

BY PEDRAM MOHAMMADI



TOGGLE'S TEMPLE

BE READY WHEN THE DOLPHINS INVADE

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VI.1

Writing and Design by J Gray and James Hutt
Art Direction by Winterjaye Kovach • **Business Management by** Lisa Pondsmith • **Layout by** J Gray

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REBUILDING NIGHT CITY

Angie Wu 2.0 (AW): Alright, choombas, this one will take some explaining. If you're a regular with my 'cast, you know Rebuilding Night City—part of the KLLA Garden Patch Network—is all about highlighting the hows, whys, and whats of Night City's agonizingly slow reconstruction, but hold onto your seats because I'm taking a detour. Our guest today is less about taking Night City forward and more about utilizing what already exists. Sort of like a Reclaimer but... weirder. You'll understand when you hear the interview. It begins with a gun being pointed at my face by my interview subject, Toggle. Remember to watch all the way through to the end to feed the algorithm!

Toggle (T): Who the hell are you, kid? You've got to the count of three before I pull the trigger.

AW: Um, hi! My name's Angie Wu 2.0? I'm a journalist and <bleep> sent me.

T: Yeah? You're Wu 2.0? Huh. Thought you'd be more robotic. Yeah, <bleep> gave word you'd be coming. Sorry about the hard welcome. Got to be careful. Never know when the three Cs are watching.

AW: Eh. Gun pointing is a common response to journalism these days. What are the three Cs?

T: Cops. Corps. Cetaceans. Dangerous. All of 'em.

AW: I'm sorry. Cetaceans? Like... dolphins?

T: Dolphins. Whales. Orcas. Yeah. In the 2010s, the aquacorps started upgrading cetaceans using cybernetics and genetic engineering. Those blowhole bastards were already smart, but we made them smarter and gave them the tools to fuck with us. They decided the world would be better off without humans in it. Started pulling strings. It isn't a coincidence how CINO and OTEC started fighting not long after, is it?

AW: ... are you saying the 4th Corporate War was orchestrated by dolphins?

T: And orcas. Don't forget those piss-drinking pricks. Yeah. They were behind the scenes, making it happen. That was part one of their plan. Part two was bringing down the NET. They're working on part three as we speak.

AW: Wow. Um. That's quite the... theory.

T: S'why I'm down here. The Corps and cops work for them. Don't know it, but they do. Down here, I'm out of sight. Can get the word out. Hope your listeners pay attention to my message.

AW: I'm... sure they will. I... wow... right! Back on track. I came down here to ask you about The Temple.

T: My pride and joy! My mama, she was a collector. Guns. Wanted one of everything. I inherited them when I put her down.

AW: You put down your own mother?

T: Cyberpsychosis. Nasty business. Mama went out the way she wanted to, though. Shooting.

AW: Right. So, you inherited your mother's gun collection.

T: Sure did. Built on it, too. Decided to share it. See, Mama jumped off the cyberpsycho bridge because she was hoarding her collection. It ain't good, staying anti-social like that. Does things to your brain.

AW: Right.

T: So, when I dropped down here, I opened The Temple. Gun range for getting a feel. Obstacle course with different scenarios, so you can really put a weapon to the test. Great way to test out a new sidearm or shoulder arm before you buy. Or get an idea of how it shoots in case you're on the far side of the barrel.

AW: It isn't open to just anyone, though. You're picky about your clientele.

T: Hell, no! Gotta be careful. I let anyone in, they could report on me to those fish-breath fuckwits out in the ocean. I suss out anyone who wants access. You want in, either I need to trust you, or someone I trust needs to vouch for you. Body passes the test, I meet them personally and bring 'em in. They pay the entrance fee and get full access to the facilities. All guns come loaded. If you need more ammo, you buy it from the vendits.

AW: Thank you for giving me access, then! I can use some shooting practice. Would you give me a tour?

T: Sure! Always happy to show off and, like I said, <bleep> vouched for you, so I know you aren't working for those sonar-squeaking suckasses. Come on. We'll start with the armory...

TOGGLE'S TEMPLE

The Temple is an underground armory, gun range, and configurable weapons-based obstacle course located in a tangled collection of old sewers, abandoned basements, and broken underground parking garages beneath the western edge of the Hot Zone. The customer entrance is hidden in one of Little Europe's sewer tunnels, three blocks north of Short Circuit (SEE CP:R PAGE 312). Gaining access to The Temple requires an introduction from an existing customer or a personal invitation from Toggle. Either can be gained via roleplay or, at the GM's discretion, via passing a DV21 Streetwise Check. Feel free to increase the DV if the person seeking access works for the police or a Megacorp (two of Toggle's "three Cs") or to reduce the DV to account for a Fixer's Contacts.

Toggle charges 20eb (Everyday) per head per visit. Once admitted, visitors can borrow any weapon from the armory and use it in either the firing range or in the more elaborate obstacle course, which is modeled after the "crime houses" commonly used to test SWAT teams. Every gun comes fully loaded with Basic Ammunition (or whatever ammunition required for use) at no charge. Additional ammunition can be purchased from vendits found throughout the facility. Visitors must return all borrowed firearms before leaving The Temple, and they are responsible for reimbursing costs if a weapon is broken or destroyed.

Toggle runs The Temple by himself. The facility is well protected by various defenses, but he has no human muscle to enforce the rules. Security for The Temple is provided primarily by the secrecy of the location and the loyalty of its visitors. Many members of Night City's edgerunning community appreciate the services provided by The Temple and will think poorly of anyone who messes with it.

TOGGLE'S ARMORY

The following is an incomplete list of firearms available for use in The Temple. Toggle is a collector whose armory can hold any weapon the GM desires.

Cost: The monetary cost of the weapons presented in Toggle's Temple might be more than their assigned Cost Category. Use the monetary cost when determining how many eb to spend and the Cost Category to determine the difficulty of sourcing (aka finding) the weapon.

Slots: All the weapons in Toggle's Temple are non-Exotic, so we've added a Slots category to each listing. This isn't something new; It acts as a visual representation of how many slots are available for Attachments upon purchase. Some of these weapons come with Attachments already installed. Pre-installed Attachments can be removed, freeing the slot they take up, but can only be transferred to other weapons of the same type. In other words, no, your Heavy Pistol's drum magazine won't magically grow in size to fit an Assault Rifle.

MEDIUM PISTOLS

▶ DAI LUNG STREETMASTER

Cost: 20eb (Everyday)

Slots: 3

The ultimate in cheap guns, available in vendits and bodegas everywhere. Modeled (loosely) after Towa's Type-12.

A Poor Quality Medium Pistol.

▶ FAISAL'S ESCAPE PLAN

Cost: 60eb (Costly)

Slots: 3

Sometimes, fighting isn't the answer, and sometimes, it is. This weapon is for both of those times.

A Poor Quality Medium Pistol. It comes with a tab that can be pulled without an Action. After the tab is pulled, the Escape Plan no longer functions as a Medium Pistol and instead becomes a Smoke Grenade that must be thrown by the end of the user's Turn. Once the grenade explodes, any Attachments on the weapon and remaining ammunition are Destroyed Beyond Repair.

▶ FEDERATED ARMS X-9MM

Cost: 50eb (Costly)

Slots: 3

A sturdy gun used as a backup firearm by professionals across North America. It fits perfectly in an ankle holster.

A Standard Quality Medium Pistol.

DATA

SEE CP:R means check the Cyberpunk RED core rulebook.

▶ MILITECH AVENGER

Cost: 100eb (Premium)

Slots: 3

A solid, excellently engineered sidearm with a proven history. It remains in use in the US military, where it is primarily assigned to rear-area officers.

