### TASK/ATTACK TO HIT NUMBERS

#### DIFFICULTY OF TASK, SHOT OR OPPONENT

<table>
<thead>
<tr>
<th>EASY</th>
<th>AVERAGE</th>
<th>DIFFIC</th>
<th>V-DEFT</th>
<th>NUMPOS</th>
</tr>
</thead>
<tbody>
<tr>
<td>P. BLANK</td>
<td>CLOSER</td>
<td>MEDIUM</td>
<td>LONG</td>
<td>EXTREME</td>
</tr>
<tr>
<td>10</td>
<td>11</td>
<td>12</td>
<td>13</td>
<td>14</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td>6</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
</tr>
<tr>
<td>7</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
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<tr>
<td>8</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>9</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>10</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
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<tr>
<td>11</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>12</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>13</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>14</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>15</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>16</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>17</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>18</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>19</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>20</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
</tbody>
</table>

#### Using the Task/Attack Table

The Task/Attack Table can be used to speed up combat or actions for NPC's or player characters.

For NPC's:
1. Decide the level of NPC's Stat in the required area of expertise (see Opponent Rating Table).
2. Decide the NPC's level of Skill. (O.R. Table)
3. Add the total together and compare this value to the left side of the table. Use the top of the table to determine the range of task difficulty. The cross indexed number is the 1D10 roll needed to succeed.

For Players:
1. Write down major Skill/Stat combinations (Awareness, weapon skills, etc.) for all players in the game. Use the table to tell players the 1D10 roll needed to succeed.

#### OPPONENT RATING TABLE

<table>
<thead>
<tr>
<th>LEVEL OF STAT</th>
<th>Stat</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Poor</td>
<td>Below Average</td>
</tr>
<tr>
<td>3-4</td>
<td>Average</td>
<td>5-6</td>
</tr>
<tr>
<td>7-8</td>
<td>Above Average</td>
<td>9-10</td>
</tr>
<tr>
<td>9-10</td>
<td>Exceptional</td>
<td>Level</td>
</tr>
<tr>
<td>1-2</td>
<td>Novice</td>
<td>Skill Rating</td>
</tr>
<tr>
<td>3-4</td>
<td>Unskilled</td>
<td>5-6</td>
</tr>
<tr>
<td>7-8</td>
<td>Trained</td>
<td>9-10</td>
</tr>
<tr>
<td>9-10</td>
<td>Professional</td>
<td>Master</td>
</tr>
</tbody>
</table>

#### DRUGS & POISON

<table>
<thead>
<tr>
<th>Type</th>
<th>Effect</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hallucinogen</td>
<td>Confusion</td>
<td>-4 INT</td>
</tr>
<tr>
<td>Nausea</td>
<td>Illness</td>
<td>-4 REF</td>
</tr>
<tr>
<td>Teargas</td>
<td>Tearing</td>
<td>-2 REF</td>
</tr>
<tr>
<td>Sleep Drugs</td>
<td>Sleep</td>
<td>None</td>
</tr>
<tr>
<td>Biotoxin 1</td>
<td>Death</td>
<td>4D6</td>
</tr>
<tr>
<td>Biotoxin II</td>
<td>Death</td>
<td>8D6</td>
</tr>
<tr>
<td>Nerve Gas</td>
<td>Death</td>
<td>8D10</td>
</tr>
</tbody>
</table>

Half effect is drowsiness, -2 to all stats.

