

Guns Akimbo



Guns Akimbo Homebrew for Cyberpunk RED

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Version. 2.5



Guns Akimbo – Homebrew Style Guide for Akimbo Guns in Cyberpunk
RED

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► You are more than welcome to point out any mistake, grammatical error, improperly acknowledged art. Take it easy with some inconsistencies within RED as written.

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Acknowledgements

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Cover: [@Lazer Groove](#)

Page 2: [@StradomyreArt](#)

Pages 4,7,8,11 and 12: [@Lazer Groove](#)

The art of two guns.

Using twice the gun and hitting half the shots is pure style over substance, even if you substantially hit all your shots. Yes, in real life firing 2 handguns at the same time is guaranteed to hit almost nothing at all, but this isn't real life. This is a sci-fi setting where you can dodge bullets, replace almost your entire body with machines, where you have mini computers in your guns helping you hit your shots, even smart ammo. So suspend your disbelief and have some fun choomie.

Here's a couple of ways to look this cool and shoot this much lead and John Woo the ladies, or dudes idc.

Please read through all different options and check with your GM if they accept such coolness and fun. If you're the GM, read harder and you get to decide if you use and how you use this.

This homebrew can make the player character stronger and deadlier with some heavy Humanity and Eurodolar investment. The same applies to enemies if escalation is needed.

Think about that and have fun!



► Akimbo as a 2x Skill

Akimbo is now a 2x Skill and you need **Reflexes 8** or an **Ambidexterity Chip** to have and use this Skill. This covers akimboing *all* guns, but cannot be used to fire a single weapon. You must commit to the Akimbo.

Requirements: Two ranged weapons, one in each hand. Attacking with both ranged weapons in the same turn. At least one bullet remaining in each ranged weapon.

You roll your Akimbo Skill + 1d10 to hit with both weapons in the same attack, and successfully beat the DV to hit your target.

Now you roll both of the gun's damage dice, separately. Check each damage roll against your target's SP and ablate it once.

Example: You're using two Very Heavy Pistols and rolled a 17 and a 12. You check the 17 against the target's SP, in this case being 11. $17-11=6$. You deal 6 damage to the target and ablate their SP by 1.

Now you check the 12 against their SP 10. $12-10=2$. You deal 2 damage to the target and you **don't** ablate their SP this time.

Mismatched ROF: Akimboing requires you to make an attack with both guns at the same time. If you have a gun with ROF 1 and another with ROF 2, you can only attack once with ROF 1. If you're Akimboing two guns with ROF 2, you can attack twice with the ROF 2.

You don't increase your ROF, you roll the same amount of attacks and if you hit, you do the damage of both weapons. Increasing ROF significantly increases success rate, this is the best way to handle this from all the suggestions and math I found so far.

Twin Cyberoptics allow you to attack two enemies at the same time, you roll the same attack for both of their DVs and each will get one weapon's damage if hit.

► Akimbo DVs

The DV for Akimbo Skill is the same DV for the weapons used with this skill.

- If you're Akimboing Pistols, you roll the Akimbo Skill and check against the Pistol DV.
- If you're Akimboing a Pistol and an SMG, you roll the Akimbo Skill and check against the Pistol and the SMG DVs. If you beat both, you deal both their damages.
- Target's SP ablates only once, equal to the highest ablation value provided by either gun or ammo.
- Solo's Spot Weakness applies only to the first weapon damage rolled, that being treated as the "first successful Attack in a Round".
- If you only beat one and fail the other, you only deal the damage from the weapon which the DV you beat.

Bonuses to Attack rolls such as Weapon Quality, Attachments, Cyberware and Solo's Precision Attack apply as normal and can be stacked. If both weapons are of Excellent Quality, you get a total of +2. If both are smartgun linked, you get the bonus of both links if you have the required cyberware.

Thrown Grenades/Weapons: Even if they use the Grenade Launcher DV, they still use the Athletics Skill for throwing. You cannot Akimbo throwing Grenades, or throwing Melee Weapons.

►Aimed Shots

Akimbo skill can be used for Aimed Shots, under the same rules and additional effects as in **Corebook pg.170**. Aka maximum of 1 ROF, taking your entire Action, -8 to your Check and cannot be used with Autofire and Explosives.

►Akimbo Reload

You can attempt to reload both guns with one action, by attempting an **Akimbo Skill** check of **DV 17**. If you're attempting to reload mismatched guns the **DV is 21** (Pistol + SMG or Rifle + Shotgun). On a success, you reload both guns. On a failure, you reload only one gun as normal. On a fumble, you drop both your guns... you gonk.

