

TABLES

The following items have been compiled from the **Shadowrun, Second Edition** rulebook, and the **Street Samurai Catalog (Second Edition)**, **Shadowtech**, **The Rigger Black Book**, **Virtual Realities**, **Shadowbeat**, **The Grimoire**, **Second**

Edition, and **The Neo-Anarchists Guide to Real Life**, as well as this volume, **Fields of Fire**. All notation refers to the **Shadowrun, Second Edition** rules.

WEAPONS

MELEE WEAPONS

	Concealability	Reach	Damage	Weight	Availability	Cost	Street Index
Edged Weapons							
Ares Monosword	3	1	(STR + 3)M	2	4/24 hrs	1,000¥	1
Centurion Laser Axe	2	1	(STR)S	5.2	6/48 hrs	3,500¥	.5
Combat Axe	2	2	(STR)S	2.0	3/24 hrs	750	2
Thrusting Point	NA	0	(STR + 2)L	NA	NA	NA	NA
Survival Knife	6	0	(STR + 2)L	.75	3/6 hrs	450¥	1
Katana	3	1	(STR + 3)M	1	4/48 hrs	1,000¥	2
Knife	8	—	(STR)L	.5	2/4 hrs	30¥	.75
Fineblade Knife (short)	8	—	(STR)M	.5	5/72 hrs	800¥	3
Long Blade	5	—	(STR + 1)M	.75	8/72 hrs	1,500¥	3
Sword	4	1	(STR + 2)M	1	3/24 hrs	500¥	1
Clubs							
AZ-150 Stun Baton	5	1	8S Stun	1	3/36 hrs	1,500¥	2
Club	5	1	(STR + 1)M Stun	1	2/6 hrs	10¥	1
Sap	8	—	(STR + 2)M Stun	—	2/6 hrs	10¥	1
Stun Baton	4	1	6S Stun	1	3/36 hrs	750¥	1
Pole Arms/Staffs							
Pole Arm	2	2	(STR)S	4	4/48 hrs	500¥	2
Staff	2	2	(STR + 2)M Stun	2	3/24 hrs	50¥	1
Other							
Forearm Snap Blades	7	0	(STR)M	1.5	4/48 hrs	850¥	2
Improved Hand Blades	NA	0	(STR + 2)L	0	6/72 hrs	+8,500¥	1
Monofilament Whip	10	2	10S	—	24/14 days	3,000¥	3
Shock Glove	9	0	7S Stun	.5	5/48 hrs	950¥	2
Unarmed	—	—	(STR)M Stun	—	—	—	—

PROJECTILE WEAPONS

	Concealability	Str. Min	Damage	Weight	Availability	Cost	Street Index
Bows							
Ranger-X Bow	3	2+	(STR + 4)M	1.5	5/36 hrs	120¥ x Str. Min	2
Ranger-X Arrows	4	NA	As bow	.08	4/36 hrs	18¥	1
Standard Bow	2	1+	(STR Min + 2)M	1	3/36 hrs	100¥ x Str. Min.	1
Arrows	3	NA	As bow	.1	3/36 hrs	10¥	1
Crossbows							
Light	2	3	6L	2	4/36 hrs	300¥	1
Medium	2	4	6M	3	5/36 hrs	500¥	1
Heavy	NA	5	8S	4	6/36 hrs	750¥	1
Bolts	4	—	As crossbow	.05	5/36 hrs	5¥	1

TABLES

THROWING WEAPONS

	Concealability	Str. Min	Damage	Weight	Availability	Cost	Street Index
Non-Aerodynamic							
Throwing Knife	9	NA	(STR)L	.25	2/24 hrs	20¥	1
Aerodynamic							
Shuriken	8	NA	(STR)L	.25	2/24 hrs	30¥	2

FIREARMS

	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
PISTOLS								
Hold-Out								
Morrissey Élan	8	5 (c)	SA	5L	.5	8/7 days	500¥	2
Raekor Sting	9	5 (c)	SS	4M (f)	.25	10/7 days	375¥	2
Streetline Special	8	6 (c)	SS	4L	.5	2/12 hrs	100¥	.75
Tiffani Needle	8	4 (c)	SA	5L	.5	7/48 hrs	650¥	2
Tiffani Self-Defender	8	4 (c)	SS	4L	.5	2/12 hrs	450¥	.75
Walther Palm Pistol	9	2 (b)	SS	4L	.25	3/12 hrs	200¥	.75
Light								
AET NN8	7	12 (c)	SA	6L	1	3/12 hrs	400¥	.8
AET NN8/2	6	25 (c)	SA	6L	1.25	3/12 hrs	450¥	.8
Ares Light Fire 70	5	16 (c)	SA	6L	1	3/12 hrs	475¥	.8
Beretta 200ST	4	26 (c)	SA/BF*	6L	2	5/24 hrs	750¥	1.5
Beretta Model 101T	5	12 (c)	SA	6L	1	3/12 hrs	350¥	.8
Ceska vz/120	7	18 (c)	SA	6L	1	3/12 hrs	500¥	.8
Colt American L36	6	11 (c)	SA	6L	1	3/12 hrs	350¥	.8
Executive Action	6	24 (c)	SA/BF	6L	1.5	14/7 days	1,150¥	3
Fichetti Security 500	7	12 (c)	SA	6L	1	3/12 hrs	400¥	.8
Fichetti Security 500a	6	25 (c)	SA	6L	1.25	3/12 hrs	450¥	.8
Seco LD-120	5	22 (c)	SA	6L	1.25	3/12 hrs	400¥	.8
Walther PB-120	8 (6)	10 (15) (c)	SA	6L	.75	6/36 hrs	700¥	2
Machine Pistols								
Ares Crusader MP	6	40 (c)	SA/BF	6L	3.25	5/36 hrs	950¥	2
Ceska Black Scorpion	5	35 (c)	SA/BF	6L	3	5/36 hrs	850¥	2
Heavy Pistols								
AET NN11	4	25 (c)	SA	9M	2.45	—	Special	—
AET NN12	5	25 (c)	SA/BF	9S(f)	2.2	—	Special	—
AET NN15	8	8 (m)	SA	9S(f)	2.7	—	Special	—
Ares Predator	5	15 (c)	SA	9M	2.25	3/24 hrs	450¥	.5
Ares Predator II	4	15 (c)	SA	9M	2.5	4/24 hrs	550¥	.5
Ares Viper Silvergun	6	30 (c)	SA/BF	9S(f)	2	3/48 hrs	600¥	1
Browning Max-Power	6	10 (c)	SA	9M	2	3/24 hrs	450¥	1
Browning Ultra-Power	6	10 (c)	SA	9M	2.25	4/24 hrs	525¥	1.5
Colt Manhunter	5	16 (c)	SA	9M	2.5	4/24 hrs	425¥	1
Hammerli Model 610S	4	6 (c)	SA	6L	2.5	8/24 hrs	1,295¥	2.5
Morrissey Alta	6	12 (c)	SA	9M	1	8/48 hrs	1,200¥	2
Morrissey Elite	6	5 (c)	SA	9M	1	6/48 hrs	950¥	2
Remington Roomsweeper	8	8 (m)	SA	9S(f)	2.5	3/24 hrs	300¥	1
Ruger Super Warhawk	4	6 (cy)	SS	10M	2.5	3/24 hrs	300¥	1
Savalette Guardian	5	12 (c)	SA/BF	9M	3.25	6/36 hrs	900¥	2.5
SPECIAL WEAPONS								
AET Dealanach Taser	4	4 (m)	SA	10S	2	5/24 hrs	1,000¥	1
Bracer	7	1	SS	6L	.3	12/7 days	1,300¥	3
Defiance Super Shock	4	4 (m)	SA	10S	2	5/24 hrs	1,000¥	1
Gun Cane	2/9	1	SS	6L	1	10/7 days	500¥	2
Narcoject Pistol	7	5 (c)	SA	As toxin	1.5	6/2 days	600¥	2
Narcoject Rifle	4	10 (c)	SA	As toxin	3.25	8/2 days	1,700¥	2
Net Gun, Normal	4	4 (b)	SA	Special	4	8/36 hrs	750¥	2
Large	3	4 (b)	SA	Special	4.5	8/36 hrs	1,150¥	2
Yamaha Pulsar (taser)	5	4 (m)	SA	10S Stun	2	12/7 days	1,350¥	2

