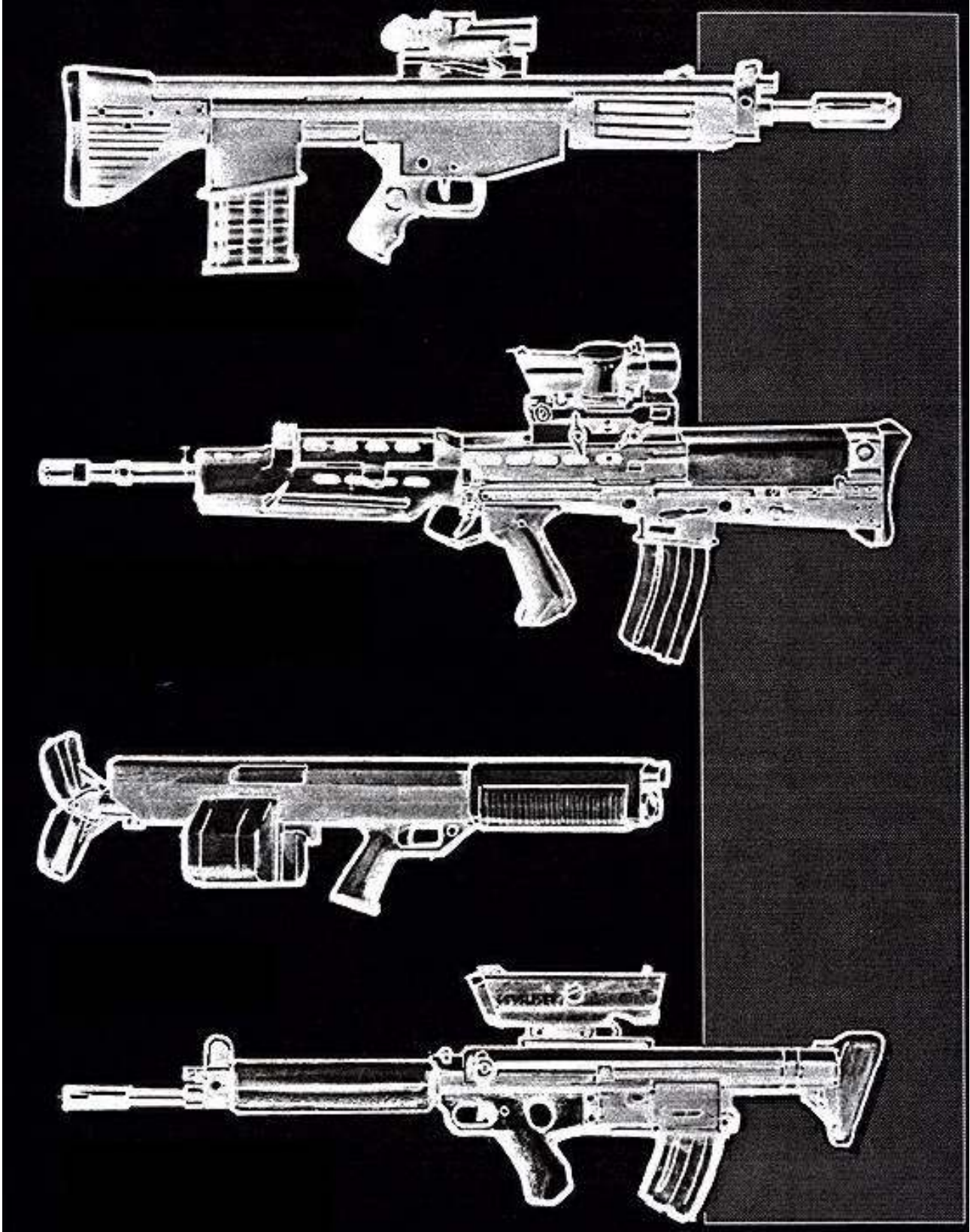


# DATAFORTRESS 2.0.2.0

Presents:

## THE ILLUSTRATED REFERENCE GUIDE VOLUME 2 CYBERPUNK 2020 WEAPONS



## Welcome

As the title says, this is an illustrated reference guide to every weapon ever presented in a Printed Cyberpunk 2020 product, including the 2013 books, Cybergeneration, the Atlas and Ianus books, Interface Magazine, and Punk 21 Magazine.

Every item is given the basic stats, a reference to the book it came from to further research it, and for the first time ever for 90% of them, an image.

There have been a few minor edits, the most major of which have been to drug costs and vehicle stats, to more closely resemble the flavor text, or original image, of the item, or to keep pace with real world technology.

The main reason for this project was that quite simply, in it's own words, Cyberpunk 2020 is all about Style. And when you add a visual representation to the mix, every item, every piece of gear, is literally an extension, an expression if you will, of the characters style. Without the image, it's all just numbers on a page. An image makes the choice more important than just stats. Unfortunately, most of the technology found in the sourcebooks is woefully lacking in visual representation, and some of the images that are present are simply not on the same level as others. Wherever possible I tried to use the original image, and in cases where the original image was replaced, or no image existed, I tried fervently to come as close to the item as I could based on it's description in the source text.

I would especially like to thank Node 16 for compiling the lists of items, without the Cyberpunk 2020 Reference Guide, I never could have done this.

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Some Items represent a significantly higher tech level than others, particularly items from When Gravity Fails, the Cybergeneration books, the Firestorm books, Interface 2.2 and the Ianus books. It is up to the GM to decide which of these items to allow in his game, they should be included with caution.

## Weapons break into seven types:

**Pistols (P)** are any type of single shot (or semiautomatic) weapon that may be accurately fired with one hand.

**Submachineguns (SMG)** are any type of weapon that may fire either automatically or semi automatically, using only pistol ammunition.

**Shotguns (SHG)** are any weapon that fires pellets or other small particles instead of a solid slug.

**Rifles (RIF)** include assault rifles, carbines, and fully automatic rifles. These weapons always fire rifle type ammunition.

**Heavy Weapons (HVY)** include missiles, grenades, heavy cannon, etc.

**Melee Weapons (MELEE)** include swords, daggers, knives, martial arts weapons, polearms, etc.

**Exotic Weapons (EX)** these are bows, lasers, flechette pistols, airguns and microwave weapons - the real "sci-fi" weapons. Bows and Crossbows, as well as slings and other odd weapons types fall under this category as well.

**Each weapon is represented by certain characteristics, such as its type, damage, range, accuracy, Concealability, availability and cost. These factors are recorded as a weapon code – a profile of the weapon in order of:**

Name · Type · Accuracy · Concealability · Availability ·  
Damage/Ammunition · Number of Shots · Rate of Fire · Reliability

**For an example, a weapon with the code:**

**Minami 10 - SMG - 0 - J - E - 2D6+3 (10mm) - 40 - 20 - VR** would be a Minami 10 Submachinegun (SMG) of average Accuracy (0) which can be hidden under a jacket (J), with excellent availability (E), fires 10mm ammunition, has a 40 shot magazine, can fire up to 20 rounds per combat round on full auto, and is very reliable.

**Descriptions of Weapon Codes follow:**

**Accuracy:** This is how good the weapon really is. Weapons are rated from -3 to +3 on accuracy, with 0 being an average level of accuracy.

**Concealability:** How easily they can be hidden until needed (an important factor in combat weapons). A smart combat gunner doesn't want to walk into a bar with a shotgun protruding from underneath his coat - it's going to cause trouble. He also needs to be able to carry "holdouts" in the event of capture or disarmament.

Pocket, Pants Leg or Sleeve (P)  
Jacket, Coat or Shoulder Rig (J)  
Long Coat (L)  
Can't be Hidden (N)

**Availability:** This is how difficult the weapon is to find on the open market. This will often vary wildly depending on setting and genre.

**Excellent (E)** Can be found almost anywhere.

**Common (C)** Can be found in most sports & gun stores or on the Street.

**Poor (P)** Specialty weapons, black market, stolen military.

**Rare (R)** Stolen, one of a kind, special military issue, may be highly illegal.

**Damage:** This is the amount of damage a weapon does, measured in the number of dice, either 6-sided (D6) or 10-sided (D10) die. Example: if a weapon damage is 2d6, you roll 2 six sided die.

**Number of Shots:** This is how many shots are held in the standard clip, magazine or cylinder for the weapon type.

**Rate of Fire:** This is how many shots the weapon can fire in a single combat round by holding down the trigger (3.3 seconds). Weapons with multiple modes of fire such as single shot, 3-round burst, and full auto, will have this broken up like this 1/3/20.

**Reliability:** This is how reliable the weapon is in combat – its chance of jamming while on autofire, etc.

Unreliable (UR)  
Standard (ST)  
Very Reliable (VR)

Melee weapons are assumed to be of standard quality, however you can upgrade or degrade the quality.

A weapon with a quality of 1 is 1/5th the price listed.

A weapon with a quality rating of 2 drops the weapon price by 1/2.

A weapon with a quality rating of 3 is standard.

A weapon with a quality rating of 4 raises the weapon price x3

A weapon with a quality rating of 5 raises the weapon price x10  
(Certain weapons, especially improvised ones such as most glass bottles have a quality rating of zero and break upon impact)

All hafted weapons can also do damage as a Jo or Bo staff, depending on length.

Weapon Pommels can be used to make bludgeoning attacks and do 1/2 D6 damage.

Improvised weapons are to be compared to the above list using common sense to figure out what would be the best category of comparison for the improvised weapon. For really odd bludgeoning weapons, damage is figured at 1/2 d6 for every 2 lbs. of weapon weight.

You can throw any weapon, but throwing any weapon not specifically designed for it results in a -2 to hit.

**ALL FIREARMS IN THIS BOOK FIRE CASED  
AMMUNITION UNLESS OTHERWISE NOTED**

**Some Items represent a significantly higher tech level than others, particularly items from Cybergeneration books, When Gravity Fails, and the Firestorm books. It is up to the GM to decide which of these items to allow in his game, they should be included with caution.**

# MELEE WEAPONS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Switchblade  
MEL +0 P C 1d6/2\* - - - 1m 15 CP20



Club  
MEL +0 L C 1d6 - - - 1m 2 CP20



Knife  
MEL +0 P C 1d6\* - - - Throw 1-20 CP20



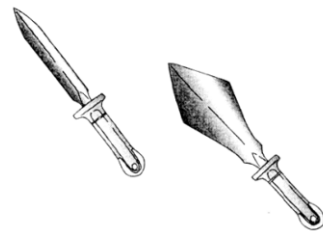
Bayonet/Survival Knife  
MEL +0 J C 1d6\* - - VR 0.5m 50 NEO



Steel Bayonet  
MEL -2 J C 1d6\*/3d6\* - - VR 1m 15 HoB



Mystic Tech Spring Knife  
MEL +0 P C 1d6\* - - ST 5m 125 Chr2



Spawnblade  
MEL +0 J P 1d6/1d6+4\* - - ST 1m 450 Chr2



Brass Knuckles  
Punch +0 P C 1d6 - - - 1m 10 CP20



Smartwhip  
MEL +0 J C 1d6+2 - - ST 1m 600 NEO



Combat Knife  
MEL +1 J P 2D6 - - - 1m 70 PAC



Utility Sword/Machete  
MEL +0 L C 2D6\* - - VR 0.5m 60 NEO



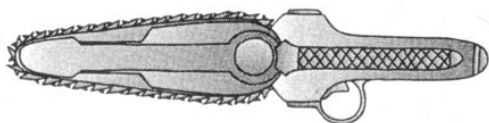
SPM-1 Battleglove  
Punch -2 N P 2d6/3d6 - - VR 1m 900 CP20



SPM-2 Battleglove +  
Punch -1 N P 2d6\*/3d6 -- VR 1m 970 PAC



Kendachi Monowhip  
MEL +0 J P 2d6# -- ST 1-3m 350 Chr2



IMI "Chainknife"  
MEL +0 J P 2d6+1\* -- VR 1m 120 Chr2



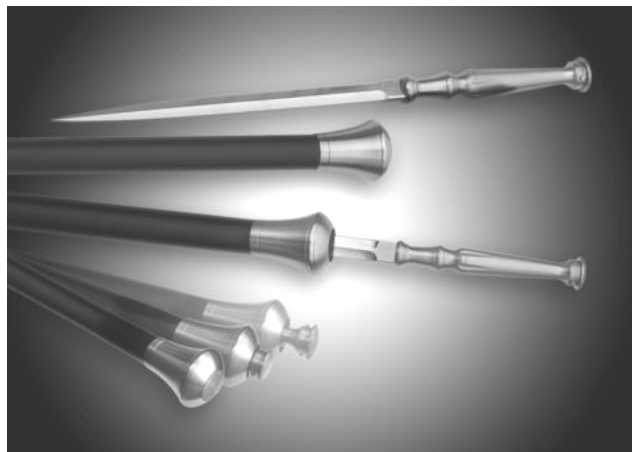
Sword  
MEL +0 N C 3D6 --- 1m 20-200 CP20



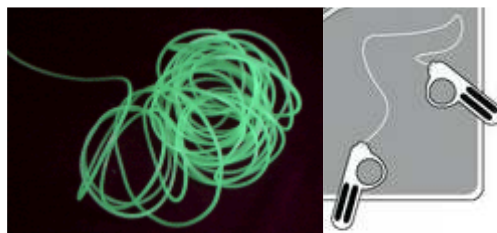
Excilibur Nightstick  
MEL +0 J P 2d6 -- VR 1m 80 P&S  
Excilibur Taserstick  
MEL +0 J P 2d6/Stun 8 1 ST 1m 80 P&S  
Excilibur Macestick  
MEL +0 J P 2d6/Mace 6 1 ST 1m 80 P&S



Axe  
MEL -1 N C 2d6 --- 1m 20 CP20



Monosword Cane  
MEL +1 L P 3d6# -- VR 1m 255 SOF2



Monowire  
MEL +0 P R 3d6# -- VR 1m 60/m Chr2



Sledgehammer  
MEL -1 N C 4d6 --- 1m 20 CP20



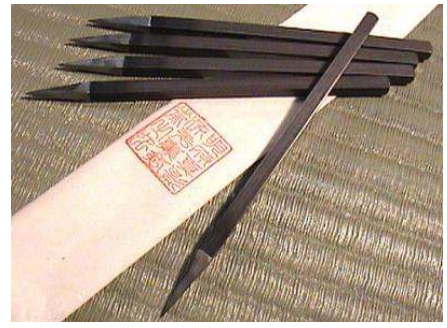
Chainsaw  
MEL -3 N C 4d6\* --- 2m 80 CP20



Entrenching Tool  
MEL -1 N C 2d6 --- 1m 20 CP20



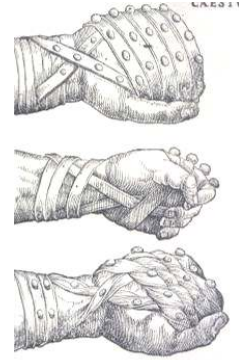
Bagh-Nakh  
Punch +2 P P 1d6/2\* - - - 1m 15 PAC



Bo-Shuriken  
MEL +0 P C 1d6/2\* - - - Throw 4-7 PAC



Hyo  
MEL -2 P C 1d6/2 Ref/2 - - Throw 5 PAC



Spiked Cestus  
Punch +0 P P 1d6\* - - - 1m 20 PAC



Tekko  
Punch +0 J C 1d6/2\* - - - 1m 25 PAC



Ba Zhan Shuang (Deer Antler Knives)  
MEL +0 L C 2d6\* - - - 1m 45 PAC



Tetsubishi  
MEL -1 P C 1d6/2\* - - - Throw 3-6 PAC



Shuang Dao (Butterfly Swords)  
MEL +0 L C 2d6\* - - - 1m 45 PAC



Juji-Shuriken  
MEL +0 P C 1d6/2\* - - - Throw 2-3 PAC



Ashiko  
MEL +0 J C 1d6/2\* - - - 1m 28 PAC



Tessen (metal fan)  
MEL +0 J C 1d6 --- 1m 60 PAC



Arm, Elbow, Leg, Knee, Glove, and Boot Spikes  
MEL +0 N C 1 point --- 1m 10-25 PAC



