

SHADOWRUN®

KRIMM

K A T A L O G



CATALYST
game labs™

CREDITS

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Special Thanks To: The Shadowrun Errata Team



KRIME KATALOG

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KRIME

Corporate Slogan: “KRIME!!!!!!”

Corporate Status: Unrated, Private Corporation

Headquarters: Gasteiz, Euskal Herria

Offices: Istanbul, Turkey (Import, Advertising, and Sales), Winnipeg, UCAS (Advertising, R&D, Testing, and Manufacturing), Las Vegas, PCC (Import, Advertising, Sales, and Manufacturing)

Subsidiaries: Gutierrez Mundo Mecánico, Racing Bison Precision Auto Parts, Bright Futures Strip Club

President/CEO: Martin Guerre

Spokesman: O.M. (“Old Man”) Krime (possibly alias or fictitious)

Shareholders: Undisclosed

Grimmy the Grimoire says:
You seem to be researching
Krime, I’m going to help you!



- Câlisse! Äschert ihn ein!
- Zhaganaash
- Damn it, Slamm-O!, the damned thing got loose again! I told you to keep that abomination under control!
- Glitch
- What the? How the hell did he know to bribe the cat in sim-nip?
Honey, where is my butterfly net?
- Slamm-O!

Krime’s creation is a matter of being in the right place, right time, right connections, and right amount of liquid capital. Mr. Guerre had just won an undisclosed lottery and returned home to “connect with his roots and childhood friends” as the major developments in nano manufacturing in the early 2070s hit its major strides in revolutionizing the precision and small batch parts manufacturing field. Seeing his hometown filled with unemployed people, Mr. Guerre purchased a great deal of the now-obsolete machine tools from Ares Africa at scrap prices and had them shipped to Gasteiz despite a notorious lack of freight-moving ability in the region at the time. Putting off questions that it was done by loyal nationalists that brought the cargo in, Mr. Guerre founded Krime on the premise of using metahuman-only labor as much as possible without sacrificing reliability. After some minor false starts and wasted materials, for training according to the company, Krime released its first commercial success, the Krime Cannon.

Since then, Krime has released a diverse series of weaponry to the general population while acquiring a series of non-traditional military contracts given their staunch non-conformist stance. Mr. Guerre, an engineering and gunsmith hobbyist, has personally overseen a number of designs himself,

and he finally relented on moving to drone-control for quality and speed, but otherwise he insists on using metahuman labor in all other aspects of manufacturing. Krime also has expanded into various machine-parts manufacturing after the nano-manufacturing mechanisms started to malfunction worldwide almost at once, creating a stable source of revenue to allow the company to further experiment and develop their weapons.

The company is building a broader network—they have connections to the Russian military as part of the AK-97 Modernization Project, as well as Evo with the Krime Wing, and they have a new connection with Radio Shack to provide electronic portions of their manufacturing. This adds up to a company that seems to have a bright future ahead of it.

- No mention at all about how Krime started by selling knock-off Ares weapons in the Middle East via Turkey because they had all the tools and dyes to make them with? That’s how Krime really started getting their employees some valuable experience.
- Snopes
- Of course they didn’t mention it. Krime has wonderful records proving that all their “ruined” prototypes and early production lines were recycled in accordance to UN standards. Nothing to see here, move along, move along.
- Plan 10
- Even that, and the huge swell of parts-manufacturing for various companies trying to get back into traditional manufacturing techniques after their nanofaxes started dissolving on them, doesn’t explain how Krime has had this huge upswing in products. I’m looking into it.
- Sunshine
- “Won an undisclosed lottery” sounds to me like some runner team was able to survive “The Job.” You know the one, that job we all hope to nail in order to retire and do what we love. Own a bar, be a fixer, whatever. Something that doesn’t risk your hoop for others who pay peanuts any longer. We already IDed a “missing” production lot of knife steel from S-K that has been connected to Krime. Wouldn’t put it past them to pay peanuts to get other materials for manufacturing on the cheap.
- Bull
- More than just knife steel has gone into Krime’s products. Check out the Decker-3 for another area where Krime might be disposing of evidence.
- Zhaganaash



KRIME VESTER

Old Man Krime (yes, he fragging well exists!) has always wanted to be a riverboat gambler right out of the old Wild West! But every time he went to get dressed up, the derringer gave him issues. Mainly, too fragging small! A hold-out for a Real-Sized Soldier™ requires special modifications, and that's what he did one day. Each Vester is built to his original designs and demands, allowing for a proper grip and heavy-caliber punch when you find that dirty slitch dealing from the bottom of the deck!

KRIME VESTER: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4	8P	—	SS	—	2(b)	7R	170¥

Standard Upgrades: Metahuman Adaptation

KRIME VESTER: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
3P	SS	6/6/-/-/-	2(b)	3(L)	170¥

Standard Upgrades: Metahuman Adaptation

- For those who have large hands and aren't trollish, they're still useful as hold-outs because there is a real-sized grip on them. Even for "tiny little" breeders like me. Also great for turning your alarm clock off when it wakes you up while the sun is still up.
- Zhaganaash



KRIME HEATER

Fancy guns work, yeah, but are complex, have tiny little parts, and aren't really that effective for what they consider "oversized" hands, especially designs with grip safeties. HA! Oversized my left hoop cheek! The Krime Heater is our way of making it clear that we don't have conventional-sized mitts! Beefy and big, and able to put rounds downrange reliably while keeping parts sizable enough for easy stripping and cleaning! Why use the best-selling when you can use something that was actually designed for a proper size!

KRIME HEATER: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
3	8P	-1	SA	—	8(c)	8R	175¥

Standard Upgrades: Metahuman Adaptation

KRIME HEATER: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
4P	SS/SA	6/8/6/-/-	8(c)	4(L)	175¥

Standard Upgrades: Metahuman Adaptation

- > Well, they certainly aren't paying extra money on the finishing of these guns. Sharp edges straight out of the box for example, unless you get the chrome as an extra option. Eight rounds, as well, but they're hard-hitting—if you can actually hit your target.
- > Pistons
- > For those of us with "smaller" but still sizable hands, these actually feel comfortable with "skeleton" grips (just remove the plastic handgrips, leaving the magazine well open). The controls are actually quite intuitive, and there is no hammer bite at all. Still, only eight rounds capacity, so if you're facing a beefy opponent or numerous obstacles, it's a bit lacking.
- > Zhaganaash



KRIME VARMINT STOCKED PISTOL

Here is a fact: Varmint guns suck. (Fact brought to you by Krime's Department of Pulling Things out of Our Own Hoops! Come visit, say hello to Norman! He gets lonely.) They were all designed for the Fifth World, when proper varmints were easy to take out. Have you seen a demon rat? Ever tried to cook one that had been shot a half-dozen times because it was taken with a "varmint gun?" For those of you who have, Krime has a better option! A long-barreled heavy pistol of the most reliable design combined with a detachable shoulder brace that doubles as a holster, combined with a pair of pouches on that stock/holster for the other two magazines that come with the weapon! As well as thirty-meter set Partridge combat sights and a 100-meter flip-up peep sight! Combine that with a cleaning kit inside the same holster, the clip-on belt attachment, and you have a self-contained survival weapon just slightly larger than an everyday carry for self-defense! For personal defense, for hunting for the stewpot, or just for plain old fun, the Krime Varmint does not disappoint!

KRIME VARMINT: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4	8P	-1	SA	(-1)	8(c)	8R	300¥

* Even with the stock attached, the Krime Varmint uses the Pistols skill; it takes one complex action to attach the stock to the pistol. Uses SMG concealment and ranges due to larger-than-usual size for a Heavy Pistol.

Standard Upgrades: Detachable stock/holster, metahuman adaptation, spare clips (2)

KRIME VARMINT: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
4P	SS/SA	7/9/7/-/-	8(c)	4(L)	300¥

Standard Upgrades: Metahuman Adaptation

- > Here we see what the Krime Heater is really intended for. I replace the clip pouches on the stock with a larger pouch to hold about thirty rounds of loose ammo, and I use these to provide barrens brats and squatters with something to fill the belly after a tiny bit of training. And, when/if they turn against me, my body armor and I only have to deal with eight rounds before they have to reload their single magazine. A bit more expensive than some Stuffer Shack gift certificates, and harder to carry, but I sleep better knowing that they'll have more full bellies than I did when I was a brat growing up in the barrens.
- > Zhaganaash



KRIME CHATTER

At Krime, when things fall into place, we grab them hard and never let them go! Which is exactly what we did when Nathan Thiessen came to us with his expert double-stroke gas piston operation system! Reliable work, minimum recoil, and in a compact platform. Combine that with the Latvian army revamping their requirements for secondary (logistical) soldiers, with a preference to a weapon system that actually takes metahumans into consideration, and Krime was the only company that fulfilled all the requirements, along with extensive environment testing at our new Winnipeg, UCAS facility! With an initial carried clip of twenty rounds and supplemental sixty-round drums for further firepower, the Chatter can silence even the most intense opposition!

KRIME CHATTER: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4	6P	—	FA	—	20(c)/60(d)	9F	180¥

Standard Upgrades: Metahuman adaptation

* While carrying any Krime Drums, the holder's Physical Limit is reduced by 2 for the purposes of sneaking due to the noise made; noise-canceling equipment and spells can negate this penalty.

KRIME CHATTER: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
3P	FA	8/8/6/-/-	20(c)/60(d)	5(I)	180¥

Standard Upgrades: Metahuman Adaptation

* While carrying any Krime Drums, the holder's cannot use Edge for the purposes of sneaking due to the noise made; noise-canceling equipment and spells can negate this penalty.

