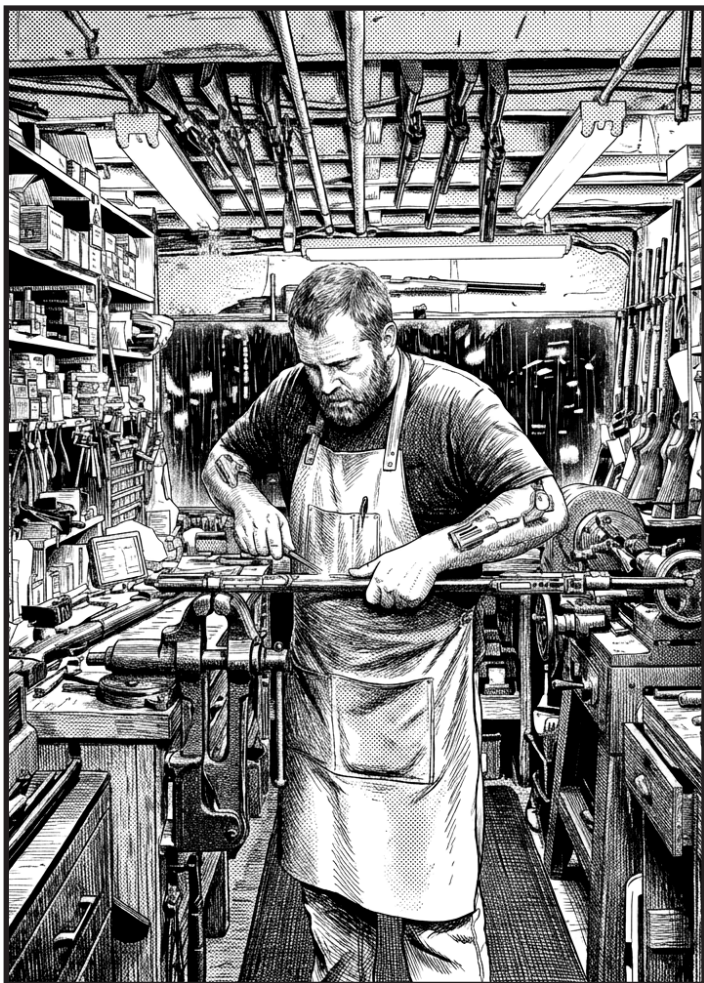


# THE ARMORY



## 001 - ATTACHMENTS

A small supplement that collects all the modifications and a bit more to make your weapon truly yours. Because what's more beautiful than having a truly customized weapon of carnage?



SCAN ME

For ease of reference, this document begins with the Rarity and Item Quality rules, making it easier to find rulings without flipping through multiple books.

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# RARITY

Some items are naturally harder to purchase than others depending on where your characters are. Some are rare everywhere, while others are always common and inexpensive.

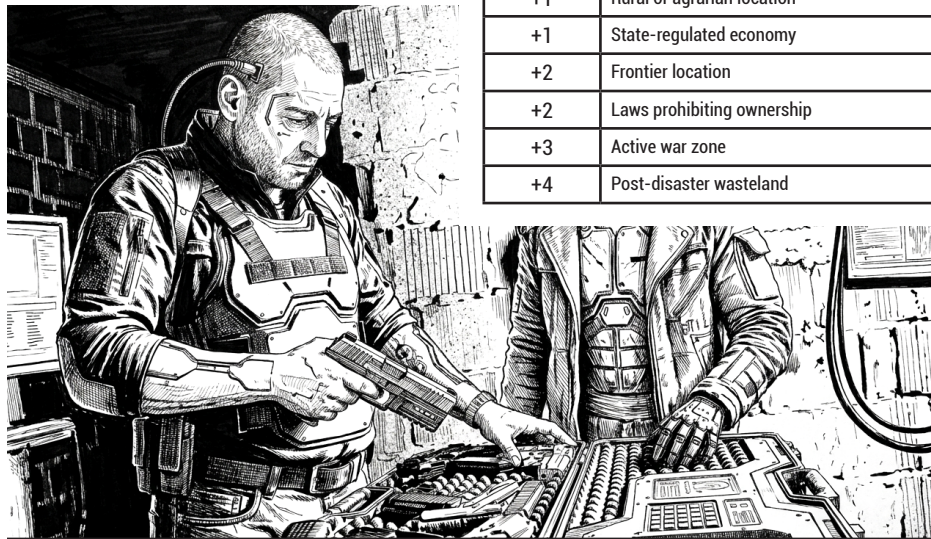
In Genesys, rarity measures how difficult an item is to find on a scale of 0–10, where 0 is easiest and 10 is hardest. However, item availability should never rely solely on dice rolls; the Game Master always has some control over what can be found in a location. We suggest using a successful **Negotiation**, **Streetwise**, or **Knowledge** check to locate an item.

**Table I.5–1** lists rarity values, the corresponding difficulty checks, and modern-day examples. For items from other eras, consult the example settings starting on page 138 (CRB).

