BLACK CHROME

170+
NEW ITEMS TO HELP *YOU* SURVIVE NIGHT CITY

NEW WEAPONS!

NEW GEAR!

NEW VEHICLES!

AND MORE!

A TECH & STYLE GUIDE FOR Cyberpunk RED

DANGER
girl
LASER
LIGHT
MIDNIGHT ARMS
IGHT ARMS

BLACK CHROME

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CD PROJEKT RED

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You're Cyberpunk. You're gonna love Black Chrome.

Why? It's got everything a Cyberpunk needs. Guns, Cyberware, Gear, Vehicles. Each has been painstakingly crafted by the finest Techs to bring digital tears to your cybereyes and has been properly weighed to keep your campaign in balance. To build this treasure trove you hold in your hands we bent all the rules but broke none that didn't deserve it. With all this new chrome, Complete Package Character Generation will probably take a little longer, but it's gonna be worth it. Customization is the new black, and, as you'll notice, Black is the new Chrome.

This book isn't just full of items, it's also full of lore about those who make those items and how to get them into your hands. You'll learn about the Economy of 2045, meet some Fixers, and tour their Night Markets, fully realized with maps and ideas of what all you can find at each stall. Alongside fan-favorite Corporations, you'll notice plenty of new ones, and as you read through these items, you'll learn their stories. You should read closely; it might help you when those Corps knock down your cargo container door or contact your Fixer for a simple job. Execs, take notes! We hear they are hiring.

Take anything you want from this book. Homebrew it as you please, as is your right. Take a weapon and ponder, "what if this was a Sniper Rifle?". Take it to your Tech in-game and ask your GM (out of game) if it's possible.

Cyberpunk RED is a system for builders, and ***Black Chrome*** is a book full of tools. Use them as you see fit. And make sure to check out our website for free ***Cyberpunk RED*** downloadable content when you need more. There's a QR code below.

Good Hunting,
James Hutt
Senior Game Designer
& Mayor of Balance Town

BY BAD MOON ART STUDIO

USING BLACK CHROME

GETTING THE MOST OUT OF THIS BOOK

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USING BLACK CHROME

WHAT IS BLACK CHROME?

Back in 1991, *R. Talsorian* published ***Chromebook***, a catalog of gear, weapons, vehicles, fashion, cyberware, and more for the classic ***Cyberpunk 2020***, originally created by Benjamin Wright, Mike Roter, Jeff Hexter, and the rest of the I-Con crew. It was, simply put, a book of stuff presented as an in-world catalog Edgerunners could browse to find the latest tech to insert some style and some substance into their lives.

How could we do any different with ***Cyberpunk RED***? ***Black Chrome*** provides the same function, only we've updated the concept for the 2045 era.

Here's the deets. The old Chromebook catalog was managed and generated by the many corporations providing goodies for the up-and-chroming punk of the 2020s. But in the wake of the 4th Corporate War blowing up the supply lines, the professionally sponsored Chromebook catalog foundered. After all, what good is a catalog full of bleeding-edge gear in a world where Fixers and Night Markets serve as your point of contact for snagging up the good swag?

Don't worry, though.
Chromebook's not gone. It just evolved.

In the Time of the Red, Chromebook's like a clunky old car that slammed headlights first into a building and CBK's the shiny new supercycle climbing out of the wreckage.

WHAT IS CBK?

CBK (pronounced Cee Book) is what you might call a Night Market companion app. Just download it to your Agent, for free, and use it to enhance your Night Market shopping experience. Outside of a Night Market, CBK doesn't do much good as all you'll get is a "searching for database" message. Once you hit a Night Market, though, you'll receive an instant inventory of what's available, information on where to go, and even options to buy items without seeing them so some doomba doesn't snipe in and grab your new favorite gun before you can make the trip from the entrance to a booth way the hell over on the other side of the warehouse.

Here's how it works.

The Fixer in charge of a Night Market uses the CBK Fixer app to set up a database of item listings, inputting information like the name and description of the item, the cost, the location in the Night Market, and so forth. Fixers can input their own descriptions and add their own image to an item's listing or pick from thousands of pre-existing choices updated regularly by the fine folks behind the app. This is how CBK makes money, by the way; Fixers pay 1eb per listing to use the pre-existing info and photos (minimum 50eb). Most find the time saved makes up for the cost incurred.

Once they've got their database fully kitted out, the Fixer pushes the *GO LIVE* button and sets their Agent to broadcast inside the Night Market. Many Fixers buy a dedicated Agent just for this purpose since shutting down the app also shuts down the database broadcast.

Meanwhile, as the customers filter into the Night Market, they launch the CBK app on their own Agents. The app searches for a nearby, active database. Once found, it accesses the data from the Fixer's Agent and populates itself with an easily browsable listing of all the goods and services on offer. Users can scan the listings by category or search them using keywords to find items of interest. In calling up a listing, they'll be able to see a picture of the item, read (or listen) to information about it, find out how much it costs, locate its position inside the Night Market, and even purchase it. All from the comfort of their Agent.

There's additional functionality as well. Fixers can use CBK to send alerts to the Agents of Night Market customers, including announcements about flash sales, warnings about impending raids by NCPD or other hostile groups, and friendly reminders about weapon policies or future Market dates. Plus, users can send messages to any Fixer working the Night Market, asking for more information on a product or a private meeting.

WHAT'S A NIGHT MARKET AGAIN?

OR HOW THESE FIT INTO YOUR GAME, GMS.

We keep mentioning Night Markets (**SEE CP:R PAGE 337**) and that's important. In the Time of the Red, Night Markets are the most reliable way to browse a large quantity of expensive goods in a

single location. In fact, Night Markets are so important we've included six examples in this book (SEE PAGE 131) with information on how often they're held, where they're held, what they generally sell, who runs them, and even how your own Player Character Fixer can get in on the action and take part.

Plus, there's a full-spread map of each Night Market, so you know exactly how each looks.

Here's the clever part.

When using one of the Night Markets from Black Chrome, the GM should first determine what goods it sells either randomly, using the rules from the Core Rulebook (SEE CP:R PAGE 338), or by picking and choosing based on their own preferences and goals.

In addition to those items, there's a chance shoppers will find the specific goods listed in Black Chrome there as well.

Each listing (except Apps) contains a line reading: "***Pick-up or Browse at Booth @#***" where @ equals a letter and # equals a number.

The letter indicates one of the six specific Night Markets (SEE PAGE 131), while the number points to a location inside as detailed on its map.

In other words, the GM can just hand over the book to their players and say, "In addition to the cyberdecks, programs, and personal electronics from the ***Cyberpunk RED*** core rulebook, you can also find any item from this book listed as being in a booth starting with the letter B."

Want to do something similar but using a Night Market you've made up? Here's some ideas. If you've got the physical book, attach one of those sticky flags made for notetaking on any item the Night Market offers.

Users of the digital book might need to change it up and offer Players a list with names and page numbers so they can check their own copies.

Either way, giving the Players a chance to browse the in-world listings on their CBK app adds a fun layer of immersion you can't get from just calling out names on a spreadsheet.

DATA

SEE CP:R means check the ***Cyberpunk RED*** core rulebook.

BY SAGA MACKENZIE

READING THE LISTINGS

Here's how to read and work with each item listing in Black Chrome (the position and arrangement of this information might change depending on the item type and listing size).

1. A photo of the item. These photos usually come from promotional images, so the actual item sold by the Night Market might vary in color, features, or condition.
2. The item's name, the manufacturing Corp (if there is one), and the initial amount of Eurobucks the Fixer is asking for.
3. The logo of the manufacturing Corp (if there is one).
4. The sales pitch. In-world info about the item often grabbed directly from press releases, advertisements, reviews, or the back of the box. Much like the image, the actual item sold by the Night Market may not be exactly what the sales pitch offers.
5. This is where we put the important information on how the item works within the rules of ***Cyberpunk RED***. For vehicles, this includes the Nomad Access value (**SEE PAGE 9**). Not all listings include rules text. Some just add flavor to the game.
6. The *Buy Now!!!* button. Users of CBK tap this to buy the item from anywhere in the Night Market. After making the purchase, they can pick it up at their leisure by showing the receipt on their Agent. Buyer beware, though! Few Fixers offer refunds.
7. Just below the **Buy Now!!!** button is information about where you can find the item physically in the Night Market (not present for Apps).

A BIT ABOUT KEYWORDS

In designing ***Cyberpunk RED*** (and this book) we made use of **Keywords**: terms with specific meaning in the rules, repeated as needed. A simple example would be *"Heavy Pistol"*. If we say something is a *"Heavy Pistol"* you know the starting damage, range DVs, Rate of Fire, ammo count, and so forth based on the rules in the core rulebook. ***Black Chrome*** introduces several new Keywords. For convenience, here's a listing of them and their definitions.

App: A program designed to run on an Agent. It can be purchased via the CitiNet or directly from a vendor.

Combination: The weapon combines the features of two or more weapons. It has multiple modes, one for each weapon type. The user must decide what mode to use when attacking with the weapon (for example, either Crossbow or Rifle). Switching between modes does not require an Action. Unless stated otherwise, a malfunction/jam in one mode does not cause a malfunction/jam in the other mode.

Continues to Halve SP When Thrown: Unlike standard thrown weapons, divide SP by half when calculating damage to a target.

Counts as Half of a 2 ROF Attack: Usually assigned to a thrown weapon. When throwing the weapon, it is 2 ROF and not the usual 1, meaning the user can perform another 2 ROF Attack Check if possible.

Cyberfinger: A type of cyberware in the form of a finger. They require a Modular Finger Cyberhand for installation.

Damage Directly to Their HP: The damage is subtracted from the target's HP. Armor does not reduce it, nor is it ablated. The damage is not multiplied based on location.

Destroyed: The item is broken and unusable but can be repaired.

Destroyed Beyond Repair: The item is broken and unusable and cannot be repaired.

Explosive: A device that explodes. They sometimes act like Grenade or Rocket Ammunition in terms of area of effect or damage but cannot be loaded into weapons and often have special rules governing their use.

External Linear Frame: A linear frame worn and piloted, often using Interface Plugs.

Incompatible with <X> Upgrade: The upgrade in question cannot be installed in the vehicle.

Internal Linear Frame: A linear frame installed in the body as Cyberware.

Personal Drone: A drone capable of operating without a NET Architecture.

Requires CitiNet Access: The app or item in question will not function without a working CitiNet connection.

With the Appearance of <X> Fashion: The armor in question is a type of Fashion and cannot be recognized as armor without a DV13 Wardrobe and Style Check or DV15 Perception Check.

NEW RULE: NOMAD ACCESS

Nomad Access is a new rule debuting in ***Black Chrome***, designed to ensure Nomads will always have access to the coolest rides even as we introduce new vehicles to ***Cyberpunk RED***.

Nomad Access allows a Nomad to gain access to a vehicle with Nomad Access equal to their Moto Rank or lower whenever they would add a stock vehicle to their Family Motorpool via "leveling up" their Role's Special Ability.

The vehicle comes with all listed Upgrades. These Upgrades do not require additional Ranks of Moto to install. Unless otherwise stated, additional Upgrades can be added to the vehicle as per normal when the Nomad's Moto Rank increases.

Example: *Stephanie just increased her Nomad's Moto from Rank 4 to Rank 5. Browsing through Black Chrome, she likes the look of the Grundy, a truck that comes with armor and a combat plow standard. Better yet, the Nomad Access on it is 4, so she can grab it as her "one vehicle or upgrade" perk for leveling Moto.*

Later, she spends I.P. and increases her Nomad's Moto from Rank 5 to Rank 6. Deciding her Grundy needs more firepower, she chooses a Vehicle Heavy Weapons Mount (SEE CP:R PAGE 164) *as her "one vehicle or upgrade" perk. Now her Grundy has a machine gun, too. Ho ho ho!*

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Items offered may vary in condition, appearance, and function from listing.

Apps

"Your Agent's a gorgeous tool but, if you aren't downloading Apps to it, you're only using half its power! To live your life to the fullest, you'll need Apps to make things easier, faster, and more convenient. Of course, I personally recommend Ziggurat Apps because I know, deep in my heart, we've crafted each one to be the best they possibly can be. I speak truth here, choombas. I promise."

—UR
CEO of Ziggurat

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Utilities: Page 13

Apps > Games

SEGOTARI

BUY NOW!!!

Digital Gladiator

Segotari

20eb (Everyday)

Do you have a grudge against a rival? Hesitant to shoot it out in The Street? Want to hit them where it *really* hurts (their wallet)? Look no further than the Digital Gladiator app from Segotari! Designed for head-to-head play, the app links two Agents, allowing the users to duke it out in a virtual arena. The prize?

The winner's Agent is safe, while the loser's Agent gets hit with a power surge, destroying it. If the loser was playing using Internal Agent Cyberware it also fries their brain. The cost of replacing an Agent makes Digital Gladiator an expensive hobby, encouraging the widespread trend of playing for money. But hey, it's cheaper than dying in the street! Don't waste ammo on a foolish grudge — waste their Agent instead with Digital Gladiator!

App. To play, players must first create a Digital Gladiator: a Rank 4 Solo made using the Complete Package method (**SEE CP:R PAGE 78**)*, with 62 STAT points, 86 Skill points, and 2,550eb to spend on whatever you want, except explosives. To be legal combatants, Gladiators must have a Humanity higher than 0. In Digital Gladiator matches, all purchased ammunition is restored at the end of a match, at which point the winner's Gladiator is reset to its pre-match state.*

Gameplay is represented by a single combat encounter to the death between Solos, cannot be stopped once it has begun except through mutual decision of the players, and takes place in an arena of the GM's design.

The loser's Agent is fried, destroying it beyond repair. If the loser played using an Internal Agent, they suffer the Brain Injury Critical Injury in addition to it being destroyed beyond repair.

Apps > Utilities

BUY NOW!!!

4Tify

SecSystems

100eb (Premium)

Let's be honest. The world isn't safe. Gangs roam the streets and, if worse comes to worst, the cops are too overworked to come to your aid unless you've got major eb. You've got to protect yourself!

4Tify transforms your Agent into a scanner to map out the weakest points in your doors, walls, and windows. Just scan your structural surfaces and you'll know precisely where to reinforce your home to transform it into a fortress!

App. Absolutely useless for its intended purpose but if a user spends 5 minutes scanning a section of cover with the app they gain +1d6 to the next damage done against it using this information. To perform a proper scan the user and their Agent must be within 1 m/yd of the cover for the entire 5 minutes.

BUY NOW!!!

NCPD Crime Database

NCPD

500eb (Expensive)

The NCPD Crime Database links your Agent's camera to the city's crime records. The app allows the user to upload digital photos to the database, and then alerts the user if the people in the photo are wanted for any crimes, of any bounties on them, or if they have a criminal record.

This process, which the app refers to as a records request, takes one hour to complete. The information it returns is limited to whatever the NCPD has publicly on file. NCPD has full access to the photograph and any embedded metadata.

Following the NCPD's release of their app, many other major cities have released similar apps using their own databases.

App. Requires CitiNet access in Night City. It takes 1 hour for the app to return results.

Apps > Utilities

BUY NOW!!!

Trauma Team MedScan

Trauma Team North America

20eb (Everyday)

While calling Trauma Team to fly in and save your ass might be tempting, it does come at a cost, and not everyone can afford a subscription. So why spend your hard-earned money when you can just download Trauma Team MedScan to patch yourself up remotely? Simply snap a photo of your injury to be connected to a Trauma Team specialist who can walk you through simple medical procedures and ensure the highest quality in-home care. Trauma Team is not liable for any malpractice you may commit while using the app.

App. Requires CitiNet access. MedScan connects you to a Trauma Team Remote Specialist but their actual guidance costs extra. For 100eb, the specialist will stay connected for up to 1 hour after being paid and provide a +1 bonus to any First Aid or Paramedic Skill Check made to Stabilize a patient or perform a Quick Fix. For 500eb, a Trauma Team Remote Specialist can be paid through the app to guide the entire duration of a single 4-hour treatment, installation, bodysculpt, or surgery, providing a +1 bonus to the Medical Tech or Surgery Skill Check. A Trauma Team Executive subscriber can make use of this app at no additional cost once purchased, but access to the service may be terminated if misused.

BUY NOW!!!

Ziggurat City Database

Ziggurat

100eb (Premium)

The Ziggurat City Database is a passion project of Vice President of User Experience and party legend Bastion D. Fashion. Rumor has it they made use of their wide range of carousing contacts to gather the information needed to fill the database through allegedly illicit means. The City Database is a one-stop shop for information about whatever city you are in at the time. From restaurants to concerts to sex workers, it covers it all. Each Ziggurat City Database covers a single city and must be purchased separately.

App. Owning a Ziggurat City Database for a given city gives the user a +1 bonus to all Local Expert Skill Checks related to the communities and neighborhoods making up that city.

Cyberware

"Why should you chrome up? What kind of question is that? You think anyone would know who Johnny Silverhand was if he hadn't literally had a silver hand? You think Rogue Amendiares would have survived long enough to own the Afterlife if she hadn't been packed full of neuralware and cyberoptics? You chrome up because you want to be the biggest, nastiest badass on the block. That's why."

— (The Other) Doctor Bob *Ripperdoc*

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Cyberware

1. Dynalar Modular Finger Enthusiast Cyberhand
2. Heuristic Health Monitor
3. Sponsored Cybereye
4. Discount Cyberaudio Suite
5. Flashbulb
6. Modular Finger Cyberhand
7. Popup Net Launcher
8. Neo-Soviet Cyberarm
9. Reinforced Cyberlimb Upgrade
10. Extra-Jointed Cyberlimb Upgrade
11. Popup Shotgun

*not all cyberware pictured

Cyberware

All Cyberware purchased as is and comes with free installation. By purchasing any Cyberware the buyer assumes all responsibility for mishaps during installation, malfunctions, allergic reactions, or misunderstandings involving the previous owner of said Cyberware.

Budget Chipware Socket

100eb (Premium) • HL 7 (2d6) • Clinic

Everyone needs a socket to slot Chipware in but not everyone's willing to pay high prices for it. No problem. Here's a Chipsocket that's both cheap and reliable.

Neuralware Option. Requires Neural Link. A single socket installed in the back of the neck allows quick installation of a single piece of Chipware, of which there are many varieties. Installing or uninstalling a single piece of Chipware from a Budget Chipware Socket is an Action. The first time you install a piece of Chipware you've never used before, you always accrue Humanity Loss. Re-installing Chipware you've already used doesn't lead to Humanity Loss. Multiple sockets may be installed, but each must be paid for individually.

Whenever you take damage to your head location, the Chipware socket violently ejects the installed Chipware. The ejected chip flies up to 30 m/yds behind you. Roll 1d10. On a 1, the chip is destroyed in flight. The chip is always easy to locate due to its smoking, red-hot glowing edges.

BUY NOW!!!

Pick-up or Browse at Booth C3

Borgware Hardened Shielding

1,000eb (V Expensive) • HL 14 (4d6) • Hospital

You won't look like a badass when someone shuts down your Linear Frame with a microwaver, will you? That's why you need to install one of these babies and make sure your chrome doesn't die when you need it most.

Borgware. A single piece of Borgware already installed in the user's body is hardened to military standards.

Once installed, both the Borgware Hardened Shielding and the chosen piece of Borgware cannot be rendered disabled, inoperable, or destroyed by electric shock, microwaver or EMP pulse, or any Non-Black ICE program effect.

BUY NOW!!!

Pick-up or Browse at Booth F1

Discount Cyberaudio Suite

100eb (Premium) • HL 3 (1d6) • Clinic

You know how it is. You just want to tune up your ears a little but your Fixer keeps trying to sell you the deluxe model with lots of option slots. This baby might not look the sleekest, but you'll pay for exactly what you want and nothing more.

A Cyberaudio Suite with a large and obvious outer component installed around the user's ears. It has 1 Option Slot for a Cyberaudio Option. User can only have one Cyberaudio Suite installed.

BUY NOW!!!

Pick-up or Browse at Booth C3

Cyberware

Dynalar Modular Finger Enthusiast Cyberhand

500eb (Expensive)
HL 14 (4d6) • Hospital

When you love your Cyberfingers, picking and choosing which to install can be agony. But don't worry! With the latest in Dynalar cybernetic technology you can bypass mortal limits and dial your cyberfingers straight up to eight per hand.

Borgware. Cyberarm Option. Requires 2 Option Slots. Contains space for up to 8 Cyberfingers. Each purchase comes with 8 Standard Cyberfingers. Additional Cyberfingers are sold separately.

BUY NOW!!!

Pick-up or Browse at Booth A5

Explicit Memory Stimulator

100eb (Premium) • HL 3 (1d6) • N/A

You've made it to the final round of *Answer or Die*, Night City's favorite quiz show. Get this question right and you'll go home with 500eb in your pocket! Get it wrong and you'll go home in a bodybag. Alexandra Lagacé asks the question. You smile in relief. You know this! Only your mind goes blank. Time runs out. Don Gilbert steps up behind you with the axe. Too bad you didn't have an Explicit Memory Stimulator in your Chipware Socket.

Chipware. While installed into a Chipware Socket, the user receives a +2 to Concentration Checks made to remember information.

BUY NOW!!!

Pick-up or Browse at Booth C3

Extra-Jointed Cyberlimb Upgrade

500eb (Expensive)
HL 3 (1d6) • Clinic

Medical scholars insist the human limb only has three points of articulation. Rocklin Augmentics respectfully disagrees. With this Cyberlimb upgrade you'll bypass simple kinaesthetics and reach for the transhuman dream.

Cyberlimb Option. The user gets +2 bonus to their Contortionist Skill Checks. Only one can be installed per cyberlimb. A user can only benefit from four such Cyberlimbs at once for a total possible bonus of +8.

BUY NOW!!!

Pick-up or Browse at Booth A5

Flashbulb

500eb (Expensive) • HL 7 (2d6) • Clinic

While they're blinking away the tears leaking from their eyes, you'll be making a clean getaway.

Cyberarm Option. Requires 2 Option Slots. As an Action, a user can force a target with functional meat eyes or cyberoptics within 25 m/yds to make a DV15 Resist Torture/Drugs Check. No Check is required for this Action. If the target fails, they suffer the Damaged Eye Critical Injury for 1 minute. Sufficient protection, such as an Anti-Dazzle Cybereye option, protects against this effect.

BUY NOW!!!

Pick-up or Browse at Booth A5/C3

Cyberware

Hardened Cybereye Casing

500eb (Expensive) • HL 3 (1d6) • Clinic

You didn't dig out your eyeballs and install cyberoptics just to watch the world go dark because someone blasted off an EMP or hit you with a stray Microwaver pulse.

Get this and never worry about being left in the dark again. Unless you didn't take a low-light upgrade or something and it is actually dark out.

Cybereye Option. Cybereye's internals are hardened to military standards. Cybereye and installed options cannot be rendered disabled, inoperable, or destroyed by electric shock, microwaver or EMP pulses, or any Non-Black ICE program effect.

BUY NOW!!!

Pick-up or Browse at Booth F1

Heuristic Health Monitor

500eb (Expensive)
HL 0 (N/A) • Clinic

You work out. You eat well. You buy all the right muscle-enhancing chrome. Your body is a temple and you pray at it regularly. What's the best way to show the world you're better than everyone else because you're so healthy?

The new Heuristic Health Monitor from Biotechnica! The Health Monitor plugs into your Biomonitor and simplifies all the fiddly data about your body, transforming it into a single Healthy Persons heuristic (HP) score you can show off to the world.

This is *the* Executive gift for the holiday season, so don't miss out!

Fashionware. Requires Biomonitor. A system of sensors is installed in the user's body to gather precise data on their health. The data allows a user's Biomonitor Fashionware to track tissue health, bone density, and – most popularly – recent gains by muscle grouping.

The data is also used to rank the person using a proprietary Healthy Persons (HP) heuristic, which it tracks in real-time.

This cyberware allows a Character to know their own Hit Points at a glance.

BUY NOW!!!

Pick-up or Browse at Booth D1/E3

Integrated Cyberdeck Upgrade

500eb (Expensive) • HL 7 (2d6) • Clinic

Didn't have enough oomph to ace the NET Architecture on your last Netrun? Add an extra slot to your arm's Cyberdeck and it won't happen again.

Cyberarm Option. Upgrades a user's already Cyberarm-integrated Cyberdeck with one extra slot that can be used for either Programs or Hardware.

Can only upgrade a Cyberarm-integrated Cyberdeck installed on the same Cyberarm.

BUY NOW!!!

Pick-up or Browse at Booth A5

Cyberware

Internal Body Cyberware Hardened Shielding

1,000eb (V Expensive) • HL 14 (4d6) • Hospital

Wanna know a secret? Inquisitors sometimes blast random people with Microwavers and watch to see if they go haywire because hidden chrome shuts down. Then, while the poor sod is on the ground, they open them up and rip it out. Get this baby and they'll never know.

Internal Body Cyberware. All of the user's Internal Body cyberware is hardened to military standards. The user's Internal Body cyberware options cannot be rendered disabled, inoperable, or destroyed by electric shock, microwaver or EMP pulses, or any Non-Black ICE program effect.

BUY NOW!!!

Pick-up or Browse at Booth F1

Modular Finger Cyberhand

100eb (Premium) • HL 3 (1d6) • Hospital

You want Cyberfingers? You'll need one of these. Maybe two. Hell, maybe four. One for every arm!

Cyberarm Option. Can be installed as the only piece of cyberware in a meat arm. Contains space for up to 5 Cyberfingers. Each purchase comes with five Standard Cyberfingers. Additional Cyberfingers are sold separately.

BUY NOW!!!

Pick-up or Browse at Booth A5/C3

Neo-Soviet Cyberarm

100eb (Premium) • HL 7 (2d6) • Hospital

From the Neo-Soviet back catalog, get some of Mother Russia's finest (and oldest) cyberware. Why pay astronomical prices when you can get it cheap and look Bolshevik chic at the same time?

Replacement arm. Does not have to be paired. A Neo-Soviet Cyberarm has 3 Option Slots for Cyberarm or Cyberlimb options and comes preinstalled with a Standard Hand that doesn't cost any Humanity Loss or take up a Cyberarm option slot. Without BODY 8 or higher, you take −1 to all rolls that require this arm.

All options installed in the arm are always visible to the naked eye when uncovered due to its inefficient and bulging design. This includes weapon options that would be considered concealed in other Cyberarms. The Neo-Soviet Cyberarm is always distinguishable as a Cyberarm, even if covered with Realskinn™.

BUY NOW!!!

Pick-up or Browse at Booth B6/C3

PURSUIT SECURITY

Popup Net Launcher

500eb (Expensive)
HL 7 (2d6) • Clinic

Every good bounty hunter knows sometimes you need to bring them back alive. When you want to stuff something absolutely non-lethal into your Cyberarm, try Pursuit Security Inc.'s Popup Net Launcher.

Cyberware

Cyberarm Option. Requires 3 Option Slots. An Exotic one-handed net launcher is installed in the Cyberarm. The net launcher holds 1 net in its magazine, and fires at 1 ROF using the Shoulder Arms Skill and the Shotgun Slug Range table, except that it cannot hit a target farther than 25 m/yds away. The net launcher can be successfully concealed without a Check and can be drawn and stowed without an Action. While the weapon is "popped up," the user can't hold anything in this arm's hand.

On a hit, the net grapples the target. Only one net can grapple a target at a time. While grappled by the net, the target cannot use their Move Action. The target in the net can't make use of a weapon that requires two hands and takes a −2 to all physical Actions for as long as they remain in the net. The net has 15 HP and is destroyed beyond repair when it reaches 0 HP. Firing a ranged weapon into a deployed net from outside of it will equally damage the net and the target grappled by it. Escaping the net requires a DV13 Contortionist Check, which can only be attempted by the target inside the net, or a DV13 Brawling Check which can be attempted by anyone. Succeeding at either of these destroys the net beyond repair. Replacement nets are 50eb (Costly) each.

Pick-up or Browse at Booth B6

Popup Shotgun

1,000eb (V Expensive) • HL 7 (2d6) • Clinic

Why carry a boomstick when you can be a boomstick? We've got a nice crate full of Popup Shotguns made by some of the finest Techs in Night City.

Cyberarm Option. Requires 3 Option Slots. A shotgun with 2 shots in its magazine that is incompatible with all weapon attachments except Smartgun Link is installed into the Cyberarm. The shotgun can be successfully concealed without a Check and can be drawn and stowed without an Action. While the weapon is "popped up," the user can't hold anything in this arm's hand.

Pick-up or Browse at Booth B6/F1

Reflex Co-Processor

500eb (Expensive) • HL 14 (4d6) • Hospital

Faster, Cyberpunk! Kill! Kill! No longer will your natural clumsiness prevent you from performing feats of impressive combat dodging prowess in a firefight!

Neuralware Option. Assists the Neural Link in its processing duties, freeing it up to focus entirely on enhancing the user's reflexes. A user with a Reflex Co-Processor can dodge bullets regardless of their REF.

Pick-up or Browse at Booth B6/F1

Reinforced Cyberlimb Upgrade

1,000eb (V Expensive) • HL 3 (1d6) • Clinic

You've got a metal leg. Shouldn't you be above the silly concerns of people with old-fashioned meat gams?

With the Reinforced Cyberlimb Upgrade you can take a hammer blow straight to the kneecap and the only thing that will shatter is your opponent's confidence.

Cyberware

Cyberlimb Option. Increased hydraulic redundancy and bracing added to the cyberlimb allows it to function even under extreme strain.

This limb is immune to the Broken Leg Critical Injury if it's a Cyberleg, or the Broken Arm Critical Injury if it's a Cyberarm. The GM decides which limb is targeted when a Character suffers a Critical Injury unless otherwise stated.

BUY NOW!!!

Pick-up or Browse at Booth B6

RacerBracer

500eb (Expensive)
HL 7 (2d6) • Hospital

First developed for Rocklin Augmentics' elite street racing team, the RacerBracer will upgrade your cervical spine to ensure you never suffer the humiliating experience of arriving at a race while wearing a neck brace again.

Internal Body Cyberware. A user with a Rocklin Augmentics RacerBracer is immune to the Whiplash Critical Injury.

BUY NOW!!!

Pick-up or Browse at Booth B6

Sponsored Cybereye

50eb (Costly) • HL 7 (2d6) • Clinic

Want to stream your favorite Garden Patch straight to your eyeballs but can't afford a new Cybereye? The Sponsored Cybereye is just about the cheapest piece of chrome on the market! You're constantly being bombarded by advertisements anyway, so why shouldn't you subsidize your cybernetic optics with the occasional pop-up?

Artificial eye that replaces a meat one. A Sponsored Cybereye has 2 Option Slots for Cybereye options and comes preinstalled with the Chyron Cybereye option. The Chyron doesn't cost any extra Humanity Loss and does not take up an Option Slot, but cannot be removed without destroying the Cybereye beyond repair.

Up to once per waking hour, whenever the GM desires, quite possibly at the worst moment, the Chyron subscreen in your vision will be served an advertisement from a company sponsoring the Cybereye. Until you spend an Action to close the ad, you take −1 to all Checks requiring vision. On the upside, these ads may contain limited-time-only deals you legitimately might want, like 5eb off your next can of Smash if you first buy one and finish it in one chug in front of an Oasis clerk within the next 10 minutes.

BUY NOW!!!

Pick-up or Browse at Booth C3/E3

Trauma Response Nanomatrix

1,000eb (Very Expensive) • HL 7 (2d6) • Hospital

A cybernetic organ bursting to full with nanomachines ready to regenerate the armor under your skin.

Internal Body Cyberware. Once per day, as an Action, activate to repair your Skinweave or Subdermal Armor to full SP. Requires Skinweave or Subdermal Armor. Each additional installation increases daily uses by 1.

BUY NOW!!!

Pick-up or Browse at Booth F1

Cyberware > Cyberfingers

1. Lighter Cyberfinger
2. Airhypo Cyberfinger
3. Ballpoint Cyberfinger
4. Dartgun Cyberfinger
5. Flashlight Cyberfinger
6. Homing Tracer Cyberfinger
7. Lockpick Cyberfinger
8. Standard Cyberfinger

9. Spraypaint Cyberfinger
10. Laser Pointer Cyberfinger
11. One Shot Special Cyberfinger
12. Wirecutter/Scissor Cyberfingers
13. Mini Air Supply Cyberfinger
14. Bullet Storage Cyberfinger
15. Microphone Cyberfinger

Not Pictured: Squirt Cyberfinger

Cyberware > Cyberfingers

Supply chain issues following the 4th Corporate War meant the world went without Dynalar's beloved and famed Cyberfinger line for decades, but now they're back with a vengeance!

