The Ultimate Shadowrun Equipment List

by

Wordman

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This list contains equipment from official Shadowrun products, including Shadowrun: 2nd Edition, The Street Samurai Catalog, The Grimore, Virtual Realities, The Rigger Black Book, Shadowbeat, Shadowtech, The Neo-Anarchists Guide to North America, Sprawl Sites, The Seattle Sourcebook, The London Sourcebook, and the Neo-Anarchists Guide to Real Life. A very few custom items have been added. In many cases, numbers were made up, especially Availability Ratings and Street Indexes.

This page is attached, because some people who recieved the last postscript version of this found that the first page printed blank for some reason. Sorry for the inconvience.

Weapons

Firearms

Name	Type	Conc.	Ammo	Mode	Damage	Weight	Base Price	Legality	Availability	Street Index
Pistols										
Barton Arms Bracer	Hold-out	7	1	SS	6L	0.3	1,300¥	7P-E	12/7 days	3.0
Barton Arms Gun Cane	Hold-out	2/9	1	SS	6L	1.0	500¥	7P-E	10/7 days	2.0
Morrissey Élan	Hold-out	5	5 (clip)	SA	5L	0.5	500¥	10P-E	8/7 days	2.0
Raecor Sting	Hold-out	9	5 (clip)	SS	4M(f)	0.25	375¥	6P-E	10/7 days	2.0
StreetlineSpecial	Hold-out	8	6 (clip)	SS	4L	0.5	100¥	10P-E	2/12 hrs	0.75
Tiffani Self-Defender	Hold-out	8	4 (clip)	SS	4L	0.5	450¥	10P-E	2/12 hrs	0.75
Tiffani Needler	Hold-out	8	4 (clip)	SA	5L(n)	0.5	650¥	10P-E	7/48 hrs	2.0
Walther Palm Pistol	Hold-out	9	2 (break)	SS	4L	0.25	200¥	10P-E	3/12 hrs	0.75
Ares Light Fire 70	Light	5	16 (clip)	SA	6L	1	475¥	8P-E	3/12 hrs	0.8
BerettaModel 101T	Light	5	10 (clip)	SA	6L	1	350¥	8P-E	3/12hrs	0.8
Ceskavz/120	Light	7	18 (clip)	SA	6L	1	500¥	8P-E	3/12 hrs	0.8
Colt America L36	Light	6	9 (clip)	SA	6L	1	350¥	8P-E	3/12 hrs	0.8
Fichetti Security 500	Light	7	10 (clip)	SA	6L	1	400¥	8P-E	3/12 hrs	0.8
Fichetti Security 500a (t)	Light	6	22 (clip)	SA	6L	1.25	450¥	8P-E	3/12 hrs	0.8
Morrissey Elite (l)	"Light"	6	5 (clip)	SA	9M	1.0	950¥	6P-E	6/48 hrs	2.0
Seco LD-120 (l)	Light	5	22 (clip)	SA	6L	1.25	400¥	8P-E	3/12 hrs	0.8
Ares Crusader MP (2)	Light (MP)	6	40 (clip)	SA/BF	6L	3.25	950¥	5-G	5/36 hrs	2.0
Ceska Black Scorpion (t)	Light (MP)	6	35 (clip)	SA/BF	6L	3	750¥	5-G	5/36 hrs	2.0
Beretta 200ST (t)	Light (MP)	4	26 (clip)	SA/BF	6L	2	750¥	6-G	5/24 hrs	1.5
Fichetti Executive Action	Light (MP)	6	24 (clip)	SA/BF	6L	1.5	1,150¥	6-G	14/7 days	3.0
Ares Predator	Heavy	5	10 (clip)	SA	9M	2.25	450¥	6P-E	3/24 hrs	0.5
Ares Predator II (s)	Heavy	4	15 (clip)	SA	9M	2.5	550¥	6P-E	4/24 hrs	1.25
Ares Viper Slivergun (q)	Heavy	6	30 (clip)	SA	9S(f)	2	600¥	6P-E	3/48 hrs	1.0
Browning Max-Power	Heavy	6	8 (clip)	SA	9M	2	450¥	6P-E	3/24 hrs	1.0
Browning Ultra-Power (l)	Heavy	6	10 (clip)	SA	9M	2.25	525¥	6P-E	4/24 hrs	1.5
Colt Manhunter (l)	Heavy	5	16 (clip)	SA	9M	2.5	425¥	6P-E	4/24 hrs	1.0
Morrissey Alta (l)	Heavy	6	12 (clip)	SA	9M	1.0	1,200¥	6P-E	8/48 hrs	2.0
Remington Roomsweeper	Heavy	8	6 (magazine)	SA	9S(f)	2.5	500¥	6P-E	3/24 hrs	1.0
Ruger Super Warhawk	Heavy	4	6 (cylander)	SS	10M	2.5	300¥	6P-E	3/24 hrs	1.0
Special Weapons										
Ares Squirt	Light	7	10/20 (cartridge)	SA	As chemical	1.75	750¥	4-E	8/3 days	2.0
Narcoject Pistol	Light	7	5 (clip)	SA	As toxin	1.5	600¥	4P-E	6/2 days	2.0
Narcoject Rifle	Shotgun	4	10 (clip)	SA	As toxin	3.25	1,700¥	4P-F	8/2 days	2.0
Defiance Super Shock	Taser	4	4 (magazine)	SA	10S stun	2	1,000¥	6P-E	5/24 hrs	1.0
Yamaha Pulsar	Taser	5	4 (magazine)	SA	10S stun	2.0	1,350¥	5P-E	12/7 dyas	2.0
Normal Net Gun	"SMG"	4	4 (break)	SA	Special	4	750¥	6P-E	8/36 hrs	2.0
Large Net Gun	"SMG"	3	4 (break)	SA	Special	4.5	1,150¥	6P-E	8/36 hrs	2.0
SMG										
AK-97 SMG/Carbine (t)	SMG	4	22 (clip)	SA/BF/FA	7M	4	800¥	4-G	5/3 days	1.0
Beretta Model 70 (lq)	SMG	3	35 (clip)	BF/FA	6M	3.75	900¥	4-G	5/3 days	1.0
Heckler & Koch HK227 (2lt)	SMG	4	20 (clip)	SA/BF/FA	7M	4	1,500¥	4-G	4/24 hrs	0.75
HK227-S (2lqt)	SMG	5	16 (clip)	SA/BF	7M	3	1,200¥	3-G	10/7 days	2.0
Heckler & Koch MP-5T X (2l)	SMG	5	20 (clip)	SA/BF/FA	6M	3.25	850¥	4-G	5/36 hrs	1.0
Ingram Smartgun (2st)	SMG	5	32 (clip)	BF/FA	7M	3	950¥	4-G	4/24 hrs	1.0
Sandler TMP (lt)	SMG	4	20 (clip)	BF/FA	6M	3.25	500¥	4-G	5/36 hrs	1.0
SCKModel 100 (s)	SMG	4	30 (clip)	SA/BF	7M	4.5	1,000¥	4-G	5/36hrs	1.0
Steyr AUG-CSL (1l)	SMG	5	40 (clip)	SA/BF	6M	3.5	4,500¥	3G	10/4 days	3.0
Uzi III (lt)	SMG	5	16 (clip)	BF	7M	2	600¥	4-G	4/24 hrs	0.75
Rifle										
Remington 750 (m)	Sporting	3	5 (magazine)	SA	7S	3	600¥	5P-F	3/24 hrs	1.0
Remington 950 (m)	Sporting	2	5 (magazine)	SA	9S	4	800¥	5P-F	3/24 hrs	1.0
Ruger 100 (o)	Sporting	2	5 (magazine)	SA	7S	3.75	1,300¥	5P-F	3/24 hrs	1.0
Steyr AUG-CSL Carbine (1l)	Sporting	3	40 (clip)	SA/BF	7S	3.75	4,500¥	3-F	10/4 days	3.0
Ranger Arms SM-3 (2oq)	Sniper		6(magazine)	SA	14S	4	4,000¥	2-J	12/7 days	4.0
Walther WA 2100 (s)	Sniper		10 (magazine)	SA	14S	4.5	6,500¥	2-J	12/7 days	4.0
Enfield AS-7 (l)	Shotgun	3	10 (clip)	SA/BF	8S	4	1,000¥	5P-F	3/24 hrs	1.0
Defiance T-250	Shotgun	4	8 (clip)	SA	10S	4.5	500¥	5P-F	3/24 hrs	1.0
Eichiro Hatamoto II	Shotgun	6	1	SS	8S	2.5	1,200¥	6P-F	12/7 days	2.0
Mossberg CMDT (l)	Shotgun	2	8 (clip)	SA/BF	9S	4.25	1,400¥	5-F	4/48 hrs	1.0
Mossberg CMDT/5M (s)	Shotgun	2	8 (clip)	SA/BF	9S	4.25	1,900¥	3-F	8/4 days	2.0
Assault Rifle										
AK-97	Assault	3	22 (clip)	SA/BF/FA	8M	4.5	700¥	2-G	3/36 hrs	2.0
AK-98 (g)	Assault/GR		22 (clip)	SA/BF/FA	8M	6	2,500¥	1-G	8/4 days	4.0
Colt M22a2 (1gn)	Assault	3	40 (clip)	SA/BF/FA	8M	4.75	1,600¥	2-G	4/3 days	2.0
FN HAR (2lt)	Assault	2	20 (clip)	SA/BF/FA	8M	4.5	1,200¥	2-G	4/48 hrs	2.0
H&K G12A3z (2lt)	Assault	2	32 (clip)	SA/BF/FA	8M	5.25	2,200¥	2-G	8/4 days	3.0
Samopal vz 88V (2lot)	Assault	2	35 (clip)	SA/BF/FA	8M	5.5	1,800¥	2-G	5/36 hrs	2.0
Steyr AUG-CSL AR (1l)	Assault	2	40 (clip)	SA/BF/FA	8M	4.0	4,500¥	2-G	10/4 days	3.0

1-Gas Vent 1, 2-Gas Vent 2, 3-Gas Vent 3, b-brace pad, l-laser sight, m-Mag 1, n-Mag 2, o-Mag 3, q-Silenced, s-smart, t-telescoping/folding stock

Weapons (cont.)

Firearms (cont.)

Name	Type	Conc.	Ammo	Mode	Damage	Weight	Base Price	Legality	Availability	Street Index
Heavy Weapons										
Ares MP-LMG (2bl)	LMG		Belt/50(clip)	BF/FA	7S	7.5	2,200¥	2-H	6/5 days	2.0
GEVindicatorMinigun	LMG(mini)		Belt	FA	7S	15	12,500¥	1-J	24/14 days	2.0
Ingram Valiant (2b)	LMG		Belt/50(clip)	BF/FA	7S	9	1,500¥	1-H	6/5 days	2.0
Steyr AUG CSL (1l)	LMG		40(clip)	SA/BF/FA	8M	5.5	4,500¥	2-H	10/4 days	3.0
AresMP Laser	Sniper		20 (pack)	SA	15M	30	2.5M¥	1-J	NA	NA
Generic Under-Barrel GL	GR	-3	6 (magazine)	SS	as grenade+2		1,700¥	1-JI	8/4 days	3.0
FN MAG-5 MMG (2l)	MMG		Belt/50(Box)	FA	9S	9.5	3,200¥	2-H	18/14 days	3.0
Generic MMG	MMG		40 (clip)	FA	9S	12	2,500¥	2-H	14/14 days	2.0
Vengence Minigun	MMG(mini)		Belt	FA	9S	30	50,000¥	1-J	24/14 days	3.0
Generic HMG	HMG		40 (clip)	FA	10S	I5	4,000¥	2-H	18/14 days	2.0
Stoner-Ares M107 (3l)	HMG		Belt/50(Box)	FA	10S	12.5	5,200¥	2-H	18/14 days	3.0
Vanquisher Minigun	HMG(mini)		Belt	FA	10S	45	75,000¥	1-H	24/14 days	3.0
Assault Cannon	Cannon		20 (clip)	SS	10D	20	6,500¥	2-H	16/14 days	2.0
Panther Assault Cannon (b)	Cannon		Belt/22 (clip)	SS	18D	18	7,200¥	2-H	16/14 days	2.0
Victory Rotary Assault Cannon	Cannon(mini)		Belt	FA	18D	90	90,000¥	1-H	24/14 days	3.0
Vigilant Rotary Autocannon	Cannon(mini)		Belt	FA	20D		125,000¥	1-H	24/14 days	3.0
Multi-Launcher (4-break)			4 (break)	SS		8	8,000¥	1-K	12/14 days	2.0