An Excellent Quality Medium Pistol.

▶ NOMAD .357 MAGNUM

Cost: 150eb (Premium)

Slots: 2

Sturdy and user-friendly, each .357 Magum is lovingly hand-crafted by nomad weaponsmiths and comes in a variety of form factors. Commonly found in the glove compartments of nomad vehicles.

A Standard Quality Medium Pistol. It comes equipped with an installed Extended Magazine.

▶ TOWA TYPE-12 POLICE PISTOL

Cost: 550eb (Expensive)

Slots: 1

In the late 2010s, Towa won the contract to arm beat cops in Tokyo. Surprisingly, their engineers produced a high-quality revolver with an integrated smartlink instead of the company's usual low-effort knockoffs.

An Excellent Quality Medium Pistol with a 6-shot capacity. It comes equipped with an installed Smartgun Link. Incompatible with all magazine Attachments.

HEAVY PISTOLS

▶ DAI LUNG MAGNUM

Cost: 50eb (Costly)

Slots: 3

An inferior copy of a Mustang Arms Mark III, commonly used by gangers who can't afford better.

A Poor Quality Heavy Pistol.

▶ GUNMART MIDNIGHT DEFENDER

Cost: 550eb (Expensive)

Slots: 2

Marketed as the perfect defense when walking home at night, the Midnight Defender does make shooting in the dark easier... when the gun doesn't jam.

A Poor Quality Heavy Pistol. Comes equipped with an installed Infrared Nightvision Scope.

▶ MILITECH SHERIFF

Cost: 200eb (Premium)

Slots: 3

The choice of Militech generals and classic gun enthusiasts everywhere. Militech always keeps at least one classic revolver in their catalog to keep the spirit of the Old West alive.

An Excellent Quality Heavy Pistol with a 6-round capacity. Incompatible with all magazine attachments.

▶ MUSTANG ARMS MARK II

Cost: 600eb (Expensive)

Slots: 2

Designed with ergonomics in mind and machined with precision, the Mustang Arms Mark II keeps the party going when other heavy pistols run out of ammo.

An Excellent Quality Heavy Pistol. Comes equipped with an installed Extended Magazine.

▶ MUSTANG ARMS MARK III

Cost: 100eb (Premium)

Slots: 3

While it is hailed as an evolution of the Mark II, the drive to mass produce these for the 4th Corporate War resulted in less precise machining and a reduced ammo capacity. As a result, it is inferior to its predecessor, though still a reliable sidearm.

A Standard Quality Heavy Pistol.

**EVEN MORGAN BLACKHAND AGREES IT IS BEST TO CONCEAL
YOUR FIREPOWER UNTIL IT'S ABSOLUTELY NECESSARY.**

— ROSS "SPYKE" WINN

LISTEN UP YOU PRIMITIVE SCREWHEADS

▶ NOVA CITYHUNTER X

Cost: 500eb (Expensive)

Slots: 3

The popularity of the Model 757 Cityhunter encouraged Nova Arms to release other firearms under the same brand name. None of the new weapons moved further away from the 757's concept than the Cityhunter X. While it is a well-crafted handgun, the decision to make the Cityhunter X into a clip-loading pistol instead of a revolver removed much of the cool factor. Firearm aficionados usually drop the Cityhunter moniker and call it the Nova X instead.

An Excellent Quality Heavy Pistol.

VERY HEAVY PISTOLS

▶ FAISAL'S CONVENIENCE

Cost: Basic and Rubber Ammo Flavors are 20eb (Everyday) • Armor-Piercing, Expansive, and Incendiary Ammo Flavors are 50eb (Costly)

Slots: 3

The cheapest quality hand canon on the market today. Designed by Night City's newest wiz weaponsmith, the Convenience is a (relatively) high-quality polymer one-shot. Once it runs out of ammo, it can be used as a doorstop. The Convenience comes in a variety of ammo "flavors" with cost depending on what's loaded inside. Collect them all!

A Standard Quality Very Heavy Pistol found in vendits across Night City. To prevent accidents while in storage, the weapon must first be activated by removing a pull-tab, which does not require an Action. The Convenience comes preloaded with a specific ammunition type depending on its "flavor" and cannot be reloaded once empty. Attempting to extract the ammunition ruins the weapon and the ammo inside, Destroying both Beyond Repair. The Convenience cannot be Tech Upgraded but will accept all compatible non-magazine Attachments, so remove anything you installed before throwing the gun away!

▶ FEDERATED ARMS SUPER CHIEF PLUS

Cost: 50eb (Costly)

Slots: 3

When Nova Arms released a full line of "Cityhunter" firearms, their rival Federated Arms responded by expanding the "Super Chief" brand. Unfortunately, they skimped on quality as they rushed the design process to get to market, creating an inferior semi-automatic pistol.

A Poor Quality Very Heavy Pistol.

▶ MILITECH BOOMER BUSTER

Cost: 500eb (Expensive)

Slots: 3

Customer feedback told Militech their .477 Boomer Buster was a hit with Solos looking for a high-quality sidearm. The only complaint was how often the gun needed to be reloaded. With that in mind, Militech engineers reworked the gun to increase the ammo capacity, resulting in the Boomer Buster we all know and love today.

An Excellent Quality Very Heavy Pistol.

▶ NOMAD BIG GULP

Cost: 100eb (Premium)

Slots: 3

Double-barreled. Fits in your truck's cup holder and sits low in your holster. What more can you ask for? Not much more than you're gonna get. Because they are manufactured by a plethora of weaponsmiths across the various nomad nations, each Big Gulp has a unique look to them.

An Excellent Quality Very Heavy Pistol with a 2-shot capacity. It can load two different types of ammunition, one in each barrel. When firing the Big Gulp, the user chooses which ammunition to use. Incompatible with all magazine Attachments.

PORCUPINE: DERISIVE SLANG FOR SOMEONE WHO LOVES TO BE BRISTLING WITH WEAPONS. SOMETIMES SHORTENED TO PORKY.

— LISTEN UP YOU PRIMITIVE SCREWHEADS

▶ STERNMEYER P-35

Cost: 100eb (Premium)

Slots: 3

Rugged and reliable, with excellent stopping power. Quality German engineering makes this a standard sidearm in European militaries.

A Standard Quality Very Heavy Pistol.

▶ STERNMEYER P-35 COVERT

Cost: 200eb (Premium)

Slots: 2

The same reliability and stopping power as the standard P-35 but with added stealth capabilities. The P-35 Covert is the weapon of choice for discrete eurosolos.

A Standard Quality Very Heavy Pistol. It comes equipped with an installed Silencer.

SMGs

▶ ARASAKA MINAMI 10

Cost: 500eb (Expensive)

Slots: 3

Arasaka wouldn't outfit its own security personnel with anything less than quality, so you know the Minami 10 is the best SMG the market has to offer. Thanks to the 4th Corporate War, there are a lot of these lying around Night City.

An Excellent Quality SMG.

▶ ARASAKA MINAMI 10 P/M/S

Cost: 600eb (Expensive)

Slots: 2

Officially designed for police, military, and security functions where discretion is more important than flash, the Minami 10 P/M/S saw extensive use as an assassination tool during the 4th Corporate War.

An Excellent Quality SMG. It comes equipped with an installed Silencer.

▶ DAI LUNG CYBERMAG 20

Cost: 550eb (Expensive)

Slots: 2

Another low-quality knock-off from Dai Lung, this time of the classic IMI UZ. Credit where credit is due: Dai Lung tried to improve the original by adding extra ammo capacity.

A Poor Quality SMG. It comes equipped with an installed Drum Magazine.

