

## Resource – New Equipment

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### Overview

This document provides all new equipment created by the author, Charles W. Plemons III, as well as packages of existing equipment, such as new cybersuits (as presented in *Augmentation*, pg. 48).

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**Black Falcon Corporation:** This A rated corporation is designed to give a brand name to several equipment combinations. The details of Black Falcon Corp are up to the GM to design, if necessary.

### Armor

Many configurations of armor exist “off the shelf” beyond the basics presented in the rulebook. These combinations and configurations allow for a little more flavor in game.

#### Black Falcon Corporation

The Black Falcon Corporation has several models of armor available to the civilian, corporate, and military market.

Armor	Ballistic   Impact	Availability	Cost
Ghost Suit	6   4	11F	10,000¥
Lawman Vest	7   5	8	2,900¥
NuSam Helmet	+1   +2	6	425¥
NuSam Jacket	9   7	8R	5,225¥
Reaper Duster	6   4	8	2,050¥
Road Rage Leather Jacket	2   2	6	900¥
Urban Commando Suit	8   6	8R	2,175¥

**Ghost Suit:** This chameleon suit is heavily thermal dampened as well, granting a -4 dice pool modifier to Perception Tests to see the wearer with normal or thermal vision. *Stats:* Ballistic 6 | 4 Impact; Thermal Damping 4.

Ghost Suit (6|4; 5 capacity; -4 dice pool modifier to Perception Tests to see the wearer with normal or thermal vision) (10,000¥)

**Lawman Vest:** This armor vest is designed to provide solid protection for police and law enforcement without appearing overly armored. This is often worn in higher society functions and other situations when heavily armored guards are passé. Lawman vests contain liquid gel packs (see *Arsenal*, pg. 50), which means the wearer incurs a -1 Body dice pool modifier when resisting knockdown. It is also heavily protected against electricity and tasing. *Stats:* Ballistic 7 | 5 Impact; Nonconductivity 4.

Lawman Vest (7|5; 4 capacity; nonconductivity 4) (2,900¥)

**NuSam Helmet:** Marketed toward the “NuSamurai”, this combat helmet contains integrated audio enhancement 1, image link, thermographic vision, and vision enhancement 1. *Stats:* Ballistic +1 | +2 Impact.

NuSam Helmet (+1|+2; 2 capacity; audio enhancement 1, image link; thermographic vision, vision enhancement 1; +1 Perception Tests for vision and hearing) (425¥)

**NuSam Jacket:** This heavily modified armor jacket is marketed to the “NuSamurai” and has something for all wearers. It contains liquid gel packs (see *Arsenal*, pg. 50), which means the wearer incurs a -1 Body dice pool modifier when resisting knockdown. It provides minor protection against chemical and elemental attacks. It comes standard with shock frills and built-in auto-injector (see *Arsenal*, pg. 50), biomonitor, GPS, and (upgradable) radio signal scanner (rating 3). *Stats:* Ballistic 9 | 7 Impact; Chemical Protection 1; Fire Resistance 1; Insulation 1; Nonconductivity 1.

NuSam Jacket (9|7; 2 capacity; chemical protection 1; fire resistance 1; insulation 1; nonconductivity 1; shock frills; -1 Body dice pool to resist knockdown; rating 3 radio signal scanner; Geiger counter; GPS) (5,225¥)

**Reaper Duster:** This long black trench coat is popular on the street and is geared for the individual who wants to be prepared for all situations. It provides a -2 concealability modifier to items hidden underneath. It is only available in black. *Stats:* Ballistic 6 | 4 Impact; Fire Resistance 3; Insulation 3; Nonconductivity 3.

Reaper Duster (6|4; 0 capacity; fire resistance 3; insulation 3; nonconductivity 3; -2 concealability to items underneath) (2,050¥)

**Road Rage Leather Jacket:** This high quality leather jacket is popular among street- and go-gangers. It is particularly useful resisting fire and cold weather. It is available in black or red. *Stats:* Ballistic 2 | 2 Impact; Fire Resistance 4; Insulation 2.

