

SCREAMSHEET #6

YOUR SOURCE OF INFORMATION ON THE STREETS

You've seen the movies, the comics, and the braintance games. With some persona using a secret deadly weapon hidden in their cybernetic eyes, saving that character's life in a daring last chance event. It's cool and it's stylish, and you wanted to replicate it.

And what do we have? Nothing! Well, we do have that meager Dart Gun, but that doesn't cut it. The problem is that there isn't enough space in an optic for a gun, even a low-caliber one, and lasers are too big too.

Or are they?

A joint operation from Arasaka Cybernetics subsidiary and Tsunami Defense Systems has brought us the new Shikō series of options for cyberoptics to the streets of Night City.

How is that possible? Let's do a quick recap.

The starting point is the Tsunami UB CapLaser, first presented in Chrome Book 2 (pg. 39), an underbarrel attachment for medium submachine guns. This system is separated into three main components: the emitter, the capacitor, and the battery.

The cool thing about lasers is that they are basically light, and we have the technology to transmit light from one point to another. That's how our massive worldwide network works, with fiber optic communications.

What Arasaka and Tsunami did was separate the emitter from the capacitor and connect them with a patented no-loss/torsion-resistant fiber optic cable. Now, we can put the capacitor and battery in other parts of the body.

Awesome, isn't it?

The Shikō series comes in two variations.

The **Shikō Naiten** is the hardcore one. The variant of the Tsunami UB CapLaser is implanted mainly

in the skull. The emitter occupies 3 options of the cyberoptic, and the capacitor replaces part of the skull (cheekbones, jaws and side cranium), with an external port in the back of the skull to connect to extra batteries or allow you to recharge the internal one.

Naiten is quite an invasive treatment, but it is self-sufficient and doesn't have additional requirements. So, if you're ready for the humanity loss and high price, you can buy it for 1450 eurodollars.

The **Shikō Kaden** is a cheaper solution. The emitter is installed as a 3-option implant in the cyberoptic, and the patented optic fiber cable is wired from the skull to a cyberarm through the neck and shoulder. There, using a Hidden Holster implant, the capacitor and battery are installed.

It's less invasive but requires a cyberarm. You can buy this option for 1100 eurodollars.



Tsunami CapLaser:
+2 · R 3D6 2 2 UR 25M

Shikō Naiten : 1450ed
HC: 2D6+2, Surgery: CR
(3 eye options)

Shikō Kaden : 1100ed
HC: 1D6, Surgery: M
(3 eye opt., 1 limb option)

津浪 **TSUNAMI**
DEFENSE SYSTEMS

ARASAKA



Optional Rules:

Not surprisingly, the rules aren't really cohesive when it comes to laser stats and weapons. So here are a few house rules to buff them a little and clarify how they work.

All laser weapons can tune the potency of their shots (with the number of d6 used), from the maximum damage stated down to 1d6. Magazine size indicates the number of shots at maximum potency. So if you have a laser that deals 3d6 damage and is listed as having a magazine of 2, it means it stores 6d6 for dice rolls.

You can, in fact, shoot two times with 3d6, or maybe three times with 2d6, or six times with 1d6.

When you shoot an armored target with a laser weapon, you always ablate its armor (even if you can't surpass it) by an amount equal to the charges used. So if you shoot some poor soul for 3d6, their armor will be ablated by 3 points, even if you don't manage to hurt them.

SCREAMSHEET

YOUR SOURCE OF INFORMATION ON THE STREETS



Militech Electronics LaserCannon

This is the one that started it all, a prototype shoulder-mounted laser rifle able to be used in combat. It's not the only laser weapon existing, of course. The Tsunami Underbarrel attachment and the shoulder popup laser cannon are other widely known laser weapons, but they don't achieve the same high potency outputs and range.

Sadly, this comes with a cost. The M.E. LaserCannon is big, bulky, and heavy by itself, and on top of that, you have to carry the battery on a hip strap or as a backpack. The batteries don't last long and take too much time to recharge (1 hour per die). Additionally, bad weather or smoke can totally nullify it.

Advantages? Its ammunition is "light," making it a silent weapon, and it can hit targets at long range almost instantly. In fact, if you have a good scope, you can negate all the penalties for shooting at targets at long/extreme ranges.

Note: Did you know the max range of the M.E. LaserCannon is imposed by the manufacturer to minimize accidents with the prototype? Technically, a good techie can bypass this limitation (Electronics Average check) and extend the range from 200m to 1km easily.

Over time, while the military has found other uses for lasers and created new weapons, the M.E. LaserCannon has remained an iconic staple. And while aging, few companies have the courage to follow its steps. So, it remains a top-tier weapon in its category.

Militech E. LaserCannon 5D-C
RIF·0·N·R·5d6·8·2·ST·200m
3950 ed

This is the compact version of the LaserCannon. Metallic parts from the prototype have been replaced by lighter materials, and the stock and cannon have been reduced in size. It's a weird, tubular, rifle-sized laser weapon—big and non-concealable. Nonetheless, it's more similar to standard weaponry and not like carrying a missile launcher around.

Interestingly, it is cheaper. This is because it is mass-produced rather than a prototype built by crazy scientists.

Militech PLAWS

You may know that lasers are used on large vessels to protect them from long-distance missiles and similar threats. These lasers don't require a lot of power; they only need to melt the missile's cap to detonate it or break their sensors.

Now, give a warm welcome to the Militech PN/SEQ-1.

Militech applied the same principle with the Capacitor Laser cyberweapon. In summary, it uses a proprietary chip with an implanted bodycomp that adds specialized recognition software, linking your optics with the cyberweapon. As long as you can see your enemy throwing a grenade, micro-missile, or rocket, your laser will auto-shoot them down (1d10+12). Each shot only uses one d6 charge but can only shoot down a projectile once per round. Be wary of your friends, as the system doesn't distinguish who threw the grenade, and projectiles shot down tend to explode at their original launch point.

Requirements:

Neural processor, Cyberoptic with TS+, 2-shot Capacitor Laser, Zetatech Bodycomp

Cost: 1200 ed

HC: 2 **Surgery:** N