▶ FEDERATED ARMS TECH-ASSAULT III

Cost: 50eb (Costly)

Slots: 3

The Tech-Assault I tended to melt when subjected to the stresses of autofire. The Tech-Assault II promised to fix the flaw... but didn't. Surely, the Tech-Assault III gets it right? Sort of. It no longer melts, but it jams quite often.

A Poor Quality SMG.

TAKE YOUR AVERAGE TERRIBLY MISINFORMED **CYBERPUNK** PLAYER. HE WALKS INTO A CHIC NIGHT CITY CLUB, BRISTLING WITH DEATH. HE CARRIES A **BUFFET** OF FIREARMS, A **MELANGE** OF GRENADES, AND **FULL METALGEAR™**. HE WILL NOT GET A GOOD TABLE. IN FACT HE WILL PROBABLY NOT GET IN. HE WILL SIMPLY BE TOLD THAT NO TABLES ARE **AVAILABLE**.

— ROSS "SPYKE" WINN

LISTEN UP YOU PRIMITIVE SCREWHEADS

▶ MILITECH MINI-GAT

Cost: 100eb (Premium)

Slots: 3

Why settle for one barrel when you can have five? The classic Militech Mini-Gat Machine Carbine buzzes like no other when spitting lead in autofire mode. No sound is more satisfying to an autofire enthusiast's ears.

A Standard Quality SMG.

▶ MUSTANG ARMS RODEO

Cost: 100eb (Premium)

Slots: 3

An incredible amount of power in a small package. Unleashing its full potential requires a precise eye, steady hands, and incredible skill. Can you handle it?

A Poor Quality SMG that deals 3d6 damage when fired in Single Shot. When shooting the Rodeo in autofire, the user must make a DV15 Handgun Check in addition to the standard Autofire Check to hit. The Handgun Check does not require an Action, but if the user fails, the Rodeo's autofire multiplier is decreased to x2 for this Attack.

HEAVY SMGS

▶ CHADRAN ARMS CITY REAPER

Cost: 50eb (Costly)

Slots: 3

This dual-barrel, over-under weapon is a common sight among troops belonging to countries with limited budgets.

A Poor Quality Heavy SMG.

▶ IMI UZ 2045 PRO

Cost: 600eb (Expensive)

Slots: 1

A classic design, the UZ set the standard for submachine guns back in the day. The 2045 Pro maintains reliability while adding targeting assistance hardware.

A Standard Quality Heavy SMG. It comes equipped with an installed Smartgun Link.

▶ MILITECH VIPER

Cost: 500eb (Expensive)

Slots: 3

Originally commissioned from Militech by PMC/security firm Lazarus, the Viper costs more because it gives more. The Viper's relatively light frame make the this Heavy SMG perfect for special operations troops.

An Excellent Quality Heavy SMG.

▶ STERNMEYER SMG-21

Cost: 100eb (Premium)

Slots: 3

Sternmeyer's standard for anti-terrorism operations, the SMG-21 is often used by security forces in Europe.

A Standard Quality Heavy SMG.

▶ SANROD HELLO CUTIE HIDDEN COUGAR

Cost: 500eb (Expensive)

Slots: 3

A reproduction of the sleek black signature revolver-style SMG of Yuki, the cold-blooded heroine of the spy anime Public Security Agency Sisters which ran from 2034-2036 in Japan. Although originally targeted at middle-aged women, its modern fanbase is mostly teen girls.

An Excellent Quality Heavy SMG with an 11-round capacity. Concealable. Incompatible with all magazine Attachments.

▶ SANROD HELLO CUTIE HAPPY DANCER

Cost: 500eb (Expensive)

Slots: 3

Besides being a well-crafted weapon, the brightly-colored Happy Dancer pings with each shot, mimicking the reward sounds heard when collecting coins or rings in certain video games.

An Excellent Quality Heavy SMG. The Happy Dancer pings merrily with each bullet shot (in rapid succession during autofire). While Hello Cutie enthusiasts insist the pings increase happiness via raising dopamine levels, they have no specific mechanical bonus during gameplay.

SHOTGUNS

▶ ARASAKA RAPID ASSAULT

Cost: 500eb (Expensive)

Slots: 3

As the 4th Corporate War dragged on and resources grew limited, Arasaka was forced to reengineer its Rapid Assault Shotgun to save on costs. The newer model issued to field troops cut down on the rate of fire, making the name a lie. It was still better than something by GunMart, though.

A Standard Quality Shotgun.

▶ FAISAL'S ONLYCHANCE

Cost: Basic and Rubber Ammo Flavors are 20eb (Everyday) • Armor-Piercing, Expansive, and Incendiary Ammo Flavors are 50eb (Costly)

Slots: 3

Take a fiberglass tube, add a few shells and a firing mechanism, and you have the OnlyChance. These things are cheap and designed for one-time use, as trying to reload them inevitably breaks the firing mechanism. They come in a variety of ammunition flavors. Collect them all!

A Poor Quality Shotgun. The OnlyChance comes preloaded with a specific ammunition type depending on its "flavor" (Choose either the slug or shells when picking. Regular restrictions apply) and cannot be reloaded once empty. Attempting to extract the ammunition ruins the weapon and the ammo inside, Destroying both Beyond Repair. The OnlyChance cannot be Tech Upgraded but will accept all compatible non-magazine Attachments, so remove anything you installed before throwing the gun away!

▶ GUNMART HOME DEFENDER

Cost: 100eb (Premium)

Slots: 3

This is a shotgun from GunMart, so you're probably better off leaving it behind if the zombie apocalypse comes. Nine times out of ten, the gun shoots fine. The tenth time is when it jams, and the zombies swarm you.

A Poor Quality Shotgun.

▶ MILITECH BULLDOG

Cost: 1,000eb (Very Expensive)

Slots: 3

Whichever Corp was supplying parts for auto-shotguns must have died early during the 4th Corporate War, because Militech downgraded their famed Bulldog much like Arasaka did their Rapid Shot. Still, while the Bulldogs you'll likely find today don't fire as rapidly as the older models, their accuracy is nothing to sneeze at.

An Excellent Quality Shotgun.

▶ MUSTANG ARMS DEATHSTALKER

Cost: 600eb (Expensive)

Slots: 2

Troops often use shotguns to deal maximum damage at close range, so Mustang Arms added a "poison stinger" to the Deathstalker to allow for more variety when choosing how to kill a target.

A Standard Quality Shotgun. It comes equipped with an installed Airhypo Bayonet.

SO, NEXT TIME YOU GO INTO COMBAT, ASK YOURSELF, JUST HOW GOOD ARE YOU **WITHOUT THE TOYS? AND IF YOU WIN, STOP AND ASK YOURSELF AGAIN: WAS IT ME, OR THE **MACHINERY**?**

— SOLO OF FORTUNE 2

▶ SLAMDANCE ELECTROMAG

Cost: 500eb (Expensive)

Slots: 2

Using magnets to solve an age old problem, the ElectroMag can compress or draw apart the metal shot inside the loaded ammunition, allowing the user to choose between shells and slugs on the fly.

A Standard Quality Shotgun that fires specially made Magnetic Incendiary or Magnetic Basic Shotgun Shell Ammunition. This ammunition must be purchased specifically for the weapon and costs the same as its non-magnetic counterparts. Each time the user makes an Attack Check with the ElectroMag, they choose if the ammunition acts as a Shotgun Slug or a Shotgun Shell.

ASSAULT RIFLES

▶ CHADRAN ARMS JUNGLE REAPER

Cost: 100eb (Premium)

Slots: 3

The City Reaper's bigger sibling, the Jungle Reaper is in common usage by poorly outfitted militaries.