- The "Two-Stroke" (as it has been nicknamed) is a different mechanism to the traditional AK design, but all the parts feel the same save for two, which are close enough that all the training comes through. However, it works best for very light calibers, like a machine pistol uses. Combine that with Krime getting the okay to manufacture troll-sized versions of the new AKM-97s (KAR-97s, they call them, which also let them build any knock-off AK they want legally) and Thiessen just happening to be able to "leave" his former job at Cavalier Arms, well ...
- Balladeer
- You can't holster the thing with a drum on it, and the drums make a racket when carried. But the twenty-round clip makes it easy as an everyday carry. In fact, it is comfortable in a rigger's cocoon in a chest holster, while something like an AK-97 Carbine is really difficult to fit in there with you. Combine that with a "Jump Out" bag that has the drums where the SMG/carbine would have been in the vehicle, and you have a lot of suppressive fire in a decent package.
- Sounder



KRIME TRADITION

Old Man Krime (he *does* exist, damnit!) always told us that we have to know where we come from, in order to know where we are going. So we looked deep into the traditional firearms that are wanted by a mass audience, and the old classic Tommy Gun came to our attention! With a thirty-round stick clip or a seventy-five-round drum for those “long discussions,” and the option of our budget model with wireframe skeleton furniture, modern chrome street styling, or a nice traditional look in blued steel and wood, we have also included: updates to the mechanism to make it more reliable, a slot in the stock to hold many different types of commlinks for logistics, a classic Cutz compensator, and pre-drilled holes for mounting a top-mounted Radio Shack S4.2 Smartgun System! Now the official weapon of Lone Star Correctional prison guards! Available as a budget model, in modern street stylings, or with that classic mobster look!

- › Okay, Lone Star seems an odd buyer, but think about it: smartgun system that only works with the registered user, seventy-five-round drum of gel rounds against unarmored prisoners, and the ability to “weaponize” the sound of the ammo in the drum moving back and forth or carrying stick clips to catch people unaware when they get used to hearing the drums. It’s a good design that only suffers from being too big for the performance it gives. Add on the stun bayonet that Krime also offers, and the screws just got a major upgrade from just having shotguns with gel rounds.
- › Black Knight
- › Well, we finally found out how to have Krime make weapons that have decent accuracy: just build them a size larger. The Tradition is the size of an assault rifle. Forget violin case, you’d need a cybersynth or guitar case for this baby!
- › Clockwork
- › A guitar case full of guns? Who the hell ever heard of that?
- › Sunshine

KRIME TRADITION: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	7P	—	SA/FA	-3	30(c)/75(d)	15F	500¥

Standard Upgrades: Foregrip, gas-vent system (2), metahuman adaptation

Notes: The Krime Tradition has a Concealment Modifier of +6 with the thirty-round clip, a Concealability Modifier of +10 with the seventy-five-round drum. While carrying any Krime Drums, the holder’s Physical Limit is reduced by 2 for the purposes of sneaking due to the noise made; noise-canceling equipment and spells can negate this penalty.

KRIME TRADITION: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
4P	SA/FA	9/9/6/—/—	30(c)/75(d)	7(I)	500¥

Standard Upgrades: Foregrip, gas-vent system, metahuman adaptation

Notes: The Krime Tradition has a Concealment threshold of 1 with the thirty-round clip, and a Concealability Threshold of 0 with the seventy-five-round drum. While carrying any Krime Drums, the holder cannot use any Edge for the purposes of sneaking due to the noise made; noise-canceling equipment and spells can negate this penalty.



KRIME KATALOG

KRIME SAINT NICHOLAS CARBINE

When it comes down to it, all too often, hitting power is what you need. The one-shot drop to make sure you go home while the other motherfragger goes into a box! That quickly aimed shot that downs the carnivore critter coming to eat your face! The round downrange that makes the paper target stop laughing at you! Designed with the input from a variety of non-traditional sources, built for easy carrying, and able to slam hard-hitting rounds into whatever has slotted you off! A slimline weapon firing a powerful cartridge from the smallest platform on the market! Add in our patented “Lucky-7” and “Blackjack-21” clips, the most modern flare suppressor Krime has ever built, and the blessing of a Saint, this carbine gives you the capability to walk home in peace. Or war!

KRIME SAINT NICHOLAS CARBINE: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
3	9P	-1	SA	—	7(c)/21(c)	6F	500¥

Standard Upgrades: Metahuman Adaptation, Sling

Notes: An unmodified Krime Saint Nicholas Carbine with the seven-round clip doubles the concealment bonus to any clothing a player is wearing. The Krime Saint Nicholas Carbine has a Concealment Modifier of +2 and uses SMG ranges.

KRIME SAINT NICHOLAS CARBINE: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
5P	SA	8/6/4/-/-	7(c)/21(c)	3(I)	500¥

Standard Upgrades: Metahuman Adaptation, Sling

Notes: An unmodified Krime Saint Nicholas Carbine has a +2 Concealability threshold with the seven-round clip.

- > Okay, so, something that is barely larger than an Ares Predator in all dimensions, capable of firing an assault rifle round in semi-auto, and can be carried concealed somewhat easily? All combined with the name of the patron saint of those same “non-traditional sources” that were questioned for this design? I wonder who they could be marketing this to.
- > Plan 9
- > I still refuse to believe that Santa Claus is the patron saint of shadowrunners.
- > Slamm-O!
- > Yet he still believes in Santa existing, period, folks. Even Jack knows better.
- > Netcat
- > Which is why he didn’t get any presents from Santa last Christmas.
- > Slamm-O!



KRIME KATALOG

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AKM-97

With the dissolving issues of the AK-147, the Russian military worked close in hand with Evo in redesigning the AK-97 using the advances in conventional manufacturing methods and materials since the classic rifle's release in 1997. The weapon uses new materials for portions of the design, such as Firmlite-7 alloy for the clips and various parts within the rifle and Phir-rine-reinforced fiberglass furniture, but it keeps traditional concepts such as a chromium-lined barrel. And it's made by metahumans rather than drones! The modernized AKM-97 also includes improved ergonomics such as ambidextrous safety/selector switches and charging handles, along with sights that can be more easily used by left-handed users. This design has been sent out to various manufacturing groups around the world but will still built to the exacting specifications of the Russian military, allowing the rifles to be available to governments the world over.

KRIME AKM-97 CARBINE: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4	9P	-2	SA/BF/FA	(-1)	38(c)	5R	500¥

KRIME AKM-97 ASSAULT RIFLE: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	10P	-2	SA/BF/FA	-1	38(c)	5R	1000¥

Standard Upgrades: Folding stock (Carbine only), shock pad (Assault Rifle only)

KRIME AKM-97 CARBINE: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
4P	SA/BF/FA	8/8/4/1/-	38(c)	3(L)	500¥

KRIME AKM-97 ASSAULT RIFLE: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
5P	SA/BF/FA	4/11/9/7/1	38(c)	3(L)	3000¥

Standard Upgrades: Folding stock (Carbine only), shock pad (Assault Rifle only)

- > “Parted out to various manufacturers” means “we sold too many of our old machine tools to pay for nanofactories that blew up in our faces.” Lots of regional variants to these with different types of standard modifications, such as integral folding bayonets and bipods, and a dog's dinner of different types of shoulder braces. Shop around, try to ensure quality, and remember that all the old aftermarket mods are compatible with these! As are the old clips and ammo!
- > 2XL
- > The AKM-97 Carbine (actually AKMSU-97, but no one cares about official designations when they can listen to mass media and marketing departments wreck all of our languages) is also being made, although all of those are being made in Russia as they are supposed to be the “elite” version of the rifles, issued to paratroopers and urban combatants. As mass produced as they are, they're also sometimes used by vehicle crews, rear echelon units, and SWAT teams in the country and abroad instead of SMGs because they use the same ammo and [emote: sigh] clips. Outside from being more comfortable, they perform exactly like their older brothers, complete with burned-off eyebrows due to the muzzle flare.
- > Zhaganaash
- > Oh, yay, a new AK that performs exactly like the old AKs. Why do we care?
- > /dev/grrl
- > The new system allows soldiers to have better control of their weapon, without the large “clack” that the old AKs make when switching modes, even with a smartgun link installed. As well, the lighter weight allows for an additional two or three loaded clips to be carried. For folks who have measured the exact threat a soldier can have, this changes the battlefield just slightly enough to throw things off. Also, you can get them for the lefties in your life.
- > Picador
- > Also, look at the KAR-97-H later in the download, as Krime puts out the troll-sized version of this rifle as the KAR-97.
- > Danger Sensei



KRIME DITCH COMBINATION GUN

Sometimes it is better to ditch and live to run another day, and sometimes you need something to help you live through those rough times while you're waiting for the heat to go down. Krime knows those pains and has worked to build a compact survival rifle/shotgun combination that takes advantage of your efforts to scrounge for whatever ammo you can get. The Krime Ditch is an over-under break-open design that has an assault rifle upper and a smoothbore shotgun lower barrel, which, thanks to an innovation in gunsmithing techniques, can use both caseless and cased rounds! While combat use is dubious, the weapon will protect against a small number of opponents, as well as ensure that meat for the improvised stew pot can be had! Have a Ditch, don't die in one! Now available with a folding shoulder brace that holds a built-in ammo pouch! Finishes include stock chrome and blued steel.

KRIME DITCH (RIFLE): SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4	9P	-2	SS	—	1(b)	6R	700¥

KRIME DITCH (SHOTGUN): SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4	11P	-1	SS	—	1(b)	—	—

Standard Upgrades: Metahuman Adaptation

Notes: Krime Ditch is able to fold in half for easier storage and concealment. When folded, it has a Concealability Modifier of +4, and when extended it has a Concealability Modifier of +6. The Rifle uses Assault Rifle ranges, while the Shotgun uses Shotgun ranges. Krime Ditch uses the Longarms skill.

KRIME DITCH (RIFLE): SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
4P	SS	6/8/6/4/1	1(b)	3(L)	700¥

KRIME DITCH (SHOTGUN): SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
5P	SS	7/5/1/-/-	1(b)	—	—

Standard Upgrades: Metahuman Adaptation

Notes: Krime Ditch is able to fold in half for easier storage and concealment. When folded, it has a Concealability threshold of 2, and when extended it has a Concealability threshold of 1. Krime Ditch uses the Longarms specialization.

