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# Lincoln Intercontinental

"Drifting past his Caddy in my Intercontinental, Mutha f\*cka grabbed his gat and started goin' mental. Rolled up my window, he tried to turn around, But I rode that bitch-ass mutha f\*cka down. <chorus>

Hopped on crank, in my big f\*cking tank, Hit the homies crew or hit the Citi Bank? Hopped on crank, in my big f\*cking tank, Big f\*cking tank big f\*cking tank."

- Cypress Hill, "Big Ass F\*cking Tank", off "Cypress Hill 7"

The most popular classic town car of the 21st century, the Intercontinental is a mean machine in every sense of the word. With a great big universal combustion drive system, self sealing polyaramide belted tires, and hybrid ceramic body armor as standard features, it's no surprise that the "car that killed the Cadillac" is still being driven today, 35 years after its production. The same basic model was produced for ten years, as there was no real way to improve it at the time, and the 1,250,000 odd units produced (they were expensive, despite being popular) are still being driven today.

The car is seen as both a status symbol and as a symbol of the downfall of American culture (but mostly a status symbol), with its big stereo, heavy armor, and ridiculously low suspension. Statistics from the American Department of Antiquated Conveyance Routes (in charge of most old style roads and parking lots) show that Intercontinentals are responsible for over \$150 million dollars in speed bump damage (less than \$15,000 in annual repairs to the cars due to speed bumps).

## Lincoln Intercontinental

**Class:** Town Car

**Crew:** 2; one driver, and one underlighting/stereo user.

**Passengers:** Up to 3 can fit in the back seat; 5 if really necessary

**Armor Rating:** 16; bullet proof glass and durable tires.

**S.D.C. by location:**

\*Wheels (4): 220

Wind Shield: 300

Windows (4): 120

Back Window: 260

Midnight Sunroof: 150

Doors (4): 350

\*\*Main Body: 890

\*Blowing out one tire inflicts -25% speed penalty, two is a -50% penalty if both are on the same side (or both in front), -40%

**Speed:**

Atmospheric Flight: Not possible, but can get about 5 feet high and 30 feet of distance if a properly timed suspension boost at a high speed occurs.

Driving: 220 mph, half if running on kerosene or alcohol, +30 mph if running on leaded.

**Statistical Data:**

Height: 6 feet, 6 inches, with 6 inch ground clearance at it's lowest ride.

Width: 11 feet, 8 inches.

Length: 23 feet.

Mass: 5 tons.

Cargo: The trunk.

Fuel: Up to 600 miles with a full tank of high octane gas, 500 miles with lower octane, 100 miles with kerosene, a measly 12 miles with alcohol (ethyl or malt), and a frightening 1000 with high octane leaded.

Engine Type: X-12 (12 cylinder, X formation) universal combustion.

Construction Cost: \$265,000

### **Weapon Systems:**

No weapons, but the front end of the car only takes 1/4 damage from crashes, while inflicting an additional +1 S.D.C. per 10 mph of speed...

### **Special Systems:**

- Self Sealing Tires: The tires of the Intercontinental can effectively repair up to 120 S.D.C. per tire at a rate of 30 S.D.C. per melee round before running out of polyaramide sealant.
- Big Bad Bass Integrated Speaker System: A very nice, big, integrated woofer/tweeter/amp system that can hit a peak volume of 85 dB - outside the car! The inside of the car actually receives less of the sound, hitting only a volume of 65 dB inside at a volume setting of 10. The system is very impressive for making big entrances or just cruising.
- Underlights: A holographic underlighting system can create up to 300 c.p. of light, in any colour.

## **Super Flying Titan Power Armour**

Despite the extreme popularity of the Flying Titan series power armour, increased competition from Northern Gun, Triax Industries, and a host of other manufacturers has forced *Titan Industries* to create an upgraded model. The result is the Super Flying Titan, a technologically advanced and very dependable machine. Its modular systems and rugged reliability in the field guarantees that this Flying Titan will be even more successful than previous models!

### **Super Flying Titan Power Armour**

**Model Type**: FT-007

**Class**: Strategic Armour Military Exo-Skeleton

**Crew**: One

**M.D.C. by Location**:

Wings (2) -- 85 each

Arms (2) -- 45 each

Legs (2) -- 90 each

Rear Jet Pack (2) -- 65 each

Lower Maneuvering Jets (2) -- 35 each

Optional Modular Systems:

Armour Pak (1, optional) -- special

Enhanced Sensor Pak (1, optional) -- 15

Leg Mini-Missile Launchers (2, optional) -- 30 each

Melee Weapon Pak (4, optional) -- 20 each

Rail Gun (1, optional) -- 50

Rocket Booster (1, optional) -- 75

Wing Plasma Ejector Mounts (2, optional) -- 40 each

Long Range Wing tip Lasers (2) -- 20 each

\*Head -- 70

\*\*Main Body -- 220

\*Destroying the head/helmet will eliminate all forms of optical enhancement and sensory systems. The pilot must now rely on his or her own vision and senses. No power armour combat bonuses to strike, parry, and dodge! **Note:** The head is a small and difficult target to hit. Thus it can only be hit when a character makes a *called shot* and even then the attacker is -3 to strike.

\*\*Depleting the M.D.C. of the main body will shut the armour down completely, making it useless. **Note:** Destroying a wing will make flight impossible. However, even with no wing(s), the armour can make jet powered leaps and hover stationary above the ground.

### **Speed:**

Running: 60 mph (96 km/h) maximum. Not that the act of running does tire out its operator, but at 10% of the usual fatigue rate thanks to the robot exo-skeleton.

Leaping: The powerful robot legs can leap up to 20 feet (6.1m) high or across unassisted by the thrusters. A *jet thruster assisted leap* can propel the unit up to 100 feet (30.5m) high and 200 feet (61m) across without actually attaining flight.

Flight: The rocket propulsion system enables the Super Flying Titan to hover stationary up to 200 feet (61m) or fly. Maximum flying speed is 350 mph (290 km/h), but cruising speed is considered to be 200 mph (320 km). Maximum altitude is limited to about 4,000 ft (1200m).

Flying Range: The nuclear power system gives the armour decades of life, but the rocket jets get hot and need to cool after a maximum of ten hours of flight when traveling at speeds above cruising, and twenty hours of cruising speed, indefinite with rest stops.

### **Statistical Data:**

Height: 8 feet (2.4m) or 9 feet 6 inches (2.9m) with the optional Enhanced Sensor Pak.

Width: 3 feet (.9m) with wings down, or 12 feet (3.7m) with the wings extended.

Length: 3 feet 6 inches (1m)

Weight: 210 lbs (95 kg) without optional packages or missiles

Physical Strength: Equal to a P.S. 27

Cargo: None

Power System: Nuclear; average life is 20 years.

Black Market Cost: 1.5 million credits for the basic unit; modular systems cost extra. Not often available.

### **Weapon Systems**

**1. Wing Mounted Missiles:** Nine mini-missiles or five of the larger short range missiles can be mounted on each wing (18 or 10 total). Like the lasers and optional plasma ejector, the missiles are launched by voice command or by hidden firing studs in the forearm.

Primary Purpose: Assault

Secondary Purpose: Defense

Missile Type: Any mini-missile or short range missile can be used.

Mega-Damage: Varies with missile type.

Range: Varies with missile type and size.

Rate of Fire: One at a time or in volleys of two, three, four, or six.

Payload: Total of 18 mini-missiles or 10 short range missiles.

**2. Long Range Wing Lasers(2):** A small laser turret is mounted on the wing tip of each wing. Both can rotate 90 degrees and have a firing arc of 360 degrees (up and down). The turrets are fire-linked and hooked directly to the armour's nuclear power supply.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 3D6 per blast.

Rate of Fire: Standard

Maximum Range: 4000 feet(1200m)

Payload: Effectively unlimited.

**3. Optional Modular Systems:** The modular systems design of the Super Flying Titan allows it to fill a variety of special roles ranging from a quick flying scout to short range artillery support. As many as three modular systems may be added to the armour.

**(1) AP-003 Armour Pak:** This system is comprised of additional mega-damage armour and structural supports used to enhance the Super Flying Titan's damage capacity.

Primary Purpose: Defense

Additional M.D.C. by Location:

Arms (2) - 30 each

Legs (2) - 15 each

Wings (2) - 35 each

Head - 20

Main Body - 80

Additional Weight: 60 lbs(27 kg)

Speed Penalty: -10%

Cost: 250,000cr

**(2) ESP-005 Enhanced Sensor Pak:** An additional sensor cluster provides the armour with sensor systems identical to its larger robot vehicle cousins.

Additional Weight: 40 lbs(18 kg)

Speed Penalty: None

Cost: 350,000cr

**(3) MML-003 Leg Mini-Missile Launcher Pak:** A small mini-missile launcher is mounted the calf of each leg.

Primary Purpose: Assault

Secondary Purpose: Defense

Missile Type: Any mini-missile can be used.

Mega-Damage: Varies with the type of missile.

Range: Varies with missile type and size.

Rate of Fire: One at a time or in volleys of two, three, four or five.

Payload: five mini-missiles in each launcher, for a total of ten.

Additional Weight: 40 lbs (18 kg)

Speed Penalty: -5%

Cost: 400,000cr

**(4) MWP-002 Melee Weapon Pak:** The arms and legs are outfitted with retractable vibro-weapon mounts. The arms come equipped with a twin mount utilizing an over-the-arm vibro-claw and an under-the-arm vibro-sword. The feet have vibro-knife mounts. The retractable systems are activated by twisting either the wrist or ankle.

Primary Purpose: Defense  
Secondary Purpose: Assault  
Mega-Damage:

Arm Vibro-Claws: 3D6 M.D.  
Arm Vibro-Sword: 2D4 M.D.  
Leg Vibro-Knife: 1D6 M.D.

Range: hand-to-hand  
Additional Weight: 30 lbs (14 kg)  
Speed Penalty: -5%  
Cost: 150,000cr

**(5) RGP-008 Railgun Pak:** A lightweight railgun and ammo drum are mounted on the armour. With the armour's enhanced robotic strength, the weapon can be fired one-handed. When not in hand, the railgun is attached to the side of the power armour.

Primary Purpose: Assault  
Secondary Purpose: Defense  
Mega-Damage: A burst is 30 rounds and inflicts 6D6 M.D., one round does 1D4 M.D.  
Range: 4000 ft (1200m)  
Rate of Fire: Standard  
Payload: 600 rounds in mini-ammo drum(20 bursts).  
Additional Weight: 200 lbs (90 kg)  
Speed Penalty: -15%  
Cost: 200,000cr

**(6) RBP-007 Rocket Booster Pak:** This additional back-mounted rocket booster gives the Super Flying Titan greater flying range and speed.

Flying: Maximum speed is increased to 500 mph (600 km) and cruising speed is raised to 300 mph (360 km).  
Maximum Altitude: is increased to 6000 ft(1830m).  
Additional Weight: 75 lbs (35 kg)  
Cost: 450,000cr

**(7) WPE-005 Wing Plasma Ejector Pak:** A devastatingly powerful but short ranged plasma turret is mounted on the underside of each wing. Both can rotate 360 degrees and have a firing arc of 90 degrees (up and down). Both mounts are fire-linked and operated by voice command or by hidden firing studs in the forearm.

Primary Purpose: Assault  
Secondary Purpose: Defense  
Mega-Damage: 6D6 M.D. per blast.  
Range: 1200 ft(365m)  
Rate of Fire: Standard  
Payload: Effectively unlimited.  
Additional Weight: 30 lbs (14 kg)  
Speed Penalty: -5%  
Cost: 325,000cr

**4. Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in mega-damage hand-to-hand combat. See *Power Armour Combat Training* in the Robot Combat section.

**5. Sensor System Note:** The Super Flying Titan has full optical systems, including laser targeting, telescopic, passive nightvision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization.

- **Radio Communication:** Long range, directional communication system with an effective range of about 100 miles, as well as a directional, short range radio. Range is 5 miles. Plus a built-in loudspeaker; 80 decibels.
- **Voice Actuated Locking System:** The hatches are sealed by an automatic locking system. A six digit spoken code programmed to a specific voice(s) pattern (six voice memory) is standard operating procedure. A manual key pad is provided in case of system failure/override.
- **Complete Environmental System:** A mega-damage compartment that is air tight, pressurized and suitable for use in all hostile environments, including under water (500 foot max. depth) and space. The following features are included:
  - Computer controlled life-support system.
  - Internal cooling and temperature control.
  - Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments.
  - Eight hours oxygen supply.
  - Insulated, high temperature resistant shielding for up to 350 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
  - Radiation shielded.
  - Polarized and light sensitive/adjusting tinted visor.

## Yautja Hunter Starship

The average Yautja Hunter ship is shaped like a huge mollusk, but each ship is slightly different in appearance. While they make excellent warships, the Yautja generally only use them as transports. These are the basic stats for the Yautja starship. For a full description of the vessel, see the *Aliens vs. Predator* books from Bantam or the Darkhorse comic series.

### Yautja Hunter Starship

**Class:** Yautja Interstellar Hunter Transport

**Crew:** 3 command crew (or can be run by the ship's AI computer), can comfortably carry up to 50 Yautja passengers, and has 8 cells which can hold up to 6 people each

**M.D.C. by location:**

Central Mass Driver Gun - 500

Central Control Hub - 1000

\*Main Sensor Array - 250

Thrusters (3) - 450

\*\* Stabilization Thrusters (6) - 110 each

\*\*\*Main Body - 20,000

\* Destroying the Main Sensor Array will effectively blind the ship and eliminate all of its sensor abilities

\*\* These locations are hard to hit and require a called shot at -3 roll.

\*\*\* Destroying the main body of the ship will leave it a powerless, airless floating wreck.

**Speed:**

Driving on Ground: Not possible.

Atmospheric Flight: The Yautja space craft can reach up to Mach 35 in earth's atmosphere and has full VTOL.

Atmosphere Jump: From a single Atmosphere Jump the ship can reach a speed of Mach 67 in less than a

second, however this requires a massive expenditure of energy.

Space Flight: The Yautja space craft can do .84 of light speed in real space.

Space Fold: The ship can fold space to make jumps of huge distances. This is an alien technology that is so complicated, there are some gods who do not fully understand how it works. A jump can theoretically be any distance in a negative amount of time.

Time Fold: The space fold can be enhanced to perform a time jump, the technology and method of doing this is only understood by a few elder Yautja.

### **Statistical Data:**

Height: 12.0m

Width: 27.0m

Length: 50.0m

Weight: 40 tons

Cargo: the Yautja ship has one huge primary storage bay whose dimensions are 100ft x 75ft x 15ft. The secondary bay (used mainly for supplies) is half the size of the primary bay.

Power Plant: Has an alien power plant with an average life span of 100,000 years (yes I know it's very big, but it's bloody powerful).

Black Market Cost: Never available, could never be available and never will be available (for those that just have to know, 450 billion at least).

### **Weapon Systems:**

**1. Mass Driver Cannon (1)**: This is a very powerful weapon which produces an accelerated particle nuclear blast the size of a small comet, it is overtly powerful and in the history of the Yautja, it has very rarely needed to be used.

Primary Purpose: Defense

Secondary Purpose: Attack

Mega-Damage: Mini-blast: 5D6 x 10 M.D. or Full Powered Blast: 1D6 x 1000 M.D.