Rockets and Missiles

Name	Type	Intelligence	Damage	Weight	Base Price	Legality	Availability	Street Index
Rockets								
Anti-Personnel	Rocket	NA	16D	2	1,000¥	1-K	8/14 days	2.0
Anti-Vehicle	Rocket	NA	16D	3	2,000¥	1-K	8/14 days	2.0
High-Explosive	Rocket	NA	16D	2	1,500¥	1-K	8/14 days	2.0
7.62cm	Rocket	NA	3D/rkt		1,000¥	1-K	8/14 days	2.0
12.7cm	Rocket	NA	7D/rkt		1,500¥	1-K	8/14 days	2.0
Missiles								
Anti-Personnel (APM)	Missile	3	16D	2.25	1,000¥	1-K	12/14 days	3.0
Anti-Vehicle (AVM)	Missile	4	16D	3.25	2,000¥	1-K	12/14 days	3.0
Ares Dragon's Breath Attack AAM	Missile	9	18D		1.5M¥	1-K	12/14 days	3.0
Ares Dragon's Breath Dogfight AAM	Missile	8	18D		500,000¥	1-K	12/14 days	3.0
High-Explosive (HEM)	Missile	3	16D	2.25	1,500¥	1-K	12/14 days	3.0
Hyundai-CSA Basic AAM	Missile	8	18D		100,000¥	1-K	12/14 days	3.0
Hyundai-CSA Improved AAM	Missile	9	18D		150,000¥	1-K	12/14 days	3.0
Mitsubishi-GM Bandit AGM	Missile	6	by warhead		10,000¥	1-K	12/14 days	3.0
Mitsubishi-GM Super Bandit AGM	Missile	6	by warhead		15,000¥	1-K	12/14 days	3.0
Saab Saaker Basic AAM	Missile	6	18D		25,000¥	1-K	12/14 days	3.0
Saab Saaker Improved AAM	Missile	7	18D		50,000¥	1-K	12/14 days	3.0
Surface-to-Air (SAM)	Missile	4	13D	1.5	2,200¥	1-K	18/21 days	4.0

Melee Weapon

Name	Concealability	Reach	Damage	Weight	Base Price	Legality	Availibility	Street Index
Ares Monosword	3	1	(STR+3)M	2	2,500¥	4-B	4/24 hrs	1.0
AZ-I50 Stun Baton	5		8S Stun	1	1,500¥	5-C	3/36 hrs	2.0
Centurion Laser Axe	2	1	(STR)S	5.2	3,500¥	4-B	3/24 hrs	0.5
Club	5	1	(STR+1)M Stun	1	10¥	6-C	2/6 hrs	1.0
Combat Axe	2	2	(STR)S	2.0	750¥	3-B	3/24 hrs	2.0
Thrusting Point			(STR+2)L					
Forearm Snap Blades	7		(STR)M	1.5	850¥	4-B	4/48 hrs	2.0
Hand Razors, Retractable	10		(STR)L		9,000¥	3-B	3/72 hrs	1.0
Hand Razors. Extended	NA		(STR)L		4,500	3-B	3/72 hrs	1.0
Improved Blade	As razor		(STR+2)L		+8,500¥	3-B	6/72 hrs	1.0
Katana	3	1	(STR+3)M	1	1,000¥	5-B	4/48 hrs	2.0
Knife	8		(STR)L	0.5	30¥	8-A	2/4 hrs	0.75
Monofilament Whip	10	2	10S		3,000¥	1-J	24/14 days	3.0
Pole Arm	2	2	(STR)S	4	500¥	3-B	4/48 hrs	2.0
Sap	8	1	(STR+1)M Stun	1	10¥	5-C	2/6 hrs	1.0
Shock Glove	9		7S Stun	0.5	950¥	5-B	5/48 hrs	2.0
Spurs	NA		(STR)M		7,000¥	3-B	3/72 hrs	1.0
Spurs, Retractable	9		(STR)M		11,500¥	3-B	3/7Z hrs	1.0
Staff	2	2	(STR+2)M Stun	2	50¥	8-C	3/24 hrs	1.0
Stun Baton	4		(STR+2)M Srun		750¥	5-C	3/36 hrs	1.0
Survival Knife	6		(STR+2)L	0.75	450¥	6-A	3/6 hrs	1.0
Sword	4	1	(STR+ 2)M	1	500¥	4-B	3/24 hrs	1.0

Weapons (cont.)

Projectile Weapons

Name	Concealability	Strength Min	Damage	Weight	Base Price	Legality	Availability	Street Index
Bow	3	1+	(STR+2)M	1	300¥	5-D	3/36 hrs	1.0
Arrows	3		as bow	0.1	10¥	10-D	3/36 hrs	1.0
Ranger-X Compound Bow	4	2+	(STR+4)M	1.5	550¥	5-D	4/36 hrs	2.0
Ranger-X Precision Arrows	3	NA	As bow	0.08	18¥	10-D	4/36 hrs	2.0
Crossbow								
Light	2	1+	(STR+2)L	2	300¥	6-D	4/36 hrs	1.0
Medium	2	2+	(STR+2)M	3	400¥	6-D	5/36 hrs	1.0
Heavy	NA	3+	(STR)S	4	500¥	5-D	6/36 hrs	1.0
Bolts	4		as crossbow	0.05	5¥	10-D	5/36 hrs	1.0
Throwing Knife	9	NA	(STR)L	0.25	20¥	8-D	2/24 hrs	1.0
Shuriken	8	NA	(STR)L	0.25	30¥	6-D	2/24 hrs	2.0

Ammunition

Name	Concealability	Damage	Weight	Base Price	Availability	Street Index
Regular Ammo	8	As weapon	0.5	20¥	2/24 hrs	0.75
Explosive Round	8	+1 Power	0.75	50¥	3/36 hrs	0.8
Flechette Round	8	+1 to code	0.5	100¥	3/36 hrs	0.8
Gel Round	8	-2 Power (Stun)	0.25	30¥	4/48 hrs	1.0
Assault Cannon Ammo	3	As weapon	1.25	450¥	5/3 days	2.0
Belt 100	NA	As weapon	12.5	4,250¥	8/3 days	2.0
Taser Dart	3	As weapon	0.5	50¥	6/36 hrs	1.5
Taser Cartridge	4	As weapon		100¥	6/36 hrs	1.5
Narcoject Rounds	8	As weapon		200¥	As weapon	As weapon
APDS	8	1/2 Ballistic	0.25	70¥	14/14 days	4.0

Firearm Accessories

Name	Concealability	Mount	Rating	Weight	Base Price	Legality	Availability	Street Index
Concealable Holster	+2 to weapon			0.1	100¥	Legal	2/24 hrs	0.75
Laser Sights	-1	Top		0.25	500¥	Legal	6/36 hrs	0.9
Rangefinder				0.1	150¥	Legal	2/24 hrs	0.8
Grenade Link				0.1	750¥	6-I	8/48 hrs	2.0
Imaging Scope								
Ultrasound	-2	Top		0.25	1,300¥	Legal	8/4 days	0.8
Low-Light	-2	Top		0.25	1,500¥	Legal	3/36 hrs	0.8
Thermographic	-2	Top		0.25	1,500¥	Legal	3/36 hrs	0.8
Magnification 1	-1	Top	1	0.25	500¥	Legal	3/36 hrs	0.8
Magnification 2	-1	Top	2	0.25	800¥	Legal	3/36 hrs	0.9
Magnification 3	-1	Top	3	0.25	1,200¥	Legal	3/36 hrs	1.0
Shock Pads			1	0.25	200¥	Legal	2/24 hrs	0.75
Bipod		Under	2	2	400¥	Legal	6/7 days	2.0
Tripod		Under	6	8	600¥	Legal	10/7 days	3.0
GasVent 2	-1	Barrel	2	0.5	450¥	Legal	2/24 hrs	0.8
Improved Gas Vent 2		Barrel	2	0.25	550¥	Legal	2/24 hrs	0.9
Gas Vent 3	-2	Barrel	3	0.75	700¥	Legal	2/24 hrs	0.9
Improved Gas Vent 3	-1	Barrel	3	0.5	800¥	Legal	2/24 hrs	0.9
Improved Gas Vent 4	-2	Barrel	4	0.75	1,000¥	Legal	2/24 hrs	1.0
Gyro Mount	-5	Under	5	6	2,500¥	Legal	4/48 hrs	1.0
Improved Gyro Mount	-6	Under	5	5	3,500¥	Legal	6/48 hrs	1.0
Deluxe Gyro Mount	-6	Under	6	8	6,000¥	Legal	4/48 hrs	1.0
Improved Deluxe								
Gyro Mount	-7	Under	7	7	7,800¥	Legal	6/48 hrs	1.0
Bow Accessory Mount	-1			0.1	100¥	Legal	2/24 hrs	0.9
Spare Clips/Magazines				0.75	12¥	Legal	2/24 hrs	0.75
Silencer	-1	Barrel		2	500¥	As weapon	4/48 hrs	2.0
Smart Goggles		NA		0.1	3,000¥	4P-CA	3/36 hrs	1.0
Smartgun Adapter	-2	Top/under		1	1.5 x Gun Cost	4P-CA	4/48 hrs	1.0
Smartgun Variant				0.5	2 x Gun Cost		+ 1/as listed	+.5
Ultrasound Goggles		NA			1,100¥	Legal	3/36 hrs	1.0
Cyberchoke		NA			+10% shotgun cost	5P-CA	3/36 hrs	1.0

Clothing

Name	Concealability	rating	Weight	Base Price	Legality	Availibility	Street Index
Real Leather		0/2	1	750¥	Legal	Always	0.75
Synthetic Leather		0/1	1	250¥	Legal	Always	0.6
Clothing		0/0	1	50¥	Legal	Always	0.8
Fine Clothing		0/0	1	500¥	Legal	Always	1.0
Tres Chic Clothing		0/0	1	1,000¥	Legal	Always	1.0

Armor

Name	Concealability	Rating	Weight	Base Price	Legality	Availibilty	Street Index
Armanté Venetian dress	14	1/0	0.5	3,500¥	Legal	1/48 hrs	0.75
Armanté Starlight dress	13	1/1	0.75	4,500¥	Legal	2/48 hrs	0.75
Armanté *Ancien* shawl	14	1/0	0.3	570¥	Legal	1/48 hrs	0.75
Armanté Executive Tux	12	3/1	1.0	1,100¥	Legal	4/48 hrs	0.75
Armanté London Fog cloak	12	2/2	1.0	600¥	Legal	4/48 hrs	0.75
Armor Clothing	10	3/0	2	500¥	Legal	2/36 hrs	1.0
Armor Jacket	7	5/3	2	900¥	Legal	3/36 hrs	0.75
Armor Vest	12	2/1	1	200¥	Legal	2/36 hrs	0.8
Greatcoat	11	4/2	3.0	1,000¥	Legal	6/48 hrs	0.75
Houndstooth set		3/3		2,000¥	Legal	6/48 hrs	0.75
suit jacket	14	1.5/.5	1.0				
pants	14	1/.5	1.0				
suit vest	13	.5/1	0.75				
sports jacket	12	.5/1.5	1.25				
Hunt Ball set		2/2	2.0	3,000¥	Legal	4/48 hrs	0.75
jacket	13	.5/1.5	1.0				
skirt	14	.5/1	1.0				
slacks	14	1/.5	1.0				
Lined Coat	8	4/2	1	700¥	Legal	2/24 hrs	0.75
Secure Clothing	12	3/0	1.5	450¥	Legal	3/36 hrs	0.9
Secure Jacket	9	5/3	3	850¥	Legal	4/36 hrs	0.8
Secure Vest	15	2/1	0.75	175¥	Legal	3/36 hrs	0.9
Secure Ultra-Vest	14	4/3	2.5	350¥	Legal	4/36 hrs	0.9
Secure Long Coat	10	4/2	2	650¥	Legal	3/36 hrs	0.9
Vest With Plates	10	4/3	2	600¥	Legal	3/36 hrs	1.0
Zoé Retrovision skirt suit	13	3/1	1.5	2,500¥	Legal	4/48 hrs	0.75
Zoé Country Club blazer	13	3/1	1.0	2,000¥	Legal	4/48 hrs	0.75
Zoé Highland Laird kilt	14	4/2	1.5	2,000¥	Legal	6/48 hrs	0.75
Form-Fitting Body Armor							
Level 1		2/0	0.75	150¥	Legal	3/48 hrs	1.0
Level 2	15	3/1	1.25	250¥	Legal	4/48 hrs	1.0
Level 3	12	4/1	1.75	500¥	Legal	4/48 hrs	1.0
Forearm Guards	12	0/1	0.2	250¥	Legal	5/36 hrs	0.75
Partial Suit	NA	6/4	10+Body	10,000¥	4P-K	8/10 days	2.0
Full Suit	NA	8/6	15+Body	20,000¥	2P-K	16/14 days	3.0
Light Security	NA	6/4	9+Body	7,500¥	4P-K	12/10 days	2.0
Medium Security	NA	6/5	11+body	9,000¥	3P-K	14/10 days	2.5
Heavy Security	NA	7/5	13+body	12,000¥	2P-K	16/14 days	3.0
Security Helmet	NA	1/2		250¥	(-1)P-K	12/14 days	2.0
Helmet	NA	1/1		Z00¥	(-1)P-K	12/14 days	1.5
Small Riot Shield	NA	+1/0	2	1,500¥	Legal	8/14 days	2.0
Large Riot Shield	NA	+2/0	3	3,200¥	Legal	8/14 days	2.0

