

Sojin Security Zapper Drone

Sojin Security is proud to present the Sojin Security Zapper Drone. This new drone is state of the art with auto piloting, enhanced handling, and is used for primarily non-lethal capture of suspects.



Sojin Security wants to have the ability to ask the people running against our teams, questions. You can't ask questions of the dead very easily, so we have created a new drone that is going to make it easier to capture the suspect.

<I saw one in action, the rigger flying them captured a camera drone that was trying to get a feed on the test. It looked fraggin cool> Drone Lover

Our drones are designed to have riggers control them or fly by command of a pilot. They are hardened to keep from being hacked by deckers, technomancers, and other riggers alike.

<I bet I could get one>-Yacco

These drones hold two heavy pistols loaded with overcharged stick-and-shock ammo and can't be loaded with any other ammo without modifications. Each of the drones are also equipped with a net gun that holds three electrified nets for capturing criminals, suspects, and critters as needed.

<Ouch, I hate Stick and shock, and an electrified net? I am shocked!> Invisible Runner

The stability of the quadcopter drone gives the weapons the ability to accurately fire further than initially expected. The drone has a compensator and has no recoil whatsoever. Pilots will enjoy enhanced speed, handling, and the ability to shoot while flying, making this one of the best devices for capturing suspects.

<You hit a couple of it's rotors and it won't matter how stable the drone is.> Ou!!!

<Ou!!! Is that really you? I heard you were dead!> The Kid



<Nope, Still alive and slashing.> Ou!!!

<Ring me, comm is still the same> The Kid

There is an option for replacing the net gun with a launcher for launching up to 4 Horizon Flying Eyes loaded with flashbang explosives for a nominal cost increase.

Drone: Sojin Zapper

	Handle	Speed	Accel	Body	Armor	Pilot	Sensors	Avail	Cost
Zapper	4	4	2	5	4	4	3	8R	10,000

The drone has a hardened wireless connection making it harder to hack. (+1D6 on all hack defense rolls)

Heavy Pistol: Ammo Stick-and-shock overcharge only.

Damage	AP	Ammo Capacity	Cost Per round	Availability
7S	-5	15	100	6R

Net Gun: Electrofied Monofilament Net

Damage	AP	Ammo Capacity	Cost per Net	Availability
5S (Tangled/Prone)	-5	3	1000	8R

(Optional bay for Horizon Flying Eyes)

If Net Gun is removed 4 Flying Eyes can be loaded into bays. These (if purchased from Sojin Inc) are loaded with flashbangs, destroying the flying eyes. These can be purchased for 2300Y each.

Order yours at Sojin Inc's matrix site today!