#### MICROWAVE EFFECTS

<table>
<thead>
<tr>
<th>MICROWAVED SIDE EFFECTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Cyberoptics short for 1D6 turns</td>
</tr>
<tr>
<td>2 Neural pulse! If character has interface plugs, reflex boost or other hardness, REF stat reduced by 1D6/2 permanently until repaired.</td>
</tr>
<tr>
<td>3 Cyberaudio shorts for 1D6 turns</td>
</tr>
<tr>
<td>4 Cyberlimb malfunction: Lose all use of cyberlimb for 1D10 turns. Roll 1D6 for limb, rerolling if no limb present.</td>
</tr>
</tbody>
</table>

#### GRENADE MISS TABLE

<table>
<thead>
<tr>
<th>10</th>
<th>7</th>
<th>8</th>
<th>9</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>5</td>
<td>TARGET</td>
<td>6</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
</tbody>
</table>

---

ROLL 1D10 IF GRENADE THROW MISSES, THEN ROLL A SECOND 1D10 FOR METERS FROM TARGET SPACE.

---

### DIFFICULTY MODIFIERS

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Complex Repair</td>
<td>+2</td>
</tr>
<tr>
<td>Very Complex Repair</td>
<td>+4</td>
</tr>
<tr>
<td>&quot;It's Never Been Done Before.&quot;</td>
<td>+6</td>
</tr>
<tr>
<td>Don't have the right parts</td>
<td>+2</td>
</tr>
<tr>
<td>Don't have the right tools</td>
<td>+3</td>
</tr>
<tr>
<td>Unfamiliar tools, weapon or vehicle</td>
<td>+4</td>
</tr>
<tr>
<td>Under stress</td>
<td>+3-4</td>
</tr>
<tr>
<td>Under attack</td>
<td>+3-4</td>
</tr>
<tr>
<td>Wounded</td>
<td>+2-6</td>
</tr>
<tr>
<td>Drunk, drugged or tired</td>
<td>+4</td>
</tr>
<tr>
<td>Hostile Environment</td>
<td>+4</td>
</tr>
<tr>
<td>Very Hostile Environment</td>
<td>+6</td>
</tr>
<tr>
<td>Lack of instructions for task</td>
<td>+2</td>
</tr>
<tr>
<td>All the other characters are &quot;kibitzing&quot; while you're trying to do the task</td>
<td>+3</td>
</tr>
<tr>
<td>Has never performed this task before</td>
<td>+1</td>
</tr>
<tr>
<td>Difficult Acrobatics involved</td>
<td>+3</td>
</tr>
<tr>
<td>Very Difficult Acrobatics involved</td>
<td>+4</td>
</tr>
<tr>
<td>Impossible Acrobatics involved</td>
<td>+5</td>
</tr>
<tr>
<td>Information hidden, secret or obscure</td>
<td>+3</td>
</tr>
<tr>
<td>Well-hidden clue, secret door, panel, etc.</td>
<td>+3</td>
</tr>
<tr>
<td>Complex program</td>
<td>+3</td>
</tr>
<tr>
<td>Very complex program</td>
<td>+5</td>
</tr>
<tr>
<td>Complex lock</td>
<td>+3</td>
</tr>
<tr>
<td>Very complex lock</td>
<td>+5</td>
</tr>
<tr>
<td>Target on guard or alerted</td>
<td>+3</td>
</tr>
<tr>
<td>Brightly lit area</td>
<td>+3</td>
</tr>
<tr>
<td>Insufficient light</td>
<td>+3</td>
</tr>
<tr>
<td>Pitch Blackness</td>
<td>+4</td>
</tr>
<tr>
<td>Trying to perform secretive task while under observation</td>
<td>+4</td>
</tr>
</tbody>
</table>

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WEAPONS LIST

LIGHT AUTOPISTOLS
BudgeArms C-11-3
P-1 P E 1D6+5 (mm)
6 8 2 ST 50
Federaled Arms X-22
0 J E 1D6+6 (mm)
12 2 UR 50

MEDIUM AUTOPISTOLS
Militech Arms Avenger
P 0 J E 2D6+6 (mm)
10 2 VR 50
Federaled Arms X-9mm
0 J E 2D6+6 (mm)
12 2 VR 50

