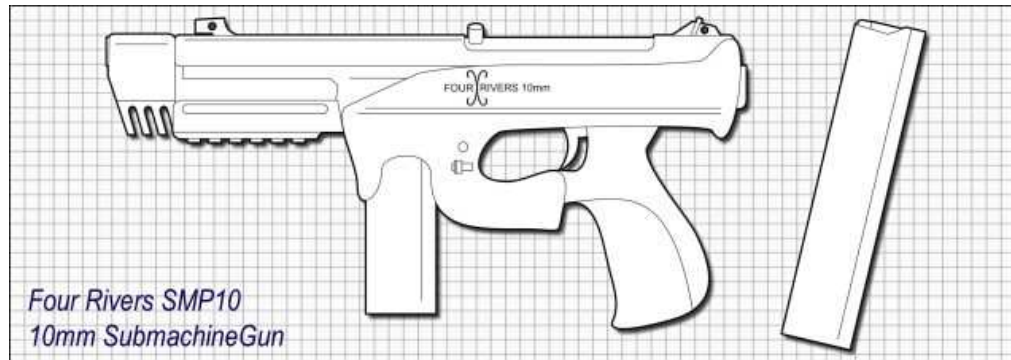


Choice Weapons From The Net Archives

[The BlackHammer CyberPunk Project](#)

Guns, Guns, Guns! Hi-Tech Toys of Terror

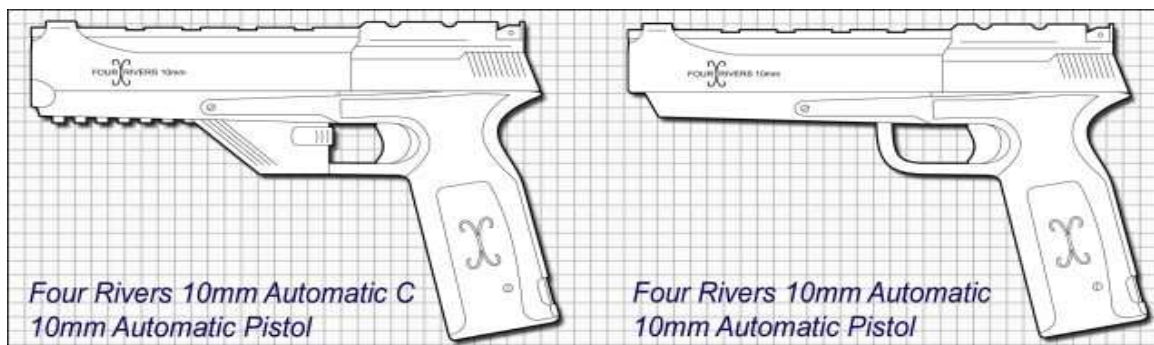
Four Rivers SMP10 SMG



The standard submachinegun of Four Rivers SG's security and protective forces is the SMP-10 ("Security Machine Pistol, 10mm"). The weapon design has been through three different manufacturers in the past 7 years, with minor changes to the internal workings and standard accessories. The current SMP10s are manufactured in Arkansas by San Wu Ch'i Inc. – a Chinese manufacturing consortium. The SMP-10 features excellent handling and comfortable design, however many professionals in the security field complain about the lack of mounting surfaces, with only one standard accessory rail mounted under the barrel of the gun (directly behind the gas vents).

The SMP-10 comes with three magazine sizes – a 10 round magazine (not shown), 20 round and 40 round. With the 10 round magazine loaded, the SMP-10 takes on the role of a very heavy handgun and some security forces carry it in a side holster in this format. With the 20 and 40 round magazines in place, the SMP-10 returns to the standard role of a submachine gun.

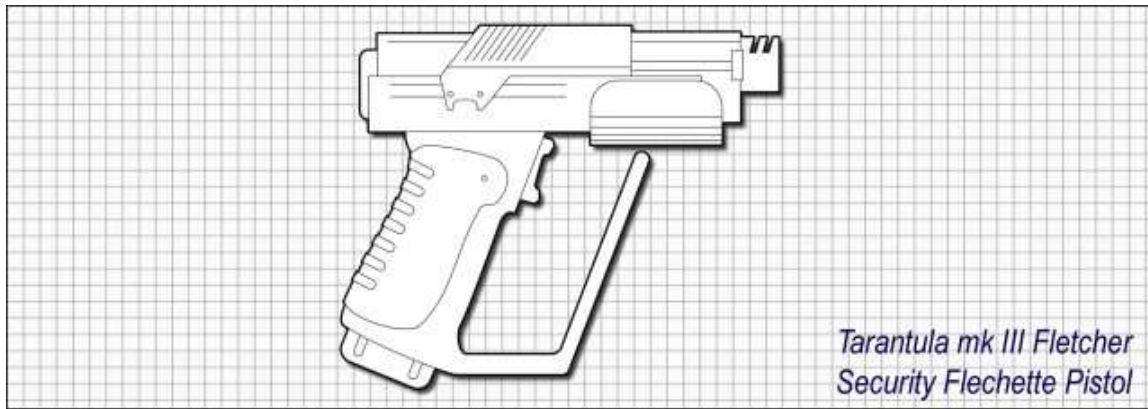
SMG • +1 • J • E • 2d6+3 (10mm) • 40 • 20 • VR • 150m • 650eb



The gun that means "Four Rivers" in the minds of the American firearms consumer is the Smith & Wesson Four Rivers 10mm Automatic. This handgun is the standard issue for corporate security forces and is also sold extensively to the public, and is one of the most common automatic pistols in North America in modern nights. Manufactured by Smith & Wesson under exclusive contract to Four Rivers, this handgun can be found in the briefcases of corporate executives from hundreds of companies, to the piece that the garbage man stuffs into the back of his pants before heading out to work in the morning. There are actually two models of the Four Rivers 10mm Automatic in current production, one used exclusively internally (the model C) and the other for commercial sale.

Four Rivers 10mm Automatic • PST • +1 • J • E • 2d6+3 (10mm) • 12 • 2 • VR • 50m • 400eb

Tarantula mk III Flechette Pistol

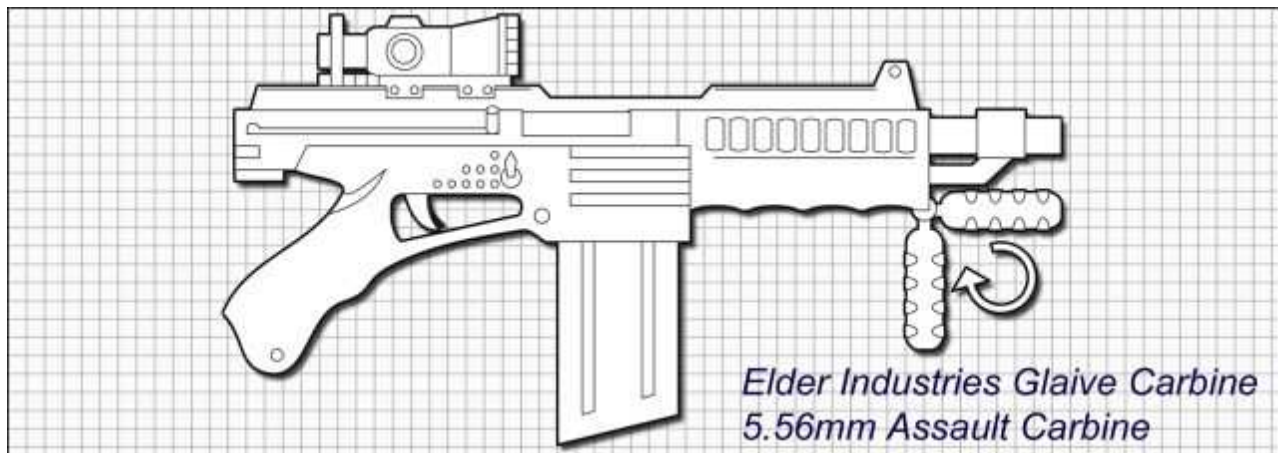


The Tarantula mark 3 is one of the top security sidearms on the market. Based on the response to the earlier mark 1 and 2 systems, the mark 3 is actually heavier than the earlier models with a ceramic frame instead of polymer and a heavy alloy barrel. The small size of the firearm and the standard assumptions of polymer frames makes the Tarantula mk 3 deceptively heavy, however it is still light enough to carry for long periods of time.

The Tarantula is quite a potent and comfortable package, and sees a lot of use by style-conscious and concealed security forces.

PST • +0 • J • P • Varies • 12 • 2 • ST • 20m • 400eb
Each round has 10 flechettes; roll 1d6+1 for the number of hits.
Flechettes do d3 damage (armor is at 1/2 SP). Cased.

Elder Industries “Glaive” Carbine



The Glaive was introduced as a base-line carbine to push Elder Industries into visibility in the military arms market. Many military forces are equipping 5.56mm assault rifles and carbines and a huge variety of these weapons exist on the market, all with nearly identical designs. The Glaive follows suite, breaking no new ground and in fact coming equipped with barely enough hardware to be considered functional on it's own - it comes with no stock and the barest of iron-sights (the end user is expected to be equipping the Glaive with their own choice of fixed, folding or extending stocks as well as their own sighting equipment).

Although the Glaive has generally failed to attract any major military buyers, a lot of DIY runners have picked them up because they are set up to be easily customized and a large number of “tacticool” variants and personal pet projects are being sported by a variety of firearms enthusiasts.

RIF • -1 • L • P • 5d6 (5.56) • 30 • 30 • VR • 300m • 550eb

Benelli "Eleven-Five" Personal Edition

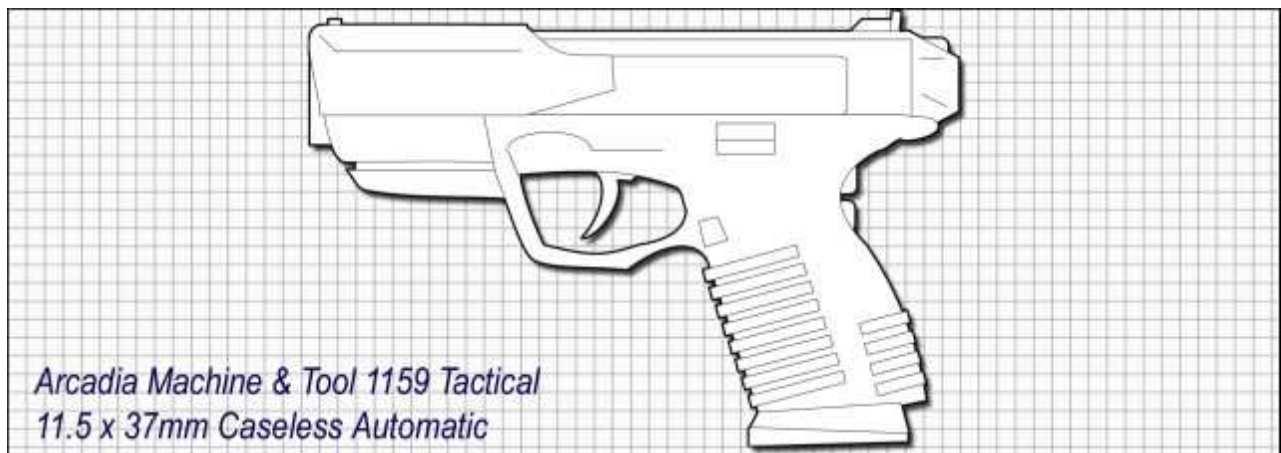


Benelli released the "Eleven-Five" at the same time as their 11.5mm caseless round that the weapon fires. The 11.5mm Benelli Caseless is a very heavy caseless round that was designed to provide performance exceeding that of all the standard handgun loads - something big enough to take down someone jacked up on dust and loaded with enhanced musculature. The end round is roughly as potent as the .50 Action Express round.

The Benelli Eleven-Five uses a top-loading magazine in a bullpup configuration to produce a gun with a fairly slim profile, large ammunition capacity and a barrel length suitable for the large amount of powder in the 11.5mm round. The gun still has a rising kick because of the heavy round, especially in full automatic fire.

SMG • -1 • L • C • 4d6 • 30 • 15 • ST • 200m • 650eb

Arcadia Machine & Tool 1159 Tactical



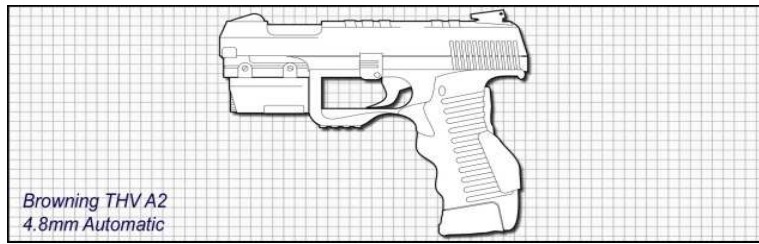
Arcadia Machine and Tool's last major handgun prior to their acquisition by Colt in 2016. An obvious precursor to the Colt AMT 2000 series, the AMT 1159 is an 11.5mm caseless automatic.

One of the few handguns chambered in the powerful 11.5mm caseless round introduced by Benelli in 2015. The AMT 1159 is the precursor to the powerful Colt AMT series of 12mm handguns, and is the gun that drew Colt's attention to Arcadia Machine & Tool in the first place.

A short-barrel version of the AMT 1159, the Tactical model isn't quite small enough to be easily concealed, but it is a much more comfortable carry gun. The light weight, however, tends to make the gun somewhat more difficult to control in combat.

PST • +0 • J • P • 4d6 • 10 • 1 • ST • 50m • 500eb

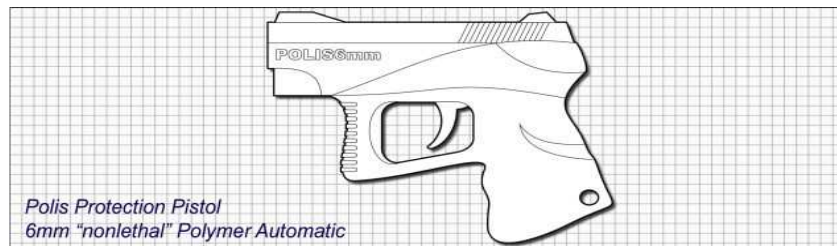
Browning THV A2



Browning's new Automatic pistol was developed alongside the 4.8mm Browning Caseless Penetrator (the 48Browning) specifically for the special forces market and as a sidearm to accompany the yet to be released 48Browning PDW. A very slim double-action-only automatic pistol, the Browning THV A2 has a respectable ammo capacity and reliability.

PST • +0 • J • P • 2d6+3 • 18 • 2 • ST • 50m • \$430

Polis Protection Pistol



PST • -1 • P • E • 1d6+1 (6mm CL) • 5 • 2 • UR • 30m • 20eb

These 6mm handguns are produced by Polis, a traditionally plastics-only company that makes a variety of other petroleum based products and is a subsidiary of PetroChem. This self-defense double-action handgun which is produced by Polis is made almost entirely of plastics, polymers, and contains very few metal components, such as copper wire springs and similar low-quality metals. The gun is manufactured specifically cheap in order to be considered a disposable handgun, it has an internal plastic magazine, but it is capped at the bottom of the handle to prevent reloading. It is not designed any better than to usually fire all the rounds out of the clip (the firing pin itself is actually a heat-resistant, but cheap ceramic), which has a tendency to cook, melt, or explode on a critical failure if it fires more than the number of rounds in the clip. The weapon comes in a variety of designer colors and patterns.

The pistols use 6mm caseless rubber bullets or pepper spray rounds, in order to be considered a nonlethal weapon in which can be sold from Vending machines in public places (usually in well defended corporate zones). The intended markets is with Corporates and Jetsetters on the go, who want to be safe in a new city when they land at the airport (yes they are often found in Airport lobbies or near them, even though it is likely they could pass through a Metal Detector, however more sophisticated scanners can pick up gunpowder residue). The vending machines usually accept only electronic payment transfer from a credit card, debit, or credchip account; in this way it can regulate the age of the buyer, as it would be illegal for anyone under 16 to own a self-defense weapon like the PPP.

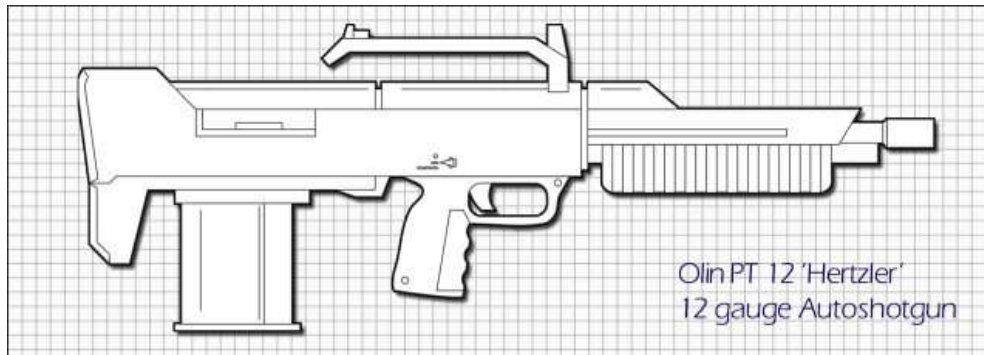
This however doesn't stop most boostergangs from using hacked credchips to buy PP pistols. These guns are popular with gangs, precisely because the handle bottom can be cut off to extract the plastic magazines, which can be loaded with real .22 caliber bullets, of the more lethal kind. Sometimes duct tape and a couple plastic magazines result in extended clips, which are more likely to melt the cheap 20eb PP pistols. For these reasons, most legislation forces Polis to mount Cameras to watch any purchases from these machines. Polis Vendomats are often disliked by Police who realize the potential gang applications for the very guns, which are meant to protect against them.

Cobray-Polis Protection P-1 Handgun

This is simply a metal frame copy of the PPP and it has standard reliability and higher price (50eb). The accessories from this gun can often be makeshifted to fit the cheap models produced by the company for sale in vendomats. They sell silencers, variety of .22 caliber caseless ammo (including Cobray's .22 Armor Piercing round), and even extended magazines.

Text by CitizenX, illustration by M Jason Parent

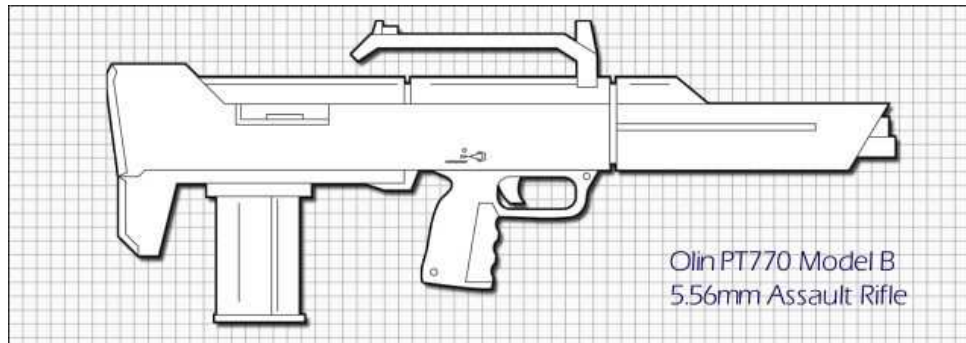
Olin PT 12 "Hertzler" Autoshotgun



SHG • -1 • N • P • 4d6 • 15 • 10 • ST • 50m • 1,100eb

The Hertzler is a bullpup 12 gauge autoshotgun with many design similarities to the Arasaka Rapid Assault 12. It features an adjustable choke and a rapid-cooling ceramic firing chamber to prevent overheating which could cause the standard shotgun shells to melt and cling to the inside of the chamber instead of extracting properly.

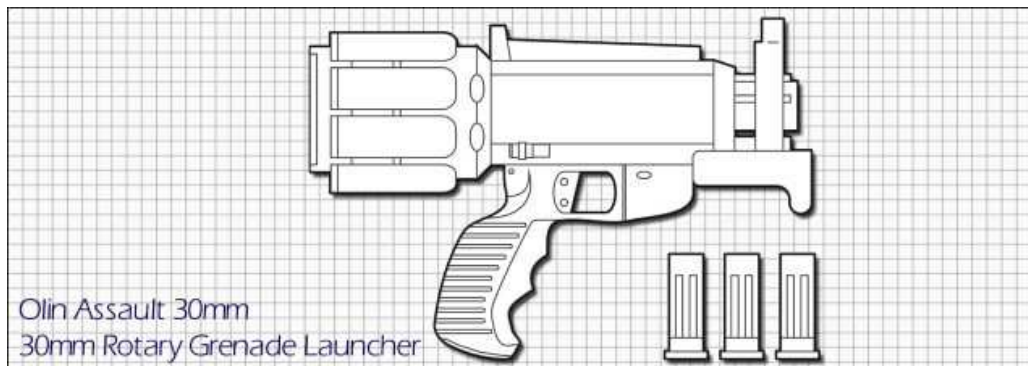
Olin PT770 Model B



RIF • +2 • N • P • 5d6 • 30 • 2/3 • VR • 400m • 500eb

Based on the heavy frame of the PT 12, the PT770 is basically the exact same frame as the Hertzler, but firing the much lighter 5.56mm caseless. The PT770 can fire in semi-auto and three round burst only, although some aftermarket conversions allow for full autofire.

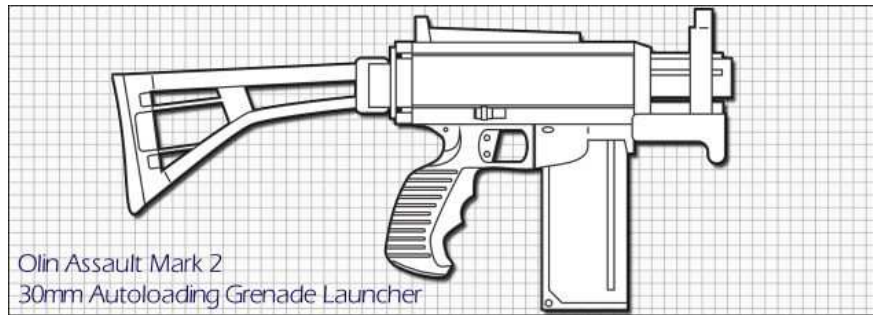
Olin Assault 30



HVY • -1 • L • R • 30mmG • 6 • 2 • ST • 100m • 400eb

Designed at the same time as the Militech 25mm grenade systems, but only released nearly 2 years later, Olin's 30mm grenades are nearly identical to the Militech equivalents. The Assault 30 is a rotary launcher using a six-shot drum of 30mm grenades. The shooter can 'dial a shot' and select which grenade to fire before each shot, but this reduces the ROF to 1 unless operating through a smartlink.

Olin Assault Mk II

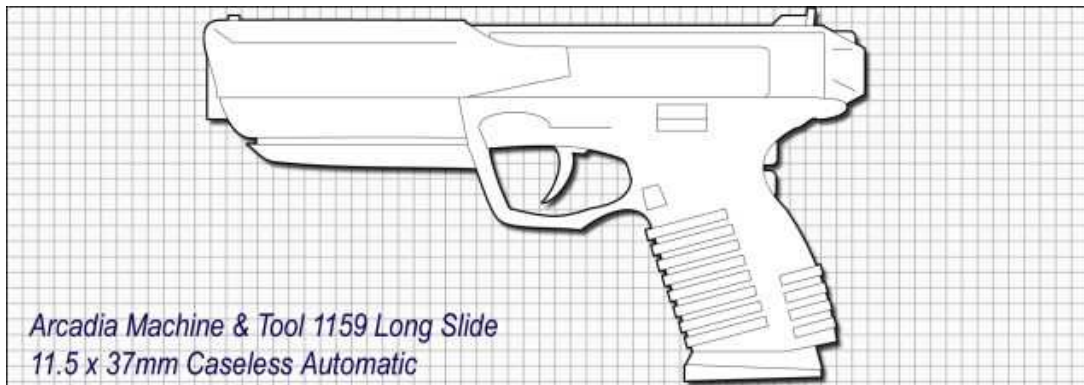


HVY • -1 • L • R • 30mmG • 8 • 2/3 • ST • 100m • 500eb

Because of the amount of time required to reload the revolver-style cylinder in the Assault 30, Olin released the Mark II the next year. The Mark II uses an 8-round box magazine of 30mm grenades and fires both in semi-automatic and three round burst modes. The only downside to the Mark II is the inability to ‘dial a shot’ like with the Assault 30.

30mm Grenades: 30mm grenades are available in the same assortments as 25mm Militech grenades. The larger size allows them greater payloads, so they deal +1 point of damage per die of damage, and burst effects are increased in radius by 1m. 30mm grenades cost 150% as much as 25mm grenades.

AMT 1159 Long Slide

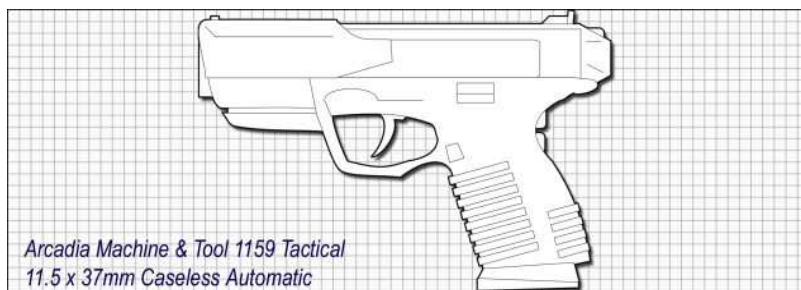


PST • +0 • J • P • 4d6 • 10 • 2 • ST • 50m • 600eb
(includes recoil compensation)

One of the few handguns chambered in the powerful 11.5mm caseless round introduced by Benelli in 2015. The AMT 1159 is the precursor to the powerful Colt AMT series of 12mm handguns, and is the gun that drew Colt’s attention to Arcadia Machine & Tool in the first place.

A comfortable gun to fire, the AMT 1159 Long Slide is fairly front-end heavy to reduce muzzle flip and comes with excellent venting and controls.

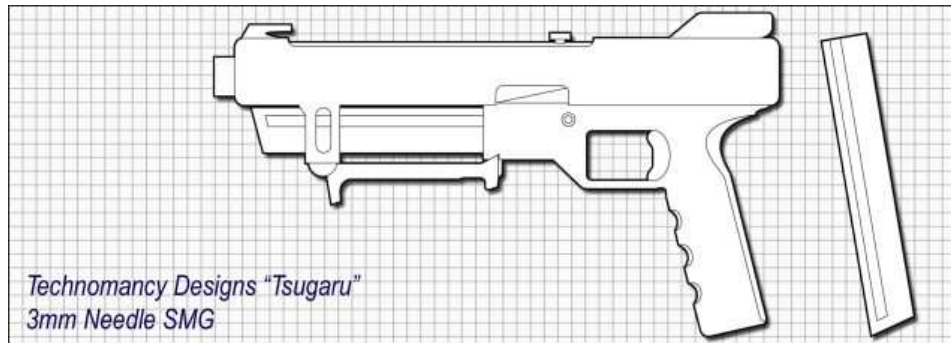
AMT 1159 Tactical



PST • +0 • J • P • 4d6 • 10 • 1 • ST • 50m • 500eb

A short-barrel version of the AMT 1159, the Tactical model isn’t quite small enough to be easily concealed, but it is a much more comfortable carry gun. The reduced muzzle weight, however, tends to make the gun somewhat more difficult to control in combat.

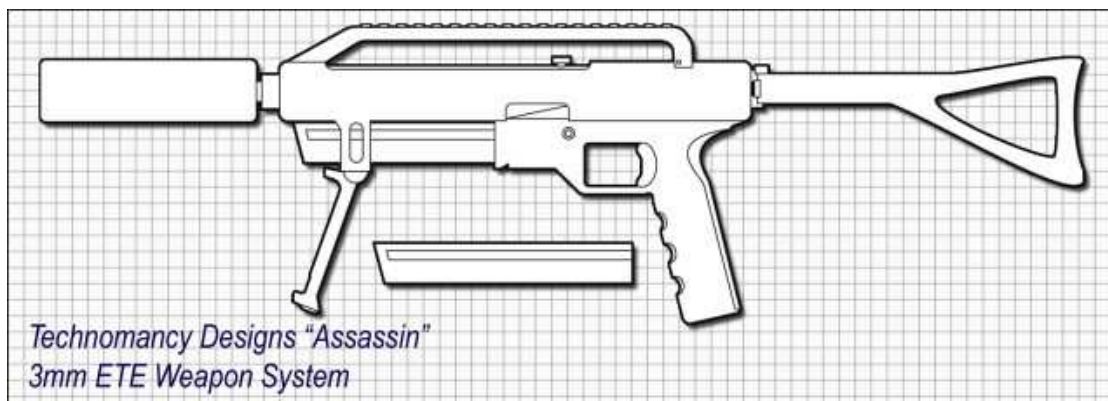
TECHNOMANCY DESIGN "TSUGARU"



CP2020: SMG • +0 • J • P • 2d6 (3mm needle) • 60 • 3/30 • ST • 150m • 700eb
SR4: SMG • 4P • -3 • BF/FA • - • 60(c) • 5R • 600Y

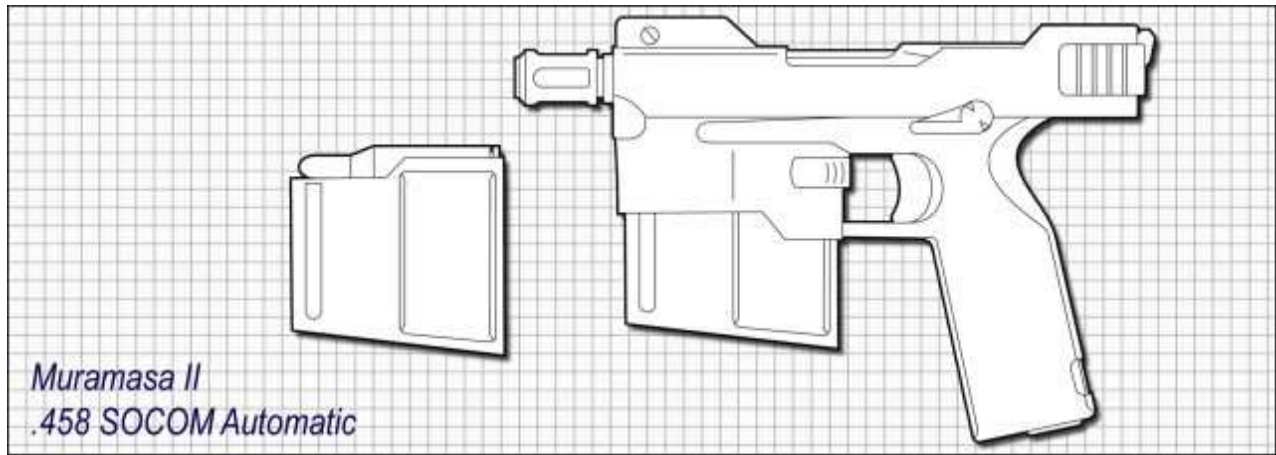
The Tsugaru is one of the two 'base model' 3mm needle weapons on the market, competing against the larger frame (and greater ammo capacity) Malorian Rapid Needler. The Tsugaru is a burst-fire only weapon, with two fire modes - three shot burst and full autofire. The design is fairly simple except for the magazine feed, which uses a front-loading magazine of 60 3mm needle rounds. Longer magazines can be used, but they extend past the barrel of the weapon. The Tsugaru also has a folding foregrip which can be used as an assault grip when folded out, or a regular grip when not. The Tsugaru is sold with a shoulder sling and half-holster combination that allows it to be tucked unobtrusively under most jackets.

TECHNOMANCY DESIGN "ASSASSIN"



CP2020: RIF • +1 • N • R • 3d6 (3mm ETE) • 60 • 2 • ST • 150m • 2,000eb
SR4: Sport Rifle • 4P • -3 • SA • - • 60(c) • 8R • 1,100Y

After seeing an Arasaka prototype rifle firing electrothermal 3mm rounds, the Technomancy team broke out the old Tsugaru and modified it to be a semi-automatic firearm, added the electronics for electrothermal firing, and then added a silencer, stock and sighting rail to the standard body of the weapon. The end result is a functional street assassination weapon that fits in a very small case (when folded and with the silencer removed, the Assassin has the same Jacket concealability as the basic Tsugaru). When combined with armor defeating water triggered explosive or armor defeating toxin ammunition, the Assassin can breach just about any known body armor to deliver a deadly payload.



CP2020: PST • -4 • L • R • 6d6 (.458SOCOM) • 5 • 1 • ST • 20m • 3,700eb

SR4: PST • 6P • -2 • SA • - • 5(c) • 6R • 800Y

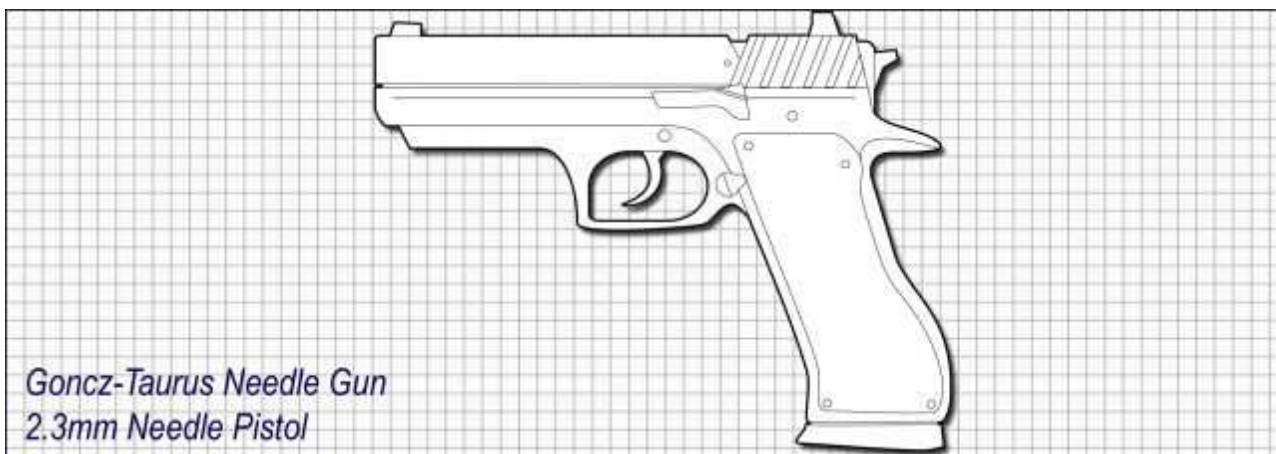
The Muramasa II is a huge handgun that loads the crash-era .458 cased SOCOM round. There's little that a handgun this size can't take down, especially when the standard load sold with it is an Armor-Piercing Incendiary (1/2 SP, 1/2 trauma, +1d3 damage for 2 rounds).

The gun uses an unusual configuration for a non-sporting handgun, with the magazine well in front of the pistol grip because of the lack of room for a magazine of this size in the pistol grip proper. Without the magazine (or with a 3-shot magazine), the Muramasa 2 has a concealability of Jacket.

The Muramasa II has become a strong contender amongst senior C-SWAT and SPAR team members in some cities, where it's already massive firepower is sometimes mated with the incredible penetration offered by Depleted Uranium rounds. It also sees use by some other cyber-enhanced operatives that need to carry as much firepower as they can in as small a package as possible.

The original Muramasa is from Wisdom000's [Datafortress 2.0.2.0](#).

GONCZ-TAURUS NEEDLEGUN



CP2020: PST • +2 • J • P • 1d6+3 • 30 • 2 • VR • 50m • 250eb

SR4: PST • 3P • -3 • SA • - • 30(c) • 5R • 200Y

One of the few traditional-looking firearms on the market that fires the 2.3mm x 15mm needle munition. The Goncz-Taurus takes full advantage of the small casing to maximize the number of rounds in the magazine. While most needleguns do this by using unique magazine designs, the Goncz-Taurus uses a standard handgrip magazine well with a 4-stack extra-long magazine.

GONCZ-TAURUS OPERATIONS NEEDLEGUN



CP2020: PST • +3 • L • R • 1d6+3 • 36 • 2 • VR • 50m • 650eb

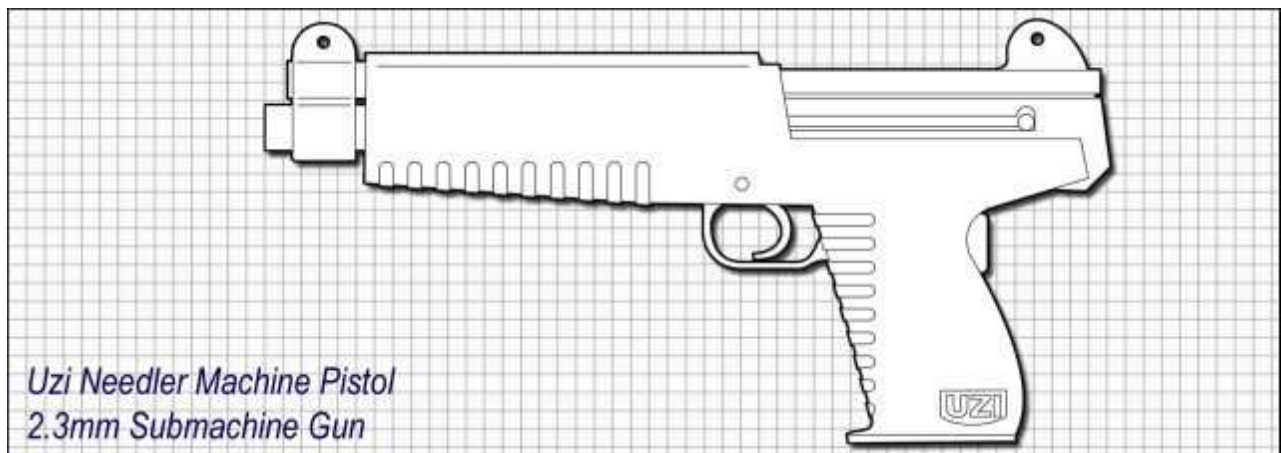
(includes laser sight & suppressor)

SR4: PST • 3P • -3 • SA • - • 30(c) • 5R • 550Y

(includes laser sight & suppressor)

Developed for ESA security forces, the Operations model of the G-T NeedleGun is functionally identical to the baseline model, but has a slightly retooled receiver and the barrel has been extended slightly beyond the frame and is designed to accept a silencer or other screw-on accessory. It comes with a slightly longer magazine and a laser sighting system.

UZI 2.3MM NEEDLE MACHINE PISTOL



CP2020: SMG • +1 • J • P • 1d6+3 • 40 • 20 • VR • 100m • 500eb

SR4: MCP • 3P • -3 • SA/BF/FA • - • 40(c) • 6R • 550Y

Developed as a special operations weapon for Israeli and German special operations divisions, IMI initially was working on a handgun to deliver the high penetration 2.3mm needle rounds. In order to hold as many rounds as possible in the heavy magazine, they went for a heavy frame weapon.

The final design is a very effective machine pistol that is often equipped with a silencer for covert delivery of deadly toxic needle ammo.

CP2020 2.3MM NEEDLE AMMO

Needle ammo comes in four basic types - light (1.5mm), medium (2.3mm) and heavy (3mm). Needle ammo is exceptionally long for the diameter and provides for exceptional penetration. All needle ammunition treats armor as 1/2 Stopping Power, but deals full damage after penetrating armor.

Needle ammunition is cased by default, because there is not enough room for the propellant behind the round without the use of a necked casing, making caseless needle rounds difficult if not impossible to develop.

Ammo Damage Cost (50)

1.5mm	1d6+1	20 eb
2.3mm	1d6+3	30 eb
3mm	2d6	35 eb

Armour Defeating Loads

5x cost - /4 SP, 1/2 trauma

Water Triggered Explosive

25x cost - Explodes for 3D6 (1.5mm) / 4D6 (2.3mm) / 5D6 (3mm) damage if it penetrates target's armour into a flesh location

Strength 15 Poison

20x cost - Target must roll BOD+Resist Torture dif 15 or die (or sleep) in D6 rounds

Strength 20 Poison

30x cost - Target must roll BOD+Resist Torture dif 20 or die (or sleep) in D6 rounds

Armour Defeating Water Triggered

50x cost - 1/4 SP, 1/2 trauma, Explodes for 3D6 (1.5mm) / 4D6 (2.3mm) / D6 damage if it penetrates target's armour into a flesh location.

Armour Defeating Str 15 Poison

40x cost - 1/4 SP, 1/2 trauma, Target must roll BOD+Resist Torture dif 15 or die (or sleep) in D6 rounds

Armour Defeating Str 20 Poison

60x cost - 1/4 SP, 1/2 trauma, Target must roll BOD+Resist Torture dif 20 or die (or sleep) in D6 rounds

SR4 2.3mm Needle Ammo

Needle ammo comes in four basic types - light (2P), medium (3P) and heavy (4P), depending on the needle gun it was designed for. Needle Ammo costs 30Y for 10 shots and has an Armor Piercing Rating of -3.

Armour Defeating Loads

100Y / 10 shots. -6 AP

Water Triggered Explosive

750Y / 10 shots. If it deals any damage to a flesh target, it then deals an additional 5P.

Poison

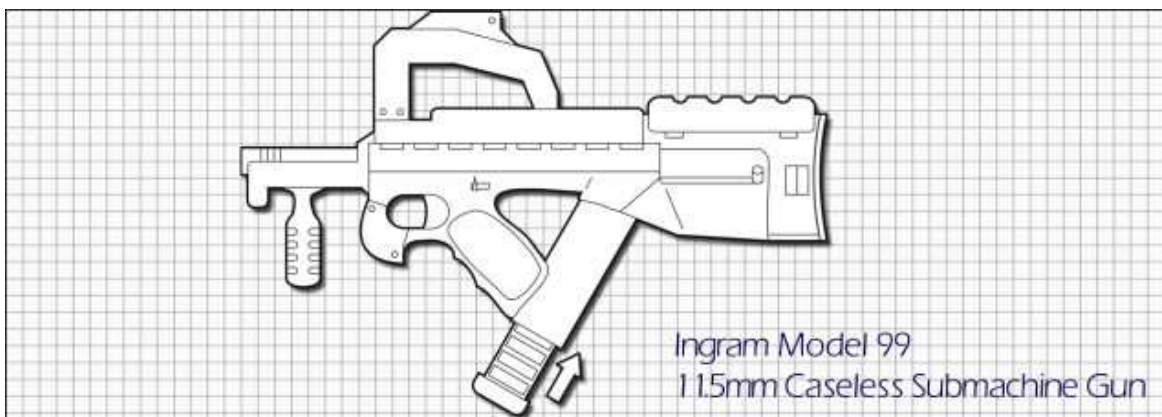
600Y / 10 shots. If it deals any damage to a target, treat as a narcoject hit.

Armour Defeating Water Triggered

2,000Y / 10 shots. -6AP, If it deals any damage to a flesh target, it then deals an additional 5P.

Armour Defeating Str 15 Poison

1,500Y / 10 shots, -6 AP, If it deals any damage to a target, treat as a narcoject hit.

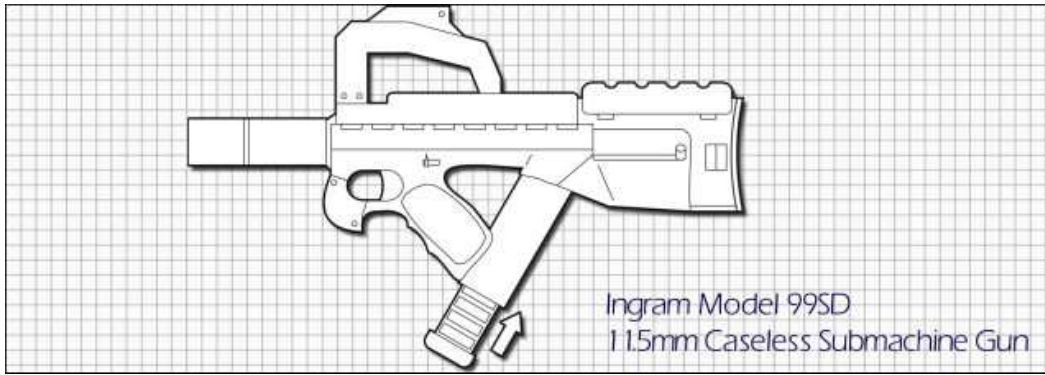


CP2020: SMG • +0 • N • P • 4d6 • 30 • 30 • ST • 150m • 800eb

SR4: SMG • 5P • - • SA/BF/FA • 1 • 30(c) • 5R • 500Y

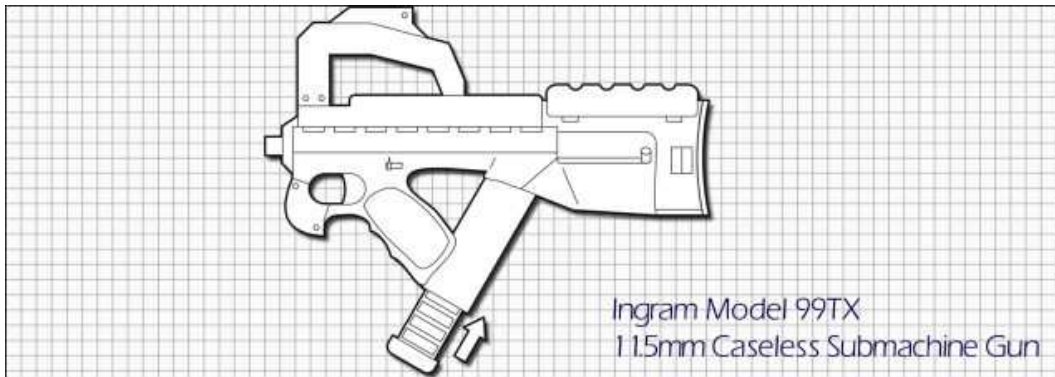
Ingram introduced the Model 99 series as a lower-cost alternative to the popular Heckler & Koch MPK-11 series. The gun design, like the MPK-11, is a bullpup receiver firing a high-powered caseless ammunition (in this case the 11.5mm caseless round). The gun uses a unique angled telescoping bolt design with an electronic limiter to reduce the rate of fire to a controllable level.

Even with these technologies in place, the Ingram manages to squeak in under the price of the H&K MPK-11 series.



CP2020: SMG • +0 • N • P • 4d6 • 30 • 30 • ST • 150m • 1,000eb
SR4: SMG • 5P • - • SA/BF/FA • 1 • 30(c) • 6R • 700Y

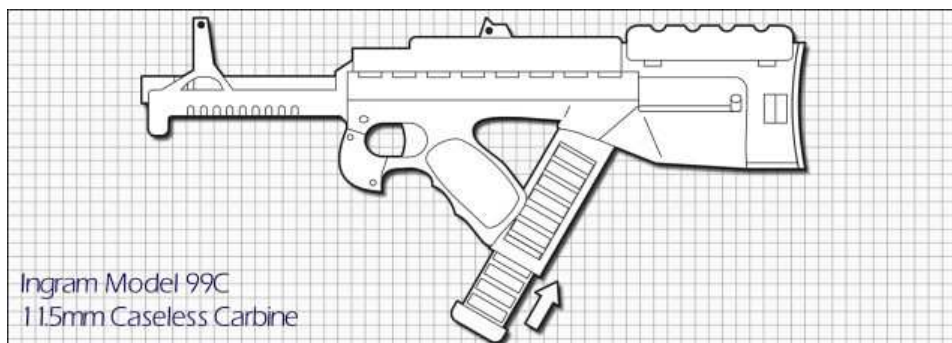
The base design of the gun is noted by many magazines and professionals in the field as the single ugliest submachinegun on the market. The incredibly short front end, combined with the almost non-functional foregrip and the oversized carrying handle and iron sights make the weapon very ungainly.



CP2020: SMG • -1 • L • P • 4d6 • 30 • 30 • ST • 100m • 750eb
SR4: SMG • 5P • - • SA/BF/FA • 1 • 30(c) • 5R • 500Y

As long as the carrying handle is in place, most models of the Model 99 (the base model and the SD model) are non-concealable. With the removal of the carrying handle, the concealability of all models increases by one step (L for the 99 and 99SD, J for the 99TX). The removal of the carrying handle also removes the iron sights, reducing weapon accuracy by -1 unless the weapon has been smartlinked or provided with an alternate sighting system.

The Model 99SD includes an integral silencer and suppressor to make the weapon nearly completely silent, whereas the TX model strips away the entire front end of the gun, making it easier to conceal, but much more difficult to control as the gun is already back-end heavy in the other models.



CP2020: SMG • +0 • L • P • 4d6 • 30 • 15 • ST • 200m • 800eb
SR4: SMG • 5P • - • SA/BF • 1 • 30(c) • 4R • 450Y

The Model 99C was released as a civilian and light security use firearm. The electronic limiter has been adjusted on this model to significantly reduce the rate of fire for more controlled operation and the longer barrel allows the use of a more conventional sighting system.

HandGuns

Smith & Wesson S 11



PST +1 J P 4mm 36 3 ST 70m 900eb

The S11 is Smith & Wesson's first venture into binary propellant technologies. The 4mm bullets themselves (loaded in through the pistol-grip) are very small, as they contain no propellant (and cost 20eb per 50 rounds). The liquid propellant is loaded into the bottom of the gun (the loading port is the black section at the bottom / front of the firearm) and a full load is good for 50 shots at the standard setting (a reload bottle is 50eb). The firearm has three settings for use; on setting one (low-power) the gun fires subsonically, and is best suited for stealth or for "plinking", each shot at this level deals 2d6 damage and uses 1/2 of a normal propellant charge; on setting two (standard) the round deals 3d6+1 damage and uses a standard propellant charge; on setting three (hi-power) the round deals 4d6+2 damage and uses 2 propellant charges (and has it's reliability decreased by one to UR).

Smith & Wesson Model 929



PST +1 J C .31CP 6 2 ST 100m 975eb

Nicknamed "the Incredible Hulk" because of it's distinctive green finish (although it is offered for sale to law enforcement agencies in blued and black finishes), the Model 929 fires the SIG31 Caseless Penetrator. What makes it unique is that the SIG31 is a caseless round, loaded into a revolver action. The rounds were field-tested by S&W for nearly a year to determine if the laquer coating would be sufficient to be used in a revolver, and it stood up to their tests admirably. The SIG31 round is a long, narrow slug embedded into a much larger propellant block, with a ceramic ejectible base-plate. It deals 2d10 damage and is inherently Armour Piercing (1/2 SP, 1/2 trauma) and a box of 50 rounds sells for 70eb. It is available in soft tip (x2 SP, full trauma, 1.5x price) and Armour Defeating (1/4 SP, 1/2 trauma, 5x price).

Militech Slammer .50 A E



Slammer Long Slide - PST 0 J C .50AE 12 2 ST 50m 675eb

Slammer Short - PST -1 J P .50AE 5 2 ST 50m 575eb

The Militech clone of the gun that made Arcadia Machine & Tool (AMT of the Colt AMT 2000 fame) a household name for armchair gunners in the 1980's. Based on the AMT Automag 5, with a couple of changes. Depending on your outlook, either the AMT barrel was too long (and hard to conceal) or the magazine capacity was too small (5 round capacity, and the magazine didn't even fill up the full magazine well!). The one pictured at left is the Slammer Long Slide, while the Slammer Short has a smaller grip and significantly shorter barrel. Both include integral recoil compensation. They both fire the heavy .50 Action Express cartridge which has come back into style with the advent of ElectroThermal Enhancement. The Long Slide also carries a lot of ammo for a gun of it's caliber, by using a double-stacked magazine in a wider magazine well, with an extended base-plate.

Heckler & Koch USP 12

PST 0 J P 12mm 8 1 VR 50m 650eb

PST 0 J P 11mm 9 2 VR 50m 650eb

PST 0 J P 10mm 10 2 VR 50m 650eb



Designed to compete for Military SpecOps contracts against the Colt AMT2000, the USP 12 has a threaded muzzle adaptor to accept silencers and other barrel accessories, and is available with standard and extended grip magazines, recoil compensation, etc. Extended Grip magazines (pictured at left) increase the ammo capacity by 4 rounds in the USP12 and USP11 and by 5 rounds in the USP10.

Compensators (increasing ROF by 1) are available factory-mounted for 150eb. The US military elected to purchase the Colt AMT 2000 for officers and SpecOps after early trials with the USP and AMT.

Militech Naja



PST 0 J P .357 12 2 VR 60m 750eb

PST 0 J P 12mm 10 1 VR 60m 800eb

PST 0 J P .50AE 8 1 VR 60m 800eb

A powerful pistol for the paramilitary market. It is equipped with a laser sight (+1 WA up to 100 m not included in above stats). This device can be turned into a torch (range : 25 meters) for night shooting. A high-power battery can sustain this device for 10 hours. Commercialized in 2021, the Naja is mainly used in some armies and in security militias.

The Militech Naja description and illustration were donated to the project by [Grave Sur Chrome](#).

IMI Desert Eagle 2000



PST +1 J P .357mag 9 2 ST 50m 600eb

PST +1 J P .41mag 8 2 ST 50m 650eb

PST +1 J P .44mag 8 2 ST 50m 700eb

PST +1 J P .50AE 7 2 ST 50m 750eb

Hollywood's favourite handgun of the 80's, 90's and the turn of the Millenium. The Desert Eagle was an Isreali design, built to fire large-caliber rim-fire loads through an automatic pistol, while maintaining a high reliability in hostile (desert) environments. The grip on most Desert Eagles is considered uncomfortably large for shooters with smaller hands, as the handle of the gun has to accomodate rounds never intended for an auto-loader. The Desert Eagles are popular to this day, especially with the availability of ElectroThermal Enhancement.

The stats here are for the Desert Eagles of the turn of the Millenium, the Mk XIX, based on the Mk VII and capable of being rechambered with a simple barrel and chambering kit.

Glock Model 100 (Competition 11mm)



PST +2 J P 11mmCL 6 2 VR \$2,000

To commemorate their Model 100, the gunsmiths at Glock stepped beyond their normal bounds and produced a fine high-caliber long-barrel model for use in the competitive circuits. The Model 100 is a high-quality, high-accuracy weapon that is sold in a special carrying case with four extra magazines, a leather-bound book on Glock's history, the Glock Armouror's Tool, and a document of authenticity signed by Mr. Glock himself.

Glock Model 98 (Pocket 10)



PST -1 P P 10mmCL 6 2 VR \$600

This year's Glock Model line gave us a few surprises, not the least of which (except in size) was the Glock Pocket 10. The single smallest Glock ever produced, the model 98 holds a fair payload of 10mm caseless munition for it's size, and has Glock Perfection written all over it.

Steyr Special Purpose Pistol 2015



PST +1 J P 10mm 10 2 VR \$750

In 2015 Steyr re-released their TMP and SPP to a world expecting caseless loads. Bucking this trend they maintained the use of cased ammo loads in their now-rechambered SPP. Instead they appealed to their buyers with re-chambered weapons in 10 and 11mm instead of the venerable 9mm of the original SPP and TMP.

Militech 9110 11mm Combat Magnum



PST +1 J P 11mm 12 3 VR \$1,100

Militech's latest integral combat magnum holds more than a dozen standard 11mm caseless munitions and is capable of unloading them in seconds. Sold standard with Laser Sight and Recoil Compensators, the 9110 is quickly gaining a reputation as a clean, small gun, often used as a back-up weapon.

Vanguard 10mm 'Snub' Pistol



PST 0 J R 10red 24 2 ST \$600

SMG 0 J R 10red 24 30 ST \$700

The Vanguard (considered to be... interesting... at best) was developed to fire a new subsonic, reduced-length 10mm caseless munition. The result was a gun that aroused mild interest until it was pointed out that the "10mm reduced" was outperformed by 9mm munitions (2d6 dmg). The main interest now in the gun is for it's Sci-Fi styling, with neat glowing lights, and for it's ease of conversion to full-auto.

Sooch M2008A2 Tactical Revolver



PST +2 L P .525 6 2 VR \$1,725

This massive double-action revolver comes standard with laser sight (+1 WA included above), recoil compensators and gas venting (+1 ROF included above), 4x Optical Sight, and of course Custom Grips are available for an additional \$175. It has regained popularity in the last year because of its massive caliber (.525 does 6D6 dmg) and because of the cased munitions advantage for use with ElectroThermic enhancement.

The SoochArms M2008A2 is also available in variants chambered in .44 Special, .45 Colt, .44 Magnum, .50 Action Express and the heavy .454, but no one seems to care.

Smith & Wesson Sigma III



PST +2 J P 9mm 15 3 VR \$800

PST +2 J P 10mm 12 3 VR \$850

Almost typical of the modern Combat Magnum, the Sigma 3 was developed for orbital security work and comes standard in 10mm cased, with a built in laser sight (+1 WA included above) and recoil compensators (+1 ROF included above). What sets it apart is that most are built with Electrothermic Enhancement in mind for use in vacuum environments. It is a standard sidearm for security assigned outside the atmosphere. Standard with this mod is a muzzle brake which only allows the Sigma 3 to fire Flechette-based munitions (\$75).

Vanguard ETE StrikeGun



PST +1 J R 9mmETE 21 2 ST \$965

Vanguard's return to the firearms scene this year is with the StrikeGun, one of the first Electrothermic factory autopistols to see production to date. The innovative design places the batteries in the grip of the gun, and a magazine of 9mm ETE Cased ammo behind it. The odd design is once again a Vanguard "classic" (which generally means an innovative design with unique appearance, but little practical worth), but has been found to interfere in drawing the gun (additional -2 accuracy penalty when drawn).

SubMachineGuns

Heckler & Koch MP10K Slimline



SMG +1 J C 10mmCL 30 32 ST 100m 450eb

The base gun for the HK MP-2013 (see the CP2020 rulebook, or the [H&K SMGs page](#)), the MP10K Slim is a polymer-based 10mm Caseless SMG about a half-inch longer than the standard MPK-9 and under half the weight of the old MP5s (although not that much lighter than the last of the MP5 line, the MP5TX). This was one of H&K's first breaks from their standardized magazine placement in the MP series, with the magazine well being inside the pistol grip - a design that allows for more barrel length and also allowed for a more snag-free design which brought about the MP10Mini, the first true H&K Machine Pistol.

Heckler & Koch MP10K Mini



SMG +1 J C 10mmCL 30 32 ST 75m 550eb

PST +1 J C 10mmCL 30 2 ST 50m 450eb

The single smallest Heckler and Koch SMG since the VP70z (the world's first polymer pistol), the MP10K Mini evolved from the slimline MP10K by shortening the barrel further and removing the foregrip. Unlike other H&K subguns, the MP10K Mini fits easily into a holster and can be carried and drawn in many concealed positions. It is available as both a pistol and a select-fire Subgun. The pistol edition was also sold in an SD configuration with a factory-equipped silencer (extending the gun length by a mere 2 inches) for special ops and internal security work (550eb).

Bulgarian Shipka Model 200 SMG



SMG +0/+0 L/N P 12mmCA 12/25 2/3 UR 100m 750eb

Bulgaria's standard sidearm for state security, border patrol and Customs & Immigration, the Shipka 200 is a polymer and steel composite design SMG firing state-made ammunition identical to that of the CA-MAP (see Protect & Serve), with an integral laser sight in the polymer foregrip (+1 WA, not included above). Bulgarian security forces view it as a mediocre gun generally (and they have a hearty distrust of the locally-produced CA-MAP munitions), but make due and would rather be equipped with it than the old standard semi-automatic sidearms of earlier times. It comes equipped with a flimsy metal side-folding stock, which is often removed from weapons in the field or imported versions. It comes with both 12 and 25 round magazines, the former for concealed use. The Shipka 200 began being procured for North America in 2020 by Militech (who also sell it with rainbow selection of polymer underbodies), but ceased local distribution with the outbreak of the corporate war in early 2023.

Federated Arms Tech Assault IV



The Federated Arms Tech Assault 4 description and illustration were adapted to the project from [Violence & Funky](#), an excellent italian CP2020 site.

SMG 0/+1 L/N C 9mmCL 40 30 ST 100m/150m 430eb

An excellent light sub-machine gun with reasonable range and considerable precision, considering it's unbalanced design and awkward foregrip. The TA-IV is equipped with an extending stock, without the stock extended accuracy falls off as well as range, as the gun effectively becomes an overblown machine pistol. The entire design of the Tech Assault IV is hardcase polymer over a machined metal action, designed by the model citizens of the Polymer firearm market.

Federated Arms Tech Assault V



The Federated Arms Tech Assault 4 description and illustration were adapted to the project from [Violence & Funky](#), an excellent italian CP2020 site.

SMG +1 L C 10mmCL 30 25 ST 200m 450eb

A sub-machine gun of relatively high caliber, rate of fire and a precision outside the common range for it's class. Federated Arms has decided "to assault" this segment of the market, with initial sales at a very attractive price, although other companies think that only they will be able to maintain it during a limited time.

Czech AKMR 2K10



SMG +0/+1 N P 11mmCL 40 30 ST 200m 700eb

A cut-down version of the CZ-2010, the AKMR2010 is a potent SMG, generally too large for concealed use and therefore used by military forces over commercial or private use. It is equipped with a folding stock (which does nothing to improve the weapon's concealability), polymer composite foregrip and an iron sight that doubles as a sight rail for whatever optics the end user wishes to install. It comes chambered in most major caseless handgun loads, from 7mm (60 rounds), 9mm (50 rounds), 10mm (40 rounds) to 11mm (40 rounds). Some aftermarket sources sell CZ-2010's rechambered to 12mm for 900eb.

Walther Series 6



PST +1 L P 8.8ISTS 20 3 ST 70m 600eb

SMG +1 L P 8.8ISTS 40 25 ST 70m 800eb

Walther's 2019 Series 6 Subgun is the first factory firearm chambered in the Militech 8.8mm ISTS Caseless round (3D6 damage, see the article on [special chambering](#) for more information). The Series 6 comes with integral recoil compensation for use in semi-auto mode (ROF:3) and is easily adapted to a smartgun configuration (400eb). In fact, because of this, many users find the stock location of the firing mode selector to be quite awkward (takes a full action to switch from semi to full-auto modes unless smartlinked). The Series 6 can also be purchased with only semi-auto mode available for 600eb, and is usually equipped with a shorter 20 round magazine (not shown at left).

Ingram MorningStar



SMG +1 L R 10mm 45 20 UR 600eb

Working their way up towards the Ingram Model 20t, Ingram made one notable stop-over with the Model 14f "MorningStar". Loading an extended magazine of 10mm cased rounds, the MorningStar is equipped with a flash-suppressor (which acts as a barrel extension and foregrip for added stability) and folding stock. It saw some serious use as a solo's weapon around 2015 and was often paired with the Bushnell Interlok first-generation smartlinks, effectively becoming the first of the "Ingram Smartguns".

Manex SD 88



SMG +1 L R 10mmCL 24 30 ST 900eb

The military and covert edition of the Manex STR88, the SD88 has a better moulded grip mounted slightly forward of the STR's, and appears to have a slightly shorter barrel (although both weapons actually have the same barrel length). Visually what sets it apart is the lack of chrome finish on the barrel, which is actually a full silencer/flash suppressor and cooling shroud. The SD88 is not available in a semi-auto version, but comes equipped with a selector switch to choose from single shot, three round burst and full autofire.

Manex STR 88



SMG +1 L P 10mmCL 24 30 ST 500eb

Another bullpup SMG design from Seattle's Manex corporation, the STR 88 is otherwise a fairly unremarkable firearm typical of the 10mm set. The Manex lacks any kind of stock and the bolt assembly actually cycles a half-inch beyond the back of the weapon (much like the slide on an automatic), making it potentially dangerous for new users. The same weapon is also sold as the TR 88 heavy pistol, which is semi-automatic (ROF:2) for 400eb.

Steyr 988 Personal Weapon



SMG +2 N P 10mmCL 40 20 ST 700eb

Built in the same line as the 944 rebuilds of the classic Steyr AUG (one fo the world's first bullpup assault weapons, and the first one not built for a military order), the 988 is even shorter and lighter than the 944 and loads a lighter 10mm caseless load. Because the load is so light, the weapon is extremely accurate, and recoil is almost non-existent even in full-auto. The 988 is also available with 60 and 80 round magazines, smartlinking (600eb), and integral silencing (300eb).

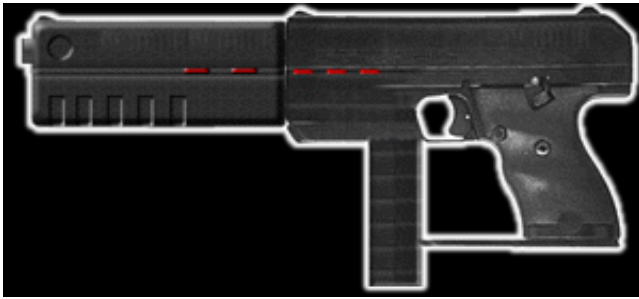
Militech Skorpion 12



SMG +0/+1 L/N P 12mmCL 28 15 ST 1,115eb

Militech's break into the 12mm SMG scene was the Skorpion 12, a reworking on the original Skorpion design. The Skorpion fought its way into the scene by offering several enhancements over most other 12mm designs. It comes equipped with both a laser sight (+1 WA, not included in stats) and a heat-baffled silencer. The silencer is a special design built to handle the heavy 12mm loads, and it's baffles are usually good for over 400 rounds of ammo. With the silencer removed (AVG Gunsmith), weapon accuracy is decreased by one and concealability is increased by one class. The Skorpion 12 is also available smart-linked for an additional 500eb.

Vanguard Personal Edition



SMG +2 J P 10mm Red 24 30 ST 900eb

For some reason, MachineGuns of Loving Grace has kept the Vanguard Snub Pistol alive. In this incarnation the 10mm Subsonic round has been mated with a superb quality silencer, producing an entirely silent weapon system - complete with cool flashing lights! MachineGuns of Loving Grace has also re-machined the magazines so that two magazines can be locked together in an L-shape, with the second magazine lying flush with the bottom guard of the weapon.

Glock Model 99



SMG +1 J P 11mm 12 2/30 VR 50m 950eb

When Glock said this year's model line would surprise, they meant it. With their third ever production automatic weapon (after the Glock 18 and Glock MP 30) they're trying to storm the machine pistol market with one of the single largest machine pistols, competing directly with the Steyr TMP 2015. Able to fire in single shot or full auto it loads 12 11mm slugs (also available factory-set to use the CA 10.4mm slugs for an additional \$100), or can have extended 25 round magazines loaded.

Pistola Di Macchina Mini Automatico 12



SMG -1 J/L P 9mm CL 30/60 65 UR 50m 300eb

When IMI licensed their classic UZI line to an Italian firearms manufacturer, they weren't expecting the PDM MA 12. Taking the 9mm Caseless action, they added a much lighter alloy bolt than the standard micro-uzi design. The result was a cyclic rate of nearly 1250rpm (ROF:65)! Needless to say this weapon has a tendency to overheat and jam up occasionally under these stresses not originally planned for in the Uzi design. The other downside is the massive recoil (recoil 12 when used single-handed), sending the gun bucking in all directions. As Italian MilSpec says: "*Qualcuno ha detto il fuoco soppressivo?*".

Steyr Tactical Machine Pistol 2015



SMG +0 J P 11mm 10/20 2/20 ST 50m 800eb

When Steyr re-released the TMP and SPP in 2015, the market was expecting weapons redesigned to fire the now-standard 9mm caseless load. Instead what they got was a full re-design of both weapons firing CASED 10 and 11mm loads. The TMP was quite favourably received as one of the most powerful machine pistols on the market, although many users complain that the expanded grips (to make room for the mighty 11mm load) are significantly less comfortable to wield than the smaller grips of the old 9mm or the 10mm SPP.

Fabrique Des Armes Bizon 10/25



SMG +2 L P 10mm 20 20 ST 1,225eb

HVY +1 L P 25mm 4. 2. ST

This combination 10mm SMG and 25mm Grenade Launcher sees generally infrequent use as it has fallen to the wayside in Fabrique's attempts to market their series of Assault Rifles worldwide. It has never been officially released to the NorAm market because the undermounted grenade launcher uses Militech 25mm Grenades, a patent which Fabrique Des Armes does not have permission to use.

Uzi Assault 2008 Model 4



SMG +3 L P 9mm 50 30 ST 550eb

Considered as the standard of the Uzi-2000 caseless refits of the classic IMI Uzi SMG line, the Model 4 uses the classic full-frame IMI Uzi design, but has been rechambered to fire caseless 9mm ammo and has been custom-equipped with assault grips, folding stock and a cooling shroud to survive the extended autofire permitted by the enlarged caseless magazine.

Uzi Support 2020



SMG +3 N R 9mm 80 30 ST 1,200eb

HVY -1 N R 25mm 2 2 VR

The latest retrofit on the extinct Uzi line, the 2020 Assault incorporates a Militech 25mm semi-auto grenade launcher to the Model 4 2008 caseless refit. Additionally, magazines have been extended and a Phase/4 IR/UV laser sight has been added (quickly customizable to a smartlink also)

H & K MP503 A3D5



SMG -1 L R 5.56 30 20 ST 1,000eb

This beast from 2017 is technically a reduced Assault Rifle, firing caseless 5.56Nato munitions from a large-frame SMG. Shown here the MP503 is equipped with a CyberOptic Triangulation Scope and under-mounted laser sight (not included with firearm). These are also known as "flamethrowers" because of the massive flare produced when firing from such a short barrel on full-auto.

Rifles

Colt XM-414



RIF +2 N P 6mmSS 60 30 ST 200m 600eb

A derivative of the bullpup M4 series, the Colt XM-414 Carbine is unique as it uses the proprietary 6mm Short Sabot created by Sig-Sauer in 2019. The 6mmSS is a pistol-length round that drops its sabot upon firing, releasing a 2mm x 20mm Tungsten penetrator. The round is extremely fast and stable, and the longer barrel of the XM-414 instead of a pistol frame allows for it to fire within a Minute of Angle. The round is currently only available as a 6mmSIG SS Tungsten Penetrator (1/3 SP, 1/2 Damage, 3d6 damage, 100eb / 50 rounds). The SM-414 Carbine itself nearly qualifies as a Subgun (being chambered for a pistol round) but is handled as a rifle and gains most of its ballistic advantages because of its very long barrel for a carbine.

Czech AKR 2K10



RIF +1 N C 5.45 36 20 ST 400m 700eb

Czechoslovakia's standard assault rifle since 2010, the CZ-2010 (known as the AKR2K10) also sees use by many other baltic nations as a rugged, reliable ofshoot of the Kalishnakov line. The rifle itself is also available with a fixed stock and a variety of forend designs (here the AKR is shown with a SMG-style foregrip). The sight rail is raised a half-inch above the weapon frame and contains the gun's iron sights as a backup sighting device, and is normally equipped with a 1.5x to 6x variable zoom scope (price of scope not included above). CZ-2010's are available in a variety of export editions for different nations, chambered in 5.56 Nato Caseless, 9mm Long, 7mm Caseless and the Chinese 5.5mm. (Export editions generally cost 50eb more than the domestic edition).

Nomad 12.7BMG Ranger



RIF +1 N P 12.7mm 7 1 ST 500m 950eb

The Nomad Ranger represents a selection of easy-tear-down .50 caliber anti-material rifles. Unlike most .50 cal's, the Ranger can be broken down into its components for easy storage and carrying. The barrel extension can be removed, as can the bracing pad and optics. With all the options removed and a smaller 3-round magazine installed, the Ranger can be concealed under a Long coat, but the balance is awkward, the accuracy reduced to -1 and the barrel flare is almost blinding.

H&K/Militech PF44 Flechette System



RIF +0 N R 2.8mm 48 2/3/20 ST 70m 2,500eb

HVY +2 N R 2D10AP 2 1 UR 15m

Just before the beginning of the 4th Corporate War, Heckler & Koch and Militech undertook a joint venture to produce a close-combat flechette-based assault rifle. The 2.8mm metal darts are enclosed in a sabot that protects the dart during firing. The darts chosen are non-stabilized to reduce size, and they rely on their aerodynamic form for stabilization. Unfortunately this results in a very poor terminal range for the rounds. 2.8mm Darts are available in three classes, Standard, Soft Steel Dart and AP Dart.

2.8mm Standard Dart (SD) - 2D10 damage, 1/2 SP (200eb / 48 rounds)

2.8mm Soft Steel Dart (SSD) - 3D10 damage, 2/3 SP (300 eb / 48 rounds)

2.8mm Armour Piercing (AP) - 2D10 damage, 1/5 SP (800 eb / 48 rounds)

The undermounted system is actually two flechette tubes from an ACPA BRP Ripple Pack. They can be fired singly or linked in one shot. Anyone in the 60 degree cone within 15m must be attacked with a hit roll at +2 WA. If the hit roll succeeds, the target is struck by 1D6 Flechettes, each dealing 2D10AP. Reloading this unit costs 100eb per tube.

Sternmeyer Type 88a

SHG -2 L P 12ga 30 8 ST 50m 900eb



The T-88 was a fairly forgettable assault shotgun released by Sternmeyer in 2018 and discontinued 8 months later, with no appreciable military or private sector purchases in that time. The design is actually innovative, using a top-mounted magazine holding 30 rounds vertically in the clip which are rotated into the bullpup firing assembly. The rotating action unfortunately slows down the gas action, reducing ROF below that of most other assault shotguns. The design was primarily scuttled, however, by the incredibly poor balance of the weapon which is very front-end heavy and awkward to aim.

The (a) designation refers to the first of the line, while (b) prototypes never made serious production (Rare availability) and had a telescoping stock more akin to the old M-16's (-3 WA folded).

M249 Booster Edition

HVY -2 L P 5.56N belt 30 ST 200m 900eb



This is the police nickname for a weapon that has become frighteningly available in certain metroplexes for no apparent reason. It seems that someone came across a large number of old M249 Squad Automatics pre-dating the US Military's switch to caseless ammo. These belt-fed weapons have had their stock removed and barrel cut down to the minimum possible length. This allows Boosters to hide the weapon under their coat. A team-mate usually carries a bunch of ammo for it, but quite often the booster in question will also carry a nylon bag with 300 to 600 rounds of belted ammo in it. What makes the weapon so frightening is its ability to lay down fire for minutes at a time without needing to reload.

Sig SG 551 Swat Series 2

RIF +1 N P 6.5CL 35 25 VR 1,500eb



The SG 551 series 1 was introduced for police, military and sniper use just before the end of the millenium. The Series 2 was released last year to take advantage of the changing technologies and to offer a new weapon instead of an ever-increasing line of upgrades on the Series 1. Now chambered in the favoured 6.5CL cartridge, the Series 2 sports an even lighter frame assembly, a 1.5x to 10x (or to 20x for the sniper edition) electronic scope with Low Lite and Thermo Imaging, folding stock, and underbarrel lug (for bayonets, flashlights, laser sights or bipods).

Steyr 944 Police Edition

RIF +0 N P 5.56CL 40 25 VR 795eb



Steyr recently revised their AUG weapons line and the user-end result that most people will be exposed to is the Model 944. With significantly reduced barrel length from the classic AUG, and chambered in 5.56mm Caseless, the original prototypes fired with a cyclic rate of just over 900rpm (ROF 45), dumping the magazine in seconds. After review they added a small catch that holds the bolt back for a fraction of a second after each shot, reducing the ROF to 25 (500rpm). Some editions are available with other delays, and a civilian model has been released for security use with a ROF of 15, allowing for much more controlled autofire.

Fabrica Des Armes Insurgent

RIF -1 L C 5.56CL 40 40 UR 900eb



The Insurgent is quite the hybrid weapon, considered by many to be a heavy SMG instead of an assault rifle. With stock folded (-1 WA) and the magazine removed (or a 15-round magazine inserted), the Insurgent can be easily hidden under a regular jacket. The action itself is only remarkable in that the bolt is an incredibly light titanium alloy assembly and the weapon cycles at well over 1000 RPM. The original weapon is no longer in production by Fabrica Des Armes, but various copies of it exist world-wide.

M41A Pulse Rifle



RIF +1 N R 6.5CL 50 25 ST 1,300eb HVY -1 N R 25mm 4. 2. ST

This popular conversion, using a resin-plastic mail-order kit (\$600), turns the most moderate assault rifles into a replica of the M41A Pulse Rifle from a popular 80's and 90's series of movies. SoochArms now offers this kit already assembled with a 6.5CL assault rifle as the basis.

Arasaka PS400



RIF +3 N P 5.56 15 3 VR 1,725eb

This sniper/match rifle comes standard with 6x Optical Sight, recoil compensation and adjustable custom stock. A rarity amongst Arasaka weapons, the PS400 fires standard brass-cased munitions, chosen because of the resurgence in Electrothermic Enhancement. The model listed comes with ET enhancement standard.

AcuTek Cruncher



RIF -1 L P 7.62N 15 2 ST 725eb

AcuTek's latest product is a very retro attempt at a whippet-styled assault rifle loaded with the obsolete cased 7.62mm Nato munitions (also available through AcuTek). Inherently inaccurate due to short barrel, lack of stock and overpowered munitions, the gun is still selling well on account of the combination of heavy munitions and concealability.

Stermeyer C89



RIF -1 J P 5.56 15 3 ST 750eb

Stermeyer's entry in the whippet field is the C89, a gun that went from design idea to final product in under 4 months to compete with the AcuTek Cruncher and the Militech Crusher. The only major selling point for this ugly beast is the built-in recoil compensation giving it a higher rate of fire than the competition.

Setsuko-Arasaka Model 44



RIF +2 N P 7mmCL 50 30 ST 750eb

Setsuko-Arasaka's Model 44 uses the same 7mm Caseless round as the Federated Arms LA15 (see chrome 1). The gun itself is a stylish bullpup assembly rifle borrowing much from the M16 bullpup retrofits of the early 2010's.

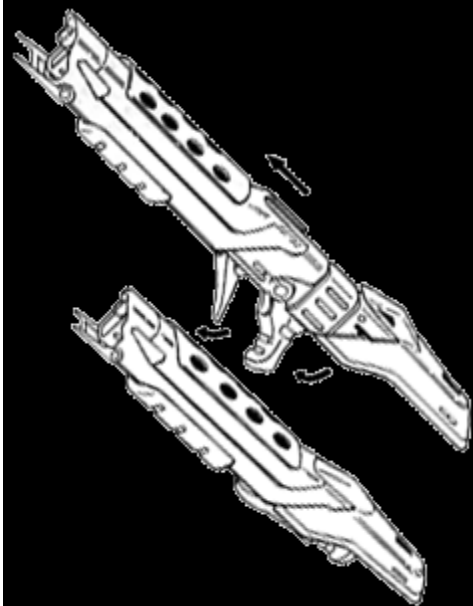
Constitution Arms SB12 Assault Shotgun



SHG -1 N P 12g 24 10 ST 900eb

The gun that brought Constitution Arms onto the street. One of the first publically available assault-shotguns, the SB12 (StormBringer) caught the world's eye and even Arasaka stood up and took notice (the Arasaka WCAA is very much a refined version of the CA SB12).

Constitution Arms 2E-SS GunPod



SHG -1 N P 10g 18 3 ST 700eb

At the other end of the spectrum, Constitution Arms 2021 shotgun release is the innovative GunPod. Designed to be its own carrying case, the 2E-SS folds down to a shorter length concealing its handle in the process. Since it uses "SmartPorting" gas vents and recoil compensators, the gas vents also close when it is folded, and a small cap goes on the barrel end, completely sealing the weapon. (Concealability L when folded). The SmartPorting also gives the 2E-SS +1 WA if fired full auto (but note that full auto still requires a post- market modification, as Constitution Arms is targeting this weapon to the public market).



Pistols

<i>Light Pistols</i>	<i>Calibre</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Arasaka Tanto	5mmC	-1	P	E	1D6	12	2	ST	50	-	\$75
Militech Civilian	.22LR	0	P	E	1D6	11	2	VR	50	-	\$100
Budget Arms C17	7,65mm	-1	P	E	1D6+1	8	2	UR	50	-	\$50
Sternmeyer ADV-6	6mmC	+1	P	C	1D6+1	10	2	ST	50	X	\$200
Sovtek Kamrat P15	7,62mmS	0	P	C	1D6+2	15	2	ST	50	-	\$150
Budget Arms R2	.38	0	P	E	1D6+3	6	2	VR	50	-	\$175



Arasaka Tanto



Militech Civilian



Budget Arms C17



Sternm. ADV-6



Sovtek Kamrat P15



Budget Arms R2

<i>Medium Pistols</i>	<i>Calibre</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Sovtek Tovarich P12	9mmS	+1	J	C	2D6	12	2	ST	50	-	\$250
Sovtek Captain	9mmS	0	J	C	2D6	14	2	VR	50	X	\$300
Budget Arms C21	9mmP	-1	J	E	2D6+1	11	2	UR	50	-	\$125
Federated Arms Falcon	9mmP	0	J	E	2D6+1	13	2	ST	50	-	\$200
Sternmeyer Type 32	9mmP	+1	J	E	2D6+1	16	2	ST	50	-	\$300
Militech Professional	9mmP	0	J	E	2D6+1	20	2	VR	50	X	\$350
Sternmeyer ADV-10	10mmC	+1	J	C	2D6+2	14	2	ST	50	X	\$400
Dai Lung Ultramag	10mmC	0	J	C	2D6+2	20	2	UR	50	-	\$300
Fed. Arms Enforcer	.40S&W	0	J	E	2D6+3	11	2	UR	50	-	\$300
Militech Arms XP-1	.40S&W	+1	J	C	2D6+3	15	2	VR	50	X	\$450
Sternmeyer Type 33	.40S&W	+1	J	E	2D6+3	14	2	ST	50	-	\$325
Militech Pro-40	.40S&W	0	J	E	2D6+3	17	2	VR	50	X	\$375



Sovtek Tovarich P12



Sovtek Captain



Budget Arms C21



Fed. Arms Falcon



Sternmeyer Type 3x



Militech Professional



Sternmeyer ADV-10



Dai Lung Ultramag



Fed. Arms Enforcer



Militech Arms XP-1

<i>Heavy Pistols</i>	<i>Calibre</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Arasaka Royal Guard	5,7mm	0	J	C	3D6	22	2	ST	50	X	\$375
Sternmeyer Type 57	5,7mm	+1	J	C	3D6	16	2	ST	50	-	\$325
Federated Arms Eagle	.45ACP	+1	J	E	3D6	11	2	ST	50	-	\$300
Budget Arms R4	.45ACP	0	J	E	3D6	6	2	VR	50	-	\$275
Sternmeyer Type 34	.45ACP	+1	J	E	3D6	12	2	ST	50	-	\$350
Militech Pro-45	.45ACP	0	J	E	3D6	14	2	VR	50	X	\$400
Arasaka Ninjato	11mmC	0	J	C	3D6+1	10	2	ST	50	-	\$350
Sternmeyer ADV-11	11mmC	+1	J	C	3D6+1	11	2	ST	50	X	\$425
Sovtek Nova P20	.44R	0	J	C	3D6+2	9	2	VR	50	-	\$350
Sovtek Commander	.44R	+1	J	C	3D6+2	12	2	ST	50	X	\$400
Federated Arms Grizzly	.357M	0	J	C	3D6+3	10	2	ST	50	-	\$400
Militech Elite	.357M	0	J	C	3D6+3	12	2	ST	50	X	\$475
Federated Arms Wolf	.357M	+1	J	E	3D6+3	6	2	VR	50	-	\$375



Arasaka Royal Guard



Sternmeyer Type 57



Fed. Arms Eagle



Budget Arms R4



Arasaka Ninjato



Sovtek Nova P20

Sovtek Commander

Federated Arms Grizzly

Militech Elite

Federated Arms Wolf 357

<i>Very Heavy Pistols</i>	<i>Calibre</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Budget Arms R6	.44M	+1	J	E	4D6	6	1	VR	50	-	\$375
Militech Arms XP-4 ¹	.44M	-1	J	P	4D6	12	2	UR	50	X	\$750
Fed. Arms Lawgiver	.44M	0	J	C	4D6	9	1	ST	50	-	\$450
Dai Lung Megamag	12mmC	-1	J	E	4D6+1	10	1	UR	50	-	\$400
Militech Ultima	12mmC	0	J	C	4D6+1	8	1	ST	50	X	\$525
Militech Big Boss	.50AE	+1	J	C	4D6+2	5	1	ST	50	X	\$500
Sternmeyer Magnum	.50AE	0	J	E	4D6+2	7	1	ST	50	-	\$475
Fed. Arms Timberwolf	.454	+1	J	E	4D6+3	5	1	VR	50	-	\$450
Fed. Arms Deerhunter	.30-06	+2	J	E	5D6+2	1	1	VR	50	-	\$400
Dai Lung Charger	12 gauge	0	J	C	6D6	6	1	UR	25	-	\$500



Budget Arms R6

Militech Arms XP-4

Federated Arms Lawgiver

Dai Lung Megamag

Militech Ultima



Militech Arms Big Boss

Sternmeyer Magnum

Federated Arms Timberwolf

Federated Arms Deerhunter

Dai Lung Charger

<i>Machine Pistols</i>	<i>Calibre</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Budget Arms MC22	7,65mm	-1	J	E	1D6+1	15	25	UR	50	-	\$250
Sovtek Machinova A13	9mmS	0	J	E	2D6	30	20	ST	50	-	\$350
Sternmeyer MP-9	9mmP	+1	J	C	2D6+1	20	25	ST	50	X	\$450
Fed. Arms Piranha 9	9mmP	0	J	C	2D6+1	18	20	ST	50	-	\$375
Sternmeyer MP-ADV	10mmC	0	J	C	2D6+2	30	30	ST	50	X	\$500
Dai Lung Auto-Ultramag	10mmC	0	J	E	2D6+2	20	25	UR	50	-	\$400
Fed. Arms Piranha 10	.40S&W	0	J	C	2D6+3	15	20	ST	50	-	\$425
Sternmeyer MP-45	.45ACP	0	J	C	3D6	15	20	ST	50	X	\$550
Arasaka Dragonfly	5,7mm	-1	J	C	3D6	30	30	ST	50	X	\$500



Bud. Arms MC22

Sovtek Machin.

