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WOODCHIPPER'S GARAGE

WEAPONS THAT GO BOOM!

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TODAY AT THE SOURCE

DATA

Jericho Hunt is a freelance journalist who has done work for multiple Night City screamsheets, including Night City Today News. Today At The Source is Jericho's independent Garden patch. For more information on The Garden, see the Ziggurat Corp entry on **PAGE 280** of the **Cyberpunk RED** core rulebook.

Jericho Hunt (JH): Today At The Source, we're in Heywood for a conversation with a Nomad who represents an important link in our hungry city's buffet line of firearms and firearm accessories. Our talk spoke volumes about our city. How long will we continue to be ignorant of where our things come from? Is our need for consumption eating us out from the inside, leading us, chained at the mouth, speeding into a second Night City Holocaust?

JH: Woodchipper, thank you for inviting me into your garage. Nice place.

Woodchipper (W): It's always a pleasure. It's sad that it's been a while since we last spoke. What's kept you out of these parts?

JH: I've been bouncing around The Glen mostly, working the corporate news beat, saving up to go independent. You're my first interview in a new series, called Today At The Source. We're starting with guns.

W: Well since you came here first I'll take that as a compliment.

JH: Let's just jump into the interview, since I know you are busy. I understand you aren't a Fixer, and you don't deal with a traditional end clientele. How does your business work?

W: Honestly, I work two jobs. My first priority has always been resolving conflicts between Nomad Packs on behalf of the Aldecaldos, especially ones that come up as they come into Night City to refuel and prepare for the road ahead, like conflicts over dock space in South Night City and popular camping parking lots in Santo Domingo and Rancho Coronado. It's all about personal relationships and earning trust.

JH: And what about your second job?

W: It turns out when you do that work, you come into contact with a lot of Fixers looking to trade with the packs. And what do they want? Honestly, anything they can get their hands on, but especially weapons. So now I'm a clearing house for them. They order what they need, and I see if a Nomad brought one in this week strapped to the back of their bike. Most of the time, with things the way they are, the answer is no.

But these Fixers are tenacious, they'll call back next week like clockwork, asking for more Archimedes, or M-02 Heavy Rifles, or whatever it is their clientele wants to blow someone up with.

JH: Is that where the demand is? Explosives?

W: Yes, there's been a bit of an arms race on, and, short of a relationship with Militech, most of the heavy weapons have to be recovered from decommissioned military sites out in the Badlands. Usually, that's what's left too, because boy are they heavy. Only us Nomads have the hauling power needed to strip those sites clean.

JH: Do you ever feel like you're feeding a monster that needs to go on a diet?

W: Jericho, you know that it isn't that simple. I'm not arming the boot, I'm arming those under it, and they shoot your monster in its toes. I don't work with corporations, and most of my Fixers deal to non-affiliated Solos and Gangs.

JH: Tough talk from a merchant of death.

W: I don't resent the label. What do you think happens to Santo Domingo if the Corporations get what they want? I'll tell you: it's all employee housing. These families will be pushed out further into the lawless wastes, or into the Combat Zone itself.

JH: Right in with those gangs you've armed, I'm assuming.

W: Not every Gang is the Bozos.

JH: Of course. There's also the Maelstrom, and the Reckoners.

W: Point taken.

JH: Thank you for your time, Woodchipper.

W: It's been a pleasure.

JH: Now that that's over with, what exactly have you got for sale here?

WOODCHIPPER'S BOOMSTICKS

► BIOTECHNICA ENVIRO-LAUNCHER

Cost: 500eb (Expensive)

I don't remember where I got these. I think I traded a crate of Stolbovoys to a pack up north for them. They've been sitting in my garage for months, and I haven't been able to locate any information about them on the Data Pool, so I assume they work as intended.

An Exotic Rocket Launcher that can only be fired once. Once fired, as an Action, you can twist the handle to crush a vial of reactive enzyme which will decompose the weapon entirely in one hour.

► BUDGETARMS TRIPLE TREAT

Cost: 500eb (Expensive)

Not everybody has a huge budget when it comes to explosives. Some people have problems that are bigger than their bank balance. Save on hardware, splurge on ammunition.

A Poor Quality Exotic Rocket Launcher with a two shot capacity and an integrated Poor Quality Exotic Grenade Launcher Underbarrel that cannot be removed. Despite being an Exotic Weapon the Triple Treat is capable of firing non-Basic Rocket and Grenade Ammunition.

► FLARE GUN

Cost: 100eb (Premium)

Everybody needs a flare gun. Even if it's just for celebrating your choomba's quinceanera, one of these will really light up their special night.