- Thanks to their new Las Vegas offices, they can't manufacture enough of these for sale in the NAN. Folds down to about the size of a sawed-off pump shotgun and reliable as all hell when stuck in the wilderness. I added one to my survival kits that I have stashed in the bush.
- Zhaganaash
- While combination guns tend to be popular in wilderness and rural areas, this is also a good barrens gun when you can't be sure that the ammo you got was made this century. The ability to use cased or caseless ammo is a blessing.
- Bull
- Ew, cased rounds are even worse than hardcopy!
- /dev/grrl



KRIME STOPPER-II

Redesigned after extensive customer reviews and suggestions, the Stopper-II still provides larger metahumans a valid defensive option for the street and home. Now developed as an over-under pistol-sized shotgun which still holds the five-rounds built into the bottom barrel for ease of reloading in tense situations, the Krime Stopper-II is now easier and faster to bring back on target for that second round to go downrange. A variety of different pistol grips are available as factory orders or aftermarket modifications, making this wonderful weapon available to the smaller audience for the first time ever! Check out our Shopkeeper model with a folding shoulder brace and the Homeguard model with a thumbhole stock that includes five more rounds carried on it!

KRIME STOPPER II: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4	9P	-1	SS	—	2(b)	5R	375¥

Standard Upgrades: Metahuman adaptation (all models), folding stock (shopkeeper only)

Notes: The Krime Stopper II has a Concealability Modifier of +2, except for the Homeguard model, which has a Concealability Modifier of +4

KRIME STOPPER II: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
4P	SS	7/9/4/-/-	2(b)	3(L)	375¥

Standard Upgrades: Metahuman adaptation (all models), folding stock (shopkeeper only)

Notes: The Krime Stopper II has a Concealability threshold of 2, except for the Homeguard model, which has a Concealability threshold of 1.

- › The Shopkeeper model looks like it took the shoulder brace from a Ceska Black Scorpion, goblinized it into a troll, then force-fed it steroids as it grew up and became even less comfortable to use. The Homeguard model, however, is quickly becoming my “door-grab gun” for safehouses, as it carries a dozen rounds all just its own, and I don’t have to worry about the clips or magazine springs getting weak because they sit under tension for who knows how long.
- › Pistons
- › Honestly, I think they went with a double-barrel design just to get away from the “One-Pump Chump” jokes.
- › Clockwork



KRIME JUNIOR CARBINE

“Someone please think of the children!” someone screamed at us as we had to defend our manufacturing and sales practices in court, again. Honestly, our lawyers are bleeding us dry. So, in the interests of not bouncing a check to them, we here at Krime decided that, yes, we will think of the children! They *are* our future customers, after all—and with the Krime Junior, our current customers as well! The weapon is a light-caliber rifle made from weight-saving materials combined with a robust mechanism to soak up recoil to a very comfortable level, and it includes a customized Meta Link commlink in the stock. The ’link is preloaded with an extensive amount of tutorsofts to teach the child about gun safety, handling, and maintenance, while also keeping track of their shooting scores, all under the tutorage of Unca Krime! Available in a wide variety of colors direct from the factory, or as aftermarket options when the rifle is handed down to a younger sibling who wants to change the paint on Unca Krime’s House. Currently the number-one choice of Youth Scout units the world over!

KRIME JUNIOR CARBINE: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	6P	—	SA	—	10(c)	3R	1,000¥

Standard Upgrades: Integral commlink (Meta Link, DR 1), Longarms tutorsoft (1), metahuman adaptation

Notes: Krime Junior uses Light Pistol ammunition and Heavy Pistol ranges.

KRIME JUNIOR CARBINE: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
3P	SA	8/10/6/—/—	10(c)	2(L)	1,000¥

Standard Upgrades: Integral commlink (Meta Link, DR 1), Longarms tutorsoft (1), Metahuman Adaptation

Notes: Krime Junior uses Light Pistol ammunition.

- > This is an Evo design that they couldn’t figure out how to sell without competitors going, “You’re teaching kids how to kill!” With the Krime Evo Wing project done, Evo offered this up to Krime, as teaching kids to kill would **help** their bottom line.
- > Mr. Bonds
- > We got one in Seattle Mariners colors for Jack. It is currently his favorite “toy” (he knows guns aren’t really toys), right after the box our kaff machine came in.
- > Slamm-O!
- > Still say I could teach him better than any tutorsoft can.
- > Kane



KRIME SOLDIER

The rifle that started our Real Sized Soldier™ concept! With two years of research and development involved in bringing it to market, and with interest in over a dozen militaries, the Krime Soldier combines a proper-sized rifle round with a reliable-as-anything mechanism and a standard grenade launcher secondary weapon! The Krime Soldier is a proper-sized assault rifle for a proper-sized soldier! Order now to get ahead of the rush, and get a free Krime smiley button!

- > So, this is just an old US M14 design with a drekky barrel, chromed everything-that's-metal, and an underbelly grenade launcher. If they had bothered with putting a proper barrel on it, it'd made a pretty decent designated marksman rifle (DMR) with a three-round burst option and a heavy weapons back-up. As it is, if I were to even want something like this, I'd get a Springfield M1A from the Gun Heaven download and slap an aftermarket grenade launcher on the underbelly.
- > Picador
- > Motherfraggers stole my icon! Didn't even change the fragging color!!!
- > Bull

KRIME SOLDIER: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
3	12P	-4	SA/BF	—	21(c)	14F	3,500¥

KRIME SOLDIER GL: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4	As Grenade	—	SS	—	4(m)	—	—

Standard Upgrades: Metahuman Adaptation

Notes: Krime Soldier uses Sniper Rifle ammunition and the Longarms skill. Grenade Launcher uses minigrenades and Heavy Weapons skill.

KRIME SOLDIER: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
5P	SA/BF	1/7/6/3/1	21(c)	7(I)	3,500¥

KRIME SOLDIER GL: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
As Grenade	SS	4/10/6/2/—	4(m)	—	—

Standard Upgrades: Metahuman Adaptation

Notes: Krime Soldier uses sniper rifle ammunition and the Longarms specialization. Grenade launcher uses minigrenades and Heavy Weapons specialization.



KRIME KAR-97-H

Designed from the AKM-97 with a longer and heavier barrel, integral bipod, and the ability to accept a custom 114-round drum as well as standard AK-97 and AKM-97 clips, this light machine gun is marketed toward militias and national guard units that normally use the AK design. Pre-drilled for Russian-style external smartgun systems, only the manufacturer's logo and lack of a proper finish denotes this as a Krime weapon.

KRIME KAR-97-H: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
6	10P	-2	FA	(-2)	38(c)/114(d)	10F	3,000¥

Standard Upgrades: Bipod, Metahuman Adaptation

Notes: While carrying any Krime Drums, the holder's Physical Limit is reduced by 2 for the purposes of sneaking due to the noise made; noise-canceling equipment and spells can negate this penalty.

KRIME KAR-97-H: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
5P	FA	4/11/10/8/2	38(c)/114(d)	5(I)	3,000¥

Standard Upgrades: Bipod, Metahuman Adaptation

Notes: While carrying any Krime Drums, the holder cannot use any Edge for the purposes of sneaking due to the noise made; noise-canceling equipment and spells can negate this penalty.

- > It isn't mentioned here, but Krime's KAR-97 is their licensed troll-sized version of the AKM-97. The Russian military inspects lots of the KARs, so they perform exactly like properly built AKMs, although the lack of blueing does show. There is an option for chrome finish, however, so they're still typical of Krime that way. Oh, and the drum's strange ammo count comes from the fact that it is equal to three AK(M)-97 magazines.
- > Zhaganaash
- > The drum won't work in AK(M)-97s, however, and was designed that way. The magazine well in those isn't strong enough to take the extra weight anyhow, and while it'll work for a little bit outside of more misfeeds and jams, pretty soon the magazine well will get damaged and need repairing or replacement. This won't matter to runners who dispose of weapons more often than they change their underwear, but for a military or mercenary group, this is a no-sell. This LMG is intended for militias and national guard units as well, so it has some weird extras that aren't mentioned, like the bipod being able to be used as a set of wire cutters and having a bottle opener on it so troops don't use the clip lips and damage them.
- > Picador
- > This is an experiment paid for in part by the Russian military via the AK Modernization project. More than one senior officer isn't happy with how cozy Evo's military subsidiaries has been getting with the upper brass. How Krime is better, especially after the Krime Wing, I have no idea, but it is a break that some might take advantage of to get some biz done.
- > Cosmo



KRIME MONSTER

Fifteen millimeters of *pain*! That's what The Monster offers, and what it delivers, *to your targets*! Developed as an anti-materiel and soft-shell destructive device that has to be seen to be believed, The Monster chews up the competition in massive ways that only a Real-Sized Soldier™ can handle, even from a tripod or a vehicle mount! When you need more rate of fire than an assault cannon without compromising the hurt, the Krime Monster delivers over and over and over and over and over.

KRIME MONSTER: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
2	12P	-5	BF	—	100(belt)	18F	1,500¥

Standard Upgrades: Metahuman Adaptation

KRIME MONSTER: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
6P	BF	-4/4/4/1	100(belt)	9(I)	1,500¥

Standard Upgrades: Metahuman Adaptation

- > And then the screaming started for this commercial. My ears are still bleeding. Or would be, if they weren't cybernetic.
- > Glitch
- > What the frag is it about Krime and being unable to make proper barrels? I mean, this is among the largest-caliber heavy machine guns on the market, sure, but if you can't hit your target, who cares?
- > Pistons
- > Red Anya scored one of these and had me test it out. There are damned pinch points on the handles when the thing is rocking. And it does rock, but very, very slowly. The whole thing seems to want to rattle apart. But it spits out rounds that might, accidentally, go where the sights say they're supposed to.
- > Zhaganaash



KRIME CONFEDERATE

[Load Krime_Confederate_Commercial_2.trideo][Set Language=English][English not found, setting to default=American][Set DescriptiveText=Yes]

Bubba: "Hey, Cletus, what we huntin' today?"

Cletus: [Pulls Krime Confederate cannon out of its box] "TRUCKS!"

