

GURPS: 2300 AD

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Introductio The following books were used to create this conversion:	<p>GURPS Basic Set, Third Edition</p> <p>GURPS Compendium I</p> <p>GURPS Space</p>
The following books might also prove useful:	<p>GURPS Ultratech</p> <p>GURPS Vehicles</p> <p>GURPS Terradyne</p> <p>GURPS Cyberpunk</p>

GURPS 2300 AD

By Matthew Pook and Søren Petersen

At the dawn of the 24th century man has traveled far from the precipice at the end of the twentieth century. Never again were nuclear weapons to be used as they were then. The 'Twilight War' saw a breaking of the old order and in the aftermath, many new nations arose, several of them based upon the very same nationalist and ethnic lines that had shattered the old nations.

In South America, Argentina and Brazil rose to dominate the continent as they had never before. There was a rivalry that would flare into war several times in the following centuries, both on and off Earth. North of them, Mexico moved to occupy the entire isthmus between North and South, as well as the Southwestern quarter of the now shattered United States of America. Only Texas would liberate itself as it had before, and then to become an independent nation. A much-reduced America has once again become a power in the world.

In Europe only France survived the war in any fit state. It grew to become a superpower as never before and its influence became to be felt around the globe, but nowhere more so than in Africa. Many departments of France now lie throughout Africa. Until recently France has kept Germany as a number of small states, but the reunification came about in a war with strong parallels to the one of 1870. The fallout from the War of German Reunification saw the fall of the twelfth Republic and the auguration of the fourth empire.

Out of Russia, the old nation of the Ukraine became the leading nation. Likewise the out of the shattered People's Republic of China, a new nation of Manchuria has arisen. In the Far East, Japan has become a powerful trading nation, as has Australia, which remained untouched by the war.

The discovery in 2136 of the 'Stutter Warp', a working method of faster than light travel

has enabled man to spread himself throughout 55 colonies on 29 'garden' worlds and various outposts on another 100 worlds within a few weeks travel from Earth. The 'Stutter Warp' allows a ship to travel a maximum of 7.7 light years before having to discharge within the gravity well of a planetary system. The drive requires the rare metal 'tantalum', over which nations have gone to war, and ridden the rockets into space and riches. At the core there are two worlds, Earth and Tirane, the site of Man's first colony which orbits Alpha Centauri. Beyond that there lie three arms along which colonies have been discovered and settled. The American Arm, shared with Australia remains the least explored and the smallest.

It was along the Chinese Arm that the first contact with another intelligent race was discovered. A Manchurian survey ship discovered the Sung in 2248. The discovery of a second race, the Xiang, in the same star system by the Canadians led to war with the Sung when it became apparent that the Sung had enslaved them. The reasons for the enslavement were not as clear cut as they were portrayed at the time, but the Sung were very easily defeated and now look to man for new information. A third race was discovered along the Chinese Arm at almost the same time. Initial clues to their existence came in the form of ruins of a star faring culture. It is now known that the Eber, contacted in 2259 had several colonies around other stars, but a war devastated these and destroyed their technology. Two subarms (known as fingers) have been colonized by Canada and many of the South American nations.

The French Arm is heavily dominated by the European Space Agency, which includes Azania (the former South Africa). To date the French Arm is the only one to have independent colonies. The three are Elysia, which fought the French government; Wellon on Tirane, granted independence by

Britain; and Heidelshemat, a Bavarian colony that refused to recognize the newly unified Germany. There have been two races contacted along the Arm. The first are the Pentapod, an aquatic race unlike any other. Friendly, the Pentapod are renowned for their biological products.

The second race was encountered at the far edge of Human space and remain the most mysterious to date. Dubbed the 'Kafers', they were encountered fleetingly in 2295 in

Conversion Notes

Since **2300 AD** operates with a D10 roll against stats and skills (vs. **GURPS** with a 3D6 bell curve), it is advisable to modify the **2300 AD** scores slightly to make them better usable with the **GURPS** system.

Multiply the **2300 AD** characteristic by 5 and find the **GURPS** score that is closest (on the 'probability of success'-table, p. B45).

Example: a **2300 AD** Strength of 14 (70%) is closest to 12 (74%) in **GURPS**. The table below summarizes this:

2300 AD	GURPS	2300 AD	GURPS
1	5	16 - 17	13
2	6	18	14
3 - 4	7	19	15
5 - 6	8	20	16
7 - 8	9	21	17
9 - 11	10	22 - 23	18
12 - 13	11	24	19
14 - 15	12	25	20

To convert a **2300 AD** character to **GURPS**, follow these steps:

ST: Convert Strength on the above table.

DX: Convert Dexterity on the table.

IQ: First, find the average of Intelligence and Education (round up). Then convert that score on the table.

HT: Convert Endurance on the table.

Other 2300 AD characteristics and their use:

Appearance: (The numbers in the brackets refer to the die rolls made for appearance in **2300AD**)

Unattractive = Ugly

the Acturus system. In 2297 they returned and attacked the outpost there, followed by a fully-fledged invasion of the Eta Bootis system in 2298. Though driven off through the co-operation forged amongst the major space faring nations, this implacable foe remain entrenched on the colonies there. All has been quiet from the direction of Acturus for the last two years, but how long this will last is another matter. If these kafers return, then the alliance may well be needed again. It is still shaky, for many still do not forget the rivalries of their mother nations.

Plain = Unattractive (2) or Average (3)

Good-Looking = Average (4-5) or Attractive (6-7)

Attractive = Handsome/Beautiful

Sensational = Very Handsome/Beautiful.

Body Type: See the section 'Body Types'.

Coolness Under Fire: A '1' gives Combat Paralysis and a '6' or more gives Combat Reflexes.

Determination: This determines a characters Will. Convert **2300 AD**

Determination on the above table and compare it with the converted IQ score. For each points difference, the character gets one point of Strong or Weak Will. Example: A **2300 AD** character has Determination 15, Intelligence 12 and Education 7. His **GURPS** IQ is 10, but his Determination translates to 12. So he has Strong Will +2.

Eloquence: A low score here would indicate a person with Shyness or Stuttering, while a high score would reflect someone with Charisma or Voice and skilled in Bard or Leadership.

Eyesight/Hearing: (dice rolls here apply as per the appearance conversion)

Poor = Bad Sight/Hard of Hearing

Average = Normal perception

Excellent = Acute Hearing or Vision +1 or +2

Exceptional = Acute Hearing or Vision 3+

Renown: This is **GURPS** Reputation.

Let's take an example from the **2300 AD**

rules and convert him. Looking at Obadiah

Thomas, the American Marshal from the

solo adventure, he has the following stats:

Size 9, Strength 11, Dexterity 12, Endurance

11, Determination 13, Intelligence 16,

Eloquence 8, Education 15

Eyesight: Average

Hearing: Exceptional

Body Type: Normal

Coolness Under Fire: 8

Skills: Bureacracy-0, Combat Rifleman-2, Computer-1, Demolitions-0, First Aid-1, Ground Vehicle-4, Heavy Weapons-1, Information Gatering-3, Melee-4, Psychology-0, Sidearm-3, Stealth-1, Streetwise-3, Survival-0.

In **GURPS** terms, he would have:

ST 10, DX 11, IQ 11, HT 10

Body Types

In **2300 AD**, there are four different body types for humans: Ectomorphs, Endomorphs, Mesomorphs and Normals. This is a short description of each body type, along with any advantages and disadvantages:

Ectomorph

Ectomorphs come from planets with zero (less than 0.4 G) or low (between 0.4 and 0.8 G) gravity. They are tall and slender. They are usually very agile, but tend to lack muscle mass.

Ectomorphs have -2 ST (-15 points) and +2 DX (20 points). They have the advantage Double-Jointed (5 points). Most Ectomorphs are Skinny (-5 points) and they are very uncomfortable on worlds with normal or high gravity (-5 points).
Total cost: 0 points.

Endomorph

Endomorphs come from planets with normal (between 0.8 and 1.4) or high (more than 1.4 G) gravity. They are short and squat, possessing a high endurance.

Endomorphs have +1 ST (10 points), -1 DX (-10 points) and +2 HT (20 points). They have the advantages Improved G-Tolerance (.5 G) (10 points). Most endomorphs are considered Unattractive (-5 points) by normal human standards.

Total cost: 25 points.

Mesomorph

Mesomorphs are very muscular and husky. They are generally tall and wide. They can come from planets with low, normal or high gravity.

Mesomorphs have +3 ST (30 points), -2 DX (-15 points) and +2 HT (20 points). They

Advantages: Acute Hearing +3, Combat Reflexes

Skills: Administration 9, Computer Operation 11, Demolition 9, Driving (specify) 12, First Aid 11, Gunner (specify) 11, Guns (handgun) 13, Guns (rifle) 13, Karate 11, Psychology 8, Research 11, Stealth 10, Streetwise 11, Survival (specify) 9.

have no special advantages or disadvantages.

Total cost: 35 points.

Normal

Most humans have a normal body type. There are no modifiers to characteristics, nor any special advantages or disadvantages. This body type can appear on all types of planets.

Total cost: 0 points.

The effects of gravity on strength and dexterity

	Zero-G	Low-G	Normal	High-G
Zero-G	-	+1/-1	+2/-2	+3/-3
Low-G	-1/+1	-	+1/-1	+2/-2
Normal	-2/+2	-1/+1	-	+1/-1
High-G	-3/+3	-2/+2	-1/+1	-

The first number is the ST modifier, the second is the DX modifier. Note that skills derived from the effected stats are also effected.

Skills

The concept of skills translate fairly well between the two systems. **2300 AD** has a skill range from 0-10, with 0 representing only a bare familiarity and 10 representing true expertise. A skill-0 would mean 1/2 point spent on a **GURPS** skill, a skill-1 would mean 1 point spent and skill-2 or skill-3 would be 2 points spent, etc. The table below summarizes this:

2300AD	GURPS
0	1/2
1	1
2-3	2
4-5	4
6-7	6
8-9	8
10	10

The actual **GURPS** skill level would then depend on the difficulty of the skill and whether it was a Mental or Physical skill. Example: Obadiah Thomas has Information Gathering-3. This is the **GURPS** Mental/Average skill of Research, and his level of 3 indicates that he has spent 3 points on it, giving him a final skill of IQ (or 11).