Explosives

Grenades

Name	Concealability	Damage	Weight	Base Price	Legality	Availability	Street Index
Offensive	6	10S	0.25	30¥	3-I	4/4 days	2.0
Defensive	6	10S	0.25	30¥	3-I	4/4 days	2.0
Concussion	6	12M stun	0.25	30¥	3-I	5/4 days	2.0
Mini-grenade	8	as grenade	0.1	50¥	2-I	8/4 days	2.0
Gas (Neuro-Stun VII)	5	8S (stun)	0.25	60¥	3-I	8/4 days	2.0
Air-timed Mini-grenade	8	as grenade	0.05	150¥	2-I	10/4 days	2.0
Smoke	5	special	0.25	40¥	Legal	3/36 hrs	1.0
Flash Grenade	6	special	0.25	40¥	2-I	4/48 hrs	1.0
Flash-Pak	12	special	0.2	250¥	Legal	3/36 hrs	1.0
Other Explosives							
Commercial	6	3	1	60¥	4P-I	6/48 hrs	1.0
Plastic, Compound 4	6	6	1	80¥	4-I	8/48 hrs	1.0
Plastic,Compound 12	6	12	1	200¥	3-I	10/48hrs	2.0
Timer	6		0.25	100¥	6-I	4/48 hrs	2.0
Radio Detonator	8		0.5	250¥	6-I	4/48 hrs	2.0

Cyberware

Name	Essence Cost	Base Price	Type	Legality	Availability	Street Index
Bone Lacing						
Plastic	0.5	7,500¥	B	6P-CA	5/14 days	1.5
Aluminum	1.15	25,000¥	B	6P-CB	5/14 days	1.5
Titanium	2.25	75,000¥	B	6-CC	5/14 days	1.5
Boosted Reflexes						
Level 1	0.5	15,000¥	B	8P-CB	3/24hrs	1.0
Level 2	1.25	40,000¥	B	6P-CB	3/24 hrs	1.25
Level 3	2.8	90,000¥	B	5P-CB	3/24 hrs	1.5
Chemical Analyzer	0.2	2,500¥/Level	I	Legal	4/6 days	1.0
Chipjack	0.2	1,000¥	H	Legal	3/72 hrs	0.9
Commlink II	0.3	8,000¥	H	Legal	2/48 hrs	1.0
Commlink IV	0.3	18,000¥	H	Legal	3/48 hrs	1.25
Commlink VIII	0.3	40,000¥	H	Legal	4/48 hrs	1.5
Commlink X	0.3	60,000¥	H	Legal	5/48 hrs	1.75
CortexBomb		500,000¥	I	2-CC	20/14 days	1.0
Crypto Circuit HD						
Level 1-4	0.1	Level x 10,000¥	H	4P-CA	6/36 hrs	1.0
Level 5-7	0.1	Level x 20,000¥	H	4P-CA	6/36 hrs	1.25
Level 8-9	0.1	Level x 30,000¥	H	3P-CA	8/36 hrs	1.5
Level 10	0.1	Level x 50,000¥	H	3P-CA	9/36 hrs	2.0
Data Filter	0.3	5,000¥	I	Legal	6/36 hrs	1.5
Data Lock	0.2	1,000¥	I	Lgal	6/36 hrs	1.5
Datajack						
Level 1	0.1	500¥	H	Legal	Always	0.9
Level 2	0.15	1,000¥	H	Legal	Always	0.9
Level 3	0.2	2,000¥	H	Legal	Always	0.9
Level 4	0.25	4,000¥	H	Legal	Always	0.9
Datajack (SR rules)	0.2	1,000¥	H	Legal	Always	0.9
Datasoft Link	0.1	1,000¥	I	Legal	3/24 hrs	1.0
Dermal Plating						
Level 1	0.5	6,000¥	B	6P-CA	4/12 days	1.0
Level 2	1.0	15,000¥	B	6P-CA	4/12 days	1.0
Level 3	1.5	45,000¥	B	5P-CA	4/12 days	1.0
Display Link	0.1	1,000¥	I	Legal	4/36 hrs	1.0
Ears						
Cyber Replacement	0.3	4,000¥	H	Legal	2/24 hrs	0.75
Modification	0.1	2,000¥	H	Legal	2/24 hrs	1.0
Cosmetic Modification		1,000¥	H	Legal	2/24 hrs	0.8
Hearing Amplification	0.2	3,500¥	H	Legal	4/48 hrs	1.25
Damper	0.1	3,500¥	H	Legal	4/48 hrs	1.25
High Frequency	0.2	3,000¥	H	Legal	4/48 hrs	1.25
Low Frequency	0.2	3,000¥	H	Legal	4/48 hrs	1.25
Select Sound Filter	0.2	Level x 10,000¥	H	Legal	6/48 hrs	1.25
Recorder	0.3	7,000¥	H	12P-CA	8/48 hrs	2.0
Encephalon						
Level 1	0.5	15,000¥	I	Legal	6/12 days	2.0
Level 2	0.75	40,000¥	I	Legal	6/12 days	2.0
Level 3	1.5	75,000¥	I	Legal	6/12 days	2.0
Level 4	1.75	115,000¥	I	Legal	6/12 days	2.0
Eyes						
Cyber Replacement	0.2	5,000¥	H	Legal	2/24 hrs	0.75
Camera	0.4	5,000¥	H	Legal	6/24 hrs	2.0
Cosmetic Modification		1,000¥	H	Legal	2/24 hrs	0.75
Optical Magnification 1	0.2	2,500¥	H	Legal	4/48 hrs	1.0
Optical Magnification 2	0.2	4,000¥	H	Legal	4/48 hrs	1.0
Optical Magnification 3	0.2	6,000¥	H	Legal	4/48 hrs	1.0
Electronic Magnification 1	0.1	3,500¥	H	Legal	5/48 hrs	1.0
Electronic Magnification 2	0.1	7,500¥	H	Legal	5/48 hrs	1.0
Electronic Magnification 3	0.1	11,000¥	H	Legal	5/48 hrs	1.0
Rangefinder	0.1	2,000¥	H	Legal	8/48 hrs	1.5
Flare Compensation	0.1	2,000¥	H	Legal	5/48 hrs	1.25
Low-Light	0.2	3,000¥	H	Legal	4/36 hrs	1.25
Retinal Duplication						
Rating 1	0.1	50,000¥	H	3-CA	12/7 days	2.0
Rating 2-4	0.25	50,000¥ + (Rating x 25,000¥)	H	3-CA	12/7 days	2.0
Rating 5+	0.5	50,000¥ + (Rating x 25,000¥)	H	2-CA	12/7 days	2.0
Thermographic	0.2	3,000¥	H	Legal	4/36 hrs	1.25
Eyecrafters Opticam Package	0.5	20,000¥	H	Legal	6/40 hrs	1.25
Dr.Spott Smartcam Implant	0.2	10,000¥	H	Legal	8/48 hrs	1.5
Filtration Systems						
Air	Level/10	Level x 15,000¥	B	Legal	6/4 days	1.0
Blood	Level/5	Level x 10,000¥	B	Legal	6/4 days	1.0
IngestedToxin	Level/5	Level x 10,000¥	B	Legal	6/4 days	1.0
Gas Spectrometer	0.2	2,000¥ x Level	I	Legal	4/5 days	1.0

Cyberware (cont)

Name	Essence Cost	Base Price	Type	Legality	Availability	Street Index
Hardening	0.3	See Text (STech pg 56)	M	4-CD	Varies/8 days	Varies
Hydraulic Jack	0.25	Level x 5,000¥	B	Legal	5/6 days	1.0
Internal Voice Mask	0.1	7,000¥	I	6-CA	6/48 hrs	1.0
Limbs						
Simple Replacement	1.0	50,000¥	B	Legal	4/48 hrs	1.0
Cyber Limb	1.0	100,000¥	B	Legal	4/4 days	1.0
Increased Strength		Level x 150,000¥	B	6P-CA	6/4 days	1.5
Built-In Smartgun Link	0.25	2,500¥	B	5P-CA	6/4 days	1.5
Built-In Device		4 x Normal Cost	B	Varies	Varies	Varies
Hold-Out Pistol		250¥	B	8P-CB + E	8/7 days	2.0
Light Pistol		650¥	B	6P-CB + E	8/7 days	2.0
Machine Pistol		900¥	B	4-CB + G	8/7 days	2.0
Submachine Gun		1,800¥	B	3-CB + G	8/7 days	2.0
Heavy Pistol		800¥	B	4P-CB + E	8/7 days	2.0
Shotgun		1,200¥	B	4P-CB + E	8/7 days	2.0
Memory	Mp/100	Mp x 100¥	I	Legal	2/24 hrs	1.0
Memory (FIFF)	Mp/300	Mp x 150¥	I	Legal	3/24 hrs	0.8
MPCP	See Text	See Text (STech pg54)	M	4-CD	12/60 days	4.0
Muscle Replacement	Level	Level x 20,000¥	B	5P-CB	4/4 days	1.0
Olfactory Booster	0.2	1,000¥/Level	I	Legal	6/8 days	1.0
Orientation System	0.5	15,000¥	I	Legal	5/6 days	1.5
Persona Module	0.3	See Text (STech pg 55)	M	4-CD	Varies/12 days	Varies
Program Carrier	0.2	25,000¥	B	3-CD	4/48 hrs	1.0
Radio	0.75	4,000¥	H	Legal	2/24 hrs	0.8
Radio Receiver	0.4	2,000¥	H	Legal	2/24 hrs	0.8
Response	0.2	See Text (STech pg 559)	M	4-CD	Varies/14 days	Varies
Scramble Breaker HD						
Level 1-4	0.2	Level x 20,000¥	H	3-CB	6/48 hrs	1.5
Level 5-7	0.2	Level x 40,000¥	H	3-CB	8/48 hrs	1.75
Level 8	0.2	600,000¥	H	3-CB	10/48 hrs	1.75
Sense Link (Baseline Simrig)	2	300,000¥	I	10P-CA	2/5 days	1.0
Simrig, Full-X	2	500,000¥	I	10P-CA	3/7 days	2.0
Internal Simlink	0.6+(Rating x .05)	70,000¥ + 10,000¥ x Rating	I	8P-CA	3/5 days	1.5
Skill Hardwires						
Level 1-4	Level x 0.2	Level x 5,000¥	B	Legal	6/10 days	1.0
Level 5-8	Level x 0.25	Level x 50,000¥	B	6P-CB	12/14 days	1.5
Level 9-10	Level x 0.3	Level x 500,000¥	B	4P-CB	12/14 days	1.5
Skillwires						
Level 1-3	Level x 0.1	Level x 10,000¥	B	Legal	4/10 days	1.0
Level 4-6	Level x 0.2	Level x 100,000¥	B	6P-CB	5/10 days	1.0
Level 7-9	Level x 0.3	Level x 1,000,000 ¥	B	4P-CB	12/20 days	1.0
Sklllwire Plus						
Level 1-3	Level x 0.1	Level x 15,000¥	B	Legal	4/10 days	1.0
Level 4-6	Level x 0.2	Level x 125,000¥	B	6P-CB	5/10 days	1.0
Level 7-9	Level x 0.3	Level x 1,000,000¥	B	4P-CB	12/20 days	1.0
Smartcam Link	0.5	2,500¥	B	Legal	8/48 hrs	1.5
Smartgun Link	0.5	2,500¥	B	5P-CA	3/36 hrs	1.0
Softlink						
Level 1	0.15	1,000¥	H	Legal	3/72 hrs	0.9
Level 2	0.2	2,000¥	H	Legal	3/72 hrs	0.9
Level 3	0.25	4,000¥	H	Legal	3/72 hrs	0.9
Level 4	0.3	8,000¥	H	Legal	3/72 hrs	0.9
SPU: Data Management						
Level 1	0.1	9,500¥	I	Legal	6/60hrs	1.0
Level 2	0.15	19,000¥	I	Legal	6/60 hrs	1.0
Level 3	0.2	28,500¥	I	Legal	6/60 hrs	1.0
Level 4	0.25	38,000¥	I	Legal	6/60 hrs	1.0
SPU: Input/Output						
Level 1	0.1	5,000¥	I	Legal	5/4 days	1.5
Level 2	0.15	7,500¥	I	Legal	5/4 days	1.5
Level 3	0.2	12,500¥	I	Legal	5/4 days	1.5
Level 4	0.25	22,500¥	I	Legal	5/4 days	1.5
SPU: Math						
Level 1	0.1	2,000¥	I	Legal	6/60 hrs	1.0
Level 2	0.15	5,000¥	I	Legal	6/60 hrs	1.0
Level 3	0.2	11,000¥	I	Legal	6/60 hrs	1.0
Level 4	0.25	23,000¥	I	Legal	6/60 hrs	1.0
Synthlink	0.5	2,500¥	B	Legal	3/24 hrs	0.8
Tactical Computer						
Level 1	3.5	350,000¥	I	4-CB	12/60 days	4.0
Level 2	4.0	900,000¥	I	4-CC	12/60 days	4.0
Level 3-4	CLASSIFIED	2-CC	I	CLASSIFIED		
Telephone	0.5	3,700¥	H	Legal	3/24 hrs	0.9