A Poor Quality Assault Rifle.

▶ DARRA POLYTECHNIC BINARY

Cost: 1,000eb (Very Expensive)

Slots: 1

Darra Polytechnic enter the markets primarily via seafaring nomads importing from the Pacific Rim. The Binary is a classic assault rifle design paired with an undermounted grenade launcher.

A Standard Quality Assault Rifle. It comes equipped with an installed Grenade Launcher Underbarrel.

▶ MILITECH DRAGON

Cost: 1,000eb (Very Expensive)

Slots: 3

When PMC/Security firm Lazarus deploys for mass combat, their troops carry the Militech Dragon. Its light-weight frame makes it especially popular with paratroopers.

An Excellent Quality Assault Rifle.

▶ MILITECH RONIN

Cost: 500eb (Expensive)

Slots: 3

The Militech Ronin Light Assault was the standard for the US military and Militech troops for decades. There were arguably better weapons available, but the Ronin was easy to use, easy to service, and there were millions of them in military inventories across the world. Even today, the Ronin is a common fixture in the armory of most Solos.

A Standard Quality Assault Rifle.

▶ MILITECH RONIN HYPERLIGHT ASSAULT

Cost: 600eb (Expensive)

Slots: 2

A variation of the Militech Ronin Light Assault, the Hyperlight is marketed to security forces who deal primarily with poorly armored threats. Its low weight makes the rifle easier to control but decreases the potency of each shot.

An Excellent Quality Assault Rifle that deals 4d6 damage when fired in Single Shot. It comes equipped with an installed Extended Magazine.

MILITECH SELLS MORE PISTOLS, RIFLES, AND SUB-MACHINE GUNS THAN ANY OTHER SINGLE MANUFACTURER IN THE WORLD. BULK SHIPMENTS ARE BOUGHT BY NATIONAL AND CORPORATE ARMIES, POLICE DEPARTMENTS, MILITIAS, SECURITY GROUPS, AND SO ON.
— CORPORATE REPORT 2020: MILITECH

► STERNMEYER M-95A4 ASSAULT WEAPON

Cost: 1,600eb (Very Expensive)

Slots: 1

Like almost everything produced by Sternmeyer, the M-95AF shows off the company's dedication to precision engineering. The design reads as slim and elegant to the eye despite the weapon's heft. Most M-95AFs on the market today came from looters raiding IEC facilities after the Megacorp's collapse.

An Excellent Quality Assault Rifle. It comes equipped with an installed Drum Magazine and Sniping Scope.

SNIPER RIFLES

► ARASAKA WSS SNIPER SYSTEM

Cost: 1,000eb (Very Expensive)

Slots: 3

The WSS Rifles you find on the market today are rebuilds or copies of weapons left behind when Arasaka fled Night City. While the modern versions maintain the superior quality of the original, you'll need to add the smartgun link and high-resolution scopes yourself.

An Excellent Quality Sniper Rifle.

► EVEREST VENTUREWARE KODIAK HUNTER

Cost: 100eb (Premium)

Slots: 3

Everest VentureWare's affordable sniper is a hit with hunters of all ages. What it sacrifices in modern conveniences and operation, it gains in simplicity.

An Excellent Quality Sniper Rifle with a 3-shot capacity. In between each shot, the user must use an Action to work the bolt and chamber the next round. Incompatible with all magazine Attachments.

► GUNMART SNIPE-STARR

Cost: 100eb (Premium)

Slots: 3

No professional sniper would touch this nasty thing.

A Poor Quality Sniper Rifle.

► MILITECH NINJA SNIPER

Cost: 600eb (Expensive)

Slots: 2

A long-range upgrade of the reliable Ninja, this is the weapon Militech snipers train on. You can't dodge a shot you don't see coming, and you can't fire back if you don't know where it came from.

A Standard Quality Sniper Rifle. It comes equipped with an installed Silencer.

► NOMAD LONG RIFLE

Cost: 500eb (Expensive)

Slots: 3

Because these were originally developed by Aldecaldo weaponsmiths from samples they found while salvaging an abandoned firearms factory, each Nomad Long Rifle is unique, though all are reliable weapons.

A Standard Quality Sniper Rifle.

► TOWA TYPE-00-KAI

Cost: 1,500eb (Very Expensive)

Slots: 1

Towa's engineers always seem to do their best when under contract by the Japanese SDF. Nowhere is this more apparent than the Type-00-Kai, which stands leagues beyond the company's cheaper offerings. This sniper rifle comes standard with an enhanced smart targeting system.

An Excellent Quality Sniper Rifle. It comes equipped with an installed Smartgun Link.

BOWS

► ARASAKA ORIGAMI

Cost: 200eb (Premium)

Slots: 3

The Arasaka Origami, aka the ninja special, is a recurve bow with spring-loaded action that allows it to be folded and unfolded with a flick of the wrist.

A Standard Quality Bow. Concealable when folded. Folding/unfolding does not require an Action.

▶ EAGLETECH BEARCAT

Cost: 500eb (Expensive)

Slots: 3

A recurve bow made out of high-strength composites, maximizing the power-to-weight ratio for better performance with every pull of the bowstring.

An Excellent Quality Bow.

▶ EAGLETECH TIGERCAT

Cost: 1,000eb (Very Expensive)

Slots: 1

A compound bow with computerized targeting built in to help chipped-in archers hit the bullseye every time.

An Excellent Quality Bow. It comes equipped with an installed Smartgun Link.

▶ EAGLETECH TOMCAT

Cost: 100eb (Premium)

Slots: 3

A professional compound bow, perfect for target shooting or silent assassination.

A Standard Quality Bow.

▶ GUNMART HAWK'S EYE

Cost: 100eb (Premium)

Slots: 3

GunMart studied the Arasaka Origami and wondered what would happen if you made it roughly twenty-percent less awesome. The result is the GunMart Hawk's Eye.

A Poor Quality Bow. Concealable when folded. Folding/unfolding does not require an Action.

▶ GUNMART SHERWOOD

Cost: 50eb (Costly)

Slots: 3

A cheap fiberglass bow with an easily worn plastic grip. What else can you expect from GunMart?

A Poor Quality Bow

CROSSBOWS

▶ EAGLETECH ARBELEST

Cost: 1,000eb (Very Expensive)

Slots: 1

The latest version of the Eagletech Arbelest trades power for accuracy by adding a smart targeting system. Rumor has it Biotechnica's rangers favor the Arbelest exclusively, pairing it with sedative arrows to bring down experimental wildlife.

An Excellent Quality Crossbow. It comes equipped with an installed Smartgun link.

▶ EAGLETECH SCORPION

Cost: 500eb (Expensive)

Slots: 3

A giant of a crossbow, so powerful it comes standard with a cocking winch. Those rare Solos who prefer old-world style over firearms substance swear by the Scorpion.

An Excellent Quality Crossbow.

▶ EAGLETECH STRYKER

Cost: 100eb (Premium)

Slots: 3

The gold standard in sports crossbows, used by competition shooters everywhere to ensure an even playing field, where skill matters more than how much you spend on gear.

A Standard Quality Crossbow.

▶ EVEREST VENTUREWARE MOUNTAINEER

Cost: 200eb (Premium)

Slots: 2

When you're hunting in high areas, there's always a chance the ground will crumble beneath your feet. Don't panic. Just use the Mountaineer's undermounted grapple and you'll swing to safety and get back to bagging the ultimate game.

A Standard Quality Crossbow. It comes equipped with an installed Grapple Gun Underbarrel.

