LONG CIRCUIT

THIS ISSUE: GO BIG OR GET SMART

ARTICLE BY "R"

Things are getting weird out there, boy and girls. Half the shipments into the city this month are some of the heaviest gear you'll see outside of an active warzone (sorry Zoners, I'm not counting South NC), and the other half is complex newtech. Looks like both the Boosters and Corpos are expecting things to boil over.

If you ask me, I'd say we're shaping up for a very warm and very violent summer. We'll keep you informed, but keeping safe is up to you.

Stealth Foot: Cyberleg Option, 500eb, 2d6 Humanity Loss, Clinic Installation

First up, we've got a classic revived. Don't think anyone has heard of these seeing action since before the 4th war...... Now I'm thinking about it, that might not mean much. Hey, at least that means you know they work, I think?

A flexible covering that dampens sound is installed onto the sole of the foot. The user adds +1 to their Stealth rolls. If paired, this bonus is increased to +2. May be installed as the only piece of cyberware in a meat leg.

Winch: Cyberarm Option, 500eb, 2d6 Humanity Loss, Clinic Installation

Originally, these were really similar to your average car winch. It took a few years for them to end up actually applying the myomer within the arm to help generate the torque. They still haven't solved the tearing issues, but it's getting better.

Requires 3 option slots. A heavy duty winch capable of pulling up to one tonne of weight, if the user is appropriately secured, is installed into the arm. Due to the stresses involved, the user requires Body 12 or higher to use this winch at its full capacity, otherwise being limited to half a tonne.

Internal Battery: Internal Body Cyberware, 1000eb, 2d6 Humanity Loss, Hospital Installation

Pretty nifty piece of kit. Was initially designed for FBCs, but was later adapted so that those of us with some more meat can recharge ourselves off the mains too. I'd probably get one but that's some major surgery and my regular ripper wants to take some time off.

A series of rechargeable battery cells is installed behind the user's spine. The battery stores eight additional charges for the user's installed weapons that drain a battery charge. This power can also be supplied via interface cable. As an action, the user can deliver 1d6 damage directly to the HP of any target they are connected to via an interface cable. The battery can be recharged in an hour via a plug socket connected to the spine, or via interface cable.

Delayed Reaction Ammunition: 500eb, Bullets, Arrows, and Slugs.

Totally illegal and banned under several international treaties. Obviously, that just means everyone wants them. Works via a two stage penetrator connected to a fused explosive. Expect a mess.

If a target is hit by this ammunition and it deals damage through armour, the target takes an additional 2d6 damage (soaked by armour as normal) at the start of their next turn as the explosive rounds detonate.

Heavy Assault Suit: 10,000eb.

Oh boy. If these are getting rolled out, you know things are getting exciting out there. As someone once put it, it's a fullborg in a crate. That's not quite accurate, but in the constant dick-measuring contest between the gangs and the rich kids, this is a premium Mister Studd.

A bulky power suit that requires an installation of interface plugs to use. While wearing the suit, the user is considered to have Body 12 (although their HP and death save are not affected) and has an SP of 13 on both their body and head. The wearer cannot dodge bullets while wearing the suit.

Mag Draw: Cyberarm Option,500eb, 2d6 Humanity Loss, Clinic Installation

Never fumble for your piece again through the awesome power of magnetism! I'm not sure how useful this actually is, but it looks extremely cool, and that was enough to get multiple security agencies to try them out. As marketing strategies go, not bad.

Any weapon the user owns can be installed with a compatible magnetic grip for 100eb, which doesn't require an attachment slot. Any weapon with a magnetic grip that isn't being held and is within 2m/yds of the user is considered to be easily accessible , and therefore doesn't require an action to draw.

Flak Launcher: External Body Cyberware, 1000eb, 4d6 Humanity Loss, Hospital Installation

Designed for urban warfare, but loved because of the style, this reactive weapon will keep you clear of grenades and any other explosives that rude people like to throw instead of using their inside voice.

A small explosive pack that contains small shards of metal is mounted on the body. The flak launcher will automatically fire at any incoming grenade or rocket that the user is aware off, detonating it early. The launcher contains a single charge that costs 100eb, but further installations may add additional charges. The launcher will detonate incoming explosives at a distance of 20m/yds from the user. It will only fire on incoming grenades or rockets within this distance if the user would not be caught inside the blast. Can link to the user's Radar/Sonar implant, if they have one.

Neo-Soviet Heavy Worker: Borgware, External Body Cyberware, 5000eb, 8d6 Humanity Loss, Hospital Installation

This is what you get when there's a demand for a strong and durable worker, but there isn't the money for getting a proper conversion done. They shove them full of cheap parts, and seal the entire thing in a metal case with just the head exposed. Nasty shit.

Requires two External Body Cyberware slots. The user's Body stat is increased to 14, and their body is armoured to Sp13. The user takes a -2 penalty to Move, Ref, and Dex due to the cumbersome and heavy nature of the casing they are now sealed into. The casing is extremely obvious, and is hard to hide even under specially designed clothing.

Tiger Light: External Body Cyberware, 5000eb, 4d6 Humanity Loss, Hospital Installation

On the other end of the scale from optical camo, we've got this thing. Adaptive dazzle camouflage, implanted into the skin and designed to fuck with someone's ability to tell where you start and end. Gets its name from how it makes you look like a white tiger viewed while on serious drugs.

As an action, the user can active this cyberware. While active, the user takes -2 to Stealth rolls, but gains the benefits of three installations of light Tattoos, and attacks rolls made against them subtract 1 from the result.

Bencham-08 Carbine: 1000eb.

Bencham Arms is a small corp that's trying to carve out a bit of niche in the wider arms market. So far they aren't having much luck, but this put them on the map. Sold a bunch of them to PMCs and corporate security teams for use in clearing buildings.

An Exotic Assault Rifle that uses the Shotgun Slug range DVs when firing in single shot mode.

Firewall: Anti-Personnel Black ICE. 5000eb.

According to our Netrunner advisor, this is something everyone is going to want when playing defensive. He says it's based on something called a Hellhound. Don't know what dogs have got to do with walls, but I'm no expert.

A Black ICE program combined with a DV10 Password. It will not pursue a Netrunner to a another floor once activated and instead lies in wait once it is moved away from, but requires a DV10 Backdoor Net Action before it can be progressed past, even if the Netrunner wants to Slide downwards away from it.

Heavy Drillarm: Cyberarm Option.1000eb. 2d6 Humanity Loss. Clinic Installation

Almost didn't make it onto this list, but I received last minute confirmation that we've actually managed to get hold of one to try out. Our basement walls are full of holes now, but that's the kind of sacrifice we're prepared to make in the name of keeping you up to date.

Requires three Cyberarm options. Mounts a large drill, that can't be concealed, on the user's arm. The drill is a Heavy Melee Weapon, but if the first attempted attack in a turn with this weapon hits, the user can forgo making a second attack to automatically ablate the target's armour by 2 SP instead.