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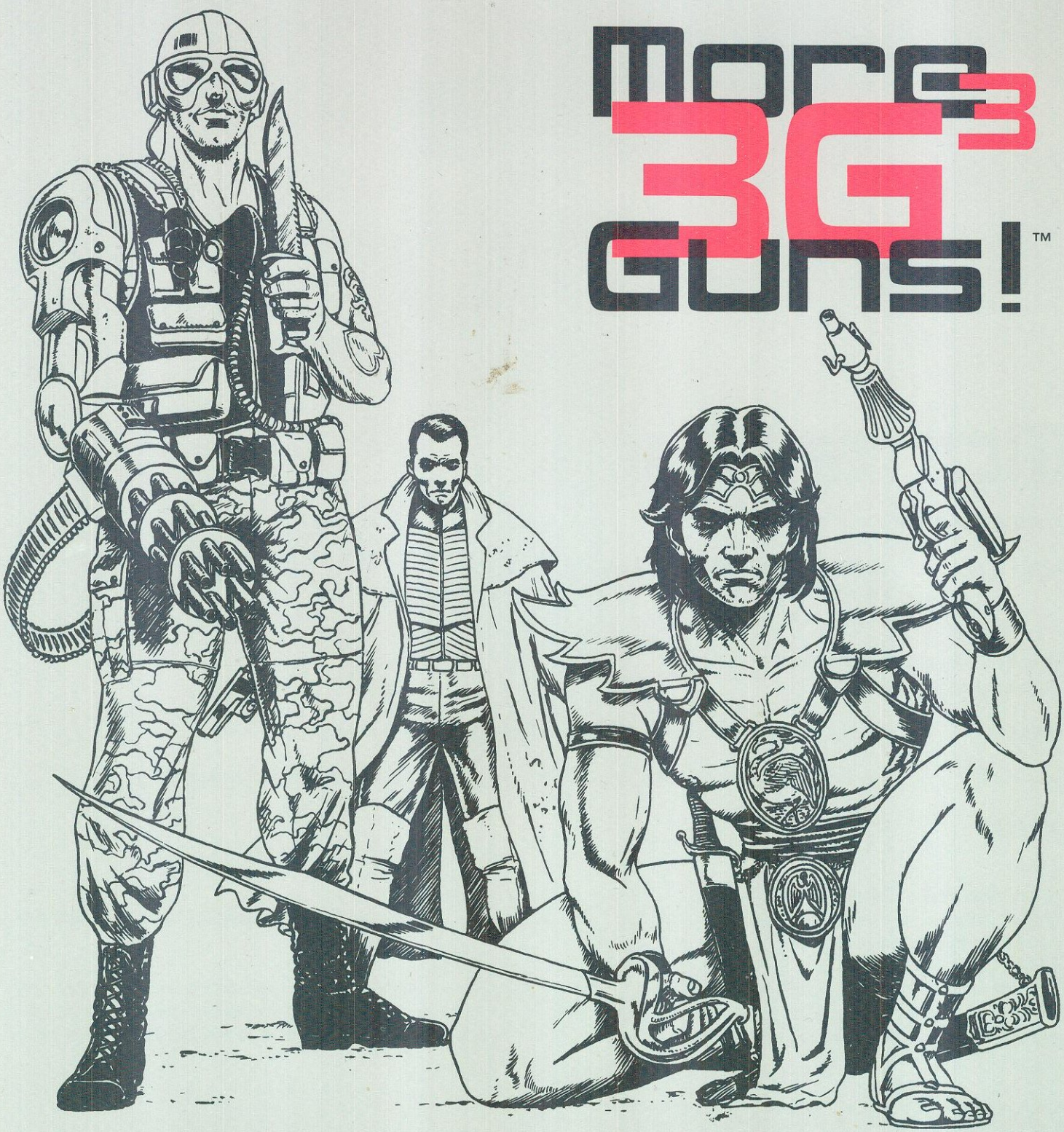
More 3G³ Guns!™



Weapons of all Tech Levels for 3G³

BTRC

Greg Porter

More Guns!

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Intro - You probably already own the **3G³** weapon design system, or you wouldn't be interested in **More Guns!**, but for those of you who are exceptions, **3G³** is the BTRC's universal gun design system. It fills a niche in many games of a system that lets you design fairly realistic firearms for virtually any RPG, and provides an internally consistent scale of damage, mass, length, accuracy and other parameters which can be used in the BTRC's **TimeLords** RPG system, or converted over any other system you might play. **3G³** also allows you to design futuristic weapons like lasers, "gauss" or "railguns", and particle beams, as well as guided missiles and a few other complicated goodies. Last, you can design weapons "out of period", that is, the rules do not prevent you from design weapons that might have been historically or technically *possible*, but were never built because the inspiration or technical knowledge (as opposed to mechanical ability) was lacking.

More Guns! is supposed to take over where **3G³** left off. With the detailed weapon design rules and conversion notes, players of all types of games now had a tool to create, modify and move weapons from system to system. However, this can be a bit of work. **More Guns!** tries to reduce that load by supplying literally hundreds of pre-designed weapons from all Tech Levels, and even the audacious task of converting weapons from one game into those of another game.

More Guns! is a collection of real and imagined firearms designed with the **3G³** system, for you to use as inspiration for your own designs, or source material for your campaigns. In the case of imaginary weapons, anything goes, and they do not need to fit "real" history, although most will be practical within the framework of the period they are designed for. The **3G³** examples of real weapons, on the other hand, have less leeway. They are designed entirely within the framework of the **3G³** system, and as a result may differ slightly from the "real world" numbers. After all, **3G³** is only an *approximation* of the real world. However, the actual numbers or projected stats for real or prototype weapons will be included, so you can use whichever figures best suit your needs, and make your own judgments as to how much you trust the accuracy of **3G³**.

The majority of the weapons that follow are modern ones, TL8-12 in **3G³** terms. This is mainly because there are so many of them, and for standardized, industrial era weapons, this is where most of them are. The weapons from previous TL's include historical examples as well as odd designs from alternate timelines, and the future weapons range from high-tech zip guns to the nastiest man-portable weapons of TL15.

Many of the weapons in **More Guns!** are *not* illustrated. One, it takes up a hell of a lot of space, and paper equals money, *your* money. Second, it has been done before, and done better. There are any number of gaming, military and sporting books with precise technical drawings or photographs of weapons from each period (except the future, of course), and the gaming supplement may even be for the system you currently play. Third and last, if you have enough interest in guns and weapons to buy **3G³** or **More Guns!**, you probably already have some idea what an M-16, Bazooka or .44 Magnum revolver looks like already. But, there are illustrations of many of the more off-beat designs.

Last, **More Guns!** is also an idea book. While actual weapons were translated from their real-world stats, all of the other designs adhere strictly to **3G³** guidelines. Through these, you can get ideas for new designs, modifications of existing ones, or totally off-the-wall ideas that just *might* be useful in a given game setting.

Notes - As far as possible, all weapons in this supplement have been converted *exactly* according to the guidelines listed, for better or worse. If you converted a real-world weapon on this list, you should get the exact same numbers we did. There is no second-guessing or fudging data to make things look better. In the cases where the conversion doesn't give optimum results, we will tell you, and let you know what to do about it. For instance, it is unhappy coincidence that many 5.56mm and 7.62mm assault rifles fall at opposite ends of the Damage Value range for the same penetration number in **MegaTraveller**. But, we did not bump up the 7.62mm rounds for the sake of looking good. Rather, we let you know that this is the case, and how to take it into account.

Destroy this book too! - There are detailed conversions for several hundred weapons for several *different* role-playing systems in this book. You are unlikely to use all of them.

You have permission to photocopy the weapon lists you are going to *personally* use in your campaign as play aids for yourself and your players, or to otherwise, punch, spindle, fold or mutilate the pages to organize it in the fashion you find most convenient. If you have already destroyed your copy of **3G³**, then the extra notes and weapons here might best be placed in with that section of your binder.

We know you might only be buying this supplement for *one* game, in which case a lot of the info here is just excess baggage. We recommend selling off the chunks you don't use to friends who play *other* systems. That way, everyone gets what they want, and nothing more, at a very reasonable price per piece.

Other Books - As far as weapons and role-playing references go, I recommend R.Talsorian's **Compendium of Modern Firearms**. The author, Kevin Dockery (also author of **The Morrow Project** and some military books that you can actually find in major bookstores), has *substantially* more hands-on weapon experience than I do, which shows in the detail he brings to bear. The **Compendium** does overlap somewhat with **More Guns!** in subject and scope, but is good enough that I will forgive him for occasionally using non-metric units of measurement, and being the author of a competing product.

Another highly recommended book is **Weapons**, by the Diagram Group. Out of print for a few years, it has recently been updated and re-released. It is an excellent primer on all forms of weapons from 5,000BC to 2,000AD, profusely illustrated, indexed and with an excellent bibliography.

Last, and beyond the reach of most gamers, is the **Jane's** annual series. The most useful ones are **Jane's Infantry Weapons** and **Jane's Security & Counter-Intelligence Equipment**. They will set you back well over $100 each, so try and see if your library has a copy that you can peruse instead.

The range of weapons here is supposed to be wide enough in space and time that you, as a GM or player can say "Well, we are in such-and-such a country in this time period, odds are that the most common weapons here will be x and y". The GM instantly knows what weapons any foes are likely to have, and players have an idea what *they* can get a hold of if necessary. Names and stats can go with the item. Rather than saying "It's like a Thompson, but made in Russia", you just look up the stats for a PPsH 41 "Burp Gun", and away you go.

Errata - A need for a number of minor clarifications showed up in the first printing of the 3rd edition rules. Here is some additional info on a few topics.

Malfunctions - Just how bad a malfunction can be is fairly dependent on how likely it is. For ammunition, a malfunction is a failure in the round, not the gun. For weapons, malfunctions are a mechanical problem that has nothing to do with the ammo. Use the worst malfunction class of a weapon and ammunition. Do *not* add the two classes together.

Duds and jams are fairly self-explanatory. Criticals are another matter. A few modern weapons on this list have reliability class III, even though they are otherwise normal. The usual reasons for this are a class I weapon which has two of the following conditions:

1. A level of reduced cost, giving a +1 reliability class.
2. An extremely high ROF, giving a +1 reliability class.
3. A full-auto weapon using a semi-auto receiver.

This happens on some machine pistols, which may be semi-auto pistols converted to selective fire. A side effect of this conversion is that the natural ROF is very high, which may double the problem. Last, a number of machine pistols and SMG's are or were built cheaply in wartime, where quantity and ease of manufacture outweighed quality control. If reasons 2 and 3 are why the weapon has a reliability class of III, one level may usually be offset by using a particular brand or type of ammunition, which the manufacturer of the gun has tested and found to work best. This drops the reliability class to II, preventing critical malfunctions.

For a reliability class III-IV weapon, a critical malfunction is usually something which does not damage the weapon, but which does jam it up real good, requiring field stripping to correct the problem. Examples might be a piece of spent brass getting wedged in place, a misfed bullet damaging the top of a clip or cutting the top of a bullet and leaving lead shavings to gum up the works, or any number of annoying but not serious problems. The weapon is probably out of use for the current combat, however. Several uninterrupted seconds of work should solve the problem if you are familiar with the workings of that weapon.

When you cross the line to class V, you are beginning to ask for problems. There, the chance of a critical is the same as for duds and jams combined. A critical of this type might be a broken case ejector, a casing that ruptured, leaving it or maybe the bullet wedged in the barrel, or a round which fired before it is fully seated in the barrel, possibly igniting nearby flammables, or adjacent rounds of ammunition.

Class VI weapons are an accident waiting to happen. The design is so poor that even normal operation can cause catastrophic parts failure. Split barrels, ignition or detonation of adjacent rounds, and failure of moving pieces to stop moving when they are supposed to are the most likely consequences, and the bigger the weapon, the worse the consequences.

Weapons of normally high reliability can have things go wrong on short notice if it suits the GM. For a real world example, some of the Enfield No. 4 in .303 have developed barrel cracks which can result in barrel explosions when using *normal* ammunition. Even though the rest of the weapon may be in perfect condition, a small fraction of these weapons are now reliability class VI. GM's who wish to can give characters such a defective weapon (which can be detected by any competent gunsmith). The problem should have a fixed cure, like replacing the barrel in the case of the defective Enfields.

Note - If a weapon has a range of multiple TL's where it is made, assume it has the reliability figure for the TL of manufacture, *not* necessarily the first TL is it available. This presumes that the manufacturer naturally used better quality steels, more accurate manufacturing techniques and so on in the newer models, without appreciably changing the mass of the weapon.

Example - If the Government .45 was available from TL8-11, then a TL8 model would have a reliability class of I when firing TL8 ammunition, just like the TL10 model would have a reliability class of I when firing TL10 ammunition. However, the TL8 weapon would be reliability class III if firing ammunition loaded to TL10 maximum safe specs.

Multiple barrel weapons - Weapons like gatling guns and rotary cannon automatically have an IA of 1 point less than normal for their aiming RC. This is because it is very difficult to accurately align each barrel so that they fire exactly where the sights are pointing. Additionally, these weapons are usually meant for area fire, and have rudimentary sights, making the task even more difficult.

Extra conversion notes - The conversion notes in first printing **3G^3** cover the *basics* of converting your designs to your favorite system, but do not have the details to cover more esoteric bits. For instance, archaic cannons end up having pathetic accuracy in most systems. Historically, they were used in quantity, at large targets, which lends some credence to this stat. However, the ranges these translate to in **Torg** are too short to be of any use, and are much less than historically known. This brings up the idea of using them as indirect fire weapons beyond their reliable aimed range. However, **Torg** has no indirect fire rules, so we had to make some up.

Things like this cropped up for a number of systems, so the conversion notes here expand the normal **3G^3** limits to these fringe topics. These are *not* meant to supplant the official rules for any given system, and are *not* officially endorsed by the makers of those systems. Rather, they have just given us permission to mention their trademarks and let fly with a general conversion tool, and let *you* decide if its worth your time and money.

Table of Contents

Contents - More Guns! is organized as follows. First, a basic overview of the **3G³** system, so that you know what is going on, and can use this supplement even if you have no idea what **3G³** is about. Second, a list of the weapons represented, with a short description, though a few weapons have illustrations or some **3G³** tech notes. Last comes the actual weapon data for your particular rpg system, which is arranged in rough Tech Level order.

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Overview - If you don't happen to have **3G³** handy, or are using this for another system, here is a quick review of the basic stats for a **3G³** weapon.

Name - The common or technical descriptive of the weapon.

Cal - The caliber of the weapon, usually in millimeters (mm). This will be the largest diameter of the projectile for ones with irregular shapes (like narrow rockets with large warheads).

RC - Range Class. Usually expressed as x/y, where x is the table that best approximates the accuracy of the projectile (or energy beam), and y is the table that best approximates how the attack loses damage with range. These numbers are 5% increments of the base damage or hit chance, and are for use in a d20 system, although you can get the corresponding percentages simply by multiplying by 5.

DV - Damage Value. Conventional weapons (i.e. guns) will have a DV based on the bullet, not the gun. A family of weapons based on the same cartridge may have different DV's. The number listed here is the DV of *this particular* weapon, and the base DV of the round may be listed in a separate ammunition table. For other types of weapons, the DV listed here *is* the base DV of the weapon, since the DV is weapon dependent, rather than based on external factors (a laser would have a DV independent of the type of power source used, for instance).

The DV of any impact or directed energy weapon is:

$$\sqrt{(\text{Energy in Joules} \times .735)/\text{diameter of attack in cm}}$$

A Joule is a scientific unit of energy, equal to 1 Watt/second, or 1.36 Joules = 1 foot-pound, for conversion from most American ballistic tables.

Example - A weapon with 1,000ft/lb of energy has 1,360J of energy.

IA - Inherent Accuracy. How naturally the weapon points and shoots. Again, this is on a d20 system, and each point is a direct 5% addition to the user's chance to hit.

Init - Initiative. A generic number representing how heavy and bulky the weapon is. Weapons with low initiative are slower to bring into action, so a person with a high initiative weapon like a pistol will have a speed advantage over someone with a low initiative weapon like a light machine gun.

Mass - The mass of the *fully loaded* weapon in kilograms. These masses are rounded to the nearest .05kg to keep from getting too absurd in trying to be accurate.

Bulk - A generic term showing how physically bulky the weapon is. Most weapons will be Small (S). Each unit of length is approximately 15cm (about 5.9 inches), so an S/6 weapon would be between 76cm and 90cm in length. Weapons with folding stocks will be noted, and their bulk will generally be 2 units less (roughly 30cm shorter) when in the folded position.

TL - Tech Level. This is a scale of "historical" technological advancement for you to compare designs with, and corresponds to some degree with the material science and manufacturing technology available during those periods.

TL	Year equivalent	Historical Developments
1	Prehistory	Spears
2	10,000BC	Bows
3	3,000BC	Crossbows
4	0AD	Chinese develop rockets
5	1400AD	First gunpowder weapons
6	1700AD	Flintlocks
7	1800AD	Percussion weapons
8	1900AD	First practical autoweapons
9	1930AD	First submachine guns
10	1960AD	Aluminum used in firearms
11	1980AD	Laser sights
12	2000AD	Caseless ammunition
13	2100AD	Practical lasers, railguns
14	2200AD	Practical particle beams
15	2300AD	Peak of current science

Cost - The cost of the weapon in dollars or credits or whatever unit of exchange is convenient. All weapons are on the same cost scale, so you can use any multiplier you feel appropriate for your gaming needs.

Clip - This is how many shots the weapon holds, regardless of whether they are in an external feed box, an internal clip or any other means of storage.

Action - This is the mechanical (or electrical) way in which the weapon operates. See below.

Abbrev.	Action	Earliest possible TL
SS	Single shot	1
RV	Revolver	1
B	Bolt action	4
P	Pump action	4
LA	Lever action	4
SA	Semi-auto	4
AT	Full-auto	4
AB	Auto-burst	4

Abbrev.	Clip type
/I	Fixed internal magazine
/E	External magazine (feed box or battery)
/C	Detachable clip
/n	"n" shots (with multiple barrel weapons)

Abbrev.	Action modifier
-M	Matchlock
-F	Flintlock
-P	Percussion action

Examples:

SS/2-F	Double-barreled flintlock
RV-P	Percussion action revolver
SA/C	Clip-fed semiautomatic
AT/E	Externally fed autoweapon

Clip mass - The mass of a fully loaded clip in kilograms. Weapons without clips (revolvers, internal magazine or single shot weapons) would have a "-" here, and would add the mass of the appropriate quantity of loose rounds.

AV - Armor Value. A number representing how strong the weapon is, *on the average*, and how well it handles abuse. The larger or elongated a weapon is, the greater the variance from one part of the weapon to another.

BP - Body Points. A number representing the internal structure of the weapon. Damage which exceeds the AV is applied to the BP to see if the weapon breaks or malfunctions.

These quantities have counterparts in many games, and correspond almost exactly to the weapon stats used in the games of the **TimeLords** RPG system.

Reliability - A special stat is the reliability of the weapon. This is the chance of a misfire or malfunction under optimum conditions, and as all **3G³** fanatics know, is a function of the weapon design. You roll on this table if you ever roll a "20" on a **TimeLords** to hit roll, or roll an automatic failure in any other system. In the "Notes" section for each weapon there will be a Roman numeral from I to VI, in order of increasing unreliability. This corresponds to the **3G³** scale below.

Category	Dud	1d20 roll for Jam	Critical
I	19	20	-
II	19	20	-
III	18	19+	20
IV	16	17-19	20
V	11	12-14	15+
VI	1	2-4	5+

Important note - If creating a **3G³** weapon from real-world numbers found elsewhere, some weapons may also list the stats of the ammunition. With low-tech weapons, the numbers can be deceiving, since the weapon will not have 100% efficiency. For instance, a round with 1000J of energy might only use 400J in **3G³** due to the TL and action the weapon has. This is one of many pitfalls you have to be wary of in your own designs.

In recreating actual weapons, another caution is using the correct energy for the action and barrel mass. The DV can be calculated from the muzzle energy, but if you use the energy to figure out the powder mass, subsequent calculations may show that *your* barrel is not the "optimum" length for that powder charge. If you count the "extra" barrel as giving the round extra energy, then your DV will not reflect the *actual* muzzle energy, and if you reduce the powder charge to compensate for the longer barrel, the "optimum" barrel length drops yet further. You can see-saw around the real vs. calculated barrel length, or try to find a source for the "standard" energy of the round, and design the weapons from that end. If all else fails, simply use the optimum barrel length as the "standard", and design all subsequent weapons around the round parameters you have gotten for this one.

Example - You convert a real world weapon to **3G³**. It has a barrel length of 50cm and a *muzzle* energy of 2000J. When you figure out the powder used, the *base* barrel length turns out to be 25cm. Now, you can either base the weapon energy on a lower energy (since the excess barrel can add up to 10% to the DV), or assume the "real" weapon has an optimum barrel, and base the rest of your designs on *that* weapon. The former is preferred, for accuracy's sake.

+P ammunition - For that extra punch, many cartridges are available in +P or +P+ versions. These are loaded with more propellant and to higher pressures than normal. Most weapons have the safety margin to handle this, but older ones may not, since they are already firing ammunition with more power than they are used to. +P ammunition raises the DV by 5%, and +P+ ammunition raises the DV by 10%, both figures rounding nearest. However, +P ammunition decreases the reliability of the weapon by 1 level, and +P+ by 2 levels. The same increased damage and decreased reliability is seen if you use ammunition from a higher TL in a weapon of a lower TL.

Note - Many shoulder fired or autoweapons using pistol cartridges are built to withstand +P+ pressures without any problem, since mass is not as great an issue, and this lets such weapons get substantially better damage than comparable pistols (higher propellant energy + longer barrel for higher DV).

Cost and Tech Level - While not accurate for all items, the following table gives a rough idea of how to convert "credits" into an amount more in line with actual costs in Earth history.

Year difference	Cost x	Year difference	Cost x
+0 (early TL12)	x1.0	-100(early TL8)	x.08
-10 (TL11)	x.6	-150 (late TL7)	x.07
-20 (TL10)	x.4	-200 (early TL7)	x.06
-30(early TL10)	x.3	-400 (TL6)	x.05
-50 (TL9)	x.2	-700 (late TL4)	x.04
-75 (TL8)	x.1	-1000 (TL4)	x.03

Example - An early TL8 weapon with a cost of 100Cr would actually cost about 8Cr, after taking inflation into account.

Universal Conversion Chart - The following chart is almost identical to the one in **3G³**, with a few small exceptions. In the first printing of **3G³**, the **Torg** values were based on rounding down, while the equation stated to round nearest. That has been corrected. Second, a number of values now have a "°" after them. This signirfies that if an ammunition one TL higher is fired through a weapon with that DV, the increased propellant energy will increase the damage enough to raise it to the next higher level in that particular game system. This will also apply to using very high power loads in the weapon.

Example - A weapon with a DV of 28 has a **Twilight:2000** Damage of 2°. This is a Damage of 2, but if the weapon uses higher TL ammunition, or high-powered ammunition, the Damage might go to 3.

The criteria for this is based on a single TL difference, with an average increase in DV of 7%, and rounded to the next higher available number on the chart.

Universal conversion chart - The table on this and following pages lists the conversion from DV to damage for a number of game systems, and the equations used to generate them. These tables may be photocopied for personal use.

TimeLords™ damage	= DV
CORPS™ damage	= DV/3(d)
Cyberpunk 2020® damage	= (19 x $\log_{DV}$) - 16.5(n)
GURPS® damage	= .26 x $DV^{1.12}$(n)
Hero System™ damage	= (8.37 x $\log_{DV}$) - 6.5(d)
Megatraveller™ damage	= (($DV^{.5}$ + 5.8)/2.3) - 1(d)
Torg® damage	= 8.3 x $DV^{.2}$(n)
Twilight: 2000™ damage	= $(DV/10)^{.86}$(n)

Torg® is West End Games's (Honesdale, PA) trademark for their fantasy role-playing game, and our references to it are in no way meant to indicate that BTRC has a license from West End Games with regard to **3G³**

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TimeLords™ and **CORPS**™ are BTRC's (Richmond, VA) trademarks for its fantasy role-playing games.

Universal conversion chart for 3G³

3G³ DV	Torg®	CORPS™	Cyberpunk 2020®	MegaTraveller™	Hero System™	GURPS®	Twilight 2000™
1	8						
2	9						
3	10	1				1 pip	
4	11						1
5							
6	12	2				1/2d6	
7							
8			1 pip		1 pip	1d6-1	
9	13	3	1/2d6			1/2d6+1	
10			1d6-1		1/2d6	1d6	
11			1d6	0		1/2d6+2	
12	14	4	1/2d6+2	1	1d6-1		
13			1d6+1			1d6+1	
14			1d6+2		1/2d6+1		
15		5	2d6-1			1d6+2	1°
16	14°				1d6	2d6-1	2
17	15		2d6	2			
18		6					
19			2d6+1			2d6	
20							
21		7			1d6+1	2d6+1	
22	15°		2d6+2				
23	16						
24		8				2d6+2	
25			2d6+3			3d6-1	
26			3d6				
27		9			1d6+2	3d6	
28							2°
29						3d6+1	3
30	16°	10	3d6+1	3			
31					2d6-1		
32	17					3d6+2	
33		11				4d6-1	
34			3d6+2				
35						4d6	
36		12			1d6+3		
37						4d6+1	
38			3d6+3				
39		13					
40	17°		4d6			4d6+2	
41					2d6	5d6-1	3°
42	18	14					
43						5d6	4
44							
45		15	4d6+1			5d6+1	
47						5d6+2	
48		16				6d6-1	
50						6d6	
51		17	4d6+2				
53	18°					6d6+1	
54		18			2d6+1		
55						6d6+2	4°
56	19					7d6-1	
57		19					
58			4d6+3			7d6	5
60		20		4		7d6+1	
61							
62			5d6			7d6+2	
63		21				8d6-1	
65						8d6	
66		22					
67						8d6+1	
69	19°	23				8d6+2	5°
70			5d6+1			9d6-1	
71					2d6+2		

Universal conversion chart for 3G³

3G³ DV	TORG®	CORPS™	Cyberpunk 2020®	MegaTraveller™	Hero System™	GURPS®	Twilight 2000™
72	20	24					
73						9d6	6
75		25				9d6+1	
77						9d6+2	
78		26				10d6-1	
79			5d6+2				
80						10d6	
81		27					
82					3d6-1	10d6+1	
84		28				10d6+2	6°
85						11d6-1	
87	20°	29				11d6	
89			5d6+3			11d6+1	7
90		30		5			
91						11d6+2	
92	21					12d6-1	
94			6d6		2d6+3	12d6	
96		32					
101						13d6	7°
102		34					
104							
106			6d6+1				8
108		36			3d6	14d6	
110	21°						
113							
114		38				15d6	8°
117	22						
120		40	6d6+2				
121						16d6	9
126		42					
131				6			9°
135		45				6d6x3	
136			6d6+3				
139	22°						10
141					3d6+1		
144		48	7d6				
147	23						10°
153		51					
155						7d6x3	11
157							
161							
162		54					
163			7d6+1				11°
165							
171	23°	57					
174						6d6x4	12
180		60		7			12°
182	24						
183			7d6+2				
186					3d6+2		
191							13
192		64					
202							
204		68					
205							13°
207			7d6+3				
209							
212	24°					6d6x5	
213					4d6-1		
216		72					
218							
219			8d6				14
225	25						
226				8			
228		76					
235							
240		80					
245					3d6+3		
248							
250						6d6x6	
255		85					
261	25°						14°
265							
270		90					
274	26						
278							15
281					4d6		
285		95					
287						6d6x7	
296				9			
300		100					
301							
313	26°						
323						6d6x8	15°
330		110					
332	27						
336			9d6				
340							16

Universal conversion chart for 3G³

3G³ DV	TORG®	CORPS™	Cyberpunk 2020®	MegaTraveller™	Hero System™	GURPS®	Twilight 2000™
348							
359						6d6x9	
360		120					
364							
365							
369	27°				4d6+1		
390		130		10			
391							16°
395						6d6x10	
400	28						
418							17
420		140					
430						6d6x11	
437							
444	28°						
450		150					
464						6d6x12	17°
470							
478	29						
480		160		11			
485					4d6+2		
496							18
499						6d6x13	
510		170					
513			10d6				
520							
522							
533	29°					6d6x14	18°
540		180					
557					5d6-1		
568	30						
570		190					19
592				12			
599							
600		200				6d6x16	
625							19°
626	30°						
638					4d6+3		
660		220					
661							
667						6d6x18	20
670	31						
696				13			
720		240					
731							20°
732					5d6		
733						6d6x20	
740	31°						
780		260					21
785			11d6				
788	32						
798						6d6x22	
800							
840		280					
852				14			21°
862						6d6x24	
865	32°						
870							
900		300					22
914							
920	33						
926						6d6x26	
957							22°
960		320		15			
962					5d6+1		
990						6d6x28	
1000							
1001	33°						
1020		340					23
1044							
1053						6d6x30	
1062			12d6				
1072	34						
1080		360					23°
1087							
1115				16		6d6x32	
1122							
1140		380					
1145							
1153	34°						24
1177						6d6x34	
1200		400					
1209							
1239						6d6x36	24°
1241	35						
1260		420					
1266				17	5d6+2		
1300						6d6x38	25

Goodies - In addition to guns, characters also like to get their grubby mitts on various accessories to make them work better. The list that follows is basically taken from historical and current technological data, with figures averaged and rounded from a number of samples.

Telescopic sights - Telescopic weapon sights first become available around TL7, and acquire their present look by TL8. Early models were long (up to VS/4), fragile and temperamental. They would have been used on specialized target weapons, and would not have tolerated abuse or rough handling.

By TL8, the shorter, compound optic and crosshairs sight familiar to most hunters was available, although most were still not very rugged. They gradually improved in quality up through TL11, and by that point had coated optics, variable magnification, rubberized or shock-absorbing exteriors, and possibly an illuminated crosshair for low-light use.

At TL12, some designs became more compact, but otherwise had the same capabilities, and at TL13+ could easily incorporate night vision or other capabilities.

TL	Type	Size	Mass	AV	BP	Cost
7	Fixed	VS/5	1.0kg	1	3	200Cr
early 8	Fixed	VS/3	.80kg	1	2	200Cr
late 8	Fixed	VS/2	.60kg	2	2	200Cr
9	Variable	S/1	.60kg	2	3	200Cr
10	Variable	S/1	.50kg	2	3	200Cr
11	Variable	S/1	.40kg	2	2	200Cr
12	Variable	VS/1	.30kg	2	2	200Cr

Effects - A telescopic sight allows a called shot to a smaller target than can be seen with the naked eye at a given range, and bonus to hit. It usually requires an action to use, during which time the firer can't move very much.

Vision enhancement - The earliest vision enhancement devices are available at TL9, in the form of infrared-detecting scopes. These use a specialized vacuum tube to pick up infrared light and convert it to the visible spectrum. They thus require that any object to be viewed be emitting infrared light, either on its own, or as a reflection from some other source, usually the latter. This had to be infrared that was near the visible spectrum, *not* heat emissions from a warm body or vehicle engine. The weapon sight usually was equipped with a spotlight and an infrared filter, which could provide illumination out to around 100m with some clarity. Battery life with the spotlight on was only a few hours, so it was turned off when not in use.

During TL10 the first light amplification sights became available. These were basically improved versions of the TL9 sight, able to pick up very faint amounts of visible light, and amplify them so that the human eye could pick it up. They also worked especially good with infrared light as well. Early models were large, and could not be mounted on a carried weapon. The technology was also classified. The early models had image distortion problems, and could be overloaded or even ruined if a bright light were suddenly shone at them while in operation. It would take several seconds for the weapon to recover, and the bright flash in the eyepiece would also ruin the night vision of the user.

By TL11, the image intensifiers were small enough to be weapon mounted, and through the TL, the size, durability and reliability continued to improve, especially after the introduction of a new technology that replaced the older, fragile vacuum tubes. However, the manufacture of this new technology was difficult and expensive, so it had its drawbacks.

Another TL11 development was the "thermal" sight. This used a special detector to pick up minute temperature differences in the field of view, so that a warm person could be picked up against a cool background, the shaded spot where a car was parked would be visible against warm pavement, etc. Initially, these were also too large to be easily portable, and had the additional disadvantage that the detecting element had to be cooled to below -100°C in order to work. In the field, this was usually by a bottle of liquid argon or nitrogen, which was good for several hours before needing replaced. The cool-down process also took several minutes.

By late TL11 and through TL12, thermal sights became small enough to be weapon sights, first on tanks, then crew served weapons, and finally on infantry weapons. New generation detectors needed less cooling, and that could be supplied by semiconductor cooling units.

Presumably, by late TL12+, both image intensification and thermal sights could be integrated into one sight with little problem, and anyone with the extra money could equip their forces with them.

TL	Type	Size	Mass	AV	BP	Cost
9	Active IR	S/3	2.00kg	2	3	500Cr
10	Passive	S/3	1.70kg	2	3	3,000Cr
early 11	Passive	S/2	1.00kg	2	2	2,000Cr
late 11	Passive	S/1	.80kg	2	2	3,000Cr
late 11	Thermal	M/1	4.00kg	2	3	10,000Cr
early 12	Passive	VS/2	.70kg	2	2	3,000Cr
early 12	Thermal	S/2	2.00kg	2	2	7,000Cr
13	Thermal	S/1	1.00kg	2	2	4,000Cr

Effects - Vision enhancement devices allow the user to see in conditions where others can't. This can be through darkness, fog, light obscurement or other barriers to unaided sight. They do not normally provide any bonuses, but simply negate all or part of whatever penalty applies to everyone else. Note that if combined with a telescopic sight, those benefits *would* apply.

Night sights - These do not provide any illumination or vision enhancement, but are simply designed to be easy to see in marginal light conditions. They are available at TL8+, and may involve phosphorescent paint, radium illumination, or capsules with tritium and an alpha-sensitive phosphor. They have no extra mass, and generally cost from 50-100Cr for a good set.

Effects - They may negate some of any penalty based on marginal lighting conditions, where the human eye can still see, but not very well. It makes sure you have the front and rear sights aligned properly, which would normally be difficult with a black or dark blued weapon.

Laser sights - The idea of using a laser beam as a weapon sight first occured in late TL10, when helium-neon lasers became compact enough to mount on rifles. These were large (S/2), and had a short battery life, but the technological glitz and actual practicality spurred the development of smaller units.

By TL11, units were small enough to mount on pistols (S/1), although they were nearly as large as the weapon itself at this point. The late TL11 development of visible wavelength semiconductor lasers revolutionized laser sights, reducing them to the size of a fingertip, with batteries the same size. The first weapons to be equipped from the factory with a laser sight (by Taurus) were in late TL11, for revolvers and large semi-auto pistols. Late TL11 and early TL12 developments included projects to mount the laser entirely inside the weapon, and provide lasers in both visible and infrared versions for use by people wearing light intensification goggles.

TL	Type	Size	Mass	AV	BP	Cost
10	He-Ne	S/2	.50kg	1	1	300Cr
early 11	He-Ne	S/1	.20kg	1	1	300Cr
late 11	Semicond.	VS/1	.12kg	1	1	300Cr
early 12	Semicond.	VS/1	.05kg	1	1	200Cr

Effects - A laser sight lets you see exactly where the weapon is aimed, regardless of whether or not you can see over the regular sights, and this feedback increases the accuracy of most shots. It can also negate penalties for firing from an awkward position, like hipfiring. However, moving the weapon to the proper aim point may take a fraction of a second longer than simply pointing and shooting. So, a person who gains the benefit of a laser sight will act slightly slower than a person who does not. Laser sights only work indoors, at night or under very overcast conditions, otherwise ambient light overwhelms the laser spot.

Note - Real-world laser sights are rapidly becoming too small to be any factor at all in weapon size, but still have a significant cost compared to the weapon they are mounted on.

Heat sensors - This is a late TL11 development, and has been advertised as a police or rescue tool. It is a simple IR sensor array designed to pick up rapid changes in the heat background, like a warm body. If panned slowly across an arc, it will give a signal on anything abnormally warm in the field of view as it passes. It does not give a picture, just a warm/not warm indication. If stationary, it will pick up anything warm that moves through its arc. These have not been advertised for weapon use, but could conceivably be used on one. Quality and cost varies, but a **3G³** version of what is currently available would be a +3 sensor for a "smart" weapon, with the above sensing parameters, a cost of 50Cr and mass of about .5kg (counting it as sg1). Ruggedizing it to withstand recoil while mounted on a weapon might double the cost, and its bonus is sharply limited by the 15° targeting arc, of which only a very small portion is actually covered by the weapon.

Effects - Might provide a targeting bonus or acquisition in poor light conditions or through very light visual cover. Might also penetrate obscurement like smoke better than the naked eye or light intensifiers.

Aiming lights - A laser sight does not provide any illumination unless you are wearing light intensification gear, as the laser spot lights up a very tiny portion of the target. An aiming light is just a conventional flashlight mounted to a weapon, so that the light beam is centered on where the weapon is aimed. Think of it as a poor man's laser sight. The range is much less. These are available at TL8+, and can be jury-rigged if none is commercially available (first known production example is TL10).

Effects - Negates hipfiring penalties, and illuminates areas in front of the weapon, negating darkness penalties for whatever range the light is good for. It also highlights the exact location of the person with the weapon.

Extended clips - Within 5 minutes of buying the first clip-fed weapon, the owner was undoubtedly trying to figure out how to make the clip larger. Most clip-fed weapons can have alternate clips with greater capacity. Up to 10% (round up) additional capacity can be had with no change to the weapon except a slightly longer grip. If not commercially available, it is a task that can be accomplished by any decent gunsmith. Normal cost applies for commercial clips, and custom ones are x4 normal clip cost.

Very large clips can be made, but these will add noticeably to the size of the weapon. Some weapons have had these commercially available, like 32 round "snail" clips for the Luger, 25 round extended clips for the 1911A1 (Government .45), or the 40 or 50 round drums for the Thompson submachinegun. These would be more difficult for a gunsmith to make, and correspondingly more expensive.

Effects - You get more shots before you have to reload, which can often be a significant advantage.

Silencers/suppressors - These are used to reduce the noise of a firearm, which can be of three types. First, there is the supersonic crack of most bullets. This can't be silenced or abated. As long as the bullet is supersonic (>330m/sec), this will take place. Second is the mechanical noise of the weapon, like a trigger falling, a slide reciprocating, and so on. This cannot be silenced either. The last component is the "boom" of the expanding gases from the muzzle of the weapon, and this is what most silencers reduce. This is by trapping the gases in a series of baffles, and reducing their velocity before they exit the weapon. Some silencers can also vent off enough gas to actually slow the projectile to a subsonic velocity, to kill that component of the noise, but reducing damage at the same time.

Silencers are first commerically available at TL8, and restricted or regulated in most areas by TL9, since they have obvious application for quietly killing things. However, plans for making them are usually available, and constructing a reasonably effective suppressor is a trivial task. Size is usually S/1 or S/2, depending on whether it is for a rifle or a pistol, and mass is .25kg per location.

The best "quiet" weapons are designed that way. They have minimum mechanical noise, use subsonic bullets, and have efficient gas traps. They are almost exclusively sniper, commando or assassination weapons and not available to the public.

Effects - A suppressor or silencer reduces the chance that a gunshot will be heard, and if it is heard, may make it more difficult to determine the direction it came from.

Pistol shot - This is just very small lead pellets in place of a normal pistol bullet. Often known as "ratshot", it is suitable only for killing very small animals at very close range.

Effects - It does very little damage (minimum lethal damage) to large targets because of its poor penetration, but the rapid spread of shot provides a bonus to hit at short range, often needed when aiming at small vermin.

Tracer ammunition - This is first developed at TL8, and is a means for a user of an automatic weapon to see where the shots are actually going, especially at night. They are available in a variety of colors, and may also have an incendiary effect.

Effects - When using automatic fire, it may compensate somewhat for poor sights or firing position, by allowing you to "walk" a burst or stream of autofire towards the intended target. As long as the autofire is maintained, movement modifiers by the firer or target may be reduced. Extended use of tracer ammunition may cause excess barrel wear, but so does extended use of autofire.

Recoil compensators - This is available for small arms at TL10 and higher, and generally involves venting some of the propellant gases that normally go straight out the barrel. Instead, they are routed up and to the rear if possible. This tends to reduce the climb of the muzzle that results from the weapon recoiling above the center of mass. It has no effect on damage. Gunsmiths with the proper equipment can install or modify a muzzle brake or other recoil compensator in a few hours at a cost of around 20% of the weapon's base cost.

Effects - Recoil compensators may reduce consecutive shot penalties for a weapon. This may be by dropping the recoil penalty or increasing the effecting strength of the user for purposes of controlling the weapon.

Bullpup conversions - These are first available at TL11, and are basically aftermarket stocks that take the action of a weapon and put it in a bullpup configuration stock, with a new trigger assembly in the appropriate position for a bullpup weapon. This does not alter the mass of the weapon, but does make it shorter. These are usually priced at around 40% of base weapon cost. Commercially available units will be for a small subset of weapons, usually those with a quasi-military feel, which the appearance of the new stock tends to highlight.

Effects - This may increase the speed with which the weapon may be brought to bear, and reduces its size for storage purposes.

Gunsmithing - This is simply taking your weapon to a prefessional gunsmith, and having it worked on. All parts that contact each other are polished for smooth action, the grip may be modified for better fit, certain areas prone to malfunction may have parts replaced with aftermarket ones, and so on. A basic overhaul will cost around 20% of the price of the weapon.

Effects - Mostly subjective. The user should have a better "feel" for the weapon, and it is more reliable in poor conditions. The tune-up may be enough that the owner will get a slight bonus to hit with the weapon. Malfunctions common to that weapon are less likely. It may also increase the resale value by 10%.

Future goodies - This short section details a few goodies designed up for futuristic weapons.

Hunter-Killer - This is a TL15 smart weapon sensor that can be placed on any type of ranged weapon with an electronic firing circuit. Designed for blood-sport games in a decadent future, the weapon will only fire if it has a guaranteed hit on the target, which is programmed into the unit. The assassins stalk each other through the city streets, and the public is assured by the low chance a stray hit will actually hurt *them*. It is a +8 sensor array, massing about .5kg, and costing 650Cr. The battery has negligible size and mass, and lasts for 20 hours. The special effect is that it does not provide a bonus to hit, but simply refuses to fire the weapon if the user fails to make a normal hit.

Super shells - You can get a +2 sensor and guidance package in a 18mm 3:1 bullet at TL19, +3 if you aim for a broader class of target. A +4 guidance module will fit in a 27mm projectile, and a +5 will if you choose a broader target category. A projectile the size of a hunting arrow (11mm diameter, 800mm long) could have a usuable volume of 55.1cc, and could hold a +2 array at TL14, a +3 array at TL15-16, a +4 array at TL17-18, and a +5 array at TL19, with a +1 to each if a broader target category is taken.

Cyberscan - Designed to pick up the electronic signature of servo motors and/or electronic muscle arrays. First available at TL13, and used by and against power-assisted armor units. This is a particular type of emission (as compared to all electronic signatures), and so gets no size bonus. The normal unit mounts in place of a telescopic sight on a rifle, and has a 180° scan area in the direction the weapon is pointed. Objects in the center 15° arc are classified as to intensity, type and most probable range (if the intensity and type information are correct). This may be cross-referenced with a replaceable memory chip that compares these parameters to known armor types, and gives a short description in the viewfinder or any heads-up display that is worn. In **3G^3** terms, it is a +6 sensor array with tracking ability, but no weapon aiming ability. With an sg of 1, it has a mass of 640g, plus a 10 hour battery which masses about 50g, for a total of .7kg. The cost of the unit is 450Cr.

Edge scanner - With adaptive camoflauge, thermal masking and electronic shielding, high-tech soldiers can be hard to detect. One answer to this is the laser-assisted edge scanner. This acts like radar, bouncing a low-power laser beam off everything in the target zone, and reconstructing the zone electronically, based solely on the range to each item there. A camoflauged person will show up as a person-shaped bump on this map, regardless of how well they are concealed from visual or thermal scans, and if they are absorbing the wavelengths of the laser, there will be a person-shaped hole in the map. It isn't perfect, as a suit with protrusions and varying reflectivity can blend in somewhat, but it is just another stage in the measure/countermeasure cycle. In **3G^3** terms, it is a TL14 binocular-type device, with a +8 bonus to spot camoflauged objects. It has a mass of 1.0kg, including a 100 hour battery and 2.5J solar panel capable of running the sensor during daylight conditions.

1 Archaic Weapons

These are from a straight historical background on Earth, with nothing contrived or fabricated from a fictional universe. Weapon design was a matter of trial and error, with scientific methods being applied only in TL7. Before then, how and why chemical compounds behaved the way they did was a mystery, and the only real way to stress test weapons was to blow them up. The concepts of metal fatigue and microscopic stress fractures were unknown, as was the science of ballistics. If it worked, you went with it. If not, you picked up what pieces you could find and went back to the drawing board.

Note - Many of the "normal" archaic weapons can be had as working reproductions at TL9+. These are designed to handle the stress of TL8 propellant (black powder, *not* modern nitrocelluose), and are usually of better materials than the originals (if original was class III or worse, change it to class II).

Differences - One big difference between archaic firearms and modern ones is the velocity of the projectiles. Many TL5-6 weapons had subsonic projectiles. Normal organic armors (wood, leather, etc.) had better resisting power against these, and the damage done to flesh and bone was less because there was no hydrostatic shock to contend with. However, TL5-6 medicine usually made up for anything the bullets didn't manage to get done.

In any game system which differentiates the damage, make sure to check if the projectile velocity is subsonic, and change the damage type in that system accordingly.

Guesswork - Where possible for archaic weapons, actual weapons from collections have been measured to get the stats listed. In some cases, this was not possible, and the mass was based solely on the **3G**[3] design. Likewise, only for some of the TL6-7 weapons is there any degree of accuracy in how much energy the weapons have. Very few collectors load up their valuable antiques and measure the ballistic performance, and if they have, they don't publish it. For the energy figures which are available, most are taken from replica firearm reloading data rather than original figures. Most of the TL5 weapons and some of the TL6 weapons are reverse-engineered from drawings or photographs, plus a few collectors who let me weigh and measure specific weapons, along with whatever published measurements are available. Accuracy is not guaranteed.

Archaic Pistols

These are one-handed firearms known to have existed, either from museum pieces or historical descriptions. The names given may not be as exciting as a brand name, but remember that these weapons were not standardized or patented, and the odds are that anyone capable of making a weapon of that type could duplicate someone else's work. A common feature on almost all historical weapons is the lack of any safety, with the exception of a "half-cocked" position on the hammer. Once fully cocked, often it would only take a sharp jolt to set the weapon off.

Hand cannon - A very simple firearm, little more than a manually lit cannon barrel attached to a wooden shaft, or in late TL5, a crude matchlock firearm. The "stock" was held under the arm rather than against the shoulder, and the barrel often had a hook on the end so that recoil could be mitigated by hooking it over the edge of a wall. The main reason this is a two-handed weapon is that it is not actually a matchlock. There is no trigger. To fire the weapon, you had to place a lighted wick against the touch-hole of the barrel while holding the weapon under your arm with the other hand.

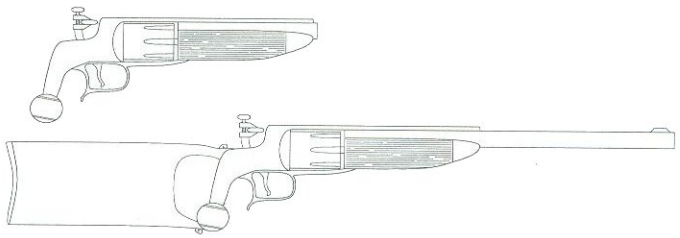
Hand cannon - Similar to the previous example, but with a slightly smaller bore, and three barrels held together with iron bands. While both of these designs have small bores, very early models had *much* larger ones, and may have fired iron "arrows" instead of iron or lead balls (which would have been *less* accurate, if anything). The ignition system is like for the previous weapon.

Cascade pistol - This was an interesting attempt to make a semi-automatic flintlock. The single barrel held 5 layered powder and bullet charges, and had 5 separate touch-holes. As the trigger was pulled, the weapon would fire the front charge, and a second trigger could be pulled to cock the striker and move it to the next charge. There was always the risk that a spark from the current charge would make it past the ball behind it, and set off more than one charge at the same time. A critical malfunction on the weapon usually means this has happened, and may result in either multiple shots being fired, or total destruction of the weapon (cost is x4.0 for being "experimental").

Cavalry pistol - A long barreled single shot flintlock, usually carried in pairs or more. These would be an adjunct to the cavalry saber or other melee weapon, and might be used before a charge to soften up the opposition.

Double pistol - The easiest way to get a multiple shot flintlock was to simply give it two barrels. In the all-too-likely event of a malfunction, a second trigger pull would drop the flint on the second barrel, thus providing a backup or follow-up shot. While heavier, they were lighter than two separate pistols, and just as reliable. It would also give you a free hand, where two separate pistols would not. They were not all that common.

Flintlock revolver - A single-action flintlock revolver, with manually turned cylinder. As with most weapons of this type, the user was well advised to keep both hands clear of the cylinder, as the most common critical failure was the accidental firing of one or more of the cylinders that were not in line with the barrel. Revolving rifles of this period often had a foregrip that extended well below the cylinder so this malfunction would not amputate the hand of the firer. The Class III malfunction rate does not represent the quality of the weapon, although it was factored into the cost. At the time, it was made as best they knew how, and the historical side effects warrant the possibility of a near-critical malfunction on any shot.



Flintlock revolvers

Personal pistol - A simple flintlock pistol, as might be carried for personal defense. Not exceedingly complicated or fancy, but quite suitable for intimidation purposes. Similar to the cavalry pistol, but with a shorter barrel and less accuracy. For those who were "civilized", carrying multiple pistols was mandatory, otherwise, there was no such thing as a warning shot. Likewise, if beset upon by mutliple attackers, having two pistols meant you could shoot one foe to show your seriousness, and save the other pistol as a deterrent to facilitate your escape.

British Pattern 1856 - Designed for military use, this single-shot percussion pistol had a number of useful features, including a permanently attached ramrod, a easily detachable shoulder stock (increase aiming RC to 3, Size to S/4), and a lanyard ring so that if dropped, it would stay with the owner.

Colt 1861 - One of the famous Colt revolvers of this period. All were made with similar actions and features. Heavy, with a large bore and long barrel, they were a weapon to be reckoned with. The single action meant the rate of fire was low, but this could be "fanned" by a skilled person (increase ROF, count as hipfiring).

Colt Dragoon - Similar in action to the Colt 1861, the Dragoon was even bigger and heavier. Its damage and accuracy was good, even by TL11 standards.

Derringer - The name "Derringer" derives from the name of the manufacturer of a number of pocket pistols, and which were popular enough that others copied both the style and the name. Many of these copies were substandard quality, but sold anyway because they had a more competitive price. The stats given are typical of the original weapon that gave rise to the type, this is a single-barrel percussion pistol with a fairly low damage, but high concealability.

Duelling pistol - A simple but accurate single shot flintlock pistol, usually sold in sets of two, with carrying case and tools. Quite powerful enough to kill at any point in its useful range.

Gambler's Ace - A very small, short barreled single shot pistol with more than enough powder behind the large ball. Easily concealable, to be carried into places where firearms would normally be frowned upon.

Pauly 1812 - This was one of the first, if not *the* first cartridge pistols. Similar in appearance to any other pistol of the time, the barrel was hinged at the base, so that a single cartridge could be loaded from the breech instead of the muzzle. The cartridges were fragile, having paper sides and a brass base, and would not have been suitable for any type of repeater except revolvers. But, a single shot weapon using them could be reloaded in a fraction of the time a normal muzzle-loader would require. It was *not* commerically successful. However, the similar Lefaucheux pinfire system of the late 1830's did see widespread use in some areas.

Pepperbox - A short range, personal protection weapon, a pepperbox was basically a revolver with no barrel, and an extended cylinder. That is, the cylinder has a built in barrel for each chamber. This example is typical. Cheap examples would occasionally fire more than one barrel at once, by accident, and should be reliability class III.

LeMat - This is a combination pistol-revolver from the late 19th century, combining a .42 caliber (10.6mm) 9-shot revolver with a 20ga single-shot shotgun (15.5mm), which fired through a separate barrel centered on the revolver cylinder. This gave the user a choice of attacks. However, the idea never caught on, and the weapon was uncommon even during the period of manufacture, possibly since it was a percussion weapon introduced after cartridge weapons had become practical, and more likely because it was made for the Confederate Army during the US Civil War.

Guns and stuff

"All skill is in vain when an angel pees in the touchhole of your musket."

- Old German military proverb

With the unreliability of early firearms, and their tendency not to work at all in bad weather, people tended to use them as "extra" weapons, not their main one. People did realize their usefulness in a tight situation, however. Those who could afford it often would have a gun built into or around a melee weapon of some type. This was especially common at TL5, when matchlocks were all that was available. Axes and hafted weapons were especially suited for the conversion, as the extra mass just made them hit harder. They were also built into shields, so that a person could have something to hide behind while being shot at themsevles. There would be little mass savings in such a combination weapon, however, you can assume that the accessory mass of the gun is not necessary, since this part will be taken up by the structure of the device the weapon is built into.
What you end up with is something that is lighter than a separate gun and melee weapon, but usually not as good as either would be separately. And, since gunsmiths were seldom good at crafting melee weapons, and vice versa, something was usually lost in the translation, unless you had a pair of armorers who could cooperate without accidentally or deliberately interfering in the effectiveness of the other's type of weapon.

Other technological developments - The limitations of flintlocks were realized early on. Aside from multiple barrel weapons and revolvers, a few other strategies were developed to improve reliability or rate of fire, or by TL7-8, to get around someone else's patents by coming up with an alternative system. For instance, Derringers were a way to get a multiple shot firearm without violating a particular revolver patent, which was the other main way to get multiple shots.
Note - Remember this in your game campaigns, and never underestimate the power of greed and stupidity to keep a technological advance from being implemented. Patents, monopolies, tariffs, embargoes, corruption or ignorance can all keep a genuine weapon advantage out of circulation for generations.

Breechloading (TL5-7) - A number of gunsmiths experimented with breechloading flintlocks, simply because having to cram a tight-fitting ball down a long barrel could be a chore. There were a variety of ways of doing this, some more successful than others. All usually cut reloading time in half. These are counted as single-shot weapons, but may have an increased cost associated with them due to scarcity. They have the same action efficiency as muzzle loading weapons at that TL.

Cascade guns (TL6) - These were the firearm equivalent of Roman candles. Several charges were superimposed in a single barrel, and either all went off in sequence for an autofire effect, or the action would literally move down the barrel (front to back), setting off each new charge as the trigger was pulled. These weapons had a distressing tendency to blow up, and are never better than reliability class III. They would be designed and priced as semi-autos.

Lorenzoni repeating flintlock (TL6) - This was an exceedingly well crafted action that performed all the actions of loading a flintlock in the turn of a crank. After firing, the weapon would be pointed muzzle down and a lever on the receiver turned halfway around. This dropped a ball into the barrel from a tubular magazine in the stock. Then, the muzzle was pointed up, and the lever given another half turn. This dropped powder behind the ball from a tubular magazine in the front of the weapon (so if it blew up, it wouldn't necessarily take your hand off). This turn also flipped the pan cover back down and cocked the hammer. In the hands of a skilled person, this action could be done in a few seconds. Pistols would hold up to 5 shots, while rifles would have 10 or more. The weapons made by Lorenzoni were of extremely high quality, and would have x2 cost for accuracy, and x2 cost for engraving and other luxuries. They would be counted as bolt-action weapons for design purposes.

The Forsythe "scent bottle" lock (early TL7) - This replaced the flint and pan of a flintlock weapon with a small reservoir of some impact sensitive compound. When fired, the hammer would strike a pin that internally crushed a small quantity of this, igniting the main charge. After reloading the main charge, the reservoir (which looked like a small perfume bottle, hence the name) would be tipped over, releasing a small quantity of the primer to sit beneath the firing pin. This gave a more reliable ignition system. The problem was that the after prolonged use, the reservoir would either fail to seal, and *all* the primer would ignite, blowing up part of the action, the reservoir would drop too much primer, blowing up the barrel, or both. Any weapon with one of these should be designed as a "disposable" weapon (one level), as they tended not to last, and were more expensive. They were not however, any lighter.

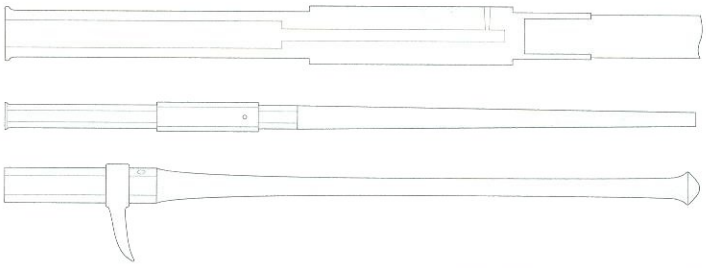
Maynard's Tape Primer (TL7) - This was like a roll of caps, which automatically fed over the touch-hole on a percussion weapon. Each time the hammer was cocked, the shellacked roll of tape with primer dots was advanced one notch. This speeded reloading time slightly, and gave better reliability in poor weather. The system was also sold as a conversion for flintlocks. It has no extra cost for a percussion weapon, but the supplies would be a less common item.

Rocket Balls (TL7) - An early attempt at a self contained cartridge, these were basically large-bore projectiles with a hollowed-out base. This was filled with propellant and stoppered with a primer. A number of self-loading firearms (lever-action) were made under the name "Volcanic", but the low propellant volume made them less powerful than regular weapons. Such a weapon would be designed using cartridge technology rules, but with a limit on maximum propellant volume being 75% of projectile volume, and projectiles were lead and l/w was always 2:1.

Archaic Rifles

These are two-handed firearms known to have existed, either from museum pieces or historical descriptions. The term "rifle" is used generically for non-shotgun longarms, even though many of these weapons were smoothbores. And, the only difference between a smoothbore musket and shotgun is whether you have a barrel large enough to cram in a decent charge of buckshot. Rifles were more well known than pistols, so a name associated with a weapon is more common, but remember that these weapons were not standardized or patented, and the odds are that anyone capable of making a weapon of that type could duplicate someone else's work.

Matchlock musket - A reasonable quality weapon for the period, something like a Musketeer might carry. It has a good damage for the period, but is very heavy. It would typically come with a long pole with a forked end to rest the weapon against while standing. This would allow the user to ready and aim the weapon without getting unduly tired from the strain (since you want to make each shot count).



Hand cannons (with cutaway detail)

Double wheellock - A high quality firearm made to order for a wealthy patron. Most of the extra cost (x4) is based on inlays of precious metal and engraving, but the actual quality of the weapon is better than most in the period as well. It has side-by-side barrels, and two triggers, one for each side. Since it is a smoothbore and of fairly large caliber, it could also be used with buckshot or birdshot, which would do damage similar to the first arquebus on the "Archaic shotgun" list. Its mass would be offset by the fact that someone else would be carrying it most of the time.

Wheelock carbine - The wheellock was an intermediate stage between the matchlock and the flintlock. A spring-wound striker spun an iron wheel across a flint (like a lighter), and the sparks ignited the propellant. This was more reliable than the match-lock, which needed to be constantly tended, but also more technically sophisticated and expensive. Spring steels were not that good, and if wound too tightly they would break, and if left wound too long, would lose some of their tension. The advantage was that the striking surfaces could be protected from the weather, allowing use in conditions that would render most matchlocks or flintlocks useless. While not reflected in the **3G**[3] cost, wheellocks should be considered double cost when they first come out. This particular wheellock is a shorter barreled weapon that could be carried for longer periods, or used without the preparation and tending of a matchlock.

Cascade musket - This is similar to the cascade pistol, but the barrel is designed so that the superimposed charges fire in sequence automatically, giving a fulisade of fire from a single barrel. This particular example fires 10 shots on the first pull of the trigger, and fires one charge (a backup) on the second pull. Also like the cascade pistol, it could fire out of sequence, possibly rupturing the weapon and injuring the firer.

Brown Bess - A typical smoothbore musket from the US Revolutionary War (c.1780). The large, slow ball was not very accurate, but in massed formations, quantity would guarantee some hits to a large group.

French Model 1777 - The main French infantry weapon of the Revolutionary and Napoleonic periods. While many civilian weapons had smaller bores, weapons intended for military use generally used larger balls, since the increased bore left greater leeway when powder fouling and poor maintenance became a concern. Civilian rifles did not see as much use, and the time to clean them and keep them in good working order was easier to find. While their damage was relatively low, they were not designed so much as an individual weapon, but as a single part of a very large "volley gun". A solid hit with this large ball would still incapacitate a man, and chest or abdomen hits could easily prove fatal once infection set in.

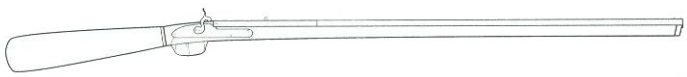
Kentucky Rifle - A much more practical weapon, this rifled flintlock had much better accurate range than its smoothbore counterparts, and made attacks much more deadly. Despite the primitive sights, humans or medium game could easily be targeted at 100 meters with such a weapon. Also known as a "long rifle" due to its size.

Colt Model 1855 - This is the "artillery" (long barrel) version of the Model 1855 Revolving Carbine, which was also available in 9 and 11mm models (.36 and .44 cal). These versions had 6 shots instead of 5, but lower damage. All of the calibers were available in barrel lengths down to 40cm, which would reduce weapon length by 2 locations.

Hall Carbine - A short flintlock rifle from the US Civil War (c.1860). Available in some quantity, and typical for troops prefering short weapons (cavalry, artillery troops). It was cheap, easy to use, and good enough for government work.

Henry Rifle - Designed to fire the relatively new .44 Rimfire cartridge, the Henry rifle was first used in the American Civil War, where it proved vastly superior to any other firearm due to its reliability, rate of fire, and reloading speed. The disadvantages were the cartridges, which unlike black powder and lead balls, were not so easily acquired on short notice from any place which had armaments. Also, it had a very low damage for a rifle of that period.

Windbüsche - This is one of those technological innovations that was slightly ahead of its time. The Windbüchse was a compressed air rifle, and did not have the penetrating ability of a regular rifle or musket of the period. However, it offset this low damage with a 20 round magazine, and could fire almost silently as fast you could cycle the action with your thumb. Perhaps unfortunately, the mechanism was delicate and did not stand up well to abuse given it by the coarse Austrian Jäger (infantry) to which it was issued. Historically it was used by the Austrian Jäger from 1788-1801, in the Austro-Turkish Campaign of 1788-1789, and the Wars of the First Coalition (Austria vs. France) from 1792-1797.



Windbüsche

The stock of the weapon was a removable compressed air reservoir, which took about 20 minutes to pump up, and which held enough air for about 30 shots, the first 20 of which were at full power, and the remaining 10 at decreasing levels of efficiency. The external hammer struck a pin which opened the reservoir for a fraction of a second, releasing enough compressed air to blast the 13mm ball out at over 300m/sec. A tubular magazine on the side of the weapon held up to 20 balls in a gravity feed dispenser. Pushing a lever with the thumb dropped a ball into firing position, and the hammer was cocked manually. Typically, it was issued with an air pump, spare cylinder, and cleaning kit.

There are no variants of this particular weapon, although numerous compressed air weapons became available in this period and throughout the 19th century. Some were conventional rifles, while others were disguised as canes, umbrellas, and so on.

Whitworth Rifle - This is an extremely accurate, heavy barreled weapon dating from the mid-1800's, and would have been used as a sniping rifle during the American Civil War. Rather than using a spherical lead ball, it would be loaded with a squat lead slug or Minié ball. Equipped with a long, delicate telescopic sight, it would easily match the performance of a modern hunting rifle.

Spencer carbine - Another early cartridge weapon, dating to the American Civil War. So many were produced that ammunition for them was kept in production by private manufacturers up to 1920, even though the last rifles were made nearly 50 years before. The .56-56 Rimfire cartridges were loaded into a tube in the stock, and fed forward by the lever action. Like the Henry rifle, it was fairly underpowered. The stats here are for the short-barreled carbine version. The rifle versions would be a location or two longer, but do slightly more damage.

Archaic Shotguns

These are two-handed firearms known to have existed, either from museum pieces or historical descriptions. The main difference between an early shotgun and a rifle is that the shotgun had a bore large enough for several smaller projectiles, and was usually without even the rudimentary sights of a single-projectile weapon. This latter point made any sort of called or aimed shot difficult in more than a general sense (high or low shots). Remember that these weapons were not standardized or patented, and the odds are that anyone capable of making a weapon of that type could duplicate someone else's work.

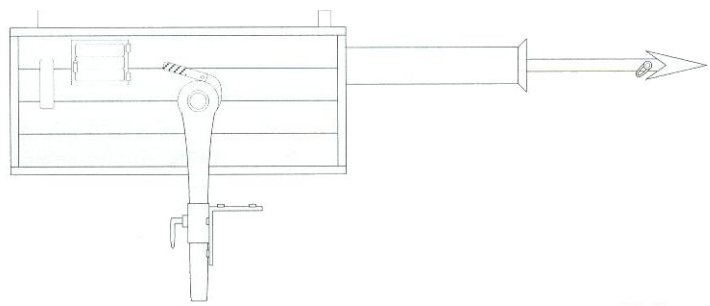
Arquebus - A primitive shotgun design, different from any other firearm of the day only by a flared muzzle and a larger bore. The flared muzzle made it easier to pour in shot and balls, and did nothing to increase or decrease the accuracy.

Arquebus - A variant designed around a museum example, probably a defensive weapon due to the mass. A large cylinder of 10 pre-loaded powder chambers could be manually rotated in front of a single barrel to give multiple shot capability.

Blunderbuss - A short-barreled defensive weapon with widely flared muzzle, designed to be loaded with a large ball or any metal scrap that was available. Accuracy was poor, but the wide swath of damage made up for it. This would use special rules for sawed-off shotguns in any system that makes the distinction.

Fowling piece - A real shotgun, designed for sporting use, mainly against birds (hence the name). Could be used to fire a heavy ball, but more commonly would fire a large amount of birdshot.

Fowling piece - Another hunting scattergun, slightly more advanced. A double-barrel, black powder percussion shotgun, suitable for fowl or medium game at close ranges. This one is of better quality and has better accuracy. It would be owned by a wealthier person than the previous fowling piece.



Whaling gun

Volley gun - The volley gun is basically a multi-barrel loose-propellant weapon, where small holes connect each barrel. When one barrel is fired, *all* the propellant charges ignite. The effect is to safely get autofire capability from a muzzle-loading weapon. The disadvantage is that such weapons are heavy, and take forever to reload. The advantage is that with a load of buckshot, it will fire over 100 pellets in one second, each one capable of maiming or killing a person. The particular example is designed for repelling boarders, and is made of brass to resist the corrosive effects of seawater.

Archaic Heavy Weapons

Most of these are mounted weapons, which during these TL's would either be on ships, fortresses, or in some cases, be horse-drawn and emplaced before or during a battle. There was just as little standardization among this class as any other. Weapons of the same bore and nomenclature (12 pounder cannon, for instance), might vary in mass by a factor of 10, and have propellant charges varying by an equal amount. Obviously, one has less power than the other, but it makes it difficult to make comparisons if all you have to go on is "12-pdr", for instance. For these weapons, it does not include the mass of any carriage or support equipment, important when you consider that a 18th century field piece might require a crew of 8 horses and 12 men simply to handle all the tasks needed to move it from one place to another, and 3-4 men to use it in combat at normal rate of fire.

Bombard - Typical of many TL5 cannon. This was made of hammered iron bars, held together with numerous iron hoops. It could fire a large stone or iron ball several hundred meters, with enough force to damage fortress walls, especially with repeated impacts. It was very heavy, cumbersome to load, aim and fire, and none too safe. But, there were no defenses against it, and that tended to counter the drawbacks, such as the normal reloading time of 20 minutes per shot. A number of early weapons of this type could *only* fire stone balls. Iron ones had so much inertia that dangerous pressures would build up and destroy the weapon before the more massive iron ball could clear the muzzle.

Grenade launcher - This was an extremely short-barreled, wide bore gun that fired a black powder grenade. These grenades were simply hollow iron balls filled with black powder and a time-delay fuze that was ignited by firing. There is no historical evidence that they were all that effective. Using normal **3G³** rules, a projectile this size has an effective payload of 85cc. This one was not that efficient, and used half that amount, and if this was all TL6 propellant, the resulting explosion would have a DV of 29. Fragmentation effect is unknown, but a reasonable guess would be 8 fragments, each 10mm across, using a total of 25% of the blast energy. This would give each one a DV of 33. The designed cost of the weapon is low, but this is offset historically by fewer of them being made, special training required for their use, and the relatively high cost of ammunition (3Cr each).
As designed, this weapon has a maximum projectile range of around 240 meters, with around 5 seconds flight time to this distance. For a direct hit on a target, it has a lethal crushing DV of 7. Assume the time delay can be varied from 2-10 seconds, with a variation of up to 2 seconds on either side.

Whaling gun - A pintle-mounted heavy flintlock, firing a iron-tipped wooden harpoon and line (count as armor-piercing). The actual working parts were enclosed in a wooden box, and somewhat protected from humidity and salt spray. The normally high reliability that this would give was usually offset by the poor conditions it usually had to work under.

Harpoon gun - A somewhat heavier version of the whaling gun. Instead of firing a light harpoon with a rope attached, this fired a heavy harpoon with an explosive tip, designed to go off after penetrating the target. So, in addition to the normal DV of 65 for the harpoon, there is an additional explosion DV of 35, which may be *inside* the target (and which would usually prove fatal on a whale-sized creature).

Swivel gun - A low-tech point defense system for naval vessels. This is a projectile weapon too large to be hand-held, but too small to really be a cannon. Normally kept below decks, if trouble threatened, it would be loaded and mounted on a railing, where a single person could swivel it over a wide arc and engage any targets of opportunity. It could be loaded with a large ball for anti-ship use, or iron shot could be loaded to repel boarders.

Siege mortar - This type of weapon was heavy and cumbersome to move, and would only be used in a prolonged stalemate situation. While the damage for penetration was not that high, the attack had a great deal of momentum, as the iron ball would fall at nearly a vertical angle onto the target, and with prolonged attack, batter a defense to rubble (DV211). Normally, a combination round was used, having some of the battering characteristics, but also a fuzed explosive payload which would go off after the round had buried itself in the earthen defenses over a masonry position. Like now, the protection on the upper surface of a armored position was often less than that for withstanding direct fire attacks. The maximum range on this particular weapon is about 3 kilometers. As its aiming characteristics were extremely poor, it would only be used by indirect fire against large, stationary targets. To offset the normal inaccuracies of this type of weapon, siege mortars were often an order of magnitude heavier than they would be for any other equivalently powered weapon. This meant that they were virtually unaffected by recoil, and once a target was properly acquired, following shots would continue to rain down in that general area.

6-pdr Model 1839 - This was a light cannon as far as real warfare went. For use against infantry formations, the large shot would be used, and would plow through several people before stopping, or would bounce across the ground at high velocity, maiming or killing anyone it struck. At close range, grapeshot would be used, which acted more as a giant shotgun, and could injure or kill a larger number of people. For naval use, only light vessels would carry such a small cannon. Solid shot would be used at long range, and grapeshot used at short range to hit personnel or destroy rigging.

12-pdr Model 1841 - This is a medium weight specimen, and would be found as field artillery, or light naval armament

32-pdr Model 1844 - A heavier cannon, more suited for naval use, although it was also used as a towed artillery piece. These could also be loaded with exploding shot, although the blast value was much smaller than the normal penetration, and the time-delay fuzing was erratic at best.

2 Modern Weapons

This sub-list covers everything that we would call a "modern" weapon. Most weapons on this list use cartridges, fire elongated bullets and look and act like what we think of as "a gun". Like all the lists, this one goes from low to high TL, alphabetical within a TL range. This list is split into the following categories:

Civilian pistols	Machine pistols/SMG's	Shotguns
Civilian rifles	Military rifles	Other
Machine guns	Heavy weapons	

These categories may overlap at times. For instance, a pistol-sized weapon firing shotgun shells might be listed as a pistol, while a sawed-off shotgun might be listed under the shotgun section.

Civilian Pistols

These are generally one-handed weapons that fire a single shot with each pull of the trigger, and which are not restricted to military use, although certain models may be restricted for one reason or another.

Colt 1873 - Not the first cartridge revolver, but one of the more famous US models. It fired brass-cased black powder cartridges, and aside from needing to be cleaned more often due to black powder fouling, it is indistinguishable from a number of TL11 revolvers. It was much ahead of its time in that respect. This particular model was called the "Peacemaker", and is still in production, using modern materials, and chambered for a number rounds other than the original .45 Colt.

.22 autopistol - This is your generic, cheaply made .22 caliber semi-auto pistol. It is bought for self-defense by people who are poor or don't know any better. Usually available in a number of styles, chrome-plated for those desiring flash, with pink grips for ladies, and so on. Not made to the strictest of quality standards.

.22 derringer - A fairly reliable design. A compact weapon with two barrels, it has no external moving parts to get jammed up in clothing, so it could be fired from a pocket without risking a malfunction, unlike a semi-auto or some revolvers. Depending on design, it may also be slightly safer to carry than a cheap semi-auto with a round in the chamber. Depending on manufacturer, it may have an external hammer that is cocked for each shot, or an internal one which alternates between barrels with each pull of the trigger.

.25 autopistol - Identical to the .22 autopistol, except chambered for the .25ACP (6.35mm) round. Bought instead of the .22 rimfire version by people who think the larger bullet packs more punch.

Government .45 - Actually, the Colt M1911A1, but used for so long by the US Army that most people find it synonymous with the government. A .45ACP semi-auto whose design goes back to 1911, it is still manufactured, and a number of companies make copies in other calibers. It is available in a variety of qualities and formats, ranging from surplus WWI weapons to new, strengthened competition models.

Luger - A 9mm semi-auto pistol that pre-dates WWII, notable for its unusual toggle or "grasshopper" action. Made in a variety of versions including long-barreled models with detachable stocks. Replicas in .22 rimfire are available, but originals bring several times the listed price on the collectors market. Similar designs were used by the military in Finland, Sweden and Switzerland in the 1900-1950 period.

Mauser - One of the first commercially successful semi-auto pistols, chambered in 7.63mm Mauser. Aside from its internally complex mechanism, the magazine was internal, and has to be reloaded either from stripper clips or one round at a time. Like the Luger, some versions of this pistol were available with detachable stock and longer barrels. Numbers of these pistols have recently appeared on surplus markets, and have sold for about half the listed price in the US. A version of this pistol, converted to selective fire, has also been used as a military sidearm, and these have either 10 or 20-round replaceable clips.

Kolibri Auto - This is an example of what was known as a "parlor pistol", designed for short range indoor shooting, much like a game of darts might be considered. Popular in some areas around the turn of the century, the Kolibri is probably one of the smallest examples of this type of weapon. While capable of blinding someone, the injury potential vs. a real attacker is negligible, and being shot would basically tend to make a person very angry rather than very injured.

Webley .455 - The British service revolver from the early 1900's through WWII. It fired a slow, heavy bullet with relatively little energy, but the cartridges looked impressive next to the smaller .45ACP or 9mm used by everyone else.

Browning Hi-Power - One of the worlds better known 9mm pistols, available since 1935, and at one time or another, in the military armories of over 40 countries. It was the first high-capacity 9mm semi-auto, and virtually the only one until the 1970's. Early versions were available with detachable stocks, and hopelessly optimistic sights gradated out to 500 meters.

Harrington and Richardson Sidekick - A 9-shot revolver in .22 rimfire, of fairly old design. Functional, if not particularly aesthetic.

Tokarev TT-33 - This was the standard Soviet sidearm until the introduction of the Makarov in the early 1950's. The TT-33 design was also manufactured by many Warsaw Pact countries with slight cosmetic differences. Virtually every country that acquired weapons from the former USSR has a stockpile of TT-33's. The Chinese stole the design and copied it as their Type 51 or Type 54 pistol, which is physically identical. The Chinese

TT-33 is currently available in an export version. This is chambered for the standard 9mm round, and its stats are listed after the original version. The TL of the export version represents the *manufacturing* TL, not the actual date, and should be used to determine malfunctions if the weapon is used with modern or high-power ammunition. That is, if you buy a cheap Chinese copy of a 60-year old Soviet design, you get what you pay for.

Walther P38 - Another pre-WWII German design, the P-38 is a 9mm semi-auto of average capability. Currently manufactured as the P1, it is used by the armed forces of a handful of small countries, mostly in Africa.

Walther PPK - Originally designed as a pistol for German police use as a concealed weapon, and became available in 1931. It was used extensively during WWII, and afterwards, the design was copied by a number of countries. It is still in production, mostly in the .380ACP caliber (9mm Short).

Air pistol - A generic compressed air pellet pistol, powered by disposable CO_2 cartridges. Favored by juvenile delinquents who don't want to get in trouble for having a real gun, it is suitable only for pockmarking paint and glass.

Buffalo Derringer - Built along the same operating principles of most derringers (pull trigger to fire first barrel, pull again to fire second barrel), but chambered for the .357 Magnum. This gives a tremendous muzzle flash from the still-burning propellant, and isn't very efficient, but still packs a pretty good punch. Probably not enough to kill a buffalo, though.

Colt Diamondback - A standard revolver, chambered for the .357 Magnum, and can also fire the .38 Special cartridge. Fairly common, but structurally light for the .357 Magnum.

Colt Python - A heavy revolver, also chambered for the .357 Magnum and .38 Special. The weapon listed has a longer barrel, and is more accurate than the Diamondback, although both weapons are available in other barrel lengths.

Makarov - This is a standard 9mm semi-auto, chambered for the Soviet version of the 9mm round, which of course is *not* compatible with everyone else's. Replaced the TT-33 as the standard sidearm in the early 1950's, and is still manufactured today.

Smith & Wesson Model 29 - A large revolver, chambered for the .44 Magnum. Recent versions may be available with a slightly heavier frame, and ready for mounting of a telescopic sight for hunting purposes (costs 10% extra).

Smith & Wesson Model 57 - Functionally identical to the Model 29, except chambered for the .41 Magnum.

TDE .380 - An average pocket pistol in .380ACP (9mm Short). Of somewhat better quality than the .22 and .25 caliber automatics. A number of similar weapons are manufactured, mainly as concealable backup weapons.

Thompson Contender - Another single shot pistol, designed for hunting or target shooting. While listed here in .44 Magnum with a short barrel, the weapon is available in calibers up to those of light hunting rifles (.30-30 or .223 Remington), with barrels up to 36cm long (aiming RC3). It is also available with a .410 shotgun barrel and shoulder stock. Most parts are interchangeable between different models.

Beretta 951 - A 9mm pistol that was the predecessor to the Beretta 92 series. Similar in overall appearance, it was single-action only, and had a smaller clip capacity. Licensed versions were made in several Middle Eastern countries during the 1950's, and have recently surfaced on the surplus market at about half the listed price.

Cyclops - The self-trained metalworkers of Pakistan have a reputation for being able to duplicate virtually any low to medium-tech weapon using only local materials. They also manufacture some new designs of their own, of which the Cyclops is typical. It is a single shot 12ga shotgun-pistol. Cheap, but intimidating, it is a useful short range self-defense tool. It is also illegal virtually everywhere, including Pakistan, but for people who can make AK-47's out of sheet metal and old plumbing, this is not much of a concern.

Government Longslide - This is the M1911A1 with a longer barrel, and increased damage and accuracy. With some modification, this can be made into a competiton-quality weapon.

Heckler & Koch P4 - A small pistol used by West German police in the early 1970's, and also available for commercial sales worldwide. Notable mainly in that it was designed to be easily converted between .22 rimfire, .25ACP, .32ACP and 9mm Short. This let the buyer choose a "use" caliber of choice, and have the same weapon for practice using the cheaper .22 rimfire ammunition.

Heckler & Koch P9S - A good-quality 9mm semi-auto pistol from Germany, now superseded by the Heckler & Koch P7 series. Available in both 9mm and .45ACP, it could also be bought with a slightly longer-barreled, more accurate target version.

Chinese Type 67 - A purpose built assassination pistol, it fires a subsonic slug through an extremely efficient silencer. Designed for close range, quiet assassinations, the usual target would be the head of the victim. Once subdued, several shots would be fired to insure the victim's demise. This is *not* a civilian pistol, but it's method of operation places it in that category.

XP-100 Target - A single-shot, bolt-action pistol made explicitly for long range target shooting. Does not normally come equipped with sights, but instead has mounts for a telescopic sight (stats listed assume regular sights are mounted). While listed in the .221 Fireball caliber, most current models are available in other calibers, including .223 Remington, .35 Remington, and 7mm-08 Remington. A clip-fed version (5 shots) is also available in some calibers.

.357 Mag COP - A four-barreled stainless-steel derringer in .357 Magnum. Heavy, but compact and extremely reliable. Was out of production for several years, but recently came back on the market. Since barrels are arranged in a square pattern, the weapon is thick, and not as easily concealable as a two-barrel derringer.

AM-402 Baton - This is a hollow aluminum nightstick which can be unscrewed to load a single 12ga shotgun shell. The trigger and safety are rudimentary, and it has no sights, but it is not meant to be a long range weapon. While supposedly used only to fire tear gas or rubber projectiles, it is quite capable of firing any type of 12ga ammo. It is usually only available to law enforcement personnel.

American Model 6 - A two-shot derringer chambered for the TL8 .45 Colt cartridge (still manufactured), which coincidentally also chambers the .410 shotgun shell. Using it in the latter way probably opens one up to prosecution under sawed-off shotgun statutes.

Auto Mag - A limited edition pistol in the wildcat .44 Auto Mag cartridge (limited edition because the company went out of business). A very large, very heavy semi-auto, which at the time of manufacture, was the most powerful semi-auto handgun in the world. Examples of this stainless steel monster sell for two to three times the listed cost to gun collectors.

Beast - In the never-ending American quest to make a bigger pistol, someone actually made a single-shot pistol firing the 12.7mm Browning, a cartridge more suitable for punching holes in the sides of armored personnel carriers than for casual target shooting. Based on the frame of a Government .45, the monster is only usable by humans thanks to a large muzzle brake and its very large mass. Even then, the muzzle blast is enough to knock things off nearby shooting tables. The sole example of this species is not for sale, although it could be duplicated elsewhere.

Beretta 92F - The current sidearm of the US Army, a 9mm semi-auto, with a 15 round clip. It is nearly identical to its predecessors, the 92SB, 92S and 92, with minor changes like placement of the magazine release button and making the safety level ambidextrous. A few examples have experienced catastrophic slide failure after several thousand rounds, which may result in the firer eating the recoiling slide after it breaks the retaining stops.

Beretta 92F Compact - A slightly shortened version of the Beretta 92F, designed to be lighter and more concealable.

Calico M-110 - A rather space-age looking pistol of unconventional design, firing the .22 rimfire cartridge. All Calico firearms feed from the top, from a spring-wound helical clip. All empty casings are ejected out the bottom, and the weapon is completely ambidextrous. The type and placement of the clip allows the weapon to carry 100 rounds ready for use, although 50 round clips are also available for those who don't want the bulk added by the larger clips.

Calico M-950 - Larger, but similar in appearance to the M-110, this fires the 9mm cartridge instead, and is functionally identical. If using the 50 round clip, the Size is S/3, but Initiative stays the same.

Casull .454 - One of the world's more powerful handguns, this stainless steel single action revolver is chambered for the wildcat .454 Casull cartridge, which has an energy greater than some rifles. The DV is not as high as a rifle though, because of the large bullet diameter. Is also available with a longer barrel, with the stats listed.

CIA Cigarette - Another not especially useful assassination tool. It is approximately the size and shape of a cigarette, and may be fired from the mouth or the hand. Its main advantage is that it is very easy to get past searches, as it can be disguised as a cigarette.

Colt Anaconda - A large double action revolver, chambered for the .44 Magnum cartridge. Also available with a longer barrel which changes the firing characteristics to those of the second listed version.

Desert Eagle - This is a family of semi-automatic pistols, chambered for very heavy pistol cartridges. The lightest of these weapons is in .357 Magnum, and the largest in the recently developed .50 Action Express. A variety of finish options (from standard to gold plated) are available, and most calibers are available with long barrels. All of the weapons have the same lines, and may interchange some parts. They also require large hands to get a good grip, and are not especially concealable. The different stats reflect versions in different calibers and barrel lengths.

Grendel P-10 - A backup pistol in .380ACP (9mm short), which fires from a 10 round internal magazine, in double action mode only. That is, it has no safety, and relies on the long trigger pull to prevent accidental discharge. The frame of the weapon is plastic except for where metal reinforcement is needed.

Grendel P-30 - This is a semi-auto pistol chambered for the .22 Magnum, introduced in 1991. It takes advantage of the small bullet size to put a 30 round clip in the space where a larger caliber might only fit 15. It has a large amount of plastic in its construction.

Heckler & Koch Flare Gun - This is a semi-auto flare pistol which fires small 19mm flares to a maximum height of 65 meters. While semi-auto in appearance, the hammer must be manually cocked for each shot, hence the low rate of fire. The flares will not penetrate any cover, but may set easily flammable materials on fire from the hot flare compound.

Heckler & Koch P2A1 - A larger, single-shot flare pistol, designed to fire 26.5mm signal flares to a height of around 100 meters, which will burn for around 10 seconds. A special attachment (an extra 1.20kg) allows it to fire large tear gas grenades (RC1/1).

Heckler & Koch P7M13 - The latest version of the P7 series of 9mm semi-auto pistols. The P7 is cocked by squeezing the grip, allowing a round to be carried in the chamber fairly safely, or to allow quick refiring of a dud round by releasing the grip, squeezing it again and pulling the trigger. This is necessary as the weapon has no external hammer for manual cocking. The P7 is also available in a slimmer 8 shot version (P7M8), and in 10mm (P7M10), which has a 13 shot clip.

Heckler & Koch VP-70Z - This is a civilian version of the military VP-70 machine pistol. The first pistol to make extensive use of plastics in its construction, the VP-70Z is a double-action only semi-auto, designed to be extremely simple in operation (early models did not even have a safety, relying on the long, heavy trigger pull to prevent accidental discharge).

High Standard Citation - A target-grade semi-auto in .22 rimfire. Out of production for a number of years, it has recently been reintroduced by another company. The barrel of the High Standard series of .22 semi-autos is quickly removable, and several companies have made silencer kits which almost exactly mimic the appearance of the heavy target barrel.

NAA mini-revolver - A stainless steel single action 5 shot .22 rimfire revolver, noted for its extremely small size, manufactured by North American Arms. It can be fully concealed in the fist of an average man. Also available with slightly longer barrel (increase size to VS/2, and DV to 14), or in .22 Magnum (increase DV to 16), at some increase in cost. Rounds near the top of the energy scale usually have significant muzzle flash from burning propellant, and bullets may be unstable and tumble during flight when fired from the short-barrel versions of the weapon. Less energetic target rounds may be significantly more accurate. Decrease IA by 1 for any shot using listed DV, and use normal IA if rounds with a DV of 1 less are used. A "belt buckle" holster is available, which keeps the gun open to view (if you are looking), and thus allows carry in areas that prohibit *concealed* weapons. If noticed, it may still draw unwanted attention, however.

Paintball gun - This is a paintball revolver, firing 12mm paintballs, and is similar to a model made by Crosman. A removable revolver clip holds 6 paintballs, which are propelled by a disposable CO_2 cartridge in the grip of the weapon. Paintball guns were originally developed to mark trees with (for cutting or boundary marking purposes), but their use in mock combats has gradually grown into an international sport, and most countries that allow any firearm ownership by citizens, allow the sport.

Ruger GP-100 - A stainless steel .357 Mag. revolver with an average length barrel, identical in operation to others of its class.

Ruger P85 - A medium quality 9mm semi-auto pistol, affordable and durable, but not a target-quality weapon.

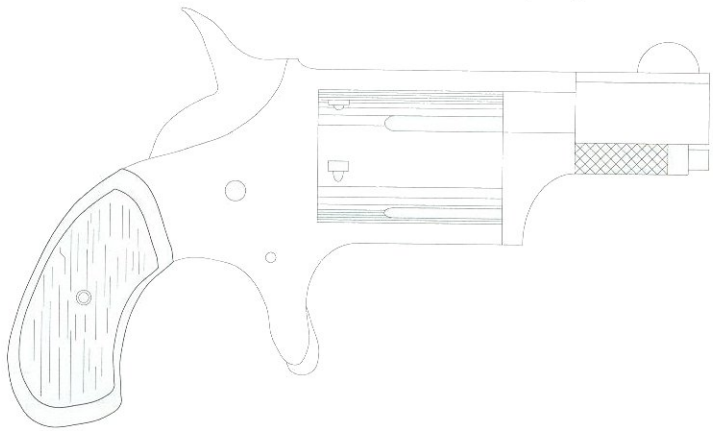
Smith & Wesson Ladysmith - A 9mm pistol designed for the woman who wants a moderately powerful handgun, but not one requiring huge hands to grip properly (the large clips on many pistols make them difficult to use by those with small hands).

SIG P226 - A high-quality Swiss semi-auto. An updated version of the SIG P220, which only has a 9 round clip, and which is currently in use by the Swiss police and armed forces.

Spectre - A shortened civilian version of the Spectre submachinegun, without a folding stock or vertical foregrip. Notable in that it fires from a closed bolt for greater accuracy, and it has a short 50 round clip which holds the 9mm rounds in two staggered columns, instead of one staggered column, decreasing its length. It is also available in .40 S&W.

Stallard Arms JS-9 - A very low cost 9mm semi-auto, manufactured in the US. Functional, but heavy for its capabilities.

Star M31PK - A Spanish semi-auto design for the .40 Smith & Wesson cartridge. Not particularly notable in any way.



North American Arms mini-revolver (actual size)

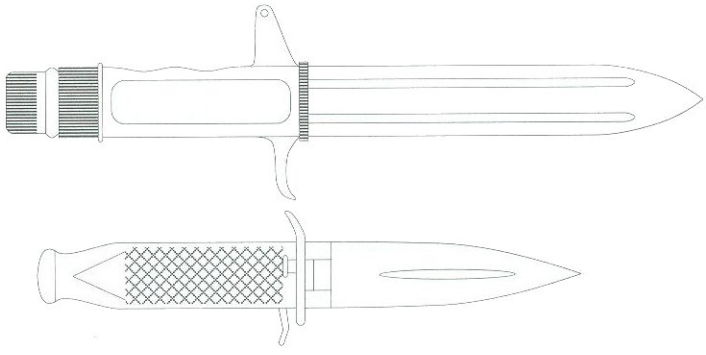
Norinco Type 86 - This is a combat knife with a four shot .22 derringer built into the grip. Two barrels are on each side of the blade, and these are fired in sequence by pulling on the lower blade guard, and sighting over the upper one. Due to the awkward hand position and rudimentary sights, most fire from this weapon should take some sort of hipfiring modifier.

Norinco pocketknife - A short blade folding knife, with a three-shot .22 short derringer built into the handle. Not very accurate, or practical. If you are going to carry a gun, you might as well have a real one.

Walther GSP - An Olympic grade target pistol, firing the .22 rimfire. This is the stock weapon, whose oddly shaped grips, barrel weights and other design features would make it extremely difficult to carry in a standard holster.

Wildey .475 - Another big-bore monster pistol, the Wildey is in the same class as the .454 Casull and .50 Action Express, but a little older and not quite as powerful. Both pistols and ammunition are fairly hard to come by (seldom found in gun stores), although both are still manufactured and can be ordered.

Zip pistol - This is an extremely improvised weapon, made from wire, springs, a block of wood and piece of pipe. Accuracy, efficiency and reliability are all terrible.



Norinco firing knives

Glock 17L - A longer version of the basic Glock 17, with slightly better damage, but no appreciable accuracy gain within the **3G³** system. All Glock pistols are of similar appearance, with metal-reinforced plastic frames, and machined steel slides and barrels. The frames of early models did not show up well on X-ray scans (although the bullets, slide and barrel were crystal-clear), sparking unfounded hysteria about "invisible guns". The manufacturer later voluntarily added an X-ray opaque dye to the plastic to allay fears. All Glock weapons have a trigger safety, which does not allow firing unless a finger is on the trigger (as opposed to being dropped). There is no external hammer, so if a round is a dud, the firer must eject the old round, rather than pulling the trigger again to retry on the dud, as would be possible on a normal double-action pistol.
Note - While all Glocks are built assuming TL12 stats, the DV is based on TL11 ammunition.

Glock 19 - A slightly more compact version of the Glock 17, with a slightly smaller clip capacity.

Glock 20 - The same basic design, chambered and optimized for the 10mm pistol cartridge.

Glock 21 - The same basic design, chambered and optimized for the .45ACP pistol cartridge.

Glock 23 - The same basic design, chambered and optimized for the .40 Smith & Wesson pistol cartridge.

Machine Pistols and SMG's

These are autofire or selective fire weapons, which may be fired one-handed (machine pistol), or two-handed (submachinegun). Usually, they fire pistol cartridges, sometimes special ones with more energy than normal. This, combined with their longer barrels gives them a significant damage increase over a regular pistol. However, even with shoulder stocks, they are not as accurate as a rifle, nor does the increased energy match a rifle's damage potential.

Type 80 - A Chinese design, copied largely from the Mauser 712. It fires the 7.63 Mauser round from a 10 or 20 round clip in front of the trigger guard.

M3 "Grease Gun" - A cheap to manufacture WWII design, firing the .45ACP cartridge. Heavy, and not very accurate, it is nonetheless a very durable piece, capable of withstanding a lot of abuse.

MP-40 Schmeisser - The typical German WWII SMG, firing the 9mm round. Heavy but reliable, the quality of any given piece depends on what part of WWII it was manufactured in. Late-war models were often built with less attention to detail and quality.

Owen Mk1/42 - An Australian WWII design. Heavy, but of generally good quality. The clip is top-mounted, making it easier to fire while prone, but also tending to interfere with the aiming process. This is the 1942 model. Other years were similar in appearance, with minor refinements.

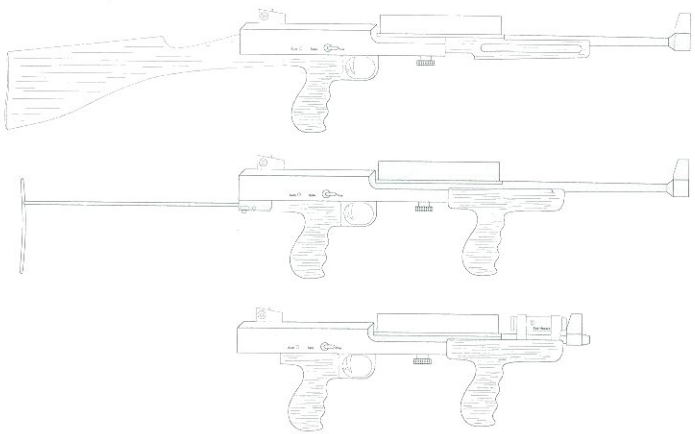
PPsH MP41 - Also known as the "Burp gun", because of its distinctive sound. The most common Russian SMG of WWII, and later exported in large numbers to any country receiving Soviet military assistance. The 71 round drum gave an excellent sustained rate of fire, and was almost necessary due to the high cyclic rate of fire.

Sten - A very cheaply made British design from WWII. Extremely simple, it is an ideal design for underground movements to make with a minimum of machine tools. The side-mounted clip means that left-handers may need to fire the weapon with their off-hand, as the clip is used as a foregrip. This arrangement also tends to swing recoil up and to the left unless the gun is held sideways (clip down) when fired. Parts kits are sold in the US, including everything but the tubular receiver, and that is sold separately as a piece of steel tubing with a template showing where to cut and drill. Such a hand assembled weapon is likely to be less reliable.

Thompson - "The gun that made the 20's roar". Probably the best SMG of the early 20th century, firing the .45ACP round. The large drum magazine made the weapon extremely heavy, but 20 round clips were also available. The weapon was made of machined steel, with little of the stampings and castings seen in later years. The mechanism is fairly simple, and was widely copied after WWII in by insurgents who made versions from sheet metal and pipe (usually SE Asia). These are obviously going to be of lower quality, and usually only had 20 round clips instead of the larger 50 round drum.

Beretta 12S - A 1950's design, firing the 9mm cartridge. Not particularly notable one way or the other. The weapon is designed to be fired with both hands, and balance is extremely poor if held in one hand, which is necessary when changing clips.

Beretta 951R - A true machine pistol, but unfortunately not very practical. A heavier, selective fire version of the Beretta 951 9mm pistol, it only has a 10 round clip, which it empties in slightly more than 1 second. Recoil in one hand is also high, so it is equipped with a vertical foregrip for added controllability, which makes it difficult to carry in a concealed holster.



ILARCO 180

MAT-49 - This is the current issue French submachine gun, firing the standard 9mm round. The clip may be folded parallel to the barrel, reducing bulk somewhat when stored. It has a grip safety only, and can be carried cocked and ready with little chance of accidental discharge.

Mendoza HM-3 -This is the standard issue Mexican submachine gun, of simple and reliable design. It is carried by Mexican military and Federal Police units.

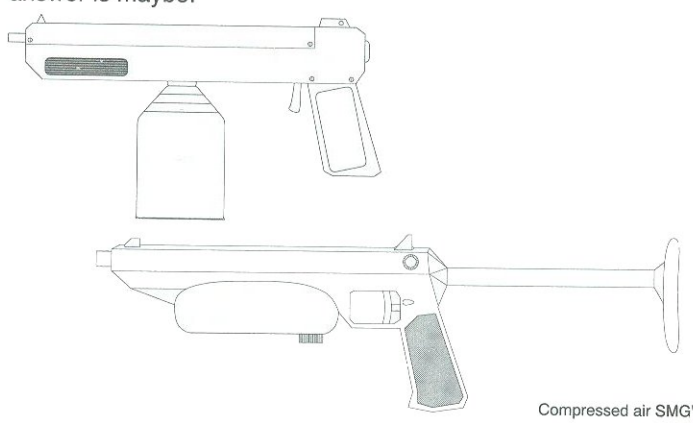
Stechkin - An internally complex but well-made Soviet machine pistol. Roughly the same bulk as a normal semi-auto pistol, it is capable of either semi- or full-auto fire, but is very difficult to control in the latter mode. A detachable stock helps tame the recoil, but also adds to the carried bulk, negating any concealability advantage.

Sterling L2A3 - An enduring submachine gun design from England. First adopted in 1953 as the L2A1, it has been modified over the years to the current L2A3 model. It is very common, and is in service with over 90 countries. It is available in fixed and folding stock version, a semi-auto only pistol configuration, and the L34A1 silenced version, which has a lower DV due to a design which slows the supersonic 9mm round to a subsonic veloicity. A barely subsonic 9mm bullet has a DV of 21.

Uzi - Made popular by countless movies and an easy to remember name, the Uzi is used worldwide. It is extremely heavy for the job it does, but also extremely durable, and designed to be used for extended periods in unfavorable conditions. Early models had a detachable wooden stock, while later ones had a folding metal stock. The Mini-Uzi has an identical action, but is shorter and lighter (RC2/3, 2.70kg empty). The lighter bolt assembly on the mini-Uzi increases the autofire rate to 15 rounds per second.

Vz-61 Skorpion - This is the Czech equivalent of the Ingram M-10 and M-11 weapons, a small autoweapon for vehicle crews or security forces that wouldn't normally have battle rifles because of weight or space restrictions. It can be fired one or two-handed, and has a folding stock for more accurate long-range fire. Originally it was manufactured in .32ACP (uncommon as it was a US caliber rather than a Warsaw Pact one), but later versions were available in 9mm Soviet (Vz-64), 9mm Short (Vz-63), and 9mm Parabellum (Vz-68)).

Air SMG - Look in the back of gun magazines and see if you can spot the ads. If not in recent issues, then ones from a few years back. You'll see advertisements for freon powered pellet guns, capable of firing hundreds of pellets off a single can of automotive freon, which usually costs less than a dollar. The picture will usually show someone blasting the stuffing out of some 2 liter plastic bottles of water, and gives the impression that it is something you can have a lot of fun with, if not for use as a serious weapon. Can you design one of these up in **3G³** . The answer is yes. Can you make a *real* weapon out of one? The answer is maybe.



Compressed air SMG's

Tech note - Rather than slavishly copy the existing "toy" design, this is a "new" one with some "teeth". It will use compressed Freon as the propellant, and standard .177" BB's as the projectiles. These will be treated as sg7 spheres, with a diameter of 4.5mm and a mass of .334g. A muzzle energy of 30J will give them a DV of exactly 7, and a surprisingly supersonic velocity of 425m/sec, for an RC of 2/1.

Note - A commercial high power air rifle has a velocity of about 250m/sec, and a DV of 4 from about 10J of power, while the repeating CO_2 pistols have about 3J at the most, for a DV of 2. Technically, you *should* design this weapon with a low efficiency, since the pellets have a poor fit in the barrel, and much gas pressure is lost. On the other hand, you could say they are flanged lead pellets, and are expanded to fit the bore when fired. Take your pick. Another note is that a compressed air weapon of any type will have trouble pushing pellets at over the speed of sound (330m/sec). Pellets at this velocity would only have 18J. Since compressed gas has an energy per cc of 1/10th that of normal propellant, each shot requires about .2g of Freon. Using a 250cc can, this will give over 1200 shots before reloading, and the weapon will incorporate an internal hopper for 1,200 pellets.

Note that commercial cans do not have the internal pressure to do this. More likely you would have an internal, refillable CO_2 cylinder. Standard air pistol CO_2 cartridges hold about 200J of energy, or twenty 10J shots. The action of our weapon is full-auto only, and uses 60% of its theoretical rate of fire, for 30 shots per second. The weapon itself only masses about .35kg, being a pistol grip with a valve, and a lightweight aluminum barrel. The compressed gas and pellets take up the remaining .65kg.
The final weapon is not very deadly, but still not something you would want to go up against without some range or a heavy trash can lid to protect you. It will penetrate skulls, (i.e. 3 points of damage) out to a range of about 100 meters, or out to 20 meters if using a damage RC of 1f . It would be an excellent and cheap anti-vermin weapon, and if not for the blinding and skin penetrating potential of the small pellets, might be useful for riot control if rubber pellets were used. It might also be a "underground" weapon, something easily made with low-tech tools and used in a society that had extremely strict weapon controls. Entire families of compressed air weapons could be made, from pistols or rifles, to high-power bolt throwers or Molotov cocktail launchers. Naturally they would be very poor compared to what the authorities might have, but are still better than nothing.

Ares FMG - Concealable weapons have always been popular among bodyguards or covert security forces, as well as those trying to evade such forces. Hence the wide variety of snub-nosed revolvers, cut-down semi-autos, special holsters and suits custom tailored to hide the bulge of a weapon. Most of the time, available space limits the firepower that can be carried on a continuous basis. Sure, Secret Service agents can carry Uzis under their suits and get away with it, but they would be hard pressed to mingle discreetly at a cocktail party with a nearly 4kg chunk of metal half a meter long strapped to their side.
Ares, Inc. has recently produced a *folding* 9mm submachine gun. No, not one with a folding stock, but one where the barrel, clip and stock all fold together into a single compact unit, which can be opened quickly to provide 20 rounds of autofire in any situation that might need it. Once opened, the weapon can use 32 round clips (.5kg) for extra firepower. Current versions are all metal, but plastic may be used in later versions to reduce the mass of the weapon.
Tech note - The Ares FMG has no special tricks in its design. It is a simple 600J weapon firing 9mm bullets through an automatic action. A cost multiple of x2 would be applied to account for any added complexity of the folding design, and the IA arbitrarily reduced by 1 because of the lack of protruding sights, but that is all. For reference, the folded size of the weapon is about the same as a full column of text on one of these pages.

Beretta 93-R - This is a refinement of the Beretta 92 series, just as the Beretta 951R was an autofire version of the 951. The 93R is an improvement on the concept, as it has a larger clip, and 3 round burst capacity. In addition, the trigger guard is elongated, and has a small fold-down lever in front of it. This allows the thumb of the non-firing hand to hold onto the trigger guard, and the fingers to wrap around the small foregrip created. Relatively controllable bursts can then be fired, or the optional stock can be attached if time allows.

Heckler & Koch MP5KA5 - The Heckler & Koch MP5 series entered production in the mid-1960's, and exists in a bewildering number of variants, of which only two are presented here. The MP5KA5 is the smallest of these. It is designed to be concealable, and has smaller sights than the otherwise identical MP5K version. Neither has the telescopic stock that some of the less concealable variants sport.

Heckler & Koch MP5A5 - This is the MP5 weapon with a longer barrel, telescoping stock and adjustable sights. This version is also available with a silencer, in which case it would have an "SD+number" suffix (like MP5SD3, for instance).

Heckler & Koch VP-70 - The VP-70 is one of the first pistols to use large amounts of plastic in its construction. Normally, it is a double-action only 9mm pistol with an 18 shot clip and fixed sights. However, when you attach the plastic holster/stock, it gains a 3-round burst capability, which is selected by a lever on the stock where it attaches to the top of the receiver. This insures that when the weapon is used in burst mode, it is fired from the shoulder. Neither the VP-70 or the VP-70Z (Z for Zivil/ Civilian) enjoyed much commerical or military success, and is no longer in production.

ILARCO 180 - In the early 1980's a rather unusual .22 caliber rifle appeared, the American 180. Firing the .22 rimfire round, it had a phenomenal magazine capacity of over 160 rounds, and in the autofire version, could empty this magazine in less than 8 seconds with a high degree of accuracy. For various reasons, the weapon was not seen too much on the market, mainly for business rather than weapon-related reasons. Some semi-auto versions did find their way into the hands of civilian shooters in the US, and some of the fully automatic ones into the hands of police forces, but little was heard for several years.
Recently, the weapon (with several refinements) has appeared back on the market, and is currently being manufactured by the Illinois Arms Company.
While not an extremely powerful weapon, it is gaining attention in some circles because of the extremely high rate of fire, controllability and potential uses and variants. With the long barrel, the .22 can give a reasonable penetration, and the combination of ROF and controllability give a literal "sand-blasting" effect on any type of soft target or non-metallic armor, wearing it away with repeated hits to the same area.
Among the many variants is a version chambered in .22 Short Magnum. With a slightly higher velocity and damage, it uses the same basic weapon (which is heavily overengineered), but has an ROF of 30 rounds per second from a single barrel.
A twin barrel version is in development, basically two separate weapons mated together at an angle. Given this, the Magnum version could lay 60 rounds per second onto a target, and maintain this rate of fire for nearly 6 seconds. There is also a quad mount under development, four electrically fired weapons mounted on a tripod. Silenced versions are available, as is a special version fitted into an attache case, complete with laser sight and electrically operated trigger for covert bodyguard of security use. Unspecified quantities of this variant have been delivered to unspecified parties.

It is quite possible a variant of the weapon could be built into a perimeter security system, or aircraft or other vehicle mounts. While unannounced, it seems only reasonable to assume that lightweight versions will eventually be produced.
Variants - Short version with folding stock, twin version, tripod mounted quad version, silenced version, attache case version, vehicle mounts, Magnum version, lightweight clips, eventual lightweight versions.
Accessories - Extra drums, laser sight, removable wooden stock.
Deployment - Some law enforcement agencies, unspecified foreign governments.

Tech note - This weapon is a lot more difficult to accurately portray than meets the eye. For one, it is massively over-engineered, easily able to handle the stresses of the .22 rimfire or the Short Magnum round, which have energies of about 190J and 210J, respectively. The fully automatic action is designed to handle up to 250J without undue stress. Second, the weapon is built entirely out of TL, as the "*" on the Tech Level field indicates. The weapon is a solidly constructed mass of steel and wood, more reminiscent of a 1920's Thompson than the plastic and aluminum Calico M-100, which is perhaps the closest current design in a high-capacity .22. The weapon is built as a TL9 design, and given three +50% levels of increased mass, cost and IA to account for its solid construction, ease of handling and time to manufacture. While the resulting IA of 3 seems a bit high, the weapon can fire 10 round bursts into a 15cm circle at 25 meters, as compared to a 50cm circle for an Uzi, and all those who have tested the weapon seemed favorably impressed with the accuracy.

Ingram M-10 - The Ingram M-10 is a heavy machine pistol with a simple blowback action. It is rugged and reliable, but not particularly accurate or easy to use (the heavy trigger pull, open bolt action and non-adjustable sights being the main culprits). In one hand, it is not very controllable except for short bursts, and is much easier to handle when the optional suppressor or barrel extension is used as a grip for the other hand. In the United States, kits which include everything except the receiver are easily available. The companies which sell the kits sometimes also sell a piece of steel with a template showing where to bend, cut and drill it in order to create a receiver. Unless put together professionally, the reliability of such a weapon would be a level or two worse than normal.

Ingram M-11 - The M-11 is identical in operation to the M-10 series, but is chambered for the .380ACP cartridge. It is very compact, and while it fires a less powerful round, the lighter weapon means recoil is still a serious problem in autofire mode.

Jati-Matic - This is a Finnish submachine gun with a few unusual features. The first is the that the barrel is inclined slightly so that recoil force goes straight back into the firing hand, rather than above it. So, recoil tends to be straight back, rather than back and up, making the weapon more controllable in autofire mode. Second, the folding foregrip also acts as a cocking lever and safety. When folded, the weapon will not fire. Third, the trigger itself controls autofire. A light trigger pull gives semi-auto fire, while a heavy trigger pull gives autofire. So, the weapon has no extra levers or knobs to protrude or worry about. The weapon is supposedly so controllable that most versions do not have a folding stock, although one is available on request. The Jati is also manufactured under license in China.

MGV 176 - This is basically a TL11 version of the ILARCO 180. Made from lighter materials, it is also a .22 rimfire autoweapon with a top-mounted platter. This version has a folding stock. A semi-auto version was supposed to be manufactured for export, but the Yugoslavian civil war and general unrest prevented this from occuring. The weapon may still be used by various units, but most have probably been stored in preference for weapons of greater range and penetrating power.

Spectre - This is a recent Italian design with a few new features. First, it fires double action from a closed bolt. When the trigger is pulled on an open bolt design, the heavy bolt slams forward, strips a round from the magazine and fires it. This accelerating mass usually throws off the aim by a bit. Single action weapons are either cocked and ready to fire, on safety, or uncocked. The first condition is fairly unsafe, and the latter two take time to change, especially with the non-ergonomic placement of the safety on many designs. The system on the Spectre means that a round can be chambered, and it will take a long trigger pull to fire the first shot. Basically, a person with this weapon is supposed to have a faster reaction time to their first shot, and to be more accurate with that shot. Another notable feature is that the weapon comes with a 50 round box magazine which has two staggered columns of ammunition instead of one, for greater combat endurance.

Steyr MPi 69 - A current issue Austrian submachine gun. Simple and straightforward in operation. May also be known as the MPi 81, which differs in that the weapon is cocked via a normal bolt handle rather than by the sling attachement, and the rate of fire is 12 rounds per second instead of 9.

Benelli CB-M2 - This is a prototype 9mm caseless submachine gun that never entered production. The propellant was contained in an extension of the projectile, with the base sealed by the primer compound, making it more like the "Volcanic" rounds rather than a bullet embedded in a block of propellant like the 4.9mm round of the H&K G-11. Aside from the ammunition type, the weapon was fairly straightforward and had no unusual features.

Glock 18 - This is a little known variant of the Glock 17 pistol, differing in appearance only by the addition of a selector switch on the upper left of the slide. This allows the weapon to swtich from semi-auto to full auto. There is no rate adjuster, so the weapon cycles at its natural rate of around 1,200 rounds per minute. Like most one-handed autoweapons, it is relatively uncontrollable, although a skilled user can let off 2 or 3 round bursts. To keep parts for the weapon from being used on standard Glock pistols, all parts for the Glock 18 are built to a slightly different scale than any other model.

Civilian Rifles

These are rifles that an average citizen can own (in countries that allow civilians to own firearms at all, that is). At lower TL's, there is no real difference between civilian and military weapons, but definitely at TL9 and higher, military rifles have distinct differences from civilian counterparts. The main difference is autofire capability, and large magazines. Some civilian rifles at TL9+ are simply military weapons with the autofire reduced to semi-auto, and possibly smaller clip capacity.

Model 98 Mauser - First produced in 1898, this was at one time one of the world's more popular military rifles, and was produced and exported to a large number of countries. Many of these countries then sold them again when they upgraded to better weapons. Surplus stocks of these are still available in reasonable quantity at discount prices, and may be regarded as antiques, and not require the normal papers needed to purchase a weapon. New ammunition is currently available for this caliber, as is ammunition loaded to original factory specs.

Sharps 1874 - A single-shot black powder cartridge rifle, in common military use in some parts of the US. General Custer's troops had a version of this rifle when they were massacred in 1876. Their attackers had a forerunner to the lever-action Winchester M94.

Winchester M94 - A rugged and durable weapon for light hunting, the design has been in constant production for 100 years, and variants in other lightweight calibers are available. All but the latest version of the weapon cannot use telescopic sights without minor alteration.

Beeman 55S - A middle-quality single shot air rifle. Operates from a lever pump which cocks and powers the weapon off a single stroke.

M1 Carbine - Developed in response to a US request in 1940 for a weapon to replace pistols and SMG's for close range combat. Lighter than a normal battle rifle, it was popular during WWII, and the design was copied by a number of countries after the war, as well as being exported in large numbers. This is the civilian version, which never acheived a high level of popularity, since the round is too light for most hunting purposes.

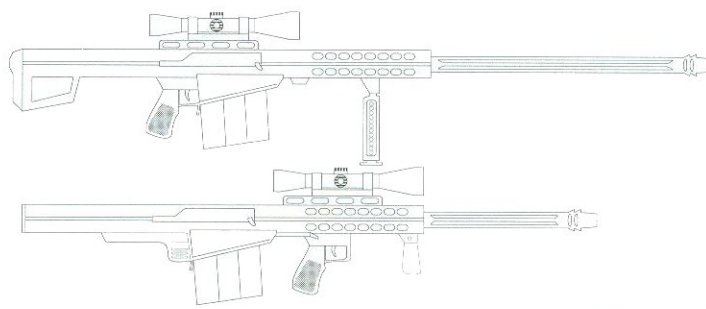
M6 Springfield - This is a weapon originally developed in WWII as a survival aid for downed pilots. It combines a .22 rifle and .410ga shotgun in a folding package (S/3). The stock contains 15 rounds for the rifle and 4 shotgun rounds. Currently produced models are available in .22 Magnum for a slightly higher DV.

Rossi M59 - A simple, low cost plinking rifle. Back when traveling carnivals had real shooting ranges, this would have been a common weapon to encounter.

Weatherby Mk.V - One of the ultimate big game rifles, this is chambered for the very powerful .460 Weatherby Magnum. The rifle is well built, very accurate, and has tremendous recoil. Of course, you don't usually need to shoot it more than once.

AR-7 survival rifle - An inexpensive weapon carried where weight or size is a concern, but a rifle is still desired. The entire rifle disassembles and stores inside the hollow plastic stock (S/3), which is filled with foam so that if dropped in the water, it will float. Third party manufacturers make extra magazines with capacities of up to 50 rounds, although these will not fit in the hollow stock.

Barrett Light 50 - Also known as the Barrett Model 82A1, this is a semi-auto rifle firing the 12.7mm machine gun round. While impractical for all hunting purposes due to its mass, its construction as semi-auto only and lack of restrictions by the manufacturer on sales qualify it as a civilian weapon. It makes an excellent long range sniper rifle with light anti-vehicle capability. The 12.7mm round will defeat all known body armor at any range it can be targeted at. The bullpup version is a newer model, and is lighter and more compact. It is also easier to elevate for use against helicopters or other airborne targets. The existence of a titanium variant has not been verified, but it would reduce the mass substantially, although titanium is difficult to work with and would greatly increase the cost. It is normally equipped with a variable power 10x sight for long range use.



Barrett Light 50

Browning M78 - An average single shot hunting rifle, chambered in 6mm Remington. This model is also available in a number of other common hunting calibers, and would have more or less the same stats except for DV and damage RC.

Calico M100 - A departure from normal weapon design, the Calico series of weapons are semi-auto, fed from a helically coiled clip mounted on top of the weapon. This is a shoulder-fired version of the Calico M110 pistol, and is available with either a full length wooden stock or folding metal stock.

Calico M900 - Similar to the Calico M100, but chambered for 9mm instead of .22LR.

Colt AR-15 - The civilian version of the M-16 rifle. It is semi-auto only, although quasi-legal conversion kits are available to convert the weapon to selective fire. The short barrel and heavy barrel versions of the M16 are also available in civilian models.

Crossfire - An attempt to make a dual-purpose weapon, aimed mainly at the US paramilitary and survivalist market. It combines a pump action 12ga shotgun and a semi-auto 7.62mm rifle in one package. Relatively heavy and expensive, not that many have been produced.

FR-F2 - A French military sniper rifle, the same action and barrel are available in civilian models as well. The civilian version lacks the thermal barrel sleeve and bipod of the military version.

Heckler & Koch M770 - A civilian hunting rifle chambered in 7.62mm. Not particularly common in the United States.

Paintball rifle - This is a semi-auto paintball weapon, with accessories added to increase the accuracy to the maximum practical level. A long, rifled barrel, sights, a stock and so forth transform the ordinarily inaccurate weapon into one which can actually hit a person at reasonable range. The "clip" is actually a gravity fed hopper on top of the weapon, and the weapon will not fire if this is inverted or tilted too far to the side. Power is provided by a separate, refillable CO_2 cylinder attached to the weapon, and used like a stock. Since these weapons and parts are made in limited numbers for the paintball market, actual price for the weapon shown would be closer to 600Cr due to lower economy of scale.
Note - Paintballs can be dodged since they are large and relatively slow moving (can be seen with the naked eye). On the other hand, they can be "walked" to a target, much like tracer fire.
Note - A 17mm paintball has a volume of about 2.57cc, of which 75% is usable as payload, for a payload volume of 1.93cc. If explosives are counted as sg1, then a paintball full of an impact sensitive explosive (extremely dangerous), would have an explosion DV of 8 at TL11, and 9 at TL12 and TL13. Just so you know. A jam or ball breakage on a hopper-fed gun would be catastrophic, to say the least.
Tech note - A paintball rifle has a *maximum* energy of around 35J, and can fire a 3g paintball at up to 150m/sec (normal paintball limits are 91m/sec (300fps), and 13J). A hard object like a plastic marble would have a DV of around 4, which would be mostly non-lethal damage, but enough to break fingers, knock out teeth, etc. A paintball weapon can be modified to fire arrows (up to 70J energy), loaded into the muzzle of the weapon one at a time. A short arrow with a razor tip would have a DV of around 10, and an RC of 2/1.

Ruger 10/22 - This is a common semi-auto .22 rifle. Normally equipped with a wooden stock and 10 round clip, third party manufacturers also make folding plastic stocks, and clips of up to 50 rounds. Versions with silenced barrels are also available for military or parmilitary use (subsonic .22 Rimfire ammunition has a DV of 14).

Ruger M77 - Another big game rifle. While not in the same class as the Weatherby Mk.V, it is also a bit lighter. It will easily take out any game animal, and is more than enough for anything smaller than an elephant.

Ruger Mini-14 - A semi-auto civilian rifle based on the M14 action, but firing the less powerful 5.56mm round. Special mounts are needed to use a telescopic sight. It is also available in shorter barreled versions (aiming RC3), and stainless steel versions. Aftermarket folding stocks and bullpup conversion kits are available. A full-auto version known as the AC-556 is also sold to police and foreign governments.

Sako Sporter - Another generic hunting rifle, also available in a number of different calibers. Bolt action rifles are more common in many European countries due to stricter firearms laws regarding semi-auto's or weapons with large or removable clips.

SSG 69 - An Austrian sniper rifle, also used as a hunting rifle in some countries with slight modification.

Ultralight Arms - A small company in the eastern US manufactures these weapons by hand. Using lightweight actions and synthetic materials, a lightweight, accurate hunting rifle is custom built for the buyer. The rifle is available in a variety of calibers, finshes and colors, as well as left- or right-handed versions.

Winchester 9422 - A lever-action .22 rifle based loosely on the Winchester M94 design, with minor improvements like side ejection and built-in rails for mounting a telescopic sight. The tubular magazine will hold 7 extra rounds if the .22 Short is used instead of .22LR.

Zip rifle - A field expedient excuse for a longarm. Made from lumber, sheet metal and pipe, its only purpose is to instill a false sense of security in the user. However, it does fire, and can easily kill.

Military Rifles

Military rifles are usually defined as high power weapons originally or currently used by military, paramilitary or police only, and whose ownership by civilians would have been restricted or prohibited during their period of manufacture, and usually afterwards as well. These are shoulder fired, and are usually clip-fed rather than using belts or external magazines.

Chauchat - A committee-designed excuse for a light machine gun, whose design was fraught with bumbling, politics and everything *but* the end user in mind. The caliber was different than most other weapons used in WWI, the design easily jammed, was easy to get dirty and difficult to clean. Used by US and French forces, nobody liked it. After WWI, the "War to end all wars", it was kept in French inventory because of a lack of money to replace it, so numerous examples survived into WWII, where they performed just as poorly as in WWI.
Tech note - This weapon becomes one reliability class worse under any sort of adverse conditions.

Lewis Gun - Another WWI design, this one a little more practical. Firing the .303 British round from a 40 round platter mounted above the receiver, the Lewis gun was made in two versions. The first, listed here, was air cooled, and had a large barrel shroud over numerous aluminum cooling fins. Even so, its sustained rate of fire was limited. The other version had a water-cooled barrel, and could maintain its rate of fire longer. It was used as armament on some WWI fighter aircraft.

.30 BAR - The Browning Automatic Rifle. A light machine gun designed during WWI. Very few saw action due to the war ending right after production started, but like much of the late WWI hardware, it was kept in post-war inventories and used during WWII. A shorter barrel version was also sold to some police departments that needed a high power automatic weapon. While relatively powerful, its military usefulness was limited by its small clip capacity. Nonetheless, it was used well into the 1950's, and the last production run was during the Korean War. Many of these rifles are still in service in poorer countries, as they were exported in great numbers.

M2 Carbine - Developed in response to a US request in 1940 for a weapon to replace pistols and SMG's for close range combat. Lighter than a normal battle rifle, it was popular during WWII, and the design was copied by a number of countries after the war, as well as being exported in large numbers. This is the military version, which was available in full stock (listed version) and folding stock versions (for paratrooper use).

M-14 - The M-14 was adopted in 1957, and was the first US rifle to use the NATO standard 7.62mm ammunition (the M1 Garand and BAR used the .30-06). The M14 was made in both semi-auto and selective fire versions for the military, and the heavier M14A1 version (by .70kg) was designed to fill a light machine gun role, but did not do so very well. By the time military production ceased in 1964, over 1,000,000 M14's of various types had been produced. A civilian version is still in production. The M21 sniper rifle is an accurized version of the semi-auto M14. It is usually equipped with a telescopic sight, and may be equipped with a supressor. Some branches of the military still use it, citing better reliability in some adverse conditions.

AK-47 - Probably the world's most recognizable rifle (the only one to be on a national flag), the AK-47 entered production in 1951, and has been in continuous use since. The original version was heavy, and made of machined steel parts. In 1959, the AKM entered production. This is basically an AK-47 made with stamped steel parts, lowering cost and weight. An AKM is functionally identical to the AK-47, but loaded mass is 1.15kg less.
Both weapons are extremely reliable, if not overly accurate, and are much more tolerant of poor maintenance and poor conditions than just about any other weapon. The design has been copied by most of the former USSR's satellites, and a number of foreign designs contain elements of the AK-47 as well. The semi-auto only AK-47 lookalikes sold in the US are generally Chinese AKM copies.

FN-FAL - The Fabrique Nationale FAL is another extremely common assault rifle. First produced in the early 1950's, it is now license-built in over 10 countries, and in service in over 50. Firing the standard 7.62mm round, it is a fairly long and heavy rifle, but has a damage potential at range which the lighter 5.56mm rifles lack. The model 50-64 has a folding stock (folded size is S/6), and the FAL comes in a number of variants (different barrel lengths, stocks, folding bipod, etc.).

AK-74 - The AK-74 is basically an AKM in a smaller caliber, even going so far as using many of the same parts. While the Soviet 5.45mm round is less powerful, it is also much lighter, allowing more of them to be carried. Like the AKM, it is in common usage worldwide, and has a number of variants.

Armscor 37 - The arms embargo to South Africa in the latter half of the 20th century did little but encourage that nation to develop its own arms industry, of which this is an example. It is a fairly standard 37mm launcher, which can fire a number of tear gas projectiles, as well as large rubber slugs or rubber buckshot. These are generally designed to discourage crowds rather than kill them, although eye, temple or throat hits have proven lethal from this and similar weapons used by other countries (the rounds are technically referred to as "reduced lethality munitions").

AUG carbine - The Army Universal Gun is one of the more notable designs of TL11. It is a bullpup 5.56mm assault rifle, which uses large amounts of plastic in its construction. The plastic stock may be colored to fit the needs of the end user (black, green and desert sand are currently popular), the transparent clips allow you to see how many rounds you have left, and the carrying handle incorporates a 1.5x telescopic sight, with regular sights in case the optics are damaged. Barrels can be quickly changed, and a number of lengths are available, so the weapon can be used as an SMG, assault rifle or light machine gun. Currently, the semi-auto version is not readily available in the US for some obscure bureaucratic reason, so prices for the ones in circulation are 2-3x the listed amount.

AUG HBAR - This is a heavy barrel, accurized version of the AUG. The integral telescopic sight and carrying handle have been replaced with a bracket for mounting a normal telescopic or night vision sight. Otherwise, it is identical to a normal AUG.

Dragunov - The Dragunov SVD is a Soviet sniper rifle firing the long-obsolete 7.62 Mosin Nagant round (circa 1900). A modern reload of this round was chosen for the rifle because of its high damage potential and good ballistic characteristics. The SVD uses much the same action as the AKM, although parts are not interchangeable. It is normally equipped with a 4x telescopic sight which incorporates IR detection equipment. It cannot be used as a night vision scope, but can pick out otherwise invisible sources of heat, like TL9-10 active IR scopes (at least 200°C). It can also mount any other sights that may be available.

Enfield L85A1 - The L85A1 is another recent entry to the bullpup assault rifle club, but less successful than the AUG. It has all the normal advantages of a bullpup design, and the capabilities of a 5.56mm assault rifle (and a telescopic sight), but it is much more suited to TL9 than TL11. It is made of stamped and pressed steel rather than aluminum and plastic, and even with the weight saved in a bullpup design, it still masses more than any other 5.56mm assault rifle at either TL10 *or* TL11.

FAMAS - The current French assault rifle. Predating the Steyr AUG, it is also a plastic stock, bullpup rifle firing the 5.56mm round. It does not have a built-in telescopic sight, but it does have a built-in bipod and 3-round burst capability.

Galil SAR - A fairly standard 5.56mm assault rifle. The SAR has a fairly short barrel, hence its lower DV. Other versions have a DV like that of the M-16 or L85A1, and there is a heavy barrel LMG version as well. These longer barreled weapons usually have a built-in bipod, which can also be used as a cutter for clearing barbed wire. The same action is used for a 7.62mm assault rifle, and this caliber is available in an accurized sniper version.

Heckler & Koch G3A3 - This is the current service rifle of the German army, and has been so since 1959. It a straightforward 7.62mm assault rifle, and like most H&K products has a number of variants (collapsing stock, sniper version, etc.). It is in service in over 50 countries, and manufactured under license in over 10.

Heckler & Koch 33E - Another 5.56mm assault rifle. Based on the H&K G3 action (7.62mm), it is similar in appearance, but slightly smaller. Most weapons by this manufacturer have a reputation for high quality, but are slightly heavier and more expensive than comparable models from other sources. This particular model is also manufactured under license in Thailand.

Heckler & Koch MZP-1 - Another 37mm launcher, identical in use and basic operation to the Armscor 37. This version is probably more common due to the arms embargo against South Africa.

M16A2 HBAR - This is a target or sniper version of the M-16A2 assault rifle. It has a heavier, accurized barrel, and would usually fire a higher quality of ammunition than would the general issue M-16A2.

M16A2 "Shorty" - This is a shortened version of the M16A2. The normal fixed stock is replaced with a telescoping one (reduces size to S/5), and the barrel is much shorter than normal, which leads to lower accuracy and higher muzzle flash. The weapon would normally be issued to vehicle crews or other troops where space is at a premium. These stats could also be used for the firing port version of the M16A2, which has a firing port attachement, and the front sight removed so it will fit out a narrow opening.

M-16A3 - This is the latest version of the M16 line, making minor changes and improvements to the weapon. The original M-16 had a number of reliability problems, which were fixed in the A2 model. The A3 improves slightly upon the design, and differs mainly in that the autofire capability is limited to three-round bursts.

SIG 550 - A Swiss assault rifle in 5.56mm. Not particularly notable in most respects. The standard clips do have grooves on each side, allowing them to be clipped together for faster magazine changing.

Ultimax 100 - Manufactured by Chartered Industries of Singapore, this is basically a light machine gun, but the definition of the military rifle category in this book places it here. It is a full-auto only weapon, firing from a 100-round drum, although it will also accept smaller clips. It has a built-in bipod, and is designed to provide a sustained firepower advantage for a short period of time (no more than 500 rounds sustained without a barrel change or cool-down). It has proven quite popular in a number of regions due to its light weight and controllability.

Vaime SSR1 - This is a purpose-built silenced sniper rifle, chambered for the 7.62mm NATO round. While the integral, non-removable silencer traps almost all the muzzle blast, it cannot stop the supersonic crack of the projectile. However, at ranges it is likely to be used at, the direction a shot was fired from may be difficult to pinpoint.
Tech note - The energy for DV purposes was reduced 20% because of the suppressor, and cost was doubled.

Walther WA2000 - This weapon is built by Walther expressely for long range sniping, and uses many technologies in its design that would have been impossible 20 years ago (mainly computer analysis). The .300 Winchester Magnum was chosen because of its damage and ballistics, and every aspect of the rifle (down to the clip design) was designed with accuracy in mind. At over 8 kilograms, it is not meant to be carried around much, nor fired from the shoulder, as its built-in bipod attests. Each rifle is fitted with a 2.5-10x range compensating scope, which can be removed and replaced without affecting accuracy (in case a night vision scope were needed, for instance). The WA2000 is only made to order, and only for approved agencies.

Shotguns

These are weapons designed expressely to fire a multiple projectile round. Mostly smoothbore, they lack somewhat in direct accuracy, but make up for this with the greater chance of a hit at short or medium range. With the possibility of multiple hits, and each hit from a 12ga shotgun roughly equal to that of a small pistol, they can also be a cheap equivalent of autofire in areas where this is restricted.

4ga shotgun - This is a behemoth from a bygone era. Also called "punt guns", they were usually mounted in a small boat, and aimed upwards, and the main use was bringing down waterfowl. These fell out of favor by the early part of the 20th century, and exist now only as collectors items, although a very few companies still load shells for these monsters. A typical shell is over 10cm long, and uses 100 grams of lead shot. Also, 4ga shotguns with 125 gram slugs were also used as big game rifles in Africa until smaller weapons using modern powder equalled or exceeded their performance.