The following **2300 AD** skills can all be directly translated to **GURPS**: Aircraft Pilot, Anthropology, Astronomy, Chemistry, Demolitions, Disguise, First Aid, Forward Observer, Geology, Gunner, History, Leader, Linguistics, Physics, Pilot, Prospecting, Psychology, Riding, Stealth, Streetwise, Survival, Swim, Tactics, Thrown Weapon, Tracking and Writing.

When a **GURPS** skill has more than one **2300 AD** equivalent (i.e. Appraisal, Bargain and Trader all translate to Merchant), use the highest 2300 AD skill level to determine GURPS skill level. Skills marked '*' are from the 'Nyotekundu Sourcebook'.

Appraisal = Merchant

Bargain = Merchant

Bureaucracy = Administration

Combat Rifleman = Guns (Rifle) or Beam weapons

Combat Walker = Battlesuit

Communications = Electronics Operation (Communications)

Computer = Computer Operation or

Computer Programming

Electronic = Electronics or Electronics Operation

Environmental Engineer* = Engineering (Environmental)

Ground Vehicle = Driving (specify)

Heavy Weapons = Gunner (specify)

Hover Vehicle = Drive Hovercraft

Hunting = Traps / Stealth / Naturalist / Survival

Imaging = Photography or Video Production

Information Gathering = Research

Interviewing = Psychology

Local Knowledge* = Area Knowledge

LTA Vehicle = Piloting (LTA)

Mechanical = Engineering (specify)

Medical = Physician (and other Medical skills)

Melee = Brawling or Karate (a skill level of 5+ would indicate Karate)

Mining* = Engineering (Mining)

P-suit = Vacc Suit

Reconnaissance = Stealth

Remote Pilot = Electronics Operation (Remote)

Robotics* = Electronics Operation (Robotics)

Scooter Pilot* = Piloting (Scooter)

Sea Vehicle = Powerboat

Security Systems = Electronics Operation (Security Systems)

Sensors = Electronics Operation (Sensors)

Ship's Drive Engineering = Engineer (Ship's drive)

Sidearm = Guns (Handgun) or Beam weapons

Theoretical Sciences = Engineering (see 'New Inventions', p. B186)

Trader = Merchant

Zero-G* = Free Fall

Careers and skill acquisition

All skill points given here are guidelines that have been adapted from the **2300 AD** rules system. They are not extra to the point limitation that characters are built upon and must be deducted from the total point value of the character.

Background Skills

These are skills picked up prior to any careers taken. IQ should be divided by three (round up) to determine how many points can be spent here.

Core World Skills: Administration, Area Knowledge (World/Country), Boating, Computer Operation, Drive Ground Car, Drive Hovercraft, Language, Research, Seamanship.

Frontier World Skills: Area Knowledge (World/Country), Boating, Brawling, Drive Ground Car, Drive Hovercraft, Electronics Operation (Specify), First Aid, Guns (Pistol), Guns (Rifle), Language, Mechanic (Specify), Prospecting, Seamanship, Survival (World or Type), Swimming, Vacc Suit.

Careers

Each of the following careers is broken into several parts. The initial training lists what the basic skills anyone entering the career would be taught. This takes approximately one year.

Military careers

Ground: Brawling (2 points), Demolition (1/2 point), Drive (All Terrain Vehicle) (1 point), Guns (Rifle) (2 points), Gunner (Machine Gun, Missile or Plasma Gun) (1 point), Savoir-Faire (Ground Military) (1point), Survival (Specify) (1/2 point). Total cost: 8 points.

Sea: Brawling (1 point), Guns (Rifle) (2 point), Gunner (Machine Gun, Missile or Plasma Gun) (2 points), Seamanship (2), Survival (Aquatic) (1/2 point), Swimming (1/2 point). Total cost: 8 points.

Interface: Electronic Operation (Specify) (1/2 point), Guns (Pistol) (1 point), Guns (Rifle) (1/2 point), Gunner (Machine Gun, Missile or Plasma Gun) (1 point), Mechanic (Specify) (1/2 point), Navigation (1/2 point), Pilot (Specify) (2 point), Survival (Specify) (1 point). Total cost: 7 points.

Space: Beam Weapons (1/2 point), Brawling (1/2 point), Electronic Operation (Specify) (1 point), Free Fall (1 point), Guns

(Pistol) (1/2 point), Guns (Rifle) (1/2 point), Mechanic (Specify) (1 point), Vacc Suit (1 point). Total cost: 6 points.

Non-Player Characters NPC Skills

The **2300 AD** rules divide less important NPCs into four different levels: Green, Experienced, Veteran, and Elite. These levels determine how skilled the NPC is at his chosen profession (his 'Primary' skills). To translate this into **GURPS** terms, a Green NPC has a score of 8 in the appropriate skills, an Experienced NPC has 10, a Veteran has 12 and an Elite NPC has 14 or more. For example, if an NPC is described as 'a veteran starship pilot', he will have a score of 12 in space crew skills (see p. AG 18).

NPC Motivations

In **2300 AD**, the GM can easily determine the primary and secondary motivations of a NPC by drawing two cards from a deck of playing cards (see p. DG66). These are rough **GURPS** translations:

Card / Suite	Clubs	Diamonds	Hearts	Spades
2 - 4	Unfazeable	Quirk (Interested in making money)	Quirk (Amiable and cooperative)	Bully
5 - 7	Bad Temper	Miserliness	Sense of Duty (Friends and companions)	Quirk (Desires a position of importance)
8 - 10	Quirk (loves a good fight)	Quirk (Easily bribed)	Code of Honor (Gentleman's)	Quirk (Ambitious)
Jack	Berserk	Cowardice	Common Sense	Overconfidence
Queen	Stubbornness	Lecherous	Has a Dependent (Loved One)	Megalomania
King	Sadism	Greed	Truthfulness	Compulsive Lying
Ace	Combat Reflexes	Compulsive Behaviour (Spendthrift)	Honesty	High levels of Charisma and Leadership
Joker (Primary):	May appear normal, but is really genuinely and hopelessly insane.		Joker (Secondary):	A harmless and entertaining eccentric.

ALIENS

Civilized Eber

Civilised Ebers have +2 ST (20 points) and -1 HT (-10 points).

They have the advantages Damage Resistance +10 (Radiation only) (10 points), Extended Lifespan +5 (Aging begins at 300 Terran years) (25 points), Extra Hit Points +2 (10 points), Fur (DR 1, Temperature Tolerance +1 versus cold only) (4 points), Longer Arms (3 metre reach) (40 points), Retractable Eye Stalks (1 point), Strong Will +1 (4 points) and Toughness +2 (Does not apply to the head) (25 points).

They have the disadvantages Inconvenient Large Size (-10 points), Pacifism (Self-defense only) (-15 points), Primitive/TL 4 (but knows of some TL/5 including the Steam engine) (-25 points), Reduced Move -1 (-5 points), Secret (That Kormoran is not the Eber homeworld) (-5 points) and Stubbornness (-5 points).
Total cost is 64 points.

Nomadic Eber

Nomadic Ebers have +2 ST (20 points) and -1 HT (-10 points).

They have the advantages Damage Resistance +10 (Radiation only) (10 points), Extended Lifespan +4 (Aging begins at 250 Terran years) (20 points), Extra Hit Points +2 (10 points), Fur (DR 1, Temperature Tolerance +1 versus cold only) (4 points), Longer Arms (3 metre reach) (40 points), Racial Memory (15 points), Retractable Eye Stalks (1 point), Strong Will +1 (4 points) and Toughness +2 (Does not apply to the head) (25 points). They have the disadvantages Inconvenient Large Size (-10 points), Pacifism (Self-defense only) (-15 points), Primitive/TL 2 (-35 points), Reduced Move -1 (-5 points), Secret (That Kormoran is not the Eber homeworld) (-5 points), Secret (That of Advanced Stutterwarp Technology) (-5), Social Stigma -1 (Barbarian) (-5 points) and Stubbornness (-5 points).

Total cost is 54 points.

Skill Package: All Eber have Language

(Eberese) at IQ (0 points).

Civilised Eber will have Ritual And Ceremonies (Civilised Eber) at IQ (4 points), Ritual and Ceremonies (Nomadic Eber) at IQ-2 (1 point), Savoir-Faire (Civilised Eber) at IQ (1 point) and Savoir-Faire (Nomadic Eber) at IQ-1 (1/2 point).

Nomadic Eber will have Ritual And Ceremonies (Nomadic Eber) at IQ (4 points), Ritual and Ceremonies (Civilised Eber) at IQ-2 (1 point), Savoir-Faire (Civilised Eber) at IQ-1 (1/2 point) and Savoir-Faire (Nomadic Eber) at IQ (1 point).
Total cost is 6.5 points

It is unlikely that Eber will be encountered anywhere other than on Kormoran. Being an advanced civilisation the skills that an individual Eber will possess will vary greatly. Not only do the skills of that Eber depend upon their actual occupation, but also on which lobe of their brain is dominant at any one time. The Eber brain is composed of six lobes, all working through a central nervous bundle and with the lobes actually being located outside the brain case (this accounts for the Toughness advantage not applying to the head). Each lobe is orientated towards a particular skill grouping and these are Dancer (Social), Hands (Professional), Life (Reproduction), Seeker (Survival), Spark (Aesthetic), and Warrior (Competitive). No other lobe (and thus both a set of other skills as well as other memory) may be accessed whilst one particular lobe dominates. It takes lengthy ceremony to change lobes as well as the presence more intelligent 'facilitator' Eber. For more information on the Eber race, a full background is given in the scenario 'Ranger' from GDW.

Kafer

The Kafer are a race that suffers from a form of stress atavism that boosts their intelligence from that of virtually mindless cattle to that of highly intelligent and highly capable warriors. The primary trigger for this stress is danger or perceived danger. The change takes approximately thirty seconds

to take full effect, and will last for up to thirty minutes. Though this is only a short term effect, but over the long term the effect is to boost the base pre-stress intelligence of the Kafer.

To date few humans have encountered any Kafer bent on anything other than the extermination of humanity, which the Kafer race perceives as 'intelligent barbarians'. A deadly and implacable foe, there remain many unanswered questions about the motives, the biology, and technology of the Kafer. The physical details for the Kafer below are for as they would be encountered on any planet approaching normal Earth gravity. Their homeworld is actually a low gravity world of .8 G and all statistics should be adjusted accordingly.