Hanbo (100cm stick)  
MEL +1 L C 2d6 --- 1m 30 PAC



Jitte  
MEL +0 L C 2d6 --- 1m 30 PAC



Zhi Dao (thin sword)  
MEL +0 L C 2d6\* --- 1m 100-200 PAC



Kusari-gama (sickle)  
MEL -1 L C 1d6\*/2d6 --- 2m 100 PAC



Wu Ji  
MEL -1 N P 2d6\*, 3d6 --- 2m 100 PAC



Kendachi Monoknife  
MEL +1 P P 2d6# -- VR 1m 200 CP20



Sai  
MEL +0 J C 2d6+2\* --- 1m 20 PAC



Manriki-Gusari  
MEL +0 J P 2d6+3 --- 1m 30 PAC



Kama  
MEL +1 L R 2d6\* -- VR 1m -- PAC



Nunchaku  
MEL +0 L C 3d6 --- 1m 15 CP20



Mystic Nunchaku/Blade  
MEL +0 L P 3d6/1d6+1/2d6+1\* -- VR 1m 200 SOF2



Qiang Ji (spear)  
MEL +0 N P 2d6/3d6\* --- 2m 95 PAC



Naginata  
MEL +0 N P 2d6/3d6\* --- 2m 100 CP20



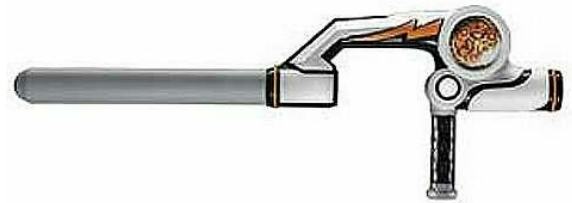
Daisho  
Katana  
MEL +2 N R 3d6\* -- VR 1m 3000 PAC  
Wakizashi  
MEL +1 L R 2d6 -- VR 1m 1000 PAC  
Tanto  
MEL +1 J R 1d6\* -- VR 1m 300 PAC



Arasaka Orbital Crystal Mono-Edged Daisho  
Katana  
MEL +2 N R 4d6\* (Hard SP/2) -- VR 1m -- SW  
Wakizashi  
MEL +1 L R 3d6\* (Hard SP/2) -- VR 1m -- SW  
Tanto  
MEL +1 L R 2d6\* (Hard SP/2) -- VR 1m -- SW



Kukri  
MEL +0 L P 2d6\* --- 1m 50-150 PAC



Tonfa  
MEL +0 L C 2d6 --- 1m 15 PAC



Jiu Jie Bian  
MEL -2 L C 2d6 --- 2m 120 PAC





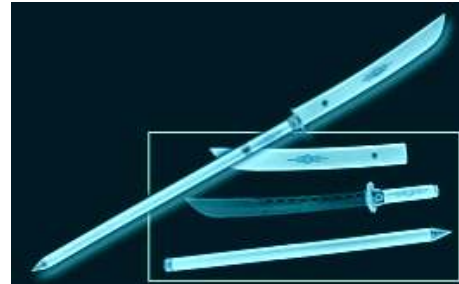
Liu Chi Bang/Bo/6ft Stick  
MEL +1 L C 3d6 --- 2m 40 PAC



Qing Long Yan Yue Dao  
MEL -2 N P 4d6 --- 1m 450 PAC



San Jie Gun  
MEL +0 N C 4d6 --- 2m 50 PAC



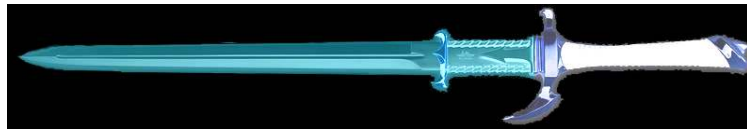
Kendachi MonoNaginata  
MEL +0 N R 4d6# - - VR 2m 400 CP20



3/6  
MEL +0 N C 3d6/4d6 - - VR 2/3m 150 PAC



Kendachi MonoKatana  
MEL +1 N R 4d6# - - VR 1m 600 CP20

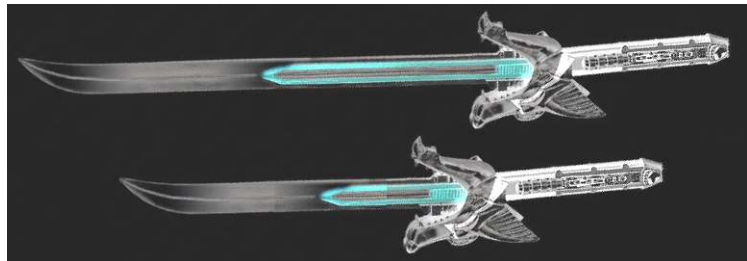


Kendachi Powersword  
MEL +0 L R 4d6 (Sx1/4, Hx1/2) - - ST 1m 860 Chr1



DOUBLE BROADSWORD

Niu Wei Dao  
MEL -2 N P 3d6 --- 1m 450 PAC



Kendachi Mono-Two  
MEL +1 J/N P/R 2d6#/4d6# - - VR 1m 650/700 Chr1



Mono PA Sword  
(Full Cybernetic Conversion Recommended)  
MEL +1 N R 4d6#+Fist - 1 30% 2m 2000 MM



**2 Handed Blade**  
 (Full Cybernetic Conversion Recommended)  
 MEL -1 N C 6d6~+Fist - 1 10% 3m 1000 MM



**2 Handed Blunt**  
 (Full Cybernetic Conversion Recommended)  
 MEL -1 N E 6d6+Fist - 1 15% 3m 500 MM



**Large Power Saw**  
 (Full Cybernetic Conversion Recommended)  
 MEL -2 N P 8d6~ (1/3SP) - 1 VR 2m 1250 MM



**Hyper Hammer**  
 (Full Cybernetic Conversion Recommended)  
 MEL -2 L R 9d10AP 2 1 ST 2m 2000 SOF2

\* Blade 1/2 soft armor, full penetrating damage.  
 # Monoblade 1/3 soft armor, 2/3 hard armor, full penetrating damage.  
 @ Standard Armor Piercing 1/2 soft and hard armor, 1/2 penetrating damage.  
 ~ Arrow 1/2 hard and soft armor, full penetrating damage.  
 HEAT High Explosive Anti-tank 1/2 armor, full penetrating damage. Composite Armour halves the damage.  
 EAP Extra Armor Penetration 1/4 armor, 1/2 penetrating damage.  
 FF Fragmentation Flechettes 1/2 soft armor, full damage.  
 ET Electrothermal Enhancement +50% damage and range, already accounted for in description.  
 G Gyrojet Ammo Damage increases when used at longer ranges.  
 r Radar Guided Active Missile Skill +20. Affected by jamming, stealth & chaff.  
 t Thermal Guided Active Missile Skill +15. Affected by flares and IR smoke.  
 o Optical Guided Active Missile Skill +15. Affected by smoke & darkness.

# BOWS & CROSSBOWS

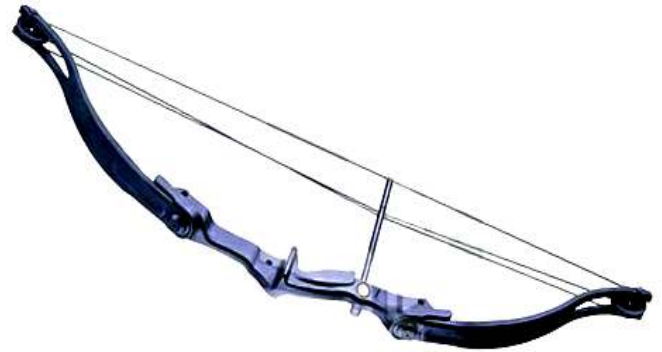
Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



**Arasaka Arms Half-Bow**  
 BOW -1 L P 3d6 12 1 VR 100m 100 SOF2



**Eagletech "Wildcat"**  
 BOW +0 N E 3d6 (20kg) 12 1 VR 100m 35 SOF2



**Eagletech "Tomcat"**  
 BOW +0 N C 4d6 (40/20kg) 12 1 VR 150m 150 SOF2



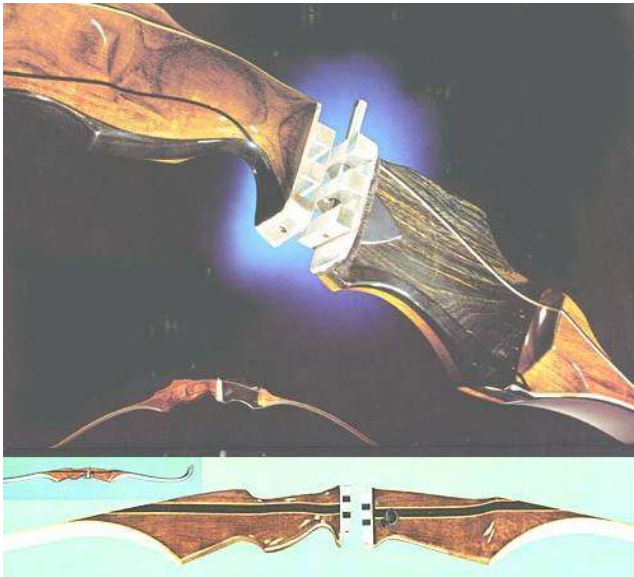
**Cougar Lamilar Hunting**  
 BOW +1 N C 5d6 12 1 VR 150m 150 Cgen



Eagletech "Tigercat"  
BOW +1 N P 6d6 (60/30kg) 12 1 VR 150m 500 SOF2



Eagletech "Stryker"  
XBO -1 N C 3d6+3 12 1 VR 50m 220 SOF2



Eagletech "Bearcat"  
BOW +1 N P 6d6 (60kg) 12 1 VR 150m 500 SOF2



Eagletech "Arbelest"  
XBO +0 N P 5d6 12 1/2 VR 150m 500 SOF2



Nomad Hand Crossbow  
XBO +0 N R 1d6+1AP 1 1 ST 20m 100 NEO



Eagletech "Scorpion"  
XBO +0 N P 7d6 6 1/2 VR 200m 1500 SOF2



Eagletech "Handbow"  
XBO -1 J E 1d6+2 12 1 VR 25m 75 SOF2

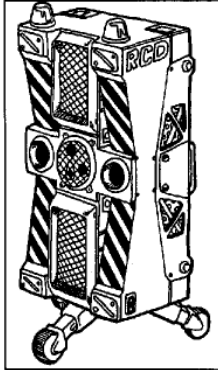
- \* Blade 1/2 soft armor, full penetrating damage.
- # Monoblade 1/3 soft armor, 2/3 hard armor, full penetrating damage.
- @ Standard Armor Piercing 1/2 soft and hard armor, 1/2 penetrating damage.
- ~ Arrow 1/2 hard and soft armor, full penetrating damage.
- HEAT High Explosive Anti-tank 1/2 armor, full penetrating damage. Composite Armour halves the damage.
- EAP Extra Armor Penetration 1/4 armor, 1/2 penetrating damage.
- FF Fragmentation Flechettes 1/2 soft armor, full damage.
- ET Electrothermal Enhancement +50% damage and range, already accounted for in description.
- G Gyrojet Ammo Damage increases when used at longer ranges.
- r Radar Guided Active Missile Skill +20. Affected by jamming, stealth & chaff.
- t Thermal Guided Active Missile Skill +15. Affected by flares and IR smoke.
- o Optical Guided Active Missile Skill +15. Affected by smoke & darkness.

# EXOTIC WEAPONS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



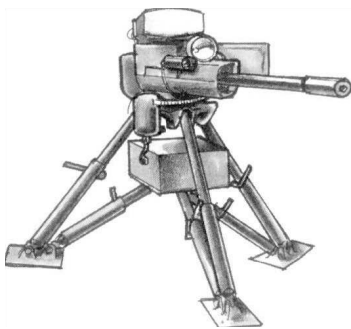
APEX Mobile Defense (Caseless)  
 HVY X N P 2d6+4 (9mm LC) 400 40 ST 200m 10,000 Chr1



Arasaka "Nauseator"  
 EX +0 N P BOD vs. 25 10 1 ST 15m 1900 Chr2



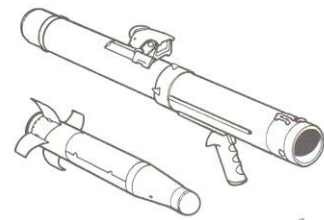
Arasaka Restraint Caster  
 P -1 J P Tangle (15mm) 4 1 ST 25m 200 P&S



Arasaka WXA Sentry  
 HVY +0 N R 6d6+2 (7.62mm) 500 20 VR 400m 3000 CB1



Arasaka EMF Launcher  
 HVY -2 L P 10d10 special 1 1 ST 100m 550 SW



Arasaka EMF Launcher  
 HVY -2 N P 20d10 special 1 1 ST 100m 1500 SW



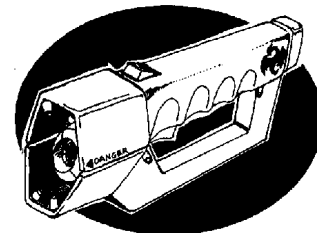
Avante Needlegun  
 P +0 P P Drugs (Needle) 15 2 ST 40m 200 CP20



Dynatech Industries Hand Taser  
 EX +0 P E Stun -2, 1d10 mins 12 1 VR Touch 50 DS



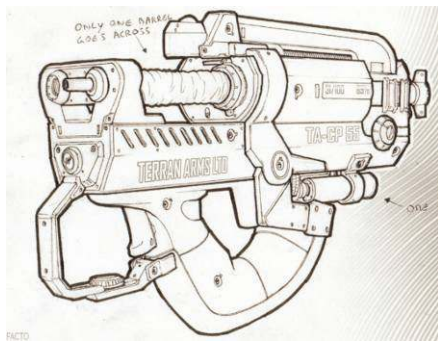
Energetx AKM Power Squirt  
 P -2 J C Drugs 50 1 VR 10m 15 CP20



Kendachi Dragon  
 EX +0 J P 2d6x2/1d6x1 4 1 ST 4m 660 Chr1



Malorian Sliver Gun  
 P +0 J P 2d6x1d6/2\* (Sliver) 7 2 UR 40m 372 Chr1



Militech Cap-Laser  
SMG +0 J R 1-5d6 8 2 UR 150m 6000 Cgen



Militech Electronics Laser Cannon  
RIF +0 N R 1-5d6 10 2 UR 200m 8000 CP20



Militech Electronics Stun Knucks  
Punch +0 P C Stun -2 6 1 ST 1m 100 Chr4



Militech Electronics Taser  
P -1 J C Stun -2 10 1 ST 10m 60 CP20



Militech Electronics Taser 2  
P +0 P C Stun -3 4 2 VR Touch 100 Chr2



Mitsubishi Taser  
P +0 J P Stun -1, 2d6 mins 12 1 ST 5m 100 DS



Mystic Technologies Arrow Gun  
EX +1 J/L C 3d6\* 1 1 ST 70m 1000 SOF2



Nelspot "Wombat"  
P -1 J C Drugs 20 2 UR 40m 200 CP20



Nomad Boomerang  
EX -1 L P 2d6 1 1 VR 30m 20 NEO



Nomad Sling  
EX +0 P P 1/2d6 1 1 VR 20m 10 NEO



Petrochem Drug-A-Thug  
EX +0 P C Chemical 5 1 VR Touch 150 Chr2



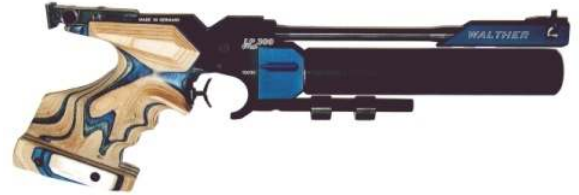
Pneumatic Bolt Gun  
EX -1 N R 3d6AP (Bolt) 4 1 ST 25m 350 NEO



Skunker  
EX -1 P E Gas 4 1 VR 2m 70 Chr2



Polymer Slingshot  
EX -1 P E 1d6/2 (ball) 20 1 ST 25m 10 Cgen



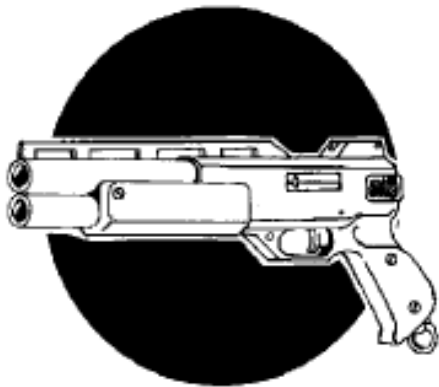
Splatman Airpistol  
P +0 J C Special 20 2 ST 40m 200 Cgen



Pursuit Security Industries Beanbag Gun  
SHT -2 J E Stun 4 1 ST 3m 100 SOF2



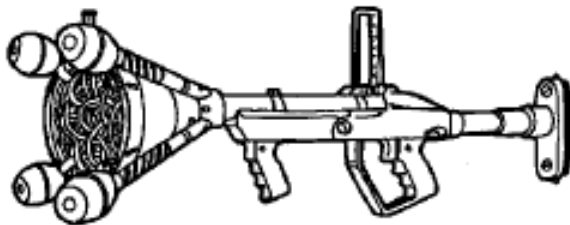
Techtron 15 Microwaver  
P +0 J P 1d6 + special 10 2 VR 20m 400 CP20