HEAVY AUTOPISTOLS
BudgeArms Auto 3
P-1 J C 3D6+11 (mm)
8 2 UR 50

VERY HEAVY AUTOPISTOLS
Armatt 44
P 0 J E 4D6+1 (mm)
12 1 VR 50
CMFT Model 2000
P 0 J E 4D6+1 (mm)
12 1 VR 50

LIGHT SUBMACHINEGUNS
US M.180
SMG +1 J E 2D6+6 (mm)
30 35 VR 150
H&K MP-2013
SMG +1 J C 2D6+6 (mm)
35 32 ST 150
Fed. Arms Tech Assault
SMG +1 J C 2D6+6 (mm)
35 32 ST 150

MEDIUM SMGS
Ariccari Minardi 10
SMG +1 J E 3D6+6 (mm)
40 20 VR 200
H&K MPK-20
SMG +1 J E 3D6+6 (mm)
40 20 VR 200

HEAVY SMGS
Stenarmy SMG 21
SMG -1 L E 3D6+6 (mm)
30 15 VR 200
H&K MPK-11
SMG 0 L C 4D6+6 (mm)
30 15 VR 200

ASSAULT RIFLES
Militech Arms RPK-1
AR-15 Medium Assault
ASR +1 N C 3D6+6 (mm)
30 30 VR 400
FN-40 Assault Rifle
ASR +1 N C 3D6+6 (mm)
30 30 VR 400
KaliStun A-01 Hvy. Rifle
ASR +1 N C 3D6+6 (mm)
35 25 ST 200

SHOTGUNS
Ariccari Rapid Assault 12
SHT-1 N C 4D6+6 (mm)
10 20 VR 50
Stenarmy Snowkat 10
SHT-2 R N R 4D6+6 (mm)
10 20 VR 50

HEAVY WEAPONS
Serre-Mauro Light 20mm
HVY O N R 4D6+6 (mm)
10 1 VR 450
Scorpion 1650 M.14 Launcher
HVY +1 N R 7D10
10 1 VR 450
Militech Arms RPK-1
HVY +1 N R 7D10
10 1 VR 450
Fret Grenade
HVY O P P 7D6
10 1 VR 30

Incendiary Grenade
HVY O P P 7D6
10 1 VR 30
Explosive Grenade
HVY O P P 7D6
10 1 VR 30

Gas Grenade
HVY O P P 7D6
10 1 VR 30

Exotics
Technoarm 15 Microwave
HVY O N R 1-5D6
10 2 VR 300
Technoarm B.I. LaserCannon
HVY O N R 5D6+6 (mm)
10 2 VR 300
Anonve P-135 Needlegun
HVY O P P 6D6
10 2 VR 200

Ennetex AKM Power Squirt
HVY -1 J C 5D6
10 2 VR 150

Nuclear "Wombat"
HVY O J C 5D6
10 2 VR 150

EagleTech "Tomcat" C-Bow
EX O N C 4D6
12 1 VR 150

EXOTIC WEAPONS
K-A-253 Flamethrower
YVY O N C 4D6
12 1 VR 150

MELEE WEAPONS
Kendall Mononieknif
MEL +1 N P 2D6
NA NA VR 1m 200
Kendall MononRondal
MEL +1 N P 2D6
NA NA VR 1m 200

Stiletto 1-blade
MEL +1 N P 2D6
NA NA VR 1m 200

Cliff
MEL O N C 1D6
NA NA VR 1m 60

Knife
MEL O N C 1D6
NA NA VR 1m 60

Axe
MEL -1 N C 2D6+1
NA NA VR 1m 1-20

Nunchaku/Tudios
MEL O L C 3D6
NA NA VR 1m 15

Flail
MEL O N C 2D6+1
NA NA VR 1m 100

Sword
MEL +1 N C 2D6+1
NA NA VR 1m 1-20

Chain
MEL -1 N C 2D6+1
NA NA VR 1m 10

Chainmail
MEL +1 N C 3D6
NA NA VR 1m 15

Covers
Type
Light Armor
Heavy Armor
Leather Armor
Cloth
Metal Gear

SP
0
0
4
4
20
20
25
25
0

EV
+0
+1
+1
+2
+1
+2
+2
+3
+1

Cost
Vari
500
500
300
600
200
200
200
200
200

ARMOR TABLE

ZONE RANGES

WEAPON RANGES
Handguns
50m
Submachineguns
150m
Shotguns
200m
Rifles
400m
Thrown Objects
10m x Body Stat