Cyberware (cont)

Name	Essence Cost	Base Price	Type	Legality	Availability	Street Index
Transfer	0.1	See Text (STech pg 58)	M	4-CD	Varies/10 days	Varies
Vehicle Control Rig						
Level 1	2.0	12,000¥	B	6P-CA	6/48 hrs	1.0
Level 2	3.0	60,000¥	B	6P-CA	8/48 hrs	1.25
Level 3	5.0	300,000¥	B	5P-CA	8/48 hrs	1.5
Video Link	0.5	22,000¥	I	Legal	4/48 hrs	1.0
Internal Transmitter	0.4	4,500¥	I	Legal	6/48 hrs	1.0
Voice Modulator	0.2	45,000¥	B	Legal	2//24 hrs	1.0
Added Rating (per level)		20,000¥	B	Legal	+1/no effect	+0.1
Increased Volume		10,000¥	B	Legal	2/24 hrs	1.0
Playback	0.2	40,000¥	B	Legal	4/48 hrs	1.0
Secondary Pattern		50,000¥	B	5-A	6/7 days	2.0
Tonal Shift		25,000¥	B	Legal	2/24 hrs	1.0
Wired Reflexes						
Level 1	2.0	55,000¥	B	5P-CB	4/8 days	1.0
Level 2	3.0	165,000¥	B	4P-CB	4/8 days	1.0
Level 3	5.0	500,000¥	B	3-CC	8/14 days	1.0

Bioware

Name	Body Cost	Base Price	Legality	Availability	Street Index
Adrenal Pump					
Level 1	1.25	60,000¥	5P-BB	10/16 days	3.0
Level 2	2.5	100,000¥	5P-BB	10/16 days	3.0
Cerebral Booster					
Level 1	0.4	50,000¥	Legal	6/14 days	2.0
Level 2	0.8	110,000¥	Legal	6/14 days	2.0
Damage Compensator					
Level 1-2	Level x 0.2	Level x 25,000¥	6P-BA	6/6 days	2.5
Level 3-5	Level x 0.2	Level x 50,000¥	6P-BA	10/6 days	2.0
Level 6-9	Level x 0.2	Level x 100,000¥	6P-BA	12/6 days	2.5
Enhanced Articulation	0.6	40,000¥	Legal	5/6 days	1.5
Extended Volume					
Level 1	0.2	8,000¥	Legal	4/4 days	1.0
Level 2	0.3	15,000¥	Legal	4/4 days	1.0
Level 3	0.4	25,000¥	Legal	4/4 days	1.0
Mnemonic Enhancer	Level x 0.2	Level x 15,000¥	Legal	6/7 days	1.0
Muscle Augmentation	Level x 0.8	Level x 45,000¥	4P-BC/D	6/6 days	0.9
Nephritic Screen	0.4	20,000¥	Legal	4/4 days	1.0
Orthoskin					
Level 1	0.5	25,000¥	5P-BA	8/8 days	0.8
Level 2	1.0	60,000¥	5P-BA	8/8 days	0.8
Level 3	1.5	100,000¥	5P-BA	8/8 days	0.8
Pain Editor	0.6	60,000¥	6P-BA	6/6 days	1.2
Pathogenic Defense	Level x 0.2	Level x 24,000¥	Legal	4/4 days	1.5
Platelet Factory	0.4	30,000¥	Legal	5/8 days	1.5
ReflexRecorder					
Concentration	0.1	10,000¥	Legal	5/6 days	1.5
General	0.25	25,000¥	Legal	8/6 days	1.5
Suprathyroid Gland	1.4	50,000¥	6P-BB	8/12 days	2.5
Symbiotes					
Level 1	0.4	15,000¥	Legal	5/10 days	1.0
Level 2	0.7	35,000¥	Legal	5/10 days	1.0
Level 3	1.0	60,000¥	Legal	5/10 days	1.0
Synaptic Accelerator					
Level 1	0.3	75,000¥	5P-BB	6/12 days	2.0
Level 2	1.6	200,000¥	5P-BB	6/12 days	2.0
Synthacardium					
Level 1	0.2	6,000¥	Legal	4/10 days	1.5
Level 2	0.3	15,000¥	Legal	4/10 days	1.5
Tailored Pheromones					
Level 1	0.4	20,000¥	Legal	12/14 days	2.0
Level 2	0.6	45,000¥	Legal	12/14 days	2.0
Toxin Exhaler	0.6	30,000¥+	5-BB	10/4 days	3.0
Toxin Extractor	Level x 0.2	Level x 24,000¥	Legal	4/4 days	1.0
Tracheal Filter	Level x 0.2	Level x 30,000¥	Legal	4/4 days	1.0
Trauma Damper	0.4	40,000¥	6P-BA	6/8 days	2.0

Skillsofts

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

Skillsoft Size (Mp)

					Rating					
Type	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
General	10	20	30	200	250	300	700	800	900	2,000
Concentration	6	12	18	120	150	180	420	480	540	1,200
Specialization	4	8	12	80	100	120	280	320	360	800
Language	3	6	9	24	30	36	70	80	90	300

Compounds

Name	Effect	Speed	Vector	Base Price	Legality	Availability	Street Index
Anticoagulant	thins blood	variable	injection	20¥/dose	Legal	3/12 hrs	1.0
Anticoagulant	thins blood	variable	oral	25¥/dose	Legal	4/12 hrs	1.0
ACTH	adrenal stimulation	instant	air	100¥/6 doses	Legal	5/12 hrs	1.0
Atropine	5D, +1 to T#	special	injection	600¥/dose	Legal	5/12 hrs	1.0
Carcerands	Timed release	variable	injection	See Text	Legal	4/10 days	2.0
Cyanide	4D	0 - 1 min	air,ingest,inj	360¥/dose	Legal	3/48 hrs	0.5
Dikote™	+1 Base Damage			1,000¥/100cm^3	Legal	6/14 days	10.0
DMSO	carrier	instant	contact	10¥+	Legal	2/12 hrs	1.5
Fugu-5	3D	Immediate	injected,injested	900¥/dose	2-M1	12/14 days	3.0
Green Ring 3	8S	end of turn	air,contact	900¥/dose	2-M1	14/14 days	5.0
Hyper	4D Stun, +1 to T#	Immediate	air, injection	180¥/dose	4-M1	4/24 hrs	0.9
Kamikaze	+1 Bod,Quk,Wil,Init; +2 Str		injection	50¥/dose	3-M1	5/4 days	5.0
MAO	10I Stun	Immediate	injection	280¥/dose	4-M1	5/36 hrs	2.0
Oxygenated Flourocarbons	see text		injection	750¥per liter	Legal	4/48 hrs	1.0
Narcojet Toxin	6D Stun	immediate	injection	200¥/dose	4P-M1	6/3 days	2.0
Neuro-Stun VIII	6S Stun	end of turn	air,contact	250¥/dose	5P-M1	8/4 days	2.0
Neuro-Stun IX	6S stun	end of turn	air,contact	500¥/dose	4P-M1	12/7 days	2.0
Ruthenium Polymers	+4 to Perception			10,000¥/m^2 +	Legal	5/14 days	7.5
Seven-7	10D	end of turn	air,contact	1,500¥/dose	1-M1	20/24 days	10.0

Gene-tech

Name	Effect	Speed	Vector	Base Price	Legality	Availability	Street Index
Antibac							
Level 1-3	reduces power of pathogens by rating		injection	Level x 500¥	Legal	4/48 hrs	1.0
Level 4-6	reduces power of pathogens by rating		injection	Level x 1,000¥	Legal	4/48 hrs	1.0
Level 7-9	reduces power of pathogens by rating		injection	Level x 1,500¥	Legal	4/48 hrs	1.0
Level 10+	reduces power of pathogens by rating		injection	Level x 2,500¥	Legal	4/48 hrs	1.0
Binder							
Level 1-3	reduces power of specific chemical by rating		injection	Level x 300¥	Legal	4/32 hrs	2.0
Level 4-6	reduces power of specific chemical by rating		injection	Level x 600¥	Legal	4/32 hrs	2.0
Level 7-9	reduces power of specific chemical by rating		injection	Level x 900¥	Legal	4/32 hrs	2.0
Level 10+	reduces power of specific chemical by rating		injection	Level x 1,500¥	Legal	4/32 hrs	2.0
Doom	6M, special	special	air,contact	500¥/dose	1-M3	14/30 days	5.0
Gamma-Anthrax	6S Stun	varies	air,con,inj	180¥/dose	2-M3	14/30 days	6.0
Gene Therapy							
Cleansing		1 month		50,000¥	Legal	6/30 days	2.5
Genetic Correction		6 months		60,000¥	Legal	6/30 days	2.5
Reconstnuct/Healing		4 months		100,000¥	Legal	6/30 days	2.5
Other		variable		50,000¥+	Legal	6/30 days	2.5
Immunization							
Single	single pathogen or chemical			40,000¥ per treatment	Legal	6/20 days	2.0
Full Spectrum	all pathogens or chemicals			300,000¥	Legal	6/20 days	2.0
Léonization	reverses effects of aging			2,000,000¥+ 100,000¥	Legal	6/30 days	2.5
Myco-Protein	foodstuff			25¥/kg	Legal	It's everywhere	
VITAS-3	6D	12 housr	air	10,000¥/dose	1-M3	24/24 days	8.0
Zeta-Interpheron							
Level 1-3	reduces power of specific virus by rating		injection	Level x 400¥	Legal	4/32 hrs	2.0
Level 4-6	reduces power of specific virus by rating		injection	Level x 800¥	Legal	4/32 hrs	2.0
Level 7-9	reduces power of specific virus by rating		injection	Level x 1,200¥	Legal	4/32 hrs	2.0
Level 10+	reduces power of specific virus by rating		injection	Level x 2,000¥	Legal	4/32 hrs	2.0

Surveillance & Security

Name	Concealability	Weight	Availability	Base Price	Street Index
Binoculars	5	1	Always	100¥	0.8
Low-Light			4/48 hrs	+200¥	1.25
Thermographic			4/48 hrs	+250¥	1.25
Goggles	6		4/48 hrs	1,500¥	1.5
Low-Light			6/48 hrs	+500¥	2.0
Thermographic			6/48 hrs	+700¥	2.0
Camgoggles					
Fuchi ICU Autocam Controller	5	1	3/24 hrs	400¥	1.0
Zeemandt Luxor Monocular	6	0.5	3/48 hrs	700¥	1.0
Sekrit Sistemz No-Sho Camtroller	13		6/48 hrs	1,000¥	2.0
Micro-Camcorder	8		6/48 hrs	2,500¥	2.0
Micro-Recorder	9		6/48 hrs	1,000¥	2.0
Micro-Transceiver	18		6/48 hrs	2,500¥	2.0
Data Codebreaker	2	5	Rating/10 days	Rating x 10,000¥	1.5
Dataline Tap	12		Rating/8 days	Rating x 5,000¥	1.5
Laser Microphone	5	1	Rating/48 hrs	Rating x 1,500¥	1.5
Shotgun Microphone	5	1	Rating/36 hrs	Rating x 1,000¥	1.0
Signal Locator	3	2	Rating/48 hrs	Rating x 1,000¥	1.5
Tracking Signal	3		Rating/72 hrs	Concealability x 100¥	2.0
Voice Identifier	2	5	Rating/72 hrs	Rating x 2,000¥	2.0
Bug Scanner	3	1	Rating/48 hrs	Rating x 500¥	1.5
Data Encryption System	2	6	Rating/14 days	Rating x 1,000¥	2.0
Dataline Scanner	2	6	Rating/14 days	Rating x 100¥	2.0
DES Systems Phonesecure Scanner	2	2	2/7 days	165¥	2.0
Jammer	2	5	Rating/72 hrs	Rating x 1,000¥	1.5
Voice Mask	6		Rating/72 hrs	Rating x 3,000¥	1.5
White Noise Generator	3	1	Rating/72 hrs	Rating x 1,500¥	1.5
Toshiba White-Noise Generator	18		4/72 hrs	1,100¥	1.75
Bomb/Ammo Chem sniffers	4	Rating	(Rating + 5)/4 days	Rating x 70,000¥	Rating x 0.3
Extra concealability (per point)	+1			25,000¥	
Credstick Verifiers					
Portable					
Rating 1	6	1.0	3/72 hrs	12,000¥	1.0
Rating 2-3	4	1.4	5/72 hrs	60,000¥	1.2
Installed					
Rating 2-3			4/48 hrs	45,000¥	1.0
Rating 4-5			5/48 hrs	200,000¥	1.2
Rating 6-7			7/48 hrs	400,000¥	1.5
Rating 8-9			12/48 hrs	2M¥	0.75
Identiflcation Scanners					
Thumbprint			Rating/72 hrs	Rating x 200¥	1.0
Palmprint			(Rating+1)/72 hrs	Rating x 300¥	2.0
Retina			(Rating+12)/72 hrs	Rating x 1,000¥	3.0
Weapon Detectors (MAD)	5	Rating	(Rating + 4)/72 hours	Rating x 5,000¥	Rating x 0.2
Extra concealability (per point)	+1			1,000¥	
Maglocks			Rating/72 hrs	Rating x 100¥	1.0
Panicbutton Hook-Up			Call Lone Star	1,000¥	1.0
Forged Credstick (illegal)					
Rating 1-4			Rating/12 hrs	Rating x 2,000¥	1.0
Rating 5-8			Rating/72 hrs	Rating x 10,000¥	1.0
Rating 9-12			Rating/14 days	Rating x 50,000¥	1.0
Rating 13+			Rating/30 days	Rating x 250,000¥	1.0
Keypad Sequencer (illegal)	6	1	(Rating x 2)/10 days	Rating^2 x 500¥	3.0
Maglock Passkey (illegal)		1	(Rating x 2)/10 days	Rating^2 x 10,000¥	3.0
Restralnts					
Metal	3	0.5	4/48 hrs	50¥	1.0
Plastic	3		4/48 hrs	20¥	1.0
Squealer	4		6/72 hrs	100¥	2.0
Containment Manacles		2.0	14/72 hrs	500¥	2.5
Headjammer	5		8/72 hrs	240¥	2.0
Jackstopper	8		4/72 hrs	20¥	2.0
Magemask	4		8/72 hrs	40¥	2.0
Skilltwitcher	20		14/72 hrs	400¥	2.5
Stanley “Screamer” Portable Door Alarrm			6/48 hrs	495¥	2.0