You do not apply bonuses from Weapon Quality, Attachments or Cyberware to this check.

While akimboing, you can't perform actions that require a free hand like opening doors, driving or using items such as stims and grenades, until you holster or put away at least one of your weapons.

►Akimbo Autofire

The Akimbo Skill is rolled instead of Autofire Skill and checked against the Autofire DVs, as long as you're autofiring two guns at the same time. You cannot Autofire one weapon and Single Shot another. It costs an Action and 10 bullets from each gun's clip.

If you don't have 10 bullets remaining in each gun's clip, you can't use Akimbo Autofire. **Akimbo Autofire cannot be used to make an Aimed Shot.**

Requirements: All previous requirements to use Akimbo Skill. For two-handed weapons you need **Body 10** and **Paired Cyberarms**.

Targets with REF 8 or Higher can still choose to attempt to dodge your Autofire.

If you hit, roll 2d6 for damage, and multiply it by the amount you beat the DV to hit the target, up to a maximum denoted by the weapon's Autofire (3 for SMGs, 4 for Assault Rifles.) This number is the damage that Akimbo Autofire dealt, but unlike normal Autofire you deal this damage twice to the target, checking both against the Target's SP and ablating it once. If both dice came up 6 or 5, you've also inflicted a Critical Injury.

When using guns with different Autofire values, the maximum will be the lowest value. Like if you're using an SMG and an Assault Rifle, the maximum autofire will be the SMG's 3.

If you have **twin cyberoptics**, you may choose to Autofire two different targets with one Akimbo Skill roll. You will have to beat both target's DVs and multiply the 2d6 damage by the amount you beat the highest DV.

► Splitting Akimbo

Normally you can only shoot one Target with Akimbo, setting the DV the same for paired guns. If you have **twin Cyberoptics**, you can attack two different targets like in the example below using Pistol DVs. **Your Akimbo roll will have to beat both DVs to deal damage to both targets.**

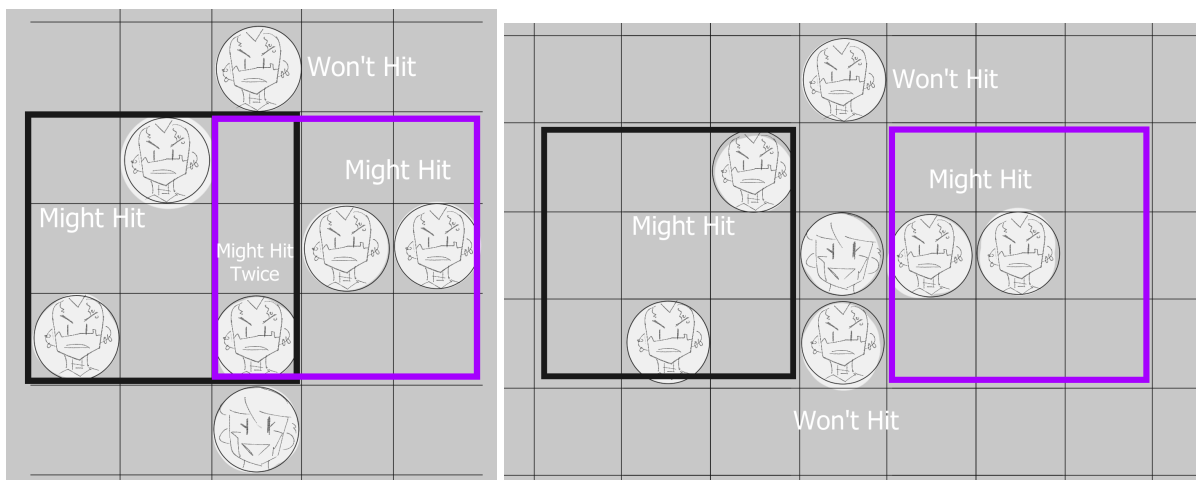


► Two-Handed Weapons

This guide was intended with the focus on handguns, but there's a demand for Akimboing two handed weapons like rifles and shotguns. You need **REF 8** or the **Ambidexterity Chip**, **BODY 8** and **paired Cyberarms**.

► Shotgun Shells

If you have **twin cyberoptics**, you can split the damage area from **Corebook pg.174** like this.

