

BANG!

YOU'RE DEAD.

Unless you stay hip with what's out there on the street being pointed at you, the next donor at the body banks is likely to be you.

In this, the definitive guide to street weaponry, noted Solo Morgan Blackhand has compiled statistics and information on every knife, pistol, submachine gun, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capability, availability—it's all in here. Plus, it's packed with illustrations so you'll know whether that Boosterganger is pointing a peashooter or a hand cannon at you.

This sourcebook for *Cyberpunk*® contains every weapon to ever appear in a supplement or sourcebook to date, from the devastating cyborg weapons in *Solo of Fortune 2* to the Rhinemetall Railgun from *Chromebook 2*. Plus—one new gun; an innovative new design that players will love. Gunheads take note—if it has the potential to make things scream and bleed, it's in this book. Don't be caught in a dark alley without it.



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CP3461 • ISBN# 0-937279-75-7

CYBERPUNK®

A CYBERPUNK® SOURCEBOOK

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"YOU ASKED FOR IT— AND NOW YOU'RE GONNA GET IT..."

PLAYERS HAVE BEEN ASKING FOR AN EASY-ACCESS REFERENCE FOR **CYBERPUNK** WEAPONS FOR SOME TIME, ESPECIALLY AS THE NUMBER AND TYPE OF WEAPONS GREW AND DIVERSIFIED. GATHERED IN THESE PAGES ARE OVER 250 ITEMS FOR HARMING YOUR FELLOW 'PUNK—AND ANY BYSTANDING CIVILIANS, HAPLESS POLICE, BOOTLICKING CORP TOADIES, ETC. THAT HAPPEN TO BE WITHIN RANGE...

THE ENTRIES ARE ORGANIZED BY WEAPON TYPE AND ALPHABETIZED WITHIN EACH CHAPTER. AS A BONUS, WE THREW IN THE VARIOUS AMMUNITION RULES THAT HAVE APPEARED OVER THE YEARS, PLUS THE RECOIL RULES FOR THE BIG 'BORG GUNS. SOME WEAPON STATS MAY SEEM SLIGHTLY DIFFERENT FROM HOW YOU REMEMBER THEM; THAT'S BECAUSE WE'VE FINALLY HAD THE CHANCE TO APPLY ALL THE ERRATA AND GAME-BALANCE CORRECTS THAT HAVE ACCUMULATED OVER THE YEARS. CONSIDER THIS TO BE THE DEFINITIVE PRESENTATION OF THE **CYBERPUNK 2020** PERSONAL-LEVEL WEAPONRY.

THIS IS THE LAST WEAPON-ORIENTED PRODUCT WE'LL BE DOING FOR SOME TIME, SO AS A GOING-AWAY PRESENT, RTG HAS THROWN IN A BRAND NEW GUN CREATED ESPECIALLY FOR THIS BOOK! NOW, HOW MUCH WOULD YOU PAY...?

YOU'VE GOT THE DARKEST PART OF THE DARK FUTURE IN YOUR HANDS—NOW TAKE IT TO THE BAD GUYS AND GET THEM BEFORE THEY GET YOU!

DEREK QUINTANAR, S.E.

R. TALSORIAN
GAMES, INC.

ISBN #: 0-937279-75-7
PRODUCT CP3461

PUBLISHED BY R. TALSORIAN GAMES, INC.
P.O. BOX 7356, BERKELEY, CA 94707, USA

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MELEE WEAPONS

Basic Melee Weapons

These are the standard muscle-powered devices that have been in use since medieval days. All basic melee weapons gain the melee damage bonus based on Body Type. All edged melee weapons (knife, sword, axe, etc.) gain AP ability vs. soft armor. [Cyberpunk 2020]

CLUB: FREE

MEL 0 L C 1D6 NA NA NA NA

KNIFE: 1-20EB

MEL 0 P C 1D6 NA NA NA THROW

SWORD: 20-200EB

MEL 0 L C 2D6+2 NA NA NA NA

AXE: 20EB

MEL -1 N C 2D6+3 NA NA NA NA

NUNCHAKU/TONFA: 15EB

MEL 0 L C 3D6/2D6 NA NA NA NA

NAGINATA: 100EB

MEL 0 N P 3D6 NA NA NA 2M

SHURIKEN: 2-3EB

MEL 0 N C 1D6/3(+POISON) NA NA NA THROW

SWITCHBLADE: 15EB

MEL 0 P C 1D6/2 NA NA NA NA

BRASS KNUCKLES: 10EB

MEL 0 P C 1D6+2 NA NA NA NA

SLEDGEHAMMER: 20EB

MEL -2 N C 4D6 NA NA NA NA

CHAINSAW: 80EB

MEL -3 N C 4D6* NA NA NA 2M

(*Acts as AP vs. soft armors, damages them 2SP/hit)