We're happy to announce we've acquired a brand new range of diverse Dynalar Cyberfingers, compatible with any Modular Finger or Modular Finger Enthusiast Cyberhand! *Collect them all!!!*

Airhypo Cyberfinger

100eb (Premium) • HL 3 (1d6) • Mall

*Cyberfinger. Requires a Modular Finger Cyberhand. An Airhypo (**SEE CP:R PAGE 352**) concealed within the Cyberfinger.*

BUY NOW!!!

Pick-up or Browse at Booth A1

Ballpoint Cyberfinger

100eb (Premium) • HL 0 (N/A) • Mall

Cyberfinger. Requires a Modular Finger Cyberhand. A ballpoint pen concealed within the Cyberfinger.

BUY NOW!!!

Pick-up or Browse at Booth A1

Bullet Storage Cyberfinger

100eb (Premium) • HL 3 (1d6) • Mall

Cyberfinger. Requires a Modular Finger Cyberhand. Cyberfinger can hold two rounds of any bullet-type ammunition, concealing them within the Cyberfinger without a Check.

BUY NOW!!!

Pick-up or Browse at Booth A1

Dartgun Cyberfinger

500eb (Expensive) • HL 7 (2d6) • Mall

*Cyberfinger. Requires a Modular Finger Cyberhand. Dartgun Exotic Weapon (**SEE CP:R PAGE 348**), with only a single shot in the clip, concealed inside the Cyberfinger.*

The Dartgun does not need a Check to be Concealed if a glove is worn over it.

BUY NOW!!!

Pick-up or Browse at Booth A1

Flashlight Cyberfinger

100eb (Premium) • HL 3 (1d6) • Mall

Cyberfinger. Requires a Modular Finger Cyberhand. Flashlight concealed within the Cyberfinger.

BUY NOW!!!

Pick-up or Browse at Booth A1

Cyberware > Cyberfingers

Homing Tracer Cyberfinger

500eb (Expensive) • HL 3 (1d6) • Mall

Cyberfinger. Requires a Modular Finger Cyberhand. Cyberfinger that can point in the direction of its linked tracer if it is within 1 mile (1.6 km) away.

Typically sold with an easily removable fingernail linked tracer.

Sometimes, a couple will trade tracer fingernails so they can find each other easily at a crowded party. Replacement fingernail tracers are 50eb (Costly).

BUY NOW!!!

Pick-up or Browse at Booth A1

Laser Pointer Cyberfinger

100eb (Premium) • HL 3 (1d6) • Mall

Cyberfinger. Requires a Modular Finger Cyberhand. Laser Pointer concealed within the Cyberfinger.

With four or more Laser Pointer Cyberfingers, as an Action a user can force a target within 25 m/yds to make a DV13 Resist Torture/Drugs Check. No Check is needed for this Action. If the target fails, they suffer the Damaged Eye Critical Injury for 1 minute.

With eight Laser Pointer Cyberfingers, a target that fails instead suffers the Damaged Eye Critical Injury until treated.

BUY NOW!!!

Pick-up or Browse at Booth A1

Lighter Cyberfinger

100eb (Premium) • HL 3 (1d6) • Mall

Cyberfinger. Requires a Modular Finger Cyberhand. A lighter concealed in the tip of the Cyberfinger.

BUY NOW!!!

Pick-up or Browse at Booth A1

Lockpick Cyberfinger

100eb (Premium) • HL 2 (1d6/2 RND ↓) • Mall

Cyberfinger. Requires a Modular Finger Cyberhand. Adjustable lockpick and tensioning tool concealed within the Cyberfinger.

All you need to pick non-electronic locks using the Pick Lock Skill.

BUY NOW!!!

Pick-up or Browse at Booth A1

Microphone Cyberfinger

100eb (Premium) • HL 2 (1d6/2 RND ↓) • Mall

Cyberfinger. Requires a Modular Finger Cyberhand. A microphone connected to a linked Agent or another recording device, concealed in the Cyberfinger.

BUY NOW!!!

Pick-up or Browse at Booth A1

Cyberware > Cyberfingers

Mini Air Supply Cyberfinger

500eb (Expensive) • HL 2 (1d6/2 RND ↓) • Mall

Cyberfinger. Requires a Modular Finger Cyberhand. Contains 10 minutes of air before the tank must be refilled from the ambient atmosphere, which takes 1 hour.

BUY NOW!!!

Pick-up or Browse at Booth A1

One Shot Special Cyberfinger

100eb (Premium) • HL 7 (2d6) • Mall

Cyberfinger. Requires a Modular Finger Cyberhand. Exotic Heavy Pistol with only a single shot in the clip, concealed inside the Cyberfinger.

Despite being Exotic, this weapon is still capable of firing Non-Basic Ammunition. The Pistol does not need a Check to be Concealed if a glove is worn over it.

BUY NOW!!!

Pick-up or Browse at Booth A1

Spray Paint Cyber Finger

100eb (Premium) • HL 3 (1d6) • Mall

Cyberfinger. Requires a Modular Finger Cyberhand. A mini-canister containing a single color of spray paint and a spray nozzle concealed within the Cyberfinger.

BUY NOW!!!

Pick-up or Browse at Booth A1

Squirt Cyberfinger

100eb (Premium) • HL 3 (1d6) • Mall

Cyberfinger. Requires a Modular Finger Cyberhand. Can dispense/spray various liquids such as hand sanitizer, perfume, or Continental Brands BBQ Kibble Dressing. If loaded with acid the finger will corrode and be destroyed.

BUY NOW!!!

Pick-up or Browse at Booth A1/E3

Standard Cyberfinger

20eb (Everyday) • HL 0 (N/A) • Mall

Cyberfinger. Requires a Modular Finger Cyberhand. A Cyberfinger with no special features.

BUY NOW!!!

Pick-up or Browse at Booth A1/C3

Wirecutter/Scissor Cyberfingers

100eb (Premium) • HL 3 (1d6) • Mall

Cyberfinger. Requires a Modular Finger Cyberhand. Retractable blades are concealed along the insides of two Cyberfingers, usually the middle and pointer fingers, forming wirecutters/scissors.

Can also be used as a Poor Quality Light Melee Weapon in a pinch. Despite coming as a set of two Cyberfingers, the user only pays the cost and Humanity Loss once.

BUY NOW!!!

Pick-up or Browse at Booth A1

Fashion and Armor

"The experts talk about fashion in grandiose terms, labeling trends as if they were generations of people or schools of philosophy. Kitsch was big in the 2020s. Bright colors and ostentatious displays. During the Time of the Red, Entropy rose as people wore whatever they could find, trying to build a sense of style out of rags and leftovers. The Mediacorps say the next big thing is Neo-Militarism. Stark lines and dark colors. Fuck. I hope not."

— Shears
Tailor at Torrel and Chiang

Featured Brands

GIBSON BATTLEGEAR

FIRE BRAND

MASCITTO Tech Clothing

SKIDROW

NU-TEK

ZONDA

Fashion and Armor

3

The Dirk Combat Jacket

Zhukova International

500eb (Expensive)

ZHUKOVA INTERNATIONAL

BUY NOW!!!

Pick-up or Browse at Booth E1/F3

Nothing says style like the Dirk Combat Jacket. This fine synthetic leather jacket, reinforced with a thick layer of Kevlar®, is popular with Solos who like to party. The Dirk isn't a long coat, but instead a puffy coat that offers not only protection but space to store guns and clips.

They say when a Solo hits the dance floor in a Dirk, it means they are out for blood, and someone is going to die. The Dirk's design allows for quick movement, crashing through windows and breaking through the occasional table. The Dirk is manufactured by Zhukova International, a Russian fashion company specializing in trendy wear for "ruffians."

The Dirk is Light Armorjack Body Armor with the appearance of Leisurewear Fashion.

Two standard-size clips of ammunition can be concealed in the jacket without a Check.

Fashion and Armor

1

Fire Brand Bunker Gear

Fire Brand

1,000eb (V Expensive)

FIRE BRAND

BUY NOW!!!

Pick-up or Browse at Booth B4/F3

When it comes to reliable gear for firefighters, nothing says fireproof like Fire Brand. Based out of Texas, Fire Brand emerged in 2040 with gear guaranteed to be both fireproof and bulletproof. Crafted from state-of-the-art materials, Bunker Gear consists of a jacket with a hood that slides under the helmet, leggings that seal tight around the ankles of the boots, and sleeves that do the same around the gloves. Plus both a built-in gas mask and oxygen tank! The next time you need to head into the Combat Zone to fight a four-alarm fire, go in prepared. Go in Fire Brand!

Fire Brand Bunker Gear is Flak Armor. Unlike other armor, it isn't bought in two pieces and must always be worn on both your body and head locations. When repaired, both pieces are repaired at the same time. When the armor is worn, the user is immune to being damaged by fire (including incendiary ammunition) and cannot be set on fire.

The helmet comes with a built-in gas mask they can choose to slide down and activate without an Action. If the gas mask is activated the user is immune to the effects of toxic gasses, fumes, and all similar dangers that must be inhaled. In addition, the armor comes with an oxygen tank hooked up to the gas mask, which contains 30 minutes of air, before the tank must be refilled from the ambient atmosphere, which takes 1 hour.

2

Shock Armor

Gibson Battlegear

500eb (Expensive)

GIBSON BATTLEGEAR

BUY NOW!!!

Pick-up or Browse at Booth F3

Gibson Battlegear specifically designed their Shock Armor for prison use.

A corrections officer wearing the Shock Armor not only has the benefit of a Kevlar® suit but the uniform is also lined with microfilament capacitors capable of delivering a powerful shock to anyone touching it.

The interior of the armor is rubber-lined, offering immunity to the outer charge. Shock Armor is widely issued in private prisons in the United States as the armor has proven capable of reducing the abundance of prison riots by a significant margin.

Gibson Battlegear Shock Armor is Kevlar® Body Armor. When you are the defender in a grapple, you can use an Action to send a pulse of electricity into the armor, forcing the attacker in the grapple to make a DV15 Resist Torture/Drugs Check. If they fail, the grapple ends immediately.

Fashion and Armor

catalog photography by The Bag

2 Tactical Smart Armor

Gibson Battlegear

1,000eb (V Expensive)

GIBSON BATTLEGEAR

BUY NOW!!!

Pick-up or Browse at Booth F3

Gibson Battlegear Tactical Smart Armor is a popular combat armor worn by many Solos in the post-4th Corporate War United States. Reminiscent of old-school SWAT gear, Tactical Smart Armor offers innovative technology and high durability. The armor includes elbow, knee, and shin guards crafted from Kevlar® and ballistic-proof plastics.

Additionally, the integrated helmet is constructed from high-density polymers and comes with built-in Smart Glasses. With all of this armor, a Solo can confidently storm into a safehouse and withstand at least the first volley of gunfire almost completely unharmed.

The Gibson Battlegear Tactical Smart Armor is Medium Armorjack Armor with built-in Smart Glasses. Unlike other armor, it isn't bought in two pieces and must always be worn on both your body and head location. When repaired, both pieces are repaired at the same time.

Fashion and Armor

1

Laser Light Street Jacket

Laser Light

500eb (Expensive)

BUY NOW!!!

Pick-up or Browse at Booth E1

Whether slamming at a club or prowling dark alleys, the Laser Light Street Jacket is a must-have for the modern dance floor hustler. These fine black synthetic leather jackets, lined with Kevlar® and weave, stand out in a crowd thanks to their fiber optic lighting displays. Each jacket comes with an internal rechargeable battery.

The fiber optics can produce the following light displays: solid black light, strobe black light, solid red, strobe red, solid green, strobe green, solid white, strobe white, club scene streaming, club scene strobe, firefight ignite (flashes red every time the trigger is pulled if you have a gun connected to a Smartgun Link) and off.

Don't be caught on the streets without one!

A Laser Light Jacket is Light Armorjack Body Armor with the appearance of Urban Flash Fashion. Additionally, it counts as 1 installation of Light Tattoo Fashionware when worn, making it helpful for reaching the +2 Wardrobe and Style bonus for having 3 installations of Light Tattoo.

3

Lotos Netsuit

Lotos Designs

5,000eb (Luxury)

BUY NOW!!!

Pick-up or Browse at Booth A4

When it comes to fashion and netrunning, nothing says efficiency, flash, and sleek like the Lotos Netsuit by indie designer Lotos. This netsuit allows the user to link to and manage their Cyberdeck with ease. The suit is lined with ceramic and titanium plating, with an underlying nanotube layer. This makes the Lotos a must-have for Netrunners on the go who find themselves caught up in firefights. Lotos makes these suits custom for her clientele; they don't come cheap but are worth every cent.

*Wearing a Lotos Netsuit gives your Cyberdeck 1 extra slot (stored on the suit instead of the Cyberdeck) that can only be used for Hardware. When you take off the Netsuit, Hardware on the suit is automatically uninstalled from the Cyberdeck. Unlike other armor, a Lotos Netsuit isn't bought in two pieces, and must always be worn on both your body and head location. Each location has its own SP13, and while worn, lowers the user's REF, DEX and MOVE by 2. When repaired, both pieces are repaired at the same time. You can't wear a Netsuit with similar armor or fashion, such as a Bodyweight Suit. Every purchase comes with an Excellent Quality Cyberdeck (*SEE CP:R PAGE 351*).*

Fashion and Armor

catalog photography by Nails Blank

3 Montage Variable Clothing Line

Montage

500eb (Expensive)

BUY NOW!!!

Pick-up or Browse at Booth E1

With Montage's new Variable Clothing Line, color coordination is a hassle of the past! These smart clothing pieces change color and pattern to match the user's desires. Each piece is crafted from programmable micro-imaging fibers and connected to a chip that stores style information. Using your Agent, link to the chip and upload your style for the day. Be camouflage one day and go khaki casual the next with no fuss! Each Variable comes with three standard programmed styles. To buy more, visit Montage on the Data Pool! With Montage, there's less fuss and more fashion!

The Montage Variable Clothing Line is Light Armorjack with the appearance of either Generic Chic or Gang Colors, depending on which color/pattern is being displayed. With an Action, a user can change between purchased colors/patterns using a paired Agent. The chip comes preprogrammed with one color/pattern of the buyer's choice. Additional colors/patterns cost 20eb (Everyday) each and can be purchased and downloaded from an Agent in as little as 1 minute.

Fashion and Armor

2 Masetto AirRider

Masetto Tech Clothing

100eb (Premium)

BUY NOW!!!

Pick-up or Browse at Booth B4/E1

The Masetto AirRider is a motorcycle suit with a built-in airbag system. Constructed out of a rubberized Kevlar® blend, the AirRider inflates in the event of a crash using a CO^2 cartridge that slots comfortably next to a back-fitted water bottle. So next time you hit the highway for some two-wheeled action, be smart and be prepared to bounce with AirRider!

The AirRider is Kevlar® Body Armor. Whenever the user would experience the Whiplash Critical Injury as a result of a crash, the AirRider inflates to prevent it. Once inflated, the user's MOVE is reduced by 5 (minimum 1) until the AirRider is deflated with an Action. After being inflated once, the AirRider's 20eb (Everyday) CO^2 tank must be replaced until it can be used again (otherwise the rider will look like a saggy baggy elephant).

1 Mimic Clothing Kit

100eb (Premium)

BUY NOW!!!

Pick-up or Browse at Booth E1

Designed for the individual who wants to keep their personal style without sacrificing protection. Included in every box is a complete set of molded ceramic plates and ballistic fiber segments designed to attach to your favorite clothing and suitable for any body type. Turn your favorite sweater into your favorite armored sweater with no pesky sewing required!

A Mimic Clothing Kit can be combined with any Fashion Jacket or Top to turn it into a piece of Light Armorjack Body Armor with the appearance of the appropriate Fashion. Once combined, removing the armor plates is impossible. Each kit can make one piece of Body Armor.

4 SkidRow Trench

SkidRow Limited

100eb (Premium)

BUY NOW!!!

Pick-up or Browse at Booth E1/F3

The SkidRow Trench by SkidRow Limited is a stylish take on the classic trench coat. Coming in a variety of colors, from film noir gray to flamboyant pink, this armored fashion statement tells the world you've got both style and substance.

Lined with durable armor plating, this jacket has proven popular with Execs who like a little mystery in their wardrobe. Even Fixers have been drawn to the deep pockets provided by the trench coat.

The price isn't bad either, which helps keep SkidRow Limited relevant in the fashion industry. It is pretty heavy, though.

The SkidRow Trench is Flak Body Armor with an SP of 13 instead of 15.

Fashion and Armor

1 Executive Armor

Torrell and Chiang

1,000eb (V Expensive)

BUY NOW!!!

Pick-up or Browse at Booth D1/E1

When it comes to prestige and class, the name Torrell and Chiang stands above the rest. Night City's premiere apparelists now offer custom-tailored executive armor. Each suit is made from Kevlar® layered with ceramic plating and is completely stain-resistant.

Got dirt or oil on your suit? Hose it down and it's as good as new. Got an embarrassing bullet hole? Just wait, and let the suit's nanomachines fix it for you. Don't settle for peasantwear when you can dress like a noble of old. Torrell and Chiang: keeping prestige modern.

Torrell and Chiang Executive Armor is Light Armorjack Body Armor with the appearance of Businesswear Fashion.

Each day that the Torrell and Chiang Executive Armor does not lose SP, nanomachines present in the armor repair it for 1 point of lost SP.

Fashion and Armor

2 Corporate Island

Nu-Tek

500eb (Expensive)

BUY NOW!!!

Pick-up or Browse at Booth E1

Looking for that island style but need that corporate appearance? Nu-Tek has just the outfit for you!

Crafted from static-free, tear-proof synthetic silk, the Corporate Island line slides right over cyberware and concealed weapons. So, while the other guy is looking like a stiff, you can flex all you want and not worry about having to replace your beautiful outfit!

The Corporate Island comes in two styles: dress and casual. The dress style is totally corporate, with solid colors, and is wrinkle-free. The casual style includes pastels and island prints and is not wrinkle-free.

The Corporate Island is Light Armorjack Body Armor with the appearance of Businesswear Fashion.

3 Masetto Holo-Wear

Masetto Tech Clothing

1,000eb (V Expensive)

BUY NOW!!!

Pick-up or Browse at Booth A4/D1

Forget ever doing laundry again! Going on a date and need an outfit, but don't have anything you like? Let Holo-Wear by Masetto Tech Clothing take care of that for you! Simply slap on the ankle, neck, waist, and wrist units, jump on your Agent, and download your outfit. Who needs closet space when you're wearing light sculpted by the best fashion designers in the industry!

Each unit houses a compact holographic projector, working together with its mates to project the outfit over the customer's body. Instant style! Masetto does advise users to wear some form of underwear in case an EMP goes off.

Masetto Holo-Wear gives the user the appearance of wearing clothing of the type shown by the hologram. With an Action, a user can change between purchased outfits using a paired Agent.

Each Holo-Wear comes with one outfit for free, and additional outfits of any fashion can be purchased and downloaded from an Agent in as little as 1 minute at 100eb (Premium) each. If the user is hit by an EMP, Microwaver pulse, or similar effect their Masetto Holo-Wear automatically shuts down and remains inoperable for 1 minute. This is in addition to any other effects inflicted on their Cyberware or carried electronics. Bulky worn clothing or items may clip through the hologram.

Fashion and Armor

1

Street Viper Riding Suit

Zonda

100eb (Premium)

ZONDA

BUY NOW!!!

Pick-up or Browse

at Booth B4/F3

When it comes to the best in riding suits, the Street Viper comes out on top. Produced by Zonda, the Street Viper Riding Suit is manufactured from Kevlar® with a special low-friction layer incorporated into elbow blades, designed to aid in sliding. The blades are responsible for Viper's unique silhouette and are quite sharp. Zonda offers their riding suit in dozens of assorted designs, the most popular schemes being black with red blades, and neon yellow with black blades. More than just being an excellent suit, this feature has boosted the popularity of the Street Viper, making it a perfect fashion choice for any occasion, whether you arrived on a bike or not. Friday night at the Afterlife, you are bound to see someone wearing a Street Viper.

The Street Viper Riding Suit is Kevlar® Body Armor that incorporates 2 Medium Melee Weapons into the design. The weapons are always considered drawn while the armor is being worn.

Fashion and Armor

2

MechaMan Motorcycle Helmet

Tokyo Dynamics

5,000eb (Luxury)

BUY NOW!!!

Pick-up or Browse at Booth B4/D1

Looking for that machine look while flying down the highway on your turbo-charged street bike? Want to catch the attention of your next potential input/output? Then grab the Tokyo Dynamics MechaMan motorcycle helmet! This stylish, futuristic helmet is fully illuminated for riding without headlights past sunset. It even runs a built-in HUD display to really drive home that robot feel. The helmet has built-in speakers for both interior and exterior use and can link to your Agent. Each MechaMan is manufactured from a ceramic and metal framework, making it super durable. Putting on the MechaMan is ultra-easy, with a clam feature that closes after the user's head is in place.

The MechaMan Motorcycle Helmet is Flak Head Armor with built-in Tech upgraded Smart Glasses, which come installed with Chyron and Low Light / Infrared / UV Cybereye options.

3

MechaMan Smart Glove

Tokyo Dynamics

500eb (Expensive)

BUY NOW!!!

Pick-up or Browse at Booth B4/C6

You're on the open road, being chased by a pack of GoGangers screaming for your blood. Slow down and they'll recycle both you and your bike for parts. So, you pull your pistol from its holster, look back at the pack's leader, extend your arm, and fire.

Luckily, you're wearing a MechaMan Smart Glove from Tokyo Dynamics. It's not just a stylish biking glove perfect for keeping a firm hold on your bike during crap weather. It also comes with a built-in Subdermal Grip. That means the Smart Glove's always ready-set-go to enhance your aim and ensure your enemy hits the road the hard way.

The MechaMan Smart Glove comes preinstalled with a Subdermal Grip and has 1 additional Option Slot for a Cyberarm or Cyberlimb option. When worn, the options stored in the glove can be accessed. Putting on a Smart Glove and taking one off is an Action. The cost to purchase and install a Cyberarm or Cyberlimb option into the Smart Glove is the same cost as doing so in a Cyberarm. Any options stored in a Cyberhand or meat hand the Smart Glove is worn over are inaccessible while the Smart Glove is being worn. A Neural Link is still required to make use of the Subdermal Grip. Cannot be concealed.

x

STAY CLEAN

STAY CLASSY

S • I • C (Shower • in • a • Can)
Biotechnica
10eb (Cheap)

BUY NOW!!!

Pick-up or Browse at Booth C6

Stuck in a stake-out? Trapped in a transport? Lost in a long-term engagement? Just because you can't shower doesn't mean you should smell like it! The original S • I • C will disinfect and deodorize in two easy steps. Just spray on the foam, wipe it off, and you're ready to go. Now available in Classic Clean and Fresh Pine. One use per can.

General Goods and Gear

"Let's talk stuff. To the rich, stuff's a status symbol and wealth. To the poor, stuff's the difference between a flicker of comfort and soul-crushing misery. To Techs like me? Stuff's an opportunity. Sure, you can use anything according to factory instructions, but the true genius lies in finding new, unexpected uses. What's the old saying? The Street finds a way? It sure as hell does when a Tech's living there!"

— Brain
Co-owner of Short Circuit

Entertainment: Page 40

Lifestyle: Page 42

Security: Page 44

Survival: Page 48

General Gear > Entertainment

BUY NOW!!!

Pick-up or Browse at Booth C1/E3

KillStrom Banshee Microphone

KillStrom Music

1,000eb (Very Expensive)

The Banshee has been called the clearest wireless microphone headset on the market today. In addition to crisply capturing vocals, it also automatically filters out background noise and links up to your Agent.

Its sound quality and portability make carrying a Banshee the solution for impromptu rebel yells and moments of musical inspiration. With a Banshee, 1 hour of charging is all you need to rock for 48 hours straight.

The Banshee Microphone gives its user a +2 to their Play Instrument (Singing) Skill Checks. This bonus only applies once and won't combine with other instruments that grant bonuses to the Play Instrument Skill.

BUY NOW!!!

Pick-up or Browse at Booth C1/E3

KillStrom Sonic Boom Amp

KillStrom Music

1,000eb (Very Expensive)

Nothing screams like the KillStrom Sonic Boom Amp by KillStrom Music Technologies. With its ability to pump up the power and make instruments into weapons of mass destruction, the Sonic Boom is well known for its ability to blow speakers and shatter eardrums.

This amplifier is a must-have for any hardcore metal band. All that power must come from somewhere, however, and the Sonic Boom requires a solid power source, otherwise it's likely to blow a fuse halfway through the first riff. The owner's manual suggests using a nuclear reactor to kick it up to eleven.

When playing an instrument linked to this amp a user can take an Action to force everyone within 10 m/yards of a connected speaker to make a DV15 Resist Torture/Drugs Check. Anyone who fails suffers the Damaged Ear Critical Injury for 1 minute but does not take the Injury's Bonus Damage. The Sonic Boom must be plugged into an active electrical outlet to function.

General Gear > Entertainment

BUY NOW!!!

Pick-up or Browse at Booth C1/E3

KillStrom Typhoid Speaker

KillStrom Music

500eb (Expensive)

The Typhoid by KillStrom Music Technologies is a speaker with the heart and mouth of a monster. Created as the perfect speaker to pair with the KillStrom Amp, test footage shows it cracking concrete and rattling garbage cans as far away as the length of a football field. There is nothing wireless about the Typhoid. Something this powerful requires a hardline. Much like the KillStrom Amp, it also requires a decent power source. Once connected, the Typhoid brings the house down with ear-shattering sound. And unlike other super speakers, the Typhoid boasts enough dampeners to ensure the noise is as clear as a unicorn's song and not just a blast of incoherent thunder.

*When connected to a KillStrom Typhoid Speaker, the DV of any Resist Torture/Drugs Check caused by the KillsStrom Sonic Boom Amp (**SEE PAGE 40**) is increased by 1, and the range of the Amp's ability to cause a Resist Torture/Drugs Check is increased by 90 m/yards. The Typhoid Speaker must be plugged into an active electrical outlet to function.*

BUY NOW!!!

Pick-up or Browse at Booth C1/E3

Laser Light Electric Guitar

Laser Light

1,000eb (Very Expensive)

There is no show like one played on a Laser Light Electric Guitar. Lasers in the frets light up the strings, making them dance as the guitar is played. The head of the guitar is studded with six lasers programmed by default to mirror the strings, so even the back of the crowd can see the show. When linked to an Agent, the guitar's settings are completely customizable, making it easy to create exactly the light show you want. This wireless guitar allows the artist to move freely around the stage but can also accept a hard connection if desired.

A Laser Light Electric Guitar gives its user +1 to their Play Instrument (Guitar) Skill Checks. This bonus only applies once and won't combine with other instruments that grant bonuses to the Play Instrument Skill. Additionally, this guitar counts as 1 installation of Light Tattoo Fashionware when worn openly, making it helpful for reaching the +2 Wardrobe and Style bonus for having 3 installations of Light Tattoo.

General Gear > Lifestyle

BUY NOW!!!

Pick-up or Browse at Booth F4

The Drink Master 3000

Hammered Industries

1,000eb (Very Expensive)

Execs in the know rely on the Drink Master 3000 to lubricate negotiations and to keep the party going until morning as they celebrate their latest business success!

This savior of office holiday parties is a large rolling unit. The unit is designed to hold 32 separate fluids, such as Karmotrine and MCA, and combine them to produce one of 3,000 drinks of choice, dispensed via the unit's programmable bar gun at the temperature desired. The back of the unit can zip open to reveal sturdy backpack straps to instantly make you the life of the party. Special novelty units can also be ordered directly from Hammered Industries.

The Drink Master 3000 can dispense 10 beverages before it must be refilled with 100eb worth of chemicals and materials. It can dispense all manner of delicious beverages, in addition to the popular Street Drug, Smash.

BUY NOW!!!

Pick-up or Browse at Booth D1

Hydrosubsidium Universal Aqualung

Hydrosubsidium Inc.

5,000eb (Luxury)

This donut-shaped neck device comes with two water filtration and conversion filters that pull oxygen from seawater and deliver it to the wearer's mouthpiece. The Hydrosubsidium Universal Aqualung was originally designed with underwater labor in mind. The premise was to make oxygen tanks obsolete and allow for longer dive times. After initial testing, Hydrosubsidium found that the lung was more expensive to produce than they budgeted for, and the filtration system struggled due to pressure issues when diving. Instead of scrapping the product, Hydrosubsidium glamoured it up and released it as a recreational toy for the wealthy, complete with a high-pressure advertising campaign and big influencer endorsements to justify the obscene price point.

A user wearing the Universal Aqualung can breathe water, as long as they are within 10 m/yards of the surface.

General Gear > Lifestyle

BUY NOW!!!

Pick-up or Browse at Booth D1/E3

Jeeves Executive Garment Bag

Nu-Tek

1,000eb (Very Expensive)

Jeeves Executive Garment Bags from Nu-Tek are immensely popular among Execs, especially those in countries with little or no established infrastructure. These large garment bags clean and make minor repairs to any clothing placed inside.

Jeeves comes to the rescue when you need to keep your clothes up to company standards in the middle of a jungle, desert, or other potentially filthy environments.

The Jeeves Executive Garment Bag can repair a single piece of damaged or destroyed (but not destroyed beyond repair) Fashion, Body Armor, or Head Armor at a time. It cannot repair Luxury or Super Luxury items.

The amount of time it takes the bag to repair an item to perfect condition (and full SP) is based on the Price Category of the item. ***Cheap/Everyday****: 1 Hour.* ***Costly****: 6 Hours.* ***Premium****: 1 Day.* ***Expensive****: 1 Week.* ***Very Expensive****: 2 Weeks.*

BUY NOW!!!

Pick-up or Browse at Booth A3/E3

Zetatech Porta-Printer

Zetatech

1,000eb (Very Expensive)

Zetatech emerged at the tail end of the 4th Corporate War as a household name for economy 3D printers. Their latest product is the Porta-Printer, a reliable 3D printer built into a backpack for the Tech on the go.

The Porta-Printer is a workshop in miniature and can replace your need for a dedicated workspace.

A Porta-Printer allows a Tech to use their Upgrade and Fabrication Expertise anywhere so long as they have adequate tools for post-printing assembly work.

General Gear > Security

BUY NOW!!!

Pick-up or Browse at Booth C2

ChipVault by SecSystems

SecSystems

100eb (Premium)

Transporting Chipware can be a challenge, especially when someone is looking to steal it. SecSystems offers a solution with their ChipVault: a reinforced, moisture-free environment protected by the security of a biometric lock. EMP shielding safeguards your Chipware from those pesky microwavers, and the entire unit is as small as a deck of cards. It even floats in water! Peace of mind is now available at your local office supply store.

The ChipVault holds up to 8 pieces of Chipware. Chipware stored inside the ChipVault cannot be rendered inoperable by EMP effects, like Microwaver pulses. Its biometric lock can be set up to accept a thumbprint, iris scan, blood sample, or any other desired biometric method. Such a lock cannot be unlocked without either its biometric key or a DV17 Electronics/Security Tech Check. Unfortunately, the ChipVault is also vulnerable due to an exposed hinge on the side of the device, a weakness that can easily be discovered and exploited with a DV10 Pick Lock Check.

BUY NOW!!!

Pick-up or Browse at Booth D2/F4

Doberman 500 Marking Scent

KTech

50eb (Costly)

It didn't take long for security forces at SovOil to realize the benefits of the KTech Doberman 500's Tracking Mode. It also didn't take long for the dissidents they were tracking to engineer clever ways to throw the drone off their scent. Boosting the Doberman 500's olfactory sensors wasn't an option, so KTech developed a work around: a scent marker, undetectable to the baseline human nose, for the drone to lock onto. Referred to as "doberman piss" by some, this marking scent made it easy for SovOil security to mark protesters at rallies and then track them to their lairs at their leisure.

Doberman 500 Marking Scent is a unique form of ammunition for the Air Pistol **[SEE CP:R PAGE 347]***. It does no damage but, instead, marks the target with a scent they can't wash off except by dousing themselves in alcohol. The scent lasts 24 hours before wearing off naturally. Doberman 500 drones tracking a target marked with the scent gain a +4 to their Tracking Skill Check. Others with enhanced capabilities, such as biological bloodhounds and humans with Olfactory Boost chipware gain a +2 to their Tracking Skill Check when tracking a target marked with the scent. Comes in packs of 12.*

General Gear > Security

KTech
Doberman 500

KTech

5,000eb (Luxury)

BUY NOW!!!

