

Cyberware	Surg.	Description	Cost	H.Loss	Ref.
Fashionware					
Biomonitor	N	+2 to Resist Torture and Drugs	100	1	1-70
Skinwatch	N	Subdermal Timepiece	50	1	1-70
Light Tattoo	N	Decorative Tattoo	1-20	.5	1-70
Shift Tacts	N	Color Changing Contact Lenses	1-200	.5	1-70
Chem Skins	N	Color/Pattern Changing Skin Tints	200	.5	1-70
SynthSkins	N	Color/Pattern Changing Artificial Skins	400	1D6/2	1-70
TechHair	N	Color/Light Emitting Hair			
Optishields	M	Bulletproof mirrorshades that cover the eyes. Holds 2 options	300	1D6+2	C1-31
Times Square	-	LED screen option for Optishields	250	.5	C2-5
Times Square Plus	-	LED link for MRAM and APTR for Optishields. Uses 2 options	500	1	C2-5
Teleoptics	-	30x telescope option for Optishields	150	.25	C2-5
Lowlite	-	Lowlite option for Optishields	200	.25	C2-5
Infrared	-	Infrared option for Optishields	250	.5	C2-5
Time/Day display	-	Time/Date display for Optishields, uses no options.	100	0	C2-5
Color gland control	M	Change eye color in 1D6 minutes.	250	1	C2-6
Subdermal Viewscreen	M	Subdermal LCD screen.	250	1D6/2	C2-8
Flashlight Implant	M	glowing patch of synthskin	90	1	16-2
Stobelight Implant	N	battery upgrade for Flashlight	150	1.5	16-2
Kill Display	N	Displays "Kills:XXX" up to 3 digits	100	1	C2-6
Cam-O-Skin	N	Camo skin, -1 on all Awareness rolls.	850	1D6/2	C3-30
Tranparent Skin	N	-1 ATT for each section covered. -4 ATT for face	1000/m2	3D6	C3-35
Whole Body Transparent	N	-9 ATT	7000	6D6	C3-35
Mood Skin	N	Displays mood, -1 BOD every two months	200/m2	1D6	C3-35
Whole Body Mood Skin	N	Dispays mood, -1 BOD every two months	700	6D6	C3-35
Turn-on Nails	N	Single-pattern automatic nails. Coloring pen costs 50eb	25	.1	C3-36
Turn-on Nails set of 10	N	Same as above but in set of 10	200	1	C3-36
Show-Off Nails	N	Multi-pattern version of above. Color pen costs 90 eb	45	.2	C3-36
Show-Off Nails set of 10	N	Same as above but in set of 10	425	2	C3-36
Neuralware					
BASIC PROCESSOR	M	BASIC PROCESSOR FOR ALL SYSTEMS	1000	1D6	1-71
Kerenzikov Boosterware	N	+1 to Initiative rolls for every level bought	500*	2D6	1-71
Sandevastian Speedware	N	+3 to Initiative rolls for 5 turns	1600	1D6/2	1-71
Tactile Boost	N	Increased Sensitivity. +2 on any touch Awareness check	100	2	1-71
Pain Editor	N	Tunes out Hot, Cold, Pain. Negates Stun/Shock checks	200	2D6	1-71
Cybermodem Link	N	Allows direct connection to a Cybermodem	100	1	1-71
Vehicle Link	N	For direct vehicle operation only	100	3	1-72
Smartgun Link	N	For direct smartweapon operation only. +2 to hit.	100	2	1-72
Smartgun Link II	-	Upgrade your old smargun link to new induction spots	300	0	C3-23
Machine Link	N	Allows dirct control of autofactories, heavy machinery	100	2	1-72
DataTerm Link	N	Allows downloading from DataTerms into internal memory	100	2	1-72
Interface Plugs	M	Allows direct connection to all links	200	1D6	1-72
Model 100 Interface Plugs	MA	Old Interface plugs, +2 against Black Ice, -2 to all Actions	1000	2D6	C3-33
Used Model 100's	MA	Used Interface plugs, same as above.	100	2D6	C3-33
Chipware Socket	N	Allows up to 10 APTR or MRAM chips to be loaded	200	1D6/2	1-73
APTR Reflex Chips	-	Chipped Reflex and Tech Skills	varies	0	1-73
MRAM Memory Chips	-	Chipped Intelligence Skills and Databases.	varies	0	1-73
Wet Drive	N	100 Meg Memory in skull	300	1D6	C1-35
Wetdrive Access Link	M	Interface to Wetdrive	200	1D6/2	C2-6
Mag-Duct Spots	M	Subdermal Interface plugs, no cybermodem, -1 to all others	220	1D6/2	C1-38
Pacemaker Coprocesser	N	Resarts heart in event of arrest.	150	2	C3-26
Implants					
Nasal Filters	M	Stops toxic gases and fumes, 70% effective	60	2	1-73
Gills	MA	Water breathing system good for 6 hours	400	3D6	1-73
Independent Air Supply	MA	Good for 25 minutes	300	2D6	1-74
Mr.Studd Sex Implant	MA	All night, everynight, and she'll never know	300	2D6	1-74
Contraceptive Implant	N	Good for 5 years , 98% effective	100	.5	1-74

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Subdermal Pocket	M	2"x4" space with Realskin zipper	200	2D6	1-74
Adrenal Booster	M	+1 Reflexes for 1D6+2 turns. 8 hours to recharge	400	2D6	1-74
Motion Detector	M	Detects motion up to 20m in a 60o arc, 70% effective	200	2D6	1-74
Digital Recorder	M	2 hr interal digital storage from A/V inputs	200	2	1-74
Tape Recorder	M	2 hr internal tape storage from A/V inputs	300	2	1-74
Radar Sensor	M	100m range radar. Must have Optic. 70% effective	200	2	1-74
Sonar Implant	M	50m range sonar. Must have Audio. 70% effective in water only	300	2	1-74
Radiation Detector	M	10m range geiger counter. 70% effective	200	2	1-74
Chemical Analyzer	M	5m range 70% effective	200	2	1-74
Voice Synthesizer	M	Can mimic up to 10 recorded sounds at 60% effectiveness	600	1D6	1-74
AudioVox	M	Vocal Reverb for special effects. +2 to Performance	700	2D6	1-74
Voice Pattern	-	AudioVox option. mimics recorded sounds and voices	350	2	C1-35
Forked Tongue	-	AudioVox option. +1 Persuasion or Seduction	350	2	C1-35
Rebreathers	MA	Hold breath up to 15 minutes. Toxic Filter 55% effective	700	1D6+1	C1-36
Decentralized Heart	CR	+2 to all Death Saves	1300	1D6+4	C1-37
Pacesetter Sport Heart	CR	+1 to MA and BT for 4 minutes. -1 to Death Saves	900	1D6	C1-37
Pacesetter 2000 Overdrive	CR	+2 to MA and BT for 2 minutes. -1 to Death Saves	985	1D6	C1-37
T-Maxx Cyberliver	MA	Filters out alcohol with 98% effectiveness. +4 Drug saves	450	1D6	C1-37
E-Monitor	M	Analyzes Atmospheric conditions	185	1	C1-38
Gyro Stabilizer	M	+2 Space Sickness rolls, +1 0G maneuver rolls.	1000	1D6	C1-38
Zetatech Bodycomp	MA	Built in E-Book	1750	1D6+4	C2-8
Lifescan Body Monitor	M	Linked to Biomonitor, TimesSquare, and Nanites	4000	1D6	16-2
Compact Braindance Recorder	CR	Records up to 2 hours. Downloads out of back of head.	15000	2D6	C3-23
Cellular Phone	MA	Built in Cellphone.	500	3	C3-24
LiveWires	M	Prehensile 45cm wires resembling worms.	400	2D6	C3-24
Autoinjector	M	Holds up to 5 doses in subcutaneous IV in forearm.	750	1D6/2	C3-25
Bioware					
Grafted Muscle	MA	+2 to Body Type	1000	2D6	1-75
Muscle and Bone Lace	N	+2 to Body Type	1500	1D6/2	1-75
Skin Weave	N	Armors all areas to SP 12	2000	2D6	1-75
Lifesaver Skin Weave	N	Advance Death Level once every 4 minutes	4500	1D6/2+1	C1-39
Enhanced Antibodies	N	Improve Healing by 1 point per day	3000	1D6/2	1-75
Toxin Binders	N	Improve Poison, Drug saves by +4	3000	1D6/2	1-75
Nanosureons	N	Doubles Healing rate	6000	1D6/2	1-75
Anti-Plague Nanotech	N	+3 to resist disease or BioHazard agents	1750	.5	C1-39
Nanooptical Upgrade	N	Reduces darkness effects	1500	1D6/2	C2-8
Muscle Enhancement	N	+1 to BT	1000	1D6/3	4-61
Chem Weave	N	+4 to Chemical Saves	2000	1D6+3	4-61
Thermal Weave	N	Increases Heat resistance to 107_ F	1500	1D6+3	4-61
Vac Weave	MA	Strengthens body aganst decompression	5000	1D6	4-61
Rad Weave	N	Provides radiation protection of 1 RSP	1500	2D6	4-61
Reflex Boost	N	+1 to REF	3500	1D6+3	4-61
Enhanced Sense	M	Improves one sense similar to a cyberoptic or audio	1200	2 per	4-61
Elderview	MA	Allows true vision of supernatural beings, -2 to Awareness rolls	5500	3D6	18-5
Nano-Groomers	N	+2 Personal Grooming	400	.5	C3-26
Endoframe Armor	SCR	+3 BOD, +1 H to H damage , 10 point sever, EV +1	12000	2D6+1	C3-28
Orbital Endo-frame Armor	SCR	+3 BOD, +2 H to H damage, 12 points sever, EV+0	25000	2D6+3	C3-28
Cyberweapons					
Scratchers	N	Body Weapon (hands). 1D6 damage	100	2D6	1-75
Vampires	N	Body Weapon (mouth). 1D6 damage	200	3D6	1-75
Retractable Vampires					
Rippers	M	Body Weapon (hands). 2D6 damage	400	3D6	1-76
Wolvers	M	Body Weapon (hands). 3D6 damage	600	3D6+1	1-76
Big Knucks	M	Body Weapon (hands). 1D6+2 damage	500	3D6	1-76
Slice N' Dice	M	Body Weapon (hands). 2D6 damage	700	3D6	1-76
Cybersnake	MA	Cyberweapon, self controlling. 1D6 damage	1200	4D6	1-76
BigRipp	M	Body Weapon (hands). 2D6 damage	850	3D6	13-2

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Mandibles	MA	Body Weapon (mouth). 2D6 damage	1200	5D6	18-4
Gang Jazzer	M	Body Weapon (hands). Electrical shock	600	2D6+3	C1-40
Stinger	N	Body Weapon (hands). Hypodermic needle	400	1D6+3	14-3
Bonespike	MA	Body Weapon (hands). 1D6+4 damage. Very Difficult to spot.	1000	2D6	C3-25
Spitting Cobra	M	Spits acid or Poison 6 feet.	400	4D6	C3-27
Retractable Spitting Cobras	MA	Same as Spitting Cobra but Retract.	700	4D6	C3-27
Cyberoptics					
CYBEROPTIC	MA	BASIC EYE MODULE (Add up to 4 options per eye)	500	2D6	1-76
REMOTE CYBEROPTIC	MA	DETACHABLE EYE (Add only 1 option). RANGE 100M	1500	3D6	C2-9
EXTRA CYBEROPTIC	CR	EYE IN MIDDLE OF HEAD.-1 ATTR.	750	3D6+2	C3-28
LIVEFEED CYBEROPTIC	M	VIDEO RELAY EYE WITH MULTIPLE BUILT-IN OPTIONS	1200	2D6+1	17-3
Color Shift	N	Allows color change, special fashion effects	300	.5	1-76
Image Enhancement	N	+2 to Awareness using a visual search	300	1	1-76
Targeting Scope	N	+1 to all ranged attacks	400	2	1-76
Times Square Marquee	N	LED screen for messages	300	1	1-76
Times Square Plus	N	LED screen links to APTR and MRAM chips. Uses 3 options	500	2	C1-38
Teleoptics	N	x30 telescope	150	.5	1-76
Micro-Optics	N	x100 microscope	150	.5	1-76
AntiDazzle	N	Immune to flash or laser blinding	200	.5	1-76
Lowlite	N	See in dim light	200	.5	1-77
Thermograph	N	See heat patterns, temperature readings.	200	1	1-77
Infrared	N	See in near total darkness using heat emissions	200	1	1-77
Ultraviolet	N	See in total darkness using an UV flashlight	200	1	1-77
MicroVideo Optic	N	Mini-digital recorder with 20 minutes storage. Uses 2 options	300	.5	1-77
Digital Camara	N	Digital camera records 20 images digitally. Uses 2 options	300	.5	1-77
Dartgun	N	Poison dart gun takes 3 options and has one dart.	200	.5	1-77
Dodgeball	N	+1 to Brawling, Martial Arts, and Weapons after 3 turns	440	1	C1-39
Video Cam/Transmitter	N	Relays vision to a remote monitor or recorder. Uses 4 options	330	1	C1-39
Video Imager	N	Advanced Times Square for Video. Uses 2 options.	350	2	C1-39
Teargas Sprayer	N	One shot burst of gas, 1m range, lasts 1D6 turns. Uses 2 options	200	2	C1-39
Elderview	MA	Cyberoptic version of the implant.	5500	3D6	18-5
Bug Eye	MA	Oversized optic, holds 6 options per pair. ATTR -1or -2	1500	3D6	C3-23
Compass	N	Requires Times Square. 1 option space or 2 if Logcompass	300	1	C3-24
Laser-CommOptic	M	Low power laser communicator with 20m range. All spaces	425	1	C3-24
Interface Plug	MA	Takes all option spaces. Same as normal Interface Plug.	600	2D6+2	C3-27
Interferometry System	M	Stereoscopic Magnification, takes 1 space per eye.	400	1	C3-27
Verbal-Eyes	M	Takes 1 option space, displays images	750	3	C3-32
Video Imager Option	N	Specially designed for Verbal Eyes. Takes 3 options.	1000	5	C3-32
Customized Option	N	Takes 4 options, includes TimesSquare Plus. For Verbal-Eyes	1200	5	C3-32
REVELATION CYBEROPTIC	M	HOLDS 2 OPTIONS FROM CP2020, +1 AWARENESS EACH	2000	3D6-1	C3-36
USED REVELATION CYBEROPTIC	M	USED VERSION OF ABOVE	700	3D6-1	C3-36
Cyberaudio					
CYBERAUDIO	M	BASIC HEARING MODULE. No option limit.	500	2D6	1-77
Amplified Hearing	N	+2 to Awareness checks using auditory cues	200	1	1-77
Radio Link	N	Radio Communication up to 1 mile (49Mhz)	100	1	1-77
Frequency Changer	N	Gives the user the option of 6 channels on Radio Link	100	0	C1-39
Phone Splice	N	Full cellular communication.	150	1	1-77
Scrambler	N	Scrambles all outgoing communication on Radio Link	100	.5	1-77
Bug Detector	N	Detects Taps and Bugs up to 3m, 60% effective	200	.5	1-77
Voice Stress Analyzer	N	Lie Detector, +2 to Human Perception and Interrogation rolls	200	1	1-78
Sound Editing	N	+2 to Awareness checks to hear a specific sound in a crowd	150	.5	1-78
Enhance Hearing	N	Ability to hear supersonic and subsonic audio ranges	150	2	1-78
Wearman	N	Stereo music system	100	.5	1-78
Wearman Mark II	N	Stereo music system with microdisk reader	200	0	C1-37
Radar Detector	N	Beeps if Radar system is detected, 40% effective	150	.5	1-78
Homing Tracer	N	Can follow a tracer up to 100m	200	.5	1-78
Tight Beam Radio Link	N	Allows untappable communication within line of sight	200	1	1-78

