracy using this system (for example a .22 heavy rifle, giving +4 accuracy.) a weapon cannot have an Accuracy of higher than +3 without using MATCH grade ammo. Match Grade ammo is hand made (or precision machined) to be accurate, and all ammo is precisely the same, so if you zero your scope with one round, the next will be dead on zero.

So high accuracy weapons should have two WA's, without and with match , e.g. +3/+4.

Cost is x4

Then choose the action of the weapon.

# STEP TWO WEAPON ACTION

**Bolt action**

A bolt is manually opened, a round inserted and the bolt closed to seal the breach. When fired, the bolt has to be worked again to eject the spent casing. Some bolt actions have to be hand loaded, others have internal magazines which will load a new round when the casing is ejected.

ROF 1 Ammo 1 (hand load) or clip (usually of about 8-10 rounds)

**GM NOTE**. By firing with the second rather than first finger on the trigger, the action can be worked without taking your hand off the gun. When the bullet has fired, turn the hand so the first finger lifts and slides back the bolt, then thumb the bolt forward. This allows someone with Rifle skill 5+ to get ROF 2 from a bolt action rifle, but with a -3 penalty to hit.

**Lever Action**

The breach is opened by cranking a lever, which ejects the spent brass and loads a new round.

ROF is usually 1

**GM NOTE** . The ROF of a lever action rifle is 1 if the users REF or Rifle skill is 5 or less. If either is 6 +, they can fire at ROF 2, but with -2 to hit. If either is 10+, they can fire at ROF 3, but with -4 to hit This represents them hammering out shots as fast as they can work the lever, so accuracy is lost. Also, the user can load bullets into the magazine while firing , using an average Ref + Rifle check. Fumble and they jam the gun. Pass and they load one round. Beat difficulty 25 and they can load 2

**Gas Automatic**

The force of the bullet being fired is used to eject the casing and to chamber the next round. The first round has to be chambered manually by cocking the weapon, and the gun fires at one rate of fire only. A Dud round will stop the weapon firing and will have to be cleared manually by working the breach open and closed

ROF 1/3/30

Standard ammo clip of 30

**Motorised**

The motor action uses an electrical motor to work the gun's action, loading, firing and ejecting the rounds at a set rate that can be varied simply by altering the motor speed. Dud rounds are ejected by the action without an interruption in firing

ROF 1/3/ Set from 5 to 30

(ROF can be altered by one normal action, or as a free action if the weapon is smart-linked)

Ammunition comes in various types. Each has its advantages and disadvantages.

# STEP THREE Ammunition Types

**Cased**

The normal round, a self contained brass tube holding primer, propellant and bullet together in a waterproof unit. Readily available world wide due to military oversupply and mass production

**Caseless**

Caseless ammunition has the bullet embedded in a block of solid propellant, forming a square block. the round is fed point first down into a rotating breach which rotates it through 90 degrees to put it inline with the barrel, fires the round and then turns 90 degrees back to take a new round. As the round has No case, nothing is left after firing, so half of the load-eject-reload cycle can be ignored. This makes it a lot faster on full auto. (ROF +10). As the ammo is smaller and packs together better the clip size is approximately 50% larger (50 rds instead of 30)

**Tround**

The TROUND is a Triangular cross section round, which is loaded vertically into a rotating cylinder. This cylinder strips the first round from the magazine and brings it up in line with the barrel, where it is fired electrically or by a normal firing pin. Gas can be tapped off from the round to spin the cylinder, or the cylinder can be powered by an electric motor. Gas versions need to be cocked by hand and only have one rate of fire Electric versions automatically take-up a round on loading and can be set to fire at any rate of fire by altering the cylinders speed.
1/3/30 (gas) or 1/3/ 5 to 30 (electric)
Ammo is more compact, giving 30% more in a clip (i.e. 40 rds rather than 30 rds)

**Binary Liquid**

The binary liquid propellant weapon uses two liquids that are explosive when combined as the propellant. on there own, each liquid is flammable but safe. Only when mixed are they dangerously explosive (binary agent) The weapons magazine contains only the bullet, with no casings. These are loaded into the breach, and then fine sprays of the two liquids are injected into the chamber behind the bullet and ignited by a spark unit, similar to an internal combustion engine. The resulting explosion propels the bullet. Nothing needs to be ejected, but reloading uses canisters for the two liquids and a clip of rounds plus a new battery, and the spark unit must be cleaned regularly to stop it fouling
1/3/25
Ammunition is very compact. 200% increase in magazine size (100 rds)
The reload cycle is the weapons real problem. The two liquids need to be reloaded regularly (varies by weapon, usually every 10 clips) And the battery has to be recharged regularly, and the spark unit cleaned

GM NOTE The Binary action also produces a BIG muzzle flash as the liquids ignite, and on autofire this is very noticeable, especially at night

**ECT**

Electro Chemical Thermal Propellants use a high voltage pulse to plasmarise the propellant when the gun fires. This produces an explosion of higher power than a conventional propellant, but also produces a lot of recoil and a BIG plume of superheated plasma from the barrel. This plume can be several metres long for large calibre weapons, and can ignite anything flammable (and do D6 burn damage )
Damage +2D6, Rate of Fire One, Cost x5

**Gas powered**

High powered airguns are coming back into fashion after the introduction of magnetic resonance imagers that can detect explosive propellants. They use a composite plastic barrel and a high pressure air supply to accelerate the round. While they are quieter in operation, they normally cannot carry enough compressed gas for battlefeild operations (an average bottle holds 30 to 50 shots for rifle size)
Damage is as normal

**Gauss Rifles**

‘**Railguns’ or ’Coilguns’**

Both are Magnetic accelerators that use a high power magnet to shoot ferromagnetic projectiles at high speeds. By altering the power to the magnets, the gun can fire subsonically, or by increasing it the gun can fire well over the speed of sound.

Choose the calibre of the weapon as normal, and change the Dice used depending on the chosen power.

**Subsonic**
D6 becomes D4, D10 becomes D6
With special subsonic ammunition, damage is the same as normal propellants

**Conventional Firing**
becomes D10, D10 becomes 2D6

**Overload**
A dangerous operation, as the bullet is travelling fast enough to plasmarise the air inside the barrel, and the stresses of firing can buckle the magnets, causing it to misfire
D6 becomes 2D6 , D10 becomes 2D10
reliability lowered one class

Railguns use a ‘sliding short’ system, which makes them only capable of having one bullet in the barrel at once. They

are usually used for battle rifle frames and sniper systems, as they have a lower autofire rate than a coilgun

ROF 1 / 3 / 20

Coilguns use a series of electromagnetic coils that pulse in series, each one accelerating the projectile more than the last. As the coils work in series, the weapon can have several rounds travelling down the barrel at once, making them ideal assault weapons

ROF 2 / 3 / 40

Both systems need long barrels and even when bull-pupped are longer than a conventional rifle, making them difficult to use in confined spaces, and hard to conceal.

Most military Gauss Weapons are set to fire conventionally at all times. Special forces Gauss weapons are available with a selector switch allowing Subsonic firing, but they are very hard to get hold of.

Weapons that can overload are usually Special forces, custom made or modified by the user.

## Magazine Size

Depending on the action of your weapon, the Amount of rounds it holds varies.

Most modern weapons use clips that hold 20 or more rounds, allowing the weapon to be fully reloaded in one action. Weapons with internal magazines use a tube mag which feeds rounds into the action, and have to be reloaded one round at a time. (one action to load 2-3 rounds into the magazine)

| Weapon Type | Average | Range |
|---|---|---|
| Bolt Action single shot | 1 | 1 |
| Bolt Action clip fed | 10 | 6 to 12 |
| Automatic | 30 | 20,30,45,50**d**,100**d** |
| Motorised | 30 | 20,30,45,50**d**,100**d** |
| Caseless | 50 | 25,50,75 |
| Tround | 40 | 30,50,70 |
| Binary liquid | 100 | 50 to 200 |
| ECT | 10 | 5, 8, 10, 12, 15 |
| Gas Gun | 20 | 10, 12, 20, 25 |
| Gauss Gun | 50 | 25,30,45,50,75,100,150,200 |

Unless noted, rounds are in clips. Drums (d) increase concealability by one class

## Calibre

See the calibre appendix at the end of the file

Creating your rifle is a simple matter of choosing the frame, action, ammo type and calibre.
Adding all of the variables together results in the finished weapon profile

# Cost

| Frame | costs | Ammo | costs | Action | costs |
|---|---|---|---|---|---|
| Light | +150 | Light | -25 | Bolt | +10 |
| Medium | +200 | Medium | +0 | Lever | -10 |
| Heavy | +300 | Heavy | +50 | Gas auto | +0 |
| Huge | +500 | Very heavy | +150 | Motorised | +50 |

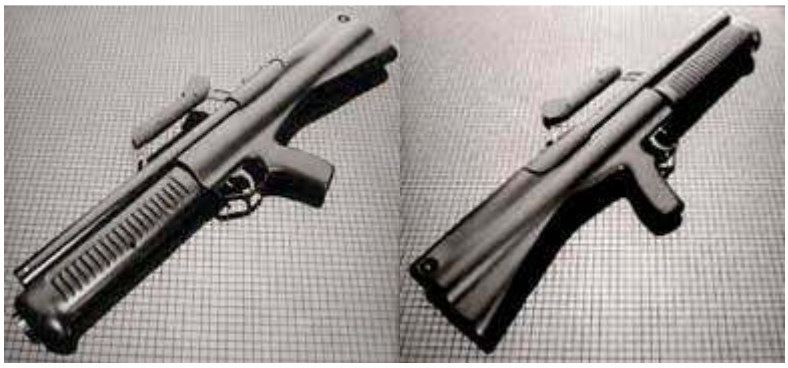
| Ammo type | costs | Reliability | costs | Options | Costs |
|---|---|---|---|---|---|
| Cased | +0 | Very reliable | +100 | Bull-pupped | +50 |
| Caseless | +50 | Standard | +0 | WA+1 | +200 (+100 if bolt action) |
| Tround | +100 | Unreliable | -50 | WA-1 | -100 |
| Binary | +500 | | | Can fire 3rd bursts | +50 |
| Gas | +150 | | | Can fire Full auto | +200 |
| ECT | +1000 | | | | |
| Gauss | +1000 | | | | |

Minimum Cost of a weapon is $50

| Ammo | Damage | Notes |
|---|---|---|
| **Light - WA +2** | | |
| .177 | D6 | |
| .22LR | 2D6 | WA+3 |
| .220 swift | 2D10 | |
| .22 magnum | 2D6+2 | |
| .30 carbine | 3D6 | 7.62x33 |
| 5.7mmFN | 3D6+3 | 5.7x28mm FN |
| 9mm Long | 2D6+4 | 9mm x25 Pistol ammo |
| .357mag | 3D6+1 | 9mm x33 Pistol ammo |
| **Medium - WA +1** | | |
| .44 / 40 | 4D6+2 | Old |
| 4.5mm | 4D6 | Militech pulse rifle, Binary liquid |
| 4.7mm | 4D6+1 | G11 4.73x33 caseless |
| 5.45mm | 4D6+1 | 5.45x39 soviet AK74 |
| 5.5mm | 4D6+2 | Pacific Rim |
| 5.56 NATO | 5D6 | 5.56x45 |
| 7.62 Grendel | 5D6 | 7.62 x36 Grendel Subsonic |
| 7mm | 5D6 | Fed arms LA15 Caseless |
| 6mm | 5D6 | Caseless |
| 7.62 S | 5D6+1 | 7.62x39 Short soviet AK47 |
| 9x39mm | 5D6+1 | 9x39mm (SP-5) Subsonic |
| 9x39mm | 5D6+1 | 9x39mm (SP-6) Subsonic Armour piercing |
| 6mm UnivS | 5D6+2 | 6mm Universal Soviet |

| Heavy - WA +0 | | |
|---|---|---|
| .243 magnum | 6D6-1 | |
| 30-30 | 6D6+2 | 7.62 x 51R Winchester |
| 7.5mm MAS | 6D6+1 | 7.5 x 54mm |
| 6.5mm | 6D6 | Mannlicher Cancaro 6.5 x 54mm JFK stopper |
| 6.5 Swedish | 6D6 | 6.5 x 55mm Swedish Mauser |
| 6.5mm | 6D6-1 | 6.5 x 50mm Militech caseless |
| 7.62 NATO | 6D6+2 | 7.62 x 51mm sold as .308 Winchester |
| 7.62 Soviet long | 6D6+3 | 7.62 x 54 R Mosin Nagant |
| 30-06 | 6D6+4 | 7.62 x 63mm |
| .303 | 6D6+4 | 7.7x 56R |
| 7.92 Mauser | 7D6+1 | 7.92x57mm Mauser (8mm) |
| 7mm Remington | 7D6+1 | 7mm Remington Magnum |
| 7mm SM | 7D6 | 7mm Spanish Mauser 7 x 57mm |
| .300 WM | 7D6+3 | Winchester Magnum |
| .338 LM | 8D6+1 | 338/.416 Lapua Magnum 8.6 x 70mm |
| .375 H&H | 8D6+1 | |
| .378 Weatherby | 8D6+2 | |
| .416 Rigby | 8D6+2 | Elephant Gun |
| .458 Winchester | 8D6+2 | |
| .444 Marlin | 8D6+1 | |
| .45 MH | 8D6+2 | .45 Martini Henry |
| .460 Winchester | 8D6+3 | |
| .465 Express | 9D6-1 | Buffalo rifle |
| .500 Nitro | 9D6 | Elephant gun |
| .600 Nitro | 10D6 | Elephant gun |
| **Very Heavy - WA -2** | | |
| .50 HMG | 8D10 | Heavy Sniper WA -1 |
| .50 Spotting | 7D10 | 12.7 x 77mm Spotting Rifle |
| 12.7mm BMG | 8D10 | 12.7 x 99mm Heavy Sniper WA-1 |
| 12.7mm Bloc | 8D10+1 | 12.7 x 107mm Bloc |
| 14.5mm PTRS | 9D10+4 | 14.5 x 114mm Bloc HMG Antitank rifle |
| 15mm BRG | 10D10+3 | 15 x 115mm Antitank Rifle |
| 15.2mm steyr | 10D10+3 | Anti Material Rifle APDS |

**Flipper Is Dead, The UK CyberPunk ThinkTank**



# Shotgun Creation System

**Revised Edition - November 1998**

**What sizes of Weapon Frames shall we use?**

Pistol (Heavy Pistol size)
Short barrel (SMG size)
Normal (Assault Rifle size)
Long (Heavy Rifle size)

**Pistol** Pistol framed shotguns are rare, as the recoil is heavy. The simplest are flare guns that take 10 gauge shotgun cartridges , and the Le Mat 16, a revolver with a single 16 gauge shotgun barrel in the centre of the cylinder. The Ubachi 'Last Chance' shotgun is basically a disposable pistol shotgun, a simple fibreglass barrel with a spring firing pin.