Gear

Name	Concealability	Weight	Availability	Cost	Street Index
Chemsuit		1	(Rating) days	200¥ x Rating	1.0
X-E Military Chemsuit		1.5	15/14 days	15,000¥	3.0
Pressure Regulator		0.5	6/48 hrs	250¥	2.0
Ration Bars (10 days)		1	2/48 hrs	30¥	1.0
Respirator		1	4/48 hrs	500¥	2.0
Fellini-Med Breather		0.5	6/48 hrs	350¥	2.0
Replacement Filters			6/48 hrs	45¥	2.0
Survival Kit		2	2/48 hrs	100¥	1.0
Gas Detection System	3	Rating	(Rating x 3)/7 days	Rating^2 x 5,000¥	2.0
Toolkit	3	5	5/48 hrs	500¥	2.0
Tool Shop			8/72 hrs	5,000¥	3.0
General Facility			14/7 days	100,000¥	4.0
Vehicle Kit	3	5	5/48 hrs	1,000¥	2.0
Vehicle Shop			8/72 hrs	10,000¥	3.0
Vehicle Facility			12/7 days	200,000¥	3.5
Microtronics Kit	3	5	5/48 hrs	1,500¥	2.0
Microtronics Shop			8/72 hrs	15,000¥	3.0
Microtronics Facility			14/7 days	300,000¥	4.0
Enchanting Kit		20	4/7 days	10,000¥	1.2
Enchanting Shop		300	8/14 days	100,000¥	1.7

Lifestyle

Name	Cost	Street Index	Notes
Basic Trideo Service	50¥/mth	5.0	Free at Low Lifestyle
FAX	100¥	1.0	Free at Middle
High-Speed Matrix Access	200¥/mth	5.0	Free at High
Large Field Holophone	1,500¥	1.0	Free at Luxury
Large TV/3V Display	1,000¥	1.0	Free at High
Multistation Trideo	500¥/mth/station	5.0	Free at High (3 stations), Luxury (6 stations)
Muliphonic Sound	2,500¥	1.0	Free at High
Premium Cable Access	100¥/mth/channel	5.0	Middle (3 chan.),High (6 chan), Luxury (all channels)
Premium Matrix Access	200¥/mth/channel	5.0	High (3 chan), Luxury (all channels)
Premium Matrix Interface	1,000¥	5.0	Free at Luxury
Satellite Dish	100¥	1.0	Free at Middle
Satellite Decryption	100¥/mtn/channel	5.0	Middle (3), High (6), Luxury (all)
Simsence Interface	10,000¥	1.0	Free at High, req. Premium & H1-Speed Matrix)
Vidphone Service	50¥	5.0	Free at Middle
Small Apartment Rental (per month, Furnished)			
Low Class	250¥	1.0	Free at Low Lifestyle
Middle Class	450¥	1.0	Free at Low Lifestyle
High Class	1,000¥	1.0	Free at Middle Lifestyle
Medium Apartment Rental (per month, Furnished)			
Low Class	350¥	1.0	Free at Low Lifestyle
Middle Class	600¥	1.0	Free at Middle Lifestyle
High Class	1,200¥	1.0	Free at High Lifestyle
Luxury Class	2,000¥	1.0	Free at Luxury Lifestyle
Large Apartment Rental (per month, Furnished)			
Middle Class	900¥	1.0	Free at High Class
High Class	1,900¥	1.0	Free at Luxury Class
Luxury Class	2,800¥	1.0	
Small Apartment Purchase (Furnished)			
Low Class	20,000¥	1.0	
Middle Class	38,000¥	1.0	
High Class	82,000¥	1.0	
Medium Apartment Purchase (Furnished)			
Low Class	40,000¥	1.0	
Middle Class	70,000¥	1.0	
High Class	140,000¥	1.0	
Luxury Class	230,000¥	1.0	
Large Apartment Purchase (Furnished)			
Middle Class	105,000¥	1.0	
High Class	220,000¥	1.0	
Luxury Class	500,000¥	1.0	
Hotel Room (per night)			
Coffin Hotel	10¥	1.0	
Moderate	25¥	1.0	
Expensive	100¥	1.0	
Luxury	250¥	1.0	
Luxury Resort	500¥	1.0	
Meal in hotel restaurant	20% base	1.0	

Lifestyle (cont.)

Name	Cost	Street Index	Notes
Dinner in restaurant (per person, without tip)			
Fast food	7¥	1.0	
Cheap	12¥	1.0	
Inexpensive	23¥	1.0	
Expensive	75¥	1.0	
Luxury	150¥	1.0	
McHugh's™ Menu			
Basic Soyburger	2¥	1.0	Basic soyburger
The Hugh	3¥	1.0	Basic soyburger w/ cheese
The Beast	5¥	1.0	Triple burger w/ cheese
Soycaf	1¥	1.0	
Soysundae	2¥	1.0	13 flavors
Car Rental	50¥/day	1.0	
Taxi	1¥/km	1.0	
Sexual Pleasures			
Pornographic Magazine	3¥	1.0	
Mail-order Bride magazine	5¥	0.75	
Simple Acts	50¥	1.0	
Complex Acts	100¥	1.0	
Really Complex Acts	500¥+	1.0	
False System Identification Number (SIN)			See "Forged Credstick" in the Security & Surveilance section

Music

Name	Concealability	Weight	Availability	Cost	Street Index
Acoustic Modulators					
Small		2	Always	8,000¥	0.75
Club		3	Always	15,000¥	0.75
Hall		4	Always	35,000¥	0.75
Amplifiers					
Small		0.5	Always	100¥	0.75
Club		1	Always	400¥	0.75
Hall		1.5	Always	1,200¥	0.75
Stadium		1.7	Always	5,000¥	0.75
Superstadium		2.2	Always	12,000¥	0.75
Microphones					
Body Mike (w/batteries)	6	0.25	Always	100¥	0.75
Hand Mike		0.3	Always	100¥	0.75
Mike Stand		1	Always	50¥	0.75
Mike Boom		1.5	Always	75¥	0.75
Mixers					
Basic (4 in, 1 out)		3	Always	1,000¥	0.75
per additional input channel		+.2	Always	+200¥	0.75
per additional output channel		+.2	Always	+500¥	0.75
Built-in Polycorder		+.5	Always	+300¥	0.75
Multitrack Samplers					
4-track			Always	1,200¥	0.75
8-track			Always	3,200¥	0.75
16-track			Always	8,000¥	0.75
24-track			Always	14,400¥	0.75
32-track			Always	22,400¥	0.75
Manual Control only		1 + (.2 x channels)	Always	Base Price	0.75
Direct Neural Interface Control only	4	0.2	Always	Base Pricex2	0.75
Combined Manual/DNI Control		1.2 + (.2 x channels)	Always	Base Pricex2.5	0.75
Polycorders					
Microcorder	8		Always	1,000¥	0.75
Minicorder	6		Always	700¥	0.75
Pocketcorder	5	0.25	Always	200¥	0.75
Hand-held	3	0.5	Always	100¥	0.75
Rack-Mount		3	Always	1,500¥	0.75
Sprawl Blaster		2	Always	200¥	0.75
Sprawl Fuser		3	Always	1,200¥	0.75
MiniCD only			Always	Base Price/2	0.75
ASIST Direct Neural Playback		Always	Base Pricex3	0.75	
Voice Recorders					
Pocket Recorder (Rating 1)	5	0.25	2/12 hrs	50¥	0.75
Portable Recorder, Basic (Rating 3)		4	4/36 hrs	900¥	1.0
Portable Recorder, Adv. (Rating 4)		4	6/72 hrs	1,600¥	1.5
Professional Deck, Basic (Rating 5)		6	8/7 days	25,000¥	1.5
Professional Deck, Adv (Rating 6)		6	10/7 days	36,000¥	2.0

Music (cont.)

Name	Concealability	Weight	Availability	Cost	Street Index
Speaker Arrays					
Small		10	Always	100¥	0.75
Club		20	Always	1,000¥	0.75
Hall		60	Always	5,000¥	0.75
Stadium		120	Always	12,000¥	0.75
Superstadium		180	Always	25,000¥	0.75
Instruments					
Cheap common			Always	50¥ x Complexity	1.0
Average common			Always	500¥ x Complexity	0.9
Fine common			Always	5,000¥ x Complexity	0.8
Cheap rare			Always	250¥ x Complexity	1.0
Average rare			Always	2,500¥ x Complexity	1.0
Fine rare			Always	25,000¥ x Complexity	1.0
Sythesizers					
Cheap (8 voice max)		2	Always	150¥+25¥/voice	1.0
Average (16 voice max)		3	Always	500¥+100¥/voice	0.8
Fine (32 voice max)		4	Always	5,000¥+500¥/voice	0.8
Autosynth (Skill 1-3)		4	Always	1,000¥ x Skill	0.9
Autosynth (Skill 4-5)		4	Always	3,000¥ x Skill	0.9
Autosynth (Skill 6-8)		4	Always	5,000¥ x Skill	0.9
Autosynth (Skill 9-10)		4	Always	10,000¥ x Skill	0.9
Cheap synthlink controller		1	Always	1,000¥	0.8
Average synthlink controller		1	Always	10,000¥	0.8
Fine synthlink controller		1	Always	50,000¥	0.8

Video

Disk/Chip	8		Always	20¥	0.75
Recorder Package	2	2	6/48 hrs	1,000¥	1..5
Screen		3	Always	150¥	0.75
Transmission Unit		5	8/7 days	4,000¥	2.0

Trideo

Cameras					
Fuchi VX2200 Portacam	2	2	3/1 day	1,000¥	0.75
Fuchi VX2200C Cybercam	2	2	4/2 days	1,300¥	1.0
Sony HB500 Portacam	4	1	6/4 days	2,200¥	1.0
Sony CB5000 Cybercam	4	1	8/6 days	2,700¥	1.2
AZT Micro20 Microportacam	8		10/10 days	2,500¥	1.5
AZT Micro25 Microcybercam	8		9/7 days	3,200¥	1.2
Bionome Tridlink Adapter	-1		3/1 day	700¥	0.75
Kodak GAC-25 Shoulder Mount-	4	1	Always	200¥	1.0
Cinema Products Steadicam™	-2		4/2 days	1,800¥	1.5
AZT Micro30 StaticBrace			8/6 days	2,200¥	1.2
Smartcam Adapter	-1		4/7 days	1,500¥	1.5
VertexNetsynth Tridmixer		5	2/2 days	8,000¥	1.0
Fuchi Holo-Edit 7200		6	3/7 days	10,000¥	1.5
Sony TFX-10000 Imaging Generator			7/14 days	13,000¥	2.0
Transmitter Links					
Unsecure, Short-haul	6		3/7 days	4,000¥	1.0
Unsecure, Long-haul		2	6/7 days	6,000¥	1.0
Unsecure, Uplink		20	4/7 days	1,000¥	1.0
Secure, Short-haul	6		5/14 days	6,000¥	2.0
Secure, Long-haul		3	7/14 days	9,000¥	2.0
Secure, Uplink		24	9/14 days	1,500¥	2.0
Transmission Sampler		4	8/14 days	1,000¥	1.0
Electromagnetic Transmitters					
Non-Mobile		24	8/14 days	5,500¥	1.0
Mobile		8	8/14 days	7,500¥	1.0
+ECM (Rating 1-6)		Rating	18/1 mth	+2,500¥ x Rating	1.0
Satellite Injection Uplink Station		20	8/14 days	1,000¥	1.0
+ECM (Rating 1-6)		Rating	18/1 mth	+3,000¥ x Rating	1.0
Cable Signal Formatter		2	8/14 days	2,000¥	1.0
+ECM (Rating 1-6)		Rating	18/1 mth	+1,500¥ x Rating	1.0