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Wide Band Radio Scanner	N	50Khz-10Mhz 200 channel scanner	100	2	1-78
Micro-Recorder Link	N	Transmits to a recorder in body or via plugs	100	.5	1-78
Digital Recorder Link	N	Transmits sound to a digital recorder	100	.5	1-78
Level Damper	N	Automatic noise compensation	300	.5	1-78
Seismic Detector	N	Motion detection through footfalls, requires Times Square	220	1D6/2	2-22
SPECTRUM AUDIO	M	ORIGINAL HEARING MODULE. Limited options.	1500	3D6-2	C3-35
USED SPECTUM AUDIO	M	SAME AS ABOVE BUT USED.	650	3D6-2	C3-35
Enlarged Outer Ear	-	Awareness +1, ATT -1,	200	3D6	C3-35
Appendages					
CYBER ARM	CR	STANDARD ARM REPLACEMENT	3000	2D6	1-78
TENTACLE ARM	CR	8 70 CM TENTACLES EACH SDP OF 5 AND SP20	4000	5D6	18-5
EXTENDABLE TENTACLES	CR	SAME BUT CAN EXTEND TO 150 CM.			
SUPERSIZED ARMS	CR	OVERSIZED ARMS. 2D10 CRUSH 3D6 PUNCH SP20 SDP30	4-5000	2D6	C3-25
ENABLE CYBERARM	CR	OLD CYBERARM. SDP 23 TO DISABLE, -1 REF EACH	4000	2D6+2	C3-34
USED ENABLE CYBERARM	CR	SAME AS ABOVE, BUT USED, -1 REF	500	2D6+2	C3-34
CYBER LEG	CR	STANDARD LEG REPLACEMENT	2000	2D6	1-78
ENABLE CYBERLEG	CR	OLD CYBERLEG. 28 SDP TO DISABLE, -1 REF AND MA EACH	6000	3D6+3	C3-34
USED ENABLE CYBERLEG	CR	SAME AS ABOVE BUT USED.	700	3D6+3	C3-34
CORVETTE CYBERLEGS	CR	HIGH SPEED CYBERLEGS, +3 TO MA, +8 WITH HSMS	3500	3D6	16-2, C4-5
ROMANOVA CYBERLEGS	CR	+1 WARDROBE/STYLE, +4-6 INCHES IN HEIGHT	5000/pair	2D6	C3-31
Quick Change Mount (limb)	N	Allows 1 turn changing of cyberlimbs	200	2	1-79
Hydraulic Mount	N	25 limb SDP, 3x normal crushing damage	200	3	1-79
Thickened Myomar	N	25 limb SDP, 2x normal crushing damage	250	2	1-79
Reinforced Joints	N	+5 to limb SDP	200	1	1-79
Artificial shoulder Mount	CR	Mount extra arms (2) below first set. 1 only	1500	2D6	1-79
Microwave/EMP shielding	N	Limb is unaffected by Microwave side effects	300	1	1-79
Plastic Covering	N	In colors, transparent, etc.	1-200	1	1-80
RealSkinn	N	Limb looks real (DIFFICULT task) lowers HC by 1D6/2	200	-	1-80
Superchrome	N	High gloss metallic coating	200	3	1-80
Armor	N	Armors Cyberlimb to SP 20	200	-	1-80
Spiked Limb Cover	N	Rows of 1 inch spikes 1D6 damage	200	2	16-2
Double- Jointed Limb	N	+1 to Grapples, Holds, and Chokes, +2 to Dodge/Escapes			
Extra Twist Joint	N	+2 REF/MA, +2 Grapples, Escapes	+30% cyberlimb cost	+10% each additional joint	
Tentacle Arm Cover	N	Hides Tentacle arm	800	0	18-5
Sycust FleshWeave	N	Cyborganic covering. 1 option space, repair cost 150%	20%+200	0	C3-21
Leg Boosters	N	Memory Plastic springs increase leap by 3m, 2 option spaces	500	1D6	C3-34
CyberPillow	M	Built-in pillow. Pillowcases cost 10.	80	.5	C3-26
CYBERFOOT	N	STANDARD FOOT THAT ATTACHES TO CYBERLEG	200	0	1-80
TALON FOOT	N	EXTENDABLE TOE BLADES. 1D6 DAMAGE.	600	2D6	1-80
TOOL FOOT	N	CAN MOUNT STANDARD FINGER OPTIONS	300	2	1-80
WEB FOOT	N	DOUBLES SWIMMING SPEED, +3 TO SWIM SKILL	500	2	1-80
GRIP FOOT	N	DESIGNED FOR BETTER GRIPPING STRENGTH	500	2	1-80
SKATE FOOT	-	INLINE SKATES ATTACHED TO FEET, 50 KMPH (MA=20)	440	1D6	C1-33
SPIKE HEEL FOOT	N	SPIKE IN HEEL FOR LETHAL KICKS, 2D6 DAMAGE	500	2D6	1-80
STEALTH FOOT	N	+1 BONUS TO STEALTH	+150	1	C4-6
Hands and Fingers					
CYBERHAND	MA	REPLACEMENT HAND, HOLDS 4 FINGER OR 1 HAND OPTION	750	1D6	C1-31
STANDARD HAND	N	CYBERLIMB ATTACHMENT , CANNOT MOUNT OPTIONS	150	0	1-80
RIPPER HAND	N	STANDARD HAND WITH RIPPERS BUILT IN	600	2D6	1-80
HAMMER HAND	N	HYDRAULIC RAM FIST DOES 1D10 DAMAGE	600	2D6	1-80
BUZZ HAND	N	ELECTRIC CHAINSAW, 2D6+2 DAMAGE PER TURN	600	2D6	1-80
GRAPPLE HAND	N	EXTENDS ROCKET PROPELLED GRAPPLE WITH 100M LINE	200	2	1-80
MODULAR HAND	N	CAN MOUNT UP TO 4 TOOLS OR 1 HAND OPTION	600	2	1-80
SURVEILLANCE HAND	N	DETACHABLE REMOTE CONTROL MINI-CAMERA IN PALM	1000	1D6	17-2
WEB HAND	N	+2M SWIMMING SPEED, +2 TO SWIMMING SKILLS	250	2	C3-26
MACE HAND	N	HIGH DENSITY HAND AT END OF 1M CABLE, 2D6+1 DAMAGE	300	3	C1-36
MEDIC HAND W/CYBERARM	N	MEDICAL ACCESSORIES	975	1D6/2	C4-5

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ALONE	MA	MEDICAL ACCESSORIES	975	1D6+2	C4-5
Tentacle Finger	-	10 cm long tentacle	500	1	18-4
Extendable tentacle	-	30 cm long tentacle	750	1	18-4
Dartgun	-	Same as Optic option	100	2	C1-32
Screwdriver	-	Powered screwdriver finger	50	.5	1-80
Wrench	-	Adjustable wrench finger	50	.5	1-80
Drill	-	Adjustable drill finger	50	.5	1-80
Soldering Iron	-	Electric Soldering Iron finger	50	.5	1-80
Socket Wrench	-	Adjustable powered socket wrench finger	50	.5	1-80
Lockpick	-	Concealed lockpick finger	50	.5	C1-32
Light Pen	-	Finger to write on appropriate computer screens	45	.5	C1-32
MiniLight	-	Battery powered flashlight with a 25 m range	25	.5	C1-32
Finger Bomb	-	Detachable bomb that does 2D6+3 damage in a 3m diameter	150	2	C1-32
Scissors/Wirecutters	-	2 fingers used to cut, can do 1D6/3 damage	50	1	C1-32
Mace Sprayer	-	2 Bursts of mace (-4 to REF and Awareness for 1D6 turns)	150	2	C1-32
Magnetic Grip	-	Magnetic pads for feet or hands, bought in pairs	60	0	C1-34
Cutting Torch	-	Hand option, blowtorch with 10 cm flame for 2.5 minutes	100	1D6/2+1	C1-36
Deringer	-	Hand option, 2 shot pitol, 1D6 damage	220	1d6	C1-36
Tazer Grip	-	Hand option, taser in palm	180	2D6+2	C1-38
Quick Change Mount	-	Hand option, quick change mount for fingers	150	1	C2-4
Vidcam	-	Video camera finger transmits image to Video imager	400	2	C2-4
Self-propelled grenade	-	Rocket propelled grenade finger, 2D6 damage in 2 m diameter	200	2	C2-4
Air Hypo	-	Air hypo finger with 4 injections per cannister of propellant	200	1	C2-4
Tracking Device	-	Tracking device finger, transmits to Times Square at 3km	300	.5	C2-4
Lighter	-	Lighter finger with 2 hours of fuel	25	2	C2-4
Cytech Custom Cyberhands	-	Customization of existing hands, various effects	-	-	C2-5
Tri-Dart Launcher	-	Hand option, three darts between knuckles, 1D6/2 damage	300	1D6/2	C2-5
IR/UV Flashlight	-	Effective range of 10m	200	1	C3-22
Probe Link	N	Interface plug, -1 to all vehicle actions, cannot be quickchange	150	.5	C3-22
Flare	-	Altitude of 150m, 1D6/2 damage	200	2	C3-22
Parabolic Microphone	-	Amplifies x20	350	2	C3-22
Storage Compartment	-	Small storage space.	75	.5	C3-22
Flasher	-	Flashbulb. Difficult REF roll of suffer -4 blinded modifier	250	1	C3-22
Laser Pointer	-	Small laser with a 20m range.	150	.5	C3-22
Finger Flesh Mount	M	Attach Cyberfingers to real hands	100	1	C4-4
One-shot pistol	N	single shot 5mm pistol	250	2	C4-4
Ballpoint finger	N	Ballpoint pen	25	.5	C4-4
Built-Ins					
Cybermodem	N	Built in Cyberdeck, 5000 for cellular	3000	1	1-80
Digital Recorder	N	Built in Chip recorder, must download or erase chip	300	1	1-81
Storage Space	N	2" x 6" storage space. Can be locked	50	.5	1-81
MiniCam	N	Pop up mini-camera	200	2	1-81
MiniVid	N	Pop up mini-video	400	2	1-81
Hidden Holster	N	Weapon sized based on Body Type	100	1	1-81
LCD Screen readout	N	Can be linked to any output device	200	1	1-81
Watchman	N	Pup up TV with 4.5" screen	180	1	C1-33
Limblink	N	Turns any pop up gun into a smartgun	100	1	C1-34
Winch	N	Winch with 15m cable, 1 ton test.	500	1D6+3	C2-5
Icer	N	CO2 Fire extinguisher in forearm	200	1D6/2	C1-36
Quickdraw Armholster	N	Launches small pistols into cyberhand, +2 Initiative	200	0	C2-6
Built-In Weapons					
Grenade Launcher	N	Carries 2 grenades of any type	500	2D6	1-82
Micro-Missile Launcher	N	Fires 4 missiles, 4D6 damage each	900	2D6	1-82
Popup Gun	N	Any weapon, size based on Body Type	varies	2D6	1-81
Flame Thrower	N	Range 1 m, Damage 2D6, 1D6/2 per round	600	2D6	1-81
Weapon Mount & Link	N	Mounting plate plus neural link for 1 external weapon	100	3	1-82
2 Shot Capacitor Laser	N	Shoulder mounted, As a laser only smaller	800	2D6	1-82

Cyberware	Surg.	Description	Cost	H.Loss	Ref.
Shotgun	N	Folded in compartment, takes 2 spaces	400	1D6	1-82
Whip	N	2.2m long alloy tentacle, 1D6/2 damage, 1D6 damage strangle	475	2D6	C1-34
Gas Jet	N	Pressurized cannister of any gas with a range of 2m.	275	1D6+3	C1-34
Flash Bulb	N	20000 candlepower strobe in palm with a 6m range	250	1D6/2	C1-35
High Five	N	Wrist mounted, palm firing shotgun, 1 shot.	350	1D6	14-2
ChainRipp	N	Chainsaw, 3D6 AP damage, 2SP/hit on soft armo.	1250	2D6+4	C3-29
Linear Frames					
Series-A	MA	Strength = 18, SDP=15, SP=6	12000	4D6	C3-34
Series-B	MA	Strength = 21, SDP=20, SP=8	15000	5D6	C3-34
Frame S	MA	Strength = 12	6000	2D6	1-82
Frame B	MA	Strength = 14	8000	2D6	1-82
Frame W	MA	Strength = 16	10000	3D6	1-82
Body Plating					
Cowl	MA	Skullcap, covers head for SP 25	200	1D6	1-82
Faceplate	CR	Protective Facemask for SP 25	400	4D6	1-82
Torso plate	MA	Torso portection for SP 25	2000	3D6	1-82
Front Optic Mount	MA	Allows up to 5 optics to be mounted on face	1000	4D6	1-82
Sensor Boom	M	Head mounted estensors for audio and optics	500	3D6	1-82
Total Body Plating	2XCR	SP 20 armor to all locations, -3 to REF, -1 to Stealth	6800	8D6	C2-9
Evileye Facial Remount	MA	Face Armor 15% SP 6, ATTR -1	150	1D6	C3-33
Jigsaw Facial Remount	MA	Face Armor 25% SP 12. ATTR -1	250	2D6	C3-33
Twoface Facial Remount	CR	Face Armor 50% SP 18. ATTR -2	350	3D6	C3-33

SUBDERMAL ARMOR	HC	COST	DIFFICULTY TO SPOT	ATTR LOSS	REF LOSS
SP 6	1D6/3	350	Impossible (35+)	None	None
SP 8	1D6/2	500	Impossible (32)	None	None
SP 10	1D6/2+1	650	Impossible (30)	None	None
SP 12	1D6	800	Very Difficult (25)	None	None
SP 14	1D6+2	1000	Very Difficult (25)	None	None
SP 16	1D6+3	1100	Difficult (20)	None	None
SP 18	2D6	1200	Difficult (20)	-1 (50%)	None
SP 20	2D6+2	1450	Average (15)	-1	-1
SP 22	3D6	1750	Easy (10)	-2	-2

SUBDERMAL SKULL ARMOR	HC	COST	DIFFICULTY TO SPOT	ATTR LOSS
SP 4	1D6/3	300	Impossible (35)	None
SP 6	1D6/2	550	Impossible (30)	None
SP 8	1D6	750	Very Difficult (25)	None
SP 10	1D6+2	1000	Diffiicult (20)	None
SP 12	1D6+3	1200	Average (15)	-1 (50%)
SP 14	2D6	1400	Easy (10)	-1

SKINWEAVE	HC	COST	DIFFICULTY TO SPOT	ATTR LOSS
SP 6	1D6	1000	Impossible (35+)	none
SP 8	1D6+1	1250	Impossible (30)	none
SP 10	1D6+3	1600	Very Difficult (25)	none
SP 12	2D6	2000	Difficult (20)	-1 (50%)
SP 14	2D6+2	2400	Difficult (20)	-1
SP 16	2D6+4	2750	Average (15)	-2

SPYKE BODY COVERING	PRICE	DAMAGE BONUS	HC	SP	SDP
Head	400	1D3+1	1	10	+10
Shoulders and Chest	500	1D3+2	3	10	+10
Arms (Both)	450	1D6	2	10	+10
Legs (Both)	600	1D6+1	2	10	+10