**Sawn off** Illegally cut down shotguns, making them easier to conceal and less cumbersome

**Whippit / Short Barrels** The professionally made version of the sawn off shotgun, 'whippit' shotguns are made with short barrels so they can be used for self defence.

## ACTIONS

**Break open**
Single barrel break open shotguns are usually sporting models or Farmers guns
Double Barrel shotguns can come with the barrels either 'over and under' or 'side by side'.
Over and under is usually a sporting model, side by side farming.
3 and 4 barrel break open shotguns can be made, but are unusual. Most are street sweepers illegally made by spot welding double barrel shotguns together

**Lever action**
Like a lever action rifle, the lever action shotgun uses a hand cranked lever to load and unload the shells from the chamber.
GM NOTE . The ROF of a lever action shotgun is 1 if the users REF or Rifle skill is 5 or less.
If either is 6 +, they can fire at ROF 2, but with -2 to hit.
If either is 10+, they can fire at ROF 3, but with -4 to hit
This represents them hammering out shots as fast as they can work the lever, so accuracy is lost Lever action shotguns are an old design, and are not commercially made by the big gun manufacturers. Most in circulation are old, custom made or collectors items

**Pump action**
The pump action shotgun uses a sliding fore-grip to load the shells The weapon can be accidentally 'short shucked' by not fully drawing the pump back before you let it return forward. This only half loads the round and jams the shotgun
Working the pump again may clear it, or it may need to be removed by hand (takes time)

NOTE: Old style shotguns use the pump being slid back to eject the shell loaded and pull a new one from the magazine, and the return motion of the pump going forward to load the new shell. Some newer shotguns use a different system to keep the shotgun compact. The pump is slid forward, out from under the barrel to open the chamber and eject the old shell, and is slid back under the gun to load the new round.

**Gas automatic**
The force of the shell being fired is used to eject the casing and to chamber the next round. The first round has to be chambered manually by cocking the weapon, and the gun fires at one rate of fire only.

A Dud round will stop the weapon firing and will have to be cleared manually by working the breach open and closed . Most gas Auto shotgun are also pump action, so that Duds can be cleared by working the pump.

**Motorised**
The motor action uses an electrical motor to work the guns action, loading, firing and ejecting the rounds at a set rate that can be varied simply by altering the motor speed.

Dud rounds are ejected by the action without an interruption in firing

**Revolver**
Only a few current shotguns use a revolver system. The weapon is wider than a normal shotgun, but can be shorter and more compact

The simpler model is spring loaded, rotating the cylinder one step after each trigger pull
The more complex are gas operated, using the gas from the firing of the shell to rotate the cylinder

**A note on cases**
Military loads are normally brass cased, longer than sporting rounds so they cannot be loaded into a normal pump action shotgun. The brass case absorbs a lot of the heat generated on firing, and so allows the automatic shotguns to run quite cool. If a CAWS was to use normal shotgun shells it could overheat and jam, possibly even warp and melt. Any shotgun capable of full auto fire that's using normal rounds counts as one class less reliable.

Brass cased ammo costs slightly more (cost x1.5) and is usually harder to get hold of, as its only real use is in Full auto weapons

## MAGAZINES

Most of the modern shotguns use a tubular magazine under the barrel, which can hold 6 or 7 rounds. A tubular clip is possible, with the whole tube magazine being unfastened and a new full one being locked into place, but not on a normal pump action model. Tilting barrels which take slide in plastic tube clips also allow fast reloading. Twin Tube magazine weapons do exist, usually pump / gas automatic. These feeding shells alternately from each magazine (with a selector switch allowing one magazine to be fired first)

Military auto-shotguns (CAWS) use 10 round box magazines like rifles, but the size of the shotgun shell keep the amount of ammo a box can hold down. At the most 20 round drums are possible

Belt feed is possible (the Rolling Thunder automatic shotguns)

Calibres / Shell Sizes
.410
20 Gauge
16 Gauge
a 12 gauge shell is 18mm x 70mm
a 12 gauge magnum shell is 18mm x 90mm
10 Gauge
10 Gauge Magnum

# Making your own Shotgun

| Size | Concealability | Base Range | Notes |
|---|---|---|---|
| Pistol | Conc J | 25m | |
| Short | Conc L | 40m | Max 5 rd tubes |
| Normal | Conc L | 50m | Max 6 rd tubes |
| Long | Conc N | 60m | Max 7 rd tubes |

| Action | Notes |
|---|---|
| Break | Usually only has one round per barrel |
| Lever | Loads from a Tube Magazine |
| Pump | Loads from a Tube magazine |
| Gas auto | Loads from Tube or Box Magazine / Belt |
| Motorised | Loads from Tube or Box Magazine / Belt |
| Revolver | Uses a cylinder |

| Ammo load | Notes |
|---|---|
| Break | one shot per barrel, ignoring Gauge modifiers |
| Tube | 5, 6, 7 or 8 rounds |
| Twin Tube | 2x5, 2x6, 2x7 |
| Clip | can be a straight magazine of 6rds, 10rds or a 20 rd drum |
| Cylinder | Usually 6 shot, large 10 or 12 round ones make it bulkier (conc +1) |
| Any shotgun that can take a Magazine is also available Belt fed, feeding from 25 round belts | |
| **Gauge**<br>**All ammo listings are for 12 gauge rounds.**<br>**Using larger or smaller gauges alters this slightly** | |
| .410 are +3 | |
| 20 gauge are +2 | |
| 16 gauge are +1 | |
| 12 gauge are as listed | |
| 10 gauge are -1 | |
| Magnum rounds are longer than normal and so Tube mags are -1 ammo | |

**Damage**

Using the FID shotgun system.

12 Gauge is 8 Pellets of OO buck , Basic range 50m
10 pellets of OOO, basic range 50m
Slug damage is a Basic 6D6
This is taken as the standard and every other gauge is based off this.

| GAUGE | 'OO' | 'OOO' | Slug | Basic 6D6 slug is | Range |
|---|---|---|---|---|---|
| .410 | 2 | 4 | -3D6 | 3D6 | -30m |
| 20g | 4 | 6 | -2D6 | 4D6 | -20m |
| 16g | 6 | 8 | -D6 | 5D6 | -10m |
| 12g | 8 | 10 | +0 | 6D6 | +0m |
| 10g | 10 | 12 | +D6 | 7D6 | +10m |

The Range Modifier cannot more than HALVE the weapons range
Magnum rounds add +1 damage to all shot, and +D6 to slugs
Firing Slugs from a PISTOL frame drops damage by D6 due to the short barrel

**Examples of Current Shotguns**

**Franci SPAS-12**
12 gauge shotgun, gas automatic, full auto at 4 rds a second. 7 round tube mag and 1 in the chamber

**Franci SPAS 15**
Full auto 12 gauge, 6 round box magazine. Rifle sized

**Striker**
Short 12-gauge shotgun with a 12 shot revolver cylinder

**Pancor jackhammer**
Long barrel bull-pup shotgun in 12 gauge. Ammo is a 10 shot revolving cylinder, which comes preloaded and is disposable. Full auto

**Ithica Roadblocker**
A long barrelled 10 gauge magnum pump action, the full length tube mag holds only 3 shells. Used by Highway patrol units to fire slugs capable of cracking the engine blocks of trucks.

**Ithica Stakeout**
Short barrelled 12 gauge pump action, 5 round tube mag under a short barrel

**Neosted 12 gauge**
Compact 12 gauge, gas auto with twin 6 round tube magazines over the barrel, with a forward pump action that keeps the overall length down

**Flipper Is Dead, The UK CyberPunk ThinkTank**

# GunToy Catalog

**Revised Edition - December 1998**

| Weapon Accessories | |
|---|---|
| | Location codes |
| B | On the Barrel itself |
| UB | Under the barrel |
| T | On the top of the weapon |
| S | Side |
| G | Grip |
| Sp | Special |
| NA | Not Applicable |

**Laser sight 100 for 50m model T S UB**

A laser sight, laser aiming module
Low power laser puts a red dot onto your target, so you can see EXACTLY where the bullet is going to go. +1 to hit, and also cancels the HIPFIRE penalty as you don't need to shoulder the weapon to aim it. Also, the laser sight can be used on Fast draw actions. Range on a good laser is anything from 50m to 150 m, and you need to be within this range to get the bonus.

Cost is Twice range (minimum range 25m, maximum range 300m )

**IR laser Sights 150 for 50m model T S UB**

These use lasers tuned out of the visible spectrum, so you can only see the dot if you have IR optics.
Cost is as laser sight +50

(UV laser sights work the same and cost about the same as an IR model, but you need UV optics to use them)

**Laser sight installation kit 200 NA**

This is an adjustable barrel probe and laser receptor that allows you to centre your laser sight onto your gun barrel so that the laser sight runs parallel to the bullet path. Someone with weaponsmith can install and centre a laser sight in 5 minutes with one of these kits

**Flash Suppresser 75 B**

This is a expansion chamber that fits on the guns muzzle, catching and redirecting the weapon flash. This does little to muffle the sound of the shot, but does stop anyone spotting the weapons flash (unless they're looking right at the guns muzzle from in front, IE they're the target)

**Silencer s 30 to 400 B**

This is a larger, longer cylinder than a flash suppresser that uses a series of expansion chambers and bullet wipes to reduce the sound of a weapon being fired as well as the flash. With a silencer, a pistol shot becomes more like a book being slammed HARD. The sound carries a lot less, and isn't recognisable as a shot. In a busy city it'll go unnoticed. With subsonic ammunition the sound is even less, and can hardly be heard or recognised 5m away.

**Home-made silencers** are tubes filled with mesh or plates. Not as effective as a proper silencer, they can seriously reduce accuracy, range and bullet energy. But, hey, they are Cheap. Cost to make is $30, plus a weapon smith 15 roll. The Silencer lasts for half skill roll shots (subsonic count as halves). Basic Range is Halved and WA is -1.

**Cheap silencers** degrade as they are used, failing completely after D100+20 shots of subsonic ammunition, with full power rounds counting as 5 subsonic shots. They use a series of 'wipes', plates that have a hole big enough for the bullet to pass through in the centre. As they are used the holes wear larger and more gas gets out, until all they do is catch the flash. Silencer cost $100

**Disposable Silencers** are plastic and glass fibre tubes with plastic film baffles inside them. When first used the bullet punches the holes in the baffles to the right size. They are only good for about 10 shots with normal ammo ( 20 subsonic) but they are cheap, effective and one size fits all! Cost 40
The more **expensive silencers** do not degrade as they use baffles and vortex chambers to reduce the sound, rather than bullet wipes. They can be used indefinitely without any loss of silencing capability. Silencer cost $250

Installing the silencer into the gun itself uses a series of holes drilled into the barrel to bleed off the propellant gases even before the bullet passes into the silencer. This makes the weapon very quiet and the noise is hardly recognisable as a gun shot.
Silencer and installation kit 400
Weapon Modifications 250 or weapon smith difficulty 15

**Revolver Silencer base +100 B**

This is a normal silencer with a sliding cover that completely surrounds the revolvers cylinder, so that blast cannot escape there and cause noise. This also slows down reloading the weapon as the cover must be slid forward (one action). More expensive and harder to fit than a normal silencer.

Costs the same as a normal silencer PLUS 100 for a custom fitted cylinder cover

**Gas Bleed off Vents 250 Sp**

A system of vents in the barrel tap gas off behind the bullet, reducing its velocity. Used with silenced weapons, this reduces the bullet velocity to subsonic, making it harder to hear. All ammo counts as Subsonic.