Bayonet/Survival Knife: 50eb

MEL 0 J C 1D6AP NA NA NA NA

Analogous to the KCB-70, M9 Bayonet, or other survival knives, this weapon has many features including a sharpening stone (in the scabbard), screwdriver, wire cutter, compass (on the pommel), bottle opener, and saw blade. The pommel can be unscrewed to open the hollow handle, which is waterproof to 12 meters. Inside is a 3m fishing line with 2 hooks, 10 strike-all water-resistant matches, and a small packet of blade oil. The weapon can also be attached to any rifle or SMG with a standard bayonet lug. [NeoTribes]

Entrenching Tool: 50eb

MEL 0 L C 2D6 NA NA NA NA

The entrenching tool is one of the stand-by pieces of equipment that armies of the world have carried (in one form or another) since civilization began. The modern version is a combination shovel, axe and saw. It is made of metal alloys, and collapses into a package the size of a large book. With this tool a nomad can dig a latrine, chop down a tree, or saw through an obstacle. Entrenching tools can also be used as fairly vicious weapons if nothing else is available. Note: Because of its pick-like nature, the e-tool gets AP ability vs. hard armors as well. [NeoTribes]

Excalibur Nightstick: 80eb

TASER-TYPE MEL 0 J P STUN (TASER) 8 1 ST NA

MACE-TYPE MEL 0 J P GAS EFFECT 6 1 ST NA

BASIC-TYPE MEL 0 J P 2D6+3 NA NA R NA

The melee weapon for the police officer of the 21st century, this state-of-the-art nightstick is manufactured from industrial strength ceramics. In addition to its solid hitting power, the ENS is equipped with two hidden extras, ideal for suprising the creeps on the street. The business end of the weapon incorporates a taser or hidden mace-sprayer, while the side handle holds the trigger mechanism. Just right for those punks who won't lie down! The taser is rechargeable from any standard wall socket, while new mace canisters can be bought for 5eb a six-pack. [Protect & Serve]

IMI "Chainknife": 120eb

MEL 0 J P 2D6+1 NA NA VR NA

Designed and manufactured in Israel, the ChainKnife has seen a great deal of use with Mossad agents. Shaped somewhat like a survival knife, this is a battery-powered (2 hours) hand-held combat saw which can chew through armor like cheesecloth (SP x1/2, soft armors are reduced 2 SP/hit)! [Chromebook 2]



**Kendachi M-33 Powersword: 860eb**

MEL O L R 4D6 NA NA T NA

Combining elements of the popular Kendachi mono-line with a powered handle, the Powersword vibrates its molecular crystal blade 2000 times per minute. Combined with a microscopically serrated edge, this weapon literally chews its way through anything it encounters, including armor (soft armor SP x1/4, hard armor SP x1/2), metal, flesh and bone. The blade activates when the handle is gripped, but takes 1 combat turn to warm up. Although the current model is quite heavy (3kg) and fragile (breaks on a fumble, shatters on a parry check of 5 or less on 1D10), Kendachi is currently testing a new model for release in 2022. [Chromebook 1]

Kendachi Mono-Two: 650/700eb

MEL +1 J/N P/R 2D6/4D6 NA NA VR NA

An improved version of the original Kendachi monoblade, favored by corporate samurai everywhere. A thicker blade cross section reinforced with Orbital crystal strengthens the weapon against parries (shatters on a 2 or less on 1D10) and bad cuts (no breaking on a fumble). For an additional 50eb, you can have a miniscule laser implanted in the hilt; while it has no effect on combat, the laser refracts with the crystalline blade, giving it the flaring neon glow of a movie "light saber." Blade tints include red, blue, white, green, violet, orange and rainbow. Sold only in traditional two blade sets. [Chromebook 1]

Kendachi MonoKatana®: 600eb

MEL +1 N R 4D6 NA NA VR NA

Sword length version of monoblade. Resembles a high-tech katana with a milky, nearly transparent blade. Also available in a naginata form for 100eb extra. [Cyberpunk 2020]

Kendachi Monoknife®: 200eb

MEL +1 P P 2D6 NA NA VR NA

An incredibly sharp, mono-sectional crystal blade. Produced in the Japanese "tanto" style. Note: Unless stated otherwise, soft armors are x1/3 SP and hard armors are x2/3 SP vs. all monoweapons. [Cyberpunk 2020]