TABLES

	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
SUBMACHINE GUNS								
AET NN22	4	28 (c)	SA/BF/FA	7M	4	Special	1,500¥	.75
AK-97 SMG/Carbine	4	30 (c)	SA/BF/FA	6M	4	5/3 days	800¥	1
Berretta Model 70	3	35 (c)	BF/FA	6M	3.75	5/3 days	900¥	1
Colt Cobra	5	32 (c)	SA/BF/FA	6M	3	6/36 hrs	700¥	2
Heckler & Koch HK227	4	28 (c)	SA/BF/FA	7M	4	4/24 hrs	1,500¥	.75
Heckler & Koch MP-5TX	5	20 (c)	SA/BF/FA	6M	3.25	5/36 hrs	850¥	1
HK227-S	5	28 (c)	SA/BF	7M	3	10/7 days	1,200¥	2
Ingram Smartgun	5	32 (c)	BF/FA	7M	3	4/24 hrs	950¥	1
Ingram SuperMach 100	5 (4)	40 (60) (c)	SA/BF/FA	6L	3 (3.25)	9/48 hrs	850¥	3
Ingram Warrior-10	4	30 (c)	SA/BF	7M	3	3/24 hrs	650¥	.9
Sandler TMP	4	20 (c)	BF/FA	6M	3.25	5/36 hrs	500¥	1
SCK Model 100	4	30 (c)	SA/BF	7M	4.5	5/36 hrs	1,000¥	1
Steyr AUG-CSL (SMG)*	5	40 (c)	SA/BF	6M	3.5	10/4 days	Special	3
Uzi III	5	24 (c)	BF	6M	2	4/24 hrs	600¥	.75
RIFLES								
Sport Rifles								
Remington 750	3	5 (m)	SA	7S	3	3/24 hrs	600¥	1
Remington 950	2	5 (m)	SA	9S	4	3/24 hrs	800¥	1
Ruger 100	2	5 (m)	SA	7S	3.75	3/24 hrs	1,300¥	1
Steyr AUG-CSL Carbine*	3	40 (c)	SA/BF	7S	3.75	10/4 days	Special	3
Sniper Rifles								
Barret Model 121	—	14 (c)	SA	14D	10	14/30 days	4,800¥	5
Ranger Arms SM-3	—	6 (m)	SA	14S	4	12/7 days	4,000¥	4
Walther WA-2100	—	10 (m)	SA	14S	4.5	12/7 days	6,500¥	4
Shotguns								
Defiance T-250	4	5 (m)	SA	10S	3	3/24 hrs	500¥	1
Enfield AS-7	3	10 (c)	SA/BF	8S	4	8/8 days	1,000¥	1
Franchi SPAS-22	2 (4)	10 (m)	SA/BF	10S	4	6/48 hrs	1,000¥	2
Mossberg 5M-CMDT	2	8 (c)	SA/BF	9S	4.5	12/8 days	1,900¥	2
Mossberg CMDT	2	8 (c)	SA/BF	9S	4.25	8/8 days	1,400¥	1
Remington 990	2	8 (m)	SA	See below*	4	3/48 hrs	650¥	2
Assault Rifles								
Ares Alpha	2	42 (c)	SA/BF/FA	8M	5.25	8/48 hrs	2,000¥	4
Grenade	—	8 (m)	SS	Spec.	—	—	—	—
AK-97	3	38 (c)	SA/BF/FA	8M	4.5	3/36 hrs	700¥	2
AK-98 (w/grenade launcher)	2	38 (c)	SA/BF/FA	8M	6	8/4 days	2,500¥	4
Colt M-23	3	40 (c)	SA/BF/FA	8M	4.5	6/36 hrs	950¥	2
Colt M22A2	3	40 (c)	SA/BF/FA	8M	4.75	4/3 days	1,600¥	2
FN HAR	2	35 (c)	SA/BF/FA	8M	4.5	4/48 hrs	1,200¥	2
H&K G12A3z	2	32 (c)	SA/BF/FA	8M	5.25	8/4 days	2,200¥	3
Samopal vz 88V	2	35 (c)	SA/BF/FA	8M	5.5	5/36 hrs	1,800¥	2
Steyr AUG-CSL AR*	2	40 (c)	SA/BF/FA	8M	4	10/4 days	Special	3
LIGHT MACHINE GUNS								
Ares HV MP-LMG	—	80 (c)	SA/BF/FA	6S	8.0	20/14 days	4,500¥	4
Ares MP-LMG	—	Belt	BF/FA	7S	7.5	6/5 days	2,200¥	2
Ingram Valiant	—	50 (c)	BF/FA	7S	9	6/5 days	1,500¥	2
GE Vindicator Minigun	—	Belt	FA	7S	15	24/14 days	2,500¥	2
Steyr AUG-CSL LMG*	—	50 (c)	SA/BF/FA	8M	5.5	10/4 days	See note	3
LASER WEAPONS								
Ares MP Laser	—	20 (Pack)	SA	15M	30	NA	2.5 million¥	NA
Ares MP-Laser III	—	20 (Pack)	SA	15M	25	24/21 days	120,000¥	3

TABLES

	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	
HEAVY WEAPONS									
FN MAG-5 MMG	—	Belt 50 (Box)	FA	9S	9.5	18/14 days	3,200¥	3	
Generic Assault Cannon	—	20 (c)	SS	18D	20	16/14 days	6,500¥	2	
Generic HMG	—	40 (c)	FA	10S	15	18/18 days	4,000¥	2	
Generic MMG	—	40 (c)	FA	9S	12	14/14 days	2,500¥	2	
Stoner-Ares M107 HMG	—	Belt 50 (Box)	FA	10S	12.5	18/14 days	5,200¥	3	
Panther Assault Cannon	—	22 (c) Belt	SS	18D	18	16/14 days	200¥	2	
GRENADE LAUNCHERS									
Generic Under-Barrel	(-3)	6 (m)	SS	grenade	+2 kg	8/4 days	1,700¥	3	
MGL-12	3	12 (c)	SA	Variable*	5.0	6/36 hrs	2,200¥	3	
MGL-6	6	6 (c)	SA	Variable*	2.5	6/36 hrs	1,600¥	3	
MISSILE/ROCKET LAUNCHER									
Multi-Launcher	—	4 (b)	SS	—	8	12/14 days	8,000¥	2	
ROCKET LAUNCHERS									
M79B1 LAW	4/—*	1	SS	12D	2.5	6/36 hrs	700¥	2	
Arbelast II MAW	—	1	SS	15D	2.75	8/48 hrs	1,200¥	2	
MISSILE LAUNCHERS									
	Type	Intelligence	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Great Dragon	L-ATGM	4	1	SS	20D	2.75	8/48 hrs	1,200¥	2
Ballista Missile Launcher	Missile	—	4 (m)	SS	14D	6.5	18/30 days	10,500¥	4
MORTARS									
	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	
M-12 Portable	—	1	SS	Special	30	12/14 days	3,000¥	2	

AMMUNITION

ROCKET/MISSILES

	Intelligence	Damage	Weight	Availability	Cost	Street Index
Rockets						
Anti-Personnel	NA	16D	2	8/14 days	1,000¥	2
Anti-Vehicle	NA	16D	3	8/14 days	2,000¥	2
High-Explosive	NA	16D	2	8/14 days	1,500¥	2
Missiles						
Anti-Personnel	3	16D	2.25	12/14 days	2,500¥	3
Anti-Vehicle	4	16D	3.25	12/14 days	5,000¥	3
High-Explosive	3	16D	2.25	12/14 days	3,750¥	3
Surface to Air (SAM)	4	13 D	1.5	18/21 days	2,500¥	4

BALLISTA ROCKET AND MISSILE ROUNDS

	Intelligence	Damage	Blast	Weight	Cost	Availability	Street Index
Mk I	0	14D	-7/meter	2.75	1,000¥	12/21 days	4
Mk II	5*	14D	-7/meter	2.75	2,000¥	18/28 days	4
Mk III	6	14 D	-7/meter	2.75	2,500¥	14/28 days	4

MORTAR ROUNDS

	Damage	Blast	Weight	Cost	Availability	Street Index
High Explosive	18D	-1/ .5m	4.0	200¥	18/14 days	3
Anti-Personnel*	18D	-1/ 1m	4.0	250¥	18/14 days	3
Smoke**	—	—	3.5	175¥	14 days	2
White Phosphorust	15S/12L	-1/ 1m	4.0	350¥	18/14 days	3
Anti-Vehicle††	16D	-1/ 4m	4.0	1,200¥	21 days	4

TABLES

AMMUNITION, PER 10 SHOTS

	Concealability*	Damage	Weight	Availability**	Cost	Street Index
APDS	8	See rules	.25	14/14 days	70¥	4
Assault Cannon	3	As weapon	1.25	5/3 days	450¥	2
Belt 100	yeah, right	—	12.5	6/3 days	4,250¥	2
Explosive Rounds	8	See rules	.75	3/36 hrs	50¥	.8
EX Explosive	8	See rules	.75	6/72 hrs	100¥	1.5
Flechette Rounds	8	See rules	.5	3/36 hrs	100¥	.8
Gel Rounds	8	See rules	.25	4/48 hrs	30¥	1
Regular Ammo	8	As weapon	.5	2/24 hrs	20¥	.75
Stun Rounds	8	See rules	1	4/48 hrs	100¥	1
Tracer	8	See rules	.5	3/24 hrs	75¥	1
Taser Dart	3	Special	.5	6/36 hrs	50¥	1.5

*-1 Concealability per extra 10 rounds of ammo

**Belted ammo: add rounds/100 to Availability

FIREARM AND WEAPON ACCESSORIES

	Mount	Concealability	Rating	Weight	Availability	Cost	Street Index
GENERAL							
Bipod	Under	—	—	2	6/12 hrs	400¥	1
Bow Accessory Mount	NA	-1	—	.1	2/24 hrs	100¥	.9
Concealable Holster	—	+2	—	.1	2/24 hrs	100¥	.75
Rangefinder	Under	—	—	.1	2/24 hrs	150¥	.8
Grenade Link	—	—	—	.1	8/48 hrs	750¥	2
Silencer	Barrel	-2	—	.2	4/48 hrs	500¥	2
Sound Suppressor	Barrel	-2	—	.5	6/48 hrs	750¥	2
Spare Clips	—	—	—	.75	2/24 hrs	5¥	.75
Tripod	Under	—	6	8	10/12 hrs	600¥	1
RECOIL COMPENSATORS AND GYROS							
Deluxe Imp. Gyro Mount	Under	-7	7	7	6/48 hrs	7,800¥	1
Gas Vent II	Barrel	-1	1	.5	2/24 hrs	450¥	.8
Gas Vent III	Barrel	-2	2	.75	2/24 hrs	700¥	1
Gyro Mount, Deluxe	—	-6	6	8	4/48 hrs	6,000¥	1
Gyro Mount, Standard	—	-5	5	6	4/48 hrs	2,500¥	1
Imp. Gas Vent II	Barrel	—	2	.25	2/24 hrs	550¥	.9
Imp. Gas Vent III	Barrel	-1	3	.5	2/24 hrs	800¥	.9
Imp. Gas Vent IV	Barrel	-2	4	.75	2/24 hrs	1,000¥	1
Imp. Gyro Mount	Under	-6	5	5	6/48 hrs	3,500¥	1
Shock Pads	—	—	1	.25	2/24 hrs	200¥	.75
IMAGING SYSTEMS							
Imaging Scopes							
Low-Light	Top	-2	—	.25	3/36 hrs	1,500¥	.8
Magnification 1	Top	-1	1	.25	3/36 hrs	500¥	.8
Magnification 2	Top	-1	2	.25	3/36 hrs	800¥	.9
Magnification 3	Top	-1	3	.25	3/36 hrs	1,200¥	1
Thermographic	Top	-2	—	.25	3/36 hrs	1,500¥	.8
Laser Sights	Top	-1	—	.25	6/36 hrs	500¥	.9
Ultrasound Sight	Top	-2	—	.25	8/4 days	1,300¥	.8
Ultrasound Goggles	NA	—	—	—	3/36 hrs	1,100¥	1
SMARTLINK (LEVEL I)							
Smart Goggles	—	0	—	.1	3/36 hrs	3,000¥	1
Smartgun, internal	—	—	—	.5	Weapon	+100%	Weapon
Smartgun, external	Top/under	-2	—	1	4/48 hrs	600¥	1
SMARTLINK (LEVEL II)							
Smartgoggles	—	0	—	.1	4/36 hrs	3,500¥	2
External Smartgun	Top/under	-2	—	.75	6/48 hrs	800¥	2
Internal Smartgun	—	—	—	.25	Weapon	+250%	Weapon