Ammo that's already subsonic suffers the penalties again
To prevent this, most systems can lock the vents closed manually

**Smart Bleed off system 350 +smartgun Sp**

This has a series of vents to bleed off gas, but the smart system only opens enough to produce the required velocity drop. With subsonic ammo the vents stay closed, and with high-pressure military ammo they open to bleed gas. The system will automatically adapt to the ammo fired, dropping it to subsonic on command

**Telescopic Sight 250 T**

A telescopic sight allows the user to aim accurately at a distant target

Can aim up to a maximum of +5 to hit rather than +4
To hit at Medium range +1 Long +2 Extreme +2
ONLY ON AIMED SHOTS
Most scopes with magnifications x2, x4 don't effect range
Magnification x6 increases Extreme range by 50%
Magnification x8 or higher double extreme range

**Lowlite scope 200 T**

These weapon scopes amplify available light, allowing normal vision in Twilight or near total darkness.
The old starlite system of light amplifiers overloaded in bright light, so any return to normal light, or a floodlight/torch will 'Green Out' the system, half blinding the user. this means the user can never gain the 'silhouette' bonus.
Cost 100

Newer computer controlled systems modify the display and control overloads, stepping down the amplification so that they can handle sudden changes in the light levels, just like a cyberoptic Antidazzle system
Cost 200

**IR sight 150 T**

This is a sight tuned into the IR portion of the spectrum, allowing the user to see any sources of IR light, for example IR lasers, IR aiming projectors or a target in an area lit with IR floods

**UV sight 150 T**

This is a sight tuned into the UV portion of the spectrum, allowing the user to see any sources of UV light, for example UV lasers, UV aiming projectors or a target in an area lit with UV floods

**Aiming Projector 100 T UB S**

This is a high power spotlight focused down to a very narrow beam. When fitted onto a weapon the beam is narrow enough to only illuminate the target, with a dark spot in the spotlights centre where the weapon will hit. The system gives the user +1 to hit, and if used to illuminate the targets Face they are blinded for 1 round after the light comes off there eyes (unless they have Antidazzle fitted. )

Effective up to 100m
(IR and UV models are available, but they don't get the blinding effect unless the target is using that type of Vision. Cost +100)

**Combat strobe 150 T UB S**

This is a high power strobe flashlight fitted parallel to the barrel. The strobe can be 'fired' before the gun, giving a sudden incredibly bright flash of light in a very narrow beam. If this hits the target the gun can be fired in the same action Roll to hit with the strobe as if it were the gun it's mounted on, with +1 to hit as the beam is wider than a bullet. If the strobe hits, the user can fire the gun in the same action , either rolling to hit at +2 or taking the strobes roll

If the strobe hits the face the target is blinded for D3 rounds (unless they have antidazzle)

Effective up to 50m
(IR and UV models are available, but they don't get the blinding effect unless the target is using that type of Vision. Cost +100)

**Torches (flashlights) 30 T UB S**

A torch mounted under your gun is a simple way of negating the 'dim light' and 'darkness' penalties, and by covering the sides you can narrow the beam down enough to not give your location away too much

(IR. and UV models are available. Cost +100)

**Floodlights 50 T UB S**

These are wide beam torches which turn your weapon into a floodlight, illuminating the area in front of you as bright as day. These will blind anyone with lowlite running (without antidazzle)

But they do give your location away quite badly to anyone who can see you (careful you don't get silhouetted against your own floodlight system for enemies behind you)
(IR. and UV models are available, but they don't get the blinding effect. Cost +100)

**Radar targeting matrix 1000 T**

This uses a Millimetric wave radar pod mounted on the weapon to generate an image of the target area. The radar will differentiate between empty space, soft matter, hard matter and metal.
Within these distinctions the radar is accurate to Millimetres, so you are presented with a world view where only metal is solid.
The radar will penetrate anything up to solid metal, so the user can ignore the targeting penalties for firing blind through anything up to a solid metal wall. (of course, the BULLET has to try to pass through any intervening obstacles normally) and for illumination, as the user is no longer seeing with visible light

**Thermal Imaging Scope 450 T**

This uses the radiant heat of an object to image, allowing a hot item (a person) to be seen through a colder item ( a wall ). This allows the user to ignore the penalties for line of sight being blocked by anything up to half a metre of cold matter or a Hot object (car engine, hot water boiler, bonfire). This allows you to target someone through a wall, but is all but blind if all the surroundings are the same temperature (i.e. Down the sewers)

**Reflex sights**

These are devices that allow you to aim by reflex, and so can be used on Fast draw action, where they help offset the fast draw penalties. Various types follow

**Guttersnipe fast acquisition combat sight 50 T**

A plastic gutter with bright yellow sides, the guttersnipe draws the point of vision along its length. When the weapon is straight the yellow sides appear of equal size and length. Practice allows the user to instinctively put the weapon on target.

Disadvantage is that the weapon must be seen, so bonus is lost in dim light or darker

+1 to Hit, +2 on a Fast draw

A beta light model with glowing guttering is available, which allows you to use it even in total darkness (but it doesn't do much if you can't see your target) (cost 75)

**Trilux 75 T**

This uses three beta light sources, two in the rear sight, one in the foresight. When level, the target appears to have a line of three lights across them. The system works even in complete darkness and will glow for several years
+1 to Hit, +2 on a Fast draw

**Ring Sight 50 T**

This uses a length of plastic tubing aligned with the barrel. When the target is in your sights, they are visible through the tube when the gun is at arms length. A simple system, but as the tube tapers slightly, the two circles formed by the tubes beginning and end aid the eye in centring the weapon.
+1 to Hit, +2 on a Fast draw

**Holosight 150 T**

This uses a Hologram on a sheet of glass or plastic set in a 'window' about 5cm across on top of the weapon. A low power light illuminates the hologram from behind, so that light shines through the hologram to your eye. This produces the illusion of a glowing targeting sight floating in the window, which is only visible from the firer's point of view.
+1 to Hit, +2 on a Fast draw

**Hologenerator Sight 750 T**

This mounts a compact hologenerator on the top of the gun, projecting a holographic targeting sight up from the gun to float in the air over the gun.
+1 to hit

**Sight Mounting rails T S UB**

These are a series of rails fixed onto the weapon, allowing the sights and other combat accessories to be simply clipped on and off without having to keep recalibrating them.

Any type of accessory can be fitted using this system, but they need a special adapter (increase cost of accessory by +20)

Cost Per Rail 150
available for Top mount, Under barrel and left/right side mounts

**Bipod 45 UB**

A bipod holds a weapon steady while aiming, giving +1 to hit on an aimed shot

When used with a fully automatic weapon they help control the recoil by bracing the weapon into the ground. Acts as two points of recoil compensation

**Tripod 100 UB**

A tripod is a heavier weapon stand than a bipod, usually used for heavy machineguns

Effects are the same as a bipod, +1 to hit on an aimed shot.

When used with a fully automatic weapon they come into there own, controlling the recoil of the weapon and absorbing it, acting as three points of recoil compensation

**High Density Bolt inserts 125 + weaponsmith (20) Sp**

These make the bolt heavier, so when the gun fires, more of the recoil is needed to move the bolt.

This acts as one point of recoil compensation in any weapon (if you're using the recoil rules)

The ROF of a fully automatic weapon is reduced by 5, but weapon accuracy is increased +1 On a semi automatic weapon, a high density bolt allows a Large framed weapon loading a very heavy calibre round to get TWO shots off a round, rather than ROF 1. The first shot is at -1 to hit, the second is at -2. (you can still take just one shot at no penalty)

**Light weight bolt 110 + weaponsmith (20) Sp**

This makes the bolt lighter, allowing faster ROF but giving less control over the recoil.

Fully automatic weapons get +5 ROF but -1 to accuracy Semi automatic weapons become harder to control. ROF is increased by one, but you get a cumulative -1 penalty (-2 if using heavy or very heavy calibre rounds) for every shot after the first. E.g. 0.-1.-2.-3 (light or medium calibre) or 0,-2,-4,-6. (heavy plus calibre)

The light bolt also allows the weapon to cycle using low power or subsonic rounds

**Gas Vent 75 B**

This is a system where the gas released from the muzzle when the gun fires is vented upward, pushing the barrel down against the kick of the recoil which pushes it upward.

This reduces the inaccuracies caused by the recoil
As the weapon uses the vented gases it cannot use a silencer

Cancels up to 2 points of recoil (or a -1 penalty to hit if used on autofire)

**Shoulder stock 35 Sp**

This is a simple way of bracing a weapon, a stock that reaches from the butt of the weapon to the users shoulder. although it makes the weapon longer, it does allow accurate aiming, and also allows the user to absorb recoil with the whole body.

Aim to +1 , one point of recoil compensation

**Brass Bag 20 Sp**

Fitted over the ejection port of a cased weapon, a brass catching bag collects the spent cases as they are ejected. This not only makes the weapon slightly quieter, it also collects the evidence of your firing rather than letting it be scattered across the area ( not just of importance to criminals, as a hot brass casing can burn skin or get underfoot)

**Bayonet as knife Ub**

For close quarters, a blade fitted under the barrel converts a rifle into a simple stabbing spear

**Lanyard 15**

For pistols, this is a simple tether than stops you loosing your weapon if dropped. It connects from the butt of the weapon to the webbing of the user , or to a loop round there neck.

**Sling 25**

Slings allow SMG size weapons and larger to be carried ready, able to fire with only a moments action.

**Double Set Triggers 250 Sp**

When at extreme distances, even the slightest movement of the gun can be the difference between hitting and missing. A double set trigger is in two parts. The first part acts as a normal trigger, and the second acts as a hair trigger with a very light draw. At long range the first trigger is drawn back until the weapon is ready to fire, then it is fired using the second, lighter trigger so that the final trigger pull doesn't knock the weapon off target.
Effect +1 to hit at long range or further with Aimed Shots

**Electronic Solenoid Trigger 400 Sp**

Similar to a double set trigger, a solenoid system removes the firing pin and replaces it with an electronically operated solenoid. The trigger is now an electrical switch and pulling it back completes the circuit to drive the solenoid forwards. This removes any angular movement from the action, and requires a very light trigger pull when in long range mode.

Effect is +1 to hit at Long range or further with Aimed shots

**Double pull trigger 250 Sp**

The double set trigger removes the need for a fire selector switch from a selective fire weapon. Instead of having to switch between single shot and fully automatic, the trigger is set to work as the fire selector. A single trigger pull which is then released is a single shot. If the trigger is pulled back and held, the weapon cycles to fully auto and keeps firing till the trigger is released.

Dangerous in unskilled hands, this system allows someone with Skill 3+ to switch fire modes at will. Anyone with lower skill will fire random bursts of D6 rds instead of single shots.

The system can also be used on Single shot / 3rd Burst weapons, allowing instantaneous changes of fire mode

# SMARTGUN

The Smartgun is the latest development in self-aiming weapons. Sensors all over the gun report the weapons condition, orientation, balance and weight to the users neural processor, where the smartgun interface integrates this with the users actions. The gun becomes part of the user, aiming on a subconscious level. Even someone with no firearms skill finds the weapon easy to use.

Effect +2 to hit under all circumstances

Cost Neural Processor 1000
Smartgun Co-Processor 200
Smartgun Weapon cost x2 (take the weapon cost as $300 if it is lower)

Incompatible with laser sights & reflex sights

**Technical readout 500**

This is a diagnostic system that allows the weapon to warn the user of any malfunctions, jams, barrel overheating or other faults. A screen on the back of the weapon
The user has +2 to fix any jams or malfunctions, and +2 for regular maintenance

If the weapon is about to malfunction or jam, (fumble) the system will prevent this on a 6+ on D10

**Ammo counter 75**

A digital counter on the back of the gun interfaces with a sensor in the clip, counting rounds remaining and displaying this number to the user.

Some versions can interface with a smart-link to feed this information to a cyber optic display

**Vocal readout 450 readout option**

This uses a digitised speech module to say readouts instead of displaying them on a screen

This can be on a radio link (+50) , ear-piece or speaker

**Gun camera 50**

This is a ballisticaly matched digital camera that takes a picture whenever the gun is fired.

Sealed versions can be purchased from police stations or security firms, and the pictures they take are admissible as evidence in a court of law (great for that self-defence claim)
Each chip stores 20 'shots'

**Target sight optics 200**

This is a cyberoptic system that uses the smartgun data to project the bullets path into your field of vision, placing a crosshair on the point of impact

Used with a Smartgun, this adds +1 to hit
Without the Smartgun targeting data, no bonus's.

**Limblink 100**

This is a simplified aiming system for implanted weapons, using a smart monocle and the neural implants in the cybernetic limb to increase the accuracy of weapons in an arm.

+1 to hit with the implanted weapon (ranged weapons only)

Incompatible with smartguns or other targetters

**COT 2000 T**

The Camera On Target System uses a digital camera to feed visual images of what the gun is aiming at to the user in real time, either to a cyberoptic of a HUD eyepiece. This allows the user to aim accurately, and to use the weapon as a sensory boom, looking round corners with it and firing without having to expose the head.
+1 to hit

Can fire from cover without penalties & can be used with a smartgun system

**Extended mag 40**

Magazine with +50% or more rounds. these magazines are longer and wider than normal mags and make the weapon slower on a quick draw

**Helix clip 75**

Helix magazines are long tubular magazines with the rounds held in spirals. They can hold 50 rounds of pistol ammunition in a tube the size of a can of beer
M950 50 and 100rd Bison 64rd

A normal weapon has its concealablity lowered one class with a 50 rd mag

Weapons designed with helix mags have this penalty included

**Drum feed 100**

Drum feed weapons use a large capacity sprung drum instead of a simple vertical clip

Luger 32 rd 9mm M16 90 or 100 Thompson M1928 50 or 100

Ammo is increased, but the gun is usually unconcealable (Conc N)

**Belt feed 100**

Belted ammunition is normally seen on machine guns, allowing them continuous fire for several hundred rounds (more if the loader joins the new belt onto the old as it feeds, which allows continuos fire)

**Chain feed 250**

Chain feed weapons use a motorised belt feeding from a preloaded magazine, usually in a vehicle or a backpack (due to the size)

**Non metallic construction Weapon cost x4**

Weapons made from ceramics and plastics are invisible to metal detectors in airports and other secure buildings.
cost x4

**Amphibious seal 200**

Amphibious weapons are equipped with barrel seals that stop water getting into the weapon when it's carried underwater. It cannot be Fired underwater, but suffers no penalties from being immersed and can be made ready to fire with one action

**Dual ammo feed 150**

A weapon equipped with a dual ammo feed has two magazines and can switch between them as easily as flipping a switch (free action on a smartgun). The two magazines can hold different types of ammunition and be switched as needed, or they can be set to fire one round from each magazine in turn.