Rate of Fire: once every minute, four (4) melee rounds

Effective Range: 100,000km

Payload: effectively unlimited

Note: It is useless in an atmosphere, and does 1/100th the damage

### **Other Systems:**

**1. Space Fold (1)**: This is the special drive that allows the Yautja ship to travel around the universe in such a short time. It basically works by taking two separate points in space and for a single second joins them together, so when they are separated the ship will be in another place from where it started.

Range: can join any to places in space as long as they are totally clear and not within 100, 000 Km of a planet or sun.

Chance of Precise Position: 65%

Note: To use the Space Fold first a roll against Space Navigation must be made and if successful then a roll against Chance must be made, if successful the correct destination will be reached, otherwise you are somewhere else.

**2. AI Central Computer (1)**: All Yautja ships have a huge central computer, which has an artificial intelligence. The computer has no Alignment but will carry out tasks that is instructed to do. It is also programmed to only obey certain members of the crew but in an emergency it will respond to anyone.

I.Q.: 30

Abilities:

Pilot: Yautja Starship 98%

Space Navigation 90%

Identify Species 75%

Mathematics: Advanced 98%

Space Combat: Starship 75%



Note: these are abilities of the ship and are not skills that can be learned

Memory: equal to 950 kiloquads (it can hold a lot)

**3. Main Sensor/Communication Array (1)**: The main sensor array on the Yautja space craft has full optics and long range scanners, it also has full communications equipment and targeting systems.

Passive Sensors:

Optical Sensors:

Accuracy: 90%

Range: 10,000km

Penalties: -10% accuracy per each 1000km past 10,000km

Heat, Ion, Radio, and Magnetic Scanners:

Detection Accuracy: 80%

Identification: 40%

Range: 50,000km

Long Range Scanners:

Range: 1 light year

Accuracy: 20% chance of getting useful information

Active Sensors:

Laser Scanners:

Accuracy: 98%

Range: 100,000km

Chance of Detection: when in use, other ships within 100,000km have a 50% chance of detecting the laser scanners in use

Radar:

Maximum Number of Targets: 900

Range: 1000km

Chance of Detection: 50%

**5. Time Fold (1)**: This is the Yautja ships ability to make small time jumps, it works in tandem with the Space Fold, unfortunately only elder Yautja know how to use it, thus player characters never will.

Chance of Success: 20% (takes one day after jump to build up energy in reactor for another)

Maximum Time Distance: Ten (10) years either way

For additional Yautja information, see the [Yautja Hunter R.C.C.](#) or the [Yautja Weapons](#).

## Black Market Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
Blue-Green Laser Rifle	2000ft (610m)	Aimed Shot / 1	3D6 M.D.	20 shot e-clip* 40 shot long e-clip*	16 M.D.C.	<u>Underseas</u> , pg. 137
		Short Burst / 2	3D6 x 2 M.D.			
		Long Burst / 5	3D6 x 3 M.D.			
		Full Burst / 10	3D6 x 7 M.D.			
Blue-Green Laser Pulse Rifle and Speargun	Speargun: 200ft (61m) underwater 350ft (106.6m) on land	Speargun: Aimed Shot / 1	Speargun: Varies by spear type	Speargun: 3 manually loaded spears	20 M.D.C.	<u>Free Quebec</u> , pp. 48 - 49
	Laser: 1200ft (366m) underwater or on land	Laser: Aimed Shot / 1	Laser: 3D6 M.D.	20 shot e-clip* 40 shot long e-clip*		
		Multi-Pulse / 5	6D6 M.D.			
L-20 Pulse Rifle	1600ft (488m)	Aimed Shot / 1	2D6 M.D.	30 shot e-clip* 60 shot long e-clip*	16 M.D.C.	<u>RIFTS</u> , pg. 225
		Multi-Pulse / 3	6D6 M.D.			

\* weapon can use any standardized rifle e-clip (Naruni Earth-style, Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

## Cyberworks Network (Archie) Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
Arch-22 Laser Pulse Rifle	3000ft (914m)	Aimed Shot / 1	1D6 M.D.	80 shot heavy Arch-clip	20 M.D.C.	<u>Sourcebook One</u> , pg. 81
		Multi-Pulse / 5	5D6 M.D.			
Arch-23 Laser Pulse Rifle	1600ft (488m)	Aimed Shot / 1	2D6 M.D.	35 shot heavy Arch-clip	20 M.D.C.	<u>Rifter #4</u> , pp. 75 - 76
		Multi-Pulse / 3	6D6 M.D.			
Arch-26 Plasma Rifle	4000ft (1220m)	Aimed Shot / 1	1D4 x 10 M.D.	25 shot heavy Arch-clip	25 M.D.C.	<u>Rifter #4</u> , pg. 84
Arch-27 Ion Pistol	1000ft (305m)	Aimed Shot / 1	4D6 M.D.	30 shot heavy Arch-clip	10 M.D.C.	<u>Rifter #4</u> , pp. 84 - 85
		Short Burst / 6	4D6 x 2 M.D.			
		Long Burst / 15	4D6 x 3 M.D.			
		Full Burst / 30	4D6 x 7 M.D.			
Arch-30 Laser/Ion Assassin Rifle	Laser: 4000ft (1220m)	Laser: Aimed Shot / 1	Laser: 2D6/4D6 M.D.	30 shot heavy Arch-clip  +30 shot integral canister cell	25 M.D.C.	<u>Rifter #4</u> , pg. 74
	Ion: 1600ft (488m)	Ion: Aimed Shot / 1	Ion: 3D6 M.D.			
		Short Burst / 6	3D6 x 2 M.D.			
		Long Burst / 15	3D6 x 3 M.D.			
		Full Burst / 30	3D6 x 7 M.D.			

Arch-230 Plasma Cannon	4000ft (1220m)	Aimed Shot / 1	1D4 x 10 M.D.	25 shot heavy Arch-clip	30 M.D.C.	<u>The Mechanoids</u> , pg 22
Shemarrian Rail Gun	6000ft (1830m)	Aimed Shot / 1	2D6 x 10 M.D.	12 round clip 220 round belt	100 M.D.C.	<u>Sourcebook One</u> , pg. 81

## Coalition States Pistols

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
C-5 Pump Pistol	800ft (243.8m)	Aimed Shot / 1	4D6 M.D.	5 manually loaded rounds	9 M.D.C.	<u>Coalition War Campaign</u> , pp. 89 - 90 <u>Sourcebook One</u> , pg. 58
C-18 Laser Pistol	800ft (243.8m)	Aimed Shot / 1	2D4 M.D.	10 shot CS pistol e-clip 15 shot long CS pistol e-clip	8 M.D.C.	<u>Coalition War Campaign</u> , pp. 89 - 90 <u>RIFTS</u> , pg. 203
		Short Burst / 2	2D4 x 2 M.D.			
		Long Burst / 5	2D4 x 3 M.D.			
		Full Burst / 10	2D4 x 7 M.D.			
C-20 Laser Pistol	800ft (243.8m)	Aimed Shot / 1	2D6 M.D.	20 shot CS pistol e-clip 30 shot long CS pistol e-clip	7 M.D.C.	<u>Coalition War Campaign</u> , pg. 90
		Short Burst / 4	2D6 x 2 M.D.			
		Long Burst / 10	2D6 x 3 M.D.			
		Full Burst / 20	2D6 x 7 M.D.			
CP-30 Laser Pulse Pistol	600ft (182.9m)	Aimed Shot / 1 Multi-Pulse / 3	2D4 M.D. 4D6 M.D.	21 shot CS pistol e-clip 30 shot long CS pistol e-clip 72 shot CS pistol e-canister	8 M.D.C.	<u>Coalition War Campaign</u> , pg. 90

## Coalition States Rifles

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
C-10 Light Assault Laser Rifle	2000ft (610m)	Aimed Shot / 1	2D6 M.D.	20 shot CS e-clip 30 shot long CS e-clip	14 M.D.C.	<u>Coalition War Campaign</u> , pg. 91 <u>RIFTS</u> , pg. 203
		Short Burst / 4	2D6 x 2 M.D.			
		Long Burst / 10	2D6 x 3 M.D.			
		Full Burst / 20	2D6 x 7 M.D.			
C-12 Heavy Assault Laser Rifle	2000ft (610m)	Aimed Shot / 1	2D6/4D6 M.D.	20 shot CS e-clip 30 shot long CS e-clip 30 shot CS e-canister	16 M.D.C.	<u>Coalition War Campaign</u> , pg. 91 <u>RIFTS</u> , pg. 203
		Short Burst / 4	2D6/4D6 x 2 M.D.			
		Long Burst / 10	2D6/4D6 x 3 M.D.			
		Full Burst / 20	2D6/4D6 x 7 M.D.			

C-14 "Fire Breather" Assault Laser and Grenade Launcher	Laser: 2000ft (610m)	Laser:	Laser:	Laser: 20 shot CS e-clip 30 shot long CS e-clip 30 shot CS e-canister	18 M.D.C.	<u>Coalition War Campaign</u> , pp. 91 - 92 <u>RIFTS</u> , pg. 203
		Aimed Shot / 1	3D6 M.D.			
		Short Burst / 4	3D6 x 2 M.D.			
		Long Burst / 10	3D6 x 3 M.D.			
	Full Burst / 20	3D6 x 7 M.D.				
	Grenade Launcher: 1200ft (366m)	Grenade Launcher:	Grenade Launcher:	Grenade Launcher: 12 manually loaded grenades		
		Aimed Shot / 1	2D6 M.D.			
		Burst / 4	2D6 x 2 M.D.			
C-16 Pump Rifle	1600ft (488m)	Aimed Shot / 1	4D6 M.D.	16 manually loaded rounds	19 M.D.C.	<u>Sourcebook One</u> , pg. 58
CP-40 Pulse Laser Rifle	2000ft (610m)	Aimed Shot / 1	2D6 M.D.	21 shot CS e-clip 30 shot long CS e-clip 60 shot CS e-canister	18 M.D.C.	<u>Coalition War Campaign</u> , pp. 91 - 92
		Multi-Pulse / 3	6D6 M.D.			
CP-50 "Dragon Fire" Assault Pulse Laser and Grenade Launcher	Laser: 2000ft (610m)	Laser:	Laser:	Laser: 21 shot CS e-clip 30 shot long CS e-clip 60 shot CS e-canister	20 M.D.C.	<u>Coalition War Campaign</u> , pp. 92 - 93
		Aimed Shot / 1	2D6 M.D.			
		Multi-Pulse / 3	6D6 M.D.			
	Grenade Launcher: 1200ft (366m)	Grenade Launcher:	Grenade Launcher:	Grenade Launcher: 12 manually loaded grenades		
		Aimed Shot / 1	2D6 M.D.			
		Burst / 4	2D6 x 2 M.D.			
CSN-20 Speargun/Laser Rifle	Speargun: 200ft (61m) underwater 300ft (91.4m) on land	Speargun:	Speargun:	Speargun: 3 manually loaded spears	25 M.D.C.	<u>Coalition Navy</u> , pg. 45
		Aimed Shot / 1	Varies by spear type			
	Laser: 1200ft (366m) underwater or on land	Laser:	Laser:	Laser: 20 shot CS e-clip 30 shot long CS e-clip		
		Aimed Shot / 1	2D6 M.D.			
		Short Burst / 4	2D6 x 2 M.D.			
		Long Burst / 10	2D6 x 3 M.D.			
		Full Burst / 20	2D6 x 7 M.D.			
CV-212 Variable Light Frequency Laser Rifle	2000ft (610m)	Aimed Shot / 1	2D6 M.D.	21 shot CS e-clip 30 shot long CS e-clip 60 shot CS e-canister	17 M.D.C.	<u>Coalition War Campaign</u> , pg. 94 <u>Sourcebook One</u> , pg. 57
		Multi-Pulse / 3	6D6 M.D.			

# Coalition States Heavy Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
C-14 "Fire Breather" Assault Laser and Grenade Launcher	Laser: 2000ft (610m)	Laser:	Laser:	Laser: 20 shot CS e-clip 30 shot long CS e-clip	18 M.D.C.	<u>Coalition War Campaign</u> , pp. 91 - 92 <u>RIFTS</u> , pg. 203
		Aimed Shot / 1	3D6 M.D.			
		Short Burst / 4	3D6 x 2 M.D.			
		Long Burst / 10	3D6 x 3 M.D.			
	Grenade Launcher: 1200ft (366m)	Grenade Launcher:	Grenade Launcher:	Grenade Launcher: 12 manually loaded grenades		
		Aimed Shot / 1	2D6 M.D.			
Burst / 4	2D6 x 2 M.D.					
C-27 Light Plasma Cannon	1600ft (488m)	Aimed Shot / 1	6D6 M.D.	10 shot CS e-canister	20 M.D.C.	<u>Coalition War Campaign</u> , pg. 93 <u>RIFTS</u> , pp. 203 - 204
C-29 "Hellfire" Heavy Plasma Cannon	1400ft (427m)	Aimed Shot / 1	1D6 x 10 M.D.	8 shot CS e-canister +8 shot additional CS e-canister	20 M.D.C.	<u>Coalition War Campaign</u> , pp. 93 - 94
C-40R Coalition SAMAS Rail Gun	4000ft (1220m)	Aimed Shot / 1	1D4 M.D.	400 round belt	32 M.D.C.	<u>RIFTS</u> , pg. 226
		Burst / 40	1D4 x 10 M.D.			
CP-50 "Dragon Fire" Assault Pulse Laser and Grenade Launcher	Laser: 2000ft (610m)	Laser:	Laser:	Laser: 21 shot CS e-clip 30 shot long CS e-clip 60 shot CS e-canister	20 M.D.C.	<u>Coalition War Campaign</u> , pp. 92 - 93
		Aimed Shot / 1	2D6 M.D.			
		Multi-Pulse / 3	6D6 M.D.			
	Grenade Launcher: 1200ft (366m)	Grenade Launcher:	Grenade Launcher:	Grenade Launcher: 12 manually loaded grenades		
		Aimed Shot / 1	2D6 M.D.			
		Burst / 4	2D6 x 2 M.D.			
C-200 "Dead Man's" Rail Gun	4000ft (1220m)	Aimed Shot / 1	1D4 M.D.	200 round short clip 600 round light drum 2000 round full drum	24 M.D.C.	<u>Coalition War Campaign</u> , pg 96
		Burst / 20	4D6 M.D.			
CR-1 Rocket Launcher	Varies by missile type	Aimed Shot / 1	Varies by missile type	1 mini-missile	18 M.D.C.	<u>Coalition War Campaign</u> , pg. 96 <u>RIFTS</u> , pg. 204
CSN-T30 Torpedo-Grenade Launcher	400ft (121.9m) underwater 30ft (9.1m) on land	Aimed Shot / 1	Varies by grenade type	12 shot drum	40 M.D.C.	<u>Coalition Navy</u> , pp. 45 - 46
		Burst / 6	Varies by grenade type			
CTT-M20 Missile Rifle	Missile Launcher: Varies by missile type	Missile Launcher:	Missile Launcher:	Missile Launcher: 20 mini-missiles	35 M.D.C.	<u>Coalition War Campaign</u> , pg. 95
		Aimed Shot / 1 or 2	Varies by missile type			
		Burst / 4				
	Laser: 2000ft (610m)	Laser:	Laser:	Laser: 20 shot CS e-clip 30 shot long CS e-clip		
Aimed Shot / 1	2D6 M.D.					
CTT-P40	2000ft (610m)	Aimed Shot / 1	1D6 x 10 M.D.	40 shot integral energy cell	30 M.D.C.	<u>Coalition War Campaign</u> , pg. 95

