LONG CIRCUIT

THIS ISSUE: ELECTRONIC FUNFARE

ARTICLE BY "R"

Hi guys, hope you're all ready for an exciting new year, it promises to be worse than the previous as pretty much every year in NC has been, but at least the tech is interesting.

News on my end, I've been reading up on electronic warfare, imaging, and smart tech. Even managed to get into a talk by a researcher at the university, got most of the way through before they clocked I wasn't a student and I had to bail. Reason is, there's some good stuff coming up in that field. Looks like it's going to be a big deal in the 50's and beyond. Some of it is even making its way down into the hands of us little people. I've got the usual roundup below of things I found worth talking about. Check them out and keep informed.

Oh, and happy new year guys.

FBC ECM Suite: External Cyberware Option, 1000eb, 4d6 Humanity Loss, Hospital Installation.

Arasaka are ruffling some feathers with this one. They've sold half the market smartguns, and they're now starting to sell counters to them. You'd probably hear more complaints, but they haven't managed to fit these pods into anything smaller than a Fullborg, so I don't think many people that got screwed by one have lived to tell the tale.

Can be activated with an Action, once per day. Additional installations of an FBC ECM Suite provide an extra use per day each. Remains active for one minute. While active, all Smartgun bonuses on attacks targeting the user are instead subtracted from the attack roll instead, and Smart Ammunition making a second attempt to hit the user suffers a –2 to the roll.

Militech Orion: 1000eb.

Laser guided rockets, now available to you, the average buyer. Militech have done a nice bit of lobbying and had the Orion declared a laser pointer with attachments in a few territories. The law will catch up eventually, so I'd get in now if you want one.

An Exotic Rocket Launcher with an Extended Magazine that can't be fired until it has locked onto a target. Locking onto a target requires a turn of aiming at the target, which requires line of sight. When locked on, the user adds +2 to attack rolls made when firing the Orion.

Fire Control: Neuralware Option, 1000eb, 2d6 Humanity Loss, Clinic Installation.

Improves the regular smartgun ecosystem with additional target recognition, according to the brochure. What it won't tell you is that it was designed back in the 50's and only got funding towards production after some exec's kid ate a bullet in a friendly fire incident. Not a gambler, but I'd put money on there being some shenanigans behind that.

Requires Cybereye with Targeting Scope cyberware to function. Before the user fires a weapon using Autofire, they can declare that they are splitting shots between two targets within 4m/yds of each other. If they do so, roll a single attack against the highest attack DV (determined either by range or a target's Evasion roll) and then divide the damage dealt by Autofire between the two targets, rounding up. Additionally, the user may fire Suppressive Fire without affecting allies in range.

Drone Slave Targeting System: Cybereye Option, 1000eb, 2d6 Humanity Loss, Clinic Installation.

Curious bit of Demon/Meat person interfacing coming from Zetatech. The DSTS borrows a bit of the user's brain to help digital systems aim. Useful, but when the robots start drilling our brains for processing power, you know where it started.

As an Action, the user may attempt a Complimentary skill check against a target. If successful, allied drones or turrets that share line of sight to the target gain a +1 to attack rolls made against that target during their next turn.

Enhanced Radar Imager: 1000eb.

Got a vid lifted from some security cams of some spooks popping one of these out before storming a building. They took the boosters in there to pieces, knew exactly where they were and picked them off one by one. No word on why yet, but they probably stole something they shouldn't have.

The Enhanced Radar Imager is a briefcase sized metal box with 15 HP and 5 SP. Deploying the Imager takes an Action, and it is required that the user is connected to it with Interface Plugs and remains stationary. A user connected to the imager increases the range of their Radar/Sonar cyberware to 100m and receives an image of their surroundings instead of just notifications of motion. Hiding from the imager when stationary requires a DV15 Stealth check.

Recognition Chips: 500eb.Chipware, 1d6 Humanity loss.

These are more of a remix than a new release but they went out of style when the supply lines broke down and nobody could update their shit with the new gear hitting the streets. As we're getting more joined up again, the databases are being remade. Be smart though, these won't tell you jack about someone's jury-rigged mod of their old rifle.

All Recognition Chips provide information on one particular type of technology. In order to use the chip, the User must pass a DV13 Tech roll using the appropriate skill for the tech being identified. This test's difficulty is increased to DV17 if trying to identify it without a clear image of the item, such as when listening to it. If this check is successful, they gain information about the specifications of the technology and its function.

At the referee's discretion, certain items may not appear in the database that the chip was generated from, this could be because the technology is classified, modified, or if it was invented after the chip was made.

Weapon Recognition Chip.

Uses Weaponstech, provides information on weaponry such as damage, any special rules, and magazine size.

Vehicle Recognition Chip.

Uses Land, Sea, or Air Vehicle Tech, provides information on vehicles such as their performance and any obvious upgrades. Can identify visible Moto Upgrades, even on modified vehicles.

Cyberware Recognition Chip.

Uses Cybertech, provides information on visible cyberware. Can be used to identify non-visible cyberware in active use, such as identifying that a fast reacting target has a Kerenzikov or that someone tilting their head is listening to a phone call through an Internal Agent.

Security Recognition Chip.

Uses Electronics/Security Tech, provides information on electronic devices such as function and potential difficulty to bypass.

Armour Recognition Chip.

Uses Basic Tech, provides information on armour, such as its current condition and maximum SP.

Techtronika ASA: Cyberaudio Option, 500eb, 2d6 Humanity Loss, Clinic Installation.

The weirdest jammer I've ever heard off, but it works. I get a little concerned about what transmitting a radiation pulse from the side of your head is going to do to the brain, but that's a problem for tomorrow and someone calling in the pigs is a problem for today.

An Exotic Very Heavy Pistol that uses no ammunition, mounted on the side of the user's head. The pistol deals no damage, but disrupts any radio communications that the target is receiving or transmitting, forcing the target to restart the call.

Electronic Decoy Grenade: 50eb.

One of mine, it emits a series of modulated pulses at frequencies used by a few different radar systems. This generates ghost presences on their screens. It won't hide you, but it might confuse them enough for you to run or get the drop on them.

When thrown, the grenade generates pulses that interfere with Radar/Sonar and other motion detectors. To the user, the 10m x 10m area of effect of the grenade will appear to be full of targets moving at random for five rounds (15 seconds).

Imaging Satellite: 20,000,000eb.

Okay yeah, I just wanted to put that price up there to make you jump. You can rent one for a day from Highriders for 1000eb. They've got coverage of most major cities. Downside is obviously that you have to tell them where you're pointing it, and they might ask questions if you're going after any corporate or government HQs.

Each satellite is launched to one particular geostationary orbit, usually above a major city. They cover an area of 100km square, and cannot be moved to cover a different area without a rocket launch to relocate the satellite. The approximate cost of this starts at 5,000,000eb. Accessing the satellite can be done via an Agent, provided the user has the correct access permissions and is located either in the observed area, or has access to a satellite link. The satellite provides a general view of its observation area, including weather patterns, and can also focus on a specific area within its total observation area using a high resolution lens.

The high resolution lens of an Imaging Satellite takes one hour to shift position to focus on a specific area. As long as the weather is clear, a top down view of a 100m/yds x 100m/yds area will be transmitted to any Agents with permissions to access the satellite. The high resolution image provided is detailed enough to make out fine details of individuals, and the satellite also possesses Low Light/Infrared/Ultraviolet capabilities. The satellite will not be able to observe individuals under the cover of rooftops or other shelters.