



Writing and Design by James Hutt • **Based On Work by** the many designers of *Cyberpunk 2020*

Editing by J Gray • **Art Direction by** Jaye Kovach

Business Management by Lisa Pondsmith • **Layout by** J Gray

Original Weapon Art by Lee Brimmcombe-Wood, Malcolm Hee, Chris Hockabout, Eric Hotz, Sean Howell, Karl Martin, Matteo Resinanti, Scott Ruggells, Mark Schumann, Benjamin Wright and Louis Zutavern

Copyright © 2021 by R. Talsorian Games, Inc., Cyberpunk is a registered trademark of CD Projekt Red S.A. All rights reserved under the Universal Copyrights Convention.
All situations, governments, and people herein are fictional. Any similarities portrayed herein without satiric intent are strictly coincidental.

THE 12 DAYS OF GUNMAS

FOR THE TWELVE DAYS OF GUNMAS

MY CHOOMBA PRINTED FOR ME:

TWELVE **ARASAKA WAA BULLPUP ASSAULT WEAPONS** AUTOFIRING
ELEVEN **CONSTITUTIONAL ARMS MULTIPLE AMMUNITION PISTOLS** RELOADING
TEN **IMI CHAINKNIVES** A'REVING
NINE **KENDACHI DRAGON FLAMETHROWERS** BURNING
EIGHT **MAGNUM OPUS HELLBRINGERS** A'BRINGING
SEVEN **MALORIAN ARMS SUB-FLECHETTE GUNS** A'ABLATING
SIX **MILITECH CRUSHERS** A'CRUSHING
FIVE **MUSTANG ARMS ARS-5 SUBMACHINE GUNS**
FOUR **NOMAD PNEUMATIC BOLT GUNS**
THREE **NOVA MODEL 757 CITYHUNTERS**
TWO **STOLBOVOY ST-5 ASSAULT RIFLES**
AND A FRESHLY MELTED **TEEN DREAM**

DATA

Don't be shy,
choomba!
Sing along at
home!

ON THE NIGHT BEFORE GUNMAS...

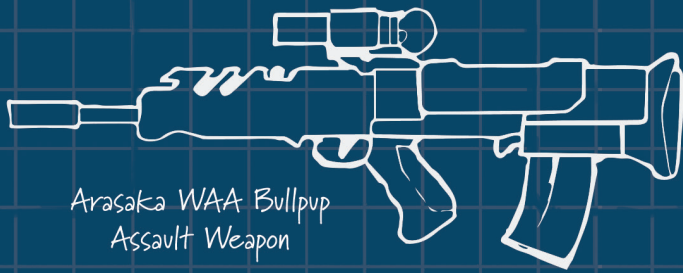
'TWAS THE NIGHT BEFORE **GUNMAS**, WHEN ALL THROUGH **SHORT CIRCUIT**
ALL THE **EDGERUNNERS** WERE DANCING, AND BOY DID THEY WORK IT;
THE **LIBRARY** WAS WIRED UP BY THE BAR WITH CARE,
IN HOPES THAT **S.A.N.T.A.** SOON WOULD BE THERE;
THE **NETRUNNERS** WERE CELEBRATING A JOB'S WORTH OF CRED,
WHILE HORRORS OF **BLACK ICE** DANCED IN THEIR HEADS;
AND MY CHOOMBA IN HER **BODYWEIGHT SUIT**, AND I IN MY **LIGHT ARMORJACK**,
HAD JUST PICKLED OUR BRAINS AFTER A LONG WINTER'S **HACK**,
WHEN ON THE STREET OUTSIDE THERE AROSE SUCH A CLATTER,
I SPRANG FROM THE BAR TO SEE WHAT WAS THE MATTER.
AWAY TO THE WINDOW I FLEW LIKE A FLASH,
TORE OPEN THE SHUTTERS - AND I THREW UP MY **SMASH**.
THE MOON ON THE BREAST OF THE OFF-COLOR SNOW
GAVE THE LUSTRE OF **CHROME** TO OBJECTS BELOW,
WHEN, WHAT TO MY CYBEREYES SHOULD APPEAR,
BUT A LIGHT TATTOO OF A MINIATURE SLEIGH, AND EIGHT TINY REINDEER,
ON A RED CYBERBIKE, A HEAVYSET MAN FROM **MONTANA**,
I KNEW IN A MOMENT THAT THEY MUST BE **S.A.N.T.A.**
MORE RAPID THAN A **SABERTOOTH** HIS PROGRAMS THEY CAME,
AND HE JACKED IN, AND USED **PATHFINDER**, AND CALLED THEM BY NAME;
"NOW, **ARMOR!** NOW, **SPEEDY GONZALVES!** NOW, **KILLER AND DRAGON!**
ON, **SHIELD!** ON, **SWORD!** ON, **SUPERGLUE** AND **SCORPION!**
TO THE BOTTOM OF THE **NET ARCHITECTURE!** TO THE CORE OF IT ALL!
THEN HE **JACKED OUT** AND DASHED AWAY! DASHED AWAY ALL!