For further information about the Kafer, we refer you to the 'Kafer Sourcebook' which will answer all of those questions. GDW also published a semi-campaign that followed the progress of Humanity's encounters with the Kafer and the war that follows. Anyone wishing to follow an 'Aliens' style series of adventures (though against a far more 'intelligent' foe) is directed to 'Kafer Dawn', 'Aurore Sourcebook', 'Mission Arcturus', 'Invasion' and finally 'Operation Overlord' from 3W (in that order). Since they take place on the French Arm of space, the adventures 'Satellite Down' (from the original 'Traveler 2300' boxed rules set) and 'Beanstalk' can be run prior to the beginning of any such Kafer campaign.

Pre-Stress Kafer:

Pre-Stress Kafers have +2 ST (20 points), +1 DX (10 points), -5 IQ (-40 points) and +3 HT (30 points). They have the advantages Carapace (DR 24) (Rear; Head, All of the back and Abdomen Only, -50%) (46 points), Cast Iron Stomach (15 points), High Pain Threshold (10 points), Manual Dexterity (Hands/Mouth Manipulators) +2 (6 points), Strong Will +2 (8 points), Toughness +2 (DR2) (25 points) and Vision (Poor Infrared Spectrum Vision/Improved Ultraviolet Vision) (0 points). They have the disadvantages Appearance (Hideous) (-20 points), Bad Temper (-10 points), Bloodlust (-10 points), Combat Paralysis (-15 points), Fanaticism (Hatred of Humanity) (-15 points), Hidebound (-5 points), Incurious (-5 points), Odious Racial Habit (Addicted to combat and violence) -2 (-10 points), Odious Racial Habit (Eats their own dead) -4 (-20 points),

Poor Grip (Kafer hands consist of three opposable thumbs that are comparatively not as strong as the hands of Humans, but they make up for it with greater pure arm strength) (-5 points), Reputation (Eats Humans) -4 (-20 points) [This is perception only, and there is no evidence to support this], Semi-Literacy (-5 points), Short Attention Span (-10 points), Suspicious (-5 points) and Xenophobia (-15 points). Total cost is -40 points.

'Under-Stress' Kafer

'Under-Stress' Kafers have +3 ST (30 points), +2 DX (20 points), +2 IQ (20 points) and +3 HT (30 points). They have the advantages Carapace (DR 24) (Rear; Head, All of the back and Abdomen Only, -50%) (46 points), Cast Iron Stomach (15 points), Combat Reflexes (15 points), High Pain Threshold (10 points), Literacy (0 points), Manual Dexterity (Hands/Mouth Manipulators) +2 (6 points), Single-Minded (5 points), Strong Will +2 (8 points), Toughness +2 (DR2) (25 points) and Vision (Poor Infrared Spectrum Vision/Improved Ultraviolet Vision) (0 points). They have the disadvantages Appearance (Hideous) (-20 points), Bad Temper (-10 points), Bloodlust (-10 points), Fanaticism (Hatred of Humanity) (-15 points), Odious Racial Habit (Addicted to combat and violence) -2 (-10 points), Odious Racial Habit (Eats their own dead) -4 (-20 points), Poor Grip (Kafer hands consist of three opposable thumbs that are comparatively not as strong as the hands of Humans, but they make up for it with greater pure arm strength) (-5 points), Reputation (Eats Humans) -4 (-20 points) [This is perception only, and there is no evidence to support this], Short Attention Span (-10 points), Staid (-1 point), Suspicious (-5 points) and Xenophobia (-15 points).

Total cost is 89 points

[Difference in cost between the pre-stress and under-stress Kafer is 129 points. Though the average Kafer is unlikely to experience the intelligence boosting effects of stress very often, we have costed the difference in points at 50% and rounded up. Thus the grand total for an average Kafer is 75 points.]

Skill Package: Beam Weapons at DX (1

point), Brawling at DX+2 (4 points), Camouflage at IQ (1 point), Climbing at DX (2 points), Fast Draw (Magazine) at DX (1 point), Fast Draw (Rifle) at DX (1 point), First Aid at IQ-1 (1/2 point), Guns (Rifle) at DX (1 point), Jumping at DX (1 point), Knife at DX+1 (2 points), Language (Kafer) at IQ (0), Savoir-Faire (Kafer) at IQ (1 point), Savoir-Faire (Military) at IQ (1 point), Short Sword (Baton) at DX (2 points), Speedload (Magazine) at DX (1 point), Stealth at DX (2 points), Survival (Desert) at IQ (2 points), Tactics at IQ-1 (2 points), Thrown Weapon (Grenade) at DX (1 point) and Tracking at IQ-2 (1/2 point).

Total cost is 27 points.

The above skill package is optional, but reflects that of the average Kafer soldier, which is what most players are likely to encounter. Other skills include Guns (Revolver), Whip [officers only], French or German at very low levels, Gunner (Missile Launcher/High Energy Plasma Weapons) and Driving (Hover Tanks/Tracked Tanks). Technical skills are usually only learnt by those Kafer with higher than average base intelligence. Note that Kafer medical technology is extremely primitive and only on the Kafer homeworlds may anything other than the First Aid skill be found. Wounded Kafers are left to live or die, though amputation is a common practice.

Klaxun

Klaxun have +2 ST (20 points), -1 DX (-10 points), -2 IQ (-15 points) and +2 HT (20 points). They have the advantages Damage Resistance +1 (3 points), Extra Arms (normally a total of four, but weak) (10 points), Extra legs (a total of five) (10 points), Strong Will +3 (12 points) and Temperature Tolerance +2 (20 points). They have the disadvantages Blindness (-50 points), Primitive (TL 0) (-45 points), Reduced Move -3 (-15 points), Short Lifespan -1 (-10) and Sleepy (hibernates in winter) (-10 points).

Total cost is -60 points.

Note: Some Klaxun are not Blind, they are only Nearsighted. It costs -35 points to be such a Klaxun.

Skill Package: Area Knowledge (Klaxun City) at IQ (1 point), Language (Klaxun) at

IQ (0), Savoir-Faire (Klaxun) at IQ (1 point) and Survival (Klaxun Homeworld) at IQ (2 points).

Total cost is 4 points.

Little Guys

The 'Little Guys' first appeared in the Bayern adventure, page 34. There is only limited information about this race, but some things can be guessed at: They have the advantages Doesn't Sleep (20 points) and Extra Arms (a total of four) (20 points). They have the disadvantages Primitive (TL 8) (-5 points) and Short Lifespan -2 (-20 points). Total cost is 15 points.

Pentapod

Pentapods have -1 DX (-10 points), +2 IQ (20 points) and +2 HT (20 points). They have the advantages Amphibious (10 points), Extra Arms (a total of five) (30 points) Manual Dexterity +2 (6 points), Strong Will +1 (4 points) and 360-Degree Vision (25 points). They have the disadvantage Slave Mentality (-40).

Total cost is 65 points.

Skill Package: Area Knowledge (Beta Canum Venaticorum-4) at IQ (1 point), Diplomacy at IQ (4 points), Language (English or French or German) at IQ-1 (1 point), Language (Pentapod) at IQ (0 points), Merchant at IQ-2 (1/2 point), Psychology (Human) at IQ-4 (1/2 point), Savoir-Faire (Humanity) at IQ (1 point), and Savoir-Faire (Pentapod) at IQ (1 point).

Total cost is 9 points.

Sung

Sung have -3 ST (-20 points), +2 DX (20 points) and +1 HT (10 points). They have the advantages Extended Lifespan (5 points), Immune to Disease (10 points), Infravision (15 points), Ultrasonic Speech (25 points) and Winged Flight (30 points). They have the disadvantages Fragile (-20 points) and Odious Racial Habit -2 (expects to be taught everything humans know) (-10 points).

Total cost is 65 points.

Skill Package: Computer Operation at IQ (1 point), Diplomacy at IQ-2 (1 point), Language (French Canadian or Mandarin Chinese) (1 point), Language (Sung) at IQ (0 points), Research at IQ (2 points), Savoir-Faire (French Canadian or Mandarin Chinese) (1 point) and Savoir-Faire (Sung) at IQ (1 point).

Total cost is 7 points

Xiang

Xiang have +1 ST (10 points), +2 DX (20 points) and +1 IQ (10 points). They have the advantages Claws (15 points), Extra Arms (+4) (40 points), Manual Dexterity +1 (Extra Arms only) (3 points), Musical Ability +1 (1 point), Peripheral Vision (15 points), Sharp Beak (5 points), Strong Will +2 (8 points) and Tough Skin (DR1) (3 points). They have the disadvantages Centaurid (0 points), Curious (-5 points), Fanaticism (The Environment) (-15 points), Humble (-1 point), Primitive (TL 0) (-45 points), Reduced Move -1 (-5 points) and Short Arms (Extra Arms only) (-10 points).

Total cost is 49 points.

Skill Package: Appreciate Beauty at IQ-2 (2 points), Art at IQ-2 (1 point), Bard at IQ-1 (1 point), Camouflage at IQ (1 point), Club at DX (2 points), Language (Sung M/H) at IQ-2 (1 point), Language (Xiang) at IQ (0 points), Oral Literature at IQ-2 (1 point), Musical Instrument at IQ-2 (1 point), Savoir-Faire (Sung) at IQ-1 (1/2 point), Savoir-Faire (Xiang) at IQ (1 point), Sculpting at IQ-1 (1 point), Singing at HT (1 point), Stealth at DX (2 points), Stone Knapping at IQ-2 (1/2 point), Survival (Xiang Homeworld: DM+4 123 Va) at IQ (2 points), Throwing at DX-1 (2 points) and Traps at IQ (2 points). Total cost is 22 points.

Ylii

The Ylii are a race currently enslaved by the Kafers. It is their technology rather than anything that the Kafers have designed, that is responsible for the advanced computers and Stutterwarp drives that the Kafer use. To the Kafer, the Ylii remain an enigma, though one that they show no inclination to

solve. The Kafer are ill-evolved and ill-taught to deal with anything other than a violent enemy. Extremely pacifistic, the Ylii are allowed to survive because of their technology. To date there has been no contact between the Ylii and humans. Although there are thirty-three genera of Ylii, only five are detailed in the Kafer Sourcebook, and thus here. Where appropriate, a human analogue is also given, as well as any extra skills that genus of Ylii may possess. Any Ylii that can speak the Kafer tongue treating the skill as an average skill.