▶ GUNMART HUNTER

Cost: 50eb (Costly)

Slots: 3

GunMart delivers the “best” of both worlds with the Hunter by combining the plasticized engineering you’d expect from a kid’s toy with the deadly potential of an actual weapon. If that sounds good, you should probably grow a sense of cynicism about marketing.

A Poor Quality Crossbow.

▶ GUNMART MIDNIGHT HUNTER

Cost: 550eb (Expensive)

Slots: 2

The GunMart Midnight Hunter is the same piece of junk as the Hunter but comes with a nightvision scope to make your dreams of hunting under the moon a reality.

A Poor Quality Crossbow. It comes equipped with an installed Infrared Nightvision Scope.

ON THE STREET, THERE’S NO ROOM FOR EXCUSES; FOR HARDWARE THAT DOESN’T WORK OR EQUIPMENT THAT DOESN’T PERFORM. YOU CAN’T DEMAND A REFUND WITH A BULLET IN THE BRAIN, AND A LAWSUIT’S PRETTY PROBLEMATICAL WHEN YOU’VE BEEN PARTED OUT TO THE LOCAL BODY BANK. YOU WANT THE BEST WEAPONS EURO CAN BUY, BECAUSE THE ALTERNATIVE IS THE COSTLIEST OF ALL-YOUR LIFE.

— MORGAN BLACKHAND
THE ENFORCER’S HANDBOOK

GRENADE LAUNCHERS

▶ GUNMART PORTA-MORTA

Cost: 600eb (Expensive)

Slots: 2

When the Porta-Morta failed to attract attention from Corporate and national military forces, GunMart released this monster of engineering onto the market for “home explosion enthusiasts to enjoy.”

A Poor Quality Grenade Launcher. It comes equipped with an installed Drum Magazine.

▶ MILITECH MINI-GRENADE

Cost: 500eb (Expensive)

Slots: 3

By the end of the 4th Corporate War, the Mini-G became the standard for Militech troops, which means gangers and scav plucked hundreds of them from the corpses of troopers who died during urban fighting operations.

A Standard Quality Grenade Launcher.

▶ TOWA MANUFACTURING TYPE-G

Cost: 100eb (Premium)

Slots: 3

The only way to get a more basic grenade launcher is to build it yourself out of plumbing supplies.

A Poor Quality Grenade Launcher.

▶ TOWA MANUFACTURING TYPE-G*2

Cost: 500eb (Expensive)

Slots: 3

The Type-G*2 is the cornerstone of Towa’s experimental explosives division’s new concept of urban warfare. When collateral damage is no longer a consideration, drowning your enemy in mass-produced grenades is a foregone conclusion.

*A Standard Quality Grenade Launcher. It can load two different types of ammunition. When firing the Type-G*2, the user chooses which ammunition to use. Incompatible with all magazine Attachments.*

▶ TSUNAMI ARMS TYPE-18

Cost: 1,000eb (Very Expensive)

Slots: 3

Originally developed for the Japanese SDF, the Tsunami Arms Type-18 uses gyro-stabilization and recoil compensation to deliver a superior launch vector.

An Excellent Quality Grenade Launcher.

▶ TSUNAMI ARMS TYPE-18-S

Cost: 1,500eb (Very Expensive)

Slots: 1

An upgraded version of the Type-18, Tsunami Arms improved the model by adding computer-assisted targeting links.

An Excellent Quality Grenade Launcher. It comes equipped with an installed Smartgun Link.

ROCKET LAUNCHERS

▶ METACORP HELA SMART LAUNCHER

Cost: 1,000eb (Very Expensive)

Slots: 1

A MetaCorp weapon originally designed for internal use and then sold on the open market. The Hela is a solid rocket launcher equipped with smart targeting assist hardware, making it easier than ever to blow up the enemy.

A Standard Quality Rocket Launcher. It comes equipped with an installed Smartgun Link.

THERE'S NO SUCH THING AS A FAIR FIGHT. WHENEVER THERE IS ARMED CONFLICT, IT IS EITHER ON YOUR TERMS, OR ON THE ENEMY'S TERMS. SOMEONE ALWAYS HAD AN ADVANTAGE, EVEN IF THAT ADVANTAGE IS MINISCULE.

— CRAIG SHEELEY

LISTEN UP YOU PRIMITIVE SCREWHEAD

▶ MILITECH HOTSHOT L-ATGM

Cost: 1,000eb (Very Expensive)

Slots: 3

After they "developed" the Urban, the R&D engineers at Militech returned to their previous project: Creating a rocket launcher capable of hitting the bullseye every time. The result was the L-ATGM aka the Hotshot.

An Excellent Quality Rocket Launcher.

▶ MILITECH STARSHOT L-ATGM-N

Cost: 1,500eb (Very Expensive)

Slots: 2

In need of a solution for bombarding the enemy after sundown, Militech R&D engineers attached a nightvision scope to the Hotshot, gave it a new name, then went out for drinks.

An Excellent Quality Rocket Launcher. It comes equipped with an installed Infrared Nightvision Scope.

▶ MILITECH URBAN

Cost: 500eb (Expensive)

Slots: 3

Legend has it the Urban was developed when a Militech general witnessed a borged-out cybermec decimate a host of Corporate troopers using nothing but a pop-up rocket launcher. The general took footage of the battle to the R&D division and demanded it "give me one of those anyone can use." The engineers promised to deliver, slapped a new name on an existing rocket launcher, and shipped the general their new "prototype" the next day.

A Standard Quality Rocket Launcher.

▶ TOWA MANUFACTURING TYPE-R

Cost: 100eb (Premium)

Slots: 3

It isn't the best rocket launcher in the world, but at least the Type-R won't blow up in your face. I'm looking at you, GunMart.

A Poor Quality Rocket Launcher.

▶ TOWA MANUFACTURING TYPE-R*2

Cost: 500eb (Expensive)

Slots: 3

A product of Towa's experimental explosives division, which privileges capacity and choice over rapid reloading. Designed for explosive urban engagements that are over quickly.

*A Standard Quality Rocket Launcher with a 2-shot capacity. It can load two different types of ammunition. When firing the Type-R*2, the user chooses which ammunition to use. Reloading this weapon requires 2 Actions and thus must be done over two Turns. Incompatible with all magazine Attachments.*

NEW ATTACHMENTS

▶ AIRHYPO BAYONET

Cost: 100eb (Premium)

Eligible: All Non-Exotic Ranged Weapons fired with the Shoulder Arms Skill.

A drug-based twist on the standard bayonet. You won't break flesh with this attachment, but you can pump someone full of whatever chemical you load into the reservoir.

An easy-to-use drug distribution platform mounted onto the end of a firearm. Instead of doing damage on a hit, the Airhypo Bayonet uses a quick burst of compressed air to force a liquid through the skin, delivering a dose of the loaded substance to the target. If the Melee Weapon Attack Check fails, the dose is not lost. The Airhypo's reservoir can hold up to one dose of a single substance. Reloading the reservoir requires an Action.

▶ GRAPPLE GUN UNDERBARREL

Cost: 100eb (Premium)

Eligible: Non-Exotic Crossbows and all Non-Exotic Ranged Weapons fired with the Shoulder Arms Skill.

When someone shoves you off a building, you don't always have time to drop your rifle and grab your grapple gun. Save your life by combining the two!

The weapon can be used as a Grapple Gun (SEE CP:R, PAGE 353). However, it cannot make Attack Checks while being used as a Grapple Gun.

▶ SILENCER

Cost: 100eb

Eligible: All Non-Exotic Non-Explosive Ranged Weapons, excluding Bows & Crossbows.

Far more than just a suppressor, a silencer uses a combination of sound baffling and noise-cancellation technology to make a firearm whisper-quiet without sacrificing power. Perfect for when you don't want your target to know they're being attacked until it's too late.