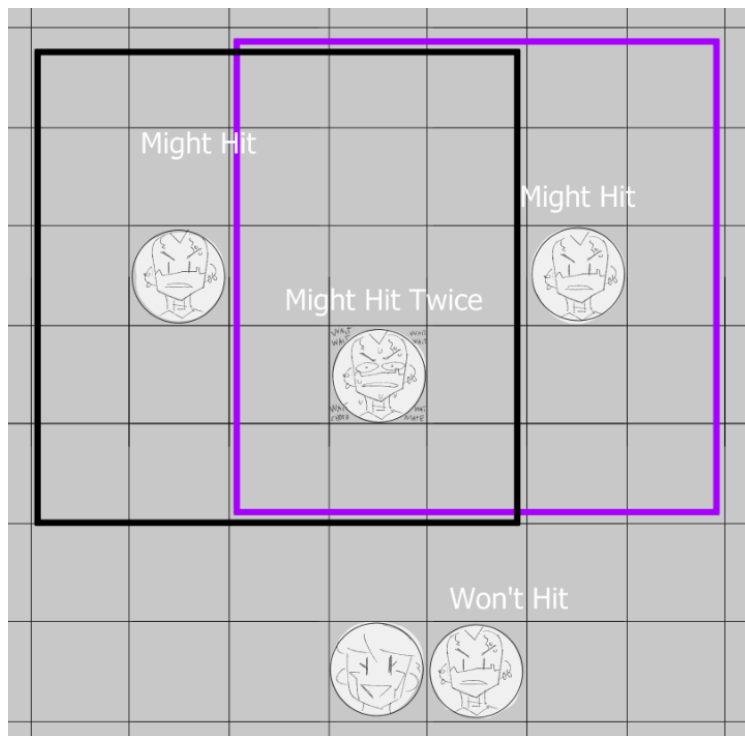


Otherwise you fire both weapons in the same area, dealing the damage twice as stated before.

You can Akimbo Shotgun Shells and an Assault Rifle. You roll Akimbo Skill once for both the Assault Rifle table and the DV for Shotgun Shells and attempt to beat both. Each will apply their damage and effect separately. This also applies to shell/explosives and single shots.

Assault Rifles: Follow the same rules as handguns.

Explosives: Like with Shotgun Shells, if you have **twin cyberoptics**, you can split the damage area from **Corebook pg.174** like this for optimal explosion area or explode the same enemy twice for optimal overkill.



Otherwise you fire both weapons in the same area and DV, dealing the damage twice as stated before.

*This increases the chances of blowing yourself or your chooms up! Aim carefully and **remember that this homebrew also applies to enemies!***

►Akimbo Suppressive fire.

As long as you have 10 bullets between the gun's clips, you can use Regular Suppressive Fire from **Corebook pg.174**.

When you use Akimbo Suppressive Fire, it costs an Action and 20 Bullets. **If you don't have 10 Bullets in each weapon, you can't use Suppressive fire.**

Everyone on foot within 35 m/yds, out of cover and in your line of sight must roll a **Concentration Check** against your **Akimbo Skill**.

If you have **twin cyberoptics**, you may choose to Suppress two targets at once, using Regular Suppressive Fire from **Corebook pg.174** as long as you have **10 Bullets remaining in each weapon's clip**.

▶Akimbo With Exotic Weapons???

Follow the same rules for **Handgun** and **Shoulder Arms**. **Heavy Weapons, Explosives, Grenades and Shells** follow the same example in **Page 8**. Exotic Weapons still use a ranged weapon's DV.

Bows require 4 arms if you want to akimbo them, or at least 3 if you akimbo a Bow with another Ranged Weapon.

▶Quadrimbo!?

The Akimbo needs at least two guns and two hands to be used. But how does it work if you chip one extra arm and hold another gun with it? What if you have four arms and four guns?

It works the same as with two. Roll your Akimbo Skill and deal the damage of each gun you succeeded the DV to hit, check each against your target's SP and still only ablate their SP by one.

Twin Cyberoptics lets you track and shoot **two** targets at the same time. If you want to track more than that, you will need to chip in more eyes.

▶I can put all my points into Akimbo and leave other skills at Zero??

Yeh. Would be funny.

As long as your GM is cool with it. They may also enforce that you need at least 2 points in the base skill for the gun before you akimbo it, or Base 10.

Example: To Akimbo Handguns with the Akimbo skill, you need Handguns Skill at a Base 10.

▶Melee Dual-Wield???

Find a different Homebrew, choom. I might cover that some day but don't wait on it.

► Akimbo Accessories.

Ambidexterity Chip.

When installed, this biochip makes the user ambidextrous. Anyone using it can make use of two single-handed tools or weapons at the same time. This chip doesn't let the user to independently focus the eyes, actions must be directed at a single objective. **Cost: 1000eb. 7 (2d6)//2HL. Chipware Socket Required.**

Much like a Reflex Coprocessor allows a person to dodge bullets without having REF 8, the Ambidexterity Chip lets a person Akimbo without REF 8.