IN THE RESULTING CHAOS AS WE PICKED UP THE PIECES
WE FOUND A HEFTY FILE LEFT BEHIND IN **THE LIBRARY'S** CREASES:

MERRY GUNMAS TO ALL, AND TO ALL I RELEASE TO THEE
PRINT SCHEMATICS THAT SURELY ALL WISH TO SEE,
HO HO HO, NIGHT CITY, INFORMATION WANTS TO BE FREE!

THE 12 DAYS OF GUNMAS

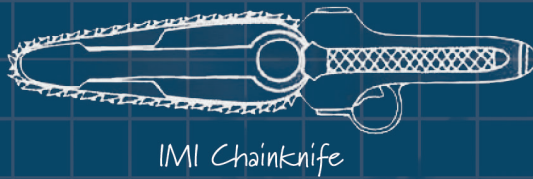
MERRY GUNMAS!!!



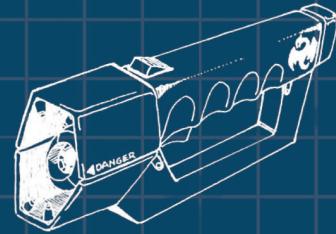
Arasaka WAA Bullpup
Assault Weapon



Constitutional Arms
Multiple Ammunition
Pistol



IMI Chainknife



Kendachi Dragon Flamethrower

Illustrations of weapons not to scale

▶ ARASAKA WAA BULLPUP ASSAULT WEAPON

Cost: 1,000eb (Very Expensive)

A bullpup assault rifle that was standard issue for Arasaka soldiers in the 2020s. Tough, reliable, and chipped for smartgun use.

The Arasaka WAA Bullpup Assault Weapon is a Exotic Assault Rifle with a 30 shot capacity and a Smartgun Link. Despite being an Exotic weapon, it is still capable of loading Non-Basic Ammunition.

▶ CONSTITUTIONAL ARMS MULTIPLE AMMUNITION PISTOL

Cost: 500eb (Expensive)

Designed by Constitutional Arms in the 2020s to take advantage of advances in the field of ordnance technology, this revolver was designed to offer the user a choice between lethal and non-lethal response to a situation. The Multiple Ammunition Pistol is equipped with a rapid selector switch and a readout display under the rear sight, which informs the user of the round selected.

The Constitutional Arms Multiple Ammunition Pistol is a Exotic Very Heavy Pistol with a 5 shot capacity. Unlike other weapons, you can load this weapon with a mix of up to five different kinds of Very Heavy Pistol Ammunition and select which ammunition you want to fire with each shot.

▶ IMI CHAINKNIFE

Cost: 500eb (Expensive)

Designed and manufactured in Israel, the Chainknife saw a great deal of use by Mossad agents in the 2020s. Shaped somewhat like a survival knife, this hand-held combat saw can still chew through armor like cheesecloth.

The IMI Chainknife is a One-Handed Exotic Medium Melee Weapon with 1ROF. As an Action it can be revved up and, once revved, it will remain so until it is dropped, stowed, or until revved down as an Action. While revved, the Chainknife is a Excellent Quality One-Handed Exotic Very Heavy Melee Weapon.

▶ KENDACHI DRAGON FLAMETHROWER

Cost: 1,000eb (Very Expensive)

A 2020 classic. Everyone's favorite hand-held flamer still provides fiery destruction at your fingertips.

A One-Handed Exotic Shotgun with a 2 shot capacity that is fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill.

Mechanically, this flamethrower is a Shotgun that can only fire Incendiary Shotgun Shells (ammunition cost for this weapon is also the same as Incendiary Shotgun Shells), except that while your targets are ignited, until they spend

DATA

There are a lot of Arasaka weapons floating around Night City, leftover from the 4th Corporate War.

DATA

Who is the mysterious Netrunner known as S.A.N.T.A.?