Sternmeyer MP

Fed. Arms Piranha

Sternm. MP-ADV

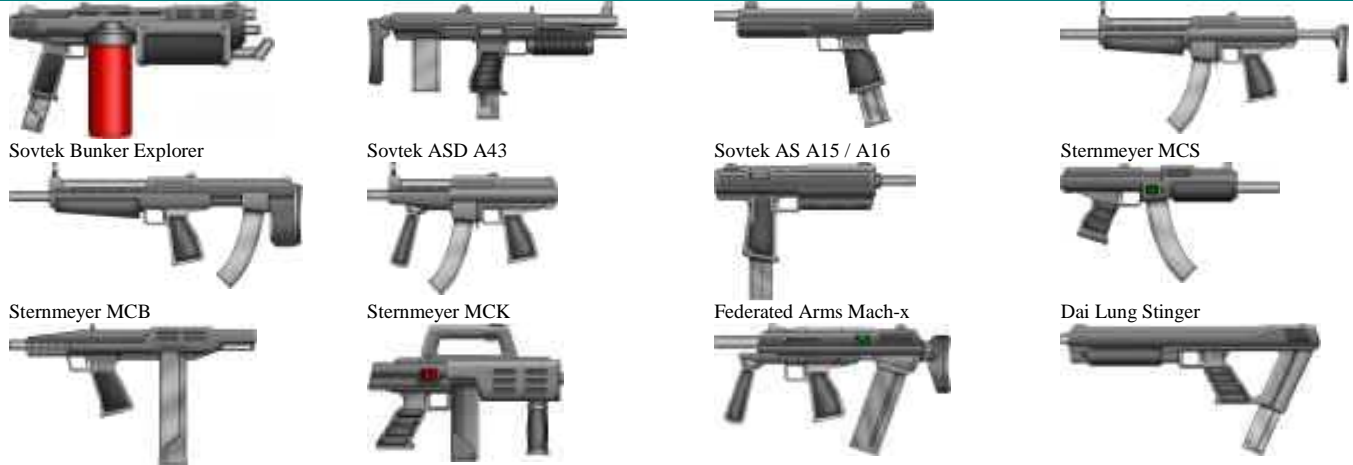
Arasaka Dragonfly

Submachineguns

<i>Light Submachineguns</i>	<i>Calibre</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Arasaka Shadow	5mmC	0	J	C	1D6	50	30	ST	100	-	\$375
Fed. Arms Burster-22	.22LR	+1	J	E	1D6	45	30	VR	100	X	\$425
Budget Arms MC30	7,65mm	-1	J	E	1D6+1	30	25	UR	200	-	\$300
Arasaka Compact	6mmC	0	J	C	1D6+1	40	35	ST	100	X	\$550
Sovtek AKSM A11	7,62mmS	0	L	C	1D6+2	90	25	ST	200	-	\$475
Fed. Arms Burster-38	.38	+1	J	E	1D6+3	30	25	VR	100	X	\$500



<i>Medium Submachineguns</i>	<i>Calibre</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Sovtek Bunker Explorer	9mmS	0	L	R	2D6	30	25	ST	200	-	\$1,600
- " - Flamer	-	-2	-	-	2D10+	10	1	UR	50	-	-
Sovtek ASD A43	9mmS	0	L	P	2D6	30	20	ST	200	-	\$900
- " - Overbarrel	.44R	0	-	-	3D6+2	20	15	ST	200	-	-
Sovtek AS A15	9mmS	0	L	E	2D6	30	20	ST	200	-	\$450
Sternmeyer MCS-9 ³	9mmP	0	L	E	2D6+1	30	20	VR	200	-	\$550
Sternmeyer MCB-9 ³	9mmP	+1	L	C	2D6+1	30	20	VR	200	-	\$600
Sternmeyer MCK-9	9mmP	0	J	E	2D6+1	30	20	VR	100	-	\$500
Federated Arms Mach-1	9mmP	0	J	C	2D6+1	30	20	ST	100	-	\$450
Dai Lung Stinger	9mmP	0	L	E	2D6+1	30	25	UR	200	X	\$550
Arasaka Assassin	10mmC	+1	L	P	2D6+1	30	25	UR	100	-	\$600
Militech XCMG "Casey"	10mmC	0	L	C	2D6+2	30	30	ST	200	X	\$800
Sternmeyer MC-ADV-10	10mmC	+1	L	C	2D6+2	30	30	ST	200	X	\$650
Militech XMG-1	.40S&W	0	L	C	2D6+3	30	25	VR	200	X	\$600
Sternmeyer MCS-10 ³	.40S&W	0	L	E	2D6+3	30	20	VR	200	-	\$600
Sternmeyer MCB-10 ³	.40S&W	+1	L	C	2D6+3	30	20	VR	200	-	\$650
Sternmeyer MCK-10	.40S&W	0	J	E	2D6+3	30	20	VR	100	-	\$550
Federated Arms Mach-2	.40S&W	0	J	C	2D6+3	30	20	ST	100	-	\$500



<i>Heavy Submachineguns</i>	<i>Calibre</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Fed. Arms Commando ³	.45ACP	+1	L	C	3D6	30	20	ST	200	X	\$650
Federated Arms Mach-3	.45ACP	0	J	C	3D6	30	15	ST	100	-	\$550
Dai Lung Stinger II	.45ACP	0	L	E	3D6	30	20	UR	200	X	\$600
Sternmeyer MC-ADV-11	11mmC	+1	L	C	3D6+1	25	25	ST	200	X	\$700
Dai Lung Raven	11mmC	+1	L	C	3D6+1	30	20	UR	200	-	\$700
Sovtek AS A16	.44R	0	L	C	3D6+2	25	15	ST	200	-	\$500
Fed. Arms Heavy Duty ³	.357M	0	L	C	3D6+3	30	15	ST	200	-	\$650
Militech Bulld. Compact ³	12 gauge	+1	L	P	6D6	20	10	ST	25	X	\$900



Federated Arms Commando Dai Lung Raven Federated Arms Heavy Duty Militech Bulldog Compact

Assault

<i>Assault Carbines</i>	<i>Calibre</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Dai Lung MIL-3	5,7mm	-1	N	P	3D6	100	50	UR	300	X	\$850
Arasaka Security ³	5,7mm	0	L	C	3D6	50	30	ST	300	-	\$550
Militech Marine Special ⁴	4,73mmC	0	N	P	3D6+1	75	30	UR	300	X	\$700
Sternmeyer AGK51 ³	4,73mmC	+1	N	C	3D6+1	60	30	ST	300	X	\$625
Sovtek AKS A18 ³	5,45mmS	+1	N	E	3D6+3	30	20	ST	300	-	\$500
Federated Arms Shorty	5,56mm	0	L	C	4D6	30	25	ST	300	X	\$600
Militech Carbine-5 ⁴	5,56mm	0	N	E	4D6	30	20	VR	300	-	\$550
Militech Carbine XC-5	5,4mmC	+1	N	C	4D6+1	40	25	ST	300	-	\$700
Militech Carbine-7 ⁴	7,62mmN	0	N	E	5D6	20	15	VR	300	-	\$600



Dai Lung MIL-3

Arasaka Security

Militech Arms Marine Special



Sternmeyer AGK51

Sovtek AKS A18

Federated Arms Shorty



Militech Arms Carbine-5

Militech Arms Carbine XC-5

Militech Arms Carbine-7

<i>Assault Rifles</i>	<i>Calibre</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Dai Lung MIL-1 ⁶	5,7mm	-1	N	P	3D6	100	50	UR	400	X	\$1.000
Arasaka Assault ⁴	5,7mm	0	N	C	3D6	50	30	ST	400	-	\$600
Dai Lung Tiger ⁴	4,73mmC	+1	N	C	3D6+1	40	30	ST	400	X	\$650
Sternmeyer AG51 ⁴	4,73mmC	+1	N	C	3D6+1	60	30	ST	400	X	\$675
Sovtek AK A17 ⁴	5,45mmS	+1	N	C	3D6+3	30	20	ST	400	-	\$500
Militech Juggernaut ³	5,56mm	-1	N	P	4D6	30	20	ST	400	-	\$1.200
- " - Overbarrel	.50	+1	-	-	7D6	10	1	-	400	-	-
Militech Arms Rifle-5 ⁴	5,56mm	0	N	E	4D6	30	20	VR	400	-	\$550
Federated Arms Ranger	5,56mm	+1	N	C	4D6	30	25	ST	400	X	\$700
Sternmeyer AG64	5,4mmC	+1	N	E	4D6+1	30	30	ST	400	X	\$650
Militech Rifle XR-5 ⁴	5,4mmC	+1	N	C	4D6+1	40	25	ST	400	-	\$750
Sovtek AKM A10 ^{3,6}	7,62mmS	0	N	C	4D6+3	90	15	ST	400	-	\$675
<i>Assault Rifles</i>	<i>Calibre</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Militech Rifle-7 ^{4,6}	7,62mmN	0	N	E	5D6	20	15	ST	400	-	\$600
Fed. Arms 308 Assault	7,62mmN	+1	N	C	5D6	20	20	ST	400	X	\$700
Militech Rifle XR-7 ^{4,6}	7,5mmC	+1	N	P	5D6+1	30	20	ST	400	-	\$800
Sternmeyer AG3000 ⁴	7,5mmC	0	N	C	5D6+1	40	25	ST	400	X	\$900



Dai Lung MIL-1

Arasaka Assault

Dai Lung Tiger



Sternmeyer AG51

Sovtek AK A17

Militech Arms Juggernaut



Militech Arms Rifle-5

Federated Arms Ranger

Sternmeyer AG64



Militech Arms Rifle XR-5



Sovtek AKM A10



Militech Arms Rifle-7



Federated Arms 308 Assault Edition



Militech Arms Rifle XR-7



Sternmeyer AG3000

<i>Machineguns</i>	<i>Calibre</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Sovtek AKMG A17 ^{3, 6}	5,45mmS	+1	N	P	3D6+3	45	20	ST	500	-	\$675
Sternmeyer HM72 ⁶	5,56mm	-1	N	P	4D6	200	50	UR	500	X	\$1.100
Dai Lung Dragon ^{4, 6}	5,4mmC	+1	N	P	4D6+1	90	30	VR	500	X	\$850
Militech Tornado ^{4, 6}	7,62mmN	0	N	P	5D6	100	15	ST	500	-	\$825
Sovtek HMG A14 ⁶	7,62mmR	0	N	P	5D6+1	100	15	UR	500	-	\$800
Militech Tactical SAW ⁶	7,5mmC	-1	N	P	5D6+1	80	20	ST	500	X	\$900



Sovtek AKMG A17



Sternmeyer HM72



Dai Lung Dragon



Militech Arms Tornado



Sovtek HMG A14



Militech Arms Tactical SAW

Rifles

<i>Rifles</i>	<i>Calibre</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Sternmeyer PSG64 ^{2,6}	5,4mmC	+2	N	C	4D6+1	30	2	ST	600	X	\$750
Fed. Arms 308 Sniper ⁶	7,62mmN	+2	N	C	5D6	20	2	ST	600	X	\$700
Dai Lung Cowboy	7,62mmN	0	N	C	5D6	6	1	VR	600	-	\$500
Sovtek AKP A19 ⁶	7,62mmR	+1	N	C	5D6+1	8	2	ST	600	-	\$550
Militech Arms XRT-70 ⁶	7,5mmC	+2	N	P	5D6+1	10	2	ST	600	X	\$1.200
- " - Underbarrel	4,73mmC	0	-	-	3D6+1	10	2	ST	600	X	-
Federated Arms Safari	.30-06	0	N	E	5D6+2	5	1	ST	600	-	\$450
Militech Sniper-300 ⁶	.300WM	+1	N	P	5D6+3	10	2	VR	600	X	\$750
Arasaka Stalker ⁶	9,8mmC	+2	N	P	6D6	12	1	UR	600	X	\$800
Militech Cannon-50 ⁶	.50	+2	N	P	7D6	10	1	ST	600	X	\$1.000



Sternmeyer PSG64



Federated Arms 308 Sniper Edition



Dai Lung Cowboy Revolver Rifle



Sovtek AKP A19



Militech Arms XRT-70



Federated Arms Safari Hunter



Militech Arms Sniper-300



Arasaka Stalker



Militech Arms Cannon-50

<i>Shotguns</i>	<i>Calibre</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Dai Lung Shredder	12 gauge	-1	L	E	6D6	5	1	ST	50	-	\$350
Fed Arms Close Assault	12 gauge	0	L	C	6D6	5	1	ST	50	-	\$400
Budget Arms SR-40	12 gauge	0	N	E	6D6	7	1	UR	50	-	\$300
Federated Arms Hunter	12 gauge	+1	N	C	6D6	7	1	VR	50	-	\$500
Sternmeyer SHG	12 gauge	+1	N	C	6D6	8	1	ST	50	X	\$550
Militech RS-12	12 gauge	0	L	C	6D6	5	2	ST	50	-	\$500
Militech RS-14	12 gauge	0	N	P	6D6	2x8	2	UR	50	-	\$900
Militech RS-15D	12 gauge	0	N	R	6D6x2	2x10	2	UR	50	-	\$1.200
Arasaka Panda ³	12 gauge	0	N	C	6D6	12	2	ST	50	X	\$600
Militech Bulldog ³	12 gauge	+1	N	P	6D6	20	10	ST	50	X	\$800
Militech Arms XRS-21 ⁴	12 gauge	+1	N	P	6D6	20	10	VR	50	-	\$750
Sovtek Bunker Exterm.	12 gauge	0	N	R	6D6	16	10	UR	50	-	\$1.800
- " - Flamer	-	-2	-	-	2D10+	10	1	UR	50	-	-



Dai Lung Shredder



Federated Arms Close Assault



Budget Arms SR-40



Federated Arms Hunter



Sternmeyer SHG



Militech Arms RS-12



Militech Arms RS-14



Militech Arms RS-15D "Claymore"



Arasaka Panda



Militech Arms Bulldog



Militech Arms XRS-21



Sovtek Bunker Exterminator

Heavy & Exotics

<i>Light Underslung Weapons</i>	<i>Calibre</i>	<i>WA</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Sovtek Light Grenadelauncher	40mm	-2	C	various	1	1	ST	100	-	\$500
Budget Arms Taser Attachment	-	-1	E	Stun	5	1	ST	10	X	\$250
Techtronica Microwave Attach.	-	-1	P	(1D6)	5	2	VR	20	X	\$1.200
Dai Lung 1-Shot Shotgun Att.	12 gauge	0	C	6D6	1	1	VR	25	-	\$300



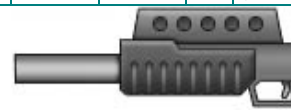
Sovtek Light Grenadelauncher



Budget Arms Taser Attach.



Techtronica Microwave Attach



Dai Lung 1-Shot Shotgun Att.

<i>Heavy Underslung Weapons</i>	<i>Calibre</i>	<i>WA</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Stermeyer Grenadelauncher	40mm	-1	C	various	1	1	VR	200	-	\$600
Militech Pump Grenadelaunch.	40mm	-2	P	various	3	1	UR	150	X	\$950
Avante Micromissile Launcher	20mmM	+2	P	4D6	2	2	ST	200	X	\$1.000
Militech Pump Shotgun Attach.	12 gauge	0	C	6D6	5	1	ST	50	X	\$850
Arasaka 20mm Attachment	20mm	-1	R	4D10ap	1	1	ST	200	-	\$1.500
Militech XR Grenadelauncher ⁵	30mmC	-1	P	various	3	1	ST	200	X	\$1.200
Militech XR Slugthrower ⁵	15mmS	0	P	(Slug)	10	1	ST	100	X	\$1.000
Militech XR Flamer ⁵	-	-2	P	2D10+	5	1	UR	25	X	\$1.100



Stermeyer Grenadelauncher



Militech Arms Pump Grenade.



Avante Micromissilelauncher



Militech Pump Shotgun Att.



Arasaka 20mm Attachment



Militech XR Grenadelauncher



Militech XR Slugthrower



Militech XR Flamer

<i>Heavy Weapons</i>	<i>Calibre</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage</i>	<i>Mag.</i>	<i>Rof</i>	<i>Rel.</i>	<i>Rng</i>	<i>E</i>	<i>Cost</i>
Stermeyer F20 Flame.	-	-2	N	R	2D10+	10	1	UR	50	-	\$1.500
Militech Flare Flame.	-	-1	N	R	2D10+	5	1	UR	25	X	\$1.000
Dai Lung Blower GL	40mm	0	L	C	various	1	1	VR	250	-	\$500
Stermeyer GR30 pump	40mm	0	N	P	various	5	1	ST	250	-	\$800
Fed. Arms Drumboy GL	40mm	-1	N	P	various	10	2	ST	200	-	\$1.000
Militech Mini Grenade.	30mmC	-1	L	P	various	6	2	ST	200	-	\$900
Arasaka 20mm Impact	20mm	+1	N	R	4D10ap	10	1	VR	500	X	\$2.000
Militech SG1 Sentry Gun	5,4mmC	-2	N	P	4D6+1	200	30	UR	400	X	\$3.000
Sovtek SPMG M50	5,4mmC	-1	N	R	4D6+1	120	30	ST	500	X	\$2.400
Fed. Arms MkII Minigun	7,62mm	-2	N	R	5D6	100	50	ST	500	X	\$2.500
Stermeyer HM76*	9,8mmC	0	-	R	6D6	100	25	ST	500	X	\$3.000
Militech M209 Autocan.*	.50	0	-	R	7D6	100	20	ST	500	X	\$3.500
Militech M309 Autocan.*	20mm	0	-	R	4D10ap	100	15	ST	500	X	\$5.000
Militech M65 Mortar	-	-2	N	R	5D10	-	1	ST	500	-	\$1.000
Stermeyer EZ-RPG	-	-2	N	P	6D10ap	1	1	VR	750	-	\$1.500
Sovtek Robotnik Missile	-	-1	N	R	7D10ap	1	1	VR	1km	X	\$3.000
Militech M99X Minimiss.	-	+2	N	R	5D10ap	5	1	ST	1km	X	\$5000
Militech R6 Rocketpod*	-	0	-	R	7D10ap	19	2	VR	1km	X	\$50K
Militech Lobo Missile*	-	+2	-	R	9D10ap	4	1	VR	3km	X	\$30K

*These weapons are too heavy to carry, and are usually mounted on vehicles or in turrets and bunkers.



Militech Flare



Dai Lung Blower



Sternmeyer GR30 Pump-Action



Fed. Arms Drumboy



Militech Mini Grenadelauncher



Militech SG1 Sentry Gun



Arasaka 20mm Impact



Sovtek SPMG M50



Federated Arms MkII Minigun



Militech M99X Minimissile Launcher

<i>Exotic Weapons</i>	Type	WA	Con.	Avail.	Damage	Mag.	Rof	Rel.	Rng	E	Cost
EagleTech Bow	Bow	0	N	C	3D6	-	1	VR	100	-	\$100
EagleTech C-bow	Bow	0	N	C	4D6	-	1	VR	150	-	\$150
EagleTech X-bow Pistol	Bow	-1	N	C	3D6+3	-	1	VR	50	-	\$220
EagleTech Heavy X-bow	Bow	0	N	C	4D6+3	-	1	VR	200	-	\$250
Militech Rope X-bow	Bow	-1	N	C	(1D6)	-	1	ST	100	-	\$400
Budget Arms T10 Taser	Pist.	-1	P	E	(Stun)	10	1	ST	10	X	\$60
Techtronica 17 Microwaver	Pist.	0	J	P	(1D6)	10	2	VR	20	X	\$400
Avante P-1145 Needlegun	Pist.	0	J	P	(Drugs)	15	2	ST	40	-	\$200
Militech Micromissile Pistol	Pist.	+2	J	P	4D6	2	2	ST	100	X	\$700
Avante M-311 Micromiss. Rifle	Rifle	+2	N	P	4D6	8	2	ST	200	X	\$800
Militech M101P Slug Pistol	Pist.	0	L	P	(Slug)	20	2	ST	50	X	\$800
Militech M103R Slug Rifle	Rifle	0	N	P	(Slug)	20	2	ST	100	X	\$1.100
Militech LS-4 Laser Pistol	Pist.	0	J	R	1-4D6*	8	2	UR	100	X	\$6.000
Militech LS-6 Laser Rifle	Rifle	0	N	R	1-5D6*	10	2	UR	200	X	\$8.000
Militech LS-7 Laser Cannon	Hvy	-1	N	R	1-6D6*	12	1	UR	300	X	\$9.000

* Laser weapons cut through armor like a hot knife in butter. Armor SP is at ¼ against laser.



Budget Taser



Techtronica Micro



Avante P-1145



Militech Micromissile Pist.



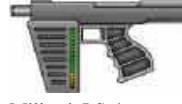
Militech Micromissile Rifle



Militech Slug Pistol



Militech Slug Rifle



Militech LS-4



Militech LS-6



15mm Slugs



Militech LS-7

Slugs	Color	Damage	Effect	Cost
EMP	Striped	(EMP)	As a microwave attack. (CP2020 p.108)	\$10
Explosive	Red	4D6ap	Explosive round that penetrates armor. 1m radius	\$30
Taser	Yellow	(Stun)	As a standard Taser. (CP2020 p.107)	\$10
Tracer	Blue	-	Works as a Tracer button with 10 mile range. (CP2020 p.70)	\$25
Designator	Green	-	Works as a Target Designator for missiles (Instead of laser)	\$50
Smoke	Black	-	A smoke grenade for target designation.	\$15

Ammo & Accessories

<i>Equipment</i>	<i>Description</i>	<i>Cost</i>
Empty Magazine	Costs half its capacity	#x0,5
Caseless Casette	Costs its capacity including bullets	#x1
Quickloader	For revolvers. Reloads as a mag	\$5
Smartgun Kit	External Smartgun kit	\$500
Laser Sight	WA +1, conesaped for Shotguns	\$200
Telescopic Sight	WA +2, Aimed Shot only*	\$300
Smart Sight	Telesopic with 2 option spaces	\$500
Bipod	WA +1, not all guns can use one	\$100
Silencer	Reduces flash and sound, WA -1	\$100
Holster	Various models	\$20
Shoulder Sling	For SMG's, Carbines and Rifles	\$5
Weapon Cleaning Kit	To keep the weapon functioning	\$10
Standard Detonator	Time or Remote controled	\$20
Trap Detonator	Tripwire or Laserbeam	\$50



Dai Lung Ronin

SMG +0 L P .45 30 20 UR 50m \$200

A direct rip-off of the Mishima No3 Ronin, both Dai Lung and Mexican Metals have made molds of the original and have plastic-resin based imitations on the market. Most are unreliable and prone to breakage, while some are outright dangerous (120eb, XX reliability). Regardless of reliability, these weapons' composite frames cannot withstand the heavy caliber munitions for long. Every time the weapon is fired in full auto, it's reliability drops one class permanently.



image and text by hellhound101@hotmail.com

Federated Arms Surprising Stranger

PST -2 P C 10mmCL 4 4 VR 5m 135eb

The Surprising Stranger is an odd little piece. Made entirely of resin-cast polymers, it is practically invisible to x-ray and metal detectors. Add to it a strikerless electrical ignition system, and you have a very useful little gun. Of course, chem-sniffers can still pick it up, but there's ways around that, too.



image and text by [A Darker Future](#)

Mexican Metals XS4

PST +0 P C 7mmCL 17 2 UR \$80

Mexican Metals 2021 Pocket release is the XS4, boasting a large magazine capacity and improved plastics from their 2018 XS3 (treat the same, but X reliability - now on special for \$55). Unfortunately they never fixed the plastic spring design in the magazine, and anytime the magazine is reloaded there is a 20% chance that the plastic spring will break and the weapon will fail to feed with that magazine. Each gun does, however, come with 4 empty magazines.



image and text by hellhound101@hotmail.com

Sci Fi Starrior 7

PST +1 J E 9mm 20 2 UR \$65

The Sci Fi Starrior 7 is the 2020 Kang Tao release to the polymer market. Based on the blaster from Star Wars, the Starrior 7 has distinct mauser stylings and is made of strong impact-resistant plastics. The Starrior would almost be considered a capable handgun, but the plastics have proved to be quite brittle at high pressure and the firing assembly has been known to shatter.



Original image and text by hound@ambient.on.ca

Teen Dream 2000

SMG +0 J C 9mm 15 30 X \$85

The Teen Dream 2000 has hit the streets! Now better than ever, with three times the cyclic rate of the Original Best-Seller!! New and Improved! Better Plastics! More Powerful Munitions! Better heat resistant polymers! More exclamation marks than ever before!!! Only melts 25% of the time in autofire! Comes with two full magazines of hot-loaded 9mm ammo!! (+1 damage per die, -1 reliability).



Original image and text by hound@ambient.on.ca

Teen Dream 6000XL

SMG +0 J C 9mm 15 30 X \$120

New and Improved! The Teen Dream 6000XL! Featuring Superior Materials and Workmanship than the Teen Dream 2000! Three Times the Cyclic rate of the Original Teen Dream, with a more powerful, armor-defeating load!!!! (this weapon is exactly the same as the Teen Dream 2000, but comes with Hot-Load AP ammo instead of regular hot loads)



Original image and text by hound@ambient.on.ca

Veska Nova 9X

PST +0 J P 10mmET 8 2 UR 75m \$195

Veska smashes into the Polymer market with the first factory-equipped ElectroThermic handgun listed at under \$500! Way under \$500! Loading 8 Electrothermic 10mm slugs, this boy will punch holes through heavy body armor, without breaking your arm!

(Due to the poor capacitor design in the Veska Nova, for each shot fired without taking one round off without firing, there is a cumulative 1 in 6 chance that the gun will refuse to fire next time. ie: on the first shot the chance is 1 in 6, on the 3rd consecutive shot it becomes 3 in 6, and it automatically stops firing after the 6th shot as the capacitor recharges).



Original image and text by hound@ambient.on.ca

Matel Intimidator

PST 0 J E 9mm 14 2 UR \$80

Perhaps one of the most irritating polymer one-shots in existence; the action in this gun is wrapped in a cheap, oversized plastic frame. Fire more than 3 shots in 10 seconds (3 rounds) and the plastic usually melts (60% chance, gun jams permanently). What's worse, there's a speaker arrangement mounted under the barrel that amplifies and repeats the guns report each time it fires, making it sound like several very loud rounds have just been fired. The speaker will also supplement this cacophony with several gung-ho shouts, like 'Fire!', 'Drop the Gun!' 'Dead or Alive, Yer Coming with me!' and 'Don't Move!'.



Gun by Chris D Lupton, image by Hound

Zulu Alpha Series

Alpha PST +0 P E 6mm 10 2 X \$36
Beta PST +0 P E 9mm 8 2 X \$55
Epsilon PST +0 P E 10mm 5 2 X \$76

Zulu breaks the Polymer market wide open with their hot new blue pocketguns! Each of the alpha series guns can fit comfortably in your pocket, and can load a variety of ammo types and calibers! With this much variety at these prices, why aren't you packing a Zulu too?



Original image and text by hound@ambient.on.ca

Dai Lung Ultimate "Gonk"

PST -2 J P 12ga 3 ½ X 20m \$89

Nicknamed the Gonk because it's such an obvious rip-off of the Norinco Gong, the Dai Lung Ultimate is a bolt-action 12gauge "pistol" with a very poorly built bolt and receiver group. The bolt requires both hands to cycle, taking up over 3 seconds to chamber a new round. For those of you who take notice of these things, the recoil on this puppy is rated at BOD 12. For the average man on the street, that means a Strength Feat roll dif 12 to avoid (12-bod) damage to the firing arm, as well as a massive recoil penalty!



Original image and text by hound@ambient.on.ca

Astra FireStorm

SMG -1 J P 7mm 55 30 ST 75m \$400

This high-capacity sub-gun is built of the same top of the line polymer / ceramic construction as the Federated Arms X-38, and is a model citizen of the polymer market. A knock-off version is available from Kang Tao (The Kang Tao Astral Storm) with X reliability and a list price of 150 euro.



Original image and text by hellhound101@hotmail.com

Hunter 38Lite

PST -1 P C 6mm 8 2 UR 50m \$50

This "stylish" polymer revolver comes in several translucent colors. The biggest selling feature of the gun, besides the see-thru looks (which let you know when some internal part has broken and its time to throw the gun away) is the fact that it comes in the use of replaceable cylinders w/CL ammo that come in six different ammo subtypes. The gun is a break-open design, and the barrel tilts forward to allow you to extract and replace the whole cylinder quickly and easily. Each gun is available in six different colors, and each color is unique to the specific ammo subtypes (Green = Normal, Blue = AP, Pink = HP, Green = HE, Red = DPU, Purple = Gel). Reload cylinders cost \$5 for normal, \$7.50 for AP/HP, \$10 for HE, \$15 for DPU, and \$5 for Gel, and each gun must have a cylinder of the appropriate color purchased with it (cost of cylinder not included in list price). The 38Lite has earned many nicknames on the streets for the different colors (Purple Bruisers, RedChrome Killers, Pink Bunnies, Blue Meanies, etc...).



Original image and text by kroberge@magi.com image edited by hound@ambient.on.ca

Hunter POSY

PST -1 P C 11mmCL 7 1/2 UR 50M \$60.00

The Hunter POSY is the ultimate expression of cheap, disposable, and powerful polymer handguns. Although none too inventive in the name development (POSY = Polymer One Shot, Yellow), the design is relatively solid for solid plastic, with only 5 moving parts inside the gun (two springs, the bolt, the trigger, and a slide over the internal magazine.) The ROF is so low because it uses a manual bolt, that must be pulled back to cock the gun each time you wish to use it. But it does pack a mean punch for the price.



Original image and text by kroberge@magi.com image edited by hound@ambient.on.ca

Hunter FireBall

SHG -2 P P 20ga. 1 1/2 ST 10M \$75.00

SHG -3 P P 12ga. 1 1/2 ST 10M \$90.00

The Orion FireBall is a single-shot, break-open barrel, pistol-sized shotgun design. The Fireball is of mostly thermoplastic construction, with only the breech, firing pin, and a couple internal springs being made out of metals. Each Fireball includes six shotshells on a layard clip attached to the end of the grip (but which can be removed). The gun is waterproof and even floats (although the ammo doesn't unless the layard is attached), and is perfect for underwater operations. Range is a dismal 10 meters due to the short barrel but it makes a popular hold-out weapon for close range actions, and also because of the large number of specialty loads available for shotguns. The 20gauge version has a BOD Minimum of 9 and the 12gauge version has a BOD Minimum of 12!



Original image and text by kroberge@magi.com image edited by hound@ambient.on.ca



Injection Molded Mindless Garbage is the nickname of **Polymer Heaven's** new injection-molding machine. Now you don't even have to deal with a salesperson for your new gun, just walk on up to the machine, slap in your credstick, and choose what internal workings you want mated with what size of frame and what colour of plastic you want the whole thing wrapped in. One minute later the machine pops out you brand new piece, still steaming hot from the injection molding process.

Now, we aren't claiming any miracles here, no super-polymers are involved in the process, not even glass-impregnated plastics... just plain old hot plastic squirted into a mold with your choice of gun bits inside it. This ain't for home defense, and hell, it's not even good for immediate defense since the plastic is too hot to handle properly initially, and is prone to deformation if used prematurely. (Reduce reliability 1 class per hour before the recommended 4 hour waiting period - also if handled bare-handed in the first two hours, permanent fingerprints will be layed into the plastic).

I have to give thanks, for the inspiration, to **Chopper** and the rest of **Flipper Is Dead UK CyberPunk ThinkTank** for their CyberPunk 2020 handgun creation system which sparked the original idea for this, the antithesis to the autolathe - it's a quality piece of work that shows it's hours of commitment - exactly the opposite of the Injection Molded Mindless Garbage system, and products! You can check their work out on the [Flipper Is Dead](#) page of the [BlackHammer CyberPunk Project](#).

Step 1 - Insert Credstick

Step 2 - Select Basic Firearm Design

Single Shot - 5eb, GR:0 (Once fired requires new ammo to be fed down the barrel and primed - Cost and GR is per barrel)

Break Open - 10eb, GR:1 (Cost and GR is per barrel, maximum of 4 barrels)

Break Open Revolver - 10eb, GR:2 (Holds a base of 6 rounds, modified by caliber, can be disguised as an automatic pistol with a base of 4 rounds)

Side-Open Revolver - 15eb, GR:3 (Holds a base of 6 rounds, modified by caliber)

Automatic - 20eb, GR:5 (Ammo based on caliber & frame)

Step 3 - Select Caliber

5mm Caseless - 0eb, GR:0 (D6 damage, +2 ammo)(It was an itty-bitty teeny-weeny, yellow plastic automatic)

.22 Long Rifle - 0eb, GR:0 (D6 damage, cased ammo, +2 ammo)

.22 Electrothermic - 50eb, GR:3 (D6+2 damage, batteries not included - 2 AAA batteries for 10 shots)

6mm Caseless - 5eb, GR:0 (D6+1 damage, +2 ammo)

.380 ACP - 5eb, GR:1 (D6+2 damage, cased ammo, +1 ammo, -1 WA)

.380 Electrothermic - 65eb, GR:4 (2D6+1 damage, batteries not included - 4 AAA batteries for 12 shots)

9mm Caseless - 10eb, GR:2 (2D6+1 damage, +0 ammo, -1 WA)

.45 ACP - 20eb, GR:3 (2D6+2 damage, cased ammo, -2 ammo, -2 WA)

.45 Electrothermic - 100eb, GR:8 (3D6+3 damage, batteries not included - 4 AAA batteries for 8 shots)

10mm Caseless - 20eb, GR:4 (2D6+3 damage, -1 ammo, -1 WA)

.357 Magnum - 30eb, GR:6 (3D6+1 damage, cased ammo, -2 ammo, -2 WA)

.357 Electrothermic - 125eb, GR:10 (4D6+3 damage, batteries not included, 4 AAA batteries for 6 shots)

Step 4.1 - Select Frame (use these options for Revolvers)

Snub-Nosed Airlite - 2eb, GR:2 (P conceal, -1 ammo, -1 WA)

Detective Model .38 - 5eb, GR:1 (P conceal, +0 ammo, -1 WA)

Colt Python - 10eb, GR:1 (J conceal, +0 ammo, +0 WA)

Ruger BlackHawk - 15eb, GR:0 (J conceal, +1 ammo (max 8), +0 WA)

Colt .45 Peacemaker - 20eb, GR:2 (J conceal, +2 ammo (max 8), +1 WA)

Step 4.2 - Select Frame (use these options for all guns except side-opening revolvers)

Browning Ladyman's - 4eb, GR:6 (P conceal, 5 rounds, -1 WA)

Glock Compact - 5eb, GR:5 (P conceal, 7 rounds, -1 WA)

Walther PPK - 10eb, GR:7 (P conceal, 6 rounds, -1 WA)

Glock FullSize - 8eb, GR:2 (J conceal, 9 rounds, +0 WA)

Arasaka WSA - 10eb, GR:3 (J conceal, 9 rounds, +0 WA)

Luger 9mm - 12eb, GR:5 (J conceal, 8 rounds, +0 WA)

Beretta M92 - 6eb, GR:3 (J conceal, 10 rounds, +0 WA, The Classic)

Colt M1911A1 - 10eb, GR:2 (J conceal, 9 rounds, +0 WA)

Colt AMT Model 2000 - 20eb, GR:2 (J conceal, 10 rounds, +1 WA)

MicroUzi - 20eb, GR:5 (J conceal, 15 rounds, -1 WA)

Classic AutoMag - 16eb, GR:2 (J conceal, 10 rounds, +0 WA, Looks Stylin')

Tek-9 - 15eb, GR:5 (J conceal, 20 rounds, +0 WA, magazine in front of grip)

Desert Eagle - 25eb, GR:2 (J conceal, 11 rounds, +1 WA, Big Toy!)

Step 5 - Metal Barrel?

Yes - 5eb, GR:0

No - 0eb, GR:5, -1 WA (GR:15 for electrothermics)

Step 6 - Integral Laser Designator?

None - 0eb

Sony - 25eb 40% provides +1WA (other 60% aren't aligned properly), 15m range

IEC - 45eb 40% provides +1WA (other 60% aren't aligned properly), 30m range

IEC Phase IV - 100eb 40% provides +1WA, 30m range, IR or UV

Step 7 - Colour Me Baby!

Primaries - 0eb, GR:2D10 (Red, Blue, Yellow, Green, Orange, etc)

Pastels - 5eb, GR:2D10 (For your daughter's 16 birthday!)

Marbled - 5eb, GR:2D10+1 (Choice of 2 primaries)

Pearlescent - 10eb, GR:2D10 (Shimmery marbled primary)

Matte Black - 5eb, GR:3D10 (Cheaper plastics with black dye)

Your Glitch Rating!

Tally up all the GR's you've picked up during gun creation. It'll be a number from 4 to the mid 50's (with rare exceptions in the 60's). Now check the number on the table below:

GR Glitch

4-20 - No Glitch!

21-25 = Weapon always jams on a fumble in addition to whatever else is rolled.

26-30 - Weapon is prone to melting if fired too rapidly. Roll D10+2 for no. of rounds required to be fired in 20 seconds to cause weapon to melt.

31-35 - Weapon jams on a critical hit in addition to jamming on fumbles

36-45 - Weapon explodes (dealing it's normal damage to operator) when fumbled

46+ - Weapon suffers from 2 of above malfunctions (determine randomly)

Oh yeah, in case you hadn't guessed, all Injection Molded Mindless Garbage is of Unreliable (UR) reliability.

LIVING STEEL

• F • I • R • E • A • R • M • S •

**PARENTAL
ADVISORY
LARGE CALIBERS**

The toys on this page have been 'ported over as directly as possible from the Living Steel RPG (a high tech variant of Phoenix Command) from Leading Edge Games. The graphics, gun names and designs are the copyright of Leading Edge Games (© 1987, 1991) and were scanned and converted here without permission from the Phoenix Command / Living Steel High Tech Weapon Data Supplement.

AP5 6mm & AP6 7mm Automatics

PST +1 J P 6mmLS 25 2 ST 50m 700eb

PST +1 J P 7mmLS 21 2 ST 50m 900eb



These caseless handguns have no external moving parts, with all action being internal. In case of a misfire, or to remove a chambered round, the top slide can be pulled back and the round ejected. The eternal top slide only moves when manually feeding or ejecting a round.

The AP5 is a light automatic pistol adopted by LS Security forces. The AP5 is popular for it's light weight (2.8 lbs), high ammunition capacity and minor recoil. The AP6 is based on the AP5 and was designed to provide greater stopping power. It has generally been supplanted by the AP7.

6mmLS munitions are available in three types; FMJ, JHP & AP. Treat all rounds as being identical to similar 9mm Caseless rounds (2D6+1 damage) except in price (twice the price). They use a smaller bullet than the 9mm, but with almost the same amount of powder backing it. 7mmLS munitions are also available in FMJ, JHP and AP variants, and are treated for all game terms as 11mm rounds (3D6 damage) except in price (twice the price).

AP7 7mm Automatic Pistol



PST +2 J P 7mmLS 21 2 ST 50m 900eb

The AP7 is a long barreled version of the AP6 and was the standard sidearm of LS Military units and heavy security until being recently replaced in active service. It fires the same 7mmLS munitions as the AP6 above. It is also used by professional forces and is respected for its accuracy and hitting power.

FMP6 / FMP8 Flechette Machine Pistols

PST/SMG +0 J P 1.5mm 60 2/3/24 ST 20m 1,100eb

Flechette guns fire small metal darts enclosed in a sabot that protects the dart during firing. The darts are unstabilized and count on their aerodynamic form for stabilization in an atmosphere. The round suffers from an inherent range limitation because of sabot ejection tipoff.

The FMP6 is a compact machine pistol designed for clandestine operations. Its small size (10 inches long), light weight (2.8 lbs) and firepower make it a popular undercover weapon. It's short effective range limits its use as a military weapon, but its excellent short range characteristics make it popular. The FMP8 is a product improved version of the FMP6, with lighter materials and an improved chambering system (VR reliability, 1,300eb).

1.5mm Darts are available in three varieties:

Standard Dart (SD), dealing D10+2 damage at 1/2 SP (100 eb / 60 rounds)

Soft Steel Dart (SSD), dealing 2D10 damage at 2/3 SP (120 eb / 60 rounds)

Armour Piercing (AP), dealing D10+2 damage at 1/5 SP (300 eb / 60 rounds)



FMPX7 Heavy Flechette Pistol

SMG +0/+1 J/L P 2.8mm 48 2/3/18 ST 30m 1,200eb



The FMPX7 is another compact machine pistol, and was designed specifically to defeat power armour at close range. The FMPX7 turned out to be rather heavy, had a limited effective range, and was not as effective against ACPA as intended, but it did offer a great deal of firepower in a small package. This capability made it popular with infiltration and security teams.

2.8mm Darts are available in the same configurations as 1.5mm, but are sold in magazines of 48 instead of 60, cost twice as much and deal an additional D10 damage beyond the 1.5mm dart.

SMG6 7mm Sub-Machinegun

SMG +1 L P 7mmLS 36 2/3/20 ST 150m 800eb



The SMG6 was designed for light military and security action against "soft targets" (human targets without heavy body armour, generally against civilians and rear-echelon personnel). It is a conventional 7mmLS caseless SMG in almost all respects. The carrying handle contains the iron sights for the gun, although optical sights can be mounted on the carrying handle in addition (and never are normally).

The 7mmLS ammunition fired by the SMG6 is identical to that fired by the AP6 and AP7 automatics above, and is effectively treated as 11mm Caseless munitions at twice the price.

SMP7 1.7mm Slivergun "Machine Pistol"

SMG +1 L P 1.7mm 52 2/3/20 ST 120m 800eb



The SMP7 is built on the same chassis as the SMG6, with the same ammo feed system, firing mechanism and so forth, but is actually a radical departure from standard Sub-Machinegun technology. The SMP7 fires 1.7mm Fin-Stabilized darts. The fin stabilization gives the dart a truer flight and longer effective range than flechette darts, making the weapon ideal for military and law enforcement activities. The sabot fired from a slivergun is much larger than those used in flechette guns, and is dangerous to unarmored targets within 20 feet and 60° of the weapon's line of fire. Within this area, the sabot deals D6 damage with a base hit chance of 1% per round fired that combat round.

1.7mm Slivergun Darts are available in three formats:

Standard Dart (SD) deals D10+1 damage at 1/3 SP (150eb / 52 rounds)

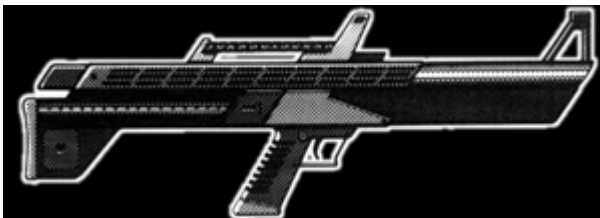
Soft Steel Dart (SSD) deals 2D10 damage at 1/2 SP (200eb / 52 rounds)

Armour Piercing (AP) deals D10+1 damage at 1/6 SP (450eb / 52 rounds)

SMPGL7 SliverGun/Grenade-Launcher

SMG +1 N R 1.7mm 52 2/3/20 ST 120m 1,800eb

HVY +0 N R 30mm 5 2 ST 200m



The SMPGL7 combines a 1.7mm SliverGun and a 30mm Grenade Launcher. The five-round semi-automatic Grenade Launcher is the primary system, with the slivergun serving as a backup weapon. The slivergun uses standard SMP7 magazines. The grenade launcher is mounted above the slivergun and is fed from a magazine which slides into the back of the weapon. The five grenades are held end-to-end in the magazine.

The SMPGL7 was not produced in large numbers as explosive weapons are generally unused in corporate warfare because of collateral damage to expensive facilities. The 30mm Grenades are treated as typical 40mm grenades in all respects except size (30mm) and cost (1.5 times price).

Convenience Arms Inc

Convenience Arms created the world's first wide-spread Polymer One-Shot vending machines. The machines were placed in key vending locations throughout the "RustBelt" of the East Coast. They quickly became the target of gang attacks, and it became quite hazardous to have the job of reloading these units (as gangers would hang out around an empty machine to waylay the reload team and take their guns). Reload teams would be sent out with more weapons and armour to protect from these threats, resulting in a war of escalation between Convenience Arms and the gangs until it was no longer economical to reload the units in question, and they have since been left to rust away their days in dark alleys.

The second attempt at *Convenient* Vending Machines has been much more successful. These units have been built into the outside walls of firearms and munitions stores in major cities. They are reloaded from within the store, and the shipments of reloads are brought in with the store's regular shipments.



Convenience Arms Inc

This sweet little polymer hotpepper, is *the choice* firearm for the teen on the go. This model shown sports a lavalamp finish combined with our ever popular "Summer of Love" grip!

Not so great with the technicalities of firearm maintenance? Have no fear, Convenience Arms products require no technical experience. You don't even have to reload! Just recycle it and buy a new unit! who wants an outdated look anyway, right?

BUY ONE TODAY! available at a *Convenient* vending machine near you!

NEW !!!
"EASY PULL"[™]
Trigger system

Convenience Arms polymers use an aluminum barrel and internal workings wrapped in a cheap polymer frame in your choice of colours. Although somewhat more reliable than most Polymer One-Shots, these guns are without a detachable magazine and are non-reloadable. There is also no feed port or ejection system, so if the caseless system does jam, there is no way to clear the jam other than buying a new gun.

CONVENIENCE ARMS DISPOSABLE

PST . +0 . J . E . 10mmCL . 10 . 1 . ST . 50m . 75eb

It's everything described above and more! Available with the custom "Easy Pull"[™] Trigger System (ROF:2, +25eb) and a huge selection of styles and finishes, this is the *convenient* way to arm your teen!

Machine Guns



of Loving Grace

Your OneStop Superior Militech Ronin Shop

The M-20 or Militech Ronin has been the US Army's standard Assault Rifle for years, and has spawned many specialty versions for various special ops teams during its lifespan. Now that the Ronin is slowly being replaced by the Mark IV Revised (the M-20A4) in service, many Ronins are making their way to the open markets in the US and abroad.

At Machine Guns Of Loving Grace, we now have on hand a large collection of Ronins and Ronin Specialty Products, all fully restored and in prime operating condition, many still in their original packaging and packing grease to this day.



Militech Ronin Standard Edition

RIF · +1 · N · C · 5.56mm · 35 · 30 · VR · 400m

The Militech Ronin standard edition is the classic light assault rifle of the modern battlefield, now available to MGOLG customers worldwide at the bargain price of 450eb. Measuring in at 35 inches in length, it only weighs 3 kilograms loaded. The illustrated weapon at left also has special imaging sights, available seperately at any MGOLG outlet.



Militech Ronin Compact Edition

RIF · +1 · N · C · 5.56mm · 35 · 30 · VR · 300m

The Militech Ronin compact edition was used by USMC elements and urban fire teams. The Compact edition has both a shorter stock and forend assembly, but still maintains the excellent balance and performance of the standard M-20. MGOLG has some Compact Editions for sale, and we also modify standard edition Ronins to Compact Edition on order. Compact Edition Ronins list at 500eb.



Militech Ronin "TommyGun 2020"

RIF · +1 · N · P · 11mm · 35/100 · 20 · ST · 200m

The 21st Century answer to the famous Thompson SubMachineGun. Chambered in the mighty 11mm caseless load, and firing at a controlled 600RPM, the TommyGun 2020 has the options of loading 35 round magazines from the 11mm Commando edition or 100 round drums specifically designed for it. The TommyGun 2020 has an assault-style foregrip and full stock and retails at 900eb. It is also occasionally available in 12mm (Rare, 1,100eb, 30 rounds or 100 drum, ROF:20)



Militech Ronin Commando Edition

RIF/SMG · +2 · N · P · 10mm · 40 · 40 · VR · 200m

Based on the success of the M16 commando editions (chambered in 9mm), various commando units converted the Compact Edition Ronins to fire the caseless 10mm pistol load. The weapon is very accurate as the heavy weight and long barrel almost completely cancel any recoil felt from the high rate of fire. Ronin Commando 10mm's retail at 625eb, and are also available chambered in 9mm (600eb), 11mm (700eb, 35 rounds, ROF:20, ST reliability) and 12mm (800eb, WA:+1, 30 rounds, ROF:20, ST reliability).



Militech Ronin "StealthPlus" Edition

SMG · +2 · N · P · 10mm · 40 · 20 · VR · 200m

In military parlance, these weapons were referred to as the M-20SD. Containing an integral silencer and bolt catch, the "StealthPlus" variant was used in situations where the Heckler & Koch Mp-2013 would be found in corporate teams. Once again, recoil is minimal at worst, and non-existent most of the time. The only major draw-back of this design is the size, being too large to conceal in most situations. The StealthPlus 10mm retails at 700eb, with the StealthPlus 9mm at 650eb. A .45 ACP (cased) edition is also available, but is Rare Availability and retails at 800eb.



Militech Ronin "Stealth" Edition

SMG · +2 · L · P · 6mm · 40 · 40 · ST · 200m

The original integrally silenced edition of the Ronin, the Stealth edition was used by anti-terrorist teams and some special forces, but the 6mm munitions are considered too light for serious military work. This is also one of the few Ronin editions that is small enough (due to the complete removal of the weapon stock) to be concealed. The Stealth Ronin retails at 500eb.



Militech Ronin "American Suranam"

SMG · +2 · L · P · .177 · 60 · 30 · ST · 200m

The single smallest Ronin conversion, this one is exclusive to Machine Guns Of Loving Grace. Integrally silenced and converted to fire the .177 Explosive round (D6+4 damage) of the Suranam Machine Pistol, the "American Suranam" is light and easy to handle while still loading a deadly and light ammo load. The "American Suranam" retails at 550eb

All Ronins and Ronin variants can have extended capacity magazines purchased at the normal price for 50% additional capacity, and there is an adaptor available to allow Arasaka Minami 10 magazines to be loaded into the Ronin 10mm chassis.

Your OneStop Superior Traveller Rifle Shop

Out of the detrius of the failure of Armscor during the collapse (a South African arms amnufacturer), one of the survivors was a small arms CAD and Design firm called Traveller. Traveller had some small scale weapon sales using aircraft-alluminum bodied hunting rifles until Militech started enforcing their claim on the Armscor patent line that they had purchased, nearly sending Traveller out of business (as their designs were all using older Armscor upper receiver units).

Traveller managed a few in-house designs that were used by game wardens throughout Africa, but had little appeal through the rest of the world dominated by the major armament firms. Finally Traveller managed to strike a deal with their old adversary Militech in late 2019 to market their new line of high-reliability Hunting and Paramilitary Rifles. These weapons all share a common heritage to the Traveller Game guns used for the last decade in the game reserves throughout Africa and are noted for their long-term resistance to poor treatment by undertrained users. What this means to you is these guns can be bought for your hunting seasons, and do not require constant attention and maintenance to have them ready for the next season, even if you miss a few in between.

In game terms, although these weapons are only ST reliability, their reliability will not be compromised by light to moderate mishandling (getting the weapon dirty, wet, not cleaning after use, etc).

As a side note, all the images are scans from various MegaTraveller basic game books (although they have all seen some amount of editing by the Hound) and are copyright by the now defunct Game Designers Workshop and whoever currently owns the MegaTraveller line.

Traveller Range Carbine Model 14b

RIF · +1 · N · C · 3D6 (.30) · 20 · 2 · ST · 300m



The first of the line, the Range Carbine is in use by most Game Wardens and Park Rangers in the game reserves and national parks throughout Africa, and has been in use here for almost a decade throughout the various models (dating back to the Model 3 with wooden furniture instead of the all-polymer construction of the current models). To suit most export laws for civilian firearms, the pistol grip is mated to the thumbhole stock assembly, which contains the magazine loaded in by lifting the buttplate of the stock in a similar fashion to the Heckler & Koch G11.

The action is a classic .30 Carbine in a gas-action automatic. This old-world cased ammo is still easy to produce in fair quality and was selected for it's endurance in the field. The magazine is quite unusual in shape and design, having to feed into the gun parrallel to the action, but the feed mechanism is quite standard and reliable, with the ejection port firing the casing directly upwards and forwards of the gun, making it good for ambidextrous use. In this configuration the Model 14 retails for 350eb.

An export model, the Model 15a, is available with a slightly longer stock (1") and which feeds standard cased 5.56mm (.223) ammo. It is just entering the marketplace with a list price of 450eb. For the urban marketplace, the foregrip in both models can easily accomodate a laser sight or tactical flashlight rig without changing the silhouette of the rifle.

Traveller Advanced Range Rifle

RIF · +1 · N · C · 5D6 (7mm) · 22 · 2 · ST · 400m

A full-scale rifle with a caseless action, the Advanced Range Rifle (ARR) is otherwise very similar to the Range Carbine, with thumbhole stock, rear-entry magazine feed and a standard blowback gas action. This rifle has recently been issued to some wardens and has received favourable reviews. The caseless action is at least as reliable as the model 14's old-style cased action, without an ejection port to reduce entry points for dirt into the gun. There is a small hatch on the top of the gun that can be opened to clear misfires, but this is a manual operation, and the seals are excellent to prevent contamination of the chamber.

The low index of the barrel and the long length afforded by the bullpup action reduce felt recoil to an almost negligible impulse, slightly less than the Federated Arms rifle with which it shares the basic 7mm Caseless action.

Again the foregrip is empty and allows for the easy addition of a laser sight or tactical flashlight rig without change to the weapon's silhouette.

The basic TARR retails at 400eb, with a 5.56CL edition at 450eb and in the PacRim 5.5mm Caseless (in indonesia) for 400eb.



Traveller Assault Rifle Model 22



RIF · +1 · N · C · 5D6 (5.56CL) · 30 · 1/20 · ST · 400m

Traveller's first exclusively military weapon since the turn of the millenium, the Traveller ARM22 was designed as a low-cost competitor with most modern 5.56mm firearms and retrofits. The feed and firing mechanism are seemingly identical to the M16 caseless bullpup retrofits, and the rest of the gun follows suit. Instead of the hard polymer shell of all the other Traveller designs, the ARM22 is primarily made of sheet metal stampings with a fairly standard polymer pistol grip and forend. The magazines are in almost all ways identical to those of the M16 series, and are interchangeable with them. The forend is available in a variety of configurations, with laser sights or tactical flashlights easily assembled into the unit. Shown on the left is the standard forend with integral laser sight, but other desings including slimline, assault grips, etc are available direct from the factory or as after-market kits. To date, the ARM22 has not been fielded with any corporate or government armies, and it's field perfomance is yet untested (but fear not, we are going to bring a few on our next savannah expedition to test the claims made by the manufacturer regarding the same reliability as their other weapons). The weapon at left is illustrated with laser sight and Bushnel Interlok™ smartlink system, but almost any configuration of sighting systems and electronics can be mounted. The ARM22 is marketed in North America at a very reasonable 600eb, with choice of forend designs.

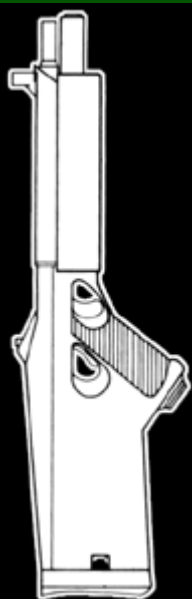
Traveller Advanced Assault Rifle

RIF · +1 · N · C · 6D6-1 (6.5mm) · 30 · 2/20 · ST · 400m

The Advanced Assault Rifle (Model 24) is a carryover between the Model 22 and the rest of the Traveller line. The style of the weapon is similar to most other polymer-framed bullpup Traveller series rifles and carbine, but like the Model 22, it uses a magazine that is loaded into the bottom of the gun instead of the back, thus making it easier to load for those not accustomed to the rest of the Traveller rifles. The domestic version is sold chambered in 5.56 Caseless, the same load as the Model 22, for maximum interoperability within a force. The Model 24 is targetted for sale to small thrid world nations who want a distictive gun firing a standard ammo for their officers. The firearm illustrated at right has been rigged with a top mounted laser sight in addition to the standard ring sights supplied with the gun. The export edition is chambered in 6.5mm Hybrid due to it's rapid climb in popularity. Unfortunately what this means during the fourth corporate war is a lot of people buying the gun but being unable to procure the ammo as Militech stopped selling the round to be able to supply it to their own troops for the duration of the engagement. Both editions list at 900eb per unit.



Traveller Assault Carbine



RIF · +1 · N · C · 5D6 (5.56) · 20 · 2/20 · ST · 300m
HVY · +0 · N · C · 25mm Grenade · 4 · 2 · ST · 300m

The Assault Carbine is quite simply the Range Carbine (5.56mm export edition) with a select-fire action and an undermounted integral grenade launcher. Due to their new deal with Militech, the grenade launcher (originally slated to be a 35mm GL firing proprietary grenades) is a custom version of the classic Militech 25mm system, allowing it to use a standard grenade load, which broadens it's appeal to many more users. The Grenade Launcher uses an integral magazine of 4 rounds with a standard semi-automatic feed. Firing the GL requires flipping a selector switch to GL, and then the standard trigger is used. The action of the weapon is pure 5.56 gas-action. Once again the magazine slides in from the back of the stock but the feed mechanism inside looks like the feed from any number of mid to late 20th century assault rifles. One end-user complaint that the unique magazine feed entailed was the inability to use extended magazines, but this is countered by the the same system's ability to keep dirt and other contaminants out of the system. The system lists currently at 950eb.

Traveller Advanced Combat Rifle

RIF · +1 · N · C · 5D6 (7mm) · 22 · 2/25 · ST · 400m
HVY · +1 · N · C · 25mm Grenade · 4 · 2 · ST · 300m

The Advanced Combat Rifle is at heart the Advanced Range Rifle undergoing the same treatment as the Assault Carbine above. The weapon has been converted to selective fire and has had an integral 4-shot 25mm Militech Grenade Launcher slaved to it.

User reviews are similar to those for the Carbine, with the same shortcomings and the same advantages.

The main selling point of the weapon are the number of ammo configurations available. 7mm Caseless (from the Federated Arms LA15), 5.56mm Caseless, and 5.5mm Pac Rim Caseless, each weapon system currently lists at 1,100eb





Personal Armament

The SkullBruiser Crowbar

This baby is just the thing for splitting the heads of tossers who get in your way. This heavy iron bar is coated with a colorful, textured, rubberized shell for a non-slip grip and easy cleaning. It is the best bone crusher for your euro and that's not all. The Skullbruiser Crowbar makes a great lockpick for those hard to open doors and the flat ends are notched for opening your bottles of brew. What more could you ask for from a skull mangler?

MEL	+1 WA	L	C	1d10+2 dmg	VR	60eb
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A Real "Bastard" Sword

This dangerous weapon was designed for fucking up your opponent one way or another. The 20-inch, carbon steel blade is serrated three-quarters of its length along one side and serves as a limbsaw for close quarter combat. It also makes an excellent slashing weapon and sports a knuckle guard encrusted with sharp spikes in a neutral black, non-glare finish, for the killing blow.

What really makes this weapon outstanding is its ranged, offensive capabilities. What's that you say? *"Ranged attack abilities in a sword? Tell me more!"* By simply depressing the hidden stud on the sword's grip you can launch the entire blade deep into your opponent's friggin' face from up to three meters away! Imagine his surprise!

This weapon is really a short sword or a long knife, not an actual bastard sword. It works as a normal melee weapon (using melee, not fencing) until the stud is pressed, then it requires an athletics roll to hit. It is quite likely that the wielder will gain +5 to hit for surprise. It has a maximum effective range of three meters.

MEL	+0 WA	L	R	2D6+2 dmg	n/a	n/a	UR	260eb
EXO	-2 WA	L	R	2D6+2 dmg	1	1	UR	



Strapper Assault Rifle

This is perhaps the most popular aweapon of the Department of Water and Power's security forces. It is an assault rifle commonly fitted with laser and low-light sights. Capable of firing in single, burst or fully automatic modes, this weapon is so versatile, you won't need to carry anything else. The underside of the grip serves as a bottle opener and the barrel has a retractable bayonet.

RIF	+1 WA	N	P	5.5CL (4d6+2)	30	15	ST	600eb
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Dart Pistol

This weapon, often referred to as the "fart gun" due to the trademark *whoosy* noise it makes when it fires, is the closest thing to a silent long range weapon around (besides throwing rocks!) The darts are launched by a small, refillable canister of compressed air concealed in the grip. The darts can be fired alone but also have a special compartment to carry a chemical load such as poison or a knockout drug. The dart has to deal at least 2 damage to the target for the toxin to take effect.

Standard toxin loads for the Dart Pistol are Black-Eyed Dick and NapTime 20-20.

Black-Eyed Dick: So called because the poison causes the victim to go pale and look as if he or she had just been given a pair of blackened eyes. It deals 4d6 damage to the target d3-1 turns after injection and costs 20eb a dose.

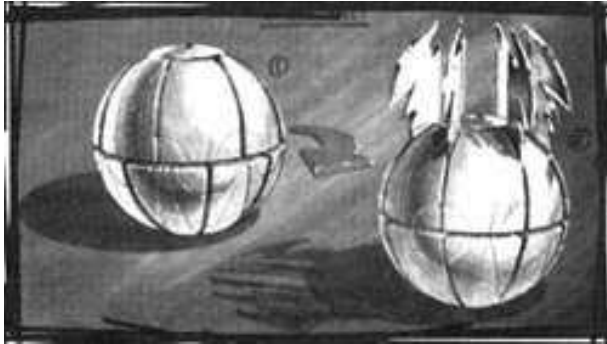
NapTime 20-20: When a character is drugged with NT 20-20, his vision fogs up and he usually passes out. It deals 5d6 damage to the target in d3-1 turns. Half this damage is "stun" damage. If the target fails the stun save vs this damage, he is Knocked Out for D6x10 minutes. Regardless the target is at -1 awareness for every 6 damage dealt by the toxin as his vision blurs. This lasts D6+1x10 minutes (or ten minutes longer than the duration of the knock out if the victim is knocked out).

PST	-1 WA	J	P	D6+1, 1/2 SP	10	1	UR	240eb
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Razor Rang

This weapon is truly the perfect hybrid of form and function. Almost a work of art in itself, this L-shaped blade when thrown will return to the thrower provided it encounters little resistance (nothing larger than a bird or a human arm). It is crafted from metallic-looking plastech compounds which make it nearly scratch resistant and its sharpened edges never dull. With a little practice, this weapon can slice through a man at ten meters. Whether you are a sportsman or a homicidal maniac, this weapon will appeal to you. *If the user's Ref + Athletics is 11 or higher, and the razor rang doesn't hit anything, it will return to the wielder the same turn as thrown, at the end of the round. If the wielder has moved over 2m in that time, it will require a dif 15 athletics roll to catch it, +5 dif per meter beyond the second moved. It has a range of BOD x 10 meters*

EXO	-1 WA	L	P	2D6 (1/2 SP)	1	1	UR	80eb
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DangerBall

This weapon is the latest in multi-functional offensive capabilities. And it's compact too - in its inactive mode, this little beauty is about the size of a baseball. Of course it is smooth and metallic gray, but it could be a large ball-bearing, couldn't it?

But activate it by turning it clockwise (or in the expensive version by your own personal code words or phrases) and it can turn into a deadly knife knuckle weapon, OR a grenade with a timer of up to three minutes! Definitely breaks the ice at parties.

Danger Balls cost three times the cost of the equivalent grenade. The voice activated versions cost twice as much as the normal danger ball.

MEL	+0 WA	P	R	1d6+1 dmg	VR
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TechnoMancy Design's



Eagle IV SubMachineGun

The Eagle IV design is based almost entirely on the incredibly successful Arasaka WMA "Minami 10" SubGuns, but with significantly "chunkier" styling. It was actually designed by two members of the original Minami 10 team, but incorporated several aspects that were not incorporated in the WMA. It has been designed from the ground up to use over-pressure 10mm caseless rounds with significantly greater gas pressure than the standard 10mm CL. The heavier receiver assembly to handle the overpressure rounds partially explains the style of the weapon. The 10mm over-pressure rounds are sold as 10mmTD or 10TD ammo and is marked with a blue stripe around the base and a red primer to distinguish it from regular 10mm loads. It is not recommended for use in other 10mm weapons, but is of the same dimensions and can be used interchangeably (at a -1 Reliability) in most other weapons.

The TD Eagle IV also incorporates a heat-resistant barrel and receiver group for reliable sustained autofire, a design "oversight" in the WMA. It is illustrated above with a factory standard 20 round magazine (for more comfortable carry) and also comes packaged with two 40 round magazines (interchangeable with the magazines from the WMA).

Type	SMG
WA	+0
Conc	J
Avail	P
Damage	3D6+1
Ammo	20/40
ROF	20
Rel	VR
Range	150m
Retail Cost	850eb

Image stolen from the Necromunda rule book and is © Games Workshop



Delta10 Security Shotgun

The Delta10 is a heavy-built yet small-frame combat shotgun. As with most combat shotguns, the weight is fairly heavy compared to most other rifles, so as to minimize felt recoil for rapid target acquisition. The Delta10 is designed to be a multi-role security tool, useable with Gel-Baton rounds to subdue crowds or loaded with long-range APFSDS slugs for use as a sniper weapon. The Delta10 is fairly unique in general design as it looks and feels more like an assault rifle, and comes equipped with a high-intensity adjustable laser sighting unit (+1 WA included in stats at right).

Much like the special laser sight designed for the Stein & Wasserman Tri-Star Revolver, the laser sighting unit projects a single dot in the centre of the point of aim, and another circle around the dot, indicating where the buckshot will spread. It has several settings allowing for the variety of loads available for the modern shotgun, and has longer range than a generic shotgun or pistol sight since the Delta10 is equipped for longer-range shooting with the APFSDS Slugs.

The weapon itself contains its ammunition internally, with an eight-round capacity. A design for the Delta10c includes a bullpup detachable box magazine, but is not yet in production. The trigger set includes three settings for firing, Safe (will not fire), Single (ROF:2, fires one shot per pull of the trigger) and Double (ROF:2, fires both shots with one pull of the trigger as a two-round burst with +2 WA, D2 rounds hit). Double mode is effective for crowd suppression as the quick double-tapping is quite intimidating.

Type	SHT
WA	+1
Conc	N
Avail	P
Damage	10ga
Ammo	8
ROF	2
Rel	ST
Range	50m
Retail Cost	700eb

Image stolen from the Necromunda rule book and is © Games Workshop

Welcome to the Hunter's selection of Handguns



"We need BIGGER guns..." Dick Dirken, Split Second

Hunter Firearms Inc. is both a manufacturer and distributor of fine weapons. If you have a special order, we'll be happy to fill it for you (within 4-8 weeks), and no request is TOO silly or weird for us.

NOTE : All guns on this page are either adaptations of existing 20th century firearms, or new designs based on weapons presented in various Anime, or Movie releases.

Century Gun Model 2021



PST +2 J P Varies 6 2 VR 50M \$2,000

This monster of a handgun was designed to appeal to the growing demand amongst various individuals looking for a custom gun, that lacked a custom gun's price. In order to meet this demand, Hunter Specialty weapons is proud to have revived a classic six-gun design, but incorporated a few improvements along the way. Each gun including a built-in laser sight (+1 acc), custom grips, recoil compensators, a matching leather gunbelt and holster (24 rds capacity), a light armored guncase (SP:5), and a gun cleaning kit. Each gun is custom-ordered by the individual user (allow 2-4 weeks for delivery) and it uses brass-cased ammunition available in no fewer than TEN commonly used calibers (.44, .454, .50AE, .525, .577, 14mm, 5.56N, 6.5, 7.62S, and 7mm CAN) along with five more rarely encountered calibers : .30-30, .375Win, .45-70, .444Marlin, and .50-70 which are what the gun was originally designed for and are currently being manufactured by Hunter Specialty Weapons on a custom-order basis only (minimum order 50 rounds - allow 1-2 weeks delivery for any ammo type other than FMJ, HJB, HP, and AP which are kept in stock and only takes 3-5 days for delivery). The gun is also available with different length barrels (stock barrel is 6.5" long) for an additional \$200. Optional lengths include 8" (60M range, L concealable), 10" (70M range, L), 12" (80M range, L), and 14" (90M range, N, +1 ACC). BOD Minimum : Varies from 8 to 15 depending on Caliber!

NEF Ultra / Ultra Mag



PST +2 J P .22/.22WMR 9/6 3 VR 50M \$150.00

The NEF Ultra and Ultra Mag double-action revolvers champion reliability, accuracy, and inexpensiveness in a classic looking package. The Ultra model uses a 9 round cylinder and is chambered to fire cased .22 rounds while while the UltraMag model uses a 6 round cylinder and is chambered to fire the cased .22 Winchester Magnum Rounds (1D6+3, \$0.15).

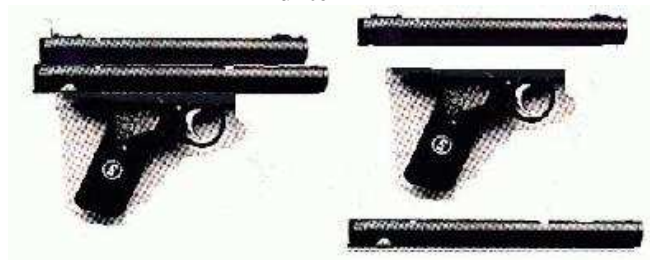
Hunter CAT



PST +0 P P .400CB 6 2 VR 50M \$250.00

An updated version of the IntraTec CAT series handgun, using improved materials and construction, the design is now lighter and more reliable, but also every bit as affordable as before. Another improvement is the chambering of the 400 CorBon cartridge which offers serious stopping power, in a small package.

Hunter DFH



PST -3 P P 6.5CL 2 1 UR 200M \$100.00

The Hunter DFH (Disposable From Hell) is the ultimate pocket disposable handgun, chambered in 6.5CL. How did hunter achieve this wonderful feat? Simple, we designed a disposable gun that comes shipped from the factory in 3 pieces in a sealed bag. When you ReALLY need to use the gun, you simply slide and snap the three pieces together. The barrel assembly and ammo tube goes in one pocket, the handgrip/trigger assembly goes in another, and all three snap together in seconds (an experienced user can snap one together in about 3 seconds). When you've expended the 2 rounds of ammo, you can either throw the gun away or order a new sealed magazine from us for \$50.00. Do note: The reliability and accuracy of the gun will drop one level each time a new tubular magazine is fitted to the gun. Do to the heavy recoil of a 6.5CL round, this gun has seen sparse sales outside of the full-borg market. BOD Minimum = 12!

Hunter GAL



PST +1 J P .400CB 15 3 VR 50M \$750.00

Another improved design, now manufactured under the Hunter brandname, the GAL is a M1911 style combat handgun, chambering the 400 CorBon cartridge. Like other Hunter products, the list of standard features is extensive and includes recoil compensation, custom grips, a skeletonized trigger, and a double-column magazine. Included with the basic gun is a second barrel, which can be installed in place of the .400CB barrel, enabling the gun to fire .45ACP ammo again. Also available in an deluxe model which includes an laser-sight intergrated into the gas-return, and ET-Enhancement (special order, 1-week wait, but also includes the second barrel) for only \$1499.95. Switching barrels is an easy weaponsmith job and takes 15 minutes.

Hunter V10



PST +1 P P .45ACP-ETE 10 3 VR 75M \$1200.00

Hunter's only handgun to come standard with ElectroThermic Enhancement is based on a 25 year old Springfield Armory M1911A1 variant. Combining pocket concealment, High ROF, and a powerful cartridge makes for an interesting back-up weapon. Includes an intergral lasersight, custom grips and recoil-compensators as standard features.

Glock Competition Series



GLOCK 17L/24 COMPETITION
Calibers: 9mm, .40 S&W. Barrel: 6 inches.
Weight: 23 ozs. Sights: Fixed.

PST +3 J P 9mm 17 2 VR 60M \$600.00
PST +2 J P .40S&W 15 2 VR 60M \$850.00

The Competition model Glocks come factory equipped with slide-lug mounted laser sights, and extended barrels. The only significant difference between the 17L (9mm) and the 24 (.40S&W) is the capacity of the magazine, the caliber, and the thickness of the gun (a slight difference, but noticeable to any Glock owner).

Glock Compact Series



PST +2 P P 9mm 10 2 VR 50M \$500.00
PST +1 P P .45ACP 9 2 VR 50M \$600.00

The Glock compact series of guns, come in the same calibers as their full size siblings, but in a much reduced package. The Models include the 26 (9mm), 27 (.40S&W), 29 (10mm), and 30 (.45ACP). Treat the model 27 and 29 stats the same as the model 30's, which are given above. Most users find the small grips to be a bit of a handicap though, and elect to use extended magazines with a +1 or +2 floorplate to get an extra finger onto the grip (Concealment remains P in either case). These updated models, distributed exclusively by Hunter Speciality Weapons, include an intergrated laser-sight located in the slide-lug.

Militech 88 Magnum
"It Shoots Through Schools..."



PST +2 L P 8.8mm 8 2 VR 100M \$1000.00

Militech's new entry into the "My handgun is bigger than your handgun" category employs a massive revolver frame, a 12" long barrel, and the new 8.8mm Magnum caliber. The brass-cased cartridge is as long as many rifle cartridges and the massive cylinder holds EIGHT of them. Given the long barrel design, this is not a comfortable gun to shoot one-handed for long periods, but it does have long range and a nifty slogan...

Hunter Sekident



PST +1 P P 6mmCL 10 2 UR 50M \$275.00

A compact hold-out gun, featuring an underbarrel laser-sight, and real wood grips. While it has the look of a very high-quality handgun, the Sekident is actually of mostly plastic construction.

Hunter Platypus



PST +1 J P 11mmCL 10 2 VR 50M \$565.00

The Hunter Platypus is a waterproof autopistol, designed for Amphibious Covert Op teams who needed a gun they could use above or below the water. It combines a sealed gas-action, with water-proofed (double cost) caseless ammunition. The gun comes features an underbarrel-lug for fitting a small tactical flashlight or laser-sight (blue-green lense). When loaded with AP rounds, it makes an decent gun for penetrating HardShell diving suits. Maximum design firing depth for the gun is 500 meters.

Hunter 38Lite



PST -1 P C 6mmCL 8 2 UR 50M \$55.00

A stylish-looking, polymer revolver, that comes in several translucent colors. Manufactured of relatively cheap plastics, the biggest selling feature of the gun, besides the see-thru looks (which let you know when some internal part has broken and its time to throw the gun away) is the fact that it comes is the use of replaceable cylinders w/CL ammo that come in six different ammo sub-types. The gun is a break-open design, and the barrel tilts forward to allow you to extract and replace the whole cylinder quickly and easily. Each gun is available in six different colors, and each color is unique to the specific ammo subtypes (Green = Normal, Blue = AP, Pink = HP, Green = HE, Red = DPU, Purple = Gel). Reload cylinders cost \$5 for normal, \$7.50 for AP/HP, \$10 for HE, \$15 for DPU, and \$5 for Gel, and each gun comes with one loaded cylinder of the same color as the gun. Do the variable ammo loads, the guns have earned many nicknames on the streets for the different colors (Purple Bruisers, RedChrome Killers, Pink Bunnies, Blue Meanies, etc...).

Hunter B92



PST +1 J C 9mmCL 18 3 UR 50M \$75.00

A stylish-looking, polymer automatic pistol, that comes in several two-tone colors (the lower half is always black). Fairly dependable and because of the built-in recoil compensation (using neoprene grips and a heavier slide) the gun is popular on the street. Includes two magazines of +P ammo.

Hunter POSY-11



PST -1 P C 11mmCL 7 1/2 UR 50M \$60.00

The Hunter POLY-11 is the ultimate expression of cheap, disposable, and powerful polymer handguns (THAT DON'T REQUIRE A CYBERARM TO USE). There are only 5 moving parts inside the gun (two springs, the bolt, the trigger, and a slide over the internal magazine). The ROF is so low because it uses a manual bolt, that must be pulled back to cock the gun each time you wish to use it. But it does pack a mean punch for the price.

Hunter Echidna



PST +2 J P 3mmNdl 20 2 ST 50M \$600.00
HVY -1 L P 13mmHVG 5 1 ST 50M N/A

The Hunter Echidna is a combination 3mm Needlegun and slide-action 13mm High Velocity Grenade Launcher. The proprietary 13mm High-Velocity Grenades use a hollow core casing design containing a unique needletrap in the base plate that ignites the propellant ONLY when a 3mm needle is fired into it. The HVG are available in several lethal and non-lethal models including Gel-Baton (1/4SP, maximum damage : 1 pt real, the remainder all stun), White Phosphorus (3D6 burn damage in 1M burst radius, plus 1D4 per turn for D4+1 turns to all affected targets), HESH (3D6, Armor Useless & Damaged 1 level automatically), All-brass shot (3D6, Shotgun hits table), Solid Slug (3D6+3, 100M range), Flechette (3D6, AP, Shotgun hits table, useless against hard armor), HE (4D6+2, 1m Burst effect, half real / half stun to all affected targets, - 1 stun saves, armor damaged reduced 1 level, 2 if penetrated), and HEAT (4D6+2, 1/2 SP). To load the grenades, you simply slide a clip into the lug under the barrel (concealability drops to L with clip in place), depress a safety switch on the side of the gun in front of the trigger, and then the next time the slide on the gun is actuated (either by firing the gun, or manually working the slide), the clip will feed a grenade into position in the barrel. Depressing the safety switch again will disengage the GL mechanism. While the gun is often mistaken to be a polymer one-shot due to its bright neon colors (its just paint), the gun is actually constructed of mostly steel & aluminum alloys.

Hunter Desert Enforcer



PST +1 J P .44 CA/CorBon-ETAE 7 2 VR 90M \$1,500.00

The Hunter Desert Enforcer is a very heavy pistol not only chambered for the .44 CA/CorBon ammunition, but an ETAE version of the ammunition at that. The gun has attracted amazing sales since its introduction, even with its high ammo costs, specifically because of the many specialty rounds available for the gun.

Hunter POSY-12



PST -1 P C 12mmCL 6 1/2 UR 50M \$75.00

The Successor to the original POSY (now marketed as the POSY-11), the POSY-12 uses the same tried and tested design and construction, but now in 12mmCL. Its also one of the smallest handguns available in 12mm, unfortunately this limits the magazine capacity.

Hunter DL357 Magnum



PST +1 J C .357CL 10/20 2 UR 50M \$150.00

An inferior copy of the H&K SOCOM pistol, available with either a single column 10 round or a dual column 20 round magazine and chambered in .357Mag caseless. The gun features an under-slide mounting lug for a tactical light or laser-sight, and is of largely polymer and light alloy construction.

Welcome to the Hunter's selection of Submachine Guns and Machine Pistols

Calico M960A



SMG +2 L/N P 9mm 50 25 ST 150M \$950.00

Calico's 9mm SMG features their standard helical feed magazine design (100 round magazine optional, reduce concealment to N), assault grips and a folding stock. A carbine model is also available for \$1200 with a fixed stock, sling and the 100 round magazine (reduce concealability and raise accuracy by 1 level each).

Hunter Imperial



SMG +1 J C 9mmCL 15 3/25 UR 50M \$100.00

A stylish-looking, polymer machine-pistol, that comes in several two-tone colors (the lower half is always black). With a lower ROF than the Teen Dream 2000, the Imperial is more controllable and less prone to malfunction. The Imperial offers only two modes of fire, 3-round burst and full-auto. Comes with two 15 round magazine filled with +P 9mm ammo and one empty 25 round magazine.

Constitution Arms GU-15 Gun Pod



SMG +4 N P 5.7 120 30 ST 300M \$1,200.00

The Constitution Arms GU-15 Gun pod is one of their newest entries in their new series of gun pods, designed for the para-military market. Combining a cooling shroud and gas-venting (+1 ACC in full auto-fire) with a large ammo capacity, the GU-15 is optimized for sustained fire-support operations. Due to its size, and large capacity of 5.7mm brass-cased ammunition, the gun pod is considered by many to be more of an under-powered assault-rifle than a heavy submachinegun. Located just above the barrel at the front of the gun is a built-in laser sight.

Magnum-Opus .666 "HellStorm"

"The new Magnum-Opus Hellstorm, 6.66kg of .666 Magnum firepower..."



SMG +0 L R .666 15 3/15 UR 200M \$5,000.00

While the Magnum-Opus .666 "Hellbringer" was a powerful handgun, it wasn't exactly a brisk seller, outside the full-borg market (BOD Minimum = 15!) so Magnum-Opus decided that their next model using the .666 round, should exhibit the same level of fear in opponents, but also be easier for the above-average joe on the street to use. Initial designs called for simply adding a foregrip to the "hellbringer" allowing 2-handed use, but it was soon realized they could drastically improve on sales by offering a full-auto version. Built on a heavy SMG frame, the gun's biggest shortcoming is the very munition it was designed to use. Keeping the gun feeding the large, brass cased rounds feeding reliably was a challenge even the engineers of Magnum-Opus were unable to overcome. Capable of Semi-Auto (BOD Minimum 7.5), 3-round bursts (BOD Minimum 11) and Full-Auto (BOD Minimum 13). The gun comes factory equipped with Smart-porting (+1 ACC full-auto) and a spring-loaded folding-stock that opens automatically by depressing a thumbswitch beside the grip (reduces BOD Minimum for full-autofire to 7.5 when open, but reduces concealability to N). Due to a unique twist of designer genius, the fully loaded weight of the gun is 6.66kg, which has made for a catchy jingle in blip-verts for the gun.

Hunter Gun Pod Sniper



SMG +3 L P 5.7CL 60 2/3/30 VR 300M \$1,500.00

The Hunter GPS is a compact gun-pod style SMG, designed for the black ops / sniper role. The gun features a helical-feed magazine in the stock, bullpup-layout, an integrated silencer/flash suppressor, a Phase IV laser sight is installed in the foregrip under the barrel and a 1.5-6x optical sight is mounted on the carry handle. Able to reach targets at a respectable distance and when loaded with sub-sonic ammo it is almost completely silent.

Welcome to the Hunter's selection of Rifles

Mauser M9665



RIF +3 N P 6.5 10 3 VR 400M \$500

The classic Mauser model 96 set the record for fastest bolt-action rifle of all time at 3 rounds in 2.3 seconds back in 1997. This updated version of uses 6.5mm cased ammo, but other calibers are available on a custom order basis including 5.56, various 7.62 sizes, 7mm, .30-06, and several large magnum calibers. One major improvement was the replacement of the old internal magazine setup with a simple removeable box-type magazine arrangement.

Hunter AR10



RIF +1 J/N P 5.7CL 8 2 VR 200M \$150.00

The AR10 is a compact rifle that can be disassembled and stored inside the hollow stock. The gun will float either assembled or disassembled, and the stock is made of a waterproof polymer. When loaded with sub-sonic ammo and fitted with the optional silencer the AR10 becomes an excellent sniper rifle for those on a budget. Both the optional silencer/flash suppressor (\$200) and optical/laser sight package (\$350, +1 ACC) fit inside a waterproof polymer storage cylinder (that also floats) and you have a nice and tidy package.

Militech GateCrasher



RIF -2 L P .300WM 10 2 ST 200M \$600.00

Militech's new entry into the whippet category of cut-down rifles and shotguns has surprised many by offering a good penetration caliber in a compact package. Using the same .300WM round as their new Cyborg Rifle, and by employing a gas-action, semi-automatic action, along with a 10 round box magazine, along with a price lower than their competitors in the category, the Militech GateCrasher is sure to be a brisk seller.

Sako TRG-21



RIF +3 N P 7.62N 10 2 VR 600M \$1200.00

The Sako TRG-21 is a high-quality EEC Sniper rifle designed for military & Police use, but also marketed in North America for civilian use as a long-range target rifle. It includes a 6x Optical Scope, Custom Longarm grips/stock, a bi-pod, and a muzzle-brake. Due to the use of brass-cased ammo, and the reasonable price, many users opt for Electro-Thermic enhancement.

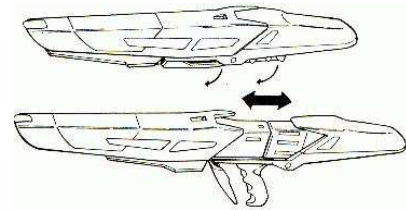
H&K G36K Carbine



RIF +3 L/N R 5.56N 30 30 VR 400M \$1100.00

H&K's G36K Carbine is a special forces-issue carbine chambered for 5.56N, offering the same legendary reliability but at a lower cost due to improved manufacturing techniques. Incorporating a built-in laser sight/4x Optical sight on the carry handle plus a folding stock and sling in the basic gun, the G36K represents an exceptional value. Additionally, the G36K uses a see-thru polymer magazine so you can keep track of how much ammo is left in the gun, and the 12.5 inch barrel ends in a slotted flash suppressor. Also the magazines feature lugs in their sides, which allow them to be attached to one another.

Constitution Arms 2-SS Gun Pod



RIF +2 L/N P 6.5CL 90 30 ST 400M \$1200.00

Constitution Arms 2-SS Gun Pod started development as an interesting looking shotgun, but along the evolved into a potent assault rifle. Using an large helical feed magazine (which can only be replaced the gun is open - there's a hatch at the rear of the stock), and a slide-open design, the 2-SS acts as its own carrying case (there's a sling contained behind a small port in the gun, that self-retracts when you "open" the gun). It must be opened to be fired. Intergral to the design is a cooling shroud around the barrel, allowing for extended autofire without any loss of reliability.

Orion Fireball

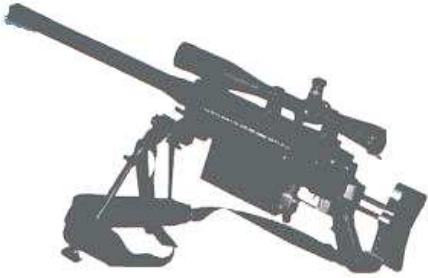


SHG -2 P P 20ga. 1 1/2 ST 10M \$75.00

SHG -3 P P 12ga. 1 1/2 ST 10M \$90.00

The Orion FireBall is a single-shot, break-open barrel, pistol-sized shotgun design. The Fireball is of mostly thermoplastic construction, with only the breech, firing pin, and a couple internal springs being made out of metals. Each Fireball includes six shotshells on a layard clip attached to the end of the grip (but which can be removed). The gun is waterproof and even floats (although the ammo doesn't unless the layard is attached), and is perfect for underwater operations. Range is a dismal 10 meters due to the short barrel but it makes a popular hold-out weapon for close range actions, and also because of the large number of specialty loads available for shotguns. The 20gauge version has a BOD Minimum of 9 and the 12gauge version has a BOD Minimum of 12!

**Hunter .700NE "Short Rifle"
"That's one mean ass ho!"**



RIF +1 L/N P .700NE 10 1 ST 200M \$3,000.00

The "Idaho Short rifle" as the gun has become affectionately known was designed if not compete directly with the Nomad 15mm "Kentucky Long Rifle", then to complement it in offering similar firepower in a more compact package. The "Idaho" is a compact sniper rifle, chambering the .700NE round (a caliber originally designed for killing elephants, and now more often used for killing 'borgs) and comes standard with an adjustable-reach folding stock, bipod, sling, and 3-7x Optical sight. Also available in an ETAE version complete with solenoid triggers and a teflon-impregnated ceramic-alloy smoothbore barrel for longer life (increase reliability to VR) for only an additional \$1,500.00. elephant-killer, but these days it sees more use as a 'borg-killer!

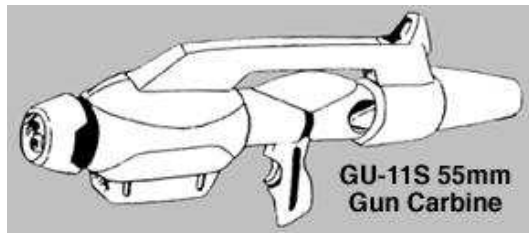
SIG-Sauer M551-2020 Tactical Carbine



RIF +2 L/N C 5.56N 30 2/3/20 VR 400M \$1,500.00

Sold as a complete package with 4 different sight packages (adjustable iron sights, 8x Optical scope, 1.5x red-dot day/night scope, and 4x Light Intensification Scope), two foregrips (one fitted for a tactical light -as seen here - or other under-barrel accessory), and a detachable bipod, the 551 represents an excellent value, and makes an excellent addition to the collection of anyone who appreciates high quality guns. The gun has an ambidextrous safety, folding stock (-1 WA when folded), and a select-fire capability.

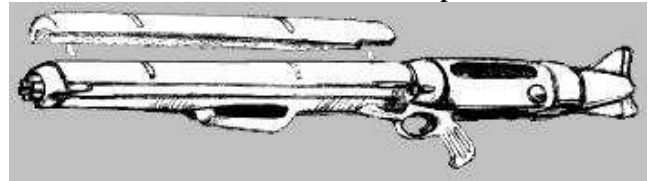
Constitution Arms GU-11S Gun Pod



RIF +1 N C 5.5CL 40 2/25 ST 400M \$1,000.00

Designed to meet a Chinese Army requirement for a carbine to equip rear echelon troops, clerks, and vehicle drivers, the GU-11S combines a twin-barrel reciprocating action with a combination cooling-shroud and flash-guard. Mounted to the rear of the carry handle is a flip-up spotlight for night illumination of a target.

Constitution Arms S-05 MultiPurpose Gun Pod



**RIF +2 N C 5.56CL 200 4/40 ST 400M \$1,000.00
MEL -1 N C 2D6 1 1 ST N/A \$ N/A**

This is the smaller, man-sized cousin to the XS-06 gun pod, and shares many similar design features including the basic shape and style of the much larger gun. Principal differences are the shorter overall length (only 1.2 meters), less weight (12kg loaded), and a reduced ammo capacity (only 2/3 as much as the XS-06) as well as a smaller caliber. it uses the same ammo feed arrangement as the XS-06, and is also a six-barrel rotary design, but at the same time. Perhaps the biggest difference is the inclusion of a large, retractable bayonet under the barrel, for close quarters combat.

