

# LONG CIRCUIT

YOUR GUIDE TO NEWTECH ON THE STREETS OF NIGHT CITY. APRIL 2047 EDITION.

## THIS ISSUE: WEAPON TWEAKS

### ARTICLE BY "R"

*Weapons! Never a bad investment. Always somebody that wants someone dead in this city, and lots of people looking to be the one to do it. Good quality iron can make the difference between life or death, and if you can afford it aftermarket customisation is a good way to close or maintain the firepower gap. You know the drill, here's what's hot.*

#### **Horri-fier. 100eb. One Attachment Slot.**

*This is one of mine, full disclosure. Look, I write the articles, let me shill my own tech sometimes. Anyway, the idea came from a Solo who wanted something that would build his rep. In his own words "I want them to know it's me coming for them." Spooky, huh?*

All Ranged Weapons except Bows. A strangely ported barrel designed to louden the sound of expansion of gas from the weapon. Can be customised further to give the gun a unique tone for 100eb. Gives a +1 to Facedown Rolls if they heard you coming.

#### **Backpack Ammo Conversion. 1000eb. Two Attachment Slots.**

*This comes in two parts, fitting the weapon with a feeder that can keep up with the rate of fire, and the actual magazine mounted on the back. Live out your fantasies, fire that rifle until it glows red. Don't store next to open flames.*

All Ranged Weapons that fire bullets.. A backpack magazine connected to the weapon that can hold up to 300 rounds. Reloading the weapon takes two Actions unless assisted with a Reload action by another character.

#### **Flash Suppression. 500eb. One Attachment Slot.**

*If your first thought was about how high the price was, hear me out for a second. This is newtech, not your old-school retro block of metal on the end of your gun. It's **total** flash suppression. You pull the trigger in the dark, and you won't see a thing.*

All Ranged Weapons except Bows. Eliminates muzzle flashes entirely, and reduces any penalties due to shooting from attempts to hide from sight in darkness to zero.

#### **Sonar Scope. 500eb. One Attachment Slot.**

*This is some S-grade tech. Made for marine detachments by IEC during the 4th war, but records are unclear if it ever actually made it to them before it was all over. That's all ancient history though, all you need to know is that it bounces sound off what you're looking at, and is a scope that functions at the bottom of the ocean. I shouldn't have to say this, but sound takes time to travel. That means past a certain range, you're looking at where you should've been shooting a few seconds ago. Keep it in mind.*

All Ranged Weapons. Uses Sonar to provide an image of objects the scope is pointed at. Provides vision in darkness, limited to 100m/yds against moving objects. Underwater, that range is increased to 800m/yds.

**Quickdraw Grip. 100eb. One Attachment Slot.**

*These are for those who prefer to consider themselves a street cowboy instead of a street samurai. The current design everyone is running with this season is based off what's circulating on the competitive shooting circuit, nice little piece of work. The hairpin trigger is going to be a problem when the gonks get their hands on it though. Already heard about one guy who kept his gun down his pants shooting his Studd off.*

All One-Handed Ranged Weapons. Adds +2 to initiative when drawing and shooting this gun in the first round of combat. (Author's Note: Yes, you have to call it before ini is rolled, don't be a dick.)

**Sanroo Killromi Gyroscopic Stabiliser. 100eb. One Attachment Slot.**

*It's a cute little gyroscope in your gun! Flashes up a frowny face on a screen when you're working it too hard. Makes a cute little humming sound too. That should really be a good enough reason to install one of these, but if you're boring it's decent at keeping your gun steady when being jostled.*

All Ranged Weapons. Eliminates any potential penalties to shooting due to movement, such as firing when parkouring or riding in a vehicle. Helpful in space.

**Agent Link. 500eb. One Attachment Slot.**

*I'm putting this in as more of a warning. This is a NC original, obviously, because where else would you find people stupid enough to connect their phone to their gun? This is a really bad idea, however you slice it. Already hearing of gangs using it to set someone else up for a kill, and someone getting flatlined because he didn't trust his bodyguards with live triggers. Leave this one on the shelves, 0/0 stars, do not recommend.*

All Ranged Weapons. Allows a linked Agent to control the trigger of the weapon with an Action. Pairing the weapon requires the Agent and weapon to be kept within 1m/yd for five minutes. The user may choose to fire in any mode available to the weapon, using their own skills. Alternatively, the user of the Agent may choose to prevent the weapon from firing until they enable the trigger.

**Lightened Frame. 100eb. One Attachment Slot.**

*Named by someone with a good sense of humour. Respect. If you got burned on this, consider it a lesson in reading the description.*

All Ranged Weapons. Illuminates the weapon with a customisable glow. Counts as an installation of Light Tattoos when holding the weapon.

**Barrel Shield. 100eb. One Attachment Slot.**

*These got issued out to NCPD SWAT a while back. Not C-SWAT, those other guys. Yeah, they're still around, we're just not rich enough to be in the districts they respond to.*

All Two Handed-Ranged Weapons. A Bulletproof Shield (10 HP) mounted at the front of the weapon. A fresh shield can be installed into the mount with an Action.

**XM56 Sniper's Stock. 100eb. One Attachment Slot.**

*I'm not actually that great with a rifle, but I borrowed one of these and nailed a beer bottle from three hundred meters. Sorry if you were the guy holding it at the time, it was for a good cause. I'd assume the padding on this was real leather, but nobody has that much money. Good job anyway, Militech*

All Two-Handed Weapons fired with Shoulder Arms. Reduces the time needed to gain a bonus to hit from taking Extra Time when aiming the weapon from four Actions to two Actions.