8ga shotgun - A slightly smaller behemoth, this would have been shoulder fired most of the time, and stayed popular slightly longer than the 4ga. It was equivalent in most respects except the amount of buckshot it could hurl at one time. Both 4ga and 8ga shotguns use a l/w of 1.5:1 for determining pellet quantity.

Double shotgun - This would be a typical sporting shotgun, suitable for bird hunting, skeet shooting and the like. It has either a side-by-side or over-under set of barrels, and can either have two triggers, or one trigger that fires each barrel in turn. The basic weapon may be engraved or inlaid, increasing the cost to any amount desired.

Ithaca Autoburglar - Actually, the Auto and Burglar Gun. This was from the early decades of the 20th century, when it was still acceptable to carry a sawed-off shotgun around for dispatching wounded animals, stray dogs or the occasional intruder into one's home. Basically a side-by-side 20ga with a short barrel and pistol grip, meant to be fired from one hand. Belt holsters were also available. Quality was not extraordinarily high, but the weapon was not supposed to be used that often.

Winchester 1901 - Probably the best shotgun to have if you really needed a shotgun. The 1901 was a lever-action 10ga with a 5 round tubular magazine under the barrel. It was heavy, but was also the maximum firepower available at the time.

Stevens 150C - A lightweight, bolt action shotgun in .410ga. Normally, it would be used with birdshot or slugs for squirrel or rabbit hunting, and is unsuitable for large game.

Ithaca Mag 10 - Also known as the "Roadblocker", it is the largest semi-auto shotgun made. This 10ga is designed for police use. Its heavy slug carries better and does more damage than a 12ga, and is has a larger buckshot load as well. Sales are not restricted in any way, but few hunters want that heavy a weapon. Those who do are likely to use it in situations where mobility is not a prime concern, like hunting from a blind.

Remington 870 - This is probably one of the more popular TL11 shotguns in the United States. Available in .410, 20ga, 16ga and 12ga, and a variety of styles, with numerous add-ons for the police and paramilitary market.

Sawed-off - This is a generic double-barreled shotgun with the stock cut down to a pistol grip and the barrel reduced to half or less its normal length. Inaccurate, but concealable under a jacket, and could be even shorter at an additional penalty to damage.

Remington 7188 - This is a selective fire shotgun based on the Remington 1100 semi-auto shotgun action, and was developed for short range fire in jungle environments, like those found in Vietnam or other parts of Southeast Asia. While it lasted, it could lay down more lead than any four M-16's, but had high recoil and a low magazine capacity.

Beretta M3P - This is a clip-fed semi-auto 12ga shotgun, which can also be used in a pump-action mode for special shells, or those which do not generate enough force to cycle the action. It has a folding stock, which when stowed on top of the weapon also provides a carrying grip. It can be fired this way, although it does prevent the normal sights from being used. While a 5-shot clip is a smaller capacity than many other shotguns, the M3P can be reloaded quicker, and magazines of different shell types can be readied for different tactical needs. Like most clip-fed semi-auto shotguns, its import into the United States is difficult to impossible, although it is not illegal to own.

Krieghoff Trumpf - This weapon is what is known as a "drilling", or two side-by-side shotgun barrels with a rifle barrel below and between them. Exclusively a sporting weapon, and definitely for the well off. Quality is very high, and usually includes engraving and/or inlays. It has no provision for mounting any type of advanced sights (which would be considered sacrilege in most places anyway). The front rifle trigger may be pushed forward, when it acts as a hair trigger, and the back trigger fires each shotgun barrel in turn.

LAW-12 - This is a semi-auto only version of the SPAS-12 shotgun. It is usually not available with a folding stock, although one from the SPAS-12 would fit it if available.

Mossberg 500 - This is a pump action 12ga designed for a variety of uses, like the Remington 870. It can be had with scope mounts for hunting, in stainless steel for marine use, or with a foregrip-activated laser sight for personal defense or police use. It will fire any type of 12ga ammunition. The Mossberg 500 has a total capacity of 6 shots, and the 590 is identical, except the tubular internal magazine gives a total capacity of 9 shots.

Mossberg 500 bullpup - This is the same weapon as the basic Mossberg 500, except it uses an aftermarket stock that converts the weapon to a bullpup configuration.

PA3 riot shotgun - A small, pump action 12ga designed for use by riot police. The size listed is with the stock folded. Presumably, in civilized countries, the weapon would be loaded with tear gas rounds or rubber pellets.

SPAS-12 civilian - This is the export/civilian version of the SPAS 12 dual-action shotgun. By pressing a button underneath the foregrip, the weapon can be converted from pump action to semi-auto, allowing it to reliably fire any type of 12ga ammunition. Originally available with a folding stock (which obscures the sights when folded), but is more commonly seen with a fixed stock.

SPAS-12 military - The same weapon, except with a slightly shorter barrel, and usually equipped with the folding stock.

Striker - A widely copied South African design, which may also be known as a "Street Sweeper". This is technically a revolver, but acts more like a semi-auto. It has an integral drum magazine, which has 12 chambers. One shell is loaded in each, and then the drum is spring wound. Each pull of the trigger fires one shot, and allows the drum to rotate one increment, preparing the next shell. When empty, the casings must be ejected one at a time, and new shells loaded in one by one. The long reloading time is offset by the large capacity and high firepower. The Striker has a folding stock, which folds over the top of the weapon and obscures the sights when stowed.

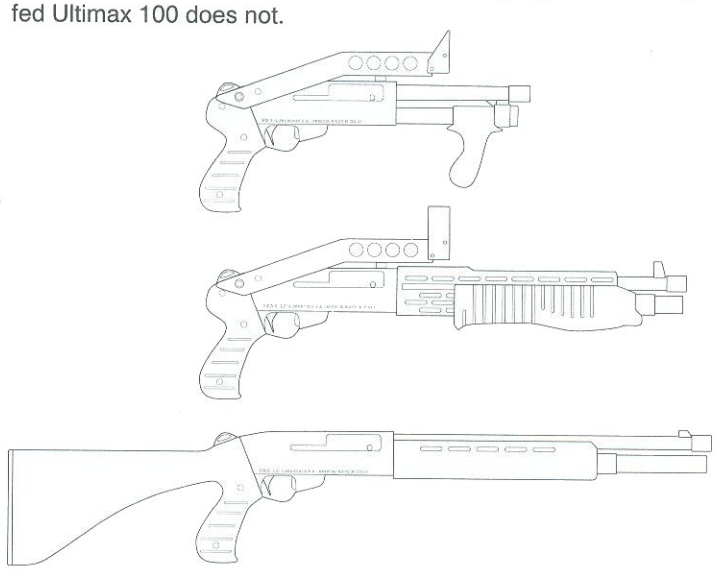
The Brute - This is a double-barrel shotgun that is designed to skim the edge of the laws on weapon length. It is just barely longer than the United States classification for "sawed off" type weapons. The very short stock and barrel do not make it convenent for hunting, but much better for home defense or travelling or camping use.

USAS-12 - This is the first full-auto shotgun to make it to market in a long time. A very large and heavy weapon, it still has a niche market for those police or military that want a *lot* of short range firepower. At 15 pellets per shell, and 6 shells per second, this weapon pumps out as much lead as 3 or 4 machine pistols, and each pellet is doing nearly as much damage. Early production models had poor reliability, but this has apparently been solved. Low supply and the "military" nature of the weapon have inflated prices over the listed amount.

Witness Protection Gun - This is a 12ga pump action shotgun designed to be concealable under a normal 3-piece suit. With one round in the chamber, it gives a total capacity of 4 shots of any type of ammunition. It lacks any shoulder stock, and is too short to be owned in the United States without a special permit.

Machine Guns

These are separated from "military rifles" by a few general guidelines. If the weapon is belt-fed, it is probably a machine gun. If it is designed mainly for bipod or tripod use, it is probably a machine gun. If it is too heavy to carry, or has too much recoil to be fired from the shoulder, it is probably a machine gun. So, for instance, the M60 LMG counts in this category, while the clip-fed Ultimax 100 does not.



PA3, SPAS-12 and LAW-12

.45/70 Gatling - The Gatling Gun was first demonstrated to the US Army in 1862. Using several barrels rotating around a common pivot, they were loaded and fired in turn, giving an effective rate of fire of several hundred shots per minute, but a heat and powder buildup on each barrel equal to only a fraction of this. Using a gravity feed hopper and a hand crank, it was the first real autofire weapon to see widespread use.

A few were used during the Civil War, but were never really an important weapon in the conflict. However, in 1867, the US Army ordered 100 of them, half of which had a 1 inch bore, and which must have been horrific weapons of war in their time, and incredibly expensive to fire. Between 1860 and 1900, Gatling guns of various calibers were in use in the Franco-Prussian War, Russo-Turkish War, U.S. Civil War, Zulu War and other British colonial conflicts.

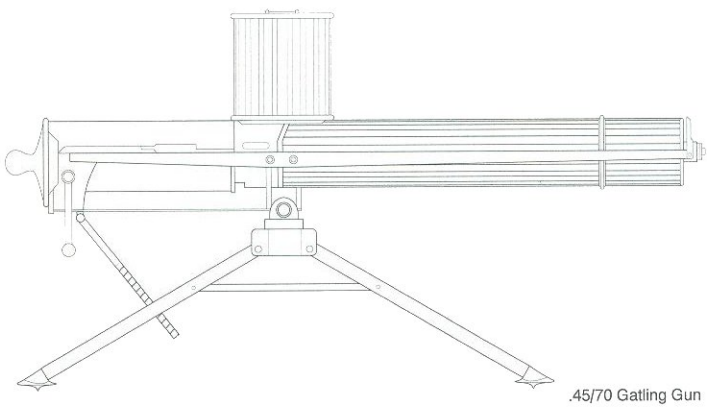
However, by the end of this period, the Maxim gun had been invented, and more conventional autofire weapons were to be preferred because of their lower complexity and mass.

Records and experimentation have showed Gatlings to be extremely accurate and reliable, more accurate than many infantry rifles in the same period. One test in 1873 fired 100,000 rounds through an 1865 model. No report is made of the malfunction rate, but the gun did not break down during this test, not bad if you consider that it represents roughly 8.5 hours of full autofire, with breaks for reloading and cooling the weapon.

In 1945, an old Gatling gun was bought in an experiment to get a higher rate of fire than possible with ordinary machine guns. When fitted with an electric motor, this 50 year old gun was capable of bursts of fire at 5,800 rounds per minute. Ten years later, the first Vulcan 20mm Gatling cannons were produced.

Variants - Wide variety of calibers and mounts. Miniature replicas in several .22 rimfire calibers are available from custom gunsmiths.

Tech note - The weapon listed is chambered for the .45/70 caliber, a relatively common rifle caliber of the period. Energy for the rounds and action is taken from black-powder reloading data. The weapon is a 10-barrel gatling, and uses a full-auto receiver, but single shot efficiency, since no gas pressure is lost to power the action, or from recoil, all shells being manually inserted and extracted by the mechanical crank action. The weapon is tripod mounted, and this is *not* included in the accessory mass.



.45/70 Gatling Gun

Degtyarev DP - This is a Russian LMG design dating from 1926, and fires the old Mosin Nagant 7.62mm round, which was a fairly heavy cartridge at the time. The 47 round magazine is a platter on top of the weapon, rather than below. The DP operates only in autofire mode, and it is impractical to fire bursts of less than 3 shots. By TL11, the weapon is only found in Soviet-influenced Third World countries.

Maxim Gun - One of the first widely accepted machine guns, and probably the most successful. While this example is a British model, versions were made in a number a calibers for local markets, like the Maxim PM1910 for Russia (7.62mm Mosin-Nagant) or the Maxim '08 for Germany (7.92mm). The guns were usually water cooled, belt fed and recoil operated. Sustained fire is only possible with the water cooling jacket. Increase the reliability class by 1 or 2 if the weapon is fired without coolant. The listed mass does not include a tripod or wheeled mount.

.30cal Browning - The Browning M1917 was created to meet the US need for a medium machine gun in WWI. It actually saw very little service, but so many were produced that it was used throughout WWII, and work on new versions of the weapon continued into the 1950's. The version listed here is the 1919A4, which differed from the original in having a heavy air-cooled barrel instead of the lighter, water-cooled one of the M1917. The sustained rate of fire was lower, but still sufficient for most uses. The listed mass does not include a tripod, which would add another 6.5kg.

14.5mm KPV - This Russian weapon dates from shortly after WWII, expressely to fire the round made for the PTRD-41 anti-tank rifle. For the past 50 years, this has been the world's most powerful machine gun, and while designed originally for anti-aircraft use, it will also blow holes in most TL9-11 armored personnel carriers. While no longer manufactured in the Soviet Union, large numbers are still in use there and elsewhere. The listed mass does not include a tripod or other portable mount, as the weapon is almost always vehicle mounted.

MG-34 - This German LMG was produced from 1934 through WWII, and used thereafter in a number of countries, especially those where the Germans had used them during invasion or occupation. Modifications of the design during WWII led to the MG42, and after Germany entered NATO, a further modification led to the MG42/59. It is a belt fed, recoil operated, air-cooled selective fire machine gun of relatively simple design and high reliability.

M2 Browning - This heavy machine gun went through various incarnations in the 1920's before reaching its current form in 1933. It has remained essentially unchanged since then, and is in use with at least 20 countries. It is belt fed, recoil operated and air-cooled. While inferior in performance to the Soviet 12.7mm and 14.5mm heavy machine guns, it retains a large international following, and further evolution of the 12.7mm round may extend its life well into TL12, especially with Third World nations. The listed mass does not include a tripod. A lighter, shorter barreled version is made as a coaxial machine gun for armored vehicles. It has a unloaded mass of 13kg less, and can be tripod mounted if necessary.

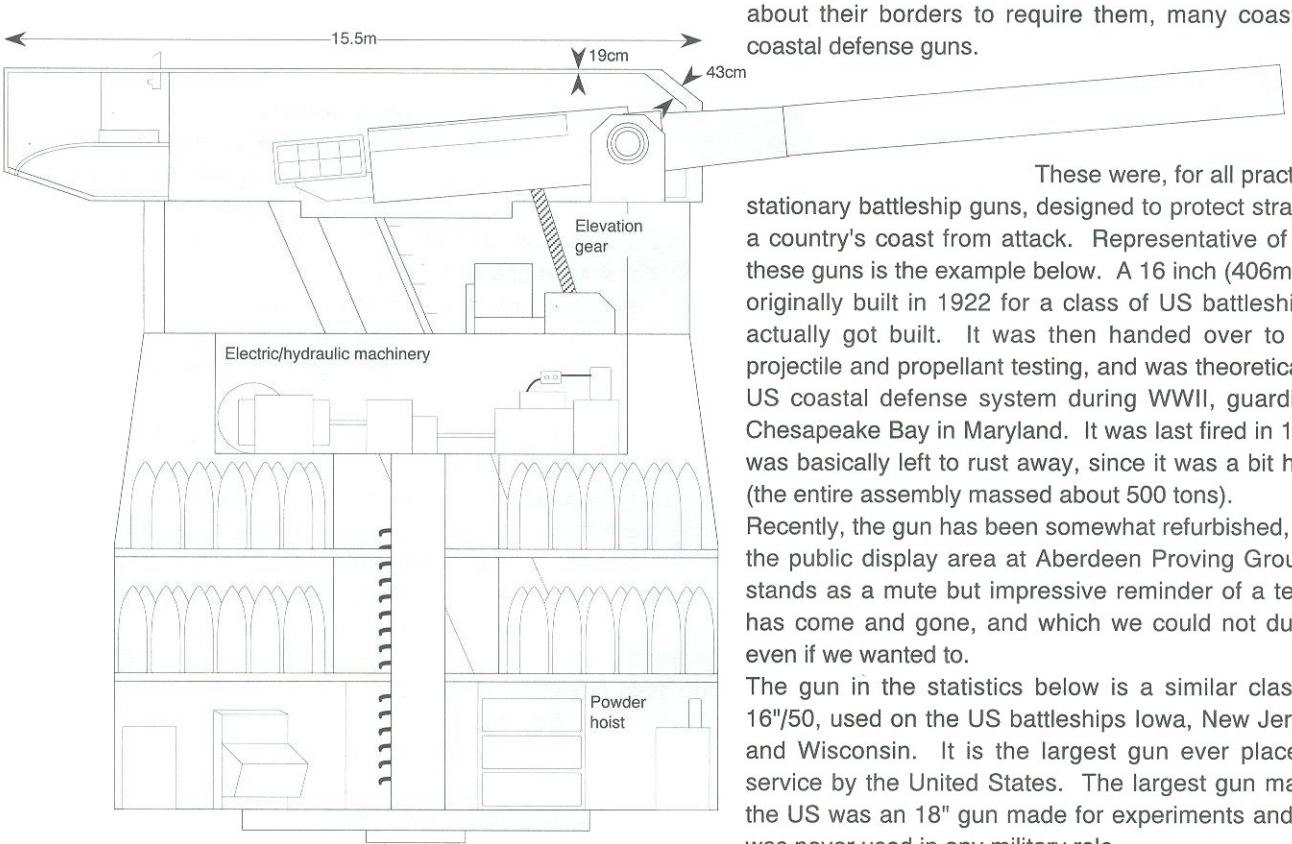
M60 LMG - This weapon was the replacement for the M1919A4, and incorporates some design features of the MG34 series of weapons. Original models were not particularly reliable (1 or 2 classes worse if the ammunition or weapon got dirty), but current models are more reliable. Earlier models also had terrible design flaws regarding barrel changing and other normal operating procedures, but these too have been largely corrected.

M60 Maremont - This is a "product improved" version of the M60, which incorporates many parts of the original weapon, but fixes most of the problems, and is lighter and more versatile.

MG-42 - This is the German design which superceded the MG-34. Originally in the 7.92mm round, after WWII, and to meet NATO standardization, it was changed to the 7.62mm round. Aside from some minor changes in appearance, it is functionally identical.

M-134 Minigun - This is an electrically operated 7.62mm gatling gun. It has an extremely high rate of fire. This weapon may be used in modular weapon pods for light aircraft and helicopters, and will contain either a battery or hookup to the vehicle power supply, and a removable or internal ammunition cassette.

FN Minimi - This is the sucessor to the M60 series of light machine guns. It fires the less powerful 5.56mm round, but the lower power is offset somewhat by the lighter weapon and increased ammo load that can be carried. While it normally fires belted ammunition, it will also accept any magazine that will fit in the M-16 series of assault rifles. Early models had numerous problems and were disliked by troops forced to carry them, but recent refinements have hopefully overcome these problems.



Technical data

Name:	16" naval gun
Caliber:	406mm
Length:	21m
Recoiling mass:	44 tons
Turret (3 guns):	1800 tons
Projectile mass (HE):	864kg
Muzzle velocity:	823m/sec
Muzzle energy:	321mJ

Heavy Weapons

This is a catch-all category for anything which civilians are unlikely to own, or is vehicle mounted, or equpped with explosive warheads. Most everything above 15mm is in this category, although the difference between an extremely heavy machine gun and a light autocannon is vague.

16" Naval gun - Back when countries were paranoid enough about their borders to require them, many coastlines sported coastal defense guns.

These were, for all practical purposes, stationary battleship guns, designed to protect strategic spots on a country's coast from attack. Representative of the largest of these guns is the example below. A 16 inch (406mm) gun, it was originally built in 1922 for a class of US battleships that never actually got built. It was then handed over to the Army for projectile and propellant testing, and was theoretically part of the US coastal defense system during WWII, guarding the upper Chesapeake Bay in Maryland. It was last fired in 1947, and then was basically left to rust away, since it was a bit heavy to move (the entire assembly massed about 500 tons).

Recently, the gun has been somewhat refurbished, and moved to the public display area at Aberdeen Proving Grounds, where it stands as a mute but impressive reminder of a technology that has come and gone, and which we could not duplicate today, even if we wanted to.

The gun in the statistics below is a similar class of gun, the 16"/50, used on the US battleships Iowa, New Jersey, Missouri, and Wisconsin. It is the largest gun ever placed into active service by the United States. The largest gun manufactured in the US was an 18" gun made for experiments and testing, but it was never used in any military role.

Variants - In 1987, research was underway on a 13" (330mm) discarding sabot round (550kg), and if it used the standard powder charge, would have an impact DV of 2670, and an RC of 6/8. It also seems that this huge round is begging for a massive guidance module and maneuvering capability, but no research has been publicly announced on such projects.

Tech note - More than anything else, this shows that you can design *extremely* large guns in this system, and have them work out *fairly* well, if not perfectly. The powder energy the weapon is designed on is 265mJ, which the longer barrel increases to 321mJ, giving the listed DV. The **3G^3** usable volume in the 16" shell gives room for about 105kg of high explosives, and is treated as an sg7 shell to give a comparable mass (972kg) (the real thing holds 70kg). The AP version of the shell is designed to penetrate deeply before exploding, and has a warhead of about 18kg of high explosive. A 105kg HE charge (TL9) would have an explosion DV of 1780. In Vietnam, a single round was capable of turning dense jungle into helicopter landing pads 200 meters in diameter, but some of this is probably due to debris from the inner zone acting to knock down items on the outer edges.

Note - It doesn't seem right that the gun should only have an aiming RC of 6, but remember that aiming RC is designed for *direct* fire (not *indirect* fire), battleships have good targeting, and are *really* big targets.

M20 "Bazooka" - This is the followup weapon to the original 60mm M9A1 "Bazooka". The 89mm M20 was also known as the "Super Bazooka", and has substantially better performance than its WWII counterpart (shaped charge DV of 1280 vs. 860). The long launch tube could be broken into two sections for transport. While obsolete at TL11-12 due to its low DV and short range, it is durable, and still in the armories of over a dozen nations. Independent arms manufacturers provide replacement parts, and rockets with improved technology warheads.

RPG-7 - The RPG-7 is one of the USSR's better documented weapons, second only in recognizability to the AK-47 assault rifle. It was first introduced in 1962 (TL10), and has since been modified and improved, with most countries in the Warsaw Pact making their own variants, as well as the Chinese making their own version, the Type 69.
While a relatively simple and robust weapon in theory, it has a number of shortcomings. First is the low rate of fire. Missile and propellant must be assembled before inserting into the weapon, and assembled rounds are unwieldy, at 64cm long, not counting the added length of the fin assembly. Next is the crosswind accuracy. The weapon has a tendency to turn into any crosswind, drifting upwind while the motor is firing, and downwind when it burns out. Third is the warhead. While it has good penetration, the fuze can be shorted out by wire screening in front of the target, and against soft targets like sandbags, the shaped charge is deformed before detonation, giving a much lower effect. Last is the sighting arrangement. The 2.5x optical rangefinding sight apparently requires a bit of getting used to for accurate use.
Still, improvements in warheads and propellants, and overall low cost will probably see this weapon through the early 21st century in Warsaw Pact use, and probably later in the Third World countries where it is also popular.

Technical Notes - Having a complex weapon thoroughly detailed is a blessing and a bane. A blessing, in that you don't have to guess on stats. A bane in that you need to use **3G³** *very* carefully and accurately to get numbers that match all that wonderful data at your fingertips. As always with real weapons, this is the **3G³** way you would design it from the ground up. You can always just take the straight "real world" numbers (mass, length, penetration, etc) and find **3G³** equivalents without actually redesigning the entire weapon.

The PG-7 projectile is bought as several parts. The first is the warhead, a 70mm 2:1 shaped charge with an sg of 3, massing 1350g, completely filled with high explosive (only 1:1 counts for the shaped charge effect). The actual warhead is about double this length, but the front half is completely hollow.

Next is the main motor. This is two 40mm 3:1 tubes laid end to end with an sg of 3, to get the closest match to actual rocket length (26cm). They have a total mass of a little more than 800g, of which almost 75% (600g) is propellant.

Last is the booster motor, a 40mm 1:1 rocket with a mass of 101g, of which 75g is propellant. This booster is important to achieving a good final velocity.
The total mass of the combination is 2.25kg, the same mass as the real round.

The booster gives the rocket a velocity of 44.6m/sec to the 2.25kg rocket, and the main engine gives another 129m/sec to the 2.15kg left when the booster drops off, for a total of 174m/sec. This is adjusted for the diameter of the warhead (7cm) and the l/w ratio of the combination (6.0 for the whole rocket, 5.4 sans booster), for an adjusted velocity of 256m/sec. The booster reaches maximum velocity at 28m, and the sustainer engine reaches maximum velocity at 107m. The booster has a backblast DV of 10, and the main engine has a DV of 17.

The receiver is a simple single shot action. The barrel did not come close to the real mass, and led to some rethinking of the barrel mass rules for rockets. An *official variant* rule which you may use if it provides better results is to use the *effective* energy of the powder to calculate barrel mass, effective meaning the amount actually used in imparting energy to to projectile (1/50th full amount). It seems more along the lines of common sense, especially when you consider the use of booster rockets, where the main propellant charge does not fire until the rocket is well downrange. Why should it affect barrel mass? Using only the effective booster energy felt by the barrel, the 100cm barrel came much closer to the published data. This is the only rocket in the supplement using this variant rule. An additional .5kg was added to the loaded mass to account for the rangefinding 2.5x telescopic sight.

Technical data

Name:	RPG-7
Caliber:	40mm/70mm
Length:	.99m
Mass (empty):	7.00kg
Mass(loaded):	9.25kg
Velocity:	300m/sec
Penetration ability:	320mm

The warhead has an explosion DV of 224, and the shaped charge has a DV of 2710, which gives an average damage of 1491 points. A plate of TL11 armor steel has an AV of about 17 per 4mm (425 per 100mm), and so it has a maximum penetration of 351mm of armor steel (in **3G³**, your mileage may vary).

M72 LAW - The M72A1 **L**ight **A**nti-armor **W**eapon was designed to replace the aging M20 Bazooka. While lighter, it was not appreciably more accurate, and actually did less damage. Still, its extreme portability made it possible for them to be issued in quantity, and they were able to do a reasonable job of evicting the tenants of fortified bunkers. Accuracy and damage were slowly improved as the weapon evolved into the M72A3, which is the last model before more modern designs displaced it.

Stinger - This is the best known of current generation man-portable AA missiles. A very long missile (over 20:1 l/w), it is fired from a simple tube launcher with removable sights. The fin-like array often seen on the launcher is an IFF (**I**dentification, **F**riend or **F**oe) receiver, which is not included in the weapon mass, and which is not necessary to use the weapon. To fire, the user scans the target area until the missile's sensor picks up a target. A trigger pull locks the sensor onto this target, and while the user continues to track the target to keep it in the sensor arc, the second trigger is pulled, firing the missile. A booster charge ejects the missile to a safe distance, where the main motor kicks in and propels the missle to its maximum velocity of somewhere around Mach 1.5 (500m/sec). Current issue models have a 3kg blast/fragmentation warhead, while older ones had one about half that size.

ARES 75mm - This is essentially a 75mm autocannon. While the large shells make the rate of fire a low 1 round per second, it is self-loading and will fire as long as the gunner holds down the trigger. Originally designed for a Rapid Deployment Force (RDF) light tank, it would have served in both an anti-tank and anti-aircraft role, fitted with proximity-fuzed HE/frag shells in the latter case. The weapon is not known to be mounted on any production vehicle.

GAU-8 - In the author's personal opinion, the nastiest weapon you could ever have the misfortune of being on the wrong end of. The GAU-8 is a 7-barrel, 30mm Gatling cannon, which is used in a number of overkill roles, such as shooting at the top armor of tanks from the A-10 aircraft, or shooting down incoming missiles as a ship-borne point defense system. For roles requiring the most armor penetration, the weapon is loaded with depleted uranium armor-piercing rounds.

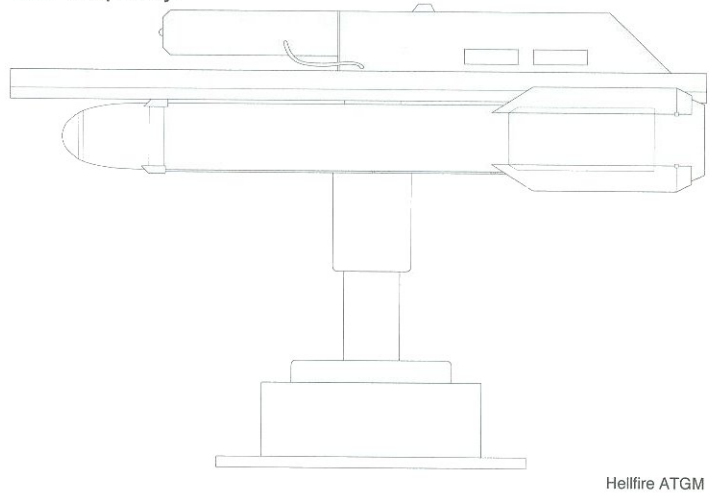
GIAT CN105 - The 105mm cannon currently mounted on the French AMX-30 tank. This is a fairly standard, manually loaded cannon, capable of firing a variety of ammunition types.

Hellfire ATGM - The Hellfire Anti-Tank Guided Missile (ATGM) is a departure from the user-guided missiles of the 1960's and 70's. Instead of a human operator sending guidance commands to the missile, the missile is designed to home in on the target. In this case, the target is *anything* that a special laser designator is pointed at. The missile homes in on the reflected spot, whether it is on a tank, building, ship or hillside. The weapon is mountable on almost any platform, and is currently in use on land, sea and air.

Tech note - Due to incomplete nature of the research information on the Hellfire, this is best described as a "Hellfire-like". The basic design is a 178mm rocket with an sg of 1 and a 10:1 l/w ratio. It is designed as a self-guided TL11 round, with a +8 to hit bonus. In normal use, it would be fired in the direction of a target from a secure position (like behind a hill), and a unit closer to the action would illuminate the target with a laser designator. The round would then follow the rules for indirect fire of self-guided rounds. In this case, the round has a base 40% chance of getting a lock-on, minus modifiers for range to target, etc. If the round were used in a direct fire mode, the IA of the weapon would be added to the skill of the weapon for determining initial lock-on chance. It is counted as a self-guided round rather than a user-guided one because no commands are passed directly to the missile. It simply homes in on the laser spot like a heat-seeker would home in on a hot exhaust. To hit, three criteria must be met:

1. First, the designator must have successfully hit the target on the second the missile will hit.
2. Second, the target must be in the front 15° arc of the missile.
3. Third, the missile must make its own to hit roll based on its skill (40%), with all applicable modifiers (including its own bonus, if it made a successful to hit roll on the previous second).

The missile is about 30% engine, 55% guidance, and 15% warhead. The engine gives the missile a base velocity of 134m/sec,which is adjusted up to 565m/sec because of the size of the missile. There is no booster charge, and it accelerates up to full velocity over a distance of 327m. Backblast DV is 37. The guidance is a TL11 +8 module, which homes in on a specific laser frequency.



Hellfire ATGM

The warhead is a pair of shaped charges in tandem. If the warhead space is designed as two separate shaped charges, each would have a DV of 3920, and would presumably act one after the other to blow a hole through about 1.1 meters of armor steel. If the warhead was one large shaped charge, the DV would be 5540 instead. The explosion DV's would be 341 and 482, respectively. The total missile mass is 42.8kg, with a cost of 5,680Cr and the mass of the single shot tube launcher is 27.6kg, with a cost of 2,870Cr. Both of these would then have a significant military markup in price.

LAW 80 - This is a TL11 disposable anti-tank rocket, notable for its built-in spotting rifle. This is a 5 shot, semi-auto 9mm, with bullet trajectory the same as the rocket, and a flash compound to show where they hit. In most games, this would allow the user to "discard" a miss without having to actually fire the rocket.
Tech note - The spotting rifle would be bought to have the same aiming RC and IA, with mass like a combined weapon.

Mecar 90mm - The Mecar light gun system is the modern equivalent of a carronade, that is, a light cannon suitable for vehicles that could not take the weight or strain of a full-sized weapon in similar bore. The special shells develop low pressures and muzzle velocities, keeping mass to a minimum, and it relies on ammunition type rather than sheer kinetic energy to do the job. This gun is suitable for mounting on wheeled APC's, or any vehicle which can take the recoil force of about 3 tons.

Oerlilon KAA - This is a light 20mm autocannon which can be used in a variety of roles, from aircraft armament, anti-aircraft mounts or light anti-vehicle use.

Oerlikon KCA - This is a weapon similar to the Oerlilkon KAA, but in 30mm instead of 20mm, and is basically a scaled up version for the larger caliber.

Rheinmetaal 120mm - Designated the M256 when mounted on the M1 tank. This is a good example of late TL11-early TL12 tank armament. A smoothbore, single shot, manually loaded weapon, it fires a one piece 120mm shell massing around 20kg out to a maximum effective range of over 3km. This weapon is currently mounted on the US M1 tank and the German Leopard 2.

AIM-9P Sidewinder - Current version of the AIM-9 series heat-seeking missile, in use in various versions since the late 1950's (TL10). In this time period, range has increased from 3 to 20km, and warhead has doubled in size from about 5kg to 10kg.

TBA Multi-Dart - This is a rocket pod designed for use against concentrations of people or equipment. Each of the 22 rockets contains 36 armor-piercing darts, each one 9mm in diameter, with a impact velocity of 400m/sec and DV of around 48. This is enough to kill unprotected troops and damage unarmored vehicles, exposed radar arrays and other soft targets. The rockets have a maximum velocity of 600m/sec, and are fired one at a time, in rapid sequence. On board electronics in the launcher set the burst delay on each rocket so they all scatter their payloads at the same point in space, providing a constant rain of projectiles over the target area for a period of about 4 seconds. Normally, the rockets are fired from a range of at least 2km, and release their payloads at 1km. The spread of darts covers an ovoid area about 1,000 meters long by 70 meters wide, or roughly 1 dart per $100m^2$. This is by no means a sure hit on any individual item, but against troop concentrations, there will be a large number of hits. In general, 1 person in 100 in the area will be hit, 1 automobile-size vehicle in 10 will be hit, 1 APC or large truck in 5 will be hit, and there will be 1 hit per fighter or other parked medium aircraft. In **3G**[3], the launcher costs 4580Cr, and the individual rockets cost 65Cr each.

Other

This is basically everything else. Thrown, emplaced or add-on weapons generally fall into this category. Most of them are restricted to military or police use.

WWII grenade - This represents most grenades of most armed forces from TL8-10. A small explosive charge with a 4 second delay (+/-1 second), surrounded by a serrated, cast iron core. This was *supposed* to break neatly into regular fragments, but actually broke into several irregular chunks which could be deadly at extended ranges. Count it as 32 fragments at zero range, each with a DV of 28, and damage RC of 1, plus a blast DV of 41.

RKG-3 - This is a TL10-11 Soviet anti-tank grenade. It arms itself when thrown, and cloth streamers trail out the back to stabilize the HEAT warhead in flight. It detonates on impact with a shaped charge DV of 1540, and a blast DV of 138. No one really wants to get that close to a tank anymore, but the weapon might still have some use in urban combat.

M18A1 Claymore mine - This is a directional mine, which fires approximately 700 fragments in a 30° arc, each having a point blank DV of 23, and a damage RC of 2f. Since fragments only go in a small arc, only 1/6th the explosion energy is used to propel the fragments. The mine also has a blast DV of 152, which affects targets in *all* directions. The mine has accessories which allow it to be set off manually, or by a trip wire. The AV of a mine, or other set explosive device cannot be determined using the normal rules, since there is no receiver or other part that withstands the energy. For game purposes, the AV of an appropriate thickness of metal or plastic is used, depending on the construction of the weapon.

M203 Grenade Launcher - This is a 40mm grenade launcher, designed to be mounted under the barrel of an assault rifle. It can fire most versions of 40mm grenades, with the exception of longer flare or illumination charges. The two grenade types listed are typical. The fragmentation version has 800 fragments, each with a point blank DV of 14, a damage RC of 1f and a blast DV of 40. The HEAT version is dual purpose. It has an armor-piercing DV of 572, a blast DV of 47, and contains 200 fragments, each with a point blank DV of 23, and a damage RC of 1f. Frag grenades cost 4.5Cr, and dual purpose grenades cost 13.5Cr.
Mass given is for the launcher. Individual grenades have a mass of about .25kg. For initiative purposes, add the M203 mass to the weapon it is attached to, and recalculate the initiative. Versions of the weapon which can be fired alone mass .5kg more, have a Bulk of S/4 and have an initiative of +1.

Anchor bolt - This is a military modification of a standard nail driver. It holds 20 armor-piercing bolts, powered by modified .22 rimfire cartridges. When the weapon is swung like a hammer against a target surface, one of the bolts is driven into it, with an armor-piercing DV of 30. The bolt has provision for attaching climbing gear, and each bolt can support up to 250kg. Note that if used as a weapon, actual tissue damage would be half normal due to the limited penetration depth. As a regular melee weapon, treat as a billy club or large nightstick.

Regular grenade - This is a more modern design, and is usable for TL11-12 troops. Like before, there is a small explosive charge with a 4 second delay (+/-1 second), surrounded by thousands of steel fragments in a plastic matrix. All parts of the grenade except the fragments are designed to disintegrate on impact. The fragments are designed to be incapacitating at close range, but to shed velocity and energy rapidly, and be incapable of serious injury at 20 meters. Count it as having 2,000 fragments, each with a point blank DV of 13, and a damage RC of 1f, plus a blast DV of 53. Many versions of this grenade have a removable fragmentation sleeve, and only do blast damage. These are for short range use, or where fragments might hurt friendly troops.

Mini grenade - This is similar to the regular TL11-12 hand grenade, and depending on nationality, may even use the same igniter. However, the explosive charge and number of fragments are much reduced, making it safer at very close range. The typical use would be in house-clearing operations, to clear out a single room. The smaller mass also means that an individual soldier can carry more of them. Count it as having 1,000 fragments, each with a point blank DV of 9, and a damage RC of 1f, plus a blast DV of 24.

12ga grenade - This is not a standard military item, but a commercial one which is attempting to enter the police and paramilitary market. It is a *small* blast grenade that fits in a normal or slightly oversize 12ga shotgun shell, and is fired from any 12ga shotgun. It has a blast DV of 15, and an blunt impact DV of 15. Usually, they are impact fuzed, and have little or no safety devices except for a plastic cap over the impact fuze, which is removed before use.

Stingball - This is basically a grenade filled with rubber fragments. It is treated as any other grenade, except it only has 40 fragments, each with a point blank non-lethal DV of 10, and a normal blast DV of 16. It is designed to be a non-lethal means of dispersing crowds, although the bursting charge is enough to remove fingers, and the fragments damaging enough to cause blindness. There is also a version available that fills the space between the fragments with CS tear gas powder. This will affect all areas within 2 meters of impact.

Stun grenade - This grenade is designed to disorient attackers in situations where this will be immediately followed by an assault, such as in a counter-terrorist operation. After a 2 second delay (+/-.5 seconds), the grenade makes a sharp whistling sound to draw attention to itself, and ejects three small blast/flash charges, which detonate separately and simultaneously. The targets are usually blinded and dazed by this multiple attack. The attack is treated as three separate DV16 explosions, which may also have an equal effect against any sensory perception rolls.

Portable door - This is a civil demolition tool which also has military and counter-terrorist applications. It is a linear shaped charge, that cuts a line through material rather than burning a hole. Four sections of this can be used to cut a square or rectangular opening in virtually any surface, depending on the charge size used. The one listed is by Halley & Weller, and is the model D106, which will cut through 12mm of structural steel, 200mm of hardwood or 60mm of cement. Each meter also has a blast DV of 60, and for all four going off at once, the blast DV would be 122. However, since the explosive is distributed over an area, rather than against a single, specific point, the blast is more diffuse, and is generally half this amount. For the mass listed, four sections are used, each 1 meter long (1.75kg each). The cost is based on the DV, and assuming 20 attacks per meter of length. The material is easily cut to shorter lengths, and may be wrapped around pipes or formed into curves. Lighter or heavier versions of linear shaped charges are available, with DV's ranging from 10 to 110.

IMRAH F-1 - This is an above ground, ranged anti-tank mine, fired by an attached infrared sensor. The shaped charge warhead has a DV of 540, and a normal blast DV of 45. It has no tracking ability, and relies solely on targets entering its field of fire. The sensor has a bonus of +6, and will fire on any vehicle target in its sensor arc. However, it can be programmed to ignore the first or second vehicle that passed through this arc. The on-board battery is good for 10 days of operation, after which the mine goes dormant.

Technovar VAR/40 - This is a typical TL11 anti-personnel mine. Once placed, and a safety cap removed, it is activated by 10-15kg of pressure on its top. It has a blast DV of 39, which is counted as a lethal DV on the part contacting the mine, and normal blast damage in other directions. It is not likely to be lethal, but permanently crippling, which is its purpose, as a wounded soldier is more of a burden on the enemy than a dead one. This mine can also badly damage unarmored vehicles, especially tires and suspension components.

FFV 028 - This is a typical TL11 anti-tank mine. It is battery operated, and detonated by a magnetic disturbance proximity fuze. The warhead is a 3.5kg shaped charge, which fires upward, blowing a hole in the bottom of the vehicle that set it off. This shaped charge has a DV of 4370, and a blast DV of 360. Note, however, that much of the normal blast will be blocked by the body of the vehicle being attacked. There are two versions of this mine. The FFV 028RU has an operating life of 120 days, after which it goes dormant, and the FFV 028SD, which self-destructs after 30 days. It is also booby trapped to prevent removal. The listed version is the 028RU, which masses 2.5kg more than the SD model due to its larger battery.
Tech note - Cost is based on a +2 smart weapon with proximity fuze, plus 25Cr for the extra battery mass.

Valmara 69 - This is a typical TL11 bounding mine. When triggered, a small bursting charge propels the body of the mine .5 meters into the air, where it explodes. The mine has a blast DV of 133, and has 1000 fragments, each with a point blank DV of 33 and a damage RC of 1f. This mine is designed to kill a group of people, rather than incapacitating a single individual. Cost is based on the bursting charge part of the mine, plus a "weapon" to fire the mine upwards (SS/1).

3 Edge of Tomorrow

This section covers real-world guns that are brand new, experimental, or have some new features or capabilities. They may be late TL11 or early TL12 designs. All of them can be assumed to be built to handle the stresses of normal TL12 ammunition, or TL11 +P ammunition. Those in existing calibers (late TL11) have a DV appropriate to TL11.

Civilian Pistols

Sphinx AT-2000S - This is a new Swiss design, made to very high standards of quality. It is a normal double-action semi-auto, but like a few other recent designs, it was built from the start to be capable of firing several similar calibers. Currently, it can be converted from 9mm to .41 Action Express, and may be available in the future in .40 Smith & Wesson or 10mm. Note that this implies the frame and other componments are capable of handling the maximum energy of the most powerful of these rounds (≈900J).

Colt Model 2000 - This is the Colt entry into the plastic-frame 9mm market. Basic construction is similar to the Glock pistols, although the Colt has a standard action, as opposed to the Glock "safe action" (trigger safety, single action fire only).

Grendel P-12 - This is an expansion of the Grendel P-10 pistol, differing only in that it has a removable clip rather than an internal one. This may make a difference in some ways, as legislation in some areas may restrict the size of "clips", but may not apply to a weapon which has internal rather than removable ones.

Steyr SPP - Or **S**pecial **P**urpose **P**istol. This is identical to the Steyr TMP except that it lacks a vertical foregrip and can only fire in semi-auto mode. Clips are interchangeable with the TMP.

Machine Pistols and SMG's

Bushman IDW - A personal defense weapon designed to fill a short range security role. One problem with many compact machine pistols and SMG's is a rate of fire that makes the weapon hard to control and empties the clip extremely rapidly. Usually, the way to slow this is to increase the mass of the weapon bolt to slow its cyclic rate. The Bushman differs in that it has a small battery operated catch which holds the retracted bolt for a fraction of a second before releasing it. The rate of fire can be adjusted from 1 shot per second up to the natural rate of fire of the weapon (23 shots per second). The designers have found that the optimum rate of fire is 450 shots per minute, which allows the gun to naturally fall back to firing position after recoil, allowing controllable use either one or two-handed.
Note - In most games, it can be adjusted to match the strength of the user and substantially decrease autofire recoil penalties.

Tech note - The first two versions listed differ only in barrel length and **3G³** aiming RC. The weapon is extraordinarily heavy for its size due to the use of machined steel rather than aluminum or plastic, and the AV and BP are based on TL9 construction rather than TL11 or 12. The last version is purely hypothetical, and is based on a full-auto, long barrel version of the IDW built to TL12 specifications.

Calico M-950A - This is an automatic version of the M950 pistol, and is equipped with a vertical front grip for increased control. The same weapon is also available in a number of barrel lengths, and with no stock, fixed stock or collapsing stock.

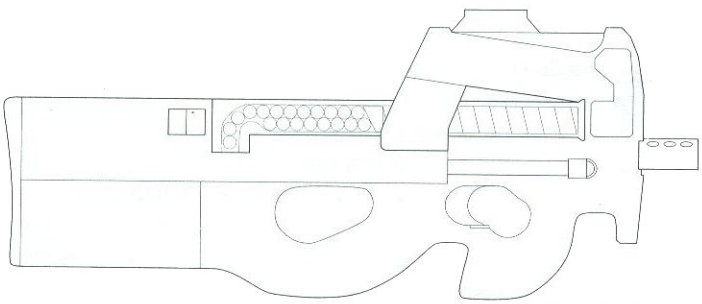
H&K MP5/10 - A variant of the MP5 submachinegun made by Hechler & Koch US, to fire the 10mm round. The only difference is that the magazines are made of clear plastic to show how much ammunition is left, and these magazines are designed to clip to each other so that changing clips is easier.

H&K MP5/40 - Same as the MP5/10, but chambered for the .40 S&W, which has slightly more energy and about the same penetrating power as the 9mm. Its advantage is that it requires less barrel length to reach its base energy, which either allows for a lighter weapon, or more punch from the same barrel length.

Black Pistol - This is a hypothetical weapon based on a US specification for a Special Forces weapon. It is an integrally silenced .45 pistol with autofire capability, and two built-in laser sights, one visible for normal use, and one infrared, for use with night vision goggles. The .45ACP was chosen because it is normally subsonic, making a quieter weapon, and eliminating the need for special baffles to drop the bullet velocity. For this weapon, the .45ACP has been enhanced by using a slightly longer (and heavier) bullet and packing even more powder behind it. This increases the total energy in the projectile without increasing its velocity. While not designed expressely for underwater use, it will be able to reliably fire and cycle underwater. For extremely quiet shots, the slide may be locked into position, eliminating this source of noise.

Fabrique Nationale P-90 - In September 1988, **International Defense Review** published a news snippet on an extremely unusual looking gun being developed by Fabrique Nationale (Belgium), called the P-90 personal weapon. A more detailed article appeared in the December 1988 issue, along with photographs and some technical information. The weapon was listed as being "in production" for **Jane's Infantry Weapons 1992-93.**
This weapon is intended for military personnel who do not have an infantry combat role, but who may nonetheless need to defend themselves on occasion, like truck drivers, vehicle crews, etc. However, given its exotic appearance and novelty, it could easily find its way into the hands of police or security forces that are equipped with submachine guns anyway, but rarely use them.
As can be seen from the illustration, it has a rounded, organic look that you might associate with some alien race, rather than the angular but still conventional lines of weapons like the G11. It is designed for ease of use, and is a completely ambidextrous weapon. That is, it has a cocking handle on each side, the safety

is a small disc below the trigger, accessible to either hand, and spent casings are ejected out the bottom of the weapon. The clip of the P90 is mounted on top, and the rounds lie *sideways* in it, that is, they are pointing at right angles to the barrel of the gun. A 90° twist in the feed ramp brings them into the proper position. This unorthodox arrangement contributes to the compactness of the weapon, and allows a generous 50 round clip. Slightly larger would require some creativity, but it could be done.



P90 personal weapon

Variants - None, but other weapons could be developed for the 5.7x28 cartridge, and AP, tracer and training rounds are likely.
Tech note - The loaded weapon with a nominal barrel length (25cm) and full automatic receiver would normally mass about 1.9kg (including a 1x optical sight massing 200g), but as a **3G³** design, it would be bought with 1 level of increased mass to closer approximate the real thing.

Steyr TMP - Or **T**actical **M**achine **P**istol. This is a new weapon by Steyr, and lies somewhere between machine pistol and submachine gun. While it has a foregrip so both hands can be used, it does not have a stock, and can't be fired from the shoulder. It is largely made of advanced plastics (except for receiver parts and barrel). It is currently in development, so extras like folding stock, integral laser sight and other items may conceivably be added before it goes into production.

Civilian Rifles

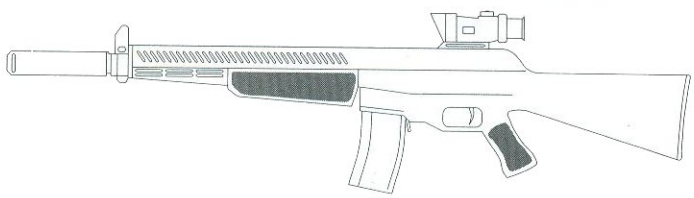
Voere VEC91 - This is a caseless *civilian* rifle which is just entering production. Of roughly the same energy and damage as a 5.56mm round, it is otherwise identical to a normal bolt action hunting rifle. The rounds are fired electrically by a pair of batteries in the grip (good for several thousand shots), and the ammunition and ignition system are designed to be resistant to outside electrical interference. Currently both the weapon and ammunition are very expensive (a few dollars per shot for ammunition), but weapon and ammo cost should decrease if production increases.
Tech note - The base ammunition is reliability class III, but the increased ammunition cost is assumed to negate one level of this, making it class II instead.

Military Rifles

AAI ACR - This is one of the four contenders in the early trials for the next combat rifle for the US Army. It appears to be a fairly straightforward rifle design with no obscure or extraordinary features aside from the projectile. While it fires a round using the regular casing used in the M-16, instead of a bullet, it fires a saboted 1.5mm flechette. It is not a bullpup design, but the stock is collapsible for compact storage. It uses conventional sights, but does have a mount for a telescopic sight or other vision enhancement devices.

Variants - None at present.
Accessories - Optional 4x telescopic sight.

Tech note - This is a straightforward TL12 rifle design, using only slightly more advanced materials than current rifles. As with the other weapons being evaluated, or only in the prototype stage, the mass of the weapon may not be perfectly indicative of the final production model. Doubtless there will be modifications requested by the U.S. Army should it be chosen for service.



AAI ACR

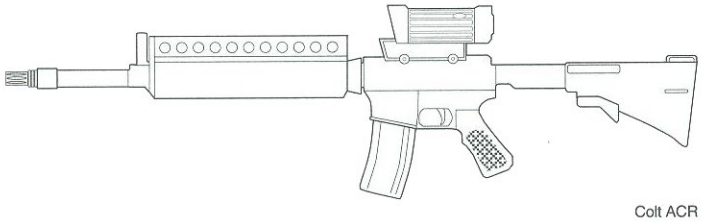
The projectile in **3G³** is a 2mm steel 10:1 projectile, with a base DV of 47, a muzzle energy of 1400J, and a muzzle velocity of 1080m/sec. The mass difference between the 2mm and actual 1.5mm projectile is negligible, since the 1.5mm flechette is much longer than a 10:1 ratio, giving them approximately the same mass and aerodynamic characteristics. However, there is a DV difference since the 1.5mm diameter is significantly smaller. The 2mm projectile was used to conform to **3G³** guidelines.

Technical data

Name:	AAI ACR prototype
Caliber:	5.56mm (1.5mm)
Length:	1.02m
Mass(loaded):	3.80kg
Clip mass:	.70kg
Muzzle velocity:	1402m/sec
Penetrator energy:	644J
Total energy	1330J
Round mass:	9.20g
Projectile mass	1.36g
Penetrator mass	.66g

AMR 5075 - **A**nti-**M**aterial **R**ifle. A means of destroying light vehicles and equipment at extended ranges. The 15mm smooth-bore is a semi-auto bullpup firing a discarding sabot round with a total energy of around 65kJ, of which the 5.5mm tungsten core retains 40kJ. Equipped with bipod, 3-10x telescopic sight and rangefinder, it is supposed to be able to engage vehicle sized targets out to 2,000m. It can be broken down into two pieces for carrying by a pair of men. Clip capacity may be increased to 8-10 rounds, and it is possible that an autofire version may be made.

Colt ACR - The second of the US Army ACR contenders, the Colt entry is to most appearances a reworked version of the familiar M-16 series. Most of the changes are in ergonomics, although the 3-round burst feature of the M-16A2 series has been eliminated. Another change is the use of duplex ammunition, a pair of projectiles massing about 2.2g each, instead of the normal single projectile massing 3.5g. The weapon fires both types of ammunition equally well.
As with two of the other contenders, this weapon has provision for an optional telescopic sight, in this case a 3.5x model with internally lighted crosshairs, and the scope mount can be used with night vision equipment as well.



Colt ACR

Variants - None at present.
Accessories - Optional 3.5x telescopic sight.

Tech note - This is a straightforward, non-bullpup TL12 design. Notes that apply to the other prototypes apply here as well. The duplex projectiles actually have slightly different DV's since the masses are 2.26g and 2.13g instead of both being 2.2g, but the first still rounds down to a DV of 32 (32.5), and the other rounds up (31.5). Likewise, the range characteristics are the same. The *supposed* effective range of the duplex round would place it in RC3 for aiming, but the *designed* level came out to RC4, but the latter was used, even though it is then just as accurate at range as a single projectile round (except for the -20% modifier for multiple projectile rounds).

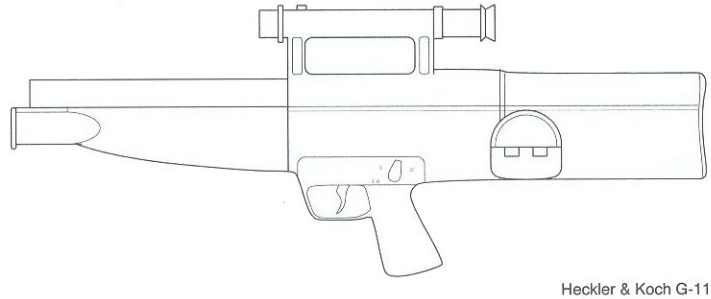
Technical data

Name:	Colt ACR prototype
Caliber:	5.56mm
Length:	1.03m
Mass(loaded):	3.76kg
Clip mass:	.48kg
Muzzle velocity:	844m/sec
Muzzle energy	1550J
Round mass:	13.0g
Projectile mass (1):	2.3g
Projectile mass (2):	2.1g

Covert PM - This is an accurized bolt action 7.62mm rifle designed for sniper use. It has an integral silencer, and is optimized for use with subsonic ammunition, although it will fire normal ammunition without problem. Its main claim to fame is that the weapon can be broken down and folded up to fit in a small suitcase (M/1 in bulk) rather than a long bulky parcel.

Grendel S-16 - Another suppressed sniping rifle, the S-16 is built around many of the parts of the M-16 rifle, but fires a special 7.62mm round made solely for this rifle (normal 7.62mm rounds cannot be made to fit). The round is subsonic only, and when combined with the telescopic sight and integral silencer, makes a nearly invisible medium range sniper weapon.

Heckler & Koch G-11 - The G-11 is likely to be the world's first caseless battle rifle. Development is nearly complete, and most of the bugs have been worked out of the still-emerging technology. The G-11 is not the *first* caseless rifle. A caseless .22 round was marketed unsuccessfully in the 1970's, the propellant charge ignited by the weapon rather than an internal primer.
The magazine is mounted on the top of the weapon rather than the traditional locations of inside or in front of the handgrip. The rounds are fed vertically down into a rotating action which aligns them with the barrel before firing. Since the round has no spent casing, there is no ejection port, eliminating a potential entry point for foreign objects. Normally, the weapon would not be disassembled in the field, and is designed to be as soldier-proof as possible. One problem that has shown up in field tests is that the weapon must be disassembled to eject jammed cartridges (oops).



Heckler & Koch G-11

Variants - Projected clip sizes of 30, 45 and 50 rounds. Integral telescopic sight with magnifications from 1x to 3.5x. Possible versions with no telescopic sight, but a mount for use of vision enhancement equipment.

Tech note - This weapon is undergoing trials for the next US combat rifle. The test version has a 45 round clip instead of a 50 round one in the previously published descriptions of the weapon, but is mechanically and aesthetically much the same. Both weapons incorporate a telescopic sight (1.5x or a x1/x3.5 combination) built into the carrying handle, which is taken into account in the accessory mass. The slight difference in stats between the 4.7mm round described in earlier editions of **3G** and this one are due to the fact that the round size has since increased to 4.92mm for engineering reasons, and continuing modification of the round is a possibility.

Technical data

Name:	H&K ACR prototype
Caliber:	4.92mm
Length:	.75m
Mass(loaded):	4.15kg
Clip mass:	.25kg
Muzzle velocity:	914m/sec
Muzzle energy:	1330J
Round mass:	5.2g

Steyr ACR - This is the fourth contender in the US Army competition for the next combat rifle. Unlike the other three contenders, this is a bullpup design, although it is still longer than the H&K G-11 by about 1.5cm (The G-11 is technically not a bullpup in the rules, since most of the stock is wasted space).
The projectile is a fin-stabilized flechette almost identical to the one used in the AAI contender, although the overall round is very different in form. The normal open sights on the weapon may be augmented by a custom-designed scope for the weapon having either 1.5x or 3.5x magnification.
Variants - None at present.
Accessories - Optional 1.5x/3.5x telescopic sight.

Tech note - Much as for the AAI ACR. Both weapons are given an ROF of 6, since this is two 3-round bursts, and neither weapon has a full-autofire mode. If they had full-auto capability, however, the maximum ROF would be quite high, judging from the cyclic rate in the burst fire mode.

Technical data

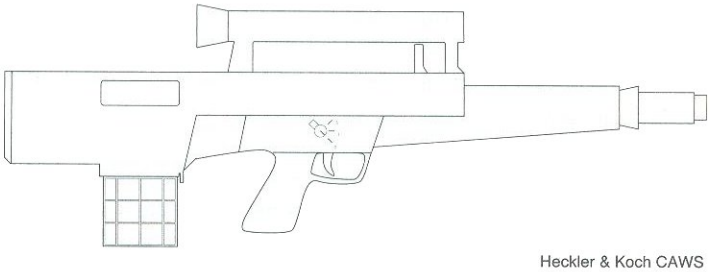
Name:	Steyr ACR prototype
Caliber:	5.56mm (1.5mm)
Length:	.77m
Mass(loaded):	3.42kg
Clip mass:	.22kg
Muzzle velocity:	1494m/sec
Penetrator energy:	731J
Total energy	1500J?
Round mass:	5.00g
Projectile mass	1.40g?
Penetrator mass	.66g

Shotguns

SPAS-15 - The next step up from the SPAS-12 shotgun listed in the previous section. While it has less capacity overall, it is clip-fed, and can be reloaded much faster, or ammunition types changed to match the situation. Otherwise, its action is much the same as the SPAS-12. Larger clips can be made, but are not available from the manufacturer.

Heckler & Koch CAWS - There has been somewhat of a resurgence of interest in military shotguns, as evidenced by the number of companies making high-capacity semi-auto shotguns for either military or police use, among them Beretta (5 shot, removable clip), Franchi (7 shot, internal clip), Benelli (7 shot, internal clip), Bernadelli (8 shot, removable clip), Atis (6 shot, internal clip), Reunert (12 shot, revolver), Remington (10 shot, internal clip), and Daewoo (12 or 28 shot, removable clip or drum). All of these, however, use the same 12ga shells that an average person can buy at a sporting goods store.
Olin (US) and Heckler & Koch (Germany) are currently working on the Close Assault Weapon System (CAWS). This is a new generation of shotgun, with full auto capability, and firing rounds more powerful than standard ammunition. The CAWS will fire normal 12ga ammunition, but other 12ga weapons cannot fire the special brass cartridges the CAWS uses. The 10 round clip could empty in less than 2 seconds, but one can presume larger clips or drums will become available if the weapon reaches production. Like many new designs, the CAWS is taking human factors into account. The weapon is a bullpup design, will have an integral telescopic sight, ambidextrous safety, and the ejection port can switched from side to side to accommodate left-handed shooters, although this takes a few minutes.

Variants - None known.
Accessories - Larger clips, add-on chokes.



Heckler & Koch CAWS

Tech note - The information available on the CAWS is incomplete. From analysis of published data, the weapon seems to be an 18.5mm shotgun, firing either flechettes or tungsten shot with a total *muzzle* energy of about 3570J. The barrel length is much longer than necessary in **3G**. Since the maximum increase in DV you can get from a longer than normal barrel is an extra 10% (x1.1), the actual increase in muzzle energy is 1.1^2=1.21 (since DV is based on the square root of energy, and the square root of 1.21 is 1.1). Dividing 3570J by 1.21 gives 2950J, which for ease of design was rounded up to 3000J of cartridge energy (the base barrel length comes out to be 17.5cm).
Next, tungsten has an sg of 19.3, which is 1.76 times as dense as lead. The quoted mass for the pellets is 3.10g each, so dividing 3.10g by 1.76 gives 1.76. A lead pellet massing 1.76g will be the same size as a tungsten one massing 3.10g. Looking at the 1:1 column of the sg11 chart on page 4 of **3G**, the diameter of these pellets is somewhere between 6.5 and 7mm. After noxious calculations, the exact figure comes out to 6.74mm pellets (don't ask, I don't do this for a living). Given 8 pellets of this size, and the basic *round* energy, the DV of each pellet is 20, and their RC is 3/2.
The flechette round is less certain, but seems to be comprised of twenty 1.5mm sg7 flechettes with a *20:1* l/w, each with a mass of about .36g, and a DV of 27. The round energy gives a velocity of 915m/sec, and an RC of 4/3.
A simple 1:1 lead slug fired by this weapon would have a DV of 38, and an RC of 3/3. Like the regular 12ga, this weapon assumes a 50g round mass for design calculations, since it is slightly more than the mass of a lead slug round designed at this energy. The light at the end of this design tunnel is that the published mass of the empty weapon is 3.70kg, and the designed mass of the empty weapon (with empty clip) is 3.85kg.

Pancor Jackhammer - This is an autofire shotgun under development, which uses a removable revolving cylinder similar to that of the Armscor Striker. The difference of course, is that it can be removed quickly from the weapon and replaced like a regular clip. The weapon is notable in two other ways. The first is that there is a special cylinder in which the propellant and projectile are loaded separately, at much higher pressure (and DV) than normal, with the option of special payloads. The weapon has a rate of fire of 1 shot per second in this mode, as the action must be cycled manually. The other feature is that a loaded ammo cassette can be set up as a trip wired or timed booby trap, which will fire off the entire clip in one blast, like a directional mine. This variant apparatus is known as a "Bear Trap".

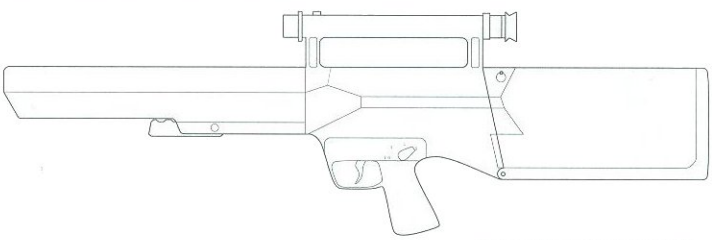
Machine Guns

H&K Grenade MG - This is a tripod mounted, clip-fed autofire launcher for any 40mm grenade. Grenades are held in a removable, revolver-like clip. Standard fragmentation grenades are listed in the stats, but any other 40mm grenade in **More Guns!** can be used.

H&K Caseless LMG - In addition to being very close to producing the world first caseless ammunition assault rifle, Heckler & Koch is also developing a light machine gun based on the same round. The weapon is similar in appearance to the G-11, but takes advantage of the empty buttstock area to hold a clip of 300 rounds. Yes, a 300 round clip.

Since the weapon is in prototype stage, many weapon parameters are likely to change, but the weapon appears to keep the handle/telescopic sight of the G-11, and has a folding foregrip instead of the fixed one the G-11 mounts. One can assume there will also be provision for barrel changes, bipods or fixed mounts (tripod, light aircraft, patrol boats), as for other LMG's currently in German service. Tentative field trial dates would be in the early 1990's with entry into service unlikely before 1995.

Variants - None at present.
Accessories - Vision enhancement devices.



Heckler & Koch Caseless LMG

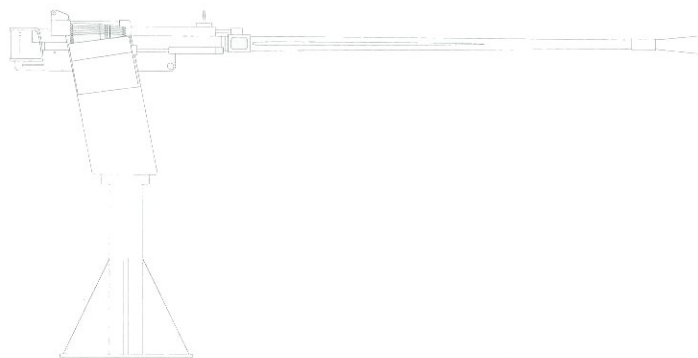
Tech note - This weapon uses the same 4.9mm caseless ammunition as the G-11 (previously listed), and this weapon or a variant is almost certain to see eventual service if the G-11 is accepted for combat use. This design has a longer barrel than the G-11, and an increased mass and cost (50%) for the higher IA. The DV is based on a slightly increased energy from a barrel longer than the "base" length for the quantity of powder used.

ARES TARG - A prototype weapon, designed to fill the niche occupied by the current 12.7mm machine gun round. Also in 12.7mm, it fires telescoped plastic cased shells. These are lighter than brass cased ones, and their cylindrical shape makes them more compact and easier to move through the action. Development is not complete, but a reasonable type of ammunition would be an 8mm discarding sabot round with an armor-piercing core.

BRG-15 - The Browning .50 cal (12.7mm) has been in use with many of the world's armies since its introduction in the 1920's. While advances in ammunition technology will prevent its obsolescence, the need has been seen for a new weapon. Fabrique Nationale (Belgium) has been experimenting with a 15mm round for its prototype BRG-15 "Milo" HMG. In original form, the 14.9mm projectile had an energy of 38,600J, for a DV of 138 (as opposed to 125 for the Soviet 14.5mm). However, test weapons showed extremely fast barrel wear, and the current (early 1993) version of the round is 15.5mm, with a muzzle energy of 43,000J, for a DV of 143. In addition, the weapon now has dual feeding, allowing two different types of ammunition to be selected by means of a single lever.

With conventional and discarding sabot armor-piercing rounds, the penetration of the weapon rivals some 20mm cannon, but with a greater ammunition stowage, and less than half the cost. First production of the weapon is supposed to take place in the mid-1990's, and it is likely there will be variants in the form of aircraft and AFV mounts, electrically fired models, etc.

Variants - Various special vehicle installations.
Accessories - Various sighting accessories.



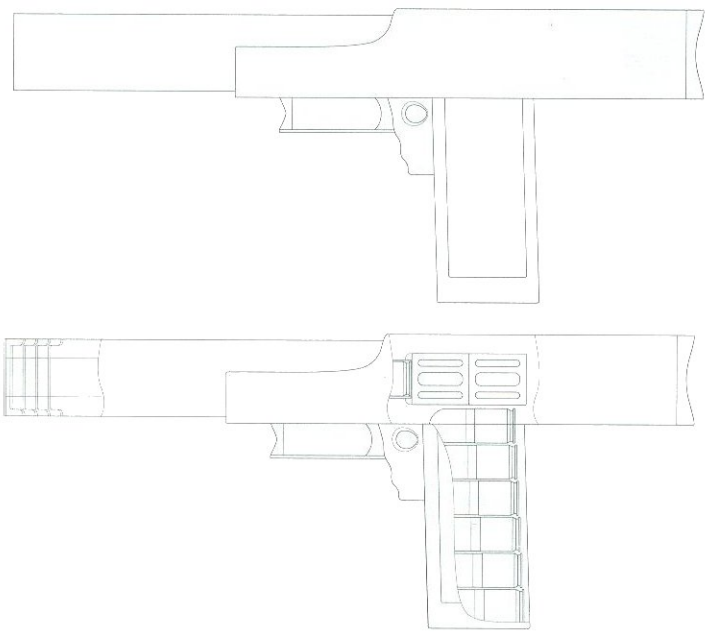
Fabrique Nationale BRG-15

Technical Notes - The weapon is a simple dual feed MG. Based on required barrel lengths in **3G³**, the energy of the powder used is 36,000J, and the remainder comes from a longer than normal barrel. The length of this barrel gives a *muzzle* energy that matches the published figures. The design is based on the stats listed above, and not the "old" version listed in the back of the 1st and 2nd edition **3G** rules. The muzzle velocity for the **3G³** adaptation is based on a 3:1 projectile, while the actual round has a 5:1 projectile. While the difference is significant, for weapon statistics, they both have the same aiming RC, since the barrel length gives a lower RC than the round itself. Mass is based on a dual-feed receiver and a 180cm barrel, and does *not* include a tripod, but accessory mass would include hardware for a pintle mount.

Technical data

Name:	BRG-15 "Milo"
Caliber:	15.5mm
Length:	2.15m
Mass(loaded):	≈110kg
Clip mass (140 rds):	≈50kg
Muzzle velocity:	1055m/sec
Muzzle energy:	43,000J
Round mass:	140g?

REA 40mm AGL - A proposed design for a lightweight 40mm autofire grenade launcher. A large amount of plastics are included in the design, including high stress parts like the barrel, hence the bulky appearance. On the conceptual drawing below the small protrusion in front of the "grip" is the real grip, the larger part behind it being where the removable clip goes.



REA AGL (normal and cutaway views)

Armscor MGL - This is a 6 shot grenade launcher, similar in operation to the "Street Sweeper" type of shotgun. A non-removable drum holds the 40mm grenades, which are rotated in front of the barrel by a spring after each shot. Any type of 40mm grenade may be used.

Panzerfaust III - The current German shoulder-fired anti-tank weapon. Similar in appearance to the RPG-7, it has a narrow rocket attached to a wider warhead. This allows changes in warhead diameter or length to be made without affecting the overall weapon. It can be equipped with a +5 acoustical/IR sensor package that allows it to serve as an unattended off-road mine, and can also be attacked to a steering array with a total of 4 rockets, a sensor array and a television camera which can be used to aim and fire the weapons remotely.

Böhler C6 - A normal 60mm mortar, but with a carrying/aiming handle that has a trigger built in, so that the weapon can be fired more easily by a single person. Also, it can be fired horizintally for direct engagement of targets with cannister or other rounds. It cannot be fired without bracing against a solid object.

120mm Guided Mortar - A number of firms are working on terminally guided 120mm mortar bombs, usually with shaped charge warheads for anti-tank use. In **3G³** terms, a reasonable guidance system would be +6 at TL12, and current developments suggest either a beam rider (homing on a laser designator), or a radar seeker with computer discrimination to find large masses of metal like tanks (presumably avoiding bridges, trucks, etc.). Since they start seeking at the top of their trajectory, they have a relatively long time to find a target and apply course corrections. This also leaves similar time for interception, ECM and counterbattery fire.

AD1 Grenade - A family of grenades built around a common body type and size. In addition to the fragmentation, high explosive, white phosphorous and thermite grenades listed, there are also smoke, illumination and practice grenades. In addition, all may be set to go off by a trip-wire attachement that fits each type, and the smoke, thermite and illumination grenades have a flotation cell so that they can be used on the water (or to ignite fuel, in the case of thermite). The normal fuze on any grenade may also be replaced by a tail-fin assembly which allows it to be used as a rifle grenade, with a maximum range of around 200m.

4 The Future

These are weapons designed for a Tech Level higher than our own, for some real or imagined future culture. Many of these weapons are heavier, and at first glance less efficient than their 1990's counterparts. In some cases, this is true. Some of the weapons are "concept" pieces, included to give you ideas for your own weapons, or to show how a given idea might be implemented. In most others, it is felt that armor advances will mean more powerful weapons, and longer supply lines mandate a larger ammunition capacity. For instance, even at TL15, superconductors are less efficient than chemical propellants when it comes to delivering energy to a reasonable range. However, in situations where physical resupply is difficult, but energy sources (vehicle reactors, etc.) are common, a heavier magazine may be worth it if it can be continually recharged.

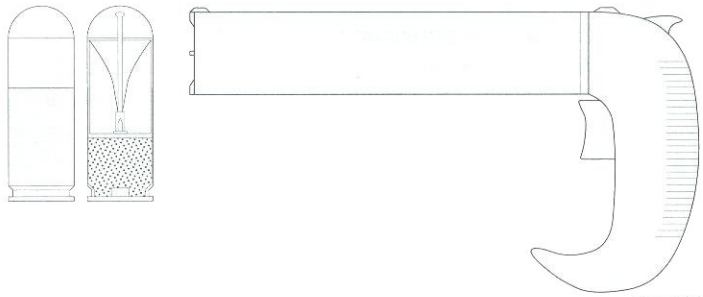
Also, type distinctions may start to blur. For instance, if troops are wearing power armor, what *we* might call a light machine gun might be a low-powered assault rifle to *them*. So, go through the list, read descriptions, and make of them what you will.

Civilian Pistols

Colt Mamba - In the interest of continuing to meet the demands of the die-hard revolver enthusiast, the Mamba was introduced. Designed as a large personal defense, police or target weapon (in different barrel length and finish options), the Mamba fires a special +P version of the .44 Magnum, designed especially for it. The brass casings are given a bright red finish to denote that they should not be used in weapons of lesser strength, although this does not stop some people from trying. The Mamba is made mostly of stainless steel, offset by black synthetic plastics in any area where they can be used to safely reduce the mass.

Liberator II - The L2 is a mass-produced "peasant weapon" airdropped into Mexico to support pro-US partisans after the Collapse of 2003, when Mexico dissolved into several autonomous provinces, some backed by anti-US interests abroad. The basic design is a 15mm single shot derringer with an extra round in the plastic handle. Like the original Liberator of WWII fame, it was supposed to be used to kill an enemy, and then take *his* (or her) weapon. Directions in pictures and Spanish were imprinted into the polymer coated aluminum barrel, describing its simple use and reloading instructions. Its subsonic velocity made it fairly quiet, and it was extraordinarily deadly, since the 15mm projectile was actually a tiny shaped charge, capable of blowing through almost any body armor and some light armored vehicles, although it would do very little damage in the latter case. The warhead only detonated on direct hits, however, and suffered about a 10% misfire rate in actual use. Despite its disposable design, it enjoyed great continued popularity as a backup weapon, and homemade multiple barrel, revolver and semi-automatic versions were made, despite an automatic death penalty for possession in some areas.

Variants - None, although other weapons were manufactured to use surplus ammunition. After the conflict, the basic action was reworked to make self-defense "stun guns", firing a bag of powdered lead, but no other commercial variants are known.



Liberator II

Deployment - Airdropped in mass quantities over southern and eastern Mexico from 2003-2005. Smuggled copies appeared in the U.S. Southwest in 2004, and became common among some gangs and organized crime groups from 2005 through 2015. Poorly made copies appeared in southeast Asia in 2006, and continue to proliferate through computerized distribution of plans and manufacture in home workshops.

Historical use - "We had already gotten guns from the thugs that called themselves the Federales, but we still had many of the small American guns, as a container had failed to deploy, and we recovered several dozen. Our favorite tactic was to use them as land mines. When buried muzzle up with a block of wood on the trigger, they would blow the foot off of anyone unlucky enough to step on them. They also ruptured tires nicely, and I know of at least one instance where a trip wire was used to fire at the sides of convoy trucks. All in all, a very versatile little weapon."

Jesus Martinez - "The Yucatan Campaign" (MHQ, Volume 20, Issue 3, 2009).

Ruger P-8 - This is a personal defense weapon using the same rounds as police/military P-4 model. The power of the rounds may be toned down slightly, and clip size deliberately kept small, but the weapon still packs a good punch into a compact package. It was designed to be *extremely* hard to convert to autofire or larger clip capacity.

Fabrique Nationale P-96 - In keeping with their assertion that the 9mm round has reached an evolutionary dead end, the P-96 uses the 5.7mm round originally developed for the P-90. Like the P-90, the P-96 has an organic, extruded qualtiy to its appearance, and all exterior surfaces are black plastic or non-reflective metal finishes. Also like the P-90, the rounds are stored perpendiuclar to the barrel, but in these case beneath the weapon rather than on top. To keep the weapon completely ambidextrous, the side ejection system can be quickly changed fromleft to right. Only basic sights are provided, but a sight rail allows mounting of laser sights or other targeting aids.

SK-5 Giant Killer - Not all alternate futures have restrictive gun laws. The "Giant Killer" is from such a future. Street violence has escalated beyond control, and advances in materials technology have decreased armor mass to where virtually everyone is protected against low-energy small arms. For those who need a barely concealable weapon that can punch through light vehicles and anything a human can wear, the SK-5 has carved a niche market. A bullpup revolver firing the common 12.7mm heavy machine gun round, it can be fired in one hand only because of the gauntlet-like grip to distribute the recoil, and massive muzzle brake that vents much of the propellant energy to the side and rear of the firer. The unusual grip also lets the SK-5 be fired accurately, aided by an integral laser sight and long sighting plane. However, it makes the weapon more difficult to draw quickly, and firing with a wrong grip can break the user's arm.

Weedburner - With the increased level of violence that pervaded most of the civilized world during the last years of the 20th century, many citizens began to look for ways to defend themselves from real or imagined threats. In the U.S., most people could still acquire guns, although this became more and more difficult, sometimes requiring out-of-state travel, and waiting periods. In Europe, firearms were almost impossible to obtain, unless you were lucky enough to beat up a criminal who was carrying one.

Then, on both sides of the Atlantic, a new item began to appear in hardware stores and mail-order catalogs. It went under several brand names, but the first and most prevalent was the "Weedburner". Ostensibly a labor-saving tool, it was a refillable reservoir of highly compressed gas, with a electric spark gap across the main nozzle. You were supposed to fill the gas tank with propane and use it to burn out wasp nests, weeds, etc. It was totally self-contained, and as the ads put it, "ready to burn weeds at a moment's notice". Then the news reports began to appear. If you filled the reservoir with gasoline and a thickener like soap or glue (through the convenient screw-off top), and *then* pressurized it, you could burn more than *just* weeds. Those less inclined to set fires could fill it with vinegar instead. Those who were especially vicious would dissolve white phosphorous in ethyl ether and use that instead.

It was never proven in court than the Weedburner was designed as a weapon for mugger or subway defense, but it seemed much better as a short-range flamethrower than a landscaping tool. Regardless, sales soared in European countries that had very restrictive firearms laws, but fairly democratic societies. Eventually, they were banned, not by gun laws, but pollution control guidelines. While compact enough to carry under a jacket or coat, they had to be visible to be a deterrent, and police tended to frown on citizens carrying them, and tended to write a lot of air pollution tickets to overzealous "gardeners".

History - "...I burned 'em up real good. Them punks won't be messin' in *my* garden no more, I tell you for sure..."

Woman, 82, immolates delinquents with garden tools!
Weekly Globe World Enquirer, August 13, 2001.

Tech note - This is a departure from the normal design rules. It is a cheap (3 levels reduced cost) compressed air weapon that fires a quantity of a liquid as the projectile instead of a slug of some type. This will have an RC of 1/1f, and for design purposes will have separate propellant and fuel reservoirs. If fully pressurized and the spray nozzle removed, each 20J blast could lob a 100g (≈4oz) stream of thickened flaming gasoline at 20m/sec. This had useful range of about 10m (maximum of 40m). Damage is based only on the effect of the flaming liquid, which would be a DV of around 8 for at least 10 seconds.

Dolch H21 - A low-powered backup gun or ladies gun for the trend-setter or other wealthy customer. An extremely high quality, very small railgun pistol, made possible by the recent introduction of room-temperature superconductors. Long for a pocket pistol, it compensates by being narrow, without a bulky grip. The hand is wrapped around the weapon to fire it, and aiming is done entirely by laser sight. While this aids aiming indoors, it makes shots in sunlit conditions very difficult. For the first several years after it was introduced, it is suspected to have been used in a number of assassinations. Since it used no chemical propellants, had a minimum of metal hardware, and didn't look much like a gun, it would be concealed in some other electronic device like a computer or microcam, and be smuggled past chemical sniffers and metal detectors. Eventually high-energy storage detectors put a stop to this, but low damage weapons like this and the TMI-8 Hideout continue to plague security forces.

TMI-8 Hideout - A TL13 executive protection tool. Disguised as a pen, computer stylus of other similarly shaped object, it is actually a five-shot 2mm railgun firing armor-piercing darts. The DV is not high, but enough to kill or cripple an unarmored human, and discreet enough to keep in a pocket at all times. When uncharged, it can pass through many scanners undetected. It is charged by an inductive loop plugged into a wall socket, and reloading requires disassembly of the weapon.

Viper - With possession of lethal weapons extremely illegal in some areas, but with a middle class of citizens who cannot afford bodyguards to protect them, some ranged weapon of minimum lethality and reasonable effectiveness will be developed and marketed. The Viper is such a weapon. It is a 5-shot semi-auto weapon that fired a low-velocity elastic slug (non-lethal DV11). However, on impact with a solid surface, a pair of barbed needles are forced through the elastic covering. These are attached to a battery in the projectile, and act like a stunner, taser or other electrically charged weapon, delivering a high-voltage charge (DV11) for 10 seconds before shutting down. This is enough to penetrate most clothing, and the shock enough to totally incapacitate the part of the body hit, but the weapon is easily stopped by any form of riot armor or ballistic protection. Also, the ammunition is expensive, short range, has a limited shelf life, and the lightweight weapons cannot be converted to handle a practical lethal projectile.

Note - In most game terms, this weapon does minimum lethal damage in addition to the bruising damage of a hit, plus an electrical damage which continues for 10 seconds, applied once per unit of combat time.

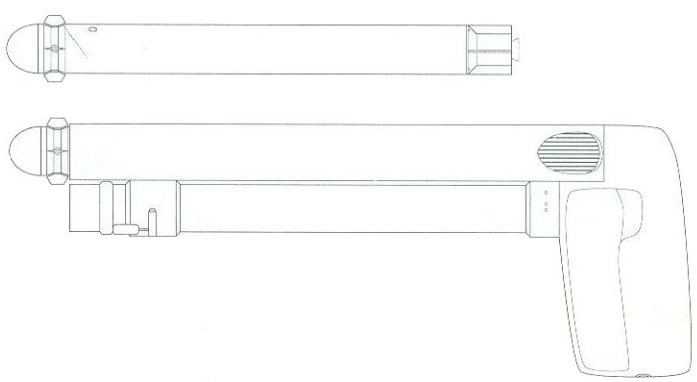
Entiires C9 - A civilian model gauss pistol, designed for a variety of export markets. The abilities of the weapon have been tailored for the widest possible acceptance in cultures that permit weapon ownership. The DV of 30 is high enough to dissuade even lightly armored attackers, and the clip size of 100 has appeal to more militant buyers. On the other side, the range characterisitics and armor penetrating abilities have been deliberately toned down by use of a compact barrel and rapidly decelerating plastic projectiles, thus making it more palatable to local authorities who naturally want to be better armed than the populace. Likewise, the weapon is powered from a non-rechargeable battery in each disposable clip. This prevents the weapon from easily being converted to autofire, as the battery simply cannot power more than 4 shots per second, and the weapon only has 4 internal storage banks. And, the non-reloadable clip means that ammunition must be imported or manufactured under license, the latter used occasionally as a marketing tool ("let *us* sell the guns, and *you* can keep the profits from the ammunition"). The weapon is fairly heavy, but compact, and is available in a number of formats and appearance options (folding stock, laser sight, ladies model, etc.).

Baltech Thornet - By TL14, space habitats and starships are well enough developed that there is not much worry a stray shot will cause a bulkhead rupture, and security measures are tight enough that smuggling weapons on board such an isolated structure are difficult. However, it can be done, and there are still places (like observation windows) where excessive force could be disastrous. Security forces assigned to watch vulnerable areas like this may be issued a Thornet. Thornets are low-velocity 20mm slug throwers whose advantage is special, moderately expensive ammunition. This is bought as a +1 sensor array with proximity fuze option. The special effect is that the shaped charge round (DV218) detonates as a shaped charge *only* if the accelerometer in the projectile feels the attack was against a soft target, like a person or flexible body armor. If the attack is against a rigid target like a bulkhead, observation port or rigid armor, the round simply acts as an impact projectile, doing considerably less damage (DV16), or could just be a regular explosion (blast DV18).
The special ammunition is tightly controlled (and 6Cr each), but rubber or plastic slug versions are readily available as self-defense weapons, and do non-lethal damage of equivalent energy as the impact of the more lethal rounds (DV16).

Zeus Thunderwand - A rather pretentious name for a particularly painful weapon. Once low-powered laser weapons were authorized for police use against unruly mobs, a number of companies cashed in by combining these weapons with the already legal electrical stun weapons most riot police had. The Thunderwand is a low-powered semi-auto laser with two stun options. The laser itself is barely enough to annoy someone (DV2), which is usually enough to discourage poorly motivated rioters, but is backed with a DV12 stun charge to motivate the more recalcitrant. With 250 shots, it is a reasonable deterrent and the low stun level tends to minimize the number of lawsuits due to cardiac arrest. However, for serious cases, or where an intoxicated, drugged or just really uncooperative suspect needs an attitude adjustment, the level of stun can be increased by a department-programmed 3-position switch. This increases the number of "shots" a given trigger pull empties from the clip, and is usually set for 1, 5 and 25 shots, which gives stun DV's of 12, 27 and 61. The switch also increases the lethal laser damage to 2, 3 or 6, reflecting that harder targets may have protection against light laser fire.

Assassin - With proliferation of technology and basement chip labs, eventually anyone would be able to construct their own custom microcircuits. First, the facilities were military research, then industrial, then colleges and universities gained the capability, and eventually, with robots and off the shelf hardware, anyone with a Ph.D. could set up a shop for small scale production of virtually any type of electronic or optronic circuitry. Including parallel processor chips, high density memory and image recognition circuits. It was only a matter of time until someone made a guided missile designed not to seek tanks, planes or ships, but to home in on a single individual within a crowd.
The smallest of these was nicknamed the "Assassin". Originally manufactured somewhere in Korea in the early 24th century, the first known use was in the attempted assassination of Yuan Shih-Kai, Director of Security for the Yamaichi Corporation. The attack failed due to the coincidental installation of a point defense system around the regional corporate headquarters (4 bystanders were killed by laser fire), but the attacker was never found. Other such attacks on corporate personnel occurred in the next few years, some successful, and the market for building and vehicle point-defense/counterbattery systems skyrocketed. Since then, attacks with person-specific weapons have dropped markedly, although those with connections can get hold of the plans or the weapon (and programming unit) for a price.

Variants - Rifle version with longer barrel, more advanced targeting aids. Usually made from plastics and organic conductors for maximum concealability, but metal versions have been found.



Assassin

Historical use - Seoul, Sep 30 2305. The Yamaichi building came under rocket fire today as executives began leaving the building for lunch. Little or no damage was reported although some bystanders were lightly injured by fragments. The attackers have been brought into custody and are currently being questioned by Yamaichi officials.

- Yamaichi press release

Tech note - In **3G³** terms, this is the best "state of the art" guided missile that you can cram into a package this size. The missile is a 10:1 35mm rocket, with a total volume of 325cc. The specific target TL15 sensor array in the missile takes up 117cc for a +4 modifier to hit, and a matching sensor in the weapon gives an additional +6, for a total modifier of +10 to hit. The warhead of the missile is a 20cc shaped charge, with an explosion DV of 23, and a shaped charge DV of 386. The remainder of the rocket (107cc) is propellant, which gives an effective muzzle energy of 4330J, sufficient to give the 975g rocket a final velocity of 176m/sec. This is further boosted by a 10g booster rocket which adds 29m/sec to the rocket, giving it a final velocity of 205m/sec. The backblast of the main engine has a DV of 12, which does not affect the firer, since the rocket is several meters downrange when it ignites. The booster charge has a backblast DV of 7, and this is diverted laterally and to the rear by deflection ports in the back of the weapon.

Since part of the guidance is in the weapon, and part in the rocket, shots at a range greater than 200m (1 second's travel) will only get the +4 bonus of the missile instead of the full +10 of the combination, the part of the guidance in the weapon being halved for each second the rocket will be in flight. And, since the missile is subsonic, you can actually hear and possibly see it coming and dive for cover (Initiative rolls between firer and target in this case). For example, for each 200m of range, you would have about a quarter-second to react once you heard it (you might not), assuming it was moving at full velocity over this range.

Normally, the weapon has a relatively low cost, but the illegal nature of it inflates the price well out of proportion, and paying 10 times the base rate is not unheard of for some black-market items. This price also does not include the programming unit for the sensor chip, which lets one take standard news footage and program in the appearance of the target from a variety of angles to give a good pattern for the missile to match. Extra missiles cost 215Cr each, plus black-market inflation.

Cybors K - One of the few practical particle beam pistols ever made, the Cybors K was designed expressely to take out robotics or other computer-dependent equipment. Its secondary radiation effects are particularly effective vs. semiconductor technology (TL11-12), and moderately so vs. optical technology due to a tailored radiation profile that leaves particle track "scars" through the equipment. The effect on subsystems is enhanced by the beam-riding stunner option, which dumps a more or less excessive electrical charge down the charged particle stream. This is strong enough to lay out virtually any life form, and destroy light and medium-duty electromagnetic devices. Each shot in this mode drains as much energy as 5 normal shots.

Note - For game special effect purposes, assume that this weapon has a lethal attack and non-lethal one vs. humans, the non-lethal part dependent on equalling or breaching any armor worn (natural armor would be no protection). Against electronic devices, use any rules for radiation damage or equipment malfunction from the particle beam. From the stunner attack, any electrical component the shock must pass through before being grounded will take damage. Ungrounded or insulated items will build up a charge that will be dissipated slowly into the air at no effect. However, until this occurs, grounding will cause damage to whatever part contacts the ground first.

Punisher - The one disadvantage of conventional stunners is that light armor will stop them, and drugged or extremely tough individuals can somtimes shake off the effects. The Punisher is a lower-tech solution, using high-tech materials. It fires a 20mm slug at high velocity, which transfers 100% of its energy to any target hit. The acceleration sensitive plastic mushrooms to about double its diameter on impact, becoming more rigid as it expands, spreading the impact over a larger area, and reducing the lethal potential of the weapon. While normal armor slows it down, it may not stop it outright like it would an electricity-based stun weapon. It is difficult to convert to a lethal weapon due to the exaggerated star shape of its bore and special ammunition. A Punisher is legal to carry anywhere non-lethal ranged weapons are allowed. Police versions usually are better quality, have a laser sight and +4 sensor array (body heat), which costs an extra 400Cr and masses about .35kg.

TMI Stormer - A state of the art laser pistol for police forces and other non-military use. Weight was kept to a minimum by making the weapon entirely self-contained. While this makes it more difficult to reload the weapon once its internal energy bank is expended, a snap-on power pack can recharge the weapon if extended use is expected. This gives up to 50 shots of recharge at 1 per 2 seconds for a .15kg snap-on non-rechargeable battery (240Cr), or 25 shots at 1 per 4 seconds for a .25kg rechargeable battery (680Cr), or an adapter for firing range use, using any household current (100Cr).

The reasonable damage, no recoil and attachement points for accessories make it popular with those who can afford the hefty price tag.

Vapotech Mil-2 - It's not a phaser, but it is a very nasty laser pistol designed at **3G³** TL19. It fires up to 100 full-power shots from its internal storage banks, or 400 shots at half damage. About the size of a modern 9mm semi-auto pistol, it has the punch of a heavy hunting rifle at TL11, but is silent and invisible. Naturally, it includes the basic TL19 +4 fully configurable sensor array, which has virtually no mass.

Note - The AV was artificially increased to the level shown, as the rules tend to break down at this extrapolated TL.

Machine Pistols and SMG's

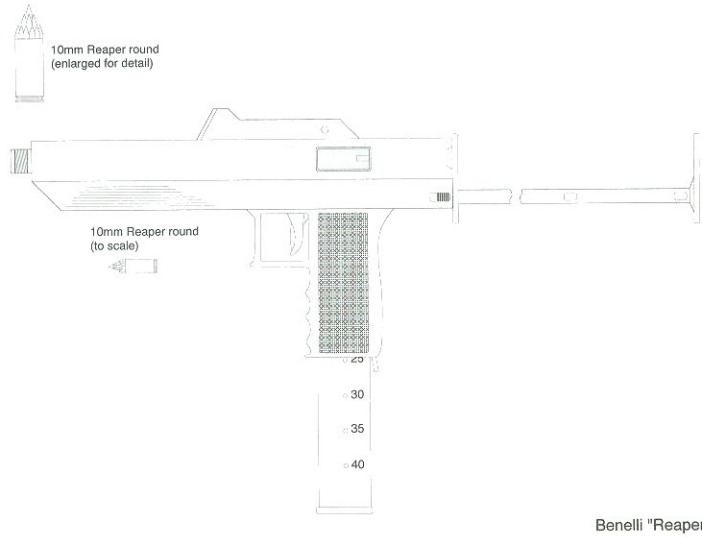
Buzzsaw - This is an anarchist improvement on the concept of the ILARCO 180, that is, a low-power submachine gun with an absurdly high rate of fire and a tremendously large clip. The difference is that *this* weapon never actually went into production. Instead, the autofire-only design was circulated on a number of computer networks, and re-posted anonymously after the original file was declared illegal. The file contained a number of design documents so that any reasonable computer-controlled machine tool setup could produce all the parts needed in 20 minutes or less. As such, there are hundreds of variants, and quality of a given model depends on who manufactured it and the quality of their raw materials. In general, the weapon is distinguished by a large, spring-wound drum holding at least 1000 rounds of ammunition (in a pair of 500 round compartments to prevent a feeding malfunction from stopping both barrels), and a pair of short, thick barrels mated to a large, finned aluminum shroud for maximum heat dissipation. Even so, the rate of fire and heat buildup tended to ruin the barrel after a few thousand rounds unless it was made of extremely high quality steel.
Government authorities have declared that any person owning a copy of the program and either owning or working with computer-controlled machine tools is by definition an illegal arms manufacturer, even if no weapon parts are found in their possession. Fines are a minimum of 10,000Cr and 1 year in prison for the first offense.

ARES FMG-2 - A lightweight variant of the FMG concept. The ease with which the weapon can be unfolded is greater, and a laser sight is now integrally mounted below the barrel to compensate for the low-profile sights. Composite plastics are used for the lower receiver, folding stock and clip, but it otherwise looks much like the original weapon.

Benelli "Reaper" - The Reaper was part of an experimental effort by the Italian company Benelli Armi SpA to increase hit probability from the random, poorly aimed fire common among green or conscript troops of the less developed nations. It was a conventional 10mm SMG design with integral laser sight, with the exception that it was smoothbore (no rifling), and instead of a normal lead bullet, it had a cluster of sixteen 2mm flechettes resting in a high-density plastic carrier. While individually they had much less stopping power than a full-bore bullet fired from the weapon, the chance of placing a flechette on target was vastly increased at all effective SMG ranges. For practice or other use, spirally grooved lead bullets were available, packing a higher punch, and having some degree of spin stabilization.

It was placed on the global market in 2011, and quickly became popular with the few remaining stable countries in Africa and southeast Asia, who were unable to buy the more advanced systems being touted by other Western manufacturers. Many immediately copied the high-tech plastic design in cheaper cast and pressed steel, a piracy which was all too common, and which Benelli was unable to prevent, although they remained the sole supplier of flechette ammunition, which was more complicated to produce. For those who could afford the somewhat expensive ammunition, the Reaper quickly gained a reputation as a simple, reliable weapon, and while the actual weapon design is a throw-back to the previous century, it appears that it is here to stay.

Variants - Cheap copies made with steel receivers instead of plastic with steel inserts. Short barreled machine pistol variants seen in some locations.
Accessories - Collapsing stock, laser sight, 20 round clips.
Deployment - Throughout Africa, Burma, Thailand, Korea and the Philippines.



Benelli "Reaper"

Historical use - Kampala, Uganda: Loyalist troops supporting aging President Yosari Museveni clashed with rebel troops in the capital, on the third anniversary of hostilities in the ongoing civil war. Museveni, one of the few leaders in Africa to return to power after being ousted in 1994, has maintained an iron grip on what is left of the country's economy and production base and forced austerity measures that some feel will only drive more people into the rebel camp. Rebel losses are rumored to be heavy, some a result of a new machine gun recently issued to elite loyalist units. The rebel faction, claiming to be the government of the people, has appealed to the United Nations to condemn the use of what they call "a weapon of savagery", and to impose sanctions on the already crippled economy.

Reuters Newswire, February 9, 2012

Tech note - Benelli is an actual Italian arms company, although they have no project of this type under development. The design is a straightforward TL12 weapon, and the low tech variant is TL10. A TL11 variant would probably have aluminum parts in areas where the TL10 one had steel, and the TL12 weapon had metal-reinforced plastic.
Either round is a 2000J propellant charge, but in the flechette version, this energy is split between the 16 projectiles. In your system, you may choose to use this as a shotgun-type blast, or as an autofire attack with 16 shots. The cost of the flechette rounds is high, at about .86Cr each, since in this case they are multiple projectile, *and* discarding sabot (even though the sabot is just a technicality, it will increase production costs). The flechette round masses 13.9g, and has a maximum ROF of 23 rounds per second.

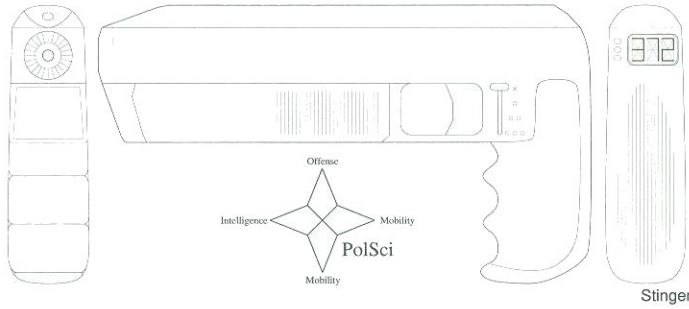
Ruger P-4 - This is the original weapon designed to use the 4mm Police cartridge. Initial qualms about using such a low energy round were stilled when performance against soft body armor was shown to be equal or greater than other service rounds, and the large capacity of the helical underbarrel clip drew many converts. Still, the 4mm high-velocity cartridge does not have much "knockdown" power, and the fine tolerances needed to feed the small cartridge mean that periodic cleaning and maintenance is mandatory.

Allied Photonics Streetsaber - The first practical laser weapons are at TL13, when power storage makes a great leap in capacity. However, masses are still high, and so a low-powered weapon will be more practical than a high-powered one. The Streetsaber is an initial attempt at a niche market product, a medium powered autofire laser for urban use. Powered off an internal charge and a separate battery pack, it has both high-power pulse, low-power pulse + stun, and low-power continuous beam options, the latter requiring a belt-mounted battery for 200 seconds of fire, or 1 recharge of the internal clip. The low-power option is seldom lethal (DV3), but exposure for more than a fraction of a second is enough to permanently blind, and usual orders are to aim below the waist when this option is used. Riot police or troops issued these also get goggles which will block the effects.
As a safety measure, any weapon disconnected from its power pack for more than a minute will self-discharge, and require an electronically coded key to reactivate. This time increment starts once the grip safety is released.

PolSci Cquel - Another TL13 answer to riot control problems. The Cquel is a very low power laser pistol (10J), with a 200J stunner option. The laser DV can be adjusted from 1-4, keeping lethality low against unarmored targets, but adjustable high enough to counter unruly mobs who have light metallic anti-stun suits. Normally, the Cquel fires from an internal bank of 100 storage loops, but has a removable battery clip which can recharge these at the rate of 2 per second for 200 more shots, giving a total of 300 possible shots. This results in a weight savings, while still allowing a high rate of fire for several seconds. The Cquel has full electronic diagnostics, showing charge remaining, rate of charge, etc. It can also be set in the field for a maximum range, beyond which it has no effect, or this can be set by the issuing agency, and locked to prevent field adjustement. The option used depends on the ethics of the forces using the weapon. At the lowest power setting, the laser is supposedly "eye-safe", but this has not been borne out by actual experience. For use at point-blank range, the muzzle of the Cquel has a number of protuding electrodes which allow use of the weapon as a contact stunner at the same DV as the ranged version.

Screamer - A very black market holdout pistol. It is basically a derringer-size weapon that fires the 2mm Screamer ammunition. The weapon design is simple, and when bought, completely enclosed from the elements (barrel end covered, ejection port covered, etc.). When the trigger is pulled for the first time, these covers are blown off. Inside the autofire-only action is a 100 round belt of the tightly controlled Screamer ammunition, enough for a few seconds of low damage at a *very* high rate of fire. The sound of the action cycling, combined with the ammunition, give the weapon its name. Once the internal belt is expended, the weapon is usually thrown away, as it is worn out, and further fire would be dangerous. Prices for the weapon will be inflated, based on how hard it is to get the specialized ammunition.

Stinger II - The Stinger II is the long-awaited successor to the immensely successful Stinger, introduced back in 2250. The original Stinger was very popular with security and riot troops, with its high rate of fire, enormous clip, and relatively low lethality when used against non-vital locations like the legs. The Stinger II retains all these features, and improves upon them. The *500 round* helical clip is slung beneath the barrel, leaving the grip free for electronics and batteries. As you may recall, the original grip was fairly large, containing both the clip and the dead-man circuitry that prevented unauthorized users from firing the weapon. Since the new clip is much too large to comfortably fit in the grip, it has been moved, and the weapon now fits easily in the hand. The ambidextrous selector switch gives options for safety, single shot, progressive burst and full autofire. As is to be expected, the weapon is equipped with a laser sight, although a small Iconiq body heat sensor is available as an option.
While slightly more powerful, the ammunition for the Stinger II follows the format of its predecessor. Aluminum sheet is pressed into a continuous belt of pockets, which are filled with propellant and primer, and capped with a small spherical steel pellet. This is coiled into the clip, which feeds the belt at a rate determined by the weapon's selector switch. The cycling of the action moves each round into firing position, an action which also increments the "remaining clip" display on the back of the receiver. While not caseless, the flimsy casings are easily ejected from the weapon every several shots, and are generally deposited less than 1m away. Very little jamming is reported with this unorthodox "ejection" system. The precision manufacturing of the ammunition is a proprietary process owned by the PolSci corporation, and each batch of propellant is microencoded as to its time and place of manufacture, and cross-indexed with the eventual purchaser, making it very easy to trace in the rare event of an ammunition theft from an end-user. Partially used clips cannot be reloaded, and prepackaged clips cost approximately 200Cr each.



Stinger II

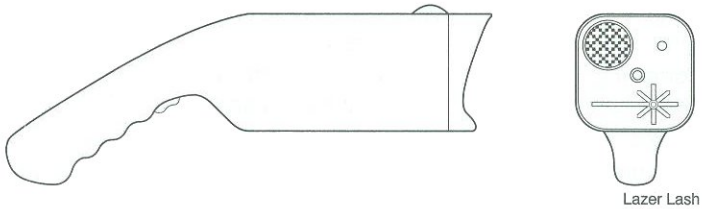
Variants - Incendiary/tracer rounds are now available for control of extremely unruly crowds. Self-destruct circuits available as an option.
Accessories - Holsters, hard-shell carrying cases, maintenance and diagnostic kits.
Deployment - Approved corporate security forces only.
Historical use - Not available for public access.

Tech note - An improved version of the Stinger machine pistol, firing the special 2mm Screamer ammo. It has a low damage, but extremely high rate of fire, and the short range of the ammunition tends to cut down on secondary effects from the inevitable misses that occur. Screamer ammunition is found *only* in belts. Thin aluminum sheet is pressed into shell casings, which are filled with a combination primer/propellant, and the tiny steel ball crimped onto the end. The sheet is perforated to aid feeding, and the package coiled into a magazine with a protruding feed tab. When loaded into a weapon, an electric motor pulls the first round into position, powered by a battery in the clip. Whe fired, a gear system pulls each round through the weapon, *and* acts as the firing chamber. The gears crush the cartridge end to set the round off when it is aligned with the barrel, a high tolerance, high speed action that doesn't leave much room for error. The ceramic smoothbore barrel can handle the heat and wear of these high-velocity pellets, and has a cooling shroud to keep careless fingers from getting burned. Each five rounds, a cutter bar trims off the ejected feed belt to keep it from getting in the way.
Manufacture of both the weapon and ammunition requires specialized equipment, and access is tightly controlled, so very few examples are in criminal hands. This can be further aided by computer interlocks in the grip of each weapon, keyed to a central computer which can deactivate a given weapon, or program a weapon to deactivate after a certain time interval.
This is an experiment on how small a caliber you can make a useful weapon. The low projectile energy makes for a very light weapon, while the small projectile size still results in a reasonable DV (and a phenomenal muzzle velocity). The design is cased rather than caseless because of energy and reliability problems, although a liquid propellant design could have been used as well. The special ammunition design is a special effect, and seemed a common sense way to carry and feed large numbers of such tiny rounds. It has no effect on the cost or mass of the weapon or ammunition. The self-destruct and/or user interlock circuits are given the mass of a laser sight, since they don't really fall into the category of a sensor.
The round is a TL14 cased round, firing a 2mm 1:1 sg7 pellet with a muzzle energy of 90J and a muzzle velocity of 2500m/sec. Individual rounds mass .192g, and have a maximum ROF of 55 rounds per second. The powder used is still around 55% of the maximum, so the weapon is not as reliable as might be hoped, but it is still good enough for use in situations where the weapon will be kept in good condition. The rigors of combat would probably result in an unacceptably high malfunction rate.

Synerg 12/2 - A moderately useful TL14 officer's weapon, or for military personnel who are burdened down with non-combat equipment like radios, supplies and so on. It is basically a large clip-fed semi-auto pistol in design, but reworked to have an autoburst action. The mundane design has been enhanced by a user-selectable +6 sensor array, which can be optimzed by the user for movement, temperature profile or electromagnetic activity, and the damage increased by the use of discarding sabot or shaped charge ammunition. A civilian version of the pistol is available, without the autoburst or sensor array, and is only available with normal ammunition. It is impressive to look at, but smaller weapons and other technologies perform better.

Entiires K30A2 - A typical military, assault or commando heavy machine pistol. Firing 3mm armor-piercing darts with a muzzle energy of 800J, the DV of 44 is more than enough for most sidearm needs. When extra firepower is needed, the weapon can be swtiched to burst mode, when each pull of the trigger fires 5 shots instead of 1. Each replaceable clip holds 100 shots and the energy banks needed to fire them. The weapon is equipped with a dual mode visible/IR laser sight, for use in conjunction with image intensifiers or other vision aids. It may be field programmed to act as a target designator, pulsed at a code recognizable by certain types of weapon.

Lazer Lash - One in a long line of successful "crowd control" devices manufactured by the PolSci corporation, the Lazer Lash combines a variable-power laser with a high-discharge stunner pack to provide a weapon which can kill, maim or stun at close range, depending on the skill and temper of the user. Normally, they are found on security guards or other personnel in a low-threat security role, as the weapon is too weak to be of real combat effectiveness. However, against unarmed targets, it is more than enough. To use, one simply points, switches to either "stun" or "kill", and pulls the trigger. The built-in laser spot illuminates the target, since the weapon has no sights to speak of.
Aside from command rings or implants to prevent unauthorized use, the most common option is the "keep away" attachment. This is a small ultrasonic rangefinder, which the user can preset. When the trigger is pulled, the weapon will not fire unless a target is in the designated range band, which may be anywhere from 1 to 20 meters. This takes the firing decision out of the firer's hands, and places it in the hands of the target, who must decide just how close they will approach, and not knowing if the weapon is set to stun or kill. The psychological effect works well on both individuals and groups, and virtually eliminates intimidation, since the rangefinder can't be cajoled or threatened.
For heavy-duty use (prison guards, etc.), an optional belt-mounted battery pack is available to increase the total energy capacity to 200 shots, and allows a limited continuous beam capability.



Lazer Lash

Variants - Sonic rangefinder version.
Accessories - Rechargeable battery pack (belt mounted), 200 shots (.1kg). Recharges internal clip at the rate of 2 shots per second, or can be used to power a small (DV2) continuous beam laser for up to 500 seconds.
Deployment - Security forces, some individuals.

Historical use - Rio de Janeiro, Mar 23 2310. Food riots continue today as the total blockade of the city by guerilla forces enters its third week. The heavily armed insurgents have all but prevented incoming supplies by shooting down any moving target they spot, and several merchant ships are reported ablaze from anti-ship missiles and smart bomb attacks. Few corporate personnel have been evacuated due to the hazard, but they are in little danger at the moment. Some low-security housing enclaves have been breached, and mobs have armed themselves from the local lockers of security offices. There is at least one confirmed case of captured stunners being found with the severed hand of the owner still attached, to insure activation of the security interlock. Several citizens have been reported blinded by low-level laser fire while observing the riots from upper-floor balconies, and all personnel have been alerted to watch the streets only from protected viewpoints with filtered glass.

Internal communication, Nax Chemie enclave #2,
Sudamerica sector.

Tech note - A straightforward low-power laser (200J) design, with a wide variety of features. The clip is internal rather than removable because the weapon is not normally expected to see that much use, and it saves mass. To power the weapon for a long period of time, the belt-mounted battery pack gives more than enough charging rate. The weapon has a pulse DV of 17, a stun DV of 12, or a continuous beam DV of 2 for 500 seconds, with the optional battery pack.

Sauer-Bosk RK - Standard issue submachinegun for Coalition forces. Especially favored due to its modular design, allowing easy repair in the field. Each reusable 100 round clip holds a supply of armor-piercing projectiles and superconductors. The superconductors are bonded to the projectiles and sealed in plastic, making each one self-contained, and transferable between weapons (they are shipped inert, and inductively charged at the destination). On discharge, the molten plastic casing is ejected out the bottom of the weapon. This self-contained ammunition can be of any power equal or less than the full amount, as long as it is the same size for feeding purposes, and the accelerator timing computer is adjusted to match the new energy input.
The energy of the weapon can also be adjusted downwards by wasting some, in the event that subsonic or lower power projectiles are needed. Usually, a fraction of the waste energy is diverted to a small internal battery, normally used to power the +6 optical sensor array (scans for human silhouettes and highlights them). A sensor based on thermal classification has slightly better performance and scanning arc, but is somewhat heavier.

Civilian Rifles

Off-the-shelf Special - This is a slight departure from the **3G³** rules. This is a continuous beam laser rifle built solely with components taken from existing electronics catalogs, using the prices listed there as well. It consists of a 50J continuous beam RF-excited CO_2 laser, a power inverter, and some lead-acid gel electrolyte rechargeable batteries carried as an external magazine. The rate of fire is lower than normal to reflect the measured input power on the specification sheet, and the battery is so large because of the heavy drain (draining a battery very fast tends to overheat it). The secondary stats all assume the person who assembles the parts does so with an eye to using it as a weapon (it uses a TV camera with zoom lens as a sight to keep stray reflections from blinding the operator, for instance). The laser is supposed to be water cooled for continuous operation, and when used as described here, only has a 10% duty cycle (10 seconds of cooling for each second of use). The weapon increases its malfunction class by 1 for each second of use without cooling, which goes back down as the laser cools off. A water pump capable of moving and recooling 6 liters of water by the weapon per minute would allow continuous fire, so one could supposedly get a limited sustained fire capability by venting 1kg of water through the cooling ports per 10 seconds of use.
As an example of real-world efficiency numbers, this laser requires 1400J per second to operate, not counting any small amount for a water cooling pump. As a single shot weapon (1 burst of 7 shots in a second), the weapon would require 700g of capacitors per second of fire. The same weapon designed using **3G³** is the second set of stats (also adding real world amounts for the sights, etc.). Mass differences are because a) **3G³** isn't perfect, and b) the first example was never designed with portability in mind, and includes a lot of unnecessary mass like cooling pipes, etc.

GhettoBlaster - A high-tech equivalent of a zipgun. The original laser tube is a 9.5mm model taken from a 10,000J TL14 laser welder. Normally, this would be focused down to 5mm, for a DV of 121, but this would have a range of only a few centimeters (contact use only). A replacement laser tube has been removed from the welder or otherwise "acquired", and the focusing elements removed. Then, homemade electronics were added to make a reasonable weapon (DV of 102). Because of the mass problems, the weapon can be switched to low-power (DV of 51), which quadruples the clip life, especially necessary as the storage banks are only TL13, scavenged from older equipment. The weapon has 5 of these, and the user usually has some kind of cobbled-together battery pack to recharge them. The weapon mass does not include this, but a 1kg non-rechargeable battery pack and cable would be good for about 15 extra shots, and cost about 10Cr.

Remington BR7 - A relatively successful attempt by the Remington company to make a hunting rifle around the military 7mm/c cartridge. With better than average accuracy, the aesthetic furnishings of a hunting rifle, and a bullpup action in the checkered wooden stock, it quickly gained a reputation as a quality weapon for moderate to big game hunting, enough so that the company eventually had to start manufacturing its own ammunition to meet demand for different loads (hollow point, etc.). As sold, the weapon only has basic sights, and most users equip theirs with one of the many telescopic or enhanced sights available. A plastic stock, stainless steel version is also available for use in wet climates, at approximately 1.5x cost.

Nevin A-02 - With interstellar warfare a harsh reality, and hypersonic fighters screaming across the skies thousands of klicks from home, a pilot's thoughts turn towards staying alive. While it is unlikely that a damaged ship will survive reentry, or the pilot of a hypersonic jet will successfully survive a Mach 7 breakup, the designers of these vessels do an amazingly good job on occasion, and pilots do not want to survive a 50 kilometer free-fall at terminal velocity, only to wind up being chow for some uncataloged alien creature, or starve while awaiting rescue from a protracted engagement.
For this reason, the company of Nevin Magnetics was contracted to develop a lightweight survival weapon that could be included in the emergency kit of any downed pilot, or placed in the external locker of lifepods for passenger use on unknown or hostile planets. The final configuration is as described below.
A moderate power gauss rifle, firing 2mm needle flechettes from an internal 50 round clip, with an extra 100 needles carried in the underside of the hollow stock. Enough short term storage is provided for two quick shots, but further fire recharges from the internal battery at the rate of one shot per two seconds, and this battery can power enough shots for the entire clip. This allows a quick follow up shot in the event of a miss, but discourages combat use. An integral laser sight aids hit probability, but the use of sophisticated optical or electronic sighting aids is avoided, the weapon equipped with fixed iron sights only.
A small solar array is built into the weapon, and can recharge the battery over the course of several days (1 shot per 45 minutes), or can recharge the storage loops relatively fast (16 minutes for each of the two shots). In addition, there are external jacks for the battery, allowing the recharging of other personal devices, and the laser sight can be used as a transmitter when hooked up to most headsets (but it cannot receive).
A small number of special purpose versions of this weapon have been produced, most having some ostensible survival function, ranging from compasses to radios, and there are a variety of color schemes available, depending on the likely theatre of use.

Historical use - See CDF training manual 65-03-1 "Survival, Evasion and Escape Techniques using the Nevin A-02 Rifle", revised Jan 2253.

Tech note - A 1000J gauss rifle firing sg7 flechettes. The combination of a battery and small number of super-conductor loops is a convenient way to save mass on weapons which do not require a high rate of fire. In this case, the maximum sustained ROF is one shot per two seconds. The superconductor loops hold 2900J each, and the battery is good for slightly more than 420kJ. The 75cm^2 solar panel provides 3J/second in good light, which gives the recharge times listed in the text above. The mass of the weapon does include the approximately .05kg needed for the 100 extra needles that are stored in the handguard. To include these in the internal clip would add negligible mass to the weapon, but was done simply for "atmosphere" or to give the weapon some personality.

Ka'chang - This weapon is handmade by the firm of Sykes & Wells, and only on custom order (payment in advance). The original specimen was built to order for a wealthy hunter who wished to go after some especially large saurian game in the Galonis system. Firing the 15mm cartridge initially designed for heavy machine gun use, the Ka'Chang incorporates a special recoil buffer (bought as gyrostabilization), which allows the entire barrel and receiver to recoil back into the hollow stock, halving the normal impulse against the shoulder. It is *still* enough to leave bruises. The biggest part of the weapon cost is the materials used to get the mass down to a manageable level, and the time and machinery needed to work these materials. Note that mass can be dropped by .75kg simply by leaving the 3 round clip empty, and relying on the round in the chamber. While the Ka'chang can be equipped with any type of sights, most use the basic open sights that come with the weapon, forcing them to get slightly closer to the dangerous prey that needs a weapon like this to kill it.
Note - The aiming RC of 5 requires use from the built-in bipod. Otherwise use an aiming RC of 4. Conversions in other games may have dual stats for bipod/shoulder use.

Lizzie Type 2 - One of the results of mankind's interstellar expansion was inevitably conflict with other races, one of which was nicknamed the "Lizzies" due to a vaguely reptilian appearance. In the aftermath of the conflict, a number of enemy weapons found their way into the hands of collectors. Effective in their own way, but not comparable to Terran military hardware, they draw a high price as curios. The Type 2 (as per the Terran military designation) is a typical example. A railgun without superconductors, the storage of sufficient energy for a single shot takes up a great deal of the weapon's mass. These are contained in the bulky, extended foregrip, positioned along the accelerator for maximum energy transfer. These in turn are charged by a pair of contra-rotating gyroscopes driving generators in the stock (same mass as batteries). These also serve the function of gyrostabilizing the weapon (add normal gyro mass). Sealed in vacuum-tight chambers, and levitated on magnetic bearings, they will spin for weeks on a charge, which is accomplished by converting the generators to motors and spinning the flywheels back up to maximum. One hazard of the weapon is that any damage to the stock may result in the flywheel chamber imploding and sending flywheel shards out at lethal velocity. As designed, the weapon has only a simple optical sight, and even this is usually useless to humans due to physical differences. Those who fire their Type 2's usually replace the lenses for convenience.

Olympica Verminex - Colony worlds often have unexpected hazards, and are far from sources of spare parts and other non-renewable high-tech supplies. The Verminex is a "ranch rifle", something to carry around with you to eliminate or scare off predators, bag local game and other light duty needs. It is a heavier than normal laser rifle with built-in solar panel and basic 1-10x thermographic sight (.5kg). It can also be set to half damage for light use, or quarter damage for target practice. The solar panel can recharge about 10 full-power shots per hour, and the current clip charge is shown on a sub-readout of the sight. The high initial cost compared to other weapons is saved by the fact that it never needs ammunition, is completely waterproof, and has no moving parts to wear out.

Military Rifles

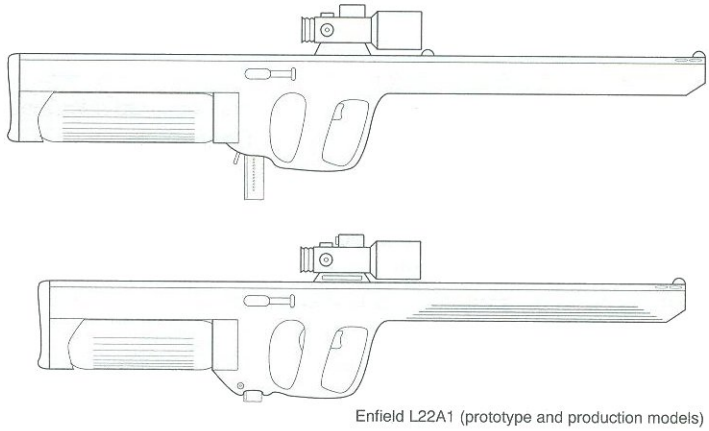
Kalashnikov AK-9 - This is a replacement for the aging AK-47 series of weapons, and is designed and used mainly in Russia, and also sold to those other successor states it is still on good terms with. Not quite as advanced as new weapons from other nations, it is still a respectable TL12 design, favoring long range hitting power to offset its heavier ammunition mass. The fairly standard bullpup action is made of pressed steel with synthetic stock and accessories, with metal reinforcement in the areas taking the most abuse. The 7mm bullet is telescoped inside the non-reloadable plastic case. Less than perfect tolerances on the saboted round are offset by a tapering of the bore for its first few cm, which centers the bullet sufficiently after firing. Like other AK weapons, the AK-9 is durable and designed for long use with low maintenance. The main weakness of the weapon is that the integral 2x telescopic sight is not sealed well, and tends to fog up if the weapon is immersed, leaving the user only the rudimentary iron sights. The field expedient preventative measure is to drip hot wax on all areas where moisture could enter the weapon. This is effective, but makes the sight much harder to disassemble if it fails to work.

Thumper - This is one of the preferred crowd control weapons in the countries that frown on the use of live ammo against unarmed civilians. The clip-fed 25mm weapon fires an elongated blob of silicone gel encased in an elastic bag. After it leaves the muzzle, it becomes a 40mm spehere (a 3:1 25mm projectile has about the same volume as a 1:1 40mm one). With a 500J punch, it has about double the effect of tradional rubber projectiles, with virtually no possibility of lethal injury. The impact of the "softball" is about the same as a solid punch. "Water balloon" rounds filled with tear gas or marking dyes are also available. These do the same non-lethal damage, but are more expensive.

Enfield L22A1 - The Royal Small Arms Factory (England) developed the first liquid propellant rifle in 2022, as an outgrowth of their binary propellant artillery and tank gun research. Not just a research project, it was partially in response to military reports complaining about the lack of self-sufficiency in the field, and the ability of troops to fight a protracted engagement with limited logistical support. The main goal was a weapon with a damage ability equal or better than current assault rifles, but with a larger ammunition capability. Using metered amounts of liquid propellant was at least as efficient as caseless ammunition, but without the engineering problems. Of course, it did provide a few new twists of its own. The major problem was getting the injectors to provide exactly the right amount on demand, from any position, under combat conditions. The first demonstration to the UK military was not until 2028, by which time a number of other improvements had been built into the weapon.

After reliable metering, the major change was adjustable metering. Many industry critics complained that the 7mm bullet was too large for an infantry role anymore, and was overkill for modern combat. However, the L22A1 had two settings for bullet energy, the secondary one providing half the penetrating ability of the first, on one-quarter the propellant. The range characteristics of the 7mm ogive projectile were excellent at both settings, and allowed the average soldier to get four times the shots from a given canister of propellant, important in situations where resupply is unsure, or the suppression is more important than a high-power kill. Even at the half damage setting, the bullet still had enough energy to kill a man through a Kevlar helmet, and penetrate light body armor at 200 meters. A normal propellant load was enough for 200 shots, or four 50 round bullet clips. In half-damage mode, each removable propellant canister was good for 800 shots.

On the other hand, up to twice as much propellant could be injected for single shots only. While it consumed propellant twice as fast, it increased the damage by 30%, and could also be used to launch the increasingly heavy anti-tank grenades that were standard issue.



Enfield L22A1 (prototype and production models)

Variants - Custom camouflage patterns molded into plastic stock, training version using compressed air and plastic bullets (DV22, RC 4/1).

Accessories - Extended magazines (200 bullets, 1.90kg), vision enhancement devices.

Deployment - British Army, small numbers exported to Saudi Arabia.

Tech note - There is *not* a project of this type underway at the Royal Small Arms Factory (to our knowledge), but this is the route modern companies might take if caseless ammunition runs into unforeseen problems. Or it might occur later in TL12 when the liquid propellant technology now being developed for armored vehicles is perfected and scaled down.

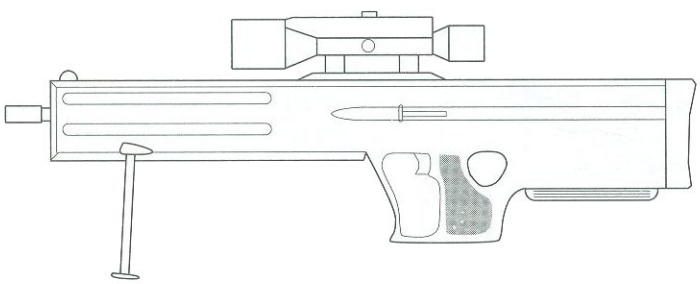
The Enfield L22A1 is a 4000J assault rifle, firing 7mm 3:1 lead projectiles at 1010m/sec through a semi-auto action, bought having autoburst capability. Each squeeze of the trigger will fire 1, 3, or 5 shots, or continuous stream of fire, depending on how far back the trigger is pulled. It is not a bullpup design, and does not have a folding stock, the underside of the stock being where the propellant tank is stored.

The weapon uses two separate clips, a .60kg propellant clip good for 200 normal shots, and a 50 round bullet clip immediately in front of it, holding either normal or armor-piercing bullets. The AP clip masses .30kg instead of the .50kg of the normal clip.

The high-power shots have a DV of 85, the normal shots a DV of 65, and the half-damage shots a DV of 35. All have an RC of 4/4. The high power shots are less efficient than imagined because the increased propellant requires a longer barrel length, so some of the energy of the shot is wasted. Normal shots have an optimum barrel length, and reduced power shots have more barrel than is needed, for slightly more than half damage from one-quarter the propellant.

MR-40 - In the year 2087, advances in superconductor technology reached a new level. Room temperature superconductors became a practical reality. Not needing the baths of liquid nitrogen or bulky thermionic coolers of the previous generation, these new compounds had zero resistance to electrical flow at temperatures approaching 30°C, with a high resistance to magnetic saturation. Over the next few months, other researchers pushed the T_C to even higher levels, making them useful in virtually any situation tolerable by humans. At this point, the military developed a strong interest in the budding new field.

Grants, research projects and feasibility studies occured over the next several years, and in 2096, the Confederation Army accepted the first batch of issue MR-40 gauss assault rifles. While railguns had been used in vehicles for several decades, both in experimental test beds and specialized units, the MR-40 was the first non-gunpowder weapon to be accepted for use since the Austrian army took its last shipment of compressed air rifles in 1788.



MR-40 Gauss Rifle

As was to be expected for any weapon in the early stages of technological development, the MR-40 was heavy, bulky, and had its share of naysayers and critics, not the least of which were the soldiers who had to carry the 6.9kg weapon, and extra 2.1kg battery packs.

The weapon did have some drawbacks, the weight being the primary complaint. For the damage done, it was at least as heavy as a conventional weapon, and extra battery packs were significantly heavier than an equivalent 100-round drum for an assault rifle. In addition, the weapon only had 5 internal superconductor loops, and these only recharged at the rate of one per second from the non-rechargeable battery contained in the hollow buttstock.

However, it was realized early in the weapon's development that it would be heavy, and a variety of features were added to make it more useful. For one, the weapon was issued mainly to snipers and infiltration units. The lack of superconductor loops was less pressing in these roles. In addition, the battery was massive enough that it could power the magnetic accelerator at lower damage with a partial charge on the superconductor loops. While the damage was only about the level of a submachine gun (≈600J, DV33), it could charge all 5 loops in one second, allowing continuous fire from the 100 flechette clip. This reduced power level also increased the number of shots from a single battery up to 500, giving the soldier an advantage in long engagements, since individual flechette clips only massed about .4kg.

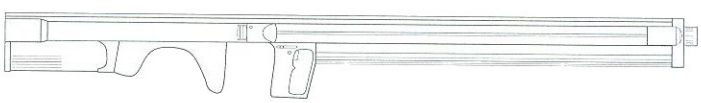
It also gained a role as a harassment weapon. Using a muzzle energy of only 150J (DV16), the MR-40 flechettes were subsonic, but their excellent range characteristics made them almost as accurate at most ranges, and at this low energy, the projectiles almost noiseless. With enough clips, a single individual had the capability of laying down nearly 2,000 rounds of fire before needing resupply, and the total package of weapon and 2,000 flechettes tipped the scales at just under 15kg. Not that any soldier would want to carry that much, but it compared favorably in justification reports to reserve issue weapons like the G-11A3, which in a similar package would mass 26kg, and be substantially bulkier and more hazardous to ship, important from a logistics standpoint. Of course, some were bound to mention that the G-11A3 had over 10 times the muzzle energy in the same package, but in the excitement of introducing the new technology, these complaints were quietly swept under the rug.

Indeed, the MR-40 did serve a useful role in the late 21st and early 22nd centuries, if not in open warfare, then in the proving of the new technology.

Long Tom - Another attempt to use a battery/superconductor combination to make a practical energy weapon. However, the "Long Tom" was purpose-built as a counter-sniper and anti-equipment weapon. The hypervelocity armor-piercing projectiles (1500m/sec) and excellent range characteristics gave it a good chance to hit at ranges well beyond those of conventional weapons. This was augmented by a custom electronics and optics suite tailored for the weapon, making it capable of reliable shots well beyond a kilometer.

Tech note - The stats include 1.0kg for a variable magnification (1-20x) sight with swing-in light intensifier option. The battery holds enough power for 20 shots, and recharges the 2 superconductor loops at the rate of 1 per 5 seconds. So, it can fire 2 quick shots if need be, but the sustained rate of fire is 1 shot per 5 seconds. The weapon is meant to be fired from a prone or braced position, and the layout of the sights and trigger assembly reflects this.

Aratech 7/c - This is a family of TL13 battle rifles based on the 7mm caseless round described in the **3G³** "future rounds" chart. The first is a short-barreled weapon, with a DV slightly higher than current 7.62mm rounds, but a lower mass and greater clip capacity. The second is a LMG version of the weapon, with maximum practical barrel length, giving a higher DV, but no added accuracy , although there is a sniper variant (stats assume use of bipod). The last version is an energy enhanced or electrothermal variant, designed for vehicle use. It has no power storage on the weapon itself, but requires an input of about 1,000J for *each* shot fired to get the higher DV, otherwise it simply uses the DV of the HBAR version. As a note, electrothermal guns cannot gain more energy than the weapon could for having a longer barrel, or about 21%. In this case, the 21% was figured on the effective energy of the longer barrel (+21% for long barrel, then +21% of this larger amount). This weapon as listed has no targeting or vision enhancements included in its mass. Things that can be done to alter the ballistics are the use of discarding sabot ammo, which has the range stats listed in **3G³**, or use of armor-piercing ammo, which makes the rounds penetrate better.



Long Tom

Aratech Exp-4 - A TL14 assault rifle designed solely for off-planet export, to lower-tech cultures. Rather weak by TL14 standards, it is still more than powerful enough to kill an unarmored or lightly armored human, and in places of TL11 or less, this is usually enough. It is light and capable enough to outcompete any possible indigenous competitors on these worlds. On the flip side, it is of little or no threat to troops with TL14 full body armor. The caseless 5mm round was optimized to meet these needs, and depending on the political and economic climate of the government which purchases the Exp-4, small manufacturing facilities for the ammunition may be sold as well.

PolSci CAR-7 - A moderately successful gauss heavy assault rifle. While more efficient at relatively low-power applications, careful engineering can create a suitable battlefield railgun with less mass than other competing technologies. With railguns, the mass savings come from lower projectile mass, and "reusable" propellant (i.e. superconductors and batteries). The CAR-7 rifle mounts a detachable 500 shot dispoable thermal battery pack with 5 superconductor loops and 500 armor-piercing flechettes. The on-board computer ripple-charges the superconductors, allowing a sustained rate of fire of 5 shots per second. To keep the last few shots of a clip from being erratic, the battery actually holds slightly more than 500 shots of energy, and is shipped with the superconductors charged, for an extra margin of error. It is equipped with a +6 thermal contrast sensor suite (classifies targets based on thermal profile).

