

LONG CIRCUIT

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

THIS ISSUE: HEAVY METAL

ARTICLE BY "R"

If you've been following the tech world, I'm sure I won't be surprising you when I say that the last few weeks have been stacked with news. Japan's winter launch period has just been and gone, and the EEC won't be far behind. Lots to get excited about, but I wanted to highlight something in particular. For the first time in over a decade, every major manufacturer was showcasing mil-spec augmentations as part of their lineup. From leaks, we can even see the trend towards extreme mods will continue over in famously low-key loving Europe. Big tech is in, it's a dangerous world out there.

With that in mind, I'll be reviewing the latest and greatest in heavy duty cyberware that's hitting NC. Not for the faint of heart, this is the big stuff, but you're going to see more of it in the coming year, so best to be informed.

Shoulder Weapon Mount: Borgware, 1000eb, 4d6 Humanity Loss, Hospital Installation

Why have two guns when you can have three? That's the guiding question behind this cute little number. Has its appeal, but the badges will be all over you if you try taking one of these to the club. And I shouldn't have to say this, but don't sleep on your back with it loaded.

A Ranged Weapon provided by the user is installed into an over-the-shoulder mount integrated into the body. Two handed weapons may be installed. The weapon and mount cannot be concealed.

Hotswap Faceplate: External Body Cyberware, 1000eb, 4d6 Humanity Loss, Hospital Installation

The installation for this thing is brutal if you haven't got a cyberskull. They have to remove a decent part of the front of the skull to make room, and then restructure your bones to still hold your head together and stop your eyes falling out. The trade-off? Literally being able to change your face.

The user's face is replaced with a faceplate that may be removed or replaced as an action. A complimentary Realskinn faceplate that resembles their previous face is provided, but additional faceplates may be purchased for 100eb and covered with Plastic, Superchrome or Realskinn at the price listed for Cyberlimb coverings. No liability is taken by the seller for any instances of impersonation by unscrupulous individuals.

Service Ports: Borgware, 1000eb, 4d6 Humanity Loss, Hospital Installation

Make your techie happy, get yourself some of these. The amount of times I've had to delay a scheduled repair because someone forgot to tell me that the 'ware they wanted fixing was still inside them is ridiculous. Heard from my BFF that these make things a lot easier for Ripperdocs too.

Installs a series of ports and panels across the user's body that can be opened up by a Medtech or Tech. The DV to perform surgeries on the user is reduced by 2. When repairing or maintaining cyberware installed on the user, the DV is reduced by 2.

These next few are related, so I might as well introduce them at the same time.

Not everyone can afford the best, we all know it. It's what keeps brands like "Kinoshi" and "Miritech" in trade, selling discount gear at discount prices. However in the never-ending gang wars of NC, discount doesn't cut it. To boost performance, some bright spark hit on an idea. By installing a module that links into the core actuators of a cyberlimb, you can temporarily increase the strength of the limb. The downside is that it will quickly damage the tech, and you can't predict how long it will last. Bad tech for bad people.

Maelstrom have put some of this into their pet cyberpsychos for when they let them off the leash, just so you know the kind of scum using this crap.

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

May be activated without an action at any time. Increases the damage done with Brawling or Martial Arts attacks made with the arm by 1d6 for 1d6 rounds. After this time has expired, the limb is damaged and immediately develops a malfunction.

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

May be activated without an action at any time. The user increases Move by 1 for 1d6 rounds. After this time has expired, the limb is damaged and immediately develops a malfunction.

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

May be activated without an action at any time. The user adds +1 to all Brawling or Martial Arts attacks made with the arm for 1d6 rounds. After this time has expired, the limb is damaged and immediately develops a malfunction.

Seriously? What is with these names?

Shockwave System (Basic): External Body Cyberware, 1000eb, 2d6 Humanity Loss, Clinic Installation

Now this isn't bad. New offering from the devious minds at Arasaka. Marketed as an antipersonnel/crowd control weapon. Consists of sixteen small pellet launchers inserted in choice locations around the body. Just think or say the activation code, and boom, the room is clear.

Takes two option slots. An exotic Shotgun with a single shot capacity that can only fire shells. When fired, the AoE is always centred on the user, but does not hit them. Easily concealed, but shreds clothing that hasn't been modified to accommodate the system (mods available for 100eb) when fired.

Shockwave System (Advanced): Borgware, 5000eb, 4d6 Humanity Loss, Hospital Installation

The plan was that this version was meant to be kept quiet and only given to 'Saka special forces. Didn't work out that way, some enterprising edgerunner over in Japan got hold of the documents and leaked it online. We don't quite know what happened to him, because pieces are still turning up, but Arasaka decided to capitalise on the leak by making it available on the wider market.

An exotic Grenade Launcher with a single shot capacity. When fired, the AoE is always centred on the user, but does not hit them. Easily concealed, but shreds clothing that hasn't been modified to accommodate the system (mods available for 100eb) when fired.

360 Degree Torso Joint: Borgware, 5000eb, 4d6 Humanity Loss, Hospital Installation

I'm hardly squeamish when it comes to chrome, but this might be where I draw the line. I've taken a look at the plans for this thing, and phrases like "A universal joint is installed as a coupling between the intestinal sections" were enough to put me off my lunch.

Adds a ball joint to the centre of the user's torso, allowing them to rotate it through 360 degrees. The user adds +4 to Contortionist rolls and may use the Get Up action without spending an action.

Crusher Legs: Cyberleg, Borgware, 5000eb, 4d6 Humanity Loss, Hospital Installation

Word is, these are just a slimmed down version of legs that were meant to form part of a heavy ACPA platform that never got a chance to hit the field before the 4th war ended. They certainly look like it. Excellent traction though, and you won't find better for consistent, if ponderous, speed.

A Pair of Cyberlegs that must be installed together. Counts as a single item for Humanity Loss. The legs each have 2 Option Slots for Cyberleg or Cyberlimb options. Sets the User's Move to 4. The user's Move is not affected by armour penalties, terrain conditions, or wound states, but can be affected by critical injuries to the legs.

Cardiac Stimulator: Internal Body Cyberware, 1000eb, 2d6 Humanity Loss, Clinic Installation

A bit less obviously flashy than other things on this list, but it's making waves regardless. Essentially a large pump that clamps around the heart, it's rather more brutish than it's contemporaries in cardiac cyberware. Starting to see application in the sporting world too, so either the leagues think it's safer than it looks, or they don't give a shit about their athletes. I'll give you three guesses which of those it is.

May be activated once per day. Additional installations add to the number of daily uses. The user may take a single Run action without spending an action.

Integrated Magazine: Cyberarm Option, 1000eb, 2d6 Humanity Loss, Clinic Installation

As a great man once said, "faster, more intense". The name is technically a misnomer. The real magic happens because of a clever little autoloader that uses frictionless bearings and a bolt-on to the standard cyberweapon interface that anticipates the intent to reload the weapon, and counts the number of rounds fired by monitoring the receiver. If you try to explain that to the average musclehead, you just get a blank look though, so I can see why they went with what they did.

Requires a Pop-Up Ranged Weapon installed in the same cyberarm. The user must provide a magazine of equivalent size to that fitted to the weapon, which is installed into the cyberarm. The user may reload the associated Pop-Up Ranged Weapon a single time without using an action. Additional installations allow for additional reloads before the magazines must be manually reloaded, taking an action each.