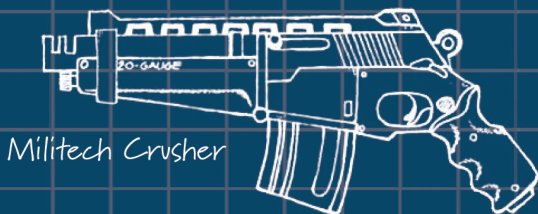
Truth be told, we don't know. According to Brain, the owner of Short Circuit, S.A.N.T.A. shows up every December 24th and downloads a file full of secret Corp info onto The Library, the bar's NET Architecture dedicated to shared information and then leaves without saying a word.

THE 12 DAYS OF GUNMAS

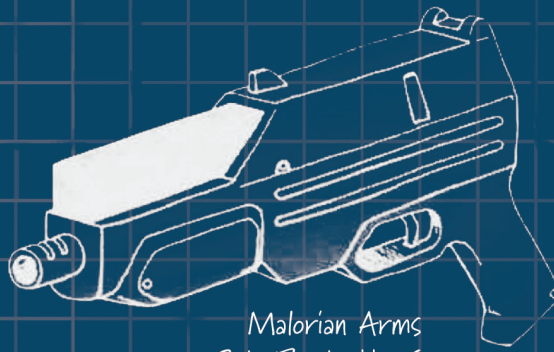
EAT, PRINT, AND BE MERRY!!!



Magnum Opus
Hellbringer



Militech Crusher



Malorian Arms
Sub-Flechette Gun

Illustrations of weapons not to scale

an Action to put themselves out they take 4 damage to their HP at the end of their turn. If they were already on fire, this fire effect replaces one that would deal less damage. Multiple instances of this effect do not stack. Damage dealt by this weapon cannot cause a Critical Injury, and it cannot be used to make Aimed Shots.

► MAGNUM OPUS HELLBRINGER

Cost: 1,000eb (Very Expensive)

A massive double-action revolver, this huge weapon holds only three rounds in its solid titanium-steel cylinder, but each one is a man-killer. It's a break-action design, engaged by a left-side thumb button.

The entire handgun is composed of steel and ultra strong hybrid alloys, and the ported barrel has a heavy, full-length underlug for balance.

Just like in 2020, the Hellbringer comes with no fancy electronics, and with only three shots, you still have to make each one count!

The Magnum Opus Hellbringer is a Exotic Very Heavy Pistol with a 3 shot capacity. It deals 5d6 damage with a single shot, but if fired by a user without BODY 10 or higher, the weapon jams after each shot. Unjamming the Hellbringer requires an Action to reverse the malfunction before it can be used again.

► MALORIAN ARMS SUB-FLECHETTE GUN

Cost: 5,000eb (Luxury)

In 2020, Malorian Arms beat their competition to the punch with the Malorian Arms Sub-Flechette Gun, a flechette submachine gun semi-bullpup that used a rotary bolt system. Firing it's own proprietary caseless flechette round, this weapon is still capable of defeating any body armor in present use.

The Malorian Arms Sub-Flechette Gun is a Excellent Quality Exotic Heavy SMG with a 25 shot capacity, Smartgun Link, and Autofire (4). The weapon is only capable of firing its own unique Armor-Piercing Ammunition which ablates armor by 4 instead of 1 whenever you would ablate armor. This ammunition costs the same as typical Armor-Piercing Ammunition does, and can only be fired by the Malorian Arms Sub-Flechette Gun.

► MILITECH CRUSHER

Cost: 500eb (Expensive)

This pistol-sized shotgun was developed during the second Central American Conflict for close combat and roomsweeping duties. Since then, the Crusher's whippet silhouette and box magazine have cemented themselves as an iconic piece of gun culture – one that won't be going out of style anytime soon.

DATA

Back in the day, the Hellbringer was also known as the .666.

DATA

The Crusher gets a retooling every few years. This is the 2020 edition.



The Militech Crusher is a Exotic Very Heavy Pistol with a 6 shot capacity that can only fire Shotgun Shell Ammunition.

Cost: 1,000eb (Very Expensive)

In 2020, the ARS-5 was the hot new gun for the young Corps and popular among law enforcement agencies and corporate armies. Nowadays, those young Corps have moved on to newer shinier weapons platforms, and what original ARS-5s remain have since been passed down into younger, greasier, second hands. Time to print some new ones!

The Mustang Arms ARS-5 Submachine Gun is a Exotic Heavy SMG with a Smartgun Link, Infrared Nightvision Scope, and a Sniping Scope.

Cost: 500eb (Expensive)

An air weapon conceived of by Nomads in the 2020s based on pre-collapse paintball technology. With four rotating barrels, it fires a much larger bolt than a typical crossbow which is capable of traveling over greater distances. Nowadays, the gun is used by Nomads for the same thing it was used for in 2020: harassing drivers and shooting tires.