Troops issued the weapon usually complain loud and long, since all the mass is carried by the arms, rather than having extra ammunition distributed across the body, and despite manufacturer's claims of "ease of use" and "advanced ergonomics", the weapon was usually carried only under protest. The griping was seldom heard during protracted engagements, however. After numerous complaints to oversight committees, two separate power options were provided. The first is a smaller 300 round clip, which has a sustained rate of fire of 3 shots per second (either in individual semi-auto fire, or autofire bursts of 3). The second option is to place the heavy battery pack on a belt mount, making the carried mass of the weapon much lighter, at a slight overall mass penalty.

PolSci CAR-9 - After numerous permutations of the CAR-7 design, culminating in the B2 model, the basic concept was upgraded to the CAR-9 design, taking advantage of recent breakthroughs in superconductor efficiency. Similar in appearance to the CAR-7, its main advantage is that it was much lighter, and only one version was produced, rather than the multiple models designed to get around the heavy mass of the CAR-7 and variants. While it can still only charge 5 shots per second, the weapon now has 10 storage banks, so it can fire 10 round bursts if allowed to charge for a second between attacks.

Taxxon AWC - Particle beams have always been an expensive, heavy technology. They require more power than any other type of weapon for the same damage, and even with high-tech batteries and storage, it is still more efficient in most cases to put that energy into a railgun projectile or laser beam. So, particle beam weapons were restricted largely to vehicles, where the power supply was virtually unlimited, and weight was less of a consideration. However, p-beams do have some advantages. One, they cut through any form of visual obscurement at little or no penalty, and two, the radiation side effects can wreak havoc to delicate electronic or optronic components, even through armor. Last, injuries caused by p-beams take proportionately more medical resources to treat than any other comparable weapon.
The Taxxon AWC is typical of man-portable particle beams at TL15. A heavy weapon, it has been optimized for its intended use of anti-robot fire, sensor disruption and "soft target neutralization".
The accelerator is powered by a bank of 20 superconductor loops, which are usually fired in banks of four to give full-power shots in up to 5 round bursts, or fired individually to allow more or less continuous fire at half damage. As befits such an expensive weapon, it has a full set of vision enhancement, including telescopic, low light, thermal and laser sights, with a multispectrum +8 sensor array linked to the firing circuits.
There are three power supply options available, depending on the logistics of the situation. The first is the cumbersome battery pack. A rechargable 14kg battery, it holds enough energy for 25 shots at fuil damage, or 100 shots at half damage (long-duration troops would have a non-rechargeable version with 4x capacity). This option makes the AWC a support weapon, and there are usually two other crew members, one with a portable generator and personal weapon, and the other carrying basic survival supplies and personal weapon. The portable generator runs off

of a small multigas turbine, beamed power receiver or portable fusion pack, and produces a constant power output of about 10,000J per second, sufficient to recharge the battery in about a quarter hour, or can be hooked to the weapon directly, and can charge one full damage shot per 10 seconds. The last power option is the favored one by the troops who use it, and that is a long extension cord hooked up to the fusion power plant of a grav vehicle. This gives all the power needed for constant use at full power, and a quick exit from the scene of battle once people decide they don't like you.

One tactic highly unfavored by enemy troops is to simply turn the weapon down to half damage and spray it over suspected positions. Each shot will dump 1 rad of exposure to anything within a meter of the beam, so fire over trenches or foxholes is sure to produce an immediate, angry reaction. This only works if there is an atmopshere to provide secondary radiation effects along the beam.

Variants - Permanent vehicle mounts.

Accessories - Battery packs, rechargeable and non-rechargable, maintenance and diagnostic computer.

Deployment - Council Space Marines.

Historical Use - "The radiation shield of the AWC protects the firer from backwash in all firing positions, and provides a 120° cone of safety behind the muzzle of the weapon. All additional crew and friendly forces must maintain a distance of at least 2 meters from the muzzle of the weapon unless protected by MIL-12.332.1 specification rad shielding. When used in any atmosphere with a density of over .1 standard, do not look directly at the beam, or permanent vision impairment may result. When used in any atmosphere with a density of over .1 standard, do not point vision intensifiers, thermal sights or personal radscanners directly at the beam, or permanent damage or temporary decalibration may result."

TM-127.256, Training chip, Taxxon AWC directed energy support weapon.

Tech note - This is not all that bad a weapon, if you aren't the person left holding the power supply. At 400,000J of battery power per shot, this weapon draws as much power as nearly 100 20th century homes, or more than the full output of a 100% efficient 500 horsepower generator. But, it does have a DV of nearly 200, is unaffected by gravity, magnetic fields, wind, obscurement or the need for ammunition. It also does 2 rads of exposure to anything it hits on full damage shots. The major use for the weapon is seen in space, or on low-gravity worlds. In space, the weapon is silent, as opposed to the brilliant flash and thunderclap that accompanies shots through an atmosphere, and on low gravity worlds, atmosphere is likely to be thin, and weapon mass less of a consideration.

The basic weapon is a 25,000J p-beam, folded once, with enough internal storage for 5 full power shots, so it can actually function if disconnected from a power supply. The damage is bought as adjustable, and each full-power shot actually uses 4 smaller superconductor loops. This would make a difference in clip cost, but since they are internal and non-removable, the point is irrelevant.

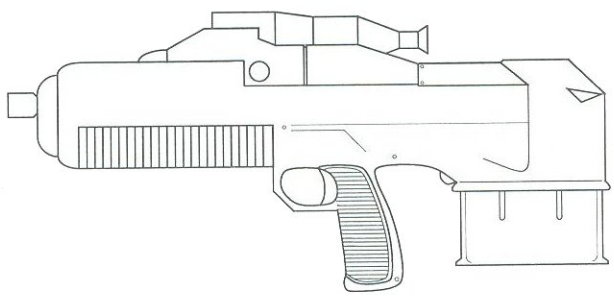
Tori Novafire - A product improved version of the original Novafire, addressing the few shortcomings noted in an otherwise excellent laser assault weapon. It is capable of accepting a standard 50 round energy clip, but has power management circuitry expressly designed to handle a special clip with a much higher number of superconductor loops in tandem. The user can select the number to discharge per shot, giving the advantages of variable damage and conserved power, since the excess is not wasted as on previous models. As is to be expected on a top line weapon, a variable power thermal/starlight scope is standard, as is a variable frequency laser designator and +6 threat analysis display (based on visual and energy spectrum compared to weapon types in memory). Gyrostabilized versions are available, but are somewhat heavier. For mass-conscious customers, a special lightweight version is available, with virtually all the features of the regular model.

Variants - Lightweight and gyrostabilized versions.

Accessories - Vision enhancement devices, one-use recharging packs (.55kg), rechargable battery packs (1.1kg).

Deployment - Tori and Council security forces only.

Historical use - Not available for public access.



Tori Novafire

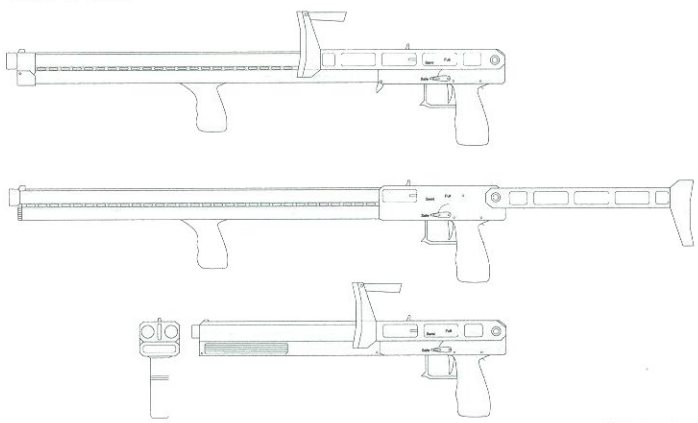
Tech note - This is about as good as a man-portable laser will get in **3G³**, at least for common use. The clip is a good size, it has a wide range of damage, and is not so heavy that it compares unfavorably with modern weapons. Except for the extremely large number of superconductor loops in the special clip, the design is otherwise straightforward TL15. There are 800 loops in the clip. This makes the cost of extra clips quite exorbitant (nearly 2000Cr each), but lets the weapon fire either 50 shots at full power, 200 shots at half DV, or 800 shots at quarter DV, or any combination that uses the right amount of energy, like four half-power shots equalling one full-power shot for energy drain purposes. For instance, this would be a common autofire tactic, getting a 4 round burst off for the same energy cost as one normal shot.

Much better DV's can be had from gauss weapons at this TL, but they are somewhat bulkier, since you can't conveniently fold a magnetic accelerator. Laser weapons like the Novafire series are more popular with spacers or Space Marines, since they require nothing but energy, have no recoil, and are instant, line-of-sight weapons. For ground use, lower powered railguns or lasers are preferred, with crew-served support weapons taking up the slack between small-arms and vehicle energy weapons.

Shotguns

Wristbreaker - Armies have sought many solutions to the fact that on average, an enemy casualty in warfare is usually caused by accident, rather than as the result of an aimed shot. Some solutions hinge on giving the soldier a more accurate weapon and motivating him to use it, while others simply apply more firepower and thus increase the number of accidental hits. The "Wristbreaker" (21st Century Armaments) is an example of the latter. Originally developed in the US, and manufactured on low-cost tooling in Korea, the Wristbreaker is a double-barreled 12 gauge semi-auto shotgun. Normally, the weapon is capable of fully automatic fire, although there was a civilian variant available in the United States during first year of manufacture. This was made illegal by BATF fiat on the grounds that there was no civilian use for such a weapon. This was generally agreed with, but still held as an infringement of personal liberties. Examples in private hands were still legal, if registered, although distrust of the government was such that very few weapons went through the registration process, and the whereabouts of most of the civilian models are unknown.

The military model has gained popularity with the police forces of Korea, Israel, England and many Latin American countries. While it is quite capable of handling full-power rounds, normally it is used for riot control, firing rubber slugs or buckshot for riot dispersal. One unanticipated advantage for riot control use is the staggered firing in full-auto mode. To prevent injury to the firer, the side-by-side barrels fire alternately in full-auto mode, which provides a natural side-to-side sweeping motion, ideal for hitting wide areas.



Wristbreakers

The Wristbreaker has two 10-round internal tubular magazines, and rounds must be loaded individually into each one, a time consuming process, considering that in full automatic mode, both magazines will empty in two seconds, leaving the user with at least a 30-second reloading time. Rounds can be loaded into a partially empty magazine, but this is not an optimum solution. 21st Century Armaments is working on a clip-fed version, which is a pair of tubular magazines which can be snapped onto the bottom of the weapon, and removed when empty. The rounds are held in the magazine by a catch which is rotated out of the way when the magazine is snapped into place. It is anticipated that this will add about .1kg to the overall mass of the weapon. Rumors also exist of versions with rotating magazines, allowing the firer to have three magazines for each barrel, either for high volume fire, or to carry several different types of ammunition, such as rubber slugs, rubber buckshot, conventional rounds, tear gas rounds, etc. Prototypes of lightweight "riot only" versions have been displayed at armament exhibitions. The appearance is the same, but the weapon has been down-engineered to only handle the energies of riot munitions, and cannot handle full-strength cartridges. The weapon will not fire standard ammunition as a safety feature, and uses special cartridges manufactured only by 21st Century Armaments.

Variants - Civilian version (semi-auto only), riot control version, clip-fed models, high capacity models.
Accessories - Laser sight, reloading aids.
Deployment - Police forces throughout the world, some Third World Armies.
Historical use - None at present.

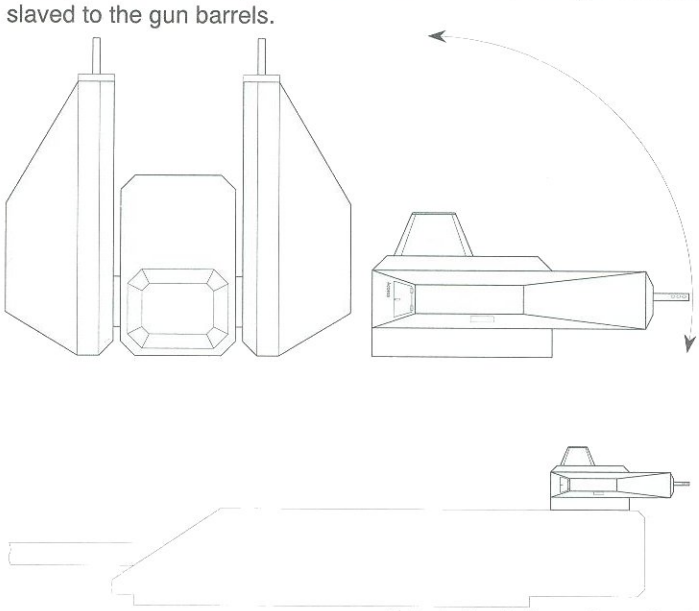
Tech note - This weapon is a double-barreled shotgun using a common receiver, and a bullpup design, firing a 2300J projectile with a maximum diameter of 18.5mm. To make the weapon manageable, it has two levels of decreased mass, relying on a skeletonized design and advanced materials, at the penalty of increased cost.

Eisensturm - One of the few advantages of a conventional slugthrower at TL14 is its flexibility. It is not affected by adverse atmospheric conditions as much as lasers, can fire a wider variety of projectiles than railguns, and consumes no electrical power except for any sensors or vision aids. The Eisensturm is typical of weapons which exploit this flexibility. It is a 16mm caseless autoshotgun, which can fire either slugs, flechettes, discarding sabot penetrators or small HEAT rounds, and is equipped with a +6 sensor, much like that on the Synerg 12/2 pistol. The 50 round drum is helically coiled underneath the weapon, and acts as the foregrip, and the sensor module is mounted on top, and optimized for the weapon and ammuntion types available. It is an extremely popular weapon among forces that must fight in urban areas.
Note - The HEAT round has a blast DV of 17 in addition to the HEAT effect.

Deathwind - The high-tech successor to the Eisensturm, the Deathwind is a 15mm railgun that fires a number of encapsulated rounds with integral, disposable superconductor loops. The normal round is an aluminum-cased flechette cartridge, holding 16 of the 3mm darts for short range fire support. Next up is a dual purpose round, firing a single 10mm dart, surrounded by 6 smaller darts. This one gave better penetration vs. hard targets, with a possibility of secondary hits from the smaller flechettes. Both had the same ballistic characteristics for ease of aim. Last is the HEAT/HE round, for use against light armor. Normally, the weapon is equipped with a multi-spectrum +8 sensor array, whose ballistics automatically compensate for the type of ammunition carried (based on a chip in each magazine).
Some claim that the greater mass and slightly inferior performance is a step down from the Eisensturm, while others prefer its relative quiet compared to the explosions of a chemically powered weapon.

Machine Guns

Vehicular CIWS - As AFV's get more and more expensive, and sensors get small enough to put in cannon projectiles or submunitions, the vulnerability of these 50-ton slabs of steel and composite becomes increasingly obvious. While the front of a tank will be heavily armored to stop most battlefield threats, the sides, top and rear are less able to counter these threats because of weight constraints. At the present time, the largest of these threats is the shaped charge. The vehicular CIWS is designed to counter part of this threat by shooting down such projectiles on the way towards the tank. A planar, electronically steered radar is mounted on a small turret, usually on the turret bustle for good visibility. This radar tracks all moving objects within its range. Any item that meets certain criteria is automatically engaged with the twin 7.62mm machine guns until it is destroyed or no longer on an intercept course. These criteria are usually based on the velocity of the item, which can be set by the commander, and the system is integrated into the vehicle's fire control computer to take vehicle motion into account. The turret can be traversed electrically by the commander or gunner, who get a stabilized picture from the thermal/low-light camera slaved to the gun barrels.



Vehicular Close In Weapon System (CIWS)

The conventional weapon design was chosen over higher ROF designs like the gatling for several reasons. The first is ammunition consumption, as space on the vehicle is at a premium. Second is reliability. The guns are totally independent in every way except tracking. A failure in one weapon does not disable the system. Third is purpose. The weapon is designed to supplant the normal vehicular MG, and will thus see a fair amount of use, which goes back to the first reason.

To counter the relatively low ROF, the weapons can fire special multiple projectile ammunition. This is a duplex round, each of the two projectiles having a slightly lower damage, but effectively doubling the ROF of the weapon. These can be loaded separately or in combination with normal rounds in a pinch, but the fire control computer can only take into account one or the other for targeting purposes (selected by a switch inside the tank). The weapon uses external ammo cassettes, one for each weapon, and each cassette holds 200 rounds of ammo. These are attached to the point defense turret, behind whatever armor it has. To reload, the turret is swiveled to the rear, and the guns raised to maximum elevation. At this point, either the commander or gunner can open their hatch and replace empty cassettes by exposing little more than their hands.

Variants - Versions in other calibers, different sensor suites, ruggedized versions for marine use.
Accessories - Extended ammo cassettes.
Deployment - USA, USSR, France, Israel.

Historical use - "First, there was passive armor, like the steel around you. Then there was reactive armor, the slabs of explosive we're all layered in to diffuse the blast of shaped charges, most of the time at least. Then there's the Coffin Nailer, 'cause if you don't get them, they're gonna get you. The things were so solidly mounted to the turret that you could feel every shot, and the spent casings rattled across the armor like the tinkling of broken glass. That is what they call "active armor", because it's supposed to go out and get attacks rather than waiting for them to actually hit. It doesn't endear you to the grunts, though. They aren't too fond of some reject from a video arcade shooting anything that's coming in without taking *them* into account. Now, *we* in particular never lost anyone during training exercises, but you hear about these things from other groups. No one really says anything specific, but you can't help but think when you hear of some SOB catching it from "friendly fire", especially when CIWS safety lectures immediately follow."

Anonymous interview from, "What Price Security?", special supplement, Washington Post, March 8, 2002.

Tech note - The weapon is designed as a straightforward 7.62mm machine gun, and attached to a +10, self steering, console-equipped sensor array, specifically designed to track radar-reflecting targets, usually with a velocity of 50m/sec or more, which covers most anti-tank rockets, and stationary threats like helicopters (with fast spinning rotor blades). The full bonus is gained at any range of 800 meters or less. The power supply for the sensors comes solely from the vehicle it is mounted on, and it has no backup supply on the theory that if the vehicle is *that* dead, point defense is useless anyway. The cost is low, admittedly too low for a weapon of this complexity. Note, however, that upgrading to military reliability, armoring the housing and just plain contractor greed are likely to mutliply the listed cost by a factor of at least 10 (note that the stats do *not* include the mass of an armored housing).

Browning-Maskei H3 - A joint venture to expand the Third World market for heavy machine guns. Generally built in high-tech facilities and then exported, licensing and technology is sometimes provided to other nations for spare parts and ammunition. Reflecting the lower quality facilities available, the design is strictly traditional, with no parts that can't be manufactured in a standard machine shop. The high-tensile ceramic steel barrel and receiver can be replaced with a greater quanity of normal steel, but at a substantial mass penalty.

Allied Photonics Lightsword - While laser weapons in general have disadvantages in certain conditions, in low-pressure or vacuum areas their invisibility and range are unsurpassed. The Lightsword is a common support weapon for vacuum troops, and is relatively popular with those forces that can afford it. One of the side effects of such hostile conditions is that the weapon needs extra thermal shielding, and Allied Photonics took advantage of this extra bulk to add electrical shielding, making the weapon much less detectable from its emissions, or at the least, giving a signature of a smaller weapon. To counter the inability to see the beam, the 1-20x thermal tracking sight (+6) automatically overlays the position of each shot onto the screen, with probable dispersion due to previous shots by that operator, and plain language on-screen assistance based on target type and range. It is presumed that a Lightsword will be powered by a vehicle reactor or other source, but a 100 shot battery/10 shot superconductor pack is available to augment the 10 superconductor loops in the weapon. However, this masses over 130kg, and is not really portable. Rather, it was meant to be a short-term backup for mounting in light vehicles so that the vehicle power plant could be shut down if necessary, or for extremely low emission outpost work.
For use in atmosphere, a beam expander can be fitted. This drops the DV to 231, but otherwise does not alter the characteristics.
Note - The Lightsword is bought with accessories that are 40% of weapon mass rather than 20% to reflect the extra shielding mentioned.

Tori PDS - Since earliest history, people have armored themselves in battle, and their opponents have simply used more powerful weapons to compensate. When armor became too heavy to be worn, it was mounted on vehicles, like ironclads, tanks, or battleships. But there seems always to be the need for a man on foot, capable of individual action without the need for a vehicle, but this has always been limited by the strength of the average soldier. Advances at TL12 and up made powered armor possible, an exoskeleton to carry the soldier and weapon, which could pick things up, climb stairs, or ride in other forms of transport. However, as always, they simply became the targets for larger weapons. The more expensive the powered armor, the more cost-effective it was to blast it out of existence with a simple 100Cr light anti-tank rocket.
However, these suits still have their uses. Their speed, strength and flexibility make them ideal for special operations or commando raids, and their intimidating appearances makes them excellent high-profile guards. But they are still vulnerable.
The major threat to any lightly armored item is a shaped charge warhead. Cheap, and not requiring massive weapons or extremely advanced technology, they can be issued *en masse* to virtually every soldier, and all it takes is one lucky hit. Hence the Personal Defense System, or PDS. This is a laser and sensor system integrated into TL15 powered armor to protect against incoming threats, and act as secondary armament for the suit if the major weapon fails or is otherwise occupied. Usually mounted on the back, it constantly sweeps the area around the armor and automatically attacks any item on a collision course with the suit. The damage is not extremely high, but the beam is continuous, and will easily wreck sensor heads, detonate explosives, and even deflect small-caliber cannon shells by disrupting their aerodynamics. For stubborn targets, the damage can be pulsed to a much higher level against one target per second. The sensor normally works in a point defense mode, but the user also has the option of specifying a variety of parameters, depending the situation. Other options include firing a heat sources, all moving targets of above a certain size, or items with a certain electronic signature, like computers, moving masses of metal, etc.
The only real problem with the system is that all the sensing measures are active, which makes it a target for seekers of all kinds, so its very presence makes it even more of a target. Not enough combat statistics are available to provide an accurate assessment of it capabilities.

Variants - Versions with greater number of pulsed shots per second, either with the same or reduced damage. Stationary models designed as perimeter protection.
Accessories - Self contained power sources.
Deployment - Unknown (or classified).

Historical use - "The Emperor was preceded into the throne room by the Palace Guard, who took up stations flanking the Imperial Throne. Others were stationed up and down the length of the hall. There was nothing human about them except the basic shape. No flesh was visible, and there was not even a visor to give the impression of a human face behind the sensors. The heads swiveled, impassively monitoring the crowd, and the only way you knew they were looking at you was when their weapons paused, pointing at your heart, and you stood very still until they pointed elsewhere. Most people tried to ignore the Guard, if only to avoid knowing when you were in their sights."
from "Recollections", by Marquis Belophar, Administrator, Gemini Subsector.

Tech note - This is a 20,000J 9.5mm laser with the continuous beam option, attached to a +12 sensor optimized for threat sensing. It has a superconductor storage loop for one shot, which can be pulsed in the middle of a 200J continuous beam burst. It is recharged or powered by the power supply of the armor, and siphons off about 50,000J per second in continuous beam mode. In modern terms, that is the full output of a 67 horsepower motor. The laser tube is folded 3 times, and the mass shown is for the base unit, *not* including any armor to protect it from hostile fire.
For initiative purposes, you would compare that of the firer (who is trying to surprise the armor), and the PDS, which is actively scanning for attacks (assume the base Initiative of the computer is its skill). If the PDS loses, it takes a minus of the amount lost by on its chance to intercept on the first second, but uses normal chances thereafter. If the PDS wins, it gets it normal chance to hit on the second the attack was launched at it. Modifiers for autofire, changing targets, etc., all apply as in the system the weapon is used in.

Entiires M40B - A heavy combat support gauss rifle, firing depleted uranium 4mm flechettes with 50kJ of energy. Designed for long-range sniping (out to 1.5km), anti-equipment (out to 3.5km) and light anti-vehicle use (out to 4.5km), it consists of a 4mm accelerator, 200 round magazine and external battery pack. The weapon has 5 internal storage banks, which allow it to fire 5-round autofire bursts if necessary, even if disonnected. The weapon has no internal power supply, and is hooked up to the grid of whatever it is mounted on, drawing about 5 megawatts at full power (around 6,700 horsepower). The weapon is usually issued to heavy power-augmented troops, but can be carried by normal troops if necessary. For most roles, it is equipped with a number of targeting aids, which will greatly increase its chance to hit at longer ranges. If provided with sufficient power and a vehicle mount, it can autofire up to 16 shots per second. Major criticisms of the weapon are its lack of staying power at long range, but the designers sacrificed this to get an extra short-range punch (increasing the bore to 5.5mm gives it a damage RC of 6, drops the DV to 258, decreases weapon length by 1 location, and increases clip mass by 2.25kg).

Devastator - A heavy tripod mounted particle cannon for heavy infantry. Nicknamed the "Lightning Rod", because anyone who uses it tends to draw the wrath of God onto themselves. Due to its mass and power consumption, its tactical use almost always is as part of a larger unit, including heavy weapons, point defense and a fusion-powered vehicle of some type. The damage inflicted by a Devastator is only slightly less than the noise and flash it makes when fired, and on autofire will light up an entire battlefield like daylight. Even in the preferred vacuum environment, the discharges are visible and the pulses echo up and down the communications spectrum.
Tech note - The Devastator has no clip. The weapon itself only contains 40 superconductor banks, which may be used as half power shots, or combined to make 10 full-power shots. Normally, the weapon is charged from a vehicle power plant by an armored superconductor cable, which allows it continuous autofire. No targeting aids are provided, but the weapon can have any standard TL14-15 equipment mounted on the sensor rails.

Heavy Weapons

TL13 grenade - This is a grenade using TL13 explosives, but otherwise identical to a modern one. It is a 60mm sphere with a layer of around 2,500 2mm fragments embedded in the outer casing. Its 100g charge of explosive has a blast DV of 66, and the energy imparted to each fragment gives them an individual DV of 16. As an option, the fragmentation sleeve can be removed, giving only the blast effect, instead of blast and frag.

Smart grenades - These are a normal grenade, but instead of a percussion-fuzed time delay, they have an electronic delay, attached to a +2 guidance system. This cannot direct the weapon in any way, but is simply a proximity fuze, set to go off if there is a rapid change in local infrared output, like a moving body. Normally, the grenade will go off if a walking person comes within 2 meters, or a running one within a larger distance (tailor modifiers to fit game system used in). This fuzing adds about .1kg to the mass of the grenade. These are especially useful as delaying actions. A retreating force can toss these behind them as they turn corners, and anyone who follows will automatically trigger them. The sensor package can optionally be a separate item, designed to plug into any number of explosive devices made by a given country. The built-in battery is only good for an hour or so, but external batteries can be added to extend this to days or weeks.

APAM - **A**nti-**P**owered **A**rmor **M**ine. In the open, powered armor is an easy target for normal weapons. Less armored than a tank, but still full of easy to spot electronics and heat sources, they survive only as long as there are bigger threats to deal with first. In urban areas, however, they are more useful. Buildings provide cover, and heavy weapons are harder to bring to bear. APAM's are used in this case. The weapon is an 80mm sphere with a +4 sensor and a self-forging warhead backed by 100cc of explosives. The sensor works on the proximity of electrical fields common to powered armors, such as actuator motors. At TL13, the explosives have a blast DV of 66, and the self-forging warhead has an armor-piercing DV of 148. In use, you simply point the arrow on top in the direction you expect the armor to come, turn it on, and leave before the 10 second delay timer expires. Peel-away tape and small spikes make it easy to mount on virtually any surface. The weapon acts like it has a skill of 4, and will attack when its chance to hit is 5 or better (skill of 20% on a percentile system). The built-in battery (20g) will last for 30 hours, after which a tamper switch enables. This conserves remaining power, and only goes off if the mine is disturbed. The TL15 version may have a few extra whistles and bells, but is otherwise the same. It has a blast DV of 71, and a self-forging warhead DV of 159. It has a skill of 5, and its battery is good for 160 hours.

MR-40 grenade - As part of the MR-40 project, and to answer some of the critics who complained about the limited role of the weapon, a family of bullet-trap rifle grenades was developed. Placed on a special muzzle adapter, most of the energy of the fired flechette was transferred to the grenade, which was lobbed at relatively low velocity at the target. Unfortunately, there was no way to increase the effective muzzle energy of the weapon like was possible with normal guns.
Attempts to fire superconductor loops in tandem usually resulted in damage to the accelerator unless spherical projectiles were used, and these had too high a muzzle velocity to be stopped adequately by the bullet trap in the base of the grenade, or were vaporized on impact, the kinetic energy being turned into heat instead of motion. Regardless, the grenades were better than nothing, if far from perfect.

HEAT - The HEAT round is a 50mm shaped charge, with a total mass of .50kg. It has a shaped charge DV of 890, and an explosion DV of 73. It has a launch velocity of 111m/sec. It and the other grenades have an RC of 1/4, and use a +0 IA on Grenade Launcher skill. Each round costs 6Cr.

Frag - The fragmentation round is also 50mm in diameter, and has a volume of 164cc, with approximately 3,200 fragments 2mm in diameter embedded in a plastic matrix around the 100g HE charge. It has an explosion DV of 66, and each fragment has a DV of 14, and multiplies damage losses due to RC1 by a factor of 5 (referred to as 1f, for fragment RC). At a range of 1m, a man-sized target would be hit by about 32 fragments, by 8 fragments at 2m, and by 2 fragments at 4m. Each round costs 3Cr. A combination HEAT/frag round is available for 18Cr.

Guided - The HAARM (**H**oming **A**nti-**AR**mor **M**unition) has a +4 seeking head that steers towards the largest mass of metal its millimeter-wave radar can spot. It is longer than the other grenades, with a 3:1 l/w ratio, and heavier, at .80kg per round. The shaped charge is smaller, however, and only has a DV of 480, with an explosion DV of 39. This is, however, enough to disturb APC commanders, since it will punch through around 100mm of armor quality steel. One experimental variant replaced the shaped charge with a homing transmitter or laser beacon, providing an excellent target for much larger submunitions or guided projectiles. With a muzzle velocity of only 86m/sec, however, it is still easy prey for point defense systems. The guided rounds cost 36Cr each.

TAGLAW - **T**erminal **A**ctive **G**uidance **L**ight **A**nti-armor **W**eapon. A one-shot, disposable rocket launcher designed for use against fairly slow ground targets. It has a millimeter-wave active seeker which homes in on the largest mass of metal in its sensor arc. This is registered in a speaker near the firer's ear, and varies in pitch according to intensity, with a second tone if the reflection is enough for lock-on. In areas where countermeasures have been deployed (chaff, corner cube reflectors, etc.), the guidance system may be disabled before firing, or set for a 1 second delay before it begins course corrections (count as unguided for first second). In addition, there are three "thresholds" that can be set before firing to help target discirmination. The first ignores all radar reflections below a certain level. This helps eliminate ground clutter in urban regions or where there is chaff on the ground. The second is the default, and is centered on the "average" reflection of a truck or tank-sized object at the detected range. The last ignores all reflections below a high threshold, and is only useful where there is extremely high background clutter. It would be useful in targeting parked aircraft, a metal-sided warehouse, radar array or other large target. TAGLAW requires about 60 meters to reach terminal velocity, which is around 360m/sec, or slightly more than the speed of sound.

Tech note - TAGLAW and variants have a roughly 700g engine with a small booster charge in a 60mm 10:1 housing driving a 95mm 1:1 HEAT warhead. To adjust to various differences in the guidance system volume, the l:w ratio of the engine part is tweaked, as shown in the mass differences. These are not optimized to the maximum amount, but are average examples for the level of technology postulated. The HEAT warhead has the maximum damage for each TL at the 95mm diameter. The blast damage is not listed, but is around 140 for each weapon (less at TL12, more at TL15). The weapons require from 50-60 meters to reach terminal velocity, which varies from 360-420m/sec.

Cobra - Like its predecessors, a disposable anti-armor weapon for short-range use. Unable to penetrate the front armor of main battle tanks, it is nonetheless useful against armored personnel carriers, combat robots, powered armor and the like. The guidance system is optically based, with passive visual sensors only. These are optimized for penetration of typical battlefield clutter (dust, normal smoke), but can be obscured by special smoke compounds. The user selects the general target type (tank, APC, truck, bunker or robot/humanoid), and then a degree of pattern matching (low, medium or high). If selected properly for the conditions, this will help reduce the benefits of cover or camoflage, but if selected improperly, the seeker may go after spurious signals (a large stump instead of a robot, for instance). Normally, it is set at medium, which works most of the time.

Tronskaal - Like the Cobra, except that the user can select any target type in the rangefinder via verbal commands or triggers, and the seeker will attempt to follow that target to the exclusion of others. If a target becomes obscured, the seeker will attempt to impact a number of meters forward of the last known position correlating with target's velocity and missile flight time. That is, if a target moving 30m/sec vanished behind cover half a second before impact, the missile would attempt to impact 15 meters in front of the last known position. This occasionally works, but forces which know about the Tronskaal generally train their vehicle operators to avoid falling into the trap.

Zetatech 8c - Too small to be of much use against modern battlefield vehicles, these are issued as confidence building measures to lower quality troops, or to troops which will not need to face the most modern equipment. General tactical theory is to overload the point defenses of any target with a simultaneous barrage, and hope that one of them does some damage. These are voice activated and programmable, with an end-user configurable touch screen as an option. Programming can be general or specific, with one conditional branch (e.g. "if primary target goes behind obstacle, go vertical for one second and then face down on last known position to re-attempt lock-on."). In the event that the end users will speak a different language than the basic program, it can have a 100 word vocabulary in any language programmed for simple target designation commands. Another feature is "command mode". Up to ten 8c's can be linked together on the same firing circuit via transponders in the guidance module. This allows a squad to deploy in different positions, and have all the missiles fire at the same time as the "command" missile. In addition to making retaliatory fire and point defense more difficult, the transponders all share guidance information if there is no electronic jamming going on. This allows *each* missile to have a guidance bonus like it had the volume of all missiles in flight to that target (additional +1 for 2 missiles, +2 for 4 missiles, +3 for 9 missiles).

MAPPAG - Or **M**an **P**ortable, **P**assive **G**uidance. An evolution of the technology used in the 1990's Stinger. Rather than go for an expensive and time-consuming IFF system on the weapon itself, it has a remotely programmable chip in the guidance section. If the passive IR sensor picks up a certain frequency and modulation, it prevents launch or self-destructs the missile. In turn, all freindly aircraft have IR beacons in their navigational light housings, which can be programmed to emit on this frequency. This guarantees that fire on friendly aircraft will not succeed, presuming that all field units are set to the same frequency as all friendly aircraft.

They all have similar characteristics, except for the guidance level. They each use a 20:1 70mm rocket with a 1,000g HE warhead and frag sleeve (DV given is blast only), a passive guidance system of the listed bonus (with proximity fuzing set for closest approach within 6 meters), and all other available space taken up by the rocket motor. Each has a 70mm 1:1 booster charge, but the receiver and barrel masses are based on the main motor charge. The barrels and receivers are bought at half mass, as a normal single-shot longarm, with a DV based on the effective energy of the main motor and the 70mm bore diameter.

In the end, they all have a terminal velocity of around 550m/sec, for an aiming RC of 5, which lets them engage targets up to several kilometers away. Use the damage RC (in this case, 8) to determine maximum flight time. That is, apply the *damage* RC modifier for total distance flown as a modifier on the "to hit" chance. If the rocket needs to make a guidance roll because of the this extra penalty, and fails the roll, assume it runs out of fuel and self destructs (the justification for this being that a high RC rocket has proportionately less drag, and likely carries more fuel).

Example - After 4 seconds of flight time, the previous rocket has flown 2,200 meters, and would take a -2 to its guidance roll because of distance (using damage RC8). In the past second, say it closed range from 800 to 600 meters (like if the target was fleeing 200m/sec slower than the rocket). The bonus for closing range (+3) exceeds the penalty for total distance flown (-2), so no roll is needed. At the end of the next second, it has closed from 600 to 400 meters (+2), but the total distance flown is now 2,750 meters, for a penalty of -2. The total modifier is zero. If there were any evasive maneuvers, it would go negative, and the reason is due partially to the range modifier, so the rocket must make a guidance roll. If it fails, it is presumed to have done too many course corrections, or flown inefficiently, and runs out of fuel. If it makes the roll, it stays on course for at least another second.

This is not a perfect solution to the problem, but weapons like this already push the envelope of design using **3G^3**, and this solution is the simplest, using a range characteristic that reflects drag as a modifier to total possible flight distance.

Option - Use a HEAT warhead instead of HE, and assume contact fuze. This decreases the chance of a hit, but at high TL's, air vehicles may have enough armor to stop straight HE damage.

Tech note - The MAPAG and others are designed to be in the same mass class as the Stinger, but were designed from the ground up, with 2,000cc of guidance system or less. The warhead stays at a constant 1kg, for a blast DV in the 200-225 range, with a fragmentation sleeve an optional extra. All are designed as "fire and forget" weapons. One assumes that at higher TL's, a person who launches one of these things will be noticed very quickly, and should not hang around to see what happens. Note that these and other rocket weapons are based on expansion of current technologies. By TL15, such a weapon might easily have an anti-grav motor and an anti-matter warhead! But, these aren't covered in **3G^3**, so you'll have to design them on your own. They all have a backblast in the DV22 range.

Loompanic-A - A further evolution of homing missile technology, the disposable weapon has a small membrane keyboard with which the firer can select target type, based on general or specific characteristics. The parallel optical processor works on silhouette recognition rather than heat or radar emission, so the weapon can be targeted vs. a specific model of airplane or helicopter, for instance. The normal chipset includes the 10 most likely enemy models, with 5 general categories to fall back on (helicopter, straight wing, delta wing, lifting body, human (inc. jump packs)).

Vortex-2 - Designed as a cheap insurgency weapon. Not extremely effective vs. TL14 air vehicles due to advanced countermeasures, but enough so to alter operations in an area where they are known to be used. A simple tube with shoulder rest and trigger assembly, the user simply sights the on-board camera via the fold-out screen, and presses a button when the desired target is in the sights. The target the computer decides to track is then highlighted on the screen, and if the correct one, pressing the trigger will fire the weapon. On-board memory has 3D rendering software, and can accurately construct any view of an object from a few glimpses, allowing it to recognize and pursue targets that are initially unfamiliar, or which change their aspect during course of pursuit (swept wings unfolding, front vs. rear view, etc.). Naturally, with a HEAT warhead, it can prove vaulable against light ground vehicles as well.

Teradyl 4a - A disposable anti-air weapon, it operates much as the Vortex-2, but can also accept moderately complicated voice commands in whichever language its computer is programmed in. As such, it can be left unattended in an area as a mine (with optional battery pack), or be able to alter its target mid-course. For instance, "fly over that hill, and if there is anything there with a wingspan of more than 10 meters, attack it." Or, "attack the escort fighter, but instead of detonating, change course at the last instant and attack the bomber instead". Like the Vortex-2, it can also be used vs. ground targets.

Mk48 Particle Cannon - This is a light vehicle weapon for TL15 grav recon units. A basic 10 megawatt neutral particle projector, it draws about 160 megawatts from the vehicle power plant for power and cooling at full rate of fire. Normally it would be turret mounted with an advanced sensor suite, with limited intelligence and a manual override from the commander or observer's station. The damage is relatively low, only able to burn through a third of a meter of soft steel, but it is useful against low-tech forces, drones and other lightly armored targets.

5 Guns that Never Were

These are firearms from TL1-11 that come from particular literary genres, or alternate historical or technological developments. They may not be optimized, practical, or particularly useful in a strictly historical context, but might have application in a specific game world, or simply give you ideas for designs of your own.

Civilian Pistols

Pistole Clementi - After the inevitable fall of the Roman Empire and the rise of Christianity, much of the advanced Roman technology was lost. The barbarian hordes had not the learning to reproduce the advanced weapons used against them, prefering their crude matchlocks and flintlocks to the cartridge weapons of Rome. However, the most learned of the mechanicians were taken under the Church's wing, and the Vatican Armory produced a limited number of advanced weapons for the pontiff's personal guard and those in papal favor. Weapons were usually named after the Pope who authorized their manufacture and distribution, in this case Pope Clement VI.

Roberson Model 8 - A lightweight or "ladies" gun. A small, reasonably practical single-action flintlock revolver. This comes froma game world where modern weapons have been seen, or perhaps a few examples remain from a distant past. The design has a safety, and the flint and pan are protected somewhat from the weather.

Thunderflash - During the human invasion of the Fourth Epoch, ogrekind was forced to develop weaponry to match the technology of the invaders. This is an example of a previously existing weapon, which like most ogre weapons, is too heavy for easy human use, and designed for ogre-size hands.

Traveller's Friend - An inexpensive security blanket advertised to those city dwellers who fear the roads are full of brigands and evil creatures. This weapon is pushed as a surefire talisman against such perils, offering instant relief and requiring little or no skill to use. Such is not the case, for it doesn't do all that much damage, is not accurate, and tends to malfunction if treated poorly. However, sales remain brisk, especially in troubled times.

Volley pistol - Another variant on the technology, made originally on military contract for cavalry officers. The body of the pistol is machined from a single block of steel, the edges rounded, and engraving done to taste (for an additional charge). It only has one hammer and pan, but both are extra wide, and hold more flint and powder than normal, so the chance of generating a usable spark is greater.

Duelling pistol - Another standard duelling pistol, built along more modern lines as far as appearance goes, but otherwise a normal breechloading percussion pistol. A premium has been placed on reliability and accuracy to meet its anticipated use, and it uses elongated projectiles for greater accuracy.

Hammerjack - The next major weapon design for ogre use, taking advantage of percussion primers, but still using loose powder and round balls, developed by ogre settlers near the Netherlands Gate. The 12 shot cylinder was heavy, but the firepower was considered worth the extra mass.

Last chance - A backup weapon for those in dangerous situations. So named because it only has one shot, but that shot is reasonably powerful, and the weapon has gained a reputation of leaving nasty, festering wounds. Of course, without modern medicine, almost *any* firearm is likely to leave that sort of wound.

MacGregor 310 - A four-shot derringer from the Australian territories. Marginally accurate despite its long barrel, each one requires some practice to acquire total proficiency with. The barrels are not perfectly aligned, so the user needs to know exactly which barrel is firing to know how to aim. For instance, at 10 meters, barrel #1 may be a few centimeters high and to the left, while #3 is a few centimeters low, and #2 and #4 are more or less on target.

Oltimer 9 - In a post-ruin world, much knowledge will remain long past when the industrial infrastructure is gone. Eventually, small industry will take up some of the slack for various items and technologies. The OT9 is a shop-made 9mm semi-auto pistol (single action), made from whatever bar stock is available, and firing reloaded or handturned brass cartridges. A single family may be involved in the entire production process, from fulminating primers to bullet casting. The lower damage cartridges are safe to fire, but full-power ones from the previous era are definitely discouraged. The use of black powder instead of modern nitrocelluouse means that the weapon should be cleaned of powder fouling after any prolonged use.

Oldtimer 45 - Much like the OT9, but for the .45ACP cartridge. Manufacturers of either weapon will usually be a good place to sell any old shell casings found, or any good quality metal stock for making new weapons.

Manchetti .44 - An independent development making use of the "Volcanic" cartridge technology developed in the United States. The weapon was a self-cocking revolver, recoil from each shot throwing the cylinder back several millimeters to cock the hammer and rotate the cylinder a notch. In addition, the cylinder had the rounds staggered to increase capacity. The inner row fired from one barrel, and the outer row through another. While this increased cylinder size and weapon complexity, it was remarkably reliable for its day, and was used extensively by the Italian military until the early 1900's, despite American claims of infringement on the "Volcanic" patent.

Tech note - The "volcanic" cartridges were historically called "rocket balls", but they were simply cartridges where the propellant was *inside* the hollow projectile, eliminating any casing mass or ejection mechanism, but also placing a severe limit on the maximum energy available (75% of projectile volume), which limited them to pistol-class energy. See notes on page 14.

Wyndham - The Wyndham was a direct descendant of the Manchetti action, although this was continually denied in court, Italian courts prohibiting the import of the weapon, and British courts placing tariffs on Manchetti designs to make them uncompetitive. The Wyndham used more conventional cartridges, but did not stagger rounds in the cylinder, instead placing them one above each other. After the entire outer row was fired, a toggle would switch to the inner row, a measure which was claimed to improve accuracy. The selector switch also allowed both rounds to be fired at the same time, thus giving 6 paired shots instead of 12 individual ones. Due to weapon restrictions in England it never acheived great popularity there, but was quite competitive with Colt weapons due to its ease of use as a revolver and marked differences from the Colt patent.

Comp .45 - A customized .45 pistol for "adventurer" use. The frame and barrel have been strengthened to handle +P+ rounds without malfunction, the barrel has been lengthened, and parts fitted for maximum accuracy. More powerful, more accurate and more expensive than a normal .45 of the period.

Widget - An OSS tool for sentry removal issued to resistance an commando forces during WWII. It is basically a set of brass knuckles with three .22 barrels in the gaps between the fingers. Clenching the fist fired the barrels, the hammer moving to the next barrel after each shot. The theory was that a solid punch to anywhere on the head or torso would result in an incapacitating injury, and the mass of the body would muffle the sound of the small rimfire round. With practice, the weapon could be used at short range, but was significantly louder and less practical. A few Widgets made their way into civilian hands (especially in Europe), and were used for assassinations in the years following WWII.

Witheriesta - A typical Elvish sidearm during the First Axis-Faery War (c.1945-1949). Slow to develop an industry of their own, the first examples were largely copied from captured designs, but of much better quality and aesthetic shape.
Tech note - A near copy of the Luger, but with reduced mass and increased IA. Parts may not be compatible between weapons, and most are customized for the user.

Flying Dustbin - An improvised grenade launcher used by rebel forces during the Second War for Independence, c.1936. Little more than a short length of pipe with a handgrip, it often fired a warhead of improvised explosives. Due to frequent misfires and subsequent dismemberments of the user, less fanatical rebels simply took to firing soup tins filled with plaster or cement (1.0kg). These were not as effective at getting a group, but could still cave in a person's ribs, and could be lobbed over buildings to bash the brains out of anyone on the other side. What they lacked in appearance and damage, they made up for in ease of manufacture.
Tech note - If used with an explosive warhead, its maximum DV would be around 100, depending on the quality of the explosives. Most would be on a timed fuze rather than an impact one, ignited by firing. A separate malfunction roll would be made for the warhead on firing, a dud or jam meaning it doesn't explode, and a critical meaning it goes off in the barrel.

Daisy Brassless - Historically, the Daisy company (known for airguns), produced the first caseless ammunition, a .22 rimfire variant which never gained popular acceptance. The "Brassless" is just a historical variant that might have happened had a pistol been made for the round.

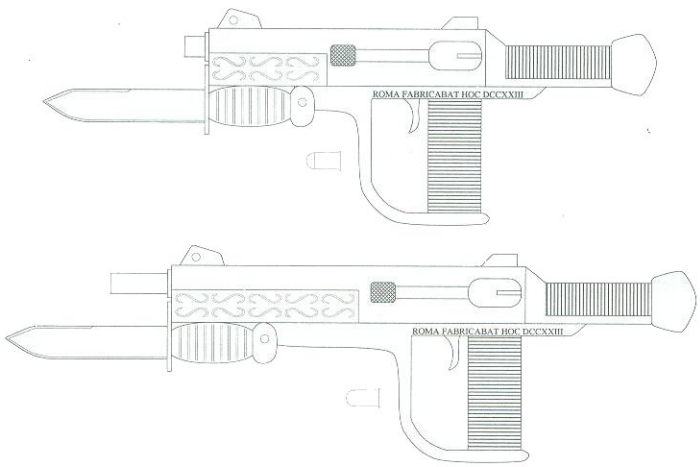
Northstar - Not all cultures evolve the same. Some develop mental powers before technological prowess. The Northstar is a conventional TL11 laser, using TL11 laser tube and capacitors, but the difference is that the capacitor bank is charged by the psionic abilities of the user. This allows a non-ranged ability to generate electric power to be used at range as a weapon. The user needs to generate 1000J of power to charge the weapon for one shot (which has an energy of 200J), however, this energy may be accumulated over any period of time. Naturally, the weapon can be charged from any conventional source that is available as well.

H&K UORD - A weapon which *might* exist. Originally the **U**nderwater **O**bstacle **R**emoval **D**evice. Also known as "UR Dead". This is a pepperbox-style weapon, with 6 chambers, each holding a 6mm armor-piercing steel dart. Stainless steel, coated black and entirely waterproofed, it was designed for SEAL's and other commando units with underwater capability. The weapon purpose was to remove sentries close to water's edge, and also to kill any hostile, trained marine life (since the US is known to have trained dolphins and seals, one assumes other countries might too...). The weapon also has a green laser sight, which penetrates water better than the typical red of other laser sights.
Tech note - This weapon has a level of increased IA and two levels of reduced mass. Assume that the weapon has a damage RC of 1/1f if fired underwater.

Machine Pistols & SMG's

Ingramus M-X - The Ingramus M-X is the vision of what the Roman Empire would have constructed as a machine pistol, had they chanced upon mercury fulminate and black powder. A heavy, ornamented construction of brass and bronze, it fired a 15mm lead ball from a thin-walled rimfire brass casing, non-reloadable to keep pesky savages from gathering and reusing them. The long recoil spring is contained in the handle/buttstock, and this provides a convenient leverage point if the soldier is forced to use the bayonet attachment. The standard field issue kit is one weapon, three clips and 100 rounds of ammunition, which with cleaning kit masses a total of 9.5kg. The effectiveness of the weapon is such that while many grumble privately about the extra load, few do so in combat.

One drawback of any blackpowder autoweapon is the tendency to build up powder residues rather rapidly. The base weapon has a level IV malfunction rate, but this goes up a level for each 50 rounds fired without a thorough barrel cleaning. As long as the weapon is kept scrupulously clean, the level IV malfunction rate is only jams, duds and misfires. Otherwise, the most common critical result is that a cartridge will tear apart after firing, and tools will be required to fish the remaining cartridge fragments out of the firing chamber. Since this cannot be done in combat, the bayonet attachement is particularly useful.



Ingramus MX and Ingramus Longus

Variants - The Ingramus *Longus* has a longer barrel and better range characteristics, and is used by elite guards for long-range suppression fire.
Accessories - Brass cleaning brush, oilskin case, sling, large shield with firing port (*scutum foraminus*), small shield with firing port (*scutulum foraminus*).
Deployment - One per man, with each decurion carrying the Ingramus *Longus* variant.

Historical Use - "...after an unfortunate incident involving the savage Iceni tribe (revolving about taxes due to the Empire), the city of Camoludunum fell to a disorganized assault by several of the neighboring tribes. The Ninth Legion was called in to defend the town, but after an ambush by Iceni gunners, was repulsed with heavy casualties. The barbarian advance upon Londinium was unopposed, but their crude matchlock weapons were rendered ineffective by heavy rains. Supposing ours to be the same and lacking the discipline to wait, they advanced in a mass on the city, only to be cut down by the thousands by Paulinus' personal guard and the remnants of the Ninth, who fought valiantly to restore their lost honor. The queen of the Iceni was injured in the assault, and died shortly afterwards from taking poison. After this, the uprising was quickly quelled, although resentment among the tribes remained high enough that Governor Paulinus was eventually recalled to Rome to prevent a repeat occurrence..."

Tacitus: "Historiae" (circa 117AD)

Tech note - This is a straightforward TL4 design, with no special tricks involved. The lead projectile is spherical, and this can either reflect the way the cartridges were actually constructed, or as a way to simulate an unrifled or poorly rifled barrel.

The 15mm rimfire round used has an energy of 1000J, although this is never fully realized due to action inefficiencies (x.48, x.40 and x.32 for the different actions). The actual round has a mass of 36.7g and a maximum ROF of 19 rounds per second.

Fire lance - The Chinese had developed gunpowder centuries before Europe, but never really developed its destructive potential. The fire lance is an example of a weapon that might have been. It is very similar in operate to a cascade musket, but with higher manufacturing quality and attention to detail. The powder charges were designed to fire one per second, by means of a special, slow burning powder placed between charges. Once lit, it could not be extinguished, but the user could take a number of aimed shots before discarding the weapon, as reloading was very cumbersome and time consuming.

Calliope - A crude defensive weapon manufactured in the late 21st century, after unknown forces stopped the workings of all modern forms of technology. To counter the gangs armed with clubs and swords, weaker groups developed a working firearms technology from the ground up, and this is an early development. Basically a cluster of stainless steel pipes and a crude wheelock action made from springs and old cigarette lighters, it was normally configered to fire 4 separate bursts of 5 shots, but could be built for any combination desired.

Anuzi 9mm - A better weapon than the Calliope, developed after sufficient civilization had returned to allow light industry again. It is almost an exact duplicate of the 20th century Uzi, as the construction methods lean towards a heavy, durable weapon, and the barrel has been lengthened to the maximum practical amount to get the most from the reloaded cartridges it uses. Many users cut down the barrel to a more manageable length, which decreases the damage slightly, but makes it much easier to use in close quarters. It also has the advantage that it can handle pre-collapse cartridges without blowing up, as it is highly overengineered to handle the stress.
Tech note - Built with one level of increased mass (and IA), and for the 650J energy of TL11 submachinegun rounds. Taking into account barrel length and action inefficiencies, it would have a DV of 21 if using TL11 +P rounds, and an RC of 3/3.

Blackthorn 12 - An experimental ogre weapon, using available percussion weapon technology, but with ideas borrowed from captured human weapons. It is a clip-fed percussion action machine pistol. Individual chambers were drilled out of a metal bar, and this is fed up through the oversized grip of the weapon. A moderately complicated spring action keeps the clip moving as it extends out the top of the weapon, as there is no regular bolt. When the last shot is fired, the clip extends fully from the top of the weapon, held in place by a locking catch (the clips are hard to replace if lost).
Tech note - This is bought as an autofire revolver, using a revolver clip mass and efficiency, since the clip is the same technology, just laid out in a line instead of in a cylinder, but the cost multiple of both revolver and autofire weapons. The receiver is bought as being the average of revolver and semi-auto for mass purposes, but only as revolver for figuring the clip mass.

Greaser - Another low-tech duplicate of a pre-collapse design, this is built along the lines of the M3 "Grease Gun", and fires remanufactured .45ACP cartridges. Like the Anuzi, it is built to be rugged, and to handle the stress of any ammunition that can be found for it. This is a relatively common design feature of these low-tech weapons, as they go through so much ammunition that the user can seldom be choosy about what types to use. Unlike the Anuzi, the Greaser is less of a piece of craftsmanship, and the extra mass simply lets the makers use less manufacturing steps, thus reducing the cost of the weapon.
Tech note - Built with one level of increased mass, and to handle an energy of up to 550J. If using TL11 +P ammunition, the DV would be 17, and the RC would remain 2/4.

Plumber's special - One step down from the Greaser, this weapon is made strictly on the cheap, and only to fire remanufactured ammunition. It is lighter than its counterparts, but sustantially less reliable. It is also autofire only. Its construction does not generally inspire confidence, and most of them will literally rattle themselves apart after several hundred rounds have been fired, although on the plus side, if you keep all the pieces, it is not difficult to put it back together again. It will cheerfuly blow up in your hands if modern ammunition is run through it, something that is not always mentioned when purchased.

Nordenfeldt - A British submachinegun based on the Nordenfeldt patent. Not really an automatic weapon, it is actually a 4-barrel pump gun, each with a separate 20 round gravity or spring-assisted hopper over the barrel. Each pump of the foregrip would load and fire 4 shots, and this could be done twice per second. The first group could be reasonably accurate, but the aim of the second would be badly affected by the pumping action. The weapon was heavy and badly balanced, but saw wide service in India, where it was effective in quelling several uprisings.
Tech note - Designed as a 4-barrel weapon using a common receiver, firing the 325J .44 Webley cartridge, c.1868. The magazine is integral to the weapon, and fed from the top, a spring-loaded cap preventing dirt or other foreign materials from entering each 20 round hopper. A gap between the center barrels allows for sighting the weapon, otherwise the magazines would totally obscure vision. The **3G^3** mass of loose ammunition needed to reload the weapon is around 1.70kg.

Zoetroepe - An early submachinegun development, either from a world where cartridge technology developed later, or percussion weapons caught on much more rapidly. Instead of using cartridges, the Zoetroepe uses a platter of individually loaded cylinders, arranged like spokes on a wheel. When the trigger is pulled, the spring-wound platter rotates a new cylinder in front of the barrel and fires it, either once for single-shot mode, or until the trigger is released in automatic mode. The limiting factor is the mass of each removable platter and the size of the platter increasing with the number of shots carried. For this weapon, each 30 round platter is around 20cm in diameter. A typical user would carry a number of platters, since reloading a platter took several minutes under the best of conditions.
Tech note - This weapon is bought as an automatic percussion action revolver with a 30 round magazine, the receiver mass using the average of revolver and full-auto multiples, and the clip using the mass of just a revolver receiver. Given the use of weapons in that time period, it would likely have been a cavalry weapon, and where it would spread from there depends on how useful it was. The 500J initial energy takes a pounding from the revolver inefficiency at TL8, but the final DV of 15 is still respectable.

Whirligig - A mob terror weapon, often mounted with a timer in an inconspicuous spot, or used during robberies or attacks by IRA forces during the Second War for Independence, c.1936. The main feature of the weapon is the gimbal-mounted receiver and barrel, which re-oriented the weapon after each shot in a semi-random direction. An autofire burst would spray shots in several random directions somewhere in the firer's front 30° arc, with no control over this at all. The sheer random nature of its attack was a powerful psychological tool for causing panic, or intimidating groups of people.
Tech note - Bought and built as a normal 9mm submachine gun, with one level of increased mass *and* decreased cost to represent its cruder origins. In most systems, this should be treated as a fragmentation attack in a single arc, the number of fragments based on the number of rounds fired. The weapon *cannot* be aimed at a specific target.

Slivergun - A light infantry weapon from a technological civilization that never developed advanced materials technology due to a lack of the proper elements (metals, for instance). With *any* metal in this culture being scarcer and more valuable than gold, projectile weapons will be made of different materials. This is a compressed air or flammable gas machine pistol, firing resin coated wooden darts. Taper and balance provide aerodynamic stability without the use of fins. Power is provided by a ceramic cylinder of compressed air, further strengthened with a winding of sinew (like composite bows), and covered with a hardened leather shell for protection. The darts come in strips, held together by a paper strip glued to the back of each one. The action breaks each dart loose, shoves it into the chamber and blasts it out through a polished ceramic barrel protected by a padded wooden sheath. The weapon may be gravity fed, or individual clips with light wooden springs can be mounted in a more conventional fashion. This weapon is one of the latter. The darts have little penetrating ability, but since there is no metal armor to speak of, it is not that much of a problem. The internal air reservoir is good for 200 shots, and can be pumped up with a .3kg hand pump at the rate of 20J per second (it holds 30kJ).
Tech note - This is bought as a TL9 compressed air weapon, with one level of reduced mass to reflect the non-metals used in its construction and the increased cost of non-industrial hand labor to assemble it.

Black Widow - During the McCarthy Conflict, the warring factions of the US government would make routine "sweeps" of suspicious individuals, usually on spurious charges, and the "disappeared" were often never seen again. Individuals who felt they might be in danger often acquired a weapon known as the "Black Widow" for self-defense. A one-use 12ga pistol, it had 6 barrels in a 360° arc, all firing at once, with the ends of the barrels flattened to spread the shot out in a horizontal fan. The tactic was to hold it over your head as a threat gesture. Even the most fanatical Hoovers would hesitate to provoke the wielder, as it was totally indiscriminate in who it hit, and the effects were like a grenade that the user was immune to. Arrest tactics changed to take this into account, but it was still a useful weapon during this troubled period of American history.
Tech note - Count this as a unaimed autofire attack in most game systems, with a number of bullets per hex based on the range (8 shots at 1m, 4 shots at 2m, 3 shots at 3m, 2 shots at 4-5m, and 1 shot per hex from 6-12m).

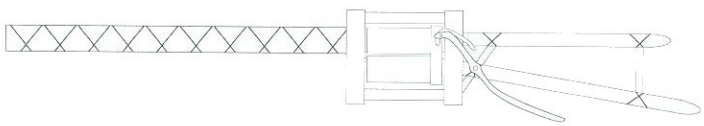
Uzi II - An upgrading of the original Uzi concept, mandated by the short range and limited damage of the 9mm cartridge used in the original Uzi. The bullpup configuration allows the padded stock to be rested against the bicep for one-handed fire, or braced against the shoulder for more accurate fire. In addition, the barrel is quickly removable, and can be replaced with a much longer version for accurate fire at normal rifle ranges (see separate entry under Military Rifles).
Tech note - In the interest of future ammunition developments, this design is built to handle TL11 energies (or TL10 +P ammunition) without increased malfunction chance.

Fairy Luck - Following the escape of the SS through a dimensional portal to the realms of Faery, the previously stagnated cultures had to develop their own arms industry to stand against the technological horrors brought to bear against them. Even the smallest of the eldritch races armed against foes partially immune to magic and shielded with cold iron. "Fairy Luck" is a dimunitive machine pistol, made for fairies, gnomes, sprites and leprechauns. The tiny 2mm cartridges won't kill a person individually, but enough of them can seriously ruin your day.
Tech note - Assume the weapon is made of "mithril" or some other metal not harmful to creatures affected by iron. Otherwise, it is a normal pistol made to fire a 3J round. Actual weapon mass is 31.8g loaded, and 29.5g unloaded.

Ingram M-12 - The popularity of the M-10 series was insured after adoption by the US Army. Series production continued until 1988, when the M-12 was introduced for the new 10mm caliber. The M-12 used the same basic design, but incorporated carbon-fiber plastics in non-critical areas to save mass, and used all the ergonomic enhancements incorporated into later models of the M-10 and 11. The only other major change was a rate selector, which allowed the user to choose between 300 and 900 rounds per minute rate of fire, the lower rate of fire increasing the controllability of the weapon. It was quicklly adopted by many metropolitan SWAT teams, and was usually equipped with a side-mounted laser sight.

Civilian Rifles

Cro-Magnum 44 - A really low-tech weapon that is marginally practical, it is perhaps what a TL5 person would make if stranded in a TL3 culture, or something the Egyptians might have made, or the Chinese might have thought up had they discovered gunpowder several centuries earlier.
It is a three-shot revolving matchlock rifle made from bronze and wood, firing a 44mm wooden ball at up to 165m/sec. Most of the weapon is made of wood, and even the barrel is partially wood, a carved wooden sheath lined with bronze and with a shrunken leather cover. The action is little more than a smouldering cord on a pivot, and there is no trigger mechanism to speak of. The three cylinders are on a manual pivot, and must be rotated by hand after each shot. The weapon was heavy, the accuracy poor, and all in all, you would be better off with a bow or crossbow. And who is to say someone *didn't* stumble across a design like this, but found that it wasn't as good as the weapons already available, like the bow or sling, and so discarded it?



CroMagnum 44

Variants - Single shot version (muzzle loader), with slightly higher effective energy.
Accessories - First aid kit.
Deployment - Middle East, Orient.

Historical use - "We were enjoined by our Lord Ashur to smite the tribe of sorcerers who lived in the hills and refused to pay tribute, slaying all who would not turn their occult arts to his aid. We attacked with much fear, for they had the power of demons at their command, who hurled fiery coals at us whenever we approached their walls. Many were injured while fleeing from their wrath. But, we found that if you fought them like men, their flaming balls could not penetrate your shield, and soon we were within their walls. Without their servants, they died like all men do, and we burned them and their captive demons, sending them back to the pits from whence they came."

Akkadian site #2, unattributed report, circa 2100BC

Tech note - The name is a slight misnomer, but it sounded good. The weapon fires a 44mm projectile with a muzzle energy of 600J, using 25.7g of powder per shot, with an action efficiency of .24. A wooden (sg1) ball was used to get a reasonable muzzle velocity, but otherwise it is a normal revolver design. The powder and projectiles account for about .2kg of the mass, or about .07kg per shot, if extra ammunition is carried.

Hand cannon - The earliest historical firearms were essentially small cannons mounted on wooden or iron rods. They had no action to speak of, and were ignited by touching a spark or flame to a depressed spot on the top of the barrel that held the priming charge. This in turn sent sparks down the touchhole to the main charge, which fired the actual projectile. Early on, this might have been a steel arrow, but rapidly changed to the more familiar lead ball. These weapons had no sights, and were fired one-handed, with the "stock" either under the arm, over the shoulder,

or rested on a secure surface like a wall or armor. Many had a hook on the muzzle that allowed the user to hook it over a wall to absorb some of the recoil. While firing the weapon was cumbersome, reloading was easier than for more advanced muzzle loaders, since tolerances were not nearly as close, and barrel lengths not nearly as long.

Variants - Some made from a single piece of metal, including stock. Some made from cast bronze instead of iron. Varying degrees of workmanship.
Accessories - None.
Deployment - Usually in defensive positions.

Historical use - Probably considerable, but details are lacking. Probably at Tannenberg (1399) and Vedelspang (1426) in Germany, but such weapons are also mentioned in official records from England, France and Italy during this period.

Tech note - This design is based roughly on the Tannenberg gun, and dates somewhere the late 1300's, since the castle it was found in was destroyed in 1399. The 20mm bore extends approximately half the length of the weapon, the remaining half being of reduced diameter and designed to hold the powder charge (see p.15 illustration). If the powder charge was a relatively safe 50% of maximum (the Vedelspang gun had a burst barrel), it would have had a base energy of a whopping 9,000J, which was reduced by the inefficiency of the action to 4,350J, and this was further reduced by a less than optimum barrel length (22cm instead of 144cm) to about 2500J, for a final DV of 30. The incandescent cloud of burning powder from every firing would have been spectacular, as well as obscuring, and the punch of the 46g ball travelling at 330m/sec would equal the best siege crossbows of the day, and would have punched holes in any body armor of the period. This weapon is suitable for any medevial game where firearms and gunpowder are something new, mysterious, and feared.

Rifle Clementi - Also granted as favors or boons to wealthy patrons of the Church. The Rifle Clementi was much more accurate than the pistol, and actually useful in hunting game, which was its primary purpose. Ammunition supplies were still strictly controlled by authorities, and even the wealthiest households seldom had more than two of the rifles (one for the head of house, one for eldest son).

Sunspot Special - In the **WarpWorld** game, the ability of technology to function reliably is controlled by the gods, who tend to keep things at a manageable level. Their ability is affected by the solar and lunar cycles, and reaches a low point each 11 years. This weapon is common in many armories and inventories as a result. It is a large bore matchlock with a rifled barrel, not spectacular in any way. However, it has an accessory kit which allows it to be converted to a flintlock or percussion action in a minute or so, and it is also breech loading for a better rate of fire.
Tech note - This rifle has a base energy of 4000J, which gives an effective energy of 2400J. This is maintainted, regardless of the ignition system, but the reliability class goes to II at TL6-7.

Flintlock carbine - A lightweight revolving carbine, suitable for scout or light cavalry use. Built with a little more knowledge of firearms design, it doesn't tend to fire multiple chambers at once, and has a normal foregrip. However, it also has a "bracing plate" set right in front of the cylinders. Technically, this provides a rest for accurate aimed shots while prone, but it coincidentally also would deflect any misfires from other cylinders down and away from the front of the weapon (and the shooter's hand).

Ogrilon - A typical ogrish hunting weapon. Firing a medium ball (for ogres, at least), it can also be loaded with birdshot for hunting fowl or small game. Heavy, but fairly accurate, it was pressed into service in early conflicts against invading humans, but was superceded by later military designs. For ogre colonists on Earth, it still remains in use due to its reliability through the changing technological conditions. There is a longer version that uses conical lead bullets (RC4/4, DV54), and these are often family heirlooms. Each generation adds to the engraving on the weapon, adding family history, names and important events. At some point (usually in the third generation), it ceases to be used on a regular basis, and is only brought down from the mantle-piece on special occasions.

Springfield 10 - Actuually the Springfield .40, since the designers used the English rather than metric system. Another revolving flintlock rifle, with similar design features to the previous design. It uses elongated bullets for a better ballistic profile, so despite its low damage and small bullet, they have a reputation for carrying a long way. The cylinder is loaded from the back rather than the front, and is drilled with a larger powder chamber than bore. The bullets are molded with a small flange at the back and dipped in beeswax. This speeds the loading process, as the bullets self-align when dropped in the cylinder, and the soft wax forms a good seal in the front. The rear is sealed by a hinged cover that holds the pan, and which is held in place against back blast by the action. Some hot gases usually escape through the cracks, but the design is such that they seldom ignire other chambers unless the weapon is badly mistreated.

Trade Rifle - A cheaply made rifle for giving to natives who are in awe of firearms, but who shouldn't be given something as reliable or accurate as those weapons the traders carry. Normally based on a given pattern and bought in quantity, the trader will customize the rifles to match the weaknesses of the recipients, adding color, designs or carving to taste. Of course, initial trades will include powder and shot, similarly overpriced. The recipients of the rifles will then trade them to those outside the normal trade routes, and mark them up again. This may occur several times before they reach their ultimate destination.
Tech note - The weapon is bought as having a base energy of 2000J, but with extra barrel length to make it more unwieldy and increase the damage slightly.

Armory 6-10 - A new weapon designed to use reloaded 7.62mm cartridges. The action is based roughly on the Winchester 1894. An important note for users is to always file the tips of your rounds flat before loading. The tubular magazine places the rounds nose-to-tail, and the pointed end of a bullet could set of the primer of the one it touches if the weapon is dropped on end, or even under normal recoil. Variants are available which have magazines of up to 10 rounds (add .1kg to loaded mass).
Tech note - This weapon is not built to handle the energy of normal TL11 rounds, which would have a DV of 52 when fired from the 6-10, after taking barrel length and action inefficiency into account, but which stand a very good chance of ruining the weapon (increase reliability class by 3).

Springfield 12 - Rather than building on the bones of the past, a few firms have developed brand new weapons, hoping to develop a following, and subsequently a constant sale of ammunition. The Springfield 12 is trying to get such a market, and its salespeople are agressively courting military and militia contracts. The weapon fires stubby 12mm rimfire cartridges, which eliminate some of the problems of tubular magazine weapons (the nose of the bullet touches the center of the round in front of it, while the priming compound is at the edge). In addition, a conversion kit is offered to allow use as a single shot percussion weapon or flintlock. A smaller number of ornate models have been produced, and are largely kickbacks to officials who authorize quantity purchase of the weapon. Despite these somewhat unscrupulous sales tactics, it is a reasonable, if slightly complicated and underpowered weapon.
Variants - A "ranch" version with a 10 shot capacity is available for a slightly reduced price, and with a mass .5kg less than the "militia" version.
Tech note - Ammunition masses approximately 42.7g per round, and has a muzzle velocity of 405m/sec from the default barrel length (using 2:1 lead bullets).

Rockshaker - With their size and strength, ogres have never really needed ranged weapons against natural foes, since they have none, and their peaceful clan system made them unnecessary among themselves. However, the influx of humans during the Fourth Epoch gave sufficent impetus to upgrade the ones they already had. Their early Industrial Revolution technology base was more than sufficient, and produced a suitably ogre-sized weapon. Just right for ogre size and bulk, it was more than sufficient to ruin the day of *any* creature vulnerable to weapon fire. It quickly supplanted the Ogrlion in all areas except those out-side the normal trade routes.

Optikonic - Following the discovery of laser light as a side effect of Geissler tube experiments in the late 1800's, there was a short-lived market for "Optikons", as these weapons were known. Restricted to the rich because of their cost and complexity, these low power laser rifles were used in target matches (burning holes in paper targets), in sheet shooting vs. moistened clay pigeons and other pursuits suited to their low power output. The fad only lasted a few years, and most weapons of this type are now collector's items.
Tech note - This is a normal laser rifle with a beam energy of 7.5J, and several capacitor banks to fire it.

Mauser '37 - A high-quality German firearm from years preceding WWII. Chambered for the German 6.5mmx57 cartridge, most specimens were also equipped with a custom Zeiss telescopic sight with graduated reticule to estimate bullet drop of that particular cartridge. A number of these were pressed into service as sniper rifles during WWII, and a special run was made in 1942 for just this purpose. These lack the finely checkered stocks and finish of the civilian models but were just as accurate. While a number were brought home as war trophies by GI's, most were lost, and specimens in good condition fetch a premium price.

Mindhunter - Like the Northstar, a psionically charged laser weapon, in this case a rifle. It has the advantage of a four shot energy bank, which can be fired together or separately to get the desired power output. The charging options may be set for one bank at a time, or all four at once, depeding on the psychic strength of the user, time allowed and the tactical situation. As storage capabilities are enhanced at higher TL's, many Mind-hunters were refitted with either lighter capacitors, or a greater number of stored shots.

Paschem - A tool from a world where creatures of dark legend walk the earth, unknown to all but a few. It is a specialized weapon for "monster hunters". Simple in operation, since it has to be made under cloak of secrecy, but with a lot of thought put into its design objective. Basically, a 2-shot smoothbore longarm, designed to fire blessed, silver-tipped, barbed wooden stakes (poisoned for good measure). The action is long, and the stock is short. The trigger assembly is designed and placed so that it is impossible for the user to shoot themselves anywhere but the foot in case they are mind controlled by evil. For use with teams, a variable frequency IR detector looks for similar IR-emitting ID badges (worn on head, chest and back), and the gun will not fire at such targets either. The sheer tissue damage and pain of being "staked" is usually enough to discourage any corporeal entity, and an adapter allows normal 12ga shotgun shells to be used if necessary (the weapon can safely handle up to 3000J). There are also special HE shells with disorienting flash that can be used against creatures iess vulnerable to normal damage.

Kanstav Zcadc - "Sting of the Ancients". A weapon built in the science temples of the ruined Martian empire. Their fading science and rote learning imperfectly copies many objects from their glorious past. Issued to the Imperial Guard, they have been very effective by all accounts. No examples have been captured to date by Colonial forces.
Tech note - This is a 4mm railgun made with TL10 accelerators and TL13 superconductors. After discharge, the superconductors must be hooked up to some sort of central power bank, making operation outside an urban area difficult.

Weatherby MkX - A forward-thinking version of the elephant rifle, made as a concept piece, or by special order. It uses the standard Weatherby action where possible, but substitutes a lightweight gas-action rotary bolt instead of the manual one, a change necessitated by the bullpup design. This does not decrease mass any, since the overall length is increased to get a longer barrel for higher damage and better accuracy (RC5/4 when braced). Normally it would be used with a telescopic sight, although none is supplied. The hand-finished wooden stock and engraving are of the highest quality, and custom-fitted to the individual shooter.

GyroRifle - An example of a modern weapon built using rocket projectiles instead of conventional ones. It is virtually recoilless, but contains the rocket exhaust gases in the barrel, which results in enough recoil to make it unsuitable for zero-g conditions.
Tech note - This is built as a recoilless rifle rather than a strictly rocket weapon, as it is meant to contain the pressures of the propellant instead of simply venting it all to the rear. Rockets at this size are almost unusable in **3G^3**, and must rely on payload to get any appreciable damage.

Military Rifles

Militia Clementi - These are the weapons issued to the Pope's personal guards, and to the elite forces of Rome. It is slightly longer and more powerful than the Rifle Clementi, with a larger clip. The mass of the weapon was not considered excessive, as most of the soldiers using it were either on stationary guard duty, or mounted. Strict control was kept of all weapons, and loss of one without good reason could ruin a career. Even so, many found their way into the hands of those whose positions were gained by influence rather than competence, and if actually used, would be found to be corroded or powder fouled, decreasing their reliability by a level or more.

Volley rifle - A weapon of about the same vintage as the Calliope, but with a little more quality and care. Like the Calliope, it has a wheelock action, but the barrels are held rigidly in position with overlapping bolts and braces, rather than wire and hose clamps. Usually used from stationary defense positions, their success or failure depended on the nerve of the firer and the tactics of the attackers, since you only got two bursts of fire before the lengthy reloading process. Most locations usually had a number of single shot pieces to discourage individuals, and relied on the presence of the volley rifle to prevent wave attacks.

Daisy Gun - Named for the expanded shape of its ammunition. After the Manchester Massacre of 1933, it was determined that Army troops were no longer to be used in quelling riots, and that police would have to be armed for the task, with more "humane" weapons. The Daisy gun was the result. A 6 shot rifle of 25mm bore, it fired a spring-loaded projectile which opened up after firing into a larger body, less likely to penetrate like a bullet, but still effective at quelling disturbances. Of course, this was the 1930's, so these enlighted, humane projectiles were still made of steel, and simply cracked skulls, arms, legs and ribs instead of killing outright.

Tech note - The DV of this weapon is simply based on the total energy delivered. If it were a real weapon, it would cause mutliple small strikes where the high points of the unfolded round hit. The projectile is bought as sg7, 3:1 l/w, and each round masses 231g.

Taser rifle - A low-tech ranged stunner. This weapon fires a single 10mm dart with a trailing wire out to a range of 30m. If it hits, the barbed tines on the tip will penetrate light cloth, leather or skin and the firer can opt to deliver a series of painful shocks to the victim should they fail to cooperate. To reload, a lever is pressed to sever the trailing wires, the old cartridges are removed, and new ones inserted. Because of the low energies involved, the weapon is made mostly of plastic, with aluminum barrel liners.
Tech note - The rounds are bought as a 1:1 projectile, a small propellant charge, a battery, and an amount of wire based on the volume of 1cc per meter and 10g per meter. The whole thing is packed into a roughly 25mmx250mm removable cartridge (wider at the base) which masses around 400g. The battery is good for 10 seconds before discharge. Ripping the projectile from your flesh usually does double the damage it did when it hit due to the barbs.
Since there is a trailing wire and drag on top of the projectile mass, the DV is based on desired projectile energy. This gave a projectile velocity, and that velocity was applied to the mass of projectile+trailing wire to get the actual muzzle energy. In this case, the projectile has abut 20J, but the projectile+wire has a total of around 200J. If you wish to be technical, the weapon can do slightly more lethal damage at closer ranges, noting that the barbs are designed for a maximum possible penetration of around a centimeter.

M-17B - An advancement of the M-16 concept, caused by excessive failures and abandonment of the M60 LMG project. A pair of M16 receivers, mated at the top, using a pair of 70 round drums and twin barrels. The resulting weapon had an extremely high rate of fire, and was very popular for firebase defense, although as usual, few wanted to carry it in the field. It was plagued by many of the problems of the original M16, but these were fixed as the M-16 was improved, resulting in the M-17B version, which was kept in service until 1997.
Tech note - Built to handle TL11 energy without any increased malfunction chance. It may be fired one barrel at a time for increased endurance, and ammunition may be of mixed types, either in separate drums or combined within the same drum.

Uzi II - The rifle version of the Uzi II SMG, with better damage and range characteristics. Usually equipped with a bipod, which gave a level plane of fire when fired prone with the standard 50 round clip.

KIS-III - The KIS was an extremely limited issue laser weapon for the aborted North Korean invasion of 1976 (alternate history 37.213). It was designed to cause undetectable damage to delicate electronic monitoring devices along the DMZ shortly before hostilities started, and to permamently blind officers, helicopter pilots and other targets of opportunity once the conflict

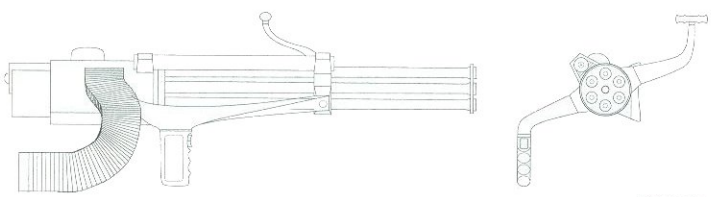
was underway. It was a flashlamp-excited crystal laser, with focusing optics to generate maximum intensity at the range selected. The coup that toppled Kim il Sung prevented these weapons from ever being used, and their existence remained unknown until discovery during an information exchange between North Korea and the United States in 1986.

Tech note - As an experimental weapon, the actual cost per unit would be exceedingly high, rather than the "mass production" price listed here. The mass also includes a TL11 light intensifier sight (1.0kg, 5000Cr). The rifle has one capacitor bank, which is recharged from a removable battery pack.

Predator - In the never-ending search for excessive firepower, the US Army developed the XM-215 "Predator". A special, man-portable version of the XM-214 minigun, it was a 6-barreled gatling gun, electrically powered, and firing the standard NATO 5.56mm rifle round. Its intended purposes was as an area suppression weapon that could be carried into action by one man. Normally, however, it was envisioned that each weapon would have two additional support personnel, each carrying an extra ammunition pack and/or a folding tripod for the weapon in addition to their normal M-16's. None ever made it into production for the Vietnam War, but a number of pre-production prototypes were manufactured, and after testing at Aberdeen Proving Grounds, were warehoused on premises.

During the Blackout of '92, a party or parties unknown stole these crated items, along with the original prototype on display in the Ordnance Museum, as well as taking several other pieces of military hardware, some of which have not been disclosed to the public for security reasons.

Since then, none have surfaced, but two are reported to be in the hands of Middle Eastern forces, and possibly one has been acquired by Cypriot secessionists, although UN peacekeeping forces have no comment on the matter.



Predator

Variants - Version with portable tripod for fixed use, larger ammo cassettes. Normal mass vehicle-mounted versions in both 5.56mm and 7.62mm (M134 Minigun), probably with anti-aircraft sights.

Accessories - Speed loader for ammunition cassette, light intensification scope (classified technology at TL10).

Deployment - Unknown (or classified).

Historical use - None known to date.

Tech note - This weapon is actually possible, as one would infer from the movies. However, *that* weapon was firing blanks. The recoil of 50 live rounds per second might prove a little harder to handle. The actual XM-214 "Six-Pak" weapon this is drawn from is listed as having a recoil force of 45.4kg at its full ROF of 4,000 rounds per minute, that is, like 45kg of constant pressure trying to push you around. For example, take a bathroom scale, put it sideways on a friend's chest, and *push* (an average person will topple long before 50kg is reached). You'll quickly see the effects. Only the strongest of individuals could carry and fire this weapon, and even they would not be able to move while doing so.

The weapon barrels are actually rotated by an electric motor, and it and the small battery pack are included in the accessory mass of the weapon. A laser sight is used to negate the penalties that would normally occur when firing a weapon from the normal low-slung position. The weapon is bought at half the normal mass to make it a bit less cumbersome, but this cannot reduce the raw mass of 1,000 rounds of ammunition, which regardless of how it is carried will still be nearly 9kg (initiative is based solely on the weapon, as the ammo is in a backpack). The only way to reduce this would be to go to disposable aluminum casings, which would shave about 1.8kg from the clip mass. Using AP rounds instead of lead would shave off another 1.4kg.

!Hundu A - After overthrowing their masters several centuries ago, the !Hundu remained a star-faring civilization, although as a slave race, they had been bred to a lack of imagination and initiative. They were able to maintain and rebuild the technology they inherited, but by and large were unable to come up with anything new. Eventually, freed from their yoke, they found another outlet for the violent urges that caused their original slave rebellion. They had a civil war among themselves. A few of the loser's ships escaped the fray, and wound up in Human space, which in 1998 was Earth and not much else. The !Hundu, having a lot of anger and being on the losing end of a fight, decided that this would be a good place to start over, with them in charge. Most work was done by orbital bombardment, but a small number of infantry landings were done. The large !Hundu carried assault weapons suitable for their multiton bulk, and were armored to match, making them very difficult to suppress using standard infantry rifles. A number of areas are under permanent !Hundu control, and their technology is advanced enough that the missile strikes attempted have so far failed, and retaliation against human population centers with small asteroids has made further nuclear strike attempts unlikely. A few captured weapons have made their way to military intelligence, of which the following is a typical example.

Tech note - A *very* large assault rifle with a 100 round drum. It is not fireable by humans except as a desperation measure. The normal rounds fired are armor piercing, with a plastic coating to prevent excess barrel wear. The rifles are normally equipped with a combination telescopic/low-light sight designed for !Hundu physiology (at a cost of 500Cr), and parts of the stock contain a number of basic infantry tools.

Shotguns

Guardsman - Nominally a 12ga shotgun made in a post-Ruin world, its only commonality is the bore size. In all other respects it is a normal flintlock shotgun. The stock is a little shorter than normal, and it is handy to use and easy to carry. Most town militias will have these, usually loaded with buckshot. They do a good job of encouraging peace, and usually aren't lethal except at really close range.

Dorcbuster - A somewhat more aggressive weapon from the same period, made to use reloaded ammunition. It can load and fire the faster burning nitrocellulose propellants, but it is not built to handle the load. Only birdshot and low power pre-Ruin rounds are safe to use in it.

Tech note - This means that its reliability figure and damage represent the design TL, although you could use higher TL ammunition if you wanted to risk blowing the weapon up. Normal TL11-12 birdshot uses a lower powder charge than buckshot or slugs, and would be safer to use.

Autoriot 10 - A variation on an existing weapon. After the Riots of '68, police forces began looking for a larger, more intimidating weapon to man barricades and roadblocks with. The Autoriot 10 was one of the weapons adopted in large numbers. A gas-operated semiauto, it fired up to ten 10ga Magnum shells as fast as you could pull the trigger (9 in the tubular magazine, +1 in the chamber). Normally, it would be loaded with slugs or buckshot, but could also fire barricade-penetrating tear gas slugs or plastic baton rounds. Its long barrel made it cumbersome to use in close quarters, so riot police issued them tended to use them well before any crowds got close, usually firing about the time malcontents got within stone-throwing range. Because of this, they got a very bad reputation, and after a few years, most police forces sold off their inventories to Mexico, which used them quite successfully in the same role for a number of years.

Tech note - The barrel on this weapon is much longer than necessary for maximum energy, and much of the reason is that the tubular magazine beneath the barrel can't extend past the end of the barrel. You can drop 2.70kg from the mass if you reduce the clip capacity to 5 rounds, and this will not affect the accuracy or damage of the weapon (but it will change the initiative to -1).

The tear gas round has a lethal DV of 8, which is sufficient to penetrate windshields, doors, plywood or other light structural materials, and will fill the area immediately past the obstacle with liquid irritant. It can cause lethal injuires if it strikes a person directly because of tear gas being injected directly into the wound. The baton round is particularly nasty, since this is an alternate history weapon, and these were loaded at full power, not reduced loads to just discourage someone. The damage should be treated as either non-lethal or a combination of lethal and non-lethal.

Firestarter - For infiltration missions, the M17B was considered too heavy, especially by SEAL's, who wanted to move fast and light. The full-auto version of the Remington 870 was popular in some quarters, but ran empty too quick, and didn't provide any psychological edge. As a limited run weapon, a number of Autoriot 10's were modified for clip feed, and used special ammunition for night operations. A payload of white phosphorous, magnesium, sodium (and doubtless other esoteric compounds) turned the weapon into a short range flamethrower. It did not do a very good job of killing quickly, but it did light up the combat zone in a spectacular way, and anyone touched by the fragments usually had other things on their mind besides shooting back. To prevent use elsewhere, the rounds had a square cross-section and off-center ring primer, and were sized to fit no other weapon. It is worth noting that no soldier using one of these was ever captured, as they were usually executed on the spot as a deterrent to others.

Tech note - Built as a standard 10ga shotgun (2500J at TL10), with maximum extra energy from barrel length, but the special effects of the pyrotechnic payload will be defined by the particular game system in a way difficult for **3G³** to translate. The practical effect is to fill a long, narrow cone with incandescent fragments, some of which will burn for several seconds with the DV listed for the round. This would be a flame attack of some type that would tend to cling to whatever it struck.

Rounds of a similar type are actually marketed in the US as "dragon's breath", for 12ga shotguns, with a price of $6-9 each, depending on quantity.

Duplex 12 - A weapon aimed mostly at the US paramilitary market, marketed by a small firm for a few years in the early 1980's, before running afoul of "assault weapon" hysteria and being forced to close its doors. It was a long-barreled semi-auto shotgun with a pair of tubular magazines under the barrel. The gun could be set to fire from one side or the other, or alternate between the two, giving a fast way to choose between penetrating slugs or the spread of buckshot. It had a folding stock, allowing it to be fired from the hip more readily, and sight rails for mounting a telescopic sight, laser sight or flashlight. It had no sporting use, as the action would not cycle from the light recoil of birdshot, and was not practical for long-range hunting.

Machine Guns

Puckle cannon - A variant of the original, crude Puckle gun, which was nothing more than a very large, manually rotated revolver on a tripod. The Puckle cannon is a later version of this concept, with a few modifications. The large, heavy, removable "clip" remains, but is rotated by a hand crank so that each chamber faces the barrel in turn. These are ignited by a lantern and bellows which blows flame into the touchhole of the chamber as it is aligned. Despite the crude appearance, it functions well in poor weather since the lantern is shielded from rain and wind. Normally, it is only loaded with 29 shots, so that the flame rests on an empty barrel, which is usually marked with a spash of paint for safety in reloading. While it can be fired by one person, it has a normal crew of 3, with a horse and wagon for transport.

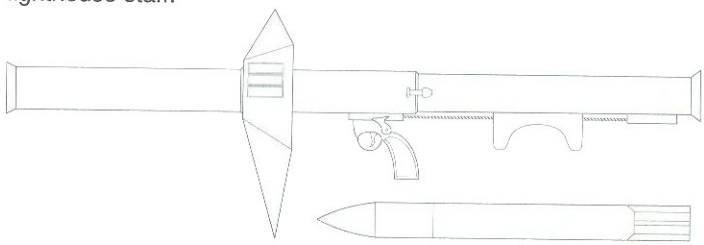
Tech note - Bought like the Zoetrope and other autofire revolvers.

Maxim-Gatling 1899 - A cooperative venture between these early machine-gun makers, it is a recoil-operated Gatling gun. Normally, the barrels are rotated by a spring mechanism, which is wound when the weapon is readied for fire. After this, the recoil of each shell rewinds the spring as much as it is unwound by cycling the action. In the case of one or several dud rounds, the spring takes up the slack and powers the action by itself. A tensioner on the spring allows the rate of fire to be varied continuously from minimum to maximum, depending on the situation. The recoil part of the action also engages a feed pawl inside each magazine to insure proper ammunition movement.
Tech note - This weapon fires the 7.9x57 Mauser cartridge, which had an original military load of approximately 3,900J. It is an ordinary 7-barrel rotary machine gun, and follows normal design rules.

Gyroripper - Another rocket-propelled slugthrower, possibly for use in outer space, or by a culture which developed rockets instead of conventional guns, or one where metals are at a premium and rocket weapons use less than other types of ranged weapon. This weapon vents exhaust gases to the sides and rear, so it is truly recoilless, but may be annoying to anyone standing right next to the user.
Tech note - Uses the same general type of ammunition as the GyroRifle, but has a 5:1 l/w ratio, for more propellant, and room for a small shaped charge or HE payload. The propellant burn rate gives a very high thrust to get the projectile clear of the weapon (treat as recoilless rifle), with secondary thrust after it clears the muzzle. The exhaust gases are vented to the rear with a DV of 11.

Hale Launcher, Portable, Field - The man-portable Hale rocket launcher was a moderately successful effort by British forces to provide artillery support in remote, mountainous regions where ordinary artillery would be out of the question. It broke down into three sections for transport, two of which were the barrel, and the other of which was the portable blast shield to protect the user. Together, they had a combined mass of approximately 13 kilograms, and the designated bearer was also expected to carry a rocket as well, for another 12kg. Naturally, a field unit would consist of several men, each carrying two or three rockets, and a spotting officer, who would use a special rifle to gauge the trajectory of the weapon, thereby wasting few if any rockets in acquiring the target.
While it did not have the wall-shaking ability of conventional artillery, it would easily blow a small building to flinders, and proved to extremely demoralizing to opponents who felt secure in their mountain strongholds, or never expected a barrage of explosive shells from remote, inaccessible locations. Indeed, just the simple flash and report of the observer's spotting rounds was sometimes enough to cause poorly motivated foes to abandon a position. The Hale launcher fell into disfavor in 1896 with the introduction of the Mountain Howitzer, M1896, which while heavier overall, was able to deliver more firepower for a longer period of time for the same portage load.

Variants - After removal from service, some units were converted into linethrowing rockets, for use by naval rescue teams and lighthouse staff.



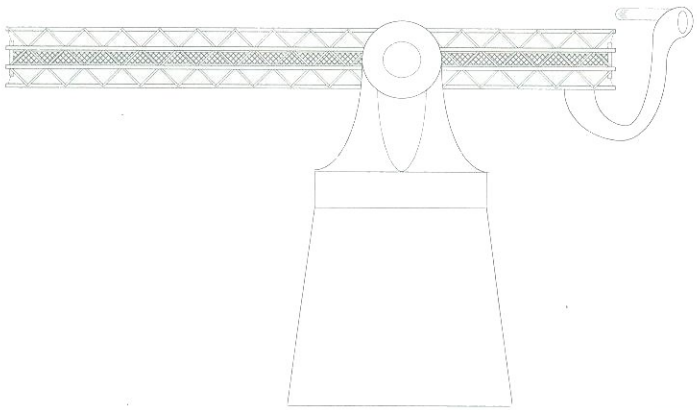
Hale Launcher, Portable (with rocket)

Accessories - Replacement isinglass windows for blast shield, special spotting rifle and rounds.
Deployment - British colonial forces, India and elsewhere.
Historical use - See "The Taking of Elysium Mons", by Rudyard Kipling.

Tech note - This weapon would only have filled a small temporal niche until portable artillery became common (i.e. mortars). However, it would have been a creative use of an existing technology, and stranger things have been tried.
The basic projectile is an 80mm 10:1 rocket, with a useful volume of about 2,900cc, of which 2,000cc is propellant. This gives an effective muzzle energy of about 43,200J, for an adjusted muzzle velocity of 240m/sec (remember the efficiency of this action at TL8 is only .96). The remainder of the rocket is a 900cc warhead, with an explosion DV of 157. The backblast from the rocket has a DV of 22, and standing clear of the weapon is strongly recommended. The large fraction of volume used for propellant is the reason for the relatively low reliability of the weapon. If for some reason the warhead fails to go off, the actual projectile has a DV of 62. The individual rockets mass 11.7kg each, and cost about 12Cr. Remember that the weapon mass listed is the *loaded* mass. If you say that the rockets are sg1 instead of sg3 (reasonable), they would be 1/3 the mass, so adjust total weapon mass accordingly.

Martian Heat Beam - *Relguik ertoq*, or "the finger of God", is what this weapon is called among the Martian priests who use these weapons to defend their mountain retreats. A leftover from a more advanced time, before their planet lost much of its water and civilization, all that remains is the rote knowledge of manufacture, passed down as holy ritual from generation to generation. Earth explorers to first encounter hit felt it deserved the name it was given, for it struck like a silent, invisible bolt from the heavens. Fortunately, the priests allow no outsiders to operate the weapon, even among their own people. That, and the rites of preparation are long and complex, since the weapon consumes prodigious amounts of electrical power, which must be stored in crude batteries hidden in deep caverns beneath their temples of worship. Normally, they harness the energy of the wind to charge these batteries, but some claim they can also tap the power of the Sun directly, and turn it into a searing blast of heat to scorch their enemies.

Only one example of the *Relguik ertoq* has been acquired by Terran explorers, from the ruins of a monastery on the craggy slopes of Ascraeus Mons. It showed evidence of deliberate destruction, and was badly eroded by wind and weather. Analysis by Lord Kelvin of the Royal Society has proven fruitless so far, although consultations are continuing with Professors Ramsay and Travers, who have been performing work which may be of relevance in the investigation.



Relguik ertoq

Variants - None known, although reports indicate the weapon can fire a less lethal ray on a continuous basis.
Accessories - None known.
Deployment - Martian highland monasteries.
Historical use - See "The Taking of Elysium Mons", by Rudyard Kipling.

Tech note - This is the lowest tech laser you can design in the system, and naturally, it isn't very efficient. However, it is still a laser and has the advantages of one, and the low-power continuous beam setting can make it a really obnoxious weapon if you have a power supply for it.
The basic weapon is a 10,000J pulse laser, with 100J continuous beam capability. It requires an input power of 200,000J per shot, which in turn needs 4,000,000J of battery power. At TL8, this translates to 500kg of capacitors and 40kg of batteries. The length of the laser is normally over 3m, but in this case was folded once to make it more manageable.
At this TL, solar panels can provide 10,000J of charging power per $100m^2$, which could recharge one shot (or second of continuous beam) per 20 seconds. If attached to a conventional generator with 50% efficiency, it would draw all the power you could produce with a 250hp engine to fire one shot a second.

Panzerschreck 2 - A late WWII variant of the Panzerschreck, with simple wire guidance. Once fired, the user needed to maintain a visual lock on the intended target, and guided the rocket by watching it and making course corrections via the spool of fine wire that trailed from the back. It was very effective for its day, since the target needed to spot the attack and then bring a machine gun to bear on the user to stop it. This usually took more time that the speed of the weapon would permit, as it traveled at 160m/sec, reaching maximum range in slightly more than 3 seconds, and reaching maximum velocity about 50 meters after firing. Normally, this weapon would be carried in a modified Kubelwagen, but it could beassigned to special squads. Two men would carry the disassembled control unit, two others would carry one missile each, and the remaining two would carry defensive weaponry and cover for the others.
Tech note - Backblast for this particular weapon has a DV of 26, and due to the sheer size of the round, even ones that fail to detonate have an impact DV of 155. The cost shown is just the launch unit plus one round, extra rounds cost 110Cr each (use dud DV, apply all round type modifers (rocket, HE, HEAT), then x3 for the first +2 of guidance, x2 for the additional +1, and x.3 for the projectile part of a user-guided weapon).

Vengeance Weapon 9 - A laser weapon developed by Germany and used during the air war against Britain during WWII. A large pulse laser, it was mounted in the body of a Heinkel bomber, and most of the bomb bay was taken up by the pair of supercharged 600hp petrol engines and two large capacitor banks (1250kg each) needed to energize the laser. Each bank took 22 seconds to recharge, but both could be discharged in quick succession if necessary. Aiming was done through the bombardier's station, via a water-cooled gold mirror and filtered optics for the user (stray target reflections caused blindness in early tests). The V9-equipped bomber would stay back from the main attack, and make precision hits against incoming fighters, which could not return fire due to the range. Eventually, special planes were developed solely to shoot down the V9, as its regular defenses were very poor. These planes would engage the V9, while the normal fighters did their work among the conventional bombers. After being pulled from service on that front, the remaining V9's were moved to the African theatre, where the clear weather proved optimum for its use as an airborne anti-tank platform against the thin top armor of Allied tanks. Again, counter-measures were quickly developed, and the few surviving planes were converted to mundane bombing use by the end of the war. No examples remain, although a reconstruction is on display at the Smithsonian Air and Space Museum.
Tech note - The charging rate from the engines is treated as though their efficiency was the same as charging from a battery, that is, each 100J of raw fuel is turned into 10J of energy for the capacitors. Engine mass is not included in the mass given, nor capacitors in the overall length.

M97 Avenger - A direct fire naval weapon adopted during the Korean War, mainly for shore bombardement. A 3-barrel 75mm rotary cannon, it was almost always used with HE shells. It would lay down a swath of destruction and was especially useful against urban targets and small craft too maneuverable for the main guns. Most cruisers and larger vessels were retrofitted with a pair of the M97's, and destroyers usually had the main gun replaced with one of these units. They were upgraded with radar tracking in the 1960's, and proximity-fuzed shells could be selected by a magazine switch to engage airborne targets.
Tech note - Apply any fire control bonus applicable for the TL of the controlling vessel. This should be at least a +8.

MIRACL - **M**ultispectrum **I**nfra**R**ed **A**irspace **C**learance **L**aser. An experimental SDI project upgraded to operational status due to the successful hard-line Soviet coup and subsequent renewal of the Cold War. The design is a continuous beam free-electron laser which can be varied in frequency for optimum atmospheric penetration (automatically selected by the fire-control computer). Fine aim and focus of the high-intensity beam is done by a variable geometry parabolic mirror, and coarse aim by a conventional gimbal mount. The entire system is mounted on a pair of modified M2 IFV chassis, as used in the MLRS system, with a pair of 7000hp turbines on the second mover providing power and coolant flow through the weapon.

Tech note - The MIRACL name is already taken by a real-life experimental laser weapon, but this one is based somewhat on its appearance and designed use. However, at the moment, our efficiencies with free-electron lasers are an order of magnitude less than those with other laser technologies. The base cost of the guidance system is figured like the base cost of a bullet for an equivalent DV. In this case, since the DV is only 124, the cost defaults to the 2Cr minimum for a guided weapon system. Initiative is based on the moving mass of the system (weapon and one quarter of the guidance system).

Tall Dish - Is the US designation for the experimental particle beam anti-missile system deployed on the nuclear-powered Russian carriers. It has its own radar tracking system and light armor (AV50), and can be set to engage automatically based on a number of target profiles (size, speed, vector, etc.). While it is not especially powerful against aircraft, it is an excellent anti-missile system due to the effect of the particle beam on guidance electronics and its near-lightspeed time to target.

Tech note - Normally, particle beams are limited to TL12 and up. Since this one is attached to a platform with basically unlimited carrying capacity and power supply, the parts of the weapon for charging the energy banks are ignored, and the stats for the weapon and guidance bonus are given (assume an efficiency of 5%). The actual weapon has an AV of 10, and the mass listed reflects the actual weapon and 10 storage banks, not its armored housing. The intiative is based solely on weapon mass and tracking array.

ADDIF - A Swiss weapon for infantry use against light armor, bunkers or helicopters. It is a clip-fed recoilless rifle firing low-caliber HEAT rounds. These are unguided, but a sophisticated low-light sight, laser rangefinder and fire control computer aids the user by calculating optimum aim point for any given range. This provided full bonus out to 335m against all targets, and reduced amounts beyond it on moving ones (stationary targets are always at full bonus). Untested in combat, critics complain that the weapon does not do enough damage, and that the flexibility desired simply makes it inadequate for *all* of the tasks it tries to accomplish.

Tech note - The HEAT warhead has the same explosion DV as the normal round, but is cheaper. The backblast has a base DV of 14 (base energy of weapon is 50kJ). Weapon cost without sensor is 735Cr, and the sensor+other cost is 4000Cr. The sensor/sight is quickly detachable from the weapon, and masses 2.0kg.

Other

Martyr's Cross - This is a TL5 version of "grenade on a stick". Rather than a firearm, it is simply a large fragmentation charge on a pike, with a wooden shield to protect the user (somewhat). It is a 120mm sphere (905cc), packed with TL5 black powder (680cc), and covered with 600 8mm fragments. The majority of the weapon mass is the pole and shield (which has an AV of 13). The blast effect has a DV of 107, and each fragment has a DV of 27. The normal effect of using the weapon is that the user (hopefully armored) is knocked for a loop, deafened and pepered with debris (if not blinded), and that everyone within 4m of the front is crippled or killed. While not a real weapon, one can well imagine its use in a low-tech or fantasy campaign, especially in the hands of fanatics or those who are told it guarantees them a place in the afterlife. The normal use would be as a siege weapon, the defenders using it to clear the walls, and attackers using it to clear out defenders once a breach is made.

Tech note - Varying densities are used in the warhead mass (fragments, explosives, etc.) to get the overall mass, to which the mass of a spear (2.00kg) was added, and a new initiative calculated. Cost is just for the warhead, as any old weapon haft will do for the rest (at negligible cost). AV is based on the shield, and the BP on the combination of a spear and the one location of the bomb.

Torquemada's Torch - The Church being awfully fond of fire as a cleansing tool, those heretics who dared meet the forces of Law in open battle often faced these crude flamethrowers. Using a hammered steel air reservoir and a long barrel, it fired large flaming glops of naptha and tar into attacking infantry or cavalry, usually with desired effect. The smoking presence of one of these in an enemy line was usually enough to discourage opponents from closing, so the commanding officer's guard usually had at least one.

Tech note - Rather than a constant stream, this weapon shoots a barrel full of glop per shot, which splatters all around the target area. For design purposes, this gives an idea of muzzle velocity, range, etc. The damage RC is subjectively based on the spread with distance of the flaming material.

Stonefire - Found in archaeological digs around the old city wall of Jerusalem, dated to approximately 70AD, possibily coinciding with the Roman destruction of the area. It is a pair of fired and glazed ceramic vessels, one inside the other, with the volume between the two filled with gravel. The center portion is presumed to have held an explosive mixture, which would be ignited by a crude fuze. It originally came in a cloth bag, which may have been adorned with either holy symbols or insults to one's enemies, depending on personal preference. This served to contain the gravel fragments in the likely event the outer shell fractured on impact with a hard surface.

Tech note - Built like any other TL3 grenade, but with a body and filling at sg2 to reflect the large amount of clay and stone content. The blast has a DV of 63, and there are abut 150 fragments, each 10mm in diameter, with a DV of 28 each. A dud result means the fuze goes out. A jam means it breaks open and sputters out, and a critical means it goes off instantly when lit.

Beggar's Box - A typical weapon placed on roads and paths in the north of England during the numerous Scots rebellions, to slow and harass English movements. Less complicated than a gun, it was a cheap coiled spring, wound to tension, with a piece of flint next to it. When the box it was in got stepped on, the spring quickly unwound, striking sparks off the flint, igniting the charge of black powder beneath it. The poor soldier who stepped on it would often lose his foot, and go home a beggar. Other versions simply had a long piece of roughened steel that the flint struck when it was stepped on, but these were not as reliable. Quality varied from one area to the next, but most were dipped in tallow to provide some degree of water resistance.

Tech note - A TL5 antipersonnel mine, filled with around 200g of black powder. There is no deliberate fragmentation effect, although the metal parts would undoubtedly cause some extra trauma and the person stepping on it would have a ragged wound filled with dirt and splinters.

Big Bertha - The Pacific Theatre in WWII posed many problems that required new solutions. Among them were the newer models of Japanese tanks designed to handle the rougher jungle terrain, and the large number of pillboxes and other fortified positions, which were often taken only after sustaining heavy casualties. The M93 Multipurpose Grenade, also known as "Big Bertha", was one of the solutions. About the size of a small melon, it was both an HE grenade and anti-tank grenade. Its two halves were held together by powerful magnets, and a streamer could be attached to give it aerodynamic stability, or it could be laid face up on the ground to act as a mine. With the halves together, it was a moderate sized explosive charge, capable of blowing holes in earth or log bunkers, and could be thrown some distance by baseball-trained American soldiers.

Tech note - Each grenade can either be two anti-tank grenades/ mines with the penetration shown (and a blast DV of 95), or as a single HE grenade with a DV of 135.

Cartridge Interchangeability

For real-world guns, there are a number of calibers similar enough that weapons which fire one cartridge can also fire the other. This is not always a two-way street, however. A weapon designed for a powerful cartridge might be able to fire a similarly shaped cartridge of lesser power, but doing the reverse could prove disastrous (reliability gets at least 3 levels worse). The following table covers most interchangeable calibers. For the table below, a mark of <> signifies that the rounds are compatible both ways (and may just be the same cartridge made under a different name), a > signifies that you can use the round on the left in a weapon chambered for the one on the right, but not vice versa (it only fits one way), and a <>> means that both the rounds will fit in either gun, but it is only safe to do so from left to right.

Example - The designation .38 Auto <>> .38 Super means that while you can fire .38 Super cartridges in a .38 Auto weapon, it is not safe to do so. It is, however, safe to fire .38 Auto cartridges in a weapon chambered for .38 Super.

Here's a summary of popular cartridges that interchange well (check with the manufacturer before trying any of these in a real weapon!):

.22 Short <> .22 Long <> .22 Long Rifle > .22 Magnum
.25-20 Remington <> .25-20 Winchester <> .25-20 Marlin
6mm Remington <> .244 Remington
.25 Auto <> .25ACP <> 6.35mm ACP <> 6.35mm Browning
7mm Remington Express <> .280 Remington
.30-30 Winchester <> .30-30 Savage <> .30-30 Marlin
.32 Auto <> .32 ACP <> 7.65mm Auto <> 7.65mm Browning
.32 Short Colt <>> .32 Long Colt
.32 Smith & Wesson <>> .32 Smith & Wesson Long
.32 Smith & Wesson Long <> .32 Colt Police Positive
.32 Winchester <> .32-20 Winchester High Speed
.32-20 Colt LMR <> .32-20 Winchester
.38 Smith & Wesson <> .38 Colt New Police <> .380 Webley
.38 Colt Spec. <> .38 Smith & Wesson Spec. <> .38-44 Spec.
.38 Short Colt <>> .38 Long Colt <> .38 Colt Special
.38 Remington <> .38-40 Winchester
.38 Auto <>> .38 Super
.38 Special <>> .357 Magnum <>> .357 Maximum
.380 Auto <> 9mm Short <> 9mm Kurz
9mm Luger <> 9mm Parabellum
.44 Smith & Wesson Spec. <>> .44 Remington Mag.
.44 Marlin <> .44 Winchester <> .44-40 Winchester
.44 Spec. <>> .44 Magnum <>> .445 Super Magnum
.45 Long Colt <>> .454 Casull
.45-70 Government <> .45-70 Marlin <> .45-70 Winchester

Terra Incognita - This section has not much to do with reality in *general*, but a fair amount with reality in *particular*. That is, we have taken a number of firearms from different games, and converted them into **3G³** terms. The main reason is so you can see how they compare with all the other designs from other systems. This is not a particularly representative list. We've tried to use weapons with "personality", catchy names or a given "feel". If one game system has a larger number of examples given, then that is because that system met these criteria more than some other one which might have listed "generic" weapons.

Damage values are reverse engineered to fit the *middle* of a given range. In odd cases, special ammo like AP or discarding sabot was used. Then, we tried to figure out all the other weapon stats that were not given. For instance, a weapon has a damage and total mass, but not the mass of a clip. So, we tried to figure out the mass per round from the DV, and judged clip mass from there. If this was impossible, the space has been left blank. Cost is based on original system, not a reverse-engineered **3G³** cost.

AKR-20 - **Cyberpunk 2020** weapon. A lightweight assault rifle. Looks almost exactly like the Enfield L85A1, but with the stopping power of 7.62mm instead of a 5.56mm.

Arasaka Assault 12 - **Cyberpunk 2020** weapon. A 12ga bullpup autoshotgun with a 20 round drum. Average reliability, but not particularly accurate.

Arasaka Minami 10 - **Cyberpunk 2020** weapon. A common submachine gun design, with capabilities similar to the Bushman IDW, except in 10mm instead of 9mm.

Armalite 44 - **Cyberpunk 2020** weapon. Average quality monster pistol. Does lots of damage, and is comparable to the .50AE Desert Eagle using +P ammunition, but is less reliable.

Armalite AR-12 - **Twilight:2000** weapon. A clip-fed 12ga autofire shotgun. Not too controllable in autofire mode, but fairly accurate. Comparable to a lighter version of the USAS-12.

Barrett-Arasaka - **Cyberpunk 2020** weapon. A man-portable 20mm cannon, often used for taking out serious cyborg problems. Reliable, with a long useful range. The closest equivalent is the Steyr AMR 5075, but substantially lighter.

BudgetArms Auto 3 - **Cyberpunk 2020** weapon. A heavy but unreliable pistol, like a very cheap copy of the .41 Magnum Desert Eagle.

BudgetArms C-13 - **Cyberpunk 2020** weapon. A cheap street weapon, comparable to a modern .22 autopistol, but with worse reliability.

Chunyokai 13mm - **Torg** weapon from the Nippon Tech cosm. Small clip, high damage, comparable to a boosted Desert Eagle.

Colt Krait - **Twilight:2000** weapon. A high-capacity single action semi-auto chambered for 10mm ACP.

Colt Model 2000 - **Cyberpunk 2020** weapon. High quality monster pistol. Is comparable to a +P version of the .50AE Desert Eagle.

Cybermag 15 - **Cyberpunk 2020** weapon. A bit more powerful than the C-13, but cheaper and even more unreliable. Comparable to the Grendel P-12, but with much lower quality.

Federated Assault II - **Cyberpunk 2020** weapon. A light submachine gun, comparable to the Vz-61 Skorpion, with a larger clip and slightly more accurate.

Federated X-22 - **Cyberpunk 2020** weapon. Average quality, mediocre damage. Comparable to the Grendel P-12, but with greater accuracy, and available in your choice of colors.

Federated X-9mm - **Cyberpunk 2020** weapon. Somewhere in quality between the Miltech Avenger and the Streetmaster. Comparable to the Tokarev TT-33.

FN-RAL - **Cyberpunk 2020** weapon. A heavy battle rifle, used by many military forces. Does damage equivalent to a TL11 12.7mm machine gun round.

H&K MP-2013 - **Cyberpunk 2020** weapon. Almost identical in concept to the H&K MP5/10, but with a built-in silencer (which would presumably be the MP5S1/10).

H&K MP7 - **Twilight:2000** weapon. Basically, a variant of the MP5K series weapon, firing the 10mm instead of the 9mm round. May or may not have a fixed or folding stock.

H&K MP9 - **Cyberpunk 2020** weapon. Comparable to the H&K MP5 series, but with more plastics and composites in its construction.

H&K MPK-11 - **Cyberpunk 2020** weapon. Heavy submachine gun, much like a MP5 series weapon firing the .50AE round. Like the MP5 series, available in a variety of configurations.

Ingram MAC 14 - **Cyberpunk 2020** weapon. Heavy submachine gun, comparable to a Calico M-950A firing the .50AE round.

Kalashnikov A-80 - **Cyberpunk 2020** weapon. A heavy battle rifle, used by many military forces. Does equivalent damage to a TL11 12.7mm machine gun round. A little less reliable than the FN-RAL.

Militech Ronin - **Cyberpunk 2020** weapon. A lightweight assault rifle. Looks similar to the Enfield L85A1, but with the stopping power of 7.62mm instead of a 5.56mm.

Militech RPG-A - **Cyberpunk 2020** weapon. A shoulder-fired unguided anti-tank rocket. Not very accurate, but reliable. Similar to an RPG-7.

Militech Avenger - **Cyberpunk 2020** weapon. Good quality, medium damage, comparable to the Heckler & Koch P9S.

SC Kyogo 144 - Torg weapon. A submachine gun from the Nippon Tech cosm, comparable to the Spectre.

SC Kyogo T11 - Torg weapon. An autorifle from the Nippon Tech cosm. Similar to many current assault rifles, but with a much larger clip. The nearest comparison would be an M-16 with the C-Mag 100 round drum.

Scorpion 16 - Cyberpunk 2020 weapon. A shoulder-fired anti-aircraft missile, similar to the Stinger, but more advanced.

Sternmeyer Stakeout 10 - Cyberpunk 2020 weapon. A 12ga semi-auto shotgun. Average reliability, not very accurate, used by a lot of police departments.

Sternmeyer SMG 21 - Cyberpunk 2020 weapon. An average submachine gun design, not partiuclarly accurate, but quite reliable. Roughly equal to, but slightly more powerful than the MP5K series.

Sternmeyer Type 35 - Cyberpunk 2020 weapon. Reliable heavy pistol, very similar in capability to the .41 Magnum Desert Eagle.

Streetmaster - Cyberpunk 2020 weapon. Low quality, over-priced, and gets it better than average damage by skirting dangerously close to the rupture limits of the barrel and receiver. Comparable to a .357 Magnum Desert Eagle, but far too likely to blow up in your hand.

Uzi Miniauto 9 - Cyberpunk 2020 weapon. An average TL12 submachinegun design, similar in capability to the Calico M-950A with a smaller clip.

XM22 AIW - Twilight:2000 weapon. An experimental rifle for the **Dark Conspiracy** game, firing 18mm caseless rounds. Still in the field testing stage, few examples are public hands. It has the stopping power of an elephant rifle, like an autofire version of the Weatherby Mk. V.

XM26 APW - Twilight:2000 weapon. An experimental pistol for the **Dark Conspiracy** game, firing 12.5mm caseless rounds. Still in the field testing stage, few examples are public hands. The closest comparable weapon with these stats would be an AR-15 rifle cut down to pistol size.

XM7 Storm Gun - Twilight:2000 weapon. A shoulder-fired 20mm cannon. Similar to the Barrett-Arasaka, or an upgraded Barrett Light .50. Equipped with a special laser sight and goggle to aid accurate fire from a body harness rather than the shoulder.

Terra Incognita

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
1	AKR-20	5.56mm	5/3	62	-1	-1	RIFL	RUS	4.70	S/6	12	500	30	AT/C	15	2	M	.35	9	12	III
2	Arasaka Assault 12	12ga	2/3	15x17	+0	-1	RIFL	JAP	6.30	S/6	12	900	20	AB/C	5	2	M	1.20	10	12	III
3	Arasaka Minami 10	10mm	4/3	24	+0	+1	RIFL	JAP	2.10	S/3	12	500	40	AT/C	10	1	M	.60	7	6	I
4	Armalite 44	12mm	2/4	45	+1	+1	PIST	USA	2.40	S/3	12	450	8	SA/C	4	1	-	.20	9	6	III
5	AR-12(12mm DS)	12ga	4/4	50	+2	+0	RIFL	USA	4.00	S/5	12	1200	12	AT/C	10	2	M	1.20	9	10	II
6	Barrett-Araska	20mm	5/4	106	+0	-3	RIFL	USA	16.0	S/6	12	2000	10	SA/C	2	2	M	1.80	13	12	I
7	BudgetArms Auto 3	11mm	2/4	27	+0	+2	PIST	USA	1.35	S/2	12	350	8	SA/C	4	1	-	.20	7	4	V
8	BudgetArms C-13	5mm	2/2	11	+0	+4	PIST	USA	.30	VS/1	12	75	8	SA/C	4	1	-	.10	5	2	III
9	Chunyokai 13mm	13mm	2/4	48	+1	+0	PIST	JAP	3.60	S/3	13	1000	9	SA/C	4	1	-	.30	8	5	I
10	Colt Krait	10mm	2/3	22	+2	+2	PIST	USA	1.40	S/2	12	400	14	SA/C	4	1	-	.25	7	4	I
11	Colt Model 2000	12mm	2/4	45	+1	+1	PIST	USA	2.70	S/3	12	500	8	SA/C	4	1	-	.20	9	6	I
12	Cybermag 15	6mm	2/2	13	+0	+4	PIST	HKG	.40	VS/1	12	50	10	SA/C	4	1	-	.10	5	2	V
13	Federated Assault II	6mm	3/2	13	+1	+2	RIFL	USA	1.00	S/2	12	400	50	AT/C	12	2	M	.40	5	4	III
14	Federated X-22	6mm	2/2	13	+1	+4	PIST	USA	.50	S/1	12	150	10	SA/C	4	1	-	.10	5	2	III
15	Federated X-9mm	9mm	2/3	19	+1	+2	PIST	USA	.90	S/2	12	300	12	SA/C	4	1	-	.20	7	2	III
16	FN-RAL(3.5mm DS)	7.62mm	5/4	120	-1	-1	RIFL	BEL	6.80	S/6	12	600	30	AT/C	15	2	M	.75	10	12	I
17	H&K MP-2013	10mm	3/3	24	+1	+1	RIFL	GER	1.70	S/2	12	450	35	AB/C	16	2	M	.60	7	6	III
18	H&K MP-7	10mm	3/3	22	+2	+1	RIFL	GER	3.00	S/3	12	750	30	AB/C	10	2	M	.50	7	6	I
19	H&K MPK9	9mm	4/3	19	+1	+1	RIFL	GER	1.90	S/3	12	520	35	AB/C	12	2	M	.50	7	6	III
20	H&K MPK-11	12mm	4/4	45	+0	+0	RIFL	GER	4.50	S/4	12	700	30	AB/C	10	2	M	.55	9	8	III
21	Ingram M-14	12mm	4/4	41	-2	+1	RIFL	USA	3.10	S/3	12	650	20	AB/C	5	2	M	.35	9	6	III
22	Kal.A-80(3.5mm DS)	7.62mm	5/4	120	-1	-1	RIFL	RUS	6.10	S/6	12	550	35	AT/C	12	2	M	.90	10	12	III
23	Militech Ronin	5.56mm	5/3	62	+1	-1	RIFL	USA	6.40	S/5	12	450	35	AT/C	15	2	M	.40	9	10	I
24	Militech RPG-A	-	6/8	400	-2	-	LCHR	USA	-	-	12	3000	1	SS/1	1	2	M	-	-	-	I
25	Militech Avenger	9mm	2/3	19	+1	+3	PIST	USA	.95	S/1	12	250	10	SA/C	4	1	-	.20	7	2	I
26	SC Kyogo 144	9mm/c	2/3	19	+1	+2	RIFL	JAP	1.20	S/2	13	500	45	AT/C	10	2	M	.60	7	4	II
27	SC Kyogo T11	6mm/c	4/3	104	+2	-2	RIFL	JAP	7.05	S/6	13	2000	120	AT/C	10	2	M	1.35	9	11	II
28	Scorpion 16	-	6/8	785	-1	-	LCHR	USA	-	-	12	3000	1	SS/1	1	2	M	-	-	-	I
29	Sternmeyer S-10	12ga	2/3	15x17	-1	-1	RIFL	USA	4.65	S/6	12	450	10	SA/C	2	2	-	.60	10	12	III
30	Sternmeyer SMG21	11mm	4/4	27	-1	+0	RIFL	USA	2.85	S/4	12	500	30	AT/C	7	2	M	.55	8	8	I
31	Sternmeyer T35	11mm	2/4	27	+1	+1	PIST	USA	2.10	S/2	12	400	8	SA/C	4	1	-	.15	8	4	I
32	Streetmaster	10mm	2/3	24	+1	+2	PIST	HKG	1.15	S/2	12	250	12	SA/C	4	1	-	.15	7	4	V
33	Uzi Miniauto 9	9mm	3/3	19	+1	+1	PIST	ISR	1.65	S/3	12	475	30	AT/C	17	2	M	.45	7	6	I
34	XM22 AIW(6mm DS)	18mm/c	4/5	80	+2	-1	RIFL	USA	3.50	S/5	12	1500	50	AB/C	6	2	M	1.15	10	10	I
35	XM26 APW	12.5mm/c	3/4	35	+2	+1	PIST	USA	1.40	S/3	12	900	20	SA/C	4	2	M	.40	8	6	I
36	XM7(6.5mm DS)	20mm	5/5	260	+2	-4	RIFL	USA	29.5	S/7	12	27.0k	5	SA/C	2	2	M	1.00	15	19	I

Historical rounds - 3G³ representations of TL8 to early TL12 ammunition

Round name	DV	TL	Energy	Max. RC	Round	Propellant	Projectile	l/w	sg	Velocity	Rcvr. mass	Barrel len./mass	Malf.
2.7mm Kolibri	3	8	4J	1/1	.30g	.004g	.28g	2:1	11	171m/sec	29.1g	8.05cm/19.5g	I
4.25mm Liliput	6	8	23J	2/2	1.2g	.021g	1.10g	2:1	11	204m/sec	86.5g	12.1cm/58.2g	I
5.45mm Soviet	13	11	130J	3/2	2.7g	.087g	2.33g	2:1	11	335m/sec	193g	14.0cm/144g	I
5.45mm Soviet	14	12	141J	3/2	2.7g	.087g	2.33g	2:1	11	349m/sec	181g	12.8cm/122g	I
.38 Special	16	8	324J	2/3	12.3g	.30g	10.7g	2:1	11	247m/sec	458g	21.4cm/462g	I
.38 Special	17	9	365J	2/3	12.1g	.30g	10.7g	2:1	11	262m/sec	453g	19.0cm/399g	I
.38 Special	18	10	405J	2/3	12.0g	.30g	10.7g	2:1	11	276m/sec	439g	17.1cm/344g	I
.38 Special	19	11	446J	2/3	11.9g	.30g	10.7g	2:1	11	289m/sec	420g	15.5cm/295g	I
8mm Nambu	16	9	275J	2/3	8.4g	.23g	7.37g	2:1	11	274m/sec	379g	18.7cm/341g	I
7mm Nambu	17	9	267J	3/3	6.0g	.22g	4.94g	2:1	11	330m/sec	372g	21.0cm/378g	I
9mm Soviet	17	10	350J	3/3	7.1g	.26g	6.02g	1.5:1	11	342m/sec	401g	16.0cm/299g	I
9mm Soviet	18	11	385J	3/3	7.1g	.26g	6.02g	1.5:1	11	358m/sec	383g	14.5cm/256g	I
.22 Winchester Mag.	18	10	257J	3/2	3.2g	.19g	2.46g	2:1	11	458m/sec	330g	22.2cm/356g	I
.22 Winchester Mag.	19	11	282J	3/2	3.2g	.19g	2.46g	2:1	11	480m/sec	315g	20.2cm/305g	I
7.63mm Masuer	20	8	410J	3/3	8.4g	.38g	6.39g	2:1	11	359m/sec	531g	28.6cm/695g	I
7.63mm Mauser	21	9	462J	3/3	8.2g	.38g	6.39g	2:1	11	381m/sec	524g	25.4cm/601g	I
7.63mm Mauser	22	10	513J	3/3	8.0g	.38g	6.39g	2:1	11	402m/sec	510g	22.9cm/519g	I
7.63mm Mauser	23	11	564J	3/3	7.9g	.38g	6.39g	2:1	11	421m/sec	487g	20.8cm/445g	I
.45 Colt	19	8	540J	2/4	20.5g	.54g	17.7g	2:1	11	248m/sec	632g	22.7cm/770g	I
.45 Colt	21	9	655J	2/4	20.2g	.54g	17.7g	2:1	11	273m/sec	654g	20.2cm/628g	I
.45 Colt	22	10	728J	2/4	20.0g	.54g	17.7g	2:1	11	288m/sec	636g	18.2cm/515g	I
.45 Colt	23	11	800J	3/4	19.9g	.54g	17.7g	2:1	11	301m/sec	607g	16.5cm/420g	I
.40 Smith & Wesson	21	11	620J	2/4	16.5g	.42g	14.8g	2:1	11	290m/sec	517g	16.4cm/368g	I
.40 Smith & Wesson	22	12	680J	3/4	16.4g	.42g	14.8g	2:1	11	304m/sec	487g	15.0cm/313g	I
.56-50 Spencer	29	8	1500J	3/3	28.9g	1.39g	21.7g	1.5:1	11	373m/sec	1200g	32.8cm/1520g	I
.50-70 Gov't	34	8	2020J	3/4	39.2g	1.87g	29.5g	2:1	11	371m/sec	1450g	38.1cm/2050g	I
.50 Action Express	37	11	2400J	3/4	25.1g	1.62g	18.6g	1.5:1	11	509m/sec	1210g	25.7cm/1130g	I
.50 Action Express	39	12	2620J	3/4	24.8g	1.62g	18.6g	1.5:1	11	532m/sec	1140g	23.6cm/966g	I
.577/450 Martini	41	8	2600J	3/4	34.1g	2.41g	21.5g	2:1	11	493m/sec	1700g	48.0cm/2940g	I
.30-30 Winchester	41	8	1780J	4/4	18.8g	1.65g	10.2g	3:1	11	592m/sec	1340g	59.6cm/3020g	I
.30-30 Winchester	44	9	2000J	4/4	18.0g	1.65g	10.2g	3:1	11	628m/sec	1320g	53.0cm/2610g	I
.30-30 Winchester	46	10	2230J	4/4	17.3g	1.65g	10.2g	3:1	11	663m/sec	1290g	47.7cm/2250g	I
.30-30 Winchester	49	11	2450J	4/4	16.8g	1.65g	10.2g	3:1	11	695m/sec	1230g	43.3cm/1930g	I
5.45mm Soviet	44	11	1460J	5/3	7.7g	.98g	3.73g	3:1	11	887m/sec	887g	46.8cm/1610g	I
5.45mm Soviet	46	12	1590J	5/3	7.5g	.98g	3.73g	3:1	11	925m/sec	832g	42.9cm/1370g	I
7.62mm Soviet	45	10	2120J	4/4	17.0g	1.57g	10.2g	3:1	11	646m/sec	1250g	46.5cm/2140g	I
7.62mm Soviet	47	11	2330J	4/4	16.5g	1.57g	10.2g	3:1	11	678m/sec	1190g	42.3cm/1840g	I
7.62mm Soviet	49	12	2540J	4/4	16.2g	1.57g	10.2g	3:1	11	707m/sec	1120g	38.8cm/1560g	I
.223 Usel	46	12	1650J	4/3	5.2g	1.02g	4.18g	3:1	11	891m/sec	851g	42.5cm/1380g	III
4ga shotgun (23.8mm)	52	8	8800J	3/5	150g	8.15g	108g	1.5:1	11	405m/sec	3670g	42.4cm/4770g	I
8ga shotgun (21.2mm)	52	8	8000J	3/4	116g	7.41g	77.5g	1.5:1	11	456m/sec	3450g	45.4cm/4870g	I
.405 Winchester	57	8	4600J	4/4	37.8g	4.26g	15.7g	2:1	11	768m/sec	2436g	71.0cm/5780g	I
7.92mm Mauser	58	8	3600J	5/4	28.7g	3.33g	11.4g	3:1	11	796m/sec	2090g	81.5cm/5870g	I
8mm Lebel	56	8	3370J	5/4	28.0g	3.12g	11.8g	3:1	11	758m/sec	2000g	78.1cm/5440g	I
8mm Lebel	59	9	3790J	5/4	26.5g	3.12g	11.8g	3:1	11	803m/sec	1980g	69.4cm/4700g	I
.300 Mag.	71	11	5260J	5/4	24.4g	3.54g	10.2g	3:1	11	1020m/sec	1990g	63.5cm/4150g	I
.700 Nitro (17.8mm)	71	11	12.1kJ	4/4	94.3g	8.08g	62.0g	2:1	11	626m/sec	3360g	41.1cm/4070g	I
50mm KwK 39	343	9	800kJ	5/6	4920g	658g	1830g	3:1	7	938m/sec	57.6kg	161cm/158kg	I
75mm KwK 40	454	9	2.1mJ	5/8	14.3kg	1730g	6190g	3:1	7	825m/sec	106kg	174cm/277kg	I
88mm KwK 36	525	9	3.3mJ	5/8	22.8kg	2720g	9990g	3:1	7	814m/sec	141kg	186cm/372kg	I
88mm KwK 43	659	9	5.2mJ	5/8	30.1kg	4280g	9990g	3:1	7	1020m/sec	187kg	234cm/587kg	I

Future rounds - 3G³ representations of TL12 to TL15 ammunition

Round name	DV	TL	Energy	Max. RC	Round	Propellant	Projectile	l/w	sg	Velocity	Rcvr. mass	Barrel len./mass	Malf.
16mm/c (shotgun)	37	14	3000J	3/4	60.6g	1.59g	59.0g	2:1	11	320m/sec	931g	15.9cm/523g	I
Synerg 12/2	35	14	2000J	3/3	19.4g	1.06g	15.8g	2:1	7	504m/sec	721g	17.3cm/464g	I
5mm/c Assault	43	14	1250J	5/3	3.5g	.66g	2.88g	3:1	11	934m/sec	536g	32.9cm/698g	I
7mm AK-9	61	12	3500J	6/3	13.2g	2.16g	5.03g	3:1	7	1180m/sec	1370g	49.5cm/2340g	I

How to use for quick design: For the TL of the round, multiply the receiver mass given by the action multiple, add the barrel mass plus any internal magazine mass, and multiply by 1.2 to get empty weapon mass. Add mass of ammunition and external magazine mass to get loaded weapon mass.