Body Armour

MetalGear III Modular Combat Armour				
MetalGear Arms	SP:25 Arms (7-8)	EV: 0.5	Combat Armour	100 eb
MetalGear Shoulder Pads	SP:25 Shoulders (9)	EV: 0.5	Combat Armour	75 eb
MetalGear BreastPlate	SP:25 Chest, Abdomen, Vitals (10-13)	EV: 0.5	Combat Armour	150 eb
MetalGear Thighs	SP:25 Thighs & Upper Leg (14-15)	EV: 0.5	Combat Armour	75 eb
MetalGear Boots	SP:25 Lower Leg & Foot (16-18)	EV: 0	Combat Armour	100 eb
MetalGear Gloves	SP:25 Hands (6)	EV: 0 (-2 WA)	Combat Armour	50 eb
MetalGear Full Helmet	SP:25 Head (3-5)	EV: 0 (-4 Aware)	Combat Armour	75 eb
Gibson Form-Fitting Body Armour				
Level 1 Vest	SP:10 Torso (10-12)	EV: 0	Light Armour	200 eb
Level 1 Body Armour	SP:10 Full Body (7-16)	EV: 0	Light Armour	700 eb
Level 2 Vest	SP:14 Torso (10-12)	EV: 0	Medium Armour	400 eb
Level 2 Body Armour	SP:14 Torso, SP:10 Full Body	EV: 0	Medium Armour	1,000 eb
Level 3 Vest	SP:18 Torso	EV: 0	Medium Armour	700 eb
Level 3 Body Armour	SP:18 Torso, SP:12 Full Body	EV: 1	Medium Armour	1,500 eb
Kelmar Security Armour				
Class 8 Security Armour	SP:16 Torso, Vitals, Legs, SP:10 Arms	EV: 0	Heavy Armour	800 eb
Class 14 Security Armour	SP:20 Torso, Vitals, Legs, SP:14 Arms	EV: 1	Combat Armour	1,000 eb
Class 17 Security Armour	SP:26 Torso, SP:24 Legs, SP: 20 Arms	EV: 2	Combat Armour	1,350 eb
Kelmar Security Helmet w/ Visor	SP:24 Head	EV: 0 (-3 Aware)	Combat Armour	350 eb
BAMA Police Armour				
Standard Field Armour	SP:14 Full Body (7-18)	EV: 0	Heavy Armour	1,000 eb
Field Armour with Plate Inserts	SP:20 Body, SP:14 Feet	EV: 1	Combat Armour	1,200 eb
Assault Armour	SP:28 Body, SP:14 Feet & Hands	EV: 2	Combat Armour	2,500 eb
Standard Helmet	SP:20 Head	EV: 0 (-2 Aware)	Combat Armour	150 eb
Epoxide FacePlate	SP:20 Face	EV: 0 (-1 Aware)	Combat Armour	100 eb
Militech M-78 Series Armour (all grades are AP-proof)				
M-78 T-Shirt	SP: 7 Chest & Abdomen (10-12)	EV: 0	Light Armour	130 eb
M-78 Jacket	SP:14 Torso & Arms (7-12)	EV: 1	Medium Armour	300 eb
M-78 Vest	SP:18 Torso & Abdomen (10-12)	EV: 2	Heavy Armour	300 eb
Plate Insert Body Armour				
Plate Insert Vest	SP:10 Chest & Abdomen (10-12)	EV: 0	Medium Armour	140 eb
Plate Insert Vest w/ Trauma Plates	SP:20 Chest & Abdomen (10-12)	EV: 1	Combat Armour	200 eb
Plate Insert Pants	SP:10 Thighs, Vitals & Legs (13-16)	EV: 0	Medium Armour	140 eb
Plate Insert Pants w/ Trauma Plates	SP:20 Thighs, Vitals & Legs (13-16)	EV: 1	Combat Armour	200 eb
Plate Insert Jacket	SP:10 Torso & Arms (7-12)	EV: 0	Medium Armour	250 eb
Plate Insert Jacket w/ Trauma Plates	SP:20 Chest & Abdomen, SP:10 Rest	EV: 1	Combat Armour	300 eb
Plate Insert Long Coat	SP:10 Arms to Thighs (7-14)	EV: 0	Medium Armour	350 eb
Plate Insert Long Coat w/ Trauma Plates	SP:20 all but arms	EV: 2	Combat Armour	450 eb
SecureTech Armoured Clothing (urban flash, above average quality - can be businesswear for 50% more)				
SecureTech Jacket	SP:12 Arms & Torso (7-12)	EV: 0	Medium Armour	350 eb
SecureTech Vest	SP:8 Chest & Abdomen (10-12)	EV: 0	Light Armour	250 eb
SecureTech Ultra-Vest	SP:12 Chest & Abdomen (10-12)	EV: 0	Light Armour	300 eb
SecureTech Long Coat	SP:14 Arms to Thighs (7-14)	EV: 0	Medium Armour	650 eb
SecureTech Trench Coat	SP:14 Arms to Legs (7-16)	EV: 0	Medium Armour	1,300 eb
External Add Ons				
Forearm Guards	SP:10 Arms, +1 Parry, +1 Punch damage	EV: 0	Heavy Armour	250 eb
E-Z Glide KneePads	SP:6 Legs, +2 Athletics for slides (2x jump)	EV: 0	Heavy Armour	100 eb
Ballistech Exo-Plasts	SP:0, Becomes SP:10 after first hit	EV: 0	None / Medium Armour	150 eb
PolyChromate Shields (Arm or Leg)	SP:6, +1 Parry, +2 Punch or Kick	EV: 0.5	Heavy Armour	250 eb
Quake Technologies				
Quake Tech Armour Jack	SP:16 Chest, Abdomen & Shoulders (9-12)	EV: 0	Combat Armour	300 eb
Quake Tech Combat Suit	Armour Jack w/ SP:12 Arms & Legs	EV: 1	Combat Armour	500 eb
Quake Tech Full Body Armour	SP:25 full body & head	EV: 2 (-4 Aware)	Combat Armour	700 eb

Smart Armours (require interface plugs & machine or ACPA linkup)

MetalGear IV Full Suit (without helmet)	SP:25 full body except head	EV: 1	Combat Armour	1,200 eb
MetalGear V Full Suit (without helmet)	SP:25 full body except head	EV: 0	Combat Armour	2,500 eb
Smart Medium Armour Jacket	SP:18 Arms to Abdomen	EV: 0	Medium Armour	800 eb
Smart Heavy Armour Jacket	SP:20 Arms to Abdomen	EV: 1	Heavy Armour	1,000 eb
Smart Composite Suit	SP:28 Torso, SP:10 Arms and Legs	EV: 0	Heavy / Light Armour	1,500 eb

Generic Epoxide & Kevlar Armours

Kevlar Vest	SP:10 Torso	EV: 0	Light Armour	100 eb
Heavy Kevlar Vest	SP:18 Torso	EV: 0	Heavy Armour	175 eb
Light Armour Jacket	SP:14 Arms to Abdomen	EV: 0	Medium Armour	150 eb
Medium Armour Jacket	SP:18 Arms to Abdomen	EV: 1	Medium Armour	200 eb
Heavy Armour Jacket	SP:20 Arms to Abdomen	EV: 2	Heavy Armour	250 eb
Light Armour Pants	SP: 10 Vitals, Thighs, Legs	EV: 0	Medium Armour	100 eb
Epoxide Pants	SP:18 Vitals, Thighs, Legs	EV: 0	Heavy Armour	300 eb
Composite Armour Jacket	SP:28 Torso, SP:10 Arms	EV: 1	Heavy Armour	350 eb
Composite Flack Jacket	SP:35 Torso, SP:25 Arms	EV: 3	Combat Armour	600 eb
Door Gunner's Vest	SP:25 Torso, Vitals, Thighs	EV: 3	Combat Armour	250 eb
Kevlar Hood	SP:5 Head	EV: 0	Light Armour	75 eb
Kevlar Helmet Insert	SP:4 Head	EV: 0	Light Armour	50 eb
Epoxide Helmet	SP:20 Head	EV: 0 (-2 Aware)	Combat Armour	150 eb
Epoxide FacePlate	SP:20 Face	EV: 0 (-1 Aware)	Combat Armour	100 eb
Steel Helmet	SP:14 Head	EV: 0 (-1 Aware)	Combat Armour	75 eb
C/Ballistic Mesh	SP:15 Full Body (7-16)	EV: 0	Light Armour	700 eb
Ballistech Skintight III	Absorbs 1/3 Of Damage (max 40)	EV:0	Light Armour	1,500 eb

Armoured Clothing

Light Armour		Medium Armour		Heavy Armour	
T-Shirt	10 eb	Leather Tunic	75 eb	Leather Jacket	70 eb
Shirt	20 eb	Pants / Jeans	20 eb	Leather Coat	110 eb
Blouse	15 eb	Heavy Skirt	55 eb	Heavy Long Coat	55 eb
Tank Top	10 eb	Jacket	35 eb	Hard Boots	50 eb
Tunic	25 eb	Long Jacket	40 eb	Chaps	60 eb
Sweater	20 eb	Trench Coat	125 eb	Medium Armor w/ Hardcase	" +50% "
Jumpsuit	50 eb	Cloak	50 eb		
Dress	50 eb	Long Cape	90 eb		
Miniskirt	30 eb	Shoes	15 eb	Greaves	80 eb
Long Skirt	55 eb	Soft Boots	25 eb	Plate Insert Gear	60 eb
Shorts	10 eb	Soft Kneeboots	40 eb	HardCase Armour	40 eb
Gloves	20 eb				
Long Gloves	30 eb				
Tie	20 eb				
Scarf	15 eb				
Shades	5 - 50 eb				
Hat	5 - 25 eb				
Toboggan Hood	10 eb				
Ski Mask	15 eb				
Short Cape	75 eb				
Stockings	20 eb				
Vest	25 eb				

Armoured Clothing (cont)								
	Light		Medium		Heavy		Combat	
SP	Cost	EV	Cost	EV	Cost	EV	Cost	EV
4	x 3		x 2.5		x 1.5			
6	x 3.5		x 3		x 2			
8	x 4		x 3.5		x 2.5			
10	x 4.5		x 4		x 3		x 2	
12	x 5		x 4.5		x 3.5		x 2.25	
14	x 6	-1	x 5		x 4		x 2.5	
16	x 7	-2	x 5.5		x 4.5		x 2.75	
18	x 8	-3	x 6	-1	x 5		x 3	
20			x 7	-2	x 5.5	-1	x 3.5	
22			x 8	-3	x 6	-2	x 4	
24					x 7	-3	x 4.5	
25							x 4.75	-1
26							x 5	-1
28							x 5.5	-1
30							x 6	-2

Generic Chic	Plain clothes, cheap in appearance, if armoured then the armour is clearly visible and is often marked with "ArmorPlast" or similar logos.	100%
LeisureWear	As found at Zellers and K-Marts world-wide. Includes sportswear, gymnastic clothes and general middle class utilitarian clothes.	200%
Urban Flash	Whatever is cool this month. Often black, sometimes with glow panels and extra pockets or zippers or whatever	200%
BusinessWear	Zaibatsu Chic. Business suits from the Tragic 100 eb JCPenny suit to the best Armani and Takana Exec.	300%
EdgeRunner	Slightly more utilitarian version of urban flash, with some extra padding, armour, and pockets to hide stuff.	300%
High Fashion	From the runways of Paris, New York, Milan and Tokyo, straight to your wardrobe!	400%
Sub-Average Quality	Cheaply made of inferior fabrics. Tend to tear easily, best used for clothes that you will throw away instead of washing...	50%
Average Quality	Cheaply made, but not incredibly so. Not up to major abuse, and not styling or distinctive yet...	100%
Good Quality	What we expect from clothes. Can survive the laundromat repeatedly, and almost looks good too!	150%
Very Good Quality	Quality materials and workmanship. Available from higher-class outlets and chains. Gives +1 Wardrobe & Style	200%
Designer Quality	Some of the best, from the brand name designers. Often the best of a line like Gibson Battlegear. Gives +2 Wardrobe & Style	400%
SuperChic	Designed just for you or bought in the most outrageous boutiques... +3 Wardrobe & Style	700%
PolyLog	Holds up to 4 different colour schemes. Can malfunction under combat conditions...	300%
ReactiMesh	Memory Plastic panels that allow breathing. Reduces the SP rating by 2/3 and the armour becomes Light Armour when activated.	200%
PolyChromic	Constantly Shifting version of Polylog clothing, with the same chances of malfunction in adverse conditions.	500%
FireProof	Gives the clothing SP:20 vs flames	250%
AP Proof	Memory plastics under an electrical current make the armour immune to AP effects.	300%
Signal Retardant	10SP and +4 to stun saves vs seizure, static, volt and EMP weapons.	200%
Acid/Alkali Resistant	Rubberized coating provides 4 SP vs acids and bases	150%
Acid/Alkali Resistant II	Rubberized coating provides 6 SP vs acids and bases	300%

Stealth Armours

Militech M96 "GhostSuit" Chameleon Clothing	SP: 10 Full Body -4 Aware, -2 if moving, -1/10 m distance	EV: 1	Light Armour	5,300 eb
Militech M96 "GhostSuit" Chameleon Helmet	SP: 16 Head, -3 Aware	EV: 0	Combat Armour	600 eb
Gibson BattleGear "Sneak Suit"	SP: 10 Full Body & Head -4 Aware in low lite, -1/10 m distance. Melts in the sun	EV: 0	Light Armour	560 eb
Gibson BattleGear "Sneak Suit" Vest	SP: 16 Chest & Abdomen	EV: 1	Heavy Armour	375 eb
Gibson BattleGear "Sneak Suit" Helmet	SP: 18 Head, -3 Aware	EV: 0	Combat Armour	185 eb
Gibson / Mitsubishi Light Maneuver "Sneak Suit"	SP: 8 Full Body with 40 minute air supply	EV: 2	Combat Armour	2,500 eb
Gibson / HydroSubsidium Deep "Sneak Suit"	SP: 10 Full Body with 120 minute air supply	EV: 2	Combat Armour	3,500 eb
Militech M73 "Mirage Gear"	SP: 12 Full Body and Head -2 Aware, -1 if moving, -1/10 m distance	EV: 1	Medium Armour	1,050 eb
Militech M73 "Mirage Gear" Helmet	SP: 24 Head and Visor (-3 Aware)	EV: 0	Combat Armour	140 eb
Militech M73 "Mirage Gear" Flak Vest	SP: 18 Chest and Abdomen	EV: 1	Heavy Armour	275 eb
Arasaka "BlackJack" Stealth Armour	SP: 16 Full Body, +3 Audio Stealth, 4 hour life support, radar invisibility, low lite, anti-dazzle, targeting scope, times square, -4 Aware, -1/10 m distance	EV: 2	Heavy Armour	10,000 eb

Smart Armour

Same as above suits, but requires interface plugs

EV: -1

x3 cost

Accessory	Location	Cost	Notes
25mm Grenade Attachment	B	200 eb	Allows the gun to fire special 25mm bullet-trap grenades
9-1-1 ChipLink		150 eb	Pages 911 whenever you fire your gun
Ammo Counter		100 eb	Displays amount of ammo left in the magazine on the gun
Assault Grip	UB	100 eb	ForeGrip provides better control. Allows 2 handed grip on machine pistols.
Barrel Extension	B	10%	Snap-On Extension, +25% range, -1 WA
Bayonet Lug	UB	5%	Allows a bayonet to be mounted under the weapon barrel
Bipod		10%	Gives additional point of contact. Reduces autofire penalties by -2.
Brass-Catcher		10%	-1 Concealability, can catch 2 magazines of brass
Briefcase Concealment	T	50%	Builds a drop-away SP:10 briefcase around the gun (J or L conceal)
Burst Fire		150%	Selector Switch for 3-round burst fire, -1 REL & WA
Chopped Barrel		30%	+1 Conceal, ½ Range, Pistol & SMG: -1 WA
Cookie Cutter	UB, T, S	300 eb	Weapon will not fire at persons wearing Cutter Badges
Cooling Shroud		25%	Allows for sustained autofire, -1 Conc for J and P weapons.
Custom Pistol Grips	G	30%	Drawing is a -2 action instead of a -3 action. Others get -1 WA with this weapon
Custom Long-Arm Furniture	G & ST	60%	Gives +1 to maximum aiming time with weapon
Double-Set Trigger		20%	Gives +1 WA at extreme range for aimed shots
ElectroThermal Ammunition Enhancement		150%	Special 2x cost ammo gives 50% more damage and range
ElectroThermal Plus (sealed and insulated)		200%	As above but insulated and water-sealed against mishaps
Extended Barrel		30%	Range is increased 25%, -1 Conceal
Folding Stock	ST	20%	For weapons normally with stocks, -1 WA, folded gives +1 conceal and -2 WA
Improved Folding Stock	ST	100%	For weapons normally with stocks, folded gives +1 conceal and -2 WA
Finish - Gaudy neon plastics		2%	Gives it that "Polymer One Shot" look. (-2 Stealth when drawn)
Finish - Gold Plated		500%	24 karat gold shows you care about your gun (-1 Stealth when drawn)
Finish - Marbled Ceramics		50%	Makes the gun look like a bowling ball or a chunk of marble or granite
Finish - Anodized Black		10%	Matte Black non-reflective scratch-proof finish
Finish - Chrome Plated		30%	Flashy and styling, (-2 stealth when drawn)
Finish - Rubber		50%	Black non-slip covering. (-2 draw penaltym can re-roll attacks that drop the gun)
Finish - Printless		200%	Black tefflon finish is nearly impossible to pick up prints on
Flash Suppressor	B	100 eb	Hides the flare of firing the weapon. -1 Con for P and J weapons
Folding Pistol Stock	ST	20%	For weapons normally without stocks, +1 WA at long and extreme range
Full Autofire		100%	Weapon is only capable of autofire. -2 REL, -1 WA
Gas Vent & Muzzle Brake	B	30%	Weapon has +1 WA in full autofire
Gun Camera	UB, S, T	100 eb	Camera takes a picture every time the gun is fired. Holds 20 shots.
Gun Lock - Mechanical Key		100 eb	Dif 10 to crack
Gun Lock - Electronic Key		200 eb	Dif 15 to crack
Gun Lock - Voice Activated		300 eb	Dif 20 to crack, 80% recognition chance
GyroMount		3,000 eb	MetalGear Vest and Gyro provide +1 hipshooting, +1 WA, no penalty for running.
Heat Resistant Barrel		50%	Allows for extended Autofire
Heavy Bolt		15%	-10 ROF, +1 WA in autofire
Holster - Ankle		35 eb	Draw and Fire at -5 WA
Holster - Trouser		20 eb	Draw and Fire at -4 WA
Holster - Belt		60 eb	Draw and Fire at -3 WA
Holster - Shoulder		80 eb	Draw and Fire at -3 WA
Holster - Gunslinger		150 eb	Draw and Fire at -3 WA, Half-Draw and Hipshoot at -4 WA
Holster - SMG Shoulder Rig		200 eb	Draw and Fire at -4 WA, Half-Draw and Hipshoot at -4 WA
Holster - HandLauncher SpeedHolster		150 eb	Draw and Fire at -2 WA
Holster - CyberMatrix SpeedHolster		+100 eb	Draw and Fire penalty reduced by 1.
Hydroshock Adaptor		200 eb	Allows the weapon to fire hydroshock ammo without reliability penalty
HV Adaptation		400%	Allows the weapon to fire HV ammo with only a -1 Reliability
Lanyard		5%	A strap from the grip of the weapon that goes around the user's wrist
Laser Sight	T, S, UB	2 x range	Ranges from 25m to 300m, +1 WA and hipshooting is only a -2 action