TABLES

TARGET DESIGNATORS

	Conceal	Range	Weight	Availability	Cost	Street Index
Low-power laser sight	-1	500m	.25	6/36 hrs	500¥	.9
High-power laser sight	-1	1,500m	.25	8/48 hrs	1,400¥	1
Laser designator	-2	5,000m	.5	12/14 days	3,700¥	2
Microwave designator	—	8,000 km	4.5	24/1 mth	12,500¥	2
Radar designator	—	10,000 km+	25	24/3 mths	48,000¥	2

EXPLOSIVES

GRENADES

Grenade Type	Conceal	Damage	Weight	Availability	Cost	Street Index
Offensive (HE* or AP)	6	10S (-1/ meter)	.25	4 days	30¥	2
IPE Offensive (HE* or AP)	6	15S (-1/meter)	.25	5/4 days	50¥	2
Defensive (HE* or AP)	6	10S (-1/ .5 meter)	.25	4 days	30¥	2
IPE Defensive (HE* or AP)	6	15S (-1/ .5 meter)	.25	5/4 days	50¥	2
Concussion	6	12M (Stun) (-1/ meter)	.25	5/4 days	30¥	2
IPE Concussion	6	16M (Stun) (-1/meter)	.25	5/4 days	70¥	2
White Phosphorus	6	14M/10L (-1/meter)	.25	6/5 days	120¥	3
Smoke†	6	—	.25	3/24 hrs	30¥	2
Smoke (IR)	6	—	.25	4/48 hrs	40¥	2
Flash	6	Special	.25	4/48 hrs	40¥	1
Mini-grenade	8	by grenade	.1	+2/by grenade	x2	+1

COMMERCIAL EXPLOSIVES, PER KILO

	Concealability	Rating	Weight	Availability	Cost	Street Index
Commercial	6	3	1	6/48 hrs	60¥	1
Plastic, Compound IV	6	6	1	8/48 hrs	80¥	1
Plastic, Compound XII	6	12	1	10/48 hrs	200¥	2
Accessories						
Radio Detonator	8	—	.25	4/48 hrs	250¥	2
Timer	6	—	.5	4/48 hrs	100¥	2

CLOTHING AND ARMOR

	Concealability	Ballistic	Impact	Weight	Availability	Cost	Street Index
GENERAL							
Fine Clothing	—	0	0	1	Always	500¥	1
Forearm Guards	12	0	1	.2	5/36 hrs	250¥	.75
Ordinary Clothing	—	0	0	1	Always	50¥	.8
Riot Shield, Small	—	1		2	8/14 days	1,500¥	2
Tres Chic	—	0	0	1	Always	1,000¥	1
ARMOR CLOTHING							
Armor Clothing	10	3	0	2	2/36 hrs	500¥	1
Armor Jacket	6	5	3	2	3/36 hrs	900¥	.75
Armor Vest	12	2	1	1	2/36 hrs	200¥	.8
Lined Coat	8	4	2	1	2/24 hrs	700¥	.75
Secure Clothing	12	3	0	1.5	3/36 hrs	450¥	.9
Secure Jacket	9	5	3	3	4/36 hrs	850¥	.8
Secure Vest	15	2	1	.75	3/36 hrs	175¥	.9
Secure Ultra-Vest	14	4	3	2.5	3/36 hrs	350¥	.9
Secure Long Coat	10	4	2	2	3/24 hrs	650¥	.9
Vest with Plates	10	4	3	2	3/36 hrs	600¥	1
Armanté							
"Venetian" dress	14	1	0	.5	2/48 hrs	3,500¥	.75
"Starlight" dress	13	1	1	.75	2/48 hrs	4,500¥	.75

TABLES

	Concealability	Ballistic	Impact	Weight	Availability	Cost	Street Index
"Ancien" shawl	14	1	0	.3	2/48 hrs	750¥	.75
"Executive Suite" tux	12	3	1	1	4/48 hrs	1,100¥	.75
"London Fog" cloak	12	2	2	1	4/48hrs	600¥	.75
Mortimer of London							
"Greatcoat"	11	4	2	3	6/48 hrs	1,000¥	.75
Vashon Island							
"Houndstooth" suit jacket	14	1.5	.5	1	7/48 hrs	See Package Cost	.75
"Houndstooth" pants	14	1	.5	1		See Package Cost	
"Houndstooth" suit vest	13	.5	1	.75		See Package Cost	
"Houndstooth" sprt. jckt.	12	.5	1.5	1.25		See Package Cost	
"Houndstooth" package	—	—	—	—		2,000¥	
"Hunts Ball" jacket	13	.5	1.5	1.25	5/48 hrs	See Package Cost	.75
"Hunts Ball" skirt	14	.5	1	1		See Package Cost	
"Hunts Ball" slacks	14	1	.5	1		See Package Cost	
"Hunts Ball" package	—	—	—	—		3,000¥	
Zoé							
"Retrovision" skirt suit	13	3	1	1.5	4/48 hrs	2,500¥	.75
"Country Club" blazer	13	3	1	1	4/48 hrs	2,000¥	.75
"Highland Laird" kilt	14	4	2	1.5	6/48 hrs	2,000¥	.75
CAMOUFLAGE							
Camo Full Suit	—	3	1	1.5	4/36 hrs	800¥	1
Camo Jacket	—	5	3	2	5/36 hrs	1,200¥	1
FORM-FITTING BODY ARMOR							
Level 1	—	2	0	.75	3/48 hrs	150¥	1
Level 2	15	3	1	1.25	4/48 hrs	250¥	1
Level 3	12	4	1	1.75	4/48 hrs	500¥	1
LEATHER							
Real	—	0	2	1	Always	750¥	.75
Synthetic	—	0	1	1	Always	250¥	.6
HEAVY ARMOR							
Partial Suit	—	6	4	10 + Body	8/10 days	10,000¥	2
Full Suit	—	8	6	15 + Body	16/14 days	20,000¥	3
Helmet	—	+1	1+	—	12/14 days	200¥	1.5
MILITARY GRADE ARMOR							
Light Military Armor	—	10	7	12 + Body	18/1 mth	25,000¥	3
Medium Military Armor	—	12	8	14 + Body	24/1 mth	45,000¥	3
Heavy Military Armor	—	14	9	16 + Body	28/1.5 mths	70,000¥	3
Heavy Military Helmet	—	+2	+3	3.0	24/1 mth	2,500¥	3
SECURITY ARMOR							
Light Security	—	6	4	9 + Body	12/10 days	7,500¥	2
Medium Security	—	6	5	11 + Body	14/10 days	9,000¥	2.5
Heavy Security	—	7	5	13 + Body	16/14 days	12,000¥	3
Security Helmet	—	+1	+2	—	12/14 days	250¥	2

LIFESTYLE

ENTERTAINMENT

	Concealability	Weight	Availability	Cost	Street Index
Music					
Disk/Chip	8	—	Always	20¥	.75
Playback Unit	3	2	Always	200¥	.75
Quad Speakers	—	—	Always	100¥	.75
Video					
Disk/Chip	8	—	Always	20¥	.75
Recorder Package	2	2	6/48 hrs	1,000¥	1.5
Screen	—	3	Always	150¥	.75
Transmission Unit	—	5	8/7 days	4,000¥	2

TABLES

	Concealability	Weight	Availability	Cost	Street Index
Simsense Decks					
Truman Dreambox (monoPOV ACT)	3	3	Always	350¥	.75
Sony Beautiful Dreamer (monoPOV ACT)	3	3	Always	200¥	1
Sony Beautiful Dreamer II (polyPOV ACT)	2	5	Always	1,800¥	1
Fuchi Dreamliner (polyPOV ACT)	2	5.5	Always	2,500¥	1
Truman Paradiso (polyPOV ACT and DIR-X)	—	6	4/36 hrs	75,000¥	1
Fuchi RealSense™ MasterSim (Commercial Dir-X)	—	12	8/1 week	125,000¥	3
ASIST Dir-X Multiplexer	—	7	8/1 week	2,500¥ + (100¥ per channel)	3

Simsense Recordings

(All prices shown are for baseline recordings. Triple prices for full-X. Concealability is 10, Availability is Always. Street Index is .75)

Cost

ACT Recordings

Cheap or Instructional Recording	1¥/minute
Average Entertainment or Documentary	2¥/minute
High-Quality Entertainment or Documentary	2.5¥/minute
Current Hit	3¥/minute

Dir-X Recordings

Average Entertainment or Documentary	90¥/minute
High-Quality Entertainment or Documentary	100¥/minute
Current Hit	150¥/minute

ELECTRONICS

	Concealability	Weight	Availability	Cost	Street Index
Telecom	—	15	Always	Memory Cost x 1.5	1
PORTABLE PHONES					
Wrist Models	4	—	Always	1,000¥	.75
With Flip-Up Screen	—	—	Always	1,500¥	1
Handset Unit	3	1	Always	500¥	.75
Earplug Unit	8	—	Always	1,000¥	1.5
Booster Pack	3	2	Always	500¥	1
Pocket Secretary	3	.5	Always	3,000¥	1
PERSONAL COMPUTERS					
Table Top	—	10	Always	Memory Cost	.75
Pocket	3	1	Always	Memory Cost x 5	1
Wrist	4	—	Always	Memory Cost x 20	1.5
Printer	NA	10	Always	100¥	1
Computer Memory (Non-Cyber)	NA	—	Always	20¥ x Mp	.75
DATA DISPLAY SYSTEMS (w/max memory capacity)					
Data Unit (1,000 Mp)	3	2	Always	Memory Cost	1
Headset (500 Mp)	4	1	Always	Memory Cost x 2	1.5
Heads-Up Display (200 Mp)	NA	1	6/7 days	Memory Cost x 10	3

WORKING GEAR

	Concealability	Weight	Availability	Cost*	Street Index
Kit	3	5	5/48 hrs	500¥	2
Shop	—	—	8/72 hrs	5,000¥	3
Facility	—	—	14/7 days	100,000¥	4

*General Work (Base Cost). Vehicle Work (2 x Cost). Electronic/Computer/Cyberware Work (3 x Cost).