Pick-up or Browse at Booth D2

Developed for SovOil, the Doberman 500 is KTech's answer to unreliable security labor. This four-legged combat drone is designed to guard important people and deliver maximum punishment to anyone who dares to make a move against them. And unlike human employees, it can't call in sick, take a bribe, or fall asleep on guard duty.

Its initial design was much more robotic in appearance, but during the evaluation phase it was refined into a much more organic shape, partially at the request of marketing, who wanted it to be more appealing. During initial testing, many variations of onboard systems were tried but were determined to be too cumbersome and so removed. Without bulky weapons systems, once the Doberman started moving, it proved almost impossible to outrun. Pleased by the speed, the systems KTech ended up cramming into the final model were ones easily compacted and hidden in the drone's lean frame.

For SovOil, the KTech Doberman was everything they asked for and far more. As the last Corporate War started bleeding over into SovOil's operations, they expanded their contract, allowing KTech to sell a limited number of to business partners within their umbrella, mainly as incentives for high-ranking Execs. Today, some of those drones have found their way to the open market.

General Gear > Security

Type	Description	Data	Cost
KTech Doberman 500	A medium-sized, four-legged combat drone. Equipped with the following: • Exotic Very Heavy Melee Weapon • Motion Detector • Olfactory Suite	8 MOVE • 11SP • 25HP **Combat Number**: 10 **Roaming Range**: 50 m/yds ***Cannot be countered***	5,000eb (Luxury)

Personal Drone. When purchased, a KTech Doberman 500 is linked to an Agent. Voluntarily linking it to a new Agent requires 5 uninterrupted minutes and both Agents must remain within 6 m/yds of the drone the entire time. Unlike other drones, the Doberman cannot be Countered using the Electronics/Security Tech Skill. The Doberman has three operation modes: Standby, Sentry, and Tracking. Switching modes does not require an Action.

***Standby Mode**: In Standby Mode, the Doberman 500 is powered on but not operating. When in standby mode, the Doberman 500 cannot move, nor can it make or dodge attacks.*

***Sentry Mode**: In Sentry Mode, the Doberman 500 follows within 8 m/yds of its linked Agent, constantly scanning for threats to the user using its motion sensor, olfactory suite, and onboard programming. Use the Doberman 500's Combat Number as its Perception Skill Base. The Doberman 500 can scan all open terrain within 50m/yds, including underwater, but not through cover. If it detects movement it does not register as an immediate threat, it signals with an electronic bark and a neon arrow on the chassis points in the correct direction. If the unit detects a threat to its user, it attacks immediately. Its bite is an Exotic Very Heavy Melee Weapon. In combat, the Doberman 500 is controlled by the GM and prioritizes threats to its user before all else. At any time, the user can call for the Doberman 500 to break off and return using their Agent or a verbal command, without an Action. The Doberman cannot dodge ranged attacks in this mode and will not enter combat unless its programming identifies danger to its user.*

***Tracking Mode**: In Tracking Mode, the Doberman 500 can use its olfactory suite to track a specific scent, shared with it by its user. Presenting a scent to the Doberman 500 (in the form of an article of clothing or other item holding a target's scent) requires an Action. The Doberman 500 tracks using its Combat Number as its Tracking Skill Base. The user can always call the Doberman 500 back to it using their Agent or a verbal command without an Action. The Doberman cannot make attacks while in Tracking Mode but will dodge Melee attacks. It cannot dodge ranged attacks in this mode.*

The Doberman never travels more than 50 m/yds away from its user, no matter its mode. If switched to Sentry Mode, it prioritizes returning to within 8 m/yds away from its user over combat farther away. If in Tracking Mode, it never travels further than 50 m/yds away from the user, stopping and waiting for them to catch up or call it back. Each unit has 48 hours of energy before it must charge for an hour in the sun or at an outlet.

General Gear > Security

RapiDeploy Sheath

Gambler Workshop

500eb (Expensive)

Handmade by Gambler out of their workshop in Texas, this multipurpose rapid deployment sheath can be configured to fit pistols as well as light melee weapons and can be easily swapped between wrist and center-back deployment configurations. Its streamlined build is designed for comfortable concealment in either position.

When used to conceal a weapon already capable of concealment under clothing, the RapiDeploy Sheath grants the user a +2 to their Conceal/Reveal Object Skill Check. If a RapiDeploy Sheath would be destroyed beyond repair, it is instead simply destroyed. Additionally, if a RapiDeploy Sheath would be destroyed, but not beyond repair, it is instead left entirely unscathed.

BUY NOW!!!

Pick-up or Browse at Booth F4

Streetcase by SecSystems

SecSystems

500eb (Expensive)

Part of the ExecAttire line, the Streetcase by SecSystems has everything you need to survive the corporate ladder, with ample room inside for your important papers, a laptop computer, a holster for a Heavy Pistol, a removable ChipVault, and a smoke screen which activates at the touch of a button. And yes, like all products in the ExecAttire line, it floats!

*A specially designed holster located on the outside of the Streetcase can store an easily accessible Heavy Pistol. Drawing the Heavy Pistol from the Streetcase does not take an Action. Inside the Streetcase, there is just enough space for a laptop computer, a ChipVault (**SEE PAGE 44, INCLUDED WITH PURCHASE**), and a single Smoke Grenade (one included with purchase). As an Action, while holding the handle of the suitcase, the user can detonate the Smoke Grenade at their position, which causes the grenade to drop to the ground below through a hatch. Instead of a typical Heavy Pistol, a ModFire 10x (**SEE PAGE 114, NOT INCLUDED**) and all of its spare parts can also fit into the case, as long as the ModFire 10x is stored in its Heavy Pistol mode. When stored in this manner, the ModFire 10x is easily accessible.*

BUY NOW!!!

Pick-up or Browse at Booth C2/D1

General Gear > Survival

BUY NOW!!!

Pick-up or Browse at Booth B2

Everest VentureWare AirWell 50

Everest VentureWare

100eb (Premium)

The Everest VentureWare AirWell 50 draws moisture from the atmosphere and converts it into drinkable water, making it ideal for long trips where water might be in short supply. The device is cylindrical and equipped with a solar-powered battery pack, a condensate mechanism, and a reverse osmosis filter. The potable water is collected in an easy-to-drink-from container. Popular with Nomad out-riders who enjoy a refreshing drink after a long day's ride.

An AirWell 50 produces 17 ounces (.5 liters) of water per 5 hours of operation. This is enough water to sustain a person but not quench their thirst.

BUY NOW!!!

Pick-up or Browse at Booth B2

Everest VentureWare One Touch Habitat

Everest VentureWare

100eb (Premium)

When it comes to the evolution of camping equipment, Everest VentureWare has cornered the market. Crafted from AW-003 nylon, their One Touch Habitat (OTH) can withstand extreme climates and boasts a durable carbon composite frame. Each OTH comes with a built-in environmental control system that offers both heating and air conditioning, depending on the outside temperature. True to its name, to set up the One Touch Habitat, all a person must do is unlock the side latches on the carrying case, place it on the ground, and push a button. The OTH then sets itself up using a series of internal springs. Next time you take the family camping, think only once, think One Touch!

The One Touch Habitat provides protection from Exposure to Extreme Elements (**SEE CP:R PAGE 181**). *Sleeping in a One Touch Habitat counts as Sleeping in the Wilderness* (**SEE CP:R, PAGE 377**) *unless you are camping in the city, in which case it counts as Sleeping on the Street. Additionally, sleeping in a One Touch Habitat with more than 2 people is considered Being Crammed* (**SEE CP:R, PAGE 377**). *Deploying/undeploying the One Touch Habitat requires an Action.*

General Gear > Survival

BUY NOW!!!

Pick-up or Browse at Booth B2

Mr. Biscuit Multi-Food Processor

Everest VentureWare

500eb (Expensive)

Everest VentureWare developed the Mr. Biscuit Multi-Food Processor with increasingly common food scarcity in mind. Any organic material can be fed into the machine for processing. This means hay, grass, leaves, squirrels, woodchips, and more! The machine then breaks down the organic material using nano-technology to draw out any favorable nutrients. After ten minutes it prints a series of (usually) green wafers. Despite somehow tasting worse than Kibble these wafers are filling and nutritious.

Using a Mr. Biscuit, a group of up to 10 people can survive without paying for a Lifestyle so long as they live in a location with an Outskirts Threat Rating. There isn't enough organic material to feed a Mr. Biscuit regularly inside a city.

BUY NOW!!!

Pick-up or Browse at Booth B1

Petrochem Nitro Ultra9

Petrochem

100eb (Premium)

When the fuel gauge sits on E and there isn't a station for miles, break out a canister of Ultra9 to fill up your tank in an instant. This highly volatile chemical blend charged by ethanol molecularity reacts instantly with air to create a fume-based fuel. Unfortunately, this revolutionary road savior is a little too efficient after its initial reaction with the air and runs the vehicle's engine super-hot — hot enough to cause the engine to explode in the event of sudden impact (aka a crash). Most people ignore the negative press, especially gang members who don't mind blowing up a ride they've just jacked.

A canister of Nitro Ultra9 can be poured into a vehicle's $CHOOH^2$ tank as an Action to instantly refill it. Typically, you can't access the vehicle's tank without being able to start the vehicle yourself. For 24 hours after a canister of Nitro Ultra9 is poured into the tank, whenever the vehicle rams something or is rammed by something which would cause the vehicle to take 6d6 damage, it instead takes 12d6 damage. Additionally, for these 24 hours, the vehicle is considered to have a MOVE of 5 higher than its standard Combat Speed. Narrative Speed is unaffected.

General Gear > Survival

WorldSat Aerial Sphere

WorldSat

1,000eb (V Expensive)

WORLDSAT

BUY NOW!!!

Pick-up or Browse at Booth B2

With the fall of the global NET, WorldSat suffered devastating financial losses. As they struggled to keep communications afloat, their R&D department devised ways to link cities and long-distance networks using something similar to weather balloons. Unfortunately, a single unit simply wasn't capable of handling the amount of data necessary to serve as a link between cities, so project funding and scope were slashed until the remaining skeleton crew released a much smaller unit than was originally imagined to little fanfare.

The WorldSat Aerial Sphere (WSAS) comes in a compact plastic box, crammed full of a small helium cartridge, control unit, two stakes, a spool of high tensile wire, and an inflatable balloon with a solar panel layer and transmission webbing. To use the WSAS, simply inflate the balloon, attach the wire, and let it rise. While it's ascending, activate the control unit and hit the on switch. When the balloon is high enough to link to a communications tower, lock the wire spool and you'll have made a connection to the closest CitiNet that's just strong enough to get the job done.

The WorldSat Aerial Sphere takes 1 hour to set up. Once set up, it cannot be moved without first being deconstructed, which also takes 1 hour. While set up, the WorldSat Aerial Sphere provides a connection to a CitiNet so long as you are within 50 miles (80 km) of it or another Aerial Sphere with a connection. You must be within 100m/yds of the control unit to access the CitiNet. Should the wire (with 10 HP) tethering the balloon to the ground be cut, service terminates immediately and the Aerial Sphere is destroyed beyond repair.

Linear Frames

"You need one person to do five people's jobs? You buy a Linear Frame. You need extra muscle for security but don't want to pay overtime? You buy a Linear Frame. Tired of being tiny and picked on? You guessed it. You buy a Linear Frame. Doesn't matter if you go internal or external, a Linear Frame will improve your health, your business, and your romantic life. I absolutely guarantee it."

— Artyom Sokolov
CEO of Zhirafa

Featured Brands

Wyzard TECHNOLOGIES

POLSKA CYBERTECHNOLOGIES

ZHIRAFA TECHNICAL MANUFACTURING

Linear Frames

Fūma Kotarō Linear Frame

5,000eb (Luxury)

Of all the legitimate investments made by the Yakuza over the last century, the Fūma Kotarō is by far one of the most deadly. Designed for stealth operations, the micro-hydraulics of the frame are completely silent. The arm units contain custom-engineered sword-like weapons capable of slicing the head off the toughest Solo, and leg units that all but silence footsteps.

This linear frame can be purchased as either external or internal. In either form, while connected properly to the frame, the user increases their BODY to 12 and their Stealth Skill Checks by +2. The user can draw or sheath either the frame's two Excellent Quality Exotic Heavy Melee Weapons or the frame's one Excellent Quality Exotic Light Melee Weapon and one Excellent Quality Exotic Very Heavy Melee Weapon without an Action. All weapons can be successfully concealed within the frame without a Check when sheathed. When a blade is drawn, the user can't hold anything in the same hand. This frame cannot increase the user's BODY to 13 or higher.

For an External Frame, two installations of Interface Plugs are required for operation and it can be taken on and off with an Action. Additionally, the increase in BODY does not increase the user's HP or change their Death Save.

For an Internal Frame, hospital installation requires BODY 8 and two installations of Grafted Muscle and Bone Lace. The frame causes 14 (4d6) Humanity Loss and is considered Borgware.

BUY NOW!!!

Pick-up or Browse at Booth D2

Linear Frames

LF-001 SWAT Linear Frame

Polska CyberTechnologies

5,000eb (Luxury)

The first major security product to hit the international market from Polska CyberTechnologies, a Polish cybertech and security company, was the LF-001 SWAT, a tactical linear frame designed for quick insertion and mobility under unusual circumstances. Originally part of a research and development contract with Militech, Polska CyberTechnologies was given full distribution rights after the end of the 4th Corporate War. The LF-001 SWAT is highly flexible, despite being made from dense polymers and titanium, and moves just as fast as the user, enabling them to conquer even the most challenging terrain. It currently holds the number seven spot for top-selling equipment of 2045 in *Badges & Batons Magazine*.

This linear frame can be purchased as either external or internal. In either form, while connected properly to the frame, the user increases their BODY to 12, and negates the normal movement penalty for climbing and swimming. This frame cannot increase the user's BODY to 13 or higher.

For an External Frame, two installations of Interface Plugs are required for operation and it can be taken on and off with an Action. Additionally this increase in BODY does not increase the user's HP or change their Death Save.

For an Internal Frame, hospital installation requires BODY 8 and two Grafted Muscle and Bone Lace. The frame causes 14 (4d6) Humanity Loss and is considered Borgware.

BUY NOW!!!

Pick-up or Browse at Booth B5

Search

other categories | APPS | CYBERWARE | FASHION | GENERAL GEAR | VEHICLES | WEAPONS

Linear Frames

Vermilion Linear Frame

Wyzard Technologies

5,000eb (Luxury)

Wyzard Technologies' only contribution to the linear frame market is their sleek Vermilion Linear Frame (VLF). To make the VLF unique, Wyzard Technologies' engineers cleverly placed the internals, opting to locate the VLF's primary motor and hydraulics alongside the user's spine for added balance and support, optimizing the frame for mobility. This sturdy base allows the limb units to operate entirely on micro-hydraulics, making the VLF thinner than most frames on the market. The result is a linear frame much more powerful than its compact silhouette might suggest.

This linear frame can be purchased as either external or internal. In either form, while connected properly to the frame, the user increases their BODY to 12, the user negates the normal movement penalty for jumping, and they can operate as if they had paired Skate Feet installed. This frame cannot increase the user's BODY to 13 or higher.

For an External Frame, two installations of Interface Plugs are required for operation and it can be taken on and off with an Action. Additionally this increase in BODY does not increase the user's HP or change their Death Save.

For an Internal Frame, hospital installation requires BODY 8 and two Grafted Muscle and Bone Lace. The frame causes 14 (4d6) Humanity Loss, and is considered Borgware.

BUY NOW!!!

Pick-up or Browse at Booth D2

Wyzard TECHNOLOGIES

Linear Frames

EL-F4-NT Linear Frame

Zhirafa Technical Manufacturing

5,000eb (Luxury)

Zhirafa's EL-F4-NT is a linear frame designed for use by anyone and not just those already wired up. Instead of using Interface Plugs for operation, manual controls line the forearm and thigh sections of the suit, giving the frame a unique construction equipment silhouette. It is not much larger than a typical human, with hydraulic arms and leg supports, but it is capable of lifting cargo crates and moving them around as if the user were a walking forklift.

As a hardworking and reliable machine that's easy to use, it has become an everyday tool of dock workers, sailors, smugglers, and sea Nomads alike.

This EL-F4-NT can only be purchased as an External Frame. While connected properly to the frame, the user increases their BODY to 12 and has easy access to a pair of Techtools. This frame cannot increase the user's BODY to 13 or higher. This increase in BODY does not increase the user's HP or change their Death Save.

Connecting properly to the frame does not require Interface Plugs, and requires only a single Action to take on or off.

BUY NOW!!!

Pick-up or Browse at Booth B5

ZHIRAFA

MAKE EVERYTHING EASIER

SovOil Lubricant
SovOil
10eb (Cheap)

BUY NOW!!!

Pick-up or Browse at Booth A3/B1/C6/F4

SovOil sells a number of petroleum-based lubricants for various purposes. Their three most popular provide lubrication for medical uses such as first aid on burns and scrapes, personal use to ease sexual intercourse, and industrial uses such as loosening nuts and bolts and quieting squeaking hinges. For obscure reasons, all SovOil lubricant products are packaged in identical cans with similar design so be sure to read the label before use.

Vehicles

"We used to take cars for granted. Even a dead broke choom could afford one. Sure, it'd whine like a siren if you pushed it past twenty-five and parts kept falling off, but you had something. You could go somewhere. Now we know better. My Nomad siblings tell me only a few hundred new vehicles make their way into Night City each year and those get snapped up quick. That makes every wheel precious. Take care of your babies."

— Trace Santiago
Leak News

Air Vehicles: Page 58

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Vehicles > Air

SH-45 Patroller

Dayton Aeronautics

16,000eb (Super Luxury)

SH-45 Patroller Law

21,000eb (Super Luxury)

Pick-up or Browse at Booth D3

The Dayton SH-45 Patroller is a serious upgrade to the old Dayton SH-35. The most striking change was replacing the open cockpit of the SH-35 with an enclosed one just large enough for the pilot. All the essential information is projected onto the cockpit glass using a holographic projector, giving the pilot a splendid view of their surroundings. Both civilian and police versions of the gyrocopter were developed and released simultaneously. During the initial launch of the Patroller, Dayton accidentally shipped the police variant to several of their civilian customers feeding the black market and caused the company to quickly make a public apology. The rumor is they did it intentionally as a marketing stunt. Intentional or not, it worked.

The Patroller is a Gyrocopter with only one seat and Bulletproof Glass. It Is incompatible with the Seating Upgrade.

Nomad Access: 2

The Patroller Law is a Gyrocopter with only one seat, two Bulletproof Glass Upgrades, and an Onboard Machine Gun. It is incompatible with the Seating Upgrade.

Nomad Access: 4

Search

Vehicles > Air

Dayton TDT 004

Dayton Aeronautics

43,000eb (Super Luxury)

Pick-up or Browse at Booth D3

The TDT's design is a grand step forward in the world of troop transport at a price that notably undercuts Militech and other military vendors. At its size, it is unrivaled in speed and durability. Its sleek frame is aerodynamic while still properly reinforced for hard landings.

A tactical transport for smaller missions, the TDT has one primary rotor and utilizes micro rotors in the tail for maneuvering. Its side doors open vertically to unload corporate security teams and military operatives, perfect for operations anywhere in the world.

The Dayton TDT 004 is a Helicopter with a Heavy Chassis and two Seating Upgrades.

Nomad Access: *7*

Vehicles > Air

Tanson Bellhop

Tanson Group

16,000eb (Super Luxury)

BUY NOW!!!

Pick-up or Browse at Booth D3

Laugh all you want but K-pop performers have made the Tanson Bellhop the trendiest transport copter of 2045. Folded down, the Bellhop can be wheeled around like a large piece of luggage. When activated, the case opens into a small, scooter-sized gyrocopter.

Solos also enjoy the Bellhop for those times when they just need to get out of reach or over to the next block quickly or to keep in the trunk as an emergency escape plan.

Last year a hilarious video hopped around the Night City Data Pool showing a ganger piloting a Bellhop into the Old Combat Zone only to be blown to bits by a rocket, all set to music from an old British comedy show.

The Bellhop is a Gyrocopter with only one seat that can transform to and from an easy-to-carry mode with an Action. It is incompatible with the Seating Upgrade.

Nomad Access: 1

Vehicles > Air

Zetatech AeroVox

Zetatech

51,000eb (Super Luxury)

Zetatech AeroCop

58,000eb (Super Luxury)

Pick-up or Browse at Booth D3

The Zetatech AeroVox is an economy-class aerodyne popular with up-and-coming corporate types with just enough cash to afford a full-size aerodyne and a bland taste for something standard and dependable. Since entering the AV market Zetatech has acquired a reputation for building extremely sturdy vehicles and the AeroVox is no exception. The police variant of the AeroVox is popular with law enforcement because of its solid build and lack of gimmicks. It seems all you need to "protect and serve" is a bulletproof aerodyne outfitted with a machine gun.

The AeroVox is an AV4 Multipurpose Aerodyne with a Heavy Chassis.

Nomad Access: 8

The AeroCop is an AV4 Multipurpose Aerodyne with a Heavy Chassis, Armored Chassis, two Bulletproof Glass Upgrades, and an Onboard Machine Gun.

Nomad Access: 10

Vehicles > Air

Zetatech Destination

Zetatech

40,000eb (Super Luxury)

BUY NOW!!!

Pick-up or Browse at Booth D3

The Zetatech Destination is a standard compact aerodyne for the modern age. Widely considered affordable and reliable for an a vehicle in its class, Zetatech brags they've sold more than 2 million units globally.

While not fancy by any means, the Destination offers safety and comfortable seating, which is more than enough for most customers in its price range. If you want a compact aerodyne at a great price all roads lead to the Destination.

The Future begins with Z.

The Destination is an AV4 Multipurpose Aerodyne with only four seats. It is incompatible with the Heavy Chassis and Seating Upgrades.

Nomad Access: 6

Vehicles > Air

Zetatech Herakles

Zetatech

63,000eb (Super Luxury)

BUY NOW!!!

Pick-up or Browse at Booth D3

The Zetatech Herakles is a workhose of an aerodyne designed specifically for the defense market. Perfect for both troop transport and crowd control, the Herakles has proven popular with private security providers and C-SWAT teams alike.

Not generally available on the civilian market, the Herakles is armored, armed, and ready to unleash hell on the ground below in order to clear the landing zone or provide overwatch to friendlies in the field.

The Destination is an AV4 Multipurpose Aerodyne with an Armored Chassis, Bulletproof Glass, a Heavy Chassis, a Seating Upgrade, an Onboard Machine Gun, and a Vehicle Heavy Weapon Mount.

Nomad Access: 10

Vehicles > Land

AmeriCar
EconoCompact

AmeriCar

20,000eb (Super Luxury)

Pick-up or Browse at Booth B1

Rising from the Corporate ashes of New American Motors, the EconoCompact, AmeriCar's flagship product, is a highly affordable, no-frills, reliable automobile. It appeals to those who can't afford a typical compact but still need a car. Equipped to seat three passengers, the rear seat folds down to provide a small storage space. The engine is in the back where a fourth seat would be.

The EconoCompact is a Compact Groundcar with only three seats. It is incompatible with the Heavy Chassis and Seating Upgrades.

Nomad Access: 1

Vehicles > Land

AmeriCar
Family Star Van

AmeriCar

31,000eb (Super Luxury)

BUY NOW!!!

Pick-up or Browse at Booth B1

When it comes to family comfort and transportation, look no further than the AmeriCar Family Star. Following AmeriCar's plan for affordable, modern transport, the Family Star makes waves with its throwback design and comfortable interior. From self-storing compartment seating to digital screens for each passenger, the Family Star has enough to keep your family entertained for those long car trips. The exterior has a high-end gloss finish, which AmeriCar claims won't fade or rust.

The Family Star Van is a Compact Groundcar with a Seating Upgrade.

Nomad Access: 2

Vehicles > Land

Diego Motors Chupacabra

Diego Motors

37,000eb (Super Luxury)

BUY NOW!!!

Pick-up or Browse at Booth B1

Diego Motors knows how to make no-nonsense transportation, and the Chupacabra is the perfect example. The bastard child of an off-roader and a military vehicle that dreamed of being a muscle car when it grew up, the Chupacabra is one hell of a racer with the four-wheel drive to back it up. A monster on and off the road, you don't want to be behind one when the turbo kicks in and sprays mud out the back tires like a Biotechnica-engineered killer whale at the Night City Aquarium. The one thing it's missing is what most modern punks want: gadgets. Made of refurbished trucks, muscle cars, and ancient, recycled technology most Chupacabras don't even have digital dials in the dashboard, and many sport parts easily twice as old as their drivers. Despite this, the Chupacabra still shines like brand new. It's a muscle machine, and that never goes out of style.

Getting your hands on one isn't always easy. Diego Motors, a Nomad operation run by an offshoot of the Jode family, operates all over South America but not in North America. It's far easier to call a Fixer with Jode contacts than track the company down, although it would be worth the trip if you did.

The Chupacabra is a Compact Groundcar with NOS, a Seating Upgrade, and a Heavy Chassis.

Nomad Access: 4

Search

Vehicles > Land

Diego Motors Range Trike

Diego Motors

31,000eb (Super Luxury)

Pick-up or Browse at Booth B1

The Range Trike is the product of Diego Motors, a company run by a distant offshoot of the Jode Family operating primarily in South America. These Nomads have a natural talent for making custom trikes. Each piece is hand-crafted and forged, carefully assembled, and finished with a wax job you could shave with. Each trike is a work of sturdy and reliable moving art. That's why, when you want one, getting your hands on it isn't easy. It's far easier to call a Fixer than to track down the Jode Caravan carrying a shipment of Diego Motors offerings, although it would certainly be worth the trip. If you fancy getting hold of the Diego Motors Caravan yourself, prepare for quite the ride before you actually get to ride.

The Diego Motors Range Trike is a Roadbike with three seats, an Armored Chassis, and a Heavy Chassis. It is incompatible with the Seating Upgrade.

Nomad Access: 4

Vehicles > Land

The Grundy

Grundy Salvage International

41,000eb (Super Luxury)

Pick-up or Browse at Booth B1

After running out of space in their junkyards, Grundy Salvage International decided to diversify their business. They started by pulling all the armor plating they had and stacking it in one part of their yard. They then pulled all the fully functional truck engines and placed them in a different section. By the time they finished, Grundy Salvage had organized enough material to begin manufacturing their own vehicles. Building transportation out of scrap metal wasn't that difficult but marketing them was. Luckily, one of the Grundy brothers was a former SovOil operator. He contacted some of his former buddies and soon Grundy Salvage was shipping the "Grundy" to warzones across Europe and beyond.

Built entirely from scrap in a Polish scrapyard, the Grundy is a fully functional truck engine set in a durable frame, plated with myriad metals — a mobile bunker rolling on four sturdy tires. When you live in a Combat Zone, you likely don't need much else but every Grundy also sports a fantastically useful combat plow to make up for the lack of bulletproof glass on the vehicle, as the driver can easily drive through the building in which their attacker is taking cover.

The Grundy is a Compact Groundcar with a Heavy Chassis, Armored Chassis, and a Combat Plow.

Nomad Access: 4

Vehicles > Land

The Harvey 100

AmeriCar

20,000eb (Super Luxury)

The Harriet 100

21,000eb (Super Luxury)

The Harvey Merc

30,000eb (Super Luxury)

AmeriCar

BUY NOW!!!

Pick-up or Browse at Booth B1/F4

The Harvey 100 was marketed as the "motorcycle for everyone" but became better known for its number of cross-used parts from older motorcycles, with one reviewer dubbing it the "Frankenbike". But it was this feature of its design that also drove sales. As they grew in popularity, it became standard for owners to take their Harvey 100 apart and customize it.

Wanting to expand its market, AmeriCar released a more "feminine" redesign dubbed the Harriet 100. This variant came with "fashion-forward parts", and saddlebags, further fueling the obsession with Harvey customization. Edgerunners also found a use for the Harvey by stuffing it full of weapons.

The Harvey 100 is a Roadbike.

Nomad Access: 1

The Harriet 100 is a Roadbike with a Smuggling Upgrade.

Nomad Access: 2

The Harvey Merc is a Roadbike with an Onboard Machine Gun and Onboard Rocket Pod.

Nomad Access: 4

Search

Vehicles > Land

Highway Master Artemis

Brennan

60,000eb (Super Luxury)

Pick-up or Browse at Booth B1

The Highway Master Artemis from Brennan is a luxurious street chariot for the new age. The bike drives like a low-rider, with a sleek canopy sliding over the driver to create a self-contained environment — bulletproof, of course — or retracted for an open-air experience. The Artemis can convert to "race mode" at the touch of a button, which pushes the seat to a configuration seen commonly on race bikes and supercharges the engine, but which the bike cannot sustain indefinitely without damage — usually long enough to win the race, though.

The Highway Master Artemis is a Roadbike with an Armored Chassis. With an Action, the driver can engage or retract the canopy, which fully encloses the cabin behind two Bulletproof Glass Upgrades. Additionally, the driver can use an Action to supercharge the bike, causing it to act as if it was a Superbike in terms of both Combat and Narrative Speed for up to 10 minutes. Using this feature twice within the same day destroys the bike at the end of the second 10-minute supercharge.

Nomad Access: *5*

Vehicles > Land

Kaukaz Volkhov

Kaukaz

41,000eb (Super Luxury)

KAUKAZ

BUY NOW!!!

Pick-up or Browse at Booth B1

The Kaukaz Volkhov is a multipurpose armored pickup truck offering plenty of cargo space, a hauling capacity of 8 tons, and a reinforced frame and chassis. The Volkhov is most often associated with SovOil security forces, who make heavy use of the vehicle, but is also found in the hands of Eastern European military groups and dissidents. Equipped with a heavy weapons mount, the Volkhov isn't an uncommon sight on Soviet battlefields. The interior of the Volkhov comes standard with comfortable padded seating, a median-quality radio, and LED dashboard gauges. The Volkov also comes with floorboard and dash heating for those cold Russian nights and a shoddy air conditioner — but where you need a Volkov, you probably won't notice.

The Volkov is a Compact Groundcar with a Heavy Chassis, Armored Chassis, and a Vehicle Heavy Weapon Mount with a Techtronika Russia BMG-500 (SEE PAGE 122) *attached. Each purchase also comes with 500 rounds of Basic Rifle Ammunition and a bottle of real vodka.*

Nomad Access: *7*

Vehicles > Land

Makigai Ebi

Makigai

23,000eb (Super Luxury)

MAKIGAI

BUY NOW!!!

Pick-up or Browse at Booth C5

The Makigai Ebi is a reliable mini-hatchback built for the city. It has great fuel efficiency, decent cargo space, comfortable seating, and better-than-average environmental controls. What more could you want? Most Ebi are owned by Corporate carpoolers who are too poor for aerodynes or luxury vehicles but who still want the status boost of owning a car. Small families enjoy these hatchbacks as well, especially the feature where the car says hello and goodbye as you enter and exit. The Ebi wasn't designed for speed and the chassis is mostly plastic, so driving it into the Combat Zone would be a bad idea.

The Ebi is a Compact Groundcar with 35 SDP. It is incompatible with the Heavy Chassis Upgrade.

Nomad Access: 1

Search

Vehicles > Land

Militech Gorgon Security Van

Militech

37,000eb (Super Luxury)

MILITECH

BUY NOW!!!

Pick-up or Browse at Booth D3

While Militech focuses most of its manufacturing might on weapons technologies, it still produces ground vehicles such as the Gorgon. A van designed for security teams and mercs, the Gorgon is tough, with a chassis capable of withstanding a beating and bulletproof glass in the few places it needs it. After all, the last thing any seasoned pro wants is to have their extraction transportation fail them. The Gorgon is built to roll into Combat Zones, unload operators for a mission, and then pick them up again. Just like the professionals who trust in it, the Gorgon takes a barrage of bullets and keeps moving.

The Militech Gorgon Security Van is a Compact Groundcar with an Armored Chassis, Bulletproof Glass, and a Seating Upgrade.

Nomad Access: 4

Vehicles > Land

The Zacatzontli Pickup Truck (aka The Zac)

Ortiz Automotives

27,000eb (Super Luxury)

ORTIZ

BUY NOW!!!