## Free Quebec Pistols

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
Q1-01 Laser Pistol	800ft (243.8m)	Aimed Shot / 1	3D4 M.D.	20 shot CS pistol e-clip 30 shot long CS pistol e-clip	8 M.D.C.	Free Quebec, pp. 44 - 45
		Burst / 4	4D6 M.D.			
Q1-02 "Stopper" Ion Pistol	200ft (60.9m)	Aimed Shot / 1	4D6+4 M.D.	10 shot CS pistol e-clip 15 shot long CS pistol e-clip	10 M.D.C.	Free Quebec, pg. 45

## Free Quebec Rifles

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
Q2-10 Laser Pulse Rifle	2000ft (610m)	Aimed Shot / 1 Multi-Pulse / 5	1D6/2D6/3D6 M.D. 6D6+6 M.D.	20 shot CS e-clip 30 shot long CS e-clip 30 shot CS e-canister	18 M.D.C.	Free Quebec, pg. 45
Q2-20 LLG "Infantry Standard" Light Laser and Grenade Launcher	Laser: 2000ft (610m)	Laser:	Laser:	Laser:	20 M.D.C.	Free Quebec, pp. 45 - 46
		Aimed Shot / 1	3D6 M.D.	20 shot CS e-clip 30 shot long CS e-clip 30 shot CS e-canister		
		Multi-Pulse / 5	6D6 M.D.			
	Grenade Launcher: 1100ft (335m)	Grenade Launcher:	Grenade Launcher:	Grenade Launcher:	4 manually loaded grenades	
QN-06 Laser Harpoon Gun	Speargun: 200ft (61m) underwater 350ft (106.6m) on land	Speargun:	Speargun:	Speargun: 3 manually loaded spears	25 M.D.C.	Free Quebec, pp. 48 - 49
		Aimed Shot / 1	Varies by spear type			
	Laser: 1200ft (366m) underwater or on land	Laser:	Laser:	Laser:		
		Aimed Shot / 1 Multi-Pulse / 5	3D6 M.D. 6D6 M.D.	20 shot CS e-clip 30 shot long CS e-clip		

## Free Quebec Heavy Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
Q2-30 Rapid-Fire Heavy Laser	3000ft (914m)	Aimed Shot / 1	3D6 M.D.	80 shots total: (1) 20 shot CS e-clip (2) 30 shot long CS e-clips optional 120 shot power pack	19 M.D.C.	Free Quebec, pp. 46 - 47
		Short Burst / 5	6D6 M.D.			
		Medium Burst, 2 attacks / 20	1D6 x 10 M.D.			
		Long Burst, 2 attacks / 40	2D6 x 10 M.D.			
		Full Burst, 3 attacks / 80	4D6 x 10 M.D.			
		Full Burst Spray, 3 attacks / 80	3D6 M.D. to 4D4 targets			

Q4-40 "Mule" Assault Rifle	800ft (243.8m)	Aimed Shot / 1	2D6 M.D.	6 manually loaded rounds optional 6 round clip optional 24 round drum	16 M.D.C.	<a href="#">Free Quebec, pg. 47</a>
		Burst / 3	6D6 M.D.			
Q4-44 "Drummer" Double-Barreled Shotgun	600ft (182.9m)	Single Shot / 1	1D6 M.D.	2 manually loaded rounds optional 40 round drum	15 M.D.C.	<a href="#">Free Quebec, pp. 47 - 48</a>
		Double Shot / 2	2D6 M.D.			
Q5-50 Light Rail Gun	4000ft (1220m)	Aimed Shot / 1	1D4 M.D.	200 round short clip 600 round light drum 2000 round full drum	24 M.D.C.	<a href="#">Free Quebec, pg. 48</a>
		Burst / 20	4D6 M.D.			

## Juicer Assassin Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
JA-9 Juicer Assassin Variable Laser Rifle	4000ft (1220m)	Aimed Shot / 1	2D6 M.D.	10 shot JA e-clip 30 shot long JA e-clip	24 M.D.C.	<a href="#">RIFTS, pg. 225</a>
		Short Burst / 2	2D6 x 2 M.D.			
		Long Burst / 5	2D6 x 3 M.D.			
		Full Burst / 10	2D6 x 7 M.D.			
JA-11 Juicer Assassin Energy Rifle	Laser: 4000ft (1220m)	Laser:	Laser:	10 shot JA e-clip 30 shot long JA e-clip +30 shot integral canister cell	28 M.D.C.	<a href="#">RIFTS, pg. 225</a>
	Ion: 1600ft (488m)	Aimed Shot / 1	2D6/4D6 M.D.			
		Ion:	Ion:			
		Aimed Shot / 1	3D6 M.D.			
		Short Burst / 2	3D6 x 2 M.D.			
Long Burst / 5	3D6 x 3 M.D.					
Full Burst / 10	3D6 x 7 M.D.					
JA-12 Juicer Assassin Laser Rifle	Laser: 4000ft (1220m)	Laser:	Laser:	Laser: 10 shot JA e-clip 30 shot long JA e-clip +30 shot integral canister cell	30 M.D.C.	<a href="#">Juicer Uprising, pg. 76</a>
		Aimed Shot / 1	4D6 M.D.			
		Multi-Pulse / 3	1D6 x 10 + 10 M.D.			
	Grenade Launcher: 2000ft (610m)	Grenade Launcher:	Grenade Launcher:	Grenade Launcher: 4 manually loaded grenades		
		Aimed Shot / 1	3D6 M.D.			

## Kittani Energy Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
K-1 Sniper Laser Rifle and SPG Launcher	Laser: 2000ft (610m)	Laser:	Laser:	Laser: 28 shot Kittani e-clip 42 shot long Kittani e-clip	22 M.D.C.	<a href="#">Atlantis, pg. 137</a>
	SPG Launcher: 1000ft (305m)	SPG Launcher:	SPG Launcher:			
K-4 Laser Pulse Rifle	3000ft (914m)	Aimed Shot / 1	3D6 + 6 M.D.	20 shot Kittani e-clip 30 shot long Kittani e-clip	18 M.D.C.	<a href="#">Atlantis, pg. 137</a>
		Multi-Pulse / 3	1D6 x 10 + 6 M.D.			
K-30 Ion Pulse Rifle	1000ft (305m)	Aimed Shot / 1	3D6 + 6 M.D.	20 shot Kittani e-clip 30 shot long Kittani e-clip	20 M.D.C.	<a href="#">Atlantis, pg. 137</a>
		Multi-Pulse / 3	1D6 x 10 + 6 M.D.			

K-E4 Plasma Ejector	2000ft (610m)	Aimed Shot / 1	6D6 M.D.	20 shot Kittani e-clip 30 shot long Kittani e-clip	30 M.D.C.	<u>Atlantis</u> , pg. 137
KEP-Special Energy Pump Pistol	200ft (61m)	Aimed Shot / 1	5D6 M.D.	10 shot Kittani pistol e-clip 15 shot long Kittani pistol e-clip	15 M.D.C.	<u>Atlantis</u> , pg. 137
Kittani Energy Lance	Long Range: 6000ft (1830m)	Long Range: Aimed Shot / 1	Long Range: 3D6 M.D.	28 shot Kittani e-clip 42 shot long Kittani e-clip	90 M.D.C.	<u>Atlantis</u> , pp. 152 - 153
	Short Range: 3000ft (914m)	Short Range: Aimed Shot / 1	Short Range: 6D6 M.D.			
Kittani Energy Trident	2000ft (610m)	Multi-Pulse / 3	6D6 M.D.	30 shot Kittani e-clip 45 shot long Kittani e-clip	40 M.D.C.	<u>Underseas</u> , pg. 174

## Kittani Heavy Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
K-1 Sniper Laser Rifle and SPG Launcher	Laser: 2000ft (610m)	Laser: Aimed Shot / 1	Laser: 4D6 M.D.	Laser: 28 shot Kittani e-clip 42 shot long Kittani e-clip	22 M.D.C.	<u>Atlantis</u> , pg. 137
	SPG Launcher: 1000ft (305m)	SPG Launcher: Aimed Shot / 1	SPG Launcher: 6D6 M.D.	SPG Launcher: 2 manually loaded grenades		
K-E4 Plasma Ejector	2000ft (610m)	Aimed Shot / 1	6D6 M.D.	20 shot Kittani e-clip 30 shot long Kittani e-clip	30 M.D.C.	<u>Atlantis</u> , pg. 137
K-500 Rail Gun	4000ft (1220m)	Aimed Shot / 1	1D4 M.D.	90 round mini-clip 390 round belt	45 M.D.C.	<u>Atlantis</u> , pg. 137
		Burst / 30	6D6 M.D.			
K-W500 Rail Gun	1000ft (305m) underwater	Aimed Shot / 1	1D4 M.D.	1120 round drum	45 M.D.C.	<u>Underseas</u> , pg. 173
	2500ft (762m) on land	Burst / 40	1D4 x 10 M.D.			

## Mechanoid Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
M-15 Plasma Rifle	4000ft (1220m)	Aimed Shot / 1	1D4 x 10 M.D.	15 shot Mechanoid e-clip	60 M.D.C.	<u>The Mechanoids</u> , pg. 73
M-20 Ion Pistol	2000ft (610m)	Aimed Shot / 1	4D6 M.D.	20 shot Mechanoid pistol e-clip	20 M.D.C.	<u>The Mechanoids</u> , pg. 73
		Short Burst / 4	4D6 x 2 M.D.			
		Long Burst / 10	4D6 x 3 M.D.			
M-30 Variable Laser Rifle	6000ft (1830m)	Full Burst / 20	4D6 x 7 M.D.	30 shot Mechanoid e-clip	40 M.D.C.	<u>The Mechanoids</u> , pg. 73
		Aimed Shot / 1	2D6/4D6 M.D.			
		Short Burst / 6	2D6/4D6 x 2 M.D.			
		Long Burst / 15	2D6/4D6 x 3 M.D.			
		Full Burst / 30	2D6/4D6 x 7 M.D.			



## Mindwerks Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
M-12 Plasma Pistol	500ft (152.4m)	Aimed Shot / 1	4D6 M.D.	20 shot MW-clip	30 M.D.C.	<a href="#">Mindwerks</a> , pg. 34
M-18 Ion Pulse Rifle	500ft (152.4m)	Aimed Shot / 1	2D6 M.D.	30 shot MW-clip	50 M.D.C.	<a href="#">Mindwerks</a> , pg. 34
		Multi-Pulse / 3	6D6 M.D.			
M-25 Firebrand Rifle	Laser: 2000ft (610m)	Laser:	Laser:	Laser: 20 shot MW-clip	90 M.D.C.	<a href="#">Mindwerks</a> , pg. 34
		Aimed Shot / 1	4D6 M.D.			
		Short Burst / 4	4D6 x 2 M.D.			
		Long Burst / 10	4D6 x 3 M.D.			
		Full Burst / 20	4D6 x 7 M.D.			
	Grenade Launcher: 1000ft (305m)	Grenade Launcher:	Grenade Launcher:	Grenade Launcher: 12 manually loaded grenades		
M-30L Dual Energy Rifle	Particle Beam: 1600ft (488m)	Particle Beam:	Particle Beam:	20 shot MW-clip	80 M.D.C.	<a href="#">Mindwerks</a> , pg. 34
		Aimed Shot / 4	1D4 x 10 + 6 M.D.			
	Laser: 2000ft (610m)	Laser:	Laser:			
		Aimed Shot / 1	4D6 M.D.			
		Short Burst / 4	4D6 x 2 M.D.			
		Long Burst / 10	4D6 x 3 M.D.			
Full Burst / 20	4D6 x 7 M.D.					
M-30XL Dual Energy Rifle	Particle Beam: 2000ft (610m)	Particle Beam:	Particle Beam:	Two 20 shot MW-clips	180 M.D.C.	<a href="#">Mindwerks</a> , pg. 34
		Aimed Shot / 4	1D4 x 10 + 6 M.D.			
	Laser: 3000ft (914m)	Laser:	Laser:			
		Aimed Shot / 1	4D6 M.D.			
		Short Burst / 4	4D6 x 2 M.D.			
		Long Burst / 10	4D6 x 3 M.D.			
Full Burst / 20	4D6 x 7 M.D.					
M-40 Ion Tube	1600ft (488m)	Aimed Shot / 1	5D6 M.D.	15 shot MW-clip	60 M.D.C.	<a href="#">Mindwerks</a> , pg. 35
		Double Shot / 2	1D6 x 10 M.D.			
M-120 Plasma Rifle	1200ft (366m)	Aimed Shot / 1	5D6 M.D.	15 shot MW-clip	70 M.D.C.	<a href="#">Mindwerks</a> , pg. 35

## Naruni Enterprises Rifles

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
NE-600 Pulse Laser	900ft (274.3m)	Aimed Shot / 1	5D6 M.D.	20 shot NE e-clip	16 M.D.C.	<a href="#">Phase World Sourcebook</a> , pp. 53 - 54
		Multi-Pulse / 3	2D4 x 10 M.D.	40 shot long NE e-clip		
NE-600M Pulse Laser	600ft (182.9m)	Aimed Shot / 1	4D6 M.D.	10 shot e-clip*	16 M.D.C.	<a href="#">Phase World Sourcebook</a> , pp. 53 - 54
		Multi-Pulse / 3	1D6 x 10 + 10 M.D.	20 shot long e-clip*		

\* weapon can use any standardized rifle e-clip (Naruni Earth-style, Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

## Naruni Enterprises Heavy Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
NE-50 Particle Beam Rifle	1600ft (488m)	Aimed Shot / 1	1D6 x 10 M.D.	12 shot NE e-clip 24 shot long NE e-clip	19 M.D.C.	<a href="#">Mercenaries</a> , pg. 123 <a href="#">Phase World</a> , pg. 118
NE-50M Particle Beam Rifle	1200ft (366m)	Aimed Shot / 1	1D4 x 10 M.D.	8 shot e-clip* 16 shot long e-clip*	19 M.D.C.	<a href="#">Mercenaries</a> , pg. 123 <a href="#">Phase World</a> , pg. 118
NE-74GL Grenade Launcher	4000ft (1220m)	Aimed Shot / 1	4D6/6D6 M.D.	24 shot micro-grenade "banana" magazine 48 round micro-grenade drum	21 M.D.C.	<a href="#">Phase World Sourcebook</a> , pg. 55
		Short Burst / 8	5D6/1D4 x 10 M.D.			
		Long Burst / 16	6D6/1D4 x 10 + 5 M.D.			
NE-95 "Double Threat" Assault Rifle	Plasma Cartridge: 1200ft (366m)	Plasma Cartridge: Aimed Shot / 1	Plasma Cartridge: 1D4 x 10 M.D.	Plasma Cartridge:20 shot plasma cartridge magazine Grenade Launcher: 12 round grenade drum	22 M.D.C.	<a href="#">Phase World Sourcebook</a> , pp. 54 - 55
	Grenade Launcher: 1000ft (305m)	Grenade Launcher: Aimed Shot / 1	Grenade Launcher: 4D6/6D6 M.D.			
NE-195 Assault Rifle	Plasma Ejector: 3000ft (914m)	Plasma Ejector: Aimed Shot / 1	Plasma Ejector: 1D4 x 10 M.D.	Plasma Ejector: 15 shot NE e-clip 30 shot long NE e-clip Grenade Launcher: 12 round grenade drum	22 M.D.C.	<a href="#">Phase World Sourcebook</a> , pp. 54 - 55
	Grenade Launcher: 1200ft (366m)	Grenade Launcher: Aimed Shot / 1	Grenade Launcher: 4D6/6D6 M.D.			
NE-195M Assault Rifle	Plasma Ejector: 2000ft (610m)	Plasma Ejector: Aimed Shot / 1	Plasma Ejector: 6D6 M.D.	Plasma Ejector: 8 shot e-clip* 16 shot long e-clip* Grenade Launcher: 12 round grenade drum	22 M.D.C.	<a href="#">Phase World Sourcebook</a> , pp. 54 - 55
	Grenade Launcher: 1200ft (366m)	Grenade Launcher: Aimed Shot / 1	Grenade Launcher: 4D6/6D6 M.D.			
NE-800R Missile Assault System	1mi (1.6km)	Aimed Shot / 1, 2, 3, or 4	6D6 M.D. per micro-missile	16 micro-missile box magazine	26 M.D.C.	<a href="#">Phase World Sourcebook</a> , pg. 57
NE-1000 Plasma Ejector	3000ft (914m)	Aimed Shot / 1	1D4 x 10 M.D.	15 shot NE e-clip 30 shot long NE e-clip	22 M.D.C.	<a href="#">Mercenaries</a> , pg. 124
NE-1000M Plasma Ejector	2000ft (610m)	Aimed Shot / 1	6D6 M.D.	8 shot e-clip* 16 shot long e-clip*	22 M.D.C.	<a href="#">Mercenaries</a> , pg. 124