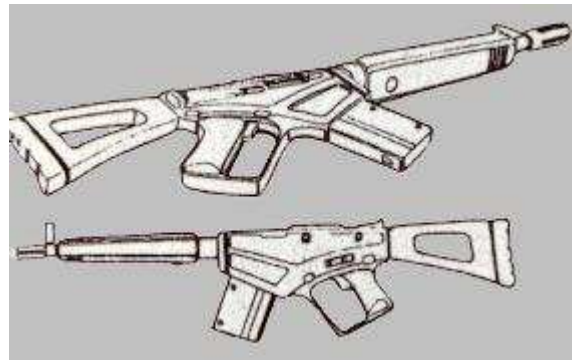
Hunter Raptor



RIF +1 L C 6.35LAV-ETAE 5 1 ST 400M \$1,000.00

The Hunter Raptor is a bullpup-configured semi-automatic rifle combining ETAE and a tubular magazine under the barrel. The gun chambers the new 6.35LAV caliber and is being sold to mostly police and private security forces requiring a compact and affordable solution to the problem of cybercrime, available to every patrol car, and not requiring special weapons training.

Hunter SCAR



RIF +2 N P .577 30 2/20 VR 100M \$1,000.00

The Hunter SCAR is an assault rifle loaded in the .577 Magnum round. Capable of semi-auto and full-auto fire only, the SCAR offers an excellent punch for its relatively light weight (4kg loaded). Standard features include a folding stock and an underbarrel weapon/accessory lug.

Constitution Arms XS-06 Gun Pod



Hunter M1919A5



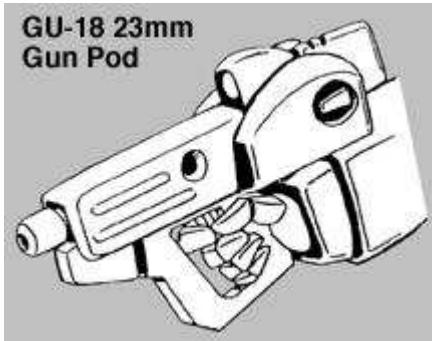
HVY +1 N R 6.35LAV-CL 300 4/40 ST 600M \$3,000.00

The Constitution Arms XS-06 Gun pod is the heavy S.O.B. of their gun pod series weapons, designed for full-conversion borgs and ACPA. The XS-06 is a six-barrel rotary, with an electric drive that is so crammed full of ammo that the battery pack for the electric drive had to be externally mounted in front of the trigger. The complete, two meter long, loaded gun pod weighs close to 20 kilograms, and 8 kgs of that weight is in the ammunition that is located in a helical-type drum arrangement around the barrels. Loading the gun requires removing a long access cover on top of the gun and feeding a new ammo belt into the magazine by running the drive motor in reverse. This takes approximately three minutes to do, start to finish, under ideal circumstances. The gun pod has only 2 modes of fire, 4-round burst (treat the same as a 3-round burst, except roll 1D4 to determine number of hits) and full-auto. To act as a counter-balance for the long barrel mass and ammo pack, the electric drive motor is located in the oversized stock. The battery pack is good for 60 minutes of continuous motor operation, and the barrels are made of a high-temperature resistant ceramic alloy to allow for sustained fire with no loss of accuracy or reliability. Making the gun pod's usage even more specialized is the use of a new light anti-armor caliber developed by Hunter Specialites.

HVY +1 N R .300WM 400 20 VR 800M \$2,000.00

The Hunter M1919A5 is a 2020-refit of a century old Browning HMG design. With the same external appearance, but rechambered in .300WM and using a belt feed from a large box magazine located next to the gun. The gun includes a tripod with limited traverse (+/- 30 degrees) and elevation (-5 to +20 degrees) and uses modern alloys and manufacturing techniques to reduce weight (tripod is 5kg, gun 15 kg, 400 round ammo box 10 kg) and improve reliability. The air-cooled Inconel barrel allows extended auto-fire with no loss of reliability.

Constitution Arms GU-18 Gun Pod



HVY +0 N R 23mm 10 1 ST 300M \$1,000.00

The Constitution Arms GU-18 Gun pod is the ACPA sized handgun, loading 23mm auto-cannon rounds, and was designed to fulfill the terms of a Soviet contract. The gun features a high-powered spotlight in the upper rear area of the pod. Treat 23mm ammo the same as full size 20mm ammo (8D10).

All Hunter Weapons by Kristin Roberge



**When the going gets tough
It's time to buy
Heckler & Koch**

Episode 1 - SMGs

This is meant to be a fairly exhaustive list of SubMachine Gun-style weapons manufactured by Heckler & Koch. Some variants may be missing, and some stats may seem somewhat out of whack... but that's how it goes. If you have material to add to this list, please e-mail me. Most of this article was written back in 1995, with some additions (UMP-45, MP5-TX) in 1999. The stats for the MP5A2 and MP5K were taken from the first edition CyberPunk's Friday Night FireFight rulebook, and the rest of the non-fiction weapons were extrapolated from there. The fictional guns are verbatim from the 2nd Edition CyberPunk books and supplements they are drawn from, and the MP5-TX is converted here from Shadowrun.

I did not include the Model 53 in this listing on purpose, as I consider it an assault rifle, or at least a hybrid assault carbine instead of an SMG, and it will hopefully appear in Episode 2 - Rifles.

Real SMGs (pre 2000)



VP 70-M	SMG	+0	J/L	R	9mm	18	2/3	VR	50m	500eb
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The VP70-M was a select-fire machine pistol, capable of semi-auto fire and 3-round burst fire. The pistol is sold with a polymer stock, and is only capable of semi-auto fire when drawn. The holster, when reversed, locks onto the back of the pistol as a buttstock, and has the selective-fire switch. The weapon is restricted to 3-round burst fire because the natural cyclic rate is 2200 RPM, making it buck uncontrollably in full-autofire.



MP5A1	SMG	+2	L	P	9mm	30	2/20	VR	150m	550eb
MP5A2	SMG	+3	L	C	9mm	30	2/20	VR	150m	550eb
MP5A3	SMG	+2/+3	L	C	9mm	30	2/20	VR	150m	600eb

The MP5 (the basic variant being the MP5A2) has been practically synonymous with anti-terrorist operations since it's introduction. The MP5 fires 9mm cased ammunition from a 30-round magazine with a cyclic rate of 800 RPM. The MP5A2 variant has a fixed buttstock and measures 26.77 inches, while the MP5A3 has a retracting stock (which doesn't reduce the size enough to bring it to J concealability, at 21 inches). Barrel length in both variants is 8.85 inches, and both weight just around 5.6 lbs (with the retractable stock A3 variant weighing slightly more than the fixed stock A2). The A1 variant has no stock, but instead has a buttcap with sling base designed for underarm concealed carry.



MP5SDA2	SMG	+2	L	P	9mm	30	2/20	VR	150m	700eb
MP5SDA3	SMG	+1/+2	L	P	9mm	30	2/20	VR	150m	750eb

The MP5SD series are integrally silenced versions of the standard MP5 series. These weapons have long been considered to be one of the quietest, most efficient submachine guns on the market. Ported barrels bring the velocity of standard (supersonic) 9mm ammunition to a subsonic level. Older versions of this weapon had non-replaceable silencers, while the newer ones have removable silencers. Both weapons are just over 30 inches long, weigh in at 7-8 pounds and have shorter, 5.73 inch, ported barrels before the silencer assembly. The A2 variant has a fixed stock, while the A3 variant has the standard retractable stock.



MP5/40A2	SMG	+2	L	P	.40S&W	30	20	VR	150m	700eb
MP5/40A3	SMG	+1/+2	L	P	.40S&W	30	20	VR	150m	750eb

When the market dictated that HK offer their submachine guns in some of the newer caliber that the law enforcement agencies had moved to, they produced their first major upgrade to the MP5 line. The MP5/40 is chambered in the .40 Smith & Wesson load popular with many police forces, and was their first weapon in an exclusively American load. The .40 caliber MP5 has a high degree of parts interchangeability with the 9mm series. Once again, the A2 variant has a fixed stock, while the A3 has the standard HK retractable stock. These weapons also use straight semi-transparent polymer magazines instead of the standard curved steel magazines of the previous versions.



MP5/10A2	SMG	+2	L	P	10mm	30	20	VR	150m	700eb
MP5/10A3	SMG	+1/+2	L	P	10mm	30	20	VR	150m	750eb

In 1994 the FBI adopted the MP5/10A3 as their new standard submachine gun. The 10mm variants are otherwise identical to the .40S&W variants, with a full length of 27 inches, or 21 with the stock retracted. They weigh around 6 lbs and both have cyclic rates of 800RPM as the standard MP5 series.



MP5K	SMG	+1	J	C	9mm	30	30	VR	75m	550eb
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The MP5K is an incredibly compact edition of the MP5 series, designed for concealed underarm carry under a standard jacket. The shorter stroke results in a higher cyclic rate (over 900RPM), and the weapon comes standard with a fore-grip to increase controllability during auto-fire, and an additional guard was installed beyond it to prevent the firer from accidentally placing a finger over the end of the barrel. The MP5K comes with both 15 and 30 round magazines, interchangeable with the full-sized MP5 series. The MP5K does not normally come with any kind of stock, but has a sling-attachment buttcap instead. The entire weapon is under 13 inches long with a 4.5 inch barrel and weighs 4.4 pounds.



MP5K-PDW	SMG	+1/+2	J/L	P	9mm	30	30	VR	75m	750eb
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The PDW stands for "Personal Defense Weapon". This variant of the MP5K submachine gun comes equipped with a folding stock designed to snap into place as the weapon is being drawn, to provide a compact yet very stable shooting platform. The PDW was originally designed for use by the navy and air force for aircraft crew, providing them with a more capable sidearm than the standard beretta M9.



UMP-45	SMG	+1/+2	J/L	C	.45ACP	10/30	20	VR	100m	450eb
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The UMP-45, released just before the turn of the millennium, has several differences to the rest of the line of MP5s. The "Universal Machine Pistol" is chambered in .45ACP and is somewhat longer, yet 1.5 pounds lighter, than the MP5K-PDW. It has a somewhat lower cyclic rate than the rest of the MP5 series, and is equipped with a robust folding stock reminiscent of the HK G36 assault rifles that pivots to the right side of the receiver when folded. The black polymer magazine has a transparent window on the side for a quick ammo count, and is available in 10 and 30 round capacities

Fictional SMGs (2000 to 2020)



MPK-9	SMG	+1	J	C	9mmCL	35	25	ST	150m	520eb
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A light composite submachine gun with high quality sights. The evolution of the MK5K to the new caseless loads. Used by many Eurosolos, this has become the industry mainstay. The MPK-9 does not come equipped with any form of stock, but after-market collapsing stocks are available. *[CP2020]*



MP-2013	SMG	+1	J	C	10mm	35	32	ST	200m	450eb
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Hecker & Koch's updating of the MP-5 SD line. Manufactured in the reduced style of the MP5K line, with compound plastics, chambered in 10mm Caseless and utilizing an internal silencer, the MP-2013 is a classic black-operations weapon system. *[CP2020]*



MPK-11	SMG	+0	L	C	12mm	30	20	ST	200m	700eb
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Possibly the most used Solo's gun in existence, the MPK-11 can be modified into three different designs, including a bullpup configuration, standard SMG and an assault carbine, the MPK-11 will also accept a grenade launcher mount. *[CP2020]*



MPK-2020	SMG	+2	L	P	12mm	60	30	ST	200m	750eb
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The HK MPK-2020 is a descendant of the MP5 and G3 assault rifle. In 2015, special forces units in Europe were looking for a replacement for their main short-range assault weapons. After detailed discussion with units such as GSG-9, the SAS, GIGN and Corporate strike teams, HK produced a caseless 12mm laser- or smartchipped assault carbine. Slightly longer than the MP5, the MPK 2020 is compact enough to be carried in a thigh or long shoulder holster. Its 60 round magazine is deemed large enough for an initial attack without having to worry about reloading. Uncommon outside of Europe, this weapon is now a mainstay of anti-terrorism and special forces units in the EuroTheatre. *[Rough Guide UK]*



MP-5 TX	SMG	+2	J	P	10mmCL	20/30	20	VR	100m	950eb
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Adapting the MP-5 K series models to the 10mmCL round, Heckler & Koch has come up with another winner with the MP-5 TX. Voted favorite new weapon at the Paris Arms Show last year, the MP-5 TX is built with high-impact plastics in the UMP style and includes an integral laser sight (+1 WA included above) in the forearm. The MP-5 TX does not include any stock, but two companies are offering after-market stocks, one folding in the PDW style, and one fixed. *[Street Samurai Catalog]*

EPISODE 2 - RIFLES

This is meant to be a fairly exhaustive list of Rifles and Squad Automatic-style weapons manufactured by Heckler & Koch. Some variants may be missing, and some stats may seem somewhat out of whack... but that's how it goes. If you have material to add to this list, please e-mail me. The stats for the HK33 and G41 were based on weapons from the first edition CyberPunk's Friday Night FireFight rulebook, and the rest of the non-fiction weapons were extrapolated from there. The fictional guns are verbatim from the 2nd Edition CyberPunk books and supplements they are drawn from, and the G12 is converted here from Shadowrun.

Real Guns (pre 2000)



HK33E	RIF	+2	N	C	5.56N	30	2/20	ST	400m
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The HK33 is the 5.56mm caliber rifle that has anchored the NATO caliber line. The military edition (used in many NATO countries in the 20th Century) is named the G3 and chambered in 7.62N. Weighing in at 8.4 pounds, and over 3 feet in length, this style of weapon is rapidly becoming a thing of the past as the world looks for ways to lighten an infantryman's load. The HK33E is the export model, most often seen in North America, the European version being the HK33.



HK33K	RIF	+1/+2	L/N	C	5.56N	30	2/20	ST	400m
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Shortening the HK33E to the "K" variant basically involves a shorter barrel and replacing the fixed stock with the collapsing stock style seen on the MP5 line. The "K" signifies "Short" from the German "Kurz". While the barrel is shorter, the forearm length is still the same, allowing for identical sight placement on the 33K as the 33E.



HK53	RIF	+0/+1	L	C	5.56N	30	2/20	ST	300m
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Designed for entry team work in today's tactical environment, the HK53 is typically seen in the A3 variation with retractable stock. The forend length has been shortened drastically to that of the MP5 series, affording the operator with a submachine gun-sized

weapon with 5.56N power.



HK33SG1	RIF	+2	N	R	5.56N	10	2/20	ST	500m
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A sniper variant of the 33 series, the SG1 is equipped standard with a 10 round magazine, but can use any magazine from the model 33 series, a light bipod, optical scope and adjustable cheekrest.



G41A2	RIF	+2	N	P	5.56N	30	2/25	ST	400m
G41A3	RIF	+1/+2	L/N	P	5.56N	30	2/25	ST	400m

The G41 was designed to compete directly with the M16A2. This model used standard M-16 magazines (not interchangeable with the model 33 magazines) and had a fold-down carrying handle. The A2 variant uses a fixed stock, while the A3 variant has the standard HK telescoping stock.



G36	RIF	+2	N	P	5.56N	30	20	VR	400m
G36K	RIF	+1/+2	N	P	5.56N	30	20	VR	400m
MG36E	RIF	+2	N	P	5.56N	30/100	20	VR	400m

The G36 was the new German military rifle developed by HK in and adopted by the German military in 1997. All models have folding stocks (that do nothing for their concealability) and carrying handles. The G36K is an export model with 1.5x optical sight, while the German military variant (the G36) has a 3x optical sight and electronic red dot sight. The MG36E has a heavy barrel (heat resistant barrel per the CP2020 rules), folding stock, folding bipod and can be equipped with the 100 round C-Mag.



HK23E	HVY	+1	N	C	5.56N	Belt	25	ST	400m
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The HK23E was designed as a squad automatic weapon, firing 5.56N ammo from the same disintegrating metallic link belts used by the M249 system. Weighing in at 19.18 pounds with the bipod, the weapon is over 40 inches long with a fixed stock.



HK13E	HVY	+1	N	P	5.56N	30	20	ST	400m
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The HK13E is a modified HK23E, with a different bolt group and with a box magazine adapter. It can use standard HK33 series magazines or M16 magazines with an adapter.



HKG11	RIF	+2	N	R	4.7CL	45	35	ST	400m
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The first HK firing caseless ammunition was called the G11 and was chambered in the proprietary 4.73 x 33mm round. A version was made for US military tests as the HK ACR. The weapon was a unique first step towards caseless assault weapons.



G3	RIF	+2	N	C	7.62N	30	20	ST	400m
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G3K	RIF	+0/+1	N	C	7.62N	30	20	ST	400m
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The NATO battle rifle since World War 2, the G3 is an HK33 chambered in the 7.62 NATO round. A true "Battle Rifle", weighing in at just under 10 pounds and over 30 inches in length, the G3 has moved on as the world's militaries started looking for lighter weapons for the infantry. The K variant has a shorter barrel and forend as well as being equipped with the HK collapsible stock.



G3SG1	RIF	+2	N	P	7.62N	10	20	ST	600m
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One of the premier "sniper/marksman" tactical rifles of its day, the SG1 featured a factory tested accurate barrel, set trigger, tennifer hardened receiver to add rigidity, light bipod, cheekrest and a claw mount with scope. Usually packaged in a green wooden case



HK11E	HVY	+1	N	P	7.62N	30/50	20	ST	400m
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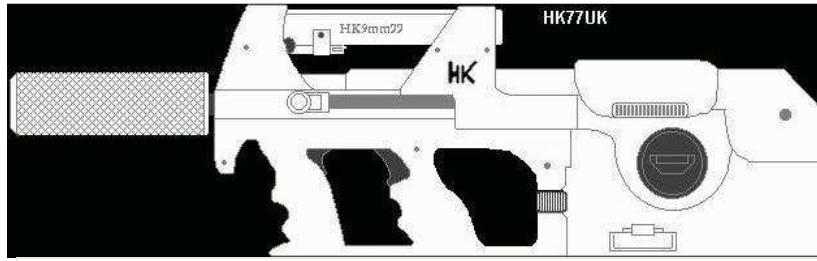
The HK11E was a squad support weapon or light machine gun, feeding 7.62NATO ammunition from any of the HK 7.62 caliber box magazines or from its own special 50 round drum magazine. The HK11E uses a quick change barrel and heavy bipod.



HK21E	HVY	+1	N	P	7.62N	Belt	25	ST	400m
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The HK21E was a general purpose light machine gun (GPLMG) used by some European armies. It came with a quick change barrel and heavy bipod, and used metallic non-disintegrating DM1 belts, or it could be ordered with a feed mechanism to allow it to use M60/DM6 standard disintegrating metallic link belts.

Fictional Guns (2000 - 2020)



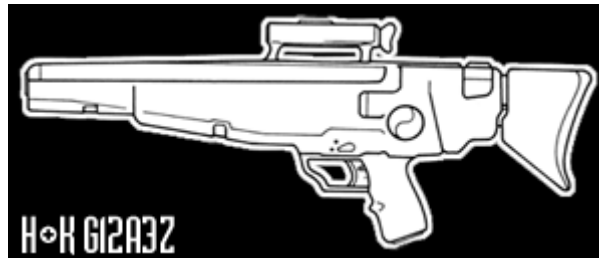
HK77UK RIF +1 L P 9mmLong 30 3/30 VR 250m 750eb

A new assault carbine in use by private military units worldwide. HK's British subsidiary has installed the latest in collapsing stocks and auto-stabilizers, making it more accurate than most competitors. There's a wide range of attachments available: Militech's 25mm Mini-GL, a full-spectrum electronic sight for use with SmartGoggles (600eb), an integral suppressor system (200eb, WA:0), and an extended 45 round U-drum magazine (60eb). *[Solo Of Fortune 2]*



HK G-6 HVY +1 N P 6mmCL 100 30 VR 450m 2,050eb

In 2018, HK decided to build a squad heavy weapon based upon the G11/12 rotating bolt system. The caseless 6mm round is accurate out to 900 meters and the 100 grain bullet has a steel core to defeat body armor. A gunner normally carries eight 100 round magazines. This light machinegun has full smartlink interface and an integral 2x scope with Cyberoptic triangulation and IR. *[Chromebook 1]*



HK G12A3Z RIF +2 N R 6mmCL 50 2/20 VR 400m 2,200eb

Precursor to the G6 MG, The G12A3z was the next logical step from the G11. Improving on the best characteristics of the G11, the G12 is lighter, less bulky, and equipped with integral laser sight (+1 WA included above), gas venting (+1 WA full auto) and telescoping shoulder-stock. It fires the same 6mm rounds as the G6. *[Street Samurai Catalog]*

[The BlackHammer CyberPunk Project](#)

Daniel Casquilho's Shadowrun Guns in

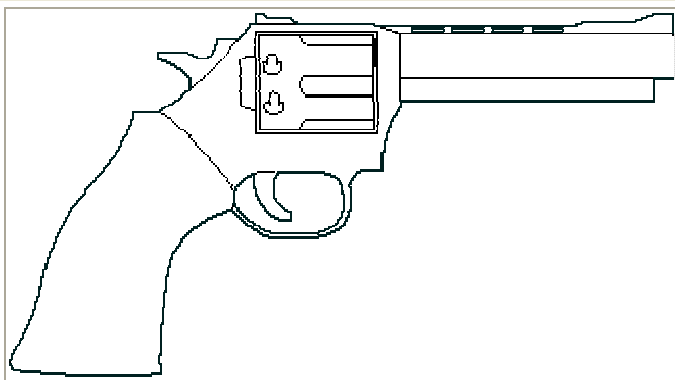
CyberPunk

2.0.2.0

Double Action Revolvers

One of the most interesting trends I have seen in the modern weapon market is the reintroduction and acceptance of the old "wheel guns". The six shooter first saw a renewed interest in this decade, when Ruger introduced their Super Warhawk line, and the Nova Plasmatic Line brought out electrothermics in factory-equipped revolvers.

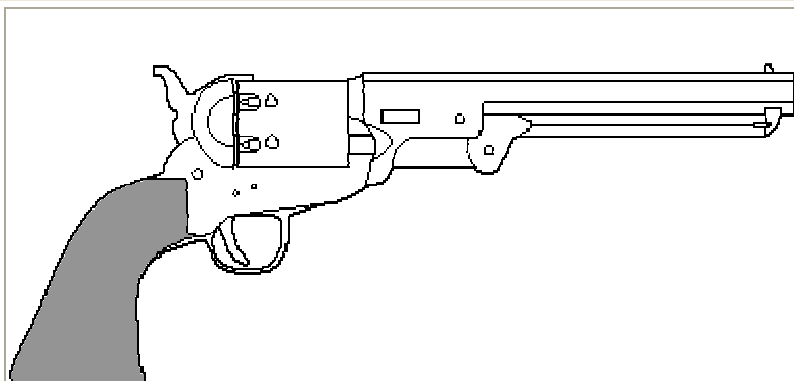
These hard hitting revolvers soon found a market that wanted the reliability of a revolver and the larger more powerful round. All revolvers featured here are made with high-quality double actions, thus keeping their ROFs higher than most single action revolvers.



Colt Serpent

Colt in an attempt to answer this concern and also capture some of this market, introduced their Serpent line of double action revolvers. These revolvers offered a rate of fire that was close enough to a semi-auto to be negligible. In fact some revolver fans have claimed that there is no difference. I will leave that to each of you to discover.

PST +0 J C .44Mag 6 2 ST 50m 550eb

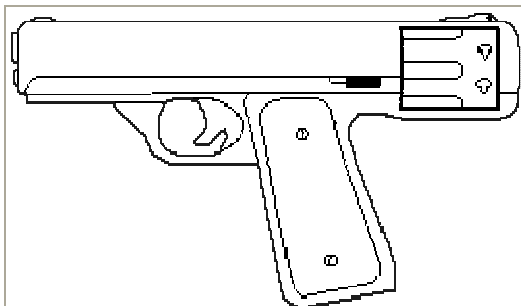


Castech "Colt Navy"

Castech, in an unusual move, bought the rights to the old Colt Navy revolver design. No one thought they would produce a workable modern revolver from the design. Castech reworked the revolver to use the modern caseless heavy pistol ammo. This weapon is visually the same as the older Colt Navy revolver. It is, however, a double action revolver. This model has become one of the most popular among the runner crowd.

[Game notes: This revolver can not use speed loaders because of the unusual way the ammo is inserted into the cylinder.]

PST +1 J P 12mmCL 6 2 VR 50m 550eb

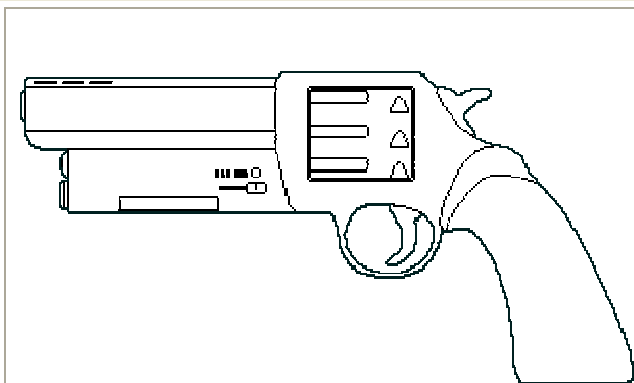


Ronko Street Master

The last double action I want to show to you is not as nice as either the Colt or the Ruger, but it has such an interesting look it has found it's own small market niche. This is the Ronko Street Master. It combines some smoother, auto style looks with a revolver type mechanism. It also places the cylinder behind the hand thus allowing a longer barrel length. They are not as awkward to fire as they look, however they are not what I would term top grade handguns.

Comes equipped with an integral laser sight (+1 WA not included in weapon stats)

PST +1 J C .41Mag 6 2 UR 50m 450eb

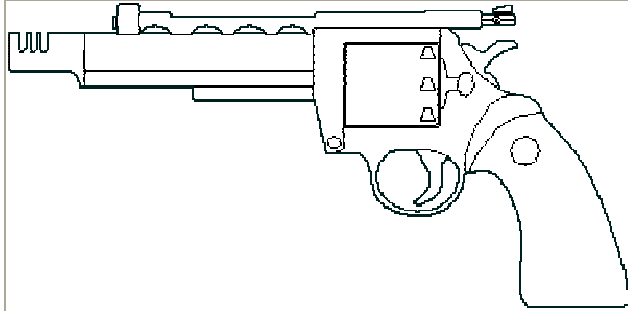


Smith & Wesson Model C29

Smith and Wesson have manufactured a Model C29 for some time. The weapon is designed for use by those who need a combat handgun that is reliable, rugged, and unstoppable. This unit does not even have a sight built onto it. In place they have had a sighting package built right into the gun. This sight unit comes standard with a white light flashlight and a standard laser sight. Other custom combinations seen include smartgun, infrared flashlight, video camera link, and ultrasound sight just to name a few.

The barrel has been ported and has a heavy barrel. Between the porting and the weight there is very little barrel climb. The revolver cylinder is larger than some. It carries eight rounds. The pistol also comes from Smith and Wesson with a pair of Autoloaders. Quite a reliable handgun.

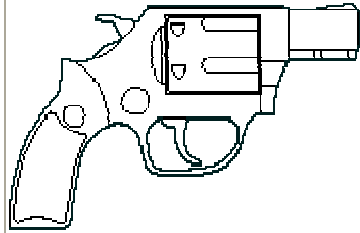
PST +2 J P .41Mag 8 2 VR 50m 950eb



Taurus Hunter

The Taurus Hunter has become a world class handgun hunting weapon. The large, 8 shot revolver is fitted with an accurate iron sighting system along with a high power laser sight. The Iron sight is designed also to allow scopes to be mounted. It comes with massive recoil compensation. The pistol breaks open like the old horse pistols. Great design for Trolls as well.

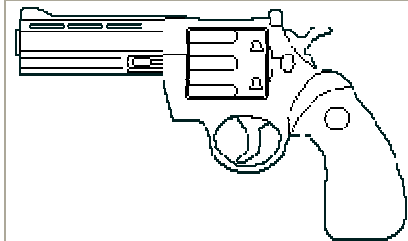
PST +2 J P .44Mag 8 3 ST 50m 1,200eb



Colt Detective II

An old and often overlooked handgun is the Colt Detective II. This small and highly concealable revolver has a five shot cylinder. Used primarily as a off duty or backup gun, it is still used today.

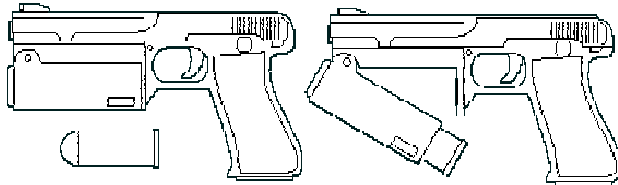
PST -1 P C .357Mag 5 2 ST 50m 325eb



Colt Venom

The Venom is a light revolver. Not one that is used a lot in the runner community, but has seen quite a bit of use among the corporate personnel. It allows them to feel armed without feeling the need to learn to shoot those heavy weapons. You should be aware that these have been sold by the hundreds. Both the standard and short versions can be found in many corp homes and offices.

PST +0 J C .38 6 2 VR 50m 450eb



Left: Pistol and extra round for GL, Right: the GL open for re-loading.

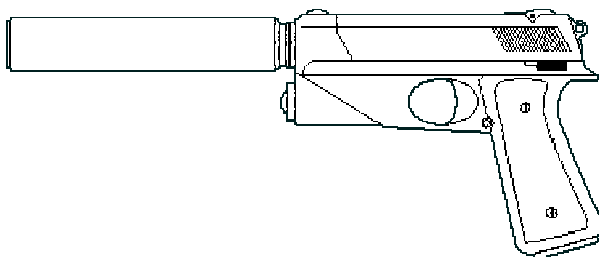
The Castech Twin Barrel

This unique pistol was made at the request of the CAS Border Patrol. The pistol features an internal, single shot grenade launcher. This allowed the officers to carry a side arm and still be able to deliver heavy firepower if needed. The pistol has an elongated slide and barrel. In the last year, many of these were upgraded to a Smartlink II. Many Scouts

carry the GL loaded with the Bright Star Illumination flare.

Castech has sent a set of samples of their new [Castech 450](#) GL to the Border Patrol for testing. The news release stated that the Border Patrol has accepted 50 for internal testing. If the Border Patrol replace their older twin barrel with the new 450 GL then there should be many twin barrels sold as surplus. This would cause many to become available on the street. Watch your black market contacts.

PST +0 L R 12mm 16 1 VR 50m 850eb HVY -2 L R 40mm 1 1 VR 100m



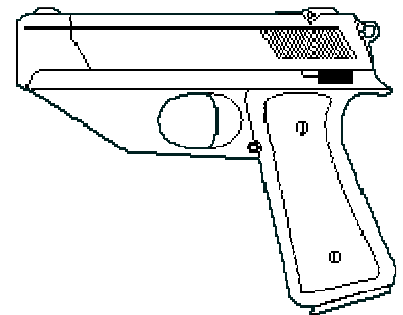
Above: Basic Castech 450 outfitted with a silencer and a long range infrared laser.

The Castech 450 Series

The Castech 450 is made by a small arms manufacturer down in Amarillo in the CAS. This very well made handgun comes in many models. All of the models are manufactured with a combination of Stainless

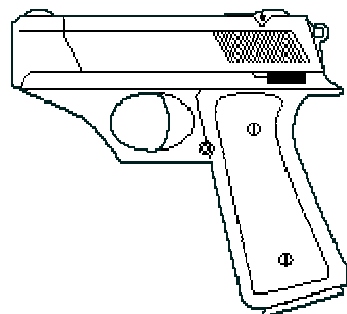
Steel and High Tech Ceramics. Castech 450 and 450c

The basic model comes in two versions. The first version is the no frills model. It only comes with the Smartlink internal and that is it.



The second version is the 450c, a compensated version. The Gas Vent is manufactured into the slide. Just remember that if you get the compensated version you can not use a silencer with it.

CasTech 450 - PST +2 J P 11mm 15 1 VR 50m 870eb
CasTech 450c - PST +2 J P 11mm 15 2 VR 50m 1,000eb



Castech 450 Short

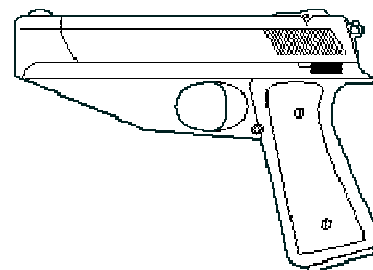
The short version of the Castech is designed for concealed carry. This version does not have offer the compensation slide. However, this version does have the same high quality workmanship and integral smartlink.

CasTech 450 Short - PST +1 P P 11mm 15 1 VR 35m 800eb

Castech 450 Long Slide

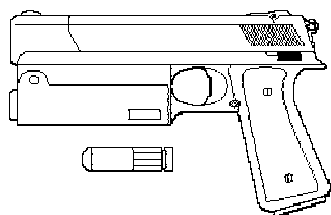
The next model to be shown is a match or long slide. Very hard to hide, but very well made. You can order it with many options. The most popular seems to be the custom grip and trigger set.

This model comes with the compensation slide option and integral smartlinking as standard. They do not offer a non compensated version of the long slide.



CasTech 450 Long Slide - PST +3 L P 11mm 15 2 VR 50m 1,050eb

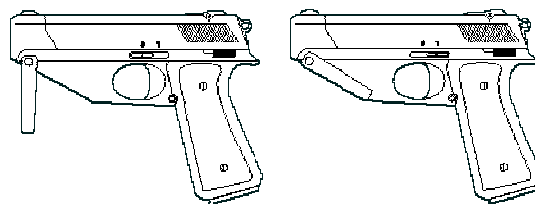
Castech 450 GL



This model is a replacement for [The Castech Twin Barrel](#) in their handgun line. This uses the Castech 450 frame with some adjustments for the launcher. The best feature is this launcher uses the new 25mm mini-grenades rather than the standard grenade rounds. This makes the weapon lighter and offers a better balance than the Twin Barrel. Sold with Integral Smartgun link.

Castech 450 GL - PST +2 L R 11mm 15 1 VR 50m 1,250eb
Castech 450 GL - HVY -1 L R 25mm 1 1 ST 100m

Left: with forward grip locked down and selector set to burst Right: with forward grip locked in carry mode and selector set to semi-auto mode



Castech "Katana" Heavy Pistol

With their Castech 450 line doing so well, Castech decided it was time to add a machine pistol to the line. They took the standard Castech 450 frame, extended the slide and reinforced the structure. A forward grip was added for better control. The grip folds into place for carry and locks down for firing. The selector is a dual manual or cyber control, as Smartlinking is integral to the design.

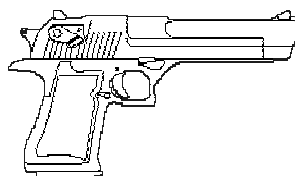
Overall the weapon is not anything new, but for those already trained with the Castech 450 the Katana has much the same feel and balance. In fact in semiauto mode one can not feel a difference except the slight increase in weight.

CasTech Katana Heavy Pistol - SMG +2 L R 11m 15 1/20 VR 50m 1,175eb

Modern Updates for Shadowrun

I have found there are some weapons that players just want to have. Here are a few I have brought up to the Shadowrun world, now converted to CP2020. Enjoy!

Desert Eagle III



One of the players in my campaign asked if his character could have a Desert Eagle. He wanted to have it and was willing to take it just for the fun of saying he had one, regardless of the stats.

So, to encourage the role playing he was attempting to do, I worked out one for him. Here is what I came up with for him:

Return of a Classic

The Israeli military complex is still putting out quality firearms for export. Here we have the latest release of the Desert Eagle heavy pistol. This return of a classic, with new features and the same classic lines, is available in both cased and caseless ammo.

First seen in the hands of the IDF special forces, it has been dubbed the Eagle III by the IDF. Models that are available here in the UCAS come with an integral laser sight (Desert Eagle IIIz) or a smartgun option (Desert Eagle IIIs). Finishes are; Matte Black, Brushed Chrome, Polished Chrome, or Blued Steel.

The Desert Eagle III series can be purchased chambered in .357 Magnum (+1 ammo), .44 Magnum and .50AE (-1 ammo).

Desert Eagle IIIz - PST +2 J P .44Mag 10 2 VR 50m 600eb

Desert Eagle IIIs - PST +3 J P .44Mag 10 2 VR 50m 800eb

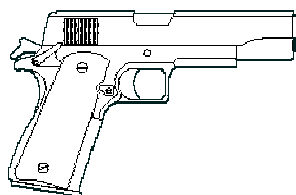
The Colt "Vermin" Derringer

In 2052 Colt decided that a solid backup using a larger bore ammo was in need. They released a derringer style hold out called the Vermin. Because of the power and the build of this weapon it went on to become quite a popular back up weapon.

The Vermin utilized a design that is over 150 years old. They combined the old design with modern ceramic composites to create a powerful and sturdy weapon. The Vermin was modified to use the heavy handgun caseless ammo and can fire both of the barrels one after the other. The Vermin uses an electric firing mechanism with the battery stored in the hand grip to ignite the caseless ammo.

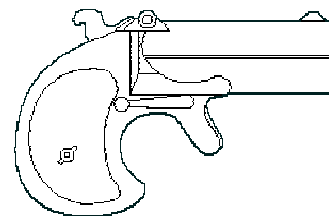
[Game Notes: The Vermin can not use under barrel or barrel mounted accessories.]

Colt Vermin Derringer - PST -2 P P 11mmCL 2 2 VR 20m 225eb



Colt 2011 Automatic Pistol

In 2021 Colt released the latest incarnation of its 1911 Automatic Pistol as part of a 100 year celebration. The outward visual of the pistol had the same lines as the 1911. The only functional difference was a conversion to the caseless ammo. Colt even designed the hammer to act as the trigger for the ignition of the caseless ammo.

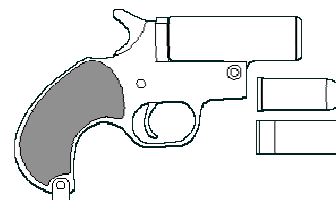


The 1911 used a 7 shot, single stack clip, because of the 2011's change to caseless ammo it fits 12 rounds in the same design clip. This thin design allows the 2011 to be highly concealable. The 2011 has ambidextrous safety and clip ejection controls.

The release was so well received that Colt has continued to offer the 2011 to the public at large. Just as the pistol's predecessor, the 2011 comes in many different combinations and "add-ons". See your local dealer for options available.

[Game notes: The stats given below are for the basic model. It can take any top, barrel, and some under barrel add-ons.]

Colt 2011 Automatic Pistol - PST +1 J C .45ACP 12 2 VR 50m 400eb

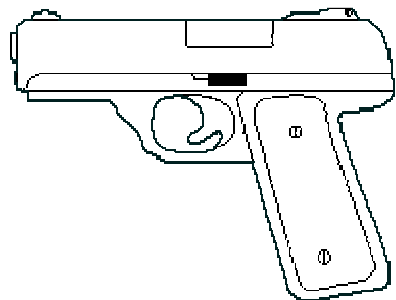


Samson Signal Pistol

Samson has created a fine signal pistol that has been designed with the airman/vehicle crew member in mind. This signal pistol has a line of signal flares available. However, what makes this pistol different is the ability to utilize any 25mm mini-grenade on the market.

The breach and barrel are designed to withstand the pressures of the mini-grenade ammo. So the pistol can double as a personal grenade launcher.

Samson Signal Pistol - PST/HVY -2 J P 25mm 1 1 ST 100m 425eb

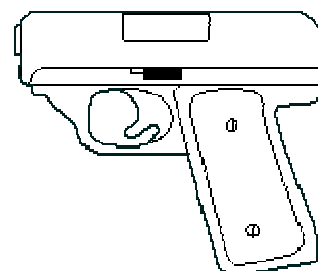


The Ronko Bravado

From the people who brought you the [Street Master DA revolver](#) comes a pair of automatic handguns of superb quality. These handgun designs use the new high impact plastics and ceramic compounds liberally. Combined to make a weapon that is light yet tough.

The use of highly scratch resistant coatings on the frame and slide means these can be bought in many colors and patterns. Heck with your local dealer to find out what accessories, colors, and patterns are available.

Ronko Bravado - PST +0 J C 11mm 15 1 ST 425eb



The Ronko Partisan

The Partisan is Ronko's light stash pistol. It uses a the same heavy round that the Bravado uses and retains a high degree of concealability.

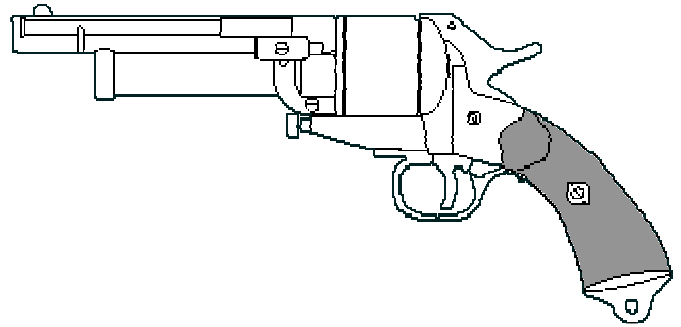
Ronko Partisan - PST -2 P P 11mm 8 1 ST 275eb

[Note from Daniel: This first appeared in the Scrawls APA. I liked it so I asked Sean if he would mind me posting it. He agreed so let him know what you think.]

LeMat 2014 Revolver

The LeMat is manufactured by Arms of Virginia, based in Richmond, Virginia, a new arms company. Based on the LeMat revolver design of the mid-19th century, the LeMat features a nine-shot 10mm caseless revolver with a single 20ga shotgun that fires through a separate barrel centered on the revolver cylinder.

Because of the cylinder design, speedloaders cannot be used with it, therefore Arms of Virginia decided to go with caseless loads since they are easier to acquire.



Lemat 2014 Revolver - PST +1 J P 10mm 9 2 VR 50m 750eb Lemat 2014 Revolver - PST -1 J P 20ga 1 1 VR 25m

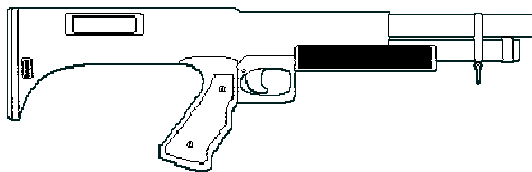
Manex "Overlord" & "Mikado" Shotguns

Manex introduced a new line of shotguns, the Overlord Series, as a compliment to it's new line of submachine guns, the [XR77 Series](#). This shotgun offered the law enforcement and protection markets a large bore alternative when selecting their firearm needs.

Manex "Overlord" Shotgun

Manex introduced this internal magazine fed shotgun as a compliment to it's new line of submachine guns. The Overlord was designed as a bull pup to allow better use in the urban environment law enforcement.

The Overlord comes equipped with an internal laser sight or a smartgun link. It also has a shock pad built into the stock. It is offered in two sizes a full size patrol version and a shorter undercover version. The Overlord was designed to be an easy to use urban assault shotgun.

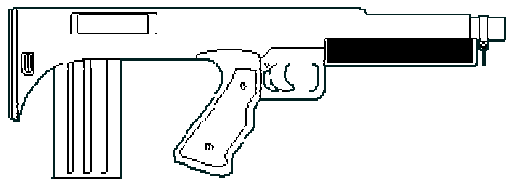
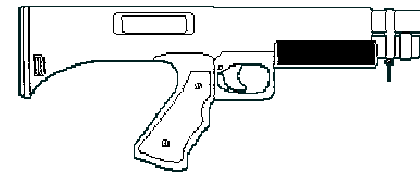


Manex OverLord Standard Edition (w/ laser sight) SHG +1 N P 12ga 10 2 VR 50m 670eb

Manex OverLord Standard Edition (w/ smartlink) SHG +2 N P 12ga 10 2 VR 50m 1,000eb

Manex OverLord Short Version (w/ laser sight) SHG +0 L P 12ga 6 2 VR 40m 575eb

Manex OverLord Short Verions (w/ smartlink) SHG +1 L P 12ga 6 2 VR 40m 875eb



Manex "Mikado" Shotgun

This year, after much market research, Manex has added The Mikado to it's lineup. The Mikado uses the same basic frame as the Overlord, but the feed and ejection systems have been redesigned to use a removable clip. This was the second largest complaint by users of the Overlord. The first was the lack of burst fire. The Mikado now has that option. Just as the Overlord, the Mikado comes

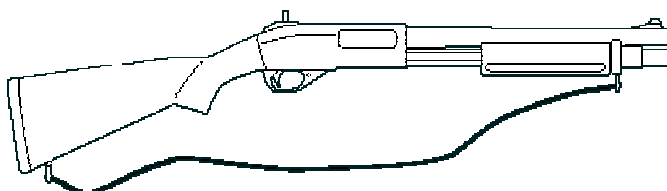
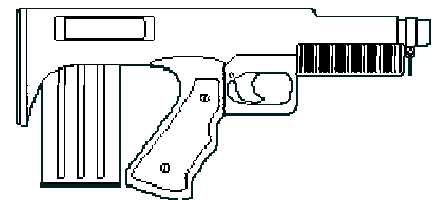
equipped with an internal laser sight or a smartgun link, a shock pad built into the stock, and is available in both a standard length and shortened version. The Mikado offers a unique balance of heavy firepower and ease of use.

Manex Mikado Standard Edition (w/ laser sight) SHG +1 N P 12ga 15 2/3 ST 50m 880eb

Manex Mikado Standard Edition (w/ smartlink) SHG +2 N P 12ga 15 2/3 ST 50m 1,250eb

Manex Mikado Short Version (w/ laser sight) SHG +0 L P 12ga 15 2/3 ST 40m 800eb

Manex Mikado Short Version (w/ smartlink) SHG +1 L P 12ga 15 2/3 ST 40m 1,200eb



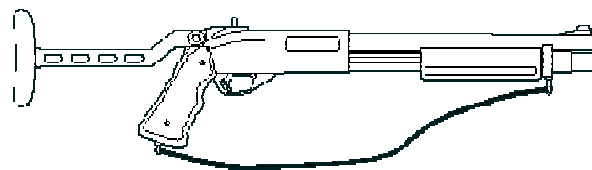
The Castech Argus

Castech has produced a full line of weapons for the law enforcement community. The Argus is no exception. Built to be both functionable and modifiable. The Argus comes standard with a sight bay already built into the weapon. There is the

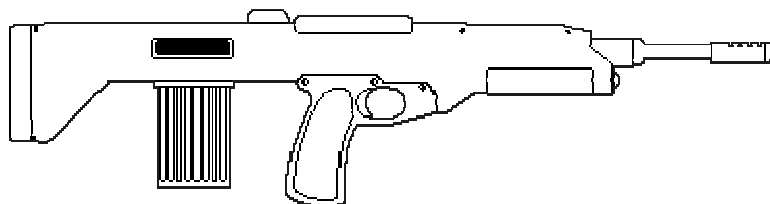
choice to take it without any sight or with either an internal laser or smartgun link. Other sights are planned for future release.

The Argus also comes in two stock options. They are a full wood stock or a folding stock. The Castech Security Force uses the folding stock option in their vehicles. Both stocks come with shock pads already mounted.

CasTech Argus - SHG +0 N C 12ga 10 2 ST 50m 450eb
(laser sight +150eb, +1 WA)
(smartlink +300eb, +2 WA)
(folding stock +75eb, -1WA when folded, L Conceal)



Manex Assault Rifles



Manex Assault Rifle

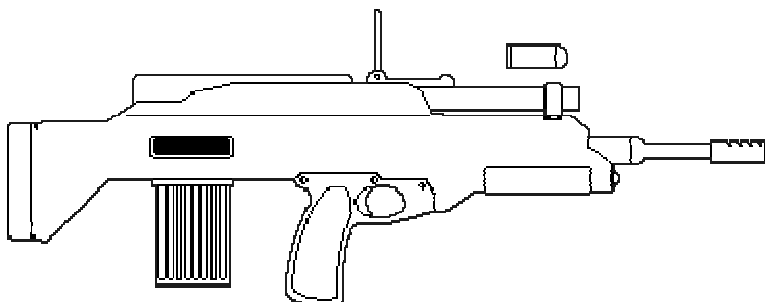
The Manex Assault Rifle was designed with front line troops in mind. They were made to be rugged and last for a long time. Manex wanted a weapon that would be an accurate rifle right out of the crate.

Many governments passed on buying them because of the expense, they were too much for those who wanted a budget gun and contained too little for those who wanted a fancy model. However many merc units bought them and some police/security forces were issued them. In some merc companies these have become the weapon of choice. The Manex features a bullpup design and have been fitted with a Gas Vent II. The basic rifle includes Smartgun Link.

Manex Assault Rifle - RIF +3 N P 5.56CL 30 20 ST 300m 1,800eb

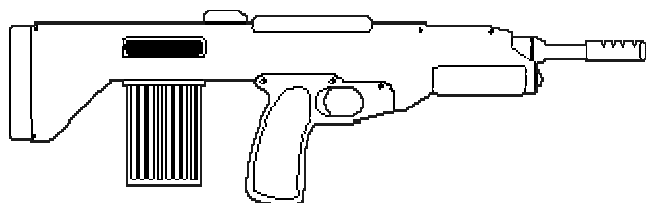
Manex Grenadier Assault Rifle

After the Assault Rifle had been out for a time the company had re-evaluated the line and decided to retool and manufacture a Grenadier version. The Grenadier model has been fitted with the new DUD Smartgun Link. The Grenadier model has also been reworked to include the Manex magazine fed Grenade Launcher. The launcher is mounted on top of the basic weapon system.



Manex Grenadier - RIF +2 N P 5.56CL 30 20 ST 300m 2,800eb

Manex Grenadier - HVY +1 N P 25mm 6 1 ST 400m



Manex Assault Carbine

The CAS was looking for bids on an assault carbine for their anti-terrorist team. They asked for a SMG sized weapon that can use the assault rifle ammo. Manex played with their standard assault rifle added some nice features and now offerd this beauty. The CAS was impressed enough to have ordered 150 units.

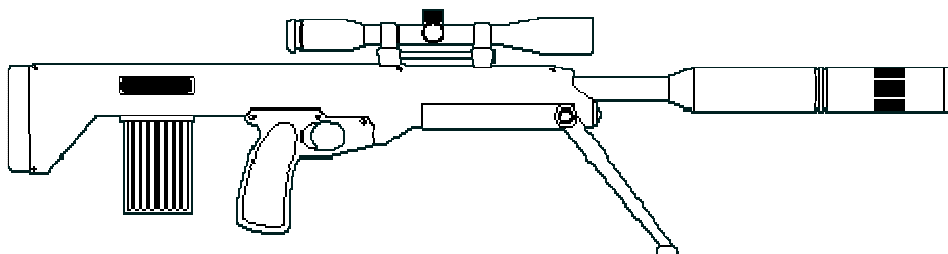
The Assault Carbine comes standard with a Gas Venting (+1 WA in full auto), Smartgun Link, and for a fee they will customize the fit to you.

Note: Those that are now in use have also been seen with Ultrasound Sights, Infrared Flashlights, and extended 50 round clips.

Manex Assault Carbine - RIF +2 L R 5.56CL 30 30 ST 200m 1,500eb

Manex Sniper Rifle

The tit-for-tat product war between Manex and Fabrique Nationale has just heated up. Manex has raised the stakes with their sniper rifle based on the Manex assault rifle frame. This sniper



rifle was made to be rugged and stay true under field conditions. Manex wanted a weapon that would be an accurate rifle right out of the crate with minor adjustments. This rifle lives up to that vision.

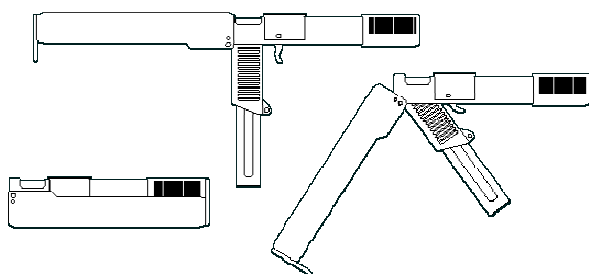
The Manex sniper rifle features a bullpup design and features a Smartgun Link, shock pad, integral silencer, and Mag 2 scope with low light built in.

Manex Sniper Rifle - RIF +4 N R 7.62N 30 3 ST 500m 3,800eb

ARES Folding SMG

A player who wanted to be a body guard gave me the idea to introduce this real weapon into the Shadowrun game. I have taken the weapon and changed some parts to reflect the introduction into a Shadowrun future. If you want information on the real weapon please check out a copy of *Jane's Infantry Weapons, 1988-89 issue*.

Have fun with it!



Left: SMG Open and Locked, Right: Partially Folded, Bottom: Fully Folded

ARES Folding SMG

ARES has reintroduced an old product design that they had bought in their growth period. It is a funky looking SMG that was intended to be very easy to conceal and yet easy to use for security and bodyguard work. The design has been reworked to use the new caseless SMG ammo and to use the new compact target lasers. It comes with an internal laser sight. The cocking

mechanism is activated by the locking open of the weapon. Thus cocking and opening the weapon can be done with the same action.

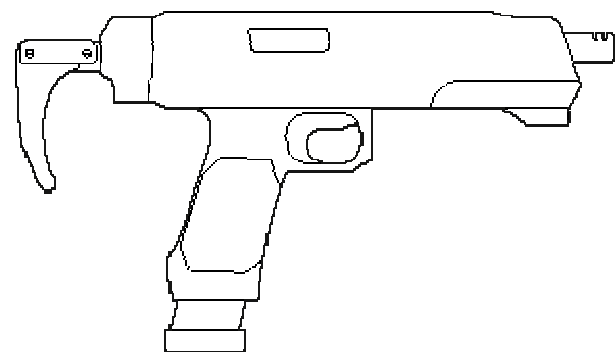
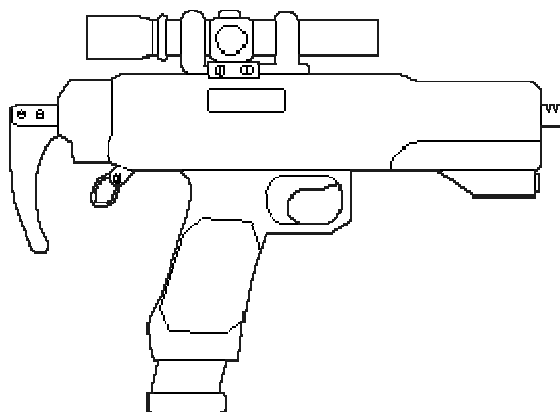
ARES Folding SMG II - SMG +0 J P 9mmCL 30 30 ST 100m 600eb

The Original Caldaron Special as it came from the box.

Manex Caldaron Special

Manex has decided to stop production on their Caldaron Special. For those who are unfamiliar with this weapon, let me fill you in. It is an SMG designed for the "Urban Combat" environment. I am sure the idea looked good on paper, it just didn't play out as anything special in real life. They chambered it for heavy pistol ammo, included a visual light target laser, a smartgun link, a gas vent I, and an extending stock. The odd feature was the small scope. The scope seemed like a waste. It required the user to spend an inordinate amount of time attempting to obtain the target.

From the start the Caldaron had problems. It tried to be too much to too many people. The Heavy Pistol ammo gave it too much punch for use where they did not want stray shots punching through walls. The scope was useless in most urban ranges. The attempt to offer two targeting systems was overkill. The gas vent was not as efficient as one would have liked. And the worst part, the performance of the weapon was average at best. OK, so why should you take one? First, for the price, you get quite a lot of extras that can be reused on other weapons. Second, if you need a lot of heavy fire power in a small package, then it could do the trick for you. Last, it is a great "starter" platform for a custom weapon.



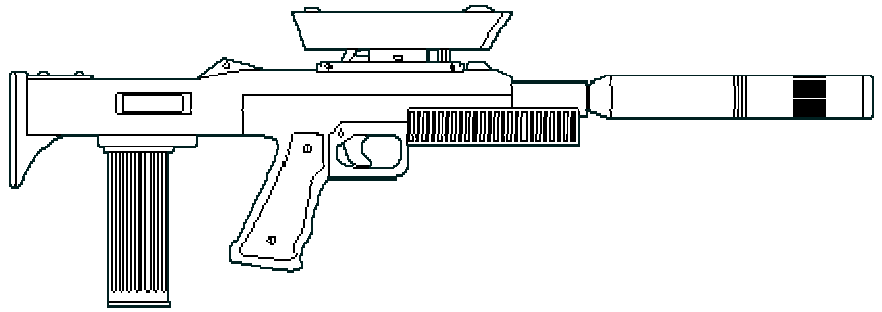
I used the Caldaron as a base for a special needs, conceal carry weapon I offer. The small frame size allows it to be very concealable. I used one to make an excellent carry weapon for one body guard customer of mine. I offered the scope, upgraded the Gas vent, and took out the laser. I replaced the laser with an internal Ultrasound and cross linked it to the smartgun link. I then worked on the action and grip, cleaned up the firing mechanism, and reworked the balance slightly by adding some weight to the handgrip. My client said not only was he suprised, but it is his favorite SMG now.

Here is the weapon as I sell it. I think if you take a look you will find the Caldaron is not a bad little weapon.

This is the weapon after Elmo is done customizing it. Below are the stats for the "Elmo Version".

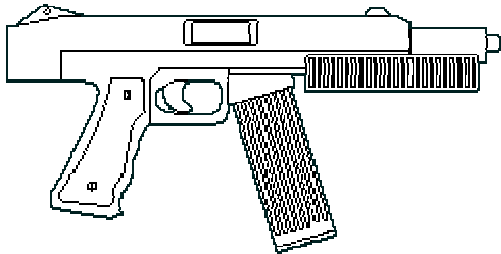
Manex Caldaron Special (Elmo's Edition) - SMG +2 J R 11mm 21 15 ST 100m 900eb (+250eb labour)

This Manex XR77 is in use by the Los Angeles County Sheriff's anti-BTL squad. It has a multifunction sighting system and an after market sound suppresser.



The Manex Submachine Gun History
The Manex Submachine Gun has been in existence for quite some time. The first model was called the Sn77. It was in production until 2017. In 2018 Manex introduced the new XR77 model.

Many Sn77s are still in use with private security and law enforcement. However, the XR77 is gaining favor and could become even more popular than its predecessor.



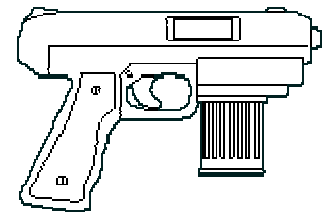
Manex Sn77 Model

The Sn77 was Manex's main SMG for many years. It uses the standard, cased ammo and came without any of the "new" add-ons like lasers or gas vents. The weapon was a good solid basic weapon. Production of the weapon ended in 2017, however many are in use today and will probably still be used for years to come.

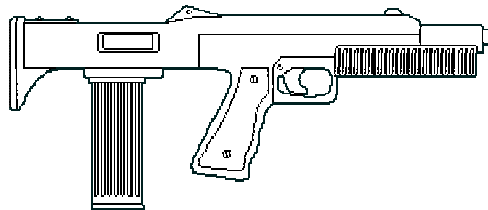
Manex Sn77 - SMG +1 L C 10mm 30 30 ST 150m 700eb

Manex Sn77 Short

The Sn77 Short was an experiment gone wrong. The attempt to make an Sn77 version that could be concealed easily did not work as well as Manex would have liked. The muzzle flash was excessive, the recoil was almost uncontrollable when fired in full auto mode and the weapon was bulky despite its small size. Manex decided to cancel production in 2015. Manex did not sell many of these and today most are in gun collections. (Thus the high cost and availability).



Manex Sn77 Short - SMG -1 J R 10mm 30 30 ST 75m 1,300eb



Manex XR77 Model

Soon after the Sn77 was discontinued Manex introduced the XR77 line. The basic XR77 was obviously influenced by the Sn77 yet deviated in many design aspects.

The XR77 was designed as a bullpup design. They added in an integral laser sight or smartlink. The firing mechanism and magazine feed system were updated to use

the new caseless ammo, and a shock pad was built into the stock.

Manex XR77 Basic Model - SMG +2 N P 10mmCL 50 30 ST 150m 1,100eb

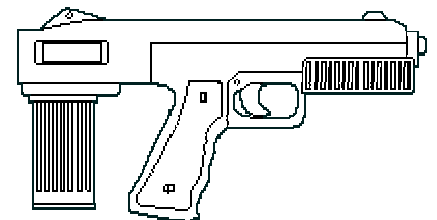
(integral laser sight: +1 WA, Smartlink: 500eb, +2 WA)

Manex XR77 Short

The XR77 Short was another attempt by Manex to enter the smaller, cancelable SMG market. This time they hit it right. The Short was bought up by both private protection agencies and mercenary units. Law enforcement agencies also started to use the XR77 Short.

Manex XR77 Short - SMG +1 L P 10mmCL 32 30 ST 125m 900eb

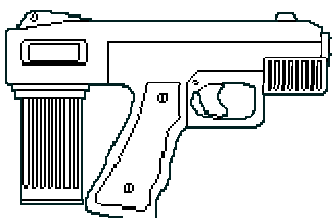
(integral laser sight: +1 WA, Smartlink: 500eb, +2 WA)



Manex XR77 EPS

The Manex XR77 EPS or Executive Protection System was introduced by Manex at the request of a coalition of bodyguards and security services. The weapon offers a heavy firepower SMG in a small package.

The market has not bought this unit in high quantities, but Manex expects sales to go up soon. "Company Man", the popular trid series, has had their main character, Dirk McKenny, start to use a Manex XR77 EPS as his main weapon. Manex expects that the high profile will

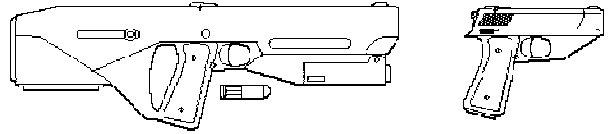


add to their visibility, thus better sales.

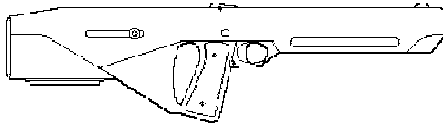
Manex XR77 EPS - SMG +0 J P 10mmCL 32 30 ST 75m 975eb
(integral laser sight: +1 WA, Smartlink: 500eb, +2 WA)

Castech Assault Rifles

As the struggle between Manex and Castech heats up the true winner is the Military/Law Enforcement Buyer. Castech has release their line of caseless rifles for non government purchase. This includes the attachable single shot grenade launcher.



Above a carbine with grenade launcher sits next to a [Castech 450](#). The pair make a formidable set.



Castech Assault Rifle

Castech hit the caseless market running. The simple, rugged design allowed them to market to the lower end of the price spectrum. By combining a housing for any integral Targeting system, Castech offered a weapon that could be upgraded cheaply and in a wide range of ways, without altering the signature silhouette of the weapon.

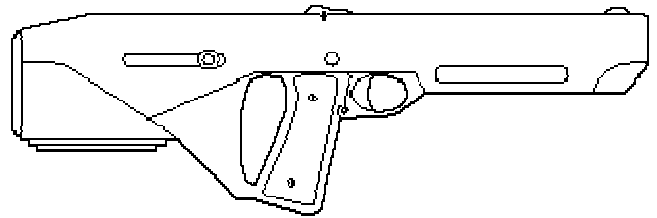
The Castech features a bullpup design and a well balanced weight distribution. Each rifle is built with a shock pad on the stock. Mounting bolts for slings or other under mountings are also standard. Castech designed this weapon to be a basic rifle with many after market options.

Castech Assault Rifle - RIF +1 N P 5.56CL 40 25 ST 400m 850eb

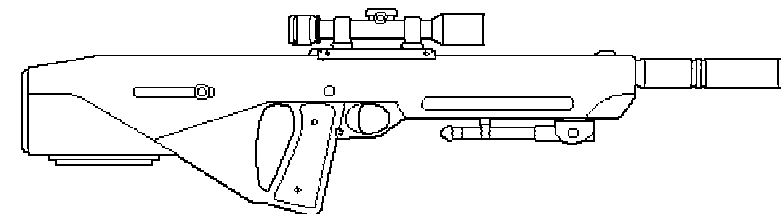
Castech Assault Carbine

Castech offers a shorter, carbine sized version. This version, other than being shorter is built with the same features as the full sized rifle. Castech did find some degradation of range but because of the roles this weapon was intended to fill the range issue was not considered a real problem.

Castech Assault Carbine - RIF +1 N P 5.56CL 40 25 ST 200m 800eb



Castech Sniper Rifle



Castech has offered an accurate version of their rifle to be used as a field sniper rifle. This weapon offers all of the same features as the basic rifle as well as some added features to assist in the sniper role.

Each rifle comes with a factory built silencer module. This unit can be removed for transport. Each rifle is

shipped with a Magnis Rifle Scope and a bi-pod. The out of crate performance has been high.

Castech Sniper Rifle - RIF +2 N P 5.56CL 40 25 ST 500m 1,400eb

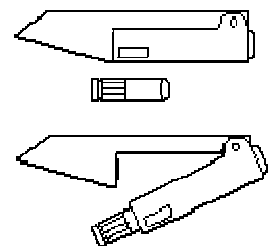
Castech's Mounted Grenade Launcher

Castech has taken the grenade launcher found on their [Castech 450GL](#) handgun and adapted it for mounting on their caseless assault rifle. This offers a single shot grenade launcher in a small and inexpensive package. It also offers heavy firepower to be added on a mission needs basis.

Castech Grenade Launcher - HVY +0 N P 25mm 1 1 ST 200m

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Hammerli Model 610S



PST +2 J P 9mmCL 6 3 VR 70m 1,295eb

Designed as a match-target weapon, the Hammerli Model 610S makes a powerful and effective personal sidearm. A stylish weapon, the Model 610S is the first choice of a marksman and a rue soldier. First class all the way!

Designed to minimize muzzle jump and vibration, customizable grip pads and weights allow the individual user to configure his weapon for maximum comfort and balance. The simple quick-lock system is fully compatible with a variety of top-mounted accessories, and the Hammerli also boasts a patented gas-escape system. While reliable in range conditions, field conditions are hard on match weapons, reducing reliability by 1 class per day of regular use. But it makes a striking "dress duty" sidearm.

Walther PB - 120



PST +0 P/J P 9mmCL 10/15 2 VR 50m 550eb

In the field, reliability means everything. The Walther PB-120 offers total reliability in a low-profile, easy-to-hide, back-up pistol. Constructed primarily of composite materials, the light (1.5 pounds) but rugged PB-120 works like a charm even in the most hostile environment. A merc couldn't ask for a better piece.

In addition to the standard 10-shot clip, Walther also produces a 15-shot, extended clip for emergency situations. Despite its small size, the weapon can still mount standard barrel and top-mounted accessories made by most manufacturers.

Ares Light Fire 70



PST -1 P P 9mmCL 16 2 ST 50m 350eb

The Ares Light Fire 70 is your choice for self-defense and light security work. Weighing in at only 1 kilogram, this pistol is perfect for times when firepower is necessary, but excess baggage is not. The patented clip design gives you more bullets in the same space as reduced-capacity magazines. The specially constructed silencer (200eb) is 50 percent lighter than any other model on the market, but is only designed for use on the Light Fire (and generally is only good for a few shots, but barely reduces weapon concealability).

Ares Predator II



PST +0 J P 12mmCL 15 1 VR 50m 550eb

How can the best heavy pistol in the world work even better? That's the question Ares Arms asked their R&D Department, and the Predator II is their answer. Redesigned to fire state-of-the-art Firepower™ 12mm heavy pistol ammunition, the Predator now packs a mighty punch. Combine it with the new 15-shot clip and optional Ares Smartgun Link (not included), and you've got a new contender for man's best friend.

Beretta Model 101-T



PST +1 P P 9mmCL 10/12 2 VR 50m 350eb

This slim-line light personal weapon is favored by corporate personnel worldwide. A wondernine that fits in your pocket, it is also available with a slim-line laser-sight that doesn't hinder concealability for an additional 150eb. Available with both 10 and 12 round magazines.

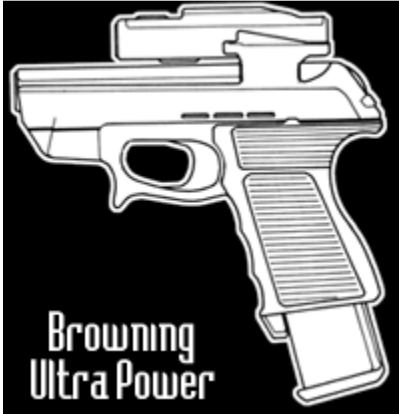
Beretta Model 110-T



PST +2 J P 9mmCL 16/19 2 VR 50m 550eb

The big brother of the 101, the 110-T is a full-frame automatic wonderline with integral laser sighting. A popular choice in higher-end wonderlines.

Browning Ultra Power



PST +1 J P 11mmCL 10/12 3 ST 50m 775eb

The new and improved version of the popular Browning Max-Power contains a revolutionary new chamber cycling system that moves a new round into the chamber faster than any previous model. This cuts down delay time between shots, allowing you to empty the entire magazine in seconds. The integral laser sight (+1 WA included above) is the battle-proven LasSys XMS design that is manufacturer-guaranteed not to fail.

Ceska vz/120



PST +1 J P 9mmCL 18 2 VR 50m 350eb

This Czech pistol, manufactured by Ceska Zbojovkain Prague, is the premier East European light service pistol. Imported by Ares America, it has been rated by several experts as the best pistol of its class in the world. The sidearm of choice of the Czech Mechanized Command.

Colt American L36



PST +1 J P 10mmCL 9/11 2 VR 50m 350eb

This light American design is very popular amongst the style conscious because of its sleek profile and unique appearance. The factory model L37 uses an 11 round magazine which is fully interchangeable with the L36 9 round magazine.

Colt Manhunter



PST +2 J P 11mmCL 16 2 VR 50m 600eb

Colt explodes back into the heavy handgun market with the vicious ManHunter! Sleek and deadly, this heavy pistol is designed for ultimate reliability under the most adverse of conditions. The weapon was designed by famous Bounty Hunter Andrea McBaine, and underwent more than a year of field testing before she pronounced it ready for the market. The heavy body of the gun contains a precision laser sight (+1 WA included in above stats)

Seco LD-120



PST +2 J P 9mmCL 12 2 VR 50m 500eb

Count on Seco to take the fantastic, but aging, Isreali LD-100 design and rework it for modern times. Not only does it fire today's caseless high-compression rounds, but it also mounts an integral mini-laser for faster targeting (+1 WA included above). The sturdy flat-black macroplastic casing gives it that lethal look in such demand.

Streetline Special



PST -2 P P 6mm 6 1 ST 15m 100eb

This is a common hold-out pistol found among the lowest level of society. Made of composite materials it is small, lightweight, and extremely concealable. As the weapon's magazine is integral, it cannot use larger magazines, nor can most pistol accessories be mounted on it.

GRU MAX 12 m m



PST +0 J R 12mmCL 10 2 ST 50m 600eb

The premier heavy pistol from the GRU corporation of San Francisco, it claims a design "70 years ahead of it's time", but fails to deliver. A fairly typical 12mm handgun in all respects.

Ingram Warrior-10



SMG +1 J C 10mmCL 30 2/3/20 VR 100m 750eb

More Ingram Warrior-10's have sold in the past three years than some of it's majro competitors have sold in their entire product lives. Durable and reliable, the Warrior-10 is the weapon to choose when the elements are you enemy. Rain, sand, mud, humidity - under any conditions, the Warrior-10 keeps firing. No bells and whistles on this tough gun, but who cares about chrome when the rock-and-roll goes down?

Savalette Guardian



PST/SMG +1 J P 12mmCL 12 2/3* ST 50m 900eb

The Savalette Guardian's chrome-steel finish shows off the taste of the true professional, and its high-powered, full-load slug packs professional power. This second-to-none pistol fires the heaviest round in its class. The Guardian's brilliant finish, integral computer enhanced targeting system, micro-gyro recoil absorption system, and burst-mode firing system make this weapon the unquestioned leader of the pack. Whther field or dress weapon, the Savalette Guardian is the heavy sidearm of choice for professionals worldwide. Why pick any other gun?

Ares Crusader Machine Pistol



SMG +1 L P 9mmCL 40 20 ST 150m 700eb

*Someone at Ares has **no idea** what a machine pistol is...*

The Ares Crusader represents the pinnacle in machine pistol technology. Only slightly larger than a conventional pistol, the Crusader is capable of full-automatic fire and carries an extended clip that should make some assault-rifle owners jealous! Comes with an integral Wagner gas-vent recoil system. The gas vent system provides +1 WA in full-auto fire only.

Beretta 200ST



SMG +1 J P 9mmCL 26 2/3/10 VR 50m 700eb

The pistol that all the military data-faxes are screaming about. The Beretta Model 200ST is everything you've heard and more. Capable fo full-automatic fire, this pistol jams as much firepower into a small frame as any other light service pistol currently available. Plus, the 26-shot magazine reduces the chance of being caught short at those critical moments. Equipped with a detachable shoulder-stock (stats not included above).

Beretta Model 70



SMG +2 L P 10mmCL 35 20 ST 150m 900eb

The Beretta Model 70 holds 35 rounds of 10mm Caseless ammo in a stable, long-barelled bullpup assembly. Combined with an integral laser sight and sound suppressor, and you've got a weapon to arm the savage beast! (Laser sight provides +1WA already included above)

Ceska Black Scorpion



SMG +0 J P 9mmCL 25/35 20 ST 50m 750eb

This design by Ceska combines a submachine gun's rate-of-fire with the weight and concealability of a light service pistol. It comes equipped with an integral folding stock for added recoil-reduction and it can carry all the conventional pistol accessories. The optional extended-shot clip is also sure to please. Don't leave home without it! (with the stock extended, reduce concealability to L and increase WA by 1)

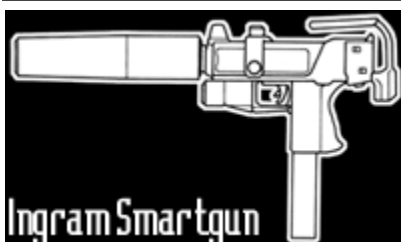
Heckler & Koch MP-5 TX



SMG +2 J P 10mmCL 20/30 20 VR 100m 950eb

Adapting the MP-5 K series models to the 10mmCL round, Heckler & Koch has come up with another winner with the MP-5 TX. Voted favorite new weapon at the Paris Arms Show last year, the MP-5 TX is a sure winner by any standards. Comes equipped with an integral laser sight (+1 WA included above).

Ingram Smartgun

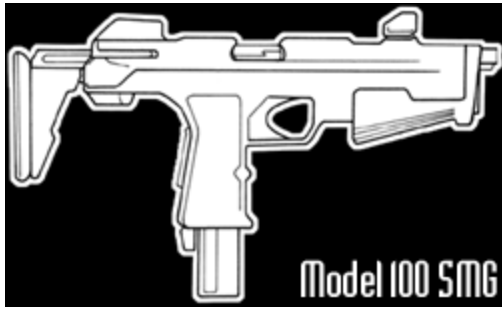


SMG +3 L P 11mmCL 32 20 ST 100m 1100eb

Nicknamed "The Street Samurai's Sidekick"!

The May issue of *Street Fighting Man* listed the Ingram Smartgun (model 20t) as its readers' SMG of choice. One look and you'll see why more smart boys and girls carry the Ingram. Don't make the same mistake your enemy did. Carry the model 20t. Weapon comes factory-equipped with a smartgun link (+2 WA included above) and folding stock (Conceal N, +1 WA when extended).

SCK Model 100

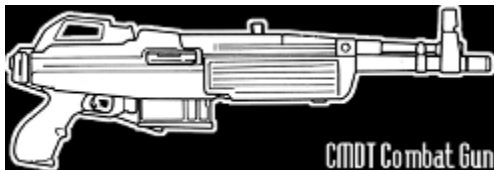


SMG +3 L P 11mmCL 30 30 ST 100m 1250eb

Manufactured by Shin Chou Kogyo, Tokyo, the SCK Model 100 is used by more Japanese Security Forces worldwide than any other submachine gun. Rumour tells that even the elite Red Samurai pack this weapon! When it's time to pick the best, choose the one the best picked!

Weapon comes factory-equipped with integral smargun link (+2 WA included above) and folding stock (Conceal N, +1 WA when extended)

Mossberg CMDT Combat Gun



SHG +1 N P 12g 8 2 ST 50m 900eb

Rated best new shotgun at Desert Wars 7!

Maybe the best combat shotgun on the market today. The Mossberg CMDT Combat Gun is a proven winner in every climate, in nearly every situation. Comes with integral laser sight (+1 WA included above), and the model SM variant has integral smartlinking (1,300eb).

Equipped with a folding stock, concealability increases to L and WA drops by 1 when folded.

Colt M22A2



RIF +1 N P 5.56CL 40 2/20 ST 400m 1,000eb

The Colt M22A2 is a quality weapon at an astoundingly affordable price. Accepting a 40-shot clip of 5.56mm Caseless, the weapon also comes with an integral 40mm grenade launcher, recoil reduction and a built-in 2x imaging sight.

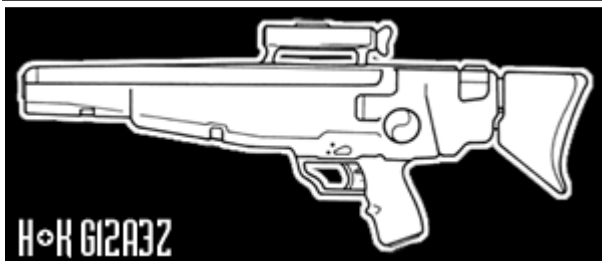
Colt M22A4



RIF +0 N P 5.56CL 40 1/20 ST 200m 750eb

The carbine/paratrooper edition of the M22, the M22A4 has a shortened barrel and stock assembly and has replaced the carrying handle and imaging sight with a rail-mount for whatever accessories the cammando in question (be it military or urban) wants to add. With the reduced barrel length, the recoil compensation had to be removed also, pretty much restricting the weapon to autofire roles.

Heckler & Koch G12A3Z



RIF +2 N R 6mmCL 50 2/20 VR 400m 2,200eb

Precursor to the G6 MG, The G12A3z was the next logical step from the G11. Improving on the best characteristics of the G11, the G12 is lighter, less bulky, and equipped with integral laser sight (+1 WA included above), gas venting (+1 WA full auto) and telescoping shoulder-stock. It fires the same 6mm rounds as the G6.

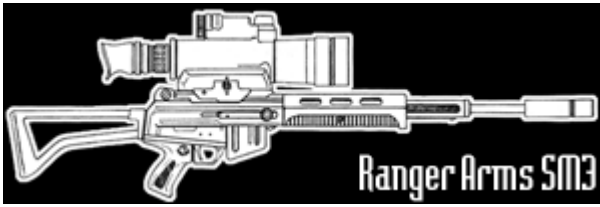
Czech vz 88 V Assault Rifle



RIF +2 N P 5.5mmCL 25 1/20 ST 400m 1,800eb

The vz 88 V, manufactured in Czechoslovakia, is a premium-grade assault rifle equipped with many of the accessories normally found only in weapons of Western manufacture. Mounting an integral laser (+1 WA included above) and 2x Optical sight, the vz 88 V also comes with Gas Vent recoil reduction (+1 WA full auto) and a collapsing shoulder stock. It fires a Bloc version of the 5.5mm Chinese Caseless round.

Ranger Arms SM 3



RIF +2 N C 7.62NCL 6 1 VR 400m 4,000eb

The SM-3 is a must for those jobs when the first shot has to count. Silencer and a variable-mag imaging scope (1.5 to 6 times) with thermographic or low-light (buyers choice) are factory-standard. Like most of its breed, it disassembles completely for fit in a standard briefcase. Ideal for the assassin on the go.

Ruger 100 Sport Rifle



RIF +1 N C 9mmCL Long 5 1 VR 400m 1,300eb

A precision bullpup hunting weapon perfect for all environments. Its sturdy wood and high-impact plastic casing ensures dependability, even in the foulest of weather. Comes with an integral 2-6x variable imaging scope.

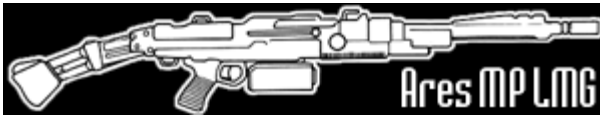
Walther MA 2100 Sniping Rifle



RIF +4 N R 7.62NatoCL 8 2 VR 600m 3,000eb

This weapon is the sniping rifle that just won the rigorous CAS sniper rifle competition! Designed to military specifications (instead of being a military adaptation of a civilian rifle model), the Walther is reliable and free of the design instabilities common to other weapons of the type. The professional's choice! Comes equipped with a smartgun interface(+2 WA included above).

Ares MP LMG



HVY +2 N P 6.5CL 50/Belt 1/20 ST 400m 2,200eb

The Ares Man Portable is the weapon of choice of more military and paramilitary organizations than any other Light Machine Gun. Capable of sustained automatic fire for hours on end, the Ares MP comes equipped with an integral laser sight (+1 WA included above), a Gas Vent (+1 WA full auto) recoil-compensation system, and a hip-pad bracing system for use with a shoulder sling. This weapon is designed to be fired from the hip, and no provision has been made for shouldering it. The weapon accepts either belt-fed ammo (in 100-round increments) or a 50-round clip of 6.5mmHybrid.

FN MAG 5



HVY +1 N P 7.62N-CL 50/Belt 2/20 VR 400m 3,000eb

More military and security agencies world-wide choose the FN-MAG 5 medium machine gun as their light vehicle weapon or general purpose machine gun. The weapon can accept an external 50 round box or a belt. It comes with integral Gas Venting (+1 WA full auto) and laser sight (+1 WA included above).

Panther Cannon



HVY +0 N P 25mm 22 1 ST 400m 3,500eb

The Panther Assault Cannon, designed and produced by Panther Industries, is your only choice for heavy assault weapon. Firing a stable superplast explosive warhead, the Panther has proven effective against both hard and soft targets. Comes with shoulder-strap and hip-bracing gear for stable hip-fire. The Panther fires specialized 25mm HV grenades with a double-sized propellant charge. Impact from one of these grenades deals 2D6 damage

beyond the normal damage for such a round. Rounds also cost 2.5x the normal cost for 25mm grenades.

Stoner-Ares M107 GPHMG








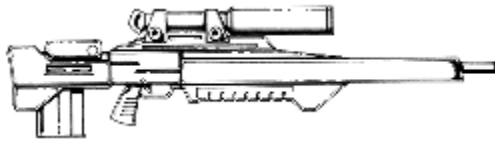
HVY +1 N R 12.7BMG 40/Belt 1/10 ST 400m 4,200eb

From Stoner-Ares Weapon Systems of Detroit, Michigan, come the latest in the long line of Stoner Ares weapon systems, the M107 GPHMG (General Purpose Heavy Machine Gun). Based on the previous Stoner-Ares heavy design, the battle-proven M98tz, the M107 features many of the advantages of its older brother, merged with the technological improvements of the last decade. Capable of taking ammunition from either a 40 round clip or a disintegrating belt, the M107 comes with a Gas Vent recoil reduction system (+1 WA in full auto) and an integral laser sight (+1 WA already included).

MUTANT CHRONICLES

[The BlackHammer CyberPunk Project](#)

	<p align="center">.45AP No3. "Ronin" SMG SMG +0 L P .45 30 20 VR 50m 700eb</p> <hr/> <p>The "Ronin" was originally designed by the Mishima owned Tambu Corporation as a handgun with a 15 round magazine (Jacket concealable), but the bullpup design and corporate military applications begged for a full-auto system. The result was the No3 Ronin SMG, whose popular design has been copied by several independant manufacturers (Dai Lung, Mexican Metals - 400eb, Unreliable). Standard load for the Ronin is .45 APC cased KTW Armor Piercers.</p>
	<p align="center">Tambu No.4 "Windrider" RIF +2 L P 5.56N 22 30 UR 300m 800eb</p> <hr/> <p>The "Windrider" mission statement was for a heavy SMG, originally built in 12mm. The final product was a light bullpup assault rifle with good barrel length and concealability. Unfortunately it was built quickly after the success of the Ronin SMG and the rushed design was buggy and unreliable.</p>
	<p align="center">Tambu No.4 "Windrider" Assault RIF +1 N R 5.56N 22 30 UR 300m 900eb HVY +0 N R Grenade 1 1 UR 300m</p> <hr/> <p>The "Windrider" original configuration included a 40mm Grenade Launcher that almost completely countered any of the good points of the original Windrider design, making it clumsier to fire and completely nonconcealable.</p>
	<p align="center">Tambu No.1 "Shogun" RIF +2 N P 7.62N 26 30 VR 400m 900eb</p> <hr/> <p>The Shogun is considered a masterpiece of weapon design. Learning from the Grenade Launcher mistake on the Windrider, the Shogun was built with a totally different interior. The result is one of the most compact and streamlined battle rifles on the field.</p>
	<p align="center">Tambu No.1 "Shogun" GL RIF +2 N R 7.62N 26 30 VR 400m 1000eb HVY +0 N R Grenade 3 1 ST 400m</p> <hr/> <p>The Shogun also comes factory-equipped for military and corporate operations with an integral 40mm pump-action grenade launcher holding 3 grenades in an internal magazine. Otherwise the weapon is identical to the standard No.1 Shogun.</p>



Tambu No.15 "Archer" Sniper Rifle
RIF +2 N R .300WM 15 1 VR 600m 1500eb

A popular assassin's weapon, the Archer's bullpup design allows for a shorter barrel length than most high-caliber sniper rifles and comes equipped with a nightvision scope that can be set to 4 and 8 times magnification.



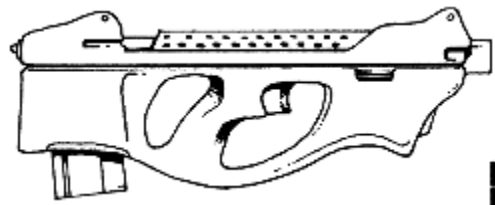
Tambu 50/50 "AirBrush"
RIF -1 N P 12g 14 4 UR 60m 1200eb

This semi-automatic shotgun is favored for its light weight, large ammo capacity and low cost for a double-barrel design. However this is reflected in quality, reports of too much play in the maneuvering handle, ammo explosions and leaks in the gas regulator have made it unpopular among freelancers. Double barreled, the barrels go side-by-side and fire simultaneously, with heavy recoil.



Tambu 501 "AirBrush"
RIF +1 N P 12g 14 2 ST 60m 600eb

This semi-automatic shotgun is favored for its light weight, large ammo capacity and extra barrel length from the bullpup design. This is the single barrel version of the 50/50, lighter and more maneuverable, it's also free of



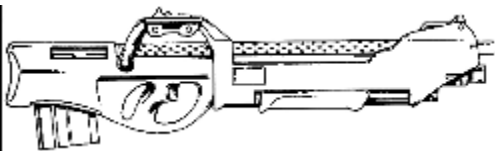
CyberTronic P1000 SMG
SMG +1 L P 12mm 20 20 VR 150m 900eb

As with all Cybertronic-designed weapons, the P1000 SMG is a masterpiece of craftsmanship, reliability and "user friendliness". The action is solid orbital-alloy construction with a unique impact-resistant polymer casing.



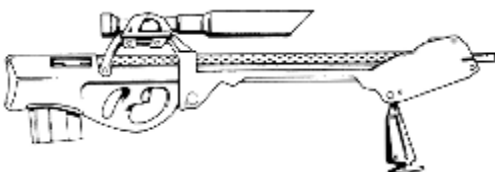
CyberTronic CAW2000
RIF +1 N R 5.56N 30 30 VR 400m 1200eb
HVY +1 N R Grenade 1 1 ST 400m

The CAW2000, built for CyberTronic by Cybersecurity Inc, is a close assault rifle with integral grenade launcher. The only drawback to this weapon design is that the grenade launcher cannot be used when the bayonet (normally hidden inside the stock) is attached to the barrel.



CyberTronic AR3000 Assault Rifle
RIF +1 N R 6.5CL 25 25 ST 400m 1500eb
HVY +1 N R Grenade 4 1 UR 300m

The AR3000 shares most design concepts with the CyberTronic SR3500 but is set for full-auto fire and has an integrated pump-action 37mm grenade launcher below the barrel. A very expensive state of the art assault weapon, the AR3000 is also made of orbital steels sealed in an impact-proof polymer shell.