Accessory	Location	Cost	Notes
Light Bolt		15%	+10 ROF, -1 Reliability
LowLite Sight	T	250 eb	As the Low-Lite cyberoptic option, no magnification.
Magazine		1 eb / shot	Holds the standard ammo load for the weapon.
Magazine, Extended		2 eb / shot	Holds up to double the standard ammo load for the weapon (-1 draw penalty)
Magazine, Excessive		2 eb / shot	Holds over double the standard ammo load, -1 REL & Conceal (-2 draw)
Magazine, Helix Pistol Stock		300 eb	50 rnd magazine also acts as a pistol stock (-1 Conceal) (-2 draw)
Magazine, Drum		4 eb / shot	Drum magazine holds from 32 to 100 rounds. Non Concealable (-2 draw)
Manual SmartPorting	B	100%	As smart-porting, but ports take 1 turn to reconfigure.
Non-Metallic Construction		400%	Weapon does not show up on X-Rays or Metal Detectors, -1 REL
Optical Sight (1.5x to 6x magnification)	T	150 x mag	Medium range: +1 WA, Long and Extreme range, +2 WA, only on aimed shots
Optical Sight (10x magnification)	T	1,500 eb	As above, increase Extreme range by 50%
Optical Sight (15x to 20x magnification)	T	2,500 eb	As above, increase Extreme range by 100%
Optical Sight Options			Any cyberoptic options at 80% of normal cost
Page ChipLink		200 eb	Pages a pre-set number whenever gun is fired
Phase IV IR/UV Laser Sight	T, S, UB	5 x range	Ranges from 25m to 300m, +1 WA and hipshooting is a -2 action. IR or UV light
Precision ReBoring		75%	Limited time +1 WA, reduces by -1 WA per 20 rounds fired (x2 for light, x½ for hvy)
Precision ReBoring		200%	Limited time +2 WA as above
Quality Decrease			UR weapon, -1 WA. 50% cost for VR weapons, 75% cost for ST weapons.
Quality Increase		50%	Increase reliability 1 class.
Rapid Take-Down		20%	Can be broken down into smaller pieces for storage in a briefcase
Rechambered Barrel & Receiver		40%	Reduces ammo supply slightly, -1 WA. Major changes also give -1 REL
Recoil Compensation	B	40%	ROF 1 and 2 weapons can get +1 ROF
Reflex Sighting System	T	200 eb	Various sighting systems to improve "reflex sighting". Reduces draw penalty by 1.
ScanGrips	G	200 eb	Requires a positive fingerprint match to release the safety.
Security Chipping		200 eb	Weapon will not work unless smartlinked to someone with pre-authorized hardware
Selective Fire		200%	Can fire Semi, 3-rnd or Full auto. -1 REL & WA in 3 rnd, -2 REL, -1 WA in full auto
Side-Saddle Ammo Holder	S	65 eb	Holds six shells
Silencer, home made	B	30 eb	Lasts for ½ Weaponsmith + Tech + D10 shots, -1 WA, ½ range
Silencer, cheap	B	200 eb	Lasts for 25 shots (100 subsonic shots)
Silencer, disposeable	B	50 eb	Lasts for 10 shots (20 subsonic shots) interchangeable
Silencer, high-quality	B	400 eb	Unlimited shots, Pistol silencers :-1 Conceal up to L, SMGs: -1 Conceal.
Silencer, revolver	B	800 eb	As the high-quality silencer but shrouds the cylinder too - takes 1 round to open.
Sling - Rifle or SMG		25 eb	Shoulder and Fire at -4 WA, Hipdraw and Fire at -4 WA
SmartPorting	B	60%	Provides +1 WA in full auto, +1 ROF in semi-auto. Switches using smartlink.
Solonoid or Electric Trigger		100%	90% ammo cost, +1 WA at extreme range
Tactical Flashlight Rig	UB, S	150 eb	Adds a flashlight to the weapon for additional lighting (+50 eb for IR or UV)
Tripod		30%	Additional point of contact. Reduces autofire penalties by 4.
SmartGun Interface HardWare		200 eb	Basic Interface Hardware for smartgun systems, provides +2 WA, requires laser.
SmartGun Conversion Kit - Semi-Auto		200 eb	Conversion kit price is modified by weapon availability.
SmartGun Conversion Kit - Shotgun		300 eb	Extremely Common weapons are 75% cost
SmartGun Conversion Kit - AutoFire		400 eb	Common weapons are 100% cost
SmartGun Conversion Kit - AutoShotgun		450 eb	Uncommon weapons are 150% cost
SmartGun Conversion Kit - Heavy Weapon		550 eb	Rare weapons are 200% cost or higher
Shadowlink Conversion Kit			Increase the rarity price multiplier one step from the normal conversion kit
MBeT SmartGun Interface & Hardware		800 eb	Reduces moving target penalties by 2. Conversion kit costs 50eb extra also.
Bushnell Interlock Smartgun Hardware		100 eb	Cheap smartgun gives +1 WA, reduce kit multiplier one level.
CyberOptic Triangulation Scope		3,500 eb	SmartGun accessory that gives an additional +2 WA through a cyberoptic
SmartGlove		110 eb	Allows the use of a shadowlinked gun to use it without mag-duct spots.

BlackHammer Approved Equipment Listings

Communications

Item	Price	Notes	Source
Advanced Communications Suitcase	8,000 eb	INT 1 Computer, CyberDeck (20 MU, +2 spd, +4 datawalls), CellPhone, Mini-Fax	CB1-4
Office Communications Suite	1,000 eb	CellPhone, Fax, Answering Machine, full call logs	CB1-5
CarFaxx 2002	500 eb	Cellular fax machine	CB1-9
Fax Plus 1000	300 eb	Takes dictation, interface-capable, can be linked to your phone link, etc...	CB3-12
VidPhone	150 eb	LapTop video phone. Can have a larger screen, pay as a monitor of equivalent size	CB2-12
Linear Beam CommLink Adaptor	200 eb	Tight beam radio linkage system for all types of radio gear	CB2-22
ECM Comm Scrambler	100 eb	Scrambler adaptor fits in any handheld or larger comm system	CB2-22
Mastoid Commo	100 eb	Glued to mastoid and temple, radio comm, 1 mile range in city, 5 miles outdoors	CP2020
Pocket Commo	50 eb	Small Walkie-Talkie radio comm, 1 mile range in city, 5 miles outdoors	CP2020
HeadSet Commo	100 eb	Walkie-Talkie headset radio comm, 1 mile range in city, 5 miles outdoors	Hound
High-Powered Commo	300%	Same designs (pocket or headset), but 5 mile range in city, 25 miles outdoors	Hound
ComLink BaseStation	500 eb	50 mile range base radio	NT-57
Modulation Chip	20 eb	Allows radios to jump from pre-set channel to pre-set channel to avoid jamming/intercept	CB3-13
Satellite Uplink	1,000 eb	4kg satellite transceiver for radio link-ups	NT-57
Three-D HoloPhone	900 eb	Tabletop holo-based video-phone	CB3-13
Pager	10 eb	1" x 1/2" x 2". Accepts numeric or voice pages	Hound
E-Pager	20 eb	Pager that also accepts email	Hound
Pager Service	5 eb	monthly charge	Hound
Cellular Phone	100 eb	Small cellular phone	CP2020
CellPhone Plus	250 eb	Cellular phone & NewsViewer (also accepts email) (double service charges)	Hound
Micro CellPhone	300 eb	Cellular phone that fits easily in a pack of smokes	CP2020
HeadSet Cellular Phone	250 eb	Cellular phone designed to be worn as a walkie-talkie headset	Hound
Tight Beam Cellular Mod	200 eb	1 mile short range tight-beam radio conversion for cellphones	CB3-13
CellPhone Service	30 eb	monthly charge plus roaming, time, long distance charges (avg 60 eb / month)	Hound
Voicemail	10 eb	monthly charge, unlimited messages	CB2-33
Fax Interface	75 eb	Allows the attachment of a fax machine to your cellphone	CB2-33
Digital Recorder	75 eb	Allows recording of conversations. 2 hours per chip.	CB2-33
ECM Scrambler	50 eb	Scrambles your calls	CB2-33
Video Option	150 eb	2" x 2" screen and mini digital camera for videoconferencing	CB2-33
Conference Calling	5 eb	monthly charge, 2 line conference calling, +1 line per 5 eb	CB2-33
Split Line	50 eb	Allows you to get two phone services on your phone	CB2-33
CyberModem Interface	500 eb	CyberBaud 7 Cellular deck upgrade allows cellular calls without a cellular modem (-1)	CB2-33
Call Waiting	5 eb	monthly charge	CB3-13
Call Forwarding	5 eb	monthly charge	CB3-13

Personal Electronics

Item	Price	Notes	Source
Cab Hailer	150 eb	7cm x 5cm x 1cm, Calls a cab in D6 Minutes, 10 eb / month plus fares	CB1-5
Image Wallet	100 eb	Full scanned wallet, requires thumbprint to view contents	CB1-10
News Viewer	100 eb	Portable dataterm screamsheet service, 2 eb / hour user fee	CB1-10
Sleep Inducer	85 eb	Provides full nights sleep in two to three hours	CB1-11
DDI PrayerWare	120 eb	Wallet-sized device connects you to an ordained minister at the press of a button	CB2-13
Kiroshi Heads Up Display Goggles	150 eb	Connect to any computer for visible readouts, -3 Awareness due to distractions (-1 if off)	CB2-17
Kiroshi Heads Up Display Monocle	200 eb	As the goggles, but when off it gives no awareness penalties	CB2-17
Kiroshi Heads Up Display Mirrorshades	300 eb	Corporate Operative version (rare) of the Goggles.	CB2-17
Holo Generator	500 eb	4" x 2" x 6" box projects a chip-stored hologram	CP2020
VideoBoard	100 eb	per square foot. Flat LCD monitor, 1" thick.	CP2020

Personal Electronics			
Item	Price	Notes	Source
LogCompass	50 eb	Programmable inertial compass keeps track of change in direction from a fixed bearing	CP2020
Digital Recorder	200 eb	Audio recorder to datachips, 2" x 8" x 4"	CP2020
Mini Digital Recorder	300 eb	Audio recorder to datachips, size of a pack of cards	CP2020
Digital Camera	150 eb	Still images are stored on a datachip	CP2020
Visual adaptor	100 eb	Allows Optic options to be added to cameras	CB3-18
Pocket TV	80 eb	5" x 5" x ½" Flatscreen TV	CP2020
Digital Chip Player	150 eb	Audio / Video Digital Chip Player	CP2020
DNI Interface Cables	30 eb	Splicing cables from a cyber-operated item to interface sockets	CP2020
Low-Impedance DNI Interface Cables	200 eb	Special splicing cables as above that provide +1 on all interfaced rolls	CP2020
BinoGlasses	200 eb	Electronic Binoculars with laser rangefinder (up to 10x magnification)	CP2020
IR BinoGlasses	350 eb	BinoGlasses with IR lenses	CP2020
MagViewer	375 eb	Binoglasses with one option space from the below options	CB3-18
Passive Infrared	100 eb	option for MagViewer allowing vision in the IR spectrum & heat signatures	CB3-18
LowLite	125 eb	option for MagViewer allowing vision in low-lite situations	CB3-18
Digital Camera	75 eb	option for MagViewer installing a still-frame digital camera	CB3-18
LI Goggles	200 eb	Starlight Goggles (up to 5x magnification)	CP2020
IR Goggles	250 eb	Can see hazy background infrared sources, or normally with an IR Flashlight	CP2020
IR FlashLight	50 eb	Produces a non-visible IR beam, 100 foot range	CP2020
UV FlashLight	50 eb	Produces a non-visible UV beam, 100 foot range	CP2020
RUSH Virtual Entertainment System	500 eb	SegAtari virtual game system, requires Interface Plugs	CB2-34
RUSH Total Environment	1,000 eb	Complete virtual environment with unlimited movement	CB2-34
RUSH Multi-Player Add-On	100 eb	Allows up to 4 other RUSH players in	CB2-34
RUSH Virtual Villains	150 eb	The greatest villains of all times to play against	CB2-34
RUSH Scholar Home Learning System	750 eb	Allows you to learn skills up to level 2. Cost is per skill	CB2-34
Personal I Ching	100 eb	Glossy black unit size of a pack of smokes. Gives your hexagram and philosophical psg	Grav-68
AutoMapper	200 eb	Cellular-linked GPS mapping device for the chronically lost	CB3-16
Echolocation Goggles	1,500 eb	As the Echolocation Processor system	CB4-68
Wall Speakers	250 eb	Turns walls into massive "Woofers".	CB4-72
Global Positioning System Nav	100 eb	Instantly cross-reference your location to within 2m	Shadow
Nikon Special Vision Adaptor	50 eb	Allows still and video cameras to be attached to any visual device (scope, goggles, etc)	DarkC
dbx 162X Recorder	750 eb	Digital audio recorder that also records ultrasonic and subsonics.	DarkC
Anti-Canine Sonics	250 eb	Small clip-on emits supersonics 20m range. -5 on all rolls for those who can hear it	Hound
Trauma Team Spoofer	3,500 eb	Broadcasts fake TT alarm signals. 1 in 6 chance each month it becomes obsolete.	Hound
WristCam	800 eb	Multi-Function Wristwatch with Micro Digital Still Camera	Hound

WristGear (can be made into other inconspicuous objects for 10% extra)

Item	Price	Notes	Source
WristCam	400 eb	Multi-Function Wristwatch with Micro Digital Still Camera	Hound
Magnetic Scan Detector	+75 eb	Watch Option: Detects magnetic fields used in CyberWare and Weapons scans	Hound
Dart-a-Watch	300 eb	Timepiece and dartgun. D6-1 Dmg, ½ SP	Hound
MonoWire Spool	300 eb	+60 eb / m - Tension spool of monowire inside a wristwatch	Hound
Caltrop Watch	200 eb	Watch transforms into a caltrop	Hound
White Noise Generator	400 eb	2m radius White Noise field, Nearly Impossible to eavesdrop	Hound
Bug Detector	450 eb	Detects any transmitting bugs in a 4m radius with 80% accuracy	Hound
Window Trembler	+200 eb	Micro Vibrator makes laser mikes useless on attached window	Hound
"FuzzWatch" Radar Detector	350 eb	Alarms whenever exposed to radar. Non discriminating	Hound
Signal Tracker Watch	1,200 eb	Gives direction to pre-set tracer buttons. 70 eb per 1" button, 150 eb per ½" button	Hound
Pager Watch	150 eb	Digital Watch serves double-duty as a pager	Hound
FEN DZ-88 Det-Watch	350 eb	Shaped charge of C-6 deals 3D6 damage when timer goes off	Hound

WristGear (can be made into other inconspicuous objects for 10% extra)			
Item	Price	Notes	Source
SlamDance SpawnWatch	350 eb	Plastic wristwatch and band turn into a stiletto when triggered (D6 damage)	Hound
"Watch This" Remote Optic	600 eb	Remote cybercamera linked to your cyberoptics serves double duty as a wristwatch	Hound
BuzzSaw Watch	450 eb	Sawblade extends from side of watch to cut strip-ties and rope bonds	Hound
Digital Recorder Watch	300 eb	Multifunton wristwatch with 20min digital audio recording	Hound
Wrist Commo Suite	150 eb	Pocket Commo on your wrist. Acts as a timepiece for 25 eb extra	Hound
Micro CelWatch	650 eb	Micro CellPhone on your wrist	Hound
Taxi Watch	350 eb	Digital Timepiece and CabHailer in one! 10eb monthly fee	Hound
Personal I-Ching Watch	250 eb	Timepiece gives I-Ching readings and philosophical quotation on command	Hound
MILITECH SecureWatch	+200 eb	Armours any watch to SP:8 and the watchband to SP:6	Hound
IEC Trauma Watch	250 eb	Watch injects one dose of a drug when faceplate is turned 90 degrees	Hound
FlashWatch	150 eb	Watch emits a beam of light 25 feet for up to 20 minutes	Hound
Watch Jazzler	750 eb	One shot version of the Gang-Jazzler lethal cyberware	Hound
"Watch Your Rads" Geiger Counter	350 eb	SuperCompact Geiger-Counter and TimePiece	Hound
InterFace Watch	225 eb	Reel for your interface cable so you don't lose them! +100 eb for low-impedance	Hound
Laser Designator Watch	300 eb	Watch with concealed laser pointer, 40m range	Hound
Sniffer Watch	450 eb	Constantly monitors the air for up to 6 trace elements	Hound
Orbital Watch	600 eb	Universal timepiece with radmeter, pressure meter and oxygen meter.	Hound
Personal Gas Warfare Defense	750 eb	Wristband monitors for BioToxins and injects an antivenom	Hound
The Stop-Watch	400 eb	Watch and single-shot taser - stun -1 or unconscious for D6x5 rounds	Hound