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TimeLords™

TimeLords Notes

This weapon list is suitable as is for inclusion in any **TimeLords**, **WarpWorld**, or **SpaceTime** campaign. Clarifications and additions to the **TimeLords** conversion notes are needed to make such a large list of weapons. These notes should have all the information needed for all **TimeLords** weapon stats.

Basics

TimeLords is the base system in which **3G³** weapons are designed. No real changes are needed from the **3G³** stats to use the weapons in **TimeLords**. Note that the real world weapons were based on the real world numbers for mass, length, etc., so if you try to design these weapons from the ground up, your numbers will be *similar* to the ones here, but not exactly the same.

All the games in the **TimeLords** system use the same rules, so a weapon from one game should work equally well in another. Feel free to disagree with them and modify them at your lesiure.

Name

As per the **3G³** rules. Many company names will be abbreviated to save space.

Caliber

For most modern weapons, a common name for the caliber will be used. This may not necessarily be a correct military designation, but is clear enough to distinguish one type from another. Almost all black powder or muzzle loading weapons will have metric designations instead of the inch designations they historically had.

Range Class

As per the **3G³** rules. Pistols with an aiming RC of 3 must be fired with both hands to get this level of accuracy. Otherwise they go to aiming RC2, and their IA goes down by a point as well.

Damage Value

The DV figures for these weapons may be different than in the game books. Those DV's were based on an average figure for a weapon's Tech Level range. For these weapons, the figures are accurate for the lowest TL in a range. For higher TL's, see the notes on page 5 about using more powerful ammunition in older weapons, or naturally higher DV's for newer weapons. The table below shows the differences.

Inherent Accuracy

As per the **3G³** rules.

Initiative

As per the **3G³** rules. Remember that weapons with folding stocks may have different Initiatives depending on how the weapon is used.

Skill

As per the **TimeLords** rules.

Nationality

As per the **TimeLords** rules.

Mass(loaded)

As per the **3G³** rules. This mass will include any accessories mentioned in the weapon description, like telescopic sights, etc.

Bulk

As per the **3G³** rules. *However, two handed firearms never have a size less than Small for each location*. This *does not* apply towards figuring the BP of the weapon, however. In a few cases, the Bulk of a weapon does not accurately match its actual size and encumbrance. This can only be measured for real-world weapons, of course. The notable exceptions are the Glock pistols, which are technically VS/2 in Bulk, but which have been listed as S/2, and all other conversions are based on the S/2 size as well.

Tech Level

As per the **3G³** rules. If a range is shown, the weapon is available new over that range, and will be safe to fire ammunition of that TL, with associated DV.

To make it easier to use a weapon in a TL different than when it was first made, which is especially likely in the TL8-12 range, you can use the following conversion chart, rather than manually figuring out extra energy figures. Note that this table can also be used for +P or +P+ calculations. This is based on exact energy differences between TL's, not the averaged 5% mentioned as a convenient approxmiation. The reason these figures are larger than the 5% just mentioned is that unlike a simple increase in powder, or change of barrel length, this also takes into account the **3G³** calculations that decrease required barrel length with TL. That is, not only does an identical weapon at a higher TL get a benefit from increased strength and powder energy, the same barrel length will be more efficient at a higher TL, because the propellant burns faster.

Example - The Gov't .45 is listed as having a DV of 14 at TL8. An example of this pistol built at TL11 and using TL11 ammunition would have a DV of 18, which is what it has in the **TimeLords** rules.

from TL	Propellant	Barrel length	Total
8-9	+6.06%DV	+2.37%DV	+8.43%DV
9-10	+5.41%DV	+2.36%DV	+7.77%DV
10-11	+4.89%DV	+2.35%DV	+7.24%DV
11-12	+4.45%DV	+2.33%DV	+6.78%DV

This is not *perfectly* accurate, but should suffice for all but the most anal-retentive. In many cases, older weapons fire modern ammunition with no problems, especially those weapons which are at reliability class I to begin with. However, there *have* been cases where wear and tear have been accelerated by newer ammo, or hidden flaws revealed by the extra stresses placed on the weapon by larger propellant charges.

Hands

As per the **3G³** rules.

Restrictions

This is a **TimeLords**-dependent item, and is used here just to show if a given weapon is restricted to military use or not.

Clip mass

As per the **3G³** rules. If a weapon has multiple sources in a clip, like a binary propellant weapon, the mass of each will be listed separately.

Armor Value

As per the **3G³** rules.

	Damage Value																													
TL8	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64
TL9	9	11	13	15	17	20	22	24	26	28	30	33	35	37	39	41	43	46	48	50	52	54	56	59	61	63	65	67	69
TL10	9	12	14	16	19	21	23	26	28	30	33	35	37	40	42	44	47	49	51	54	56	58	61	63	66	68	70	72	75
TL11	10	13	15	18	20	23	25	28	30	33	35	38	40	43	45	48	50	53	55	58	60	63	65	68	70	73	75	78	80
TL12	11	13	16	19	21	24	27	29	32	35	37	40	43	46	48	51	54	56	59	62	64	67	70	72	75	78	80	83	86

Cost

All weapon costs on this list are based on the **3G³** design numbers, and in some cases these do not match current market prices. The **3G³** price is meant to be a cost of labor and difficulty of manufacture number. If you have better prices for specific items, *please* use them.

Clip

As per the **3G³** rules. Semi-autos and most other clip-fed weapons may have an additional round in the chamber. The exceptions are weapons with revolver-type clips, or ones where the ammunition is an integral part of the clip and cannot be removed.

Action

As per the **3G³** rules.

ROF

As per the **3G³** rules. Technically, all semi-auto weapons listed here can be fired as fast as you can pull the trigger, but practically, large-bore weapons or those with very long or heavy ammunition cannot do this. The following numbers are used here for these types **3G³** weapons.

Action type	Rate of fire
Semi-auto	4
Semi-auto shotgun, large rifle	2
Single action revolver, pump action	1
Double action revolver	3
Single shot	1/3
Lever action	1/2
Bolt action	1/2
Bolt action, single shot	1/5
Muzzle loading weapon	1*

*but has long reloading time between shots

Note that this is an *averaged* figure. Some parts may be less vulnerable, some parts may be more so. If only the toughest portions of the weapon are exposed (like if it were in an armored turret), you would increase the AV appropriately (up to double normal AV is reasonable for most weapons).

Body Points

As per the **3G³** rules.

Reliability

As per the **3G³** rules.

Notation

If an automatic weapon is listed as being usable in one hand, it is considered a machine pistol, and will usually use "pistol" skill. If it has a detachable or folding stock, there will be an "s" after the name for folding or collapsing stocks, a "d" after the name for a separate detachable stock, and a "t" for a detachable stock which requires simple tools to remove, and the skill will be "rifle". On machine pistols, the listed weapon bulk assumes the stock is *folded*. Unfolding the stock will generally increase the weapon length by 2 locations, and decrease the initiative by 1. On two handed automatic weapons, if they have a folding stock, the weapon bulk assumes the stock is *unfolded*. Folding the stock may adversely affect accuracy (aiming RC4 requires three bracing points, usually hand, hand and shoulder). It will also reduce the bulk of the weapon by 2 locations, and increase initiative by 1.

Shotguns

For multiple projectile weapons, their number and individual DV's are listed in an "AxB" format, so a shotgun with a DV of "15x13" would be 15 projectiles, each with a DV of 13.

Military weapons

Weapons with a "c" after the name are military weapons that are also made in a civilian version. If the corresponding weapon is not on the list, it usually has an ROF of 4, and a **3G³** price of x.77 the listed one for autofire weapons, and a price of x.66 the listed one for autoburst weapons.

Guided weapons

As per the **3G³** rules. Weapons with a guidance bonus will apply the bonus to user skill if within 1 seconds' flight time of the weapon.

Explosions

As per the **3G³** rules. Fragments will be listed as having a DV and a number of fragment hits on a human-sized target at a range of 1m. The number of hits is multiplied by 4 at point blank, and divided by 4 (round nearest) each time you double the range.

	Starting fragments							
Range	**125**	**250**	**375**	**500**	**625**	**750**	**875**	**1000**
1m	5	10	15	20	25	30	35	50
2m	1	3	4	5	6	8	9	13
3m	1	1	2	2	3	3	4	6
4m	-	1	1	1	2	2	2	3
5m	-	-	1	1	1	1	1	2
6m	-	-	-	1	1	1	1	1
8m	-	-	-	-	-	-	1	1

Example - A fragmentation weapon listed as 14/12 would have DV14 fragments, and on average, 12 would hit at a range of 1m. For ranges where there would be less than 1 hit, you may use the fractional chance of a hit to see if a character is struck by a single fragment.

Special ammunition

As per the **3G³** rules.

Sighting aids

As per the **3G³** rules. A low-power (1-2.5x) telescopic sight will cost 50Cr, a medium power (3-5.5x) will cost 100Cr, and a high-power (6x or more) will cost 200Cr, regardless of TL. Ones rated for military use will cost double to reflect ruggedizing and price gouging.

Indirect fire

Weapons with indirect fire capability add +1 aiming RC, and may hit targets outside line of sight by using spotters or remote sensing. There is a base -10 modifier for indirect fire, fire is always at a hex-sized target (included in the -10 modifier), and normal miss distances will apply.

Thrown weapons

Thrown weapons have a minimum cost of 2Cr, even if they are disposable, like grenades. Weapons that are passive (like mines) are counted as thrown weapons for cost purposes (treat as ammunition only).

Melee weapons

All melee weapons in **3G³** are based on the design rules, and should match 2nd edition **TimeLords** rules fairly closely, with a few differences in cost because of historical considerations, and a few points of AV and BP moved around on some weapons. Note that if a weapon is all "haft", like clubs, staves, etc., the AV is treated as though it were the haft, since there is no reinforcing metal. Also, most of the weapons are based on historical examples. The surviving museum pieces or records may not be a perfect match for "type", so a "longsword" could be expected to vary from one place to another. Likewise the length, thickness and reinforcement of a pike or polearm will vary. Many were quite thin, and designed to be used in quantity for thrusting, not as a some really long ax. This was done quite well with a simple shaft of wood and metal point.

Melee TL

Melee weapon is TL5, or actual date of introduction, whichever is higher. Tools are generally 1-2 levels below this. The TL listed on the weapon is the TL a weapon of that type became historically available, or is likely to have been made. Modern melee weapons can have much higher AV's, but usually this involves lighter, high-tech materials which tend to reduce the DV and BP of the weapon. Very seldom will a "standard" melee weapon have a manufacturing TL of more than 7 (the market is no longer there for the manufacture, thus driving up the cost).

Improvised weapons

Bought at 1 or 2 TL's below normal, usually with quarter AV since many are all "haft", and "tools" as well. Since they do not have a "blocking" surface, their normal AV applies vs. *any* damage, including that from attacking or blocking other attacks.

Pistols

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
1	Hand cannon	12mm	1/2	14	+0	+1	PIST	GER	2.10	S/4	5	70	-	SS/1-M	1	2	-	-	12	15	III
2	Hand cannon	10mm	1/2	12	+0	+0	PIST	GER	4.00	S/4	5	115	-	SS/3-M	1	2	-	-	11	15	III
3	Cascade pistol	12mm	1/2	12	+0	+2	PIST	BRI	1.25	S/2	6	260	5	SA/I-F	1	1	-	-	11	7	III
4	Cavalry pistol	12mm	2/2	16	+0	+1	PIST	-	1.50	S/3	6	75	-	SS/1-F	1	1	-	-	12	11	II
5	Double pistol	14mm	1/2	12	+0	+1	PIST	-	1.75	S/2	6	90	-	SS/2-F	2	1	-	-	11	7	II
6	Flintlock revolver	10mm	2/2	13	+0	+1	PIST	-	1.80	S/3	6	65	-	RV/5-F	1	1	-	-	11	11	III
7	Personal pistol	12mm	1/2	14	+0	+2	PIST	-	1.00	S/2	6	70	-	SS/1-F	1	1	-	-	11	7	II
8	Br. Pattern 1856[d]	14.5mm	2/2	17	+1	+2	PIST	BRI	1.10	S/2	7	160	-	SS/1-P	1	1	-	-	11	7	I
9	Colt 1861	9mm	2/2	14	+1	+2	PIST	USA	1.20	S/2	7	140	-	RV/6-P	1	1	-	-	10	7	I
10	Colt Dragoon	11mm	2/2	21	+1	+1	PIST	USA	2.10	S/2	7	190	-	RV/6-P	1	1	-	-	11	7	I
11	Derringer	11mm	1/2	10	+0	+4	PIST	USA	.35	VS/1	7	60	-	SS/1-P	1	1	-	-	9	3	II
12	Duelling pistol	12mm	2/2	17	+2	+2	PIST	FRE	1.25	S/2	7	315	-	SS/1-F	1	1	-	-	11	7	II
13	Gambler's Ace	14mm	1/2	13	+0	+4	PIST	USA	.50	VS/1	7	65	-	SS/1-P	1	1	-	-	10	3	II
14	LeMat	10.7mm	2/4	17	+1	+1	PIST	USA	1.70	S/3	7	395	-	RV/9-P	2	1	-	-	11	9	I
	(20ga slug)	15.5mm	2/2	22	+1								-	SS/1-P	1	1	-	-			I
	(00 Buckshot)	15.5mm	2/1	8x11	+1																
15	Pauly 1812	10.5mm	2/2	14	+1	+2	PIST	FRE	.70	VS/2	7	140	-	SS/1	1	1	-	-	10	5	I
16	Pepperbox	8mm	1/1	10	+0	+4	PIST	USA	.50	VS/1	7	120	-	RV/6-P	2	1	-	-	9	3	II

Rifles

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
17	Matchlock musket	16mm	2/2	26	+1	-2	RIFL	-	6.05	S/8	5	120	-	SS/1-M	1	2	-	-	15	30	II
18	Double wheellock	16mm	2/2	24	+1	-2	RIFL	-	8.00	S/7	5	430	-	SS/2-F	2	2	-	-	15	26	II
19	Wheellock carbine	14mm	2/2	22	+1	-1	RIFL	-	3.90	S/6	5	100	-	SS/1-F	1	2	-	-	14	23	II
20	Cacade musket	14mm	2/2	24	+1	-1	RIFL	-	5.45	S/6	6	215	-	AT/I-F	11	2	-	-	13	21	III
21	Brown Bess	19mm	2/3	20	+1	-2	RIFL	USA	4.70	S/10	6-7	90	-	SS/1-F	1	2	-	-	12	35	II
22	French 1777	17.5mm	2/3	22	+1	-2	RIFL	FRE	4.40	S/11	6-7	100	-	SS/1-F	1	2	-	-	13	39	II
23	Kentucky Rifle	12mm	3/2	30	+2	-1	RIFL	USA	4.10	S/9	6-7	140	-	SS/1-F	1	2	-	-	14	32	II
24	Colt Model 1855	14mm	3/2	34	+2	-1	RIFL	USA	3.70	S/7	7	165	-	RV/5-P	1	2	-	-	13	23	II
25	Hall Carbine	12mm	3/2	35	+1	-1	RIFL	USA	3.60	S/6	7	85	-	SS/1-F	1	2	-	-	14	20	II
26	Henry Rifle	11mm	3/4	25	+2	-2	RIFL	USA	4.70	S/7	7	160	15	LA/I	1	2	-	-	12	23	I
27	Windbüchse	13mm	2/2	15	+1	-1	RIFL	AUS	4.25	S/8	7	100	20	B/I	1	2	-	-	11	26	II
28	Whitworth Rifle	11.5mm	3/4	40	+3	-2	RIFL	ENG	5.65	S/8	7	420	-	SS/1-P	1	2	-	-	14	26	I
29	Spencer Carbine	13mm	3/4	29	+2	-1	RIFL	USA	4.20	S/7	7-8	190	8	LA/I	1	2	-	-	13	23	I

Shotguns

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
30	Arquebus	17mm	2/2	19	+0	-2	RIFL	-	7.30	S/7	5-6	45	-	SS/1-M	1	2	-	-	13	26	II
	(00 Buckshot)		2/1	10x9	+0																
31	Arquebus	15mm	2/2	17	+1	-3	RIFL	-	13.2	S/7	5-6	80	-	RV/10-M	1	2	-	-	13	26	II
	(00 Buckshot)		2/1	8x8	+1																
32	Blunderbuss	18mm	2/3	24	+1	+0	RIFL	-	2.60	S/5	6-7	55	-	SS/1-F	1	2	-	-	14	18	II
	(00 Buckshot)		2/1	13x10	+1																
33	Fowling piece	19mm	2/3	26	+1	-1	RIFL	-	4.80	S/8	6-7	120	-	SS/1-F	1	2	-	-	14	28	I
	(00 Buckshot)		2/1	16x10	+1																
34	Fowling piece	18.5mm	2/3	25	+2	-1	RIFL	-	5.00	S/6	7	315	-	SS/2-P	2	2	-	-	13	20	I
	(00 Buckshot)		2/1	15x10	+2																
35	Volley gun	18.5mm	2/3	22	+1	-2	RIFL	-	10.8	S/5	7	335	-	SS/7-F	7	2	-	-	13	16	I
	(00 Buckshot)		2/1	15x9	+1																

Heavy Weapons

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
36	Grenade launcher	60mm	1/2	29E	+0	+2	LCHR	-	1.10	S/3	6	30	-	SS/1-F	1	2	-	.40	11	8	II
37	Whaling gun	16mm	2/1	52	+1	-3	RIFL	-	17.0	M/6	6-7	320	-	SS/1-F	1	2	-	.70	17	28	I
38	Harpoon gun	30mm	2/8	65	+1	-4	HMG	USA	23.0	S/7	7	470	-	SS/1-P	1	2	-	3.00	20	25	I
39	Swivel gun	25mm	3/2	60	+1	-4	RIFL	-	29.1	S/8	5-6	205		SS/1-M	1	2	-	.10	21	30	II
	(cannsiter shot)	10mm	2/1	16x24	+0																
40	Siege mortar	330mm	2/8	470E	+0	-12	AART	USA	7000	L/8	7	2250		SS/1-M	1	-	-	131.	47	52	II
41	Bombard	500mm	2/8	343	+0	-12	AART	-	2500	L/20	5	3000	-	SS/1-M	1	-	-	130.	54	150	III
42	6-pdr. M1839	93mm	3/5	165	+0	-8	AART	USA	398.	L/11	7	1400	-	SS/1-M	1	-	-	2.75	29	72	II
	(cannister shot)	28mm	3/3	27x59	+0																
43	12-pdr. M1841	117mm	3/5	271	+0	-10	AART	USA	795.	L/14	7	3700		SS/1-M	1	-	-	5.50	35	91	II
	(cannister shot)	38mm	3/3	27x92	+0																
44	32-pdr. M1844	163mm	3/6	348	+0	-11	AART	USA	1920	L/14	7	6000	-	SS/1-M	1	-	-	14.7	39	91	II
	(cannister shot)	51mm	3/4	27x120	+0																

Civilian Pistols

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
1	Colt 1873	.45 Colt	2/2	17	+1	+2	PIST	USA	1.20	S/2	8-11	160	-	RV/6	1	1	-	-	10	6	I
2	.22 autopistol	.22LR	1/2	11	+0	+4	PIST	USA	.30	VS/1	8-12	60	6	SA/C	4	1	-	.10	7	2	III
3	.22 derringer	.22LR	1/2	11	+0	+4	PIST	USA	.30	VS/1	8-12	85	-	SS/2	2	1	-	-	7	2	II
4	.25 autopistol	.25ACP	1/2	8	+0	+4	PIST	USA	.30	VS/1	8-12	55	6	SA/C	4	1	-	.10	7	2	III
5	Gov't .45	.45ACP	2/4	14	+1	+2	PIST	USA	1.35	S/2	8-12	280	7	SA/C	4	1	-	.25	10	6	I
6	Luger	9mm	2/3	16	+2	+2	PIST	GER	1.10	S/2	8-11	605	8	SA/C	4	1	-	.20	10	6	I
7	Mauser	9mm	2/3	17	+2	+2	PIST	GER	1.20	S/2	8-9	630	10	SA/I	4	1	-	-	10	6	I
8	Kolibri Auto	2.7mm	1/1	3	+0	+4	PIST	ITA	.05	VS/1	8	100	7	SA/C	4	1	-	.00	4	2	II
9	Webley .455	.455 Web.	2/4	13	+1	+2	PIST	ENG	1.10	S/2	8	135	-	RV/6	2	1	-	-	10	7	I
10	Browning Hi-Pow	9mm	2/3	17	+2	+2	PIST	USA	1.05	S/2	9-12	630	13	SA/C	4	1	-	.20	9	6	I
11	H&R Sidekick	.22LR	2/2	13	+1	+3	PIST	USA	.70	S/1	9-11	135	-	RV/9	3	1	-	-	8	3	I
12	Tokarev TT-33	7.63mm	2/3	15	+1	+2	PIST	RUS	.95	S/2	9-11	290	8	SA/C	4	1	M	.10	8	6	I
13	Tokarev TT-33	9mm	2/3	20	+0	+2	PIST	CHI	1.05	S/2	9*	180	8	SA/C	4	1	-	.20	9	6	II
14	Walther P-38	9mm	2/3	18	+2	+2	PIST	GER	.95	S/2	9-11	660	8	SA/C	4	1	-	.20	9	6	I
15	Walther PPK	.32ACP	1/3	11	+1	+3	PIST	GER	.55	S/1	9-12	250	7	SA/C	4	1	-	.10	8	3	I
16	Air pistol	4.5mm	1/1	2	+0	+2	PIST	USA	1.00	S/2	9-12	50	60	SA/I	4	1	-	-	4	6	III
17	Buffalo Derr.	.357 Mag	1/3	20	+0	+4	PIST	USA	.50	VS/1	10-12	250	-	SS/2	2	1	-	-	9	2	I
18	Colt Diamond.	.357 Mag	2/3	22	+1	+2	PIST	USA	.80	VS/2	10-11	195	-	RV/6	3	1	-	-	9	4	I
19	Colt Python	.357 Mag	2/3	22	+2	+2	PIST	USA	1.10	S/2	10-12	395	-	RV/6	3	1	-	-	9	5	I
20	Makarov	9mm Sov.	1/3	15	+1	+3	PIST	RUS	.80	S/1	10-11	290	8	SA/C	4	1	M	.15	8	3	I
21	S&W Model 29	.44 Mag	2/3	26	+2	+2	PIST	USA	1.40	S/2	10-12	235	-	RV/6	3	1	-	-	10	5	I
22	S&W Model 57	.41 Mag	2/3	24	+2	+2	PIST	USA	1.45	S/2	10-12	215	-	RV/6	3	1	-	-	9	5	I
23	TDE .380	.380ACP	1/3	13	+1	+3	PIST	USA	.70	S/1	10-12	270	5	SA/C	4	1	-	.10	8	3	I
24	Thomps. Cont.	.44 Mag.	2/3	30	+2	+2	PIST	USA	1.25	S/2	10-12	560	-	SS/1	1/3	1	-	-	10	5	I
25	Thomps. Cont.[t]	.30-30	3/3	46	+2	+1	PIST	USA	1.60	S/3	10-12	525	-	SS/1	1/3	2	-	-	11	8	I
26	Beretta 951	9mm	2/3	19	+1	+2	PIST	ITA	1.00	S/2	10-11	345	8	SA/C	4	1	-	.15	9	5	I
27	Cyclops (slug)	12ga	1/3	25	+0	+3	PIST	PAK	.90	S/1	10-12	110	-	SS/1	1/3	1	-	-	9	2	II
	(00 buckshot)		1/1	15x11	+0																
28	Gov't Longslide	.45ACP	2/4	19	+2	+2	PIST	USA	1.50	S/2	10-12	690	7	SA/C	4	1	-	.25	10	6	I
29	H&K P4	.22LR	1/2	13	+1	+2	PIST	GER	.70	VS/2	10-11	270	8	SA/C	4	1	-	.15	8	4	I
30	H&K P4	.380ACP	1/3	13	+1	+2	PIST	GER	.70	VS/2	10-11	270	7	SA/C	4	1	-	.15	8	4	I
31	H&K P9S	.45ACP	2/4	16	+2	+2	PIST	GER	1.00	S/2	10-11	605	7	SA/C	4	1	-	.20	8	5	I
32	H&K P9S	9mm	2/3	18	+2	+2	PIST	GER	1.05	S/2	10-11	660	9	SA/C	4	1		.20	8	5	I
33	Type 67	7.65mm	2/3	10	+1	+2	PIST	CHI	1.00	VS/2	10	240	9	SA/C	4	1	M	.10	7	4	I
34	XP-100 Target	.221FB	3/3	34	+3	+1	PIST	USA	1.70	S/3	10-12	660	-	SS/1	1/3	2	-	-	9	8	I
35	.357 Mag COP	.357 Mag	1/3	21	+1	+3	PIST	USA	.80	S/1	11-12	415	-	SS/4	3	1	-	-	8	2	I
36	AM-402 Baton (slug)	12ga	1/3	30	+0	+2	PIST	BRZ	.60	VS/2	11-12	140	-	SS/1	1/3	1	M	-	10	4	I
	(00 buckshot)		1/1	15x13	+0																
	(stun bag)		1/1	11	+0																
37	American Mod. 6	.45 Colt	1/4	23	+0	+2	PIST	USA	.60	VS/2	11-12	290	-	SS/2	2	1	-	-	8	5	I
	(.410 slug)		1/2	12	+0																
	(00 buckshot)		1/1	3x10	+0																
38	Auto Mag	.44 Auto Mag	2/4	29	+2	+1	PIST	USA	1.90	S/2	11	535	7	SA/C	4	1	R	.30	11	5	I
39	Beast	12.7mm	3/4	86	+2	-1	PIST	USA	7.30	S/3	11	1580	-	SS/1	1/5	2	-	-	13	7	I
40	Beretta 92-F	9mm	2/3	20	+2	+2	PIST	ITA	1.15	S/2	11-12	720	15	SA/C	4	1	-	.25	8	5	I
41	Beretta 92-F Cpct.	9mm	2/3	20	+1	+2	PIST	ITA	1.05	S/2	11-12	360	13	SA/C	4	1	-	.25	8	5	I
42	Calico M-110	.22LR	2/2	16	+1	+0	PIST	USA	1.70	S/3	11-12	150	100	SA/C	4	1	-	.70	7	7	I
43	Calico M-950	9mm	3/3	21	+2	+0	PIST	USA	2.60	S/4	11-12	190	100	SA/C	4	2	-	1.60	8	9	I
44	Casull .454	.454 Casull	2/4	38	+2	+2	PIST	USA	1.50	S/2	11-12	780	-	RV/5	2	1	-	-	10	5	I
45	Casull .454	.454 Casull	3/4	40	+2	+1	PIST	USA	1.80	S/3	11-12	840	-	RV/5	2	2	-	-	10	7	I
46	CIA cigarette	.22LR	1/2	12	+0	+4	PIST	USA	.05	VS/1	11	260	-	SS/1	1	1	M	-	6	2	III
47	Colt Anaconda	.44 Mag	2/4	28	+2	+1	PIST	USA	1.60	S/2	11-12	515	-	RV/6	3	1	-	-	9	5	I
48	Colt Anaconda	.44 Mag	3/4	31	+2	+1	PIST	USA	1.90	S/3	11-12	585	-	RV/6	3	2	-	-	9	5	I
49	Desert Eagle	.357 Mag.	2/3	24	+2	+1	PIST	ISR	1.65	S/2	11-12	860	9	SA/C	4	1	-	.25	8	5	I
50	Desert Eagle	.41 Mag.	2/4	26	+2	+1	PIST	ISR	1.75	S/2	11-12	940	8	SA/C	4	1	-	.25	9	5	I
51	Desert Eagle	.44 Mag.	2/4	28	+2	+1	PIST	ISR	1.80	S/2	11-12	1030	8	SA/C	4	1	-	.25	9	5	I
52	Desert Eagle	.44 Mag	3/4	33	+2	+1	PIST	ISR	2.10	S/3	11-12	1270	8	SA/C	4	2	-	.25	9	5	1
53	Desert Eagle	.50AE	2/4	34	+2	+1	PIST	ISR	1.85	S/2	11-12	1320	7	SA/C	4	1	-	.30	10	5	I
54	Desert Eagle	.50AE	3/4	37	+2	+1	PIST	ISR	2.15	S/3	11-12	1500	7	SA/C	4	2	-	.30	10	5	I
55	Grendel P-10	.380ACP	1/3	13	+0	+4	PIST	USA	.50	VS/1	11-12	135	10	SA/I	4	1	-	-	6	2	I
56	Grendel P-30	.22 Mag	2/2	18	+0	+2	PIST	USA	.75	VS/2	11-12	165	30	SA/C	4	1	-	.10	6	3	I
57	H&K flare gun	19mm	1/1	2	+0	+4	PIST	GER	.45	VS/1	11-12	100	5	SA/C	2	1	-	.20	3	2	I
58	H&K P2A1	26.5mm	1/1	2	+0	+3	PIST	GER	.50	VS/2	11-12	100	-	SS/1	1/3	1	-	-	3	3	I

Civilian Pistols

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
59	H&K P7M13	9mm	2/3	20	+1	+2	PIST	GER	1.15	S/2	11-12	360	13	SA/C	4	1	-	.30	8	5	I
60	H&K VP-70Z	9mm	2/3	20	+1	+2	PIST	GER	1.15	S/2	11	360	18	SA/C	3	1	-	.30	7	5	I
61	High St. Citiation	.22LR	2/2	15	+3	+2	PIST	USA	1.30	S/2	11	1160	10	SA/C	4	1	-	.10	7	5	I
62	NAA revolver	.22LR	1/2	13	+1	+4	PIST	USA	.20	VS/1	11-12	135	-	RV/5	1	1	-	-	7	2	I
63	Paintball gun	12mm	1/1	1	+0	+2	PIST	USA	.80	VS/2	11-12	100	-	RV/6	4	1	-	-	4	4	I
64	Ruger GP-100	.357 Mag	2/3	24	+2	+2	PIST	USA	1.30	S/2	11-12	215	-	RV/6	3	1	-	-	8	5	I
65	Ruger P85	9mm	2/3	20	+1	+2	PIST	USA	1.15	S/2	11-12	360	15	SA/C	4	1	-	.25	8	5	I
66	S&W Ladysmith	9mm	1/3	19	+1	+3	PIST	USA	.85	S/1	11-12	345	8	SA/C	4	1	-	.20	8	2	I
67	SIG P226	9mm	2/3	20	+2	+2	PIST	SWI	1.00	S/2	11-12	720	15	SA/C	4	1	-	.25	8	5	I
68	Spectre pistol	9mm	2/3	20	+2	+0	PIST	ITA	3.40	S/3	11-12	360	50	SA/C	4	1	-	.70	8	7	I
69	Stallard Arms JS-9	9mm	2/3	20	+0	+2	PIST	USA	1.35	S/2	11	90	8	SA/C	4	1	-	.20	9	5	II
70	Star M31PK	.40 S&W	2/4	19	+1	+2	PIST	SPA	1.10	S/2	11-12	345	15	SA/C	4	1	-	.25	8	5	I
71	Type 86	.22LR	1/2	13	+0	+3	PIST	CHI	.45	VS/2	11-12	150	-	SS/4	3	1	M	-	7	4	II
72	3 shot Norinco	.22 short	1/2	9	+0	+4	PIST	CHI	.30	VS/1	11-12	120	3	SA/I	3	1	M	-	6	2	II
73	Walther GSP	.22LR	3/2	15	+4	+2	PIST	GER	1.35	S/2	11-12	2320	5	SA/C	4	2	-	.10	7	5	I
74	Wildey .475	.475 Mag	3/4	36	+2	+1	PIST	USA	2.05	S/2	11-12	1440	7	SA/C	4	2	-	.30	9	5	I
75	Zip pistol	9mm	1/3	16	-1	+3	PIST	-	.70	S/1	11	10	-	SS/1	1	1	-	-	7	3	VI
76	Glock 17L	9mm	2/3	21	+2	+2	PIST	AUS	.95	S/2	12	750	19	SA/C	4	1	-	.25	7	5	I
77	Glock 19	9mm	2/3	20	+2	+2	PIST	AUS	.85	S/2	12	720	17	SA/C	4	1	-	.25	7	5	I
78	Glock 20	10mm	2/3	23	+2	+2	PIST	AUS	.90	S/2	12	820	17	SA/C	4	1	-	.30	8	5	I
79	Glock 21	.45ACP	2/4	18	+2	+2	PIST	AUS	.90	S/2	12	660	15	SA/C	4	1	-	.30	7	5	I
80	Glock 23	.40 S&W	2/3	19	+2	+2	PIST	AUS	.80	S/2	12	690	15	SA/C	4	1	-	.30	7	5	I

Machine Pistols & SMG's

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
81	Type 80[d]	7.63mm	2/3	15	+1	+2	PIST	CHI	1.30	S/2	9-11	375	20	AT/C	9	1	M	.20	8	6	II
82	M3 Grease Gun[f]	.45ACP	2/4	17	+1	-1	RIFL	USA	4.40	S/6	9-10	105	30	AT/C	8	2	M	.90	9	17	II
83	MP-40 Schmeisser[f]	9mm	3/3	20	+1	-1	RIFL	GER	4.50	S/6	9	235	32	AT/C	8	2	M	.50	10	17	I
84	Owen Mk1/42	9mm	3/3	21	+1	-1	RIFL	AST	4.30	S/5	9-10	120	34	AT/C	11	2	M	1.00	10	14	II
85	PPsH MP41	7.63mm	3/3	20	+1	-1	RIFL	USSR	5.45	S/6	9-11	120	71	AT/C	15	2	M	1.75	9	17	II
86	Sten	9mm	2/3	19	+0	+0	RIFL	BRI	3.45	S/5	9	110	32	AT/C	9	2	M	.65	10	15	II
87	Thompson[t]	.45ACP	2/4	18	+2	-2	RIFL	USA	7.15	S/6	9-12	430	50	AT/C	12	2	M	2.25	9	17	I
88	Beretta 12S[f]	9mm	3/3	21	+2	+0	RIFL	ITA	3.80	S/5	10-11	245	32	AT/C	9	2	M	.60	9	13	I
89	Beretta 951R	9mm	2/3	19	+1	+1	PIST	ITA	1.55	S/2	10-11	450	10	AT/C	10	1	M	.20	9	5	II
90	MAT-49[f]	9mm	3/3	22	+2	+0	RIFL	FRE	3.95	S/5	10-11	255	32	AT/C	10	2	M	.45	9	13	I
91	Mendoza HM-3[f]	9mm	3/3	22	+1	+0	RIFL	MEX	3.35	S/5	10-12	130	32	AT/C	10	2	M	.65	9	13	II
92	Stechkin[d]	9mm Sov.	2/3	16	+2	+2	PIST	USSR	1.30	S/2	10-11	785	20	AT/C	12	1	M	.25	8	5	II
93	Sterling L2A3[c,f]	9mm	3/3	21	+2	+0	RIFL	BRI	3.30	S/5	10-12	245	34	AT/C	9	2	M	.60	9	13	I
94	Uzi[f]	9mm	3/3	23	+2	-1	RIFL	ISR	4.10	S/5	10-12	270	32	AT/C	10	2	M	.60	9	13	I
95	Vz-61 Skorpion[f]	.32ACP	2/3	14	+1	+1	PIST	CZE	2.00	S/2	10-11	360	20	AT/C	20	1	M	.40	7	5	I
96	Air SMG	4.5mm	2/1	7	+1	+2	PIST	USA	1.00	S/2	11	2851	200	AT/I	30	1	-	-	5	5	II
97	Ares FMG[f]	9mm	2/3	22	+1	+1	PIST	USA	2.40	S/4	11	510	20	AT/C	11	1	M	.30	7	8	I
98	Ares FMG[f]	9mm	2/3	22	+1	+1	PIST	USA	2.15	S/4	12	510	20	AT/C	11	1	M	.30	7	8	I
99	Beretta 93-R[d]	9mm	2/3	21	+2	+2	PIST	ITA	1.20	S/2	11-12	1130	20	AB/C	6	1	M	.25	8	5	II
100	H&K MP5KA5	9mm	2/3	20	+1	+1	PIST	GER	2.50	S/3	11-12	270	30	AB/C	15	2	M	.50	8	7	I
101	H&K MP5A5[f]	9mm	3/3	23	+2	+0	RIFL	GER	3.20	S/5	11-12	310	30	AB/C	15	2	M	.50	8	11	I
102	H&K VP-70[d]	9mm	2/3	20	+1	+2	PIST	GER	1.15	S/2	11	540	18	AB/C	6	1	M	.30	7	5	II
103	ILARCO 180	.22LR	3/2	17	+3	-1	RIFL	USA	4.30	S/6	11-12	410	165	AT/C	20	2	M	.85	9	18	I
104	ILARCO Short	.22LR	3/2	16	+2	+1	RIFL	USA	3.35	S/3	11-12	395	165	AT/C	20	2	M	.85	9	9	I
105	Ingram M-10[f]	9mm	2/3	21	+0	+1	PIST	USA	3.45	S/2	11-12	245	32	AT/C	18	1	M	.60	8	5	III
106	Ingram M-11[f]	.380ACP	2/3	15	+0	+1	PIST	USA	2.10	S/2	11-12	190	32	AT/C	20	1	M	.50	7	5	III
107	Jati-Matic	9mm	2/3	23	+2	+0	RIFL	FIN	2.25	S/5	11-12	535	40	AT/C	10	2	M	.60	8	11	I
108	MGV 176[f]	.22LR	3/2	17	+2	+0	RIFL	YUG	3.45	S/5	11-12	205	176	AT/C	20	2	M	.80	7	11	I
109	Spectre[f]	9mm	2/3	20	+2	+0	RIFL	ITA	3.60	S/4	11-12	470	50	AT/C	14	2	M	.70	8	9	I
110	Steyr MPi 69[f]	9mm	3/3	24	+2	+0	RIFL	AUS	3.60	S/5	11-12	280	32	AT/C	9	2	M	.45	8	11	I
111	Benelli CB-M2[f]	9mm/c	3/3	24	+2	+0	RIFL	ITA	3.75	S/4	12	280	40	AT/C	15	2	M	.35	7	8	I
112	Glock 18	9mm	2/3	21	+2	+2	PIST	AUS	.90	S/2	12	980	19	AT/C	20	1	M	.25	7	5	III

Civilian Rifles

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
113	Mod. 98 Masuer	7.92mm	4/4	54	+2	-1	RIFL	GER	4.10	S/8	8	340	5	B/I	1/2	2	-	-	14	24	I
114	Sharps 1874	.50-70	3/4	36	+2	-1	RIFL	USA	3.95	S/8	8	180	-	SS/1	1/3	2	-	-	13	19	I
115	Winchester M94	.30-30	4/4	39	+2	-1	RIFL	USA	3.00	S/7	8-12	285	6	LA/I	1/2	2	-	-	13	17	I
116	Beeman 55S	4.5mm	2/1	5	+2	+0	RIFL	-	2.25	S/7	9-12	105	-	SS/1	1/2	2	-	-	5	15	I
117	M1 Carbine	.30 USC	4/4	36	+2	+0	RIFL	USA	2.65	S/5	9-11	360	30	SA/C	4	2	-	.30	11	14	I
118	M6 Springfield	.22LR	3/2	16	+1	+1	RIFL	USA	1.50	S/5	9-11	115	-	SS/1	1/3	2	-	-	9	11	II
	(.410ga slug)	.410ga	2/2	17	+1									SS/1	1/3			-			
	(00 Buckshot)		2/1	3x13	+1																
119	Rossi M59	.22 Mag.	3/2	18	+2	+0	RIFL	ITA	2.50	S/7	10-12	115	10	P/I	1	2	-	-	8	14	I
120	Weather. Mk.V[8]	460 Mag.	4/4	79	+3	-1	RIFL	USA	4.75	S/8	10-12	1890	2	B/I	1/2	2	-	-	13	20	I
121	AR-7 survival rifle	.22LR	3/2	17	+1	+1	RIFL	USA	1.15	S/6	11-12	80	8	SA/C	4	2	-	.10	7	11	II
122	Barrett Lt. .50[10]	12.7mm	5/4	107	+3	-4	RIFL	USA	17.9	S/10	11-12	2390	11	SA/C	4	2	-	1.10	13	23	I
123	(bullpup version)		5/4	107	+3	-3	RIFL	USA	15.4	S/9	11-12	2390	10	SA/C	4	2	-	1.10	13	20	I
124	Barrett Ti variant	12.7mm	5/4	107	+3	-3	RIFL	USA	8.90	S/10	11-12	9600	10	SA/C	4	2	-	1.00	10	18	I
125	Browning M78	6mm	4/3	60	+3	-1	RIFL	USA	3.85	S/7	11-12	820	-	SS/1	1/3	2	-	-	10	16	I
126	Calico M-100	.22LR	3/2	17	+2	+0	RIFL	USA	2.60	S/6	11-12	160	100	SA/C	4	2	-	.70	7	11	I
127	Calico M-900	9mm	3/3	24	+2	-1	RIFL	USA	3.25	S/7	11-12	215	100	SA/C	4	2	-	1.60	8	13	I
128	Colt AR-15	5.56mm	4/3	49	+2	-1	RIFL	USA	3.65	S/7	11-12	580	30	SA/C	4	2	-	.45	9	16	I
129	Crossfire	7.62mm	4/4	56	+2	-1	RIFL	USA	5.15	S/7	11	925	20	SA/C	4	2	-	.45	10	16	I
	(12 ga slug)	12ga	3/3	33	+1								7	SA/C	2	2		.40			
	(00 Buckshot)		2/1	15x13																	
130	FR-F2[8]	7.62mm	4/4	60	+3	-2	RIFL	FRA	5.65	S/8	11	1150	10	B/C	1/2	2	-	.45	10	18	I
131	H&K M770	7.62mm	4/4	59	+2	-1	RIFL	GER	3.85	S/8	11	795	10	SA/C	4	2	-	.25	10	14	I
132	Paintball rifle	17mm	2/1	1	+0	-1	RIFL	USA	3.50	S/6	11	200	200	SA/C	4	2	-	.50	4	14	II
133	Ruger 10/22	.22LR	3/2	18	+2	+0	RIFL	USA	2.50	S/7	11-12	165	50	SA/C	4	2	-	.20	7	13	I
134	Ruger M-77[8]	.458 Mag.	4/4	64	+3	-1	RIFL	USA	4.10	S/8	10-12	1290	3	B/I	1/2	2	-	-	12	20	I
135	Ruger Mini-14	5.56mm	4/3	50	+2	-1	RIFL	USA	3.30	S/7	11-12	600	30	SA/C	4	2	-	.40	10	13	I
136	Sako Sporter[8]	.243	4/3	57	+3	-1	RIFL	FIN	3.10	S/7	11-12	375	-	SS/1	1/3	2	-	-	10	13	I
137	SSG 69[8]	7.62mm	4/4	60	+3	-1	RIFL	AUS	4.00	S/8	11-12	820	5	B/I	1/2	2	-	-	10	14	I
138	Ultralight Arms[8]	6mm	4/3	60	+3	+0	RIFL	USA	2.05	S/8	11-12	4590	3	B/I	1/2	2	-	-	9	11	I
139	Winchester 9422	.22LR	3/2	18	+2	-1	RIFL	USA	2.90	S/7	11-12	115	15	LA/I	1/2	2	-	-	7	13	I
140	Zip rifle	7.62mm	2/4	40	-1	+0	RIFL	-	3.15	S/5	11	15	-	SS/1	1/3	2	-	-	9	15	VI

Military Rifles

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
141	Chauchat	8mm Lebel	4/4	56	+0	-3	RIFL	FRE	9.10	S/9	8-9	235	30	AT/C	4	2	M	1.00	16	32	IV
142	Lewis Gun	.303	4/4	51	+2	-3	RIFL	BRI	11.8	S/8	8-9	805	40	AT/C	9	2	M	1.30	13	24	I
143	.30 BAR	.30-06	4/4	57	+2	-2	RIFL	USA	9.50	S/8	9-11	975	20	AT/C	9	2	M	.65	12	24	I
144	M2 Carbine[c,f]	.30 USC	4/4	36	+2	+0	RIFL	USA	2.65	S/5	9-11	360	30	SA/C	13	2	M	.30	11	14	I
145	M-14[c]	7.62mm	4/4	51	+2	-2	RIFL	USA	5.10	S/8	9-12	805	20	AT/C	11	2	M	.70	12	22	II
146	AK-47[c,f]	7.62mm Sov.	4/4	44	+1	-1	RIFL	RUS	5.30	S/6	10-12	405	30	AT/C	10	2	M	.90	11	15	II
147	FN-FAL 50-64[c]	7.62mm	4/4	53	+2	-1	RIFL	BEL	5.00	S/8	10-12	860	20	AT/C	11	2	M	.75	11	20	II
148	AK-74	5.45mm Sov.	4/3	43	+1	-1	RIFL	USSR	4.15	S/7	11-12	305	30	AT/C	11	2	M	.55	9	16	II
149	Armscor 37 (slug)	37mm	1/1	8	+1	+0	RIFL	SAF	3.70	S/5	11-12	60	1	SS/1	1	2	M	-	7	11	I
	(pellets)			16x4																	
150	AUG carbine[c,1.5]	5.56mm	4/3	49	+2	+0	RIFL	AUS	4.00	S/5	11-12	755	42	AT/C	11	2	M	.70	8	11	II
151	AUG HBAR[c]	5.56mm	4/3	51	+3	-1	RIFL	AUS	6.10	S/6	11-12	1610	42	AT/C	11	2	M	.70	9	14	II
152	Dragunov[c,4]	7.62mm MN	4/4	62	+3	-2	RIFL	USSR	4.60	S/9	11-12	1740	10	SA/C	4	2	M	.30	10	16	I
153	Enfield L85A1[4]	5.56mm	4/3	49	+2	-1	RIFL	BRI	5.00	S/5	11-12	755	30	AT/C	12	2	M	.50	9	14	II
154	FAMAS[c]	5.56mm	4/3	48	+2	+0	RIFL	FRE	4.00	S/5	11-12	840	25	AB/C	15	2	M	.40	9	11	II
155	Galil SAR[c,f]	5.56mm	4/3	46	+2	-1	RIFL	ISR	4.65	S/6	11-12	680	50	AT/C	13	2	M	1.00	9	14	II
156	H&K G3A3[c]	7.62mm	4/4	55	+2	-1	RIFL	GER	5.15	S/7	11-12	915	20	AT/C	10	2	M	.75	12	16	II
157	H&K HK33E[c,f]	5.56mm	3/3	46	+2	-1	RIFL	GER	4.45	S/7	11-12	680	25	AT/C	13	2	M	.55	9	16	II
158	H&K MZP-1 (slug)	40mm	1/1	8	+1	+0	RIFL	GER	2.65	S/5	11-12	60	-	SS/1	1	2	M	-	7	11	I
	(pellets)			16x4																	
159	M-16A2 HBAR[c]	5.56mm	4/3	49	+3	-1	RIFL	USA	4.05	S/7	11-12	1510	30	AT/C	10	2	M	.45	9	16	II
160	M-16A2 "Shorty"	5.56mm	3/3	42	+2	+0	RIFL	USA	3.25	S/6	11-12	590	30	AT/C	10	2	M	.45	9	14	II
161	M-16A3[c]	5.56mm	4/3	49	+2	-1	RIFL	USA	3.85	S/7	11-12	870	30	AB/C	6	2	M	.45	9	16	II
162	SIG 550[c]	5.56mm	4/3	49	+2	-1	RIFL	SWI	4.50	S/7	11-12	870	30	AB/C	13	2	M	.50	9	16	II
163	Ultimax 100	5.56mm	4/3	49	+2	-2	RIFL	SIN	6.15	S/7	11-12	755	100	AT/C	9	2	M	1.75	9	16	I
164	Vaime SSR1[6]	7.62mm	4/4	53	+2	-1	RIFL	FIN	4.25	S/8	11-12	660	5	B/C	1/2	2	M	.15	10	18	I
165	WA2000[8]	.300 Mag.	4/4	71	+4	-2	RIFL	GER	8.30	S/7	11-12	4430	6	SA/C	4	2	M	.40	11	16	I

Shotguns

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
166	4ga shotgun	4ga	3/5	57	+2	-3	RIFL	BRI	14.2	S/11	8	375	-	SS/1	1	2	-	-	16	33	I
	(00 Buckshot)		2/1	32x14	+1																
167	8ga shotgun	8ga	3/4	57	+2	-2	RIFL	BRI	9.50	S/8	8	375	-	SS/1	1	2	-	-	15	24	I
	(00 Buckshot)		2/1	22x18	+1																
168	Double shotgun	12ga	2/3	28	+2	-1	RIFL	-	4.30	S/8	8	360	-	SS/2	2	2	-	-	12	24	I
	(00 Buckshot)		2/1	15x11	+1																
169	Ithaca Autoburglar	20ga	2/2	22	+0	+1	PIST	USA	2.25	S/3	8	140	-	SS/2	2	1	-	-	8	9	II
	(00 Buckshot)		2/1	8x11	+0																
170	Winchester 1901	10ga	2/3	30	+2	-1	RIFL	USA	4.10	S/8	8-9	195	5	LA/I	1	2	-	-	13	24	I
	(00 Buckshot)		2/1	18x11	+1																
171	Stevens 150C	.410ga	2/2	17	+1	+0	RIFL	USA	2.60	S/5	9-10	110	3	B/I	1/2	2	-	-	9	14	I
	(00 Buckshot)		2/1	3x11	+1																
172	Ithaca Mag 10	10ga	2/3	34	+2	-2	RIFL	USA	5.10	S/8	10-12	660	3	SA/I	2	2	-	-	11	20	I
	(00 Buckshot)		2/1	18x12	+1																
173	Remington 870	12ga	2/3	31	+2	-1	RIFL	USA	4.10	S/7	10-12	410	7	P/I	2	2	-	-	11	18	I
	(00 Buckshot)		2/1	15x12	+1																
174	Sawed-off shotgun	12ga	1/3	29	+0	-1	PIST	-	2.50	S/4	10-12	185	-	SS/2	2	1	-	-	10	10	II
	(00 Buckshot)		1/1	15x11	+0																
175	Remington 7188	12ga	2/3	33	+2	-1	RIFL	USA	4.30	S/7	11	825	8	AT/I	7	2	M	-	10	16	II
	(00 Buckshot)		2/1	15x13	+1																
176	Beretta M3P[f]	12ga	2/3	33	+2	-1	RIFL	ITA	3.85	S/7	11-12	635	5	SA/C	4	2	-	.65	10	16	I
	(00 Buckshot)		2/1	15x13	+1																
177	Krieghoff Trumpf	12ga	2/3	33	+2	-1	RIFL	GER	3.55	S/7	11-12	5900	-	SS/2	2	2	-	-	10	16	I
	(00 Buckshot)		2/1	15x13	+2																
	(rifle)	7.62mm	4/4	60	+4								-	SS/1	1						I
178	LAW 12	12ga	2/3	33	+2	-1	RIFL	ITA	4.25	S/7	11-12	635	7	SA/I	4	2	-	-	10	16	I
	(00 Buckshot)		2/1	15x13	+1																
179	Mossberg 500	12ga	2/3	33	+2	-1	RIFL	USA	3.50	S/7	11-12	445	8	P/I	2	2	-	-	10	16	I
	(00 Buckshot)		2/1	15x13	+1																
180	Moss. 500 bullpup	12ga	2/3	33	+2	+0	RIFL	USA	3.85	S/4	11-12	445	8	P/I	2	2	-	-	10	11	I
	(00 Buckshot)		2/1	15x13	+1																
181	PA3 riot shotgun[f]	12ga	2/3	32	+1	+0	RIFL	ITA	2.40	S/5	11-12	215	3	P/I	2	2	-	-	10	11	I
	(00 Buckshot)		2/1	15x12	+1																
182	SPAS 12 civilian	12ga	2/3	33	+2	-1	RIFL	ITA	4.75	S/7	11-12	635	7	SA/I	4	2	-	-	10	16	I
	(00 Buckshot)		2/1	15x13	+1																
183	SPAS 12 military[f]	12ga	2/3	33	+2	-1	RIFL	ITA	4.55	S/6	11-12	635	6	SA/I	4	2	M	-	10	14	I
	(00 Buckshot)		2/1	15x13	+1																
184	Striker[f]	12ga	2/3	31	+1	-1	RIFL	SAF	5.00	S/6	11-12	145	-	RV/12	2	2	-	-	10	14	I
	(00 Buckshot)		2/1	15x12	+1																
185	The Brute	12ga	2/3	33	+1	+1	RIFL	ITA	2.00	S/5	11-12	220	-	SS/2	2	2	-	-	10	11	I
	(00 Buckshot)		2/1	15x13	+1																
186	USAS-12[c]	12ga	2/3	33	+1	-2	RIFL	KOR	6.50	S/7	11-12	415	28	AT/C	6	2	M	2.00	10	16	II
	(00 Buckshot)		2/1	15x13	+1																
187	Witness Prot. Gun	12ga	2/3	30	+1	+1	RIFL	USA	2.10	S/4	11-12	195	3	P/I	2	2	M	-	10	9	I
	(00 Buckshot)		2/1	15x12	+1																

Machine Guns

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
188	.45/70 Gatling	.45-70	3/4	35	+1	-4	HMG	USA	38.1	M/5	8	970	200	AT/C	10	2	M	7.20	12	20	I
189	Degtyar. DP	7.62mm MN	4/4	54	+1	-3	RIFL	USSR	12.6	S/9	8	340	47	AT/C	10	2	M	2.80	14	27	II
190	Maxim gun	.303	5/4	60	+3	-4	HMG	USA	22.0	S/8	8-9	820	200	AT/E	10	2	M	6.00	13	22	I
191	.30 cal Browning	.30-06	5/4	60	+3	-3	HMG	USA	24.6	S/7	8-10	820	200	AT/E	10	2	M	6.00	12	19	I
192	KPV	14.5mm	5/4	127	+2	-6	HMG	USSR	86.0	M/13	9-10	1660	200	AT/E	10	2	M	36.9	17	48	II
193	MG-34	7.92mm	4/4	59	+2	-3	HMG	GER	18.0	S/8	9-10	1040	200	AT/E	15	2	M	6.00	13	22	I
194	M2 Browning	12.7mm	5/4	109	+3	-5	HMG	USA	60.0	M/11	9-12	2480	200	AT/E	10	2	M	20.0	16	40	I
195	M60 LMG	7.62mm	4/4	57	+2	-3	HMG	USA	16.3	S/8	10-11	975	200	AT/E	9	2	M	5.80	11	20	I
196	M60 Maremont	7.62mm	4/4	57	+2	-3	HMG	USA	14.4	S/8	11	975	200	AT/E	9	2	M	5.80	10	18	I
197	MG-42	7.62mm	4/4	57	+2	-3	HMG	GER	16.3	S/9	10-11	975	200	AT/E	15	2	M	5.80	11	23	I
198	M134 Minigun	7.62mm	4/4	54	+1	-3	HMG	USA	120.	M/6	10-12	13704000		AT/E	100	2	M	102.	11	20	I
199	FN Minimi	5.56mm	4/3	48	+2	-2	RIFL	BEL	10.0	S/7	11-12	730	200	AT/E	14	2	M	3.10	9	16	I

Heavy Weapons

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
200	16" naval gun(HE)	406mm	6/8	1450E	+3	-19	MART	USA	100t	VL/150	9	580k	-	SS/1	2/min	-	M	1.0t	70	1650	I
	(APHE)		6/8	2450	+3													1.5t			I
201	M20 "Bazooka"	89mm	2/6	1280	+1	-3	LCHR	USA	9.55	S/11	9	150	-	SS/1	1	2	M	4.05	13	30	II
202	RPG-7	85mm	3/5	1260	+1	-2	LCHR	USSR	9.25	S/7	10-11	135	-	SS/1	1	2	M	2.25	10	16	III
203	M72 LAW	66mm	2/5	907	+1	+0	LCHR	USA	2.15	S/6	11	165	-	SS/1	1	2	M	-	7	14	III
204	Stinger(+4)	70mm	5/8	334E	+3	-4	LCHR	USA	18.3	S/11	11	2000	-	SS/1	1	2	M	13.4	11	22	II
205	ARES (APFSDS)	75mm	6/7	511	+3	-12	MART	USA	1140.	M/38	11-12	68k	20	AT/E	1	-	M	312.	32	114	I
	(HE)		5/5	156E	+3													312.			I
206	GAU-8 (AP)	30mm	5/5	226	+2	-12	HMG	USA	1720.	L/24	11-12	22.7k	1170	AT/E	70	-	M	1050.	19	108	I
207	GIAT CN105(HE)	105mm	5/8	272E	+3	-13	MART	FRE	2470.	L/39	11-12	28.2k	-	SS/1	8/min	-	M	19.1	32	176	I
	(APFSDS)		7/8	1110	+4													17.1			I
	(HEAT)		5/8	2060	+3													22.0			I
208	Hellfire (+8)	178mm	5/8	5540	+3	-6	LCHR	USA	70.4	M/12	11-12	8550	-	SS/1	1	2	M	42.8	21	36	III
209	LAW 80	94mm	3/5	1540	+2	-3	LCHR	BRI	8.80	S/10	11-12	250	-	SS/1	1	2	M	-	7	23	II
210	Mecar 90mm (HE)	90mm	3/6	220E	+2	-9	MART	BEL	274.	M/21	11-12	2480	-	SS/1	6/min	-	M	5.15	21	63	I
	(HEAT)		4/6	1440	+2													3.70			I
	(Cannister)		2/1	1kx14	+1													5.95			I
211	Oerlikon KAA (AP)	20mm	5/4	172	+3	-6	HMG	SWI	109.	M/18	11-12	7820	50	AT/E	17	-	M	21.0	16	54	I
212	Oerlikon KCA (AP)	30mm	5/5	226	+3	-8	HMG	SWI	213.	M/24	11-12	13.4k	50	AT/E	10	-	M	56.6	19	72	I
213	Rhienmetaal (HE)	120mm	6/8	333E	+3	-13	MART	GER	3020.	L/37	11-12	35.4k	-	SS/1	5/min	-	M	23.5	33	167	I
	(APFSDS)		7/8	1200	+4													19.0			I
	(HEAT)		6/8	2640	+3													23.0			I
214	AIM-9P (+8)	127mm	6/8	410E	+3	-7	LCHR	USA	86.1	M/20	11-12	64.8k	-	SS/1	1	-	M	-	6	60	I
215	TBA Multi-dart	68mm	5/8	48	+3	-7	LCHR	FRE	190.	M/8	11-12	6010	-	SS/22	5	-	M	140.	15	24	I

Other

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
216	TL9 gren. (frag 28/1)	-	1/1	41E	+0	+1	THRW	-	.60	S/1	8-10	10	1	-	1	1	M	-	6	2	II
217	RKG-3 AT gren.	56mm	1/1	1120	+0	+0	THRW	USSR	1.10	S/3	10-11	5	1	-	1	1	M	-	3	8	II
218	Claymore (frag 23/160)	-	-	152E	+0	-	DEMO	USA	1.60	S/2	10-12	20	1	-	1	-	M	-	3	5	I
219	M203 (frag 14/32)	40mm	1/4	40E	+1	-	LCHR	USA	1.65	S/3	10-12	60	1	SS/1	1	2	M	.25	8	8	I
	(HEAT (frag 23/8))		1/4	572	+1	-											M	.25			
220	Anchor bolt	5mm	-	30	+0	+0	WHMR	-	.70	VS/2	11-12	110	20	SA/C	1	1	2	.20	3	4	II
221	TL11 gren.(frag 13/80)	-	1/1	53E	+0	+2	THRW	-	.35	S/1	11-12	20	1	-	1	1	M	-	4	2	I
222	Mini gren.(frag 9/40)	-	1/1	24E	+0	+3	THRW	-	.15	VS/1	11-12	10	1	-	1	1	M	-	3	2	II
223	12ga grenade	12ga	2/2	15E	+1	-	RIFL	-	-	VS/1	11-12	1	1	-	-	-	M	-	1	1	I
224	Stingball (frag 10/2)	-	1/1	16E	+1	+2	THRW	USA	.40	VS/1	11-12	10	1	-	1	1	M	-	2	2	II
225	Stun grenade	-	1/1	16Ex3	+0	+1	THRW	-	.60	S/1	11-12	20	1	-	1	1	M	-	3	2	I
226	Portable door	-	-	60	-	-	DEMO	BRI	7.00	S/7	11-12	110	1	-	1	1	M	-	1	16	I
227	IMRAH F-1 (+6)	200mm	1/1	540	+1	+0	LCHR	FRE	13.4	M/2	11-12	215	-	SS/1	1	-	M	-	4	6	I
228	Technovar VAR/40	-	-	39	-	-	DEMO	ITA	.10	VS/1	11-12	15	1	-	1	-	M	-	3	2	I
229	FFV 028 (+2)	-	-	4370	-	-	DEMO	SWE	7.50	M/1	11-12	50	-	-	1	-	M	-	4	3	I
230	Valmara 69 (frag 33/40)	-	-	133E	-	-	DEMO	ITA	3.70	S/2	11-12	65	-	-	1	-	M	-	4	5	I

c - civilian version of this weapon available
d - separate detachable stock available
f - includes folding or collapsing stock
l - includes integral laser sight
t - includes detachable stock which requires tools
3 - indicates power of attached telescopic sight

Civilian Pistols

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
1	Sphinx AT-2000S	9mm	2/3	20	+2	+2	PIST	SWI	1.20	S/2	11	720	15	SA/C	4	1	-	.20	8	5	I
2	Sphinx AT-2000S	.41AE	2/4	21	+2	+2	PIST	SWI	1.15	S/2	11	755	11	SA/C	4	1	-	.15	8	5	I
3	Colt 2000	9mm	2/3	21	+2	+2	PIST	USA	1.05	S/2	12	755	15	SA/C	4	1	-	.20	7	4	I
4	Grendel P-12	.380ACP	1/3	13	+1	+3	PIST	USA	.50	S/1	12	270	11	SA/C	4	1	-	.15	6	2	I
5	Steyr SPP	9mm	2/3	22	+1	+2	PIST	AUS	1.50	S/2	12	395	15	SA/C	4	1	-	.20	7	4	I

Machine Pistols & SMG's

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
6	Bushman IDW	9mm	1/3	19	+1	+1	PIST	ENG	3.35	S/2	11-12	450	28	AT/C	7	1	M	.40	10	6	I
7	Bushman IDW	9mm	2/3	21	+1	+0	PIST	ENG	3.55	S/3	11-12	490	28	AT/C	7	1	M	.40	10	8	I
8	Calico M-950A[c]	9mm	3/3	21	+2	+0	PIST	USA	2.60	S/4	11-12	245	100	SA/C	10	2	M	1.60	8	9	II
9	H&K MP5/10[f]	10mm	3/3	27	+2	+0	RIFL	USA	3.35	S/5	11-12	370	30	AB/C	6	2	M	.50	8	11	I
10	H&K MP5/40[f]	.40S&W	3/3	23	+2	+0	RIFL	USA	3.35	S/5	11-12	310	30	AB/C	6	2	M	.60	8	11	I
11	Black Pistol	.45ACP	2/4	25	+2	+2	PIST	USA	1.25	S/2	12	1800	10	AB/C	6	1	M	.25	8	4	I
12	Bushman IDW	9mm	2/3	22	+1	+1	PIST	ENG	1.65	S/3	12	510	28	AT/C	7	1	M	.40	7	6	I
13	FN P-90	5.7mm	3/1	27	+2	+1	RIFL	BEL	3.20	S/3	12	320	50	AT/C	15	2	M	.40	7	6	I
14	Steyr TMP[c]	9mm	2/3	22	+1	+1	PIST	AUS	1.65	S/2	12	510	25	AT/C	10	1	M	.35	7	4	II

Civilian Rifles

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
15	Voere VEC91	.223 Usel	4/3	46	+3	+0	RIFL	AUS	2.70	S/7	12	2500	5	B/C	1/2	2	-	.05	8	14	II

Military Rifles

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
16	AAI ACR	5.56mm	4/4	54	+2	-1	RIFL	USA	3.75	S/7	12	1020	30	AB/C	6	2	M	.20	8	14	II
17	AMR 5075	15mm	5/8	231	+5	-4	RIFL	AUS	20.0	S/10	12	12.6k	5	SA/C	1	2	M	.90	14	20	I
18	Colt ACR[3.5,f]	5.56mm	4/3	2x34	+2	-1	RIFL	USA	3.90	S/7	12	730	30	AT/C	11	2	M	.30	8	14	II
19	Covert PM	7.62mm	3/4	28	+3	-2	RIFL	ENG	6.70	S/9	12	1000	10	B/C	1/2	2	M	.25	9	18	I
20	Grendel S-16	7.62mm	3/4	28	+2	-1	RIFL	USA	4.80	S/7	12	1000	20	AT/C	10	2	M	.50	9	16	II
21	H&K G-11[1,5]	4.73mm/c	4/3	45	+2	+0	RIFL	GER	4.25	S/5	12	900	50	AB/C	10	2	M	.35	8	10	III
22	Steyr ACR[3.5]	5.56mm	4/4	57	+2	+0	RIFL	AUS	3.05	S/6	12	1120	24	AB/C	6	2	M	.20	8	12	II

Shotguns

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
23	SPAS-15[f]	12ga	3/3	34	+2	-1	RIFL	ITA	4.20	S/7	12	330	6	SA/C	2	2	-	.30	9	14	I
	(00 Buckshot)		2/1	15x13+1					5.60									1.00			
24	Olin/H&K CAW	12ga	3/3	43	+2	-1	RIFL	USA	4.30	S/5	12	610	10	AT/C	6	2	M	.60	9	10	I
	(flechette)		3/4	20x29	+2	-1			4.05									.35			
	(pellets)		3/1	10x20	+2	-1			4.25									.55			
25	Jackhammer	12ga	3/3	30	+2	-1	RIFL	USA	5.60	S/6	12	365	10	AT/C	4	2	M	1.00	10	14	II
	(00 Buckshot)		2/1	15x12+1					5.60									1.00			

Machine Guns

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
26	H&K Grenade MG	40mm	1/4	40E	+2	-3	LCHR	GER	20.0	M/5	12	310	15	AT/C	3	2	M	8.00	7	13	I
27	H&K LMG	4.73mm/c	4/3	50	+3	-2	RIFL	GER	7.00	S/6	12	1800	300	AB/C	8	2	M	1.30	8	12	IV
28	ARES TARG	12.7mm	5/4	120	+3	-4	HMG	USA	35.7	M/8	12	3140	200	AT/E	23	2	M	15.3	12	21	I
29	BRG-15	15.5mm	6/4	143	+3	-6	HMG	BEL	70.0	M/15	12	5450	70x2	AT/E	10	2	M	23.5	13	40	I

Heavy Weapons

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
30	REA 40mm AGL	40mm	1/4	40E	+1	+0	LCHR	-	3.40	S/5	12	235	6	AT/C	5	2	M	1.80	7	10	I
31	Armscor MGL	40mm	1/4	40E	+1	-1	LCHR	SAF	6.50	S/6	12	60	-	RV/6	2	2	M	-	7	12	I
32	Panzerfaust III	110mm	3/5	2040	+2	-3	LCHR	GER	12.9	S/8	12	860	-	SS/1	1	2	M	3.80	9	16	II
33	Böhler C6 (HE)	60mm	2/3	114E	+1	-1	LCHR	AUS	5.10	S/6	12	295	-	SS/1	1/2	2	M	.50	12	12	I
	(fragmentation)(frag 25/14)			68E														.50			
	(HEAT)(68E, frag 25/5)			820														.50			
	(cannister)			132x25														.50			
34	Guided bomb(+6)	120mm	3/8	2320	+2	-	LCHR	-	17.0	S/7	12	335	-	-	-	-	M	17.0	4	14	I
				191E																	

Other

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
35	AD1 gren.(frag 16/50)	-	1/1	60E	+0	+2	THRW	AST	.50	S/1	12	20	-	SS/1	1	1	M	-	4	2	I
	(HE)			100E								10									
	(White phosphorus)			-								10									
	(Thermite)			30								10									

Civilian Pistols

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
1	Colt Mamba	.44 Mag	2/4	32	+2	+1	PIST	USA	1.55	S/2	12	610	-	RV/6	2	1	-	-	8	6	I
2	Colt Mamba	.44 Mag	3/4	33	+3	+1	PIST	USA	1.70	S/3	12	635	-	RV/6	2	2	-	-	8	9	I
3	FN P-96	5.7mm	2/1	25	+1	+2	PIST	BEL	1.05	S/2	12	450	25	SA/C	4	1	-	.20	7	4	I
4	Liberator II	15mm	1/2	101	+0	+4	PIST	USA	.30	VS/1	12	75	-	SS/1	1	1	M	-	7	2	II
	(stun bag)	15mm	1/2	16	+0	+4	PIST	USA	.30	VS/1	12	75	-	SS/1	1	1	-	-	7	2	II
5	Ruger P-8	4mm	2/2	22	+1	+3	PIST	USA	.65	S/1	12	395	10	SA/C	4	1	-	.05	7	2	I
6	SK-5 Giant killer	12.7mm	3/4	91	+2	+0	PIST	-	3.35	S/3	12	7020	-	RV/5	3	1	-	-	9	5	I
7	Weedburner	10mm	1/1f	-	-1	+3	PIST	UK	.65	S/1	12	45	5	SA/I	1	1	-	-	4	2	IV
8	Dolch H21	3mm	2/1	16	+1	+4	PIST	-	.40	VS/1	13	2800	15	SA/C	4	1	-	.05	3	1	I
9	TMI-8 Hideout	2mm	1/1	16	+1	+4	PIST	-	.35	VS/1	13	730	-	RV/5	2	1	-	-	4	1	II
10	Viper	20mm	1/3	11/11	+0	+3	PIST	-	.70	S/1	13	125	5	SA/C	2	1	-	.30	6	2	II
11	Entiires C9	4mm	2/1	30	+1	+1	PIST	-	1.70	S/2	14	1050	100	SA/C	4	1	-	.55	5	2	I
12	Thornet	20mm	2/3	218	+1	+2	PIST	-	1.30	S/2	14	300	10	SA/C	4	1	M	.60	5	3	I
	(stun round)			16					.90								-	.20			I
13	Zeus Thunderwand	5mm	2/1	12	+1	+3	PIST	-	.55	S/1	14	755	250	SA/I	4	1	M	-	2	1	I
	(medium power)			27									50								
	(high power)			61									10								
14	Assassin (+10)	35mm	3/7	386	+2	+1	PIST	-	1.95	S/3	15	500	-	SS/1	1	2	M	1.05	6	4	I
15	Cybors K	5mm	2/3	24	+1	+1	PIST	-	1.60	S/2	15	3100	50	SA/I	4	1	M	-	3	2	I
	(stunner)		2/1	69									10								
16	Punisher	20mm	2/2	30	+0	+2	PIST	-	1.25	S/2	15	280	5	SA/C	4	1	-	.20	5	3	II
	(+4 police version)		2/2	30	+1	+1	PIST	-	1.80	S/2	15	960	10	SA/C	4	1	M	.40	5	3	I
17	TMI Stormer	5mm	2/3	38	+1	+3	PIST	-	.55	S/1	15	3400	25	SA/I	4	1	-	-	2	1	I
18	Vapotech Mil-2 (+4)	5mm	2/3	66	+1	+1	PIST	-	1.90	S/2	19	3500	100	SA/I	4	1	-	-	3	1	II
	(half damage)			33									400								

Machine Pistols & SMG's

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
19	Buzzsaw	.22 Mag	2/2	24	+0	+0	RIFL	-	5.45	S/3	12	215	1k	AT/C	40	2	M	3.60	7	6	II
20	Ares FMG-2[f]	9mm	3/3	23	+1	+1	PIST	USA	1.55	S/4	12	535	20	AT/C	11	2	M	.30	7	6	I
21	Benelli "Reaper"[f]	10mm	3/3	21x16	+2	+1	RIFL	ITA	3.00	S/4	12	1300	40	AT/C	10	2	M	.70	8	8	II
22	Benelli Phil. copy	10mm	3/3	38	+1	+1	RIFL	PHI	3.60	S/4	10	250	40	AT/C	10	2	M	.90	10	10	III
23	Ruger P-4[c]	4mm	2/2	25	+2	+2	PIST	-	1.20	S/2	12	1350	100	AB/C	6	1	M	.20	4	4	I
24	Streetsaber (lethal)	5mm	2/3	30	+1	+1	PIST	-	2.10	S/2	13	2080	50	AT/I	5	1	M	-	4	2	I
	(stun)		2/1	21	+1										5			-			
	(continuous)		2/3	3	+1								20k		100			.30			
25	PolSci Cquel	5mm	1/1	17	+1	+3	PIST	-	.55	S/1	13	1100	300	AB/C	12	1	M	.10	2	1	II
26	Screamer BM	2mm	1/1	15	+0	+4	PIST	-	.25	VS/1	14	145	100	AT/I	33	1	-	-	4	1	III
27	Stinger II	2mm	2/1	18	+2	+2	PIST	-	.60	VS/2	14	1160	500	AT/C	40	1	M	.10	4	2	II
28	Synerg 12/2(+6)[c]	12mm	2/3	35	+2	+1	PIST	-	2.15	S/2	14	905	15	AB/C	6	1	M	.30	6	3	II
	(3mm disc. sabot)		2/4	50	+2				1.95				15					.15			
	(HEAT)		2/1	79	+2				1.95				15					.15			
29	Entiires K30A2	3mm	2/4	44	+1	+1	PIST	-	2.20	S/2	15	2350	100	AB/C	20	1	M	.80	5	2	II
30	Lazer Lash(lethal)	5mm	1/1	17	+1	+3	PIST	-	.65	S/1	15	1250	100	AT/I	10	1	M	-	2	1	I
	(stun)			12				-													
	(continuous beam)			2				-					10k		100						
31	Sauer-Bosk RK(+6)[c]	2.9mm	3/4	50	+2	+1	RIFL	-	2.95	S/3	15	1750	100	AB/C	10	2	M	.95	5	3	I

Civilian Rifles

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
32	Off-the-shelf spec.	5mm	4/4	9	+2	-3	RIFL	-	26.8	M/4	12	10000	10k	AT/E	7	2	-	11.1	3	6	I
	(3G[3] version)	5mm	4/4	9	+2	-3	RIFL	-	13.3	S/6	12	860	10k	AT/E	7	2	-	8.70	3	8	I
33	GhettoBlaster	7mm	4/4	102	+0	-1	RIFL	-	4.95	S/5	13	1040	5	SA/I	4	2	-	-	6	6	IV
	(half damage)			51									20								
34	Remington BR7	7mm/c	4/4	65	+3	+0	RIFL	-	3.95	S/5	13	1890	10	SA/C	4	2	-	.15	8	9	II
35	Nevin A-02	2mm	4/3	61	+1	+1	RIFL	-	2.20	S/3	14	625	50	SA/I	2*	2	-	-	6	4	II
36	Ka'chang	15mm	5/4	205	+3	-2	RIFL	-	8.00	S/8	14	17500	3	B/C	1/2	2	-	.85	11	12	I
37	Lizzie Type 2[3]	3mm	4/4	70	+2	-1	RIFL	-	7.95	S/5	14	1530	200	SA/I	2	2	-	.35	6	6	I
38	Olymp. Verminex[10]	5mm	3/3	38	+2	+1	RIFL	-	2.80	S/3	15	1160	50	SA/I	4	2	-	-	4	3	I
	(half damage)			19									200								
	(quarter damage)			10									800								

Military Rifles

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
39	Kalashnikov AK-9[c]	7mm	4/4	61	+1	-1	RIFL	RUS	6.50	S/4	12	550	70	AT/C	10	2	M	1.10	9	8	II
40	Thumper	20mm	1/1	10	+1	+1	RIFL	-	1.10	S/3	12	120	10	SA/C	4	2	M	.45	7	6	I
41	Enfield L22A1[3]	7mm	4/4	65	+2	-1	RIFL	ENG	5.90	S/6	12	1560	50*	AB/C	10	2	M	.50/.60	9	12	II
	(half damage)			35					7.30				200*					1.90/.60			I
	(high damage)			85					5.90				50*					.50/.60			III
42	MR-40 Gauss rifle	4mm	4/4	74	+2	-2	RIFL	-	6.90	S/6	13	2400	100	AT/C	5*	2	M	.40	8	10	I
43	Long Tom	6mm	5/6	157	+6	-3	RIFL	-	15.7	S/8	13	25800	20	SA/C	2*	2	M	.45/3.25	10	11	I
44	Aratech 7/c	7mm/c	4/4	63	+2	+0	RIFL	-	4.20	S/4	13	1160	50	AT/C	10	2	M	.60	8	7	II
45	HBAR	7mm/c	4/4	72	+2	-1	RIFL	-	5.60	S/6	13	1480	50	AT/C	10	2	M	.60	8	11	II
46	Sniper HBAR	7mm/c	5/4	72	+4	-1	RIFL	-	5.15	S/6	13	2960	10	SA/C	4	2	M	.15	8	11	I
47	HBAR/et	7mm/c	4/4	79	+2	-2	RIFL	-	8.60	S/6	13	3500	200	AT/E	10	2	M	2.65	8	11	I
48	Aratech Exp-4	5mm/c	4/3	45	+2	+1	RIFL	-	2.05	S/4	14	655	100	AT/C	10	2	M	.45	6	6	II
49	PolSci CAR-7(+6)	3mm	4/4	93	+2	-2	RIFL	-	13.5	S/4	14	3900	500	AB/C	5	2	M	9.50	7	5	I
50	(light duty)					-1			9.70				300	AB/C	3			5.70			
51	(belt pack)					-1			5.10(carried)				500					10.2(belt pack)			
52	PolSci CAR-9(+6)	3mm	4/4	93	+2	-1	RIFL	-	9.00	S/4	15	3900	500	AB/C	10*	2	M	5.65	6	4	I
53	Taxxon AWC(+8)	5mm	4/6	192	+2	-3	RIFL	-	12.0	S/7	15	29K	5	AT/I	5	2	M	-	6	7	I
	(half damage)			96									20	AT/I	10	2					
54	(mounted version)		5/6	192	+3	-3							5*	AT/E	5	2					
55	Tori Novafire II[6](+6)	7mm	4/4	102	+2	-1	RIFL	-	7.25	S/4	15	7000	50	AB/C	10	2	M	4.00	4	3	I
56	(lightweight version)		4/4	102	+2	-1	RIFL	-	6.20	S/4	15	10.0k	50	AT/C	10	2	M	3.80	3	2	I

Shotguns

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
57	Wristbreaker I (flech)[f]	12ga	3/4	28x15	+2	-1	RIFL	-	4.35	S/5	12	1450	10x2	AT/I	10	2	M	-	6	5	II
	(slug)		2/3	33																	
58	Wristbreaker II (flec)	12ga	2/4	28x14	+1	+1	PIST	-	2.80	S/2	12	1450	5x2	SA/I	4	1	M	-	7	4	I
	(slug)		2/3	30																	
59	Eisensturm(slug)(+6)	16mm	3/4	41	+2	-1	RIFL	-	6.60	S/4	14	655	50	AB/C	6	2	M	3.65	7	6	II
	(flechette)		3/4	16x24	+2	-1			4.45									1.50			
	(HEAT)		3/2	122	+2	+0			4.05									1.10			
	(4mm disc. sabot)		3/5	56	+2	+0			3.75									.85			
60	Deathwind (+8)	15mm	3/4	16x21	+2	+0	RIFL	-	5.75	S/3	15	3330	50	AB/C	6	2	M	2.45	6	3	I
	(DP flechette)		3/4	37/6x21					5.45									2.15			
	(HEAT/HE)		3/4	115					4.55									1.25			

Machine Guns

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
61	Vehic. CIWS (+10)	7.62mm	4/4	59	+2	-6	HMG	-	140.	L/4	12	8970	200x2	AT/E	20	--	M	4.80x2	9	16	I
62	Browning-Maskei	15mm	5/4	207	+2	-6	HMG	-	81.5	M/8	13	4330	200	AT/E	10	-	M	63.7	13	19	II
63	Lightsword (+6)	14mm	5/5	324	+3	-5	HMG	-	36.5	S/11	14	50.5k	-	AT/E	10	2	M	-	8	11	I
64	Tori PDS (+12)	9.5mm	4/6	124	+2	-3	RIFL	-	29.8	M/4	15	34.7k	-	AT/E	1	-	M	-	4	4	I
	(continuous beam)			12										AT/E	100	-					
65	Entiires M40B	4mm	5/5	303	+3	-3	HMG	-	14.4	S/8	15	34.8k	-	AT/E	16	2	M	1.30	8	8	I
66	Devastator	5mm	5/7	542	+3	-4	RIFL	-	68.4	M/9	15	295k	10	AB/E	10	2	M	35.9	8	15	I
	(half power)			271									40								

Heavy Weapons

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
67	TAGLAW 30(+4)	95mm	4/6	1630	+2	-2	LCHR	USA	7.25	S/7	12	370	-	SS/1	1	2	M	-	12	14	II
68	Cobra(+5)	95mm	4/6	1700	+2	-2	LCHR	-	7.25	S/6	13	430	-	SS/1	1	2	M	-	11	11	II
69	Tronskaal(+6)	95mm	4/6	1770	+2	-2	LCHR	-	7.05	S/6	14	650	-	SS/1	1	2	M	-	9	9	II
70	ZetaTech 8c(+6)	95mm	4/6	1830	+2	-2	LCHR	-	5.90	S/6	15	650	-	SS/1	1	2	M	-	8	8	II
71	MAPAG(+5)	70mm	5/8	201E	+3	-4	LCHR	-	19.4	S/9	12	2640	-	SS/1	1	2	M	16.1	10	18	I
72	Loompanic-A(+6)	70mm	5/8	209E	+3	-4	LCHR	-	19.2	S/9	13	3500	-	SS/1	1	2	M	16.1	9	16	II
73	Vortex 2(+7)	70mm	5/8	217E	+3	-4	LCHR	-	18.2	S/9	14	5170	-	SS/1	1	2	M	16.1	7	14	I
74	Teradyl-4a(+8)	70mm	5/8	225E	+3	-3	LCHR	-	17.6	S/9	15	7000	-	SS/1	1	2	M	16.1	7	11	I
75	Mk48 Pbeam	25mm	6/6	1710	+3	-8	MART	-	175.	M/18	15	1.45m	-	SA/E	1	-	M	-	14	23	I

Other

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
76	TL13 gren.(frag 16/100)	-	1/1	66E	+0	+2	THRW	-	.35	S/1	13	20	-	-	1	1	M	-	4	2	I
77	Smart gren.(+2)	-	1/1	66E	+0	+2	THRW	-	.45	S/1	13	40	-	-	1	1	M	-	4	2	I
78	APAM gren.(+4)(66E)	-	1/1	148	+1	+1	LCHR	-	.80	S/1	13	145	-	-	1	1	M	-	4	2	I
79	MR-40 (frag 14/128)	-	1/5	66E	+0	-2	LCHR	-	.50	VS/1	13	20	-	-	1	2	M	-	8	1	I
80	MR-40 HEAT(+4)(39E)	-	1/5	480	+0	-2	LCHR	-	.80	S/1	13	110	-	-	1	2	M	-	8	2	I
81	MR-40 HEAT (73E)	-	1/4	890	+0	-2	LCHR	-	.50	VS/1	13	10	-	-	1	2	M	-	8	1	I

Civilian Pistols

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
1	Pistole Clementi	15mm	1/4	12	+1	+1	PIST	ITA	2.40	S/3	5	260	8	SA/C	4	1	-	.55	12	11	II
2	Roberson Mod. 8	8mm	2/1	13	+1	+2	PIST	USA	1.00	S/2	6	135	-	RV/5-F	1	1	-	-	10	7	I
3	Thunderflash	12mm	2/2	24	+1	+0	PIST	USA	3.30	S/4	6	215	-	RV/6-F	1	1	-	-	12	10	II
4	Traveller's friend	8mm	2/1	13	+0	+2	PIST	USA	1.40	S/2	6	95	-	SS/2-F	2	1	-	-	10	7	II
5	Duelling pistol	8mm	2/3	16	+2	+2	PIST	USA	1.00	VS/3	7	300	-	SS/1-P	1	1	-	-	10	8	I
6	Hammerjack[t]	12mm	2/2	25	+1	+0	PIST	NET	3.60	S/4	7	225	-	RV/12-P	1	1	-	-	12	8	I
7	Last chance	10mm	1/2	16	+1	+3	PIST	USA	.70	S/1	7	150	-	SS/1-P	1	1	-	-	10	3	I
8	McGregor 310	10mm	2/2	16	+0	+1	PIST	AUS	2.00	S/2	7	165	-	SS/4-P	4	1	-	-	10	7	II
9	Oldtimer 9	9mm	2/3	14	+1	+2	PIST	USA	1.30	S/2	7	280	10	SA/C	4	1	-	.15	10	7	I
10	Oldtimer 45	.45ACP	1/4	12	+1	+2	PIST	USA	1.30	S/2	7	260	6	SA/C	4	1	-	.15	10	7	I
11	Manchetti .44	11mm	2/3	18	+1	+1	PIST	ITA	2.70	S/3	8	230		RV/12	4	1	-	-	10	9	I
12	Wyndham	8mm	2/3	14	+1	+1	PIST	BRI	1.55	S/2	8	195		RV/12	2	1	-	-	10	6	I
13	Comp .45	.45 ACP	2/4	17	+2	+2	PIST	USA	1.30	S/2	9	630	7	SA/C	4	1	-	.20	9	6	I
14	Widget	.22LR	1/2	11	+0	+3	PIST	USA	.60	S/1	9	110	-	SS/3	1	1	M	-	8	3	I
15	Witheriesta[d]	9mm	2/3	20	+3	+2	PIST	-	1.10	S/2	9	1440	8	SA/C	4	1	-	.10	9	6	I
16	Flying dustbin	100mm	1/3	12	+0	+1	PIST	IRE	1.75	S/2	10	30	-	SS/1	1	1	-	-	10	5	III
	(improvised HE)			100E																	
17	Daisy Brassless	.22/c	2/2	12	+1	+3	PIST	USA	.40	VS/2	10	260	12	SA/C	4	1	-	.05	7	4	II
18	Northstar	5mm	2/3	17	+1	+1	PIST	-	1.60	S/2	11	790	-	SS/1	1	1	-	-	4	3	I
19	H&K UORD	6mm	2/4	21	+2	+3	PIST	GER	.80	S/1	11	4800	-	SS/6	2	1	M	-	6	2	I

Machine Pistols & SMG's

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
20	Ingramus M-X	15mm	1/2	12	+1	+0	RIFL	ITA	3.50	S/3	4	170	20	SA/C	5	2	M	.90	13	12	IV
21	Ingramus *Longus*	15mm	2/2	14	+1	-1	RIFL	ITA	4.70	S/5	4	180	20	SA/C	5	2	M	.90	13	20	IV
22	Fire Lance	15mm	2/2	17	+1	+0	RIFL	CHI	3.50	S/6	5	160	10	AT/I-M	1	2	M	-	13	23	III
23	Calliope	6mm	2/1	12	+0	-1	RIFL	USA	7.50	S/4	6	275	-	SS/20-F	5	2	-	-	9	25	III
24	Volley pistol	6mm	2/1	12	+1	+2	PIST	USA	1.50	S/2	6	335	-	SS/5-F	5	1	-	-	9	7	II
25	Anuzi 9mm[f]	9mm	2/3	17	+2	-1	RIFL	USA	4.75	S/5	7	310	32	AT/C	10	2	M	.55	12	18	I
26	Blackthorn 12	12mm	2/2	25	+1	+0	PIST	USA	4.70	S/4	7	295	20	AT/C-P	10	1	-	1.60	14	13	II
27	Greaser[f]	.45ACP	2/4	13	+1	+0	RIFL	USA	3.60	S/5	7	85	40	AT/C	12	2	M	1.30	9	10	I
28	Plumbers Special	9mm	2/3	17	+0	+1	RIFL	USA	1.90	S/5	7	80	30	AT/C	15	2	M	.45	11	16	III
29	Nordenfeldt	.44 Webley	2/3	14	+1	+0	RIFL	UK	4.15	S/4	8	210	80	P/I	8	2	M	-	9	12	I
30	Zoetroepe	11mm	2/3	15	+1	+0	RIFL	USA	2.70	S/4	8	260	-	RV/30-P	6	1	M	1.50	10	12	I
31	Whirligig	9mm	1/3	20	-1	+1	RIFL	IRE	2.35	S/4	9	60	30	AT/C	10	2	M	.45	11	13	III
32	Slivergun[f]	5mm	3/1	14	+2	+1	RIFL	-	1.30	S/5	9	360	50	AT/C	6	2	M	.05	6	11	I
33	Bl. Widow (frag:20/13)	-	1/1	-	+0	+1	PIST	USA	3.00	S/2	10	400	-	SS/6	6	1	-	-	10	5	II
34	Uzi II[c]	5.56mm	2/3	40	+1	+1	PIST	ISR	3.05	S/3	10	1090	50	AT/C	12	1	M	.55	10	8	II
35	Fairy Luck	2mm	1/1	3	+1	+4	PIST	-	.05	VS/1	11	265	50	AT/C	10	1	-	.00	3	2	II
36	Ingram M-12[c,f]	10mm	2/3	26	+1	+1	PIST	USA	1.85	S/2	11	610	30	AT/C	15	1	M	.50	8	5	II

Civilian Rifles

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
37	Cro-Magnum 44	44mm	1/1	10	+2	-2	RIFL	-	6.35	S/10	3	120	-	RV/3-M	1	2	-	-	15	43	IV
38	Hand cannon	20mm	1/3	30	+0	-1	RIFL	-	3.90	S/8	4	140	-	SS/1-M	1	2	-	-	19	26	III
39	Rifle Clementi	15mm	2/4	19	+1	-1	RIFL	ITA	5.05	S/6	5	170	12	SA/C	4	2	-	.90	13	23	II
40	Sunspot Special	16mm	3/2	33	+1	-2	RIFL	USA	3.55	S/7	5	80	-	SS/1-M	1	2	-	-	16	26	III
41	Flintlock carbine	10mm	3/2	19	+2	+0	RIFL	-	2.40	S/6	6	170	-	RV/5-F	1	2	-	-	13	17	II
42	Ogrilon	16mm	3/4	52	+2	-3	RIFL	-	8.00	S/6	6	450	-	SS/2-F	2	2	-	-	17	21	I
43	Springfield 10	10mm	3/4	27	+2	-2	RIFL	USA	4.00	S/7	6	125	-	RV/6-F	1	2	-	-	13	25	I
44	Trade Rifle	12mm	3/2	31	+1	-2	RIFL	USA	4.00	S/8	6	75	-	SS/1-F	1	2	-	-	14	28	II
45	Armory 6-10	7.62mm	4/4	39	+2	-2	RIFL	USA	5.45	S/8	7	285	6	LA/I	1	2	-	-	14	26	I
46	Springfield 12[f]	12mm	3/4	35	+2	-1	RIFL	USA	6.30	S/6	7	345	20	SA/I	4	2	-	-	14	20	I
47	Rockshaker	18mm	3/4	54	+2	-2	RIFL	-	9.85	S/6	8	480	8	LA/I	1	2	-	-	15	18	I
48	Optikonic	5mm	3/3	3	+2	+1	RIFL	BRI	1.85	S/4	8	300	6	SA/I	1	2	-	-	3	7	I
49	Mauser '37	6.5mm	4/3	48	+3	-1	RIFL	GER	3.75	S/7	9	785	5	B/I	1/2	2	-	-	11	19	I
50	Mindhunter	5mm	4/4	21	+2	-2	RIFL	-	7.05	S/6	9	490	-	SS/1	1	2	-	-	5	11	I
	(half damage)			11									4	SA/I	4	2	-	-			
51	Paschem	25mm	3/6	38	+2	-1	RIFL	-	5.15	S/5	10	270	-	SS/2	2	2	-	-	12	13	I
	(HE/flash)			43E																	
52	Kanstav Zcadc	4mm	4/2	43	+2	-1	RIFL	-	5.40	S/6	10*	535	20	B/I	1/2	2	-	-	9	12	I
53	Weath. Mk.X	.460 Mag.	4/4	82	+3	-1	RIFL	USA	5.25	S/5	11	5400	3	SA/I	2	2	-	-	12	11	I
54	GyroRifle	20mm	3/3	32	+2	+1	RIFL	USA	2.25	S/4	11	305	10	SA/C	4	2	-	.60	10	9	II

Military Rifles

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
55	Militia Clementi	15mm	2/4	20	+1	-2	RIFL	ITA	6.40	S/7	5	235	20	AT/C	5	2	M	1.55	13	26	III
56	Volley rifle	10mm	2/2	29	+1	-2	RIFL	USA	7.00	S/7	6	615	-	SS/10-F	5	2	-	-	14	24	II
57	Daisy Gun	25mm	2/1	23	+0	+1	RIFL	BRI	2.40	S/4	9	105	6	B/I	1/2	2	M	-	10	11	II
58	Taser Rifle	15mm	1/1	3	+2	+1	RIFL	USA	1.30	S/3	10	140	-	SS/2	2	2	M	-	7	6	I
	(stun)			10x8																	
59	M-17B2[f]	5.56mm	4/3	46	+2	-2	RIFL	USA	8.55	S/6	10	7857	0x2	AT/C	30	2	M	.75x2	10	15	II
60	Uzi II[c]	5.56mm	4/3	46	+2	-1	RIFL	ISR	4.60	S/5	11	680	50	AT/C	12	2	M	.55	10	13	II
61	KIS-III[l]	5mm	3/3	13	+3	+0	RIFL	KOR	2.60	S/4	11	5700	100	SA/C	1	2	M	.50	4	6	I
62	Predator[8,l]	5.56mm	4/3	49	+2	-1	HMG	USA	17.9	M/4	11	49401	000	AT/E	50	2	M	10.1	7	9	I
63	!Hundu A	14mm	4/4	90	+2	-3	RIFL	-	24.1	M/6	11	3080	100	AB/C	6	2	M	9.85	13	18	II

Shotguns

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
64	Guardsman	12ga	2/3	19	+1	-1	RIFL	USA	2.90	S/4	6	120	-	SS/2-F	2	2	-	-	14	14	I
	(00 Buckshot)		2/1	16x7	+1																
65	Dorcbuster	12ga	2/3	25	+1	-1	RIFL	USA	3.20	S/5	7	160	6	LA/I	1	2	-	-	13	16	I
	(00 Buckshot)		2/1	16x9	+1																
66	Autoriot 10	10ga	3/3	34	+2	-3	RIFL	USA	7.00	S/8	10	330	9	SA/I	2	2	-	-	11	20	I
	(00 Buckshot)		2/1	18x12	+1																
	(tear gas)		2/1	8*	+1																
	(baton round)		2/1	31	+1																
67	Firestarter	10ga	2/1	10*	+1	+0	RIFL	USA	3.95	S/4	10	330	10	SA/C	2	2	M	.80	11	10	I
	(slug)		3/3	34	+2																
	(00 Buckshot)		2/1	18x12	+1																
68	Duplex 12[c,f]	12ga	3/3	33	+2	-2	RIFL	USA	6.10	S/7	11	320	9x2	SA/I	2	2	M	-	11	18	I
	(00 Buckshot)		2/1	15x13	+1																

Machine Guns

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
69	Puckle Cannon	30mm	2/4	42	+0	-4	HMG	BRI	30.0	M/7	6	295	30	RV/30-M	3	2	M	14.2	18	33	III
70	Maxim-Gatling '99	7.9mm	5/4	60	+3	-6	HMG	GER	76.3	M/9	8	1800	500	AT/E	20	2	M	19.9	13	36	I
71	Gyroripper	20mm	4/4	41	+2	-3	HMG	USA	24.8	M/4	11	565	200	AT/E	10	2	M	21.2	11	12	II
	(HE)			18E																	
	(HEAT)			151																	

Heavy Weapons

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
72	Hale launcher	80mm	3/8	157E	+2	-5	LCHR	USA	24.1	S/19	8	450	-	SS/1	1	-	M	11.7	13	57	III
73	Relguik ertoq (pulse)	7mm	6/7	102	+3	-4	HMG	-	24.0	S/11	8	4100	-	SA/E	1	2	-	-	10	22	I
	(beam)			10									-		100						
74	Panzerschr. 2(+3)	150mm	3/8	2700	+2	-5	LCHR	GER	92.4	M/6	9	2560	-	SS/1	1	2	M	38.4	20	22	III
75	Vengeance wpn. 9	20mm	6/6	192	+5	-12	HMG	GER	2530	L/18	9	25.1k	2	SA/E	1*	2	M	-	12	50	I
76	M97 Avenger	75mm	6/7	542	+3	-12	MART	USA	12.3t	L/20	10	82.4k	500	AT/E	12	-	M	10.2t	31	50	I
	(HE)		6/5	150E	+3				10.0t						10			7.9t			
77	MIRACL(+16)	9.5mm	6/8	124	+3	-12	MART	USA	18.3t	VL/15	11	218k	∞	AT/E	100	-	M	-	11	45	II
78	Tall Dish(+14)	5mm	6/7	271	+3	-4	MART	RUS	24.6t	VL/13	11	23.3m	10	AT/E	10	-	M	-	10	59	II
79	ADDIF(+4)(HE)	35mm	3/6	50E	+2	-2	RIFL	SWI	8.85	S/6	11	4740	5	SA/C	1	2	M	2.15	12	14	I
	(HEAT)		3/6	350	+2	-2			8.85									2.15			
	(00 Buckshot)		2/1	80x13	+1	-2			8.60									1.90			

Other

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Rel.
80	Stonefire (frag 28/6)	-	1/1	63E	+0	+2	THRW	ISR	1.80	S/1	3	10	1	-	1	1	-	-	4	4	IV
81	Martyr's Cr. (frag 27/24)	-	-	108E	+0	-9	SPR	SPA	5.50	VS/13	5	10	-	SS/1	1	2	-	-	13	13	IV
82	Torq. Torch	30mm	1/1f	16	+0	-1	LCHR	SPA	5.75	S/4	5	55	10	SA/I	1	2	-	-	11	15	III
83	Beggar's Box (mine)	-	-	58E	+0	+3	DEMO	SCT	.80	S/1	5	5	1	-	1	-	-	-	4	4	II
84	Big Bertha(HEAT)	120mm	-	1200	+0	+2	THRW	USA	2.70	S/1	9	15	1*	-	1	1	M	-	6	3	I
	(HE)			140E																	

Thrown Weapons

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
1	Shuriken	4I	+1	+0	SHRK	.15	VS/1	15	.10	4+	1	5	1	C
2	Throwing knife	5I	+0	+0	THKN	.20	VS/1	5	.20	3+	1	5	1	P
3	Throwing ax	9I	+1	-2	THAX	1.20	S/2	80	.30	3+	1	30	6	P
4	War dart	6I	+1	+0	DART	.40	VS/2	35	.30	3+	1	10	2	P
5	Recreational dart	2I	+1	+0	DART	.10	VS/1	5	.10	6+	1	4	1	P
6	Bola I	4II	+1	-3	BOLA	.50	VS/3	15	.50	3+	1	4	7	B,E
7	Bola II	7III	+1	-4	BOLA	1.00	VS/6	50	1.00	3+	1	4	9	B,E
8	Spear	8I	+1	-3	TSPR	2.00	VS/13	65	2.00	2+	1	8	10	P
9	War boomerang	7III	+1	-1	BMRG	.40	VS/2	50	.35	2+	1	8	4	B

Axes and Polearms

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
10	Lumber ax	17I	+0	-7	AX	2.10	VS/6	30	.90	3+	2	11	11	C
11	Hatchet	10I	+0	-3	AX	.70	VS/2	10	.30	3+	1	11	4	C
12	Battle ax	16I	+1	-6	AX	2.00	VS/5	255	.70	3+	2	20	11	C
13	Mattock	21II/21II	+0	-7/-7	AX	4.00	S/7	50	1.10	3+	2	16	20	C,P
14	Halberd	21I/18I	+1	-7/-5	PLRM	3.00	VS/15	440	2.30	4+	2	12	13	C,P
15	Trident	9I x 3	+1	-5	PLRM	2.40	VS/13	80	1.90	4+	2	9	12	P
16	Pike	24I	+1	-8	PLRM	3.50	VS/36	575	5.50	4+	2	13	10	P
17	Spear	16I	+1	-6/-4	PLRM	2.00	VS/13	255	2.00	3+	2	11	7	P

Knives

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
18	Penknife	4I/3I	+0	+0/+0	KNFE	.10	VS/1	5	.10	6+	1	5	1	C,P
19	Hunting knife	6I/5I	+1	+0/+0	KNFE	.25	VS/2	35	.25	3+	1	5	1	C,P
20	Bowie knife	8I/7I	+1	-1/+0	KNFE	.40	VS/2	65	.30	7+	1	11	5	C,P
21	Main-gauche	9I/8I	+1	-2/-1	KNFE	.50	VS/3	80	.50	5+	1	5	3	C,P
22	Kukri	11I/8I	+1	-3/-1	KNFE	.60	VS/3	120	.50	3+	1	8	4	C,P
23	Katar	8I	+1	+0	KNFE	.40	VS/3	65	.50	3+	1	6	2	P

Swords & Fencing weapoms

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
24	Machete	9I	+0	-2	SWD	.40	VS/4	20	.55	7+	1	7	2	C
25	Saber	13I/11I	+1	-4/-3	SWD	1.40	VS/5	170	.75	5+	1	14	7	C,P
26	Short sword	12I/10I	+1	-4/-3	SWD	1.10	VS/4	145	.60	3+	1	14	6	C,P
27	Longsword	13I/11I	+1	-4/-3	SWD	1.30	VS/5	170	.75	3+	1	13	7	C,P
28	Broadsword	14I/12I	+1	-5/-4	SWD	1.60	VS/5	195	.80	3+	1	15	8	C,P
29	Katana	14I/12I	+2	-4/-3	SWD	1.30	VS/7	1760	1.00	4+	1	14	7	C,P
30	Bastard sword	16I/14I	+1	-5/-4	SWD	2.10	VS/7	300	1.00	3+	2	16	11	C,P
31	Greatsword	21I/18I	+1	-7/-6	SWD	3.60	VS/13	450	1.90	4+	2	18	14	C,P
32	Scimitar	14I/12I	+1	-5/-4	SWD	1.60	VS/5	195	.80	3+	1	15	8	C,P
33	Tulwar	13I/11I	+1	-5/-4	SWD	1.40	VS/5	170	.75	3+	1	14	7	C,P
34	Rapier	11I	+1	-3	RAPR	.70	VS/6	120	.90	5+	1	6	4	P
35	Epee	9I	+1	-2	RAPR	.50	VS/5	80	.70	5+	1	5	3	P

Clubs & Hammers

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
36	Club	14III	+0	-5	CLUB	1.40	VS/5	50	.70	1+	1	7	6	B
37	Billy club/Truncheon	8III	+1	-2	CLUB	.30	VS/4	65	.55	3+	1	3	1	B
38	Sledgehammer	26III	+0	-10	CLUB	5.00	VS/12	75	1.20	3+	2	19	25	B
39	Mace	14III	+1	-5	CLUB	1.60	VS/4	195	.60	3+	1	16	12	B
40	Spiked mace	15II	+1	-5	CLUB	1.70	VS/4	225	.60	3+	1	17	13	B
41	War hammer	12II/12I	+1	-4	WHMR	1.00	VS/3	145	.40	4+	1	15	9	B,P
42	Lg. war hammer	15II/15I	+1	-5	WHMR	1.70	VS/5	225	.70	4+	1	17	10	B,P
43	Rock hammer	10II/10I	+0	-3	WHMR	.85	VS/2	25	.30	7+	1	22	8	B,P
44	Military pick	15II/15II	+1	-5	WHMR	1.30	VS/6	225	.90	3+	1	11	7	B,P

Staves

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
45	Quarterstaff	16IV/14IV	+1	-6/-4	STAF	1.40	VS/12	255	1.80	3+	2	4	5	B,P
46	Crude quarterstaff	16IV/14IV	+0	-6/-4	STAF	1.60	VS/12	30	1.80	2+	2	3	6	B,P
47	Bo stick	17IV/15IV	+1	-6/-4	STAF	1.30	VS/17	290	2.60	4+	2	6	4	B,P

Martial Arts Weapons

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
48	Nunchaku	8III	+0	-5	MRTS	.80	VS/5	15	.70	5+	1	4	3	B
49	Tonfa	12III	+0	-5	MRTS	1.00	VS/4	35	.60	5+	1	5	5	B
50	Sai	8I	+1	-1	MRTS	.80	VS/3	65	.40	5+	1	14	4	P
51	Kyoketsu(bladed rope)	6I/6II	+1	-7	MTRS	1.20	VS/15	35	2.30	5+	1	4	6	C,P,B,E

Flexible Weapons

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
52	Leather whip	6IV	+1	-8	WHIP	1.20	VS/14	35	2.10	3+	1	3	4	B,E
53	Cable whip	7IV	+1	-8	WHIP	1.80	VS/13	50	2.00	7+	1	4	8	B,E
54	Cat o'nine tails	2I x 4	+1	-5	WHIP	.60	VS/6	35	.90	4+	1	3	3	C,E
55	Chain	6III	+0	-7	WHIP	2.50	VS/6	20	1.00	6+	1	8	13	B,E
56	Morning star	11II	+1	-6	FLAL	2.00	VS/5	120	.80	4+	1	17	12	B
57	Flail	14III	+1	-8	FLAL	2.90	VS/11	250	1.70	4+	2	15	13	B
58	Ball and chain	11III	+0	-6	FLAL	2.00	VS/5	30	.80	4+	1	13	12	B,E

Improvised Weapons

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
59	Chair, light	9III	-1	-6	IMHW	2.00	L/1	20	.70	3+	2	4	10	B
60	Chair, medium	11III	-1	-7	IMHW	4.00	L/2	30	.90	3+	2	7	20	B
61	Chair, heavy	13III	-1	-9	IMHW	6.00	VL/1	40	1.10	3+	2	8	30	B
62	Table, light	10III	-1	-7	IMHW	3.00	VL/1	25	.80	3+	2	6	15	B
63	Table, medium	15III	-1	-10	IMHW	10.0	VL/2	55	1.20	3+	2	13	50	B
64	Table, heavy	21III	-2	-12	IMHW	25.0	VL/3	110	2.00	3+	2	19	125	B
65	Pool cue	7III	+0	-4	IMHW	.50	VS/8	15	1.20	6+	1	2	2	B
66	Billiard ball, thrown	3III	+0	+0	IMHW	.20	VS/1	5	.10	6+	1	4	1	B
67	Large wrench	11III	+0	-6	IMHW	5.00	S/5	30	.70	5+	2	21	25	B
68	Crowbar	9III	+0	-5	IMHW	2.60	S/5	20	.70	4+	2	14	13	B
69	Lead pipe	10III	+0	-5	IMHW	2.00	VS/6	10	1.00	4+	2	6	8	B
70	Rock, light (thrown)	3III	+0	+0	IMHW	.20	VS/1	0	.05	1+	1	6	1	B
71	Rock, medium (thrown)	6III	+0	+0	IMHW	.50	S/1	0	.10	1+	1	8	3	B
72	Rock, heavy (thrown)	9III	+0	-1	IMHW	2.00	S/2	0	.30	1+	1	10	10	B
73	Beer stein	5III	+0	-1	IMHW	.40	S/2	10	.25	3+	1	2	2	B
74	Dinner plate (thrown)	5III	+0	+0	IMHW	.30	VS/2	5	.25	3+	1	2	2	B
75	Bottle, intact	4III	+0	-1	IMHW	.30	S/1	0	.25	6+	1	2	2	B
76	Bottle, broken	4II/3II	+0	-1/-0	IMHW	.20	S/1	0	.20	6+	1	2	1	C,P
77	Belt buckle and belt	6III	+0	-4	IMHW	.30	VS/6	10	.90	4+	1	3	2	B,E
78	Rifle butt	8III	+0	-3	IMHW	-	-	-	-	5+	2	-	-	B
79	Pistol butt	4III	+0	-2	IMHW	-	-	-	-	5+	1	-	-	B
80	Sap glove	+3IV	+0	-1	IMHW	.30	VS/1	30	-	8+	1	2	2	B
81	Brass knuckles	+3III	+0	-1	IMHW	.30	VS/1	20	-	4+	1	6	1	B
82	Punch	(Str/2)IV	+0	+0	IMHW	-	-	-	-	-	-	-	-	B
83	Kick	(Str)IV	+0	-2	IMHW	-	-	-	-	-	-	-	-	B

Melee Weapon Notes

B - Blunt damage
C - Cut/chop damage
P - Puncturing damage
E - Entangling effect

CORPS™

Basics

CORPS is a simple, realistic and deadly RPG system with extremely streamlined rules. Originally a contemporary conspiracy game, the system can be expanded to other genres with relative ease. These conversion notes can be considered official guidelines for generating **CORPS** weapons. Any **3G³** or real-world weapon can be converted to **CORPS** using the following guidelines.

Name

This is the common name of the weapon. If a weapon has a "2" after the name, it is a two-handed weapon, and the stats reflect two-handed use. This is only done in cases where it is ambiguous (machine pistols vs. SMG's). If a two-handed weapon is fired one-handed, use the normal rules that apply. In the case where a pistol has two versions, one of which requires both hands for full accuracy, use the range stats of the less accurate version if it is fired one-handed.

Caliber

This is the bullet type, beam, bore or projectile diameter. For historical rounds, the common name is used. Most archaic and future rounds will use a metric designation rather than one in inches.

Damage Value

CORPS weapons use the term DV as well, and the value is based on the same principles as **TimeLords** and **3G³**. The **CORPS** DV is the **3G³** DV, divided by 3, rounding fractions nearest.

Round (TL11)	3G³ DV	CORPS DV
.22 short	12	4
.22 LR	16	5
.32ACP	14	5
9mm short	15	5
.45ACP	18	6
9mm parabellum	22	7
.357 Magnum	25	8
.44 Magnum	30	10
5.56mm NATO	49	16
7.62mm NATO	56	19
12.7mm MG	102	31

The DV figures for the weapons in this conversion may be different than in the game books. Those DV's were based on an *average* figure for a weapon's Tech Level range. For the weapons listed in **More Guns!**, the figures are accurate for the lowest TL in a range. For higher TL's, see the notes about using more powerful ammunition in older weapons, or naturally higher DV's for newer weapons.

Initiative

The **CORPS** Initiative of a weapon is found by halving the **3G³** Initiative of the weapon, and rounding towards the lower number (towards better Initiative).

Range Mod

The **3G³** aiming RC converts to the Range Mod. stat in **CORPS**, and subsumes both the functions of aiming RC *and* Inherent Accuracy. The conversion is:

$$\text{Range Mod} = (\text{aim RC}^2/3) - 1(n)$$

Note - Aiming RC's of 1 round to a Range Mod of 0.
The aiming RC is multiplied by 1.2 for tripod mounted weapons, by 1.8 for turreted weapons or most towed weapons, and 2.4 for fixed or limited-traverse turret weapons (like tank destroyers). The table below has the conversions listed.

Aiming RC	Range Mod	Tripod	Turret	Fixed
1	0	0	0	1
2	1	1	3	7
3	2	3	9	16
4	4	7	16	30
5	7	11	26	47
6	11	16	38	68
7	15	23	52	93
8	20	30	68	122

Adjustments	Amount
Shoulder-fired, aiming RC 1,2, or 3	+1 Range Mod
Two-handed SMG fired without stock	-1 Range Mod
Each level of increased IA (up to +2)	+1 Range Mod
Each level of decreased IA (up tp -2)	-1 Range Mod

A shoulder-fired aiming RC1, RC2, or RC3 weapon *does* get a +1 to its Range Mod, to give it an advantage over one-handed weapons with similar RC and IA. It is *assumed* for aiming RC4 weapons that there is a shoulder being used as a bracing point, but an RC3 weapon could either be shoulder fired or fire using a two-handed grip. The longer sighting plane of an RC3 weapon gives it an advantage in long range shots. With two-handed submachine guns, the Range Mod stat *assumes* that they are shoulder fired. They lose a point of Range Mod if fired in any other way.
If a **3G³** weapon is bought with increased or decreased IA, each level will increase or decrease the Range Mod by 1 point, for a maximum difference of +2 or -2 from the original Range Mod.

Example - An aiming RC4 rifle has a base IA of 2, and a **CORPS** Range Mod of 4. If bought with 1.5x IA, it will have a Range Mod of 5, and if with 2.0x IA, a Range Mod of 6.

With sights, bracing and preparation time, this gives a fixed, aiming RC8 weapon a maximum direct fire accuracy of about 22km. **CORPS** was designed mainly for small arms, and anything beyond an aiming RC5 weapon will start to give skewed results. To take high Range Mods into account, there are few suggestions.

First, the size of a called shot area cannot be less than the size of the attack, which is common sense.

Second, the *minimum* size of a called shot area is a -4, at zero range, and for a number of range steps equal to the Range Mod of the weapon plus 1, with a minimum effective Range Mod of 1. For this purpose, Range Mod *is* affected by situational modifiers that normally affect Range Mod. Each multiple of this increases the minimum targeting area by 1, to -3, then -2, etc.

Example - A 9mm pistol probably has a Range Mod of 1. So, at a range of 0-1m, a -4 called shot is possible. At 2-9m (2 range steps), a -3 called shot is possible, at 10-25m (2 more range steps) a -2 called shot is possible, and at 26-49m (2 more range steps), a -1 called shot is possible. No matter how high the skill of a character, the weapon limits how accurate the called shot can be.

Weapon Bulk	CORPS Size
Very Small	1, +1 per location over 1
Small	1, +2 per location over 1
Medium	3, +3 per location over 1

Modifiers	CORPS Size
VS weapon with <.25kg per location	Subtract 1 from total
S weapon with >.75kg per location	Add 1 to total
Extended magazine (>20cm long)	Add 1 to total
or Bulky drum/external box magazine	Add 2 to total
Folding stock	+3/-3 Size if used

Examples	CORPS Size
Holdout pistol (VS/1)	0
Small revolver (S/1)	1
Average autopistol (S/2)	3
Large autopistol (S/2)	4
Machine pistol, stock retracted (S/3)	5
Machine pistol, stock extended	8
Pistol grip shotgun, sawed off (S/3)	5
Pistol grip shotgun (S/5)	9
Hunting rifle (S/7)	13
Assault rifle, stock retracted (S/5)	10
Assault rifle, stock extended	13
Drum fed assault shotgun (S/6)	14
Drum/box fed light machinegun (S/7)	16

CORPS Damage Value

TL8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
TL9	4	5	6	7	8	9	10	11	12	13	14	16	17	18	19	20	21	22	23	24	25	26	27	29	30	31	32	33
TL10	4	5	6	7	9	10	11	12	13	14	16	17	18	19	20	21	23	24	25	26	27	28	30	31	32	33	34	36
TL11	4	6	7	8	9	11	12	13	14	16	17	18	19	21	22	23	24	26	27	28	29	31	32	33	34	36	37	38
TL12	5	6	7	9	10	11	13	14	15	17	18	19	21	22	23	25	26	27	29	30	31	33	34	35	37	38	39	41

Last, all target movement penalties are increased by 1 if the difficulty for range is equal or less than the Range Mod of a tripod mounted weapon, increased by 2 for turreted weapons, and by 3 for fixed weapons. If the difficulty for range is half or less the Range Mod, these penalties are doubled, and tripled if the difficulty for range is a quarter or less the Range Mod.

Example - A turreted cannon with a Range Mod of 26 is tracking a running character. If the difficulty for *range* is 26 or less, any movement modifier is increased by 2 (stationary targets are unaffected). If the difficulty for range is 13 or less, movement modifiers are increased by 4, and if the difficulty for range is 6 or less, movement modifiers are increased by 6. This represents the lag time in tracking targets, when limited by a maximum traversing speed.

Size

The function of **3G³** Body Points is handled by the **CORPS** Size of the weapon. Weapons with multiple sizes (like 3(5)) have a folding or detachable stock. Range Mod is based on the larger number if a two-handed weapon, and the smaller number if a one-handed weapon. Size is based on the Bulk, as follows.

The *maximum effective* size of most firearms is 10 for purposes of resisting damage, regardless of its overall size. A size larger than 10 simply means the weapon has multiple areas, and damage to one may not affect the other.

Example - A machinegun of Size 16 is hit by a bullet. It is counted as Size 10 for resisting damage, but even if the damage totally destroys that part of the weapon, some other parts of the weapon may be salvageable for parts.

Tech Level

This is the same as the **3G³** Tech Level of the weapon. The **3G³** DV of the weapon is that for the TL it was *introduced*. If the weapon is available over a TL range, there is a good chance more modern versions of the weapon have a higher DV. The table below lists DV progressions across Tech Levels for **CORPS**. These figures are based on a **3G³** DV at TL8 that is the *maximum* for the shown **CORPS** figure.

Example - The TL8 **CORPS** Damage Value of 4 represents a **3G³** DV of 14, since the **CORPS** conversion is to divide by 3, and *round down*.

Example - A Government .45 is listed as TL8-12. At TL8, it has a DV of 4, while at TL11 it has a DV of 6 (which is the number listed in the **CORPS** rules).

This tends to give characters the greatest edge. For the utmost in accuracy, use the **3G³** Damage Value, multiply it for the change in Tech Level, and *then* convert to a **CORPS** Damage Value. This is especially the case for low DV's.

Mass

This is the mass of the loaded weapon in kilograms, rounded to the nearest .1kg. Since many **3G³** weapons have masses ending in .05kg, **CORPS** weapons may be slightly heavier than **3G³** counterparts.

Extra clip

This is the mass of an extra clip, magazine, rocket or other removable ammunition source, rounded to nearest .1kg.

Rate of fire

This is converted directly from the **3G³** ROF, and needs no modification. Lasers with continuous beams are assumed to fire 10 "shots", each one of which counts as 3 hits.

Clip

This is the number of shots the weapon can fire from a full load of ammunition. Most clip-fed weapons can carry one extra round in the chamber.

The type of ammunition storage is designated by a letter after the quantity of ammunition.

Ammunition feed	Abbreviation
Removable clip	c
Internal magazine (non-removable)	i
External magazine or feed hopper	e

Example - A weapon with an "8c" has an 8 shot, removable magazine.

Armor Value

The AV of a weapon in **CORPS** is two-thirds (round up) the AV in **3G³**.

Cost

This is just the **3G³** cost of the weapon.

Origin

This is the country of origin for the weapon, if applicable.

Reliability

Most weapons are reliability class I or II, and the +2 modifier for random disasters reflects this. For weapons of low reliability, use the reliability class as the modifier instead of +2, and if a "10" is rolled, the failure is critical in some way. Also, weapons of low reliability will have malfunctions *instead* of more reliable ones if the random disasters are simultaneous.

Example - If using a zip gun (reliability class VI), and the weapon suffered a random disaster, the use of the weapon in this case would get a -6 penalty. If the user rolled a "10" to hit, the weapon will probably explode (a reliability class III weapon might just jam up badly).

Shotguns

Shotguns in **CORPS** have a "per pellet" damage, and get an increased or decreased number of hits based on pellet quantity. You normally get 1 hit for a success, plus 1 hit for each point the roll is made by. The bonus or penalty alters the *die roll* (not the chance to hit).

Pellets	Bonus	Typical for
2-4	-2	.410ga
5-9	-1	20ga
10-16	+0	12ga, 16ga
17-25	+1	8ga, 10ga
26-36	+2	4ga
37-49	+3	
50-64	+4	
65-81	+5	
82-100	+6	

Pellet type	Bonus
00 Buckshot	+0
#2 Buckshot	+1
#4 Buckshot	+2
Birdshot	+3

Example - A 12ga shotgun firing 15 pellets of 00 Buckshot gets a +0 bonus to hit. If the same size shell were loaded with birdshot, the quantity of pellets would increase to where the weapon would get a +3 bonus.

Guided weapons

Weapons with bonuses to hit in **3G³** are counted as getting a +1 in **CORPS** for each 20% bonus to hit (rounding down). Self guided weapons have a skill of 1 per 20% of guidance bonus. Few weapons in a normal **CORPS** campaign will have any type of guidance, although they may be relatively common in the future. The skill of a weapon or its bonus to hit will be listed after the *name*.

The guidance bonus of a smart weapon is halved (round down) at a range greater than one second's flight time for the weapon, and at each multiple of this distance.

Self-guided weapons constantly correct their course, so the normal Range Mod stat does not often apply. The weapon starts off with its skill vs. a Difficulty of 0, with modifiers for target size and target quality, and takes a +1 Difficulty for each turn it is in flight. As long as the Difficulty is equal or less than the skill, the weapon tracks the target. If the Difficulty goes higher, the weapon must make a skill roll at that Difficulty or it loses lock-on.

Example - A Stinger missile has a skill of 1, and a velocity of 500m/sec. If fired at a laterally moving target 1km away, with a size modifier of +2, and a quality modifier of +0 (up the tailpipe might be +2, head on might be -2), then on the first turn, the total Difficulty is -2 (base of 0, and target size makes it 2 easier). The missile tracks the target. On the second turn, the task takes a +1 Difficulty, increasing it to -1 vs. a skill of 1. So, the missile *will* hit the target unless evasive maneuvers or countermeasures are performed.

On the turn a guided weapon would hit, the target may drop countermeasures, which may apply a penalty on the weapon's chance to hit, or perform evasive maneuvers. This is a penalty of 1/10th the vehicle's Turn (round up), and requires a piloting skill roll vs. (skill of the guided weapon + 5).

Example - The Stinger in the previous example is being fired at a jet with a Turn of 30. The pilot can make the missile take +3 to the Difficulty of the task if they make a piloting skill roll at a Difficulty of 6 (missile skill of 1, plus 5). A success means the Difficulty of the task goes from -1 to 2 (Difficulty of -1, plus 3 for the Turn of the aircraft), which is greater than the skill of the missile (1), so it now has to roll in order to hit.

Explosions

Blast damage is converted like any other DV, but the result is divided by 15 to get the **CORPS** blast damage. This blast damage drops off using the normal **CORPS** rules.

Shaped charges

These are calculated normally, and do extremely large amounts of damage. The actual maximum impairment on a person is not increased, but the secondary blast damage is likely to be lethal in any case.

Fragmentation weapons

CORPS has a number of tables showing the skill and damage of a few fragmentation weapons. In general, they have an initial skill, which drops by 1 per range step, and an initial damage, which also drops by 1 per range step. Fragment DV is one half the calculated value (round down).
Example - Fragments with a **3G³** DV of 17 would have a **CORPS** DV of 5, which would become a fragment DV of 2.

The skill of a fragmentation attack at range 0 is based on the average number of hits on a man-size target at a range of 1m (round fractions down)

Fragments	Hits at 1m	Skill	Typical for
0-24	0	-2	<TL9 grenade
25-49	1	-1	TL9 grenade
50-124	2-4	0	
125-249	5-9	1	
250-424	10-16	2	Improvised fragment bomb
425-649	17-25	3	TL10 grenade
650-924	26-36	4	
925-1249	37-49	5	Small TL11-12 grenade
1250-1624	50-64	6	
1625-2049	65-81	7	
2050-2499	82-100	8	Average TL11-12 grenade
2500-3049	101-121	9	

Example - A modern grenade with 3000 fragments would get 120 hits on average at a range of 1m, so it has a **CORPS** skill of 9 at a range of 0m.
The skill of a grenade for fragmentation purposes will be listed after the *name*.

Example - A weapon listed as "Grenade (frag 6)", means that the grenade has a point blank skill of 6 for getting hits.

Special ammunition

These are handled according to normal **CORPS** guidelines. Higher powered +P and +P+ ammunition will be counted as 1 or 2 TL's higher, and will decrease the reliability of the weapon accordingly.

Indirect fire

For weapons with indirect fire capability (mortars, grenade launchers, artillery), add 10 to the Range Mod for purposes of figuring maximum range, or double the Range Mod, whichever is greater. Indirect fire is at a hex-sized target, and takes normal range modifiers. A miss is treated like a called shot miss, that is, you see how many points the roll was missed by. For targets this large, the area the miss falls in is quadruple the number of hexes for each point off, with a maximum "missed roll" of 1/5th (round up) the Difficulty of the task.

Miss by	Distance from target
1	1 hex
2	2 hexes
3	4 hexes
4	9 hexes
5	18 hexes

Example - A character with a skill of 6 using a grenade launcher with a Range Mod of 2 fires at a hex 120m away. This is a Difficulty 11 task (for range, minus Range Mod), vs. a skill of 6, so the character needs a 1 to hit. If they roll a 2, they miss by 1 hex, on a 3 by 2 hexes, and on a 4 or better they miss by 4 hexes (since 1/5th (round up) the Difficulty of 11 is, and that is the maximum they can "miss by"). Note that the Difficulty of the task would be increased if the character were wounded, moving, etc., so they could miss by more under adverse circumstances.

Lasers

These would be converted using normal **3G³** guidelines.

Particle beams

These would be converted using normal **3G³** guidelines.

Railguns

These would be converted using normal **3G³** guidelines.

Melee weapons

Melee weapons in **CORPS** are converted similarly to other weapons, with the following additions.

Name

The name of the weapon, followed by any inherent bonus or penalty to use. Clumsier weapons have negative numbers, easier ones to use have positive numbers. Each 2 points of IA (round down) is a +1 to hit.

Damage

Damage is either Combination (half lethal) or Lethal (all lethal), and after that, is either cut, puncture or blunt. The latter categories may make a difference when determining eventually fatal results, etc.

DV

Melee weapon damage is a bonus to damage done by STR. This is figured by dividing the **3G³** Damage Value by 4, subtracting 1, and rounding nearest.

Example - A knife with a **3G³** DV of 7 will have a **CORPS** DV of +1.

Initiative

Figured as for normal weapons, with possibly different Initaitives for different modes of attack.

Length

CORPS weapons can have a Length, which can make them easier to use at differing close combat ranges.

Type	Example	Range
Length 1	Elbows, knees, head	Same hex only
Length 2	Fists, knives	Same or adjacent hex(≤.25m)
Length 3	Kicks, short swords	Same or adjacent hex(≤.5m)
Length 4	Long swords	Same or adjacent hex (.5-1m)
Length 5	Polearms	Up to three hexes(>1-2m)
Length 6	Whips	Up to three hexes (>2-3m)

Size

Figured as for normal weapons, but weapons made mostly of wood add 2 to Size because they are bulkier than all-metal weapons.

Tech Level

As for normal weapons.

Skill

This is the appropriate skill and specializations for the weapon. If there is a "-" in a slot, it means that there is no applicable skill in that category, although the character could generate a specialization of their own.

Armor Value

Figured as for normal weapons, but the haft of any hafted weapon is half the base (round up), and the haft of a tool is a quarter the base (round up). Blocks are considered to be on the haft, and parries against the head. Whether or not a weapon takes damage from blocking an attack depends on the type of attack.

Cost

As for normal weapons.

Origin

As for normal weapons.

