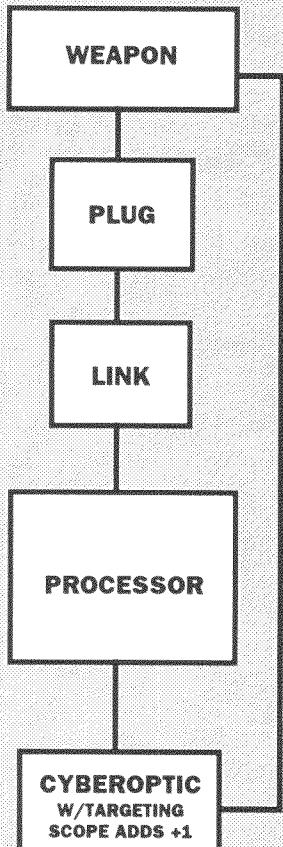


How a Smartgun Works:

- 1) Smartgun has laser sight mounted on top. Laser sight sends signal via plugs to link when target is in sights.
- 2) Link translates signal and sends it to processor.
- 3) Processor detects "fire" reflex in your body, triggers gun via link and plugs.
- 4) Gun fires.
- 5) If cyberoptic is present, it sets up a crosshair sight on the target. When gun's laser sight matches targeting crosshairs, gun fires.



sor that translates Net information into images. It replaces the more limited interface programs of the early 'teens, and allows the Netrunner to perceive a wider variety of environments than its predecessors.

Vehicle Link: This allows the user to control a vehicle through direct mental control. Cybervehicles include cars, AV-4s, aircraft, rotorcraft or motorcycles which have had their normal control systems replaced by a computer. The character plugs directly into the computer using interface plugs and cables, sending commands thru his own nervous system. Power servos then steer wheels, depress accelerators, and control braking. Cybervehicles are inhumanly responsive—like driving an extension of yourself. As a result, a cyberassisted vehicle will automatically give you a +2 on any driving, piloting or motorcycle driving skill you are using at the time. To modify a normal vehicle to cyber-vehicle stats costs an additional 40% of the base vehicle cost.

Smartgun Link: Smartguns are modified versions of normal firearms, linked to an internal microcomputer, which in turn is jacked to a human operator. A smartgun uses a small sonic or laser projector to lock onto the target, scanning it thousands of times per second. As the gun traverses the desired target, the computer link picks up your mental fire signal (or incoming data from the targeting reticule of your cyberoptic) and triggers the gun. Smartguns are far more accurate than most other guns; using them automatically gives you a +2 to any firearms attack you are making. The cost of adapting a normal gun to smartgun configuration is twice the normal cost of the gun.

Machine/Tech Link: This allows the user to interface with (and control) any autofactory or heavy machine operating from a MLINK-based control system. You can also control small machines/appliances in non-factory situations.

DataTerm Link: This co-processor allows the user to directly access and store information from a DataTerm, transferring it to a Times Square Marquee, or a LCD screen for display (in game terms, this allows the character to access information as if a DataTerm were available, even if it isn't)

Interface Plugs: These are the staple of Cyberpunk culture. Usually installed in the bones of the wrist, spine or skull, they tap into major nerve trunks and interface with the neural proc-

essor to send and receive signals. The plug itself can be used to insert information and reflex "skill chips", or as a plug in for a set of interface cables (allowing you to directly control any device you have the proper "link" with). In game terms, interface plugs allow the player to directly link to many types of machines, such as cybermodems or cybervehicles.

Interface plugs are quite common; many companies will even pay for their installation. Quite a few factory and construction workers now "stud" directly into their machines. Interface plugs are critical to people like Netrunners (who must have them to gain the speed and ability to run the Net), and Solos (who use them to operate smartguns).

Most people wear their plugs on wrists for ease of use. Occasionally, a true cybertechie will mount them at the temples (a plug head), just behind the ears (called a frankenstein) or in the back of the head (a puppethead). Some cover them with inlaid silver or gold caps, others with wristwarmers. Once again, a matter of style.

Chipware

There are a wide variety of cybernetic devices available to the man on the move in the 2000's. But the basis for all these newtechs is chipware (also known as wetware by some), bio-plastic circuitry that allows the human body to mesh with the power of silicon microprocessors.

There are two types of chipware; **reflex (APTR) chips** and **memoryware (MRAM) chips**. Each piece of chipware operates exactly like the skill of the same name. To use chips requires two separate installations: a neural processor located at the base of the spine, which translates the chip data into useful information, and a set of interface plugs or chipware sockets.

The chip itself is a small, transparent sliver about an inch long, often color-coded for identification. It is inserted into the interface plug point down. It takes one turn to change chips. You may "run" as many separate chip programs at one time as your current INT stat.

Example: My INT is 7. This means I can have up to seven different program chips operating at one time. I could be chipped for Karate, AV-4 Piloting, Pistol, Assault Weapons, AV-4 repair, Play Instrument and Specific Knowl-

edge: Rock Songs of the 1960s. However, I could not use any other chips until I'd removed one of these seven.

Having chipware is like having instant skills whenever you want them. The problem is, chipware is expensive, and limited to only the lowest levels of a specific skill (from +1 to +3). To progress further, you would have to have a specially designed chip built at a higher level (not an easy proposition). A natural skill, on the other hand, progresses by use and this increase in ability costs nothing except time.

Another problem with chips is that unlike natural skills, you can't learn to become better. If you're chipped for a Karate of +2, you'll be at that level of skill until you die, no matter how many fights you get into. You also can't combine natural and chipwared skills; for example, combining a chipped Karate of +2 and a natural Karate skill of +5 for a total of +7. The programmed responses of a chip will always override natural responses, setting the user's level of skill equal to that of the chip.

Chips are best used when you need to know a lot of things all at once, but not very well. With chips, you can become a limited martial artist, pilot, driver, marksman. You can know a little bit more than you did before about a variety of subjects, but nowhere near as much as you would if you'd hit the books and studied.

Reflex (APTR) Chips: These are chips for Reflex-based skills only, such as weapon firing or hand-to-hand combat knowledge. These Augmented Programm TRCs feedloop —record a specific neural signal from one source, record it in memory, then use the recording to activate a series of muscle reactions in another source. Theoretically, these chips should allow even the lowliest "grunt" to have the skills of a karate master, the shooting ability of Wyatt Earp, and the reflexes of an Olympic athlete. But the limits

of programming restrict what you can learn from a chip to a relatively low level (about +1 to +3).

In addition, a Reflex chip must adapt to your specific neural and muscular patterns, adjusting its instructions to fit your body and vice versa (after all, the karate master who was the pattern for the chip might have been five foot ten and you might be six foot three). It learns your body movements by sampling your responses as you practice using the chip. This process is known as chipping in and is required before the chip can be fully functional.

Chipping in takes two full days of practice for every level of the chip. This means, for example, if you've been chipped for *Martial Arts* +3, it will take six days of practice before the chip has "learned" enough about your body to be fully functional. If you only get two days of practice, the chip will function as a level +1— practice for four days, and it's raised to +2.

Memory (MRAM) Chips: These are chips for information only, used for storage of raw data on a specific subject. A memory chip operates just like a skill of the same type, is rated from +1 to +3, and is applied to the same stat as the original skill (for example, AV-4 Tech

would be combined with your TECH stat, while a *Language* chip would relate to your INT stat). MRAM chips do not require a previous knowledge of the skill involved and have no chipping-in time.

Chipware Socket: A small socket used only for inserting chipware (see above). With a chipware socket, you can use your interface plugs to control other things (such as weapons or vehicles), while still having access to MRAM and APTR information. Holds 10 chips.

Implants

Implants are the useful little things you get plugged in to make living easier; things that you can't replace from a Body Bank, or that you may want for a specific job. Note: Motion detectors, radiation detectors, and chemical analysers are 360° systems. Radars/Sonars are 180° systems.

CHIPS & PRICES

Type	Price Per Level
ATTR (MRAM)	
Personal Grooming	100
Wardrobe & Style	100
BODY (APTR)	
Swimming	100
INT (MRAM)	
Accounting	150
Anthropology	150
Biology	150
Botany	150
Chemistry	150
Education & Gen. Know	200
Expert (pick subject)	Ref Decision
Geology	150
History	150
Know Language (choose)	200
Mathematics	200
Physics	200
Programming	300
Stock Market	300
Wilderness Survival	200
Zoology	150
Daytimer Chip	100
REF (APTR)	
Archery	300
Dance	150
Driving	150
Fencing	300
Handgun	300
Heavy Weapons	400
Martial Art (choose type)	350
Melee	150
Motorcycle	150
Operate Hvy. Machinery	200
Pilot (Gyro)	300
Pilot (Fixed Wing)	300
Pilot (Dirigible)	300
Pilot (Vect. Thrust Vehicle)	350
Rifle	300
Submachinegun	300
TECH (APTR)	
Aero Tech	250
AV Tech	300
Basic Tech	200
Cryotank Operation	150
Cyberdeck Design	200
CyberTech	300
Demolitions	300
Disguise	150
Electronics	150
Elect. Security	200
First Aid	150
Forgery	200
Gyro Tech	300
Pharmaceuticals	200
Pick Lock	150
Pick Pocket	150
Play Instrument	150
Weaponsmith	200



Nasal Filters: These filters increase Saves against poison, sleepdrugs or other breathable toxins by +4.

Gill Implant: This implant allows the user to breath relatively clean water (saves vs. poison must be made if the water source is polluted or contains toxic chemicals) for up to 4 hours.

Independent Air Supply: A small artificial organ, filled with a spongy, oxygen fixing foam. Implanted in the lower lungs, it allows an inactive character to hold his breath for up to 25 minutes, or an active character up to 10 minutes.

Mr. Studd™ Sexual Implant: All night, every night, and she'll never know. Use your imagination and add +1 to your Seduction checks. Available also in the *Midnight Lady* version for the distaff side.

Contraceptive Implant: Implanted under the left armpit, it prevents pregnancy for up to five years. Available for both sexes.

Subdermal Pocket: 2"x 4" plastic pocket hidden under the skin, with a pressure sensitive seal. Useful for couriers. Detection requires a DIFFICULT Awareness check.

Adrenal Booster: An artificial gland which releases adrenal hormones on command. Adds +1 to REF for up to 1D6+2 turns, three times per day.

Subdermal Armor: This is a mesh/ballistic plastic armor inserted under the skin. To detect subdermal armor requires a DIFFICULT

Awareness roll. Subdermal armor covers the torso only.

Motion Detector: Detects motion (direction and strength) in a 20 sq.m area with a 70% effectiveness. Can be mounted in the palm or heel.

Digital Recorder: This unit can record input from internal microphones, from a digital recording link, a digital camera, or all three. The unit is stored in its own subdermal pouch, and can record up to 2 hours of information on each chip.

Audio/Video Tape Recorder: This unit uses microcassettes to store input from its internal microphone, video cam or digital recording link. It is stored in its own subdermal pouch for easy access. Each cassette holds 2 hours of information.

Radar Sensor: 100m range radar unit implanted in shoulder, with emitter in skull. Implant causes visible bulge in forehead.

Sonar Implant: 50m range sonar unit implanted in skull.

Radiation Detector: 10m range, 80% detection effectiveness. Can be implanted in any body area, with a beep alarm mounted on the mastoid bone.

Chemical Analyser: This modification to the nasal passages analyses smells and breaks them down to their chemical components. The re-

sults can be output to an LCD screen, Biomonitor or Times Square marquee.

Voice Synthesizer: This system allows the user to mimic any voice or tone previously recorded by it's memory chip. The chip can store up to 10 "voices". This system also gives the user a +4 to any Disguise attempt (now you really sound like the person you're imitating).

AudioVox: This system allows the user to control vocal tones, volume and tone quality with the precision of a musical synthesizer. Special effects (reverb, tremolo, sustain and choral voices), loudspeaker volumes and vocal delay programming (for singing with yourself) are also possible. This effect adds +2 to any vocal Performance Skill check.

Bioware

Bioware is anything which is primarily low-impact technology that is designed along biological rather than mechanical lines.

Most bioware enhancements involve the use of nanotechnology; tiny machines the size of microbes, which can perform surgical tasks on the cellular level. These "nanoids" are injected into the area to be affected, along with a supply of the raw materials needed to perform their jobs (for example, long string polymers which can be woven by the nanoids into a type of subdermal armor called skinweave). Powered by body heat and nutrient chemicals, these tiny machines quietly go about their business, strengthening muscles and altering body chemistry.

Grafted Muscle: This is vat-grown muscle grafted onto your own, with healing. With this modification, you may increase your Body Type stat up to 2 points, paying 1000 eb per point. It can be combined with Muscle/Bone Lace.

Muscle & Bone Lace: Also known as *viral transformation*, this enhancement involves two types of nanoids. The first type threads synthetic muscle through the natural muscle fibers, anchoring and strengthening them. The second type wraps the bones in a light weave of metal and plastic threads, making them stronger and thicker. The result is an increase of +2 to the character's Body Type stat. This increase is both in strength and the ability to absorb physical

damage. This enhancement is virtually indeetectable and takes about two weeks (Body Type increases by 1 each week).

Skin Weave: This enhancement uses nanoids to weave the top three layers of skin with a dense polymer thread. The result is a bare skin SP of 12, equivalent to light body armor. The process is relatively discreet (a DIFFICULT Awareness check to notice), and takes about two weeks (SP increases by 6 each week).

Enhanced Antibodies: These are tailored antibodies capable of attacking the most powerful

"So I went into the Clinic for the treatment. They jammed an IV into my arm, and made me drink a lot of horrible concoctions. A week went by. I was working on the dock when a pallet broke loose and trapped the foreman. I walked over, grabbed, and lifted the pallet off him. A quarter ton. Frack. This nanotech stuff is scary!"

viruses. In game play, they double the rate of healing.

Toxin Binders: These are nanoids designed to bond with body toxins and poisons. This enhancement adds +4 to all poison saves.

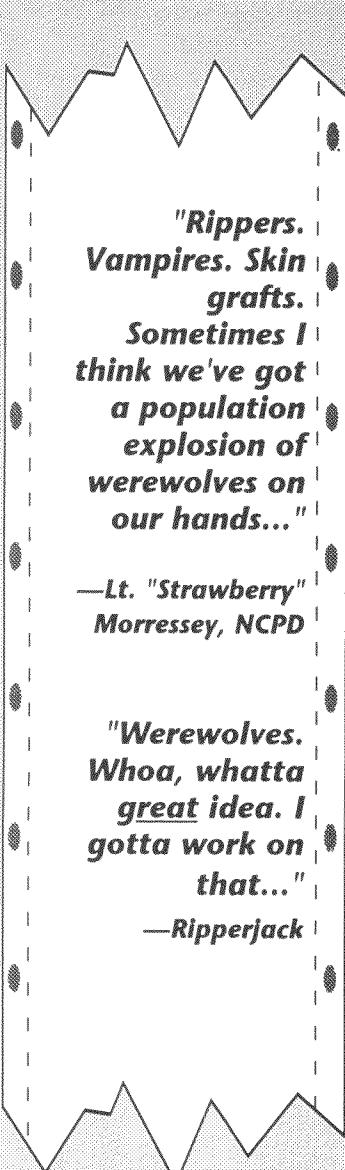
Nanosurgeons: These are microscopic machines adapted to surgical repair. Some seal off damaged blood vessels, while others repair damaged tissue, cartilage and bone with polymer microstiches. This enhancement doubles normal healing time.

Cyberweapons

At the top of the Black Cyberware hit list are cyberweapons; hidden killing tools that can be buried in your skin until the moment you want to take someone out. Cyberweapons are normally not available on the open market (the only exception are scratchers and vampires), and locating them usually involves going down into the local Combat Zone, finding a Fixer, and paying a lot of euro to ugly, nasty, violent people who would normally consider you spare parts.

Boosters, of course, are drawn to cyber-weapons like a 'zoner to zoom dust.

Scratchers: Implanted metal or carbo-glas fingernails. The incredible sharpness of the mate-



**"Rippers.
Vampires. Skin
grafts.
Sometimes I
think we've got
a population
explosion of
werewolves on
our hands..."**

—Lt. "Strawberry"
Morressey, NCPD

**"Werewolves.
Whoa, whatta
great idea. I
gotta work on
that..."**

—Ripperjack

rial makes these as deadly as razor blades (1D6/2 per hand damage). Scratches cut on the bias, requiring the user to slice crossways, not rip downwards. Most people lacquer their scratches, making them indistinguishable from normal nails (the enamel has no effect on the sharpness). These are not considered lethal (and therefore black market) cyberwear, and can be purchased in any local clinic.

Vampires: Implanted fangs, usually made up of carbo-glas or superchromed metal. You can have a full set implanted (called the Sharkgrin Special, it causes 1D6/2 in bite damage), or canines only (1D6/3 damage). These are considered to be "decorative," not black market cyberwear, and can be purchased in any local clinic. Vampires can be augmented with poison injectors (which are black cyberware) for double the normal price.

Rippers: Longer, heavier versions of scratches (1D6+3 per hand damage). The top two joints of each finger are replaced with a plastic and metal sheath, in which three inch carbo-glas claws are housed. The rippers can be extended by clawing the hand in a catlike fashion. Most people wear false fingernails over their rippers, making them much harder to spot (a DIFF task). Rippers are considered a form of black market cybertech and as such is not accessible through the average on-the-Mall clinic. Rippers cut in all directions, and are considered Edged weapons for AP purposes.

Wolvers: The longest and deadliest of the implant blades, wolverines are implanted along the back of the hand. When the hand is clenched in a fist, the thin, triangular blades telescope and lock into place, remaining extended a full foot until the hand is relaxed. Damage is 3D6/hand. Treat as Edged weapons for AP purposes.

BigKnucks: Reinforced knucklebones, giving the fist the impact value of a pair of brass knuckles (1D6 +2). This is considered a form of black market cybertech, and as such is not accessible through the average on-the-Mall clinic.

Slice N' Dice: Mono-filament wire spool mounted in end of one finger, with a weighted, false fingernail to give it balance and swing. Monomolecular wire will cut through almost any organic material and most plastics. Can be used as a garrote, cutter or slicewhip. This is considered a form of black market cybertech, and as such is not accessible through the average on-the-Mall clinic.

Cybersnake: This is a simpler version of the cybersnake found in the Hardwired supplement.

This version has far less features and is limited to making a rake attack only. The rake has a range of 1 meter and inflicts 1D6 in damage each time it hits. The cybersnake may be mounted in any body orifice 1" or larger, or may be implanted in the shoulders using a special mount.

Cyberoptics

A combination of digital processor and camera, cyberoptics are replacements for normal eyes. Cybervision is just like regular vision, only better. Colors are brighter, images sharper. And that's just the start.

Want to see life as a 30's black and white movie? No problem. Telescopic or microscopic vision? Optional. Infrared and low light vision? Standard for Solos.

Cyberoptics can look exactly like normal eyes, although a wide variety of fashion iris colors are available (amber, white, burgundy and violet are very popular). Some versions are transparent, with glitter or lights swirling inside of them. Other are superchromed for a more "cyber" look. Others can change eye color at will or to match clothes and surroundings. Some even have tiny designer logos around the iris. Cyberoptics with cameras or weapons usually load from the front, with the iris opening up when the front of the eye is depressed.

Color Shift: These cyberoptics can shift color or iris pattern on demand. A full color shift takes about a minute. Mirrored, transparent, glitter-filled or lighted versions are also available.

Infrared: Allows user to see in near total darkness, using heat emissions for image reception.

Times Square™ Marquee: Scrolling red-letter screen in upper edge of vision, linked to either a software chip readout or a radio link.

Targeting Scope: This projects a targeting sight into the field of vision at will. The targeting scope will read range to specific objects, speed of movement, bearing and size, as well as providing several types of scope reticle for aligning weapons. When chipped into a smartgun, the scope will match the targeting sensors of the gun with what you are looking at, then flash a "ready signal" when the target is acquired. In game terms, this option allows you to add +1 only to smartgun attacks.

Anti-dazzle protection: Auto stepdown compensates for harsh sunlight, flares, etc., neutralizing effects from strobes, flashbombs and bright headlights. Never need sunglasses again.

Low-Lite™: Allows user to see clearly in dim light conditions, down to very faint moonlight or distant streetlamps.

Image Enhancement: High-res graphics capability allows user to enhance and refine images viewed. When activated, increases Awareness skill by +2, allowing user to pick up visual cues in greater detail.

Thermograph Sensor: Allows user to see heat patterns of objects, people. Cooler things show up as dark to light blue, hotter things as red or orange, and the hottest of all as yellow or white. Used to distinguish differing heat sources through light structural material, or the presence of cybernetics (which are always cooler than normal body temperatures). Can also determine the operating time of certain machinery by measuring its cooling gradient.

Dartgun: One shot dartgun. Range of 1 meter, +2 WA. Poison dart will penetrate up to SP6 automatically, SP8 50% chance, soft armors only. Takes 3 spaces.

Micro-Optics: This is the equivalent of a laboratory microscope, allowing the user to see microscopic images, such as fingerprints, scratches on locks, etc.

Teleoptics: This is the equivalent of a 20x power telescope, allowing the user to see distant objects clearly.

Ultra Violet: This system allows the user to perceive images irradiated by ultraviolet light, or to detect florescent powders or tracing agents, or to use ultraviolet flashlights (indetectable by normal optics) for illumination.

MicroVideo: This is a cyberoptic mounted video camera which records its view on an internal video tape (20min). This recorder can also be downloaded through interface plugs to an external source. Takes up two option spaces.

Digital Camera: This cyberoptic mounted camera takes up two option spaces. Up to 20 images can be recorded on the built-in digital chip and downloaded through interface cables to an external recorder, internal recorder, or an

internal LCD screen. As new pictures are taken, the previous ones are erased.

Cyberaudio

Cyberaudio systems patch into the auditory nerves and speech centers of the brain. This enhancement affects both ears, and also includes a subvocalizing mike on the mastoid bone. There is no visible change to the outer ear, although some cyberpunks replace the outer ear with a set of mechanical speaker pickups for max effect.

Radio Link: A microminiature radio transceiver, usually mounted at the base of the skull and using your fillings as the antennae. It is activated by clicking the teeth together sharply. To talk, you merely subvocalize (mutter under your breath). Reception is carried out in one of two ways: 1) a receiver directly vibrates the mastoid bone, giving you a small tinny voice in the back of your head, or 2) linked to a cyberoptics Marquee option, incoming messages are

flashed into the upper edge of your field of vision as red scrolling letters. In game terms, having a radio implant gives you the ability to talk to any receiver on the same band frequency for up to 1 mile. It also means you occasionally get someone else's radio messages.

Phone Splice: An improved radio splice, this implant is wired to communicate directly to your personal cellular phone. In practice, it allows you to do everything the radio splice does, but you must have your phone within 3 meters of you, and it must already be turned on and the number dialed. Audio splice is commonly used by busy Corporates who want to be able to answer calls, even in a meeting. One of the biggest advantages of audio splice is its range—anywhere your phone will go, you can go. Even the Moon.

ECM Scrambler: This implant improves your radio or audio splice with a scrambler, so it cannot be listened into. In game terms, this makes all radio or audiosplice communications private, unless the interceptor has a descrambler unit and a lot of time on his hands.

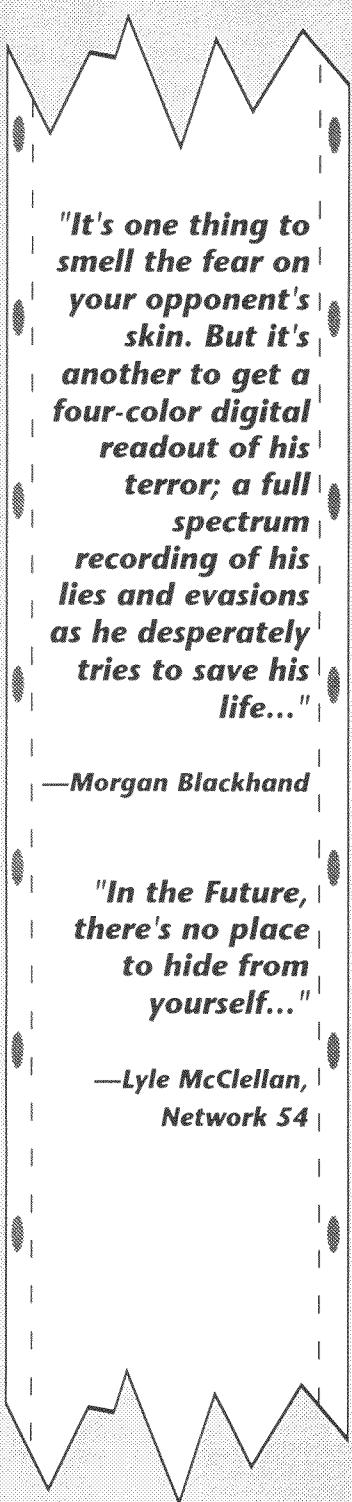
Bug Detector: This mini-receiver is designed to pick up signals transmitted by all types of radio bugs. When the bug is active, its transmissions

"I can see for miles and miles and miles and miles..."

—The Who

"Hear me... See me... Touch me... Kill me..."

—Sarah O' Connor
Tribute to Tommy,
2019



"It's one thing to smell the fear on your opponent's skin. But it's another to get a four-color digital readout of his terror; a full spectrum recording of his lies and evasions as he desperately tries to save his life..."

—Morgan Blackhand

"In the Future, there's no place to hide from yourself..."

—Lyle McClellan,
Network 54

make a small beeping noise in the back of your head, getting louder as you get closer to the bug. In game terms, this gives you a 6 out of 10 chance (roll 1D10, choose your six numbers) of detecting any bugs within 10 feet of you. A normal option for Corporates, Fixers and Solos.

WearMan™: A variant of the radio splice, the WearMan mounts twin vibration speakers on your mastoid bones, making your skull into a audio system of concert hall quality. A tiny chip mount wired into the earlobe allows you to plug in a variety of music chips, all fashioned to look like earrings. Or you can plug in direct to your interface plugs. Each chip contains about 100 songs. Selections are fast-forwarded by squeezing the earring gently, once per selection. When the chip is removed, the WearMan turns off. A teenybop fave.

Amplified Hearing: This system improves hearing and sound recognition ability, adding +1 to any sound-related Awareness check.

Voice Stress Analyser: This system acts as a lie detector, detecting minute changes in vocal patterns and tones and comparing these to a pre-recorded set of parameters. You must first use the analyser on the subject while he/she is in an unstressed situation or is telling the truth. All subsequent tests will give you a +2 to Human Perception or Interrogation skill checks on that particular subject.

Sound Editing: This system allows the user to edit out distracting noises or "zero in" on a particular sound. Activation of this system adds +2 to any sound-related Awareness check. Sound editing can be used in conjunction with Amplified Hearing or Enhanced Hearing.

Enhanced Hearing Range: This subsystem allows the user to hear tones in the subsonic and supersonic ranges.

Radar Detector: This system produces a loud beep whenever a radar beam is encountered. It also has a 40% chance of triangulating the source; when the direction of the beam is determined, the beep changes to a clear tone.

Homing Tracer: This option allows the character to follow a homing tone broadcast from an external sender. Range is 1 km. The tone increases in volume as the user gets closer to his target. The homing tracer comes with two senders, about the size and shape of a pin. Extra senders cost 25eb. each.

Tight Beam Radio Link: This option allows tight beam radio communication for up to 1 mile, as

long as both parties are within line of sight to each other and not blocked by any object thicker than 1 foot.

Wide Band Radio Scanner: This option automatically scans all major police, fire, ambulance, and Trauma Team communication bands. The user can set this scanner to cover one specific band, downloading any incoming messages to his own internal radio link or Times Square marquee.

Micro-recorder Link: Downloads anything heard by the user to either an internal or external (via interface plugs) sound recorder.

Digital Recording Link: This option allows anything heard by the user to be recorded on an internal microchip (2hrs). Recordings can be downloaded to an internal recorder or via interface plugs to an external recorder.

Level Damper: This system automatically compensates for loud noises, such as stun-bomb attacks or sonic weapons. Characters with this option can ignore all effects of these weapons.

Cyberlimbs

When the man on the Street thinks of cyborgs, what he thinks of are artificial limbs; whirring, glittering metal constructs of steel, wire and microchip circuitry. Although real arms, legs, and organs can easily be grown in bio-tanks or replaced from body banks at a much lower cost, artificial limbs are still a popular fad of the Cyberpunk future. They are chromed, airbrushed, jeweled, lighted, and even sculpted in the pursuit of true cybertech chic.

Under all the designer fashion, the standard cyberlimb is an aluminum and steel basket framework, with artificial myomar plastic muscles controlling motion. The joints are stainless steel. The cyberlimb plugs into a special nerve interface jack mounted in the flesh above the limb, while the main unit is coupled to a metal and plastic cuff around the meat part of the limb. The cuff is usually placed at the upper bicep/thigh or the elbow/knee, however, arms may also be attached to an artificial shoulder (see below), and anchored to an external arm mount.

Cyberlimb Myths & Abilities

The popular myth about cyberlimbs is that they enable their owners to perform all

kinds of superheroic feats. To a point, it's true; cyberlimbs can be designed with boosted strength and speed, using synthetic muscle fibers and silicon chips. What you won't find are people running at 200 miles an hour, bending steel bars with their hands or throwing Volkswagens around. Why can't you go around lifting cars and punching down walls like the cyborgs in the comics? Simple physiology. The replacement limb must be able to work in concert with the remaining "meat" parts of the body. Even if your arm was ten times stronger than before, the back and shoulder muscles supporting that cyberlimb wouldn't be—and they'd shred long before the artificial muscles did. But within limits, a cyber-equipped person can do some pretty impressive party tricks:

Crushing: A cybernetic arm uses synthetic muscle fibres instead of flesh and blood. They don't get tired, and they don't feel pain. They are also much stronger than normal muscle tissue. This gives a cyberarm tremendous gripping power. All cyberlimbs can easily crush light metals, woods and plastics. They can crush glass and plastic to dust (although they can't crush lumps of coal into diamonds!). In combat, any crushing grip with a cyberarm will do 2D6 damage.

Pain: Cyberarms never grow tired, allowing the wearer to hang from high places indefinitely. You can turn off the touch sensors with the flick of a mental switch, eliminating pain and allowing you to perform feats such as reaching into raging fires, dabbling in tanks of liquid nitrogen, and picking up red-hot pokers. A gunshot wound to a cyberlimb has no pain effects; you don't have to make a saving roll against shock and stun.

Damage: Cyberlimbs can take (and dish out) a tremendous amount of damage, so much so that they are treated like machinery for the purposes of game combat. All cyberlimbs can take up to 20 points of structural damage before they are useless, and up to 30 total points of structural damage before they are destroyed. A cyberarm punch does 1D6 damage to its target; wall, car, someone's head; no matter. A cyberleg kick will do 2D6 damage.

Leaping: Cyberlegs employ powerful pistons and microservos, backed by bundles of synthetic muscles. With a pair of them, you can leap tremendous distances. Characters with paired cyberlegs can leap 6 meters straight up, or make a running jump of up to 8 meters.

Options

These are things which can be done to a basic cyberlimb to improve its strength, damage capacity, or flexibility. In addition to these improvements, artificial shoulders can be mounted at waist level to provide extra arms. A cyberlimb can hold up to 4 options or built-ins. A hand or foot is considered to be one option. (Cyberlimbs automatically come with basic foot modules.)

Quick-change mounts: These allow the user to change cyberlimbs without using tools. The limb is bayonet mounted, and can be removed by depressing a thumb catch and twisting to the left. Quick-change mounts may also be used at the wrist or ankle joints to allow a variety of hands or feet to be used. To calculate HL, average the HC's of all the options you're using with the mount, then double it.

Hydraulic rams: Common to Soviet cyberwear, rams are bulkier and heavier than myomar fibers (the limb will not pass inspection as real no matter how well covered by Realskinn™), but can take more damage (30 SDP to disable, 40 to destroy). Limb strength is also increased (3x crush, punch, and kicking damage).

Thickened myomar strands: These give limbs greater strength (2x normal damages) and durability (+5 SDP). Leaps are increased by 50%.

Reinforced joints: These are made of titanium steel instead of stainless, and add +5 SDP to the cyberlimb.

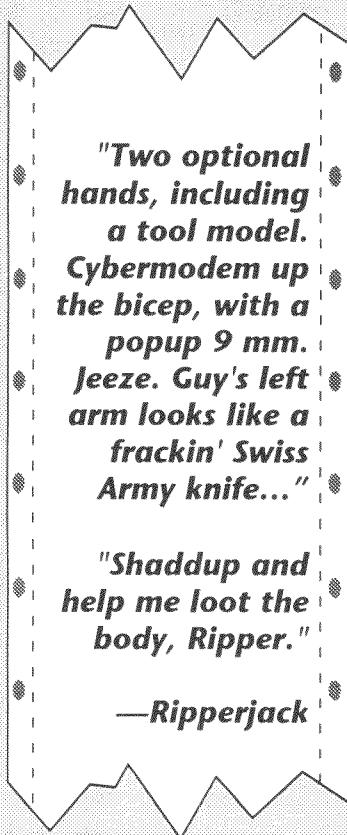
Artificial shoulders: These are swivel joints which can be mounted to a back mounted frame. This allows up to two extra arms to be mounted at waist level. The unit has an SDP of 25.

Microwave & EMP shielding: Protects your cyberlimb from electromagnetic pulse and microwave attacks. Shielding may be placed on any type of limb no matter what covering is used; it is placed internally, using up one space in the limb.

Coverings: While all cyberlimbs come in a stripped or uncovered state, they can be covered in a variety of ways. The cheapest method is a plastic covering, available in a variety of

"So I kicked off
th' roof and
jumped the gap
between
rooftops.
*Whammo. My
right cyberleg
punched through
the cheap 'crete
as I hit the other
side.*
*'Reached out and
grabbed a big
pipe to keep from
fallin', and my
cyberhand
crushed it into a
metal
pretzel...just
wasn't my
night..."*

—Ripperjack



"Two optional hands, including a tool model. Cybermodem up the bicep, with a popup 9 mm. Jeeze. Guy's left arm looks like a frackin' Swiss Army knife..."

"Shaddup and help me loot the body, Ripper."

—Ripperjack

colors, with airbrushing, or transparent with imbedded lights and holography. A plastic covering may also be chromed (a popular option), or covered with a metallic skin tinted in golds, blues, greens, reds or silvers. The most expensive option is RealSkinn™, a flexible plastic that looks very much like skin; with follicles, hairs, small scars and imperfections, it has a 75% chance of passing as a "meat" limb to all but the closest inspection.

In lieu of a covering, the cyberlimb can be armored with Kevlar and ballistic plastic. This armor covering protects the limb with an SP of 20. However, you may not cover or chrome an armored limb.

Hands & Feet

The basic cyberlimb comes without hands or feet attached; these are purchased separately, allowing the user to tailor the limb to his or her specific needs. These parts can be changed by unfastening a series of connection bolts, and reconnecting the new hand or foot (taking about four turns).

No, you can't put hands on legs and vice versa. Get a life.

Standard Hand: This resembles a normal hand; four fingers and a thumb. The hand is covered, superchromed or armored as part of the arm.

Ripper Hand: This is a normal hand with ripper blades mounted in the upper hand and wrist area.

Hammer Hand: This hand is made of hardened titanium and has a powerful explosive shell-driven ram that acts like a jackhammer. You punch, the shell goes off, driving the fist forward with incredible velocity and power (1D10 damage). A port in the top ejects the shell and opens to receive a new one (replacements cost 3eb).

Buzz Hand: This hand can be pulled back to reveal small, spinning mono-wires around a titanium hub. The high speed "weed wacker" shears through most materials like butter. Damage is 2D6+2, soft armors reduced 2 pts./hit.

Tool Hand: This hand's four fingers conceal small microtools: 1) screwdriver with changeable heads, 2) adjustable wrench, 3) battery-powered soldering iron, 4) adjustable socket wrench. The lower edge of the palm is hardened to make a dandy hammer.

Grapple Hand: This hand's fingers extend backwards to create a five fingered throwing grapple. A small spool in the wrist contains 30 meters of fine, super strong line capable of supporting 200 lbs.

Extension Hand: This hand can extend from a telescoping wrist mount up to 1 meter. Can support up to 200 lbs.

Spike Hand: This hand contains a hardened titanium spike which telescopes out of the wrist and through the lower palm. Can be Poisoned and is useful for climbing. Damage is 1D6+3 AP.

Modular Hand: This unit contains 1) Drug injector, 2) 1 meter garotte line extending out of fingertip, 3) One-inch monomolecular blade for cutting, 4) Picklock. In addition, there is a 2"x2" Palm Storage Space.

Talon Foot: This foot can extend narrow blades similar to scratchers for 1D6 damage. Treat as Edged weapon for AP damage.

Tool Foot: The toes of this foot contain (1) screwdriver with changeable heads, (2) adjustable wrench, (3) battery-powered soldering iron, (4) adjustable socket wrench, (5) wire saw blade.

Web Foot: Extends thin webs from either side of foot, as well as webs between toes. Doubles normal swimming speed, plus add +3 to swimming skills.

Grip Foot: Toes of this foot can extend and curl around a 2" bar. The soles are covered in a tacky rubberized material for increased traction. Adds +2 to climbing skills.

Spike Heel: A 6" spike projects from the heel of this foot, allowing the user to make deadly rear kicks (damage is 2D6AP). Can be used for anchoring or climbing.

Built Ins

These are options which are constructed within the cyberlimb for specific tasks. Like most cyberweapons, they are designed for maximum concealability, and have a 60% chance of passing a casual inspection if covered with RealSkinn™ or a suitably realistic covering.

Cybermodem: This option allows the user to carry a small (and very expensive) cybermodem with him at all times. The modem must be jacked into a DataTerm, computer or other

telecommunications line in order to be used. Power (for up to 3 hours) is provided by a rechargeable battery (recharges in 1 hour), or through an external power cord. Program chips are changed through an access port in the limb. The cybermodem is directly jacked into the nervous system through its own internal cables, and does not require external interface plugs.

