

# LONG CIRCUIT

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

THIS ISSUE: FRIENDLIEST FIRE

## ARTICLE BY "R"

*This one was a suggestion from my new assistant. It's all about fire and firing, get it? Hot off the presses, if you like burning things, this one is for you. If your preferences lean more towards things that put out more bullets than you can count (not always a big number in this city, I know), then we've also got something you'll want.*

*Next month we've got a few tradeshow coming up, so hopefully there'll be a few really special toys. As always, we'll keep you informed.*

### X-17 "Hailstorm": 1000eb.

*There's no manufacturer claiming this rifle, which probably means it's being fed into the black markets as part of a beta test for whatever the corp behind this is actually making. Oh well, problems for later. In the meantime, enjoy putting a cloud of lead in the direction of whatever pissed you off last.*

An Exotic Assault Rifle that can only fire Autofire. When firing, the user may choose to expend twice as much ammunition as normal to use Suppressive Fire as part of the same Action and Autofire roll.

### Heatbracer: External Cyberware Option, 100eb, 2d6 Humanity Loss, Clinic Installation

*If you haven't seen the news of the Chicago riots last year, do yourself a favour and take a look at the clip of a rioter setting himself alight and trying to punch Lazarus security out. Sure, he died a few seconds later, but he inspired this nifty bit of ware, so it counted for something. Probably.*

Each time the user would take damage from fire or a heat-based weapon, roll 1d6. If the result of the roll is equal or higher than the damage they would take, it is ignored. If the roll is under the damage they would take, the heat sinks have failed and won't function until repaired.

### Techtronika SMG-28: 1000eb.

*Something you don't expect from Soviet tech is consistency, but that's exactly what you get with Techtronika's latest. It drops a lot of the gimmicks you'd expect for a solid build quality and excellent internal compensation. They're trying to steal some of the handgun market from Militech with this one, and I think they might be about to make some headway.*

An Exotic Heavy SMG. When firing Autofire, a damage roll of less than 5 (before modifiers) is treated as 5.

### Bencham Splashfyre : 1000eb.

*Judging by the delighted noises that have been coming from the corner of the office for the last few hours, this one made an impression on our new intern. I don't blame her. An old merc once told me that the worst parts of a gunfight was having to reload, and Bencham have found a way to make it fun. Flick the switch, and instead of just dropping the mag, the heat of the barrel is funnelled into cooking off all of the rounds as a one. It even comes with the blast rated plating to prevent you taking your own hand off, now that's quality.*

An Exotic SMG that can only shoot Autofire. If the Splashfyre has been used to fire Autofire in the last minute, all the ammunition left in the magazine can be expended as part of a Reload Action to fire an Incendiary Ammunition Shotgun Shell, using Shoulder Arms as the attack roll.

### **Flame Baton: 500eb.**

*My intern cooked these up at her previous place of employment. She doesn't like to talk about it much, but she did produce some good designs there.*

An Exotic Medium Melee Weapon. On a hit, the user can expend one of six charges of fuel contained within the Baton to ignite the target with mild fire. The number of charges can be extended by 12 by connecting a fuel tank worn on the back (100eb). The fuel tank has 20HP, and will explode like an Incendiary Grenade centred on the user if destroyed.

### **Shard Launcher: Cyberarm Option, 500eb, 2d6 Humanity Loss, Clinic Installation**

*For a corporate ninja-favoured death machine, these things are weirdly pretty. It fires this cloud of metallic darts, and from a distance it looks like shiny broken glass flying through the air. The aftermath doesn't tend to be as nice looking though. Might be a metaphor there.*

An Excellent Quality Exotic SMG that can only fire Autofire, limited to a maximum range of 12m/yds, is implanted into either the wrist or elbow.

### **Phosphorous Grenade: 100eb**

*Militech produce most of these, but there's a ton of knockoffs out there. Not hard to see why, the materials aren't exactly rare, and the main barrier to selling them is just finding people plain mean enough to use one on another person. So they sell very well in NC, obviously.*

A grenade that deals only 4d6 damage, but that leaves a lingering cloud of burning gas material in the AoE. For the next minute, anyone who starts their turn in the area, or moves through it, will be ignited with Strong Fire.

### **Cluster Rounds: 100eb, available as bullets only**

*Another street invention, created by someone over in Westbrook. The idea is that it's a bullet that fractures in the air, spreading over a narrow area. Does nothing for the health of the gun, but it's a good way to get a load of lead in the air quickly.*

When used in an Autofire attack, add +1 to the attack roll, but the weapon will jam on a roll of 1 as if it was a poor quality weapon. Weapons that are already poor quality will jam on a roll of 1 or 2.

### **Heat Probe Cyberfinger: Cyberfinger, 100eb, 1d3 Humanity Loss, Mall Installation**

*For chefs, which seems kind of unsanitary, but what do I know? Available in the metal finish of your choice, with gold being what the promoters on the Continental Brands programs are using. Unrelated fact, wearing gold openly in Night City raises your risk of serious injury by 76%.*

The user knows the temperature of whatever they are touching with this cyberfinger. When combined with Chemical Analyzer Chipware, it can also determine the combusting material in a fire.

### **Arasaka Auto-23 Shotgun: 1000eb.**

*One of the old-timers I know groaned when I mentioned these were getting rolled out in Japan. Apparently, back in the "good old days" Arasaka security were known for hosing down corridors with shotgun pellets at the first sign of trouble. Can't beat the classics, huh?*

An Exotic Shotgun with a magazine size of 10, that can only fire Shotgun Shells. The user may also choose to expend the entire magazine to fire this weapon using Autofire, hitting everything in the usual Shotgun Shell area of effect. The DV to hit the target AoE is 17, and the maximum Autofire modifier is 2.

### **Heated Feet: Cyberleg Option, 1000eb, 1d6 Humanity Loss, Clinic Installation**

*Privately financed by a Dynalar executive with weird tastes. Equally weirdly, it's seeing a lot of use with fullborg workers inside the arctic circle. Turns out one man's fetish can be another man's functionality. Dynalar are predicting strong sales, especially considering the weather is starting to cool off. Personally I don't get why you wouldn't just wear boots, but then again, I've not paid out thousands of eurobucks for chrome legs.*

Can be activated or deactivated with an Action. If paired, the user suffers no mobility penalties from running or walking on icy terrain.

### **Magma Launcher: 10000eb.**

*I had genuine tears in my eyes after firing the single one of these we managed to get hold of. That might have been mostly from the heat, and possibly from the cost, but there was also real emotion behind it. It fires a bolt of superheated liquid metal, which melts the barrel as it goes to create this narrow pressure wave that carries a lot of mass behind it. It's gorgeous.*

An Exotic Sniper Rifle fired with Heavy Weapons that is Destroyed Beyond Repair upon being fired and that has a maximum range of 100m/yds. The projectile deals 8d6 damage to the first object it hits, and if it reduces that object's HP or SDP to 0 it will continue in a straight line, dealing 8d6 damage to the next object it hits. The projectile will continue on its path until it fails to reduce an object's HP or SDP to 0, or reaches its maximum range of 100m/yds. Any surviving objects are ignited with Strong Fire.