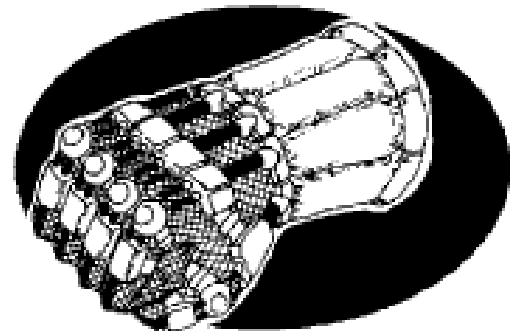
Pursuit Security Industries Stundart Pistol  
P -1 J C Stun -1, (.45 LVD) 2 2 VR 50m 109 Chr1



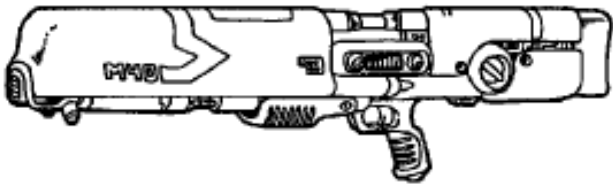
Techtron 20 Microwaver  
P +0 J P 1d6 + special 15 2 VR 25m 500 Chr2



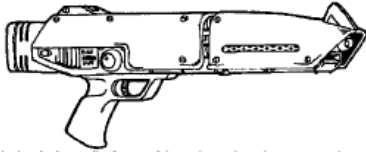
Pursuit Security Industries Webgun  
EX +1 N C Entangle 1 1 ST 30m 250 Chr2  
Det-Webgun  
EX +0 N C Entangle, 40AP 1 1 ST 25m 450 Chr2  
Taser Webgun  
EX +0 N C Entangle, Stun -2 1 1 ST 25m 350 Chr2



Techtronica Black-Zap  
Punch +0 P C Stun -2 6 1 ST 1m 90 Chr1



Techtronica M40 "Pulse Rifle"  
RIF +0 N R EMP Effect (SW) 6 0.5 ST 50m 3500 Chr2



Techtronica Volt Pistol  
P +1 J R 3d6 + special 6 1 ST 25m 960 Chr2



Tsunami "Airhammer"  
P +1 J Var Special (5.3mm) 5/7 2 ST 50m 325/400 Chr2



Tsunami UB CapLaser  
RIF +2 - R 3d6 2 2 UR 25m 950 Chr2



Tsunami UB Microwaver  
EX +0 - P 1d6 + special 4 2 ST 20m 500 Chr2



Zapman Taser Pistol  
P +0 J P Stun -1 10 2 VR 50m 60 Cgen



UrbanTech "Lance"  
HVY +2 P C 4d6HEAT (Missile) 1 1 UR 300m 100 SOF2



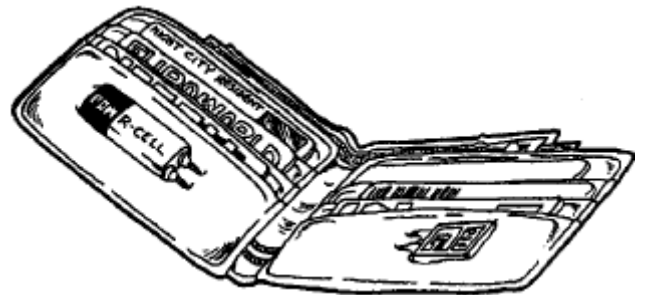
SecSystems Gauss Protection Field  
HVY +2 N R Mag. Field 10 1 ST 10000 Chr2



Hypo Speargun  
EX +0 N P 1d6\*+gas 1 1 VR 40m 200 SA



Soundwand  
EX +0 P P Special 1 VR 20ft 600 SA



Pursuit Security Inc. Taser Wallet  
Stun beyond 2m (V. Diff Bid/AV Cool) - - - ST 65eb Chr2

\* Blade 1/2 soft armor, full penetrating damage.  
# Monoblade 1/3 soft armor, 2/3 hard armor, full penetrating damage.  
@ Standard Armor Piercing 1/2 soft and hard armor, 1/2 penetrating damage.  
~ Arrow 1/2 hard and soft armor, full penetrating damage.  
HEAT High Explosive Anti-tank 1/2 armor, full penetrating damage. Composite Armour halves the damage.  
EAP Extra Armor Penetration 1/4 armor, 1/2 penetrating damage.  
FF Fragmentation Flechettes 1/2 soft armor, full damage.  
ET Electrothermal Enhancement +50% damage and range, already accounted for in description.  
G Gyrojet Ammo Damage increases when used at longer ranges.  
r Radar Guided Active Missile Skill +20. Affected by jamming, stealth & chaff.  
t Thermal Guided Active Missile Skill +15. Affected by flares and IR smoke.  
o Optical Guided Active Missile Skill +15. Affected by smoke & darkness.

# OCEAN WEAPONS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



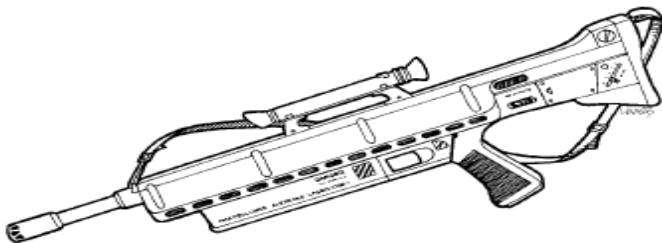
Militech UAW Speargun  
SMG +1 L P 2d6+1AP (500m) 10 1/3 VR 50m 1500 SF



Arasaka Stingray II  
RIF +0 N C 3d6AP (200m) 9 1/2 VR 100m 750 SF



Arasaka APW Mk IV  
RIF +2 N R 4d10API (5000m) 9+1 2 ST 100m 6450 SF



Militech MTL-1 Manhunter  
HVY +3 N P 8d10 (2500m) 3+1 1 ST 1km 3500 SF

\* Blade 1/2 soft armor, full penetrating damage.  
# Monoblade 1/3 soft armor, 2/3 hard armor, full penetrating damage.  
@ Standard Armor Piercing 1/2 soft and hard armor, 1/2 penetrating damage.  
~ Arrow 1/2 hard and soft armor, full penetrating damage.  
HEAT High Explosive Anti-tank 1/2 armor, full penetrating damage. Composite Armour halves the damage.  
EAP Extra Armor Penetration 1/4 armor, 1/2 penetrating damage.  
FF Fragmentation Flechettes 1/2 soft armor, full damage.  
ET Electrothermal Enhancement +50% damage and range, already accounted for in description.  
G Gyrojet Ammo Damage increases when used at longer ranges.  
r Radar Guided Active Missile Skill +20. Affected by jamming, stealth & chaff.  
t Thermal Guided Active Missile Skill +15. Affected by flares and IR smoke.  
o Optical Guided Active Missile Skill +15. Affected by smoke & darkness.

# LIGHT PISTOLS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



BudgetArms C-13 (Caseless)  
P -1 P E 1d6 (5mm) 8 1 ST 50m 75 CP20



Astra Style-6 (Caseless)  
P -1 P E 1d6 (5mm) 6 1 UR 50m 75 ES



Federated Arms Impact  
P +1 J E 1d6 (.22) 10 1 VR 50m 60 SOF



Federated Arms .22 (Caseless)  
P +0 J E 1d6 (.22) 10 1 ST 50m 25-50 SOF



Dai Lung Cybermag 15 P -1 (Caseless)  
P C 1d6+1 (6mm) 10 1 UR 50m 50 CP20



Federated Arms X-22  
P +0 J E 1d6+1 (6mm) 10 1 ST 50m 50-150 CP20





Towa Manufacturing Type-12 Police Pistol  
P +3 J P 1d6+1 (6mm cased) 8 1 VR 50m 450 PAC



H&K P-11  
P +0 J P 4d6+1 (6mmRkt) 5 1 VR 50m 700 ES



Colt .38 "Detective"  
P +1 J C 1d6+2 (.38 cased) 6 1 VR 50m 200 CP20



Federated Arms X-38  
P +1 J E 2d6 (.38) 10 1 ST 50m 35 SOF

## MEDIUM PISTOLS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Militech Arms Avenger (Caseless)  
P +0 J E 2d6+1 (9mm) 10 1 VR 50m 250 CP20



Federated Arms X-9 (Caseless)  
P +0 J E 2d6+1 (9mm cased) 12 1 ST 50m 300 CP20



BudgetArms Laser-Niner (Caseless)  
P +1\* J/L P 2d6+1 (9mm) 15/35 1/3/20 ST 50m 675 Chr1



Goncz-Taurus Pistol Version  
P +0 J E 2d6+1 (9mm cased) 15 2 ST 50m 200+ Chr1  
MP Version  
P -1 J C 2d6+1 (9mm cased) 15/30 1/10 ST 50m 300+ Chr1



Fashion Gun 9 (Caseless)  
P +0 P E 2d6+1 (9mm) 7 2 UR\* 25m 35-40 SOF



Generic Wondennine  
P +1 J E 2d6+1 (9mm) d6+14 1 VR 50m d6+240 SOF2



Beretta M97P  
P +2\* J P 2d6+1 (9mm) 18 1 VR 50m 480 ES



CCMMC Goaxing Xuixi CM-3 (Caseless)  
P +0 J C 2d6+1 (9mm) 8 1 ST 50m 75 PAC



Beretta Plas 9 Fashion (Caseless)  
P -1 P P 2d6+1 (9mm) 10 1 ST 50m 200 UK



Kang Tao Type 97  
P +1 J E 2d6+1 (9mm cased) 10 1 UR 50m 35 SOF



FN High Power  
P +1 J C 2d6+1 (9mmC) 14 1 VR 50m 150 UK



Sci Fi Starrior 4 (Caseless)  
P +0 J E 2d6+1 (9mm) 12 1 UR 50m 60 SOF



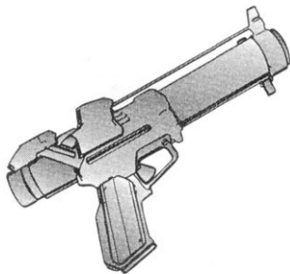
Towa Manufacturing Type-14 Pistol  
P +2 J P 2d6+1 (9mm) 16 1/3/16 VR 50m 520 PAC



Teen Dreem (Caseless)  
P -1 J E 2d6+1 (9mm) 10 1/10 UR\* 50m 36 SOF



BudgetArms C-41  
P +1 J E 2d6+1 (.41 C) 10 1 VR 50m 600 SOF



Texas Arms Model-351 Gyrojet  
P +0 J C/P 2d6+1 (9mm Gyro) 8 1 UR 50m 420 DS



Colt .45 "Peacemaker"  
P +0 J R 2d6+2 (.45 C) 6 1 VR 50m 100 CP20



Calico Assault Pistol (Caseless)  
P +0/-1 L C 2d6+1 (9mm C) 50/100 1/3 VR 50m 450 NEO



Colt Alpha-Omega .45 (Caseless)  
P +2 J C 2d6+2 (.45 ACP) 10 1 VR 50m 500 Chr1  
Colt Alpha-Omega 10mm  
P +2 J C 2d6+3 (10mm) 14 1 VR 50m 500 Chr1



Dai Lung Streetmaster (Caseless)  
P +0 J E 2d6+3 (10mm) 12 1 UR 50m 250 CP20



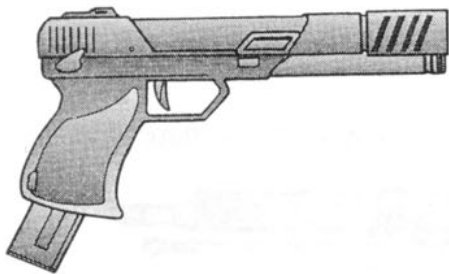
Glock 30 MP (Caseless)  
MP +2 P/J C 2d6+3 (10mm) 20/30 1/3 VR 50m 705 Chr1



IMI Gamad  
P 0/+1\* P/J E 2d6+3 (10mm) 7/15 2 VR 50m 575 SOF2



Colt Enforcement 10  
P +1 J C 2d6+3 (10mm) 14 VR 50m 550+ CB 3



FN Browning "3-Spot" (Caseless)  
P +1 J C 2d6+3 (10mm) 24 3 ST 50m 425 UK



LeRoi Maxi-10 (Caseless)  
P -1 J E 2d6+3 (10mm) 10 1 UR 50m 150 ET



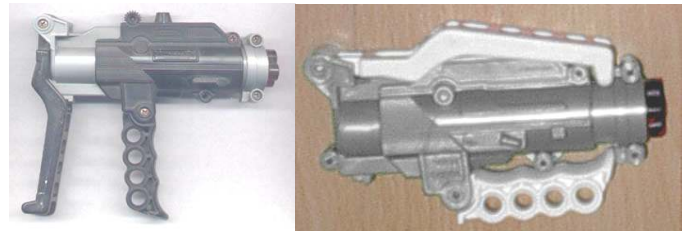
Arasaka WSA  
P +0 J C 2d6+3 (10mm) 15 1 VR 50m 400 CB 1



Sternmeyer P-41 (Caseless)  
P +0 J C 2d6+3 (10mm) 12 1 VR 50m 425 CB1



Stolbovoy St-2 Pistol  
P +0 J C/R 2d6+3 (10mm) 14 2 VR\* 50m 450 CB3



Surprising Stranger  
P +0 P E 2d6+3 (10mm) 4 1 ST 25m 15-50 SOF



Towa 13 Police Pistol (Caseless)  
P +2 J P 2d6+3 (10mm) 12 1 VR 50m 500 PAC



S&W Combat Magnum  
P +1 J C 2d6+3 (.357 C) 6 1 VR 50m 125 CP20



C.O.P. Derringer  
P +0 P C 2d6+3 (.357 C) 4 1 VR 50m 250 CP20



.357Mag Revolver  
P +0 J C 2d6+3 (.357mag) 6 1 VR 50m 250 NEO



.357Mag Autoloader  
P +0 J C 2d6+3 (.357mag) 8 1 VR 50m 300 NEO



S&W "Tri-Star"  
P +0 J C 2d6x3 (.410ga) 6 1 ST 50m 275 Chr2



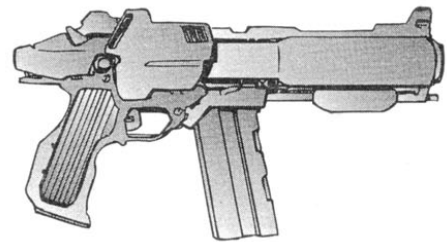
Tsunami Express  
P +3 L P 2d6+3 (5.2mm ET) 24 1 VR 75m 5300 SOF2



Hammer M-11 Bolt Pistol  
P +2 J P 1d6+2 (9mm Bolt\*) 10 1 ST 30m 320 DS



Militech Black Widow  
P +1 J P 1/2d6 (Flec) 10 1 ST 30m 400 DS



Militech Silver Shadow  
P +0 J P d6/2+2x1d6/3(Flec) 8 1 ST 30m 300 DS

## HEAVY PISTOLS

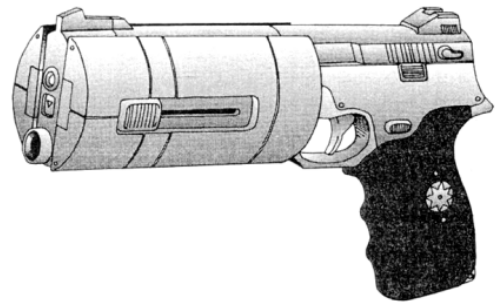
Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Malorian Arms Heavy Flechette  
P +1 J C 1d6+1\* (4mm) 25 1 ST 50m 595 Chr1



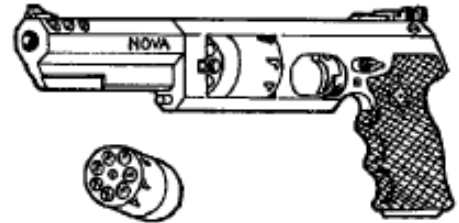
Espinoza One Shot (Caseless)  
P -1 P E 3d6 (.50 short) 1 1 UR\* 50m 75 SOF



Nova 757 Cityhunter  
P +2 J P 3d6 (11mm) 18 1 ST 50m 480 BH



BudgetArms Auto 3 (Caseless)  
P -1 J E 3d6 (11mm) 8 1 UR\* 50m 350 CP20



Nova 338 Citygun  
P +1 J P 3d6 (.338) 7 3 VR 50m 460 Chr2



Stermeyer Type 35  
P +0 J C 3d6 (11mm) 8 1 VR 50m 400 CP20



Dai Lung Magnum (Caseless)  
P +1 J E 3d6+1 (.357 Mag) 10 1 UR\* 50m 60 SOF



Mustang Arms "Mark II" (Caseless)  
P +1 J/L C 3d6 (11mm) 12/20 3 VR\* 50m 425 SOF2