Rarity	Difficulty	Examples
0	Simple (-)	Pencil & Paper
1		Food supplies
2	Easy (♦)	Pocketknife
3		Smartphone
4	Average (♦♦)	Automobile
5		Semi-automatic pistol
6	Hard (♦♦♦)	High-end computer
7		Construction explosives
8	Daunting (♦♦♦♦)	Military machine gun
9		Civilian satellite
10	Formidable (♦♦♦♦♦)	Military strategic bomber

**Table I.5–2** lists modifiers based on technology level and location. These descriptions are intentionally broad and can apply to anything from villages on Earth to planets in a galactic civilization. Modifiers may raise rarity above 10; in such cases, difficulty remains Formidable (♦♦♦♦♦), but the GM may upgrade the difficulty once per rarity point above 10.

Rarity Modifier	Circumstances
-1	Consumer-driven economy
-1	Major metropolitan area
-1	Trading hub
+0	Mid-sized metropolitan area
+0	Civilized location
+1	Rural or agrarian location
+1	State-regulated economy
+2	Frontier location
+2	Laws prohibiting ownership
+3	Active war zone
+4	Post-disaster wasteland



## ITEM QUALITIES

Some equipment possesses special qualities that add variety and depth beyond basic characteristics.

Qualities are either passive or active. Passive qualities are always in effect, while active qualities must be triggered. Unless stated otherwise, active qualities require  $\Delta\Delta$  to activate and weapon qualities can only trigger on a successful attack.

Many qualities include a rating that modifies their effects in different ways depending on the quality.

### ACCURATE (PASSIVE)

Accurate weapons are easier to aim or wield, whether through design or technology. For each level of this quality, the attacker adds  $\blacksquare$  to their combat checks while using this weapon.

### AUTO-FIRE (ACTIVE)

A weapon with Auto-fire sprays an area with multiple shots, potentially hitting one target repeatedly or striking multiple targets within range.

Activating Auto-fire increases the combat check difficulty by  $\blacklozenge$ . The user may ignore this quality to avoid the penalty but cannot trigger Auto-fire.

After a successful hit, the attacker may spend  $\Delta\Delta$  to trigger Auto-fire. Each activation adds one extra hit dealing the weapon's base damage +  $\star$ . Auto-fire may be triggered multiple times.

Additional hits may target the original target or other designated targets within range. All targets must be chosen before rolling, and the initial target (the one with the highest difficulty and defense) always receives the first hit.

Each hit may trigger one Critical Injury following normal rules.

### AUTO-FIRE (ACTIVE)

The weapon has a large spread or explosive area of effect (such as a grenade or missile warhead).

If the attack succeeds and Blast activates, every character (ally or enemy) engaged with the original target suffers a hit dealing damage equal to the Blast rating + the total  $\star$  generated on the check. In a small enclosed area, the GM may decide that everyone in the space takes damage.

If Blast does not activate, the ordnance still detonates, but poor aim or quick reactions may mean no one else is caught in the blast.

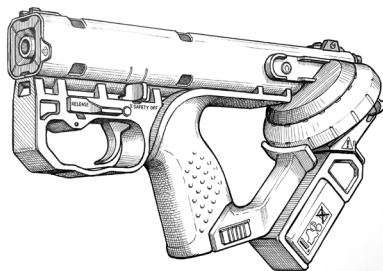
The attacker may also trigger Blast on a miss by spending  $\Delta\Delta\Delta$ . In this case, the original target and everyone engaged with it each suffer a hit dealing damage equal to the Blast rating.

Base damage is the weapon's listed damage value. If damage is added to a characteristic, base damage equals the weapon's damage plus that characteristic.

### BREACH (PASSIVE)

Weapons with Breach burn through the toughest armor; they are often heavy weapons or weapons mounted on some sort of vehicle.

Hits from weapons with the Breach quality ignore one point of vehicle armor for every rating of Breach (meaning they also ignore 10 soak for every rating of Breach).



## ITEM QUALITIES

### **BURN (ACTIVE)**

Weapons with Burn inflict ongoing damage. When triggered, a target hit by the attack suffers the weapon's base damage at the start of each of its turns for a number of rounds equal to the Burn rating.

If multiple targets are hit, Burn may be triggered once per target.

A victim can try to extinguish the flames by spending an action to make a Coordination check: Average (◆◆) on hard surfaces or Easy (◆) on soft ground. Jumping into water ends the damage immediately. **These options assume normal combustion; chemical burns usually cannot be stopped this way.**

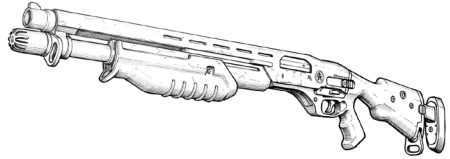
### **CONCUSSIVE (ACTIVE)**

The weapon's attack can leave the target shell-shocked from mighty blows or punishing shock waves, unable to perform any but the most basic actions.