\* weapon can use any standardized rifle e-clip (Naruni Earth-style, Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

## Naruni Enterprises Plasma Cartridge Pistols

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
NE-2L Plasma Cartridge Autopistol	500ft (152.4m)	Aimed Shot / 1	5D6 M.D.	10 shot mini-plasma cartridge magazine	8 M.D.C.	<a href="#">Phase World Sourcebook</a> , pg. 53
NE-4 Plasma Cartridge Pistol	500ft (152.4m)	Aimed Shot / 1	1D4 x 10 M.D.	10 shot plasma cartridge magazine	10 M.D.C.	<a href="#">Mercenaries</a> , pg. 123 <a href="#">Phase World</a> , pg. 117 <a href="#">South America</a> , pg. 139

NE-6 "Magnum" Plasma Cartridge Revolver	500ft (152.4m)	Aimed Shot / 1	1D4 x 10 M.D.	6 shot plasma cartridge cylinder	10 M.D.C.	<a href="#">Phase World Sourcebook</a> , pg. 52
NE-H10 Plasma Derringer	200ft (61m)	Aimed Shot / 1	5D6 M.D.	2 mini-plasma cartridges	2 M.D.C.	<a href="#">Phase World Sourcebook</a> , pg. 53

## Naruni Enterprises Plasma Cartridge Rifles

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
NE-10 Plasma Cartridge Rifle	1200ft (366m)	Aimed Shot / 1	1D4 x 10 M.D.	20 shot plasma cartridge magazine	20 M.D.C.	<a href="#">Mercenaries</a> , pg. 123 <a href="#">Phase World</a> , pg. 117 <a href="#">South America</a> , pg. 139
NE-95 "Double Threat" Assault Rifle	Plasma Cartridge: 1200ft (366m)	Plasma Cartridge: Aimed Shot / 1	Plasma Cartridge: 1D4 x 10 M.D.	Plasma Cartridge: 20 shot plasma cartridge magazine	22 M.D.C.	<a href="#">Phase World Sourcebook</a> , pp. 54 - 55
		Grenade Launcher: 1200ft (366m)	Grenade Launcher: Aimed Shot / 1	Grenade Launcher: 4D6/6D6 M.D.		
NE-300 "Stutterer"	600ft (182.9m)	Aimed Shot / 1	5D6 M.D.	30 shot mini-plasma cartridge "banana" magazine 50 round mini-plasma cartridge drum	18 M.D.C.	<a href="#">Phase World Sourcebook</a> , pg. 53
		Burst / 10	1D6 x 10 + 10 M.D.			

## Naruni Enterprises Plasma Cartridge Heavy Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
NE-75H "Shoulder Cannon"	6000ft (1830m)	Aimed Shot / 1	2D4 x 10 + 20 M.D.	8 shot heavy-bore plasma cartridge magazine	30 M.D.C.	<a href="#">Phase World Sourcebook</a> , pg. 54
NE-75M "Shoulder Cannon"	4000ft (1220m)	Aimed Shot / 1	1D4 x 10 + 10 M.D.	20 shot plasma cartridge magazine	30 M.D.C.	<a href="#">Phase World Sourcebook</a> , pg. 54
NE-95 "Double Threat" Assault Rifle	Plasma Cartridge: 1200ft (366m)	Plasma Cartridge: Aimed Shot / 1	Plasma Cartridge: 1D4 x 10 M.D.	Plasma Cartridge: 20 shot plasma cartridge magazine	22 M.D.C.	<a href="#">Phase World Sourcebook</a> , pp. 54 - 55
		Grenade Launcher: 1000ft (305m)	Grenade Launcher: Aimed Shot / 1	Grenade Launcher: 4D6/6D6 M.D.		
NE-200 Plasma Cartridge Machinegun	2000ft (610m)	Aimed Shot / 1	1D4 x 10 M.D.	40 round plasma cartridge magazine 200 shot plasma cartridge belt	18 M.D.C.	<a href="#">Mercenaries</a> , pg. 123 <a href="#">Phase World</a> , pp. 117 - 118 <a href="#">South America</a> , pg. 139
		Burst / 10	2D6 x 10 M.D.			

## Naut'Yll Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
DPSE Launcher	Varies by rocket type	Aimed Shot / 1 or 2	Varies by rocket type	2 manually loaded rockets	28 M.D.C.	<u>Underseas</u> , pg. 155
Energy Trident	1000ft (305m)	Aimed Shot / 1	5D6 M.D.	30 shot NY-clip	21 M.D.C.	<u>Underseas</u> , pg. 154
Harpoon Rifle	2000ft (610m)	Aimed Shot / 1	Varies by harpoon type	20 dart box 40 dart drum	26 M.D.C.	<u>Underseas</u> , pg. 154
Particle Wave Pistol	1000ft (305m)	Aimed Shot / 1	4D6 M.D.	20 shot NY pistol e-clip 30 shot long NY pistol e-clip	9 M.D.C.	<u>Underseas</u> , pg. 153
		Short Burst / 4	4D6 x 2 M.D.			
		Long Burst / 10	4D6 x 3 M.D.			
		Full Burst / 20	4D6 x 7 M.D.			
Particle Wave Rifle	2000ft (610m)	Aimed Shot / 1	5D6 M.D.	30 shot NY pistol e-clip 45 shot long NY pistol e-clip	18 M.D.C.	<u>Underseas</u> , pg. 154
		Short Burst / 6	5D6 x 2 M.D.			
		Long Burst / 15	5D6 x 3 M.D.			
		Full Burst / 30	5D6 x 7 M.D.			

## New Navy Energy Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
M-20 Assault Rifle	Bullets: 2000ft (610m)	Bullets:	Bullets:	Bullets: 64 round magazine	18 M.D.C.	<u>Underseas</u> , pg. 117
		Normal Round / 8	1 M.D.			
		AP Round / 8	3 M.D.			
	Grenade Launcher: 1200ft (366m)	Grenade Launcher:	Grenade Launcher:	Grenade Launcher: 4 manually loaded grenades		
		Fragmentation / 1	3D4 M.D.			
		Plasma / 1	4D6 M.D.			
M-80 "Stormbringer" Multi-Weapon Assault System	Ion: 2000ft (610m)	Ion:	Ion:	Ion: 12 shot e-clip* 24 shot long e-clip*	30 M.D.C.	<u>Underseas</u> , pg. 100
		Aimed Shot / 1	4D6 M.D.			
		Short Burst / 2	4D6 x 2 M.D.			
		Long Burst / 6	4D6 x 3 M.D.			
	Full Burst / 12	4D6 x 7 M.D.				
	Rocket Launcher: 4000ft (1220m)	Rocket Launcher:	Rocket Launcher:	Rocket Launcher: 5 round drum		
		Aimed Shot / 1	1D6 x 10 M.D.			
M-90 "Beach Stormer" Multi-Weapon Assault System	Ion: 4000ft (1220m)	Ion:	Ion:	Ion: Two clips total: 10 shots per each e-clip* 20 shots per each long e-clip*	80 M.D.C.	<u>Underseas</u> , pg. 102 <u>Underseas</u> , pg. 120
		Aimed Shot / 1	4D6 M.D.			
		Multi-Pulse / 3	1D6 x 10 + 10 M.D.			
	Rocket Launcher: 4000ft (1220m)	Rocket Launcher:	Rocket Launcher:	Rocket Launcher: 12 round drum		
		Aimed Shot / 1	Varies by rocket type			
Burst / 3	Varies by rocket type					

M-160 Energy Pulse Assault Rifle	2000ft (610m)	Aimed Shot / 1	3D6 M.D.	20 shot e-clip*	20 M.D.C.	<a href="#">Underseas, pg. 116</a>
		Multi-Pulse / 3	1D6 x 10 M.D.	40 shot long e-clip*		
M-2011 Energy Pistol	800ft (243.8m)	Aimed Shot / 1	3D6 M.D.	10 shot pistol e-clip ^ 20 shot long pistol e-clip ^	10 M.D.C.	<a href="#">Underseas, pg. 116</a>
		Short Burst / 2	3D6 x 2 M.D.			
		Long Burst / 5	3D6 x 3 M.D.			
		Full Burst / 10	3D6 x 7 M.D.			

\* weapon can use any standardized rifle e-clip (Naruni Earth-style, Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

^ weapon can use any standardized pistol e-clip (Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

## New Navy Heavy Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
M-20 Assault Rifle	Bullets: 2000ft (610m)	Bullets:	Bullets:	Bullets: 64 round magazine	18 M.D.C.	<a href="#">Underseas, pg. 117</a>
		Normal Round / 8	1 M.D.			
		AP Round / 8	3 M.D.			
	Grenade Launcher: 1200ft (366m)	Grenade Launcher:	Grenade Launcher:	Grenade Launcher: 4 manually loaded grenades		
		Fragmentation / 1	3D4 M.D.			
Plasma / 1	4D6 M.D.					
AP / 1	3D6 M.D.					
M-80 "Stormbringer" Multi-Weapon Assault System	Ion: 2000ft (610m)	Ion:	Ion:	Ion: 12 shot e-clip* 24 shot long e-clip*	30 M.D.C.	<a href="#">Underseas, pg. 100</a>
		Aimed Shot / 1	4D6 M.D.			
		Short Burst / 2	4D6 x 2 M.D.			
		Long Burst / 6	4D6 x 3 M.D.			
	Full Burst / 12	4D6 x 7 M.D.				
	Rocket Launcher: 4000ft (1220m)	Rocket Launcher:	Rocket Launcher:	Rocket Launcher: 5 round drum		
M-90 "Beach Stormer" Multi-Weapon Assault System	Ion: 4000ft (1220m)	Ion:	Ion:	Ion: Two clips total: 10 shots per each e-clip* 20 shots per each long e-clip*	80 M.D.C.	<a href="#">Underseas, pg. 102</a> <a href="#">Underseas, pg. 120</a>
		Aimed Shot / 1	4D6 M.D.			
		Multi-Pulse / 3	1D6 x 10 + 10 M.D.			
	Rocket Launcher: 4000ft (1220m)	Rocket Launcher:	Rocket Launcher:	Rocket Launcher: 12 round drum		
		Aimed Shot / 1	Varies by rocket type			
		Burst / 3	Varies by rocket type			
M-LAWS-3 Rapid Fire Rocket Launcher	4000ft (1220m)	Aimed Shot / 1	Varies by rocket type	6 round clip	28 M.D.C.	<a href="#">Underseas, pg. 116</a>
		Burst / 3	Varies by rocket type			

\* weapon can use any standardized rifle e-clip (Naruni Earth-style, Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

## Northern Gun Pistols

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
NG-33 Northern Gun Laser Pistol	800ft (243.8m)	Aimed Shot / 1	1D6 M.D.	20 shot pistol e-clip ^ 40 shot long pistol e-clip ^ 140 shot NG pistol power pack	12 M.D.C.	<a href="#">RIFTS</a> , pg. 225
		Short Burst / 4	1D6 x 2 M.D.			
		Long Burst / 10	1D6 x 3 M.D.			
		Full Burst / 20	1D6 x 7 M.D.			
NG-45LP Northern Gun "Long Pistol"	1200ft (366m)	Aimed Shot / 1	5D6 M.D.	8 shot pistol e-clip ^ 16 shot long pistol e-clip ^ 56 shot NG pistol power pack	14 M.D.C.	<a href="#">Juicer Uprising</a> , pg. 73
NG-56 Northern Gun Light Ion Pistol	400ft (121.9m)	Aimed Shot / 1	2D6 M.D.	6 shot pistol e-clip ^ 12 shot long pistol e-clip ^ 42 shot NG pistol power pack	10 M.D.C.	<a href="#">Mercenaries</a> , pg. 99
		Short Burst / 2	2D6 x 2 M.D.			
		Long Burst / 3	2D6 x 3 M.D.			
		Full Burst / 6	2D6 x 7 M.D.			
NG-57 Northern Gun Heavy Duty Ion Blaster	500ft (152m)	Aimed Shot / 1	2D4/3D6 M.D.	10 shot pistol e-clip ^ 20 shot long pistol e-clip ^ 70 shot NG pistol power pack	12 M.D.C.	<a href="#">RIFTS</a> , pg. 224
		Short Burst / 2	2D4/3D6 x 2 M.D.			
		Long Burst / 5	2D4/3D6 x 3 M.D.			
		Full Burst / 10	2D4/3D6 x 7 M.D.			
NG-H5 Northern Gun Holdout Ion Pistol	200ft (61m)	Aimed Shot / 1	1D4 + 1 M.D.	6 shot NG mini e-clip	4 M.D.C.	<a href="#">Juicer Uprising</a> , pg. 76
NG-Super Laser Pistol and Grenade Launcher	Laser: 800ft (243.8m)	Laser:	Laser:	Laser: 20 shot pistol e-clip ^ 40 shot long pistol e-clip ^ 140 shot NG power pack	16 M.D.C.	<a href="#">RIFTS</a> , pp. 224 - 225
		Aimed Shot / 1	2D4 M.D.			
		Short Burst / 4	2D4 x 2 M.D.			
		Long Burst / 10	2D4 x 3 M.D.			
	Grenade Launcher: 500ft (152m)	Grenade Launcher:	Grenade Launcher:	Grenade Launcher: 6 + 8 manually loaded grenades		
		Aimed Shot / 1	2D6 M.D.			
		Burst / 4	2D6 x 2 M.D.			

^ weapon can use any standardized pistol e-clip (Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

## Northern Gun Rifles

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
NG-IP7 Northern Gun Ion Pulse Rifle	1600ft (488m)	Aimed Shot / 1	3D6 M.D.	10 shot e-clip* 20 shot long e-clip* 70 shot NG power pack	20 M.D.C.	<a href="#">Juicer Uprising</a> , pg. 73
		Multi-Pulse / 3	1D4 x 10 M.D.			
NG-L5 Northern Gun Laser Rifle	1600ft (488m)	Aimed Shot / 1	3D6 M.D.	10 shot e-clip* 20 shot long e-clip* 70 shot NG power pack	24 M.D.C.	<a href="#">RIFTS</a> , pg. 225
		Short Burst / 2	3D6 x 2 M.D.			
		Long Burst / 5	3D6 x 3 M.D.			
		Full Burst / 10	3D6 x 7 M.D.			