S&W Handcannon  
P +0 J/L P 4d6 (.44 Mag) 6 1 UR 50m 850 SOF2  
P +1 -- 2d6+2 (.45 ACP caseless) 10 1 UR 50m --



"Decker Gun" (Caseless)  
P -1 J E 3d6 (11mm) 10 1 VR 50m 500 CGen



Tsunami Raimei Ramjet  
P +2 L P 5d6 to 7d6+1\*(10rj) 6 1 VR 100m 1100 SOF2

# VERY HEAVY PISTOLS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Llama Commanche  
P +0 J C 4d6 (.44C) 6 1 ST 50m 200 CP20



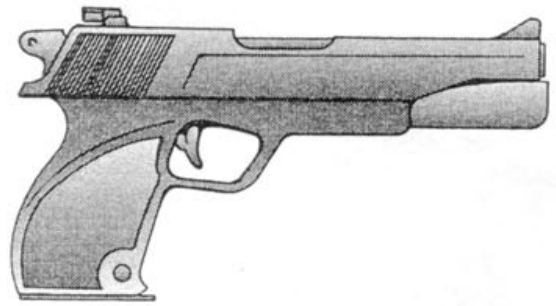
.44 Mag Revolver  
P +0 J P 4d6 (.44) 6 1 VR 50m 375 NEO



Armalite 44  
P +0 J E 4d6+1 (12mm) 8 1 ST 50m 450 CP20



Colt AMT Model 2000 (Caseless)  
P +0 J C 4d6+1 (12mm) 8 1 VR 50m 500 CP20



Royal Enfield Ordnance Spitfire Battle Pistol  
P +1 J P 4d6+1 (12mm) 12 1 VR 50m 550 UK



Constitution Arms Multi Ammunition Pistol "MAP"  
P +0 J P Varies (12mm C) 5 1 VR 50m 525 P&S



454 Magnum Disposable  
P -2 P R 4d6+3 (.454) 2 1 VR 40m 100 I1.1



Ameritech Magnum  
P +1 J R 4d6+3 (.454) 5 1 VR 50m 1000 I1.1



Federated Arms "Super Chief"  
P +0 J P 4d6+3 (.454C) (B9) 5 1 VR 50m 375 Chr1



Nova Arms "Stallone"  
P +1 J P 4d6 (.357ET) 6 1 VR 60m 999 SOF2

Nova Arms "Bronson"

P +1 J P 5d6 (.41ET) 6 1 VR 80m 1199 SOF2

Nova Arms "Eastwood"

P +1 J P 6d6 (.44ET) 6 1 VR 80m 1499 SOF2

Nova Arms "Arno"

P +1 J P 6d6+3 (.454ET) 6 1 VR 100m 1799 SOF2



Militech Boomer-Buster (Caseless)  
P +1/-1 L/J P 5d6@ (.477) 4 1 VR 50m 450 SOF



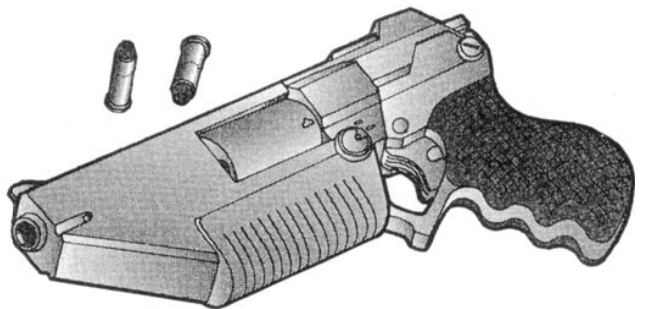
Malorian Arms 3516  
P -1 J R 6d6 (14mm) (B12) 6 1 VR 50m 4525 Chr1



Malorian Arms 3600 Super (Caseless)  
(Full Cybernetic Body Recommended)  
SMG +0/-1 L P 6d6 (14mm) (B11) 20 1/3 VR 50m 3000 SOF2



Magnum Opus Big Government  
(Full Cybernetic Body Recommended)  
P +0 J P 6d6 (14mm) (B12) 13 2 VR 60m 2000 SOF2



Magnum Opus Hellbringer .666  
(Full Cybernetic Body Recommended)  
P +1 J/L P 7d6+3 (.666) (B15) 3 1 VR 80m 4000 SOF2

## LIGHT SUBMACHINEGUNS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



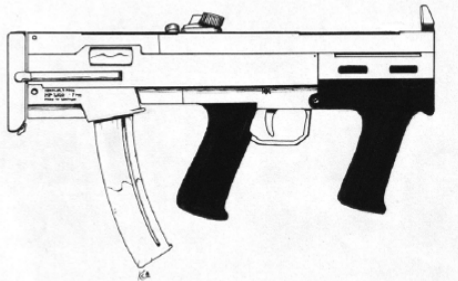
Federated.Arms Tech Assault (Caseless)  
SMG +1 J E 1d6 (.22) 30 10/30 UR\* 100m 160 SOF



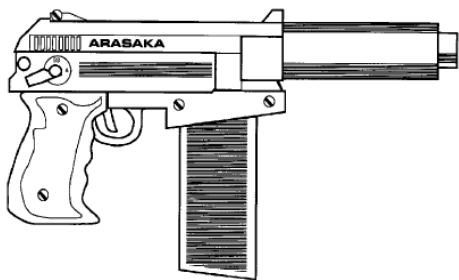
Militech Mini-Gat (Caseless)  
SMG +0 L P 1d6 (.22/5mm) 120 40 ST 150m 695 Chr1



Vz61 Skorpion  
SMG +2 J P 1d6 (.25C) 20 25 VR 150m 150 CP20



Federated.Arms Tech Assault 2  
SMG +1 J C 1d6+1 (6mm) 50 25 ST 150m 400 CP20



Setsuko-Arasaka PMS (Caseless)  
SMG +1 L P 1d6+2 (7mm) 40 20 ST 150m 950+ Chr1



Surnam Machine Pistol (Caseless)  
SMG +0 J/L C 1d6+4 (.177) 25/50 50 UR\* 150m 375 SOF2



Uzi Miniauto 9 (Caseless)  
SMG +1 J E 2d6+1 (9mm) 30 35 VR 150m 475 CP20



H&K MPK-9  
SMG +1 J C 2d6+1 (9mm) 35 25 ST 150m 520 CP20



Uzi  
SMG +2 J C 2d6+1 (9mmC) 30 20 VR 200m 250 CP20

## MEDIUM SUBMACHINEGUNS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source

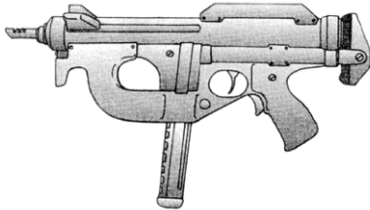


Malorian Sub-Flechette  
SMG +2 J C 1d6x1d6 (flec) 10/30 3/35 VR 200m 795 Chr1





"Sten"  
SMG -2 L E (.22 to 12mm) 30 3/30 ST 100m 200 NEO



Beretta M-24 (Caseless)  
SMG SMG +2 L P 2d6+1 (9mm) 50 25 VR 200m 950+ Chr1



L2A3 Sterling  
SMG +0 L C 2d6+1 (9mmC) 10/34 20 VR 200m 200 UK



Calico Submachinegun (Caseless)  
SMG +0 L C 2d6+1 (9mmC) 50/100 3/20 ST 200m 750 NEO



Ingram MAC 10  
SMG -1 J C 2d6+2 (.45C) 30 5 UR 200m 225 CP20



Militech 10/45 (Caseless)  
SMG +1 J E 2d6+2 (.45 ACP) 30 20 ST 200m 455 Chr1  
SMG +1 J E 2d6+3 (10mmC) 30 20 ST 200m 455 Chr1



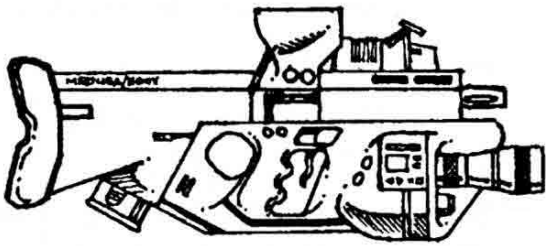
Arasaka Minami 10  
SMG +0 J E 2d6+3 (10mm) 40 20 VR 200m 500 CP20



Militech Viper (Caseless)  
SMG +0 J P 2d6+3 (10mm) 40 30 VR 200m 600 HoB



Stolbovoy StS (Caseless)  
SMG -1 J C/R 2d6+3 (10mm) 35 30 VR\* 100m 600 CB 3



Medusa 2000 (Caseless)  
SMG +0 N P 2d6+3 (10mm) 40 20 VR 200m 2500 I2.1



Beretta 1010 MP  
SMG +0 J/P C 2d6+3 (10mm) 30/15 15 ST 100m 475 UK



Mustang Arms ARS-5C (Caseless)  
SMG +1 J C 2d6+3 (10mm) 40 3/40 VR 100m 600 CB3



H&K MP-2013 (Caseless)  
SMG +1 J C 2d6+3 (10mm) 35 32 ST 200m 450 CP20



IMI "Gamdaii" (Caseless)  
SMG +2 N E 2d6+3 (10mm) 35x2 25 VR 200m 950 SOF2  
HVY +0 - - (25mm/10ga) 1 1 ST 100m - -



## HEAVY SUBMACHINEGUNS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Thompson M1  
SMG +2 N C 2d6+2 (.45C) 30/50 20 ST 200m 300 CP20



Sternmeyer SMG 21 (Caseless)  
SMG -1/0 L E 3d6 (11mm) 30 3/15 VR 200m 500 CP20



CCMMC Tuzi-7  
SMG -2 J P 3d6 (11mm) 30 15 ST 100m 125 PAC



Chadran City Reaper (Caseless)  
SMG +0 L P 3d6 (11mm) 40 20 VR 200m 950 I1.3  
SHT -1 - - 4d6 (12.ga) 10 3 ST 50m



H&K MPK-11 (Caseless)  
SMG +0 L C 4d6+1 (12mm) 30 20 ST 200m 700 CP20



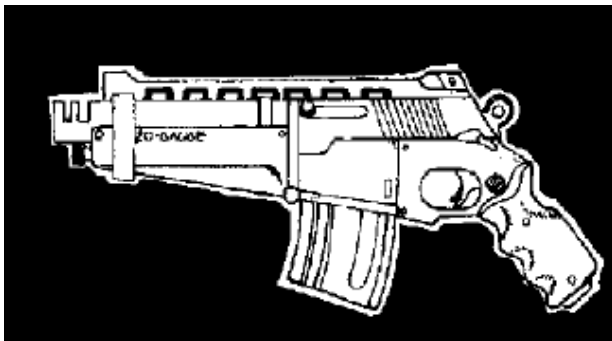
Ingram Mac 14  
SMG -2 L E 4d6+1 (12mm) 40 10 ST 200m 650 CP20



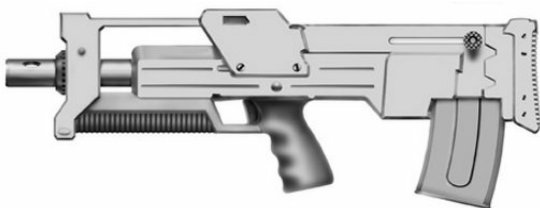
H&K MPK-2020 (Caseless)  
SMG +2\* L P 4d6+1 (12mm) 60 30 ST 200m 750 UK

## SHOTGUNS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Militech Crusher SSG  
SHT -1/-3 J C 3d6 (20ga) (B9) 6 2 ST 12/25m 450 Chr1



Mustang Arms Close 20  
SHT -1 N P 3d6 (20ga) 15 2 ST 50m 350 SOF2



Arasaka WCAA Rapid Assault Shot 12  
SHT -1 N C 4d6 (12ga) 20 2/10 ST 50m 900 CP20



CCMMC Qi-15  
SHT -2 N P 4d6 (12ga) 15 2/10 ST 50m 150 PAC



Enfield Ubichi LastChance  
SHT +0 J C 4d6 (12ga) 1 1 UR 25m 60 ES



Streettech "Burst"  
SHT -1/-3 P E 2d6+1 (28ga) 1 1 VR 3m 33/40 P&S



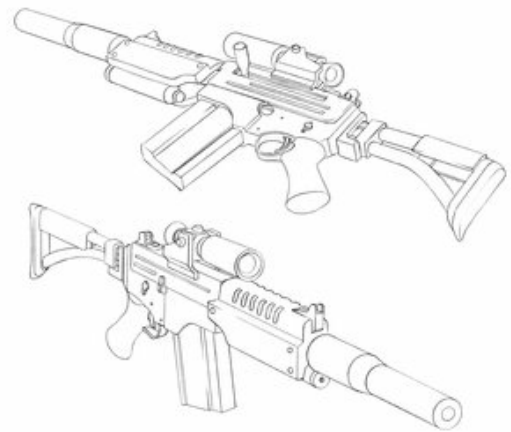
Luigi Franchi P.16  
SHT +1 L R 4d6 (12ga) 20 2/10 ST 50m 980 ES



M-12 Close Assault  
SHT +0 N P 4d6 (12ga) 20 3/10 VR 50m 950 HoB



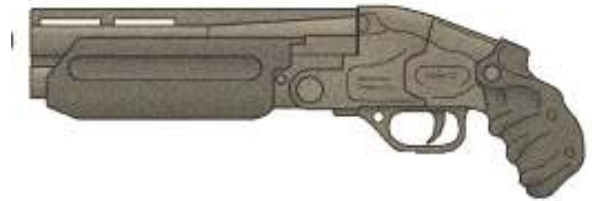
Militech Bulldog  
SHT +0 L P 4d6 (12ga) 21 3/10 ST 50m 1000 CB 2



H&K CAWS 11  
SHT +1 N R 4d6(12ga) 30 10 ST 50m 800 UK



Militech Military/Police  
SHT 0/-1 N/L C 4d6 (12ga) 8 2 ST 50m 300 Chr1



"Whippet" Scattergun  
SHT -3 J P 4d6 (12ga) 2 2 VR 15m 200 NEO



Mustang Arms "Raider"  
SHT +0 L/N C 4d6 (12ga) 5/9 2 ST 50m 400 CB3



Constitution Hurricane  
SHT +0 N P 4d6 (12ga) 40 4/20 ST 70m 1000 P&S



Sternmeyer Stakeout 10  
SHT -2 L R 4d6 (12ga) 10 2 ST 50m 450 CP20



Double Barrel Shotgun  
SHT +0 N C 4d6 (12ga) 2 2 VR 50m 200 UK



Tsunami "Ragnarok"  
SHT +0 N R 6d6 (12ga ET) 40 2/20 ST 70m 4500 PAC



Sawn-off Shotgun  
SHT -1 J C 4d6 (12ga) 2 2 VR 10m 100 UK



CAWS  
SHT +0 N R 4d6 (12ga) 10 10 ST 50m 500 CP20



MetaCorp Warhammer  
SHT -1 N P (12ga mag) 16 1/3 VR 75m 700 NEO



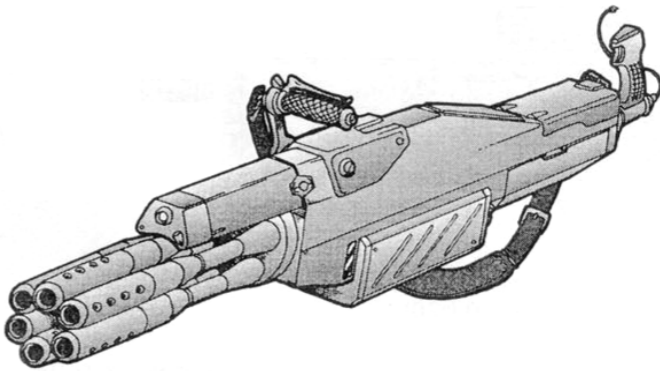
Luigi Franchi "King Buck"  
SHT -1 N P 6d6 (10ga) 4 2/4 VR 50m 800 Chr2



Magnum Opus 12-Gauge Pistol  
(Full Borg Body Recommended)  
P -2 J/L P 4d6 (12ga) (B12) 9 2 ST 30m 1000 SOF2



Magnum Opus 10-Gauge Pistol  
(Full Borg Body Recommended)  
P -2 L P 5d6 (10ga) (B15) 5 2 ST 30m 1200 SOF2