When Concussive is triggered, one target hit by the attack is staggered (see page 114 CRB) for a number of rounds equal to the weapon's Concussive rating. A staggered target cannot perform actions. If multiple targets suffer hits from a weapon with Concussive, the quality may be triggered multiple times, affecting a different target each time.

### **CUMBERSOME (PASSIVE)**

A Cumbersome weapon is large, unwieldy, awkward, or heavy. To wield a Cumbersome weapon properly, the character needs a Brawn characteristic equal to or greater than the weapon's Cumbersome rating. For each point of Brawn by which the character is deficient, they must increase the difficulty of all checks made while using the weapon by one.



### **DEFENSIVE (PASSIVE)**

An item with the Defensive quality increases the user's melee defense by its Defensive rating.

### **DEFLECTION (PASSIVE)**

An item with the Deflection quality increases the user's ranged defense by its Deflection rating.

### **DISORIENT (ACTIVE)**

A weapon with Disorient can daze an opponent. When Disorient is triggered, one target hit by the attack is disoriented (see page 114 CRB) for a number of rounds equal to the weapon's Disorient rating.

A disoriented target adds ■ to all skill checks they perform. If multiple targets suffer hits from a weapon with Disorient, the quality may be triggered multiple times, affecting a different target each time.

### **ENSNARE (ACTIVE)**

A weapon with Ensnare binds a foe and restricts their movements. When Ensnare is triggered, one target hit by the attack becomes immobilized (see page 114 CRB) for a number of rounds equal to the weapon's Ensnare rating. An immobilized target cannot perform maneuvers. If multiple targets suffer hits from a weapon with Ensnare, the quality may be triggered multiple times, affecting a different target each time.

An Ensnared target may perform an action to attempt a Hard (◆◆◆) Athletics check on their turn to break free from the effect.

## ITEM QUALITIES

### GUIDED (ACTIVE)

A weapon with the Guided quality can track opponents. The Guided quality can only be triggered if an attack misses. If Guided is triggered, the controlling character may make a combat check at the end of the round as an out-of-turn incidental. The difficulty of this combat check is Average (◆◆); instead of building the ability of the pool normally, add ◆ equal to the weapon's Guided rating. If the check is successful, the weapon strikes the target, and the attack is resolved normally.

Guided requires ▲▲▲ to activate, unless otherwise specified in the weapon's description. The Guided quality can activate on any subsequent combat check it makes, representing the projectile continuing to track the target.

### INACCURATE (PASSIVE)

Inaccurate weapons are less likely to be accurate or precise. When making an attack with an Inaccurate weapon, add ■ to the check equal to the Inaccurate rating.

### INFERIOR (PASSIVE)

An Inferior item is a lackluster example of its kind, representing shoddy and poor craftsmanship. An Inferior item generates automatic ☹ on all checks related to its use.

### KNOCKDOWN (ACTIVE)

When Knockdown is triggered, one target hit by the attack is knocked prone. If multiple targets suffer hits from a weapon with Knockdown, the quality may be triggered multiple times, affecting a different target each time.

Unless specified otherwise, Knockdown requires ▲ to trigger, plus one additional ▲ per silhouette of the target beyond 1.

### LIMITED AMMO (PASSIVE)

Some weapons fire particularly large or complex projectiles that cost lots of money. Other weapons are expendable weapons like grenades that, once used, are destroyed. A weapon with the Limited Ammo quality may be used to make a number of attacks equal to its Limited Ammo rating before it must be reloaded with a maneuver.

In addition, each shot expends one of a limited number of rounds of ammo; more ammo must be purchased or obtained before anyone fires the weapon again. This also applies to grenades and other "one-use" weapons that have the Limited Ammo 1 quality (here, your character is not "reloading" the grenade, but drawing another to use—mechanically, they are equivalent).

### LINKED (ACTIVE)

Some weapons are designed to fire together at the same target (turrets housing multiple guns are a good example of this). When a character fires a linked weapon, on a successful attack, the weapon deals one hit. The wielder may spend ▲▲ to gain an additional hit, and may do so a number of times equal to the weapon's Linked rating. Additional hits from the Linked weapon may only be applied against the original target. Each hit deals the weapon's base damage plus damage equal to the ✨ scored on the check.

### PIERCE (PASSIVE)

Any hits from this weapon ignore a number of points point of soak equal to the weapon's Pierce rating. If the weapon has more ranks of Pierce than the target's total soak, it completely ignores the target's soak. For example, Pierce 3 against a soak of 2 ignores two points of soak, but the extra point of Pierce has no further effect.

# ITEM QUALITIES

## **PREPARE (PASSIVE)**

Items with this quality require time to set up before being used. The user must perform a number of preparation maneuvers equal to the item's Prepare rating before using the item (if the item is a weapon, "using" it would be making attacks with the weapon).

At your GM's discretion, moving with the item, being knocked prone with the item, or other disruptions may require the user to perform the preparation maneuvers again before using the item.

## **REINFORCED (PASSIVE)**

Weapons or items with the Reinforced quality are immune to the Sunder quality. Armor with the Reinforced quality make the wearer's soak immune to the Pierce and Breach qualities.