Ammo Belt/ Bandolier

This is a very conspicuous belt or bandolier with your magazines, clips, bullets, grenades and/or rockets. Built in the exact way for your Akimbo reloading needs, making the ammo easily accessible (and obvious to onlookers). When wearing this, your roll to reload both guns in one turn gets a +1. **Cost: 500eb.**

Pistol-Auto-Loaders

Cyberlimb option. Each store 4 Standard, or 2 Extended Magazines for handguns at a time, actuators deploy them and insert into the gun when reloading. This grants you 4 (or 2) instant reloads without spending an action, after that you must reload the cyberware with fresh ammo. **Takes 3 slots. Cost: 500eb. 7 (2d6)//2 HL . Clinic**

Rifle-Auto-Loaders

Cyberlimb option. Each store 4 Standard, or 2 Extended Magazines for Shoulder Weapons at a time, actuators deploy them and insert into the gun when reloading. This grants you 4 (or 2) instant reloads without spending an action, after that you must reload the cyberware with fresh ammo. **Takes 4 slots. Cost: 800eb. 7 (2d6)//2 HL . Clinic**

Rocket-Auto-Loaders

Cyberlimb option. Each store 3 Standard, or 2 Extended Magazines for Heavy Weapons at a time, actuators deploy them and insert into the gun when reloading. This grants you 3 (or 2) instant reloads without spending an action, after that you must reload the cyberware with fresh ammo. **Takes 4 slots. Cost: 1000eb. 7 (2d6)//2 HL . Clinic**

Supersized Hands

Cyberhand. Borgware. Oversized cyberhands. Allows user to use any weapon, despite their BODY STAT. **Requires cyberarms. Takes 2 Option slots and must be paired, but only count as one cyberware installation. Cost: 1000eb. 14d6//4 HL. Clinic.**

Big Fucking Arms

Cyberarms. Borgware. These massive and obvious cyberarms are for those who like BIG guns, no matter your size. They come with their own robotic compensators so you can hold and shoot any firearm with one hand, including **Heavy Weapons** despite their BODY STAT. **Must be paired, but only count as one cyberware installation. No Cyberware Slots.**

These cyberarms count **BODY 14** when using **Brawling, Bare Knuckle Boxing, Grappling** and **Choking** only. **Cost: 2500eb. 3d6//2 HL . Clinic.**

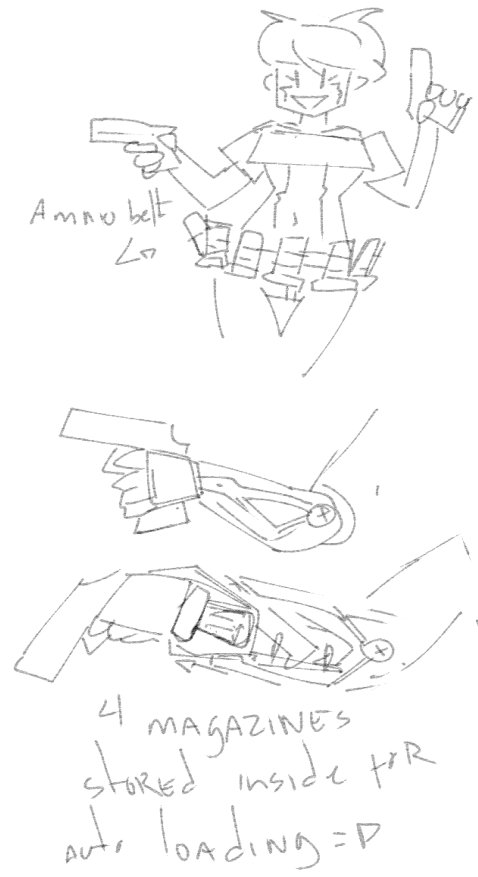
Bowie-Buddy

Cyberarm option, 2 slots. This cyberware allows Bows to be drawn and fired one handed, by installing a mini robotic arm inside the cyberarm, which holds and draws the nocked arrow along the outstretched cyberarm, much similar to a Crossbow 'Goats Foot' or 'Cranequin'. **When paired, allows the user to Akimbo bows without needing extra arms. Cost: 1000eb. 7 (2d6)//2 HL. Clinic.**



► **Personally, I prefer to handle Akimbo like-**

Then do it your way. Or use these and change into whatever you'd like, fill in the gaps, fix the issues you find. It's your game choom.



Now that I've gone Akimbo,
nothing CAN stop me!