Kendachi Monosword Cane: 255eb

MEL +1 L P 3D6 NA NA VR NA

The element of surprise is yours with the monoblade hidden within this rich, synthetic mahogany-finished walking cane. Twist the handle to the left, and a lock will release the 55cm blade. Note: This weapon will shatter with a 4- on 1D10 if fumbled or parrying. Otherwise it is consistent with all other rules governing monoweapons (see CP2020). [Solo of Fortune 2]

Kendachi Monowhip: 350eb

MEL O J P 2D6 NA NA ST 1-3m

Following in the tradition of the popular cyberweapon, Kendachi's Monowhip houses a spool of monofilament wire in an ergonomically designed handle. The wire has a small weight at one end for balance and swing, and can be extended up to 4m in length or reeled in at the push of a switch. The Monowhip can therefore be used as a garrote, cutter, or razor-sharp grapple. The monomolecular wire will cut through almost any organic material as well as most plastics, doing 2D6 damage (double damage on a critical success). [Chromebook 2]

Mystic Technologies Spring Knife: 125eb

MEL O P C 1D6 NA NA ST NA/5m

On first inspection this knife appears to be the standard survival variety, but in fact its blade can be released and launched via a high-powered spring. The blade has a range of 5m and inflicts 1D6 points of damage. The knife takes 2 rounds to reload. [Chromebook 2]

Mystic Technologies Nunchaku/Blade: 200eb

CONCEALMENT/ACCURACY/DAMAGE AS PER NUNCHAKU & SWORD.

Mystic Tech continues to amaze with its innovative melee weapon systems. This weapon is 60cm long staff with an extendible blade at one end. The blade is 30cm long and inflicts 1D6+1 points of damage (2D6+1 if used 2-handed). When a release button is pressed the staff splits and forms a pair of nunchaku. Note: You cannot use the nunchaku function if the blade is extended! [Solo of Fortune 2]

Nomad Smartwhip: 600eb

MEL O J C 1D6+2+STR NA NA ST 1-3m

The smartwhip was first seen in combat at a demonstration held by members of the Blood Tribes in 2015. This is a device that uses myomer technology and neural interface to create a very dangerous weapon derived from a bullwhip. Parts of the weapon can be made to flex or be rigid on command (and if the tip becomes rigid while traveling 100 kph, it really hurts when it hits you). Note: You must have interface plugs and Machine Link to use this weapon. [NeoTribes]



SPM-1 Battleglove: 900eb

MEL -2 N P 3D6/2D6 NA NA VR NA

This is a large gauntlet covering the hand and forearm. It does 3D6 in crush damage, 2D6 punch damage, and has three spaces which can be used to store any standard cyberarm option. [Cyberpunk 2020]

SlamDance, Inc. Spawnblade: 450eb

MEL 0/+1 J P 1D6+BOD/1D6+4 NA NA ST THROWN

With the Spawnblade, SlamDance, Inc. puts the "combat" look back into the combat knife! To the naked eye, the Spawnblade just looks much like any combat knife that has been balanced for throwing (1D6+BOD modifier damage). The differences manifest only in combat: Once the safety is disabled, the Spawnblade's memory-metal blade has the ability to "fan out" its cutting edges. On any combat hit that does more than 4 points of damage (including BOD bonuses to damage, but before BTM) and gets past your opponent's armor, the Spawnblade can be triggered. The blade spreads into a razor-sharp 50° spatula—inside your opponent's body! This does an additional 1D6+3 (armor won't help). Once opened, the Spawnblade can only be safely removed with a Medtech roll of 20; any other means of removal will cause the victim another 1D6/2 damage. The Spawnblade comes with a safety sheath in a choice of designer colors. [Chromebook 2]

Utility Sword/Machete: 60eb

MEL 0 L C 1D6+3 NA NA NA NA

These are used by almost all the nomad tribes as an agricultural tool, utility knife, and last-ditch defensive weapon. The utility sword can differ in style and appearance from a "trench-knife" style to a "machete" style. Many of the tribes have adopted specific styles or knives, like the Aldecaldos' machete, as a badge of tribal alliance. [NeoTribes]

ARCHERY BOWS

These are bows that are drawn, held, and fired with a straight pull, rather than being crossbows. There are quite a few bows from different companies available; the bows below are simply representative of the different types. Unless noted, all damage is treated as a Knife for AP purposes (assuming the use of broadhead arrows).