Personal Gear			
Item	Price	Notes	Source
Travel Kit	150 eb	Sleeping Bag, Inflatable Pad, First Aid Kit, flashlight, 6 pajamas, carrybag, 5kg	CB1-16
Disposable Pajamas	10 eb	10 sets of disposable paper pajamas for the Travel Kit, above	CB1-16
Shower-in-a-can	3 eb	Disinfectant / Deoderant foam, just spray, wipe and go!	CB1-16
Nymph Perfume	200 eb	Pheromone perfume gives +2 to Persuasion and Seduction rolls	CB2-11
Arasaka JetSetter Executive Briefcase	2,000 eb	SP:30, SDP:10, dif 30 smartlock, AcidErase security. Nachjager trap add 200 eb	CB2-21
Binoculars	20 eb	Basic black binoculars, up to 10x magnification	CP2020
Nylon Carrybag	5 eb	Athletic bag / KitBag, with a variety of logos and sizes	CP2020
Sleeping Bag	25 eb	Compresses down to 12" x 6" x 4"	CP2020
Inflatable Bed	25 eb	Compresses down to 6" x 2" x 4"	CP2020
AutoTanner Injector	200 eb	Instant Tan! +1 ATTR for D6 days	CB2-33
Bungee Cords	10 eb	Used for almost anything from holding a load down to restraining a hostage	NT-53
Filter Mask	10 eb	Good against smog, many carcinogens, particulate matter, etc	NT-54
Fire Starter	1 eb	Did someone say "Bic Lighter"?	NT-54
Gas Mask	200 eb	US Military Gas Mask with 2 filter system	NT-55
Sun Block - SPF:60	10 eb	Can't afford anti-UV nanotech? Ozone layer looks like swiss cheese?	NT-55
"Swiss Army" Knife	50 eb	Multi-Tool with cutting blades, screwdriver, scissors, corkscrew, tweezer, etc	NT-55
"Leatherman" Tool	150 eb	Multi-Tool with pliers, wirecutters, more cutting blades, etc	Hound
Royo BodyFree Masks	600 eb	+1 ATTR in Eurostyle environs, (+2 w/ Dif Grooming roll)	CB3-20
TechJager Stickum	400 eb	1L bottle. 3 square meters. Very Difficult Strength Feat to free your feet or foor	CB4-69
TechJager BadFumes	500 eb	1L bottle. 3 square meters. Difficult BOD or be overcome with nausea	CB4-69
TechJager FireFun	700 eb	1L bottle. 3 square meters. Ignites when stepped on for 3D6 dmg / 3 turns)	CB4-69
TechJager Burnt Almond Air Fouler	600 eb	fills a 10x10 room with Alpha-Fomorol (beta-fomorol costs 700 eb)	CB4-73
TechJager Wintergreen Air Fouler	550 eb	fills a 10x10 room with Str 6 Hallucinogen	CB4-73
TechJager Potpourri Air Fouler	550 eb	fills a 10x10 room with Str 6 Soporific	CB4-73
TechJager Spring Breeze Air Fouler	650 eb	fills a 10x10 room with Str 3 Psychogenic	CB4-73
TechJager Hickory Smoke Air Fouler	575 eb	fills a 10x10 room with Delayed Nausea gas (in D6 hours)	CB4-73
Kevlar BackPack	50 eb	SP:10 kevlar backpack	CB4-73
Plate Insert BackPack	100 eb	SP:18 kevlar backpack	CB4-73
Attache Case	50 eb	Plus style modifiers	Hound

Personal Gear			
Item	Price	Notes	Source
Bullet Proof Attache Case	800 eb	SP:25 briefcase	Hound
Courier BriefCase	225 eb	SP:12 briefcase	Hound
Rain Poncho	20 eb	Plastic poncho folds down to 3" x 3" x ½"	Hound
Taser Wallet	65 eb	Anyone taking the wallet more than 5 feet from the owner must save vs Cool or yell	CB1
Tackle Box	40 eb	Typical tackle box. Used for storing almost any number of small things	Hound
Kodak-Disney EZ-Snap still camera	20 eb	Disposable camera with 24 shots, developing and printing included in price	DarkC
Smuggler's Bottle	30 eb	1L bottle unscrews to expose a 1.5" x 5" storage space	Hound

Survival Gear			
Item	Price	Notes	Source
Entrenching Tool	50 eb	Combination shovel, axe and saw, folds down to the size of a large book	NT-53
BackPack Stove	20 eb	Single burner stove that weighs 100g without fuel	NT-54
Canteen (10 litre)	50 eb	Large, collapsing canteen	NT-54
Canteen (1 litre)	10 eb	Personal canteen.	NT-54
Distillation Rig	400 eb	Family-sized distillation rig - can process up to 100 gallons a day	NT-54
Distillation Rig	100 eb	Personal distillation rig - can process a few gallons of water a day	NT-54
All-Weather Fire Starter	5 eb	Block of magnesium with a flint embedded in it	NT-54
Framed BackPack	200 eb	Full-frame backpack suitable for hiking and carrying heavy loads	NT-54
Tent Stove	75 eb	2 Burner stove with small oven	NT-55
Tent - 2 person	150 eb	"pup" tents or two-person dome tents, commercially made, 10 minute set-up	NT-56
Tent - 6 person	250 eb	Small family tent, really fits 4 with some comfort, 15 minute set-up	NT-56
Tent - 10 person	500 eb	Family sized tent. 20 minute set-up	NT-56
Tent - Pavilion	5,000 eb	Tent that fits 50 people or so for gatherings	Hound
Tent - Big Top	12,000 eb	Tent for huge shows and gatherings. Fits on a truck when stowed. 6 hour set-up	NT-57
Tent - Tipi	200 eb	Fits 6-8 people, 15 minute set-up	NT-57
Grapple Line	60 eb	100m line and hook fired from a compressed air "baton"	CB3-15
Climbing Spikes	75 eb	Retractable climbing spikes extend 6" below the heel	CB3-15
Esporma Environment Suit	725 eb	SP:10, SP:30 vs corrosives, air supply, etc	CB3-16
EnviroScanner	400 eb	Detects radiation & biological contamination within 7m	CB3-16
Stealth Rope	200 eb	per 100m. When touched by a special stick, stealth line instantly crumbles	Shadow
Thermal Decoy	50 eb	Military decoy - inflatable soldier at human body temperature. Size of a can of sardines	Shock47
SmartGrapple	1,500 eb	Grapple & Power Winch backpack with a cyberhand as the grapple hook. Options...	Shock48
Road Flares	20 eb	box of 6 road flares	Hound
Micro Flare Launcher	50 eb	Size of a mini-maglight, fires full-power warning flares in red, white or green (30 eb ea)	Samurai
Glucose-Protein Nutritional Packet	100 eb	Produces 2 persons food per day for 3D10 days after opened if exposed to sunlight	Trinity
Camel-Back	50 eb	5 liter thin-line backpack with drinking tube	Hound

Electronic Security & Monitoring			
Item	Price	Notes	Source
Tritech Line Tap Detector	60 eb	Detects if a land-line is being monitored (80% success rate)	CB1-4
Tritech Linozap Line Zapper	350 eb	50Kv charge burns out listening devices on a phone line	CB1-4
Voice Stress Analyzer	200 eb	Size of a pack of smokes. +1 Human Perception and Interrogate rolls. DNI for 50eb	CB2-20
CCI Window Trembler	120 eb	Vibrates a window to render laser mikes useless	CB2-20
Arasaka Komaku Laser Mike	250 eb	Size & style of a polymer one shot, 50m range (-5 human perception)	CB2-20
Arasaka Mounted Laser Mike	350 eb	Mounts on a wall or ledge, 75m range, 4 hour recorder built in	CB2-20
CCI Bug Detector	200 eb	Detects transmitting bugs in a 6m radius with 80% reliability	CB2-20
CCI Bug Jammer	200 eb	Garbles radio broadcasts and bugs within 10m radius with 80% reliability	CB2-20
Line Tap	200 eb	Records or transmits data intercepted on a telecom line	CP2020
Omega Phone Tap	1,400 eb	Monitors up to 10 lines from the switching box, records to a chip or shunts to your line	CB2-21
Arasaka OmniTec Radar Detector	250 eb	100m range, size of a pack of smokes, 60% chance of triangulating the source	CB2-21
Teletronics Signal Tracker	300 eb	80% reliability, tracks bug transmissions to their listening source	CB2-21

Electronic Security & Monitoring			
Item	Price	Notes	Source
Tritech White Noise Generator	3,500 eb	Blocks listening devices with 90% effectiveness in a 3m radius	CB2-22
Jamming Transmitter	500 eb	Fits in 3 suitcases, blocks all electronic transmissions within 1000 feet	CP2020
Tracking Device	1,000 eb	Hand Held tracking device for following tracer buttons with 1 mile range	CP2020
Tracer Buttons	300 eb	Set of six tracer buttons (1 square inch, 1/2" for double cost)	CP2020
Deluxe Tracer Buttons	600 eb	Set of six tracer buttons as above, can be turned on and off remotely	CP2020
Surveillance Kit	3,500 eb	Mini-mikes, mini-cameras, chipbugs, receiver unit, tracer bugs, camera, microphone...	CB3-18

Home & Corporate Security			
Item	Price	Notes	Source
KeyLock	20 eb / lvl	(dif 10 / 15 / 20 / 25 / 30 Pick Locks) Manual key lock	CP2020
CardLock	100 eb / lvl	(dif 10 / 15 / 20 / 25 / 30 Electronic Security) Electronic key lock	CP2020
VocoLock	200 eb / lvl	(dif 10 / 15 / 20 / 25 / 30 Electronic Security) Voice-keyed lock system	CP2020
SmartLock Door Security System	250 eb / lvl	Requires the user to interface with the lock to open the door, system, etc.	CB1-8
Scanner Plate	500 eb	HandPrint scanner, increases security rating 1 level.	CP2020
Movement Sensor	40 eb	Detects movement using IR or visible light and sonar. 95% effective	CP2020
Paper Shredder	500 eb	Destroys both hardcopy information and computer disks	CB1-8
I.D. Madgemaker	500 eb	Produces keycard and photo-ID Badges, Cookie Cutter option costs 200 eb extra	CB1-13
Detention Collar	260 eb	If the wearer exceeds 10m from the remote, it delivers D3 damage or a drug dose	CB2-13
Portable Maglock	300 eb	1kg Magnetic clamp lock is usable with any door, DIF25 to crack (+80 eb for a camera)	CB2-13
ScanMan Full Identity Scanner	2,100 eb	Uses ultrasound, thermo, magnetic and optic sensors to identify a person	CB2-22
Arasaka ScanWay Scanner Gates	2,800 eb	1 of 3: Weapons, Cyberware or Chem/Explosive detector. 95% reliability	CB2-23
Arasaka ScanWay Deluxe Gates	5,400 eb	Scans any / all of the above	CB2-23
HandCuffs	60 eb	Strong alloy handcuffs with a lvl 20 cardlock (Dif 30 to break)	CP2020
PlasKuffs	40 eb	Strong polymer handcuffs with a lvl 20 cardlock (Dif 25 to break)	CP2020
Ion Cuffs	100 eb	Cuffs disable metallic elements of the limbs they are holding (as PlasKuffs)	P&S 41
StripTape Binders	60 eb	12 Binders. (Dif 20 to break)	CP2020
Retina Scanner	400 eb	Portable scanner can record up to 250 retinal images for comparison	P&S 40
Hand Scanner	350 eb	Portable scanner can record up to 500 palm-prints for comparison	P&S 40
DNA Scanner	1,000 eb	Semi-portable scanner can analyze and record DNA prints	P&S 40
Blood Tester	300 eb	Portable scanner analyzes blood for traces of illegal and legal substances	P&S 40
Cyber Scanner	500 eb	Like a portable metal detector, but detects standard cybernetic systems	P&S 40
Ballistics Kit	600 eb	Armoured suitcase contains full on-site ballistics testing apparatus	P&S 40
Medical Examiner's Equipment Pack	700 eb	All the equipment to carry out preliminary examination before removing it to a forensic lab	P&S 40
Investigation Kit	45,000 eb	40 special scanners, 4 CyberForm Spiders and a control panel	P&S 40
Evidence Bags	6 eb	5 small ziplock poythene bags used to pick up evidence for later examination	P&S 41
Arasaka R-101 Lie Detector	5,000 eb	Briefcase unit like the Voigt-Kampf machine. 90% reliable	CB3-15
Detection Wand	175 eb	Hand-held detector for weaponry and cyberware	CB3-18
Pressure Trigger	15 eb	per square foot. Concealable pressure switch	CB4-69
Nano-Paper	3 eb	per sheet. Turns to dust when flashed with a special light (10eb)	CB4-70
HeadJammer	1,000 eb	per level. Headset that jams implanted radio and phones and deals D6 stun per level	Shadow
JackStopper	100 eb	Dummy plug injects a quick-bond epoxy into plugs. Requires CyberTech 15 to fix	Shadow
Barbed Wire	10 eb / m.	Awareness 15+, Deals D3 dmg grabbed, 2D3 walking, 3D3 running	Shadow
Concertina Wire	25 eb / m.	Awareness 10+, Deals D6 dmg grabbed, 2D6 walking, 3D6 running	Shadow
MonoWire	60 eb / m.	Awareness 20+, Deals 2D6 dmg grabbed, 3D6 walking, 4D6 running	Shadow
Acoustic Amplifier Unit	500 eb	Used to hear tumblers fall in a combination lock. +3 lock pick. Costs 150 eb to build	Hound
Electric Timelock Override	3,500 eb	With an average electronics roll, allows a timelock's clock to be spoofed	Hound

Household Products			
Item	Price	Notes	Source
TemperFoam Furniture	80 - 140 eb	Furniture that molds itself to the individual user.	CB1-13

Household Products

Item	Price	Notes	Source
Personal Solar Panel	100 eb	Each panel can power one 110 volt device	CB1-16
Portable ElectroPack	100 eb	Each pack can power one 110 volt device. Weighs 2kg, 6 hour charge, recharges in 2.	CB2-13
Real Wood Furniture	200 eb	per piece, real wood!	CP2020
Synthetic Furniture	100 eb	per piece, artificial wood, black plastics, etc...	CP2020
Futon	90 eb	Folding bed of Japanese origin	CP2020
Lamp	20 eb	It gives light...	CP2020
Vocal Switcher System	100 eb	Voice-activated controls for lights and appliances	CP2020
Optical Remote	100 eb	Optically triggered "clapper" system for household appliances	CB3-20
IEC SoloDrinker	110 eb	to 715 eb - Automated bartender for your home	CB3-20

Sensor Suites

Item	Price	Notes	Source
Sonar Scanner	50 eb	Gives distance to nearest solid obstruction & detects motion w/ 30 degree angle, 120m	CB1-8
MapMaker GPS System	500 eb	GPS module with full map-making features	CB1-0
Security Scanner	1,500 eb	Hand-held device detects alarm systems 75%	CP2020
GeoTech EnviroScanner	400 eb	Detects biological and radioactive contamination within 7m as well as air purity ratings	CB2-11
Poison Sniffer	1,500 eb	Can check for a specific substance, or warns against foreign substances, 85%	CP2020
Microtech Mk4 Signal Detector	2,400 eb	Size of a book, can detect IR, UV, Microwave and radio signals, 85% up to 350 feet.	Strm-100
Wutani Motion Tracker	770 eb	Shows all movement at 75m or 125m in a 60 degree arc	CB4-71