## **SLOW-FIRING (PASSIVE)**

Slow-Firing weapons tend to deal incredible damage, but need time to recharge or cool down between shots. A weapon's Slow-Firing rating dictates the number of rounds that must pass before the weapon can be fired again after attacking. For example, a heavy laser cannon with Slow-Firing 2 must wait two rounds after being fired before it can be fired again.

## **STUN (ACTIVE)**

A weapon with Stun can deal strain to the target. When the Stun quality is activated, it inflicts strain equal to the weapon's Stun rating. Since this is strain, and not strain damage, it is not reduced by the target's soak.

## **STUN DAMAGE (PASSIVE)**

A weapon with this quality can only deal strain damage (damage applied to the target's strain threshold). Because this is strain damage, not strain, it is still reduced by a target's soak.

## **SUNDER (ACTIVE)**

When activating Sunder, the attacker chooses one item openly wielded by the target (such as a weapon, shield, or item on a belt). That item is damaged one step: to minor if undamaged, from minor to moderate, or from moderate to major. If an item already suffering major damage is the target of a successful Sunder, it is destroyed.

Sunder requires  $\Delta$  to activate, and may be activated even if the attack is unsuccessful. Sunder may be activated multiple times in the same attack, but each activation must be applied to the same item, potentially taking it from undamaged to destroyed in a single attack.

## **SUPERIOR (PASSIVE)**

A Superior item is a sterling example of its kind, representing masterful craftsmanship. A Superior item generates automatic  $\Delta$  on all checks related to its use.

## **UNWIELDY (PASSIVE)**

An Unwieldy weapon is a weapon that can be particularly awkward to use for those without impressive dexterity and hand-eye coordination. To wield an Unwieldy weapon properly, the character needs an Agility characteristic equal to or greater than the weapon's Unwieldy rating. For each point of Agility by which the character is deficient, they must increase the difficulty of all checks made while using the weapon by one.

## **VICIOUS (PASSIVE)**

When an attack with this weapon results in a Critical Injury or Hit, the character adds ten times the Vicious rating to the Critical roll. With Vicious 3, for example, you would add +30 to the resulting Critical Injury or Hit result.

# HARDPOINTS

## HARD POINTS

Hard points determine how many attachments an item can support. Each item has a set number of hard points. For items without listed hard points, use the system on page 206 of the Genesys core rulebook.

## ATTACHMENTS

Attachments are components installed on items to improve their performance or add new capabilities. Each attachment requires a specific number of empty hard points to install. Once attached, those hard points are occupied and no longer available.

## INSTALLING ATTACHMENTS

Installing an attachment takes roughly one hour and requires a successful Average (◆◆) Mechanics check.

Failure means the attachment is not installed.

Failure with ☒ destroys the attachment.

Success with ☒ installs the attachment, but it may malfunction or detach at an inconvenient time.

## AMMO COUNTER

One of the simplest smart systems available, an ammo counter displays in a shooter's cybereye (or in a pair of smartgoggles or an HUD) a weapon's maximum and current number of shots. Thus avoiding that unexpected "beep" or "click" of an empty mag.

**Models Include:** Strelet Arms "Countdown," Skorpions LAG-4 Ammunition Tracker.

**Use With:** This attachment can be applied to any smart ranged weapon.

**Modifiers:** While your character is using this weapon, your GM cannot spend ☒ or ☒ to cause it to run out of ammo.

**Hard Points Required:** 1

**Cost:** 200 - **Rarity:** 3

## AUTOFIRE MODE

The weapon is converted into a machinegun that can empty clips in a single pull. This is a simple modification but it also makes your weapon a bit more unreliable.

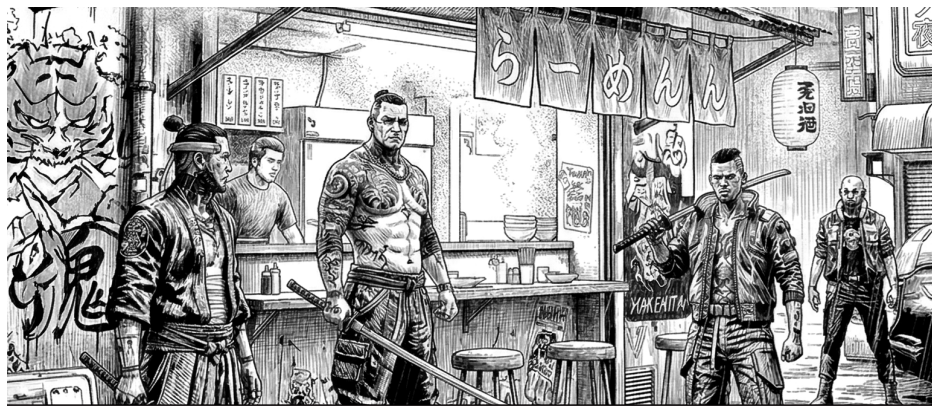
**Models Include:** Custom work only.