Simsense

Baseline Induction Recorder		5	7/7 days	50,000¥	2.0
External Simlink			7/7 days	25,000¥+(5,000¥ x Rating)	2.0
Simths					
Truman Reality-500		1	7/7 days	25,000¥	2.0
Fuchi RealSense™ Kosmos XXV		2	6/6 days	250,000¥	1.0
Truman Inner-I		2	7/7 days	200,000¥	2.0
ASIST EC/PC Enabler		Rating	7/7 days	10,000¥ x Rating	2.0
ASIST Emotive Enabler		Rating	7/7 days	25,000¥Rating	2.0
Sense Patch Injector		1	7/7 days	25,000¥	2.0
Signal Peak Controller		1	7/7 days	15,000¥	2.0
Experience Samplers					
MonoPOV ACT Format		1	7/7 days	15,000¥	2.0
MonoPOV Dir-X Format		1	7/7 days	75,000¥	2.0
PolyPOV Samplers		2	7/14 days	+25%/additional POV	2.5
Sense Decks					
Truman Dreambox	3	3	Always	350¥	0.75
Sony Beautiful Dreamer	3	3	Always	1,200¥	0.75
Sony Beautiful Dreamer II	3	4	Always	1,800¥	0.75
Fuchi Dreamliner	4	3	Always	2,500¥	0.75
Truman Paradiso	2	5	3/7 days	75,000¥	1.0
Fuchi RealSence™ MasterSim	2	4	4/7 days	125,000¥	1.0
ASIST Dir-X Multiplexer	-Rating	Rating	8/7 days	2,500¥ + (100¥ x Rating)	1.0
Simsense Recordings					
Cheap or Instructional ACT	8		Always	1¥/min	0.75
Average ACT	8		Always	2¥/min	0.75
High-Quality ACT	8		Always	2.5¥/min	1.0
Current hit ACT	8		Always	¥/min	1.5
Average Dir-X	8		3/7 days	90¥/min	1.25
High-Quality Dir-X	8		3/7 days	100¥/min	1.75
Current hit Dir-X	8		3/7 days	150¥/min	2.0
+Full-X			4/14 days	Base x 3	2.5
BTL	8		4/no wait	Base x 10	1.0
2XS	8		18/no wait	Base x 50	1.0

Electronics

Telecom		15	Always	MemoryCost	1.5
Portable Phones					
Wrist Models	4		Always	1,000¥	0.75
With Flip-UpScreen			Always	1,500¥	0.8
Handset Unit	3	1	Always	500¥	0.75
Earplug Unit	8		Always	1,000¥	1.5
Booster Pack	3	2	Always	500¥	1.0
Pocket Secretary	3	0.5	Always	3,000¥	0.8
Personal Computers					
Table Top		10	Always	Memory Cost	0.75
Pocket	3	1	Always	Memory Cost x 5	1.0
Wrist	4		Always	Memory Cost x 20	1.5
Printer	NA	10	Always	100¥	1.0
Computer Memory	NA		Always	20¥ x Mp	0.75
HD/DS MiniCD (500Mp)	10		Always	10¥	
Optical Memory Chip (OMC)	30		Always	0.5¥ x Mp	
Data DIsplay Systems (w/maxmemory capacity)					
Data Unit (1,000 Mp)	3	2	Always	Memory Cost	1.0
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	3.0
Radio					
Toy Walkie-talkies	3	0.25	Always	20¥	1.0
Police Scanner	2	1	Always	100¥	1.0
Short Range	2	1	Always	200¥ + 50Y per channel	1.0
Medium Range		1.5	3/1 day	500¥ + 75¥ per channel	1.2
Long Range		2.5	5/3 days	1000¥ + 100¥ per channel	1.5
Hands-free	-1	-0.25	+1/+1 day	+100¥	1.0
Integral Encryption	+1	+0.25	+Rating/+ Rating days	+1,000¥ x Rating	2.0
Whitelaw Electric Sunglasses			Always	250¥	1.0
Private Eye Computer Display Glasses			2/1 day	1,300¥	1.0
Doafone Lock-out	8		4/72 hrs	640¥	1.5

Matrix Gear

Cyberdecks

Name	MPCP	Hardening	Memory	Storage	Load	I/O	Availability	Cost	Street Index
Radio Shack RCD-I00	2		10	50	5	None	4/7 days	6,800¥	1.0
Allegiance Alpha	3	1	10	50	5	None	4/7 days	12,600¥	1.0
Sony CTY-360	6	3	50	100	20	10	4/7 days	99,400¥	1.0
Fuchi Cyber-4	6	3	100	500	20	20	4/7 days	121,400¥	1.0
Fuchi Cyber-6	8	4	100	500	50	30	6/7 days	334,500¥	1.0
Fuchi Cyber-7	10	4	200	1,000	50	40	10/7 days	1,112,100¥	1.0
Fairlight Excalibur	12	S	500	1,000	100	50	22/7 days	5,529,600¥	1.0

Cyberdeck Additions

Name	Availability	Cost	Street Index
Hitcher jack	2/48 hrs	1,000¥	1.0
Off-line Storage	2/24 hrs	10,000¥ x Mp	1.0
Vidscreen Display	2/24 hrs	500¥	1.0
Response Increase			
Level 1	6/48 hrs	25,000¥	1.0
Level 2	8/72 i1rs	100,000¥	2.0
Level 3	12/7 days	250,000¥	2.0
Deck Armor (Ballistic/Impact)			
Basic Case (0/1)	Always	0¥	1.0
Level 1 (1/2)	2/48 hrs	500¥	1.0
Level 2 (2/3)	3/48 hrs	2,00¥	1.2
Level 3 (3/4)	4/48 hrs	5,000¥	1.4
Chip Cookers (Rating)			
Sony Encoder I (0)	Always	1,200¥	0.8
Fuchi OCE/500 (1)	3/5 days	2,700¥	1.0
Sony Encoder II (2)	3/5 days	6,000¥	1.0
Hitachi RM-AX (3)	4/7 days	9,500¥	1.2

Programs

Name	Size (In Mp)	Rating	Availability	Cost	Street Index
Persona programs		1-3	3/7 days	Size x 100¥	1
		4 6	6/7 c days	Size x 500¥	1.5
		7-9	12/14 days	Size x 1,000¥	2.0
		10+	24/30 days	Size x 5,000¥	3.0
Bod	(Rating^2) x 3				
Evasion	(Rating^2) x 3				
Masking	(Rating^2) x 2				
Sensors	(Rating^2) x 2				
Utility prograrns		1-3	2/7 days	Size x 100¥	1.0
		4-6	4/7 days	Size x 200¥	1.5
		7-9	8/14 days	Size x 500¥	2.0
		10+	16/100 days	Size x 1,000¥	3.0
Analyze	(Rating^2) x 3				
Armor	(Rating^2) x 3				
Attack	(Rating^2) x 2				
Auto Exec	(Rating^2)				
Blind	(Rating^2) x 3				
Browse	(Rating^2)				
Cloak	(Rating^2) x 3				
Compressor	(Rating^2) x 2				
Controller	(Rating^2) x 4				
Deception	(Rating^2) x 2				
Decrypt	(Rating^2) x 2				
Evaluate	(Rating^2) x 2				
Hog	(Rating^2) x 3				
Medic	(Rating^2) x 4				
Mirrors	(Rating^2) x 3				
Poison	(Rating^2) x 3				
Relocate	(Rating^2) x 2				
Restore	(Rating^2) x 3				
Restrict	(Rating^2) x 3				
Reveal	(Rating^2) x 3				
Scanner	(Rating^2) x 4				
Shield	(Rating^2) x 4				
Sift	(Rating^2)				
Sleaze	(Rating^2) x 3				
Slow	(Rating^2) x 4				
Smoke	(Rating^2) x 2				

Name	Size	Cost	Name	Size	Cost
(Rating^2) Utilities			(Rating^2) x 3 Utilities		
Rating 1	1	100¥	Rating 1	3	300¥
Rating 2	4	400¥	Rating 2	12	1,200¥
Rating 3	9	900¥	Rating 3	27	2,700¥
Rating 4	16	3,200¥	Rating 4	48	9,600¥
Rating 5	25	5,00¥	Rating 5	75	15,000¥
Rating 6	36	7,200¥	Rating 6	108	21,600¥
Rating 7	49	24,500¥	Rating 7	147	73,500¥
Rating 8	64	32,000¥	Rating 8	192	96,000¥
Rating 9	81	40,500¥	Rating 9	243	121,500¥
Rating 10	100	100,000¥	Rating 10	300	300,000¥
Rating 11	121	121,000¥	Rating 11	363	363,000¥
(Rating^2) x 2 Utilities			(Rating^2) x 4 Utilities		
Rating 1	2	200¥	Rating 1	4	400¥
Rating 2	8	800¥	Rating 2	16	1,600¥
Rating 3	18	1,800¥	Rating 3	36	3,600¥
Rating 4	32	6,400¥	Rating 4	64	12,800¥
Rating 5	50	10,000¥	Rating 5	100	20,000¥
Rating 6	72	14,400¥	Rating 6	144	28,800¥
Rating 7	98	49,000¥	Rating 7	196	98,000¥
Rating 8	128	64,000¥	Rating 8	256	128,000¥
Rating 9	162	81,000¥	Rating 9	324	162,000¥
Rating 10	200	200,000¥	Rating 10	400	400,000¥
Rating 11	242	242,000¥	Rating 11	484	484,000¥

Biotech

Name	Rating	Availability	Weight	Cost	Street Index
Medkit	3	2/24 hrs	3	200¥	1.5
Medkit Supplies		2/24 hrs		50¥	1.5
StabilizationUnit	2	12/1 mth	30	10,000¥	3.0
Deluxe Stabilization Unit	6	16/1 mth	35	20,000¥	3.0
DocWagon™ Services					
Basic Contract		On payment		5,000¥ per year	
Gold Contract		On payment		25,000¥ per year	
Piatinum Contract		On payment		50,000¥ per year	
Super-Platinum Contract		On payment		100,000¥ per year	
High Threat Response				5,000¥	
Employee Death Benefit				20,000¥	
On-site Resuscitation				8,000¥	
Acute Care					
Basic				500¥ per day	
Intensive				1,000¥ per day	
Extended				2,500¥ per week	
Slap patches					
Antidote Patch	Maximum 8	6/72 hrs		Rating x 50¥	2.0
Stimulant Patch	Maximum 6	2/24 hrs		Rating x 25¥	
Tranq Patch	Maximum 10	4/48 hrs		Rating x 20¥	2.0
Trauma Patch	6	4/48 hrs		500¥	4.0

Magical Equipment

Name	Weight	Availability	Cost	Street Index
Specific Spell Focus		4/48 hrs	Rating x 45,000¥	2.0
Spell Type Focus		5/48 hrs	Rating x 75,000¥	2.0
Spirit Focus		4/48 hrs	Rating x 60,000¥	2.0
Power Focus		6/72 hrs	Rating, x 105,000¥	2.0
Spell Lock		2/48 hrs	45,000¥	2.0
Fetish Focus		4/48 hrs	Rating x 3,000¥	1.5
Weapon Foci		8/72 hrs	(Reach+1) x 100,000¥ + (Rating) x 90,000¥	3.0
Ally Conjuring Materials		(Force)/4 days	Force x 1,000¥	2.0
Elemental Conjuration Marerials		(Force)/24 hrs	Force x 1,000¥	1.0
Watcher Conjuring Materials		3/24 hrs	Days x 1,000¥	1.5
Ward Casting Materials		4/24 hrs	Force x 1,000¥	1.5
Medicine Lodge Materials	2 x Rating	(Rating)/24 hrs	Rating x 500¥	1.0
Expendable Fetishes				
Combat		2/24 hrs	20¥	1.0
Detection		2/24 hrs	5¥	1.0
Healing		2/24 hrs	50¥	1.0
Illusion		2/24 hrs	10¥	1.0
Manipulation		2/24 hrs	30¥	1.0
Hermetic Library (any magic sklll)				
Computer Media (disk)		(Rating)/7 days	($Rating^2$) x 1,000¥	2.0
Chip		(Rating)/7 days	($Rating^2$) x 1,200¥	2.0
Hardcopy	50 x Rating	(Rating)/14 days	($Rating^2$) x 2,000¥	3.0
Reuseable Fetishes				
Combat	.1	3/24 hrs	200¥	1.0
Detection	.1	3/24 hrs	50¥	1.0
Healing	.1	3/24 hrs	500¥	1.0
Illusion	.1	3/24 hrs	100¥	1.0
Manipulation	.1	3/24 hrs	300¥	1.0
Ritual Sorcery Materials				
Detection		3/24 hrs	100¥ x spell Force	1.0
Healinrg		3/24 hrs	500¥ x spell Force	1.0
Illusion		3/24 hrs	100¥ x spell Force	1.0
Manipulation		3/24 hrs	1,000¥ x spell Force	1.0
Raw Materials				
Herbals	5	2/12 hrs	50¥	1.0
Crystals	10	3/24 hrs	100¥	1.0
Semi-precious Gems	10	5/48 hrs	200¥	1.5
Precious Gems	10	7/48 hrs	500¥	1.7
Iron	10	3/24 hrs	50¥	1.0
Copper	10	4/48 hrs	100¥	1.0
Silver	10	5/72 hrs	300¥	1.2
Gold	10	7/21 days	10,000¥	1.5
Mercury	10	5/72 hrs	600¥	2.0
Tin	10	3/72 hrs	30¥	1.0
Lead	10	2/72 hrs	30¥	0.8
Refined Form	0.5 x Raw wieght	+6/+14 days	Base x 2	Base x 2
Radical Form	0.01 x Raw weight	+10/+4 weeks	Base x 4	Base x 4
Oricalcum	0.01	13/4 weeks	88,000¥	2.0