All Ylii

All Ylii have the advantages Acute Vision +2 (4 points), Ambidextrous (10 points), Brachiator (5 points), Double-jointed (5 points), Extra Arms (Feet) (20 points), Extra Flexibility (10 points), Fur (0 points), High Tech Level +1 (20 points), Manual Dexterity +2 (6 points), Night Vision (10 points) and Perfect Balance (15 points). They have the disadvantages Combat Paralysis (-15 points), Humble (-1 point), Pacifism (Cannot Kill) (-15 points), Skinny (-5 points), Reduced Hit Points -1 (-5 points), Social Stigma (Valuable Property of the Kafer) (-10 points) and Weakness (Bright Light) (Blindness/Incapacitated) (-20 points). Total cost is 34 points.

Skill Package (All): Acrobatics at DX-1 (0 points), Climbing at DX (0 points), Language (Ylii) at IQ (0 points), Savoir-Faire (Ylii) at IQ (1 point).

Total cost is 1 point.

Genus Alpha

-2 ST (-15 points), +2 DX (20 points), -1 HT (-10 points); Extremely Curious (-10 points), Weak Will -1 (-8 points). Total cost is -23 points.

Skill Package: Engineering (Mechanical) or (Mining) at IQ-1 (2 points), Language (Kafer) at IQ-1 (1 point), Savoir-Faire (Kafer) at IQ (1 point). Total cost: 4 points

Genus Beta

-4 ST (-30 points), +4 DX (45 points), -1 IQ (-10 points); Curious (-5 points), Dwarfism (-15 points), Skill Group Bonus (Computer Skills) +2 (12 points), Skill Group Bonus (Engineering Skills) +2 (12 points). Total

cost is 9 points.

Skill Package: Computer Operation at IQ+2 (1 point), Engineering (Computer) at IQ+1 (2 points), Language (Kafer) at IQ-1 (1 point), Savoir-Faire (Kafer) at IQ (1 point), Various Technical Skills (Specify) (4 point). Total cost: 9 points.

Genus Gamma

-1 ST (-10 points), +1 DX (10 points), -2 IQ (-15 points); Giantism (-10 points), Strong Will +1 (4 points). Total cost is -21 points.

Skill Package: Language (Kafer) at IQ-2 (1/2 point), Savoir-Faire (Kafer) at IQ-1 (1/2 point). Total cost: 1 point.

Genus Delta

-2 ST (-15 points), +3 DX (30 points), +2 IQ

(20 points), -4 HT (-30 points); Curious (-5 points), Status 1 (Teacher In Ylii Society) (5 points). Total cost is 5 points.

Skill Package: Diplomacy at IQ-1 (2 points), Instruction at IQ+1 (4 points), Linguistics at IQ-2 (2 points), Language (Kafer) at IQ-2 (1/2 point), Oral Literature at IQ (4 points), Savoir-Faire (Kafer) at IQ-1 (1/2 point), Various Knowledge Skills (Specify) (4 points). Total cost: 17 points.

Genus Epsilon

-3 ST (-20 points), +2 DX (20 points), -1 HT (-10 points); Weak Will -2 (-16 points). Total cost is -26 points.

Skill Package: Administration at IQ (2 points), Merchant at IQ-1 (1 point). Total cost: 3 points.

Weapons of 2300AD for GURPS

The following weapon descriptions are the weapons of **2300AD**, a role playing game by GDW. All statistics are as close as possible to the feel of **2300AD** while still reasonably conform with most **GURPS** weapon design rules. The **2300AD Adventurer's Guide** (from 1988) depicted many interesting weapons. I sorted the following statistics in the same order as they appeared in the original booklet. At a later date some pictures of the weapons may be added. If anyone has scanned the images, please send them to me.

The following tables and descriptions of 59 weapon systems (38 personal or vehicle weapons, 9 types of grenades, 10 missiles, and 2 bombs) can be used with any other TL 8/9 **GURPS** setting or homemade game world, of course. Rub of the name stickers, assign your own names and they will provide a readily available "family" of weapons for use by adventurers, adversaries or aliens.

Gauss Rifles and Storm Gun

The Gauss weapons in **2300AD** are early TL9 Gauss Bullet Weapons in **GURPS** terms. They fire bullets rather than tiny needles, generally doing crushing damage. In the **2300AD** setting all Gauss Bullet Weapons use High-Density (HD) ammunition (p. UTT53) and are considerably weaker than "standard" TL9 electromag guns constructed with **GURPS Vehicles, 2nd Ed.**

Use the Guns (Needler) skill with these weapons. The underbarrel grenade launchers are of the conventional - chemically propelled - variety. Use the Guns (Grenade Launcher) skill with these weapons. Ammunition for the grenade launchers is interchangeable, that for the Gauss rifles is sadly not.

The following weapons appeared on page 37 of the **2300AD Adventurer's Guide** and in the GDW magazine *Challenge*.

Gauss Rifles

Gauss rifles are the state-of-the-art military weapons of front line troops and better-off mercenaries. Of the first ammo clips produced for these weapons many were found to have defective energy cells. This is no problem any more as production quality has improved considerably. But older ammo clips are still sold on the black market.

FAM-90 (Fusil Automatique Magnetique-2090) 4.5mm

Malf	Type	Damage	SS	Acc	⌘	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Cr.	6d(2)/3d(2)	11	13	900/400	3,600/1,600	9	3~/10*	60	9	-1	\$490	1	-5	9

The first one of all paired statistics is for the for single fire mode, the second one is for burst fire mode. \$2 for 60-round disposable magazine. All statistics include the integral Grenade Launcher.

AS-89 (Automat Segetov 2289) 4.54mm

Malf	Type	Damage	SS	Acc	⌘	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.	5d(2)	10	13	800/480	3,200/1,900	8	3~/10*	60	9	-1	\$420	1	-5	9

The first one of all paired statistics is for the for single fire mode, the second one is for burst fire mode. \$2 for 60-round disposable magazine. All statistics include the integral Grenade Launcher G-2 30mm.

M-4A1 (Standard Infantry Weapon of the United States of America) 4.5mm×20mm

Malf	Type	Damage	SS	Acc	1D	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.	5d(2)	10	13	800/480	3,200/1,900	8	3~/10*	60	9	-1	\$380	1	-5	9
Ver.		6d(2)		13	940/500	3,700/2,000				9	-1				

Ammunition and clips are compatible with the FAM-90. The additional replaceable energy cell in the stock may fire one "energy dead" clip of 60 rounds. Power is routed automatically as needed. In addition, the extra cell may be used to boost up to 120 rounds to higher velocity. The first one of all double is for the for single fire mode, the second one is for burst fire mode. The last row in the table gives statistics for boosted fire. \$2 for 60-round disposable magazine (0.7 lbs.). \$1 for stock power cell. All statistics include the integral . Grenade Launcher G-2 30mm.

M-41 (Special Silenced Version of the M-4) 4.5mm×20mm

Malf	Type	Damage	SS	Acc	1D	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.	5d(2)	10	13	800	3,200	10	3~	60	9	-1	\$400	1	-5	9

A variable-velocity setting allows for sub-sonic fire at 1/2 damage and range. Ammunition and clips are compatible with the FAM-90. \$2 for 60-round disposable magazine (0.7 lbs.). \$1 for stock power cell. All statistics include the integral Grenade Launcher G-2 30mm.

FTE-10 (Fusil Tirailleur d'Elite-10) 10mm×37mm

Malf	Type	Damage	SS	Acc	1D	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.	6d×3(2)	20	16	1,400	6,000	27	3~	10	12	-4	\$450	1	No	9

A heavy anti-material sniper rifle. Uses 10-round box magazine and separate 30-round power cell. Very low noise. \$2 for box of 100 flechettes; \$1 for disposable power cell.

Storm Gun

Binary propellant 20mm storm gun. Prone to malfunction of the recoil reducing system under field conditions. Rcl doubles after brief exposure to dirt. An Armoury skill roll will clear this in 10 minutes. Remember to double Rcl for every point of ST below the minimum ST listed for the weapon (p. B120, p. HT13). ST 14 is needed even when using the bipod to control the weapon properly (troops were often forced to brace the shoulder stock against a rock or tree when firing). Anyone stupid enough to fire the Type-81 without using the bipod suffers a Rcl multiplied by 8 (see also p. HT13) and will likely injure or even kill himself in the process. All modifiers are cumulative. Use the Gunner (Machine Gun) skill with this weapon.

Type-81 Storm Gun 20mm

Malf	Type	Damage	SS	Acc	1D	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Spcl.	Spcl.	20	13	2,250	9,000	37	3~	10	14	-3	\$520	0	No	8

Damage is 6d×5(2) Cr. + 1d[2d] Exp./Frag. (This conforms to p. VE112).
The Type-81 fires armor-piercing explosive rounds (APEX in GURPS terms), propelled by a binary liquid propellant (p. UTT48). Two combined gas bottles (\$2 each) last for 100-rounds (\$20 for 20 rounds).

Surplus Service Rifles

As the title implies these weapons are not state-of-the-art in the **2300AD** setting. All can be considered TL8, except for the M-2, which uses TL9 Shaped-Charge Rounds (p. UTT51). Note that all rifles on this page use TL7-style cased ammunition (p. UTT48), except for the BF-1, which uses Liquid Propellant technology (p. UTT48). Use the Guns (Light Automatic) or Guns (Rifle) skills with these weapons.

Players who are fond of upgrading inexpensive weapons should have easy access to Extended Magazines (p. UTT61), Laser Sights (p. COI131, HT100), Scopes/Telescopic Sights (p. COI132, HT100, AD76), Hi-res Telescopic Sights (p. AD76), and Silencers/Flash Suppressors (p. COI133, HT 98, AD76). Special Slugthrower Ammunition (p. HT5, UT44, UTT51) also opens several options.