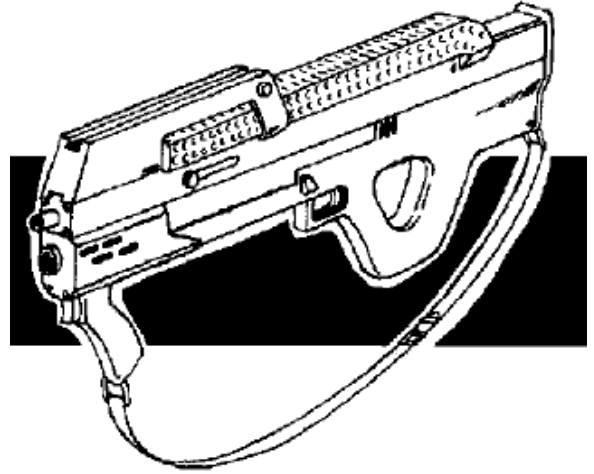
Tsunami Arms Helix  
(Full Cybernetic Body Recommended)  
SHT +0 N P 5d6 (10ga) (B18) 60 43 VR 60m 3000 SOF2



United Arms CLAW  
(Full Cybernetic Body Recommended)  
SHT +1 N R 8d6 (4ga) (B11) 28 1/4 VR 60m 1600 SOF2

# ASSAULT RIFLES

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Militech M-31a1 AICW (Caseless)  
RIF +2 N R 4d6 (4.5mm) 150 3/30 ST 400m 1695 Chr1  
HVY -1 - - (25mm) 4 2 ST 150m - -



AKR-20 Medium Assault (Caseless)  
RIF +0 N C 5d6 (5.45) 30 1/30 ST 400m 500 CP20



Bushmaster  
RIF +0 L R 4d6 (5.56C) 30 20 ST 200m 300 CP20



Stolbovoy St-5 (Caseless)  
RIF -1 N C/R 5d6 (5.45) 30 1/30 VR\* 400m 900 CB3



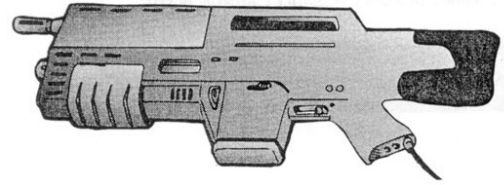
Darra-Polytechnic M-9  
RIF 0/-1 N/L P 4d6+2 (5.5mm) 40 2/25 ST 200m 300 Chr1



Arasaka WAA Bullpup  
RIF +1 N C 5d6 (5.56) 15/30 3/30 VR 400m 800 CB1



M-16A  
RIF +2 N C 4d6 (5.56C) 30 25 UR 400m 200 CP20



Chadran Jungle Reaper  
RIF +1 N P 5d6 (5.56) 60 20 VR 400m 1550 I1.3  
HVY -2 - - (25mm) 6 2 ST 200m - -



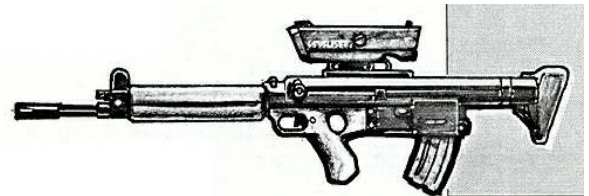
Steyr AUG  
RIF +2 L P 4d6 (5.56C) 30 20 VR 400m 400 CP20



Colt M-18 Assault Rifle  
RIF +1 N C 5d6 (5.56) 35 3/30 VR 400m 750+ CB3



L85A1  
RIF +1 N C 5d6 (5.56) 30 20 VR 500m 500 UK



Militech Ronin Light (Caseless)  
RIF +1 N C 5d6 (5.56) 35 3/30 VR 400m 450 CP20



Sternmeyer M-95A4 (Caseless)  
RIF +1 N R 5d6 (5.56) 90 3/30 VR 400m 750 CB1



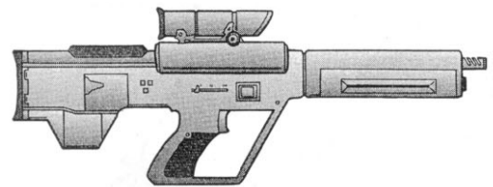
SA-80  
RIF +2 N P 5d6 (5.56) 30 20 VR 400m 600 ES



Towa Manufacturing Type-20 AICW  
RIF +2 N P 5d6 (5.56) 100 3/45 VR 400m 4200 PAC  
HVY -2 - - (25mm) 4 1 ST 200m - -



Towa Manufacturing Type-99 Rifle (Caseless)  
RIF +1 N P 5d6 (5.56) 35 3/30 ST 400m 1500 PAC



Royal Enfield Armaments LPA1 (Caseless)  
RIF +1 N R 2d6+1 to 6d6 (7.5) 2x45 1/3/20 VR 500m 1800 UK

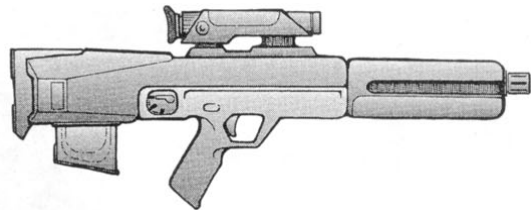


**Fabrica De Armes M-2012**  
RIF 2 N P 6.5 caseless (7.62Sov) 30 4VR  
Argentine assault rifle, based on bullpup designs of late 1990s.  
Good reliability, easily rechambered for other common round types. Squad Auto has a RIF of 30. \$1400

Fabrica De Armes M-2012 (Caseless)  
RIF +2 N P 5d6+3 (6.5mm) 30 1/4 VR 400m 1400 SOF



FN-FAL  
RIF +0 N C 6d6+2 (7.56C) 20 20 VR 400m 450 UK



Federated Arms Light 15 (Caseless)  
RIF +0\* N C 5d6+3 (7mm) 30 3/25 VR 400m 400+ Chr1



AK-47 Medium Assault  
RIF +0 N E 5d6 (7.56C) 30 20 VR 400m 200 CP20



Militech Dragon (Caseless)  
RIF +0 L C 6d6-1 (6.5 H) 35 30 VR 400m 700 CB2



CCMMC Jinhua M-9 (Caseless)  
RIF +0 N P 6d6+2 (7.62) 35 1/25 ST 400m 125 PAC



Militech Mk IV (revised) (Caseless)  
RIF +1 N C 6d6-1/5d6 35 3/30 VR 400m 800 CB2



FN-RAL Heavy Assault  
RIF -1/-2 N/L C 6d6+2 (7.62) 30 3/30 VR 400m 600 CP20



Militech Mk V  
RIF +1 N P 9d6 (6.5mm ET) 30 2/4 ST 600m 1500 SW



Kalashnikov A-80  
RIF -1 N E 6d6+2 (7.62) 35 3/25 ST 400m 550 CP20

# SNIPER RIFLES

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



5.56 caseless SMG  
RIF +1 L/N P 5d6 (5.56) (B10) 50 25 VR 200m 1200 SOF2



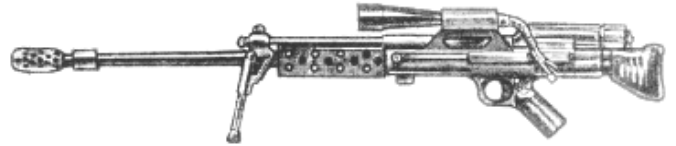
Arasaka Rage 15mm  
(Full Cybernetic Body Recommended)  
RIF -1/-2 L P 4d10+3 (15mm)(B15) 20/50 10 VR 100m 4500 SOF2



12.7mm Assault Rifle  
(Full Cybernetic Body Recommended)  
RIF +1 N P 6d10 (12.7) (B12) 50 10 VR 400m 2000 SOF2



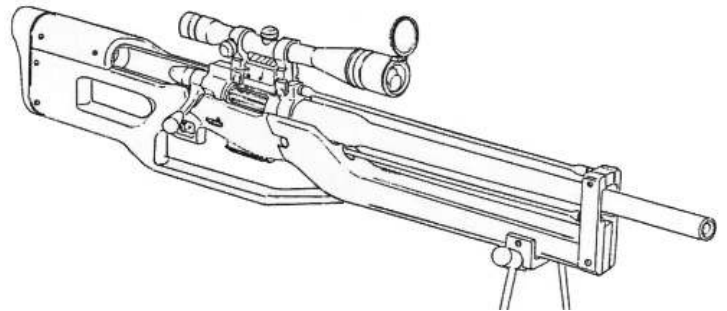
14.5mm Assault Rifle  
(Full Cybernetic Body Recommended)  
RIF +1 N P 7d10 (14.5) (B14) 50 10 VR 400m 2500 SOF2



Arasaka WSSA  
RIF +5\* N P 6d6 (3.5mm FF) 40 2 VR 600m 2400 SOF2



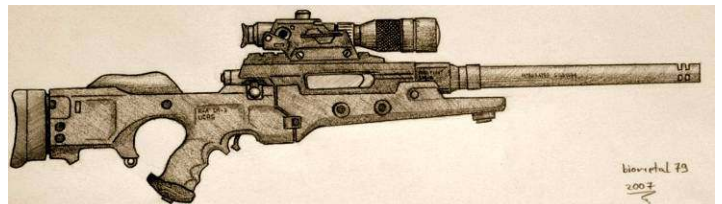
FR-F6  
RIF +3 N P 6d6+2 (7.62) 10 2 ST 500m 1100 ES



WA 2001 Sniper Rifle  
RIF +3 N R 6d6+2 (7.62C) 10 1 VR 1000m 900 UK



Towa Manufacturing Type-00-Kai  
RIF +3 N R 9d6+3AP (7.62 ET) 6 1 VR 1200m 3000 PAC



Setsuko-Arasaka WSE Kajiya  
RIF +1 N R 9d6+3AP (7.62 ET) 5 1 VR 500m 1000 SW

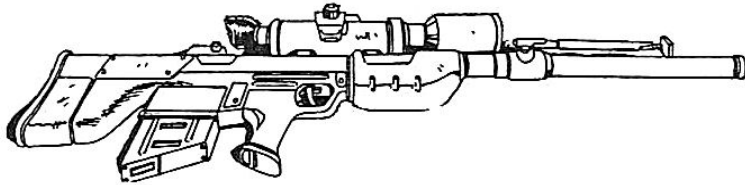


Barrett-Arasaka 20mm  
RIF +0 N R 4d10@ (20mm)(B4) 10 1 VR 450m 2000 CP20

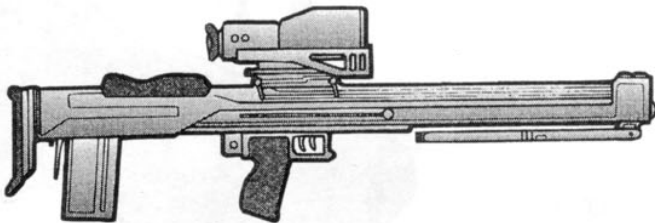




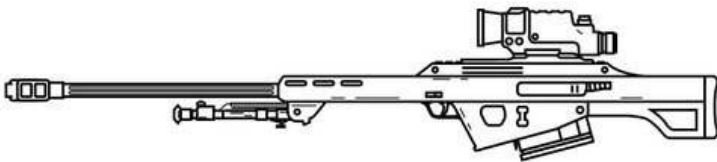
Barrett M-90 Sniper Rifle  
RIF +3 N R 6d10 (12.7 BMG) 10 1 VR 1000m 1500 HoB



Nomad "Long Rifle"  
RIF +1 N P 7d10 (15mm BMG) 9 1 ST 900m 3000 NEO



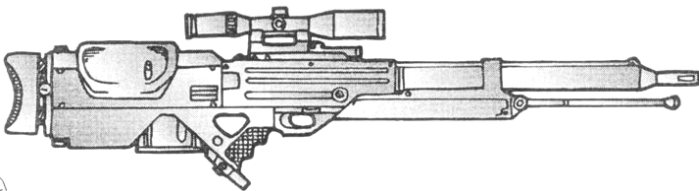
Remington Gyro-Rifle  
RIF +2 N P 7d6API (18mm GJ) 6 1 ST 600m 1000 P&S



Barrett-Arasaka WSSE  
RIF +1 N R 8d10+3 (.50 ET) 10 1 VR 1000m 2500 SW



Arasaka 12.7 WSSE/R  
RIF +2 N R 9d10 (.50 ET) 5 1 VR 1200m 2000 SW



Tsunami Arms Ramjet  
RIF +4 N P Varies (8.5 RJ) 9 3 VR 800m 1230 Chr2



Winchester M70  
RIF +3 N C 5d6+1 (30-06) 5 1 VR 500m 250 CP20



Nomad 7.62 Bolt-Action  
RIF +2 N C 6d6+2 (7.62 C) 6 1 VR 400m 500 NEO

## OTHER RIFLES

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Nomad .357 Mag Lever  
RIF +2 L C 2d6+3 (.357 C) 9 2 VR 100m 300 NEO



Nomad .44 Mag Lever  
RIF +1 L C 4d6+2 (.44 C) 8 2 VR 200m 650 NEO



Nomad .357 Mag Carbine  
RIF +0/1 L C 2d6+3 (.357 C) 30 2/3 VR 100m 400 NEO



NorWolf Hunting Rifle  
RIF +2 N C 2d6+1 (9mm) 8 1 VR 400m 600 CGen



NorBear Hunting Rifle  
RIF +3 N C 2d6+1 (9mm) 10 1 VR 500m 1000 CGen



"Nomad Personal Weapon"

RIF +1 L P (10mm to 12mm) 50 2/3 VR 200m 500 NEO



Calico 9mm Rifle

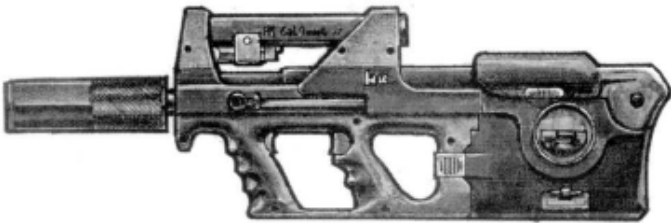
RIF +1 L/N C 2d6+1 (9mm C) 50/100 1 VR 400m 650 NEO



Selector is the silver crossbar on the side, behind the selector

M-99 EAW

RIF +5 N R 6d6AP (12mm R) 30 2 ST 400m 5000 HoB  
 HVY +0 - - 2d6+1 (25mm HE) 10 1 ST 2000m - -



H&K HK77UK (Caseless)

SMG +1 L P 2d6+4 (9mm Long) 30 3/30 VR 250m 750+  
 SOF2



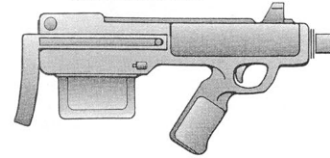
Militech Ninja (Caseless)

SMG +1 L C 1d6 (5mm/.22) 30/100 3/30 VR 250m 650 SOF



Polymer 1-Shot Cannon (Caseless)

RIF -2 L C 4d6+2 (13mm) 1 1 UR 100m 90 Chr2



S&W "Cyborg Assault" (Caseless)

RIF +0 L P Varies (13mm) 8 1 VR 100m 1650 Chr1



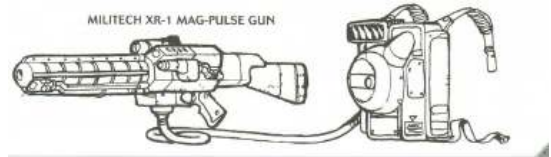
Militech Cyborg Rifle (Caseless)

RIF +1 N P 7d6+3 (.300Mag) 30/100 1/20 ST 500m 800  
 Chr2



Hughes Rocket Rifle

RIF -1 N R 3d10HEAT (18mm) 3 1 ST 500m 750 HoB



Militech XR-1 Mag Pulse

RIF +2 N P 3d10AP (EAP) 20 1 UR 800m 8000 SW



Malorian Assault Cannon

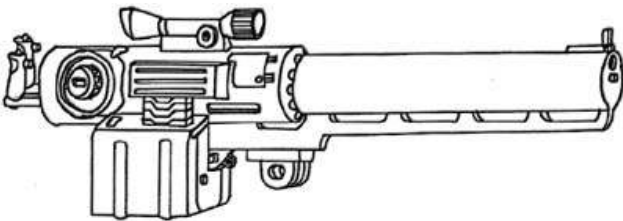
RIF +3 N - 7d10+4 (.75) 14 2 VR 400m - SW

# MACHINEGUNS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



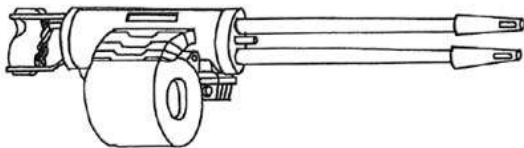
Constitution Deluge (Caseless)  
 HVY +0 N P 1-2pts+Drugs 400 35 ST 60m 800 P&S