Hearing a shot from a weapon equipped with a Silencer requires a Perception Check against a DV determined by the GM. When determining the DV, the GM should consider the weapon's size, the distance between the listener and the shooter, and any ambient noise. Silencers do not stop anyone from noticing damage from a bullet's impact, only the shot itself.

THE **GI DUNNO** PUTS ALL HIS POINTS AND ENERGY INTO REACHING AND MAINTAINING THE MAXIMUMS FOR HIS CHARACTER—MAINLY THE PHYSICAL ATTRIBUTES, THE SPECIAL ABILITIES, AND THE **COMBAT SKILLS**. THE **GI DUNNO** IS FAIRLY EASY TO DIFFUSE BECAUSE HIS CHARACTERS ARE ALMOST **USELESS** IN ANY SITUATION EXCEPT COMBAT. THE PLAYER WILL EVENTUALLY REALIZE THAT HIS CHARACTER NEEDS MORE USEFUL SKILLS TO BECOME AN **ACTIVE** PARTICIPANT.

— ERIC HEISSERER

LISTEN UP YOU PRIMITIVE SCREWHEAD

GUNPATH

If you're looking for new guns to flood the streets with but don't have time to homebrew, don't worry. We've got you covered. Use the following Gunpath to design a brand new weapon for your mooks to shoot with!

► Manufacturer ◀

When an engineer and a marketer love money very much, they make a new gun! Who made this one?

Roll 1d100 or choose one

1d100	Manufacturer	Notes
1-10	A local Tech	—
11-12	A nomad weaponsmith	—
13-20	Arasaka	—
21-23	BudgetArms	Probably Poor Quality
24-25	Centurion Essentials	—
26-27	Chadran Arms	—
28-29	Constitutional Arms	—
30-31	Dai Lung	Probably Poor Quality
32	Eagletech	Probably a bow or crossbow
33	Everest VentureWare	Probably a bow, crossbow, or rifle
34	Faisal's Customs	—
35-37	Federated Arms	—
38	Georgia Arms	Probably Poor Quality
39-54	GunMart	Probably Poor Quality
55	IMI	—
56	Kendachi	—
57-58	KTech	—
59-60	Magnum Opus	—
61	Malorian Arms	Probably Excellent Quality
62	MetaCorp	—
63-65	Midnight Arms	—
66-76	Militech	—
77-78	Mustang Arms	—
79-80	Nova Arms	—
81-82	Pursuit Security Inc.	—
83-85	Rostović	—
86	Sanroo Firearms of Tokyo	Make it cute!
87	Segotari	Probably an Elfines Online tie-in
88-89	Sternmeyer	Rarely Poor Quality
90-91	Stolbovoy	—
92-95	Techtronika Russia	—
96-97	Towa Manufacturing	—
98	Tsunami Arms	Probably Excellent Quality
99-100	UrbanTech	Rarely Excellent Quality

▶ Weapon Type ◀

Are they packing light or going heavy?

Roll 1d10 or choose one

1d10	Weapon Type	Base Cost
1	Medium Pistol	50eb (Costly)
2	Heavy Pistol	100eb (Premium)
3	Very Heavy Pistol	100eb (Premium)
4	SMG	100eb (Premium)
5	Heavy SMG	100eb (Premium)
6	Shotgun	500eb (Expensive)
7	Assault Rifle	500eb (Expensive)
8	Sniper Rifle	500eb (Expensive)
9	Roll 1d6. On an even: Bow. On an odd: Crossbow	100eb (Premium)
10	Roll 1d6: On a 1-4: Grenade Launcher. On a 5-6: Rocket Launcher	500eb (Expensive)

▶ Weapon Quality ◀

Are they carrying junk, or is it as good as gold?

Roll 1d6 or choose one

1d6	Quality	Cost Adjustment
1-3	Poor Quality	Decrease one Cost Category
4-5	Standard Quality	No change
6	Excellent Quality	Increase one Cost Category



► Attachments ◀

Some guns come with extras. Does yours? Roll in the appropriate table.

When adjusting cost, do not increase the Cost Category unless the cost matches or surpasses the next Category. For example, adding an Extended Magazine (100eb) to a Standard Quality Heavy Pistol (100eb) does not increase the Cost Category from Premium to Expensive (100eb + 100eb < 500eb), but adding a Drum Magazine (500eb) does (100eb + 500eb > 500eb).

► Fired with Handgun Skill ◀

Roll 1d6 or choose one

1d6	Attachment	Cost Adjustment
1	Drum Magazine	Add 500eb
2	Extended Magazine	Add 100eb
3	Infrared Nightvision Scope	Add 500eb
4	Silencer	Add 100eb
5	Smartgun Link	Add 500eb
6	Sniping Scope	Add 100eb

► Fired with Shoulder Arms Skill ◀

Roll 1d10 or choose one

1d10	Attachment	Cost Adjustment
1	Roll 1d6: On a 1-5, Bayonet. On a 6, Airhypo Bayonet	Add 100eb
2	Drum Magazine	Add 500eb
3	Extended Magazine	Add 100eb
4	Grapple Gun Underbarrel	Add 100eb
5	Grenade Launcher Underbarrel	Add 500eb
6	Infrared Nightvision Scope	Add 500eb
7	Shotgun Underbarrel	Add 500eb
8	Silencer	Add 100eb
9	Smartgun Link	Add Add 500eb
10	Sniping Scope	Add Add 100eb

TOGGLE'S TEMPLE

► Fired with Heavy Weapons Skill ◀

Roll 1d6 or choose one

1d6	Attachment	Cost Adjustment
1	Drum Magazine	Add 500eb
2	Extended Magazine	Add 100eb
3	Infrared Nightvision Scope	Add 500eb
4	Silencer (if eligible, otherwise roll again)	Add 100eb
5	Smartgun Link	Add 500eb
6	Sniping Scope	Add 100eb

► Fired with Archery Skill ◀

Roll 1d6 or choose one

1d6	Attachment	Cost Adjustment
1	Grapple Gun Underbarrel (if eligible, otherwise roll again)	Add 100eb
2-3	Infrared Nightvision Scope	Add 500eb
4	Smartgun Link	Add 500eb
5-6	Sniping Scope	Add 100eb



TAIAL

► Weapon Name ◀

You've birthed your bouncing baby blaster into the world, but it won't be complete without a name! Can't think of one? Use the following table to help!

Roll 1d100 or choose one

1d100	Naming Scheme	Example
1-9	<Letter(s)>-<Number(s)>	CP-2020
10-15	<Descriptor> <Number(s)>	Cyberpunk 2020
16-21	<Model/Mark/Version> <Number>	Mark 2020
22-24	<Deadly Animal Name>	Polar Bear
25-27	<Descriptor> <Deadly Animal Name>	Ballistic Polar Bear
28-30	<Deadly Animal Name> <Descriptor>	Polar Bear Deluxe
31-33	<Noun> <Deadly Animal Name>	Survival Polar Bear
34-36	<Deadly Animal Name> <Noun>	Polar Bear Rocket
37-39	<Mythological/Fictional Name>	Jabberwock
40-42	<Descriptor> <Mythological/Fictional Name>	Vorpall Jabberwock
43-45	<Mythological/Fictional Name> <Descriptor>	Jabberwock Mimsy
46-48	<Noun> <Mythological/Fiction Name>	Wrath Jabberwock
49-51	<Mythological/Fiction Name> <Noun>	Jabberwock Decapitator
52-54	<Descriptor> <Type of Person>	Weekend Warrior
55-57	<Type of Person> <Descriptor>	Warrior Special
58-60	<Type of Person> <Type of Person>	Corporate Warrior
61-63	<Noun> <Noun>	Urban Destroyer
64-66	<Noun> <Noun> No space	Urbandestroyer
67-69	<Noun><Noun> No space, camelcase	UrbanDestroyer
70-72	<Descriptor> <Descriptive Noun>	Shredding Shotgun
73-75	<Descriptive Noun> <Descriptor>	Shotgun Shredder
76-78	<Location>	Miami
79-81	<Location> <Descriptor>	Miami Topdown
82-84	<Descriptor> <Location>	Bloody Miami
85-87	<Location> <Noun>	Miami Rooster
88-90	<Noun> <Location>	Hotline Miami
91-93	<Technobabble Word> <Number>	Autoslicer 2020
94-96	<Technobabble Word> <Descriptor>	Autoslicer Modern
97-99	<Technobabble Word> <Noun>	Autoslicer Celebration
100	<Something Geeky>	+1 Very Heavy Pistol of Protection