**Use with:** Ranged (Light) slugthrowers without the Limited ammo quality.

**Modifiers:** Weapon gains Auto-fire quality, but also gains the Inaccurate 1 quality (or increase it by 1) or, if the weapon has the Accurate quality, it reduces it by 1 (minimum 0).

**Hard points required:** 1

**Cost:** 250 - **Rarity:** 4



# HARDPOINTS

Name	Hard Points	Cost	Rarity
Ammo counter	1	200	3
Autofire mode	1	250	4
Balanced hilt	1	1000	6
Ballistic targeting display	3	500	5
Bipod mount	1	250	2
BMI-Linked trigger	1	120	2
Compact	1	500	6
Custom grips	0	250	4
Duelist cross guard	1	800	5
Enhanced weight	1	250	2
Extended barrel	2	1000	4
Razor edge	1	1250	6
Recoil compensators	1	350	4
Recurve limbs	1	300	4
Serrated edge	1	75	2
Shortened barrel	1	180	3
Superior weapon customization	1	750	7
Target-selection system	2	1225 (R)	7
Targeting reticle	1	800	5
Telescopic sight	1	200	3
Torso combat harness	3	1175 (R)	5
Tripod mount	2	400	3
Under-barrel grenade launcher	2	1500	5
Under-barrel flamethrower	2	3000	6
Under-barrel shotgun	2	1000	4
Weapon lockout	1	145	3
Weapon skin	0	50 to 800	2
Weapon sling	1	25	1
Weighted head	1	250	2

# HARDPOINTS

## BALANCED HILT

*This attachment represents modifying a melee weapon's balance (particularly around the hilt or haft) to make it easier to control.*

**Use With:** This attachment can be applied to one-handed weapons that use the Melee skill.

**Modifiers:** The weapon gains the Accurate 1 quality, or increases any existing Accurate quality by 1. (If the weapon has the Inaccurate quality, it reduces that quality's rating by 1 to a minimum of 0, instead.)

**Hard Points Required:** 1

**Cost:** 1,000 - **Rarity:** 6

## BALLISTIC TARGETING DISPLAY

*A favorite of sharpshooters and sport hunters, a BTD smart system improves a weapon's long-range performance. This system combines a number of subsystems such as a rangefinder, digital optical enhancement, a long-range laser sight, and even a weather satellite uplink to provide real-time ballistic data. It connects to a cybereye, HUD, or smartgoggles and displays range to target, windage, bullet drop, and other data important to long-range shooting.*

**Models Include:** Cantor Model 1 Marksman Smart System, Argus LA994 Ballistic Targeting Array.

**Use With:** This attachment can be applied to any smart Ranged (Heavy) or Gunnery weapon.

**Modifiers:** The user reduces the difficulty of ranged combat checks made with this weapon at ranges greater than medium by 2, to a minimum of Average (♦♦). This bonus cannot be combined with any other bonus from a different scope or sight.

**Hard Points Required:** 3

**Cost:** 500 - **Rarity:** 5

## BIPOD MOUNT

*A bipod (a folding, two-legged stand) can be attached to the barrel of a firearm. The legs stabilize the firearm and take up some of its weight.*

**Models Include:** Strelet Arms General Purpose Bipod.

**Use With:** This attachment can be applied to any Ranged (Heavy) or Gunnery weapon.

**Modifiers:** If the user spends one preparation maneuver to deploy the bipod, the weapon's Cumbersome or Unwieldy qualities are reduced by 2, to a minimum of 0, and the weapon's encumbrance is reduced by 2, to a minimum of 0, while the user fires from a crouched or prone position (or can brace the bipod against something solid).

**Hard Points Required:** 1

**Cost:** 250 - **Rarity:** 2

## BMI-LINKED TRIGGER

*BMI-equipped runners are fond of saying that there's nothing faster than the speed of thought. Some mercenaries and pistols for hire apply this literally, getting a BMI linked to the firing mechanism of their weapon. Being able to fire a pistol with a mental command is faster than pulling the trigger, but it takes training to avoid doing so with a stray thought.*

**Models Include:** Cantor Mind-Lightning Link.

**Use With:** This attachment can be applied to any smart ranged weapon.

**Modifiers:** Your character must have a BMI, skulljack, or spinal modem installed to benefit from this attachment. When your character makes the first combat check with this weapon in an encounter, add ✨ to the results. Your character can also use mental commands to fire this weapon even if they are not holding it, as long as the weapon is within long range.

**Hard Points Required:** 1

**Cost:** 120 - **Rarity:** 2

# HARDPOINTS

## COMPACT

*This modification implies the reduction of barrel and stock length and trying to reduce the overall profile of the weapon so its more manageable and easy to hide. It comes with it's own drawbacks as the weapon suffer from a shorter range and accuracy.*

**Models Include:** Custom work only.

**Use with:** Any Ranged (Heavy) weapon.

**Modifiers:** Range band is reduced by one (minimum Short) and gains the Inaccurate 1 quality (or increase it by 1) or, if the weapon has the Accurate quality, it reduces it by 1 (minimum 0). The weapon can easily be hidden under a big jacket or long coat and anyone searching the character for the hidden weapon has a ■ to any Perception checks they make to find the weapon. Reduce Encumbrance by 1.