Musical Instruments, Recording Gear, etc

Item	Price	Notes	Source
DPI Smartsticks	800 eb	Drumsticks linked to a Synthesizer. +1 on Play Drums skill	CB1-11
Parman Touchline Drumsticks	200 eb	cost per pair, +1 on Play Drums skill rolls	Rocker
Digital Recording Studio	12,000 eb	Records up to 10 chips at once. 16-channel mixer, SmartMIDI compatible	CB1-12
CyberCam EX-1	1,200 eb	DNI-linked headset camera system with on-site editing and video-toasting	CB1-13
Nikkon America CamPod	1,000 eb	Shoulder-mounted SP8 pod camera with cordless headset viewfinder (15m range)	CB2-11
Remote CyberCam	350 eb	Fist sized cam transmits images up to 2km to video imager - equipped cyberoptics	CB2-13
Visual adaptor	100 eb	Allows Optic options to be added to cameras	CB3-18
DPI Black Box Backup SynthAmp	800 eb	Instant backup singers, each voice chip costs 10 eb	CB2-25
DPI BodyRhythm Dance Bracelets	400 eb	Radio Linked Synthesizer bracelets. Cost per pair. Must have wrist DNI jacks	CB2-26
DPI Mini-Amp	250 eb	Radio-Linked Mini Amp (15m range)	CB2-26
DPI "CyberTechnic" Guitar	1,200 eb	Smartlinked Guitar allows +1 Play Instrument	Rocker
Yamaha "SmartMIDI" Guitar	1,600 eb	Smartlinked Guitar allows +2 Play Instrument	Rocker
Washburn SoundMachine Guitar	1,000 eb	100 beat loop memory, rhythm box and 100 note riff memory (+1 perform w/o a band)	CB2-26
MultiFormat NewsCam	2,600 eb	20 mile transmission range, 6 hour tapes, etc... Think Max Headroom	Rocker
MiniCam 14	1,500 eb	2" x 2" x 6" camera with 1 mile transmission range or 10 minutes storage	Rocker
Video Camera	800 eb	Digital Video Camera - shoulder mounted version	CP2020
Electric Guitar - cheap / used	100 eb	Often doesn't even resemble a real guitar anymore... -1 Play Instrument	CP2020
Electric Guitar - good quality	500 eb	Still often doesn't look like or sound like a 20 th C Electric Guitar	CP2020
Electronic Keyboard - cheap / used	200 eb	Not much changed from the present, limited voices, -1 Play Instrument	CP2020
Electronic Keyboard - good quality	900 eb	More powerful and lighter than a modern keyboard, thousands of voices	CP2020
Drum Synthesizer - cheap / used	200 eb	Percussion Pads and a Sound Box. Fits in a couple of suitcases, -1 Play Instrument	CP2020
Drum Synthesizer - good quality	800 eb	Better quality pads and more selection of "voices".	CP2020
Amplifier - small	500 eb	Pretty damn loud	CP2020
Amplifier - large	1,000 eb	Very, very loud	CP2020
Amplifier - large and kicking	2,000 eb	Insanely Loud	Hound
Standard Drum Kit	1,500 eb	All the classic drumming stuff - toms, bass drum, cymbals, etc (normal or electronic)	Rocker
Bass Synthesizer	200 eb	Gives your band an instant bass / rhythm section	Rocker
Lyridon2 Cordless Microphone	100 eb	100 foot broadcast range mike	Rocker

Musical Instruments, Recording Gear, etc

Item	Price	Notes	Source
CyberMIDI Effects Controller	2,000 eb	+ INT/4 to play guitar skills in person, +INT/4 to the tech's roll for sound techs	Rocker
BrainDance Vending Unit	2,000 eb	2eb to 5eb per use bar-top BrainDance unit	Rocker
BrainDance Recording Unit	12,000 eb	Interfaces through standard interface plugs to record braindance	Rocker
BrainDance Editing Unit	26,000 eb	Allows the editor to compile, edit and enhance raw braindance data	Rocker
Yamaha RX4000 Hurricane UltraSynth	2,345 eb	Super Cyber-Midi. +2 Play Instrument, allows control of multiple instruments	CB3-14
Sound Optimization System	1,000 eb	Very Difficult Electronics + Play Instrument roll for +1 Play Instrument / Perform	CB4-70

Demolitions

Item	Price	Notes	Source
Detcord	100 eb / meter	- 6D10 dmg - 1m rad - Triple damage if wrapped	Head105
Pyrokinetic Tape	800 eb / roll	- 3D10 dmg - 0.5m rad - Triple damage if wrapped. 7m / roll	Hound
Blasting Caps	5 eb / cap	- 2D10 dmg / cap - 1m rad	Head105
Ammonium Nitrate Fuel Oil (ANFO)	10 eb / kg	- 3D10 dmg / unit - 1kg / unit - 3m rad - Chem roll DIF 15 to make (5 eb)	Hound
Nitrogen Tri-iodide	10 eb / kg	- 5D10 dmg / unit - 1kg / unit - 3m rad - Chem roll DIF 10 to make (2 eb)	Head105
Nitroglycerine	75 eb / kg	- 3D10 dmg / unit - 1/4 kg / unit - 3m rad - Chem roll DIF 15 to make (24 eb)	Head105
GunCotton	30 eb / kg	- 3D10 dmg / unit - 1kg / unit - 3m rad - Chem roll DIF 15 to make (10 eb)	Head105
TNT	50 eb / kg	- 4D10 dmg / unit - 1kg / unit - 3m rad - Chem roll DIF 20 to make (20 eb)	Head105
Plastique	100 eb / kg	- 7D10 dmg / unit - 1kg / unit - 4m rad - Chem roll DIF 25 to make (50 eb)	Head105
Semtex III	200 eb / sheet	- 6D10 dmg / unit - 1kg / sheet / unit - Always considered to be tamped	Hound
C6 "Flatfire"	150 eb / kg	- 8D10 dmg / unit - 1kg / unit - 5m rad - Chem roll DIF 35 to make (75 eb)	Head105
Tornadium D-19 "Kaboomite"	400 eb / kg	- 8D10 dmg / unit - 500g / unit - 2m rad - Chem roll DIF 35 to make (250 eb)	Hound
Pre-Packaged Demolitions Charge	250 eb	1 kg unit of C6 FlatFire with variable timer from 1 minute to 30 minutes	Hound
FEN Dz 25 "Det Card"	120 eb	Snap the card in half and it will explode in 20 seconds. 3D6 dmg .5m radius	CB1-47
Explosives Field Kit	1,500 eb	30 kg kit contains caps, demo tools, electrical wire, trip wire, plunger, timers, fusing cords	HoB-80
Waterproof Charges	3,000 eb	Package of 4 1kg C-6+ underwater blocks. Can minimize or enhance shockwaves	Storm-32
Thermite-In-A-Tube	90 eb	15SDP per turn cutting (3 turns). 4D6 damage to organics	CB4-72
Radio Detonator	150 eb	No metal components, choice of designer colours	Hound
Timer Detonator	60 eb	No metal components, 0 seconds to 24 hour settings, designer colours	Hound
Pressure Detonator	75 eb	No metal components, 5kg pressure required to detonate, not available as Micro-sized	Hound
Pull Detonator	75 eb	No metal components, Triggered when the ring is pulled out of the top.	Hound
Electric Detonator	150 eb	Detonates when a current over 1.5 Volts is run through it, choice of designer colours!	Hound
Sound Detonator	400 eb	Detonates when a certain volume is exceeded, normal size only, choice of colours	Hound
Light Detonator	250 eb	Detonates from a pre-set light pulse sent over a fiber-optic cable	Hound
Standard Detonators	1x cost	1cm x 6cm x 6cm square with two spikes at the back, 100 grams	Hound
Mini Detonators	2x cost	8mm diameter, 4cm long pin-shaped device, 20 grams	Hound
Micro Detonators	3x cost	5mm disk, 3mm thick. 4 grams	Hound

Food & Drink

Item	Price	Notes	Source
Bar In A BriefCase	100 eb	2l assorted liquors and mixers, with menu and mixing instructions	CB1-16
Flavoured Cigarettes	2 eb per pack, 15 eb per carton	(Jalapeno, Chocolate, Pizza, Smoked Beef, Strawberry, Hashish flavours)	CB1-16
Biotechnica NutriSupplement	10 eb	One day's food replacement. Can be safely used for a week without penalty	CB2-11
Kibble	50 eb per week	Mass-produced nutrient that tastes like dry pet food	CP2020
Generic PrePack	150 eb per week	Like a TV Dinner. Not inspired, but better than kibble!	CP2020
Good PrePack	200 eb per week	Good restaurant meals in a package.	CP2020
Fresh, Real Food	300 eb per week	The real, fresh McCoy	CP2020
MRE (Meal, Ready to Eat)	10 eb per meal	Enough food for a full day if you stretch it	NT-54
S.C.O.P. Tanks	2,000 eb	1 week production produces 20 man/days of food	NT-54
Enduro Drink	8 eb	Can gives +1 endurance for 2 hours	CB4-71
ArmourSaver Drink	50 eb	Can heals 2SP of skinweave in 24 hours	CB4-72

Medical & Pharmaceutical Goods			
Item	Price	Notes	Source
Portable Cryogenic Case	250 eb	2' x 2' x 1' case for moving and preserving organs and tissue. SP:10	CB2-13
Dermal Stapler	1,000 eb	Required for using SKIN on wounds of over 8 points or MedTech on 20+ damage	CP2020
CryoTank	100,000 eb	Advanced refrigeration tank to keep dying people in stasis	CP2020
MedKit	50 eb	Standard doctor's kit. Antidotes, dressings, drugs, examining instruments, applicators	CP2020
Surgical Set	400 eb	Surgeon's tools - scalpel, retractor, probe, clamp, etc) and sterile field equipment	CP2020
First Aid Kit	10 eb	Bandages, antiseptics, simple painkillers	CP2020
First Aid & SnakeBite Kit	20 eb	As above, but includes basic anti-venoms and snake bite serum	NT-55
AirHypo	100 eb	"Bones McCoy" forces liquid through the skin with compressed air	CP2020
Hypo AutoInjector	30 eb	Automatic needle for hypodermic injections	Hound
Drug Inhaler	35 eb	"Rocket" holds powdered drugs and gives pre-determined doses with compressed air	Hound
MedScanner	300 eb	Readouts for body temp, heartrate, etc, +2 Diagnose Illness	CP2020
Drug Analyser	75 eb	Determines purity of a drug of a known (pre-programmed) composition	CP2020
Archaesthetic	1,000 eb	10 minutes to connect, gives +1 Diagnose and +1 Medtech	CB3-6
RapiDetox	1,500 eb	Machine clears the blood of drugs, allows Pharmaceutical check every turn to neutralize	CB3-6
Blood Substitute	150 eb	+1 to Stabilization rolls	CB3-6
Limb Preservation and Transport Unit	500 eb	Mini Cryo-Tank for transporting limbs and organs	CB3-6
Portable Intern Unit	1,200 eb	Briefcase unit gives +2 to Diagnose and +1 to Stabilization	CB3-7
CyberCast / ExoCrutch	3,000 eb	-2 to all actions using the limb, but even full use counts as full rest	CB3-7
AutoMedic	1,200 eb	30 kg suitcase provides First Aid base 15 and Med Tech base 10	HoB-81
Pill Case	10 eb	Slim case holds 50 tabs or caps and has a small slit for a few derms	Grav-68
Auto Tab Applicator	200 eb	Cuff attached to arm or leg that applies 10 dermal patches at pre-determined times.	Cspace
Regen Complex 6 (SKIN)	300 eb	10 Uses of nano-skin, heals 4 damage to target	Interface
Priapan Spray	15 eb	Single dose applicator, provides +2 stabilization, +1 stun saves. 10 dose can costs 75eb	
Toxi-Stoppers	2,000 eb	Instant sobriety from most drugs, toxins, nerve gasses and so on	Shock47
Trauma Stabilization Foam	150 eb	350ml bottle of fast hardening foam (SDP:20 / Str 20) for instant casts, with solvent	Trinity
Day In Hospital	100 eb	For Serious and Light wounds	Hound
Day In Intensive Care	350 eb	For Critical and Mortal wounds	Hound

Tech Tool Stuff			
Item	Price	Notes	Source
A-Frame	100 eb	Wheeled carriage and winch for pulling and installing engines	NT-53
Advanced Alarm Removal Kit	290 eb	+1 TECH vs electronic locks, security scanners and movement sensors, etc	CB1-14
Air Compressor	400 eb	Compressor for use with pneumatic tools, paint sprayers, etc.	NT-53
TechScanner	600 eb	Handheld Microcomp runs diagnostics on motors and displays schematics	CP2020
Francesca Techscanner	1,200 eb	Stylish scanner gives +1 diagnosis on tech jobs, and +1 Wardrobe & Style	CB3-8
Cutting Torch	40 eb	Oxy/Acetylene handheld torch cuts up to SP:10 per turn (D6 damage)	CP2020
High Powered Cutting Torch	200 eb	Oxy/Acetylene handheld torch cuts up to SP:20 per turn (2D6 damage)	CP2020
Thermite Lance	600 eb	Oxy/Aluminium/Iron handheld torch cuts up to SP:40 per turn (4D6 damage)	CP2020
Tech ToolKit	100 eb	4" x 16" x 2" case of basic tech tools	CP2020
Basic Tech Kit	500 eb	Full sized tool kit	NT-53
Farinata Tech Tool Kit	350 eb	Styling tech tool kit, +1 Wardrobe & Style	CB3-9
Buschsterhude Tool Kit	1,000 eb	Customized tool kit. +1 repair and construction rolls	CB3-12
B&E Tools	120 eb	BoltCutter, LockPicks & Tension Bar, Crowbar, GlassCutter & Suction Cup	CP2020
Electronics ToolKit	100 eb	4" x 16" x 2" case of basic electronics tools and parts	CP2020
Farinata Electronics Tool Kit	350 eb	Styling electronics tool kit, +1 Wardrobe & Style	CB3-9
Protective Goggles	20 eb	Eyewear for welding, machining, etc	CP2020
Rope	2 eb	per foot. Braided synthetics can hold up to 1,000 lbs	CP2020
Breathing Mask	30 eb	Nose and mouth coverage with replaceable filters (10 eb per 10)	CP2020
CardLock Decryptor	500 eb	Gives +5 to attempts to break a CardLock	CP2020

Tech Tool Stuff			
Item	Price	Notes	Source
VocDecryptor	1,000 eb	Gives +5 to attempts to break a VocoLock	CP2020
Interface Monitor	800 eb	Gives +2 to CyberTech, takes 30 min to hookup, disables cyberware during repairs	CB3-5
Micromanipulator Rig	3,000 eb	Requires Machine Link, +1 CyberTech, Electronics, Cyberdeck Design, Weaponsmith	CB3-5
Tripod Waldo Set	800 eb	Provides an extra set of hands to help you work, requires MachineLink	CB3-10
Spider MicroWaldo Bracer	700 eb	Requires MachineLink, +1 to all repair and construction rolls on small/complex stuff	CB3-11
"Mite" Diagnostic Remote	400 eb	1 cm x 1 cm Micro Camera Remote (+100 eb cyberlinked)	CB3-11
Pembroke Techscanner	1,500 eb	Gives +2 TECH to investigate and repair stuff. 100eb/month for updates	CB3-12
Hand-Crank Generator	50 eb	Last ditch power source	NT-53
Small Generator	250 eb	Suitcase-sized. Enough juice for up to 6 appliances. 1 gallon CHOOH2 / 4 hours	NT-53
Large Generator	1,200 eb	Good for several houses of power. 1 gallon CHOOH2 / 30 minutes	NT-53
Hydrogen Generator	10,000 eb	Enough juice for a small town	NT-53
Gun Cleaning Kit	50 eb	Everything to keep your gun clean	NT-53
Master Mechanics Tool Kit	25,000 eb	Every diagnostic tool, pneumatic, electric & hand-held tools, and hundreds of gadgets	NT-54
Hand-Driven Air Pump	10 eb	Just like yer old bicycle pump	NT-54
Bolt Cutters	25 eb	L concealable bolt cutters with alloy teeth / jaws	Hound
Glass Cutter	5 eb	Suction unit, cord and glass blade unit	Hound

Glow Gear			
Item	Price	Notes	Source
FlashTube	2 eb	25 foot range flashlight	CP2020
FlashLight	10 eb	100 foot range flashlight	CP2020
MagLight	50 eb	120 foot range SP:8 flashlight	
GlowStik	1 eb	Chemlight in a 6" plastic tube. Shake and Break to activate, lasts 6 hours	CP2020
Flash Paint	10 eb	per pint. Fluorescent pain gives off light equal to a glowstick, lasts 4 hours	CP2020
Flash Tape	10 eb	per foot. Same as a glowstik, lasts 6 hours, available in a variety of widths	CP2020
Flash Rope	15 eb	per foot. Can hold up to 800 lbs, battery powered.	Hound
DNI Flash Cables	80 eb	Splicing cables from a cyber-operated item to interface sockets. Choice of colours	Hound
Low Impedance DNI Flash Cables	300 eb	Special cables as above that give +1 on interfaced rolls. Choice of colours	Hound
Glow Cube	40 eb	2" glow cube. Works on batteries. Illuminates 15m radius	Gamma
Micro-Lights	6 eb	Disposable coin-sized lighting unit. 5m radius, lasts 2 hours	Hound
Glow'Brella	10 eb	Umbrella with a fluorescent handle and shaft that turns on when opened	Hound
FlashKnife	50 eb	Switchblade with built-in mini-light using red or green LED lights	Hound