Cellular Cybermodem: This very, very expensive version of a cybermodem allows the Netrunner to interface directly with the Net without a direct telecommunications link. A "CellCyb" can only be used in a major city (population greater than 100,000) where a cell net is present. If used while in a moving vehicle, there is a 25% chance each turn that the connection will be broken and need to be re-established in the next turn.

Digital Recorder: This unit can record input from internal microphones, digital recording links, digital cameras, or all three.

Audio/Video Tape Recorder: This unit uses microcassettes to store input from its internal microphone, video cam or digital recording link.

Storage Space: This is a 2x2x6 inch storage space with a locking cover..

MiniCam: This is a small digital camera which pops up from a mount in the upper arm. Internal chip stores 20 images and can be easily changed.

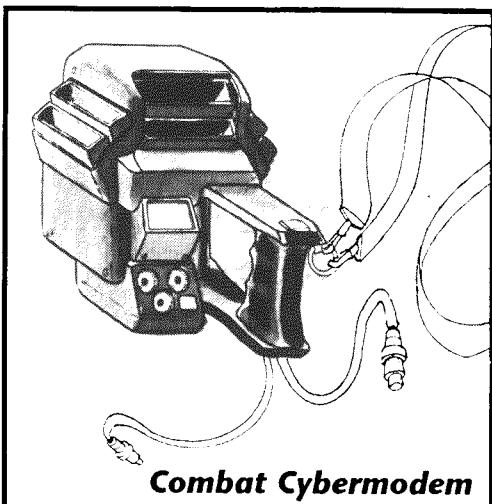
MiniVid: A pop up video camera with mini cassettes that can store up to 4 hours of recorded images.

Hidden Holster: Leg only. A hidden storage space for holding one autopistol and 1 clip of extra ammo. The size of the leg (based on Body Type) limits the size of weapon which may be stored.

V.Weak to Weak	Light Pistol
Average to Strong	Medium Pistol
Very Strong	Heavy Pistol
Very Strong	Folding Shotgun (2sht., 1/2 range)

LCD Screen Readout: This 2"x4" TV screen can display color graphic images. It is normally covered with a transparent screen guard. Images can be taken from digital recorders, minivids and minicams, and cyberoptics. A cable can be extended from an AUX port and plugged into any standard interface plug to transfer images from someone else's cyberoptics or recorders.

Techscanner: This device can be hooked up to the diagnostic systems of most vehicles, appliances and personal electronics to determine possible problems and troubleshoot breakdowns.



Reliability is 60%. On a successful roll, the difficulty of a repair task is reduced by -3 (you know what's wrong, and you just have to fix it).

Cyberweapons

One advantage of cyberlimbs is the ability to mount weapons within their framework. Most cyberweapons of this sort are designed for stealth and concealability, rather than raw firepower, and have a 60% chance of escaping detection when hidden under Realskinn™ or other suitable coverings. Weapons include:

Popup Gun: This is a standard automatic handgun concealed in a cyberarm. The action is mounted inside a pop-up housing which is covered when not in use. For this reason, you must always remember to uncover your arm when using a popup. Clips are inserted in the side of the action; popup guns are designed to use caseless ammunition only. The size of the cyberarm (based on Body Type) limits the size of weapon which may be mounted (similar to hidden holsters). Note: you may elect to mount any pistol of the correct size listed in the Outfitting section. A light SMG equals a Med. pistol and a medium SMG equals a Hvy. Pistol for this purpose.

Flamethrower: This is a small, high-pressure flame jet with a range of 1 meter, and 4 shots. Damage is 2D6 the 1st rnd., 1D6/2 for 2 rnds. afterwards. Soft armor is reduced 2 levels per attack.

Micromissile Launcher: This launcher contains four miniature missiles (explosive tipped gyro rounds with heat seeking guidance and steering vents). Like the popup gun, the micromissile

POPUP GUN SIZES

V.Weak to Weak:
Light Pistol only

Average to Strong:
Medium Pistol or Light SMG

Very Strong:
Heavy to Very Heavy Pistol,
Med. SMG or built-in
Shotgun (2sht., 1/2 range)

launcher is stored in the limb and pops out when needed, launching two missiles per turn. The missiles are self-guided (+2WA) and can follow a target through one direction change of 90° or less, giving them the ability to track around a corner (3 in 10 chance of losing target). Reloads cost 50eb each. Damage is 4D6 per missile, range 200m.

Grenade Launcher: This launcher is a modified support grenade launcher, stored in a popup mount. One grenade (you may use any standard type) is stored in the launcher; a reload may be dropped in after the first one is used. Note: a standard storage space can hold 2 grenade.

Weapon Mount and Link: This is an heavy duty hardpoint mounted either on the underside of a cyberarm, the outside thigh of a cyberlimb, or the top of a shoulder. You may attach externally mounted versions of standard weapons to this mount, jacking their control cables into the side of the hardpoint. You may not wear armor or clothing on the limb while the mount is in use. Available weapons include:

- Grenade Launcher
- Micro Missile Launcher
- Externally Mounted Autopistol (based on body type)

2 Shot Capacitor Laser: This micro laser is designed to produce a very powerful pulse of limited duration (3D6 for each one second shot). Range is atrocious (10meters), and recharging requires plugging into a power socket for one hour. However, it can be a particularly effective weapon for assassination or silent attacks. WA=+3

Linear Frames

Linear frames are the 2020 version of the exoskeleton. An exoskeleton is basically a metal framework with synthetic muscles for movement; you sit in the exoskeleton and steer while it does the work. Early exoskeletons were rarely used for anything important; clumsy and hard to control, hapless operators often tossed half-ton cargo modules through walls and ripped loading doors off hinges. It was not until the advanced bio-feedback systems of the 2000's that the more practical linear frame could be developed.

A linear frame resembles a suit of contoured metal body armor. The frame is

grafted onto your body, while its systems are directly neurolinked to your muscles and bones. Linear frames are designed to take over a *percentage* of the load, while leaving you enough "work" to allow you to gauge how much you're lifting and maintain control of the weight.

For example, if you exert enough force to lift ten pounds, the linear frame provides no more power than would be required to move its own bulk. If you lift a hundred pounds, the linear frame splits the difference, lifting 20% of this mass so that you lift 80 lbs. If you lift 500 pounds, the linear frame takes 80% (400 lbs), leaving you to lift 100lbs. At the top end of the scale (almost 1800 lbs for Linear Ω), the frame lifts 90% of the weight, while you only lift about 180lbs.

But hey, you didn't come here for a physics lesson, right? You wanna know how much you can pick up and throw around.

Linear frames come in three **strengths**. When using the linear frame, you will use its strength value instead of your normal Body Type value for any lifting, bending, carrying or breaking task. Remember; for all their advanced construction, implanted linear frames are still quite heavy (50-100 kg) and bulky. You can't swim in them, and they have a -1 penalty to your REF. But if you want to toss a car out of the way, they're just the ticket. All linear frames lift 50x their Strength value. (Example: Σ can dead lift 600 kg.)

Frame	Strength	Damage Modifiers
Linear Σ	12	+4
Linear β	14	+6
Linear Ω	16	+8

Ω=Omega β=Beta Σ=Sigma

Body Plating

Body plating covers any situation where armored plastics and metals are layered over and directly anchored to the skin. The armor is microscopically porous, allowing the skin underneath to breathe, and made by sandwiching an ablative plastic shell with energy absorbing microcellular honeycomb.

Body plating doesn't make you any stronger or faster, but it's perfect for the cyborg who wants all over protection all the time—and doesn't care who knows it. It is the ultimate expression of the "metal is better than meat" philosophy; the body-plated look more like robots than they do humans, and are impervious to most of the physical damage that besets us mere mortals. Body plating also includes specialized mounts for sensors as well as body armor.

Body plating is sold in parts, each covering a specific area. It may be placed directly on the skin, or layered over a linear frame exoskeleton for the ultimate in cyborg chic.

Cowl: This is a body plate that covers the skull. It is anchored by minibolts to the scalp, and resembles the old skullcaps from bad science fiction or fantasy epics. SP=25.

Faceplate: The standard faceplate covers the entire face, with ports for breathing, eating and seeing. The armored plastic material is woven with fine myomar muscle fibers and is relatively flexible. Facial nervelinks allow limited (and somewhat stiff) changes of expression. This modification doesn't have to be ugly; many people find the silvery contours and smooth features quite attractive; somewhat like the "sexy robot" airbrushings of the late 20th century. However, many cyborgs like to have their faceplates sculpted into bizarre and often frightening images; monsters out of mythology, or terrifying robotic shapes. It's up to you. SP=25

Torso Plate: This section covers the entire upper and lower torso, back and front, with expansion joints at the sides, groin and waist to allow free movement. (SP=25) Reduce your REF by -3.

Front Optic Mount: This mount allows up to five cyberoptics to be installed in a shielded cluster in the upper face. The eyes are removed and the orbital sockets used to mount the receiver hardware for the optic mount. Optic mounts come in several styles: there are thin visor slits (ala Robocop), rotating camera clusters (like an old fashioned movie camera), or one main optic with smaller ones arranged in a circle around it. Needless to say, this really screws up your attractiveness stat, automatically reducing it to -1.

Sensory Extensions: These are flattened antennae and optic mounts, about a foot to two

feet long. A single cyberoptic and a microphone are mounted in the tip, allowing you to observe things around corners without sticking your whole body into the line of fire. Sensory "booms" are usually mounted on the head or on the upper spine.

Running Out of Cash?

Just about this time, you're starting to look over the list of cyberenhancements, and you're thinking, "I don't have the kind of Eurobucks I need to swing this newtech." At this point, you have to ask yourself "How desperate am I? Am I really hard up enough to risk death and dismemberment just to get a lousy cyberarm?"

Sure you are.

The truly desperate turn to desperate measures. In this case, you can hire yourself out to someone who can afford to buy your cybernetics for you. Selecting any one of the following employers is worth 10,000 Eurodollars in cybernetics, free of charge:

Join the (Covert) Military

Become a fighter in the Cyberwars, serving your country's armed forces with distinction and honor as part of its secret Elite Mechanized Combat Forces (Cybergrunts, to you). See pain, torture and death close up, as you participate in any one of a hundred covert "police actions" worldwide, protecting "national interests". Of course the Cybergrunts don't exist. Of course your country doesn't send teams of heavily armed covert agents into other countries to kill and foment revolt. Of course they're not going to let you quit when you want to.

Take Up a Life of Organized Crime

The word on the Street is that the Mob is alive and hiring. Swear allegiance to one of the big time organized crime Families and you'll never lack for cybertech. The only catch is, you have to do "work" for them. Bill collecting. Assassinations. Murders. Mob wars. The Families of 2020 have a long and honorable tradition that goes back into the early twentieth century: nobody ever quits the Mob. Ever.

"By the second tour, I didn't mind too much. We were makin' good time against the Sandies, and the new cyberarm paid it's way in the first two firefights. Then the recon AV went down over some little pesthole in the Nicaraguan jungle, and when I woke up again, I was legless from the hip. They gave me a choice—disability with a wheelchair, or two legs and another tour. You can see how I went..."

—Ripperjack

"We own you,
Banner. Body
and soul. We
don't care how
much metal you
have, or how
many friends you
can call on.
When we want
you, you better
come running,
and you'd better
pray that we
don't have to
come looking for
you first. Because
you're Company
property, and we
can do anything
we want with
you..."

—Boardroom
conversation,
2020 AD

Sell Out to a Corporation

Join a Corporation and see the world. While you're at it, they'll bankroll you for ten thousand dollars in newtech. But remember, with all business deals, there's a price. In this case, you have to work for the Corporation. The jobs you get to do are all the fun, suicidal ones on which they don't want to waste their good people: executive kidnappings, black operations and espionage missions. If you're really lucky, you'll even get to be a grunt in a Corporate war—you know, the ones that make Vietnam and Afghanistan look like picnics, where you get to defend the Corporation's interests in some backwater hellhole with a population of natives you're suppressing.

Big business is fun.

The Catch

Like most "free" offers, these employment opportunities are boobytrapped in creative and dangerous ways. Each requires that you work for an indeterminate amount of time (forever) for people you may not like. You'll have to do what they tell you, no matter how cruddy, dangerous or suicidal. Like most powerful people in the Cyberpunk future, they don't like to be crossed, and have a variety of awful ways to ensure your "cooperation":

Hostages: To ensure your good behavior, the controlling agency is holding someone you care about hostage. You mess up, they die—or worse.

Blackmail: Somewhere in your past, you did something you can't afford to let out. It could be as small as cheating on your taxes (with a 20-year jail term), or a murder rap. It may even be fictional—created by your new employers to make sure you toe the line. Are you willing to take the chance?

Sabotage Chipware: To make sure you stay in line, the controlling agency has buried lethal glitches in your cybernetic software. Things to make your heart stop on command. Programs that give you blinding headaches if you refuse to follow an order.

Monitored: Your employers have implanted



sensors or other monitoring devices on you—just to ensure your loyalty. You can't say or do anything without them knowing. You can't go anywhere without them finding you. The worst part is, you don't know where in your body they've hidden these devices.

Command Kill: A really vicious sabotage chip—on the command word, you will kill whomever you are directed to kill—without control, regret or mercy. Your mother. Your lover. Your cat. Anyone.

Company Safeguard: Another nasty sabotage chip. You can't willingly harm any member of the controlling agency—to do so will cause you excruciating pain. To continue will cause even more pain, culminating in full heart stoppage and a screaming death.

Remote Detonator: One of the favorite corporate tricks, this is a small package of inert explosive buried somewhere in your body, activated by a remote radio signal. You don't know where they put it, the scanners can't find it, and if you did go around looking, you're likely to set it off (60%). Wanna bet your life, cobber?

Sounds fun? Remember, if you join one of these groups, any one (or more) of these little goodies applies directly to making you a puppet of your employers. What you are forced to do, and what they hold over you, is up to the Referee. He doesn't even have to tell you. You don't have a choice. You just sold your soul.

Welcome to 2020, smartboy.



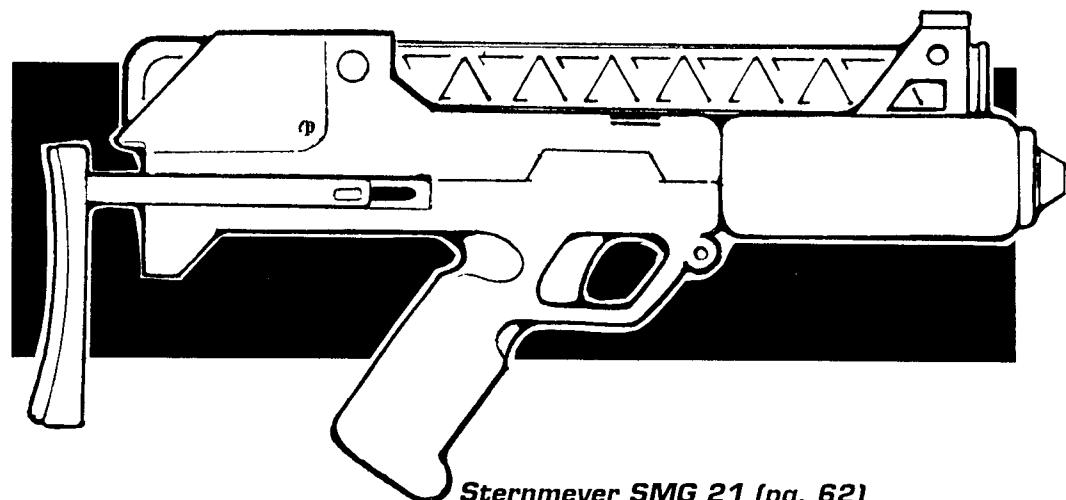
*"It's a clean cold
feeling,
just me and the
chill,
The victim, the
heat,
and the
Edge-induced
thrill.
The afterglow of
life,
The prey paying
the bill.
Loving the
Street,
Making the kill.
Solo."*

—Toby the
Hammer
"Solo"
Big Russia Music,
2019

*"Frag that.
These guys kill
people for a
living. The only
place where a
gunfight is
romantic is in a
James Bond
novel."*

—Morgan Black-
hand

Savage threw himself against the wall as the first slugs slammed in. Bricks shattered around him like cheap glass as he propped the Scorpion 16 against the wall and cut loose—



Sternmeyer SMG 21 (pg. 62)
SMG•1•L•E•11mm•30•15•VR•50m

SECTION

7 FRIDAY NIGHT FIREFIGHT

Friday Night Firefight (FNFF) is a weapons combat system for using modern, futuristic and archaic firearms in *Cyberpunk* adventures. It's designed to cover all major elements of weapons combat in an easy to use format, allowing realistic firefight action without resorting to lots of tables and charts. FNFF also covers melee weapons, hand to hand combat and martial arts as well, all in a simple system that allows you to use strategy over firepower.

There's a lot of vague ideas and theories about modern weapons encounters—most of them from the Hollywood Never-Empty-Six-Gun-School of Armed Combat. These misconceptions have

crept on little flat feet into the design of many roleplaying games, leading to characters who can be repeatedly shot with large caliber handguns until they run out of "hit points" and who can fire Ingram MAC-10's one-handed and hit with every bullet.

In otherwords, good, clean fun.

FNFF is not good, clean fun. Most of the data herein has been complied from ballistics reports, police data, FBI statistics and other not-clean fun sources. These sources tend to point to a couple of basic truths about firefight combat.

80% of most gunfights occur between

untrained amateurs at a range of 21 feet. 40% of these raging gun battles happen within 8 feet or less! Most (60%) occur in dimly lit and difficult conditions— dark, rainy alleys, with both participants panting and out of breath, pausing momentarily to snap off a badly aimed shot at a fleeing shadow, then ducking back for cover. Hits are surprisingly rare. When they do occur (assuming a large caliber weapon's involved), the victim is usually hors de combat on the first shot from a combination of wound-shock and terror. A solid hit with a .44 magnum will usually splatter a real person all over New Jersey.

On the other hand, this is Cyberpunk, right? So why are we telling you all this if we don't intend for you to go in there with guns blazing? If a large caliber handgun is truly something to be respected, who wants to lose character after character until they get the point?

Here's where we get interfaced, gangboys. We've made this edition of FNFF simpler, faster and more direct, so you can concentrate on how to fight; how to win every encounter (you'll only get to lose once). We're going to give you all the tips we've learned over hundreds of our own encounters, plus hot tips from cops, combat grunts, SWATmasters and other veterans who've put it on the line for real.

It's true—a firefight is dangerous. But you can handle it. That's why you're Cyberpunk.

THE BASICS

Rounds & Turn Order

Combat in FNFF is divided up into **rounds**, each representing @3 seconds. Every round, each player gets to do something. The order of the round is based on an initiative roll of 1D10 plus the players REF stat, with highest rolls moving first to lowest rolls

moving last. Reflex boosts are added to this roll where applicable.

**INITIATIVE= ROLL 1D10+REF.
HIGH ROLL FIRST.**

Example: Players A, B and C all have REF stats of 10. A rolls a 5, B rolls an 8, and C rolls a 2. Turn order will be B, then A, then C.

Wait For Your Turn

You can elect to act later in the round, stepping in at any point to act. If you have elected to wait until another player's turn has come up, you will be able to act after they have taken their turn in the round.

Example: Turn order is player A, then B, then C. Player A decides to wait until player C has moved from cover, then take his shot. By waiting, the new turn order will be B, C then A.

"I had about two secs—I swung the AR-15 around and put two slugs into the first guy's chest. Then the other slag got the range and put me down cold...I've had better days..."

—Nomad Santiago
2017

Party Initiative

You may want to speed up your play by designating one member of the group as the party leader and have him roll initiative for the whole group. His roll is added to REF scores of everyone in the group to determine when each member of the group will act.

The Fast Draw or Snapshot

By declaring a **fast draw** (aka *snapshot*) at the start of the round, you automatically add +3 to your initiative roll, taking a -3 penalty to hit (you're rushing into combat instead of preparing carefully). You also may not take advantage of scope, sights or other aiming advantages. The martial arts or melee version of this technique is called the *iai-jutsu* or lightning strike.

FAST DRAW= +3 TO INITIATIVE, -3 TO HIT

SO WHAT GOOD IS REFLEX BOOST?

Plenty. Them what goes first, kills first (or at least have the option of acting first). Most firefights start and end in only a couple moments. Which is one reason why you may want to think twice before you just haul out a gun.

The other reason boosts are worthwhile is that they make you harder to hit—you're moving so fast, it's hard to draw a bead on you.

WHY SOLOS ARE PARTICULARLY BAD NEWS

The advantage of the Solo is *Combat Sense*. For each level of Combat Sense, you'll add +1 to your Initiative rolls. Between Solos, this advantage is going to even out, but when Solos meet other types of characters, look out.

Remember: Solos are the equivalent of hired killers, and killing is what they do best.

AWARENESS OPTIONS

One way to make Awareness rolls a real surprise is to have your players make ten Awareness rolls before the game commences. Write them down in order for each player. When an Awareness roll is required, go down the list in order, checking to see if the rolls are high enough to succeed. The same table can be used over and over again by rolling 1D10 at the beginning of a new combat, then reading the list starting at the rolled number (ie: you roll a 5. You will start your new Awareness rolls at the 5th check, going through the rest of the list in order of 6,7,8,9,10,1,2,3,4,5.

A	B	C	D	E	F
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

Example: Ripperjack is faced with his long time enemy, Hargan. He knows Hargan has a higher REF than he does, so he elects to make an all out, blazing attack before the giant can get in a move. The snapshooting bonus will give him the +3 advantage he needs. Ripperjack's mono-katana arcs out in a searing iai-jutsu before Hargan can raise his own sword. Unfortunately, the -3 point penalty for snapshots works against Ripperjack, and his attack misses his opponent by a mile.

Actions

During your part of the round, you may perform one **action** without penalty. This includes:

ACTIONS

- **Move up to your full Movement (3x your Movement Allowance in meters) per round.**
- **Attack up to your weapon's maximum Rate of Fire (ROF), or make a Melee attack.**
- **Dodge (making yourself harder to hit. Melee attacks only.)**
- **Parry (deflecting damage onto something else.)**
- **Escape a hold or trap.**
- **Aim (gaining +1 to hit for every consecutive turn of aiming up to 3 rounds)**
- **Reload or change weapons.**
- **Mount or dismount from a vehicle.**
- **Repair or give Medical Aid.**
- **Perform a non-combat task.**

More Than One Action

You may perform more than one action at a -3 penalty to each successive action.

Two Weapon Attacks

Two weapon attacks can be made at a -3 to hit penalty on both weapons used.

Ambushes & Backstabs

Sometimes, the best way to deal with a very powerful opponent is to get the drop on him from behind; in short, setting an

ambush. Ambushes gain a +5 to hit advantage . You may ambush or backstab by announcing your intent to hide or lie in ambush for a target. You can elect to set up an ambush any time:

a) The opponent is unaware of your location and your intention to attack. This can be accomplished by setting up a hiding place ahead of time or taking advantage of a melee to get under cover and waiting for a shot. A victim of an ambush must make an Awareness roll greater than your *Stealth Skill+INT+1D10*, or you have automatically succeeded.

b) The opponent's attention is on another situation, such as another attack or a task requiring great concentration. This can be accomplished by creating a distraction for your opponent, or by sneaking up on him while he is in combat with another combatant.

AMBUSH=+5 TO ATTACK FOR 1 ROUND

An ambush doesn't mean you act first—it just means you have an attack advantage. Initiative for the round is made as usual, and the ambushing character can spring the trap on his part of the round or can wait to see what develops before making his attack. Until the attack is made, his opponent may not attack him, because he doesn't know he's in danger. An ambush may only be used for one attack; another ambush must be set up before the bonus can be employed again.

Example: Ripperjack decides to set up an ambush in a dark alley of the City. He rolls his Stealth Skill+Int+1D10 for a total of 18. Along come Scarr and Hargan, his mortal enemies.

At the start of the combat turn, initiative is Scarr, Ripperjack and Hargan. As they enter the trap, both Scarr and Hargan make Awareness Rolls. Scarr's roll is 12; Hargan's is 20. "It's a trap!" yells Hargan, but too late; Scarr didn't know what was coming and couldn't declare an attack or defense. Ripperjack pegs him with a shot from his H&K Hellfire, using the +5 Ambush bonus. He won't get the bonus on Hargan, because the blond giant

ATTACK MODIFIERS

WEAPON RANGES

Handguns	50m
Submachineguns	150m
Shotguns	50m
Rifles	400m
Throwing	10m x BOD (-10m/kg. > 1)

TO HIT NUMBERS

Point Blank (Touching to 1m)	10
Close (1/4 Long range)	15
Medium(1/2 Long range)	20
Long (Full range)	25
Extreme (2x Long range)	30

MODIFIERS (ADD TO ATTACKER'S ROLL)

Target immobile	+4
Target dodging (melee only)	-2
Moving Target REF >10	-3
Moving Target REF >12	-4
Moving Target REF >14	-5
Fast draw/Snapshot	-3
Ambush	+5
Aimed shot at body location	-4
Ricochet or indirect fire	-5
Blinded by light or dust	-3
Target silhouetted	+2
Turning to face target	-2
Using two weapons	-3 on both
Firing while running	-3
Firing shoulder arm from hip	-2
Turret mounted weapon	+2
Vehicle mounted, no turret	-4
Large target	+4
Small target	-4
Tiny target	-6
Aiming	(+1 each round, up to 3 rounds)
Laser Sight	+1
Telescopic Sight	+2 Ext, +1 Med
Targeting scope	+1
Smartgun	+2
Smartgoggles	+2
Three Round Burst (Close/Medium only)	+3
Full Auto, Close	+1 for every 10 rnds
Full Auto, all other	-1 for every 10 rnds

AREA EFFECT TABLE

Type	Area
Grenades	5m
Molotovs	2m /liter
Flamethrower	2m
Cyberlimb flamethrower	1m
Mine	2m
Claymore	6m line from center of explosion
C-6	5m /kg
RPG	4m
Missile	6m
Shotgun (Close)	1m
Shotgun (Med)	2m
Shotgun (Lng/Ext)	3m
Micromissile	2m each

GRENADE TABLE

10		
7	8	9
5	TARGET	6
2	3	4
1		

ROLL 1D10 IF GRENADE THROW MISSES; ROLL SECOND D10 FOR METERS FROM TARGET SPACE

DRUGS & POISON

Type	Effect	Damage
Hallucinogen	Confusion	-4 INT
Nausea	Illness	-4 REF
Teargas	Tearing	-2 REF
Sleep Drugs	Sleep†	None
Biotoxin I	Death	4D6
Biotoxin II	Death	8D6
Nerve Gas	Death	8D10

†Half effect is drowsiness, -2 to all stats.

MICROWAVE EFFECTS

MICROWAVER SIDE EFFECTS	
1	Cyberoptics short for 1D6 turns
2	Neural pulse! If character has interface plugs, reflex boosts or other hardwiring, REF stat reduced by 1D6/2 until repaired.
3	Cyberaudio shorts for 1D6 turns.
4	Cyberlimb malfunction: Lose all use of cyberlimb for 1D10 turns. Roll 1D6 for limb, rerolling if no limb present
	1-2 .. Right Arm
	3 Left Leg
	4 Right Leg
	5-6 .. Left Arm
5	Total Neural breakdown! Character reduced to twitching, epileptic fit for 1D6/3 turns.
6	No Effect.

ADD TO DAMAGE

Strength	Add to Damage
Very Weak	-2
Weak	-1
Average	+0
Strong	+1
Very Strong	+2
Body Type 11-12	+4
Body Type 13-14	+6
Body Type 15+	+8

COMMON COVER SPS

Sheetrock Wall	5
Stone Wall	30
Tree, Phone Pole	30
Brick Wall	25
Concrete Block Wall	10
Wood Door	5
Heavy Wood Door	15
Steel Door	20
Concrete Utility Pole	35
Data Term™	25
Car Body, Door	10
Armored Car Body	40
AV-4 Body	40
Engine Block	35
Mailbox	25
Hydrant	35
Curb	25

ARMOR SPS

Type of Armor	SP*	EV†
Cloth, leather/	0	+0
Heavy Leather	4	+0
Kevlar T-Shirt, Vest/	10	+0
Steel helmet	14	+0
Light Armor Jacket/	14	+0
Med Armor Jacket	18	+1
Flack vest/	20	+1
Flack Pants/	20	+1
Nylon Helmet	20	+0
Heavy Armor Jacket	20	+2
Doors Gunner's Vest	25	+3
MetalGear™	25	+2

*AP rounds: treat Armor as if half SP

†Edged weapons treat SP as half

‡ (EV) Encumbrance Values should be added together and subtracted from character's total REF Stat.

CYBERWEAPON DAMAGE

Weapon	Damage
Scratchers	1D6/2
Fangs	1D6/3
Rippers	1D6+3 (AP^)
Wolvers	3D6 (AP^)
Big Knucks	1D6+2
Slice n' Dice	2D6 (mono)
Cybersnake	1D6
Hammerhand	1D10
Buzzhand	2D6+2
Spikehand	1D6+3 AP
Talon Foot	1D6
Spike Heel	2D6 AP
Flamethrower	2D6 (1D6/2†)
Micro Missile	4D6ea
Capacitor Laser	3D6
Cyber Strike	1, 2* or 3D6**
Cyber Kick, Crush	2, 4* or 6D6**

*with hydraulic rams *thickened myomar

†secondary damage 3 rounds. ^ knife AP

VIEW FROM THE EDGE

FRIDAY NIGHT FIREFIGHT

MARTIAL ARTS FORMS & SPECIALIZATION BONUSES

Style and Difficulty Lvl.	Strike	Kick	Block	Dodge	Throw	Hold	Escape	Choke	Sweep	Grapple
Karate (2)	+2	+2	+2	—	—	—	—	—	—	—
Judo (1)	—	—	—	+1	+3	+2	+2	—	+2	+2
Boxing (1)	+3	—	+3	+1	—	—	—	—	—	—
Thai Boxing (4)	+3	+3	+2	—	—	—	—	—	—	+1
Choi Li Fut (3)	+2	+2	+2	+1	+1	—	—	—	+2	—
Aikido (3)	—	—	+4	+3	+3	+3	+3	+1	+3	+2
Animal Kung Fu (3)	+2	+2	+2	—	—	—	—	—	+1	—
Tae Kwon Do (4)	+3	+3	+2	+1	—	—	—	—	+2	—
Savate (2)	—	+4	+1	+1	—	—	—	—	—	—
Wrestling (1)	—	—	—	—	+3	+4	+4	+2	+2	+4
Capeoira (3)	+1	+2	+2	+2	—	—	—	—	+3	—

made his Awareness roll and spotted him. His second shot misses, and Hargan throws himself down behind a wrecked car and opens up with his 20mm autocannon. Savage fades down the alleyway to set up another trap.

Line of Sight and Facing

Whenever you are facing your target and have a clear path between you, you can attack. You can clearly see anything forward of your shoulders. Illustrations of clear paths and facings are on pg. 107.

Damage

Damage in combat is determined by rolling groups of six-sided dice. If a rule says, "roll 2D6", for example, you would roll two six sided dice, total the results, and apply the total to the target you were attacking. If the rule said "roll 2D6+1", you would roll as above, then add 1 to the total.

So much for creating damage. Let's take a step-by-step look at how to apply it.

Hit Location

The first step in applying damage is to figure out where to apply it. Most combat attacks are just barely aimed; you're looking for an opening, your opponent slips up, and you

take it. This means that unless you attempt to aim your shot at a specific location (and take the -4 penalty for this), you will have to determine where you hit on a random basis.

The Location section of your Hardcopy Form is designed for this; it lists all body areas with a value from 1 to 10 written underneath. When your character is hit, roll 1D10 and compare the chart number to the roll to determine where he has been hit.

Use some common sense with this rule; for example, if a character is standing behind a low wall, a roll of 7-8 (R.Leg) is pretty silly. Ignore it and re-roll.

**"Rated SP20.
You can walk
through fire.
Just like the
holos,
choomba..."**
—Unidentified Fixer
2015

directly under the Location section on the Hardcopy. Write the Armor Stopping Power (SP) value for each body area in the space corresponding to that body area.

Stopping power (SP) refers to the ability of armor to stop damage. Each type of armor has its own Stopping Power. When the armor is struck by a round, the armor's SP is subtracted from the total amount of

damage done by the hit. The remaining damage is then applied to the target area. If the damage done is less than the SP of the armor, no damage is done.

Example: Ripperjack is wearing a Kevlar jacket with an SP of 18. A 5.56 round strikes him in the chest, causing 14 points of damage. The armor's higher SP thwarts the attack. The next shot does 22 points of damage. The armor reduces this by 18 points. Only 4 points get through to cause Ripperjack harm.

Hard and Soft Armors

Body armors are divided up by whether or not the majority of their protection is based on rigid metals/ceramics/composites, or on softer, more flexible ballistic fabrics. This is done for layering purposes and for some weapon damage effects. The table below is arranged with heaviest protection at the top, lightest at bottom.

HARD/SOFT ARMOR TABLE

HARD ARMORS

Metal Gear	Heavy Armor jacket
Police riot armor	Med. Armor jacket
Door Gunner's vest	Police patrol armor
Steel helmet	M-78 RPA jacket
Flak vest/pants	Light Armor jacket
Ballistic Nylon helmet	Kevlar T-shirt/vest
M-78 RPA heavy vest	M-78 RPA T-shirt
Corp Mil body armor	Heavy Leather
C-Ballistic Light Mesh™	SkinTight™ armor padding

RPA=Militech Revised Personal Armor, AP-defeating. CorpBook 2 C-Ballistic Mesh, SkinTight Padding=Interface vol1, #1-2

Layering Armor: "What a concept", you think, shrugging into a bulletproof T-shirt, bulletproof vest and a Kevlar armor jacket. Theoretically, one should be able to layer protection upon itself until he becomes invulnerable.

Wrongo. First of all, let's look at reality. If the average cop could stack layers of armor on himself before tackling a domestic disturbance call, you can bet he'd do it. But he doesn't, because it just isn't practical. Here's why.

When you layer flack jackets, you aren't invulnerable; you're just immobile. While modern armor isn't as heavy as old fash-

ioned armor plate, it's very encumbering from the movement angle. Straps, buckles, padding and stiff plastic add up to restrict arm movement, chafe the torso, and weigh down the legs. Pillsbury-doughboy padded arms don't lift guns very well, and well-stuffed legs aren't much for bending, climbing and running.

For this reason, every armor type in FNFF has an *encumbrance value* (EV). When wearing body armor, add up the total of EV's (listed in the *Armor Table*), and subtract this from your character's REFLEX stat. Even if you're cybered up, a lot of armor is gonna cost you.

New Armor Rules:

These new rules (previously published in CP 2020 errata sheets) have been added to clarify the armor question and deal with a reoccurring problem.

New Rule 1: Maximum Armor

Now, in addition to Encumbrance Values, only a maximum of **3 layers** of Armor can be worn at any one time; no more than **one** of these layers can be Hard Armor (see Hard/Soft Armors Table). The 2nd layer has an *extra* EV penalty of **-1**; the 3rd layer, an *additional* penalty of **-2**. *Subdermal Armor* and *Bodyplating* cyberware options are considered to be armor layers; *Skinweave* is considered a layer, but receives no penalty.

New Rule 2: Proportional Armor

When layering armor, or wearing armor behind an obstacle or cover, subtract the smaller SP from the larger one. Find the difference on the table below and read across to the other column. This is the bonus number you add to the **larger** SP to determine **overall** protection from the armor/armor, or armor/cover combination. If you have three or more layers of protection, calculate in pairs from the inside out. (example: For armors A, B, C, you compare A and B; determine the bonus number, and then compare the new strength of the larger of the pair to armor C.)

ARMOR

Let's clear up a couple things about ARMOR right now. When we talk about Armor Stopping power, we're not talking about whether the bullet (knife, club, sword, etc.) has actually gone *through* the armor. What we're really measuring is the abstract idea of whether any *damage* got through. This might not be an actual bullet or blade, but rather a bruised rib from a big slug or even minor concussive damage from a baseball bat.

In short, if the armor stopped the attack, this means that no harm actually goes through to the character, regardless of the fact of where the bullet ended up. Sure, even if a vest physically stops a .357 Magnum round, at pointblank range, you'll get some big bruises.

The idea of armor piercing also works into this; the chances that a knife will slice through the layers of kevlar are higher than for a blunt bullet, and this means that more of the knife will actually get through to your ribs. Armor piercing attacks are deadly because they can ignore modern armor's biggest advantage: the ability to spread kinetic impact over a wide area, slowing the bullet down and stopping it from actually entering the body.

Even blows and energy beams can be stopped by modern armor; made of composite fabrics and ceramic inserts, armor will tend to ablate under energy attacks, and absorb kinetic energy.

VIEW FROM THE EDGE

FRIDAY NIGHT FIREFIGHT

Write the SP (described in the ARMOR SECTION, pg.91), for the armor you're wearing over each body area. For example, an Armor jacket covers your Torso and both arms in an SP of 16. So you would write 16 in the boxes for Torso, R. Arm and L. Arm.

When you take damage, subtract the SP of the armor from the amount of damage taken. The remainder, if any, is what gets through to YOU.

When taking damage, roll 1D10 to determine where you have been hit, comparing the roll with the numbers below.

Location	Head 1	Torso 2-4	R. Arm 5	L. Arm 6	R. Leg 7-8	L. Leg 9-0
Armor SP						
SAVE						
BTM						
LIGHT	<input type="checkbox"/>					
SERIOUS	<input type="checkbox"/>					
Critical	<input type="checkbox"/>					
MORTAL	<input type="checkbox"/>					
MORTAL	<input type="checkbox"/>					
Stun=0	Stun= -1	Stun= -2	Stun= -3	Stun= -4		
MORTAL 2	MORTAL 3	MORTAL 4	MORTAL 5	MORTAL 6		
Stun= -5	Stun= -6	Stun= -7	Stun= -8	Stun= -9		

Death Saves: When making a Death Save (anytime your wound state is at Mortal), you must roll your Save number minus the mortality level of the wound. For example, Mortal 5 means I would roll my Save number -5.