There has been one upgrade though, an air compressor has been built into the stock for easy reloading.

The Nomad Pneumatic Bolt Gun is an Exotic Sniper Rifle with a 8 shot capacity that deals 4d6 damage with a single shot. Instead of firing bullets, it instead fires Arrows, and is capable of loading all Non-Basic Ammunition despite being an Exotic weapon.

Cost: 1,000eb (Very Expensive)

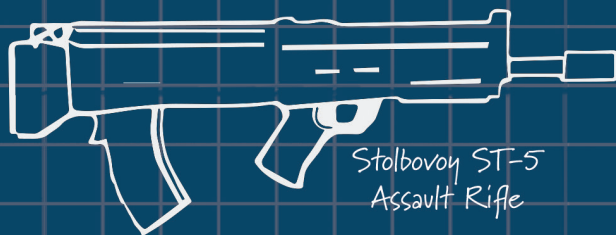
An unusual double-action design from Nova Arms, the Cityhunter is a revolver that strays from regular conventions in several ways, but mainly in that it fires caseless rounds, bullets embedded in triangular blocks of propellant. Within the breach is an electrical igniter, which fires the round's propellant when triggered by smartgun link. Twenty-five years later, it still feels like a brand new gun.

The Nova Model 757 Cityhunter is a Exotic Heavy Handgun with a 18 shot capacity and a Smartgun Link. Despite being an exotic weapon, it can fire Smart Ammunition. Ammunition bought for this gun can only be fired by this gun and is purchased in increments of 18 which cost the same as ammunition does when purchased in increments of 10 for other weapons.

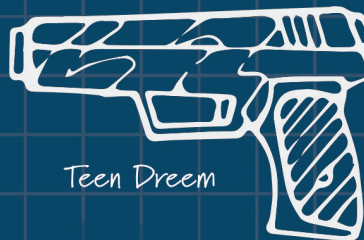
If you come across an antique ARS-5 at a Night Market, there's a good chance it still has the original Exec owner's name engraved on the grip.

Nomads are proud of their tech and decorate their weapons accordingly. No two Pneumatic Bolt Guns look alike.

THE 12 DAYS OF GUNMAS



Stolbovoy ST-5
Assault Rifle



Teen Dreem

AND A MERRY NEW GEAR!!!

Illustrations of weapons not to scale

DATA

Teen Dreems come in a variety of garish colors and can be found for sale in Vendits and Bodegas across Night City.

► STOLBOVOY ST-5 ASSAULT RIFLE

Cost: 100eb (Premium)

In the 2020s, Stolbovoy created a weapon that could operate reliably under the most adverse conditions, including heat, cold, mud, dampness, sand and grit, lubricant contamination, and corrosive environments. It isn't a surprise that most ST-5s issued are still in service today.

The Stolbovoy ST-5 is a Poor Quality Exotic Assault Rifle with a 20 shot capacity. While jammed, firing the weapon has a 50% chance of still working as normal, which also clears the jam. If you lose the coin flip, the weapon fails to fire and your Action is used, but the jam is still cleared. Despite being an Exotic Weapon, it is still capable of loading Non-Basic Ammunition.

► TEEN DREEM

Cost: 20eb (Everyday)

A relic of 2020s pop culture, the Teen Dreem might be a fun print for a nostalgic Tech, as it's just as much of a gun for posers now as it was in its mallrat heyday of 2020. Watch out, or you might get burned!

The Teen Dreem is a Poor Quality Exotic SMG with a 10 shot capacity. Unlike other weapons, this weapon can use Autofire and Suppressive Fire as long as it has at least 2 bullets in the clip, both of which drain the clip entirely. Most importantly, whenever you use Autofire or Suppressive Fire with a Teen Dreem the front of the barrel sloughs off like a block of melted cheese after it finishes firing, destroying the weapon beyond repair.