TABLES

MEDIA EQUIPMENT

	Concealability	Weight	Availability	Cost	Street Index
PORTACAMS AND CYBERCAMS					
Fuchi VX2200 Portacam	—	3	2/48 hrs	1,000¥	1
Fuchi VX2200C Cybercam	—	5	3/48 hrs	1,300¥	2
Sony HB500 Portacam	—	3.5	4/72 hrs	2,200¥	2
Sony CB5000 Cybercam	—	5.5	5/72 hrs	2,700¥	2
AZT Micro20 Microportacam	8	2.5	5/72 hrs	2,500¥	2
AZT Micro25 Microcybercam	8	2.5	5/72 hrs	3,200¥	2
Bionome Tridlink Adapter	6	1	2/72 hrs	700¥	1
PORTACAM BASES					
Kodak GAC-25 Shoulder Mount	—	1	3/48 hrs	200¥	2
Cinema Products Steadicam™					
Shoulder	—	2	3/48 hrs	1,800¥	2
Chest	—	3	3/48 hrs	1,800¥	2
Head	—	2	3/48 hrs	1,800¥	2
AZT Micro30 StaticBrace					
(for the Micro20 Portacam Series)					
Wrist	—	1	3/48 hrs	2,200¥	1
Chest	—	2	3/48 hrs	2,200¥	1
CAMGOOGLES					
Fuchi I-C-U Autocam Controller	5	1.5	5/72 hrs	400¥	2
Zeemant Luxor Monocular	6	.5	5/72 hrs	700¥	2
Sekrit Sistemz No-Sho Camtroller	5	1	5/72 hrs	1,000¥	2
Smartcam Adapter	N/A	.5	5/72 hrs	1,500¥	2
TRANSMITTER LINKS					
Unsecured Transmitter Links					
Short-haul	6	5	4/72 hrs	4,000¥	2
Long-haul	4	4	4/72 hrs	6,000¥	2
Uplink	2	3	4/72 hrs	1,000¥	2
Secured Transmitter Links					
Short-haul	4	5	5/72 hrs	6,000¥	3
Long-haul	2	4	5/72 hrs	9,000¥	3
Uplink	—	3	5/72 hrs	1,500¥	3
TRIDISYNTHS AND MIXERS					
Vertex Netsynth Tridmixer	—	7	2/48 hrs	8,000¥	1
Fuchi Holo-Edit 7200	—	9	4/72 hrs	10,000¥	2
Sony TFX-10000 Imaging Generator	—	7	8/1 week	13,000¥	2
PIRATE EQUIPMENT					
Electromagnetic Transmitters (Radio/TV/3V)					
Non-mobile	—	35	8/1 week	5,500¥	1
Mobile	—	25	8/2 weeks	7,500¥	2
+ECM Rating (1 to 6)	—	—	+1/point	+2,500¥/rating point	3
Transmission Sampler	6	5	8/1 week	1,000¥	2
Satellite Injection Uplink Station	—	20	8/2 weeks	1,000¥	2
+ECM Rating (1 to 6)	—	—	+1/point	+3,000¥/rating point	3
Cable Signal Formatter	3	3	8/1 week	2,000¥	2
+ECM Rating (1 to 6)	—	—	+1/point	+1,500¥/rating point	3
PROGRAMMABLE ASIST BIOFEEDBACK					
	Concealability	Weight	Availability	Cost	Street Index
Galil Ruach-Aleph Reprogrammer	3	2	8/1 week	10,000¥	3
Mitsuhama MenTokko-II Engram Manipulator	4	3	8/2 weeks	15,000¥	3
Ares CyberMed Psychscanner	—	10	8/2 weeks	25,000¥	3
EBMM Therapeutic ASIST System	—	12	8/2 weeks	40,000¥	3
Mitsuhama MenTokko-V Engram Manipulator	—	14	12/3 weeks	60,000¥	3

TABLES

SIMSENSE GEAR

Simlinks

	Concealability	Weight	Availability	Cost	Street Index
External (Rating 1-10)	8	.5	8/2 weeks	25,000¥ + (5k¥ x Rating)	2

Simths

Truman Reality-500 (monoPOV Baseline)	—	15	8/1 week	25,000¥	2
Fuchi RealSense™ Kosmos XXV	—	30	8/2 week	250,000¥	3
Truman Inner-I	—	28	8/2 week	200,000¥	3

Simth Peripherals

ASIST Enablers:

EC/PC Enabler	5	6	8/1 week	Rating x 10,000¥	2
Emotive Enabler	2	7	8/1 week	Rating x 25,000¥	2
Sense Patch Injector	4	5	8/1 week	25,000¥	2
Signal Peak Controller	4	5.5	8/1 week	15,000¥	2

Experience Samplers

MonoPOV ACT Format	—	13	8/1 week	15,000¥	2
MonoPOV Dir-X Format	—	14	8/1 week	75,000¥	2
PolyPOV Samplers	—	10	—	+25% per additional POV	—

MUSICAL INSTRUMENTS

(None of the below are Concealable. Availability is Always. Street Index is 8.)

Quality	Common*	Rare*
Cheap	50¥	250¥
Average	500¥	2,500¥
Fine	5,000¥	25,000¥

*Actual price = Basic Price x Complexity. Electric instruments and synthesizer controllers reduce Complexity by 1 (see p. 92, **Shadowbeat**).

Synthesizers

Cost

Cheap (max 8 voices)	150¥ + 25¥ per voice.
Average (max 16 voices)	500¥ + 100¥ per voice.
Fine (max 32 voices)	5,000¥ + 500¥ per voice.

Autosynths

Skill 1-3	1,000¥ per skill point
Skill 4-5	3,000¥ per skill point
Skill 6-8	5,000¥ per skill point
Skill 9-10	10,000¥ per skill point

Synthlink Equipment

	Concealability	Weight	Availability	Cost	Street Index
Synthlink Controller					
Cheap	6	.5	Always	1,000¥	.75
Average	5	.5	Always	10,000¥	.75
Fine	5	.5	3/48 hrs	50,000¥	1

SOUND SYSTEM COMPONENTS

(None of the below are Concealable. Availability is Always. Street Index is 8.)

Cost

Acoustic Modulators

Small	8,000¥
Club	15,000¥
Hall	35,000¥

Amplifiers

Small	100¥
Club	400¥
Hall	1,200¥
Stadium	5,000¥
Superstadium	12,000¥

Speakers

Small	100¥
Club	1,000¥

TABLES

	Cost
Hall	5,000¥
Stadium	12,000¥
Superstadium	25,000¥
Direct Digital Output	
Built-in DDO	+500¥ to base price
DDO Adapter	+700¥ to base price
Multitrack Samplers	
4-track Sampler	1,200¥
8-track Sampler	3,200¥
16-track Sampler	8,000¥
24-track Sampler	14,400¥
32-track Sampler	22,400¥
Manual Control Only	Base Price
Direct Neural Interface Control Only	Base Price x 2
Combined Manual/DNI Control	Base Price x 2.5

	Concealability	Weight	Availability	Cost	Street Index
Microphones					
Body Mike	10	.1	2/36 hrs	100¥	1
Hand Mike	6	.5	Always	100¥	1
Mike Stand	—	3	Always	50¥	1
Mike Boom	—	3	3/36 hrs	75¥	2
Mixers					
Basic unit	8	2	Always	1,000¥	1
Per additional input channel	NA	NA	3/36 hrs	+200¥	2
Per additional output channel	NA	NA	NA	+500¥	2
Built-in Polycorder	NA	NA	5/36 hrs	+300¥	2
Polycorders					
Microcorder (3 x 3 x 1 cm)	8	—	6/48 hrs	1,000¥	2
Minicorder (5 x 3 x 1 cm)	6	.1	4/24 hrs	700¥	1
Pocket sized (10 x 5 x 3 cm)	5	.2	Always	200¥	.75
Hand-held (20 x 8 x 4 cm)	2	2.5	Always	100¥	.75
Rack-mount Component	—	4	3/24 hrs	1,500¥	2
Sprawl Blaster					
(built-in small speakers)	—	3.5	Always	200¥	.75
Sprawl Fuserr					
(built-in club speakers)	—	5.5	Always	1,200¥	.75
MiniCD Transport Only	—	—	—	Base Price/2	.75
ASIST Direct Neural Playback	—	—	—	Base Price x 3	2

SURVEILLANCE AND SECURITY

VISION ENHANCERS

	Concealability	Magnification	Weight	Availability	Cost	Street Index
Binoculars	5	50x	1	Always	100¥	.8
Low-Light	—	—	—	4/48 hrs	+200¥	1.25
Thermographic	—	—	—	4/48 hrs	+250¥	1.25
Goggles	6	20x	—	4/48 hrs	1,500¥	1.5
Low-Light	—	—	—	6/48 hrs	+500¥	2
Thermographic	—	—	—	6/48 hrs	+700¥	2

COMMUNICATIONS

	Concealability	Weight	Availability	Cost	Street Index
Micro-Camcorder	8	—	6/48 hrs	2,500¥	2
Micro-Recorder	9	—	6/48 hrs	1,000¥	2
Micro-Transceiver	18	—	6/48 hrs	2,500¥	2