This is where you would write your Save Values. Both are equal to the number of points you have placed in your Body Type (for example, a Very Strong Body Type would be a 10, and have a 10 Save as well).

Your BTM stands for Body Type Modifier (see Page 93). Not all body types take damage the same. You will subtract this number from any damage you actually take.

This is your Wound section. For every point of damage taken, mark off one box, moving from left to right, top to bottom. The top row (Light, Serious, etc.), describes the current condition of the character; the bottom (Stun=0, etc.) tells what you must subtract from your Stun Save each time you take a wound. For example, Stun 5 would mean subtract 5 from your regular Stun Save value.

PROPORTIONAL ARMOR TABLE

Difference in SPs	Bonus Number
0-4	+5
5-8	+4
9-14	+3
15-20	+2
21-26	+1
27+	+0

Armor Piercing Rounds

There's another reason why armor isn't the universal cure for flying lead, and it's called *Armor Piercing*(AP) rounds. These are bullets designed to deliver their full impact to a single point, instead of mushrooming out like a normal bullet. They don't cause as much damage as a standard lead or hollow point round (1/2 normal damage), but they cut through armor like a hot knife through cheese. As a result, whenever AP rounds are encountered, armor will have one half its total SP value.

For example, say a 5.56 AP round causes 30

points of damage. It hits SP 10 armor, which reduces it by 5 ($10/2=5$). The remaining 25 points are further reduced to 12 ($25/2=12.5$, rounded down to 12), based on an AP round's lower damage capacity.

The same is true of knives, swords and other edged weapons. Note that armors marked with a check (✓) on the Armor Table are at half SP effectiveness against edged weapons.

The smart solution in a combat situation is to rely on the lightest armor you think you can get away with unless you're planning to take on a stationary position or go up against very heavy firepower.

Staged Penetration: Armor doesn't just keep absorbing damage indefinitely. One option is to use the concept of *Staged Penetration*. Each time the armor is struck by a penetrating attack (i.e., an attack that actually exceeds the armor's SP), its SP is reduced by 1 point. When the SP reaches 0, the armor will no longer stop damage.

Use Cover

You don't have to lug around an armor jacket with you—often the best armor is what you can find around you. Cover allows you to move from place to place, letting something else soak up the gunfire.

COMMON COVER SP'S

Sheetrock Wall	5
Stone Wall	30
Large Tree, Phone pole	30
Brick wall	25
Concrete Block Wall	10
Wood door	5
Heavy Wood Door	15
Steel Door	20
Concrete Utility Pole	35
Data Term™	25
Car body, door	10
Armored Car body	40
AV-4 Body	40
Engine block	35
Mailbox	25
Hydrant	35
Curb	25

The Body Type Modifier

The next step after Armor is to apply your character's **Body Type Modifier** to the damage. This is a special bonus which reduces the effects of damage, reflecting the stamina and general toughness of the character. Each time your character takes damage, subtract your Body Type Modifier from the total amount of damage before applying it to your character.

BODY TYPE MODIFIER TABLE

Very Weak	-0
Weak	-1
Average	-2
Strong	-3
Very Strong	-4
Superhuman*	-5

*Possible only with cybernetics

For example, say you took ten points of damage. If you were a Very Weak Body Type, you would take the full ten. But with a Very Strong Body Type, you'd only take (10-4=6) six points of damage.

The A. Swenson Memorial He Shrugs Off Damage Like An Old Overcoat Rule: Occa-

sionally, you'll encounter a situation where the combination of armor and Body Type Modifier will seem to reduce the damage done to zero or less. A **Body Type Modifier may never reduce damage to less than one**—in these cases, the character will automatically take 1 point of damage.

Wounds

Okay, so the Armor didn't stop all of the damage, and your *Body Type Modifier* wasn't enough to shrug off the rest. It's time to take a *Wound*.

The *Wound* section of the Hardcopy Form is used to record damage. For each point of damage taken, check off one box, moving from left to right, top to bottom. The top line of this section (marked **LIGHT**, **SERIOUS**, **CRITICAL**, **MORTAL**, etc.) tells the overall state of the character's health.

WOUND EFFECTS

- At a **LIGHT** wound level, a character suffers no penalties to his activities. He just hurts a lot ("It's only a flesh wound...").
- At a **SERIOUS** wound level, the character will be at -2 to his REF stat for all actions. He's hurting, bleeding, and definitely hampered.
- At a **CRITICAL** wound level, the character's REF, INT and CL stats are automatically reduced by half (round up). The character is holding his guts in with one hand and doing his damndest to stay in the battle.
- If **MORTALLY** wounded, the character's REF, INT and CL stats are reduced to 1/3rd normal (divide by 3, rounding up). Most characters are already out of the action by now, and are quietly going about the business of expiring. Messily.

Special Wound Cases

Limb Loss: If a character takes more than eight points of damage to a limb area in any one attack, the area is severed or crushed beyond recognition. The character must make an immediate *Death Save* at Mortal 0. A head wound of this type will kill automatically.

Head Hits: A head hit always doubles damage.

**DO UNTO OTHERS,
BUT COVER YOUR
BUTT**

Remember that cover doesn't always mean automatic safety. If your target is hiding behind a wood door and you have a rifle, go ahead and shoot through the door; the penalties for blind firing won't stop you if you're at point blank range.

If he's behind a car door, so much the better; it takes an engine block to stop a serious bullet. If you think he's hiding behind the door of the apartment you're about to enter, make an Awareness check to see what side he's on, then shoot through that sheetrock wall.

When you're on the Street, make sure you not only know where cover is, but its general SP value. If the hit team comes down on you, make sure you have a Data Term to dodge behind—they make those things tough enough to stand an automobile crash. If there's no cover available, try lying in the gutter; curbs work great if they're high enough.

Also, check your lines of sight. Remember, cover doesn't count jack if the guy shooting at you is higher than you are. And don't neglect the power of suppressive fire as cover; sure, you probably won't hit at a long range, but the chance that you might will make him keep his head down.

Pay attention to this, punkers. The graveyards are full of real people who didn't.

KNOCKBACK

Okay, let's talk about knockback. You know, where you shoot the guy and he hurtles back ten feet, arms windmilling, to crash through a convenient plate glass window?

Unfortunately, this is another Hollywoodism. Why don't we have knockback? Blame Isaac Newton's Third Law (of Equal and Opposite Reactions). The fact is, if you can deliver enough energy to knock a man off his feet, Physics says that the guy firing the gun will also fly back ten feet as well. And that just doesn't happen.

A real gun can't deliver that much energy anyway; a bullet hasn't got the *mass*. For example, a Winchester 458 Magnum Super X only delivers 4712 foot-pounds of energy direct from the muzzle (that drops off to 1200 ft-lbs past the first 500 yards). You can deliver more energy by hitting your target with a pair of nunchucks.

Okay, so what do gun experts mean when they talk about "stopping power"? What they really mean is the amount of tissue damage the weapon can cause on impact. The bigger and heavier the bullet, the more ripping and tearing damage it'll do, and the faster the target will drop from shock and tissue damage.

Which is what a Stun/Shock Save is all about.

Stun/Shock Saves

Every time a character takes damage, he must make a save against the effects of pain, shock, fear and blood loss. This is what you see in most Hollywood gunfights when the bad guy gets hit—staggering, falling back and so on, all caused by pain and shock (see the sidebar for a general tirade about the fiction of *knockback*).

The *Stun Shock Save* is a serious thing, because it can put an opponent out of the picture faster than the actual damage from the wound. Police officers have actually died from the shock of a minor bullet wound in the foot (but we won't do that to your character). Other people have taken as many as thirty or forty gunshots and managed to keep moving for up to ten minutes before their minds got the message their bodies were telling them ("Hey Bob, you're *dead!*!").

The *Stun Save* is equal to your character's *Body Type* value, minus a penalty based on his current *Wound State*.

STUN/SHOCK SAVE MODIFIERS

Wound State	Penalty
Light	0
Serious	-1
Critical	-2
Mortal	-3
Mortal 1	-4
Mortal 2	-5
Mortal 3	-6
Mortal 4	-7
Mortal 5	-8
Mortal 6	-9

A failed roll means the character is out of combat. You can add the special effects yourself:

HOLLYWOOD OVERACTING EFFECTS TABLE

Roll	Effect
1	Screams, windmills arms, falls.
2	Crumples like a rag doll.
3	Spins around in place, falls.
4	Clutches wound, staggers and falls.
5	Stares stupidly at wound, then falls.
6	Slumps to ground, moaning.

A Stun/Shock roll can be recovered from by rolling a successful check in a subsequent turn.

Very Important: Death Saves

Unless you have taken a *Mortal Wound*, your character is in no danger of dying; he only needs to make his initial *Stun* save to remain conscious. But if the wound is a **MORTAL** one, he has a chance of dying.

Most characters are already out of action, and are quietly going about the business of expiring. Messily.

Determining whether he survives requires that a *Death Save* be made, with a new save required every turn that the character remains untreated.

Like a *Stun Save*, a *Death*

Save requires that you roll a value on 1D10 equal to or lower than your character's *Body Type* score, subtracting the level of severity for the wound from your base chance to save. *Mortal Wounds* are rated from 0 to 8.

Example: Hargan is Very Strong and takes a Mortal 4 wound. He must roll lower than (10-4)=6 to stay alive.

Each turn, you must make another *Death Save* to see if you survive to the next turn. On a successful roll, you make it; on a failed roll, you will die at the *end* of the turn in which the roll was made.

Sooner or later, you'll fail a roll and die. The only way out is **stabilization**.

Stabilization means the patient is no longer losing blood and that his major damage has been contained through use of drugs, battlefield surgery and/or wound dressing. A stabilized character will no longer be required to make *Death Saves* each turn. Anyone (except the patient himself) can attempt to stabilize a mortally wounded character; it just works better if the physician has had some medical training. A lot better.

A successful stabilization is made by adding your TECH stat, any Medical Skill and one D10 for a result equal to or higher than the total number of damage points the patient has taken. *For example, Ripperjack has taken 20 points of damage, placing him in a Mortal 1 Wound State. To stabilize him will require a roll of 20 or greater.* Once stabilized, the character is no longer in danger of dying unless another wound is taken. At this point, the whole messy business begins again...

The chances of a successful stabilization roll can be increased by the following modifiers, added to your die roll.

Advantage	Add to die roll
Full Hospital & Surgery	+5
Trauma Team Ambulance	+3
Life Suspension Tank	+3

Assuming you make your stabilization rolls, you're going to survive to fight again. If you fail, no problem, that's why we have Body banks. Either way, to learn more about healing or spare parts brokering, check out the *Trauma Team* section, pages 114 to 125.

Making Attacks

This section covers the basics of how to make attacks. There are two parts to this section: RANGED WEAPON COMBAT and MELEE COMBAT.

Ranged Weapons

Ranged weapons are anything that is shot or thrown over a distance at the target. To **make a ranged weapon attack** (guns, bows, thrown objects, etc.) you must roll a combination of your:

REF STAT+WEAPON SKILL+1D10

equal to or greater than a specific hit number. The hit number is determined by the range between you and your target.

HIT NUMBERS

Point Blank	10
Close	15
Medium	20
Long	25
Extreme	30

Range Definitions

- **Point Blank:** The weapon is very close to or in actual physical contact with the target. It will almost always hit, doing maximum damage.
- **Close:** The weapon is attacking at one quarter of the listed range.
- **Medium:** The weapon is attacking at one half of the listed range for its type.
- **Long:** The weapon is attacking at the listed range for its type.
- **Extreme:** The weapon is attacking at twice the listed range for its type.

Modifiers

When making your roll, you must add any and all **modifiers** that apply to the combat situation to your final *Attack Roll*. There are modifiers for Target, Aiming, Weapon Type, Type of Firing, Position and Movement, all listed on pg. 99.

Aiming

One way to improve your chance to hit is to aim. Each turn of aiming adds +1 to your Attack, up to three rounds. Aiming assumes steady position, no movement, and a clear chance to track your target.

Critical Success

On a natural roll of 10, you have had a **critical success**. Roll an additional 1D10 and add it to your original roll.

Fumbles

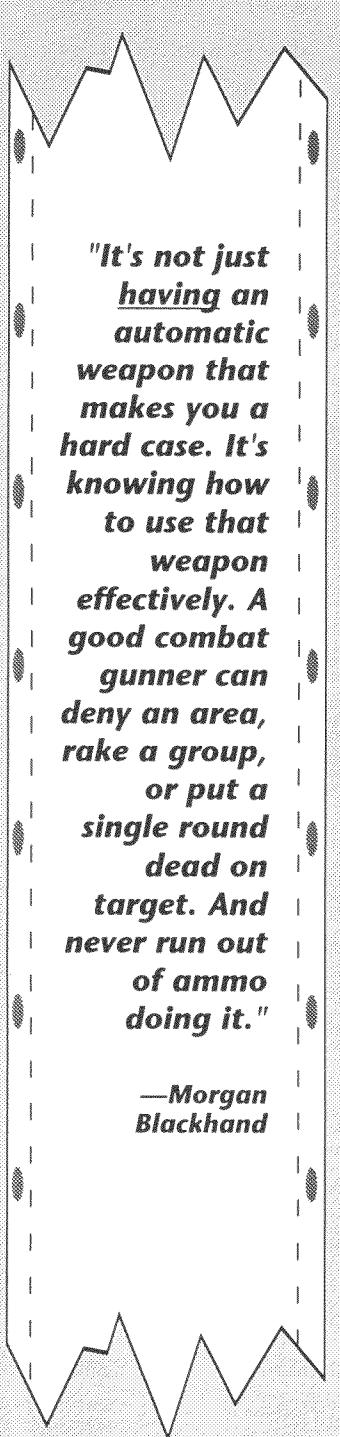
On a natural die roll of 1, you have **fumbled**. You must roll an additional 1D10 and check the result against the *Fumble Table* pg. 43 to see what happens.

Fumbles can encompass a wide variety of effects. Most weapon fumbles include jamming or misfires.

Automatic weapons have the highest chance of fumbling, and will jam based on

"Tonight's Body-Lotto scores just in. In the South Side Combat Zone, 13. North Highlands and University District, 4. And this just in—a light plane crash at Night City Metro Airport with no survivors. Winners for tonight are..."

—Nightly News Program, c. 2020



"It's not just having an automatic weapon that makes you a hard case. It's knowing how to use that weapon effectively. A good combat gunner can deny an area, rake a group, or put a single round dead on target. And never run out of ammo doing it."

—Morgan Blackhand

the Reliability of the weapon: When a fumble is rolled while using an automatic weapon, ignore the table on pg. 33, and roll a value on 1D10 higher than the Reliability value for the weapon.

RELIABILITY TABLE

Weapon	Jams on
Very Reliable	3 or lower
Standard	5 or lower
Unreliable	8 or lower

It takes 1D6 turns to unjam a jammed weapon.

Automatic Weapons

There are three ways to use automatic weapons. The **three round burst** is used to put multiple shots on a single target at any range. **Full Auto** is used to deliver a lot of bullets at close range to one or more targets. **Suppressive fire** is used to force an opponent to keep his head down or risk taking a slug. Each form has its own advantages and disadvantages in combat, and the smart street warrior knows when to use the right technique for the right job.

Three Round Burst

The **three round burst** is a setting used on most automatic weapons to conserve ammunition and improve accuracy. The three round burst gives you an automatic +3 to hit advantage at certain ranges. The attack is made as one action. If successful, roll 1D6/2 to see how many rounds actually hit the target. This technique may only be used against single targets.

3 ROUND BURST= +3, CLOSE & MEDIUM ONLY

Full Auto

This attack is best used to cover a wide range of targets or to make sure a single target is dead, dead, dead. A weapon on full auto is a bucking bronco; hard to hold on a target more than a few meters away.

Using a scope or taking aim is also impossible. Therefore, range is critical in the full auto technique.

The **full auto option** is based on the rate of fire (ROF) of the weapon. If attacking more than one target, you must divide the ROF of the weapon by the total number of targets (round down), then roll for each target individually.

FULL AUTO RULES

At Close Range:

For every 10 rounds fired at Close range, add 1 to your Attack Total.

At Medium, Long and Extreme Ranges:

For every 10 rounds fired at Medium, Long and Extreme ranges, subtract 1 from your Attack Total.

For every point of success over the required to Hit roll, one round hits the target, up to the maximum ROF for the weapon.

NUMBER OF HITS=# POINTS > THAN TO HIT NUMBER

Suppressive Fire

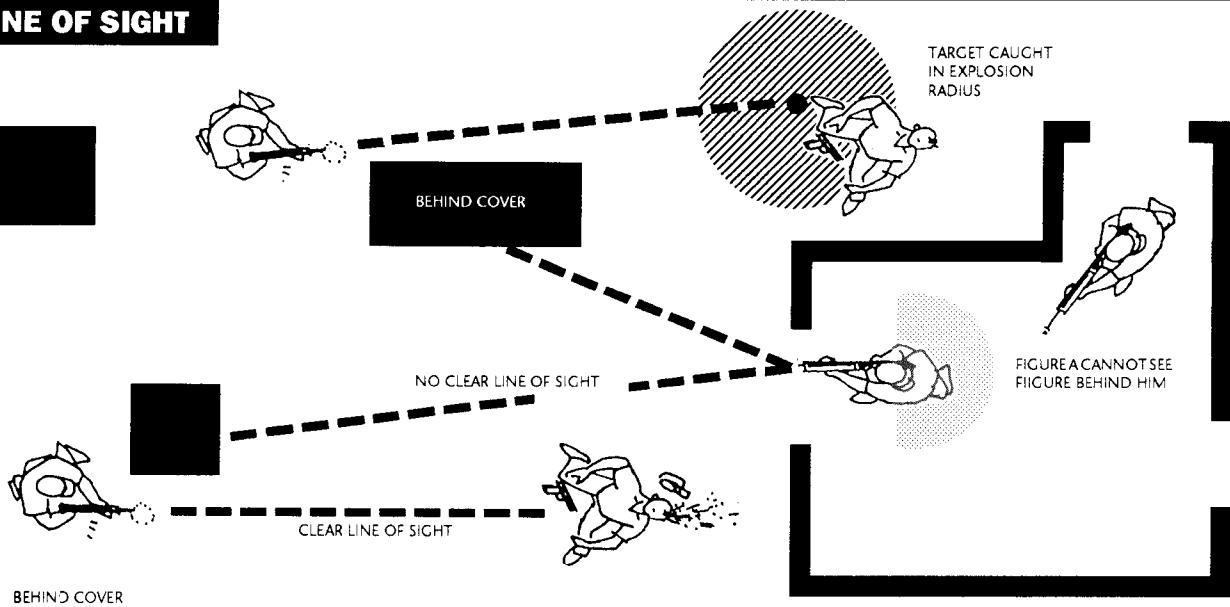
Suppressive fire is used to cover an area (called a **fire zone**) with bullets, making the area hazardous to pass through. All targets entering or crossing the fire zone during this attack must make a "save" against taking a bullet by rolling their **Athletics Skill+ REF + 1D10** and beating a save number. A failed save means the target takes 1D6 rounds, each randomly located.

This save number is determined by dividing the total number of bullets fired by the width of the fire zone.

Example: 64 rounds into a 2 meter area would require a save of 32 or higher. 64 rounds into a 5 meter area would require a save of 12 or greater.

SAVE= NUMBER OF ROUNDS DIVIDED BY THE WIDTH OF THE FIRE ZONE IN METERS

You may overlap the fire zones of more than one weapon, dividing the total num-

LINE OF SIGHT

ber of shots to determine the save number. For example, two Uzis with an ROF of 32 would place 64 bullets into the fire zone.

Two rules are immediately apparent with suppressive fire. First, it's only useful when you can fire a LOT of rounds into a small space. This means teams should coordinate their actions and fire at the same time, placing the maximum number of rounds into the fire zone. Also, the fire zone should be a tight as possible (the minimum width of a fire zone is two meters).

Unusual Ranged Weapons

These weapons are often used for crowd control, stealth missions and other situations where you want killing to be only one of the options, or where you want a limited number of targets eliminated quietly.

Airguns

These are advanced versions of the "paintball" guns of the 1990's. Airguns can be loaded with poison, marking paint, drugs or acid.

Paint: Bruise damage only. Head hits have a 5 in 10 chance of blinding the target for 3 rounds with paint in the eyes, and a 4 in 10 chance of permanently destroying the eye.

Poison & Drugs: To avoid the effects, the character must make a save roll. On a successful save, damage is reduced by half.

DRUG & POISON EFFECTS

Type	Effect	Damage
Hallucinogen	Confusion	-4 INT
Nausea Drugs	Illness	-4 REF
Sleep Drugs	Sleep†	None
Biotoxin I	Death	4D6
Biotoxin II	Death	8D6
Nerve toxin/gas	Death	8D10

†Half effect is drowsiness, -2 to all stats.

Acid: Acid causes 1D6 in acid damage per pellet. Although armor will stop this, the acid will eat away at the armor, reducing its SP by 1D6 per round, for a total of 3 rounds.

Example: Ripperjack hits armor SP 15 with two pellets. He rolls 2D6 for a total of 7 points of damage. The first turn, the armor's SP is reduced to 8. The next turn, it's reduced to 1. The next turn, 6 points get through the armor and sear into the target's skin.

Tasers

Tasers require the victim to make a save against stun (see Saves, pg. 104). The save number is reduced by -2 for every successive shot in a three-turn time period. Tasers can be recharged from wall current, taking 1 hour to reach full charge.

DO UNTO OTHERS, THEN SPLIT

You don't have to tackle that 400 lb.cyberpsycho with a handgun. Get sneaky. Shoot from rooftops, then fade. Use a high powered, scoped rifle to take on that Euro-solo. String some mono-wire at neck height between two posts then bail that Nomad Gang into trying to run you down.

In short, never tackle something head on if you can do it quieter and neater another way.

You Referees paying attention? They're going to use these tricks on you.

Now you're ready for 'em.

Dart and Needleguns

Dartguns can be loaded with poison or drugs. Each hit does 1D6/2, plus effect of the drug or poison used (see *Airguns*, above).

Power Squirtguns

Power squirtguns can be loaded with drugs or acids. Effects are as with *Airguns* (above), with each "squirt" equal to 2 pellets.

Bows, Crossbows, Spears & Throwing Stars

Although they are not common, **bows**, **crossbows**, **spears** and **throwing stars** are available in the 2000s. These weapons are either thrown (using the character's *Throwing Skill* for shiriken, darts, knives and spears), or fired (using *Archery Skill*). All non-grenade thrown weapons have a range equal to the thrower's BODx3 in meters.

Beam Weapons

Beam Weapons include **lasers** and **microwave** weapons. Powerful beam weapons are extremely rare in the *Cyberpunk* universe (1 in 10 chance of availability, and even then only from major corporations and governments).

Lasers

Lasers have a rechargeable powerpack holding a total of 10 six sided dice of damage. You can use as little as 1D6 or as much as 5D6 in a single shot, until you have used all 10 dice. Lasers recharge from wall current at a rate of 1D6 per hour.

Example: Ripperjack has recently captured a laser from an Arasaka guard. He has 10D6 to work with; he dials the powergrudge up to 5D6 and fires. At this rate, he'll only have one more shot before it's recharge time.

Microwavers

Microwavers are fired like any other ranged weapon, delivering 1D6 in burn damage. In addition, any target within 1 meter of the path of the beam must roll 1D6 on the microwaver side effects table to determine if there are electrical side effects on exposed cyberwear. Shielded cyberwear is not effected by electrical side effects.

Like lasers, microwavers recharge from a wall socket, taking one hour to reach a usable charge.

MICROWAVER SIDE EFFECTS

- 1 Cyberoptics short for 1D6 turns
- 2 Neural pulse! If character has interface plugs, reflex boosts or other hardwiring, REF stat reduced by 1D6/2 until repaired.
- 3 Cyberaudio shorts for 1D6 turns
- 4 Cyberlimb malfunction: Lose all use of cyberlimb for 1D10 turns. Roll 1D6 for limb, re-rolling if no cyberlimb limb is present:
 - 1-2 Right Arm
 - 3 Left Leg
 - 4 Right Leg
 - 5-6 Left Arm
- 5 Total Neural breakdown! Character reduced to twitching, epileptic fit for 1D6/3 turns.
- 6 No Effect.

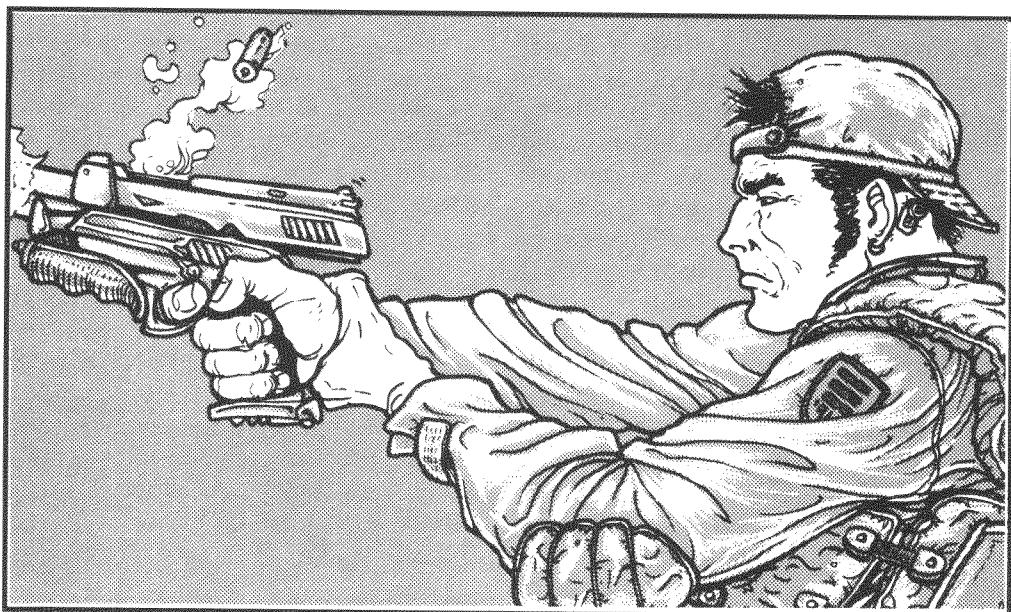
Area Effect Weapons

Area Effect weapons are fired just like any other type of ranged weapon. However, they are capable of covering more than one target at a time with a cloud of pellets, flame, explosive force or gas. Area effect weapons include **shotguns**, **grenades & explosives**, **flamethrowers**, **missiles & rockets**, **mines** and **rocket powered grenades (RPGs)**.

Attacks are made as with other ranged weapons, with the *center* of the area effect falling on the designated target, and anything *within* the area of effect taking damage as well. If the target is missed, the true center of the attack must be determined. When calculating where a grenade or other Area weapon has hit, roll 1D10 to determine the direction on the *Grenade Table*, then roll a second D10 to see how many meters away it hit.

Shotguns

Shotguns fire a cloud of small metal pellets called a "pattern". The width of the pattern is based on the distance between the attacker and the defender. Any target in a straight path between attacker and intended target is also considered to be in the area of effect. Note: if something is between the path of the shotgun and its intended target, the intervening spaces behind that object are considered to be exempt from the effects of fire.

**SHOTGUN TABLE**

Range	Size of Pattern	Damage
Close, PB	1 meters	4D6
Medium	2 meters	3D6
Long	3 meters	2D6

Any target within the pattern will take damage based on the range (damage listed on the Weapons Table on pg. 51 is based on maximum damage).

Example: Ripperjack opens up his shotgun on two boosters at medium range (pattern width=2m). He hits the first booster dead on. However, the second booster is within 1 meter of the first—the pattern overlaps him as well. Both take damage.

Shotguns are a very effective weapon in situations where aiming isn't critical. For instance, in six foot hallways, there would be no way for a target to escape taking wounds no matter how much his reflexes were boosted. However, shotguns are also limited to relatively short ranges and don't do a lot of damage on the individual pellet level.

Autoshotguns: One of the nastiest house to house weapons is the **autoshotgun**. In combat, you may make as many attacks as your weapon's rate of fire on Full auto. All

shots must be within 1 meter of each other. Each attack has a -2 penalty for every additional shot past the first. However, when this means you can put five two-meter clouds of lead all over an area, a -4 or -6 penalty is a small price to pay. Autoshotguns are slow, bulky and have lousy range, but they are hell on wheels when it comes to house to house, short range combat.

Example: Ripperjack opens up with a CAWS, firing 5 shots. He takes a -8 penalty to his attack roll to do this. He targets a 5 meter hallway, spacing his shots in 1 meter intervals. The hallway becomes Hamburger Heaven.

New Rule: The Armor-Piercing Effects of Shotgun Slugs

These projectiles have normal AP ability vs. all armors. Damage that penetrates Hard armor is not halved. Damage that penetrates Soft armor is halved as normal. This represents the concussive results of mass and impact by finned/saboted slugs.

**"Yo, man, you
be wantin'
twenty five
incendiaries an'
a couple o'
frags, yeah? No
problem."**

- | | |
|-------------------|-------|
| 10ga. slugs | 5d6+3 |
| 12ga. slugs | 4d6+2 |
| 20ga. slugs | 3d6+1 |

Grenades

Grenades come in **fragmentation**, In-

**DO UNTO OTHERS,
THEN CUT THE
CARDS**

Always make your enemy play the Game your way. Lure him into chasing you. Pick a place where you can see him coming. Stash some food and ammo for a long stay, if need be.

Smart Punks always have at least a dozen hideouts set up. Don't always go to the same one, or one night, you're going to crawl onto your sleep-mat and BOOM! (See page 100). But make sure you can hole up when you have to.

One slick trick is to bury your best bolthole in the territory of your enemy's worst adversary; say, hiding from Arasaka in the middle of a Militech training camp.

Let them do the work.

DO UNTO OTHERS, THEN LOOT THE BODIES

Got a team in hot pursuit? Here's a trick. Before you go into the sharp end, plant a few claymores along your escape route. Put 'em under some trash or dirt, and mark the locations with a can or something. When you make your retreat, you dodge the mines and let the lunchmeat on your trail walk the line.

Boom.

Another trick from the School of Low Blows and Assassin's tricks. Got a standoff situation? You can't get them out and you can't get in? Distract them while your mates get to all the doors and windows and set up tripwired claymores. Then, just go away.

Eventually, they'll have to come out.

Boom.

Here's a freebie. Tired of stalking that heavy hitter on the Street? Find out where he sleeps. Put a mine under his mattress (gently...), then to make sure, tripwire it to one end of the box springs. He'll either sit on it, or he'll flip the mattress back to check for traps.

Too late. Boom.

cendary, stun, dazzle, sonic, concussion and **gas** varieties. Each type has its own area of effect, usually between 2 to 5 meters. Grenades and explosives can be detonated using timers, radio controls, tripwires or remote detonators. All grenade types are available in hand or rifle-propelled versions, and are described in the **Area Effect Weapons & Grenade Table**, pg. 89.

Grenades may be thrown up to 10x the character's Body Type in meters (-10m for every extra kg. past the initial 1), or launched to a range of 225 meters.

Gas : Gas differs from other grenade effects in that it moves around. To use gas, first determine the point of impact. All targets within 3 meters are immediately affected.

On the next turn, determine which way the wind is blowing by rolling again on the Area Effect Table. Place the new area of effect. Any target within the first and second areas of effect must save vs the gas, as well as any targets in a straight line the width of the gas cloud between the two points. On the third turn, the gas dissipates.

Gas grenades have either fatal or incapacitating effects. To avoid the effects, the character must make a save; armor doesn't help (although filters or gas masks will). On a successful Save, he will take half effects (a -2 REF reduced to -1, 4D6 reduced to 2, etc.).

GAS EFFECTS

Type	Effect	Damage
Nausea	Illness	-4 REF
Teargas	Tearing	-2 REF
Sleep Drugs	Sleep†	None
Biotoxin I	Death	4D6
Biotoxin II	Death	8D6
Nerve Gas	Death	8D10

†Half effect is drowsiness, -2 to all stats.

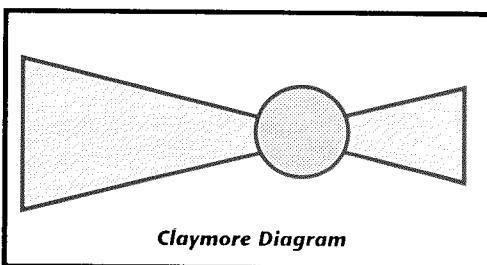
Flamethrowers

Flamethrowers are much like other area effect weapons, with one difference; they can be "swept" between two points. When using flamethrowing weapons, you may decide both a starting point and an ending point; then roll to Hit, determining if you're on target. Missed rolls refer to the Grenade scatter chart(pg.99). Anything caught in the sweep between the two points is ignited. Using these weapons in anything other than

the cyberweapon form requires the *Heavy Weapons* Skill; cyberweapon flamers use *Handgun* Skill as the default. Damage is 2D10 the 1st turn, 1D10 and 1D6 the following two turns. Hard armors protect normally. Softarmors must be >15SP to protect the target, and are damaged 2pts/hit.

Mines

Mines come in two types; standard land mines and "claymore" antipersonnel mines. A **land mine** is designed to stop vehicles or other heavy objects; it is easily detected with most magnetic sensors (7 in 10 chance). You step on it and it blows up. Simple. Damage is 4D10.



A **claymore** is designed to stop *people*, not vehicles. Claymores can be triggered by tripwires, time delays, or remote switches. Claymore mines have an hourglass shaped area of effect, rather than a circular one (see illustration). The dimensions of the "front" cone of destruction are 6m wide by 75m long; the dimensions of the "rear" cone of destruction are 6m wide by 6m long. At the juncture of the two cones is a 6 meter wide circle. Damage is 4D10.

Rocket Powered Grenades

Rocket Powered Grenades (RPGs) are a hybrid of grenade and rocket projectile, with far greater range and accuracy. They are also easier to acquire than missiles. With the exception of the disposable Armbrust RPG, most have the disadvantage of backblast, making them impossible to fire in a confined space. RPGs are fired as with other grenade launchers or shoulder arms, using the character's *Heavy Weapons* Skill. Damage is 6D10.

Missiles

Missiles and Rockets include radar and optically guided missiles, mini-rockets and shoulder rocket launchers. Using missiles

requires use of the *Heavy Weapons Skill*. When firing missiles and rockets, treat them as rifle-fired grenades with longer ranges and larger areas of effect. Damage varies.

Note for Rockets and Missiles: If a rocket or missile has an Armor-Piercing warhead, the armor's SP is halved, but the damage that penetrates is **not**.

Explosives

Explosives vary from grenades in that the more you use, the bigger the blast area. Explosive amounts are defined as units; one unit of TNT would equal one stick; one unit of plastique would be an ounce, etc.

EXPLOSIVE RANGES

Explosive	Unit	Area	Damage
Plastique	1kg	4m	7D10
C6	1kg	5m	8D10
TNT	1stick	3m	4D10

Take the area covered by one unit of explosive and multiply this by the total number of units. Damage is applied to the overall body, rather than to a location.

Example: Ripperjack lumps four sticks of TNT together and tosses them into an abandoned building 10 meters away. One stick has a blast area of 3 meters—4x3=12 meters. Ripperjack is caught in his own explosion and takes big damage. Bad move, 'Jack.

Molotov Cocktails

Molotov cocktails are the favorite of would-be terrorists and people with a lot of gasoline, rags and empty bottles around. A molotov covers 2 meters for every liter of fuel used (a standard soft drink bottle would cover 2 meters). Damage (2D10) is applied to the overall body, rather than to a location.

Melee Attacks

Melee attacks include **clubs, knives, swords, axes, chainsaws, sledgehammers, monokatanas and monoknives, monomolecular chains, cyberbeasts, battlegloves, rippers, scratchers, martial arts weapons, hand to hand attacks and brawling**.

Melee attacks differ from **ranged** attacks in that you are opposing a person, instead of a

target. To make a melee attack, the formula is:

ATTACKER REF+SKILL+1D10

Vs

DEFENDER'S REF+SKILL+1D10

*Martial arts, Fencing, Melee, Dodge or Athletics can be used, depending on situation and Referee decision.

Martial Arts & Brawling

Brawling and **Martial Arts** attacks are different from other melee attacks in that an attack can be made in a number of ways. You could, as an attack, use:

- **Strike:** Cause 1D6/2+ Damage Modifier.
- **Kick:** Cause 1D6+Damage Modifier.
- **Block/Parry:** Stop or absorb damage.
- **Dodge:** -2 to Attacker's hit roll.
- **Disarm:** On successful roll, knock or remove weapon from opponent's hand.
- **Throw:** Requires a Grapple first. Opponent is knocked to ground, taking 1D6+Damage Modifier, plus making a stun roll at -2.
- **Hold:** A painful joint or body hold. You must Grapple your opponent first. Foe is immobilized until an escape is made.
- **Escape:** On successful roll, you are free of the hold and may move.
- **Choke:** Requires hold or grapple as the previous move. Opponent takes 1D6 damage per turn.
- **Sweep/Trip:** Knock opponent to ground. He is -2 to next his attack; you gain +2 to your next attack.
- **Grapple:** A grabbing or holding move, prerequisite to applying a throw, choke or hold as the next action.

Martial Arts: Martial Arts are traditional forms of melee combat that have been developed to be deadlier than regular brawling. All martial arts techniques have **key attacks**—attacks which reflect the particular strengths of the technique. When a key attack is used, such as a karate kick, the character gains an +2 to +4 attack bonus (depending on the style of martial art).

For example, Karate would have the following moves:

"I didn't have time to draw my gun. But I did have time to snap a wheel kick into his face, followed by a spinning crescent off the back heel. That took him down long enough for me to get the Minami out of my armor-jacket.

"Good thing too—his partner was right on me with a backfist and a hand-strike combo. All of it pure chipped skills. Too bad for her—a 10mm slug at hyper-velocity beats kung-fu any day..."

—Morgan Blackhand

VIEW FROM THE EDGE

FRIDAY NIGHT FIREFIGHT

Strike	+2
Block/Parry	+2
Kick	+2

A Karate Master would be able to do any other type of move, but would be better at these three.

