

LONG CIRCUIT

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

THIS ISSUE: GADGETS AND GIZMOS

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This month, I want to talk about something close to my heart. Gadgets! Any self-respecting merc should have a few. You'd be amazed how much trouble a couple of hundred eurobucks can get you out of, when you spend it on the perfect tool for the job.

If you want a force multiplier, and cyberware isn't what you need, get yourself something pretty from the list of the latest and greatest below.

Mini Turret: 1000eb.

These are so adorable! They make this cute little chirping sound whenever they lock onto a target, and the box comes with a sticker set so you can customise them. Yeah, you don't get the firepower of the full-size deal, but even someone my size can drag them around.

A portable turret that folds up into a metal box. As an action, the turret can be set down and deployed. The turret can be mounted with any one-handed ranged weapon, but by default comes equipped with an SMG. When deployed, the turret is added to the top of the initiative queue. The turret will attack the closest visible enemy, using its combat number of 12, on each of its turns. The turret has 10 HP.

Deployable Wall: 500eb.

These were featured in Zone Cop 3, where they were used to plug up a bunch of doorways and funnel the cyberpsycho serial killer into a kill zone. SecSystems paid a fortune for that scene to be included, but they are still a decent bit of tech, if a little overpriced.

A carrying case that can be set and expanded into a wall up to 2m/yds wide with an Action. Functions as thin metal cover, with 15HP and 7SP.

Scanner Grenade: 100eb.

Every SWAT team on the planet is bidding for these following their trials out in Asia. The cyberware integration seems to be appealing to people, but I'm not sure I like the idea of wireless transmission to optics, and I really don't like the idea of every rent-a-cop getting a full optic setup.

A grenade that requires Chyron cyberware to make use of. When thrown, the grenade doesn't detonate and instead remains where it landed, scanning the area around it with radar. For the next minute, moving objects in the grenade AoE are highlighted to the user's vision, even if they are out of line of sight of the user. The grenade can't scan through walls or closed doors.

Spike Mine: 100eb.

Hit the streets over here last week. Someone set a bunch up in an alleyway, and turned a man on his way home into a pincushion. NC being NC, that has only increased demand.

The mine can be deployed with an Action and a Demolitions roll, and arms after 6 seconds (2 rounds). The first moving object to enter a 5m/yds radius around the grenade will be attacked by a propelled metal spike that deals damage as a Very Heavy Melee Weapon, after which the mine is disabled. The DV to evade the mine's attack is equal to DV14, or the Demotions roll of the user, whichever is higher.

Tower Shield: 500eb.

These came out of London, UK. Apparently the metropolitan police were getting sick of cybered up rioters breaking through their cordons, and rolled these out so that their defensive lines had a bit more grunt. They've even starting training their officers to use them like clubs as a fallback, vids of which made the design popular.

A two-handed Bulletproof Shield with 25HP and 7SP. The shield may also be used as a Very Heavy Melee Weapon, but the user takes a -2 to attack rolls due to the cumbersome nature of the shield.

Man Trap: 500eb.

Nasty, nasty, nasty. Hydraulically powered bear trap on a hair trigger. Place under a window for maximum effect, maybe wear headphones if you don't like the sound of screaming.

Can be deployed with an Action. A Man Trap occupies a 1m area, and requires a DV13 Perception check to notice. Anyone who moves into or over the square occupied by the trap suffers a 4d6 Heavy Melee aimed attack to the legs as the trap snaps shut. This can be avoided with a DV19 Evasion roll. After being sprung, the trap deactivates, but can be reset with two Actions.

Hallucinogenic Canister: 100eb.

The formula used here got leaked from some corporate black ops project a year or two back. The Piranhas tried to get high off this shit after concentrating it, and I heard a bunch of them went over the edge. Gives you a really bad trip, but it does make it useful for throwing people off. Setting them off quietly can also be beneficial.

A grenade that fills the area of detonation with a psychoactive gas. Any meat target caught in the area must pass a DV15 Resist Torture/Drugs roll or be affected by the gas for the next minute. For the duration, anyone affected takes a -2 to Concentration, Perception, and Human Perception. They may occasionally see and hear things that aren't present, at the GM's discretion.

Miniature Spider Drone: 1000eb.

Really nice bit of engineering, but they'd have sold a lot more if they weren't so creepy looking. The techies did their best, but there's only so much you can do with a metal spider the right size to fit over your face.

A drone equipped with a Light Melee Weapon, with the ability to climb walls and ceilings. Has 10HP, 5 Move, and attacks with a combat number of 10. Can be paired with an Agent by keeping it within 2m/yds of one for five minutes, after which it can be controlled remotely via it, up to a range of 20m/yds. The user can switch the drone between Autonomous mode and Direct Control mode on their turn, without an Action.

Direct Control mode: The drone must be controlled directly via the user's Agent using an Action. It uses the controller's skill bases when making attacks and evading.

Autonomous mode: The drone will remain within 10m/yds of its controller, making attacks against any enemy that enters this area, using its combat number.

Spark Plug: 1000eb.

Another one of mine, but the plans were unfortunately stolen a while back. So fuck it, I'm uploading the schematics. If I can't make any money off of this, neither can they. Disrupts CHOOH2 based engines, and kills the ignition for a short while.

A circular device that must be physically attached to a target vehicle as an Action in order to function. After placement, the device will detonate with a directed EMP pulse. The driver of the vehicle, or a passenger able to reach the controls must pass an appropriate DV17 Vehicle Tech roll, or have their vehicle become disabled for one minute.