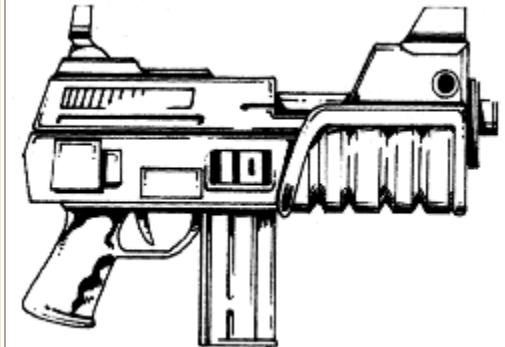
CyberTronic SR3500 Sniper System
RIF +2 N R 6.5ETA 20 1 VR 600m 1500eb

Electrothermally enhanced, the SR3500 looks large and bulky but is extremely light weight and stable. The "bulb" behind the muzzle provides storage space for the bipod when folded. The SR3500 has been produced in few examples and is very rare on the street. Comes equipped with a detachable 8x nightvision scope.



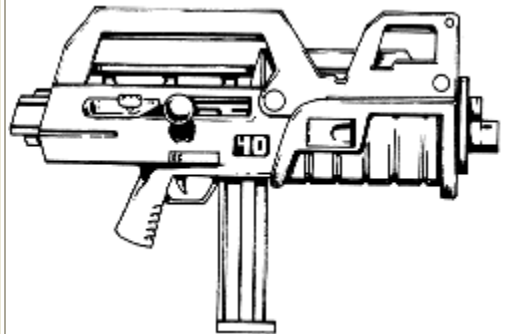
CyberSecurity SA-SG72001
RIF +1 N P 12g 6 2 ST 60m 600eb

Based on the now-extinct CyberSecurity SG7000 Shotgun, the SG72001 has been redesigned for semi-automatic fire only. The reasons for this were mainly that too many jams occurred with the full automatic version, and with this weapon, which was



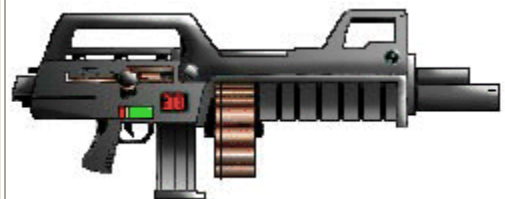
PSA Mk XIV "Aggressor"
SMG -1 J P 11mm 26 20 UR 70m 800eb

The Aggressor personal sidearm is the standard weapon carried by all Imperial Corporation units, from bodyguards and security officer to personnel in combat units. The gun is manufactured under license by Lyon & Atkinson Arms, Inc.



SMG Mk III "Interceptor"
SMG +1 N R 12mm 40 30 ST 150m 1400eb
HVY +0 N R Grenade 1 1 ST 300m

The Standard SMG of most Imperial armed employees, the Interceptor is a cloven choice. Some people love it for its feeling of raw power, while others find it far too heavy and bulky for an SMG. It's all a matter of taste for the largest of conventional sub-machine-guns.



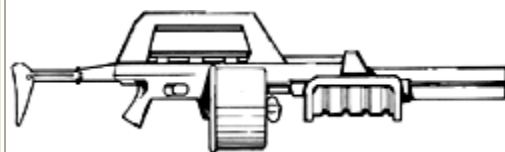
BAR Mk XIb "Invader"
RIF +1 N R 6.5CL 30 30 ST 400m 1350eb
HVY +1 N R Grenade 14 2 ST 300m

The Invader battle assault rifle is similar in design to the Assaultant Sniper rifle, but has excellent close-combat capability due to the 37mm integrated grenade launcher. What makes this weapon unique is that it mounts the world's only drum-fed undermount grenade launcher, allowing for great firing endurance, but also making the weapon quite bulky.



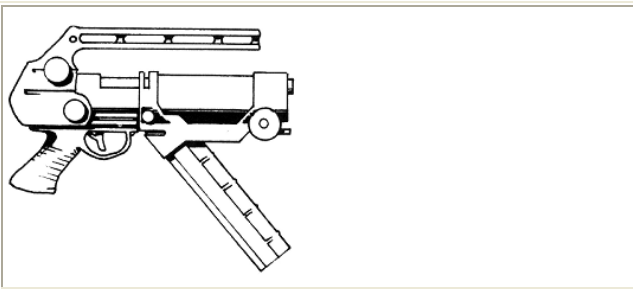
SR Mk XII "Assailant"
RIF +2 N P 7.62N 15 1 VR 500m 1200eb

The Assaultant Sniper Rifle, manufactured under license by Fieldhausen Arms, is used almost exclusively by Imperial house troops. It is a reliable and stable design, a bit too heavy to be popular in civilian use. Comes equipped with a detachable night vision sight.



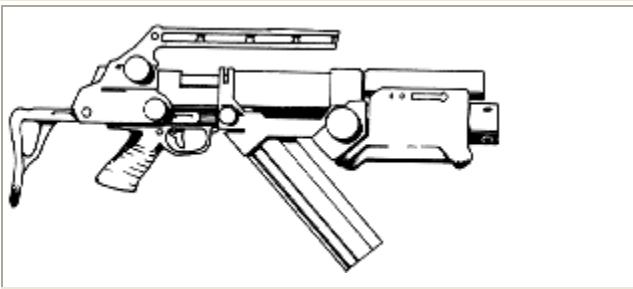
B&G Mk XIV "Mandible"
RIF +0 N P 12g 19 2/10 ST 50m 2250eb

This Bartholomew & Grednel production was their first real success in the weapons branch, and the design soon came to be adopted by other freelancers with close contact with Imperial. Early on, they realized there was a stable market for really heavy



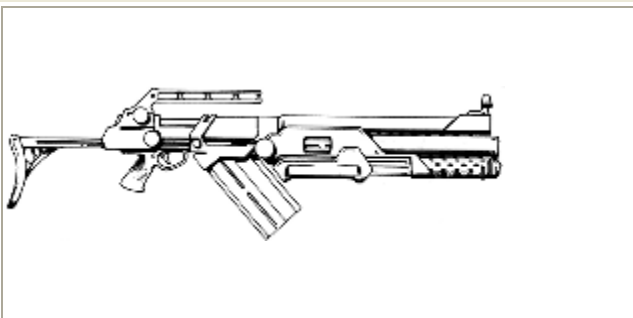
MP-105
SMG +1 L R 10mm 50 30 VR 50m 800eb

The MP-105 (MachinePistol 105) is a superb weapon with a bad reputation on the street, mainly because of the cumbersome and awkward location and design of the magazine. Its main advantage is the use of a triple-stacked caseless munition, resulting in a light weapon with a very large magazine. The MP-105 also comes with a built-in cooling shroud, allowing for extended autofire use.



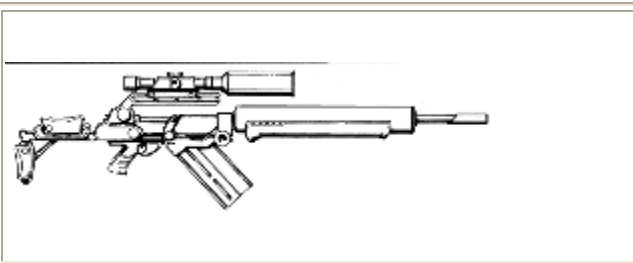
MP-105GW
SMG +1 L/N R 10mm 50 30 VR 150m 1250eb
HVY -1 L/N R Grenade 1 1 VR 100m

Simply an MP-105 adapted to be used in a full SMG role, the 105GW has an integral silencer and short-barrel grenade launcher. The only other differences are a telescopic shoulder stock and a more robust clip design (fully interchangeable with the MP105 clip though) better suited for field use.



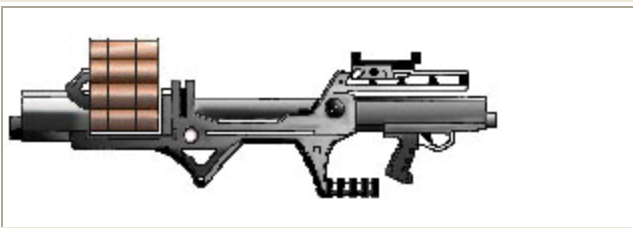
AG-17 "Panzerknacker"
RIF +2 N R 7.62NCL 40 40 ST 400m 1500eb
HVY +1 N R Grenade 4 1 UR 300m

Still using the same action design as the MP105, the Panzerknacker was nicknamed from its outstanding armor piercing capabilities, both with 40mm HEAT grenades and with its 6.5mm caseless armor-piercing munitions. Its primary feature is the extreme rate of fire because of the very light bolt design and the caseless feed mechanism. Comes with folding stock and detachable grenade launcher.



PSG-99
RIF +3 N P 7.62NCL 40 1 VR 500m 1100eb

The PSG-99 relies on the same conventional technique as the other Bauhaus weapons, with the critically angled clip design they use for caseless munition feeding. A master-piece among weapons, the PST is favored even within competing corporations' special forces. Comes with detachable nightvision sight and adjustable stock and cheekrest.

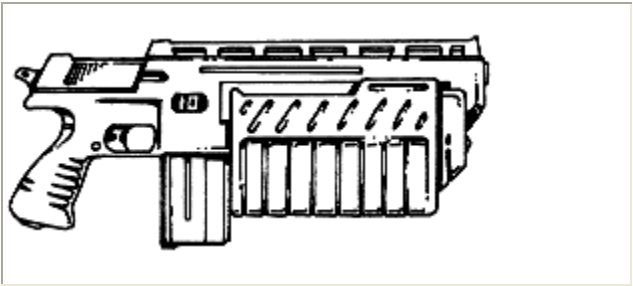


ARG-17
HVY +2 N R 6D10 11 2 VR 500m 6750eb

Combining the RPG-A with a drum magazine and a bull-pup technique, the Bauhaus weaponsmiths once again have succeeded in producing the most user-friendly weapon on the market in its category. In all respects the ARG-17 is almost perfect, as long as you don't look at the price tag.

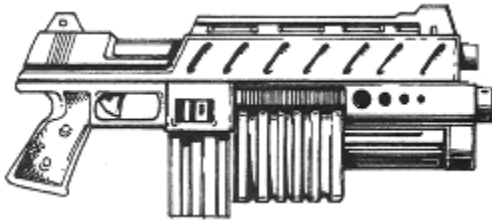


HG-14
RIF +0 N C 12g 5 1 ST 50m 500eb



Sherman .74 M-13 Bolter
PST +1 L P .74 18 1 UR 50m 750eb

The Sherman Model 13 sells primarily because of its massive caliber, larger in girth even than the .666 Magnum Opus rounds. The odd design of the gun is for two handed use, and one handed shooting reduces WA by 2. The .74 caseless munition is fortunately not backed up with a huge powder charge, and only deals 4D6 damage (armor SP is 1.5 as effective against this munition because of its very broad, flat tip).



Sherman .55G M-15 "Ironfist"
SMG +1 L R .55 10 10 UR 100m 1000eb
HVY -2 L R 25mmGren 1 1 ST 50m

This sub-gun is sold to military and corporate military forces exclusively. Similar to the Model 13, but chambered in a smaller diameter cartridge (with the same powder charge behind it) and sporting a short range 25mm grenade launcher underneath the barrel. .55G Caseless munitions share almost all ballistic qualities with 12mm munitions.



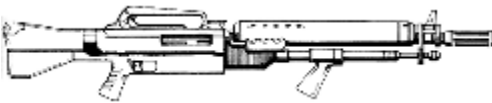
CAR-24
RIF -2 L R 7.62N 20 25 UR 300m 1000eb
HVY +0 N R Grenade 1 1 ST 300m

Probably the smallest automatic weapon marketed in the venerable 7.62 Nato munition, the CAR-24 shows distinctive CAR-15 lineage. Often referred to as a close assault weapon SMG because of the integrated Grenade Launcher, this beast is also found in cheaper street versions of lower production standards and reliability (jams 2 times in 10 when fired full auto, UR GL) for 600 euro or so. WA is increased by 1 with stock extended.



M50
RIF +1 N P 7.62 30 20 UR 400m 1100eb
HVY +1 N P Grenade 6 1 ST 300m

Still showing it's CAR-15 roots, the M50 is a long-barreled assault rifle still firing the venerable 7.62 Nato munitions. The barrel length is because of the 6 shot integral grenade launcher mounted underneath. Standard model comes equipped with a folding stock which does nothing to increase it's concealability.



SR-50
RIF +1 N R .62 12 2 VR 700m 2050eb

Originally built up from an extended version of the M50, the SR-50 ended up as a sniper's dream, even firing the proprietary .62 caseless munitions it remained almost completely recoilless, and dead silent with it's integral flash / sound suppressor. The incredibly simple mechanism assures high reliability, unlike most other Capitol products. .62 ammo does 8d6 damage.



Colding Arms M516S
RIF +0 N C 12ga 6 2 ST 60m 600eb

The M516S, Single-Model, is Capitol Security Service's standard shotgun, frequently carried both on patrol and on emergency calls. Many other security companies look to the M516S because of it's long range compared to most similar models. The 516S is a fairly common weapon, many have been stolen from CSS troops and other security forces, which boasts long range and autoloading functionality.



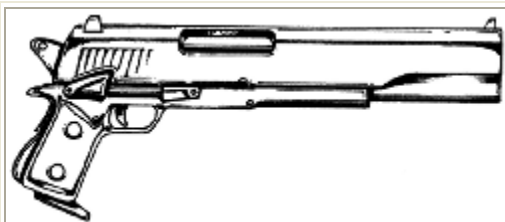
Colding Arms M516D
RIF -2 N R 12ga 12 2/4 ST 60m 1900eb

The M516D, Double Model, is an over-and-under double-barreled variant of the 516S shotgun, restricted to military and in-house use by Capitol Security Services. One of the few autoloading double-barreled shotguns on the market, it is much sought after,



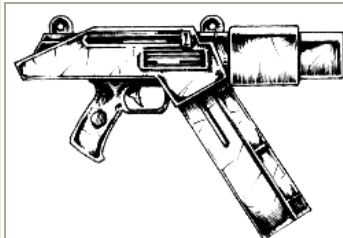
P60 "Punisher"
PST +1 L P 12mm 13 2 VR 60m 950eb

This fearsome handgun, nicknamed the punisher because of it's use by the Inquisition, is one of the better 12mm handguns on the market, a statement backed up by it's jacked-up price.



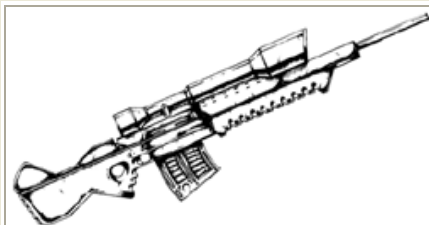
Piranha
PST +2 L C 12mm 11 2 UR 50m 650eb

This ridiculously over-sized 12mm handgun is favored for its intimidation value and relative high accuracy provided by the long barrel. The actual mechanism is somewhat unreliable and the weapon is disliked in long combat because the barrel makes it hard to hold up for long periods of time.



MP-103 "Hellblazer"
SMG +1 J R 10mm 50 20 VR 50m 800eb

Based on the MP105, the MP103 is smaller, more robust and has a larger handle for better handling. Unfortunately (to most) it has a lower rate of fire, and although firing the same 10mm caseless munitions, the magazine is not interchangeable with the two MP105 models. Comes equipped with a cooling shroud for extended autofire.



Mephisto Sniper Rifle
RIF +2 N P .300WM 13 1 VR 700m 1400eb

The Mephisto Sniper Rifle is a rather ordinary high-caliber rifle design with few gadgets and high reliability. It is unusually stable and robust, giving excellent accuracy and range. The detachable nightvision telescopic sight has x3 to x15 magnification and includes a red-point laser sight for short ranges.

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**SLA INDUSTRIES WEAPONS
CONVERSIONS**
by Amy Luther

ABOUT THE WORLD

According to *SLA Industries*, all of the weapons found in the *SLA Industries* and *Karma* sourcebooks are put out by "sub-companies" of the world-spanning SLA Industries corporation:

"The sub-companies in SLA all act as rivals, tendering for contracts and trying to out-perform each other. While ... heavily in competition, they are ... working, technically, for SLA."

For CP2020, GMs will probably want to break these companies into independent corporations, make up stats for them, and place them in competition with established CP2020 companies like Militech, Armalite, and Constitution Arms. To make this easier, the companies given below are stripped of their SLA references and presented as separate entities, with no ties to one another except where noted. All information given for a corporation is practically verbatim from *SLA Industries*, and companies with sparse entries (Kramer Production Syndicate, Klip Killer) are just as lean in the original sourcebook.

ABOUT THE WEAPONS

Most SLA Industries weapons are either entirely ceramic or employ a high percentage of ceramic parts in their construction. Except where otherwise noted, assume that all weapons given below are caseless. SLA's preferred caliber is 10mm, and the majority of these are straight one-for-one damage conversions using the CP2020 stats for 10mm rounds. Any of these weapons may be smartlinked; standard price increases apply.

The author does not condone use of all of these weapons in a CP2020 campaign. Hell, I think some of them are pretty overpowered. However, in the interests of neutrality, I've decided to present *everything*, keep the conversions as faithful to the original

sourcebook as possible, and let you pick and choose what you want according to the needs of your campaign.

GENERAL ARMAMENTS

General Armaments is known for compact, inexpensive, lightweight weapons that combine ceramic barrels with standard steel frames. Their products are sound enough, with a good, robust design and long life expectancy of parts. Unfortunately, GA has had a rather checkered success rate with their products over the years, and are finding it hard to maintain their hold in the marketplace. This will soon spell the end of GA's weapons design team, unless they can work miracles or acquire funding from outside sources.

To reflect GA's decline, GMs may opt to bump prices up by 50%-100% in an effort to boost prices, or reduce them by the same amount to simulate a GA stock "blowout." ("General Armaments presents a GIANT THREE DAY SALE!")

GA47 Semi-Automatic Pistol P -1 P 2D6+3
(10mm) 12 1/3 ST 50m 250eb

A small, inexpensive pistol from General Armaments, ideal for those who need a concealable weapon with the stopping power of a 10mm round. The ceramic barrel has a lifetime guarantee, the lightweight frame makes the GA47 easy to carry, and the low recoil makes it very easy to fire. Unfortunately, the snub barrel reduces accuracy significantly. (SLA 225)

GA50 "Finisher" Assault Rifle RIF +1 L C 2D6+3
(10mm) 30 1/3/30 ST 400m 500eb

This small bullpup-configured rifle has the accuracy of an assault rifle combined with the concealability, caliber, and small size of a SMG. Solid carbon-fiber construction makes for great weight savings and allows for a good deal of rough handling without loss of performance. (SLA 225)

FEN WEAPONS

FEN weapons are famous for their reliability and high comfort factor, with full ceramic frames, compact magazines, and zero maintenance guarantees.

"When you buy a FEN product, you're buying a lifetime of trouble free, cheap service crafted by the finest technicians. Whatever you buy, an auto pistol or an assault cannon, better buy FEN." -- FEN Catalogue ad copy

FEN-603 Auto-Pistol P 0 J C 2D6+3

(10mm) 20 1/3/20 VR 50m 300eb

The FEN-603 is a medium autopistol that feels like a light pistol due to its full ceramic frame and barrel (which comes ready to accept a silencer, flash suppressor, and sights).

Features of note include a compact box magazine, a rubberized, cushioned "easy" grip, and a zero maintenance or full refund guarantee. (SLA 225)

FEN-091 "Farjacket" 14mm Pump Pistol P -2 J P 6D6

(14mm) 5 1 VR 25m 1500eb

The need for a compact pistol with the knockout punch of 14mm rounds has been the concern of FEN's design team for some time now. The Farjacket is devastatingly more damaging than the Berenyi Blitzler, and the 14mm shell guarantees large amounts of tissue damage no matter what type of round is used. Full ceramic case and frame make the Farjacket's weight enough to negate the more uncomfortable aspects of its large load. The Farjacket comes ready to accept a laser sight. (Karma 32)

FEN-204 "Gunhead" SMG SMG +1 L C 2D6+3

(10mm) 40 1/5/40 VR 200m 450eb

A squat, ugly ceramic submachinegun with the features common to the FEN line of weapons--"easy" grip, zero maintenance guarantee, compact box magazine. Comes with an integral flash suppressor or silencer, and can easily be fitted with a laser sight. (SLA 225)

FEN-AR Assault Rifle RIF +1 N C 6D6+2

(7.62) 25 1/3/25 VR 400m 500eb

With a hard case ceramic construction and smooth full auto feed, the FEN-AR is a comfortable, rugged assault rifle. The FEN-AR is FEN's most popular product, and was originally restricted to military buyers. Military models have a VR reliability; the civilian FEN-AR has a ST rating and no maintenance guarantee, but can fit a silencer and flash suppressor. (SLA 226)

FEN-706 "Power Reaper" 2.1 HVY +2 N R 4D6+4 (12mm long) 100 5/50 VR 450m 1000eb

This is a squad support machine gun, similar in concept to the Constitution Arms Cyclone Squad Support Weapon (*Protect & Serve*) and the Dover GA-1112 Autogun (*SOF2*). It has enjoyed fantastic success for some years now, serving military clients without a flaw. It has a full ceramic barrel and is equipped with a waldo harness/gyro mount for ease of firing and storage; when not in use, it swings around and

locks into an upright position on the user's back. Standard is a 100 round belt-fed ammunition bin (supplied unloaded), and the weapon can also accept 50-round clips. (SLA 226)

FEN-808 "Power Reaper" 2.4 (Long Bore)

HVY +2 N R 4D6+4 (12mm long) 100 5/50 VR 800m 4000eb

Just in! Limited stock of special issue Long Bore Power Reapers! Previously unavailable except to military clients, the FEN-808 is identical to the FEN-706, but is a bit more accurate (and expensive!). When carrying the FEN-808 in the folded position, reduce the user's REF by -2 for the purposes of running, jumping, and anything else covered by Athletics, Melee, Martial Arts, and so forth. (Karma 32).

FEN-400 "Sure Kill" Sniper Cannon

RIF +3 N R 7D10+3 (17mm BMG) 5 1 VR 3000m 2000eb

The Sure Kill is perhaps the most powerful sniper rifle ever made. The over-long ceramic barrel allows for extremely high muzzle velocities; the weapon itself comes with laser sight, folding bipod (+1 WA at Long/Extended Range), 3000m scope and 20% recoil baffling (reduce BOD min by 20%). The Sure Kill also has a five round box magazine. The manufacturers apologize for the unavailability of larger box magazines. (SLA 226)

FEN 30-30 "True Shot" Sniper Rifle RIF +3 N P 6D6+2 (7.62mm) 1 1 VR 900m 1100eb

The 30-30 has a full ceramic casing and barrel and comes with laser sight, flash suppressor, 1000m scope and detachable bipod (+1 WA at Long/Extended Range). It is bolt action and holds a single round; there is very little recoil, and the ceramic barrel is detachable and comes with a full zero maintenance guarantee. (SLA 226)

FEN "Tri" Sniper Platform RIF +4 N R 6D10 (12.7mm BMG) 1 1 VR 1200m 1450eb

An innovative design from FEN, the Tri Sniper Platform comes with a powerful 2000m scope with integral IR and UV nightsight linked to a high resolution monitor targeting screen (detachable) and IR/UV laser sight with a 2000m range. Fully suppressed and silenced, the Tri is bolt action, single-shot, with a full ceramic frame and barrel. The Tri is mounted on a sturdy tripod; fine aiming is done by the computer--no hands are required, and would in fact interfere with the shot. Alternately, aiming can be accomplished (at -1 WA) with a small remote control and the monitor targeting screen. The remote is good up to 5m. The Tri cannot be removed from the tripod without dropping WA to -3! Operating the Tri manually is difficult: removing the monitor drops WA by -2. A "stripped" Tri (no scope, no monitor) operates at a WA of 0. The Tri is modular and fits in a compact carry case. (SLA 226)

FEN-93 GAG RIF +2 N P 6D6+2

(7.62mm) 30 3/30 VR 400m 800eb

Though the GAG has all the markings of an assault rifle, it has been constructed to conform to most of the specifications of the 30-30. Carrying a 7.62mm round, it is mostly identical to the 30-30, but has the capacity for automatic fire and a larger magazine capacity. (Karma 31)

KLIP KILLER

Klip Killer manufactures hold-out weapons, similar to the (in)famous Polymer One-Shot Cannon (*Chromebook 2*). Since Klip Killer weapons are actually *designed*, not slapped together like the One-Shot, they are fairly reliable.

K.K. 20 "Panther" P 0 J E 4D6+1

(12mm) 20 2 ST 25m 200eb

For those of you who don't want the hassle of carrying a back-up pistol, the KK20 is ideal. The KK20 clips easily onto your arm, and the use of light carbon-fiber in its construction makes it extremely light, though a bit bulky. (-1 REF to actions performed with that arm). The trigger is slung under the wrist so that when your primary weapon is dropped, the trigger grip can be easily flipped into the hand, ready to fire a 12mm round. The KK requires a special modular 20 round wrap-around feed, available from KK(50eb), and can fit a laser sight, silencer or flash suppressor (-2 REF to actions performed with that arm, and raises concealability to L). (SLA 227)

K.K. 30 "Ripper" P 0 L E 4D6+1

(12mm) 20 1/5 ST 25m 400eb

The Ripper is essentially a high-powered, automatic version of the Panther. It shares the wrist trigger system and ammunition clips of the Panther. Due to its larger size, and slightly different construction, the Ripper is unable to fit a silencer or flash suppressor. It can fit a laser sight. Wearing a Ripper will reduce REF by -2 on all actions with that arm. (SLA 227)

BERENYI LIGHT ARMS

Berenyi Light Arms has had an unblemished track record since it first unveiled the Blitzer. Their standard of workmanship is unparalleled; Berenyi designs have an air of artistry, a look which makes these expensive handguns more of a status symbol than a weapon.

Berenyi 046M "Blitzer" Revolver P +1 J P 4D6+1

(12mm) 6 2 VR 50m 1800eb

These unusual ceramic revolvers from Berenyi Light Arms are molded from high quality silicate and carbon-fiber composites. While most are custom-made for each buyer (individually molded grips and designs and so forth), with a little chemical preparation they are not too hard to genericize (acid-treating the grips, eating off the serial numbers, etc) and many black market versions exist. If not bought factory-direct, the cost is halved, the reliability drops to UR, and the WA drops to a minimum of -1. Blitzer orders take two weeks to fill and Berenyi provides a maintenance kit/carry case for an additional 50eb. (SLA 227)

Berenyi 446M 12mm Derringer P -2 P P 4D6+1

(12mm) 2 2 VR 25m 400ebThe Derringer is one of the smallest heavy handguns in production. It follows the strict production guidelines that BLA previously set on the 046 Blitzer, so quality is assured. The Derringer is a breech loaded, twin barrelled pistol that chambers two 12mm rounds. It has been designed with reinforced chambers and a single or double hammer pull to allow the firing of one or

both of the rounds with a single trigger action. This is BLA's first entry into the mass-production firearms market. (Karma 30).

Berenyi 710M "Snubber" P 0 P P 2D6+1

(9mm) 14 1/2 VR 50m 150eb

The BLA Snubber is a petite autopistol; it is easy to maintain, easy to fire, lighter and cheaper than the FEN-603 (which it was designed to compete with). (Karma 31)

Berenyi 646M "Buzzsaw" SMG nbsp; SMG +1 N C 2D6+1

(9mm) 180 40 VR 100m 800eb

With the introduction of more and more semi and fully automatic weapons into an already flooded market, Berenyi has created the 646 Buzzsaw in an effort to step ahead of the pack. Note that though the weapon resembles a tiny minigun, it is in fact an SMG with an integral drum magazine and will accept no other type without a bit of tinkering (Average Weaponsmith roll, changes concealability to L). (Karma 30)

KRAMER PRODUCTION SYNDICATE

KPS "Mangler" Auto-Shotgun SHG -1 N P 4D6 (10

gauge) 40 15 ST 50m 900eb

This is a high-power, closed bolt, gas-operated, belt-fed automatic shotgun from the Kramer Production Syndicate. It has a full ceramic frame composition and can fire up to 300 rounds per minute (sustained fire).

SLA INDUSTRIES

Rules the world and manufactures high-quality weapons, too. What fun!

SLA Industries 10-10 "Bully Boy" SHG 0 N P 4D6 (10

gauge) 20 5 VR 50m 600eb

The 10-10 Bully Boy is a snub-nose, gas-operated, bullpup configured, close assault autoshotgun. For an autoshotgun, it has a relatively low rate of fire, but its reliability is unmatched. It can use 10 gauge or solid slug ammunition in a 10 round box magazine, and comes with a lifetime guarantee on the full weapon system.

CONSOLIDATED ARMS

Consolidated Arms makes lightweight, light caliber, mass-production alloy firearms for the home and personal defense market. A gun for everyone from Granny to little Mary Sue. Rugged, cheap, easy to clean, not terribly accurate, and ubiquitous. All are 5mm.

Consolidated Arms Cold Cast Pistol P -1 P C 1D6

(5mm) 8 2 VR 50m 50eb

Consolidated Arms "Eagle" SMG SMG -2 J C 1D6

(5mm) 30 1/30 VR 150m 100eb

DYNAMIC PRECISION BLADES

Dynamic Precision Blades manufactures a variety of modern powered melee weapons.

Dynamic Chain Axe MEL -2 N P 4D6 n/a n/a ST 2m 200eb
No frills. The Chain Axe is a brutal weapon that will rip flesh, bone, and armor with gruesome ease. Easy maintenance, 5000 hour power pack, light ceramic frame and steel cutting teeth. Picture a cross between a chainsaw and a pole arm, and you have some idea of what kind of weapon this is.

Dynamic

VibroSabre MEL 0 N P 4D6 n/a n/a ST 1m 400eb
While not a monoweapon, the VibroSabre has a blade constructed from a durable silicon and carbon fiber compound, and is well equipped to match the high standards demanded by those accustomed to monoknives. Quality, hand-crafted hilt and scabbard. Estimated power pack life is 5000 hours.

Dynamic Gash

Fist MEL 0 P P 3D6/2D6/2D6 n/a n/a ST 1m 800eb
This powered gauntlet resembles the SPM-1 Battleglove in concept, but differs slightly in execution. It does 3D6 crushing damage, 2D6 punch damage, and 2D6 AP damage from the pair of retractable blades on the wrist and back of the hand. It has no room for cyberarm options.

IAN THOMAS BRADLEY

Ian Thomas Bradley is famous for non-powered, high-quality ceramic and monoblade "reproductions" of ancient melee weapons.

ITB Flick Scythe MEL +1 N P 4D6 n/a n/a ST 2m 500eb
An extremely powerful pole arm with a tough silica-ceramic blade, the Flick Scythe is excellent for keeping your opponents out of arm's reach while ripping them apart. The blade and haft fold down to a compact 12" carrying rod (takes 2 rounds to fully open for combat).

OLD WEST GUN STATS, v2.0

by Gary Astleford

[Mockery's Note: As explained in the *Star Wars Weapon and Armor Conversions*, we like the *Cyberpunk* game mechanics so much that Ocelot worked up these historical gun stats for use with the R. Talsorian system. The main source for these guns is the *Phoenix Command Wild West Weapon Data Supplement*, put out by *Leading Edge Games*. Please don't limit your use of these guns to a strict historical campaign, because they work great as antique curiosities in the CP2020 system! Imagine a poser gang composed of *famous Wild West outlaws*, each packing an *authentic* pistol ...]

Weapon stats are in this order:

TYPE W.A. CON AVL DAMAGE SHOTS ROF REL RNG

Statistic Definitions are at the bottom of the page. Sorry, cost is not listed. If you're running a historical game, you should be able to find out the average cost of a period weapon with a minimal amount of research. If you're incorporating these guns into a *Cyberpunk* game, cost will vary hugely, depending on authenticity, condition, and source of the weapons.

PISTOLS

Colt Army Dragoon, First Model
(.44 Cap & Ball) P -1 J C 2D6+2 6 1 ST 35m.

Colt Buntline Special
(.45 Long Colt) P +0 L C 2D6+2 6 1 VR 60m.

Colt Frontier Model
(44/40 Winchester) P +0 J C 3D6+1 6 1 VR 40m.

Colt Model 1851 Navy
(.36 Cap & Ball) P +0 J C 2D6 6 1 ST 30m.

Colt Model 1860 Army
(.44 Cap & Ball) P +0 J C 2D6+2 6 1 ST 35m.

Colt Peacemaker

(.45 Long Colt) P +0 J C 2D6+2 6 1 VR 35m.

Colt Pocket Police
(.36 Cap & Ball) P +0 J C 2D6 6 1 ST 30m.

Colt Shopkeeper
(38/40 Winchester) P -1 J C 2D6 6 1 ST 30m.

Colt Walker
(.44 Cap & Ball) P +0 J C 4D6 6 1 ST 45m.

Derringer
(.50 Cap & Ball) P -1 P C 2D6 1 1 ST 5m.

Elliot Pocket Repeater
(.22 Rim Fire) P -2 P C 1D6 5 2 ST 5m.

Elliot Single
(.41 Rim Fire) P -2 P C 1D6+2 1 1 ST 5m.

Griswold and Gunnison
(.44 Cap & Ball) P -1 J R 2D6+2 6 1 ST 35m.

Le Mat
(.42 Cap & Ball) P +0 J P 2D6+1 9 1 ST 35m.

Le Mat
(.60 Cap & Ball) P -1 J P 5D6 1 1 UR 25m.

Remington Double Derringer
(.41 Rim Fire) P -2 P C 1D6+2 2 2 ST 5m.

Remington New Model Army
(.44 Cap & Ball) P +0 J C 2D6+2 6 1 ST 35m.

Smith & Wesson Model #2
(.32 S&W Long) P +0 J P 1D6+1 6 1 ST 25m.

Spiller and Burr
(.36 Cap & Ball) P +0 J C 2D6 6 1 ST 30m.

Starr 44
(.44 Cap & Ball) P +0 J C 2D6+2 6 2 ST 35m.

RIFLES

Brown Bess
(.75 Smoothbore Flintlock Musket)
RIF -1 N C 5D6+2 1 1 UR 35m.

Charleville Musket
(.69 Smoothbore Flintlock Musket) RIF +0 N C 5D6 1 1 ST 50m.

Colt Revolving Rifle
(.56 Cap & Ball)
RIF +1 N C 4D6+1 5 1 ST 75m.

Gatling Gun
(Varies, .58 to .45)
RIF +0 N P varies 400 20 ST 75m.

Hall Flintlock
(.75 Smoothbore Flintlock Musket) RIF +0 N C 5D6+2 1 1 ST 50m.

Harper's Ferry Model 1855 Rifle
(.58 Rifled Cap & Ball Musket) RIF +1 N C 4D6+2 1 1 ST 75m.

Hawken Plains Rifle
(.50 Rifled Cap & Ball Musket) RIF +2 N C 4D6 1 1 ST 75m.

Henry Repeater
(.44 Rim Fire)
RIF +1 N C 4D6 15 1 ST 75m.

Jaeger Rifle
(.75 Rifled Flintlock Musket) RIF +2 N C 5D6+2 1 1 ST 75m.

Kennedy Repeater
(45-60 Winchester)
RIF +1 N C 5D6+2 12 1 ST 100m.

Kentucky Rifle
(.45 Cap & Ball Musket)
RIF +2 N C 3D6+2 1 1 ST 50m.

Remington Geiger
(45-70 Government)
RIF +0 N C 5D6+2 1 1 VR 75m.

Remington Model 1872
(45-70 Government)
RIF +1 N C 5D6+2 1 1 ST 75m.

Sharps Carbine
(.52 Cap & Ball Rifle)
RIF +1 N C 4D6 1 1 ST 75m.

Sharps Rifle
(.52 Cap & Ball Rifle)
RIF +2 N C 4D6+1 1 1 ST 100m.

Spencer Carbine
(.52 Rim Fire)
RIF +1 N C 4D6+1 7 1 ST 75m.

Springfield Model 1863
(.58 Rifled Cap & Ball Musket)
RIF +1 N C 4D6+2 1 1 ST 75m.

Springfield Model 1873
(45-70 Government)
RIF +1 N C 5D6+2 1 1 VR 75m.

Springfield Model 1873
(45-90 Government)
RIF +0 N C 5D6+2 1 1 ST 75m.

Wesson Target Rifle
(.52 Rifled Cap & Ball Musket) RIF +3 N C 4D6 1 1 ST 150m.

Winchester Model 1866
(.44 Rim Fire)
RIF +1 N C 4D6 17 1 VR 75m.

Winchester Model 1876
(45-60 Winchester)
RIF +1 N C 5D6+2 12 1 ST 100m.

SHOTGUNS

Double-Barrel Shotgun (.75 Percussion Muzzle Loader) SHG -
1 N C 3D6+2 2 2 ST 50m.

Remington - Rider #3 (12 Gauge) SHG +1 N C 4D6 1 1 VR 50m.

Remington Model 1882 (12 Gauge) SHG +1 N C 4D6 2 2 VR 50m.

Remington Model 89 (10 Gauge) SHG +1 N C 6D6 2 2 ST 50m.

Statistic Definitions :

TYPE	P = Pistol; SMG = Submachine Gun; SHG = Shotgun; RIF = Rifles; HVY = Heavy Weapons; BOW = Bow Weapons; MEL = Melee.
WA	Bonus added to or subtracted from a to-hit roll.
CON	Concealability; P = Pocket, Pants Leg, Sleeve; J = Jacket, Coat, Shoulder Rig; L = Long Coat; N = Cannot be Concealed or Hidden (Listing after a "/" indicates a collapsed stock).
AVL	Availability; E = Excellent (1-9 chance); C = Common (1-6 chance); P = Poor (1-4 chance); R = Rare (1-2 chance).
DAMAGE	Dice of Damage Rolled.
SHOTS	Number of Shots per Standard Clip, Magazine, etc.
ROF	Number of Shots That Can be Fired Per Combat Round.
REL	Reliability; VR = Very Reliable; ST = Standard; UR = Unreliable.
RNG	Long Range for the Weapon in Meters.

Light HandGuns

Astra Style-6	PST	-1	P	E	5mm CL	6	2	UR	50m	\$25
Browning .25 "Ladymans"	PST	+0	P	E	.25ACP	5	2	ST	50m	\$75
Budget C-13 Ladymans	PST	-1	P	C	6mm CL	10	2	UR	50m	\$50
Dai Lung CyberMag 15	PST	-1	P	C	6mm CL	10	2	X	50m	\$50
Federated Arms Impact	PST	+1	J	E	.22	10	2	VR	50m	\$60
Federated Arms X-22	PST	+0	J	E	6mm CL	10	2	ST	50m	\$50
Federated Arms X-22CL	PST	+0	J	E	.22	10	2	ST	50m	\$25
Glock Model 70	PST	+2	J	P	6mm CL	26	2	VR	50m	\$550
Glock Ultra-Compact Model 95	PST	+1	P	P	6mm CL	9	2	VR	50m	\$600
Hunter 38 Lite	PST	-1	P	C	6mm CL	8	2	UR	50m	\$50
Mexican Metals XS4	PST	+0	P	C	7mm CL	17	2	UR	50m	\$80
Mustang Arms "Whisper" (silenced)	PST	+3	J	R	.22	8	1	VR	50m	\$520
Plastic Power Challenger	PST	+0	P	E	6mm CL	8	1	UR	50m	\$25
Plastic Power Independence	PST	+0	P	E	7mm CL	6	1	UR	50m	\$25
Plastic Power Tsunami	PST	+0	J	C	7mmCL	12	2	UR	50m	\$50
Stein & Wasserman Challenger Short	PST	+0	P	P	6mm CL	8	1	VR	50m	\$300
Stein & Wasserman Challenger Long	PST	+1	J	P	6mm CL	8	1	VR	50m	\$300
StreetLine Special	PST	-2	P	P	6mm	6	1	ST	15m	\$100
Towa Manufacturing Type 12 Police Revolver	PST	+3	J	P	6mm	6	2	VR	50m	\$450
Walther Palm Pistol	PST	-2	P	P	.25ACP	2	2	VR	20m	\$200
XenoTech Pepper Shaker	PST	-4	J	P	5mmCL	7	1(7)	ST	25m	\$125
Zulu Alpha	PST	+0	P	E	6mm CL	10	2	X	50m	\$36

Medium HandGuns

AMT Automag IV	PST	+1	J	R	10mm	10	2	ST	50m	\$500
Arasaka AG-15	PST	+1	J	P	9mm Bolt	10	1	VR	50m	\$440
Arasaka WSA Automatic	PST	+0	J	C	10mm	15	2	VR	50m	\$475
Ares Light Fire 70	PST	-1	P	P	9mm CL	16	2	ST	50m	\$350
BudgetArms C-41	PST	+1	J	E	.41CL (as 9mm)	10	3	VR	50m	\$600
Beretta M97P (w/ laser sight)	PST	+2	J	P	9mm CL	18	2	VR	50m	\$480
Beretta 101T	PST	+1	P	P	9mm CL	10/12	2	VR	50m	\$350
Beretta 101TL (w/laser sight)	PST	+2	P	P	9mm CL	10/12	2	VR	50m	\$500
Beretta 110T (w/laser sight)	PST	+2	J	P	9mm CL	16/19	2	VR	50m	\$550
Browning GP35	PST	+1	J	E	9mm	13	2	VR	50m	\$250
Ceska vz/120	PST	+1	J	P	9mm CL	18	2	VR	50m	\$350
Colt Alpha-Omega Competition Pistol	PST	+2	J	C	10mm CL	10	2	VR	50m	\$500
Colt American L36	PST	+1	J	P	10mm CL	9/11	2	VR	50m	\$350
Colt 10mm Compact "New Standard"	PST	+0	P	E	10mm	10	1	VR	50m	\$250
Colt M1911A1	PST	+1	J	E	.45 ACP	7	2	VR	50m	\$300
Colt M1911A1 Modified	PST	+1	J	E	.45 ACP	13	2	VR	50m	\$450
Colt Enforcement 10	PST	+1	J	C	10mm CL	14	2	VR	50m	\$550
Colt OHWS	PST	+2	J	R	.45ACP	10	2	VR	50m	\$500
Colt Python	PST	+1	J	E	.357	6	1	ST	50m	\$300
C.O.P. Derringer	PST	+0	P	C	.357	4	2	VR	25m	\$150
Cz-75	PST	+2	J	R	9mm	15	2	ST	50m	\$375
Dai Lung StreetMaster	PST	+0	J	E	10mm CL	12	2	UR	50m	\$200
Dai Lung Magnum	PST	+1	J	E	.357 CL	10	2	X	50m	\$150
Federated Arms X-38	PST	+1	J	E	.38 CL	10	2	ST	50m	\$70
Federated Arms X-9	PST	+0	J	E	9mm CL	12	2	ST	50m	\$300
Fashion Gun 9	PST	+0	P	E	9mm	7	2	XX	50m	\$35
Goncz-Taurus 9mm	PST	+0	J	E	9mm CL	15	2	ST	50m	\$200
Gover 10mm	PST	+2	J	C	10mm	12	1	VR	50m	\$390
Glock Model 17	PST	+2	J	C	9mm	17/19	2	VR	50m	\$400
Glock Model 19	PST	+2	J	C	9mm	15	2	VR	50m	\$400

Medium HandGuns

Glock Model 20	PST	+1	J	P	10mm	15	2	VR	50m	\$500
Glock Model 21	PST	+1	J	C	.45ACP	13	2	VR	50m	\$500
Glock Model 22	PST	+1	J	C	.40S&W	15	2	VR	50m	\$450
Glock Model 23	PST	+1	J	C	.40S&W	13	2	VR	50m	\$450
Glock Model 24	PST	+2	J	C	.40S&W	15	2	VR	50m	\$500
Glock Model 25	PST	+2	J	R	.380ACP	15	2	VR	50m	\$500
Glock Model 26	PST	+1	P	P	9mm	10	2	VR	50m	\$500
Glock Model 27	PST	+1	P	P	.40S&W	9	2	VR	50m	\$500
Glock Model 28	PST	+1	P	R	.380ACP	10	2	VR	50m	\$500
Glock Model 29	PST	+1	P	P	10mm	10	2	VR	50m	\$500
Glock Model 30	PST	+1	P	P	.45ACP	9	2	VR	50m	\$500
Glock Model 31	PST	+2	J	P	.357 sig	15	2	VR	50m	\$500
Glock Model 32	PST	+2	J	P	.357 sig	13	2	VR	50m	\$500
Glock Model 33	PST	+1	P	P	.357 sig	9	2	VR	50m	\$500
Glock Model 34	PST	+2	J	P	9mm	19	2	VR	50m	\$500
Glock Model 35	PST	+2	J	P	.40S&W	15	2	VR	50m	\$500
Glock Compact Model 76	PST	+1	P	P	9mmCL	14	2	VR	50m	\$500
Glock Compact Model 77	PST	+1	P	P	.40 CL	13	2	VR	50m	\$550
Glock Compact Model 79	PST	+1	P	P	10mmCL	13	2	VR	50m	\$525
Glock Compact Model 80	PST	+1	P	P	.45 CL	12	2	VR	50m	\$600
Glock Ultra-Compact Model 96	PST	+0	P	R	9mm CL	7	2	VR	50m	\$700
Glock Ultra-Compact Model 97	PST	-1	P	R	11mm CL	5	2	VR	50m	\$700
Glock Ultra-Compact Model 98 (Pocket 10)	PST	-1	P	P	10mmCL	6	2	VR	40m	\$600
Hammer M-11 Bolt Pistol	PST	+2	J	P	9mm Bolt	10	2	ST	30m	\$320
Heckler & Koch P7M13	PST	+2	J	P	9mm	14	2	VR	50m	\$400
Heckler & Koch P7M10	PST	+1	J	P	10mm	12	2	VR	50m	\$450
Heckler & Koch OHWS	PST	+2	J	R	.45 ACP	12	2	ST	50m	\$500
Heckler & Koch USP 10	PST	+0	J	P	10mm CL	10	2	VR	50m	\$650
Hunter CAT	PST	+0	P	P	.400 Cor-Bon	6	2	VR	50m	\$350
Hunter GAL	PST	+1	J	P	.400 Cor-Bon	15	3	VR	50m	\$750
Heckler & Koch SP89	PST	+2	L	R	9mm	20	2	VR	50m	\$650
IMI Gamad (w/ laser sight)	PST	+1	P	E	10mm	7	2	VR	50m	\$575
Kang Tao Type 97	PST	+1	J	E	9mm CL	10	2	UR	50m	\$35
Le Roi Maxi 10	PST	-1	J	E	10mm	10	2	UR	50m	\$150
M11-2873 (silenced)	PST	-1	J	P	10mm CL	12	2	UR	50m	\$300
Matel Intimidator II	PST	+0	J	E	9mm CL	14	2	UR	50m	\$80
Mamba 9mm	PST	+1	J	C	9mm	15	1	ST	50m	\$200
Manex TR 88 Heavy Pistol	PST	+1	L	P	10mm CL	24	2	ST	60m	\$400
Mateba Model 207	PST	+3	J	P	9mm	6	1	VR	50m	\$400
Micro-Uzi	PST	+0	J	P	9mm/.45ACP	30	3	UR	50m	\$350
Militech Avenger	PST	+0	J	E	9mm CL	10	2	VR	50m	\$250
Mustang Arms OSHI592 (w/ laser sight)	PST	+1	P	P	9mm CL	10	1	ST	50m	\$435
Nomad .357 Automatic	PST	+0	J	C	.357	8	2	VR	50m	\$300
Nomad .357 Revolver	PST	+0	J	C	.357	6	2	VR	50m	\$250
Nova .338 Citygun	PST	+1	J	P	.338	7	3	VR	50m	\$600
Para-Ordinance P12-45	PST	+0	P	P	.45 ACP	12	2	ST	50m	\$350
Plastic Power Freedom	PST	+0	P	C	9mm CL	10	1	UR	50m	\$45
Sebuero SNAB 5.7mm	PST	+2	L	R	5.7mm	20	1	VR	70m	\$640
Seco LD-120 (w/ laser sight)	PST	+2	J	P	9mm CL	12	2	VR	50m	\$500
Sig-Sauer P-210-2	PST	+2	J	P	9mm	8	2	VR	50m	\$300
Smith & Wesson Combat Magnum	PST	+1	J	C	.357	6	2	VR	50m	\$400
Smith & Wesson 4026 Automatic	PST	+1	J	P	.40S&W	12	2	ST	50m	\$450
Smith & Wesson Sigma 2 (w/ laser sight)	PST	+2	J	P	9mm	15	3	VR	50m	\$800
Smith & Wesson Sigma 2 (w/ laser sight)	PST	+2	J	P	10mm	12	3	VR	50m	\$850
Sci Fi Starrior 4	PST	+0	J	E	9mm CL	12	2	UR	50m	\$50
Sci Fi Starrior 7	PST	+1	J	E	9mm CL	20	2	UR	50m	\$65
Stein & Wasserman Tri-Star Revolver	PST	+0	J	C	.410 ga	6	2	ST	30m	\$275
Sternmeyer P-41 AutoLoader	PST	+0	J	C	10mm CL	12	2	VR	50m	\$425

Medium HandGuns

Steyr SPP 2015	PST	+1	J	P	10mm	10	2	VR	50m	\$750
Stolbovoy ST-2 Pistol	PST	+0	J	R	10mm	14	2	SR	50m	\$450
Sturm Ruger VZ-98	PST	+1	P	E	10mm CL	10	1	VR	50m	\$190
Surprising Stranger	PST	+0	P	E	10mm CL	4	2	ST	25m	\$15
Sword 9mm	PST	+1	J	C	9mm	13	2	VR	50m	\$400
Sword "Rapier"	PST	+1	J	P	9mm	13	3	VR	50m	\$575
Sword "Dagger"	PST	+0	J	P	9mm	9	2	ST	50m	\$250
Texas Arms Model-351 Gyrojet Pistol	PST	+2	J	P	9mm Gyro	8	2	UR	50m	\$420
Towa Manufacturing Type 13 Police Pistol	PST	+2	J	P	10mm	12	2	VR	50m	\$500
Vanguard 10mm Snub Pistol	PST	+0	J	R	10mm Red	24	2	ST	50m	\$600
Veska Nova 9-X	PST	+0	J	P	10mm ETE	8	2	UR	75m	\$195
Vigilant ETE StrikeGun	PST	+1	J	R	9mm ETE	21	2	ST	62m	\$965
XenoTech Triple Nine	PST	-1	P	C	9mm	3	1(3)	ST	40m	\$225
Zastaba Cz-M100	PST	+2	J	P	9mm	15	2	VR	50m	\$650
Zulu Beta	PST	+0	P	E	9mm CL	8	2	X	50m	\$55
Zulu Epsilon	PST	+0	P	E	10mm CL	5	2	X	50m	\$76
Generic WonderNine!	PST	+1	J	E	9mm CL	d6+14	2	VR	50m	\$240+d6x10

Heavy HandGuns

Ameritech .454 Revolver	PST	+1	J	R	.454	5	2	VR	60m	\$900
Arasaka LEH-451	PST	+2	J	C	.44 MAP	6	1	VR	50m	\$745
.454 Disposable	PST	-2	P	P	.454	2	2	VR	40m	\$90
Ares Predator .41 Magnum	PST	-1	J	C	.41	10	2	ST	50m	\$600
Ares Predator II	PST	+0	J	P	12mm CL	15	1	VR	50m	\$550
Armalite 44	PST	+0	J	E	.44	8	1	ST	50m	\$450
AMT Automag	PST	+1	J	R	.44	8	2	UR	50m	\$800
Baaron Omni AutoPistol	PST	-1	J	R	.454	7	2	UR	50m	\$850
Baretta "Combat" 12mm	PST	+0	J	P	12mm CL	9	2	ST	50m	\$650
Boomer Buster .577	PST	+1	N	P	.577	4	1	VR	70m	\$750
Browning Ultra-Power (w/ laser sight)	PST	+1	J	P	11mm CL	10/12	3	ST	50m	\$775
BudgetArms Auto-3	PST	-1	J	E	11mm CL	8	2	UR	50m	\$350
CasTech 450 (smartlinked)	PST	+2	J	P	11mm CL	15	1	VR	50m	\$870
CasTech 450C (smartlinked, compensation)	PST	+2	J	P	11mm CL	15	2	VR	50m	\$1,000
CasTech 450 Short (smartlinked)	PST	+1	P	P	11mm CL	15	1	VR	35m	\$800
CasTech 450 Long Slide (smartlinked, compensation)	PST	+3	L	P	11mm CL	15	2	VR	50m	\$1,050
CasTech Colt Navy	PST	+1	J	P	12mm CL	6	2	VR	50m	\$550
Casull .454 Classic	PST	+2	J	P	.454	5	1	VR	50m	\$682
Colt AMT 1150 Officer's	PST	+0	J	C	11mm CL	11	1	ST	50m	\$450
Colt AMT 1150 Long Slide	PST	+0	J	C	11mm CL	11	2	ST	50m	\$500
Colt Model 9866 "Cannon" (laser sight, ETE)	PST	+2	L	R	.525ETE	5	1	VR	50m	\$1,750
Colt Detective II	PST	-1	P	C	.357	5	2	ST	50m	\$325
Colt Clydesdale	PST	+1	J	C	12mm	14	2	VR	50m	\$630
Colt ManHunter (w/ laser sight)	PST	+2	J	P	11mm CL	16	2	VR	50m	\$600
Colt Serpent	PST	+0	J	C	.44	6	2	ST	50m	\$550
Colt Venom	PST	+0	J	C	.38	6	2	VR	50m	\$450
Colt AMT 2000	PST	+0	J	C	.12mm	8	1	VR	50m	\$500
Constitution Arms Multiple Ammunition Pistol	PST	+0	J	P	.44	5	1	VR	50m	\$525
Constitution Arms Bulldog Magnum	PST	-2	P	C	.44	5	1	VR	50m	\$550
C.O.P. Derringer .44	PST	-1	P	C	.44	4	1	ST	50m	\$175
Dai Lung Magnum	PST	+1	J	E	.357	10	2	UR	50m	\$60
Desert Eagle .357 Magnum	PST	+1	J	P	.357 Magnum	9	2	ST	50m	\$600
Desert Eagle .41 Magnum	PST	+1	J	P	.41 Magnum	8	2	ST	50m	\$650
Desert Eagle .44 Magnum	PST	+1	J	P	.44	8	2	ST	50m	\$700
Desert Eagle .50 AE	PST	+1	J	P	.50AE	7	2	ST	50m	\$750
Espinoza One Shot	PST	-1	J	E	.50Short (11mm)	1	1	UR	50m	\$75
Federated Arms 454 DA "Super Chief"	PST	+0	J	P	.454	5	1	VR	50m	\$375

Heavy HandGuns

Glock Model 81	PST	+1	J	P	12mm CL	12	2	VR	50m	\$800
Glock Model 82	PST	-1	J	P	12mm CL	12	2	VR	50m	\$800
Glock Model 83	PST	+0	J	P	12mm CL	8	2	VR	50m	\$750
Glock Model 90	PST	+0	J	R	.50AE	8	2	VR	50m	\$1,200
Glock Model 100 (Competition 11mm)	PST	+2	J	P	11mm CL	6	2	VR	50m	\$2,000
GRU MAX 12mm	PST	+0	J	R	12mm CL	10	2	ST	50m	\$600
Heckler & Koch USP 11	PST	+0	J	P	11mm CL	9 / 13	2	VR	50m	\$650
Heckler & Koch USP 12	PST	+0	J	P	12mm CL	8 / 12	2	VR	50m	\$650
Hunter POSY	PST	-1	P	C	11mm CL	7	½	UR	50m	\$60
Jericho 942 FS Automatic	PST	+0	J	P	.50 AE	8	2	VR	50m	\$950
Llama Commanche	PST	+0	J	C	.44	6	1	ST	50m	\$500
Militech 9110 Combat Magnum (w/ laser sight)	PST	+1	J	P	11mm CL	14	3	VR	50m	\$1,100
Militech Naja .357 Magnum	PST	+0	J	P	.357	12	2	VR	60m	\$750
Militech Naja 12mm Caseless	PST	+0	J	P	12mm CL	10	1	VR	60m	\$800
Militech Naja .50 Action Express	PST	+0	J	P	.50AE	8	1	VR	60m	\$800
Mustang Arms Mark II (see notes in MBSW)	PST	+1	J	C	11mm CL	12/20	3	VR	50m	\$425
Nomad .44 Magnum Revolver	PST	+0	J	P	.44	6	1	VR	50m	\$375
Nova Arms Plasmatic Stallone	PST	+1	J	P	.357 ET	6	2	VR	60m	\$999
Nova Arms Plasmatic Bronson	PST	+1	J	P	.41 ET	6	2	VR	70m	\$1,199
Nova Arms Plasmatic Eastwood	PST	+1	J	P	.44 ET	6	2	VR	80m	\$1,499
Nova Arms Plasmatic Arnold	PST	+1	J	R	.454 ET	6	2	VR	90m	\$1,799
Nova Model 757 CityHunter	PST	+2	J	P	11mm CL	18	2	ST	50m	\$480
P60 Punisher	PST	+1	L	P	12mm	13	2	VR	60m	\$950
Piranha	PST	+2	L	C	12mm	11	2	UR	50m	\$650
Ronko Bravado	PST	+0	J	C	11mm CL	15	1	ST	50m	\$425
Ronko Partisan	PST	-2	P	P	11mm CL	8	1	ST	50m	\$275
Ronko StreetMaster (w/ laser sight)	PST	+2	J	C	.41	6	2	UR	50m	\$450
Royal Enfield Spitfire 12mm Battle Pistol	PST	+1	J	P	.44	12	1	VR	50m	\$550
Ruger Super WarHawk	PST	-1	L	C	.525	6	1	VR	60m	\$500
Sherman .74 M-13 Bolter	PST	+1	L	P	.74	18	1	UR	50m	\$750
Sooch M2008A2 Tactical Revolver (w/ laser sight)	PST	+2	L	P	.525	6	2	VR	60m	\$1,725
Smith & Wesson Model C29 (w/ laser sight)	PST	+2	J	P	.41	8	2	VR	50m	\$950
Smith & Wesson Tactical .408	PST	+0	J	C	.408	6	2	ST	50m	\$500
Sternmeyer T-35	PST	+0	J	C	11mm CL	8	2	VR	50m	\$400
Taurus Hunter	PST	+2	J	P	.44	8	3	ST	50m	\$1,200
Tsunami Arms Raimei Ramjet Pistol (smart)	PST	+2	L	P	10mm RamJet	6	2	VR	100m	\$1100
Zulu American	PST	+0	J	C	11mm CL	9	1	X	50m	\$90
Zulu II	PST	+0	J	P	.454 ETE	1	1	X	60m	\$199

Exotic HandGuns

Arasaka Restraint Caster	PST	-2	J	R	(P&S pg 33)	4	1	ST	25m	\$350
Arasaka AG-15	PST	+1	J	P	9mm Bolt	10	1	VR	50m	\$440
Dai Lung Ultimate Gonk	PST	-2	J	P	12ga	3	½	X	20m	\$89
Dart Pistol	PST	-1	J	P	D6+1 AP	10	1	UR	30m	\$240
Federated Arms Static Pistol	PST	+0	J	P	3D6*	10	1	ST	30m	\$550
Gallant V4 Seizure Gun	PST	+0	J	P	Stun	15	1	ST	30m	\$800
Goncz-Taurus Needle Gun	PST	+2	J	P	2.3mm Needle	30	2	VR	50m	\$250
Heckler & Koch P11 Rocket Gun	PST	+0	J	R	6mm Rocket	5	1	VR	70m	\$400
Hunter Fireball XL20	PST	-2	P	P	20gauge	1	½	ST	10m	\$75
Hunter Fireball XL12	PST	-3	P	P	12gauge	1	½	ST	10m	\$90
Malorian Light Flechette Pistol	PST	+1	J	C	1.5mm Needle	25	2	ST	50m	\$195
Malorian ZipGun	PST	+2	J	P	3mm Needle	20	2	ST	50m	\$400
Malorian SliverGun	PST	+0	J	P	(Chrome pg 42)	7	2	UR	50m	\$375
Manex 202 Flechette Pistol	PST	+1	J	P	2.3mm	22	2	ST	50m	\$350
Militech Electronics Taser	PST	-1	J	C	Stun	10	1	ST	10m	\$60
Mitsubishi Taser	PST	+0	J	P	Stun -1	12	1	ST	5m	\$100
Nelspot Wombat Airpistol	PST	-1	J	C	Paint + 7oz	20	2	UR	40m	\$200

Exotic HandGuns

Persuit Security Stundart Pistol	PST	-1	J	C	Stun -1	2	2	VR	50m	\$190
SGL Doppleganger Paintball Pistol	PST	-1	J	C	Paint + 7oz	20	2	UR	40m	\$150
SGL Wraith Paintball Pistol	PST	+0	J	C	Paint + 14oz	20	2	ST	50m	\$325
Techtronica Microwaver 15	PST	+0	J	P	D6 Microwave	10	2	VR	20m	\$400
Techtronica Microwaver 20	PST	0	J	P	D6 Microwave	15	2	VR	25m	\$500
Techtronica Model 009 Volt Pistol	PST	+1	J	R	3D6 electricity	6	1	ST	25m	\$950

Machine Pistols

Baaron Cobra-6	SMG	+2	J	P	9mm CL	20	10	ST	50m	\$600
Beretta 200ST	SMG	+1	J	P	9mm CL	26	2/3/10	VR	50m	\$700
Beretta 951R	SMG	+0	J	P	9mm	10	10	ST	50m	\$450
Beretta 1010 Machine Pistol	SMG	-2	J	C	10mm CL	30	15	ST	50m	\$475
BudgetArms Laser-Niner (w/ laser sight)	SMG	+1	J/L	P	9mm CL	15/35	20	ST	50m	\$675
Calico M-110	SMG	+2	L	P	.22	50	25	ST	50m	\$300
Castech "Katana" Heavy Pistol (smartlinked)	SMG	+2	L	R	11mm CL	15	1/20	VR	50m	\$1,175
Ceska Black Scorpion	SMG	+0	J	P	9mm CL	25/35	20	ST	50m	\$750
Cobray MAC 11	SMG	-1	J	C	9mm	32	35	UR	50m	\$500
Colt Rascal	SMG	+1	J	P	10mm	12/30	1/3	VR	50m	\$380
Goncz-Taurus Selective Fire	SMG	-1	J	C	9mm CL	30	10	ST	50m	\$400
Glock Model 99 Machine Pistol	SMG	+1	J	P	11mm CL	12/25	2/30	VR	50m	\$950
Glock Model 300 10mm Machine Pistol	SMG	+2	L	C	10mm	20/30	3	VR	50m	\$705
Glock Model 302 12mm Machine Pistol	SMG	+1	J	P	12mm CL	14	2/3/10	VR	50m	\$1,200
Heckler & Koch VP-70 M	SMG	+0	J/L	R	9mm	18	2/3	VR	50m	\$500
IMI Micro-Uzi 2020 (recoil 16 full auto)	SMG	-1	J	R	12mm CL	16/32	30	VR	50m	\$800
Ingram MAC 10	SMG	-1	J	C	.45 ACP	30	5	UR	50m	\$700
Ingram MAC X	SMG	+0	J	P	10mm CL	40	20	UR	50m	\$500
Mamba Machine Pistol	SMG	+0	J	P	9mm	15	5	ST	50m	\$450
Mini Uzi	SMG	+0	J	C	9mm	30	35	ST	50m	\$600
Pistola Di Macchina Mini Automatico 12	SMG	-1	J/L	P	9mm CL	30/60	65	UR	50m	\$300
PSA Mk XIV "Aggressor"	SMG	-1	J	P	11mm CL	26	20	UR	70m	\$800
Skorpion Machine Pistol	SMG	+2	J	P	.32	20	25	VR	50m	\$300
Steyr TMP 2015	SMG	+0	J	P	11mm	10/20	2/20	ST	50m	\$800
Taurus 2020 Standard SS	SMG	+1	J	P	9mm	24	1/3/30	ST	50m	\$700
Taurus 2020 Standard SS	SMG	+0	J	P	10mm	20	1/3/20	ST	50m	\$875
Teen Dreem	SMG	+1	J	E	9mm CL	10	10	X	50m	\$36
Teen Dream 2000 (loaded with HotLoads)	SMG	+0	J	C	9mm CL Hot	15	30	X	50m	\$85
Teen Dream 6000 XL (w/ HotLoad AP)	SMG	+0	J	C	9mm CL HotAP	15	30	X	50m	\$120
Towa Manufacturing Type 14 Pistol	SMG	+2	J	P	9mm CL	16	16	VR	50m	\$520
Vanguard 10mm Snub Personal Edition	SMG	+0	J	R	10mm Red	24	30	ST	50m	\$700

Light Sub-MachineGuns

Arasaka AASW-9F	SMG	+2	N	C	9mm CL	30	15	VR	150m	\$875
Ares Crusader "Machine Pistol" (w/ gas vent)	SMG	+1	L	P	9mm CL	40	20	ST	150m	\$700
Ares FMG (folding SMG)	SMG	+0	P	R	9mm	25	20	ST	150m	\$695
Ares Folding SMG II	SMG	+0	P	R	9mm CL	30	30	ST	100m	\$600
Astra Firestorm	SMG	-1	J	P	7mm CL	55	30	ST	75m	\$400
Beretta M24 Advanced SMG	SMG	+2	L	P	9mm CL	50	25	VR	200m	\$950
Calico 9mm	SMG	+1	L	P	9mm	50	25	ST	150m	\$750
Calico M95XA	SMG	+2	L/N	P	9mm CL	75/150	30	ST	150m	\$950
Colt AR-15 Commando	SMG	+3	N	C	9mm	30	20	ST	200m	\$500
Federated Arms Tech Assault	SMG	+1	J	E	.22	30	30	UR	100m	\$160
Federated Arms Tech Assault 2	SMG	+1	J	C	6mm CL	50	25	ST	150m	\$400
Heckler & Koch MP5A1	SMG	+2	L	P	9mm	30	2/20	VR	150m	\$550
Heckler & Koch MP5A2	SMG	+3	L	C	9mm	30	2/20	VR	150m	\$550
Heckler & Koch MP5A3	SMG	+2/+3	L	C	9mm	30	2/20	VR	150m	\$600
Heckler & Koch MP5SDA2	SMG	+2	L	P	9mm	30	2/20	VR	150m	\$700
Heckler & Koch MP5SDA3	SMG	+1/+2	L	P	9mm	30	2/20	VR	150m	\$750

Light Sub-MachineGuns

Heckler & Koch MP5K	SMG	+1	J	C	9mm	30	30	VR	75m	\$550
Heckler & Koch MP5K-PDW	SMG	+1/+2	J/L	P	9mm	30	30	VR	75m	\$750
Heckler & Koch MP9	SMG	+3	L	C	9mm CL	40	20	VR	150m	\$650
Heckler & Koch MPK9	SMG	+1	J	C	9mm CL	35	25	ST	150m	\$520
Militech Mini Gat Machine Carbine	SMG	+0	L	P	5mm CL	120	40	ST	150m	\$695
Militech Ronin 9mm Commando Edition	SMG	+2	N	P	9mm CL	40	40	VR	200m	\$700
Militech Ronin Stealth Edition	SMG	+2	L	P	6mm CL	40	40	ST	200m	\$600
Militech Ronin 9mm StealthPlus Edition	SMG	+2	N	P	9mm CL	40	20	VR	200m	\$750
Militech Ronin "American Suranam"	SMG	+2	L	P	.177 Expl	60	30	ST	200m	\$650
Milspec Assassin (silenced)	SMG	+0	L	P	9mm CL	40	10	UR	100m	\$300
Milspec Assassin 2022 (heat resistant)	SMG	+0	L	P	9mm CL	40	10	UR	100m	\$400
Monikan Arms AE-1 SubGun	SMG	+1	J	P	9mm	50	20	ST	150m	\$685
Mustang Arms Mouse (silenced, folding stock)	SMG	+2	L	P	.22	25	15	VR	150m	\$800
Seburo PARA 9mm Suppressed	SMG	+1	L	R	9mm CL	30	20	ST	150m	\$580
Seburo J9 (HV)	SMG	+1	L	R	9mm CL	35	30	VR	150m	\$740
Setsuko/Arasaka Advanced SMG	SMG	+1	L	P	7mm CL	40	20	ST	150m	\$950
Uzi	SMG	+2	L	C	9mm	30	20	ST	150m	\$500
Uzi Assault 2008 Model 4	SMG	+3	L	P	9mm CL	50	30	ST	150m	\$550
Vanguard Personal Edition (Silenced)	SMG	+2	J	P	10mm Red	24	30	ST	100m	\$900

Medium Sub-MachineGuns

Arasaka WMA "Minami 10"	SMG	+0	J	E	10mm CL	40	20	VR	200m	\$700
Arasaka WMASD10 (silenced)	SMG	-1	L	E	10mm CL	40	20	VR	200m	\$900
Ares "Tommy 1928" SMG	SMG	+1	N	P	.45 ACP	100	20	ST	200m	\$700
Bauhaus MP-105	SMG	+1	L	R	10mm CL	50	30	VR	50m	\$800
Bauhaus MP-103 "Hellblazer"	SMG	+1	J	R	10mm CL	50	20	VR	50m	\$800
Beretta Model 70 (w/ laser sight & silencer)	SMG	+2	L	P	10mm CL	35	20	ST	150m	\$900
Dai Lung Ronin	SMG	+0	L	P	.45 ACP	30	20	UR	50m	\$200
Glock Model 301 Machine Carbine	SMG	+2	L/N	R	11mm CL	20/40	2/3/20	VR	150m	\$1,200
Heckler & Koch MP5/10A2	SMG	+2	L	P	10mm	30	20	VR	150m	\$700
Heckler & Koch MP5/10A3	SMG	+1/+2	L	P	10mm	30	20	VR	150m	\$750
Heckler & Koch MP5/40A2	SMG	+2	L	P	.40 S&W	30	20	VR	150m	\$700
Heckler & Koch MP5/40A3	SMG	+1/+2	L	P	.40 S&W	30	20	VR	150m	\$750
Heckler & Koch UMP-45	SMG	+1/+2	J/L	P	.45 ACP	10/30	20	VR	100m	\$450
Heckler & Koch MP-2013 (silenced)	SMG	+1	J	C	10mm CL	35	35	ST	200m	\$450
Heckler & Koch MP-5 TX (w/ laser sight)	SMG	+2	J	P	10mm CL	20/30	20	VR	100m	\$950
Heckler & Koch BMP10A3 (folding stock)	SMG	+2/+1	N/L	P	10mm CL	80	20	ST	150m	\$700
Heckler & Koch BMP10A4	SMG	+1	L	P	10mm CL	80	20	ST	150m	\$700
Heckler & Koch BMP10K	SMG	+0	J	P	10mm	65	25	ST	100m	\$700
Ingram Morningstar Model 14f	SMG	+1	L	R	10mm	45	20	UR	150m	\$600
Manex Sn77	SMG	+1	L	C	10mm	30	30	ST	150m	\$700
Manex Sn77 Short	SMG	-1	J	R	10mm	30	30	ST	75m	\$1,300
Manex XR77 (w/ laser sight)	SMG	+3	N	P	10mm CL	50	30	ST	150m	\$1,100
Manex XR77 Short (w/ laser sight)	SMG	+2	L	P	10mm CL	32	30	ST	125m	\$900
Manex XR77 Executive Protection (w/ laser sight)	SMG	+0	J	P	10mm CL	32	30	ST	75m	\$975
Manex STR 88	SMG	+1	L	P	10mm CL	24	30	ST	150m	\$500
Manex SD 88 (Silenced)	SMG	+1	L	R	10mm CL	24	30	ST	150m	\$900
Militech 10 SMG	SMG	+1	J	E	10mm	30	20	ST	200m	\$500
Militech ViperSubmachinegun	SMG	+0	J	P	10mm CL	40	30	VR	200m	\$600
Militech Ronin 10mm Commando Edition	SMG	+2	N	P	10mm CL	40	40	VR	200m	\$725
Militech Ronin 10mm StealthPlus Edition	SMG	+2	N	P	10mm CL	40	20	VR	200m	\$800
Militech Ronin .45CL StealthPlus Edition	SMG	+2	N	R	.45 CL	40	20	VR	200m	\$900
Milspec Instigator	SMG	-2	J	P	.45ACP	30	20	X	60m	\$195
Monikan Arms AE-2	SMG	+1	J	P	10mm CL	50	20	ST	200m	\$850
Mustang Arms ARS-5C	SMG	+1	J	C	10mm CL	40	40	VR	100m	\$750
Quake Technologies Machine Gun	SMG	+0/+1	J/L	P	5.7mm	40	20	ST	200m	\$950
Seburo C25a / C26a	SMG	+2	J	R	5.7mm	50	20	VR	200m	\$920

Medium Sub-MachineGuns

Sten .357	SMG	-2	L	E	.357	30	30	ST	75m	\$200
Steyr 988 Personal Weapon	SMG	+2	N	P	10mm CL	40	20	ST	200m	\$700
Stolbovoy StS Submachinegun	SMG	-1	J	R	10mm CL	35	20	SR	100m	\$700
Tambu .45AP No3 "Ronin" SMG	SMG	+0	L	P	.45AP	30	20	VR	50m	\$700

Heavy Sub-MachineGuns

CyberTronic P1000 SMG	SMG	+1	L	P	12mm CL	20	20	VR	150m	\$900
Heckler & Koch MPK-11	SMG	+0	L	P	12mm CL	30	20	ST	200m	\$900
Heckler & Koch MPK-2020 Military (w/ laser sight)	SMG	+2	L	R	12mm CL	60	30	ST	200m	\$1000
Ingram Smartgun 20T (w/ smartlink)	SMG	+3/+4	L/N	P	11mm CL	32	20	ST	100m	\$1,100
Ingram MAC 14	SMG	-2	L	P	12mm CL	20	10	ST	200m	\$750
Militech Ronin 11mm Commando Edition	SMG	+2	N	P	11mm CL	35	20	ST	200m	\$800
Militech Ronin 12mm Commando Edition	SMG	+1	N	P	12mm CL	30	20	ST	200m	\$900
Militech Ronin "TommyGun 2020" Conversion 11	SMG	+1	N	P	11mm CL	35	20/100	ST	200m	\$900
Militech Ronin "TommyGun 2020" Conversion 12	SMG	+1	N	R	12mm CL	30	20/100	ST	200m	\$1,100
Militech Scorpio (w/laser sight)	SMG	+1/+2	L/N	P	12mm CL	28	15	ST	100m	\$1,115
SCK Model 100 (w/ smartlink)	SMG	+3/+4	L/N	P	11mm CL	30	30	ST	100m	\$1,250
Sternmeyer SMG-21	SMG	-1	L	E	11mm CL	30	15	VR	200m	\$700

"Reduced" Assault Rifles

Bushmaster 5.56	SMG	-1	N	R	5.56N	30	20	ST	200m	\$1,000
Colt M-231 Firing Port Weapon	SMG	+0	N	R	5.56N	30	20	ST	200m	\$1,000
Heckler & Koch MP503A3D5	SMG	-1	L	R	5.56N	30	20	ST	200m	\$1,000
Kalishnakov AK-97 SMG / Carbine	SMG	+0	N	R	7.62S	22	20	ST	200m	\$1,000
FNP2020 Personal Weapon	SMG	+1	L	P	12mm CL	50	3	VR	200m	\$500

Exotic Sub-MachineGuns

Defiance Full-Fire	SMG	+1	L	R	SmallBeam	20	10	UR	200m	\$2,000
Goncz-Taurus 2.3mm Selective	SMG	+1	J	R	2.3mm Needle	30	30	VR	100m	\$525
Malorian Sub-Flechette Gun	SMG	+2	J	C	10mm Flech	30	35	VR	100m	\$795
Malorian Rapid Needle	SMG	+1	L	P	3mm Needle	100	30	ST	200m	\$800
Setsuko/Arasaka P/6 Shredder	SMG	+2	J	P	1.5mm Needle	60	30	VR	100m	\$350
SGL Wraith Paintball Pistol w/ Speedfire	SMG	+0	J	C	Paint + 14oz	20	3	ST	50m	\$400
SGL Bansidhe Paintball Machine Pistol	SMG	-1	J	C	Paint + 10oz	30	3/10	ST	30m	\$425
Uzi 2.3mm Needle Gun	SMG	+1	J	P	2.3mm Needle	40	20	VR	100m	\$500

Assault Rifles

Arasaka WAA Bullpup Assault Weapon	RIF	+1	N	C	5.56 CL	15/30	30	VR	400m	\$800
Canadarms 7mm Infantry Rifle	RIF	+2	N	P	7mm	35	5	VR	400m	\$750
Canadarms 7mm Squad Automatic	RIF	+1	N	P	7mm	70	35	VR	400m	\$900
CasTech Assault Rifle	RIF	+1	N	P	5.56 CL	40	25	ST	400m	\$850
CasTech Assault Carbine	RIF	+1	N	P	5.56 CL	40	25	ST	200m	\$800
CasTech Sniper Rifle	RIF	+2	N	P	5.56 CL	40	25	ST	500m	\$1,400
Colt M16	RIF	+2	N	C	5.56	30	30	ST	400m	\$700
Colt M16 2009 Retrofit	RIF	+2	N	C	7mm	30	40	VR	400m	\$900
Colt M-4 Reduced	RIF	+1	L	P	5.56	30	30	ST	400m	\$700
Colt M-18 Assault Weapon	RIF	+1	N	C	5.56 CL	35	30	VR	400m	\$750
Crossbow Precision Assault Rifle	RIF	+1	N	P	6.5 CL	30	2/20	VR	400m	\$800
Darra-Polytechnic M-9	RIF	-1	L	P	5.5 Ch	40	25	ST	200m	\$300
FN-FAL II (solenoid trigger)	RIF	+1	N	P	7.62 CL	60	20	VR	400m	\$1,200
FN-FAL II Assault Carbine	RIF	+0	N	P	7.62 CL	60	30	VR	300m	\$1,300
FN-FAL II "Stubby" Assault Carbine	RIF	-1	L	P	7.62 CL	30	30	VR	200m	\$1,450
FN-RAL Heavy Assault Rifle	RIF	-1/-2	N/L	C	7.62 N	30	30	VR	400m	\$800
FN MN-24	RIF	+2	N	P	5.56	30	20	VR	400m	\$1,045
Federated Arms Light Assault 15	RIF	+0/+1	N	C	7mm CL	30	25/3	VR	400m	\$500
Fabrica de Armes M-2012 (w/ laser optical sight)	RIF	+2	N	P	6.5 CL	30	5	VR	400m	\$1,400

Assault Rifles

Fabrica de Armes SAW (w/ laser optical sight)	RIF	+1	N	P	6.5 CL	30	40	VR	400m	\$1,600
Heckler & Koch HK33E	RIF	+2	N	C	5.56N	30	2/20	ST	400m	\$700
Heckler & Koch HK33K	RIF	+1/+2	L/N	C	5.56N	30	2/20	ST	400m	\$750
Heckler & Koch HK53	RIF	+0/+1	L	C	5.56N	30	2/20	ST	400m	\$750
Heckler & Koch HK33SG1	RIF	+2	N	R	5.56N	10	2/20	ST	500m	\$1,100
Heckler & Koch G41A2	RIF	+2	N	P	5.56N	30	2/25	ST	400m	\$750
Heckler & Koch G41A3	RIF	+1/+2	L/N	P	5.56N	30	2/25	ST	400m	\$800
Heckler & Koch G36	RIF	+1/+2	N	P	5.56N	30	2/20	VR	400m	\$1,100
Heckler & Koch G36K	RIF	+1/+2	N	P	5.56N	30	2/20	VR	400m	\$900
Heckler & Koch MG36	RIF	+1/+2	N	P	5.56N	30/100	2/20	VR	400m	\$1,500
Heckler & Koch G11/ACR	RIF	+2	N	R	4.7CL	45	35	ST	400m	\$1,300
Heckler & Koch G3	RIF	+2	N	C	7.62N	30	20	ST	400m	\$800
Heckler & Koch G3K	RIF	+0/+1	L/N	C	7.62N	30	20	ST	400m	\$900
Heckler & Koch G3SG1	RIF	+2	N	P	7.62N	10	20	ST	600m	\$1,500
Heckler & Koch G12A3Z (w/ laser sight & gas vent)	RIF	+2	N	R	6mmCL	50	2/20	VR	400m	\$2,200
Heckler & Koch HK77UK	RIF	-1	L/J	P	9mm Long	30	30	VR	250m	\$750
Heckler & Koch HK77SD3	RIF	+1	L	R	7.7mm CL	154	30	VR	250m	\$880
Heckler & Koch M-52 AR	RIF	+2	N	P	6.5 CL	60	35	VR	400m	\$1,150
Kalishnakov AK47 2012 Retrofit	RIF	+1	N	P	6.5 CL	40	40	VR	400m	\$900
Kalishnakov AK74	RIF	+0	N	C	5.54S	30	30	VR	400m	\$700
Manex Assault Rifle (smartlinked, gas vent)	RIF	+3	N	P	5.56 CL	30	20	ST	300m	\$1,800
Manex Assault Carbine (smartlinked, gas vent)	RIF	+2	L	R	5.56 CL	30	30	ST	200m	\$1,500
Militech Mk IV Assault Weapon	RIF	+1	N	C	6.5 CL	35	30	VR	400m	\$800
Militech Dragon Light Assault Weapon	RIF	+0	L	C	6.5 CL	35	30	VR	400m	\$700
Militech Renegade Squad Automatic	RIF	+1	N	R	6.5 CL	200	20	ST	400m	\$1,100
Militech M-232 Squad Assault Weapon	RIF	+0	N	P	5.56 CL	100/35	20	VR	400m	\$1,000
Militech Ronin Light Assault (M-20)	RIF	+1	N	C	5.56 CL	35	30	VR	400m	\$550
Militech Ninja Suppressed Carbine	RIF	+1	L	C	.22	30	30	VR	250m	\$650
Militech Ronin Compact Edition	RIF	+1	N	C	5.56 CL	35	30	VR	300m	\$600
Nomad .357 magnum Automatic Carbine	RIF	+0/+1	L	C	.357	30	3/2	VR	100m	\$400
Lee Enfield Liquid Propellant Assault Rifle	RIF	+1	N	R	7.5 Liquid Prop	2x45	20	VR	500m	\$1,800
Sebuco MS-25 Model A	RIF	+2	N	P	5.56	30	25	VR	400m	\$980
Sebuco MS-25 Model B & Model C	RIF	+1	L	P	5.56	30	25	VR	400m	\$980
Setsuko/Arasaka Model 44	RIF	+2	N	P	7mm CL	50	30	ST	400m	\$750
Sig 541 Assault Rifle	RIF	+1	N	C	5.56	30	25	VR	400m	\$850
Sig SG 551 Swat Series 2 (w/accessories)	RIF	+1	N	P	6.5 CL	35	25	VR	400m	\$1,500
Sternmeyer M-95A4 Assault Weapon	RIF	+1	N	R	5.56 CL	90	30	VR	400m	\$750
Sternmeyer M-5A Squad Assault Weapon	RIF	-1	N	R	7.62 N	200	20	ST	400m	\$1,200
Steyr 944 Police Edition	RIF	+0	N	P	5.56 CL	40	25	VR	400m	\$795
Steyr 944 Security Edition	RIF	+0	N	P	5.56 CL	40	15	VR	400m	\$795
Stolbovoy St-5 Assault Rifle	RIF	-1	N	R	5.45 Bloc	30	30	SR	400m	\$900
Strapper Assault Rifle	RIF	+1	N	P	5.56 CL	30	15	ST	400m	\$600
Tambu No.1 "Shogun"	RIF	+2	N	P	7.62 N	26	30	VR	400m	\$900
Tambu No.4 "Windrider"	RIF	+2	L	P	5.56	22	30	UR	300m	\$800
Towa Manufacturing Type-99	RIF	+1	N	P	5.56 CL	35	30	ST	400m	\$1,500
Traveller ARM-22 Assault Rifle Model 22	RIF	+1	N	C	5.56 CL	30	1/20	ST	400m	\$600
Traveller AAR Advanced Assault Rifle	RIF	+1	N	C	6.5 CL	30	2/20	ST	400m	\$900
vz 88 V Assault Rifle (w/ laser sight & gas vent)	RIF	+2	N	P	5.5CL	25	1/20	ST	400m	\$1,800
Zastava Nosle CZN-M22 "9Weapon"	RIF	+2	L	P	5.56mm	30	30	VR	300m	\$800

Non-Automatic Rifles

AcuTek Cruncher	RIF	-1	L	P	7.62N	15	2	ST	100m	\$725
Arasaka PS400 Match Rifle	RIF	+3	N	P	5.56N ETE	15	3	VR	500m	\$1,725
Arasaka WSSA Smartlinked Sniper System	RIF	+5	N	P	3.5mm FF	40	2	VR	600m	\$2,400
Arasaka WSSX Multi-Role Smartlinked Sniper System	RIF	+5	N	R	20mm reduced	13	1	VR	600m	\$3,600
Arasaka WSSE/R "Dahiya" Sniper Rifle	RIF	+2	N	R	.50BMG ETE	5	1	VR	1200m	\$2,000
Armalite Olympic AR-15 Ultramatch	RIF	+2	N	P	5.56N	15	2	VR	400m	\$450

Non-Automatic Rifles

Barrett M-90 Sniper Rifle	RIF	+3	N	R	12.7mm BMG	10	1	VR	1000m	\$1,500
Barrett-Arasaka Light-20	RIF	+0	N	R	20mm reduced	10	1	VR	450m	\$2,000
Barrett-Arasaka WSSE "Hiyari" Sniper Rifle	RIF	+1	N	R	.50BMG ETE	10	1	VR	1000m	\$2,500
Bauhaus PSG-99	RIF	+3	N	P	7.62N CL	40	1	VR	500m	\$1,100
Canadarms 7mm Carbine	RIF	+3	N	P	7mm	15	3	VR	400m	\$600
CyberTronic SR3500 Sniper System	RIF	+2	N	R	6.5 ETE	20	1	VR	600m	\$1,500
FR-F6 Sniper	RIF	+3	N	P	7.62N	10	2	ST	500m	\$1,100
Hughes Rocket Rifle	RIF	-1	N	R	18mm HEAT	3	1	ST	500m	\$750
Longbow Tactical Sniper Rifle (laser / optical sight)	RIF	+3	N	P	5.56 ETE	5	1	VR	500m	\$1,100
Manex Sniper Rifle (smartlink, silencer, sight)	RIF	+4	N	R	7.62N	30	3	ST	500m	\$3,800
Mephisto Sniper Rifle	RIF	+2	N	P	.300WM	13	1	VR	700m	\$1,400
Militech ATR-97	RIF	+1	N	R	15Kurz	8	1	VR	600m	\$1,150
Militech Cyborg Rifle	RIF	+1	N	P	.300WM	30	2	ST	500m	\$800
Milspec Grenadier	RIF	-1	L	P	13mm LV	7	1	UR	70m	\$300
Nomad .357 Magnum Lever Action Carbine	RIF	+2	L	C	.357	9	2	VR	100m	\$300
Nomad .44 Magnum Lever Action Carbine	RIF	+1	L	C	.44	8	2	VR	200m	\$650
Nomad 7.62mm Bolt Action Rifle	RIF	+2	N	C	7.62N	6	1	VR	400m	\$500
Nomad 15mm "Long Rifle"	RIF	+1	N	P	15mm BMG	9	1	ST	900m	\$3,000
Polymer One-Shot-Cannon	RIF	-2	L	C	13mm LV HEP	1	1	UR	100m	\$90
Ranger 1000 15BMG Sniper	RIF	-1	N	P	15mm BMG	1	1	ST	500m	\$500
Ranger Arms SM-3	RIF	+3	N	R	7.62S	6	2	VR	400m	\$500
Remington Gyro-Sniper Rifle (Zeus' Lightning)	RIF	+2	N	P	18mm Gyrojet	6	1	ST	600m	\$1,000
Ruger 100 Sport Rifle	RIF	+1	N	C	9mmCL Long	5	1	VR	400m	\$1,300
Setsuko/Arasaka WSE "Kajiya" Sniper Rifle	RIF	+1	N	R	7.62N ETE	5	1	VR	500m	\$1,000
Stein & Wasserman Model F Cyborg Assault	RIF	+0	L	P	13mm LV	8	1	VR	100m	\$1,650
Sternmeyer C-89	RIF	-1	J	P	5.56N	15	3	ST	100m	\$750
SR-50	RIF	+1	N	R	.62	12	2	VR	700m	\$2,050
SR Mk XII "Assailant"	RIF	+2	N	P	7.62N	15	1	VR	500m	\$1,200
Tambu No.15 "Archer" Sniper Rifle	RIF	+2	N	R	.300WM	15	1	VR	600m	\$1,500
Towa Manufacturing Type-00-Kai	RIF	+3	N	R	7.62N ETE	6	1	VR	1200m	\$3,000
Traveller Range Carbine Model 14b	RIF	+1	N	C	.30	20	2	ST	300m	\$350
Traveller Range Carbine Model 15a	RIF	+1	N	C	5.56N	20	2	ST	300m	\$450
Traveller TARR Advanced Range Rifle	RIF	+1	N	C	7mm	22	2	ST	400m	\$400
Traveller TARR Advanced Range Rifle PacRim	RIF	+1	N	C	5.5 CL	22	2	ST	400m	\$400
Traveller TARR Advanced Range Rifle American	RIF	+1	N	C	5.56 CL	22	2	ST	400m	\$450
Ultima Ratio	RIF	+3	N	R	7.62N	6	1	VR	600m	\$1,300
Walther MA 2100 Sniping Rifle (Smart)	RIF	+4	N	R	7.62N CL	8	2	VR	600m	\$3,000