Vehilces

Civilian Vehicles

Name	Handling	Speed	Body/Armor	Sig	Auto Pilot	Availability	Cost	Street Index
Cars								
Chlysler-Nissan Jackrabbit (el)	3/8	25/75	1/0	5	1	Always	15,000¥	1.0
Chlysler-Nissan Jackrabbit (mf)	3/8	30/90	1/0	3	1	Always	18,000¥	1.0
Eurocar Westwind 2000	3/8	70/210	2/0	2	3	4/7 days	100,000¥	0.9
Ford Americar	4/8	35/105	2/0	2	2	Always	20,000¥	1.0
Honda-GM 3220 ZX	4/8	40/120	2/0	2	1	2/2 days	30,000¥	1.0
Honda-GM 3220 ZX Turbo	4/8	50/150	2/0	1	2	3/4 days	45,000¥	1.0
Leyland-Zil Tsarina (el)	4/8	25/75	1/0	5	1	Always	10,000¥	1.0
Leyland-Zil Tsarina (mf)	4/8	30/90	1/0	2	1	Always	12,000¥	1.0
Mitsubishi Nightsky	4/8	45/120	5/3	4	4	4/10 days	250,000¥	0.9
Mitsubishi Runabout	4/8	25/75	1/0	5	1	Always	10,000¥	1.0
Rolls Royce Phaeton	4/4	60/180	5/10	2	4	4/14 days	500,000¥	1.0
Saab Dynamit 776TI	4/8	80/250	2/3	1	3	4/10 days	250,000¥	0.9
Toyota Elite	4/8	40/120	4/0	2	4	3/4 days	125,000¥	0.9
Volkswagon Elektro	3/6	20/60	1/0	5		Always	8,000¥	1.0
Bikes								
BMW Blitzen	3/4	95/285	3/6	1	2	4/10 days	25,000¥	1.1
Dodge Scoot	3/6	20/60	1/0	4		Always	2,000¥	1.0
Entertainment Papoose	3/6	30/90	1/0	5		Always	6,000¥	1.0
Entertainment Papoose Maximus	3/6	30/90	2/0	5		Always	12,000¥	1.0
GAZ-Niki White Eagle	3/3	60/180	3/0	1		4/7 days	15,000¥	0.9
Harley Scorpion	4/5	50/150	3/3	2	2	Always	15,000¥	0.7
Honda Viking	3/5	50/150	4/6	1	2	2/4 days	17,000¥	0.8
Hyundai Offroader	4/2	60/180	2/0	2	1	2/4 days	12,500¥	0.9
Suzuki Aurora	2/4	70/210	1/0	1	1	2/2 days	15,000¥	0.8
Thundercloud Pinto Trike	4/2	20/60	3/0	2		2/2 days	35,000¥	1.0
Yamaha Rapier	3/6	65/195	1/0	1	1	Always	10,000¥	0.7
Light Trucks								
Ford-Canada Bison	4/3	45/135	5/6	4	3	2/2 days	150,000¥	0.7
GAZ-Willys Nomad	3/3	30/90	3/0	2	2	Always	50,000¥	0.9
Landrover Model 2046, long	3/3	30/90	3/0	2	2	2/2 days	45,000¥	0.9
Landrover Model 2046, short	3/3	30/90	2/0	2	1	Always	35,000¥	0.9
Leyland-Rover Transport (el)	4/8	25/75	3/0	5	2	Always	25,000¥	0.8
Leyland-Rover Transport (ic)	4/8	35/105	3/0	2	2	Always	30,000¥	0.7
Nissan-Holden Brumby	4/3	30/90	2/0	2	2	Always	25,000¥	0.9
Renault-Fiat Eurovan	4/10	35/105	3/0	2	1	4/4 days	25,000¥	0.9
Rolls Royce Prarie Cat	2/3	40/120	3/3	2	3	4/7 days	275,000¥	0.8
Toyotacorp Gopher Pickup	4/4	35/105	2/0	2	2	Always	25,000¥	0.7
Volkswagon Superkombi III	4/8	35/105	4/3	2	3	4/4 days	see text	0.8
Heavy Trucks								**1.0**
Ares Roadmaster™	4/10	30/90	4/0	2	2	6/7 days	45,000¥	0.9
Conestoga Trailblazer Prime Mover	4/8	30/90	5/0	2	2	2/2 days	150,000¥	1.0
GMC 4201	3/6	35/85	5/3	2	2	4/4 days	75,000¥	1.0
GMC Bulldog Step-van	4/8	35/85	4/3	2	2	6/7 days	35,000¥	0.8
Courier Variant	4/6	35/85	4/6	1	2	6/7 days	60,000¥	0.7
Nordkapp-Conestoga Bergen								
command module	3/6	30/90	6/6	2	4	6/14 days	600,000¥	1.5
cargo module	3/6	30/90	5/3	2		6/14 days	200,000¥	1.5
Hovercraft								
Chrysler-Nissan G12a	4	40/120	4/0	5	2	2/3 days	50,000¥	0.8
GMC-Beachcraft Vacationer	4	35/105	4/0	3	3	2/7 days	100,000¥	0.8
GMC-Nissan Hovertruck	4	40/120	4/0	5	1	7/7 days	100,000¥	0.8
Mostrans Ivan KVP-I4T	4	60/180	4/0	3	1	4/7 days	250,000¥	0.9
Boats								
Aztech Niahtrunner	3	25/75	2/0	4	3	Always	30,000¥	0.8
Electric Running		10/30		8				
Colorado Craft Cigarette	4	25/75	2/0	3	2	2/4 days	35,000¥	0.8
Cigarette (foils down)	8	35/105	2/0	1				
Harland & Wolff Classique Yacht	5	15/45	6/0	2	4	8/24 days	3.5M¥	2.0
Marine Technologies Dolphin II	3	15/45	3/0	3	2	4/14 days	50,000¥	1.0
Samuvani Chriscraft Otter	4	15/45	2/0	3	2	Always	20,000¥	0.6
Sendanko Marlin	2	20/30	2/0	5		Always	15,000¥	1.0
Suzuki Watersport (el)	2	10/30	1/0	5		Always	1,300¥	0.7
Suzuki Watersport (ic)	2	15/45	1/0	3		Always	1,200¥	0.7
Zemlya-Poltava Swordsman (ic)	4	25/75	3/0	3	2	2/4 days	30,000¥	0.8
Acced Electric engines		5/15		7		6/6 days	+5,000¥	0.6
Poseidon Engines		30/90				2/4 days	see text	0.8

Vehilces (cont.)

Civilian Vehicles (cont.)

Name	Handling	Speed	Body/Armor	Sig	Auto Pilot	Availability	Cost	Street Index
Planes								
Arrow HSCT	5	1,500/2,900	4/3	2	4	6/14 days	10M¥	3.0
Cessna C750	5	340/680	3/0	2	2	4/7 days	200,000¥	1.0
China Clipper Suborbital	5	10,000/24,000	5/6	1	3	6/24 days	100M¥	5.0
Embraer-Dassault Mistral	4	300/450	4/0	3	2	4/14 days	375,000¥	1.0
Fiat-Fokker Cloud Nine	4	300/450	3/0	3	2	4/7 days	175,000¥	0.9
GD SV250 Semiballistic	6	10,000/29,000	5/6	3	4	6/24 days	750M¥	10.0
Hawker-Siddley HS-895 Skytruck	5	400/600	5/0	3	2	7/21 days	2.5M¥	0.9
Lear-Cessna Platinum I	4	400/550	5/0	3	3	5/21 days	500,000¥	1.0
Lear-Cessna Platinum II	5	800/1600	5/3	3	4	7/21 days	1.5M¥	1.1
Rotor Craft								
Agusta-Cierva Plutocrat	4	200/240	4/3	4	4	6/21 days	950,000¥	0.9
Ares Dragon	5	140/320	6/0	3	3	4/14 days	600,000¥	0.8
Federated-Boeing Commuter 2050	5	140/320	3/0	3	3	3/14 days	625,000¥	0.8
Hughes Airstar	4	190/260	4/6	3	4	4/14 days	900,000¥	0.7
Hughes WK-2 Stallion	5	170/250	4/0	4	3	4/14 days	300,000¥	0.8
Lighter-than-Air Craft								
Airship Industries Skyswimmer	3	90/180	6/3	8	2	6/4 days	100,000¥	0.8
Goodyear Commuter-47 LTA	3	150/300	8/3	8	2	6/7 days	225,000¥	0.8
Luftschiffbau Zeppelin LZ-2049	3	100/250	12/6	8	2	6/21 days	750,000¥	1.0

Security Vehicles

Name	Handling	Speed	Body/Armor	Sig	Auto Pilot	Availability	Cost	Street Index
Land Vehicles								
Ares Citymaster™	4/10	30/120	4/12	2	3	10/14 days	500,000¥	2.0
Ares Mobmaster™	4/10	30/120	5/15	2	5	21/2 mths	3.65M¥	2.0
Chrysler-Nissan Patrol-1	4/8	60/180	3/6	4	3	8/10 days	100,000¥	2.0
DocWagon™ SRT Ambulance	4/10	30/75	4/0	2	1	8/10 days	100,000¥	2.5
DocWagon™ CRT Ambulance	4/10	30/75	5/0	2	2	10/14 days	120,000¥	2.5
General Products COP	4/9	30/90	1/3	4	1	6/7 days	25,000¥	2.5
Harley Electraglide-I000	3/4	95/285	3/6	2	1	10/14 days	75,000¥	2.5
Sikorski-Bell Red Ranger ACV	4/6	150/450	2/6	3	3	10/14 days	250,000¥	2.0
wheels engaged	3/5	30/90		8				1.0
Water Vehicles								
Blohm & Voss River Commander	4	25/75	6/9	3	3	14/21 days	300,000¥	2.5
GMC Riverine	3	30/90	4/6	3	2	12/14 days	125,000¥	2.0
GMC-Beachcraft Patroller	4	55/165	4/6	5	2	10/14 days	750,000¥	2.0
Surfstar Marine Seacop	3	30/90	3/6	3	2	10/14 days	50,000¥	2.0
Air Vehicles								
CASA J-239 Raven	3	200/400	3/0	4	1	16/6 mths	175,000¥	2.0
DocWagon™ SRT Helicopter	5	170/250	4/0	4	3	8/21 days	400,000¥	1.5
DocWagon™ CRT Helicopter	5	140/320	3/0	3	3	10/21 days	700,000¥	2.0
DocWagon™ HTR Helicopter	5	165/235	5/6	4	3	14/28 days	1M¥	2.0
DocWagon™ HTR Osprey II	5	190/380	3/3	2	3	12/24 days	950,000¥	2.5
Moonlight Aerospace Avenger	4	100/200	3/9	8	2	16/6 mths	250,000¥	2.5
Northrup PRC-42B Wasp	3	65/130	1/0	3		16/6 mths	220,000¥	2.0
Northrup PRC-44B Yellowjacket	4	65/130	2/0	3		16/6 mths	280,000¥	2.0

Military Vehicles

Name	Handling	Speed	Body/Armor	Sig	Auto Pilot	Availability	Cost	Street Index
Aztechnology Agular-EX Attack Helicopter	4	280/560	3/6	4 (8)	4	14/3 mths	2.6M¥	2.8
BAC-Dassault-MBB EFA variants	3	950/1900	4/6	4	3	16/3 mths	5M¥	2.5
Federated-Boeing Eagle	3	900/1800	5/12	4	3	14/3 mths	50M¥	1.5
Ferrari Appaloosa Light Scout	2/3	100/200	3/9	5	2	16/6 mths	1M¥	3.0
GMC Banshee LAV	3	650/1000	6/18	5	2	18/6 mths	10M¥	3.0

Drones

Name	Handling	Speed	Body/Armor	Sig	Auto Pilot	Availability	Cost	Street Index
Aerodesign Systems Condor LDSD-23	5	20/60	1/0	10	1	8/7 days	2,500¥	2.5
Aztechnology GCR-23C Crawler	4/4	5/9	1/0	4	1	8/4 days	1,250¥	2.0
CAS Wandjina RPV	3/5	250/500	5/6	4/8	4	16/6 mths	75,000¥	3.0
Cyberspace Designs Dalmatian Recon	3	35/105	2/0	4	2	6/4 days	15,000¥	2.0
GAS-Niki GNRD-71bis Snooper	4/3	25/75	1/0	5	1	8/4 days	1,750¥	2.0
GM-Nissan Doberman	3/5	35/70	3/6	3	2	8/14 days	10,000¥	2.5
GM-Nissan Spotter	3	35/100	2/0	3	2	6/7 days	12,500¥	1.5
MCT Nissan Rotodrone	4	35/70	2/0	3	2	6/1 day	7,500¥	1.2
Armed Varient	4	60/65	4/0	4	2	8/2 days	12,500¥	1.2
Sikorski-Bell Microskimmer	5	30/90	1/0	3	1	5/3 days	2,750¥	2.0

Vehilces (cont.)