Pick-up or Browse at Booth B1

Ortiz Auto's standout offering is the Zacatzontli. During the last few years the truck made its way into the North American market, though it has long been a best seller in Central America. The Zac's chunky tires, reinforced chassis, and excellent clearance are all tuned to handle the daily life of its main customers: the Nomads. The interior of its sleeping compartment is adorned with synthetic leather upholstery, utilitarian furnishings, and a bed comfortable enough for a life of long and dusty road trips. But it's something else that makes the Zac unique: stowed in several compartments beneath the truck's bed, one finds all the technology needed to live comfortably when the Outskirts get wild. There's only one god of the road, and its name is the Zac!

The Zacatzontli is a Compact Groundcar with a Heavy Chassis and a Housing upgrade. Additionally, each Zac comes with a WorldSat Aerial Sphere (**SEE PAGE 50**)*, a Mr. Biscuit Multi-Food Processor* (**SEE PAGE 49**)*, and five Everest VentureWare AirWell 50s* (**SEE PAGE 48**) *stowed inside.*

Nomad Access: 4

Vehicles > Land

The Paladin 500

Turbo Neon Motors

59,000eb (Super Luxury)

TURBO NEON MOTORS

BUY NOW!!!

Pick-up or Browse at Booth B1/D3

The Paladin 500 is Turbo Neon Motors' premiere offering. Starting with old Max Interceptor frames bought wholesale, the garage's engineers reworked the transmission and engine, polishing its performance to a mirrored sheen and making other improvements along the way.

They then reinforced the frame to meet the combat demands of Edgerunners without sacrificing speed for protection. Best of all, its trademark front-mounted twin machine guns look scary in a rear-view mirror and will keep that fast lane nice and clear.

The Paladin 500 is a High Performance Groundcar with an Armored Chassis, two front-mounted Onboard Machine Guns, and two NOS Upgrades.

Nomad Access: 8

Vehicles > Land

Quadra Thunder-X

Quadra

57,000eb (Super Luxury)

QUADRA

BUY NOW!!!

Pick-up or Browse at Booth B1/D3

During a short-lived classic car renaissance at the start of the 4th Corporate War, Quadra released the Thunder-X, their modern homage to the vintage muscle cars of the mid-20th century.

Wherever possible to do so invisibly, Quadra layered modern conveniences into the design, like armoring and a bulletproof windshield, while maintaining the classic interior of a classic 20th-century ride.

The Thunder-X boasts keyed ignition and period-accurate analog gauges on its dashboard. The muffler roars when the accelerator is pressed, but it's nothing compared to the thunder of the NOS.

The Thunder is a High Performance Groundcar with an Armored Chassis, Bulletproof Glass, and NOS.

Nomad Access: 8

Vehicles > Land

Street King Combat Vehicle

Turbo Neon Motors

63,000eb (Super Luxury)

TURBO NEON MOTORS

BUY NOW!!!

Pick-up or Browse at Booth B1/D3

Although less popular than the Paladin 500, the Street King is still an impressive beast of a vehicle. At its heart, the Street King is a reimagines the classic military transport that saw heavy use during the 4th Corporate War for the modern age. The vehicle incorporates a surplus military chassis modified with ceramic plating to cut down on weight.

The engine is new, having been replaced with a modern design that partially incorporates the turbo system found in the Paladin 500. Redesigned by Turbo Neon Motors, the seats were intentionally left just a little uncomfortable to retain the spartan feeling of the military original.

The Street King is a High Performance Groundcar with a Heavy Chassis, Armored Chassis, two Bulletproof Glass Upgrades, a Seating Upgrade, and NOS.

Nomad Access: 10

Vehicles > Land

Tanson JetBoy Hoverboard

Tanson Group

1,000eb (V Expensive)

Pick-up or Browse at Booth C5/D3

Nothing says speed and style like the JetBoy. First released a decade ago, the JetBoy quickly became popular among young gangers. Who needs an expensive motorcycle when a hoverboard is far cheaper and — frankly — cooler? This hoverboard moves utilizing two turbines built into the deck, controlled by balancing and adjusting foot pressure. An intake vent on the front of the board provides a counterbalance for the heavy motor and doubles as a cooling feature. The highlight for most teenagers is JetBoy's killer sound system that easily links to their Agent. This feature is also the most common complaint concerned citizens have raised about the JetBoy. Even in places with a ban in place, law enforcement often finds they have much better and less dangerous things to do than chase down armed teenagers on hoverboards.

The JetBoy is a Land Vehicle with 10 SDP (HP) and only one seat that hovers just above the ground. It can always be driven with no hands as if the user had connected Interface Plugs. You make maneuvers on the JetBoy using the Athletics Skill. Basic movement does not require a minimum Skill Base. It provides 15 MOVE in combat, and has a Narrative Speed of 30 MPH (48 KPH). It cannot be upgraded by a Nomad or a Tech but feel free to give it a premium custom paint job.

Nomad Access: N/A

Vehicles > Land

TetraCorp America MegaHauler

TetraCorp America
143,000eb (Super Luxury)

Pick-up or Browse at Booth B1

This monster cargo transport can be found on almost every major land route as the crown jewel in a well-protected caravan. The MegaHauler can manage up to three cargo containers at once using a detachable secondary engine locked into place in the rear of the cargo train. This dual-engine design takes stress off the main engine, helpful for getting a full load of assault rifles and Kibble up the side of a mountain pass.

Inside the heavily armored cab, the MegaHauler is state-of-the-art, with optical sensors in the dashboard watching the driver and activating the radio if a drooping eyelid is detected. A full suite of communication tools stud the console, ready to connect the trucker to nearby backup in case of road pirates.

The TetraCorp America MegaHauler is a Compact Groundcar with 200 SDP, a number which includes the SDP from its Heavy Chassis upgrade. It also sports an Armored Chassis, Communications Center, Combat Plow, Housing Capacity Upgrade, two installations of Bulletproof Glass, and three Smuggling Upgrades. The cab and all three cargo container units have the biometric locking feature of the Security Upgrade but lack its cloaking ability.

Nomad Access: 10

Vehicles > Land

TetraCorp America Badger Corporate Bus

TetraCorp America
50,000eb (Super Luxury)

BUY NOW!!!

Pick-up or Browse at Booth D3

The TetraCorp America Badger Corporate Bus is a high-end shuttle designed with the corporate world in mind. Constructed from durable polymers, the Badger is a secure vehicle perfect for protecting Corporate assets. The bus's interior feels more like a boardroom than a transport vehicle, complete with a synthetic walnut table and black faux leather seating. Holographic projectors along the walls project a tasteful office setting of the boardroom back at HQ, giving an air of legitimacy.

After business ends, at the push of a button, the table rotates into the floor to reveal a full-size bar powered by a Drink Master 3000. The holographic walls switch modes automatically, providing a party atmosphere. In party mode, the walls scroll lyrics for karaoke, which is why each bus comes with two Banshee Microphones.

The TetraCorp America Badger Corporate Bus is a Compact Groundcar with a Heavy Chassis, Armored Chassis, Bulletproof Glass, Security Upgrade, and four Seating Upgrades. Each purchase comes with a Drink Master 3000 (**SEE PAGE 42**) *and two KillStrom Banshee Microphones* (**SEE PAGE 40**).

Nomad Access: 6

Vehicles > Land

Yang's Wheels Rickshaw

Yang's Wheels LTD

21,000eb (Super Luxury)

BUY NOW!!!

Pick-up or Browse at Booth C5

The Yang's Wheels Rickshaw is the brainchild of Gabriel Yang, the reigning bicycle monarch out of Night City. After seeing a need in the market for cheap, fast, and agile hired transport, he purchased hundreds of wrecked motorcycles from local salvagers and retooled part of his factory operation to refurbish them into rickshaws.

Each unit is a mix of random parts mashed together into a functional motorcycle with a carriage in the back. Despite being salvage each rickshaw looks slick, with a fresh coat of paint to impress the customers.

These rickshaws are Roadbikes with a Seating Upgrade. As an Action, the driver can disconnect the carriage and its two seats from the Roadbike.

Nomad Access: 2

Search

Vehicles > Land

Zonda Molly 1K

Zonda

15,000eb (Super Luxury)

Pick-up or Browse at Booth B1

Despite the recent release of the Zonda Molly 2K in Japan, the original 1K model remains the workhorse of the off-road market. Biotechnica uses Mollys to haul researchers through their Reference Forests. Petrochem uses Mollys to patrol their oil fields. Even Nomads consider the Molly a perfect starter vehicle. Many Nomads got their first taste of the open road behind the wheel of a Zonda Molly 1K.

First released in the early 2000s, Zonda sold the Molly 1K essentially unchanged for decades. As a result, it lacks many of the features of even 4th Corporate War era vehicles, such as Interface Plug control integration.

The Zonda Molly 1K is a Compact Groundcar with only two seats. It cannot be driven using Interface Plugs and has a Narrative Speed of 60 MPH (97 KPH). It is incompatible with the Heavy Chassis and Seating Upgrades.

Nomad Access: 1

Search

Vehicles > Land

Zonda Parallax Cybercycle™

Zonda

110,000eb (Super Luxury)

Pick-up or Browse at Booth D3

The Zonda Parallax Cybercycle™ is the high-end evolution of motorcycle mania. Considered the bike for elite riders, the Parallax boasts fantastic speed and control, with durability surpassing standard models. Thanks to its state-of-the-art neural network integration, its riders love the feeling of responsiveness as they share senses with their bike at extreme speeds.

Those who can afford it are more than willing to pay for the privilege. For those who can't, the Parallax brings a new meaning to dream motorcycle. Braindances centering around the experience of riding one are common.

The Parallax is a Superbike with an Armored Chassis, NOS, and Enhanced Interface Plug Integration.

Nomad Access: 8

Search

Vehicles > Land

Zonda Sliver

Zonda

27,000eb (Super Luxury)

Pick-up or Browse at Booth B1/D3

The Sliver by Zonda comes loaded with gadgets and these extra bells and whistles make it worth every Eurobuck. The most beloved feature of the bike is the holographic display on the windshield, a touchscreen collecting everything the bike can do into a compact set of excellently designed menus.

Zonda produced a few thousand bikes in the initial run before the company realized that they were selling the Sliver for far less than people were willing to pay. After the price was increased, demand dropped off.

The Sliver is a Roadbike with a Communications Center, Bulletproof Glass, and a Security Upgrade.

Nomad Access: 4

Weapons

"You asking me if I'm worried about the 'bodyguard' armed to the teeth and ready to riddle my body with bullets? Nah. I ain't worried about her. She's a dime a dozen; just one of a hundred Solos trading violence for Eurobucks. Me? I'm worried about her boss. The one sitting behind a desk, wearing a 5,000eb suit. The one not bothering to carry a gun. A Solo can kill a few people at a time with bullets. A fucking Corp can kill thousands with an email."

— Rogue Amendiares
Queen of the Solos

Explosives: Page 86

Melee Weapons: Page 91

Thrown Weapons: Page 100

Ranged Weapons: Page 102

Weapons > Explosives

Arachnid Grenade

Centurion Essentials

100eb (Premium)

The Arachnid is a non-lethal net grenade designed by the big brains at Centurion Essentials. This spherical explosive is filled with a highly flexible and sticky solution. Thirty seconds after exposure to oxygen, the solution takes on a rubbery consistency that remains sticky, making it almost impossible for anyone to move while covered in the material. So, when the Arachnid goes off, it makes a major mess.

BUY NOW!!!

Pick-up or Browse at Booth C4

The Arachnid's round design and purple chrome casing make it instantly recognizable in combat situations. The Arachnid is great for parties, prisons, and riots, with webbing in many fun colors. The CE Arachnid may be purchased at any Centurion Essentials kiosk or licensed retailer.

This is Grenade Ammunition. It can be loaded into a Grenade Launcher or thrown. Anyone hit by the grenade takes no damage but is covered by the Arachnid solution. Targets covered that do not take an Action to douse themselves in alcohol within the 30-second arming period (10 rounds in combat) or who are not covered in alcohol by someone else taking an Action to do so are grappled by it when it comes online.

While grappled by the solution, targets cannot use their Move Action. Targets also can't make use of a weapon that requires two hands and take −2 to all Actions for as long as they remain grappled. The webbing solution surrounding a single target has 15 HP and is destroyed beyond repair when it reaches 0 HP. Firing a ranged weapon into an activated solution from outside of it deals damage to both the webbing and the person grappled by it. Destroying and escaping the webbing requires a DV15 Brawling Check that can be attempted by anyone within melee range.

Weapons > Explosives

BUY NOW!!!

Pick-up or Browse at Booth B7

Shuriken Tornado Grenade

Great Lakes Cutlery

100eb (Premium)

When Great Lakes Cutlery decided to get into the arms business, they did it with the Shuriken Tornado. This pineapple-style grenade is packed tightly with stacked shuriken and high-powered electromagnets. The base is weighted, so it always lands in a perfect standing position. Once activated and thrown, as the grenade lands and rests, the electromagnet activates, sending twenty shuriken exploding outward at high velocity. The force is so great the shuriken penetrate concrete and shred flesh and bone. The grenade gets the "tornado" in its name from the aftermath of the detonation since it looks like one hit the area.

This is Grenade Ammunition and does damage like an Armor Piercing Grenade. It can be loaded into a Grenade Launcher or thrown. Unlike with other explosions, the damage dealt by the Shuriken Tornado is rolled separately for each target damaged by it. Whenever damage caused by this grenade causes the Foreign Object Critical Injury, the victim rolls again on the Critical Injury table until they roll a Critical Injury that isn't Foreign Object. The victim then suffers that Critical Injury as well. This second injury deals no Bonus Damage.

BUY NOW!!!

Pick-up or Browse at Booth B7/F4

GunMart Door Cracker

GunMart Inc.

50eb (Costly)

The GunMart Door Cracker is a cheap explosive device made for hard entry. The bomb itself is 1 inch (2.54 cm) in diameter and 1 inch (2.54 cm) thick. The base is magnetic with sticky tape around its edges in case the door (or wall or whatever) isn't metal. GunMart Door Crackers are popular with police and gangs alike and priced cheaply enough to be affordable to both.

This is an Explosive. It takes 30 seconds (10 Rounds in combat) to set up on a 2 m/yd by 2 m/yd section of cover and arm. This can be reduced to 1 Action with a DV15 Demolitions Check, which can only be attempted once.

Once armed, it can be detonated with an Action, via a dedicated detonation switch or a paired Agent. Upon detonation, the 2 m/yd by 2 m/yd section of cover, and only that section of cover, takes 6d6 damage.

Weapons > Explosives

BUY NOW!!!

Pick-up or Browse at Booth D2

Micro Hydrogen Combustor

Hydrosubsidium

500eb (Expensive)

The Hydrosubsidium Micro Hydrogen Combustor is a small explosive device designed for deployment in full bottles. All units are rigged with a thirty-second timer that begins the countdown once the device is submerged entirely in liquid. The device then superheats, causing the bottle and its contents to explode violently. The resulting explosion sprays ultra-hot fluids and steam over everything in the blast radius. The Micro Hydrogen Combustor is popular with burgling Netrunners and covert operators. Just one can create a hell of a distraction.

This is an Explosive. The Hydrosubsidium Micro Hydrogen Combustor explodes like an Armor Piercing Grenade 30 seconds (10 Rounds in combat) after it is submerged entirely in liquid. Upon detonation, it also obscures the area of the 10m/yds by 10m/yds explosion with a thick cloud of steam for 1 minute. The typical penalty for trying to perform a task obscured in such a way is −4.

BUY NOW!!!

Pick-up/Browse at Booth A2

KillChip 100 Micro-Bomb

100eb (Premium)

The origin of the KillChip 100 has been a mystery since the first one exploded a head during the 4th Corporate War. The KillChip looks just like a standard memory chip, and reads like it too when plugged into an Agent. When plugged into Chipware Socket Neuralware, however, it detonates. Law enforcement and intelligence agencies have been looking for the original source of the KillChip for the years with no luck. By now, thousands of KillChips have flooded the streets, making the technology easy to reverse-engineer.

This is an Explosive. A KillChip is an explosive standard memory chip that only detonates when plugged into Chipware Socket Neuralware. The unlucky person who inserts one into their head immediately takes 6d6 damage directly to their HP (armor does not reduce it) and suffers the Brain Injury Critical Injury. A DV15 Criminology, Cybertech, Demolitions, Electronics/Security Tech, or DV21 Perception Check reveals the KillChip as a dangerous explosive.

Weapons > Explosives

BUY NOW!!!

Pick-up or Browse at Booth F4

KTech Security Grenade

KTech

100eb (Premium)

KTech Security Grenades are carried primarily by SovOil naval security units aboard ships where fire and explosions can be a significant concern. These pineapple-style grenades offer a large bang but carry no risk of rupturing fuel tanks and damaging the extremely flammable petroleum within.

In other words, one SovOil security trooper standing on the deck outside the bridge can pop these babies out of a grenade launcher at mobs of pirates below all day and not worry about hurting the company's profit margins.

This is Grenade Ammunition. It can be loaded into a Grenade Launcher or thrown. It is an Armor Piercing Grenade that deals 5d6 damage to targets but causes no damage to cover.

BUY NOW!!!

Pick-up or Browse at Booth A2

OUTLet Explosive

100eb (Premium)

An OUTLet Explosive looks just like a standard outlet adapter, but it's actually a small yet powerful micro-explosive. When plugged into a wall socket the OUTLet can be set to detonate via a remote trigger. The explosive burns hot and, in most cases, makes it look like victims died due to an electrical fire.

It was only after a hit in Night City that a fire investigator realized the true nature of the OUTLet. When word got out, dozens of murder investigations were re-opened worldwide.

This is an Explosive disguised as an outlet adapter. It takes 30 seconds (10 rounds in combat) to arm. This can be reduced to 1 Action with a DV15 Demolitions Check, which can only be attempted once.

Once armed, it can be detonated as if it were an Armor Piercing Grenade with an Action, via a dedicated remote detonation switch or a paired Agent. A DV15 Criminology, Demolitions, or Electronics/Security Tech or a DV21 Perception Check reveals the OUTLet as a dangerous explosive.

Weapons > Explosives

TR-4 Detonator Fluid

500eb (Expensive)

BUY NOW!!!

Pick-up or Browse at Booth B7

TR-4 Detonator Fluid is a reactionary liquid capable of transforming ordinary $CHOOH^2$ into a super explosive devastating to vehicles. To use TR-4, all one must do is pour the fluid into a fuel tank, where it mixes with the $CHOOH^2$. When the vehicle starts, the mix flows to the engine where it fires and detonates. TR-4 is completely undetectable without full chemical analysis and has no smell. The detonator fluid was originally manufactured by Yakuza-funded scientists to create a new method of assassinating enemies. The fluid has since been reverse-engineered and almost any chemical Tech can create a batch.

This is an Explosive. TR-4 Detonator Fluid is a vial of pale yellow liquid which must be first poured into a vehicle's $CHOOH^2$ tank to arm it. Doing this takes 30 seconds (10 rounds in combat). This can be reduced to 1 Action with a DV15 Demolitions Check, which can only be attempted once. Typically, you can't access the vehicle's tank without being able to start the vehicle yourself. Once mixed in, the next time the vehicle is started, the gas tank explodes like an Armor Piercing grenade. This explosion ignores any armor the vehicle has and automatically target's the vehicle's weak point for double damage.

Weapons > Melee

Arasaka Weeping Reaver Katana

Arasaka

5,000eb (Luxury)

ARASAKA

BUY NOW!!!

Pick-up or Browse at Booth D2

Arasaka's Weeping Reaver is a high-density, cryo-quenched, diamond steel katana capable of coating itself with substances stored in the grip. Pressure points on the palm ornament allow the wielder to select coatings from three separate chambers to coat the blade. Arasaka also sells a line of fluids of the exact viscosity required by the blade's mechanism in pressurized, branded cylinders. Currently available are Arasaka Fire, Arasaka Acid, and Arasaka Wound Salt but others are in development. The blade's pommel allows for easy reloading of the three chambers inside the grip.

The Arasaka Weeping Reaver is an Excellent Quality Two-Handed Exotic Very Heavy Melee Weapon. Once per minute (20 Combat Rounds), as an Action, the user can direct the Weeping Reaver to coat itself with one or more fluids loaded into its handle. Multiple applications of the same fluid do nothing, but up to three different fluids can be combined at once as the user desires. Each fluid remains effective for 1 minute after application. Each fluid canister contains a single application and only fluids designed for use with the Weeping Reaver have any effect. The Weeping Reaver contains three chambers for storing fluid canisters. Reloading any combination of these chambers takes an Action. Each canister costs 100eb (Premium).

When coated with Arasaka Fire, whenever a user deals damage to a target through their armor, they ignite the target. Until the target spends an Action to put themselves out, they take 2 damage to their HP whenever they end their Turn. Multiple instances of this effect cannot stack.

When coated with Arasaka Acid, the Weeping Reaver ablates armor by 2 instead of 1 whenever it would ablate armor.

When coated with Arasaka Wound Salt, whenever the weapon causes the Foreign Object Critical Injury, the victim rolls again on the Critical Injury table until they roll a Critical Injury that isn't Foreign Object. The victim then suffers that Critical Injury as well. This second injury deals no Bonus Damage.

Weapons > Melee

Kendachi Mono-Katana

Kendachi

1,000eb (V Expensive)

BUY NOW!!!

Pick-up or Browse at Booth D2

The original monoblade from Kendachi, the Mono-Katana offers elegance and style in a modern age. Behind its nearly invisible molecular-thin orbital crystal edge, in its 2,000-times-a-minute vibrating heart lies a truth: that Kendachi designed the Mono-Katana for exactly what all swords are ultimately designed for — killing. It simply does it better.

The carnage caused by these swords has been the fodder of Edgerunner stories for decades, and for good reason. If you hear one of these weapons hum to life, you're unlikely to survive long enough to hear another.

This is a Two-Handed Exotic Very Heavy Melee Weapon. With the correct biometric key, damage dealt by this weapon ignores the target's armor entirely if it is lower than SP7. Armor with SP7 or higher is still interacted with as normal.

In the hands of a user without the correct biometric key, the weapon will not vibrate, leaving it only a Two-Handed Exotic Very Heavy Melee Weapon.

Solo Wolf and Bot Mono-Katana

Kendachi

100eb (Premium)

BUY NOW!!!

Pick-up or Browse at Booth C4

Kendachi went all in on merchandising their sponsored anime series, *Solo Wolf and Bot*. Hundreds of thousands of green "Mono-Katanas", each a replica of the blade wielded by the show's protagonist, were made and distributed just in time to sit in warehouses and on cargo ships thanks to the 4th Corporate War.

This is a Poor Quality Two-Handed Exotic Very Heavy Melee Weapon. To the untrained eye, it appears to be an actual green Kendachi Mono-Katana, requiring a DV13 Perception or Weaponstech Check to notice the difference. Despite the blade's name, it is a cheap collectible and has none of the biometric security or armor-bypassing features of a true Mono-Katana.

Weapons > Melee

Kendachi Mono-Wakizashi

Kendachi

1,000eb (V Expensive)

Due to its short length, a Mono-Wakizashi is the sensible choice of many sword-wielding Edgerunners, as it is easy to carry indoors, fits nicely in your vehicle, and is comfortable to carry in crowds. When active, a Mono-Wakizashi is the quietest semi-transparent vibrating orbital crystal monoblade on the market, approximately three times quieter than a Mono-Katana, and twenty times quieter than a Mono-Three. Recently, some have noticed that its pitched hissing resembles that of a praying mantis, which has led to a slew of new nicknames.

This is a One-Handed Exotic Heavy Melee Weapon. With the correct biometric key, damage dealt by this weapon ignores the target's armor entirely if it is lower than SP7. Armor with SP7 or higher is still interacted with as normal.

In the hand of a user without the correct biometric key, the weapon will not vibrate, leaving it only a One-Handed Exotic Heavy Melee Weapon.

BUY NOW!!!

Pick-up or Browse at Booth D2

White Hornet Tanto

Centurion Essentials

500eb (Expensive)

The White Hornet is the latest in stab-and-shock technology by Centurion Essentials. This tanto is equipped with a high-solar cell stored in the handle, which should never need recharging unless you plan on stabbing/shocking more than a hundred people on a cloudy day.

When the tang of the blade strikes organic material, it delivers a nasty shock, adding insult to injury. This tanto can be found in the hands of Execs and Fixers who need a concealable personal defense solution.

As a result of an overly optimistic production run dozens of these blades can be found drifting around the Night Markets of various North American cities.

The White Hornet is a One-Handed Exotic Medium Melee Weapon that can be concealed.

If damage dealt by it would reduce a target to under 1 HP, they can be instead be left Unconscious at 1 HP if the wielder so chooses.

BUY NOW!!!

Pick-up or Browse at Booth F4

Weapons > Melee

Rostović Kleaver
Rostovic

1,000eb (V Expensive)

Pick-up or Browse at Booth C4

This battery-powered, four-foot-long, six-inch-wide, white-hot vibrating blade originally started as a joke among Rostović R&D staff. When the Execs at SovOil saw it, however, they assumed otherwise and ordered it churned out as part of a limited production run. The blade of the Kleaver is powered by a large motor in the handle to both vibrate the blade 2,000 times per minute and super heat it to an unholy temperature, making it the exact opposite of an efficient and rational design.

When uncharged, the Rostović Kleaver is a Two-Handed Exotic Very Heavy Melee Weapon that requires BODY 11 or higher to wield. Charging the weapon begins with an Action, which starts a 1-minute-long (20 rounds in combat) heating process, during which the blade must be wielded, or it will melt itself into any surface it's left touching, destroying the weapon. Starting the heating process also requires the blade be loaded with three fresh 50eb (Costly) battery packs, which get as hot as the length of the blade during the heating process, destroying them beyond repair. As a safety feature, you can only reload these battery packs while the blade is uncharged, which takes an Action. After the heating process is complete, the blade begins to vibrate automatically. Once charged, the Rostović Kleaver will remain charged for exactly 5 minutes.

*While charged, the Kleaver is a Two-Handed Exotic Very Heavy Melee Weapon, which deals 5d6 damage that requires BODY 11 or higher to wield. While charged, damage dealt by this weapon ignores the target's armor entirely if it is lower than SP11. Armor with SP11 and higher is still interacted with as normal. Additionally, anyone or anything hit by the Kleaver is now Mildly On Fire (***SEE CP:R PAGE 180***). If the Kleaver is unequipped while charged, it will melt itself into any surface it's left touching, destroying the weapon. Thirty seconds before time is up, the battery compartment begins to smoke.*

Due to its massive size, this Kleaver cannot be wielded in a single hand by any means.

Weapons > Melee

Zhirafa Rhinocefist

Zhirafa Technical Manufacturing

1,000eb (V Expensive)

Pick-up or Browse at Booth B5

With cybernetics becoming more difficult to acquire and the need for cyber-level ability still high Zhirafa used a blend of technologies to solve this problem for the construction industry. Enter Zhirafa's Rhinocefist, a cheap-to-produce, cheap-to-maintain exoskeleton arm modified by advanced hydraulics already found in construction equipment. This provides greatly enhanced strength to the wearer while remaining compatible with the same Interface Plug installation construction workers are already accustomed to for operating heavy machinery.

Resembling a segmented armored gauntlet covering the user's entire arm and shoulder, the Rhinocefist straps to the body with cross-chest and back supports. It is typically worn under clothing with a sleeve torn off to accommodate the exoskeleton. The Rhinocefist provides greatly enhanced demolition power and can double as a hydraulic ram when the "horn" is locked in place. By reusing many of the same parts found in frequently salvaged construction equipment, Zhirafa was able to both save on production costs and create an easy to maintain product.

When worn over an arm and connected to a user via Interface Plugs, Brawling attacks made using the Rhinocefist by the user always deal 4d6 damage, regardless of the User's BODY. As an Action, the Rhinocefist can be converted to and from an Excellent Quality Exotic Very Heavy Melee Weapon, but while in this mode the user can't hold anything in that arm's hand. Due to its bulk, any options stored in a Cyberarm or meat arm wearing the Rhinocefist are inaccessible. Putting on the Rhinocefist and taking it off is an Action, part of which can include connecting/disconnecting Interface Plugs. The Rhonocefist cannot be concealed. Due to its unique design, repairing a destroyed Rhinocefist can be done with either a DV13 Weaponstech or Land Vehicle Tech Check, and takes only 6 hours. On a failed Check, halfway through the repair, you realize that you have to start the repair from scratch.

Weapons > Melee

BUY NOW!!!

Pick-up or Browse at Booth D2

Kendachi Mono-Guard

Kendachi

1,000eb (V Expensive)

Kendachi's newest evolution of the monowhip, this deadly weapon is smaller than previous incarnations and stored in a coin-sized housing disk with a release button. When the button is pressed down, the wire flicks out lightning-fast before perfectly and safely retracting again. Branded as the Mono-Guard, Kendachi markets this monowhip as a defensive weapon designed for bodyguards. However, assassins are the real target market for this weapon since it is easy to conceal and whisper quiet. Some Execs like to carry a Mono-Guard, because it's dangerous, fits nicely in a suit pocket, and is, from their perspective, affordable.

The Mono-Guard is a One-Handed Exotic Heavy Melee Weapon that can be concealed. When using this weapon, whenever you cause the Foreign Object Critical Injury, the victim rolls again on the Critical Injury table until they roll a Critical Injury that isn't Foreign Object and suffers that Critical Injury instead.

BUY NOW!!!

Pick-up or Browse at Booth E2

Faisal's Magna Knuckles

Faisal's Customs

1,000eb (V Expensive)

A knuckle duster modified with an electromagnetic pulse system that triggers whenever it makes repeated impact, powered by a battery pack hidden in the weapon's palm rest. Designed by renowned Tech Faisal Farah specifically for use in pit fighting, the chance to see a combatant perform a rare upset against a borderline cyberpsycho opponent with these has made them a crowd favorite.

This is a One-Handed Exotic Medium Melee Weapon. Anyone hit twice by this 2 ROF weapon in a single combat Turn must try to beat a DV15 Cybertech Check. If they fail, the GM chooses two pieces of their cyberware to become inoperable for one minute. Cyberlimbs rendered inoperable act as their meat counterparts do when they have been dismembered but still hang loosely. Whenever this weapon causes a target to make this Check it drains one of the 8 charges in the weapon's easily rechargeable (1 hour) 50eb (Costly) battery pack. Without any charges, this weapon still functions as a One-Handed Exotic Medium Melee Weapon.

Weapons > Melee

The Pursuit Security Bouncer

Pursuit Security Inc.

500eb (Expensive)

PURSUIT SECURITY

BUY NOW!!!

Pick-up or Browse at Booth F4

A combination microwaver and stun baton in a fingerless glove-shaped housing, the Bouncer is common among club security and hotel door attendants. To zap a target, the user simply smacks them with the easily retractable baton to release a powerful and (usually) less-than-lethal shock.

To microwave a target, the user aims their forearm in the direction of the target and tenses the muscles in their hand to fire. An efficient design, both sides of the weapon run off the same easily rechargeable eight-shot 50eb battery pack, which loads smoothly into the lower forearm of the weapon.

*The Bouncer is a One-Handed Exotic Combination Stun Baton and Microwaver (***SEE CP:R, PG. 348***), both of which drain a charge from the weapon's easily rechargeable (1 hour) 50eb (Costly) eight-shot battery pack with each swing/pulse. When the battery is fully drained, neither mode of the weapon can be used to attack.*

Putting on a Bouncer and taking one off is an Action. The Bouncer cannot be installed into popup cyberware or concealed by any means. Any non-Cyberfinger cyberware options (except Scratchers and Rippers) stored in a Cyberhand or meat hand the Bouncer is being worn over are inaccessible while the Bouncer is worn.

Weapons > Melee

SlamDance FangFist

SlamDance Inc.

1,000eb (V Expensive)

The FangFist is a special tactical glove armed with a spring-loaded two-inch blade built into the back of the hand guard. The blade initially deploys with such force that it can easily shatter glass, which was one of the elements required by marketing during the design phase.

This makes it an excellent tool for entry, escape, and rescue and a perfect defensive weapon. For the blade to be retracted, a lock mechanism in the palm must be released and the blade slowly pushed back into place (usually by pressing it against a solid surface).

The FangFist was originally produced for SovOil, but the Megacorp refused to take delivery, so tens of thousands of units have promptly flooded Night Markets around the world. The FangFist gloves come in black, camouflage, indigo, and urban camouflage.

The FangFist is an Excellent Quality One-Handed Exotic Medium Melee Weapon stored within a specially designed glove. On the Turn where the FangFist is drawn, and on that Turn only, it acts as an Excellent Quality One-Handed Exotic Very Heavy Melee Weapon. The FangFist's ROF on the Turn it is deployed is 1.