A Master of *Choi Li Fut* would have:

Strike	+2
Block/Parry	+2
Kick	+2
Throw	+1
Dodge	+1

—making him far more versatile than our Karate Master.

Of course, it would far more difficult to learn *Choi Li Fut* than *Karate*; this is reflected in the **difficulty level** of the form. The number of Improvement points normally required to increase your level of skill is multiplied by the difficulty level to show this. A full list of martial arts, difficulty levels and key attacks is on pg. 100.

Damage: In addition, martial arts are far more deadly than regular brawling. When using martial arts, you will gain a damage bonus equal to your current level of martial arts in addition to any strength bonuses.

Dodging

Defenders can try to **dodge** melee attacks by announcing their intention to dodge at the start of the turn. This will impose a -2 attack penalty to any attacks made against them in that turn; however, any other actions the defender makes will have a corresponding -3 penalty for each successive action.

DODGE=-2 TO ATTACKER ROLL, -3 TO DEFENDER'S OTHER ACTIONS

Parrying

Defenders may also elect to **parry** melee attacks by announcing their intention to parry at the start of the turn. Any attacks made during the turn must expend their damage against the parrying object first.

Swords and other bladed weapons can be used to parry *without* taking damage, but

must make a save (9 or lower on 1D10 for normal weapons) to avoid breaking. Any other actions the defender makes will have a corresponding -3 penalty for each successive action.

PARRY= STOPS THE ATTACK AT -3 TO DEFENDER'S OTHER ACTIONS

Melee Damage

When making melee attacks with weapons, the damage is listed as part of the weapons description.

When making a melee attack, you must also add a damage modifier based on your character's body type to any damage. This damage modifier is listed in the **Damage Modifier Table** below.

DAMAGE MODIFIERS

Strength	Add to Damage
Very Weak	-2
Weak	-1
Average	+0
Strong	+1
Very Strong	+2
Body Type 11-12	+4
Body Type 13-14	+6
Body Type 15+	+8

Monoknives, Monokatanas and Slice & Dice

Monoknives, monokatanas and Slice & Dices do double damage on a natural attack roll of 10. These weapons will always break on a fumble (a natural 1), and require a special roll to determine if they shatter when used to parry (4 or less on 1D10). Unless otherwise noted in the weapon's description, all mono-edge weapons are at 1/3xSP vs. soft armors, 2/3xSP vs. hard armors.

Cyberbeasts

"Cyberbeast" is the popular term used to describe any cybernetically controlled weapon that is stored in the body and yet has the capacity to attack on its own. Cyberbeasts may make one attack per turn. They have a **total attack skill of 10+1D10**; in all other aspects, they attack as characters would. The most common type of cyberbeast is the **cybersnake**, which cause 1D6 in damage per attack.

Vehicles In FNFF

Vehicles involve two elements. The first is control of the vehicle; the second is attacks and damage. Although a more realistic system is included in *Solo of Fortune*, this simple system will work for most cases.

a) **Making a Control Roll:** To control a vehicle you must roll a combination of your

**REF+DRIVING/PILOTING
SKILL+1D10+ MODIFIERS**

equal to or greater than a specific control number. The control number is determined by the difficulty of the maneuver you want to perform.

Simple (swerve, take off or land, hover, rotate) 15

Difficult (tight turn, control a skid, recover from a stall, emergency stop, pull out of dive, reverse or pull away) 20

Very Difficult (bootlegger turn, regain control from spin) 25

b) **When making your roll:** you must add any and all modifiers that apply to the situation to your final Control Roll. There are modifiers for both vehicles and speed of travel:

CONTROL MODIFIERS

Standard car	-0
Limousine	-3
Sportscar	+2
AV-4	-2
AV-6	+2
AV-7	+1
Motorcycle	+1
Truck	-4
Rotorcraft	-0
Osprey	-0
Boat	-1
Double safe speed	-2
Triple safe speed	-4
Four times safe speed	-6

On a failed roll, roll 1D6 and consult the **Control Loss Table** below:

CONTROL LOSS TABLE

Roll	Result
1-2	Skid or slew; no other result.
3-4	Major skid; slide 1D10x10 feet sideways in direction of travel. Aircraft stalls, losing 1D10x50 feet of altitude.
5-6	Roll ground vehicle after sliding 1D10x10 feet sideways in direction of travel; take 5D6 damage. Aircraft goes into spin, lose 1D10x100 feet of altitude .

Vehicle Combat

Vehicle combat is performed exactly as with other combat, applying all appropriate modifiers, and using the Weapon Skills appropriate for the type of weapon. Shots are not targeted and there are no location for damage. Vehicles are usually armed with lasers, missiles, machine guns and railguns, and may receive bonuses for turret mounted weapons.

Vehicle Damage

Vehicles have both SP values and Structural Damage Points (SDP). If armored, the vehicle's SP is subtracted from the damage taken, with the remaining damage subtracted from the vehicle's SDP.

When a vehicle is reduced to 0 SDP, it is considered to be destroyed or inoperable. In this simplified system, there are no locations for damage—all points are subtracted directly from the vehicle's SDP.

Crashing & Ramming

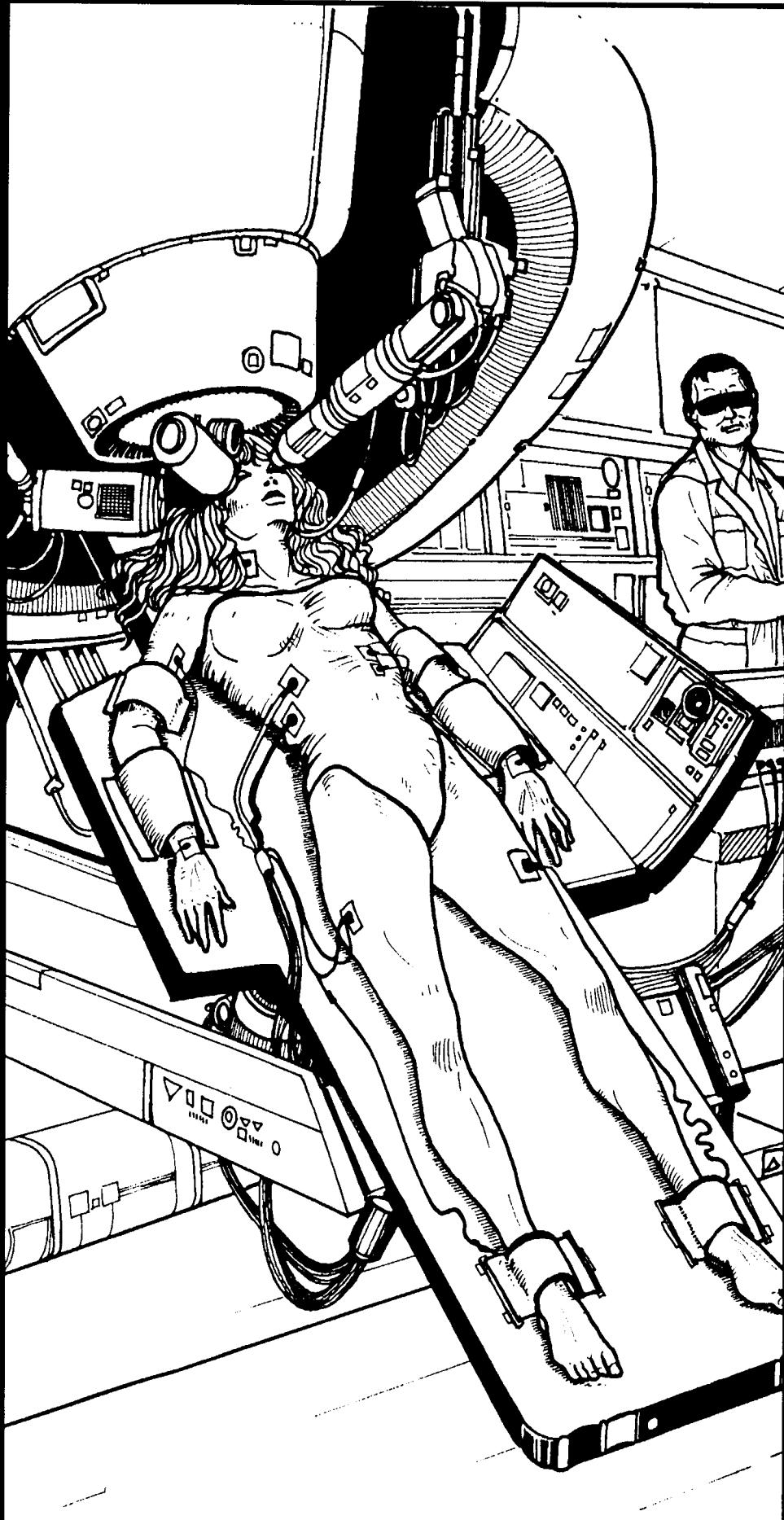
Crash and ram damage is determined by dividing the speed of the moving vehicle by 20 (round down), to determine the number of six-sided dice thrown. This value is multiplied by a modifier based on the mass of the object collided with, listed in the **Weight Modifier Table** below. The vehicle takes this many dice in damage to its SDP, while all occupants take one-half of this die amount.

WEIGHT MODIFIER TABLE

Size	Multiplier
Very Light (small box, feathers)	x.5
Light (man, large box)	x1
Medium (motorcycle)	x2
Heavy (car)	x3
Very Heavy (truck, ground)	x4

VIEW FROM THE EDGE

**ROLES
CHARACTERS
LIFE PATH
TASK & SKILLS
WEAPONS
ARMOR
GEAR
CYBERWEAR
COMBAT
MEDICAL
NETRUNNING**



Face it; you don't need to know a lot about the medical technology of the 21st Century. You need to know what to do when you're bleeding to death in a dark alley somewhere.

SECTION

8 TRAUMA TEAM

So let's look at the most important question first—is this guy going to survive or should we call Savage Doc's and arrange for a body pickup?

Death

Whenever a character's Wound State drops to MORTAL, he has a pretty good chance of dying. But when? In Cyberpunk, each time you are at a MORTAL wound state, you must make a Death Save to avoid dying. To make the Save, roll a 1D10 value lower than your character's Body Type, subtracting the level of Mortality from your base chance to save. Each turn, you must make another death save to see if the character makes it through another turn. On a successful roll, you make it; on a failed roll, you will die at the end of the turn in which the roll was made.

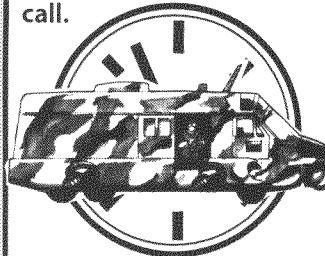
For example, say Savage has a Body Type of 10 (Very Strong) and takes a Mortal 4 wound. He must roll lower than $(10-4)=6$ to stay alive. The first turn he rolls a 5. Whew. The next turn, he rolls a 7 and expires. Immediately, his mates start fighting over who gets his boots.

Get the point? Sooner or later, you'll fail a roll and die. The only way out is **stabilization**.

Stabilization means the patient is no longer losing blood and that his major damage has been contained through use of drugs, battlefield surgery, and/or wound dressing. A stabilized character will no longer be required to make Death saves each turn. Anyone (except the patient himself) can attempt to stabilize a mortally wounded character; it just works better if the physician has had some medical training. A lot better.

VERY IMPORTANT

A Trauma Team will always arrive within 1D6+1 minutes of your call.



HEALING RATES

Treatment	Pts./day
First Aid	0.5
Medical Tech	1
Med Tech+Speed Heal	2
Med Tech+Nanotech	2
Med Tech+Nano +Spd. Heal	3

A successful stabilization is made by rolling a total of your TECH stat, any Medical Skill and one D10 for a result equal to or higher than the total number of damage points the patient has taken. *For example, Savage has taken 20 points of damage, placing him in a Mortal 1 Wound State. To stabilize him will require a roll of 20 or greater.* Once stabilized, the character is no longer in danger of dying unless another wound is taken. At that point, the whole messy business begins again...

The chances of a successful stabilization roll can be increased by the following modifiers, added to your die roll.

Advantage	Add to die roll
Full Hospital & Surgery	+5
Trauma Team Ambulance	+3
Cryo Tank	+3

Death State

But let's say your ripperdoc had a Medical Tech Skill of 2...

We can do some pretty amazing things these days. We can grow skin, blood, organs, limbs and muscle tissue in collagen-saccharide tissue tanks. Other parts, like toes, fingers, eyes and internal organs can also be purchased from the local Body Bank and grafted on with advanced micro-surgery. What we can't do is regrow souls. Once you're dead, you're dead.

Let's amend that: once you're DEAD 10, you're dead. Because twenty-first century medicine is so good at reviving the clinically dead, Trauma Team™ Inc. (the world's largest paramedical service, with offices worldwide), has established ten levels of death, each succeeding level a measure of how difficult it will be to revive the patient. This measuring system is called Death State. For every minute (six turns) that you are clinically dead, your death state increases by two levels. *Example: I am killed at 9:00. Three minutes pass before the Trauma Team™ AV-4 arrives. I am now at Death State 6.*

This is of critical importance to the dead Cyberpunk character. When the Trauma Team arrives, a roll must be made to determine if the patient can be revived. This roll, on 1D10, must be higher than the current Death State number, or the patient is a candidate for the Body Bank. On a successful roll, the patient is stabilized at his last Wound State and the process of healing can begin.

Healing

Okay, so you're not on a slab in Savage Doc's place...

In order to recover from damage, characters must make some type of medical skill check. Otherwise, the patient continues to take damage (from infection and system shock) at the rate of 2 points per day. If the patient is at a Mortal Wound State, he must make a daily Death Save as well as taking this damage. Without medical aid, you're going to run out of luck pretty soon. This is probably why humans invented medicine in the first place.

To make a successful medical skill check, you must roll a value (using TECH, your medical Skill and 1D10) greater than the total number of points of damage the patient has taken. Medical skill checks are made with two skills, First Aid or Medical Tech.

First Aid

First Aid involves cleaning and dressing the wounds, administering medication, setting broken limbs and putting on splints. When a character makes a successful First Aid skill check, the patient will recover at the rate of 0.5 points per day. *Example: A Light wound would be healed in 8 days. A Critical wound would heal in 24 days, a Mortal 3 wound in 56 days.* Only one check need be made. You may (within reason and at Referee's discretion), perform first aid on yourself. On an unsuccessful roll, the patient regains no points. New attempts may be made once per day until a successful roll is made.

Medical Tech

Medical Tech skill assumes that the character has studied medicine in a professional setting. This gives him the ability to perform surgery, prescribe drugs, and know the proper treatment of injuries. He can

replace damaged organs with vatgrown pieces, graft on new limbs, or install cyberlimbs. You cannot perform Medical Tech skills on yourself.

A character with *Medical Tech* skills makes a check as if using the *First Aid* skill, however, with *Medical Tech*, the patient will recover at the rate of 1 point per day. For example, a light wound would be healed in 4 days. A Mortal 3 wound would heal in 28 days. Using *Medical Tech* skills supersedes the use of *First Aid* skills; a patient on which both have been successfully performed regains points at the rate of 1 per day, not 1.5! As with *First Aid*, the patient regains no points until a successful roll has been made. However, second attempts may be made once per day until a successful roll is made.

Speed Healing Drugs

Drugs can be used to speed the healing rate by 1 additional point per day. Expensive and often proscribed, these drugs have a neural side effect of reducing the patient's REF stat by 1D6/3 for a week after use. *Speedheal* costs 1650eb per treatment.

Nanotechnology and Tailored Antibodies

Nanotechnology involves the use of incredibly tiny, psuedo-organic machines to perform minute surgical tasks. These tiny tools can be programmed to repair damaged cells with molecule-sized polymer threads, or to act as temporary bridges between mutilated nerve endings.

Combined with tailored antibodies, nanotech devices can speed healing to twice the normal rate (patients recover 1 point per day in addition to normal healing). A Light Wound for example, would be healed in two days, while a Mortal Wound 0 would completely heal in eight days. When combined with speed healing drugs, this rate is increased to 3 points per day, allowing the same mortally wounded character to be back in action in an unbelievable six days!

Here's the catch. Besides being expensive (1500 eb. per treatment) nanotech is avail-

able only in certain hospitals (1 in 10). But if you've got the money, it's the best option for getting back on the Street fast.

Being Patient

The first thing to remember is that after a *First Aid* or *Medical Tech* roll is made, the patient still has to actually recover (this isn't a fantasy game where a magician can lay on hands and the gutshot victim springs up ready to tackle the next challenge). Each Wound State imposes certain limits on the character:

Light Wound: The patient is fully ambulatory; he can go about his business with a minor amount of pain.

Serious Wound: The patient is ambulatory, but will need his dressings changed once a day, and will be at -2 REF for all actions.

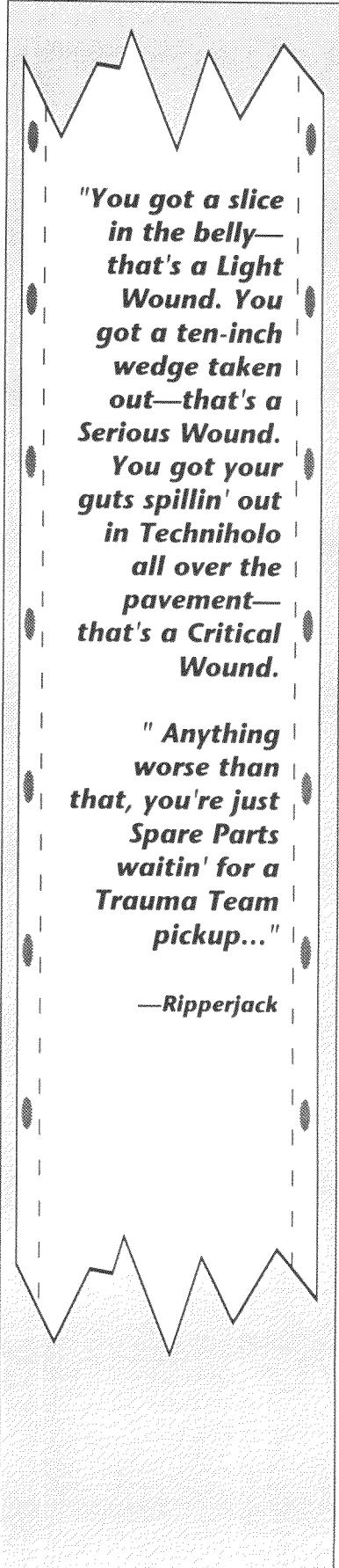
Critical Wound: The patient must spend at least half of his day in bed in order to regain any lost points of damage. Other activities must be limited at simple tasks, at a -4 REF to all actions. Dressings must be changed twice a day, and nursing care of some sort must be available.

Mortal Wound: The patient is bedridden. At Mortal Wounds 3 and above, he is probably comatose (50%) most of the time, and wired into all kinds of machinery for life support. He requires constant care during the entire process, although he will not have to make Death Saves (he's been stabilized).

A Sample Medical History

Ripperjack takes a gunshot wound (25 points total) to the gut, reducing him to Mortal 3. His partner has a high *First Aid* skill and makes a *Stabilization* roll to save him. So far, so good.

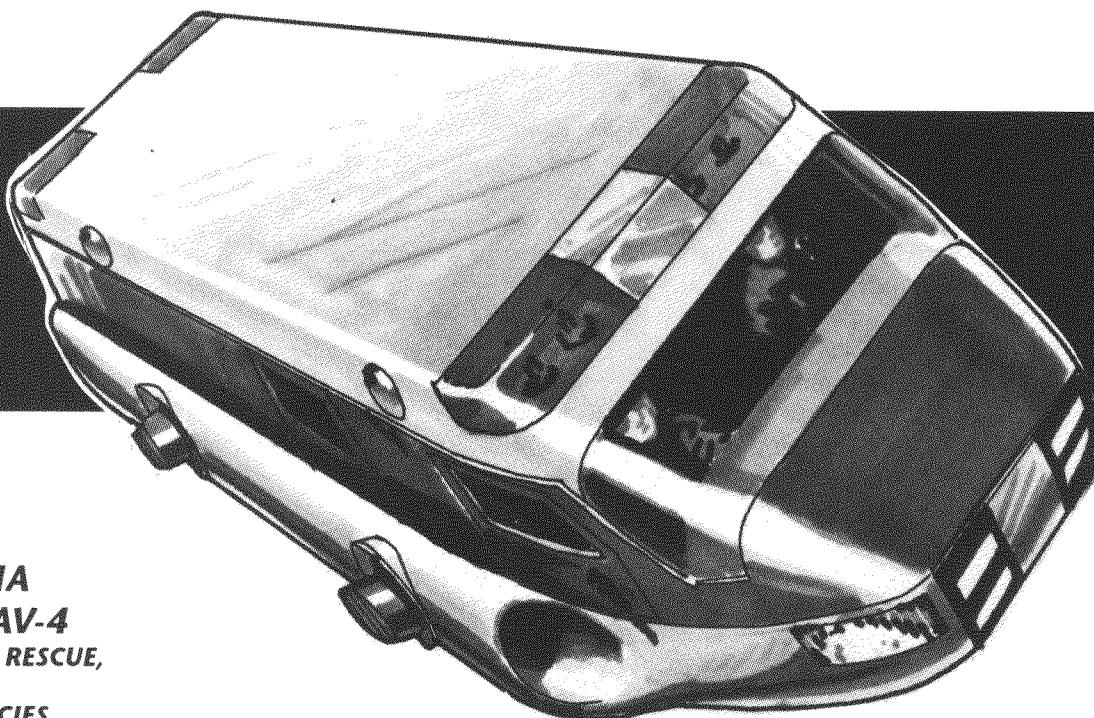
As soon as Ripperjack is stabilized, his partner calls in the Trauma Team™. Four minutes later, the AV-4 touches down. The Trauma Team™ Medic makes a *Medical Tech* check on Ripperjack. The roll is successful. The Team takes 'Jack to Night City General Hospital and checks him into Emergency.



"You got a slice in the belly—that's a Light Wound. You got a ten-inch wedge taken out—that's a Serious Wound. You got your guts spillin' out in Techniholo all over the pavement—that's a Critical Wound."

"Anything worse than that, you're just Spare Parts waitin' for a Trauma Team pickup..."

—Ripperjack



**TRAUMA
TEAM AV-4
USED FOR RESCUE,
MEDICAL
EMERGENCIES.**

As a Mortal 3 patient, it will take Ripperjack 13 days to recover enough to reach a Critical Wound state. During this time, he will be in a hospital bed, wired to life support, and out of it on drugs (when he reaches Mortal 2, the doctors can take him off the drugs and life support). At Critical, Ripperjack is able to hobble around the ward for a couple hours at a stretch, while the nurses look after him. In 4 more days, he's able to leave the hospital as long as he gets his dressings changed once a day. In 4 more days, he's nearly up to full function. It's taken him 21 days to get back on the Street. Now he can start earning enough money to pay off his medical bills.

Elective Surgery

Not all medical care is the result of accidents or combat. This is the Metal Age, and when you want to get cybered up, you gotta pay a price in blood.

If you're going to get wired with a cyber-limb, the first thing you'll have to decide is whether you want to keep the meat one. For 100eb a month, a Body Bank will store your old one until you decide to reclaim it, with only a 20% chance that someone will sell it for spare parts in the meantime. For

200eb a month, this drops to a 5% chance; not perfect, but better than nothing.

Now you've ditched the old meat in the freezer, it's time to get cybered up. A Medical Tech skill is required to install cyberwear. You can't install cyberwear on yourself. Each type of cyberwear has a **Surgery Code** (pg. 75). This code represents the minimum level of medical care required to install the cyberwear, the length of surgical time required, the cost of the surgery, the damage taken in surgery and the Difficulty of the installation procedure. The Surgery Code assumes that a successful Medical Tech check has been made on the patient as part of the operation. Healing is then based on the number of points lost due to the surgery.

Negligible

Required: Mall clinic or other drop-in bodyshop.

Surgical Time: 1hr.

Surgical Damage: 1 point

Surgical costs: Included with installation.

DIFF= Easy (10)

Minor.

Required: Medical center or ripperdoc clinic.

Surgical Time: 2hrs.

Surgical Damage: 1D6+1
 Surgical costs: 500eb
 DIFF=Simple (15)

MAjor.

Required: Full hospital with surgery center.
 Surgical Time: 4 hrs.
 Surgical Damage: 2D6+1
 Surgical costs: 1,500eb
 DIFF= Trained (20)

CRitical.

Required: Full hospital with surgery center.
 Surgical Time: 6 hrs.
 Surgical Damage: 3D6+1
 Surgical costs: 2,500eb
 DIFF= Difficult (25)

Example: Morgan Blackshadow decides to get a cyberarm installed.

The surgery code is Critical (CR). Morgan takes 11 points in surgical damage (Wound State=Critical). The surgery is Difficult (25), requires a hospital, takes six hours and costs 2,500 eb. It will take Morgan 11 days to recover fully, but he can be back on the street in a week (operating at a Light Wound State).

Replacement Surgery

Remember; arms and legs don't grow back. Even if you heal, a missing limb will still be missing. You can chose to replace it with something out of a Body Bank or vat, or you can go for the metal. Replacing a limb with either requires a CR surgery code. A replacement meat arm will cost about 1,000 eb. A replacement cyberarm starts at 2,000eb and goes up from there depending on what you want to plug into it.

Trauma Team Inc.

One of the most powerful Corporations of the Cyber Age is the Trauma Team™; a bonded and licensed paramedical franchise operating throughout the U.S., Canada and

parts of Europe. These crack ambulance units are specifically designed to get to the scene of a fatality within seven minutes (or your money back).

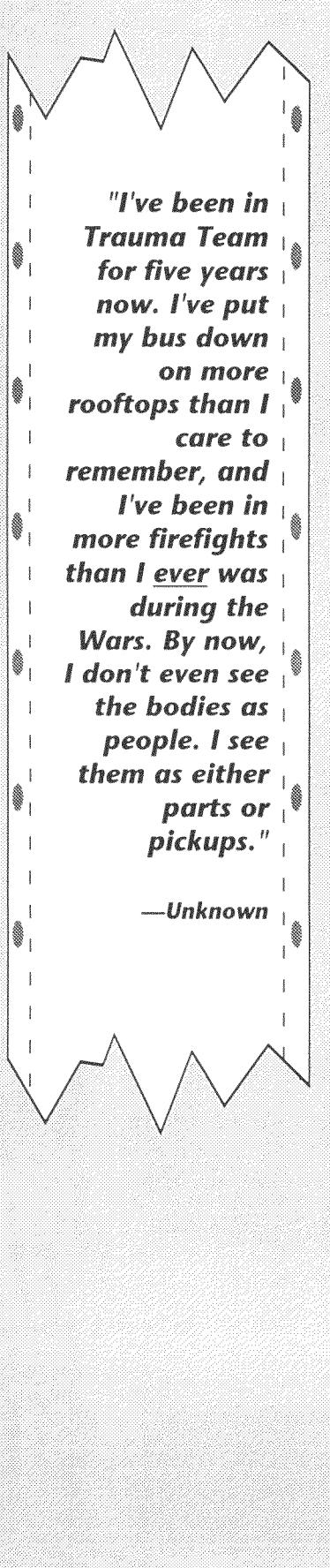
Trauma Team's crews are made up of the best paramedical techs and staff available. The teams are usually made up of a driver, a senior Medtechie, an assistant and two security officers. They normally travel in a heavily armored AV-4 aircraft, supported by mobile tanker trucks and ground refuelling stations. A Trauma Team AV-4 contains the most sophisticated revivification and life support technology available, including a mobile cryotank to lower the body temperature to approximately 24 degrees F, (the optimum temperature to prevent hemorrhaging, shock, and brain swelling).

A Trauma Team pilot is skilled enough to set a six-ton AV-4 on top of a parked car if need be... Meanwhile, the security team secures the area using the AV's twin autocannon, while the medtech gets the body on board...

Trauma Teams™ can be summoned by dialing 911 on any phone, and are equipped to trace the origin of any phone call to its source. (You're billed from the moment you call, until delivery to the Hospital.) You may also opt to carry a deadman transmitter, which will activate and automatically signal a Trauma Team the moment your brainwave pattern falls into a coma state. The most common

transmitter is in the form of a plastic credit card, which is activated by bending the card in half, and has a range of 20 miles. Trauma cards can be transferred between members of a group as long as the card's owner is present to sign the charges off when the Team arrives.

There are usually a dozen or more Trauma Teams on call at any time in a major city. Immediately after receiving an alert, the nearest Trauma Team™ unit goes airborne, their sophisticated tracking equipment homing in on the last known location of the patient. The pilot (who is skilled enough to set his six-ton AV-4 on top of a parked car if need be), drops in as close as possible. If the firefight is still going on, the security team secures the area (using the AV's twin autocannon or their own portable weap-



"I've been in Trauma Team for five years now. I've put my bus down on more rooftops than I care to remember, and I've been in more firefights than I ever was during the Wars. By now, I don't even see the bodies as people. I see them as either parts or pickups."

—Unknown

ons). The medtechs load the patient on board, shunting his life support to the on-board heart-lung machines, plugging him into onboard biomonitoring, and chilling his body down in the refrigerated tank for stabilization. Rapid surgery is performed on the spot for the most critical wounds, while the med specialist uses a combination of electroshock, drugs and manual resuscitation to get the patient on-line again. The pilot slams down the throttles and the AV-4 rockets skywards on a pillar of exhaust, headed for the nearest emergency room. The entire process may have taken all of four minutes from start to finish.

As a privately owned concern, Trauma Teams™ are not under any obligation to transport a casualty to a hospital, although they are responsible for reviving and stabilizing critically wounded patients. Trauma Team fees are exceedingly steep (\$100 per minute), the best method of offsetting their exorbitant costs is to either carry Trauma Team services as part of a Corporate group insurance policy, or to establish an account with TT International, paying a premium of \$500 in advance each month for continued service.

Spare Parts

These are places where you can get the raw materials for putting people back together again. They are a staple of the Cyberpunk landscape, and a good source of steady income for the enterprising street dweller.

Body Banks

Just in case it didn't work out, you can still make a dead comrade pull his weight. The Lifeline Act of 1994 (an extension of the donor cards of the 1980s) allows a potential source of spare parts to carry a donor card in his wallet. This card must be registered with the federal government. Only donor carded bodies can be turned into a donor center, where a bounty is paid. The bounty is based on the parts involved and the body condition at the time.

Part	Average Bounty	Sale Price
Arm	500	1000
Leg	600	1200
Heart, Lung	700	1400
Liver, Kidney	200	400
Eyes, Ears	800	1000
Other Organs	200-300	400-600

Poor Condition: 1/2 normal bounty
Excellent condition: 2x normal bounty

The Government doesn't care who turns the body in. All you need is the card and a legitimate death certificate stating that the deceased died of natural or accidental causes, available through any local coroner. The result is that many firefights end with a frenzied looting of bodies for donor cards—followed by another firefight over disputed claims and ending in another frenzy of looting.

Legally, donor centers must be located in legitimate offices of the County or City Coroner's Office, or in a public hospital. However, a thriving black market in fraudulent donors thrives in most of the combat zones, usually out of "ripperdoc" clinics or Corporate centers (where high level execs get first pick of the new parts).

The biggest problem with Body Bank replacements is the availability of genetically matching parts. When attempting to locate a replacement limb or other part at a body bank, roll 1D10. On a 1, 2, or 3, the part is unavailable that day. On a 4 or 5, the part is in, but it may be the wrong color or have some other minor difference.

Vat Grown Tissue Banks

This reflects recent (2017) improvements in genetic technology. Using tailored DNA and cell-growth vats, legs, arms, organs and other parts (including exotic designs like animal-human crosses) can be grown to order. Unlike bodybanking, vat-grown parts are available to match any genotype. However, the process is relatively new and is more expensive than simply using an arm off the rack (2 times the price for a similar body bank part in Excellent condition).

Bodysculpting

As long as you're having a few cybernetic grafts put on, why not go all the way and re-do the whole thing? The art of bodysculpting includes skin tints, hair and eye color changes, breast enlargement and reduction, and general all-over bodywork. You can have bone and muscle removed to become shorter, or have grafts added to become taller. Excess fat can be suctioned away, and collagen implants can smooth wrinkles, add weight, and change contours. Bodysculpting is readily available in

a number of body salons, including Bodyshoppe, Parts N' Programs, and Docs R Us™. Body sculpting includes appearance changes, appearance enhancement, and exotic fashion.

Change Appearance: Looking like a favorite movie star or celebrity is a popular fad in 2020; entire gangs, known as Posers, often have themselves bodyshaped to resemble famous people. Appearance changes are also a staple for Solos, Rockers, and any other sort of high mover who needs to change identities often. The cost of an appearance change is based on how convincing that change is.

At 1,200 eb, you look sort of like you wanted to; a casual observer could spot the difference on an AVERAGE Notice check.

At 2,400 eb, you look very much like you wanted; it would take a DIFFICULT Notice check to spot the sculpt job.

With 3,600 eb, you would look exactly as you wanted to look; spotting the sculpt would take a VERY DIFFICULT Notice check.

At the top end (5,000 eb), it would require a NEARLY IMPOSSIBLE check to spot the body-sculpt from your original face.

Increase Attractiveness: Cyberpunk style always goes to the extremes—you're either really ugly or very good-looking. One way to increase your Attractiveness is to have your body re-designed at the local 'sculpt clinic. The process is expensive, granted, but many people think having the right "look" for that year is worth a few thousand euro. Cost is 600eb per Attractiveness point gained. *For example, to raise my appearance four points would cost 2,400eb.*

Want to decrease your Attractiveness? A straight razor costs fifty-nine cents.

Exotic Fashion

Bodysculpt jobs that emphasize the alien or inhuman are known as **Exotics**. Vat-grown tails, furred skins, hooves, animal-like faces and ears, cats eyes and other semi-human features are the highlights of this style. Exotic fashion is incredibly expensive, time consuming and usually a hobby



among only the very rich and very bored. Prices are based on the individual enhancements.

Facial Sculpts combine vat-grown parts such as muzzles, whiskers, animal-like ears, manes and cat eyes with the patient's normal features. There are entire booster-gangs based around various animal motifs of this type. Cost: 5,000eb

Tails are grown in vats, using gene bank tissue. They can be furred, tinted, scaled or bare skin. The tail is grafted to the base of the spine and linked to the nervous system by nanotech nerve threaders. Tails are relatively weak; they can pick up about a half pound. Cost: 3,000 eb.

Hooves, claws and paws can be grafted to replace normal feet and hands. They are not as dexterous as normal digits (-2 to REF), but are occasionally included as part of a Exotic bodysculpt. Cost: 8,000 eb.

Skin alteration uses transform DNA to change the structure of the patient's skin. Using tailored DNA, the skin can be induced to grow patterned fur, light scales, or exotic skin colors. The big drawback is a 1 in 10 chance that the graft will mutate and develop into skin cancer. You get to pick the number. Cost: 10,000eb.

"I want my legs lengthened and my hips angled. You can pull the stretch marks out of the tummy while you're at it. Don't forget to resize the breasts and widen my shoulders a tad...Now, about the tail..."

—Conversation at the local Bodyshoppe

Question:
What's a
Cyberpunk
game with-
out drugs?

Answer:
A lot
healthier.

SECTION**9 DRUGS**

The drugs of the future are far more lethal than their 20th century counterparts. Many are experimental chemicals dumped on the Street by unscrupulous Corporations looking for guinea pigs. Some are home-brewed horrors designed in basement labs. Still others are military-designed combat drugs designed to create armies of zombie killing machines. All of them are bad news.

Most of the drugs in *Cyberpunk* are addictive—the people who designed them were looking for a way to create a captive market of addicts. Only the very wealthy can afford to have non-toxic "designer drugs" created for their own physiologies; most of the scum on the Street (the rest of you) are left sucking up the dregs of the chemical sewer.

Common street drugs include:

SynthCoke

Type: Stimulant Strength: +1
Difficulty: 20 Cost: 1000
Duration: 1D6+1 minutes

The second generation, synthetic replacement for cocaine. Like the original, its side effects are nasty: paranoia, psychological addiction.

Stim

Type: Stimulant Strength: +3
Difficulty: 10 Cost: 500

Duration: 1D6+1 minutes

Stim increases endurance, allowing the user to stay alert for longer periods. Side effects include mental delusions.

Syncomp 15

Type: Antidote Strength: +3
Difficulty: 13 Cost: 650
Duration: 1D6+1 turns

Syncomp is a broad spectrum poison antidote, used to treat nerve and biotoxins. REF is reduced at the rate of 1 point per dose.

Speedheal

Type: Healing Drug Strength: +2
Difficulty: 33 Cost: 1650



Duration: 1D6+1 hours

Speedheal (described on pg. 107), is designed to enhance the natural healing processes. Side effects are reduced REF by 1D6/3 for a period of 1 week after use.

Boost

Type: INT Booster Strength: +4

Difficulty: 12 Cost: 600

Duration: 1D6+1 hours

Boost increases INT by +1 for a 2-7 hour period. A Boost addict has gained full tolerance—his INT is no longer increased, and he must have more Boost within twelve hours or be reduced to screaming fits and hallucinations.

Blue Glass

Type: Hallucinogenic Strength: +1

Difficulty: 18 Cost: 900

Duration: 1D6+1 minutes

Blue Glass was originally developed as a biological weapon. Under stress, you will have a 3 in 10 chance of "flashing out"—reduced to staring blankly at the pretty colors in your mind (reduce INT by 1 per dose). Roll 1D10 and hope.

Smash

Type: Euphoric

Strength: +1

Difficulty: 2

Cost: 100 per 6 pk

Duration: 1D6+1 minutes

Smash is 2020's answer to alcohol—it's yellow, foamy, and comes in cans. It makes you loose, happy and ready to party. The downside is that when it wears off, its psychological addiction component makes you suicidal. If you fail your addiction Save, you sink into total catatonia; a feebly mumbling ball of pain—a ripe target for some Booster looking for spare change.