NuSCUBA and Diving Gear			
Item	Price	Notes	Source
"Islander" Rebreather	150 eb	Mouthpiece and backpack. 20 minutes rebreathing. MDD:30m	Storm-29
"Aquamax" Tank Unit	500 eb	EV1 dive system (tank, mask, weights, pressure gauge, fins). 60 minutes. MDD:50m	Storm-29
"Deepstar" Tank Unit	2,000 eb	EV2 dive system with HUD & Dive computer. 180 minutes. MDD:100m	Storm-29
"Deep Blue" Rebreather	2,600 eb	EV:2 rebreather in backpack, wesuit, HUD & Dive Computer. 10 hours. MDD:100m	Storm-30
"Depth Charge" Dive System	3,250 eb	EV:3 insulated & pressurized dive system like Deep Blue. 10 hours, MDD:200m	Storm-30
UnderWater Cutting Torch	50 eb	Flashlight-sized torch cuts 10SP per round, 50 round duration	Storm-32
Removable Fuel Slugs	30 eb	Small fuel tanks for refueling the cutting torch	Storm-32
Emergency Beacon Set	150 eb	Two transponders and a receiver set. 2kg receiver. 30 km range	Storm-32
Emergency Beacon Transponders	25 eb	For use with the beacon set. 30 km range	Storm-32
Portable Sonar	95 eb	Pistol grip and graphic display like a motion tracker. 50m range	Storm-32
Diving Suit Maintenance Kit	115 eb	Simple toolkit with a lot of patches	Storm-32

Zero-Gee and Space Gear			
Item	Price	Notes	Source
Slosh Bag	65 eb	Sleeping Bag style bath for use in 0-G.	CB1-16

Zero-Gee and Space Gear			
Item	Price	Notes	Source
Hand EVA Maneuver Unit	100 eb	Takes 30 seconds to prep, provides 150m/sec of Delta-Vee	Space-52
Replacement CO2	5 eb	Extra canisters (150m/sec Delta-Vee) for the Hand EVA unit	Space-52
BackPack EVA Unit	800 eb	Attaches to the bottom of a suit pack, three minutes to prep, 500m/sec Delta-Vee	Space-52
Manned Maneuver Unit	3,000 eb	Full backpack design. 10 minutes to prep, 2000m/sec Delta-Vee	Space-52
1 Man Bubble Shelter	300 eb	24 hour shelter for 1 person, 1000km homing beacon, etc	Space-52
4 Man Bubble Shelter	600 eb		
6 Man Bubble Shelter	800 eb		
Emergency Bubble	150 eb	Weenie version of the Bubble Shelter. 3km homing beacon, 2 hours air	Space-52
PowerDriver	100 eb	With 15 interchangeable heads and counterrotating adaptor.	Space-52
Vac-Solderer	50 eb	Soldering iron with vacuum suction to pick up stray solder	Space-52
Mini-Vac	30 eb	For cleaning up after EVA, spills, etc.	Space-52
MicroTools	15 eb	Tiny tools - screwdrivers, probes, calipers and small electronics tools	Space-52
Combo Flash	5 eb	Flashlight with strobe flash in the base and adjustable beam in front	Space-52
Tech Scanner	150 eb	Designed to analyze problems in properly equipped panels	Space-52
Sniffer	20 eb	Detects levels of standard atmospheric gasses. 90%	Space-52
Pressure Alarm	2 eb	Barometer alarms when change in pressure exceeds 5%	Space-52
Radiation Meter	100 eb	2m area scan, gives reading in rads or millirads	Space-52
Velcro	1 eb	12 Velcro Strips, good for attaching things to other things	Space-52
Drink Bottle	2 eb	1 liter sports bottle with filling valve. Every highrider has one	Space-52
Lap Pad	100 eb	basically an eBook with a pen interface	Space-52
Personal Rad-Meter	5 eb	Keeps track of rad exposure	Space-52
Electro-Stick Pad	20 eb	Hand-held electromagnet for holding onto metal hulls	Space-52
Rail Key	5 eb	Designed to grab the moving cable "rail" in most habitats	Space-52
Gripper Slippers	5 eb	Velcro Slippers!	Space-52
Standard Space Suit	15,000 eb	SP:10, RSP:2, 8 hours operation, 3 minute don-time	Space-59
SkinSuit	2,500 eb	SP:6, 80 minutes operation, 2 minute don-time	Space-59
WorkSuit	20,000 eb	SP:16, RSP:3, 10 hours operation, 4 minute don-time	Space-59
BattleSuit	50,000 eb	SP:25, RSP:6, 8 hours operation, 8 minute don-time, +1 Strength	Space-59
RadSuit	30,000 eb	SP:16, RSP:6, 10 hours operation, 4 minute don-time	Space-59
Mars Suit	15,000 eb	SP:7, RSP:2, 7 hours operation, 3 minute don-time	Space-59
Goop Balls	2 eb	for 10 balls - covers a 5cm hole	Space-19
Slap Patch	5 eb	cover a 30cm x 30cm area	Space-19

Emergency Services and Insurance			
Item	Price	Notes	Source
Trauma Team Full Body Life Coverage	500 eb	monthly fee. No per-minute charges, but must pay ammo, fuel, damage, etc (D6+1 minute response time)	CP2020
Trauma Team Corporate Coverage	1,500 eb	monthly fee. ½ of Fuel and ammo costs covered. Transported to nearest friendly corp (D4+1 minute response time)	IF:1-1
Trauma Team Corp Exec Coverage	2,000 eb	monthly fee. All expenses covered except damages. Otherwise as corporate coverage	IF:1-1
Trauma Team High Priority Coverage	3,000 eb	monthly fee. All expenses covered except vehicle / personnel loss (D4 minute response time)	IF:1-1
REO MeatWagon Coverage	½ Price	+1 minute response time	Hound
Militech Personal Evacuation	400 eb	plus 300 eb monthly fee. Break card and a security squad arrives to evacuate you in D6 minutes. Ammo & Medical Fees are ½ covered.	CB1-14
911 Card (Blue)	50 eb	Break card and 1 officer will arrive in D10+10 minutes	IO1
911 Card (Dark Blue)	80 eb	Break card and 2 officers will arrive in D10+10 minutes	IO1
911 Card (Silver Trim)	100 eb	Break card and 1 officer and 1 CyberHound will arrive in D10+5 minutes	IO1
911 Card (Gold Trim)	250 eb	Break card and a 4 officer combat patrol will arrive in D10+5 minutes	IO1
911 Card (White & Silver)	1,500 eb	Break card and an air unit will arrive in D8+2 minutes	IO1
911 Card (Black & Gold)	5,000 eb	Break card and a C-SWAT SPAR Team will arrive in D8+2 minutes	IO1

Emergency Services and Insurance

Item	Price	Notes	Source
Health Plan	200 eb	per month, plus 20 eb / year of age over 22. Covers 80% of medical expenses	CP2020

Non-Cybernetic Upgrades

Item	Price	Notes	Source
SPM-1 BattleGloves	900 eb	2D6 Punching, 3D6 Crushing, 3 option spaces, -2 WA	CP2020
SPM-2 BattleGloves	1,200 eb	2D6 AP Punching, 3D6 Crushing, 3 option spaces, -1 WA	PacRim
SPM-2 CyberGloves	1,000 eb	2D6 Punching, 3D6 Crushing, 1 option space, SP:15, -1 WA	Hound
EarBug Hearing Protection	400 eb	(pair) Sound Editing and Level Dampening	Hound
SmartGoggles	200 eb	Goggles can mount up to 4 CyberOptic options	CP2020
SmartShades	450 eb	Mirrorshades that can mount up to 2 CyberOptic options	CB3-3
SmartGoggles Protective Edition	450 eb	SP:15 Goggles with Image Enhancement, Anti-Dazzle and 2 option spaces	Hound
Monnikkan BattleBoots	750 eb	2D6 Kicking, 2 option spaces, -2 WA	Hound
Peril-Sensitive Contacts	60 eb	Provides single-use protection from flash weapons. Must be removed after used	Hound
Light Intensification MirrorShades	400 eb	Mirrorshades with LowLite and no option spaces	Hound
Multi-Visor	300 eb	Visor must be attached to a helmet, can mount up to 3 CyberOptic options	Hound

ChipWare

Item	Price	Notes	Source
Common MRAM & APTR chips	100 eb / lvl	Personal Grooming, Wardrobe & Style, Swimming, Languages, Dance, History, First Aid, Driving, Motorcycle	CP2020
Standard MRAM & APTR chips	150 eb / lvl	Expert Skills, Accounting, Anthropology, Biology, Botany, Chemistry, Geology, Zoology, Basic Tech, Education & General Knowledge, Mathematics, Physics, Cryotank Operation, Disguise, Electronics, Pick Lock, Pick Pocket, Weaponsmith	CP2020
Hands On MRAM & APTR chips	200 eb / lvl	Fencing, Handgun, Melee, Operate Heavy Machinery, Rifle, Aero Tech, Basic Tech, Electronic Security, Forgery, Pharmaceuticals, Martial Arts (x1), Wilderness Survival	CP2020
Specialty MRAM & APTR chips	300 eb / lvl	CyberDeck Design, Gyro Tech, Martial Arts (x2 to x4), Programming, SMG	CP2020
Rare MRAM & APTR chips	400 eb / lvl	AV Tech, CyberTech, Demolitions, Pilot, Martial Arts (x5), Heavy Weapons	CP2020
SKILL CHIP - notes		Skill chips can be bought up to level 3 at the above prices. Each level above level 3 doubles the price.	
Short-Term MRAM	10% cost	Level 1 & 2 MRAM chips with 3 hours duration. Dif 25 Programming / Computer Language roll to re-encrypt the chip for an additional 3 hours.	
Memory Compression Skill Chip	400 eb	Allows for storage of multiple skills on one chip. If total level exceeds +4, double price per total level above +4. Price does not include cost of the skills.	
24 hr Photomemory Chip	1,500 eb	dif:12 INT roll to remember anything recorded on the chip.	
12 hr Sensory Record Chip	1,000 eb	EPROM that records sensory stimuli. Often somewhat cryptic...	
Adrenaline/Endorphin Surge Chip	800 eb	Ignore sleep & food for 48 hrs. +1 BOD for 1 min 3/day. -1 dmg level for wound effects	
Ambidexterity Chip	800 eb	Allows off-hand use at no penalty	
Independent Ambidex Chip	250 eb	Needs the ambidexterity chip & 2 optics. Allows the arms independent action	
Auditory Recognition Chip	150 eb per level	Requires Sound Editing. Adds to Specific Knowledge rolls to ID sounds. Models include Techie, Corporate, Military and Rocker.	
Biomonitor Chip	200 eb	Acts as a Biomonitor. Full bonuses with Times Square, otherwise you must concentrate.	
Business Trip Chip	500 eb per level	- Language +1, Culture +1, Business Law or Wardrobe +1. Max of level 2.	
Courier Chip	600 eb	Loads the data into the courier's brain, locked until a codeword is spoken.	
Crypto Chip	600 eb per pair	- Language Encryption for secure communication, come in sets of 2, 4, 6 and 8	
Daytimer Chip	50 eb	Gives perfect time.	
DeathTrance Chip	1,000 eb	Fakes death (Dif:25 to notice) in 1-3 minutes, recovery by set timer	
Diet Chip	85 eb	"Fish N Chips" chip makes you feel full.	
Digi-Tone ID	100 eb	Needs CyberAudio - will give the phone number of any number dialed that you can hear	
Maximum Lover Chip	1,300 eb	Kama Sutra and pickup line database provide +2 Seduction	
Modus Operandi Chip	1,200 eb	Allows 1 yes/no question about behaviour per success INT dif 15. See CB1 pg 73	

ChipWare			
Item	Price	Notes	Source
MindGame Chip	40 eb	SegAtari 99-Type Mind Games - video games in your head!	
Navigation Chip	350 eb	Orientation Chip with a map of the local city.	
Orientation Chip	250 eb	Requires Phone Spline or Radio Link. Acts as a GPS	
Poseur Chip	700 eb	Specific Knowledge (person) +2, Perform +1. 200 eb for nervous twitches and habits.	
Security Chip - Max Erase	50 eb	When data on this chip is erased, requires an Impossible Computer roll to recover.	
Security Chip - Burner	100 eb	When this chip is removed without a proper mental command, it melts.	
Shape Recognition Chipware	500 eb	Requires Times Square. ID's specific shapes in a scene.	
Sleep Chip	400 eb	Sleep Inducer. Can cause insomnia after prolonged use. (see CB3, pg 37)	
Space Chip	800 eb	Space Survival +2, Highrider Culture +1	
Special Operations Chip	800 eb	Language +1, Geography +1, Wilderness Survival +1, Spec Know: Police or Military +1	
Stress Chip	350 eb	Reduce stress by 1 per D6	
Stutter Chip	310 eb	Requires Times Square and Targeting. Designate "friendly" targets for smartguns.	
Tourism Chip	450 eb	per level - Language +1, Culture +1, General Knowledge (local) +1. Max of level 2	
Visual Recognition Chip	100 eb	per level - Requires Times Square. Adds to Specific Knowledge rolls to ID items. Models include Techie, Corporate Officer, Military, Rocker, Secretarial and Police.	
Voice Stress Analyzer Chip	400 eb	Provides +2 on human perception rolls.	
ChipLok	150 eb	Electronic Locking Plate over your chipjack.	
Twitcher	900 eb	Chip gives -3 on all REF skills and stops all chipped skills from working	Shadow

Ammunition Caliber	Damage	Cost per 50 (½ price for 20)
.177	1D6	8 eb
5mm	1D6	5 eb
.25 ACP	1D6+1	7 eb
.22 Long Rifle	1D6	6 eb
.22 Magnum	1D6+2	9 eb
6mm	1D6+2	8 eb
7mm	1D6+3	9 eb
.32	1D6+2	8 eb
.38 Special	2D6	10 eb
9mm P	2D6+2	12 eb
.41 CL	2D6+2	14 eb
10mm Reduced Subsonic	2D6	17 eb
10mm	3D6	15 eb
Militech 8.8mm ISTS	3D6+2	20 eb
.338	3D6	17 eb
.357 Magnum	3D6+1	20 eb
.45 ACP	3D6	18 eb
.400 Cor-Bon	3D6+2	22 eb
.40 S&W	3D6	18 eb
11mm	4D6	20 eb
CA 10.4mm	4D6+1	35 eb
.408 S&W Magnum	4D6	25 eb
.41 Magnum	4D6	24 eb
12mm	4D6+2	30 eb
.44 Magnum	4D6+2	35 eb
.454 Casull	5D6	40 eb
.50 Short (Espinoza)	4D6	20 eb
.50 AE	5D6-1	42 eb
.44 Cor-Bon Magnum	5D6+1	55 eb
.525 Magnum Express	5D6+3	55 eb
.55 G Caseless	4D6+2	35 eb
.577 Boomer Magnums	6D6	60 eb
14mm Malorian Short	6D6	70 eb
.74 Sherman	4D6	44 eb

Ammunition Caliber	Damage	Cost per 50 (½ price for 20)
.30 Carbine	3D6	15 eb
4.5mm Liquid Propelled	4D6	50 eb
5.5mm PacRim CL	4D6+2	40 eb
5.56mm NATO	5D6+2	35 eb
5.54mm PACT	5D6	40 eb
5.7mm CL	3D6	25 eb
6mm CL	5D6	40 eb
7mm Federated Caseless	5D6	30 eb
7mm Canadian Long	6D6	40 eb
7.62mm Soviet Short	6D6	45 eb
7.62mm Mossin Nagant	7D6	50 eb
7.62mm NATO Long	7D6+2	65 eb
6.5mm CL Hybrid	6D6+2	50 eb
9mm CL Long	2D6+4	20 eb
.300 Winchester Magnum	5D10	100 eb
12.7mm BMG / .50 BMG	6D10	100 eb

Ammunition Caliber	Damage	Cost per 50 (½ price for 20)
20mm Reduced	4D10	75 eb
14.5mm	7D10	100 eb
15mm BMG	7D10	110 eb
15mm Kurz	4D10+3	150 eb
20mm	8D10	250 eb
30mm	10D10	350 eb