Exotic Rifles

Baaron SZ-IV Seizure Cannon	RIF	+1	N	R	seizure	10	1	ST	300m	\$1,000
Defiant Assault Beamer	RIF	+0	N	R	MBM	20	4	UR	300m	\$2,000
Mystic Technologies Arrow Gun	RIF	+0/+1	J/L	C	3D6 (arrow)	1	1	ST	70m	\$1,000
Nomad Pneumatic Bolt Gun	RIF	-1	N	R	3D6AP	4	1	ST	25m	\$350
Persuit Security Web Gun	RIF	+1	N	C	Web	1	1	ST	30m	\$250
SGI Geist Paintball Assault Weapon	RIF	+1	N	C	Paint + 20oz	50	1/3/20	ST	75m	\$550
SGI Will-O-Wisp PaintBall Sniper System	RIF	+3	N	P	Paint + 10oz	1	1	ST	150m	\$600
SGI Barghest Squad Automatic	RIF	-1	N	C	Paint + 60oz	150	15	ST	75m	\$750
Souken-Hitachi Seizure Cannon	RIF	+0	L	R	seizure	20	1	ST	300m	\$1,500
Techtronica M40 Pulsar	RIF	+0	N	R	EMP	6	½	ST	50m	\$3,500
Tsunami Arms Ramjet Rifle	RIF	+4	N	P	8.5mm Ramjet	9	3	VR	800m	\$1,230

Shotguns

Arasaka Rapid Assault Shot 12 WCAA	SHG	-1	N	P	12g	20	10	ST	50m	\$900
B&G Mk XIV "Mandible"	SHG	+0	N	P	12g	19	2/10	ST	50m	\$2,250
Bauhaus HG-14	SHG	+0	N	C	12g	5	1	ST	50m	\$500
Benelli Super-13	SHG	-1	L	P	12g	8	1	ST	50m	\$300
CasTech Argus	SHG	+0	N	C	12g	10	2	ST	50m	\$450

Shotguns

Colding M516S	SHG	+0	N	C	12g	6	2	ST	60m	\$600
Colding M516D	SHG	-2	N	R	12g	12	2/4	ST	60m	\$1,900
Constitution Arms Hurricane Assault Weapon	SHG	+0	N	P	12g	40	20	ST	70m	\$2,000
CyberSecurity SA-SG72001	SHG	+1	N	P	12g	6	2	ST	60m	\$600
Enfield-Ubichi LastChance	SHG	+0	J	C	12g	1	1	UR	25m	\$60
Ithaca M-204 Pulse 12gauge	SHG	-1	N	P	12g	21	3*	ST	50m	\$700
Ithaca M-206 Pulse 20gauge	SHG	-1	N	P	20g	27	3*	ST	50m	\$600
Ithaca Stakeout 2000	SHG	-1	L	C	12g	7	1	ST	50m	\$175
Luigi Franchi P.16 (EuroPolice Issue)	SHG	+1	L	R	12g	20	10	ST	50m	\$980
Luigi Franchi "King Buck" Multi-Magnum	SHG	-1	N	P	10g	4	2/4	VR	50m	\$800
Manex OverLord Standard Edition (w/ laser sight)	SHG	+1	N	P	12g	10	2	VR	50m	\$670
Manex OverLord Standard Edition (w/ smartlink)	SHG	+2	N	P	12g	10	2	VR	50m	\$1,000
Manex OverLord Short (w/ laser sight)	SHG	+0	L	P	12g	6	2	VR	40m	\$575
Manex OverLord Short (w/ smartlink)	SHG	+1	L	P	12g	6	2	VR	40m	\$875
Manex Mikado Standard Edition (w/ laser sight)	SHG	+1	N	P	12g	15	2/3	ST	50m	\$880
Manex Mikado Standard Edition (w/ smartlink)	SHG	+2	N	P	12g	15	2/3	ST	50m	\$1,250
Manex Mikado Short (w/ laser sight)	SHG	+0	N	P	12g	15	2/3	ST	40m	\$800
Manex Mikado Short (w/ smartlink)	SHG	+1	N	P	12g	15	2/3	ST	40m	\$1,200
Metacorp Warhammer Assault Shotgun	SHG	-1	N	P	12g Mag	16	1/3*	VR	75m	\$700
Military M12 CAW	SHG	+0	N	P	12g Mag	20	3/10	VR	50m	\$950
Militech Bulldog Assault Shotgun	SHG	+0	L	P	12g	21	1/3*/10	ST	50m	\$1,000
Militech Crusher SSG	SHG	-1	J	C	20g	6	2	ST	25m	\$450
Militech Military / Police 10gauge	SHG	+0	N	C	10g	6	2	ST	50m	\$300
Militech Military / Police 12gauge	SHG	+0	N/L	C	12g	8	2	ST	50m	\$300
Militech Military / Police 20gauge	SHG	+1	N/L	C	20g	10	2	ST	50m	\$300
Militech MTG Trench Gun 12gauge	SHG	+0	N/L	P	12g	8	2	ST	50m	\$450
Militech MTG Trench Gun 10gauge	SHG	+0	N/L	P	10g	6	2	ST	50m	\$450
Militech CAS Close Combat (w/laser sight)	SHG	-1	L	P	12g	8	2	ST	40m	\$500
Mossberg CMDT Combat Gun (w/laser sight)	SHG	+1	N	P	12g	8	2	ST	50m	\$900
Mossberg CMDT SM Combat Gun (smart)	SHG	+2	N	P	12g	8	2	ST	50m	\$1,300
Mustang Arms Close-Control 20	SHG	-1	L	P	20g	15	2	ST	50m	\$350
Mustang Arms "Raider" Riot Shotgun	SHG	+0	N/L	C	12g	5/9	2	ST	50m	\$400
Quake Technologies 12g Autoloader	SHG	+0	N	P	12g	20	2	ST	50m	\$900
Quake Technologies Super Shotgun	SHG	+0	N	R	10gx2	3x2	1x2	ST	50m	\$1,500
Sternmeyer Stakeout 10	SHG	-1	L	R	12g	10	2	ST	50m	\$450
Sternmeyer T-88a	SHG	-2	L	P	12g	30	8	ST	50m	\$900
Sternmeyer T-88b (with folding stock)	SHG	-3	L	R	12g	30	8	ST	50m	\$900
Striker 12g (w/drum magazine)	SHG	-1	L/N	P	12g	12	2	UR	50m	\$250
Striker Entry Team (w/ drum magazine)	SHG	-4	J/N	P	12g	12	2	UR	50m	\$325
Sword "LongSword" AutoLoader	SHG	+0	N	C	12g	10	2	ST	50m	\$350
Tambu 50/50 "Airbrush" (double barrel)	SHG	-1	N	P	12g	14	4	UR	60m	\$1,200
Tambu 501 "Airbrush" (single barrel)	SHG	+1	N	P	12g	14	2	ST	60m	\$600
USAS-12 Assault Shotgun	SHG	-1	N	P	12g	10	5	ST	50m	\$600

MachineGuns

Ares MP LMG (w/laser sight & gas vent)	HVY	+2	N	P	6.5CL	50/belt	1/20	ST	400m	\$2,200
Constitution Arms Cyclone Squad Support Weapon	HVY	+1	N	P	7.62 NATO	100	35	VR	500m	\$1,200
Constitution Arms Deluge Crowd Control Weapon	HVY	+0	N	P	1-2 + drugs	400	35	ST	60m	\$800
Dover GA-1112 Autogun	HVY	+1	N	R	12mm CL Long	400	80	ST	400m	\$1,110
FN MAG 5 (w/laser sight & gas vent)	HVY	+1	N	P	7.62N	50/Belt	2/20	VR	400m	\$3,000
FN MG-6 "One on One"	HVY	+1	N	P	5.56 CL	100	40	VR	450m	\$1,800
Fabrica De Armes M-2012HB Squad Automatic Wpn	HVY	+2	N	P	6.5CL	100	30	VR	450m	\$1,600
Heckler & Koch HK23E	HVY	+1	N	C	5.56N	Belt	25	ST	400m	\$1,000
Heckler & Koch HK13E	HVY	+1	N	P	5.56N	30	20	ST	400m	\$1,100
Heckler & Koch HK11E	HVY	+1	N	P	7.62N	30/50	20	ST	400m	\$1,300
Heckler & Koch HK21E	HVY	+1	N	P	7.62N	Belt	25	ST	400m	\$1,200
Heckler & Koch G-6 Advanced Squad Automatic Wpn	HVY	+1	N	P	6mm CL	100	30	VR	450m	\$2,050

MachineGuns

M2A5HB Browning .50 cal	HVY	+0	N	P	12.7mm	100	10	VR	600m	\$2,000
M249 Booster Edition	HVY	-2	L	P	5.56N	Belt	30	ST	400m	\$900
M-60D Medium Machine Gun	HVY	+1	N	P	7.62 NATO	100	20	VR	500m	\$1,000
Militech High Power 15	HVY	+2	N	P	9mm CL Long	180/400	60	ST	200m	\$1,600
Militech M-232 Squad Assault Weapon	HVY	+0	N	P	5.56 CL	100/35	20	VR	400m	\$1,000
Militech Renegade Squad Automatic Weapon	HVY	+0	N	R	6.5CL	200/35	20	ST	400m	\$1,100
Militech 20L Autocannon	HVY	+0	N	R	20mm	100	10	VR	500m	\$3,000
Quake Technologies Chain Gun	HVY	+1	N	R	5.7mm	200	100	ST	300m	\$4,000
Sternmeyer M-5A Squad Automatic	HVY	-1	N	R	7.62 NATO	200	20	ST	500m	\$1,000
Stoner-Ares M107 GPHMG (w/laser sight & gas vent)	HVY	+1	N	R	12.7BMG	40/Belt	10	ST	400m	\$4,200
Towa Manufacturing Type-8 Medium MachineGun	HVY	+1	N	P	7.62 NATO	100	35	VR	500m	\$2,500

Heavy Weapons

60mm Light Mortar	HVY	+0	N	P	60mm	1	1	VR	1000m/5	\$750
Bauhaus ARG-17	HVY	+2	N	R	6D10	11	2	VR	500m	\$6,750
Colt-Mauser M2X Cannon	HVY	+0	N	R	20mm	8	1	ST	600m	\$3,050
M-79 Grenade Launcher	HVY	+0	L	R	40mm Grenade	1	1	ST	225m	\$150
Kenshiri-Adachi F-253 FlameThrower	HVY	-2	N	R	2D10 Flame	10	1	ST	50m	\$1,500
LAW	HVY	-2	L	P	4D10 HEAT	1	1	VR	100m/2	\$300
HLAW	HVY	-2	L	P	11D10 HEAT	1	1	VR	100m/4	\$800
M-32 Automatic Grenade Launcher	HVY	+0	N	R	40mm HV Gren	50	20	VR	1600m	\$2,500
M-205 Grendae Launcher	HVY	+1	L	P	40mm Grenade	1	1	VR	200m	\$200
M-212 Grenade Launcher	HVY	+1	N	P	40mm Grenade	8	2	VR	200m	\$500
Militech AM-3 "Anti-Matter Rifle"	HVY	+0	N	R	30mm	5	1	ST	1600m	\$6,000
Militech Cowboy U-55 Grenade Launcher	HVY	+0	N	P	25mm Grenade	12	3	ST	150m	\$900
Militech HotShot L-ATGM	HVY	+2	N	P	12D10 HEAT	1	1	VR	500m/4	\$2,500
Militech Pump-Action Mini-Grenade Launcher	HVY	-1	L	C	25mm Grenade	4	2	ST	150m	\$255
Militech Drum Mini Grenade Launcher	HVY	+0	N	P	25mm Grenade	16	2	ST	150m	\$475
Militech RPG-A Grenade Launcher	HVY	-2	N	R	6D10AP	1	1	VR	750m	\$1,500
Militech RPG-B Rocket Launcher	HVY	-2	N	R	9D10AP	1	1	VR	750m	\$1,500
Militech Scorpion 16 Surface-To-Air Missile	HVY	-1	N	P	7D10	1	1	VR	500m/6	\$1,000
Militech Urban Missile Launcher	HVY	+2	L	P	30mm Missile	12	2	ST	200m	\$900
Panther Cannon	HVY	+0	N	P	25mm HV	22	1	ST	400m	\$3,500
Quake Technologies Grenade Launcher	HVY	-1	N	R	40mm Grenade	5	1	VR	100m	\$700
Quake Technologies Rocket Launcher	HVY	+1	N	R	7D10	4	1	VR	400m/5	\$2,550
Quake Technologies NailGun	HVY	-1	L	R	3D6	60x2	4/20/40	ST	150m	\$4,000
Rhinemetall EMG-85 Railgun	HVY	+3	N	R	5D10+10 EAP	5	½	ST	1500m	\$11,370
Rostovic Wrist Racate	HVY	+0	N	P	30mm Missile	6	3	ST	250m	\$380
Royal Enfield 25mm Cockerill Assault Cannon	HVY	+1	N	R	25mm	12	1	ST	1500m	\$7,400
Towa Manufacturing Type-9 Grenade Launcher	HVY	+0	N	P	40mm Grenade	8	2	VR	200m	\$750
Tsunami Arms Type-17 Anti-Armor Rifle (smart)	HVY	+3	N	R	20mm	12	1	ST	1200m	\$7,500
Tsunami Arms Type-18 Automatic Grenade Launcher	HVY	-1	N	P	25mm Grenade	30	10	ST	200m	\$2,000

Accessories & Undermount Systems

Auxiliary Shotgun	SHG	-2		P	12g	6	2	ST	50m	\$125
Under-Rifle Pump-Action Shotgun	SHG	-2		P	12g	6	1	ST	50m	\$100
Kendachi Under-Mount Flamer	HVY	-1		P	flame	4	1	ST	10m	\$500
Under-Rifle 40mm Grenade Launcher	HVY	-1		P	40mm Grenade	1	1	VR	200m	\$150
Militech Under-Rifle Mini Grenade Launcher	HVY	-1		C	25mm Grenade	4	2	ST	200m	\$300
Militech MicroMissile Pod	HVY	+1		P	30mm Rocket	1	1	ST	400m	\$250
Techtronica Capacitor Laser	RIF	+1		R	1d6-4d6	12d6	1	UR	300m	\$600
Techtronica Under-Rifle Microwaver	RIF	+0		R	microwave	4	1	UR	100m	\$500

Oversized Guns & Borg Toys

Arasaka Oyabun	PST	-1	J	P	14mm CL	10	1	VR	50m	\$1,850
IMI Desert Eagle 14mm	PST	+2	J	P	14mm	10	1	VR	50m	\$1,675
Ruger .500 Magnum	PST	+2	J	R	.500 Magnum	5	1	VR	50m	\$3,895
Arasaka "Muramasa"	PST	-2	L	P	7.62N	5	1	VR	50m	\$1,850
Norse Technologies "Mjolnir"	PST	-3	J	P	7.62N	4	1	VR	50m	\$1,460
Maudi-Griffin TNX Carbine	PST	+3	L	R	.50 BMG	1	1	VR	100m	\$5,395
Norse Technologies "Odin"	PST	+0	J	P	5.56N	3	1	VR	75m	\$1,285
UA CLAW	SHG	+1	N	R	4ga	28	14	VR	60m	\$1,600
Tsunami Helix	SHG	+0	N	P	10ga	60	43	VR	60m	\$3,000
Malorian 3600 Super SMG	SMG	+0	L	P	14mm	20	1/3	VR	150m	\$3,000
Magnum Opus HellBringer	PST	+1	J	P	.666	3	1	VR	80m	\$4,000
Ruger LAWGIVER 14mm	PST	+1	J	P	14mm	10	1	UR	50m	\$2,100
Magnum Opus Big Government	PST	+0	J	P	14mm	13	2	VR	60m	\$2,000
12ga Pistol	PST	-2	J	P	12ga	9	2	ST	30m	\$1,000
5.56 CL SMG	SMG	+1	L	P	5.56mm	50	25	VR	200m	\$1,200
12.7mm Assault Rifle	RIF	+1	N	P	.50BMG	50	10	VR	400m	\$2,000
14.5mm Assault Rifle	RIF	+1	N	P	14.5mm	50	10	VR	400m	\$2,500
30mm HV GL	HVY	+0	N	P	30GL	25	15	VR	300m	\$2,000
Arasaka Rage 15mm SMG	HVY	-1	L	P	15mm	20	1/10	VR	100m	\$4,500
Arasaka Pocket Tsunami	HVY	+0	L	P	25GL	6	1	ST	200m	\$1,250

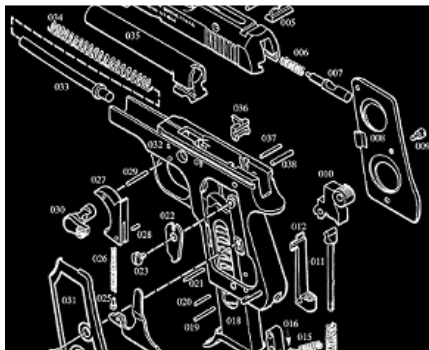
Combination Firearms

AR-15 Urban Automatic	SMG	+3	N	P	9mm	30	30	ST	200m	\$650
Underbarrel Shotgun	SHG	-1	N	P	12ga	6	2	ST	50m	
BAR Mk XI b "Invader"	RIF	+1	N	R	6.5CL	30	30	ST	400m	\$1,350
37mm GLHVY		+1	N	R	37mm Grenade	14	2	ST	300m	
Bauhaus MP-105GW	SMG	+1	L/N	R	10mmCL	50	30	VR	150m	\$1,250
40mm GLHVY		-1	L/N	R	40mm Grenade	1	1	VR	100m	
Bauhaus AG-17 "Panzerknacker"	RIF	+2	N	R	7.62N CL	40	40	ST	400m	\$1,500
40mm GLHVY		+1	N	R	40mm Grenade	4	1	UR	300m	
CAR-24	RIF	-2/-1	L/N	R	7.62N	20	25	UR	300m	\$1,000
40mm GLHVY		+0	N	R	40mm Grenade	1	1	ST	300m	
CasTech Twin Barrel	PST	+0	L	R	12mmCL	16	1	VR	50m	\$850
40mm GLHVY		-2	L	R	40mm Grenade	1	1	VR	100m	
Chadran City Reaper	SMG	+0	L	P	11mmCL	40	20	VR	200m	\$950
Underbarrel Shotgun	SHG	-1	L	P	12ga	10	3	ST	50m	
Chadran Jungle Reaper	RIF	+1	N	P	5.56CL	60	20	VR	400m	\$1,550
Underbarrel 25mm GLHVY		-2	N	R	25mm Grenade	6	2	ST	200m	
Colt M16/M203	RIF	+2	N	P	5.56N	30	30	ST	400m	\$1,000
M203HVY		-1	N	P	40mm Grenade	1	1	ST	300m	
Colt M22A2	RIF	+1	N	P	5.56CL	40	2/20	ST	400m	\$1,000
M-205 GLHVY		-1	N	P	40mm Grenade	1	1	VR	200m	
Colt M22A4	RIF	+0	N	P	5.56CL	40	1/20	ST	200m	\$750
M-205 GLHVY		-1	N	P	40mm Grenade	1	1	VR	200m	
CyberTronic CAW2000	RIF	+1	N	R	5.56N	30	30	VR	400m	\$1,200
37mm GLHVY		+1	N	R	37mm Grenade	1	1	ST	400m	
CyberTronic AR3000 Assault Rifle	RIF	+1	N	R	6.5CL	25	25	ST	400m	\$1,500
37mm GLHVY		+1	N	R	37mm Grenade	4	1	UR	400m	
Fabrique De Armes Bison 10/25	SMG	+2	L	P	10mmCL	20	20	ST	150m	\$1,225
25mm GLHVY		+1	L	P	25mm GL	4	2	ST	150m	
Imperial SMG Mk III "Interceptor"	SMG	+1	N	R	12mmCL	40	30	ST	150m	\$1,400
37mm GLHVY		+0	N	R	37mm Grenade	1	1	ST	300m	
LeMat 2014 Revolver	PST	+1	J	P	10mm	9	2	VR	50m	\$750
20ga central cylinder	PST	-1	J	P	20ga	1	1	VR	25m	
M-41A Pulse Rifle	RIF	+1	N	R	6.5CL	50	25	ST	400m	\$1,300

Combination Firearms

	25mm GLHVV	-1	N	R	25mm GL	4	2	ST	200m	
M-50	RIF	+1	N	P	7.62N	30	20	UR	400m	\$1,100
	40mm GLHVV	+1	N	P	40mm Grenade	6	1	ST	300m	
Militech M-31a1 Advanced Infantry Combat Weapon	RIF	+2	N	R	4.5mm	150	3/30	ST	400m	\$1,695
	MiniGrenade LauncherHVY	-1	N	R	25mm Grenade	4	2	ST	150m	
Militech Urban Warfare Model 12 (w/laser sight)	SHG	+1	N	P	12ga	8	2	ST	50m	\$700
	Underbarrel ShotgunSHG	+0	N	P	12ga	5	2	ST	50m	
Militech Urban Warfare Model 10 (w/laser sight)	SHG	+1	N	P	10ga	6	2	ST	50m	\$800
	Underbarrel ShotgunSHG	+0	N	P	12ga	5	2	ST	50m	
Sherman .55G M-15 "IronFist"	SMG	+1	L	R	.55	10	10	UR	100m	\$1,000
	25mm GLHVV	-2	L	R	25mm Grenade	1	1	ST	50m	
Stein & Wasserman Bi-Power HandCannon	PST	+0	J	P	.44	6	2	UR	50m	\$850
	autopistolPST	+1	J	P	.45ACP	10	2	UR	50m	
Springfield Scout	RIF	+2	N	R	.22LR	1	1	VR	300m	\$350
	Underbarrel ShotgunSHG	+0	N	R	20ga	1	1	ST	50m	
Tambu No.4 "Windrider" Assault	RIF	+1	N	R	5.56CL	22	30	UR	300m	\$900
	40mm GLHVV	+0	N	R	40mm Grenade	1	1	UR	300m	
Tambu No.1 "Shogun" GL	RIF	+2	N	R	7.62N	26	30	VR	400m	\$1,000
	40mm GLHVV	+0	N	R	40mm Grenade	3	1	ST	400m	
Towa Type 20 Combat Weapon (smartlinked)	RIF	+2	N	P	5.56CL	100	3/45	VR	400m	\$4,200
	25mm GLHVV	+0	N	P	25mm Grenade	4	2	ST	150m	
Traveller TAC Assault Carbine	RIF	+1	N	C	5.56N	20	2/20	ST	300m	\$950
	HVY	+0	N	C	25mm Grenade	4	2	ST	300m	
Traveller ACR Advanced Combat Rifle	RIF	+1	N	C	7mm CL	22	2/25	ST	400m	\$1,100
	HVY	+1	N	C	25mm Grenade	4	2	ST	300m	
Uzi Support 2020 (w/ phase IV laser sight)	SMG	+3	N	R	9mmCL	80	30	ST	150m	\$1,200
	25mm GLHVV	-1	N	R	25mm GL	2	2	VR	100m	

Flipper Is Dead, The UK CyberPunk ThinkTank



Pistol Creation System

Revised Edition - November 1998

A JavaScripted version of this calculator (created by Night Flyer) is available at [Rust Never Sleeps](#)

This allows the creation of a variety of new and unusual firearms, by a simple option system to use, follow the steps one by one, choosing one of the choices and noting down the stats given.

Step 1 THE SIZE OF THE GUN ITSELF

Frame size	Ammo					Concealability	Bulk
	WA	Light	Med.	Heavy	V.hvy		
Pocket	-2	10	7	4	2	P / P / J	2 / 3 / 3
Small	-1	15	8	5	3	P / J / J	3 / 4 / 4
Medium	0	20	15	8	5	J / J / J	4 / 5 / 5
Large	+1	25	20	10	7	J / J / L	5 / 6 / 7
ammo can vary +/-		5	5	2	1		

The various frames available are designed to simulate weapon size. A holdout derringer is normally a pocket frame, either break open or gas auto, and packing a large calibre round. Other pocket frames are the 'ladies guns' in small calibres for self-defence. Small pistols are normally light calibres and issued for defence to military personnel in vehicles. Medium frames are most military automatic pistols, and heavy frames are the BIG magnums, 'hunting pistols' and long barrel target pistols.

Concealabilities are for Snub Nosed / Normal / Long barrelled weapons.

Optional Rule: Weapon Bulk.

This is the Minimum BOD score needed to hold the Pistol Level and controlled in one hand. A Two handed Grip adds one to your BOD for this purpose. Each point your BOD is below the Bulk reduces your chances to hit by one point (-1 to hit)

Step 2 THE MECHANISM

Mechanism	ROF	Ammo	Notes
Break open	=B	*	Can fire all barrels at once. normally 1 or 2 barrel
Revolver	+0	6	Some revolvers hold 5 -9 rounds
Bolt action	=1	-	Usually target pistols
Gas Automatic	+0	-	
MP	+0	-	Machine pistols
Electric	+0	-	Electric Motor driven. cannot Jam.
MP	+5	-	Machine pistols

Machine Pistols can Fire at Normal ROF with single shots, or fire 3rd Bursts or on Full auto at MP ROF

The Mechanism of the gun controls how it works.

A Break open pistol has one round loaded per barrel, and normally fires then one at a time. (With a little alteration they can be made to fire them all at once, at the same target with a to hit roll per bullet) Normally they are only single barrelled, but some can have 2 or more barrels. Use the ammo variance as the modifier to the basic 1 barrel, allowing light calibre 6 barrels, medium 6, heavy 3, and very heavy 2.

Revolvers have a cylinder holding the rounds which can rotate, bringing each in line with the barrel before it is fired by the fixed firing pin. Reloading can be slow by hand, so speed loaders are used, plastic devices that hold 6 rounds ready to be loaded. Another alternative is to eject the cylinder and load a new one (both allow a one action reload, like a clip). Classic revolvers have only 6 shots, but some, especially the small calibre ones, have up to 9. (use 4 + the ammo variation for ammo) To silence a revolver, the silencer also has to cover the cylinder to muffle the sound, so double the cost of a silencer for a revolver and increase the rarity one level

Bolt action Pistols are usually only used for target shooting as they are very slow to fire. The bolt must be opened manually and then closed again, locking the new round drawn from the magazine into place. The advantage is that the Bolt action weapon is usually very accurate.

Gas Automatic The force of the bullet being fired is used to eject the casing and to chamber the next round. The first round has to be chambered manually by cocking the weapon, and the gun fires at one rate of fire only. A Dud round will stop the weapon firing and will have to be cleared manually by working the breach open and closed

Electric Motor The motor action uses an electrical motor to work the guns action, loading, firing and ejecting the rounds at a set rate that can be varied simply by altering the motor speed. Dud rounds are ejected by the action without an interruption in firing

Step 3 THE ROUNDS IT TAKES

Propellant	Ammo	Ammo	Gun Cost
Cased rounds	as above	Metal or plastic cased	-
Caseless rounds	+20%	MP's get ROF+5	x1.5
Plastique	-	Highpower Pound damage+D6	x2
Binary liquid	+50%	Need Mag + bottles to reload	-
ETC	-50%	damage +2D6, ROF=1 Max	x5
Gas Powered	+50%	Silent	-
Gauss Weapons	+100%	D6 becomes D10	x10
Gyrojet rounds	-50%	Rocket rounds	-

Cased Rounds use a tube of metal, usually brass, to hold the propellant. The bullet is seated in one end and the other end is closed except for the firing cap. This holds all of the components together, sealed against the elements, in one easy package which can be loaded mechanically by the gun. The empty case must be ejected from the weapon before the next one can be loaded. This ejection also takes a lot of the heat of firing out of the gun, as the case acts as a heat sink.

Steel cases are cheap, usually produced in wartime to save brass. They act as well as brass except for one dangerous fault; they can strike sparks.

Plastic cases are cheap but unreliable, as they don't have the strength of the metal and don't absorb as much heat. While this has little worry on single shot, on auto fire the weapon rapidly overheats and this can melt, jam or even the explode rounds when they are loaded. On auto fire lower the reliability of the weapon one class

Caseless rounds use a block of propellant with the bullet embedded in one end and the primer in the other. the whole thing is lacquered together as a single block. When fired, the primer explodes, pushing the bullet firmly into the barrel as the propellant ignites, producing the gases that accelerate it down the barrel. As the whole round burns up when fired, there is nothing to eject, allowing the next round to be loaded straight in.

Ammo costs as normal, Gun costs x1.5

Plastique rounds use a high explosive propellant rather than a simple fast burning one, producing a very high pressure gas cloud as the gun fires. This accelerates the bullet down the barrel at great speed, producing a very high muzzle energy and increasing the bullets wounding potential. Unfortunately this also is very hard on the Gun, which has to be purpose built to take the stresses of firing these high power rounds. If it's NOT, then there is a chance it'll explode when fired. (1/10, doing normal weapon damage to firing Limb and wrecking the gun)

Ammo costs x2, Gun costs x2

The binary liquid propellant weapon uses two liquids that are explosive when combined as the propellant. on there own, each liquid is flammable but safe. Only when mixed are they dangerously explosive (binary agent)The weapons magazine contains only the bullet, with no casings. these are loaded into the breach, and then fine sprays of the two liquids are injected into the chamber behind the bullet and ignited by a spark unit. The resulting explosion propels the bullet.

Nothing needs to be ejected, but reloading uses canisters for the two liquids and a clip of rounds plus a new battery, and the spark unit must be cleaned regularly to stop it fouling . Ammunition is very compact, giving a 200% increase in magazine size (40+rds)

The reload cycle is the weapons real problem. The two liquids need to be reloaded regularly (varies by weapon, usually every 10 clips) the battery has to be recharged regularly, and the spark unit must be cleaned. The mixing rates and spark timing can be tuned like a car engine for maximum performance. This allows the weaponsmith to alter the weapon damage +D6 (overpower) or -D6 (under power) With a difficult (20) Weaponsmith roll.

GM NOTE The Binary action also produces a BIG muzzle flash as the liquids ignite, and on auto fire this is very noticeable, especially at night.

The Gun costs x2, The Ammo costs are as normal. While the rounds are smaller, they are rarer. The Liquid propellant (10 clips of firing worth) costs 60

New Battery costs 50, Battery charger costs 250 and will hold 3 batteries, charging in 4 hours Sparker unit costs 75

ECT

Electro Chemical Thermal Propellants use a high voltage pulse to plasmarise the propellant when the gun fires. This produces an explosion of higher power than a conventional propellant, but also produces a lot of recoil and a BIG plume of superheated plasma from the barrel. This plume can be several metres long for large calibre weapons, and can ignite anything flammable (and does D6 burn damage)

Damage +2D6

Rate of Fire One

Gun Cost x 5

Ammo x 2

The rounds are relatively cheap, its the POWER drain of these weapons that make them expensive. Most of the Gun is taken up by capacitors and Superconductor loops to power the plasmarising pulse

Gas powered

High powered airguns are coming back into fashion after the introduction of magnetic resonance imagers that can detect explosive propellants. They use a composite plastic barrel and a high pressure air supply to accelerate the round. While they are quieter in operation than an explosive propellant, the round can be as fast as a conventional bullet. The only draw back is the size of the air tanks. A normal pistol size weapon can hold enough gas to fire 10 rounds. A back up tank that fits on top hold another 20 rounds of gas, but that alters the concealability up one class to at least L.

Changing the gas tank takes two actions.
Gun costs as normal
Ammo costs are as normal
Normal tanks cost 50eb, Back up tanks cost 100eb
Repressurising costs 1 a shot.
Compressor costs 1500 and runs off the wall current

Gauss Rifles

Railguns or Coilguns

Both are Magnetic accelerators that use a high power magnet to shoot ferromagnetic projectiles at high speeds. By altering the power to the magnets, the gun can fire subsonically, or by increasing it the gun can fire well over the speed of sound Choose the calibre of the weapon as normal, and change the Dice used depending on the chosen power.

Subsonic D6 becomes D4, D10 becomes D6

With special subsonic ammunition, damage the same as a normal round

Conventional Firing

D6 becomes D10, D10 becomes 2D6

Overload

A dangerous operation, as the bullet is travelling fast enough to plasmarise the air inside the barrel, and the stresses of firing can buckle the magnets, causing it to misfire
D6 becomes 2D6 , D10 becomes 2D10

Railguns use a 'sliding short' system, which makes them only capable of having one bullet in the barrel at once.

Coilguns use a series of electromagnetic coils that pulse in series, each one acceleration the projectile more than the last. As the coils work in series, the weapon can have several rounds traveling down the barrel at once, making them ideal assault weapons Both systems need long barrels and even when bullpupped are much longer than a conventional pistol, with long barrels

One advantage is that the Recoil is mostly taken up by distortions in the magnetic fields and the mass ratio between the rounds and the gun itself.

Both railguns and coilguns are very advanced weapons and require frequent cleaning and maintenance. If the magnets come out of alignment they'll tear themselves apart when they fire, and if the power pack discharges into the gun, they're dangerously live.

Gun costs x 10 of basic, Ammunition costs x 2 (This may drop as gauss guns become more common in military service)

Gyrojet rounds

These are miniature rocket rounds, that ignite in the barrel and accelerate as they fly. The original models were built in the 1950's, but were inaccurate. A 14mm rocket had the recoil of a .22, the delivered energy of a .44 magnum and at a range where a .38 was getting 6" groups, was getting groupings 3 FEET across.

Modern Gyrojets are much more accurate and stable in flight, with flat ballistic trajectories that make them ideal for medium range work. The only disadvantage is the trail of smoke the round leaves as the rocket burns, pointing straight back to the firer.

PB damage is Halved (not up to speed yet), Close and Medium are Normal, Long Range damage is +D6

Extreme (as the rocket runs out of fuel and stop accelerating) is normal

The Gun costs the same as normal

The rounds are very expensive, as each is a fully functional, ballistically accurate rocket, Ammo costs x 10

Light - 10 rds for 15eb - 1.5eb each

Medium - 5 rds for 15eb - 3eb each

Heavy - 5 rds for 18eb - 3.5eb each

Very heavy - 5 rds for 20eb - 4eb each

Rifle - 10rds for 40eb - 4eb each

Step 4 THE GUNS CALIBRE

choose weapon calibre from the somewhat over-exhaustive list

Light	dmg	Notes
2.7mm Kolibri	D2	old 1914
3mm Kolibri	D3	
4.25mm Erika	D4	
.17 bumblebee	D4	
.22 short	D4	
.22 long	D6	
.22 long rifle	D6	5.7 X17mmR
.22 magnum	D6+2	
.22 Jet		Reminton Jet
.221 Fireball		Reminton Fireball
5mm	D6	
5.5mm Velo	D6	Velo Dog Revolver
5.45	D6	5.45 x18mm Soviet. bullet is a Tumbler
6mm	D6+1	
.25 ACP	D6	6.35mm Browning
.256 Winchester		
.32 ACP	D6+2	7.65 x 17 SR 7.65 Browning
7mm BR		7mm BR Remington
7mm Nambu	D6+2	7mmNambu
7mm	D6+2	
Medium		
7.62 T	2D6	7.62x25 Tula Tokarev
.30 Mauser	2D6	7.63x25 Mauser
.32 H&R mag	2D6+1	H&R magnum
.380 ACP	2D6-1	.380 Auto
9mm short	2D6-1	9mm x17
.38	2D6	9 x 19mm
.38 special	2D6	9 x 29mm Bullet counts as a 'Tumbler'
.38 +P	2D6+1	9 x 29mm
8mm Nambu	2D6	8mm New Nambu
8mm Lebel		
8mm RS		8mm Roth-Steyr
9mm M	2D6	9 x 18mm Marakov
9mm Glisenti	2D6	9 x
9mm M +	2D6+1	9x18mm Marakov Power round
9mm Para	2D6+1	9 x 19 Parabellum
9mm Browning	2D6+1	9 x 20mm
9mm AE	2D6+2	9 x 21mm IMI
9mm Gyunra	2D6+2	9 x21 mm Tungsten Carbide Penetrator (VIPER)
9mm Steyr	2D6+2	9 x 23mm, 9mm Largo, 9mm Bergmann Bayard
9mm Long	2D6+3	9 x 25mm
10mm Auto	2D6+3	10 x 24mm
.40 S&W	2D6+3	10 x 25mm?
.454 Webley	2D6+1	Old 11.5 x
.357 SIG	2D6+3	9 x 24 ?

Heavy		
9mm WM	3D6	9mm x 29 Winchester Magnum
.41 AE	3D6	10.4 x 22mm
.41 Magnum	3D6+2	
.41 Long Colt	3D6-1	
.408 S&W Tac	3D6+2	
.45 ACP	3D6	11.43 x 23 mm Subsonic
.45 +P	3D6	Olin Power round
.45 Express	3D6	
.45 Long Colt	3D6	Old
.357 Magnum	3D6+1	9 x 33mm
.357 Maximum		
11mm	3D6	
.44 / 40	3D6+2	Old
.477 Webley	3D6	Old
.44 Special	3D6+1	
5.7mm	3D6+3	5.7x 28mm FN
V.Heavy		
12mm	4D6	
.50 Reminton	4D6	Remington
.44 Magnum	4D6+1	11.2 x 32.8mm
.44 Automag	4D6+1	
.45 Magnum	4D6+2	11.43x Winchester magnum
.454 Casull	4D6+3	
.465 Wildey		Wildey Wolf
.475 Linebaugh		
.50 AE	4D6+2	
.50 Magnum	5D6	
.577 Express	5D6+1	
14mm	6D6	14mm Malorian

Each bullet has its own Inherent accuracy listed (although not in the version of the document provided to the BlackHammer Project), which is cumulative with the gun its fired from. A light and accurate round fired from a heavy long barrelled pistol makes a very precise weapon, while a big, heavy, inaccurate round from a snub nosed pocket pistol is only really accurate if you jam it to some ones temple (but if you pull that trigger they'll REALLY be sorry)

For those who want extreme firepower, it is possible to design pistols that take rifle rounds. The Frame MUST be heavy, and the Revolver action works best. (see the article on rifle creation for more information).

Damage is reduced by D6 due to the short barrel.

Step 5 RATE OF FIRE

Calibre	ROF	Notes	Machine Pistols
Light	3		30
Medium	2	(3 with heavy frame)	20
Heavy	1	(2 with heavy frame)	15
V. Heavy	1	10	

This Rate of Fire system parallels the CP2020 standard system, with only a few minor modifications.

Recoil System

A more advanced system uses the Guns recoil and the users BOD stat.

Each shot from the gun adds to the total recoil felt that round. Once this total recoil is over your BOD, each point of recoil over is a -1 to hit.

A weapon can fire a Maximum number of times a round based on its mechanism and ammo type

Gas auto	5	
Revolver	3	
Break open	=B	No ammo Modifiers
Electric	6	
Caseless	+1	(no case to eject)
Gyrojet rounds	-1	(slow to leave the barrel)
Binary Liquid	6	(recoil modified by Under power and Over power shots)
ETC	1	

Recoil is based on the round.

Light	2
Medium	3
Heavy	4
Very Heavy	5

Add one to this for every size the frame is lower than the Ammo size. Subtract one if the ammo is smaller than the frame normally loads.

Add 1 for plastique rounds and 3 for ETC rounds Gyrojet rounds subtract 2, as they do most of there accelerating in flight. Gauss weapons subtract one as the field distortion absorbs a lot of the recoil.

Step 6 WEAPON QUALITY

Choose the level of craftsmanship that went into building this hurler of death.

Quality	Reliability	WA Mod	MP ROF
Low	UR	-1 or 0	-5
Normal	ST	0	0
High	VR	0 or +1	+5

Low Quality weapons are third world cheap copies, out of licence designs and use a lot of pressings, stampings and round castings. Also covers back alley made zip guns, Home lathed designs and polymer one shots. They have an alarming habit of falling apart or jamming at the worst moments. Normal Quality weapons are Military or retail standard. They'll stand up to regular use, are well made and shouldn't let you down.

High quality weapons are the best that money can buy. Custom machined each part checked to within a ten thousandth of an inch, each spring precision wound. Some are made by master weaponsmiths, some by expert systems, but they are all extremely reliable even under the greatest stress.

All weapons are considered to start with an accuracy modifier of 0 from their quality.

If you want to, you can take the -1 for unreliable or the +1 for high quality, but these will be reflected in the price.

Step 7 THE COST

Calculating the cost of the gun is based on the Frame size

Frame Is	Base Cost
Pocket	150
Small	250
Medium	350
Large	450

These prices vary plus or minus about 50 dollars, but are good ballpark figures

Cost Modifiers

Ammunition

If the weapon loads ammo of the same size band, (Pocket frame = light ammo, Small frame = medium ammo, Medium frame = Heavy ammo, Large Frame = Very Heavy ammo), there is no change to the weapons base cost. If it uses different ammunition, the cost is +50. Unusual or outlandish ammo adds 100 to the cost.

Mechanism

The various mechanisms carry different costs

Break open, Bolt action, Revolver or Gas Auto	no modifier
Gas Auto - 3 rd burst Capable	+50
Gas Auto - Full auto Capable	+75
Gas Auto - 3rd and Full auto	+100
Electrical mechanism	+75
Electrical - 3 rd burst Capable	+75
Electrical - Full auto Capable	+100
Electrical - 3rd and Full auto	+125
Caseless	x1.5
Plastique	x2
Binary	x2
Gas	x1
Gauss	x10
ETC	x5
UR Reliability	-50 (maybe more if the weapon has a bad reputation)
VR Reliability	+100
WA modifier -1 on UR Weapon	-50
WA modifier +1 on VR Weapon	+100 (only +75 if 'Bolt action')

Unreliable Guns can be 'Dangerous'

Final cost is halved

Each time fired, 1/10 chance of a mishap

D10	EVERY TIME A MISHAP HAPPENS .
1-2	Jam. Takes a easy Tech roll to clear
3-4	Barrel blocked. Few rounds to clear. Try to fire it and it'll explode (as 10)
5-6	Important bit breaks. May as well trash it, it's beyond repair.
7	Barrel bursts. Loud, noisy, everyone in 1m takes D4-1 hits of D3 shrapnel
8-9	Comes apart. Something snaps and it all comes apart
10	Explodes. Does normal weapon damage to your firing hand

OPTIONS

Smart gun

Final cost x2 (with Processor, neural link and plugs, a smart gun suite gives +2 to hit)

This covers the On Gun Sensors, the gyros, the motion tracker, the gun's processor and the gun's side of the interface set up.

Non Metallic Construction

Final Cost x4

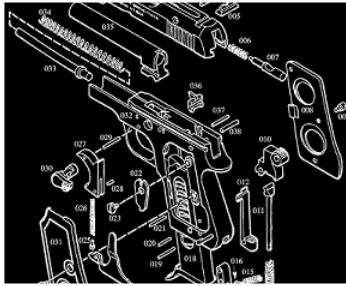
The Gun can be taken through metal detectors, as it's made of plastic, composites and ceramics. It will still show up on X-Rays.

Concealed

The Gun is made to look like a different object, so that it can be carried openly. It'll only pass a simple inspection, as anyone handling it will feel its weight and find its fold out trigger or another suspicious function. To use, the cover is opened or removed in some way, allowing access to the trigger and barrel. Example: SMG's made to look like briefcases, or Pistols that look like heavy metal picture frames, or built into the spines of books

Break Down

The weapon can be broken down into three parts for easy carrying. Usual for sniper rifles, this is useful to carry pistols through weapons detectors and X ray machines. Combined with Concealed, each part can be made to look like a normal item, making detecting the gun at a glance very difficult



OverKill Pistols

Revised Edition - November 1998

If you want to make a Killing Machine, a Beast of WAR™ (nice term Blackhammer), you can always build a HUGE calibre firearm

Rifle calibre pistols

For those who want extreme firepower, it IS possible to design pistols that take Rifle rounds. Examples include the ‘Tinker’ bolt action 7.62 pistols and the Philippine 5.56 revolver.

To make one of these Beasts;

- Select your frame, action etc as normal from the [Handgun Creation System](#)
- Choose your Rifle round from the Rifle calibre list.

Our advice is that the Frame is Heavy, and the Revolver or Break open action works best.

Damage for Medium or Heavier rounds is reduced by D6 due to the short barrel.

Light rifle rounds work quite well in pistols, But medium and heavy rounds are overkill. The normal Heavy calibre have been divided into two sub groups with different inherent WA’s

Calibre	WA
Light	+1
Medium	-1
Heavy I	-2
Heavy II	-3
Very Heavy	-5

No matter what, ROF is ONE

Put it all together and you’ve got a HORRIBLE weapon of destruction

Have fun.

Shotgun Pistols

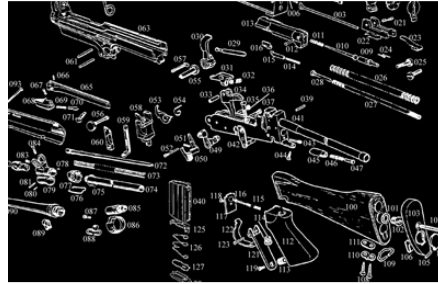
Similar to rifle weapons, these are pistol size weapons that load a shotgun cartridge

Gauge	Calibre	Ammo	Accuracy	Slug	00/000 Shot
.410	Medium		WA +1	2D6	2 / 4
20g	Medium		WA +0	3D6	4 / 6
16g	Heavy		WA -1	4D6	6 / 8
12g	Heavy	-1 Ammo	WA -2	5D6	8 / 10
10g	Very Heavy	-2 Ammo	WA -3	6D6	10 / 12

So if you want to build a Shirowpunk 10 gauge ‘Gong’ handgun, you can make one. The recoil would be crippling, but it’d work.

Ammo	Damage	Notes
Light - WA +1		
.177	D6	
.22LR	2D6	WA+3
.220 swift	2D10	
.22 magnum	2D6+2	
.30 carbine	3D6	7.62x33
5.7mmFN	3D6+3	5.7x28mm FN
9mm Long	2D6+4	9mm x25 Pistol ammo
.357mag	3D6+1	9mm x33 Pistol ammo
Medium - WA -1		
.44 / 40	4D6+2	Old
4.5mm	4D6	Militech pulse rifle, Binary liquid
4.7mm	4D6+1	G11 4.73x33 caseless
5.45mm	4D6+1	5.45x39 soviet AK74
5.5mm	4D6+2	Pacific Rim
5.56 NATO	5D6	5.56x45
7.62 Grendel	5D6	7.62 x36 Grendel Subsonic
7mm	5D6	Fed arms LA15 Caseless
6mm	5D6	Caseless
7.62 S	5D6+1	7.62x39 Short soviet AK47
9x39mm	5D6+1	9x39mm (SP-5) Subsonic
9x39mm	5D6+1	9x39mm (SP-6) Subsonic Armour piercing
6mm UnivS	5D6+2	6mm Universal Soviet

Heavy - WA -2		
.243 magnum	6D6-1	
30-30	6D6+2	7.62 x 51R Winchester
7.5mm MAS	6D6+1	7.5 x 54mm
6.5mm	6D6	Mannlicher Cancaro 6.5 x 54mm JFK stopper
6.5 Swedish	6D6	6.5 x 55mm Swedish Mauser
6.5mm	6D6-1	6.5 x 50mm Militech caseless
7.62 NATO	6D6+2	7.62 x 51mm sold as .308 Winchester
7.62 Soviet long	6D6+3	7.62 x 54 R Mosin Nagant
30-06	6D6+4	7.62 x 63mm
.303	6D6+4	7.7x 56R
7.92 Mauser	7D6+1	7.92x57mm Mauser (8mm)
7mm Remington	7D6+1	7mm Remington Magnum
7mm SM	7D6	7mm Spanish Mauser 7 x 57mm
.300 WM	7D6+3	Winchester Magnum
Heavy II - WA -3		
.338 LM	8D6+1	338/.416 Lapua Magnum 8.6 x 70mm
.375 H&H	8D6+1	
.378 Weatherby	8D6+2	
.416 Rigby	8D6+2	Elephant Gun
.458 Winchester	8D6+2	
.444 Marlin	8D6+1	
.45 MH	8D6+2	.45 Martini Henry
.460 Winchester	8D6+3	
.465 Express	9D6-1	Buffalo rifle
.500 Nitro	9D6	Elephant gun
.600 Nitro	10D6	Elephant gun
Very Heavy - WA -5		
.50 HMG	8D10	Heavy Sniper WA -1
.50 Spotting	7D10	12.7 x 77mm Spotting Rifle
12.7mm BMG	8D10	12.7 x 99mm Heavy Sniper WA-1
12.7mm Bloc	8D10+1	12.7 x 107mm Bloc
14.5mm PTRS	9D10+4	14.5 x 114mm Bloc HMG Antitank rifle
15mm BRG	10D10+3	15 x 115mm Antitank Rifle
15.2mm steyr	10D10+3	Anti Material Rifle APDS



Rifle Creation System

Revised Edition - November 1998

[Javascript calculator](#) by Night Flyer

RIFLES

Types of rifle

Carbine

Carbines are rifle calibre weapons with short barrels, putting them about the same size as large SMG's. They are low powered compared to rifles, as the round doesn't spend long in the barrel, but much handier in confined spaces like vehicles and urban assaults

Sporting Rifle

A bolt action or semi automatic civilian rifle with high accuracy and a light calibre round, used for target shooting and 'pest control'.

Assault rifle

Assault rifles are designed to put out a lot of firepower, either to keep an enemies head down or to score multiple injuries, usually with a small, high velocity round

Hunting Rifle

Using a heavier calibre than a Sporting rifle, a Hunting rifle is designed to give a single accurate shot.

Battle Rifle

Battle rifles are heavier rifles with slow rates of fire and heavy bullets, designed to kill at long ranges.

Sniper Rifle

Sniper rifle are designed to give highly accurate shots over long ranges

(It is possible to mix and match roles, i.e. put a scope on a good assault rifle and snipe with it)

STEP ONE - Weapon Frame

When designing your Rifle, choose the Size of the Frame. This gives you the Basic Range, concealability and Accuracy.

Size	Range	Base WA	Ideal Ammo	Conceal
Small	200m	-1	Light	L
Medium	300m	0	Medium	N (L if bullpupped)
Large	400m	+1	Heavy	N
HUGE	600m	+2	Very Heavy	N

Small weapons are the Carbines, short barrelled and compact for use in confined spaces. This size also covers the small calibre 'varmit' rifles used in pest control

Medium weapons are Assault rifle sized, light-weight with fair accuracy

Large weapons are Battle rifles or heavy rifles, with long barrels and the weight to take the recoil of high power rounds. Most sniper rifles are this size

HUGE weapons are the size of machine guns, with a barrel length of over a metre and a half. The .50 Sniper rifles and anti material rifle are usually this heavy, to allow a very heavy round to be used accurately with controllable recoil

NOTE : Bull-puping weapons

Bull-pup weapons have the magazine behind the trigger group. This reduces the weapons length without making the barrel shorter. This can lower the concealability of the weapon one class from N to L. (normally for assault rifles only).

Once you have a frame, consider the round you'll be using (see the calibre list later on). All frames have an Ideal size, and taking heavier or lighter rounds will effect its stats

When choosing the Calibre, you can have up to a Two step ammo shift, so you can alter the ammo up to TWO sizes heavier than Ideal. This will effect the accuracy of the weapon quite a lot.

Modify the Frames accuracy by the basic accuracy of the round you chose, and

STEP TWO WEAPON ACTION

Basic Ammo	Accuracy	Range modifier
Light ammo	+2	-100m
Medium ammo	+1	0
Heavy ammo	0	+100m
Very Heavy ammo	-2	+250m

If you shifted the ammo up or down, add in one of these modifiers

Shift modifier	WA	ROF (on full auto)
Two sizes Lighter	+1	+10
One size lighter	+1	+5
Ideal	0	0
One size heavier	0	-5
Two sizes heavier	-1	-10

A Note on Weapon Accuracy

Although it is possible to make a weapon with phenomenal accuracy using this system (for example a .22 heavy rifle, giving +4 accuracy.) a weapon cannot have an Accuracy of higher than +3 without using MATCH grade ammo. Match Grade ammo is hand made (or precision machined) to be accurate, and all ammo is precisely the same, so if you zero your scope with one round, the next will be dead on zero.

So high accuracy weapons should have two WA's, without and with match, e.g. +3/+4.

Cost is x4

Then choose the action of the weapon.

Bolt action

A bolt is manually opened, a round inserted and the bolt closed to seal the breach. When fired, the bolt has to be worked again to eject the spent casing. Some bolt actions have to be hand loaded, others have internal magazines which will load a new round when the casing is ejected.

ROF 1 Ammo 1 (hand load) or clip (usually of about 8-10 rounds)

GM NOTE. By firing with the second rather than first finger on the trigger, the action can be worked without taking your hand off the gun. When the bullet has fired, turn the hand so the first finger lifts and slides back the bolt, then thumb the bolt forward. This allows someone with Rifle skill 5+ to get ROF 2 from a bolt action rifle, but with a -3 penalty to hit.

Lever Action

The breach is opened by cranking a lever, which ejects the spent brass and loads a new round.

ROF is usually 1

GM NOTE . The ROF of a lever action rifle is 1 if the users REF or Rifle skill is 5 or less. If either is 6 +, they can fire at ROF 2, but with -2 to hit. If either is 10+, they can fire at ROF 3, but with -4 to hit This represents them hammering out shots as fast as they can work the lever, so accuracy is lost. Also, the user can load bullets into the magazine while firing, using an average Ref + Rifle check. Fumble and they jam the gun. Pass and they load one round. Beat difficulty 25 and they can load 2

Gas Automatic

The force of the bullet being fired is used to eject the casing and to chamber the next round. The first round has to be chambered manually by cocking the weapon, and the gun fires at one rate of fire only. A Dud round will stop the weapon firing and will have to be cleared manually by working the breach open and closed

ROF 1/3/30

Standard ammo clip of 30

Motorised

The motor action uses an electrical motor to work the gun's action, loading, firing and ejecting the rounds at a set rate that can be varied simply by altering the motor speed. Dud rounds are ejected by the action without an interruption in firing

ROF 1/3/ Set from 5 to 30

(ROF can be altered by one normal action, or as a free action if the weapon is smart-linked)

Ammunition comes in various types. Each has its advantages and disadvantages.

STEP THREE Ammunition Types

Cased

The normal round, a self contained brass tube holding primer, propellant and bullet together in a waterproof unit. Readily available world wide due to military oversupply and mass production

Caseless

Caseless ammunition has the bullet embedded in a block of solid propellant, forming a square block. the round is fed point first down into a rotating breach which rotates it through 90 degrees to put it inline with the barrel, fires the round and then turns 90 degrees back to take a new round. As the round has No case, nothing is left after firing, so half of the load-eject-reload cycle can be ignored. This makes it a lot faster on full auto. (ROF +10). As the ammo is smaller and packs together better the clip size is approximately 50% larger (50 rds instead of 30)

Tround

The TROUND is a Triangular cross section round, which is loaded vertically into a rotating cylinder. This cylinder strips the first round from the magazine and brings it up in line with the barrel, where it is fired electrically or by a normal firing pin. Gas can be tapped off from the round to spin the cylinder, or the cylinder can be powered by an electric motor. Gas versions need to be cocked by hand and only have one rate of fire Electric versions automatically take-up a round on loading and can be set to fire at any rate of fire by altering the cylinders speed.

1/3/30 (gas) or 1/3/ 5 to 30 (electric)

Ammo is more compact, giving 30% more in a clip (i.e. 40 rds rather than 30 rds)

Binary Liquid

The binary liquid propellant weapon uses two liquids that are explosive when combined as the propellant. on there own, each liquid is flammable but safe. Only when mixed are they dangerously explosive (binary agent) The weapons magazine contains only the bullet, with no casings. These are loaded into the breach, and then fine sprays of the two liquids are injected into the chamber behind the bullet and ignited by a spark unit, similar to an internal combustion engine. The resulting explosion propels the bullet. Nothing needs to be ejected, but reloading uses canisters for the two liquids and a clip of rounds plus a new battery, and the spark unit must be cleaned regularly to stop it fouling

1/3/25

Ammunition is very compact. 200% increase in magazine size (100 rds)

The reload cycle is the weapons real problem. The two liquids need to be reloaded regularly (varies by weapon, usually every 10 clips) And the battery has to be recharged regularly, and the spark unit cleaned

GM NOTE The Binary action also produces a BIG muzzle flash as the liquids ignite, and on autofire this is very noticeable, especially at night

ECT

Electro Chemical Thermal Propellants use a high voltage pulse to plasmarise the propellant when the gun fires. This produces an explosion of higher power than a conventional propellant, but also produces a lot of recoil and a BIG plume of superheated plasma from the barrel. This plume can be several metres long for large calibre weapons, and can ignite anything flammable (and do D6 burn damage)

Damage +2D6, Rate of Fire One, Cost x5

Gas powered

High powered airguns are coming back into fashion after the introduction of magnetic resonance imagers that can detect explosive propellants. They use a composite plastic barrel and a high pressure air supply to accelerate the round. While they are quieter in operation, they normally cannot carry enough compressed gas for battlefeild operations (an average bottle holds 30 to 50 shots for rifle size)

Damage is as normal

Gauss Rifles

'Railguns' or 'Coilguns'

Both are Magnetic accelerators that use a high power magnet to shoot ferromagnetic projectiles at high speeds. By altering the power to the magnets, the gun can fire subsonically, or by increasing it the gun can fire well over the speed of sound.

Choose the calibre of the weapon as normal, and change the Dice used depending on the chosen power.

Subsonic

D6 becomes D4, D10 becomes D6

With special subsonic ammunition, damage is the same as normal propellants

Conventional Firing

becomes D10, D10 becomes 2D6

Overload

A dangerous operation, as the bullet is travelling fast enough to plasmarise the air inside the barrel, and the stresses of firing can buckle the magnets, causing it to misfire
D6 becomes 2D6 , D10 becomes 2D10
reliability lowered one class

Railguns use a 'sliding short' system, which makes them only capable of having one bullet in the barrel at once. They are usually used for battle rifle frames and sniper systems, as they have a lower autofire rate than a coilgun

ROF 1 / 3 / 20

Coilguns use a series of electromagnetic coils that pulse in series, each one accelerating the projectile more than the last. As the coils work in series, the weapon can have several rounds travelling down the barrel at once, making them ideal assault weapons

ROF 2 / 3 / 40

Both systems need long barrels and even when bull-pupped are longer than a conventional rifle, making them difficult to use in confined spaces, and hard to conceal.

Most military Gauss Weapons are set to fire conventionally at all times. Special forces Gauss weapons are available with a selector switch allowing Subsonic firing, but they are very hard to get hold of.

Weapons that can overload are usually Special forces, custom made or modified by the user.

Magazine Size

Depending on the action of your weapon, the Amount of rounds it holds varies.

Most modern weapons use clips that hold 20 or more rounds, allowing the weapon to be fully reloaded in one action. Weapons with internal magazines use a tube mag which feeds rounds into the action, and have to be reloaded one round at a time. (one action to load 2-3 rounds into the magazine)

Weapon Type	Average	Range
Bolt Action single shot	1	1
Bolt Action clip fed	10	6 to 12
Automatic	30	20,30,45,50d,100d
Motorised	30	20,30,45,50d,100d
Caseless	50	25,50,75
Tround	40	30,50,70
Binary liquid	100	50 to 200
ECT	10	5, 8, 10, 12, 15
Gas Gun	20	10, 12, 20, 25
Gauss Gun	50	25,30,45,50,75,100,150,200

Unless noted, rounds are in clips. Drums (d) increase concealability by one class

Calibre

See the calibre appendix at the end of the file

Creating your rifle is a simple matter of choosing the frame, action, ammo type and calibre. Adding all of the variables together results in the finished weapon profile

Cost

Frame	costs	Ammo	costs	Action	costs
Light	+150	Light	-25	Bolt	+10
Medium	+200	Medium	+0	Lever	-10
Heavy	+300	Heavy	+50	Gas auto	+0
Huge	+500	Very heavy	+150	Motorised	+50
Ammo type	costs	Reliability	costs	Options	Costs
Cased	+0	Very reliable	+100	Bull-pupped	+50
Caseless	+50	Standard	+0	WA+1	+200 (+100 if bolt action)
Tround	+100	Unreliable	-50	WA-1	-100
Binary	+500			Can fire 3rd bursts	+50
Gas	+150			Can fire Full auto	+200
ECT	+1000				
Gauss	+1000				

Minimum Cost of a weapon is \$50

Ammo	Damage	Notes
Light - WA +2		
.177	D6	
.22LR	2D6	WA+3
.220 swift	2D10	
.22 magnum	2D6+2	
.30 carbine	3D6	7.62x33
5.7mmFN	3D6+3	5.7x28mm FN
9mm Long	2D6+4	9mm x25 Pistol ammo
.357mag	3D6+1	9mm x33 Pistol ammo
Medium - WA +1		
.44 / 40	4D6+2	Old
4.5mm	4D6	Militech pulse rifle, Binary liquid
4.7mm	4D6+1	G11 4.73x33 caseless
5.45mm	4D6+1	5.45x39 soviet AK74
5.5mm	4D6+2	Pacific Rim
5.56 NATO	5D6	5.56x45
7.62 Grendel	5D6	7.62 x36 Grendel Subsonic
7mm	5D6	Fed arms LA15 Caseless
6mm	5D6	Caseless
7.62 S	5D6+1	7.62x39 Short soviet AK47
9x39mm	5D6+1	9x39mm (SP-5) Subsonic
9x39mm	5D6+1	9x39mm (SP-6) Subsonic Armour piercing
6mm UnivS	5D6+2	6mm Universal Soviet
Heavy - WA +0		
.243 magnum	6D6-1	
30-30	6D6+2	7.62 x 51R Winchester
7.5mm MAS	6D6+1	7.5 x 54mm
6.5mm	6D6	Mannlicher Cancaro 6.5 x 54mm JFK stopper
6.5 Swedish	6D6	6.5 x 55mm Swedish Mauser
6.5mm	6D6-1	6.5 x 50mm Militech caseless
7.62 NATO	6D6+2	7.62 x 51mm sold as .308 Winchester
7.62 Soviet long	6D6+3	7.62 x 54 R Mosin Nagant
30-06	6D6+4	7.62 x 63mm
.303	6D6+4	7.7x 56R
7.92 Mauser	7D6+1	7.92x57mm Mauser (8mm)
7mm Remington	7D6+1	7mm Remington Magnum
7mm SM	7D6	7mm Spanish Mauser 7 x 57mm
.300 WM	7D6+3	Winchester Magnum
.338 LM	8D6+1	338/.416 Lapua Magnum 8.6 x 70mm
.375 H&H	8D6+1	
.378 Weatherby	8D6+2	
.416 Rigby	8D6+2	Elephant Gun
.458 Winchester	8D6+2	
.444 Marlin	8D6+1	
.45 MH	8D6+2	.45 Martini Henry
.460 Winchester	8D6+3	
.465 Express	9D6-1	Buffalo rifle
.500 Nitro	9D6	Elephant gun
.600 Nitro	10D6	Elephant gun
Very Heavy - WA -2		
.50 HMG	8D10	Heavy Sniper WA -1
.50 Spotting	7D10	12.7 x 77mm Spotting Rifle
12.7mm BMG	8D10	12.7 x 99mm Heavy Sniper WA-1
12.7mm Bloc	8D10+1	12.7 x 107mm Bloc
14.5mm PTRS	9D10+4	14.5 x 114mm Bloc HMG Antitank rifle
15mm BRG	10D10+3	15 x 115mm Antitank Rifle
15.2mm steyr	10D10+3	Anti Material Rifle APDS



Shotgun Creation System

Revised Edition - November 1998

What sizes of Weapon Frames shall we use?

- Pistol (Heavy Pistol size)
- Short barrel (SMG size)
- Normal (Assault Rifle size)
- Long (Heavy Rifle size)

Pistol Pistol framed shotguns are rare, as the recoil is heavy. The simplest are flare guns that take 10 gauge shotgun cartridges, and the Le Mat 16, a revolver with a single 16 gauge shotgun barrel in the centre of the cylinder. The Ubachi 'Last Chance' shotgun is basically a disposable pistol shotgun, a simple fibreglass barrel with a spring firing pin.

Sawn off Illegally cut down shotguns, making them easier to conceal and less cumbersome

Whippit / Short Barrels The professionally made version of the sawn off shotgun, 'whippit' shotguns are made with short barrels so they can be used for self defence.

ACTIONS

Break open Single barrel break open shotguns are usually sporting models or Farmers guns

Double Barrel shotguns can come with the barrels either 'over and under' or 'side by side'.

Over and under is usually a sporting model, side by side farming.

3 and 4 barrel break open shotguns can be made, but are unusual. Most are street sweepers illegally made by spot welding double barrel shotguns together

Lever action Like a lever action rifle, the lever action shotgun uses a hand cranked lever to load and unload the shells from the chamber.

GM NOTE . The ROF of a lever action shotgun is 1 if the users REF or Rifle skill is 5 or less.

If either is 6+, they can fire at ROF 2, but with -2 to hit.
If either is 10+, they can fire at ROF 3, but with -4 to hit
This represents them hammering out shots as fast as they can work the lever, so accuracy is lost
Lever action shotguns are an old design, and are not commercially made by the big gun manufacturers. Most in circulation are old, custom made or collectors items

Pump action The pump action shotgun uses a sliding fore-grip to load the shells
The weapon can be accidentally 'short shucked' by not fully drawing the pump back before you let it return forward.
This only half loads the round and jams the shotgun
Working the pump again may clear it, or it may need to be removed by hand (takes time)

NOTE: Old style shotguns use the pump being slid back to eject the shell loaded and pull a new one from the magazine, and the return motion of the pump going forward to load the new shell. Some newer shotguns use a different system to keep the shotgun compact.

The pump is slid forward, out from under the barrel to open the chamber and eject the old shell, and is slid back under the gun to load the new round.

Gas automatic The force of the shell being fired is used to eject the casing and to chamber the next round. The first round has to be chambered manually by cocking the weapon, and the gun fires at one rate of fire only.

A Dud round will stop the weapon firing and will have to be cleared manually by working the breach open and closed . Most gas Auto shotgun are also pump action, so that Duds can be cleared by working the pump.

Motorised

The motor action uses an electrical motor to work the guns action, loading, firing and ejecting the rounds at a set rate that can be varied simply by altering the motor speed.

Dud rounds are ejected by the action without an interruption in firing

Revolver Only a few current shotguns use a revolver system. The weapon is wider than a normal shotgun, but can be shorter and more compact

The simpler model is spring loaded, rotating the cylinder one step after each trigger pull

The more complex are gas operated, using the gas from the firing of the shell to rotate the cylinder

A note on cases

Military loads are normally brass cased, longer than sporting rounds so they cannot be loaded into a normal pump action shotgun. The brass case absorbs a lot of the heat generated on firing, and so allows the automatic shotguns to run quite cool. If a CAWS was to use normal shotgun shells it could overheat and jam, possibly even warp and melt. Any shotgun capable of full auto fire that's using normal rounds counts as one class less reliable.

Brass cased ammo costs slightly more (cost x1.5) and is usually harder to get hold of, as its only real use is in Full auto weapons

MAGAZINES

Most of the modern shotguns use a tubular magazine under the barrel, which can hold 6 or 7 rounds. A tubular clip is possible, with the whole tube magazine being unfastened and a new full one being locked into place, but not on a normal pump action model. Tilting barrels which take slide in plastic tube clips also allow fast reloading. Twin Tube magazine weapons do exist, usually pump / gas automatic. These feeding shells alternately from each magazine (with a selector switch allowing one magazine to be fired first)

Military auto-shotguns (CAWS) use 10 round box magazines like rifles, but the size of the shotgun shell keep the amount of ammo a box can hold down. At the most 20 round drums are possible. Belt feed is possible (the Rolling Thunder automatic shotguns)

Calibres / Shell Sizes

.410
 20 Gauge
 16 Gauge
 a 12 gauge shell is 18mm x 70mm
 a 12 gauge magnum shell is 18mm x 90mm
 10 Gauge
 10 Gauge Magnum

Making your own Shotgun

Size	Concealability	Base Range	Notes
Pistol	Conc J	25m	
Short	Conc L	40m	Max 5 rd tubes
Normal	Conc L	50m	Max 6 rd tubes
Long	Conc N	60m	Max 7 rd tubes

Action	Notes
Break	Usually only has one round per barrel
Lever	Loads from a Tube Magazine
Pump	Loads from a Tube magazine
Gas auto	Loads from Tube or Box Magazine / Belt
Motorised	Loads from Tube or Box Magazine / Belt
Revolver	Uses a cylinder

Ammo load	Notes
Break	one shot per barrel, ignoring Gauge modifiers
Tube	5, 6, 7 or 8 rounds
Twin Tube	2x5, 2x6, 2x7
Clip	can be a straight magazine of 6rds, 10rds or a 20 rd drum
Cylinder	Usually 6 shot, large 10 or 12 round ones make it bulkier (conc +1)
Any shotgun that can take a Magazine is also available Belt fed, feeding from 25 round belts	

Gauge
All ammo listings are for 12 gauge rounds. Using larger or smaller gauges alters this slightly
.410 are +3
20 gauge are +2
16 gauge are +1
12 gauge are as listed
10 gauge are -1
Magnum rounds are longer than normal and so Tube mags are -1 ammo

Damage

Using the FID shotgun system.

12 Gauge is 8 Pellets of OO buck , Basic range 50m

10 pellets of OOO, basic range 50m

Slug damage is a Basic 6D6

This is taken as the standard and every other gauge is based off this.

GAUGE	'OO'	'OOO'	Slug	Basic 6D6 slug is	Range
.410	2	4	-3D6	3D6	-30m
20g	4	6	-2D6	4D6	-20m
16g	6	8	-D6	5D6	-10m
12g	8	10	+0	6D6	+0m
10g	10	12	+D6	7D6	+10m

The Range Modifier cannot more than HALVE the weapons range

Magnum rounds add +1 damage to all shot, and +D6 to slugs
 Firing Slugs from a PISTOL frame drops damage by D6 due to the short barrel

Examples of Current Shotguns**Franci SPAS-12**

12 gauge shotgun, gas automatic, full auto at 4 rds a second.
 7 round tube mag and 1 in the chamber

Franci SPAS 15

Full auto 12 gauge, 6 round box magazine. Rifle sized

Striker

Short 12-gauge shotgun with a 12 shot revolver cylinder

Pancor jackhammer

Long barrel bull-pup shotgun in 12 gauge. Ammo is a 10 shot revolving cylinder, which comes preloaded and is disposable.
 Full auto

Ithica Roadblocker

A long barrelled 10 gauge magnum pump action, the full length tube mag holds only 3 shells. Used by Highway patrol units to fire slugs capable of cracking the engine blocks of trucks.

Ithica Stakeout

Short barrelled 12 gauge pump action, 5 round tube mag under a short barrel

Neosted 12 gauge

Compact 12 gauge, gas auto with twin 6 round tube magazines over the barrel, with a forward pump action that keeps the overall length down



Three new cousins of the mighty - EMP Grenade in the limelight

EMP-1 and EMP-2 series grenades are available in a variety of powers, rated from Mark 1 to Mark 5.

Shotgun Grenades are only available as Mark 1, and cost 2.5x the Mark 1 cost.

25mm Grenades are available up to Mark 2, and cost 2x the list cost.

40mm Grenades are available up to Mark 4, and cost 1.5x the list cost.

Hand Grenades are available up to Mark 5, and cost as listed.

EMP-1 "Shocker" Grenade

The EMP-1 Grenade produces a variable EMP pulse over a small area, it is capable of disabling cyberware on occasion, but is recommended for use against data storage devices and computers. Targets of a shocker grenade roll on the following table for each major cybersystem (optics, audio, reflex boosting, interface, etc). Computer systems are crashed temporarily (mark x 40%) of the time, and permanently (mark x 10%) of the time. Magnetic data storage is erased (mark x 50%) of the time, and chip storage (mark x 20%) of the time. The higher rated Shockers actually release a series of electrical arcs when they go off, dealing damage to those in the burst radius.



1-2 System unaffected	Mark 1 1 foot burst (impact), no damage 25 eb
3-4 System reboot, off-line for remainder of turn	Mark 2 1m burst radius, D6-1 damage 75 eb
5 System goes off-line for D6+1 turns	Mark 3 1m burst radius, D6+1 damage 100 eb
6 System goes off-line for D6 minutes	Mark 4 2m burst radius, 2D6 damage 150 eb
	Mark 5 3m burst radius, 2D6 damage 200 eb

EMP-2 "Waver" Grenade

The EMP-2 Grenades use more conventional EMP technologies, with no explosion or flashy displays when their components fuse to produce the EMP effect. The basic design of the "waver" system is the same as that of hand-portable EMP pistols, firing a burst of high-frequency radio EMP over a small area, but the output has been powered up so much that the effect burns out the internal electronics in the process.

The game effects of being inside a Waver field are the same as being hit by an EMP pistol, except that all cybersystems are affected instead of just those in the target hit location. Roll 1D6 on the following table for each cybersystem attacked.



1 - System unaffected	Mark 1 1 foot burst (impact), Roll D6+1 on table 100 eb
2 - System slows down (-4 ref if a limb, computer run slowly).	Mark 2 1m burst radius, Roll D6-1 on table 75 eb
3 - Minor crash: system blinks off for 1 round but comes back up. This will drop you out of the net or cut your cellphone call.	Mark 3 2m burst radius, Roll D6-1 on table 125 eb
4 - Crash out: System GPFs and starts reboot sequence. This takes 2D6 rounds.	Mark 4 3m burst radius, Roll D6 on table 175 eb
5 - Big system crash - system begins diagnostics and reboots itself. Takes 1D6 minutes to restore.	Mark 5 4m burst radius, Roll D6 on table 250 eb
6 - System crashes out and needs a tech to fix it (appropriate tech roll over 20 to restore it).	

EMP-3 "Flasher" Bomb

The "Flasher" grenade is a new weapon developed for police units needing a quick-response non-lethal weapon that will work against a mixed crowd of cybered and non-cybered persons. With the prevalence of cyberoptics and audio systems, many persons in a mixed crowd are immune to the effects of a flash-bang grenade, but these same persons are usually quite susceptible to EMP weapons, so the two were combined into one package for crowd control.

The grenade itself is quite large compared to most other weapons in it's class (thus the "bomb"), weighing in at a heavy 3kg. Throwing it is awkward (-2 WA) and long ranges are not possible with it (1/2 usual throwing range). When the bomb goes off, it flashes an incredibly bright flash of light while the EMP portions of the weapon engage and fuse themselves. Then the grenade explodes from the small explosive charge inside, producing a concussion wave and tearing the weapon in half.



Persons looking towards the grenade within 5m (15m at night) must make Difficult Reflex roll to avoid being blinded for D6 turns (this effect is negated by anti-dazzle). The EMP effects are identical to the Mk 5 EMP-2 Waver grenade, and the whole shebang is followed up with a 5D6 damage concussive charge (damage is 1/2 stun on contact and within 1m, and all stun from 1m to 4m - ranges are doubled indoors).

EMP-3 Blash, EMP, Boom!
400 eb

Kendachi MonoGun

MEL +1 J P 2D6 VR \$350

PST -3 J P 10mm 1 1 UR

New from Kendachi! A Classic Kendachi Monoblade mounted into a one-shot deringer-style 10mm! Because of the incredibly short barrel of the gun, the slug only has a range of 10m, but still packs quite the surprise punch!



Case found himself staring through a shop window. The place sold small bright objects to the sailors. Watches, flickknives, lighters, pocket VTRs, Sims Tim decks, weighted man-riki chains, and shuriken. The shuriken had always fascinated him, steel stars with knife-sharp points. Some were chromed, others black, others treated with a rainbow surface like oil on water. But the chrome stars held his gaze. They were mounted against scarlet ultra suede with nearly invisible loops of nylon fish line, their centers stamped with dragons or yin yang symbols. They caught the street's neon and twisted it, and it came to Case that these were the stars under which he voyaged, his destiny spelled out in a constellation of cheap chrome. - *Neuromancer*

Ever since Case first stared at those metal stars and then Johnny Silverhand stuffed his pockets full before that fateful run on Arasaka, Shuriken have been a core visual of the genre. No Street Samurai poseur can be found without at least a half-dozen scattered throughout his possessions. It's as much a badge of office as the MonoKatana is for the elite of their class. So here's a few new ones to spice up your night.

Juji-shuriken (3eb)

The famous Ninja weapon; a cross- or star-shaped disk.
(From *Pacific Rim / CP2020*)
+0 WA, P Conceal, Common, D3 Damage (1/2 SP)



Bo-shuriken (7eb)

A shuriken in the shape of a pencil or nail. It is more difficult to throw than the Juji-shuriken, but it wounds more deeply (like getting hit with a nail-gun). (From *Pacific Rim*)
-1 WA, P Conceal, Common, D6 Damage (1/2 SP)

Mono-Juji (15eb)

Juji-shuriken made of "Monomolecular Crystal" (a cheap version of the monocrystal used in the Mono-Two blades) Mono Shuriken of all types cannot be combined with most of the options listed later, and shatter on impact 1/3 of the time after rolling damage.
+0 WA, P Conceal, Common, D6+D3 Damage (1/3 SP)

Mono-Bo (35eb)

Bo-shuriken made of "Monomolecular Crystal" (a cheap version of the monocrystal used in the Mono-Two blades) Mono Shuriken of all types cannot be combined with most of

the options listed later, and shatter on impact 25% of the time after rolling damage.
-1 WA, P Conceal, Common, 2D6 Damage (1/3 SP)

Throwing Cards (120eb)

Listen up you "Gambit Wannabes"! This set of "shuriken" is sold as a set of 5 cards, in either hearts or spades, packaged in a soft pseudo-leather carrying case. They are 5" tall by 3" wide and are generally awkward to throw for those accustomed to normal shuriken (do not use the strike / cast maneuver bonus for ninjitsu).
+0 WA, P Conceal, Poor, D3+1 Damage (1/2 SP)



Glass Shuriken (x3 Cost)

Both Juji and Bo shuriken can be purchased made of glass (but then cannot have any other options included, and cannot be Monocrystal either). This makes them lighter and somewhat fragile (-1 WA) but also renders them invisible from both metal detectors and x-rays. Glass shurikens have the same chance of breaking on impact as Mono shuriken of the appropriate style.

SlamDance Memory Plastic Shuriken (250eb)

Only available as a Bo-shuriken, this is a classic Spawnblade manufactured in shuriken style. The shuriken is a matte black plastic and somewhat lighter than a standard 4" shuriken (thus the reduced damage). But if the shuriken deals 3 damage beyond the target's armour (this usually requires that the thrower have exceptional strength to increase the damage that high) it spreads into a razor-sharp 50° spatula - inside the oponent! This deals an additional D6+1 damage to the target. Once opened, the SpawnBlade can only be safely removed with a medtech roll of 20+, any other means of removal will cause another D6-1 damage. The only way to "undeploy" the shuriken is to heat it to 90°C. and then rap the side of the blade on a hard surface three or four times (each hit reduces the size of the blade down to the original shape).

Memory "Rubber" Shuriken (200eb)

Both Juji and Bo shuriken can be purchased made of another variety of memory plastic that allows them to be soft and flexible while a current is passing through them. The center of the shuriken is a battery pack which is good for about 2 weeks of steady use. While in use the shuriken appears to be a "training star" (rubber shuriken used when training in ninjitsu, also carried by a lot of poseurs who think shuriken look cool but are afraid of the pointy bits), but with a single squeeze of the centerpiece, the shuriken becomes a fully functional (albeit somewhat less than razor-sharp) throwing star.

+0 WA, P Conceal, Poor, D2 Damage (1/2 SP)

"Sphere" Payload Delivery Stars (+15eb)

Both Juji and Bo shuriken can be purchased with a storage space inside them to contain any liquid payload as well as a delivery system to inject this payload on impact. Standard payloads include the various less-than-lethal chemical warfare agents and unfortunately includes biotoxins, nanotech agents, engineered virii and so on. The payload costs 50% of the normal cost of the [chemical base price](#) due to the small amount required for this direct delivery method.

Tracer Shuriken (2x Cost)

These shuriken include built-in "glow panels" along the main smooth surfaces so that they are clearly visible in low-light and no-light conditions. This is mostly a style consideration, as it provides little use in combat except for the knowledge of whether it hit or not. They are available in red, green, purple, yellow and blue.

Shocker Shuriken (+100eb)

The center of these Juji-shuriken contains a single charge capacitor linked to a conductor pack along the perimeter of the star. Once armed by depressing the button, the shuriken acts as a miniature taser on it's next impact. Persons struck on body armour (not penetrated) must make a stun save at +4, those struck on non-armoured locations or where the armour has been penetrated must make a stun save at +0, with an additional -2 per taser strike in the past 4 rounds.

Tracker Shuriken (+50eb)

This can be combined with any shuriken and doubles as a tracking device with a 2km "ping" range and a 1 year battery life once activated. The tracking monitor costs an additional 500eb. The real problem with these is getting them to "stick" and NOT have them removed by the target soon thereafter. This option cannot be combined with Mono-Shuriken.



There was a note on the black lacquer bar cabinet beside the door, a single sheet of stationery, folded once, weighted with the shuriken.

IKARI RAZOR GLOVE

compiled by Amy Luther

Ikari Razor Glove MEL 0 P C 1D6/2 n/a n/a 50eb

This is a simple, Freddy Krueger-esque glove equipped with Scratchers or Rippers. The Ripper version costs 50eb more, has a Con. of Jacket, does 1D6+3 damage, and reduces REF checks with that hand by -3 due to reinforced finger joints. Neither version can be used for punching, as the blades on the fingers make it impossible to clench the hand.

Crowdpleaser P -2 P P 4D6 4 2 UR 1m 600eb

This is a type of hand-sized, sawed-off shotgun which loads disintegrating pellets (20eb/load). The advantages of a crowdpleaser are its portability, concealability, extreme damage capability against unarmored targets, and the inability to accidentally spray anyone besides your intended target (the pellets disintegrate after about 3 feet). Unfortunately, it is dangerously unreliable and rather inaccurate, and is best used at point-blank range.

Stinger P 0 P R 1pt/special 1 1 VR 3m 500eb

A stinger is a small, hand-held weapon resembling a taser, which fires a needle (also similar to that of a taser) containing a powerful neurotoxic agent. It effectively paralyzes the target, inflicting intense pain whenever the angle between two bones is changed (i.e., during movement, breathing, etc.). The target must make a Very Difficult COOL save to make any action for the duration of the drug (1d6+3 minutes); failure indicates incapacitation with pain.

SURVIVAL GAMES, INC.
The World's Finest Paintball Accessories, Without
Comparison, Since 2011 AD
by Gary Astleford

Survival Games, Inc. has manufactured paintball weapons and equipment since 2011, and is known as one of the finest producers in the world. While paintball weapons may be thought no better than expensive toys to some street trash, SGI considers them to be serious ordinance. Following is a brief overview of some of SGI's most popular and innovative models.

SGI "Doppelganger" Paintball Pistol (.68 Paintballs, 7 Ounce Air Cartridge)

P -1 J C Paint/Drugs 20 2 UR 40m. 150eb

The "Doppelganger" is an unlicensed production copy of the Nelspot Wombat, with only a few slight changes in internal structure and materials composition, not to mention that fact that it's 50eb cheaper. The Doppelganger, unlike the gaudy and colorful Wombat, is made from non reflective black composite plastics. Most "paintballers" consider the Doppelganger a beginner's weapon.

SGI "Wraith" Paintball Pistol (.68 Paintballs, Two 7 Ounce Air Cartridges)

P +0 J C Paint/Drugs 20 2/3 ST 50m. 325eb

SGI's "Wraith" is a sleek, black weapon designed for ease of use. It has excellent range for a paintball weapon, comparable to most modern handguns. Paintballs fired from the Wraith have been known to leave painful welts if the proper equipment isn't worn. As an added bonus, the Wraith's composite shell is equipped with thermal baffling to hide its dual compressed air cartridges, when, if discharged, create a burst of extreme cold which can be detected in other weapons of the same type. The "3" rate of fire reflects the possible addition of SGI's "speedfire" system, which allows the weapon to fire three- round bursts (add 75eb to the weapon's base price).

SGI "Bansidhe" Paintball Machine Pistol (.68 Paintballs, 10 Ounce Air Cartridge)

SMG -1 J C Paint/Drugs 30 3/10 ST 30m. 425eb

This small, squat weapon reminds most people of an Ingram M-11 in form. It is equipped with a paintball gravity feed which lies flush with the weapon's top surface, creating a very low profile. The gun's exceptionally short barrel causes an incredible loss of accuracy, which doesn't matter much when you're firing the thing on full automatic.

SGI "Geist" Paintball Assault Weapon (.68 Paintballs, Two 10 Ounce Air Cartridges)

RIF +1 N C Paint/Drugs 50 1/3/20 ST 75m. 550eb

The "Geist" is a true paintball assault weapon, in every sense of the word. It is designed with the serious paintballer in mind. The large gravity feed (which lies flush with the top of the weapon, much like the "Bansidhe's") is configured in a bullpup orientation. The weapon's gas canisters are fitted below the barrel and act as a forward grip. The weapon is equipped with a x4 hunting scope, but iron sights are also provided.

SGI "Manitou" Multi-Paintball Scattergun (SGI 2" Multi-Paintball, 7 Ounce Air Cartridge)

SHT +0 L C Paint/Drugs 5 2 ST 40m. 400eb

The maniacs at SGI have gone and done it again! The "Manitou" is the first compressed-air scattergun, designed in much the same form as the standard police riot pump-action. Specially designed ammunition, cased in short (2") plastic tubes, is used. Each "Multi-

Paintball" round holds 8 pea-sized paintballs. Effects are similar to a shotgun blast. Compressed air canisters are installed in the stock.

SGI "Will o' Wisp" Paintball Sniper System (.68 Paintballs, 10 Ounce Air Cartridge)

RIF +3 N C Paint/Drugs 1 1ST 150m. 600eb

Another first from the geniuses at SGI - a paintball sniper system. This single-shot paintball rifle is equipped with a rifled barrel, a x8 sniper scope, uses specially made paintball rounds (2x normal cost), and has the longest range of any commercial paintball weapon. The weapon is made from the same thermal baffling plastics as it's cousin, the "Wraith." However, its long range means it sucks twice as much charge from any compatible compressed air cartridge. A small price to pay for its uncanny accuracy.