Archaic Pistols

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
1	Hand cannon[bm]	12mm	4	+1	-1	7	5	2.1kg	-	1	1i	9	70	Germany
2	Hand cannon[bm]	10mm	4	+0	-1	8	5	4.0kg	-	1	3i	8	115	Germany
3	Cascade pistol[bf]	12mm	4	+1	-1	3	6	1.3kg	-	1	5i	8	260	England
4	Cavalry pistol[bf]	12mm	5	+1	0	5	6	1.5kg	-	1	1i	8	75	Any
5	Double pistol[bf]	14mm	4	+1	-1	4	6	1.8kg	-	2	2i	8	90	Any
6	Flintlock revolver[bf]	10mm	4	+1	0	5	6	1.8kg	-	1	5i	8	65	Any
7	Personal pistol[bf]	12mm	4	+1	-1	3	6	1.0kg	-	1	1i	8	70	Any
8	British Pattern 1856[bp]	14.5mm	5	+1	1	3	7	1.1kg	-	1	1i	8	160	England
9	Colt 1861[bp]	9mm	4	+1	1	3(6)	7	1.2kg	-	1	6i	8	140	USA
10	Colt Dragoon[bp]	11mm	7	+1	1	4	7	2.1kg	-	1	6i	9	190	USA
11	Derringer[bp]	11mm	3	+2	-1	1	7	.4kg	-	1	1i	7	60	USA
12	Duelling pistol[bf]	12mm	5	+1	2	3	7	1.3kg	-	1	1i	8	315	France
13	Gambler's Ace[bp]	14mm	4	+2	-1	1	7	.5kg	-	1	1i	8	65	USA
14	LeMat[bp]	10.7mm	5	+1	1	5	7	1.7kg	-	2	9i	8	395	USA
	20ga slug	15.5mm	7		1					1	1i			
	00 Buckshot	15.5mm	3(-1)		1									
15	Pauly 1812	10.5mm	4	+1	1	2	7	.7kg	-	1	1i	7	140	France
16	Pepperbox[bp]	8mm	3	+2	-1	1	7	.5kg	-	1	6i	6	120	USA

Archaic Rifles

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
17	Matchlock musket[bm]	16mm	8	-1	1	16	5	6.1kg	-	1	1i	11	120	Any
18	Double wheellock[bf]	16mm	8	-1	1	14	5	8.0kg	-	2	2i	11	430	Any
19	Wheelock carbine[bf]	14mm	7	+0	1	11	5	3.9kg	-	1	1i	10	100	Any
20	Cascade musket[bf]	14mm	8	+0	1	12	6	5.5kg	-	10		9	215	Any
21	Brown Bess[bf]	19mm	6	-1	1	19	6-7	4.7kg	-	1	1i	7	90	USA
22	French 1777[bf]	17.5mm	7	-1	1	21	6-7	4.8kg	-	1	1i	9	100	France
23	Kentucky Rifle[bf]	12mm	10	+0	3	17	6-7	4.1kg	-	1	1i	10	140	USA
24	Colt Model 1855[bp]	14mm	11	+0	3	13	7	3.7kg	-	1	5i	9	165	USA
25	Hall Carbine[bf]	12mm	11	+0	2	11	7	3.6kg	-	1	1i	10	85	USA
26	Henry Rifle	11mm	8	-1	3	13	7	4.7kg	-	1	15i	7	160	USA
27	Windbüchse	13mm	5	+0	1	15	7	4.3kg	-	1	20i	8	100	Austria
28	Whitworth Rifle[bp]	11.5mm	13	-1	4	15	7	5.7kg	-	1	1i	10	420	England
29	Spencer Carbine	13mm	9	+0	3	13	7-8	4.2kg	-	1	8i	9	190	USA

Archaic Shotguns

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
30	Arquebus[bm]	17mm	6	-1	0	14	5-6	7.3kg	-	1	1i	10	45	Any
	00 Buckshot		2(+0)		0									
31	Arquebus[bm]	15mm	5	-1	0	15	5-6	13.2kg	-	1	10i	10	80	Any
	00 Buckshot		2(-1)		0									
32	Blunderbuss[bf]	18mm	8	+0	0	9	6-7	2.6kg	-	1	1i	10	55	Any
	00 Buckshot		3(+0)		0									
33	Fowling piece[bf]	19mm	8	+0	0	15	6-7	4.8kg	-	1	1i	10	120	Any
	00 Buckshot		3(+0)		0									
34	Fowling piece[bp]	18.5mm	8	+0	1	11	7	5.0kg	-	2	2i	9	315	Any
	00 Buckshot		3(+0)		1									
35	Volley gun[bf]	18.5mm	7	-1	0	10	7	10.8kg	-	7	7i	9	335	Any
	00 Buckshot		2(+0)		0									

Archaic Heavy Weapons

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
36	Grenade lchr. (frag -2)[bf]	60mm	11/1E	+1	-1	3	6	1.1kg	.4kg	1	1i	8	30	Any
37	Whaling gun[bf]	16mm	17	-1	3	18	6-7	17.0kg	.7kg	1	1i	12	320	Any
38	Harpoon gun[bp]	30mm	21	-2	3	15	7	23.0kg	3.0kg	1	1i	14	470	USA
39	Swivel gun[bm]	25mm	20	-2	2	16	5-6	29.1kg	.1kg	1	1i	15	205	Any
	10mm shot		8(+0)		0									
40	Siege mortar[bm]	330mm	10E	-6	6	-	7	7000kg	131kg	1	1i	32	2250	USA
41	Bombard[bm]	500mm	114	-6	6	-	5	2500kg	130kg	1	1i	36	3000	Any
42	6-pdr Model 1839[bm]	93mm	55	-4	7	-	7	398kg	2.8kg	1	1i	20	1400	USA
	28mm shot		19(+2)		7									
43	12-pdr Model 1841[bm]	117mm	90	-5	7	-	7	795kg	5.5kg	1	1i	24	3700	USA
	38mm shot		30(+2)		7									
44	32-pdr Model 1844[bm]	163mm	116	-5	7	-	7	1920kg	14.7kg	1	1i	26	6000	USA
	51mm shot		40(+2)		7									

Civilian Pistols

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
1	Colt 1873	.45 Colt	5	+1	1	3	8-11	1.2kg	-	2	6i	7	160	USA
2	.22 autopistol	.22LR	3	+2	-1	1	8-12	.3kg	.1kg	4	6c	5	60	USA
3	.22 derringer	.22LR	3	+2	-1	1	8-12	.3kg	-	2	2i	5	85	USA
4	.25 autopistol	.25ACP	2	+2	-1	1	8-12	.3kg	.1kg	4	6c	5	55	USA
5	Gov't .45	.45ACP	4	+1	1	3	8-12	1.4kg	.3kg	4	7c	7	280	USA
6	Luger	9mm	5	+1	2	3	8-11	1.1kg	.2kg	4	8c	7	605	Germany
7	Mauser	9mm	5	+1	2	3	8-9	1.2kg	-	4	10i	7	630	Germany
8	Kolibri Auto	2.7mm	1	+2	-1	0	8	.1kg	.0kg	4	7c	3	100	Italy
9	Webley .455	.455	4	+1	1	3	8	1.1kg	-	2	6i	7	135	England
10	Browning Hi-Power	9mm	5	+1	2	3	9-12	1.1kg	.2kg	4	13c	6	630	USA
11	H&R Sidekick	.22LR	4	+2	1	3	9-11	.7kg	-	3	9i	6	135	USA
12	Tokarev TT-33	7.63mm	5	+1	1	3	9-11	1.0kg	.1kg	4	8c	6	290	USSR
13	Tokarev TT-33	9mm	6	+1	0	3	9*	1.1kg	.2kg	4	8c	6	180	China
14	Walther P-38	9mm	6	+1	2	3	9-11	1.0kg	.2kg	4	8c	6	660	Germany
15	Walther PPK	.32ACP	3	+2	0	1	9-12	.6kg	.1kg	4	7c	6	250	Germany
16	Air pistol	4.5mm	0	+1	-1	3	9-12	1.0kg	-	4	60i	3	50	USA
17	Buffalo Derringer	.357 Mag.	6	+2	-1	1	10-12	.5kg	-	2	2i	6	250	USA
18	Colt Diamondback	.357 Mag.	7	+1	1	2	10-11	.8kg	-	3	6i	6	195	USA
19	Colt Python	.357 Mag.	7	+1	2	3	10-12	1.1kg	-	3	6i	6	395	USA
20	Makarov	9mm Sov.	5	+2	0	2	10-11	.8kg	.2kg	4	8c	6	290	USSR
21	S&W Model 29	.44 Mag.	8	+1	2	3	10-12	1.4kg	-	3	6i	7	235	USA
22	S&W Model 57	.41 Mag.	8	+1	2	3	10-12	1.5kg	-	3	6i	6	215	USA
23	TDE .380	.380ACP	4	+2	0	1	10-12	.7kg	.1kg	4	5c	6	270	USA
24	Thompson Cont.	.44 Mag.	10	+1	2	3	10-12	1.3kg	-	1	1i	7	560	USA
25	Thompson Cont.	.30-30	15	+1	2	5	10-12	1.6kg	-	1	1i	8	525	USA
26	Beretta 951	9mm	6	+1	1	3	10-11	1.0kg	.2kg	4	8c	6	345	Italy
27	Cyclops (slug)	12ga	8	+2	-1	2	10-12	.9kg	-	1	1i	6	110	Pakistan
	00 Buckshot		3(+0)		-1									
28	Gov't Longslide	.45ACP	6	+1	2	3	10-12	1.5kg	.3kg	4	7c	7	690	USA
29	H&K P4	.22LR	4	+1	0	2	10-11	.7kg	.2kg	4	8c	6	270	Germany
30	H&K P4	.380ACP	4	+1	0	2	10-11	.7kg	.2kg	4	7c	6	270	Germany
31	H&K P9S	.45ACP	5	+1	2	3	10-11	1.0kg	.2kg	4	7c	6	605	Germany
32	H&K P9S	9mm	6	+1	2	3	10-11	1.1kg	.2kg	4	9c	6	660	Germany
33	Type 67	7.65mm	3	+1	1	2	10	1.0kg	.1kg	4	9c	5	240	China
34	XP-100 Target	.221 Fireball	11	+1	3	5	10-12	1.7kg	-	1	1i	6	660	USA
35	.357 Mag COP	.357 Mag.	7	+2	0	2	11-12	.8kg	-	3	4i	6	415	USA
36	AM-402 Baton	12ga	10	+1	-1	2	11-12	.6kg	-	1	1i	7	140	Brasil
	00 Buckshot	12ga	4(+0)		-1									
	Stun bag	12ga	3		-1									
37	American Model 6	.45 Colt	7	+1	-1	2	11-12	.6kg	-	2	2i	6	290	USA
	.410 slug		4		-1									
	00 Buckshot		3(-2)		-1									
38	Auto Mag	.44 Auto Mag.	9	+1	2	4	11	1.9kg	.3kg	4	7c	8	535	USA
39	Beast	12.7mm	29	+0	2	6	11	7.3kg	-	1/5	1i	9	1580	USA
40	Beretta 92-F	9mm	6	+1	2	3	11-12	1.2kg	.3kg	4	15c	6	720	Italy
41	Beretta 92-F Compact	9mm	6	+1	1	3	11-12	1.1kg	.3kg	4	13c	6	360	Italy
42	Calico M-110	.22LR	5	+0	1	5	11-12	1.7kg	.7kg	4	100c	5	150	USA
43	Calico M-950	9mm	7	+0	2	7	11-12	2.6kg	1.6kg	4	100c	6	190	USA
44	Casull .454	.454 Casull	12	+1	2	3	11-12	1.5kg	-	2	5i	7	780	USA
45	Casull .454	.454 Casull	13	+1	2	5	11-12	1.8kg	-	2	5i	7	840	USA
46	CIA cigarette	.22LR	4	+2	-1	0	11	.1kg	-	1	1i	4	260	USA
47	Colt Anaconda	.44 Mag.	9	+1	2	4	11-12	1.6kg	-	3	6i	6	515	USA
48	Colt Anaconda	.44 Mag.	10	+1	2	5	11-12	1.9kg	-	3	6i	6	585	USA
49	Desert Eagle	.357 Mag.	8	+1	2	4	11-12	1.7kg	.3kg	4	9c	6	860	Israel
50	Desert Eagle	.41 Mag.	8	+1	2	4	11-12	1.8kg	.3kg	4	8c	6	940	Israel
51	Desert Eagle	.44 Mag.	9	+1	2	4	11-12	1.8kg	.3kg	4	8c	6	1030	Israel
52	Desert Eagle	.44 Mag.	11	+1	2	5	11-12	2.1kg	.3kg	4	8c	6	1270	Israel
53	Desert Eagle	.50AE	11	+1	2	4	11-12	1.9kg	.3kg	4	7c	7	1320	Israel
54	Desert Eagle	.50AE	12	+1	2	5	11-12	2.2kg	.3kg	4	7c	7	1500	Israel
55	Grendel P-10	.380ACP	4	+2	-1	1	11-12	.5kg	-	4	10i	4	135	USA
56	Grendel P-30	.22 Mag.	6	+1	0	2	11-12	.8kg	.1kg	4	30c	4	165	USA
57	H&K flare gun	19mm	0	+2	-1	1	11-12	.5kg	.2kg	2	5c	2	100	Germany
58	H&K P2A1	26.5mm	0	+2	-1	2	11-12	.5kg	-	1	1i	2	100	Germany

Civilian Pistols

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
59	H&K P7M13	9mm	6	+1	1	3	11-12	1.2kg	.3kg	4	13c	6	360	Germany
60	H&K VP70Z	9mm	6	+1	1	3	11	1.2kg	.3kg	3	18c	5	360	Germany
61	High Standard Ciation	.22LR	5	+1	3	3	11	1.3kg	.1kg	4	10c	5	1160	USA
62	NAA revolver	.22LR	4	+2	0	0	11-12	.2kg	-	2	5i	5	135	USA
63	Paintball gun	12mm	0	+1	-1	2	11-12	.8kg	-	4	6i	3	100	USA
64	Ruger GP-100	.357 Mag.	8	+1	2	3	11-12	1.3kg	-	3	6i	6	215	USA
65	Ruger P85	9mm	6	+1	1	3	11-12	1.2kg	.3kg	4	15c	6	360	USA
66	S&W Ladysmith	9mm	6	+2	0	2	11-12	.9kg	.2kg	4	8c	6	345	USA
67	SIG P226	9mm	6	+1	2	3	11-12	1.0kg	.3kg	4	15c	6	720	Switz.
68	Spectre pistol	9mm	6	+0	2	6	11-12	3.4kg	.7kg	4	50c	6	360	Italy
69	Stallard Arms JS-9	9mm	6	+1	0	3	11-12	1.4kg	.2kg	4	8c	6	90	USA
70	Star M31PK	.40 S&W	6	+1	1	3	11	1.1kg	.3kg	4	15c	6	345	Spain
71	Type 86	.22LR	4	+2	-1	1	11-12	.5kg	-	3	4i	5	150	China
72	3 shot Norinco	.22 short	3	+2	-1	1	11-12	.3kg	-	3	3i	4	120	China
73	Walther GSP	.22LR	5	+1	4	3	11-12	1.4kg	.1kg	4	5c	5	2320	Germany
74	Wildey .475	.475 Mag.	12	+1	2	4	11-12	2.1kg	.3kg	4	7c	6	1440	USA
75	Zip pistol	9mm	5	+2	-2	1	11	.7kg	-	1	1i	5	10	Anywhere
76	Glock 17L	9mm	7	+1	2	3	12	1.0kg	.3kg	4	19c	5	750	Austria
77	Glock 19	9mm	6	+1	2	3	12	.9kg	.3kg	4	17c	5	720	Austria
78	Glock 20	10mm	7	+1	2	3	12	.9kg	.3kg	4	17c	6	820	Austria
79	Glock 21	.45ACP	6	+1	2	3	12	.9kg	.3kg	4	15c	5	660	Austria
80	Glock 23	.40 S&W	6	+1	2	3	12	.8kg	.3kg	4	15c	5	690	Austria

Machine Pistols & SMG's

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
81	Type 80	7.63mm	5	+1	1	3(6)	9-11	1.3kg	.2kg	9	20c	6	375	China
82	M3 Grease Gun[2]	.45ACP	5	+0	1	9(12)	9-10	4.4kg	.9kg	8	30c	6	105	USA
83	MP-40 Schmeisser[2]	9mm	6	+0	1	9(12)	9	4.5kg	.5kg	8	32c	7	235	Germany
84	Owen Mk1/42[2]	9mm	7	+0	1	11	9-10	4.3kg	1.0kg	11	34c	7	120	Australia
85	PPsH MP41[2]	7.63mm	6	+0	1	14	9-11	5.5kg	1.8kg	15	71c	6	120	USSR
86	Sten[2]	9mm	6	+0	0	10	9	3.5kg	.7kg	9	32c	7	110	England
87	Thompson[2]	.45ACP	6	-1	2	11(14)	9-12	7.2kg	2.3kg	12	50c	6	430	USA
88	Beretta 12S[2]	9mm	7	+0	2	8(11)	10-11	3.8kg	.6kg	9	32c	6	245	Italy
89	Beretta 951R	9mm	6	+1	1	4	10-11	1.6kg	.2kg	10	10c	6	450	Italy
90	MAT-49[2]	9mm	7	+0	2	8(11)	10-11	4.0kg	.5kg	10	32c	6	255	France
91	Mendoza HM-3[2]	9mm	7	+0	1	7(10)	10-12	3.4kg	.7kg	10	32c	6	130	Mexico
92	Stechkin	9mm Sov.	5	+1	2	3	10-11	1.3kg	.3kg	12	20c	6	785	USSR
93	Sterling L2A3[2]	9mm	7	+0	2	7(10)	10-12	3.3kg	.6kg	9	34c	6	245	England
94	Uzi[2]	9mm	7	+0	2	8(11)	10-12	4.1kg	.6kg	10	32c	6	270	Israel
95	Vz-61 Skorpion[2]	.32ACP	4	+1	1	4(7)	10-11	2.0kg	.4kg	20	20c	5	360	Czech.
96	Air SMG	4.5mm	2	+1	1	4	11	1.0kg	-	30	1200i	4	285	USA
97	Ares FMG	9mm	7	+1	1	3(7)	11	2.4kg	.3kg	11	20c	5	510	USA
98	Ares FMG	9mm	7	+1	1	3(7)	12	2.2kg	.3kg	11	20c	5	510	USA
99	Beretta 93-R	9mm	7	+1	2	3(6)	11-12	1.2kg	.3kg	6	20c	6	1130	Italy
100	H&K MP5KA5[2]	9mm	6	+0	1	7	11-12	2.5kg	.5kg	15	30c	6	270	Germany
101	H&K MP5A5[2]	9mm	7	+1	2	7(10)	11-12	3.2kg	.5kg	15	30c	6	310	Germany
102	H&K VP-70	9mm	6	+1	1	3(6)	11	1.2kg	.3kg	6	18c	5	540	Germany
103	ILARCO 180[2]	.22LR	5	+0	3	14	11-12	4.3kg	.9kg	20	165c	6	410	USA
104	ILARCO Short[2]	.22LR	5	+0	2	8	11-12	3.4kg	.9kg	20	165c	6	395	USA
105	Ingram M-10	9mm	7	+1	0	5(8)	11-12	3.5kg	.6kg	18	32c	6	245	USA
106	Ingram M-11	.380ACP	5	+1	0	5(8)	11-12	2.1kg	.5kg	20	32c	5	190	USA
107	Jati-Matic[2]	9mm	7	+0	2	10	11-12	2.3kg	.6kg	10	40c	6	270	Finland
108	MGV 176[2]	.22LR	5	+0	2	8(11)	11-12	3.5kg	.8kg	20	176c	5	205	Yugosl.
109	Spectre[2]	9mm	6	+0	2	5(8)	11-12	3.6kg	.7kg	14	50c	6	470	Italy
110	Steyr MPi69[2]	9mm	8	+0	2	7(10)	11-12	3.6kg	.5kg	9	32c	6	280	Austria
111	Benelli CB-M2[2]	9mm/c	8	+0	2	8(11)	12	3.8kg	.4kg	15	40c	5	280	Italy
112	Glock 18	9mm	7	+1	2	3	12	.9kg	.3kg	20	19c	5	980	Austria

Civilian Rifles

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
113	Model 98 Masuer	7.92mm	18	+0	4	15	8	4.1kg	-	1	5i	10	340	Germany
114	Sharps 1874	.50-70	12	+0	2	15	8	4.0kg	-	1	1i	9	180	USA
115	Winchester M94	.30-30	13	+0	4	13	8-12	3.0kg	-	1	6i	9	285	USA
116	Beeman 55S	4.5mm	1	+0	2	13	9-12	2.3kg	-	1	1i	4	105	England
117	M1 Carbine	.30USC	12	+0	4	11	9-11	2.7kg	.3kg	4	30c	8	360	USA
118	M6 Springfield	.22LR	5	+1	1	5(9)	9-11	1.5kg	-	1	1i	6	115	USA
	(.410ga slug)	.410ga	5					-	1	1	1i			
	00 Buckshot		4(-2)											
119	Rossi M59	.22Mag.	6	+0	2	13	10-12	2.5kg	-	2	10i	6	115	USA
120	Weatherby Mk.V	.460 Mag.	26	+0	5	15	10-12	4.8kg	-	1	2i	9	1890	USA
121	AR-7 survival rifle	.22LR	5	+1	1	5(11)	11-12	1.2kg	.1kg	4	8c	5	80	USA
122	Barrett Light .50	12.7mm	35	-2	7	22	11-12	17.9kg	1.1kg	4	10c	9	2390	USA
123	bullpup version	12.7mm	35	-1	7	20	11-12	15.4kg	1.1kg	4	10c	9	2390	USA
124	Barrett Ti variant	12.7mm	35	-1	7	22	11-12	8.9kg	1.0kg	4	10c	7	9600	USA
125	Browning M78	6mm	20	+0	5	13	11-12	3.9kg	-	1	1i	7	820	USA
126	Calico M-100	.22LR	5	+0	2	13	11-12	2.6kg	.7kg	4	100c	5	160	USA
127	Calico M-900	9mm	8	+0	2	13	11-12	3.3kg	1.6kg	4	100c	6	215	USA
128	Colt AR-15	5.56mm	16	+0	4	13	11-12	3.7kg	.5kg	4	30c	6	580	USA
129	Crossfire	7.62mm	18	-1	4	15	11	5.2kg	.5kg	4	20c	7	925	USA
	12ga slug	12ga	10						.4kg	2	7c			
	00 Buckshot		4(+0)							2				
130	FR-F2	7.62mm	20	-1	5	15	11	5.7kg	.5kg	1	10c	7	1150	France
131	H&K M770	7.62mm	19	+0	4	15	11	3.9kg	.3kg	4	10c	7	795	Germany
132	Paintball gun	17mm	0	+0	0	12	11	3.5kg	.5kg	4	200i	3	200	USA
133	Ruger 10/22	.22LR	6	+0	2	13	11-12	2.5kg	.2kg	4	50c	5	165	USA
134	Ruger M-77	.458 Mag.	21	+0	5	15	10-12	4.1kg	-	1	3i	8	1290	USA
135	Ruger Mini-14	5.56mm	16	+0	4	13	11-12	3.3kg	.4kg	4	30c	7	600	USA
136	Sako Sporter	.243	19	+0	4	13	11-12	3.1kg	-	1	1i	7	375	Finland
137	SSG 69	7.62mm	20	+0	4	15	11-12	4.0kg	-	1	5i	7	820	Austria
138	Ultralight Arms	6mm	20	+0	4	15	11-12	2.1kg	-	1	3i	6	4590	USA
139	Winchester 9422	.22LR	6	+0	2	13	11-12	2.9kg	-	1	15i	5	115	USA
140	Zip rifle	7.62mm	13	+0	-1	9	11	3.2kg	-	1	1i	6	15	Anywhere

Military Rifles

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
141	Chauchat	8mm Lebel	18	-1	2	19	8-9	9.1kg	1.0kg	4	30c	11	235	France
142	Lewis Gun	.303	17	-1	4	18	8-9	11.8kg	1.3kg	9	40c	9	805	England
143	.30 BAR	.30-06	19	-1	4	16	9-11	9.5kg	.7kg	9	20c	8	975	USA
144	M2 Carbine	.30USC	12	+0	4	7(10)	9-11	2.7kg	.3kg	13	30c	8	360	USA
145	M-14	7.62mm	17	-1	4	15	9-12	5.1kg	.7kg	11	20c	8	805	USA
146	AK-47	7.62mm Sov.	14	+0	3	10(13)	10-12	5.3kg	.9kg	10	30c	8	405	USSR
147	FN-FAL	7.62mm	17	+0	4	15	10-12	5.0kg	.8kg	11	20c	8	860	Belgium
148	AK-74	5.45mm Sov.	14	+0	3	14	11-12	4.2kg	.6kg	11	30c	6	305	USSR
149	Armscor 37 (slug)	37mm	2	+0	0	9	11-12	3.7kg	-	1	1i	5	60	S.Africa
	(pellets)		1(+0)											
150	AUG carbine	5.56mm	16	+0	4	10	11-12	4.0kg	.7kg	11	42c	6	755	Austria
151	AUG HBAR	5.56mm	17	+0	5	13	11-12	6.1kg	.7kg	11	42c	6	1610	Austria
152	Dragunov	7.62mm MN	20	-1	5	17	11-12	4.6kg	.3kg	4	10c	7	1740	USSR
153	Enfield L85A1	5.56mm	16	+0	4	11	11-12	5.0kg	.5kg	12	30c	6	755	England
154	FAMAS	5.56mm	16	+0	4	10	11-12	4.0kg	.4kg	15	25c	6	840	France
155	Galil SAR	5.56mm	15	+0	4	10(13)	11-12	4.7kg	1.0kg	13	50c	6	680	Israel
156	H&K G3A3	7.62mm	18	+0	4	13	11-12	5.2kg	.8kg	10	20c	8	915	Germany
157	H&K HK33E	5.56mm	15	+0	2	9(12)	11-12	4.5kg	.6kg	13	25c	6	680	Germany
158	H&K MZP-1 (slug)	40mm	2	+0	0	9	11-12	2.7kg	-	1	1i	5	60	Germany
	(pellets)		1(+0)											
159	M-16A2 HBAR	5.56mm	16	+0	5	14	11-12	4.1kg	.5kg	10	30c	6	1510	USA
160	M-16A2 "Shorty"	5.56mm	14	+0	2	12	11-12	3.3kg	.5kg	10	30c	6	590	USA
161	M-16A3	5.56mm	16	+0	4	14	11-12	3.9kg	.5kg	6	30c	6	870	USA
162	SIG 550	5.56mm	16	+0	4	14	11-12	4.5kg	.5kg	13	30c	6	870	Switz.
163	Ultimax 100	5.56mm	16	-1	4	16	11-12	6.2kg	1.8kg	9	100c	6	755	Singapore
164	Vaime SSR1	7.62mm	17	+0	4	15	11-12	4.3kg	.2kg	1	5c	7	660	Finland
165	Walther WA2000	.300 Mag.	23	-1	6	16	11-12	8.3kg	.4kg	4	6c	8	4430	Germany

Shotguns

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
166	4ga shotgun	4ga	19	-1	2	22	8	14.2kg	-	1	1i	11	375	England
	00 Buckshot		4(+2)		1									
167	8ga shotgun	8ga	19	-1	2	16	8	9.5kg	-	1	1i	10	375	England
	00 Buckshot		6(+1)		1									
168	Double shotgun	12ga	9	+0	2	15	8	4.3kg	-	2	2i	8	360	Any
	00 Buckshot		3(+0)		1									
169	Ithaca Autoburglar	20ga	7	+1	0	5	8	2.3kg	-	2	2i	6	140	USA
	00 Buckshot		3(-1)		0									
170	Winchester 1901	10ga	10	+0	2	15	8-9	4.1kg	-	1	5i	9	195	USA
	00 Buckshot		3(+1)		1									
171	Stevens 150C	.410ga	5	+0	1	9	9-10	2.6kg	-	1	3i	6	110	USA
	00 Buckshot		3(-2)		1									
172	Ithaca Mag 10	10ga	11	-1	2	15	10-12	5.1kg	-	2	3i	8	660	USA
	00 Buckshot		4(+1)		1									
173	Remington 870	12ga	10	+0	2	13	10-12	4.1kg	-	2	7i	8	410	USA
	00 Buckshot		4(+0)		1									
174	Sawed-off shotgun	12ga	9	+0	-1	7	10-12	2.5kg	-	2	2i	7	185	Any
	00 Buckshot		3(+0)		-1									
175	Remington 7188	12ga	11	+0	2	13	11	4.3kg	-	7	8i	7	825	USA
	00 Buckshot		4(+0)		1									
176	Beretta M3P	12ga	11	+0	2	13	11-12	3.9kg	.7kg	4	5c	7	635	Italy
	00 Buckshot		4(+0)		1									
177	Kreighoff Trumpf	12ga	11	+0	2	13	11-12	3.6kg	-	2	2i	7	5900	Germany
	00 Buckshot		4(+0)		2									
	rifle		20		6					1	1i			
178	LAW 12	12ga	11	+0	2	13	11-12	4.3kg	-	4	7i	7	635	Italy
	00 Buckshot		4(+0)		1									
179	Mossberg 500	12ga	11	+0	2	13	11-12	3.5kg	-	2	8i	7	445	USA
	00 Buckshot		4(+0)		1									
180	Mossberg 500 bullpup	12ga	11	+0	2	8	11-12	3.9kg	-	2	8i	7	445	USA
	00 Buckshot		4(+0)		1									
181	PA3 riot shotgun	12ga	10	+0	1	6(9)	11-12	2.4kg	-	2	3i	7	215	Italy
	00 Buckshot		4(+0)		1									
182	SPAS 12 civilian	12ga	11	+0	2	13	11-12	4.8kg	-	4	7i	7	635	Italy
	00 Buckshot		4(+0)		1									
183	SPAS 12 military	12ga	11	+0	2	9(12)	11-12	4.6kg	-	4	6i	7	635	Italy
	00 Buckshot		4(+0)		1									
184	Striker	12ga	10	+0	1	14	11-12	5.0kg	-	2	12i	7	145	S.Africa
	00 Buckshot		4(+0)		1									
185	The Brute	12ga	11	+1	1	9	11-12	2.0kg	-	2	2i	7	220	USA
	00 Buckshot		4(+0)		1									
186	USAS-12	12ga	11	-1	1	16	11-12	6.5kg	2.0kg	6	28c	7	415	USA
	00 Buckshot		4(+0)		1									
187	Witness Prot. Gun	12ga	10	+1	1	7	11-12	2.1kg	-	2	3i	7	185	USA
	00 Buckshot		4(+0)		1									

Machine Guns

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
188	.45/70 Gatling	.45-70	11	-2	3	18	8	38.1kg	7.2kg	10	200e	8	970	USA
189	Degtyarev DP	7.62mm MN	18	-1	3	20	8	12.6kg	2.8kg	10	47c	9	340	USSR
190	Maxim gun	.303	20	-2	10	18	8-9	22.0kg	6.0kg	10	200e	9	820	England
191	.30 cal Browning	.30-06	20	-1	10	16	8-10	24.6kg	6.0kg	10	200e	8	820	USA
192	14.5mm KPV	14.5mm Sov.	42	-3	10	42	9	86.0kg	36.9kg	10	200e	12	1660	USSR
193	MG-34	7.92mm	19	-1	4	18	9-10	18.0kg	6.0kg	15	200e	8	1040	Germany
194	M2 Browning	12.7mm	36	-2	10	36	9-12	60.0kg	20.0kg	10	200e	10	2480	USA
195	M60 LMG	7.62mm	19	-1	4	18	10-11	16.3kg	5.8kg	9	200e	8	975	USA
196	M60 Maremont	7.62mm	19	-1	4	18	11	14.4kg	5.8kg	9	200e	7	975	USA
197	MG-42	7.62mm	19	-1	4	20	10-11	16.3kg	5.8kg	15	200e	8	975	Germany
198	M134 Minigun	7.62mm	18	-1	3	21	10-12	120kg	102kg	100	4000e	8	1370	USA
199	Minimi	5.56mm	16	-1	4	16	11-12	10.0kg	3.1kg/.5kg	14	200e/30c	6	730	USA

Heavy Weapons

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
200	16" naval gun (HE)	406mm	96E	-9	68	-	9	100ton	1.5ton	2/min	1i	47	580k	USA
	(APHE)		816/48E	-9	68	-			1.0ton					
201	M20 "Bazooka"	89mm	427/7E	-1	1	22	9	9.6kg	4.1kg	1	1i	9	150	USA
202	RPG-7	85mm	427/7E	-1	1	14	10-11	9.3kg	2.3kg	1	1i	7	135	USSR
203	M72 LAW	66mm	302/5E	+0	1	11	11	2.2kg	-	1	-	5	165	USA
204	Stinger (Skill 1)	70mm	22E	-2	7	22	11	18.3kg	13.4kg	1	1i	8	2000	USA
205	ARES (APFSDS)	75mm	170	-6	38	-	11-12	1140kg	312kg	1	20c	22	68000	USA
	(HE)		10E		26				312kg					
206	GAU-8 (AP)	30mm	75	-6	46	-	11-12	1720kg	1050kg	70	1170e	13	22700	USA
207	GIAT CN105 (AP)	105mm	370	-6	52	-	11-12	2470kg	17.1kg	8/min	1i	22	28200	France
	(HE)		18E		26				19.1kg					
	(HEAT)		686/11E		26				22.0kg					
208	Hellfire (Skill 2)	178mm	1846/39E	-3	26	36	11-12	70.4kg	42.8kg	1	1i	14	8550	USA
209	LAW 80	94mm	513/8E	-1	2	19	11-12	8.80kg	-	1	-	5	250	England
210	Mecar 90mm (HE)	90mm	14E	-4	9	-		274kg	5.2kg	6/min	1i	14	2480	Belgium
	(HEAT)		480/7E		16				3.7kg					
	(Cannister)		4(+28)		3				6.0kg					
211	Oerlikon KAA (AP)	20mm	57	-3	26	57	11-12	109kg	21.0kg	17	50c	11	7820	Switz.
212	Oerlikon KCA (AP)	30mm	75	-4	26	75	11-12	213kg	56.6kg	10	50c	13	13400	Switz.
213	Rheinmetaal (HE)	120mm	22E	-6	38	-	11-12	3020kg	23.5kg	5/min	1i	22	35400	Germany
	(APFSDS)		400		52				19.0kg					
	(HEAT)		946/14E		38				23.0kg					
214	AIM-9P (Skill 2)	127mm	27E	-3	38	60	11-12	86.1kg	-	1	-	4	64800	USA
215	TBA Multi-dart (AP)	68mm	16	-3	26	24	11-12	190kg	150kg	5	22i	10	6010	France

Other

	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
216	WWII grenade (frag -1)	-	9/2E	+1	-1	1	8-10	.6kg	-	1	-	4	5	Any
217	RKG-3 AT grenade	-	513/9E	+0	-1	5	10-11	1.1kg	-	1	-	2	5	USSR
218	Claymore mine (frag 11)[1]	-	7/10E	-	-	4	10-12	1.6kg	-	1	-	2	5	USA
219	M203 (frag 4)	40mm	4/2E	-	+0	5	10-12	1.7kg	.3kg	1	1i	6	60	USA
	(HEAT)		190/3E		+0		11-12		.3kg	1				
220	Anchor bolt (AP)	-	10	-	-	2	11-12	.7kg	.2kg	1	20c	2	110	USA
221	Regular grenade (frag 7)	-	4/3E	+1	-1	1	11-12	.4kg	-	1	-	3	5	Any
222	Mini grenade (frag 5)	-	3/1E	+2	-1	1	11-12	.2kg	-	1	-	2	5	Any
223	12ga grenade	-	1E	-	-	0	11-12	-	-	1	-	1	1	USA
224	Stingball (frag 0)	-	3/1E	+1	-1	1	11-12	.4kg	-	1	-	2	5	USA
225	Stun grenade	-	1Ex3	+1	-1	1	11-12	.6kg	-	1	-	2	9	Any
226	Portable door (AP)	-	15/4E	-	-	14	11-12	7.0kg	-	1	-	1	110	England
227	IMRAH F-1 (Skill 1)	-	180/3E	+0	+1	7	11-12	13.4kg	-	1	1i	3	215	France
228	Technovar VAR/40 (AP)	-	13/2E	-	-	1	11-12	.1kg	-	1	-	2	5	Italy
229	FFV 028 (AP)	-	1456/24E	-	-	6	11-12	7.5kg	-	1	-	3	50	Sweden
230	Valmara 69 (frag 5)	-	11/8E	-	-	4	11-12	3.7kg	-	1	-	3	65	Italy

1 - Pattern drops in 30° cone, and skill and damage drops once per 4 increments instead of 1.

bm - Black powder matchlock

bf - Black powder flintlock

bp - Black powder percussion

Civilian Pistols

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
1	Sphinx AT-2000S	9mm	6	+1	2	3	11	1.2kg	.2kg	4	15c	6	720	Switz.
2	Sphinx AT-2000S	.41AE	7	+1	2	3	11	1.2kg	.2kg	4	11c	6	755	Switz.
3	Colt Model 2000	9mm	7	+1	2	3	12	1.1kg	.2kg	4	15c	5	755	USA
4	Grendel P-12	.380ACP	4	+2	0	1	12	.5kg	.2kg	4	11c	4	270	USA
5	Steyr SPP	9mm	7	+1	1	3	12	1.5kg	.2kg	4	15c	5	395	Austria

Machine Pistols & SMG's

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
6	Bushman IDW	9mm	6	+1	0	5	11-12	3.4kg	.4kg	7	28c	7	450	England
7	Bushman IDW	9mm	7	+0	1	7	11-12	3.6kg	.4kg	7	28c	7	490	England
8	Calico M-950A	9mm	7	+0	2	8	11-12	2.6kg	1.6kg	10	100c	6	245	USA
9	H&K MP5/10	10mm	9	+0	3	7(10)	11-12	3.4kg	.5kg	6	30c	6	370	USA
10	H&K MP5/40	.40S&W	7	+0	3	7(10)	11-12	3.4kg	.6kg	6	30c	6	310	USA
11	Black Pistol	.45ACP	8	+1	2	3	12	1.3kg	.3kg	6	10c	6	1800	USA
12	Bushman IDW	9mm	7	+1	1	6	12	1.7kg	.4kg	7	28c	5	510	England
13	FN P-90	5.7mm	9	+1	3	7	12	3.2kg	.4kg	15	50c	5	320	Belgium
14	Steyr TMP	9mm	7	+1	1	5	12	1.7kg	.4kg	10	25c	5	510	Austria

Civilian Rifles

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
15	Voere VEC91	.223 Usel	15	+0	5	13	12	2.7kg	.1kg	1	5i	6	2500	Austria

Military Rifles

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
16	AAI ACR	5.56mm	18	+0	4	14	12	3.8kg	.2kg	6	30c	6	1020	USA
17	AMR 5075	15mm	77	-2	13	22	12	20.0kg	.9kg	1	5c	10	12.6k	Austria
18	Colt ACR	5.56mm	2x11	+0	4	11(14)	12	3.9kg	.3kg	11	30c	6	730	USA
19	Covert PM	7.62mm	9	-1	4	6(17)	12	6.7kg	.3kg	1	10c	6	1000	England
20	Grendel S-16	7.62mm	9	+0	3	13	12	4.8kg	.5kg	10	20c	6	1000	USA
21	H&K G-11	4.73mm/c	15	+0	4	10	12	4.3kg	.4kg	10	50c	6	900	Germany
22	Steyr ACR	5.56mm	19	+0	4	11	12	3.1kg	.2kg	6	24c	6	1120	Austria

Shotguns

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
23	SPAS-15	12ga	11	+0	3	10(13)	12	4.2kg	.3kg	2	6c	6	330	Italy
	(buckshot)		4(+0)		2			4.2kg	.3kg					
24	Olin/H&K CAWS	12ga	14	+0	3	10	12	4.3kg	.6kg	6	10c	6	610	USA
	(flechette)		9(+1)		3			4.1kg	.4kg					
	(pellets)		6(+0)		3			4.3kg	.6kg					
25	Jackhammer	12ga	10	+0	3	14	12	5.6kg	1.0kg	4	10c	7	365	USA
	(buckshot)		4(+0)		2			5.6kg	1.0kg					

Machine Guns

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
26	H&K Gren. MG (frag 2)	40mm	5/3E	-1	1	17	12	20.0kg	8.0kg	3	15c	5	310	Germany
27	H&K Caseless LMG	4.73mm/c	16	-1	5	12	12	7.0kg	1.3kg	8	300c	6	1800	Germany
28	ARES TARG	12.7mm	40	-2	11	26	12	35.7kg	15.3kg	23	200e	8	3140	USA
29	BRG-15	15.5mm	47	-3	16	48	12	70.0kg	23.5kg	10	2x70e	9	5450	Belgium

Heavy Weapons

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
30	REA 40mm AGL (frag 2)		5/2E	+0	1	11	12	3.4kg	1.8kg	5	6c	5	235	-
31	Armscor AGL (frag 2)		5/2E	+0	1	14	12	6.5kg	-	2	6i	5	60	S.Africa
32	Panzerfaust III		680/11E	-1	3	16	12	12.9kg	3.8kg	1	1i	6	860	Germany
33	Böhler C6 (HE)		7E	+0	7	12	12	5.1kg	.5kg	1	1i	8	295	Germany
	(fragmentation)(frag 2)		5/7E						.5kg					
	(HEAT)		273/4E						.5kg					
	(cannister)		8(+8)						.5kg					
34	Guided bomb (skill 1)	120mm	773/12E	-	16	14	12	-	17.0kg	1	1i	3	335	-

Other

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
35	AD1 grenade (frag 8)	60mm	3/4E	+1	-1	1	12	.5kg	-	-	-	3	20	Australia
	(HE)		6E										10	
	(white phosphorous)		smoke										10	
	(thermite)		10										10	

Pistols

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
1	Colt Mamba	.44 Mag.	10	+1	2	4	12	1.6kg	-	2	6i	6	610	USA
2	Colt Mamba	.44 Mag.	11	+1	3	5	12	1.7kg	-	2	6i	6	635	USA
3	FN P-96	5.7mm	8	+1	1	3	12	1.1kg	.2kg	4	25c	5	450	Belgium
4	Liberator II	15mm	33	+2	-1	1	12	.3kg	-	1	1i	5	75	USA
	(stun bag)	15mm	5	+2	-1	1	12	.3kg	-	1	1i	5	75	
5	Ruger P-8	4mm Police	7	+2	1	1	12	.7kg	.1kg	4	10c	5	395	USA
6	SK-5 "Giant Killer"	12.7mm	30	+0	2	6	12	3.4kg	-	3	5i	6	7020	UK
7	Weedburner	10mm	3	+2	-3	3	12	.7kg	-	1	5i	3	45	-
8	Dolch H21	3mm	5	+2	1	1	13	.4kg	.1kg	4	15c	2	2800	-
9	TMI-8 Hideout	2mm	5	+2	0	1	13	.4kg	-	2	5i	3	730	-
10	Viper (10 turn effect)	20mm	3/3	+2	-1	1	13	.7kg	.3kg	2	5c	4	125	-
11	Entiires C9	4mm	10	+1	1	4	14	1.7kg	.6kg	4	100c	4	1050	-
12	Thornet	20mm	72	+1	1	3	14	1.3kg	.6kg	4	10c	4	300	-
	(stun round)		5					.9kg	.2kg	4	10c	4		
13	Zeus Thunderwand	5mm	4	+2	1	1	14	.6kg	-	4	250i	2	755	-
	(medium power)		9								50i			
	(high power)		20								10i			
14	Assassin (skill 2)	35mm	128/1E	+1	2	5	15	2.0kg	1.1kg	1	1i	4	500	-
15	Cybors K	5mm	8	+1	1	4	15	1.6kg	-	4	50i	2	3100	-
	(stunner)		23							4	10i			
16	Punisher (stun)	20mm	10	+1	-1	3	15	1.3kg	.2kg	4	5c	4	280	-
	(police version)(+1 to hit)			10				1.8kg	.4kg	4	10c	4	960	
17	TMI Stormer	5mm	12	+2	1	1	15	.6kg	-	4	25i	2	3400	-
18	Vaptech Mil-2 (+1 to hit)	5mm	22	+1	1	4	15	1.9kg	-	4	100i	2	3500	-
	(half damage)		11								400i			

Machine Pistols & SMG's

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
19	Buzzsaw[2]	.22 Mag.	8	+0	0	8	12	5.5kg	3.6kg	40	1000c	5	215	USA
20	Ares FMG-2[2]	9mm	7	+1	2	3(8)	12	1.6kg	.3kg	11	20c	5	535	USA
21	Benelli "Reaper"[2]	10mm	5(+1)	+1	3	5(8)	12	3.0kg	.7kg	10	40c	6	1300	Italy
22	Philippine copy[2]	10mm	12	+1	2	8	12	3.6kg	.9kg	10	40c	7	250	Philippine
23	Ruger P-4	4mm Police	8	+1	2	5	12	1.2kg	.2kg	6	100c	3	1350	USA
24	Streetsaber (lethal)	5mm	10	+1	1	3	13	2.1kg	-	5	50i	3	2080	-
	(stun)		7							5				
	(continuous)		1						.3kg	100	20k			
25	PolSci Cquel (stun)	5mm	5	+2	0	1	13	.6kg	.1kg	12	300c	2	1100	-
26	Screamer BM	2mm Screamer	5	+2	-1	1	14	.3kg	-	33	100i	3	145	-
27	Stinger II	2mm Screamer	6	+1	2	4	14	.6kg	.1kg	40	500c	3	1160	-
28	Synerg 12/2 (+1 to hit)	12mm	11	+1	2	5	14	2.2kg	.3kg	6	15i	4	905	-
	(3mm disc. sabot)		16					2.0kg	.2kg					
	(HEAT)		26					2.0kg	.2kg					
29	Entiires K30A2	3mm	14	+1	1	6	15	2.2kg	.8kg	20	100c	4	2350	-
30	Lazer Lash (lethal)	5mm	5	+2	0	2	15	.7kg	-	10	100i	2	1250	-
	(stun)		4							10				
	(continuous)		0							100	10k			
31	Sauer-Bk RK(+1 to hit)[2]	2.9mm	16	+1	3	8	15	3.0kg	1.0kg	10	100c	4	1750	-

Civilian Rifles

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
32	Off-the-shelf special	5mm	3	-1	4	14	12	26.8kg	11.1kg	7	10ki	2	10k	-
	(3G[3] version)	5mm	3	-1	4	13	12	13.3kg	8.7kg	7	10ki	2	860	-
33	GhettoBlaster	7mm	34	+0	2	10	13	5.0kg	-	4	5i	4	1040	-
	(half damage)	7mm	17							4	20i			
34	Remington BR7	7mm/c	21	+0	5	10	13	4.0kg	.2kg	4	10c	6	1890	USA
35	Nevin A-02	2mm	20	+1	3	5	14	2.2kg	-	2*	50i	4	625	-
36	Ka'chang	15mm	68	-1	7	16	14	8.0kg	.9kg	1/2	3c	8	17.5k	-
37	Lizzie Type 2	3mm	23	+0	4	12	14	8.0kg	.4kg	2	200i	4	1530	-
38	Olypica Verminex	5mm	12	+1	3	6	15	2.8kg	-	4	50i	3	1160	-
	(half damage)		6								200i			
	(quarter damage)		3								800i			

Military Rifles

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
39	Kalashnikov AK-9	7mm	20	+0	3	10	12	6.5kg	1.1kg	10	70c	6	550	Russia
40	Thumper (stun)	20mm	3	+1	0	6	12	1.1kg	.5kg	4	10c	5	120	UK
41	Enfield L22A1	7mm	21	+0	4	13	12	5.9kg	.5/kg.6kg	10	50c*	6	1560	UK
	(half damage)		11			14		7.3kg	1.9kg/.6kg		200c*			
	(high damage)		28			13		5.9kg	.5kg/.6kg		50c*			
42	MR-40 Gauss rifle	4mm	24	-1	4	13	13	6.9kg	.4kg	5*	100c	6	2400	-
43	Long Tom	6mm	52	-1	9	16	13	15.7kg	.5kg/3.3kg	2*	20c	7	25.8k	-
44	Aratech 7/c	7mm/c	21	+0	4	9	13	4.2kg	.6kg	10	50c	6	1160	-
45	HBAR		24	+0	4	13	13	5.6kg	.6kg	10	50c	6	1480	-
46	Sniper HBAR		24	+0	8	13	13	5.2kg	.2kg	4	10c	6	2960	-
47	HBAR/et		26	-1	4	13	13	8.6kg	2.7kg	10	200e	6	3500	-
48	Aratech Exp-4	5mm/c	15	+1	4	9	14	2.1kg	.5kg	10	100c	4	655	-
49	PolSci CAR-7 (+1 to hit)	3mm	31	-1	4	10	14	13.5kg	9.5kg	5	500c	5	3900	-
50	(light duty)			+0	4	10	14	9.7kg	5.7kg	3	300c			
51	(belt pack)			+0	4	10/+2	14	16.3kg	10.2kg	5	500c			
52	PolSci CAR-9 (+1 to hit)	3mm	31	+0	4	10	15	9.0kg	5.7kg	10*	500c	4	3900	-
53	Taxxon AWC(+2 to hit)	5mm	64	-1	4	14	15	12.0kg	-	5	5i	4	29.0k	-
	(half damage)		32							20	20i			
54	(mounted version)		64	-1	11	14	15	12.0kg	-	5	∞			
55	Novafire II	7mm	34	+0	4	9	15	7.3kg	4.0kg	10	50c	3	7000	-
56	(lightweight version)		34	+0	4	9	15	6.2kg	3.8kg	10	50c	2	10.0k	-

Shotguns

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
57	Wristbreaker I (flech)	12ga	5(+2)	+0	2	8(11)	12	4.4kg	-	10	2x10i	4	1450	-
	(slug)		11		1				-					
58	Wristbreaker II (flech)	12ga	4(+2)	+1	1	5	12	2.8kg	-	4	2x5i	5	1450	-
	(slug)		10		1				-					
59	Eisensturm (+1 to hit)	16mm	13	+0	2	10	14	6.6kg	3.7kg	6	50c	5	655	-
	(flechette)		8(+0)		2			4.5kg	1.5kg					
	(HEAT)		40		2			4.1kg	1.1kg					
	(4mm disc. sabot)		18		2			3.8kg	.9kg					
60	Deathwind (+2 to hit)	15mm	7(+0)	+0	2	8	15	5.8kg	2.5kg	6	50c	4	3330	-
	(DP flechette)		12/7(-1)		2			5.5kg	2.2kg					
	(HEAT/HE)		38		2			4.6kg	1.3kg					

Machine Guns

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
61	Vehicular CIWS (skill 2)	7.62mm	19	-3	16	-	12	140kg	4.8kgx2	10x2	2x200e	6	8970	USA
62	Browning-Maskel	15mm	69	-3	6	27	13	81.5kg	63.7kg	10	200e	9	4330	USA
63	Lightsword (+1 to hit)	14mm	108	-2	11	22	14	36.5kg	-	10	∞	6	50.5k	-
64	Tori PDS (skill 3)	9.5mm	41	-1	16	12	15	29.8kg	-	1	∞	3	34.7k	-
	(continuous)		4							100				
65	Entiires M40B	4mm	101	-1	11	16	15	14.4kg	1.3kg	16	200e*	6	34.8k	-
66	Devastator	5mm	180	-2	11	30	15	68.4kg	35.9kg	10	10e*	6	295k	-
	(half damage)		90								40e*			

Heavy Weapons

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
67	TAGLAW 30 (skill 1)	95mm	543/8E	-1	4	14	12	7.3kg	-	1	-	8	370	-
68	Cobra (skill 1)	95mm	566/9E	-1	4	12	13	7.3kg	-	1	-	8	430	-
69	Tronskaal (skill 1)	95mm	590/9E	-1	4	12	14	7.1kg	-	1	-	6	650	-
70	ZetaTech 8c (skill 1)	95mm	610/10E	-1	4	12	15	5.9kg	-	1	-	6	650	-
71	MAPAG (skill 1)	70mm	13E	-2	7	18	12	19.4kg	16.1kg	1	1i	7	2640	-
72	Loompanic-A (skill 1)	70mm	13E	-2	7	18	13	19.2kg	16.1kg	1	1i	6	3500	-
73	Vortex 2 (skill 1)	70mm	14E	-2	7	18	14	18.2kg	16.1kg	1	1i	5	5170	-
74	Teradyl-4a (skill 2)	70mm	14E	-1	7	18	15	17.6kg	16.1kg	1	1i	5	7000	-
75	Mk48 Particle cannon	25mm	570	-4	38	54	15	175kg	-	1	∞	10	1.45m	-

Other

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
76	Grenade (frag 8)	-	5/4E	+1	-1	1	13	.4kg	-	1	-	3	10	-
77	Smart grenade (frag 8)	-	5/4E	+1	-1	1	13	.5kg	-	1	-	3	30	-
78	APAM grenade (skill 1)	-	49/4E	+1	1	2	13	.8kg	-	1	-	3	145	-
79	MR-40 Frag (frag 10)	50mm	4/4E	-1	-1	1	13	.5kg	-	1	-	6	3	-
80	MR-40 Guided (skill 1)	50mm	160/2E	-1	-1	2	13	.8kg	-	1	-	6	36	-
81	MR-40 HEAT	50mm	296/4E	-1	-1	1	13	.5kg	-	1	-	6	6	-

Civilian Pistols

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
1	Pistole Clementi	15mm	4	+1	0	6	5	2.4kg	.6kg	4	8c	8	260	Italy
2	Roberson Model 8[bf]	8mm	4	+1	1	3	6	1.0kg	-	1	5i	7	135	USA
3	Thunderflash[bf]	12mm	8	+0	1	8	6	3.3kg	-	1	6i	8	215	USA
4	Traveller's Friend[bf]	8mm	4	+1	0	3	6	1.4kg	-	2	2i	7	95	USA
5	Duelling pistol[bp]	8mm	5	+1	2	3	7	1.0kg	-	1	1i	7	300	USA
6	Hammerjack[bp]	12mm	8	+0	1	8	7	3.6kg	-	1	12i	8	225	Netherl.
7	Last Chance[bp]	10mm	5	+2	0	1	7	.7kg	-	1	1i	7	150	USA
8	McGregor 310[bp]	10mm	5	+1	0	4	7	2.0kg	-	4	4i	7	165	Australia
9	Oldtimer 9	9mm	4	+1	1	3	7	1.3kg	.2kg	4	10c	7	280	USA
10	Oldtimer 45	.45 ACP	4	+1	0	3	7	1.3kg	.2kg	4	6c	7	260	USA
11	Manchetti .44	11mm	6	+1	1	6	8	2.7kg	-	4	12i	7	230	Italy
12	Wyndham	8mm	4	+1	1	4	8	1.6kg	-	2	12i	7	195	England
13	Comp .45	.45 ACP	5	+1	2	3	9	1.3kg	.2kg	4	7c	6	630	USA
14	Widget	.22LR	3	+2	-1	1	9	.6kg	-	1	3i	6	110	USA
15	Witheriesta	9mm	6	+1	3	3(6)	9	1.1kg	.1kg	4	8c	6	1440	-
16	Flying Dustbin	100mm	4	+1	-1	4	10	1.8kg	-	1	1i	7	30	Ireland
	(improvised HE)		6E											
17	Daisy Brassless	.22/c	4	+2	1	1	10	.4kg	.1kg	4	12c	5	260	USA
18	Northstar	5mm laser	5	+1	1	4	11	1.6kg	-	1	1i	3	790	-
19	H&K UORD	6mm dart	7	+2	2	2	11	.8kg	-	2	6i	4	4800	Germany

Machine Pistols and SMG's

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
20	Ingramus MX	15mm	4	+0	0	7	4	3.5kg	.9kg	5	20c	9	170	Italy
21	Ingramus *Longus*	15mm	4	+0	1	11	4	4.7kg	.9kg	5	20c	9	180	Italy
22	Fire Lance[bm]	15mm	5	+0	1	11	5	3.5kg	-	1	10i	9	160	China
23	Calliope[bf]	6mm	4	+0	0	8	6	7.5kg	-	5	20i	6	275	USA
24	Volley pistol[bf]	6mm	4	+1	1	3	7	1.5kg	-	5	5i	6	335	USA
25	Anuzi 9mm	9mm	5	+0	2	9(12)	7	4.8kg	.6kg	10	32c	8	310	USA
26	Blackthorn 12[bp]	12mm	8	+0	1	8	7	4.7kg	1.6kg	10	20c	10	295	USA
27	Greaser	.45 ACP	4	+0	1	7(10)	7	3.6kg	1.3kg	12	40c	6	85	USA
28	Plumber's Special	9mm	5	+0	0	10	7	1.9kg	.5kg	15	30c	8	80	USA
29	Nordenfeldt	.44 Webley	4	+0	1	9	8	4.2kg	-	8	80i	6	210	USA
30	Zoetrope[bp]	11mm	5	+0	1	9	8	2.7kg	1.5kg	6	30c	7	260	England
31	Whirligig	9mm	6	+0	-2	8	9	2.4kg	.5kg	10	30c	8	60	USA
32	Slivergun	5mm dart	4	+0	3	8(11)	9	1.3kg	.1kg	6	50c	4	360	Ireland
33	Black Widow	12ga	4	+0	-1	5	10	3.0kg	-	6	6i	7	400	-
34	Uzi II	5.56mm	13	+0	1	7	10	3.1kg	.6kg	12	50c	7	1090	Israel
35	Fairy Luck	2mm	1	+2	0	0	11	.1kg	.0kg	10	50c	2	265	-
36	Ingram M-12	10mm	8	+0	1	5(8)	11	1.9kg	.5kg	15	30c	6	610	USA

Civilian Rifles

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
37	Cro-Magnum 44[bm]	44mm	3	-1	1	20	3	6.4kg	-	1	3i	10	120	-
38	Hand cannon[bm]	20mm	10	+0	-1	15	4	3.9kg	-	1	1i	13	140	-
39	Rifle Clementi	15mm	6	+0	1	12	5	5.1kg	.9kg	4	12c	9	170	Italy
40	Sunspot Special[bm]	16mm	11	-1	2	13	5	3.6kg	-	1	1i	11	80	USA
41	Flintlock carbine[bf]	10mm	ò	+0	3	11	6	2.4kg	-	1	5i	9	170	-
42	Ogrilon[bf]	16mm	17	-1	3	12	6	8.0kg	-	2	2i	12	450	-
43	Springfield 10[bf]	10mm	9	-1	3	13	6	4.0kg	-	1	6i	9	125	USA
44	Trade Rifle[bf]	12mm	10	-1	2	15	6	4.0kg	-	1	1i	10	75	USA
45	Armory 6-10	7.62mm	13	-1	4	15	7	5.5kg	-	1	6i	10	285	USA
46	Springfield 12	12mm	11	+0	3	9(12)	7	6.3kg	-	4	20i	10	345	USA
47	Rockshaker	18mm	18	-1	3	12	8	9.9kg	-	1	8i	10	480	-
48	Optikonic	5mm laser	1	+1	3	7	8	1.9kg	-	1	6i	2	300	England
49	Mauser '37	6.5mm Mauser	16	+0	5	13	9	3.8kg	-	1/2	5i	8	785	Germany
50	Mindhunter	5mm laser	7	-1	4	12	9	7.1kg	-	1	1i	4	490	-
	(half damage)		3							4	4i			
51	Paschem	25mm dart	12	+0	3	10	10	5.2kg	-	2	2i	8	270	-
	(HE/flash)		2E											
52	Kanstav Zcadc	4mm rail	14	+0	4	12	10*	5.4kg	-	1/2	20i	6	535	-
53	Weatherby Mk.X	.460 Mag.	27	+0	5	10	11	5.3kg	-	2	3i	8	5400	USA
54	GyroRifle	20mm	10	+1	3	7	11	2.3kg	.6kg	4	10c	7	305	USA

Military Rifles

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
55	Militia Clementi	15mm	6	-1	1	16	5	6.4kg	1.6kg	5	20c	9	235	Italy
56	Volley rifle[bf]	10mm	9	-1	1	14	6	7.0kg	-	5	10i	10	615	USA
57	Daisy Gun	25mm	7	+1	0	7	9	2.4kg	-	1/2	6i	7	105	England
58	Taser Rifle	15mm dart	1	+0	1	5	10	1.3kg	-	2	2i	5	140	USA
	(stun)		2											
59	M-17B2	5.56mm	15	-1	4	11(14)	10	8.6kg	1.5kg	30	140c	7	785	USA
60	Uzi II	5.56mm	15	+0	4	11	11	4.6kg	.6kg	12	50c	7	680	Israel
61	KIS-III	5mm laser	4	+0	4	8	11	2.6kg	.5kg	1	100e	3	5700	N.Korea
62	Predator	5.56mm	16	+0	4	15	11	17.9kg	10.1kg	50	1000e	5	4940	USA
63	!Hundu A	14mm	30	-1	4	27	11	24.1kg	9.9kg	6	100c	9	3080	-

Shotguns

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
64	Guardsman[bf]	12ga	6	+0	2	7	6	2.9kg	-	2	2i	10	120	USA
	(buckshot)		2(+0)		2									
65	Dorcbuster	12ga	8	+0	2	9	7	3.2kg	-	1	6i	9	160	USA
	(buckshot)		3(+0)		2									
66	Autoriot 10	10ga	11	-1	3	16	10	7.0kg	-	2	9i	8	330	USA
	(buckshot)		4(+1)		2									
	(tear gas)		2		2									
	(baton round)		10		2									
67	Firestarter (fire)	10ga	3	+0	2	9	10	4.0kg	.8kg	2	10c	8	330	USA
	(slug)		11		3									
	(buckshot)		4(+1)		2									
68	Duplex 12	12ga	11	-1	3	11(14)	11	6.1kg	-	2	18i	8	320	USA
	(buckshot)		4(+1)		2									

Machine Guns

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
69	Puckle Cannon[bm]	30mm	14	-2	0	24	6	30.0kg	14.2kg	3	30c	12	295	England
70	Maxim-Gatling '99	7.9mm	20	-3	11	30	8	76.3kg	19.9kg	20	500e	9	1800	Germany
71	Gyroripper	20mm	13	-1	7	15	11	24.8kg	21.2kg	10	200e	8	565	USA
	(HE)		1E											
	(HEAT)		50											

Heavy Weapons

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
72	Hale Launcher	80mm	10E	-2	3	38	8	24.1kg	11.7kg	1	1i	9	450	England
73	Relguik ertoq	7mm laser	34	-2	16	22	8	24.0kg	-	1	∞	7	4100	-
	(beam)		3							10x3				
74	Panzerschreck 2	150mm	900/14E	-2	3	20	9	92.4kg	38.4kg	1	1i	14	2560	Germany
75	Vengeance wpn. 9	20mm laser	64	-6	70	-	9	2530kg	-	1	2i*	8	25.1k	Germany
76	M97 Avenger	75mm	180	-6	68	-	10	12.3t	10.2t	12	500e	21	82.4k	USA
	(HE)		10E					10.0t	7.9t	10				
77	MIRACL (skill 4)	9.5mm laser	41	-6	68	-	11	18.3t	-	10x3	∞	8	218k	USA
78	Tall Dish (skill 3)	5mm p-beam	90	-2	68	-	11	24.6t	-	10	∞	7	23.3m	USSR
79	ADDIF (HE)(+1 to hit)	35mm	3E	-1	3	13	11	8.9kg	2.2kg	1	5c	8	4740	Switz.
	(HEAT)		116/3E		3			8.9kg	2.2kg					
	(buckshot)		4(+5)		2			8.6kg	1.9kg					

Other

#	Name	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
80	Stonefire (frag 1)	-	8/4E	+1	-	2	3	1.8kg	-	1	-	3	10	Israel
81	Martyr's Cross (frag 3)	-	9/7E	-4	-	15	5	5.5kg	-	1	-	9	10	Spain
82	Torquemada's Torch	30mm	5	+0	-2	10	5	5.8kg	-	1	10i	8	55	Spain
83	Beggar's Box	-	3E	+2	-	2	5	.8kg	-	1	-	3	5	Scotland
84	Big Bertha	-	400	+1	-	2	9	2.7kg	-	1	-	4	15	USA
	(HE)		9E					1.4kg	-	1	2			

Thrown Weapons (Range Mod)

#	Name	Damage	DV	Initiative mod	Length	Size	TL	Mass	Prim.	Sec.	Tert.	AV	Cost	Origin
1	Shuriken(+0)	lethal(cut)	+0	+0	-	0	4	.2kg	Melee	Thrown	Shuriken	4	15	Japan
2	Throwing knife(-1)	lethal(puncture)	+0	+0	-	0	3	.2kg	Melee	Thrown	Knife	4	5	Any
3	Throwing ax(+0)	lethal(cut)	+1	-1	-	5	4	1.2kg	Melee	Thrown	Ax	20	80	Any
4	War dart(+0)	lethal(puncture)	+1	+0	-	1	4	.4kg	Melee	Thrown	Dart	7	35	Any
5	Rec. dart(+1)	lethal(puncture)	-1	+0	-	0	6	.1kg	Melee	Thrown	Dart	2	5	Any
6	Bola I(+0)	comb.(entangle)	+0	-1	-	4	4	.5kg	Melee	Thrown	Bola	3	15	Any
7	Bola II(+0)	comb.(entangle)	+1	-2	-	7	4	1.0kg	Melee	Thrown	Bola	3	50	Any
8	Spear(+0)	lethal(puncture)	+1	-1	-	14	2	2.0kg	Melee	Thrown	Spear	6	65	Any
9	War boomer.(+0)	comb.(blunt)	+1	+0	-	3	2	.4kg	Melee	Thrown	Boom.	6	50	Australia
10	Billiard ball(-1)	comb.(blunt)	+0	+0	-	0	6	.2kg	Melee	Thrown	Gren.	3	5	Any
11	Rock, light(-1)	comb.(blunt)	+0	+0	-	0	1	.2kg	Melee	Thrown	Gren.	3	0	Any
12	Rock, medium(-1)	comb.(blunt)	+1	+0	-	1	1	.5kg	Melee	Thrown	Gren.	6	0	Any
13	Rock, heavy(-1)	comb.(blunt)	+1	+0	-	4	1	2.0kg	Melee	Thrown	Gren.	7	0	Any
14	Dinner plate(-1)	comb.(blunt)	+0	+0	-	3	3	.3kg	Melee	Thrown	Gren.	2	5	Any

Axes and Polearms (to hit)

#	Name	Damage	DV	Initiative mod	Length	Size	TL	Mass	Prim.	Sec.	Tert.	AV	Cost	Origin
15	Lumber ax(-1)	lethal(cut)	+3	-3	4	8	3	2.1kg	Melee	Ax	-	8/2	30	Any
16	Hatchet(-1)	lethal(cut)	+2	-1	3	4	3	.7kg	Melee	Ax	-	8/2	10	Any
17	Battle ax(+0)	lethal(cut)	+3	-3	4	7	3	2.0kg	Melee	Ax	-	14/7	255	Any
18	Mattock(-1)	comb.(cut/punc.)	+4/+4	-3/-3	5	15	3	4.0kg	Melee	Ax	-	11/3	50	Any
19	Halberd(+0)	lethal(cut/punc.)	+4/+4	-3/-2	6	16	4	3.0kg	Melee	Polearm	-	8/4	440	Any
20	Trident(+0)	lethal(puncture)	+1x2	-2	5	14	4	2.4kg	Melee	Polearm	-	6/3	80	Any
21	Pike(+0)	lethal(puncture)	+5	-4	9	37	4	3.5kg	Melee	Polearm	-	9/5	575	Any
22	Spear(+0)	lethal(cut/punc.)	+3/+3	-3/-2	5	14	3	2.0kg	Melee	Polearm	-	8/4	255	Any

Knives (to hit)

#	Name	Damage	DV	Initiative mod	Length	Size	TL	Mass	Prim.	Sec.	Tert.	AV	Cost	Origin
23	Penknife(-1)	lethal(cut/punc.)	+0/+0	+0/+0	2	0	6	.1kg	Melee	Knife	-	4	5	Any
24	Hunting knife(+0)	lethal(cut/punc.)	+1/+0	+0/+0	2	1	3	.3kg	Melee	Knife	-	4	35	Any
25	Bowie knife(+0)	lethal(cut/punc.)	+1/+1	+0/+0	3	1	7	.4kg	Melee	Knife	-	8	65	USA
26	Main-gauche(+0)	lethal(cut/punc.)	+1/+1	-1/+0	3	2	5	.5kg	Melee	Knife	-	4	80	Any
27	Kukri(+0)	lethal(cut/punc.)	+2/+1	-1/+0	3	2	3	.6kg	Melee	Knife	-	6	120	Any
28	Katar(+0)	lethal(puncture)	+1	+0	3	2	3	.4kg	Melee	Knife	-	4	65	Any

Swords & Fencing weapons (to hit)

#	Name	Damage	DV	Initiative mod	Length	Size	TL	Mass	Prim.	Sec.	Tert.	AV	Cost	Origin
29	Machete(-1)	lethal(cut)	+1	-1	4	3	7	.4kg	Melee	Sword	-	5	20	Spain
30	Saber(+0)	lethal(cut/punc.)	+2/+2	-2/-1	4	4	5	1.4kg	Melee	Sword	-	10	170	Any
31	Short sword(+0)	lethal(cut/punc.)	+2/+2	-2/-1	4	4	3	1.1kg	Melee	Sword	-	10	145	Any
32	Longsword(+0)	lethal(cut/punc.)	+2/+2	-2/-1	4	4	3	1.3kg	Melee	Sword	-	9	170	Any
33	Broadsword(+0)	lethal(cut/punc.)	+3/+2	-2/-2	4	5	3	1.6kg	Melee	Sword	-	10	195	Any
34	Katana(+1)	lethal(cut/punc.)	+3/+2	-2/-1	4	6	4	1.3kg	Melee	Sword	-	10	1760	Japan
35	Bastard swd.(+0)	lethal(cut/punc.)	+3/+3	-2/-2	4	7	3	2.1kg	Melee	Sword	-	11	300	Any
36	Greatsword(+0)	lethal(cut/punc.)	+4/+4	-3/-3	5	13	4	3.6kg	Melee	Sword	-	12	450	Any
37	Scimitar(+0)	lethal(cut/punc.)	+3/+2	-2/-2	4	5	3	1.6kg	Melee	Sword	-	10	195	Any
38	Tulwar(+0)	lethal(cut/punc.)	+2/+2	-2/-2	4	5	3	1.4kg	Melee	Sword	-	10	170	Any
39	Rapier(+0)	lethal(cut/punc.)	+0/+2	-1/-1	4	5	5	.7kg	Melee	Sword	-	4	120	Any
40	Epee(+0)	lethal(cut/punc.)	+0/+1	-1/-1	4	4	5	.5kg	Melee	Sword	-	4	80	Any

Clubs & Hammers (to hit)

#	Name	Damage	DV	Initiative mod	Length	Size	TL	Mass	Prim.	Sec.	Tert.	AV	Cost	Origin
41	Club(-1)	comb.(blunt)	+3	-2	4	5	1	1.4kg	Melee	Club	-	5	50	Any
42	Billy club(+0)	comb.(blunt)	+1	-1	4	3	3	.3kg	Melee	Club	-	2	65	Any
43	Sledgehammer(-1)	comb.(blunt)	+6	-5	5	12	3	5.0kg	Melee	Club	-	13/4	75	Any
44	Mace(+0)	lethal(blunt/punc.)	+3/+3	-2	4	4	3	1.6kg	Melee	Club	-	11/6	195	Any
45	Spiked mace(+0)	lethal(blunt/punc.)	+3/+3	-2	4	4	3	1.7kg	Melee	Club	-	12/6	225	Any
46	War hammer(+0)	lethal(blunt/punc.)	+2/+2	-2	4	3	4	1.0kg	Melee	Club	-	10/5	145	Any
47	Lg. war ham.(+0)	lethal(blunt/punc.)	+3/+3	-2	4	5	4	1.7kg	Melee	Club	-	12/6	225	Any
48	Rock hammer(-1)	lethal(blunt/punc.)	+2/+2	-1	3	2	7	.9kg	Melee	Club	-	15/4	25	Any
49	Military pick(+0)	lethal(blunt/punc.)	+3/+3	-2	4	6	3	1.3lg	Melee	Club	-	8/4	225	Any

Staves (to hit)

#	Name	Damage	DV	Initiative mod	Length	Size	TL	Mass	Prim.	Sec.	Tert.	AV	Cost	Origin
50	Quarterstaff(+0)	comb.(blunt/punc.)	+3/+3	-3/-2	5	11	3	1.8kg	Melee	Staff	-	4	255	Any
51	Crude q.staff(-1)	comb.(blunt/punc.)	+3/+3	-3/-2	5	11	2	1.8kg	Melee	Staff	-	3	30	Any
52	Bo stick(+0)	comb.(blunt/punc.)	+3/+3	-3/-2	6	16	4	2.6kg	Melee	Staff	-	4	290	Japan

Martial arts weapons (to hit)

#	Name	Damage	DV	Initiative mod	Length	Size	TL	Mass	Prim.	Sec.	Tert.	AV	Cost	Origin
53	Nunchaku(-1)	comb.(blunt)	+1	-2	4	6	5	.8kg	M.Arts	Nunchaku	-	3	15	Japan
54	Tonfa(-1)	comb.(blunt)	+2	-2	4	6	5	1.0kg	M.Arts	Tonfa	-	4	35	Japan
55	Sai(+0)	lethal(puncture)	+1	+0	3	3	5	.8kg	M.Arts	Sai	-	10	65	Japan
56	Kyoketsu(+0)	lethal(cut/puncture)	+1/+1	-3	6	6	5	1.2kg	M.Arts	Kyoketsu	-	3	35	Japan
		comb.(entangle)	+1											

Flexible weapons (to hit)

#	Name	Damage	DV	Initiative mod	Length	Size	TL	Mass	Prim.	Sec.	Tert.	AV	Cost	Origin
57	Leather whip(+0)	non-lethal(blunt)	+1	-4	6	15	3	1.2kg	Melee	Whip	-	2	35	Any
58	Cable whip(+0)	non-lethal(blunt)	+1	-4	5	14	7	1.8kg	Melee	Whip	-	3	50	Any
59	Cat o'nine tails(+0)	lethal(cut)	+0	-2	4	7	4	.6kg	Melee	Whip	-	2	35	Any
60	Chain(-1)	comb.(blunt)	+1	-3	4	6	6	2.5kg	Melee	Flail	-	6	20	Any
61	Morning star(+0)	comb.(blunt)	+2	-3	4	7	4	2.0kg	Melee	Flail	-	12/6	120	Any
62	Flail(+0)	comb.(blunt)	+3	-4	5	13	4	2.9kg	Melee	Flail	-	10/5	250	Any
63	Ball and chain(-1)	comb.(blunt)	+2	-3	4	5	4	2.0kg	Melee	Flail	-	9	30	Any

Improvised weapons (to hit)

#	Name	Damage	DV	Initiative mod	Length	Size	TL	Mass	Prim.	Sec.	Tert.	AV	Cost	Origin
64	Chair, light(-2)	comb.(blunt)	+1	-3	4	-	3	2.0kg	Melee	Other	-	2	20	Any
65	Chair, medium(-2)	comb.(blunt)	+2	-3	4	-	3	4.0kg	Melee	Other	-	3	30	Any
66	Chair, heavy(-2)	comb.(blunt)	+2	-4	5	-	3	6.0kg	Melee	Other	-	3	40	Any
67	Table, light(-2)	comb.(blunt)	+2	-3	4	-	3	3.0kg	Melee	Other	-	2	25	Any
68	Table, medium(-2)	comb.(blunt)	+3	-5	5	-	3	10.0kg	Melee	Other	-	5	55	Any
69	Table, heavy(-3)	comb.(blunt)	+4	-6	5	-	3	25.0kg	Melee	Other	-	6	110	Any
70	Pool cue(-2)	comb.(blunt)	+1	-2	5	9	6	.5kg	Melee	Club	-	2	15	Any
71	Large wrench(-1)	comb.(blunt)	+2	-3	4	9	5	5.0kg	Melee	Club	-	14	30	Any
72	Crowbar(-1)	comb.(blunt)	+1	-2	4	9	4	2.6kg	Melee	Club	-	10	20	Any
73	Lead pipe(-1)	comb.(blunt)	+2	-2	4	5	4	2.0kg	Melee	Club	-	4	10	Any
74	Beer stein(-1)	comb.(blunt)	+0	+0	2	3	3	.4kg	Unarmed	Punch	-	2	10	Any
75	Bottle, intact(-1)	comb.(blunt)	+0	+0	2	1	6	.3kg	Unarmed	Punch	-	2	0	Any
76	Bottle, broken(-1)	lethal(cut/punc.)	+0/+0	+0	2	1	6	.2kg	Melee	Knife	-	2	0	Any
77	Belt and buckle(-1)	comb.(blunt)	+1	-2	4	5	4	.3kg	Melee	Whip	-	2	10	Any
78	Rifle butt(-1)	comb.(blunt)	+1	-1	4	-	5	-	Melee	Club	-	-	-	Any
79	Pistol butt(-1)	comb.(blunt)	+0	-1	2	-	5	-	Melee	Club	-	-	-	Any
80	Sap glove(+0)	non-lethal(blunt)	+1	+0	1	1	8	.3kg	Unarmed	Punch	-	2	30	Any
81	Brass knuckles(+0)	comb.(blunt)	+0	+0	1	1	4	.3kg	Unarmed	Punch	-	4	20	Any
82	Punch	non-lethal(blunt)	STR/4(n)	+0	1	-	-	-	Unarmed	Punch	-	-	-	Any
83	Kick	non-lethal(blunt)	STR/3(n)	-1	-	-	-	-	Unarmed	Kick	-	-	-	Any

G U R P S

GURPS Notes

This weapon list is suitable as is for inclusion in any **GURPS** campaign. Clarifications and additions to the **GURPS** conversion notes are needed to make such a large list of weapons. The following rules should suffice to convert any **3G**^{3} weapon or real-world weapon into **GURPS** terms.

Name

This is the common name of the weapon, followed by the caliber of the weapon. If the weapon is a muzzle-loader, the caliber will usually be followed by "BP" to show that it is a black powder weapon (if a flintlock or matchlock), and "perc" if it is a percussion-fired weapon. Lasers, particle beams and railguns will also have a notation for the weapons type.

Type

This is the damage type of the weapon, and for firearms will either be Crushing or Impaling damage. Laser, particle beams and most other energy weapons will do impaling damage. Most projectiles will do crushing damage, but any projectile travelling at more than 1000m/sec (3280ft/sec) will be counted as impaling damage.

DMG

The formula for converting a **3G**^{3} Damage Value to **GURPS** damage rounds nearest if there is any question. To convert from **3G**^{3} to **GURPS**, the formula is:

GURPS average damage = $.26 \times DV^{1.12}$

For instance, a DV of 20 is an average of 7.45 points of damage, which rounds to 2d (average of 7.0). A DV of 21 is an average of 7.87 points of damage, which is 2d+1.

SS

The Snap Shot number for a **GURPS** ranged weapon is equal to (14 - its **3G**^{3} Initiative), -2 more if it is a one-handed weapon. That is, the worse the initiative, the higher the Snap Shot number.

Weapon ACC

Weapon ACC is based on the aiming RC of the weapon, and is (Aiming RC - 1)^2 + 2, and the base ACC's are below.

Aiming RC	Base ACC	Aiming RC	Base ACC
1	2	5	18
2	3	6	27
3	6	7	38
4	11	8	51

Modifiers	Amount
Weapon is suppose to be fired two-handed	+1ACC
Damage RC better than aiming RC	+1ACC per
Damage RC worse than aiming RC	-1ACC per
Below **3G**^{3} TL8	-1ACC
Above **3G**^{3} TL12	+1ACC
Each point of IA above the base	+1ACC
Each point of IA below the base	-1ACC
Energy weapon	+aiming RC

The bonus a weapon gets to ACC from increased IA, type of weapon or other factors cannot exceed the **3G**^{3} aiming RC of the weapon. That is, if a weapon is aiming RC3, the maximum bonus that can apply to its **GURPS** ACC is +3. Since a weapon with an aiming RC of 3 has a base ACC of 6, this weapon could not get an ACC better than a 9, regardless. Any excess would be lost *before* applying penalties to ACC.

1/2D

The 1/2D number of a **GURPS** weapon corresponds to the damage RC of the weapon, and is the distance where the damage RC modifier is -9 (which turns the DV into half the number of **GURPS** damage dice. If there is no -9 entry, use whichever number is closest, going to the shorter range if equal. Make sure to translate correctly from meters to yards (multiply meters by 1.094). To give a smoother transition, and to fit in more with published **GURPS** numbers, you can optionally use the numbers in the second column (which are used in this supplement).

Damage RC	1/2D distance	Optional distance
1	110 yards	100 yards
2	220 yards	150 yards
3	439 yards	200 yards
4	876 yards	500 yards
5	1,640 yards	1,000 yards
6	3,830 yards	2,000 yards
7	7,110 yards	4,000 yards
8	15,300 yards	8,000 yards

Modifiers	Amount
Below **3G**^{3} TL8	-15%
Above **3G**^{3} TL12	+15%
Shotgun pellets	-75%
Flechettes	-50%

If a weapon has a low velocity and high damage RC, (a rocket or mortar, for instance), and the 1/2D range is greater than the maximum range, the 1/2D distance will default to half the maximum range (based on muzzle velocity) or one second's projectile travel, whichever is shorter.

Max

The maximum range of a weapon is based on the damage RC of the weapon, and is where the modifier for range is -20. See the following table.

Damage RC	GURPS Max
1	876 yards
2	3,830 yards
3	5,950 yards
4	7,100 yards
5	15,300 yards
6	29,500 yards
7	54,700 yards
8	110,000 yards

Modifiers	Amount
Shotgun pellets	-75%
Flechettes	-75%

For thrown weapons, Max is equal to the maximum throwing distance for the mass of the weapon in the basic **GURPS** rules, assuming a minimum of 1 pound. The 1/2D distance is the maximum throwing distance for an object that weighs twice as much (minimum of 2 pounds).

Shots

This is the number of shots that can be fired from the weapon. Most weapons with clips or detachable magazines will have a "+1" meaning that you can have 1 shot in the chamber, in addition to a full clip.

ST

Vehicle mounted weapons have no ST minimum. For any other weapons with recoil, the Strength needed for a **GURPS** weapon is (7 + DV/10), round nearest, with the following modifiers to the total:

Modifiers	Amount
Weapon designed to be used in both hands	-3
Shotguns/weapons firing a multiple projectile round	+1
Bipod mounted weapons	-1
Tripod mounted weapons	-2
Weapons with small muzzle brake*	-1
Weapons with medium muzzle brake*	-2
Weapons with large muzzle brake*	-3

The last three items are largely subjective, and most weapons in this supplement will not have any muzzle brake modifier.

GURPS TL6	1 pip	½d	1d-1	½d+1	1d	½d+2	1d+1	1d+2	2d-1	2d	2d+1	2d+2	3d-1	3d	3d+1	3d+2	4d-1	4d
GURPS TL7	1 pip	½d	½d+1	1d	½d+2	1d+1	1d+2	2d-1	2d	2d+1	2d+2	3d	3d+1	3d+2	4d-1	4d+1	4d+1	4d+2
GURPS TL8	1 pip	1d-1	1d	½d+2	1d+1	1d+2	2d-1	2d	2d+1	3d-1	3d	3d+2	4d-1	4d	4d+1	5d-1	5d	5d+2
GURPS TL6	4d+1	4d+2	5d-1	5d	5d+1	5d+2	6d-1	6d	6d+1	6d+2	7d-1	7d	7d+1	7d+2	8d-1	8d	8d+1	8d+2
GURPS TL7	5d	5d+2	5d+2	6d	6d+1	6d+2	6d+2	7d	7d+2	8d-1	8d	8d+1	8d+2	9d	9d	9d+1	9d+2	10d
GURPS TL8	6d-1	6d+1	6d+1	7d-1	7d	7d+2	8d-1	8d	8d+2	9d	9d	9d+2	10d-1	10d+1	10d+1	11d-1	11d	11d+2

Weight

All **GURPS** weights are in pounds, while **3G^3** masses are in kilograms. The conversion between the two is 1.00kg = 2.21 pounds. Note that most real world weapons have had their mass converted from published sources, not the rounded numbers in **3G^3**, so there may be slight discrepancies.

ROF

The ROF of a weapon will follow **GURPS** guidelines. These are below:

Action	ROF
Semi-auto	3
Large bore semi-auto	2
Single action revolver	1
Double action revolver	3
Pump action	1/2
Lever action	1/2
Bolt action	1/2
Bolt action, single shot	1/4

Rcl

The recoil of a **GURPS** weapon is the DV/10 for pistols, DV/20 for rifles, and DV/30 for bipod or tripod mounted weapons. Fractional amounts round down in all cases.

Cost

As per the **3G^3** rules.

Tech Level

All weapons have damages appropriate for the lowest TL in a range. A weapon which exists in unmodified form over multiple TL's may have a higher damage at the higher TL due to better materials able to handle a more powerful round. It is unlikely that many conventional weapons will have a life past the range of **GURPS** TL6-8. Many weapons in this supplement have a range of **GURPS** TL6-7, and a few could conceivably make it to **GURPS** TL8. Use the previous table for guns that are used across a TL range.

Note - **GURPS** does not use half dice. The **3G^3** conversion does simply to get the closest fit to a given number, and a **3G^3** half die is gotten by dividing the die result by 2, and rounding fractions up (1-2 equals 1, 3-4 equals 2, 5-6 equals 3). Using **GURPS** conventions, a 1d-2 amount is the same as a **3G^3** ½d6, and 1d is in between ½d6+1 and ½d6+2.

Example - A Government .45 has a TL range of 6-7, and does 1d+1 at TL6. At TL7 it would have a damage of 1d+2. The calculations of increased DV can be done in **3G³** terms for greatest accuracy, or you can make the general assumption that each **GURPS** TL in the 6-8 range is equal to two **3G³** TL's. Weapons from higher TL's on the same design as those listed will have correspondingly higher **GURPS** damage, as listed below. Likewise, using higher TL or +P+ ammunition in lower TL weapons will do the same, but at the cost of a greatly increased malfunction chance.
The table is based on the exact energy difference between the TL's involved, and another factor for increased efficiency for the same barrel length, and is a **3G³** DV multiple of x1.155 for **GURPS** TL6-7, and x1.135 for TL7-8.

The actual TL of a **GURPS** weapon is based on the **3G³** TL, as follows.

3G³ TL	GURPS TL	Year equivalent
2	0	10,000BC
3	1	3,000BC
4	2	0AD
5	3	1400AD
6	4	1700AD
7	5	1800AD
8	late 5	1900AD
9	6	1930AD
10	early 7	1960AD
11	7	1980AD
12	late 7	2000AD
13	8	2100AD
14	late 8	2200AD
15	9	2300AD

The "ultra-tech" **3G³** TL's would correspond to **GURPS** TL10, but beyond that is too far to take any extrapolation of modern science, so you might as well just make things up.

Initiative (optional)

This stat is not used in **GURPS**, but may be included as an option. Halve the **3G³** Initiative, rounding towards zero. This amount may be added to the Move of the user, solely for purposes of seeing who acts first as a combat action. It will not apply for actual movement or other purposes, and negative Initiatives will not apply in cases where the weapon is prepared already (like an ambush).

DR (optional)

This stat is not normally figured for **GURPS** weapons, but can be calculated from the AV. These are converted just like a DV, but with a minimum value of 1. For guns, the DR represents the ability of the weapon to withstand abuse and area effect attacks. Also, it will absorb damage that might otherwise hit the character in certain circumstances.

AV or BP	DR or HT	AV or BP	DR or HT
1-4	1	13-15	5
5-7	2	16-17	6
8-10	3	18-20	7
11-12	4	21-22	8

HT (optional)

This stat is not normally figured for **GURPS** weapons, but can be calculated from the BP of the weapon. This is converted just like a DV, with a minimum value of 1. Damage that gets through the DR of a weapon will do 1 hit per die of attack. A weapon that is damaged may or may not be functional or repairable, at GM option, but a weapon that loses all its HT is irrevocably destroyed.

Clip wt. (optional)

This is converted over from the **3G³** mass.

Reliability (optional)

These are handled in **GURPS** by the Critical Failure result. Optionally, after the result on the Critical Failure table is rolled, shift the die roll, based on the Malfunction Class of the weapon.

Malfunction	Effect
I	Shift roll by one point towards center of table
II	No change
III	Shift roll by 1 point towards nearest extreme
IV	Shift roll by 2 points towards nearest extreme
V	Shift roll by 3 points towards nearest extreme
VI	Shift roll by 4 points towards nearest extreme

This tends to make high reliability weapons have less catastrophic results than low reliability ones. Another option is to alter the number needed for critical failure by the same amount, making failures more likely for low quality weapons.

Shotguns (optional)

The quantity of pellets in a buckshot round will round nearest for damage calculations. However, fractional damages are kept until all are added to get the final damage. This supplement uses a single large damage to represent buckshot, like the **GURPS** rules. Take the damage of a single pellet, and add this damage each time the number of pellets is doubled. You can either count this a number of 1d attacks, as per the rules, or use the actual damage per pellet (which is halved at the 1/2D range).

Pellets	Multiply base by
1	x1
2	x2
3-6	x3
7-12	x4
13-23	x5
23-47	x6
48-95	x7
96-192	x8

Example - A shotgun with 15 pellets, each with a DV of 13 (4.60 points **GURPS** damage) will multiply this by 5, for a total of 23 points, which is average damage for 6d+2. This can either be treated as 6 hits at 1d each, or 5 hits at 1d+1. A 150 pellet load at a DV of 6 (1.93 points **GURPS** damage) will multiply this by 8, for a total of 15.5 points, which is average damage for 4d+1. This can either be treated as 4 hits at 1d each, or 8 hits at ½d each. This supplement assumes you will use the standard **GURPS** rules.

Guided Weapons (optional)

Guided weapons in **GURPS** will get a +2 to hit for each 25% guidance bonus, with 15% increments being a +1. A guidance system may also have certain special effects, like negating darkness, smoke or other obscurement.

Self-guided weapons are assumed to have a default skill of 8, plus any bonus given by guidance and target size. If being used at short range under player control instead of self-control, the skill bonus will apply to player skill instead.

If a smart weapon fires at a target further away than the 1/2D range, the bonus may be halved or lost altogether, at GM option.

Explosives (optional)

Explosive DV is converted normally to a **GURPS** damage, and is treated like a **GURPS** explosion in all respects. Fragments in **GURPS** do 2d damage. You may change this to a converted **3G³** damage at GM option. The chance of being hit by a fragment is as in **GURPS**, assuming the weapon has a total of 500 fragments. Each time this is doubled (round down), the character will have to make an additional roll on PD to avoid another hit. Each time the number of fragments is halved (round down), the character gets a +1 on their PD to see if they avoided being hit. PD is also increased by +1 each time concussive damage is reduced by range (note that this is different than **GURPS**, and is to take very large fragmentation weapons into account).

Fragments	Roll required
8-15	PD+6
16-30	PD+5
31-61	PD+4
62-124	PD+3
125-249	PD+2
250-499	PD+1
500-999	PD
1000-1999	2@PD
2000-3999	3@PD
4000-7999	4@PD

Range	Modifier
0-1 hexes	+0PD
2-3 hexes	+1PD
4-5 hexes	+2PD
6-7 hexes	+3PD
etc.	

Example - A modern grenade with 3,000 fragments lands 4 hexes away from a character. Using the table above, they need to make 3 rolls on PD, and each failure means a fragment hit. However, because of the range, PD gets a +2 for each roll.

For directional fragmentation weapons, multiply actual fragments by 6 for a 30° wide attack, and 12 for a 15° wide attack, and double the ranges at which you increase PD, to take the more directed stream of fragments into account.

Special ammunition (optional)

This is done according to normal **GURPS** rules. Usually, a weapon will have a note in its description if it uses an ammunition type that has a special effect. By **3G³** rules, all railgun projectiles are counted as armor piercing. Note that only the *base* damage is listed here. If you wish to multiply for weapon type, make a note of it.

Lasers (optional)

As designed in **3G³**, most lasers attacks are individual shots, and do *not* add damage for multiple hits. A continuous beam laser would act like those in the normal **GURPS** rules, i.e. add the damage of multiple hits.

Melee weapons

To convert melee weapons from **3G³** to **GURPS**, round the average **GURPS** damage down, then subtract 4 for cut/chop attacks. For thrust attacks, divide average **GURPS** damage by 2, round down, and subtract 1. This number is the bonus or penalty to the character's normal damage.

3G³	GURPS Damage	
Damage	Cut	Thrust
1	sw-4	thr-1
2	sw-4	thr-1
3	sw-4	thr-1
4	sw-3	thr-1
5	sw-3	thr-1
6	sw-3	thr-1
7	sw-2	thr
8	sw-2	thr
9	sw-1	thr
10	sw-1	thr
11	sw-1	thr
12	sw	thr+1
13	sw	thr+1
14	sw+1	thr+1
15	sw+1	thr+1
16	sw+1	thr+1
17	sw+2	thr+2
18	sw+2	thr+2
19	sw+3	thr+2
20	sw+3	thr+2
21	sw+3	thr+2
22	sw+4	thr+3
23	sw+4	thr+3
24	sw+5	thr+3
25	sw+5	thr+3

Reach

The reach or a **GURPS** weapon equals length in meters, round up. Thrusting weapons only have reach at *maximum* distance. Unbalanced weapons only get reach at the 2 maximum levels of reach. Closer than this and they are too unwieldy to use.

Example - A berdiche with a length of 2.4 meters would have a reach of 3. For swinging it, it would have a reach of 2,3, and for thrusting attacks, it would have a reach of 3.

Maximum damage (optional)

The maximum damage an edged melee weapon may inflict is the weapon's (DRx2). More than this, and the weapon itself will break or suffer damage. Blunt weapons may deliver up to (DRx3). The DR of a weapon is based on the AV of the head rather than the haft for purposes of figuring DR (usually 1.5x base AV).

DR (optional)

This is optional, and is converted like for ranged weapons. For hafted weapons, the DR is halved (round up) if that part is struck, and for tools, it is halved again (round up).

HT (optional)

This is optional, and is converted like for ranged weapons. Note that to do damage to a weapon, the right type of attack must be used. It would difficult to damage a sword by thrusting at with another sword, for instance.

Weapon quality (optional)

GURPS does not have IA as a melee weapon stat. Assume tools are "poor" or "very poor" quality weapons, and are -3 to skill because of their unwieldy nature. Weapons with an IA of less than 1 usually qualify. Weapons with an IA of +1 are "standard", and normal rules apply. Weapons with an IA of +2 are "fine", and get the benefits normally applying to such. In general, the DR of tools for defending against blows is half the listed amount (round up) unless the defender makes their block/parry by 3 points or more. Normally, blows would be taken on the weaker haft of a tool, but a good success means it is taken on the stronger part. Weapons with wooden hafts usually have reinforcement, and get their normal AV over the entire length.

Min ST

Balanced **GURPS** weapons have a base minimum ST of 7, and unbalanced ones have a minimum ST of 9, and unbalanced weapons automatically take 1 turn to ready. After that, the Min ST is modified as follows:

Modifier	Adjust Min ST by
Takes +1 turn to ready	-2
Takes +2 turns to ready	-4
Each +1 of damage (best type)	+2
Weapon only does impaling damage	-2

Example - You make up an axe that does sw+2 damage. An ax is an unbalanced weapon, so it starts with a Min ST of 9, +4 for the extra damage, for a Min ST of 13.

Example - You make a stabbing weapon that does thr+0 damage. It starts with a Min ST of 7, and drops 2 more since it only does impaling damage, for a Min ST of 5.

Damage type

If a thrusting weapon has a point and is over about 5-6cm long, it can get impaling damage, otherwise it is crushing damage. Swung weapons either get crushing or cutting damage, depending on whether or not they have an edge.

Weapon TL

Most melee weapons are listed as **GURPS** TL3 (**3G**^{3} TL5), which is where "standard" quality weapons of that type could be made, even if that particular weapon did not historically exist at that time.

Overlap

Some weapons here will overlap those listed in the **GURPS** rules. While we are by default second-guessing **GURPS**, duplicate weapons on this list are not meant to supercede those already listed in the various **GURPS** rulebooks.

Notes

GURPS is a very detailed system, and with a large number of stats per weapon, 100% conversion accuracy is difficult. For more detail on specific firearm or weapons topics, we refer you to **GURPS** supplements that go into much more detail than the basic set. For modern, historical and near future weapons, **GURPS High Tech** is probably the best source for system specific rules on advanced topics.

Archaic Pistols

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
1	Hand cannon (.48" BP)	Cr	1d+1	11	-1	125	3830	4.65	1	1	8	-1	70	3	+0	5	5	-
2	Hand cannon (.40" BP)	Cr	½d+2	12	-1	125	3830	8.85	1	3	8	-1	115	3	+0	4	5	-
3	Cascade pistol (.48" BP)	Cr	½d+2	10	0	125	3830	2.75	1	5	8	-1	260	4	+1	4	2	-
4	Cavalry pistol (.48" BP)	Cr	2d-1	11	0	125	3830	3.30	1	1	9	-1	75	4	+0	4	4	-
5	Double pistol (.56" BP)	Cr	½d+2	11	0	125	3830	3.85	2	2	8	-1	90	4	+0	4	2	-
6	Flintlock revolver (.40" BP)	Cr	1d+1	11	0	125	3830	4.00	1	5	8	-1	65	4	+0	4	4	-
7	Personal pistol (.48" BP)	Cr	1d+1	10	0	125	3830	2.20	1	1	8	-1	70	4	+1	4	2	-
8	British Pattern 1856 (.58" perc.)	Cr	2d-1	10	2	125	3830	2.45	1	1	9	-1	160	5	+1	4	2	-
9	Colt 1861 (.36" perc.)	Cr	1d+1	10	2	125	3830	2.65	1	6	8	-1	140	5	+1	4	2	-
10	Colt Dragoon (.44" perc.)	Cr	2d+1	11	2	125	3830	4.65	1	6	9	-2	190	5	+0	5	2	-
11	Derringer (.44" perc.)	Cr	1d	8	1	125	3830	.75	1	1	8	-1	60	5	+2	3	1	-
12	Duelling pistol (.48" BP)	Cr	2d-1	10	3	125	3830	2.75	1	1	9	-1	315	5	+1	4	2	-
13	Gambler's Ace (.56" perc.)	Cr	1d+1	8	1	125	3830	1.10	1	1	8	-1	65	5	+2	4	1	-
14	LeMat (.42" perc.)	Cr	2d-1	11	4	500	7110	3.75	3	9	9	-1	395	6	+0	4	3	-
	20ga slug (perc.)	Cr	2d+1			150	3830		1	1	9	-2						
	Buckshot (perc.)	Cr	4d+2			25	219		1		9	-1						
15	Pauly 1812 (.42")	Cr	1d+1	10	2	125	3830	1.55	1	1	8	-1	140	5	+1	3	2	-
16	Pepperbox (.32" perc.)	Cr	1d	8	0	85	876	1.10	1	6	8	-1	120	5	+2	3	1	-

Archaic Rifles

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
17	Matchlock musket (.64" BP)	Cr	3d-1	16	1	125	3830	13.4	1	1	7	-1	120	3	-1	6	12	-
18	Double wheellock (.64" BP)	Cr	2d+2	16	1	125	3830	17.7	2	2	6	-1	430	3	-1	6	10	-
19	Wheelock carbine (.56" BP)	Cr	2d+1	15	1	125	3830	8.60	1	1	6	-1	100	3	+0	5	9	-
20	Cascade musket (.56" BP)	Cr	2d+2	15	2	125	3830	12.0	10	11	6	-1	215	4	+0	5	8	-
21	Brown Bess (.74" BP)	Cr	2d	16	3	170	5950	10.4	1	1	6	-1	90	4-5	-1	3	14	-
22	French 1777 (.70" BP)	Cr	2d+1	16	3	170	5950	10.6	1	1	6	-1	100	4-5	-1	5	16	-
23	Kentucky rifle (.48" BP)	Cr	3d+1	15	4	125	3830	9.05	1	1	7	-1	140	4-5	+0	5	13	-
24	Colt Model 1855 (.56" perc.)	Cr	4d-1	15	5	125	3830	8.20	1	5	7	-1	165	5	+0	5	9	-
25	Hall Carbine (.48" BP)	Cr	4d	15	4	125	3830	7.95	1	1	8	-1	85	5	+0	5	7	-
26	Henry rifle (.44")	Cr	3d-1	16	7	425	7110	10.4	1	15	7	-1	160	5	-1	3	9	-
27	Windbüchse (.52")	Cr	1d+2	15	4	125	3830	9.40	1	20	6	-0	100	5	+0	4	10	-
28	Whitworth rifle (.46" perc.)	Cr	4d+2	16	8	425	7110	12.5	1	1	8	-2	420	5	-1	5	10	-
29	Spencer carbine (.52")	Cr	3d+1	15	7	425	7110	9.30	1	8	7	-1	190	5	+0	5	9	-

Archaic Shotguns

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
30	Arquebus (.68" BP)	Cr	2d	16	0	125	3255	16.1	1	1	7	-0	45	3-4	-1	5	10	-
	(buckshot)	Cr	3d		-1	10	90											
31	Arqeubus (.60" BP)	Cr	2d-1	17	1	125	3255	29.2	1	10	7	-0	80	3-4	-1	5	10	-
	(buckshot)	Cr	3d		0	10	90											
32	Blunderbuss (.72" BP)	Cr	2d+2	14	3	170	5057	5.75	1	1	7	-1	55	4-5	+0	5	7	-
	(buckshot)	Cr	3d		1	10	90											
33	Fowling piece (.75" BP)	Cr	3d-1	15	3	170	5057	17.2	1	1	8	-1	120	4-5	+0	5	11	-
	(buckshot)	Cr	4d		1	10	90											
34	Fowling piece (.74" perc.)	Cr	3d-1	14	4	170	5057	11.1	2	2	8	-1	315	5	+0	5	7	-
	(buckshot)	Cr	4d		2	10	90											
35	Volley gun (.74" BP)	Cr	2d+1	16	3	170	5057	23.9	7	7	7	-1	335	5	-1	5	6	-
	(buckshot)	Cr	3d		1	10	90											

Archaic Heavy Weapons

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
36	Grenade lchr. (3d+1 HE)(PD+6)	Cr	4d-1	12	2	150	240	2.45	1	1	5	-0	30	4	+1	4	3	.90
37	Whaling gun (.64" BP)	Imp	6d	17	2	100	876	37.6	1	1	7	-	320	4-5	-1	6	11	1.55
38	Harpoon gun (1.2" perc.)	Imp	8d	18	4	800	1200	50.8	1	1	9	-	470	5	-2	7	10	6.65
39	Swivel gun (1" BP)	Cr	7d+1	18	4	150	3255	64.5	1	1	9	-	205	3-4	-2	8	12	.20
	(cannister)	Cr	13d		1	25	96											
40	Siege mortar (13" BP)	Cr	6dx12	26	3	3000	3000	7.7t	1	1	-	-	2250	5	-6	19	22	290.
41	Bombard (19.7" BP)	Cr	6dx8	26	3	8000	3865	2.8t	1	1	-	-	3000	3	-6	23	71	287.
42	6-pdr Model 1839 (3.66" BP)	Cr	7dx3	22	4	1000	13000	880.	1	1	-	-	1400	5	-4	11	31	6.00
	(cannister)	Cr	6dx6		3	50	595											
43	12-pdr Model 1841 (4.61" BP)	Cr	6dx6	24	4	1000	13000	1760	1	1	-	-	3700	5	-5	14	41	12.0
	(cannister)	Cr	6dx10		3	50	595											
44	32-pdr Model 1844 (6.42" BP)	Cr	6dx9	25	4	2000	25075	2.1t	1	1	-	-	6000	5	-5	16	41	32.0
	(cannister)	Cr	6dx14		4	125	711											

Civilian Pistols

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
1	Colt 1873 (.45 Colt)(+1ACC@TL7)	Cr	2d-1	10	3	150	3830	2.65	1	6	9	-1	160	6-7	+1	3	2	-
2	.22 autopistol (.22LR)	Cr	½d+2	8	3	150	3830	.65	3	6+1	8	-1	60	6-7	+2	2	1	.20
3	.22 derringer (.22LR)	Cr	½d+2	8	3	150	3830	.65	3	2	8	-1	85	6-7	+2	2	1	-
4	.25 autopistol (.25ACP)	Cr	1d-1	8	3	150	3830	.65	3	6+1	8	-1	55	6-7	+2	2	1	.20
5	Government .45 (.45ACP)	Cr	1d+1	10	5	200	5950	3.00	3	7+1	9	-1	280	6-7	+1	3	2	.55
6	Luger (9mm)	Cr	2d-1	10	4	200	5950	2.45	3	8+1	9	-2	605	6-7	+1	3	2	.45
7	Mauser (9mm)	Cr	2d-1	10	4	200	5950	2.65	3	10	9	-2	630	6	+1	3	2	-
8	Kolibri Auto (2.7mm)	Cr	1 pip	8	1	100	876	.10	3	7+1	7	-0	100	6	+2	1	1	-
9	Webley (.455)	Cr	1d+1	10	4	500	7110	2.45	3	6	8	-1	140	6	+1	3	2	-
10	Browning Hi-Power (9mm)	Cr	2d-1	10	4	200	5950	2.30	3	13+1	9	-2	630	6-7	+1	3	2	.45
11	H&R Sidekick (.22LR)	Cr	1d+1	9	3	150	3830	1.55	3	9	9	-1	135	6-7	+1	3	1	-
12	Tokarev TT-33 (7.63mm)	Cr	1d+2	10	4	200	5950	2.10	3	8+1	9	-1	290	6	+1	3	2	.20
13	Tokarev TT-33 (9mm)	Cr	2d	10	3	200	5950	2.30	3	8+1	9	-2	180	7	+1	3	2	.45
14	Walther P-38 (9mm)	Cr	2d-1	10	5	200	5950	2.10	3	8+1	9	-1	660	6-7	+1	3	2	.45
15	Walther PPK (.32ACP)	Cr	½d+2	9	3	200	5950	1.20	3	7+1	8	-1	250	6-7	+1	3	1	.25
16	Air pistol (.177)	Cr	none	10	1	100	876	2.20	3	60	7	-0	50	6-7	+1	1	2	-
17	Buffalo derringer (.357 Mag.)	Cr	2d	8	3	200	5950	1.10	2	2	9	-2	250	7	+2	3	1	-
18	Colt Diamondback (.357 Mag.)	Cr	2d+1	10	4	200	5950	1.75	3	6	9	-2	195	7	+1	3	1	-
19	Colt Python (.357 Mag.)	Cr	2d+1	10	5	200	5950	2.40	3	6	9	-2	395	7	+1	3	2	-
20	Makarov (9mm Russian)	Cr	1d+2	9	3	200	5950	1.75	3	8+1	9	-2	290	7	+1	3	1	.35
21	Smith & Wesson M29 (.44 Mag.)	Cr	3d-1	10	5	200	5950	2.85	3	6	10	-2	235	7	+1	3	2	-
22	Smith & Wesson M57 (.41 Mag.)	Cr	2d+2	10	5	200	5950	3.00	3	6	10	-2	215	7	+1	3	2	-
23	TDE .380 (.380ACP)	Cr	1d+1	9	3	200	5950	1.55	3	5+1	8	-1	270	7	+1	3	1	.20
24	Thompson Contender (.44 Mag.)	Cr	3d+1	10	4	200	5950	2.75	1	1	10	-	560	7	+1	3	2	-
25	Thompson Contender (.30-30)	Cr	5d+2	13	6	200	5950	4.90	1	1	12	-4	525	6-7	+0	4	3	-
26	Beretta 951 (9mm)	Cr	2d	10	4	200	5950	2.20	3	8+1	9	-1	345	6-7	+1	3	2	.35
27	Cyclops (12ga slug)	Cr	3d-1	9	4	200	5950	2.00	1	1	10	-2	110	6-7	+1	3	1	-
	(12ga Buckshot)	Cr	5d+2	9	2	25	219				10	-2	110					
28	Gov't Longslide (.45ACP)	Cr	2d	10	6	500	7110	3.30	3	7+1	9	-1	690	7	+1	3	2	.55
29	Heckler & Koch P4 (.22LR)	Cr	1d+1	10	3	150	3830	1.55	3	8+1	8	-1	270	6-7	+1	3	1	.35
30	Heckler & Koch P4 (.380ACP)	Cr	1d+1	10	4	200	5950	1.55	3	7+1	8	-1	270	6-7	+1	3	1	.35
31	Heckler & Koch P9S (.45ACP)	Cr	2d-1	10	6	500	7110	2.20	3	7+1	9	-1	605	6-7	+1	3	2	.45
32	Heckler & Koch P9S (9mm)	Cr	2d-1	10	5	200	5950	2.30	3	9+1	9	-2	660	7	+1	3	2	.45
33	Type 67 (China)(7.65mm)	Cr	1d	10	4	200	5950	2.20	3	9+1	8	-1	240	6	+1	2	2	.20
34	Remington XP-100 (.221 Fireball)	Cr	4d-1	13	7	200	5950	3.75	1	1	10	-	660	7	+0	3	3	-
35	COP (.357 Mag.)	Cr	2d+1	9	3	200	5950	1.75	3	4	9	-2	415	7	+1	3	1	-
36	AM-402 Baton (12ga slug)	Cr	3d+1	10	2	100	5950	.60	1	1	11	-3	140	7	+1	3	1	-
	(12ga Buckshot)	Cr	6d+2		1	25	219											
	(12ga stun bag)	Cr	½d+2		1	25	219											
37	American Model 6 (.45 Colt)	Cr	2d+1	10	4	200	7110	1.35	1	2	9	-2	290	7	+1	3	2	-
	(.410ga slug)	Cr	½d+2		3	150	3830				8	-1						
	(.410ga Buckshot)	Cr	3d		2	25	219				9	-1						
38	Auto Mag (.44 Auto Mag.)	Cr	3d+1	11	5	500	7110	4.20	3	7+1	10	-2	535	7	+0	4	2	.65
39	Beast (.50 cal)	Cr	11d-1	15	7	500	7110	16.1	1	1	16	-8	1580	7	+0	5	2	-
40	Beretta 92F (9mm)	Cr	2d	10	5	200	5950	2.55	3	15+1	9	-2	720	7	+1	3	2	.55
41	Beretta 92F Compact (9mm)	Cr	2d	10	4	200	5950	2.30	3	13+1	9	-2	360	7	+1	3	2	.45
42	Calico M-110 (.22LR)	Cr	2d-1	12	3	150	3830	3.75	3	100+1	9	-1	150	7	+0	2	2	1.80
43	Calico M-950 (9mm)	Cr	2d+1	14	7	200	5950	6.75	3	100+1	9	-2	190	7	+0	3	3	3.55
44	Casull .454 (.454)	Cr	4d+1	10	6	500	7110	3.30	1	6	11	-3	780	7	+1	3	2	-
45	Casull .454 (.454)	Cr	4d+2	13	7	500	7110	4.20	1	6	11	-4	840	7	+1	3	2	-
46	CIA cigarette (.22LR)	Cr	½d+2	8	2	150	3830	.10	1	1	8	-1	260	7	+2	2	1	-
47	Colt Anaconda (.44 Mag.)	Cr	3d+1	11	6	500	7110	3.50	3	6	10	-2	515	7	+0	3	2	-
48	Colt Anaoonda (.44 Mag.)	Cr	3d+1	13	7	500	7110	4.20	3	6	10	-3	585	7	+0	3	2	-
49	Desert Eagle (.357 Mag.)	Cr	2d+2	11	5	200	5950	3.65	3	9+1	9	-2	860	7	+0	3	2	.55
50	Desert Eagle (.41 Mag.)	Cr	3d-1	11	6	500	7110	3.85	3	8+1	10	-2	940	7	+0	3	2	.55
51	Desert Eagle (.44 Mag.)	Cr	3d+1	11	6	500	7110	4.00	3	8+1	10	-2	1030	7	+0	3	2	.55
52	Desert Eagle (.44 Mag.)	Cr	4d-1	13	7	500	7110	4.65	3	8+1	10	-3	1270	7	+0	3	2	.55
53	Desert Eagle (.50AE)	Cr	4d-1	11	6	500	7110	4.10	3	7+1	10	-3	1320	7	+0	3	2	.65
54	Desert Eagle (.50AE)	Cr	4d+1	13	7	500	7110	4.75	3	7+1	11	-3	1500	7	+0	3	2	.65
55	Grendel P-10 (.380ACP)	Cr	1d+1	8	3	200	5950	1.10	3	10	9	-1	135	7	+2	2	1	-
56	Grendel P-30 (.22 Mag.)	Cr	2d-1	10	2	150	3830	1.65	3	30+1	9	-1	165	7	+1	2	1	.20
57	Heckler & Koch flare gun (19mm)	Cr	none	8	1	100	219	1.00	1	5	7	-0	100	7	+2	1	1	.45
58	Heckler & Koch P2A1 (26.5mm)	Cr	none	9	1	100	219	1.10	1	1	7	-0	100	7	+1	1	1	-

Civilian Pistols

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
59	Heckler & Koch P7M13 (9mm)	Cr	2d	10	4	200	5950	2.55	3	13+1	9	-2	360	7	+1	3	2	.65
60	Heckler & Koch VP-70Z (9mm)	Cr	2d	10	4	200	5950	2.55	3	18+1	9	-2	360	7	+1	2	2	.65
61	High Standard Citation (.22LR)	Cr	1d+2	10	5	150	3830	2.90	3	10+1	9	-1	1160	7	+1	2	2	.20
62	NAA Revolver (.22LR)	Cr	1d+1	8	3	150	3830	.45	1	5	8	-1	135	7	+2	2	1	-
63	Paintball gun (.50)	Cr	none	10	1	25	219	1.75	3	6	7	-0	100	7	+1	1	1	-
64	Ruger GP-100 (.357 Mag)	Cr	2d+2	10	5	200	5950	2.90	3	6	9	-2	215	7	+1	3	2	-
65	Ruger P85 (9mm)	Cr	2d	10	4	200	5950	2.55	3	15+1	9	-2	360	7	+1	3	2	.55
66	Smith & Wesson Ladysmith (9mm)	Cr	2d	9	4	200	5950	1.90	3	8+1	9	-1	345	7	+1	3	1	.45
67	SIG P226 (9mm)	Cr	2d	10	5	200	5950	2.20	3	15+1	9	-2	720	7	+1	3	2	.55
68	Spectre (9mm)	Cr	2d	12	5	200	5950	7.50	3	50+1	9	-2	360	7	+0	3	2	1.55
69	Stallard Arms JS-9 (9mm)	Cr	2d	10	3	200	5950	3.00	3	8+1	9	-2	90	7	+1	3	2	.45
70	Star M31PK (.40 S&W)	Cr	2d	10	5	500	7110	2.45	3	15+1	9	-1	345	7	+1	3	2	.55
71	Norinco Type 86 (.22LR)	Cr	1d+1	9	2	150	3830	1.00	3	4	8	-1	150	7	+1	2	1	-
72	Norinco penknife (.22 short)	Cr	½d+1	8	2	150	3830	.65	3	3	8	-0	120	6-7	+2	2	1	-
73	Walther GSP (.22LR)	Cr	1d+2	12	7	200	3830	3.00	3	5+1	9	-1	2320	7	+1	2	2	.20
74	Wildey .475 (.475)	Cr	4d	13	7	500	7110	4.55	3	7+1	11	-3	1440	7	+0	3	2	.65
75	Zip pistol (9mm)	Cr	2d-1	9	2	200	5950	1.55	1	1	9	-1	10	7	+1	2	1	-
76	Glock 17L (9mm)	Cr	2d+1	10	5	200	5950	2.10	3	19+1	9	-2	750	7	+1	2	2	.55
77	Glock 19 (9mm)	Cr	2d	10	5	200	5950	1.90	3	17+1	9	-2	720	7	+1	2	2	.55
78	Glock 20 (10mm)	Cr	2d+1	10	5	200	5950	2.00	3	17+1	9	-1	820	7	+1	3	2	.65
79	Glock 21 (.45 ACP)	Cr	2d-1	10	6	500	7110	2.00	3	15+1	9	-1	660	7	+1	2	2	.65
80	Glock 23 (.40 S&W)	Cr	2d	10	5	200	5950	1.75	3	15+1	9	-1	690	7	+1	2	2	.65

Machine Pistols & SMG's

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
81	Type 80 (7.63mm Mauser)	Cr	1d+2	11	4	200	5950	2.85	9	20+1	9	-2	375	6-7	+1	3	2	.45
82	M3 "Grease Gun" (.45ACP)	Cr	2d-1	15	5	500	7110	9.70	8	30+1	6	-1	105	6	+0	3	6	2.00
83	MP-40 Schmeisser (9mm)	Cr	2d	15	6	200	5950	9.95	8	32+1	6	-1	235	6	+0	3	6	1.10
84	Owen Mk 1/42 (9mm)	Cr	2d+1	15	6	200	5950	9.50	11	34+1	6	-1	120	6	+0	3	5	2.20
85	PPsH MP41 (7.63mm Mauser)	Cr	2d	15	6	200	5950	12.05	15	71+1	6	-1	120	6-7	+0	3	6	3.85
86	Sten (9mm)	Cr	2d	14	4	500	5950	7.60	9	32+1	6	-1	110	6	+0	3	5	1.45
87	Thompson (.45ACP)	Cr	2d-1	16	5	200	7110	15.80	12	50+1	6	-1	430	6-7	-1	3	6	5.00
88	Beretta 12S (9mm)	Cr	2d+1	14	7	200	5950	8.40	9	32+1	6	-1	245	6	+0	3	5	1.35
89	Beretta 951R (9mm)	Cr	2d	10	4	200	5950	3.45	10	10+1	9	-2	450	6-7	+0	3	2	.45
90	MAT-49 (9mm)	Cr	2d+1	14	7	200	5950	8.75	10	32+1	6	-1	255	7	+0	3	5	1.00
91	Mendoza HM-3 (9mm)	Cr	2d+1	14	6	200	5950	7.40	10	32+1	6	-1	130	7	+0	3	5	1.45
92	Stechkin (9mm Soviet)	Cr	2d-1	10	5	200	5950	2.85	12	20+1	9	-2	785	7	+1	3	2	.55
93	Sterling L2A3 (9mm)	Cr	2d+1	14	7	200	5950	7.30	9	34+1	6	-1	245	7	+0	3	5	1.35
94	Uzi (9mm)	Cr	2d+1	15	7	200	5950	9.10	10	32+1	6	-1	270	7	+0	3	5	1.35
95	Vz61 Skorpion (.32ACP)	Cr	1d+1	11	4	200	5950	4.40	20	20+1	8	-1	360	7	+0	2	2	.90
96	Air SMG (.177 pellet)	Cr	½d	10	2	25	219	2.20	30	1200	8	-1	285	7	+1	1	2	-
97	Ares FMG (9mm)	Cr	2d+1	11	4	200	5950	5.30	11	20+1	9	-2	510	7	+0	2	3	.65
98	Ares FMG (9mm)	Cr	2d+1	11	4	200	5950	4.40	11	20+1	9	-2	510	7	+0	2	3	.65
99	Beretta 93R (9mm)	Cr	2d+1	11	5	200	5950	2.65	6	20+1	9	-2	1130	7	+1	8	2	.55
100	Heckler & Koch MP5KA5 (9mm)	Cr	2d	13	5	200	5950	5.50	15	30+1	9	-1	270	7	+0	3	2	1.10
101	Heckler & Koch MP5A5 (9mm)	Cr	2d+1	14	7	200	5950	7.10	15	30+1	9	-1	310	7	+0	3	2	1.10
102	Heckler & Koch VP-70 (9mm)	Cr	2d	10	4	200	5950	2.55	6	18+1	9	-2	540	7	+1	2	2	.65
103	ILARCO 180 (.22LR)	Cr	2d-1	15	7	200	3830	9.50	20	165+1	6	-1	410	7	+0	2	3	1.90
104	ILARCO short (.22LR)	Cr	2d-1	13	6	150	3830	7.40	20	165+1	6	-1	395	7	+0	2	3	1.90
105	Ingram M-10 (9mm)	Cr	2d+1	12	3	150	5950	7.60	18	32+1	9	-2	245	7	+0	3	2	1.35
106	Ingram M-11 (9mm short)	Cr	1d+2	11	3	200	5950	4.65	20	32+1	9	-2	190	7	+0	2	2	1.10
107	Jati-Matic (9mm)	Cr	2d+1	14	5	200	5950	5.00	10	40+1	6	-1	270	7	+0	3	4	1.35
108	MGV 176 (.22LR)	Cr	2d-1	14	6	150	3830	7.60	20	176+1	6	-1	205	7	+0	2	3	1.75
109	Spectre (9mm)	Cr	2d	14	5	200	5950	7.90	14	50+1	6	-1	470	7	+0	3	3	1.55
110	Steyr MPi 69 (9mm)	Cr	2d+2	14	7	200	5950	7.95	9	32+1	6	-1	280	7	+0	3	4	1.00
111	Benelli CB-M2 (9mm/c)	Cr	2d+2	14	7	200	5950	8.30	15	40+1	6	-1	280	7	+0	2	3	.75
112	Glock 18 (9mm)	Cr	2d+1	10	5	200	5950	2.00	20	19+1	9	-2	980	7	+1	2	2	.55

Civilian Rifles

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
113	Model 98 Mauser (7.92mm)	Cr	6d+1	15	12	500	7110	9.05	1/2	5	9	-2	340	6	+0	5	9	-
114	Sharps 1874 (.50-70)	Cr	4d	15	8	500	7110	8.75	1	1	8	-1	180	6	+0	5	7	-
115	Winchester M94 (.30-30)	Cr	4d+1	15	12	500	7110	6.65	1/2	6	8	-1	285	6-7	+0	5	6	-
116	Beeman 55S (4.5mm)	Cr	1 pip	14	2	25	219	4.95	1	1	4	-0	105	6-7	+0	2	5	-
117	M1 Carbine (.30USC)	Cr	4d	14	12	500	7110	5.85	3	30+1	8	-1	360	6-7	+0	4	5	.65
118	M6 Springfield (.22 Mag)	Cr	2d-1	13	6	150	3830	3.30	1	1	6	-0	115	6-7	+0	3	4	-
	(.410ga slug)	Cr	2d-1		4	150	3830		1	1	7	-0						-
	(Buckshot)	Cr	4d		3	25	219											
119	Rossi M59 (.22 Mag)	Cr	2d-1	14	6	150	3830	5.55	2	10	6	-0	115	7	+0	3	5	-
120	Weatherby Mk.V (.460 Mag.)	Cr	10d-1	15	13	500	7110	10.5	1/2	2	12	-3	1890	7	+0	5	7	-
121	AR-7 survival rifle (.22LR)	Cr	2d-1	13	5	150	3830	2.55	3	8	6	-0	80	7	+0	2	4	.20
122	Barrett Light .50 (.50 cal.)(bipod)	Imp	14d	18	12(18)	500	7110	39.5	3	10+1	15(14)	-5	2390	7	-2	5	9	2.45
123	(bullpup version)(bipod)	Imp	14d	17	12(18)	500	7110	34.0	3	10+1	15(14)	-5	2390	7	-1	5	7	2.45
124	(lightweight variant)(bipod)	Imp	14d	17	12(18)	500	7110	19.7	3	10+1	15(14)	-5	9600	7	-1	3	7	2.20
125	Browning M78 (6mm)	Imp	7d+1	15	12	200	5950	8.50	1	1	10	-3	820	7	+0	3	6	-
126	Calico M-100 (.22LR)	Cr	2d-1	14	6	150	3830	5.75	3	100+1	6	-0	160	7	+0	2	4	1.55
127	Calico M-900 (9mm)	Cr	2d+2	15	7	200	5950	7.20	3	100+1	6	-1	215	7	+0	3	5	3.55
128	Colt AR-15 (5.56mm)	Cr	6d-1	15	11	200	5950	8.10	3	30+1	9	-2	580	7	+0	3	6	1.00
129	Crossfire (7.62mm)	Cr	7d-1	16	12	500	7110	11.4	3	20+1	10	-2	925	7	-1	3	6	1.00
	(12ga slug)	Cr	4d-1		5	200	5950		2	7+1	8	-1						.90
	(buckshot)	Cr	6d+2		3	25	219		2	7+1	8	-1						.90
130	FR-F2 (7.62mm)	Cr	7d+1	16	13	500	7110	12.5	1/2	10+1	10	-3	1150	7	-1	3	7	1.00
131	Heckler & Koch M770 (7.62mm)	Cr	7d	15	12	500	7110	8.50	3	10+1	10	-2	795	7	+0	3	5	.55
132	Paintball gun (17mm)	-	none	15	2	25	219	7.75	3	200	4	-0	200	7	+0	1	5	-
133	Ruger 10/22 (.22LR)	Cr	2d-1	14	6	150	3830	5.55	3	50+1	6	-1	165	7	+0	2	5	.45
134	Ruger M-77 (.458 Mag)	Cr	8d-1	15	13	500	7110	9.05	1/2	3	10	-3	1290	7	+0	4	7	-
135	Ruger Mini-14 (5.56mm)	Cr	6d	15	11	200	5950	7.30	3	30+1	9	-2	600	7	+0	3	5	.90
136	Sako Sporter (.243)	Cr	7d-1	15	12	200	5950	6.85	1	1	10	-2	375	7	+0	3	5	-
137	SSG 69 (7.62mm)	Cr	7d+1	15	13	500	7110	8.85	1	5	10	-3	820	7	+0	3	5	-
138	Ultralight Arms (6mm)	Imp	7d+1	14	12	200	5950	4.55	1/2	3	10	-3	4590	7	+0	3	4	-
139	Winchester 9422 (.22LR)	Cr	2d-1	15	6	150	3830	6.40	2	15	6	-0	115	7	+0	2	5	-
140	Zip rifle (7.62mm)	Cr	4d+2	14	4	500	7110	6.95	1	1	8	-2	15	7	+0	3	5	-

Military Rifles

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
141	Chauchat (8mm Lebel)	Cr	7d-1	17	10	500	7110	20.1	4	30+1	10	-2	235	6	-1	6	13	2.20
142	Lewis Gun (.303)	Cr	6d	17	12	500	7110	26.1	9	40+1	9	-2	805	6	-1	5	9	2.90
143	.30 BAR (.30-06)	Cr	7d-1	16	12	500	7110	21.0	9	20+1	10	-2	975	6-7	-1	4	9	1.45
144	M2 Carbine (.30USC)	Cr	4d	14	12	500	7110	5.85	13	30+1	8	-1	360	6-7	+0	4	5	.65
145	M-14 (7.62mm)	Cr	6d	16	12	500	7110	11.3	11	20+1	9	-2	805	6-7	-1	4	8	1.55
146	AK-47 (7.62mm Sov.)	Cr	5d+1	15	11	500	7110	11.7	10	30+1	9	-2	405	7	+0	4	5	2.00
147	FN-FAL (7.62mm)	Cr	6d+1	15	12	500	7110	11.1	11	20+1	9	-2	860	7	+0	4	8	1.65
148	AK-74 (5.45mm Sov.)	Cr	5d	15	10	200	5950	9.15	11	30+1	8	-2	305	7	+0	3	7	1.20
149	Armscor 37 (37mm)	Cr	1d6-1	14	3	100	876	8.20	1	1	5	-0	60	7	+0	2	4	-
	(pellets)	Cr	2d-1		3	25	219				5							
150	AUG carbine (5.56mm)	Cr	6d-1	14	11	200	5950	8.85	11	42+1	9	-2	755	7	+0	3	4	1.55
151	AUG HBAR (5.56mm)	Cr	6d	15	12	200	5950	13.5	11	42+1	9	-2	1610	7	+0	3	5	1.55
152	Dragunov (7.62mm MN)	Cr	7d+2	16	13	500	7110	10.2	3	10+1	10	-3	1740	7	-1	3	6	.65
153	Enfield L85A1 (5.56mm)	Cr	6d-1	15	11	200	5950	11.1	12	30+1	9	-2	755	7	+0	3	5	1.10
154	FAMAS (5.56mm)	Cr	6d-1	14	11	200	5950	8.85	15	25+1	9	-2	840	7	+0	3	4	.90
155	Galil SAR (5.56mm)	Cr	5d+1	15	11	200	5950	10.3	13	50+1	9	-2	680	7	+0	3	5	2.20
156	Heckler & Koch G-3A3 (7.62mm)	Cr	6d+2	15	12	500	7110	11.4	10	20+1	10	-2	915	7	+0	4	6	1.65
157	Heckler & Koch HK33E (5.56mm)	Cr	6d-1	15	7	200	5950	9.85	13	25+1	9	-2	680	7	+0	3	6	1.20
158	Heckler & Koch MZP-1 (40mm)	Cr	1d-1	14	3	100	876	5.85	1	1	5	-0	60	7	+0	2	4	-
	(pellets)	Cr	2d-1		3	25	219				5							
159	M-16A2 HBAR (5.56mm)	Cr	6d-1	15	12	200	5950	8.95	10	30+1	9	-2	1510	7	+0	3	6	1.00
160	M-16A2 "Shorty" (5.56mm)	Cr	5d-1	14	7	200	5950	7.20	10	30+1	8	-2	590	7	+0	3	5	1.00
161	M-16A3 (5.56mm)	Cr	6d-1	15	11	200	5950	8.50	6	30+1	9	-2	870	7	+0	3	6	1.00
162	SIG 550 (5.56mm)	Cr	6d-1	15	11	200	5950	9.95	13	30+1	9	-2	870	7	+0	3	6	1.10
163	Ultimax 100 (5.56mm)	Cr	6d-1	16	11	200	5950	13.6	9	100+1	9	-2	755	7	-1	3	6	3.85
164	Vaime SSR1 (7.62mm)	Cr	6d+1	15	12	500	7110	9.40	1/2	5+1	9	-2	660	7	+0	3	7	.35
165	Walther WA2000 (.300 Mag.)	Imp	9d-1	16	14	500	7110	18.3	3	6+1	11	-3	4430	7	-1	4	6	.90

Shotguns

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
166	4ga shotgun (4ga)	Cr	7d-1	17	9	1000	15300	31.4	1	1	12	-3	375	6	-1	6	13	-
	(buckshot)	Cr	8d+2		3	25	219											
167	8ga shotgun (8ga)	Cr	7d-1	16	8	500	7110	21.0	1	1	12	-3	375	6	-1	5	9	-
	(buckshot)	Cr	9d+2		3	25	219											
168	Double shotgun (12ga)	Cr	3d	15	5	200	5950	9.50	2	2	8	-1	360	6	+0	4	9	-
	(buckshot)	Cr	5d+2		3	25	219											
169	Ithaca Autoburglar (20ga)	Cr	2d+1	13	4	150	3830	5.00	2	2	7	-1	140	6	+0	3	3	-
	(buckshot)	Cr	4d+1		3	25	219											
170	Winchester 1901 (10ga)	Cr	3d+1	15	5	150	3830	9.05	2	5	8	-1	195	6	+0	5	9	-
	(buckshot)	Cr	5d+2		3	25	219											
171	Stevens 150C (.410ga)	Cr	2d-1	14	4	150	3830	5.75	1/2	3	7	-0	110	6	+0	3	5	-
	(buckshot)	Cr	3d+1		3	25	219											
172	Ithaca Mag 10 (10ga)	Cr	4d-1	16	5	200	5950	11.3	3	3	8	-1	660	6-7	-1	4	7	-
	(buckshot)	Cr	6d		3	25	219											
173	Remington 870 (12ga)	Cr	3d+1	15	5	200	5950	9.05	2	7	8	-1	205	6-7	+0	4	7	-
	(buckshot)	Cr	5d-1		3	25	219											
174	Sawed-off shotgun (12ga)	Cr	3d+1	15	4	200	5950	5.50	2	2	8	-1	185	6-7	+0	3	3	-
	(buckshot)	Cr	4d+1		1	25	219											
175	Remington 7188 (12ga)	Cr	4d-1	15	5	200	5950	9.50	7	8	8	-1	825	7	+0	4	6	-
	(buckshot)	Cr	5d+1		3	25	219											
176	Beretta M3P (12ga)	Cr	4d-1	15	5	200	5950	8.50	3	5+1	8	-1	635	7	+0	4	6	1.45
	(buckshot)	Cr	5d+1		3	25	219											
177	Krieghoff Trumpf (12ga)	Cr	4d-1	15	5	200	5950	7.85	2	2	8	-1	5900	7	+0	4	6	-
	(buckshot)	Cr	5d+1		4	25	219											
	(rifle)(7.62mm)	Cr	7d+1		14	500	7110		1	1	10	-3						
178	LAW 12 (12ga)	Cr	4d-1	15	5	200	5950	9.40	3	7	8	-1	635	7	+0	4	6	-
	(buckshot)	Cr	5d+1		3	25	219											
179	Mossberg 500 (12ga)	Cr	4d-1	15	5	200	5950	7.75	2	8	8	-1	445	7	+0	4	6	-
	(buckshot)	Cr	5d+1		3	25	219											
180	Mossberg 500 bullpup (12ga)	Cr	4d-1	14	5	200	5950	8.50	2	8	8	-1	445	7	+0	4	4	-
	(buckshot)	Cr	5d+1		3	25	219											
181	PA3 riot shotgun (12ga)	Cr	3d+2	14	5	200	5950	5.30	2	3	8	-1	215	7	+0	4	4	-
	(buckshot)	Cr	5d-1		3	25	219											
182	SPAS 12 (civilian) (12ga)	Cr	4d-1	15	5	200	5950	10.5	3	7	8	-1	635	7	+0	4	6	-
	(buckshot)	Cr	5d+1		3	25	219											
183	SPAS 12 (military) (12ga)	Cr	4d-1	15	5	200	5950	10.1	3	6	8	-1	635	7	+0	4	5	-
	(buckshot)	Cr	5d+1		3	25	219											
184	Striker (12ga)	Cr	3d+1	15	5	200	5950	11.1	3	12	8	-1	145	7	+0	4	5	-
	(buckshot)	Cr	5d-1		3	25	219											
185	The Brute (12ga)	Cr	4d-1	13	5	200	5950	4.40	2	2	8	-1	220	7	+0	4	4	-
	(buckshot)	Cr	5d+1		3	25	219											
186	USAS-12 (12ga)	Cr	4d-1	16	5	200	5950	14.4	6	28+1	8	-1	415	7	-1	4	6	4.40
	(buckshot)	Cr	5d+1		3	25	219											
187	Witness Protection Gun (12ga)	Cr	3d+1	13	5	200	5950	4.65	2	3	8	-1	195	7	+0	4	3	-
	(buckshot)	Cr	5d-1		3	25	219											

Machine Guns

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
188	.45-70 Gatling (.45-70)	Cr	4d	18	7	500	5950	84.2	10	200	6	-1	970	6	-2	4	7	15.9
189	Degtyarev DP (7.62mm MN)	Cr	6d+1	17	11	500	7110	27.8	10	47	8	-2	340	6	-1	5	10	6.20
190	Maxim gun (.303)	Cr	7d+1	18	17	500	15300	48.6	10	200	9	-3	820	6	-2	5	8	13.25
191	.30 cal Browning (.30-06)	Cr	7d+1	17	17	500	15300	54.4	10	200	9	-3	820	6	-1	4	7	13.25
192	KPV (14.5mm Sov.)	Cr	17d-1	20	17	500	15300	190.	10	200	-	-	1660	6	-3	6	20	81.5
193	MG-34 (7.92mm)	Cr	7d+1	17	12	500	7110	39.8	15	200	8	-2	1040	6	-1	5	8	13.25
194	M2 Browning (12.7mm)	Cr	14d	19	18	500	15300	133.	10	200	13	-3	2480	6-7	-2	6	16	44.2
195	M60 LMG (7.62mm)	Cr	7d-1	17	12	500	7110	36.0	9	200	9	-2	975	6-7	-1	4	7	12.8
196	M60 Maremont (7.62mm)	Cr	7d-1	17	12	500	7110	31.8	9	200	9	-2	975	7	-1	3	7	12.8
197	MG-42 (7.62mm)	Cr	7d-1	17	12	500	7110	36.0	15	200	9	-2	975	6-7	-1	4	9	12.8
198	M134 Minigun (7.62mm)	Cr	6d+1	17	11	500	7110	265.	100	4000	7	-2	1370	6-7	-1	4	7	225.
199	FN Minimi (5.56mm)	Cr	6d-1	16	11	200	7110	22.1	14	200	8	-2	730	7	-1	3	6	6.85

Heavy Weapons

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
200	16" naval gun (HE) (406mm)	Cr	6dx43	-	29	8000	29500	100t	2/min	1	-	-	580k	6	-9	30	1000	1.0t
	(APHE) (6dx19HE)	Cr	6dx77	-	29	8000	29500											1.5t
201	M20 "Bazooka" (89mm)(14dHE)	Imp	6dx37	17	6	2000	3830	21.1	1	1	-	-	150	6	-1	5	12	8.95
202	RPG-7 (85mm)(14dHE)	Imp	6dx37	16	7	1000	5950	20.4	1	1	-	-	135	7	-1	3	6	5.00
203	M72 LAW (66mm)(9d+1HE)	Imp	6dx25	14	5	1000	3830	4.75	1	1	-	-	165	7	+0	2	5	-
204	Stinger (HE/Frag)(70mm) (+1)	Cr	6dx4	18	19	8000	15300	40.4	1	1	-	-	2000	7	-2	4	8	29.6
205	ARES (APFSDS)(75mm)	Imp	6dx13	-	28	4000	29500	2520	1	20	-	-	68.0k	7	-6	13	52	690.
	(HE)	Cr	7dx3	-	18	1000	15300											690.
206	GAU-8 (AP)(30mm)	Imp	6dx5	-	17	1000	15300	3800	70	1170	-	-	22.7k	7	-6	7	49	2320
207	GIAT CN105 (APFSDS)(105mm)	Imp	6dx32	-	39	8000	54700	5460	8/min	1	-	-	28.2k	7	-6	13	85	37.8
	(HE)	Cr	6dx6	-	21	8000	15300											42.2
	(HEAT)(23d+2HE)	Imp	6dx63	-	21	8000	15300											48.6
208	Hellfire (178mm)(+3)(6dx11HE)	Imp	6dx193	20	21	8000	15300	155.	1	1	-	-	8580	7	-3	8	14	94.6
209	LAW 80 (94mm)(16d+2HE)	Imp	6dx46	17	8	1000	5950	19.4	1	1	-	-	250	7	-1	2	9	-
210	Mecar 90 (HE)(90mm)	Cr	6dx5	-	9	2000	5950	606.	6/min	1	-	-	2480	7	-4	8	27	11.4
	(HEAT)(15d+2HE)	Imp	6dx42	-	13	2000	7110											8.20
	(Cannister)(7@PD)	Cr	1d+1	-	2	100	957											13.1
211	Oerlikon KAA (AP)(20mm)	Imp	6dx4	20	17	500	15300	241.	17	50	-	-	7820	7	-3	6	23	46.4
212	Oerlikon KCA (AP)(30mm)	Imp	6dx5	22	18	1000	15300	471.	10	50	-	-	13.4k	7	-4	7	31	125.
213	Rheinmetaal (HE)(120mm)	Cr	6dx8	-	29	8000	29500	6670	5/min	1	-	-	35.4k	7	-6	13	80	51.9
	(APFSDS)	Imp	6dx34	-	39	8000	54700											42.0
	(HEAT)(33d+2HE)	Imp	6dx84	-	29	8000	29500											50.8
214	AIM-9P (HE)(127mm)(+3)	Cr	6dx10	-	29	8000	29500	190.	1	1	-	-	64.8k	7	-3	2	25	-
215	TBA Multi-dart (AP)(68mm)(PD+8)	Imp	6d-1	-	21	8000	15300	420.	5	22	-	-	6010	7	-3	5	9	309.