TABLES

TACTICAL COMMUNICATION SYSTEM

	Concealability	Rating	Weight	Availability	Cost	Street Index
Master Unit	—	14	75	24/21 days	60,000¥	3
Portable Master Unit	—	14	20	18/14 days	120,000¥	2
Personal Comm Unit	8	14	.5	12/14 days	18,500¥	2
Microwave Link	3	—	1.0	18/21 days	4,800¥	2
Laser Link	4	—	1.0	14/21 days	2,700¥	2
Satellite Uplink	—	—	2.0	12/21 days	7,500¥	2

SURVEILLANCE MEASURES

	Concealability	Weight	Availability	Cost	Street Index
Data Codebreaker	2	5	Rating/10 days	10,000¥ x Rating	1.5
Dataline Tap	12	—	Rating/8 days	5,000¥ x Rating	1.5
Laser Microphone	5	1	Rating/48 hrs	1,500¥ x Rating	1.5
Shotgun Microphone	5	1	Rating/36 hrs	1,000¥ x Rating	1
Signal Locator	3	2	Rating/48 hrs	1,000¥ x Rating	1.5
Tracking Signal	3	—	Rating/72 hrs	100¥ x Concealability	2
Voice Identifier	2	5	Rating/72 hrs	2,000¥ x Rating	2

SURVEILLANCE COUNTERMEASURES

	Concealability	Weight	Availability	Cost	Street Index
Bug Scanner	3	1	Rating/48 hrs	500¥ x Rating	1.5
Data Encryption System	2	6	Rating/14 days	1,000¥ x Rating	2
Dataline Scanner	2	6	Rating/14 days	100¥ x Rating	2
Jammer	2	5	Rating / 72 hrs	1,000¥ x Rating	1.5
Voice Mask	6	—	Rating/72 hrs	3,000¥ x Rating	1.5
White Noise Generator	3	1	Rating/72 hrs	1,500¥ x Rating	1.5

SECURITY DEVICES

	Concealability	Weight	Availability	Cost	Street Index
Identification Scanners					
Thumbprint	—	—	Rating/72 hrs	200¥ x Rating	1
Palmprint	—	—	(Rating + 1)/72 hrs	300¥ x Rating	2
Retinal	—	—	(Rating + 2)/72 hrs	1,000¥ x Rating	3
Maglocks	—	—	Rating/72 hrs	100¥ x Rating	1
PANICBUTTON Hook-Up	—	—	Call Lone Star	1,000¥	1
Maglock Passkey (illegal)	—	1	(Rating x 2)/10 days	10,000¥ x Rating	3
Restraints					
Metal	3	.5	4/48 hrs	50¥	1
Plastic	3	—	4/48 hrs	20¥	1
Squealer	4	—	6/72 hrs	100¥	2

SURVIVAL GEAR

	Concealability	Weight	Availability	Cost	Street Index
Chemsuit	—	1	(Rating/Rating) days	200¥ x Rating	1
Pressure Regulator	—	.5	6/48 hrs	250¥	2
Ration Bars (10 Days)	—	1	2/48 hrs	30¥	1
Respirator	—	1	4/48 hrs	500¥	2
Survival Kit	—	2	2/48 hrs	100¥	1

CLIMBING GEAR

	Weight	Availability	Cost	Street Index
Ascent/Descent Harness	.25	Always	75¥	1
Ascent/Descent Kit*	2.0	Always	250¥	1
Rappelling Gloves	—	Always	70¥	1
Rope (50m)	1.0	Always	125¥	1

TABLES

GLOBAL POSITIONING SYSTEM

	Concealability	Weight	Availability	Cost	Street Index
Nav-Dat™	8	.5	6/48 hrs	700¥	1

CYBERTECH

HEADWARE

	Essence Cost	Cost	Availability	Street Index
Chemical Analyzer	.2	2,500¥/Level	4/6 days	1
Chipjack	.2	1,000¥	3/72 hrs	.9
Cortex Bomb (illegal)	—	500,000¥	20/14 days	1
Data Filter	.3	5,000¥	6/36 hrs	1.5
Datajack (SR rules)	.2	1,000¥	Always	.9
Datajack (Shadowtech)				
Level 1	.1	500¥	Always	.9
Level 2	.15	1,000¥	Always	.9
Level 3	.2	2,000¥	Always	.9
Level 4	.25	4,000¥	Always	.9
Data Lock	.2	1,000¥	6/36 hrs	1.5
Datasoft Link	.1	1,000¥	3/24 hrs	1
Encephalon				
Level 1	.5	15,000¥	6/12 days	2
Level 2	.75	40,000¥	6/12 days	2
Level 3	1.5	75,000¥	6/12 days	2
Level 4	1.75	115,000¥	6/12 days	2
Gas Spectrometer	.2	2,000¥/Level	4/5 days	1
Internal Voice Mask	.1	7,000¥	6/48 hrs	1
Memory	Mp ÷ 100	Mp x 100¥	2/24 hrs	1
Memory (FIFF)	Mp/300	Mp x 150¥	3/24 hrs	.8
Olfactory Booster	.2	1,000¥/Level	6/8 days	1
Orientation System	.5	15,000¥	5/6 days	1.5
Sense Link	2	300,000¥	2/5 days	1
Internal Transmitter	.6	80,000¥	3/5 days	1.5
Softlink (Level 1)	.15	1,000¥	3/72 hrs	.9
Level 2	.2	2,000¥	3/72 hrs	.9
Level 3	.25	4,000¥	3/72 hrs	.9
Level 4	.3	8,000¥	3/72 hrs	.9
SPU: Data Management				
Level 1	.1	9,500¥	6/60 hrs	1
Level 2	.15	19,000¥	6/60 hrs	1
Level 3	.2	28,500¥	6/60 hrs	1
Level 4	.25	38,000¥	6/60 hrs	1
SPU: Input/Output				
Level 1	.1	5,000¥	5/4 days	1.5
Level 2	.15	7,500¥	5/4 days	1.5
Level 3	.2	12,500¥	5/4 days	1.5
Level 4	.25	22,500¥	5/4 days	1.5
SPU: Math				
Level 1	.1	2,000¥	6/60 hrs	1
Level 2	.15	5,000¥	6/60 hrs	1
Level 3	.2	11,000¥	6/60 hrs	1
Level 4	.25	23,000¥	6/60 hrs	1
Tactical Computer				
Level 1	3.5	350,000¥	12/60 days	4
Level 2	4	900,000¥	12/60 days	4
Level 3-4	CLASSIFIED		CLASSIFIED	

TABLES

	Essence Cost	Cost	Availability	Street Index
Video Link	.5	22,000¥	4/48 hrs	1
Internal Transmitter	.4	4,500¥	6/48 hrs	1
Communications				
Commlink II	.3	8,000¥	2/48 hrs	1
Commlink IV	.3	18,000¥	3/48 hrs	1.25
Commlink VIII	.3	40,000¥	4/48 hrs	1.5
Commlink X	.3	60,000¥	5/48 hrs	1.75
Crypto Circuit HD				
Level 1-4	.1	Level x 10,000¥	6/36 hrs	1
Level 5-7	.1	Level x 20,000¥	6/36 hrs	1.25
Level 8-9	.1	Level x 30,000¥	8/36 hrs	1.5
Level 10	.1	500,000¥	9/36 hrs	2
Radio	.75	4,000¥	2/24 hrs	.8
Radio Receiver	.4	2,000¥	2/24 hrs	.8
Scramble Breaker HD				
Level 1-4	.2	Level x 20,000¥	6/48 hrs	1.5
Level 5-7	.2	Level x 40,000¥	8/48 hrs	1.75
Level 10	.2	600,000¥	10/48 hrs	1.75
Telephone	.5	3,700¥	3/24 hrs	.9
Ears				
Cosmetic Modification	—	1,000¥	2/24 hrs	.8
Cyber Replacement	.3	4,000¥	2/24 hrs	.75
Damper	.1	3,500¥	4/48 hrs	1.25
Hearing Amplification	.2	3,500¥	4/48 hrs	1.25
High Frequency	.2	3,000¥	4/48 hrs	1.25
Low Frequency	.2	3,000¥	4/48 hrs	1.25
Modification	.1	2,000¥	2/24 hrs	1
Recorder	.3	7,000¥	8/48 hrs	2
Select Sound Filter (Levels 1-5)	.2	Level x 10,000¥	6/48 hrs	1.25
Eyes				
Camera	.4	5,000¥	6/24 hrs	2
Cosmetic Modification	—	1,000¥	2/24 hrs	.75
Cyber Replacement	.2	5,000¥	2/24 hrs	.75
Display Link	.1	1,000¥	4/36 hrs	1
Dr. Spott Smartcam Implant	2	10,000¥	6/4 days	2
Eyecrafters Opticam Package	.5	20,000¥	5/72 hrs	2
Flare Compensation	.1	2,000¥	5/48 hrs	1.25
Low-Light	.2	3,000¥	4/36 hrs	1.25
Rangefinder	.1	2,000¥	8/48 hrs	1.5
Retinal Duplication (illegal)	.1	50,000¥+	12/7 days	2
Thermographic	.2	3,000¥	4/36 hrs	1.25
Vision Magnification				
Optical 1	.2	2,500¥	4/48 hrs	1
Optical 2	.2	4,000¥	4/48 hrs	1
Optical 3	.2	6,000¥	5/48 hrs	1
Electronic 1	.1	3,500¥	5/48 hrs	1
Electronic 2	.1	7,500¥	5/48 hrs	1
Electronic 3	.1	11,000¥	8/48 hrs	1

MATRIXWARE

MPCP	See Text	See Text	12/60 days	4
Persona Module	.3	See Text	Varies/12 days	Varies
Hardening	.3	See Text	Varies/8 days	Varies
Memory/Storage	Mp/300	Mp x 150¥	3/24 hrs	.8
Transfer	.1	See Text	Varies/10 days	Varies
Response	.2	See Text	Varies/14 days	Varies