TOGGLE'S TEMPLE

► MEDIUM PISTOLS

Name	Quality	DMG	Magazine	ROF	Hands	Concealed?	Slots	Cost
Dai Lung Streetmaster	Poor	2d6	12 (M Pistol)	2	1	YES	3	20eb (Everyday)
Notes: None.								
Faisal's Escape Plan	Poor	2d6	12 (M Pistol)	2	1	YES	3	60eb (Costly)
Notes: Can be converted into a Smoke Grenade.								
Federated Arms X-9mm	Standard	2d6	12 (M Pistol)	2	1	YES	3	50eb (Costly)
Notes: None.								
Militech Avenger	Excellent	2d6	12 (M Pistol)	2	1	YES	3	100eb (Premium)
Notes: None.								
Nomad .357 Magnum	Standard	2d6	18 (M Pistol)	2	1	NO	2	150eb (Premium)
Notes: Extended Magazine.								
Towa Type-12 Police Pistol	Excellent	2d6	6 (M Pistol)	2	1	YES	1	550eb (Expensive)
Notes: Smartgun Link. Incompatible w/ magazine Attachments.								

► HEAVY PISTOLS

Name	Quality	DMG	Magazine	ROF	Hands	Concealed?	Slots	Cost
Dai Lung Magnum	Poor	3d6	8 (H Pistol)	2	1	YES	3	50eb (Costly)
Notes: None.								
GunMart Midnight Defender	Poor	3d6	8 (H Pistol)	2	1	YES	2	550eb (Expensive)
Notes: Infrared Nightvision Scope.								
Militech Sheriff	Excellent	3d6	6 (H Pistol)	2	1	YES	3	200eb (Premium)
Notes: Incompatible w/ magazine Attachments.								
Mustang Arms Mark II	Excellent	3d6	14 (H Pistol)	2	1	NO	2	600eb (Expensive)
Notes: Extended Magazine.								
Mustang Arms Mark III	Standard	3d6	8 (H Pistol)	2	1	YES	3	100eb (Premium)
Notes: None.								
Nova Cityhunter X	Excellent	3d6	8 (H Pistol)	2	1	YES	3	500eb (Expensive)
Notes: None.								

▶ VERY HEAVY PISTOLS

Name	Quality	DMG	Magazine	ROF	Hands	Concealed?	Slots	Cost
Faisal's Convenience	Standard	4d6	8 (VH Pistol)	1	1	NO	3	20eb/50eb (Everyday/Costly)
Notes: Disposable. Cost depends on ammo "flavor." Incompatible w/ magazine Attachments.								
Federated Arms Super Chief Plus	Poor	4d6	8 (VH Pistol)	1	1	NO	3	50eb (Costly)
Notes: None.								
Militech Boomer Buster	Excellent	4d6	8 (VH Pistol)	1	1	NO	3	500eb (Expensive)
Notes: None.								
Nomad Big Gulp	Excellent	4d6	2 (VH Pistol)	1	1	NO	3	100eb (Premium)
Notes: Can load 2 different ammo types. Incompatible w/ magazine Attachments.								
Sternmeyer P-35	Standard	4d6	8 (VH Pistol)	1	1	NO	3	100eb (Premium)
Notes: None.								
Sternmeyer P-35 Covert	Standard	4d6	8 (VH Pistol)	1	1	NO	2	200eb (Premium)
Notes: Silencer.								

▶ SMGs

Name	Quality	DMG	Magazine	ROF	Hands	Concealed?	Slots	Cost
Arasaka Minami 10	Excellent	2d6	30 (M Pistol)	1	1	YES	3	500eb (Expensive)
Notes: Autofire (x3). Suppressive Fire.								
Arasaka Minami 10 P/M/S	Excellent	2d6	30 (M Pistol)	1	1	YES	2	600eb (Expensive)
Notes: Autofire (x3). Suppressive Fire. Silencer.								
Dai Lung Cybermag 20	Poor	2d6	50 (M Pistol)	1	1	NO	2	550eb (Expensive)
Notes: Autofire (x3). Suppressive Fire. Drum Magazine.								
Federated Arms Tech-Assault III	Poor	2d6	30 (M Pistol)	1	1	YES	3	50eb (Costly)
Notes: Autofire (x3). Suppressive Fire.								
Militech Mini-Gat	Standard	2d6	30 (M Pistol)	1	1	YES	3	100eb (Premium)
Notes: Autofire (x3). Suppressive Fire.								
Mustang Arms Rodeo	Poor	3d6	30 (M Pistol)	1	1	YES	3	100eb (Premium)
Notes: Autofire (x3) [(x2) if a DV15 Handgun Check is failed]. Suppressive Fire.								

TOGGLE'S TEMPLE

► HEAVY SMGs

Name	Quality	DMG	Magazine	ROF	Hands	Concealed?	Slots	Cost
Chadran Arms City Reaper	Poor	3d6	40 (H Pistol)	1	1	NO	3	50eb (Costly)
Notes: Autofire (x3). Suppressive Fire.								
IMI UZ 2045 Pro	Standard	3d6	40 (H Pistol)	1	1	NO	1	600eb (Expensive)
Notes: Autofire (x3). Suppressive Fire. Smartgun Link.								
Militech Viper	Excellent	3d6	40 (H Pistol)	1	1	NO	3	500eb (Expensive)
Notes: Autofire (x3). Suppressive Fire.								
Sternmeyer SMG-21	Standard	3d6	40 (H Pistol)	1	1	NO	3	100eb (Premium)
Notes: Autofire (x3). Suppressive Fire.								
Sanroo Hello Cutie Hidden Cougar	Excellent	3d6	11 (H Pistol)	1	1	YES	3	500eb (Expensive)
Notes: Autofire (x3). Suppressive Fire. Incompatible w/ magazine Attachments.								
Sanroo Hello Cutie Happy Dancer	Excellent	3d6	40 (H Pistol)	1	1	NO	3	500eb (Expensive)
Notes: Autofire (x3). Suppressive Fire. Pings w/ each bullet shot.								