NG-LG6 Northern Gun Laser Rifle and Grenade Launcher	Laser: 1600ft (488m)	Laser:	Laser:	Laser: 10 shot e-clip* 20 shot long e-clip* 70 shot NG power pack	28 M.D.C.	<a href="#">Mercenaries</a> , pg. 100
		Aimed Shot / 1	3D6 M.D.			
		Short Burst / 2	3D6 x 2 M.D.			
		Long Burst / 5	3D6 x 3 M.D.			
	Full Burst / 10	3D6 x 7 M.D.				
	Grenade Launcher: 1100ft (335m)	Grenade Launcher:	Grenade Launcher:	Grenade Launcher: 4 manually loaded grenades		
Aimed Shot / 1		4D6 M.D.				
Burst / 4		4D6 x 2 M.D.				
NG-LS7 Northern Gun Laser Rifle and Speargun	Speargun: 200ft (61m) underwater 350ft (106.6m) on land	Speargun:	Speargun:	Speargun: 3 manually loaded spears	25 M.D.C.	<a href="#">Free Quebec</a> , pp. 48 - 49
		Aimed Shot / 1	Varies by spear type			
	Laser: 1200ft (366m) underwater or on land	Laser:	Laser:	Laser: 10 shot e-clip* 20 shot long e-clip* 70 shot NG power pack		
		Aimed Shot / 1	3D6 M.D.			
		Short Burst / 2	3D6 x 2 M.D.			
		Long Burst / 5	3D6 x 3 M.D.			
		Full Burst / 10	3D6 x 7 M.D.			
NG-S11 Northern Gun "Sawed-Off" Shotgun	500ft (152m)	Single Shot / 1	3D6/3D6 M.D.	2 manually loaded rounds	14 M.D.C.	<a href="#">Juicer Uprising</a> , pp. 73 - 74
		Double Shot / 2	5D6/6D6 M.D.			
NG-SL20 Northern Gun Sniper Laser Rifle	Laser: 3000ft (914m)	Laser:	Laser:	10 shot e-clip* 20 shot long e-clip* 70 shot NG power pack Note: laser blasts count as two shots from the clip	26 M.D.C.	<a href="#">Rifter #4</a> , pg. 85
		Aimed Shot / 1	4D6 M.D.			
	Ion: 1000ft (305m)	Ion:	Ion:			
		Aimed Shot / 1	3D6 M.D.			
		Short Burst / 2	3D6 x 2 M.D.			
		Long Burst / 5	3D6 x 3 M.D.			
Full Burst / 10	3D6 x 7 M.D.					

\* weapon can use any standardized rifle e-clip (Naruni Earth-style, Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

## Northern Gun Heavy Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
NG-45LP Northern Gun "Long Pistol"	1200ft (366m)	Aimed Shot / 1	5D6 M.D.	8 shot pistol e-clip ^ 16 shot long pistol e-clip ^ 56 shot NG pistol power pack	14 M.D.C.	<a href="#">Juicer Uprising</a> , pg. 73
NG-50R Mini Rail Gun	1500ft (457m)	Aimed Shot / 1	4D6	10 round magazine 10 shot e-clip* 20 shot long e-clip* 70 shot NG power pack	28 M.D.C.	<a href="#">Rifter #4</a> , pg. 85
NG-101R Rail Gun	4000ft (1220m)	Aimed Shot / 1	1D4 M.D.	300 round belt	40 M.D.C.	<a href="#">RIFTS</a> , pg. 226
		Burst / 30	6D6 M.D.			
NG 202R Rail Gun	4000ft (1220m)	Aimed Shot / 1	1D4 M.D.	300 round belt	44 M.D.C.	<a href="#">RIFTS</a> , pg. 226
		Burst / 40	1D4 x 10 M.D.			

NG-E4 Northern Gun Plasma Ejector	1600ft (488m)	Aimed Shot / 1	6D6 M.D.	10 shot e-clip* 20 shot long e-clip* 70 shot NG power pack	28 M.D.C.	<u>Mercenaries</u> , pg. 99 <u>Sourcebook One</u> , pp. 56 - 57
NG-E12 Northern Gun Heavy Plasma Ejector	2000ft (610m)	Aimed Shot / 1	1D6 x 10 M.D.	6 shot e-clip* 12 shot long e-clip* 42 shot NG power pack	32 M.D.C.	<u>Mercenaries</u> , pg. 100
NG-E15 Northern Gun Pulse Plasma Ejector	2000ft (610m)	Aimed Shot / 1	1D4 x 10 M.D.	6 shot e-clip* 12 shot long e-clip* 42 shot NG power pack	36 M.D.C.	<u>Rifter #4</u> , pg. 86
		Multi-Pulse / 3	2D6 x 10 M.D.			
NG-GL10 Northern Gun Grenade Launcher	1000ft (305m)	Aimed Shot / 1	4D6/1D4 x 10 M.D.	24 round drum	24 M.D.C.	<u>Rifter #4</u> , pg. 86
NG-LG6 Northern Gun Laser Rifle and Grenade Launcher	Laser: 1600ft (488m)	Laser:	Laser:	Laser: 10 shot e-clip* 20 shot long e-clip* 70 shot NG power pack	28 M.D.C.	<u>Mercenaries</u> , pg. 100
		Aimed Shot / 1	3D6 M.D.			
		Short Burst / 2	3D6 x 2 M.D.			
		Long Burst / 5	3D6 x 3 M.D.			
	Grenade Launcher: 1100ft (335m)	Grenade Launcher:	Grenade Launcher:	Grenade Launcher: 4 manually loaded grenades		
		Aimed Shot / 1	4D6 M.D.			
Burst / 4	4D6 x 2 M.D.					
NG-P7 Northern Gun Particle Beam Rifle	1200ft (366m)	Aimed Shot / 1	1D4 x 10 M.D.	8 shot e-clip* 16 shot long e-clip* 56 shot NG power pack	29 M.D.C.	<u>RIFTS</u> , pg. 225
NG-Super Laser Pistol and Grenade Launcher	Laser: 800ft (243.8m)	Laser:	Laser:	Laser: 20 shot e-clip* 40 shot long e-clip* 140 shot NG power pack	16 M.D.C.	<u>RIFTS</u> , pp. 224 - 225
		Aimed Shot / 1	2D4 M.D.			
		Short Burst / 4	2D4 x 2 M.D.			
		Long Burst / 10	2D4 x 3 M.D.			
	Grenade Launcher: 500ft (152m)	Grenade Launcher:	Grenade Launcher:	Grenade Launcher: 6 + 8 manually loaded grenades		
		Aimed Shot / 1	2D6 M.D.			
Burst / 4	2D6 x 2 M.D.					

\* weapon can use any standardized rifle e-clip (Naruni Earth-style, Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

^ weapon can use any standardized pistol e-clip (Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

## Republic of Colombia Energy Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
RC-10 Laser Pistol	1000ft (305m)	Aimed Shot / 1	1D6 M.D.	20 shot pistol e-clip ^ 40 shot long pistol e-clip ^	8 M.D.C.	<u>South America</u> , pg. 22
		Short Burst / 4	1D6 x 2 M.D.			
		Long Burst / 10	1D6 x 3 M.D.			
		Full Burst / 20	1D6 x 7 M.D.			
RC-15 Laser Rifle	1000ft (305m)	Aimed Shot / 1	3D6+6 M.D.	10 shot e-clip* 20 shot long e-clip*	28 M.D.C.	<u>South America</u> , pg. 23
		Short Burst / 2	3D6+6 x 2 M.D.			
		Long Burst / 5	3D6+6 x 3 M.D.			
		Full Burst / 10	3D6+6 x 7 M.D.			



RD-1 "Dragon" Plasma Projector	1200ft (366m)	Aimed Shot / 1	5D6 M.D.	40 shot integral energy cell	20 M.D.C.	<u>South America, pg. 23</u>
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\* weapon can use any standardized rifle e-clip (Naruni Earth-style, Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

## Republic of Colombia Heavy Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
RA-C15 Rocket Auto-Cannon	2600ft (792m)	Aimed Shot / 1	4D6 M.D.	48 round magazine 400 round belt	50 M.D.C.	<u>South America, pg. 24</u>
		Short Burst / 8	1D6 x 10 M.D.			
		Long Burst / 20	2D6 x 10 M.D.			
RAR-C15 Rocket Auto-Cannon Rifle	2000ft (610m)	Aimed Shot / 1	3D6+5 M.D.	48 round magazine 200 round belt	70 M.D.C.	<u>South America, pg. 24</u>
		Short Burst / 8	1D4 x 10 M.D.			
		Long Burst / 20	2D4 x 10 M.D.			
RP-C20 Rocket Pistol	1000ft (305m)	Aimed Shot / 1	3D6 M.D.	10 round magazine	12 M.D.C.	<u>South America, pg. 23</u>
		Short Burst / 2	3D6 x 2 M.D.			
		Long Burst / 5	3D6 x 3 M.D.			
		Full Burst / 10	3D6 x 7 M.D.			
RR-C40 Rocket Rifle	1000ft (305m)	Aimed Shot / 1	3D6 M.D.	60 round magazine 100 round magazine	24 M.D.C.	<u>South America, pg. 24</u>
		Short Burst / 2	3D6 x 2 M.D.			
		Long Burst / 5	3D6 x 3 M.D.			
		Full Burst / 10	3D6 x 7 M.D.			

## Triax Industries Pistols

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
TX-5 Pump Pistol	800ft (243.8m)	Aimed Shot / 1	4D6 M.D.	5 manually loaded rounds	11 M.D.C.	<u>Sourcebook One, pg. 58</u> <u>Triax &amp; The NGR, pg. 143</u>
TX-20 "Short" Laser Pistol	800ft (243.8m)	Aimed Shot / 1	2D6 M.D.	20 shot short Triax pistol e-clip	7 M.D.C.	<u>Triax &amp; The NGR, pg. 143</u>
		Short Burst / 4	2D6 x 2 M.D.			
		Long Burst / 10	2D6 x 3 M.D.			
		Full Burst / 20	2D6 x 7 M.D.			
TX-22 Precision Laser Pistol	1000ft (305m)	Aimed Shot / 1	2D4 M.D.	20 shot short Triax pistol e-clip 50 shot Triax pistol FSE-clip	8 M.D.C.	<u>Triax &amp; The NGR, pg. 143</u>
		Short Burst / 4	2D4 x 2 M.D.			
		Long Burst / 10	2D4 x 3 M.D.			
		Full Burst / 20	2D4 x 7 M.D.			
TX-24 Ion Pulse Pistol	500ft (152.4m)	Aimed Shot / 1	2D4 M.D.	12 shot short Triax pistol e-clip 30 shot Triax pistol FSE-clip	10 M.D.C.	<u>Triax &amp; The NGR, pg. 144</u>
		Multi-Pulse / 3	4D6 M.D.			
WR-10 Wilderness Ion Pistol	600ft (182.9m)	Aimed Shot / 1	2D4 M.D.	20 shot short Triax pistol e-clip	7 M.D.C.	<u>Triax &amp; The NGR, pg. 144</u>
		Short Burst / 4	2D4 x 2 M.D.			
		Long Burst / 10	2D4 x 3 M.D.			
		Full Burst / 20	2D4 x 7 M.D.			

# Triax Industries Rifles

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
TX-11 Sniper Laser Rifle	1600ft (488m)	Aimed Shot / 1	3D6 M.D.	20 shot short Triax e-clip 50 shot Triax FSE-clip	15 M.D.C.	<u>Sourcebook One</u> , pp. 57 - 58 <u>Triax &amp; The NGR</u> , pg. 144
TX-12 Sharpshooter Laser Rifle	3500ft (1067m)	Aimed Shot / 1	4D6 M.D.	12 shot short Triax e-clip 30 shot Triax FSE-clip	16 M.D.C.	<u>Rifter #4</u> , pg. 85
TX-16 Pump Rifle	1600ft (488m)	Aimed Shot / 1	4D6 M.D.	16 manually loaded rounds	22 M.D.C.	<u>Sourcebook One</u> , pg. 58 <u>Triax &amp; The NGR</u> , pg. 144
TX-30 Ion Pulse Rifle	1600ft (488m)	Aimed Shot / 1	2D6 M.D.	20 shot short Triax e-clip 50 shot Triax FSE-clip	18 M.D.C.	<u>Sourcebook One</u> , pg. 57 <u>Triax &amp; The NGR</u> , pg. 145
		Multi-Pulse / 3	6D6 M.D.			
TX-42 Laser Pulse Rifle	2000ft (610m)	Aimed Shot / 1	2D6 M.D.	16 shot short Triax e-clip 40 shot Triax FSE-clip	20 M.D.C.	<u>Triax &amp; The NGR</u> , pg. 145
		Multi-Pulse / 3	1D4 x 10 M.D.			
TX-43 Light Assault Laser Rifle	2000ft (610m)	Aimed Shot / 1	2D6/4D6 M.D.	12 shot short Triax e-clip 30 shot Triax FSE-clip	18 M.D.C.	<u>Triax &amp; The NGR</u> , pg. 146
		Short Burst / 3	2D6/4D6 x 2 M.D.			
		Long Burst / 6	2D6/4D6 x 3 M.D.			
		Full Burst / 12	2D6/4D6 x 7 M.D.			
TXD-01 Deep-Sea Sonic Beam Rifle	300ft (91.4m) underwater 80ft (24.4m) on land	Aimed Shot / 1	5D6/2D6 M.D.	16 shot short Triax e-clip 40 shot Triax FSE-clip	100 M.D.C.	<u>Underseas</u> , pg. 191
		Short Burst / 4	5D6/2D6 x 2 M.D.			
		Long Burst / 8	5D6/2D6 x 3 M.D.			
		Full Burst / 16	5D6/2D6 x 7 M.D.			
TXD-02 Deep-Sea Laser/Harpoon Rifle	Harpoon: 300ft (91.4m) underwater or on land	Harpoon:	Harpoon:	Harpoon: 1 manually loaded harpoon	100 M.D.C.	<u>Underseas</u> , pg. 191
		Aimed Shot / 1	1D6/5D6 M.D.			
	Laser: 1200ft (366m) underwater 2000ft (610m) on land	Laser:	Laser:	Laser: 16 shot short Triax e-clip 40 shot Triax FSE-clip		
		Aimed Shot / 1	3D6 M.D.			
		Short Burst / 4	3D6 x 2 M.D.			
Full Burst / 8	3D6 x 3 M.D.					
	Full Burst / 16	3D6 x 7 M.D.				
TXD-03 Deep-Sea Assault Laser Pulse Rifle	Bayonet: 200ft (61m) underwater or on land	Bayonet:	Bayonet:	Bayonet: 1 vibro-bayonet	150 M.D.C.	<u>Underseas</u> , pp. 191 - 193
		Aimed Shot / 1	2D6/3D6 M.D.			
	Laser: 2000ft (610m) underwater 3000ft (914m) on land	Laser:	Laser:	Laser: 20 shot short Triax e-clip 50 shot Triax FSE-clip		
		Aimed Shot / 1	2D6 M.D.			
		Multi-Pulse / 3	1D4 x 10 M.D.			
WR-15 Wilderness Laser Rifle	1600ft (488m)	Aimed Shot / 1	3D6 M.D.	40 shot Triax e-drum	20 M.D.C.	<u>Triax &amp; The NGR</u> , pg. 148
		Short Burst / 8	3D6 x 2 M.D.			
		Long Burst / 20	3D6 x 3 M.D.			
		Full Burst / 40	3D6 x 7 M.D.			