SGI "Barghest" Squad Automatic Paintball Gun (.68 Paintballs, Five 12 Ounce Air Cartridges)

RIF -1 N C Paint/Drugs 150 15 ST 75m. 750eb

This monster is truly original in design. With the highest ammo capacity of any other paintball weapon, and an unbelievable rate of fire, SGI markets it as the one and only "squad automatic" of paintball guns. The "Barghest" is powered by five 12 ounce compressed air bottles, and feeds from an incredible 150 round gravity clip. Equipped with iron sights and a bipod (+1 to accuracy when prone).

OTHER ACCESSORIES

Extra Clips -

Prices - 20 Round Capacity : 5eb; 30 Round Capacity : 7eb; 50 Round Capacity : 10eb; 150 Round Capacity : 25eb. Never run out of ammo again! These paintball clips, made from a special composite plastic, are nearly impossible to break (SP10). Most are adaptable to any SGI weapon, except for the 150 round clip, which is designed for use only with the "Barghest" SAP.

Extra Air Cartridges -

Prices - 7 Ounce (@ 21 shots) : 2eb each; 10 Ounce (@ 30 shots) : 3eb each; 12 Ounce (@ 36 shots) : 4eb each. Highest quality compressed air cartridges money can buy.

.68 Caliber Paint Pellets -

Prices - 20 Round Tube .68 Standard : 2eb; 20 Round Tube .68 Sniper : 4eb; 10 rds 2" Multi Paintball : 4eb. The finest paint pellets, made in orbital workshacks for perfect sphere shape and amazing accuracy. Available in red, orange, yellow, neon green, and hot pink.

Loading Tubes -

Price - 100 Round Capacity : 12eb. These black plastic loading tubes can be used to store up to 100 paintballs. Simply removed the cap and pour your paintballs into the desired clip or magazine.

SGI Paintball Weapon Cleaning Kit -

Price - 50eb. This kit has everything the serious paintballer needs to keep his weapons in top function.

SGI "Poltergeist" Paint Grenade -

Price - 10eb. Upon detonation, the "Poltergeist" will burst, marking a twenty foot diameter area with thick, sticky paint. The paint is biodegradable, non-staining, and can easily be washed off of skin with soap and warm water. Each grenade weighs about ten ounces. Available in red, orange, yellow, neon green, and hot pink.

PAINTBALL LOADS

I remember laughing when I first held Cyberpunk 2020 in my dirty little hands, because they actually included a paintball gun in the book's arsenal. My friends and I tittered about it for a few moments. Granted, it might be nice to shoot that ganger in the head and put him down for good. Why bother with that, though, when for just 300 eurobucks more, you can take your Colt AMT 2000 and deliver 4D6 points of organ-shredding, bone-splintering, blood-spewing damage upon your unfortunate foe? Yeah, we said. Who wants a PAINTBALL gun, anyway?

I'd never given them much thought until I read about Mike Pondsmith's little character-killing tactic. I'll describe it in brief, in case you've never heard about it. Attack your players with a group of Inquisitors armed with paintball guns, half loaded with sleep rounds, and half loaded with acid. The sleep rounds will drop most of the unarmored characters right away. The acid rounds are for use on the characters wearing clamshell armor. Once their armor is eaten away, hit 'em with the sleep rounds, too.

In short, it's evil. A little bit too perfect, but evil.

It follows, then, that paintball guns are a very special kind of weapon. They're powered by compressed air and as such are almost silent. They're cheap, and no one is really, REALLY frightened of them. If I think about all the things you can fit into a sixty-eight caliber ball, it makes me wonder why no one ever thought about it before. It makes paintball guns nearly as effective as shotguns, if not more so, because the variety of ammunition that could be available is enormous.

So, for your amusement, I've come up with several different ammo types, just for use with paintball guns. Be careful! Some of these things are really nasty. Aside from the different prices, each type of paintball has a listed Availability rating. For those of you who don't have CP2020, I'll give you a low down on what the different Availabilities are :

Excellent : Can be found almost anywhere.

Common : Can be found in most sports and gun stores on the street.

Poor : Specialty weapons, black market, or stolen military.

Rare : Stolen, one of a kind, special military issue, may be highly illegal.
EXCEEDINGLY Rare : Highly illegal, top secret, the stuff that scandals are made of.

I'm serious about these Availabilities, now. Some of this stuff is fire (literally), and you don't play with fire. However, the vast majority of it isn't any more dangerous than any of the other nasty things listed in any of the Chromebooks. So knock yourself out. Don't say I didn't warn you.

PAINTBALL LOAD TYPES -

Acid - Cost (per 50) : 50 eb; Availability : Poor

These paintballs are thin-walled ceramic spheres containing a powerful acid. Standard acid loads (CP2020 pg 107) do 1D6 in acid damage, and will eat away at armor SP for the same amount for three rounds. More powerful acids, while uncommon, are available for a substantially higher price.

Adhesive - Cost (per 50) : 30 eb; Availability : Common

Adhesive loads are much like typical paintballs, yet they contain a powerful adhesive similar to an industrial strength cyanoacrylate. Such glues are normally instantly adhesive, and are only effective as long as they are still wet. Cyanoacrylate glues are normally very thin, with a low viscosity, which increases the chance that they will spread over an area and sink through small cracks and holes. They are only inert once completely dry (which takes about two or three

minutes), but by then it is usually too late. These loads are effective when fired at the floor in front of pursuers, who will usually step into the glue and be left immobilized. Powerful solvents are available that dissolve cyanoacrylate compounds.

Anti-Laser Aerosols/Chaff - Cost (per 50) : 20 eb; Availability : Poor

ALA/chaff balls are used to reduce the effects of laser weapons. They release a small cloud of reflective and heat-absorbing particles into the air upon impact. The ALA cloud will remain for twenty seconds for every three balls fired, and will create a one meter diameter cloud per hit within the area. Any lasers (pulse, beam, or otherwise) fired through the cloud are at -4 to hit.

Bioplague - Cost (each) : 500 eb; Availability : Rare

Some of the more dangerous loads around, bioplague paintballs are no laughing matter. They utilize a bacterial or viral infection to kill or wound foes. Such loads would be too dangerous if they used an aerosol method of dispersion, so most take an effect upon contact with the skin. Some such bioplagues cause an immediate breakdown at the cellular level, producing ebola-like symptoms within two or three hours. Others, which are more long term, can produce severe cancer-like tissue growth at the source of impact. The simplest merely make the target ill. Specific disease effects (including contagion) and durations should be under the sole jurisdiction of the GM.

Biotoxin - Base Cost (per 50) : 500/750 eb; Availability : Poor (BT I)/Poor (BT II)/Rare (Nerve Toxin)

Biotoxin-filled paintballs are one of the most common offensive loads. The poisons used are delivered in one of two ways. Either they are absorbed by the target's skin, or they burst and become an aerosol which is then inhaled. Biotoxins are naturally produced or organic poisons, such as jellyfish venom. Most biotoxins must be absorbed by the skin to be effective, though a few can be ingested or absorbed into the bloodstream through the eyes. The CP2020 book (pg 107) lists standard damages for poisons/biotoxins as 4D6 (Biotoxin I, at base cost), 8D6 (Biotoxin II, at base cost x 1.5), and 8D10 (Nerve Toxin/Gas, at base cost x 2). Loads that disperse as an aerosol are 1.5x more expensive.

Chemical/Blister and Blood Agents - Cost (per 50) : 250 eb; Availability : Poor

Blister and blood agents cover a group of aerosol dispersed poisons designed to kill and incapacitate their targets. Blood agents must be inhaled, and gas masks will nullify them. Characters exposed to blood agents may hold their breath, but the poison can still enter the bloodstream through the eyes with only half the full effect. Blister agents, on the other hand, are absorbed through the skin, and a full protective suit is required. Both blood and blister agents cause 2D6 damage per round of exposure. The chemical cloud will remain for twenty seconds for every three balls fired, and will create a one meter diameter cloud per hit within the area.

Chemical/Illumination - Cost (per 100) : 10 eb; Availability : Excellent

Illumination loads are filled with a yellow-green chemical that glows, much the same as the stuff that fills the glowsticks you see on Halloween. The illumination loads (or light balls) can either be primed before loading by gently squeezing them (thereby creating a sort of paintball "tracer"), or they can illuminate upon impact, splattering the target with a yellow-green blotch of iridescence which makes him/her/it easier to see in dim conditions.

Chemical/Irritant - Cost (per 50) : 50 eb; Availability : Common

Irritant loads cover a wide variety of non-lethal, yet disabling, chemicals that are dispersed as an aerosol upon paintball impact. Such irritants include pepper spray, tear gas, and vomit gas. Tear gas causes an immediate watering of the eyes and the target may have trouble breathing. This is reflected in a -4 to all actions for the duration of the gas. Pepper spray is similar, but incurs a -6 penalty, and can be used on animals. Vomit gas loads, also known as "stink bombs" on the street, force a BTM check at -4. If failed, the target is overcome by nausea and can do nothing but retch. The chemical cloud will remain for twenty seconds for every three balls fired, and will create a one meter diameter cloud per hit within the area.

Chemical/Smoke - Cost (per 50) : 12 eb; Availability : Excellent

Upon impact, smoke loads release a small cloud of hexachloroethane smoke. While single hits produce very little smoke, multiple hits can cause larger and larger clouds (one meter diameter cloud per smokeball fired). The smoke will remain for twenty seconds for every three balls fired (ie, four rounds last 40 seconds, etc.), depending on atmospheric and weather conditions. Different colors are available, including white, red, yellow, blue, green, purple, and black.

Dirt - Cost (per 100) : 15 eb; Availability : Poor

Dirtballs, as they are known, are a specialized form of paintball. They are filled with a dark, sticky substance that adheres easily to smooth and shiny surfaces, and were originally intended for use in nullifying laser reflective armors. Such armor affected by dirtballs has its protection reduced against lasers by 1/2. At the very least, dirtballs will ruin a good car wash. Otherwise, they are identical to standard paintballs.

Drug - Cost (each) : As Per Drug Dose Cost; Availability : Varies By Drug Type

Many drugs have found a home in the paintball arsenals around the globe. The most popular include drugs that incapacitate, without killing, either through nausea, hallucinations, or sleep. Any drug, with the proper preparation, can be converted into a contact-activated solution. Imagine pumping a burst of blue glass into that onrushing security guard. Seconds later, he'll be left by the wayside, staring at all the pretty colors. Other popular drugs include, strangely enough, anti-toxins (easily administered from a distance via paintball), tranquilizers, and many of the more dangerous combat drugs.

Electromagnetic Pulse (EMP) - Cost (per 50) : 150 eb; Availability : Poor

These small spheres contain no paint. Instead, they are small electronic bundles designed to give off a limited EMP burst upon impact with a hard surface (be it a wall or a full 'borg conversion's faceplate). The pulse has a radius of about 1.5 meters, and will wipe stored data from chips, tapes, and diskettes, as well as inhibit electronic performance (including that of cyberware and computers). Damage to unshielded cyberware and computers is only permanent 10% of the time, but the effects will last 1D6 minutes. Any degree of shielding will nullify the pulse.

Explosive - Cost (per 10) : 100 eb; Availability : Poor

Explosive paintballs are filled with an unstable liquid charge, similar to nitroglycerine. They explode on impact, causing a loud rapport and 2D6 explosive damage to anyone within a one meter radius. Handle with care.

Flame Retardant - Cost (per 50) : 30 eb; Availability : Common

Flame Retardant paintballs are packed with two thin chemicals that combine upon impact to form a superchilled liquid. If present in great enough quantities, these loads can put out small fires and smother incendiaries such as napalm and phosphorus for a short time. Assume that one flame retardant load will be needed per each meter of diameter the fire has spread. There is a 10% chance that each ball fired will have no effect on the fire. These balls can also be used to mask heat from thermographic and IR optics and sensors.

Flash/Bang - Cost (per 25) : 150 eb; Availability : Common

These balls, upon impact, explode with a bright flash and a loud report designed to confuse and befuddle opponents. Anyone within three meters of the impact (nine meters, if indoors) must make a stun/shock save at -2 to avoid being stunned and deafened for four rounds and a DIFFICULT reflex save must be made to avoid being blinded for two rounds. Anti-dazzle and audio level damping will negate the effects of these loads.

Incendiary, Napalm - Cost (per 10) : 50 eb; Availability : Poor

These paintballs contain a thickened flammable liquid, such as gasoline mixed with detergent. Upon impact, they will break open and distribute an amount of the liquid over a 1 foot by 1 foot diameter area. Note that the napalm must somehow be ignited. As such, these loads are popularly used in conjunction with Phosphorus balls. Once lit, napalm will burn for up to 60 seconds, causing 3D6 burn damage each round until extinguished, and igniting all nearby flammables. Napalm damage heals at 1/3rd the normal rate.

Incendiary, Phosphorus - Cost (per 10) : 150 eb; Availability : Poor

Incendiary loads contain an amount of white phosphorus which is sheathed inside a thin ceramic coating. Deprived of oxygen, the phosphorus is inert. Upon detonation, however, the phosphorus ignites and burns at 2700 degrees Celsius for up to thirty seconds. This also creates a dense cloud of white smoke, as well as igniting any flammables in the area. Unless scraped off in a timely manner or deprived of oxygen, burning phosphorus will do 5D6AP damage per round. This damage heals at 1/3rd the normal rate, and leaves horrible scars.

Lubricant - Cost (per 50) : 30 eb; Availability : Common

Lube loads are filled with a slippery chemical. Most of the time, these loads are fired at the floor, creating a one meter radius oil slick. Anyone crossing this slick must make a DIFFICULT reflexes save, or go sprawling ass over elbows, taking 1D6 damage to a random location from the fall. Other uses include shooting an opponent's weapon, which will slip from his grip unless it is well secured or he makes an AVERAGE reflexes save each turn to hold on.

Nanoplague - Cost (each) : 1000 eb; Availability : EXCEEDINGLY Rare

Very nearly identical to bioplague, nanotechnical diseases are frightening in their own right. Many are impossible to cure, and their effects can devastate a person for the rest of their lives. The simplest cause skin disorders, starting at the point of contact. Others go deeper, finding their way to the bloodstream where they latch onto red blood cells and invoke an artificial anemia. Still, others break down the immune system, or rewire the target's nerves, causing a terrible condition similar to Parkinson's disease. Nanoplague effects are as terrible as they are varied.

Paint - Cost (per 100) : 6-10 eb; Availability : Excellent

These are your standard paint balls. They are filled with an easily-washable, bright-colored paint, and are used for recreational combats or for marking people, places, or things. They generally do no damage, although some unscrupulous hobbyists freeze their paintballs. Frozen paintballs rarely, if ever, cause permanent injury, though they will leave a nasty welt. Head hits with paintballs have a five in ten chance of blinding the target for three rounds, and a four in ten chance of destroying an eye. See CP2020 pg 107 for details.

Paint, Ultraviolet - Cost (per 100) : 12-20 eb; Availability : Common

Ultraviolet paintballs, upon impact, spread a dose of ultraviolet paint or powder upon the target. The paint/powder is invisible unless viewed through a UV optical device. These paintballs are often used for tracking individuals or marking locations and vehicles. Otherwise, they are identical to standard paintballs.

Solvents - Cost (per 100) : 50 eb; Availability : Common

Almost any type of powerful industrial-strength solvent can be used in paintball form, if loaded correctly into a ceramic shell. The most common are used to dissolve adhesives, paints and lacquers, while others can soften and destroy paper, plastics, and ballistic cloth (such as kevlar). Some powerful solvents are also highly flammable, so care must be taken by those who have been exposed to them. Assume that the solvent will dissolve whatever it is designed to. If this includes plastics or ballistic mesh, these substances will take 1D6 damage per hit per round for three rounds, or until the solvent is sufficiently diluted.

Tracking Device - Cost (per 50) : 100 eb; Availability : Common

Useful for law enforcement agents, and people who want to keep track of their enemies. Paintball tracking devices are small, weighted, plastic or alloy spheres which contain a small, powerful transmitter. Some contain a small electromagnet to keep the ball from rolling about after impact. On impact, the transmitter begins to emit a beacon that repeats at intervals of five seconds. The transmitter has a range of five kilometers, and batteries are usually good for forty-eight hours. The signal can be tied into most navigational computers to give an exact location of the target in question.

PAINTBALL SAFETY -

So, there they are. By now, you've probably breezed through the ammo types and you can see some possibilities there. That's good. I'd like to talk about something else, now. Paintball safety.

Damage from a paintball, initially anyway, is considered to be bruise damage. It's not the impact of the paintball that hurts you, it's the effect of whatever is inside that makes your life hell. Paintballs have to break open in order to take effect.

Assume that paintballs carry either inactive or active ingredients. Inactive ingredients are (generally) non-harmful, and include standard (and ultraviolet) paintballs, (non-aerosol) drug loads, chemical/illumination loads, dirt loads, etc. These are generally sold in tubes, and have an easily broken or popped outer layer. Such loads can be treated with less care than those which carry active ingredients since the consequences are less dire if their stability is compromised.

Loads with active ingredients include anything harmful or fatal that is converted to an aerosol upon rupture, as well as those loads that contain dangerous chemicals, such as phosphorus and bioplagues.

Most of these loads are contained within a thin ceramic sphere, and are packed in what resemble small egg cartons that say "Handle With Care" all over them. The ceramic sheath is more durable than the outer layer of most other paintballs. It usually takes a high velocity impact to shatter the ceramic and break it open. Knowing even this, though, don't drop one. If even one of these paintballs ruptures before its time, though, it could be disastrous. If a paintball containing an active ingredient is dropped onto a hard surface from chest height, assume that it breaks open 20% of the time. Therefore, if you're toting a Nelspot Wombat filled with blood agent loads around, you don't want to drop it.

FUN WITH PAINTBALLS -

Paintballs can also be used as impromptu grenades. Their effects are usually less dramatic, but for the most part, are nothing to laugh at. It takes a hard throw against a solid surface to break open a paintball. Even then, range is a factor, since you might not want to throw the thing at a target that is only three or four meters away. Being as they are so small and not designed to be thrown, there is a -2 penalty to any Athletics roll made in conjunction with the throwing of a paintball.

Another use for paintballs that creative punks might think of is that of traps. Imagine the setting, if you will. Mr. Johnson's lush corner office with a beautiful view of the harbor. You pack Mr. Johnson's patent leather chair cushion with several phosphorus paintballs. At nine o'clock the next morning, Mr. Johnson walks into his office, puts his briefcase on his desk, and plops his fat butt down onto his chair. WHOOSH! Gives a whole new meaning to the term "Office Barbeque," doesn't it?

Due to their small size, paintballs are ideal for such uses. They are easily concealed, relatively cheap, and there's one for just about any function you can think of.

PAINTBALLS IN SPAAAAAAACE -

Paintball weapons, due to their low recoil, silent actions, and plentifully cheap non-lethal ammunitions, would seem right at home in an orbital environment. This is true. But you must also realize that the majority of paintball weapons are fed from a gravity clip. That is, the paintballs are loaded into a box which is suspended above the weapon. When one ball is fired, another drops into place. In a zero gravity environment, this is impractical. Of course, there are always solutions.

One solution is that of the vacuum clip. By way of specially modifying the weapon with a small fan vacuum, the paintballs in the clip are literally sucked down into the chamber. This increases the cost of the weapon by 25%. It also generates a certain amount of noise in the form of an audible humming. The noise has caused modified weapons to be referred to as "Dirt Devils."

Other weapons, however, are well-equipped for orbital and zero gravity work. Most of these utilize spring fed tubular magazines with a pump-action cocking device. While more reliable in an environment like an orbital habitat, they don't have the magazine capacity that gravity fed weapons have, and ammunition jams can result in rupturing the paintball (which, as you know, can be a bad thing).

LAST WORDS -

I hope you find use in this file, and enjoy playing with the new ammo. I'm sure that I'll have a good old time with it. If I've given but one person a new respect for paintball weapons, my efforts have not been in vain. Enjoy!

**WEAPONS FROM GDW's *DARK CONSPIRACY*
converted by Amy Luther**

These weapons are from the GDW's *Dark Conspiracy*, specifically from the *Dark Tek* supplement.

Microfilament

Machete MEL +1 N R 4D6 n/a n/a VR 1m 1000eb

The microfilament machete is one meter in length and composed of a blade about three to four molecules wide capped with a small, spherical, red marker. The blade is made of an advanced carbon-fiber compound that holds its shape well even under stress, and it is extremely difficult to see, even in well-lit conditions (Diff. Awareness roll to spot). Its incredible thinness means that it is not only terribly sharp, but has very little drag, allowing it to pass through very hard substances with considerable ease. Note that it is too light to be used in melee combat as a blocking weapon, and the ball on the end prevents thrusting penetration. (Dark Tek 49)

[Mockery's Note : There has been some debate in our gaming circle as to whether this is of an appropriate tech level to be included in a CP2020 campaign. You can see what I think, because I put it up here, but there are a few things you might want to keep in mind while using it. First of all, does the blade retract into the handle (giving it a Concealability of P), or is a special sheath required? Is it made rigid through an innate property of the "carbon-fiber" filament, or does it require an energy field, and thus a power pack? Your answers to these questions will tell you whether it's too advanced for your campaign.]

Minisaw MEL -2 N P 3D6 n/a n/a UR 100eb

The minisaw is a small chainsaw that is a gruesome gang weapon, popular in some European metropolises. Sporting a pistol grip and wrist brace, the minisaw creates its mayhem with a six-inch blade made from carbon composites bonded to an alloy mesh. The minisaw has an internal battery (10eb) giving it 30 minutes of continuous use, or it can be powered from a belt pack (30eb) that has a life of 60 minutes. Any attack blocked by the minisaw is likely to damage its blade or motor; the minisaw can sustain only 4 points of damage before it ceases to operate. At 10 points, the damage becomes irreparable. (Dark Tek 49)

LazBlinder EX 0 N P Special 10 1 ST 3000eb

The LazBlinder is arguably the last (if brutal) word in controlling large, violent crowds. Little more than a medium-power laser hooked up to a sweeping system, it appears as a large, black-faced, open-ended cone, mounted above a squat generator. The cone itself does not move; the laser and the sweeping mechanism are contained within it. In the absence of the generator, the weapon can run off of any kilowatt-rated power supply via cable connection. The LazBlinder has an effective range of 100 meters and a long range of 300 meters. It has a triangular area of effect. All targets within the effective area must make a Difficult REF roll to avoid retinal damage (those at long range make the roll at Average Difficulty). Targets that avoid retinal damage are still blinded for one turn, and will have a whopper of a headache for the next hour. Targets who fail their roll will be blinded for 1D6 hours. Botched rolls indicate permanent blindness! Cyberoptics with Anti-Dazzle or goggles with the same option will make targets immune to this attack. Note that the beam is not a blinding flash, but a wash of dim, red light that mildly heats the skin. Unknowing targets may turn to see where the light and heat is coming from. A variant on the LazBlinder has effects similar to the Flashbulb cyberarm option (Chromebook 2); failure means an Impossible COOL roll (add Resist Torture skill to avoid convulsions or psychomotor paralysis for 1D6 min, and this model costs 3500eb. (Dark Tek 48)

The UK CyberPunk Thinktank

Tasers For CP2020

The **Tazer** is an electrical shock device designed to incapacitate the victim. A transformer is used to provide a high voltage and low amperage from a small battery

For those of you not electronically minded, **VOLTAGE** causes the shock effects, stunning and paralysing. **AMPERAGE** cause the real, lasting damage to the body (5 Milli-Amps across the heart muscle will kill)

In a tazer, the voltage is stepped **UP** and the Amps stepped **DOWN**. Anyone hit by the unit will get a sudden pain as the shock shorts out the nervous system, causing convulsions, paralysis and extreme pain.

Old or cheap tazers work purely by volume, pumping huge voltages through the victim and hoping it stops them. This causes superficial burns, shocks, and incapacitates, but with long term effects like aches, tingling, numbness or even permanent nerve damage. Its also quite possible for the shock to not incapacitate at all. They can be very random.

Modern high tech Tazers use high voltages, but tuned to the same frequency as the human nervous system. This means than shock is more efficient at shorting out the nerves, causing more immediate effects but less long term damage.

Tazer Weapon Types

Delivering the shock can be done in several interesting and fun ways

Touch

Handgrip units with two prongs, which are punched into the target

Police shock batons with insulated handles and animal handler prods with prongs on the end

Knuckle dusters or **Gloves** with electrodes on the knuckles (Buzzknuks, Shockgloves)

Electrified coatings on armoured vehicles or Heavy suits of body armour

Close combat weapons- The Medusa Electro-whip, Voltage swords

Wire and darts

Two darts on wires are shot into the target and the shock is then run between them.

Arc throwers

These use a low power laser to ionise the air, producing a path for the shock to arc along. The effect is a bolt of dazzling blue white lightening

Ranged Weapons

Capacitor bullets that discharge a powerful shock when they hit

Tazer nets that wrap the target in conductor fibres and discharge the voltage

Game Notes

Touch weapons uses either Melee or Unarmed skills to hit with, and have no range

Wire and dart weapons have a range of 5m , but the dartgun system has a range of at least 10m, making the range bands PB 0m-1m, Close1m-2.5m, Medium 2.5m-5m.

Arc Throwers have a basic and maximum range of 10m

Capacitor bullets are one shot, discharging all their power as soon as they hit

Tazer Nets are anti personnel nets with a single long tazer discharge to incapacitate whoever they hold. The BOD test must be made every 3 rds in the net, and the stat penalties last as long as you are entangled, on top of normal NET rules.

Effects of the shock

Roll Body +D10, target based on the power of the shock. (depends on the weapon)

+2 save if hit on a limb

-2 save if hit in the head

-2 if still suffering the effects of another shock

+1/5 the Sp of your armour on that location

If you Fail, you're incapacitated for 1 minute per point you failed the roll by.

If you fumble, you also get a roll on the 'long term effects' table

If you pass, you can still act, but are at half REF and COOL for as long as the shock lasts (depends on the weapon)

Long term effects table

High tech tasers give +5 to the roll.

Multiple rolls in a short time subtract one from the roll per extra hit

The effect normally comes and goes over the next few days until the body sorts itself out.

1	Permanent Nervous damage / brain damage	Ref -1 (Int -1 if a head hit) permanently
2	Temporary Nerve damage / brain damage	Ref -1 (Int -1 if a head hit)
3	Shakes	-2 to Ref or tech based skills needing fine control
4	Nausea	-1 to all skill rolls. Fast movement calls for BOD 10 rolls or miss your next action
5	Dizziness	-3 on all skill rolls involving movement
6 - 7	Numbness in location	-1 to REF / TECH / INT or MA using that location.
8 - 9	Pins and needles	For hours, returning for next few days.
10	No effect	

Illegal 'Killing sticks'

These are tasers that have been 'upped' to killing power, and tuned to stop the heart, cause paralysis and death instead of incapacitation.

They act as normal tasers, but they do damage equal to the amount you FAIL to save by, doubled on head or torso hits, and if a head or torso hit results in a Fumbled BOD roll, you die (treat as a failed DEATH save) as your heart stops.

Any hit that results in damage / unconsciousness calls for a roll on the long term effects table

Average Tazer weapons

High tech tasers add +5 to Bod needed due to the fine-tuning

Cattle prod

BOD 10

Bull-beater

A heavy duty cattle prod, BOD 12

Stinger

Junior Cattle prod BOD 8

Crowd control 2000

BOD 10

Handgrip Taser

The classic "stun gun" BOD 15, cost 60eb

Really high power tazer

BOD 20

Shock glove

BOD 15, cost 90eb

Gang jazzler

Deals Killing damage, BOD 20, cost 600eb

Stun dart

BOD 18

Dynatech hand taser

Melee / P / C / Shock / 12 / 1 / ST / 1m

touch range BOD 25 (High Tech), if save shock lasts d10 rounds

Mitsubishi taser

Melee / P / C / Shock / 1 / 1 / ST 10m (5m)

A 5m dart and wire taser delivering a BOD25 (High tech) shock If save is made, the shock effects last until the darts are removed (with a Ref roll of 15) and D6 rounds after. The battery is good for 10 discharges

Volt pistol

950eb PST +1 J R 3d6 6 1 st 25m

A low power laser ionises the air, and then discharges capacitor along it

Arc thrower, Bod 20, shock lasts D3 rounds

Medusa

Mel +2 L R D6 6 1 ST

A short hafted cat of nine tails with an electroshock power pack, the medusa is a nasty weapon to fight against, as its almost impossible to avoid all the strands

Voltage sword

MEL +1 L R 2D6 6 1 ST

A polycarbonate blade with conductive metal edges, the Voltage sword packs the same punch as a hand held taser, but is a lot harder to block. The trigger is in the hand grip, and the blade only discharges on contact , either if it hits or if it is parried / blocked.

Electroknucks

Heavy Brass Knuckles with a high voltage punch, these use brawling skill and do D6+2 damage plus the shock

Earthed armour +50% cost

protects vs shocks & vs tasers

Subject: Monowire

by FLIPPER IS DEAD

From the books we can deduce its

1. very thin
2. very strong for its thickness
3. very sharp (see pt 1)

The name 'monomolecular' implies its a single long molecule..

My best guess is...

Its a **BUCKYTUBE!**

buckminsterfullerene is a football like sphere of 60 carbon atoms C₇₀ has a ring of 10 carbons between the two hemispheres, making it like a rugby ball. This can be extended by adding more rings of carbon atoms between the hemispheres into a filament.

The Japanese have already made nanofibres like this, but only fractions of a mm long.

But if a Fullerene tube several meters long could be made, it would be

1. approx 7nm across (very thin)
2. as strong as diamond (approx) as it has a hexagonal graphite= structure. also, it would be flexible and shiny like graphite when it catches the light.

In JM; the whip shines in the streelights. The only way to spot it is when its moving.

For non-Chemists: Imagine a sheet of hexagons five hexes wide rolled into a tube so the edges match up. Cap the ends with half footballs. If that was made if carbon molecules, thats a Monofilament.

The MonoWhip uses a lenght of Monowire as a flexible blade.

As the fibre is so fine it weights virtually nothing. The cutting force is provided by the weighted tip which is swung past the target. The weighted tip is either a glowing ball or a fingertip if the whip is implanted. The weight is small and heavy to control the line.

The moving tip's kinetic energy is focused onto the monoline. As the line is *very* thin, this gives even a slow swing enough cutting force to sever plastics and flesh. Swing hard, with the full strenght of your arm and a long lenght of line, the weight can get up to very high speeds. And when the line hits it'll cut body armour, metal pipes and plates, sever limbs, cut flesh, cartilage and bone.

The user must take great care when using the 'whip, as the monoline is moving in a circle connected to there hand. Fumbled rolls, loss of concentration or panic can cause the user to misjudge a swing and cut themselves.

In combat, the whip is deadly. the wounds it causes are finer than any cut, and you only feel them seconds after, as the synapses in your nerves misfire.

The wire itself is so fine that special care must be taken in storage and handling. The wire is stored on a reel of high density ceramic ('one of the new ono-sendai diamond analogs' to quote Gibson) and is capped with a bead of the same ceramic.

Monowire is very light.

This means that you have to weight it to do damage. You must have a force acting on the wire, either a weight pulling it or something pushing onto it. If left without a force acting upon it, it'll just sit there. So if you drop some, it'll stay on the floor

Monowire is very thin.

Only very dense materials like diamond analog ceramics, heavy dense metals, etc, will stop it. If dropped it'll lie flat on the floor and not cut into the floor

Monowire is very strong.

The Monoline has to be broken with a laser cutter.=7F Monolines will not cut each other (so reinforcing armour with monolines will stop monowhips)

Uses of monowire

Invisible replacement for barbed wire

The monowire entanglement is very hard to spot (only tell by the light catching the lines.) and if you run into it you could easily lose your legs. If you advance into it slowly, you'll get cut lets and may panic. If you pull back, the wire is pulled out by a diferent path than it went in by, taking a chunk out of your leg. Unlike razorwire, monowire will penetrate quite deeply and do serious injuries.

Stringing across doors/corridors

Again, running into the line will cut off your legs. 'Nicer' than entanglements, as you don't fall legless and bleeding face first into a tangle of monolines. But it still kills you.

Bullet with several lenghts of wire fixed to it (with little weights on the other end)

When this hits, the monowire will be dragged on by the weights on the other end. If it penetrates, this may cut chunks out of the wound channel. If it lodges in the body, or stops on armour, the trailing wire will wrap round, cutting at anything it meets. This makes a medics job hell. they can't see the Wire in the wound until they start cutting chunks from their fingers.

Two spring loaded monowire reels, one on each end of a monoline.

Fired from a pair of airguns, they trail the line between them. if the reels are ratcheted, the line locks on impact and the weight of the reels pulls it onto the target

Reinforced Armour.

Most armys will issue arm and leg protectors reinforced with either ceramics or monowire to stop the wire cutting in. This means that a potentially fatal cut will snag on the wire and then either:

- the wearer stops / is tripped over
- the monoline pulls free and can whiplash freely. Luckily the only weight on the line is the holder bead in the end...

Monowire is usually supplied in reels with self adhesive ceramic eyelets prethreaded. And its Expensive.

Monowire and Monowhips in CyberPunk

Monowhip Melee +2 - - 3D6* - -VR 2m

The pocket weapon is a handgrip unit with a thumb control on the wire (like a tape measure) to spool the wire out or retract it and a glowing red ball on the wires end so you can see where the wire is. The implanted version is usually concealed in a prosthetic thumb with the nail or thumb tip as the ball, weighted with high density ceramics

Both use a Ceramic reel to hold a coil of monowire, with the reel sprung to retract and coil the wire against the swinging force of the tip. This makes the wire slide out as you strike and recoil as the swing slows down Gives a very sharp, near invisible cutting blade up to several metres long.

Can be used with the Melee skill, but any fumbles automatically do normal Whip damage to the user. (3D6)

Its such an unusual and difficult weapon that it has its own specialised skill 'Monowhip', which is Ref based and used in place of melee if using a 'whip. If fighting using the monowhip skill then fumbles are treated normally (making it much less likely that you cut your own hand or head off)

WA is +2 due to the speed and reach of the weapon
Damage 3d6 + d6 per two levels of Monowhip skill.

(Maximum damage is 8d6. Beware of the skill 10 techno-ninjas)
Armour is one third

Monowire Trailer Bullets

These bullets have a series of short lengths of monowire fixed to the base using diamondoid ceramic beads. The other length of the 12" monoline has a similar bead on it .

They unravel in flight, trailing due to the drag of the end beads. They have no effect on the penetration of the round, but the trailing lines have their effect as the bullet is either stopping on the armour or passing through the victim.

If it stops on armour, the lines whip round, tangling the victims limbs. Victim rolls Luck, difficulty 15. Pass and the round pulls free. Fail and it catches on another random location (D10). Every action taken while tangled pulls the wire deeper in. Roll D6 each action, and once the total is over the SP it starts cutting up the target for D6 damage per action.

If it passes into the victim, the dragging wires slash out a wider wound channel, adding D10 to the weapons damage. If the round can't pass out of the victim, the wires stay in the wound, waiting to slash the fingers of a waiting medtech (luck 20 - fail and take 2D6 damage to your hands - wound is +10 harder to treat if you don't want to risk this roll)

Cost x 10

Uses of monowire in CP literature and other source material

- The Yak Hitmans implanted monowhip in 'Johnnie Mneumonic' is THE reference for monowhip users
- Turner strings it up in the trees in 'Count Zero'
- Beauvoir uses it and a ceramic reel to make a slideline onto the top of the projects in 'Count Zero'
- the 'Offiser Suisse' monowhip in 'voice of the Whirlwind'
- The Predator's net in Predator II
- Dreams of flesh and sand. Monowire stilleto's, with static charged monolines used as blades
- Games Workshop's 'dark future'. in one of the sidebars, a terrorist puts halluc in the airducts and crosses monowire across the emergency stairs. Panicking people fall down the stairs in chunks

Links to Fullerene pages

- This is THE place for Nanotubes. Especially interesting is the section on Single Wall nanotubes, and theoretically growing them to centimetre lengths.
- <http://cnst.rice.edu/Modular.html>
- Fullerene gallery
- <http://shachi.cochem2.tutkie.tut.ac.jp/Fuller/Fuller.html>
- The encyclopedia entry for fullerenes
- <http://www.encyclopedia.com/articles/04810.html>
- Prof. H. Kroto Biography
- <http://www.susx.ac.uk/Users/kroto/harry1.html>

ACME Weapons

ACME: Kill your Enemies with Style

ACME Musical Barrel:

Astonish your enemies with the ACME Musical Barrel! Available for nearly all weapons, best buy for MachineGuns and SubMachineGuns. This barrel will play a note of the musical piece burned in the chip chosen every time a bullet is fired. Just imagine the joy of killing your enemies on the theme you prefer!

Buy it NOW at only 300 eb. National Hymns chips available!

ACME Musical Barrel expansion chips:

A brand new set of expansion chips for your ACME Musical Barrel:

- Wagner: Ride of the Valkyries
- Greig: In the Hall of the Mountain King
- Mussorgsky: Night on the bare Mountain
- HellBlast: Your Corpse is Mine!
- Tokiro: Hangin'down
- Albano&Romina: Il ballo del qua-qua
- Now available at only 10 eb each.

ACME Gunscent:

Tired of that burnt nitrocellulose smell in your hair after a gunfight? Can't stand the scent of gun oil on your solo? Then we have the product for you. Our engineers recently began testing additives in caseless propellant to improve performance. The tests were not terribly successful (although Mr. Faust is almost all healed up now), but they did notice one thing: The additives changed the standard reek of scorched propellant. What a concept! So now we are proud to offer the new **ACME Gunscent**!

Gunscent come in two forms: Ammo and Gun Oil. Simply choose a scent (so far we have Cinnamon, PotPourri, Coffee, Burnt Napalm [don't ask. -Faust], Wintergreen, Jalapeno, Fruit Medley [again, don't ask. -Faust] and Ozone, with more planned). For custom jobs, we can use any perfume you can hand us and tailor it to your particular handgun.

Rounds cost 1.5x normal price for standard scents, up to 5x for special scents.

Gun Lubricant costs 25 eb per tube for standard scents, up to 5x that for a special one.

Design By: [Matthew Pullen](#) (Faust.)

ACME Duelling Hammer:

A synthetic wooden mallet with a six inch striking face, contoured wooden grip and adjustable trigger. When the trigger is depressed, the striking face of the hammer falls open and a boxing glove on a memory metal leaf spring extends to a maximum distance of three metres, delivering a sizeable impact and retracting back into the glove. For a mere 100 eb more the glove can be fitted with a taser array (see Techtronica Black-Zap in Chromebook 1 for stats). For a nominal fee, a lasersight can be built into the trigger guard, increasing accuracy. It may not be the most powerful weapon you own, but it will be the most stylish.

Cost	Type	Acc.	Con.	Avail.	Damage	Ammo	ROF	Rel	Range
350eb	Ex	0 (+1)	L	P	1D6 (plus taser)	N/A	2	ST	3m

Design By: [Matthew Pullen](#) (Faust.)

ACME Duelling Hammer MK II:

An improvement over the standard ACME Duelling Hammer (see description)

Cost	Type	Acc.	Con.	Avail.	Damage	Ammo	ROF	Rel	Range
680eb	Ex	0 (+1)	L	P	1D6+4 (plus taser)	N/A	1	UN	6m

ACME Portable Hole:

A popular device for those B&E friends, the portable hole is just that. It consists of a hollow memory plastic hoop compressed to the size of a paperback book and filled with Detcord (yay!). When the hoop is activated (by pulling a tab releasing a chemical) it decompresses into a circle one meter in diameter. Press it to the wall in your way, pull the second chemtab and five seconds later...PHOOM!! Instant hole. Why ask why? Only 300eb for this beauty.

GM Notes: It needs a flat surface to work properly, if you fix it on a person's chest it will do only 2D6 damage due to the gas expansion. Main Design By: [Matthew Pullen](#) (Faust.)

ACME Portable Hole: Wallet Model

Works as the original Portable Hole, but comes in a wallet sized package.

Diameter: 0.5m

Price: 180eb

ACME Portable Hole: 24h Suitcase Model

Works as the original Portable Hole, but comes in a 24h Suitcase sized package with a useful handle.

Diameter: 3m

Price: 900eb

ACME Stuka Tracers

These bullets, available only for Rifle calibers and up, are simply standard tracer rounds with a twist. We bored out the round a little more than usual for the incendiary component and changed the chemical mixture to create different colours. Colours currently available are: Red, Yellow, Pink, Green, Purple, Orange and Blue. The various chemicals used for the colours cost pretty much the same, so mixing colours in a mag doesn't cost any more. The second adjustment cost a little more and was more dramatic. We sauntered on down to Night City University and got on their CAD/AM mainframe and figured out the new ballistics, then we carefully laser bored a shaped hole all the way through the round. This messes up penetration a little, but the extra effects were really worthwhile. The hole through the round causes a small amount of airflow, ensuring the combustion of the tracer mixture and **coincidentally** causing a loud, unnerving whistling noise. With experimentation we managed to manufacture a round that emits a low, buzzing drone as well.

Needless to say, the ballistics of the round make it less physically efficient (-1D6 damage from the lighter round), but the stronger jacket materials we added later left penetration unchanged overall, and the psychological effects are absolutely incredible. A burst with a few Stukas in it sounds like an artillery barrage, especially after we added the customized ACME (tm) Loudener (co) and the portable speakers. My personal favourite was that 100 round belt we put in our minigun. It was solid Stuka Tracer. We backed it up with a trio of ACPA Vehicle adapted 4.6 Pyrotechnic packs and totally routed the Chicago PD ESWAT Team. They never knew what hit them.

Ammo Cost: x2.5-x3

Design By: [Matthew Pullen](#) (Faust.)

SPECIAL ARROWS/QUARRELS FOR SELF-BOWS AND CROSSBOWS. (Solo of Fortune2)

Self-bows and crossbows, as outdated as they may look, are coming back in the 2020 world, mostly because they are the only weapons that can be effectively silenced and still deliver a lethal blow through a Kevlar vest. And the right choice of projectile can even increase their lethality. The accessories for those weapons can be found in the "equipment" section. Most of the ammunition given here are legal, but buying or carrying them openly can attract some unwanted attention. In a 2020 megalopolis, there is just one game needing hunting arrows to be stopped : man !

Target: (12 arrows 24\$, 12 quarrels 30\$)

The most common round, they are fitted with a small, hardened tip.

All armors are x1/2, but the damages that goes through is at full value.

Broadhead: (price x 2)

This arrowhead consist of two or more razor-sharp blades. Intendend for cutting through an animal's skin and inflict heavy damages, they break easier than target rounds. Acts as a knife for armor penetration, damage beyond armor is at full value, and +1d6. Range is x0.75.

"Stun": (normal price)

This arrowhead is a blunt ellipsoid. Damages are 1/4 real, 3/4 stun. Range is x0.75.

Expansible: (price x4)

This arrow head has the same size as a target head, sharing it's full-AP capacity, but is fitted with spring-loaded blades turning it into a brodahead after it has penetrated armor. The mobile blades also makes extraction trickier, as pulling the arrow out will open them fully, aggravating the wound...

This really nasty round is illegal, because it's only logical use is the killing of a target wearing heavy armor. All armors are x1/2, damages through armor is at full value and +2d6.

Explosive: (price x 2)

This arrowhead is an adaptor for any 25 mm pistol-launched grenade. Precision is -2, and range is halved. Damages are normal for the grenade, and you need to buy the grenade separately.

SPECIAL RULES FOR SELF-BOWS AND CROSSBOWS:

- Crossbows use the **Archery** skill, or the **Rifle** skill at half value.
- The hand-held "Handbow" can be fired with **Archery** skill, or **Pistol** skill at half value.
- The various heads can be screwed at the tip of any arrow of the right size, allowing the transport or buying of the real man-killer in a less obvious fashion. There are three head size: arrow (for self-bows), small quarrels (Handbow and Stryker) and large quarrels (Arbelest and Scorpion).
- Arrows and quarrels lose energy over range more swiftly than bullets, so any shot at extreme range only does 1/2 damage.
- The number of shots listed for each bow is the amount you can conveniently store in a quiver or another arrow holder.
 - Reloading, and sometimes even aiming with a bow in a tight place can become difficult (especially with self-bow).

SCOPES, LASER SIGHTS, AND OTHER AIMING AIDS

by Dave "Knighthawk" Simpson

Pistols: In general only revolvers can be scoped, the reason for this is that the slide on most automatics is no place to put a scope (the constant jerking will screw with the lens alignment).

Submachine guns: Though scopes can be attached to any submachine gun that doesn't have an exposed slide-action (like automatic pistols), it is most effective when attached to a submachine gun that required 2 hands for effective usage (Think H&Ks, instead of MACs)

Rifles: Pretty much all rifles can be scoped, with little to no problems.

Sniper Rifles: Obviously they work best with a scope attached, but what about upgrading that scope? I'm sure you'll find this helpful.

Scopes cause one concealability rank to be lost.

Pistols can have up 8x magnification, and hold no options.

Submachine guns can have up to 10x magnification and holds 2 options. Rifles have all magnifications and can hold 3 options.

Base Cost	
Pistol	100eb
SMG	150eb
Rifle	300eb
Sniper Rifles	450eb
Magnification	
Magnification	Cost Multiplier
5x	1x
8x	2x
10x	3x
12x	4x
15x	5x
20x	6x
Scope Bonuses	
WA Bonus	Cost Multiplier
+1	1.1x
+2	1.75x
+3	2x
+4	4x
+5	8x
Options	
Anti-Dazzle	200 eb
Low Light	150 eb
Infrared	200 eb
Thermal Vision	200 eb
Times Square Marquee	300 eb
Threat Designator*	300 eb
System Readout*	200 eb

* - requires Times Square Marquee option

Threat Designator - puts targets in brackets if it detects a firearm in its hands. If a target comes into line of sight of someone looking through a scope with this option, the firer gets a +1 to initiative roles. Also, it allows the firer to ignore darkness modifiers.

System Readout - This gives the firer detailed information such as remaining ammunition, current mode of fire, wind direction and speed. This option also allows for laseing a target for grenade lobbing (+1 to underbarrel grenade launcher attacks).

Laser Sights:

Bonus	Pistol	SMG	Rifle
+1	75 eb	100 eb	200 eb
+2	100 eb	175 eb	400 eb
+3	200 eb	350 eb	900 eb

Bipods:

Mountable only to long-barrel SMGs, Rifles, sniper systems, machine guns, and bazookas. Bipods add +2 to to-hit-rolls when firing in a prone position.

Cost: 150 eb

Expanded and explained rules for how smartgun rigs work and are installed.



Smartguns are the most basic 'bling' of the solo set. When you walk into a solo bar, unless you are jacked into your gun, you obviously don't really have a clue what's going on in the land of firearms.

The basics of smartguns are pretty simple. The smartgun systems take over the trigger and basic controls of the firearm they are attached to and are then in turn slaved to the controls of your Direct Neural Interface Plugs. So when you want to fire, the gun fires instead of you having to pull the trigger; when you want to eject the magazine, the gun drops it; and when you want the safety turned on, the safety automatically engages for you.

But the main reason people go for smart interfacing isn't just to have the gun cycle, drop magazines and engage and disengage the safety when they want it. The goal is to get the best possible accuracy out of the gun. This is already aided by a smartgun interface at extreme ranges, where even the act of pulling on the trigger can throw a gun out of aim. But to get the real advantages of a smartgun, there has to be a direct link between the gun's point of aim and the controller's point of aim.

In the standard smartgun interface, this is provided by the laser sight. The smartgun hardware sets up your direct neural interface to watch for the laser sight and as a smartgun user, you train yourself to call for a 'shot' whenever the laser designator passes across the selected target. There are also advanced systems that work using cybertriangulation scopes (that feed data from the scope into the visual cortex or into your optics so you actually see from the perspective of the gun), but the primary focus of this article is on the basic smartgun interface.

Because the smartgun hardware has to take control of the firing mechanism, magazine release, magazine ammo count, safety and fire control systems of a smartgun, the price of a smartgun setup varies depending on the gun it is being mounted on. Unusual or hard-to-find guns often have much more expensive conversion costs because there is no standardized smartlink hardware for the unit.

Smartguns and Optical Sights

Intro

This document is something [I've](#) knocked together from various sources. *The Star Fraction* by Ken McLeod had computerised sniper rifle - it wasn't the rifle that had my attention but rather the computer system that was tagged underneath it (well worth buying - as is *The Cassini Division*).

Many gun-head characters have cyberoptics with low-lite, IR and targeting scopes..... true, it is possible to carry all these options in your head and use them on any weapon. However, what about situations where equipment is shared? Would the security services fork out for that same specification of cyberware for each of it's field staff? I don't think so.... :-)

To this end this file deals with the concept of image enhanced smart guns and equipment that could be used by non-modified users.

The Very Basics

First off you'll need a gun computer. This is a small unit about half the size of a pack of smokes. It can fit under the barrel of your weapon or mounted across the top. As the technology improves you'll probably find it's housed in the stock or secreted away around the trigger area (extra \$100).

The gun computer costs about \$300 and can be fitted by a competent techie (difficult [20] weaponsmith roll) as the various sensors and mounting brackets can be a little tricky for amateurs. Without any enhancements the gun computer has a smartgun camera, records your current ammo levels, notes what ammo is loaded, barrel temperature, wind speed and target range & speed (in meters). The gun computer can also use the standard cyberoptic options available (see here).

Visual Output

The computer collates various bits of info and passes them on to the user. This is done via a small screen, wire to goggles (or monocle).

Screens are small units that fit on the top of the weapon or hang to the left/right of the muzzle. They're cheap at around \$50 and give reasonable performance. On the down side, they can occlude your

view (-1 perception/awareness at Ref's discretion) and do affect the balance of the weapon (-1 accuracy). More expensive models use holograms or have balancing and light-weight materials to prevent accuracy problems (holoscreens are \$100 while improving balances increases screen cost to \$75).

Goggles can be worn instead of a screen and these provide good performance as well as protecting the eyes from the surrounding environment. The downside to this is if the goggles fail (or the gun camera does) you have to remove them to see. **Monocles** get around this but they are not to everyone's tastes and get some time to get used to using them (say -2 to visual skills and weapon accuracy before 20 hours training time is up).

Cheap goggles (\$100) only give you a view from the computer's camera - but hey, they're cheap what did you expect?

Standard goggles cost \$150 and have a clear plastic viewers for normal vision but can overlay visuals from the gun camera as needed. You can switch the view to show just the gun, dispense with the gun's view altogether or have a windowed picture in picture option (handy if you're driving - remember not all gun computers are for small arms!). The mid range goggles do not allow you to use cyberoptic options. If you've forked out for a pair of **smartgoggles** then you could use those (see the CP2020 mainbook, but they cost \$200 and let you use cyberoptic options in them). All gun computer come with the standard jack for interface plugs so attaching them isn't a problem .

If you can find them (difficult [20] streetwise test) you can get **covert goggles**. These look just like normal reading glasses and act as the standard goggles (above) but they cost a wad - expect to pay at least \$900 (and yes they are wireless and no, they don't take cyberoptic options - at least not yet).

Cyberoptics with picture-in-picture can be used - as can the Overlay processor but this kinda defeats the purpose of gun computers which are mainly externalised components of the hard to find military optic options.

Wired or Wireless?

You don't have to worry about a connecting a screen to the gun computer, but what about goggles? Well, you can go for the typical

interface cable and that'll jack into just about anything these days: your video unit, computer or anyone with a set of interface plugs. The plug and cable are standard so there is no extra cost.

If you fancy something a little more flash you could go **wireless**. This gives the computer a short range tight beam radio link which relays information to and from your goggles. The transceiver is very small and does not increase the weight of the goggles

SO HERE'S THE LOWDOWN ON A SMARTRIG

Mount a Laser Designator.

This is just a standard laser sight, that the smartgun rig will be set to work with. In the core rules, a laser sight costs 100eb. In BlackHammer games, a laser sight costs twice the effective range of the laser sight measured in meters. So a laser sight good out to 50m (handgun range) will cost 100eb. This immediately gives the smartgun a +1 WA when the sight is active. There are also a variety of alternate laser designators that you can get that work in non-visible light spectrums, if you have the optics for it.

Buy the Smartgun Interface Hardware.

The basic hardware for interfacing with the laser sight is 200eb. This is the unit that feeds your neural data back to the gun telling it when to fire, drop magazines, change fire modes and so on. However, the gun itself can't do any of that without a conversion kit.

Install a Smartgun Conversion Kit.

This is where the gunsmith comes in. The conversion kit is a series of sensors and solenoids that takes over the operation of your gun. This usually involves the complete removal of the gun's manual trigger, as well as taking over the magazine ejection, safety, and fire mode selectors. The base price of this kit depends on the type of gun you are converting, as follows.

Semi-Automatic Weapon	200 eb
Shotgun	300 eb
Automatic Weapon	400 eb
Automatic Shotgun	450 eb
Heavy Weapon	500 eb

This is then modified by the availability of the gun and therefore of the conversion kit.

Extremely Common	75% cost
Common	100% cost
Poor Availability	150% cost
Rare Availability	200% cost

With this kit installed, the firearm gains an additional +1 WA when interfaced through your Direct Neural Interface Plugs, assuming you have the smartgun linkup wetware installed.

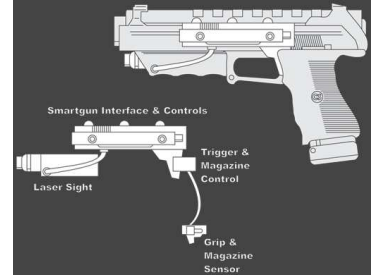
In addition, all smartguns are treated as having a solenoid / electric trigger, which gives a +1 WA when firing aimed shots at Extreme range.

Shadowlink?

With the limited dataflow between a smartgun and the owner, smartguns are the only smartsystem that are not penalized for using magnetic induction spots instead of standard interface plugs. Because of this, a new type of smartlinking has come onto the market called "shadowlinking".

A shadowlink doesn't involve interface plugs or cables. Instead, the interface hardware is a magnetic induction unit on the grip of the firearm, and people rigged for shadowlinking get magnetic induction spots mounted on the palms of their hands. This allows for the user to interface with the gun as part of the act of holding it. This is better than the standard use of magnetic induction spots because there are no cables leading to a mag-duct 'cuff' around the wearer's wrist, and because there is no time required to plug interface cables into either the smartgun or the user's interface plugs.

A shadowlink conversion rig is treated as if the gun it is being installed on was one availability class harder to get. So an extremely common gun (Availability Code "E") would be treated as a commonly available gun when setting up the rig. A shadowlink rig on a rare gun (Availability Code "R") has a cost multiplier of 300%.



Firearms Locks and Safety By [Rich](#)

Safety Guns

The follow article was from a US government web site on developments in firearm safety. Obviously, no gun is "safe" their very nature is the exact opposite. Instead, Colt are saying that they can make firearms safer for the shooter - at least you won't be backshot by your own weapon. The original document is below:

Colt Manufacturing Co. has unveiled a prototype "smart gun" that fires only in the hands of its owner. The .40-caliber semiautomatic pistol uses radio-frequency technology to block an unauthorised person from firing it.

The gun resulted from a two-year, \$620,000 study done by Sandia for the National Institute of Justice. After studying existing technologies that could be used in a smart gun and comparing those with the needs of law enforcement officers, Sandia identified the radio-based technology as the most promising approach. The smart gun will fire when activated by an enabling device called a transponder, which must be located within a few inches of the gun. The gun could not fire if it got too far away from the officer because a safety mechanism would be activated.

For Colt's prototype weapon, the transponder is worn on the wrist of the authorised shooter. But Colt plans to reduce the transponder to the size of a ring and make other improvements before it distributes 100 smart guns to police departments for field testing in about a year.

One out of every six police officers (about one a month between 1979 and 1993) who are killed in the line of duty are shot in "takeaway" incidents -- when adversaries seize an officer's gun and use it against the officer. The smart gun, in these incidents, would have "known" it was in the wrong hands and refused to fire. The new firearm will be ready for use by law enforcement agencies in about three years, according to Colt. The possibility of sales to the general public will be examined. It is estimated that the smart gun will cost about \$900, compared with \$600 for its corresponding conventional model.

Triggerlocks

So what does that mean for Cp2020? Well, smartguns are nothing new - they've been around since the teens (2013) and triggerlocks for them have been about for a similar period. For those of you who don't know, a triggerlock prevents anyone firing the smartgun unless a specified user connects to it. They cost about \$200 and are frequently used by corporate security forces. [NB: a difficult weaponsmith roll will be able to reset the lock and program your own values in].

The older guns that had purely mechanical firing mechanisms have been slowly phased out and virtually all modern systems have an electronic trigger. This makes is easier to replace broken parts, use the new electrothermal enhancements or integrate with COT and smartgun systems. Those in the know [very difficult streetwise or difficult streetdeal rolls] may be able to source an older mechanical weapon.

Transponders

So the prototype has some sort of hardware dongle that needs to be near the gun? The transponder was hidden in a ring and later models mounted it in a arm band. Of course, criminals caught on to the idea and they would check security personnel for obvious equipment. These early gunlocks were fixed to the firearm and around \$200.

Later advances in the transponders saw them move to the office's badge - which by now had it's own biomonitor link and GPS locator. The badges cost around \$300 although the signal is limited to around a mile, but this is more than enough to tap into the local cellphone system or be picked up by any overhead comms satellite. The GPs only kicks in if the biomonitor detects severe injury or the office triggers the system manually (requiring a 30 seconds and a passcode to kill the safety feature). The badge does not broadcast a GPs signal until activated - this is to avoid officers being picked up by security scanners! A watch version is available for \$350 for those officers who don't wear a badge.

In any event, moving the gun beyond the range of it's transponder, normally 1m, will cause the weapon to seize until brought back or reprogrammed [a difficult tech roll at best].

Microtransponders

For undercover operatives and the private security market, transponders where minimised to the size of a grain of rice. These "microtransponders" produced a weak signal that could be powered by the host's body. The only drawback was the need to implant the system very close to the gun, but this weak signal prevents anyone picking up a "ping" from the gun. The microtransponders cost £250 and are available from most gun shops and are common police optionware.

The gun will become inert if moved more than 50 cm away from the transmitter. You can sometimes spot a transponder user by the slight bump or scar on their trigger finger or in their palm (awareness rolls at suitable times please!!).

We don't need no stinkin' badges!

Given that Wireless Application Protocol for mobile phones and very flexible BlueTooth radio transmission system became very popular at the turn of the century, it didn't take too long for someone to develop a security application.

Later gunlocks had their own receivers and could be disabled remotely! Now stolen police weapons could be made safe so long as the gun was in the range of a the cellular phone network.

Rules, Rules, Rules

Gunlock System

The system adds a small receiver to the weapon's electronic trigger and will cause the gun to "lock" (i.e.: not fire) should the transponder be out of range. The basic gunlock systems are easy to fit and require an average weaponsmith roll. They can be bought from most weapon shops. The basic system costs \$200 and comes with a wearable transponder.

The interactive gunlock can be shutdown via a remote signal. The signal will ping the gun and the lock can reply with it's nearest three cellphone transmitters and if it's safety is off (i.e.: not in active use). The broadcast station may allow the gun to emit a warning vibration or flashing LED sequence, warning the owner that it is about to be made safe. The warning allows the officer to radio in and must convince the operator that he is still the valid owner.

For those weapons that are somehow active yet outside the officer's badge range, no warning will be given and the system will lockdown AND start to broadcast it's location to the cellular network.

Transponders

Type 1: Wearable Dumb Transponders

Costs \$200 and requires the user to have a small transponder on their person. This may be picked up by using a radio scanner [difficult tech roll]. The wearables include watches, finger rings, police badges or armbands.

Type 2: Covert Transponder

These can be implanted in the host's hand and cost \$250. The implant can be done in a matter of minutes and is very difficult to locate and remove. A persistent medtech might be able to find it given both time and a quality medscanner.

[The BlackHammer CyberPunk Project](#)

Accessorizing Your Toy



Ingram MAC-X . SMG . +0 . J . P . 10mmCL . 40 . 20 . UR . 50m . 500eb

These weapon modifications have been compiled from various sourcebooks as well as a collection of items we've thrown in from our own games and experiences. Also I've dug up a few items from other games and converted them for use in CyberPunk. Acht! Gun Nuts We Are!

For Polymer One Shots (your game master will decide what exact weapons fit this description), most of these modifications are impossible, or if they can be done assume the weapon's base cost is 500eb instead of the list price (for such things as reliability improvement, autofire, etc) because of the amount of extra work required to re-tool a polymer. In any case, any weapon modification that costs a multiple of the base cost of a gun must assume a base price of 300eb if the actual gun is cheaper than 300eb. This is to prevent people from turning their Astra Style 6 into a BEAST OF WAR™.

Beast Of War . PST . +0 . P . E . 10mm . 6 . 2/20 . VR . 50m . 226.95eb

Custom Grips (30%), Electrothermic (150%), Folding Stock (20%), Gas Vent (30%), Heat-Resistant Barrel (50%), Heavy Bolt (15%), +2 WA (200%), Printless Finish (200%), VR (150%), 10mm, -1 WA, -1 REL (40%), Selective Fire (200%) = +1085% of base cost = 226.95eb

25mm Grenade Attachment

This pistol attachment goes on the end of the barrel and allows the pistol to fire special 25mm pistol grenades from Chrome Book 1 using a bullet-trap mechanism.
\$200.

9-1-1 ChipLink

Installed with a hook-up to the trigger system of your gun, this is effectively a mini cell-phone that pages the police when your trigger is pulled. Local law enforcement will

usually respond to your page within 2d6+1 minutes, as long as you are not in a very high risk environment (such as the combat zone).

\$150 +\$25 installation (Average WeaponSmith, 15 minutes).

Barrel Extension

This is a snap-on barrel extension, designed to compensate for chopped barrel weapons or to increase the range of other weapons without reducing the concealability. Weapon ranges

are returned to normal for chopped barrel weapons, or increased 25% for other weapons. Weapon accuracy is penalized by one point when the extension is in place. Snapping the extension on requires one action and reduces concealability one class.

10% of weapon cost + \$50 snap-on modification to gun.

Bayonet Lug

Bayonet Lugs are mounted under the barrel of a rifle to accept a bayonet (a long, pointed knife), thus turning the firearm into an improvised spear. The use of bayonet lugs has been reduced due to the popularity of under-barrel weapon systems such as grenade launchers in warfare and the use of flashlights for tactical and house-to-house use.

5% of weapon cost (Routine WeaponSmith, 5 minutes).

Brass-Catcher

Brass Catchers are special bags designed with a customized metal framework to fit over the ejection port of a weapon to receive the spent cartridges. Rarely seen now in an era of caseless weaponry, brass-catchers are still found on assassination and para-drop weaponry when the fighting environment must be left "sterile" (without trace of the assassin or the para-drop). A typical brass-catcher can hold two magazines of ejected casings, but reduces weapon concealability one class.

10% of weapon cost (Routine WeaponSmith, 5 minutes).

Burst-Fire

Any gas-action automatic can be converted with a selector switch from single shot to three-shot burst. Reliability and Weapon Accuracy are each reduced by 1.

150% of weapon cost (Very Difficult WeaponSmith, 3-6 hours).

Camouflaged SMG

This system conceals a SubMachineGun inside an innocuous-looking briefcase. A switch on the handle drops the bulk of the briefcase off revealing the SMG with two attached clips of ammunition. The case itself is armored to SP 10 for use as a sort of last ditch effort shield.

50% of weapon cost (Difficult Basic Tech, 2-3 hours).

Chopped Barrel

Practically only full-length rifles and shotguns can have their barrels chopped, as most other weapons in 2020 have already been optimized for minimum barrel length. Chopping a barrel increases the concealability of the firearm by one class, and reduces the range by half also. Shotgun patterns are increased by 50%, and pistol and SMG WA is penalized 1 point.

30% of weapon cost (Average WeaponSmith, 10(rifle) to 45 minutes).

Cookie Cutter

This attachment keeps the gun from firing when aimed at a person wearing a special cookie-cutter badge attuned to the gun. This allows for suppressive fire through a group of your friends, confident in knowing that you will not be tagging any of them by accident.

\$300 plus Cookie Cutter badges.

Cooling Shroud

This shroud keeps the weapon barrel cool allowing non-support weapons to fire on full-auto for consecutive rounds without loss of reliability. Unfortunately shrouds are fairly bulky and reduce concealability by 1.

25% of weapon cost (Average WeaponSmith, 5 minutes)

Custom Pistol Grips

Custom grips on a handgun allow for increased draw accuracy, as the weapon seems to mold itself to your hand and practically begs to be fired. Each set of grips has to be custom molded to the individual, and must be replaced annually. While being used by the person they were designed for, custom grips reduce the fastdraw and snapshot penalties from -3 WA to -2 WA.

30% of handgun cost (Difficult WeaponSmith, 40 minutes).

Custom Long-Arm Grips and Furniture

Serving the same purpose to a long arm as Custom Pistol Grips do to a pistol, these custom grips are paired with adjustable cheek-rest and butt-stock, allowing for more comfortable use and aiming, and increasing the maximum aim-time from 3 rounds (+3) to 4 rounds (+4). Anyone else using the weapon will be at -1WA unless they re-set the stock and cheek-rest (30seconds).

60% of rifle or shotgun cost (Difficult WeaponSmith, 2 hours, 20 rounds of ammo).

ElectroThermal Ammunition Enhancement

Only available to cased Semi-Automatic and Manual weapons, this system changes the entire firing system to use a combustible fluid in the munitions that is set off with an electric charge producing a very rapid-expanding plasma to propel the munition. The result is a 50% increase in damage and range with no significant increase in recoil. The weapon must also use special ElectroThermic munitions which cost twice the normal price of ammo.

150% of weapon price (Very Difficult WeaponSmith, 5 hours).

Extended Barrel

Increasing barrel length also increases projectile stability, and thus increases the accurate range of a weapon. Concealability is penalized one class, and range is increased by 25%.

30% of weapon cost (Average WeaponSmith, 10 minutes).

Folding Stock

This includes Folding, Detachable and Collapsing Stock designs. On weapons normally equipped with a stock, a folding stock reduces WA by 1 (2 when collapsed) and increases concealability by one class when collapsed. On weapons not normally equipped with a stock, the stock provides +1 WA at Long and Extreme ranges. **20% of weapon cost (Average WeaponSmith, 1 hour).**

Full AutoFire

Any gas-action automatic can be converted to full-autofire. The weapon cannot fire single shot or three-round burst, and always fires at least half its Rate of Fire when the trigger is pulled. ROF varies based on caliber of weapon and if it's caseless (GMs call) from 15 to 35. Reliability drops 2 levels

and Accuracy is -1. Don't forget to re-calculate the recoil of your gun!

100% of weapon cost (Difficult WeaponSmith, 2 hours).

Gas-Vent

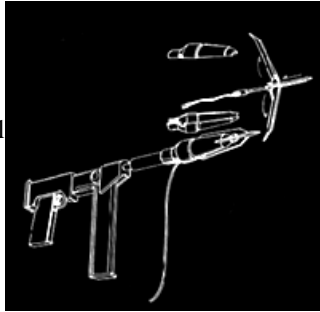
Through Vent Ports and Muzzle Brakes mounted into the barrel of an automatic weapon, muzzle jump and climb can be controlled or eliminated, thus increase WA in autofire modes by 1.

30% of weapon cost (Difficult WeaponSmith, 2 hour

Grapple, Pistol Grenade

the Bregna Enterprises Pistol Grenade Grapple is based on the same premise as Militech's 25mm Pistol-Grenade (Chromebook 2, p. 48), this small 25x100mm, pistol launched grappling hook (seen at right mounted on a Monnikkan Arms AE-1 Subgun), uses the same bullet-trap muzzle adaptor (200eb installed) as the other pistol-grenades. It has the same weapon caliber and range limitations as the other pistol-grenades. If the grapple is fired at an individual treat the round as AP (i.e., opponent's SP halved), but the grapple will do the full damage (as the appropriate calibre round), and the target will also take the same amount of damage again if the round is removed by anyone but trained medical personnel (a Difficult Medtech or Very Difficult First Aid roll.)

\$60 each.



Heat-Resistant Barrel

This after-market barrel upgrade to a polymer-ceramic alloy allows for non-support weapons to fire on full auto for multiple consecutive rounds without reduction in reliability.

50% of weapon cost (Average WeaponSmith, 40 minutes).

Heavy Bolt

A Heavier bolt decreases the ROF in non-caseless full auto weapons by 10. If this decreases the ROF below 20, the firearm will fail to cycle. This reduction in ROF increases the weapon's controllable during autofire providing +1 WA during autofire only.

15% of weapon cost ((Difficult Weaponsmith Roll, 2 hours)

Hydroshock Adaptor

This retuning of a gun allows it to fire HydroShock munitions without a reliability penalty.

\$200 (Difficult WeaponSmith, 1 hour).

HV Adaptation

Adapting a weapon to fire HV ammo is an involved process and is not usually a financially viable after-market mod. The barrel must be replaced with a stronger, heat-resistant model, the bolt must be made significantly heavier and some amount of shock-absorbency should be added. Weapons with HV ammo Adaptation still get -1 REL when firing HV ammo, but do not receive the Reliability penalty for full autofire.

400% of weapon cost.

Laser Sight

Laser Sighting Systems allow for rapid locking and acquisition of targets in firefight situations, providing +1 WA when in use.

\$200

Light Bolt

By decreasing the weight of the bolt in non-caseless autofire weapons, the ROF can be increased by 10, although reliability is decreased by 1 class.

15% of firearm cost (Difficult Weaponsmith Roll, 2 hours)

Optical Scope (2x, 4x and 6x)

Optical Sighting systems double the aiming bonus to +2 per turn instead of +1 at Medium, Long and Extreme ranges, and can be equipped with standard cyberoptic options at 80% of normal price.

\$300 and up.

Page ChipLink

The exact same technology as the 9-1-1 ChipLink, PageChipping is sold through independent retailers and weaponsmiths and can be set to page any number, not just the local 911.

\$200 +\$25 installation (Average WeaponSmith, 15 minutes).

Phase IV IR/UV Laser Sight

Identical to the standard laser sighting systems, Phase IV systems emit either IR or UV light instead of visible red light. To use one requires a visual device with either passive IR or UV options.

\$250.

Precision Re-Boring

With top-of-the-line equipment and a good gunsmith, the accuracy of most firearms can be increased by re-boring and re-working the barrel and receiver unit. This cannot be done on Electrothermic weapons, shotguns and polymer weapons (smoothbores).

Weapon Accuracy can be increased by up to +2 in this way, but with such a fine-tuned weapon, barrel degradation occurs rapidly when actually used. There is a 20% chance of barrel degradation (-1 WA, until down to normal WA) per:

- 40 small-caliber rounds fired,
- 20 medium-caliber rounds fired or
- 10 heavy-caliber rounds fired.
- ½ this number if hot-loaded ammo is being used
- 1/10 this number if HV ammo is being used

dif 20 gunsmith roll, 6 hours, +1 WA (aprox value=75% of gun cost)

dif 30 gunsmith roll, 9 hours, additional +1 WA (aprox value=200% of gun cost)
(+5 difficulty, x2 cost for revolvers)

Printless™ Finish

This teflon parkerized finish resists dirt and oil so well that it actually makes it nearly impossible to lift a set of prints off the weapon, even after extended use under optimal conditions.

200% of weapon cost.

Quality Decrease

Can't afford that top-of-the-line H&K smartgun? Why not pick up something that looks like it then? Polymer knock-offs of popular firearms are easy to find if you look in the right places (like Mexico). All Rip-Off weapons are Unreliable (UR), and have -1 WA.

50% (VR weapons) to 75% (ST weapons) weapon cost.

Quality Increase

The other end of the scale is that some small Auto-Lathes turn out imitations of the cheap polymer guns made with good quality plastics and metals, thus increasing the reliability. Actually any weapon can be purchased with a higher grade of materials or workmanship.

50% of weapon cost per +1 Reliability.

Rapid Take-Down Rebuild

This set of modifications allows a rifle or SMG to be broken down rapidly into three parts for ease of transport (stock, action, barrel). Reliability of the weapon is reduced one class.

20% of rifle cost (Very Difficult WeaponSmith, 6 hours).

Rechambered Barrel and Receiver Group

A good gunsmith can chamber most firearms to fire larger or smaller caliber munitions. Reducing the caliber of a firearm will have little effect except a 5-20% increase in ammo capacity (GMs call). Increasing the caliber of a firearm can be done to a slightly larger bore (9mm to 10mm) at a -1 WA, and major reboring (10mm to 12mm) will result in a -1 WA and -1 Reliability.

40% of weapon cost (Difficult WeaponSmith, 8 hours).

Recoil Compensation

Through the use of Gas Vents, Ports, Muzzle Brakes, Recoil-Dampening materials and construction and so on, semi-automatic weapons with rates of fire of 1 or 2 can have their rate of fire increased by 1.

40% of weapon cost (Difficult WeaponSmith, 2 hours).

ScanGrips by Techtronica

Special memory-plastic grips linked to the safety and electronic sighting devices on your firearm. When you (and only you) grasp your firearm, the grips set themselves to your hand and read your fingerprints, only on a positive match will it disengage the safety and turn on the electronics. (Can be combined with Custom Grips).

\$200 (Difficult WeaponSmith, 1 hour).

Security Chipping

This is a SmartWeapon add-on that locks the firing pin mechanism until a pre-authorized person interfaces with the weapon (people are checked by the serial numbers of their InterFace Plug firmware). When originally installed the

weapon can be chipped for up to 6 different interface combinations. Changing an authorization requires a Routine CyberTech roll by an authorized user, taking 5 minutes. Bypassing the authorizations requires a Very Difficult Electronic Security or CyberTech roll, taking a minute.
\$200 +\$50 installation (Difficult WeaponSmith, 30 minutes).

Selective Fire

Any gas-action automatic weapon can be converted to selective fire. This adds a selector switch between single shot, 3 shot burst and full autofire. Full Autofire is at -2WA, and weapon reliability is reduced one level.

200% of weapon cost (Very Difficult WeaponSmith, 4 to 6 hours).

Side-Saddle Ammo Holder

This attachment clips onto the side of internal-magazine weapons and holds 6 shells. Commonly used with pump-action shotguns and the ever-popular Boomer Buster, they do seem to add an air of intimidation to a weapon.

\$65.

Silencer / Suppressor

Designed to eliminate the sounds of the gas expansion in a gun as well as the flash produced by said explosion, silencers screw on to the end of the barrel and reduce the concealability of a weapon by 1. Weapons firing sub-sonic munitions (<9mm) become almost totally silent, while other weapons just reduce their firing signature, as their bullets still produce small sonic booms in their passage.

\$200 + \$50 snap-on modification to gun (Difficult WeaponSmith, 20 minutes).

SmartPorting

Using a series of servo-controlled gas ports and vents, SmartPorting is linked to the weapon's fire selector and, depending on the gun's setting, provides either +1 WA in full auto fire (5 rounds or greater ROF) or increases the ROF of semi-automatic weapons by 1 (to a maximum of 3). SmartPorting is not compatible with Gas Venting or Recoil Compensation.

60% of gun cost for smartguns, 100% of gun cost for other weapons.

Solenoid and Electric Triggers

This mod can only be done on caseless weapons. Weapons with a solenoid trigger must buy special caseless ammo for 90% of the normal cost, and receive +1 WA at extreme range because of the reduced trigger pull.

100% of firearm cost (Average Weaponsmith / Difficult Electronics, 3 hours).

Tactical Flashlight Rig

This under-barrel adaptor hooks up to a rifle, shotgun or sub-gun and holds a high-power short flashlight for use in light-deficient situations. Also available with IR and UV flashlights.

\$150, +\$50 for IR or UV.



GunToy Catalog

Revised Edition - December 1998

Laser sight 100 for 50m model T S UB

A laser sight, laser aiming module. Low power laser puts a red dot onto your target, so you can see EXACTLY where the bullet is going to go. +1 to hit, and also cancels the HIPFIRE penalty as you don't need to shoulder the weapon to aim it. Also, the laser sight can be used on Fast draw actions. Range on a good laser is anything from 50m to 150 m, and you need to be within this range to get the bonus. Cost is Twice range (minimum range 25m, maximum range 300m)

IR laser Sights 150 for 50m model T S UB

These use lasers tuned out of the visible spectrum, so you can only see the dot if you have IR optics. Cost is as laser sight +50 (UV laser sights work the same and cost about the same as an IR model, but you need UV optics to use them)

Laser sight installation kit 200 NA

This is an adjustable barrel probe and laser receptor that allows you to centre your laser sight onto your gun barrel so that the laser sight runs parallel to the bullet path. Someone with weaponsmith can install and centre a laser sight in 5 minutes with one of these kits

Flash Suppressor 75 B

This is an expansion chamber that fits on the guns muzzle, catching and redirecting the weapon flash. This does little to muffle the sound of the shot, but does stop anyone spotting the weapons flash (unless they're looking right at the guns muzzle from in front, IE they're the target)

Silencer s 30 to 400 B

This is a larger, longer cylinder than a flash suppressor that uses a series of expansion chambers and bullet wipes to reduce the sound of a weapon being fired as well as the flash. With a silencer, a pistol shot becomes more like a book being slammed HARD. The sound carries a lot less, and isn't recognisable as a shot. In a busy city it'll go unnoticed. With subsonic ammunition the sound is even less, and can hardly be heard or recognised 5m away.

Home-made silencers are tubes filled with mesh or plates. Not as effective as a proper silencer, they can seriously reduce accuracy, range and bullet energy. But, hey, they are Cheap. Cost to make is \$30, plus a weapon smith 15 roll. The Silencer lasts for half skill roll shots (subsonic count as halves). Basic Range is Halved and WA is -1.

Cheap silencers degrade as they are used, failing completely after D100+20 shots of subsonic ammunition, with full power rounds counting as 5 subsonic shots. They use a series of 'wipes', plates that have a hole big enough for the bullet to pass through in the centre. As they are used the holes wear larger and more gas gets out, until all they do is catch the flash. Silencer cost \$100

Disposable Silencers are plastic and glass fibre tubes with plastic film baffles inside them. When first used the bullet punches the holes in the baffles to the right size. They are only good for about 10 shots with normal ammo (20 subsonic) but they are cheap, effective and one size fits all! Cost 40

The more **expensive silencers** do not degrade as they use baffles and vortex chambers to reduce the sound, rather than bullet wipes. They can be used indefinitely without any loss of silencing capability. Silencer cost \$250

Installing the silencer into the gun itself uses a series of holes drilled into the barrel to bleed off the propellant gases even before the bullet passes into the silencer. This makes the weapon very quiet and the noise is hardly recognisable as a gun shot.

Silencer and installation kit 400

Weapon Modifications 250 or weapon smith difficulty 15

Weapon Accessories	
Location codes	
B	On the Barrel itself
UB	Under the barrel
T	On the top of the weapon
S	Side
G	Grip
Sp	Special
NA	Not Applicable

Revolver Silencer base +100 B

This is a normal silencer with a sliding cover that completely surrounds the revolver's cylinder, so that blast cannot escape there and cause noise. This also slows down reloading the weapon as the cover must be slid forward (one action). More expensive and harder to fit than a normal silencer.

Costs the same as a normal silencer PLUS 100 for a custom fitted cylinder cover

Gas Bleed off Vents 250 Sp

A system of vents in the barrel tap gas off behind the bullet, reducing its velocity. Used with silenced weapons, this reduces the bullet velocity to subsonic, making it harder to hear. All ammo counts as Subsonic.

Ammo that's already subsonic suffers the penalties again. To prevent this, most systems can lock the vents closed manually

Smart Bleed off system 350 +smartgun Sp

This has a series of vents to bleed off gas, but the smart system only opens enough to produce the required velocity drop. With subsonic ammo the vents stay closed, and with high-pressure military ammo they open to bleed gas. The system will automatically adapt to the ammo fired, dropping it to subsonic on command

Telescopic Sight 250 T

A telescopic sight allows the user to aim accurately at a distant target

Can aim up to a maximum of +5 to hit rather than +4

To hit at Medium range +1 Long +2 Extreme +2 ONLY ON

AIMED SHOTS

Most scopes with magnifications x2, x4 don't effect range

Magnification x6 increases Extreme range by 50%

Magnification x8 or higher double extreme range

Lowlite scope 200 T

These weapon scopes amplify available light, allowing normal vision in Twilight or near total darkness.

The old starlite system of light amplifiers overloaded in bright light, so any return to normal light, or a floodlight/torch will 'Green Out' the system, half blinding the user. This means the user can never gain the 'silhouette' bonus. Cost 100

Newer computer controlled systems modify the display and control overloads, stepping down the amplification so that they can handle sudden changes in the light levels, just like a cyberoptic Antidazzle system

Cost 200

IR sight 150 T

This is a sight tuned into the IR portion of the spectrum, allowing the user to see any sources of IR light, for example IR lasers, IR aiming projectors or a target in an area lit with IR floods

UV sight 150 T

This is a sight tuned into the UV portion of the spectrum, allowing the user to see any sources of UV light, for example UV lasers, UV aiming projectors or a target in an area lit with UV floods

Aiming Projector 100 T UB S

This is a high power spotlight focused down to a very narrow beam. When fitted onto a weapon the beam is narrow enough to only illuminate the target, with a dark spot in the spotlight's centre where the weapon will hit.

The system gives the user +1 to hit, and if used to illuminate the targets Face they are blinded for 1 round after the light comes off their eyes (unless they have Antidazzle fitted.)

Effective up to 100m

(IR and UV models are available, but they don't get the blinding effect unless the target is using that type of Vision. Cost +100)

Combat strobe 150 T UB S

This is a high power strobe flashlight fitted parallel to the barrel. The strobe can be 'fired' before the gun, giving a sudden incredibly bright flash of light in a very narrow beam.

If this hits the target the gun can be fired in the same action

Roll to hit with the strobe as if it were the gun it's mounted on, with +1 to hit as the beam is wider than a bullet. If the strobe hits, the user can fire the gun in the same action,

either rolling to hit at +2 or taking the strobe's roll

If the strobe hits the face the target is blinded for D3 rounds (unless they have antidazzle)

Effective up to 50m

(IR and UV models are available, but they don't get the blinding effect unless the target is using that type of Vision. Cost +100)

Torches (flashlights) 30 T UB S

A torch mounted under your gun is a simple way of negating the 'dim light' and 'darkness' penalties, and by covering the sides you can narrow the beam down enough to not give your location away too much

(IR. and UV models are available. Cost +100)

Floodlights 50 T UB S

These are wide beam torches which turn your weapon into a floodlight, illuminating the area in front of you as bright as day. These will blind anyone with lowlite running (without antidazzle)

But they do give your location away quite badly to anyone who can see you (careful you don't get silhouetted against your own floodlight system for enemies behind you)

(IR. and UV models are available, but they don't get the blinding effect. Cost +100)

Radar targeting matrix 1000 T

This uses a Millimetric wave radar pod mounted on the weapon to generate an image of the target area. The radar will differentiate between empty space, soft matter, hard matter and metal.

Within these distinctions the radar is accurate to Millimetres, so you are presented with a world view where only metal is solid.

The radar will penetrate anything up to solid metal, so the user can ignore the targeting penalties for firing blind through anything up to a solid metal wall. (of course, the BULLET has to try to pass through any intervening obstacles normally) and for illumination, as the user is no longer seeing with visible light

Thermal Imaging Scope 450 T

This uses the radiant heat of an object to image, allowing a hot item (a person) to be seen through a colder item (a wall). This allows the user to ignore the penalties for line of sight being blocked by anything up to half a metre of cold matter or a Hot object (car engine, hot water boiler, bonfire). This allows you to target someone through a wall, but is all but blind if all the surroundings are the same temperature (i.e. Down the sewers)

Reflex sights

These are devices that allow you to aim by reflex, and so can be used on Fast draw action, where they help offset the fast draw penalties. Various types follow

Guttersnipe fast acquisition combat sight 50 T

A plastic gutter with bright yellow sides, the guttersnipe draws the point of vision along its length. When the weapon is straight the yellow sides appear of equal size and length. Practice allows the user to instinctively put the weapon on target.

Disadvantage is that the weapon must be seen, so bonus is lost in dim light or darker
+1 to Hit, +2 on a Fast draw

A beta light model with glowing guttering is available, which allows you to use it even in total darkness (but it doesn't do much if you can't see your target) (cost 75)

Trilux 75 T

This uses three beta light sources, two in the rear sight, one in the foresight. When level, the target appears to have a line of three lights across them. The system works even in complete darkness and will glow for several years
+1 to Hit, +2 on a Fast draw

Ring Sight 50 T

This uses a length of plastic tubing aligned with the barrel. When the target is in your sights, they are visible through the tube when the gun is at arms length. A simple system, but as the tube tapers slightly, the two circles formed by the tubes beginning and end aid the eye in centring the weapon.
+1 to Hit, +2 on a Fast draw

Holosight 150 T

This uses a Hologram on a sheet of glass or plastic set in a 'window' about 5cm across on top of the weapon. A low power light illuminates the hologram from behind, so that light shines through the hologram to your eye. This produces

the illusion of a glowing targeting sight floating in the window, which is only visible from the firer's point of view.
+1 to Hit, +2 on a Fast draw

Hologenerator Sight 750 T

This mounts a compact hologenerator on the top of the gun, projecting a holographic targeting sight up from the gun to float in the air over the gun.
+1 to hit

Sight Mounting rails T S UB

These are a series of rails fixed onto the weapon, allowing the sights and other combat accessories to be simply clipped on and off without having to keep recalibrating them. Any type of accessory can be fitted using this system, but they need a special adapter (increase cost of accessory by +20)
Cost Per Rail 150
available for Top mount, Under barrel and left/right side mounts

Bipod 45 UB

A bipod holds a weapon steady while aiming, giving +1 to hit on an aimed shot

When used with a fully automatic weapon they help control the recoil by bracing the weapon into the ground. Acts as two points of recoil compensation

Tripod 100 UB

A tripod is a heavier weapon stand than a bipod, usually used for heavy machineguns

Effects are the same as a bipod, +1 to hit on an aimed shot. When used with a fully automatic weapon they come into their own, controlling the recoil of the weapon and absorbing it, acting as three points of recoil compensation

High Density Bolt inserts 125 + weaponsmith (20) Sp

These make the bolt heavier, so when the gun fires, more of the recoil is needed to move the bolt. This acts as one point of recoil compensation in any weapon (if you're using the recoil rules).

The ROF of a fully automatic weapon is reduced by 5, but weapon accuracy is increased +1 On a semi automatic weapon, a high density bolt allows a Large framed weapon loading a very heavy calibre round to get TWO shots off a round, rather than ROF 1. The first shot is at -1 to hit, the second is at -2. (you can still take just one shot at no penalty)

Light weight bolt 110 + weaponsmith (20) Sp

This makes the bolt lighter, allowing faster ROF but giving less control over the recoil.

Fully automatic weapons get +5 ROF but -1 to accuracy
Semi automatic weapons become harder to control. ROF is increased by one, but you get a cumulative -1 penalty (-2 if using heavy or very heavy calibre rounds) for every shot after the first. E.g. 0.-1.-2.-3 (light or medium calibre) or 0,-2,-4,-6. (heavy plus calibre)

The light bolt also allows the weapon to cycle using low power or subsonic rounds

Gas Vent 75 B

This is a system where the gas released from the muzzle when the gun fires is vented upward, pushing the barrel down against the kick of the recoil which pushes it upward.

This reduces the inaccuracies caused by the recoil

As the weapon uses the vented gases it cannot use a silencer
Cancels up to 2 points of recoil (or a -1 penalty to hit if used on autofire)

Shoulder stock 35 Sp

This is a simple way of bracing a weapon, a stock that reaches from the butt of the weapon to the users shoulder. although it makes the weapon longer, it does allow accurate aiming, and also allows the user to absorb recoil with the whole body.