TO HIT NUMBERS
Point Blank (Touching)
10
Close (1/4 Long range)
15
Medium (1/2 Long range)
20
Long (Full range)
25
Extreme (2x Long range)
30

ATTACK MODIFIERS

MODIFIERS (ADD TO ATTACKERS ROLL)

Target immobile
+4
Target dodging (melee only)
-2
Moving Target REF >10
-3
Moving Target REF >15
-4
Snapshot
-3
Ambush
+5
Aimed shot at body location
-4
Ricochet or indirect fire
-5
Blinded by light or dust
-3
Target silhouetted
+2
Turning to face Target
-2
Using two weapons
-3
Firing while running
-3
Firing shoulder arm from hip
-2
Turret mounted weapon
+2
Vehicle mounted, no turret
-4
Large target
+4
Small target
-4
Tiny target
-6

Aiming
(1+1 each turn, up to 3 turns)

Laser Sight
+1
Telescopic Sight
+2 ext., +1 med.

Targeting scope
+1
Smartgun
+2
Smartgoggles
+2

Three Round Burst
(Close/Medium only)
+3
Full Auto, Close
+1 for every 10 mds

Full Auto, all other
-1 for every 10 mds

ARMS EFFECT TABLE

Type
Grenades
Molotov
Flamethrower
Cyberlimb Flamethrower
Mine
Claymore
RPG
Missile
Shotgun (Close)
Shotgun (Med)
Shotgun (Lng/Ext)