Other

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
216	WWII grenade (5d-1HE)(PD+4)	Cr	3d	13	1	STx2.5	STx3.5	1.30	1	1	-	-	10	6	+0	2	1	-
217	RKG-3 AT grenade (6dx3HE)	Imp	6dx32	14	1	STx1.5	STx2.5	2.45	1	1	-	-	5	6-7	+0	1	3	-
218	Claymore mine (7dx3HE)(4@PD)	Cr	2d+2	-	-	25	-	3.55	1	1	-	-	20	6-7	-	1	2	-
219	M203 (40mm)(4d+2HE)(PD)	Cr	1d+1	13	3	100	876	3.65	1	1	8	-1	60	6-7	+0	3	3	.55
	(HEAT)(2d+2 frag)(PD+2)	Imp	6dx15	-	3	100	876		1	1								.55
220	Anchor bolt	Imp	3d+1	14	-	-	-	1.55	1	20	-	-	110	7	+0	1	1	.55
221	Regular grenade (6d+1HE)(3@PD)	Cr	1d+1	12	1	STx2.5	STx3.5	.80	1	1	-	-	20	7	+0	1	1	-
222	Mini grenade (2d+2HE)(2@PD)	Cr	1d	11	1	STx2.5	STx3.5	.35	1	1	-	-	10	7	+0	1	1	-
223	12ga grenade (HE)	Cr	1d+2	-	2	150	3830	.20	1	1	-	-	1	7	+0	1	1	-
224	Stingball (2d-1HE)(PD+4)	Fat.	1d	12	1	STx2.5	STx3.5	.90	1	1	-	-	10	7	+0	1	1	-
225	Stun grenade	Fat.	2d-1x3	12	1	STx2.5	STx3.5	1.35	1	1	-	-	20	7	+0	1	1	-
226	Portable door (7d+1HE)	Imp	7d+1	-	-	-	-	15.5	1	1	-	-	110	7	-	1	6	-
227	IMRAH F-1 (+2)(5d+1HE)	Imp	6dx14	-	2	100	100	29.6	1	1	-	-	215	7	+0	1	2	-
228	Technolvar VAR/40 (4d+1HE)	Imp	4d+1	-	-	-	-	.20	1	1	-	-	15	7	-	1	1	-
229	FFV 028 (+1)(6dx9HE)	Imp	6dx148	-	-	-	-	16.6	1	1	-	-	50	7	-	1	1	-
230	Valmara 69 (6dx3HE)(2@PD)	Cr	4d-1	-	-	-	-	8.20	1	1	-	-	65	7	-	1	1	-

Civilian Pistols

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
1	Sphinx AT-2000S (9mm)	Cr	2d	10	5	200	5950	2.65	3	15	9	-2	720	7	+1	3	2	.45
2	Sphinx AT-2000S (.41AE)	Cr	2d+1	10	5	500	7110	2.55	3	11	9	-2	755	7	+1	3	2	.35
3	Colt Model 2000 (9mm)	Cr	2d+1	10	5	200	5950	2.30	3	15	9	-2	755	7	+1	2	1	.45
4	Grendel P-12 (.380ACP)	Cr	1d+1	9	3	200	5950	1.10	3	11	8	-1	270	7	+1	2	1	.35
5	Steyr SPP (9mm)	Cr	2d+1	10	4	200	5950	3.30	3	15	9	-2	395	7	+1	2	1	.45

Machine Pistols & SMG's

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
6	Bushman IDW (9mm)	Cr	2d	11	3	200	5950	7.40	7	28	9	-1	450	7	+0	3	2	.90
7	Bushman IDW (9mm)	Cr	2d+1	12	4	200	5950	7.85	7	28	9	-2	490	7	+0	3	3	.90
8	Calico M-950A (9mm)	Cr	2d+1	14	7	200	5950	5.75	10	100	7	-2	245	7	+0	3	3	3.55
9	Heckler & Koch MP5/10 (10mm)	Cr	3d	14	7	200	5950	7.40	6	30	8	-1	370	7	+0	3	4	1.10
10	Heckler & Koch MP5/40 (.40S&W)	Cr	2d+1	14	7	200	5950	7.40	6	30	7	-1	310	7	+0	3	4	1.35
11	Black Pistol (.45ACP)	Cr	3d-1	10	5	500	7110	2.75	6	10	10	-2	1800	7	+1	3	1	.55
12	Bushman IDW (9mm)	Cr	2d+1	11	4	200	5950	3.65	7	28	9	-2	510	7	+0	2	2	.90
13	Fabrique Nationale P-90 (5.7mm)	Cr	3d	13	5	100	876	7.10	15	50	7	-1	320	7	+0	2	2	.90
14	Steyr TMP (9mm)	Cr	2d+1	11	4	200	5950	3.65	10	25	9	-2	510	7	+0	2	1	.75

Civilian Rifles

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
15	VoereVEC91 (.223 Usel)	Cr	5d+1	14	12	200	5950	5.95	1/2	5	9	-2	730	7	+0	3	5	.10

Military Rifles

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
16	AAI Adv. Combat Rifle (5.56mm)	Imp	6d+1	15	12	500	7110	8.30	6	30	8	-2	1020	7	+0	3	5	.45
17	AMR 5075 (15mm)	Imp	6dx5	19	23	8000	90000	44.2	1	5	18	-6	12.6k	7	-2	5	7	2.00
18	Colt Adv. Combat Rifle (5.56mm)	Cr	4d-1(x2)	15	11	200	5950	8.60	11	30	8	-2	730	7	+0	3	5	.65
19	Covert PM (7.62mm)	Cr	3d	16	9	500	7110	14.8	1/2	10	7	-1	1000	7	-1	3	7	.55
20	Grendel S-16 (7.62mm)	Cr	3d	15	8	500	7110	10.6	10	20	7	-1	1000	7	+0	3	6	1.10
21	Heckler & Koch G-11 (4.73mm/c)	Cr	5d+1	14	11	200	5950	9.40	10	50	9	-2	900	7	+0	3	3	.75
22	Steyr Adv. Combat Rifle (5.56mm)	Imp	7d-1	14	12	500	7110	6.75	6	24	8	-2	1120	7	+0	3	4	.45

Shotguns

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
23	SPAS-15 (12ga)	Cr	4d-1	15	7	200	5950	9.30	2	6	8	-1	330	7	+0	3	5	.65
	(buckshot)	Cr	6d+2		3	25	219											.65
24	Olin/Heckler & Koch CAWS (12ga)	Cr	5d	15	7	200	5950	9.50	6	10	9	-2	610	7	+0	3	3	1.30
	(flechette)	Cr	15d+2		8	250	3555	8.95										.75
	(pellets)	Cr	8d+2		5	25	219	9.40										.75
25	Jackhammer (12ga)	Cr	3d+1	15	7	200	5950	12.4	4	10	8	-1	365	7	+0	3	5	2.20
	(buckshot)	Cr	6d		3	25	219	12.4										2.20

Machine Guns

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
26	H&K Gr. MG (40mm)(6d HE)(PD)	Imp	1d+2	17	3	85	600	44.2	3	15	-	-	310	7	-1	2	5	17.7
27	Heckler & Koch LMG (4.73mm/c)	Cr	6d	16	12	200	5950	15.5	8	300	9	-2	1800	7	-1	3	4	2.85
28	ARES TARG (12.7mm)	Imp	16d-1	18	18	500	7110	78.9	23	200	-	-	3140	7	-2	4	8	33.8
29	BRG-15 (15.5mm)	Imp	6dx3	20	26	500	7110	155.	10	70x2	-	-	5450	7	-3	4	16	51.9

Heavy Weapons

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
30	REA 40mm AGL (6d HE)(PD)	Imp	1d+2	14	3	85	600	7.50	5	6	-	-0	235	7	+0	2	3	4.00
31	Armscor MGL (40mm)(6d HE)(PD)	Imp	1d+2	15	3	85	600	14.4	2	6	-	-0	60	7	+0	2	4	-
32	Panzerfaust III (11cm)(7dx3 HE)	Imp	6dx63	17	9	300	15300	28.5	1	1	-	-0	860	7	-1	3	6	8.40
33	Böhler C6 (60mm)(HE)	Cr	15d	15	4	120	3300	11.3	1/2	1	-	-0	295	7	+0	4	4	1.10
	(frag.)(8d+1 HE)(PD+1)	Imp	6d	15	4	120	3300											1.10
	(HEAT)(8d+1 HE)	Imp	6dx23	15	4	120	3300											1.10
	(cannister)	Cr	7dx3	15	4	25	219											1.10
34	Guided bomb (skill 10)(6dx4 HE)	Imp	6dx73	-	9	340	8900	-	-	1	-	-	335	7	-	1	5	37.5

Other

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
35	AD1 grenade (7d+1 HE)(PD)	Imp	2d	12	1	STx2.5	STx3.5	1.10	1	1	-	-	20	7	+2	1	1	-
	(HE)	Cr	13d	12	1	STx2.5	STx3.5	1.10	1	1	-	-	10	7	+2	1	1	-
	(white phosphorous)	-	-	12	1	STx2.5	STx3.5	1.10	1	1	-	-	10	7	+2	1	1	-
	(thermite)	Imp	3d+1	12	1	STx2.5	STx3.5	1.10	1	1	-	-	10	7	+2	1	1	-

Pistols

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
1	Colt Mamba (.44 Mag.)	Cr	3d+2	11	5	500	7110	3.45	2	6	10	-3	610	7	+0	3	2	-
2	target version (2h)	Cr	4d-1	13	8	500	7110	3.75	2	6	7	-3	635	7	+0	3	3	-
3	Fabrique Nationale P-96 (5.7mm)	Cr	3d-1	12	2	100	876	2.30	3	25	10	-2	450	7	+1	2	1	.45
4	Liberator II (15mm HEAT)	Imp	13d	8	1	150	3830	.65	1	1	9	-2	75	7	+2	2	1	-
	stun bag	Cr	2d-1	8	1	150	3830					-2	75					
5	Ruger P-8 (4mm Police)	Imp	2d+1	9	3	150	3830	1.45	3	10	9	-2	395	7	+1	2	1	.10
6	SK-5 "Giant Killer" (.50 cal.)	Cr	11d+2	12	7	500	7110	7.40	2	5	16	-4	7020	7	+0	3	2	-
7	Weedburner (10mm flame)	Cr	1d	9	0	25	50	1.45	1	5	-	0	45	7	+1	1	1	-
8	Dolch H21 (3mm rail)	Cr	2d-1	8	3	100	876	.90	3	15	9	-2	2800	8	+2	1	1	.10
9	TMI-8 Hideout (2mm rail)	Cr	2d-1	8	3	100	876	.80	2	5	9	-2	730	8	+2	1	1	-
10	Viper (20mm stun)	Stun	½d+2	9	3	200	5950	1.55	3	5	8	-1	125	8	+1	2	1	.65
11	Entiires C9 (4mm rail)	Imp	3d+1	11	3	100	876	3.75	3	100	10	-3	1050	8	+0	2	1	1.20
12	Thornet (20mm HEAT)	Imp	6dx5	10	5	200	5950	2.90	3	10	9	-2	300	8	+1	2	1	1.35
	stun round	Stun	2d-1	10	5	200	5950	2.00				-2		8				.45
13	Zeus Thunderwand (5mm laser)	Stun	½d+2	9	5	100	876	1.20	3	250	-	0	755	8	+1	1	1	-
	medium power	Stun	3d	9	5	100	876			50		0		8				
	high power	Stun	7d+1	9	5	100	876			10		0		8				
14	Assassin (35mm)(skill 12)	Imp	6dx9	11	9	220	4200	4.30	1	1	7	0	500	9	+0	2	1	2.30
15	Cybors K (5mm p-beam)	Imp	2d+2	11	5	200	5950	3.55	3	50	-	0	3100	9	+0	1	1	-
	stunner	Stun	8d+2	11	5	100	876			10		0		9				
16	Punisher (20mm stun)	Stun	3d+1	10	5	150	3830	2.75	3	5	10	-3	280	9	+1	2	1	.45
17	TMI Stormer (5mm laser)	Imp	4d+1	9	5	200	5950	1.20	3	25	-	0	3400	9	+1	1	1	-
18	Vapotech Mil-2 (5mm laser)(+1)	Imp	8d	11	5	200	5950	4.20	3	100	-	0	3500	11	+0	1	1	-
	half damage	Imp	4d-1	11	5	200	5950			400		0		11				-

Machine Pistols & SMG's

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
19	Buzzsaw (.22 Mag.)(2h)	Cr	2d+2	14	3	150	3830	12.1	40	1000	7	-1	215	7	+0	2	2	7.95
20	ARES FMG-2 (9mm)(2h)	Cr	2d+1	11	5	200	5950	3.50	11	20	9	-1	535	7	+0	2	2	.65
21	Benelli "Reaper" (10mm flech.)(2h)	Cr	8d+1	13	7	200	5950	6.65	10	40	7	-1	1300	7	+0	3	3	1.55
22	Philippine copy (10mm)	Cr	4d+1	13	6	200	5950	7.95	10	40	8	-1	250	6	+0	3	3	2.00
23	Ruger P-4 (4mm Police)	Imp	3d-1	10	4	150	3830	2.65	6	100	10	-2	1350	7	+1	1	1	.45
24	Streetsaber (lethal) (5mm laser)	Imp	3d+1	11	5	200	5950	4.65	5	50	-	-	2080	8	+0	1	1	-
	(stun)	Stun	2d+1	11	5	100	876		5		-	-						
	(continuous)	Imp	1 pip	11	5	200	5950		100		-	-						
25	PolSci CQuel (5mm laser)	Stun	2d-1	9	3	100	876	1.20	12	300	-	-	1100	8	+1	1	1	.20
26	Screamer BM (2mm Screamer)	Imp	1d+2	8	2	100	876	.55	33	100	9	-1	190	8	+2	1	1	-
27	Stinger II (2mm Screamer)	Imp	2d-1	10	5	100	876	1.30	40	500	9	-1	1160	8	+1	1	1	.20
28	Synerg 12/2 (+2)(12mm)	Cr	4d	11	5	500	5950	4.75	6	15	8	-3	905	8	+0	2	1	.65
	(3mm disc. sabot)	Imp	6d	11	5	500	7110	4.30	6	15	8	-3						.35
	(HEAT)	Imp	10d-1	11	5	100	876	4.30	6	15	8	-3						.35
29	Entiires K30A2 (3mm rail)	Imp	5d	11	5	500	7110	4.85	20	100	11	-4	2350	9	+0	2	1	1.75
30	Lazer Lash (lethal)(5mm laser)	Imp	2d-1	9	3	100	876	1.45	10	100	-	-	1250	9	+1	1	1	-
	(stun)	Stun	½d+2	9	3	100	876		10		-	-						
	(continuous)	Imp	1 pip	9	3	100	876		100		-	-						
31	Sauer-Bosk RK (2.9mm rail)(2h)	Imp	6d	13	9	500	7110	6.50	10	100	9	-2	1750	9	+0	2	1	2.10

Civilian Rifles

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
32	Off-the-shelf special (5mm laser)	Imp	½d+1	17	15	500	7110	59.2	7	10k	-	0	10000	7	-1	1	2	24.5
	3G^3 version	Imp	½d+1	17	15	500	7110	29.4	7	10k	-	0	860	7	-1	1	3	19.2
33	GhettoBlaster (7mm laser)	Imp	13d	15	14	500	7110	10.9	3	5	-	0	1040	8	0	2	2	-
	half damage	Imp	6d		14	500				20	-	0		8				
34	Remington BR7 (7mm/c)	Imp	8d	14	14	500	7110	8.75	3	10	11	-3	1890	8	0	3	3	.35
35	Nevin A-02 (2mm rail)	Imp	7d+1	13	13	200	5950	4.85	3	50	10	-3	625	8	0	2	1	-
36	Ka'chang (15mm)	Imp	6dx4	16	20	500	7110	17.7	1	3	24	-10	17500	8	-1	4	4	1.90
37	Lizzie Type 2 (3mm rail)	Imp	9d-1	15	14	500	7110	17.6	3	200	11	-3	1530	8	0	2	2	.80
38	Olympica Verminex (5mm laser)	Imp	4d+1	13	15	200	5950	6.20	3	50	-	0	1160	9	0	1	1	-
	half damage	Imp	2d							200	-	0						
	quarter damage	Imp	1d							800	-	0						

Military Rifles

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
39	Kalashnikov AK-9 (7mm Sov.)	Cr	7d+1	15	11	500	7110	14.4	10	70	10	-3	550	7	0	3	3	2.45
40	Thumper (20mm gel)	Stun	1d	13	2	100	876	2.45	4	10	7	0	120	7	0	2	2	1.00
41	Enfield L22A1 (7mm binary)	Imp	8d	15	12	500	7110	13.0	10	50*	11	-3	1560	7	0	3	4	1.1/1.3
	half damage	Cr	4d		12	500	7110	16.1		200*	8	-1						4.2/1.3
	high damage	Imp	11d-1		12	500	7110	13.0		50*	13	-4						1.1/1.3
42	MR-40 Gauss rifle (4mm rail)	Imp	9d	16	13	500	7110	15.2	5*	100	11	-3	2400	8	-1	3	3	.90
43	Long Tom (6mm rail)	Imp	7dx3	17	21	2000	29500	34.7	2*	20	27	-7	25.8k	8	-1	3	4	1.0/7.2
44	Aratech 7/c (7mm/c)	Imp	8d-1	14	13	500	7110	9.30	10	50	10	-3	1160	8	0	3	2	1.35
45	HBAR	Imp	9d-1	15	13	500	7110	12.4	10	50	11	-3	1480	8	0	3	4	1.35
46	Sniper HBAR	Imp	9d-1	15	20	500	7110	11.4	10	10	11	-3	2960	8	0	3	4	.35
47	HBAR/et	Imp	10d-1	16	13	500	7110	19.0	10	200	12	-3	3500	8	-1	3	4	5.85
48	Aratech Exp-4 (5mm/c)	Imp	5d+1	13	13	200	5950	4.55	10	100	9	-2	655	8	0	2	2	1.00
49	PolSci CAR-7 (3mm rail)(+2)	Imp	12d-1	16	14	500	7110	29.8	5	500	13	-4	3900	8	-1	2	2	21.0
50	light duty	Imp	12d-1	15	14	500	7110	21.4	3	300	13	-4			0			12.6
51	belt pack	Imp	12d-1	15	14	500	7110	11.3		500	13	-4			0			22.5
52	PolSci CAR-9 (3mm rail)(+2)	Imp	12d-1	15	15	500	7110	19.9	10*	500	13	-4	3900	9	0	2	1	12.5
53	Taxxon AWC (5mm p-beam)(+3)	Imp	6dx4	17	15	2000	29500	26.5	5	5	-	0	29.0k	9	-1	2	2	-
	half damage	Imp	12d		15	2000	29500		10	20	-	0						
54	mounted version	Imp	6dx4		23	2000	29500		5	5*	-	0			-1			
55	Tori Novafire II (7mm laser)(+2)	Imp	13d	15	15	500	7110	16.0	10	50	-	0	7000	9	0	1	1	8.85
56	lightweight version	Imp	13d	15	15	500	7110	13.7	10	50	-	0	10.0k		0	1	1	8.40

Shotguns

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
57	Wristbreaker I (12ga flech.)	Cr	9d+1	15	9	250	3560	9.60	10	10x2	7	0	1450	7	0	2	2	-
	(slug)	Cr	4d-1		5	200	5950	9.60	10	10x2	7	-1						-
58	Wristbreaker II(12ga flech.)(1h)	Cr	8d+2	13	5	250	3560	6.20	3	5x2	9	-3	1450	7	0	2	1	-
	(slug)	Cr	3d-1		4	200	5950	6.20	3	5x2	10	-3						-
59	Eisensturm (16mm slug)(+2)	Cr	5d-1	15	9	500	7110	14.6	6	50	8	-2	655	8	0	2	2	8.05
	(flechette)	Cr	13d		9	250	3560	9.80	6	50	7	-2						3.30
	(HEAT)	Imp	16d		8	150	3830	8.95	6	50	8	-2						2.45
	(4mm disc. sabot)	Cr	7d-1		9	500	15300	8.30	6	50	8	-2						1.90
60	Deathwind(15mm rail flech.)(+3)	Cr	11d+1	14	9	250	3560	12.7	6	50	7	-2	3300	9	0	2	1	5.40
	(DP flechette)	Cr	4d+1/7d-1		9	250	3560	12.0	6	50	7	-2						4.75
	(HEAT/HE)	Imp	15d		9	500	7110	10.0	6	50	8	-2						2.75

Machine Guns

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
61	Vehicular CIWS (7.62mm)(skill 12)	Cr	7d	20	11	500	7110	309.	20	200x2	-	-	8970	7	-3	3	6	10.6x2
62	Browning-Maskei (15mm)	Imp	7dx4	20	16	500	7110	180.	10	200	-	-	4330	8	-3	5	7	140.
63	Lightsword (14mm laser)(+2)	Imp	6dx8	19	23	1000	15300	80.7	10	∞	-	-	50.5k	8	-2	3	4	-
64	Tori PDS (9.5mm laser)(skill 12)	Imp	16d	17	15	2000	29500	65.9	1	∞	-	-	34.7k	8	-1	1	1	-
	continuous beam	Imp	½d+2		15	2000	29500		100	∞	-	-						
65	Entiires M40B (4mm rail)	Imp	6dx7	17	22	1000	15300	31.8	16	200	-	-	34.8k	9	-1	3	3	2.85
66	Devastator (5mm p-beam)	Imp	6dx14	18	23	4000	54700	71.8	10	10	-	-	295k	9	-2	3	5	35.9
	half power	Imp	6dx7				54700		10	40	-	-						35.9

Heavy Weapons

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
67	TAGLAW 30 (skill 9)(5dx3 HE)	Imp	6dx49	16	14	2000	13000	16.0	1	1	-	-	370	7	-1	4	5	-
68	Cobra (skill 10)(6dx3 HE)	Imp	6dx51	16	15	2000	14400	16.0	1	1	-	-	430	8	-1	4	4	-
69	Tronskaal (skill 10)(6dx3 HE)	Imp	6dx53	16	15	2000	16000	15.6	1	1	-	-	650	8	-1	3	3	-
70	ZetaTech 8c (skill 10)(7dx3 HE)	Imp	6dx55	16	15	2000	17600	13.0	1	1	-	-	650	9	-1	3	3	-
71	MAPAG (skill 9)(HE)	Cr	6dx4	18	22	8000	30300	42.9	1	1	-	-	2640	7	-2	3	7	35.6
72	Loompanic-A (skill 9)(HE)	Cr	6dx4	18	23	8000	30300	42.4	1	1	-	-	3500	8	-2	3	6	35.6
73	Vortex-2 (skill 9)(HE)	Cr	6dx5	18	23	8000	30300	40.2	1	1	-	-	5170	8	-2	2	5	35.6
74	Teradyl-4a (skill 10)(HE)	Cr	6dx5	17	23	8000	30300	38.9	1	1	-	-	7000	9	-2	2	4	35.6
75	Mk48 particle cannon	Imp	8dx11	22	33	2000	29500	387.	1	∞	-	-	1.45m	9	-4	5	9	-

Other

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
76	Grenade (8d HE)(3@PD)	Cr	2d-1	12	1	STx2.5	STx3.5	.80	1	1	-	-	20	8	+1	1	1	-
77	Smart gren.(skill 8)(8d HE)(3@PD)	Cr	2d-1	12	1	STx2.5	STx3.5	1.00	1	1	-	-	40	8	+1	1	1	-
78	APAM grenade(skill 9)(8d HE)	Imp	5dx4		3	100	876	1.75	1	1	-	-	145	8		1	1	-
79	MR-40 frag. (8d HE)(3@PD)	Cr	1d+1	16	3	500	876	1.10	1	1	-	-	20	8	-1	3	1	-
80	MR-40 Guided (skill 9)(4d+1 HE)	Imp	6dx12	16	3	500	740	1.75	1	1	-	-	110	8	-1	3	1	-
81	MR-40 HEAT (9d6 HE)	Imp	6dx25	16	3	500	876	1.10	1	1	-	-	10	8	-1	3	1	-

Civilian Pistols

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
1	Pistole Clementi (15mm Roma I)	Cr	½d+2	11	2	425	7110	5.30	3	8	8	-1	260	3	+0	4	4	1.20
2	Roberson Model 8 (.32" BP)	Cr	1d+1	10	1	85	876	2.20	1	5	8	-1	135	4	+1	3	2	-
3	Thunderflash (.48" BP)	Cr	2d+2	12	2	130	3830	7.30	1	6	9	-2	215	4	+0	4	4	-
4	Traveller's friend (.32" BP)	Cr	1d+1	10	0	85	876	3.10	2	2	8	-1	95	4	+1	3	2	-
5	Duelling pistol (.32" perc.)	Cr	2d-1	10	4	170	5950	2.20	1	1	9	-1	300	5	+1	3	3	-
6	Hammerjack (.48" perc.)	Cr	3d-1	12	3	130	3830	7.95	1	12	10	-2	225	5	+0	4	3	-
7	Last chance (.42" perc.)	Cr	2d-1	9	2	130	3830	1.55	1	1	9	-1	150	5	+1	3	1	-
8	McGregor 310 (.42" perc.)	Cr	2d-1	11	1	130	3830	4.40	1	4	9	-1	165	5	+0	3	2	-
9	Oldtimer 9 (9mm)	Cr	1d+2	10	3	170	5950	2.85	3	10	8	-1	280	5	+1	3	2	.35
10	Oldtimer 45 (.45ACP)	Cr	½d+2	10	2	425	7110	2.85	3	6	8	-1	260	5	+1	3	2	.35
11	Manchetti .44 (.44 Manchetti)	Cr	2d-1	11	4	200	5950	5.95	1	12	9	-1	230	5	+0	3	3	-
12	Wyndham (.32 Wyndham)	Cr	1d+1	11	4	200	5950	3.45	1	12	8	-1	195	5	+0	3	2	-
13	Comp .45 (.45ACP)	Cr	2d-1	10	5	500	7110	2.85	3	7	9	-1	630	6	+1	3	2	.45
14	Widget (.22LR)	Cr	½d+2	9	2	150	3830	1.35	1	3	8	-1	110	6	+1	3	1	-
15	Witheriesta (9mm)	Cr	2d	10	5	200	5950	2.45	3	8	9	-2	1440	6	+1	3	2	.20
16	Flying Dustbin (100mm)	Cr	½d+2	11	2	200	400	3.85	1	1	8	-1	30	6	+0	3	2	-
	(improvised HE)	Cr	13d															
17	Daisy Brassless (.22/c)	Cr	½d+2	9	3	150	3830	.90	3	12	8	-1	260	6	+1	2	1	.10
18	Northstar (5mm laser)	Imp	2d-1	11	5	200	5950	3.55	1	1	9	-1	790	7	+0	1	1	-
19	H&K UORD (6mm dart)	Cr	2d+1	9	5	500	7110	1.75	1	6	9	-2	4800	7	+1	2	1	-

Machine Pistols & SMG's

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
20	Ingramus MX (15mm Gaius)(2h)	Cr	½d+2	14	2	130	3830	7.75	5	20	5	-0	170	2	+0	5	4	2.00
21	Ingramus *Longus* (15mm Gaius)	Cr	1d+1	15	3	130	3830	10.4	5	20	5	-0	180	2	+0	5	7	2.00
22	Fire lance (.60" BP)(2h)	Cr	2d-1	14	3	130	3830	7.75	1*	10	6	-0	160	3	+0	5	9	-
23	Calliope (.24" BP)(2h)	Cr	½d+2	15	0	85	876	16.6	5	20	5	-0	275	4	+0	3	10	-
24	Volley pistol (.24" BP)	Cr	½d+2	10	1	85	876	3.30	5	5	8	-1	335	4	+1	3	2	-
25	Anuzi 9mm (9mm)(2h)	Cr	2d-1	15	4	170	5950	10.5	10	32	6	-0	310	5	+0	4	7	1.20
26	Blackthorn 12 (.48 perc.)	Cr	3d-1	12	2	130	3830	10.4	10	20	10	-2	295	5	+0	5	5	3.55
27	Greaser (.45ACP)(2h)	Cr	1d+1	14	4	425	7110	7.95	12	40	5	-0	85	5	+0	3	3	2.85
28	Plumber's Special (9mm)(2h)	Cr	2d-1	13	2	170	5950	4.20	15	30	6	-0	80	5	+0	4	6	1.00
29	Nordenfeldt (.44 Webley)(2h)	Cr	1d+1	14	4	200	5950	9.15	8	80	5	-0	210	5	+0	3	4	-
30	Zoetrope (.44 perc.)	Cr	1d+2	12	3	200	5950	5.95	6	30	9	-1	260	5	+0	3	4	3.30
31	Whirligig (9mm)(2h)	Cr	2d	14	1	500	5950	5.20	10	30	6	-1	60	6	+0	4	5	1.00
32	Slivergun (5mm dart)(2h)	Imp	1d+1	13	5	100	876	2.85	6	50	5	-0	360	6	+0	2	4	.10
33	Black Widow (12ga)(PD+1)	Cr	1d+1	11	1	25	220	6.65	6	6	10	-0	400	6	+0	3	2	-
34	Uzi II (5.56mm)	Cr	4d+2	11	4	500	5950	6.75	12	50	11	-4	1090	6	+0	3	3	1.20
35	Fairy Luck (2mm)	Cr	1 pip	8	2	100	876	.10	10	50	4	-0	265	7	+2	1	1	.00
36	Ingram M-12 (10mm)	Cr	3d-1	11	4	500	5950	4.10	15	30	10	-2	610	7	+0	3	2	1.10

Civilian Rifles

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
37	Cro-Magnum 44 (1.75" BP)	Cr	1d	16	2	85	876	14.0	1	3	5	-0	120	1	-1	5	18	-
38	Hand cannon (.80" BP)	Cr	3d+1	15	2	170	5950	8.60	1	1	7	-1	140	2	+0	7	10	-
39	Rifle Clementi (15mm Roma II)	Cr	2d	15	4	425	7110	11.2	3	12	6	-0	170	3	+0	5	9	2.00
40	Sunspot Special (.64" BP)	Cr	4d-1	16	4	130	3830	7.85	1	1	7	-1	80	3	-1	6	10	-
41	Flintlock carbine (.42" BP)	Cr	2d	14	5	130	3830	5.30	1	5	6	-0	170	4	+0	5	6	-
42	Ogrilon (.64" BP)	Cr	6d	17	7	425	7110	17.7	2	2	9	-2	450	4	-1	6	8	-
43	Springfield 10 (.42" BP)	Cr	3d	16	7	425	7110	8.85	1	6	7	-1	125	4	-1	5	10	-
44	Trade rifle (.48" BP)	Cr	3d+1	16	4	130	3830	8.85	1	1	7	-1	75	4	-1	5	11	-
45	Armory 6-10 (7.62mm)	Cr	4d+1	16	11	425	7110	12.0	1	6	8	-1	285	5	-1	5	10	-
46	Springfield 12 (12mm Springfield)	Cr	4d	15	7	425	7110	13.9	3	20	8	-1	345	5	+0	5	7	-
47	Rockshaker (18mm Ogbok)	Cr	6d+1	16	8	500	7110	21.8	1	8	9	-2	480	5	-1	5	7	-
48	Optikonic (5mm laser)	Imp	1 pip	13	9	200	5950	4.10	3	6	-	-0	300	5	+0	1	2	-
49	Mauser '37 (6.5mm Mauser)	Cr	6d-1	15	12	200	5950	8.30	1/2	5	9	-2	785	6	+0	4	7	-
50	Mindhunter (5mm laser)	Imp	2d+1	16	15	500	7110	15.6	1	1	-	-0	490	6	-1	2	4	-
	(half damage)	Imp	½d+2						4	4	-	-0						
51	Paschem (25mm stake)	Imp	4d+1	15	9	2000	8450	11.4	2	2	8	-1	270	6	+0	4	5	-
	(HE/flash)	Cr	5d						2	2	8	-2						
52	Kanstav Zcadc (4mm rail)	Imp	5d	15	10	150	3830	11.9	1/2	20	8	-2	535	6	+0	3	4	-
53	Weatherby Mk.X (.460 Mag.)	Imp	10d+1	15	13	500	7110	11.6	3	3	12	-4	5400	7	+0	4	4	-
54	GyroRifle (20mm Gyro)	Cr	3d+2	13	8	200	5950	4.95	3	10	7	-1	305	7	+0	3	3	1.35

Military Rifles

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
55	Militia Clementi (15mm Roma II)	Cr	2d	16	4	425	7110	14.1	5	20	6	-1	235	3	-1	5	10	3.45
56	Volley rifle (.42" BP)	Cr	3d+1	16	3	130	3830	15.5	5	10	7	-1	615	4	-1	5	9	-
57	Daisy Gun (1" slug)	Cr	2d+1	13	1	100	876	5.30	1/2	6	6	-1	105	6	+0	3	4	-
58	Taser rifle (15mm dart)	Cr	1 pip	12	4	25	33	2.85	2	2	5	-0	140	6	+0	2	2	-
	(stun)	Stun	1d-1															
59	M-17B2 (5.56mm)	Cr	5d+1	16	11	200	5950	18.9	30	70x2	9	-2	785	6	-1	3	5	1.65x2
60	Uzi II (5.56mm)	Cr	5d+1	15	11	200	5950	10.2	12	50	9	-2	680	7	+0	3	5	1.20
61	KIS-III (5mm laser)	Imp	1d+1	14	9	200	5950	5.75	1	100	-	-0	5700	7	+0	1	2	1.10
62	Predator (5.56mm)	Cr	6d-1	15	11	200	5950	39.6	50	1000	9	-2	4940	7	+0	2	3	22.3
63	!Hundu A (14mm !Hundu)	Cr	11d+1	17	12	500	7110	53.3	6	100	13	-4	3080	7	-1	5	7	21.8

Shotguns

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
64	Guardsman (12ga BP)	Cr	2d	15	4	170	5950	6.40	2	2	7	-0	120	4	+0	5	5	-
	(buckshot)	Cr	3d+1		2	10	219											
65	Dorcbuster (12ga)	Cr	3d-1	15	4	170	5950	7.05	1	6	8	-1	160	5	+0	5	6	-
	(buckshot)	Cr	4d-1		2	10	219											
66	Autoriot 10 (10ga)	Cr	4d-1	17	7	200	5950	15.5	3	9	8	-1	330	6	-1	4	7	-
	(buckshot)	Cr	6d		3	25	219											
	(tear gas)	Cr	1 pip		3	25	219											
	(baton round)	Cr	3d+1		3	25	219											
67	Firestarter (10ga fire)	Cr	1d	14	3	25	219	8.75	3	10	8	-1	330	6	+0	4	3	1.80
	(slug)	Cr	4d-1		7	200	5950											
	(buckshot)	Cr	6d		3	25	219											
68	Duplex 12 (12ga)	Cr	4d-1	16	7	200	5950	13.5	3	9x2	8	-1	320	7	-1	4	7	-
	(buckshot)	Cr	6d+2		3	25	219											

Machine Guns

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
69	Puckle cannon (1.2" BP)	Cr	5d-1	18	3	425	7110	66.3	3	30	6	-2	295	4	-2	7	13	31.4
70	Maxim-Gatling '99 (7.9mm)	Cr	7d+1	20	18	500	7110	169.	20	500	8	-3	1800	5	-3	5	14	44.0
71	Gyroripper (20mm rocket)	Cr	5d-1	17	12	500	7110	54.8	10	200	-	-0	565	7	-1	4	4	46.9
	(HE)	Cr	2d-1															
	(HEAT)	Imp	5dx4															

Heavy Weapons

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
72	Hale Launcher (3.2" rocket)	Cr	7dx3	19	9	240	5760	53.3	1	1	-	-	450	5	-2	5	24	25.9
73	Relguik ertoq (7mm laser)	Imp	13d	18	33	4000	54700	53.0	1	∞	-	-	4100	5	-2	3	8	-
	(continuous beam)	Imp	1d						100	∞								
74	Panzersch. 2 (+1 skill)(6dx5 HE)	Imp	6dx86	19	9	160	500	204.	1	1	-	-	2560	6	-2	7	8	84.9
75	Vengeance wpn. 9 (20mm laser)	Imp	6dx4	26	33	2000	29500	5590	1	2*	-	-	25.1k	6	-6	4	21	-
76	M97 Avenger (75mm)	Imp	6dx14	26	28	4000	54700	27.2t	12	500	-	-	82.4k	6	-6	12	45	22.5t
	(HE)	Cr	5dx4		26	1000	15300	22.1t										17.5t
77	MIRACL (9.5mm laser)(skill 14)	Imp	16d	26	33	8000	110000	40.4t	100	∞	-	-	218k	7	-6	4	18	-
78	Tall Dish (5mm p-beam)(skill 13)	Imp	6dx6	18	33	4000	54700	54.4t	10	∞	-	-	23.3m	7	-2	3(21)	25	-
79	ADDIF (HE) (35mm)(+1 skill)	Cr	6d	16	9	335	11220	19.6	1	5	-	-0	4740	7	-1	4	5	4.75
	(HEAT)(6d HE)	Imp	6dx9	16	9	335	11220	19.6										4.75
	(buckshot)	Cr	9d+1	16	3	25	219	19.0										4.20

Other

#	Name	Type	DMG	SS	ACC	1/2D	MAX	Wt	Rof	Shots	ST	Rcl	Cost	TL	Initiative	DR	HT	Clip wt
80	Stonefire (8d-1 HE)(PD+2)	Cr	3d	10	0	ST	STx1.5	4.00	1	1	-	-	10	1	+1	1	1	-
81	Martyr's Cross (14d HE)(PD)	Cr	3d	-	0	-	-	12.2	1	1	-	-	10	3	-4	5	5	-
82	Toquemada'a Torch (10mm fire)	Imp	2d-1	15	0	23	39	12.7	1	10	6	-	55	3	+0	4	5	-
83	Beggar's Box (HE)	Cr	7d	-	0	-	-	1.75	1	1	-	-	5	3	+1	1	1	-
84	Big Bertha (HEAT)	Imp	6dx34	14	1	-	-	5.95	1	1	-	-	15	6	+1	2	1	-
	(HE)	Cr	6dx3					3.00	1	2					+1			

Axe/Mace (DX-5)	Type	Amount	Reach	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
1 Lumber axe (2h)	cut	sw+2	1	30	4.65	11	3	-3	6	4	Tool, 1 turn to ready
2 Hatchet	cut	sw	1	20	1.55	9	3	-1	6	1	Tool, 1 turn to ready
3 Battle axe (2h)	cut	sw+1	1	255	4.40	11	3	-3	12	4	1turn to ready
4 Mattock (2h)	cr	sw+3	1,2	50	8.85	13	3	-3	9	7	Tool, 2 turns to ready
	imp	thr+2	2					-3			2 turns to ready
5 Throwing axe	cut	sw-1	1	80	2.65	7	3	-1	12	2	
6 Mace	cr	sw+1	1	200	3.55	11	3	-2	9	3	1 turn to ready
7 Spiked mace	cr	sw+1	1	225	3.75	11	3	-2	10	4	1 turn to ready
8 War hammer	cr	sw	1	150	2.20	11	3	-2	8	3	1 turn to ready
	imp	thr+1	1					-2			
9 Lg. war hammer	cr	sw+1	1	225	3.75	11	3	-2	10	3	1 turn to ready
	imp	thr+1	1					-2			
10 Rock hammer	cr	sw-1	1	40	1.90	9	5	-1	13	3	Tool, 1 turn to ready
	imp	thr	1					-1			
11 Military pick	cr	sw+1	1	225	2.85	11	3	-2	6	2	1 turn to ready
	imp	thr+1	1					-2			

Blackjack (DX-4)	Type	Amount	Reach	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
12 Billy club	cr	sw-2	1	15	.65	-	3	-1	2	1	
13 Pistol butt	cr	sw-3	1	-	-	-	3	-1	3	2	
14 Tonfa	cr	sw	1	145	2.20	7	3	-2	3	2	
15 Bottle, intact	cr	sw-3	1	-	.55	-	5	+0	1	1	

Brawling	Type	Amount	Reach	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
16 Chair, light	cr	sw-1	1	30	4.40	7	3	-3	1	3	Tool, 1 turn to ready
17 Chair, medium	cr	sw-1	1	50	8.85	7	3	-3	1	7	Tool, 1 turn to ready
18 Chair, large	cr	sw	1,2	80	13.3	9	3	-4	2	12	Tool, 1 turn to ready
19 Table, light	cr	sw-1	1	50	6.65	7	3	-3	1	5	Tool, 1 turn to ready
20 Table, medium	cr	sw+1	1,2	100	22.1	11	3	-5	3	21	Tool, 1 turn to ready
21 Table, heavy	cr	sw+3	1,2	200	55.3	13	3	-6	4	58	Tool, 2 turns to ready
22 Pool cue	cr	sw-2	1,2	30	1.10	-	5	-2	1	1	Tool
23 Beer stein	cr	sw-3	1	10	.90	-	3	+0	1	1	Tool
24 Brass knuckles	cr	thr	1	20	.65	7	3	+0	2	1	
25 Sap glove	cr	thr	1	20	.65	7	6	+0	1	1	
26 Punch	cr	thr-2	1	-	-	-	-	+0	-	-	
27 Kick	cr	thr	1	-	-	-	-	-1	-	-	

Broadsword (DX-5, Shortsword-2 or Force sword-3)	Type	Amount	Reach	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
28 Longsword	cut	sw	1	120	2.85	7	3	-2	5	2	
	imp	thr	1					-1			
29 Broadsword	cut	sw+1	1	250	3.55	9	3	-2	5	3	
	imp	thr+1	1					-2			
30 Katana	cut	sw+1	1,2	1600	2.85	9	3	-2	5	3	
	imp	thr+1	2					-1			
31 Bastard sword	cut	sw+1	1,2	300	4.65	9	3	-2	6	4	
	imp	thr+1	2					-2			
32 Scimitar	cut	sw+1	1	200	3.55	9	3	-2	5	3	
	imp	thr+1	1					-2			
33 Tulwar	cut	sw	1	180	3.10	7	3	-2	5	2	
	imp	thr	1					-2			
34 Club	cr	sw+1	1	50	3.10	11	3	-2	2	2	1 turn to ready

Fencing (DX-5)	Type	Amount	Reach	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
35 Saber	cut	sw	1	170	3.10	7	3	-1	5	2	
	imp	thr	1					-1			
36 Rapier	imp	thr	1	180	1.55	-	3	-1	2	1	
37 Epee	imp	thr	1	150	1.10	-	3	-1	2	1	

Flail (DX-6)	Type	Amount	Reach	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
38 Kyoketsu	cut	sw-3	2,3	100	2.65	-	3	-3	1	2	1 turn to ready
	cr	sw-3	2,3								
39 Nunchaku	cr	sw-2	1	65	1.80	-	3	-2	1	1	
40 Chain	cr	sw-3	1,2	20	5.50	-	3	-3	3	5	1 turn to ready
41 Morning star	cr	sw	1	120	4.40	9	3	-3	10	4	1 turn to ready
42 Flail	cr	sw+1	1,2	250	6.40	11	3	-4	8	5	1 turn to ready
43 Ball and chain	cr	sw-1	1	120	4.40	7	3	-3	7	4	1 turn to ready
44 Belt buckle and belt	cr	sw-3	1	10	.65	-	3	-2	2	1	Tool, 1 turn to ready

Knife (DX-4)	Type	Amount	Reach	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
45 Penknife	cut	sw-3	1	20	.20	-	4	+0	2	1	Tool
	cr	thr-1	1					+0			
46 Hunting knife	cut	sw-3	1	40	.55	-	3	+0	2	1	
	imp	thr--1	1					+0			
47 Bowie knife	cut	sw-2	1	70	.90	-	5	+0	4	1	
	imp	thr	1					+0			
48 Main-gauche	cut	sw-1	1	90	1.10	-	3	-1	2	1	
	imp	thr	1					+0			
49 Katar	imp	thr	1	80	.90	-	3	+0	2	1	
50 Sai	imp	thr	1	65	1.80	-	3	+0	5	1	
51 Bottle, broken	cut	sw-3	1	-	.45	-	5	+0	1	1	Tool
	cr	thr-1	1								

Polearm (DX-6)	Type	Amount	Reach	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
52 Halberd	cut	sw+3	2,3	200	6.65	13	3	-3	7	5	2 turns to ready
	imp	thr+2	3					-2			
53 Trident	imp	thr(½d hits)	2	150	5.30	-	3	-2	5	4	
54 Pike	imp	thr+3	6	250	7.75	9	3	-4	7	3	

Shortsword (DX-5, Broadsword-2 or Force Sword-3)	Type	Amount	Reach	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
55 Machete	cut	sw-1	1	20	.90	-	5	-1	2	1	
56 Short sword	cut	sw	1	120	2.45	7	3	-2	5	2	
	imp	thr	1					-1			
57 Kukri	cut	sw-1	1	100	1.35	-	3	-1	3	1	
	imp	thr	1					+0			
58 Pool cue	cr	sw-2	1,2	30	1.10	-	5	-2	1	1	
59 Large wrench	cr	sw-1	1	50	11.1	7	5	-3	4	10	Tool, 1 turn to ready
60 Crowbar	cr	sw-1	1	30	5.75	7	3	-2	3	5	Tool, 1 turn to ready
61 Lead pipe	cr	sw-1	1,2	5	4.40	7	3	-2	1	3	Tool, 1 turn to ready

Spear (DX-5 or Staff-2)	Type	Amount	Reach	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
62 Spear	cut	sw+1	1,2	50	4.40	11	3	-3	6	2	1 turn to ready
	imp	thr+1	2					-2			

Staff (DX-5 or Spear-2)	Type	Amount	Reach	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
63 Quarterstaff	cr	sw+1	1,2	50	3.10	9	3	-3	2	2	
	cr	thr+1	2					-2			
64 Crude quarterstaff	cr	sw+1	1,2	20	3.55	9	3	-3	1	2	
	cr	thr+1	2					-2			
65 Bo stick	cr	sw+2	2,3	100	2.85	11	3	-3	2	1	
	cr	thr+1	3					-2			
66 Rifle butt	cr	sw-2	1	-	-	-	-	-1	-	-	Tool
	cr	thr	2					-1			

Two-handed axe (DX-6)	Type	Amount	Reach	Cost	Weigh.	Min ST	TL	Initiative	DR	HT	Special Notes
67 Sledgehammer	cr	sw+6	1,2	40	11.1	17	3	-5	6	10	Tool, 3 turns to ready
68 Mattock	cr	sw+3	1,2	50	8.85	11	3	-3	5	7	Tool, 2 turns to ready

Two-handed sword (DX-5 or Force sword-3)	Type	Amount	Reach	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
69 Bastard sword	cut	sw+1	1,2	300	4.65	9	3	-2	6	4	
	imp	thr+1	2					-2			
70 Greatsword	cut	sw+3	1,2,3	440	7.95	11	3	-3	7	5	1 turn to ready
	imp	thr+2	3					-3			

Whip	Type	Amount	Reach	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
71 Leather whip	cr	sw-1	2,3	50	2.65	-	3	-4	1	1	1 turn to ready
72 Cable whip	cr	sw	2,3	80	4.00	-	3	-4	1	3	1 turn to ready
73 Cat o'nine tails	cr	sw-2(½d hits)	1,2	80	1.35	-	3	-2	1	1	1 turn to ready

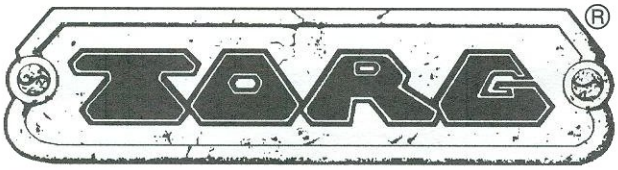
Axe throwing (DX-4)	Type	Amount	SS	ACC	1/2D	Max	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
74 Throwing axe	cut	sw+1	16	1	ST	STx2	80	2.65	-	3	-1	7	2	

Bola (No default)	Type	Amount	SS	ACC	1/2D	Max	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
74 Bola I (entangle)	cr	sw-3	17	1	STx2.5	STx3.5	15	1.10	-	3	-1	2	2	1 turn to ready
75 Bola II (entangle)	cr	sw-2	18	1	STx1.5	STx2.5	50	2.00	-	3	-2	2	3	1 turn to ready

Knife throwing (DX-4)	Type	Amount	SS	ACC	1/2D	Max	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
76 Throwing knife	imp	thr-1	14	0	STx2.5	STx3.5	5	.45	-	3	+0	2	1	
77 Bowie knife	imp	thr	15	0	STx2.5	STx3.5	70	.90	-	4	+0	4	1	

Spear throwing (DX-4)	Type	Amount	SS	ACC	1/2D	Max	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
78 Spear	imp	thr	17	1	ST	STx1.5	65	4.40	-	5	-1	4	3	

Throwing skill (DX-3)	Type	Amount	SS	ACC	1/2D	Max	Cost	Weight	Min ST	TL	Initiative	DR	HT	Special Notes
79 Shuriken	cut	sw-3	14	1	STx2.5	STx3.5	15	.35	-	5	+0	2	1	
80 War dart	imp	thr	14	1	STx2.5	STx3.5	35	.90	-	5	+0	5	1	
81 Recreational dart	cr	thr-1	14	1	STx2.5	STx3.5	5	.20	-	5	+0	2	1	Max. damage of 1
82 War boomerang	cr	sw-2	15	1	STx2.5	STx3.5	50	.90	-	5	+0	3	1	
83 Billiard ball	cr	sw-3	14	0	STx2.5	STx3.5	5	.45	-	5	+0	1	1	Tool
84 Rock, light	cr	sw-3	14	0	STx2.5	STx3.5	0	.10	-	1	+0	1	1	Tool
85 Rock, medium	cr	sw-3	14	0	STx2.5	STx3.5	0	.65	-	1	+0	2	1	Tool
86 Rock, heavy	cr	sw-1	15	-1	ST	STx1.5	0	4.40	-	1	+0	2	3	Tool
87 Dinner plate	cr	sw-1	14	0	STx2.5	STx3.5	5	.55	-	3	+0	1	1	Tool



TORG Notes

Torg is an RPG system set on a reality-torn Earth, where a number of extradimensional invaders attempt to gain control of Earth's territory and possibility energy. It covers a wide range of technological possibilities, and virtually any **3G³** weapon may be used in one area or another.

This weapon list is suitable as is for inclusion in any **Torg** or **Torg** variant campaign. These notes should have all the information you will need to convert any **3G³** or real-world design into **Torg** terms.

Name

This is the common name of the weapon, and will be followed by the caliber of the weapon, just so you know which players can trade ammunition with others, or what ammunition to put in a found or stolen weapon.

Tech

The **Torg** Tech Axioms run from 0, where *no* technology is possible, through 33, allowing time travel. A Tech Axoim of 22 corresponds to the technology of the 1960's to late 1970's. **3G³** Tech Levels run from 1 (prehistoric) through 15 (circa 2300AD). A rough approximation is to double the **3G³** TL to get the Tech Axiom, but a better conversion is on the chart below.

3G³ TL	Torg Tech Axiom	Year equivalent
1	3	Prehistoric
2	5	10,000BC
3	7	3,000BC
4	10	0AD
5	15	1400AD
6	16-17	1700AD
7	18	1800AD
8	19	1900AD
9	20-21	1930AD
10	22	1960AD
11	23	1980AD
12	late 23	2000AD
13	24	2100AD
14	25	2200AD
15	26	2300AD

Extrapolated	Torg Tech Axiom	Year equivalent
16	27	?
17	28	?
18	29	?
19	30	?

The Tech Axiom given for a weapon is the lowest it is available at, since that is all that matters for contradiction purposes.

If the weapon was available over a range of Tech Axioms, *and* the weapon was close to a **Torg** Damage Value break-point, the **Torg** Damage Value will be marked with an "°". This means that at higher Tech Axioms, a version of the weapon is available that is basically identical, but with a Damage Value 1 point higher.

This also means that the weapon may use +P or +P+ ammunition to get this higher Damage Value at the lower Tech Axiom. However, use of this ammunition gives the GM free rein to cause malfunctions and weapon breakage at the most inapportune times for the players.

Damage Value

Torg uses a logarithmic scale for measures, that is, an increase by a factor of 10 in the measure increases the **Torg** value by 5. **3G³** uses an inverse quadratic scale for measuring damage, the DV goes up as the square root of the weapon energy (divided by the area the energy is applied over). The best fit between **3G³** and **Torg** Damage Values is:

Torg Damage Value = 8.3 x (**3G³** DV)$^{.2}$ (n)

3G³	TORG	3G³	TORG
1	8	17-22	15
2	9	23-31	16
3	10	32-41	17
4-5	11	42-55	18
6-8	12	56-71	19
9-11	13	72-91	20
12-16	14	92-116	21

Autofire (optional)

If a firearm is capable of burst fire, the **Torg** Damage Value is increased by 3 when firing bursts, which are assumed to be 3 round bursts (or 3 times the number of barrels for multibarrel weapons). Firing full-auto uses up 5 seconds full rate of fire for the weapon (or all of it), and increases the bonus number for the attack by the *average* rate of fire for that 5 seconds, divided by 5, round nearest. If the weapon runs out of ammunition before the 5 seconds is up, the rest of the turn is assumed to be spent reloading.

3G³ avg. ROF	Torg autofire bonus
1-2	+0
3-7	+1
8-12	+2
13-17	+3
18-22	+4
23-27	+5

Weapons capable of autofire have multiple Damage Values. The first is single shot, the second is autofire against a *group* of targets (a small number of shots against *each* target), and the third is burst fire against a single target (a single burst against *one* target). If you want to spend the ammunition, the group bonus can be applied vs. a single target, in which case you use the higher of the two bonuses. This can occur when a weapon has an extremely high rate of fire, such that a short burst is less bullets than you would normally allot to each target in a group. The autofire bonuses listed presume that only 1 clip of magazine can be fired in a combat round, and that any extra time is spent reloading so that the weapon will be ready for the next round. An autofire bonus cannot exceed 1/5 (round nearest) the **Torg** Damage Value.

Indirect fire (optional)

Weapons designed for indirect fire (like grenade launchers, cannon, etc) may be used as indirect fire weapons well beyond the normal aimed range. The maximum range for this is 5x the listed "Long" range. Such shots require that a specific *spot* be aimed at, rather than a target, and if the target is in that spot, and the attack hits, the target is affected. For instance, if you fired at a moving ship, you would fire not at the ship, but where you expected the ship to be at some time in the near future. Any skill at military tactics or knowledge of how an opponent thinks could give a bonus to such an attack. It also means that you do not roll to hit until the weapon actually reaches its target, which will usually take at least a turn, and sometimes several. An indirect attack reduces the **Torg** Damage Value of the weapon by 3, and whether or not a given weapon can be used is up to the GM. Most weapons which can be used in an indirect mode will have an "i" superscript after the name.

DV format

For weapons which can be aimed out to a certain range, and then have explosive or other effects, the Short, Medium and Long ranges may have a format like "10(0-2)" under the "Short" range column. This means that for aiming the weapon, out to 10 meters is considered Short range, and for the explosive warhead, a range of 0-2 meters is Short range for blast effects.

Shotguns (optional)

Torg treats shotguns no differently than any other weapon type. For purposes of this supplement, either ignore the buckshot damages or use the following optional rule:

For buckshot, use the Damage Value of 1 pellet for attack purposes, but if successful, get an effect bonus of the listed amount (+1 for each doubling of pellets, i.e. 2,4,8,16,32), round nearest, with a maximum usable bonus of +6.

Pellets	Torg effect bonus
1	+0
2	+1
3-5	+2
6-11	+3
12-23	+4
24-47	+5
48+	+6

Two points of this bonus is lost at medium range, and another 2 point are lost at long range. Vital Blows may not be attempted with a multiple projectile weapon outside of short range. The effect bonus is ignored if the target is wearing bulletproof armor or is protected by metal armor of Tech 19 or better.

This higher damage at short range may make buckshot preferable against some target types, and the decrease of effect bonus reflects the lower quantity of pellet hits at long ranges.

The same applies for fragmentation attacks. Base the bonus on total number of fragments hitting a man-size target at 1m, which with modern weapons will usually have a maximum of +6 to the bonus, 2 points of which is lost at Medium and Long range for the blast that produced the fragments.

Ammo

All weapons have an ammo listing equal to the actual number of rounds carried in most cases. This is *not* the same as the number of combat rounds of game time. In general, for non-automatic weapons, there is a 1-to-1 correspondence between clip size and combat rounds.

Example - A semi-auto pistol with an Ammo of 10 probably has a 10 round clip.

For automatic weapons, assume each 3 rounds in a clip (*times the autofire bonus*) corresponds to a "round", with a minimum of x1 multiple.

Example - If the rules say a character firing at full-automatic marks off 7 "rounds", that would be the equivalent of 21 bullets (round to 20 for convenience). If this weapon had an autofire Damage Value 2 points higher than base, it would be 40 bullets (or all of them, if the weapon held less than 40). A weapon firing a "burst" at a single target usually uses 3 bullets, but if it is a multiple barrel weapon like a Gatling Gun, multiply this by the number of barrels.

Archaic weapons (optional)

For reality purposes, muzzle loading weapons should require at least 4 rounds of uninterrupted work to reload (per shot), otherwise they are just as fast to fire as a cartridge-based single shot weapons.

Range

The Range Steps for weapons listed in the **Torg** rulebook are generally slightly different for each weapon, even within a weapon type, which gives some differences among roughly equivalent weapons. The best way to determine the three **Torg** range steps is below:

Short Range - The maximum range at which the weapon's aiming RC gives a +2 or better modifier.

Medium Range The maximum range at which the weapon's aiming RC gives a -1 or better modifier.

Long Range - The maximum range at which the weapon's aiming RC gives a -8 or better modifier.

If there is no range that has the exact modifier needed, use the range step which has the closest modifier, using the shortest range if two or more bands are otherwise equal.

If a weapon has an IA different than the base for its aiming RC, shift the range steps right or less by one band for each point of IA different than the base.

Example - A pistol with an aiming RC of 2 has a base IA of 1, and would have Short, Medium and Long ranges of 10m, 25m, and 70m, respectively. If the weapon had an IA of 0 (1 point below base), the range steps would be 7m, 20m, and 50m, and if it had an IA of 2 (1 point above base), the range steps would be 15m, 35m, and 100m.

Range Modifiers (optional)

Certain **Torg** variant systems may have "to hit" and damage modifiers that apply within certain range bands. For instance, a rifle may be harder to hit with at very short range, but if it does hit, it will do more damage. Or, it might be designed to hit targets at long range, but not do as much much damage if it does because the bullet has slowed down or the energy beam has begun to dissipate.

The range modifier is usually listed after the range band, and the format is usually (x/y), where x is a modifier on the chance to hit, and y a modifier on damage.

Example - A weapon with a Short range listed as 3-10(-2/+2) would mean that you have a -2 penalty to hit, but a +2 to damage if you do hit.

The modifier on chance to hit is based on the aiming RC of the weapon, and the modifier to damage is based on the damage RC of the weapon.

Aiming	Modifier to hit			Damage	Modifier to damage		
RC	Short	Med.	Long	RC	Short	Med.	Long
1	+1	0	-1	1	+0	-1	-3
2	+0	+1	+0	2	+1	+0	-2
3	-1	+0	+0	3	+1	+0	-1
4	-2	+0	+1	4	+2	+1	+0
5	-3	+0	+1	5	+3	+2	+0
6	-4	+0	+2	6	+4	+3	+0
7	-5	+0	+2	7	+5	+3	+0
8	-6	+0	+3	8	+6	+4	+0
HE rounds	-2	+0	+2		+0 (ignore RC)		
Shotguns	+2	-0	-2		use shotgun rules		

Price

The price is converted directly from the **3G**^{3} value of the weapon, as per the guidelines in the rules.

Toughness (optional)

If you want to, the AV of a weapon can be converted into a Toughness, which can be used if you try to break something. This is figured out just like the AV of the weapon was a DV, using the previous table.

Example - A weapon with an AV of 16 has a **Torg** Toughness of 14.

Bulk (optional)

Weapon size is not used in **Torg**, but a general number can be figured as an optional stat.

3G^3 Bulk	Torg size
Very Small	0, +1 per extra location
Small	2, +2 per extra location
Medium	4, +4 per extra location
Large	8, +8 per extra location

A weapon's **Torg** bulk or some fraction of it subtracts from a character's effect whenever they try to do something where holding the weapon would get in the way. This could be something like hiding the weapon under a jacket (more bulk is harder to conceal), trying to climb a rope and shoot at the same time (bigger weapon is harder to aim in this case), etc. Weapons that are slung or holstered but can still get in the way use half or less of their Bulk.

Weapons that have two numbers for their bulk have a folding stock or some other way to be more compact. The normal stats for the weapon are using the first number. If the number in parentheses is larger, the weapon gets a +1 bonus if the stock is extended. If the number in parentheses is smaller, the weapon gets a -2 penalty if fired with the stock retracted. See the individual weapon descriptions for more information.

For the optional bulk attribute, treat any two handed weapon as having a **3G**^{3} Bulk of Small instead of Very Small for its locations (i.e. a S/2 pistol would have a **Torg** bulk of 4, and a VS/5 carbine would have a **Torg** bulk of 10).

Initiative (optional)

This is not used in **Torg**, but as an option, the side with the best overall weapon initiative may reflip the card if the result goes against them the first time.

Reliability (optional)

If a card is played which would indicate an equipment failure of some type, it will happen preferentially to the character currently using the least reliable weapon, unless it already happened to that weapon previously, in which case you use the second least reliable weapon.

Sighting aids

Telescopic sights give a +2 bonus modifier when attempting Vital Blows. Laser sights give a +1, but are visible only indoors or in poor outdoor lighting. Note that in the Living Land, a laser sight will be visible as a line in the mist, and immediately reveal the location of the firer. Gyrostabilizing gives a +2 bonus modifier if the weapon is fired as the second or later action in a multiple action check. The bonus does not apply to actions taken after the weapon fires.

Guidance systems

A weapon with a guidance system increases the **Torg** Damage Value of the weapon by 1 point per 10% of guidance bonus (round down).

User-guided weapons utilizing either wire or fiber-optic guidance do not generate long-range contradictions, but those using radio guidance or laser designators do.

Self-guided weapons are assumed to have a Dexterity of 5, and use the guidance system as a skill bonus. Self-guided weapons are considered Ords when generating result totals, and cannot cause contradictions. Smart weapons and proximity fuzes will only work if they get a long range contradiction. If failed, smart weapons will not get a targeting bonus, and proximity fuzes will fail to detonate. If the weapon has a contact fuze, another check may be made to see it detonates on impact.

Explosions

Torg rules are somewhat vague on information about high-explosives such as grenades and artillery shells. Still, it is possible to get an approximation. Making a lot of assumptions, the best fit equation is:

Torg Explosion Value = 6.8 x (**3G**^{3} DV)$^{.26}$ (n)

Example - A grenade with a **3G**^{3} blast DV of 40 will have a **Torg** blast Damage Value of 18.

3G^3 blast DV	Torg blast DV	Short	Medium	Long
20	15	0-1	2-4	5-7
40	18	0-2	3-6	7-11
60	20	0-3	4-8	9-14
100	23	0-4	5-12	13-20
150	25	0-5	6-15	16-26
200	27	0-6	7-19	20-31

The blast radii in meters for a **Torg** Damage Value of 25 are 0-5m for Short, 6-15m for Medium, and 16-25m for Long. For other blasts, multiply 5, 15 and 25m by:

Multiplier = (**3G**^{3} DV)$^{.67}$/28

Example - The previous example would have a multiplier of (DV40)$^{.67}$/28 = .42, so the Short, Medium and Long ranges for the explosion would be 2m, 6m and 11m (round nearest).

Special ammunition (optional)

The use of special ammunition may change the Damage Value and Effect of a weapon. Hollow point or other increased tissue disruption rounds reduce the **Torg** Damage Value by 1, but increase the Effect of the weapon by 2 points. Armor piercing rounds increase the base **Torg** Damage Value of a weapon by 1 point, but decrease the Effect by 2 points. Weapons in this supplement do *not* have these numbers added. Check the weapon description to see if this applies as an inherent trait of the weapon, and if so, decide whether or not to use this optional rule.

Melee weapons

Melee weapons apply most of the same rules as ranged weapons, but their Damage Value is computed slightly differently. The plus to **Torg** Damage Value is the normally converted **3G**^{3} DV, minus 10. Add the IA to the converted damage value to get the **Torg** value. The maximum possible damage is the bonus of the weapon, plus 14. Weapons with energy enhancement (shock batons, etc.) have a maximum possible damage 1 or 2 points higher.

The Toughness of a melee weapon is based on average AV from the **3G**^{3} design.

Axoims

A weapon will function reliably only at its Axiom or higher. If a weapon is composed of several different parts which are not dependent on each other, the parts will only work at their respective Axioms, but not affect the overall weapon.

Example - A low-tech weapon with a laser sight would still function in an area where the laser sight would not. Whether or not an item like a laser sight generates a long range contradiction is up to the GM.

High-tech weapons firing low-tech ammunition in a low-tech area *will* generate contradictions, and low-tech weapons firing high-tech ammunition in a low-tech area will do so as well. However, a high-tech weapon firing low-tech ammunition will not generate *long range* contradictions if the level of the ammunition is equal or less than that of the surrounding area (although using the weapon is still a local contradiction).

Example - Using a high-tech howitzer to fire low-tech iron balls instead of high-tech artillery shells is an example of this.

Overlap

Some weapons on these listings will overlap with ones already created and listed in the **Torg** rules. While we are by default already second-guessing these weapon rules, duplicate weapons on this list are not meant to supercede those already listed in the various **Torg** rulebooks.

Archaic Pistols

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
1	Hand cannon (12mm)	15	14	1	3	10	20	70(10)	14	8	+1
2	Hand cannon (10mm)	15	14	1	3	10	20	115(11)	14	8	+0
3	Cascade pistol (12mm)	16	- /14/17	1	3	10	20	260(13)	13	4	+2
4	Cavalry pistol (12mm)	16	14	1	7	20	50	75(10)	14	6	+1
5	Double pistol (14mm)	16	14	2	3	10	20	90(10)	13	4	+1
6	Flintlock revolver (10mm)	16	14	5	3	10	20	65(10)	14	6	+1
7	Personal pistol (12mm)	16	14	1	3	10	20	70(10)	14	4	+2
8	British Pattern 1856 (14.5)	18	15	1	10	25	70	160(12)	13	4(8)	+2
9	Colt 1861 (9mm)	18	14	6	10	25	70	140(11)	13	4	+2
10	Colt Dragoon (11mm)	18	15	6	10	25	70	190(12)	14	4	+1
11	Derringer (11mm)	18	13	1	3	10	20	60(9)	13	0	+4
12	Duelling pistol (12mm)	18	15	1	15	35	100	315(13)	13	4	+2
13	Gambler's Ace (14mm)	18	14	1	3	10	20	65(10)	13	0	+1
14	LeMat (10.7mm)	19	15	9	10	25	70	395(13)	13	6	+1
	(20ga slug)		15	1	10	25	70				
	(buckshot)		13(+3)								
15	Pauly 1812 (10.5mm)	18	14	1	10	25	70	140(11)	13	1	+2
16	Pepperbox (8mm)	18	13	6	3	10	20	120(11)	13	0	+4

Archaic Rifles

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
17	Matchlock musket (16mm)	15	16	1	10	25	70	120(11)	14	16	-2
18	Double wheellock (16mm)	15	16	2	10	25	70	430(14)	14	14	-2
19	Wheelock carbine (14mm)	15	15	1	10	25	70	100(10)	14	12	-1
20	Cascade musket (14mm)	16	- /16/19	1	10	25	70	215(12)	14	12	-1
21	Brown Bess (19mm)	16	15	1	10	25	70	90(10)	14	20	-2
22	French 1777 (17.5mm)	16	15	1	10	25	70	100(10)	13	22	-2
23	Kentucky rifle (12mm)	16	16	1	15	50	150	140(11)	14	18	-1
24	Colt Model 1855 (14mm)	18	17	5	15	50	150	165(12)	14	14	-1
25	Hall Carbine (12mm)	18	17	1	10	25	100	85(10)	14	12	-1
26	Henry rifle (11mm)	18	16	15	15	50	150	160(12)	13	14	-2
27	Windbüchse (13mm)	18	14	20	10	25	70	100(10)	13	16	-1
28	Whitworth rifle (11.5mm)	18	17	1	20	70	200	420(14)	14	16	-2
29	Spencer carbine (13mm)°	18	16	8	15	50	150	190(12)	14	14	-1

Archaic Shotguns

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
30	Arquebus (17mm)	15	15	1	7	20	50	45(9)	14	14	-2
	(buckshot)		13(+3)		7	20	50				
31	Arquebus (15mm)	15	15	10	10	25	70	80(10)	14	14	-3
	(buckshot)		12(+3)		10	25	70				
32	Blunderbuss (18mm)	16	16	1	10	25	70	55(9)	14	10	+0
	(buckshot)		13(+4)		10	25	70				
33	Fowling piece (19mm)	16	16	1	10	25	70	120(11)	14	16	-1
	(buckshot)		13(+4)		10	25	70				
34	Fowling piece (18.5mm)	18	16	2	15	35	100	315(13)	14	12	-1
	(buckshot)		13(+4)		15	35	100				
35	Volley gun (18.5mm)	18	- /15/18	1	10	25	70	335(13)	14	10	-2
	(buckshot)		- /12/14(+4)		10	25	70				

Archaic Heavy Weapons

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
36	Grenade launcher (aiming/burst)	16	16	1	3(2)	10(5)	20(9)	30(8)	13	2	+2
37	Whaling gun (16mm)	16	18	1	10	25	70	320(13)	15	-	-3
38	Harpoon gun (30mm)	18	19	1	10	25	70	470(14)	15	14	-4
39	Swivel gun (25mm)	15	19	1	10	35	100	205(12)	15	16	-4
	(Cannister)		16(+5)		7	20	50				
40	Siege mortar[i] (aiming/burst)	18	34	1	7(9)	20(27)	50(45)	2250(17)	18	-	-12
41	Bombard[i] (500mm)	15	27	1	7	20	50	3000(18)	18	-	-12
42	6-pdr Model 1839[i] (93mm)	18	23	1	7	25	70	1400(16)	16	-	-8
	(Cannister)		19(+5)		7	25	70				
43	12-pdr Model 1841[i] (117mm)	18	25	1	7	25	70	3700(18)	17	-	-10
	(Cannister)		21(+5)		7	25	70				
44	32-pdr Model 1844[i] (163mm)	18	27	1	7	25	70	6000(19)	17	-	-11
	(Cannister)		22(+5)		7	25	70				

Civilian Pistols

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
1	Colt 1873 (.45 Colt)	19	15	6	10	25	70	160(12)	13	4	+2
2	.22 autopistol (.22LR)°	19	13	6	3	10	20	60(9)	12	0	+4
3	.22 derringer (.22LR)°	19	13	2	3	10	20	85(10)	12	0	+4
4	.25 autopistol (.25ACP)°	19	12	6	3	10	20	55(9)	12	0	+4
5	Government .45 (.45ACP)°	19	14	7	10	25	70	280(13)	13	4	+2
6	Luger (9mm)°	19	14	8	15	35	100	605(15)	13	4	+2
7	Mauser (9mm)	19	15	10	15	35	100	630(15)	13	4	+2
8	Kolibri Auto (2.7mm)	19	10	7	3	10	20	100(10)	11	0	+4
9	Webley .455 (.455)	19	14	6	10	25	70	140(11)	13	4	+2
10	Browning Hi-Power (9mm)	21	15	13	15	35	100	630(15)	13	4	+2
11	H&R Sidekick (.22LR)	21	14	9	10	25	70	135(11)	13	2	+3
12	Tokarev TT-33 (7.63mm)°	21	14	8	10	25	70	290(13)	13	4	+2
13	Tokarev TT-33 (9mm)	23	15	8	7	20	50	180(12)	13	4	+2
14	Walther P-38 (9mm)	21	15	8	15	35	100	660(15)	13	4	+2
15	Walther PPK (.32ACP)°	19	14	7	5	15	25	250(12)	13	2	+3
16	Air pistol (4.5mm)	21	9	60	3	10	20	50(9)	11	4	+2
17	Buffalo Derringer (.357 Mag.)°	22	15	2	3	10	20	250(12)	13	0	+4
18	Colt Diamondback (.357 Mag.)°	22	15	6	10	25	70	195(12)	13	1	+2
19	Colt Python (.357 Mag.)°	22	15	6	15	35	100	395(13)	13	4	+2
20	Makarov (9mm Sov.)	22	14	8	5	15	25	290(13)	13	2	+3
21	Smith & Wesson M29 (.44 Mag.)	22	16	6	15	35	100	235(12)	13	4	+2
22	Smith & Wesson M57 (.41 Mag.)	22	16	6	15	35	100	215(12)	13	4	+2
23	TDE .380 (.380ACP)	22	14	5	5	15	25	270(13)	13	2	+3
24	Thompson Contender (.44 Mag.)°	22	16	1	15	35	100	560(14)	13	4	+2
25	Thompson Contender (.30-30)	22	18	1	15	50	150	525(14)	13	6	+1
26	Beretta 951 (9mm)	22	15	8	10	25	70	345(13)	13	4	+2
27	Cyclops (12ga. slug)	22	16	1	3	10	20	110(11)	13	2	
	(buckshot)		13(+4)								+1
28	Gov't Longslide (.45ACP)	22	15	7	15	35	100	690(15)	13	4	+2
29	Heckler & Koch P4 (.22LR)	22	14	8	5	15	25	270(13)	13	1	+2
30	Heckler & Koch P4 (.380ACP)	22	14	7	5	15	25	270(13)	13	1	+2
31	Heckler & Koch P9S (.45ACP)°	22	14	7	15	35	100	605(15)	13	4	+2
32	Heckler & Koch P9S (9mm)	23	15	9	15	35	100	660(15)	13	4	+2
33	Chinese Type 67 (7.65mm)	22	13	9	10	25	70	240(12)	12	1	+2
34	XP-100 Target (.221 Fireball)	22	17	1	20	70	200	660(15)	13	6	+1
35	.357 Mag COP (.357 Mag.)	23	15	4	5	15	25	415(14)	13	2	+3
36	AM-402 Baton (12ga. slug)°	23	16	1	3	10	20	140(11)	13	1	+2
	(buckshot)		14(+4)								
	(stun bag)		13								
37	American Model 6 (.45 Colt)	23	16	2	3	10	20	290(13)	13	4	+2
	(.410ga slug)		14								
	(.410ga buckshot)		13(+2)								
38	Auto Mag (.44 Auto Mag.)	23	16	7	15	35	100	535(14)	14	4	+1
39	Beast (12.7mm)	23	20	1	15	50	150	1580(17)	14	6	-1
40	Beretta 92-F (9mm)	23	15	15	15	35	100	720(15)	13	4	+2
41	Beretta 92-F Compact (9mm)	23	15	13	10	25	70	360(13)	13	4	+2
42	Calico M-110 (.22LR)°	23	14	100	10	25	70	150(11)	12	6	+0
43	Calico M-950 (9mm)	23	15	100	15	50	150	190(12)	13	6	+0
44	Casull .454 (.454 Casull)	23	17	5	15	35	100	780(15)	13	4	+2
45	Casull .454 (.454 Casull)°	23	17	5	15	50	150	840(15)	13	6	+1
46	CIA cigarette (.22LR)	23	14	1	3	10	20	260(13)	12	0	+4
47	Colt Anaconda (.44 Mag.)	23	16	6	15	35	100	515(14)	13	4	+1
48	Colt Anaconda (.44 Mag.)°	23	16	6	15	50	150	585(14)	13	6	+1
49	Desert Eagle (.357 Mag.)	23	16	9	15	35	100	860(15)	13	4	+1
50	Desert Eagle (.41 Mag.)	23	16	8	15	35	100	940(15)	13	4	+1
51	Desert Eagle (.44 Mag.)	23	16	8	15	35	100	1030(16)	13	4	+1
52	Desert Eagle (.44 Mag.)	23	17	8	15	50	150	1270(16)	13	6	+1
53	Desert Eagle (.50AE)	23	17	7	15	35	100	1320(16)	13	4	+1
54	Desert Eagle (.50AE)	23	17	7	15	50	150	1500(16)	13	6	+1
55	Grendel P-10 (.380ACP)	23	14	10	3	10	20	135(11)	12	0	+4
56	Grendel P-30 (.22 Mag.)	23	15	30	7	20	50	165(12)	12	1	+2
57	Heckler & Koch flare pist. (19mm)	23	9	5	3	10	20	100(10)	10	0	+4
58	Heckler & Koch P2A1 (26.5mm)	23	9	1	3	10	20	100(10)	10	1	+3

Civilian Pistols

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
59	Heckler & Koch P7M13 (9mm)	23	15	13	10	25	70	360(13)	13	4	+2
60	Heckler & Koch VP70Z (9mm)	23	15	18	10	25	70	360(13)	12	4	+2
61	High Standard Citation (.22LR)	23	14	10	20	50	150	1160(16)	12	4	+2
62	NAA revolver (.22LR)	23	14	5	5	15	25	135(11)	12	0	+4
63	Paintball gun (12mm)	23	8	6	3	10	20	100(10)	11	1	+2
64	Ruger GP-100 (.357 Mag.)	23	16	6	15	35	100	215(12)	13	4	+2
65	Ruger P85 (9mm)	23	15	15	10	25	70	360(13)	13	4	+2
66	S&W Ladysmith (9mm)	23	15	8	5	15	25	345(13)	13	2	+3
67	SIG P226 (9mm)	23	15	15	15	35	100	720(15)	13	4	+2
68	Spectre (9mm)	23	15	50	15	35	100	360(13)	13	6	+0
69	Stallard Arms JS-9 (9mm)	23	15	8	7	20	50	90(10)	13	4	+2
70	Star M31PK (.40 S&W)	23	15	15	10	25	70	345(13)	13	4	+2
71	Type 86 (.22LR)	23	14	4	3	10	20	150(11)	12	1	+3
72	Norinco penknife (.22 short)	23	13	3	3	10	20	120(11)	12	0	+4
73	Walther GSP (.22LR)	23	14	5	25	100	300	2320(17)	12	4	+2
74	Wildey .475 (.475 Mag.)	23	17	7	15	50	150	1440(16)	13	4	+1
75	Zip pistol (9mm)	23	14	1	1	7	15	10(5)	12	2	+3
76	Glock 17L (9mm)	23	15	19	15	35	100	750(15)	12	4	+2
77	Glock 19 (9mm)	23	15	17	15	35	100	720(15)	12	4	+2
78	Glock 20 (10mm)	23	15	17	15	35	100	820(15)	13	4	+2
79	Glock 21 (.45ACP)	23	15	15	15	35	100	660(15)	12	4	+2
80	Glock 23 (.40 S&W)	23	15	15	15	35	100	690(15)	12	4	+2

Machine Pistols & SMG's

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
81	Type 80 (7.63mm)°	21	14/15/17	20	10	25	70	375(13)	13	4(8)	+2
82	M3 "Grease Gun" (.45ACP)	21	15/16/18	30	10	25	70	105(11)	13	12(8)	-1
83	MP-40 Schmeisser (9mm)	21	15/16/18	32	10	35	100	235(12)	13	12(8)	-1
84	Owen Mk1/42 (9mm)°	21	15/16/18	34	10	35	100	120(11)	13	10	-1
85	PPsH MP41 (7.63mm)°	21	15/18/18	71	10	35	100	120(11)	13	12	-1
86	Sten (9mm)	21	15/16/18	32	7	20	50	110(11)	13	10	+0
87	Thompson (.45ACP)	21	15/17/18	50	15	35	100	430(14)	13	12(8)	-2
88	Beretta 12S (9mm)°	22	15/16/18	32	15	50	150	245(12)	13	12(8)	+0
89	Beretta 951R (9mm)	22	15/15/18	10	10	25	70	450(14)	13	4	+1
90	MAT-49 (9mm)°	22	15/16/18	32	15	50	150	255(13)	13	10(6)	+0
91	Mendoza HM-3 (9mm)°	22	15/16/18	32	10	35	100	130(11)	13	10(6)	+0
92	Stechkin (9mm Sov.)°	22	14/15/17	20	15	35	100	785(15)	13	4(8)	+0
93	Sterling L2A3 (9mm)°	22	15/16/18	34	15	50	150	245(12)	13	10(6)	+0
94	Uzi (9mm)	22	16/17/19	32	15	50	150	270(13)	13	10(6)	-1
95	Vz-61 Skorpion (.32ACP)	22	14/15/17	20	10	25	70	360(13)	12	4(8)	+1
96	Air SMG (4.5mm)	23	12/14/14	1200	10	25	70	285(13)	11	4	+2
97	Ares FMG (9mm)	23	15/16/18	20	10	25	70	510(14)	12	8(4)	+1
98	Ares FMG (9mm)	23	15/16/18	20	10	25	70	510(14)	12	8(4)	+1
99	Beretta 93-R (9mm)	23	15/16/18	20	15	35	100	1130(16)	13	4(8)	+2
100	Heckler & Koch MP5KA5 (9mm)	23	15/16/18	30	15	35	150	270(13)	13	6	+1
101	Heckler & Koch MP5A5 (9mm)	23	16/17/19	30	15	50	150	310(13)	13	10(6)	+0
102	Heckler & Koch VP-70 (9mm)	23	15/16/18	18	10	25	70	540(14)	12	4(8)	+2
103	ILARCO 180 (.22 Mag.)	23	15/18/18	165	20	70	200	410(14)	13	12	-1
104	ILARCO Short (.22 Mag.)	23	14/17/17	165	15	50	150	395(13)	13	6	+1
105	Ingram M-10 (9mm)	23	15/16/18	32	7	20	50	245(12)	13	4(8)	+1
106	Ingram M-11 (.380ACP)	23	14/15/17	32	7	20	50	190(12)	12	4(8)	+1
107	Jati-Matic (9mm)	23	16/18/19	40	15	35	100	270(13)	12	10	+0
108	MGV 176 (.22LR)	23	15/18/18	176	15	50	150	205(12)	12	10(6)	+0
109	Spectre (9mm)	23	15/17/18	50	15	35	100	470(14)	13	8(6)	+0
110	Steyr MPi69 (9mm)	23	16/18/19	32	15	50	150	280(13)	13	10(6)	+0
111	Benelli CB-M2 (9mm/c)	23	16/18/19	40	15	50	150	280(13)	12	8(4)	+0
112	Glock 18 (9mm)	23	15/16/18	19	15	35	100	980(15)	12	4	+2

Civilian Rifles

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
113	Model 98 Mauser (7.92mm)	19	18	5	20	100	400	340(13)	14	16	-1
114	Sharps 1874 (.50-70)	19	17	1	15	50	150	180(12)	14	16	-1
115	Winchester M94 (.30-30)°	19	17	6	20	100	400	285(13)	14	14	-1
116	Beeman 55S (4.5mm)	21	11	1	15	35	100	105(11)	11	14	+0
117	M1 Carbine (.30USC)°	21	17	20	20	100	400	360(13)	13	10	+0
118	M6 Springfield (.22LR)°	21	14	1	10	35	100	115(11)	13	10(6)	+1
	(.410ga slug)		15	1	10	25	70				
	(buckshot)		14(+2)		10	25	70				
119	Rossi M59 (.22LR)	22	15	10	15	50	150	115(11)	12	14	+0
120	Weatherby Mk.V (.460 Mag.)	22	20	2	25	150	600	1890(17)	14	16	-1
121	AR-7 survival rifle (.22LR)	23	15	8	10	35	100	80(10)	12	12(6)	+1
122	Barrett Light .50 (12.7mm)	23	21	10	35/25	200/150	800/600	2390(17)	14	20	-4
123	(bullpup version)	23	21	10	35/25	200/150	800/600	2390(17)	14	18	-3
124	(lightweight variant)	23	21	10	35/25	200/150	800/600	9600(20)	13	20	-3
125	Browning M78 (6mm)	23	19	1	25	150	600	820(15)	13	14	-1
126	Calico M-100 (.22LR)	23	15	100	15	50	150	160(12)	12	12	+0
127	Calico M-900 (9mm)	23	16	100	15	50	150	215(12)	12	14	-1
128	Colt AR-15 (5.56mm)	23	18	30	20	100	400	580(14)	13	14	-1
129	Crossfire (7.62mm)	23	19	20	20	100	400	925(15)	13	14	-2
	(12ga slug)		17	7	10	25	70				
	(buckshot)		14(+4)		10	25	70				
130	FR-F2 (7.62mm)	23	19	10	25	150	600	1150(16)	13	16	-2
131	Heckler & Koch M770 (7.62mm)	23	19	10	20	100	400	795(15)	13	16	-1
132	Paintball gun (17mm)	23	8	200	7	20	50	200(12)	11	12	-1
133	Ruger 10/22 (.22LR)	23	15	50	15	50	150	165(12)	12	14	+0
134	Ruger M-77 (.458 Mag.)	22	19	3	25	150	600	1290(16)	14	16	-1
135	Ruger Mini-14 (5.56mm)	23	18	30	20	100	400	600(14)	13	14	-1
136	Sako Sporter (.243)	23	19	1	25	150	600	375(13)	13	14	-1
137	SSG 69 (7.62mm)	23	19	5	25	150	600	820(15)	13	16	-1
138	Ultralight Arms (6mm)	23	19	3	25	150	600	4590(19)	13	16	+0
139	Winchester 9422 (.22LR)	23	15	15	15	50	150	115(11)	12	14	-1
140	Zip rifle (7.62mm)	23	17	1	5	15	35	15(6)	13	10	+0

Military Rifles

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
141	Chauchat (8mm Lebel)	19	19/20/22	30	10	50	200	235(12)	14	18	-3
142	Lewis Gun (.303)	19	18/20/21	40	20	100	400	805(15)	14	16	-3
143	.30 BAR (.30-06)	21	19/20/22	20	20	100	400	975(15)	14	16	-2
144	M2 Carbine (.30USC)°	21	17/18/20	30	20	100	400	360(13)	13	10(6)	+0
145	M-14 (7.62mm)°	21	18/19/21	20	20	100	400	805(15)	14	16	-2
146	AK-47 (7.62mm Sov.)°	22	18/19/21	30	15	70	300	405(14)	13	12(8)	-1
147	FN-FAL 50-64 (7.62mm)°	22	18/19/21	20	20	100	400	860(15)	13	16	-1
148	AK-74 (5.45mm Sov.)	23	18/19/21	30	15	70	300	305(13)	13	14	-1
149	Armscor 37 (37mm slug)	23	12	1	7	15	25	60(9)	12	10	+0
	(pellets)		11(+4)								
150	AUG carbine (5.56mm)	23	18/20/21	42	20	100	400	755(15)	12	10	+0
151	AUG HBAR (5.56mm)	23	18/20/21	42	25	150	600	1610(17)	13	12	-1
152	Dragunov (7.62mm MN)	23	19	10	25	150	600	1740(17)	13	9	-2
153	Enfield L85A1 (5.56mm)	23	18/19/21	30	20	100	400	755(15)	13	10	-1
154	Galil SAR (5.56mm)	23	18/20/21	50	20	100	400	680(15)	13	12(8)	-1
155	Heckler & Koch G-3A3 (7.62mm)°	23	18/19/21	20	20	100	400	915(15)	14	14	-1
156	Heckler & Koch HK33E (5.56mm)	23	18/19/21	25	20	100	400	680(15)	13	14(10)	-1
157	H&K MZP-1 (40mm slug)	23	12	1	7	15	25	60(9)	12	10	+0
	(pellets)		11(+4)								
158	Colt M-16A2 HBAR (5.56mm)	23	18/19/21	30	25	150	600	1510(17)	13	14	-1
159	Colt M-16A2 "Shorty" (5.56mm)	23	18/19/21	30	15	50	150	590(14)	13	12	+0
160	Colt M-16A3 (5.56mm)	23	18/21	30	20	100	400	870(15)	13	14	-1
161	SIG 550 (5.56mm)	23	18/19/21	30	20	100	400	870(15)	13	14	-1
162	Ultimax 100 (5.56mm)	23	18/20/21	100	20	100	400	755(15)	13	14	-2
163	Vaime SSR1 (7.62mm)°	23	18	5	20	100	400	660(15)	13	16	-1
164	Walther WA2000 (.300 Mag.)°	23	19	6	35	200	800	4430(19)	13	14	-2

Shotguns

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
165	4ga shotgun (4ga)	19	19	1	20	50	150	375(13)	14	22	-3
	(buckshot)		14(+6)		10	25	70				
166	8ga shotgun (8ga)	19	19	1	20	50	150	375(13)	14	16	-2
	(buckshot)		15(+5)		10	25	70				
167	Double shotgun (12ga)	19	16	2	15	35	100	360(13)	14	16	-1
	(buckshot)		13(+4)		10	25	70				
168	Ithaca Autoburglar (20ga)	19	15	2	7	20	50	140(11)	12	6	+1
	(buckshot)		13(+3)		7	20	50				
169	Winchester 1901 (10ga)°	19	16	5	15	35	100	195(12)	14	16	-1
	(buckshot)		13(+4)		10	25	70				
170	Stevens 150C (.410ga)	21	15	3	10	25	70	110(11)	13	10	+0
	(buckshot)		13(+2)		10	25	70				
171	Ithaca Mag 10 (10ga)	22	17	3	15	35	100	660(15)	13	16	-2
	(buckshot)		14(+4)		10	25	70				
172	Remington 870 (12ga)°	22	16	7	15	35	100	205(12)	13	14	-1
	(buckshot)		14(+4)		10	25	70				
173	Sawed-off shotgun (12ga)°	22	16	2	5	10	20	185(12)	13	8	-1
	(buckshot)		13(+4)		5	10	20				
174	Remington 7188 (12ga)	23	17/17/20	8	15	35	100	825(15)	13	14	-1
	(buckshot)		14/14/17(+4)		10	25	70				
175	Beretta M3P (12ga)	23	17	5+1	15	35	100	635(15)	13	14	-1
	(buckshot)		14(+4)		10	25	70				
176	Krieghoff Trumpf (12ga)	23	17	2	15	35	100	5900(19)	13	14	-1
	(buckshot)		14(+4)		15	35	100				
	(7.62mm rifle)		19	1	35	200	800				
177	LAW 12 (12ga)	23	17	7	15	35	100	635(15)	13	14	-1
	(buckshot)		14(+4)		10	25	70				
178	Mossberg 500 (12ga)	23	17	8	15	35	100	445(14)	13	14	-1
	(buckshot)		14(+4)		10	25	70				
179	Mossberg 500 bullpup (12ga)	23	17	8	15	35	100	445(14)	13	8	+0
	(buckshot)		14(+4)		10	25	70				
180	PA3 riot shotgun (12ga)	23	17	3	10	25	70	215(12)	13	10(6)	+0
	(buckshot)		14(+4)		10	25	70				
181	SPAS 12 (civilian)(12ga)	23	17	7	15	35	100	635(15)	13	14	-1
	(buckshot)		14(+4)		10	25	70				
182	SPAS 12 (military)(12ga)	23	17	6	15	35	100	635(15)	13	12(8)	-1
	(buckshot)		14(+4)		10	25	70				
183	Striker (12ga)	23	17	12	10	25	70	145(11)	13	12	-1
	(buckshot)		14(+4)		10	25	70				
184	The Brute (12ga)	23	17	2	10	25	70	220(12)	13	10	+1
	(buckshot)		14(+4)		10	25	70				
185	USAS-12 (12ga)	23	17/18/20	28	10	25	70	415(14)	13	14	-2
	(buckshot)		14/15/17(+4)		10	25	70				
186	Witness Protection Gun (12ga)°	23	16	3	10	25	70	195(12)	13	8	+1
	(buckshot)		14(+4)		10	25	70				

Machine Guns

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
187	.45-70 Gatling (.45-70)	19	- /19/20	200	10	35	100	970(15)	14	20	-4
188	Degtyarev DP (7.62mm MN)	19	- /19/20	47	15	70	300	340(13)	14	18	-3
189	Maxim gun (.303)	19	- /21/22	200	35	200	800	820(15)	14	16	-4
190	.30 cal Browning (.30-06)	19	- /21/22	200	35	200	800	820(15)	14	14	-3
191	KPV (14.5mm Sov.)	21	- /24/25	200	25	150	600	1660(17)	15	-	-6
192	MG-34 (7.92mm)	21	19/22/22	200	20	100	400	1040(16)	14	16	-3
193	M2 Browning (12.7mm)°	21	- /23/34	200	35	200	800	2480(17)	14	44	-5
194	M60 LMG (7.62mm)	22	19/21/22	200	20	100	400	975(15)	13	16	-3
195	M60 Maremont (7.62mm)	23	19/21/22	200	20	100	400	975(15)	13	16	-3
196	MG-42 (7.62mm)	22	19/22/22	200	20	100	400	975(15)	13	18	-3
197	M134 Minigun (7.62mm)	22	- /38/21	4000	15	70	300	1370(16)	13	24	-3
198	FN Minimi (5.56mm)	23	18/21/21	200	20	100	400	730(15)	13	14	-2

Heavy Weapons

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
199	16" naval gun[i] (aiming/burst)	21	45	1	50(23)	400(70)	2500(117)	580k(29)	19	-	-19
	APHE (aiming/burst)		41(38)		50(14)	400(43)	2500(72)				
200	M20 "Bazooka" (aiming/burst)	21	36(23)	1	10(4)	25(12)	70(20)	150(11)	14	22	-3
201	RPG-7 (aiming/burst)	22	36(23)	1	10(4)	35(12)	100(20)	135(11)	13	14	-2
202	M72 LAW (aiming/burst)	23	33(21)	1	10(3)	25(10)	70(16)	165(12)	12	12	+0
203	Stinger (+4 skill)(aiming/burst)	23	31	1	35(9)	200(26)	800(44)	2000(17)	13	22	-4
204	ARES (APFSDS)	23	30/30/33	20	50	400	2500	68.0k(25)	17	-	-12
	HE (aiming/burst)		25/25/28		35(5)	200(15)	800(25)				
205	GAU-8 (AP)	23	- /39/28	1170	25	150	600	22.7k(22)	15	-	-12
206	GIAT CN105 (APFSDS)	23	35	1	70	800	4500	28.2k(23)	17	-	-13
	HE (aiming/burst)		29		35(8)	200(23)	800(38)				
	HEAT (aiming/burst)		38(26)		35(6)	200(17)	800(28)				
207	Hellfire (+8 skill)(aiming/burst)	23	47(33)	1	35(11)	200(32)	800(54)	8550(20)	15	-	-6
208	LAW 80 (aiming/burst)	23	37(24)	1	15(5)	50(14)	150(23)	250(12)	12	20	-3
209	Mecar 90mm (aiming/burst)	23	28	1	15(7)	50(20)	150(33)	2480(17)	15	-	-9
	HEAT (aiming/burst)		37(24)		20(4)	100(13)	400(22)				
	(Cannister)		14(+6)		10	25	70				
210	Oerlikon KAA (AP)	23	24/26/27	50	35	200	800	7820(20)	14	-	-6
211	Oerlikon KCA (AP)	23	26/28/29	50	35	200	800	13.4k(21)	15	-	-8
212	Rheinmetaal (aiming/burst)	23	31	1	50(9)	400(26)	2500(44)	35.4k(23)	17	-	-13
	(APFSDS)		35		70	800	4500				
	HEAT (aiming/burst)		42(28)		50(8)	400(23)	2500(39)				
213	AIM-9P (+8 skill)(aiming/burst)	23	32	1	50(10)	400(30)	2500(50)	64.8k(25)	12	-	-7
214	TBA Multi-dart (AP)	23	19	1	35	200	800	6010(20)	14	-	-7

Other

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
215	WWII grenade (frag/blast)	19	17(+3)(18)	1	thr.(2)	thr.(6)	thr.(11)	10(5)	12	2	+1
216	RKG-3 AT grenade (HEAT/blast)	22	35(24)	1	thr.(5)	thr.(15)	thr.(24)	5(4)	10	6	+0
217	Claymore mine(frag/blast)	22	16(+6)(25)	1	0-5	6-15	16-25	20(7)	10	4	-
218	M203[j] (frag/blast)(aiming/burst)	22	14(+6)(18)	1	7(2)	15(6)	25(11)	60(9)	13	6	-
	HEAT(HE burst radius)		31(19)		(2)	(7)	(12)				-
219	Anchor bolt (armor piercing)	23	17	20	-	-	-	110(11)	10	1	+2
220	Regular grenade (frag/blast)	23	14(+6)(19)	1	thr.(3)	thr.(8)	thr.(13)	20(6)	11	2	+3
221	Mini grenade (frag/blast)	23	13(+6)(16)	1	thr.(2)	thr.(5)	thr.(8)	10(5)	10	0	-
222	12ga grenade (aiming/burst)	23	14(14)	1	10(1)	25(3)	70(5)	1(0)	8	0	-
223	Stingball (frag/blast)	23	13(+5)(14)	1	thr.(1)	thr.(3)	thr.(6)	10(5)	9	0	-
224	Stun grenade (blast)	23	3x14	1	thr.(1)	thr.(3)	thr.(6)	20(7)	10	2	+2
225	Portable door (armor piercing)	23	20(20)	1	0-3	4-8	9-16	110(11)	8	14	-
226	IMRAH F-1 (+6 skill)(aiming/burst)	23	30(18)	1	7(2)	15(7)	25(11)	215(12)	11	8	+0
227	Technolvar VAR/40	23	18(18)	1	0-2	3-6	7-10	15(6)	10	0	-
228	FFV 028 (+2 skill)	23	45(31)	1	0-9	10-28	29-46	50(9)	11	4	-
229	Valmara 69 (frag/blast)	23	17(+6)(24)	1	0-5	6-14	15-24	65(10)	11	4	-

Civilian Pistols

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
1	Sphinx AT-2000S (9mm)	23	15	15	15	35	100	720(15)	13	4	+2
2	Sphinx AT-2000S (.41AE)	23	15	11	15	35	100	755(15)	13	4	+2
3	Colt 2000 (9mm)	23	15	15	15	35	100	755(15)	12	4	+2
4	Grendel P-12 (.380ACP)	23	14	11	7	15	25	270(13)	12	2	+3
5	Steyr SPP (9mm)	23	15	15	10	25	70	395(13)	12	4	+2

Machine Pistols & SMG's

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
6	Bushman IDW (9mm)	23	15/16/18	28	7	15	25	450(14)	13	4	+1
7	Bushman IDW (9mm)	23	15/16/18	28	10	25	70	490(14)	13	6	+0
8	Calico M-950A (9mm)	23	15/17/18	100	15	50	150	245(12)	13	8	+0
9	H&K MP5/10 (10mm)	23	16/17/19	30	15	50	150	370(13)	13	10(6)	+0
10	H&K MP5/40 (.40S&W)	23	16/17/19	30	15	50	150	310(13)	13	10(6)	+0
11	Black Pistol (.45ACP)	23	16/16/19	10	15	35	100	1800(17)	13	4	+2
12	Bushman IDW (9mm)	23	15/16/18	28	10	25	70	510(14)	12	6	+1
13	Fabrique Nationale P-90 (5.7mm)	23	16/18/19	50	15	50	150	320(13)	12	6	+1
14	Steyr TMP (9mm)	23	15/16/18	25	10	25	70	510(14)	12	4	+1

Civilian Rifles

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
15	Voere VEC91	23	18	5	25	150	600	2500(17)	12	14	+0

Military Rifles

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
16	AAI ACR (5.56mm)	23	18/19/21	30	20	100	400	1020(16)	12	14	-1
17	AMR 5075 (15mm)	23	25	5	70	400	1500	12.6k(21)	14	20	-4
18	Colt ACR (5.56mm)	23	17(+1)	30	20	100	400	730(15)	12	14(10)	-1
19	Covert PM (7.62mm)	23	16	10	20	70	200	1000(15)	13	18(8)	-2
20	Grendel S-16 (7.62mm)	23	16/17/19	20	15	50	150	1000(15)	13	14	-1
21	H&K G-11 (4.73mm/c)	23	18/20/21	50	20	100	400	900(15)	12	10	+0
22	Steyr ACR (5.56mm)	23	19/20/22	24	20	100	400	1120(16)	12	12	+0

Shotguns

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
23	SPAS-15 (12ga)	23	17	6	15	50	150	330(13)	13	14(10)	-1
	(buckshot)		14(+4)		10	25	70				
24	Olin/H&K CAWS (12ga)	23	18/18/21	10	15	50	150	610(15)	13	10	-1
	(flechette)		16/16/19(+4)		15	50	150				
	(pellets)		15/15/18(+3)		15	50	150				
25	Jackhammer (12ga)	23	16/16/19	10	15	50	150	365(13)	13	12	-1
	(buckshot)		14/14/17(+4)		10	25	70				

Machine Guns

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
26	H&K Grenade MG[i] (aim/burst)	23	17/18/20	15	10(2)	20(7)	35(12)	310(13)	12	20	-3
	(frag)		16/17/19(+6)								
27	H&K LMG (4.73mm/c)	23	18/20/21	300	25	150	600	1800(17)	13	12	-2
28	ARES TARG (12.7mm)	23	22/26/25	200	35	200	800	3140(18)	14	-	-4
29	BRG-15 (15mm)	23	22/24/25	140	50	400	1500	5450(19)	14	-	-6

Heavy Weapons

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
30	REA 40mm AGL[i] (aim/burst)	23	17/17/20	6	7(2)	15(7)	25(12)	235(12)	12	10	+0
	(frag)		16/16/19(+6)								
31	Armscor MGL[i] (frag/blast)	23	16(+6)(17)	6	7(2)	15(7)	25(12)	60(9)	12	12	-1
32	Panzerfaust III (HEAT/blast)	23	38(26)	1	15(6)	50(17)	150(28)	860(15)	13	16	-3
33	Böhler C6[i] (aim/burst)	23	23	1	10(0)	25(13)	70(21)	295(13)	14	12	-1
	(frag/blast)		16(+6)(20)		10(3)	25(9)	70(15)				
	(HEAT/blast)		32(20)		10(3)	25(9)	70(15)				
	(cannister)		16(+6)		10	25	70				
34	Guided bomb[i](skill 8)(HEAT/blast)	23	39(26)	1	20(6)	50(17)	150(29)	335(13)	11	14	-

Other

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
35	AD1 grenade (frag/blast)	23	15(+6)(20)	1	5(3)	10(8)	20(14)	20(7)	11	2	+2
	(HE)(aim/burst)	23	23	1	5(4)	10(12)	20(20)	10(5)	11	2	+2
	(white phosphorous)	23	-	1	5	10	20	10(5)	11	2	+2
	(thermite)	23	16	1	5	10	20	10(5)	11	2	+2

Pistols

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
1	Colt Mamba (.44 Mag.)	23	17	6	15	35	100	610(15)	13	4	+1
2	target version (2 hands)	23	17	6	20	70	200	635(15)	13	6	+1
3	Fabrique Nationale P-96 (5.7mm)	23	16	25	10	25	70	450(14)	12	4	+2
4	Liberator II (15mm HEAT)	23	21	1	5	10	20	75(10)	12	0	+4
	stun bag	23	14	1					12	0	+4
5	Ruger P-8 (4mm Police)	23	15	10	10	25	70	395(13)	12	2	+3
6	SK-5 Giant Killer (12.7mm)	23	20	5	15	50	150	7020(20)	13	6	+0
7	Weedburner (10mm flame)	23	12	5	3	7	15	45(9)	11	2	+3
8	Dolch H21 (3mm railgun)	24	14	15	10	25	70	2800(18)	10	0	+4
9	TMI-8 Hideout (2mm railgun)	24	14	5	7	15	25	730(15)	11	0	+4
10	Viper (20mm stun)	24	13(2 turns)	5	5	10	20	125(11)	12	2	+3
11	Entiires C9 (4mm railgun)	25	16	100	10	25	70	1050(16)	11	4	+1
12	Thornet (20mm HEAT)	25	24	10	10	25	70	300(13)	11	4	+2
	stun round	25	14	10							
13	Zeus Thunderwand (5mm laser)	25	14	250	10	25	70	755(15)	9	2	+3
	medium power	25	16	50							
	high power	25	19	10							
14	Assassin (skill 5)(35mm rocket)	26	27	1	15	50	150	500(14)	12	6	+1
15	Cybors K (5mm particle beam)	26	16	50	10	25	70	3100(18)	10	4	+1
	stunner	26	19	10							
16	Punisher (20mm stun)	26	16	5	7	20	50	280(13)	11	4	+2
17	TMI Stormer (5mm laser)	26	17	25	10	25	70	3400(18)	9	2	+3
18	Vapotech Mil-2 (5mm laser)	30	21	100	10	25	70	3500(18)	10	4	+1
	half damage	30	19	400							

Machine Pistols & SMG's

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
19	Buzzsaw (.22 Mag.)	23	16/19/19	1000	7	20	50	215(12)	12	6	+0
20	Ares FMG-2 (9mm)	23	16/17/19	20	10	35	100	535(14)	12	8(3)	+1
21	Benelli "Reaper" (10mm flechette)	23	15/17/18(+4)	40	15	50	150	1300(16)	13	8(6)	+1
22	Philippine copy (10mm slug)	22	17/19/20	40	10	35	100	250(12)	13	8	+1
23	Ruger P-4 (4mm Police)	23	16/16/19	100	15	35	100	1350(16)	11	8	+2
24	Streetsaber (5mm laser)	24	16/16/19	50	10	25	70	2080(17)	11	4	+1
	stun		15/15/18								
	continuous		10/12/12								
25	PolSci Cquel (5mm laser)	24	15/15/18	300	7	15	25	1100(16)	9	2	+3
26	Screamer BM (2mm Screamer)	25	14/17/17	100	5	10	20	190(12)	11	0	+4
27	Stinger II (2mm Screamer)	25	15/18/18	500	15	35	100	1100(16)	11	1	+2
28	Synerg 12/2 (12mm)	25	20/20/23	15	15	50	150	905(15)	12	4	+1
	3mm disc. sabot (armor piercing)		21/21/24								
	HEAT		23/23/26								
29	Entiires K30A2 (3mm railgun)	26	18/22/21	100	10	25	70	2350(17)	11	4	+1
30	Lazer Lash (5mm laser)	26	15/17/18	100	7	15	25	1250(16)	9	2	+3
	stun		14/16/17								
	continuous		9/11/11								
31	Sauer-Bosk RK (2.9mm railgun)	26	18/20/21	100	15	50	150	1750(17)	11	6	+1

Civilian Rifles

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
32	Off-the-shelf special (5mm laser)	23	13/15/16	10k	20	100	400	10000(20)	10	16	-3
	$3G^3$ version	23	13/15/16	10k	20	100	400	860(15)	10	12	-3
33	GhettoBlaster (7mm laser)	24	21	5	10	50	200	1040(16)	12	10	-1
	half damage		18	20							
34	Remington BR7 (7mm/c)	24	19	10	25	150	600	1890(17)	13	10	+0
35	Nevin A-02 (2mm railgun)	25	19	50	15	70	300	625(15)	12	6	+1
36	Ka'chang (15mm MG)	25	33	3	35	200	800	17500(22)	13	16	-2
37	Lizzie Type 2 (3mm railgun)	25	19	200	20	100	400	1530(17)	12	10	-1
38	Olympica Verminex (5mm laser)	26	17	50	15	50	150	1160(16)	11	6	+1
	half damage		15	200							
	quarter damage		13	800							

Military Rifles

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
39	Kalashnikov AK-9 (7mm Sov.)	23	19/21/22	70	15	70	300	550(14)	13	8	-1
40	Thumper (20mm stun)	23	13	10	7	15	25	120(11)	12	6	+1
41	Enfield L22A1 (7mm binary)	23	19/21/22	50	20	100	400	1560(17)	13	12	-1
	half damage		17/19/20	200	20	100	400				
	high damage		20/22/23	50	20	100	400				
42	MR-40 Gauss rifle (4mm railgun)	24	20/21/23	100	20	100	400	2400(17)	13	12	-2
43	Long Tom (6mm railgun)	24	23	20	100	600	2500	25.8k(23)	13	16	-3
44	Aratech 7/c (7mm/c)	24	19/21/22	50	20	100	400	1160(16)	13	8	+0
45	HBAR (7mm/c)		20/22/23	50	20	100	400	1480(16)		12	-1
46	Sniper HBAR (7mm/c)		20	10	50	300	1000	2960(18)		12	-1
47	HBAR/et (7mm/c)		20/22/23	50	20	100	400	3500(18)		12	-2
48	Aratech Exp-4 (5mm/c)	25	18/20/21	100	20	100	400	655(15)	12	8	+1
49	PolSci CAR-7 (3mm railgun)	25	24/25/27	500	20	100	400	3900(18)	12	8	-2
50	light duty		24/25/27	300	20	100	400			8	-1
51	belt pack		24/25/27	500	20	100	400			8	-1
52	PolSci CAR-9 (3mm railgun)	26	24/25/27	500	20	100	400	3900(18)	12	8	-1
53	Taxxon AWC (5mm partic. beam)	26	28/29/31	5	20	100	400	29.0k(23)	12	14	-3
	half damage		25/26/28	20	20	100	400			14	-3
54	mounted version		28/29/31	∞	35	150	800			14	-3
55	Tori Novafire II (5mm laser)	26	24/26/27	50	20	100	400	7000(20)	11	8	-1
56	lightweight version		24/26/27	50	20	100	400	10000(20)	10	8	-1

Shotguns

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
57	Wristbreaker I (12ga flechette)	23	14/15/17(+5)	10x2	15	50	150	1450(16)	12	10(6)	-1
	slug		17/18/20		10	25	70				-1
58	Wristbreaker II (12ga flechette)	23	14(+5)	5x2	10	25	70	1450(16)	12	4	+1
	slug		16		10	25	70				+1
59	Eisensturm (16mm slug)	25	20/21/23	50	15	50	150	655(15)	12	8	-1
	flechette		19/20/22(+4)		15	50	150				-1
	HEAT		25/26/28		15	50	150				+0
	4mm disc. sabot (armor piercing)		22/23/25		15	50	150				+0
60	Deathwind (15mm flechette)	26	19/20/22(+4)	50	15	50	150	3330(18)	12	6	+0
	DP flechette		21/22/24(+3)		15	50	150				+0
	HEAT/HE		25/26/28		15	50	150				+0

Machine Guns

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
61	Vehicular CIWS (skill 5)(7.62mm)	23	19/23/22	200x2	20	100	400	8970(20)	13	32	-6
62	Browning-Maskei (15mm MG)	24	24/26/27	200	25	150	600	4330(19)	14	32	-6
63	Lightsword (14mm laser)	25	29/30/32	∞	35	200	800	50.5k(24)	13	22	-5
64	Tori PDS (skill 6)(9.5mm laser)	26	22	∞	20	100	400	34.7k(23)	11	16	-3
	continuous beam		14/17/17		20	100	400				
65	Entiires M40B (4mm railgun)	26	26/29/29	200	35	200	800	34.8k(23)	13	16	-3
66	Devastator (5mm particle beam)	26	29/31/32	10	35	200	800	295k(28)	13	36	-4
	half power		25/27/28	40	35	200	800				

Heavy Weapons & Other

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
67	TAGLAW(skill 2)(aiming/burst)	23	36(24)	1	20(4)	100(13)	400(22)	370(13)	14	14	-2
68	Cobra(skill 2)(aiming/burst)	24	37(24)	1	20(5)	100(14)	400(23)	430(14)	13	12	-2
69	Tronskaal(skill 3)(aiming/burst)	25	37(25)	1	20(5)	100(15)	400(24)	650(15)	13	12	-2
70	ZetaTech 8c(skill 3)(aiming/burst)	26	37(25)	1	20(5)	100(15)	400(26)	650(15)	13	12	-2
71	MAPAG (skill 2)(aiming/burst)	23	27	1	35(6)	200(19)	800(31)	2640(18)	13	18	-4
72	Loompanic-A(skill 3)(aiming/burst)	24	27	1	35(6)	200(19)	800(32)	3500(18)	13	18	-4
73	Vortex 2(skill 3)(aiming/burst)	25	28	1	35(7)	200(20)	800(33)	5170(19)	12	18	-4
74	Teradyl-4a(skill 4)(aiming/burst)	26	28	1	35(7)	200(20)	800(34)	7000(20)	12	18	-3
75	Mk48 Particle cannon	26	37	∞	50	400	2500	1.45m(31)	14	-	-8
76	Grenade (frag/blast)	24	14(+6)(20)	1	thr.(3)	thr.(9)	thr.(15)	20(7)	11	2	+2
77	Smart grenade(skill 1)(frag/blast)	24	14(+6)(20)	1	thr.(3)	thr.(9)	thr.(15)	40(8)	11	2	+2
78	APAM grenade(skill 2)(aim/burst)	24	23(20)	1	7(3)	15(9)	25(15)	145(11)	11	2	
79	MR-40 Frag[I] (frag/blast)	24	14(+6)(20)	1	5(3)	10(9)	20(15)	20(7)	13	0	-2
80	MR-40 Guided[I](skill 2)(HEAT/bl.)	24	29(18)	1	5(2)	10(6)	20(10)	110(11)	13	2	-2
81	MR-40 HEAT[I] (HEAT/blast)	24	32(20)	1	5(3)	10(10)	20(16)	10(5)	13	0	-2

Civilian Pistols

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
1	Pistole Clementi (15mm Roma I)	15	14	8	7	15	25	260(13)	14	6	+1
2	Roberson Model 8 (8mm)	16	14	5	10	25	70	135(11)	13	4	+2
3	Thunderflash (12mm)	16	16	6	10	25	70	215(12)	14	8	+0
4	Traveller's friend (8mm)	16	14	2	7	20	50	95(10)	13	4	+2
5	Duelling pistol (8mm)	18	14	1	15	35	100	300(13)	13	6	+2
6	Hammerjack (12mm)	18	16	12	10	25	70	225(12)	14	8(12)	+0
7	Last chance (10mm)	18	14	1	7	15	25	150(11)	13	2	+3
8	McGregor 310 (10mm)	18	14	4	7	20	50	165(12)	13	4	+1
9	Oldtimer 9 (9mm)	18	14	10	10	25	70	280(13)	13	4	+2
10	Oldtimer 45 (.45ACP)	18	14	6	7	15	25	260(13)	13	4	+2
11	Machetti .44 (11mm)	19	15	12	10	25	70	230(12)	13	6	+1
12	Wyndham (8mm)	19	14	12	10	25	70	195(12)	13	4	+1
13	Comp .45 (.45ACP)	21	15	7	15	35	100	630(15)	13	4	+2
14	Widget (.22LR)	21	13	3	5	10	20	110(11)	12	2	+3
15	Witheriesta (9mm)	21	15	8	20	50	150	1440(16)	13	4	+2
16	Flying dustbin[1] (100mm)	22	14	1	5	10	20	30(8)	13	4	+1
	(improvised HE)(aiming/burst)		23		5(4)	10(12)	20(20)				
17	Daisy Brassless (.22/c)	22	14	12	10	25	70	260(13)	12	1	+3
18	Northstar (5mm laser)	23	15	1	10	25	70	790(15)	11	4	+1
19	H&K UORD (6mm dart)	23	15	6	15	35	100	4800(19)	12	2	+3

Machine Pistols & SMG's

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
20	Ingramus MX (15mm Gaius)	10	14/15/17	20	7	15	25	170(12)	14	6	+0
21	Ingramus *Longus* (15mm Gaius)	10	14/15/17	20	10	25	70	180(12)	14	10	-1
22	Fire lance (15mm)	15	- /15/18	1	10	25	70	160(12)	14	12	+0
23	Calliope (6mm)	16	- /15/17	2	7	20	50	275(13)	13	8	-1
24	Volley pistol (6mm)	16	- /14/17	4	10	25	70	335(13)	13	4	+2
25	Anuzi 9mm (9mm)	18	15/16/18	32	15	35	100	310(13)	14	10	-1
26	Blackthorn 12 (12mm)	18	16/17/19	20	10	25	70	295(13)	14	8	+0
27	Greaser (.45ACP)	18	14/16/17	40	10	25	70	85(10)	13	10	+0
28	Plumber's Special (9mm)	18	15/16/18	30	7	20	50	80(10)	13	10	+1
29	Nordenfeldt (.44 Webley)	19	14/16/17	80	10	25	70	210(12)	13	8	+0
30	Zoetrope (11mm)	19	14/15/17	30	10	25	70	260(13)	13	8	+0
31	Whirligig (9mm)	21	-/ - /16	30	3	7	15	60(9)	13	8	+1
32	Slivergun (5mm dart)	21	14/15/17	50	15	50	150	360(13)	12	10(6)	+1
33	Black Widow (12ga)	21	13(+4)	1	5	10	20	400(13)	13	4	+1
34	Uzi II (5.56mm)	22	17/19/20	50	10	25	70	1090(16)	13	6	+1
35	Fairy Luck (2mm)	23	10/12/13	50	7	15	25	265(13)	10	0	+4
36	Ingram M-12 (10mm)	23	16/17/19	30	10	25	70	610(15)	12	4	+1

Civilian Rifles

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
37	Cro-Magnum 44 (44mm)	7	13	3	10	20	35	120(11)	14	20	-2
38	Hand cannon (20mm)	10	16	1	5	10	20	140(11)	15	16	-1
39	Rifle Clementi (15mm Roma II)	15	15	12	10	25	70	170(12)	14	12	-1
40	Sunspot Special (16mm)	15	17	1	10	35	100	80(10)	14	14	-2
41	Flintlock carbine (10mm)	16	15	5	15	50	150	170(12)	14	12	+0
42	Ogrilon (16mm)	16	18	2	15	50	150	450(14)	15	12	-3
43	Springfield 10 (10mm)	16	16	6	15	50	150	125(11)	14	14	-2
44	Trade rifle (12mm)	16	16	1	10	35	100	75(10)	14	16	-2
45	Armory 6-10 (7.62mm)	18	17	6	20	100	400	285(13)	14	16	-2
46	Springifield 12 (12mm)	18	17	20	15	50	150	345(13)	14	12(8)	-1
47	Rockshaker (18mm)	19	18	8	15	50	150	480(14)	14	12	-2
48	Optikonic (5mm laser)	19	10	6	15	50	150	300(13)	10	8	+1
49	Mauser '37 (6.5mm Mauser)	21	18	5	25	150	600	785(15)	13	14	-1
50	Mindhunter (5mm laser)	21	15	1	20	100	400	490(14)	11	12	-2
	(half damage)		13	4							
51	Paschem (25mm stake)	22	17	2	15	50	150	270(13)	14	10	-1
	(HE/flash)(aiming/blast)		18		15(2)	50(7)	150(11)				
52	Kanstav Zcadc (4mm railgun)	22	18	20	20	100	400	535(14)	13	12	-1
53	Weatherby Mk. X (.460 Mag.)	23	20	3	25	150	600	5400(19)	14	10	-1
54	GyroRifle (20mm rocket)	23	17	10	15	50	150	305(13)	13	8	+1

Military Rifles

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
55	Militia Clementi (15mm Roma II)	15	15/16/18	20	10	25	70	235(12)	14	14	-2
56	Volley rifle (10mm)	16	- /16/19	1	10	25	70	615(15)	14	14	-2
57	Daisy Gun (25mm stun)	21	16	6	7	20	50	105(11)	13	8	+1
58	Taser rifle (15mm dart)	22	10	2	10	20	30	140(11)	12	6	+1
	(stun)		14								
59	M-17B2 (5.56mm)	23	18/22/21	140	20	100	400	785(15)	13	12(8)	-2
60	Uzi II (5.56mm)	23	18/20/21	50	20	100	400	680(15)	13	10	-1
61	KIS-III (5mm laser)	23	14	100	20	70	200	5700(19)	11	8	+0
62	Predator (5.56mm)	23	18/22/21	1000	20	100	400	4940(19)	12	16	-1
63	!Hundu A (14mm)	23	20/21/23	100	20	100	400	3080(18)	13	24	-3

Shotguns

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
64	Guardsman (18.5mm)	16	15	2	10	25	70	120(11)	14	8	-1
	(buckshot)		12(+4)		10	25	70				
65	Dorcbuster (12ga)	18	16	6	10	25	70	160(12)	14	10	-1
	(buckshot)		12(+4)		10	25	70				
66	Autoriot 10 (10ga)	22	17	9	15	50	150	330(13)	13	16	-3
	(buckshot)		14(+4)		10	25	70				
	(tear gas)		12		10	25	70				
	(baton round)		16		10	25	70				
67	Firestarter (10ga flame)	22	13(3 turns)	10	10	25	70	330(13)	13	8	+0
	(slug)		17		15	50	150				
	(buckshot)		14(+4)		10	25	70				
68	Duplex 12 (12ga)	23	17	18	15	50	150	320(13)	13	14(10)	-2
	(buckshot)		14(+4)		10	25	70				

Machine Guns

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
69	Puckle cannon (30mm)	16	18/19/21	30	7	20	50	295(13)	15	28	-4
70	Maxim-Gatling '99 (7.9mm)	19	19/23/22	500	35	200	800	1800(17)	14	36	-6
71	Gyroripper (20mm rocket)	23	17/19/20	200	20	100	400	565(14)	13	16	-3
	(HEAT)		23/25/26		20	100	400				
	(HE)(aiming/burst)		14/16/17		20(1)	100(4)	400(6)				

Heavy Weapons

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
72	Hale launcher[i] (aiming/burst)	19	25	1	15(5)	50(16)	150(26)	450(14)	14	38	-5
73	Relguik ertoq (pulse)	19	21	∞	50	400	1500	4100(19)	13	22	-4
	(beam)		- /16/16								
74	Panzerschreck 2 (HEAT/blast)	21	41(29)	1	15(7)	50(21)	150(34)	2560(18)	15	24	-5
75	Vengeance weapon 9	21	24	2*	100	800	3500	25.1k(23)	14	-	-12
76	M97 Avenger[i]	22	29/31/32	500	50	400	1500	82.4k(25)	16	-	-12
	(HE)(aiming/blast)		25/27/28		50(5)	400(15)	1500(25)				
77	MIRACL	23	- /34/33	∞	50	400	1500	218k(27)	13	-	-12
78	Tall Dish	23	32/34/35	∞	50	400	1500	23.3m(37)	13	-	-4
79	ADDIF[i](HE)(aiming/blast)	23	19	5	15(2)	50(7)	150(12)	4740(19)	14	12	-2
	(HEAT/blast)		31(19)		15(2)	50(7)	150(12)				
	(buckshot)		14(+6)		10	25	70				

Other

#	Name	Tech	Damage Value	Ammo	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
80	Stonefire (frag/blast)	7	16(+6)(20)	1	thr.(3)	thr.(9)	thr.(14)	10(5)	11	2	+2
81	Martyr's Cross (frag/blast)	15	16(+6)(23)	1	- (4)	- (12)	- (21)	10(5)	14	26	-9
82	Torquemada's Torch	15	14(3 turns)	10	5	15	25	55(9)	13	8	-1
83	Beggar's Box (blast)	15	20	1	- (3)	- (8)	- (14)	5(4)	11	2	+3
84	Big Bertha (HEAT/blast)	21	34(25)	1	thr.(5)	thr.(15)	thr.(24)	15(6)	12	2	+2

Thrown Weapons

#	Name	Tech	Damage/ Max. Value	Short	Med.	Long	Price (Value)	Toughness	Bulk	Initiative
1	Shuriken	10	+2/16	7	15	25	15(6)	11	0	+0
2	Throwing knife	7	+1/15	5	10	20	5(4)	11	0	+0
3	Throwing ax	7	+4/18	7	15	25	80(10)	16	4	-2
4	War dart	7	+3/17	7	15	25	35(8)	13	1	+0
5	Recreational dart	16	+0/14	7	15	25	5(4)	11	0	+0
6	Bola I	7	+2/16	7	15	25	15(6)	11	2	-3
7	Bola II	7	+3/17	7	15	25	50(9)	11	5	-4
8	Spear	5	+3/17	7	15	25	65(10)	12	12	-3
9	War boomerang	5	+3/17	7	15	25	50(9)	12	1	-1
10	Billiard ball	16	+0/14	5	10	20	5(4)	11	0	+0
11	Rock, light	0	+0/14	5	10	20	0(0)	12	0	+0
12	Rock, medium	0	+2/16	5	10	20	0(0)	12	2	+0
13	Rock, heavy	0	+3/17	5	10	20	0(0)	13	4	-1
14	Dinner plate	7	+1/15	5	10	20	5(4)	9	1	+0

Axes & Polearms

#	Name	Tech	Plus to Damage Value	Maximum Damage Value	Price (Value)	Toughness	Bulk	Initiative
15	Lumber ax	7	+5	19	30(8)	13	5	-7
16	Hatchet	7	+3	17	10(5)	13	1	-3
17	Battle ax	7	+5	19	255(13)	15	4	-6
18	Mattock	7	+5	19	50(9)	14	14	-7
19	Halberd	10	+6	20	440(14)	14	14	-6
20	Trident (effect bonus for tines)	10	+4(+1)	18	80(10)	13	12	-5
21	Pike	10	+7	21	575(14)	14	-	-8
22	Spear	7	+5	19	255(13)	13	12	-5

Knives

#	Name	Tech	Plus to Damage Value	Maximum Damage Value	Price (Value)	Toughness	Bulk	Initiative
23	Penknife	16	+1	15	5(4)	11	0	+0
24	Hunting knife	7	+3	17	35(8)	11	1	+0
25	Bowie knife	18	+3	17	65(10)	13	1	+0
26	Main-gauche	15	+4	18	80(10)	11	2	-1
27	Kukri	7	+4	18	120(11)	12	2	-2
28	Katar	7	+3	17	65(10)	12	2	+0

Swords & Fencing Weapons

#	Name	Tech	Plus to Damage Value	Maximum Damage Value	Price (Value)	Toughness	Bulk	Initiative
29	Machete	18	+3	17	20(7)	12	3	-2
30	Saber	15	+5	19	170(12)	14	4	-3
31	Short sword	7	+5	19	145(11)	14	3	-3
32	Longsword	7	+5	19	170(12)	14	4	-3
33	Broadsword	7	+5	19	195(12)	14	4	-4
34	Katana	10	+6	20	1760(17)	14	6	-3
35	Bastard sword	7	+5	19	300(13)	14	6	-4
36	Greatsword	10	+6	20	450(14)	15	12	-6
37	Scimitar	7	+5	19	195(12)	14	4	-4
38	Tulwar	7	+5	19	170(12)	14	4	-4
39	Rapier	10	+4	18	120(11)	12	5	-3
40	Epee	10	+4	18	80(10)	11	4	-2

Clubs & Hammers

#	Name	Tech	Plus to Damage Value	Maximum Damage Value	Price (Value)	Toughness	Bulk	Initiative
41	Club	3	+4	18	50(9)	12	4	-5
42	Billy club	7	+3	17	65(10)	10	3	-2
43	Sledgehammer	7	+6	20	75(10)	15	11	-10
44	Mace	7	+5	19	195(12)	14	3	-5
45	Spiked mace	7	+5	19	225(12)	15	3	-5
46	War hammer	10	+5	19	145(11)	14	2	-4
47	Lg. war hammer	10	+5	19	225(12)	15	4	-5
48	Rock hammer	18	+3	17	25(7)	15	1	-3
49	Military pick	10	+5	19	225(12)	13	5	-5

HERO SYSTEM™

Hero System Notes

The **Hero System** is a multi-genre rpg system that was originally marketed as a superhero game. Since then, it has been expanded to cover virtually every role-playing genre. It also has its own guidelines for creating equipment and weapons, and those guidelines mesh more closely with the point-based nature of the game than does this real-world oriented **3G³** conversion. The weapon list is suitable as is for inclusion in any **Hero System** campaign. These conversion notes should work for converting any **3G³** or real-world weapon into **Hero System** terms, and may also be useful because of the list of **Hero System** advantages and limitations expressely covering firearms of all TL's. The notes are updated from 1st printing **3G³** because the **Dark Champions**™ supplement provided more material to work from.