WR-17 Wilderness "Double" Rifle	Ion: 1600ft (488m)	Ion:	Ion:	20 shot short Triax e-clip	21 M.D.C.	<u>Triax &amp; The NGR</u> , pg. 148
		Aimed Shot / 1	3D6/4D6 M.D.			
		Short Burst / 4	3D6/4D6 x 2 M.D.			
		Long Burst / 10	3D6/4D6 x 3 M.D.			
		Full Burst / 20	3D6/4D6 x 7 M.D.			
	Laser: 1200ft (366m)	Laser:	Laser:			
		Aimed Shot / 1	2D6 M.D.			
		Short Burst / 4	2D6 x 2 M.D.			
		Long Burst / 10	2D6 x 3 M.D.			
		Full Burst / 20	2D6 x 7 M.D.			

## Triax Industries Heavy Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
TX-26 Particle Beam Pistol	400ft (121.9m)	Aimed Shot / 1	5D6 M.D.	6 shot short Triax pistol e-clip 15 shot Triax pistol FSE-clip	16 M.D.C.	<u>Triax &amp; The NGR</u> , pg. 144
TX-45 Particle Beam Rifle	1200ft (366m)	Aimed Shot / 1	5D6+6 M.D.	8 shot short Triax e-clip 20 shot Triax FSE-clip	34 M.D.C.	<u>Triax &amp; The NGR</u> , pg. 146
TX-50 Rail Gun	4000ft (1220m)	Aimed Shot / 1	1D4 M.D.	200 round short clip 600 round light drum 2000 round full drum	30 M.D.C.	<u>Triax &amp; The NGR</u> , pp. 146 - 147
		Burst / 20	4D6 M.D.			
TX-75 Grenade Launcher	1200ft (366m)	Aimed Shot / 1	4D6/1D4 x 10 M.D.	30 round drum	20 M.D.C.	<u>Rifter #4</u> , pg. 86
TX-250 Rail Gun	6000ft (1830m)	Aimed Shot / 1	1D4 M.D.	300 round short clip 3000 round drum	100 M.D.C.	<u>Triax &amp; The NGR</u> , pg. 146
		Short Burst / 15	3D6 M.D.			
		Long Burst / 30	6D6 M.D.			
TX-500 Rail Gun	4000ft (1220m)	Aimed Shot / 1	1D4 M.D.	90 round mini-clip 360 round belt 1170 round drum	75 M.D.C.	<u>Sourcebook One</u> , pg. 57 <u>Triax &amp; The NGR</u> , pp. 147 - 148
		Short Burst / 15	3D6 M.D.			
		Long Burst / 30	6D6 M.D.			
TX-M1 Mini-Missile Launcher	Varies by missile type	Aimed Shot / 1	Varies by missile type	1 mini-missile	25 M.D.C.	<u>Triax &amp; The NGR</u> , pg. 148
TX-M4 Mini-Missile Launch Pack	Varies by missile type	Aimed Shot / 1 or 2	Varies by missile type	4 mini-missiles	35 M.D.C.	<u>Triax &amp; The NGR</u> , pg. 148
		Burst / 4				
WR-19 Wilderness Plasma Ejector	1600ft (488m)	Aimed Shot / 1	5D6 M.D.	8 shot short Triax e-clip	32 M.D.C.	<u>Triax &amp; The NGR</u> , pg. 148

## Triax Industries Giant Sized Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
TX-41 Laser Pulse Rifle	4000ft (1220m)	Aimed Shot / 1	3D6 M.D.	80 shot Triax GFSE-clip	50 M.D.C.	<u>Triax &amp; The NGR,</u> pg. 145
		Multi-Pulse / 3	1D6 x 10 M.D.			
WR-12 Wilderness Ion Pistol	900ft (274.3m)	Aimed Shot / 1	2D6 M.D.	40 shot short Triax pistol Ge-clip	15 M.D.C.	<u>Triax &amp; The NGR,</u> pg. 212
		Short Burst / 8	2D6 x 2 M.D.			
		Long Burst / 20	2D6 x 3 M.D.			
		Full Burst / 40	2D6 x 7 M.D.			
WR-20 Wilderness Plasma Ejector	2400ft (732m)	Aimed Shot / 1	6D6 M.D.	16 shot short Triax Ge-clip	62 M.D.C.	<u>Triax &amp; The NGR,</u> pg. 148
WR-100 Wilderness Laser Rifle	3000ft (914m)	Aimed Shot / 1	4D6 M.D.	40 shot short Triax e-clip	40 M.D.C.	<u>Triax &amp; The NGR,</u> pg. 213
		Short Burst / 8	4D6 x 2 M.D.			
		Long Burst / 20	4D6 x 3 M.D.			
		Full Burst / 40	4D6 x 7 M.D.			
WR-200 Rail Gun	6000ft (1830m)	Short Burst / 15	3D6 M.D.	300 round short clip 3000 round drum	80 M.D.C.	<u>Triax &amp; The NGR,</u> pg. 213
		Long Burst / 30	1D4 x 10 M.D.			

## Tritonia Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
BG-15 Blue-Green Laser Pistol	1000ft (305m)	Aimed Shot / 1	2D4 M.D.	15 shot pistol e-clip ^ 30 shot long pistol e-clip ^	10 M.D.C.	<u>Underseas,</u> pg. 100
		Short Burst / 3	2D4 x 2 M.D.			
		Long Burst / 7	2D4 x 3 M.D.			
		Full Burst / 15	2D4 x 7 M.D.			
BG-20 Blue Green Laser Rifle	2000ft (610m)	Aimed Shot / 1	3D6 M.D.	20 shot e-clip* 40 shot long e-clip*	20 M.D.C.	<u>Underseas,</u> pg. 100
		Short Burst / 2	3D6 x 2 M.D.			
		Long Burst / 5	3D6 x 3 M.D.			
		Full Burst / 10	3D6 x 7 M.D.			

\* weapon can use any standardized rifle e-clip (Naruni Earth-style, Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

^ weapon can use any standardized pistol e-clip (Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

## Wellington Industries Energy Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
WI-15 Laser Pistol	800ft (243.8m)	Aimed Shot / 1	1D6 M.D.	10 shot pistol e-clip ^ 20 shot long e-clip^	12 M.D.C.	<u>Mercenaries</u> , pg. 102 <u>(RIFTS</u> , pg. 225)
		Short Burst / 4	1D6 x 2 M.D.			
		Long Burst / 10	1D6 x 3 M.D.			
		Full Burst / 20	1D6 x 7 M.D.			
WI-20 Laser Rifle	1600ft (488m)	Aimed Shot / 1	3D6 M.D.	10 shot e-clip* 20 shot long e-clip*	24 M.D.C.	<u>Mercenaries</u> , pg. 102 <u>(RIFTS</u> , pg. 225)
		Short Burst / 2	3D6 x 2 M.D.			
		Long Burst / 5	3D6 x 3 M.D.			
		Full Burst / 10	3D6 x 7 M.D.			
WI-LP3 Pepperbox Laser	100ft (30.5m)	Aimed Shot / 1	1D4 M.D.	Four batteries total, 1 shot per battery	2 M.D.C.	<u>Juicer Uprising</u> , pg. 72
		Double Shot / 2	2D4 M.D.			
		Triple Shot / 3	3D4 M.D.			
		Quadruple Shot / 4	4D4 M.D.			

\* weapon can use any standardized rifle e-clip (Naruni Earth-style, Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

^ weapon can use any standardized pistol e-clip (Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

## Wellington Industries Heavy Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
WI-23 Missile Launcher	Varies by missile type	Aimed Shot / 1	Varies by missile type	6 mini-missiles	40 M.D.C.	<u>Mercenaries</u> , pg. 104
WI-40M Super-Heavy Missile Launcher	Varies by missile type	Aimed Shot / 1	Varies by missile type	1 medium-range missile	100 S.D.C.	<u>Mercenaries</u> , pp. 105 - 106
WI-FT1 Plasma Flamethrower	500ft (152.4m)	Aimed Shot / 1	3D6 M.D.	10 shot e-clip* 20 shot long e-clip* 100 shot plasma tank	30 M.D.C.	<u>Juicer Uprising</u> , pg. 72
		Burst / 3	1D4 x 10 + 10 M.D.			
		Spray / 1	2D6 M.D.			
WI-GL4 Revolving Grenade Launcher	1000ft (305m)	Aimed Shot / 1	4D6/1D4 x 10 M.D.	24 rounds	20 M.D.C.	<u>Mercenaries</u> , pg. 104
WI-GL20 Automatic Grenade Launcher	3000ft (914m)	Aimed Shot / 1	4D6/1D4 x 10 M.D.	40 round magazine 200 round belt	45 M.D.C.	<u>Mercenaries</u> , pg. 105
		Burst / 10	2D6 x 10/3D6 x 10 M.D.			
WI-NFT1 Napalm-P Flamethrower	500ft (152.4m)	Aimed Shot / 1	3D6 M.D.	100 shot Napalm-P tank	35 M.D.C.	<u>Juicer Uprising</u> , pg. 73
		Burst / 3	1D4 x 10 + 10 M.D.			
		Spray / 1	2D6 M.D.			

\* weapon can use any standardized rifle e-clip (Naruni Earth-style, Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

## Wilk's Pistols

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
Wilk's 220 "Pocket Pistol"	400ft (121.9m)	Aimed Shot / 1	1D6 M.D.	3 shot integral energy cell	2 M.D.C.	<u>New West</u> , pp. 203 - 204
Wilk's 227 Pulse Pistol	900ft (274.3m)	Aimed Shot / 1	2D6 M.D.	12 shot pistol e-clip ^	6 M.D.C.	<u>New West</u> , pg. 204
		Multi-Pulse / 2	4D6 M.D.	24 shot long pistol e-clip ^		
Wilk's 237 "Backup"	500ft (152.4m)	Aimed Shot / 1	3D6 M.D.	8 shot pistol e-clip ^	7 M.D.C.	<u>New West</u> , pg. 205
		Multi-Pulse / 2	6D6 M.D.	16 shot long pistol e-clip ^		
Wilk's 247 "Hero" Dual Pistol	Medium Laser: 1000ft (305m)	Medium Laser:	Medium Laser:	Medium Laser: 12 shot pistol e-clip ^ 24 shot long pistol e-clip ^	9 M.D.C.	<u>New West</u> , pg. 205
		Aimed Shot / 1	2D6 M.D.			
		Short Burst / 4	2D6 x 2 M.D.			
		Long Burst / 10	2D6 x 3 M.D.			
	Heavy Laser: 500ft (152.4m)	Heavy Laser:	Heavy Laser:	Heavy Laser: 8 shot pistol e-clip ^ 16 shot long pistol e-clip ^		
		Aimed Shot / 1	3D6 M.D.			
		Short Burst / 4	3D6 x 2 M.D.			
		Long Burst / 10	3D6 x 3 M.D.			
		Full Burst / 20	2D6 x 7 M.D.			
		Full Burst / 20	3D6 x 7 M.D.			
		Full Burst / 20	3D6 x 7 M.D.			
		Full Burst / 20	3D6 x 7 M.D.			
Wilk's 320 Laser Pistol	1000ft (305m)	Aimed Shot / 1	1D6 M.D.	20 shot pistol e-clip ^ 40 shot long pistol e-clip ^	6 M.D.C.	<u>New West</u> , pg. 204 <u>RIFTS</u> , pg. 223
		Short Burst / 4	1D6 x 2 M.D.			
		Long Burst / 10	1D6 x 3 M.D.			
		Full Burst / 20	1D6 x 7 M.D.			
Wilk's 330 Sniper Laser Pistol	1000ft (305m)	Aimed Shot / 1	2D6 M.D.	12 shot pistol e-clip ^ 24 shot long pistol e-clip ^	6 M.D.C.	<u>New West</u> , pg. 204
		Short Burst / 3	2D6 x 2 M.D.			
		Long Burst / 6	2D6 x 3 M.D.			
		Full Burst / 12	2D6 x 7 M.D.			

^ weapon can use any standardized pistol e-clip (Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

## Wilk's Heavy Energy Weapons

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
Wilk's 547 "Double Dealer"	Laser: 2000ft (610m)	Laser:	Laser:	Laser: Two clips total: 20 shots per each e-clip* 40 shots per each long e-clip*	15 M.D.C.	<u>New West</u> , pg. 206
		Aimed Shot / 1	3D6 M.D.			
		Short Burst / 4	3D6 x 2 M.D.			
		Long Burst / 10	3D6 x 3 M.D.			
	Grenade Launcher: 500ft (152.4m)	Grenade Launcher:	Grenade Launcher:	Grenade Launcher: 8 manually loaded grenades		
		Aimed Shot / 1	3D6 M.D.			
		Burst / 4	3D6 x 2 M.D.			
		Burst / 4	3D6 x 2 M.D.			

\* weapon can use any standardized rifle e-clip (Naruni Earth-style, Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

## Wilk's Rifles

<u>Weapon Name</u>	<u>Effective Range</u>	<u>Rate of Fire / Shots Used</u>	<u>Damage</u>	<u>Total Payload</u>	<u>Weapon M.D.C.</u>	<u>Location</u>
Wilk's 447 "Classic" Laser Rifle	2000ft (610m)	Aimed Shot / 1	3D6 M.D.	20 shot e-clip*	10 M.D.C.	<u>New West</u> , pg. 205 <u>RIFTS</u> , pg. 223
		Short Burst / 4	3D6 x 2 M.D.			
		Long Burst / 10	3D6 x 3 M.D.			
		Full Burst / 20	3D6 x 7 M.D.			
Wilk's 457 Laser Pulse Rifle	2000ft (610m)	Aimed Shot / 1	3D6+2 M.D.	15 shot e-clip* 30 shot long e-clip*	11 M.D.C.	<u>New West</u> , pg. 206 <u>Sourcebook One</u> , pg. 56
		Multi-Pulse / 3	1D6 x 10 M.D.			
Wilk's 547 "Double Dealer"	Laser: 2000ft (610m)	Laser:	Laser:	Laser: Two clips total: 20 shots per each e-clip* 40 shots per each long e-clip*	15 M.D.C.	<u>New West</u> , pg. 206
		Aimed Shot / 1	3D6 M.D.			
		Short Burst / 4	3D6 x 2 M.D.			
		Long Burst / 10	3D6 x 3 M.D.			
	Full Burst / 20	3D6 x 7 M.D.				
	Grenade Launcher: 500ft (152.4m)	Grenade Launcher:	Grenade Launcher:	Grenade Launcher: 8 manually loaded grenades		
Aimed Shot / 1		3D6 M.D.				
Wilk's 557 VFALR "Chameleon"	2000ft (610m)	Aimed Shot / 1	2D6 M.D.	15 shot e-clip* 30 shot long e-clip*	11 M.D.C.	<u>New West</u> , pp. 206 - 207
		Multi-Pulse / 3	6D6 M.D.			
Wilk's 567 "Long Gun"	2200ft (671m)	Aimed Shot / 1	1D6 M.D.	Two clip total: 20 shot e-clip* plus: (1) 20 shot e-clip*, or (2) 40 shot long e-clip*	12 M.D.C.	<u>New West</u> , pg. 207
		Double-Pulse / 2	2D6 M.D.			
		Triple-Pulse / 3	3D6 M.D.			
		Quadruple-Pulse / 4	4D6 M.D.			
		Maxi-Pulse / 5	5D6 M.D.			

\* weapon can use any standardized rifle e-clip (Naruni Earth-style, Northern Gun, Republic of Columbia, Wellington Industries, Wilk's)

## K-3 Light Assault Laser Rifle

A perfect Kittani hunting weapon, this long-range, all-purpose laser rifle sports three damage settings and is very sturdy and reliable.