Area
5m
2m
2m
1m
2m
6m
1m
1m
2m
2m
3m
### Netrunning Programs

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Function</th>
<th>Strength</th>
<th>MU</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>INTRUSION</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hammer</td>
<td>Intrusion</td>
<td>Knocks down data walls (2D6 per attack to data wall. Strength)</td>
<td>4</td>
<td>1</td>
<td>400</td>
</tr>
<tr>
<td>Jackhammer</td>
<td>Intrusion</td>
<td>Knocks down data walls (1D6 per attack to data wall. Strength)</td>
<td>2</td>
<td>2</td>
<td>360</td>
</tr>
<tr>
<td>Worm</td>
<td>Intrusion</td>
<td></td>
<td>2</td>
<td>3</td>
<td>600</td>
</tr>
<tr>
<td><strong>DECEPTION</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Code Cracker</td>
<td>Decryptor</td>
<td>Breaks down code gates and file locks</td>
<td>3</td>
<td>2</td>
<td>380</td>
</tr>
<tr>
<td>Wizard's Book</td>
<td>Decryptor</td>
<td>Deciphers code gates (STR 6) &amp; file locks</td>
<td>4/6</td>
<td>2</td>
<td>400</td>
</tr>
<tr>
<td>Raffles</td>
<td>Decryptor</td>
<td>Deciphers code gates &amp; file locks</td>
<td>5</td>
<td>3</td>
<td>560</td>
</tr>
<tr>
<td><strong>DETECTION/ALARM</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Watchdog</td>
<td>Detect/Alarm</td>
<td>Detects entry and alerts owner</td>
<td>4</td>
<td>3</td>
<td>610</td>
</tr>
<tr>
<td>Bloodhound</td>
<td>Detect/Alarm</td>
<td>Detects entry and traces signal, then alerts master</td>
<td>3</td>
<td>2</td>
<td>700</td>
</tr>
<tr>
<td>Pit Bull</td>
<td>Detect/Alarm</td>
<td>Detects entry, traces signal and cuts intruder's line until killed</td>
<td>2</td>
<td>6</td>
<td>280</td>
</tr>
<tr>
<td>Seer</td>
<td>Detect/Alarm</td>
<td>Detects &quot;invisible&quot; ICONS</td>
<td>3</td>
<td>1</td>
<td>280</td>
</tr>
<tr>
<td>Hidden Virtue</td>
<td>Detect/Alarm</td>
<td>Detects &quot;real&quot; things in virtual realities</td>
<td>3</td>
<td>2</td>
<td>260</td>
</tr>
<tr>
<td>Speedtrap</td>
<td>Detect/Alarm</td>
<td>Detects hidden programming within 10 spaces</td>
<td>4</td>
<td>4</td>
<td>600</td>
</tr>
<tr>
<td><strong>ANTI SYSTEM</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Flatline</td>
<td>Anti System</td>
<td>Kills operating CPU</td>
<td>3</td>
<td>2</td>
<td>520</td>
</tr>
<tr>
<td>Poison Flatline</td>
<td>Anti System</td>
<td>Kills all system Memory</td>
<td>2</td>
<td>2</td>
<td>510</td>
</tr>
<tr>
<td>Krash</td>
<td>Anti System</td>
<td>Crashes system CPU for 1D6 turns</td>
<td>3</td>
<td>2</td>
<td>570</td>
</tr>
<tr>
<td>DeckCrash</td>
<td>Anti System</td>
<td>Crashes deck CPU for 1D4 turns. Drops opponent out of Netrunner</td>
<td>4</td>
<td>2</td>
<td>600</td>
</tr>
<tr>
<td>Virtiz</td>
<td>Anti System</td>
<td>Ties up 1 action of system till deck is turned off</td>
<td>4</td>
<td>2</td>
<td>600</td>
</tr>
<tr>
<td>VITAL 15</td>
<td>Anti System</td>
<td>Erases one file randomly</td>
<td>4</td>
<td>2</td>
<td>590</td>
</tr>
<tr>
<td>Morphy</td>
<td>Anti System</td>
<td>Causes system to randomly launch programs</td>
<td>3</td>
<td>2</td>
<td>600</td>
</tr>
<tr>
<td><strong>EVASION/STEALTH</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Invisibility</td>
<td>Evasion</td>
<td>Hides cybersignals making you appear &quot;invisible&quot;</td>
<td>3</td>
<td>1</td>
<td>300</td>
</tr>
<tr>
<td>Stealth</td>
<td>Evasion</td>
<td>Mutes cybersignals making it harder to detect</td>
<td>4</td>
<td>3</td>
<td>400</td>
</tr>
<tr>
<td>Replicator</td>
<td>Evasion</td>
<td>Confuses attacking IC by creating millions of deck signals</td>
<td>3/4</td>
<td>2</td>
<td>320</td>
</tr>