Vehicle Modifications

Name	Max	Handling	Speed	Body	Sig	Fuel	Cost
Engine upgrade							see Rigger Black Book, pg 109
Hi-Performance Engine			+50%		-1	+50%	see Rigger Black Book, pg 109
Turbocharging			+5/+15		-1	+5-10	see Rigger Black Book, pg 109
Customized Engine			+10/+30		-2	+10-20	see Rigger Black Book, pg 109
Improved Suspension							
Cars	2	-1/0					+10%
Bikes	2	-1/-1					+10%
Off Road Suspension							
Cars	2	+1/-1	-5/-15			+10%	+35%
Bikes	2	+1/-1	-5/-15			+20%	+20%
Trucks	1	+1/-50%	-5/-15			+25%	+50%
Improved Rudder	2	-1					+20%
Fly-by-Wire system	2	-1					+25%
Body Upgrade							
Cycles & Aircraft	2 x orig Body		-1%	+1/0			500¥ + (500¥ x Level)
Others	8		-1%	+1/0			1,000¥ + (500¥ x Level)
Armor Upgrade							
Cycles & Aircraft	org. Bod	+1 for 2	-5/-15	0/+3		+10%	1,750¥ + (5,000¥ x Level)
Others	Body	full levels	-5/-15	0/+3		+10%	2,500¥ + (5,000¥ x Level
Passive Thermal Masking (IC and MultF only)							
Ground Vehicles		+1/+1			+1		Body x 3,750¥
Ground Vehicles					+1		Body x 5,000¥
Cycles					+1		Body x 6,000¥
Trucks & Planes					+1		Body x 7,500¥
Tractors & Rotorcraft					+1		Body x 10,000¥
ACVs					+1		Body x 3,750¥
Water and LTA craft					+1		Body x 2,500¥
Active Thermal Masking	5		-5/-15		+1		see Rigger Black Book, pg 112
Passive Aural Masking							
Ground Vehicles	4				+1		Body x 2,500¥
Cycles, Trucks, LTA	4				+1		Body x 3,750¥
Tractors	4				+1		Body x 5,000¥
ACVs, Aircraft	4				+1		Body x 25,000¥
Water	4				+1		Body x 2,500¥
Extra Fuel Capacity	+25%					+1 L	1¥

Vehicles Accessories

Name	CF	Installation Time	Required Equip	Cost	Legality	Availability	Street Index
Advanced Passenger Protection	1	1 week	Vehicle Facility	2,500¥	Legal	2/2 days	0.8
Amphibious Operation Package							
Basic		4 days	Vehicle Facility	2,500¥	4P-E2	8/2 weeks	1.4
Propeller	2	1 week	Vehicle Facility	7,500¥	4P-E2	8/2 weeks	1.4
Water jet	3	2 weeks	Vehicle Facility	15,000¥	4P-E2	8/2 weeks	1.4
Anti-Theft Systems							
Rating 1-3		1 day	Vehicle Kit	Rating x 100¥	Legal	Always	0.75
Rating 4-6		1 day	Vehicle Kit	Rating x 400¥	Legal	Always	0.75
Rating 7-9		1 day	Vehicle Kit	Rating x 1,000¥	Legal	Always	0.75
Rating 10+		1 day	Vehicle Kit	Rating x 5,000¥	Legal	Always	0.75
Autopilot							
Rating 1		2 days	Vehicle Facility	Body x 500¥	Legal	4/2 days	1.0
Rating 2		4 days	Vehicle Facility	Body x 5,000¥	Legal	5/7 days	1.1
Rating 3		4 days	Vehicle Facility	Body x 10,000¥	Legal	6/7 days	1.4
Rating 4		6 days	Vehicle Facility	Body x 25,000¥	Legal	8/14 days	1.8
Bench Seat	5	1 day	Vehicle Shop	75¥	Legal	Always	1.0
Bench Seat, Folding	5	1 day	Vehicle Shop	50¥	Legal	Always	1.0
Boat Hull Modifications		4 days	Vehicle Facility	500¥	Legal	4/4 days	1.0
Bucket Seat	5	1 day	Vehicle Shop	700¥	Legal	2/1 day	0.5
Bucket Seat, Big	6	1 day	Vehicle Shop	750¥	Legal	3/1 day	0.5
Bucket Seat, Ejection	8	2 days	VehicleFacility	3,000¥	6-E1	6/1 week	1.4
Cargo Container							
7 meter (Body 1)	1,000			5,000¥	Legal	Always	1.0
10 meter (Body 2)	1,500			8,000¥	Legal	Always	1.0
20 meter (Body 3)	2,000			10,000¥	Legal	Always	1.0
Convertable Top		3 days	Vehicle Shop	10% + 2,500¥	Legal	Always	0.8
Crash Cage	7	2 days	Vehicle Shop	3,500¥	Legal	3/1 day	0.8
Datajack Link	2	1 week	Vehicle Facility	2,500¥	Legal	5/7 days	0.75
Drone Rack	+2	Body x 1 day	Vehicle Facility	1,000¥	6P-E2	7/7 days	1.5
Drop Tanks (100L)		10 miniutes		200¥	10P-E2	7/7 days	1.0

Vehilces (cont.)
Vehicles Accessories

Name	CF	Installation Time	Required Equip	Cost	Legality	Availability	Street Index
ECM							
Security I (Rating 1)	1	2 days	Vehicle Facility	25,000¥	4P-E2	8/1 mth	2.0
Security II (Rating 2)	2	4 days	Vehicle Facility	75,000¥	3P-E2	10/1 mth	2.0
Security III (Rating 3)	4	6 days	Vehicle Facility	225,000¥	2P-E2	14/1 mth	2.0
Military I (Rating 4)	2	8 days	Vehicle Facility	800,000¥	3-E3	16/2 mths	4.0
Military II (Rating 5)	3	10 days	Vehicle Facility	2.4M¥	2-E3	16/2 mths	4.0
Military III (Rating 6)	4	12 days	Vehicle Facility	6.0M¥	2-E3	16/2 mths	4.0
ECCM							
Security I (Rating 1)	2	2 days	Vehicle Facility	20,000¥	4P-E2	8/1 mth	2.0
Security II (Rating 2)	3	4 days	Vehicle Facility	70,000¥	3P-E2	10/1 mth	2.0
Security III (Rating 3)	5	6 days	Vehicle Facility	190,000¥	2P-E2	14/1 mth	2.0
Military I (Rating 4)	3	8 days	Vehicle Facility	700,000¥	3-E3	16/2 mths	4.0
Military II (Rating 5)	4	10 days	Vehicle Facility	2.0M¥	2-E3	16/2 mths	4.0
Military III (Rating 6)	5	12 days	Vehicle Facility	5.0M¥	2-E3	16/2 mths	4.0
Electronics Bay	1 per 10kg	1 day	Vehicle Shop	5% of item	Legal	2/1 day	0.75
EnviroSeal™	1	1 day	Vehicle Facility		Legal	4/7 days	0.75
Gas Seal				Body x 250¥			
Water Seal				Body x 750¥			
Engine Seal	+1			Body x 1,000¥			
External Cargo Space		1 day	Vehicle Shop	CF x 250¥	Legal	Always	1.0
Flotation Package	2	4 days	Vehicle Facility	10% vehicle	Legal	5/7 days	1.5
Fujicorp Remote Ignition		1 hour	Vehicle Kit	600¥	Legal	2/1 day	1.5
GridLink™ Power	3	2 days	Vehicle Facility	600¥	Legal	2/1 day	0.75
Headlight Options		1 day	Vehicle Shop		Legal	2/1 day	0.75
Swivel Mounts				1,250¥	Legal		1.0
Whitelight Lamps				500¥	Legal		1.0
Integrated Controls	2	1 week	Vehicle Facility	1,500¥	10P-E1	4/7 days	1.2
Life Support	1 per 10 man-hours	1 day	Vehicle Shop	500¥ + 100¥ x Manhours	Legal	5/7 days	1.2
Reinforced Seating	1	1 day	Vehicle Shop	250¥	Legal	3/1 day	0.75
Reduced Sized Components							
Level 1	-1					Base x 2	
Level 2	-2					Base x 5	
Level 3	-4					Base x 20	
Remote Control Deck				Rating x 5,000¥	4P-E1	4/3 days	2.0
Remote Control Deck, Cyber				Rating x 25,000¥	3P-E1	8/7 days	2.0
Remote Control Gear	2	1 week	Vehicle Facility	Body x 2,500¥	5P-E1	4/3 days	2.0
Rigger Control Gear	2	1 week	Vehicle Facility	1,800¥	5P-E1	4/7 days	2.0
Roll Bars	2	3 days	Vehicle Shop	2,000¥	Legal	5/7 days	0.75
Secondary Controls	2	3 days	Vehicle Shop	400¥	Legal	7/8 days	1.3
Sensors							
Standard (Rating 1)		2 days	Vehicle Facility	5,000¥	Legal	2/3 days	0.9
Enhanced (Rating 2)	1	4 days	Vehicle Facility	15,000¥	Legal	4/6 days	1.0
Advanced (Rating 3)	2	6 days	Vehicle Facility	45,000¥	Legal	5/14 days	1.2
Security I (Rating 4)	1	8 days	Vehicle Facility	120,000¥	4P-E2	8/1 mth	2.0
Security II (Rating 5)	2	10 days	Vehicle Facility	360,000¥	3P-E2	10/1 mth	2.0
Military I (Rating 6)	3	12 days	Vehicle Facility	1.25M¥	3P-E3	16/2 mths	4.0
Military II (Rating 7)	4	14 days	Vehicle Facility	3M¥	2-E3	16/2 mths	4.0
SunCell™ Power	1	1 day	Vehicle Shop	500¥	Legal	2/5 days	0.75
Tires		15 minutes	Vehicle Kit		Legal	Always	0.75
Standard				Body x 50¥	Legal		
Performance				Body x 75¥	Legal		
Off-road				Body x 125¥	Legal		
Dual-purpose				Body x 250¥	Legal		
Runflat				+200¥	Legal		

Vehilces (cont.)

Vehicle Weapon Mounts

Name	CF	Recoil	Hrdpnts	Weapon Pnts	Base Time	Required Equi	Cost	Availability	Street Index
Pintle Mount		1		1	12 hours	Vehicle Kit	50¥	4/1 day	1.0
Ring Mount		1		1	1 day	Vehicle Shop	1,500¥	4/1 day	1.0
Ring Mount and hatch		1		1	1 day	Vehicle Shop	2,000¥	4/1 day	1.0
Ring Mount, Open top	1	1		1	1 day	Vehicle Shop	3,000¥	4/1 day	1.0
Single center-line	2	2	-1	1	3 days	Vehicle Shop	1,000¥	4/1 day	0.9
Center-line Dual	3	2	-1	1	3 days	Vehicle Shop	1,750¥	4/1 day	0.9
Wing/Fairing	0.5	2	-1	1	3 days	Vehicle Shop	750¥	5/3 days	1.0
External Turret		-50%			3 days	Vehicle Facility		7/2 weeks	1.5
Micro	2		-1	2			5,000¥		
Small	3		-2	4			7,500¥		
Medium	4		-3	6			15,000¥		
Pop-up	Base x 2			-1			Base x 3		
Normal Weapon ammo storage	1			50 magzine			500¥		
Heavy Weapon ammo storage	1			20 magazine			500¥		
Missile Storage	1			1 missile			1,000¥		
Remote Turret		-50%			3 days	Vehicle Facility		7/2 weeks	1.5
Micro	1		-1	2			6,000¥		
Small	2		-2	4			9,000¥		
Medium	3		-3	6			17,500¥		
Pop-up	Base x 2			-1			Base x 3		
External Rack Mounts				Missiles x Body	3 days	Vehicle Facility	750¥ + 250¥ x Missile	7/7 days	1.5
Firmpoints	1	1	-.5	1	1 day	Vehicle Shop	750¥	6/4 days	1.5