**Self Lubricating 120**

Molybdendum disulphate dry film lubricant keeps all of the moving surfaces well lubricated without the need for oiling. as long as the weapon is regularly cleaned the user can reroll any jam results

**Anti corrosion 40**

Acid proof coatings on the metal keep the weapon safe from corrosion from salt water, acid rain, sweat or other corrosives

**Anti glare 45**

Matte coatings on the outside of the weapon stop it reflecting light, aiding the users stealth. User gets no penalties to stealth rolls with the weapon ready

**Phosphated black 50**

Sandblasting exposed metal and reacting it with phosphate results in an anti corrosion matte black coating to protect the weapon from corrosion or glare. User gets no penalties to stealth rolls with the weapon ready

**Diamond coated 1750**

A thin Diamond coating on the moving surfaces of a weapon make them very smooth and flat, and immune to corrosion and damage. As long as the weapon is cleaned regularly and well lubricated the gun cannot jam due to a mechanical fault

**Self cleaning nanotech 2500**

State of the Art nanotechnological coatings on all moving surfaces gives the weapon internal surfaces as hard as diamond coated with millions of microscopic fixed position bearings. The weapon needs no oil or lubricants, will not corrode, pit, scar or suffer any mechanical damage. Any dirt or grit that gets into the weapon is carefully dismantled and ejected.

The weapon cannot Jam, stick, break or otherwise suffer from a mechanical problem from the moment it is coated. The problems of faulty ammunition cannot be corrected by this system.

**Cheap neon plastic -15**

Beloved by cheap punks and small children the world over, cheap guns with cheap and garish colour schemes are readily available on the street

**High density plastic**

The standard Weapon fit for the modern world, High density plastics are rugged, do not chip or shatter, will not rot in sea water or acid rain and are textured to give a firm grip

Cost as normal

**Endangered hardwoods**

The mark of quality, polished non-renewable hardwoods from the rainforests of the world show that you can afford the best, no matter what it costs the environment.
Cost +400

**Gold plated**

Perfect for that gift presentation, real 24 carat gold guns are a way of saying 'You care'.
Gun cost +500

**Engraving**

Having Scrollwork, names or scenes engraved onto a weapon can give it a look of class (or they can look awful and make you look a fool).

Machine engraving is 20 per square inch
Hand engraving is 200 per and more for talented artists

**Mock wood**

mmm. Classy . cost is -10 Best brands are 'Plas-Teak' or 'Mock-Hogany'

**Marble effect**

Marble effect ceramics give the gun a cool, heavy feel
Cost +25

**Anodised black 50**

A matte black coating chemically bonded onto the exposed surfaces of the metal, scratch resistant and corrosion proof

**Chrome plated 150**

Big and Shiny, chrome plated weapons are the way to get yourself noticed. Anti Corrosion but bloody obvious and shiny. If you try and sneak with a chromed weapon ready you get a -2

**Pearl handled 100 G**

Coated in the shells of Bivalve Molluscs from the seas of the world, this gives the weapon a good feel in the hand, with a multi coloured sheen.

**Bone 75 G**

Bone grips are the perfect non slip, grip anywhere surface. They provide a hard control surface and give you the best grip possible no matter how slippy your palm.
User can reroll any fumble result that causes them to drop there gun

**Rubberised grip 50 G**

Rubberised Grips cushion the impact of the gun as it recoils, making it easier to control and acting as one point of recoil compensation, and providing a firm grip.
User can reroll any fumble result that causes them to drop there gun

Rubber can perish with wear, especially if not regularly silicone treated and cleaned

**Target grips 145 G**

Specially made target grips hold the hand in the correct firing position, ergonomically positioning the hand so that the gun is held perfectly

+1 to hit on the First shot each round

**Personalised Grips 800 G**

These are expert made (or expert system made) to fit your hand perfectly, and no one else's.

You get +1 to hit with the gun, anyone else gets -1 to hit
Personalised grips are as distinctive as fingerprints, so don't loose that gun

(effects are not cumulative with target grips)

**Rubberised coating 250 Sp**

Big on the Fetish scene, rubberised guns have a rubber coating bonded onto there outer surface, making them wipe clean, non slip and virtually impossible to drop. They are unfortunately very hard to quick draw, even if talced or sprayed with silicone (squeek!)

User can reroll any fumble result that causes them to drop there gun

-2 initiative on a fast draw

**Smart Grips 750 G**

These are memory plastic grips that alter shape to suit the users hand. If you are using the weapon for single shots, they form target grips and give you +1 to hit on the first shot each round. If you are on rapid fire, they shift to absorb the recoil, acting as one point of recoil compensation

**Computer control smart grips 1200 G**

These are controlled by a microcomputer and can be linked into a smartgun system.

They can become target grips or rubberised grips with the push of a button, and can recognise handgrip patterns, storing them on chip

If someone has there personalised grips made, they can chip the pattern and run them on the smartgrips, gaining the same advantages

**Fore-grip 25 UB**

Foregrips allow the user to use both hands to steady a weapon, making it easier to control the recoil of automatic fire

**Mechanical recoil reduction 300**

System of recoil buffering pistons and springs that absorbs and reduces the guns recoil
Bulk +1, recoil -1/3

**Natural cadence system 500**

By balancing the recoil and return impulses of a firearm so that the kick back is the same as the springs lunge forward, the felt recoil of a weapon can be greatly reduced
Recoil x 1/2, always fires bursts of same length (chosen when system balanced, random ROF of 10 +D10 rounds for ROF 20, 10+2D10 for ROF 30 etc)

**Gun Lock[tm]**
Safety interlocks prevent the gun being fired until the system has been unlocked

| | |
|---|---|
| Key Lock | Activate with a mechanical or magnetic key (one action) |
| Code Lock | Activate with a 4 digit code (one action) |
| Ring Lock | Activates if the user is wearing the coded ring on there gun hand |
| Implant Lock | Activates if the user has the coded implant in there gun hand |
| Voice Lock | Activates when hears the users voice and the command phrase |
| Print lock | Activates when the user grips the gun with there bare hand |
| Smart Lock | Activates when interfaced with the users smartgun system |

(while some of the systems don't take an action to release, they do take a moment to recognise the 'key' so they cannot be used in fastdraws until unlocked)

The user can choose to have the gun lock again when the key is removed, or lock again by using the key

These Systems are by NO MEANS foolproof. They can be fooled, picked, hacked and shorted, but only with equipment and time, and the system is designed to stop someone being shot with there own gun after its been wrestled off them in a brawl.

| Lock | Key | Recognition | Hack |
|---|---|---|---|
| Key | Mechanical key | 100% | 10 |
| Key | Magnetic key | 100% | 15 |
| Code | 4 digit code chosen by user | 100% | 18 |
| Ring | Metal ring with 3mm magnetic coded strip in it | 100% | 20 |
| Implant | 3mm magnetic implant lodged in the palm | 100% | 20 |
| Vocal | Records users voice print | 80% | 18 |
| Print | Records palm print | 70% | 15 |
| Smart | Records smartgun software signature | 100% | 20 |

+10% to chance of recognising the user also adds +10% to the chance it'll unlock for someone else To work quickly, the systems only record a few major features from the users palm or voice, so these systems are the least reliable Two or more locks can be combined for increased security at increased price Costs

| | |
|---|---|
| Key Lock + Mechanical key | 100 Spare Keys 10 |
| Key Lock + Magnetic key | 120 Duplicate keys 20 |
| Code Lock | 100 |
| Ring Lock + Ring | 250 Duplicate rings 50 |
| Implant Lock + Implant + Surgery | 350 Implant. Surgery N, cost 200 Hc 1 |
| Voice Lock | 300 |
| Print lock | 300 |
| Smart Lock | 500 |

**The UK CyberPunk Thinktank**

# - FLIPPER IS DEAD -

**MicroMissiles For CP2020**

Micromissiles are state of the art smart weapons capable of in flight maneuvering to ensure a hit. A miniaturised sensor head feeds information back to an onboard computer that controls the missiles flight.

## The F.I.D approved rules system for using Micromissiles

1. Point missile at target in your LOS, initiate launch
2. Roll for missile lock
   - If missile locks on to target, roll to hit, ignoring any modifiers for visibility, cover or LOS blockage and adding the missiles WA to your roll.
   - If the missile doesn't lock, roll to hit anyway, but with WA= 0 and all modifiers.
3. Missile in flight.
   - If the lock failed, or your roll to hit Missed, roll for a lock again.
   - If missile locks, them roll to hit again. If you hit, the missile will hit the target
   - if both the locks failed, but you hit, then the missile hits the target
   - if you missed and both locks failed, you missed.
4. and you catch the man... du dum dum du dum dum...

Special cases.

- If the missile launcher is laser sighted, +1 to lock.
- If smart gunned, +2 to lock (+3 with a target scope as well) (laser sights and smart guns are NOT cumulative for this)
- If the Lock roll ever fumbles (natural 1) then the missile will attempt to lock onto the nearest viable target to its line of flight

## Types of Micromissile

Choose the missiles' Intelligence and Sensor System, add the multipliers together and multiply by the warheads base cost
This gives the Cost PER MISSILE.

| Intelligence | | | | |
|---|---|---|---|---|
| Dumb Gyrojet | WA 0 | can't lock | Cost 1/2 no sensors | Dumbo |
| Smart | WA+1 | Lock on 8+ | cost x1 | Smart |
| Smart | WA+2 | Lock on 6+ | cost x2 | Genius |
| Smart | WA+3 | Lock on 4+ | cost x3 | Einstein |

### Sensors

**Heatseeker** - cost x1
These home in on the hottest object in the line of flight. They must roll 'lock on' whenever they pass fires, flares, running engines etc. If they lock, they swerve and hit the heat source.
Countermeasures-any heat source

**Smart Heatseeker** - cost x1.5
These are set to only register body heat. They will never lock onto other heat sources.
countermeasures-IR cammo's, water/mud coolant

**Smart Heatseeker II** - cost x2
these are set to only register HUMAN body heat patterns They will only ever target humans
Countermeasures-ir cammo's

**Lock and track IR** - cost x3
These have a one shot memory that records the thermal patterns of the target they lock onto. they never fumble the second 'lock on' roll, and never hit anything except the target in memory. Can lock onto ANY heat source
countermeasures-alter your IR signature

**Preprogrammed** - cost x4
These have a pattern or series of patterns in memory already, and so can be programmed to target only these patterns, or to ignore there patterns and not target them.

**Programmable** - cost x4
These are programmed in the gun, in the moments prior to launch.
If no pattern is loaded, they act as 'lock and track'.
If the gun is connected to a thermal imaging camera, or to a cyber eye with thermo (via a smart gun) the gun can feed the target into the missile. Thermal patterns can also be saved and passed via the matrix.
The GUN must be specially made to feed information directly to the missile loaded. (cost of launcher x2)

**Laser rider** - cost x1
These lock onto whatever is illuminated by the pre-set frequency of laser light (usually the gun, but can be any other source of the correct frequency) If the laser hits (roll to hit as normal) then the missile can roll to Lock at +1 when fired and in flight.
If it locks, it hits the illuminated area.
(aiming laser = cost as laser sight)

**Cephalic** - cost x4
These are cutting edge technology, as they have a body map processor fitted, allowing them to recognise the human body from any angle and target a specific part (usually the head)
When they hit, roll for Lock on. If it gets a lock, it hits the preprogrammed location (chosen when made)
Must be combined with another sensor type.[if the missile is also 'programmable' them the location can be chosen at the moment of firing]

**Extended range** - cost x2 or more
All micromissile have a basic range listed with the launcher, but with longer missiles, with more fuel, better endurance on the batteries and airframe, the missile can go a lot further.