([Bubba dances like a damn fool while shooting off various Krime guns to the tune of "Dueling Banjos," while Cletus breaks open the double-barrel Krime Confederate cannon to reload it, and unloads it into a wrecked and unbranded Ares Roadmaster.]

Cletus: "The Krime Confederate!"

Bubba: [Tries to take the Krime Confederate cannon from Cletus] "My turn!"

Cletus: [Pulling the Krime Confederate cannon away from Bubba] "Gitcherown!"

The Duke (off-camera): "The Krime Confederate. No game too big, most game too small." [End Trideo Playback]

KRIME CONFEDERATE: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	17P	-6	SS	—	2(b)	20R	3,500¥

Standard Upgrades: Metahuman adaptation

KRIME CONFEDERATE: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
8P	SS	1/6/6/3/1	2(b)	10(I)	3,500¥

Standard Upgrades: Metahuman Adaptation

- That has to be the most insulting thing to a CASer I have ever seen. Damned Europeans think we're all hillbilly rednecks that just want to shoot everything.
- Kane
- A double-barrel break-open assault cannon. My shoulder aches just looking at it.
- Bull



KRIME T-SHIRT CANNON

So, Concrete Dreams was in the house! They had a unique problem that needed a solution: Their mosh pits were getting too large. The folks in the back never got a chance to get the t-shirts thrown during their concerts. Being firm believers in keeping the audience happy, they requested that we make a non-firearm mechanism that they could take all over the world with them to help them get their free shirts to the entire fraggin' crowd, no matter how big the audience. Now, they almost lost us on the "non-firearm" bit—I mean, that's who we are—but then they upped the offer with a case of real scotch, and we were like, "FRAGGING SOLD!" It took some experimentation, because we kept trying to put the t-shirts into orbit instead of arching them into a crowd, then we had to figure out how to propel them without hurting the catcher. Fragging whiners—I'd *love* having an "I got hurt at a Concrete Dreams concert" story! In the end, the T-Shirt Cannon is based off the frame of the traditional Krime Cannon, but it launches using compressed air and can reach from one end of an arena to the other when set to half-pressure! We offer these fine tools custom-painted with your band's logo!

KRIME T-SHIRT CANNON: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	0S	—	SS	—	5(m)	8	500¥

Standard Upgrades: Metahuman adaptation

KRIME T-SHIRT CANNON: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
0S	SS	8/11/6/2/1	5(m)	4	500¥

Standard Upgrades: Metahuman Adaptation

- > If you can't figure out how to take advantage of something like this, you need more imagination and time on the streets.
- > Clockwork
- > Hell, just having the thing look like a regular Krime Cannon but at a fraction of the price is use enough on its own!
- > DangerSensei



KRIME ESCALATION

Old Man Krime (and yes, he fragging well exists!) was driving to work one day when he hit a spam zone that overwhelmed his truck's firewall. He was still swearing as he came into work and demanded we figure out a way to stop it, then calmed down with a dozen neat whiskeys. But our design team didn't forget the impromptu meeting, and they plumbed the deepest parts of history to figure out how to solve the problem. They were never able to get the targeting system sorted out to specifically find the spam emitters, but they managed to whip up one hell of a good rocket launcher design to placate Old Man Krime's desire to blow drek up. A very intuitive design able to be learned in a few afternoons of training, while also being light weight enough to allow a Real Sized Soldier™ to carry enough spare rockets to be useful! Order now straight from the factory and get the Signal Detector upgrade for free!

KRIME ESCALATION: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4	Grenade	—	SS	—	1(ml)	9F	2,500¥

Standard Upgrades: Imaging scope, Matrix signal scanner, metahuman adaptation

KRIME ESCALATION: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
As missile	SS	—/4/10/9/6	1(ml)	5(l)	2,500¥

Standard Upgrades: Imaging scope, Matrix signal scanner, metahuman adaptation

- > It is a Russian RPG-7 made with newer materials and an optional Matrix signal scanner built into the simple optical sight. Only, you know, in chrome.
- > Balladeer
- > It even uses the old Soviet rockets, if you can find any. Although, I wouldn't trust them, as they could be more than a century old.
- > Red Anya
- > The "Signal Detector" was Krime's attempt at cannibalizing a Radio Shack commlink into a spam detector for the targeting system, and it displays the Matrix signal strength of whatever you're aiming at. I can think of how this can be useful in various situations. On the other hand, Krime is the only source of modern munitions for this, with their reputation for quality attached.
- > Clockwork



KRIME CALLIOPE

With the Krime Escalation perfected, Krime took the production line for their rockets into consideration when we started work on a vehicle-mounted version, which had gotten quite a bit of interest from a variety of sources. Our design team tried a variety of concepts before just throwing everything into the air and using the most basic design, a ten-shot box frame that can be mounted on any half-ton or larger pick-up truck or onto the roof of any MPUV on the market! Capable of being fired in single aimed shots with terrifying accuracy, or in a carpeting area effect that our instruction manuals call “The Twin Fists Of Pain!” Don’t let the opponents get the upper hand; give them both fists with the Calliope!

KRIME CALLIOPE: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4	Grenade	—	SS/FA	—	10(ml)	9F	12,500¥

Standard Upgrades: Metahuman adaptation

Notes: Uses the Gunnery skill. Calliope can launch all of the remaining rockets at once in a randomized attack profile, using the Scatter Diagram (p. 182, SR5) with each rocket scattering in a different manner. Can be mounted on any vehicle with a Body of 8 or larger.

KRIME CALLIOPE: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
As Missile	SS/FA	—/4/10/9/6	10(ml)	5(l)	12,500¥

Standard Upgrades: Metahuman adaptation

Notes: Calliope can launch all of the remaining rockets at once in a randomized attack profile, using the Scatter Diagram (p. 114, SR6) with each rocket scattering in a different manner. Can be mounted on any vehicle with a Body of 8 or larger.

- > The only thing terrifying about the pathetic accuracy is how much spread there is at range. Anything beyond medium range for the rockets hitting their targets is pure luck!
- > Clockwork
- > Having it use the same ammo of the Escalation seems weird, as is the limited amount of rockets launched, but it can work with almost any drek kicked truck you can find outside of a battlefield (ones in the battlefield are just too drek kicked and shot up!) The ability to flush the rounds to randomly splash everywhere is useful if being rushed, but the lack of decent long-range accuracy means a crew will be doing this far too often. I will say that a truck or MPUV can get a rocket team out of trouble a lot faster than having those people on foot, unless in mountains or jungle conditions.
- > Picador
- > I wondered about who might order a system like this, which would make for easier logistics using the simple and reusable launcher like the Escalation, and the answer came immediately.
- > OrkCEO



KRIME RIPPER

In our partnership with Radio Shack, Krime has worked hard to develop an anti-air drone system for the international market, a compact and quick-to-deploy system able to handle all forms of anti-air drone combat! Incorporating the KPX-7 series of radar system with a TRS-8000 computer to run the targeting feeds, including the latest in smartgun technology as developed by Radio Shack, combined with a pair of Krime Wave machine guns! The system is able to fold flat in our patented Martrend trailer package that can be towed by any multi-purpose utility vehicle (MPUV) ever put into market, as well as by heavier vehicles! With its own dedicated multifuel power system, this is the self-contained anti-air system you didn't know you needed!

KRIME RIPPER: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	10P x 2	-2	FA	-5	100 (belt) x 2	20F	10,000€

Notes: The Krime Ripper is a non-mobile drone with a Pilot rating of 3, along with Plainsight (1) and Ripper Targeting (2) autosofts. It is connected to a Sensor Array (DR 3) that has motion, radar, and thermographic scanner upgrades. The Krime Ripper takes two complete rounds to deploy from transport to combat mode and the same amount of time to go back again. Attempting to move the unit while deployed in combat mode will result in stray rounds going everywhere, as well as potential damage to the sensor system.

KRIME RIPPER: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
5P x 2	FA	3/11/10/6/1	100 (belt) x 2	10(I)	10,000€

Notes: See notes in SR5 stats.

- > While they sell it on a trailer for the most part, you can take the whole system and fit it into the bed of a half-ton pick-up truck without many problems if you know your stuff. Though you should remember that it weighs more than a half-ton, so make sure your suspension is up to the task. The major issue with this thing is that it gets quite confused if you move while it is trying to fire, and it won't hit drek.
- > Clockwork
- > Yeah, that part about truck mounts isn't in the manual for a reason. Lots of units will do that and have some kind of bed cover to conceal it, and it will be a big surprise for soldiers who aren't expecting it. It can also be rigger controlled, and it makes a brutal anti-infantry weapon, too.
- > Picador
- > I got one for the roof of my home, and added some additional sensors to the package to have it shoot down the pigeons that keep drekking all over my stoop.
- > Slamm-O!
- > I've seen some folks try to mount one on top of an SUV, concealed in an oversized roof carrier. Obvious and attention-getting when deployed, and it seems to almost rip itself off the mounts every time it fires, but if you only do that in the Barrens to keep the gangers from rushing you, it can work. Just hope someone official doesn't ask to look inside the thing. Oh, and driving with it deployed is just a horrible idea all around.
- > Bull



KRIME CARPET

When the going gets tough, the tough call in the air drones. When the air drones get it rough, they carpet bomb the area! The Krime Carpet is designed to be incorporated into a standard weapon mount, with a classic and reliable Radio Shack K-221 sensor package and a SX4.2 Smartdrop System, using the single, center-mounted grenade for targeting while the five surrounding grenades spread out to blanket the area, ensuring that the base target will be hit, completely ruining the day for anyone nearby! Uses conventional hand grenades of all varieties, with our own Lucky-7 grenade packages available for rapidly reloading!