Name

This is the common name of the weapon, followed by its caliber. Scavenged weapons of the same caliber are a source of charges to replace those in a character's weapon.

OCV

Subtract one from the IA of the weapon. This is the inherent OCV bonus or penalty of that weapon, and affects the chance to hit at all ranges.

Example - A pistol with an IA of +1 has an OCV of +0.

RMod

This is the ability of the weapon to sight better at long ranges. Each point of aiming RC in a weapon is a point of RMod in the **Hero System**.

Example - A weapon with aiming RC3 has an RMod of +3.

Damage

The following **Hero System** damages were counted as having the following amounts of active points. Note that some of these damages are non-standard, but give the best fit for a certain *average* damage, even if the maximum damage possible is lower. DV's round *down* to closest pip.

Average **Hero System** damage = $(8.37 \times \log_{DV}) - 6.5$

3G³ DV	Hero Sys.	Points	3G³ DV	Hero Sys.	Points
6-10	1 pip(DC1)	5	36-40	1d6+3	28
11	½d6(DC2)	10	41-53	2d6(DC6)	30
12-13	1d6-1(DC2)	12	54-70	2d6+1(DC7)	35
14-15	½d6+1	13	71-81	2 ½d6(DC8)	40
16-20	1d6(DC3)	15	82-93	3d6-1(DC8)	42
21-26	1d6+1(DC4)	20	94-107	2d6+3	43
27-31	1 ½d6(DC5)	25	108-140	3d6(DC9)	45
32-35	2d6-1(DC5)	27	141-185	3d6+1(DC10)	50

Damage shown on these conversions is assumed to be killing damage unless otherwise specified. A physical normal attack will have a "P" after it, like "5d6P". An energy normal attack will have an "E". Otherwise, normal **Hero System** suffixes apply, like "X" for explosion (or KX for killing explosion), NND for No Normal Defense attacks, and AP for Armor Piercing attacks.

It is important to note that Armor Piercing is a relative term. A **Fantasy Hero** campaign might consider crossbow bolts to be Armor Piercing, but if that weapon were transferred to a high-tech setting, it would likely not apply. Likewise, a modern armor-piercing bullet might be double Armor Piercing against low-tech armors.

Micro damage

Some weapons convert to a DV of less than 1 pip of killing damage (less than 5 points). These will be listed as (1 pip), and normally roll 1d6, doing 1 killing BODY on a roll of 6, 1 killing STUN on a roll of 2-5, and no damage at all on a roll of 1. Yes, they are largely ineffective weapons, but against unarmored people, they are the equivalent of an NND, and an autofire or area effect attack of this type can be somewhat annoying. As crowd dispersal weapons, they may force the average bystander to make an EGO roll, and it will add dice to Presence attacks against anyone affected by it.

Shots

This is the number of charges the weapon has. Weapons with clips often have a +1 after the number, showing that there can be an extra round in the chamber, in addition to the normal amount in the clip. For figuring a weapon cost in points, do *not* take this +1 into account.

Weapons powered by an external souce have an infinite number of charges, but are tied to that power source. Most often, they can be bought as an END Reserve, with a high REC based on being "plugged in".

STR Min

This is the minimum STR needed to accurately fire the weapon, and is based on the (Base cost/3), round nearest.

Modifiers

The "base cost" of a given attack for purposes of STR Min is adjusted by the following:

+5	Each point of OCV
+3	Each point of RMod

Example - A 1d6RKA with an OCV of +1 and an RMod of +2 would have a base cost of 15 + 5 + 6 = 26 points.

Bracing

For the **3G³** weapons which are man-portable, but have an aiming RC of 5, the STR min is that for shoulder-fired use. Drop this by 5 if the weapon is braced or using a bipod. A one-handed ranged weapon with a folding or detachable stock gets a +1 RMod, -1 Initiative when used with the stock.

Cost

Firearms in this supplement have not been given a point cost, just a dollar or credit amount. This converts directly from the **3G³** amount.

Loaded mass (optional)

This is simply the mass of the weapon in kilograms, and may be used in campaigns where the mass a character carries will make a difference for Long Term Endurance loss or DCV purposes.

Clip mass (optional)

As for loaded mass.

Hands (optional)

For use in campaigns where it is necessary to know how a character wields a weapon, such as needed both hands for a rifle, or whether or not a character can use a shield and a melee weapon at the same time.

DEF (optional)

The DEF of a weapon can be calculated from the AV, and used instead of the DEF generated by the Active Points in the weapon. Instead of basing DEF and BODY directly on the AV of the weapon, instead base them on double the AV and BP, and put this number in the DV conversion equation. See below:

AV or BP	DEF or BODY	AV or BP	DEF or BODY
1	0	8-10	4
2-4	1	11-13	5
5	2	14-17	6
6-7	3	18-23	7

This is for a strictly **3G³** conversion. To be perfectly compatible with Hero guidelines, base DEF and BODY on the active points, as per the rules.

The DEF of a weapon applies vs. killing attacks attempting to damage the weapon. Against normal attacks or blocks or the damage done by the weapon itself, this number is doubled.

Example - A pistol with an AV of 9 has a DEF of 4. Against being shot or sliced, the weapon has a DEF of 4. Against being bent, clubbed, or damaged by a normal explosion, it has a DEF of 8.

BODY (optional)

As for DEF. Items that have lost part of their BODY have a chance of malfunction as per **Hero System** rules.

PER Mod

The PER Mod of a weapon is a characteristic that applies as a bonus to spot it if concealed on your person or elsewhere.

Bulk	Base	per 2x locs.
VS weapon	0	+1
S weapon	1	+1
M weapon	3	+1
Has ≥.60kg per location (not doubled) *or*		+1
Has ≥2.50kg per location (not doubled)		+3
Longarm (shoulder fired, non-bullpup)(not doubled)		+2

The "per 2x locs." means that the PER Mod goes up by that extra amount at 2 locations, 4 locations, 8 locations, and so on, rounding up. There is no maximum size for objects, although anything Large or more is not concealable, and objects with a PER Mod of more than +10 are going to be so unwieldy that they are difficult to carry, let alone conceal.

Initiative (optional)

Hero System weapons do not have Initiative. As an optional trait, halve the **3G³** Initiative (round towards zero), and add or subtract this from the DEX (or Fast Draw skill) of the user when sequencing a combat (for attack purposes only).

Tech Level (optional)

There are no Tech Levels as such in the **Hero System**, so you will have to decide on chronological guidelines and historical developments to figure out what TL a weapon is, or what TL a character can design a weapon for. Obviously, superheros will be much less limited than fantasy characters, with pirates, pulp heros or modern secret agents somewhere in between. In general:

Genre	Tech Level
Medieval fantasy	4-5
Swashbucklers	6-7
Old West	8
Pulp heros	8-9
Modern adventurers	10-12
Future settings	13+

While the **Hero System** does not use TL's, weapons of one **3G³** TL, whose damage would be increased in a higher TL version, will have their damage increased by one increment if used in a more modern setting, an increment being based on the previous table.

Example - A Walther PPK is listed as having a damage of ½d6 (at **3G³** TL9). This is suitable for a pulp adventure. If used in a modern setting, the damage would go to 1d6-1.

If a weapon from an older TL is used with high-tech ammo to get extra damage, it gets a burnout roll and side effect. If it had none, it is a 15-. If the weapon already had one, the burnout roll is 2 classes lower than it was before (a 15- going to 13-, for instance). The side effect is a KX of 1d6+1 or 2 ½d6, depending on whether the active points of the weapon are more or less than 30 points (30 or 60 point side effect).

Point Cost

For figuring out the point cost to a character, base it on the following guidelines. Remember to factor in the cost of any extra clips if necessary.

Pistols

Advantages	Amount
None	+0

Limitations	Amount
OAF	-1
Independent	-2
STR Min (Base/3)	-¾
Can't add damage with STR	-½
One-handed weapon	-0

Rifles

Advantages	Amount
-5 STR Min	+½

Limitations	Amount
OAF	-1
Independent	-2
STR Min (base/3)	-¾
Can't add damage with STR	-½
Two-handed weapon	-½

Shotguns (as rifle or pistol)

Limitations	Amount
Reduced penetration (buckshot and flechettes only)	-¼
Reduced by range (buckshot only)	-¼

Autofire weapons (any)

Advantages	Amount
One level of autofire (3-7 shots)	+½
Two levels of autofire (8-15 shots)	+¾
Three levels of autofire (16-30 shots)	+1
Four levels of autofire (31-60 shots)	+1 ¼

Note that a weapon with three or more levels of autofire might also be bought as an area effect weapon to represent the saturation effect of that many bullets.

Area Effect weapons (any)

Advantages	Amount
One hex	+½
Line effect (active points/5)	+1
Cone (active points/5)	+1
Radius (active points/10)	+1
Explosion	+½

Mounted weapons

Limitations	Amount
OAF	-1
Independent	-2
Two-handed weapon	-½
Immobile	-1

Bulky weapons (>10 kilograms)

Advantages	Amount
-5 STR Min *or*	+½
-10 STR Min	+1

Limitations	Amount
OAF	-1
Independent	-2
Two-handed weapon	-½
Bulky	-½

Weapons with Level III-IV reliability (or percussion)

Limitations	Amount
15- Activation roll	-¼

Weapons with Level V-VI reliability (or flintlock/matchlock)

Limitations	Amount
14- Activation roll	-½

Matchlocks (any)

Limitations	Amount
Doesn't work in extreme damp	-½
Lit match requires tending	-½
Reloading takes 1 minute with gestures throughout*	-2

Flintlocks (any)

Limitations	Amount
Doesn't work in extreme damp	-½
Reloading takes 1 minute with gestures throughout*	-2

Percussion (any)

Limitations	Amount
Doesn't work underwater	-½
Reloading takes 1 minute with gestures throughout*	-2

* Note that technically you don't lose much preparation time if interrupted while reloading, which is offset by the ammunition (open powder) being Fragile during the reloading process.

Weapons with HE or HEAT warheads (any)

Advantages	Amount
-5 STR Min *or*	+½
-10 STR Min *or*	+1
No STR Min (if weapon normally has -10 STR Min)	+0
Armor Piercing	+½
Explosion (optional)	+½

Silenced weapons (any)

Advantages	Amount
Invisible Power Effects (one level)	+½

Lasers (any)

Advantages	Amount
Armor Piercing	+½
No STR Min	+0

Limitations	Amount
Will not penetrate certain types of Darkness	-¼
No knockback	-¼

Continuous beam lasers (any)

Advantages	Amount
Armor Piercing	+½
Continuous effect	+1
Line area effect	+1
No STR Min	+0

Limitations	Amount
Will not penetrate certain types of Darkness	-¼
No knockback	-¼

Particle beams (any)

Advantages	Amount
Penetrating	+½
No STR Min	+0

Limitations	Amount
Doesn't work underwater	-¼
Might not work against magnetic shielding	-¼
No knockback	-¼

Railguns (any)

Advantages	Amount
Armor Piercing	+½

Limitations	Amount
Doesn't work underewater	-¼

Electricity based stunners (any)

Advantages	Amount
NND (defense is being hit on resistant ED>1)	+1

Limitations	Amount
Reduced by range	-¼
Doesn't work underwater	-¼

Homing weapons (any)

Advantages	Amount
Programmable target computer	+½
(variable limitation)	
Takes no range penalty	+½

Limitations	Amount
Only vs. single object	-2
(specific person, vehicle type, radar signature, etc.)	
Only vs. single category	-1
(people, land vehicles, high heat sources, etc.)	
Only vs. broad category	-½
(moving targets, any large metal mass, etc.)	

Charges (as per Hero System)

Charges	Amount	Charges	Amount
1	-2	9-12	-¼
2	-1 ½	13-16	+0
3	-1 ¼	17-32	+¼
4	-1	33-64	+½
5-6	-¾	65-125	+¾
7-8	-½	126-250	+1

More limitations

Limitations	Amount
Laser designator	-¾
(treat as "only vs. single object", but with a full phase of extra time and gestures)	
Radar designator with target discrimination	-¾
(treat as "single category", but with a full phase of extra time and gestures (radar dish))	
Radar designator	-¾
(treat as "broad category", but with a full phase of extra time and gestures (radar dish))	
Minimum arming range (active points/5)	-¼
Human guided (full phase of extra time and gestures)	-¾
Man-portable, needs initial setup (1 turn extra time)	-½
Man-portable, needs setup per shot (1 turn extra time)	-1
Disposable weapon (expendable focus)	-¼

Guidance systems

For weapons which have homing ability, they may either be bought as a simple bonus to hit, or treated as computer controlled vehicles. Sensor-equipped weapons get a +2OCV per 25% bonus, with 15% increments being a +1OCV. This may or may not require setting for a phase to get the bonus. The best of both worlds is to count a homing weapon or sensor-equipped weapon as a bonus to hit at ranges where it will hit in the same segment it is fired, and as computer controlled otherwise. The stats for a self-controlled weapon like a missile or point defense platform include the bonus to hit because of the guidance system in the OCV stat of the weapon. This applies if a character is in control of the weapon and is making firing decisions. Otherwise, the OCV number in parenthesis is used to represent the OCV of the targeting computer acting alone.

A simple, minimum cost tracking computer is:

Item	Cost
INT 5 (can run 1 program)	-5 points
DEX 0 (has no inherent ability)	-30 points
SPD 4 (Acts faster than most humans)	+30 points
Attack and destroy target at closest approach	1 point
Familiarity with weapon system	1 point
+1 OCV with self	3 points
Total cost	0 points

This can be used for any weapon with an inherent OCV, +/-3 points for each level of OCV over the base.

Example - A self-guided missle with an OCV of 4 would have a computer cost of 9 points, in addition to the cost of the weapon itself. This is added to the cost of the weapon after other factors are taken into account. For instance, without the computer, the weapon would still get the OCV bonus when a person was using it, but it would have no initiative to act on its own.

There is no good **Hero System** limitation for flight time to a random range. The "1 second" range of a "slow" weapon will be listed. The weapon will move this far each segment, and of course "hold action" so that it gets its targeting and movement decision at the best time (usually at the closest approach). Most weapons will reach their target in 1 phase.

Shotguns

These are given point costs as per the previous guidelines, but the **3G³** damage is figured as follows. The base damage is that for one pellet, and is increased by half each time the pellet quantity is doubled (keep fractions until you reach the final total). Pellet quantity is rounded nearest for this calculation.

Pellets	Multiple
1	x1.0
2	x1.5
3-5	x2.0
6-11	x2.5
12-23	x3.0
24-47	x3.5
48-95	x4.0
96-191	x4.5

Any weapon with multiple projectiles automatically gets the Reduced Pen. limitation. If a weapon has a x4.0 multiple, it gets an additional level of reduced penetration as well.

Example - A shotgun firing 15 pellets of buckshot with a DV of 13 each will have a base damage of 2.82 points in **Hero System** damage. The quantity of pellet is a x3.0 multiple, so this weapon does 8.47 points of damage, or an average of 2d6+1, almost 2 ½d6, with one level of Reduced Penetration. If the shotgun were firing 100 pellets of birdshot, each with a DV of 9, the base damage would be 1.49, with a x4.5 multiple for quantity, for a total damage of 7.43, or 2d6, with *two* levels of Reduced Penetration.

Grenades

The simplest way to buy grenades is as a Killing Explosion (KX). This supplement uses an older variant on fragmentation. Grenades are bought as a 6 shot autofire attack with OCV levels based on the number of fragments hitting a 1m² target (twice an average person's area) at a range of 1" (2 meters), rounding hits down. This OCV is *always* vs. DCV of 0, plus any bonus to DCV for size and partial cover. The roll is made for the number of hits, and each hit does the listed damage. The OCV of the fragments drops by 2 at a range of 1", 2", 4", 8", etc. Any linked explosion is treated normally.

Fragments	Hits at 1"	OCV	Example
<100	1 or less	0	WWII grenade
100-199	2-3	2	"Bouncing Betty" mine
200-399	4-7	4	
400-799	8-15	6	Small modern grenade
800-1599	16-31	8	Modern grenade
1600-3199	32-63	10	
>3200	64+	12	Claymore mine

Powers with a 60° cone effect multiply their actual fragments by 6 to get the number the OCV is based on.

Example - A directional mine has 500 fragments. This is multiplied by 6 to get 3000, which corresponds to an OCV of 10. At a range of 15 hexes, the OCV will have dropped to 2, since it lost 2 points of OCV at 1", 2", 4" and 8".

Obviously, this is much more cumbersome than a normal KX, but is more accurate for a heroic campaign. For a superheroic campaign, the easiest thing to do is double the fragment damage and call it a Reduced Penetration KX.

Grenades (any)

Advantages	Amount
Triggered (when pin is pulled)	+¼

Limitations	Amount
One phase activation delay	-½
Expendable focus	-¼

Explosions

Explosions are treated normally, but their damage is multiplied by 3 to get a **Hero System** damage for normal dice instead of killing dice.

STUN modifiers

All weapons in this supplement are bought as having a +0 STUN modifier. There is no easy way to tell if a weapon *should* have a +1 or -1 STUN modifier. Within the system, weapons often use this to represent increased "knockdown" power. Also, projectiles that do more or less tissue damage, like AP or hollow-point may have a non-zero STUN modifier.

Continuous beams

Very high ROF weapons may be bought as Area Effect. Such attacks (line area) are also bought with the advantage Continuous, so that anyone passing through the area of effect until the character's next action is automatically hit. Many of these attacks aren't that large, but remember that any fragile foci carried will also be affected (extra ammo, carried grenades, etc.). The special effect of the area effect is that a larger target may shield a smaller one. So, a person with a shield would get the DEF of the shield if the hit location protected by the shield was rolled. Or, a large character could interpose themselves to protect a smaller one, or stray cover might protect a character who was there when the attack occurred.

Uncontrolled attacks

A few attacks last longer than a phase. These are usually bought as continuous, uncontrolled, lasting 1 turn.

Special ammunition

If a weapon uses special ammunition of some type, use the special effects for that ammunition according to **Hero System** rules.

Multipowers

If a given weapon has several variants or types of ammo listed, it is assumed to be bought as a multipower on the most expensive type, with the limitation "Takes a full action to change slots" (change the clip). If a weapon has a version that is illegal for civilians, the costs for the military and civilian versions will be different.

Overlap

Some weapons on these listings will overlap with ones already created and listed in the **Hero System** rules. While we are by default already second-guessing these weapon rules, duplicate weapons on this list are not meant to supercede those already listed in the various **Hero System** rulebooks.

Special cases

Some weapons may have endurance batteries instead of charges, or solar panels which are limits on the recovery of END in the weapon, or a number of other special cases. This is usually only listed for weapons which have multiple powers. Others have charges which can be renewed at a high-energy power source. We have tried to take into account any power modifier that is implied in the description of a weapon.

END Reserve (any)

Limitations (END)	Amount
OAF	-1
Independent	-2
Linked to other power (weapon)	-½
Can't be pushed	-½

Limitations (REC)	Amount
OAF	-1
Independent	-2
Linked to other power (weapon)	-½
Requires high energy source *or*	-½
Only works in daylight (solar panel, REC 1 only)	-½

Since charges or END *can* be transferred between weapons if needed (energy *is* energy, after all), you can do this with some equipment and a skill roll, but for each 5 points of difference in active cost per shot, you lose half the charges or END in the transfer (rounding in character's favor).

Example - A player with an extra energy clip for their laser pistol (1d6+1RKA, Armor Piercing, 30 Active points, 3 END per shot), loans it to a friend whose laser rifle (2d6RKA, Armor Piercing, 45 active points, 4 END per shot) is empty. There are 30 END in the clip, and 20 active points of difference. Only ⅛th of the charges transfer (lose half per 5 points), so draining the entire pistol clip only nets the character one shot (4 END) for the rifle. The reverse also applies, so if the rifle character gave 1 END to the one with the pistol, one charge for the rifle would give the pistol 8 END (double per 5 points). Note that this is *highly* optional, and is just presented as an alternate way to do things.

Multiple powers

In some cases, a weapon description may imply that the **Hero System** version has multiple power effects. For instance, a stun grenade may say that it has an effect on the senses equal to its blast damage. In this case, the weapon acts as a Flash as well as an explosion, and you would convert the DV to the appropriate amount of Flash, taking into account that 1d6 of RKA in **Hero System** is 15 points, while 1d6 of other attacks may be more or less.

Bulky weapons

Weapons that mass more than 10kg and are man-portable are generally considered Bulky, and get the -½ limitation. Weapons that are usually mounted get the Immobile limitation of -1. These can be vehicle mounted, but are very cumbersome to move when detatched, and cannot be fired when dismounted. In some circumstances, very powerful characters can use the focus without limitation (powered armor, for instance).

Melee weapons

All melee weapons listed here are bought as "real weapons", meaning that anyone can use them, they have mass to slow a character down, can be damaged, and so on.

OCV

The **Hero System** OCV of a melee weapon equals the IA for swords and staves, and the IA-1 for axes/maces, IA-2 for polearms, IA-1 for flails, IA-1 for whips and flexible weapons, IA-1 for improvised weapons, RMod=IA-1 for thrown weapons.

Weapon type	OCV
Swords	IA
Staves	IA
Knives	IA
Axes	IA-1
Maces	IA-1
Polearms	IA-2
Flails	IA-1
Whips	IA-1
Improvised weapons	IA-1

Damage

The best way to convert damage is to use the formula for ranged weapons, but use the DV+5 instead of the straight DV. For a massively heroic campaign, use DV+10 instead of DV. This supplement uses DV+5 as a base.

Most weapons here will do slightly less damage than their **Hero System** counterparts, but they also have lower STR Mins. The net effect is that for the same STR, the weapons are slightly less powerful (matching the guns), and also have a lower maximum damage, but don't cost as much END.

The reduced damage maximum makes it harder to carve holes in tanks or reinforced concrete walls with a greatsword. Using "real" weapons also implies you use "real" armor, which cuts the amount of armor worn. To keep things even, the amount of force fields that wizards can have needs to be kept in check, something you should do in any case.

If a weapon has an effect that adds to normal damage rather than being the main agent of damage, it is bought as extra HTH dice. If the effect is that it adds *separate* killing damage to normal damage, the extra HTH dice are converted to lethal damage, which cannot be affected by STR.

STUN x

Most weapons have a default STUNx of +0. Weapons that do impaling damage only should get a -1 STUNx. Those that have small crushing surfaces or can be accelerated by virtue of a flexible hilt (war hammers and flails, respectively) should get a +1 STUNx.

STR Min

This is based on the (active points/2), and takes into account OCV, RMod, Throwable, and +1 STUNx, but *not* Zero END.

Cost

Taken directly from the **3G[3]** cost for the weapon. In addition, the character point cost has also been listed, according the guidelines here.

Melee Weapons (one-handed)

Advantages	Amount
Zero END cost	+1/2

Limitations	Amount
OAF	-1
Independent	-2
STR Min (active points/2)	-1

Melee Weapons (two-handed)

Advantages	Amount
STR Min-5 (tools don't get this)	+1/2
Zero END cost	+1/2

Limitations	Amount
OAF	-1
Independent	-2
STR Min (active points/2)	-1
Two-handed weapon	-1/2

Melee Weapons (throwable)

Advantages	Amount
Throwable (RMod is OCV+0)	+1/2

Other

Advantages	Amount
Armor Piercing (unbalanced impaling weapons)	+1/2
+1 STUNx (unbalanced crushing weapons)	+1/2

Limitations	Amount
-1 STUNx (weapons doing impaling damage only)	-1/4

Cost adjustments

Modifier	Cost
+1 OCV	5 points
-1 OCV	-5 points
Linked 2d6 Entangle (recoverable, transparent)	7 points
Linked 1" Stretching (in combat, grab, disarm)	2 points

Hands

The number of hands needed to use the weapon properly.

DEF (optional)

The DEF is converted as for other weapons, and serves the same purpose. It is based on 2 x AV, as for ranged weapons. The DEF of a weapon applies vs. killing attacks attempting to damage the weapon. Against normal attacks, blocks or the damage done by the weapon itself, this number is doubled.

Example - A DEF 2 knife has a DEF of 2 if shot, or someone tries to break it with a killing attack. If hit by an explosion, or someone tries to snap it with their hands, it has a DEF of 4.

BODY(optional)

The BODY is converted as for other weapons, and serves the same purpose. It is based on 2 x BP, as for ranged weapons.

PER Mod

As for other weapons. *Most* melee weapons longer than 3 locations double the calculated PER Mod.

Initiative (optional)

Figured as for other weapons, and serves the same purpose.

Overall notes

Weapons in this supplement are suitable for "normals", and built for that "world". For them, a 5d6 normal attack will break bones, and a 3d6NND will stun them. Characters are tough, and heroes even more so. If the world does not deal with supers, weapons will follow the same progression they historically have. If police fight paranormally powered criminals, the armed forces shoot down supervillains, and so on, then weapons will have to become more powerful to keep up. You can tailor this list to your campaign simply by upping the damage of the weapons. We recommend +1DC (5 active points) per 3DC, round down. This adds 1 pip to most pistols, a half die to rifles, and a full die to light cannons, as well as increasing the effect of normal attacks and NND's.

Damage

The best way to convert damage is to use the formula for ranged weapons, but use the DV+5 instead of the straight DV. For a massively heroic campaign, use DV+10 instead of DV. This supplement uses DV+5 as a base.

Most weapons here will do slightly less damage than their **Hero System** counterparts, but they also have lower STR Mins. The net effect is that for the same STR, the weapons are slightly less powerful (matching the guns), and also have a lower maximum damage, but don't cost as much END.

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Cost

Taken directly from the **3G³** cost for the weapon. In addition, the character point cost has also been listed, according the guidelines here.

Melee Weapons (one-handed)

Advantages	Amount
Zero END cost	+½

Limitations	Amount
OAF	-1
Independent	-2
STR Min (active points/2)	-1

Melee Weapons (two-handed)

Advantages	Amount
STR Min-5 (tools don't get this)	+½
Zero END cost	+½

Limitations	Amount
OAF	-1
Independent	-2
STR Min (active points/2)	-1
Two-handed weapon	-½

Melee Weapons (throwable)

Advantages	Amount
Throwable (RMod is OCV+0)	+½

Other

Advantages	Amount
Armor Piercing (unbalanced impaling weapons)	+½
+1 STUNx (unbalanced crushing weapons)	+½

Limitations	Amount
-1 STUNx (weapons doing impaling damage only)	-¼

Cost adjustments

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Weapons in this supplement are suitable for "normals", and built for that "world". For them, a 5d6 normal attack will break bones, and a 3d6NND will stun them. Characters are tough, and heroes even more so. If the world does not deal with supers, weapons will follow the same progression they historically have. If police fight paranormally powered criminals, the armed forces shoot down supervillains, and so on, then weapons will have to become more powerful to keep up. You can tailor this list to your campaign simply by upping the damage of the weapons. We recommend +1DC (5 active points) per 3DC, round down. This adds 1 pip to most pistols, a half die to rifles, and a full die to light cannons, as well as increasing the effect of normal attacks and NND's.

Archaic Pistols

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
1	Hand cannon	-1	+1	½d6+1	1	5	70	2.10	-	1	5	6	+3	+0
2	Hand cannon	-1	+1	1d6-1	3	5	115	4.00	-	1	5	6	+4	+0
3	Cascade pistol	-1	+1	1d6-1	5	8	260	1.25	-	1	5	3	+3	+1
4	Cavalry pistol	-1	+2	1d6	1	5	75	1.50	-	1	5	5	+3	+0
5	Double pistol	-1	+1	1d6-1	2	5	90	1.75	-	1	5	3	+3	+0
6	Flintlock revolver	-1	+2	1d6-1	5	5	65	1.80	-	1	5	5	+4	+0
7	Personal pistol	-1	+1	½d6+1	1	5	70	1.00	-	1	5	3	+2	+1
8	British Pattern 1856	+0	+2	1d6	1	7	160	1.10	-	1	5	3	+2	+1
9	Colt 1861	+0	+2	½d6+1	6	6	140	1.20	-	1	5	3	+3	+1
10	Colt Dragoon	+0	+2	1d6+1	6	6	190	2.10	-	1	5	3	+3	+0
11	Derringer	-1	+1	½d6	1	5	60	.35	-	1	4	1	+0	+2
12	Duelling pistol	+1	+2	1d6	1	9	315	1.25	-	1	5	3	+3	+1
13	Gambler's Ace	-1	+1	1d6-1	1	5	65	.50	-	1	5	1	+0	+2
14	LeMat (.42 perc.)	+0	+2	1d6	9	7	395	1.70	-	1	5	4	+3	+0
	(20ga. slug)	+0	+2	1d6+1	1	9				1				
	(buckshot)[rp]	+0	+2	1½d6		9				1				
15	Pauly 1812	+0	+2	½d6+1	1	5	140	.70	-	1	4	2	+1	+1
16	Pepperbox	-1	+1	½d6	6	5	120	.50	-	1	4	1	+0	+2

Archaic rifles

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
17	Matchlock musket	+0	+2	1d6+1	1	5	120	6.05	-	2	6	8	+7	-1
18	Double wheellock	+0	+2	1d6+1	2	5	430	8.00	-	2	6	8	+7	-1
19	Wheellock carbine	+0	+2	1d6+1	1	5	100	3.90	-	2	6	7	+7	+0
20	Cascade musket	+0	+2	1d6+1[2]	11	9	215	5.45	-	2	5	7	+7	+0
21	Brown Bess	+0	+2	1d6	1	5	90	4.70	-	2	4	9	+7	-1
22	French 1777	+0	+2	1d6+1	1	5	100	4.80	-	2	5	9	+7	-1
23	Kentucky rifle	+1	+3	1 ½d6	1	8	140	4.10	-	2	6	9	+7	+0
24	Colt Model 1855	+1	+3	2d6-1	5	8	165	3.70	-	2	5	7	+6	+0
25	Hall Carbine	+0	+3	2d6-1	1	7	85	3.60	-	2	6	7	+7	+0
26	Henry Rifle	+1	+3	1d6+1	15	6	160	4.70	-	2	4	7	+7	-1
27	Windbüchse	+0	+2	½d6+1	20	5	100	4.25	-	2	5	8	+6	+0
28	Whitworth rifle	+2	+3	1d6+3	1	11	420	5.65	-	2	6	8	+7	-1
29	Spencer carbine	+1	+3	1 ½d6	8	8	190	4.20	-	2	5	7	+7	+0

Archaic Shotguns

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
30	Arquebus	-1	+2	1d6	1	5	45	7.30	-	2	6	8	+7	-1
	(buckshot)[rp,rr]	-1	+2	1d6-1		5								
31	Arquebus	+0	+2	1d6	10	5	80	13.2	-	2	6	8	+7	-1
	(buckshot)[rp,rr]	+0	+2	1d6-1		5								
32	Blunderbuss	+0	+2	1d6+1	1	5	55	2.60	-	2	6	7	+6	+0
	(buckshot)[rp,rr]	+0	+2	1d6+1		5								
33	Fowling piece	+0	+2	1d6+1	1	5	120	4.80	-	2	6	8	+7	+0
	(buckshot)[rp,rr]	+0	+2	1 ½d6		5								
34	Fowling piece	+1	+2	1d6+1	2	5	315	5.00	-	2	5	7	+7	+0
	(buckshot)[rp,rr]	+1	+2	1 ½d6		5								
35	Volley gun	+0	+2	1d6+1[1]	7	9	335	10.8	-	2	5	6	+7	-1
	(buckshot)[rp,rr]	+0	+2	1d6+1[1]		9								

Archaic Heavy Weapons

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
36	Grenade launcher	-1	+1	5d6EX	1	5	30	1.10	.40	2	5	4	+4	+1
37	Whaling gun	+0	+2	2d6	1	-	320	17.0	.70	2	6	8	+8	-1
38	Harpoon gun	+0	+2	2d6+1	1	-	470	23.0	3.00	2	7	8	+7	-2
39	Swivel gun	+0	+3	2d6+1	1	-	205	29.1	.10	2	7	8	+7	-2
	(cannister)[ce,rp,rr]	-1	+2	4d6+1		-	205							
40	Siege mortar	-1	+2	13 ½d6X	1	-	2250	7000	131.	-	10	10	-	-6
41	Bombard	-1	+2	4d6	1	-	3000	2500	130.	-	10	14	-	-6
42	6-pdr Model 1839	-1	+3	3d6+1	1	-	1400	398	2.75	-	10	12	-	-4
	(cannister)[ce,rp2,rr]	-1	+3	8d6-1			1400							
43	12-pdr Model 1841	-1	+3	3d6+3	1	-	3700	795	5.50	-	9	12	-	-5
	(cannister)[ce,rp2,rr]	-1	+3	9d6+1			3700							
44	32-pdr Model 1844	-1	+3	4d6	1	-	6000	1920	14.7	-	9	12	-	-5
	(cannister)[ce,rp2,rr]	-1	+3	10d6			6000							

Civilian Pistols

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
1	Colt 1873	+0	+2	1d6	6	7	160	1.20	-	1	4	3	+3	+1
2	.22 autopistol	-1	+1	½d6	6+1	5	60	.30	.10	1	3	1	+0	+2
3	.22 derringer	-1	+1	½d6	2	5	85	.30	-	1	3	1	+0	+2
4	.25 autopistol	-1	+1	1 pip	6+1	5	55	.30	.10	1	3	1	+0	+2
5	Government .45	+0	+2	½d6+1	7+1	6	280	1.35	.25	1	3	3	+3	+1
6	Luger	+1	+2	1d6	8+1	9	605	1.10	.20	1	4	3	+2	+1
7	Mauser	+1	+2	1d6	10+1	9	630	1.20	-	1	4	3	+3	+1
8	Kolibri Auto	-1	+1	1 pip*	7+1	5	100	.05	.00	1	1	1	+0	+2
9	Webley .455	+0	+2	1d6-1	6	6	140	1.10	-	1	4	3	+2	+1
10	Browning Hi-Power	+1	+2	1d6	13+1	9	630	1.05	.20	1	4	3	+2	+1
11	H&R Sidekick	+0	+2	1d6-1	9	6	135	.70	-	1	4	1	+2	+1
12	Tokarev TT-33	+0	+2	½d6+1	8+1	6	290	.95	.10	1	4	3	+2	+1
13	Tokarev TT-33	-1	+2	1d6	8+1	5	180	1.05	.20	1	4	3	+2	+1
14	Walther P-38	+1	+2	1d6	8+1	9	660	.95	.20	1	4	3	+2	+1
15	Walther PPK	+0	+1	½d6	7+1	5	250	.55	.10	1	4	1	+1	+1
16	Air pistol	-1	+1	1d6P	60	5	50	1.00	-	1	1	3	+2	+1
17	Buffalo Derringer	-1	+1	1d6	2	5	250	.50	-	1	4	1	+0	+2
18	Colt Diamondback	+0	+2	1d6+1	6	9	195	.80	-	1	4	1	+1	+1
19	Colt Python	+1	+2	1d6+1	6	10	395	1.10	-	1	4	2	+2	+1
20	Makarov	+0	+1	½d6+1	8+1	5	290	.80	.15	1	4	1	+1	+1
21	Smith & Wesson Mod. 29	+1	+2	1d6+1	6	10	235	1.30	-	1	4	2	+3	+1
22	Smith & Wesson Mod. 57	+1	+2	1d6+1	6	10	215	1.35	-	1	4	2	+3	+1
23	TDE .380	+0	+1	1d6-1	5+1	5	270	.70	.10	1	3	1	+2	+1
24	Thomps. Cont. (.44 Mag.)	+1	+2	1½d6	1	12	560	1.25	-	1	4	2	+3	+1
25	Thomps. Cont. (.30-30)	+1	+3	2d6	1	10	525	1.60	-	2	5	4	+4	+0
26	Beretta 951	+0	+2	1d6	8+1	7	345	1.00	.15	1	4	2	+2	+1
27	Cyclops (12ga. slug)	-1	+1	1d6+1	1	6	110	.90	-	1	4	1	+2	+1
	(12ga buckshot)	-1	+1	2d6						1				
28	Gov't Longslide	+1	+2	1d6	7+1	9	690	1.50	.25	1	4	3	+3	+1
29	Heckler & Koch P4 (.22)	+0	+1	1d6-1	8+1	5	270	.70	.15	1	4	1	+1	+1
30	Heckler & Koch P4 (.380)	+0	+1	1d6-1	7+1	5	270	.70	.15	1	4	1	+1	+1
31	H&K P9S (.45ACP)	+1	+2	1d6	7+1	9	605	1.00	.20	1	4	2	+2	+1
32	H&K P9S (9mm)	+1	+2	1d6	9+1	9	660	1.05	.20	1	4	2	+2	+1
33	Type 67[rp]	+0	+2	½d6	9+1	5	240	1.00	.10	1	3	2	+1	+1
34	XP-100 Target	+2	+3	2d6-1	1	15	660	1.70	-	2	4	4	+3	+0
35	.357 Mag COP	+0	+1	1d6	4	6	415	.80	-	1	4	1	+2	+1
36	AM-402 Baton (slug)	-1	+1	1½d6	1	8	140	.60	-	1	4	1	+1	+1
	(buckshot)[rp,rr]			2d6+1										
	(stun bag)			2d6P										
37	Amer. Mod. 6 (.45 Colt)	-1	+1	1d6+1	2	7	290	.60	-	1	4	2	+1	+1
	(.410ga. slug)	-1	+1	1d6-1		5				1				
	(.410ga. buckshot)[rp,rr]		+1	1d6-1		5				1				
38	Auto Mag	+1	+2	1½d6	7+1	12	535	1.90	.30	1	5	2	+3	+0
39	Beast	+1	+3	3d6-1	1	14	1580	7.30	-	2	5	3	+4	+0
40	Beretta 92-F	+1	+2	1d6	15+1	9	720	1.15	.20	1	4	2	+2	+1
41	Beretta 92-F Compact	+0	+2	1d6	13+1	7	360	1.05	.25	1	4	3	+2	+1
42	Calico M-110	+0	+2	1d6	100+1	7	150	1.70	.70	1	3	3	+3	+0
43	Calico M-950	+1	+3	1d6+1	100+1	11	190	2.60	1.60	2	4	4	+4	+0
44	Casull .454	+1	+2	1d6+3	5	13	780	1.50	-	1	4	2	+3	+1
45	Casull .454	+1	+3	1d6+3	5	9	840	1.80	-	2	4	3	+4	+0
46	CIA cigarette	-1	+1	1d6-1	1	5	260	.05	-	1	3	1	+0	+2
47	Colt Anaconda	+1	+2	1½d6	6	12	515	1.60	-	1	4	2	+3	+0
48	Colt Anaconda	+1	+3	2d6-1	6	9	585	1.90	-	2	4	2	+4	+0
49	Desert Eagle (.357 Mag.)	+1	+2	1d6+1	9+1	10	860	1.65	.25	1	4	2	+3	+0
50	Desert Eagle (.41 Mag.)	+1	+2	1d6+1	8+1	10	940	1.75	.25	1	4	2	+3	+0
51	Desert Eagle (.44 Mag.)	+1	+2	1½d6	8+1	12	1030	1.80	.25	1	4	2	+3	+0
52	Desert Eagle (.44 Mag.)	+1	+3	2d6-1	8+1	9	1270	2.10	.25	2	4	2	+4	+0
53	Desert Eagle (.50AE)	+1	+2	2d6-1	7+1	13	1320	1.85	.30	1	4	2	+3	+0
54	Desert Eagle (.50AE)	+1	+3	1d6+3	7+1	9	1500	2.15	.30	2	4	2	+4	+0
55	Grendel P-10	-1	+1	1d6-1	10	5	135	.50	-	1	3	1	+0	+2
56	Grendel P-30	-1	+2	1d6	30+1	5	165	.75	.10	1	3	1	+1	+1
57	Heckler & Koch flare pist.[ct]	-1	+1	1d6E	5	5	100	.45	.20	1	1	1	+0	+2
58	Heckler & Koch P2A1[ct]	-1	+1	1d6E	1	5	100	.50	.20	1	1	1	+1	+1

Civilian Pistols

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
59	Heckler & Koch P7M13	+0	+2	1d6	13+1	7	360	1.15	.30	1	4	2	+2	+1
60	Heckler & Koch VP-70Z	+0	+2	1d6	18+1	7	360	1.15	.30	1	3	2	+2	+1
61	High Standard Citation	+2	+2	½d6+1	10+1	5	1160	1.30	.10	1	3	2	+3	+1
62	NAA revolver	+0	+1	1d6-1	5	5	135	.20	-	1	3	1	+0	+2
63	Paintball gun	-1	+1	1d6P	6	5	100	.80	-	1	1	1	+1	+1
64	Ruger GP-100	+1	+2	1d6+1	6	10	215	1.30	-	1	4	2	+3	+1
65	Ruger P85	+0	+2	1d6	15+1	7	360	1.15	.25	1	4	2	+2	+1
66	S&W Ladysmith	+0	+1	1d6	8+1	6	345	.85	.20	1	4	1	+2	+1
67	SIG P226	+1	+2	1d6	15+1	9	720	1.00	.25	1	4	2	+2	+1
68	Spectre	+1	+2	1d6	50+1	9	360	3.40	.70	1	4	3	+4	+0
69	Stallard Arms JS-9	-1	+2	1d6	8+1	5	90	1.35	.20	1	4	2	+3	+1
70	Star M31PK	+0	+2	1d6	15+1	7	345	1.10	.25	1	4	2	+2	+1
71	Norinco Type 86	-1	+1	1d6-1	4	5	150	.45	-	1	3	1	+1	+1
72	Norinco pocketknife	-1	+1	1 pip	3	5	120	.30	-	1	3	1	+0	+2
73	Walther GSP	+3	+3	½d6+1	5+1	7	2320	1.35	.10	1	3	2	+3	+1
74	Wildey .475	+1	+3	1d6+3	7+1	14	1440	2.05	.30	1	4	2	+3	+0
75	Zip pistol	-2	+1	1d6	1	5	10	.70	-	1	3	1	+2	+1
76	Glock 17L	+1	+2	1d6+1	19+1	10	750	.95	.25	1	3	2	+2	+1
77	Glock 19	+1	+2	1d6	17+1	9	720	.85	.25	1	3	2	+2	+1
78	Glock 20	+1	+2	1d6+1	17+1	10	820	.90	.30	1	4	2	+2	+1
79	Glock 21	+1	+2	1d6	15+1	9	660	.90	.30	1	3	2	+2	+1
80	Glock 23	+1	+2	1d6	15+1	9	690	.80	.30	1	3	2	+2	+1

Machine Pistols & SMG's

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
81	Type 80	+0	+2	½d6+1[2]	20+1	6/12	375	1.30	.20	1	4	5	+3	+1
82	M3 Grease Gun	+0	+2	1d6[2]	30+1	5/10	105	4.40	.90	2	4	6	+7/+4	+0
83	MP-40 Schmeisser	+0	+3	1d6[2]	32+1	5/10	235	4.50	.50	2	4	6	+7/+4	+0
84	Owen Mk1/42	+0	+3	1d6+1[2]	34+1	5/10	120	4.30	1.00	2	4	6	+7	+0
85	PPsH MP41	-1	+3	1d6[3]	71+1	5/10	120	5.45	1.75	2	4	6	+7	+0
86	Sten	+0	+2	1d6[2]	32+1	5/10	110	3.45	.65	2	4	6	+7	+0
87	Thompson	+1	+2	1d6[2]	50+1	5/10	430	7.15	2.25	2	4	6	+7/+4	+1
88	Beretta 12S	+1	+3	1d6+1[2]	32+1	5/10	245	3.80	.60	2	4	5	+7/+4	+0
89	Beretta 951R	+0	+2	1d6[2]	10+1	7/12	450	1.55	.20	1	4	2	+3	+0
90	MAT-49	+1	+3	1d6+1[2]	32+1	6/11	255	3.95	.45	2	4	5	+7/+4	+0
91	Mendoza HM-3	+0	+3	1d6+1[2]	32+1	5/10	130	3.35	.65	2	4	5	+7/+4	+0
92	Stechkin	+1	+2	1d6[2]	20+1	7/12	785	1.30	.25	1	4	2	+5/+3	+1
93	Sterling L2A3	+1	+3	1d6+1[2]	34+1	6/11	245	3.30	.60	2	4	5	+7/+4	+0
94	Uzi	+1	+3	1d6+1[2]	32+1	6/11	270	4.10	.60	2	4	5	+7/+4	+0
95	Vz61 Skorpion	+0	+2	½d6+1[3]	20+1	6/11	360	2.00	.40	1	3	4	+5/+3	+0
96	Air SMG	+0	+2	2d6P[3]	1200	5/10	285	1.00	-	1	2	2	+2	+1
97	Ares FMG	+0	+2	1d6+1[2]	20+1	9/14	510	2.40	.30	1	3	4	+4/+3	+0
98	Ares FMG	+0	+2	1d6+1[2]	20+1	9/14	510	2.15	.30	1	3	4	+3/+2	+0
99	Beretta 93-R	+1	+2	1d6+1[1]	20+1	10/15	1130	1.20	.25	1	4	4	+5/+3	+1
100	Heckler & Koch MP5KA5	+0	+2	1d6[3]	30+1	5/10	270	2.50	.50	2	4	3	+4	+0
101	Heckler & Koch MP5A5	+1	+3	1d6+1[3]	30+1	6/11	310	3.20	.50	2	4	5	+7/+4	+0
102	Heckler & Koch VP-70	+0	+2	1d6[1]	18+1	7/12	540	1.15	.30	1	3	2	+5/+2	+1
103	ILARCO 180	+2	+3	1d6[3]	165+1	6/11	410	4.30	.85	2	4	7	+7	+0
104	ILARCO Short	+1	+3	1d6[3]	165+1	5/10	395	3.35	.85	2	4	4	+4	+0
105	Ingram M-10	-1	+2	1d6+1[3]	32+1	7/12	245	3.45	.60	1	4	4	+6/+3	+0
106	Ingram M-11	-1	+2	½d6+1[3]	32+1	5/10	190	2.10	.50	1	3	4	+5/+3	+0
107	Jati-Matic	+1	+2	1d6+1[2]	40+1	6/11	270	2.25	.60	2	4	5	+4	+0
108	MGV 176	+1	+3	1d6[3]	176+1	5/10	205	3.45	.80	2	3	5	+7/+4	+0
109	Spectre	+1	+2	1d6[2]	50+1	5/10	470	3.60	.70	2	4	4	+6/+3	+0
110	Steyr MPi69	+1	+3	1d6+1[2]	32+1	6/11	280	3.60	.45	2	4	5	+7/+4	+0
111	Benelli CB-M2	+1	+3	1d6+1[3]	40+1	6/11	280	3.75	.35	2	3	4	+6/+3	+0
112	Glock 18	+1	+2	1d6+1[3]	19+1	10/15	980	.90	.25	1	3	2	+2	+1

Civilian Rifles

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
113	Model 98 Mauser	+1	+4	2d6+1	5	12	340	4.10	-	2	6	8	+6	+0
114	Sharps 1874	+1	+3	1d6+3	1	9	180	3.95	-	2	5	7	+6	+0
115	Winchester M94	+1	+4	1d6+3	6	10	285	3.00	-	2	5	6	+6	+0
116	Beeman 55S	+1	+2	1d6P	1	5	105	2.25	-	2	2	6	+6	+0
117	M1 Carbine	+1	+4	1d6+3	30+1	10	360	2.65	.30	2	5	6	+6	+0
118	M6 Springfield	+0	+3	1d6	1	5	115	1.50	-	2	4	2	+6	+0
	(.410ga slug)	+0	+2	1d6	1	5								
	(buckshot)[rp,rr]	+0	+2	1½d6		5								
119	Rossi M59	+1	+3	1d6	10	5	115	2.50	-	2	4	6	+6	+0
120	Weatherby Mk.V	+2	+4	2½d6	2	16	1890	4.75	-	2	5	7	+6	+0
121	AR-7 survival rifle	+0	+3	1d6	8+1	5	80	1.15	.10	2	3	5	+6/+3	+0
122	Barrett Light .50	+2	+5/+4	3d6	10+1	18	2390	17.9	1.10	2	5	7	+8	-2
123	(bullpup version)	+2	+5/+4	3d6	10+1	18	2390	15.4	1.10	2	5	7	+6	-1
124	(lightweight version)	+2	+5/+4	3d6	10+1	18	9600	8.90	1.00	2	4	7	+8	-1
125	Browning M78	+2	+4	2d6+1	1	14	820	3.85	-	2	4	6	+6	+0
126	Calico M-100	+1	+3	1d6	100+1	5	160	2.60	.70	2	3	5	+6	+0
127	Calico M-900	+1	+3	1d6+1	100+1	6	215	3.25	1.60	2	4	5	+6	+0
128	Colt AR-15	+1	+4	2d6	30+1	11	580	3.65	.45	2	4	6	+6	+0
129	Crossfire	+1	+4	2d6+1	20+1	12	925	5.15	.45	2	4	6	+7	-1
	(12ga slug)	+1	+2	2d6-1	7	7			.40					
	(buckshot)[rp,rr]	+1	+2	2d6+1		7								
130	FR-F2	+2	+4	2d6+1	10+1	14	1150	5.65	.45	2	4	7	+7	-1
131	Heckler & Koch M770	+1	+4	2d6+1	10+1	12	795	3.85	.25	2	4	6	+6	+0
132	Paintball gun[rr]	-1	+2	½d6P	200	5	200	3.50	.50	2	1	6	+6	+0
133	Ruger 10/22	+1	+3	1d6	50+1	5	165	2.50	.20	2	3	6	+6	+0
134	Ruger M-77	+2	+4	2d6+1	3	14	1290	4.10	-	2	5	7	+6	+0
135	Ruger Mini-14	+1	+4	2d6	30+1	11	600	3.30	.40	2	4	5	+6	+0
136	Sako Sporter	+2	+4	2d6+1	1	14	375	3.10	-	2	4	5	+6	+0
137	SSG 69	+2	+4	2d6+1	5	14	820	4.00	-	2	4	6	+6	+0
138	Ultralight Arms	+2	+4	2d6+1	3	14	4590	2.05	-	2	4	5	+6	+0
139	Winchester 9422	+1	+3	1d6	15	5	115	2.90	-	2	3	5	+6	+0
140	Zip rifle	-2	+2	1d6+3	1	5	15	3.15	-	2	4	6	+7	+0

Military Rifles

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
141	Chauchat	-1	+4	2d6+1[1]	30+1	9/14	235	9.10	1.00	2	6	9	+8	-1
142	Lewis Gun[bk]	+1	+4	2d6[2]	40+1	11/16	805	11.8	1.30	2	5	8	+7	-1
143	.30 BAR	+1	+4	2d6+1[2]	20+1	12/17	975	9.50	.65	2	5	8	+7	-1
144	M2 Carbine	+1	+4	1d6+3[2]	30+1	10/15	360	2.65	.30	2	5	6	+6/+4	+0
145	M-14	+1	+4	2d6[2]	20+1	11/16	805	5.10	.70	2	5	7	+7	-1
146	AK-47	+1	+4	2d6[2]	30+1	11/16	405	5.30	.90	2	5	6	+7/+4	+0
147	FN-FAL 50-64	+1	+4	2d6[2]	20+1	11/16	860	5.00	.75	2	5	7	+7	+0
148	AK-74	+0	+4	2d6[2]	30+1	9/14	305	4.15	.55	2	4	6	+6	+0
149	Armscor 37 (slug)	+0	+1	1d6P	1	5	60	3.70	-	2	3	5	+7	+0
	(pellets)			2d6P										
150	AUG carbine	+1	+4	2d6[2]	42+1	11/16	755	4.00	.70	2	4	5	+5	+0
151	AUG HBAR	+2	+4	2d6[2]	42+1	12/17	1610	6.10	.70	2	4	6	+5	+0
152	Dragunov	+2	+4	2d6+1	10+1	12	1740	4.60	.30	2	4	6	+7	-1
153	Enfield L85A1	+1	+4	2d6[2]	30+1	11/16	755	5.00	.50	2	4	6	+5	+0
154	FAMAS	+1	+4	2d6[2]	25+1	11/16	840	4.00	.40	2	4	5	+5	+0
155	Galil SAR	+1	+4	2d6[2]	50+1	11/16	680	4.65	1.00	2	4	6	+7/+4	+0
156	Heckler & Koch G-3A3	+1	+4	2d6+1[2]	20+1	12/17	915	5.15	.75	2	5	6	+7	+0
157	Heckler & Koch HK33E	+1	+3	2d6[2]	25+1	10/15	680	4.45	.55	2	4	6	+7/+4	+0
158	H&K MZP-1 (slug)	+0	+1	1d6P	1	5	60	2.65	-	2	3	5	+6	+0
	(pellets)			2d6P										
159	Colt M-16A2 HBAR	+2	+4	2d6[2]	30+1	12/17	1510	4.05	.45	2	4	6	+6	+0
160	Colt M-16A2 "Shorty"	+1	+3	2d6[2]	30+1	10/15	590	3.25	.45	2	4	6	+6	+0
161	Colt M-16A3	+1	+4	2d6[1]	30+1	11/16	870	3.85	.45	2	4	6	+6	+0
162	SIG 550	+1	+4	2d6[2]	30+1	11/16	870	4.50	.50	2	4	6	+7	+0
163	Ultimax 100	+1	+4	2d6[2]	100+1	11/16	755	6.15	1.75	2	4	6	+7	-1
164	Vaime SSR1	+1	+4	2d6	5+1	11	660	4.25	.15	2	4	7	+6	+0
165	Walther WA2000	+3	+4	2½d6	6+1	17	4430	8.30	.40	2	5	6	+7	-1

Shotguns

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
166	4ga shotgun[bk]	+1	+3	2d6+1	1	12	375	14.2	-	2	6	9	+8	-1
	(buckshot)[rp,rr]	+0	+2	3d6										
167	8ga shotgun	+1	+3	2d6+1	1	14	375	9.50	-	2	6	8	+7	-1
	(buckshot)[rp,rr]	+0	+2	3d6+1										
168	Double shotgun	+1	+2	1½d6	2	9	360	4.30	-	2	5	8	+6	+0
	(buckshot)[rp,rr]	+0	+2	2d6										
169	Ithaca Autoburglar	-1	+2	1d6+1	2	5	140	2.25	-	1	4	4	+4	+0
	(buckshot)[rp,rr]	-1	+2	1½d6										
170	Winchester 1901	+1	+2	1½d6	5	7	195	4.10	-	2	5	8	+6	+0
	(buckshot)[rp,rr]	+0	+2	1½d6										
171	Stevens 150C	+0	+2	1d6	3	5	110	2.60	-	2	4	6	+6	+0
	(buckshot)[rp,rr]	+0	+2	1d6+1										
172	Ithaca Mag 10	+1	+2	2d6-1	3	10	660	5.10	-	2	5	7	+7	-1
	(buckshot)[rp,rr]	+0	+2	2d6+1										
173	Remington 870	+1	+2	2d6-1	7	10	410	4.10	-	2	5	7	+6	+0
	(buckshot)[rp,rr]	+0	+2	2d6+1										
174	Sawed-off shotgun	-1	+1	1½d6	2	8	185	2.50	-	1	4	4	+4	+0
	(buckshot)[rp,rr]	-1	+1	1½d6										
175	Remington 7188	+1	+2	2d6-1[1]	8	10/15	825	4.30	-	2	4	6	+7	+0
	(buckshot)[rp,rr]	+0	+2	2d6+1[1]										
176	Beretta M3P	+1	+2	2d6-1	5	10	635	3.85	.65	2	4	6	+6	+0
	(buckshot)[rp,rr]	+0	+2	2d6+1										
177	Kreighoff Trumpf	+1	+2	2d6-1	2	10	5900	3.55	-	2	4	6	+6	+0
	(buckshot)[rp,rr]	+1	+2	2d6+1										
	(rifle)	+3	+4	2d6+1	1	16								
178	LAW 12	+1	+2	2d6-1	7	10	635	4.25	-	2	4	6	+7	+0
	(buckshot)[rp,rr]	+0	+2	2d6+1										
179	Mossberg 500	+1	+2	2d6-1	8	10	445	3.50	-	2	4	6	+6	+0
	(buckshot)[rp,rr]	+0	+2	2d6+1										
180	Mossberg 500 bullpup	+1	+2	2d6-1	8	10	445	3.85	-	2	4	5	+4	+0
	(buckshot)[rp,rr]	+0	+2	2d6+1										
181	PA3 riot shotgun	+0	+2	2d6-1	3	9	215	2.40	-	2	4	5	+6/+4	+0
	(buckshot)[rp,rr]	+0	+2	2d6+1										
182	SPAS 12 (civilian)	+1	+2	2d6-1	7	10	635	4.75	-	2	4	6	+7	+0
	(buckshot)[rp,rr]	+0	+2	2d6+1										
183	SPAS 12 (military)	+1	+2	2d6-1	6	10	635	4.55	-	2	4	6	+7	+0
	(buckshot)[rp,rr]	+0	+2	2d6+1										
184	Striker	+0	+2	2d6-1	12	9	145	5.00	-	2	4	6	+7/+4	+0
	(buckshot)[rp,rr]	+0	+2	2d6+1										
185	The Brute	+0	+2	2d6-1	2	9	220	2.00	-	2	4	5	+6	+0
	(buckshot)[rp,rr]	+0	+2	2d6+1										
186	USAS-12	+0	+2	1½d6[1]	28	9/14	415	6.50	2.00	2	4	6	+7	-1
	(buckshot)[rp,rr]	+0	+2	2d6+1[1]										
187	Witness Protection Gun	+0	+2	1½d6	3	9	195	2.10	-	2	4	4	+3	+0
	(buckshot)[rp,rr]	+0	+2	2d6+1										

Machine Guns

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
188	.45-70 Gatling[im]	+0	+3	2d6-1[2]	200	-	970	38.1	7.20	2	5	7	+11	-2
189	Degtyarev DP[bk]	+0	+4	2d6+1[2]	47	16	340	12.6	2.80	2	6	8	+8	-1
190	Maxim gun[im]	+2	+5	2d6+1[2]	200	-	820	22.0	6.00	2	5	7	+9	-2
191	.30 cal Browning[im]	+2	+5	2d6+1[2]	200	-	820	24.6	6.00	2	5	7	+9	-1
192	14.5mm KPV[im]	+1	+5	3d6+1[2]	200	-	1660	86.0	36.9	2	6	10	+12	-3
193	MG-34[bk]	+1	+4	2d6+1[3]	200	12/17	1040	18.0	6.00	2	5	7	+7	-1
194	M2 Browning[im]	+2	+5	3d6[2]	200	-	2480	60.0	20.0	2	6	9	+12	-2
195	M60 LMG[bk]	+1	+4	2d6+1[2]	200	12/17	975	16.3	5.80	2	5	9	+7	-1
196	M60 Maremont[bk]	+1	+4	2d6+1[2]	200	12/17	975	14.4	5.80	2	4	7	+7	-1
197	MG-42[bk]	+1	+4	2d6+1[3]	200	12/17	975	16.3	5.80	2	5	7	+8	-1
198	M134 Minigun[im]	+0	+4	2d6+1[5]	4000	-	1370	120	102	2	5	7	+11	-1
199	FN Minimi	+1	+4	2d6[2]	200	11/16	730	10.0	3.10	2	4	6	+7	-1

Heavy Weapons

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
200	16" naval gun (HE)[ar,im]	+2	+6	17d6X/6d6+1	1	-	580k	100t	1.0t	2	11	23	-	-9
	(APHE)[ar]	+2	+6	6d6+1AP/15d6X	-			1.5t	2					
201	M20 "Bazooka"	+0	+2	5½d6AP	1	-	150	9.55	4.05	2	5	8	+8	-1
				10d6-1X										
202	RPG-7[ar]	+0	+3	5½d6AP	1	-	135	9.25	2.25	2	4	6	+7	-1
				10d6-1X										
203	M72 LAW[ar]	+0	+2	5d6+1AP	1	-	165	2.15	-	2	3	6	+6/+4	+0
				8d6X										
204	Stinger (OCV1)[ar,bk]	+2	-	12½d6X	1		2000	18.3	13.4	2	5	7	+8	-2
205	ARES (APFSDS)[im]	+2	+6	4½d6AP	20	-	68k	1140	312	2	9	13	-	-6
	(HE)[ar]	+2	+5	10d6+1X					312					
206	GAU-8 (AP)[im]	+1	+5	4d6-1AP[5]	1170	-	22.7k	1720	1050	2	7	13	-	-6
207	GIAT CN105 (AP)[im]	+3	+7	5d6+1AP	1	-	28.2k	2470	17.1	2	9	15	-	-6
	(HE)[ar]	+2	+5	12d6X					19.1					
	(HEAT)[ar]	+2	+5	6d6AP/10d6X					22.0					
208	Hellfire (OCV3)[ar,im]	+2	-	7d6AP/13d6X	1	-	8550	70.4	42.8	2	7	9	+12	-3
209	LAW 80[ar]	+1	+3	6d6-1AP	1		250	8.80	-	2	3	7	+8/+5	-1
				9½d6X										
210	Mecar 90mm (HE)[ar,im]	+1	+3	11d6+1X	1	-	2480	274	5.15	2	7	11	+13	-4
	(HEAT)[ar]	+1	+4	6d6-1AP/9d6X					3.70					
	(Cannister)[ce,rp2]	+0	+2	5d6+1					5.95					
211	Oerlikon KAA (AP)[im]	+2	+5	3½d6AP[3]	50	-	7820	109	21.0	2	6	11	+13	-3
212	Oerlikon KCA (AP)[im]	+2	+5	4d6-1AP[2]	50	-	13.4k	213	56.6	2	7	11	+13	-4
213	Rheinmetaal (HE)[iar,m]	+2	+6	12½d6X	1	-	35.4k	3020	23.5	2	9	15	-	-6
	(APFSDS)	+3	+7	5½d6AP					19.0					
	(HEAT)[ar]	+2	+6	6d6+1AP					23.0					
				11½d6X										
214	AIM-9P (OCV3)[ar,im]	+2	-	13d6+1X	1	-	64.8k	86.1	-	2	3	11	+13	-3
215	TBA Multi-dart[ar,im]	+2/-5*	-	2d6+1AP[1]	22	-	6010	190	140	2	6	8	+11	-3

Other

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
216	WWII grenade	-1/0*	-2	6d6X/1½d6	1	-	10	.60	-	1	3	1	+2	+0
217	RKG-3 AT grenade	-1	-2	6d6-1AP/10d6X	1	-	5	1.10	-	1	1	4	+3	+0
218	Claymore mine[ce]	12*	-	10d6X/1d6+1	1	-	20	1.60	-	1	1	2	+3	
219	M-203 (fragmentation)	+0/8*	+1	6d6X/1½d6+1	1		60	1.65	.25	2	4	4	+3	+0
	(HEAT)	+0/4*	+1	5d6-1AP/1d6+1					.25					
220	Anchor bolt	+0	-	2d6-1AP	20	-	110	.70	.20	1	1	1	+1	+0
221	Regular grenade	+0/10*	-2	7d6X/1d6-1	1	-	20	.35	-	1	1	1	+1	+1
222	Mini grenade	+0/8*	-2	4d6+1X/1 pip	1	-	10	.15	-	1	1	1	+0	+1
223	12ga grenade	-	-	3d6X	1	-	1	-	-	1	0	0	+0	+0
224	Stingball	+0/0*	-2	3d6X/½d6P	1	-	10	.40	-	1	1	1	+0	+1
225	Stun grenade	+0	-2	3d6X(x3)	1	-	20	.60	-	1	1	1	+2	+1
				1d6 Flash(x3)										
226	Portable door	-	-	7d6X/2d6+1AP	1	-	110	7.00	-	1	0	6	+5	+0
227	IMRAH F-1 (OCV2)[bk]	+0	+1	6d6X/5d6-1AP	1	-	215	13.4	-	1	1	3	+7	+0
228	Technovar VAR/40	-	-	6d6X/2d6AP	1	-	15	.10	-	1	1	1	+0	+0
229	FFV 028 (OCV0)	-	-	6½d6AP	1	-	50	7.50	-	1	1	1	+6	+0
				13d6X										
230	Valmara 69	8*	-	9½d6X/2d6-1	1	-	65	3.70	-	1	1	2	+3	+0

Civilian Pistols

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
1	Sphinx AT-2000S	+1	+2	1d6	15+1	8	720	1.20	.20	1	4	2	+3	+1
2	Sphinx AT-2000S	+1	+2	1d6+1	11+1	10	755	1.15	.15	1	4	2	+2	+1
3	Colt Model 2000	+1	+2	1d6+1	15+1	10	755	1.05	.20	1	3	1	+2	+1
4	Grendel P-12	+0	+1	1d6-1	11+1	5	270	.50	.15	1	3	1	+1	+1
5	Steyr SPP	+0	+2	1d6+1	15+1	9	395	1.50	.20	1	3	1	+3	+1

Machine Pistols & SMG's

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
6	Bushman IDW	+0	+1	1d6[1]	28	6/11	450	3.35	.40	1	4	3	+3	+0
7	Bushman IDW	+0	+2	1d6+1[1]	28	9/14	490	3.55	.40	1	4	4	+4	+0
8	Calico M-950A	+1	+3	1d6+1[2]	100	6/11	245	2.60	1.60	2	4	4	+6	+0
9	H&K MP5/10	+1	+3	1½d6[1]	30	8/13	370	3.35	.50	2	4	5	+7/+4	+0
10	H&K MP5/40	+1	+3	1d6+1[1]	30	6/11	310	3.35	.60	2	4	5	+7/+4	+0
11	Black Pistol	+1	+2	1d6+1[2]	10	10/15	1800	1.25	.25	1	4	1	+3	+1
12	Bushman IDW[ip]	+0	+2	1d6+1[1]	28	9/14	510	1.65	.40	1	3	3	+3	+0
13	Fabrique Nationale P-90	+1	+3	1½d6[2]	50	8/13	320	3.20	.40	2	3	3	+4	+0
14	Steyr TMP	+0	+2	1d6+1[1]	25	9/14	510	2.65	.35	1	3	1	+3	+0

Civilian Rifles

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
15	Voere VEC91	+2	+4	2d6	5	12	2500	2.70	.05	2	4	6	+6	+0

Military Rifles

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
16	AAI ACR	+1	+4	2d6+1[1]	30	12/17	1020	3.75	.20	2	4	6	+6	+0
17	AMR 5075	+4	+5	4d6-1AP	5	-	12.6k	20.0	.90	2	6	7	+8	-2
18	Colt ACR[rp]	+1	+4	3½d6[2]	30	10/15	730	3.90	.30	2	4	6	+6	+0
19	Covert PM[ip]	+2	+3	1½d6	10	10	1000	6.70	.25	2	4	7	+8/+6	-1
20	Grendel S-16[ip]	+1	+3	1½d6[2]	20	8/13	1000	4.80	.50	2	4	6	+7	+0
21	H&K G-11	+1	+4	2d6[2]	50	11/16	900	4.25	.35	2	4	4	+5	+0
22	Steyr ACR	+1	+4	2d6+1[1]	24	12/17	1120	3.05	.20	2	4	5	+5	+0

Shotguns

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
23	SPAS-15	+1	+3	2d6-1	6	9	330	4.20	.30	2	4	6	+7/+5	+0
	(buckshot)[rp,rr]	+0	+2	2d6+1					.30					
24	Olin/H&K CAWS	+1	+3	2d6[1]	10	10/15	610	4.30	.60	2	4	4	+5	+0
	(flechette)[rp2,rr]	+1	+3	5d-1				4.05	.35					
	(pellets)[rp,rr]	+1	+3	3d6				4.25	.55					
25	Jackhammer	+1	+3	1½d6[1]	10	8/13	365	5.60	1.00	2	4	6	+5	+0
	(buckshot)[rp,rr]	+0	+2	2d6					1.00					

Machine Guns

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
26	H&K Grenade MG[ar]	+1/6*	+1	6d6X/½d6+1[1]	15	-	310	20.0	8.00	2	3	5	+11	-1
27	H&K LMG	+2	+4	2d6[1]	300	12/17	1800	7.00	1.30	2	4	5	+7	-1
28	ARES TARG	+2	+5	3d6AP[3]	200	-	3140	35.7	15.3	2	5	7	+11	-2
29	BRG-15	+2	+6	3d6+1[2]	140	-	5450	70.0	23.5	2	5	9	+12	-3

Heavy Weapons

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
30	REA 40mm AGL[ar]	+0/6*	+1	7d6X/½d6+1[1]	6	5/10	235	3.40	1.80	2	3	4	+7	+0
31	Armscor MGL[ar]	+0/6*	+1	7d6X/½d6+1	6	5	60	6.50	-	2	3	5	+7	+0
32	Panzerfaust III[ar]	+1	+3	6d6AP/10d6X	1	-	860	12.9	3.80	2	4	6	+7	-1
33	Böhler C6 (HE)[ar]	+0	+2	9d6X	1	-	295	5.10	.50	2	5	5	+7	+0
	(frag)[ar]	+0/6*	+2	7d6X/½d6+1					.50					
	(HEAT)[ar]	+0	+2	7d6X/5d6AP					.50					
	(cannister)[rp2,rr]	+0	+2	6 ½d6					.50					
34	Guided bomb (OCV2)	+3	+3	10d6X/6d6AP	1	-	335	-	17.0	-	1	6	+5	-

Other

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
35	AD1 grenade (frag)[rr]	-1/10*	+1	7d6X/1d6	1	-	20	.50	-	1	1	1	+1	+1
	(HE)	-1	+1	8 ½d6X	1	-	10	.50	-	1	1	1	+1	+1
	(white phosphorus)	-1	+1	3" darkness	1	-	10	.50	-	1	1	1	+1	+1
	(thermite)[ct,dl,pn,tr]	-1	+1	1½d6AP	1	-	10	.50	-	1	1	1	+1	+1

Pistols

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
1	Colt Mamba	+1	+2	2d6-1	6	13	610	1.55	-	1	4	3	+3	+0
2	Colt Mamba	+2	+3	2d6-1	6	10	635	1.70	-	2	4	4	+3	+0
3	Fabrique Nationale P-96	+0	+2	1d6+1	25	10	450	1.05	.20	1	3	1	+2	+0
4	Liberator II	-1	+1	2d6+3AP	1	9	75	.80	-	1	3	1	+0	+2
	(stun version)	-1	+1	3d6P	1	5	75	.30	-	1			+0	+2
5	Ruger P-8	+0	+2	1d6+1	10	9	395	.65	.05	1	3	1	+2	+1
6	SK-5 Giant Killer	+1	+3	3d6-1	5	14	7020	3.35	-	1	4	2	+4	+0
7	Weedburner[ct,rr]	-2	+1	½d6	5	5	45	.65	-	1	1	0	+2	+1
8	Dolch H21	+0	+2	1d6AP	15	7	2800	.40	.05	1	1	0	+0	+2
9	TMI-8 Hideout	+0	+1	1d6AP	5	6	730	.35	-	1	1	0	+0	+2
10	Viper[ct]	-1	+1	2d6NND	5	5	125	.70	.30	1	3	1	+2	+0
11	Entiires C9	+0	+2	1½d6AP	100	10	1050	1.70	.55	1	2	1	+3	+0
12	Thornet	+0	+2	4d6-1AP	10	11	300	1.30	.60	1	2	1	+3	+0
	(stun version)	+0	+2	3d6P	10	5	300	.90	.20				+2	+0
13	Zeus Thunderwand[rr]	+0	+2	2½d6NND	250	5	755	.55	-	1	1	0	+1	+1
	(medium power)[rr]	+0	+2	5d6NND	50	5								+1
	(high power)[rr]	+0	+2	7d6NND	10	5								+1
14	Assassin[sg] (OCV2@>100")	+5	+3	4d6+1AP	1	5	500	1.95	1.05	1	3	1	+4	+0
	(blast)			4d6X										
15	Cybors K[pn]	+0	+2	1d6+1	50	5	3100	1.60	-	1	1	1	+3	+0
	(stunner)[rr]	+0	+2	7d6NND	10	5								+0
16	Punisher	-1	+2	5d6P	5	7	280	1.25	.20	1	2	1	+3	+1
17	TMI Stormer	+0	+2	1d6+3AP	25	5	3400	.55	-	1	1	0	+1	+0
18	Vapotech Mil-2	+1	+2	2d6+1AP	100	5	3500	1.90	-	1	1	0	+3	+0
	(half damage)	+1	+2	2d6-1AP	400	5								

Machine Pistols & SMG's

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
19	Buzzsaw[la2]	-1	+2	1d6+1	25	5	215	5.45	3.60	2	3	3	+6	+0
20	Ares FMG-2	+0	+3	1d6+1[2]	20	10/15	535	1.55	.30	1	3	3	+4/+2	+0
21	Benelli "Reaper"[rp]	+1	+3	3d6[2]	40	10/15	1300	3.00	.70	2	4	4	+6/+3	+0
22	Philippine copy	+0	+3	1d6+3[2]	40	7/12	250	3.60	.90	2	4	4	+6	+0
23	Ruger P-4	+1	+2	1d6+1[2]	100	5/10	1350	1.20	.20	1	1	1	+3	+1
24	Streetsaber	+0	+2	1½d6AP[1]	50	5	2080	2.10	-	1	1	1	+3	+0
	(stun)[rr]	+0	+2	3d6NND[1]					-					+0
	(continuous)[la]	+0	+2	1 pip AP	200		5		.30					+0
25	PolSci Cquel[rr]	+0	+1	3d6NND[2]	300	5	1100	.55	.10	1	1	0	+1	+1
26	Screamer BM[la]	-1	+1	½d6+1	3	5	145	.25	-	1	1	0	+0	+2
27	Stinger II[la]	+1	+2	1d6	12	8	1160	.60	.10	1	1	0	+1	+1
28	Synerg 12/2	+3	+2	2d6-1[1]	15	7/12	905	2.15	.30	2	3	1	+3	+0
	(3mm disc. sabot)	+3	+2	2d6AP[1]	15	8/13	905	1.95	.15					+0
	(HEAT)	+3	+2	2½d6AP[1]	15	11/16	905	1.95	.15					+0
29	Entiires K30A2	+0	+2	2d6AP[3]	100	13/18	2350	2.20	.80	1	2	1	+3	+0
30	Lazer Lash[tr]	+0	+1	1d6AP[2]	100	5	1250	.65	-	1	1	0	+2	+1
	(stun)[rr]	+0	+1	3d6NND[2]										+1
	(continuous)[la]	+0	+1	1 pipAP	100		5	.10						+1
31	Sauer-Bosk RK	+1	+3	2d6AP[2]	100	10/15	1750	2.95	.95	2	2	1	+6	+0

Civilian Rifles

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
32	Off-the-shelf special[bk]	+1	+4	1 pipAP[1]	∞	5	10000	26.8	11.1	2	1	3	+10	-1
	(3G[3] version)[bk]	+1	+4	1 pipAP[1]	∞	5	860	13.3	8.70	2	1	4	+7	-1
33	GhettoBlaster	-1	+4	2d6+3AP	5	5	1040	4.95	-	2	3	3	+7	+0
	(half damage)	-1	+4	2d6AP	20	5				2				
34	Remington BR7	+2	+4	2d6+1	10	14	1890	3.95	.15	2	4	4	+5	+0
35	Nevin A-02	+0	+4	2d6+1AP	50	11	635	2.20	-	2	3	1	+4	+0
36	Ka'chang	+2	+5	3½d6	3	12	17500	8.00	.85	2	5	5	+7	-1
37	Lizzie Type 2	+1	+4	2d6+1AP	200	12	1530	7.95	.35	2	3	3	+7	+0
38	Olympica Verminex	+1	+3	1d6+3AP	50	5	1160	2.80	-	2	1	1	+4	+0
	(half damage)	+1	+3	1d6AP	200					2				
	(quarter damage)	+1	+3	1 pip AP	800					2				

Military Rifles

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
39	Kalashnikov AK-9	+0	+4	2d6+1[2]	70	11/16	550	6.50	1.10	2	4	4	+4	+0
40	Thumper	+0	+1	2d6P	10	5	120	1.10	.45	2	3	3	+3	+0
41	Enfield L22A1	+1	+4	2d6+1[2]	50	12/17	1560	5.90	1.10	2	4	5	+5	+0
	(half damage)	+1	+4	2d6-1[2]	200	10/15			2.50					
	(high damage)	+1	+4	3d6-1[2]	50	15/20			1.10					
42	MR-40 Gauss rifle	+1	+4	2½d6AP[1]	100	14/19	2400	6.90	.40	2	4	4	+5	-1
43	Long Tom[bk]	+5	+5	3d6+1AP	20	5	25.8k	15.7	3.70	2	4	5	+7	-1
44	Aratech 7/c	+1	+4	2½d6[2]	50	14/19	1160	4.20	.60	2	4	3	+4	+0
45	HBAR	+1	+4	2½d6[2]	50	14/19	1480	5.60	.60	2	4	5	+5	+0
46	Sniper HBAR	+3	+5	2½d6	10	13	2960	5.15	.15	2	4	5	+5	+0
47	HBAR/et	+1	+4	2½d6[2]	50	9/14	3500	8.60	2.65	2	4	5	+5	-1
48	Aratech Exp-4	+1	+4	2d6[2]	100	11/16	655	2.05	.45	2	3	3	+3	+0
49	PolSci CAR-7[bk]	+3	+4	3d6-1AP[1]	500	13/18	3900	13.5	9.50	2	3	2	+6	-1
50	(light duty)	+3	+4	3d6-1AP[1]	300	13/18	3900	9.70	5.70				+6	+0
51	(belt pack)[bk]	+3	+4	3d6-1AP[1]	500	13/18	3900	5.10	+10.2				+6	+0
52	PolSci CAR-9	+3	+4	3d6-1AP[2]	500	13/18	3900	9.00	5.65	2	3	1	+6	+0
53	Taxxon AWC[bk,pn]	+4	+4	3½d6[1]	5	5	29.0k	12.0	-	2	3	3	+5	-1
	(half damage)[pn]	+4	+4	2d6+3[2]	20	5			-					
54	(mounted vers.)[im,pn]	+2	+5	3½d6[1]	∞	5	29.0k		-	2				
55	Tori Novafire II	+3	+4	2d6+3AP[2]	50	5	7000	7.25	4.00	2	1	1	+4	+0
56	(lightweight version)	+3	+4	2d6+3AP[2]	50	5	10.0k	6.20	3.80	2	1	1	+4	+0

Shotguns

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
57	Wristbreaker I[rp,rr]	+1	+3	3d6+1[2]	20	11/16	1450	4.35	-	2	3	2	+7/+4	+0
	(slug)	+0	+2	2d6-1[2]		11/16	1450	4.35	-					
58	Wristbreaker II[rp,rr]	+0	+2	3d6	10	12	1450	2.80	-	1	3	1	+3	+0
	(slug)	+0	+2	1½d6		10	1450	2.80	-					
59	Eisensturm (slug)	+3	+3	1d6+3[1]	50	12/17	655	6.60	3.65	2	3	3	+4	+0
	(flechette)[rp]	+3	+3	4d6+1[1]		10/15	655	4.45	1.50					
	(HEAT)	+3	+3	3d6AP[1]		13/18	655	4.05	1.10					
	(4mm disc. sabot)	+3	+3	2d6+1AP[1]		10/15	655	3.75	.85					
60	Deathwind (flechette)[rp]	+4	+3	4d6+1[1]	50	11/16	3330	5.75	2.45	2	3	1	+4	+0
	(DP flechette)[rp]	+4	+3	3d6AP[1]		10/15	3330	5.45	2.15					
	(HEAT/HE)	+4	+3	3d6AP[1]		10/15	3330	4.55	1.25					

Machine Guns

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
61	Vehic. CIWS (OCV4)[im]	+5	+4	2d6+1x2[3]	200x2	-	8970	140.	4.80x2	-	4	6	-	-3
62	Browning-Maskei[im]	+1	+5	3½d6[2]	200	-	4330	81.5	63.7	2	6	7	+11	-3
63	Lightsword[ep,im]	+4	+5	4d6AP[2]	∞	-	50.5k	36.5	-	2	4	5	+8	-2
64	Tori PDS (OCV4)[bk,ep]	+5	+4	3d6AP	∞	-	34.7k	29.8	-	-	1	1	+8	-1
	(continuous beam)[la]	+5	+4	1d6-1AP	∞	-		-	-					
65	Entiires M40B[bk,ep]	+2	+5	4d6AP[3]	200	-	34.8k	14.4	1.30 (200 darts)	2	4	4	+7	-1
66	Devastator[ep,im,pn]	+2	+5	4½d6[2]	∞/10	-	295k	68.4	35.9*	2	4	6	+12	-2
	(half damage)	+2	+5	3d6+3[2]	∞/40	-		-	-					

Heavy Weapons

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
67	TAGLAW[ar,sg] (OCV1)	+2	+4	6d6-1AP	1	-	370	7.25	-	2	5	6	+7	-1
	(blast)			9x6X										
68	Cobra[ar,sg](OCV2)	+3	+4	6d6AP	1	-	430	7.25	-	2	5	5	+7	-1
	(blast)			9d6X										
69	Tronskaal[ar,sg] (OCV2)	+3	+4	6d6AP	1	-	650	7.05	-	2	4	4	+7	-1
	(blast)			10d6X										
70	ZetaTech 8c[ar,sg](OCV2)	+3	+4	6d6AP	1	-	650	5.90	-	2	4	4	+7	-1
	(blast)			10d6X										
71	MAPAG[ar,bk,sg] (OCV2)	+4	+5	11d6X	1	-	2640	19.4	16.1	2	4	7	+8	-2
72	Loompanic[ar,bk,sg] (OCV2)	+4	+5	11d6X	1	-	3500	19.2	16.1	2	4	6	+8	-2
73	Vortex 2[ar,bk,sg] (OCV2)	+4	+5	11d6X	1	-	5170	18.2	16.1	2	3	6	+8	-2
74	Teradyl-4a[ar,bk,sg] (OCV3)	+4	+5	11d6+1X	1	-	7000	17.6	16.1	2	3	5	+8	-1
75	Mk48 Particle cann.[ep,im,pn]	+2	+6	6d6	1	-	1.45m	175.	-	-	6	7	+13	-4

Other

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
76	Grenade[dl,rr]	-1/10*	+1	1d6	1	-	10	.35	-	1	1	1	+1	+1
	(blast)			7½d6X										
77	Smart grenade[dl,rr,tr]	-1/10*	+1	1d6	1	-	30	.45	-	1	1	1	+1	+1
	(blast)			7½d6X										
78	APAM grenade(OCV1)[dl,tr]	+1	+1	3d6+1AP	1	-	145	.80	-	1	1	1	+2	+0
	(blast)			7½d6X										
79	MR-40 Frag[ar,rr]	-1/12*	+1	½d6+1	1	-	3	.50	-	2	4	0	+0	-1
				7½d6X										
80	MR-40 Guided(OCV1)[ar,sg]	+0	+1	4½d6AP	1	-	36	.80	-	2	4	1	+2	-1
				5½d6X										
81	MR-40 HEAT[ar]	-1	+1	5d6AP 7½d6X	1	-	6	.50	-	2	4	0	+0	-1

* - OCV of fragments vs. DCV 0 for human-size target at range of 1"
ar - arming range of active points/5
bk - bulky
bn - burnout
ce - cone area effect, may or may not require targeting against each individual in area
dl - 1 phase delay
ep - external power source
hm - hole in middle
im - immobile
ip - invisible power effects (1 level)
la - line area effect (with multiple), may or may not require targeting against each individual in area
pi - personal immunity
pn - penetrating
rp - reduced penetration (with multiple)
rr - reduced by range
se - side effect
sg - self-guided
tr - triggered
ug - user guided

Civilian Pistols

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
1	Pistole Clementi	+0	+1	1d6-1	8	5	260	2.40	.55	1	5	5	+4	+0
2	Roberson Model 8	+0	+2	1d6-1	5	6	135	1.00	-	1	4	3	+2	+1
3	Thunderflash	+0	+2	1d6+1	6	9	215	3.30	-	1	5	4	+4	+0
4	Traveller's Friend	-1	+2	1d6-1	2	6	95	1.40	-	1	4	3	+3	+1
5	Duelling pistol	+1	+2	1d6	1	9	300	1.00	-	1	4	4	+2	+1
6	Hammerjack	+0	+2	1d6+1	12	9	225	3.60	-	1	5	4	+4	+0
7	Last Chance	+0	+1	1d6	1	6	150	.70	-	1	4	1	+2	+1
8	McGregor 310	-1	+2	1d6	4	5	165	2.00	-	1	4	3	+3	+0
9	Oldtimer 9	+0	+2	½d6+1	10	6	280	1.30	.15	1	4	3	+3	+1
10	Oldtimer 45	+0	+1	1d6-1	6	5	260	1.30	.15	1	4	3	+3	+1
11	Manchetti .44	+0	+2	1d6	12	7	230	2.70	-	1	4	4	+4	+0
12	Wyndham	+0	+2	½d6+1	12	6	195	1.55	-	1	4	3	+3	+0
13	Comp .45	+1	+2	1d6	7	9	630	1.30	.20	1	4	3	+3	+1
14	Widget	-1	+1	½d6	3	5	110	.60	-	1	4	1	+2	+1
15	Witheriesta	+2	+2	1d6	8	10	1440	1.10	.10	1	4	3	+2	+1
16	Flying Dustbin	-1	+1	1d6-1	1	5	30	1.75	-	1	4	2	+3	+0
	(improvised HE)[bn,se]			8 ½d6X										
17	Daisy Brassless	+0	+2	1d6-1	10	6	260	.40	.05	1	3	1	+1	+1
18	Northstar (3END)	+0	+2	1d6AP	1	5	790	1.60	-	1	1	1	+3	+0
19	H&K UORD	+1	+2	1d6+1AP	6	10	4800	.80	-	1	3	1	+2	+1

Machine Pistols & SMG's

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
20	Ingramus MX	+0	+1	1d6-1	20	5/10	170	3.50	.90	2	5	5	+6	+0
21	Ingramus *Longus*	+0	+2	½d6+1	20	6/11	180	4.70	.90	2	5	7	+7	+0
22	Fire lance[ct]	+0	+2	1d6	10	7	160	3.50	-	2	5	7	+6	+0
23	Calliope	-1	+2	1d6-1	20	10	275	7.50	-	2	4	8	+6	+0
24	Volley pistol	+0	+2	1d6-1	5	11	335	1.50	-	1	4	3	+3	+1
25	Anuzi 9mm	+1	+2	1d6	32	5/10	310	4.75	.55	2	5	7	+7/+4	+0
26	Blackthorn 12	+0	+2	1d6+1	20	9/14	295	4.70	1.60	1	6	5	+4	+0
27	Greaser	+0	+2	1d6-1	40	6/11	85	3.60	1.30	2	4	4	+7/+4	+0
28	Plumber's Special	-1	+2	1d6	30	5/10	80	1.90	.45	2	5	6	+6	+0
29	Nordenfeldt	+0	+2	½d6+1	80	6/11	210	4.15	-	2	4	5	+6	+0
30	Zoetrope	+0	+2	½d6+1	30	6/11	260	2.70	1.50	1	4	5	+4	+0
31	Whirligig	-2	+1	1d6	30	5/10	60	2.35	.45	2	5	5	+5	+0
32	Slivergun	+1	+3	½d6+1	50	5/10	360	1.30	.05	2	3	5	+5	+0
33	Black Widow[hm,rp,rr]	-1/2*	-	1d6-1	1	5	400	3.00	-	1	4	2	+3	+0
34	Uzi II	+0	+2	1d6+3	50	11/16	1090	3.05	.55	1	4	4	+4	+0
35	Fairy Luck	+0	+1	(1 pip)	50	1/6	265	.05	.00	1	1	1	+0	+2
36	MAC-12	+0	+2	1d6+1	30	9/14	610	1.85	.50	1	4	2	+3	+0

Civilian Rifles

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
37	Cro-Magnum 44	+1	+1	½d6	3	5	120	6.35	-	2	6	10	+8	-1
38	Hand cannon	-1	+1	1½d6	1	8	140	3.90	-	2	7	8	+6	+0
39	Rifle Clementi	+0	+2	1d6	12	7	170	5.05	.90	2	5	7	+7	+0
40	Sunspot Special	+0	+3	2d6-1	1	7	80	3.55	-	2	6	8	+6	-1
41	Flintlock carbine	+1	+3	1d6	5	5	170	2.40	-	2	5	6	+6	+0
42	Ogrilon	+1	+3	2d6	2	15	450	8.00	-	2	6	7	+7	-1
43	Springfield 10	+1	+3	1½d6	6	8	125	4.00	-	2	5	8	+6	-1
44	Trade rifle	+0	+3	2d6-1	1	7	75	4.00	-	2	6	8	+6	-1
45	Armory 6-10	+1	+4	1d6+3	6	10	285	5.45	-	2	6	8	+7	-1
46	Springfield 12	+1	+3	2d6-1	20	9	345	6.30	-	2	6	7	+7	+0
47	Rockshaker	+1	+3	2d6+1	8	16	480	9.85	-	2	6	7	+7	-1
48	Optikonic	+1	+3	(1 pip)AP	6	5	300	1.85	-	2	1	3	+5	+0
49	Mauser '37	+2	+4	2d6	5	12	785	3.75	-	2	5	7	+6	+0
50	Mindhunter (6END)	+1	+4	1d6+1AP	1	5	490	7.05	-	2	2	5	+6	-1
	(half damage)(4END)			½d6AP	4									
51	Paschem[ap,pn]	+1	+3	1d6+3AP	2	9	270	5.15	-	2	5	5	+7	+0
	(HE/flash)			6d6X/1d6F										
52	Kanstav Zcadc[ap]	+1	+4	2d6AP	20	11	535	5.40	-	2	4	5	+7	+0
53	Weatherby Mk.X	+2	+4	3d6-1	3	16	5400	5.25	-	2	5	5	+5	+0
54	GyroRifle	+1	+3	2d6-1	10	5	305	2.25	.60	2	4	4	+5	+0

Military Rifles

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
55	Militia Clementi	+0	+2	1d6	20	7	235	6.40	1.55	2	5	8	+7	-1
56	Volley rifle	+0	+2	1½d6[1]	10	10	615	7.00	-	2	6	8	+7	-1
57	Daisy Gun	-1	+2	4d6P	6	7	105	2.40	-	2	4	5	+6	+0
58	Taser Rifle	+1	+1	(1 pip)	2	5	140	1.30	-	2	3	3	+4	+0
	(stun)	-/10*		1d6-1NND[2]										
59	M-17B2	+1	+4	2d6	140	11/16	785	8.55	1.50	2	4	6	+7	-1
60	Uzi II	+1	+4	2d6	50	11/16	680	4.60	.55	2	4	5	+5	+0
61	KIS-III	+2	+3	1d6-1AP	100	5	5700	2.60	.50	2	1	3	+6	+0
62	Predator[bk,la]	+1	+4	2d6	20	19	4940	17.9	10.1	2	3	4	+10	+0
63	!Hundu A[bk]	+1	+4	3d6-1	100	20/25	3080	24.1	9.85	2	5	7	+11	-1

Shotguns

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
64	Guardsman	+0	+2	1d6	2	7	120	2.90	-	2	6	6	+6	+0
	(buckshot)[rp,rr]	+0	+2	½d6		5								
65	Dorcbuster	+0	+2	1d6+1	6	9	160	3.20	-	2	5	6	+7	+0
	(buckshot)[rp,rr]	+0	+2	½d6+1		6								
66	Autoriot 10	+1	+3	2d6-1	9	9	330	7.00	-	2	5	7	+7	-1
	(buckshot)[rp,rr]	+0	+2	2d6+1		9								
	(tear gas)[ct,la]	+0	+2	1d6NND		5								
	(baton round)	+0	+2	5½d6P		6								
67	Firestarter[ct,la2,pn]	+0	+2	½d6	10	5	330	3.95	.80	2	5	4	+5	+0
	(slug)	+1	+3	2d6-1		9								
	(buckshot)[rp,rr]	+0	+2	2d6+1		9								
68	Duplex 12	+1	+3	2d6-1	18	9	320	6.10	-	2	5	7	+7/+5	-1
	(buckshot)[rp,rr]	+0	+2	2d6+1		9								

Machine Guns

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
69	Puckle cannon[im]	-1	+2	2d6[1]	30	-	295	30.0	14.2	2	7	9	+11	-2
70	Maxim-Gatling '99[im]	+2	+5	2d6+1[3]	500	-	1800	76.3	19.9	2	5	9	+12	-3
71	Gyroripper[im]	+1	+4	2d6[2]	200	-	565	24.8	21.2	2	5	5	+10	-1
	(HE)			3d6X										
	(HEAT)[ap,ar]			3d6+1										

Heavy Weapons

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
72	Hale Launcher[bk]	+1	+3	10d6X	1	-	450	24.1	11.7	2	5	11	+9	-2
73	Relguik ertoq[ep,im]	+2	+6	2d6+3AP	∞	-	4100	24.0	-	2	4	7	+8	-2
	(beam)[la2]			½d6AP	∞									
74	Panzerschreck 2[bk,g]	+2	+2	6d6+1AP	1	-	2560	92.4	38.4	2	7	7	+11	-2
75	Vengeance wpn. 9[ep,im]	+4	+6	3½d6AP	2*	-	25.1k	2530	-	-	5	10	-	-6
76	M97 Avenger[im]	+2	+6	4½d6AP[2]	500	-	82.4k	12.3t	10.2t	-	9	10	-	-6
	(HE)[ar]	+2	+6	10d6X	500			10.0t	7.9t					
77	MIRACL(OCV8)[ap,la,im,ep]	+8	+6	3d6AP	∞	-	218k	18.3t	-	-	5	10	-	-6
78	Tall Dish(OCV7)[ep,im,pn]	+7	+6	3d6+3[2]	∞	-	23.3m	24.6t	-	-	4	11	-	-2
79	ADDIF (HE)[ar]	+2	+3	6d6X	5	-	4740	8.85	2.15	2	5	6	+7	-1
	(HEAT)[ar]	+2	+3	4d6AP	5			8.85	2.15					
	(buckshot)[rp,rr]	+1	+2	3d6+1	5			8.60	1.90					

Other

#	Name	OCV	RMod	Damage	Shots	STR min	Optional stats: Cost	Loaded mass	Clip mass	Hands	DEF	BODY	PER Mod	Initiative
80	Stonefire (HE)[bn,dl,se]	-1/2*	+1	7d6X	1	-	10	1.80	-	2	1	1	+2	+1
	(frag)[rp,rr]			1½d6										
81	Martyr's Cross (HE)[bn,se]	+0/6*	+0	9d6X	1	-	10	5.50	-	2	5	5	+6	-4
	(frag)[rp,rr]			1½d6										
82	Torquemada's Torch[ct]	-1	+1	1d6KX	10	5	55	5.75	-	2	5	6	+6	+0
83	Beggar's Box[tr]	-	-	7d6X	1	-	5	.80	-	-	1	1	+2	+1
84	Big Bertha (HEAT)[dl,tr]	-1	+0	5d6+1AP	1	-	15	2.70	-	-	3	1	+4	+1
	(HE)[dl,tr]	-1	+0	10d6X	2									

Thrown Weapons

#	Name	OCV	RMod	Damage	STUNx	STR min	Optional stats Cost	Mass	Hands	DEF	BODY	PER Mod	Initiative
1	Shuriken	+0	+0	1 pip	+0	3	15/2	.15	1	2	0	+0	+0
2	Throwing knife	-1	-1	½d6	-1	1	5/1	.20	1	2	0	+0	+0
3	Throwing ax	+0	+0	½d6+1	+0	9	80/5	1.20	1	8	3	+3	-1
4	War dart	+0	+0	½d6	-1	7	35/4	.40	1	4	1	+1	+0
5	Recreational dart	+0	+0	(1 pip)	-1	1	5/1	.10	1	2	0	+0	+0
6	Bola I (+2d6 Entangle)	+0	+0	1d6P	+0	3	15/10	.50	1	2	3	+2	-1
7	Bola II (+2d6 Entangle)	+0	+0	2d6P	+0	7	50/12	1.00	1	2	4	+3	-2
8	Spear	+0	+0	1d6-1	-1	9	65/5	2.00	1	4	4	+8	-1
9	War boomerang	+0	+0	2½d6P	+0	9	50/3	.40	1	4	1	+1	+0
10	Billiard ball	-1	-1	1d6P	+0	0	5/0	.20	1	2	0	+0	+0
11	Rock, light	-1	-1	1d6P	+0	0	0/0	.20	1	3	0	+0	+0
12	Rock, medium	-1	-1	2d6P	+0	1	0/0	.50	1	4	1	+1	+0
13	Rock, heavy	-1	-1	2½d6P	+0	3	0/1	2.00	1	4	4	+3	+0
14	Dinner plate	-1	-1	1d6P	+0	0	5/0	.30	1	1	1	+1	+0

Axes & Polearms

#	Name	OCV	Damage	STUNx	STR min	Optional stats Cost	Mass	Hands	DEF	BODY	PER Mod	Initiative
15	Lumber ax	-1	1d6+1	+0	7	30/4	2.10	2	5	5	+6	-3
16	Hatchet	-1	½d6+1	+0	4	10/2	.70	1	5	1	+1	-1
17	Battle ax	+0	1d6+1	+0	5	255/7	2.00	2	7	5	+6	-3
18	Mattock	-2	1½d6	+0	7	50/4	4.00	2	6	7	+8	-3
19	Halberd	-1	1½d6	+0	5	440/7	3.00	2	5	5	+8	-3
20	Trident[rp]	-1	1d6+1	-1	2	80/5	2.40	2	4	5	+8	-2
21	Pike	-1	1½d6	-1	5	575/7	3.50	2	5	4	+12	-4
22	Spear	-1	1d6+1	-1	2	255/5	2.00	2	5	3	+8	-2

Knives

#	Name	OCV	Damage	STUNx	STR min	Optional stats Cost	Mass	Hands	DEF	BODY	PER Mod	Initiative
23	Penknife	+0	1 pip	+0	2	5/1	.10	1	2	0	+0	+0
24	Hunting knife	+1	½d6	+0	7	35/3	.25	1	2	0	+1	+0
25	Bowie knife	+1	1d6-1	+0	8	65/5	.40	1	5	2	+1	+0
26	Main-gauche	+1	½d6+1	+0	9	80/5	.50	1	2	1	+2	+0
27	Kukri	+1	1d6	+0	10	120/6	.60*	1	4	1	+2	-1
28	Katar	+1	1d6-1AP	-1	8	65/6	.40	1	3	1	+2	+0

Swords & Fencing Weapons

#	Name	OCV	Damage	STUNx	STR min	Optional stats Cost	Mass	Hands	DEF	BODY	PER Mod	Initiative
29	Machete	+0	½d6+1	+0	6	20/4	.40	1	3	1	+4	-1
30	Saber	+1	1d6	+0	10	170/6	1.40	1	6	3	+6	-2
31	Short sword	+1	1d6	+0	10	145/6	1.10	1	6	3	+4	-2
32	Longsword	+1	1d6	+0	10	170/6	1.30	1	5	3	+6	-2
33	Broadsword	+1	1d6+1	+0	12	195/7	1.60	1	6	4	+6	-2
34	Katana	+2	1d6+1	+0	10	1760/11	1.30	2	6	3	+6	-2
35	Bastard sword	+1	1d6+1	+0	7	300/9	2.10	2	6	5	+6	-2
36	Greatsword	+1	1½d6	+0	10	450/11	3.60	2	7	6	+8	-3
37	Scimitar	+1	1d6+1	+0	12	195/7	1.60	1	6	4	+6	-2
38	Tulwar	+1	1d6	+0	10	170/6	1.40	1	6	3	+6	-2
39	Rapier	+1	1d6	-1	10	120/6	.70	1	3	1	+6	-1
40	Epee	+1	½d6+1	-1	9	80/5	.50	1	2	1	+6	-1

Clubs & Hammers

#	Name	OCV	Damage	STUNx	STR min	Optional stats Cost	Mass	Hands	DEF	BODY	PER Mod	Initiative
41	Club	-1	3d6P	+0	5	50/3	1.40	1	3	3	+6	-2
42	Billy club	+0	2d6P	+0	5	65/3	.30	1	2	0	+4	-1
43	Sledgehammer	-1	5½d6P	+0	11	75/6	5.00	2	7	8	+8	-5
44	Mace	+0	1d6	+0	7	195/4	1.60	1	6	5	+4	-2
45	Spiked mace	+0	1d6+1	+0	10	225/6	1.70	1	6	5	+4	-2
46	War hammer	+0	1d6AP	+1	11	145/7	1.00	1	6	4	+2	-2
47	Lg. war hammer	+0	1d6+1AP	+1	15	225/10	1.70	1	6	4	+6	-2
48	Rock hammer	-1	½d6+1AP	+0	6	25/4	.85	1	7	4	+1	-1
49	Military pick	+0	1d6AP	+1	11	225/7	1.30	1	5	3	+6	-2

Staves

#	Name	OCV	Damage	STUNx	STR min	Optional stats Cost	Mass	Hands	DEF	BODY	PER Mod	Initiative
50	Quarterstaff	+1	4d6P	+0	7	255/9	1.40	2	2	2	+8	-2
51	Crude quarterstaff	+0	4d6P	+0	10	30/5	1.60	2	2	3	+8	-2
52	Bo stick (+1 hex reach)	+1	4d6P	+0	7	290/11	1.30	2	3	1	+10	-2

Martial Arts Weapons

#	Name	OCV	Damage	STUNx	STR min	Optional stats Cost	Mass	Hands	DEF	BODY	PER Mod	Initiative
53	Nunchaku	+0	2½d6P	+0	6	15/4	.80	1	2	1	+3	-2
54	Tonfa	+0	3d6P	+0	7	35/4	1.00	1	2	2	+4	-2
55	Sai	+1	1d6-1AP	-1	8	65/6	.80	1	6	1	+2	+0
56	Kyoketsu (+2d6 Ent., +1 hex rch.)	+0	½d6	+0	5	35/12	1.20	1	2	3	+4	-3

Flexible Weapons

#	Name	OCV	Damage	STUNx	STR min	Optional stats Cost	Mass	Hands	DEF	BODY	PER Mod	Initiative
57	Leather whip (+2d6 Ent., +1 hex)	+0	2d6P	+0	5	35/10	1.20	1	2	1	+4	-4
58	Cable whip (+2d6 Ent., +1 hex)	+0	2½d6P	+0	6	50/11	1.80	1	2	4	+4	-4
59	Cat o'nine tails[rp]	+0	1 pip	+0	2	35/1	.60	1	2	1	+3	-2
60	Chain	-1	2d6P	+0	2	20/1	2.50	1	4	5	+3	-3
61	Morning star	+0	1d6	+1	11	120/6	2.00	1	6	5	+3	-3
62	Flail	+0	1d6+1	+1	10	250/9	2.90	2	6	5	+8	-4
63	Ball and chain	-1	1d6	+1	7	30/4	2.00	1	5	5	+3	-3

Improvised Weapons

#	Name	OCV	Damage	STUNx	STR min	Optional stats Cost	Mass	Hands	DEF	BODY	PER Mod	Initiative
64	Chair, light	-2	2½d6P	+0	1	20/1	2.00	2	2	4	-	-3
65	Chair, medium	-2	3d6P	+0	2	30/1	4.00	2	3	7	-	-3
66	Chair, heavy	-2	3d6+1P	+0	3	40/2	6.00	2	4	8	-	-4
67	Table, light	-2	2½d6P	+0	1	25/1	3.00	2	3	6	-	-3
68	Table, medium	-2	4d6P	+0	5	55/3	10.0	2	5	10	-	-5
69	Table, heavy (fills 1 hex)	-3	6d6P	+0	11	110/5	25.0	2	7	14	-	-6
70	Pool cue	-1	2½d6P	+0	4	15/2	.50	1	2	1	+6	-2
71	Large wrench	-1	1d6	+0	5	30/3	5.00	2	7	8	+5	-3
72	Crowbar	-1	½d6+1	+0	4	20/2	2.60	2	6	5	+4	-2
73	Lead pipe	-1	½d6+1	+0	4	10/2	2.00	2	3	4	+6	-2
74	Beer stein	-1	1d6P	+0	0	10/0	.40	1	2	1	+2	+0
75	Bottle, intact	-1	1d6P	+0	0	0/0	.30	1	2	1	+1	+0
76	Bottle, broken	-1	1 pip	+0	0	0/0	.20	1	2	0	+1	+0
77	Buckle and belt	-1	2d6P	+0	2	10/1	.30	1	2	1	+3	-2
78	Rifle butt	-1	2½d6P	+0	4	-	-	2	-	-	-	-1
79	Pistol butt	-1	1d6P	+0	0	-	-	1	-	-	-	-1
80	Sap glove	+0	+1d6P	+0	2	30/1	.30	1	2	1	+0	+0
81	Brass knuckles	+0	+1 pip	+0	2	20/1	.30	1	3	0	+0	+0
82	Punch	+0	STR/3	-	-	-	-	1	-	-	-	-
83	Kick	+0	STR/3	-	-	-	-	-	-	-	-	-

MEGATRAVELLER™

Basics

MegaTraveller is a science fiction RPG with a wide variety of tech levels and technologies, set in an alternate future history, with widely available interstellar travel, a long history and extraordinary amounts of background material.

Name

This is the common name of the weapon, and is followed by the caliber, bore or beam diameter. All measurements are in metric units, and historical rounds that had an inch designation have been converted to mm instead.

Ammunition compatibility

Since **MegaTraveller** TL's are more widely spread than the ones in **3G³**, it is reasonable to say that among weapons of the same caliber, ammunition is only compatible if from the same TL and manufactured on the same world, and even this may not apply in some cases.

Tech Level

Since TL is an overriding factor in all weapon designs, an accurate conversion scale is needed.

3G³ TL	MegaTraveller TL	Example
4	0	
5	1	Hand cannon
6	2	Flintlock pistol
7	3	Percussion rifle
8	4	Cartridge rifle
9	5	Medium machinegun-5
10	6	Light machinegun-6
11	7	5.5mm Gatling gun-7
	8	Caseless ammo, laser carbine-8
12	9	Laser rifle-9
13	10	
14	12	
15	13	PGMP-13
Extrapolated		
16	14	PGMP-14
17	15	PGMP-15

As you can see, the **3G³** scale doesn't go past the **MegaTraveller** TL13. This is based on the premise that antigrav stabilization of hand weapons (i.e. PGMP-14 and 15) is not available at the **3G³** TL15 level. You can use the "ultratech" options in **3G³** to get values for weapons past this point.

Likewise, a slight anomaly exists at the lower TL's. The high-energy storage postulated in **3G³** does not become available until **3G³** TL13, which corresponds to **MegaTraveller** TL10. However, the first laser weapons become available at **MegaTraveller** TL8. You can assume that either the weapons are built according to TL12 guidelines, or use the TL13 energy storage, and lasing apparatus of the lower TL. Other variances are due to short time ranges for a given TL, or overlap between eras. For instance, **MegaTraveller** TL8 and TL9 represent Terran technology advances by 1990 and 2010, while **3G³** has TL11 representing 1980 and TL12 representing the year 2000.

Historical Accuracy

This is kind of pointless, as most weapons in this list are from a time period well before any **MegaTraveller** campaign. Nonetheless, these archaic weapons do provide a variety that **MegaTraveller** lacks, and can give personality to otherwise featureless possessions.

Tech Level

For modern (circa 2000AD) weapons, weapons that have a **3G³** TL range that goes to TL12 will only go up to **MegaTraveller** TL8, which presumes they will be in use up to around **MegaTraveller** TL9 (somewhere in the mid 21st century), but would be largely superceded by newer designs by that point. If a design is brand new at **MegaTraveller** TL8, or has some enduring quality that would see it or a functionally identical model in use at TL9, the range will extend that far.

Ammo notes

A "-" in this area simply means the projectile is a solid slug, usually lead for small arms, and steel for cannons. The basic **MegaTraveller** conventions will be used for other types of ammunition when possible.

Rounds

This is the normal ammunition load of the weapon. Weapons that are clip fed will often be able to carry one extra round in the chamber. If a weapon has this capability, the number of rounds will have a +1 after it.

Penetration

The DV in **3G³** is a measure of the armor penetrating ability of a projectile or beam, and so translates into the Penetration rather than Damage of a **MegaTraveller** weapon. If Penetration is listed as two numbers, like 10(8), the second number is an HE component, and is the Penetration applicable to the Danger Space of the weapon. HE or HEAP rounds do not have Attenuation, and are at full effectiveness at all ranges.

The original conversion from DV to Penetration (**Challenge Magazine #40**) was based on a manual fit to the data points in **MegaTraveller**, rather than an equation. The numbers on the Universal Conversion Table are based on the equation below. Note that all Penetrations are listed for the bottom of the appropriate DV range on that table. The actual best fit equation is:

$$\text{Penetration} = (DV^{.5} + 5.8)/2.3) - 1(d)$$

This works well for any DV of about 200 or more, and is almost always within 1 point of the amount on the **Challenge** table. For smaller weapons, use the numbers on the table below.

$3G^3$ DV	MegaTraveller Penetration
<12	0
12-16	1
17-29	2
30-59	3
60-89	4
90-129	5
130-179	6
180-229	7

Due to the wide spread in DV's between **MegaTraveller** penetration values, very few weapons willl change between TL's. Those that have a higher penetration (1 point increase) for weapons and ammunition in the upper half of a TL range will be marked with a "°" after the Penetration/Attenuation number. If a TL range is an odd number, the upper half is the smaller portion, i.e. the upper half of the range TL5-9 is TL8-9. Likewise, if a weapon is only listed at one TL, but has an "°", assume that versions from a higher TL would have a Pen 1 point greater as well.

Example - If a weapon has a DV of 28 at **MegaTraveller** TL7, it is almost certain that the weapon will have a DV of 30 or more at **MegaTraveller** TL8, so the name of the weapon will have a "°" after it so you know a version is available with a higher Pen.

Attenuation

The RC's in $3G^3$ will translate into the Maximum range and Attenuation stats of **MegaTraveller**.

Aiming RC	Max. Range	Damage RC	Attenuation
1	Medium	1	1
2	Long	2	2
3	V.Long	3	2
4	Distant	4	3
5	Distant	5	3
6	V.Distant	6	4
7	V.Distant	7	4
8	Regional	8	5

Example - A $3G^3$ weapon with an RC of 2/2 would have a maximum range of Long, and the Attenuation number after its Penetration would be a "/2". The only conflict here is that this gives large assault rifles a maximum range of Distant rather than Long.

Indirect fire

Increase maximum range by 1 band if the weapon is capable of indirect fire.

Example - A grenade launcher whose aiming RC of 1 gives a maximum range of Medium, actually can hit targets at Long range by using indirect fire.

Damage

The Damage of the weapon is based on its ability to disrupt tissue or otherwise incapacitate a person. Almost all **MegaTraveller** direct penetration rounds do 3 points of Damage. Any damage higher than this is usually lost, as the bullet or beam goes through the object, taking the remainder of its energy with it. Rounds with a muzzle velocity of less than 200m/sec will have a Damage of 2, and those with a muzzle velocity of less than 100m/sec will only have a Damage of 1.

The Damage of other types of rounds is based on the DV used for Penetration, taking special ammunition types into account. For instance, HE rounds only get 50% of base DV to reflect lower penetrating power, but anything getting through gets a 300% bonus.

Example - A DV40 bullet is counted as DV20 if an exploding round, for a Penetration of 2. A DV of 20 with a 300% bonus is 80, which gives a Damage of 4. This round would have a Penetration of 2 and Damage of 4, while a solid slug would have both Penetration and Damage of 3.

Large rounds have Damage stats that less related to the Penetration of the weapon. To best conform with **MegaTraveller**, use the Damage given for the size of the round in **MegaTraveller**, regardless of the Penetration given by $3G^3$. Optionally, for HIVEL guns, the Damage can be calculated, with the best fit of the below equation (round nearest)

$$\text{Damage} = 2.7 \times 10^{(.02 \times \text{Penetration})}$$

Example - A cannon with a DV of 600 would have a Pen of 12. This would generate a Damage of $(2.7 \times 10^{(.02 \times 12)}) = 5$.

For grenades and other small HE devices, use a Damage similar to those listed in the **MegaTraveller** rules for that device and TL. For instance, thrown HE grenades have a Damage of 8, while HEAP grenades have a Damage of 6.

For the really large weapons on this list, the **MegaTraveller** rules are probably much better suited for the purpose than trying to design and convert weapons over.

Shotguns

Shotguns can have a Damage of higher than 3 to reflect a large number of individual hits, but slugs should only have a Damage of 3 (but with a higher Penetration).

Pellets	Damage
1-10	3
11-20	4
21-40	5
41-80	6
81-160	7

Autofire Targets

A weapon gets extra autofire targets only if its rate of fire is equal or more than 10 rounds per second.

Rounds per second	Targets
1-9	-
10-19	2
20-39	3
40-79	4
80-159	5

Autofire is based on the sustainable rate of fire. If a weapon runs out of ammunition during a comnbat round, it is not reloaded to get a higher rate of fire. A few weapons are not emptied during a round by firing continuously. These are relatively easy to spot because of their large magazines.

Rapid Fire

A weapon which can fire 3 shots in a round (6 seconds) is capable of Rapid Fire. Normally, rapid fire empties the magazine of a weapon. If a weapon is capable of multiple rounds of rapid fire, it will have a superscript after the "R" to show how many rounds it gets. A weapon must be capable of continuous fire for at least 8 seconds (round down) to get a second round, 14 seconds for 3 rounds, 20 seconds for 4 rounds, etc. A weapon must be able to fire 3 shots over a round to qualify.

Example - A semi-auto pistol with a 50 round clip fires up to 4 shots per second, which would empty the clip in 12.5 seconds. So, it has an "R^2", to show that it can engage in Rapid Fire for two full rounds before having to reload.

Danger Space

Danger Space is difficult to assess from **3G^3** stats for many weapons. Normal slugthrowers have no danger space unless firing a large high explosive round.

HE rounds

For high explosives, double the Pen you calculate from the **3G^3** Damage Value. In general, the **MegaTraveller** Damage of an HE charge from a weapon will be equal to its Pen. The Danger Space for a blast will be whatever distance it takes for the Pen to drop to zero. Penetration in **MegaTraveller** is halved (round down) each square (1.5m) from the center of the explosion.

Damage Value	HE Penetration	Danger Space
12-16	2	3m
17-29	4	4.5m
30-59	6	4.5m
60-89	8	6m
90-129	10	6m

Example - A 1.0kg charge of **3G^3** TL11 explosive has a DV of 193. This converts to a Pen and Damage of 14 (7x2). It drops to a Pen of 6 at 1.5m, 3 at 3m, 1 at 4.5m, and 0 at 6m, so this weapon has a Danger Space of 6m (since a Pen of 0 can still cause damage).

Fragmentation rounds

Fragmentation is figured into almost all HE grenades, and it is safe to follow the **MegaTraveller** rules and say that all HE grenades have a Damage of 8 and a Danger Space of 3, and all HEAP grenades have a Damage of 6 and a Danger Space of 1.5. However, where possible, we have used the above drop-off rule to get the Danger Space of any round with an HE component, and assume this Danger Space also holds true for the fragments.

Example - A normal grenade with a blast DV of around 60 (Pen of 8) would have a Danger Space of 6m, while a smaller 40mm grenade with a blast DV of 40 (Pen of 6) would only have a 4.5m Danger Space.

Signature

The signature is based on a variety of factors, such as the mechanism of damage (photons vs. lead), the means of propelling a projectile (gauss vs. CPR), and the velocity of the projectile (subsonic vs. supersonic). However, they can generally be classed according to the chart below.

Weapon type	Signature
CPR with subsonic projectile	Low
CPR with supersonic projectile	Medium
CPR with Penetration of 5+	High
Silencer (if possible)	-1 level
Shotguns	Base on Pen of slug
Recoilless rifle	Low
Subsonic rocket	Low
Supersonic rocket	Medium
Railguns or gauss weapons	Low
MegaTraveller TL8 laser	High
MegaTraveller TL9-12 laser	Medium
MegaTraveller TL13+ laser	Low
Particle beam or plasma weapon	High

Recoil

This is fairly simple. Weapons with no recoil are counted as low. This includes lasers, rocket launchers and recoilless rifles. Medium is any railgun, slugthrower or particle beam/plasma weapon with a DV of less than 90. High includes railguns, slugthrowers and particle beam/plasma weapons with DV's of 90 or more. Place the "/R" for weapons capable of Rapid Fire after the recoil type.

Difficulty as

This is usually going to be based on the aiming RC rather than the weapon type. The Handgun profile will be for any weapon with an aiming RC of 1 or 2 (or 3 if not braced against a shoulder), Rifle will be for aiming RC3, 4 and sometimes 5, Indirect for grenade launchers and heavy weapons, and Thrown for thrown weapons or objects. Melee weapons are not included on this list, as they are too simplified for reasonable conversion (too many of them are entirely identical to each other).

Inherent Accuracy (optional)

This does not usually show up in **MegaTraveller**, but can be used. Most weapons usually get no bonus to to pointing ease, so all favorable $3G^3$ modifiers round down. If a weapon has an IA of 3, it gets a +1 to hit. If it has an IA of 5 or 6, it gets a +2. Very few standard weapons will have this level of accuracy. Weapons with an IA of 0 get a -1 to hit, and this usually only applies to snub-nose or other short-barreled weapons.

Armor/Structure (optional)

Another optional term for **MegaTraveller**. Multiply the AV by 2 and check on the DV vs. Penetration chart. Repeat for BP. The first number is the resistance of the weapon to damage. If the Penetration of the attack is equal or less than this, the weapon only takes superficial damage. If the Penetration is greater, the weapon takes internal damage. If the remaining Penetration is less than/equal to 25% (round up) of the structure points calculated from the BP, the internal damage is Minor. More than this, and it is Major damage, and if all points are lost, the weapon is destroyed. The Armor of a weapon will subtract from the Pen of the attacking weapon if the attack passes through it and then hits a character.

Initiative (optional)

This is another optional rule for **MegaTraveller**. The Initiative of a weapon is added or subtracted from the tactical point pool. So, a person with a bulky weapon (poor Initiative) is likely to act after a person with a compact weapon (good Initiative). Weapons already trained on a target (ambush) use their Initiative or 0, whichever is better.

Reliability (optional)

On a standard weapon (Malfunction class I or II), any "to hit" roll of 12, followed by a d6 roll of 6, will indicate a weapon malfunction that will prevent fire in the next round.

For weapons with other malfunction rates, see below.

Malfunction category	2D roll	Followed by 1D roll
I	12	6
II	12	6
III	12	5-6
IV	12	4-5*
V	12	1-3*
VI	12	1-2*

*More than this indicates a critical malfunction

Example - A character with a zip gun (class VI) rolls a "12" to hit. They then roll 1D. If the result is 1 or 2, the weapon jams up and cannot be used next round. If the result is 3 or more, the weapon breaks or blows up in the character's hand. If this had been a high-quality gun (class I), the worst that could have happened would be the weapon being unable to fire on the next round.

Guided weapons

At short ranges, guided weapons simply count as direct fire weapons with a bonus to hit. The bonus is generally +2 per 25% of guidance bonus, with increments of 15% needed per +1 (i.e. a 40% bonus would be +3). Most of the time, a rocket will reach its target in one round (6 seconds), if not, another roll must be made for each round of flight time.

Once on its own, a self-guided weapon will have a skill equal to its bonus, and no bonus or penalty for Dexterity. It will apply this skill to the Difficulty profile for current range (which should decrease each turn), and roll once for each turn it is in flight.

For self-guided rockets, use the fire-controlled difficulty profiles in the **MegaTraveller Players' Manual**. Increase the difficulty by 1 level, and then apply the guidance bonus and user skill.

Example - A **MegaTraveller** TL10 manpack SAM with a +6 bonus is fired at a Distant target (5km). The character's Dexterity plus the weapon bonus send it towards the Difficult target, and it will take two turns to get there. On the second turn, the weapon gets its own bonus, and if it completes a Difficult task on its own, it will hit where it was aimed.

Remember that the user's skill in initial aiming helps, as do special effects of the guidance system at that TL.

Smart weapons

These simply provide a bonus to hit, which is figured the same way as for guided rockets, and is subject to the same target acquisition and tech level limits. The bonus a smart weapon gives is halved (round down) for shots in the range band one band before the one corresponding to 1 second of projectile flight time, and again for each band after that. For conventional pistols, this is usually at Long range, and V.Long range for rifles.

Example - A CPR pistol with a +4 sensor is only +2 at Long range, and +1 at V.Long range. A CPR rifle with a +4 sensor is +2 at V.Long range, and +1 at Distant.

Proximity rounds

Assume a miss is by a distance equal to each point the roll is failed by, squared. So, a miss by 1 is 1m, a miss by 2 is 4m, and so on. The absolute maximum distance for a miss is the magnitude of the miss squared, in percent, times the distance to the target. So, a miss by 3 can be off by no more than 9% of the range to the target. If the magnitude of the miss is equal or less than the bonus of the proximity round, any warhead of the round will go off. Naturally, you should optimize Danger Space and proximity fuse for best effect.

Example - A +1 proximity fuzed round will detonate if it misses by 1, which is a meter or less from the target. A weapon with a +4 sensor and a proximity fuze will detonate if it misses by 4 or less, which is 16m or less from the target.

Stabilized weapons

Anti-grav stabilization will be bought as gyrostablization, but only affects recoil. Regular gyrostablization must be bought as a separate item, so a weapon which has both antigrav compensators and gyroscopic stabilization will have double the normal mass in gyros.

Lasers

These are designed normally, but with the option of creating stunners and continuous beam lasers. Note that the Pen on **MegaTraveller** lasers is extremely high, and will not convert accurately unless you base the DV on 10 times the designed energy. The weapons in this supplement are designed using the normal DV, and so will have a Pen closer to that of normal weapons.

Stunners

These involve two damage producing technologies, the beam and the high-voltage pulse. The laser will probably have a Penetration of 0 or 1. The Damage of the small laser will be equal to its Penetration, with a maximum Damage of 3. The high-voltage pulse has no Penetration, only Damage, which is calculated like it was a DV.

Example - A DV10 laser with a stun DV of 60 would have a Pen and Damage of 0 for the laser, and a Damage of 4 for the electrical pulse.

Beamers

Continuous beam lasers will likely have a low Penetration and Damage, but have an ROF equivalent of 100, which gives them 5 autofire targets.

Particle beams

A **3G^3** particle beam will become a **MegaTraveller** plasma gun (like the PGMP series), since particle beams are not used in the game as hand weapons. Penetration is based on 10 times the designed DV, and the Damage is equal to half the Penetration (round down). Use the actual DV to find an equivalent Penetration and divide this by 2. This is the Danger Space of the weapon.

Example - A DV of 210 becomes 2100 before conversion. This gives a Penetration of 21, and a Damage of 10. The Penetration for a DV of 210 is 7, so the weapon has a Danger Space of 3.5.

Optional - You may use radiation side effects to create a linear Danger Space to either side of the plasma beam. Count the radiation from the multiplied DV as a DV, and figure the Penetration and Damage from this amount.

Example - The previous example had an adjusted DV of 2100, so would do 21 rads of radiation damage. A DV of 21 is a Pen of 2, so the plasma beam has a Danger Space of 2, with a Penetration of 2 and Damage of 1 to each side.

Gauss weapons

These are built according to the guidelines for **3G^3** railguns, and no changes are necessary.

Overlap

Some weapons on these listings may overlap with ones already created and listed in the **MegaTraveller** rules. While we are by default already second-guessing these weapon rules, duplicate weapons on this list are not meant to supercede those already listed in the various **MegaTraveller** rulebooks.