Road Rage Leather Jacket (2|2; 0 capacity; fire resistance 4; insulation 2) (900¥)

**Urban Commando Suit:** This urban camouflage suit inflicts a -2 Perception Test dice pool modifier to those trying to spot the wearer in an urban environment; however, it grants a +2 Perception Test dice pool modifier in other environments. It provides good protection against electricity and tasing and some protection against fire and cold. It also has a built-in (upgradable) radio signal scanner (rating 3) and Geiger counter. *Stats:* Ballistic 8 | 6 Impact; Fire Resistance 1; Insulation 1; Nonconductivity 3.

Urban Commando Suit (8|6; 5 capacity; fire resistance 1; insulation 1; nonconductivity 3; -2 Perception Tests in urban environment, +2 Perception Tests in other environment; rating 3 radio signal scanner; Geiger counter) (2,175¥)

## Cyberware Suites

These custom cyberware suites (see *Augmentation*, pg. 48) are purchased all at once and have a 0.9 Cost and Essence Cost Multiplier which stacks with cyberware grade modifiers. Bioware cannot be a part of a cyberware suite.

Cyberware Suite	Essence	Availability	Cost
Columbo Detective Suite	1.35	12	18,900¥
Alphaware Version	1.08	14	37,800¥
NeoNET Bulldog Bodyguard Suite	3.96	14F	53,775¥
Alphaware Version	3.168	16F	107,550¥
Betaware Version	2.772	18F	215,100¥

**Columbo Detective Suite:** This cyberware suite is designed to enhance the perception and detection skills of the implanted. It is sometimes used by law enforcement but finds a larger market in private investigators and would-be super sleuths.

**Standard Version** | Total Essence 1.35 | Total Cost 18,900¥

- ❖ Attention Coprocessor | Rating 1 | Essence 0.27 | Cost 2,700¥ | Reference *Augmentation*, pg. 36
- ❖ Cybears | Rating 1 | Capacity 4 | Essence 0.18 | Cost 450¥
  - ❖ Audio Enhancement | Rating 2 | Capacity [2] | Cost 2,700¥
  - ❖ Ear Recording Unit | Capacity [n/a] | Cost n/a
  - ❖ Select Sound Filter | Rating 2 | Capacity [2] | Cost 1,800¥
  - ❖ Sound Link | Capacity [n/a] | Cost n/a
- ❖ Cybereyes | Rating 1 | Capacity 4 | Essence 0.18 | Cost 450¥
  - ❖ Eye Recording Unit | Capacity [n/a] | Cost n/a
  - ❖ Image Link | Capacity [n/a] | Cost n/a
  - ❖ Vision Enhancement | Rating 2 | Capacity [2] | Cost 2,700¥
  - ❖ Vision Magnification | Capacity [2] | Cost 900¥
- ❖ Datajack | Essence 0.09 | Cost 450¥
- ❖ Olfactory Booster | Rating 2 | Essence 0.18 | Cost 1,800¥
- ❖ Smuggling Compartment | Essence 0.18 | Cost 1,350¥
- ❖ Taste Booster | Rating 2 | Essence 0.18 | Cost 2,700¥
- ❖ Touch Link | Essence 0.09 | Cost 900¥

**Alphaware Version** | Total Essence 1.08 | Total Cost 37,800¥

- ❖ Attention Coprocessor | Rating 1 | Essence 0.216 | Cost 5,400¥ | Reference *Augmentation*, pg. 36
- ❖ Cybears | Rating 1 | Capacity 4 | Essence 0.144 | Cost 900¥
  - ❖ Audio Enhancement | Rating 2 | Capacity [2] | Cost 5,400¥
  - ❖ Ear Recording Unit | Capacity [n/a] | Cost n/a
  - ❖ Select Sound Filter | Rating 2 | Capacity [2] | Cost 3,600¥
  - ❖ Sound Link | Capacity [n/a] | Cost n/a
- ❖ Cybereyes | Rating 1 | Capacity 4 | Essence 0.144 | Cost 900¥
  - ❖ Eye Recording Unit | Capacity [n/a] | Cost n/a
  - ❖ Image Link | Capacity [n/a] | Cost n/a
  - ❖ Vision Enhancement | Rating 2 | Capacity [2] | Cost 5,400¥
  - ❖ Vision Magnification | Capacity [2] | Cost 1,800¥
- ❖ Datajack | Essence 0.072 | Cost 900¥
- ❖ Olfactory Booster | Rating 2 | Essence 0.144 | Cost 3,600¥
- ❖ Smuggling Compartment | Essence 0.144 | Cost 2,700¥
- ❖ Taste Booster | Rating 2 | Essence 0.144 | Cost 5,400¥
- ❖ Touch Link | Essence 0.072 | Cost 1,800¥

**NeoNET Bulldog Bodyguard Suite:** This cyberware suite is designed for corporate employees serving as bodyguards to important living corporate assets. Some purchase the suite themselves, but most receive it as part of their compensation plan, along with a healthy service contract ensuring the corporation gets years of return on investment. Although perfected by NeoNET, many corps now use the Bulldog suite.