TABLES

	Essence Cost	Cost	Availability	Street Index
BODYWARE				
Bone Lacing				
Plastic	.5	7,500¥	5/14 days	1.5
Aluminum	1.15	25,000¥	5/14 days	1.5
Titanium	2.25	75,000¥	5/14 days	1.5
Fingertip Compartment	.1	3/24 hrs	3,000¥	1
Hand Razors	.1	3/72 hrs	4,500¥	1
Hydraulic Jack				
(Levels 1-6)	.25	Level x 5,000¥	5/6 days	1
Muscle Replacement				
(Maximum Rating 4)	Rating	Rating x 20,000¥	4/4 days	1
Retractable Razors	.2	9,000¥	5/72 hrs	1
Retractable Spur	.3	11,500¥	5/72 hrs	1
Smartcam Link	.5	2,500¥	4/48 hrs	2
Smartlink (Lvl I)	.5	2,500¥	3/36 hrs	1
Smartlink (Lvl II)	.5	3,200¥	6/48 hrs	2
Spur	.1	7,000¥	3/72 hrs	1
Voice Modulator	.2	45,000¥	2/24 hrs	1
Increased Volume	—	10,000¥	2/24 hrs	1
Tonal Shift	—	25,000¥	2/24 hrs	1
Secondary Pattern (illegal)	—	50,000¥	6/7 days	2
Playback	.2	40,000¥	4/48 hrs	1
Limbs				
Built-In Device	—	4 x Normal Cost	Varies	Varies
Built-In Smartgun Link	.25	2,500¥	6/4 days	1.5
Cyber Guns				
Hold-Out Pistol	.15	250¥	8/7 days	2
Light Pistol	.35	650¥	8/7 days	2
Machine Pistol	.4	900¥	8/7 days	2
Submachine Gun	.6	1,800¥	8/7 days	2
Heavy Pistol	1	800¥	8/7 days	2
Shotgun	1.1	1,200¥	8/7 days	2
Cyber Limb	1	100,000¥	4/4 days	1
Increased Strength	—	Level x 150,000¥	6/4 days	1.5
Simple Replacement	1	50,000¥	4/48 hrs	1
Simrigs				
Baseline Cyberware Simrig	2	300,000¥	8/12 days	3
Full-X Cyberware Simrig	2	500,000¥	6/12 days	3
Baseline Induction Simrig	2	50,000¥	6/4 days	2
Simlinks				
Internal (Rating 1-10)	.6 + (Rating x .05)	70k¥ + (10k¥ x Rating)	8/7 days	3
Boosted Reflexes				
Level 1	.5	15,000¥	3/24 hrs	1
Level 2	1.25	40,000¥	3/24 hrs	1.25
Level 3	2.8	90,000¥	3/24 hrs	1.5
Dermal Plating				
Level 1	.5	6,000¥	4/12 days	1
Level 2	1	15,000¥	4/12 days	1
Level 3	1.5	45,000¥	4/12 days	1
Filtration Systems				
Air	Rating ÷ 10	Rating x 15,000¥	6/4 days	1
Blood	Rating ÷ 5	Rating x 10,000¥	6/4 days	1
Ingested Toxin	Rating ÷ 5	Rating x 10,000¥	6/4 days	1
Skill Hardwires				
Level 1-4	Level x .2	Level x 5,000¥	6/10 days	1
Level 5-8	Level x .25	Level x 50,000¥	12/14 days	1.5
Level 9-10	Level x .3	Level x 500,000¥	12/14 days	1.5

TABLES

	Essence Cost	Cost	Availability	Street Index
Skillwires				
Rating 1-3	.1 x Rating	Rating x 10,000¥	4/10 days	1
Rating 4-6	.2 x Rating	Rating x 100,000¥	5/10 days	1
Rating 7-9	.3 x Rating	Rating x 1,000,000¥	12/20 days	1
Skillwire Plus				
Level 1-3	Level x .1	Level x 15,000¥	4/10 days	1
Level 4-6	Level x .2	Level x 125,000¥	5/10 days	1
Level 7-9	Level x .3	Level x 1,000,000 ¥	12/20 days	1
Vehicle Control Rig				
Level 1	2	12,000¥	6/48 hrs	1
Level 2	3	60,000¥	8/48 hrs	1.25
Level 3	5	300,000¥	8/48 hrs	1.5
Wired Reflexes				
Level 1	2	55,000¥	4/8 days	1
Level 2	3	165,000¥	4/8 days	1
Level 3	5	500,000¥	8/14 days	1

Skillsofts

	Concealability	Base Price	Availability	Street Index
Knowsoft	24	Mp x 150¥	5/4 days	1.25
Activesoft	24	Mp x 100¥	6/4 days	1.25
Linguasoft	24	Mp x 50¥	6/36 hrs	1.25
Datasoft	24	Mp x 100¥*	4/4 days	1.25

*More valuable data will cost more.

BIOWARE

	Body Index	Base Price	Availability	Street Index
Adrenal Pump				
Level 1	1.25	60,000¥	10/16 days	3
Level 2	2.5	100,000¥	10/16 days	3
Cerebral Booster				
Level 1	.4	50,000¥	6/14 days	2
Level 2	.8	110,000¥	6/14 days	2
Damage Compensator				
Level 1-2	.2/Level	25,000¥/Level	6/6 days	2.5
Level 3-5	.2/Level	50,000¥/Level	10/6 days	2.
Level 6-9	.2/Level	100,000¥/Level	12/6 days	2.5
Enhanced Articulation	.6	40,000¥	5/6 days	1.5
Extended Volume				
Level 1	.2	8,000¥	4/4 days	1
Level 2	.3	15,000¥	4/4 days	1
Level 3	.4	25,000¥	4/4 days	1
Mnemonic Enhancer	.2/Level	15,000¥/Level	6/7 days	1
Muscle Augmentation	.8/Level	45,000¥/Level	6/6 days	.9
Nephritic Screen	.4	20,000¥	4/4 days	1
Orthoskin				
Level 1	.5	25,000¥	8/8 days	.8
Level 2	1	60,000¥	8/8 days	.8
Level 3	1.5	100,000¥	8/8 days	.8
Pain Editor	.6	60,000¥	6/6 days	1.2
Pathogenic Defense	.2/Level	24,000¥/Level	4/4 days	1.5
Platelet Factory	.4	30,000¥	5/8 days	1.5
Reflex Recorder				
Concentration	.1*	10,000¥*	5/6 days	1.5
General	.25*	25,000¥*	8/6 days	1.5
Suprathyroid Gland	1.4	50,000¥	8/12 days	2.5

TABLES

	Body Index	Base Price	Availability	Street Index
Symbiotes				
Level 1	.4	15,000¥	5/10 days	1
Level 2	.7	35,000¥	5/10 days	1
Level 3	1	60,000¥	5/10 days	1
Synaptic Accelerator				
Level 1	.3	75,000¥	6/12 days	2
Level 2	1.6	200,000¥	6/12 days	2
Synthacardium				
Level 1	.2	6,000¥	4/10 days	1.5
Level 2	.3	15,000¥	4/10 days	1.5
Tailored Pheromones				
Level 1	.4	20,000¥	12/14 days	2
Level 2	.6	45,000¥	12/14 days	2
Toxin Exhaler	.6	30,000¥+	10/4 days	3
Toxin Extractor	.2/Level	24,000¥/Level	4/4 days	1
Tracheal Filter	.2/Level	30,000¥/Level	4/4 days	1
Trauma Damper	.4	40,000¥	6/8 days	2

GENE-TECH

	Base Price	Availability	Street Index
Antibac			
Level 1-3	Level x 500¥	4/48 hrs	1
Level 4-6	Level x 1,000¥	4/48 hrs	1
Level 7-9	Level x 1,500¥	4/48 hrs	1
Level 10+	Level x 2,500¥	4/48 hrs	1
Binder			
Level 1-3	Level x 300¥	4/32 hrs	2
Level 4-6	Level x 600¥	4/32 hrs	2
Level 7-9	Level x 900¥	4/32 hrs	2
Level 10+	Level x 1,500¥	4/32 hrs	2
Doom	500¥/dose	14/30 days	5
Gamma-Anthrax	180¥/dose	14/30 days	6
Gene Therapy			
Cleansing	50,000¥	6/30 days	2.5
Genetic Correction	60,000¥	6/30 days	2.5
Reconstruct/Healing	100,000¥	6/30 days	2.5
Other	50,000¥+	6/30 days	2.5
Immunization			
Single	40,000¥ per treatment	6/20 days	2
Full Spectrum	300,000¥	6/20 days	2
Leónization	2,000,000¥ + 100,000¥	6/30 days	2.5
Myco-Protein	25¥/kg	It's everywhere	1
Zeta-Interpheron			
Level 1-3	Level x 400¥	4/32 hrs	2
Level 4-6	Level x 800¥	4/32 hrs	2
Level 7-9	Level x 1,200¥	4/32 hrs	2
Level 10+	Level x 2,000¥	4/32 hrs	2

COMPOUNDS

ACTH	100¥/6 doses	5/12 hrs	1
Atropine	600¥/dose	5/12 hrs	1
Carcerands	See Text	4/10 days	2
Cyanide	360¥/dose	3/48 hrs	.5
Dikote™	1,000¥/100cm ³	6/14 days	10
DMSO	10¥+	2/12 hrs	1.5
Hyper	180¥/dose	4/24 hrs	.9

TABLES

	Base Price	Availability	Street Index
Kamikaze	50¥/dose	5/4 days	5
MAO	280¥/dose	5/36 hrs	2
Oxygenated Fluorocarbons	750¥ per liter	4/48 hrs	1
Ruthenium Polymers	10,000¥/m ² +	5/14 days	7.5

CYBERDECKS AND PROGRAMS

CYBERDECKS

	Persona	Hardening	Memory	Storage	Load	I/O
Radio Shack PCD-100	2	0	10	50	5	1
Allegiance Alpha	3	1	10	50	5	1
Sony CTY-360	6	3	50	100	20	10
Fuchi Cyber-4	6	3	100	500	20	20
Fuchi Cyber-6	8	4	100	500	50	30
Fuchi Cyber-7	10	4	200	1,000	50	40
Fairlight Excalibur	12	5	500	1,000	100	50