A One Handed Exotic Grenade Launcher with a one shot capacity. Too bulky to be installed in Pop-up Cyberware. In addition to all Grenade Ammunition, the Flare Gun can fire road flares (SEE CP:R PAGE 351) using the Grenade Launcher Range Table. These road flares do not explode or cause damage but can be seen for up to 3 miles away while in the air. Once they land, they act as a normal road flare.

► MIDNIGHT ARMS SDF-45

Cost: 1,000eb (Very Expensive)

I actually used to model for these people in my early teens. They never did pay me, the assholes. I did steal these though, off a hammerhead train coming in earlier this year. We still aren't even. Definitely don't point it in the general direction of anything you care about. I recommend doing so at a Midnight Arms distribution warehouse, personally.

The SDF-45 is an Exotic Rocket Launcher with a maximum range of 400 m/yds. Its magazine holds 4 Armor Piercing Rockets. Whenever you attack with this weapon, it fires two rockets at once at your target. However, instead of the user making a Heavy Weapons Skill Check to hit the target, the GM decides where both rockets hit. Dodging an explosion made by this weapon is a DV15 Evasion Check that can only be attempted by a defender that could already dodge bullets, and places them outside of the blast area if they succeed.

When deciding where the two rockets hit, the GM must choose two locations within 50 m/yds of your intended target which must be at least 10 m/yds apart. This weapon cannot be Upgraded by a Tech in a way that removes this GM targeting feature.

► MILITECH AEGIS

Cost: 1,000eb (Very Expensive)

These are pretty ancient, actually. I recovered them from a sunken airtight shipping container that I think was supposed to be delivered to the NCPD for testing. The date on the manifest was a week after the Fourth Corporate War hit Night City. Supposed to be "less-lethal" - whatever that means.

A Poor Quality Exotic Shotgun fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill. Mechanically, the Aegis is a shotgun that can only fire using the Shotgun Shell alternate firing mode except that it deals 4d6 instead of 3d6 damage. Additionally, instead of using ammunition, whenever this weapon is fired it drains one of 8 charges from its easily rechargeable (1 hour) battery pack. Damage dealt by this weapon cannot cause a Critical Injury and does not ablate armor. If damage dealt by this weapon would reduce a target to under 1 HP they are instead Unconscious at 1HP.

► MILITECH ARCHIMEDES

Cost: 5,000eb (Luxury)

I'll level with you. You can only really get these if you raid a Militech installation in the dead of night all quiet like. Otherwise, they'll fire them before you can get close. Those jarheads got into their field to be the one pushing the big red button after all. They don't even hesitate.

Once you get the bulky olive plastic carrying case open, the controls are pretty easy to grasp. Only requires a bit of basic flying and the right cyberware. The rocket's targeting system does most of the work.

The Archimedes is an Excellent Quality Exotic Rocket Launcher fired using the Pilot Air Vehicle Skill instead of the Heavy Weapons Skill. It can only fire Smart Rockets. The weapon will not function unless its user has Targeting Scope Cyberware. Each purchase comes with one Smart Rocket.

► NOMAD AIR CANNON

Cost: 1,000eb (Very Expensive)

My cousin makes these, actually! We mostly use them for scaring away animals but they also work real well to soften up an over-armored static or clean them off your newly sealed driveway.

A liquid launching air cannon. Mechanically, it acts as a Exotic Shotgun with a 1 shot capacity that fires using the Shotgun Shell alternate firing mode except instead of dealing damage it coats any target the spread hits in the liquid fired. Typically loaded with paint or water. However, if loaded with acid, all armor worn by any coated target is reduced by 1 SP. One shot of acid costs 10eb (Cheap).

Theoretically, the weapon can also be loaded with either Poison or Biotoxin. Loading the weapon with either requires 3 vials per shot. Any target coated must make a Resist/Torture Drugs Skill Check as if hit by Poison or Biotoxin Ammunition (SEE CP:R PAGE 345 AND 346).

► PURSUIT SECURITY INCORPORATED TEARJERKER

Cost: 500eb (Expensive)

Making a clean getaway is a big part of keeping yourself alive. This isn't just a grenade launcher, it's an insurance policy. Sometimes it's health insurance, sometimes it's car insurance. Either way, it's cheaper than the alternative.

An Excellent Quality Exotic Grenade Launcher with a 3 shot capacity. Despite being an Exotic Weapon, it is only capable of firing Smoke or Teargas Ammunition.

▶ SLAMDANCE BALLISTIC HARPOON

Cost: 1,000eb (Very Expensive)

I sell a lot of these to Sea Nomads. They swear by them for hunting and occasional naval defense. You don't have to fire it if you don't want to, but many cannot resist the urge. I once bought a lot of these in bulk directly from SlamDance, but I've never been able to get that sweet of a deal again.