**Standard Version** | Total Essence 3.96 | Total Cost 53,775¥

- ❖ Aluminum Bone Lacing | Essence 0.9 | Cost 13,500¥
- ❖ Attention Coprocessor | Rating 2 | Essence 0.27 | Cost 5,400¥ | Reference *Augmentation*, pg. 36
- ❖ Cybereyes | Rating 2 | Capacity 8 | Essence 0.27 | Cost 675¥
  - ❖ Eye Recording Unit | Capacity [n/a] | Cost n/a
  - ❖ Flare Compensation | Capacity [1] | Cost 675¥
  - ❖ Image Link | Capacity [n/a] | Cost n/a
  - ❖ Low-Light Vision | Capacity [2] | Cost 900¥
  - ❖ Smartlink | Capacity [3] | Cost 900¥
  - ❖ Vision Enhancement | Rating 2 | Capacity [2] | Cost 2,700¥
- ❖ Damper Earware | Essence 0.09 | Cost 675¥
- ❖ Datajack | Essence 0.09 | Cost 450¥
- ❖ Reaction Enhancers | Rating 2 | Essence 0.54 | Cost 18,000¥

- ❖ Wired Reflexes | Rating 1 | Essence 1.8 | Cost 9,900¥

#### Alphaware Version | Total Essence 3.168 | Total Cost 107,550¥

- ❖ Aluminum Bone Lacing | Essence 0.72 | Cost 27,000¥
- ❖ Attention Coprocessor | Rating 2 | Essence 0.216 | Cost 10,800¥ | Reference *Augmentation*, pg. 36
- ❖ Cybereyes | Rating 2 | Capacity 8 | Essence 0.216 | Cost 1,350¥
  - ❖ Eye Recording Unit | Capacity [n/a] | Cost n/a
  - ❖ Flare Compensation | Capacity [1] | Cost 1,350¥
  - ❖ Image Link | Capacity [n/a] | Cost n/a
  - ❖ Low-Light Vision | Capacity [2] | Cost 1,800¥
  - ❖ Smartlink | Capacity [3] | Cost 1,800¥
  - ❖ Vision Enhancement | Rating 2 | Capacity [2] | Cost 5,400¥
- ❖ Damper Earware | Essence 0.072 | Cost 1,350¥
- ❖ Datajack | Essence 0.072 | Cost 900¥
- ❖ Reaction Enhancers | Rating 2 | Essence 0.432 | Cost 36,000¥
- ❖ Wired Reflexes | Rating 1 | Essence 1.44 | Cost 19,800¥

#### Betaware Version | Total Essence 2.772 | Total Cost 215,100¥

- ❖ Aluminum Bone Lacing | Essence 0.63 | Cost 54,000¥
- ❖ Attention Coprocessor | Rating 2 | Essence 0.189 | Cost 21,600¥ | Reference *Augmentation*, pg. 36
- ❖ Cybereyes | Rating 2 | Capacity 8 | Essence 0.189 | Cost 2,700¥
  - ❖ Eye Recording Unit | Capacity [n/a] | Cost n/a
  - ❖ Flare Compensation | Capacity [1] | Cost 2,700¥
  - ❖ Image Link | Capacity [n/a] | Cost n/a
  - ❖ Low-Light Vision | Capacity [2] | Cost 3,600¥
  - ❖ Smartlink | Capacity [3] | Cost 3,600¥
  - ❖ Vision Enhancement | Rating 2 | Capacity [2] | Cost 10,800¥
- ❖ Damper Earware | Essence 0.063 | Cost 2,700¥
- ❖ Datajack | Essence 0.063 | Cost 1,800¥
- ❖ Reaction Enhancers | Rating 2 | Essence 0.378 | Cost 72,000¥
- ❖ Wired Reflexes | Rating 1 | Essence 1.26 | Cost 39,600¥

## Firearms

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### Black Falcon Corporation

The Black Falcon Corporation has several models of weapons available to the civilian, corporate, and military market. Their flagship product line is the NuSam or “NuSamurai” series for moderate level would-be street samurai. Aegis is their line of home defense equipment. The Helios brand is an advanced line of smart weaponry.