Arasaka Arms Half-Bow: 100eb

EX -1 L P 3D6 12 1 VR 100M

A recurve short bow that can be taken apart into two halves. Made out of scanner-resistant composites. [Solo of Fortune 2]

Eagletech "Bearcat" Self Bow: 500eb

EX +1 N P 6D6 12 1 VR 150M

A recurve made out of maximum-strength composites, with all the power of a normal 60-kilo bow. It can be taken apart into two halves. Please note that the pull of this bow remains at 60 kilos at all times, not stepped down by pulleys! Characters holding this bow will have to start making Strength Feat skill rolls after one combat round of holding it. [Solo of Fortune 2]

Eagletech "Tigercat" Compound Bow: 500eb

EX +1 N P 6D6 12 1 VR 150M

A professional's compound bow, pulling 60 kilos (stepped down to 30). Comes complete with computerized sight and gyro-stabilization. [Solo of Fortune 2]

Eagletech "Tomcat" Compound Bow: 150eb

EX 0 N C 4D6 12 1 VR 150M

A more expensive, gyro-stabilized compound bow with a 40-kilo pull (stepped down to 20 kilos). Silent and deadly. [Cyberpunk 2020, Solo of Fortune 2]

Eagletech "Wildcat" Sport Bow: 35eb

EX 0 N E 3D6 12 1 VR 100M

A simple 20-kilo pull recurve bow, cheap and popular. [Solo of Fortune 2]





CROSSBOWS

Crossbows are either cocked by the user (that is, the user uses his own strength to pull back the string) or cocked mechanically, utilizing a winch or other device to drag the string back into position. Unless noted, all damage is treated as a Knife for AP purposes (assuming the use of broadhead arrows).

Eagletech "Arbelest" Crossbow: 500eb

EX 0 N P 5D6 12 1/2 VR 150M

A 60-kilo pull bow, cocked by using a built-in winch. Characters with a cyberarm and internal bracing (muscle and bone lace, body-plating breastplate, FMJ) can reload manually, raising the ROF to 1. This bow is quite large, with 50% more bulk than an assault rifle. [Solo of Fortune 2]

Eagletech "Handbow" Crossbow: 75eb

EX -1 J E 1D6+2 12 1 VR 25M

This is a hand-held crossbow with a 7-kilo pull. It can be installed in a cyberarm with autoloader for 300eb (the installation uses all the option spaces in the arm). [Solo of Fortune 2]

Eagletech "Scorpion" Crossbow: 1500eb

EX 0 N P 7D6 6 1/2 VR 200M

A 120-kilo pull bow, cocked by a power winch. This winch can be removed, if desired, but then the bow can only be cocked by full 'borg conversions and people with two cyberarms (or a cyberarm and a cyberleg) and spinal bracing (MBL, breastplate, FMJ). Manual cocking with two cyberarms or by a full 'borg raises the ROF to 1. This bow is huge, easily the size of a Barret-Arasaka 20mm! Anyone hit with a quarrel from this bow has to succeed at an Acrobatics roll of 20+ to remain standing after the impact, otherwise he is knocked over. [Solo of Fortune 2]

Eagletech "Stryker" Crossbow: 220eb

EX -1 N C 3D6+3 12 1 VR 50M

A 20-kilo pull plastic and bimetal sport crossbow, cocked and fired by the user. [Cyberpunk 2020, Solo of Fortune 2]

Nomad Hand Crossbow: 100eb

EX 0 N R 1D6+1AP 1 1 ST 20M

This weapon is sometimes used by nomads to flatten tires and distract drivers. The weapon is AP, but damage is not halved. The weapon is usually hand-made and found in pistol form, but the basic frame can be strapped to the forearm, and fired by a string trigger tied to a finger. [NeoTribes]

EXOTIC WEAPONS

APEX Mobile Point Defense System: 10,000eb.

HVY X N P 2D6+4 (9MM LC) 400 40 ST 200M

Based on the Phalanx automated weapons systems of the U.S. Navy, the APEX Point Defense System is a movable light machinegun, capable of defending a secure area by itself, or under the direction of a remote operator. Most Corporate aerodyne pads and rooftops are defended by larger and more expensive versions of the APEX; however, this little beauty puts maximum point defense control in the hands of even the smallest business or homeowner. And it only weighs 20kg, allowing it to be carried to new locations easily! The upper part of the APEX dome houses four computer-controlled motion sensors with an effective range of 200 meters. When a target moves across the sensor's 360° field of fire, the central mini-gun tracks the target, adjusts for movement, and fires. Sensors can be set for a specific target size, from that of a small rodent up to a large vehicle. A hand-held controller allows the operator to activate the APEX from as far away as 1000 meters; the controller can also be used to activate individual APEX units by location (each one is assigned a number and frequency), or to deactivate specific units, allowing the operator to enter at will. The APEX unit is self powered, with a battery life of