A Two Handed Exotic Very Heavy Melee Weapon. This oversized harpoon can also be fired from its unique ballistic housing using the Heavy Weapons Skill and the Bows & Crossbows Range Table. When fired, it still ignores half of the defender's armor. Once fired, the harpoon can still be used by any wielder as an Exotic Very Heavy Melee Weapon. If recovered, it can be reloaded into its ballistic housing with an Action.

STERNMEYER M-02 HEAVY RIFLE

Cost: 1,000eb (Very Expensive)

This is one of the most reliable workhorses I sell. A single drum can take you through an entire gang war if you're lucky. Love how it mints return customers too, because this special kitten is real finicky about its food.

An Exotic Assault Rifle incapable of Autofire and Suppressive Fire. It is fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill and has a 80 shot capacity. This weapon fires its own proprietary tround ammunition, which costs 500eb (Expensive) for a drum of 80 Armor Piercing shots and is the only type of ammunition this weapon can fire.

TOWA POCKET LAUNCHER

Cost: 500eb (Expensive)

Check this out. Pretty neat, huh? Fits in your purse, your tactical fanny pack, whatever you need. Telescopes with the touch of a button. You'll have to figure out how to hide a rocket of course. By the way, I've got plenty in stock.

A Poor Quality Exotic Rocket Launcher. While unloaded it can be concealed.

▶ URBANTECH BURST FLAMETHROWER

Cost: 1,000eb (Very Expensive)

Personally, not my thing. I like the clothes I wear and I don't like replacing them. But if I don't supply them, my customers will just get them from Hornet and I don't let money walk out of my garage if I can help it. A massive all-metal construction that's as close to a fire hose as you can get - albeit literally.

An Exotic Shotgun fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill. Mechanically, the flamethrower is a shotgun that can only fire Incendiary Shotgun Shells (ammunition cost is also the same as Incendiary Shotgun Shells), except that while your targets are ignited, until they spend an Action to put themselves out, they take 4 damage to their HP at the end of their turns. If they were already on fire, this effect replaces one that would deal less damage. Damage dealt by this weapon cannot cause a Critical Injury, and it cannot be used to make Aimed Shots.

The Burst Flamethrower also has a unique alternate firing mode. By draining all remaining ammunition from the clip you can shoot a fireball using the Heavy Weapons Skill which explodes like an incendiary grenade. When using this alternate firing mode, use the Grenade Launcher Range Table. Whenever you use this alternate firing mode you immediately catch Deadly on Fire.

WOODCHIPPER'S GARAGE

DATA

Check each weapon's full description for additional rules and information.

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire (ROF)	Hands Required	Can be Concealed?	Cost
Biotechnica Enviro-launcher	Heavy Weapons	8d6	1 (Rocket)	1	2	NO	500eb (Expensive)
Alt. Fire Modes & Special Features: Explosive • Decomposable							
BudgetArms Triple Threat	Heavy Weapons	8d6	2 (Rocket)	1	2	NO	500eb (Expensive)
Alt. Fire Modes & Special Features: Explosive • Integrated Grenade Launcher Underbarrel							
Flare Gun	Heavy Weapons	6d6	1 (Grenade)	1	1	NO	100eb (Premium)
Alt. Fire Modes & Special Features: Explosive • Roadflare							
Midnight Arms SDF-45	Heavy Weapons	8d6	4 (Rocket)	1	2	NO	1,00eb (V Expensive)
Alt. Fire Modes & Special Features: Explosive • Double Launch							
Militech Aegis	Heavy Weapons	4d6	8 (Battery)	1	2	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Shotgun Shell • Less than Lethal							
Militech Archimedes	Pilot Air Vehicle	8d6	1 (Rocket)	1	2	NO	5,000eb (Luxury)
Alt. Fire Modes & Special Features: Explosive • Smart Rockets Only							
Nomad Air Cannon	Shoulder Arms	N/A	1 (Special)	1	2	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Shotgun Shell • Liquid Ammo Only							
Pursuit Security Inc. TearJerker	Heavy Weapons	N/A	3 (Grenade)	1	2	NO	500eb (Expensive)
Alt. Fire Modes & Special Features: Smoke or Teargas Ammo Only							
SlamDance Ballistic Harpoon	Melee Weapon/ Heavy Weapons	4d6	1 (Harpoon)	1	2	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Melee Weapon • Fired using Bow & Crossbow Range							
Sternmeyer M-02 Heavy Rifle	Heavy Weapons	5d6	80 (Special)	1	2	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Unique Ammo							
Towa Pocket Launcher	Heavy Weapons	8d6	1 (Rocket)	1	2	YES	500eb (Expensive)
Alt. Fire Modes & Special Features: Smartgun Link • Unique Ammo • Collapsible							
UrbanTech Burst Flamethrower	Heavy Weapons	3d6	4 (Shell)	1	2	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Shotgun Shell • Burst Explosion							