► SHOTGUNS

Name	Quality	DMG	Magazine	ROF	Hands	Concealed?	Slots	Cost
Arasaka Rapid Assault	Standard	5d6	4 (Slug)	1	2	NO	3	500eb (Expensive)
Notes: Shotgun Shell.								
Faisal's OnlyChance	Poor	5d6	4 (Slug)	1	2	NO	3	20eb/50eb (Everyday/Costly)
Notes: Shotgun Shell. Disposable. Cost depends on ammo "flavor." Incompatible w/ magazine Attachments.								
GunMart Home Defender	Poor	5d6	4 (Slug)	1	2	NO	3	100eb (Premium)
Notes: Shotgun Shell.								
Militech Bulldog	Excellent	5d6	4 (Slug)	1	2	NO	3	600eb (Expensive)
Notes: Shotgun Shell.								
Mustang Arms Deathstalker	Standard	5d6	4 (Slug)	1	2	NO	2	600eb (Expensive)
Notes: Shotgun Shell. Airhypo Bayonet.								
SlamDance ElectroMag	Standard	5d6	4 (Shell)	1	2	NO	2	500eb (Expensive)
Notes: Shotgun Shell. Unique ammo. User chooses Shell or Slug when firing.								

▶ ASSAULT RIFLES

Name	Quality	DMG	Magazine	ROF	Hands	Concealed?	Slots	Cost
Chadran Arms Jungle Reaper	Poor	5d6	25 (Rifle)	1	2	NO	3	100eb (Premium)
Notes: Autofire (x4). Suppressive Fire.								
Darra Polytechnic Binary	Standard	5d6	25 (Rifle)	1	2	NO	1	1,000eb (Very Expensive)
Notes: Autofire (x4). Suppressive Fire. Grenade Launcher Underbarrel.								
Militech Dragon	Excellent	5d6	25 (Rifle)	1	2	NO	3	1,000eb (Very Expensive)
Notes: Autofire (x4). Suppressive Fire.								
Militech Ronin	Standard	5d6	25 (Rifle)	1	2	NO	3	500eb (Expensive)
Notes: Autofire (x4). Suppressive Fire.								
Militech Ronin Hyperlight Assault	Excellent	4d6	35 (Rifle)	1	2	NO	2	600eb (Expensive)
Notes: Autofire (x4). Suppressive Fire. Extended Magazine.								
Sternmeyer M-95A4 Assault Weapon	Excellent	5d6	45 (Rifle)	1	2	NO	1	1,600eb (Very Expensive)
Notes: Autofire (x4). Suppressive Fire. Drum Magazine. Sniping Scope.								

▶ SNIPER RIFLES

Name	Quality	DMG	Magazine	ROF	Hands	Concealed?	Slots	Cost
Arasaka WSS Sniper System	Excellent	5d6	4 (Rifle)	1	2	NO	3	1,000eb (Very Expensive)
Notes: None.								
Everest VentureWare Kodiak Hunter	Excellent	5d6	3 (Rifle)	1	2	NO	3	100eb (Premium)
Notes: Bolt action. Incompatible w/ magazine Attachments.								
GunMart Snipe-Starr	Poor	5d6	4 (Rifle)	1	2	NO	3	100eb (Premium)
Notes: None.								
Militech Ninja Sniper	Standard	5d6	4 (Rifle)	1	2	NO	2	600eb (Expensive)
Notes: Silencer.								
Nomad Long Rifle	Standard	5d6	4 (Rifle)	1	2	NO	3	500eb (Expensive)
Notes: None.								
Towa Type-00-Kai	Excellent	5d6	4 (Rifle)	1	2	NO	1	1,500eb (Very Expensive)
Notes: Smartgun Link.								

TOGGLE'S TEMPLE

► Bows

Name	Quality	DMG	Magazine	ROF	Hands	Concealed?	Slots	Cost
Arasaka Origami	Standard	4d6	N/A (Arrow)	1	2	YES	3	200eb (Premium)
Notes: Arrows. Foldable.								
Eagletech Bearcat	Excellent	4d6	N/A (Arrow)	1	2	NO	3	500eb (Expensive)
Notes: Arrows.								
Eagletech Tigercat	Excellent	4d6	N/A (Arrow)	1	2	NO	1	1,000eb (Very Expensive)
Notes: Arrows. Smartgun Link.								
Eagletech Tomcat	Standard	4d6	N/A (Arrow)	1	2	NO	3	100eb (Premium)
Notes: Arrows.								
GunMart Hawk's Eye	Poor	4d6	N/A (Arrow)	1	2	NO	3	100eb (Premium)
Notes: Arrows. Foldable.								
GunMart Sherwood	Poor	4d6	N/A (Arrow)	1	2	NO	3	50eb (Costly)
Notes: Arrows.								

► CROSSBOWS

Name	Quality	DMG	Magazine	ROF	Hands	Concealed?	Slots	Cost
Eagletech Arbelest	Excellent	4d6	N/A (Arrow)	1	2	NO	1	1,000eb (Very Expensive)
Notes: Arrows. Smartgun Link.								
Eagletech Scorpion	Excellent	4d6	N/A (Arrow)	1	2	NO	3	500eb (Expensive)
Notes: Arrows.								
Eagletech Stryker	Standard	4d6	N/A (Arrow)	1	2	NO	3	100eb (Premium)
Notes: Arrows.								
Everest VentureWare Mountaineer	Standard	4d6	N/A (Arrow)	1	2	NO	2	200eb (Premium)
Notes: Arrows. Grapple Gun Underbarrel.								
GunMart Hunter	Poor	4d6	N/A (Arrow)	1	2	NO	3	50eb (Costly)
Notes: Arrows.								
GunMart Midnight Hunter	Poor	4d6	N/A (Arrow)	1	2	NO	2	550eb (Expensive)
Notes: Arrows. Infrared Nightvision Scope.								

▶ GRENADE LAUNCHERS

Name	Quality	DMG	Magazine	ROF	Hands	Concealed?	Slots	Cost
GunMart Porta-Morta	Poor	6d6	6 (Grenade)	1	2	NO	2	600eb (Expensive)
Notes: Explosive. Drum Magazine.								
Militech Mini-Grenade	Standard	6d6	2 (Grenade)	1	2	NO	3	500eb (Expensive)
Notes: Explosive.								
Towa Manufacturing Type-G	Poor	6d6	2 (Grenade)	1	2	NO	3	100eb (Premium)
Notes: Explosive.								
Towa Manufacturing Type-G*2	Standard	6d6	2 (Grenade)	1	2	NO	3	500eb (Expensive)
Notes: Explosive. Can load 2 different ammo types. Incompatible w/ magazine Attachments.								
Tsunami Arms Type-18	Excellent	6d6	2 (Grenade)	1	2	NO	3	1,000eb (Very Expensive)
Notes: Explosive.								
Tsunami Arms Type-18-S	Excellent	6d6	2 (Grenade)	1	2	NO	1	1,500eb (Very Expensive)
Notes: Explosive. Smartgun Link.								

▶ ROCKET LAUNCHERS

Name	Quality	DMG	Magazine	ROF	Hands	Concealed?	Slots	Cost
MetaCorp Hela Smart Launcher	Standard	8d6	1 (Rocket)	1	2	NO	1	1,000eb (Very Expensive)
Notes: Explosive. Smartgun Link.								
Militech Hotshot L-ATGM	Excellent	8d6	1 (Rocket)	1	2	NO	3	1,000eb (Very Expensive)
Notes: Explosive.								
Militech Starshot L-ATGM-N	Excellent	8d6	1 (Rocket)	1	2	NO	2	1,500eb (Very Expensive)
Notes: Explosive. Infrared Nightvision Scope.								
Militech Urban	Standard	8d6	1 (Rocket)	1	2	NO	3	500eb (Expensive)
Notes: Explosive.								
Towa Manufacturing Type-R	Poor	8d6	1 (Rocket)	1	2	NO	3	100eb (Premium)
Notes: Explosive.								
Towa Manufacturing Type-R*2	Standard	8d6	2 (Rocket)	1	2	NO	3	500eb (Expensive)
Notes: Explosive. Can load 2 different ammo types. 2 Turn Reload. Incompatible w/ magazine Attachments.								