	Availability	Cost	Street Index	Utility Programs	Size (in Mp)
Radio Shack PCD-100	4/7 days	6,800¥	1	Deception	(Rating x Rating) x 2
Allegiance Alpha	4/7 days	12,600¥	1	Decrypt	(Rating x Rating) x 2
Sony CTY-360	4/7 days	99,400¥	1	Evaluate	(Rating x Rating) x 2
Fuchi Cyber-4	4/7 days	121,400¥	1	Hog	(Rating x Rating) x 3
Fuchi Cyber-6	6/7 days	334,500¥	1	Medic	(Rating x Rating) x 4
Fuchi Cyber-7	10/7 days	1,112,100¥	1	Mirrors	(Rating x Rating) x 3
Fairlight Excalibur	22/7 days	5,529,600¥	1	Poison	(Rating x Rating) x 3
				Relocate	(Rating x Rating) x 2
				Restore	(Rating x Rating) x 3
				Restrict	(Rating x Rating) x 3
				Reveal	(Rating x Rating) x 3
				Scanner	(Rating x Rating) x 3
				Shield	(Rating x Rating) x 4
				Sift	(Rating x Rating)
				Sleaze	(Rating x Rating) x 3
				Slow	(Rating x Rating) x 4
				Smoke	(Rating x Rating) x 2

Cyberdeck System Additions

	Availability	Cost	Street Index
Hitcher Jack	2/48 hrs	MPCP x 100¥	1
Off-line Storage	2/24 hrs	1¥ x Mp	1
Vidscreen Display	2/24 hrs	100¥	1

Response Increase

Level 1	6/48 hrs	(MPCP x MPCP) x 100¥	1
Level 2	8/72 hrs	(MPCP x MPCP) x 400¥	2
Level 3	12/7 days	(MPCP x MPCP) x 900¥	2

PROGRAM SIZES

Persona Programs	Size (in Mp)
Bod	(Rating x Rating) x 3
Evasion	(Rating x Rating) x 3
Masking	(Rating x Rating) x 2
Sensors	(Rating x Rating) x 2

Utility Programs

Analyze	(Rating x Rating) x 3
Armor	(Rating x Rating) x 3
Attack	(Rating x Rating) x 2
Auto Exec	(Rating x Rating)
Blind	(Rating x Rating) x 3
Browse	(Rating x Rating)
Cloak	(Rating x Rating) x 3
Compressor	(Rating x Rating) x 2
Controller	(Rating x Rating) x 4

PROGRAM COSTS AND AVAILABILITY

Persona Programs

Rating	Availability	Cost	Street Index
1-3	3/7 days	Size x 100¥	1
4-6	6/7 days	Size x 500¥	1.5
7-9	12/14 days	Size x 1,000¥	2
10+	24/30 days	Size x 5,000¥	3

Utility Programs

Rating	Availability	Cost	Street Index
1-3	2/7 days	Size x 100¥	1
4-6	4/7 days	Size x 200¥	1.5
7-9	8/14 days	Size x 500¥	2
10+	16/100 days	Size x 1,000¥	3

TABLES

BIOTECH

	Rating	Availability	Weight	Cost	Street Index
Medkit	3	2/24 hrs	3	200¥	1.5
Medkit Supplies	—	2/24 hrs	—	50¥	1.5
Stabilization Unit	2	12/1 mth	30	10,000¥	3
Deluxe Unit	6	16/1 mth	35	20,000¥	3
DocWagon™ Contract					
Basic Service	—	On payment	—	5,000¥ per year	—
Gold Service	—	On payment	—	25,000¥ per year	—
Platinum Service	—	On payment	—	50,000¥ per year	—
Super-Platinum Service	—	On payment	—	100,000¥ per year	—
Slap Patches					
Antidote Patch	Maximum 8	6/72 hrs	—	Rating x 50¥	2
Stimulant Patch	Maximum 6	2/24 hrs	—	Rating x 25¥	1
Tranq Patch	Maximum 10	4/48 hrs	—	Rating x 20¥	2
Trauma Patch	—	4/48 hrs	—	500¥	4

MAGICAL EQUIPMENT

FOCI

	Availability	Cost	Street Index
Specific Spell Focus	4/48 hrs	Rating x 45,000¥	2
Spell Type Focus	5/48 hrs	Rating x 75,000¥	2
Spirit Focus	4/48 hrs	Rating x 60,000¥	2
Power Focus	6/72 hrs	Rating x 105,000¥	2
Spell Lock	2/48 hrs	45,000¥	2
Weapon Foci	8/72 hrs	[(Reach + 1) x 100,000¥] + Rating x 90,000¥	3

MAGICAL SUPPLIES

	Availability	Cost	Street Index
Elemental Conjunction Materials	(Force)/24 hrs	Force x 1,000¥	1
Medicine Lodge Materials	(Rating)/24 hrs	Rating x 500¥	1
Fetish Focus	3/26 hrs	Rating x 3,000¥	1
Ally Conjuring Material	(Force)/36 hrs	1,000 per unit	1
Ward Casting Materials	(Force)/36 hrs	1,000 per unit	1
Watcher Casting Materials	(Force)/36 hrs	1,000 per unit	1
Expendable Fetishes			
Combat	2/24 hrs	20¥	1
Detection	2/24 hrs	5¥	1
Healing	2/24 hrs	50¥	1
Illusion	2/24 hrs	10¥	1
Manipulation	2/24 hrs	30¥	1
Hermetic Library (any magic skill)			
Computer Media (disk)	(Rating)/7 days	(Rating x Rating) x 1,000¥	2
Chip	(Rating)/7 days	(Rating x Rating) x 1,200¥	2
Hardcopy	(Rating)/14 days	(Rating x Rating) x 2,000¥	3
Reusable Fetishes			
Combat	3/24 hrs	200¥	1
Detection	3/24 hrs	50¥	1
Healing	3/24 hrs	500¥	1
Illusion	3/24 hrs	100¥	1
Manipulation	3/24 hrs	300¥	1

TABLES

Ritual Sorcery Materials

Detection	3/24 hrs	100¥ x spell Force	1
Healing	3/24 hrs	500¥ x spell Force	1
Illusion	3/24 hrs	100¥ x spell Force	1
Manipulation	3/24 hrs	1,000¥ x spell Force	1

Enchanting Material Costs

Material	Raw Form	Refined Form	Radical Form
Herbals	50	100	200
Crystals	100	200	400
Semi-precious Gems	200	400	800
Precious Gems	500	1,000	2,000
Iron	50	100	200
Copper	100	200	400
Silver	300	600	1,200
Gold	10,000	20,000	40,000
Mercury	600	1,200	2,400
Tin	30	60	120
Lead	30	60	120

Orichalum: 88,000 per unit

Spell Formulas

Drain Level	Price	Drain Level	Price
L	50 x Force	M	100 x Force
S	500 x Force	D	1,000 x Force

VEHICLES

Note: Vehicles generally have an Availability equal to Cost/10,000. The base time is equal to 1/2 the Availability (round down) in days. Street Index is .75 for vehicles that cost less than 10,000¥, 1 for up to 50,000¥, and 2 for more than 50,000¥.

	Handling	Speed	Body	Armor	Signature	APilot	Cost
GROUND							
Cars							
Chrysler-Nissan Jackrabbit (Elec.)	3/8	25/75	1	0	5	1	15,000¥
	(MultiFuel)	3/8	30/90	1	0	3	1 18,000¥
Eurocar Westwind 2000	3/8	70/210	2	0	2	3	100,000¥
Ford Americar	4/8	35/105	2	0	2	2	20,000¥
Honda-GM 3220 ZX	4/8	40/120	2	0	2	1	30,000¥
Honda-GM 3220 ZX Turbo	4/8	50/150	2	0	1	2	45,000¥
Leyland-Zil Tsarina (Elec.)	4/8	25/75	1	0	5	1	10,000¥
	(MultiFuel)	4/8	30/90	1	0	2	1 12,000¥
Mitsubishi Nightsky	4/8	45/120	5	3	4	4	250,000¥
Mitsubishi Runabout	4/8	25/75	1	0	5	1	10,000¥
Rolls-Royce Phaeton	4/4	60/180	5	6	2	4	500,000¥
Saab Dynamit 778TI	4/8	80/250	2	3	1	3	250,000¥
Toyota Elite	4/8	40/120	4	0	2	4	125,000¥
Volkswagon Electro	3/6	20/60	1	0	5	0	8,000¥
Bikes							
BMW Blitzen 2050	3/4	95/285	3	6	1	2	25,000¥
Dodge Scoot	3/6	20/60	1	0	4	0	2,000¥
Entertainment Systems Papoose	3/6	30/90	1	0	5	0	6,000¥
Harley-Davidson Scorpion	4/5	50/150	3	3	2	2	15,000¥
Honda Viking	3/5	50/150	4	3	1	2	17,000¥
Hyundai Offroader	4/2	60/180	2	0	2	1	12,500¥
Gaz-Niki White Eagle	3/3	60/180	3	0	1	0	15,000¥
Suzuki Aurora	2/4	70/210	1	0	1	1	15,000¥
Thundercloud Pinto	4/2	20/60	3	0	2	0	35,000¥
Yamaha Rapier	3/6	65/195	1	0	1	1	10,000¥