KRIME CARPET: SR5 STATS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	Grenade	—	FA	—	6 (m)	12R	2,000¥

Notes: Uses the Gunnery skill. One single grenade is used to target and Scatters as per normal (SR5, p. 182), then the remaining grenades scatter at twice or three times the standard distance depending on the altitude dropped at. Uses a Large Weapon Mount (p. 124, *Rigger 5*)

KRIME CARPET: SR6 STATS

DV	MODES	ATTACK RATINGS	AMMO	AVAIL	COST
As grenades	FA	4/11/7/1/1	6(m)	6(L)	2,000¥

Notes: One single grenade is used to target and Scatters as per normal (p. 114, *SR6*), then the remaining grenades scatter at two or three times the standard distance depending on the altitude dropped at. Uses a Heavy Weapon Mount (p. 295, *SR6*)

- > Okay, this is just a set of six hand grenades dropped onto a target like an old-style bombing run. Sure, it has a sensor and targeting package, but it is just a cheap way to set up carpet bombing a street fight. My crew is researching this now, as replacing the grenades requires very few tools and can be done in the field, and we're wondering if they can be used in ways that we found mortars to be quite poor in the field.
- > Picador
- > Just wait until you get to the Krime Party!
- > Slamm-O!



WEAPON ACCESSORIES

KRIME'S DUAL-MODE EXTERNAL SMARTGUN LINK

Sometimes you don't want your smartgun broadcasting all over the place, but it takes up the space you'd otherwise have put a laser sight. Well, now you don't have to choose any longer! The Krime Dual-Mode Smartgun Link is able to function as a laser sight or as a smartgun system at your choosing, with a physical switch allowing you to select modes to prevent enemy deckers from just bricking the smartgun with the safety on! Working with our affiliates at Radio Shack to provide the best electronics we can provide to the system, Krime is prepared to offer a ten-percent return on systems that fail to work! Order now, and also get a five-percent discount on Krime Wine!

Note: The link has a device rating of 1.

- > A decent idea, but I'd hope to have better software and hardware on a proper version rather than trust what Krime and Radio Shack threw together on a whim.
- > Clockwork

KRIME'S OFFLINE SUPPORT SOLUTIONS

Not everyone in the world has access to the Matrix—or at least, not enough to get at most corporations' highly detailed and required documentation. We here at Krime understand the rough-and-tumble nature of a lot of our customers, some of whom also can't get access to easy-to-use electronics because of all the tiny little buttons. For those people, we have a tiny little checkbox on our order forms for Offline Support Solutions to be included with all of our orders from the factory or to your local gun shop. These also include a Krime bumper sticker, a Krime smiley button, and a bottle of lubricant at the normal costs!

- > Ew, hardcopy manuals.
- > /dev/grrl
- > This is the type of marketing-speak that I'd expect out of anyone except Krime. What's the deal?
- > Borderline
- > They are still a corporation, despite how they show themselves as "outlaw", and they need to show a profit and stuff. No matter how much they seem to support the shadows, they're only doing it to make a buck, no different from any other corp.
- > Cosmo

KRIME LOUDENER

Sure, there are silencers on the market that make guns whisper quiet, almost, but we here at Krime have always been of the idea that volume matters! Production, sales, music, SOUND! Why wake the neighbors when you're dealing with a home intruder, when you can wake the whole damned neighborhood to get them to come to your rescue! The Krime Loudener increases the sound of a firearm by one level. Light pistols sound like real pistols! Rifles sound like shotguns! Shotguns sound like cannons! Cannons sound like urban renewal!!! And unlike silencers, they work on revolvers and shotguns, too! On top of that, they operate as muzzle brakes for that extra bit of felt recoil reduction! Get a Krime Loudener and really WAKE THE NEIGHBORS!!!

Note: Provides 2 points of recoil compensation.

- > WHAT? I MIXED A LOUDENER WITH KRIME'S POWER ROUNDS, AND IT OVERLOADED MY CYBERHEARING! SOMEONE SEND BUTCH TO ME FOR A HOUSE CALL!
- > Traveler Jones



- > I friggin' hate voice transcription.
- > Cayman
- > I don't do house calls for a potentially fatal case of the stupids.
- > Butch

KRIME EXPLOSIVE SECURING TRIPOD

Recoil sucks, especially for the larger weapons on the market. You know, like Krime stuff! So, after some market research and consideration at our favorite strip club, we updated the classic tripod to be even more effective! Combining traditional weapon's technology along with the latest in rock climbing tools, and the explosively securing tripod is exactly what is needed! Able to fire pitons into the toughest concrete with a very satisfying crack, the tripod becomes part of the ground itself, and holds your fire on target! With quick-release clamps able to let go at any time, and even without the pitons deployed, it works as a traditional tripod! Buy now and get a chance to order replacement pitons and charges before we have to deal with orders surpassing production capabilities!

Notes: Provides 6 points of recoil compensation as a tripod, and 10 points with the pitons deployed. Replacement pitons cost 300 per set.

- > This is pretty much required to use their Monster HMG listed earlier. It keeps the chattering and rocking pieces together a little bit better.
- > Red Anya

KRIME KEEPER

Is your gun a keeper? If so, you better take care of her! Krime Keeper cleaning kits are available to clean a large variety of calibers and barrel lengths with the finest in budget cleaning solutions and non-oil based lubricants! Works on Krime and non-Krime guns alike, and has an application for online reorders of expendable items in the kit! Also comes with a tutorsoft on firearms maintenance and care, and a Krime Troll Smiley button!

- > You know, it seems like such a simple thing, but considering some of the "quality" shadowrunners we deal with, how many of them do you think have **ever** cleaned their guns at all? Ever? Better expect the fragging things to work less effectively if they haven't, unless they just blow up in their hands!
- > Clockwork

WEAPON ACCESSORIES: SR5 STATS

NAME	AVAIL	COST
Krime's Dual-Mode External Smartgun Link	7R	500¥
Krime's Offline Support Solutions	—	25¥
Krime Loudener	—	250¥
Krime Explosive Securing Tripod	12	1000¥
Krime Keeper	—	50¥

WEAPON ACCESSORIES: SR6 STATS

NAME	AVAIL	COST
Krime's Dual-Mode External Smartgun Link	2(L)	500¥
Krime's Offline Support Solutions	—	25¥
Krime Loudener	—	250¥
Krime Explosive Securing Tripod	6(L)	1,000¥
Krime Keeper	—	50¥



AMMUNITION

KRIME POWER ROUNDS

You know, it gets boring at times. The sound of gunshots. It sucks, but there are just so many times you can hear it before you stop getting excited at shooting a home invader that is ripping up the apartment building you live in. Especially as they usually get shot up by someone that lives below your apartment! Well, we can't help with that, but Krime can make guns more interesting again! Krime Power Rounds increases the muzzle flare and acoustic report (that means “sound of a gunshot”—we learned something today!) one level higher! Light pistols sound like real pistols! Rifles sound like shotguns! Shotguns sound like cannons! And cannons sound like your mama callin' you home to rethink your life choices!

COLOR TABLE

Krime isn't exactly good at keeping their manufacturing and packaging in order, so if it matters, these are the colors of muzzle flare that come out of the Krime Power Rounds and the tracer trail that comes out of the Krime Laser Bullets.

2D6	RESULT	2D6	RESULT
2	Silver	8	Red
3	Blue	9	White
4	Green	10	Yellow
5	Orange	11	Indigo
6	Pink	12	Rainbow (Just roll with it and make the targets taste the rainbow!)
7	Purple		

- Do not combine these with a silencer or a suppressor. The gunshot will be normal volume, and the metal of the barrel attachment will get cherry red after a few rounds pass through it. I cooked a rabbit spitted around an M-23 suppressor doing this just the other week!
- Zhaganaash
- Do I even want to ask?
- /dev/grll
- Damn thing was raiding my garden at one of my more peaceful squats, but I didn't want to start a full-on campfire for, um, good reasons. A handful of gunshots, however, did not sound out of the ordinary.
- Zhaganaash
- Krime Loudener also gets hot really fast with the Power rounds.
- Traveler Jones

KRIME PENETRATORS BUCKSHOT SHELLS

Ever unload a bunch of buckshot into a paracritter, only for it to look at you with disdain? Old Man Krime just did. Frankly, he'd probably be less hurt if the fragging thing had charged him. But he isn't a man to let a slight like that just happen, no matter what the fragger is that did it. He grabbed his emergency supply of rum, locked himself up in his workshop, and only came out to drek and wolf down food from the cafeteria. Then he came out with the Krime Penetrator shell! Well, actually, the buckshot from it came first, going through the armor plate on his workshop door. It features chromed tungsten shot attached to a magnum load of powder just barely at the pressure that shotguns are designed for these days, and it means Old Man Krime now hunts for the paracritter that used to look at him sideways! And you can have the same ammo he uses!



- > They're chroming their **bullets** now? Considering how much they love chrome for their vehicles, where the hell did Krime get so much chroming capacity?
- > Clockwork
- > I got nothing.
- > Plan 9
- > The shadows of the wind speak nothing on this matter.
- > Man-of-Many-Names
- > That is surprisingly chilling, actually.
- > Slamm-O!

KRIME CRACKLE FIN-STABILIZED HEAT SLUGS

Old technology given new life as miniaturization occurs and allows the infamous HEAT round to be put into something the size of a shotgun slug! Capable of slamming through conventional armor plate typically found in softshell targets on a battlefield, this round is also useful for weakening and dimpling actual armor and giving follow-up rounds a better chance at penetrating! Order now, and get a first-aid guide to treating wounds caused by these rounds! Only available in shotgun shells.

Notes: Round in the chamber explodes on a glitch, doing the round's damage to the user's hand. Critical glitches cause a chainfire of all the rounds going off, doing the combined damage to the user. Both destroy the weapon being used when they happen.

- > A shaped charge in a shotgun slug. Explosive round to the next level, basically, but too large to fit into conventional ammo, so it can only be used in slugs. Still, it'll rip and destroy body armor like nothing else.
- > Hard Exit

KRIME LASER BULLETS

No, they're not actual lasers, although we are working on that. Instead they solve the problem with tracer rounds by the fact that they have different ballistics than conventional "ball" regular rounds. We worked long and hard on this one, over many a bottle of wine, and then realized that we didn't have to have the regular rounds decrease their ability to fly the same way; we just had to replace all the regular rounds with tracers! And, when you fire these from most automatic weapons, it looks like a fragging laser shooting out! Available in boxes of ten or preloaded into belts!