Arasaka "Crowd Control"  
 HVY +0 N E 1d3+1 (1d3 hits) 500 50 St 200m 1000 LD



Militech High Power 15  
 RIF +2 N P 2d6+4 (9mm Long) 180 20/60 ST 200m 1600 SOF



Dover GA-1112 Autogun  
 HVY +1 N R 4d6+4 (12mm Long) 400 80 ST 400m 1110+ SOF2



FN MG-6 "One-on-One"  
 HVY +1 N P 5d6 (5.56) 100 40 VR 450m 1800 ES



Militech M-232 SAW  
 HVY +0 N P 5d6 (5.56) 100/35 20 VR 400m 1000 HoB



H&K G-6 SAW (Caseless)  
 HVY +1 N P 5d6AP (6mm) 100 30 VR 450m 2050 Chr1



Fabrica M-2012HB SAW  
 HVY +2 N P 5d6+3 (6.5mm) 100 30 VR 450m 1600 SOF



Militech Renegade SAW (Caseless)  
 HVY +0 N R 6d6-1 (6.5mm H) 200/35 20 ST 400m 1100 CB2



Constitution Cyclone (Caseless)  
 HVY +1 N P 6d6+2 (7.62) 100 35 VR 500m 1200 P&S



M-60D Machine Gun  
 HVY +1 N P 6d6+2 (7.62) 100 20 VR 500m 1000 HoB



**FN-MAG Machine gun**  
 HVY +0 N R 6d6+2 (7.62C) 100/250 30 VR 1000m 1500 UK



**Sternmeyer M-5A SAW**  
 HVY -1 N R 6d6+2 (7.62) 200 20 ST 500m 1000 CB1



**Towa Type-8**  
 HVY +1 N P 6d6+2 (7.62) 100 35 VR 500m 2500 PAC



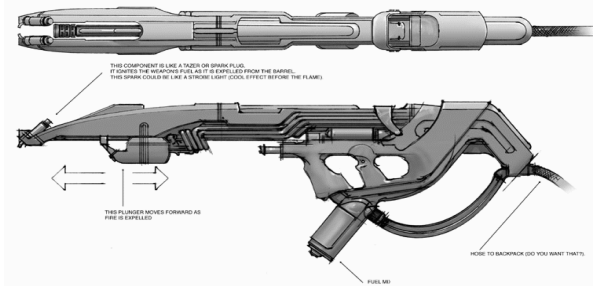
**Militech RRCR Archer (Caseless)**  
 HVY +1 L P 6d6+2 (7.62) 100+ 33 ST 400m 3300 SW



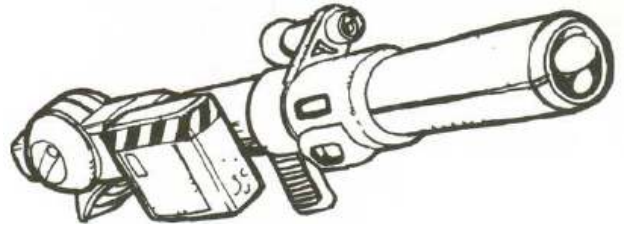
**M2A5HB Browning .50**  
 HVY +0 N P 6d10 (12.7) 100 10 VR 600m 2000 HoB

# HEAVY WEAPONS

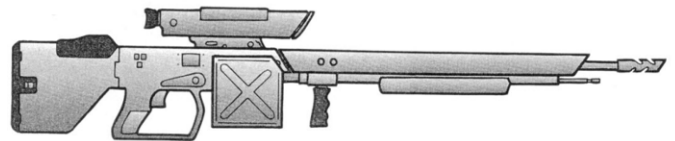
Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



**KA F-253 Flamethrower**  
 HVY -2 N R 2d10 10 1 ST 50m 1500 CP20



**Setsuko-Arasaka Nova Photon**  
 HVY +4 N R 4d10 (laser) 1 1 UR 500m 50,000 SW



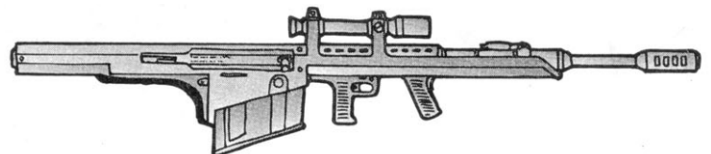
**Enfield 25mm Cockerill**  
 RIF +1 N R 5d10+10AP (25mm) 12 1 ST 1500m 7400 UK



**Barrett-Arasaka ET 20**  
 RIF +1 N R 6d10@ (20mm ET) 10 1 VR 750m 3800 SOF2



**60mm Light Mortar**  
 RIF +0 N P 8d10 (60mm), 5m 1 2 VR 1000m 750 HoB



**Colt-Mauser M2X**  
 RIF +0 N R 8d10 (20mm) 8 1 ST 600m 3050 Chr2



Tsunami Arms Raijin Type-17  
RIF +1 N R 8d10AP (20mm) 12 1 ST 1200m 7500 PAC



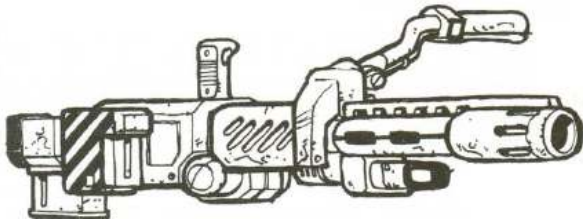
Tsunami Type-18 AGL  
HVY -1 N P (25mm) (B10+) 30 10 ST 200m 2000 PAC



Militech Anti-Matter Rifle  
RIF 0/+1 N R 9d10 (30mm) 5 1 ST 1600m 6000 Chr2



Arasaka WCCA Susano  
HVY +0 N P (25mm) 9 2-9 VR 200m 450 SW



Militech BMFG 30mm Plasma Cannon  
HVY +0 N R 9d10 (30 ET) (B9) 5 1 ST 600m 4500 SW

## GRENADE LAUNCHERS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



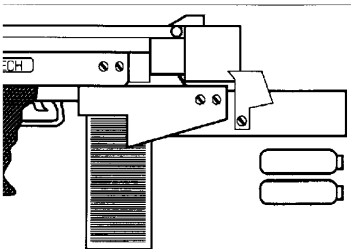
Commercial 40mm GL  
HVY +0 L R (30-40mm) (B6) 1 1 ST 225m 150 CP20



Militech "Cowboy" U-55  
HVY +0 N P (25mm) 12 3 ST 150m 900 CB2



Militech Mini-GL (Pump)  
HVY -1 L C (25mm/10ga) (B4) 4 2 ST 150m 225 Chr1



Militech Mini-GL (Drum)  
HVY +0 N P (25mm/10ga) (B4) 16 2 ST 150m 475 Chr1



M-32 Auto GL  
HVY +0 N R (40mm) (B16-18) 50 20 VR 1600m 2500 HoB



M-205 Underbarrel GL  
 HVY +1 L P (40mm) (B6) 1 1 VR 200m 250 HoB



M-212 Grenade launcher  
 HVY +1 M P (40mm) 8 2 VR 200m 500 HoB



Towa Type-9 GL  
 HVY +0 N P (40mm) 8 2 VR 200m 750 PAC



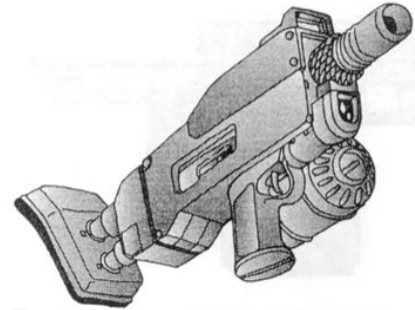
Militech RPG-A  
 HVY -2 N R 6d10 HEAT, 4m 1 1 VR 750m 1500 MM



Militech RPG-B  
 HVY -2 N R 9d10 HEAT, 4m 1 1 VR 500m 1500 MM



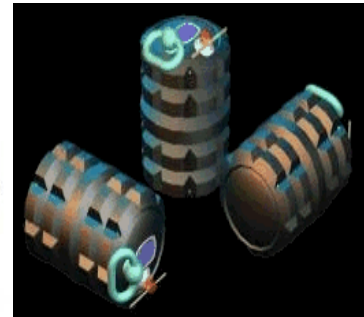
Arasaka "Pocket Tsunami"  
 HVY +0 L P (25mm HP) (B11) 6 1 ST 200m 1250 SOF2



30mm HiVeI Auto-GL  
 (Full Cybernetic Body Recommended)  
 HVY +0 N P (30mm) (B12) 25 15 VR 300m 2000 SOF2

## GRENADES

**Note:** Grenades for launchers cannot normally be used as thrown grenades and vice versa. Hi pressure grenades will not function in normal launchers and vice versa.



Basic Grenades  
 HVY +0 P P Varies 1 1 ST Throw 20-30 HoB

### Hand Grenades (20-30eb, thrown 10 x BODY in m)

- HE 7d6 frag to 5m & 3d6 to 6-10m
- Anti-Tank 5d10HEAT, 3d6 frag to 5m, 1/2 throw
- Chemical Gas, smoke or paint. 10m
- WP/Incendiary 4d6 for 3 turns, 5m. +2 to throw
- Flash-Bang Stun -2 or D 4. REF 20 or B 2. 5/15m
- Concussion Stun -5. 5/15m
- Flash 20+ REF or blinded for 40 secs. 10m
- Sonic (40eb) Stun -1, 20+ BOD or deaf 40 secs. 6m
- Motion Restraint 25+ Dodge, 30+ BOD to get free. 1m
- EMP (200-400eb) Disorient 1d6x10, Pulse effect. 4-10m
- Saucer (65eb) 2d6+3 frag. 15m. +2 to throw
- Mini-Gren (40eb) 1d6+3. 3m. 1.5" big
- Scatter (70eb) IR defeating cloud for 5 turns. 5m
- Spraypaint (20eb) Blind for 1-2 mins if center. 4m
- Stench (20eb) V.Diff COOL/BOD roll. 5x5m
- LN2 2d6+2 (min 6), 1d6/2+1 area. 3m
- Smoke Pellets A stealth roll to escape the area
- Acid (50eb) Acid cloud, 1pt/location/turn
- Blind Gas Body -2 (+3 diff) or blind 1d10+2 turns



Hand-Fusing (30-40mm Launched Grenades)  
Hvy - - P C Varies+1d6 - - - Throw +5 SW



Spraypaint Grenade  
HVY +0 P C Special (4m) 1 1 ST Throw 20 Chr2



Airfoil Grenades  
Hvy - +1 P P Varies - - - Throw x2 SW



Stench Bomb  
EX +0 P C Chemical 1 1 VR Throw 20 Chr2



Biotech-Askari Motion Restraint  
EX +0 P P Special 1 1 UR Throw 60 Chr1



GPz-78 Mini-Grenade  
HVY +0 P P 1d6+3 (3m) 1 1 VR Throw 40 Chr1



Fen "Saucer Grenade"  
HVY +1 P P 2d6+3 (15m) 1 1 ST Throw 65 Chr1



EMP Grenade  
EX +0 P R EMP Effect 1 1 ST\* Throw 200+ Chr1



Burner Grenade  
HVY +0 N R 5d6 x 4 turns 1 1 ST 5m 50 NE



Scatter Grenade  
HVY +0 P C Special (5m) 1 1 VR Throw 70 Chr2



Aluminium Incendary  
HVY +0 P R 4d6 to all areas 1 1 ST Throw 170 P2

# LAUNCHED GRENADES

**Note:** Grenades for launchers cannot normally be used as thrown grenades and vice versa. Hi pressure grenades will not function in normal launchers and vice versa.



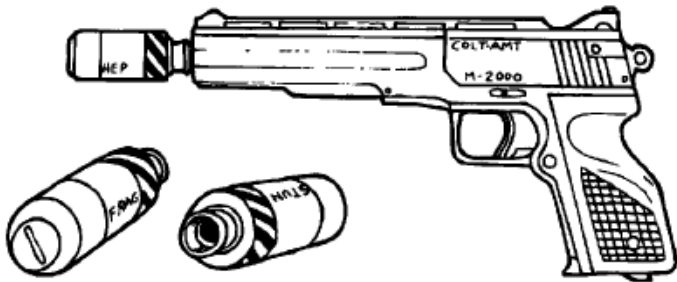
## 25mm Grenades (30-70eb, 150m, HoB)

- Chemical Smoke or gas. 5m
- Flechette 2d6 x 1d6AP, 2mx25m pattern
- Fragmentation 2d6+1 (1). 5m
- HEP (40eb) 5d6HEP (3\*), armor -2 levels
- Stundart (5eb) Stun -4 through soft SP10, 100m range
- Slasher (75eb) 4d6, 1/3 SP. 2m. -2 WA, 50m range
- Frag 3d6. 3m
- Flash 50% -5 REF+Awa for 3 turns. 5m
- Incendiary 4/2/1d6. 1m
- Concussion 3d6 Stun, SP 1/3. 4m
- LN2 2d6 (min 4) to 2 areas+LN2 effects. 2m



## Tsunami High Pressure 25mm Grenades (15eb, 1500m)

- Frag 3d6+1 (1). 5m
- HE 5d6 (2). 3m
- HEP (25eb) 5d6 (3\*), armor damaged 2 levels
- Incendiary 4/3/2d6 (2). 2m



## 25mm Pistol Grenades (15m <9mm> 50m)

- Concussion (15) 3d6 Stun, SP 1/3. 4m
- Def. Frag (20eb) 2d6+1. 3m
- FlashBomb (15eb) Stun save, -5 REF+Awa x 5 turns. 5m
- HEP (30eb) 5d6 HEP
- Incendiary (30eb) 4d6/3d6/2d6. 1m
- Off. Frag (25eb) 5d6. 3m
- Chemical (20eb) Smoke or tear gas. 3m



## 30mm Launched Grenades (200m, auto 1300m)

Same type & effects as 40mm Grenades, except:  
Slasher (75eb) 4d6, 1/3 SP. 2.5m. -2 WA, 50m range



## 40mm Launched Grenades (R, 50eb, 200m/100eb, 1600m)

- HE 7d6 (2). 5m radius. Armed after 10m
- HEDP 4d10HEAT (4\*), 4d6 over 1m
- Illumination 20m + 20m LL, or 1d6x6. 5eb 'chute
- Chemical Carriers gas or smoke. 10m. 5eb 'chute
- Bean Bag 2d6; Stun -5, +1/15SP; 50m range
- 20+ REF roll, -1 Diff/100kg of target
- WP 4d6x3 (2). 10m
- Flechette 1d6/2 x 2d6AP (1). 3mx25m
- Flash-Bang Stun -2, stun+deaf 4 turns. 5/15m
- 20+ REF or blind 2 turns. 25m range
- HEP 7d6 HEP, SP -5 levels, -1 WA
- Grapnel (30eb+) 1/2 range, WA -2, 1d6 dam, Catch 50%
- Net 25m range, WA -5, 1d6 + 50% wrap
- 20+ REF or 25+ BOD to escape net
- Splatshell (10eb+) 1d6+1 hits. 5mx2m to 15x6m pattern
- Slasher (75eb) 4d6, 1/3 SP. 3m. -2 WA, 50m range
- Spraypaint (20eb) Blind for 1d6/3 turns, 4m
- EMP (400eb) Disorient 10sec, Cyber 4/10min, 5m
- LN2 2d6+2 (min 6), 1d6/2+1 area. 3m



## Classic Rifle Grenades (50eb, WA -3, 100m)

- HE 8d6. 5m
- HEAT 8d10HEAT, 4d6 over 1m
- Chemical Gas or smoke. 10m
- EMP (400eb) Disorient 1d6x10, Cyber 4-10min, 5m



## DCR Rifle Grenades (50eb, WA -1, 150m)

- HE 7d6 frag to 5m, 3d6 frag to 6-10m
- Smoke Smoke over 10m
- HEAT 5d10HEAT, 3d6 frag to 5m. WA +0



# EXPLOSIVES

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Fen Dz 25 "Det Card"

HVY +0 P P 1d10 HE 1 1 ST 0.25m 120 Chr1



Militech PDU-3

HVY +0 P P 2d6+5 1 1 ST 5m 150 Chr2



Thermite-In-A-Tube

HVY +0 P P 4d4x3, 15x3 turns 40ft 1 VR . 5m 30 Chr4



Blasting Cap

HVY +0 P P 2d10 1 1 VR 1m 5 LU



Detcord

HVY +0 P P 6d10 1 1 VR 1m 100/m LU



Antipersonnel Mine

HVY +0 J P 4d10 (2) 1 1 VR 7m 350 Chr3



M20 Claymore Mine

HVY +0 L P 4d10 1 1 ST 6x75m 500 HoB



Antitank Mine

HVY +0 L P 6d10AP, 6d6 (2m) 1 1 VR 2m 400 Chr3



Remote Vehicle Mine

HVY -2 L P 4d10 HEAT, 2m 1 1 VR 200m 600 HoB



Blast Satchel

HVY +0 N P 8d10 1 1 ST 10m 120 NE



Guncotton

HVY +0 P P 3d10 per kilo 1 1 ST 3m 10/kg LU

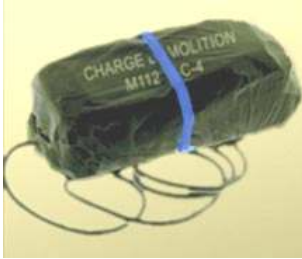


TNT

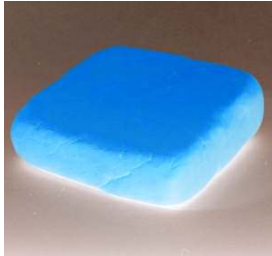
HVY +0 P P 4d10 per kilo 1 1 ST 3m 30/kg LU