ATTENTION ALL MILITECH INFORMATION AND SECURITY TECHNOLOGY EMPLOYEES:

WE HAVE RECENTLY BECOME AWARE OF A **BREACH** IN SECURE SERVER **1001B23X79** (CODENAMED **CHROME EAGLE**). AS YOU ARE NO DOUBT AWARE, THE SECURITY OF THIS SERVER IS **PARAMOUNT** AS IT CONTAINS BLUEPRINT ASSETS, INCLUDING ONE FOR OUR MOST ICONIC FIREARM, THE **MILITECH CRUSHER SSG**. DISCOVERING HOW THE SERVER WAS BREACHED AND PREVENTING ANY FUTURE BREACHES ACROSS ALL **937** OF OUR SERVERS IS OF THE UTMOST PRIORITY. AS SUCH, **CORPORATE MANDATE 2SK-9** HAS BEEN **IMPLEMENTED**. ALL LEAVE, INCLUDING FOR THE **DECEMBER 25TH** HOLIDAY, HAS BEEN **CANCELED**. AS IS STANDARD, ALL DAYS WORKED WHILE **2SK-9** IS IN EFFECT WILL BE CONSIDERED PART OF A NORMAL PAY SCHEDULE AND DO **NOT** QUALIFY FOR **OVERTIME**. GOOD LUCK TEAM, I KNOW WE CAN DO IT!

PLEASE DIRECT ANY QUESTIONS TO MY **ASSISTANT**, AS I WILL BE OUT OF THE OFFICE UNTIL THE END OF THE YEAR.

—BRADFORD DAVIS III, CHIEF EXECUTIVE INFORMATION AND SECURITY TECHNOLOGY OFFICER

THE 12 DAYS OF GUNMAS

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire (ROF)	Hands Required	Can be Concealed?	Cost
Arasaka WAA Bullpup Assault Weapon	Shoulder Arms	5d6	30 (Rifle)	1	2	NO	1,000eb (V Expensive)
→ Alt. Fire Modes & Special Features: Autofire (4) • Suppressive Fire • Smartgun Link							
Constitutional Arms Multi-Ammo Pistol	Handgun	4d6	5 (VH Pistol)	1	1	NO	500eb (Expensive)
→ Alt. Fire Modes & Special Features: Mixed Ammo (up to 5 types)							
IMI Chainsknife	Melee Weapons	2d6/4d6	N/A	1/1	1/1	NO	500eb (Expensive)
→ Alt. Fire Modes & Special Features: Switch from Medium Melee to Excellent Quality Very Heavy Melee w/ Action							
Kendachi Dragon Flamethrower	Heavy Weapons	N/A	2 (Shell)	1	1	NO	1,000eb (V Expensive)
→ Alt. Fire Modes & Special Features: Incendiary Shell Ammunition only							
Magnum Opus Hellbringer	Handgun	5d6	3 (VH Pistol)	1	1	NO	1,000eb (V Expensive)
→ Alt. Fire Modes & Special Features: None							
Malorian Arms Sub-Flechette Gun	Handgun	3d6	25 (H Pistol)	1	1	NO	5,000eb (Luxury)
→ Alt. Fire Modes & Special Features: Autofire (4) • Suppressive Fire • Smartgun Link • Unique Ammo							
Militech Crusher	Handgun	N/A	6 (Shell)	1	1	NO	500eb (Expensive)
→ Alt. Fire Modes & Special Features: Basic Shotgun Shell Ammunition only							
Mustang Arms ARS-5 Submachine Gun	Handgun	3d6	40 (H Pistol)	1	1	NO	1,000eb (V Expensive)
→ Alt. Fire Modes & Special Features: Autofire (3) • Suppressive Fire • Smartgun Link • Infrared Nightvision Scope • Sniping Scope							
Nomad Pneumatic Bolt Gun	Shoulder Arms	4d6	8 (Arrow)	1	2	NO	500eb (Expensive)
→ Alt. Fire Modes & Special Features: Arrows							
Nova Model 757 Cityhunter	Handgun	3d6	18 (H Pistol)	2	1	YES	1,000eb (V Expensive)
→ Alt. Fire Modes & Special Features: Smartgun Link • Unique Ammo							
Stolbovoy ST-5 Assault Rifle	Shoulder Arms	5d6	20 (Rifle)	1	2	NO	100eb (Premium)
→ Alt. Fire Modes & Special Features: Poor Quality							
Teen Drem	Handgun	2d6	10 (M Pistol)	1	1	YES	20eb (Everyday)
→ Alt. Fire Modes & Special Features: Autofire (3) • Suppressive Fire							

DATA

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

THE 12 DAYS OF GUNMAS PLAYTESTERS

Azalah, Bug, Célestin Vieu, Dannyb2525, David "Dryss" Berland, David Mager, Florian Garcia, Iseo (M.K) Bergins, Jared Doyle Barnes, JCapp, jennyglitz, John Cochran, Kaidyn Kravetz, Karolka "FoxxyMama" Kmieć, Twizt, Ryan St. John, Sasho Coates, and Shawn Gregory.