TABLES

	Handling	Speed	Body	Armor	Signature	APilot	Cost
Trucks							
Ares Roadmaster	4/10	30/90	4	0	2	2	45,000¥
Conestoga Trailblazer	4/8	30/90	5	0	2	2	150,000¥
Ford-Canada Bison	4/3	45/135	5	6	4	3	150,000¥
Gaz-Willy Nomad	3/3	30/90	3	0	2	2	50,000¥
GMC 4201	3/6	35/85	5	3	2	2	75,000¥
GMC Bulldog Step-Van (MultiFuel)	4/8	35/85	4	3	2	2	35,000¥
GMC Bulldog Step-Van (Courier)	4/6	35/85	4	6	1	2	60,000¥
Landrover Model 2046 (short)	3/3	30/90	2	0	2	1	35,000¥
Landrover Model 2046 (long)	3/3	30/90	3	0	2	2	45,000¥
Leyland-Rover Transport (basic-Elec.)	4/8	25/75	3	0	5	2	25,000¥
(basic- MultiFuel)	4/8	35/105	3	0	2	2	30,000¥
Nissan-Holden Brumbry	4/3	30/90	2	0	2	2	25,000¥
Nordkapp-Conestoga Bergan (Command)	3/6	30/90	6	6	2	4	600,000¥
(Cargo)	3/6	30/90	5	3	2	—	200,000¥
Renault-Fiat Eurovan	4/10	35/105	3	0	2	1	25,000¥
Rolls-Royce Prairie Cat	2/3	40/120	3	3	2	3	275,000¥
ToyotaCorp Gopher	4/4	35/105	2	0	2	2	25,000¥
Volkswagon SuperKombi III	4/8	35/105	4	3	2	3	Varies
HOVERCRAFT							
Chrysler-Nissan G12a	4	40/120	4	0	5	2	50,000¥
GMC-Beachcraft Vacationer	4	35/120	4	0	3	3	100,000¥
GMC-Nissan Hovertruck	4	40/120	4	0	5	1	100,000¥
Mostrans KVP-14T	4	60/180	4	0	3	1	250,000¥
BOATS							
Water Jet Bike							
Suzuki Watersport (Standard)	2	15/45	1	0	3	0	1,200¥
Suzuki Watersport (Electric)	2	10/30	1	0	5	0	1,300¥
Motorboats							
Aztech Nightrunner	3	25/75	2	0	4	3	30,000¥
Electric		10/30			8		
Colorado Craft Cigarette	4/5	25/75	2	0	3	2	35,000¥
Marine Technologies Dolphin II	3	15/45	3	0	3	2	50,000¥
Harland & Wolff Classique	5	15/45	6	0	2	4	3,500,000¥
Samuvani Criscraft Otter	4	15/45	2	0	3	2	20,000¥
Zemlya-Poltava Swordsman	4	25/75	3	0	3	2	30,000¥
Sailboats							
Sendanko Marlin	2	20/30	2	0	5	0	15,000¥
AIRCRAFT							
Winged Planes							
Cessna C750	5	340/680	3	0	2	2	200,000¥
Embraer-Dassault Mistral	4	300/450	4	0	3	2	375,000¥
Fiat-Fokker Cloud Nine	4	300/450	3	0	3	2	175,000¥
Hawker-Ridley HS-895 Skytruck	5	400/600	5	0	3	2	2,500,000¥
Lear-Cessna Platinum I	4	400/550	5	0	3	3	500,000¥
Lear-Cessna Platinum II	5	800/1600	5	3	3	4	1,500,000¥
Rotor Craft							
Agusta-Cierva Plutocrat	4	200/450	4	3	4	4	950,000¥
Ares Dragon	5/7	140/320	6	0	3	3	600,000¥
Federated Boeing Commuter	5	140/320	3	0	3	3	625,000¥
Hughes Aerospace Airstar 2050	4	190/260	4	6	3	4	900,000¥
Hughes WK-2 Stallion	5	170/250	4	0	4	3	300,000¥

TABLES

	Handling	Speed	Body	Armor	Signature	APilot	Cost
Lighter-Than-Air Craft							
Airship Industries Skyswimmer	3	90/180	6	3	8	2	100,000¥
Goodyear Commuter-47	3	150/300	8	3	8	2	225,000¥
Luftschiffbau Zeppelin LZ-2049	3	100/250	12	6	8	2	750,000¥
ORBITALS AND SEMI-BALLISTICS							
Arrow HSCT	5	1,500/2,900	4	3	2	4	10 M¥
China Clipper Suborbital	5	10k/24k	5	6	1	3	100 M¥
General Dynamics SV250 Semiballistic	6	10k/29k	5	6	1	4	750 M¥
MILITARY, SECURITY AND RESTRICTED ISSUE							
Aircraft/Rotorcraft							
Aztechnology Aguilar-EX	4	280/560	3	6	4 (8)	4	2,600,000¥
BAC-Dassault-MBB EFA variants	3	950/1,900	4	6	4	3	5,000,000¥
CASA J-239 Raven	3	200/400	3	0	4	1	175,000¥
Doc Wagon™ CRT Air Unit	5	140/320	3	0	3	3	N/A
Doc Wagon™ Osprey II	5	190/380	3	3	2	3	N/A
Doc Wagon™ SRT Helicopter	5	170/250	4	0	4	3	N/A
Doc Wagon™ WK-2 Stallion Variant	5	165/235	5	6	4	3	N/A
Lockheed C-260 Transport	7	150/350	5	12	4	3	700,000¥
Moonlight Aerospace Avenger	4	100/200	3	9	8	2	250,000¥
Nightglider	3	15/60	1	0	12	1	45,000¥
Northrup PRC-42B Wasp	3	65/130	1	0	3	0	220,000¥
	PRC-42F	2	65/130	2	6	5	0 294,000¥
Northrup PRC-44B Yellowjacket	4	65/130	2	0	3	0	280,000¥
	PRC-44F	3	65/130	3	9	5	0 390,000¥
Armored Vehicles							
Ferrari Appaloosa Light Scout	2/3	100/200	3	9	5	2	1,000,000¥
LAV-93 Devil Rat APC	5/3	25/75	3	12	6	2	250,000¥
LAV-103 Striker Light Tank	6/4	25/75	5	15	6	2	480,000¥
Thunderbirds							
GMC Banshee	3	650/1,000	6	18	5	2	10M¥+
Ground/ACV Vehicles							
Ares Citymaster	4/10	30/120	4	12	2	3	500,000¥
Ares Mobmaster	4/10	30/120	5	15	2	5	3,650,000¥
Doc Wagon™ Citymaster Variet	4/10	35/140	4	6	2	3	N/A
Doc Wagon™ CRT Ambulance	4/10	30/75	5	0	2	2	N/A
Doc Wagon™ SRT Ambulance	4/10	30/75	4	0	4	3	N/A
Chrysler Nissan Patrol	4/8	60/180	3	6	4	3	100,000¥
General Products Cop	4/9	30/90	1	3	4	1	25,000¥
GMC Beachcraft Patroller	4	55/165	4	6	5	2	750,000¥
GMC MPUV	5/3	40/120	2	9	4	0	22,000¥
Harley Electroglide-1000	3/4	95/285	3	6	2	1	75,000¥
Sikorsky-Bell Red Ranger	4/6	150/450	2	6	3	3	250,000¥
Water Vehicles							
Blohm & Voss River Commander	4	25/75	6	9 (12)	3	3	300,000¥
GMC Riverine	3	30/90	4	6	3	2	125,000¥
Surfstar Marine Seacop	3	30/90	3	6	3	2	50,000¥
Vectored Thrust							
Federated Boeing Eagle	3	900/1,800	5	12	5	3	50M¥
REMOTES AND DRONES							
Airborne							
Aerodesign Systems Condor LDSD-23	5	20/60	1	0	10	1	2,500¥
Aerodesign Systems Condor II LDSD-41	5	30/90	1	3	11	3	45,000¥
CAS Windjina RPV	3/5	250/500	5	6	4/8	4	75,000¥
GM-Nissan Spotter	3	35/100	2	0	3	2	12,500¥
MCT-Nissan Rotordrone	4	35/70	2	0	3	2	7,500¥

TABLES

	Handling	Speed	Body	Armor	Signature	APilot	Cost
Ground							
Aztech GCR-23C Crawler	4/4	5/15	1	0	4	1	1,250¥
Cyberspace Designs Dalmation	3	35/105	2	0	4	2	15,000¥
Ferret RPD-VI Perimeter Drone	3/5	10/30	1	3	8	3	154,800¥
Gaz-Niki GNRD-71 BIS Snooper	4/3	25/75	1	0	5	1	1,750¥
GM-Nissan Doberman	3/5	35/70	3	6	3	2	10,000¥
Sikorsky-Bell Microskimmer	5	30/90	1	0	3	1	2,750¥
Steel Lynx Ground Combat Drone	4/6	40/80	4	12	5	2	15,000¥

VEHICLE WEAPONS

Note that Availability and Street Index for vehicle-grade weapons are at the gamemaster's discretion.

	Type	Ammo	Mode	Damage	Weight	Cost
Ares Firelance Vehicle Laser	"Assault"	40	SA	15S	48	300,000¥
Generic Autocannon	Cannon	10 (c)	SA	12D	45	12,000¥
Generic Rocket Launcher	Rocket	6 (b)	SS	as rocket	15	15,000¥
Water Cannon	"Shotgun"	"20"	"SA"	6M Stun	12	20,000¥
Vanquisher Minigun	HMG	Belt (100)	FA	10S	45	75,000¥
Vengeance Minigun	MMG	Belt (100)	FA	9S	30	50,000¥
Victory Rotary Assault Cannon	Cannon	Belt (50)	FA	18D	90	90,000¥
Vigilant Rotary Autocannon	Cannon	Belt (25)	FA	20D	60	125,000¥
	Intelligence	Damage	Cost			
Saab-Saaker AAM (Basic)	6	18D	25,000¥			
(Improved)	7	18D	50,000¥			
Hyundai Advanced AAM (Basic)	8	18D	100,000¥			
(Improved)	9	18D	150,000¥			
Ares Dragon AAM (Dogfight)	8	20D	500,000¥			
(Attack)	9	20D	1,500,000¥			
Mitsubishi-GM Bandit AGM						
(Bandit)	6	varies	10,000¥			
(Super Bandit)	6	varies	15,000¥			
General Products Rockets						
(7.62 cm)	N/A	3D/rocket	1,000¥			
(12.7 cm)	N/A	7D/rocket	1,500¥			

RIGGER AND VEHICLE GEAR

	Availability	Cost	Street Index		
Remote Control Gear	4/72 hrs	2,500¥ x Body	2		
Vehicle Control Gear	4/7 days	2,800¥	2		
	Rating	Weight	Cost	Availability	Street Index
Remote Control Deck	Slave Ports	2 x Rating	5,000¥ x Rating	4/72 hrs	2

VEHICLE SMOKE GENERATOR

	Number of Charges	Cost
Small Smoke Generator	6	700¥
Large Smoke Generator	12	1,000¥

Each charge covers a given area. For smoke rules, see p. 85.

ABLATIVE VEHICLE ARMOR

Armor Level	Availability	Cost	Street Index
1	8/14 days	700¥	2
2	12/14 days	1,600¥	2
3	14/21 days	2,500¥	2