- cost x2 gives base range +100m
- cost x3 gives base range +200m
- cost x4 gives base range +300m
- etc

**Short range** - cost x 1/2
Base range reduced by half. this needs less fuel, and the whole missile can be made of cheaper materials with a shorter endurance.

| TYPES OF WARHEAD | DAMAGE | PEN | COST | notes |
|---|---|---|---|---|
| Kinetic kill KKW | 4D6+1 | B | 30eb | Only 3D6 at close range |
| High Explosive HE | 4D6 | B | 50eb | 2m radius |
| Shaped Charge HEAT | 5D6 | D | 100eb | armour 1/4 SP |
| High Velocity HVKKW | 4D6+1 | C | 60eb | armour 1/2 SP |
| Drug or Poison CHEM | 2D6 | A | 30eb+DRUG | 1m area |
| Fragmentation FRAG | 4D6 | A | 50eb | 3D6 to 4m radius |
| high Ex penet HEP | 4D6+4 | NA | 100eb | ignore SP,1/2 stun only |

**Types of launcher**
(Mi means 'as missile')

**Cyberlimb** 500euro
Magazine 4 individual firing tubes, ROF 1 or 4(volley)
Or
Internal revolving magazine, 4 shot, ROF 2
Hvy.Mi.NA.P.Mi.4.varies.St.200m

**Handheld** 900 euro
A Bulky SMG size launcher, firing 12.7 (.50) micromissiles from a short barrel. Recoil is low, but ROF is slow as the missiles spend longer in the barrel than bullets

A Larger version with a 30 round helix mag is available for 1050 euro.
HVY. Mi.L.P.Mi.12.2/8.St.200m

**Pepperpot** 350 euro
Bulky 4 barrelled pistol, this can fire all 4 of its missiles in a volley.
Hvy.Mi.J.P.Mi.4.1 or 4. St.200m

**Handgun** 450 euro
A big handgun, with a big grip and a short barrel. Recoil is similar to a .22 target pistol.
P.Mi.J.P.Mi.6.1.St.200m

**Underbarrel** 200 euro
A simple one shot under barrel tube, compatible with most rifles.
Hvy.Mi.NA.P.Mi.1.1.St.200m

**Manpack** 5,500+ euro (ILLEGAL MILITARY ONLY)
Man-packed micromissiles are a military concept, for close in support.
The backpack houses a snail drum of 50 missiles and vertical lauch tubes with individual loaders.
The onboard radio/deck can receive Thermal patterns and positions from up to 6 separate sources and fire programmed micromissiles for support.

The unit can also set its missiles to ignore known friendlies and fire vertically, allowing the missiles onboard sensors to track in on any unknown .

The missiles are cold launched to a height of 5m before rocket ignition to help conceal the firer's location. Already Smart, Programmable and EMP shielded
[Vehicle mount weapons with 500+rounds and 20 launch tubes are also available]
Hvy.Mi+2.NA.NA.Mi.50.6.Vr.200m

**Concealed** cost varies
These are verging into Spy story props, but miniature missiles disguised as pens, cigars and sex toys have all been found.
Generally custom made, with prices that reflect that.
Hvy. Mi .P or J.NA.Mi.1.1.Vr 100m

**Pocket** 50 euro
Simply a polycarbon wrapping tube with an ignite button.The missile is armed by pressing the button and then the tube is thrown in the direction you want it to go.
Hvy.Mi-1.p.p.Mi.1.1.St 50m

**Shotgun launch** 15 euro
18mm micromissiles can also be fired from any normal shotgun
**Game Note** When fired, the rocket will leave a trail of fire for most of its flight, so anyone can see where you are. Get ready to duck....

**BlindFire** It is possible to fire micromissiles blindly into areas, around corners, through windows etc in the hope that they'll lock onto something and tracking on it. When Blindfiring, roll to hit the general area (window, doorway, corner) range is measured from firer to where ever they loose L.O.S The Missile then rolls to lock any available target in its line of flight (with the types of targets chosen by the missiles sensor head)

# The UK CyberPunk Thinktank
# Tasers For CP2020

The **Tazer** is an electrical shock device designed to incapacitate the victim. A transformer is used to provide a high voltage and low amperage from a small battery

For those of you not electronically minded, **VOLTAGE** causes the shock effects, stunning and paralysing. **AMPERAGE** cause the real, lasting damage to the body (5 Milli-Amps across the heart muscle will kill)

In a tazer, the voltage is stepped **UP** and the Amps stepped **DOWN**. Anyone hit by the unit will get a sudden pain as the shock shorts out the nervous system, causing convulsions, paralysis and extreme pain.

Old or cheap tazers work purely by volume, pumping huge voltages through the victim and hoping it stops them. This causes superficial burns, shocks, and incapacitates, but with long term effects like aches, tingling, numbness or even permanent nerve damage. Its also quite possible for the shock to not incapacitate at all. They can be very random.

Modern high tech Tazers use high voltages, but tuned to the same frequency as the human nervous system. This means than shock is more efficient at shorting out the nerves, causing more immediate effects but less long term damage.

## Tazer Weapon Types

Delivering the shock can be done in several interesting and fun ways

### Touch

**Handgrip units** with two prongs, which are punched into the target

**Police shock batons** with insulated handles and animal handler prods with prongs on the end

**Knuckle dusters** or **Gloves** with electrodes on the knuckles (Buzzknuks, Shockgloves)

**Electrified coatings** on armoured vehicles or Heavy suits of body armour

**Close combat weapons**- The Medusa Electro-whip, Voltage swords

### Wire and darts

**Two darts on wires** are shot into the target and the shock is then run between them.

**Arc throwers**
These use a low power laser to ionise the air, producing a path for the shock to arc along. The effect is a bolt of dazzling blue white lightening

### Ranged Weapons

**Capacitor bullets** that discharge a powerful shock when they hit

**Tazer nets** that wrap the target in conductor fibres and discharge the voltage

**Game Notes**

**Touch weapons** uses either Melee or Unarmed skills to hit with, and have no range

**Wire and dart** weapons have a range of 5m , but the dartgun system has a range of at least 10m, making the range bands PB 0m-1m, Close1m-2.5m, Medium 2.5m-5m.

**Arc Throwers** have a basic and maximum range of 10m

**Capacitor bullets** are one shot, discharging all their power as soon as they hit

**Tazer Nets** are anti personnel nets with a single long tazer discharge to incapacitate whoever they hold. The BOD test must be made every 3 rds in the net, and the stat penalties last as long as you are entangled, on top of normal NET rules.

**Effects of the shock**
Roll Body +D10, target based on the power of the shock. (depends on the weapon)
+2 save if hit on a limb
-2 save if hit in the head
-2 if still suffering the effects of another shock
+1/5 the Sp of your armour on that location
If you Fail, you're incapacitated for 1 minute per point you failed the roll by.

If you fumble, you also get a roll on the 'long term effects' table

If you pass, you can still act, but are at half REF and COOL

for as long as the shock lasts (depends on the weapon)

**Long term effects table**
High tech tasers give +5 to the roll.

Multiple rolls in a short time subtract one from the roll per extra hit

The effect normally comes and goes over the next few days until the body sorts itself out.

| | | |
|---|---|---|
| 1 | Permanent Nervous damage / brain damage | Ref -1 (Int -1 if a head hit) permanently |
| 2 | Temporary Nerve damage / brain damage | Ref -1 (Int -1 if a head hit) |
| 3 | Shakes | -2 to Ref or tech based skills needing fine control |
| 4 | Nausea | -1 to all skill rolls. Fast movement calls for BOD 10 rolls or miss your next action |
| 5 | Dizzyness | -3 on all skill rolls involving movement |
| 6 - 7 | Numbness in location | -1 to REF / TECH / INT or MA using that location. |
| 8 - 9 | Pins and needles | For hours, returning for next few days. |
| 10 | No effect | |

**Illegal 'Killing sticks'**
These are tasers that have been 'upped' to killing power, and tuned to stop the heart, cause paralysis and death instead of incapacitation.

They act as normal tasers, but they do damage equal to the amount you FAIL to save by, doubled on head or torso hits, and if a head or torso hit results in a Fumbled BOD roll, you die (treat as a failed DEATH save) as your heart stops.
Any hit that results in damage / unconsciousness calls for a roll on the long term effects table

**Average Tazer weapons**
High tech tasers add +5 to Bod needed due to the fine-tuning

**Cattle prod**
BOD 10

**Bull-beater**
A heavy duty cattle prod, BOD 12

**Stinger**
Junior Cattle prod BOD 8

**Crowd control 2000**
BOD 10

**Handgrip Taser**
The classic "stun gun" BOD 15, cost 60eb

**Really high power tazer**
BOD 20

**Shock glove**
BOD 15, cost 90eb

**Gang jazzler**
Deals Killing damage, BOD 20, cost 600eb

**Stun dart**
BOD 18

**Dynatech hand taser**
Melee / P / C / Shock / 12 / 1 / ST/ 1m
touch range BOD 25 (High Tech), if save shock lasts d10 rounds

**Mitsubishi taser**
Melee / P / C / Shock / 1 / 1 /ST 10m (5m)
A 5m dart and wire taser delivering a BOD25 (High tech) shock If save is made, the shock effects last until the darts are removed ( with a Ref roll of 15) and D6 rounds after. The battery is good for 10 discharges

**Volt pistol**
950eb PST +1 J R 3d6 6 1 st 25m
A low power laser ionises the air, and then discharges capacitor along it
Arc thrower, Bod 20, shock lasts D3 rounds

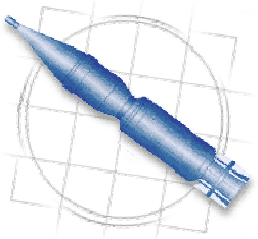
**Medusa**
Mel +2 L R D6 6 1 ST
A short hafted cat of nine tails with an electroshock power pack, the medusa is a nasty weapon to fight against, as its almost impossible to avoid all the strands

**Voltage sword**
MEL +1 L R 2D6 6 1 ST
A polycarbonate blade with conductive metal edges, the Voltage sword packs the same punch as a hand held tazer, but is a lot harder to block. The trigger is in the hand grip, and the blade only discharges on contact , either if it hits or if it is parried / blocked.

**Electroknucks**
Heavy Brass Knuckles with a high voltage punch, these use brawling skill and do D6+2 damage plus the shock

**Earthed armour +50% cost**
protects vs shocks & vs tasers

**Flipper Is Dead, The UK CyberPunk ThinkTank1**



# Rifle Grenades

**Revised Edition - January 2000**

Rifle grenades are large grenades designed to be fired from a rifle barrel, forming a simple mortar/grenade launcher that will launch the grenade further than the rifleman could throw it.

| Direct fire | range |
|---|---|
| Assault Rifle | 150m |
| Battle Rifle | 200m |
| **Indirect fire** | **Range** |
| Assault Rifle | 300m |
| Battle Rifle | 400m |

## Different fire types

**Blank fired**
The grenade is fitted onto the barrel and a blank round loaded. The gases from the Blank round propel the grenade. If a live round is accidentally used the grenade is destroyed and may explode.
The system is slow to use in a battle, as the rifle must be unloaded and loaded with blanks, them reloaded with live ammo once the grenade is fired.

**Blank fired with deflector plate**
The deflector plate is an angled armour plate in the base of the rifle grenade that will deflect a bullet down, out of the grenade without harming the explosive charge. If the grenade is accidentally fired with a live bullet, the plate means the grenade will simply be broken, not exploded on the barrel. (unless its an AP round, in which case the deflector isn't much use)

**Bullet trap**[tm]
These have a bullet catcher arrangement with recoil absorbers in the base of the grenade, allowing a normal bullet to be used to fire it. Faster to use in a battle, they can be dangerous if AP rounds are loaded, as these could crack the bullet trap. HE rounds must be avoided, as they will detonate in the trap, setting off the grenade.

**Bullet trap**[tm] **with deflector**
This uses the same bullet trap but with the added insurance of a deflector plate in case an AP round is accidentally used to fire the grenade, as the round could pierce the bullet trap and ignite the explosive

**Bullet thru**[tm]
The state of the art, these grenades have an empty tube running down the middle of the grenade, allowing the bullet to pass through the grenade and on to the target without mishap. The gases following the bullet are tapped off and used to fire the grenade, acting as a simple flash suppresser.
This makes the grenade very quick to use, safe with any bullet and makes it harder to spot the firer.

## Types of Grenades

### Fragmentation Grenade

Treat as a large Frag grenade, Concussion is 5D6 damage / 1m
Fragmentation damage is based on the chosen fragment size

| Frag Size | Damage | No of Hits / Area of effect |
|---|---|---|
| Small | D4 | 2D6+2 / 4m - D6+2 / 8m - D6 / 16m |
| Medium | D6 | 2D6 / 5m - D6+1 / 10m - D6-1 / 20m |
| Large | D10 | D6+2 / 6m - D6 / 12m - D6-2 / 24m |
| Heavy | 2D6 | D6 / 7m - D4 / 14m - D4-1/ 28m |

**High Explosive Grenade**
Treat as a large HE grenade , Damage is 6D6 / 1m

**HEAT**
Shaped charge capable of defeating light armoured vehicles

## Other Muzzle Mounted Devices

**Israel Industries Ambush buster**
This Bullet Thru device is a large cylinder that fits onto the muzzle of a rifle.
When a bullet is fired it uses the gas from firing the round to ignite
the explosive propellant, firing the 160 flechettes it contains out in a 10 degree arc.

Damage 2D6 per flechette , Half armour.
Number of Hits / Range : 2D6 / 5m, D6+2 / 15m, D6/ 25m

**Rifle launched Non Lethal Munitions**
**Rubber ball Canister**
Available in Rubber or Rubber encased steel
The Bullet trap design catches the round as its fired, transferring its energy to the rubber balls.
This makes the Rifle into a short range shotgun, ideal for crowd control.
Volley of D6 stun damage only balls

Steel core rounds are D10 damage, rolls of 6+ do one point of real damage
At point blank these count as a single hit

**Baton Round**
Available in Rubber or Rubber encased steel
The bullet trap design transfers the energy of the bullet to a single large stun slug.

Damage 4D6 Stun damage, Half if which is real if the target is within 3m (5D6 with a steel cored baton, with half counting as real if within 5m)

# The F.I.D. Initiative System

This System has been altered to take the personality of a character into account in combat. the cool and empathy stats are used to alter initiative rolls.

