

# Asmodeus 451

## Exotic Very Heavy Pistol

€\$2000 (Very Expensive)

Adapted from the Militech Crusher, The Asmodeus 451 is an Exotic Very Heavy Pistol with a Smart Rebuild that can only fire Improved Smart Shells and Incendiary Shells. This weapon cannot be upgraded by a Tech to accept additional attachment slots or fire additional ammunition types.

**Damage:** 3d6

**Weapon Skill:** Handgun

**Concealable:** No

**Hands Required:** 1

**ROF:** 1

**Ammo Types:** Improved Smart Shell, Incendiary Shell

**Magazine Size:** 12

# Rocklin Augmentics Big-Bang

## Internal Cyberware (Clinic)

€\$500 (Expensive)

A bomb buried inside you, rigged to blow on a trigger. Rocklin Augmentics created these to help Corps enforce the agreements surrounding Cyberware Grants, putting the trigger in their hands.

Since the Big-Bang made it onto the illicit markets, human traffickers have been using them to keep their product cooperative. Even more reckless, gangers have been hooking them up to their Biomonitors to trigger when they flatline, hoping to get the last laugh in the event of their inevitable demise.

This is treated as a *very messy* standard grenade round, the center being located at the body of the user of the Big-Bang. If they were alive when the Big-Bang was triggered, they are now making deathsaves.

# SuperChrome™ Dual-Disk Speedloader

## Exotic Cyberarm/Cyberdeck

€\$2000 (Very Expensive)

Requires Neural Link

The SuperChrome™ Dual-Disk Speedloader is an Exotic Cyberarm with a Popup Integrated Cyberdeck that only pops up when a user is Jacked In. Its overclocked framework allows the user to unload and load a program with just 1 Meat Action (sacrificing any Net Actions that round). The Cyberdeck has 4 Program Slots and does not natively support Hardware Upgrades. When in use, the user is considered fully connected to the Cyberdeck and it gains the benefits of any hardware upgrades installed in a Bodyweight (or similar) Suit.

The user can only be connected to one Cyberdeck at a time. If you are playing with Neuroports, this Cyberarm can link its Cyberdeck to the user's Neuroport Cyberdeck Port only if the Port is otherwise unoccupied. Any Cyberdeck installed in a Neuroport Cyberdeck Port is considered a higher priority Cyberdeck when you Jack In and the Dual-Disk will not pop up.

This Cyberarm has no Option Slots and cannot replace its SuperChrome™ Cyberhand. When exposed, this Cyberarm grants a +2 to Wardrobe/Style checks.

# The MacReady Brand Deep Cleaner

## Exotic Shotgun

€\$1000 (Very Expensive)

An Exotic Shotgun that is fired with the Heavy Weapons Skill. Mechanically, the MacReady Brand Deep Cleaner (MRBDC) is a Shotgun that is only capable of firing in the Shell alt-fire mode. This weapon cannot be modified to support attachments or special ammunition. It cannot critically injure or make aimed shots.

Originally used for disinfecting crime scenes back in the 2010s, The MRBDC has made a resurgence in Night City's Combat Zones after the schematic was recently uploaded to the DataPool by a nameless Tech. The MRBDC features a liquid-reservoir, engineered for firing 2 large bursts of an alcohol-based sanitizing fluid that is no longer produced. The reservoir is, however, compatible with alcohol-based  $\text{CHOOH}^2$  that can be found everywhere. Theoretically, it can even load  $\text{CHOOH}^2$  mixed with TR-4 DetonationFluid.

When filled only with  $\text{CHOOH}^2$  (20eb per fill), The MRBDC does no damage and douses everything within its range in flammable liquid. When ignited, the fire in the affected area burns for 60 seconds (20 rounds) and will ignite anything that comes into contact with it. Targets ignited this way take 4 damage direct to their HP at the end of every turn until they spend an action to put themselves out.

When filled with  $\text{CHOOH}^2$  and TR-4 Detonation Fluid, the MRBDC does 3d6 damage to targets and immediately ignites the entire affected area. The fire in the affected area burns for 60 seconds (20 rounds) and will ignite anything that comes into contact with it. Targets ignited this way take 6 damage direct to their HP at the end of every turn until they spend an action to put themselves out.

Fire created by this weapon does not spread. You cannot load TR-4 into a half-filled tank without breaking the weapon beyond repair.

**Damage:** 0d6 / 3d6

**Weapon Skill:** Heavy Weapons

**Concealable:** No

**Hands Required:** 2

**ROF:** 1

**Ammo Types:**  $\text{CHOOH}^2$ ,  $\text{CHOOH}^2$  + TR-4

**Magazine Size:** 2

# Zhirafa Auto-Ties

## Gear

**€\$500 (Expensive)**

A mechanical ziptie made of carbon fiber that closes slowly on a 6 second timer once the end is inserted into the mechanism and pulled. Used to hold scaffold together, the pressure inhibitor is set high enough to cut through meat and bone with ease as the tie closes- something the workers of Zhirafa (and the gangs of Night City) knowall too well.

If a Zhirafa Auto-Tie is attached to you, it will fully close within 6 seconds (2 rounds), severing whatever it is tied around. Yes, they are wide enough to fit aroundyour neck.

Attaching one to an unwilling party follows the same rules as a grapple. If the grapple succeeds, the Auto-Tie is attached to the defender in a location of the GMs discretion. The resulting dismemberment follows the Effect of the closest appropriate Critical Injury. The involved parties are not considered in a grapple after this check. To attach this to a specific area of the body, you must make an aimed shot (-8) on your grapple; the additional benefits of this aimed shot are decided by theGM.

If the grapple fails, the tie closes around nothing and is wasted. If the grapple results in a Critical Failure by the attacker, it attaches to them in a location ofthe GMs choice.

Removing one that is attached to you requires a DV11 Basic Tech Skill Check and a Tech Tool. The tie can also be broken with Body 8 or higher.