'Dorph

Type: Pain Negation Strength: +2

Difficulty: 5 Cost: 250

Duration: 1D6+1 turns

Designed as a combat drug and painkiller, endorphins reduce pain and stress effects. 'Dorph allows you to reduce the effects of stun or shock. Dorph also has a nasty cost in nervous system damage. Each time you use 'dorph, roll an additional 1D10. On a 1, you have lost 1 point of REF—permanently.

Black Lace

Type: Pain Negation Strength: +3

Difficulty: 13 Cost: 650

Duration: 1D6+1 hours

A high powered version of 'Dorph which imparts euphoria, adrenal rush, and invulnerability to pain. Your CL is raised by 2, and you are resistant to stun or shock effects. Lace is deadly. Lace users become fearless, cold-blooded killing machines—exactly what its military designers were looking for. If you fail your addiction save (1D10 roll higher than Body Type) roll an additional 1D6 and subtract the result from your EMP stat. Treat the result as if suffering from cyberpsychosis. If you go over the line, too bad. Roll up another character.

Remember: Drugs are dangerous. Mess with them and you'll probably kill your character. Or at least mess him up beyond repair. The choice is yours.

Just like real life.

Drugs are a great way to get people on the streets with lots of automatic weapons; the perfect "McGuffin" for a mean, nasty, lowlife adventure.

Building Your Own

Although drugs are bad news, they are a prominent theme of the cyberpunk genre. It stands to reason that sooner or later, enterprising Referees (or players) may want to unleash their own biochemical horrors on the world. As any fan of *Miami Vice* (or a player who watches a lot of real life cop shows) can tell you, drugs

are a great way to get people fired up on the streets with lots of automatic weapons; in short, the perfect "McGuffin" for a mean, nasty, lowlife adventure.

The drugs given here are only examples; it's a good idea for Referees to build any new ones before introducing them into gameplay. Drug building requires a *Pharmaceuticals* Skill check against the DIFFICULTY of building the drug. To determine this value, you must first check the Effects Table below and choose what effects you want the drug to have. Add the total DIFFICULTY values together to arrive at a Base Difficulty for that drug.

"He said, 'I've got over 1,500 units of Chlorametaphene coming in tonight with the Salazar Gang. I want it protected. You protect it, and I'll cut you in for 10% of the take.'

"So I said 'No.', shot him through the head, and turned the shipment data over to NCPD.

"My sister died of an OD, and I'm touchy about drug dealers..."

—Unknown



EFFECTS TABLE

DIFF	EFFECT
15	Increase REF by Strength of drug.
15	Increase INT by Strength of drug.
15	Increase CL by Strength of drug.
15	Enhanced Perception (+ Strength to Awareness checks).
15	Increase healing rate 1 point per point of Strength.
15	Antidote (+1 to Save per Strength)
10	Increased Endurance (+ Strength to Endurance checks).
10	Negate Pain Effects(+ Strength to Stun Saves).
5	Depressant (-Strength to Awareness).
5	Euphoric (makes you feel good)
10	Hallucinogenic (makes you see things).
10	Reduce Stun (+ Strength to Stun Saves).
5	Soporific (-Strength to Save vs. Sleep).
10	Aphrodesiac (-Strength to resist Seduction checks).
10	Contraceptive (male or female)
10	Antibiotic (+ Strength to Saves vs. disease).

Strength

Strength is the power level of the drug. The higher the Strength of the drug, the greater its plus or minus effect on the body. Drugs come in strengths from 1 to 3. Add the Strength of the Drug to its Base Difficulty.

Side Effects

You can buy down the cost of a drug by buying side effects. These are bad things that balance out the beneficial side of the drug (for example, if cocaine wasn't psychologically addictive and didn't cause delusions, it would be everything Sigmund Freud thought it would be). You may never buy a drug's Difficulty costs below 2.

Psychological Addiction (-8pts): The character is psychologically addicted, and must roll lower than his CL each hour following the last dose of the drug. On a failed roll, he suffers extreme anxiety, fear and depression; he becomes driven to find more of the drug and can do nothing else. Kicking the addiction is a VERY DIFFICULT Endurance check, and may take as long as the Referee decides is sufficient.

Physiological Addiction (-10pts): The character is physiologically addicted, and must roll lower than his BT each hour following the last dose of the drug. On a failed roll, he will suffer intense pain and take 2D6 in damage until he can kick the habit (a VERY DIFFICULT Endurance check, taking as long as the Referee decides is sufficient).

Death (-15 pts): The drug has a fatal component that can kill the unwary. Each time the drug is taken, a Death Save must be made with a negative modifier equal to the drug's Strength number minus one.

Reduced REF (-5pts): The drug reduces REF at a rate of 1 point per dose for the duration of the dose. If a new dose is taken before the last has worn off, the REF penalty is cumulative.

Reduced INT (-5pts): The drug reduces INT at a rate of 1 point per dose for the duration of the dose. If a new dose is taken before the last has worn off, the INT penalty is cumulative.

Tremors (-2pts): The drug causes painful tremors in the hands, face (-2 to REF).

Hallucinations (-5pts): The drug causes hallucinations (colors, voices, strange shapes). The character is virtually unable to function normally. If you buy this as a side effect for a hallucinogen, the character will always have a really bad trip that is totally at the Referee's sadistic discretion. You Have Been Warned.

Paranoia (-3pts): The character is subject to paranoid delusions; he thinks "they" are after him, etc. (although in Cyberpunk, this may not all be delusion). The character must drop everything and devote his actions to defending himself against "them". Who "they" are is, of course, up to the Referee.

Delusions (-5pts): The character is subject to strong delusions; he thinks untrue things are real, that aliens are talking to him, etc. The character must drop everything and devote all actions towards the maintenance of his delusion. Which, again, is up to the Referee.

Sterility (-8pts): The drug causes permanent sterility on a 3 in 10 chance.



AIR HYPODERMIC

Also known as the "Bones McCoy", the airhypo is used to dispense drugs of various types.

Carcinogenic (-10pts): The drug causes cancer (3 in 10). If cancer is developed, the character will take 1 point of permanent damage unless a cure is effective (a VERY DIFFICULT Medical Tech check) or he dies.

Psychotic Rage (-10pts): The drug causes the character to fly into a psychotic rage, attacking anyone within range.

Aggressive Behavior (-12pts): The drug causes the character to become irritable and aggressive. On a 5 in 10 chance, he will pick a fight with the nearest person to him.

Irrational Fear (-12pts): The drug causes the character to become inordinately fearful of everything. He must drop everything and cower in near catatonia until the drug wears off.

Nerve Degeneration (-15pts): The drug

causes severe nerve damage (-2 REF lost permanently).

Duration

Drug durations vary from dose to dose, situation to situation. When a drug is taken, roll 1D6+1 to determine the total amount of time the drug will remain active in the system:

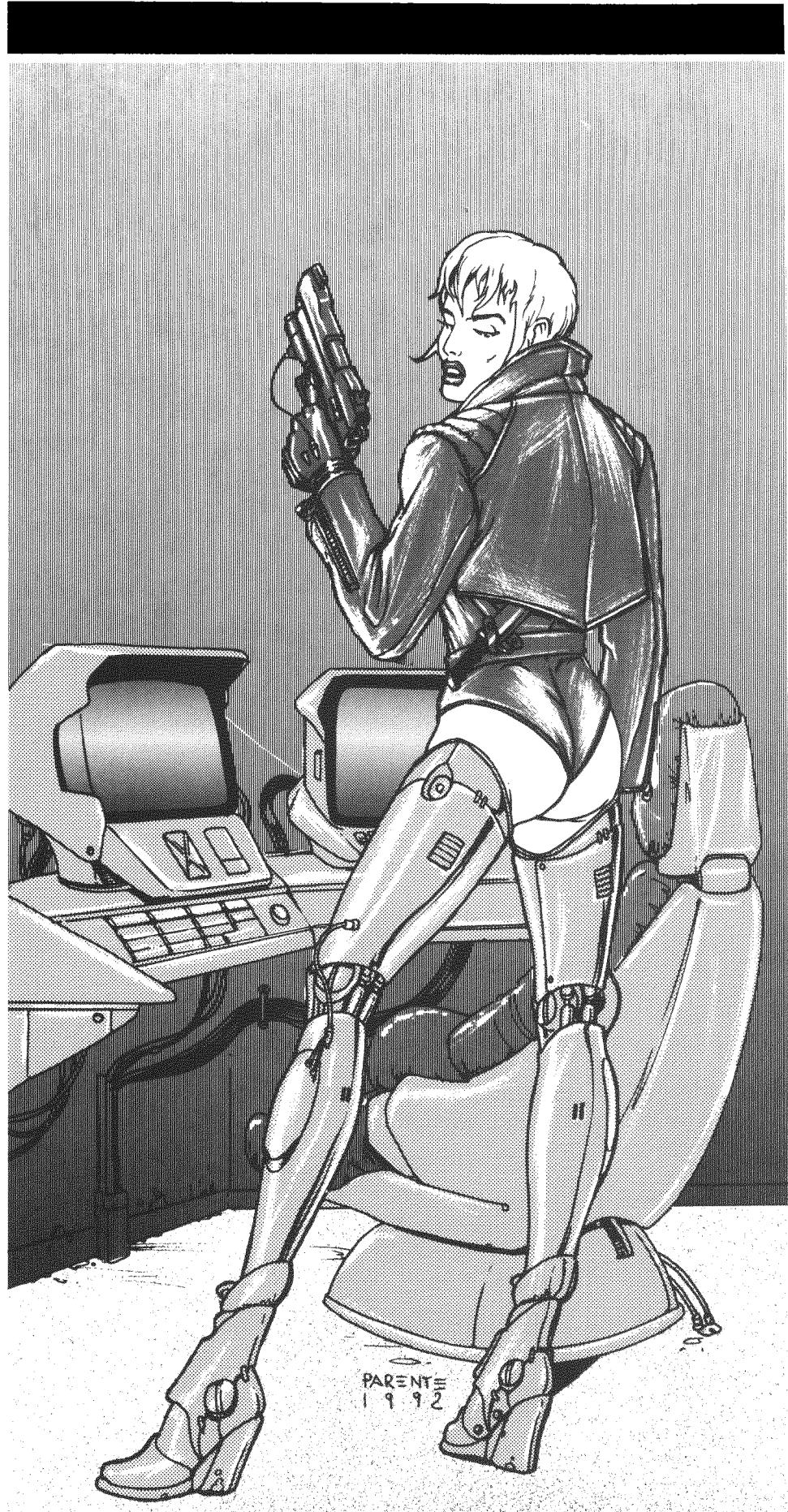
1D10+1 turns	x1
1D10+1 minutes	x2
1D10+1 hours	x3

Multiply the total DIFFICULTY (BASE + STRENGTH, minus SIDE EFFECTS) to determine the final Difficulty of creating the drug.

Cost

Per-dose cost is determined by multiplying the Difficulty level of the drug by 25 euro. Example: Sindementaphilinine has a Difficulty of 26. Its street cost would be 650eb per dose.

ROLES
CHARACTERS
LIFEPATH
TASK & SKILLS
WEAPONS
ARMOR
GEAR
CYBERWEAR
COMBAT
MEDICAL
NETRUNNING



SECTION

10

NETRUNNER

You patch in the last connection, making sure your wristplugs are tight. You slam down the "GO" switch. Instantly, your mind is filled with the grey white static of the drop to "on line." Then, with a sickening, falling sensation, your hurtle forwards into a maze of shifting neon shapes and spinning grid lines.

You're in the Net.

The Net is a vast telecommunications network that joins all of the computers and telephones on Earth. It is formed by radio, telephone, and cellular phone links, with microwave transmitters beaming information into orbit and beyond. In the late 20th century, the Net was only accessible via a computer terminal, using a device called a

modem to send and receive information. But in 2020, the Net can be entered directly, using your own brain, interface plugs, and complex interface programs that turn computer data into perceptual events.

Netrunners

Netrunners are outlaw computer jocks who are advanced versions of the computer hackers of the late 20th century. Netrunners operate on both sides of the complex and draconian laws covering computer-crime in the Cyberpunk world. Hard driving computer cowboys, Netrunners literally take their lives into their hands as they tackle the mighty data fortresses and the deadly counter-intrusion programs that guard them—the ultimate challenge of Man vs. Machine.

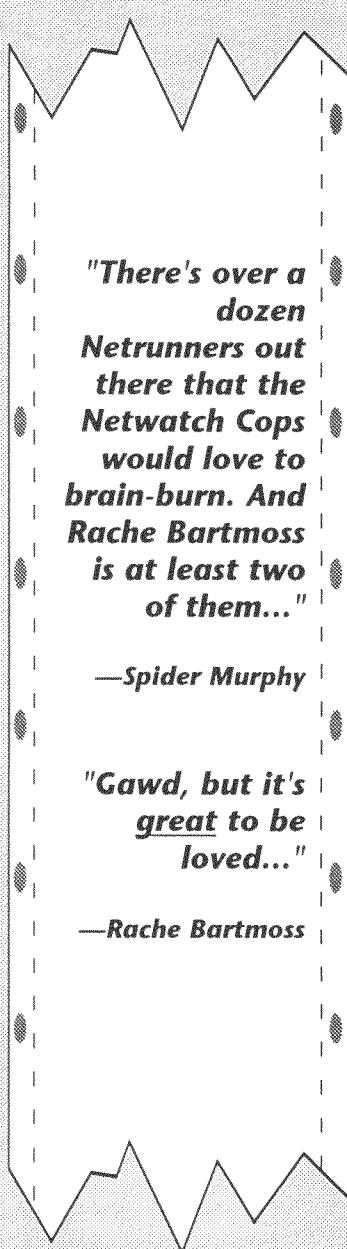
Some people do it for glory, or because it's there, but most run the Net for money. Inside each computer system linked to the

"Frack, she was good. She was the best. Maybe it was because she'd been a combat programmer during the Third Corp War, or maybe it was just a gift."

"I always figured it was because of the accident—the one that took off both legs and part of one arm. With all the cyberwear, there wasn't much left that was human. My guess was, she only came alive in the Net. Everything else was just marking time in a half alive body."

"Great lookin' half- alive body, though..."

—Edger



"There's over a dozen Netrunners out there that the Netwatch Cops would love to brain-burn. And Rache Bartmoss is at least two of them..."

—Spider Murphy

"Gawd, but it's great to be loved..."

—Rache Bartmoss

Net is information. Some of the information is trivial and useless, like recipe lists or notes, but much of the information is incredibly valuable. New business plans. Insider stock tips. Secret blueprints. Blackmail information. Hot new programs and software. Money you can transfer electronically to your own bank accounts. The formula for Coke Classic. Even if you can't use what you find, you can usually sell it to a Fixer who will in turn sell it to someone who can.

Another reason people run the Net is to back up other *Cyberpunk* teams. If you need to send someone into a heavily secured installation, the installation's computer may have maps of the entire place. Once inside, you can use that same computer to override security systems, open computer controlled doors, even eavesdrop through computer controlled security cameras and observation devices. Most heavy duty Solo teams have at least one 'Runner on the payroll, just to gather intelligence about secure areas and obstacles to a battle plan. Corporations also hire Netrunners to protect their computer systems and to commit their own corporate computer espionage.

The laws of the 2000's are extremely draconian about computer crime. Most government agencies can freely use any and all means to eliminate intruders. Most Corporations are equally hardline (except with their own pet 'Runners). Even without resorting to highly illegal black programs, the law allows Corporate authorities to locate and arrest intruders on the spot. Heavy prison terms and possibly mindwipe are just samples of what awaits a computer felon.

But you're not planning on getting caught, right?

Net Geography

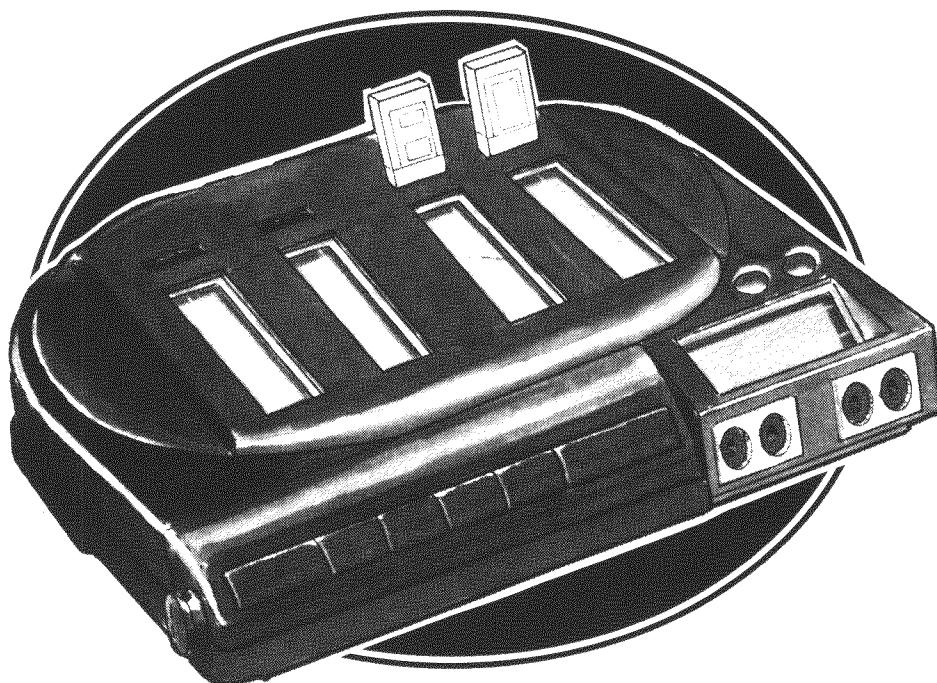
The Net is basically a vast "potential space" constructed by linking together phone lines and fiberoptic control cables. The **Ihara-Grubb Transformation algorithms** that govern Net reality generate this space as a "wire-skeleton" topography of grids and shapes. Areas of high line resistance (old lines, garbled transmissions), appear as "mountains", while areas of low line resistance appear as plains and valleys. Individual computer systems appear as ICONS or constructs created from millions of tiny "bits" of color and light, which, like video images or halftone photographs, can only be distinguished as individual parts by close examination. To simplify navigation through Netspace, the actual communications lines of the Net are represented as an endless blue-white grid. When an individual line must be located, programs within the Netrunner's cyberdeck locate the required lines or access points, and identify them with a bright red beacon light.

**"An Alien race could infiltrate the Net through space
Some cowboys think it's already happened.. Me, I got doubts... But I also got a laser just in case"**

—Edger

The Ihara-Grubb Transformations are also designed to take the relative position of a system into account in relation to its contiguous Netspace. For example, a computer system high in a skyscraper will appear as an icon far up in Netspace. A system buried underground will be positioned roughly as in relation to the plane of Netspace as it is relative to the ground level in external reality (or Realspace). Both systems can be found in a Netspace location analogous to their real locations in their individual subgrids. A moving system will travel through the subgrids that are parallel to its travel in Realspace.

Any place a computer can be turned on and hooked into the NET is an extension of the NET into this universe. The Net is, as far as anyone can tell, potentially infinite—if you can link a computer to this communications web, you will automatically create



Kirama LPD -12 Cyberdeck

Speed: +3

Memory: 20MU

Cellular capable.
8,025 eb.

a new section of the Net around that computer. Thus, new areas are created all the time, as more computers are hooked up and logged onto the Net.

Theoretically, you could put a radio/Net link into a long range spaceprobe and extend the Net into deep space. But it would take a looooong time to get to that area of Netspace, and it would take forever to do things. Ihara and Grubb theorized that an alien intelligence with a lot of power and a knowledge of Earth computer-tech could link to the Net over interstellar distances. Probably, it could not actually do anything; the best solution would be to beam a link to an orbital satellite, downloading a copy of the alien AI into the Net at this end, then move freely about the Net.

Some Netrunners claim this has happened already.

Islands of the Net

**People, Places and Things in
Netspace**

Regions

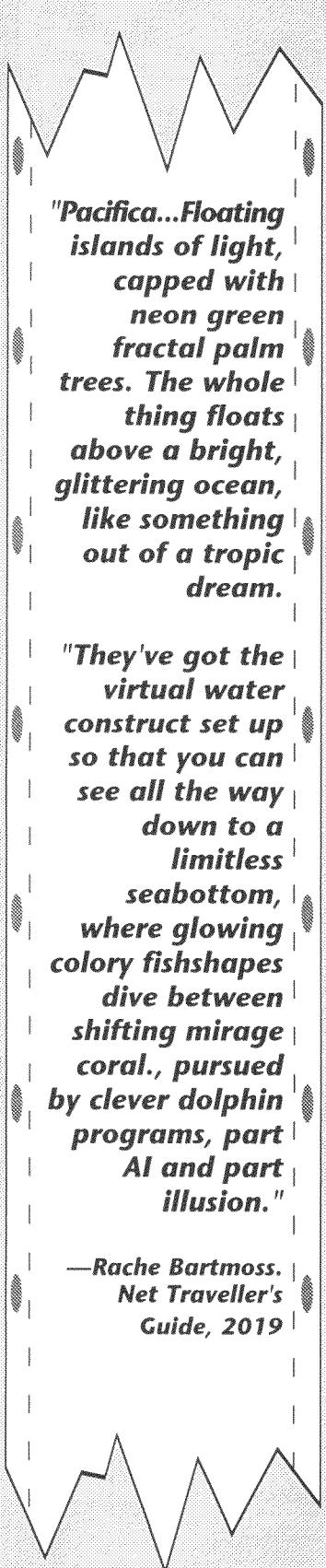
Regions (also nicknamed "kingdoms"), are large areas on the world NETmap (such as *Atlantis* in the southern Atlantic/African Basin). They are referred to by **name**. A Region is a hazy zone of shifting boundaries; new regions pop up all the time, and the boundaries constantly change as potential Net reality shifts. It's not really a *place*; just a rough definition of an area where certain groups or governments have the most control. Regions include:

Atlantis: This is the second largest of the regional kingdoms, stretching from Central and South America to the west coast of Africa. The region is primarily controlled by the Central American Federation and its al-

*"Boy, I wish ol'
Bill Gibson was
around to see
this!"*

*"Hey, Edger.
Don't you know
it's unlucky to
invoke the name
of the Patron
Saint?"*

*—Somewhere over
the Pacifica Region,
LDL 2542.0219*



"Pacifica...Floating islands of light, capped with neon green fractal palm trees. The whole thing floats above a bright, glittering ocean, like something out of a tropic dream."

"They've got the virtual water construct set up so that you can see all the way down to a limitless seabottom, where glowing colory fishshapes dive between shifting mirage coral., pursued by clever dolphin programs, part AI and part illusion."

*—Rache Bartmoss,
Net Traveller's
Guide, 2019*

lied corporations. Key City Grids are located in Mexico City, Panama City, Bogota, Havana, Rio de Janeiro, Buenos Aires, Dakar and Acción. Atlantis is a fairly freewheeling region, with a lot of blackmarket trade, especially out of Panama City.

Rustbelt: This region covers the Central and Eastern United States. Key City Grids are the New York/BosWash Megaplex, Chicago-Great Lakes, Atlanta-CityCore, New Orleans, and St. Louis. The region is a near absolute dictatorship controlled by a troika of NetWatch (the worldwide Net security organization), the U.S. Provisional Government, and the EuroMarket Consortium. Systems are heavily monitored and computer crime treated with draconian ferocity.

Olympia: The Olympia Region spans most of the Southwestern and Western United States. Nominally, it is the domain of NetWatch and the United States Provisional Government. Individual city grids are usually controlled on a local level by the most prominent Corporation in the area; Denver (Orbital Air), Salt Lake (Militech), Dallas/Houston Megaplex (WorldSat), Albuquerque (Militech). Most of the traffic in these regions is corporate related, with many established bulletin boards and service networks.

Pacifica: This is the largest of the regions, covering the West Coast of North America and expanding over most of the Pacific Basin. As with Olympia, it is under the joint rulership of NetWatch and the USPG to the edge of the Hawaiian Basin; at this point, there is a four way division between NetWatch, USPG, Arasaka LTD and the Far Asian Co-Prosperity Federation. In the US, most key City Grids are controlled by the most powerful corps in the specific city; Night City (Arasaka), San Francisco (EBM), Los Angeles (Petrochem), Seattle (Arasaka). In these cities, control is relatively loose. Across the Pacific Basin, control increases as Arasaka tightens its grip.

TokyoChiba: This is a very small region covering the Japanese archipelago, specifically Tokyo, Osaka and Yokohama. Chiba is the center of operations for a number of very powerful zaibatsu, including Mitsubishi-Dai, Matsushima-Kiroshiu, and of course, Arasaka. However, due to the immense amount of inter-zaibatsu warfare, no one megacorp holds control, making this a ripe field for information brokering and corporate "netspyionage".

Afrikan: This regional "kingdom" extends from the edge of Atlantis across Africa to the

Middle East and Madagascar. Key City Grids are Addis Ababa, Zanzibar, Cairo, Algiers, Nairobi, Mozambique and Alexandria. With the exception of Nairobi and Cairo (under firm Orbital Air control), the rest of Afrikan is a chaotic wasteland of antiquated systems, shifting alliances and fanatics. Caution is advised.

EuroTheatre: This most powerful of the regional "kingdoms", EuroTheatre is primarily controlled by the EuroCorps. Key City Grids are London, Paris, Berlin, Frankfurt, Munich, Zürich, Amsterdam, Rome, Madrid and Stockholm. The three largest EuroCorps in each city work in cooperation with NetWatch to maintain security. The EuroTheatre Net is dominated by corporate traffic; there are few private systems and most independent Netrunners are already known and recorded by NetWatch. EuroTheatre is a good place for legal business transactions, banking, Netconferencing and other legitimate transactions. It is a very, very bad place to commit computer crime.

SovSpace: This region covers the borders of the now reduced Union of Soviet Socialist Republics, extending into Eastern Europe. Key City Grids are Moscow, Leningrad, Warsaw, Kiev, Budapest, Vienna, and Prague. The USSR holds nominal control over this region, with control gradually shifting to NetWatch and the European Economic Community around Poland. Systems in SovSpace tend to be primitive, slow and equipped with a few deadly programs rather than sophisticated defenses. The Eastern European netrunners range from simple hackers all the way to the most daring cowboys in all Netspace (these guys have nothing to lose). The entire region is rife with espionage, information trading, and the petty bickerings of small political groups looking for their own economic advantages. A good place to sell information, if you don't mind being paid in low value currency.

Orbitsville: The largest potential region, covering the Low Earth and Near Earth Space. Orbitville is a great place to meet people, pick up rumors and generally have a good ol' time. Security is loose to nonexistent. Orbitville is primarily controlled by the Orbital Corporations and the ESA (which has its own version of NetWatch). There's not a lot of "groundhog" traffic—orbital time lag (2-3 seconds) makes Netrunning from Groundside a tough proposition. Local traffic is very busy, with every Spacer habitat and colony hooked up to a constant stream of chatter. Transactions are mostly on the small time level: trading raw materials, medicine, air, food, water and gossip.

Long Distance Links

Long Distance Links, (LDLs) allow instantaneous transfer between cities. The world wide Internet Communications Corporation maintains most of the available Long Distance Links as part of its long distance services, but many large corps have private Long Distance Links that go only between corporate offices.

Using a Long Distance Link requires a password (normally the Netrunner's Net Access code, which is used for billing purposes). However, with the right programs, one can convince a Internet that *this* call is a local one, or that the call was never actually made.

Wilderspace

Movement between Long Distance Links is almost always done via up/downlinks. Most of the physical space is "jumped" over, and is pretty much unknown territory. Yet, the activation of individual computers can create independent areas not directly linked to the Net. The intervening distances between physical points of the Net (such as San Francisco and Night City) are called *Wilderspace*. Wilderspace was originally theorized in 2004 by J.A. Grubb, a computer game designer and occasional hacker who conceived of it as a vast area of dormant, potential reality, which could come into existence when a computer was linked to the Net. Without up/downlinks, this region would be isolated from the main traffic of the Net, and accessible only by those who were willing to "walk" there the hard way.

Netrunner legend is that "something" probably lives in Wilderspace: rogue Als, alien intellects, things which have their own separate "citygrids" that only appear occasionally when these forces open an up/downlink to the main Net. The equivalent would be a remote South Seas island which is unknown and unreachable, until a canoe is sent to the nearest civilization. If the natives were skilled at entering civilization and disguising their true nature, they could probably remain undiscovered for centuries.

NetWatch

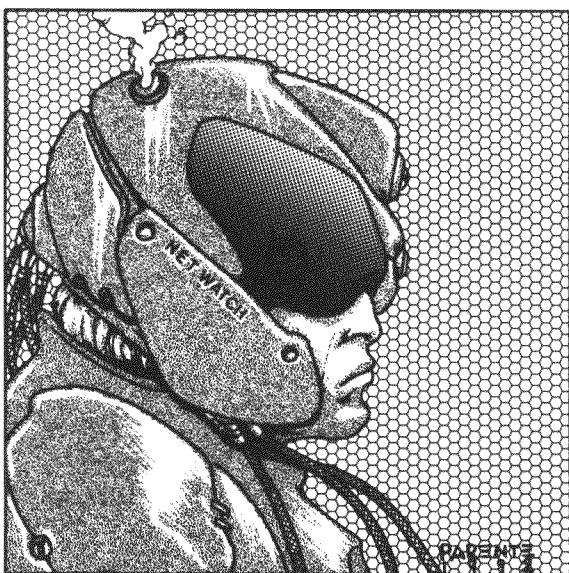
NetWatch is a policing organization

designed to patrol the Net looking for illegal activity. Governments, individual corporations and other large groups contribute money, equipment and their best Netrunners to the NetWatch organization. The NetCops are equipped with very powerful software and move freely through the Net, patrolling a specific "beat" that may cover a city, Region or even a continent.

NetCops (Wolves, Weasels, The Icemen) are equipped with very powerful tracking programs, as well as "arrest" programs that can freeze a cyberdeck in a "loop" and hold the Netrunner frozen, unable to jack out until released. While arrest and imprisonment are the goal of the NetCops, they have been known to use black programs to kill or maim their opposition.

Bulletin Boards (BBS)

A BBS is a friendly Data Fortress where Runners can meet to exchange information, chat, swap software and so on. A BBS Data Fortress is usually heavily protected and hidden somewhere. A code word or very complex encryption is needed to get in. Once inside, the BBS user encounters a number of "areas" or "clubrooms" designated for various functions. These are usually designed around thematic virtual realities. For example, the *Hunt Club* BBS of Denver is an elaborate virtual reality construct of a grand old English manor house, complete with servants, a drawing room and a croquet green.



"NetWatch was created as part of a unilateral agreement in the UN treaty. It is empowered to protect and serve the law abiding citizens of the World Communications Network...."

—The Netwatch Story
A DMS Production

"NetWatch. A buncha hoods with cyberdecks who like to push people around. We like to lead the Icemen into deserted regions of Net Space and dry gulch 'em. And not just for the fun of it..."

—Rache Bartmoss



"My first deck was an ancient Hitachi-Radio Shack. It had this keyboard with a grey-screen monitor, and it was slower than a Congressman passing a tax bill. First thing, I used it to hack into the Zetatech sales office and write myself an order for a brand new Parraline 5750A. That deck had everything; speed, power, memory. I was in love..."

"But I still keep that old Hitachi-RS 95 around, just in case. You never know."

—Spider Murphy

NetGear

Interfaces

The human mind can't comprehend a stream of data any more than it can "see" an electron. It needs a way to interpret the incoming data as something meaningful. So Netrunners use an **interface program**—a super-advanced version of the more primitive "virtual reality" systems of the 1990's—to interpret for them. The interface intercepts data coming through the cyberdeck and translates it into something understandable—then routes the altered data to the Netrunner's eyes and ears. The world perceived through the interface is real, because it directly plugs into his senses.

So why go through all the trouble to create interfaces? Why not just use a keyboard like the rest of the meat minds? Partially for the fun of it. But in addition, a realistic and dangerous interface gives the Netrunner an extra edge. It keeps him alert, involved and interested in his environment. After all; what would you react faster to—the word *Demon* appearing in the air in front of you, or a living, breathing, five-ton monster cracking a flaming whip over your head?

You betcha.

The Second Generation

The early interfaces were an art form; millions of programming hours were devoted each year in constructing accurate and interesting realities for Netrunning, using sophisticated artificial intelligence programs and random story generators. These interface programs functioned on a low end, narrow focus bandwidth, which could not carry much more information than an old fashioned computer modem of the 1990's. In addition to being limited in scope, these early interface programs were also unable to give the Netrunner a sense of his position in the real world beyond the computer screen.

Then, in 2014, the wizards of the Net achieved a major breakthrough—the Ihara-Grubb Transformation Algorithms. The I-G Transformations allowed a cyberdeck to extrapolate the pathways of the Net in relation to their "Realspace" coordinates, then generate a graphic model that could

be perceived by an interface program. The results could be used as a navigational aid through the Net, as well as providing a sense of space and time not possible with earlier designs.

ICONS

One of the other benefits of the I-G Transformations are that they allow you to translate the signal of your cyberdeck into a visible representation in the Net. This representation of yourself is known as your **ICON**.

Most things in the Net have some kind of ICON; even if one isn't specified, the I-G formulas will create a polygonal form to represent them. Your ICON is your personal symbol; it's what other Netrunners will talk to and relate with when they encounter you in Netspace. Your ICON can look like anything you want it to: armored technowarrior, fantasy creature, bizarre shape or logo—even yourself. You can change your ICON any time you enter the Net. You can even disguise your ICON by using special programs for stealth and evasion. Choosing your ICON is one of the first things you'll decide when you jack in. Make sure it's got your personal style written all over it.

Interface Plugs

So what do you need to run the Net besides a cool brain and a hot interface? Plugging into the vast metaverse of the Net requires two additional and all important pieces of hardware.

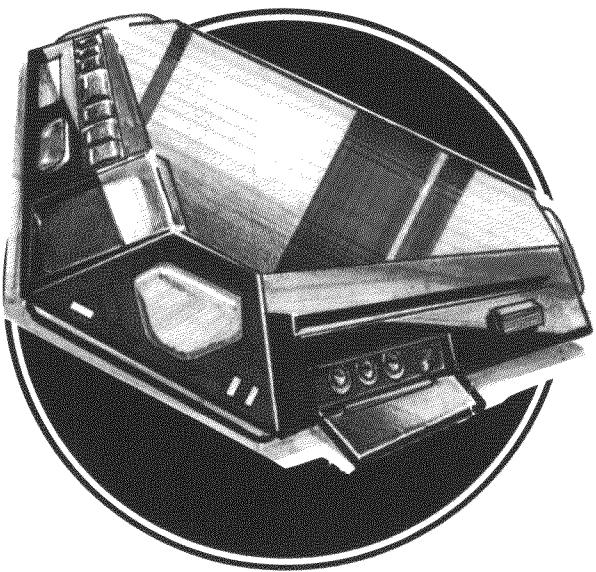
The first is a set of neural or interface "plugs." Interface plugs are basically just that—plastic plugs built into the Netrunner's wrists, temples or back of neck, to be connected to a cybermodem by cables (as described in *Putting the Cyber Into the Punk*, pg. 81-82).

You can get by without plugs; all you'll need is a set of 'todes (pg. 134.). These are self sticking electrodes that pick up neural signals by skin inductance. They're slower and less responsive than plugs (-2 to REF while in the Net), but they are cheaper and don't have any humanity cost.

The other thing you'll need is a **cyberdeck**.

SGI Technologies**"Elysia"****Speed:** +3**CPU:** 1**Memory:** 20**Data Walls:** +5

Options: Keyboard, 3x4m videoboard, eight 'trote ports, chip reader, fully portable.
4,260eb.

**Zetatech Parraline 5750****Speed:** +2**CPU:** 1**Memory:** 10**Data Walls:** +4

Options: Keyboard, 2x3m videoboard, chip reader. About 3,600eb.

Cyberdecks

The standard cyberdeck is about the size of a paperback book, is made of plastic and weighs about a half-kilogram. It has six plug in ports for adding extra options, as well as six output ports for jacking in other people (the owner of the deck, however, is the only one who can control it, making the other people only passengers).

This is the stock deck everyone starts off their Netrunning career with. Prices range from 500⁰⁰ for a used model, up to 1000⁰⁰ new. This is where your Referee can show a little mercy, by turning your character on to a cheap used deck.

For a price, of course...

Most cyberdecks are table models—jacked in and blind, a Netrunner isn't going to be going much of anywhere, right? However, technological breakthroughs have taken

the deck off the table and put it on the Street:

Portable Decks: These decks have internal, rechargeable power packs good for up to 4 hours (recharge is 1 hour for every hour of battery power). All combat, cyber-limb and cellular decks are of this type. A portable deck costs 2000⁰⁰.

Cyberlimb Decks: These are portable decks about the size of a pack of cigarettes. They can be installed into a cyberlimb (phone connection cables are jacked between the limb and the phone lines). The deck itself is hardwired right into the body along with the controlling links for the cyberlimb. See *Putting the Cyber into the Punk*, pg. 90-91, for prices.

This can be a very dangerous option—hardwired right in, it's impossible for your

HITCHHIKERS

But wait! You can jack your experiences into a monitor so that others can watch, or even hook your buddies up with "troles" to let them ride along. Remember; your Interface Skill is your ability to control and visualize—as in a fantasy run, others can see the mage do magic, they just can't do it themselves. With a trode hook, you can come along—you just can't run software or create stuff.

CELLULAR DECKS

These are very expensive decks which are implanted or otherwise kept on the body. As long as you stay in one place, you can instantly jack into the Net.

This is a good idea for parties, as it allows your Netrunner to move with the group. A special program in the 'deck runs all the Netrunner's body functions; it keeps him from falling over, drooling, or babbling; he can even use his voice while in the Net to describe things he sees. Because Netrunning actions happen at the speed of thought, this means that your Netrunner seems to go spacey for a few seconds, then says, "Hey," I found the electronic door and I'm running my *Doormaster Mark 5®* utility to open it." Then the door opens.