**Hard Points Required:** 1

**Cost:** 500 - **Rarity:** 6

## CUSTOM GRIPS

*Your weapon is customized with special foam grips that get tailored to your hands. This makes your weapons fit your hand in a very pleasing way and having the right hand stance in a heartbeat.*

**Models include:** Strelet Arms Custom Grips FM10

**Use with:** Any ranged weapon.

**Modifiers:** In theory, quicker grip and better handling (but nothing really). Weapon gains the Inaccurate 1 quality for anyone else using the weapon. You gain a ■ if trying to do cool tricks to impress someone.

**Hard Points Required:** 0

**Cost:** 250 - **Rarity:** 4

## DUELIST CROSS GUARD

*This attachment represents modifying the cross guard of a sword to better catch and lock the blade of an opponent.*

**Use With:** This attachment can be applied to any sword, whether one-handed or two-handed.

**Modifiers:** When an opponent resolves a melee combat check against the wielder, if the check generated at least one uncanceled ⚔, the wielder may suffer 1 strain as an out-of-turn incidental to add ⚔⚔ to the results.

**Hard Points Required:** 1

**Cost:** 800 - **Rarity:** 5

## ENHANCED WEIGHT

*Although trends tend towards lighter weapons, some benefit from a bit more heft. Custom armorers can replace striking surfaces with denser materials that are just as durable, allowing them to strike with more impact.*

**Models Include:** Custom work only.

**Use With:** This attachment can be applied to any close combat weapon that deals bludgeoning or crushing damage (not one with a cutting edge).

**Modifiers:** The weapon increases its damage by 2. The weapon gains the Cumbersome 2 quality, or increases its existing Cumbersome quality by 1.

**Hard Points Required:** 1

**Cost:** 250 - **Rarity:** 2

## EXTENDED BARREL

*This attachment extends the barrel (or makes similar modifications) to make the weapon fire farther.*

**Use With:** This attachment can be applied to any Ranged (Light), Ranged (Heavy), or Gunnery weapons (exclude weapons such as grenades, or weapons that fire self-propelled ammo such as missile launchers).

**Modifiers:** The weapon's range increases by one range band, to a maximum of extreme range. The weapon gains the Cumbersome 2 quality, or increases its existing Cumbersome quality by 2.

**Hard Points Required:** 2

**Cost:** 1,000 - **Rarity:** 4

# HARDPOINTS

## RAZOR EDGE

*This attachment represents sharpening a blade to a razor edge, then reinforcing or treating that edge so that it can withstand repeated blows.*

**Use With:** This attachment can be applied to any close combat weapon that has a blade.

**Modifiers:** The weapon gains the Pierce 2 quality, or increases any existing Pierce quality by 1. The weapon also decreases its Crit rating by 1, to a minimum of 1.

**Hard Points Required:** 1

**Cost:** 1,250 - **Rarity:** 6

## RECOIL COMPENSATORS

*By using smartlinked gyro stabilizers and gas vents, recoil compensators make weapons more accurate and easier to handle. While recoil compensators are typically added to automatic weapons or high-accuracy, long-range rifles, nearly any slugthrower can benefit from this system.*

**Models Include:** Strelet Arms GR19 Gas Venting System, Cantor Sta-Bil Recoil Compensators.

**Use With:** This attachment can be applied to any smart slugthrower weapon.

**Modifiers:** The weapon decreases its Inaccurate item quality by 1, to a minimum of 0.

**Hard Points Required:** 1

**Cost:** 350 - **Rarity:** 4

## RECURVE LIMBS

*Making the limbs of a bow or crossbow curve away from the wielder increases the penetrating power of the bow's shots, even if it also makes the bow larger and more difficult to wield.*

**Use With:** This attachment can be applied to any bow or crossbow.

**Modifiers:** The weapon gains the Pierce 2 quality, or increases any existing Pierce quality by 1. The weapon also gains the Unwieldy 2 quality, or increases any existing Unwieldy quality by 1.

**Hard Points Required:** 1

**Cost:** 300 - **Rarity:** 4

## SERRATED EDGE

*Adding jagged sawteeth to a bladed weapon means the wounds it makes are particularly brutal and damaging.*

**Use With:** This attachment can be applied to any close combat weapon that has a blade.

**Modifiers:** The weapon gains the Vicious 1 quality, or increases any existing Vicious quality by 1.

**Hard Points Required:** 1

**Cost:** 75 - **Rarity:** 2

## SHORTENED BARREL

*While any weapon's barrel can be shortened with proper application of hacksaw, plasma cutter, or file, most professionals purchase purpose-built barrels to replace the standard items that came with their weapons. Weapons with shortened barrels enable a quicker draw, at the cost of range.*

**Models Include:** Strelet Arms Korotka-1 Barrel, Argus SBSM Reduced Length Barrel.

**Use With:** This attachment can be applied to any Ranged (Light) weapon.

**Modifiers:** Your character may draw this weapon as an incidental rather than as a maneuver. The range of this weapon changes to short.