While the blade is extended, the gloved hand cannot be used to do anything else. Any cyberware stored in the hand which the glove is being worn over cannot be accessed while the glove is worn. Retracting the blade back into the glove is an Action, as is putting the glove on or taking it off.

While the blade is retracted, the glove can be concealed with the Conceal/Reveal Object Skill under clothing, for example, worn underneath a long sleeve jacket. If worn openly people can easily tell what it is.

SLAM dance INC.

BUY NOW!!!

Pick-up or Browse at Booth F4

Weapons > Melee

SlamDance Tasmanskiy Klô

SlamDance Inc.

5,000eb (Luxury)

BUY NOW!!!

Pick-up or Browse at Booth D3

The Tasmanskiy Klô is a triple-bladed melee weapon installed in a heavily modified Battleglove. When needed, the user can trigger the blades to pop out by making a fist to activate a mechanism in the palm.

The weapon was initially produced by SlamDance exclusively for SovOil, who commissioned it as a tool of terror in their conflicts against rebel forces. Named after the Tasmanian devil, the weapon is lightweight, easy to use, and, most importantly, absolutely terrifying to be on the receiving end of. The reverse side of the blades are hooked and micro-textured to make them ideal implements of intimidation.

The SlamDance Tasmanskiy Klô is an Excellent Quality Exotic Very Heavy Melee Weapon that comes permanently installed in a Battleglove from which it can be drawn and stowed without an Action. While the blade is drawn, that hand cannot be used to do anything else.

When the Klô is used to threaten someone, the user gets a +2 to their Interrogation Skill Check. The Battleglove which houses the claw has a single Option Slot for a Cyberlimb or Cyberarm option.

The cost to purchase and install a Cyberlimb or Cyberarm option into the Battleglove's single Option Slot is the same cost as doing so in a Cyberarm.

Any options stored in a Cyberarm or meat arm wearing the Battleglove are inaccessible while the Battleglove is being worn.

Putting on the Klô and taking it off is an Action.

Weapons > Thrown

Ranger Combat Boomerang

Everest VentureWare

1,000eb (V Expensive)

EVEREST VENTUREWARE

BUY NOW!!!

Pick-up or Browse at Booth B2

Marketed toward mountain troops and recon operators, this deadly boomerang is not only razor sharp but also possesses a unique guidance system. The thrower simply locks onto a target using Targeting Scope cyberware, gives the Ranger a good toss in the right direction, and the boomerang guides itself toward the target, and then back to the thrower.

The Ranger boasts razor-sharp blades on its leading and returning edges that retract automatically before landing in the thrower's hand.

This is a One-Handed Exotic Heavy Melee Weapon but cannot be used to make a melee attack. Unlike a typical melee weapon not designed for throwing, this weapon continues to halve SP when thrown. Additionally, throwing this weapon counts as half of a 2 ROF attack.

After it is thrown, at the beginning of your next Turn, assuming you have Targeting Scope Cyberware, it returns to you, wherever you may be on the battlefield. You may choose to catch it without an Action if you have a hand free to do so. Otherwise, it lands on the ground somewhere nearby as chosen by the GM.

Weapons > Thrown

Utility Tomahawk

Everest VentureWare

100eb (Premium)

The Utility Tomahawk, produced by Everest VentureWare, is a combination ice tool-crowbar-throwing axe-machete made from a graphene-stainless steel hybrid material. A savior of the modern survivalist, the design of the Utility Tomahawk offers a smooth throw and powerful leverage. The blade and pick are hard to dull and the tool carries the weight needed for the crowbar hilt to do serious damage. The tool is popular with survivalists and special forces who deploy in environmentally extreme theaters but has also found a home with some emergency responders, who use it primarily to pry open doors.

BUY NOW!!!

Pick-up or Browse at Booth B2

This is a One-Handed Exotic Heavy Melee Weapon. Unlike a typical melee weapon not designed for throwing, this weapon continues to halve SP when thrown.

Kendachi Mono-Star

Kendachi

500eb (Expensive)

From the minds of Kendachi comes the Mono-Star. A mono-shuriken, its ball-bearing center conceals a tiny solar/kinetic-capture power cell that hums while the star spins up between the fingers of the wielder. In a second, the weapon is spinning at full speed and begins to vibrate, meaning the weapon is live and ready to use. Some combatants like to use the Mono-Star up close and personal, cutting arteries, while others appreciate the value of a classic thrown shuriken.

BUY NOW!!!

Pick-up or Browse at Booth D2

The Mono-Star is a One-Handed Exotic Medium Melee Weapon that can be concealed. Unlike a typical melee weapon not designed for throwing, this weapon continues to halve SP when thrown. Additionally, throwing this weapon counts as half of a 2 ROF attack.

When thrown, whenever you cause the Foreign Object Critical Injury, the victim rolls again on the Critical Injury table until they roll a Critical Injury that isn't Foreign Object and suffers that Critical Injury in addition to the Foreign Object Critical Injury.

Weapons > Firearms

Arasaka Prototype Variable Assault Rifle

Arasaka

15,000eb (Super Luxury)

ARASAKA

BUY NOW!!!

Pick-up or Browse at Booth D2

During the 4th Corporate War, Arasaka "commissioned" two captured Rhinemetall engineers to design an automatic weapon with railgun capabilities. However, by the time they had produced a batch of prototypes and shipped them off for hands-on testing in Tokyo the project had to be shelved due to their workshop in the Night CIty's Arasaka Tower annihilation via nuclear fire.

Most versions of the AVAR found in the wild are missing at least one of the two needed conversion parts for the railgun mode. To convert the weapon, the normal receiver is switched out with an electromagnetic one and the barrel is switched out with a heat-resistant one. While this change locks the weapon out of autofire and makes it less accurate, it is made up for by the railgun mode's armor-piercing capability.

The Arasaka Variable Assault Rifle is an Excellent Quality Exotic Assault Rifle with a unique alternate fire railgun mode. Assuming you have both needed conversion parts, you can switch between its standard and special railgun variant mode when combat begins (before Initiative is rolled), anytime outside of combat, or in combat with an Action. In its special railgun mode, the weapon is incapable of Autofire and Aimed Shots, but damage dealt by this weapon ignores the target's armor entirely if it is lower than SP7. Armor with SP7 or higher is still interacted with as normal. Additionally, whenever fired in its railgun mode, a charge is drained from the weapon's eight-shot rechargeable (1 hour) 50eb (Costly) battery pack in addition to a bullet being fired from the magazine. The battery pack can be reloaded separately from the gun's magazine with an Action. If fired in railgun mode without any charges in its battery pack, or without a properly installed battery pack, the weapon fires instead as a typical Excellent Quality Exotic Assault Rifle.

The 15,000eb price point of the weapon assumes that it comes with both of its conversion parts. For each missing part in an AVAR at the time of sale, the price is lowered by 5,000eb. Individual conversion parts and the base weapon are worth 5,000eb (Luxury) when sold alone.

Weapons > Firearms

Eagletech Survivalist

Eagletech

500eb (Expensive)

BUY NOW!!!

Pick-up or Browse at Booth B3

The Eagletech Survivalist is a combination rifle and crossbow rolled into one impressive piece of kit. The bow components are built into the middle section of the assault rifle, giving the weapon the appearance of a larger crossbow. The rifle barrel runs above and parallel to the arrow track, allowing for faster firing. Arrows are loaded directly into the arrow track, which automatically draws them back. The ammo clip for the assault rifle slides into the stock of the weapon to cut down on weight.

The Eagletech Survivalist was originally marketed to hunters and wilderness guides, and it initially sold only modestly. Sales picked up as ammunition shortages struck the northern territories of the Americas, leading more Nomads and other wilderness types to turn to reliable crossbows to solve their lack-of-bullet woes. Nowadays, you can find many of these weapons second-hand floating around the Night Markets.

The Survivalist is an Exotic Combination Crossbow and Assault Rifle. The Assault Rifle mode is incapable of Autofire, only has 10 shots in its magazine, and is fired with the Archery Skill instead of Shoulder Arms despite firing bullets. Both modes of this weapon benefit from the weapon's integrated Sniping Scope and can load Non-Basic Ammunition despite being Exotic Weapons.

Weapons > Firearms

Faisal's Dead or Alive

Faisal's Customs

500eb (Expensive)

Pick-up or Browse at Booth F2

Originally a custom job by renowned Tech Faisal Farah for a bounty hunter who wanted an easier way to land their quarry, this pump-action shotgun includes an integrated net launcher capable of firing up to two nets before needing a reload. The nets are durable and a pain in the ass to get out of once they make impact because of a barbed hooking system that locks into place after it wraps a target.

The Dead or Alive is a Poor Quality Exotic Shotgun with an integrated Poor Quality Net Launcher that cannot be removed. The net launcher holds two nets in its magazine, and fires at 1 ROF using the Shoulder Arms Skill and the Shotgun Slug Range table, except that it cannot hit a target further than 25 m/yds away.

On a hit, the net grapples the target. Only one net can grapple a target at a time. While grappled by the net, the target cannot use their Move Action. The target in the net can't make use of a weapon that requires two hands and takes a −2 to all physical Actions for as long as they remain in the net. The net has 15 HP and is destroyed beyond repair when it reaches 0 HP. Firing a ranged weapon into a deployed net from outside of it will equally damage the net and the target grappled by it. Escaping the net requires a DV13 Contortionist Check, which can only be attempted by the target inside the net, or a DV13 Brawling Check which can be attempted by anyone. Succeeding at either of these destroys the net beyond repair. Replacement nets are 50eb (Costly) each.

Weapons > Firearms

Federated Arms Pepper Shaker

Federated Arms

500eb (Expensive)

The Federated Arms Pepper Shaker is a compact SMG popular for its comfortable shooting experience, despite only being capable of autofire.

The most significant benefit of the weapon is its ammunition-saving trigger feature which fires six bullets at once, allowing the shooter to worry less about how many bullets they can afford to dump into a target and more about how to end the fight quickly.

The Pepper Shaker is an Exotic SMG that can only be fired using Autofire and cannot make Aimed Shots or fire in single shot mode. Despite being an Exotic Weapon, it can still load Non-Basic Ammunition. Unlike other weapons, when fired in Autofire, the Pepper Shaker uses 6 bullets instead of 10 per attack.

BUY NOW!!!

Pick-up or Browse at Booth C4

Georgia Arms Matchmaker

Georgia Arms

20eb (Everyday)

The Georgia Arms Matchmaker is a simple slam-fire shotgun designed by dissidents who needed arms to use against SovOil. The Matchmaker isn't a great weapon since it is made entirely of common plumbing supplies.

This gun is not designed for long battles, and ideally is meant for only one quick kill so the user can acquire the gun of the former SovOil operative they just decommissioned.

The Matchmaker is a Poor Quality Exotic Shotgun with only 1 shot in its magazine. Despite being an Exotic Weapon, it can still load Non-Basic Ammunition.

BUY NOW!!!

Pick-up or Browse at Booth C4

Weapons > Firearms

GunMart

Bubba Buster

GunMart Inc.

50eb (Costly)

GunMart markets the Bubba Buster as the only shotgun you'll ever need for those "close encounters." The Bubba Buster is a simple shotgun, but its extra loud pump-action is enough to make anyone pause — even in 2045, nothing says "oh fuck!" like hearing a shell racked into the Bubba Buster. The downside to the Bubba Buster is, of course, the fact that it's made by GunMart, and has serious durability issues. But as GunMart salespeople will try to tell you, the Bubba Buster only needs to shoot once or twice to be worth its price. Letting the gun cool for a minute after the first two shots is recommended to avoid overheating.

The Bubba Buster is a Poor Quality Exotic Shotgun. Despite being an Exotic Weapon, it can still load Non-Basic Ammunition. If it fires three times in 1 minute (20 rounds in combat), the barrel will warp and the weapon will destroy itself.

BUY NOW!!!

Pick-up or Browse at Booth C4

Overlord

Handcannon

GunMart Inc.

100eb (Premium)

GunMart's answer to ultra-cheap intimidation is the Overlord Handcannon. The Overlord looks like a jacked-up revolver straight out of a classic cop film, but the cylinder is just a costume piece with no functionality. The large grip has a magazine tube and a clip that snaps each round into place. This slows down the firing rate dramatically. It doesn't suffer from overheating like some other GunMart models, but the loading mechanism is as prone to jam as the ejection port.

Who cares though? Just the look of the gun is enough to make someone think twice.

The Overlord is a Poor Quality Exotic Heavy Pistol. Unlike other Heavy Pistols, it fires at 1 ROF.

If used to threaten violence as part of a Facedown, the user adds +1 to the user's Check unless the user recognizes the Overlord and knows it is a crap gun.

BUY NOW!!!

Pick-up or Browse at Booth C4

Weapons > Firearms

GunMart Engage Rocket Launcher

GunMart Inc.

100eb (Premium)

BUY NOW!!!

Pick-up or Browse at Booth C4

GunMart's introductory rocket launcher offering, this shoulder-mounted rocket launcher looks military grade — covered in rails and hardpoints, apparently allowing for almost endless customization. However, as is often the case with GunMart weapons, the brittle plastic "rails" and "hardpoints" are merely a cosmetic addition.

Rockets are loaded into the rear of the weapon via a hatch in the back closed with a plastic cap.

Stories of accidents caused by the Engage are common among Edgerunners but GunMart routinely pays Ziggurat to scrub them from the Data Pool.

The Engage is a Poor Quality Exotic Rocket Launcher only capable of firing Armor Piercing Rockets. Each purchase comes with an Armor Piercing Rocket already loaded into its magazine.

Whenever you roll a Critical Failure (a 1) while firing the weapon or you attempt to remove a loaded rocket from the Engage's magazine, the ammunition inside detonates immediately, centered on the weapon. This destroys the weapon (and sometimes the user) beyond repair.

Weapons > Firearms

GunMart Special

GunMart Inc.

20eb (Everyday)

GunMart. Your go-to vendor for burner firearms! The Special is a no-frills polymer one-shot designed to be abused until it breaks.

The pistol appears to be military grade, but the exterior design hides the rather cheaply functioning mechanics inside. It shatters quickly under pressure.

The GunMart Special is one of the most popular weapons available in Night City due to large production runs and availability in Vendits throughout the Combat Zones.

The Special is a Poor Quality Exotic Heavy Pistol. Whenever you roll a Critical Failure (a 1) when firing the weapon, it destroys itself beyond repair.

BUY NOW!!!

Pick-up or Browse at Booth C4

GunMart Smart Special

GunMart Inc.

100eb (Premium)

Using budget-cutting, low-quality parts GunSmart has produced the cheapest (in all senses of the word) Smartgun on the market today!

The Smart Special is a Poor Quality Exotic Heavy Pistol. Whenever you roll a Critical Failure (a 1) when firing the weapon, it destroys itself beyond repair. This weapon comes permanently attached with a Smartgun Link that cannot be removed without destroying both the weapon and the attachment beyond repair. The Smartgun Link doesn't support Subdermal Grip cyberware. Additionally, if the Smart Special is disarmed or otherwise pulled from the user's hands while plugged into their Interface Plugs, the entire weapon is destroyed beyond repair.

BUY NOW!!!

Pick-up or Browse at Booth C4

Weapons > Firearms

Hades Multipurpose Assault Shotgun

MetaCorp

5,000eb (Luxury)

BUY NOW!!!

Pick up or Preorder at Booth B3/D2

MetaCorp designed the Hades Multipurpose Assault Shotgun to fill the role of five weapons. Why carry a whole arsenal when the Hades is all you need to stop a charging vehicle, clear the enemy at range, and sweep a building, all in one package? The shotgun is fed from a specially designed drum and has been vented, reinforced, and combined with internal compensators to eliminate as much recoil as possible. While not readily available on the open market, MetaCorp has been selling the Hades through back channels. Most find their way to paramilitary units and high-paying clients.

"MetaCorp's Hades is my first choice in urban pacification and corporate engagements. This little gem helps me blow the engines on armored vehicles, clear the guards before they raise the alarm, and get all up close and personal as I sweep the building to clear hostiles. All this without even having to change my gun or magazine." – Paladin

Why play with small fish when you can lay waste to your enemies?

The Hades is an Exotic Shotgun with 16 shots in its magazine. It can still load Non-Basic Ammunition despite being an Exotic Weapon. Unlike other weapons, you can load the Hades with a mix of up to five different kinds of shotgun ammunition and select which you want to fire with every shot using

Pick-up or Browse at Booth B3/ D2

innovative thumb controls situated on the weapon's stock.

Weapons > Firearms

KTech
TechHammer

KTech

1,000eb (V Expensive)

BUY NOW!!!

Pick-up or Browse at Booth B3

The TechHammer by KTech is a multipurpose assault shotgun capable of leveling multiple targets or dropping a larger one with a single pull of the trigger. Designed for frontline engagements, the TechHammer comes with a firing stabilizer that keeps the shotgun from kicking and has two firing settings: standard and special. The standard setting is for what you'd expect from a shotgun. The special setting is for firing Smart Rockets. A laser targeting system replaces the standard sights, allowing for Smart Rocket painting as needed. Nothing scarier than a pair of Smart Rockets homing in on you, courtesy of the TechHammer.

KTech has released the TechHammer on a limited basis only to its military clients, but it still managed to find its way, first into the Night Markets of Neo-Soviet Russia, and later into Night Markets in Europe. It has only recently been seen on the streets of Night City.

The TechHammer is either an Exotic Shotgun or an Exotic Rocket Launcher depending on what ammunition it is loaded with. Its unique bottom-fed internal magazine can hold either 4 Basic Shotgun Slugs or Shells or 2 Smart Rockets. It is incapable of holding any other variety of rocket ammunition. It is fired with the Shoulder Arms Skill when acting as a shotgun, and the Heavy Weapons Skill when firing Smart Rockets. The weapon's laser targeting system allows the weapon to fire Smart Rockets without requiring Targeting Scope

Weapons > Firearms

Midnight Arms Beast Shotgun

Midnight Arms

1,000eb (V Expensive)

MA MIDNIGHT ARMS

BUY NOW!!!

Pick-up or Browse at Booth F2

Designed for sheer terror out of rugged polymer with a titanium framework, the Beast always comes all in black and chrome. The ammo box holds 40 shots that auto-feed into the shotgun. Pressure-release valves hiss with every shot, keeping the Beast just barely pointing in the right direction when fired.

Due to its extreme weight, the stock slams into the shooter's shoulder with each pull of the trigger, which is typically fine, provided they were strong enough to lift the weapon in the first place... otherwise, it's going to send someone straight to the hospital.

The Beast is an Exotic Shotgun with 40 rounds in its magazine. Despite being an Exotic Weapon, it can still load Non-Basic Ammunition. Firing this weapon without suffering the Broken Arm Critical Injury requires BODY 10 or higher unless it is mounted.

Reloading this weapon requires using 2 Actions, and thus can only be done over the course of 2 Turns.

Weapons > Firearms

Militech Perseus

Militech

5,000eb (Luxury)

MILITECH

BUY NOW!!!

Pick-up or Browse at Booth D2/F5

Militech designed the Perseus with the rise of cyberpsychosis in mind. Not to mention the occasional need to shoot through an engine block. The weapon is an eleven-shot revolver with a forearm brace and ample venting ports.

The vents, plus built-in proprietary compensators, allow for the weapon to be discharged without a cyberlimb to handle the recoil. What recoil Militech couldn't reduce, they decided to make use of, recapturing the excess kinetic energy to prepare the gun to fire again, enabling the weapon to exceed its initial rate of fire when fired continuously.

Only the initial alpha test production run was ever manufactured, as the weapon was deemed too expensive to produce by Militech. Due to the low quantity made and the general lack of desire owners have in parting with one, this hand cannon is extremely hard to find. This often drives the price for available units remarkably high.

The Perseus is an Excellent Quality Exotic Very Heavy Pistol that holds 11 shots. If it was fired during the previous Round in a combat, it operates as a 2 ROF weapon instead of a 1 ROF weapon.

Weapons > Firearms

Militech Fox Dual Ammo Pistol

Militech

1,000eb (V Expensive)

This clever pistol was originally produced by Militech but has since seen wide-scale reproduction from other weapon manufacturers.

Militech designed the Fox to provide the user with options as well as sustained fire capacity. A selector switch near the handle allows the user to alternate between its twin helical magazines.

This is an Exotic Heavy Pistol with two 10-round magazines. Each magazine can be loaded with a different ammunition type. Despite being an Exotic Weapon, it can still fire Non-Basic Ammunition.

When firing the weapon, the user chooses which magazine to fire from. Each magazine must be reloaded independently using a separate Action.

BUY NOW!!!

Pick-up or Browse at Booth F5

Militech Mastiff SMG

Militech

1,000eb (V Expensive)

The Militech Mastiff SMG was designed to punch holes in doors to help breach and then follow up with a burst of bullets. Each Mastiff comes with an instruction video showing how useful the shotgun feature is as some bastard decked out in far too much gear shoots hinges off doors and goes wild inside a room, dumping their whole clip. The top section of the mastiff is a submachine gun while the lower is a pump-action shotgun with a bottom feed chamber. The clip for the SMG fits between the trigger of the SMG and that of the shotgun. Because the Mastiff is primarily sold to police departments, thousands have leaked into Night Markets thanks to widespread corruption.

This weapon is an Exotic Combination Two-Handed SMG and a Shotgun. The Shotgun has three shots in its magazine. Both modes of the weapon fire from separate magazines and each must be reloaded using a separate Action. It cannot be Concealed.

BUY NOW!!!

Pick-up or Browse at Booth F5

Weapons > Firearms

ModFire 10X

Centurion Essentials

1,000eb (V Expensive)

CENTURIAN ESSENTIALS

BUY NOW!!!

Pick-up or Browse at Booth B3/F5

Back in the day, the ModFire 10X was going to be Centurion Essentials' next gem in the firearms marketplace. This pistol-turned-SMG-turned-assault rifle came in a lovely black carrying case with all the parts needed to convert it into the right weapon for those times when packing a whole gun cabinet just wasn't practical. It was the perfect weapon for that Exec who wanted to look badass or the Solo who was too indecisive. Inside the included, sleek carrying case a new owner could find the ModFire10X core, a barrel extension, a foldable stock, and a set of proprietary magazines which partially replace the weapon's firing mechanism when swapped out. The only complaint about the ModFire 10X was how design limitations made it incapable of autofire while in pistol mode. The autofire mode only becomes accessible when the barrel extension is locked into place along with either the SMG or Assault Rifle proprietary magazines. Centurion Essentials claimed that this was to keep the core from overheating and melting the barrel, but insiders claim it was so that customers would need to buy the whole package directly instead of just the parts they wanted on the secondary market. After the 4th Corporate War, the ModFire 10X seemed to fade from store shelves and wholesale distribution. Even still, today there are still some older Execs who keep one of these bad choombas under the seat.

The ModFire 10X is an Exotic Heavy Pistol that can be transformed into an Exotic SMG or an Exotic Assault Rifle in 1 minute without a Check, assuming the user has access to the weapon's modular parts. The parts all fit nicely in a tasteful foam-lined carrying case.

Weapons > Firearms

BUY NOW!!!

Pick-up or Browse at Booth B3

Nomad Rocker

Everest VentureWare

100eb (Premium)

The Nomad Rocker is a modified air pistol that fires small rocks. Made from the same material as seen in those popular metal dishware commercials, the Nomad Rocker looks like an ancient ship's cannon fit for your hand, is scratch resistant, and is remarkably easy to clean. When fired, the airtight seal formed around the rock sweeps out any dust and debris left in its path, meaning that for maintenance, you only have to gently clean the exterior of the weapon. No disassembly needed! Drop it in a bucket of water, fire the gun, and you are ready to rock!

The Nomad Rocker is a Poor Quality Exotic Very Heavy Pistol that fires rocks instead of bullets, making ammunition for the weapon free. Repairing a destroyed Nomad Rocker does not require a Check and takes 1 hour.

BUY NOW!!!

Pick-up or Browse at Booth F5

E-TACK Public Defender

Pursuit Security Inc.

500eb (Expensive)

The E-TACK Public Defender was a short-lived new police standard during the 4th Corporate War. This pistol came with a built-in stun gun that gave officers the option of lethal or less-than-lethal force at just a thought but was discontinued due to the difficulty of mentally switching between the two modes in combat situations.

This is Poor Quality Exotic Heavy Pistol lacks a trigger and comes permanently installed with the Smartgun Link weapon attachment. It is only capable of connecting to a Subdermal Grip, which is required for it to operate. Whenever you fire this weapon, you can choose to use either its lethal setting or its less-than-lethal setting. Its lethal setting fires the shot as a regular Heavy Pistol would, taking its ammo from the standard 8-shot magazine. Its less-than-lethal setting does damage as a Heavy Pistol would, but if damage dealt by the shot would reduce a target to under 1 HP, they are instead Unconscious at 1 HP. Additionally, damage dealt by this weapon in its less-than-lethal setting cannot cause a Critical Injury and does not ablate armor. Using the less-than-lethal setting drains one shot from the weapon's standard 50eb (Costly) eight-shot rechargeable (1 hour) battery pack instead of using ammunition from its magazine. If needed, a new battery can be switched in as an Action.

azine. If needed, a new battery can be switched in as an Action.

Weapons > Firearms

Pursuit Security Incorporated Crowd Buster

Pursuit Security Inc.

5,000eb (Luxury)

Pick-up or Browse at Booth F2

The Pursuit Security Incorporated Crowd Buster is the leading weapon for crowd control. This assault rifle is equipped with a built-in shrieker, making it great for dispersing large, unruly mobs. The shrieker is located below the rifle barrel and is powered by a standard 50eb eight-shot rechargeable battery pack. Each Crowd Buster comes with a pair of Auto Level Dampening Ear Protectors to protect the user from the ear-damaging effects of firing the shrieker. There have been several lawsuits brought against Pursuit Security Incorporated by people claiming to have lost their hearing due to exposure, but due to the natural noise of city life those cases tend to get thrown out.

This is an Exotic Assault Rifle with a unique alternative firing mode. As an Action the user can make a single shot using the Assault Rifle Range table, which, instead of dealing damage on a hit, forces the target to try to beat a DV15 Resist Torture/Drugs Check. If they fail, they suffer the Damaged Ear Critical Injury. Whenever this alternate firing mode is used, unless the user has some form of ear protection, they suffer the Damaged Ear Critical Injury. Included with every Crowd Buster is a pair of Auto Level Dampening Ear Protectors (**SEE CP:R, PAGE 351**). *While worn, the user is immune to deafness or other effects caused by dangerously loud noises, like those of a flash-bang. Using the alternative firing mode does not expend ammunition but instead drains one shot from the weapon's standard 50eb (Costly) eight-shot rechargeable (1 hour) battery pack.*

Weapons > Firearms

Rostović Ulični Uništitelj (aka the Street Destroyer)

Rostović

1,000eb (V Expensive)

Pick-up or Browse at Booth C4

The Rostović Ulični Uništitelj was originally designed to be a triple-barrel shotgun enhanced by a magnetic rail stabilization system but it didn't take long for users to realize that they could dump scrap metal down the barrel to get more bang for their buck. The Rostović Ulični Uništitelj originated in Neo-Soviet Russia, where it was commissioned by SovOil to help them deal with eco-terrorists hitting their installations.

The idea of cramming scrap metal down the barrel came from a SovOil security officer looking to make a mess of a prisoner sentenced to death. The officer dumped old coins down the barrel and pulled the trigger, activating the magnetic rail system. The end result was the coins launching out first, shredding the prisoner before the pellets even left the gun.

From then on, the practice seeped out into the general population, with gangs carrying bags of scrap metal to dump into their Ulični Uništitelj during firefights.

The Rostović Ulični Uništitelj is a Poor Quality Exotic Shotgun with three shots. It is only capable of loading Shotgun Shells. As an Action, the wielder can shove a handful of metal objects into all three barrels.

If the barrels are filled with metal objects, the weapon's next fired Shotgun Shell deals 4d6 damage instead of 3d6 and clears all three barrels of metal objects.

Weapons > Firearms

Sanroo Hello Cutie Ultra-K8 Assault Pistol

Sanroo Firearms of Tokyo

5,000eb (Luxury)

SANROO

BUY NOW!!!

Pick-up or Browse at Booth D2/E2

Don't let the pink frame fool you. The Hello Cutie Ultra-K8 assault pistol by Sanroo Firearms of Tokyo is a terrifying little machine pistol. This pistol was marketed toward cosplay gangs popping up across Tokyo and soon every anime-themed poser ganger from Tokyo to Night City had to get their hands on the Ultra-K8. The pistol comes with wild features, including a self-cooling barrel, audio playback of shooter's voice with selectable anime filters, and an upper barrel track for added customization. It even giggles when you reload it! After a mass-shooting incident, the Japanese government ordered Sanroo to discontinue production of the gun. Unfortunately, well over 1,000 units had already been sold and shipped globally. Considered a collector's item, the Ultra-K8 is well worth the price.

This kawaii handcannon is an Excellent Quality Exotic Very Heavy Pistol, which can be reconfigured into an Excellent Quality Exotic Heavy SMG with an Action. In both modes, it fires from the same 30-round magazine of Very Heavy Pistol ammunition using the base damage of a weapon of its type. If the user is wearing at least 3 pieces of Asia Pop Fashion while wearing the weapon openly, it also gives the user a +2 to Wardrobe and Style Checks. This bonus only applies once and won't combine with other weapons that grant a bonus to Wardrobe and Style. The weapon has 2 attachment slots and is compatible with any weapon attachments that could normally be attached to both a Very Heavy Pistol and a Heavy SMG except magazine weapon attachments.

Heavy Pistol and a Heavy SMG except magazine weapon attachments.

Weapons > Firearms

Sternmeyer M-04 Variable Assault

Sternmeyer

500eb (Expensive)

sternmeyer BALLISTICS

BUY NOW!!!

Pick-up or Browse at Booth B3

The M-04 Variable Assault by Sternmeyer is a compact multipurpose assault weapon designed for getting the job done quickly. To solve an issue with a previous ultralight prototype, Sternmeyer fit it with an integrated grenade launcher as a counterweight to balance the featherweight bullpup design.

The result was a match made in gunsmith heaven, with the grenades loaded via a clip that slides underneath the launcher and the ammunition cartridge loaded into the stock. The M-04 really doesn't need anything else. It's balanced, weighs only 10 pounds, and wrecks just about anything it shoots at. It does have some issues with a "sticky" dual-function trigger, but more than makes up for it in utility.

This is a Poor Quality Exotic Combination Assault Rifle and Grenade Launcher. Both modes of the weapon fire from separate magazines, the Assault Rifle magazine holding 20 bullets, and the Grenade Launcher magazine holding 2 grenades. Each magazine must be reloaded independently using a separate Action.

When one mode of the weapon jams neither mode can be used until an Action is taken to reverse the malfunction. Despite being an Exotic Weapon, the Grenade Launcher portion of this weapon can still fire Non-Basic grenades.

Weapons > Firearms

BUY NOW!!!

Pick-up or Browse at Booth D2/E2

Superchrome® Glam Rifle

Centurion Essentials

1,000eb (V Expensive)

The Assault Rifle of choice for the truly chromed! The poster child of Centurion Essentials fashion-forward firearms, no expense was spared in making this rifle the shiniest killing machine on the market.

A beautiful Superchrome® casing stretches across every inch of the gun, making sure you will never blend into the background.

This is an Exotic Assault Rifle. Despite being an Exotic Weapon, it can still fire Non-Basic Ammunition.

When worn openly, the user gets a +2 to their Wardrobe and Style Skill Checks. This bonus only applies once and won't combine with other weapons that grant a bonus to Wardrobe and Style.

BUY NOW!!!

Pick-up or Browse at Booth D2/E2

Superchrome® Javelin

Centurion Essentials

1,000eb (V Expensive)

The perfect marriage of fashion and firepower! The largest member of Centurion Essential's fashion firearm line, the Javelin is a must-own for any lover of all things chrome, for when you want to wear the most Superchrome® you possibly can.

Bulky, Shiny, and Iconic, strapping one onto your back makes a loud style statement.

This is an Exotic Sniper Rifle. Despite being an Exotic Weapon, it can still fire Non-Basic Ammunition.

When worn openly, the user gets a +2 to their Wardrobe and Style Skill Checks. This bonus only applies once and won't combine with other weapons that grant a bonus to Wardrobe and Style.

Weapons > Firearms

BUY NOW!!!