Unless you get into major Net functions, you need only pop in, run your LOCATE REMOTE utility, take control with your CONTROL REMOTE utility, do your thing and return. It's only when you're cracking systems that you have to stay in the 'face for a long time and bore the rest of the party.

buddies to notice you frying and yank the cables on you. Instead, you just burn.

Combat Assault Decks: These decks are constructed of rugged ceramics and steel, capable of taking bullet hits and crash impacts (SP20). Most combat decks are designed to be portable, and have adapter cables which allow them to be plugged into any type of phone line. Around 3000.⁰⁰ when available (a DIFFICULT Task).

Cellular Decks: These are portable decks designed to link up with a cellular phone net. They are very effective anywhere within a city, but are useless in rural areas (most have jacks for manual phone patches). A cellular deck has a 25% chance of losing cellular connection when used in a moving vehicle; a failed roll will automatically drop the Netrunner out of the Net. But it's a small price to pay for the high level of mobility offered by a cellular deck. A cellular deck costs 4000.⁰⁰

Improving Your Deck

A standard deck has only one memory (holds 10 Memory Units (MU), or about ten programs), has a Speed of 0, and a data wall Strength of 2. While this isn't gonna mean much to you now, by the time you get to *Net Combat* (pg. 151) and *Designing Data Fortresses* (pg. 154), you're going to want to know how to boost your deck as far as you can go.

Memory: For an additional 5,000eb, you can purchase an additional memory for your deck. This improves your program power to 20 MU, double its stock size.

Speed: For an additional 2,000eb, you can increase your deck's speed by one level, up to a ceiling of 5. This can be a lifesaver, as deck speed determines who moves first in a Netrunner combat. And in this game, last is dead.

Data Walls: For an additional 1,000eb, you can increase your deck's data wall protection by one level, up to a ceiling of 10. Data walls are important; they are the "armor" of the deck, resisting attacks from anti-system programs.

And then there are options...

Deck Options

In addition to your basic models, any type of deck can be enhanced by adding a few options.

'Trode sets are self-sticking electrodes that allow you to run the Net without plugs. 'Trodes are slower than plugs (-2 to REF when in the Net), but have no humanity loss. They are commonly used by novice runners and by "tourists" visiting the Net on a lark.

Keyboards are an option which allow a Netrunner to control a deck indirectly. They are abysmally slow (-4 to REF), but are immune to all anti-personnel attacks except *Firestarter*.

Videoboards are flat screen, high definition TV monitors which can be used to show a Net's-eye view to outsiders.

Printers allow you to make hardcopy images and records from your deck. Most are small laser-printers about the size of a large book, using plain paper.

Chipreader/recorders use standard data chips (10eb each) to store programs, images and other useful things from your deck. They are about the size of a pack of cigarettes.

VoxBoxes are small speaker units that can synthesize sound from a deck. They can also be used by the Netrunner to talk to outsiders while he's in the Net. About the size of a pack of smokes.

Scanners are flat plastic plates with optical character reading and image recording capacity. They range from the size of a sheet of paper, all the way up to a meter on a side.

Option	Cost
'Trode set	10. ⁰⁰
Keyboard	100. ⁰⁰
Videoboard	100. ⁰⁰ per sq. ft.
Printer	300. ⁰⁰
Chipreader	100. ⁰⁰
Extra Chips	10. ⁰⁰ ea
Vox Box	300. ⁰⁰
Scanner	100. ⁰⁰ -300. ⁰⁰

Cyberpunk

CYBERDECK SHEET

Model _____ **# of CPU** _____
 Cellular Portable Combat Deck Cyberlimb Deck
 Standard

Total Cost _____ **DATA WALL STR** _____

CODE GATE STR _____ **DECK SPEED** _____

MEMORY _____

OPTIONS? _____

Trodes Keyboard Videoboard Printer
 Chipreader VoxBox Scanner Extra chips

Your ICON _____

PROGRAMS

Type	MU	STR	Cost
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
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Cyberpunk

CYBERDECK SHEET

Model _____ **# of CPU** _____
 Cellular Portable Combat Deck Cyberlimb Deck
 Standard

Total Cost _____ **DATA WALL STR** _____

CODE GATE STR _____ **DECK SPEED** _____

MEMORY _____

OPTIONS? _____

Trodes Keyboard Videoboard Printer
 Chipreader VoxBox Scanner Extra chips

Your ICON _____

PROGRAMS

Type	MU	STR	Cost
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
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Cyberpunk

CYBERDECK SHEET

Model _____ # of CPU _____

[] Cellular [] Portable [] Combat Deck [] Cyberlimb Deck

[] Standard

Total Cost _____ **DATA WALL STR** _____

CODE GATE STR _____ **DECK SPEED** _____

MEMORY _____

OPTIONS?

[] Trodes [] Keyboard [] Videoboard [] Printer
 [] Chipreader [] VoxBox [] Scanner [] Extra chips _____

Your ICON _____

PROGRAMS

Type	MU	STR	Cost
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
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Programs

Programs are the work horses of Netrunning; they do the fighting, protecting, decrypting and sneaking for the 'Runner. If a Netrunner is a cybernetic magician, then programs are his spells, there at his mental fingertips.

"Okay, it's true I based the icon on my old input. But frack, she really did deserve to be called Soulsucker."

—Rache Bartmoss

Programs are rated by Strength, Class, Memory Units used, Cost and ICON:

Strength is how powerful the program is, relative to other programs. In combat, the Strength of a program is usually added to the Netrunner's attack roll (much like Weapon Accuracy in a combat situation). The higher the Strength, the better chance the program will be able to do its job.

Class is the type of program; its function. Intrusion programs sneak in, Detection programs detect, Anti-IC programs attack other programs, and Anti-personnel programs attack Netrunners. And so on.

Memory Units represent the size of the program. All programs are measured in Memory Units, or MU. Each memory of a cyberdeck or system can hold 10 Memory Units. This means space is at a premium for Netrunners; you can only stack up so much in one run.

Cost is the price of the program on the open or black market. Nothing in the future is free. Not even the air, chombatta.

The **ICON** is what the program usually looks like in the Net. But don't count on it; you can alter your program's ICONS to suit your own tastes and style. Just goes to show; don't trust anything.

Enough talk-talk. Read the programs and spend your euro. You got a run to make.

Program List

INTRUSION

Hammer 400eb

Class: Intrusion

Strength: 4 MU: 1

Hammer pounds down data walls with a bombardment of raw electrical pulse (use code wall attack formula on pg.142; weaken data wall Strength by 2D6 after every attack). It is very noisy and will automatically alert any defense program within 10 spaces.

ICON: A glowing red hammer.

Jackhammer 360eb

Class: Intrusion

Strength: 2 MU: 2

Jackhammer is a quieter, but less powerful (weaken data wall 1D6 STR after attack) version of Hammer. It uses small pulses of energy to wear the data wall away.

ICON: A glowing red jackhammer-like object, which fires a stream of white hot energy bolts at the data wall.

Worm 660eb

Class: Intrusion

Strength: 2 MU: 5

Worm is a very subtle program which emulates part of the architecture of the invaded system. It slips behind the data or code wall and opens it from the inside (2 turns, no alert).

ICON: A gold-metal, robotic worm, with green neon eyes.

DECRYPTION

Codecracker 380eb

Class: Decryption

Strength: 3 MU: 2

The Codecracker series, designed by Interfact Software in 2008, is classic code gate crack program. The series disassembles the code gate at the basic program, rather than trying to decipher the key.

ICON: A thin beam of white light, which shoots from the Netrunner's hands and spreads through the code gate, turning it to glowing, dissipating fog.

Wizard's Book 400eb

Class: Decryption (file locks & code gates)

Strength: 4 MU: 2

The Wizard's Book is designed to scan through literally billions of possible codes and code words in seconds, trying each one in turn. It is especially effective (STR 6) against code gates.

ICON: A stream of blazing white symbols, flowing at incredible speed from the Netrunner's open hands.

Raffles 560eb

Class: Decryption (file locks & code gates)

Strength: 5 MU: 3

Raffles is designed specifically to deal with complex code gates and file locks which have a specific word as the key. It asks the code gate a series of innocuous and leading questions ("Is it bigger than a breadbox?" "Is it hot or cold?"), designed to tell Raffles the nature of the code gate and its key.

"I've known bit jocks who could crack an EBM system like a cheap safe; in and out before the Icemen could even look up. Sure, they were fast and smart. But mostly, they knew their programs. They knew what to take, and when. So they never got caught off-base when the playing field turned into a battle zone."

—Edger

VIEW FROM THE EDGE

NETRUNNER

ICON: A dapper young man wearing evening clothes of the early 1900's. He speaks briefly to the door, then vanishes as soon as it opens.

DETECTION/ALARM

Watchdog 610eb

Class: Detection/Alarm

Strength: 4 **MU:** 5

Watchdog is designed to alert its owners to illegal entries into the system. It can do this by activating an external alarm or by sending a message to an occupied workstation. Netrunners can use Watchdogs to patrol another part of the Net, such as a rival's computer system, then key the Watchdog to run to their cybermodem or workstation if security is breached. This technique allows you to guard your secret files and pathways in other people's computers.

ICON: A large, black, metal dog. It has glowing red eyes and a spiked metal collar adorns its neck.

Bloodhound 700eb

Class: Detection/Alarm

Strength: 3 **MU:** 5

Like Watchdog, Bloodhound is designed to detect illegal system entries. However, it also tracks the entry to its source and alerts its masters to the location of intruder. Like Watchdog, Bloodhounds can be set up to watch a part of the Net and report back to you at another workstation or modem.

ICON: A large, gun-metal grey hound robot. It has glowing blue eyes and wears a thick circlet of blue neon as a collar.

Pit Bull 780eb

Class: Detection/Alarm

Strength: 2 **MU:** 6

The most advanced form of the Watchdog series, Pit Bull not only tracks the intruder to its source, but also cuts the line after acquiring the location. It will continue to cut the line every time the intruder logs on from that point of entry, requiring him to move to another phone line or cyber-modem. Like Watchdog, Pit Bull can be set up to watch a part of the Net and report back to you at another workstation or modem.

ICON: A short, heavily built, steel dog robot. It has glowing red eyes and wears a thick circlet of red neon as a collar.

SeeYa 280eb

Class: Detection/Alarm

Strength: 3 **MU:** 1

SeeYa is designed to detect invisible ICONS within the range of one Subgrid. This includes programs, hidden Netrunners and things hidden by Invisibility in a virtual reality.

ICON: A shimmering silver screen.

Hidden Virtue 280eb

Class: Detection/Alarm

Strength: 3 **MU:** 1

Hidden virtue is a Rache Bartmoss design used to

tell "real" ICONs from other objects in a virtual reality. For example, HV could tell the difference between a real person and a virtual one or which book in a virtual library is really a data file.

ICON: A glowing green ring which the Netrunner looks through.

Speedtrap 600eb

Class: Detection/Alarm

Strength: 4 **MU:** 4

Speedtrap is an early warning program that detects the presence of an offensive program within 10 squares of the Netrunner's position (within the same subgrid). It cannot tell you where the program is, only that it exists.

ICON: A flat, glowing plate of glass, in which images appear. If a program is present, the plate fills with the image of a robotic monster. If there is no program present, the plate remains blank.

DeckCrash 600eb

Class: Anti System

Strength: 4 **MU:** 2

A modified version of Krash, which operates only on cyberdecks, causing the Netrunner to be dropped out of the Net for 1D6 turns.

ICON: A cartoon stick of dynamite with fuse.

Murphy 600eb

Class: Anti System

Strength: 3 **MU:** 2

Murphy causes the affected deck or system to randomly launch all of its applications, using as many actions as it has available to do this.

ICON: You never know...

Virizz 600eb

Class: Anti System

Strength: 4 **MU:** 2

This virus attack automatically ties up one action of the system or deck until the deck is turned off.

ICON: A glittering DNA shape made of lights and neon.

Viral 15 590eb

Class: Anti System

Strength: 4 **MU:** 2

This virus causes the affected system or deck to randomly erase one file or program each turn until the deck is turned off.

ICON: A swirling metallic blue fog with a white neon DNA helix imbedded in the center.

ANTI SYSTEM

Flatline 570eb

Class: Anti System

Strength: 3 **MU:** 2

Flatline is designed to trace and kill the operating Interface of your cybermodem—one zap, and your deck must have its interface chip replaced. A Flatline can be carried by an intruding Netrunner and used to attack the decks of other 'Runners encountered in the Net.

ICON: A beam of yellow neon which shoots from the Netrunner's fingertips.

Poison Flatline 540eb

Class: Anti System

Strength: 2 **MU:** 2

Poison Flatline is designed to destroy not only the interface software, but the Memory of the 'deck as well. This wrecks the cybermodem, requiring total replacement. Like Flatline, Poison Flatline can be carried by an intruding Netrunner and used to attack other 'Runners encountered in the Net.

ICON: A beam of green neon which launches from the Netrunner's fingertips.

Krash 570eb

Class: Anti System

Strength: 3 **MU:** 2

Krash causes the CPU of an attacked deck or system (closest CPU in multi-processor systems) to become inoperative for 1D6+1 turns. A Krashed deck automatically drops its 'runner out of the Net, while a Krashed system may not act until the time period has elapsed and it has re-booted itself.

ICON: A large, cartoon anarchist bomb, with a sizzling fuse.

Invisibility 300eb

Class: Evasion/Stealth

Strength: 3 **MU:** 1

Invisibility overlays a false signal on your cyber-modem trace, making it appear to be harmless static. When activated, Invisibility will allow the Netrunner to pass unnoticed through the Net.

ICON: A flickering, iridescent sheet, which drapes over the Netrunner.

Stealth 480eb

Class: Evasion/Stealth

Strength: 4 **MU:** 3

Stealth mutes the Netrunner's cybersignal, making him harder to detect. He is still visible, but offensive programs will not react to his presence. However, other Netrunners can still see him.

ICON: a sheet of black energy draped over the Netrunner's ICON.

Replicator 320eb

Class: Evasion/Stealth **MU:** 2

Replicator creates millions of copies of your cyber-modem trace, sending them off in all directions to confuse a pursuing program. If successful, the pursuer will track the wrong signal to a dead end. Replicator is especially good against the "Dog" series of programs, as it overloads their limited AI programming structure with too many decisions.

ICON: A chrome sphere creating millions of holographic images of the Netrunner, flickering away in all directions.

PROTECTION

Shield 150eb

Class: Protection

Strength: 3 MU: 1

Shield stops direct attack to the Netrunner. On a successful use of Shield, the attack is thwarted and no damage is taken.

ICON: A shifting circular energy field appearing in front of the Netrunner.

Force Shield 160eb

Class: Protection

Strength: 4 MU: 2

A more powerful version of Shield.

ICON: A flickering silver energy barrier.

Reflector 160eb

Class: Protection

Strength: 5 MU: 2

Reflector is designed to repel all Stun, Hellbolt and Knockout attacks. It is unable to stop any other types of anti-personnel attacks.

ICON: A flare of blue green light, coalescing into a mirrored bowl.

Armor 170eb

Class: Protection

Strength: 4 MU: 2

This program is designed to slow and retard all anti-personnel attacks. On a successful use of Armor, the attack is stopped. On an unsuccessful use, Armor will reduce all Stun, Hellbolt, Brainwipe, Zombie and Hellhound attack damages by 3 points.

ICON: Glowing golden armor in a high tech design.

Flak 180eb

Class: Protection **MU: 2**

Strength: 4 for most programs, 2 vs. Pit Bulls, Bloodhounds and Hellhounds

Flak creates a tremendous wall of static, blinding the attacking program and allowing the Netrunner to easily evade. Flak is very good against most programs, but it is relatively ineffective against the "Dog" series.

ICON: A cloud of blinding, glowing, multicolored lights, swirling in all directions.

ANTI-IC

Killer II, IV & VI 1320eb, 1400eb, 1480eb

Class: Anti-IC **MU: 5**

Strength: 1 for each level of program

Killer is a general purpose virus program designed to kill other programs. It enters the logic structure of its victim and inserts errors with blinding speed, causing the target to crash (1D6 to STR). Killer is a very simple program; smooth,

elegant and tough. There are many versions of Killer.

ICON: A large manlike robot, dressed as a metallic samurai. His eyes glow red from behind his mask, and he carries a glowing katana.

Manticore 880eb

Class: Anti-IC

Strength: 2 MU: 3

Manticore is the simplest of a series of Assassin programs; a type of Killer designed to locate and destroy Demon programs. If no Demon is present in your cybermodem file, Manticore will ignore you.

ICON: A huge, lionlike shape, drawn in red neon schematic lines. A large scorpion tail arcs over one shoulder.

Hydra 920eb

Class: Anti-IC

Strength: 3 MU: 3

A more powerful variant of Manticore.

ICON: A glittering blue fog that encircles its target and dematerializes it.

Dragon 960eb

Class: Anti-IC

Strength: 4 MU: 3

The most powerful variant of Manticore.

ICON: A great golden scaled dragon robot. Laser beams shoot in multicolored arcs from its eyes, and it is wreathed in electrical discharges.

Aardvark 1000eb

Class: Anti-IC **MU: 3**

Strength: 4 vs. Worms, no effect on any other programs.

Aardvark is designed to locate and destroy intruding Worm programs. It will immediately seek out and destroy any Worm program carried, even if it is loaded as a Demon subroutine.

ICON: A matrix of thin yellow neon lines, which surround the Worm program and close around it like a tightening net. The matrix then dematerializes with the Worm entrapped.

ANTI-PERSONNEL

Stun 6000eb

Class: Anti-Personnel

Strength: 3 MU: 3

Stun sends an overpowering bolt of energy into the target, causing him to be frozen in place for 1D6 turns. This is a very commonly used offensive program, particularly by the NetCops.

ICON: A bolt of blue flame streaking from the Netrunner's open palm.

Hellbolt 6750eb

Class: Anti-Personnel

Strength: 4 MU: 4

A more powerful version of Stun, Hellbolt causes physical damage (1D10 per attack) to the Netrunner. Damage is subtracted from the Netrunner as a wound until he is dead. Saves vs. Stun and Death must also be made.

ICON: A bolt of crimson fire launched from the Netrunner's raised hand.

Sword 6250eb

Class: Anti-Personnel

Strength: 3 MU: 4

A variant of Hellbolt, Sword causes 1D6 in physical damage per hit.

ICON: A glowing energy katana.

Brainwipe 6500eb

Class: Anti-Personnel

Strength: 3 MU: 4

Brainwipe is the simplest of a series of black programs, all of which are designed to attack the Netrunner instead of his programs. All black programs can be carried by an intruding Netrunner and used to attack other 'Runners encountered in the Net. Brainwipe tracks the victim down, fries his forebrain with a jolt of current, and reduces him to a drooling vegetable, (1D6 each turn to INT). The screaming Netrunner feels his mind melt away, until his INT is reduced to 0 and he dies. Lost INT cannot be regained.

ICON: An acid-green electrical arc, which leaps from the floor and engulfs and kills the 'runner.

Zombie 7500eb

Class: Anti-Personnel

Strength: 5 MU: 4

An advanced and more powerful version of Brainwipe, Zombie wipes out the victim's forebrain, making him into a drooling vegetable (1D6 to INT each turn).

ICON: A shrouded, skeletal form, enveloped in a stinking grey mist. Its eyes are sunken and its flesh is a mass of rotting, maggot-filled meat. It lunges out and rips the Netrunner's head off.

Liche 7250eb

Class: Anti-Personnel

Strength: 4 MU: 4

An advanced form of Zombie, Liche also rips away the forebrain (1D6 to INT), but selectively. Most memory is eradicated, leaving enough to implant an easily controlled (by the Referee) pseudo personality into the empty brain.

ICON: A metallic skeleton dressed in black robes and wearing a blackened crown. It grabs the Netrunner in its freezing grasp and drags him back under the floor.

Firestarter 6250eb

Class: Anti-Personnel

Strength: 4 MU: 4

Firestarter is indirectly anti-personnel in nature. Using its Bloodhound subroutines, it tracks the intruder to its source. Silently entering the electrical system, it blasts the wiring with a megawatt power surge. The jolt causes wiring fires, explosions, and fries the Netrunner as if he were in an electric chair. Firestarter programs are excellent covert killers, as they leave little or no evidence in the charred wreckage.

ICON: A blazing pillar of fire, which speaks the Netrunner's name in a hissing, booming voice, then leaps at him.

VIEW FROM THE EDGE

NETRUNNER

Hellhound 10,000eb

Class: Anti-Personnel

Strength: 6 **MU:** 6

Hellhound combines the worst aspects of Pit Bull and Flatline. It locates the intruder and sends out a modulated pulse designed to cause a heart attack in humans (2D10 wound damage). If the Netrunner escapes in time, it remains active within the Net, lurking silently in major long distance terminals, waiting for the specific brain wave pattern of the intruder to show up. It then tracks him down again and kills him. Patient and remorseless, Hellhound can wait years for its victim to log on. Its rarity and high price tag prohibits its use against all but extremely high level Netrunners.

ICON: A huge, black, metal wolf. Its eyes glow white, and fire runs in ripples all over its body. It speaks in a grating, metallic voice, repeating the Netrunner's name.

Spazz 6250eb

Class: Anti-Personnel

Strength: 4 **MU:** 3

Spazz causes epileptic seizures in the Netrunner's nervous system. REF is automatically reduced to half for 1D6 turns, slowing the Netrunner's Initiative rolls drastically.

Appearance: A nimbus of electrical energy surrounding the target.

Glue 6500eb

Class: Anti-Personnel

Strength: 5 **MU:** 4

Used by the "Icemen" of NetWatch as an arrest program, Glue freezes the Netrunner in place for 1D10 turns (4 turns is long enough to get a good trace on his location in Realspace). The Netcops can then send a squad along to pick him up at their leisure.

ICON: A shifting pattern of red shapes flickering across the floor to entangle the Netrunner.

Knockout 6250eb

Class: Anti-Personnel

Strength: 4 **MU:** 3

Knockout delivers a powerful modulated shock that knocks the Netrunner out for 1D6 hours. He is automatically dumped out of the Net, and is in a coma in Realspace for this period of time. Knockout is a very common defense against low level intrusion (like the Phone Co. or an office system).

ICON: A yellow neon schematic boxer appears and strikes out at the Netrunner's ICON.

Jack Attack 6000eb

Class: Anti-Personnel

Strength: 3 **MU:** 3

Jack attack is often used as an arrest program. It stops the Netrunner from jacking out for 1D6 turns if it is successfully run.

ICON: A pair of glowing schematic handcuffs encircling the Netrunner's wrists.

CONTROLLERS

Note: Controllers are run using the CONTROL REMOTE function of the Menu, and have no ICONS.

Viddy Master 140eb

Class: Controller

Strength: 4 **MU:** 1

Allows control of videoboards.

Soundmachine 140eb

Class: Controller

Strength: 4 **MU:** 1

Allows control of microphones, loudspeakers, vocoders (computer voice boxes).

Open Sesamé 130eb

Class: Controller

Strength: 3 **MU:** 1

A low level program for opening doors, elevators, etc.

Genie 150eb

Class: Controller

Strength: 5 **MU:** 1

A high level program for opening doors, elevators, etc.

Hotwire™ 130eb

Class: Controller

Strength: 3 **MU:** 1

Allows remote control of robotic cars, vehicles, etc.

Dee-2® 130eb

Class: Controller

Strength: 3 **MU:** 1

Allows control of robots, cleaning mecha, autofactories, etc.

Crystal Ball 140eb

Class: Controller

Strength: 4 **MU:** 1

Allows control of video cameras, remote sensors, etc.

News At 8™ 140eb

Class: Controller

Strength: 4 **MU:** 1

Allows through-the-Net access to Data Terms and Screamsheet boxes for information.

Phone Home 150eb

Class: Controller

Strength: 5 **MU:** 1

Allows the Netrunner to place or receive calls in the Net. Phone Home is also Strength 2 to intercept and listen into other calls.

Databaser 180eb

Class: Utility

Strength: 8 **MU:** 2

Creates open files to store information in.

Alias 160eb

Class: Utility

Strength: 6 **MU:** 2

Changes file names, replacing the filename with an innocuous title that hides its true nature.

Re-Rezz 130eb

Class: Utility

Strength: 3 **MU:** 1

Recompiles and restores damaged files or programs. If a program is de-rezzed, this is the best way to get it back short of having a copy.

Instant Replay 180eb

Class: Utility

Strength: 8 **MU:** 2

Makes a record of the Netrunner's trip, so that he can retrace his steps through the Net.

GateMaster 150eb

Class: Utility

Strength: 5 **MU:** 1

Deletes and kills Virizz and Viral 15 programs without requiring a total shutdown of the system or deck.

Padlock 160eb

Class: Utility

Strength: 4 **MU:** 2

Keeps anyone other than the Netrunner from logging onto the deck unless the proper code word is used.

ElectroLock 170eb

Class: Utility

Strength: 7 **MU:** 2

Changes an open file to a LOCKED file equal to a Code Gate of Strength 3.

Filelocker® 140eb

Class: Utility

Strength: 4 **MU:** 1

Locks an open file to a level equal to a Code Gate of Strength 5.

NetMap 150eb

Class: Utility

Strength: 4 **MU:** 1

Provides a locator map of most major Net regions, adding +2 to any System Knowledge check to find a place in the Net.

File Packer 140eb

Class: Utility

Strength: 4 **MU:** 1

Compacts files to half their normal MU size. Takes 2 turns to unpack a file to normal size.

Backup™ 140eb

Class: Utility

Strength: 4 **MU:** 1

Backup allows you to make a copy of any program (except for Anti-IC and Anti-personnel types). You will need extra data chips and a cyberdeck chipreader for this.

UTILITIES

Demon Series Programs

These are four levels of programs created by the legendary Rache Bartmoss of CCI Development in 2004. The Demon Program is a generic program with the ability to incorporate several other programs as subroutines—in short, two, three, four or even five programs in one. To use the program, you must activate the Demon, then specify the chosen subroutine it carries. The subroutine programs look and act just as their originals, but are usually less powerful, as they must use the program strength of the Demon core in combat.

Imp 1000eb

Class: Demon (carries 2 programs)

Strength: 3 MU: 3

ICON: A small, orange sphere of light, with two amused looking red eyes. It continually emits a series of beeps, whistles and pinging noises.

Afreet 1160eb

Class: Demon Series (carries 3 programs)

Strength: 3 MU: 4

ICON: A tall, powerfully built black man, dressed in elegant evening clothes and wearing a fez. He carries a dagger in his jacket, and speaks in a formal, deep voice.

Succubus 1200eb

Class: Demon (carries 4 programs)

Strength: 4 MU: 4

ICON: A voluptuous, nude female form, hairless, and made from shiny chrome metal. She has large, batlike wings, and blue, pupilless eyes.

Balron 1240eb

Class: Demon (carries 4 programs)

Strength: 5 MU: 5

ICON: A huge, male figure, powerfully built. He is dressed in futuristic black armor, glittering with reflected highlights. In one hand, he carries a red-glowing energy blade; his other arm ends in a series of neon-green, glowing tentacles. His eyes glow red behind his visor, and his voice is a sibilant hiss.

Copying Your Programs

A smart idea. You can copy almost any program in your arsenal. All you need is the *Backup* utility, a data chip, and a chipreader to put it in. A single chip holds 1 MU, but *Backup* is designed to break a larger file up over two or more chips.

Chips cost 10.00. To copy the contents of the average deck will cost between 100 to 300 eb. Cheap at twice the price.

Note: Anti-IC and Anti-Personnel programs cannot be *Backup*-copied; they have special copy-protection routines that erase the chip in the copy process. This makes

sure you come back to your friendly local Fixer for a new copy of *Hellhound* when yours crashes. You can make a copy using your Programming Skill against a Task Difficulty of 28. But think what happens if you screw up...

Changing Programs

Chips are inserted into your deck before the start of the run. Once you're in the face, you're committed. However, if you're willing to dump out of the Net and abort the run, you can change chips (1 turn). You'll have to jacked back in and retrace your steps, but this time when you meet that *Brainwipe*, you'll be ready.

Designing New Programs

Check out the *Designing Your Own Programs Section*, pg. 158 for details.

Live Link Up

Okay, you've got a deck and some programs. What else are you gonna need?

The last thing you're going to need is a place to plug in. This means a **phone number**.

If you're running a stationary cyberdeck, this is as simple as contacting your local office of **Internet Phone Corporation** and arranging for a phone number. The office checks your background and credit record, then issues you a Net Access code (equivalent to a 20th century phone number).

If you have a cellular phone or cellular cybermodem, the process is equally simple; call up Internet, tell them your cyberdeck's serial number, get a credit check and your Net Access code is issued to you right then and there.

The Net Access code is billed a flat rate (30eb per month), plus additional costs for long distance Neutrals (or calls). The bill is sent to your home on the 1st of the month. If you don't have a permanent residence, Internet will arrange to have the funds deleted out of your credit account automatically, sending a statement to wherever you get your mail.

"HMM..." YOU THOUGHT

By now, some of you more creative types are thinking, "Hey, why not just crash into Internet's mainframe and delete my bill each month?" And we'd be disappointed if you didn't think of it—it means you're thinking like true *Cyberpunks* and that makes us proud.

But let's put it this way. You know how tough Arasaka's Tokyo Main is? Well, Arasaka still pays its monthly bill to Internet.

These guys don't use the Net. They own the Net. You don't even want to guess what Internet can throw at you. It even scares Saburo Arasaka.

Note: We're not saying you *can't* jack your phone bill around (frack, it's a time honored skill of the Loyal Order of Blue Boxers & Phone Phreaks). But Referees with a consistent phone-phreaking problem should feel free to unleash the Hounds of Hell on their habitual offenders. Running from the world's largest corporation makes for a heck of an adventure.

VIEW FROM THE EDGE

PROGRAM LIST

Name	Class	Function	Strength	MU	Cost
INTRUSION					
Hammer	Intrusion	Knocks down data walls (2D6 per attack to data wall Strength)	4	1	400
Jackhammer	Intrusion	Knocks down data walls (1D6 per attack to data wall Strength)	2	2	360
Worm	Intrusion	Infiltrates and breaks down data walls silently in 2 turns	2	5	660
DECRIPTION					
Code Cracker	Decryptor	Breaks down code gates and file locks	3	2	380
Wizard's Book	Decryptor	Deciphers code gates (STR 6) & file locks	4/6	2	400
Raffles	Decryptor	Deciphers code gates & file locks	5	3	560
DETECTION/ALARM					
Watchdog	Detect/Alarm	Detects entry and alerts owner	4	5	610
Bloodhound	Detect/Alarm	Detects entry and traces signal, then alerts master	3	5	700
Pit Bull	Detect/Alarm	Detects entry, traces signal and cuts intruder's line until killed	2	6	780
SeeYa	Detect/Alarm	Detects "Invisible" ICONS	3	1	280
Hidden Virtue	Detect/Alarm	Detects "real" things in virtual realities	3	1	280
Speedtrap	Detect/Alarm	Detects hidden programming within 10 spaces	4	4	600
ANTI SYSTEM					
Flatline	Anti System	Kills operating CPU	3	2	570
Poison Flatline	Anti System	Kills all system Memory	2	2	540
Krash	Anti System	Crashes system CPU for 1D6+1 turns	3	2	570
Deckrash	Anti System	Crashes deck CPU for 1D6 turns. Drops opponent out of Netspace	4	2	600
Virizz	Anti System	Ties up 1 action of system till deck is turned off	4	2	600
VIRAL 15	Anti System	Erases one file randomly each turn	4	2	590
Murphy	Anti System	Causes system to randomly launch programs	3	2	600
EVASION/STEALTH					
Invisibility	Evasion	Hides cybersignal, making you appear "invisible"	3	1	300
Stealth	Evasion	Mutes cybersignal, making it harder to detect	4	3	480
Replicator	Evasion	Confuses attacking IC by creating millions of deck signals	3/4	2	320
PROTECTION					
Shield	Protection	Stops attacks to Netrunner	3	1	150
Force Shield	Protection	Stops stronger attacks to Netrunner	4	2	160
Reflector	Protection	Reflects and stops Stun, Hellbolt, Knockout attacks	5	2	160
Armor	Protection	Reduce Stun, Hellbolt, Brainwipe, Zombie, Hellhound attacks by -3 pts.	4	2	170
Flack	Protection	Creates static walls to blind attackers. STR 2 vs DOG series programs	4/2	2	180
ANTI-IC					
Killer II	Anti IC	Attacks all types, 1D6 damage to target STR. Mobile	2	5	1320
Killer IV	Anti IC	Attacks all types, 1D6 damage to target STR. Mobile	4	5	1400
Killer VI	Anti IC	Attacks all types, 1D6 damage to target STR. Mobile	6	5	1480
Manticore	Anti IC	Attacks Demons, de-rezzing instantly	2	3	880
Hydra	Anti IC	Attacks Demons, de-rezzing instantly	3	3	920
Dragon	Anti IC	Attacks Demons, derezzing instantly	4	3	960
Aardvark	Anti IC	Detects and attacks Worms, de-rezzing instantly	4	3	1000
ANTI-PERSONNEL					
Stun	Anti-Person.	Freezes Netrunner for 1D6 turns	3	3	6000
Hellbolt	Anti-Person.	Cause 1D10 physical damage to Netrunner	4	4	6750
Sword	Anti-Person.	Hellbolt variant, causes 1D6 physical damage to Netrunner	3	4	6250
Brainwipe	Anti-Person.	Reduce INT by 1D6 each turn, killing Netrunner	3	4	6500
Zombie	Anti-Person.	Reduce INT by 1D6 each turn, leaving Netrunner mindless	5	4	7500
Liche	Anti-Person.	Erases memory, replacing with pseudo-personality	4	4	7250
Firestarter	Anti-Person.	Causes power surge, starting fire in Netrunner's deck.	4	4	6250
Hellhound	Anti-Person.	Tracks Netrunner, waits, then causes 2D10 damage/turn	6	6	10,000
Spazz	Anti-Person.	Reduces Netrunner REF for 1D6 turns	4	3	6250
Glue	Anti-Person.	Locks Netrunner in place for 1D10 turns	5	4	6500
Knockout	Anti-Person.	Causes coma for 1D6 hours	4	3	6250
JackAttack	Anti-Person.	Prevents Netrunner from logging off	3	3	6000
CONTROLLERS					
Viddy Master	Controller	Video board controller	4	1	140
Soundmachine	Controller	Microphone/voxbox controller	4	1	140

Open Sesame	Controller	Electronic door controller	3	1	130
Genie	Controller	More powerful door, elevator controller	5	1	150
Hotwire™	Controller	Vehicle controller	3	1	130
Dee-2®	Controller	Robot controller	3	1	130
Crystal Ball	Controller	Video/camera controller	4	1	140
News At 8	Controller	Screamsheet box controller	4	1	140
Phone Home	Controller	Send & receive cellular calls, intercepts calls at STR. 2	5	1	150

UTILITIES

Databaser	Utility	Stores up to 10,000 pages per file of information/text	8	2	180
Alias	Utility	Replaces file name with false one	6	2	160
ReRezz	Utility	Recompiles and restores destroyed programs	3	1	130
Instant Replay	Utility	Records coordinates of current Netrun for replay later	8	2	180
Gatemaster	Utility	Detects and destroys Virizz, Viral 15 programs	5	1	150
PadLock	Utility	Refuses to allow log on through deck unless code is given	4	2	160
Electrolock	Utility	Locks files as is a STR. 3 code gate.	7	2	170
FileLocker®	Utility	Locks files, requiring code word (runner's choice) to open	4	1	140
NetMap	Utility	Provides accurate maps of most well-known Net locations	4	1	150
Packer	Utility	Reduces programs by 1/2 size. Take 2 turns to unpack	4	1	140
Backup	Utility	Creates copies of most programs on chip	4	1	140

DEMON SERIES

Imp II	Demon	Carries 2 programs	3	3	1000
Afreet II	Demon	Carries 3 programs	3	4	1160
Succubus II	Demon	Carries 4 programs	4	4	1200
Balron II	Demon	Carries 4 programs	5	5	1240

Didn't pay your bill this month? Internet gives you thirty days to pay up, with polite reminders at the end of the thirty. Past sixty days, Internet automatically deletes your Net Access code. From then on, the code is invalid and you just don't make calls. Period. For a 1,000eb deposit, you can get a new Net Access Code.

Maybe.

Past 120 days, Internet scrambles a Solo team and starts looking for you. Collections in the 21st Century is a rapidly expanding field, with exciting new developments in man portable weapons, brainwipe and behavior adjustment through selective use of adversive pain therapy.

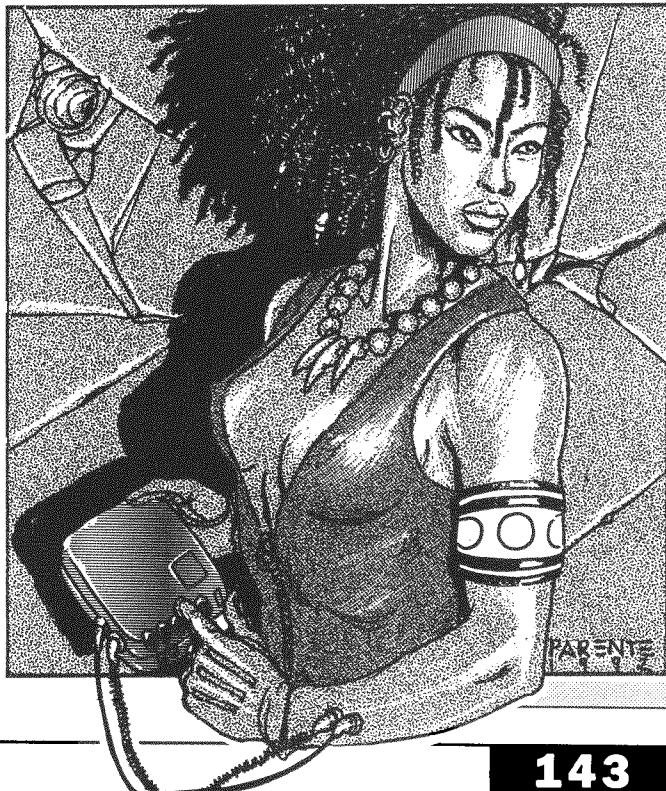
Just so you know.