These modifiers can be combined with any other initiative system that does not include Empathy and Cool in initiative determination but was designed for use with the standard initiative rules from CP2020.

This makes high-cool low-emp people DANGEROUS. (and solo cyberpsychos are now even more dangerous)
Cool effects initiative, as the more you panic the slower you react. Empathy causes you to think before you hit someone, which slows you down.

| COOL | EMP | INITIATIVE MOD |
|---|---|---|
| 11+ | 0 | +4 |
| 10 | 1 | +3 |
| 9 | 2 | +2 |
| 8 | 3 | +1 |
| 7 | 4 | +1 |
| 6 | 5 | +0 |
| 5 | 6 | +0 |
| 4 | 7 | -1 |
| 3 | 8 | -1 |
| 2 | 9 | -2 |
| 1 | 10 | -3 |
| 0 | 11+ | -4 |

# Subject: Monowire

From the books we can deduce its

1. very thin
2. very strong for its thickness
3. very sharp (see pt 1)

The name 'monomolecular' implys its a single long molecule..

My best guess is...

## Its a **BUCKYTUBE!**

*buckminsterfullerene* is a football like sphere of 60 carbon atoms C 70 has a ring of 10 carbons between the two hemispheres, making it like a rugby ball. This can be extended by adding more rings of carbon atoms between the hemispheres into a filament.

The Japanese have already made nanofibres like this, but only fractions of a mm long.

But if a Fullerene tube several meters long could be made, it would be

1. approx 7nm across (very thin)
2. as strong as diamond (approx) as it has a hexagonal graphite= structure. also, it would be flexible and shiny like graphite when it catches the light.

*In JM; the whip shines in the streelights.The only way to spot it is when its moving.*

For non-Chemists: Imagine a sheet of hexagons five hexes wide rolled into a tube so the edges match up. Cap the ends with half footballs. If that was made if carbon molecules, thats a Monofilament.

The MonoWhip uses a lenght of Monowire as a flexible blade.

As the fibre is so fine it weights virtually nothing. The cutting force is provided by the weighted tip which is swung past the target. The weighted tip is either a glowing ball or a fingertip if the whip is implanted. The weight is small and heavy to control the line.

The moving tip's kinetic energy is focused onto the monoline. As the line is *very* thin, this gives even a slow swing enough cutting force to sever plastics and flesh. Swing hard, with the full strenght of your arm and a long lenght of line, the weight can get up to very high speeds. And when the line hits it'll cut body armour, metal pipes and plates, sever limbs, cut flesh, cartilage and bone.

The user must take great care when using the 'whip, as the monoline is moving in a circle connected to there hand. Fumbled rolls, loss of concentration or panic can cause the user to misjudge a swing and cut themselves.

In combat, the whip is deadly. the wounds it causes are finer than any cut, and you only feel them seconds after, as the synapses in your nerves misfire.

The wire itself is so fine that special care must be taken in storage and handling. The wire is stored on a reel of high density ceramic ('one of the new ono-sendai diamond analogs' to quote Gibson) and is capped with a bead of the same ceramic.

### Monowire is very light.

This means that you have to weight it to do damage. You must have a force acting on the wire, either a weight pulling it or something pushing onto it. If left without a force acting upon it, it'll just sit there. So if you drop some, it'll stay on the floor

### Monowire is very thin.

Only very dense materials like diamond analog ceramics, heavy dense metals, etc, will stop it. If dropped it'll lie flat on the floor and not cut into the floor

### Monowire is very strong.

The Monoline has to be broken with a laser cutter.=7F Monolines will not cut each other (so reinforcing armour with monolines will stop monowhips)

## Uses of monowire

### Invisable replacement for barbed wire

The monowire entanglement if very hard to spot (only tell by the light catching the lines.) and if you run into it you could easily loose your legs. If you advance into it slowly, you'll get cut lets and may panic. If you pull back, the wire is pulled out by a diferent path than it went in by, taking a chunk out of your leg. Unlike razorwire, monowire will penetrate quite deeply and do serious injurys.

### Stringing across doors/corridors

Again, running into the line will cut off your legs. 'Nicer' than entanglements, as you don't fall legless and bleeding face first into a tangle of monolines. But it still kills you.

### Bullet with several lenghts of wire fixed to it (with little weights on the other end)

When this hits, the monowire will be dragged on by the weights on the other end. If it penetrates, this may cut chunks out of the wound channel. If it lodges in the body, or stops on armour, the trailing wire will wrap round, cutting at anything it meets. This makes a medics job hell. they can't see the Wire in the wound until they start cutting chunks from their fingers.

### Two spring loaded monowire reels, one on each end of a monoline.

Fired from an pair of airguns, they trail the line between them. if the reels are ratcheted, the line locks on impact and the weight of the reels pulls it onto the target.

### Reinforced Armour.

Most armys will issue arm and leg protectors reinforced with either ceramics or monowire to stop the wire cutting in. This means that a potentially fatal cut will snag on the wire and then either:

- the wearer stops / is tripped over
- the monoline pulls free and can whiplash freely. Luckily the only weight on the line it the holder bead in the end...

Monowire is usually supplied in reels with self adhesive ceramic eyelets prethreaded. And its Expensive.

### Uses of monowire in CP literature and other soure material

- The Yak Hitmans implanted monowhip in 'Johnnie Mneumonic' is THE reference for monowhip users
- Turner strings it up in the trees in 'Count Zero'
- Beuvoir uses it and a ceramic reel to make a slideline onto the top of the projects in 'Count Zero'
- the 'Offiser Suisse' monowhip in 'voice of the Whirlwind'
- The Predator's net in Predator II
- Dreams of flesh and sand. Monowire stilleto's, with static charged monolines used as blades
- Games Workshop's 'dark future'. in one of the sidebars, a terrorist puts halluc in the airducts and crosses monowire across the emergency stairs. Panicking people fall down the stairs in chunks

**Links to Fullerene pages**

- This is THE place for Nanotubes. Especially interesting is the section on Single Wall nanotubes, and theoretically growing them to centimetre lengths.
- http://cnst.rice.edu/Modular.html
- Fullerene gallery
- http://shachi.cochem2.tutkie.tut.ac.jp/Fuller/Fuller.html
- The encyclopedia entry for fullerenes
- http://www.encyclopedia.com/articles/04810.html
- Prof. H. Kroto Biography
- http://www.susx.ac.uk/Users/kroto/harry1.html

# Monowire and Monowhips in CyberPunk

## Monowhip Melee +2 - - 3D6* - -VR 2m

- The pocket weapon is a handgrip unit with a thumb control on the wire (like a tape measure) to spool the wire out or retract it and a glowing red ball on the wires end so you can see where the wire is. The implanted version is usually concealed in a prosthetic thumb with the nail or thumb tip as the ball, weighted with high density ceramics
- Both use a Ceramic reel to hold a coil of monowire, with the reel sprung to retract and coil the wire against the swinging force of the tip. This makes the wire slide out as you strike and recoil as the swing slows down Gives a very sharp, near invisible cutting blade up to several metres long.
- Can be used with the Melee skill, but any fumbles automatically do normal Whip damage to the user. (3D6)
- Its such an unusual and difficult weapon that it has its own specialised skill 'Monowhip', which is Ref based and used in place of melee if using a 'whip. If fighting using the monowhip skill then fumbles are treated normally (making it much less likely that you cut your own hand or head off)
- WA is +2 due to the speed and reach of the weapon
- Damage 3d6 + d6 per two levels of Monowhip skill.
- (Maximum damage is 8d6. Beware of the skill 10 techno-ninjas)
- Armour is one third

## Monowire Trailer Bullets

- These bullets have a series of short lengths of monowire fixed to the base using diamondoid ceramic beads. The other length of the 12" monoline has a similar bead on it .
- They unravel in flight, trailing due to the drag of the end beads. They have no effect on the penetration of the round, but the trailing lines have their effect as the bullet is either stopping on the armour or passing through the victim.
- If it stops on armour, the lines whip round, tangling the victims limbs. Victim rolls Luck, difficulty 15. Pass and the round pulls free. Fail and it catches on another random location (D10). Every action taken while tangled pulls the wire deeper in. Roll D6 each action, and once the total is over the SP it starts cutting up the target for D6 damage per action.
- If it passes into the victim, the dragging wires slash out a wider wound channel, adding D10 to the weapons damage. If the round can't pass out of the victim, the wires stay in the wound, waiting to slash the fingers of a waiting medtech (luck 20 - fail and take 2D6 damage to your hands - wound is +10 harder to treat if you don't want to risk this roll)
- Cost x 10

# Cybernetic Armours

**Revised Edition - October 1999**

## Cyberneticaly aided, enhanced or implanted armour

Skinweave

Using nanotech and a tailored diet, a series of alteration are carried out in the skin. Armour fibres are woven into the skins upper layers, giving it an increased strength and ballistic resistance. Lower layers of the skin have impact gel layers which become rigid under impact, spreading any impact over a larger area and so reducing the penetrating power

- Sp 1 N - 800 - D3 30 to spot
- Sp 2 N - 1000 - D6 30 to spot
- Sp 3 N - 1500 - D6+2 25 to spot
- Sp 4 N - 2000 - 2D6 25 to spot
- Sp 5 N - 2500 - 2D6+2 20 to spot
- Sp 6 N - 3000 - 3D6 20 to spot

The armour is soft enough to cushion most hits, but every penetrating hit damages the skin weave so it has to be repaired. Every time you take a serious wound or worse, the skin weave needs a repair of N - 500 - 0 Until repaired, The damaged locations SP is one point lower for each Serious wound taken

Skull Sheath CR - 5000 - 3D6

This is a series of titanium plates bonded into the skull and extending down to cover the base of the skull and the neck, forming a solid armour plate protective helmet.
The full treatment gives the skull an SP of 14, capable of stopping most handgun bullets dead. To keep the facial features articulate, the face is only SP 8, and the weak spots are still the eyes, nose and mouth, with only Sp 2.
The sheath is Difficulty 30 to spot without medical examination or scanners.
Repairs are needed whenever the sheath is penetrated, and as this involves opening up your skull and pulling the shrapnel out of your greymass,
its a Ma - 800 - 0

Spine sheath Cr - 5000 - 3D6

This is a series of armour panels wrapped around the spine, supporting and reinforcing it with a second articulated spine. The treatment gives the spinal column an SP of 14.

Any damage to the spine will first have to tear up the sheath, as it prevents the twisting and shearing of back breaker moves, stops bullets and cushions impacts.

If anything does get through, you need a repair of Ma - 800 - 0 to fix it. (and a wheelchair)
In combat the sheath doesn't do much, as most bullets damage the fleshy parts of the torso. The sheath gives full SP vs attacks deliberately aimed at the spine, Half SP on any melee attacks from behind and helps protect the neck. (Blunt blows to the neck or sharp attacks from behind get the half SP value defending them)

If a bullet would hit your spine (1 in 10 for a torso hit) then it has to do at least 6 damage (3 from behind) before it reaches the spine. The spine sheaths SP opposes the rest of the damage. (kind GM's may say that Critical hits have a 3 in 10 chance )

The Real use of the Spine sheath is connecting Cyber or Biomech limb pairs into a reinforced skeleton. All to often, people with over pumped arms and legs try and lift the limbs max (a small car) and find that they aren't supported in the waist. The resulting spinal injury folds them neatly in half with a brutal SNAP.

With a Spine Sheath, you can take the pressure of lifting your Limbs Max Press with little worry. (Add half again (150%) onto the lift and Max Press statistics of someone with Cyber arms, Cyber legs and a Spine Sheath. If all limbs have Myomar, Double it. Hydralics in all limbs triples it)

Boneplates Ma - 1200 - D6

These are subdermal armour plates set inside the body to protect vital organs. Arguments vary as to whether they

are any use, but if one of these stops a slug over your heart, you'll thank them. Then, of course, you can appreciate the problems the plate caused at your leisure. Torn tissue, widespread bruising and blood pooling in internal tissue tears all make the wound more difficult to treat and take longer to heal.

The Plate SP is 5, but this is only used on penetrating hits that will effect that organ. Once the wound is stabilised and healing add 5 to the damage for healing times only.

The plate is resistant enough to only need repairs if punctured, with an M - 300 - 0

If a round wounds locations 2 or 3 and does more than 4 damage, it penetrates deep enough to hit the plates. Oppose the remaining damage vs the plates SP5. Any damage that penetrates is treated normally.

Note that even if the plate stops only a 1 point attack the healing times always go up 5 points.

Dermal armour M - 500 - D6

Armour plates bonded onto the skin, like the skin of an armadillo. Much more obvious than skin weaving, but the plates do provide a lot more mass to absorb impact damage.

Dermal plates can be grafted onto any location, although having an armadillo like face is generally bad socially. The plates use a hard upper layer of flexible bullet proof fibres meshed into a bioplastic support matrix, with cushioning under layers.
As the plates are sectional, each of the ten hit locations on the location table can be armoured separately at SP 8

The plates are obvious if the location is exposed, and facial plating lowers Attr by 2 Repair work on puncture wounds is a N - 100 - 0 slap on skin patch that melds with the dermal over time

Subdermal Chest Armour Cr - 5500 - 2D6+1

Heavy Armour Cr - 6000 - 2D6+2

An implanted bullet proof vest, resting under the muscle layers of the chest, cushioning and protecting the ribs and vital organs. The chest is the only location really suited to this level of protection as its fairly rigid with no major joints, and has a lot of bone to anchor it to.