Nitrogen Tri-iodide  
 HVY +0 P P 5d10 per kilo 1 1 UR 3m 2/kg LU



Plastique  
 HVY +0 P P 7d10 per kilo 1 1 VR 4m 75/kg LU



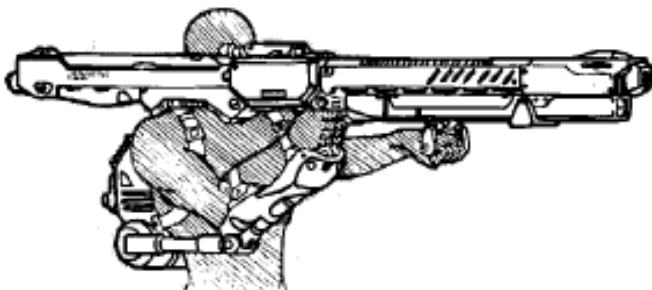
C6 "Flatfire"  
 HVY +0 P P 8d10 per kilo 1 1 VR 5m 100/kg LU



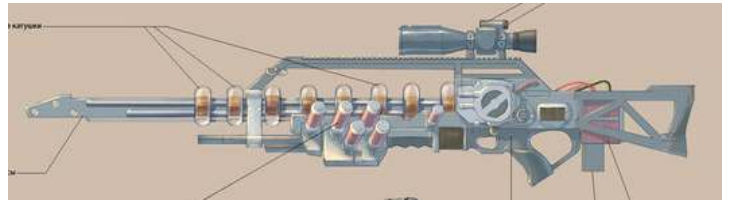
Nitroglycerine  
 HVY +0 P P 3d10 per 1/4 kilo 1 1 UR 3m 24/kg LU

## RAIL GUNS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Rhinemetall EMG-85  
 HVY +3 N R 5d10+10AP (B11) 5 1/2 ST 1500m 11,370 Chr2



Deathwind Railgun  
 (Full Cybernetic Body Recommended)  
 HVY +3 N R 5d10+10AP 30 2 VR 1250m SW

## MISSILE/ROCKET WEAPONS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



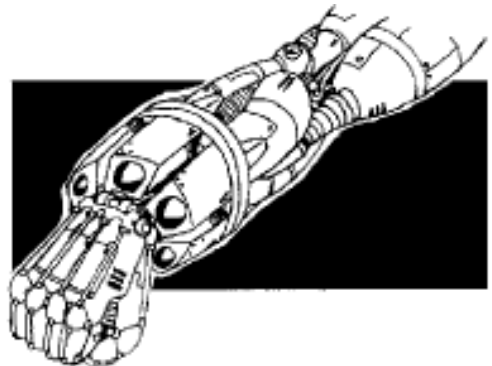
Militech Urban Missile Launcher  
 HVY +2 L P 4d6 (micromissile) 12 2 ST 200m 900 Chr2



U-barrel Micromissile  
 HVY +1 L P 4d6 (micromissile) 1 1 ST 200m 200 Chr2



Lance Mini-Missile (50%)  
 HVY +2 P C 4d10HEAT, 2d6 1 1 UR 300m 100 SOF2



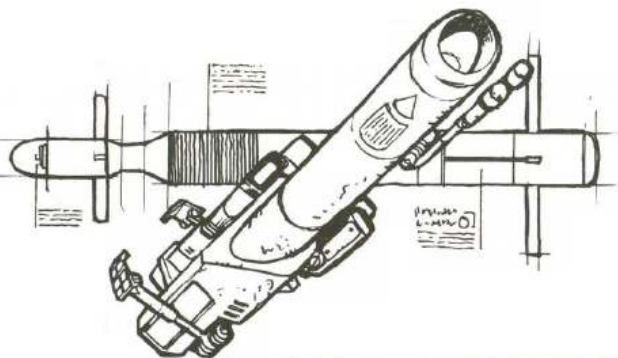
Rostovic Wrist Racate  
 HVY +0 N P 5d6 (30mm) 6 3 ST 250m 380 Chr1

# INDIRECT FIRE/ARTILLERY

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



LAW III  
HVY -2 L P 4d10 HEAT, 2m 1 1 VR 200m 300 MM



Militech Sure-Shot  
HVY +2 N P 18d10 HEAT, 4m 1 1 ST 3000m 75,000 SW



Militech Backpack Mortar  
HVY 17 N P 7d6/3d6 (40mm) 20 1/3 ST 500m 1250 SW



Militech 4-Pack Missile  
HVY 15 N P 20d10AP, 6m 1 1 ST 3000m 11000 SW



Militech Man-Pack rocket  
HVY 15 N P 13d10, 15m 1 1 VR 2000m 1500 SW



Arasaka AP-87 LATGM  
HVY +2 N P 24d10HEAT 1 1 VR 1000m SW

## Ammunition Reloads



Light Pistol & SMG 15eb/100  
 Medium Pistol & SMG 30eb/100  
 Heavy Pistol & SMG 36eb/100  
 Very Heavy Pistol 40eb/100  
 Assault Rifle 40eb/100  
 Airgun Pellets 6eb/100  
 Acid or Drug Pellets 30eb/100  
 Needlegun Rounds 50eb/100  
 20mm Cannon Round 25eb each  
 Flamethrower Reload 50eb  
 Paintloads 10eb/100  
 Acid/Drug/Poison loads 30eb/100  
 Glass/Ceramic/Steel Balls 5eb/20  
 Gauss Rounds 20eb/mag  
 Gauss Battery Charge 10eb

## Ammunition Types



### Bullets SP Mod Damage Mod & Notes Cost Source

Standard - - 1x CP20  
 Sealed Caseless Bullets - Waterproof 2x SF  
 Brass Cased - - 3x CP20  
 Plasticase - Poor availability 1x CP20  
 Armor Piercing x1/2 1/2 Pen 3x CP20  
 Hollowpoints x2 1.5x Pen 1.125x Chr 1 & 2  
 Armor Piercing Incendiary x1/2 1/2 Pen, +1d6, 1d6/2. 50% fire 4x Chr 2  
 Dual-Purpose x1/2 1/2 Pen or 1.5x if unarmored 4x Chr 2  
 Frag Flechettes x1/2 [soft] Rare and very illegal 5x Chr 2  
 Electrothermal - 1.5x Damage (cased) 2x Chr 2  
 Rubber Bullets - Stun beyond 3m, below that 1/2 real, 1/2 stun 1/3x BH  
 Wasp Flechette 1/2 [soft] x1d6/2 10x UK  
 12mm Anti-Personnel 1/2 [soft] x2 10x UK  
 Electric Fire - Caseless rounds 0.9x SOF2  
 Smart Bullets - Rifled +1, smoothbore +2 WA at long+ range 10x SW  
 Silver Bullets - - 5x NE  
 Safety Rounds x2 3x Pen. Shatter on 10SP/30SDP 6x DS  
 Sky Marshal® Safety Rnds x2 2x Pen. 100eb/50 GW  
 Kill Rounds - x2 Damage (explosive) CIA only RM  
 Capture Rounds - 1/2 Damage, 2x Stun CIA only RM  
 Acid - 1D4x3, ceramic shells shatter on SP4+ 75eb/20 RPI  
 Heartbreaker - Heart attack 1d6 mds, shatter on SP5+ 50eb each RPI

## Shotgun Rounds



### .410/28 Gauge (15eb/12)

Shotshell 2d6/1d6+2/1d6  
 Slug 3d6+1AP. Soft SP halves penetration  
 Triplex shells 1d6/2x2d6

### 20 Gauge (15eb/12)

Shotshell 3d6/2d6/1d6  
 Flare (25eb/25) Illumination 30m. 2d6+2 & 1d6/2 if hit  
 Flash-Bang Effects listed below. 2/5m. 25m range  
 Flash (30eb/25) Flash-Bang grenade in 25mx3m pattern  
 Slug 3d6+1AP. Soft SP halves pen damage

### 12 Gauge (15eb/12)

Shotshell 4d6/3d6/2d6. 1-3m x 50m  
 APFSDS (10eb) 6d6AP. 25m range  
 Flare (25eb/25) Illuminates 30m. 2d6+2 & 1d6/2 if hit  
 Flash-Bang Effects listed below. 2/5m. 25m range  
 Flash (30eb/25) Flash-Bang grenade in 25mx3m pattern  
 Flechettes (8eb) 4d6AP. Armor and pen damage 1/4  
 Gas (5-25eb) Tear, sleep, or biotoxin gas. 1m  
 HE (5eb) 4d6. 1/2m  
 HEAT 4d6HEAT  
 Non-Lethal 4d6 Stun, Soft SP only resist half dam  
 Slug 4d6+2AP. Soft SP halves pen damage  
 Smoke (15eb/25) 3m of smoke  
 Stinger (15eb/25) 4d6 Stun beyond 3m  
 Stundart (20eb/4) Stun -2, penetrates soft armor of 10SP  
 Thermite (30eb) 8d6AP, 1/2 width. 10% ruin barrel  
 Slasher (75eb) 4d6, 1/3 SP. 1m. -3 WA, 10m range  
 Ball Bearing (x2) 5d6+1/4d6+1/3d6+1, 1-2m pattern

### 12 Gauge Magnum

Buckshot (1eb) 4d6+2/3d6+2/2d6+2  
 HE Slug (2eb) 3d6, 1m radius  
 AP Slug (3eb) 3d6HEP

### 10 Gauge (15eb/12)

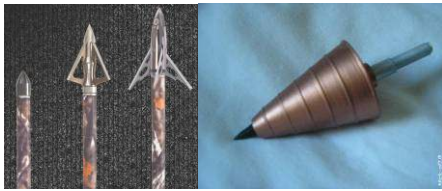
Same range & effects as 12 ga. with these exceptions  
 Shotshell 5d6/4d6/3d6  
 Flare (30eb/25) Illuminates 30m. 2d6+2 & 1d6/2 if hit  
 Flash (35eb/25) Flash-Bang grenade in 25mx3m pattern  
 Flechettes (8eb) 5d6AP. Armor and pen damage 1/4  
 Gas (5-25eb) Tear, sleep, or biotoxin gas. 2m  
 Non-Lethal 5d6 Stun, Soft SP only resist half dam  
 Slug 5d6+3AP. Soft SP halves pen damage  
 Smoke (20eb/25) 3m of smoke  
 Stinger (20eb/25) 5d6 Stun beyond 9m

### 10 Gauge 3" Magnum

Cannot be fired from a normal 10 ga. +20% to modify gun.  
 Shotshell 6d6/5d6/4d6  
 Stinger (19eb/25) 6d6/5d6/4d6 Stun over 9m  
 Gas 3m  
 Flare 40m, 3 turns. 3d6, 2d6  
 Smoke 4m, 5 turns

### 4 Gauge (CLAW)

#000 Buckshot 8d6  
 Slug 9d6+2AP. Soft SP halves pen damage  
 APFSDS 5d10AP  
 HEAT 7d10, 1/2SP  
 Slasher (75eb) 2.5m wide, 4d6 damage, 1/3 armor  
 Flechette, mini-grenades, non-lethal batons, thermite shells, flash-bombs, HEP and gas shells are also available



**Arrows**

**SP Mod Damage Mod & Notes Cost Source**

Target 1/2 normal 24eb/12 SOF2  
 Broadhead 1/2 [soft] 2x Pen 40eb/12 SOF2  
 Stun - damage is Stun 20eb/12 SOF2  
 Spinner 1/2 [soft] 3x Pen 80eb/12 SOF2  
 Warhead varies 25mm pistol grenade, WA -2 varies SOF2

**Crossbow Bolts**

**SP Mod Damage Mod & Notes Cost Source**

Target 1/2 normal 30eb/12 SOF2  
 Broadhead 1/2 [soft] 2x Pen 50eb/12 SOF2  
 Stun - damage is Stun 25eb/12 SOF2  
 Spinner 1/2 [soft] 3x Pen 100eb/12 SOF2  
 Warhead varies 25mm pistol grenade, WA-2 varies SOF2  
 Silver 1/2 - 3x NE



**Airgun Splatballs SP Mod Damage Mod & Notes Cost Source**

Drugged - by drug type 5x CP20  
 Acid - 1d6 x 3 turns 5x CP20



**Needlegun Loads SP Mod Damage Mod & Notes Cost Source**

Normal 1/2 [soft] - 50eb/100 CP20  
 Drugged 1/2 [soft] + drug type 5x CP20  
 Anti-Armor 1/4 [s], 1/2 [h] - 4x WGF  
 HE (Impact) - 4d6 5x WGF  
 HE (Timer/Liquid) 1/2 [s] +4d6 5x WGF

**Other Rounds**



**Micromissiles**

HE (50eb) 4d6, 2m  
 Anti-Armor (75eb) 4d6 HEAT, 1/2 SP, 1m  
 HEP (200eb) 4d6+4, no burst



**50 Caliber**

BMG (15eb)  
 BMG Hex (30eb) 1/2 pen to soft targets, double to SDP  
 Smoothbore (25eb) for ETE weapons - WSSE/R



**13mm Shells**

HEP (45eb/12) 4d6+2  
 API (45eb/12) 4d6+3 1/2SP, 1d6, 1d6/2 0SP  
 Acid (20eb/12) 1d6 x 4 turns  
 LN2 1d6+2 to one location + LN2 effects



**15mm Kurtz**

"Practice" (8eb) 4d10+3@  
 HE (20eb) 3d10, 1m



**25mm Cockerill Cannon Rounds**

AP 5d10+10AP (Pen 5)  
 HEP 5d10+10HEP (Pen 6)  
 Flechette 1d6+3x1d6+1AP. 1m/2m/4mx100m

**30mm Rockets (200eb/6)**

HE 5d6 (1), 3m

**Rockets Reloads**

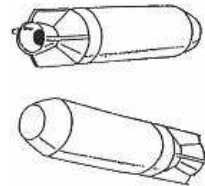
RPG-A HEAT 6d10AP 250eb  
 HE 6d10 (3), 6m 250eb  
 RPG-B HEAT 9d10AP 400eb  
 2" Rocket 6d10, 1 space\12 100eb  
 2.75" Rocket 8d10, 1 space\10 200eb  
 3.5" Rocket 9d10, 1 space\6 400eb  
 5" Rocket 13d10 1000eb

**Missile Reloads**

LATGM 12d10AP, 1/5 space 1500eb  
 HATGM 18d10AP, 1/3 space 3500eb  
 Hellfire 20d10AP, 1 space 10,000eb

**Webs and Nets**

Det Web (450eb) 40AP, WA 0, 25m range  
 Taser (100eb) As taser, WA 0, 25m range  
 Web Entangle, N.Imp Bod+Ref, 30m range  
 Sharpwire(450eb) WA +2, Bod/2 damage, 1/2SP, 10m



**Militech MTL-1 Mini-Torps**

Hi-Ex (300eb) 167m/turn, 8d10, passive sonar (-3 A/N)  
 Concussion (350eb) 1/2R, 1/2S, double SW  
 Shaped (550eb) 1/2SP, x2 Target SW, 1/2 radius  
 Proximity (+50eb) detonates within 5m of metallic source  
 Memory Mapping impossible to detect, +1000eb



**Arasaka APW Mini-Torps**

API (400eb) 1667m/turn, 4d10API, active sonar  
 HEP (400eb) 1/2R, 1/2S, ignore SP, x2 SW value  
 Passive Sonar -3 A/N, +150eb

## Ammo Effects

**API:** Armor Piercing Incendiary, half armor and damage if the round penetrates, but if penetrated armor won't protect against addition damage.

**EMP Grenade:** When detonated the EMP grenade fuses its internal mechanism five seconds after arming. Effects are similar to a Techtronica "Pulse Rifle" over a 4-10m diameter. Unshielded electronics and cyberware are immediately disabled. Internal cyberware comes back on-line in 4 minutes, and cyberlimb functions are regained in 10 minutes. Chips are wiped. Electronics/cyberware with hardening/shielding are not effected. Anyone in the area of effect will still have orientation loss (make a Stun Save at -1, effects lasts 1d6x10 seconds).

