

SELLOUT PACKAGES – To Corporations, Covert Military, or Organized Crime.

CyberSoldier package

- Neuralware Processor
 - Sandervistan Speedware (+3 Inf for 5 turns)
 - Pain Editor
 - Vehicle Link
 - Smartgun Link
 - Interface Plugs
- Adrenal Booster (+1 REF for d6+2 turns, x3 per day)
- CyberOptic
 - Image Enhancement
 - Targeting Scope
 - Anti-Dazzle
 - Lowlight
- CyberAudio
 - Amplified Hearing
 - Radio Link
 - Scrambler
 - Tight Beam Radio Link
 - Wide Band Radio Scanner
 - Level Damper
- Subdermal Armour (18SP Torso)
- Skinweave (12SP All)
- **Cash: 150 eb**
- **HL: 14d6 + 1d6/2 + 15 (60)**

Netrunner package

- Neuralware Processor
 - Cybermodem Link
 - Machine/Tech Link
 - Interface Plugs
 - Chipware Socket
- CyberLeg
 - Real Skin
 - Standard Foot
 - Cellular Cybermodem

- **Cash: 1000 eb**
- **HL: 4d6 + 0d6/2 + 4 (16)**

Tech-head package

- Neuralware Processor
 - Machine/Tech Link
 - Vehicle Link
 - Interface Plugs
 - Chipware Socket
- Skinweave (12SP All)
- CyberOptic
 - Image Enhancement
 - Micro-Optics
 - Anti-Dazzle
 - Thermograph sensor
- Cyberarm
 - TechScanner
 - Tool Hand
 - 2shot Capacity Laser
- **Cash: 700 eb**
- **HL: 10d6 + 1d6/2 + 13 (46)**

Faceman package

- Neuralware Processor
 - Smartgun Link
 - Interface Plugs
 - Chipware Socket
- AudioVox (+2 Performance)
- Enhanced Antibodies (Heal +1/day)
- Skinweave (12SP All)
- CyberAudio
 - Amplified Hearing
 - Phone Splice
 - Scrambler
 - Voice Stress Analyser
 - Sound Editing
 - Level Damper
- **Cash: 1200 eb**
- **HL: 8d6 + 2d6/2 + 6.5 (36.5)**

Bioware package

- Nanosurgeons (healing x2)
- Skinweave (12SP All)
- Muscle & Bone Lace (+2 BODY)
- **Cash: 500 eb**
- **HL: 2d6 + 2d6/2 (9)**