The Legality Class (p. COI188) of these weapons is 2 as they are not considered military weapons any more. This proves the strong lobby of arms manufacturers and dealers, but says little about the lethality of these weapons. On several colony worlds the LC is even lower (LC 3), requiring only a proof of identity when purchasing this type of weapon.

The following weapons appeared on page 39 of the **2300AD Adventurer's Guide**.

SG/77 (Sturmgewehr-2277) 5.5mm

Malf	Type	Damage	SS	Acc	⌘	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.	6d	11	8	700	3,800	6	10*	40	9	-1	\$280	2	-5	8

100 rounds cost \$2.

Wu-Beijing Type-49 Assault Rifle 7.5mm

Malf	Type	Damage	SS	Acc	⌘	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.	7d	12	12	700	3,800	6	10*	25	9	-1	\$210	2	-5	8

Folding the shoulder stock doubles Rcl but lowers SS to 11 and Hld to -4. 100 rounds cost \$2.

Ramirez-Abruggo BF-1 7.5mm LP

Malf	Type	Damage	SS	Acc	⌘	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Cr.	7d	13	11	800	4,000	7	10*	40	9	-1	\$200	2	-5	8

Binary propellant rifle. 2 gas bottles are good for 200 shots and cost \$1 each. 100 rounds cost \$2.

M-2 Assault Rifle 9mm APHE

Malf	Type	Damage	SS	Acc	⌘	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Spcl.	3d-3(10)	12	12	500	3,000	6	10*	30	8	-1	\$260	2	-5	9

The Shaped-Charge Rounds also cause 1d-4 Exp. damage. Damage is not reduced beyond ⌘. Explosive damage inside living tissue is multiplied by 5 (p. UT20; CY44). For detailed rules covering Shaped-Charge Rounds see p. UTT51. Note that these are early versions of the rounds

described in Ultra-Tech II. As the damage statistics indicate there is a slight chance for a round to disintegrate harmlessly upon contact with the target. 100 rounds cost \$4.

Civilian and Hunting Weapons

Rifles

Stracher SS-7 (Scharfschützen Model 7)

Malf	Type	Damage	SS	Acc	1D	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Imp.	2d/1d	11	8	400/200	600/300	2	5*	20	8/7	-1	\$140	5	-4	8

4mm flechette air hunting rifle. A fully recharged central air reservoir holds sufficient pressure for 20 shots at high pressure and 30 at low pressure. The first ones of all paired statistics are for the high pressure mode, the second ones for the low pressure mode. The weapon can be recharged by hand, but only to the low pressure level. A box of 1,000 rounds costs \$1, an air recharge bottle weights 1 lb. and costs \$1.

Guiscard FC-68 (Fusil Chasseur 2270)

Malf	Type	Damage	SS	Acc	1D	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Cr.	2d	11	9	500	3,800	3	10*	70	8	-1	\$240	4	-5	8

5mm×15mm conventional sporting rifle, using cased ammunition. 300 rounds cost \$2.

Guiscard FC-70 (Fusil Chasseur 2270)

Malf	Type	Damage	SS	Acc	1D	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.	7d	14	13	800	4,200	7	3~	5	10	-1	\$220	4	-6	8

7.5mm×40mm conventional hunting rifle, using cased ammunition. 100 rounds cost \$2. Includes a telescopic scope.

Rockwell "Twelve-Eighty-One Magnum"

Malf	Type	Damage	SS	Acc	1D	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Cr.+	12d	20	14	1,100	3,500	29	3~	6	12	-3	\$400	3	No	8

12mm×81mm conventional big game and sniper rifle, using cased ammunition. 100 rounds cost \$5. Includes a bipod, telescopic scope and recoil reduction (p. UTT62).

Shotguns

There is a wide range of different shotgun ammunition (p. UTT52). Flechette shotgun ammunition reduces 1D and Max by 10 yards, but damage becomes impaling and the flechette rounds cannot penetrate the DR of rigid armor (e.g. anything with DR 3+ except Kevlar, monocryst or chainmail). It is LC 2 and costs twice as much. This is probably the ammunition of choice for combat inside space vessels. The risk of potentially fatal collateral damage would be minimized this way.

Traylor Model 10 Riot Gun

Malf	Type	Damage	SS	Acc	1D	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.	4d	12	6	27	160	6	3~	8	12	-3	\$300	4	-6	8

Shotgun damage (p. B119, UT18). Each die rolled separately. \$2 for a box of 100 rounds. Use the Guns (Shotgun) skill with this weapon.

DunArmCo Close Assault Gun

Malf	Type	Damage	SS	Acc	1D	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Cr.	4d	10	6	27	160	8	2x4*	10	13	-2	\$330	3	-5	8

Shotgun damage (p. B119, UT18). Each die rolled separately. \$2 for a box of 100 rounds. In burst mode RoF is limited to 4-round bursts. Two bursts may be fired in one round. Use the Guns (Light Automatic) when firing bursts or Guns (Shotgun) skill when firing single shots with this weapon.

Handguns and Autoguns

Handguns

Modern handguns (Auto-Loading Pistols and Revolvers) in **2300AD** are very light and handy, but the felt recoil of these ceramic-and-plastic beauties is accordingly high.

Arno Five-Fifteen

Malf	Type	Damage	SS	Acc	1D	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.	2d	10	3	100	1,000	2	3~	14	8	-1	\$130	3	-1	8

5mm caseless automatic pistol, using 5mmCP ammunition (UTT48), \$2 for a box of 300.

Hancock Nine-Twenty-Tree Enforcer

Malf	Type	Damage	SS	Acc	1D	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.	2d+2	9	3	150	1,900	1	3~	6	11	-2	\$170	3	0	8

9mm conventional revolver, using 9mmPS (S stands for "short") ammunition. \$2 for a box of 100.

Traylor Model 57 (Chip Traylor Special)

Malf	Type	Damage	SS	Acc	1D	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.	2d+2	9	4	150	1,900	1	3~	10	12	-2	\$150	3	0	8

9mm conventional automatic pistol, using 9mmP ammunition. \$2 for a box of 100. A slightly heavier and more rugged version is designated the M-57 and used by the U.S. military.

Stracher P-11mm (Pistole 11mm Magnum)

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.+	3d	11	4	220	2,000	3	3~	7	13	-3	\$350	3	-3	8

11mm conventional automatic pistol, using 11mmP ammunition. \$4 for a box of 100.

Autoguns (Machine Guns and Autocannon)

The machine guns of **2300AD** are somewhat lacking compared to some other developments. All of them still use cased ammunition, incompatible with all but the oldest service rifles. The reasons for this can only be guessed.

The articulated weapon harness (p. UT64) is often used with the MG-7 and the M-103. The gyrostabilized weapon harness was not but may be introduced during the campaign.

MG-7 (Maschienengewehr Model 7)

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.	5d+1	15	12	800	3,900	10	12*	75D	12B	-2	\$870	0	No	8

5.5×40mm GPMG. Magazine weight: 1.3 lbs. (75-round drum) or 2.2 lbs. (200-round cassette). \$2 for box of 100 rounds, \$5 for empty drum or cassette.

M-103 (U. S. Standard Squad Automatic Weapon)

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.	5d	15	11	700	3,500	11	12*	50D	12B	-2	\$920	0	No	8

5.5×35mm GPMG. Magazine weight: 1.1 lbs. (50-round drum) or 1.5 lbs. (100-round cassette). \$2 for box of 100 rounds, \$5 for empty drum or cassette.

Wu-Beijing Type 381 Machinegun

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.	7d	17	12	1,000	4,700	17	16*	150C	13B	-1	\$870	0	No	8

7.5×32mm GPMG. Magazine weight: 4.4 lbs. (150-round cassette). \$2 for box of 100 rounds, \$5 for empty cassette.

DunArmCo Mini-12

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.	12d(2)	20	15	1,000	5,000	28	12*	100C	40T	-1	\$910	0	No	8

12×95mm HMG. Magazine weight: 15.5 lbs. (100-round cassette). \$3 for box of 100 rounds, \$5 for empty cassette. The Mini-12 fires AP ammunition.

Type 12 Autocannon

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Cr.	6dx4(0.5)	20	15	1,700	6,600	1,200	8*	50D	-	-1	\$1,000	0	No	7

25x161mm Autocannon. Magazine weight: 33 lbs. (50-round drum). \$2 for box of 50 rounds, \$5 for empty drum. The Type 12 fires SAPHE ammunition. That is HE fused to go off after piercing armor, doing additional explosive and fragmentation damage: 1d[2d]. It is very effective against light vehicles (up to DR 40) and aircraft. Note that a (0.5) armor divisor actually doubles the protection of armor.

Lasers

The damage of this laser weapons was slightly modified to conform with the **GURPS** beam weapon design rules (p. VE123). All lasers in **2300AD** are referred to by their output power (in megawatts) and their pulse duration (in hundreds of a second). Thus a "40-01" laser has an output of 40 megawatts for one-hundredth of a second. Actual beam energy is a function of the power output multiplied by the pulse duration. Since one watt for one second produces one joule, a 40-megawatt pulse for one one-hundredth of a second would produce four-tenths of a megajoule. This translates into 400 kilojoules (kJ).

In **GURPS** all beam weapons are also referred to by their beam output, but measured in kilojoules (kJ). A "40-01" laser, for example, has a beam output of 400 kilojoules (kJ). Use the Beam Weapons (Lasers) skill with these weapons.

The following weapons appeared on page 45 of the **2300AD Adventurer's Guide** .

Mueller-Rivera P-3 (Pistole-3)

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Imp.	3d+2	11	5	200	500	2	4*	35	-	-	\$750	1	-2	8

20-01 (200 kJ) laser pistol with power cell worn on the belt and connected to the pistol by means of a 50-gauge teleflex photonic link cable. The disposable 7mJ FDLMS power cell weights additional 2 lbs. and costs \$5.

Mueller-Rivera F-7 (Fusile-7)

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Imp.	4d+1	10	15	1,000	4,000	4	3~	16	-	-	\$760	1	-5	8

30-01 (300 kJ) laser rifle. The disposable 5mJ LMS power cell costs \$5.

Rorttmann LK-1 (Laserkarabiner)

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Imp.	4d+2	9	15	1,000	4,000	5	3~	20	-	-	\$850	1	-5	8

35-01 (350 kJ) laser rifle with integral 30mm grenade launcher. For weapon statistics of the grenade launcher refer to the similar .HR-17 30mm The disposable 7mJ FDLMS power cell costs \$5.