Pick-up or Browse at Booth D2/E2

Superchrome® Sidearm

Centurion Essentials

1,000eb (V Expensive)

The sidearm of choice for the truly chromed! Designed by Centurion Essentials, this Superchrome® covered handgun is just as at home on the runway as it is on The Street, where looking dangerous is the same as being dangerous.

Are you dangerous? Can you afford not to be?

This is an Exotic Very Heavy Pistol. Despite being an Exotic Weapon, it can still fire Non-Basic Ammunition.

When worn openly, the user gets a +2 to their Wardrobe and Style Skill Checks. This bonus only applies once and won't combine with other weapons that grant a bonus to Wardrobe and Style.

BUY NOW!!!

Pick-up or Browse at Booth D2/F5

Westwood

Nova Arms

500eb (Expensive)

The Westwood is part of the "Classic Guns of Film" series manufactured by Nova Arms. This chrome-plated .44 magnum pays homage to classic film with no expense spared to achieve supreme accuracy while still upgrading it to modern weapon design sensibilities.

A pull-out screen has also been hidden inside the grip to allow you to watch a selection of classic action cop movies, installed in a non-removable memory chip, while on the go. This revolver packs one hell of a punch — just like it did on the silver screen. You can't put a price on the fun you will have dropping movie quotes as you blow holes in punks that just weren't lucky.

The Westwood is a Very Heavy Pistol with only 6 shots. It is incompatible with all magazine weapon attachments. It can be purchased with your choice of a 4-inch (10.16 cm), 6-1/2-inch (16.51 cm), or 8-3/8-inch (21.272 cm) barrel, depending on if you desire script, screen, or movie poster accuracy.

Weapons > Firearms

Techtronika Russia BMG-500

Techtronika Russia

1,000eb (V Expensive)

Pick-up or Browse at Booth B1

The Techtronika BMG-500 has become a standard for SovOil's Security Teams, and can be found mounted on most SovOil ground vehicles and helicopters.

The machine gun comes with an enormous under-locked ammo feed box. It is surprisingly easy to load despite its size, due to a unique "feed start" feature which automatically chambers the ammo belt using a magnetic arm once the box is locked into place. The BMG-500 can be held in two hands like a rifle, stabilized using the bipod under the barrel, or attached to a Vehicle Heavy Weapon Mount.

Designed to pour through ammunition, the BMG-500 has a water-cooled hydrotronika™ barrel, and its design makes good use of exhaust ports to keep the weapon on target, even after spitting out five hundred rounds.

The Techtronika BMG-500 is an Exotic Assault Rifle fired with the Heavy Weapons Skill when fired in single shot. Its enormous box magazine holds 500 rounds. Firing this weapon requires a BODY 11 or higher unless it is mounted.

As an Action, its bipod can be deployed and rested on a surface. Doing so means the weapon is considered mounted until moved. Moving retracts the bipod automatically.

Weapons > Firearms

Tommyknocker

Centurion Essentials

1,000eb (V Expensive)

BUY NOW!!!

Pick-up or Browse at Booth D2

The Centurion Essentials Tommyknocker is the guilty pleasure firearm of the rich. It is incredibly impractical but there is always some wanker who wants to look badass and thinks this "pistol" will do the job. The Tommyknocker is an oversized handgun paired with an underslung shotgun. The pistol is a standard CE design and reliable. It even includes a top rail for add-ons. Although adding more onto this gun just looks ridiculous, this doesn't stop some users from throwing on some oversized scope. The shotgun has a super short pump done up in fancy black rubber with an under-clip built into the shotgun handle big enough for three shots. The pump is prone to stick, something CE denies and is quick to blame on user error. Additionally, unless the person firing the Tommyknocker has a muscular grip on the gun with both hands, the weapon is likely to fly out of the user's hand when the weapon is fired.

This is an Exotic Combination Very Heavy Pistol and Poor Quality Shotgun. The pistol has 8 shots in its magazine while the shotgun has only 2 shots in its magazine. Both modes of the weapon fire from separate magazines. Unless you have a BODY 10 or higher or are holding the weapon in two hands, the Tommyknocker flies out of your hand 6m/yds away from you in a direction of the GM's choosing after it is fired. The weapon has one attachment slot which can only be used to attach a scope compatible with both a Very Heavy Pistol and a Shotgun. This weapon is the size of a two-handed shotgun and cannot be concealed by any means or installed into nonpup cyberware.

be concealed by any means or installed into popup cyberware.

Triti-Fizz
Continental Brands
10eb (Cheap)

BUY NOW!!!

Pick-up or Browse at Booth C6

Tasty. Thirst quenching. And not at all addictive (according to Continental Brands ads). Triti-Fizz remains the powerhouse of the soft drink industry, with many colorful flavors lining the shelves of Oasis stores across North America. Triti-Fizz isn't just a brand but a passion, with Fizzheads everywhere eagerly awaiting the next limited edition flavor release.

BY SEBASTIAN SZMYD

ECONOMICS 101

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ECONOMICS 101

TODAY AT THE SOURCE

Good morning! This is Jericho Hunt with Today at the Source! You might usually hear a corporate program at this time on this wavelength, but we've temporarily improved your regularly scheduled morning junk show thanks to advancements in signal hijacking.

Ever wonder about the big picture? Now you're gonna get it. The truth about our supply chain. The one right outside your window.

Night City, it is time to wake up!

Hey, let's throw some play examples in here. This is the type of story you can tell with the Economy in the Time of The Red. They'll be in italics, choomba.

How It Is Now

You heard the rumors. You saw the advertisements. Now all that's running through your grey matter is "how do I get that trendy new thing?". It used to be simple. Twenty years back, the whole world didn't know how good they had it. Their only barrier was cash on hand. If you had some you could afford all your wants and needs. That was before the Fourth Corporate War and the DataKrash. For us, things aren't so easy. You don't just need the cash or something to trade with. You need to know somebody with access to the thing you want. Love them or hate them, that's your friendly local Fixer. How what you need gets to them, that's a bit more complicated. Fortunately, you're listening to the right Media to explain it all.

DATA

Here, Rat and Ariadne use Streetwise to find a Fixer but checking in with one they already know, either from their Lifepath or previously completed missions, is a perfectly valid strategy. In such cases, the GM can decide if a Fixer they already know can get the item or even has time to do so.

James is GMing a game of ***Cyberpunk RED*** *for a pair of newlyweds, Tennessee, playing "Rat" the Nomad, and Sonny, playing "Ariadne" the Media. Sonny wants to buy a ModFire 10X, and has the requisite 1,000eb on hand, but can't find one because Ariadne only has access to items 100eb or less as a non-Fixer. They pass a DV17 Streetwise Check and the GM gives them info on a reputable Fixer named Tanjiro. They set up a meeting.*

The Supply Chain

While the Megacorps pretend we're back in the good old days, advertising to create demand, lying through their magicians. Speak thy product's name and it shalt appear. They are both full of shit. A lot of elbow grease goes into getting your precious product into your hands these days.

*In a decrepit indoor batting cage in Santo Domingo, Tanjiro stages a meeting with Ariadne and Rat, and starts working them over with his Fixer Role Ability, Operator. Tanjiro's COOL + Trading + Operator Rank + 1d10 comes out much higher than Ariadne's COOL + Trading + 1d10, even with a successful Complementary Skill Check by Rat, so the Fixer uses Haggle (***SEE CP:R PAGE 159***) to charge 10% more for the item, bringing up the cost to 1,100eb. But Tanjiro isn't done and adds in his own cut. In this case, a 100eb "processing fee" on top. When Rat challenges him on it, Tanjiro puts his hand into his jacket pocket, presumably onto the handle of some concealed weapon, and stares Rat down, mad-dogging him. "Take it or don't leave at all". It's a Facedown, COOL + Reputation + 1d10 vs. COOL + Reputation + 1d10 and Tanjiro wins again. Rat chooses to Back Down instead of risking a fight over 100eb and spots Ariadne the 200eb they were missing to buy the ModFire 10X. This is a strictly cash upfront business. Tanjiro quickly changes his tune while counting their money and tells them he'll call in roughly a month when he has their new toy.*

▶ How Your Fixer Finds It ◀

You've asked your Fixer nicely in the correct denominations and they've given you their word, so they grab their Agent and get to work, reaching out to their network. Who do they know? Of course, you've got Netrunners eager to sell stolen cargo ship manifest data and other Edgerunners they can call on for favors but that's only a fraction of their contacts. It may surprise you, but most of a Fixer's contacts aren't that illicit. They're normal people, beavers, at the bottom of the Megacorporate totem pole without Exec-level jobs, like warehouse analysts, quality assurance team associates, and shift lead supervisors, all of whom happen to be open to taking bribes. In this economy, who wouldn't take a bribe? You can't really blame them.

The Megacorporate cradle-to-grave employment model of the 2020s did not take the DataKrash well. It didn't die, but it did get cancer. Unfortunately, I don't think it's terminal. A lot of its tumors kept those jobs-for-life but started a quiet night hustle stealing paper clips and information from the office for your local Fixer. And

sharp teeth, saying you can just head down to the mall to grab what they're selling, Fixers act like they are damn that's power if you've been paying attention. Let me spell it out.

Later that night, Tanjiro opens his Agent and calls around the city. His Operator Rank of 7 lets him source items up to Very Expensive, even if they are otherwise unavailable. He knows a choom who knows a choom, so he gets a good night's sleep in order to rest up for an early morning meeting with them tomorrow.

▶ How Your Fixer Acquires It ◀

With the location of the thing you want, your local Fixer moves to get it. Sometimes they've got a bill of sale, and there's another owner or a Fixer on the other end, so it's a negotiation. Sometimes it's sitting in a corporate warehouse, so they bribe a worker or hire a team to retrieve it. Sometimes, it's supposedly in a Cargo Container last seen in the Pacific a year ago, and I get called to track down which Thelas Nomad ship's cargo hold it is sitting in. If all this sounds expensive to you, that's because it is. Expect to pay in full.

Dressed for blood rain in the thick morning fog, Tanjiro meets with his Thelas contact at the end of a pier in South Night City. They've got a crate of six ModFire 10Xs recently recovered from a container ship that wrecked just off the coast of Portland. Tanjiro inspects the crate for tracking devices with the Conceal/Reveal Object Skill, then buys the entire crate of 6 for the cost of 5 using another successful Haggle. If you're keeping track, once Tanjiro sells those guns, he'll be making at least 1,200eb profit for what's essentially a day's work. That's 200eb from Ariadne and Rat plus 1,000eb for the 6th ModFire 10X. And that's assuming he doesn't get another 10% on each additional gun sold. If that happens, Tanjiro will walk away from this one deal with 1,700eb extra in his pocket.

▶ How Your Fixer Gets It To You ◀

Assuming the product isn't already in Night City, either in someone's warehouse or coming out of one of the increasingly busy local factories, what happens next? Short answer, your Fixer calls a Nomad. Better answer: they book cargo space on a Nomad transport bound for you. They're likely calling the Aldecaldos if it's coming from the north or the east or from Mexico or the Jodes if it's coming from South America. If it's coming over the Pacific, that's the Thelas, but it might occasionally be the Meta. If they aren't dealing with one of the big Nomad Families, that means they're calling Snake

On his ride back home, having just learned of the sunken container ship off the coast of Portland, Tanjiro immediately calls a contact with the Aldecaldos and buys up all the cargo space he can afford on one of their transports from Portland to Night City one month from now.

▶ Why Your Fixer Does It ◀

You paid upfront. The Fixer got you what you needed. You're a happy customer. In the process, the Fixer got new contacts by putting your cash in their hands, growing their network. They earned trust, grew their reputation, and got paid doing it. See the big picture? It's a virtuous cycle. For them. They wouldn't have it any other way. Oh, and your thing wasn't the only thing they put on that Nomad Transport, but it sure did help finance the trip. Your local Fixer is cooking up something big, maybe if you do them a favor, they'll invite you to their Night Market later. For now, let's focus on that thing you wanted. Who made it anyway?

Tanjiro calls up Ariadne and says that there's been a change of plans. He's got the ModFire 10X they wanted, ahead of schedule. But there's more. He's got a job for Ariadne and their Nomad friend, Rat. Easy money. "Ever been to Portland?" he asks.

DATA

In theory, any Fixer can acquire any item but many specialize and prefer to stay within their area of expertise. Matching the Fixer to the item presents a chance for world-building on the GM's part. Remember, Fixers aren't stores. They're people with personalities and represent a roleplaying opportunity.

Who Made Your Thing

Unless it's prewar gear sourced from a wayward cargo container, a rare item brought from afar by Nomads, or something new from a local factory, it's likely an unknown Tech made your thing. Do you really know the name MatchSchtik from who-knows-where your local Fixer sourced from? You don't need to know. If you did, they would likely have a publicist. It looks like solid work though. Not just anyone can make one of these after all. Consider that by the transitive property of this shit, MatchSchtik's reputation is your local Fixer's reputation. So, their name should mean quality to you, and if it doesn't, you should find a new Fixer, who, now that I think about it, is basically their publicist.

When they get back from Portland, Rat wants a ModFire 10X of his own, after seeing one in action. But considering what just happened, both Rat and Ariadne want nothing to do with Fixers for the moment. MatchSchtik is a Tech who Ariadne and Rat are tight

Nation-unaffiliated Nomads. Hey, stay with me. We're about to get to the point.

with, so they decide to call them up to see about printing a ModFire 10X from scratch.

ECONOMICS 101

▶ Who Else Do Do Techs Work For? ◀

Typically, no Tech can survive on only a single client, unless they've got a Corporate job, and even then, most of them will moonlight. Their clientele isn't just Fixers. They work for Execs too, building from scrap and scratch what can't be found in the wreckage the DataKrash turned the shipping networks into, filling the gaping holes it left in the economy.

They'll work for you too. It's better to buy directly because it earns you the relationship instead of letting the Fixer have it. Just be prepared to get your hands dirty in a way you wouldn't have to with a Fixer.

MatchSchtik is game to Fabricate a ModFire 10X using the Tech Role Ability Maker for Rat, but it's gonna take them two weeks. There's also a catch. Rat and Ariadne will have to find a way to get him the 500eb (Expensive) worth of materials he needs and they'll owe him a favor. Oh, and the build could also fail, which would make things take longer than two weeks. No promises.

But I Want The One In The Advertisement

You got a Trauma Team Executive card? No? Free advice. Don't look at Corporate advertisements. They aren't for you. They aren't for us. You don't want to meet anyone they do target. If you do, plant the barrel of your gun between their eyes and pull twice, once to get through the subdermal, once for effect, and run as fast as you can. Half the time, you've done someone else a favor or saved yourself the same fate.

Don't deal in brand names unless you have to. Scratch the logo out or don't come up to my table looking like a victim. At least cover it up.

Flexing their Media Role Ability (**SEE CP:R PAGE 151**), *Ariadne finds a rumor about a material shipment that should be relatively undefended as it crosses through the badlands to the south of Night City. Without messing with a Fixer again, it's the only shot the crew sees to get what they need. GMs, take note. Why make something a boring shopping trip when it could be an adventure?*

What About The Megacorps?

The Elephant in every room. It's the nature of our system in concentration even in the Time of the Red. It's not like they stopped making consumer goods, supply just went down the drain. Instead of making hundreds of thousands of units, now they're making hundreds or thousands of units. That's just enough to keep their operations running and their fat cats nice and fed.

As a Nomad, Rat knows the badlands like the back of his hand and easily succeeds at a Local Expert Check to find an ambush point. The crew gets in position.

▶ And Those Units Sell. Fast! ◀

Let's say you've heard all about the Rocklin Augmentics newtech being released and you really want it. So, you head on down to Rocklin Aug HQ on release day only to find your precious newtech's all sold out, even though you showed up an hour early. Guess who knew the exact release time, bribed a Corp beaver to get to the top of the sell list, and backed their truck up to the loading dock last night? If it wasn't your friendly local Fixer, it was one of seven other Fixers that all competed for their slice. There just wasn't enough to go around after all.

Next time, skip the line to victimize yourself and get a Tech to make you one. Don't feed the Elephant, feed a Tech. Let's make our own consumer culture! Be a real fucking punk!

But the glitterkids streaming on the Garden Patch have one, you whine? Guess who was first in line to buy from the Fixers who got a slice? Here's a hint: I just told you to brain them.

Transforming their ModFire 10X into Assault Rifle mode, Ariadne hides among the chaparral atop a ridge, while a masked Rat waits on his custom roadbike, smoke grenade in hand.

How Did It Get This Bad Anyway?

The DataKrash shut the Old NET down, and that shut us down. In the 2020s, we were expanding too fast and doing a great job killing each other off in the Fourth Corporate War, mining trade routes with self-replicating mines, sinking ships and wrecking rail lines and blowing up factories. We didn't think about side effects. Drive twenty minutes outside of the city limits and look around. Have you ever seen a historical picture of California? Compare it to the real thing and think about what we

to concentrate wealth in the hands of the few, especially in times of crisis. And, guess what, the Corps specialize did to it. If we cared this little about the environment, do you think we cared about NET security? Even if Bartmoss

hadn't blown up the Old NET, it would have happened eventually. We were driving too fast. The flaw was a cultural one, and we haven't fixed it since. We'll recover from this, and we won't learn. The beast will live.

A lone, unmarked truck approaches matching the description. Ariadne takes the shot, aiming for the vehicle's tires. Armored. No dice. Their next shot is for the driver, smashing glass into the cockpit, but missing the mark. Rat accelerates on a collision course with the truck, tossing his smoke grenade into the cockpit. Blinded, the driver loses control of the vehicle, crashing into a red rock wall. Rat fires his shotgun blindly into the cloud, retreating at roadbike speed. On foot, a bleeding man in Militech fatigues exits the smoke, weapon drawn. Dumping Luck, Ariadne aims, emptying the driver's wet head cavity onto the dusty badland road.

Why Didn't We All Die?

Many did. Old people, without much contact with the outside world, couldn't get medications. That's on all of us. Power went out. People froze. People got heat stroke. Widespread starvation. Diseases. Fucking nuke in the center of Night City. That's on all of us. Just because you can't prosecute doesn't mean a crime didn't take place. I do know who saved us, though. Nomads. We were cut off, starving, eating ourselves alive. That's about when the first Nomad supply trains arrived, reconnecting us with food from Canada's breadbasket. Bellies full, or at least not eating themselves, we started being human again. The murder rate tanked.

What if the Nomads never came? Think about that shit. The Megacorporations didn't save us. They saved themselves, nearly killing themselves in the process. We saved us. Don't forget it. Buy a Nomad a drink sometime.

When the smoke clears, Rat approaches the crashed vehicle, shotgun drawn. His Perception Skill Check can't find anyone in hiding, so he pops open the trunk, finding the resources MatchSchtik was asking for and a gagged hostage, badly wounded from the crash. Rat tries an emergency First Aid Skill Check, but fumbles. As the gagged hostage fails their Death Save, Rat watches the light drift from their eyes and takes 1d6 Humanity Loss from the resulting Mental Trauma.

How Did The Nomads Do It?

just under the surface, on every merchant vessel, and behind the wheel of most every truck. Who did you think had the skills to do those jobs anyway? The supply chain was reaching toward being entirely AI-driven but hadn't quite reached it yet. Logistics depended entirely on algorithms that were themselves built by algorithms, managed by a thin veneer of human interaction. Already weakened by war, when the DataKrash hit, each link on the chain feeding the beast didn't understand where its next link was. Every link shattered, independently.

The humans, many of them Nomads, who had been painted thin atop the chain were left in the possession of thoughtless robots and the inventories of their vessels. For the first time in ever, they were in control of the — you ever hear the term means of production? Same thing goes for means of transport, too. As the world broke around them, those humans were left with the keys to the kingdom, basically. Some couldn't handle the pressure, became road gangers, and stood in the way of progress.

Others rose up, joined together with their Families, and did their job without the assistance of the robots. Only, when they arrived at their destination, they didn't work for the Corps anymore. They worked for themselves.

With the materials in hand, MatchSchtik is able to Fabricate a ModFire 10X for Rat. A couple of months in the future, maybe he'll call in the favor owed. But that's a worry for tomorrow. Tonight, Rat and Ariadne are deciding where to go for a celebratory drink. Heads, it's the Afterlite. Tails, it's Metalstorm.

Looks like the Corp-run signal is muscling back onto this frequency so that's all we have time for today.

Night City, this has been Jericho Hunt and this has been Today at the Source.

▶ Find a Fixer/Tech to Get/Build an Item

Item Cost	Streetwise DV
500eb (Expensive)	DV15
1,000eb (V Expensive)	DV17
5,000eb (Luxury)	DV21

DATA

The DVs presented here are guidelines. The GM should always decide if an item works within the boundaries of the campaign and if it should be easily obtained, a plot point in

In the 2020s, the supply chain was as big of a beast as the beast of an economy it fed. Nomads were there,

5,000eb (Luxury)	DV21
10,000eb+ (Super Luxury)	DV24

a mission, or even a mission of its own.

ECONOMICS 101

LIFESTYLES IN DETAIL

DATA

Some of these benefits assume you'll play nice. If you wreck the Compact Groundcar you've rented, chances are they won't let you rent another one next month.

Lifestyles. They're named after food types but cover more than just what you eat. The Lifestyle cost you shell out each month is a single payment covering what you've budgeted for the necessities and, sometimes, the luxuries of life. Below, you'll find a breakdown of just what your payment buys you each month. In other words, you don't need to spend extra Eurobucks to buy anything in the breakdown. Beyond that? It comes out of your pocket.

You may notice the benefits of a Lifestyle add up to more than the cost of the Lifestyle. That's on purpose and represents a combination of bulk buying, service contracts, and the discounts afforded to you by achieving a certain level of class status, even if only for a month.

Kibble

Cost: 100eb per month

What You Eat: Two meals of Kibble per day.

Communication: You have an account for your Agent. It lets you access the Data Pool, make calls, and send texts.

Entertainment: Once per month you can enjoy an entertainment option worth 20eb (Everyday).

Transportation: You've got a public transport pass to use the bus and subway. Once per month you can catch a taxi as long as it is to and from an area with a Moderate, Corporate, or Executive Threat Level.

Generic Prepak

Cost: 300eb per month

What You Eat: One meal of Kibble and two meals of Generic Prepak per day.

Communication: You have an account for your Agent. It lets you access the Data Pool, make calls, and send texts. You can afford to send a text-based message to someone in another city once per week.

Entertainment: Once per week you can enjoy an entertainment option worth 20eb (Everyday).

Transportation: You've got a public transport pass to use the bus and subway. Once per week you can

Good Prepak

Cost: 600eb per month

What You Eat: One meal of Generic Prepak and two meals of Good Prepak per day.

Communication: You have an account for your Agent. It lets you access the Data Pool, make calls, and send texts. You can afford to send a text-based message to someone in another city once per day. You can afford to make a 10-minute voice call to someone in another city once per week.

Entertainment: Once per day you can enjoy an entertainment option worth 20eb (Everyday). Once per month you can enjoy an entertainment option worth 100eb (Premium).

Transportation: You've got a public transport pass to use the bus and subway. Once per day you can catch a taxi as long as it is to and from an area with a Moderate, Corporate, or Executive Threat Level. Once per month you can rent a compact groundcar (**SEE CP:R PAGE 190**) for 24 hours.

Fresh Food

Cost: 1,500eb per month

What You Eat: One meal of Good Prepak and two meals of Fresh Food per day.

Communication: You have an account for your Agent. It lets you access the Data Pool, make calls, and send texts. You can afford to send a text-based message to someone in another city whenever you like. You can afford to make a 10-minute voice call to someone in another city once per day. You can afford to make a 10-minute video call to someone in another city once per week.

Entertainment: Once per day you can enjoy an entertainment option worth 50eb (Costly). Once per week you can enjoy an entertainment option worth 100eb (Premium). Once per month you can enjoy an entertainment option worth 500eb (Expensive).

Transportation: You've got a public transport pass to use the bus and subway. Once per day you can catch a taxi to or from any area within the city. Once per week

catch a taxi so long as it is to and from an area with a Moderate, Corporate, or Executive Threat Level.

you can rent a compact groundcar (SEE CP:R PAGE 190) for 24 hours.

BY BAD MOON ART STUDIO

NIGHT MARKETS

A FEW PLACES TO GO SHOPPING

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Molly Anderson's Market 140
Mister K's Midnight Market 144
Ms. Mynah's Night Market 148

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Other Places to Get Stuff..... 156

NIGHT MARKETS

A

3-PIECE'S JOINT

If you're fortunate enough to score an invite to 3-Piece's Joint, it's akin to being adjacent to paradise, a hidden gem in Little Europe. It's just upstairs in Short Circuit, Night City's premiere Tech and Netrunner bar.

The aroma of home-cooked meals seep under the door as faint sounds of 1970s glam rock permeate the air inside a storage space filled with knick knacks. The family has salvaged and repurposed the trove of gear and hardware here with a ton of TLC. As a result, much of it is better now than when it was new. A second-hand tech store of resoldered treasures!

Frequency

3-Piece only opens the Joint monthly and on a random schedule. Some folks speculate it's whenever he has enough stock but those in the know understand that scarcity creates a sense of rarity and demand that translates into cold hard digital cash! 3-Piece is many things — a father, a Fixer, and a Media star of his own Garden Patch dedicated to financial topics.

Above all, he knows how to make a dollar, keep the roof over his family's head, and put food on their table. All with a touch of swagger.

Who Runs It?

3-Piece is a strikingly handsome Fixer with a talent for tech-related business. He's always dressed to the nines and in an armor-lined suit. He's proud of what he's created with his family and that's always first. 3-Piece is determined not to lose this home, his Joint, or Short Circuit, which he owns with Brain (his husband) and Bug (their daughter).

DATA

3-Piece was first introduced in ***Salvaging Night City***, a free DLC available on our website.

His husband, Brain, was first introduced in ***Edgerunners Inc***, a sourcebook for ***Cyberpunk 2020***.

What Does it Sell?

The Joint specializes in tech, be it tech parts, cyberdecks, cyberdeck hardware, or programs. While the selection varies from month to month, it compensates for the lack of regularity with an abundance of quality. Nothing in 3-Piece's Joint is ever sold incomplete or broken unless the customer wants it that way.

3-Piece has spent years mastering the hustle by

Where is it Held?

3-Piece's Joint is on the top floor of the new Short Circuit in Little Europe on the edge of the Hot Zone. They founded the bar five years ago and named it in honor of the original, which bit the dust when the nuke went off. The three-story building has been reinforced and has an elevator, big enough for a squad of Solos, running the height of the exterior wall.

The first floor is always filled with Techs making marvels on workbenches while Brain and the staff serve the occasional drink and pick up all the gossip. Netrunners call the second-floor home, taking advantage of comfortable chairs and a set of custom NET Architectures designed to act as virtual clubs. The third floor is private and contains the family's apartment, Brain's workshop, 3-Piece's recording studio, and the storage space 3-Piece uses as a Night Market.

How Do You Score an Invite?

They don't let just anyone in. A potential customer must have been a patron of Short Circuit for a while. Once he or his husband gets to know you, or someone they trust vouches for you, 3-Piece invites you in. Or so they say. In truth, it all comes down to Bug. Bug has a knack for spotting narcs, undercover Corps, and turncoats. Maybe it's because they ignore the kid? Maybe the kid's learned from her fathers. Either way, Bug knows.

Getting in On the Action

3-Piece does not allow other Fixers to set up shop in his Joint, but he might take pieces on commission if Brain or Bug ask him to.

Security

Short Circuit has numerous Zhirafa drones, operated by Netrunners on the bar's payroll, patrolling and providing security. The drones handle most problems simply by their presence alone. There's additional security on the third floor. In addition to several Demon-watched observation cameras, security locks can be found on all doors, biometrically locked to 3-Piece, Brain, and Bug.

Inside 3-Piece's Joint unlucky intruders find strategically placed stun panels, and the elevator up is rigged

3-Piece has spent years mastering the hustle by trading lower-quality items for favors, information, and services, enabling the locating of higher-end products.

carly placed slot panels, and the elevator up is rigged with sleeping gas in case someone manages to make it past the drones.

3-PIECE

ROLES		REP		HP
Fixer: *Operator 5* Media: *Credibility 2*		5	Seriously Wounded 18 Death Save 4	35

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
7	5	6	6	8	6	4	4	5

WEAPONS

Excellent Quality Heavy Pistol	ROF2	3d6
Light Melee Weapon	ROF2	1d6

ARMOR

T&C Executive Armor (Body)	SP 11
—	—

SKILL BASES

Accounting 10 • Acting 10 • Athletics 8 • Basic Tech 10 • Brawling 8 • Bribery 12 • Bureaucracy 10 • Business 12 • Composition 10 Concentration 8 • Conversation 10 • Education 10 • Electronics/Security Tech 8 • Evasion 8 • First Aid 8 • Handgun 7 Human Perception 10 • Language (English) 12 • Language (Portuguese) 12 • Language (Spanish) 12 • Language (Streetslang) 12 Language (Swahili) 12 • Library Search 10 • Lip Reading 10 • Local Expert (Little Europe) 10 • Melee Weapon 10 • Personal Grooming 12 Perception 10 • Persuasion 12 • Photography/Film 10 • Stealth 8 • Streetwise 12 • Trading 14 • Wardrobe & Style 12

GEAR

Basic Heavy Pistol Ammo x20 • Agent • Computer • Disposable Cellphone x2 • Skill Chip (Language of GM's choice, not slotted) x2 Techtool • Tech Upgraded Vial of Biotoxin (DV17 Resist Torture/Drugs) • Video Camera

CYBERWARE

AudioVox • Biomonitor • Neuralware *w/ Chipware Socket* • Techhair

A
2
3
4
1: Cyberfingers
2: Weapons
3: Electronics and Tech
4: Fashion
5: Cyberware

1
5

NIGHT MARKETS

B WOODCHIPPER'S BLOCK PARTY

Nomads play a key role in transporting goods between cities in the Time of the Red but, on occasion, they trade their vehicles in for a cash register to sell their wares.

Woodchipper's Block Party is the largest Nomad-run market in Night City, transforming dull trade into a celebration of community.

Frequency

Woodchipper throws a Night Market approximately every other month, but timing ultimately depends on the movements of the Jodes, Thelas, and especially the Aldecaldo Nomad Nations. Since it's always held outside, weather is also a factor. Blood rain can really put a damper on a block party.

Who Runs It?

DATA

Woodchipper was first introduced in the Welcome to Night City chapter of the ***Cyberpunk RED*** core rulebook.

Woodchipper, the Aldecaldo Family's inter-Nomad mediator and Night City's premier Nomad-affiliated gunrunning Fixer. Just over seven feet tall after her latest internal linear frame installation, she often jokes it's easy to mediate peace from her vantage point. Plus, subdermal armor helps deflect the sort of harsh words and small caliber rounds used when negotiations get heated.

Within the Nomad ranks, she wears many additional hats, serving as a marriage counselor, extra-legal judge, and occasional private investigator.

DATA

Nomads are broken up into different Nations, each comprised of many families and packs. The Aldecaldos and Jodes are land based. The Thelas are water based.

Outside of the bounds of the Aldecaldos territory, she functions as the ultimate intermediary between Night City Fixers and guns running out of South America and Texas via the Jodes, from across the Pacific Ocean via the Thelas Family, and via northern California and almost everywhere thanks to the Aldecaldos.

What Does it Sell?

Woodchipper built the market on selling guns to everyone invited, and wheels to individually vetted Fixers who are invited to sponsor the Night Market. That's right, guns and bikes, everything a Nomad needs! Plus, outdoor living essentials and ammunition! Her market is also widely considered a safe place to get tuned

Woodchipper's market: the food. Specifically, we're talking about auténtico street corn. If the only corn you've ever had has been in syrup form, or been shat out by Continental Brands, you owe it to yourself.

Where is it Held?

The market sets up shop on a particular cul-de-sac in Santo Domingo, near Woodchipper's garage. On market day, the street is festooned with pennants and colorful lights. Stalls and tables dragged out along the curb to make up the storefronts of the market. The sounds of live music and festival atmosphere are audible for about a mile out from the site.

Since the bomb went off, not a single noise complaint has been seriously enforced in Santo Domingo. Almost nobody even files them anymore.

How Do You Score an Invite?

Being a Nomad in good standing in the Aldecaldo, Jode, or Thelas Nations is enough to score you and up to four guests an invite to street corn heaven. Otherwise, you'll have to get your hands dirty by earning your invite, likely by helping one of those three groups.