Weight: 5lbs (2.26kg)

Mega-Damage: Three settings: 6D6 S.D.C., 3D6 M.D., or 5D6 M.D. per shot.

Rate of Fire: Aimed, Burst, and Wild; see Modern Weapon Proficiencies.

Maximum Effective Range: 3000ft (910m)

Payload: E-Clip: 20 shots or Long E-Clip: 30 shots.

Mega-Damage Capacity: 21 M.D.C.

Bonus to Strike: +1 to strike on an aimed shot.

Black Market Cost: 52,000 credits.

## K-5 Heavy Assault Laser Rifle

Like its lighter cousin, the K-3, this Kittani weapon is a long-range, all-purpose laser rifle with three damage settings. Additionally, this weapon is very rugged and dependable.

Weight: 7lbs (3.16kg)

Mega-Damage: Three settings: 2D6 M.D., 4D6 M.D., or 6D6 M.D. per shot.

Rate of Fire: Aimed, Burst, and Wild; see Modern Weapon Proficiencies.

Maximum Effective Range: 3000ft (910m)

Payload: E-Clip: 20 shots or Long E-Clip: 30 shots.

Mega-Damage Capacity: 22 M.D.C.

Bonus to Strike: +1 to strike on an aimed shot.

Black Market Cost: 67,000 credits.

## K-14 Particle Beam Pistol

While relatively small, this heavy-duty pistol packs quite a bit of stopping power. The amount of energy used by each particle beam charge limits the payload more than any other Kittani weapon.

Weight: 5lbs (2.26kg)

Mega-Damage: 6D6 M.D. per shot.

Rate of Fire: Aimed, Burst, and Wild; see Modern Weapon Proficiencies.

Maximum Effective Range: 500ft (152m)

Payload: 8 shots

Mega-Damage Capacity: 10 M.D.C.

Black Market Cost: 50,000 credits.

## K-16 Particle Beam Rifle

This heavy-duty rifle packs quite a bit of stopping power. The amount of energy used by each particle beam charge limits the payload more than for any other Kittani weapon.

Weight: 7lbs (3.16kg)

Mega-Damage: 6D6+6 M.D. per shot.

Rate of Fire: Aimed, Burst, and Wild; see Modern Weapon Proficiencies.

Maximum Effective Range: 1600ft (487m)

Payload: E-Clip: 10 shots or Long E-Clip: 20 shots

Mega-Damage Capacity: 26 M.D.C.

Bonus to Strike: +1 to strike on an aimed shot.

Black Market Cost: 70,000 credits.

## K-23 Light Assault Ion Rifle

This is a light, but very dependable Kittani ion rifle.

Weight: 7lbs (3.16kg)

Mega-Damage: 4D6 M.D.

Rate of Fire: Aimed, Burst, and Wild; see Modern Weapon Proficiencies.

Maximum Effective Range: 2400ft (7.32m)



Payload: E-Clip: 10 shots or Long E-Clip: 20 shots.

Mega-Damage Capacity: 23 M.D.C.

Bonus to Strike: +1 to strike on an aimed shot.

Black Market Cost: 50,000 credits.

## **K-26 Heavy Assault Ion Rifle**

A heavy-duty Kittani rifle with good stopping power, the K-26 is a rugged and dependable that can survive a great deal of abuse in the field.

Weight: 9lbs (4.08kg)

Mega-Damage: 5D6 M.D.

Rate of Fire: Aimed, Burst, and Wild; see Modern Weapon Proficiencies.

Maximum Effective Range: 2200ft (671m)

Payload: E-Clip: 10 shots or Long E-Clip: 20 shots

Mega-Damage Capacity: 22 M.D.C.

Bonus to Strike: +1 to strike on an aimed shot.

Black Market Cost: 60,000 credits.

## **K-63 Particle Wave Pistol**

This heavy pistol fires a spiraling wave of charged particles, inflicting a great deal of burn and energy damage to any solid target they hit.

Weight: 3lbs (1.36kg)

Mega-Damage: 4D6 M.D.

Rate of Fire: Aimed, Burst, and Wild; see Modern Weapon Proficiencies.

Maximum Effective Range: 1200ft (366m)

Payload: 20 shots

Mega-Damage Capacity: 10 M.D.C.

Black Market Cost: 40,000 credits.

## **K-65 Particle Wave Carbine**

This uzi or sub-machinegun like weapon fires spiraling waves of charged particles that inflict a great deal of burn and energy damage to any target they hit.

Weight: 5lbs (2.26kg)

Mega-Damage: 5D6 M.D.

Rate of Fire: Aimed, Burst, and Wild; see Modern Weapon Proficiencies.

Maximum Effective Range: 1700ft (518m)

Payload: E-Clip: 20 shots or Long E-Clip: 30 shots.

Mega-Damage Capacity: 16 M.D.C.

Black Market Cost: 50,000 credits.

## **K-67 Particle Wave Rifle**

Firing a spiraling wave of charged particles, this heavy Kittani rifle inflicts a great deal of burn and energy damage to any target it hit.

Weight: 7lbs (3.16kg)

Mega-Damage: 6D6 M.D.

Rate of Fire: Aimed, Burst, and Wild; see Modern Weapon Proficiencies.

Maximum Effective Range: 2200ft (671m)

Payload: E-Clip: 20 shots or Long E-Clip: 30 shots.

Mega-Damage Capacity: 22 M.D.C.

Black Market Cost: 60,000 credits.

## **K-74 Energy Pulse Pistol**

This heavy pistol fires a brief but intense burst of charged particles. To an observer, the weapon seems to spit small balls of white flame that explode on contact. The K-74 has good range and stopping power.

Weight: 3lbs (1.36kg)

Mega-Damage: 3D6 M.D. for a single shot, or 1D4 x 10 for a 4-shot burst

Rate of Fire: Single shot and 4-shot burst only; see Modern Weapon Proficiencies.

Maximum Effective Range: 1400ft (427m)

Payload: 12 shots

Mega-Damage Capacity: 10 M.D.C.

Black Market Cost: 25,000 credits.

## **K-76 Energy Pulse Rifle**

This heavy rifle fires a brief but intense burst of charged particles that look small balls of white flame that explode on contact with a target. While it looks like a carbine or sub-machinegun, the K-76 can fire devastating automatic bursts.

Weight: 9lbs (4.08kg)

Mega-Damage: 4D6 M.D. for a single shot, or 1D6 x 10 for a 4-shot burst

Rate of Fire: Single shot and 4-shot burst only; see Modern Weapon Proficiencies.

Maximum Effective Range: 2000ft (610m)

Payload: 40 shots

Mega-Damage Capacity: 22 M.D.C.

Black Market Cost: 55,000 credits.

## **Naruni NE-2100R Missile Assault Cannon**

This weapon closely resembles its cousin, the NE-800R, except that it is more than twice the size and has eight barrels. Designed for use by supernaturally strong races, cyborgs, robots, and troops in power armour, this heavy weapon wields incredible destructive capability and is too big and heavy to be used as a shoulder weapon by normal humans. The cannon has a super-magazine with 48 "dumb" micro-missiles. The main drawback of the weapon is its high cost, especially for its ammunition.

Weight: 52lbs (23.6kg)

Mega-Damage: 6D6 M.D. to a 3ft (.9m) area.

Rate of Fire: One at a time or volleys of two, three, four, six, or eight micro-missiles. Each volley counts as one melee attack.

Maximum Effective Range: One mile (1.6km) for "dumb" missiles.

Payload: 48 missiles in a super-magazine. Changing magazines takes an entire melee.

Mega-Damage Capacity: 65 M.D.C.

Black Market Cost: 190,000 credits for the system, micro-missiles sold separately.

## NG-I3 Northern Gun Light Ion Rifle

A light, yet dependable ion rifle produced by Northern Gun.

Weight: 15lbs (6.0kg)

Mega-Damage: 3D6 M.D.

Rate of Fire: Aimed, Burst, and Wild; see Modern Weapon Proficiencies.

Maximum Effective Range: 1500ft (457m)

Payload: E-Clip: 10 shots, Long E-Clip: 20 shots, or Power Pack (12lbs/5.44kg, regenerates 4 blasts per hour, costs 70,000 credits): 70 shots

Mega-Damage Capacity: 22 M.D.C.

Black Market Cost: 14,000 credits.

## NG-I6 Northern Gun Heavy Ion Rifle

A heavy-duty ion rifle with good stopping power. Like most Northern Gun weapons, the NG-I6 is rugged and can survive massive amounts of abuse in the field and still work.

Weight: 17lbs (7.71kg)

Mega-Damage: 4D6 M.D.

Rate of Fire: Aimed, Burst, and Wild; see Modern Weapon Proficiencies.

Maximum Effective Range: 1300ft (396m)

Payload: E-Clip: 10 shots, Long E-Clip: 20 shots, or Power Pack (12lbs/5.44kg, regenerates 4 blasts per hour, costs 70,000 credits): 70 shots

Mega-Damage Capacity: 24 M.D.C.

Black Market Cost: 17,000 credits.

## NG-P4 Northern Gun Particle Beam Pistol

This bulky pistol has a short range but packs quite a wallop.

Weight: 8lbs (3.62kg)

Mega-Damage: 4D6 M.D.

Rate of Fire: Aimed, Burst, and Wild; see Modern Weapon Proficiencies.

Maximum Effective Range: 300ft (91.4m)

Payload: E-Clip: 6 shots, Long E-Clip: 9 shots, or Power Pack (5lbs/2.27kg, regenerates 4 blasts per hour, costs 60,000 credits): 42 shots

Mega-Damage Capacity: 14 M.D.C.

Black Market Cost: 12,000 credits.

## NG-P8 Northern Gun Particle Beam Rifle

Like its larger cousin, the NG-P8 is another heavy-duty weapon from Northern Gun. Though it is not as powerful as the NG-P7, this weapon has an increased range, and is not as bulky and awkward.

Weight: 18lbs (8.18kg)

Mega-Damage: 6D6 M.D.

Rate of Fire: Aimed, Burst, and Wild; see Modern Weapon Proficiencies.

Maximum Effective Range: 1600ft (487m)

Payload: E-Clip: 10 shots, Long E-Clip: 20 shots, or Power Pack (20lbs/9kg, regenerates 4 blasts per hour, costs 80,000 credits): 65 shots

Mega-Damage Capacity: 24 M.D.C.

Black Market Cost: 20,000 credits.

## I-14 Ion Pulse Rifle

Like the L-20, the I-14 is a common frontier weapon manufactured by the black market and many different kingdoms across the land. It is a dependable weapon with both single shot and multi-pulse capability.

Weight: 10lbs (4.53kg)

Mega-Damage: 3D6 M.D. per single shot, or 1D4 x 10 per multi-pulse (three simultaneous shots).

Rate of Fire: Standard; see Modern Weapon Proficiencies.

Maximum Effective Range: 1200ft (366m)

Payload: E-Clip: 20 shots, Long E-Clip: 30 shots

Mega-Damage Capacity: 24 M.D.C.

Black Market Cost: 27,000 credits.

## Yautja Weapons

### Yautja Hunter Spear Staff

The Spear Staff is a six foot long combat weapon used in melee and ritual combat. It has a spear shaped blade on either end that are actually energized with laser beams. It is telescopic and can retract into a foot long rod.

Length: 6ft (1.8m) when full length, 1ft (.3m) when retracted

Weight: 6.5lbs (3kg)

Mega-Damage: 1D8 M.D.C.

Mega-Damage Capacity: 20 M.D.C.

Weapon Proficiency: depending on how it is used, WP Staff (*Japan*, pg. 190) or WP Spear (*Japan*, pg. 189)

### Naginta - Yautja Hunter Blade Staff

The Naginta is much like the Spear Staff in that it is a laser-bladed staff. The Yautja Blade Staff has a spear like blade on one end (like the Spear Staff) and a scimitar like blade on the other. It is not retractable.

Length: 6.5ft (2m)

Weight: 8lbs (3.6kg)

Mega-Damage: 2D6 M.D.C.

Mega-Damage Capacity: 25 M.D.C.

Weapon Proficiency: WP Staff (*Japan*, pg. 190)

### Yautja Hunter Vibro Disc

The Vibro Disc was designed for throwing or cutting. It is griped with five fingers through holes in the top, and when released, it flies like a frisbee.

Diameter: 8.5in (22cm)

Weight: 2lbs (.9kg)

Mega-Damage: 1D10 M.D.C.

Mega-Damage Capacity: 5 M.D.C.

Weapon Proficiency: WP Archery & Targeting (*Main Book*, pg. 32) or WP Small Thrown Weapons (*Japan*, pg. 190)

### **Yautja Net Thrower**

This cone-like weapon fits in the hand and throws a net on a target. When fired, it automatically wraps a net around the target and renders them immobile.

Length: 6in (16cm)

Weight: 2lbs (.9kg)

Payload: 1 shot

Mega-Damage: 1D4 S.D.C.

Mega-Damage Capacity of Net: 8 M.D.C. (super steel fibre)

Mega-Damage Capacity of Gun: 14 M.D.C.

Weapon Proficiency: WP Revolver (*Main Book*, pg. 32)

### **Wrist Blades**

These are the double blades the Yautja wear on each arm. The blades are used to slash and stab and opponent. In the Yautja culture, killing an opponent with the wrist blades is considered the most honourable way to kill.

Length: 8in (20cm)

Mega-Damage: 1D6+1 M.D.C.

Mega-Damage Capacity: 10 M.D.C.

Weapon Proficiency: WP Sword (*Main Book*, pg. 32)

### **Yautja Dart Thrower**

This is a set of wrist blades that can be fired like darts. They are made from super-strong steel and are fired at high velocity.

Length: 7.5in (19cm)

Weight: the firing mechanism weighs .9lbs (400g), and each dart weighs 1.75oz (50g)

Mega-Damage: 1D10 M.D.C.

Payload: 2 darts

Maximum Effective Range: 350ft (110m)

Mega-Damage Capacity: 1 M.D.C.

### **Yautja Wrist Blaster**

This is the Yautja's backup weapon, used in case the Burner is not working. The Blaster is mounted on the wrist units along with the darts, blades and net. The Blaster is not as powerful as the shoulder mounted plasma ejector.

Weight: 5lbs (2.26kg)

Mega-Damage: 4D6 M.D. per shot.

Rate of Fire: can fire single shots only

Maximum Effective Range: 4000ft (1220m)

Payload: effectively unlimited; draws power from the armour

Mega-Damage Capacity: 16 M.D.C.

Weapon Proficiency: WP Energy Pistol (*Main Book*, pg. 33)

## **WI-15 Laser Pistol**

One of the few energy weapons produced by Wellington Industries, this sturdy laser pistol performs well under battlefield conditions.

Weight: 4lbs (1.81kg)

Mega-Damage: 1D6 M.D.

Rate of Fire: Aimed, Burst, and Wild; see Modern Weapon Proficiencies.

Maximum Effective Range: 800ft (243m)

Payload: E-Clip: 20 shots or Long E-Clip: 30 shots

Mega-Damage Capacity: 12 M.D.C.

Black Market Cost: 6,500 credits.

## WI-20 Laser Rifle

One of the few energy weapons produced by Wellington Industries, this rugged laser rifle is very dependable under battlefield conditions.

Weight: 14lbs (6.35kg)

Mega-Damage: 3D6 M.D.

Rate of Fire: Aimed, Burst, and Wild; see Modern Weapon Proficiencies.