Aim to +1 , one point of recoil compensation

Brass Bag 20 Sp

Fitted over the ejection port of a cased weapon, a brass catching bag collects the spent cases as they are ejected. This not only makes the weapon slightly quieter, it also collects the evidence of your firing rather than letting it be scattered across the area (not just of importance to criminals, as a hot brass casing can burn skin or get underfoot)

Bayonet as knife Ub

For close quarters, a blade fitted under the barrel converts a rifle into a simple stabbing spear

Lanyard 15

For pistols, this is a simple tether than stops you loosing your weapon if dropped. It connects from the butt of the weapon to the webbing of the user , or to a loop round there neck.

Sling 25

Slings allow SMG size weapons and larger to be carried ready, able to fire with only a moments action.

Double Set Triggers 250 Sp

When at extreme distances, even the slightest movement of the gun can be the difference between hitting and missing. A double set trigger is in two parts. The first part acts as a normal trigger, and the second acts as a hair trigger with a very light draw. At long range the first trigger is drawn back until the weapon is ready to fire, then it is fired using the second, lighter trigger so that the final trigger pull doesn't knock the weapon off target.

Effect +1 to hit at long range or further with Aimed Shots

Electronic Solenoid Trigger 400 Sp

Similar to a double set trigger, a solenoid system removes the firing pin and replaces it with an electronically operated solenoid. The trigger is now an electrical switch and pulling it back completes the circuit to drive the solenoid forwards. This removes any angular movement from the action, and requires a very light trigger pull when in long range mode.

Effect is +1 to hit at Long range or further with Aimed shots

Double pull trigger 250 Sp

The double set trigger removes the need for a fire selector switch from a selective fire weapon. Instead of having to switch between single shot and fully automatic, the trigger is set to work as the fire selector. A single trigger pull which is then released is a single shot. If the trigger is pulled back and held, the weapon cycles to fully auto and keeps firing till the trigger is released.

Dangerous in unskilled hands, this system allows someone with Skill 3+ to switch fire modes at will. Anyone with lower skill will fire random bursts of D6 rds instead of single shots. The system can also be used on Single shot / 3rd Burst weapons, allowing instantaneous changes of fire mode

SMARTGUN

The Smartgun is the latest development in self-aiming weapons. Sensors all over the gun report the weapons condition, orientation, balance and weight to the users neural processor, where the smartgun interface integrates this with the users actions. The gun becomes part of the user, aiming on a subconscious level. Even someone with no firearms skill finds the weapon easy to use.

Effect +2 to hit under all circumstances

Cost Neural Processor 1000

Smartgun Co-Processor 200

Smartgun Weapon cost x2 (take the weapon cost as \$300 if it is lower)

Incompatible with laser sights & reflex sights

Technical readout 500

This is a diagnostic system that allows the weapon to warn the user of any malfunctions, jams, barrel overheating or other faults. A screen on the back of the weapon

The user has +2 to fix any jams or malfunctions, and +2 for regular maintenance. If the weapon is about to malfunction or jam, (fumble) the system will prevent this on a 6+ on D10

Ammo counter 75

A digital counter on the back of the gun interfaces with a sensor in the clip, counting rounds remaining and displaying this number to the user.

Some versions can interface with a smart-link to feed this information to a cyber optic display

Vocal readout 450 readout option

This uses a digitised speech module to say readouts instead of displaying them on a screen

This can be on a radio link (+50) , ear-piece or speaker

Gun camera 50

This is a ballistically matched digital camera that takes a picture whenever the gun is fired.

Sealed versions can be purchased from police stations or security firms, and the pictures they take are admissible as evidence in a court of law (great for that self-defence claim)
Each chip stores 20 'shots'

Target sight optics 200

This is a cyberoptic system that uses the smartgun data to project the bullets path into your field of vision, placing a crosshair on the point of impact

Used with a Smartgun, this adds +1 to hit

Without the Smartgun targeting data, no bonus's.

Limblink 100

This is a simplified aiming system for implanted weapons, using a smart monocle and the neural implants in the cybernetic limb to increase the accuracy of weapons in an arm.

+1 to hit with the implanted weapon (ranged weapons only)

Incompatible with smartguns or other targetters

COT 2000 T

The Camera On Target System uses a digital camera to feed visual images of what the gun is aiming at to the user in real time, either to a cyberoptic of a HUD eyepiece. This allows the user to aim accurately, and to use the weapon as a sensory boom, looking round corners with it and firing without having to expose the head.

+1 to hit

Can fire from cover without penalties & can be used with a smartgun system

Extended mag 40

Magazine with +50% or more rounds. these magazines are longer and wider than normal mags and make the weapon slower on a quick draw

Helix clip 75

Helix magazines are long tubular magazines with the rounds held in spirals. They can hold 50 rounds of pistol ammunition in a tube the size of a can of beer

M950 50 and 100rd Bison 64rd

A normal weapon has its concealability lowered one class with a 50 rd mag

Weapons designed with helix mags have this penalty included

Drum feed 100

Drum feed weapons use a large capacity sprung drum instead of a simple vertical clip

Luger 32 rd 9mm M16 90 or 100 Thompson M1928 50 or 100

Ammo is increased, but the gun is usually unconcealable (Conc N)

Belt feed 100

Belted ammunition is normally seen on machine guns, allowing them continuous fire for several hundred rounds (more if the loader joins the new belt onto the old as it feeds, which allows continuous fire)

Chain feed 250

Chain feed weapons use a motorised belt feeding from a preloaded magazine, usually in a vehicle or a backpack (due to the size)

Non metallic construction Weapon cost x4

Weapons made from ceramics and plastics are invisible to metal detectors in airports and other secure buildings.

cost x4

Amphibious seal 200

Amphibious weapons are equipped with barrel seals that stop water getting into the weapon when it's carried underwater. It cannot be Fired underwater, but suffers no penalties from being immersed and can be made ready to fire with one action

Dual ammo feed 150

A weapon equipped with a dual ammo feed has two magazines and can switch between them as easily as flipping a switch (free action on a smartgun). The two magazines can hold different types of ammunition and be switched as needed, or they can be set to fire one round from each magazine in turn.

Self Lubricating 120

Molybdenum disulphate dry film lubricant keeps all of the moving surfaces well lubricated without the need for oiling. as long as the weapon is regularly cleaned the user can reroll any jam results

Anti corrosion 40

Acid proof coatings on the metal keep the weapon safe from corrosion from salt water, acid rain, sweat or other corrosives

Anti glare 45

Matte coatings on the outside of the weapon stop it reflecting light, aiding the users stealth. User gets no penalties to stealth rolls with the weapon ready

Phosphated black 50

Sandblasting exposed metal and reacting it with phosphate results in an anti corrosion matte black coating to protect the weapon from corrosion or glare. User gets no penalties to stealth rolls with the weapon ready

Diamond coated 1750

A thin Diamond coating on the moving surfaces of a weapon make them very smooth and flat, and immune to corrosion and damage. As long as the weapon is cleaned regularly and well lubricated the gun cannot jam due to a mechanical fault

Self cleaning nanotech 2500

State of the Art nanotechnological coatings on all moving surfaces gives the weapon internal surfaces as hard as diamond coated with millions of microscopic fixed position bearings. The weapon needs no oil or lubricants, will not corrode, pit, scar or suffer any mechanical damage. Any dirt or grit that gets into the weapon is carefully dismantled and ejected.

The weapon cannot Jam, stick, break or otherwise suffer from a mechanical problem from the moment it is coated. The problems of faulty ammunition cannot be corrected by this system.

Cheap neon plastic -15

Beloved by cheap punks and small children the world over, cheap guns with cheap and garish colour schemes are readily available on the street

High density plastic

The standard Weapon fit for the modern world, High density plastics are rugged, do not chip or shatter, will not rot in sea water or acid rain and are textured to give a firm grip
Cost as normal

Endangered hardwoods

The mark of quality, polished non-renewable hardwoods from the rainforests of the world show that you can afford the best, no matter what it costs the environment.
Cost +400

Gold plated

Perfect for that gift presentation, real 24 carat gold guns are a way of saying 'You care'.
Gun cost +500

Engraving

Having Scrollwork, names or scenes engraved onto a weapon can give it a look of class (or they can look awful and make you look a fool).

Machine engraving is 20 per square inch
Hand engraving is 200 per and more for talented artists

Mock wood

mmm. Classy . cost is -10 Best brands are 'Plas-Teak' or 'Mock-Hogany'

Marble effect

Marble effect ceramics give the gun a cool, heavy feel Cost +25

Anodised black 50

A matte black coating chemically bonded onto the exposed surfaces of the metal, scratch resistant and corrosion proof

Chrome plated 150

Big and Shiny, chrome plated weapons are the way to get yourself noticed. Anti Corrosion but bloody obvious and shiny. If you try and sneak with a chromed weapon ready you get a -2

Pearl handled 100 G

Coated in the shells of Bivalve Molluscs from the seas of the world, this gives the weapon a good feel in the hand, with a multi coloured sheen.

Bone 75 G

Bone grips are the perfect non slip, grip anywhere surface. They provide a hard control surface and give you the best grip possible no matter how slippery your palm.
User can reroll any fumble result that causes them to drop there gun

Rubberised grip 50 G

Rubberised Grips cushion the impact of the gun as it recoils, making it easier to control and acting as one point of recoil compensation, and providing a firm grip.

User can reroll any fumble result that causes them to drop there gun

Rubber can perish with wear, especially if not regularly silicone treated and cleaned

Target grips 145 G

Specially made target grips hold the hand in the correct firing position, ergonomically positioning the hand so that the gun is held perfectly
+1 to hit on the First shot each round

Personalised Grips 800 G

These are expert made (or expert system made) to fit your hand perfectly, and no one else's.

You get +1 to hit with the gun, anyone else gets -1 to hit
Personalised grips are as distinctive as fingerprints, so don't loose that gun
(effects are not cumulative with target grips)

Rubberised coating 250 Sp

Big on the Fetish scene, rubberised guns have a rubber coating bonded onto there outer surface, making them wipe clean, non slip and virtually impossible to drop. They are unfortunately very hard to quick draw, even if talced or sprayed with silicone (squeek!)

User can reroll any fumble result that causes them to drop there gun
-2 initiative on a fast draw

Smart Grips 750 G

These are memory plastic grips that alter shape to suit the users hand. If you are using the weapon for single shots, they form target grips and give you +1 to hit on the first shot each round. If you are on rapid fire, they shift to absorb the recoil, acting as one point of recoil compensation

Computer control smart grips 1200 G

These are controlled by a microcomputer and can be linked into a smartgun system.

They can become target grips or rubberised grips with the push of a button, and can recognise handgrip patterns, storing them on chip

If someone has there personalised grips made, they can chip the pattern and run them on the smartgrips, gaining the same advantages

Fore-grip 25 UB

Foregrips allow the user to use both hands to steady a weapon, making it easier to control the recoil of automatic fire

Mechanical recoil reduction 300

System of recoil buffering pistons and springs that absorbs and reduces the guns recoil

Bulk +1, recoil -1/3

Natural cadence system 500

By balancing the recoil and return impulses of a firearm so that the kick back is the same as the springs lunge forward, the felt recoil of a weapon can be greatly reduced

Recoil x 1/2, always fires bursts of same length (chosen when system balanced, random ROF of 10 +D10 rounds for ROF 20, 10+2D10 for ROF 30 etc)

Gun Locktm

Safety interlocks prevent the gun being fired until the system has been unlocked

Key Lock	Activate with a mechanical or magnetic key (one action)
Code Lock	Activate with a 4 digit code (one action)
Ring Lock	Activates if the user is wearing the coded ring on there gun hand
Implant Lock	Activates if the user has the coded implant in there gun hand
Voice Lock	Activates when hears the users voice and the command phrase
Print lock	Activates when the user grips the gun with there bare hand
Smart Lock	Activates when interfaced with the users smartgun system

(while some of the systems don't take an action to release, they do take a moment to recognise the 'key' so they cannot be used in fastdraws until unlocked)

The user can choose to have the gun lock again when the key is removed, or lock again by using the key

These Systems are by NO MEANS foolproof. They can be fooled, picked, hacked and shorted, but only with equipment and time, and the system is designed to stop someone being shot with there own gun after its been wrestled off them in a brawl.

Lock	Key	Recognition	Hack
Key	Mechanical key	100%	10
Key	Magnetic key	100%	15
Code	4 digit code chosen by user	100%	18
Ring	Metal ring with 3mm magnetic coded strip in it	100%	20
Implant	3mm magnetic implant lodged in the palm	100%	20
Vocal	Records users voice print	80%	18
Print	Records palm print	70%	15
Smart	Records smartgun software signature	100%	20

+10% to chance of recognising the user also adds +10% to the chance it'll unlock for someone else To work quickly, the systems only record a few major features from the users palm or voice, so these systems are the least reliable Two or more locks can be combined for increased security at increased price Costs

Key Lock + Mechanical key	100 Spare Keys 10
Key Lock + Magnetic key	120 Duplicate keys 20
Code Lock	100
Ring Lock + Ring	250 Duplicate rings 50
Implant Lock + Implant + Surgery	350 Implant. Surgery N, cost 200 Hc 1
Voice Lock	300
Print lock	300
Smart Lock	500

The BlackHammer CyberPunk Project

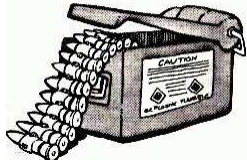
Accessory	Location	Cost	Notes
25mm Grenade Attachment	B	200 eb	Allows the gun to fire special 25mm bullet-trap grenades
9-1-1 ChipLink		150 eb	Pages 911 whenever you fire your gun
Ammo Counter		100 eb	Displays amount of ammo left in the magazine on the gun
Assault Grip	UB	100 eb	ForeGrip provides better control. Allows 2 handed grip on machine pistols.
Barrel Extension	B	10%	Snap-On Extension, +25% range, -1 WA
Bayonet Lug	UB	5%	Allows a bayonet to be mounted under the weapon barrel
Bipod		10%	Gives additional point of contact. Reduces autofire penalties by -2.
Brass-Catcher		10%	-1 Concealability, can catch 2 magazines of brass
Briefcase Concealment	T	50%	Builds a drop-away SP:10 briefcase around the gun (J or L conceal)
Burst Fire		150%	Selector Switch for 3-round burst fire, -1 REL & WA
Chopped Barrel		30%	+1 Conceal, ½ Range, Pistol & SMG: -1 WA
Cookie Cutter	UB, T, S	300 eb	Weapon will not fire at persons wearing Cutter Badges
Cooling Shroud		25%	Allows for sustained autofire, -1 Conc for J and P weapons.
Custom Pistol Grips	G	30%	Drawing is a -2 action instead of a -3 action. Others get -1 WA with this weapon
Custom Long-Arm Furniture	G & ST	60%	Gives +1 to maximum aiming time with weapon
Double-Set Trigger		20%	Gives +1 WA at extreme range for aimed shots
ElectroThermal Ammunition Enhancement		150%	Special 2x cost ammo gives 50% more damage and range
ElectroThermal Plus (sealed and insulated)		200%	As above but insulated and water-sealed against mishaps
Extended Barrel		30%	Range is increased 25%, -1 Conceal
Folding Stock	ST	20%	For weapons normally with stocks, -1 WA, folded gives +1 conceal and -2 WA
Improved Folding Stock	ST	100%	For weapons normally with stocks, folded gives +1 conceal and -2 WA
Finish - Gaudy neon plastics		2%	Gives it that "Polymer One Shot" look. (-2 Stealth when drawn)
Finish - Gold Plated		500%	24 karat gold shows you care about your gun (-1 Stealth when drawn)
Finish - Marbled Ceramics		50%	Makes the gun look like a bowling ball or a chunk of marble or granite
Finish - Anodized Black		10%	Matte Black non-reflective scratch-proof finish
Finish - Chrome Plated		30%	Flashy and styling, (-2 stealth when drawn)
Finish - Rubber		50%	Black non-slip covering. (-2 draw penaltym can re-roll attacks that drop the gun)
Finish - Printless		200%	Black tefflon finish is nearly impossible to pick up prints on
Flash Suppressor	B	100 eb	Hides the flare of firing the weapon. -1 Con for P and J weapons
Folding Pistol Stock	ST	20%	For weapons normally without stocks, +1 WA at long and extreme range
Full Autofire		100%	Weapon is only capable of autofire. -2 REL, -1 WA
Gas Vent & Muzzle Brake	B	30%	Weapon has +1 WA in full autofire
Gun Camera	UB, S, T	100 eb	Camera takes a picture every time the gun is fired. Holds 20 shots.
Gun Lock - Mechanical Key		100 eb	Dif 10 to crack
Gun Lock - Electronic Key		200 eb	Dif 15 to crack
Gun Lock - Voice Activated		300 eb	Dif 20 to crack, 80% recognition chance
GyroMount		3,000 eb	MetalGear Vest and Gyro provide +1 hipshooting, +1 WA, no penalty for running.
Heat Resistant Barrel		50%	Allows for extended Autofire
Heavy Bolt		15%	-10 ROF, +1 WA in autofire
Holster - Ankle		35 eb	Draw and Fire at -5 WA
Holster - Trouser		20 eb	Draw and Fire at -4 WA
Holster - Belt		60 eb	Draw and Fire at -3 WA
Holster - Shoulder		80 eb	Draw and Fire at -3 WA
Holster - Gunslinger		150 eb	Draw and Fire at -3 WA, Half-Draw and Hipshoot at -4 WA
Holster - SMG Shoulder Rig		200 eb	Draw and Fire at -4 WA, Half-Draw and Hipshoot at -4 WA
Holster - HandLauncher SpeedHolster		150 eb	Draw and Fire at -2 WA
Holster - CyberMatrix SpeedHolster		+100 eb	Draw and Fire penalty reduced by 1.
Hydroshock Adaptor		200 eb	Allows the weapon to fire hydroshock ammo without reliability penalty
HV Adaptation		400%	Allows the weapon to fire HV ammo with only a -1 Reliability
Lanyard		5%	A strap from the grip of the weapon that goes around the user's wrist
Laser Sight	T, S, UB	2 x range	Ranges from 25m to 300m, +1 WA and hipshooting is only a -2 action

Accessory	Location	Cost	Notes
Light Bolt		15%	+10 ROF, -1 Reliability
LowLite Sight	T	250 eb	As the Low-Lite cyberoptic option, no magnification.
Magazine		1 eb / shot	Holds the standard ammo load for the weapon.
Magazine, Extended		2 eb / shot	Holds up to double the standard ammo load for the weapon (-1 draw penalty)
Magazine, Excessive		2 eb / shot	Holds over double the standard ammo load, -1 REL & Conceal (-2 draw)
Magazine, Helix Pistol Stock		300 eb	50 rnd magazine also acts as a pistol stock (-1 Conceal) (-2 draw)
Magazine, Drum		4 eb / shot	Drum magazine holds from 32 to 100 rounds. Non Concealable (-2 draw)
Manual SmartPorting	B	100%	As smart-porting, but ports take 1 turn to reconfigure.
Non-Metallic Construction		400%	Weapon does not show up on X-Rays or Metal Detectors, -1 REL
Optical Sight (1.5x to 6x magnification)	T	150 x mag	Medium range: +1 WA, Long and Extreme range, +2 WA, only on aimed shots
Optical Sight (10x magnification)	T	1,500 eb	As above, increase Extreme range by 50%
Optical Sight (15x to 20x magnification)	T	2,500 eb	As above, increase Extreme range by 100%
Optical Sight Options			Any cyberoptic options at 80% of normal cost
Page ChipLink		200 eb	Pages a pre-set number whenever gun is fired
Phase IV IR/UV Laser Sight	T, S, UB	5 x range	Ranges from 25m to 300m, +1 WA and hipshooting is a -2 action. IR or UV light
Precision ReBoring		75%	Limited time +1 WA, reduces by -1 WA per 20 rounds fired (x2 for light, x½ for hvy)
Precision ReBoring		200%	Limited time +2 WA as above
Quality Decrease			UR weapon, -1 WA. 50% cost for VR weapons, 75% cost for ST weapons.
Quality Increase		50%	Increase reliability 1 class.
Rapid Take-Down		20%	Can be broken down into smaller pieces for storage in a briefcase
Rechambered Barrel & Receiver		40%	Reduces ammo supply slightly, -1 WA. Major changes also give -1 REL
Recoil Compensation	B	40%	ROF 1 and 2 weapons can get +1 ROF
Reflex Sighting System	T	200 eb	Various sighting systems to improve "reflex sighting". Reduces draw penalty by 1.
ScanGrips	G	200 eb	Requires a positive fingerprint match to release the safety.
Security Chipping		200 eb	Weapon will not work unless smartlinked to someone with pre-authorized hardware
Selective Fire		200%	Can fire Semi, 3-rnd or Full auto. -1 REL & WA in 3 rnd, -2 REL, -1 WA in full auto
Side-Saddle Ammo Holder	S	65 eb	Holds six shells
Silencer, home made	B	30 eb	Lasts for ½ Weaponsmith + Tech + D10 shots, -1 WA, ½ range
Silencer, cheap	B	200 eb	Lasts for 25 shots (100 subsonic shots)
Silencer, disposeable	B	50 eb	Lasts for 10 shots (20 subsonic shots) interchangeable
Silencer, high-quality	B	400 eb	Unlimited shots, Pistol silencers :-1 Conceal up to L, SMGs: -1 Conceal.
Silencer, revolver	B	800 eb	As the high-quality silencer but shrouds the cylinder too - takes 1 round to open.
Sling - Rifle or SMG		25 eb	Shoulder and Fire at -4 WA, Hipdraw and Fire at -4 WA
SmartPorting	B	60%	Provides +1 WA in full auto, +1 ROF in semi-auto. Switches using smartlink.
Solonoid or Electric Trigger		100%	90% ammo cost, +1 WA at extreme range
Tactical Flashlight Rig	UB, S	150 eb	Adds a flashlight to the weapon for additional lighting (+50 eb for IR or UV)
Tripod		30%	Additional point of contact. Reduces autofire penalties by 4.
SmartGun Interface HardWare		200 eb	Basic Interface Hardware for smartgun systems, provides +2 WA, requires laser.
SmartGun Conversion Kit - Semi-Auto		200 eb	Conversion kit price is modified by weapon availability.
SmartGun Conversion Kit - Shotgun		300 eb	Extremely Common weapons are 75% cost
SmartGun Conversion Kit - AutoFire		400 eb	Common weapons are 100% cost
SmartGun Conversion Kit - AutoShotgun		450 eb	Uncommon weapons are 150% cost
SmartGun Conversion Kit - Heavy Weapon		550 eb	Rare weapons are 200% cost or higher
Shadowlink Conversion Kit			Increase the rarity price multiplier one step from the normal conversion kit
MBeT SmartGun Interface & Hardware		800 eb	Reduces moving target penalties by 2. Conversion kit costs 50eb extra also.
Bushnell Interlock Smartgun Hardware		100 eb	Cheap smartgun gives +1 WA, reduce kit multiplier one level.
CyberOptic Triangulation Scope		3,500 eb	SmartGun accessory that gives an additional +2 WA through a cyberoptic
SmartGlove		110 eb	Allows the use of a shadowlinked gun to use it without mag-duct spots.

Welcome to the Hunter Ammunition Catalog

"Did you know that .22 ET-enhanced DPU ammo still does LESS damage than a 9mm AP round, but costs almost 10 times as much?!"

High-Explosive Incendiary Tracer



every 10 rounds fired at ALL ranges. Cost is 9x normal price.

HEI-T does 50% more damage, -1 stun, minimum 1/2 damage will penetrate soft armor, plus an additional D3 in burn damage for two turns. If used in a fully automatic weapon, ignore the usual full-auto rules and instead apply a +1 for

Viking Anti-Vehicular Ammo

Viking AV ammo combines a super strength steel alloy with a new spiral-edge bullet shape that slices thru steel as easily as it does flesh. Available for small to medium calibers only (those that do D6 damage, not D10) and doubles the penetration value of the weapon. Cost is 2.5x normal ammo cost and it can be combined with both hot-loads and ETE. It may not be combined with HV bullets which already use a special bullet and powder charge. When used against soft target, treat at Full Damage, 2/3SP and 2/3 Trauma.



High-Explosive Anti-Tank Ammo

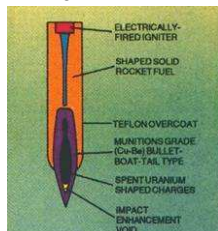
HEAT ammo uses the Monroe-Effect to penetrate steel up to 5 times the round's diameter in thickness, leaving a hole up to 10 times the

round's diameter behind. HEAT ammo is not available for calibers smaller than 12.7mm, and HEAT ammo increases damage by 50%, and all armor is at 1/2 SP, but any damage that penetrates remains at full value. HEAT ammo costs 10x as much as regular ammo. Special 25mm HEAT grenades are available for Militech Series MGLs for \$100.00, and do 9D6 damage. HEAT rounds are compatible with Electrothermic enhancement and with hot-loads, but gain no extra damage as the munition does not depend on velocity for its damage, just size.

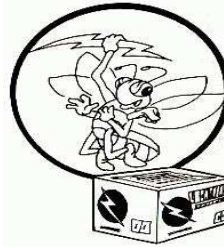


Hunter 6.35mm Light Anti-Vehicular Ammo

Hunter's new 6.35mm Light Anti Vehicular ammo is the latest is semi-armor piercing ammo designed for both hard and soft targets alike. Offering an alternative to high-power calibers like the .50BMG and 14.5mm Sov, with the lower recoil of a .30 caliber type but still with excellent penetration and wound trauma. Now in full production in both caseless and cased versions. Pictured above is a cross-section of a Depleted-Uranium Core, 6.35mm LAV caseless round. Please **Inquire** for OEM pricing and manufacturing licenses.



Lightning Industries Tracers



Tracer ammo uses a small phosorus & magnesium coating around the base of a semi-wadcutter lead bullet and costs 2x normal price. The coating ignites as the bullet is fired, producing a tracer effect as the round flares its way to the target. Because the round ignites as soon as it is fired, it can be used in any caliber of gun. The tracer effect means that firing

full auto at ranges greater than short is still at +1 per 10 rounds fired, instead of -1. For semi-automatic weapons, the firer can get a +1 to hit on the second round firing at the same target, and a +2 on the third and subsequent rounds.

Hunter 400 CorBon

400 CorBon is a new caliber designed specifically for use in guns normally chambered for .45ACP. Combining a slimmer bullet (which requires a new barrel), fit into a necked-casing, with an identical powder charge. The ammo, similar in appearance to small rifle bullets, combines increased velocity and stopping power. Barrel Kits are available for many popular brands of guns chambering the .45ACP casing including Colt, Para-Ordnance, Glock, SigSauer, S&W, and Ingrams. The barrel can be changed quickly (Easy Weaponsmith task, 15 minutes) and .400CB bullets are 100% compatible with .45ACP magazines. The kits retail for 20% of Base Gun Cost.



Hunter .224 BOZ

The .224 BOZ was a late 1990s British development of a hot-loaded and necked down 10mm casing to accept any standard .224 diameter bullet from 29 to 81 grains weight then in use including tracer and AP for use against vehicles and other armored targets. Hunter has begun manufacturing of the .224 BOZ ammo for military and police issue in a wide variety of versions as well as offering conversion kits for many popular weapons already chambered in the 10mm caliber. The drop-in kits reduce the reliability of the gun one class when firing the .224 BOZ ammo. A complete overhaul and conversion to fire the .224 BOZ costs 40% of the basic gun cost and eliminates the reliability penalty. Available in both cased and caseless format exclusively thru Hunter Firearms.

New Calibers!

Rifle Calibers	Damage (RTG Rules)	Price per box (50)	Penetration Value
5.7SS	2D6+3	\$ 25	0.5
5.7mm	3D6	\$ 25	0.5
.30 Carbine	2D6+4	\$ 25	0.5
.30-30	5D6+1	\$ 50	1
.375Win	5D6+3	\$ 58	1
.45-70	6D6	\$ 65	1
.50-70	6D6+1	\$ 70	1
.444Marlin	6D6+3	\$ 75	1.5
.460Wby.Mag	7D6+3	\$ 115	1.5
.700NE	8D6	\$ 250	1.5
Pistol Calibers	Damage (RTG Rules)	Cost per Round	Penetration Value
.22WMR	1D6+2	\$ 8	0.5
.224 BOZ	2D10	\$ 25	1
6mm Sebuero	2D6+3	\$ 25	0.5
8.8mm Magnum	4D6+1	\$ 35	1
.400CB	3D6	\$ 22	0.5
.475 Linebaugh	5D6-1	\$ 55	0.5
Heavy Calibers	Damage (RTG Rules)	Cost per Round	Penetration Value
6.35 LAV	3D10	\$50	2
30mmReduced	8D10	\$ 250	4

Note : Penetration Values are based on damages using the Blackhammer Archive rules, but with only a few exceptions, are identical using RTG classic rules.

Recoil Factors

Base Bod Minimum

D6 Weapons = (Max Damage/6)
D10 Weapons = (Max Damage/5)
Shotguns = (Max Shot Damage/4)
GLs = ((Diameter in mm/5)x1.5)

Modifiers	Modification Factor
1-Hanged	x2.0
1-Handed & brace	x1.5
2-handed, no brace	x1.0
2-handed & brace	x0.5
EAP (Railguns)	x1.8
ROF 1-3 (Semi-Auto)	x1.0
ROF 3 (Burst mode)	x1.5
ROF 4-15	x1.75
ROF 16-30	x2.0
ROF 31-60	x2.5
ROF 61-120	x3.0
ROF 121+	x3.5
HV Ammo/Grenades	x1.5

Additional Info :

Braces include Stock, Arm Brace, Shoulder Strap, Harness, Sling, Mono/Bi/Tripod, Gyro-Mount, etc.

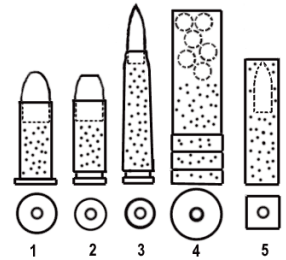
A CyberArm acts as BOD 12 for pistol recoil purposes only.

A Powered Exo-Mount has Bod 18 for recoil purposes only.



VARIOUS TYPES OF AMMUNITION

Here are the main types of powder ammo used in the Cyberpunk 2020 world. These devices are based on a principle known since more than a century: propel a heavy projectile (made of lead, or more rarely of Uranium for heavy weapons, sometimes jacketed with a more rigid metal, like brass, copper or steel, and maybe a lubricating coating like teflon to reduce barrel friction) with the expanding gases produced by a fast-burning propellant. The propellant itself is ignited by a percussion cap, at the rear of the cartridge.



1) Revolver cartridge. It has a rimmed base, which allows the bullet to be clamped in the cylinder, and it's straight. The case is traditionally made of brass or plastic (more common in 2020)

2) Pistol cartridge, with a groove instead of a rim, allowing easier packing of the rounds in the magazine. The material is the same as in a revolver cartridge. These ammo are also used in carbines or older rifle design.

3) Assault rifle or hunting rifle cartridge, longer than a hand weapon or a carbine round and generally bottle-necked for larger powder capacity and increased power. The material used for the case is identical to the previous one. The projectile is more aerodynamic than a handgun's one, because it is meant to be fired at high velocity and longer range.

4) Hunting shot cartridge. There are several projectiles, spreading out to create a cone of fire. The case is generally made of plastic, and a cap prevents the content from falling. These cartridges are used in hunting rifles, riot guns (automatic shot rifles) and shotguns with a pump action. Those weapons have no rifling in their barrel.

5) Caseless cartridge. Here, the powder is the casing of the projectile. A varnishing protects it from moisture and moderate shocks. There is little matter left after the powder has exploded. The cross-section is generally square for a tighter packing in the magazine, but there are some exceptions. Caseless ammo can be used in handguns or rifles as well. The advantage of the caseless ammo lies essentially in its small weight and optimized volume. It is more sensitive than a cased ammo to moisture and shocks, and can't be easily adapted for use in a revolver (the chambers of the cylinder are bored from side to side and it's the case that holds the round in place and closes the back).

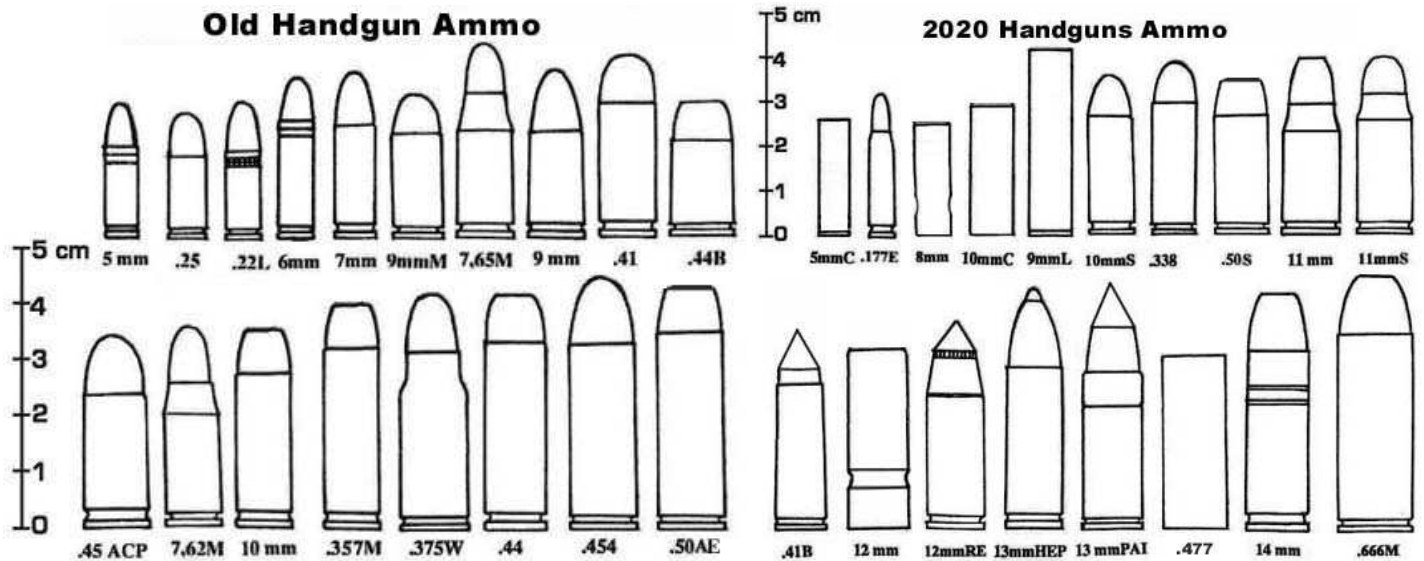
HANDGUN AMMUNITION

Cartridges haven't evolved a lot since their introduction in the 18th century. They still propel a dense metallic projectile by burning some powder, ignited by a blasting cap exploding when struck. The great innovation of the late 20th century was the caseless ammo, pioneered by the H&K G11 rifle. In these cartridges, the metallic (usually brass, sometimes copper or steel) case is suppressed, and the bullet and primer are held together by the propellant. This saves a significant amount of weight, and reduces the production cost. Most weapons of 2020 use caseless ammo. But since most old weapons cannot easily be converted to caseless ammo, there are still a lot of cased ammo around. One upgrade is the PlastiCase ammo, replacing metal by a strong, heat-resistant plastic, reducing the weight and cost of the ammo. It can be made in a variety of designer colors, too. Many calibers (like .357, .44, .45...) are available both in pistol and revolver versions.

OLD HANDGUN AMMUNITION

The most common of those calibers (9 mm, 10 mm...) can be found in PlastiCase variant. The bracketed names are common 2020 names for these "old" ammunitions.

Caliber	Name	Damages	Cost for 10
5mm	.22 short (5mm)	1D6	\$2
.25	.25 short	1D6+1	\$2
.22L	.22 Long Rifle	1D6+1	\$3
6mm	.22 Magnum (6mm)	1D6+1	\$3
7mm	.38 Automatic (7mm)	1D6+2	\$3
9 mm M	9mm Makarov	1D6+3	\$3
7.65M	7.63mm Mauser / 7.62 Tokarev	2D6	\$4
9mm	9mm Parabellum, 9mm Luger (9 mm)	2D6+1	\$4
.41	.41 Automatic	2D6+1	\$4
.45ACP	.45 Automatic Colt Pistols	2D6+2	\$4
.44B	.44 Bulldog	2D6+2	\$5
7.62M	7.62 Mauser	2D6+2	\$5
10mm	.357(10mm)	2D6+3	\$6
.357M	.357magnum	3D6+2	\$8
.375W	.375WinMag	3D6+2	\$10
.44	.44Magnum	4D6	\$6
.454	.454 Casull	4D6+3	\$8



MODERN CALIBERS

As with older calibers, two standards exists : bore diameter in millimeters (most common), and in inches fraction (.460 for 0,46 inches).

Caliber	Name	Damages	Cost for 10
5 mm C	5mm Caseless	1D6	\$1
.177E	.177 Explosive	1D6+4	\$4
8 mm	8mm	2D6	\$2
10 mm C	10mm Caseless	2D6+1	\$2
9 mm L	9mm Caseless Long	2D6+1D6/2+1	\$3
10 mm S	10mm Soviet	3D6-1	\$3
.338	.338 NOVA	3D6	\$3
.50S	.50 court	3D6	\$5
11 mm	11mm	3D6	\$6
.41B	.41 Armor-Piercing	3D6+1 PA	\$10
11 mm S	11mm Soviet	3D6+1	\$5
12 mm	12mm Caseless	4D6+1	\$7
13 mm HEP	13mm High Explosive (damages half-real, half stun)	4D6+2 PA	\$10
13 mm PAI	13mm Armor-Piercing Incendiary	4D6+3 PA+1D6	\$16
12 mm RE	12mm Armor-Piercing Explosive H&K	4D6+1 PA	\$200
.477	.477 Armor-Piercing	5D6 PA	\$25
14 mm	14mm Malorian	6D6	\$20
.666M	.666 Magnum	7D6+3	\$15

PA : halve armor value, normal damages beyond armor.

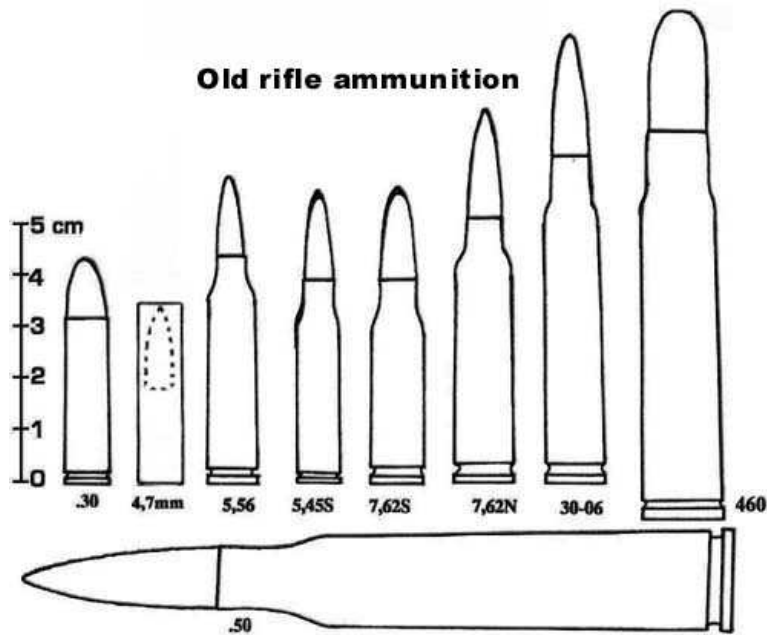
RIFLE AMMUNITION

Ammunition intended for shoulder fired and long arm weapons.

OLD AMMUNITION

These ammunitions have been in existence since the twentieth century. In 2020, you can often find them in “Caseless” versions, however some were never adapted to the modern standards.

Caliber	Name	Dégâts	Prix des 10
.30	.30 Caliber	2D6+3	\$6
4.7 mm	4.7mm H& Caseless	4D6	\$5
5.56	5.56 Armalite	4D6	\$6
5.45S	5.45 mm Soviet	4D6	\$8
7.62S	7.62 mm Soviet	5D6	\$8
7.62N	7.62 mm NATO	5D6+2	\$8
30-06	30-06 Springfield	5D6+3	\$9
460	460 Weatherby Magnum	9D6	\$40
.50	.50 Browning / 12.7 mm	6D10	\$20

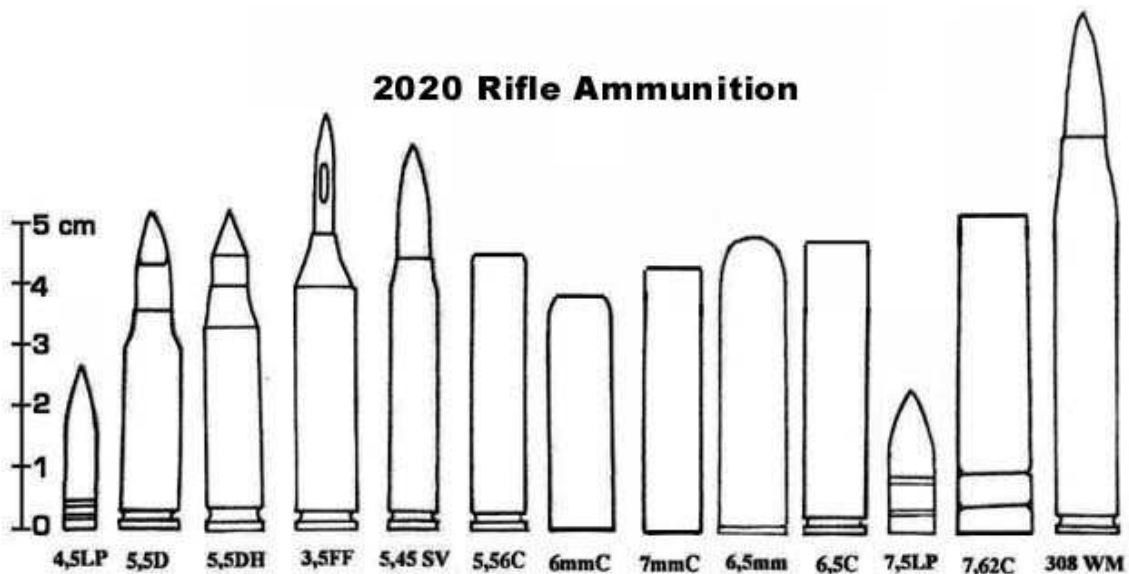


MODERN AMMUNITION

The following ammunitions are those commonly used in 2020. Contrary to the handguns, the majority of the old standards fell in disuse.

Caliber	Name	Damage	Price per 10
4.5 mm LP	4.5 mm Liquid Propelled	4D6	\$2
5.5D	5.5 Darra	4D6+2	\$4
5.5DH	5.5 Darra Hollowpoint	4D6+2 AP	\$15
3.5 FF	3.5 mm Kendachi Fragmenting Flechette	4D6 AP	\$25
5.45SV	5.45 Stolovoy	5D6	\$5
5.56C	5.56mm Caseless	5D6	\$5
6mm C	6mm Caseless	5D6	\$5
7mm C	7mm Caseless	5D6	\$5
6.5 mm	6.5mm Militech caseless	6D6-1	\$5
6.5C	6.5 x 45mm Caseless	5D6+3	\$5
7.5 LP	7.5 mm Liquid Propelled	6D6/4D6/2D6+1	\$3
7.62C	7.62 mm Caseless	6D6+2	\$7
.308WM	.308 Winchester magnum	6D6+2	\$8

AP: These ammunitions reduce the Armor value by Half but do normal damage to flesh.

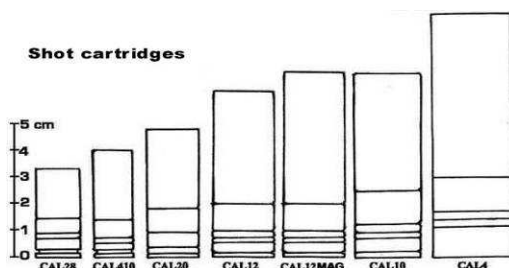


SHOT CARTRIDGES

Shot cartridges are still in use in 2020. The principle is simple : the powder load propel a swarm of projectiles in a smoothbore barrel. The multiples projectiles spreading into a growing circular pattern significantly increase the probability of a hit, but at long range only a few projectiles will hit the intended target. The idea worked well on birds or small game, but proved rather ineffective against Kevlar and other ballistic protection. Those rounds are mostly used against soft targets, and are a favorite of cops and security, the large bore making them very potent intimidation tools. But the large smoothbore barrel allows shotguns to fire a wide range of specialty rounds, including some effective even against well-protected targets. Those specialty round are generally not available to the public.

The gauge of a shotgun is the amount of spherical bullets that can be cast with one pound of pure lead. The smaller the number, the larger the bore of the weapon. 410 gauge is an exception to this system. In fact it is a .410" caliber round.

Caliber	Name	Range	S.R.	M.R.	L.R.	Cost for 10
CAL28	28 Gauge	3 mètres	2D6+1	1D6+1	1D6/2+1	\$3
CAL410	410 Gauge	50 mètres	2D6+1	1D6+1	1D6/2+1	\$4
CAL50	50 Gauge	30 mètres	2D6+2	1D6+2	1D6/2+2	\$3
CAL20	20 Gauge	25 mètres	3D6	1D6+3	1D6	\$3
CAL12	12 Gauge	50 mètres	4D6	2D6	1D6+1	\$4
CAL12 MAG	12 Magnum	70 mètres	4D6+3	2D6+2	1D6+2	\$6
CAL10	10 Gauge	50 mètres	5D6	2D6+2	1D6+2	\$6
CAL 4	4 Gauge	60 mètres	8D6	4D6	2D6+2	\$12



NOTES:

- As with other firearms, the range given is the LongRange (L.R.). Medium Range (M.R.) is half L.R., and Short Range (S.R.) is a quarter.

RULE FOR SHOT DAMAGES:

For each target in the area of effect of the weapon:

- **Point Blank or Short Range:** Short Range damages in one location.
- **Medium Range:** Medium Range damages in 1D6/2 adjacent locations.
- **Long Range:** Long Range damages in 1D6/2 adjacent localisations.

SPECIALTY ROUNDS FOR SHOTGUNS

Note: Most effects are given for a "standard" 12-gauge round. Other gauges, less common, have greater (10 gauge) or lesser (20 gauge, 410 gauge).

Slugs (price x 4)

This round fires a single bullet instead of a swarm of small projectiles. The large projectile is devastating, and has AP effect (armor x1/2), but damages that goes through is at full value. Damages are 4D6+2 for 12 gauge, 3D6+1 for 20 gauge and 5D6+3 for 10 gauge.

APFSDS (Armor Piercing, Fin Stabilized, Discarding Sabot) (price x 4)

The projectile here is a small (5,5mm) arrow, with fins to increase accuracy, encased in a plastic "sabot" which separates when leaving the barrel. The light projectile has a high speed,

enhancing its armor-piercing abilities. Range: 50 m. Damages are 6D6 AP.

HE (\$5 each)

The explosion damages are 4D6 in a half-meter radius. If several bullets hit the same area, the blast radius are added.

HEAT (price x5)

This small shaped-charge cartridge deal 4D6 damages to a single target. Armor is x1/2, but anything that goes through is at full value.

Gas (price varies)

The area of effect is a 2 m diameter circle. Effects are the same as gas grenades, and varies with the load: tear gas, biotoxin, sleep gas...

Flare (price x2)

They allow daylight visibility in a 15 meter radius. If fired directly at a target, they do 2D6+2 damages upon impact, and 1D6/2 each round for 10 rounds or until removed.

Smoke (price x2)

Fill a 3-meter diameter area with a dense, sight-blocking smoke. Different colors available for signaling purpose.

Flashbang (price x 3)

Effect : a stunning blast combined with a dazzling flash. Inflicts 4D10 stun damages, soft armor offers no protection, rigid nesare x1/4. A target failing his Save is stunned for 1D10 minutes. This affects all the targets in a cone 25 m long and 3 m wide, starting at the muzzle of the gun.

Termite (\$30 each)

This round fire a narrow (half normal width at range) spray of molten metal at 3 000° C, burning through almost

. HEAVY WEAPONS AMMUNITIONS

With the exception of the .300 Winchester Magnum round(a high-power hunting caliber), the following calibers are strictly formilitary use. You won't find them in any law-abiding weapon shop ! You can find more impressive rounds, but they fall in the artillery shell category!

anything. Damages are 8D6 AP. Those damages are healed at at third of the normal rate. Each shot has a 10% chance of ruining the barrel.

Stundart (5\$ each)

This cartridge fires a not-so-small high voltage capacitor. Two metallic protrusions in the front allow the round to discharge its electrical load into the target, giving the round the same effect as a Taser (-2 StunSave).

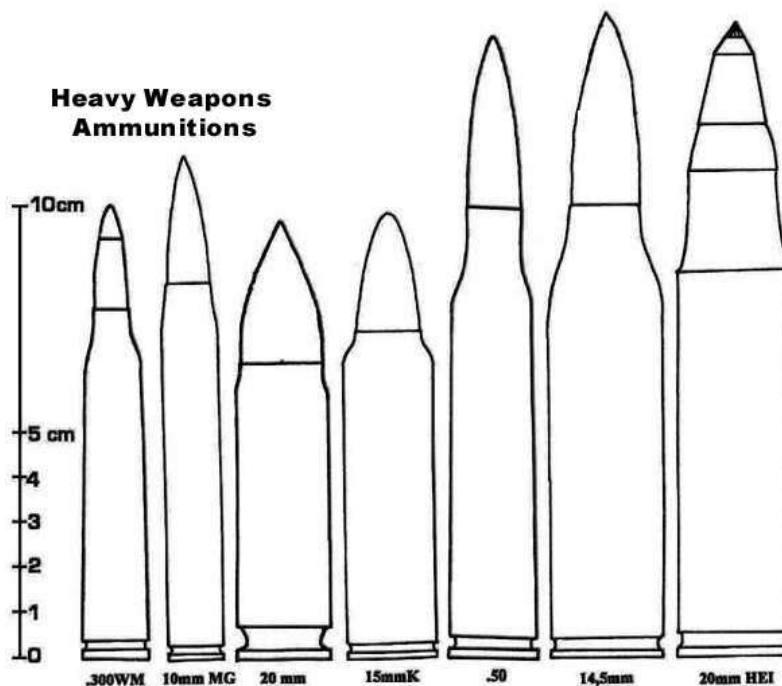
Slasher (75\$ each) (Chrome 2)

This antipersonnel shell strings monowire between twospecially-weighted slugs. As the slugs travel, they spread appart, pulling the monowire. Damages are 3D6, armor is x1/3. The monowire is 1-meter long, and has a 50% chance of wrapping around the target.

Non-lethal shell (1\$ each)

This round is made of a compact gel. The damages (4D6) are used fora Stun Save. At least half the damages rolled goes through soft armor. One quarter of the commotion damages are inflicted as real damages, from bruise. Even if nothing goes through armor, the target must succeed a 12Difficulty REF roll to remain standing

Caliber	Name	Damage	Cost for 10
.300WM	.300 Winchester Magnum	7D6+3	15 eb
10 mm MG	10 mm Caseless Long (machinegun or sniper round)	8D6	10 eb
20 mm	20 mm depleted uranium	4D10 PA	18 eb
15mmK	15 mm Kurz	4D10+3 PA	20 eb
.50	.50 Browning / 12,7 mm	6D10	15 eb
14,5 mm	14,5 mm Glock	7D10	18 eb
20 mm EHI	20 mm Extra High Impact	8D10 PA	25 eb



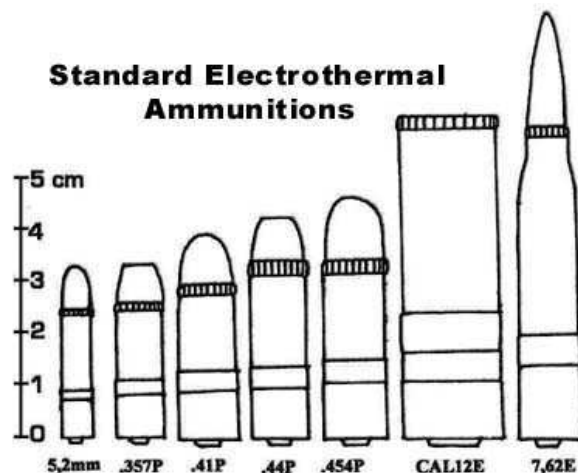
STANDARD ELECTROTHERMAL AMMO

The principle of these ammunitions is simple : drive a very strong electric current through water. It immediately vaporizes into steam and the energy given off blows the projectile out with a higher power as the one caused by classical powder ammo. Recent discoveries in the field of batteries allowed this breakthrough, even if the use in automatic mode of such weapons remains very rare. An electrothermal weapon has many advantages : it is less noisy, although the detonation can be clearly heard at 200 meters far, it doesn't create a flame, which makes it more discreet at night. Nevertheless, during the day, the steam cloud blown off from the barrel makes the firer more easy to locate.

Electrothermal weapons are generally forbidden outside a private property.

Caliber	Name	Damage*	Cost for 10.
5.2 mm	5,2 millimeters Electrothermal Tsunami	2D6+3	\$5
.357P	.357 Nova Plasmatic Magnum	4D6	\$4
.41P	.41 Nova Plasmatic Magnum	5D6	\$2
.44P	.44 Nova Plasmatic Magnum	6D6	\$3
.454P	.454 Nova Plasmatic Magnum	6D6+3	\$3
CAL12 E	12 Gauge Electrothermal Tsunami	6D6/3D6/2D6	\$5
7,62E	7,62 millimeters Electrothermal Towa	9D6+3	\$8

* Often depends on the gun settings



SPECIALTY ROUNDS

Those ammunitions are improvement of the classical lead bullet, designed for specific purposes. Most of them are illegal, or at least controlled. This legality problem explains that the most exotic types remains rare in the street, being sold only by the better-connected fixers, and at hideously inflated prices. The price given here is for the military or other legitimate users, who buy in bulk and through legal circuits.

Safety rounds (price x 6)

Used in airplane hijacking or other situations where overpenetration would be a threat, they shatter harmlessly against a hard surface (10 SP or more). In other case, SP are doubled, but damages that goes through are also doubled. In 2020 those uncommon rounds are used by police forces, or in Orbit, where hull breach is a major concern

Armor-Piercing (price x 3) (cyberpunk 2020)

Damages to flesh is divided by two, but so is the armor. Example: a 9 mm AP round fired at a 10 SP armor will do $(2D6+1-5)/2$ damage points to the wearer of the armor.

Dual-Purpose (price x 4) (Chrome2)

They do damages x1,5 to an unarmored target, and are considered AP if the target is armored.

Armor-Piercing Incendiary (BBI) (price x 4) (Chrome2)

Fragmenting/expanding bullets (price x 2)

This covers a wide range of bullets. The idea is to have a bullet that increases its size in the target, making a larger wound cavity. Damage to flesh is x1,5, but armor is x2.

HE (price x 5)

This round is designed for surface explosion. For 12 mm bullets: 2D6 to target, and 1D6 in 0,5m blast radius.

Fragmentation flechette (price x 5)

This cartridge, available in caseless or PlastiCase caliber, fires a subcaliber alloy flechette at high speed. This gives the flechette a good penetration through armor. Then a chemically time-delayed filling of stable explosive breaks the arrow apart, creating a large wound cavity. But they're not very efficient against hard armor. Soft armor SP is x1/2 and damage to flesh is normal. Very rare and illegal, these rounds are usually found in orbital weapons.

Tracer bullets (price x 2)

They work as normal AP (armor SP and damage vs. flesh halved), but if the bullet go through the target's armor, it does an extra 1D6 damage during the first turn and 1D6/2 damage the second turn. They also have a 50% chance of igniting any flammable they hit.

Rubber bullets (1/3 normal price) (Chrome2)

Damage is Stun only beyond 3m. Below that range, 1/2 is real, 1/2 is Stun.

High-Penetration Bullet (price x 3)

The bullet is considered AP on any armored target, and normal if the target is unarmored.

They're designed for autofire at night or on air targets. You can see the light spot of the bullet and adjust your burst on the target. Obviously it also give away the location of the shooter. Tracer bullets do 1D3 extra damage (they're burning !), but SP is also x1,5.

Plastic bullets (price x1/2)

For practice, and eventually riot control. The projectile is made of hard plastic, with a lower propellant load. Damages are x1/3.

Taser bullets (price x 4)

Dégâts Damages: 1D6 (12 mm) + Taser effect. The Stun save is at +2. There is a 10% chance the taser doesn't work. This bullet can only be used in large calibers (12mm and above).

Chemically-propelled flechette (price x 4)

It's a subcaliber, discarding sabot flechette designed to deliver any drug it is loaded with. It is considered AP, and does 1D3 (6mm) to 1D6 damage. Drug is injected if the bullet penetrates the armor.

Special Shotgun Loads

Editorial Note:

I still use the concept of multiple hits from shotgun blasts at medium/long range that was introduced in Friday Night Firefight 2013. This means that my shotguns are a lot deadlier at short range (where one person takes the whole shot), but less deadly at longer ranges (where the damage is spread out across several areas). Where prices are not listed for both 10 and 12 gauge, the price is for 12g, 10g costs 50% more. Brass-cased rounds (required for auto-shotguns) are +50%. Magnum rounds are +1 dmg all types (+1d6 slugs), and +50% cost (only 12and 12 GA).

Roll	location	location
1	L.Arm	Torso
2	Torso	R.Arm
3	Head	Torso
4	Torso	Head
5	R.Leg	L.Leg
6	L.Leg	R.Leg
7	R.Arm	Torso
8	Torso	L.Arm
9	Torso	Torso
0	Torso	Torso

Whenever a munition says it hits 2 locations, roll on the following hit location table (from Friday Night Firefight 2013):

All-Brass Shot Consists of 24 or so round pieces of brass shot.			Sharp Shot Consists of 24 or so pieces of jagged metal and/or glass chunks.					Flechette Cloud Consists of multiple ceramic flechettes				
Cost per 20 shells (sharp)			15e\$	20e\$	25e\$	30e\$	45e\$					
Cost per 20 shells (flechette)			25e\$	37,5e\$	42,5e\$	50e\$	75e\$		Sharp	brass	flec	
Cost per 20 shells (brass)			10e\$	15e\$	17e\$	20e\$	30e\$	SP:	66% soft	100%	50%	
Range:	no of hits	burst	410ga	20ga	16ga	12g	10g	Trauma	100%	100%	50%	
Short	1 location	-	3d6	4d6	5d6	6d6	7d6	REL:	0	0	0	
Medium	2 locations	1m	2d6	2d6+2	3d6-2	3d6	3d6+2	Range:	80%	100%	100%	
Long	2 locations	2m	1d6	1d6+1	1d6+3	2d6	2d6+1					
Extreme	d3+1 locat.	3m	1d3	1d4	1d6-1	1d6	1d6					

Glass Powder Load

Cost per 20 shells			30e\$	40e\$	50e\$	60e\$	90e\$	SP:	200%
range	no of hits	burst	410ga	20ga	16ga	12g	10g	Trauma:	100%
Short	1 location	-	5d6	6d6	7d6	8d6	9d6	REL:	-1
Medium	2 locations	-	2d6+2	3d6	3d6+2	4d6	4d6+2	Range:	50%
Long	2 locations	1m	1d6+1	1d6+3	2d6	2d6+2	2d6+3		
Extreme	d3+1 locat.	1.5m	-	1d6-1	1d6	1d6+1	1d6+1		

Thermite Shot

Cost per 1 shell			15e\$	20e\$	25e\$	30e\$	45e\$	SP:	50%
Range	no of hits	burst	410ga	20ga	16ga	12g	10g	Trauma:	50%
Short	1 location	-	6d6	7d6	8d6	9d6	10d6	REL: each round fired after fifth	
Medium	2 locations	-	3D6+2	4d6	4d6+2	5d6	5d6+2	has 10% cumulative chance of	
Long	2 locations	1m	1d6+2	2d6	2d6+2	3d6	3d6+2	warping barrel.	
Extreme	d3+1 locat.	1.5m	NA	1d6	1d6+2	2d6	2d6+2	Range:	100%

Sharps & Powder A combination of glass chunks and glass dust.

Shot & Powder A combination of all-brass shot and glass dust.

Cost per 20 shells of shot&powder			20e\$	27e\$	34e\$	40e\$	60e\$			
Cost per 20 shells of sharps&powder			25e\$	37e\$	45e\$	50e\$	75e\$		sharps	shot
Range	no of hits	Burst	410ga	20ga	16ga	12g	10g	SP:	100%	150%
Short	1 location		4d6	5d6	6d6	7d6	8d6	Trauma:	100%	100%
Medium	2 locations	1m	2d6	2d6+2	3d6	3d6+2	4d6	REL:	-1	-1
Long	2 locations	1.5m	1d6	1d6+1	2d6	2d6+1	2d6+2	Range:	60%	80%
Extreme	d3+1 locations	2m	NA	NA	1d6	1d6	1d6+1			

PiezoShot Fires a nylon bag full of conductive metallic dust and an electric trigger. When the bag impacts, ruptures creating a cloud of dust which is then electrified by the trigger device (if it fires successfully - 70% chance). All inside the cloud must make a stun save at -2 or be zonked for d6+1 rounds.

Cost per 1 shell			NA	10e\$	12e\$	15e\$	22,5e\$	SP:	100%
	no of hits	burst	410ga	20ga	16ga	12g	10g	Trauma:	100%
impact	1 location	none	NA	2d6	2d6+1	2d6+2	2d6+3	REL	0
Stun cloud released			NA	1m	2m	3m	4m	Range	100%

Gas Capsules

Cost per 8 shells (of gas dose)			NA	70%	80%	100%	150%	SP:	100%
	no of hits	Burst	410ga	20ga	16ga	12g	10g	Trauma:	100%
impact	1 location	None	1d6	1d6+2	1d6+3	1d6+3	1d6+3	Range:	100%
Gas cloud released			NA	1m	1m	1,5m	2m	REL	0

Rifled Deer Slugs (also standard handgun ammo equivalents available)									
Cost per 20 shells			20e\$	27e\$	24e\$	40e\$	60e\$	SP:	100%
Range	no of hits	burst	410ga	20ga	16ga	12g	10g	Trauma:	100%
100%	1 location	none	3d6+2	4d6+4	5d6+5	6d6+6	7d6+7	REL	0

APFSDS 5.5mm Slug Penetration: 1									
Cost per 1 shell						10e\$	15e\$	SP:	50%
Range	no of hits	burst	410ga	20ga	16ga	12g	10g	Trauma:	50%
150%	1 location	none	Not available			8d6	8d6	REL	0

Flare Slugs +d3 damage per round for 3 rounds									
Cost per 20 shells			15e\$	20e\$	25e\$	30e\$	45e\$	SP:	100%
Damage	no of hits	Burst	410ga	20ga	16ga	12g	10g	Trauma:	100%
impact	1 location	None	2d6-1	2d6	2d6+1	2d6+2	2d6+3	Range:	100%
Area illuminated			5m	10m	20m	30m	40m	REL	0

Flash Shot REF roll dif 25 if in shot or be blinded 2d6+2 turns.									
Cost per 20 shells			22,5e\$	30e\$	40e\$	45e\$	67,5e\$	SP:	100%
Cone			410ga	20ga	16ga	12g	10g	Trauma:	100%
Cone Lenght x width			15x1m	20x2m	20x2m	25x3m	25x3m	Range:	100%
Stun save modifier			0	-1	-2	-2	-2	REL	0

FlashBang Slugs A small time-delay charge of blasting explosive and flash-powder held in a nylon bag that explodes on impact, bangers act as small flash-bang grenades. All within range must make a stun save, and an additional dif 20 REF roll to avoid 2 turns of blindness.									
Cost per 1 shell			10e\$	12e\$	14e\$	15e\$	22,5e\$	SP:	-
blast	Burst		410ga	20ga	16ga	12g	10g	Trauma:	-
outdoor	None		0,5m	1m	1,5m	2m	3m	Range:	50%
indoor			2m	3m	4m	5m	6m	REL	0

Busy Bee rounds contain 4micro-electrodes, for incapacitating 'borgs. Glue rounds are used for blinding.The gel makes no damage. Electro-shielding makes 'borg immune for this type of attack.										
Cost per 20 „Glue” shells			NA	37,5e\$	42,5e\$	50e\$	75e\$			
Cost per 1 „Busy Bee” shell			NA	NA	NA	100e\$	150e\$	SP:	100%	
Range	no of hits	burst	410ga	20ga	16ga	12g	10g	Trauma:	100%	
100%	1 location	none	none						REL	0

Micromissiles – any 18mm or bigger shotgun can be used to launch micromissiles.(semiauto only).									
Cost per 1 micromissile			NA	NA	NA	+15e\$	+15e\$	SP:	As missile
Range	no of hits	burst	410ga	20ga	16ga	12g	10g	Trauma:	
As missile			Not avaiable			As missile		REL	



straight from the minds of the
Flipper Is Dead - The UK Cyberpunk Thinktank

Specialist Ammunition Types



BASIC rounds

Normal Ball rounds

These are the standard bullet that all guns fire, a core of soft lead wrapped with a jacket of copper or gilding metal or something similar. They are basically a chunk of soft heavy metal with a stronger metal jacket around them to hold them together as they pass through stuff.

(Light - 100 rds for 15 - 0.15 each)

(Medium - 50 rds for 15 - 0.3 each)

(Heavy - 50 rds for 18 - 0.34 each)

(Very heavy - 50 rds for 20 - 0.4 each)

(Rifle - 100rds for 40 - 0.4 each)

Nickel jacketed rounds

These are normal rounds with jackets made of Nickel rather than copper. While this does little to the rounds performance, it does have one important effect when shooting at a steel target; It strikes sparks. Normal rounds are designed NOT to spark, as this could be bad if they spark when being loaded. But a purpose made nickel jacket will strike up sparks capable of igniting fuel and vapours, allowing the Hollywood stunt of shooting a cars petrol tank and causing it to explode (with normal rounds the chances are it'd just leak everywhere).

cost x1

Plastic Training rounds

These are a plastic round with a partial metal jacket, designed for use on ranges. The round is unstable and lightweight, making it safe to use when aiming at a close target, as any misses will fall from the air instead of carrying on and possibly injuring someone off the range. They are full damage at point blank and Close ranges, but loose 1d6 every range band after Sp of armour is doubled

Cost x 0.5

Heavy Jacket

Thick metal jackets on the bullet stop it breaking up in the target, reducing the lethality, but making it more likely to incapacitate. Used by some armies as a more 'Humane' weapon than a normal ball round, which can break up as it passes through the victim, tearing a bigger wound. The heavy jacket also makes the rounds more effective against light armour. Sp is reduced by D6 Stun saves -1, death saves +1 (less likely to kill immediately, but causes more shock.)

Cost x1.5

Match Grade Ammunition

This is ammo hand made for competition shooting or sniping. Each round is made to get the best shot, with stability and accuracy. Weapon WA is +1 on single shot only. This bonus is lost on autofire
cost x4

Subsonic

These Bullets are very low acoustic signature, as they travel below the speed of sound. This is usually due to an increased bullet weight, giving a slow, heavy round that causes the same damage as a normal round without supersonic 'crack'. The bullet breaking the sound barrier is the second loudest part of a gunshot, after the blast at the muzzle itself, so subsonic bullets fired from a silenced weapon are virtually unnoticeable as gunshots. Damage as normal Armour is x1.5 as the bullet is slow

Cost x2

Blanks

Crimped blanks

These are a normal casing with NO projectile attached, simply loaded with powder and then crimped shut. When fired they simply go BANG. They can be used to fire rifle grenades, and at point blank the blast could cause an injury (and Point blank range ONLY) (damage is calculated by finding the weapons MINIMUM damage, and rolling the closest dice) EG 9mm is 2D6+1, minimum is 3, so a 9mm blank does D3 damage at point blank. A round doing 4D6+2 would do D6, and so on. Always take the lower dice, so a minimum of 5 would be D4 not D6. This damage is half STUN only
cost x.5

Wadded Blanks

These have a plug of Wood, wax, plastic or paper over the end of the round, so that when its fired the gases travel up the barrel behind this 'plug', producing enough pressure to operate a gas action. These weapons do very little damage, unless the wadding hits someone (WA -2) Damage is as a normal round, ignoring any pluses and subtracting 4 from EACH DIE (so 9mm is (D6-4) +(D6-4) rather than 2D6+1) At point blank the blast itself could cause an injury. This extra damage is calculated by finding the weapons MINIMUM damage, and rolling the closest dice. So 9mm at PB is (D6-4) + (D6-4) +D3 (9mm minimum is 2D6+1=3, so D3)
Cost x 0.5

Expanding Rounds

Hollow points

These bullets have hollows in the tip that cause the round to expand in the wound channel, making it larger and possibly breaking up the bullet. This expansion makes armour more effective, as the bullet expands as it strikes, spreading across the armour's surface. Even light armour can stop a hollowpoint due to this effect. Care must also be taken when shooting through furniture or heavy winter clothes, as cloth fibres can clog the hollow, reducing the expansion. SP x 2 Dam x 1.5 after armour
Cost x 1.5

Semi-Jacketed Hollow points

These bullets have hollows in the tip that cause the round to expand and a partial jacket to hold the round together enough to let it penetrate a little more than a standard Hollowpoint SP x 1.75 Dam x 1.5 after armour
Cost x 1.5

Jacketed Hollow points

Jacketed Hollowpoints have metal jackets that reduce their expansion, but hold them together better in penetration. This makes them better against armour than a regular hollowpoint round, although it does reduce their expansion in the body. SP x 1.5 Dam x 1.25 after armour
Cost x 1.5

'Copper tip' or 'Silver tip'

These are bullets with soft metal tips to give controlled expansion when they hit the target, the soft tip bending and starting the round expanding and breaking up as it enters the body. This does make them less effective against armour, but having a full bullet shape rather than the hollow in the tip makes them easier for automatics to load (some automatics will jam trying to load hollowpoints, as the flat tip doesn't push forwards into the chamber fully) SP x 1.5 Dam x 1.25 after armour
Cost x 1.5

Dum Dums

One of the first 'specialist' rounds, the dum dum design is credited to Captain 'Bertie' Clay of the Royal Artillery at the Dum Dum Armoury, Calcutta, India in the 1890's. The problem was that the .303 rifle rounds used by the British Army were not stopping 'Fanatical' rebels. The first Dum Dum shells were a .303 round with the heavy jacket cut away at the tip to reveal the soft lead core of the bullet. When it hit, the round expanded rapidly, mushrooming and possibly breaking up in the body, creating huge wound channels and exit wounds the size of dinner plates. Any bullet can be 'Dum Dumed' by making a series of cuts into the jacket, cutting right through to the lead core of the round. This weakens the round, making it expand faster in the body, but also making it expand on armour, reducing its penetration quite heavily
Dum Dum bullets can be made quite easily with a weaponsmith (10) roll, a file and some time. If this roll is

fumbled then the cuts are too numerous or too deep, and when the bullet is fired the core of the bullet will be blown clear of the barrel, leaving the jacket wedged in the chamber. For the eternally hopeful, the lead core is WA -2 and does half damage for the normal round, vs double armour. (Even if the gun is hopelessly jammed, there is always a chance the core will hit your target.) The left over jacket jams in the gun barrel and it's difficult to clear, which could be really bad news in a firefight. SPx2 Dam x 1.75 after armour
Cost as normal ammo if home made
Cost x1.5 if shop bought

Wad cutters

These are designed to expand to give neat holes in paper targets. Against other targets they can be lethal. They are soft lead rounds with a flat top and square 'shoulders' SPx2 Dam x 1.5 after armour
Cost x1.5

Mercury Cored rounds

These have a well of mercury in the bullet's core that is ruptured when the bullet hits, expanding the bullet rapidly. The wounds they cause are also lethal as the mercury has been spread throughout the wound, poisoning the victim (Body roll, Target 20. Each point failed by is an hour of poisoning, doing D10 damage) SPx2 Dam x 1.75 after armour
Cost x2

Memory Expanders

These are 'Soft Kill' weapons, as the bullet is made of a memory metal or ceramic that undergoes a controlled expansion under high impact stresses. Against armour they act like normal bullets, but as they pass through the body they expand, causing an enlarged wound channel. Armour as normal damage after armour is x 1.5
cost x6

Plastic Expanders

These bullets are made of a high density memory plastic, lighter than normal bullets, and they alter shape in flight, deploying into razor-edged plastic stars. These tear into flesh, still expanding, and stop quickly. Moving with a fully expanded bullet in a wound is damaging, as the edges cut deeper (D6 damage per round of action) Armour is Doubled damage that penetrates is Doubled long and extreme Range are halved (bullet loses its energy quickly)
cost x6

Gold Dot Expanders

These are purpose made to expand in a controlled way in the target, mushrooming out till the gold dot of gilding metal at the bottom of the hollow tip is visible. Against armour they act as normal hollow points Sp x2 Damage x1.5 after armour If they strike an unarmoured target, the controlled expansion comes into effect. Half the dice (round down) of damage are replaced with +4 per die (ie 2d6 becomes d6+4, 4D6+1 becomes 2D6+9) then damage is x1.5
Cost x 2

Quick Defence™

These are Hollow point rounds with a ball lodged into the mouth of the hollow, giving the round the same domed shape as a normal round, making it less likely to jam in an automatic weapon. when they hit the ball is driven back into the hollow, forcing the expansion of the bullet. This expansion makes armour more effective, as the bullet expands as it strikes. SP x 2 Dam x 1.5 after armour
Cost x 2

Base Expanders

These have small hollows in the base of the round that expand as the bullet is in the barrel, pressing into the barrel rifling. This allows the bullet to absorb energy from the propellant more efficiently, but does increase chamber pressures and risk damaging the gun. Can Reroll one of the damage dice (This reroll is not compulsory and the user chooses which die to reroll)
cost x 1.5

Plastic Base Expanders

This uses a plastic cap on the base of the round to expand in the barrel, absorbing more energy so that the bullet is travelling faster as it leaves the barrel, where the plastic cap falls free. This allows the Base expansion system to be used with streamlined and boat tailed slugs Can Reroll one of the damage dice (This reroll is not compulsory and the user chooses which die to reroll)
cost x2

Exploders

Bullets containing explosives to increase the striking energy on the target. Tip Exploders detonate on contact, Base exploders on the bullets base impact slightly inside the target

Weapon caliber	Damage bonus
Light	+2
Medium	+D6
Heavy	+2D6
very heavy	+2D6

Base Exploders

These are bullets filled with an explosive compound that is stable to impact, with a detonating charge in the base (usually of a more unstable explosive) When the bullet hits the shockwave travels the length of the bullet to the detonator, allowing the bullet a fraction of a second to penetrate the target. This usually means the bullet either explodes INSIDE the target or lodged into there armour This does not effect weapons damage or penetration until after armour has been taken into account. If the Bullet penetrates, add on the damage bonus to the damage left. Wounds caused are at -1 to stun save on first roll, due to shock. If the wound is to Chest or Head, them also -1 to first Death Save. If the bullet was stopped by armour, add the damage bonus to the bullets total damage when calculating Blunt Trauma and armour damage
Cost x3

Tip Exploders.

Tip exploders have the detonating compound stored right in the bullets tip, so that it's the first part of the bullet to come into contact with the target. This means the bullet explodes straight away. These add the damage bonus from the explosion to the weapons damage as soon as it strikes. This helps in armour penetration, but does not give the shock modifiers to saves that a base exploder uses.
Cost x3

Shaped Charge Exploders

These are armour piercing charges made to cut open heavy armour. The explosive charge bonus is added to the damage and half the SP of the armour is subtracted from the damage. Any damage that penetrates is halved. If the target is unarmoured, do not halve the damage, as the blast blows the wound open as a deep wound channel
Cost x5

AP-HE Armour Piercing - High Explosive

These combine armour piercing and high explosive effects by having the explosive charge fitted into the hollow base of the solid penetrator. This means that the charge is carried deep into the target by the penetrator before it can explode. Vs an Unarmoured target the bullet does half rolled damage plus the explosive bonus. Vs an armoured target the targets SP is halved. Any damage left after armour is halved, then the explosive bonus is added. In either case if the wound is to the head of chest, the target makes there first stun and death saves at -1.
cost x6

HE-AP High Explosive - Armour Piercing

These combine high explosive and armour piercing effects by having the armour penetrator surrounded by the explosive material. When the bullet hits the explosive charge detonates, blowing the targets armour open and propelling the penetrator in. Vs Unarmoured Damage is the HE bonus plus half rolled damage. Vs armour The Targets armour is halved, then the HE bonus is subtracted from SP (as the charge blows it open) If their is any remaining SP, it is subtracted from the rolled damage. Any left over damage is halved. If the SP has been defeated, any left over HE bonus is added to the rolled damage, which is then halved.
cost x6

Fragible AP-HE

These are AP penetrators with a HE core and base charge. The round explodes in the body, breaking up the penetrator and scattering its fragments throughout the wound. This makes the round stop in the body, transferring all of its energy rather than shooting through and leaving a narrow wound like most AP rounds. Vs Unarmoured targets Damage is the HE bonus plus the rolled damage. Vs armour The Targets armour is halved, then the HE bonus is subtracted from SP (as the charge blows it open) If there is any remaining SP, it is subtracted from the rolled damage. If the SP has

been defeated, any left over HE bonus is added to the rolled damage. The main advantage over normal AP-HE is that the damage is not halved
Cost x7

Tandem charge High Explosive rounds.

These are both tip and base exploders, holding two small explosive charges. The first charge blows open the wound and the momentum of the bullet carries the second charge into the wound before it explodes. Each charge does HALF the normal explosion damage (Light +1, Medium +D3, Heavy +D6, Very heavy +D6) this is added to the damage when it hits armour and again after it penetrates. (damage+HE)-SP +HE
Cost x5

Tandem Shaped Charge

These are armour piercing tandem high explosive rounds. They have the same HE bonus as normal Tandem charge rounds, but they halve SP of armour. As the second charge goes off inside the target, the round does damage +HE minus half SP, and any damage that gets through is halved, then the second HE charge is added. ((damage+HE) -(1/2 SP)) /2 +HE
cost x8

High Explosive Hollowpoints

Nicknamed 'cookie cutters' These are hollowpoint rounds with an explosive core in the base that detonates as the round expands. SP is doubled. If the round penetrates, add on the HE extra damage then multiply by 1.5 due to the rapid expansion. If the round doesn't penetrate, add the explosive damage to the damage to calculate blunt trauma.
cost x4

'Rockshot'

Conductive plastic slugs with a piezo-electric tip and explosive granules of C12 or higher high explosive embedded. When the bullet hits the piezo electric tip is crushed, releasing an electric signal that detonates the embedded explosives. As the tip is crushed the soft body of the round expands, flattening across the target, creating a shockwave effect when it detonates. Due to the design these carry much more explosive than simple exploders, and are available for heavy and v.hvy calibres only.

The Round does damage as an explosive bullet (+2D6) but it also has an effect radius of 1/2 a metre doing blast damage equal to half the bullet damage. Against ANY armour (SP 10 or greater) the bullet hits and explodes, doing 1/3 damage rolled to hit location by trauma, OR normal damage -SP, whichever is higher (normal blunt trauma damage is 1/5 but the HESH effect of rockshot causes a greater impact wound) The larger charge also modifies save by -2 not -1 if it penetrates and explodes Direct hits on limbs that cause 8+ damage wreck the limb (Mortal 0 wound) (Hits of over 16+ damage blow the limb CLEAN OFF)
Cost x6

Armour Piercing Rounds

Full Metal Jacket

These rounds have a stronger metal jacket all around the bullet, holding it together better in penetration than a normal ball round. While this makes it slightly armour piercing, it will still expand in the wound, causing damage similar to a regular ball round. SP of armour is reduced by D6. Damage is as Normal.
Cost x 1.5

Teflon Coated rounds / KTW / 'Cop Killers'

These rounds are solid metal with a Teflon coating that prevents them from stripping the rifling off the inside of your gun barrel. The bullet does not expand in the target, so the wounds are not as large as a normal lead round, but a solid metal spike moving at bullet speeds will cut through body armour like a knife through butter. Once in the body the bullet only flips end over end rather than expanding, so the wounds it causes are deep but not wide, and cause less shock (you'll still bleed to death, you'll just not pass out as fast before hand).

With all of these rounds the gun should be cleaned regularly to remove Teflon traces from the barrel A popular misconception is that the Teflon coating helps in penetration due to reduced friction, but the smooth Teflon layers have been broken up by the barrel rifling, and actually reduce the penetration slightly. The Teflon simply serves to protect the barrel from the bullet. KTW rounds use a solid cartridge brass core under their distinctive green Teflon coating. Other bullets use Steel cores, but all have similar effects. Armours SP is halved. Any damage that penetrates is halved.
Cost x3

Arcane™ Armour Piercing

The Arcane round is a French made Armour piercing round, using a high power loading with low gas pressure to propel a solid copper cone nosed slug. Designed to be used in modern automatic pistols and revolvers, the round operates within normal safety limits. Damage +1. Armours SP is halved. Any damage that penetrates is halved.
Cost x4

Hard Core Armour Piercing

These Bullets have Steel cores under a copper or gilding metal jacket, allowing them to be fired without damaging the guns rifled barrel. Like all hard core bullets they do not expand in the target, so the resulting wound is only caused by the bullet passing straight through the victim rather than expansion. Most military Rifle calibre's have steel cored rounds. Armour is halved. Damage is halved after armour
Cost x 3

Raufoss PPI Armour Piercing

These are solid steel rounds with a non discarding sabot of Brass cast around them. They are designed to penetrate armour at high speeds as they are heavy and sharply pointed, and mated to a high power round. The delivered energy is enough to cripple a human target without expansion, unless the target is armoured enough to slow the bullet (SP 20). They can only be used from high velocity weapons (heavy Calibre rifles or machine guns) and can never be subsonic. Armour is halved. Damage is halved only if the SP of armour is over 20. Heavy calibre or greater (designed for .50 BMG), cannot be subsonic.
Cost x 4

Titanium Rounds

The bullet is solid titanium with a teflon jacket. Titanium is almost half the weight of steel, yet has the same strength, so a bullet made of titanium travels a lot faster than a KTW and slows down quicker in the target. This means that the bullet gathers more energy than a steel one, and gives it up to its target quicker. Unfortunately it means it also slows a lot faster in normal travel, making it armour piercing only at point blank to medium ranges. Armour is at half Sp if range is medium or less. Any damage that penetrates is as normal. Pen +1
Cost x10

AP-HC / Tungsten Carbide

Tungsten carbide is a very heavy and very hard metal, used to make the edges of machine tools used to work steel and other metals. Hard core Bullets using tungsten carbide as a penetrator wrap a jacket of softer metals around it to stop it stripping the rifling from the gun barrel and leave the sharpened tip exposed where it can punch through armour. Like all hard AP bullets it does not expand, so the wound is only from the bullet passing through. Armour SP is one third. Any damage that penetrates is halved.
Cost x 15

Depleted Uranium

The Uranium is no longer radioactive (allegedly) but is a hard, very heavy metal, making it perfect as a heavy core penetrator for armour piercing bullets. What's more is that Depleted Uranium is Dynamically self sharpening, so when it hits its tip breaks off into a new sharp point, a perfect armour penetrator. DU rounds can only be used in Very Heavy handguns and Heavy Military calibre rifles (unless custom made for you and your choice of gun). Recent tests seem to show that the dust from combustion of Depleted Uranium may become radioactive again, so wear a dust mask when using these rounds. Radioactive dust may contaminate the firer, the point of impact and along the line of flight, so be careful. The Depleted Uranium is pyrotic and may ignite upon impact / penetration of Steel plate at high velocity. (fired from an express rifle or cannon only, hitting heavy armour sp40+, does an extra D3 burn damage a turn for D6+1 turns). Unfortunately, getting DU rounds is very hard, although rumours of Army

snipers with DU rounds for 'special use' pop up from time to time.
Damage +D6 (pistols), +2D6 (rifles). Armour is at one quarter. Damage after armour is halved.
DU cost x 150 and up (more if custom made)

Dominator Overpenetrators™

These rounds are designed to penetrate cover with little tumbling, allowing stable 'shoot through'. They Halve armour like normal Armour piercing rounds. Any damage that gets through to the target is halved. Against cover, if they penetrate half its SP they pass straight through and keep on going straight, losing D6 from there damage. If they hit someone wearing armour and penetrate, they will pass through the victim. Reduce damage by D6 and roll to penetrate half the victims armour on that location, as the bullet passes out the other side of the body and hits the inside of the armour. If it penetrates it passes out, losing D6 damage and carries on.
Cost x5

Flechette Rounds

Flechette Package

This round contains a pack of several flechette darts, which makes the gun into a small shotgun. At point blank range the flechettes hit as a group, all on the same location doing half the normal rounds damage with Pen A. At longer ranges, treat as an automatic fire burst of rounds. Each hit does 1 point of damage. Pen 0.

Light: 3 flechettes, D3

Medium: 5 flechettes, D4

Heavy: 7 flechettes, D6

Very Heavy: 8 flechettes, D6

These are usually used to deliver poisons or burst seals. On Automatic fire these rounds can cause mathematical nightmares. Firing 10 rounds from a heavy SMG puts 70 flechettes toward your target. Calculate the normal bonus for autofire using the total flechettes (+1 to hit per 10 rds) For every point over the target number roll the die noted above to see how many flechettes hit
cost x 1.5

Single Flechette Rounds./ APDS

These contain a single sabotted flechette, which is fired like a normal bullet. When the round leaves the gun the sabot falls away allowing the flechette to fly free at very high speeds. The Flechette is Armour Piercing (half Sp) and bends when it enters the target, 'fishhooking' and twisting. The wounds caused are punctures and tears rather than the 'wound channel' of removed flesh that normal bullets leave behind. They usually pass through the victim, exiting at an angle. At point blank range, the sabots have enough energy to cause D6 damage. Armour is halved. Damage after armour is at 2/3 normal
Cost x3

Fragmentation Flechettes

These are pre-stressed to break up as they 'fishhook', breaking into several smaller pieces that slow down faster, transferring more energy to the victim and stopping the flechette in the body (in pieces).
Armour is at 1/2 SP. Damage after armour is as normal.
Cost x 4

Armour Peircing flechettes

These are heavy flechettes of high density alloys that do not bend or deform in the target. They will pass straight through the target without any deviation or fishhooking
Armour is One quarter. Damage after armour is halved
Cost x 5

High Explosive Flechettes

These have a thread of high explosive inside the body of the flechette that detonates when it hits, breaking it up inside the target. This causes similar effects to the fragmentation flechettes, as the remains of the flechette stay in the body.
Armour is halved. Damage after armour is +2 (small explosive bullet)
Cost x 4

Poisoned Flechettes

These are light flechettes designed to break up and deliver a toxin into the body of the victim. Dosed with poisoned to make even minor wounds lethal, these are cheap 'quick kill' weapons. Toxin types: use any of the toxins from FNFF / CP2020 rulebook
Armour is at half SP. Damage that penetrates is halved
Cost x 3 + toxin

AP-HE flechettes

These combine a Heavy penetrating dart with a explosive thread that ruptures the body of the flechette in the target, breaking it up and stopping it in the targets body.
Armour is at one quarter. Damage after armour is as normal +2 from the HE round
Cost x 7

Dual Purpose Rounds

These are rounds specially designed to have both Armour piercing and enhanced wounding effects.

Dual Purpose

These have a light Tungsten Carbide rod in a soft lead jacket. When the jacket hits it expands like a hollowpoint, but if it hits armour the jacket is stopped and the penetrator rod slides free, acting like an armour piercing round.
Vs Armour: Sp is halved, damage is halved after armour
Vs an unarmoured target: Damage is x 1.5
Cost x 4

Hydroshock

These have a wad cutter shaped lead jacket around a steel pin. The jacket expands as a wad cutter, and the pin allows some Armour piercing ability. To use Hydro shock rounds a gun needs custom Porting (150 euro) or

its reliability drops one class.