Gonzalves-Brazilia "Luce-3"

Malf	Type	Damage	SS	Acc	⌘	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Imp.	7d+2	14	10	1,000	4,000	8	3~	5	-	-	\$620	1	-6	8

45-02 (900 kJ) laser rifle. The disposable 5mJ LMS power cell costs \$5.

Gonzalves-Brazilia "Luce-7B" 40-01

Malf	Type	Damage	SS	Acc	⌘	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Imp.	5d	10	11	1,000	4,000	6	3~	12	-	-	\$720	1	-4	8

40-01 (400 kJ) laser rifle with integral 30mm grenade launcher. For weapon statistics of the grenade launcher refer to the similar Combat Rifle Integral Grenade Launcher HR-17 30mm of the FAM-90 (Fusil Automatique Magnetique-2090) 4.5mm above. The disposable 5mJ LMS power cell costs \$5.

Mueller-Rivera F-19 (Fusile-19)

Malf	Type	Damage	SS	Acc	⌘	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Imp.	6d+2	10	16	1,200	4,800	3	3~	10	-	-	\$730	1	-5	8

70-01 (700 kJ) laser rifle. The disposable 7mJ FDLMS power cell costs \$5.

SVB (Snayperskaya Vintovka Belnikarpov)

Malf	Type	Damage	SS	Acc	⌘	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Imp.	7d	11	15	1,400	5,600	4	3~	6	-	-	\$770	1	-5	8

80-01 (800 kJ) laser rifle. The disposable 5mJ LMS power cell costs \$5.

Plasma Guns, man-portable, and Heavy Plasma Guns

In **GURPS** terms this type of gun is referred to as a Plasma Blaster (p. UTT58). The Plasma Blasters of **2300AD** are very early versions with some shortcomings. They tend to be heavy and have few shots. In addition they use disposable Power Cartridges ("photonic core plaser cells") only (see p. UTT60/61), which are not interchangeable.

A hit does burn damage (no modifiers) and knockback, and will splatter plasma over the target area. Anyone within two yards takes ¼the blaster's damage. Plasma Blasters set fire to anything flammable within two yards of a hit. Use the Beam Weapons (Blasters) skill with these weapons. The following weapons appeared on page 47 of the **2300AD Adventurer's Guide** .

Plasma Guns, man-portable

Jaschonek Fabrikant A-9 Sturmgewehr

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Spcl.	3d+2	13	12	900	2,000	9	3~	6	10	-1	\$1,600	0	-5	9

5 MW (50 kJ) plaser rifle. \$8 per disposable photonic core plaser cell.

Type 1 High Energy Assault Gun

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Spcl.	5d+1	16	10	750	1,800	24	2~	4	11	-2	\$1,300	0	-7	9

10 MW (100 kJ) plaser rifle. \$12 per disposable photonic core plaser cell.

Kurita Type-21 F

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Spcl.	6d+2	15	15	1,000	2,500	18	2~	4	11	-2	\$1,400	0	-6	9

15 MW (150 kJ) plaser rifle. \$14 per disposable photonic core plaser cell.

Quinn-Darlan Mk 2-A2 PGMP (Plasma Gun, Man-portable)

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Spcl.	11d+1	15	12	1,700	4,200	24	1	10	12	-2	\$1,800	0	No	9

20 MW (200 kJ) plaser rifle. \$18 per disposable photonic core plaser cell.

Heavy Plasma Guns

CLP-1A (Cannon Legere Pyrotechnique-1 A) Field-mounted Plasma Gun

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Spcl.	6d×11	15	15	1,600	4,000	688	3~	10	-	-	\$9,300	-1	No	9

175 MW (1,750 kJ) heavy plaser gun. \$500 per disposable 10-cell clip.

Jaschonek Fabrikant A-4T Sturmgewehr

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Spcl.	14d	12	15	1,700	4,200	40/15	1	5	23T	-	\$?	0	No	9

30 MW (300 kJ) heavy plaser gun. \$24 per disposable photonic core plaser cell.

Sonic Stunners and Propelled Grenades

Sonic Stunners

See p. B119 or p. UT53 for more about Stunner weapons in GURPS. Quick & dirty rules: For hand stunners the victim must roll HT-3 or he "falls asleep" for 20-HT minutes. A character hit by the carbine must roll against HT-6 or be stunned for 20-HT minutes. Use the Beam Weapons (Sonic) skill with these weapons.

Brandt Audionique AS-3

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Stun	Spcl.	12	3	40	65	4	3~	40	-	-	\$140	5	-3	9

Sonic stun pistol with energy pack worn on belt and connected by a heavy-duty power cable. The disposable LMS cell costs \$1. In "area fire mode" Acc is 5, ∅ is 20 and the victim must roll against plain HT to avoid effects.

Quinn Optronics Restraint Carbine

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Ver.	Stun	Spcl.	13	10	100	150	8	3~	15	-	-	\$150	5	-5	9

Sonic stun police carbine. The disposable LMS cell costs \$5. In "area fire mode" the carbine uses 3 pulses at once: Acc is 12, ∅ is 40 and the victim must roll against HT-3 to avoid effects.

Grenade Launchers

Combat Rifle Integral Grenade Launcher HR-17 / G-2 30mm

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Spcl.	Spcl.	9	2	(75)	500	2	1	3	10	-1	-	2	-	8

GW-12 Grenade Launcher

Malf	Type	Damage	SS	Acc	∅	Max	Weight	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
Crit.	Spcl.	Spcl.	12	9	(75)	500	4	2~	6	10	-1	\$115	2	-5	8

Grenade Launcher Ammunition

30mm High Explosive Propelled Grenade : 5dx2 Exp. [2d] Cut.; \$5 each

30mm High Explosive Armor Piercing Propelled Grenade : 3dx2(10) Exp.; \$6 each

30mm Flechette Propelled Grenade : 8d+8 Imp., ∅ 40; Max 100; \$10 each (each die of damage (1d+1) rolled separately; use shotgun rules as per p. B119)

30mm Concealment Propelled Grenade : 6y radius black cloud, lingers for 300 seconds/(wind speed in mph); \$10 each

30mm Flare Propelled Grenade : 2d burn, bright illumination with 100y radius; within 15y or less: HT or blinded for (20-HT sec.); \$10 each

30mm High Explosive Squash Head Propelled Grenade : 5dx2 Exp., but if no penetration occurs 10% of the damage rolled are applied to 1% of DR. Drop all fractions, so DR less than 10 gives no protection. See UTT66 or VE103 under HESH for details. \$10 each.

Hand Grenades

High Explosion Fragmentation Grenade : 6dx2[2d] Exp.; 1lb., \$20

Concussion Grenade : 6dx2 Exp.; 1lb., \$20

Concealment Grenade : 15y radius black cloud, lingers for 300 seconds/(wind speed in mph); 1lb., \$20

Guided Ordnance

The missiles in **2300AD** do not fit well into the **GURPS** guidelines for missile design. I have taken some liberties with the statistics given in **2300AD** to produce missile statistics as similar as possible while retaining full conformance with the **GURPS** rules.

Missiles

Name	Malf	Guid	Type	Damage	Spd	End	Max	Min	Skill	WPS	VPS	CPS	LC	TL
Martel	Crit.	PRH	Exp.	6d×23[10d]	300	6.56	1,970	50	15	6.5	0.195	6,300	0	9

French hand-carried light air defense missile. The Martel is used vs. helicopters, ospreys, vectored thrust vehicles, and other low and slow ground support aircraft. Small 100mm HEFP (High Explosive Proximity-Fused) warhead (2 lbs., \$100). PRH (Passive Radar Homing with compact option) guidance (0.5 lbs., \$6,000). Motor (4 lbs., \$200). Fired from a disposable 3.25 lbs. launcher tube (\$20) with SS 12.

Name	Malf	Guid	Type	Damage	Spd	End	Max	Min	Skill	WPS	VPS	CPS	LC	TL
Blindicide-9	Crit.	SALH(PU)	Exp.	6d×25(10)	200	7.5	1,500	10	14	5	0.1	5,186	0	9

French hand-carried light antivehicle missile. The Pop-Up option is selectable. Modest 80mm HEAT (High Explosive Anti-Tank) warhead (2.048 lbs., \$61). SALH(PU) (Semi-Active Laser Homing with Pop-Up options guidance (0.5 lb., \$5,000). Motor (2.5 lbs., \$125). Fired from a disposable 2.5 lbs. launcher tube (\$19) with SS 12.

Name	Malf	Guid	Type	Damage	Spd	End	Max	Min	Skill	WPS	VPS	CPS	LC	TL
Blindicide-3	Crit.	IRH(PU)	Exp.	6d×16(10)	300	1.6	500	15	13	5	0.1	2,811	0	8

Obsolete French hand-carried light antivehicle missile. Modest 80mm HEAT (High Explosive Anti-Tank) warhead (2.048 lbs., \$61). IRH (Infrared Homing with Pop-Up and compact option) guidance (0.5 lb., \$2,500). Motor (2.5 lbs., \$250). Fired from a disposable 2.5 lbs. launcher tube (\$37) with SS 12.

Name	Malf	Guid	Type	Damage	Spd	End	Max	Min	Skill	WPS	VPS	CPS	LC	TL
Manta-1	Crit.	PEH(PU)	Exp.	6dx40(10)	850	17.7	15,000	-	16	45	0.9	27,040	0	9

French vehicle-mounted antivehicle missile. Normal 100mm HEAT (High Explosive Anti-Tank) warhead (8 lbs., \$240). The Pop-Up option is selectable. PEH (Passive Electromagnetic Homing with Pop-Up option) guidance (1 lb., \$25,000). Motor (36 lbs., \$1,800).

Name	Malf	Guid	Type	Damage	Spd	End	Max	Min	Skill	WPS	VPS	CPS	LC	TL
Aero-12	Crit.	BIIRH(PU)	Exp.	6dx30(10)	300	45	13,500	-	15	60	1.2	18,610	0	8

Obsolete French vehicle-mounted antivehicle missile. Big 100mm HEAT (High Explosive Anti-Tank) warhead (12 lbs., \$360). IIRH (Brilliant Imaging Infrared Homing with Pop-Up option) guidance (3 lb., \$13,750). Motor (45 lbs., \$4,500).