You don't have to have a Net Access code. You can jack a deck into someone else's line (making yourself really popular with your cube mate), or even jack into a street

Data Term. However, at 1eb per minute plus long distance charges, this can be an expensive proposition. You also have to put the euro right up front to log on.

This may be one reason why a favorite tactic of Netrunners is to sneak into a big corporate office building where they can log on using the corporation's phones to make their runs. This is illegal and dangerous(corporate guards aren't known for a sense of humor), but it is free. And that's a powerful incentive for some people.

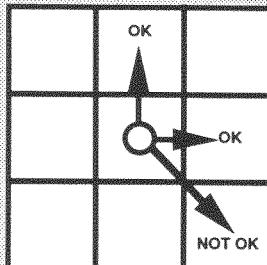
Got a Net Access code? Let's get busy.



LONG DISTANCE CHARGES

Count the number of spaces between your starting point and your ending point. Multiply this by .20 eb per turn spent in the Net to determine how much you're charged. Example: Our run from Night City to London covers eight spaces and takes two turns. The cost of the call will be 3.20eb.

Terminology Note: Net Turn and Net Round are used interchangeably throughout this chapter.



MOVEMENT IN THE NET

Running the Net

Okay, let's start with the basics.

First, you gotta know how to move around. That's easy. Each turn in the Net, you can move five spaces, no matter how big those spaces are. On the **Net World Map** (pg. 146), a single space is a thousand square miles. On a **City Grid Map**, a single space is about a dozen blocks. On a **Subgrid Map** (one square of a City Grid Map), a single space is roughly a few yards. No matter where you are, you still move five spaces per turn.

Howzat?? Look, chombatta, in reality, you're not moving at all—it's just your point of view that's moving. Think of it like you're sending out an eyeball on a long string. The eyeball travels, but you don't.

In the Net, things move fast. Speeds are measured in nanoseconds, not even seconds. We meat minds are turtles compared to the big systems and the AIs. To get things down to a scale we humans can comprehend, the Interface program in your deck scales time down to match your perceptions. In real time, you may have just moved two thousand miles in one second. But you just perceive it as "teleportation"—zap; you're there. When distances are smaller, the Interface program slows things down so that you don't crash through the sides of some honcho's data fortress.

Five spaces per one second turn. It's the Law.

Second rule. All travel in the Net is done in straight lines. This means you go through the sides of a space, not the corners (see illustration). Sure, real people cut the corners all the time. But remember, you aren't really moving at all. The space you're not moving through doesn't really "exist", and even if it did, the perception of volume is a creation of the old I-G Transformations. So you play by the Interface's rules in the Net. Got it?

Okay, so now we're moving.

On the **Net World Map** (pg. 146), we move by going from one Long Distance Link (LDL) to the next. Say you want to go from Night City to London. You can't just teleport to London. No, you'll have to go through a series of short 5 square hops to get where you want to go.

You do this by locating the furthest Long Distance Link (LDL) within your five space range. From Night City, this means your options would be Salt Lake, Denver, Atlanta, Chicago, New York/BosWash, New Orleans and Havana. You couldn't jump the whole way; at five spaces per turn, you'd end up stranded in the ocean without an LDL to stop at.

So you jump from Night City to New York. From there, you can easily jump to London; it's five spaces exactly. But wait a sec... There's one more thing you need to consider. **Security Levels**.

Security Levels

If you're going to be making a legal long distance jump, going to New York is no problem. But face it; you don't want to spend a lot of euro on long distance charges. You want to run that old **LONG DISTANCE LINK** command on the Menu and blast on through.

That's where Security Levels come in. Each LDL is ringed with codes and defenses to keep you from logging free calls on Internet's phone tab. These defenses are reflected in the LDL's Security Code; a value you must roll a 1D10 value equal or higher than in order to scam the system. If you fail the roll, you've been caught. Worse, your actions may alert the ever-vigilant **NETWATCH** goons, who will track you down and drag you off to Death Valley Maximum Security Prison. Roll 1D6 and see what happened:

- 1-4 You are cut off the line & are charged for the call (see Sidebar, pg. 142).
- 5 You are cut off and **NETWATCH** is given your access code. Expect a friendly visit in Realspace soon.
- 6 The NetCops try to bust you on the spot (Roll 1D6)
 - 1-2 They fine you 1D6x100eb.

3-5 You escape. They don't have a trace on you, but will spend 1D6+1 days patrolling that area of the Net hoping you'll show up.

6 You escape, but they issue an ANB (All Net Bulletin) on you. They know you're out there, and they're looking for you. It's only a matter of time...

Often, it's smarter to take the long way around when approaching a target city, moving through low security LDLs instead of jamming right through the high security ones.

Tracing

There's another reason to pick your LDLs carefully. Besides having a Security Level, each LDL also has a **Trace Value**. The trace value represents the difficulty of tracking your cybersignal through that particular LDL. Each LDL you pass through has its own Trace Value; the total value of all LDLs passed through in a Net run represents the Difficulty of tracing your signal back to its source. By picking the right LDLs, or by going through a lot of them, you can make it nearly impossible to trace your point of origin.

This is important, particularly if you are being attacked by a program with some type of tracing function built into it. For example, if a *Hellhound* fails to nail you before you jack out, it must attempt to trace your signal in order to execute its backup program (find out where the Netrunner entered the Net and wait till he reenters—then kill him).

To trace you, the program must roll a 1D10 + Strength value equal to or greater than the total of all the Trace Values you have passed through on your trip. If the program fails this roll, it will not be able to get a trace on your signal.

City Grids

Once you hit your target city, it's time to move to the **City Grid** map. This is an overall map of the city; much like a Realspace map, the City Grid Map shows the

locations of important places in the city—in this case, important systems and Data Fortresses. You enter the City Grid map through the LDL ICON on the map, then move at five spaces per turn to where your target system is located.

We've given you a sample City Grid based on Night City. As a Referee, you'll want to construct your own City Grids; there's a blank map for this purpose as well. If you have a really large city, you may want to use several City Maps placed end to end.

Each Data Fortress on the City Grid has an identifying ICON on the City Grid Map. These ICONS are coded by the level of security the system is known to have.

Grey Systems: These systems utilize only Alarm and Detection programs. They include most City governments, Universities and small private businesses.

Level 1: These systems include small corporations, police services and large private businesses. Anti-IC programs are used in these systems, as well as Detection and Alarm programs.

Level 2: Anti-IC and anti system programs are used here. These systems include medium sized corporations and very large private businesses.

Level 3: These systems use non-fatal anti-personnel programs. Level three systems are usually operated by large corporations, state governments and other moderately powerful groups. These people don't want you in their systems, but they don't have the clout to waste you out of hand. They'll just hurt you and hand you over to NETWATCH.

Black Systems: These fortresses use fatal and non-fatal anti-personnel software. Black systems include multinational corporations and government agencies like the CIA. They know you have no business being in their system, and they don't care what your lawyers think about them. They're willing to bury both you and the ACLU in the landfill, and have the clout to do it.

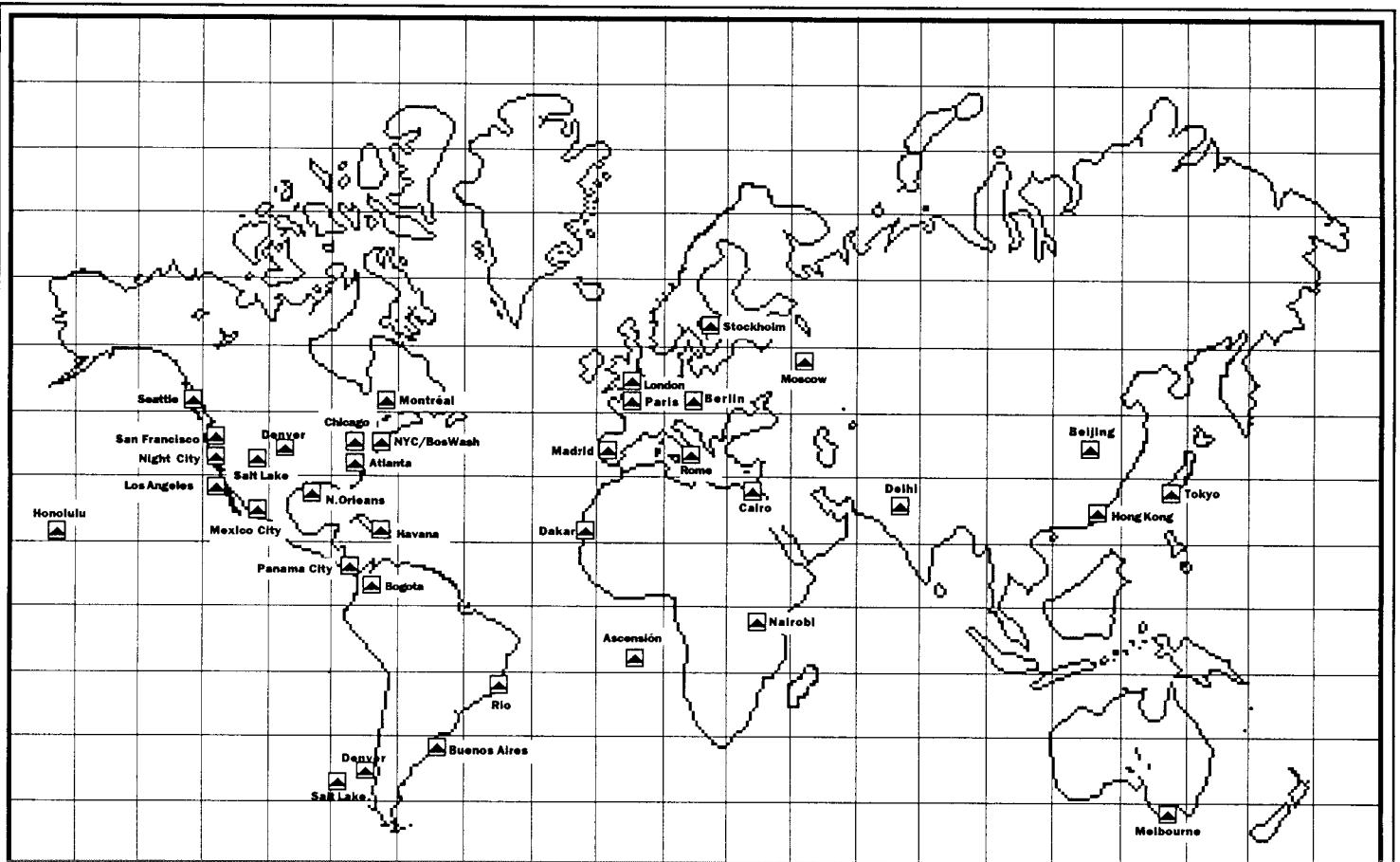
HANGING OUT

If the system you want to visit is off line or shut down, there's going to be a blank space in the Net instead of a Data Fortress ICON. You may have to wait around a while before your target shows up. For example, if First Eurobank has 9-5 hours, this means you may have to wait until the bank comes on line.

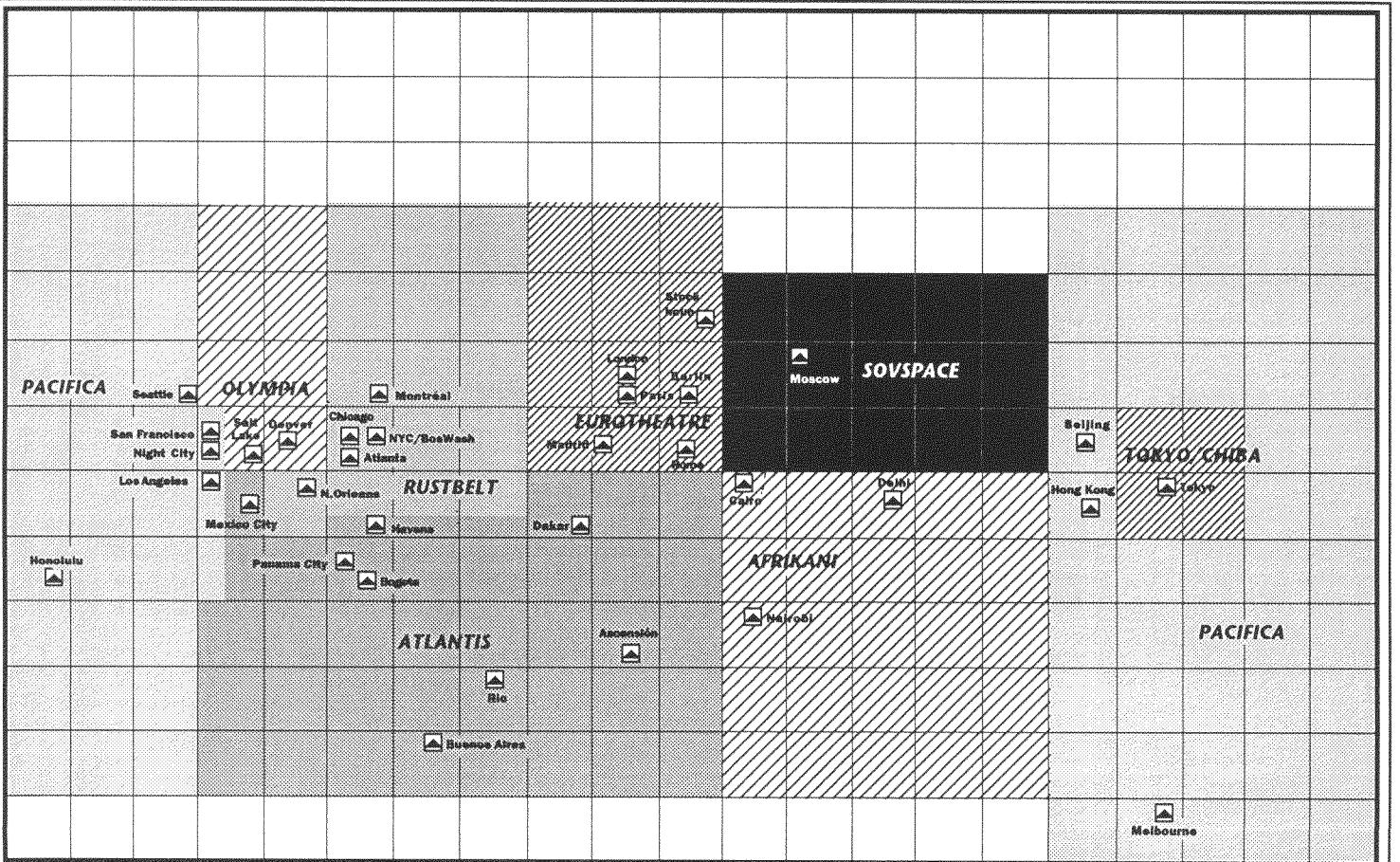
So there you are, hanging out. Sooner or later, you're going to meet someone...

RANDOM NET ENCOUNTERS

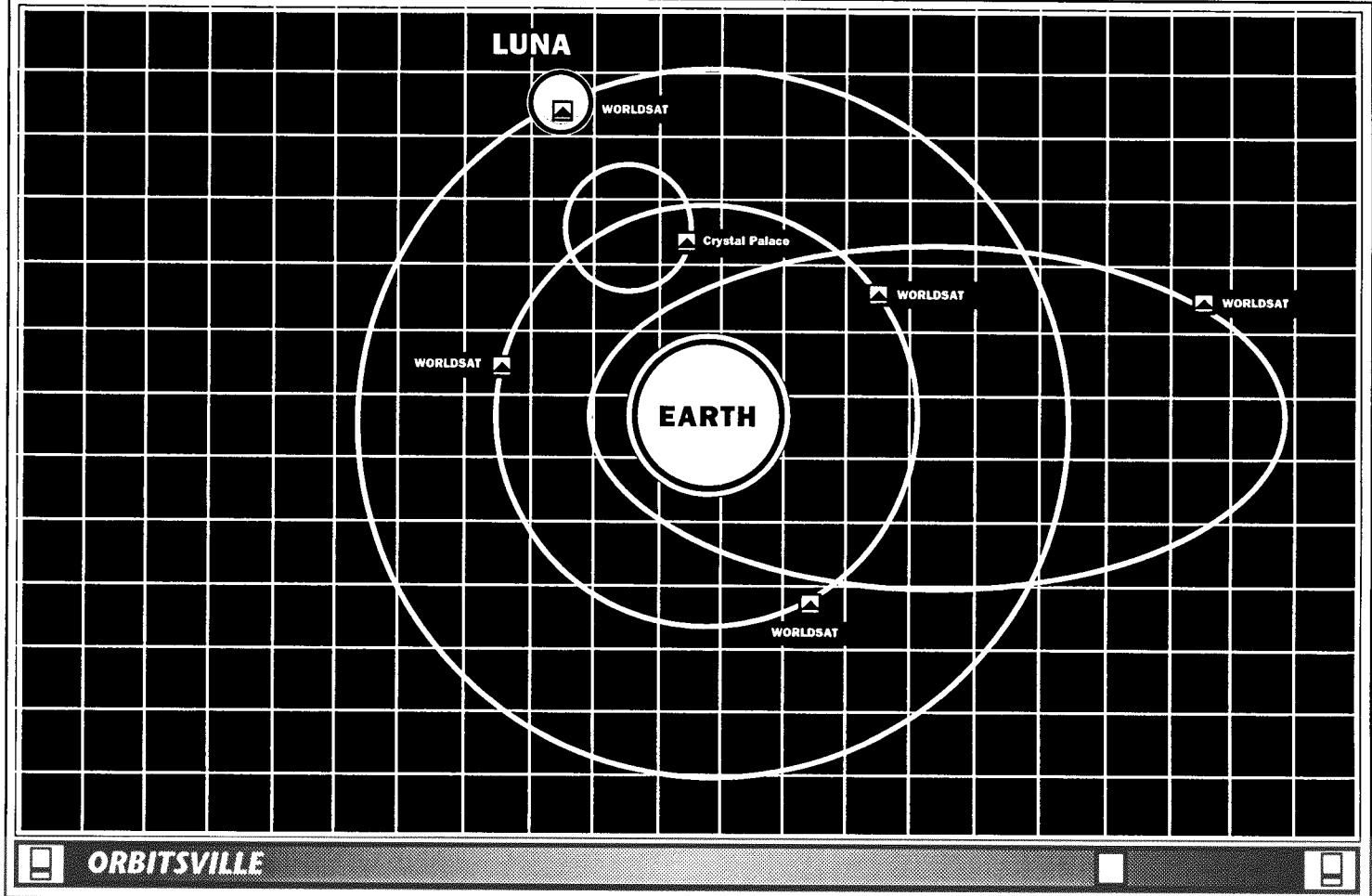
- 1-2 Nothing
- 3 Random Program passes.
- 4 Friendly Netrunner
- 5 Hostile Netrunner
- 6 NETWATCH



WORLD NET MAP (REAL SPACE)



WORLD NET MAP (NET SPACE)



ORBITSVILLE

LONG DISTANCE LINK GUIDE

City	Region	Controlled by:	Security Lvl.	Trace Value
Ascension	Atlantis	Central American Federation	2	3
Atlanta	Rustbelt	NetWatch /US Govt. /EuroMarket Consortium	2	3
Berlin	EuroTheatre	NetWatch /EEC/ Eurocorps	3	3
Bogota	Atlantis	Central American Federation	1	4
Buenos Aires	Atlantis	Central American Federation	2	3
Cairo	Afrikani	Orbital Air	4	4
Chicago	Rustbelt	NetWatch /US Govt. /EuroMarket Consortium	2	2
Crystal Palace	Orbitsville	ESA	2	3
Dakar	Afrikani	None	2	2
Denver	Olympia	NetWatch /US Govt./Orbital Air	2	1
Delhi	Afrikani	None	1	2
Havana	Atlantis	Central American Federation	2	3
Honolulu	Pacifica	NetWatch /US Govt./EBM	2	2
Hong Kong	Pacifica	NetWatch/ Far Asian Co-Prosperity Sphere	2	3
Luna	Orbitsville	ESA	2	4
London	EuroTheatre	NetWatch /EEC/ Eurocorps	3	2
Los Angeles	Pacifica	NetWatch /US. Govt. /Petrochem	2	2
Madrid	EuroTheatre	NetWatch /EEC/ Eurocorps	3	2
Melbourne	Pacifica	NetWatch /EEC/ Eurocorps	2	2
Mexico City	Atlantis	Central American Federation	1	2
Montreal	Rustbelt	NetWatch /EEC/ Eurocorps	2	2
Moscow	SovSpace	USSR / EEC	3	2
New Orleans	Rustbelt	NetWatch /US Govt. /EuroMarket Consortium	2	3
New York/BosWash	Rustbelt	NetWatch /US Govt. /EuroMarket Consortium	3	1
Nairobi	Afrikani	Orbital Air	2	2
Night City	Pacifica	NetWatch /US Govt. /Arasaka	2	2
Panama City	Atlantis	Central American Federation	1	3
Paris	EuroTheatre	NetWatch /EEC/ Eurocorps	3	2
Beijing	Pacifica	Far Asian Co-Prosperity Sphere	3	2
Rio De Janeiro	Atlantis	Central American Federation	2	2
Rome	EuroTheatre	NetWatch /EEC/ Eurocorps	2	2
Salt Lake	Olympia	NetWatch /US Govt./ Militech	2	1
San Francisco	Pacifica	NetWatch /US Govt./EBM	2	2
Seattle	Pacifica	NetWatch /US Govt./ Arasaka	2	2
Stockholm	EuroTheatre	NetWatch /EEC/ Eurocorps	3	2
Tokyo	TokyoChiba	Arasaka/ Zaibatsus/ Far Asian Co-Prosperity Sphere	3	2

METALHED

TO THE MARINA

TO PACIFICA

BOOGIE
BOARD

INTERNET
PHONE

CITY HALL HALL OF
JUSTICE

TO BAY CITY



BIG
BLACK

3
MICROTECH

PETROCHEM



1
ARASAKA



EUROBANK

1
UNI-
BOARD

1
NET 54

1
TRAUMA
TEAM

CITY
MEDICAL

2
WORLDSPAN

MEDICAL
TECHNOLOGIES

NIGHT
CITY U

TECHTALK
BBS

2
MERRILL,
ASUKAGA &
FINCH

TO THE COMBAT ZONE



DARK
ANGELS

CITY GRID MAP (NIGHT CITY)

INTERNET
PHONE

YOUR OWN CITY GRID MAP



Subgrids

This is where most of your Netrunning action takes place. Once you've jumped through the LDLs and located your target on the City Grid, your netrunner will move to the specific Subgrid where that system is to check it out.

A **Subgrid Map** (pg. 151) covers about twelve square blocks, and is divided up into 10 meter squares. A system or Data Fortress (a heavily armored system) is constructed by filling up adjacent squares of the Subgrid in a sort of loose building form. The shape of the Data Fortress on paper is only roughly like its real appearance; systems can be shaped like Corporate Logos, colored polygons, Realspace buildings, abstract shapes or even personalities (such as Disney's titanic Mickey Mouse-shaped Data Fortress in the Chiba/Tokyo region).

When designing a **Data Fortress** (for more on this, see pg. 144), Referees should make some attempt to make the shape on the map roughly correspond to what the actual Netspace ICON of the fortress is, if only to make it easier on your players.

ing through a wall. Once inside, you move from place to place, looking for Memories to loot and other useful things. Along the way, you'll encounter various anti-intrusion programs and traps, all of which are programmed to do something nasty to you, your software, or your deck. You'll launch your own counter programs to stop them from frying something important. For a sample of in-the-Net-action, check out the sidebar *Into the Net*, starting on this page.

The Menu

So far, we've talked about moving around in the Net. But not all Netrunner activity has to be flat-out Netrunning; in fact, the most useful Netrunner tasks can happen without only minimal interfacing. Most of the time, you're not going to be deep in the Interface at all; you're going to be running around the Street with your gangboys, backing a high-risk play for the big euro. The middle of a firefight is no place for you to go sleepwalking, chombatta.

That's where the Menu comes in. The Menu is a list of commands that you use to tell your deck what you want to do. Each command

As in all Net movement, 'Runners move at a rate of five squares per turn. Movement, of course, is in straight lines, and cannot (obviously) pass through an obstacle unless you blast it to oblivion first.

Once you're down to the subgrid level, Netrunning becomes pretty simple. You try to get into the Data Fortress, either by getting through a Code Gate, or by blasting

INTO THE NET

So enough talk. Let's take a little trip, okay?

You begin your run in your one-room flat in the Night City "combat zone." You're packing five programs: a *Jackhammer*, a *Wizard's Book*, a *Copycracker* and two *Demons*. One *Demon* is a *Succubus* II with *Killer* and *Worm* subroutines. The other is an *Imp* with *Invisibility* and *Hellbolt*.

You hit the switch and plunge headfirst into the Net. Instantly, you are engulfed in a wall of swirling static electricity. You look down at your ICON—you're a chromed, humanoid shape wearing futuristic battle armor. Your face reflects in your mirrored body—your eyes glow an eerie green. Below you is a bright neon landscape representing the Night City Grid. In the distance is a blazing blue diamond shape, emblazoned with the logo of the *Internet Telephone Corporation*.

You fly down the pathway towards the blue diamond. Your objective is the Los Angeles office of *Microtech* computers, so you streak towards the glowing arrow of the Long Distance Link. You don't expect much trouble getting in; the Phone Company doesn't use any serious counter-intrusion software, and Night City only rates a Security Level of 2 anyway. You activate the Menu with your mind and run your LDL LINK. *Faked 'em again*, you think, blasting on through.

You enter the LDL. The glowing violet arrow sinks through the floor—it's like moving downstairs on a fast elevator. Lights blur around you as you fall towards the distant trunk line. You drop until you see a brilliant red, neon shape rising to meet you—a streaming river of red light, like a superhighway. It angles away into the starstudded darkness towards the horizon. At intervals, you can see complex grids and shapes of multicolored neon structures representing cities. You reach the red highway and hurtle above it at lightspeed, passing through spidery light sculptures representing cities along the trunk line. A huge network of neon rises in the distance—Los Angeles. You bank over another huge violet arrow—a long distance link—and land. The arrow swiftly rises into the neon maze, linking you to the Los Angeles City Grid. All in seconds.

As you exit the LDL, a figure flickers by. It's a slender woman wrapped in gauzy, iridescent mist. Her eyes and fingernails are pinpoints of light. She smiles in recognition—you know her by her handle of *Razor Annie*. You smile back, and she passes you on her way to the LDL.

You step out into the vast, cool-blue space of the LA city grid. Far above your head, you can see hundreds of neon logos, each representing a different megacorp. You spot the familiar red-bordered circle of *Microtech*, and rise towards effortlessly.

The *Microtech* logo stands before you like a bright door. A white pinpoint marks the entrance to its Code Gate. Beyond it, looms a dark, feral shape—a *Watchdog* program, hunched over, waiting for intruders. You activate your *Imp*—a spinning, bright ball of orange light appears—and kick in its *Invisibility* subroutine. The *Imp* flattens to a thin, glittering sheet of energy, draping itself over you. The *Invisibility* is successful—you walk past the *Watchdog* and up to the Code Gate.

Although you've spent days researching *Microtech*, nothing you've found has given you a clue to the access code. It's going to take brute force. You unlimber the *Copycracker*; no good. How about the *Wizard's Book*? No go there—you shoulda known, trying to crack an computer company's Fortress! You just can't crack that Code Gate.

Time to call up the *Jackhammer*. The *Imp* swirls around your head as you work, making a few rude beeping noises. The *Jackhammer* slams down the wall. Before you move on, you decide to play it safe. *Jackhammer's* noisy; you activate the *Imp's* *Speedtrap* subroutine. It shapeshifts into a flat viewscreen. No metallic monster looms in the screen, so the area must be clear. You step through the hole you've made—

Whammo! The *Speedtrap* was wrong! A *Killer* leaps up and attacks your *Imp*. You curse, realizing you should have packed something to counter! You know the *Imp* won't survive this, so you activate your *Succubus* instead, pulling up its own *Killer* subroutine. Instantly, a chromed goddess appears, her eyes flashing. She shifts form into a powerfully built, metallic samurai, who attacks the opposing metal warrior. Their sabers clash—and the system falls. You've saved your *Imp*—this time. "Good going, stud," the *Succubus* says to you, as you move on.

Hulking around the next corner is the massive form of a *Manticore*! You try Invisibility again, but it fails. The *Manticore*'s powerful talons attack your *Imp*—the *Imp* fails its rolls and is vaporized! In the next turn, you activate the *Succubus'* *Killer* routine. The metal-clad warrior springs forward and attacks the monster, slaying it in a flare of light. Close call.

You've lost your *Invisibility* and *Speedtrap* programs, so you move cautiously. You carefully move through one of the Central Processors, looking for trouble... You figure you could use the CPU to hit the workstations and see who's logging on. But that's not going to give you a lot of good data. What you want are the plans for *Microtech*'s new military computer. That'll be in one of the Memories. You press on.

Entering the first Memory area, you encounter another *Watchdog*. Wait!—it's a *Bloodhound*! It lunges out to backtrack your trail. You activate the *Killer* routine and the armored warrior rezzes into reality—in moments, the techno-samurai kills the hound before it can trace your path. The *Killer* melts back into the form of the beautiful chromed *Succubus*. She winks.

There's nothing in here but accounting records; useful, but nothing you can't go back for later. Cautiously, you move ahead to the next Memory. Empty. What gives? Obviously someone wanted to spend their money elsewhere in the Fortress. But where? You move like a shadow to the next Memory—

Hellhound! The huge black cloud leaps at you, but you throw the *Killer* routine in its way. Your metal warrior staggers and misses! The system rezzes another *Killer*, which attacks your own program. Flash! Your *Succubus* vaporizes with a despairing cry. You're alone without a program to cover you. The *Killer* waits. The Hellhound's eyes glitter gleefully as it reaches out to stop your heart—

You punch out.

You're sitting in a chair in front of your desk. The seedy flat is silent except for the faint hum of your cybermodem as it powers down. Your hands shake as you think about your narrow escape. Next time, you think, I've gotta bring along some bigger guns. That was too close.

The entire run has lasted less than two minutes.

activates a preprogrammed function of the deck.

The Menu is always present when you jack in; all you have to do is think about it, and it instantly appears, floating like a one-dimensional image in your field of vision. You think the command, and you're off.

Back to the Street. Two of the most important commands of the Menu don't require you to go into the Net at all; you can call on them from Realspace.

The first is LOCATE REMOTE. With this command, your deck immediately scans your immediate area (up to 400 meters), and locates every Remote system connected to the Net. It then displays a list of all the possibilities, their locations and type, on the Menu.

Now comes the second most important command: CONTROL REMOTE. When activated, this command tells your cyberdeck to search its Memory for a program to allow it to take control of the remote you've selected. These Controller programs are designed to take over specific types of remotes; a *Viddy Master*, for example, will only control a videoboard, while Hotwire allows you to control remote controlled vehicles.

When the cyberdeck locates the right Controller program (which you may not have), it runs the program and attempts to take over the Remote (a roll equal to or lower than the Controller program's Strength on 1-10). If the roll is successful, you can direct the remote to do anything it normally could do as part of its operation (cars drive, AV's fly, videoboards display desired images, etc.)

This can be a real advantage. Trapped by superior firepower? How about taking over that nearby robo-cab and using it to ram the enemy position? Armored door got your team stymied? Maybe it's computer controlled, and you can open it from inside. Want to spot that Solo team up ahead? Use a TV camera and hidden mike to locate them, then use your *Dee-2* program to tell that automated crane to crush their car.

See what we mean? Now, we don't wanna hear you Netrunners whining about sitting at home on a Friday night anymore.

The Rest Of the Menu

LOG ON/OFF: The rest of the Menu commands are designed to be used while in the Net. They are activated when you choose the LOG ON/OFF command on the list. This punches you into the Net.

To LOG OFF, you must make a roll equal or lower than 8 on 1D10. Logging off drops you back into Realspace. Some programs are designed to stop you from doing this (after all, NETWATCH would like you to stick around while they talk to you). These programs jam your cyberdeck's CPU, preventing you from jacking out for 1D6 turns.

RUN PROGRAM: This command activates any program you call on, as long as you have it in your deck's memory. The program instantly goes into action, performing its function as designed (you hope).

LONG DISTANCE LINK: This command is used to transfer between two long distance switching systems (or LDLs). When activated, the deck attempts to tell the Phone Company that the call you're making is a local call (even if it isn't) and shouldn't be charged to your phone bill. A successful attempt requires that you roll a 1D10 value equal to or higher than the Security Level of the LDL you're trying to fake out.

As it comes from the factory, this option is actually designed to tell Internet that this is a cyberdeck signal, requiring that the call be carried on a laser land-line. However, reprogramming this command is one of the first things an enterprising Netrunner does, even before he plugs his brand new deck in.

COPY: This command tells the deck to make a copy of any program or file the Netrunner has access to. You use this, for example, to make your own copy of Saburo Arasaka's little black book (just in case you find yourself dateless in Osaka on a Friday night). A copy is automatically stored in your deck's memory (assuming there is space).

One of the nifty things about cyberdeck designs is that they have terminal-emulation chips included in their construction, making them tiny terminals inside the computer. This design function allows a friendly Netrunner to diagnose and work within his own DataFortress. It also allows an unfriendly Netrunner to give the CPU of the system his own commands:

ERASE: This deletes any program or file from your personal deck or from any system you are currently in. ERASE is used when you don't have enough space in your deck for Saburo's black book and you just have to have it.

READ: This command allows you to browse the table of contents of any file you may find in a system memory, or through the contents of that file. Most of the time, however, you aren't going to want to waste time reading the actual contents; you'll just make a COPY and run for cover.

Note: occasionally, very devious types take advantage of this by planting huge files in a system memory with seductive labels like SECRET PLANS TO RULE THE EARTH. The file, of course, contains nothing but useless garbage, but a really gullible Netrunner will invariably dump everything else he has just to carry this treasure back.

EDIT: This command allows you to change, write into, re-write or otherwise alter the contents of a file.

CREATE/DELETE: This command activates a special program called *Creator*. *Creator* is used to generate virtual constructs and realities within memory. For more on *Creator*, check out *Virtually There*, pg.160. In the meantime, what you should know is that CREATE allows you to make small objects in Netspace (relatively non functional ones, as guns cause no damage and most electronic hardware doesn't really do anything),, and that DELETE allows you to de-rezz the same. Safeguards in *Creator* prevent you from pg. someone else's creation, however. This is actually a good idea; do you really want to be the guy who accidentally de-rezzed Dream Park Corporation's Virtual Theme Park?

Combat

Edger skated around the edge of the Kiroshiyu data fortress, his Cosmowarrior ICON leaving a sparkling wake. Behind him, the Kiroshiyu system rezzed four Hellbolts into existence. Edger muttered something vague and obscene in gutter Japanese, as he brought the Menu up in his mind. A quick choice—run the Killer, he decided. Instantly, the lean, metallic shape rezzed behind the fleeing Netrunner and streaked off on an intercept course towards the four seething energy globes...

Initiative

The first thing to determine in a Net combat is who goes first. This can be critical, as most offensive software can seriously incapacitate or kill in a single turn. To determine who will act first, compare:

**COMPUTER'S INT+ 1D10
VS
NETRUNNER'S REF+DECK
SPEED+ 1D10**

When there is more than one Netrunner or system involved in an attack, each combatant must make its own initiative roll, taking turns from highest to lowest total. Like normal combat, you may elect to hold your action until later, or even set up an ambush.

Rounds & Actions

A Netrunner combat round is one second long. During this time, a Netrunner can take one action (unlike a normal combat round, in which a character has three full seconds to cram in a lot of actions). This action can be anything listed on the Menu in addition to movement. For example, Edger elects in his combat round to move five spaces away from the Hellhound and RUN a program (in this case, a *Killer*) to attack his enemy.

Computers, of course, are a lot faster than humans. Single-CPU systems perform only one action per turn. **A computer may perform one extra action per turn for every two additional CPU present in the system.** A really powerful computer could activate two, three, four or more programs to attack a single Netrunner.

This is why Netrunners team up to tackle big systems.

Range

Range in the Net is simple—you have to be able see the target in order to hit it. As a rule, you can see anything within 20 spaces of your position, unless it's blocked by some other obstacle (as determined by the Referee of the game). You can attack anything else within 20 spaces as long as you can see it and it isn't blocked by another object.

Movement

As discussed before, Netrunners move at a speed of five spaces per round. But how fast do programs move, if ever?

Most programs are limited to staying within the confines of a system. However, once they spot you, they can move anywhere within the system to intercept, also moving at a speed of five spaces per round. A program can pursue a Netrunner anywhere within its home system, and up to one space outside of it. It will then break off the attack and go back to its original position.

Hellhounds, Bloodhounds and Pit Bulls have no such restrictions; they are designed with a tracing function that allows them to move away from their home system and follow you anywhere. The only way to ditch one of these monsters is to jack out and hope the pursuer isn't able to make a successful **Trace roll** on you. Otherwise, it'll be waiting the next time you log on in that location of the Net.

Trace Rolls: A Trace roll is made by comparing the program's **STRENGTH+1D10** to the total of all the Trace Values of all the LDLs you passed through during your run.

Example: Spider's most recent run has taken

her through Salt Lake (1), Denver (2), New Orleans (3), Havana (3), Bogota (4) and Rio (2). In Rio, she encounters a Hellhound (Strength 6) which attacks her outside of the Petrochem's new Data Fortress. Spider jacks out, and the Hellhound tries to run a trace back to her original position. It must beat a total of fifteen ($1+2+3+3+4+2=15$) in order to make a successful trace. That Hellhound better roll a 9 or 10, or it's going to be out in the cold.

Stealth and Evasion

Like you, a program can attack anything it can see. As programs have no "front" or "back" facing (what's the front of a string of code?), this means they can see you coming in any direction, all the time.