Light Pistols	Damage	AP	Mode	RC	Ammo	Availability	Cost
Aegis Safeguard	4P	—	SA	—	12(c)	5R	350¥
Heavy Pistols	Damage	AP	Mode	RC	Ammo	Availability	Cost
Helios HP72	5P	-1	SA	1	18(c)	9R	3,050¥
NuSam Tiger	5P	-1	SA	1	19(c)	6R	1,900¥
Submachine Guns	Damage	AP	Mode	RC	Ammo	Availability	Cost
Helios SM72	5P	—	SA/BF/FA	5(6)	50(c)	10R	2,400¥
NuSam Stinger	5P	—	SA/BF	2(3)	30(c)	8R	1,515¥
Assault Rifles	Damage	AP	Mode	RC	Ammo	Availability	Cost
Helios AR72	6P	-1	SA/BF/FA	4(7)	40(c)	10R	4,600¥
NuSam Invader	6P	-1	SA/BF/FA	3(4)	38(c)	8R	1,765¥
Shotguns	Damage	AP	Mode	RC	Ammo	Availability	Cost
Aegis Bulwark	7P	-1	SA	1(2)	5(m)	5R	725¥
NuSam Penetrator	7P	-1	SA	(1)	8(m)	8R	1,515¥
Taser	8S(e)	-half	SS	—	2(m)		

**Aegis Bulwark:** This shotgun is designed for heavy home defense. It takes a standard Defiance T-250 shotgun and adds a pistol grip with solid stock. It includes a built-in flashlight and foregrip. A shock pad is added to the stock along with a top-mounted laser sight.

Aegis Bulwark (shotgun; 7P; -1 AP; SA; 1(2) RC; 5(m); 4 slots—flashlight, foregrip; laser sight; +1 Concealability) (725¥)

**Aegis Safeguard:** This handgun is designed as a home defense piece, easy to maintain, easy to aim, and allowing sight in the dark. It is built on a standard Beretta 101T (see *Arsenal*, pg. 21) with both a flashlight and laser sight modification built in.

Aegis Safeguard (light pistol; 4P; — AP; SA; — RC; 12(c); 4 slots—flashlight, laser sight) (350¥)

**Helios AR72:** This smart assault rifle takes a Colt M23 (see *Arsenal*, pg. 27) and adds an internal smartgun system. It is also converted to electronic firing (see *Arsenal*, pg. 150) and trigger removal (see *Arsenal*, pg. 153) which requires the gun be fired via smartgun link. It is upgraded with an improved range finder (see *Arsenal*, pg. 152) and has a gas-vent 3 system built-in. A shock pad is added to the rigid stock and an under-mounted bipod added. A top-mounted imaging scope with low-light and vision magnification rounds out the upgrades. This weapon uses caseless ammunition.

Helios AR72 (assault rifle; 6P; -1 AP; SA/BF/FA; 4(7) RC; 40(c); 0 slots—electronic firing, gas-vent 3, improved range finder, internal smartgun system, trigger removal; bipod, imaging scope (low-light vision, vision magnification), shock pad; reduce range penalties by 1) (4,600¥)

**Helios HP72:** This smart handgun is a high-end weapon designed for durability, accuracy, and power. It takes a Colt Government 2066 (see *Arsenal*, pg. 22) with electronic firing (see *Arsenal*, pg. 150) and includes an internal smartgun system. The firearm also includes a barrel extension (see *Arsenal*, pg. 150), an extended clip capacity (see *Arsenal*, pg. 150), an improved range finder (see *Arsenal*, pg. 152), and trigger removal (see *Arsenal*, pg. 153) which requires the gun be fired via smartgun link. This weapon uses caseless ammunition.

