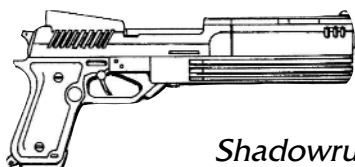


legal hassles

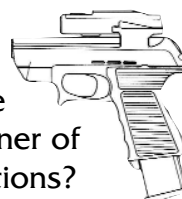
Shadowrun has a fairly good system for determining how likely it is for characters to get into trouble over equipment they are carrying: as explained on page 273 of *SR3*, the legality code incorporates a target number, known as the restriction level, which a law enforcement officer can roll against to decide if a player character should be hassled over an item.

There is, however, one flaw in the system as FASA implemented it. The rules are sound, but the legality codes given for some items are not logical—that is to say, the codes assigned to most equipment are based on what each item *is* instead of what it *appears* to be. All heavy pistols have a legality of 6P-E, for example, which means that the likelihood of the cops coming after you are exactly the same regardless of the type of heavy pistol you're packing—in other words, that police always perfectly identify an item's class or general type. But common sense says that a big, mean-looking pistol will draw more attention than a small one that looks like you couldn't hurt a fly

with it. In a way, this is true in *Shadowrun* as well, provided you're comparing different classes of weapon; however, compare the picture of the Ares Predator shown left (taken from page 238 of the



Shadowrun, Second Edition rulebook) with that of the Browning Ultra-Power (from page 20 of the *Street Samurai Catalog*), shown right at approximately the same scale as the Predator. If you're a cop, which one would you consider more threatening—and thus, the owner of which one would you be more likely to ask some questions? Yet both have the same 6P-E legality code.



Clearly, someone at FASA took the easy way out and based nearly all the legality codes on item type, and in some cases capabilities (a “better” item will be more likely to draw attention), rather than looks. The legality codes for all the items in this net.book, as well as future **Plastic Warriors** publications,



however, have been based on looks (if a picture is available) or on a mental image of the item.

Following is a list of all equipment published by FASA for *Shadowrun* which could do with an adjusted legality code for the reasons mentioned above. These have been based mostly on illustrations of the equipment in various—mostly older—*Shadowrun* books (*Street Samurai Catalog*, *Fields of Fire*, and so on) but also a bit on the place the item takes up in the collective consciousness of the Sixth World and of *Shadowrun* players. For example, the Ingram Smartgun is to many an archetypal submachine gun, which would make it much easier to recognize as “a dangerous weapon” to the masses (which includes police officers) than a much rarer weapon of exactly the same—or even better—capabilities. Thus, the Ingram Smartgun has a lower restriction level than most SMGs.

In all cases, only the restriction level (the number) is changed; the restriction category (the letter) remains unmodified.

MELEE WEAPONS

Ares Monosword	3-B
Combat Axe	2-B
Laser Crescent Axe	1-B
Shock Glove	10-B

HOLD-OUTS

Tiffani Self-Defender	11P-E
-----------------------------	-------

LIGHT PISTOLS

Ares Light Fire 70.....	10P-E
Colt American L36.....	7P-E

MACHINE PISTOLS

Ares Crusader.....	4-G
--------------------	-----

HEAVY PISTOLS

Ares Predator	4P-E
Ares Predator II	5P-E
Browning Ultra-Power	8P-E
Ruger Super Warhawk	5P-E

SUBMACHINE GUNS

AK-97	2-G
Beretta Model 70	5-G
Ingram Smartgun	3-G
HK MP-5 TX	3-G
Sandler TMP	3-G

SPORT RIFLES

Ruger 100	4P-F
-----------------	------

SHOTGUNS

Enfield AS-7	3-F
Mossberg CMDT	4-F
Mossberg SM-CMDT	4-F

ASSAULT RIFLES

Colt M-22A2 (with grenade launcher)	1-G
FN HAR	1-G

GRENADES

Smoke	3-J
Smoke (IR)	3-J
Mini-grenade	(-1)-J

COMMERCIAL EXPLOSIVES

Plastic, Compound XII	4-J
-----------------------------	-----