Getting in On the Action

There's a third option for attending, and that's being a sponsor of one of Woodchipper's markets, an opportunity available to Fixers of Operator Rank 5 or higher. That'll get you a booth, entrance for you and your friends, and face time with the woman in charge.

Security

Woodchipper's Night Market is not just her own but also an extension of the Aldecaldos' influence in the region. Thus, they send their best fighters to protect it. They call themselves Lobos, but most people with brains in Night City call them "not someone you want to fuck with." Just a few interspersed among the crowd is enough to deter inter-Nomad infighting. The Lobos on the roofs, behind the windows, and patrolling the neighboring streets beyond the block party in custom bikes are there to deter assault.

The Lobos escorting Woodchipper during the event,

is also widely considered a safe place to get tuned — to get your first Internal Linear Frame surgery. But there's a final, far more important reason to come to on the other hand, are there entirely to project power. After all, you don't need to defend a walking tank from assassination.

WOODCHIPPER

ROLES

Fixer: *Operator 5*
Nomad: *Moto 4* (*bonuses included in skill bases*)

REP	SERIOUSLY WOUNDED	DEATH SAVE	HP
7	35	15	70

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	4	8	6	7	8	5	15	6

WEAPONS

Martial Arts Attack	ROF2	4d6
None	—	—

ARMOR

Tech UpG Subdermal Armor (Head)	SP 12
Tech UpG Subdermal Armor (Body)	SP 12

SKILL BASES

Air Vehicle Tech 10 • Athletics 12 • Brawling 16 • Bribery 12 • Concentration 10 • Conversation 11 • Deduction 10
Drive Land Vehicle 11 • Endurance 12 • Education 10 • Evasion 14 • First Aid 10 • Handgun 10 • Heavy Weapons 10
Human Perception 13 • Land Vehicle Tech 10 • Language (English) 11 • Language (Japanese) 9 • Language (Mandarin) 9
Language (Spanish) 11 • Language (Streetslang) 10 • Local Expert (Badlands) 12 • Local Expert (Santo Domingo) 12
Martial Arts (Akido) 16 • Perception 11 • Persuasion 13 • Pilot Air Vehicle 10 • Pilot Sea Vehicle 10 • Resist Torture/Drugs 12
Sea Vehicle Tech 10 • Stealth 10 • Streetwise 11 • Tracking 10 • Trading 12 • Wilderness Survival 10

GEAR

Basic Heavy Pistol Ammo x16 • Agent • Anti-Smog Breathing Mask • Disposable Cellphone
Compact Groundcar *w/ Heavy Chassis and Housing Capacity* • Diego Motors Range Trike • Urban Flash Footwear

CYBERWARE

Contraceptive Implant • Grafted Muscle and Bone Lace x2 • Neural Link *w/ Reflex Co-Processor*
Tech Upgraded Implanted Linear Frame Beta (BODY 15) *w/ Borgware Hardened Shielding* • Tech Upgraded Subdermal Armor (SP 12)

Tech UpG = This item has been upgraded in some way using a Tech's Maker ability.

3: Weapons
4: Fashion
7: More Weapons

NIGHT MARKETS

MOLLY ANDERSON'S MARKET

A true child of the Time of the Red, Molly Anderson has grown from the scrappy older sibling of a ragtag group of Combat Zone orphans into a potent mid-level Fixer whose influence is growing every day. Their underground Night Market represents the ultimate in recycling as their gang, the Andersons, recycles the dead into enough eb to live on.

Frequency

Molly's Market is open for business monthly, but the timing depends on how relatively safe the Old Combat Zone has been lately. Paradoxically, the worse things are, the better Molly does. More death means more salvage because dead people's parts and belongings make up the majority of what you'll find for sale.

Who Runs It?

DATA

Molly Anderson and their gang were first introduced in the *Cyberpunk RED Jumpstart Kit*.

Molly Anderson, leader of the Anderson Family Gang, recently took over the collection, ripping, and transport of much of the "salvage" that comes out of the Old Combat Zone, the lawless meat grinder that raised her. Just south of Old Japantown, Molly has taken their gang to the big time despite a falling out with their former Fixer mentor back in One Block. Despite the change of scenery, Molly's still the same person they've always been: cheerful, yet guarded, and violently protective of their found family. So be warned: get caught inbetween an Anderson and anything they want, and there's a good chance you'll transition from a potential customer to a product.

What Does it Sell?

Molly's Market sells a little bit of everything, but most of the goods used to belong to someone else, especially the cyberware. "Who wouldn't want to take a walk in somebody else's shoes, but also with their feet too," jokes Maurice Anderson, the Family's own ripperdoc-in-training. If you aren't in the market for a gently lived-in and refurbished cyberlimb, there's plenty of second-hand guns and armor, all of which Judie Anderson has taken to repainting and otherwise touching up for added customer interest. Minnie and

Where is it Held?

Originally, Molly's Night Markets were held wherever they could find a secluded defensible area in the Old Combat Zone, but there were some initial security hiccups. Out of an abundance of caution, Molly paid some reliable contractors to harden an underground parking structure buried beneath a toppled high-rise in the Old Combat Zone. In the eyes of the limited public they've invited in, it's transformed from a ruined concrete cavern into a suicidal spider hole with one way in and out. There's little chance of assault without heavy casualties on both sides, customers included. The Andersons seem willing to defend it with their lives, and that concept has functioned as deterrence.

How Do You Score an Invite?

You'll have to earn one. All potential invitations go through Molly Anderson's hands at some point, so it's them you'll have to convince. If you can get an Anderson to vouch for you, an invite is a near guarantee. Having a reputation in the Old Combat Zone or Old Japantown improves your chances. If you look like trouble, expect to be asked to prove your trustworthiness before being granted an invite. The Andersons can always use extra guards when they go salvaging so it's common to volunteer a shift in return for an invite. Do well, and they're likely to keep you in the loop about future Night Markets, too.

Getting in On the Action

Molly does allow other Fixers to sell at their Market but only those with a lower Operator Rank than them and only if they've built a bond of trust. Even then, they'll insist all Fixers follow the rules when it comes to security. Only Andersons carry weapons in Molly's Market.

Security

The twins, Marco and Andy Anderson, function as the heads of security for Molly's Market. They always keep a turret trained on the entrance and pat down anyone entering the market. Guests aren't allowed to carry weapons in the facility and, if you yourself look like a weapon, Joe or Minnie Anderson, typically armed with Microwavers and similar anti-cybertech gear, will follow you while you shop, to encourage you not to try

Joe, two of the newest Andersons, help Judie organize the scrap when they aren't out salvaging and work hard to earn the favor of their new kin.

anything stupid. If you are assigned an Anderson as an involuntary armed escort, be sure to tip them before you leave, or you can forget about getting invited back.

MOLLY ANDERSON

ROLE	REP	SERIOUSLY WOUNDED	DEATH SAVE	HP
Fixer: *Operator 6*	5	20	4	40

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
7	5	8	5	6	7	6	4	4

WEAPONS

Shuriken Tornado Grenade	ROF1	6d6
Brawling Attack	ROF2	2d6

ARMOR

Tech Upg Laser Light St Jacket (Body)	SP 12
—	—

SKILL BASES

Athletics 14 • Basic Tech 12 • Brawling 14 • Concentration 9 • Contortionist 14 • Conversation 6 • Dance 12 • Demolitions 10
Endurance 13 • Education 9 • Electronics/Security Tech 10 • Evasion 14 • First Aid 11 • Human Perception 8
Language (English) 11 • Language (German) 11 • Language (Japanese) 11 • Language (Spanish) 11 • Language (Streetslang) 13
Lip Reading 13 • Local Expert (Old Combat Zone) 15 • Perception 9 • Persuasion 10 • Pick Lock 11 • Resist Torture/Drugs 13
Stealth 13 • Streetwise 14 • Trading 13 • Wardrobe & Style 13

GEAR

Arachnid Grenade • Shuriken Tornado Grenade x3 • Smoke Grenade x2 • TR-4 Detonator Fluid • Gang Colors
Disposable Cellphone • Glow Paint x2 • Lock Picking Set • Scrambler/Descrambler
Tech Upgraded Piranha-Supplied Smash (Secondary Effect DV9)

CYBERWARE

Contraceptive Implant • Cyberarm *w/ Extra-Jointed Cyberlimb Upgrade and Realskinn™ Covering*

Cyberleg x2 *w/ Hardened Shielding x2 and Realskinn™ Covering x2* • Light Tattoo x2 • Neural Link *w/ Reflex Co-Processor*

Tech UpG = This item has been upgraded in some way using a Tech's Maker ability.

1: Music
2: Security Gear
3: Cyberware
4: Weapons
5: Vehicles
6: Other Junk
1
5
6

NIGHT MARKETS

MISTER K'S MIDNIGHT MARKET

Mister Kernaghan's Midnight Market is an exclusive event run according to the whims of its elusive host. Night City's premiere Fixer knows anyone who's worth knowing in Night City, and periodically summons them to bid on unique items and to enjoy the best stores and services in the city for one night only.

Frequency

This Market runs quarterly, but there are no fixed dates. Instead, Mister Kernaghan judges when he has items of sufficient interest based on personal criteria. The event is prestigious enough to merit canceling any other plans, and the luxury vendors who fill out the sales floors are always eager to drop what they're doing when he calls.

Who Runs It?

Mister Kernaghan, though he rarely puts in a personal appearance until the auction at the climax of each event. He's a tall, stocky man in his sixties and is never seen without his enormous cat, Kosmos. His fortunes came from exploiting a cache of shipping data he liberated in the 4th Corporate War. He reached his current position of power by making his own luck and staying ahead of every market need.

DATA

Mister Kernaghan was first introduced in the Welcome to Night City chapter of the ***Cyberpunk RED*** core rulebook.

What Does it Sell?

This Midnight Market sells goods of intererst to high-end customers as well as an eclectic collection of Super Luxury items worth at least 10,000eb. High-end vehicles, long-lost artworks, and unique prototype technologies are a sample of Mister Kernighan's finds. All other commercial dealings are in the hands of the luxury merchants who rent the rest of the space for pop-ups designed to feel less like carnival fare and more like a luxury experience.

DATA

Twenty different possible vendors working at Mister Kernighan's Midnight Market were introduced in the ***Cyberpunk RED Data Pack*** and some are referenced here.

GMs, feel free to make up your own!

Say the Exec family books little Francesca, and a dozen of her carefully vetted friends, a birthday party at the family-friendly Mona's. Little Princes supplies an indispensable nanny at a discounted rate, freeing the parents from refereeing 10-year-olds hyped on Bon-Bon's sample trays. Forever Friends gives the birthday girl a free trial of an eternally cute puppy that knows just how to melt her heart well within the 48 hours before

Where is it Held?

No secret, this. Above the Atlantis, in The Glen, across two floors filled with luxury goods and services and cutting-edge decor. In contrast to the edgy disorientating atmosphere of the nightclub downstairs, patrons emerge from the elevator into a space offering class and sophistication. With several hundred attendees plus vendors and staff it never feels overly crowded and the mix of boutiques, eateries, and services keeps the crowd circulating to make the most of what is, for many, a once-in-a-lifetime opportunity.

How Do You Score an Invite?

No ostentatious bribe will get you past the polite, uniformed guards on the door. One hundred invitations are delivered by courier and personally handed to the lucky souls deemed worthy, interesting, or wealthy enough to participate. Invitations can confirm a high-roller's status or boost the profile of an up-and-coming Exec. Once delivered, the invitation can be sold, gifted, or even stolen if somebody wants one badly enough. Every bearer can bring guests, be they bodyguards, co-workers, or family. Entourage sizes vary but the door guards have final say as to what is deemed reasonable.

Getting in On the Action

Mister Kernighan only works with other Fixers if they have something unique to offer at the auction, something few do unless their Operator Rank is 8 or higher. He hand-selects some of Night City's most prestigious vendors, caterers, and service providers and rents them space during the Midnight Market for a surprisingly reasonable rate. He knows the overwhelming sense of luxury only serves to drive up bidding at the evening's climax.

Security

Mister Kernaghan's attendees expect certain standards and he has no intention of falling prey to thieves. Danger Gal has the retainer and provides heavy security, both on the door and inside the Market. The entrance and the auction floor are staffed by armed guards in neatly pressed uniforms who are polite right up until the moment they're not. Inside, undercover

the intro subscription needs to be re-upped. Meanwhile, Francesca's parents can forget they even have children and spend their ebs by relaxing at The Birdcage.

detectives mingle with the rich and powerful around the shops and stalls, ready to pounce and remove undesirables before they can disturb the guests.

MISTER KERNIGHAN

ROLE	REP	SERIOUSLY WOUNDED	DEATH SAVE	HP
Fixer: *Operator 9*	5	23	6	45

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
8	5	6	7	8	8	5	6	4

WEAPONS

Militech Fox Dual Ammo Pistol (Ex Quality)	ROF2	3d6
None	–	–

ARMOR

T&C Executive Armor (Body)	SP 11
–	–

SKILL BASES

Accounting 14 • Athletics 8 • Basic Tech 10 • Brawling 8 • Bribery 14 • Bureaucracy 16 • Business 14 • Concentration 10
Conversation 12 • Deduction 10 • Drive Land Vehicle 10 • Education 14 • Evasion 14 • First Aid 9 • Handgun 10
Human Perception 12 • Interrogation 12 • Language (English) 12 • Language (Japanese) 12 • Language (Polish) 12
Language (Russian) 12 • Language (Spanish) 12 • Language (Streetslang) 10 • Language (Swahili) • Language (Yurok) 12
Local Expert (Night City) 16 • Personal Grooming 12 • Perception 14 • Perception 14 • Persuasion 16 • Resist Torture/Drugs 12
Stealth 8 • Streetwise 14 • Wardrobe & Style 12

GEAR

Armor-Piercing Heavy Pistol Ammo x20 • Incendiary Heavy Pistol Ammo x20 • Bug Detector • Disposable Cellphone x2

Grapple Gun • Smart Glasses *w/ Anti-Dazzle and Chyron* • Street King Combat Vehicle • Trauma Team (Executive)

CYBERWARE

Biomonitor • Contraceptive Implant • Enhanced Antibodies • Nasal Filters • Neural Link *w/ Sandevistan* • Toxin Binders

A: Angelo's (restaurant)

B: Forever Friends (drone pets)

C: Kimiko's (kimonos)

D: The Birdcage (exotic dancing)

E: Plein Air Gallery (art gallery)

F: Mr. K's Suite

G: Auction Storage

H: Auction Hall

I: Security Office

NIGHT MARKETS

MS. MYNAH'S NIGHT MARKET

The atmosphere in Ms. Mynah's Night Market is generally convivial and pleasantly bustling, like an old-fashioned souk or bazaar without the old-fashioned inconveniences. Trusted customers can come in, show their passcodes to the polite security stationed at the entrance, and then shop at will.

Frequency

Ms. Mynah keeps an office at Minamallism and can be found there most days but she only runs her Night Market one day a month, always on the fifth.

Who Runs It?

Ms. Mynah, a Fixer known for her striking avian-featured bodysculpt, runs the Night Market thanks to the inspiration of her grandmother, who would wax lyrical about the many dazzling markets in her home city of Mumbai, and how you could go from one end of those bazaars to another and get all the finery required to dress up for an elaborate Desi wedding.

DATA

Ms. Mynah was first introduced in *Haven't Got a Stitch to Wear*, a mission in ***Tales of the RED: Street Stories***.

What Does it Sell?

Ms. Mynah curates the stalls at her Night Market according to the romantic traditions she learned from her grandmother. She rents out excess space to other Fixers or trusted vendors to provide the right mix of food, drink, goods, and services needed to encourage customers to linger and spend well.

At Ms. Mynah's Night Market, a customer can have their measurements taken in an automated measuring booth. Vendors with pattern-drafting software, CNC laser-cutting rigs, and skilled stitchers on their payroll will then begin the fabrication of a unique outfit or custom-tailor existing clothing. Said customer can then go off to other stalls to enjoy shopping and beverages before returning for a final fitting.

This is all quite convenient for those who have the Eurobucks to spend on custom clothing, but shoppers of lesser liquidity can still find a plethora of ready-to-wear looks, freshly unearthed from various shipping containers or assembled and reassembled from recycled logistics — she has close ties to Fixie, who runs a city-wide network of street couriers, and she pays well for information leading to the acquisition of new fashion goods.

Where is it Held?

Ms. Mynah's Night Market is located in a vast, sprawling building in Rancho Coronado, formerly called Minimallism. The mall was unfortunately abandoned in the 4th Corporate War as supplies dried up and the stores became unprofitable. What was left of its infrastructure was left locked up behind vast metal shutters, untouched for years as people fled the area.

A decade after, however, various squatters moved in, and, later, Reclaimers used the building's empty spaces as garden space to grow food. They began trading excess food to Nomads, eventually bringing the Fixers in. Now Minimallism has become a patchwork of Night Markets between guerrilla gardener territories. Various Fixers pay the Reclaimer families in fertilizer or in parts to occupy space in the vast mall building, so much so that the whole complex is now referred to as the RC Night Market.

How Do You Score an Invite?

Admission to Ms. Mynah's Night Market is by invitation only: Every month, a lucky five hundred customers are sent a passcode via Zchat, a Ziggurat app.

Getting in On the Action

Fixers looking to share space at Ms. Mynah's Night Market should approach the matter much like one approaches an epic romance. Move slowly, be courteous, offer gifts, and prove your trustworthiness. Ms. Mynah will accept Fixers of any Operator Rank so long as she believes them to be worthy of the opportunity and capable of offering an exceptional experience to her customers.

Security

Security, made up of competent, polite Edgerunners, will turn away anyone without an invitation. Ms. Mynah employs only vetted Edgerunners on her contacts list as security. She usually chooses either people who owe her a favor or who can be paid in kind, with a new outfit or new fashionware, to cut down on overhead.

and reclaimed fabric with the additions of 3D-printed lace and patchwork applique. Ms. Mynah often beats other Fixers to the most recent fashion looks by dint of

Security gates cut off access to the majority of the mall complex, so Market customers won't wander off and bother the Reclaimers farming there.

MS. MYNAH

ROLE	REP	SERIOUSLY WOUNDED	DEATH SAVE	HP
Fixer: *Operator 6*	6	20	5	40

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	5	5	3	7	8	8	5	6

WEAPONS

Martial Arts Attack	ROF2	2d6
None	–	–

ARMOR

Tech UpG Montage Variable (Body)	SP 12
–	–

SKILL BASES

Athletics 7 • Basic Tech 6 • Brawling 7 • Bribery 13 • Bureaucracy 10 • Business 13 • Concentration 10 • Conversation 9 • Dance 8 Human Perception 12 • Language (English) 12 • Language (Hindi) 12 • Language (Spanish) 12 • Language (Streetslang) 10 Language (Urdu) 12 • Local Expert (Rancho Coronado) 15 • Martial Arts (Taekwondo) 12 • Personal Grooming 10 • Resist Torture/Drugs 12 Stealth 7 • Streetwise 12 • Trading 15 • Wardrobe & Style 12

GEAR

Agent • Bug Detector • Computer • Disposable Cellphone x3 • Memory Chips x5 • Radio Communicator *w/ Scambler/Descrambler*

CYBERWARE

Contraceptive Implant • Cybereye x2 *w/ Chyron and Low Light/Infrared/UV*

**Tech UpG = This item has been upgraded in some way using a Tech's Maker ability*

Tech Upg — This item has been upgraded in some way using a Tech's Maker ability.

1: Fashion and Armor

NIGHT MARKETS

REX ROYALE'S CASINO

Welcome to Vegas, chombatta — or at least a reasonable facsimile thereof! A haze of tobacco smoke (or an artificially scented substitute) hangs in the air, almost thick enough to dim the light of the antique chandelier hanging from the ceiling. The floor is carpeted with a bold red pattern and vendors in dress shirts and vests preside over repurposed card and craps tables, wares spread out against the felt tops, and glittering in the light of strategically placed LEDs. There's even a bar and overpriced liquor on a mirrored shelf behind a polished countertop that's nearly indistinguishable from real wood.

Glitz and glam and that old Vegas style, all crammed into the renovated basement of an abandoned building. Say what you will about Rex Royale, but he's sure as hell dedicated to his theme — if you're planning on attending, you'd best have a suit or cocktail dress on hand.

Frequency

Rex holds a Night Market as often as he has the time and goods to, which usually shakes out to roughly once a month. If he gets a big shipment in or needs to shift cargo quick, it might just pop up sooner. A man's gotta keep things moving, y'know.

Who Runs It?

Rex Royale is the boss of this Night Market. Don't let the weight and the balding-white-guy combover deceive you; Rex is an accomplished Fixer who runs a highly effective protection racket in the One Block neighborhood near the spot where the Upper Marina, Little China, and the Hot Zone intersect. He outfits his enforcers with the guns and body armor he trades in, and his garishly dressed mercenaries are a common sight on the neighborhood streets.

DATA

Rex Royale and his head Solo, Royale, were first introduced in the *Cyberpunk RED Jumpstart Kit*.

Over the years, Rex has developed a particular fondness for One Block and has even taken on certain aspects of community management. Whether you believe his one-man HOA scheme to be a convenience or a pain in the ass, there's no denying his mercs do

What Does It Sell?

Rex's Casino sells what he does: body armor and weapons, the gaudier, the better, but occasionally he turns out other goods, too, if the opportunity presents itself. There are rumors that Rex'll provide a discount if you can beat him in a game of chance, but Rex likes to collect his winnings in favors instead of ebs — and you know the saying, choomba: the house always wins.

Where Is It Held?

Rex rarely holds his Market in the same place twice; all his fancy furnishings, including the carpet, live in the back of a truck when not in use, and the chandelier's been retrofitted to run on batteries in case the power goes out at his latest locale. He prefers abandoned buildings with sturdy basements, and he tries to keep his Market north of the border between Little China and the Upper Marina just in case trouble makes its way up from the south.

How Do You Score An Invite?

The invitees to Rex's Markets are hand picked; if you want an invite, you want to be on his good side. In keeping with the casino theme, Rex's invitations are personally signed playing cards from a specially marked deck, and he usually hands them out in person. He only issues fifty-two invites for each of his Markets. Attendees are allowed to bring a guest or two — though, as Rex likes to put it, there's no jokers allowed.

Getting in On the Action

Rex will happily take on additional Fixers with an Operator Rank of 4 or higher to run a table at his Casino and sell their own wares. When it comes to "partners", Rex favors poker buddies. Here's a tip. If you want to win a table? Don't win the game.

Security

No one should be surprised security at the Night Market is handled by Rex's enforcers. The man likes to keep a tight grip on his events. Most nights, his mercs use the wares being sold, lending a certain ambiance to the proceedings, not to mention advertising credibility! The leader of the group is a Solo named Grant Juno, who

hold off the worst of the overflow from Combat Zones and the Hot Zone. Let's all just hope he doesn't get interested in setting noise ordinances.

uses the handle Royal. Grant's a somber man, but he's friendly enough when approached off-duty, and he loves a game of cards nearly as much as his boss.

REX ROYALE

ROLE	REP	SERIOUSLY WOUNDED	DEATH SAVE	HP
Fixer: *Operator 8*	7	20	6	40

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
7	7	7	4	8	6	4	6	4

WEAPONS

Kendachi Mono-Three	ROF1	4d6
Tech UpG Ex Quality Westwood	ROF1	4d6

ARMOR

Subdermal Armor (Head)	SP 11
Tech UpG Nu-Tek Corp Isle (Body)	SP 12

SKILL BASES

Athletics 9 • Brawling 13 • Bribery 12 • Conceal/Reveal Object 15 • Concentration 8 • Conversation 6 • Education 9 • Evasion 13
First Aid 6 • Gamble 17 • Handgun 16 • Human Perception 6 • Language (English) 11 • Language (Cantonese) 11
Language (Italian) 11 • Language (Japanese) 11 • Language (Korean) 11 • Language (Russian) 11 • Language (Spanish) 11
Language (Streetslang) 9 • Lip Reading 9 • Local Expert (Little China) 13 • Local Expert (University District) 13
Local Expert (Upper Marina) 13 • Melee Weapon 16 • Perception 11 • Persuasion 14 • Resist Torture/Drugs 10 • Stealth 9
Streetwise 14 • Trading 16 • Wardrobe & Style 10

GEAR

Basic Very Heavy Pistol Ammo x12 • Agent • Deck of Cards • Smart Glasses *w/ Image Enhance*
TetraCorp America Badger Corporate Bus

CYBERWARE

Contraceptive Implant • Cybereye x2 *w/ Hardened Cybereye Casing x2 and Low Light / Infrared / UV x2* • Shift Tacts x2
Subdermal Armor

Tech UpG = This item has been upgraded in some way using a Tech's Maker ability.

3: Armor
4: Other Gear
5: Handguns

NIGHT MARKETS

OTHER PLACES TO GET STUFF

Besides Fixers and their Night Markets and Techs and their workshops, where else do the good citizens of Night City get their stuff? Well, so long as that stuff is 100eb (Premium) or less? They probably get it from a store.

What's that, you say? Everyone knows there aren't any stores in Night City? That's where you're wrong, choomba. Sure, the supply chains aren't strong enough to support thriving, oversized chain monstrosities but there's still stores of various kinds peddling goods in the Dark Future. Here's a few examples.

OASIS

Think of a convenience store. They're like a little supermarket, right? That's an Oasis. Owned and operated by Continental Brands, Oasis seeks to dominate the market by being the only source of food and other daily essentials available. Of course, you'll only find products produced by Continental Brands or their Corporate allies, such as Militech Urban Avenger ammunition and SovOil all-plastic toothbrushes but almost all your day-to-day needs can be met by shopping at a single Oasis.

DATA

Want more information on Continental Brands, Petromchem, or Ziggurat? Check out The Time of the Red chapter in the ***Cyberpunk RED*** core rulebook.

HUNDRED UNDER HAVEN

Also known as the Euro Shop, this small Petrochem-owned chain opened several storefronts in various Pacifica Confederation and Texas Free State cities over the last few years. The inventory's ever-changing and reeks of cheap plastic, but everything's under 100eb. Rumor has it, Angus Youngblood created the chain just to see how far up he could push Olivia Forsythe's blood pressure.

GREAT RIVER

One of Night City's newest shopping experiences, Great River is a pilot program designed and run by Ziggurat. Customers can order and pay for items via CitiNet and have them delivered directly by Transporter drone within an hour. Currently, the program has limited reach and will only deliver to parts of the various rebuilding urban centers.

BODEGAS

Bodegas are locally-owned corner markets stuffed Megacorporate-dominated Oasis and a good source of community contact besides. Because Continental Brands serves as the biggest supplier of food in Night City, and they're not interested in selling to competitors, the stuff you'll find packing bodega shelves are often brands brought to Night City by Nomad caravans from Central and South America, Canada, and even Russia, Japan, and other points west.

VENDITS

Your friendly local machine full of all sorts of random, wacky fun protected by flamethrowers. In nicer neighborhoods, you'll find little plazas stuffed with different vendits acting as a sort of do-it-yourself mini-mall. In rougher neighborhoods, you'll find one or two vendits, often operated by local powers and protected by whatever gangs they've paid off. Venditmobiles, trucks carrying a variety of vendits stopping by neighborhoods for brief periods, are becoming increasingly popular with the children of Night City, who thrill to the sounds of their chiptune music blasting through the air.

DAY MARKETS

Day Markets are the flipside of Night Markets. They're relatively stable communal retail spaces filled with stalls, tables, and blankets selling goods of little interest to bigger fish, like Oasis. That's everything from second-hand music chips to blankets woven from recycled plastic strips to fine "name brand" wallets. Much like the open-air bazaars and swap meets of old, these markets serve as a solid fixture in their respective communities, though the layout and vendors do change on the regular.

POP-UPS

There's a lot of empty commercial real estate in Night City and renting it out for short periods means more money to the landlord than not renting it out at all. Occasionally Megacorporations, local manufacturers, and even Fixers obtain an excess of a particular type of merchandise and need to unload it as quickly as possible. They'll rent a space, set up a shop, sell until most of their inventory is gone, and vanish. The whole process takes just a few days.

Some examples of pop-ups you might see in Night City include Militech Urban Avenger Ammo Stores in Watson

Bodegas are locally owned corner markets stuffed inside a space smaller than the average Corp's living room. Home to an ever-changing, random assortment of food and goods, bodegas serve as an alternative to the

include Millitech Urban Avenger Ammo Stores in Watson, Everest VentureWare Survival Huts in Santo Domingo, and Nu-Tek's annual candy and costume store, Ghostglobe Halloween, in Little Europe.