Vs armour: SP is halved, damage is halved after armour
Vs unarmoured target: Damage is x 1.75
Cost x5

Black Talons

These are steel cored rounds with tapered hollow tips. The round is coloured black with a reduced friction coating.
Vs Armour: Either counts as armour piercing (SP halved , damage after armour halved) Or as a normal round with some hollow point character (full Sp, damage after armour x 1.25) whichever does the most damage
Without armour: the bullet expands as a hollow point round (damage x1.5)
Cost x5

Multiform SoftKill™ Memory Projectiles

Memory Expander Flechettes. These are State Of The Art ballistic examples of the wonders of memory metals
When fired they are high density armour piercing flechettes, but fractions of a second after a high power impact they flatten out to heavy discs the size of saucers. Needless to say, this expansion occurs as the bullet is passing through the body, causing massive injury.
Armour is one quarter, Damage after armour is x 1.5
Cost x 10

Armour Peircing Incenduary API

These have an incendiary filler and a penetrator core, and are designed to be used against armoured vehicles (the AP takes the incendiary inside the armour to ignite fuel or ammunition).
Armour is halved. Damage after armour is halved.
Incendiaries do D3 burn damage for the next D6 turns
cost x4

Glass And Steel

The round has a central Steel pin with a spun glass coating. If it hits armour the glass is stripped off, leaving a steel penetrator rod. In a Soft target the spun glass shreds, starting the round tumbling.
Vs Armour: Sp is halved, Damage after armour is halved
Vs Unarmoured: Damage is multiplied by D4 / 2
Cost x3

Advanced Energy Transfer (AET)

Glaser Safety Slug

These look like Blue pencil erasers, big fat plastic coated bullets. The glaser slug is a copper cup filled with liquid teflon and lead shot, sealed with a plastic cap. As the projectile is light it travels very fast, accelerating quickly, and decelerating very quickly when it hits something and when it hits the cup ruptures and the contents spill out and expand in a spherical shape. This allows almost perfect energy transfer and massive shock and wounds. Unfortunately, this also means the bullet is so light it can't penetrate any armour, and even heavy clothes or a wallet can stop it. (even an

unarmoured target gets a DIFFICULT (20) luck roll to take trauma only) This also means it can't ricochet or shoot through any target, making it a 'Safe' round to use in hostage situations or inside buildings.

Cannot Penetrate any SP greater than 5. Damage x1 vs targets with SP 4 or less. Damage x2 against unarmoured targets. Against unarmoured targets all Wounds are -2 to saves (stun and death)
Cost x 20

Black Top Glaser Safety slug

This is the almost Mythical 'Armour Piercing Glaser' round that the Military are rumoured to have. It can defeat light Kevlar, interior doors, clothes and other light armour. It also acts just like the normal 'Blue Top' Glasers in all other ways, making it very lethal. Cannot Penetrate SP 15 or higher, halves lighter armour, Damage x2, All wounds are -2 to saves
Cost Unknown (x30+? gm call)

SPLAT

S ynthetic PL astic A mmunition for T raining. This was first used as a low lead bullet for target range use, but its lead dust and polymer mix composition makes it break up in targets. this makes it ideal for stopping people.
Damage +D6+1 vs soft armour and unarmoured targets. Damage -D6 vs hard armour. Cannot penetrate SP20 or higher, whatever rolled
Cost as normal.

ThunderZaps™

These are plastic composite hollow point rounds, similar to the S PI A T rounds. Even worse against armour than normal hollow points, they are lethal against unarmoured targets.
Armour SP is doubled. Damage +D6 vs unarmoured targets. Damage after armour is x 1.5
Cost x3

THV

'Tres Haute Vites'. This bullet uses a revolutionary 'reverse Ogive' design, as the bullet actually curves inward. It looks like a fat drawing pin that curves out wider down the bullet, but the shape reflects the shock waves of the impact away from the bullet at 90 degrees to the impact. This literally tears the target apart with the shockwave, which is equivalent to a bullet two and a half times the THV's diameter moving at the same speed. The Round is Armour Piercing, as the impact pushes the armour apart, and the damage is high. The bullet slows rapidly after impact so it will not shoot through a human target. If used to shoot through cover, it loses all special effects and acts as a normal round. Armour is at half SP, Damage is x 2 after armour
Cost x8

GECO Plastic

The GECO round is hollow through out its length, with a plastic centre pin that falls free after firing. This causes the bullet to tumble in the wound, spinning off at random angles. This causes a lot of tearing and it is possible for

the bullet to travel the length of the target before exiting the body. Of course it is possible for the bullet to go into the body and then swerve off to one side and exit leaving only a minor wound as it doesn't expand.

Roll D4 divided by Two. (range 1/2, 1, 1.5, 2), If x1/2 x1 or x1.5 Multiply damage by this number. if a four is rolled, the bullet passed into the next location on the body, (equal chance of each) doing normal damage again. (ie double damage).

Cost x 2

Equalloy

These are long aluminium bullets coated in plastic, designed to be used in revolvers. They are very high speed rounds but light so they slow quickly in a target. They cannot pierce SP20 or higher, or thick cover like walls (they were designed to be used inside Air-planes in hostage situations).

When rolling damage, reroll 1's and 2's .Each die can only be rerolled once, so the second roll must be taken. If target is wearing armour, only 1's can be rerolled
Cost x2

Technically Non-Lethal

Jelly rounds / Gel Rounds

These are plastic sacs of inert Gel that flatten on impact, delivering a nasty stinging wound but little tissue damage. Intended for crowd control, they hurt but do no lasting damage apart from some nasty bruising.

'Accidental' overuse has shown that at close range, on full auto they can injure or even kill a target from trauma alone.

Damage is halved, Each bullet does only 1 point of real damage, the rest is stun only. Jelly rounds are not much use against armour. Soft armour lets the trauma through (as stun only damage) and hard armour ignores damage totally. Pen 0

Cost x1

Ceramic Safety Rounds

These rounds are low powered, brittle and weak, designed to break up on impact with anything hard. They do 1/4 damage to Hard targets (Sp x3) and full damage to soft targets (like flesh). They are designed to be used in a situation where collateral damage is more dangerous than the enemy, ie inside Orbital Habitats, in Underwater domes, in Industrial plants or Oil Refineries.
SP x3, Damage as normal

Cost x1.5

Tazer Darts

Low velocity capacitor packages, these are fired like normal bullets, but with half normal range, and they are so low power they cannot work the action of a gas-auto weapon, (they have to be manually chambered and fired, making any gas auto weapon single shot ROF1). The Bullet itself is a highly charged capacitor, and the leading edge of the bullet is covered in conductive cushioning gel. When it hits, the capacitor is discharged, giving the target an incapacitating high voltage shock (like a normal taser). They can shock through SP 5 or less of armour (ignoring skinweave or subdermal

armour) doing a BOD 15 shock. (roll Bod+D10 needing a 15+ or pass out for the amount you miss the roll by in minutes). Range is Long maximum. They are too low powered to be fired to extreme range. The Bullet itself does half damage, of which 1 point is real and the rest is stun only (soft armour stops as trauma, hard armour ignores damage)
Cost x3

Electrostun rounds

The tazer darts 'Big Brother', the electrostun round uses a higher power capacitor core and a higher power round, making it as long ranged and deadly as a normal bullet. The bullet itself is lighter than a normal lead round, so it does less tissue damage and is not as useful in penetrating armour.

Armour SP x 1.5, Damage that penetrates is halved, The Shock itself will pass through Sp 8 or less, doing a BOD 20 shock . . (roll Bod+D10 needing a 20+ or pass out for the amount you miss the roll by in minutes)
Cost x 5

Tracers and Incendiaries

Tracers

These have a small incendiary in the base of the bullet that ignites when fired leaving a glowing trail from gun muzzle to point of impact. They allow for accurate auto fire. When firing on fully automatic with tracer ammo, roll the skill roll twice and take the best roll. On the second roll, count the burst as HALF the size it is, as some of the bullets have already left the gun. The drawback with tracers is that they show the enemy where you are.

Damage as a normal round

Cost x 1.5

Delayed ignition tracers

These have a delay time between firing and the tracer compound igniting, allowing you to remain hidden from attackers. The delay gives you several meters of dead space, so although anyone can tell your general area, your exact position is not immediately obvious. When firing on fully automatic with tracer ammo, roll the skill roll Twice and take the best roll. On the second roll, count the burst as HALF the size it is, as some of the bullets have already left the gun.

Damage is as normal. At close range or nearer, the tracer has not ignited and so there is no bonus effect
cost x 2

Dim Tracers

These have reduced signature tracer elements, leaving only a faint trail in the air to normal sight. On night vision goggles, either IR or Low-lite, they appear as normal tracers. No bonus on normal sight, As normal tracers for Night vision , IR or low-lite

Cost x2

Delayed Ignition Dim Tracers

All the effects of a delayed ignition tracer but only if used with night vision goggles/sight

Cost x 2.5

Incendiaries

These contain a core of incendiary material, designed to ignite anything flammable they impact on. Burn damage is an extra D3 damage a round for the next D6 rounds, Anything flammable will ignite if hit.
cost x2

Others

Tumblers

These bullets twist in the target, spinning and tearing. they take on unusual curved paths and exit the body from almost anywhere.

Multiply tumbler damage by D4/2, giving a range from x1/2 (minor flesh wound) to x2 (moved into nearest location, equal chance for each possible location)

Cost x1

Duplex (Rifle only)

These pack two projectiles into one round, firing them both at once. This puts twice the bullets towards the target, greatly increasing the chance of a hit. Of course the bullets are smaller and have less propellant behind them, so there is a little loss of power . It is possible to use Duplex with other ammunition types, for example AP-Duplex, or Duplex HE. The smaller bullet size means that any special effects are taken as if the bullet calibre were one class less, so a medium calibre (ie 5.56) HE-Duplex would have two Light calibre HE effects.

Single Shot: +1 to hit, D6/3 hits

3RD Burst: +2 to hit, 2D3 hits

Full Auto: +1 to hit, counts as Twice ROF bullets fired and each point over the target number hits with TWO rounds.

Each Bullet Does D6 less Damage (minimum damage of D6)

Cost x 3

Triplex (Rifle only)

This packs THREE bullets into each round of ammunition, taking the duplex idea a step further. Even lighter bullets, these convert a single shot into a three round burst, and make full automatic fire a nightmare of flying lead.

Single Shot: +2 to hit, D6/2 hits

3rd Burst: +3 to hit, 3D3 hits

Full Auto: +2 to hit, Counts as THREE times ROF bullets fired and each point over target number is TWO bullets hit (yes, two. its not THAT accurate)

Each Bullet Does 2D6 less Damage (minimum damage of D6)

Cost x 5

Magnum Round

This uses a longer round to push the bigger, heavier bullet at high speeds, making a high power round. Damage +D6, The Gun must be custom made to take the barrel pressures (Examples. .357 magnum .44 magnum .408TAC and .50Magnum)

Cost x2

Olin Rhino Pre-stressed

Pre-stressed spun Titanium Steel rounds. The bullet has been pre-stressed so it is brittle, splintering into tiny metal fragments the size of hairs. In the body these creep and tear through flesh causing massive tissue damage. The day after a wound in the arm, the whole limb will be a mass of purple, ruptured and livid flesh. Wound advances +1 Level an hour even after stabilisation until flesh amputated / medtech 20 and D6 hours of delicate surgery to remove the fragments. (target has to be restabilised every time the wounds advance)
Armour is x2, Damage is x 1.5 as the round breaks up and expands in the wound
Cost x 6

Phosphoric Acid Rounds

These have a core of crystalline phosphoric acid, which dissolves in the wound and causes extreme pain and burning sensations to the victim. The Bullets are fragile and poor against armour (sp x1.5) If the bullet wounds the target takes a second stun only wound at save -3 to represent the pain (pain editors will automatically cut this out) Burning sensation drops to -2 and then -1 after time as acid is used up. (D6 minutes)
cost x 4

High Density Ceramic Rounds

These are plastic cased rounds with a plastic/ceramic bullet. They have the same ballistic profile as a standard lead round, but will not show up on metal detectors and the casing is invisible to X-rays
Cost x 3 (to combine with other specialist round types , round cost x 4)

Survival Rounds

These are designed to allow military weapons , especially rifles, to be used for hunting small game. If you were to use a standard ball round the animal would be shredded by the impact. Instead, the survival round uses a standard case loaded with a number of small shot. When fired the shot is propelled down the barrel, spreading out at the muzzle. The barrel rifling causes the shot to spread rapidly and quite unevenly, giving the loading a -1 To Hit modifier. Each round becomes a Burst of pellets, each of which does 1 pt of damage. Each round holds 2 plus (the weapons minimum damage) in pellets. Treat each shot like an auto-fire burst , so each point over the base difficulty is one extra pellet that hits. A single pellet hit should disable or kill small game like rabbits or birds.
Cost x 1

Non Aerodynamic

These are flat ended rounds with plastic points fitted onto them. When fired the plastic falls away and the round becomes aerodynamically unstable, having only half the normal range. They are used on rifle ranges where a bullet that misses could shoot off the range and injure someone. Using non aerodynamic rounds and a wall of sandbags , these ranges become safe.
Cost x 1

Reduced Friction Coatings

These bullet coatings allow the bullet to lose a minimum of energy to friction in the barrel, and so are as energy efficient as possible. The bullet leaves the barrel at high speed.
Re-roll one of the damage dice if it comes up a ONE
Cost x 1.5

Plastique

Instead of using a fast burning powder or propellant, it is possible to use a weak high explosive as a propellant. The low power plastic explosive used in Plastique rounds generates a very high barrel pressure, so the gun has to be purpose made to take the sudden increases in pressure (These rounds are usually of unusual calibre, marked different colours or over long to prevent then being loaded and used in weaker guns, which may explode).
Damage +D6
Cost x2

+Power, Plus Power, +P

'Plus power' rounds are specially loaded rounds, with more propellant than usual loaded into a normal casing. They are made to deliver as much energy as possible to the bullet, getting the best performance from the calibre.
Damage +1
Cost x 1.5

Monowire trailers

These bullets have a series of short lengths of monowire fixed to the base using diamondoid ceramic beads. The other length of the 12" monoline has a similar bead on it . They unravel in flight, trailing due to the drag of the end beads. They have no effect on the penetration of the round, but the trailing lines have their effect as the bullet is either stopping on the armour or passing through the victim. If it stops on armour, the lines whip round, tangling the victims limbs. Victim rolls Luck, difficulty 15. Pass and the round pulls free. Fail and it catches on another random location (D10). Every action taken while tangled pulls the wire deeper in. Roll D6 each action, and once the total is over the SP it starts cutting up the target for D6 per action. If it passes into the victim, the dragging wires slash out a wider wound channel, adding D10 to the weapons damage. If the round can't pass out of the victim, the wires stay in the wound, waiting to slash the fingers of a waiting medtech
Cost x 10

Crawler Flechette Packages

This round contains a pack of several flechette darts, which makes the gun into a small shotgun. At point blank range the flechettes hit as a group, all on the same location doing half the normal rounds damage At longer ranges, treat as an automatic fire burst of rounds. Each hit does 1 point of damage. (calculate hits as the Flechette Package above). These are flechettes with microfine barbs, made of pressure responsive plastic. When it hits it penetrates but stops quickly in the body. Once the flechette is lodged in flesh it 'creeps' forward in

the wound, as the muscle tenses it is pushed forward, but as the muscle relaxes the barbs dig in, holding the flechette in place. As the barbs are softer on the side of higher pressure, the flechette will turn towards the high pressure areas. This ensures that the flechette will eventually puncture an Artery or the Heart itself. Death is almost inevitable without skilled medical help, as the flechette is usually constructed of x-ray transparent plastics with the same density as muscle. A Luck roll could help. Make a 30 and it just crawls out of your body. No more damage. Make a 25 and it'll become stuck in the tissue (but will resume crawling if that location is ever injured). If you only make a 20, double all your survival times. If you don't make a 20, you're dead meat. The rupturing and haemorrhaging will kill you. If you don't make the luck rolls, you'll need to know how long you're got to live. If you lie completely still, this'll take time. Haemorrhage occurs within 2D6 minutes on a limb, D6 on the torso. If you're running around active, the muscle flexing speeds the crawlers passage. Time is reduced to D3 minutes, whatever location. Head shots with crawlers are the least fatal of all the wounds, taking D6+1 minutes whatever. (the muscles of the head don't flex enough to 'crawl' it fast). Treat the puncture and resulting haemorrhage as a failed Death save. If you can lie totally still, hold your breathe and slow your heart, you could live (a death trance chip will stop the progress of the crawler till it wears off, as will cryogenic suspension). A Medtech would have to follow the crawlers passage through your body and pull them out one by one, Taking D3 minutes and a Average roll (if they can make a Very Difficult roll, it takes only half the time).

Cost x 20

Mono-blades a.k.a. Black Razors

These are ceramic bladed tipped rounds, with a supported mono-edge. The mono-edge slices open the target and opens a path for the larger bullet to follow. Sp of soft armour is halved, Sp of hard armour is as normal, Damage is as normal, Damage is Doubled on a critical (a roll of 10)

Cost x 4

Case Telescoped ammo

This ammo looks like a short length of plastic tubing. The bullet, propellant and primer are all contained inside the plastic case, which is reinforced to take the pressure and heat of firing. The round can be simply pulled level with the barrel and fired without the need for chambering, loading, pushing or pulling the round into the barrel itself. The heavy case acts as a chamber of its own. The case is then ejected, taking with it a lot of the heat of firing, allowing the gun to use a lightweight ceramic or composite surround.

Electropulse Ammunition

EP rounds have a superconductor coil inside the jackets, pumped up to huge voltages. When they impact the coil is discharged into the target, producing a huge voltage pulse and virtually plasmarising it. Damage as a Normal round from impact, penetration and other ballistic effects.

Added to this is the Pulse Effect,

Light, +D10 dmg, Str 20

Medium, +2D10, Str 24

Heavy, +3D10, Str 27

V.Heavy, +4D10, Str 30

Damage is added to the bullets, and the shock effect is calculated once damage is totalled. The target must make a BOD roll, target of the Shock value, or pass out for a number of minutes equal to the amount they fail the roll by, and taking the same amount as damage.

All Cyberware in the victim will shut down from the shock, taking D6 minutes to reboot (or an Easy cybertech roll)

All flammable materials nearby are ignited by the pulse.

Electropulse ammo is shipped and sold uncharged, and takes 24 hours plugged into the mains via a special charger (cost 500, holds 6 rounds) to fully charge

A misfire with this ammo causes it to pulse in the barrel, setting off all the other ammo and blowing the gun and the users hand to plasma. Damage to the arm is the same as a Normal rounds Bonus, plus D10 for extra EP round in the clip.

Cost x 50

Simunition™

Used in live fire wargames exercises, these rounds are composed of soft coloured wax under a plastic coating. When fired they hit with a nasty sting, bursting to reveal the marker colour (red, green, yellow or blue) and raising a nasty welt. Damage is mostly Stun only. One point of real damage is dealt, plus one for every SIX rolled on the damage dice, the rest is only stun. Stun damage recovers at the rate of one wound level per minute.

Raufross multi-purpose for .50 HMG

This is a light HE round with an Armour Piercing core. The HE filler is loaded for incendiary effects and a fragmentation sleeve is fitted around the bursting charge. On impact with the target the charge is exploded, the penetrator slides free of the round and punches through the site of the explosion, as the incendiary and fragments effect anyone nearby. Weapon damage is +D6 due to the HE, and SP is halved due to the AP effect. The Incendiary ignites the target and anyone in 1 Metre of the point of impact for D3 burn damage (for 2 rounds, more if flammable), and anyone nearby is in the fragmentation area 0-1m D3 hits 2-3m is D3-1 3-5m is D3-2 hits. Each hit does D4 damage to a random location



straight from the minds of the
Flipper Is Dead - The UK Cyberpunk Thinktank
Shotgun Ammunition Types



Hardwired method Each pellet fired does D10 damage, and the shot is treated as burst fire. So each point you roll over the To Hit number puts another pellet into your target (at close range all the hits are to one location)
For CP 2020, the shot is treated as a single hit, with damage dropping off over range. Use whichever system you like, as these rules work with Both
 NB this system is set up for 12 gauge (18mm) shotguns. Other gauges of shotgun will be covered later (.410, 20g, 12g, 10g)

Shot

Standard 00 Shot

Little lead balls, usually 8 '00' buckshot in each cartridge. They each have energies similar to a 9mm round, but they will strike the target together (especially at close range). at point blank range they strike as one, causing horrible damage. Under normal choke, shot spreads about 1" per yard travelled. (approx.) To account for this in CP2020, all damage from shot at close range is doubled. (yes I know that this does 8D6 to an unarmoured victim, which is straight to mortal 1, but hey, these things are deadly).
 Of course, as each pellet only has the energy of a 9mm, almost any 2020 armour will stop a shotgun blast.
 Armour Sp is doubled against shot.

00 buck

D10 each, pen A , 8 per round
 4D6 damage, doubled at PB, Armour Sp x2 [drops to 3d6 and 2d6]
 range 50m

000 buck

D6 each, pen A, 10 per round
 4d6, doubled at PB, armour Sp x2 [drops to 2d6+2 and d6+1]
 range 50m

Tracer shot

This has a tracer in the middle of the shot, allowing more accurate autofire (as normal tracer ammo) and doing an additional d6/2 each turn from burns if the tracer pellet hits (1/8 chance for 00, 1 in 10 for 000)

Plastic shot

Used in riot control, and orbital facilities with weak walls. The damage is the same, but its even worse against armour and the damage drops off a lot faster over range. damage as normal, but half all ranges Armours SP is x3 (PEN 0)

Tungsten shot

Tungsten is quite a heavy element, and tungsten carbide is very hard, (it's used for the edges on lathe tools and the penetrators in AP rounds). TC pellets hold kinetic energy longer, penetrate armour better and do more damage. Armour is not Doubled against TC shot (PEN B)

Flechettes

Flechettes are fin or drag stabilised darts that do not deform on impact with the target. instead they knife straight through, bending in soft tissue into fishhooks that travel through flesh tearing open horrid wounds. The flechette load does the same damage as normal shot, but counts as Armour piercing (1/2 sp, 1/2 damage that penetrates) at up to medium range. After that, treat damage as normal (PEN C at medium, B at long)

SHOT Loading

Layer loaded

By layering the shot in the shell with cardboard spacers, the rate of dispersal can be reduced. This keeps the cloud of shot together . If the shotgun hits with one pellet , then this layering means that a second pellet will automatically hit a random location before your score is compared with the TN to see how many other hits are scored.
 Cost as normal

Cross loaded

This has the shot spaced by cardboard spacers into four vertical columns. The cross shaped divider makes the shot spread more rapidly than usual. If used at Medium range of better, this expansion give a better chance of hitting at least once, giving a +1 to hit bonus. This bonus is ignored once one pellet hits, so it doesn't effect the chances of multiple hits
 Cost as normal

Magnetic

Well, I'm not sure about this, but in theory, using magnetic steel shot should keep all of the shot together until they hit. All the pellets that hit will hit the same location at the same time. Usable only with normal shot. At Point Blank, Close and Medium ranges all the pellets hit the same location, At long and extreme range they spread out like normal shot.
 Cost x2

ShotGun Slugs

Instead of firing several pellets, shotguns can be used like 18mm cannon to fire single rounds.

Slug

Large lead slugs fired from a smoothbore shotgun do not have the range or accuracy of rifle rounds, but they do have about the same energy as a 7.62 round
 Damage 6d6, range 50m, PEN C

Rifled slugs

These are spun in the barrel to give them a straighter line of fire, allowing longer ranged accurate shots.
 Damage 6d6, range 100m PEN C

Armour piercing

Usually a slug with a tungsten carbide rod as a penetrator, these slugs can penetrate the side armour of APC's and shatter cars engine blocks.
 Damage 6D6, Armour Sp halved, range 50m PEN E

Ball bearing

Instead of a lead slug, ball bearing rounds use a large steel ball-bearing
Damage 5D6, range 30m PEN C

Hatton

The Hatton round is a high powered slug used as a door breaker by SWAT and special forces.
Damage 7D6, range 10m PEN D

Rubber ball

These are 'stun' munitions designed for riot control.
Below 3m, damage is 1/2 real, 1/2 stun. Over 3m, only 1 point is real, the rest is stun only.
Damage 5D6, range 25m PEN A at PB

Brennece (SP) Slug

The Brennece slug has the wadding that usually separates the powder from the slug fixed onto the slugs base by an axial screw. This makes the slug effectively longer, heavier and more stable in flight without having to add anymore mass to the round. The wadding in most rounds just falls away and is wasted.

Damage +2, Can be added to any impact slug, (not the grenades)

Cost x1.5

Ninety Cent Special

By loading nine Dimes into a round instead of shot, a crude slug can be made. Accuracy isn't amazing, and range is poor, but when it hits the effects are quite nasty. Against armour its penetration is poor, but the trauma it leaves means the target will KNOW they were hit

Accuracy -2, SP is doubled, Damage 5D6, Damage drops off as the coins start to spread, 4D6 at long, 3D6 at extreme
Cost \$0.90 plus weapon smith EASY roll for each slug made

R.A.P

The Rocket Assisted Projectile is a slug with a rocket motor, which ignites just after firing. As it accelerates throughout its flight, it has more energy at longer ranges.

Range 50m (PEN B/B/C/C/C from PB to Extreme)

4D6+1 PB, Burns for 5 rds

5D6 close, burns for 4 rds

6D6 medium, burns for 3 rds

7D6 long, burns for 2 rds

7D6+3 Extreme, burns for 1 round

Also does D6/2 burn damage from remaining fuel, for a number of turns based on fuel remaining (see range)

High Explosive Grenade

These are small grenades designed to 'neutralise' cars, rooms, doors etc

Target: 5D6 dmg (PEN C), 2m Area 3D6 dmg

HEAT

Small shaped charges that detonate on impact, these grenades have no blast areas, but the shaped charge cuts through armour like a knife.

Target Damage 5D6, armour SP x1/4 (PEN F)

CS ferret-chemical penetrators

These are designed to shoot through light cover like interior doors and deliver CS or other gases.

Damage Target 3D6 (Pen B) + 2m cloud of gas

CS canister-chemical impact

These are designed to deliver CS or other gases, and they burst on impact with the target.

Damage Target 2D6 (Pen A) + 3m cloud of gas

Fragmentation

These are small fragmentation grenades that detonate on impact, throwing fragments across an area.

Damage Target 5D6, 3m Area 2D6

Smoke

These deliver a cloud of smoke, bursting on impact with a target

2D6 dmg (PEN A) +3m cloud of smoke

Flare / illumination / incendiary

These illuminate a 30m area if fired into the air, If fired into a target they do 2D6+2 and burns for d6/2 a round for another 5 rounds.

Dragonsbreathe

These are the nastiest shotgun rounds available (both for you, your shotgun and your victim) The shell is loaded with thermite powder, which ignites when fired, producing a jet of fire and molten iron droplets at over 2000 degrees. The heat of firing warps the shotgun barrel, lowering reliability one class and lowering WA by 1 for all other types of munition.

If used to fire dragons breath rounds several times the shotgun may become dangerous (the more complex the shotgun, the more likely it is to jam or warp)

As a rule, dragonsbreathe can only be safely fired from break open shotguns, as all others are prone to malfunction and jam or warp.

When you fire, the jet of flame spreads out rapidly.

Basic range is 5m. (The jet is 1m wide at this range)

Damage is 2D6 per location per round

At PB, you hit ONE location D6/2 times and yourself once (Av luck roll to avoid the backwash)

Using Dragonsbreathe at point blank range is BAD as the flame can hit the target, rebound and wash back over you, doing damage as if you were at close range.

At CLOSE range, roll two locations. You hit both of these locations and Every Location between (use the numbers as a guide- so a roll of 2 and 7 will hit 2-4 Torso plus 5 R arm plus 6 L arm plus 7 leg, for a total of four locations covered)

Armour Sp takes the damage as armour damage straight of its Sp.

Skinweave and internal armour do precious little, having only HALF its normal SP, and taking damage half to internal armour/half to victim.

The Damage lasts for D6+1 rounds at close, D6 at medium and D6/3 at long range.

When on fire its a very difficult (25) Cool roll to act normally (20 if you are trying to put out the flame)

HIGH VELOCITY PLASMA SHOTGUN ROUNDS

These are State of the Art anti armour/anti borg rounds quite capable of killing light tanks or Dragoons. The 18mm shell is composed of a very high density ceramic casing containing six superconductor loops and a seventh smaller loop, all pumped to very high voltages. A central hollow runs the length of the tube, a small funnelled opening at the front and a wide cone opening at the back. The centre of the tube is a spherical chamber lined with a highly refractory alloy. Four Invar rods with sharp barbs run the length of the casing, resting on the superconductor loops with non conductive knife edges.

The Seventh loop is held away from the spherical chambers refractory lining by a plastic rod that passes the length of the central chamber.

When fired, the plastic rod falls away at PB range, arming the slug.

The seventh loop discharges into the chamber lining, superheating it. The air passing down the central hollow is heated and expelled from the wide cone in the base. This acts as a simple ramjet, accelerating the slug at high speed.

If the round strikes a target the sudden shock throws the INVAR rods forward, breaking the six main loops and discharging them into the ceramic body. This is powerful enough to plasmarise the body and electrify the target. If the round reaches a Pre-set distance without impact, the expansion of the body will pull the invar rods back onto the coils and plasmarise the round in mid air. The resulting Bolt of plasma will lose coherency as it travels.

Damage

Point Blank

Impact does 6D6 damage. The plastic safety bar has not come free, so the round is not armed. The slug may pass through the target and arm later if it beats the targets SP, or it may lodge and go off on a later round (luck 15 each round target moves- fail and the slug does damage as close range)

Close Range

The round is accelerating. Slug damage 7D6
On impact, the round plasmarises.

Damage is 4D10 +4 from the plasma, ignoring soft armour and quartering hard. armour takes the damage its location receives off its SP.

NB treat the slug 7D6 and the Plasma 4D10+4 as a Single strike for the purpose of armour penetration, so only armour left after the slug impact can oppose the plasma (this represents the slug digging into the target) The Shock does BODY 30 damage. roll Body +D10. If you get 30 or better, the shock has no effect. any less and you take D6 + amount failed the roll by in burn damage and are unconscious for minutes equal to the amount the roll was missed by Powered Armour and Full Borgs don't take shock damage like normal Powered Armour always shuts down for D6 minutes as the Breakers are triggered and the Pilot takes the Body 30 shock, plus half the damage that penetrated the SP

Full Borgs shut down for D6 minutes and the shock can cripple the biopod that the brain and spinal cord are stored in. If the shell hits the location the Biopod is in, borg loses D6 from Int and Ref. Int damage is brain damage, and if INT drops to 0 the victim is brain dead. Ref damage is hardware damage and can be repaired.

Medium range

The round is still accelerating. Slug damage is now 8D6
On impact, the round plasmarises. Damage is 4D10 +4 from the plasma, ignoring soft armour and quartering hard Armour . Armour takes the damage its location receives off its SP.

NB treat the slug 8D6 and the Plasma 4D10+4 as a Single strike for the purpose of armour penetration, so only armour left after the slug impact can oppose the plasma (this represents the slug digging into the target)
The Shock damage is the same as for close range.

LONG range

The shell will plasmarise at the start of long range.
The Bolt of plasma does 4D10+4 damage to anything it strikes, ignoring soft armour and quartering hard armour. The armour takes the full damage as armour damage to its SP

Extreme range

The bolt is breaking up, losing coherency
Damage is only 3D10+2.ignoring soft armour and quartering hard armour.
The armour takes the full damage as armour damage to its SP
The range at which the round plasmarises can be varied on manufacture, allowing rounds with increased range, no point blank 'safe' zones, or no safety plasmarisation at long range.

[The BlackHammer CyberPunk Project](#)

Conventional Munitions

Damages, Calibers and Costs

All weapons listed in the BlackHammer Project and associated sites are listed with a caliber instead of a straight damage rating. This is because weapons firing the same munitions will generally do the same damage, and these damages can be found in various CyberPunk supplements. (I know this is a vast generalization, and that weapon muzzle velocities are modified by barrel length, bullet weight and powder charge, but I'm not willing to go into that much detail, and therefore these generalizations apply).

The primary reason the damages were not listed originally is because I don't use the same damages for certain munitions in my games as they list in the official products. Since this would cause a conflict when they were posted, I just posted the caliber of the munitions fired instead.

This has managed to cause a bunch of email to be sent my way regarding the damages of my weapons, so I've finally surrendered and am posting here a listing of ammunition calibers, their damages in both CYBERPUNK:2020 and in the BlackHammer Project as well as the cost of a box of 50 rounds of this ammo in the BlackHammer Project game. Boxes of 20 rounds can be purchased for half this list price. Any complaints about the following table can be kindly emailed to HellenWaite@hell.com

Ammo Type	CP2020 Dmg	BlackHammer	BH Cost	Notes
5mm	1d6	1d6	5eb	European conventional .22 LR munition
.25 ACP	1d6+1	1d6+1	7eb	
.22 Long Rifle	1d6	1d6	6eb	
6mm	1d6+1	1d6+2	8eb	
7mm	1d6+2	1d6+3	9eb	
.38	1d6+2	2d6	10eb	
9mm	2d6+1	2d6+2	12eb	
.41 CL	2d6+1	2d6+2	14eb	
10mm	2d6+3	3d6	16eb	
Militech 88 ISTS	3d6	3d6+3	20eb	8.8mm Necked-Down 10mm round
.338	3d6	3d6	17eb	
.357 Magnum	3d6+1	3d6	18eb	
.45ACP	2d6+2	3d6	18eb	
.400 Cor-Bon	3d6	3d6+3	22eb	Necked-Down .45ACP
.40S&W	2d6+3	3d6	18eb	
11mm	3d6	4d6	20eb	
CA 10.4mm	3d6+3	4d6+3	35eb	Necked-Down 11mm round
.408 Magnum	3d6+2	4d6	25eb	
.41 Magnum	3d6+2	4d6	24eb	
12mm	4d6+1	4d6+3	30eb	
.44 Magnum	4d6	4d6+3	35eb	
.454 Casull	4d6+3	5d6	40eb	
.50AE (12.7mm)	4d6+2	5d6-1	42eb	Desert Eagle & Jericho load
.44 Cor-Bon Magnum	4d6+3	5d6+1	55eb	Necked-Down .50AE round
.525 Magnum Express	5d6	5d6+3	55eb	
.577 Boomer Magnums	5d6AP	6d6	60eb	
14mm Malorian Short	6d6	6d6	70eb	
4.5mm Liquid Prop	4d6	4d6	50eb	
5.5mm Chinese	4d6+2	4d6+2	40eb	
5.56mm NATO	5d6	5d6+2	35eb	
5.54mm PACT	5d6	5d6	40eb	
5.7mm Caseless	3d6	3d6	25eb	
6mm Caseless	5d6	5d6	40eb	
7mm Federated Caseless	5d6	5d6	30eb	
7mm Can Long	6d6-2	6d6	40eb	
7.62mm Sov Short	5d6+2	6d6	45eb	
7.62mm Sov Long	6d6	7d6	50eb	
7.62mm NATO Long	6d6+2	7d6+2	65eb	
6.5CL Hybrid	6d6-1	6d6+2	50eb	
9mm CL Long	2d6+4	2d6+4	20eb	
.300 Winchester Magnum	7d6+3	5d10	100eb	
12.7mm BMG / .50 BMG	6d10	6d10	100eb	
20mm Reduced	4d10	4d10	75eb	
14.5mm	7d10	7d10	100eb	
15mm BMG	7d10	7d10	110eb	
15mm Kurz	4d10+3	4d10+3	150eb	Available in KTW and Explosive only
20mm	8d10	8d10		Available in EHI
30mm	10d10	10d10		Available in EHI

RECHAMBERING KITS AND PROPRIETARY MUNITIONS

CONSTITUTION ARMS

Constitution Arms acquired Cor-Bon soon after their climb into the post-collapse firearms environment. In the pre-collapse marketplace, Cor-Bon manufactured proprietary munitions and conversion kits to use these munitions in popular firearm types. Cor-Bon munitions use a necked-down design much more like a rifle round than a pistol load. This provides better penetration than the broad-tipped munitions they usually replace, as well as being a slightly lighter load with more powder, providing greater muzzle velocity.

.50AE to .44 CA/Cor-Bon Magnum

Using the massive frame of the .50 caliber (half-inch) Action Express load made popular by the Jericho 942FS and the Desert Eagle automatic pistols, Cor-Bon engineered a necked-up round using the better flight and penetrative mechanics of the superior .44 magnum slug. When CA purchased this design, they changed the casing slightly to allow for the use of the 12mm CA Multiple-Ammunitions used in their CA-MAP police revolver.

The .44 CA/Cor-Bon Magnum round deals 4d6+3 damage in CP2020 (5d6+1 in BlackHammer) and has range 10% greater than a standard .50AE round in the same firearm. In addition .44 CA/Cor-Bon Magnums can be bought in all the standard CA-MAP munition loads at double the normal price for these loads.

The Conversion Kit for this proprietary load is available for all .50AE firearms, and only requires a slide-in barrel assembly and chamber adaptor. The kit costs 125eb for an Extremely Common gun, 250eb for a Common gun, 375eb for an Uncommon gun (such as both the Desert Eagle and the Jericho 942FS), and 500eb for a rare gun. The kit requires a gunsmith roll (dif 12) to install correctly and takes 20 minutes to install, 5 minutes to remove.

.45ACP to .400 Cor-Bon

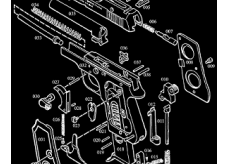
The initial proprietary munition that launched Cor-Bon into the field was their re-build of the venerable .45ACP load. Using the superior ballistic properties of the .40 Smith & Wesson load, Cor-Bon necked-up the casing and loaded the smaller slug ahead of the larger powder charge. The result was a round far superior to the old .45ACP.

MILITECH CONVERSIONS

Unable to pass up a good opportunity, Militech jumped for the special bullet styles of the CA / Cor-Bon loads and produced one that is leaping to the front line of after-market rechamberings, the 88 ISTS Magnum. The 88 ISTS slugs deal 3d6 damage in CP2020 (3d6+3 in BlackHammer), and extend the range of the firearm by 20%. The conversion kits cost double the costs of the CA 10-4 kit.

Please note that all these proprietary munitions gain a part of their extra damage and range from the increased powder charge behind a lighter slug than the standard load. What this means is that the ammo pushes the firearm to the very limits of its design threshold for gas pressures... while this is still

The .400 Cor-Bon deals 3d6 damage in CP2020 (3d6+3 in BlackHammer) and has range 10% greater than a standard .45ACP round in the same firearm. The .400 Cor-Bon kit costs the same as the .44 CA/Cor-Bon kit.



12mm and .44 to 12mmCA

Constitution Arms took the opportunity presented by the production of the Cor-Bon kit line to manufacture a kit converting 12mm and .44 firearms to use the slightly larger 12mm rounds designed for their CA-MAP, giving them a new foothold in the civilian firearms market as more and more 12mm guns are making their way into the field, and people are itching for ways to make their guns more effective.

Unlike their Cor-Bon kits, the 12mmCA kit requires a new top end for the gun in question, changing both the barrel and chamber to accept the 12mmCA load. The kit costs 40% of the firearm's cost for revolvers, 60% for automatics and 100% for sub-guns, and requires a difficult (20) weaponsmith roll and three hours to install or tear down. Automatics and SMGs lose 10% of their ammo capacity and have their reliability decreased by 1.

11mm to CA 10-4

Constitution Arms last rechambering was for the 11mm round, loading in a reduced-size 10.4mm slug, again in a slightly necked-down design. Of all the CA proprietary loads, this is probably the least improved over their initial design, but is selling well because of their excellent blip-vert campaign... "10-4 good buddy!"...

The 10.4mm slug deals 3d6+2 damage in CP2020 (4d6+2 in BlackHammer), with no extended range. The conversion kit costs 75eb for an Extremely common gun, 150eb for a Common gun, 250eb for an Uncommon gun and 400eb for a rare gun.

10mm to Militech 88 ISTS Magnum

The 8.8mm bullet of the 88 ISTS is significantly smaller in diameter than the 10mm slug it replaces, but backed by the 10mm powder charge it is a fair match for the .400 Cor-Bon, with even more range, and better sales because 10mm is becoming the industry standard for the border-line medium/heavy handguns, including use with the US Military, Militech and Arasaka forces.

considered safe and does not reduce the reliability of the firearm, it does show when people hot-load their proprietary loads. Instead of reducing reliability one class for hot-loads, reliability is decreased two classes. In addition reliability is reduced 1 class when firing +P loads from these guns.

Fumbles and Misfires

This system assumes that you are using a percentile firearms combat system. Otherwise fumbles occur for SR through UR weapons when a 1 is rolled followed by a roll of 1 to 5. X rated weapons fumble on a 1, XX on a 1 or on a 2 if a second roll is 5 or less. And so on.

This system was developed to provide something more streamlined than the system presented in Hardwired, yet not as oversimplified as the system in the original 2020 rules.

Reliability	Fumble Roll (%)	Chance Of Malfunction
SR	01-05	1 in 10
VR	01-05	3 in 10
ST	01-05	5 in 10
UR	01-05	8 in 10
X	01-10	100%
XX	01-15	100%
XXX	01-20	100%

- SR Super Reliable** weapons are restricted to the Stolbovoy series of firearms (presented in CorpBook 3). These weapons are world-renowned for their incredible durability and dependability regardless of the stresses put to them.
- VR Very Reliable** weapons are those weapons that are known for their dependability; weapons with excellent design, well-built receiver groups and little space for dirt to get into, or which are capable of operating smoothly even under adverse conditions.
- Standard Reliability** weapons are the standard by which the reliable and unreliable weapons are rated. These weapons rarely jam, and generally work fine as long as they are well maintained, cleaned, kept from severely adverse conditions and are not loaded with excessive ammo loads.
- ST Unreliable** is the catch-all category for weapons which just don't measure up. Either because the feed mechanism is clumsy or prone to failure, or because the gun jams at the first sign of dirt, or the gas exchange plugs up, or the slide just doesn't fit quite right. These weapons are generally mistrusted by those who know much about guns, because they fail to perform in a pinch.
- UR Dangerous** weapons are weapons which have been badly damaged or which are using heavily overcharged munitions or that should just never have been built from such cheap materials. Most Polymer One Shots in my game have been modified to be X reliability.
- X Very Dangerous** weapons are actually very little more dangerous than X rated weapons, they just tend to screw up even MORE often. This, and all categories below it, are reserved for weapons firing HV munitions, or otherwise being used far beyond their capabilities.
- XX**
- XXX**

Fumbles

Whenever a fumble is scored, roll d100 on the following table. If the fumble was on a roll OVER 01-05 (only possible with X and worse rated weapons), roll at -40.

Roll	Effect
-39 to -20	Gun Explodes! take the gun's rated damage to your arm! Roll luck dif 8 or take the damage again to another random location from shrapnel!
-20 to +30	Misfire / Jam (check malfunction chance) Bullet goes off but feed mechanism jams. Average REF roll to clear weapon next round.
31 to 50	Severe Misfeed (check malfunction chance) Something really screws up in the feed mechanism. Requires 1 action and a Difficult Weaponsmith roll to clear.
51 to 55	Firing Pin Breaks (check malfunction chance) The firing pin breaks, until repaired by a gunsmith the gun is inoperable. For electrothermics and solenoid trigger weapons, the capacitor burns out (with the same net effect).
56 to 60	Action Breaks (check malfunction chance) The action is shot. The slide broke or the the weapon fails to cycle, or something equally nasty. The weapon will require a Very Difficult weaponsmith roll to repair, requiring 20 hours or so in the shop. Cost of repairs will be about 100% of weapon cost.
61 to 80	Whoops! (automatic) Shooter stumbles, falls, loses balance or whatever seems to make sense.
81 to 95	Shoot Wrong Target (automatic) Shoot someone or something else. Preferably someone or something the player didn't want to hit. Gas cylinders, friends, pets, favourite bar or hangout... etc.
96 to 100	Direct Hit! (automatic) Unfortunately... this is on yourself.

FLASHPOINT! GRENADES AND MINES

compiled by Amy Luther

These items have been converted from *Flashpoint!*, a 25mm CyTech Combat System for Squads and Mechanized Units. The game is put out by Virtual Fusion Publishing of San Diego, CA. It is an excellent miniatures combat system that can use ANY kind of figure, and anyone who is tired of Warhammer 40K should give it a look see. Contact the publishers at :

Virtual Fusion Publishing
Box 26815
San Diego, CA 92196

GRENADES

Foam Cord Grenade HVY 0 P P Special 1 1 ST Throw 60eb

When a Foam Cord grenade explodes, it spews forth a massive web of flexible foam strings, filling a 5m radius. These strings harden almost immediately into an ultra sharp network of rigid foam wire. Foam Cord networks act almost like a razor wire barrier, and cannot be crossed without inflicting 1D6 of edged damage per foot of wire crossed. Like Biotech-Askari Motion Restraints (Chromebook 1), it requires a Very Difficult REF roll (Dodge/Escape applies) or a Near Impossible BOD or Strength Feat roll to get clear of the cord without taking damage. Rolls should be made each foot. BOD and Strength Feat rolls should not be attempted with bare hands! Anyone caught within the radius of an exploding Foam Cord grenade will take no damage the first round, but will suffer the effects of crossing the wire (as above) once the Cord hardens. The Foam Cord grenade is also available as a 25mm launched grenade (same effects, 70eb) and a 40mm version (10m radius, 90eb). (Flashpoint 88)

Wind Star Grenade HVY 0 P P Special 1 1 VR Throw 60eb

This grenade is an ultra compressed gas canister that clears covering smoke and dilutes gas effects within the effects of the burst radius in a single round. It will negate the effects of a Scatter Grenade (Chromebook 2) in a single round, and will reduce the effects of tear or vomit gas by half (cleared the second round). Note that one Wind Star is sufficient to remove one of any type of gas/smoke grenade; if more than one of an opposing type is lobbed into an area, more Wind Stars will be required. (Flashpoint 88)

Proximity Grenade HVY 0 P P 7D6/3D6 or Special 1 1 ST n/a 100eb

Once thrown, these grenades will not detonate unless they detect movement in a 2m radius (using infrared or ultrasonic motion detectors). Several varieties are available; the frag version does 7D6 damage within 5m, and 3D6 within 6m-10m. Sonic, concussion, flash, HE, chemical (gas or smoke), scatter, and stench versions may be purchased at no additional cost; EMP versions are 300eb, and motion restraints are 120eb.

MINES

Proximity Mine HVY 0 P P 6D10 (PEN 4) 1 1 VR n/a 400eb

These mines use ultrasonic or infrared motion detectors and detonates whenever they sense movement within a 3m radius, doing damage to everything within 7m. They are only available in standard HE.

Area Denial Mini-Mines HVY 0 J R 1D6+3 1 1 VR n/a 500eb

The ADMM is a small cluster bomb filled with about 20 quarter-sized mini-mines. These resemble micro-grenades and are scattered over a 3m radius when the bomb detonates (1D4 damage if caught in the blast radius, due to shrapnel from the casing). When one of the mini-mines in the area is stepped on, all rapidly detonate, and anyone caught within the 3m burst radius takes 1D6+3 damage for each mine within the area. Those on the fringe of the radius will take between 1-5 hits, depending on the whim of the GM (and maybe a successful LUCK roll). It only takes an Average Awareness roll to detect the mines in good visual conditions, but it takes a Very Difficult REF roll to move through an infested area without setting one off. (Flashpoint 89).

Limpet Mine HVY 0 J P 6D10 AP (PEN 5) 1 1 ST n/a 300eb

This is an anti-tank mine that magnetically and chemically adheres to a target vehicle or figure in ACPA armor, focusing its explosive charge against the target's surface. They do no damage except against the target (unless another target is touching them or within 1m, in which case it receives 3D6 AP). Breaking the bond between mine and target is impossible for unenhanced humans; Full Borgs and ACPA suits can probably break the bond with a Near Impossible BOD or STR roll. Rumor has it that the designers of the Limpet Mine could have decreased the detonation delay time, but that they liked to watch the hapless victims struggling to escape their fate. (Flashpoint 89).

GRENADES

Grenades in Cyberpunk 2020 range from the harmless to the extremely lethal. Most of them are very illegal, so you generally talk to your favorite Fixer when you want some. Prices given here are for legitimate users, buying in bulk. Black market price is generally higher, excepted maybe for harmless and common varieties. There is three general classes of grenades. The first, and most common, is the hand grenade. Then you have the rifle grenade, uncommon in the US. You slip it on a muzzle adapter, and the gases of the round fired propell the grenade. Such grenades are fitted with a bullet trap so that you can fire them with a standard round. Obviously you cannot fire the gun while the grenade is fitted on it ! Lastly you find the launched grenades. It looks like a large cartridge, and must be used in a grenade launcher. They're easier to use than rifle grenades, have a better rate of fire, but are lighter and less powerful.

HAND GRENADES

Fen Dz 22 \$65

These hand grenades have a liquid filler in a aerodynamically saucer-shaped (120mm dia.x15mm thick) grenade body (+2 to *Athleticsskill*). Damages are 2D6+3 in a 15 meters diameter. This grenade has a rubber edge to allow the user to carom it off objects.

Det Card FEN Dz 25 \$120

This grenade is a wafer of C-6, stabilized with a plastic shell looking like an ordinary credit card, and ignited by a tiny detonator chip imbedded in the explosive. Simply snap the card in half and place it where desired. It explodes twenty seconds later, doing 1D6+2 in a 1 meter radius..

Grenade EMP \$300

The grenade fuses its internal mechanism, producing an electromagnetic pulse in a limited range (10m dia.) that wipes electronic memory and causes unshielded cybernetic equipment to crash and restart. Internal cyberware is out of line for 1D6 minutes, while cyberlimbs are affected for 2D6 minutes. Even a person with nocybware whatsoever will have orientation loss for about ten seconds (Stun save at -1).

Miniature HE defensive hand grenade Gpz-78 \$40

A very small (40mm dia.) hand thrown grenade, optimized for concealability and indoor work. Its blast effect is limited to a three meter radius (damages 1D6+2).

Dispersion grenade \$70.

A hand thrown grenade filling a 5 meter area with a dense smoke and harmless particles, blocking both visible and IR portions of the spectrum, making IR and Thermograph useless. The cloud disperses after 5 rounds in calm winds.

Spraypaint grenade \$20

Once armed the grenade will "detonate" upon any sharp impact, sending paint all over a 3m area. This can blind a target caught in the center of the "blast" for 1D6/2 minutes. Available in many colors, including the populars Electric Blue, Bordello Red and Extraterrestrial Green.

Stench bomb \$20

All those in area of effect not in protective gear (gas mask etc.) must make a Very Difficult (25) COOL or BODY check to stay in the area. The cloud covers a 5x5m area, and the odor sticks to anything in it. Surfaces affected must be cleaned to remove the odor.

Flashbang grenade \$40

Damages 4D10 Stun damage in a 5m diam. area, soft armor has NO EFFECT against that, hard armor is at 1/4 SP. Total time out is 1D10 minutes. The blast will shatter any glass in a 5m radius, 10m if used indoors. The flash effect will cause convulsion or paralysis for 1D6 minutes to any unprotected target looking at the flash area and failing a Very Difficult (25) Resist Torture/Drugs test.

HE defensive hand grenade: \$30

This grenade does 7D6 fragmentation damage to all targets within 5 meters and 3D6 fragmentation damages to all targets within 6-10 meters. In some of them, the fragmentation sleeve is removable, turning the grenade into an offensive one, which does only blast damage.

Offensive hand grenade \$30

All people in a 0-3m radius take 4D6 damages, 2D6 if they're in a 4-6m radius. Damages are half real, half Stun and armor is x 1/4.

White Phosphorous/Incendiary \$30

This grenade does 4D6 damages for 3 turns to all targets within 5 meters, and sets fires very well. Armors are damaged 2 SP/round.

Anti-tank hand grenades \$50

This grenade does 5D10 HEAT damages (armor x1/2, damage penetrating armor is not halved) to any target directly hit by

the grenade. It also does 3D6 fragmentation damage to any target within 5 meters. It is normally only encountered in former East Bloc armies and some Third World nations. The streamers needed to ensure proper impact and the heavy weight (1.5kg) of the grenade cut the throwing range in half.

Peripheral Defense Unit PDU-3 Militech (chrome2) \$150

The unit looks like a 75x75x20mm square ceramic box, available in a variety of camouflage patterns. It is fitted with an adjustable timer, a Passive IR motion sensor, a magnetic door contact (the same size as a matchstick) and finally a tripwire. It also has an adhesive underside, for easy adhesion to almost any surface. Damage is 2D6+5 fragmentation in a five meters diam. area. It also exists in a gas bursting variant, with the same affected area. It is often used to secure a perimeter, or sown to dissuade pursuit.

Ninja Smoke pellets 25 Eb for 5

It's a compressed smoke-generating powder, exploding upon impact. They can be used as a diversion, or to cover a retreat.

Gas grenade 20 to 50 \$

There are two main categories, burning (for smoke and tear gas only), lasting longer but can be thrown back, and bursting, which release their load in a single burst. They have a 10 meter radius, and are mostly found in tear or nausea gas. Hallucinogen and sleep gas are rarer, and biotoxin grenades are almost impossible to find on the civilian market.

MILITECH PISTOL GRENADES (Crome2)

These are similar to rifle grenades, but smaller and lighter. They can be used with any pistol or submachinegun fitted with the proper barrel adaptor (\$50, it's a small barrel extension of standardized diam.). Range is 50m for large caliber pistol (more powerful than a .45), 20 for others. This short range can be a problem with some kinds of grenades. Damages are the same as for 25 mm launched grenades.

MILITECH MINI-GRENADES FOR 25 MM GRENADE LAUNCHER.

HEP (High-Explosive Penetration): Works by splashing a pat of explosive onto the target before detonating. This round does 5D6 damage, half real and half stun. Armor has no effect and reduced by 2 SP. \$30

INCENDIARY: 4D6 first turn, 2D6 second turn, 1D6 third turn in a 1m radius. Flammables in this radius are set on fire. Soft armor is damaged 2SP per hit. \$30.

DEFENSIVE FRAGMENTATION: Fragmentation damage is 5D6 in a three meter radius, 2D6 in 4-5m radius. \$25

MINIATURE FRAGMENTATION: Reduced load, safer to use indoors. Fragmentation damage is 3D6 in 0-3m radius, 1D6 in 4-5m radius. \$20

SMOKE/GAS: Effects varies with the load Affects a 5 meter radius area. \$20-30

FLECHETTES: This grenade affects a conical area 2m wide and 25m deep starting at 3 m in front of the shooter. Each target in the pattern takes 1D6+1 hits at 1D6 AP damages. \$25

OFFENSIVE: All people in a 0-3m radius take 3D6 damages, 1D6 if they're in a 4-5m radius. Damages are half real, half Stun and armor is x1/4. \$15.

FLASH BANG: All targets in a 5m radius must make a Stun Save at -2, and get a -4 to REF and *Perception* if they fail a Very Difficult (25) *ResistTorture/Drugs* test. \$15.

STUNDART: This cartridge fires a not-so-small highvoltage capacitor. Two metallic protrusions in the front allow the round to discharge its electrical load into the target through up to 12 SP of soft armor, giving the round the same effect as Taser (-3 Stun Save). 15 \$

SLASHER: This antipersonnel shell strings monowire between two specially-weighted slugs. As the slugs travel, they spread apart, pulling the monowire. Damages are 3D6, armor is x1/3. The monowire is 2 meters long, and has a 50% chance of wrapping around the target. 130\$

RIFLE GRENADES

Most full-sized military rifles can use rifle grenades (that was a NATO standard), but civilian rifles can easily be fitted with an adapter (\$50). Range is generally 100m, but some rocket-assisted grenades can be found, with twice that range and a lower accuracy. Rifle grenades are generally used for indirect fire, with the stock of the rifle held firmly to the ground, kinda like a mortar, but they can also be used for direct fire, particularly the anti-tank grenades. Rifle grenades can be found in HE Defensive, gas and anti-tank variety, damages are the same as for the corresponding hand grenade. They are fired with the *HeavyWeapons* skill, and have a Weapon Accuracy of -3.

40mm GRENADES

Those grenades are useless without a grenade launcher. Most of them won't arm their fuse before a 10m range, to protect the shooter. They also exist in High-Velocity variant, with a longer casing and greater range, used by automatic grenade launchers. Firing a HV grenade in a normal launcher is normally impossible, since the round is longer, and will result in the destruction of the launcher and likely in serious damage to the shooter.

HE: cause 7D6 damage in a 5 meters radius (sharpnels within 40 meters). Don't explode if shot on a target within 10 meters. \$50

HEDP: This round does 4D10 HEAT damage to the target and 4D6 damage to all other targets within one meter. \$50

Illumination: Normally fired up, it has a small parachute to keep it in air. The flare under the parachute illuminates a 40m diam. area for 1 minute. If fired directly at a target, it takes 1D6 each turn for 6 turn. \$25

Chemical: This round deliver its load of gas or smoke in a 10 meter radius area. \$30

Bean bag: It's a gel bag with an effective range of 50m. It does 2D6 Stun damages to the target, stopped by armor. The target must also make a Stun Save at -5, +1 per full 10 SP of armor it is wearing. In addition the target must make a Difficulty 20 REF test to remain standing (difficulty drops by one per full 100 kg of target weight, so a 350 kg full 'borg is much less likely to be knocked down). \$20.

WP (White Phosphorous): This grenade does 4D6 damages for 3 turns to all targets within 10 meters, and set fires very well. Armors are damaged 2 SP/round. \$40

Flechette: This grenade affects a conical area 2m wide and 25m deep starting at 3 m in front of the shooter. Each target in the pattern takes 1D6+1 hits at 2D6 AP damages. \$50

HEP (High-Explosive Penetration): Works by splashing a pat of explosive onto the target before detonating. This round does 7D6 damage, half real and half stun. Armor has no effect and is reduced by 5 SP. \$40

Slasher: This antipersonnel shell strings monowire between two specially-weighted slugs. As the slugs travel, they spread apart, pulling the monowire. Damages are 5D6, armor is x1/3. The monowire is 3 meters long, and has a 50% chance of wrapping around the target. 200\$.

Flash-bang: All targets in a 7m radius must make a Stun Save at -2, and get a -4 to REF and *Perception* if they fail a Very Difficult (25) *ResistTorture/Drugs* test. \$40

Grapple: This round comes in three parts. The propellant charge is breech-loaded in the launcher, the grappling hook is muzzle-loaded into the launcher, and the line trails from the hook. The weight of the hook and the line cut the effective range in half. Weapon Accuracy is -2 to hit its intended target. If a hit is scored, the target takes 1D6 damage, and the grapple has a 50% chance of catching (adjust according to the area targeted). Grapple cost \$30, propellant charge cost \$5, line is at \$1 per 20m.

Net: A 2m net is launched at a man-sized or smaller target, and wraps around it. Weapon Accuracy is -5, and Effective Range is 25m. If the target is hit, it takes 1D6 damage from the net weights and has a 50% chance of being wrapped in the net and thus immobilized. Once caught, you can rip free of the net (25 *Strength Feat* test) or cut the net off. The netted target has to make a 20 REF test to get a cutting tool free, or can use any cybernetic blade immediately. Once the tool is ready, it takes two combat turns to cut free of the net \$6

ROMFORD ARMATECH WEAPONRY

© Steve Hynd September1999

ROMFORD ARMATECH "LEAVE A CAN"

100Eb

New from this up and coming Night City firm, a booby trap for the discerning solo.

The can comes in several well known looks, including CoolaCola, ZombaBrew and

Smash™. Each contains about 2 mouthfulls of the drink and 500g of C6 explosive: pulling the tab activates a 10 second fuse. The charge does 4D6+2 damage in a 2m radius.

For a further 25Eb, the can comes equipped with a tripwire or trembler detonator. The "Trip a Can" and Kick a Can" are useful mines for antipersonnel duties in urban situations.

ROMFORD ARMATECH "SCARY BOMB"

150Eb

Inspired by a Robert Heinlien novel. This grenade comes with a voicebox that screams "I am a sixty second bomb...I am a sixty second bomb...59...58..." and so on down to 0.

The fuse can be set for 55 seconds, sixty seconds or 65 seconds ("I THINK IT'S A DUD, BOB"), depending on how sadistic you feel today.

GRN 0 P P 4D6(5m) 1 1 VR

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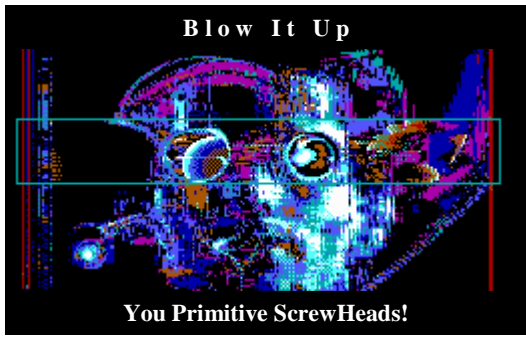
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GRN 0 P P 4D6(5m) 1 1 VR



Listen Up You Primitive ScrewHeads gave us detailed rules for explosives in CyberPunk 2020, but the table provided at the bottom of the page (pg 105) was somewhat strange. When attempting to extrapolate the table in the case of a very large explosion, I found there was no actual pattern to the numbers as given.

The original numbers (shown below) **are**, however, close to a pattern. With a bit of tweaking and some help with the (albeit basic) mathematics we whipped up a revised table to handle various multiples of explosives, as well as the basic formula to figure out what quantity of explosives is required for a certain damage and range multiplier.

The Original Table			BlackHammer Table		
Units	Multiplier	Radius	Units	Multiplier	Radius
1	x1	1	1	x1	1
2	x1.5	1	2	x1.5	1
3	x2	2	3	x2	2
5	x2.5	2	5	x2.5	2
8	x3	3	7	x3	3
10	x3.5	3	10	x3.5	3
12	x4	4	13	x4	4
17	x4.5	4	17	x4.5	4
21	x5	5	21	x5	5
27	x5.5	5	26	x5.5	5
33	x6	6	31	x6	6
37	x6.5	6	37	x6.5	6
41	x7	7	43	x7	7

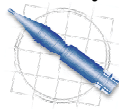
While initially the differences seem minimal between the two tables (the only differences are on the x3, x4, x5.5, x6 and x7 lines), the table on the right follows a defined formula for determining the number of explosive units required to produce a certain damage multiplier. This formula is $((n^2 - n) + 1)$ units produces (n) damage multiplier.

By using this method we can figure out the damage dealt by extreme quantities of explosives. For example a 1000kg load of GunCotton (1kg base unit, 3D10 dmg, 3m radius) will have $n=32$ (which means a damage multiplier of x32 and an explosion covering 32 radius bands, or 96m radius). Therefore it deals 96D10 damage on contact. By the rules, someone 1-3m away will take 48D10, 4-6m take 24D10, etc...

Unfortunately this leads to another problem with the explosive rules as presented in Listen Up. Assuming a charge of 43kg of C6, we have a damage multiplier of x7, over 7 range bands. Damage base is therefore 8D10x7 damage at contact, 8D10x3.5 damage at 5m, 8D10x1.75 at 10m, 8D10x0.875 at 15m, 8D10x0.4375 at 20m, x0.21875 at 25m, x0.109375 at 30m and finally x0.0546875 at 35m. This leads me to wonder why we bother with the damage radius, as at the listed edge of the explosion, it will deal an average of 2.4 damage. When we extrapolate this with the above example (1000kg of guncotton) we get 32 radius bands to cover. At the half-way point (48m from the center of the explosion) damage has been reduced from the initial 528 to a mere 0.008 points. So once you get past the 5th range band or so, the only reason we worry about range bands is for the shrapnel damage (as shrapnel strikes up to 2 range bands beyond the outer limit of the blast). I feel that the 1D10 for shrapnel damage should be multiplied also by half the multiplier of the explosion (as bigger blasts will find more material to use as shrapnel, such as the ground). At 1/3 of the max range the damage is cut in half, and in half again at 2/3 of the max range.

One final extrapolation... lets figure out the damage of a 15kiloton nuclear blast. (Nuclear blasts are measured in equivalent weights of TNT so therefore that's 15,000,000kg of TNT). This deal 3,872x normal damage over 3,872 range bands, or an average damage of 85,184 on contact. Unfortunately at 36m according to this, damage will be 21 points, and at 51m damage is reduced below the 1 point line.

So... the system needs work.



Rifle Grenades

Revised Edition - January 2000

Rifle grenades are large grenades designed to be fired from a rifle barrel, forming a simple mortar/grenade launcher that will launch the grenade further than the rifleman could throw it.

Direct Fire	Range
Assault Rifle	150m
Battle Rifle	200m

Indirect fire	Range
Assault Rifle	300m
Battle Rifle	400m

Different fire types

Blank fired

The grenade is fitted onto the barrel and a blank round loaded. The gases from the Blank round propel the grenade. If a live round is accidentally used the grenade is destroyed and may explode.

The system is slow to use in a battle, as the rifle must be unloaded and loaded with blanks, then reloaded with live ammo once the grenade is fired.

Blank fired with deflector plate

The deflector plate is an angled armour plate in the base of the rifle grenade that will deflect a bullet down, out of the grenade without harming the explosive charge. If the grenade is accidentally fired with a live bullet, the plate means the grenade will simply be broken, not exploded on the barrel. (unless its an AP round, in which case the deflector isn't much use)

Bullet traptm

These have a bullet catcher arrangement with recoil absorbers in the base of the grenade, allowing a normal bullet to be used to fire it.

Faster to use in a battle, they can be dangerous if AP rounds are loaded, as these could crack the bullet trap. HE rounds must be avoided, as they will detonate in the trap, setting off the grenade.

Bullet traptm with deflector

This uses the same bullet trap but with the added insurance of a deflector plate in case an AP round is accidentally used to fire the grenade, as the round could pierce the bullet trap and ignite the explosive

Bullet thrutm

The state of the art, these grenades have an empty tube running down the middle of the grenade, allowing the bullet to pass through the grenade and on to the target without mishap. The gases following the bullet are tapped off and used to fire the grenade, acting as a simple flash suppresser.

This makes the grenade very quick to use, safe with any bullet and makes it harder to spot the firer.

Types of Grenades

Fragmentation Grenade

Treat as a large Frag grenade, Concussion is 5D6 damage / 1m
Fragmentation damage is based on the chosen fragment size

Frag Size	Damage	No of Hits / Area of effect
Small	D4	2D6+2 / 4m - D6+2 / 8m - D6 / 16m
Medium	D6	2D6 / 5m - D6+1 / 10m - D6-1 / 20m
Large	D10	D6+2 / 6m - D6 / 12m - D6-2 / 24m
Heavy	2D6	D6 / 7m - D4 / 14m - D4-1 / 28m

High Explosive Grenade

Treat as a large HE grenade , Damage is 6D6 / 1m

HEAT

Shaped charge capable of defeating light armoured vehicles

Other Muzzle Mounted Devices

Israel Industries Ambush buster

This Bullet Thru device is a large cylinder that fits onto the muzzle of a rifle.

When a bullet is fired it uses the gas from firing the round to ignite the explosive propellant, firing the 160 flechettes it contains out in a 10 degree arc.

Damage 2D6 per flechette , Half armour.

Number of Hits / Range : 2D6 / 5m, D6+2 / 15m, D6 / 25m

Rifle launched Non Lethal Munitions

Rubber ball Canister

Available in Rubber or Rubber encased steel

The Bullet trap design catches the round as its fired, transferring its energy to the rubber balls. This makes the Rifle into a short range shotgun, ideal for crowd control.

Volley of D6 stun damage only balls

Steel core rounds are D10 damage, rolls of 6+ do one point of real damage

At point blank these count as a single hit

Baton Round

Available in Rubber or Rubber encased steel

The bullet trap design transfers the energy of the bullet to a single large stun slug.

Damage 4D6 Stun damage, Half if which is real if the target is within 3m (5D6 with a steel cored baton, with half counting as real if within 5m)

Micromissiles are state of the art smart weapons capable of in flight maneuvering to ensure a hit. A miniaturised sensor head feeds information back to an onboard computer that controls the missiles flight.

The F.I.D approved rules system for using Micromissiles

1. Point missile at target in your LOS, initiate launch
2. Roll for missile lock
 - o If missile locks on to target, roll to hit, ignoring any modifiers for visibility, cover or LOS blockage and adding the missiles WA to your roll.
 - o If the missile doesn't lock, roll to hit anyway, but with WA= 0 and all modifiers.
3. Missile in flight.
 - o If the lock failed, or your roll to hit Missed, roll for a lock again.
 - o If missile locks, then roll to hit again. If you hit, the missile will hit the target
 - o if both the locks failed, but you hit, then the missile hits the target
 - o if you missed and both locks failed, you missed.
4. and 4you catch the man... du dum dum du dum dum...

Special cases.

- If the missile launcher is laser sighted, +1 to lock.
- If smart gunned, +2 to lock (+3 with a target scope as well) (laser sights and smart guns are NOT cumulative for this)
- If the Lock roll ever fumbles (natural 1) then the missile will attempt to lock onto the nearest viable target to its line of flight

Types of Micromissile

Choose the missiles' Intelligence and Sensor System, add the multipliers together and multiply by the warheads base cost This gives the Cost PER MISSILE.

Intelligence				
Dumb Gyrojet	WA 0	can't lock	Cost 1/2 no sensors	Dumbo (i sin a elephant fly)
Smart	WA+1	Lock on 8+	cost x1	Smart
Smart	WA+2	Lock on 6+	cost x2	Genius
Smart	WA+3	Lock on 4+	cost x3	Einstein

Sensors

Heatseeker - cost x1

These home in on the hottest object in the line of flight. They must roll 'lock on' whenever they pass fires, flares, running engines etc. If they lock, they swerve and hit the heat source.
countermeasures-any heat source

Smart Heatseeker - cost x1.5

These are set to only register body heat. They will never lock onto other heat sources.
countermeasures-IR cammo's, water/mud coolant

Smart Heatseeker II - cost x2

these are set to only register HUMAN body heat patterns They will only ever target humans
Countermeasures-ir cammo's

Lock and track IR - cost x3

These have a one shot memory that records the thermal patterns of the target they lock onto. they never fumble the second 'lock on' roll, and never hit anything except the target in memory. Can lock onto ANY heat source
countermeasures-alter your IR signature

Preprogrammed - cost x4

These have a pattern or series of patterns in memory already, and so can be programmed to target only these patterns, or to ignore there patterns and not target them.

Programmable - cost x4

These are programmed in the gun, in the moments prior to launch. If no pattern is loaded, they act as 'lock and track'.
If the gun is connected to a thermal imaging camera, or to a cyber eye with thermo (via a smart gun) the gun can feed the target into the missile. Thermal patterns can also be saved and passed via the matrix.
The GUN must be specially made to feed information directly to the missile loaded. (cost of launcher x2)

Laser rider - cost x1

These lock onto whatever is illuminated by the pre-set frequency of laser light (usually the gun, but can be any other source of the correct frequency) If the laser hits (roll to hit as normal) then the missile can roll to Lock at +1 when fired and in flight.
If it locks, it hits the illuminated area.
(aiming laser = cost as laser sight)

Cephalic - cost x4

These are cutting edge technology, as they have a body map processor fitted, allowing them to recognise the human body from any angle and target a specific part (usually the head)
When they hit, roll for Lock on. If it gets a lock, it hits the preprogrammed location (chosen when made)
Must be combined with another sensor type.[if the missile is also 'programmable' them the location can be chosen at the moment of firing]

Extended range - cost x2 or more

All micromissile have a basic range listed with the launcher, but with longer missiles, with more fuel, better endurance on the batteries and airframe, the missile can go a lot further.

- cost x2 gives base range +100m
- cost x3 gives base range +200m
- cost x4 gives base range +300m
- etc

Short range - cost x 1/2

Base range reduced by half. this needs less fuel, and the whole missile can be made of cheaper materials with a shorter endurance.

TYPES OF WARHEAD	DAMAGE	PEN	COST	notes
Kinetic kill KKW	4D6+1	B	30eb	Only 3D6 at close range
High Explosive HE	4D6	B	50eb	2m radius
Shaped Charge HEAT	5D6	D	100eb	armour 1/4 SP
High Velocity HVKKW	4D6+1	C	60eb	armour 1/2 SP
Drug or Poison CHEM	2D6	A	30eb+DRUG	1m area
Fragmentation FRAG	4D6	A	50eb	3D6 to 4m radius
high Ex penet HEP	4D6+4	NA	100eb	ignore SP,1/2 stun only

Types of launcher
(Mi means 'as missile')

<p>Cyberlimb 500euro Magazine 4 individual firing tubes, ROF 1 or 4(volley) Or Internal revolving magazine, 4 shot, ROF 2 Hvy.Mi.NA.P.Mi.4.varies.St.200m</p> <p>Handheld 900 euro A Bulky SMG size launcher, firing 12.7 (.50) micromissiles from a short barrel. Recoil is low, but ROF is slow as the missiles spend longer in the barrel than bullets A Larger version with a 30 round helix mag is available for 1050 euro. HVY. Mi.L.P.Mi.12.2/8.St.200m</p> <p>Underbarrel 200 euro A simple one shot under barrel tube, compatible with most rifles. Hvy.Mi.NA.P.Mi.1.1.St.200m</p> <p>Manpack 5,500+ euro (ILLEGAL MILITARY ONLY) Man-packed micromissiles are a military concept, for close in support. The backpack houses a snail drum of 50 missiles and vertical launch tubes with individual loaders.</p> <p>The onboard radio/deck can receive Thermal patterns and positions from up to 6 separate sources and fire programmed micromissiles for support.</p> <p>The unit can also set its missiles to ignore known friendlies and fire vertically, allowing the missiles onboard sensors to track in on any unknown .</p> <p>The missiles are cold launched to a height of 5m before rocket ignition to help conceal the firer's location. Already Smart, Programmable and EMP shielded [Vehicle mount weapons with 500+rounds and 20 launch tubes are also available] Hvy.Mi+2.NA.NA.Mi.50.6.Vr.200m</p>	<p>Concealed cost varies These are verging into Spy story props, but miniature missiles disguised as pens, cigars and sex toys have all been found. Generally custom made, with prices that reflect that. Hvy. Mi .P or J.NA.Mi.1.1.Vr 100m</p> <p>Pocket 50 euro Simply a polycarbon wrapping tube with an ignite button.The missile is armed by pressing the button and then the tube is thrown in the direction you want it to go. Hvy.Mi-1.p.p.Mi.1.1.St 50m</p> <p>Shotgun launch 15 euro 18mm micromissiles can also be fired from any normal shotgun</p> <p>Game Note When fired, the rocket will leave a trail of fire for most of its flight, so anyone can see where you are. Get ready to duck....</p> <p>BlindFire It is possible to fire micromissiles blindly into areas, around corners, through windows etc in the hope that they'll lock onto something and tracking on it. When Blindfiring, roll to hit the general area (window, doorway, corner) range is measured from firer to where ever they loose L.O.S The Missile then rolls to lock any available target in its line of flight (with the types of targets chosen by the missiles sensor head P</p> <p>epperpot 350 euro Bulky 4 barrellled pistol, this can fire all 4 of its missiles in a volley. Hvy.Mi.J.P.Mi.4.1 or 4. St.200m</p> <p>Handgun 450 euro A big handgun, with a big grip and a short barrel. Recoil is similar to a .22 target pistol. P.Mi.J.P.Mi.6.1.St.200m</p>
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The UK CyberPunk Thinktank

Tasers For CP2020

The **Tazer** is an electrical shock device designed to incapacitate the victim. A transformer is used to provide a high voltage and low amperage from a small battery

For those of you not electronically minded, **VOLTAGE** causes the shock effects, stunning and paralysing. **AMPERAGE** cause the real, lasting damage to the body (5 Milli-Amps across the heart muscle will kill)

In a tazer, the voltage is stepped **UP** and the Amps stepped **DOWN**. Anyone hit by the unit will get a sudden pain as the shock shorts out the nervous system, causing convulsions, paralysis and extreme pain.

Old or cheap tazers work purely by volume, pumping huge voltages through the victim and hoping it stops them. This causes superficial burns, shocks, and incapacitates, but with long term effects like aches, tingling, numbness or even permanent nerve damage. Its also quite possible for the shock to not incapacitate at all. They can be very random.

Modern high tech Tazers use high voltages, but tuned to the same frequency as the human nervous system. This means than shock is more efficient at shorting out the nerves, causing more immediate effects but less long term damage.

Tazer Weapon Types

Delivering the shock can be done in several interesting and fun ways

Touch

Handgrip units with two prongs, which are punched into the target

Police shock batons with insulated handles and animal handler prods with prongs on the end

Knuckle dusters or **Gloves** with electrodes on the knuckles (Buzzknuks, Shockgloves)

Electrified coatings on armoured vehicles or Heavy suits of body armour

Close combat weapons- The Medusa Electro-whip, Voltage swords

Wire and darts

Two darts on wires are shot into the target and the shock is then run between them.

Arc throwers

These use a low power laser to ionise the air, producing a path for the shock to arc along. The effect is a bolt of dazzling blue white lightening

Ranged Weapons

Capacitor bullets that discharge a powerful shock when they hit

Tazer nets that wrap the target in conductor fibres and discharge the voltage

Game Notes

Touch weapons uses either Melee or Unarmed skills to hit with, and have no range

Wire and dart weapons have a range of 5m , but the dartgun system has a range of at least 10m, making the range bands PB 0m-1m, Close1m-2.5m, Medium 2.5m-5m.

Arc Throwers have a basic and maximum range of 10m

Capacitor bullets are one shot, discharging all their power as soon as they hit

Tazer Nets are anti personnel nets with a single long tazer discharge to incapacitate whoever they hold. The BOD test must be made every 3 rds in the net, and the stat penalties last as long as you are entangled, on top of normal NET rules.

Effects of the shock

Roll Body +D10, target based on the power of the shock. (depends on the weapon)

+2 save if hit on a limb

-2 save if hit in the head

-2 if still suffering the effects of another shock

+1/5 the Sp of your armour on that location

If you Fail, you're incapacitated for 1 minute per point you failed the roll by.

If you fumble, you also get a roll on the 'long term effects' table

If you pass, you can still act, but are at half REF and COOL for

as long as the shock lasts (depends on the weapon)

Long term effects table

High tech tasers give +5 to the roll.

Multiple rolls in a short time subtract one from the roll per extra hit

The effect normally comes and goes over the next few days until the body sorts itself out.

1	Permanent Nervous damage / brain damage	Ref -1 (Int -1 if a head hit) permanently
2	Temporary Nerve damage / brain damage	Ref -1 (Int -1 if a head hit)
3	Shakes	-2 to Ref or tech based skills needing fine control
4	Nausea	-1 to all skill rolls. Fast movement calls for BOD 10 rolls or miss your next action
5	Dizziness	-3 on all skill rolls involving movement
6 - 7	Numbness in location	-1 to REF / TECH / INT or MA using that location.
8 - 9	Pins and needles	For hours, returning for next few days.
10	No effect	

Illegal 'Killing sticks'

These are tasers that have been 'upped' to killing power, and tuned to stop the heart, cause paralysis and death instead of incapacitation.

They act as normal tasers, but they do damage equal to the amount you FAIL to save by, doubled on head or torso hits, and if a head or torso hit results in a Fumbled BOD roll, you die (treat as a failed DEATH save) as your heart stops. Any hit that results in damage / unconsciousness calls for a roll on the long term effects table

Average Tazer weapons

High tech tasers add +5 to Bod needed due to the fine-tuning

Cattle prod

BOD 10

Bull-beater

A heavy duty cattle prod, BOD 12

Stinger

Junior Cattle prod BOD 8

Crowd control 2000

BOD 10

Handgrip Taser

The classic "stun gun" BOD 15, cost 60eb

Really high power tazer

BOD 20

Shock glove

BOD 15, cost 90eb

Gang jazzler

Deals Killing damage, BOD 20, cost 600eb

Stun dart

BOD 18

Dynatech hand taser

Melee / P / C / Shock / 12 / 1 / ST/ 1m

touch range BOD 25 (High Tech), if save shock lasts d10 rounds

Mitsubishi taser

Melee / P / C / Shock / 1 / 1 / ST 10m (5m)

A 5m dart and wire taser delivering a BOD25 (High tech) shock If save is made, the shock effects last until the darts are removed (with a Ref roll of 15) and D6 rounds after. The battery is good for 10 discharges

Volt pistol

950eb PST +1 J R 3d6 6 1 st 25m

A low power laser ionises the air, and then discharges capacitor along it

Arc thrower, Bod 20, shock lasts D3 rounds

Medusa

MeI +2 L R D6 6 1 ST

A short hafted cat of nine tails with an electroshock power pack, the medusa is a nasty weapon to fight against, as its almost impossible to avoid all the strands

Voltage sword

MEL +1 L R 2D6 6 1 ST

A polycarbonate blade with conductive metal edges, the Voltage sword packs the same punch as a hand held tazer, but is a lot harder to block. The trigger is in the hand grip, and the blade only discharges on contact , either if it hits or if it is parried / blocked.

Electroknucks

Heavy Brass Knuckles with a high voltage punch, these use brawling skill and do D6+2 damage plus the shock

Earthed armour +50% cost

protects vs shocks & vs tasers

Chemical Agents

This is a list of chemical warfare agents I pulled together from CP2020, various supplements, I.C.E.'s CyberSpace, the Tank Girl RPG, and a few other sources. Each agent is listed with name, strength of effect, effect, vector and cost. **Strength** is the number required on a roll of BOD or RESIST TORTURE/DRUGS to ignore the effects of the drug (although some have a Strength rating of "Auto" which means you cannot ignore the effects).

Several of the agents in question have multiple strength ratings and effects. What this means is that a single roll of BOD or RESIST TORTURE / DRUGS is required and is then referenced to the list. Any levels the roll exceeds are ignored, but any levels that were not exceeded are applied.

For Example: Let's say I just squirted MonStEr with Antidiuretic Hormone during one of his rampages and he rolled a Resist Torture / Drugs roll of 17. This means he completely ignores the Strength 10 and 15 results, but still is affected by the Strength 20 and 25 results - meaning severe embarrassment and dehydration.

For the record, Beta and Alpha Fomorol are the brand-names of Biotoxins I and II respectively in our games.

Chemical Warfare Agents				
Agent	Str	Effect	Vector	Cost
Tear Gas	Auto	-5 Awareness for D6 minutes after exposure due to tearing	Eyes, lungs	40 eb
	20	½ INT, REF, COOL and MA (roll each round of exposure)		
Vomit Gas	Auto	-5 Awareness for D6 minutes after exposure due to tearing	Eyes	70 eb
	20	½ BOD, STR, REF, COOL, MA (roll each round of exposure)	Eyes, lungs	
	20	½ REF, MA for 3D10 minutes from convulsive vomiting	lungs	
Mustard Gas	Auto	D6 damage to D3 locations each turn	Contact	80 eb
	15	½ INT, REF, COOL and MA (roll each round of exposure), -5 Awareness due to bloody eyes	Eyes, lungs	
Beta-Fomorol	Auto	4D6 damage as nerve endings flare up and disrupt	Contact	200 eb
Alpha-Fomorol	Auto	8D6 damage as nerve and muscle clusters tear themselves up and disrupt	Contact	300 eb
Nerve Gas	Auto	8D10 damage internal bleeding, clotting, and organ disintegration.	Contact	400 eb
Algira-Hemoglobin	Auto	-5 on all rolls for D10 hours	Lungs	400 eb
	15	Death in 6D10 minutes from thickening blood causing asphyxiation and muscle atrophy	Lungs	
	20	Blindness from blood clotting in eyes (80% permanent)	Eyes	
	25	Severe embarrassment in D10x30 seconds as character begins to urinate	Lungs	
Antidiuretic Hormone	20	Dehydration sets in in 20+3D10 minutes, causing -4 on all rolls for 24 hours	Lungs	160 eb
	15	Severe dehydration sets in in 20+2D10 minutes, causing 5D6 damage	Lungs	
	10	Death by dehydration in 20+D10 minutes	Lungs	
CHS-IV	35	3D6 damage, 1/4 REF & MA for 2D10 minutes from vomiting blood	Lungs	500 eb
	20	Death save at -2 from drowning every turn starting in 10 turns as blood erupts into lungs	Lungs	
Ethereylide-23	30	Loss of D3 Cool, Int and Tech, recovered at 1pt / week from synaptic damage	Contact	350 eb
	20	Death by stroke as Etherylide absorbs neural impulses in the heart	Contact	
Hemoethygene	30	½ Str & Bod for 1 hour per point failed	Lungs	500 eb
	18	Death save at -5 in D20 hours as Hemoethygene eats all the victims red blood cells	Lungs	
	30	Muscle spasms cause -2 REF for 1 hour / point failed	Contact	
Polypheronol-70	20	Muscle spasms cause -6 REF for 20 minutes / point failed	Contact	150 eb
	13	Muscle spasms cause complete paralysis for 10 minutes / point failed	Contact	
VXX Neurotoxin	21	Unconsciousness for 2D10 minutes	Contact	400 eb
	15	Death	Contact	
	30	Minor spasms cause -1 REF, +4 stress, 2D6 HL for 2 hours after wards	Contact	
Joker Gas	24	-1 INT, MA, REF for 2D6 minutes and twitch and laugh.	Contact	200 eb
	18	½ INT, MA, REF for the duration	Contact	
BlackOut	23	Unconsciousness for D3+1 hours... 3D6 HL for 2D6 hours after	Contact	200 eb
Spaz	20	Full paralysis for 4 days, 24 hours with tissue flush	Contact	250 eb
Blue Glass	Auto	Hallucinations (automatic), Black Outs (Cool - 2), Catatonia (Cool - 6), 1HL permanent	Inhaled	100 eb
	15	Disabling hallucinatory state lasting the duration (6 hours). 1 minute onset	Inhaled	
NeoCorticine	Auto	Hypnotic +3, Bad Hallucinations (4 in 6), Negative Physical Reaction +3	Contact Liquid	100 eb
Black-Eyed Dick	Auto	4D6 damage nerve agent in D3-1 turns	Injected	150 eb
Nap-Time 2020	Auto	5D6 Dmg, ½ Stun. -1 Awareness / 6 damage. Failed save results in KO for D6x10 minutes	Injected	125 eb

Chemical Weapon Delivery

Item	Price	Notes
Hand Grenades & 40mm Grenades	100% Cost	5m radius cloud of gas, with 15m downwind tail. 10m radius cloud indoors
25mm Grenades	75% Cost	3m radius cloud of gas
Micro Spray Can	50 % Cost	1 shot spray can with 1m range, size of a lighter
Mini Spray Can	100% Cost	3 shot spray can with 2m range, slightly smaller than a grenade
Spray Can	200% Cost	8 shot spray can with 2m range, size of small can of bug spray
Bear Can	300% Cost	10 shot spray can with 3m range, size of a can of bug spray
Paint Balls (non-aerosol)	250% Cost	50 paintballs loaded with a liquid chemical weapon
Paint Balls (aerosolizing)	400% Cost	50 paintballs loaded with a chemical weapon that aerosolizes on impact into a 1m cloud
Shotgun slug canisters	100% Cost	8 Slugs penetrate up to 8 SP barricades and deliver a 1.5m cloud of the chemical weapon
TechJager Air Foulter	+ 400 eb	Fills a 10' x 10' room with selected chemical agent gas
FlashLight Gas Dispenser	+50 eb	3 shot spray can with 2m range, hidden in the bottom of a working flashlight

Chemical Warfare Gear

Item	Price	Notes
USM-1128 Gas Mask	200 eb	US Military Gas Mask with 2 filter system
Surplus Gas Mask	60 eb	Gas Mask with single filter
Espoma Environment Suit	725 eb	SP:10, SP:30 vs corrosives, air supply, etc
EnviroScanner	400 eb	Detects radiation & biological contamination within 7m
Royo BodyFree Masks w/ shield	700 eb	+1 ATTR in Eurostyle environs, (+2 w/ Dif Grooming roll), protects once vs. Chemical Weapons