**Hard Points Required:** 1

**Cost:** 180 - **Rarity:** 3

## SUPERIOR WEAPON CUSTOMIZATION

*This simply represents the weapon being modified by a master craftsman to be better than other examples of its type.*

**Use With:** This attachment can be applied to any weapon.

**Modifiers:** The weapon gains the Superior quality.

**Hard Points Required:** 1

**Cost:** 750 - **Rarity:** 7

# HARDPOINTS

## TARGET-SELECTION SYSTEM

*Target-selection systems are smart systems that are designed to greatly reduce the likelihood of friendly fire. The system consists of an integrated Identify Friend or Foe (IFF) system that identifies allies through a variety of biometric and visual sensors. The system takes a moment to scan its surroundings and the participants in a combat, but once it does so, it refuses to allow its weapon to fire when the shot could hit a friendly.*

**Models Include:** Scorpios AEGIS IFF System, Argus HoldFire Target Filtering System.

**Use With:** This attachment can be applied to any smart ranged weapon.

**Modifiers:** Your character may spend a maneuver during an encounter to activate the target-selection system. If they do, for the remainder of the encounter, your GM cannot spend ☒ from their combat checks to cause the attack to hit an ally engaged with their original target.

**Hard Points Required:** 2

**Cost:** 1,225 (R) - **Rarity:** 7

## TARGETING RETICLE

*This simple smart system displays a small targeting reticle in a character's cybereye, HUD, or smartgoggles. This feature increases a shooter's accuracy, although it cannot be combined with any other sighting system and is only moderately useful at longer ranges.*

**Models Include:** Strelet SureShot Targeting Scope, HHI Shrike-1 Holo-Reticle.

**Use With:** This attachment can be applied to any smart ranged weapon.

**Modifiers:** The weapon gains the Accurate 1 item quality or increases its existing Accurate rating by 1. (If the weapon has the Inaccurate item quality, it reduces that quality's rating by 1, to a minimum of 0, instead.) This bonus cannot be combined with any other bonus from a different scope or sight.

**Hard Points Required:** 1

**Cost:** 800 - **Rarity:** 5

## TELESCOPIC SIGHT

*A telescopic sight magnifies a target, allowing the user to shoot targets that they could normally barely be able to see (futuristic versions may use special enhanced optics, rather than simple lenses).*

**Use With:** This attachment can be applied to any ranged weapon that could logically benefit from the addition of a telescopic sight.

**Modifiers:** The user reduces the difficulty of ranged combat checks made with this weapon at long and extreme range by 1.

**Hard Points Required:** 1

**Cost:** 200 - **Rarity:** 3

## TORSO COMBAT HARNESS

*Torso combat harnesses allow users to stabilize heavy weapons by supporting some of the weight with their own body. They consist of a harness worn by the user and attached to the weapon via a powered and articulated "arm." The whole arrangement is incredibly unwieldy for untrained users, but it lets someone carry a laser cannon while not wearing an exosuit.*

**Models Include:** HHI PowerLift Harness.

**Use With:** This attachment can be applied to any smart ranged weapon.

**Modifiers:** As long as the harness is attached to your character, the weapon's Cumbersome qualities are reduced by 4 to a minimum of 0, and the weapon's encumbrance is reduced by 2, to a minimum of 0. The weapon gains the Unwieldy 2 quality, or increases any existing Unwieldy quality by 1.

**Hard Points Required:** 3

**Cost:** 1,175 (R) - **Rarity:** 5

# HARDPOINTS

## TRIPOD MOUNT

*Like a bipod, the tripod mount is a set of three folding legs that deploy from the center of the weapon to provide a stable stand to fire from.*

**Models Include:** Zech Optics Triumph Z6 Rifle Scope, Cantor Model 9 Marksman Scope

**Use With:** This attachment can be applied to any Ranged (Heavy) or Gunnery weapon with an encumbrance of 4 or more.

**Modifiers:** If the user spends two preparation maneuvers to deploy the tripod, the weapon's Cumbersome or Unwieldy qualities are reduced by 3, to a minimum of 0, and the weapon's encumbrance is reduced by 4, to a minimum of 0. The weapon may not be moved (except to pivot on the tripod mount) once it has been set up.

The user must spend two preparation maneuvers to take the tripod down.

**Hard Points Required:** 2

**Cost:** 400 - **Rarity:** 3

## UNDER-BARREL WEAPON ATTACHMENT

*Modern firearms sometimes have secondary weapons attached under the barrel, allowing the wielder to effectively carry two weapons in one.*

**Use With:** This attachment can be applied to any riflesized Ranged (Heavy) weapons.

**Modifiers:** When installed, the user chooses one of the following secondary weapons. The weapon can then fire using the associated secondary profile.