Ammo Load	Cost	Effect
Standard Duty Loads	100% Cost	
+P Loads	150% Cost	+1 damage, can be combined with most other loads
Hot Loads	200% Cost	+1 damage / die, -1 Reliability, can be combined with most other loads
HollowPoint	150% Cost	2x SP, 1.5x Trauma
Jacketed HollowPoint	175% Cost	2x SP, 1.25x Trauma
Dum Dum HollowPoint	200% Cost	2x SP, 1.75x Trauma
Home Made Dum Dums	100% Cost	2x SP, 1.75x Trauma, -2 Reliability
Pre-Fractured Plastics	100% Cost	2x SP, 1.5x Trauma, -1 Reliability
CopperHead	300% Cost	1.5x SP, 1.5x Trauma
ThunderZap Dum Dums	250% Cost	2x SP, 1.5x Trauma
Spartan Lead Dust Loads	250% Cost	1.5x SP, +1 damage per die
Tsunami Improved Glaser	300% Cost	1.5x SP, +2 damage per die
Memory Expander	800% Cost	1.5x Trauma
Talon-3 SoftPoints	400% Cost	2x SP, +1 damage per die, 1.75x Trauma
Towa HPA Cutters	400% Cost	2x SP, +1 damage per die, 1.5x Trauma
Militech MagnumRams	500% Cost	1.5x SP, +1 damage per die, 1.5x Trauma, -1 WA / 15 rounds instead of 10 rounds
Copper-Wrapped AP	300% Cost	½ SP, ½ Trauma
KTW Armour Piercing	350% Cost	½ SP, ½ Trauma
Arcane Armour Piercing	450% Cost	½ SP, ½ Trauma, +1 damage per die, cannot be hotloaded or +P
Dominator OverPenetrator	1,000% Cost	1/2 SP, ½ Trauma, cover only reduces damage by 1/4 of normal
Semi Armour Piercing	400% Cost	2/3 SP
Titanium Armour Piercing	500% Cost	½ SP at Short Range
Steel Jacket Magnesium	400% Cost	2/3 SP at Short Range, tracer, incendiary (+d3 dmg / 2 turns), -1 Reliability
Tungsten Carbide Penetrators	800% Cost	1/3 SP, ½ Trauma
Armour Piercing Incendiary	500% Cost	½ SP, ½ Trauma, incendiary (+d3 dmg / 2 turns)
Depleted Uranium	1200% Cost	½ SP, 1.5x Damage, ½ Trauma
Anti-Vehicular	200% Cost	2/3 SP, 2/3 Trauma (double pen versus vehicles)
High Velocity	700% Cost	1/4 SP, +1 damage per die, 1/4 Trauma, -1 Rel, -1 Rel / 5 rounds fired full auto, -3 SP on penetration
Hyper-Penetration	500% Cost	AP or HollowPoint
HydraShok	400% Cost	AP or DumDum, -1 Reliability
StarBurst Expanders	600% Cost	AP or DumDum
Depleted Uranium Core	600% Cost	AP or HollowPoint, +1 damage per die
Hard Core Armour Piercing	400% Cost	AP or Regular
Glass and Steel	600% Cost	AP or D4 / 2 x normal damage vs unarmoured targets
Blades Memory Plastics	600% Cost	½ SP at Short Range, 1.5x Trauma, +5 dif to first aid and medtech.
Tsunami Partition	500% Cost	1.5x Trauma (large rifle calibers only)
Flechette Cloud	300% Cost	½ SP, ½ Trauma, Shotgun rules, -2 SP on penetration
Kendachi Frag Flechettes	1,000% Cost	½ SP, -3 SP on penetration
Saboted Single Flechette	500% Cost	½ SP, 2/3 Trauma
SuperDense Flechette Cluster	600% Cost	1/4 SP, ½ Trauma, -3 SP on penetration
Memory Expanding Flechettes	2,500% Cost	½ SP, 1.5x Trauma, -3 SP on penetration
APFSF	800% Cost	1/4 SP, ½ Trauma, +50% Range, -3 SP on penetration
Rubber	125% Cost	½ Real, ½ Stun
Gel	200% Cost	1/4 SP, 1 real damage

Ammo Load	Cost	Effect
FiberGlass or SuperDense Plastics	150% Cost	-1 damage per die, dif 20 - 25 to spot with X-rays
Ceramic Fragmenting (CERF)	300% Cost	4x SP, 2x Trauma
Ceramic Explosive (CEREX)	800% Cost	1.5x SP, 1.5x Damage, 2x Trauma, -3 SP on penetration
Explosive	500% Cost	150% damage, ½ penetrates, -1 stun saves
Area Explosive	1,500% Cost	½ range, full damage, ½ damage 1m burst effect
Gerard Matrix APEX	2,000% Cost	½ SP, 1.5x damage
Duplex	300% Cost	2/3 damage, -1 WA, can be combined with other loads
Nickel Jacket Loads	150% Cost	Strikes sparks off steel surfaces, can be combined with other loads
Heavy Jacketed Ball	150% Cost	-D6 SP
Match Grade Ammo	500% Cost	+1 WA for aimed single shots
Base Expander	200% Cost	Can re-roll 1 damage die, can be combined with other ammo loads
Sealed MacroPlastic Magazines	500% Cost	FiberGlass ammo in a sealed plastic magazine. Immune to chem sniffers, metal detectors, etc.

Shotgun Ammo	20 ga	12 ga	10 ga	box	Damage / Effects
00 Shot	16 eb	20 eb	30 eb	20	Deals 2D6 damage per pellet, contains 6 / 8 / 10 pellets per round
000 Shot	14 eb	18 eb	26 eb	20	Deals D6+1 damage per pellet, contains 8 / 10 / 12 pellets per round
Plastic 00 Shot	15 eb	20 eb	28 eb	20	Deals 2D6 damage per pellet, ½ range, 2x SP, contains 6 / 8 / 10 pellets per round
Plastic 000 Shot	13 eb	17 eb	25 eb	20	Deals D6+1 damage per pellet, contains 8 / 10 / 12 pellets per round
Rubber Shot	18 eb	22 eb	33 eb	20	Deals D10 damage per pellet, ½ real, ½ stun, contains 6 / 10 / 12 pellets per round
Flechettes	32 eb	40 eb	60 eb	20	Deals D10 damage per flechette, ½ SP, ½ Trauma, 8 / 10 / 12 flechettes per round
Flechette Cloud	32 eb	40 eb	60 eb	20	Deals D6 damage per flechette, ½ SP, ½ Trauma, 10 / 14 / 18 flechettes per round
Cross-Loaded Shot / Flechettes	+1 eb	+1 eb	+2 eb	20	Gives +1 to hit, but reduces number of hits by 1
OverSpread Shot / Flechettes	+1 eb	+2 eb	+3 eb	20	Gives +2 to hit, but reduces number of hits by 2
Thermite Burst	25 eb	30 eb	40 eb	1	Deals 6D6 / 8D6 / 9D6 damage, ½ normal choke, ½ SP
Solid Slug	24 eb	30 eb	45 eb	20	Single slug deals 4D6+2 / 6D6+3 / 7D6+4 damage
Rifled Slug	40 eb	50 eb	75 eb	20	Single slug deals 4D6+2 / 6D6+3 / 7D6+4 damage, doubles weapon range
Armour Piercing Slug	40 eb	50 eb	75 eb	20	Single slug deals 4D6+2 / 6D6+3 / 7D6+4 damage, ½ SP, ½ Trauma
Rubber Slug	30 eb	40 eb	50 eb	20	Single slug deals 4D6+2 / 6D6+3 / 7D6+4 damage, ½ real, ½ stun
Gel Baton	48 eb	60 eb	90 eb	20	Single slug deals 4D6+2 / 6D6+3 / 7D6+4 damage, 1 point real, 1/4 SP
APFSDS 5.5mm Slug	n/a	10 eb	12 eb	1	Single slug deals 8D6 damage, AP, increases range 8-fold
High-Explosive Slug	n/a	8 eb	10 eb	1	Single slug deals 5D6 / 6D6 damage with additional 2m burst for 3D6 damage (½ real)
Flare Rounds	n/a	25 eb	30 eb	20	Single slug deals 2D6+2 / 3D6+1 damage plus D3 / turn for 5 turns
Flash Shot	40 eb	45 eb	55 eb	20	20m / 25m / 30m x 3m cone. REF (25) roll or stun save at -2 to avoid 2D6+2 mds blinded
Flash-Bang Cannister	n/a	5 eb	6 eb	1	25m range, D6 dmg, everyone in 2m (5m indoors) save vs stun and Ref 20 vs2 rnd blind
Tear Gas Cannister	5 eb	5 eb	5 eb	1	1m / 1.5m / 2m radius burst of Tear Gas or Nausea Gas
Drug Gas Cannister	10 eb	10 eb	10 eb	1	1m / 1.5m / 2m radius burst of Str 18 Sleep Gas or Hallucinogens
Biotoxin Cannister	25 eb	25 eb	25 eb	1	1m / 1.5m / 2m radius burst of Biotoxin I
Smoke Cannister	15 eb	20 eb	25 eb	20	2m / 2.5m / 3m radius burst of dense smoke
Improved StunDart	20 eb	20 eb	20 eb	4	100m range, penetrates up to SP:10, stun save at -2
Urban Technologies Slasher	n/a	75 eb	75 eb	1	1m long monowire deals 4D6 damage, 1/3 SP. Leg hits have 50% of hitting BOTH legs

CA MAP Ammo Loads	Cost	Effect
MAP ChemProp Taser	5 eb	D6 damage, 10% failure rate, Stun save vs taser effect at +2
MAP Paint Capsule	0.8 eb	1 damage to unarmoured locations
MAP Contact Sleep Capsule	1.25 eb	save at -4 vs sleep if it hits an unarmoured or partially armoured location
MAP Biotoxin Capsule	50 eb	8D6 damage, no armour protection
MAP Acid Capsule	10 eb	D6 damage per turn for 2 turns

NeedleGun Ammo Loads	Cost	Effect
1.5 x 10mm needle	20 eb (@50)	D6+1 damage, ½ SP
2.3 x 15mm needle	30 eb (@50)	D6+3 damage, ½ SP
3 x 15mm needle	35 eb (@50)	2D6 damage, ½ SP
Armour Defeating Loads	5x cost	1/4 SP, ½ trauma
Water Triggered Explosive	25x cost	Explodes for 3D6/4D6/5D6 damage if it penetrates target's armour into a flesh location
Strength 15 Poison	20x cost	Target must roll BOD+Resist Torture dif 15 or die (or sleep) in D6 rounds
Strength 20 Poison	30x cost	Target must roll BOD+Resist Torture dif 20 or die (or sleep) in D6 rounds
Armour Defeating Water Triggered	50x cost	1/4 SP, Explodes for 3D6/4D6/5D6 damage if it penetrates target's armour into a flesh location
Armour Defeating Str 15 Poison	40x cost	1/4 SP, Target must roll BOD+Resist Torture dif 15 or die (or sleep) in D6 rounds
Armour Defeating Str 20 Poison	60x cost	1/4 SP, Target must roll BOD+Resist Torture dif 20 or die (or sleep) in D6 rounds

13mm LV Loads	Cost	Effect
13mm LV HEP	10 eb	4D6+2 damage, no SP, ½ real, ½ stun, armour damaged 2 levels
13mm LV API	8 eb	4D6+3 damage, ½ SP, ½ Trauma. +1D6 damage first round, +1D3 damage second round
13mm LV Acid Shell	9 eb	D6 damage per round for 4 rounds

25mm Grenades	Cost	Effect
25mm HEP	70 eb	6D6 damage, no SP, ½ real, ½ stun, armour damaged 2 levels
25mm Frag	60 eb	3D6 explosive dmg (1m), 5m danger zone (athletics:17 or be hit by D6 hits for D10 dmg each, ½ SP)
25mm AntiPersonnel Flechette	60 eb	2D6 explosive dmg (1m), 5m danger zone (athletics:20 or be hit by D6 hits for 2D6 dmg each, ½ SP)
25mm Concussion	35 eb	4D6 stun damage in a 4m radius (full enclosure armour protects at 1/3 SP)
25mm Incendiary	50 eb	Sprays incendiary liquid over a 1m rad, 4D6 / 3D6 / 2D6 damage
25mm Flash Bomb	45 eb	5m radius, Stun save vs -5 REF and Awareness
25mm Smoke Bomb	20 eb	3m radius smoke cloud
25mm Tear Gas	20 eb	3m radius Tear Gas cloud
25mm Slasher	150 eb	2m long monowire line deals 4D6 damage, 1/3 SP, 75% of wrapping the hit around adjacent locations.

Arrows & Bolts	Arrows	Bolts	Effect
Target Heads	24 eb / 12	30 eb / 12	½ SP, full trauma
BroadHead	40 eb / 12	50 eb / 12	½ SP, 2x Trauma
Stun Head	20 eb / 12	25 eb / 12	Full SP, all damage is stun
Spinners	80 eb / 12	100 eb / 12	½ SP, 3x Trauma
WarHead	Stun cost + 25mm grenade -2 WA, ½ range, treat both as a stun arrow and a 25mm grenade		

MicroMissiles	Cost	Effect
Kinetic Kill (KKW)	30 eb	4D6+1 damage
High Explosive (HE)	100 eb	4D6+4 damage, ½ real, ½ stun, no SP
Shaped Charge (HEAT)	100 eb	5D6 damage, ½ hard SP, 1/4 soft SP
High Velocity (HVKKW)	60 eb	4D6+1 damage, ½ SP
Fragmentation (FRAG)	50 eb	2D6 explosive damage (1m), 4m danger zone (athletics: 17 or D6 hits for D10 dmg, ½ SP)
Dumb Gyrojet	½x cost	WA: 0, cannot lock on, no sensor suites
Smart Missile	1x cost	WA: +1, locks on with an 8+
Genius Missile	2x cost	WA: +2, locks on with a 6+
Einstein Missile	3x cost	WA: +3, locks on with a 4+
HeatSeeker	1x cost	Locks in on Heat Sources, must re-roll lock-on when passing fire, flares, engines, etc
Smart HeatSeeker	1.5x cost	Locks in on Body Heat Sources only, re-rolls lock-on when passing people
Genius HeatSeeker	2x cost	Locks in on Human Body Sources only
Lock and Track IR	3x cost	Locks in on target heat signature, will not re-roll lock for alternate heat sources
Pre-Programmed	4x cost	Locks in on pre-programmed heat signatures only
Programmable	4x cost	As pre-programmed, but can accept new programs from a modified launcher (2x cost)
Cephalic	4x cost	When it hits, roll for lock-on again. If successful, desired body location is hit.
Extended Range	2x cost	+50% range
Extended Range	3x cost	+100% range
Short Range	½x cost	50% range
12 ga / 10 ga Shotgun Launch	2x cost	50m range, -1 WA, 18mm Missile

Handheld SMG-style Launcher	HVY	+0	L	P	30mm Missile	12	2	ST	200m	900 eb
Handheld Rifle Launcher	HVY	+0	N	P	30mm Missile	30	2	ST	200m	1,100 eb
PepperPot Launcher	HVY	+0	J	P	30mm Missile	4	1 or 4	ST	100m	350 eb
HandGun Launcher	HVY	+0	J	P	30mm Missile	6	1	ST	100m	450 eb
UnderBarrel Launch System	HVY	+0		P	30mm Missile	1	1	ST	200m	200 eb
Pocket Launching Tube	HVY	-1	P	P	30mm Missile	1	1	ST	50m	50 eb

SplatBalls	Cost	Avail	Effect
Acid	50 eb / 50	Poor	D6 damage for 3 rounds
Adhesive	30 eb / 50	Common	Very thin, low viscosity glue that is inert when dry (3 minutes)
Biotoxin I (alpha-fomorol)	500 eb / 50	Poor	4D6 damage (Aerosol version is 750 eb / 50)
Biotoxin II (beta-fomorol)	750 eb / 50	Rare	8D6 damage (Aerosol version is 1125 eb / 50)
Nerve Toxin	1000 eb / 50	Rare	8D10 damage (Aerosol version is 1500 eb / 50)
Blood and Blister Agents	250 eb / 50	Poor	1m burst, twenty seconds / 3 rounds, 2D6 damage per round
Chemical Illuminant	10 eb / 50	Excellent	Glow-in-the-dark Paint rounds. If primed before hand, they act as tracers
Chemical Irritant - Pepper Spray	50 eb / 50	Common	-6 on all actions
Chemical Irritant - Nausea	75 eb / 50	Common	Save at -4 or be incapacitated for D6x5 rounds
Electromagnetic Pulse	200 eb / 50	Poor	1.5m radius EMP pulse.
Explosive	500 eb / 50	Poor	2D6 damage, 1m rad, ½ penetrates armour. Handle with care!
Flash-Bang	300 eb / 50	Common	3m radius, stun save at -2, REF:15 to avoid blindness
Incendiary - Napalm	250 eb / 50	Poor	1 foot / 1 foot area, if lit, burns for 2D6 damage each turn for up to 60 seconds
Incendiary - Phosphorous	750 eb / 50	Poor	4D6 damage per turn for 4 turns
Lubricant	30 eb / 50	Common	1m radius slick / round, Difficult athletics to cross, Average REF to hold a slippery item
Paint	4 eb / 50	Excellent	3 in 10 head shots blind opponent 3 turns
Paint - Ultraviolet	10 eb / 50	Common	As paint, but not visible except to UV optics
Solvents	25 eb / 50	Common	Industrial Solvents dissolve adhesives and many plastic armours