Helios HP72 (heavy pistol; 5P; -1 AP; SA; 1 RC; 18(c); 2 slots—barrel extension, electronic firing, extended clip, improved range finder, internal smartgun system, trigger removal; +1 Concealability, +10% range, reduce range penalties by 1) (3,050¥)

**Helios SM72:** This smart SMG takes the already impressive HK MP-5 TX and adds an internal smartgun system while removing the laser sight. The clip magazine is replaced with a 50-round drum feed system (see *Arsenal*, pg. 150). It is also converted to electronic firing (see *Arsenal*, pg. 150) and

trigger removal (see *Arsenal*, pg. 153) which requires the gun be fired via smartgun link. The integral gas-vent 2 is replaced with built-in gas-vent 3, and a foregrip (see *Arsenal*, pg. 152) is built-in as well. The result is a weapon renowned for its uncanny accuracy, even when using full-automatic fire. This weapon uses caseless ammunition.

Helios SM72 (SMG; 5P; — AP; SA/BF/FA; 5(6) RC; 50(c); 0 slots—electronic firing, extended drum clip, folding stock, foregrip, gas-vent 3, internal smartgun system, trigger removal; +1 Concealability) (2,400¥)

**NuSam Invader:** This system takes a standard AK-97 assault rifle and fits it with a gas-vent 3 system, an under-barrel mounted infrared flashlight (see *Arsenal*, pg. 32), a top-mounted infrared laser sight (see Firearms Accessories below), a shock pad, and a sling (see *Arsenal*, pg. 33).

NuSam Invader (assault rifle; 6P; -1 AP; SA/BF/FA; 3(4) RC; 38(c); gas-vent 3, infrared flashlight, infrared laser sight, shock pad, sling) (1,765¥)

**NuSam Penetrator:** This versatile weapon is designed to give multi-function ability for breaching into unknown areas. It takes a standard Remington 990 shotgun with integral shock pad but removes the imaging scope. It adds a barrel-mounted infrared laser sight (see Firearms Accessories below), a top-mounted infrared flashlight (see *Arsenal*, pg. 32), and a sling (see *Arsenal*, pg. 33). It also includes a modified underbarrel Defiance EX Shocker taser.

NuSam Penetrator (shotgun; 7P; -1 AP; SA; (1) RC; 8(m); 3 slots—underbarrel weapon; infrared flashlight, infrared laser sight, shock pad, sling) (taser; 8S(e); -half AP; SS; — RC; 2(m)) (1,515¥)

**NuSam Stinger:** This weapon takes a standard Uzi IV SMG with integral folding stock and laser sight and adds an extended clip modification (see *Arsenal*, pg. 150), a firing selection change (adding SA mode), a gas-vent 2 system, and a sling (see *Arsenal*, pg. 33).

NuSam Stinger (SMG; 5P; — AP; SA/BF; 2(3) RC; 30(c); 4 slots—extended clip, firing selection change (add SA); folding stock, gas-vent 2, laser sight) (1,515¥)

**NuSam Tiger:** This system takes an Ares Predator IV with internal smartgun system and adds a barrel extension (see *Arsenal*, pg. 150), an extended clip modification (see *Arsenal*, pg. 150), a hair trigger (see Firearms Accessories below) and a top-mounted infrared flashlight (see *Arsenal*, pg. 32).

NuSam Tiger (heavy pistol; 5P; -1 AP; SA; 1 RC; 19(c); 4 slots—barrel extension, extended clip; hair trigger, infrared flashlight; +1 Concealability, +10% range) (1,900¥)

## Firearms Accessories

Firearms Accessory	Mount	Availability	Cost
Expanded Clip	—	6	15¥
Hair Trigger	—	3	300¥
Laser Sight			
Low-Light	Barrel/Top/Under	3	200¥
Infrared	Barrel/Top/Under	4	400¥

**Expanded Clip:** An expanded clip (only available for semi-automatic pistols) adds an additional 2 round capacity, but the clip extends from the bottom of the weapon more than normal. This adds a +1 to the item's concealability.

**Hair Trigger:** This modification reduces the weight and distance of the trigger pull, which can provide additional accuracy. A hair trigger provides 1 point of recoil compensation for SA mode shots using a pistol, SMG, rifle, assault rifle, or shotgun. Installing a hair trigger requires an Armorer +

Logic (8, 1 hour) Extended Test. This upgrade cannot be combined with any other trigger modification.

**Laser Sight:** Laser sights are also available in low-light and infrared beams only visible to low-light vision and thermographic vision, respectively. These otherwise function identically to a regular laser sight. A user unable to see the beam gains no bonus.