Maximum Effective Range: 1600ft (487m)

Payload: E-Clip: 10 shots or Long E-Clip: 20 shots

Mega-Damage Capacity: 24 M.D.C.

Black Market Cost: 16,000 credits.

## Advanced/Prototype Weapons List

<u>Manufacturer</u>	<u>Weapon</u>	<u>Caliber</u>	<u>Magazine Capacity</u>
Hekler and Koch	G11	4.7mm Caseless	50
	PDW	4.7mm Caseless	50
FN	P90	5.7x28	50
Styer	AUS	Flechette	20
Pancor	Jackhammer	12 gauge	12
HK/ US.	OICW	5.56x45	30
	20mm	10	

## Assault Rifle List

<u>Manufacturer</u>	<u>Weapon</u>	<u>Caliber</u>	<u>Magazine Capacity</u>	<u>Price</u>
Colt	M16A2	5.56	30	3,000.00
	AR15 (SA)	5.56	30	900.00
	M4	5.56	30	3,200.00
	M4 SOPMOD	5.56	30	5,000.00
	M14	7.62x51	20	1,448.00
Heckler and Koch	G36K	5.56	30	3,500.00
	HK33	5.56	30	3,200.00
	HK53A3	5.56	30	3,150.00
	G3A3	7.62x51	20	2,900.00
	G3KA4	7.62x51	20	2,800.00
Kalashnikov	AK-47	7.62x39	30	1,000.00
	AK-74	5.45	30	1,200.00
	AK-SU	7.62x39	30	500.00
	SKS (SA)	7.62x39	5,30	150.00
	MAK-90	5.56x45	30	200.00
Beretta	AK-107	5.45	30	1,500.00
	AR-70	5.56	30	2,000.00
Styer	AUG	5.56	30, 42	3,400.00
Enfield	L85A1	5.56	30	3,600.00

IMI	Galil	5.56	30	2,000.00
		7.62x51	20	1,875.00
	Tavor	5.56	30	2,400.00
FN	FAL	7.62x51	20, 40	900.00
	M-16	5.56	30	3,000.00
Sig	SG-540	5.56	30	3,000.00
	SG-550 SWAT	5.56	90 (30x3)	4,000.00
FAMAS	FAMAS	5.56	30	3,500.00

## Pistols List

<u>Manufacturer</u>	<u>Handguns</u>	<u>Caliber</u>	<u>Magazine Capacity</u>	<u>Price</u>
Springfield Armory	1911 Mil-spec	.45 acp	7	\$610.00
	1911 Hi-cap	.45 acp	10, 13	\$733.00
	1911 Trophy	.45 acp	8	\$1,149.00
	1911 Long slide	.45 acp	7	\$899.00
		.45 super	7	
1911 compact	.45 acp	6	\$678.00	
Glock	17 "Full-size"	9mm	10, 17, 19	\$490.00
	17L "Longslide"	9mm	10, 17, 19	\$525.00
	34 "Competition"	9mm	10, 17, 19	\$565.00
	19 "semi-compact"	9mm	10, 15, 17	\$490.00
	26 "Baby"	9mm	10, 12	\$470.00
	18 "Select fire"	9mm	17, 19, 31	\$900.00
	20 "full-size"	10mm	10, 15	\$530.00
	29 "Baby"	10mm	10	\$510.00
	22 "Full size"	.40 S&W	10, 15, 17	\$490.00
	24L "Longslide"	.40 S&W	10, 15, 17	\$525.00
	35 "Competition"	.40 S&W	10, 15, 17	\$565.00
	23 "Semi-compact"	.40 S&W	10, 13, 15	\$490.00
	27 "Baby"	.40 S&W	9, 11	\$470.00
	21 "Full-size"	.45 acp	10, 13	\$530.00
	30 "semi-compact"	.45 acp	10, 9	\$530.00
	36 "Baby"	.45 acp	6	\$510.00
	31 "Full-size"	.357 Sig	10, 15, 17	\$490.00
	32 "Semi-compact"	.357 Sig	10, 13, 15	\$490.00
33 "Baby"	.357 Sig	9, 11	\$470.00	
25 "Full-size"	.380 acp	15, 17	\$450.00	
28 "Baby"	.380 acp	10, 12	\$420.00	
Beretta	M9, 92FS	9mm	10, 15	\$549.00
	96	.40 S&W	10, 11	\$559.00
	98	9x21	10, 15	\$569.00

	8000 Cougar	9mm	10, 15	\$569.00
		.357 Sig	10, 11	\$609.00
		.40 S&W	10, 11	\$579.00
		.45 acp	8	\$599.00
Ruger	P97	.45 acp	10	\$460.00
	P89	9mm	10	\$430.00
	P90	.45 acp	10	\$476.00
	P93	9mm	10	\$445.00
	P94	9mm, 40 S&W	10	\$455.00
	P95	9mm	10	\$338.00
Sigarms	P220 (Full)	.45 acp	7, 8	\$620.00
	P226 (Full)	9mm	10, 13	\$645.00
		.357 Sig	10, 12	\$645.00
		.40 S&W	10, 12	\$650.00
	P245 (Compact)	.45 acp	8	\$585.00
	P229 (Compact)	9mm	10, 12	\$650.00
		.357 Sig	10, 12	\$650.00
		.40 S&W	10, 12	\$650.00
	P232 (Carry)	.380 acp	7	\$449.00
	P239 (Carry)	9mm	8	\$499.00
		.357 Sig	7	\$499.00
		.40 S&W	7	\$499.00
	P220S	.45 acp	7	\$700.00
P229S	.357 Sig	10, 12	\$720.00	
Heckler and Koch	USP	9mm	10, 15	\$579.00
		.40 S&W	10, 13	\$579.00
		.45 acp	10, 12	\$579.00
	USP compact	9mm	10, 13	\$529.00
		.357 Sig	10, 12	\$529.00
		.40 S&W	10, 12	\$529.00
		.45 acp	8	\$529.00
	USP Match	.45 acp	10	\$800.00
	USP Expert	.45 acp	10	\$1,270.00
	USP Tactical	.45 acp	10	\$1,000.00
	Mark 23	.45 acp	10	\$2,150.00
	P7M8	9mm	8	\$979.00
	P7PSP	9mm	8	\$1,019.00
	P7M13	9mm	13	\$1,300.00
Smith & Wesson	Full Size	9mm	10	\$400.00
		.40 S&W	10	\$400.00
		.45 acp	8	\$400.00
	Semi-compact	9mm	10	\$369.00
		.40 S&W	10	\$369.00
		.45 acp	8	\$369.00



	Compact	.380 acp	8	\$349.00	
		9mm	8	\$349.00	
		.40 S&W	7	\$349.00	
		.45 acp	6	\$349.00	
	Sigma	9mm	10, 15	\$296.00	
		.40 S&W	10, 13	\$296.00	
	SW99	9mm	10, 15	\$619.00	
		.40 S&W	10, 12	\$619.00	
Magnum Research	Desert Eagle 6'	.357 Magnum	9	\$1,199.00	
		.44 Magnum	8	\$1,199.00	
		.50 AE	7	\$1,199.00	
		.440 COR_BON	7	\$1,389.00	
	Desert Eagle 10'	.357 Magnum	9	\$1,299.00	
		.44 Magnum	8	\$1,299.00	
		.50 AE	7	\$1,299.00	
		.440 COR_BON	7	\$1,429.00	
	Baby Eagle Std.	9mm	10	\$449.00	
		.40 S&W	10	\$449.00	
	Semi-compact	9mm	10	\$449.00	
		.40 S&W	10	\$449.00	
		.45 acp	8	\$499.00	
	Compact	9mm	10	\$449.00	
		.40 S&W	10	\$449.00	
	Polymer	9mm	10	\$569.00	
		.40 S&W	10	\$569.00	
	Walther	P99	9mm	10, 16	\$679.00
			9x21	10, 16	\$679.00
			.40 S&W	10, 12	\$679.00
PPK/S		.380 acp	7	\$449.00	
		.32 acp	8	\$449.00	
PPK		.380 acp	6	\$470.00	
		.32 acp	7	\$450.00	
TPH		.22LR	6	\$369.00	
		.25 acp	6	\$369.00	
P5		9mm	8	\$690.00	
P88 C		9mm	10	\$999.00	
PP		.380 acp	7	\$299.00	
Steyr		M9	9mm	10, 14	\$549.00
	M40	.40 S&W	10, 12	\$600.00	
	M357	.357 Sig	10, 12	\$629.00	
Para Ordnance	P-series	9mm	10, 18	\$850.00	
		.40 S&W	10, 16	\$799.00	
		.45 acp	10 - 14	\$799.00	
	Limited P-series	.40 S&W	10, 16	\$899.00	

	LDA Double	.45 acp	10 - 14	\$899.00
		9mm	10, 18	\$850.00
		.40 S&W	10, 16	\$775.00
		.45 acp	10, 14	\$775.00
Colt	1991A1 Milspec	.45 acp	7	\$500.00
	1991 Commander	.45 acp	7	\$750.00
	1991 compact	.45 acp	6	\$525.00
	Defender	.45 acp	7	\$525.00
	Gold Cup trophy	.45 acp	7, 8	\$899.00
	Gov't Combat ed.	.45 acp	8	\$850.00
Browning	Hi Power	9mm	10	\$710.00
		.40 S&W	10	\$710.00
FN	Five-seveN	5.7x28mm	20	\$845.00
	Forty-Nine	.40 S&W	10	\$450.00

## Rifles List

<u>Manufacturer</u>	<u>Weapon</u>	<u>Caliber</u>	<u>Magazine Capacity</u>	<u>Price</u>
Reminton	700 VS	.223 Rem (5.56x45)	4	\$759.00
		.308 (7.62x51)	4	\$759.00
		.300 Win Mag.	3	\$759.00
Savage	10FP, 110FP	.223 Rem (5.56x45)	4	\$479.00
		.308 (7.62x51)	4	\$479.00
	12VSS (Package)	.30-06 Springfield	4	\$1,100.00
		7mm Rem. Mag	3	\$1,100.00
		.300 Win Mag.	3	\$1,100.00
	10FCM "Scout"	7mm-08	4	\$513.00
.308 (7.62x51)		4	\$513.00	
Styer	J.C. Scout	.308 (7.62x51)	5, 10 (box)	\$2,149.00
	SSG 69	.308 (7.62x51)	5 (box)	\$2,195.00
	SSG PIV (urban)	.308 (7.62x51)	5 (box)	\$2,660.00
Sako	TRG 42	.308 (7.62x51)	5 (box)	\$2,500.00
		.300 Win Mag.	5 (box)	\$2,600.00
		.338 Laupa	5 (box)	\$3,000.00
Heckler and Koch	PSG-1 (SA)	.308 (7.62x51)	5, 20 (box)	\$14,700.00
	MSG-90 (SA)	.308 (7.62x51)	5, 20 (box)	\$8,000.00
	SL-8 (SA)	.308 (7.62x51)	10 (box)	\$1,500.00
Walther	WA2000	.300 Win Mag.	10 (box)	\$18,000.00
		.308 (7.62x51)	10 (box)	\$16,000.00
Dragonuv	SVD (SA)	7.62x54 Russian	10 (box)	\$1,700.00
	SV-98	7.62x54 Russian	10 (box)	\$2,500.00
		.308 (7.62x51)	10 (box)	\$2,500.00
Sig-sauer	Sig 550 (SA)	.223 Rem (5.56x45)	30 (box)	\$7,000.00

Acc. Int'l	L96A1	.308 (7.62x51)	5	\$3,800.00
		.300 Win Mag.	5	\$4,200.00
Barrett	Light .50 (SA)	.50 BMG	10 (box)	\$6,750.00
	Light .338	.338 Laupa Mag.	10 (box)	\$7,000.00
Springfield Armory	M21 (SA)	.308 (7.62x51)	20 (box)	\$2,975.00
	M1A scout (SA)	.308 (7.62x51)	20 (box)	\$1,529.00
US Marines	M24	.300 Win Mag.	5	\$2,569.00
	M40A1	.308 (7.62x51)	5	\$2,105.00
Stoner	SR-25 (SA)	.308 (7.62x51)	20 (box)	\$5,600.00
	SR-25SD (SA)	.300 Whisper	20 (box)	\$5,700.00

## Squad Support Weapon List

<u>Manufacturer</u>	<u>Weapon</u>	<u>Caliber</u>	<u>Magazine Capacity</u>	<u>Price</u>
Colt	M16A2 LSW	5.56	100	\$3,500.00
	M-60	7.62	Belt	\$6,000.00
FN	M249 SAW	5.56	Belt	\$8,000.00
	M249 SPW	5.56	200	\$8,500.00
H/K	21E	5.56	Belt	\$7,500.00
	23E	7.62	Belt	\$7,500.00
Kalashnikov	RPD	7.62 Russian	200	\$2,900.00
Browning	M1	.50 BMG	Belt	\$9,000.00
General Electric	M134 Gatling Gun	7.62	Belt, drum	\$125,000.00

## Submachinegun List

<u>Manufacturer</u>	<u>Weapon</u>	<u>Caliber</u>	<u>Magazine Capacity</u>	<u>Price</u>
Hekler and Koch	MP-5	9mm	30	\$7,000.00
	MP-5SD	9mm SS	30	\$8,000.00
	MP-5 PDW	9mm	30	\$6,500.00
	MP-10	10mm	30	\$7,100.00
	MP-40	.40 cal	30	\$7,050.00
	UMP-45	.45 acp	25	\$7,500.00
Colt	AR-9	9mm	30	\$3,500.00
IMI	Uzi	9mm	25	\$699.00
	Micro-uzi	9mm	15	\$500.00
Ingram	MAC-10	.45 acp	30	\$1,000.00
	MAC-9	9mm	30	\$995.00
Styer	AUG-9	9mm	30	\$3,200.00

# Shotgun List

<u>Manufacturer</u>	<u>Weapon (action)</u>	<u>Gauge/Chamber</u>	<u>Magazine Capacity</u>	<u>Price</u>
Benelli	M1 Tactical (s)	12 / 3"	7	\$890.00
	M1 M Tactical (s)	12 / 3"	7	\$1,100.00
	M1 Practical (s)	12 / 3"	10	\$1,300.00
	M1 Entry	12 / 3"	6	\$900.00
	M3 Convertible (s/p)	12 / 3"	7	\$1,199.00
	Nova (p)	12 / 3.5"	6, 5, 4	\$699.00
Reminton	870 (p)	12 / 3"	4	\$499.00
	870 super	12 / 3.5"	4, 3	\$550.00
	870 Marine Magnum	12 / 3"	7	\$700.00
	870 Defender	12 / 3"	5	\$400.00
Beretta	1201 FP	12 / 3"	6	\$699.00
Winchester	1300 Defender	12 / 3"	8	\$400.00
	1300 Marine	12 / 3"	6	\$400.00
Mossberg	Model 500	12 / 3"	9	\$360.00
	Model 590	12 / 3"	9	\$510.00
Franchi	SPAS-12 (f/p)	12 / 2.75"	9	\$1,500.00
	SPAS-15 (S)	12 / 3"	8 (box)	\$995.00
Scattergun Technology	Standard	12 / 3"	7	\$995.00
	Border Patrol	12 / 3"	7	\$790.00
	Professional	12 / 3"	6	\$1,020.00
	Entry	12 / 3"	5	\$1,050.00
	K-9 (S)	12 / 3"	7	\$1,195.00
	SWAT (s)	12 / 3"	6	\$1,450.00