The subdermal armour is EV 1 and Sp 12. Anyone watching you probably will not spot it, but if you're searched it's a difficult to spot. Some solos can spot one of these just by the way you walk (difficulty 30 to stop on sight, 20 on a search)

If you really want to look like a walking house, there is a heavier version which is EV 2 and SP 14,.This is easier to spot, only a 25 at sight, 15 if searched. Both vests have EV's , which are pretty much permanent from when they're implanted. Its advised you practice your Armour Use skill and get used to operating with the Encumberence.

Torso plate Cr - 10,000 - 3D6

Heaviest armour available cybernetically, a breathable bioceramic armour woven onto the dermis of the chest like a carapace. Outer layers are overlapping hard plates, with inner layers that are soft and flexible. If the armour is penetrated, the under layer will seal off the wound, but the upper layer will have to be cut free and replaced surgically (M - 1,000 - 0 )

The Armour is EV 3 and Sp 20 with one point of T1 trauma protection

Cowl Ma - 2,500 - 2D6

The Cowl covers the back and sides of the head, with ports for ears and a flexible neck guard. The cowl is a fairly simple augmentation, and although you loose your hair the cowl has gaps allowing normal ears. SP is 20, with No EV. (of course it does not protect against face shots) You can have tech hair implanted into the cowl, making it difficult to spot, and allowing you to look vaguely normal.
Any hit that penetrates the cowl is serious bad news and you may not live to pay the M -500 -0 repair fee.

Face plate Cr - 4,000 - 4D6

Similar to the torso plate, this covers and protects the face from the hairline to the flexible throat plates in the neck. The faceplate is a very serious alteration, taking a lot of work.

The SP is 20 and in only protects against face shots
One advantage is that you can put any face you want onto it

Basic faceplates are stiff and immovable, able of conveying only basic emotions Attr -2, HC +2
Advanced faceplates are capable of a full range of human emotions Attr -1, Hc +1 cost +500
Customised faceplates look and act like the wearers original features Attr -0, HC +0 cost + 1000
Exotic faceplates can look like anything the user can imagine Attr -2, Hc +D6 cost + 1000

Armour weave M - 6,000 - 4D6

The Heaviest skin weave available, this combines a heavy duty skin weaving with dermal armour and muscle and bone lacing elements. The body is interlaced with impact fibres, giving the whole body a firm, almost solid texture. The dermal skin weave armour is linked into this network of support fibres.
Provides a +1 to BOD and a full body SP of 12
There is no way you can conceal this sort of augmentation. the skin appears plasticy and fake, and has an unusual firm texture. Repairs are fast and easy, as a synthetic skin slap patch is glued over the wound once its treated, and it slowly is absorbed into the weave. N - 200 - 0
Until repaired, The damaged locations SP is one point lower for each wound taken

# Cosmetic Alterarions

**Revised Edition - October 1999**

## Flippers Guide To CyberPlastic Surgery

**Cosmetic alterations**
Many People can't see how altering or changing your appearance can have a lasting effect on the human personality. Isn't it something we do every day with our cosmetics and clothes?

**Attractiveness Increase**
Most of the work of an ATTR increase comes from remaking the face, as that's where the alterations will really show. The rest of the body can be surgically biosculpted toward a physical ideal quite easily

**Quality**
Poor quality work gives you a plasticy, fake look. WallMart surgery, you'll end up a Bimbette gameshow host or stereotype surfer muscle hunk
Average To spot you've had work done(15)
Cost x ½

Average quality work makes you into a generic clone of whoever and whatever's famous at the moment, a montage of famous faces and ideals
Difficult to spot you've had work done(20)
Cost x1

Good Quality comes from an artist rather than just a surgeon. The features are designed with your face in mind, rather than a generic average.
Very difficult to spot you've had work done(25)
Cost x 3

Exceptional quality work is a true work of art. Taking the facial structures best features, carving out the faults and rebuilding from the ground up, the surgeon creates a new, better you.
Near Impossible to spot you've had work done(30)
Cost x5

Healing takes time equal to you recovering from a 5 point wound per Plus One ATTR point

Basic Cost based on New ATTR score

| New ATTR | Cost |
|---|---|
| One to Six | 600 eb |
| Seven | 900 eb |
| Eight | 1,200 eb |
| Nine | 1,500 eb |
| Ten | 2,000 eb |
| Eleven | 5,000 eb |
| Twelve | 10,000 eb |

This cost is PER POINT, so you have to pay for each step
As you can only push what you've got so far, you cannot increase Attractiveness more than 5 points.
For the medically inclined, you roll Tech + Medtech +D10 vs. a target number of 5 +5 per +1 ATTR you're adding to perform the surgery.
Then you have to roll Int + Expert (facial design / Art) +D10 for the difficulty that people have to beat to spot that the work has been done.

**Humanity cost**

| Total ATTR increase | Humanity Cost |
|---|---|
| +1 Attr | D3 |
| +2 | D6 |
| +3 | 2D6 |
| +4 | 3D6 |
| +5 | 4D6 |

**Attr Decrease**
well, someone wants it.

Facial mutilation with a straight razor and a local anaesthetic will take your ATTR down D6 easily, and if you really keep going even more. Minimum ATTR is 0, and you'll probably need a hospital before you can carve that low.

If you want to stay normal, just less attractive, surgery costs 600 per point lost, no minimum stat except the surgeon's ethics or bank balance.

**Change appearance**

A face change is a fairly simple operation, using surgical lasers and collagen injections to alter the shape of your face. The more you pay the more they alter,

The Difficulty to recognise you controls the cost

| Difficulty | Cost | HL |
|---|---|---|
| Average | 1200 eb | 2D6 |
| Difficult | 2400 eb | 3D6 |
| Very Difficult | 3600 eb | 4D6 |
| Near Impossible | 5000 eb | 5D6 |

This is also a perfect opportunity to have ATTR alterations
If you want to, you can have your face altered into that of someone famous, living , dead or fictional.

**Biosculpts**
**Ethnicity Change - M - 1,000 – D6**
Skin colour alteration and cosmetic modification of features allows you to take on the racial characteristics of any ethnic group you feel like.

**Height alteration - Ma - 800+ - D6**
By adding or subtracting from the long bones in the body, its possible to surgically alter your height by several inches, up or down.

The surgery costs 800 just to open you up, and +1000 per inch you want adding /subtracting

**Frame alteration - Ma - 1200 - D6**
By altering the proportions of the body and the resting pattern of the muscles, the users frame can be altered, making then look stocks, thin, fat, endomorphic, ectomorphic or mesomorphic

**Hair implantation - M - 1,200 - D3**
By culturing hair follicles in vats and implanting them into your skin, its possible to 'seed' you a new head of hair that'll grow naturally. Mostly used to cover male pattern baldness, this can also be used anywhere on the body. (in new and unusual ways)

**Horns - Ma - 1600 - D6**
Grafted into the skull, implanted horns have little use, except to make you look unusual. That's why people like them. Head butts do get a +2 to damage but fumbles could shatter your horns.

**Exotic facial rebuild - Cr - 5,000**
Rare and unusual, the facial rebuilds allow you to take on the facial features of an animal, or anything you can come up with. Mostly used to weird people out by people that are weird themselves.

**Tail - Cr - 3,000 – D6**
Vat grown tails grafted into the nerve trunk at the base of the spine. Capable of holding about half a pound, useless for gripping (they are in no way prehensile, at most they curl like a cat's tail)

**Stance alteration**
**- Cr – varies – 2D6**

**Shift the stance from bipedal to partial quadruped**
**- Cr - 7,000**

**Shift the stance from biped to full Quadruped**
**- Cr - 10,000**

Partial quadrupeds move on all fours, but can sit up on their back legs to use their hands. This allows them to use most Ref and Tech skills if they don't move

Full quadrupeds cannot use most of there manipulation skills without help

**Hand alteration**
**- Cr - 8,000 (pair) – 2D6**

**HoovesNo hand based skill use.**
**Punch attacks do D6+2**
**Claws-2 to skills, D6 damage with a claw swipe**
**Paws-2 to skills**

This is a strange thing to do, but people can get very strange. Surgically stripping down the hands and rebuilding them with vat bone and tissue into another shape is costly and rather hampers most of your manual dexterity based skills.

**Foot Alteration - Cr - 8,000 (pair) – D6+1**
HoovesKick/stamp attacks do 2D6
Pawslike a cat's, with small claws
ClawsBig combat worthy claws, from big cats or reptiles. D6+2 damage

**Digigrade Just alters the leg shape, costs 3000.**
All of there require reworking the legs into a digigrade shape, reducing the users MA by 2 (this is included in the listed costs). Digigrade legs make the recipient appearsto be walking on tiptoe, as the leg has two 'knee' joints, like a dogs.

**Skin GraftsMa - 10,000**
The whole body is skinned and reworked with monoclonal animal hides grown in vats of shark collagen polysaccharides.

All forms of animal fur are available, as are some of the finer animal scales (mostly snake)
More exotic materials can be cultured on demand

**Flipper Is Dead, The UK CyberPunk ThinkTank**

# Cybernetic Weapons

**Revised Edition - October 1999**

## Flippers Guide To Cybernetic Weapons

**Scratchers. Vegas Rat Diamond fingernails**
M - 200 - 2d6
Artificial fingernails with razor sharp edges. Quite a popular thing when the Vegas Rats were in the news. Now, out-moded and fairly useless, as they aren't retractable. One absent-minded scratch could cost you an eye
Single nail does d6/3
Whole hand does D6
Protective covers cost you 5 per hand (1 per finger)

**Rippers, finger razors**
Ma - 400 - 3d6
Retractable blades in the fingertips, that slide out from under the fingernails.

Bioplast sheaths are bonded into the finger bones, with the slider muscles triggered by neural actuators. Blades are 4cm long, double-edged scalpel blades
A Single blade does D6/2 damage
Slashing with the Whole hand does 2d6 damage
The blades can be removed for maintenance and repair by pulling when extended

**Wolvers, Spurs, Bigripp, Bonespikes**
Ma - 600 - 3d6+1 (750 for bonespike)
Larger blades operating on the same principle as the rippers. The sheath is bonded onto the bones of the forearm, with the blade sliding out through a bioplast sealed slit in the back of the hand. The tendons are pegged back to keep them safe from the blade.
Single blades (spur, bigripp) are triangular cross sectional, so they can slash and stab Damage 2d6+2
Wolvers are made up of three smaller blades held parallel, each one doing d6 damage Damage 3 x D6 (3D6)
Bonespikes are cultured from your own reinforced bone (invisible on metal detectors) Damage 2D6

**Fingerbolts**
M - 250 - d6
Reinforcing bolts implanted in the hand, increasing damage with punch to d4+1. Can't spot them without scanners

**BigKnuks**
m - 500 - 2d6
Reinforcing and armouring the knuckles, increasing damage with punch to d6+2. The whole hand looks swollen, particularly the knuckles, where the skin armour plates on the knuckles look pale milky white

**Knucklestuds**
M - 150 - d6+1
Metal implant studs on the knuckles, available in a variety of shapes and sizes. Increases your punch damage by +1 (More of a fashion statement than a weapon for most of the kids with them.)

**Blockbooster**
M - 350 - d6 /per pair.
Subdermal armour plates with nanotech lacing of the skin. Used to reinforce the blocking areas of the body, the forearms and shins. +1 to Block rolls per pair, max two pairs..

**Monowhip**
M - 1,200 - 3D6
Concealed as a prosthetic thumb tip, weighted with high density ceramics Ceramic reel of monowire sprung to retract against the swinging force of the tip. Gives a very sharp, near invisible cutting blade up to several metres long. Can be used with the Melee skill, but any fumbles do normal damage to the user. Has its own specialised skill, Monowhip, which is Ref based and used in place of melee if using a 'whip. If fighting using the monowhip skill then fumbles are treated normally
WA is +2 due to the speed and reach of the weapon
3d6 damage +d6 per two levels of monowhip skill.
(Maximum damage is 8d6. Beware of techno-ninjas)

**Stinger**
M - 400 - 2d6+2 (N if in cyber ware)
Stingers are bioplast shielded needles which extend to stab and inject. They can be implanted into flesh or hidden in cyber ware. Usually connected to a poison sac or gland . Cyber needles can be connected to a canister holding 5 doses (no option space) or 20 (one option, 5 doses of 4 chemicals, switch controlled )

Unvenomed, they do 1 point of damage if used to stab. To punch through armour, they do D6+damage bonus damage for the purposes of penetration only. Soft armour is halved.