Name	Malf	Guid	Type	Damage	Spd	End	Max	Min	Skill	WPS	VPS	CPS	LC	TL
Aero-27	Crit.	SARH	Exp.	6dx23[10d]	1,350	121	163,400	50	17	400	8	45,750	0	9

French vehicle-mounted air defense missile. Small 100mm HEPF (High Explosive Proximity-Fused) warhead (2 lbs., \$100). BSARH (Brilliant Semi-Active Radar Homing) guidance (5 lb., \$26,000). Motor (393 lbs., \$19,650).

Name	Malf	Guid	Type	Damage	Spd	End	Max	Min	Skill	WPS	VPS	CPS	LC	TL
Panzerfaust 93	Crit.	SALH(PU)	Exp.	6dx28(10)	300	20	6,000	-	14	13.3	0.26	5,583	0	9

German hand-carried antivehicle missile. Normal 70mm HEAT (High Explosive Anti-Tank) warhead (2.744 lbs., \$83). The Pop-Up option is selectable. SALH(PU) (Semi-Active Laser Homing with Pop-Up option) guidance (0.5 lb., \$5,000). Motor (10 lbs., \$500). Fired from a disposable 2.6 lbs. launcher tube (\$19) with SS 12.

Name	Malf	Guid	Type	Damage	Spd	End	Max	Min	Skill	WPS	VPS	CPS	LC	TL
Luchs	Crit.	BPEH(PU)	Exp.	6dx187	300	29.6	8,880	-	16	36	0.72	49,640	0	9

German vehicle-mounted antivehicle missile. Huge 100mm HESH (High Explosive Squash-Head) warhead (16 lbs. \$640). The Pop-Up option is selectable. BPEH (Brilliant Passive Electromagnetic Homing with Pop-Up option) guidance (2 lbs., \$30,000). Motor (20 lbs.; \$1,000). If no penetration occurs 10% of the damage rolled are applied to 1% of DR. Drop all fractions, so DR less than 10 gives no protection. See UTT66 or VE191 under HESH for details. The Luchs is stealthy, giving it the basic stealth modifier for TL9: -5.

Name	Malf	Guid	Type	Damage	Spd	End	Max	Min	Skill	WPS	VPS	CPS	LC	TL
Hornisse	Crit.	PEH	Exp.	6d×8[6d]	2,000	5.13	10,270	50	18	36	0.72	74,701	0	9

German hand-carried light air defense missile. Small 70mm HEPF (High Explosive Proximity-Fused) warhead (0.686 lbs., \$34). PEH (Passive Electromagnetic Homing) guidance (2 lbs., \$40,000). Motor (33.314 lbs., \$1,666). Fired from a disposable 11 lbs. launcher tube (\$40) with SS 14. The Hornisse is stealthy, giving it the basic stealth modifier for TL9: -5.

Name	Malf	Guid	Type	Damage	Spd	End	Max	Min	Skill	WPS	VPS	CPS	LC	TL
Ohu	Crit.	SARH	Exp.	6d×23[10d]	1,250	80	100,700	50	19	250	4	183,050	0	9

German vehicle-mounted air defense missile. Small 100mm HEPF (High Explosive Proximity-Fused) warhead (2 lbs., \$100). BSARH (Brilliant Semi-Active Radar Homing) guidance (9 lbs., \$46,000). Motor (239 lbs., \$11,950). The Hornisse is stealthy, giving it the basic stealth modifier for TL9: -5. The missile has a brilliant guidance, meaning that it will travel to a preset distance and then activate the Semi-Active Radar Homing guidance. The firing vehicle turns off its active sensors after a positive detection of the target, fires the Ohu missile, moves to another position, and turns on again its radar when the missile is in the estimated general area of the target. The missile will then lock on the radar reflections from the target, home in for the kill and explode within 250 yards if possible.

Bombs

Name	Malf	Guid	Type	Damage	Spd	End	Max	Min	Skill	WPS	VPS	CPS	LC	TL
WASP Bomb	Crit.	SALH	Spcl.	2,166y	80	10	-	-	17	443	8.86	59,898	0	8

British cluster bomb, saturates the target area with small bomblets, the size of hand grenades, each with dual-purpose shape-charge and high-explosive warheads. Roll 3d for each being, structure or vehicle within the burst radius: on a roll of (5+Size Modifier) or less, the target is directly hit by a bomblet. Use HEAT damage. Otherwise apply explosive damage to anything within burst radius.

Design notes: Aircraft-guided (smart) bomb with 380mm normal ICM warhead (Improved conventional Munitions; 439 lbs., \$43,898, 2,166y burst radius, 4d[4d] Exp. or 4d(10)[4d] HEAT; for ICM see p. VE106, VE192). Guidance: SALH (Semi-Active Laser Homing; 4 lbs., skill 17, \$16,000). WPS 200kg, CPS \$60,000. Smart bombs can fly for up to 10 seconds, moving at a speed equal to the aircraft's speed.

Name	Malf	Guid	Type	Damage	Spd	End	Max	Min	Skill	WPS	VPS	CPS	LC	TL
HE Bomb	Crit.	SALH	Exp.	6d×22,863	80	10	-	-	17	443	8.86	103,800	0	8

British Fuel-Air Explosive bomb. When it explodes it produces a cloud of volatile gas and then ignites the gas, producing a huge fireball and concussion wave. Lethal radius for unsheltered humans is 250+ yards.

Design notes: Aircraft-guided (smart) bomb with 380mm normal FAE warhead (Fuel-Air Explosive; 439 lbs., \$87,800, for FAE see p. VE113). Guidance: SALH (Semi-Active Laser Homing; 4 lbs., skill 17, \$16,000). WPS 200kg. CPS \$104,000. Damage is quartered every 32 yards (p. VE190). Smart bombs can fly for up to 10 seconds, moving at a speed equal to the aircraft's speed.

2300AD Kafer Weapons for GURPS

The following weapon descriptions are the **GURPS** statistics for the weapons of **2300AD**, a role playing game by GDW. All statistics are as close as possible to the feel of **2300AD** while still conform with the **GURPS** weapon design rules.

The aliens named *Kafers* are humanity's implacable enemy in the 2300 AD universe. They are more advanced in some technological fields, physically stronger than most humans and very aggressive. The name Kafer is a transmogrified version of "Käfer", which means "bug" in German and was meant as a derogatory term. The Kafers are no insects and not even remotely related to them. Their own name for themselves is *Vah*, translateable as "The Race" or "The People". Kafer weapon names given along with the "Human designations" often have a sound written "*" and pronounced as a harsh, rasping noise like the German "ch" in Nacht or Bach. "Ch*" is a common sound related to the Kafer concept for struggle or combat.

Kafer have an average strength of 16, a tough hide (PD 1, DR 2) and hands that are different from human hands. The grip and stock design is uncomfortable for human anatomy. Use the Flinch rule on p. HT6, requiring a Will roll to avoid subtracting Rcl from first shot and double Rcl for second shot in the same second (only if the shooter knows about the terrible recoil).

To figure out the functions of a Kafer weapon is not too difficult; roll vs. Guns (for conventional weapons) or Beam Weapons (for beam weapons) skill -6. A failure indicates some injury by hard recoil or hot surfaces. A critical failure indicates an accidental discharge with possibly fatal results for anyone nearby. After figuring out the weapon it may be fired with appropriate weapon skill -4 (for unfamiliarity) until the user has become familiar with the weapon after the equivalent of about eight hours of continuous practice with the weapon (that is firing practice, not carrying the thing for eight hours).

Hand-Held Weapons

"Horse Pistol" (Kafer: *Vved ush*)

Heavy revolver. Use the Guns (Pistol) skill.

Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
<i>Vved ush</i>	Crit.	Cr.+	7d-1	10	6	380	2,700	4.8	1.4	3~	6	15	-5	210	3	-3	9

GURPS Vehicles 2nd Ed. design notes: 14.5x31mm normal power revolver pistol with very short barrel. 14.5x31mm ammunition: WPS 0.23 lbs., VPS 0.0015, CPS \$0.46

"Thud Gun" (Kafer: *Vved ach**)

Assault rifle with integral grenade launcher. Wt. is for the combined weapon. The rifle cannot be separated from the grenade launcher and the ammunition is in one combined box magazine. Use the Guns (Light Automatic) or Guns (Grenade Launcher) skill.

Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
<i>Vved ach*</i>	Crit.	Cr.+	7d+1	14	9+1	430	2,900	32	12	12*	66	16	-2	347	1	-5	9
w. APEX	Crit.	Cr.+ / Exp.	7d+1(2) / 1d-3	14	9+1	430	2,900	32	12	12*	66	16	-2	347	1	-5	9
27.2m GL	Crit.	Exp.*	6d-1[2d]	14	7+1	150	1,600	32	9.5	1	9+1	13	-1	347	1	-5	9

GURPS Vehicles 2nd Ed. design notes: 12.1x31mm conventional normal powered short barrel light automatic rifle with integral 27.2mm conventional low powered extremely short barrel slow autoloader. 12.1x31mm ammunition: WPS 0.13, VPS 0.00088, CPS \$0.26. 27.2mm ammunition: WPS 0.75, VPS 0.005, CPS \$1.5

"Flashlight 1" (Kafer: *Vvedv kala'ach**)

Laser sniper rifle. The Kafer-manufactured power cell holds the equivalent energy of 4 C cells. This is the "Flashlight" as *shown* in the Kafer Sourcebook. Use the Beam Weapons (Laser) skill.

Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
<i>Vvedv kala'ach</i> *	Ver. (Crit.)	Imp.	9d-1	17	15	6,000	12,000	25	2	3~	12	10	0	1,725	1	No	9

GURPS Vehicles 2nd Ed. design notes: TL 9 laser rifle with 750 kJ output.

"Flashlight 2" (Kafer: *Vvedv kala'ach**)

Laser sniper rifle with integral grenade launcher. The laser rifle cannot be separated from the grenade launcher. The Kafer-manufactured power cell holds the equivalent energy of 4 C cells. Wt. is for the combined weapon. This is the "Flashlight" as *described* in the Kafer sourcebook. Use the Beam Weapons (Laser) or Guns (Grenade Launcher) skill.

Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
<i>Vvedv kala'ach</i> *	Ver. (Crit.)	Imp.	9d-1	20	15	6,000	12,000	38.5	2	3~	12	12	0	1,950	1	No	9
27.2m GL	Crit.	Exp.*	6d-1[2d]	20	6	150	1,600	38.5	9.5	1	9+1	15	-1	1,950	1	-5	9

GURPS Vehicles 2nd Ed. design notes: TL 9 laser rifle with 750 kJ output and integral 27.2mm conventional low powered extremely short barrel slow autoloader. 27.2mm ammunition: WPS 0.75, VPS 0.005, CPS \$1.5

"Donderbus" (Kafer: *Vved luch**)

Close-combat shotgun. It normally fires a buckshot round (6 x 8mm slugs) but may fire a 19mm APEX round. Use the Guns (Shotgun) or Guns (Grenade Launcher) skill.

Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
<i>Vved luch</i> *	Crit.	Cr.	4d	12	1	22	200	11.5	1.5	2~	8+1	10	-1	300	4	-6	9
<i>w. APEX</i>		Cr. / Exp.	4d+1(2) / 1d+1	12	5+1	220	2,000	13	3	2~	8+1	10	-1	300	4	-6	9

GURPS Vehicles 2nd Ed. design notes: 19x58mm conventional smoothbore low powered very short barrel fast autoloader with a 8-round box magazine. 19x58mm buckshot ammunition: WPS 0.13, VPS 0.0017, CPS \$0.25. 19x58mm APEX ammunition: WPS 0.25, VPS 0.0017, CPS \$2.5

Vehicle or Quadpod Mounted Weapons

"Beamer" (Kafer: *Gh'eh Kalech**)

This charged particle beam weapon ("blaster") is always vehicle or quadpod mounted although it is lighter and has less recoil than the standard Kafer infantry weapons. Use the Gunner (Beams) skill.

Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots	Cost	LC	TL
<i>Gh'eh Kalech</i> *	Crit.	Spcl.	6dx5	12	14	300	700	12	7.6	3*	100	945	0	9

GURPS Vehicles 2nd Ed. design notes: 400 kJ vehicle or quadpod mounted plasma blaster (p. UTT58) using disposable 13.3x28.3mm power cartridges (see p. UTT60/61), called "photonic

core plaser cells" in the 2300 AD universe. Plasma blasters do burn damage (no multiple after subtracting armor) and knockback, and will splatter plasma over the target area. Anyone within two yards takes 1/4 the blaster's damage. 13.3x28.3mm power cartridge: WPS 0.054, VPS 0.00036, CPS \$5.4

"Tri-beamer" (Kafer: *Gh'eh uch**)

Another weapon that is always vehicle or quadpod mounted although it is lighter and has less recoil than the standard Kafer infantry weapons. The Tri-beamer may fire all three barrels at once (treat as three-round burst; p. B120) or in rapid sequence once per round. Use the Gunner (Beams) skill.

Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots	Cost	LC	TL
<i>Gh'eh uch</i> *	Crit.	Spcl.	6dx3	12	13	280	550	12	6.4	3*	120	945	0	9

GURPS Vehicles 2nd Ed. design notes: Vehicle or quadpod mounted combination of three 280 kJ plasma blasters (p. UTT58) in one gatling-style rotating mount using disposable 9.8x21.2mm power cartridges (see p. UTT60/61), called "photonic core plaser cells" in the 2300 AD universe. Plasma blasters do burn damage (no multiple after subtracting armor) and knockback, and will splatter plasma over the target area. Anyone within two yards takes 1/4 the blaster's damage. 9.8x21.2mm power cartridge: WPS 0.038, VPS 0.00025, CPS \$3.8

Grenades and Explosives

"Hand Grenade" (Kafer: *Gaaach**)

Kafer hand grenades are activated normally for impact fusing by banging a protruding button sharply against a hard object and throwing them. They can also be set for delay fusing from instant to approximately 1/2 hour and they can be set for pressure release fusing, like some human mines. Use the Throwing skill.

Weapon	Malf	Type	Damage	Wt.	Cost	LC	TL
<i>Gaaach</i> *	Crit.	Exp.*	6dx3 [4d]	0.5	\$10	1	9

GURPS Vehicles 2nd Ed. design notes: TL9 40mm iron bomb with normal warhead.

"Satchel Charge" (Kafer: *Gah erech**)

TL9 high explosive charge in carrying satchel with strap. Variable delay fuse from instant to approximately 30 seconds. Use the Throwing skill.

Weapon	Malf	Type	Damage	Wt.	Cost	LC	TL
<i>Gah erech</i> *	Crit.	Exp.	6dx35	5	\$100	1	9

Guided Hand-Held Missile

"Quickfire" (Kafer: *Vvesh vah'ech**)

Personnel-carried antivehicle missile, generally carried in special backpack launcher. The launcher includes two preloaded tubes on either side and can only be fired by a Kafer other than the soldier carrying the backpack. The launcher is disposable after two rounds.

Weapon	Malf	Guid.	Type	Damage	SS	Speed	Skill	End	Max	Wt.	AWt.	RoF	Shots	Cost	LC	TL
<i>Vvesh vah'ech</i> *	Crit.	PRH	Exp.	6dx25(10)	17	1,200	15	5	6,000	55	35	2:NR	2	4,700	1	9

GURPS Vehicles 2nd Ed. design notes: 100mm missile with small HEAT warhead (2 lbs., \$60). Passive Radar Homing guidance (0.5 lbs., \$1,500, skill 15). Pwt. 2.5 lbs., Pcost \$1,560. Motor

(300 y/sec., Mwt. 15 lbs., \$750). WPS 17.5 lbs., VPS 0.35, CPS \$2,310. Twin disposable backpack launcher (20 lbs., SS 17, RoF 2:NR, Shots 2, \$75).

Unguided Hand-Held Missile

"Scattergun" (Kafer: *Vvesh luch**)

A nasty and accurate one-shot "long-range-shotgun". Individual flechette damage is 3d-1 Imp. Use the Guns (Light Antitank Weapon) skill. Use the rules on p. VEII189 for dispersion and number of hits, maximum range past the POD is 400. The standard +6 bonus for beehive is not actually applied to Acc, it is simply a bonus to the Multiple Projectile Hit Table on p. VEII190, equivalent to multiplying the number of hits by 10. The huge warhead give a further +2 bonus to the Multiple Projectile Hit Table.

Weapon	Malf	Type	Damage	SS	Speed	End	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots	Cost	LC	TL
<i>Vvesh luch*</i>	Crit.	Spcl.	3d-1 x Spcl.	12	850	2.9	15+1	1,400	2,400	9	6	1NR	1	62	1	9

GURPS Vehicles 2nd Ed. design notes: TL 9 35mm unguided missile with huge beehive warhead and disposable launcher. Huge 35mm beehive warhead (Wwt. 0.69, Wcost \$27). Motor (Mwt. 5.31 lbs., 850 y/sec., \$53). WPS 6 lbs., VPS 0.12, CPS \$62. Launcher (3 lbs., SS 12, RoF 1NR, Shots 1, \$20).

Kafer Weapon Tables

Hand-Held Weapons

Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
<i>Vved ush</i>	Crit.	Cr.+	7d-1	10	6	380	2,700	4.8	1.4	3~	6	15	-5	210	3	-3	9
Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
<i>Vved ach*</i>	Crit.	Cr.+	7d+1	14	9+1	430	2,900	35.8	12	12*	66	17	-2	347	1	-5	9
w. APEX	Crit.	Cr.+ / Exp.	7d+1(2) / 1d-3	14	9+1	430	2,900	35.8	12	12*	66	17	-2	347	1	-5	9
27.2m GL	Crit.	Exp.*	6d-1[2d]	14	7+1	150	1,600	35.8	9.5	1	9+1	14	-1	347	1	-5	9
Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
<i>Vvedv kala'ach*</i>	Ver. (Crit.)	Imp.	9d-1	17	15	6,000	12,000	25	2	3~	12	10	0	1,725	1	No	9
Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
<i>Vvedv kala'ach*</i>	Ver. (Crit.)	Imp.	9d-1	20	15	6,000	12,000	38	2	3~	12	12	0	1,950	1	No	9
27.2m GL	Crit.	Exp.*	6d-1[2d]	20	6	150	1,600	38	9.5	1	9+1	15	-1	1,950	1	-5	9
Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
<i>Vved luch*</i>	Crit.	Cr.	4d	12	1	22	200	11	11.5	2~	8+1	10	-1	300	4	-6	9

w. APEX		Cr. / Exp.	4d+1(2) / 1d+1	12	5+1	220	2,000	12	13	2~	8+1	10	-1	300	4	-6	9
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Vehicle or Quadpod Mounted Weapons

Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots	Cost	LC	TL
<u>Gh'eh Kalech</u> *	Crit.	Spcl.	6dx5	12	14	300	700	12	7.6	3*	100	945	0	9
Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots	Cost	LC	TL
<u>Gh'eh uch</u> *	Crit.	Spcl.	6dx3	12	13	280	550	12	6.4	3*	120	945	0	9

Grenades and Explosives

Weapon	Malf	Type	Damage	Wt.	Cost	LC	TL
<u>Gaaach</u> *	Crit.	Exp.*	6dx3 [4d]	0.5	\$10	1	9
Weapon	Malf	Type	Damage	Wt.	Cost	LC	TL
<u>Gah erech</u> *	Crit.	Exp.	6dx35	5	\$100	1	9

Guided Hand-Held Missile

Weapon	Malf	Guid.	Type	Damage	SS	Speed	Skill	End	Max	LWt.	AWt.	RoF	Shots	Cost	LC	TL
<u>Vvesh vah'tech</u> *	Crit.	PRH	Exp.	6dx25(10)	17	1,200	15	5	6,000	55	35	2:NR	2	4,700	1	9

Unguided Hand-Held Missile

Weapon	Malf	Type	Damage	SS	Speed	End	Acc	1/2D	Max	LWt.	AWt.	RoF	Shots	Cost	LC	TL
<u>Vvesh luch</u> *	Crit.	Spcl.	3d-1 x Spcl.	12	850	2.9	15+1	1,400	2,400	9	6	1NR	1	62	1	9