Notes: Improves Accuracy by 1, even when used in semiautomatic weapons, provided that more than one shot is fired per Action Phase. Cumulative with a laser sight, but not a smartgun system.

- > Range toy.
- > Clockwork
- > Now standard in all my belt-fed weapons!
- > Kane

KRIME PUNISHER ASSAULT CANNON ROUNDS

You spoke, Krime listened! Assault cannon rounds are too fragging expensive and hard to get, with some countries disliking exploding ammunition! Well, no more—Krime Punisher Rounds



KRIME KATALOG

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are just steel-jacketed lead (boring, we know), but they're still being fired from a CANNON! And you can convince the gun range guys to let you bring your cannon there at last! Punisher Rounds bring MAXIMUM PUNISHMENT!

KRIME SPLASH SELF-DEFENSE AMMUNITION

Sure, Krime has a reputation of selling to all sorts of immoral people—a horrible lie, we assure you. Only the highest-quality weapons merchants carry our goods! But when it comes down to a person's self-defense inside their own home, there are lots of options on the market, all different things to help our customers defend themselves, help the blue crews track down the right villain for once, and so on. But they all are separate from each other. NO LONGER! The Krime Splash Rounds incorporate a trio of options into the same round! The outer coating is a friction-liquefying material that is impossible to wash off and paints the target in whatever color you choose when purchasing the ammo. This splash-color is just the jacket for a good degree of glitter-based micro RFID tags that get into the user's skin through any non-chemical resistant or waterproof outfit, which sparkles while impregnated into their skin while also transmitting to the Matrix. Finally, the major layer, which protects you while the intruder is still in your face: a basic gel round that slams home like every other gel round on the market and is endorsed by nearly every security force on Earth, and quite a few off of the planet, as well! Drop them where they stand, and let them stand red-handed with a single Splash!

- Because the glitter gets into paint, these are good for tagging cars as well.
- RRW
- I ordered a few crates of this for my company. Will let you know what I think.
- OrkCEO

AMMO, PER 10 ROUNDS: SR5 STATS

NAME	DAM MOD	AP MOD	AVAIL	COST
Krime Power Rounds	—	—	3R	75¥
Krime Penetrators	—	-2	16F	250¥
Buckshot Shells				
Krime Crackle Fin-Stabilized HEAT Slugs	+2	-3	20F	300¥
Krime Laser Bullets	—	—	6R	125¥
Krime Punisher Assault Cannon Rounds	-3	-3	8F	200¥
Krime Splash Self-Defense Ammunition	+0S	+1	4R	100¥

AMMO, PER 10 ROUNDS: SR6 STATS

TYPES	AR	DV	AVAIL	COST MULT.
Krime Power Rounds	—	—	3(L)	x1.5
Krime Penetrators	+2	+1	8(I)	x3
Buckshot Shells				
Krime Crackle Fin-Stabilized HEAT Slugs	+3	+3	9(I)	x5
Krime Laser Bullets	+2 (BF/FA Modes Only)	—	3(L)	x2
Krime Punisher Assault Cannon Rounds	-2	-2	4(L)	x0.75
Krime Splash Self-Defense Ammunition	—	—	2(L)	x2



GRENADES

KRIME CLEANER GRENADE

It isn't easy cleaning house—sometimes you just want to throw a grenade into the situation and collect the insurance. Well, Krime has an answer to that demand! The Cleaner grenade is a concentrated collection of cleaning solvents that don't affect the color of fabrics! Just toss the grenade into a room, wait five minutes with a nice cup of kaff, then wipe everything down clean! Krime: more than just weapons! Now banned by international agreement.

KRIME CLEANER

DAM	AP	BLAST	AVAIL	COST
—	—	15m Radius	10F	200¥

Notes: Deploys Cleaner-Cleaner in explosive area, unravelling DNA, oils used for fingerprinting, and destroying materials for tracking magics in 1D6 minutes. SR6 availability is 5I.

- > A cleaner-cleaner-flinging grenade that unravels DNA all over a crime scene, as well as dissolving the oils used for fingerprinting. It'll dissolve most types of synthleather, however, and will bleach quite a few dyes, despite the statement otherwise. Marketing bulldrek is still the same.
- > Hard Exit
- > Banned, but Krime is still manufacturing them for the shadowy side of the street for sure. Of course, they only sell it to "legitimate government agencies." Like McHugh's security guards, in case too many kiddies pee in the ball pit again.
- > Snopes

KRIME PARTY

A frag grenade and a flash-bang had a baby after getting freaky with some fireworks and, um, streamers? The Krime Party Grenade is a party in a small package that geeks the slots in the room, frags up the ones that survive, and drapes light and brightly covered paper over the tripwire traps that might be in the room. Now with MCT's AR-Push Technology to force the music of your choice into the ears of anyone in the target area! Have yourself a KRIME PARTY!

KRIME PARTY (FRAG): SR5

DAM	AP	BLAST	AVAIL	COST
19P (f)	+5	-1/m	14F	190¥

KRIME PARTY (FLASH-BANG): SR5

DAM	AP	BLAST	AVAIL	COST
12S	-4	12m radius	—	—

Standard Upgrades: Metahuman adaptation

Wireless Bonus: Acts as an area jammer (Rating 1) for 1 round that broadcasts whatever sound the owner of the device uploads to it any time before detonation. Default sound is a voice shouting "KRIME!!!!!" at maximum volume.

KRIME PARTY (FRAG): SR6

DV GZ	DV CLOSE	DV NEAR	BLAST	AVAIL	COST
16P	12P	8P	20m	7(I)	190¥

KRIME PARTY (FLASH-BANG): SR6

DV GZ	DV CLOSE	DV NEAR	BLAST	AVAIL	COST
10S	8S	6S	15m	—	—

Standard Upgrades: Metahuman adaptation

- > Yeah, not sold so much on the streamers and glitter, but a frag grenade that also works as a flash bang? I'll take that, fragyouverymuch! Oh, apparently Kat and /dev/ like the streamers and glitter, so that's Christmas taken care of.
- > Kane



- > An oversized external case made up of chrome spikes? “For maximum grippage” (from the instructions)? I’m glad I saw this before I had a victim of one of these in my clinic. I’m sure I would have gone, “What happened, did a punk explode in this guy?” And do you know how hard it is to clean a wound that has glitter in it?
- > Butch

KRIME RUNNER

Grenade meets basic drone—that was the concept of the Krime Runner distraction device! A beefy speaker that broadcasts whatever sound files you upload into it, as the basic obstacle avoidance system keeps it running around on its dual-track, all-motion body. Scream obscenities from safety, make invader noises down one hall while you ninja down the other, drive the dog crazy! Recyclable, and it attempts to return to a point of origin that you can program into the system!

KRIME RUNNER: SR5

DAM		AP		BLAST		AVAIL		COST					
—		—		—		9R		1,000¥					
HAND		SPEED		ACCEL		BOD		ARM		PILOT		SENS	
1		1		1		2		1		4		1	

KRIME RUNNER: SR6

HAND	ACCEL	SPEED	INT. TOP SPEED	BOD	ARM
2/5	5	5	25	0	0
PILOT	SENS	SEAT	AVAIL	COST	
1	1	—	4(L)	1,000¥	

- > Finally, a distraction drone I don’t have to build myself. Good thing, too. I was just about out of that shipping container of Bust-A-Moves that I set up to get blasted apart.
- > Clockwork
- > Wait, I agree with Clockwork on those creepy drone-dolls and that they should all die? Is this the end of the Matrix and JackPoint as we know it?
- > Netcat
- > Nah, some things are just so evil that everyone agrees they need to die in a dumpster fire.
- > Bull
- > Surprisingly robust electronics and software on this—if it didn’t say Radio Shack on the inside, I’d wonder if Krime liberated these and has tried to sell it as its own product.
- > Glitch

KRIME COCKTAILS

So one of our inventors drank a little too much lunch one day and declared that he was going to make the absolute best cocktail that Krime had ever sold! Five skin grafts and a concussion later, he had it—the Krime Cocktail Incendiary! As smoky as white phosphorus but far more humane, this napalm-like secret mixture is useful for military actions or just starting the bonfire for the weekend getaway! Still not banned by any major country or megacorporation!

- > A Molotov cocktail in a metal grenade form that emits an oily smoke from the darkest, most horrific pits of Hell itself! Thermal smoke, actually, and “humane” because people will pass out from this before they burn to death. Still, I’m glad they stopped broadcasting that “Napalm Sticks To Kids” advertisement that they started for this product.
- > Netcat

KRIME COCKTAIL: SR5

DAM	AP	BLAST	AVAIL	COST
9P (fire)	—6	10m radius	14F	100¥

KRIME COCKTAIL: SR6

DV GZ	DV CLOSE	DV NEAR	BLAST	AVAIL	COST
10P	4P	2P	5m	7(I)	100¥



KRIME STINGER

Flash-bangs are good and all, but they are getting less and less effective as sound and brightness cancellation systems become more and more prevalent. Krime steps up the incapacitating grenade market with the Stinger! Rather than relying on lightning and thunder, the Krime Stinger just outright assaults the targets with physical force! Made from a recycled rubber frame and holding one hundred and forty-four gelatin balls to fling out all around it as it detonates, giving the person it is physically connected to a really bad fragging day! The Krime Stinger—sure to drop some drekheads!

KRIME STINGER: SR5

DAM	AP	BLAST	AVAIL	COST
14S	+5	-2/m	8R	125¥

KRIME STINGER: SR6

DV GZ	DV CLOSE	DV NEAR	BLAST	AVAIL	COST
16S	12S	8S	20m	4(L)	125¥

- > Gel round version of a frag grenade, basically. Still quite dangerous, and the initial charge will also ignite anything flammable, as well as put a big dent in anyone physically connected to it when it goes off. Still, a lot friendlier than a frag grenade, sorta.
- > Butch

KRIME MOTORS

Corporate Slogan: “DRIVE!!!!!!”