<tr>
<td><strong>PROTECTION</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shield</td>
<td>Protection</td>
<td>Stops attacks on Netrunner</td>
<td>3</td>
<td>1</td>
<td>150</td>
</tr>
<tr>
<td>Force Shield</td>
<td>Protection</td>
<td>Stops stronger attacks on Netrunner</td>
<td>4</td>
<td>2</td>
<td>160</td>
</tr>
<tr>
<td>Reflect</td>
<td>Protection</td>
<td>Reflects and stops Scan, Helbott, Knockout attacks</td>
<td>5</td>
<td>2</td>
<td>150</td>
</tr>
<tr>
<td>Armor</td>
<td>Protection</td>
<td>Reduces Scan, Helbott, Braakley, Zombie, Hellbound attacks by -5 pts.</td>
<td>4</td>
<td>2</td>
<td>170</td>
</tr>
<tr>
<td>Flack</td>
<td>Protection</td>
<td>Creates static walls to blind attackers. STR 2 vs DDC9 series programs</td>
<td>4/2</td>
<td>2</td>
<td>180</td>
</tr>
<tr>
<td><strong>ANTI-IC</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Killer B</td>
<td>Anti IC</td>
<td>Attacks all types, 1D6 damage to target STR, Mobile</td>
<td>2</td>
<td>5</td>
<td>1320</td>
</tr>
<tr>
<td>Killer IV</td>
<td>Anti IC</td>
<td>Attacks all types, 1D6 damage to target STR, Mobile</td>
<td>4</td>
<td>5</td>
<td>1400</td>
</tr>
<tr>
<td>Killer VI</td>
<td>Anti IC</td>
<td>Attacks all types, 1D6 damage to target STR, Mobile</td>
<td>6</td>
<td>5</td>
<td>1480</td>
</tr>
<tr>
<td>Mastiscore</td>
<td>Anti IC</td>
<td>Attacks Demons, de-rezzing instantly</td>
<td>2</td>
<td>3</td>
<td>800</td>
</tr>
<tr>
<td>Hydra</td>
<td>Anti IC</td>
<td>Attacks Demons, de-rezzing instantly</td>
<td>3</td>
<td>3</td>
<td>920</td>
</tr>
<tr>
<td>Dragon</td>
<td>Anti IC</td>
<td>Attacks Demons, de-rezzing instantly</td>
<td>4</td>
<td>3</td>
<td>960</td>
</tr>
<tr>
<td>Aardvark</td>
<td>Anti IC</td>
<td>Attacks and attacks Worms, de-rezzing instantly</td>
<td>3</td>
<td>3</td>
<td>1600</td>
</tr>
<tr>
<td><strong>ANTI-PERSONNEL</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Stun</td>
<td>Anti-Personnel</td>
<td>Freezes Netrunner for 1D6 turns</td>
<td>3</td>
<td>3</td>
<td>6000</td>
</tr>
<tr>
<td>Helbott</td>
<td>Anti-Personnel</td>
<td>Causes 1D10 physical damage to Netrunner</td>
<td>4</td>
<td>4</td>
<td>6250</td>
</tr>
<tr>
<td>Sword</td>
<td>Anti-Personnel</td>
<td>Helbott variant, causes 1D6 physical damage to Netrunner</td>
<td>3</td>
<td>4</td>
<td>6750</td>
</tr>
<tr>
<td>Brainwippe</td>
<td>Anti-Personnel</td>
<td>Reduces INT by 1D6 each turn, killing Netrunner</td>
<td>5</td>
<td>4</td>
<td>7500</td>
</tr>
<tr>
<td>Zombie</td>
<td>Anti-Personnel</td>
<td>Causes 1D6 each turn, leaving Netrunner mindless</td>
<td>5</td>
<td>4</td>
<td>7500</td>
</tr>
<tr>
<td>Liche</td>
<td>Anti-Personnel</td>
<td>Erases memory, replacing with pseudo-personality</td>
<td>4</td>
<td>4</td>
<td>7250</td>
</tr>
<tr>
<td>Firestarter</td>
<td>Anti-Personnel</td>
<td>Causes power surge, starting fire in Netrunner's deck</td>
<td>4</td>
<td>4</td>
<td>7250</td>
</tr>
<tr>
<td>Hellbound</td>
<td>Anti-Personnel</td>
<td>Tracks Netrunner, waits, then causes 3D10 damage/crash</td>
<td>6</td>
<td>6</td>
<td>10,000</td>
</tr>
<tr>
<td>Spazz</td>
<td>Anti-Personnel</td>
<td>Reduces Netrunner REF for 1D6 turns</td>
<td>4</td>
<td>3</td>
<td>6250</td>
</tr>
<tr>
<td>Glee</td>
<td>Anti-Personnel</td>
<td>Locks Netrunner in place for 1D10 turns</td>
<td>5</td>
<td>4</td>
<td>6000</td>
</tr>
<tr>
<td>Knockout</td>
<td>Anti-Personnel</td>
<td>Causes coma for 1D6 hours</td>
<td>4</td>
<td>3</td>
<td>6000</td>
</tr>
<tr>
<td>JackAttack</td>
<td>Anti-Personnel</td>
<td>Prevents Netrunner from logging off</td>
<td>3</td>
<td>3</td>
<td>6000</td>
</tr>
</tbody>
</table>