**HEAT:** High Explosive Anti-Tank, half armor and full damage.

**HEP:** High-Explosive Penetration, damage is half real and half is applied as concussion damage. Armor has no effect and is damaged 2 levels.

**Flash Bang Grenade:** All people within 5 meters of the blast (15m indoors) must make a Stun Save at -2 to avoid being stunned and deafened for 4 turns (40 sec) and a Difficulty 20+ REF test to avoid being blinded for 2 turns (20 sec). Anti-dazzle protection negates the flash effect and makes the REF test unnecessary.

**Shotgun Shell:** All people within 2 meters of the blast (5m indoors) must make a Stun Save and a Difficult 20+ REF test to avoid being stunned for 1 turn and blinded for 2 turns. The Flash-Bang round has a maximum range of 25m, if it has not impacted something solid by that time, it explodes automatically.

**Non-Lethal/Concussive Damage:** Subtract armor SP from damage, up to half the damage total, at least half damage goes through any armor except hard armors (i.e. Metalgear, ACPA, full medieval armor). The target must then make a Stun/Shock Save as it was damaged by the concussion damage that went through. Rigid armor prevents any concussion damage from hitting the target; Skinweave has no effect on concussion damage. All targets, whether affected by the concussion or not, must make a Difficult 10 REF save or be knocked down by the impact

## Firearm Accessories

### Sights Bonuses & Notes Cost Source

Laser Sight +1 WA 100 CP20  
Smartgun Link +2 WA with smartgun 100 CP20  
Cyberoptic Targeting Scope +1 WA to smartgun attacks only 400 CP20  
Smart/Vision goggles 4 option spaces, -10% option cost 200 CP20  
- Smartlink Scope +1 WA, when used with a smartgun (+3) +360 CP20  
- Magnification Upto x25 magnification +200 HoB  
- Image Intensifiers +2 to Awareness +250 HoB  
- Thermograph Works as the cybernetic option +200 HoB  
Scopesight +2 L/E, +1 M, on an aiming action 200 HoB  
Low Lite Scope +2 L/E, +1 M, on an aiming action 300 HoB  
Computer Sights +3 L/E, +2 M, +LL, need to aim 500 HoB  
Computer + Thermo Sight +3 L/E, +2 M, +LL, +Thermo, must aim 700 HoB  
COT Sight Smartgun sight +3 WA 4000 SOF  
Midnight Arms Smart Glove +200eb/smartgun 110 Chr3  
Smartgoggle Mirrorshades 2 spaces, -10% option cost 450 Chr3  
Smartplate Link Smartgun=3x base cost 300 Chr3  
Digital Weapon Link +2 to TECH rolls for unjamming gun 500 Chr1  
DUD Smartgun Controller Voice activated weapons, need DUD 720 Chr1

### Holsters, etc Bonuses & Notes Cost Source

Holster Shoulder, thigh or leg 20 CP20  
Shoulder Sling For rifles, shotguns, SMGs 5 CP20

Cyberleg Holster 1 L.Pistol to Med.SMG, & 1 clip 100 CP20  
Cybernetic Pop-up Gun L.Pistol to Med.SMG 1-800 CP20  
Weapon Mount & Link Hardpoint on cyberlimb for weapon 100 CP20  
Gyro Mount Negates hip & movement penalties 250 HoB  
Power Exo-Mount For hvy. weapons, -1 WA & MA, -2 REF 5000 HoB  
Cybernetic Targeting System Built-in Gyro Mount 1300 SOF2  
Speedholster +1 to Fastdraw 100 Chr1  
Quickdraw Cyberarm Holster +2 to Fastdraw (P concealability) 200 Chr2

### Underbarrel Weapons / Grenades Bonuses & Notes Cost Source

Commercial UB Gren. Launcher HVY +0 L R (30-40mm) 1 1 ST 225m 150 CP20  
M-205 Grenade Launcher HVY +1 L P (40mm) 1 1 VR 200m 250 HoB  
Classic Rifle Grenades HVY -3 N P Varies 1 0.5 VR 100m 50 HoB  
Bayonet 3d6AP when fixed 15 HoB  
Militech Pump Mini-Grenade L HVY -1 L C (25mm) 4 2 ST 150m 255 Chr1  
Militech Drum Mini-Grenade L HVY +0 N P (25mm) 16 2 ST 150m 475 Chr1  
DCR Rifle Grenades HVY -1 N P Varies 1 0.5 VR 150m 50/100 Chr1  
.22 Muzzle Adaptor 50eb to fit, for firing rifle/pistol grenades 200 Chr2  
Under-Barrel Capacitor Laser RIF +2 - R 3d6 2 2 UR 25m 950 Chr2  
Under-Barrel Microwaver EX +0 - P 1d6+special 4 2 ST 20m 500 Chr2  
Hip-mounted Powerpack x2 shots, +5m to microwaver range, 4 kg 250 Chr2  
Under-Barrel Micro-Missile Pod HVY +1 L P 4d6 1 1 ST 200m 200 Chr2  
Under-Barrel Sharpwire Net 450 Chr2

### Security & Safety Bonuses & Notes Cost Source

Cookie Cutter Smartgun won't shoot badge wearers 300 SOF  
Extra Cookie Cutter Badge as above 15 SOF  
Techtronica "Scangrip" 200 SOF2  
Stutter Chipping Can't shoot designated friendlys (10 sec) 310 Chr3  
Nine-Eleven Chip Phones for help, 1d10+2 mins 175 Chr2  
Security Chipping V.Diff Smartlock 250 Chr2  
Gun-Cam Holds 10 digital pictures 100 Chr2

### Other Equipment Bonuses & Notes Cost Source

Silencer/Suppressor -1 WA, +1 Con, Awareness roll to hear 100 CP20  
Bipod +2 when braced & stationary 10 HoB  
Portable Laser Rangefinder Determines exact range 50 HoB  
New Frames Bullpup frame might lower concealability SOF  
Braces and Stocks +1WA 50 SOF  
Cooling Shroud +1 Rel 50 SOF  
Magazine Extensions x2 or x3 capacity 40 SOF  
Gun Cleaning Kit -1 Rel when used and not cleaned 50 SOF2  
Electro-Thermal Battery 100 shot battery 150 Chr2  
Kleen Bore Nanoagents Cleans gun! 50 Chr2

## Bow Accessories

### Equipment Bonuses & Notes Cost Source

Bow String Silencer Makes bow completely silent 50 SOF2  
Crossbow Autoloader Holds 1/2 normal shots (6), ROF x2, -1 WA 25% SOF2  
Basic Bow Sights +1 WA when aimed 50 SOF2  
Cyber-targeting +1 WA (+2), needs smartgoggles/optic +250 SOF2  
IR As cyberoptic option 200 SOF2  
LowLite Negates darkness penalties 150 SOF2  
Gyro-stabilizer Halves movement penalties for self-bow 100 SOF2

## Melee Weapon Modifications

### Equipment Bonuses & Notes Cost Source

Monomolecular Edges +1d6 damage, 1/3 soft SP, 2/3 hard SP 5x PAC

## Advanced Weapon Modifications

### Equipment Bonuses & Notes Cost Source

Cordless Smartchipping +2 WA, but using a wireless transceiver 150% WGF

Advanced Lasing Crystals +2 dice to beam laser damage, 7d6/12d10 max 200% WGF

Beam Splitters Area-effect. Range/pattern width+1m, -1d per meter width 2000eb WGF

Advanced Laser Batteries (Backpack) Holds 60 points/shots for beam/pulse lasers. 7kg 1000eb WGF

Advanced Laser Batteries (Stationary) Holds 100 points/shots for beam/pulse lasers. 15kg 2500eb WGF

Gauss Signature Suppressor Reduces detection chance by 50%. Large weapons only. 1200eb WGF

Remote Weapons Station 2m portable console, SP10 dome, 12 weapon links. 30kg 6000eb WGF

Remote Weapon Link Required for each remote weapon 500eb WGF

## Explosive Effects

**Concussive Damage/HEP:** Damage is half real, half stun and armor has no effect. Soft armor is damaged 2 levels, and hard armor takes 1/4 damage from the explosion. Equipment also takes 1/2 damage. Within 1m: Full damage

Band 1: 1/2 damage

Band 2: 1/4 damage

Band 3: 1/8 damage

**Shrapnel Damage:** Anyone within two extra range bands of the explosion takes 1d10\* damage.

### EXPLOSIVE DAMAGE MODIFIERS

**Tamped Explosives:** 1/2 range, x2 damage

**Confined Spaces:** x2 damage

**Touching:** x2 damage

**Covering Blast:** x3 damage



## Gun Customisation (From Solo Of Fortune 2)

### Modification Bonuses & Notes Cost Diff. Time

Custom Grip +1 WA Fastdraw, Snapshot 0.3x Diff 40min

Adjustable Stock 1 extra aiming turn, +1 WA Snapshot 0.6x Diff 2hrs

Folding Stock; Rifle +1 Concealability, -1/-2 WA 0.3x Aver 1hr

Stock; Pistol, Lt.SMG +0/+1 WA at Long & Extreme 0.3x Aver 1hr

Solenoid Trigger +1 WA at Extreme, +10% weight 1x Aver 1hr

Building Solenoid Trigger Replaces trigger with firing stud .5x Aver 1hr

Electric Trigger (CL) +1 WA at Extreme 1x Aver 1hr

Electric Fire Ammo (CL) Modify 100 rounds for electric fire - Aver 3hrs

Barrel Chopping +1 Con, 1/2 range, +50% pattern 0.3x Easy 20min

Chopping Pistol, SMG -1 WA, 1/2 range 0.3x Aver 20min

Cheap Barrel Chopping -2 WA, 1-2=jam, Fumble=explosion - NA 10min

Barrel Extension -1 Con, +25% range 0.3x Easy 30min

Burst Fire -1 WA, -1 Rel, allows 3 round burst 1.5x V.Diff 3-6hrs

Pure Auto Fire Fires 1/2 mag (max 30), WA: -1, -2 Rel 1x Diff 2hrs

Selective Fire Single, 3rnd, or auto at -2 WA; -1 Rel 2x V.Diff 4-6hrs

Heat Resistant Barrels Counteracts 1 level of Rel loss 0.5x Aver 40min

Make Resistant Barrel Use Weaponsmith to manufacture 0.2x Diff 1hr

Quality +1 Rel up to VR 0.5x

Compensation +1 ROF for semi-autos (ROF 1 or 2) 0.4x Diff 2hrs

Electrothermal Enhance. +50% dam, range; +.5-1kg; cased only 0.5x V.Diff

Smartgun Modification +2 WA with Smartgun Link 1x

Smart Plate Modification For use with Smartgun2 SmartPlate 0.2x

Smart Glove Mod. For use with Smart Glove 200eb

Brass Catcher Soft or hard versions 0.1x Easy 10min

Bayonet Lug Allows mounting of bayonet 0.1x Easy 10min

### Finishes Bonuses & Notes Cost

- Standard Matte black, blued, nickel 0x

- Natural Colors Red, green, black, etc 0.1x

- Bowling Ball 2 or more colors mixed together 0.3x

- Custom Chrome, pearlescent, camo, gloss colors 1x

- Neon Glow Iridescent light emitting finish 1.5x

- Printless Near Imp TECH to lift prints 2x

### Magazines Bonuses & Notes Cost

Extended Magazines upto 5x original capacity 1eb/rnd (cased)

- Over 2x -1 Con, -1 Rel, -1/-2 Snapshot .5eb/rnd (caseless)

- Heavy Weapons 2-3eb/rnd

**Notes:** These prices are moderated by normal economic factors (quality, black market availability, etc).

If the weapon is built to specification (by a weaponsmith with CADam and an autofactory for instance) the price modifiers are halved.

## LEGEND

### CYBERPUNK 2013 & 2020 BOOKS Code No

**CP13** Cyberpunk 2013 CP3001  
**CP20** Cyberpunk 2020 CP3002  
**BH** Blackhand's Street Weapons CP3461  
**Chr1** Chromebook 1 CP3701  
**Chr2** Chromebook 2 CP3181  
**Chr3** Chromebook 3 CP3331  
**Chr4** Chromebook 4 CP3471  
**CB1** Corpbook 1 CP3111  
**CB2** Corpbook 2 CP3151  
**CB3** Corpbook 3 CP3161  
**DS** Deep Space CP3211  
**NO** Near Orbit CP3301  
**ER** Edgerunners Inc. CP3391  
**ES** Eurosource CP3901  
**ES+** Eurosource Plus CP3421  
**SF** Firestorm: Stormfront CP3481  
**SW** Firestorm: Shockwave RT03491  
**HoB** Home of the Brave CP3221  
**LU** Listen Up Primitive Screwheads CP3291  
**LD** Live & Direct CP3431  
**MM** Maximum Metal CP3191  
**NEO** Neo Tribes CP3371  
**NC** Night City CP3501  
**PAC** Pacific Rim CP3311  
**P&S** Protect and Serve CP3171  
**BB R** Bartmoss' Brainware Blowout CP3521  
**NET** Rache Bartmoss' Guide To The Net CP3241  
**RB** Ruckerboy CP3401  
**UK** Rough Guide to the U.K. CP3281  
**SOF** Solo of Fortune CP 3101  
**SOF2** Solo of Fortune 2 CP3361  
**WS** Wildside CP3271  
**ET** Euro Tour (c) CP3131  
**LoF** Land of the Free (c) CP 3231  
**FH** Tales from the Forlorn Hope (c) CP3121  
**WCD** When the Chips are Down (a) CP3801  
**HW** Hard Wired (w) CP3201  
**WGF** When Gravity Fails (w) CP3601

### ATLAS GAMES SUPPLEMENTS Code No

**AB** The Arasaka Brainworm (a) AG5000  
**AFD** All Fall Down (a) AG5040  
**BON** The Bonin Horse (a) AG5050  
**TCB** The Chrome Berets (c) AG5025  
**CF** Cabin Fever (a) AG5065  
**CD** Chasing The Dragon (a) AG5035  
**GW** Greenwar (a) AG5055  
**NCS** Night City Stories (c) AG5005  
**NWP** Northwest Passage (a) AG5070  
**OC** The Osiris Chip (a) AG5010  
**STF** Street Fighting (a) AG5020  
**TTB** Thicker than Blood (a) AG5045

### WEST END GAMES SUPPLEMENTS Code No

**ATM** Alice Through The Mirrorshades (a) 12017

### IANUS SUPPLEMENTS Code No

**DM** Dark Metropolis (w) ICP116  
**GCT** Grimm's Cybertales (w) ICP110  
**NE** Night's Edge (w) ICP101  
**CP** Crash Point (a) ICP112  
**HF** Home Front (a) ICP119  
**KOCJ** King Of The Concrete Jungle (a) ICP106  
**MJ1-2** Media Junkie 1-2 (a, c) ICP107,14  
**N1-3** Necrology 1-3 (a, c) ICP102,4,5  
**PG** Playground (a) ICP115  
**PB** Premature Burial (a) ICP117  
**RM** Remember Me (a) ICP118  
**SA** Sub Attica (c) ICP120  
**SUR** Survival Of The Fittest (a) ICP103

### CYBERGENERATION Code No

**CGen** Cybergeneration 1st Ed. CP3251  
**Eco** EcoFront CP3341  
**Med** MediaFront CP3351  
**Vir** VirtualFront CP3441  
**BDay** Bastille Day (a) CP3261

### MAGAZINES, NETBOOKS, ETC

**I1.1 to I2.2** Interface. Vol 1 # 1-4, Vol 2 # 1-2  
**P1 to P3** Punk '21. # 1, 2, and 3 (UK)  
**RPI** Role Player Independent, July (UK)

### KEY

**(a)** Adventure  
**(c)** Campaign  
**(w)** Alternate World Book



(All weapons created by R. Talsorian games and their respected authors. Weapon List Compiled by Node 16, images compiled by Deric Bernier. Images by Deric Bernier, R. Talsorian Games, Nerf, Biometal79, Tigadee, Brit Nerf Mogul, Wes 7134, Sgt Burton, KingBouyah, Vulne Pro, Power Rangers, Laser Tag, Glitchwerk, Duelisto, Codi\_t, Crisis, Gears Of War, Halo, Ghost Recon, Torvenius, Nuclear Dawn, OutfoxedTW, Killzone, GI Joe, Praetoris, and other various manga, Anime, Comic book, video game, film, Airsoft, and RPG sources. Special thanks to Matsuo, Darth Brass, darcjedi, Tom\_Braider, thedap, wuher\_da\_brewer, Capt\_MarVel, Glim999, Pulseriflefan, TK513, gunnerk19, Tommin, Wolverine\_solo, and all the many fine prop replica builders of Mastucorp, the RPF, and BBC)

For more of the best Cyberpunk 2020 goodness available, go to

# DATAFORTRESS 2.0.2.0

<http://datafortress2020.110mb.com/>