Corporate Status: Unrated, Private Corporation

Headquarters: Winnipeg, UCAS

Offices: Hasteiz, Euskal Herria (manufacturing, assembly, advertising, and sales), Constantinople, Turkey (import, advertising, and sales), Las Vegas, PCC (import, advertising, sales, testing, and assembly)

Subsidiaries: Diamond Joe's Machine Parts, Marigold Fields Winery (Krime Wine brand), InterPortIm/Exporting

President: Mathew Dufoe

Spokesman: O.M. (“Old Man”) Krime (possibly fictitious)

Shareholders: Krime 55 percent, remainder undisclosed

Krime Motors came about, officially, as a method of paying less taxes. The very fact that the company outright admits that has been considered a breath of fresh air over the typical adspeak out of most companies, but has been a questionable statement just as much for the Euskal Herria, UCAS, and PCC governments over how to answer that plain and simple statement. The vehicles themselves are hand-assembled with minimal drone-based manufacturing practices, as well as being built to be affordable, reliable, and not much else.

Based out of Winnipeg, UCAS, the president and chief designer, Mathew Dufoe has had his hands in most of the designs despite his advanced age, and has personally tested each vehicle in Winnipeg's infamous winter conditions. They have also been desert tested in the areas around Las Vegas, and mountain tested around the Chilean border. These make for some of the most rigorous testing in the market.

As they are a new feature to the already-crowded marketplace, it remains to be seen how well they do. Either way, Krime looks like they'll profit if they succeed or fail.



KRIME WAGESLAVE PMV

A single-passenger three-wheeled personal mobility vehicle designed and marketed as a “work-and-back” ultra-economy model, useful for short shopping trips and not much else. Panned in reviews for being oversized and unable to “stand up” and be able to legally operate inside of malls like other PMVs on the market, it can fit a troll comfortably enough, and with a full load is able to (barely) make it to highway speeds. A purely electric model, the lack of GridGuide on the Rocket Jockey™ engine as a standard option is rather telling. The price point has made it a popular choice with trolls the world over.

- And if not loaded down properly, like say an average ork or lightweight troll is driving it, this thing tips over on any attempt to make a turn more severe than merging carefully into another lane. Luckily, it is even easier to tip back onto its wheels, provided you can get out of it.
- 2XL
- Also only available in black. Guess Krime took Ford to his word that they should only come in black.
- Clockwork
- They lack even a radio, cup holders, windows that roll down, and device charging ports, which tells you how cheaply they're made.
- Beaker

KRIME WAGESLAVE: SR5 STATS

HAND	SPEED	ACCEL	BOD	ARM
2/1	3	2	4	5
PILOT	SENS	SEATS	AVAIL	COST
1	1	1	—	10,000¥

Standard Upgrades: Metahuman adjustment, amenities (street)

Note: Driver of this vehicle must have a minimum Body + Strength score of 14, otherwise any Maneuver test to do anything other than to drive casually or parallel park has its difficulty doubled. Failure of this results in the Wageslave flipping over to its side and skidding to a stop.

KRIME WAGESLAVE: SR6 STATS

HAND	ACCEL	SPEED INTERVAL	TOP SPEED	BODY	ARMOR
2/5	4	20	60	3	1
PILOT	SENSOR	SEAT	AVAIL	COST	
1	1	1	—	10,000¥	

Standard Upgrades: Metahuman adjustment, amenities (street)



KRIME BAZOO AND BIG BAZOO

Krime Motor's entry into the lucrative subcompact market is a rather undeserving looking automobile that harkens back to the cars of the old USSR. In the base model, the body panels don't fit right, the engine is loud and underperforming, the three headlights (with the roof-mounted one lighting up the infrared spectrum) are mismatched, and frankly something in the car reeks. However, their troll-strength suspension and robust transmission that can haul even more weight than can be expected out of a car this size has won quite a bit of popularity out of drivers tired of having subcompacts being considered entirely disposable drekboxes that can barely get out of their own way. The Big Bazoo doubles down on this capability with an off-road suspension, reenforced bumpers, and a built-in roll cage that made it the only unmodified production vehicle to compete at the Canadian Rally Championship this year. There is also the Redline sports model available with factory-installed twin turbosuperchargers and drone-balanced crankshaft and the Chrome model which has the same engine modifications as the Redline model as well as all-chrome body panels that fit properly available for both the Bazoo and Big Bazoo lines. The Gravel Grinder™ engine is also able to be mated up to a manual transmission, weirdly listed in the catalog as an anti-theft option.

KRIME BAZOO AND BIG BAZOO: SR5 STATS

NAME	HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS	AVAIL	COST
Bazoo Basic	2/1	3	1	9	5	1	1	4	-	22,000¥
Bazoo Redline	2/1	5	2	9	5	1	1	4	3	25,000¥
Bazoo Chrome	2/1	5	2	9	5	1	1	4	7	40,000¥
Big Bazoo Basic	1/3	3	1	9	6	1	1	4	4	23,000¥
Big Bazoo Redline	1/3	5	2	9	6	1	1	4	5	26,000¥
Big Bazoo Chrome	1/3	5	2	9	6	1	1	4	10	45,000¥

Standard Upgrades: Amenities (street), metahuman adjustment, off-road suspension (Big Bazoo models only), Yerzed Out (Rating 2, Chrome models only)

KRIME BAZOO AND BIG BAZOO: SR6 STATS

NAME	HAND	ACCEL	SPEED INT	TOP SPEED	BOD	ARMOR	PILOT	SENS	SEAT	AVAIL	COST
Bazoo Basic	2/4	4	10	60	4	1	1	1	4	-	22,000¥
Bazoo Redline	2/4	8	20	80	4	1	1	1	4	2	25,000¥
Bazoo Chrome	2/4	8	20	80	4	1	1	1	4	4	40,000¥
Big Bazoo Basic	3/3	4	10	60	4	2	1	1	4	2	23,000¥
Big Bazoo Redline	3/3	8	20	80	4	2	1	1	4	3	26,000¥
Big Bazoo Chrome	3/3	8	20	80	4	2	1	1	4	6	45,000¥

Standard Upgrades: Metahuman adjustment

- One thing that is missing from these is the radio. Which, considering how loud it'd have to be to be heard over the engine, is not as surprising as one might think.
- Red Anya
- The ability to handle runners and their gear better than any other subcompact on the market, along with none of the wireless tattletales that every other car on the market installs is making this a choice for the shadows. Especially for trips into the barrens with the Big Bazoo's off-road suspension.
- Mr. Bonds
- The Chrome models are being called "Barrens Pimpmobiles" for an obvious reason.
- Bull
- Not mentioned is that the Bazoo Basic only comes in black, the Bazoo Redline only comes in red, and the Bazoo Chrome only comes in Chrome, and is the only model that has body panels that fit right and don't rattle like a can of spray paint.
- 2XL



KRIME SV-2 'CRASHTEST'

Krime is rarely a victim of successful industrial espionage, but their “Project: Crashtest” in Winnipeg was leaked to people the Matrix over, showing wrecked car after wrecked car from the SV-2 (Safety Vehicle Model 2) line after extremely intensive impact testing. However, the group attempting to discredit the SV-2 failed to crop out the crash test dummies being pulled out of the wreckage entirely undamaged in any way. It led to a huge swath of demands on Krime’s Matrix site for “That crash test sports car!” before any other details on the automobile came out at all, including an official announcement that it even exists. Performance figures came put the “sports” car’s capabilities firmly in the same range as most medium sedans due to the rather limited Motor King engine, but this has only boosted the safe image of the car and has made it the go-to for reasonably well-off families buying their teenaged children their first automobile, or drivers who want something sporty-looking and safe that never goes above highway speeds.

KRIME CRASHTEST SV-2: SR5 STATS

HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS	AVAIL	COST
3/1	4	2	11	9	3	3	2	12	120,000¥

Standard Upgrades: Life support (Level 1), metahuman adjustment, PPS (Rating 3), personal armor (Rating 4)

KRIME CRASHTEST SV-2: SR6 STATS

HAND	ACCEL	SPEED INT	TOP SPEED	BOD	ARMOR	PILOT	SENS	SEAT	AVAIL	COST
1/4	15	20	60	7	5	2	2	4	6	120,000¥

Standard Upgrades: Metahuman adjustment



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- › Okay, if this is the SV-2, what and where was the SV-1?
- › Clockwork
- › Ask a Canadian. Also, this is the first in Krime's series of cars that comes with a radio option.
- › Zhaganaash
- › Smart money is on Krime leaking this trid itself, trying to make the car flop horribly, as they don't want the sales they're getting. Honestly, a sports car that isn't sporty, but is hugely safe? How the hell does that sell?
- › Plan 9
- › While the top-end sucks, the armor and passenger protection kind of obviously is meant for Krime's other target audience: shadowrunners and security forces. And, well, what kind of runner drives a stock vehicle if they can avoid it?
- › Turbo Bunny
- › The body panels actually fit on this one properly, because the safety gear requires that they do so.
- › 2XL



KRIME KATALOG

KRIME PROWLER

Krime didn't initially set out to market this as a police/security automobile—they originally marketed this to street gangs and militant troll policlubs. In fact, the first two went to major leaders of the Sons Of Sauron! But, after a sting by undercover police overtly posing as shadowrunners in Las Vegas, the line was put on hold while the legal system evaluated what crimes Krime Motors could be charged with. The police motor pool evaluated the car as part of that investigation, and it was found to have almost everything they required. A deal was struck with Krime to allow the car to go to market, but only to legitimate police and security companies. In return the criminal charges would be dropped. With some additional, police-specific modifications straight from the factory, including GridGuide as standard for the Grid Goblin engine, the Krime Prowler is now on course to become one of the hottest selling “interceptor” models of police car.

KRIME PROWLER: SR5 STATS

HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS	AVAIL	COST
3/3	6	3	14	12	3	3	4	21R	145,000¥

Standard Upgrades: Gridlink, 2 gun ports (driver's & passenger's side doors), metahuman adjustment, multifuel engine, personal armor (Level 6), ram plate/bulldozer blade, rigger interface, PPS (Level 3), road strip ejector, 2 searchlights (driver's and passenger's side doors), winch (enhanced), Yerzed Out (Rating 1)

Note: The Prowler has already used all of the Power Train and Protection Modification Slots.