### Controller Formulas

#### Initiative
- **Computer Int + 1D10 vs Netrunner REF + Deck Speed + 1D10**

#### Utilities & Controllers
- Roll equal to or lower than STR on 1D10

#### Decryption
- **Program STR + 1D10 vs Code Gate or File Lock STR + 1D10**

#### Anti-personnel, Anti-IC, Evasion, Detection
- Defender's Int + Program STR + Interface + 1D10
- Attacker's Int + Program STR + Interface + 1D10
## WEAPONS LIST

### LIGHT AUTOPISTOLS
- **Budget Arms C-13**: P -1 P E 1D6(5mm) 8 2 ST 50m 75.00
- **Dal Lung Cybermag 15**: P -1 P E 1D6+1(6mm) 10 2 UR 50m 50.00
- **Federated Arms X-22**: P 0 J E 1D6+1(6mm) 10 2 ST 50m 150.00

### MEDIUM AUTOPISTOLS
- **Militech Arms Avenger**: P 0 J E 2D6+1(9mm) 10 2 VR 50m 250.00
- **Dal Lung Streetmaster**: P 0 J E 2D6+3(10mm) 12 2 VR 50m 250.00
- **Federated Arms X-9mm**: P 0 J E 2D6+1(9mm) 12 2 ST 50m 300.00

### HEAVY AUTOPISTOLS
- **Budget Arms Auto 3**: P -1 J E 3D6(11mm) 8 2 UR 50m 350.00
- **Stenmeyer Type 35**: P 0 J E 3D6(11mm) 8 2 VR 50m 400.00

### VERY HEAVY AUTOPISTOLS
- **Armalite 44**: P 0 J E 4D6+1(12mm) 8 1 ST 50m 450.00
- **Colt M3T Model 2000**: P 0 J E 4D6+1(12mm) 8 1 VR 50m 500.00

### LIGHT SUBMACHINEGUNS
- **Uzi MiniAuto 9**: SMG +1 J E 2D6(9mm) 30 35 VR 150m 475.00
- **H&K MP-2013**: SMG +1 J E 2D6+3(10mm) 35 32 ST 150m 450.00
- **Fed. Arms Tech Assault**: SMG +1 J E 1D6+1(6mm) 50 25 ST 150m 400.00

### MEDIUM SMGS
- **Arasaka Minimi 10**: SMG 0 J E 2D6+2(10mm) 40 20 VR 200m 500.00
- **H&K MPK-9**: SMG +1 J E 2D6+1(9mm) 35 25 ST 200m 520.00

### HEAVY SMGS
- **Stenmeyer SMG 21**: SMG -1 L E 3D6(11mm) 30 15 VR 200m 500.00
- **H&K MPK-11**: SMG 0 L E 4D6(12mm) 30 20 ST 200m 700.00
- **Ingram MAC 14**: SMG -2 L E 4D6(12mm) 20 10 ST 200m 650.00

### ASSAULT RIFLES
- **Militech Ronin Light Assault**: RIF +1 N C 5D6(3.56) 35 30 VR 400m 450.00
- **AKR-16 Medium Assault**: RIF 0 N C 3D6(3.56) 30 30 ST 400m 400.00
- **FN-36 Heavy Assault Rifle**: RIF -1 N E 6D6+2(7.62) 30 30 VR 400m 600.00
- **Kalashnikov A-80 Hvy. Rifle**: RIF -1 N E 6D6+2(7.62) 35 25 ST 400m 550.00