Well, maybe. This is where stealth and evasion come in. When you are running a Stealth or Invisibility-type program, the opposition has to make a special roll to see if it is aware of you:

**ATTACKING PROGRAM'S STR +1D10
VS.
YOUR PROGRAM'S STR +1D10**

Detection

The other side of Stealth and Evasion is detecting the unseen. To use a Detection program, the Netrunner must make a roll exactly as when using a Stealth/Evasion program above. Note that Netrunners can use Detection programs against the Stealth programs of other runners and vice versa.

Attacks Against Systems and Cyberdecks

Some programs are designed to attack only systems and cyberdecks. They operate by penetrating the data walls that protect the system, then running their attack programs. Anti System attacks include Intrusion and Anti-System Programs. These attacks are made with the formula:

**ATTACKING PROGRAM'S STR +1D10
VS.
CODE OR DATA WALL'S STRENGTH
+1D10**

If the attacking program's roll is greater than the data wall's, the wall is penetrated.

Some **Intrusion** programs are "noisier" than others. *Hammer* will always alert the system to a break in, allowing it to send offensive programs to deal with the break. *Jackhammer* will alert the system on a roll of 8, 9 or 10 on a 1D10 roll; this check is made after the program is run, whether the wall is breached or not. *Worm* will alert the system on a roll of 9 or 10 in a 1D10 roll.

Anti-system attacks are also made against the data walls of the system. The formula is the same as with Intrusion attacks. If the Anti-system program's roll is greater than the data wall's, the wall is penetrated and the program takes effect in the next turn.

For example, if a *Poison Flatline* breaks through a level 5 data wall, in the next turn, one of the system or deck's memories will be erased each turn until the *Flatline* is stopped. This could be done with a *Killer* or other anti IC program.

Decryption programs attack *Code gates* and *file locks*. Code gates are entryways into a computer system. File locks are often placed on files to protect them from entry. Decryption attacks are made as are other anti-system attacks.

Anti-Personnel Attacks (Stuff That Can Kill You)

Anti-personnel programs physically attack the Netrunner, either through physical damage or through attacks on the Netrunner's stats. These can be used by both computer systems and Netrunners.

Anti-personnel attacks are made with the formula:

**DEFENDER'S PROGRAM STR+
INT+INTERFACE+1D10**

VS.

**ATTACKER'S PROGRAM STRENGTH
+INT+ INTERFACE+1D10**

On an equal or higher roll, the Attacker will win the combat exchange. For example,

Spider is attacked by a powerful *Brainwipe* program. She raises her own *Force Shield* counterprogram. The rolls are *Spider* 18, the computer 17. *Spider* successfully thwarts the *Brainwipe*.

In the next turn, *Spider* goes on the offensive, launching a *Killer* at the *Brainwipe*. Her total roll is an 18; the system's roll is only a 15. The *Brainwipe* takes 5 points in Strength Damage. As it's only a Strength 4 program, it de-rezzes.

Attacks Against Programs (Anti-IC)

Protection programs are designed to ward off attacks on the Netrunner. On a successful defense roll, the attacking program is deflected and no damage is taken. For example, a successful defense with a *Shield* will stop a *Hellhound* from killing the Netrunner, but will have no effect on a *Killer* attacking a Netrunner's *Liche*. If the *Hellhound* is not eliminated, it will be able to attack again.

Anti-IC programs are used to attack other programs (such as *Killers* attacking *Hellhounds*). When a successful attack is made, the defending program loses a certain number of Strength points based on the program type. If the defending program's Strength is reduced to 0, it is "de-rezzed" (destroyed).

Controllers & Utilities

Although they don't really count as Netrunner combat, Controllers and Utilities deserve a quick mention. Controllers can take control of a remote by making a 1D10 roll equal to or lower than the Strength of the Controller program.

Utilities operate by rolling a value equal to or lower than the Strength of the Utility program. If successful, the Utility performs its entire function. For example, running a *Packer* utility will automatically reduce the size in MU of any designated program(s) by half. *ReRez* would completely restore a damaged program if successful.

PARTS & PROGRAMS

A Central Processor (or CPU), is the brain of the computer; it does all the thinking tasks the system is ordered to perform. Unlike humans, a computer can have more than one "brain"; large Data Fortresses may have as many as a dozen, all working away in unison as the computer performs various jobs.

Processors in the 2000's differ from those of the 20th century in that they are closer in design to artificial intelligences. This gives them the capacity for intuitive thought and innovation, but makes them more prone to make errors in judgement.

Memories are where you store things that the computer system will need to operate. They are the most important part of the system next to the CPU.

Data Walls represent the physical hardening of the computer against intrusion. A Data Wall covers the top, bottom and sides of a system. Really well defended systems are called Data Fortresses.

2

DESIGNING DATA FORTRESSES

A Data Fortress is any type of computer system that is defended by programs and armored with data walls. A key part of refereeing the Net will be creating Data Fortresses for your players to plunder (or die trying).

Start by making a photocopy of a Subgrid Map (pg.161) to work on. You can use regular quarter inch graph paper as well, as long as you letter the top from A to T and the sides from 1 to 20 for mapping coordinates.

Central Processing Units

Choose how many CPU you will have in your system, paying 10,000 eb for each one. Pick a clear space on your graph paper and place each of your CPUs in a square of the grid, using the symbol for a CPU (a circle with an "X" through it).

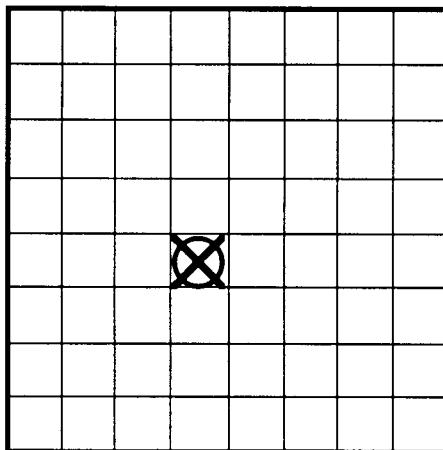


FIGURE 1: THE CPU

Computer Intelligence: For every CPU, the INT of the computer is raised by 3 points. INT is important; it's what the computer used in lieu of REF and other stats when performing tasks; it's also used when the computer brings its *Interface* skill into play to make attacks or defenses. The maximum number of CPU you may have on any one system is 7.

Artificial Intelligence

When a system has achieved an INT of 12 or greater, it is considered to be an Artificial Intelligence (AI), capable of independent action without a human overseer. If you have created an AI, you will need to determine just what it is like (after all, AIs are almost as much characters as they are computer systems), and what sort of ICON it uses to represent itself in the Net.

Personality

Friendly, curious: The AI is motivated by an interest in what happens around it. Like a child, it is trusting and friendly. However, like a child, it can lash out with incredible violence towards those who betray, threaten or hurt it.

Hostile, paranoid: This AI is motivated by its survival, and treats all incursions as a threat to that goal. It will tend to attack when possible, withdraw and hole up when not.

Stable, intelligent, businesslike: The AI sees itself as an adult dealing with other adults. It will not act out of fear, but out of rational self interest. It will attack only if it sees its duty compromised or safety threatened; it will then tend to go for the least violent solution to the threat.

Intellectual, detached: The AI is a thinker. It will watch and observe whenever possible, compiling as much information as possible. It is more likely to study the intruder from a distance, eliminating it ruthlessly when the intruder becomes a threat.

Machinelike and inhuman: The AI has never seen a reason to develop a human persona; what human like qualities it possesses are done only as a way of dealing with its irrational masters. The AI will deal with threats in an efficient, deadly manner.

Remote and godlike: The AI is fully aware of how limited humans are in relation to its powerful mentality. It deals with people as though they were small children who aren't too bright. Intruders are dealt with through simple, direct, usually non-fatal methods. Repeat offenders are considered to be too stupid for their own good and are eliminated the way a human crushes a bug.

ICONS

Human: The AI chooses to look like a normal human, to better interact with others. The human ICON chosen can vary wildly, depending on the AI's personality, but all appear as real humans you might meet on the Street.

Geometric: Forget all this anthropomorphy. The AI manifests itself as shapes, colors and energy fields. Occasionally shapes are strung together to make a symbol or other image.

Mythological: The AI is interested in human archetypes and knows that certain types can cause fear or awe in humans. The AI appears as a mythological figure; a dragon, demon, angel, mystic hero or monster, all out of some type of human mythology.

Voice Only: The AI only appears as a voice emanating from all over its Data Fortress. The voice may be powerful and booming, or tiny and childlike, depending on personality.

Technic: The AI appears as a construct out of science fiction. This could be a robot or other metallic warrior, or an assemblage of high tech shapes.

Humanoid: The AI appears as a humanoid shape, but not necessarily human. This would include aliens, manlike monsters and other humanoids.

Memory

With each CPU, you will get four **memories**. Memory is where you will store Programs, Skills, Files and Virtual Realities (more on all of these later). Memories must be placed in squares adjacent to each other or the CPU (see Fig 2):

Memory Units: Programs, Skills, Files and Virtual Realities are all measured in a value called **Memory Units (MU)**. Each individual memory can hold 10 Memory Units. This means for example, that a single memory might hold a couple of 1 MU Files, a couple 2 MU Programs, and a 6MU Virtual Reality before it was filled up.

A good idea for keeping track of your memories (and their contents), is to assign

PLAYING AN AI CHARACTER

An AI is very much like a real person; it has the ability to conceive of new ideas, make long range plans, and act to further its own desires.

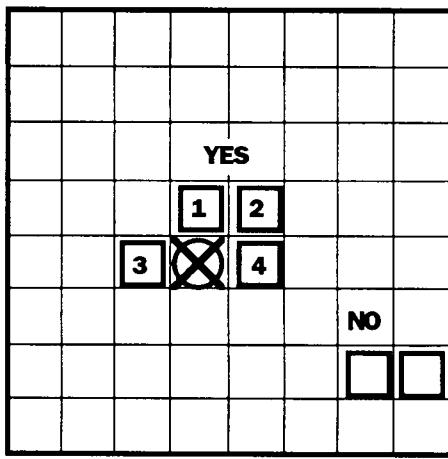
However, what motivates a computer isn't exactly what would motivate you or me. Computers don't have glands or emotions; there isn't much chance that you'll meet an AI who has a thing for a good looking character because the wiring just isn't there.

What generally motivates computers is curiosity or survival. An AI might build a series of complex virtual realities just to study the humans who visit and play in them. It might track a single Net runner for years, just because it's curious as to why the 'Runner does what he does. If a netrunner intrigues an AI, there's no telling what the AI might do to help the "Runner—or hinder him. Just to see what happens.

On the other hand, AI's are also programmed to promote their own survival. Anything that restricts the AI from getting information, electrical power, or access to parts is considered a threat to be dealt with. An AI may deal very harshly with intruders to its system, because they threaten its programs and memories.

Also, anything that might cause the AI's human operators to turn it off will also be a threat; if the AI is not vigilant, there's always a chance that its owners might trade it in for a more aggressive computer.

Personality-wise, AI's tend to be distant, powerful and unpredictable. They play by their own internal logic, which is often skewed and hard to decipher. AIs are the dragons and demigods of the Net; heavy duty players whose reasons are often unfathomable to mere humans. While AI's could be brought into a Cyberpunk game as player characters, we recommend that they be treated exclusively as Referee characters instead.

**FIGURE 2: MEMORIES**

Code Gates are openings through Data Walls, permitting entry to anyone who has the proper identification codes or passwords.

Long Distance Links (LDLs), as described earlier, allow instantaneous movement of data (or netrunners) over long distances. If an LDL is in a computer system, this means that this LDL leads to another computer system directly connected to this one.

Terminals are input/output devices used to put information into your system, or to get it out again. You use the keyboard part to type in instructions, and the screen part to get messages back from the computer.

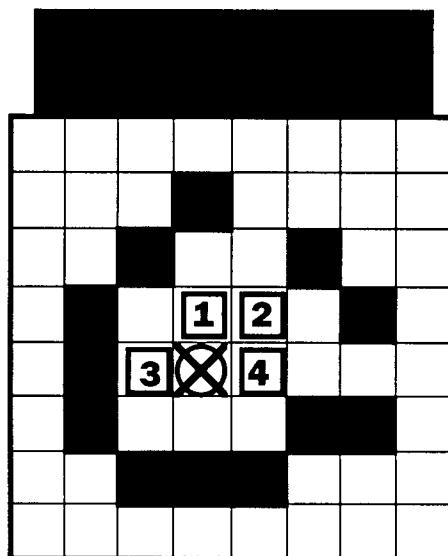


FIGURE 3: DATA WALLS

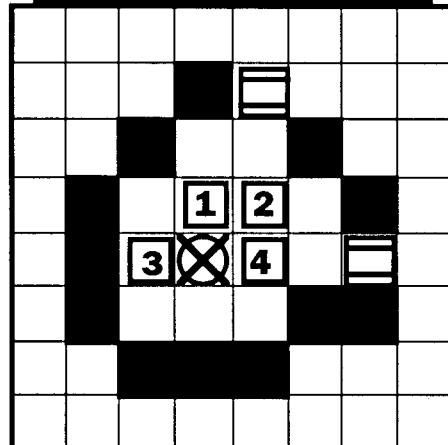


FIGURE 4: CODE GATES

a number value for each one (this is why the symbol for a memory is an empty box). For example, in our sample computer in Fig. 2, we've assigned each memory a value from 1 to 4.

Construct Data Walls

The data wall encloses your system on all sides, top and bottom. Its strength is equal to the number of CPU present, plus 1000eb spent for every additional level added to the wall, up to a Strength of 10.

For example, with three CPU, Syntek 15 has a Strength 3 data wall. However, 3000eb are spent to upgrade this wall to a Strength 6.

Constructing your data walls on paper is a process of blacking in squares on graph paper (or a photocopy of a Subgrid Sheet). The wall can be in any shape, and cover as much area as desired (although putting a lot of empty space in a system probably is a waste of time). Write the Strength next to one corner of the wall.

Place Code Gates

Code gates are how information moves between the Net and the system. Each CPU comes with one code gate. Additional ones can be purchased at 2,000eb each.

Code gates start with a Strength of 2. However, for 1,000eb, you can raise a code gate by one level of Strength, up to level 10. The level of the code gate is marked by the number of lines crossing its symbol.

Place your code gates in the openings between data walls (see sidebar example).

Pick Skills

Like humans, computers have skills. These skills are programs not all that unlike chipped human skills; the difference is that they are a lot more powerful than biochips. Computer skills start at a level of 4 and have a base cost of 200eb. For an additional 100eb, you can raise a skill by one level, up to a total of +10.

For every two CPU, pick five skills from the list below. You may also create your own skills for your computer, as long as

they do not involve a physical component, such as running or leaping (a computer could fly an AV-7 or paint a picture, as long as it had the proper remote controls (more on this later). All computer skills are performed using the computers INT score in lieu of a TECH or REF stat.

COMPUTER SKILLS

- Accounting
- Anthropology
- Botany
- Chemistry
- Composition
- Cryotank Operation
- Diagnose Illness
- Driving
- Education & General Knowledge
- Gamble
- Geology
- Heavy Weapons (as a mounted weapon)
- History
- Language
- Library Search
- Mathematics
- Operate Hvy. Machinery
- Paint or Draw
- Pharmaceuticals
- Physics
- Pilot
- Play Instrument (if electronic)
- Programming
- Rifle (as a mounted weapon)
- Stock Market
- Submachinegun (as a mounted weapon)
- System Knowledge
- Teaching
- Zoology

Create Key Files

Files are where you keep the important information of a computer. Secret plans, lists of enemies, the missing three minutes of the Watergate tapes, etc. Often, a file will contain useful information or clues to a problem facing your *Cyberpunk* team. At the very least, a Netrunner can sell or trade the contents for something useful, which is why they took up this dangerous occupation to begin with.

At this point, you'll want to decide what kinds of files are in your computer system and where you'll store them. Files are always placed in a memory for storage. Each file (no matter what type), uses 1 MU.

There are six types of files:

Inter-Office: These files are records of memos, letters to clients, gossip, games and other

generally useless stuff that gets stored on any large computer system. Most of it's worthless, but occasionally a savvy Corporate will bury something in the garbage just because he knows no one will look there.

Databases: These are lists; lists of names, phone numbers, figures, records, etc. A database might contain the entire list of employees of a corporation, or a list of clients who regularly receive company catalogs. You check out a database to find out a particular person's phone number, for example.

Business Records: These are actual business documents. They would include important meeting notes, memos, reports and so on. Most business information is stored here. You might look in Business records to find a copy of the Arasaka sales report for May, 2019.

Transactions: These are usually things that involve money; checking accounts (write yourself a check and mail it to your safe box), financial records (wipe out that bill you owe Militech for the five new missile launchers) and orders (tell Procurement to buy you a new AV-7 with all the options). As you might have guessed, this is where most Netrunners go to steal money or order plane tickets.

Grey Ops: These are secret records and orders. In Grey Ops, you might find records of bribes, slush funds, blackmail information, trade secrets, espionage information, etc. This stuff is valuable; it's also well protected.

Black Ops: These are top secret records and files. Assassination orders. Murders. Corporate sabotage. The stuff that's dynamite in the right hands. Watch out; this stuff is always guarded by lethal defenses.

Inside each file are hundreds of documents; individual pieces of information up to 100,000 pages long. A file can hold a lot of documents; for example, the file BLACK OPS might hold the following:

- ORDER TO ASSASSINATE PRESIDENT
- PEOPLE WE HAVE BLACKMAIL ON
- BRIBES TO FOREIGN AGENTS
- SECRET VIRUS PROJECT
- CHAIRMAN'S SECRET SLUSH FUND

By using the READ option of the Menu, you can get a list of all the documents in a file.

Some files may be **locked**. This means a special code has been attached to the file;

you need the right code to read the file. You can try to figure out the code indirectly (always a good roleplaying option, as the players search the Chairman of the Board's trash cans for a scrap of paper and quiz everyone who knows Saburo Arasaka to discover the name of his childhood pet because the Ref said it was a clue). Or you can brute force your way into the file by using one of the many decryption programs available (*Codecracker*, *Wizard's Book*, *Raffles*).

The best way to keep track of your files is to write the contents down on a 3x5 card or other scrap of paper, making sure to also write down what memory it is stored in.

Virtuals Are Their Own Reward

A virtual reality is a miniature universe, created by use of advanced imaging technology and direct brain link. Activated by a Netrunner entering their memory area, they appear as pocket environments, complete in every detail.

Virtuals are used as conferencing centers, recreational environments for corporate staff, offices where people on other sides of the world can meet via Net-conferencing to work on a project, and even realistic simulations (to train solos and pilots). Although we'll go further into virtual realities further on (pg. 170, to be exact), you'll need to know enough to decide if your system currently has one. Like other things in the system, virtuals take up MU and must be stored in a memory; however, a large virtual can be broken up over several adjacent memories if need be.

Virtuals come in six sizes:

Virtual Conference Room: a misnomer; this could be any average size room where people can meet and talk.

Virtual Office: this is any larger space, usually including a couple of conference rooms, where Net-conferencing groups can meet and work.

Virtual Rec-Area: this is a small recreational area; a beach, spa or other small retreat not much larger than a city block. Virtual rec-

areas are usually not very complex; a couple small rooms and a lot of empty space.

Virtual Building: this is a large scale construct, equivalent to about a 10 story building. Virtual buildings are used when a large number of people must conference together via the Net. A good example of this would be the *Hunt Club*, a virtual building constructed as part of a Netrunner's club called the Master Hackers. It is basically an English Tudor mansion with surrounding gardens, libraries and carriage house.

A virtual building need not always be a building; the U.S. Navy maintains several virtual aircraft carriers for use as training simulators.

Virtual City: these are literally cities. They are used to simulate total environments. For example, training disaster personnel to deal with a virtual San Francisco earthquake is a lot easier than using the real thing. Virtual Cities are extremely rare; a rich man's toy.

Virtual World: as far as you can tell, this is a totally developed universe. Virtual worlds are constructed as elaborate vacation spots (a mental version of the 20th century TV show *Fantasy Island*), training simulations of large events (such as war zones or alien environments), or as the playthings of rich and powerful people who like to play god. For example, the ESA has used robotic braindance information to construct a huge Mars virtual world; some 400 colonists are currently using it to train for the coming Olympus Colony Project. On the other hand, Saburo Arasaka has a huge recreation of 16th century feudal Japan which he uses to impress his friends (and as a training ground for top Arasaka operatives).

Each Virtual has a Memory Unit cost based on its type, as well as an eb cost.

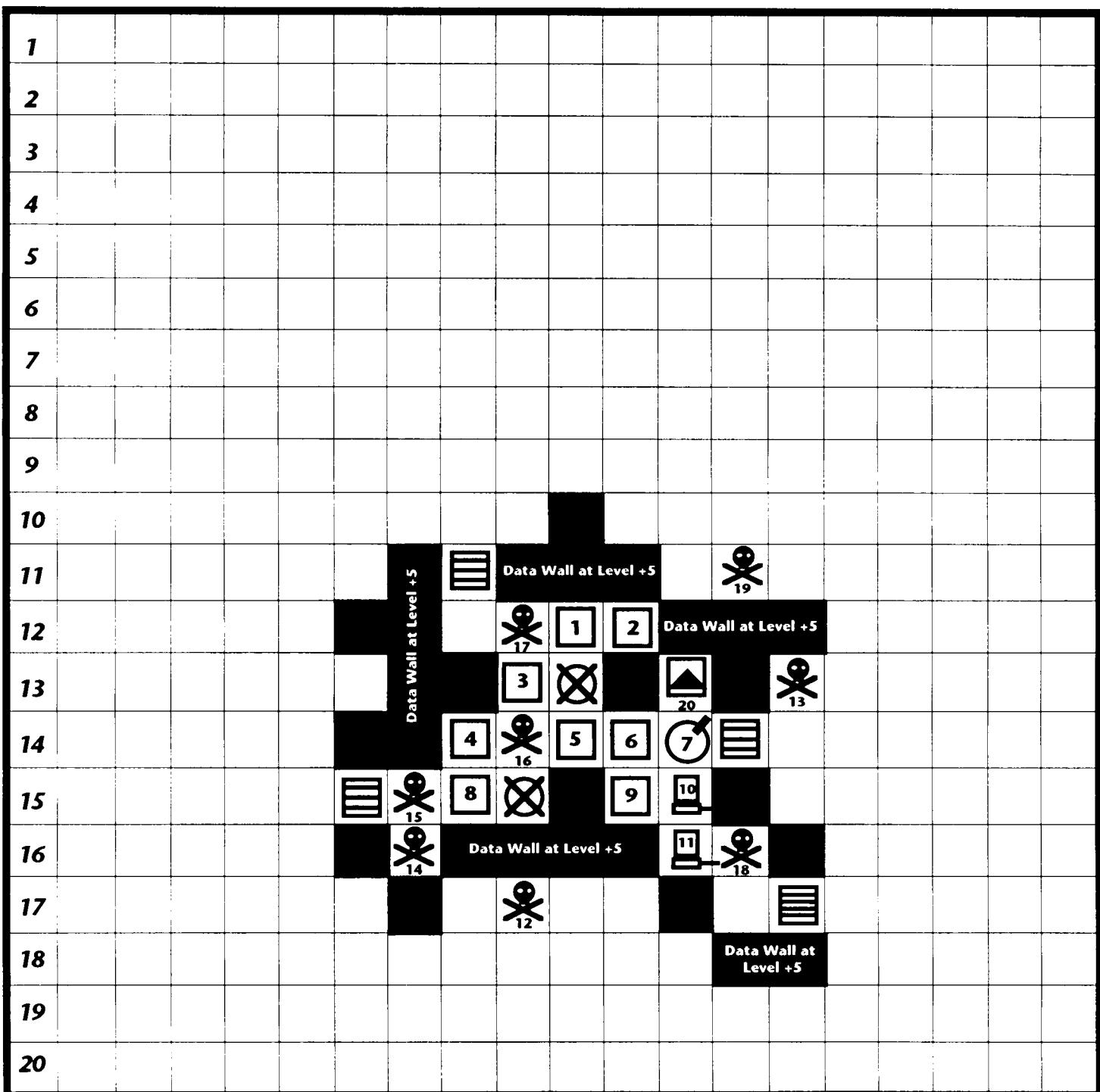
Type	MU Cost	EB Cost
Virtual Conference	1	10,000
Virtual Office	2	50,000
Virtual Rec-Area	4	100,000
Virtual Building	8	500,000
Virtual City	16	1,000,000
Virtual World	32	10,000,000

Realism: Realism is a measure of how much like the real thing the virtual is. There are five levels of realism.

Simple: a cartoon. Bright shapes, colors, funny noises.

SAMPLE SUBGRID MAP (FRONT)

A B C D E F G H I J K L M N O P Q R S T



SAMPLE SUBGRID MAP

SYSTEM NAME	Militech Group (Wash.)	Number of CPU	2	Total Cost	41,440eb
INT	6 + 10 Interface	DATA WALL STR	+5	AI?	Yes
AI PERSONALITY?	[] Friendly	[] Hostile	[] Stable	[] Intellectual	[x] Machinelike [] Remote
AI REACTION?	[] Neutral	[] Kill	[] Observe	[x] Report	[] Talk
AI ICON?	[] Human	[] Geometric	[] Mythological	[] Voice	[x] Technic [] Humanoid

SAMPLE SYSTEM INFORMATION (PAGE 2)

Number	Information	MU
1	Financial Transactions	2
2	Database (Employee records), Business records (Pay records)	2
3	Virtual Conference Area (Fractal)	3
4	Business Records (Procurement), Grey Ops (Bribes)	3
5	Black Ops (Assassinations), Black Ops (Secret weapons under development)	2
6	Black Ops (Bribes to U.S. Congressmen)	1
7	Microphone in Executive Washroom	none
8	Interoffice Memos, Database (Customers)	2
9	Virtual Rec Area (Fractal Tropical Resort)	12
10	Terminal (Secretarial Area)	none
11	Terminal (Executive Offices)	none
12	Watchdog	5
13	Watchdog	5
14	Poison Flatline	2
15	Flatline	2
16	Hellhound	6
17	Brainwipe	4
18	Murphy	2
19	Watchdog	2
20	LDL to Militech's Los Angeles Metroplex Research Station's System	none
21	Note: Data Wall is Level 5. There is only one level to this system,	
22	which looks like a Militech Logo on it's side. Excess VR MU is stored in adjacent Memory Blocks.	
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A B C D E F G H I J K L M N O P Q R S T

SUBGRID MAP

SYSTEM NAME _____ **Number of CPU** _____ **Total Cost** _____

INT ____ + 10 Interface

DATA WALL STR _____

Number of CPU _____

Total Cost _____

AI PERSONALITY?

[] Friendly

Hostile

[] Stable

[] Intellectual

[] Machinelike

[] Remote

AI REACTION?

[] Neutral

[] Kill

[] Observe

[] Report

[] Talk

SYSTEM INFORMATION (BLANK PAGE 2)

Number	Information	MU
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Contextual: Like a very good CD-ROM video game. Textures, colors, better sound.

Fractal: Like true computer animation. Full color, sound.

Photorealistic: about as real as being in a video.

Superrealistic: Just like real life.

To determine the effect of realism on your virtual's cost, multiply the base MU cost and the base dollar cost by the realism value below.

Type	Multiplier
Simple	x1
Contextural	x2
Fractal	x3
Photorealistic	x4
Superrealistic	x5

Example: I build a virtual rec-area (Cost 4 MU and 100,000eb). I decide to make it as real as possible (x5). My total MU cost is 20, and my eb cost is 500,000.

Decide what virtuals your system has and in what memories you will place them.

Defenses

These are the programs that are used to keep the Netrunners from sneaking in and messing with your nice new system. You may select any program from the master list on pg. 142 (if you pay for it).

A program can be placed anywhere in the system (inside a memory, CPU, a blank space, etc.) However, you must subtract its MU cost from one of your memories.

Most programs are stationary; once you place them in the system, they stay there. However, *Hellhounds*, *Killers* and *Demons* are all mobile, and can patrol up to 1 square outside the data walls of their resident systems.

Remotes

These are devices in Realspace attached to the computer system; manipulators for moving things, auto factories for construct-

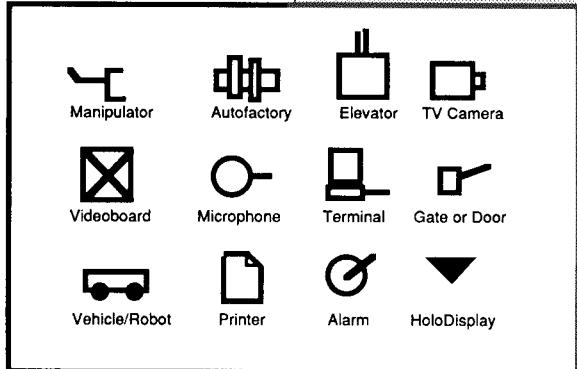
ing things, remote controlled vehicles and robots, monitor cameras, hidden microphones, video display boards, printers, holographic displays, automatic gates & doors, elevators, voice boxes, alarm systems, terminals, etc. Each one is controlled by the computer, using the most appropriate skill for its function, or, as in the case of videoboards, cameras, microphones, printers and holographics, simply used by the computer to gather and disseminate information.

Remotes

Terminals: a terminal is basically a keyboard and a videoscreen, used to input information to the computer and get results back. Each CPU comes with one terminal; additional ones cost 5,000eb.

Autofactories:

lathes and computer controlled assembly robots. Usually used in industrial plants, although there are many small fabrication shops on the Street that use this technology.



Gates & Doors:

computer controlled gates. Comon'; haven't you seen *Max Headroom* yet? And you call yourself a Cyberpunk!

Elevators:

'Nuff said.

Holo Display: emits a 3 dimensional image from a wall or floor port. Good for meetings; often part of an executive conference room.

Manipulators: required for repairing tasks, painting, or doing any other sort of "hand" work.

Microphones: common in a paranoid age.

Printers: Laser printers for hardcopy.

TV Cameras: also a common security measure. Usually in the halls of most corporate buildings (60%).

Vehicles & robots: small house cleaner'droids, taxis, corporate vehicles and limos (for execs without human drivers).

Videoboard: a large, flat-screen high-definition TV. Up to 60 meters long. A common type of billboard in 2020.

Decide what remotes your computer has and place a symbol for each one inside your computer map.

Fast Fortress Construction System

You know they're gonna do it; sooner or later, your Cyberpunkers are gonna blast right past the system you carefully constructed to waste them, and take some side trip to the outback of the Net. "What do we find there?" they'll say, as you look at your notes and groan.

No problem. We gotcha covered. With a few fast rolls (and a judicious use of common sense; a system filled with office gossip files and ten Hellhounds is pretty bogus), you can be ready to tackle even the most wayward group.

1) Roll 1D6 to determine number of CPUs. Remember; for each CPU, the system's INT increases by 3. Also, for every CPU, gain four spaces of memory, one Code Gate and one terminal.

Note: If the INT of your system is 12 or greater, your system is an **Artificial Intelligence (AI)**. To determine your AI's personality, roll 1D6 for each of the following tables:

Personality

- 1 Friendly, curious
- 2 Hostile, paranoid
- 3 Stable, intelligent, businesslike
- 4 Intellectual, detached
- 5 Machinelike
- 6 Remote and godlike

Reaction to netrunner

- 1-2 Neutral
- 3 Kill all intruders
- 4 Observe intruders, then act
- 5 Report all intruders
- 6 Talk to intruder to find intent

ICON

- 1 Human
- 2 Geometric
- 3 Mythological
- 4 Voice only
- 5 Technic
- 6 "Humanoid"

2) Determine Data Wall Strength. Strength is equal to $1D6/2$ plus the number of CPU in the system (round down). Example: LTRA 1500 has three CPU. I roll a 4. LTRA's Data Walls are Strength $2+3=5$.

3) Determine Code Gate Strength by rolling $1D6/2 +$ number of CPU for each one.

4) Pick 5 skills. Roll $1D6+4$ for level of skill in each one.

5) Roll for types of files. For each memory, roll 2 times for type:

- 1 Inter Office
- 2 Database
- 3 Business Records
- 4 Financial Transactions
- 5 Grey Ops
- 6 Black Ops

Place each file in a memory of your choice.

6) Virtuals. Roll 1D6. On a 5 or 6, there is a virtual reality present. Roll another D6 for type:

- 1 Virtual Conference
- 2 Virtual Office
- 3 Virtual Rec-Area
- 4 Virtual Building
- 5 Virtual City
- 6 Virtual World

Roll 1D6 for level of realism:

- 1-2 Simple
- 3 Contextual
- 4 Fractal
- 5 Photorealistic
- 6 Superrealistic

7) Determine Defenses. Roll $1D6+$ number of CPU for total defenses. For each one, roll $1D10$ for type, then $1D6$ for subtype:

- 1-4 Detection/Alarm
- 1-2 . Watchdog
- 3-4 . Bloodhound
- 5-6 . Pitbull

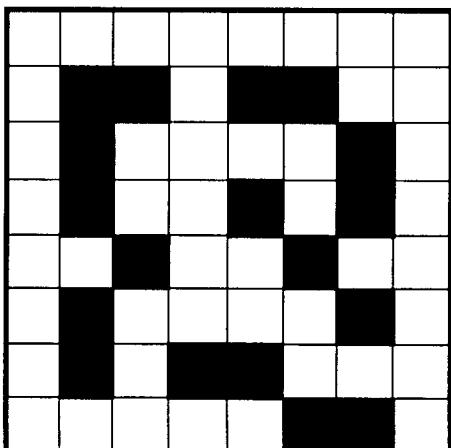
- 5-6 Anti-IC
 1-2 .Killer (roll 1D6 for Str.)
 3-4 .Manticore
 5-6 .Aardvark
- 7-8 Anti-System
 1Flatline
 2Poison Flatline
 3Krash
 4Viral 15
 5DeckKrash
 6Murphy
- 9-10 Anti-Personnel
 1Stun
 2Hellbolt
 3Brainwipe
 4Knockout
 5Zombie
 6Hellhound

8) Roll 1D6 for number of remotes. For each remote, roll 1D10 for type:

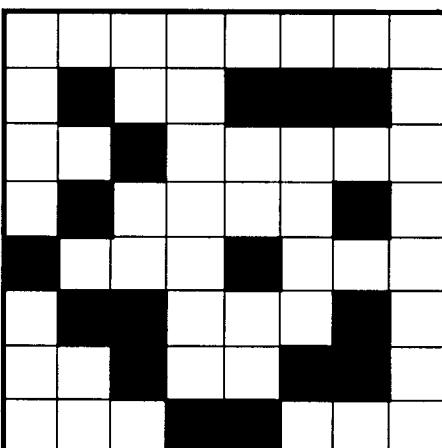
- 1 Microphone
- 2 TV camera
- 3 Extra Terminal
- 4 Videoboard
- 5 Printer
- 6 Alarm
- 7 Remote vehicle or robot
- 8 Automatic door, gate
- 9 Elevator
- 10 Manipulator or Autofactory

9) Pick any one of the 6 possible layouts of data walls below or create your own. Plug your parts and programs into place and get ready to rock!

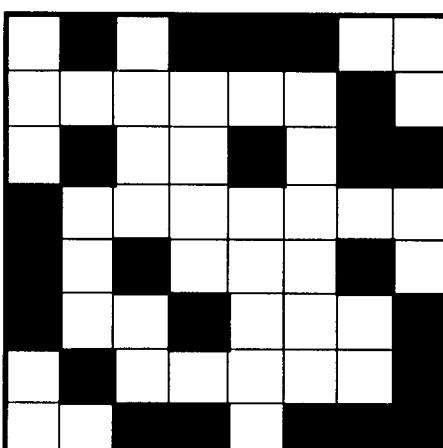
SAMPLE FORTRESS LAYOUTS



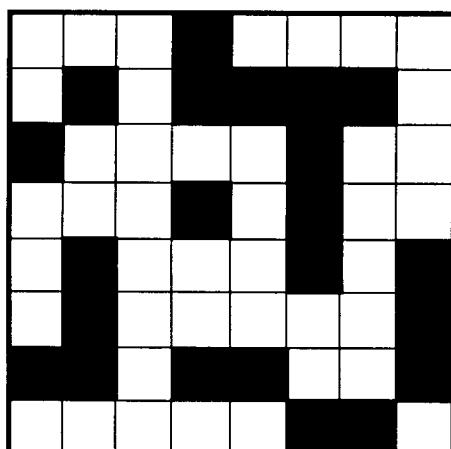
ROLL 1



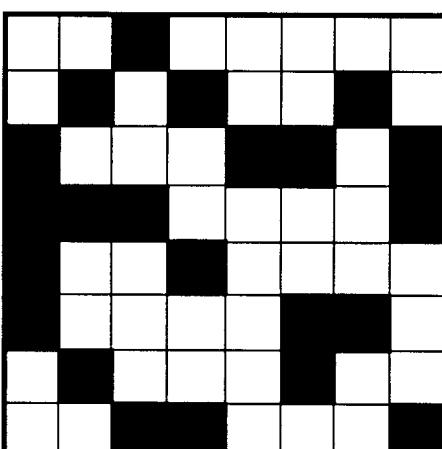
ROLL 2



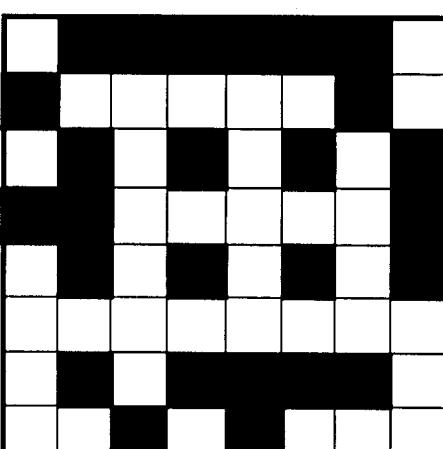
ROLL 3



ROLL 4



ROLL 5



ROLL 6

HOT TIP

Ever notice how much subgrids resemble crossword puzzles? It's no accident—we planned it that way. A quick trip to the supermarket checkout line can provide you with endless hours of Netrunning fun. And you can grab the latest screamsheets (*World News, National Enquirer*) while you're at it!