KRIME PROWLER: SR6 STATS

HAND	ACCEL	SPEED INT	TOP SPEED	BOD	ARMOR	PILOT	SENS	SEAT	AVAIL	COST
3/5	30	30	200	8	6	2	2	5	8(L)	145,000¥

Standard Upgrades: Gridlink, metahuman adjustment, ram plate/bulldozer blade, 2 searchlights (driver's and passenger's side doors)

- > A lot of folks are calling Krime a sell-out for letting the police have this “win,” but forget that Krime is still a Corp. And if the tax investigation that they are fearing is bad, the criminal charges from this “terrorist marketed” vehicle would be far, far worse.
- > Mr. Bonds
- > Well, they still sold to me, and the factory options I got added is the reason I call her “The Cop Eater”!
- > Kane
- > Many-Names is looking at a temporary ban because he can't shut up about how much he loves his, which apparently has many of the same factory options that Kane has. He actually wrote full paragraphs rather than acting like his usual mysterious self.
- > Glitch



KRIME DETRUCK SPORTS TRUCK

At the time of this posting, it is still unknown how Krime acquired the DeLorean Motor Company and the rights to its single car line, but the company took exactly zero time putting forward the next line based on the iconic design, still used in cinema and video games to this day. The decision to use it to make a sports truck design, however, caught everyone by surprise and certainly is garnering interest. Pre-orders are already far beyond the first (admittedly very limited) production run numbers, despite a hefty price tag and lackluster official performance statistics. Some are working from the idea that the excessively manufactured spare parts, reliability, value retention, and head-turning lines are all working in the vehicle's favor, sales-wise. Most of the vehicles are being purchased by small-business owners looking to increase the value of their company through holdings rather than nuyen in the bank, as well as the rolling advertising that is sure to get attention. With a stainless-steel chassis and body, save for the bed (which is made with armored ceramics that have just gotten onto the civilian market), the vehicle resists rust, acid rain, smelter fallout, or any of the the other damaging portions of life in our Sixth World.

KRIME DETRUCK: SR5 STATS

HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS	AVAIL	COST
4/4	3	1	16	7	3	2	3	21R	100,000¥

Standard Upgrades: Amenities (Middle), metahuman adjustment, special equipment (open box storage), Yerzed Out (Rating 1)

KRIME DETRUCK: SR6 STATS

HAND	ACCEL	SPEED INT	TOP SPEED	BOD	ARMOR	PILOT	SENS	SEAT	AVAIL	COST
4/4	15	20	160	9	4	2	2	3	8(L)	100,000¥

Standard Upgrades: Metahuman adjustment, open box storage



KRIME KATALOG

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- › Okay, so any clue on how Krime got DMC, when it was firmly held in Ares hands?
- › Slamm-O!

- › Got nothing.
- › Plan 9

- › Sorry, been busy doing other things. 10, you got anything?
- › Snopes

- › I'm not allowed to tell.
- › Plan 10

- › Fair enough, I'll save Rubber_Hose 2.7 for a more important question.
- › Slamm-O!

- › These are selling to small businesses that want a work truck that will turn heads and be remembered, but also won't break down or rust. With stainless-steel chassis and panels that fit, DeTruck fills those niches and are pushing into SUV territory that way. Of course, the big car companies aren't happy with Krime Motors to start, with this truck making waves, we are going to see biz coming.
- › Turbo Bunny



KRIME DIX PRIME MOVER

When the Spanish Army put out an insanely extreme request to manufacturers for a ten-ton capacity truck that would do limited damage to existing infrastructure, with an armored cab for the crew similar to some light tanks, very few people ever expected it to be filled. Then came Krime Motor's Dix design, which filled all the required roles, along with an off-road capability that wasn't requested at all. A half-track design with high lifetime synthrubber capped track, a ten-liter, ten-cylinder multi-fuel engine from Spln known as the DragonSlayer, and a one-ton loading winch set up behind the cab, there are no other amenities to mention save that the seats of the cab adjust to any metatype. Currently, the model is being reviewed by military units the world over, and it looks to become an unexpected success story.

KRIME DIX: SR5 STATS

HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS	AVAIL	COST
2/3	4	1	21	15	4	4	2 (30)	20	200,000¥

Standard Upgrades: Metahuman adjustment, multi-fuel engine, special equipment (open box storage)

KRIME DIX: SR6 STATS

HAND	ACCEL	SPEED INT	TOP SPEED	BOD	ARMOR	PILOT	SENS	SEAT	AVAIL	COST
4/3	10	15	150	10	5	3	3	2 (30)	9	200,000¥

Standard Upgrades: Metahuman adjustment, multi-fuel engine, special equipment (open box storage)

- > While it is an "option", there is an All-Track mode that lifts the cab and front wheels up slightly and gives full operation of the truck to the tracks, like one would normally think of operating a tank with, only with a pot belly. Needless to say, every order being filled has this checkbox ticked.
- > Turbo Bunny
- > Another of Krime's attempted lemons that sold. And, let me tell you, most off-road-based smugglers I know would give their left reproductive organ for one of these!
- > 2XL
- > This is also likely the only occurrence anyone has ever heard of where the corporation went with the highest bidder for assembly. These are exceptionally well made, which seems odd for something with the Krime logo on it. However, this still ended up a success for Krime, as they are losing money on every order, just not as much as they'd like.
- > Mr. Bonds.



KRIME BARCO DE PESCA

Krime's entry into nautical products is this basic fishing boat that can operate on its beefy Diesel Demon multi-fuel engine or, after raising the powered screws, a basic sail design. Designed around troll physicality, it offers a 50 percent larger freezer than any of its contemporaries, which has gotten quite a bit of notice in the field and more than a few fleet purchases.

KRIME BARCO DE PESCA: SR5 STATS

HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS	AVAIL	COST
4	7	2	18	6	1	1	6	12	50,000¥

Standard Equipment: Amenities (street), metahuman adjustment, multi-fuel engine, satellite link, secondary propulsion: sail (Handling 2, Speed 1), special equipment (fishing nets and lines), special equipment (oversized fish freezer)

KRIME BARCO DE PESCA: SR6 STATS

HAND	ACCEL	SPEED INT	TOP SPEED	BOD	ARMOR	PILOT	SENS	SEAT	AVAIL	COST
4	10	10	120	10	3	1	1	6	6	50,000¥

Standard Upgrades: Amenities (street), metahuman adjustment, multi-fuel engine, satellite link, secondary propulsion: sail (Handling 5, Accel 4, Speed Int 10, Top Speed 50), special equipment (fishing nets and lines), special equipment (oversized fish freezer)



KRIME KATALOG

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- Beefy, high performing, and loud. Any fish around would be scared away quickly. With its out-of-sight cargo area, it just might make a great smuggling boat.
- 2XL
- Swap out a quieter engine, and a fishing boat full of slotted off trolls will make some pirates think twice about that fish fry party they planned. Not me, mind you, but some.
- Kane
- If you switch the larger engine for a quieter one, expect to lose around half your acceleration and top-end speed. But a quiet engine with some signature masking can have some benefits over a monster performance machine, and you can try to recon some of the lost speed with some custom mods—just keep them off when you want to look legit. As always, spec out your ride to your own satisfaction.
- Turbo Bunny
- Seeing lots of these on the Great Lakes. Smuggling must be good around there. The fishing sure as hell isn't what it used to be.
- Zhaganaash



KRIME EUSKALDUNAK TANKETTE

Sometimes marketed as the “Basque Tank,” this single-operator, tracked combat vehicle attempts to straddle the line between ground-based combat drones and multi-metahuman crewed light tanks. While derided for being too large for a drone’s combat duties and too small for a light tank, the role as an in-field command station for combat drones or an armored recon unit has attracted more and more attention the world over, especially among groups who want to demonstrate that a metahuman is a part of the command decision chain with drone units. Having two weapon mounts, the Krime Tankette can ship straight from the factory with a Krime Cannon main gun and Krime Happiness assault rifle in the coaxial position, with a twenty-five percent discount for the weaponry. Another popular option is replacing the coaxial mount with a powerful retransmission unit, but this is often done in the field with jury-rigged parts.



KRIME KATALOG

KRIME EUSKALDUNAK TANKETTE: SR5 STATS

HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS	AVAIL	COST
4	4	2	7	20	4	4	1	24F	200,000¥

Standard Equipment: Amenities (street), heavy weapon mount (external, turret, remote), standard weapon mount (external, turret, remote), metahuman adjustment, rigger cocoon, rigger interface, searchlight

Note: This craft is so tightly designed that there are 0 modification slots available except for 4 cosmetic slots.

KRIME EUSKALDUNAK TANKETTE: SR6 STATS

HAND	ACCEL	SPEED INT	TOP SPEED	BOD	ARMOR	PILOT	SENS	SEAT	AVAIL	COST
3/3	10	10	100	5	10	3	3	1	9(I)	200,000¥

Standard Upgrades: Amenities (street), heavy weapon mount (external, turret, remote), metahuman adjustment, standard weapon mount (external, turret, remote), rigger interface, searchlight

- > You know, after rigger tech came about, I'm surprised that no one has tried this until now. Then again, after the failures of tankettes in WWII, this might not be so surprising. A lot of mercenaries are looking into these for a combat multiplier that can be directly controlled and will have a command capability even in an e-warfare-heavy area.
- > Picador
- > Two months after the Aztlan army bought one of these for "evaluation," Aztechnology announced their "Single-Soldier Combat Car" that performs nearly exactly to the Euskaldunak, only wheeled instead of tracked. Less useful off-road, it comes with a road-rail system that allows them to drive on railroad tracks on its own or be propelled by a train. The test production units are undergoing a trial-by-fire in Aztlan's southern territories.
- > Pyramid Watcher
- > Lone Star also bought a few that they're modifying themselves, guess we'll just have to wait and see what horrors come from them.
- > Slamm-O!