### SHOTGUNS
- **Arasaka Rapid Assault 12**: SHT -1 N C 4D6(10) 20 10 ST 50m 900.00
- **Stenmeyer Stakeout 10**: SHT -1 N C 4D6(10) 10 2 ST 50m 450.00

### HEAVY WEAPONS
- **Barrett A20 Light 20mm**: HVY 0 N R 4D10(20mm) 10 1 VR 450m 2,000.00
- **Helkat 16 Missile Launcher**: HVY -1 N R 7D10 1 1 VR 1km 3,000.00
- **Militech Arms RPG-9**: HVY -2 N R 6D10 1 1 VR 1000m 1,500.00
- **Frag Grenade**: HVY 0 P P 7D6 1 1 VR 30.00
- **Stun Grenade**: HVY 0 P P 5 to Stun roll 1 1 NA 30.00
- **Incendiary Grenade**: HVY 0 P P 4D6 for 3 turns 1 1 VR 30.00
- **Sonic or Dazzle Grenade**: HVY 0 P P Deaf/blind 3 turns 1 1 VR 30.00
- **Gas Grenade**: HVY 0 P P See Drug/Poison 1 1 VR 30.00
- **C-6 Plastic Explosive**: HVY 0 P P 8D10 per kg. 1 1 VR NA 100.00/kg
- **Mine (all types)**: HVY 0 J P 4D10 1 1 VR NA 350.00
- **K-A F-253 Flamethrower**: HVY -2 N R 2D10 10 1 ST 50m 1,500.00

### EXOTICS
- **Techtronics 15 Microwave**: P 0 J P 1D6 10 2 VR 20m 400.00
- **Militech Elect. LaserCannon**: RIF 0 N R 1-5D6 10 2 UR 200m 8,000.00
- **Avantco P-1135 Needlegun**: P 0 P R Drugs 15 2 ST 400m 200.00
- **Lethmic Power Squirt**: P -2 J C Drugs 50 1 VR 100m 15.00
- **Neulpul Worlkit**: P -1 J C Drugs 20 2 UR 400m 200.00
- **Militech Electronics Laser**: P -1 P E 1D6(3mm) 5 2 ST 10m 60.00
- **EagleTech "Tomcat" C-Bow**: EX 0 N C 4D6 12 1 VR 150m 150.00
- **EagleTech "Styker" X-Bow**: EX -1 N C 3D6+3 12 1 VR 50m 220.00

### MELEE WEAPONS
**Note:** Most melee weapons are available on the open market and have a RQF of 1, 1 WA of 0, and no reloads.

- **Kendachi Monoknife**: MEL +1 N P 2D6 NA NA VR 1m 200.00
- **Kendachi Monoknives**: MEL +1 P P 4D6 NA NA UR 1m 600.00
- **SPH-1 Battleglove**: MEL -2 N P 3D6/2D6 NA NA VR 1m 900.00
- **Club**: Melee 0 N C 1D6 NA NA NA 1m Free
- **Knife**: Melee 0 N C 1D6 NA NA NA 1m 120.00
- **Sword**: Melee 0 N C 2D6-2 NA NA NA 1m 120-200.00
- **Axe**: Melee -1 N C 2D6-3 NA NA NA 1m 20
- **Nunchaku/Toffla**: Melee 0 L C 3D6 NA NA NA 1m 15.00
- **Naginata**: Melee 0 N P 3D6 NA NA NA 2m 100.00
- **Shuriken**: Melee 0 P P 1D6+3 NA NA NA 1m 20-200.00
- **Sawblade**: Melee 0 P C 1D6/2 NA NA NA 1m 15.00
- **Brass Knuckles**: Melee 0 P C 1D6+2 NA NA NA 1m 10.00
- **Sledgehammer**: Melee -1 N C 4D6 NA NA NA 1m 20.00
- **Chainsaw**: Melee -3 N C 4D6 NA NA NA 2m 80.00

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