- **Flamethrower:** (Ranged [Heavy]; Dam. 10; Crit. 2; Rng [Short]; Blast 6, Burn 4, Lim. Ammo 2).
- **Grenade Launcher:** (Ranged [Heavy]; Dam. 8; Crit. 4; Rng [Medium]; Blast 6, Lim. Ammo 1).
- **Shotgun:** (Ranged [Heavy]; Dam. 8; Crit. 3; Rng [Short]; Blast 5, Knockdown).

The weapon gains the Cumbersome 2 quality, or increases its existing Cumbersome quality by 1. The weapon also gains the Unwieldy 2 quality, or increases its existing Unwieldy quality by 1. Finally, the weapon increases its encumbrance by 2.

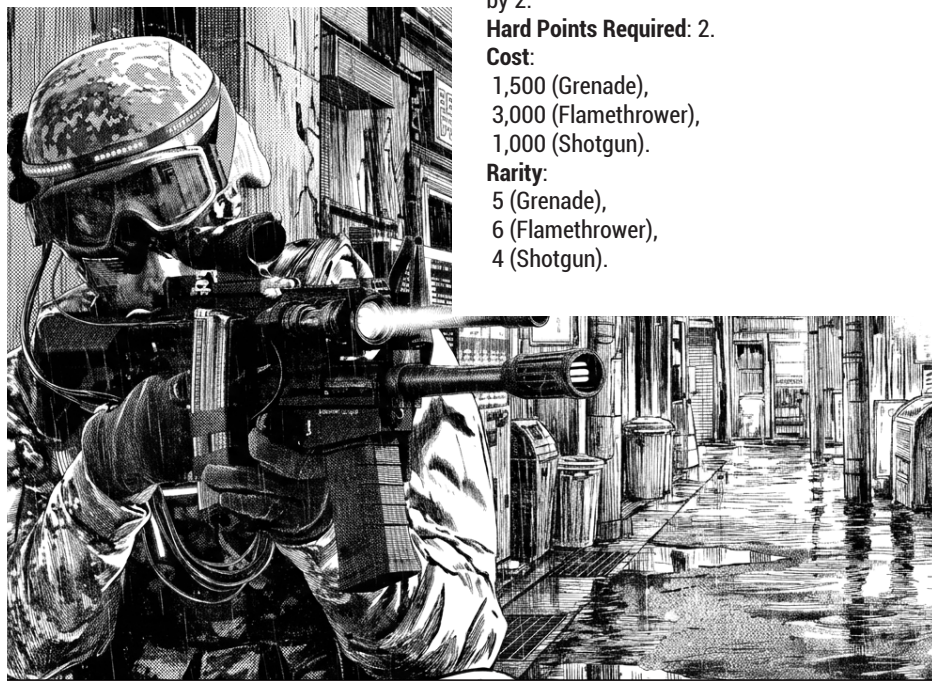
**Hard Points Required:** 2.

**Cost:**

- 1,500 (Grenade),
- 3,000 (Flamethrower),
- 1,000 (Shotgun).

**Rarity:**

- 5 (Grenade),
- 6 (Flamethrower),
- 4 (Shotgun).



# HARDPOINTS

## WEAPON LOCKOUT

When installed in a smart-capable weapon, a lockout prevents anyone but the weapon's owner from using it. Most lockouts use a sophisticated combination of biometrics and palm-print sensors integrated into the grip.

**Models Include:** Skorpios Mk I Print Lock, Jinteki GeneLocker Weapon Security System.

**Use With:** This attachment can be applied to any smart weapon.

**Modifiers:** This weapon cannot be fired except by its designated user. Unlocking and reprogramming a stolen or otherwise "acquired" weapon with an active lockout requires your character to make a Daunting (◆◆◆◆) Computers (Hacking) check. Your GM may spend ♣♣♣ or ☒ from this check to permanently disable the locked weapon, rendering it useless.

**Hard Points Required:** 1

**Cost:** 145 - **Rarity:** 3

## WEAPON SKIN

Camouflage patterns, bright colors, chromed coating, and so forth. Most people don't care, but street gangs find it pretty cool.

**Use with:** Any ranged weapon.

**Modifiers:** None.

**Hard points required:** 0

**Cost:** From 50 for cheap paint jobs to 800 for the most exotic coatings.

**Rarity:** 2

## WEAPON SLING

A sling helps a user carry a particularly heavy weapon by taking up part of the weight.

**Models Include:** Urban Adventures Multipurpose Sling, Strelet Arms S3.

**Use With:** This attachment can be applied to any Ranged (Heavy) weapon or ranged weapons that require two hands to wield.

**Modifiers:** The weapon decreases its encumbrance by 2.

**Hard Points Required:** 1

**Cost:** 25 - **Rarity:** 1

## WEIGHTED HEAD

Adding extra weight to the head of a blunt weapon lets the wielder strike with greater impact and do more damage.

**Use With:** This attachment can be applied to any close combat weapon that deals bludgeoning or crushing damage (not one with a cutting edge).

**Modifiers:** The weapon increases its damage by 2. The weapon gains the Cumbersome 2 quality, or increases its existing Cumbersome quality by 1.

**Hard Points Required:** 1

**Cost:** 250 - **Rarity:** 2