BY ADRIAN MARC

BLACK CHROME LISTS

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BLACK CHROME LISTS

Apps

DATA

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

Name	Company	Description & Data	Cost	Page #
Digital Gladiator	Segotari	Head to head Solo battles on your Agent.	20eb (Everyday)	12
4Tify	SecSystems	Spend time scanning cover, gain +1d6 to next damage against it.	100eb (Premium)	13
NCPD Crime Database	NCPD	Get the dirty details on someone's criminal record.	500eb (Expensive)	13
Trauma Team MedScan	Trauma Team	Help with your "do it yourself" surgery is only a call away.	20eb (Everyday)	14
Ziggurat City Database	Ziggurat	An in-and-out guide to the city of your choice. +1 to Local Expert Checks.	100eb (Premium)	14

Cyberware

Name	Company	Type	Install	Description & Data	Cost	HL	Page
Borgware Hardened Shielding	Various	Borgware	Hospital	Protect a single piece of Borgware against EMP effects.	1,000eb (V Expensive)	14 (4d6)	17
Budget Chipware Socket	Various	Neuralware	Clinic	A cheap Chipware socket.	100eb (Premium)	7 (2d6)	17
Discount Cyberaudio Suite	Various	Cyberaudio	Clinic	An inferior audio suite at a affordable price.	100eb (Premium)	3 (1d6)	17
Dynalar Modular Finger Enthusiast Cyberhand	Dynalar	Borgware/ Cyberarm	Hospital	Eight fingers. No waiting.	500eb (Expensive)	14 (4d6)	18
Explicit Memory Stimulator	Various	Chipware	—	+2 to Concentration Checks to remember information.	100eb (Premium)	3 (1d6)	18
Extra-Jointed Cyberlimb Upgrade	Rocklin Augmentics	Cyberlimb	Clinic	Add extra points of articulation to your limb.	500eb (Expensive)	3 (1d6)	18
Flashbulb	Various	Cyberarm	Clinic	Blind your enemies with your arm.	500eb (Expensive)	7 (2d6)	18
Hardened Cybereye Casing	Various	Cybereye	Clinic	Protect your Cybereye against EMP effects.	500eb (Expensive)	3 (1d6)	19
Heuristic Health Monitor	Biotechnica	Fashionware	Clinic	You're fit and now you can show the world.	500eb (Expensive)	0 (N/A)	19
Integrated Cyberdeck Upgrade	Various	Cyberarm	Clinic	An extra option slot for your arm-installed Cyberdeck.	500eb (Expensive)	7 (2d6)	19
Internal Body Cyberware Hardened Shielding	Various	Internal Body Cyberware	Hospital	Protect your Internal Body Cyberware against EMP effects.	1,000eb (V Expensive)	14 (4d6)	20
Modular Finger Cyberhand	Various	Cyberarm	Hospital	A hand for modular Cyberfingers.	100eb (Premium)	3 (1d6)	20
Neo-Soviet Cyberarm	Various	Cyberarm	Hospital	Neo-Soviet charm for your Cyberarm.	100eb (Premium)	7 (2d6)	20
Popup Net Launcher	Pursuit	Cyberarm	Clinic	Shoot nets from your arm like	500eb	7	20

	Security Inc.			a superhero!	(Expensive)	(2d6)	
Popup Shotgun	Various	Cyberarm	Clinic	A shotgun in your arm.	1,000eb (V Expensive)	7 (2d6)	21

BLACK CHROME LISTS

Name	Company	Type	Install	Description & Data	Cost	HL	Page
RacerBracer	Rocklin Augmentics	Internal Body Cyberware	Hospital	Immunity to Whiplash Critical Injury.	500eb (Expensive)	7 (2d6)	22
Reflex Co-Processor	Various	Neuralware	Hospital	Dodge bullets without REF 8.	500eb (Expensive)	14 (4d6)	21
Reinforced Cyberlimb Upgrade	Various	Cyberlimb	Clinic	Say goodbye to breaking this limb.	1,000eb (V Expensive)	3 (1d6)	21
Sponsored Cybereye	Various	Cybereye	Clinic	A cheap Cybereye with Chyron **and** pop-up ads.	50eb (Costly)	7 (2d6)	22
Trauma Response Nanomatrix	Various	Internal Body Cyberware	Hospital	Restore all lost Skinweave or Subdermal Armor SP once/day.	1,000eb (V Expensive)	7 (2d6)	22

▶ Cyberfingers (All are type: Cyberfinger. For 1d6/2, always round down)

Name	Company	Install	Description & Data	Cost	HL	Page
Airhypo Cyberfinger	Dynalar	Mall	Drugs in your finger.	100eb (Premium)	3 (1d6)	24
Ballpoint Cyberfinger	Dynalar	Mall	Write with your finger.	100eb (Premium)	0 (N/A)	24
Bullet Storage Cyberfinger	Dynalar	Mall	Bullets hiding in your finger.	100eb (Premium)	3 (1d6)	24
Dartgun Cyberfinger	Dynalar	Mall	Shoot a dart from your finger.	500eb (Expensive)	7 (2d6)	24
Flashlight Cyberfinger	Dynalar	Mall	Your finger projects light.	100eb (Premium)	3 (1d6)	24
Homing Tracer Cyberfinger	Dynalar	Mall	Point to your prey.	500eb (Expensive)	3 (1d6)	25
Laser Pointer Cyberfinger	Dynalar	Mall	If you can find a real cat, it'll love you.	100eb (Premium)	3 (1d6)	25
Lighter Cyberfinger	Dynalar	Mall	The original party trick Cyberfinger.	100eb (Premium)	3 (1d6)	25
Lockpick Cyberfinger	Dynalar	Mall	Insert finger into lock. Click!	100eb (Premium)	2 (1d6/2)	25
Microphone Cyberfinger	Dynalar	Mall	Ignore my finger in your face. Now, what were you saying?	100eb (Premium)	2 (1d6/2)	25
Mini Air Supply Cyberfinger	Dynalar	Mall	A tiny oxygen bar in your finger.	500eb (Expensive)	2 (1d6/2)	26
One Shot Special Cyberfinger	Dynalar	Mall	Literal fingergun.	100eb (Premium)	7 (2d6)	26
Spray Paint Cyberfinger	Dynalar	Mall	Tag without a spraycan.	100eb (Premium)	3 (1d6)	26
Squirt Cyberfinger	Dynalar	Mall	Squirt liquids from your finger.	100eb (Premium)	3 (1d6)	26

Standard Cyberfinger	Dynalar	Mall	Just a finger.	20eb (Everyday)	0 (N/A)	26
Wirecutter/Scissor Cyberfingers	Dynalar	Mall	Snip snip!	100eb (Premium)	3 (1d6)	26

BLACK CHROME LISTS

Fashion and Armor

DATA

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

Name	Company	Armor Type	SP	Armor Penalty	Appearance Of	Cost	Page
Corporate Island	Nu-Tek	Light Armorjack (Body)	11	None	Businessware	500eb (Expensive)	35
Extras: None							
The Dirk Combat Jacket	Zhukova International	Light Armorjack (Body)	11	None	Leisurewear	500eb (Expensive)	28
Extras: Stow two clips of ammunition without a Check.							
Executive Armor	Torrell and Chiang	Light Armorjack (Body)	11	None	Businesswear	1,000eb (V Expensive)	34
Extras: Repairs itself over time.							
Fire Brand Bunker Gear	Fire Brand	Flak (Body & Head)	15	-4 REF, DEX & MOVE	—	1,000eb (V Expensive)	29
Extras: Immune to fire. Gas mask. Oxygen tank.							
Laser Light Street Jacket	Laser Light	Light Armorjack (Body)	11	None	Urban Flash	500eb (Expensive)	31
Extras: Counts as 1 Light Tattoo.							
Lotos Netsuit	Lotos Designs	Bodyweight Suit (Body & Head)	13	-2 REF, DEX & MOVE	—	5,000eb (Luxury)	31
Extras: Extra hardware slot. Comes w/ Excellent Quality Cyberdeck.							
Masetto AirRider	Masetto Tech Clothing	Kevlar® (Body)	7	None	—	100eb (Premium)	33
Extras: Inflates to protect against Whiplash in crashes.							
Masetto Holo-Wear	Masetto Tech Clothing	—	—	—	Various	1,000eb (V Expensive)	35
Extras: Holographic. Don't get EMP'd. Download new outfits.							
MechaMan Motorcycle Helmet	Tokyo Dynamics	Flak (Head)	15	-4 REF, DEX & MOVE	—	5,000eb (Luxury)	37
Extras: Built-in Smart Glasses w/ Low Light / Infrared / UV and Chyron.							
MechaMan Smart Glove	Tokyo Dynamics	—	—	—	—	500eb (Expensive)	37
Extras: Comes preinstalled w/ Subdermal Grip. Has 1 additional option slot.							
Mimic Clothing Kit	Various	Light Armorjack (Body)	11	None	Various	100eb (Premium)	33
Extras: Attach to existing clothing to armor them up.							
Montage Variable Clothing Line	Montage	Light Armorjack (Body or Head)	11	None	Generic Chic or Gang Colors	500eb (Expensive)	32
Extras: Can change patterns/colors. New colors/patterns can be purchased.							
Shock Armor	Gibson Battlegear	Kevlar® (Body)	7	None	—	500eb (Expensive)	29
Extras: Electrify to end grapple with a DV15 Resist/Torture Drugs Check.							

SkidRow Trench	SkidRow Limited	Flak (Body)	13	-4 REF, DEX & MOVE	—	100eb (Premium)	33
Extras: None							

BLACK CHROME LISTS

Name	Company	Armor Type	SP	Armor Penalty	Appearance Of	Cost	Page
Street Viper Riding Suit	Zonda	Kevlar® (Body)	7	None	—	100eb (Premium)	36
Extras: Comes w/ 2 built-in Medium Melee Weapons.							
Tactical Smart Armor	Gibson Battlegear	Medium Armorjack (Body & Head)	12	-2 REF, DEX & MOVE	—	1,000eb (V Expensive)	30
Extras: Built-in Smart Glasses.							

General Goods and Gear

Name	Company	Description & Data	Cost	Page
ChipVault by SecSystems	SecSystems	Carry your chips without frying them.	100eb (Premium)	44
The Drink Master 3000	Hammered Industries	Mixes drinks. All kinds. Even a Bad Touch (pfft!)	1,000eb (V Expensive)	42
Everest VentureWare AirWell 50	Everest VentureWare	Make water from nothing.	100eb (Premium)	48
Everest VentureWare One Touch Habitat	Everest VentureWare	A comfy tent. Sets itself up.	100eb (Premium)	48
Hydrosubsidium Universal Aqualung	Hydrosubsidium Inc.	Expensive toy lets you breath just under the water.	5,000eb (Luxury)	42
Jeeves Executive Garment Bag	Nu-Tek	Stores clothes. Cleans and fixes them, too.	1,000eb (V Expensive)	43
KillStrom Banshee Microphone	KillStrom Music	Head-mounted mike. Makes you sound good.	1,000eb (V Expensive)	40
KillStrom Sonic Boom Amp	KillStrom Music	Creates ear-splitting sound. Literally.	1,000eb (V Expensive)	40
KillStrom Typhoid Speaker	KillStrom Music	Extends the power and range of the Sonic Boom Amp.	500eb (Expensive)	41
KTech Doberman 500	KTech	Your new best friend. Yes, you can pet it.	5,000eb (Luxury)	45
KTech Doberman 500 Marking Scent	KTech	Marks a target, making them easier to track by scent. Comes in packs of 12.	50eb (Costly)	44
Laser Light Electric Guitar	Laser Light	Sounds good. Counts as 1 Light Tattoo.	1,000eb (V Expensive)	41
Mr. Biscuit Multi-Food Processor	Everest VentureWare	Makes food wafers out of organic junk.	500eb (Expensive)	49
Petrochem Nitro Ultra9	Petrochem	Make your car faster **and** more explosive.	100eb (Premium)	49
RapiDeploy Sheath	Gambler Workshop	Durable and versatile concealable holster.	500eb (Expensive)	47
Shower•in•a•Can	Biotechnica	Foam to disinfect and deodorize.	10eb (Cheap)	38
SovOil Lubricants	SovOil	A variety of lubricants for a variety of purposes.	10eb (Cheap)	56

Streetcase by SecSystems	SecSystems	An executive's dream. Defense and storage.	500eb (Expensive)	47
Triti-Fizz	Continental Brands	Night City's favorite soft drink!	10eb (Cheap)	124

BLACK CHROME LISTS

DATA

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

Name	Company	Description & Data	Cost	Page
WorldSat Aerial Sphere	WorldSat	Connect to the GtiNet from the Badlands.	1,000eb (V Expensive)	50
Zetatech Porta-Printer	Zetatech	A Tech workshop you can wear on your back.	1,000eb (V Expensive)	43

▶ Linear Frames

Name	Company	Description & Data	Internal Install	Internal HL	Cost	Page
EL-F4-NT Linear Frame	Zhirafa Technical Manufacturing	Designed for construction. Really. External only.	N/A	N/A	5,000eb (Luxury)	55
Fūma Kotarō Linear Frame	Various	Makes you strong, stealthy. Lots of blades.	Hospital	14 (4d6)	5,000eb (Luxury)	52
LF-001 SWAT Linear Frame	Polska CyberTechnologies	Good for swimming, climbing, and beating people.	Hospital	14 (4d6)	5,000eb (Luxury)	53
Vermilion Linear Frame	Wyzard Technologies	Jump high. Go fast. Be strong.	Hospital	14 (4d6)	5,000eb (Luxury)	54

▶ Air Vehicles

Name	Company	Type	Nomad Access	SDP	Seats	Speed (Combat)	Speed (Narrative)	Cost	Page
SH-45 Patroller	Dayton Aeronautics	Gyrocopter	2	35	1	20 MOVE	100 MPH/ 161 KPH	16,000eb (Super Luxury)	58
Upgrades/Notes: Bulletproof Glass • Incompatible with some upgrades									
SH-45 Patroller Law	Dayton Aeronautics	Gyrocopter	4	35	1	20 MOVE	100 MPH/ 161 KPH	21,000eb (Super Luxury)	58
Upgrades/Notes: Bulletproof Glass x2 • Onboard Machine Gun • Incompatible with some upgrades									
Dayton TDT 004	Dayton Aeronautics	Helicopter	7	80	8	40 MOVE	200 MPH/ 322 KPH	43,000eb (Super Luxury)	59
Upgrades/Notes: Heavy Chassis • Seating Upgrade x2									
Tanson Bellhop	Tanson Group	Gyrocopter	1	35	1	20 MOVE	100 MPH/ 161 KPH	16,000eb (Super Luxury)	60
Upgrades/Notes: Can fold into a rolling case • Incompatible with some upgrades									
Zetatech AeroCop	Zetatech	AV4	10	120	6	40 MOVE	200 MPH/ 322 KPH	58,000eb (Super Luxury)	61
Upgrades/Notes: Armored Chassis • Bulletproof Glass x2 • Heavy Chassis • Onboard Machine Gun									
Zetatech AeroVox	Zetatech	AV4	8	120	6	40 MOVE	200 MPH/ 322 KPH	51,000eb (Super Luxury)	61
Upgrades/Notes: Heavy Chassis									
Zetatech Destination	Zetatech	AV4	6	100	4	40 MOVE	200 MPH/ 322 KPH	40,000eb (Super Luxury)	62
Upgrades/Notes: Incompatible with some upgrades									

Zetatech Herakles	Zetatech	AV4	10	120	8	40 MOVE	200 MPH/ 322 KPH	63,000eb (Super Luxury)	63
Upgrades/Notes: Armored Chassis • Bulletproof Glass • Heavy Chassis • Seating Upgrade Onboard Machine Gun • Vehicle Heavy Weapon Mount									

Land Vehicles

Name	Company	Type	Nomad Access	SDP	Seats	Speed (Combat)	Speed (Narrative)	Cost	Page
AmeriCar EconoCompact	AmeriCar	Compact Groundcar	1	50	3	20 MOVE	100 MPH/ 161 KPH	20,000eb (Super Luxury)	64
Upgrades/Notes: Incompatible with some upgrades									
AmeriCar Family Star Van	AmeriCar	Compact Groundcar	2	50	6	20 MOVE	100 MPH/ 161 KPH	31,000eb (Super Luxury)	65
Upgrades/Notes: Seating Upgrade									
Diego Motors Chupacabra	Diego Motors	Compact Groundcar	4	70	6	20 MOVE	100 MPH/ 161 KPH	37,000eb (Super Luxury)	66
Upgrades/Notes: Heavy Chassis • NOS • Seating Upgrade									
Diego Motors Range Trike	Diego Motors	Roadbike	4	55	3	20 MOVE	100 MPH/ 161 KPH	31,000eb (Super Luxury)	67
Upgrades/Notes: Armored Chassis (SP13) • Heavy Chassis • Incompatible with some upgrades									
The Grundy	Grundy Salvage International	Compact Groundcar	4	70	4	20 MOVE	100 MPH/ 161 KPH	41,000eb (Super Luxury)	68
Upgrades/Notes: Armored Chassis (SP13) • Combat Plow • Heavy Chassis									
The Harvey 100	AmeriCar	Roadbike	1	35	2	20 MOVE	100 MPH/ 161 KPH	20,000eb (Super Luxury)	69
Upgrades/Notes: None									
The Harriet 100	AmeriCar	Roadbike	2	35	2	20 MOVE	100 MPH/ 161 KPH	21,000eb (Super Luxury)	69
Upgrades/Notes: Smuggling Upgrade									
The Harvey Merc	AmeriCar	Roadbike	4	35	2	20 MOVE	100 MPH/ 161 KPH	30,000eb (Super Luxury)	69
Upgrades/Notes: Onboard Machine Gun • Rocket Pod									
Highway Master Artemis	Brennan	Roadbike	5	35	2	20 MOVE	100 MPH/ 161 KPH	60,000eb (Super Luxury)	70
Upgrades/Notes: Armored Chassis (SP13) • Bulletproof Glass x2 • Supercharge Mode									
Kaukaz Volkhov	Kaukaz	Compact Groundcar	7	55	4	20 MOVE	100 MPH/ 161 KPH	41,000eb (Super Luxury)	71
Upgrades/Notes: Armored Chassis (SP13) • Heavy Chassis • Vehicle Heavy Weapon Mount									
Makigai Ebi	Makigai	Compact Groundcar	1	35	4	20 MOVE	100 MPH/ 161 KPH	23,000eb (Super Luxury)	72
Upgrades/Notes: Incompatible with some upgrades									
Militech Gorgon Security Van	Militech	Compact Groundcar	4	50	6	20 MOVE	100 MPH/ 161 KPH	37,000eb (Super Luxury)	73
Upgrades/Notes: Armored Chassis (SP13) • Bulletproof Glass • Seating Upgrade									
The Zacatzontli Pickup Truck	Ortiz Automotives	Compact Groundcar	4	70	4	20 MOVE	100 MPH/ 161 KPH	27,000eb (Super Luxury)	74
Upgrades/Notes: Heavy Chassis • Housing Upgrade • Bonus Items									

The Paladin 500	Turbo Neon Motors	High Performance Groundcar	8	50	4	40 MOVE	200 MPH/ 322 KPH	59,000eb (Super Luxury)	75
Upgrades/Notes: Armored Chassis (SP13) • NOS x2 • Onboard Machine Guns x2									

BLACK CHROME LISTS

DATA

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

Name	Company	Type	Nomad Access	SDP	Seats	Speed (Combat)	Speed (Narrative)	Cost	Page
Quadra Thunder-X	Dayton Quadra	High Performance Groundcar	8	50	4	40 MOVE	200 MPH/ 322 KPH	57,000eb (Super Luxury)	76
Upgrades/Notes: Armored Chassis (SP13) • Bulletproof Glass • NOS									
Street King Combat Vehicle	Turbo Neon Motors	High Performance Groundcar	10	70	6	40 MOVE	200 MPH/ 322 KPH	63,000eb (Super Luxury)	77
Upgrades/Notes: Armored Chassis (SP13) • Bulletproof Glass x2 • Heavy Chassis NOS • Seating Upgrade • Slightly Uncomfortable Seats									
Tanson JetBoy Hoverboard	Tanson Group	—	—	10	1	15 MOVE	30 MPH/ 48 KPH	1,000eb (V Expensive)	78
Upgrades/Notes: Uses Athletics Skill for manuever Checks • Incompatible with some upgrades.									
TetraCorp America MegaHauler	TetraCorp America	Compact Groundcar	10	200	4	20 MOVE	100 MPH/ 161 KPH	143,000eb (Super Luxury)	79
Upgrades/Notes: Armored Chassis (SP13) • Bulletproof Glass x2 • Communications Center • Combat Plow • Heavy Chassis • Housing Capacity • Limited Security • Smuggling Upgrade x3									
TetraCorp America Badger Corporate Bus	TetraCorp America	Compact Groundcar	6	70	12	20 MOVE	100 MPH/ 161 KPH	50,000eb (Super Luxury)	80
Upgrades/Notes: Armored Chassis (SP13) • Bulletproof Glass • Heavy Chassis • Seating Upgrade x4 • Security Upgrade • Bonus Items									
Yang's Wheels Rickshaw	Yang's Wheels LTD	Roadbike	2	35	4	20 MOVE	100 MPH/ 161 KPH	21,000eb (Super Luxury)	81
Upgrades/Notes: Detachable Carriage • Seating Upgrade									
Zonda Molly 1K	Zonda	Compact Groundcar	1	50	2	20 MOVE	60 MPH/ 97 KPH	15,000eb (Super Luxury)	82
Upgrades/Notes: Cannot be driven using Interface Plugs • Incompatible with some upgrades.									
Zonda Parallax Cybercycle™	Zonda	Superbike	8	35	2	60 MOVE	300 MPH/ 483 KPH	110,000eb (Super Luxury)	83
Upgrades/Notes: Armored Chassis (SP13) • Enhanced Interface Plug Integration • NOS									
Zonda Sliver	Zonda	Roadbike	4	35	2	20 MOVE	100 MPH/ 161 KPH	27,000eb (Super Luxury)	84
Upgrades/Notes: Bulletproof Glass • Communications Center • Security Upgrade									

▶ Explosive Weapons

Name	Company	Type	Damage	Description & Data	Cost	Page
Arachnid Grenade	Centurion Essentials	Grenade Ammunition	—	Target covered w/ a sticky grappling solution.	100eb (Premium)	86
GunMart Door Cracker	GunMart	Explosive	6d6	Must be set up. Damages only what it is attached to.	50eb (Costly)	87
KillChip 100		Explosive	6d6	Must be inserted into Chipware Socket; Does...	100eb	88

Micro-Bomb	—	Explosive	6d6	damage directly to HP and causes Brain Injury Critical Injury.	(Premium)	88
KTech Security Grenade	KTech	Grenade Ammunition	5d6	Amor Pierciang. Does not damage cover.	100eb (Premium)	89

BLACK CHROME LISTS

Name	Company	Type	Damage	Description & Data	Cost	Page
Micro Hydrogen Combuster	Hydrosubsidium	Explosive	6d6	Must be submerged in a liquid. Armor Piercing. Creates smoke screen.	500eb (Expensive)	88
OUTLet Explosive	—	Explosive	6d6	Looks like an outlet adapter. Must be set up. Armor Piercing.	100eb (Premium)	89
Shuriken Tornado Grenade	Great Lakes Cutlery	Grenade Ammunition	6d6	Armor Piercing. Roll damage for each target separately. Possibility of second Critical Injury.	100eb (Premium)	87
TR-4 Detonator Fluid	—	Explosive	6d6	Must be set up. Armor Piercing. Automatically targets vehicle's weak point & ignores its armor.	500eb (Expensive)	90

▶ Melee Weapons

Name	Company	Type	Damage	ROF	Hands	Concealed?	Cost	Page
Arasaka Weeping Reaver Katana	Arasaka	Very Heavy Melee	4d6	1	2	No	5,000eb (Luxury)	91
Notes: Excellent Quality. Can be coated with special fluids.								
Arasaka Acid	Arasaka	—	—	—	—	—	100eb (Premium)	91
Notes: Weeping Reaver fluid. Armor Piercing.								
Arasaka Fire	Arasaka	—	—	—	—	—	100eb (Premium)	91
Notes: Weeping Reaver fluid. Can set target on fire.								
Arasaka Wound Salt	Arasaka	—	—	—	—	—	100eb (Premium)	91
Notes: Weeping Reaver fluid. Chance of a second Critical Injury.								
Faisal's Magna Knuckles	Faisal's Customs	Medium Melee	2d6	2	1	No	1,000eb (V Expensive)	96
Notes: Chance of disabling cyberware if a target is hit twice. Requires battery pack.								
Kendachi Guard	Kendachi	Heavy Melee	3d6	2	1	Yes	1,000eb (V Expensive)	96
Notes: Chance of second Critical Injury.								
Kendachi Mono-Katana	Kendachi	Very Heavy Melee	4d6	1	2	No	1,000eb (V Expensive)	92
Notes: Ignores armor if lower than SP 7.								
Kendachi Mono-Wakizashi	Kendachi	Heavy Melee	3d6	2	1	No	1,000eb (V Expensive)	93
Notes: Ignores armor if lower than SP 7.								
Rostović Kleaver	Rostović	Very Heavy Melee	4d6	1	2	No	1,000eb (V Expensive)	94
Notes: Requires BODY 11+ to wield. Can be charged to boost damage to 5d6, set targets on fire, and ignore armor lower than SP 11.								

SlamDance FangFist	SlamDance Inc.	Medium Melee	2d6/4d6	2/1	1	Special	1,000eb (V Expensive)	98
Notes: Excellent Quality. On turn blade is deployed it acts as a Very Heavy Melee Weapon.								

BLACK CHROME LISTS

DATA

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

Name	Company	Type	Damage	ROF	Hands	Concealed?	Cost	Page
SlamDance Tasmanskiy Klô	SlamDance Inc.	Very Heavy Melee	4d6	1	1	No	5,000eb (Luxury)	99
Notes: Excellent Quality. Comes installed in Battleglove with 1 empty Option Slot. +2 to Interrogation Check when using to threaten.								
Solo Wolf and Bot Mono-Katana	Kendachi	Very Heavy Melee	4d6	1	2	No	100eb (Premium)	92
Notes: Poor Quality. Not a real Mono-Katana. DV13 Perception/Weaponstech Check to recognize.								
The Pursuit Security Bouncer	Pursuit Security Inc.	Medium Melee/Very Heavy Pistol	2d6/—	2/1	1	No	500eb (Expensive)	97
Notes: Combination Stun Baton and Microwaver. Requires Battery Pack.								
White Hornet Tanto	Centurion Essentials	Medium Melee	2d6	2	1	Yes	500eb (Expensive)	93
Notes: Can be less-than-lethal.								
Zhirafa Rhinocefist	Zhirafa Technical Manufacturing	Very Heavy Melee	4d6	1	1	No	1,000eb (V Expensive)	95
Notes: Requires Interface Plugs. User does 4d6 Brawling damage. Can convert to EQ Melee VH Melee.								

▶ Thrown Weapons

Name	Company	Skill	Damage	ROF	Hands	Concealed?	Cost	Page
Kendachi Mono-Star	Kendachi	Melee/ Athletics	2d6	2/2	1	Yes	500eb (Expensive)	101
Notes: Halves SP when thrown. Can cause second Critical Injury.								
Ranger Combat Boomerang	Everest VentureWare	Athletics	3d6	2	1	No	1,000eb (V Expensive)	100
Notes: Can't make Melee Attack. Halves SP when thrown. Can return to attacker.								
Utility Tomahawk	Everest VentureWare	Melee/ Athletics	3d6	2/1	1	No	100eb (Premium)	101
Notes: Halves SP when thrown.								

▶ Firearms

Name	Company	Skill	DMG	Magazine	ROF	Hands	Concealed?	Cost	Page
Arasaka Prototype Variable AR	Arasaka	Shoulder Arms	5d6	25 (Rifle)	1	2	No	15,000eb (Super Luxury)	102
Modes/Notes: Excellent Quality. Autofire (x4). Suppressive Fire. Railgun Mode ignores armor lower than SP 7 but is Single Shot only and can't make Aimed Shots.								
E-TACK Public Defender	Pursuit Security Inc.	Handgun	3d6	8 (H Pistol)	2	1	Yes	500eb (Expensive)	115
Modes/Notes: Poor Quality. Suppressive Fire. Requires Battery Pack.								

Modes/Notes: Poor Quality. Smartgun Link. Can fire in lethal or less-than-lethal modes.									
Eagletech Survivalist	Eagletech	Archery	4d6/5d6	—/10 (Rifle)	1	2	No	500eb (Expensive)	103
Modes/Notes: Combination. Sniping Scope. Can load Non-Basic Ammo.									

BLACK CHROME LISTS

Name	Company	Skill	DMG	Magazine	ROF	Hands	Concealed?	Cost	Page
Faisal's Dead or Alive	Faisal's Customs	Shoulder Arms	5d6	4 (Slug)	1	2	No	500eb (Expensive)	104
Modes/Notes: Poor Quality. Shotgun Shell. Poor Quality Net Launcher w/ 2 Nets									
Federated Arms Pepper Shaker	Federated Arms	Autofire	2d6	30 (M Pistol)	1	1	Yes	500eb (Expensive)	105
Modes/Notes: Autofire (x3) and Suppressive Fire only. Can't make Aimed Shots. Only spends 6 bullets on Autofire. Can load Non-Basic Ammo.									
Georgia Arms Matchmaker	Georgia Arms	Shoulder Arms	5d6	1 (Slug)	1	2	No	20eb (Everyday)	105
Modes/Notes: Poor Quality. Shotgun Shell. Can load Non-Basic Ammo.									
GunMart Bubba Buster	GunMart	Shoulder Arms	5d6	4 (Slug)	1	2	No	50eb (Costly)	106
Modes/Notes: Poor Quality. Shotgun Shell. Can load Non-Basic Ammo. Will destroy itself if fired 3 times in 1 minute.									
GunMart Engage Rocket Launcher	GunMart	Heavy Weapons	8d6	1 (Rocket)	1	2	No	100eb (Premium)	107
Modes/Notes: Poor Quality. Comes preloaded. On a 1 (or if attempting to remove the ammo) it explodes.									
GunMart Smart Special	GunMart	Handgun	3d6	8 (H Pistol)	2	1	Yes	100eb (Premium)	108
Modes/Notes: Poor Quality. Smartgun Link. On a 1 is destroys itself beyond repair.									
GunMart Special	GunMart	Handgun	3d6	8 (H Pistol)	2	1	Yes	20eb (Everyday)	108
Modes/Notes: Poor Quality. On a 1 is destroys itself beyond repair.									
Hades Multipurpose Assault Shotgun	MetaCorp	Shoulder Arms	5d6	16 (Slug)	1	1	No	5,000eb (Luxury)	109
Modes/Notes: Shotgun Shell. Can load Non-Basic Ammo. Can load up to 5 different types of Ammo at once.									
KTech TechHammer	KTech	Shoulder Arms/Heavy Weapons	5d6/8d6	4 (Slug)/ 2 (Rocket)	1	2	No	1,000eb (V Expensive)	110
Modes/Notes: Shotgun Shell. Can load Slugs, Shells, or Smart Rockets. Smart Rockets do not require Targeting Scope.									
Midnight Arms Beast Shotgun	Midnight Arms	Shoulder Arms	5d6	40 (Slug)	1	2	No	1,000eb (V Expensive)	111
Modes/Notes: Shotgun Shell. Can load Non-Basic Ammo. Requires BODY 10+ or mounting to fire without Broken Arm Critical Injury. 2 Actions to reload.									
Militech Fox Dual Ammo Pistol	Militech	Handgun	3d6	10 (H Pistol)/ 10 (H Pistol)	2	1	Yes	1,000eb (V Expensive)	113
Modes/Notes: Can load Non-Basic Ammo. Can load 2 ammo types, one in each magazine.									
Militech Moriff SMG	Militech	Handgun/ Shoulder Arms	2d6/5d6	30 (M Pistol)/ 3 (Slug)	1	2	No	1,000eb (V Expensive)	113

Modes/Notes: Combination. Autofire (x3). Supressive Fire. Shotgun Shells.									
Militech Perseus	Militech	Handgun	4d6	11 (VH Pistol)	1/2	1	No	5,000eb (Luxury)	112
Modes/Notes: Excellent Quality. If fired during previous Round ROF increases to 2.									

BLACK CHROME LISTS

DATA

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

Name	Company	Skill	DMG	Magazine	ROF	Hands	Concealed?	Cost	Page
ModFire 10X	Centurion Essentials	Handgun or Shoulder Arms	3d6, 2d6, or 5d6	8 (H Pistol), 30 (M Pistol), or 25 (Rifle)	2, 1, or 1	1, 1, or 2	Yes or No	1,000eb (V Expensive)	114
Modes/Notes: Can be converted between Heavy Pistol, SMG, and Assault Rifle in 1 minute. Autofire (x3 or x4 depending on mode) and Supressive Fire in SMG and Assault Rifle modes.									
Nomad Rocker	Everest VentureWare	Handgun	4d6	8 (Rocks)	1	1	No	100eb (Premium)	115
Modes/Notes: Poor Quality. Shoots rocks instead of bullets. Quick and easy repair.									
Overlord Handcannon	GunMart	Handgun	3d6	8 (H Pistol)	1	1	Yes	100eb (Premium)	106
Modes/Notes: Poor Quality. Adds +1 to Facedown unless opponent knows what it is.									
Pursuit Security Inc. Crowd Buster	Pursuit Security Inc.	Shoulder Arms	5d6	25 (Rifle)	1	2	No	5,000eb (Luxury)	116
Modes/Notes: Autofire (x4). Suppressive Fire. Sonic mode can cause Damaged Ear Critical Injury.									
Rostović Ulični Uništitelj	Rostović	Shoulder Arms	3d6	3 (Shells)	1	2	No	1,000eb (V Expensive)	117
Modes/Notes: Poor Quality. Shotgun Shells only. As an Action, shove metal down barrels to increase damage of next shot to 4d6.									
Sanroo Hello Cutie Ultra-K8 Assault Pistol	Sanroo Firearms of Tokyo	Handgun	4d6/3d6	30 (VH Pistol)	1	1	No	5,000eb (Luxury)	118
Modes/Notes: Excellent Quality. Can switch between Very Heavy Pistol & Heavy SMG with an Action. Autofire (x3) & Suppressive Fire as Heavy SMG. Can grants bonus +2 to Wardrobe & Style. Anime sounds.									
Sternmeyer M-04 Variable Assault	Sternmeyer	Shoulder Arms/Heavy Weapons	5d6/6d6	20 (Rifle)/ 2 (Grenade)	1	2	No	500eb (Expensive)	119
Modes/Notes: Poor Quality. Combination. Autofire (x4). Suppressive Fire. Jam affects both modes. Can fire Non-Basic Grenades.									
Superchrome® Glam Rifle	Centurion Essentials	Shoulder Arms	5d6	25 (Rifle)	1	2	No	1,000eb (V Expensive)	120
Modes/Notes: Autofire (x4). Suppressive Fire. +2 to Wardrobe & Style. Can fire Non-Basic Ammo.									
Superchrome® Javelin	Centurion Essentials	Shoulder Arms	5d6	4 (Rifle)	1	2	No	1,000eb (V Expensive)	120
Modes/Notes: +2 to Wardrobe & Style. Can fire Non-Basic Ammo.									
Superchrome® Sidearm	Centurion Essentials	Handgun	4d6	8 (VH Pistol)	1	1	No	1,000eb (V Expensive)	121
Modes/Notes: +2 to Wardrobe & Style. Can fire Non-Basic Ammo.									
Techtronika Russia BMG-500	Techtronika Russia	Heavy Weapons	5d6	500 (Rifle)	1	2	No	1,000eb (V Expensive)	122
Modes/Notes: Autofire (x4) . Suppressive Fire. Requires BODY 11+ or mounting to shoot. Comes with bipod.									
Tommyknocker	Centurion Essentials	Handgun/ Shoulder Arms	4d6/5d6	8 (VH Pistol)/ 2 (Slug)	1	Special	No	1,000eb (V Expensive)	123
Modes/Notes: Combination. Poor Quality Shotgun. Shotgun Shells. Fire with 2 hands or BODY 10+ or risk losing weapon.									

Westwood	Nova Arms	Handgun	4d6	6 (VH Pistol)	1	1	No	500eb (Expensive)	121
Modes/Notes: Pull-out screen with preloaded movies. Choice of barrel length.									

BLACK CHROME

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