***Rules for Bite fighting.***
***Biting isn't the best way of fighting, so in a normal melee, a bite attack is at -3 to hit. If you can grapple this penalty doesn't count. Also ignored if you have surprise. Still, Bite fighting is the realm of psycho's, specialist sportsmen and Vampire wannabe's. Not that that's a bad thing, mind.***

***Unaugmented teeth do 0-1 damage (D2 -1) plus half you Damage Bonus.***

**Filed teeth**
N - 50 -D6
The mark of serious body-mod freaks, urban primitives and psycho's. Can be done at home with a file (Easy roll on first aid or you wreck a tooth and this REALLY hurts). Hurts like hell anyway, but that's part of the 'experience'.
BiteDamage is 1 point

**Ceramic Teeth**
M - 250 - D3
A full set of ceramic teeth bonded into your jaw. Common among fighters and the elderly. Never get toothaches and the teeth have to be fractured loose by breaking the jaw.
If used on a Bite, Damage is 1 point only

**Vampires**
M -400 -2d6
Overlong canines, either cast ceramics or tooth bud transplants. Obvious and scary
D2 damage

**Retractable vampires**
Ma -600 - 2d6+2
Extendable canines that retract up into the jaw when not in use. Concealable
D2 damage

**Shark grin**
M - 500 - 3d6
All of the front teeth are replaced with sharp pointed ceramics, giving you an unnerving grin
D3 damage

**Poison injectors**
N - 200 +sac or gland cost - 2
Tooth implant option
Hollows in the canines inject poison or drugs when bite. The buyer chooses to combine this system with sacs or glands, and what to load

**Poison sac**
M - 1000 - D6
Plastic sac implanted into the body, which is filled with the drug of your choice via special applicator. (like an eye dropper)
Usually linked to an implanted weapon. holds 3 doses

**Poison Glands**
M - 3000+100x (one dose of drug) - D6+2
A Biological gland that makes the drug or poison of your choice. Implanted into your body, linked into one of your implanted weapons,

**Carbide Cutting Edges**
N- 500 - D3
Sometimes you just have to bite off more than you can chew. The carbide edges are covered with synthetic enamel so you don't lacerate your mouth. When you bite down on something hard they come away, ready to let you bite.

The edges are sharp and hard enough to scratch metal. You can now chew your way through anything you can get into your mouth that is softer than the carbide tool steel edges of your teeth. (Use cumulative bite damage vs the SP and SDP of an item)

You could bite fingers off like breadsticks, or chew through the chain of handcuffs, given time and opportunity.
Armour is halved

**BiteBooster**
M - 200 - D3
A selective muscle reweave that boosts the strength of the jaw muscles with threads, allowing you to bite down harder and reinforces the jaw to take the strain.

All bite damage is increased one die, So 1 pt becomes D2, D2 =D3, D3=D6
A bite with normal teeth will now do 1 point of damage

**Cybersnake**
Cr - 2,500- 4d6
One of the smartest and sickest of cyberweapons, the Cybersnake is a 1.5m long telescopic tentacle mounting a boring head, stored in a chest cavity unit. The Unit is deployed out of the mouth.

When in use, the throat is distended and the tongue swallowed downward into a prepared bioplast sheath in the upper chest, then the snake slides up from the chest cavity. The Snake itself is coated in a non-stick coating and an inert lubricant gel, making it hard to grip and also easy to clean after use.

No one organisation has been proved to have invented this ingenious death machine, but they are available on the black market at high prices.

The unit is well concealed, and cannot be detected by visual means. Sensors will only show the unit, not the biological modifications unless MRI is used. Under Surgery, the unit is programmed to defend itself, even if the user is unconscious or dead. (It attacks the Medtech using normal skill)
The weapon can be carried through almost any security system without causing an alarm.

Damage is 2d6 and the systems basic Skill is 10 +D10.
Extra skill (up to 20 +D10) can be bought at 200 per+1
Extra damage costs 500 per +1 (to a max +3). +3 can be taken as +1D6 at buyers option

In Melee, can be deployed to Rake the opponent . Lashing out at melee ranges, it does 2d6 damage on a hit. On a Critical the weapon drills through a weak spot and gets an Eviscerate result.

The Eviscerate effect. Either by getting lucky in melee or getting up close and personal with someone who doesn't know you've a snake riding inside you, you can deploy the snake directly into them.

This does Double Damage (usually 4d6) ignoring armour each turn
Once its done it deadly work you pull it out, wipe it down and retract it. When in use, you can't talk, and can hardly breathe.
If you've got a snake drilling you, you want it out. Struggling can pull it free, so use the grapple rules for holds and escapes. As the snake is muscular, slippy and drilling, it gets +4 to the roll. If you escape then you get the snake out so it doesn't drill you the next round.

**Whip**
Ma - 475 - 2D6
A flexible steel cable 2.2m long, made of articulated segments. When retracted the segments telescope together for ease of storage . In melee, you can whip for d3 damage, or you can try choke and grapple attacks. The base of the whip is rooted into the body, usually the long bones of the forearm so it can be swung with force , so it can take your weight for pulling and swinging. An emergency quick release is included (in case you get it trapped in a crusher or something)

A Bladed Whip, with sharp edges to cut on a lash costs + 200 more, +1 HL and does 2D6 damage

**Tentacle**
Ma - 700 - 3D6
The bigger, smarter brother of the Whip, the Tentacle is cored with muscle filaments, allowing you to move the tentacle as part of your body. The smart system adds +2 to all melee checks with the weapon, with the same moves as a whip; Slash for D3, grapple and choke.

A Bladed Tentacle, with sharp edges to cut on a lash costs +250 more, +2 HL and does 2D6 damage

**Smart Wires**
M - 300 - 2D6
These are the baby of the flexweapons, but are still nasty. Small spools of razor edged muscle fibre allow these cables to reach out up to a metre from the user, lashing and stabbing them for D3 damage. They are smart enough to scratch over the surface of hard armour, looking for the weaker, softer spots to dig into. A critical hit allows them to ignore worn armour, doing D3 damage. The nasty thing is that they are semi smart, clever enough to be linked together with other smartwires into one attacking group. Neural controlled, they can be used to lash out then retract (useful for poisoned wires) or release and wrap the target (after hits and damage are rolled, the wires grapple with a Str of 12 +2 per wire gripping, D3 damage each round you try and get free)

Wa is +1, range 1m and up to five wires can be used as a single 'weapon'. They must all be able to get to the target (on the same facing of your body) and get another +1 to hit if they are all on the same location. Roll for each wire.
The Wires have two modes, the normal attack or an entangle. You must choose which is used when they are activated. Entangles are special in that the wire is released from its spool, continuing to attack for another 2 rounds on internal power and freeing the user to attack normally.

Retracting ejected entangle wires takes about 30 seconds per wire
Poison sacs and glands can be used, but one is needed for each wire.

Cyberlimb Only weapon:

**ChainRipp**
A near full-size Chainsaw built into your cyberarm. The motor is housed in the forearm and the chain extends out from the back of the wrist.

Damage if used as a weapon is 3D6, Takes 3 spaces in a cyberlimb.
The Chain and support is retractable, but takes one full round to deploy before it can be used properly as a weapon

**Flipper Is Dead, The UK CyberPunk ThinkTank**

# CyberOptics & Options

**Revised Edition - October 1999**

## Flippers Guide To CyberOptics

### C Y B E R - O P T I C S

**Cyber eye Ma - 2,000 - 2D6**

A standard mechanical cyber eye can hold 4 options
Deluxe or custom made cyber eyes can hold 5 or 6 options
A Bio-mechanical eye can hold 2 options (deluxe hold up to 4 options)
Implanted chips on the optic nerve allow simple systems to be installed, for instance times square, target scope, clock, anti dazzle and connection with other systems for Ma - 250 - 0

**Opti-Shields M - 1350 - d6+2**

Mirror shade implants that sealed the eye sockets , SP 8 and immune to tear gas Can take 2 options and can be used with real or cyber eyes

**Mono-optic Ma - 1650 - 3d6**

six options in a visor set across the nasal ridge, giving 180 0 vision arc and 2250 peripheral vision. +1 awareness for spotting things, and +2 against stealth and ambushes due to the peripheral boost

**Optic mount Ma - 3000 - 4d6**

Mounts 5 optics. Either as vision slit or cluster on the face. Each optic can run 4 options

**Sensory Boom M - 500 - 3D6**

A sensory extension, a lightweight extendable armature with a cyber optic in the tip, under a retractable dust shield. Usually mounted on the head, on in cyber limbs.

The optic can take the normal four options.
Used to look over or round cover without exposing yourself to incoming fire.
Traditionally a Manga style 'Rabbit Ear' or a Crab like 'Eye stalk'.

### O P T I O N S

**Image enhance N - 300 - 1**

Image enhancing software, picks out and sharpens detail. +2 awareness

**Tele optics N - 150 - 1/2**

The eye functions as a x30 zoom or scope

**Micro optics N - 150 - 1/2**

The eye functions as a microscope

**Anti dazzle N - 200 - 1/2**

Eye compensates for flares and sudden flashes of light, stopping the user from being blinded

**Thermograph N - 200 - 1**

See using heat patterns, allowing you to see hot spots against cold spots, eg guns against flesh, people through walls, fires inside houses and hot engines in stationary cars. Usually run in a false colour spectrum, with red hottest and blue coldest, but it can be overlaid onto normal vision , highlighting hot objects with a pink glow.

**Infra red N - 200 - 1**

See using the infra red part of the spectrum. As this is radiated by most hot bodies, most places will be in IR twilight. Using an IR flashlight allows you to see as well as daylight.

**Ultra Violet N - 200 - 1**

See using ultra violet part of the spectrum. used with a UV flashlight or fluorescent marker powders

**Low Light N - 200 - 1/2**

A light amplifier, this increases the sensitivity of the eye so that you can see with only a tiny amount of ambient light. Distant street lamps or LoGlo is enough to light the scene as bright as day.

Useless in total darkness (a very rare thing), but even underground a glo-stik can make Low light see as good as day.

**Colour shift N- 300 - 1/2**

The iris can change colours at will

**Target scope N - 400 - 2**

An optical feed targeting system adds +1 to hit with a smartgun, and gives you a targeting crosshair point in your line of sight

**Times Square N - 300 - 1**

A scrolling marquee digital display across the bottom of your field of vision, which can be used to display information from any system its linked to

**Micro video N - 300 - 1/2**

Can record 20 minutes of digital video on the chip in eye, or longer if linked to an external unit via interface plugs. Usually the video is downloaded from the eye via plugs, but some units extend the eye and manually unload the chip (quite gross and HC 2)

**Digital camera N - 300 - 1/2**

Can take 20 still images on the internal chip. Usually the images are downloaded from the eye via plugs, but some units extend the eye and manually unload the chip (quite gross and HC 2)

**Dart gun N - 200 - 2**

The dart gun is front loading via the expanding iris. The Dart has a 1m range, and does D3 damage. Its usually poisoned. The system is one shot and takes up 3 options

**Mace spray N - 200 - 2**

The eye has a chemical sprayer capable of a 1m jet. The one-shot pressurised cartridge system takes up 2 options, and reloads frontally via the expanding iris.

**Dodge ball N - 440 - 1**

A complex Body language pickup system that allows you to determine patterns in peoples actions. By watching someone fight for 4 rounds you get +1 to hit in close combat against them. The eye can remember ten opponents at a time.

**Transmitter N - 330 - 1**

A 2 km range full colour broadcast quality video transmission 4 options

**Video imager N - 350 - 2**

Allows you to see TV quality images in your eye. They appear as if the screen was floating in your field of view about half a metre from your face. Takes 2 options

**Times square + N - 500 - 2**

A chipped visual recognition system. Linked to a database the T2 looks for pre-set visual cues and loads the relevant database entry 3 options

**Built in flash N - 150 - 1**

Eye lights up with powerful white lights, illuminating whatever you're looking at. Range is only a few metres. 1 option

**IR flash N - 250 - 1**

IR eye lights, illuminating whatever you're looking at with IR. 1 option

**UV flash N - 250 - 1**

UV eye light, illuminating whatever you're looking at with UV. 1 option

**Laser illuminator N - 500 - 1**

A high power mini-laser acts as an in-eye laser designator. Used offensively, the laser is powerful enough to dazzle and cause retinal damage if shone into someone's eye Takes up 2 options

**Fake Retina N - 1000 - 1**

Retinal falsification is Highly Illegal and very much in demand. The basic alterations to a cyber eye that allow it to masquerade as a biological eye cost 1000. The process of mimicking someone else's retina is much more expensive. First you need the person or a picture of the retina (or the eye itself, a much more gruesome option), then a forger, who will charge 20,000 or more depending on the quality, time etc. 1 option

**Clock chip N - 50 - 1/2**

Tells you the time, all of the time. A small four digit display in the lower left hand side of your vision showing the time (usually in the 24 hour clock) 0 options

**Augmented peripheral vision N - 200 - 2**

The increased field of view adds +1 to awareness checks and +2 vs. surprise close attacks from the side or rear. 1 Option

**Motion tracking N - 350 - 2**

Usually interfaced with a smartgun system, this tracks the progress of a moving object and marks out its probable path. Without smart guns, this just halves the moving target penalties for simple linear movements. With a smart gun interface, this negates all moving target penalties for simple, linear movement and halves the penalties for all others.

The system works best with objects moving in a straight line at fixed speed, like planes or sprinters. 1 option

**Trip ball. N - 500 - 1**

Turns the patterns of incoming light into a series of mood altering psychoactive impulses, allowing you to get a legal high from traffic lights. Usually reduces aggression and mellows the user out, but can cause random and dangerous mood swings, especially in light conditions the user isn't used to. When active the user gets +1 Cool and -1 to all skill roles. One option

**Altered persistence of vision N - 450 - D3+1**

An unusual system, allowing you to see the scanning line instead of the TV picture, the flicker of a cine film rather than be fooled into thinking that the figures are moving. You can see clouds move, see things moving that are too slow for normal vision to see. It alters your view of the world. You no longer see motion blurs when things move fast, you see the thing move in detail. +1 to perception tests involving very fast or very slow movement.

You can also see subliminal images in TV or video footage, and so are less effected by them (+5 to resist)