Archaic Pistols

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
1	Hand cannon	1	-	1	1/2	2	Med	-	-	Low	Med	Handgun	-1	2/3	+1	70
2	Hand cannon	1	-	3	1/2	2	Med	-	-	Low	Med/R	Handgun	-1	2/3	+0	115
3	Cascade pistol	2	-	5	1/2	2	Med	-	-	Low	Med/R	Handgun	-1	2/1	+2	260
4	Cavalry pistol	2	-	1	1/2	2	Long	-	-	Low	Med	Handgun	-1	2/2	+1	75
5	Double pistol	2	-	2	1/2	2	Med	-	-	Low	Med	Handgun	-1	2/1	+1	90
6	Flintlock revolver	2	-	5	1/2	2	Long	-	-	Low	Med/R	Handgun	-1	2/2	+1	65
7	Personal pistol	2	-	1	1/2	2	Med	-	-	Low	Med	Handgun	-1	2/1	+2	70
8	British Pattern 1856	3	-	1	2/2	3	Long	-	-	Med	Med	Handgun	+0	2/1	+2	160
9	Colt 1861	3	-	6	1/2	3	Long	-	-	Med	Med/R	Handgun	+0	2/1	+2	140
10	Colt Dragoon	3	-	6	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	2/1	+1	190
11	Derringer	3	-	1	0/2	2	Med	-	-	Low	Med	Handgun	-1	2/0	+4	60
12	Duelling pistol	3	-	1	2/2	3	Long	-	-	Med	Med	Handgun	+0	2/1	+2	315
13	Gambler's Ace	3	-	1	1/2	2	Med	-	-	Low	Med	Handgun	-1	2/0	+4	65
14	LeMat	3	-	9	2/3	3	Long	-	-	Med	Med/R	Handgun	+0	2/2	+1	395
	LeMat (15.5mm slug)		slug	1	2/2	3	Long	-	-	Med	Med					
	LeMat (buckshot)		pellets		0/1	3	Long	-	-	Med	Med					
15	Pauly 1812	3	-	1	1/2	2	Long	-	-	Med	Med	Handgun	+0	2/0	+2	140
16	Pepperbox	3	-	6	0/1	2	Med	-	-	Low	Med/R	Handgun	-1	2/0	+4	120

Archaic Rifles

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
17	Matchlock musket	1	-	1	2/2	2	Long	-	-	Low	Med	Handgun	+0	3/4	-2	120
18	Double wheellock	1	-	2	2/2	2	Long	-	-	Low	Med	Handgun	+0	3/3	-2	430
19	Wheellock carbine	1	-	1	2/2	2	Long	-	-	Low	Med	Handgun	+0	3/3	-1	100
20	Cascade musket	2	-	11	2/2	2	Long	2	-	Low	Med/R	Handgun	+0	2/3	-1	215
21	Brown Bess	2-3	-	1	2/2	2	Long	-	-	Low	Med	Handgun	+0	2/4	-2	90
22	French 1777	2-3	-	1	2/2	2	Long	-	-	Low	Med	Handgun	+0	2/4	-2	100
23	Kentucky rifle	2-3	-	1	3/2	3	V.Long	-	-	Med	Med	Rifle	+0	3/4	-1	140
24	Colt Model 1855	3	-	5	3/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	2/3	-1	165
25	Hall Carbine	3	-	1	3/2	3	V.Long	-	-	Med	Med	Rifle	+0	3/3	-1	85
26	Henry rifle	3	-	15	2/3	3	V.Long	-	-	Med	Med	Rifle	+0	2/3	-2	160
27	Windbüchse	3	-	20	1/2	2	Long	-	-	Low	Med	Handgun	+0	2/3	-1	100
28	Whitworth rifle	3	-	1	3/3	3	V.Long	-	-	Med	Med	Rifle	+1	2/3	-2	420
29	Spencer carbine°	3-4	-	8	2/3	3	V.Long	-	-	Med	Med	Rifle	+0	2/3	-1	190

Archaic Shotguns

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
30	Arquebus	1-2	slug	1	2/2	2	Long	-	-	Low	Med	Handgun	-1	3/3	-2	45
			pellet		0/1	3	Long	-	-	Low	Med	Handgun				
31	Arquebus	1-2	slug	10	2/2	2	Long	-	-	Low	Med/R	Handgun	+0	2/3	-3	80
			pellet		0/1	3	Long	-	-	Low	Med	Handgun				
32	Blunderbuss	2-3	slug	1	2/2	3	Long	-	-	Low	Med	Handgun	+0	3/3	+0	55
			pellet		0/1	4	Long	-	-	Low	Med	Handgun				
33	Fowling piece	2-3	slug	1	2/2	3	Long	-	-	Low	Med	Handgun	+0	3/3	-1	120
			pellet		0/1	4	Long	-	-	Low	Med	Handgun				
34	Fowling piece	3	slug	2	2/2	3	Long	-	-	Low	Med	Handgun	+0	2/3	-1	315
			pellet		0/1	4	Long	-	-	Low	Med	Handgun				
35	Volley gun	3	slug	7	2/2	3	Long	-	-	Low	Med/R	Handgun	+0	2/3	-2	335
			pellet		0/1	4	Long	-	-	Low	Med	Handgun				

Archaic Heavy Weapons

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
36	Grenade launcher	2	HE	1	4	4	Med	-	4.5	Low/High	Med	Handgun	-1	2/1	+2	30
37	Whaling gun	2-3	harpoon	1	3/1	3	Long	-	-	Low	Med	Handgun	+0	3/3	-3	320
38	Harpoon gun	3	harpoon	1	4/5	3	Long	-	-	Low	Med	Handgun	+0	3/3	-4	470
39	Swivel gun	2-3	slug	1	4/2	3	V.Long	-	-	Med	Med	Rifle	+0	3/4	-4	205
			pellet		2/1	4	Long	-	-			Handgun	-1			
40	Siege mortar	3	HE	1	20	20	Long	-	7.5	High	High	FC TL	-1	5/5	-12	2250
41	Bombard	1	-	1	9/5	9	Long	-	-	High	High	FC TL	-1	5/9	-12	3000
42	6-pdr Model 1839	3	slug	1	7/3	4	V.Long	-	-	High	High	FC TL	-1	3/6	-8	1400
			cannister		3/2	5	V.Long	-	-			Rifle	-1			
43	12-pdr Model 1841	3	slug	1	8/3	4	V.Long	-	-	High	High	FC TL	-1	4/7	-10	3700
			cannister		5/2	5	V.Long	-	-			Rifle	-1			
44	32-pdr Model 1844	3	slug	1	9/4	4	V.Long	-	-	High	High	FC TL	-1	4/7	-11	6000
			cannister		5/3	5	V.Long	-	-			Rifle	-1			

Civilian Pistols #	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
1	Colt 1873	4-7	-	6	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	2/0	+2	160
2	.22 autopistol°	4-8	-	6+1	0/2	3	Med	-	-	Med	Med/R	Handgun	-1	1/0	+4	60
3	.22 derringer°	4-8	-	2	0/2	3	Med	-	-	Med	Med	Handgun	-1	1/0	+4	85
4	.25 autopistol	4-9	-	6+1	0/2	2	Med	-	-	Low	Med/R	Handgun	-1	1/0	+4	55
5	Government .45°	4-8	-	7+1	1/3	3	Long	-	-	Low	Med/R	Handgun	+0	2/1	+2	280
6	Luger°	4-7	-	8+1	1/2	3	Long	-	-	Med	Med/R	Handgun	+0	2/1	+2	605
7	Mauser	4-5	-	10+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	2/1	+2	630
8	Kolibri Auto	4	-	7+1	0/1	1	Med	-	-	Low	Low/R	Handgun	-1	0/0	+4	100
9	Webley .455	4	-	6	1/3	3	Long	-	-	Low	Med/R	Handgun	+0	2/1	+2	135
10	Browning Hi-Power	5-8	-	13+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	2/1	+2	630
11	H&R Sidekick	5-7	-	9	1/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+3	135
12	Tokarev TT-33°	5-8	-	8+1	1/2	3	Long	-	-	Low	Med/R	Handgun	+0	1/1	+2	290
13	Tokarev TT-33	7-8	-	8+1	2/2	3	Long	-	-	Med	Med/R	Handgun	-1	2/1	+2	180
14	Walther P-38	5-7	-	8+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	2/1	+2	660
15	Walther PPK°	5-8	-	7+1	0/2	3	Med	-	-	Med	Med/R	Handgun	+0	1/0	+3	250
16	Air pistol	5-8	-	60	0/1	1	Med	-	-	Low	Med/R[2]	Handgun	-1	0/1	+2	50
17	Buffalo Derringer	6-8	-	2	2/2	3	Med	-	-	Med	Med	Handgun	-1	2/0	+4	250
18	Colt Diamondback	6-8	-	6	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	2/0	+2	195
19	Colt Python	6-9	-	6	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	2/0	+2	395
20	Makarov	6-7	-	8+1	2/2	3	Med	-	-	Med	Med/R	Handgun	+0	2/0	+3	290
21	Smith & Wesson Mod. 29	6-8	-	6	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	2/0	+2	235
22	Smith & Wesson Mod. 57	6-9	-	6	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	2/0	+2	215
23	TDE .380	6-7	-	5+1	1/2	3	Med	-	-	Low	Med/R	Handgun	+0	1/0	+3	270
24	Thomp. Cont. (.44 Mag.)	6-9	-	1	3/2	3	Long	-	-	Med	Med	Handgun	+0	2/0	+2	560
25	Thomp. Cont. (.30-30)	6-9	-	1	3/2	3	V.Long	-	-	Med	Med	Handgun	+0	2/1	+1	525
26	Beretta 951	6-7	-	8+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	2/0	+2	345
27	Cyclops (12ga.)	6-9	slug	1	2/2	3	Med	-	-	Med	Med	Handgun	-1	2/0	+3	110
			pellets		1/1	4	Med	-	-	Med	Med					
28	Gov't Longslide	6-8	-	7+1	2/3	3	Long	-	-	Low	Med/R	Handgun	+0	2/1	+2	690
29	Heckler & Koch P4 (.22LR)	6-7	-	8+1	1/2	3	Med	-	-	Med	Med/R	Handgun	+0	1/0	+2	270
30	Heckler & Koch P4 (.380)	6-7	-	7+1	1/2	3	Med	-	-	Med	Med/R	Handgun	+0	1/0	+2	270
31	H&K P9S (.45ACP)°	6-7	-	7+1	1/3	3	Long	-	-	Low	Med/R	Handgun	+0	1/0	+2	605
32	H&K P9S (9mm)	7-8	-	9+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	660
33	Chinese Type 67	6	-	9+1	0/2	3	Long	-	-	Low	Med/R	Handgun	+0	1/0	+2	240
34	XP-100 Target	6-9	-	1	3/2	3	V.Long	-	-	Med	Med	Handgun	+1	2/1	+1	660
35	.357 Mag. COP	7-9	-	4	2/2	3	Med	-	-	Med	Med/R	Handgun	+0	1/0	+3	415
36	AM-402 Baton (12ga)	7-9	slug	1	3/2	3	Med	-	-	Med	Med	Handgun	-1	2/0	+2	140
			pellets		1/1	4	Med	-	-	Med	Med					
			stun bag		0/1	2	Med	-	-	Med	Med					
37	American Mod. 6 (.45 Colt)	7-9	-	2	2/3	3	Med	-	-	Med	Med	Handgun	-1	1/0	+2	290
			slug		1/2	3	Med	-	-	Med	Med					
			pellets		0/1	3	Med	-	-	Med	Med					
38	Auto Mag°	7-8	-	7+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	2/0	+1	535
39	Beast°	7-8	-	1	4/3	3	V.Long	-	-	Med	Med	Handgun	+0	2/1	-1	1580
40	Beretta 92-F	7-9	-	15+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	720
41	Beretta 92-F Compact	7-9	-	13+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	360
42	Calico M-110°	7-9	-	100+1	1/2	3	Long	-	-	Med	Med/R[4]	Handgun	+0	1/1	+0	150
43	Calico M-950	7-9	-	100+1	2/2	3	V.Long	-	-	Med	Med/R[4]	Handgun	+0	1/2	+0	190
44	Casull .454	7-9	-	5	3/3	3	Long	-	-	Med	Med/R	Handgun	+0	2/0	+2	780
45	Casull .454	7-9	-	5	3/3	3	V.Long	-	-	Med	Med/R	Handgun	+0	2/1	+1	840
46	CIA cigarette	7-9	-	1	1/2	3	Med	-	-	Low	Med	Handgun	-1	1/0	+4	260
47	Colt Anaconda°	7-9	-	6	2/3	3	Long	-	-	Med	Med/R	Handgun	+0	2/0	+1	515
48	Colt Anaconda	7-9	-	6	3/3	3	V.Long	-	-	Med	Med/R	Handgun	+0	2/0	+1	585
49	Desert Eagle	7-9	-	9+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+1	860
50	Desert Eagle	7-9	-	8+1	2/3	3	Long	-	-	Med	Med/R	Handgun	+0	2/0	+1	940
51	Desert Eagle°	7-9	-	8+1	2/3	3	Long	-	-	Med	Med/R	Handgun	+0	2/0	+1	1030
52	Desert Eagle	7-9	-	8+1	3/3	3	V.Long	-	-	Med	Med/R	Handgun	+0	2/0	+1	1270
53	Desert Eagle	7-9	-	7+1	3/3	3	Long	-	-	Med	Med/R	Handgun	+0	2/0	+1	1320
54	Desert Eagle	7-9	-	7+1	3/3	3	V.Long	-	-	Med	Med/R	Handgun	+0	2/0	+1	1500
55	Grendel P-10	8-9	-	10	1/2	3	Med	-	-	Low	Med/R	Handgun	-1	1/0	+4	135
56	Grendel P-30	8-9	-	30+1	2/2	3	Long	-	-	Med	Med/R	Handgun	-1	1/0	+2	165
57	Heckler & Koch flare pistol	7-9	flare	5	0/1	0	Med	-	-	Low	Low/R	Handgun	-1	0/0	+4	100
58	Heckler & Koch P2A1	7-9	flare	1	0/1	0	Med	-	-	Low	Low	Handgun	-1	0/0	+3	100

Civilian Pistols

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
59	Heckler & Koch P7M13	7-9	-	13+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	360
60	Heckler & Koch VP-70Z	7-8	-	18+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	360
61	High Standard Citation	7-8	-	10+1	1/2	3	Long	-	-	Med	Med/R	Handgun	+1	1/0	+2	1160
62	NAA revolver	7-9	-	5	1/2	3	Med	-	-	Med	Med/R	Handgun	+0	1/0	+4	135
63	Paintball gun	7-9	gelatin	6	0/1	0	Med	-	-	Low	Med/R	Handgun	-1	0/0	+2	100
64	Ruger GP-100	7-9	-	6	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	215
65	Ruger P85	7-9	-	15+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	360
66	S&W Ladysmith	7-9	-	8+1	2/2	3	Med	-	-	Med	Med/R	Handgun	+0	1/0	+3	345
67	SIG P226	7-9	-	15+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	720
68	Spectre	7-9	-	50+1	2/2	3	Long	-	-	Med	Med/R[2]	Handgun	+0	1/1	+0	360
69	Stallard Arms JS-9	7-8	-	8+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	2/0	+2	90
70	Star M31PK	7-9	-	15+1	2/3	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	345
71	Norinco Type 86	7-9	-	4	1/2	3	Med	-	-	Med	Med/R	Handgun	-1	1/0	+3	150
72	Norinco pcoketknife	7-9	-	3	0/2	2	Med	-	-	Low	Med	Handgun	-1	1/0	+4	120
73	Walther GSP	7-9	-	5+1	1/2	3	V.Long	-	-	Med	Med/R	Handgun	+1	1/0	+2	2320
74	Wildey .475	7-9	-	7+1	3/3	3	V.Long	-	-	Med	Med/R	Handgun	+0	2/0	+1	1440
75	Zip pistol°	7-8	-	1	1/2	3	Med	-	-	Med	Med	Handgun	-1	1/0	+3	10
76	Glock 17L	8-9	-	19+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	750
77	Glock 19	8-9	-	17+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	720
78	Glock 20	8-9	-	17+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	820
79	Glock 21	8-9	-	15+1	2/3	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	660
80	Glock 23	8-9	-	15+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	690

Machine Pistols & SMG's

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
81	Type 80°	5-7	-	20+1	1/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/2	+2	375
82	M3 Grease Gun	5-6	-	30+1	2/2	3	Long	-	-	Low	Med/R	Handgun	+0	2/2	-1	105
83	MP-40 Schmeisser	5	-	32+1	2/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	2/3	-1	235
84	Owen Mk1/42	5-6	-	34+1	2/2	3	V.Long	2	-	Med	Med/R	Rifle	+0	2/2	-1	120
85	PPsH MP41	5-7	-	32+1	2/2	3	V.Long	2	-	Med	Med/R	Rifle	+0	2/3	-1	120
86	Sten	5	-	32+1	2/2	3	Long	-	-	Med	Med/R	Handgun	-1	2/2	+0	110
87	Thompson	5-8	-	50+1	2/2	3	Long	2	-	Low	Med/R	Handgun	+0	2/2	-2	430
88	Beretta 12S	6-7	-	32+1	2/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	2/2	+0	245
89	Beretta 951R	6-7	-	10+1	2/2	3	Long	2	-	Med	Med/R	Handgun	+0	2/0	+1	450
90	MAT-49	6-7	-	32+1	2/2	3	V.Long	2	-	Med	Med/R	Rifle	+0	2/2	+0	255
91	Mendoza HM-3	6-8	-	32+1	2/2	3	V.Long	2	-	Med	Med/R	Rifle	+0	2/	+0	130
92	Stechkin°	6-7	-	20+1	1/2	3	Long	2	-	Med	Med/R	Handgun	+0	1/0	+2	786
93	Sterling L2A3	6-9	-	34+1	2/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	2/3	+0	245
94	Uzi	6-9	-	32+1	2/2	3	V.Long	2	-	Med	Med/R	Rifle	+0	2/2	-1	270
95	Vz-61 Skorpion	6-7	-	20+1	1/2	3	Long	3	-	Med	Med/R	Handgun	+0	1/2	+1	360
96	Air SMG	7-8	-	1200	0/1	1	Long	3	-	Low	Med/R[6]	Handgun	+0	0/0	+2	285
97	Ares FMG	8-9	-	20+1	2/2	3	Long	2	-	Med	Med/R	Handgun	+0	1/1	+1	510
98	Ares FMG	8-9	-	20+1	2/2	3	Long	2	-	Med	Med/R	Handgun	+0	1/1	+1	510
99	Beretta 93-R	7-9	-	20+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/2	+2	1130
100	Heckler & Koch MP5KA5	7-9	-	30+1	2/2	3	Long	2	-	Med	Med/R	Handgun	+0	1/1	+1	270
101	Heckler & Koch MP5A5	7-9	-	30+1	2/2	3	V.Long	2	-	Med	Med/R	Rifle	+0	1/1	+0	310
102	Heckler & Koch VP-70	7-9	-	18+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	540
103	ILARCO 180	7-9	-	165+1	2/2	3	V.Long	3	-	Med	Med/R[2]	Rifle	+1	2/2	-1	410
104	ILARCO Short°	7-9	-	165+1	1/2	3	V.Long	3	-	Med	Med/R[2]	Rifle	+0	2/2	+1	395
105	Ingram M-10	7-9	-	32+1	2/2	3	Long	2	-	Med	Med/R	Handgun	-1	1/2	+1	245
106	Ingram M-11	7-9	-	32+1	1/2	3	Long	3	-	Low	Med/R	Handgun	-1	1/2	+1	190
107	Jati-Matic	7-9	-	40+1	2/2	3	Long	2	-	Med	Med/R	Handgun	+0	1/0	+0	270
108	MGV 176	8-9	-	176+1	2/2	3	V.Long	3	-	Med	Med/R[2]	Rifle	+0	1/0	+0	205
109	Spectre	7-9	-	50+1	2/2	3	Long	2	-	Med	Med/R	Handgun	+0	1/3	+0	470
110	Steyr Mpi69	7-9	-	32+1	2/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	1/2	+0	280
111	Benelli CB-M2	8-9	-	40+1	2/2	3	V.Long	2	-	Med	Med/R	Rifle	+0	1/1	+0	280
112	Glock 18	8-9	-	19+1	2/2	3	Long	3	-	Med	Med/R	Handgun	+0	1/0	+2	980

Civilian Rifles

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
113	Model 98 Mauser	4	-	5	3/3	3	Distant	-	-	Med	Med	Rifle	+0	2/3	-1	340
114	Sharps 1874	4	-	1	3/3	3	V.Long	-	-	Med	Med	Rifle	+0	2/3	-1	180
115	Winchester M94	4-8	-	6	3/3	3	Distant	-	-	Med	Med	Rifle	+0	2/3	-1	285
116	Beeman 55S	5-8	-	1	0/1	1	Long	-	-	Low	Low	Handgun	+0	0/3	+0	105
117	M1 Carbine	5-7	-	30+1	3/3	3	Distant	-	-	Med	Med/R	Rifle	+0	2/3	+0	360
118	M6 Springfield°	5-7	-	1	1/2	3	V.Long	-	-	Med	Med	Rifle	+0	2/2	+1	115
	(15.5mm slug)		slug	1	2/2	3	Long	-	-	Med	Med	Handgun	+0			
	(buckshot)		pellets		1/1	3	Long	-	-	Med		Handgun				
119	Rossi M59	6-8	-	10	2/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	1/2	+0	115
120	Weatherby Mk.V°	6-9	-	2	4/4	3	Distant	-	-	Med	Med	Rifle	+1	2/3	-1	1890
121	AR-7 survival rifle	7-8	-	8+1	2/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	1/2	+1	80
122	Barrett Light .50	7-8	-	10+1	5/3	3	Distant	-	-	High	High/R	Rifle	+1	2/3	-4	2390
123	(bullpup version)		-	10+1	5/3	3	Distant	-	-	High	High/R	Rifle	+1	2/3	-3	2390
124	(lightweight variant)		-	10+1	5/3	3	Distant	-	-	High	High/R	Rifle	+1	2/3	-3	9600
125	Browning M-78	7-8	-	1	4/2	3	Distant	-	-	Med	Med	Rifle	+1	2/3	-1	820
126	Caliico M-100	7-8	-	100+1	2/2	3	V.Long	-	-	Med	Med/R[4]	Rifle	+0	1/2	+0	160
127	Caliico M-900	7-8	-	100+1	2/2	3	V.Long	-	-	Med	Med/R[4]	Rifle	+0	1/2	-1	215
128	Colt AR-15	7-8	-	30+1	3/2	3	Distant	-	-	Med	Med/R	Rifle	+0	2/3	-1	580
129	Crossfire	7-8	-	20+1	3/3	3	Distant	-	-	Med	Med/R	Rifle	+0	2/3	-2	925
	(18mm slug)		slug	7+1	3/2	3	Long	-	-	Med	Med/R	Rifle				
	(buckshot)		pellets		1/1	4	Long	-	-	Med		Handgun				
130	FR-F2	7-8	-	10+1	4/3	3	Distant	-	-	Med	Med	Rifle	+1	2/3	-2	1150
131	Heckler & Koch M770°	7-8	-	10+1	3/3	3	Distant	-	-	Med	Med/R	Rifle	+0	2/2	-1	795
132	Paintball gun	7-8	gelatin	200	0/1	0	Long	-	-	Low	Low	Handgun	-1	0/2	-1	200
133	Ruger 10/22	7-8	-	50+1	2/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	1/2	+0	165
134	Ruger M-77	6-9	-	3	4/3	3	Distant	-	-	Med	Med/R	Rifle	+1	2/3	-1	1290
135	Ruger Mini-14	7-8	-	30+1	3/2	3	Distant	-	-	Med	Med/R	Rifle	+0	2/2	-1	600
136	Sako Sporter°	7-9	-	1	3/2	3	Distant	-	-	Med	Med	Rifle	+1	2/2	-1	375
137	SSG 69	7-8	-	5	4/3	3	Distant	-	-	Med	Med/R	Rifle	+1	2/2	-1	820
138	Ultralight Arms	7-8	-	3	4/2	3	Distant	-	-	Med	Med	Rifle	+1	2/2	+0	4590
139	Winchester 9422	7-8	-	15	2/2	3	V.Long	-	-	Med	Med	Rifle	+0	1/2	-1	115
140	Zip rifle	7-8	-	1	3/3	3	Long	-	-	Med	Med	Handgun	-2	2/3	+0	15

Military Rifles

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
141	Chauchat	4-5	-	30+1	3/3	3	Distant	-	-	Med	Med/R	Rifle	-1	3/4	-3	235
142	Lewis Gun	4-5	-	40+1	3/3	3	Distant	-	-	Med	Med/R	Rifle	+0	2/3	-3	805
143	.30 BAR°	5-7	-	20+1	3/3	3	Distant	-	-	Med	Med/R	Rifle	+0	2/3	-2	975
144	M2 Carbine	5-7	-	30+1	3/3	3	Distant	2	-	Med	Med/R	Rifle	+0	2/2	+0	360
145	M-14°	5-9	-	20+1	3/3	3	Distant	2	-	Med	Med/R	Rifle	+0	2/3	-2	805
146	AK-47°	6-9	-	30+1	3/3	3	Distant	2	-	Med	Med/R	Rifle	+0	2/3	-1	405
147	FN-FAL°	6-9	-	20+1	3/3	3	Distant	2	-	Med	Med/R	Rifle	+0	2/3	-1	860
148	AK-74	7-9	-	30+1	3/2	3	Distant	2	-	Med	Med/R	Rifle	+0	2/3	-1	305
149	Armscor 37	7-9	slug	1	0/1	1	Medium	-	-	Low	Med	Handgun	+0	1/2	+0	60
			pellets			1						Handgun				
150	AUG carbine	7-9	-	42+1	3/2	3	Distant	2	-	Med	Med/R	Rifle	+0	1/2	+0	755
151	AUG HBAR	7-9	-	42+1	3/2	3	Distant	2	-	Med	Med/R	Rifle	+1	2/2	-1	1610
152	Dragunov	7-8	-	10+1	4/3	3	Distant	-	-	Med	Med/R	Rifle	+1	2/3	-2	1740
153	Enfield L85A1	7-9	-	30+1	3/2	3	Distant	2	-	Med	Med/R	Rifle	+0	2/2	-1	755
154	FAMAS	7-9	-	25+1	3/2	3	Distant	2	-	Med	Med/R	Rifle	+0			
155	Galil SAR	7-9	-	50+1	3/2	3	Distant	2	-	Med	Med/R	Rifle	+0	2/2	-1	680
156	Heckler & Koch G-3A3°	7-9	-	20+1	3/3	3	Distant	2	-	Med	Med/R	Rifle	+0	2/3	-1	915
157	Heckler & Koch HK33E	7-9	-	25+1	3/2	3	V.Long	2	-	Med	Med/R	Rifle	+0	2/3	-1	680
158	Heckler & Koch MZP-1	7-9	slug	1	0/1	1	Medium	-	-	Low	Med	Handgun	+0	1/2	+0	60
			pellets			1						Handgun				
159	Colt M-16A2 HBAR	7-9	-	30+1	3/2	3	Distant	2	-	Med	Med/R	Rifle	+1	2/3	-1	1510
160	Colt M-16A2 "Shorty"	7-9	-	30+1	3/2	3	V.Long	2	-	Med	Med/R	Rifle	+0	2/2	+0	590
161	Colt M-16A3	7-9	-	30+1	3/2	3	Distant	-	-	Med	Med/R	Rifle	+0	2/3	-1	870
162	SIG 550	7-9	-	30+1	3/2	3	Distant	2	-	Med	Med/R	Rifle	+0	2/3	-1	870
163	Ultimax 100	7-9	-	100+1	3/2	3	Distant	-	-	Med	Med/R	Rifle	+0	2/3	-2	755
164	Vaime SSR1	7-8	-	5+1	3/3	3	Distant	-	-	Low	Med	Rifle	+0	2/3	-1	660
165	Walther WA2000	7-9	-	6+1	4/3	3	Distant	-	-	Med	Med/R	Rifle	+1	2/3	-2	4430

Shotguns #	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signa-ture	Recoil	Difficulty as	IA	Armor/ Struct.	Initia-tive	Cost
166	4ga shotgun	4	slug	1	3/3	3	V.Long	-	-	Med	Med	Rifle	+0	3/4	-3	375
			pellets		1/1	5	Long	-	-			Handgun	+0			
167	8ga shotgun	4	slug	1	3/3	3	V.Long	-	-	Med	Med	Rifle	+0	3/3	-2	375
			pellets		2/1	5	Long	-	-			Handgun	+0			
168	Double shotgun	4	slug	2	2/2	3	Long	-	-	Med	Med	Rifle	+0	2/3	-1	360
			pellets		0/1	4	Long	-	-			Handgun	+0			
169	Ithaca Autoburglar	4	slug	2	2/2	3	Long	-	-	Med	Med	Handgun	-1	1/2	+1	140
			pellets		0/1	3	Long	-	-			Handgun	-1			
170	Winchester 1901	4-5	slug	5	3/2	3	Long	-	-	Med/R	Med	Handgun	+0	2/3	-1	195
			pellets		0/1	4	Long	-	-			Handgun	+0			
171	Stevens 150C	5-6	slug	3	2/2	3	Long	-	-	Med/R	Med	Handgun	-1	2/2	+0	110
			pellets		0/1	3	Long	-	-			Handgun	-1			
172	Ithaca Mag 10	6-8	slug	3	3/2	3	Long	-	-	Med/R	Med	Handgun	+0	2/3	-2	660
			pellets		1/1	4	Long	-	-			Handgun	+0			
173	Remington 870	6-8	slug	7	3/2	3	Long	-	-	Med/R	Med	Handgun	+0	2/3	-1	410
			pellets		1/1	4	Long	-	-			Handgun	+0			
174	Sawed-off shotgun	6-8	slug	2	3/2	3	Med	-	-	Med	Med	Handgun	-1	2/2	-1	185
			pellets		0/1	4	Med	-	-			Handgun	-1			
175	Remington 7188	7	slug	8	3/2	3	Long	-	-	Med/R	Med	Handgun	+0	2/3	-1	825
			pellets		1/1	4	Long	-	-			Handgun	+0			
176	Beretta M3P	7-8	slug	5+1	3/2	3	Long	-	-	Med/R	Med	Handgun	+0	2/3	-1	635
			pellets		1/1	4	Long	-	-			Handgun	+0			
177	Krieghoff Trumpf	7-9	slug	2	3/2	3	Long	-	-	Med	Med	Handgun	+0	2/3	-1	5900
			pellets		1/1	4	Long	-	-			Handgun	+0			
			rifle	1	4/3	3	Distant	-	-	Med	Med	Rifle	+0			
178	LAW 12	7-8	slug	7	3/2	3	Long	-	-	Med	Med	Handgun	+1	2/3	-1	635
			pellets		1/1	4	Long	-	-			Handgun	+0			
179	Mossberg 500	7-8	slug	8	3/2	3	Long	-	-	Med/R	Med	Handgun	+0	2/3	-1	445
			pellets		1/1	4	Long	-	-			Handgun	+0			
180	Mossberg 500 bullpup	7-9	slug	8	3/2	3	Long	-	-	Med/R	Med	Handgun	+0	2/2	+0	445
			pellets		1/1	4	Long	-	-			Handgun	+0			
181	PA3 riot shotgun	7-8	slug	3	3/2	3	Long	-	-	Med/R	Med	Handgun	+0	2/3	+0	215
			pellets		1/1	4	Long	-	-			Handgun	+0			
182	SPAS 12 (civilian)	7-8	slug	7	3/2	3	Long	-	-	Med/R	Med	Handgun	+0	2/3	-1	635
			pellets		1/1	4	Long	-	-			Handgun	+0			
183	SPAS 12 (military)	7-8	slug	6	3/2	3	Long	-	-	Med/R	Med	Handgun	+0	2/2	-1	635
			pellets		1/1	4	Long	-	-			Handgun	+0			
184	Striker	7-8	slug	12	3/2	3	Long	-	-	Med/R	Med	Handgun	+0	2/2	-1	145
			pellets		1/1	4	Long	-	-			Handgun	+0			
185	The Brute	7-8	slug	2	3/2	3	Long	-	-	Med	Med	Handgun	+0	2/2	+1	220
			pellets		1/1	4	Long	-	-			Handgun	+0			
186	USAS-12	7-8	slug	28+1	3/2	3	Long	-	-	Med/R	Med	Handgun	+0	2/3	-2	415
			pellets		1/1	4	Long	-	-			Handgun	+0			
187	Witness Protection Gun	7-8	slug	3	3/2	3	Long	-	-	Med/R	Med	Handgun	+0	2/2	+1	195
			pellets		1/1	4	Long	-	-			Handgun	+0			

Machine Guns

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
188	.45-70 Gatling	4	-	200	3/3	3	V.Long	2	-	Med	Med/R[4]	Rifle	+0	2/3	-4	970
189	Degtyarev DP	4	-	47	3/3	3	Distant	2	-	Med	Med/R	Rifle	+0	2/3	-3	340
190	Maxim gun	4-5	-	200	4/3	3	Distant	2	-	Med	Med/R[4]	Rifle	+1	2/3	-4	820
191	.30 cal Browning	4-6	-	200	4/3	3	Distant	2	-	Med	Med/R[4]	Rifle	+1	2/3	-3	820
192	14.5mm KPV°	5-6	-	200	5/3	3	Distant	2	-	High	High/R[4]	Rifle	+0	3/5	-6	1660
193	MG-34°	5-6	-	200	3/3	3	Distant	2	-	Med	Med/R[2]	Rifle	+0	2/3	-3	1040
194	M2 Browning	5-8	-	200	5/3	3	Distant	2	-	High	High/R[4]	Rifle	+1	3/4	-5	2480
195	M60 LMG°	6-7	-	200	3/3	3	Distant	-	-	Med	Med/R[4]	Rifle	+0	2/3	-3	975
196	M60 Maremont	7	-	200	4/3	3	Distant	-	-	Med	Med/R[4]	Rifle	+0	2/3	-3	975
197	MG-42°	6-7	-	200	3/3	3	Distant	2	-	Med	Med/R[2]	Rifle	+0	2/3	-3	975
198	M134 Minigun°	6-8	-	4000	3/3	3	Distant	5	-	Med	Med/R[7]	Rifle	+0	2/3	-3	1370
199	FN Minimi	7-8	-	200	3/2	3	Distant	2	-	Med	Med/R[3]	Rifle	+0	2/3	-2	730

Heavy Weapons

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
200	16" naval gun	5	HE	1	36	36	V.Distant	-	9	High	High	FC TL	+1	6/26	-19	580k
			APHE		23/5(28)	28	V.Distant	-	7.5	High	High		+1			
201	M20 "Bazooka"	5	HEAP	1	17(10)	8	Long	-	6	Low	Low	Rifle	+0	2/4	-3	150
202	RPG-7	6-7	HEAP	1	17(10)	8	V.Long	-	6	Low	Low	Rifle	+0	2/3	-2	135
203	M72 LAW	7	HEAP	1	14(8)	8	Long	-	6	Low	Low	Rifle	+0	1/2	+0	165
204	Stinger (+1 bonus)	7	HE	1	18	18	Distant	-	7.5	Med	Low	Rifle	+1	2/3	-4	2000
205	ARES	7-8	APDS	20	11/5	5	V.Distant	-	-	High	High	FC TL	+1	4/7	-12	68k
			HE		12	12	Distant	-	6	High	High		+1			
206	GAU-8	7-8	APDU	1170	7/3	4	Distant	5	-	High	High/R[3]	Rifle	+0	3/7	-12	22.7k
207	GIAT CN105	7-8	HE	1	16	16	Distant	-	7.5	High	High	FC TL	+1	4/9	-13	28.2k
			APDS		16/5	6	V.Distant	-	-	High	High		+1			
			HEAP		21(12)	8	Distant	-	6	High	High		+1			
208	Hellfire (+3 bonus)	7-8	HEAP	1	33(22)	8	Distant	-	7.5	Low	Low	FC TL	+1	3/4	-6	8550
209	LAW 80	7-8	HEAP	1	18(10)	8	V.Long	-	6	Low	Low	Rifle	+0	1/3	-3	250
210	Mecar 90mm	7-8	HE	1	14	14	V.Long	-	6	High	High	FC TL	+0	3/5	-9	2480
			HEAP		18(10)	8	Distant	-	6	High	High		+0			
			Cannister		1/1	3	Long	-	150	High	High		+0			
211	Oerlikon KAA°	7-8	AP	50	6/3	3	Distant	3	-	High	High/R	Rifle	+1	3/5	-6	7820
212	Oerlikon KCA	7-8	AP	50	7/3	4	Distant	2	-	High	High/R	Rifle	+1	3/6	-8	13.4k
213	Rheinmetaal 120mm	7-8	HE	1	18	18	V.Distant	-	7.5	High	High	FC TL	+1	4/9	-13	35.4k
			APDS		16/5	6	V.Distant	-	-	High	High		+1			
			HEAP		24(16)	8	V.Distant	-	7.5	High	High		+1			
214	AIM-9P (+3 bonus)	7-8	HE	1	20	20	V.Distant	-	7.5	Med	Low	FC TL	+1	0/5	-7	64.8k
215	TBA Multi-dart	7-8	AP	1	3/3	3	Distant	-	1.5	Low	Low	FC TL	+1	3/3	-7	6010

Other

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
216	WWII grenade	4-6	HE	1	9	3	Med	-	6	Gren	-	Thrown	+0	0/0	+1	10
217	RKG-3 AT grenade	6-7	HEAP	1	16(11)	6	Med	-	6	Gren	-	Thrown	-1	0/1	+0	5
218	Claymore mine*	6-8	HE	1	14(3)	8	Med	-	3(15)	High	-	-	-	0/0	-	20
219	M203 grenade launcher	6-8	HE	1	9	8	Med	-	6	Med	Med	Indirect	+0	1/1	-	60
			HEAP		11(6)	6	Med	-	4.5	Med	Med		+0		-	
220	Anchor bolt	7-8	AP	20	3	1	-	-	-	Low	-	Blade	-1	0/0	-2	110
221	Regular grenade	7-8	HE	1	6	8	Med	-	4.5	Gren	-	Thrown	-1	0/0	+2	20
222	Mini grenade	7-8	HE	1	3	6	Med	-	3	Gren	-	Thrown	-1	0/0	+3	10
223	12ga grenade	7-8	HE	1	3	3	Long	-	3	Med	-	-	+0	0/0	-	1
224	Stingball	7-8	HE	1	3	1	Med	-	3	Gren	-	Thrown	-1	0/0	+2	10
225	Stun grenade	7-8	HE	1	3x3	1	Med	-	3	Gren	-	Thrown	-1	0/0	+1	20
226	Portable door	7-8	HEAP	1	4(3)	6	-	-	3	High	-	Demo	-	0/3	-	110
227	IMRAH F-1 (+2 bonus)	7-8	HEAP	1	11(4)	6	Med	-	4.5	High	-	-	+0	0/0	+0	215
228	Technovar VAR/40	7-8	HE	1	3	3	-	-	3	High	-	-	-	0/0	-	15
229	FFV 028	7-8	HEAP	1	30(19)	6	-	-	7.5	High	-	-	-	0/0	-	50
230	Valmara 69	7-8	HE	1	12	8	-	-	6.0	High	-	-	-	0/0	-	65

*Claymore mine - Drop 2nd Pen each 10 squares instead of 1 for direction weapon is aimed.

Civilian Pistols

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signa-ture	Recoil	Difficulty as	IA	Armor/ Struct.	Initia-tive	Cost
1	Sphinx AT-2000S	8	-	15	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	720
2	Sphinx AT-2000S	8	-	11	2/3	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	755
3	Colt Model 2000	9	-	15	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	755
4	Grendel P-12	9	-	11	1/2	3	Med	-	-	Med	Med/R	Handgun	+0	0/0	+3	270
5	Steyr SPP	9	-	15	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+2	395

Machine Pistols & SMG's

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signa-ture	Recoil	Difficulty as	IA	Armor/ Struct.	Initia-tive	Cost
6	Bushman IDW	8	-	28+1	2/2	3	Med	-	-	Med	Med/R	Handgun	+0	2/0	+1	450
7	Bushman IDW	8	-	28+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	2/1	+0	490
8	Calico M-950A	8	-	100+1	2/2	3	V.Long	2	-	Med	Med/R^2	Rifle	+0	1/2	+0	245
9	Heckler & Koch MP5/10	8	-	30+1	2/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	1/2	+0	370
10	Heckler & Koch MP5/40	8	-	30+1	2/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	1/2	+0	310
11	Black Pistol	9	-	10+1	2/3	3	Long	2	-	Low	Med/R	Handgun	+0	1/0	+2	1800
12	Bushman IDW	9	-	28+1	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+1	510
13	FN P-90	9	-	50+1	2/1	3	V.Long	2	-	Med	Med/R	Rifle	+0	1/0	+1	320
14	Steyr TMP	9	-	25+1	2/2	3	Long	2	-	Med	Med/R	Handgun	+0	1/0	+1	510

Civilian Rifles

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signa-ture	Recoil	Difficulty as	IA	Armor/ Struct.	Initia-tive	Cost
15	Voere VEC91	9	-	5+1	3/2	3	Distant	-	-	High	Med	Rifle	+1	1/2	+0	2500

Military Rifles

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signa-ture	Recoil	Difficulty as	IA	Armor/ Struct.	Initia-tive	Cost
16	AAI Adv. Combat Rifle	9	flech.	30+1	3/3	3	Distant	-	-	Med	Med/R	Rifle	+0	1/2	-1	1020
17	AMR 5075	9	APDS	5+1	8/5	3	Distant	-	-	High	High/R	Rifle	+2	2/3	-4	12.6k
18	Colt Adv. Combat Rifle	9	duplex	30+1	3/2	3	Distant	2	-	Med	Med/R	Rifle	+0	1/2	-1	730
19	Covert PM	9	-	10+1	2/3	3	V.Long	-	-	Low	Med	Rifle	+1	2/3	-2	1000
20	Grendel S-16	9	-	20+1	2/3	3	V.Long	2	-	Low	Med/R	Rifle	+0	2/3	-1	1000
21	Heckler & Koch G-11	9	-	50+1	3/2	3	Distant	2	-	Med	Med/R	Rifle	+0	1/2	+0	900
22	Steyr Adv. Combat Rifle	9	flech.	24+1	3/3	3	Distant	-	-	Med	Med/R	Rifle	+0	1/2	+0	1120

Shotguns

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signa-ture	Recoil	Difficulty as	IA	Armor/ Struct.	Initia-tive	Cost
23	SPAS-15	9	slug	6+1	3/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	2/2	-1	330
			pellets		1/1	4	Long					Handgun				
24	Olin/H&K CAWS	9	slug	10+1	3/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	2/2	-1	610
			flech.		2/4	5	V.Long					Rifle				
			pellet		2/1	4	V.Long					Rifle				
25	Jackhammer	9	slug	10	3/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	2/2	-1	365
			pellet		0/1	4	Long					Handgun				

Machine Guns

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signa-ture	Recoil	Difficulty as	IA	Armor/ Struct.	Initia-tive	Cost
26	H&K Grenade MG	9	HE	15	6/-	6	Long	-	1.5	Med/High	Med/R	Indirect	+0	1/2	-3	310
27	H&K LMG	9	-	300	3/2	3	Distant	-	-	Med	Med/R^6	Rifle	+1	1/2	-2	1800
28	ARES TARG	9	APDS	200	5/3	3	Distant	3	-	High	High/R^2	Rifle	+1	2/3	-4	3140
29	BRG-15	9	-	70x2	6/3	3	V.Distant	2	-	High	High/R^2	Rifle	+1	2/4	-6	5450

Heavy Weapons

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signa-ture	Recoil	Difficulty as	IA	Armor/ Struct.	Initia-tive	Cost
30	REA 4cm AGL	9	HE	6	6/-	6	Long	-	1.5	Med/R	Med	Indirect	+0	1/2	+0	235
31	Armscor MGL	9	HE	6	6/-	6	Long	-	1.5	Med/R	Med	Indirect	+0	1/2	-1	60
32	Panzerfaust III	9	HEAP	1	21/-	10	V.Long	-	1.5	Med	Low	Indirect	+0	2/3	-3	860
33	Böhler C6 mortar	9	HE	1	10/-	10	V.Long	-	1.5	Med	Med	Indirect	+0	2/2	-1	295
			HEAP		14/-	7	V.Long	-	1.5							
			cannister		2/1	7	Long	-	3.0							
34	Guided bomb 12cm (+2)	9	HEAP	1	22/-	11	Distant	-	1.5	High	High	Indirect	+0	0/2	-	335

Other

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signa-ture	Recoil	Difficulty as	IA	Armor/ Struct.	Initia-tive	Cost
35	AD1 grenade	9	HE	1	10/-	10	Med	-	1.5	Low/High	Low	Thrown	-1	0/0	+2	20
			WP	1	-/-		Med	-	1.5	Low/High	Low	Thrown	-1	0/0	+2	10
			thermite	1	3/-	3	Med	-	.5	Low/High	Low	Thrown	-1	0/0	+2	10

Pistols

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
1	Colt Mamba	9	-	6	3/3	3	Distant	-	-	Med	Med/R	Handgun	+0	1/0	+1	610
2	Colt Mamba	9	-	6	3/3	3	Distant	-	-	Med	Med/R	Handgun	+1	1/0	+1	635
3	Fabrique Nationale P-96	9	-	25	2/1	3	Distant	-	-	Med	Med/R	Handgun	+0	1/0	+2	450
4	Liberator II	9	HEAP	1	5(1)	3	Long	-	1.5	Low/High	Med	Handgun	-1	1/0	+4	75
	(stun bag)	9	stun		1/2	1	Long	-	-	Low	Med		-1		+4	75
5	Ruger P-8	9	-	10	2/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+3	395
6	SK-5 Giant Killer	9	-	5	5/3	3	Distant	-	-	High	High/R	Handgun	+0	2/0	+0	7020
7	Weedburner	9	flame	5	0/1	1	Short	-	-	Low	Low/R	Handgun	-1	0/0	+3	45
8	Dolch H21	10	-	15	1/1	3	Med	-	-	Low	Med/R	Handgun	+0	0/0	+4	2800
9	TMI-3 Hideout	10	-	5	1/1	3	Med	-	-	Low	Med/R	Handgun	+0	0/0	+4	730
10	Viper	10	stun	5	0/-	1	V.Long	-	-	Low	Med/R	Handgun	-1	1/0	+3	125
11	Entiires C9	12	-	100	3/1	3	Long	-	-	Low	Med/R[4]	Handgun	+0	0/0	+1	1050
12	Thornet	12	HEAP	10	7/-	3	Long	-	-	Low/High	Med/R	Handgun	+0	0/0	+2	300
	(stun round)		stun		1/1	1	Long	-	-	Low	Med/R		+0			
13	Zeus Thunderwand	12	stun	250	0/1	1	Long	-	-	Med	Low/R[11]	Handgun	+0	0/0	+3	755
	(medium power)		stun	50	0/1	2	Long	-	-	Med	Low/R[2]		+0			
	(high power)		stun	10	0/1	4	Long	-	-	Med	Low/R		+0			
14	Assassin (+4 guidance)	13	HEAP	1	10(6)	3	V.Long	-	4.5	Low/High	Low	Handgun	+0	1/0	+1	500
15	Cybors K	13	-	50	8/2	4	Long	-	1	High	High/R[2]	Handgun	+0	0/0	+1	3100
	(stunner)		stun	10	0/1	4	Long	-	-	High	High/R		+0			
16	Punisher	13	stun	5	3/2	3	Long	-	-	Low	Med/R	Handgun	-1	0/0	+2	280
17	TMI Stormer	13	-	25	3/2	3	Long	-	-	Low	Low/R	Handgun	+0	0/0	+3	3400
18	Vapotech Mil-2	16	-	100	4/2	3	Long	-	-	Low	Low/R[4]	Handgun	+1	0/0	+1	3500
	(half damage)			400	3/2	3	Long	-	-	Low	Low/R[17]		+1			

Machine Pistols & SMG's

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
19	Buzzsaw	9	-	1000	2/2	3	Long	4	-	Med	Med/R[4]	Handgun	-1	1/1	+0	215
20	Ares FMG-2	9	-	20	2/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	1/0	+1	535
21	Benelli "Reaper"	9	flech.	40	1/2	5	V.Long	-	-	Med	Med/R	Rifle	+0	1/1	+1	1300
22	(Philippine copy)	6	-	40	3/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	2/2	+1	250
23	Ruger P-4	9	-	100	2/2	3	Long	-	-	Med	Med/R[2]	Handgun	+0	0/0	+2	1350
24	Streetsaber (lethal)	10	-	50	3/2	3	Long	-	-	Med	Low/R	Handgun	+0	0/0	+1	2080
	(stun)		stun	50	2/1	2	Long	-	-	Med	Low/R		+0			
	(continuous)		-	20k	0/2	1	Long	5	-	Med	Low/R[33]		+0			
25	PolSci Cquel	10	stun	300	2/1	2	Med	2	-	Med	Low/R	Handgun	+0	0/0	+3	1100
26	Screamer BM	12	-	100	1/1	3	Med	2	-	Med	Med/R	Handgun	-1	0/0	+4	145
27	Stinger II	12	-	500	2/1	3	Long	4	-	Med	Med/R[2]	Handgun	+0	0/0	+2	1160
28	Synerg 12/2	12	-	15	3/2	3	Long	-	-	Med	Med/R	Handgun	+2	1/0	+1	905
	(3mm discarding sabot)		-	15	3/3	3	Long	-	-	Med	Med/R		+2			
	(HEAP)		HEAP	15	4(1)	3	Long	-	1.5	Med	Med/R		+2			
29	Entiires K30A2	13	-	100	3/3	3	Long	2	-	Low	Med/R[2]	Handgun	+0	0/0	+1	2350
30	Lazer Lash (lethal)	13	-	100	2/1	3	Med	2	-	Low	Low/R[2]	Handgun	+0	0/0	+3	1250
	(stun)		stun	100	1/1	1	Med	2	-	Low	Low/R		+0			
	(continuous beam)		-	10k	0/1	1	Med	5	-	Low	Low/R[17]		+0			
31	Sauer-Bosk RK	13	-	100	3/3	3	V.Long	2	-	Low	Med/R[2]	Rifle	+0	0/0	+2	1750

Civilian Rifles

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
32	Off-the-shelf special	8	-	10k	0/3	1	Distant	-	-	High	Low/R[∞]	Rifle	+0	0/1	-3	10k
	(3G[3] version)	8	-	10k	0/3	1	Distant	-	-	High	Low/R[∞]	Rifle	+0	0/1	-3	860
33	GhettoBlaster	10	-	5	5/3	3	Distant	-	-	Med	Low/R	Rifle	-1	0/1	-1	1040
	(half damage)		-	20	3/3	3	Distant	-	-	Med	Low/R					
34	Remington BR7	10	-	10	4/3	3	Distant	-	-	Med	Med/R	Rifle	+1	1/2	+0	1890
35	Nevin A-02	12	-	50	4/2	3	V.Long	-	-	Low	Med/R[2]	Rifle	+0	1/0	+1	625
36	Ka'chang	12	-	3	7/3	3	Distant	-	-	High	High	Rifle	+1	2/2	-2	17.5k
37	Lizzie Type 2 (gyrostab.)	12	-	200	4/3	3	Distant	-	-	Low/R[9]	Med/R[8]	Rifle	+0	1/1	-1	1530
38	Olympica Verminex	13	-	50	3/2	3	V.Long	-	-	Low	Low/R[2]	Rifle	+0	0/0	+1	1160
	(half damage)			200	2/2	2	V.Long	-	-	Low	Low/R[8]					
	(quarter damage)			800	0/2	1	V.Long	-	-	Low	Low/R[33]					

Military Rifles			Ammo		Pen/		Max	Autofire	Danger	Signa-		Difficulty		Armor/	Initia-	
#	Name	TL	Notes	Rds	Atten	Dmg	Range	Targets	Space	ture	Recoil	as	IA	Struct.	tive	Cost
39	Kalashnikov AK-9	9	-	70	4/3	3	Distant	2	-	Med	Med/R	Rifle	+0	2/1	-1	550
40	Thumper	9	stun	10	0/1	1	Med	-	-	Low	Med/R	Rifle	+0	1/1	+1	120
41	Enfield L22A1	9	-	50*	4/3	3	Distant	-	-	Med	Med/R	Rifle	+0	2/2	-1	1560
	(half damage)		-	200*	3/3	3	Distant	2	-	Med	Med/R[4]					
	(high damage)		-	50*	4/3	3	Distant	-	-	Med	Med/R					
42	MR-40 Gauss rifle	10	-	100	4/3	3	Distant	-	-	Low	Med/R[4]	Rifle	+0	1/2	-2	2400
43	Long Tom	10	-	20	6/4	3	V.Distant	-	-	Low	High/R[2]	Rifle	+2	2/2	-3	25.8k
44	Aratech 7/c	10	-	50	4/3	3	Distant	-	-	Med	Med/R	Rifle	+0	1/1	+0	1160
45	HBAR		-	50	4/3	3	Distant	-	-	Med	Med/R		+0	1/2	-1	1480
46	Sniper HBAR		-	10	4/3	3	Distant	-	-	Med	Med/R		+1	1/2	-1	2960
47	HBAR/et		-	200	4/3	3	Distant	-	-	Med	Med/R		+0	1/2	-2	3500
48	Aratech Exp-4	12	-	100	3/2	3	Distant	2	-	Med	Med/R[2]	Rifle	+0	1/1	+1	655
49	PolSci CAR-7	12	-	500	5/3	3	Distant	-	-	Low	High/R[17]	Rifle	+0/+2	1/0	-2	3900
50	(light duty)		-	300	5/3	3	Distant	-	-	Low	High/R[17]		+0/+2	1/0	-1	
51	(belt pack)		-	500	5/3	3	Distant	-	-	Low	High/R[17]		+0/+2	1/0	-1	
52	PolSci CAR-9	13	-	500	5/3	3	Distant	-	-	Low	High/R[17]	Rifle	+0/+2	1/0	-1	3900
53	Taxxon AWC	13	-	5	20/4	10	Distant	-	3.5	High	High/R	Rifle	+0/+3	1/1	-3	29k
	(half damage)		-	20	15/4	7	Distant	-	2.5	High	High/R		+0/+3	1/1		
54	(mounted version)		-	5*	20/4	10	Distant	-	3.5	High	High/R∞		+1/+4	1/1	-3	
55	Tori Novafire II	13	-	50	5/3	3	Distant	-	-	Low	Low/R	Rifle	+0/+2	0/0	-1	7000
56	(lightweight version)		-	50	5/3	3	Distant	-	-	Low	Low/R	Rifle	+0/+2	0/0	-1	10k

Shotguns			Ammo		Pen/		Max	Autofire	Danger	Signa-		Difficulty		Armor/	Initia-	
#	Name	TL	Notes	Rds	Atten	Dmg	Range	Targets	Space	ture	Recoil	as	IA	Struct.	tive	Cost
57	Wristbreaker I	9	flech	20	1/3	5	V.Long	-	-	Med/R	Med	Rifle	+0	1/0	-1	1450
			slug		3/2	3	Long	-	-	Med/R		Handgun			-1	
58	Wristbreaker II	9	flech	10	1/3	5	Long	-	-	Med/R	Med	Handgun	+0	1/0	+1	1450
			slug		3/2	3	Long	-	-	Med/R		Handgun			+1	
59	Eisensturm	12	slug	50	3/3	3	V.Long	-	-	Med/R[2]	Med	Rifle	+0/+2	1/1	-1	655
			flech		2/3	4	V.Long	-	-	Med/R[2]		Rifle			-1	
			HEAP		5(1)	5	V.Long	-	1.5	Med/High/R[2]		Rifle			+0	
			DS		4/3	3	V.Long	-	-	Med/R[2]		Rifle			+0	
60	Deathwind	13	flech	50	2/3	4	V.Long	-	-	Low/R[2]	Med	Rifle	+0/+3	1/0	+0	3330
			DP flech		3/3	3	V.Long	-	-	Low/R[2]		Rifle				
			HEAP		5(1)	5	V.Long	-	1.5	Low/High/R[2]		Rifle				

Machine Guns			Ammo		Pen/		Max	Autofire	Danger	Signa-		Difficulty		Armor/	Initia-	
#	Name	TL	Notes	Rds	Atten	Dmg	Range	Targets	Space	ture	Recoil	as	IA	Struct.	tive	Cost
61	Vehicular CIWS (+4 guid)	9	-	200x2	3/3	3	Distant	3	-	Med	Med	Rifle	+0	2/3	-6	8970
62	Browning-Maskei	10	-	200	7/3	3	Distant	2	-	High	High	Rifle	+0	2/3	-6	4330
63	Lightsword	12	-	∞	9/3	3	Distant	2	-	Med	Low	Rifle	+3	1/2	-5	50.5k
64	Tori PDS (+4 guidance)	13	-	∞	5/4	3	Distant	-	-	Low	Low	Rifle	+1	0/0	-3	34.7k
	(continuous beam)		-	∞	1/4	3	Distant	5	-	Low	Low	Rifle	+1			
65	Entiires M40B	13	-	200	9/3	3	Distant	2	-	Low	High	Rifle	+1	1/1	-3	34.8k
66	Devastator	13	-	10/∞	33/4	16	Distant	2	5	High	High	Rifle	+1	1/3	-4	295k
	(half damage)		-	40/∞	24/4	12	Distant	2	4	High	High		+1			

Heavy Weapons			Ammo		Pen/		Max	Autofire	Danger	Signa-		Difficulty		Armor/	Initia-	
#	Name	TL	Notes	Rds	Atten	Dmg	Range	Targets	Space	ture	Recoil	as	IA	Struct.	tive	Cost
67	TAGLAW (Difficult)	9	HEAP	1	19(12)	8	Distant	-	6	Med/High	Low	Indirect	+0/+1	2/2	-2	370
68	Cobra (Difficult)	10	HEAP	1	19(12)	8	Distant	-	6	Med/High	Low	Indirect	+0/+2	2/2	-2	430
69	Tronskaal (Difficult)	12	HEAP	1	19(12)	8	Distant	-	6	Med/High	Low	Indirect	+0/+2	2/2	-2	650
70	ZetaTech 8c (Difficult)	13	HEAP	1	20(12)	8	Distant	-	6	Med/High	Low	Indirect	+0/+2	1/1	-2	650
71	MAPAG (Difficult)	9	HE	1	14	14	Distant	-	6	Med/High	Low	Indirect	+1/+3	2/3	-4	2640
72	Loompanic-A (Difficult)	10	HE	1	14	14	Distant	-	6	Med/High	Low	Indirect	+1/+3	2/3	-4	3500
73	Vortex 2 (Difficult)	12	HE	1	14	14	Distant	-	6	Med/High	Low	Indirect	+1/+3	1/2	-4	5170
74	Teradyl-4a (Difficult)	13	HE	1	14	14	Distant	-	6	Med/High	Low	Indirect	+1/+4	1/2	-3	7000
75	Mk48 Particle cannon	13	-	∞	58/4	29	V.Distant	-	9	High	High	Rifle	+1	2/3	-8	1.45m

Other			Ammo		Pen/		Max	Autofire	Danger	Signa-		Difficulty		Armor/	Initia-	
#	Name	TL	Notes	Rds	Atten	Dmg	Range	Targets	Space	ture	Recoil	as	IA	Struct.	tive	Cost
76	Grenade	10	HE	1	8	8	Med	-	6	Low/High	Low	Thrown	-1	0/0	+2	20
77	Smart grenade (triggered)	10	HE	1	8	8	Med	-	6	Low/High	Low	Thrown	-1	0/0	+2	40
78	APAM grenade (Skill 1)	10	sfw	1	6/1(8)	6	Med	-	6	Low/High	Low	Thrown	+0	0/0	+1	145
79	MR-40 Frag	10	HE	1	8	8	Long	-	6	Med/High	Med	Indirect	-1	1/0	-2	20
80	MR-40 Guided (Difficult)	10	HEAP	1	11(6)	6	Long	-	4.5	Med/High	Med	Indirect	-1	1/0	-2	110
81	MR-40 HEAT	10	HEAP	1	14(8)	8	Long	-	6	Med/High	Med	Indirect	-1	1/0	-2	10

Civilian Pistols

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signa-ture	Recoil	Difficulty as	IA	Armor/ Struct.	Initia-tive	Cost
1	Pistole Clementi	1	-	8	0/3	2	Med	-	-	Low	Med/R	Handgun	+0	2/2	+1	260
2	Roberson Model 8	2	-	5	1/1	3	Long	-	-	Med	Med	Handgun	+0	2/1	+2	135
3	Thunderflash	2	-	6	2/2	3	Long	-	-	Med	Med	Handgun	+0	2/2	+0	215
4	Traveller's Friend	2	-	2	1/1	3	Long	-	-	Med	Med	Handgun	-1	2/1	+2	95
5	Duelling pistol	3	-	1	1/2	3	Long	-	-	Med	Med	Handgun	+0	2/1	+2	300
6	Hammerjack	3	-	12	2/2	3	Long	-	-	Med	Med	Handgun	+0	2/1	+0	225
7	Last Chance	3	-	1	1/2	3	Med	-	-	Med	Med	Handgun	+0	2/0	+3	150
8	McGregor 310	3	-	4	1/2	3	Long	-	-	Med	Med/R	Handgun	-1	2/1	+1	165
9	Oldtimer 9	3	-	10	1/2	3	Long	-	-	Med	Med/R	Handgun	+0	2/1	+2	280
10	Oldtimer 45	3	-	6	0/3	2	Med	-	-	Low	Med/R	Handgun	+0	2/1	+2	260
11	Manchetti .44	4	-	12	2/2	3	Long	-	-	Med	Med	Handgun	+0	2/2	+1	230
12	Wyndham	4	-	12	1/2	3	Long	-	-	Med	Med	Handgun	+0	2/0	+1	195
13	Comp .45	5	-	7	2/3	3	Long	-	-	Low	Med/R	Handgun	+0	2/0	+2	630
14	Widget	5	-	3	0/2	3	Med	-	-	Med	Med	Handgun	-1	1/0	+3	110
15	Witheriesta	5	-	8	2/2	3	Long	-	-	Med	Med/R	Handgun	+1	2/0	+2	1440
16	Flying Dustbin	6	-	1	0/2	2	Med	-	-	Low	Med	Handgun	-1	2/0	+1	30
	(improvised HE)		HE		10/ -	5	Med	-	3	Low/High	Med	Handgun	-1			
17	Daisy Brassless	6	-	10	0/2	3	Long	-	-	Med	Med/R	Handgun	+0	1/0	+3	260
18	Northstar	7	-	1	2/2	3	Long	-	-	High	Low	Handgun	+0	0/0	+1	790
19	H&K UORD	7	-	6	2/3	3	Long	-	-	Low	Med	Handgun	+0	0/0	+3	4800

Machine Pistols & SMG's

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signa-ture	Recoil	Difficulty as	IA	Armor/ Struct.	Initia-tive	Cost
20	Ingramus MX	0	-	20	0/2	2	Med	-	-	Low	Med/R	Handgun	+0	2/2	+0	170
21	Ingramus Longus	0	-	20	1/2	2	Long	-	-	Low	Med/R	Handgun	+0	2/3	-1	180
22	Fire lance	1	-	10	2/2	3	Long	-	-	Med	Med/R^2	Handgun	+0	2/3	+0	160
23	Calliope	2	-	20	0/1	3	Long	-	-	Med	Med/R	Handgun	-1	2/3	-1	275
24	Volley pistol	2	-	5	0/1	3	Long	-	-	Med	Med	Handgun	+0	2/1	+2	335
25	Anuzi 9mm	3	-	32	2/2	3	Long	2	-	Med	Med/R	Handgun	+0	2/3	-1	310
26	Blackthorn 12	3	-	20	2/2	3	Long	2	-	Med	Med/R	Handgun	+0	2/2	+0	295
27	Greaser	3	-	40	1/3	2	Long	2	-	Low	Med/R	Handgun	+0	2/2	+0	85
28	Plumber's Special	3	-	30	2/2	3	Long	2	-	Med	Med/R	Handgun	-1	2/3	+1	80
29	Nordenfeldt	4	-	80	1/2	2	Long	2	-	Low	Med/R^2	Handgun	+0	2/2	+0	210
30	Zoetrope	4	-	30	1/2	2	Long	-	-	Low	Med/R	Handgun	+0	2/2	+0	260
31	Whirligig	5	-	30	2/2	3	Med	2	-	Med	Med/R	Handgun	-2	2/2	+1	60
32	Slivergun	5	-	50	1/1	3	V.Long	-	-	Low	Med/R^2	Rifle	+0	1/2	+1	360
33	Black Widow	6	-	1	1/1	4	-	-	3	Med	Med	Handgun	-1	2/0	+1	400
34	Uzi II	6	-	50	3/2	3	Long	2	-	Med	Med/R	Handgun	+0	2/1	+1	1090
35	Fairy Luck	7	-	50	0/1	1	Med	2	-	Low	Med/R	Handgun	+0	0/0	+4	265
36	MAC-12	7	-	30	2/2	3	Long	2	-	Med	Med/R	Handgun	+0	1/0	+1	610

Civilian Rifles

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signa-ture	Recoil	Difficulty as	IA	Armor/ Struct.	Initia-tive	Cost
37	Cro-Magnum 44	0	-	3	0/1	2	Med	-	-	Low	Med	Handgun	+0	3/4	-2	120
38	Hand cannon	0	-	1	3/2	3	Med	-	-	Med	Med	Handgun	-1	3/3	-1	140
39	Rifle Clementi	1	-	12	2/3	3	Long	-	-	Med	Med/R	Handgun	+0	2/3	-1	170
40	Sunspot Special	1	-	1	3/2	3	V.Long	-	-	Med	Med	Rifle	+0	3/3	-2	80
41	Flintlock carbine	2	-	5	2/2	3	V.Long	-	-	Med	Med	Rifle	+0	2/3	+0	170
42	Ogrilon	2	-	2	3/3	3	V.Long	-	-	Med	Med	Rifle	+0	3/3	-3	450
43	Springfield 10	2	-	6	2/3	3	V.Long	-	-	Med	Med	Rifle	+0	2/3	-2	125
44	Trade rifle	2	-	1	3/2	3	V.Long	-	-	Med	Med	Rifle	+0	2/3	-2	75
45	Armory 6-10	3	-	6	3/3	3	Distant	-	-	Med	Med	Rifle	+0	2/3	-2	285
46	Springfield 12	3	-	20	3/3	3	V.Long	-	-	Med	Med/R	Rifle	+0	2/3	-1	345
47	Rockshaker	4	-	6	3/3	3	V.Long	-	-	Med	Med	Rifle	+0	3/3	-2	480
48	Optikonic	4	-	6	0/2	1	V.Long	-	-	High	Low	Rifle	+0	0/1	+1	300
49	Mauser '37	5	-	5	3/2	3	Distant	-	-	Med	Med	Rifle	+1	2/3	-1	785
50	Mindhunter	5	-	1	2/3	3	Distant	-	-	High	Low	Rifle	+0	0/2	-2	490
	(half damage)		-	4	0/3	1		-	-	High	Low/R					
51	Paschem	6	-	2	3/4	3	V.Long	-	-	Med	Med	Rifle	+0	2/2	-1	270
	(HE/flash)		HE		3	3		-	2	Med/High						
52	Kanstav Zcadc	6*	-	20	3/2	3	Distant	-	-	Low	Med	Rifle	+0	2/2	-1	535
53	Weatherby Mk.X	7	-	3	4/3	3	Distant	-	-	Med	Med/R	Rifle	+1	2/2	-1	5400
54	GyroRifle	7	-	10	3/2	3	V.Long	-	-	Med	Low/R	Rifle	+0	2/2	+1	305

Military Rifles

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
55	Militia Clementi	1	-	20	2/3	3	Long	-	-	Med	Med/R	Handgun	+0	2/3	-2	235
56	Volley rifle	2	-	10	2/2	3	Long	-	-	Low	Med/R	Handgun	+0	2/3	-2	615
57	Daisy Gun (stun)	5	-	6	2/1	2	Long	-	-	Low	Med	Handgun	-1	2/2	+1	105
58	Taser Rifle	6	dart	2	0/1	0	Med	-	-	Low	Low	Handgun	+0	1/1	+2	140
	(stun)		-			1			-							
59	M-17B2	6	-	70x2	3/2	3	Distant	3	-	Med	Med/R	Rifle	+0	2/3	-2	785
60	Uzi II	7	-	50	3/2	3	Distant	2	-	Med	Med/R	Rifle	+0	2/2	-1	680
61	KIS-III	7	-	100	1/3	2	V.Long	-	-	High	Low	Rifle	+1	0/0	+0	5700
62	Predator	7	-	1000	3/2	3	Distant	4	-	Med	High/R[4]	Rifle	+0	1/2	-1	4940
63	!Hundu A	7	-	100	5/3	3	Distant	-	-	High	High/R[3]	Rifle	+0	2/3	-3	3080

Shotguns

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
64	Guardsman	2	slug	2	2/2	3	Long	-	-	Med	Med	Handgun	+0	2/2	-1	120
			pellets		0/1	4	Long		-	Med	Med	Handgun	+0			
65	Dorcbuster	3	slug	6	2/2	3	Long	-	-	Med	Med	Handgun	+0	2/3	-1	160
			pellets		0/1	4	Long		-	Med	Med	Handgun	+0			
66	Autoriot 10	6	slug	9	3/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	2/3	-3	330
			pellets		1/1	4	Long		-	Med	Med/R	Handgun	+0			
			gas		0/1	1	Long		-	Low	Med/R	Handgun	+0			
			stun		3/1	3	Long		-	Low	Med/R	Handgun	+0			
67	Firestarter	6	fire	10	0/1	2	Med	-	1.5	High	Med/R	Handgun	+0			
			slug		3/2	3	V.Long		-	Med	Med/R	Rifle	+0	2/2	+0	330
			pellets		1/1	4	Long		-	Med	Med/R	Handgun	+0			
68	Duplex 12	7	slug	2x9	3/2	3	V.Long	-	-	Med	Med/R	Rifle	+0	2/3	-2	320
			pellets		1/1	4	Long		-	Med	Med/R	Handgun	+0			

Machine Guns

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
69	Puckle Cannon	2	-	30	3/3	3	Long	-	-	Med	Med/R[2]	Handgun	-1	3/4	-4	295
70	Maxim-Gatling '99	4	-	500	4/3	3	Distant	3	-	Med	Med/R[4]	Rifle	+1	2/4	-6	1800
71	Gyroripper	7	-	200	3/4	3	Distant	2	-	Med	Low/R[4]	Rifle	+0	2/2	-3	565
			HE		4	2	Distant	2	1	Med/High	Low	Rifle				
			HEAP		6	3	Distant	2	-	Med/High	Low	Rifle				

Heavy Weapons

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
72	Hale Launcher	4	HE	1	12	6	V.Long	-	5	Low/High	Low	Indirect	+0	2/5	-5	450
73	Relguik ertoq (pulse)	4	-	∞	5/4	3	V.Distant	-	-	High	Low	Rifle	+1	2/3	-4	4100
	(beam)		-		0/4	1	V.Distant	5	-	High	Low	Rifle	+1		-4	
74	Panzerschreck 2 (Difficult)	5	HEAP	1	24	12	V.Long	-	5	Low/High	Low	Indirect	+0/+1	3/3	-5	2560
75	Vengeance weapon 9	5	-	2*	7/4	3	V.Distant	-	-	High	Low	Indirect	+2	2/5	-12	25.1k
76	M97 Avenger	6	AP	500	11/4	5	V.Distant	2	-	High	High/R[7]	Indirect	+1	4/5	-12	82.4k
			HE		12	6	V.Distant	2	5	High	High/R[7]	Indirect	+1		-12	
77	MIRACL (Skill 6)	8	-	∞	5/5	3	V.Distant	5	-	High	Low/R[∞]	Indirect	+1	2/5	-12	218k
78	Tall Dish (Skill 5)	8	-	∞	8/4	4	V.Distant	2	-	High	High/R[∞]	Indirect	+1	2/5	-4	23.3m
79	ADDIF	8	HE	5	6	3	V.Long	-	3	Low/High	Low	Rifle	+1	2/2	-2	4740
			HEAP		9	5	V.Long	-	1.5	Low/High	Low	Rifle			-2	
			pellets		1/1	6	Long	-	-	Low	Low	Handgun			-2	

Other

#	Name	TL	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signature	Recoil	Difficulty as	IA	Armor/ Struct.	Initiative	Cost
80	Stonefire	0	HE	1	8	8	Med	-	6	Low/High	-	Thrown	-1	1/0	+2	10
81	Martyr's Cross	1	HE	1	10	5	Short	-	6	Low/High	High	Thrown	-1	2/2	-9	10
82	Torquemada's Torch	1	flame	10	1/1	2	Med	-	1	High	Low	Rifle	-1	2/3	-1	55
83	Beggar's Box	1	HE	1	6	3	Short	-	3	High	-	-		0/0	+3	5
84	Big Bertha	5	HEAP	1	16	8	Short			High	-	Thrown	-1	1/0	+2	15
			HE	2	12	6	Short	-	5	High	-	Thrown	-1			

TWILIGHT: 2000®

Basics

Twilight: 2000 is a near-future role-playing system with an emphasis on current and near-future technology. Almost all technology will fall in the **3G³** TL8-12 range. This conversion is mainly for small arms and other man-portable weapons, and should be suitable for any **3G³** or real-world weapons.

Name

This is the common name of the weapon, and is followed by the caliber, for purposes of reference and ammunition exchange between weapons.

Tech Level

This is the Tech Level of the weapon, and is based on the following scale:

3G³ TL	Twilight: 2000 TL	Example
4	0	
5	1	Hand cannon
6	2	Flintlock pistol
7	3	Percussion rifle
8	4	Cartridge rifle
9	5	Medium machinegun-5
10	6	Light machinegun-6
11	7	5.5mm Gatling gun-7
	8	Caseless ammo, laser carbine-8
12	9	Laser rifle-9
13	10	
14	12	
15	13	PGMP-13
Extrapolated		
16	14	PGMP-14
17	15	PGMP-15

This is the same as in **MegaTraveller**, and lets you design weapons for any game using the **Twilight: 2000** system.

ROF

This is based on the weapon type, as follows:

Weapon type	ROF	Shots per phase
Semi-auto	SA	up to 5
Single shot	SS	1 per barrel
Single action revolver	SAR	up to 2
Double action revolver	DAR	up to 3
Pump action	PA	up to 3
Bolt action/Lever action	BA/LA	1
Autofire weapons	(actual rate of fire/2)	up to ROF
Continuous beam	10, but each one is 2 hits	up to ROF

The rate of fire for automatic weapons rounds up if there are fractional amounts. For multiple barrel weapons, the number of bursts is divided by the number of barrels.

Example - A SMG firing 11 shots per second has a **Twilight: 2000** ROF of 6. A 3-barrel gatling firing 30 shots per second has a **Twilight: 2000** ROF of 5 (15, divided by 3 barrels).

Damage

The DV of a **3G³** weapon will convert to the Damage stat in **Twilight: 2000**. The best conversion equation for most small arms seems to be:

Twilight: 2000 Damage = $(DV/10)^{.86}(n)$

Damages rounding to zero are counted in the system as -1 (1d10-1d10).

Damage Value	Twilight: 2000 Damage
1-4	0
5-16	1
17-28	2
29-42	3
43-57	4
58-72	5
73-88	6
89-104	7
105-120	8
121-137	9
138-153	10
154-171	11
172-189	12
190-218	13
219-276	14
277-340	15

For delivered energy that gives a DV higher than 200, an additional factor needs to go into the DV-to-Damage equation. For these weapons:

Twilight: 2000 Damage = $(DV/10)^{.86}$ - (DV-200)/26.6 (n)

This gives better results out to a DV of around 3500 with some accuracy. The table above and elsewhere in the rules uses the extra term for figuring **Twilight: 2000** damage.

This system is not suitable for starship-type weapon with DV's that exceed 3500. On the off-chance you need to convert a weapon with a DV of more than 3500, use a Damage of 30 for a DV of 3500, and add 10% of the Damage of the remainder. Results are not guaranteed.

Damage (optional)

Twilight: 2000 Damage is actually based on roughly the same factors as **3G³** Damage Value, but does not take projectile size into account. This supplement uses the above formula exclusively, but to conform perfectly with **Twilight: 2000** numbers, multiply the DV by the following before converting to the Damage stat.

Projectile is	Multiply by:	Typical for:
2mm	x.45	
2.5mm	x.50	
3mm	x.55	
3.5mm	x.59	
4mm	x.63	
4.5mm	x.67	
5mm	x.71	
5.5mm	x.74	5.56mm rifles
6mm	x.77	
6.5mm	x.81	
7mm	x.84	
7.5mm	x.87	7.62mm rifles
8mm	x.89	
8.5mm	x.92	
9mm	x.95	9mm pistols
9.5mm	x.97	
10mm	x1.00	
10.5mm	x1.03	.40S&W pistols
11mm	x1.05	
11.5mm	x1.07	.45ACP pistols
12mm	x1.10	
12.5mm	x1.12	12.7mm MG
13mm	x1.14	
14mm	x1.18	
15mm	x1.22	14.5mm-15.5mm MG
17mm	x1.30	
20mm	x1.41	20mm cannon
23mm	x1.52	
25mm	x1.58	
27mm	x1.64	
30mm	x1.73	30mm cannon

This is only likely to make a difference for rounds close to a breakpoint, or for very large rounds. The major difference this makes is that some rifles firing the 7.62mm round will go from a Damage of 5 to 4, some .45ACP pistols will go from a 1 to a 2, and most heavy machine guns will go up by 1 point. Also, the air rifles with a Damage of 1 will likely go to a Damage of 0. In any of these events, you may have to alter the **Twilight: 2000** recoil numbers.

TL differences

If a weapon that was originally manufactured at multiple TL's gets a higher damage due to a more modern version of the weapon or ammunition, the name will be marked with a "°". This also applies to high-tech weapons available over a range of **3G³** Tech Levels. Note that an older weapon using +P or +P+ ammunition is likely to have the same effect (increased damage), but the two are not cumulative. Note that this *does* increase recoil.

This also applies to weapons using hollow-point or other ammunition that increases tissue disruption, but in this case, the Pen of the weapon will be increased by 2 points. In this case, they will be marked with a "⁺". This will only apply to a weapon *within* its TL of manufacture, and is based on the **3G³** DV x 1.25 (round nearest), as for hollow-point rounds.

Example - The S&W Model 29 has a **3G³** DV of 26, which is a Damage of 2°. The "°" means that the weapon was introduced well before the end of the 20th century, and high-power loads or ammunition circa 2000AD is powerful enough to give a Damage of 3, at some reduction in weapon life and reliability, although the Pen of the weapon is unaffected.

Example - The Desert Eagle in .357 Mag has a **3G³** DV of 24, which is a Damage of 2⁺. This means that with hollow-point or other increased tissue disruption rounds, the Damage will go to 3, but the Pen is increased by 2 (in this case, it stays at "nil").

Note that a weapon with a "°" is usually assumed to be "⁺" at its native Tech Level. So, for instance, the S&W Model 29 has a Damage of 2°, while the Desert Eagle has a 2⁺. The Desert Eagle does *not* get an increased Damage from +P ammunition, but the S&W Model 29 does, and *both* get increased damage from regular hollow-point or other rounds with increased tissue disruption (with penalty to Penetration).

Penetration

In addition to the Damage stat, **Twilight: 2000** weapons also have a Pen number, which is how affected they are by armor. The base Pen number for a slugthrower round is 1 if it is less than 7mm in diameter and 2 if it is 7mm or more. However, the *maximum* Pen is the Damage-1, and weapons with a Damage of 1 therefore have a Pen of "nil", as do weapons whose Pen and Damage are equal (2/2 being the same as 2/nil, for instance).

Weapons have their Pen increased by 1 for each range increment past Medium (i.e. at Long and Extreme). If the damage RC of the weapon is *greater* than the aiming RC, the Pen is increased only at Long and Extreme ranges.

Laser weapons generally have a Pen of 7 less than their Damage. Fusion weapons generally have a Pen of 1/2-1-4, while plasma weapons have a Pen of 1-2-10.

Reload

Most modern weapons will have a "-" here, showing that they can be fully reloaded in a single turn. Archaic weapons, especially muzzle loaders, will take longer.

Weapon type	Reload time
Muzzle loader	3 per barrel or shot
Muzzle loading rifle	+1 turn
Breech loading weapon	-1 turn
Internal magazine	3 bullets per turn
Using stripper clip	10 bullets per turn

Bulk

Initiative is based directly on weapon bulk directly, rather than indirectly through the Initiative stat. The number of locations a weapon has translates into the Bulk stat, as follows (weapons with bulky magazines may have +1 Bulk):

Weapon locs.	Bulk	Weapon locs.	Bulk
1	0	6	4
2	1	7	5
3	2	8	6
4-5	3	9	7

Magazine

This is the number of shots the weapon holds, and the means of storing them in the weapon.

Box - A detachable box-like clip, like that found on most semi-auto pistols and assault rifles.

Drum - Similar to a box magazine, but is usually bulkier and holds more rounds. Also be used for platter-type magazines.

R - Revolver. Usually a non-detachable cylinder. Generally holds from 5 (large bore pistol) to 9 (.22LR) shots, with 6 shots being the most common number. Speed loaders (the revolver equivalent of a stripper clip) allow fast reloading.

i - Internal magazine. The weapon holds all the ammunition in a non-removable internal tube or clip. Stripper clips allow fast feeding of ammunition into one of these, otherwise only 3 bullets per turn may be loaded.

B - Belted ammunition. Ammunition is held in a linked belt, which usually feeds from an open box. Usually takes 2 turns to reload. Belts may be linked for greater capacity.

C - Cassette. Ammunition is similar to belted types, but comes prepackaged in a certain length, and a new cassette may be fitted to a weapon in 1 turn. Reloading a cassette or belt is time consuming, and not possible in combat.

PP - Power pack. Ammunition is similar to a cassette, and is an external energy supply that is either carried or mounted separately from the weapon. Applies only to energy weapons or gauss weapons with separate power supplies.

Recoil

This is the number used for calculating consecutive shot or burst penalties, and is based on the Damage of the weapon.

Attack	Base recoil
Single shot	Damage+1
Burst	(Damage+1) x 2

Modifiers to *Damage*	Amount
Weapon has ≥.75kg per location	-1
Fired from bipod	-2
Fired from tripod	-3
Fired from pintle mount	-4
Fired from vehicle mount	no recoil
Fires ≥20 shots per second	+1
Fires ≥40 shots per second	+2
Fires ≥80 shots per second	+3
Each extra level of mass in the weapon	-1
Any extra feature to increase controllability	-1

Modifiers to *total*	Amount
Weapon has burst fire capability	-1
Weapon is fired using two hands	-1
Weapon has inertial stabilizers	half recoil(d)
Laser weapon	has no recoil

Example - Try a machine pistol with a Damage of 2, a rate of fire of 20 shots per second and a mass of 2.0kg over 2 locations.
The Single Shot recoil number is 2 (Damage of 2, plus 1, minus 1 for the mass of the weapon).
The Burst recoil number is 6 (Damage of 2, plus 1, minus 1 for the mass of the weapon, plus 1 for the high rate of fire, and the result times 2).
If the weapon were fired using both hands, the SS and Burst numbers would be 1 and 5, and if the weapon had burst fire capability, it would be 1 and 4 if fired using both hands.

Note - If a weapon has multiple versions firing same cartridge, recoil is *not* increased if a longer barrel increases Damage rating or causes mass per location to drop below .75kg per location.

One thing to note with this conversion is that **3G³** uses different means to generate secondary weapon numbers than **Twilight: 2000** does, specifically regarding Damage and recoil. In **Twilight: 2000**, Damage is based solely on the energy delivered, while **3G³** uses the energy *and* the cross-sectional area of impact. Recoil is based on the overall energy of the round, rounds fired and the mass of the weapon in **Twilight: 2000**, and **3G³** bases it on the Damage stat, with different modifiers for mass and rate of fire.

Range

Twilight: 2000 only has four range bands for a weapon, Short, Medium, Long and Extreme. These convert from aiming RC's as follows:

Aiming RC	Short range is:
1	5 meters
2	10 meters
3	25 meters
4	50 meters
5	100 meters
6	200 meters
7	400 meters
8	800 meters

This really does not apply well to aiming RC's greater than 5. This base "short range" will be modified by weapon and ammunition characteristics.

Characteristic	Multiply range by:
Damage RC is less than aiming RC	x.80 per RC
Damage RC is equal to aiming RC	x1.00
Damage RC is greater than aiming RC	x1.20 per RC
IA of weapon is less than base	x.80 per point
IA of weapon is equal to base	x1.00
IA of weapon is greater than base	x1.20 per point

Accessory	Add to range:
Mini telescopic sight (1-2x)	5 meters
Small telescopic sight (2.5-5.5x)	10 meters
Regular telescopic sight (6x and up)	15 meters
Electronic sights (3G³ Tech Level 12+)	+5 meters

Example - A 9mm pistol probably has an aiming RC of 2, for a Short range of 10 meters. The damage RC of a 9mm round is 3, so this is increased to 10m x 1.20 = 12m. If this were a more accurate pistol with an IA of 2, the range would be 10m x 1.20 x 1.20 = 14m (round nearest).

Example - A hunting rifle with an RC of 4/4 and an IA of 3 would have a Range of 50m x 1.2 = 60m. If equipped with a 6x telescopic sight, the Range would be increased to 75m (for aimed shots).

Note - Technically, any add-on to a weapon which improves its range does *not* affect the range at which the Pen changes. So, while a telescopic sight might increase the Long range of a rifle for aiming purposes, it should not affect it for Pen purposes. Most weapons listed do not include the telescopic sight bonus unless it is integrally mounted.

Mass

This is the loaded mass of the weapon, in kilograms, followed by the mass of any extra clip or magazine, if applicable.

Cost

This is the 3G³ cost of the weapon.

Armor (optional)

This has no equivalent weapon stat in **Twilight: 2000**, but may be an optional quality. Treat the AV as a Damage Value, and find the equivalent Damage stat. This number will act as armor against anything that strikes the weapon. While not actual armor, it will count for deforming, deflecting or detonating rounds which strike it. Values of zero will not stop any damage, but may alter the Pen of any rounds going through it.

Damage boxes (optional)

The BP of the weapon count *directly* as damage boxes, like a person's hit capacity. Any damage which penetrates the "armor" of the weapon does a number of dice damage equal to the armor of the weapon, with a minimum of 1 die. Remaining damage goes through the weapon and towards the next target. Weapons which take *any* internal damage are assumed to be broken in some way, and weapons which take all their damage boxes are destroyed. If you choose to allow damaged weapons to function, apply a -1 modifier to all fire for *each* time the Armor was penetrated.

Reliability (optional)

This does not really have an equivalent in **Twilight: 2000**, since it is difficult to apply in a 1d20 system without causing numerous extra die rolls each time a "20" comes up. If a character ever rolls a certain number of consecutive 20's on d20, their weapon may malfunction (for autofire weapons, roll dice in such a way as to know the order, like by color, size or one at a time).

Reliability	20's for malfunction(d20)	Roll for catastrophic
I-II	2	20
III-IV	1	20
V-VI	1	15+

If there is a malfunction, roll the *same die type* one more time. If more than the required number of dice come up in one string, like an autofire burst or getting unlucky with the extra die, then the malfunction is more serious.

Example - A pistol with Malfunction Class II rolls dice for a pair of shots, and gets two 20's in a row. The player then rolls 1 more d20, which comes up a 3 (not another 20, which would be a *serious* malfunction). The weapon seizes up or jams at the point in the burst where the second "20" came up, and no further ammunition is used, or further hits made on that round. Normally, the character's next action will be spent clearing the jam.

Shotguns (optional)

For weapons like shotguns, use the base DV of 1 pellet for figuring the Damage, keeping fractional amounts. At the weapon's Short range, assume *all* the pellets hit, and the number of dice of damage is this number times the "per pellet" Damage(n), with a Pen of "nil". *Maximum* Damage is twice the damage for a normal shotgun slug of that caliber, minus 1. At Medium range, assume a number of autofire attacks equal to the pellet quantity (not more than 10), each one doing the rounded damage of a single pellet.

Example - If a 12ga slug has a Damage of 3, so a point blank buckshot blast would have a maximum Damage of 5.

The shotgun conversions in **3G³** are meant to reflect that at point blank range, a cloud of shot has roughly the same penetration and damage as a slug, as the shot pellets are so close that they will actually hit each other upon reaching a target. However, this diffused nature makes them less able to penetrate armor, hence the reduced Pen as compared to normal **Twilight: 2000** rules. Damage is treated normally at longer ranges. Note that different shotguns *may* have different "autofire" burst quantities for buckshot:

	Autofire dice				
	pt blank	short	med	long*	extreme*
10ga	18	10	7	4	1
12ga	15	10	7	4	1
16ga	10	10	7	4	1
20ga	8	8	5	2	0
.410ga	3	3	2	1	0

*not accepted ranges, but shown for reference.

If you are using only 12ga shotguns, then it is simplest to simply say they do 9 dice damage, as per the normal rules. **More Guns!** will present the buckshot damage of different weapons as per the above chart.

Example - A **3G³** DV of 15 is a **Twilight: 2000** Damage of 1. A 20ga shotgun might therefore have its buckshot damage listed as 8x1, since it is a maximum of 8 pellets, as opposed to the larger number a 12ga might hit with, and to show that it will get less autofire dice at longer ranges.

Guided weapons (optional)

Use all the standard guidelines in **3G³** for mass, volume, power consumption, etc. Guided weapons in **Twilight: 2000** have a few important derived stats, which are Range, M/turn and Agility.

Range for guided weapons is the weapon's **3G³** bonus, times its the Range it would normally get from aiming RC, times 8.
Example - A +4 self-guided missile with an aiming RC of 4 has a Range of 4 (its +4 bonus), times 50 (the **Twilight: 2000** Range associated with an aiming RC of 4), times 8, for a total of 1,600 meters.

M/turn is simply the maximum velocity of the missile as determined in **3G³** , rounded to the nearest 10m/sec.

Agility is based on the guidance system of the missile, and is half the **3G³** bonus, rounding down.

Cost and other stats are computed normally.

Explosions (optional)

For HE charges, the DV is converted to a Pen value, and this becomes the Concussion rating of the blast. For fragmentation weapons, you need to use **3G³** to figure the range at which a human-sized target is hit by 0.6 fragments. Basically, a 40% chance of not getting hit at all. Round this to the nearer meter if there is any question as to the distance. The result is the primary burst radius of the charge.
Example - A weapon with 1000 fragments would have 40 hits at 1 meter, 10 hits at 2 meters, 2.5 hits at 4 meters and .625 hits at 8 meters. Therefore, this weapon would have a rating of B:8.

Total fragments	Twilight:2000 burst radius
15	B:1
60	B:2
150	B:3
250	B:4
360	B:5
550	B:6
750	B:7
1000	B:8
1500	B:10
2250	B:12
3000	B:14
4000	B:16

You may either use **Twilight: 2000** rules for frag damage, or apply the number in parentheses as the damage of the fragment. If this range is not convenient for the grid scale chosen, round to the nearest unit.
Example - A rating of C:6, B:4(2) would mean a concussive rating of 6, and a primary burst radius of 4, where each fragment hit has a Damage of 2.

Special ammunition (optional)

This will affect the Damage stat of the weapon, in that the ammunition type will affect the tissue or structural damage done to the target. Modify the DV as per the normal rules for *unarmored target* damage (not armor or target alone), and recalculate the Damage rating.

Armor piercing ammunition decreases the Pen rating by 1. In addition, there is a difference between a non-armor piercing Pen of 1, and an armor-piercing Pen of 1. The former will deform after passing through any incidental cover or protection, and its Pen will increase by 2 points (or to "nil" if greater or equal to the Damage) for any subsequent hits, like hitting an armored person after going through a car door. Armor piercing ammunition retains its Pen after passing through other armor.

Example - A 5.56mm *armor piercing* round has a Pen of 1 and a Damage of 4. After going through a car door with an Armor of 1, it has a Damage of 3 and Pen of 1. A *normal* round after going through a car door would have a Damage of 3 and a Pen of 3 (or nil).

Hollow-point increases the Pen rating by 1, and in addition, a hollow point round which passes through any armor has its Pen rating increased by 3 points (or to "nil" if greater or equal to the Damage) for any subsequent hits.

Exploding ammunition increases the Pen rating by 2, and in addition, an exploding round which strikes any armor automatically detonates, and is assumed to do no damage to targets not immediately adjacent to the armor. It is likely however, to take a chunk out of the protection at that location.

If the Pen ends up the same or more than the Damage, it becomes "nil", or instead of subtracting all the dice, it can be treated as a weapon with a Damage of -1. This is especially likely with small caliber AP rounds. Weapons with a base Pen of 1 that goes to 0 because of ammunition type are still counted as Pen 1. Using the **3G³** special ammunition multiples, the Damage and Pen of common TL12 small arms rounds are below.

			Damage/Pen		
Weapon	**DV**	**Damage**	**AP round**	**Hollow pt.**	**Expl.**
.22LR	16	1/nil	1/nil	2/nil	2/nil
.38 Spec.	17	2/nil	1/nil	2/nil	2/nil
.45ACP	18	2/nil	1/nil	2/nil	2/nil
9mm Para	22	2/nil	2/1	2/nil	3/nil
.357 Mag	25	2/nil	2/1	3/nil	3/nil
10mmACP	26	2/nil	2/1	3/nil	3/nil
.44 Mag.	30	3/2	2/1	3/nil	4/nil
4.73mm	46	4/1	3/1	5/2	5/3
.30-30	50	4/2	3/1	5/3	6/3
5.56mm	51	4/1	3/1	5/2	6/3
7.62mm	56	4/2	3/1	5/3	6/4
.30-06	61	5/2	4/1	6/3	7/4
12.7mm	107	8/2	6/1	9/3	11/4
20mm	164	11/2	9/1	13/3	16/4

Only when rounds get out of the handgun range do you really see any advantage to using certain ammunition types. Otherwise, the fractional points of Damage and Pen round to the same number, regardless of ammunition type, and there is no noticeable game effect. What it does do is provide a "wider" scale, so that a particular caliber with a particular ammo type can be more effective than another weapon that happened to round to the same Damage and Pen.

Example - While a .357 Magnum and 9mm both have a base Damage of 2, the .357 is clearly superior when you load hollow-point ammunition.

Indirect fire

The IFR range of a projectile is either the maximum range of the projectile based on mass and velocity, or the maximum range indicated by its damage RC, whichever is shorter.

Energy weapons

Batteries in the **Twilight: 2000** system have the following energies, compared to their equivalents in **3G³**.

Twilight: 2000 TL	**Energy per gram**	**3G³ TL**	**Energy per gram**
5	108J	9	200J
6	144J	10	400J
7	180J	11	700J
8	360J	11+	900J
9	720J	12	1100J
10	1080J	13	1600J
11	1440J	13+	1800J
12	1800J	14	2100J
13	2880J	15	2900J
14	3600J	16	3700J
15	4320J	17	4600J

The weapons in this supplement that use stored energy use the **3G³** numbers.

Lasers

Lasers in the **Twilight: 2000** universe become available at **Twilight: 2000** TL8. At TL8-12, lasers use integral or worn power packs, using standard **3G³** energy storage rules, and the mass of the power supply is assumed to also cover any cooling apparatus needed. At **Twilight: 2000** TL12+, lasers may use chemical cartridges which use chemical energy instead of electrical energy to create the laser beam. These would be designed as regular lasers, but the "ammunition" uses the half the energy of conventional propellant at that TL (the other half of the energy represents coolant mass). Such rounds must be cased, and are usually not reloadable. The chemicals involved are usually pretty toxic as well.

Example - At **Twilight: 2000** TL13 (**3G³** TL15), chemical laser storage will have an energy of 1010J per gram, to which laser efficiency at that TL is applied.

All the lasers listed in **More Guns** use conventional electrical storage mediums.

Particle beams

These come in two flavors in the **Twilight: 2000** universe, plasma guns and fusion guns. Plasma guns (**Twilight: 2000** TL12-14) use energy or a chemical reaction to heat hydrogen into a plasma, which expands with explosive force down an evacuated channel created by a laser or other ionizing beam (not necessary in space). Fusion guns (**Twilight: 2000** TL14-15) use more advanced technology and presumably deuterium or tritium to hold the plasma until it begins to fuse, for better penetration of armor.

Such weapons can be designed using normal energy storage rules, or may use chemical cartridges as lasers may, with the same base efficiency. If this efficiency is halved, the cartridge itself may be considered to have built-in recoil compensation (retrorockets), which will halve recoil, and the energy would be applied as normal backblast. At **Twilight: 2000** TL14+, computer-controlled gyrostabilizers may be mounted to halve the recoil penalty.

Both plasma and fusion weapons have a primary burst radius from splatter equal to the square root of the Damage, and fragments within that radius are treated normally within the rules system. Plasma weapons have no radiation side effects, but fusion weapons might. The radiant heat from the side of the beam may set fire to nearby flammables.

Railguns

These exist at **Twilight: 2000** TL's of 12+. They are designed using normal rules, but often use disposable clips which contain the projectiles and a charged energy source. This would usually be treated as the mass of superconductor storage plus projectiles, with the clip mass based on the total.

Energy pulses

For lasers and particle beams, the delivered pulse energies for a single shot have the following **Twilight: 2000** damage after being converted from **3G³**. This is solely for reference so that you can decide what fudge factors to use for applying weapon damage at large scales. For instance, subtracting 2 from the listed laser Damage and 6 from the particle weapon damage seems to give a good comparison.

Energy	Laser	Damage	Particle beam	Damage
.01mJ	7.0mm	7	5.0mm	9
.02mJ	9.5mm	9	5.0mm	11
.05mJ	14.5mm	11	5.0mm	14
.1mJ	20mm	13	5.0mm	16
.2mJ	27.5mm	14	5.0mm	18
.5mJ	41.5mm	15	6.5mm	20
1mJ	56.6mm	16	9.0mm	22
2mJ	77mm	17	12.2mm	23
5mJ	117mm	18	18.4mm	25
10mJ	159mm	20	25.2mm	26

Example - If you wanted to design a plasma bazooka at **Twilight: 2000** TL13, you could design a chemical cartridge with 4mJ of energy (about 3.96kg, plus 8.71kg for the "casing"), and this would have an output energy of 1.0mJ, for a Damage of 22, and you would subtract 6 from this to get the final result of 16. This is a quick way to get approximate numbers without actually designing the whole weapon.

Melee weapons (optional)

The melee weapon list for **Twilight: 2000** is not very large, but enough data exists to generate a good conversion from **3G³** stats, *and* to expand the rules slightly.

Swing

Weapons have both a Swing and Thrust damage. Swing Damage is a base of 1 for a DV of 5, and each +10DV (round nearest) adds 1. Unbalanced weapons get to add (STR/2) if used in one hand, and add STR if used in both hands. Balanced weapons ≥.60m long may get to add (STR/2) if they are used in both hands.

Thrust

Thrusting weapons get a base Damage of 1 for a DV of 5, and each +10DV (round nearest) adds 1. A thrusting weapon used with both hands may add (STR/2). A weapon which can both swing and thrust is not considered unbalanced when used in a thrusting fashion.

3G³ Weapon DV	Swing Bal.	Unbal. 1 hand	Unbal. 2 hand	Thrust 1 hand	Thrust 2 hand
0-4	0	0	0	0	0
5-9	1	1+(STR/2)	1+STR	1	1+(STR/2)
10-19	2	2+(STR/2)	2+STR	2	2+(STR/2)
20-29	3	3+(STR/2)	3+STR	3	3+(STR/2)

Weapons with a Damage of 0 are only good for generating Scratch results in combat, although they can be used as Damage 1 against a helpless opponent. The difference between swing and thrust damage is campaign dependent. Some attack types may be more effective in close quarters, or against certain types of targets. For instance, some bizarre alien creature in a dark future game might only take damage from Swing attacks that hack it to bits, or the GM has certain types of armor be more effective against one type of attack than the other, like puncturing melee attacks vs. ballistic cloth.

Energy enhanced weapons

Melee weapons with an electrical charge to do extra damage get Damage as normally converted **3G³** DV, but usually require penetration of armor to have any effect. Non-insulated metal armors do not count vs. electrical damage, nor do armors too thin to have a rating vs. ballistic attacks.

Hit modifier

This is the bonus or penalty to user skill inherent in the use of this particular weapon. This is based on the IA, length and type of weapon.

Weapon type	Hit Modifier
Any, ≤.3 meters (Short range)	IA+1
Any, .31-.60 meters (Long range)	IA
Any, .61-1.00 meters (Long range)	IA-1
Any, >1.01 meters	IA-2
Unbalanced, with +STR damage	additional -2
Unbalanced, with +(STR/2) damage	additional -1
Flexible weapon	additional -1

Articulated weapons are counted as unbalanced, as are flexible weapons with a mass at the end. Thrown weapons have a Hit Modifier of 0.

Example - An unbalanced mace, .8 meters long, with an IA of 1, and +½STR damage will have a Hit Modifier of 1 (for the IA), -1 (for length), and -1 for being unbalanced with +½STR, for a total of -1.

Range

Based on length, as on above table. For sequencing purposes, assume Short weapons have a Bulk of 2, and Long ones have a Bulk of 4. Add the inverse of any Hit Modifier to this amount.

Example - The mace in the previous example has a "Bulk" of 4, which goes to 5 because it has a -1 Hit Modifier.

Mass

Mass of the weapon in kilograms.

Armor

Figured as for other weapons. Counts vs. normal assaults on the weapon, and multiply by 2 if the weapon is used to block a melee attack.

Damage boxes

Any damage getting past armor will damage the weapon, as for other weapons if struck by a ranged attack, and by all excess hits from a melee attack. These will damage the weapon, and it breaks when all boxes have been marked off.

Overlap

Some weapons here will overlap those listed in **Twilight: 2000** and its supplements. While we are by default second-guessing **Twilight: 2000**, duplicate weapons on this list are not meant to supercede those already listed in the various **Twilight: 2000** rulebooks.

Archaic Pistols

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
1	Hand cannon (12mm)	1	SS	1	nil	3	4	1i	2	-	5	2.10	70	1	15
2	Hand cannon (10mm)	1	SS	1	nil	6	4	3i	1	-	5	4.00	115	1	15
3	Cascade pistol (12mm)	2	SA	1	nil	15	2	5i	2	-	5	1.25	260	1	7
4	Cavalry pistol (12mm)	2	SS	2	nil	3	3	1i	3	-	8	1.50	75	1	11
5	Double pistol (14mm)	2	SS	1	nil	6	2	2i	1	-	5	1.75	90	1	7
6	Flintlock revolver (10mm)	2	SAR	1	nil	15	3	5R	2	-	8	1.80	65	1	11
7	Personal pistol (12mm)	2	SS	1	nil	3	2	1i	2	-	5	1.00	70	1	7
8	British Pattern 1856 (14.5mm)	3	SS	2	nil	3	2	1i	3	-	10	1.10	160	1	7
9	Colt 1861 (9mm)	3	SAR	1	nil	18	2	6R	2	-	10	1.20	140	1	7
10	Colt Dragoon (11mm)	3	SAR	2	nil	18	2	6R	2	-	10	2.10	190	1	7
11	Derringer (11mm)	3	SS	1	nil	3	1	1i	2	-	5	.35	60	1	3
12	Duelling pistol (12mm)	3	SS	2	nil	3	2	1i	3	-	12	1.25	315	1	7
13	Gambler's Ace (14mm)	3	SS	1	nil	3	1	1i	2	-	5	.50	65	1	3
14	LeMat (10.7mm)	3	SAR	2	nil	30	3	9R	3	-	14	1.70	395	1	9
	(20ga. slug)		SS	2	nil	-		1i	3	-	10				
	(20ga. buckshot)			8x1	nil	-				-	8				
15	Pauly 1812 (10.5mm)	3	SS	1	nil	-	2	1i	2	-	10	.70	140	1	5
16	Pepperbox (8mm)	3	SAR	1	nil	18	1	6R	2	-	4	.50	120	1	3

Archaic Rifles

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
17	Matchlock musket (16mm)	1	SS	2	nil	4	5	1i	1	-	10	6.05	120	2	30
18	Double wheellock (16mm)	1	SS	2	nil	8	5	2i	1	-	10	8.00	430	2	26
19	Wheellock carbine (14mm)	1	SS	2	nil	4	5	1i	2	-	10	3.90	100	1	23
20	Cascade musket (14mm)	2	1	2	nil	44	5	11i	1	4	10	5.45	215	1	21
21	Brown Bess (19mm)	2-3	SS	2	nil	4	5	1i	2	-	12	4.70	90	1	35
22	French 1777 (17.5mm)	2-3	SS	2	nil	4	5	1i	2	-	12	4.80	100	1	39
23	Kentucky Rifle (12mm)	2-3	SS	3	2-nil	4	5	1i	3	-	20	4.10	140	1	32
24	Colt Model 1855 (14mm)	3	SAR	3	2-nil	15	5	5R	3	-	20	3.70	165	1	23
25	Hall Carbine (12mm)	3	SS	3	2-nil	4	5	1i	3	-	16	3.60	85	1	20
26	Henry Rifle (11mm)+	3	LA	2	nil	3	5	15i	2	-	30	4.70	160	1	23
27	Windbüchse (13mm)	3	BA	1	nil	-	5	20i	0	-	10	4.25	100	1	26
28	Whitworth Rifle (11.5mm)+	3	SS	3	2-2-nil	4	5	1i	3	-	50	5.65	420	1	26
29	Spencer Carbine (13mm)	3-4	LA	3	2-2-nil	2	5	8i	3	-	30	4.20	190	1	23

Archaic Shotguns

	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
30	Arquebus (17mm)	1-2	SS	2	nil	3	5	1i	1	-	8	7.30	45	1	26
	(buckshot)		8x1	nil				0	-	6					
31	Arquebus (15mm)	1-2	SS	2	nil	3	5	10i	1	-	10	13.2	80	1	26
	(buckshot)		8x1	nil				0	-	8					
32	Blunderbuss (18mm)	2-3	SS	2	nil	3	5	1i	2	-	12	2.60	55	1	18
	(buckshot)		10x1	nil				1	-	8					
33	Fowling piece (19mm)	2-3	SS	2	nil	4	5	1i	2	-	12	4.80	120	1	28
	(buckshot)		10x1	nil				1	-	8					
34	Fowling piece (18.5mm)	3	SS	2	nil	8	5	2i	1	-	14	5.00	315	1	20
	(buckshot)		10x1	nil				0	-	10					
35	Volley gun (18.5mm)	3	1	2	nil	28	5	7i	-	4	12	10.8	335	1	16
	(buckshot)		10x1	nil				-	2	8					

Archaic Heavy Weapons

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng/IFR	Mass	Cost	Armor	Damage Boxes
36	Grenade launcher (60mm)	2	SS	C:3,B:1(3)	1	3	3	1i	1	-	5/240	1.10/.40	30	1	8
37	Whaling gun (16mm)	2-3	SS	4	2-3-nil	4	8	1i	-	-	8/-	17.0/.70	320	2	28
38	Harpoon gun (30mm)	3	SS	5	2-2-3	4	8	1i	-	-	30/-	23.0/3.00	470	2	25
39	Swivel gun (25mm)	2-3	SS	5	2-3-4	4	8	1i	-	-	16/-	29.1/.10	205	2	30
	(buckshot)			10x2	nil				-	-	6/-	-/.10			
40	Siege mortar (330mm)	3	SS	C:17	1	-	-	1i	-	-	24/4000	7.0t/131.	2250	4	52
41	Bombard (500mm)	1	SS	21	2-2-3	-	-	1i	-	-	24/2500	2.5t/130.	3000	4	150
42	6-pdr Model 1839 (93mm)	3	SS	11	2-2-3	-	-	1i	-	-	23/1500	398/2.75	1400	3	72
	(cannister)			10x5	2-3-4	I				-	-	16/-			
43	12-pdr Model 1841 (117mm)	3	SS	17	2-2-3	-	-	1i	-	-	23/1600	795/5.50	3700	3	91
	(cannister)			10x7	2-3-4				-	-	16/-				
44	32-pdr Model 1844 (163mm)	3	SS	21	2-2-3	-	-	1i	-	-	28/1500	1920/14.7	6000	3	91
	(cannister)			10x8	2-2-3				-	-	19/-				

Civilian Pistols

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
1	Colt 1873 (.45 Colt)	4-7	SAR	2	nil	-	1	6R	3	-	10	1.20	160	1	6
2	.22 autopistol (.22LR)	4-8	SA	1	nil	-	0	6 box	2	-	5	.30/.10	60	1	2
3	.22 derringer (.22LR)	4-8	SS	1	nil	-	0	2i	2	-	5	.30	85	1	2
4	.25 autopistol (.25ACP)	4-9	SA	1	nil	-	0	6 box	2	-	5	.30/.10	55	1	2
5	Government .45 (.45ACP)°	4-8	SA	1	nil	-	1	7 box	3	-	14	1.35/.25	280	1	6
6	Luger (9mm)°	4-7	SA	1	nil	-	1	8 box	3	-	14	1.10/.20	605	1	6
7	Mauser (9mm)	4-5	SA	2	nil	-	1	10i	3	-	14	1.20	630	1	6
8	Kolibri Auto (2.7mm)	4	SA	0	nil	-	0	7 box	0	-	4	.05/.00	100	1	2
9	Webley .455 (.455 Webley)	4	DAR	1	nil	-	1	6R	2	-	14	1.10	140	1	7
10	Browning Hi-Power (9mm)	5-8	SA	2	nil	-	1	13 box	3	-	14	1.05/.20	630	1	6
11	H&R Sidekick (.22LR)	5-7	DAR	1	nil	-	0	9R	2	-	10	.70	135	1	3
12	Tokarev TT-33 (7.63mm)°	5-8	SA	1	nil	-	1	8 box	2	-	12	.95/.10	290	1	6
13	Tokarev TT-33 (9mm)	7-8	SA	2	nil	-	1	8 box	3	-	10	1.05/.20	180	1	6
14	Walther P-38 (9mm)	5-7	SA	2	nil	-	1	8 box	3	-	14	.95/.20	660	1	6
15	Walther PPK (.32ACP)	5-8	SA	1	nil	-	0	7 box	2	-	7	.55/.10	250	1	3
16	Air pistol (4.5mm)	5-8	SA	0	nil	-	1	60i	0	-	4	1.00	50	1	6
17	Buffalo Derringer (.357 Mag.)	6-8	SS	2	nil	-	0	2i	3	-	6	.50	250	1	2
18	Colt Diamondback (.357 Mag.)+	6-8	DAR	2	nil	-	1	6R	3	-	12	.80	195	1	4
19	Colt Python (.357 Mag.)+	6-9	DAR	2	nil	-	1	6R	3	-	14	1.10	395	1	5
20	Makarov (9mm Sov.)	6-7	SA	2	nil	-	0	8 box	3	-	7	.80/.15	290	1	3
21	S&W Model 29 (.44 Mag.)°	6-8	DAR	2	nil	-	1	6R	3	-	14	1.40	235	1	5
22	S&W Model 57 (.41 Mag.)°	6-9	DAR	2	nil	-	1	6R	3	-	14	1.45	215	1	5
23	TDE .380 (.380 ACP)	6-7	SA	1	nil	-	0	5 box	2	-	7	.70/.10	270	1	3
24	Thomps. Contender (.44 Mag.)	6-9	SS	3	2-nil	-	1	1i	4	-	14	1.25	560	1	5
25	Thomps. Contender (.30-30)	6-9	SS	4	2-nil	-	2	1i	5	-	25	1.60	525	1	8
26	Beretta 951 (9mm)	6-7	SA	2	nil	-	1	8 box	3	-	14	1.00/.10	345	1	5
27	Cyclops (12ga. slug)°	6-9	SS	2	nil	-	0	1i	3	-	6	.90	110	1	2
	(12ga. buckshot)		10x1	nil	-				-	4					
28	Gov't Longslide (.45ACP)	6-8	SA	2	nil	-	1	7 box	2	-	17	1.50/.25	690	1	6
29	Heckler & Koch P4 (.22LR)	6-7	SA	1	nil	-	1	8 box	2	-	6	.70/.15	270	1	4
30	Heckler & Koch P4 (.380ACP)	6-7	SA	1	nil	-	1	7 box	2	-	7	.70/.15	270	1	4
31	Heckler & Koch P9S (.45ACP)°	6-7	SA	1	nil	-	1	7 box	2	-	17	1.00/.20	605	1	5
32	Heckler & Koch P9S (9mm)	7-8	SA	2	nil	-	1	9 box	3	-	14	1.05/.20	660	1	5
33	Type 67 (7.65mm)	6	SA	1	nil	-	1	9 box	2	-	14	1.00/.10	240	1	5
34	XP-100 Target (.221 Fireball)+	6-9	SS	3	1-2-nil	-	2	1i	4	-	30	1.70	660	1	8
35	.357 Mag COP (.357 Mag.)	7-9	SA	2	nil	-	0	4i	3	-	7	.80	415	1	2
36	AM-402 Baton (12ga slug)	7-9	SS	3	2-nil	-	1	1i	4	-	6	.60	140	1	4
	(12ga buckshot)			10x1	nil					-	4				
	(12ga stun bag)			1	nil					-	4				
37	American Model 6 (.45 Colt)+	7-9	SS	2	nil	-	1	2i	3	-	7	.60	290	1	5
	(.410ga slug)			1	nil	-			2	-	5				
	(.410ga buckshot)			3x1	nil	-				-	4				
38	Auto Mag (.44 Auto Mag.)	7-8	SA	3	2-2-nil	-	1	7 box	3	-	17	1.90/.30	535	1	5
39	Beast (12.7mm)°	7-8	SS	6	2-2-3	-	2	1i	6	-	30	7.30	1580	1	7
40	Beretta 92-F (9mm)	7-9	SA	2	nil	-	1	15 box	3	-	14	1.15/.25	720	1	5
41	Beretta 92-F Compact (9mm)	7-9	SA	2	nil	-	1	13 box	3	-	12	1.05/.25	360	1	5
42	Calico M-110 (.22LR)°	7-9	SA	1	1-nil	-	2	100 box	2	-	10	1.70/.70	151	1	7
43	Calico M-950 (9mm)	7-9	SA	2	nil	-	3	100 box	3	-	25	2.60/1.60	190	1	9
44	Casull .454 (.454 Casull)+	7-9	SAR	3	2-2-nil	-	1	5R	3	-	17	1.50	780	1	5
45	Casull .454 (.454 Casull)°	7-9	SAR	3	2-2-nil	-	2	5R	3	-	30	1.80	840	1	7
46	CIA cigarette (.22LR)	7-9	SS	1	nil	-	0	1i	2	-	5	.05	260	1	2
47	Colt Anaconda (.44 Mag.)°	7-9	DAR	2	nil	-	1	6R	2	-	17	1.60	515	1	5
48	Colt Anaconda (.44 Mag.)	7-9	DAR	3	2-2-nil	-	2	6R	2	-	30	1.90	585	1	5
49	Desert Eagle (.357 Mag.)+	7-9	SA	2	nil	-	1	9 box	2	-	14	1.65/.25	860	1	5
50	Desert Eagle (.41 Mag.)°	7-9	SA	2	nil	-	1	8 box	2	-	17	1.75/.25	940	1	5
51	Desert Eagle (.44 Mag.)°	7-9	SA	2	nil	-	1	8 box	2	-	17	1.80/.25	1030	1	5
52	Desert Eagle (.44 Mag.)	7-9	SA	3	2-2-nil	-	2	8 box	2	-	30	2.10/.25	1270	1	5
53	Desert Eagle (.50AE)+	7-9	SA	3	2-2-nil	-	1	7 box	3	-	17	1.85/.30	1320	1	5
54	Desert Eagle (.50AE)°	7-9	SA	3	2-2-nil	-	2	7 box	3	-	30	2.15/.30	1500	1	5
55	Grendel P-10 (.380ACP)	8-9	SA	1	nil	-	0	10i	2	-	6	.50	135	1	2
56	Grendel P-30 (.22 Mag.)	8-9	SA	2	1-nil	-	1	30 box	3	-	8	.75/.10	165	1	3
57	H&K flare pistol (19mm)	7-9	SAR	none	nil	-	0	5 box	0	-	4	.45/.20	100	0	2
58	Heckler & Koch P2A1 (26.5mm)	7-9	SS	none	nil	-	1	1i	0	-	4	.50	100	0	3

Civilian Pistols

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
59	Heckler & Koch P7M13 (9mm)	7-9	SA	2	nil	-	1	13 box	3	-	12	1.15/.30	360	1	5
60	Heckler & Koch VP70-Z (9mm)	7-8	SA	2	nil	-	1	18 box	3	-	12	1.15/.30	360	1	5
61	High Standard Citation (.22LR)+	7-8	SA	1	nil	-	1	10 box	2	-	14	1.30/.10	1160	1	5
62	NAA revolver (.22LR)	7-9	SAR	1	nil	-	0	5R	2	-	6	.20	135	1	2
63	Paintball gun (12mm)	7-9	DAR	none	nil	-	1	6R	0	-	4	.80	100	1	4
64	Ruger GP-100 (.357 Mag.)+	7-9	DAR	2	nil	-	1	6R	3	-	14	1.30	215	1	5
65	Ruger P85 (9mm)	7-9	SA	2	nil	-	1	15 box	3	-	12	1.15/.25	360	1	5
66	S&W Ladysmith (9mm)	7-9	SA	2	nil	-	0	8 box	3	-	7	.85/.20	345	1	2
67	SIG P226 (9mm)	7-9	SA	2	nil	-	1	15 box	3	-	14	1.00/.25	720	1	5
68	Spectre (9mm)	7-9	SA	2	nil	-	2	50 box	2	-	14	3.40/.70	360	1	7
69	Stallard Arms JS-9 (9mm)	7-8	SA	2	nil	-	1	8 box	3	-	10	1.35/.20	90	1	5
70	Star M31PK (.40S&W)	7-9	SA	2	nil	-	1	15 box	3	-	12	1.10/.25	345	1	5
71	Type 86 (.22LR)	7-9	SS	1	nil	-	1	4i	2	-	5	.45	150	1	2
72	Norinco pocketknife (.22 short)	7-9	SS	1	nil	-	0	3i	2	-	5	.30	120	1	2
73	Walther GSP (.22LR)+	7-9	SA	1	nil	-	1	5 box	2	-	36	1.35/.10	2320	1	5
74	Wildey .475 (.475 Mag.)+	7-9	SA	3	2-2-nil	-	1	7 box	3	-	30	2.05/.30	1440	1	5
75	Zip pistol (9mm)	7-9	SS	2	nil	-	0	1i	3	-	5	.70	10	1	3
76	Glock 17L (9mm)	8-9	SA	2	nil	-	1	19 box	3	-	14	.95/.25	750	1	5
77	Glock 19 (9mm)	8-9	SA	2	nil	-	1	17 box	3	-	14	.85/.25	720	1	5
78	Glock 20 (10mm)	8-9	SA	2	nil	-	1	17 box	3	-	14	.90/.30	820	1	5
79	Glock 21 (.45ACP)	8-9	SA	2	nil	-	1	15 box	3	-	14	.90/.30	660	1	5
80	Glock 23 (.40S&W)	8-9	SA	2	nil	-	1	15 box	3	-	14	.80/.30	690	1	5

Machine Pistols & SMG's

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
81	Type 80 (7.63mm)°	5-7	4	1	nil	-	1	20 box	2	3	12	1.30/.20	375	1	6
82	M3 Grease Gun (.45ACP)	5-8	4	2	nil	-	3	30 box	1	4	14	4.40/.90	105	1	17
83	MP-40 Schmeisser (9mm)	5	4	2	nil	-	3	32 box	1	4	20	4.50/.50	235	1	17
84	Owen Mk1/42 (9mm)	5-6	5	2	nil	-	3	34 box	1	4	20	4.30/1.00	120	1	14
85	PPsH MP41 (7.63mm)	5-7	7	2	nil	-	3	71 drum	1	4	20	5.45/1.75	120	1	17
86	Sten (9mm)	5	4	2	nil	-	3	32 box	2	5	10	3.45/.65	110	1	15
87	Thompson (.45ACP)	5-8	6	2	nil	-	3	50 drum	1	4	17	7.15/2.25	430	1	17
88	Beretta 12S (9mm)	6-7	4	2	nil	-	3	32 box	1	4	25	3.80/.60	245	1	13
89	Beretta 951R (9mm)	6-7	5	2	nil	-	1	10 box	2	5	12	1.55/.20	450	1	5
90	MAT-49 (9mm)	6-7	5	2	nil	-	3	32 box	1	4	25	3.95/.45	255	1	13
91	Mendoza HM-3 (9mm)	6-8	5	2	nil	-	3	32 box	2	5	20	3.35/.65	130	1	13
92	Stechkin (9mm Sov.)	6-7	6	2	nil	-	1	20 box	3	6	14	1.30/.25	785	1	5
93	Sterling L2A3 (9mm)	6-9	4	2	nil	-	3	34 box	2	5	25	3.30/.60	245	1	13
94	Uzi (9mm)+	6-9	5	2	nil	-	3	32 box	1	4	25	4.10/.60	270	1	13
95	Vz-61 Skorpion (.32ACP)+	6-7	10	1	nil	-	1	20 box	1	4	12	2.00/.40	360	1	5
96	Air SMG (4.5mm)	7-8	15	1	nil	-	1	1200i	1	4	8	1.00	285	1	5
97	Ares FMG (9mm)	8-9	5	2	nil	-	3	20 box	3	6	12	2.40/.30	510	1	8
98	Ares FMG (9mm)	8-9	5	2	nil	-	3	20 box	3	6	12	2.15/.30	510	1	8
99	Beretta 93-R (9mm)	7-9	2	2	nil	-	3	20 box	3	5	12	1.20/.25	1130	1	5
100	Heckler & Koch MP5KA5 (9mm)	7-9	7	2	nil	-	2	30 box	1	2	12	2.50/.50	270	1	7
101	Heckler & Koch MP5A5 (9mm)+	7-9	7	2	nil	-	3	30 box	1	2	25	3.20/.50	310	1	11
102	Heckler & Koch VP-70 (9mm)	7-9	2	2	nil	-	1	18 box	3	5	12	1.15/.30	540	1	5
103	ILARCO 180 (.22LR)	7-9	10	2	nil	-	4	165 drum	1	5	25	4.30/.85	410	1	18
104	ILARCO Short (.22LR)°	7-9	10	1	nil	-	2	165 drum	1	3	20	3.35/.85	395	1	9
105	Ingram M-10 (9mm)	7-9	9	2	nil	-	1	32 box	2	6	10	3.45/.60	245	1	5
106	Ingram M-11 (.380ACP)°	7-9	10	1	nil	-	1	32 box	1	4	10	2.10/.50	190	1	5
107	Jati-Matic (9mm)+	7-9	5	2	nil	-	3	40 box	2	5	14	2.25/.60	270	1	11
108	MGV 176 (.22LR)	8-9	10	2	nil	-	3	176 drum	2	5	20	3.45/.80	205	1	11
109	Spectre (9mm)	7-9	7	2	nil	-	3	50 box	1	4	14	3.60/.70	470	1	9
110	Steyr MPi69 (9mm)+	7-9	4	2	nil	-	3	32 box	1	5	25	3.60/.45	280	1	11
111	Benelli CB-M2 (9mm/c)+	8-9	7	2	nil	-	3	40 box	1	4	25	3.75/.35	280	1	8
112	Glock 18 (9mm)	8-9	10	2	nil	-	1	19 box	3	8	14	.90/.25	980	1	5

Civilian Rifles

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
113	Model 98 Mauser (7.92mm)+	4	BA	4	2-3-nil	-	6	5i	4	-	50	4.10	340	1	24
114	Sharps 1874 (.50-70)+	4	SS	3	2-nil	-	6	1i	3	-	30	3.95	180	1	19
115	Winchester M94 (.30-30)°	4-8	LA	3	2-3-nil	-	5	6i	3	-	50	3.00	285	1	17
116	Beeman 55S (4.5mm)	5-8	SS	1	nil	-	5	1i	1	-	10	2.25	105	1	15
117	M1 Carbine (.30USC)+	5-7	SA	3	2-nil	-	3	30 box	3	-	50	2.65/.30	360	1	14
118	M6 Springfield (.410ga)°	5-7	SS	1	1-nil	-	3	1i	2	-	16	1.50	115	1	11
	(.410ga slug)		SS	2	nil	-		1i	2	-	10				
	(buckshot)			3x1	nil						8				
119	Rossi M59(.22 Mag.)	6-8	PA	2	1-nil	-	5	10i	2	-	20	2.50	115	1	14
120	Weatherby Mk.V (.460 Mag.)°	6-9	BA	6	2-3-4	-	6	2i	6	-	60	4.75	1890	1	20
121	AR-7 survival rifle (.22LR)	7-8	SA	2	1-nil	-	4/2	8 box	2	-	16	1.15/.10	80	1	11
122	Barrett Light .50 (12.7mm)+	7-8	SA	8	2-3-4	-	8	10 box	5/7	-	80/60	17.9/1.10	2390	1	23
123	(bullpup version)+		SA	8	2-3-4	-	7	10 box	5/7	-	80/60	15.4/1.10	2390	1	20
124	(lightweight variant)+		SA	8	2-3-4	-	8	10 box	5/7	-	80/60	8.90/1.00	9600	1	18
125	Browning M78 (6mm)+	7-8	SS	5	1-2-3	-	5	1i	5	-	50	3.85	820	1	16
126	Calico M-100 (.22LR)	7-8	SA	2	1-nil	-	4	100 box	2	-	20	2.60/.70	160	1	11
127	Calico M-900 (9mm)+	7-8	SA	2	nil	-	5	100 box	2	-	25	3.25/1.60	215	1	13
128	Colt AR-15 (5.56mm)+	7-8	SA	4	1-2-3	-	5	30 box	4	-	40	3.65/.45	580	1	16
129	Corssfire (7.62mm)+	7-8	SA	4	2-3-nil	-	5	20 box	3	-	50	5.15/.45	925	1	16
	(12ga slug)		PA	3	2-nil	-		7 box	2	-	12	-/.40			
	(buckshot)			10x1	nil										
130	FR-F2 (7.62mm)+	7-8	BA	5	2-3-4	-	6	10 box	5	-	60	5.65/.45	1150	1	18
131	H&K M770 (7.62mm)+	7-8	SA	5	2-3-4	-	6	10 box	5	-	50	3.85/.25	795	1	14
132	Paintball gun (17mm)	7-8	SA	none	nil	-	4	200i	0	-	6	3.50/.50	200	1	14
133	Ruger 10/22 (.22LR)	7-8	SA	2	1-nil	-	5	50 box	2	-	20	2.50/.20	165	1	13
134	Ruger M-77 (.458 Mag.)°	6-9	BA	5	2-3-4	-	5	3i	5	-	60	4.10	1290	1	20
135	Ruger Mini-14 (5.56mm)+	7-8	SA	4	1-2-3	-	5	30 box	4	-	40	3.30/.40	600	1	13
136	Sako Sporter (.243)°	7-9	SS	4	1-2-3	-	5	1i	4	-	50	3.10	375	1	13
137	SSG 69 (7.62mm)+	7-8	BA	5	2-3-4	-	6	5i	5	-	60	4.00	820	1	14
138	Ultralight Arms (6mm)+	7-8	BA	5	1-2-3	-	6	3i	5	-	50	2.05	4590	1	11
139	Winchester 9422 (.22LR)	7-8	LA	2	1-nil	-	5	15i	2	-	20	2.90	115	1	13
140	Zip rifle (7.62mm)+	7-8	SS	3	2-nil	-	3	1i	3	-	10	3.15	15	1	15

Military Rifles

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
141	Chauchat (8mm Lebel)°	4-5	2	4	2-3-nil	-	7	30 box	3/1	8/6	30	9.10/1.00	235	2	32
142	Lewis Gun (.303)+	4-5	4	4	2-3-nil	-	6	40 drum	3/1	8/6	50	11.8/1.30	805	1	24
143	.30 BAR (.30-06)°	5-7	4	4	2-3-nil	-	6	20 box	3/1	8/6	50	9.50/.65	975	1	24
144	M2 Carbine (.30USC)+	5-7	6	3	2-nil	-	3	30 box	3	7	50	2.65/.30	360	1	14
145	M-14 (7.62mm)°	5-9	5	4	2-3-nil	-	6	20 box	4	9	50	5.10/.70	805	1	22
146	AK-47 (7.62mm Sov.)°	6-9	5	4	2-3-nil	-	4	30 box	3	8	50	5.30/.90	405	1	15
147	FN-FAL 50-64 (7.62mm)°	6-9	5	4	2-3-nil	-	6	20 box	4	9	50	5.00/.75	860	1	20
148	AK-74 (5.45mm Sov.)	7-9	5	4	1-2-3	-	5	30 box	4	9	40	4.15/.55	305	1	16
149	Armscor 37 (37mm slug)	7-9	SS	1	nil	-	3	1i	1	-	5	3.70	60	1	11
	(pellets)			2	nil										
150	AUG carbine (5.56mm)+	7-9	5	4	1-2-3	-	3	42 box	3	8	40	4.00/.70	755	1	11
151	AUG HBAR (5.56mm)+	7-9	5	4	1-2-3	-	4	42 box	3	8	50	6.10/.70	1610	1	14
152	Dragunov (7.62mm MN)+	7-8	SA	5	2-3-4	-	7	10 box	5	-	60	4.60/.30	1740	1	16
153	Enfield L85A1 (5.56mm)+	7-9	6	4	1-2-3	-	3	30 box	3	8	40	5.00/.50	755	1	14
154	FAMAS (5.56mm)+	7-9	8	4	1-2-3	-	3	25 box	3	7	40	4.00/.40	840	1	11
155	Galil SAR (5.56mm)+	7-9	6	4	1-2-3	-	5	50 box	3	8	40	4.65/1.00	680	1	14
156	H&K G3A3 (7.62mm)°	7-9	5	4	2-3-nil	-	5	20 box	4	9	50	5.15/.75	915	1	16
157	H&K HK33E (5.56mm)+	7-9	6	4	1-2-3	-	5	25 box	4	9	40	4.45/.55	680	1	16
158	H&K MZP-1 (40mm slug)	7-9	SS	1	nil	-	3	1i	1	-	5	2.65	60	1	11
	(pellets)			2	nil										
159	Colt M-16A2 HBAR (5.56mm)+	7-9	5	4	1-2-3	-	5	30 box	4	9	50	4.05/.45	1510	1	16
160	Colt M-16A2 "Shorty" (5.56mm)	7-9	5	4	1-2-3	-	4	30 box	4	9	25	3.25/.45	590	1	14
161	Colt M-16A3 (5.56mm)+	7-9	3	4	1-2-3	-	5	30 box	4	7	40	3.85/.45	870	1	16
162	SIG 550 (5.56mm)+	7-9	6	4	1-2-3	-	5	30 box	4	9	40	4.50/.50	870	1	16
163	Ultimax 100 (5.56mm)+	7-9	4	4	1-2-3	-	5	100 drum	3	8	40	6.15/1.75	755	1	16
164	Vaime SSR1 (7.62mm)+	7-8	BA	4	2-3-nil	-	6	5 box	4	-	50	4.25/.15	660	1	18
165	Walther WA2000 (.300 Mag.)°	7-9	SA	5	2-3-4	-	5	6 box	4	-	70	8.30/.40	4430	1	16

Shotguns

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
166	4ga shotgun (4ga)+	4	SS	4	2-3-nil	-	8	1i	3	-	35	14.2	375	2	33
	(buckshot)			10x1	nil						8				
167	8ga shotgun (8ga)+	4	SS	4	2-3-nil	-	6	1i	3	-	30	9.50	375	1	24
	(buckshot)			10x2	nil						8				
168	Double shotgun (12ga)+	4	SS	2	nil	-	6	2i	2	-	15	4.30	360	1	24
	(buckshot)			10x1	nil						8				
169	Ithaca Autoburglar (20ga)	4	SS	2	nil	-	2	2i	2	-	8	2.25	140	1	9
	(buckshot)			8x1	nil						6				
170	Winchester 1901 (10ga)	4-5	LA	3	2-nil	-	6	5i	3	-	15	4.10	195	1	24
	(buckshot)			10x1	nil						8				
171	Stevens 150C (.410ga)	5-6	BA	2	nil	-	3	3i	2	-	10	2.60	110	1	14
	(buckshot)			3x1	nil						8				
172	Ithaca Mag 10 (10ga)+	6-8	SA	3	2-nil	-	6	3i	3	-	15	5.10	660	1	20
	(buckshot)			10x1	nil						8				
173	Remington 870 (12ga)	6-8	PA	3	2-nil	-	5	7i	3	-	15	4.10	410	1	18
	(buckshot)			10x1	nil						8				
174	Sawed-off shotgun (12ga)	6-8	SS	3	2-nil	-	3	2i	4	-	6	2.50	185	1	10
	(buckshot)			10x1	nil						4				
175	Remington 7188 (12ga)	7	4	3	2-nil	-	5	8i	3	7	15	4.30	825	1	16
	(buckshot)			10x1	nil						8				
176	Beretta M3P (12ga)	7-8	SA	3	2-nil	-	5	5 box	3	-	15	3.85/.65	635	1	16
	(buckshot)			10x1	nil						8				
177	Kreighoff Trumpf (12ga)	7-9	SS	3	2-nil	-	5	2i	3	-	15	3.55	5900	1	16
	(buckshot)			10x1	nil						10				
	(7.62mm rifle)+		SS	5	2-3-4	-		1i	5	-	70				
178	LAW 12 (12ga)	7-8	SA	3	2-nil	-	5	7i	3	-	15	4.25	635	1	16
	(buckshot)			10x1	nil						8				
179	Mossberg 500 (12ga)	7-8	PA	3	2-nil	-	5	8i	3	-	15	3.50	445	1	16
	(buckshot)			10x1	nil						8				
180	Mossberg 500 bullpup (12ga)	7-9	PA	3	2-nil	-	3	8i	3	-	15	3.85	445	1	11
	(buckshot)			10x1	nil						8				
181	PA3 riot shotgun (12ga)	7-8	PA	3	2-nil	-	3	3i	3	-	12	2.40	215	1	11
	(buckshot)			10x1	nil						8				
182	SPAS 12 (civilian)(12ga)	7-8	SA	3	2-nil	-	5	7i	3	-	15	4.75	635	1	16
	(buckshot)			10x1	nil						8				
183	SPAS 12 (military)(12ga)	7-8	SA	3	2-nil	-	4	6i	2	-	15	4.55	635	1	14
	(buckshot)			10x1	nil						8				
184	Striker (12ga)	7-8	SA	3	2-nil	-	4	12R	2	-	10	5.00	145	1	14
	(buckshot)			10x1	nil						8				
185	The Brute (12ga)	7-8	SS	3	2-nil	-	3	2i	3	-	10	2.00	220	1	11
	(buckshot)			10x1	nil						8				
186	USAS-12 (12ga)	7-8	3	3	2-nil	-	5	28 drum	2	6	10	6.50/2.00	415	1	16
	(buckshot)			10x1	nil						8				
187	Witness Protection Gun (12ga)	7-8	PA	3	2-nil	-	3	3i	3	-	10	2.10	195	1	9
	(buckshot)			10x1	nil						8				

Machine Guns

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
188	.45/70 Gatling (.45-70)(tri)	4	5	3	2-nil	-	10	200 drum	-	-	20	38.1	970	1	20
189	Degtyarev DP (7.62 MN)(bi)+	4	5	4	2-3-nil	-	7	47 drum	-	3	40	12.6	340	1	27
190	Maxim gun (.303)(tri)+	4-5	5	5	2-3-4	-	8	200B	-	1	100	22.0	820	1	22
191	.30 cal Browning (.30-06)(tri)+	4-6	5	5	2-3-4	-	7	200B	-	1	100	24.6	820	1	19
192	KPV (14.5mm)(veh.)°	5-6	5	9	2-3-4	-	-	200B	-	-	80	86.0	1660	2	48
193	MG-34 (7.92mm)(bi/hip)+	5-6	7	5	2-3-4	-	6	200B	2/4	5/9	50	18.0	1040	1	22
194	M2 HMG (12.7mm)(veh./tri.)°	5-8	5	8	2-3-4	-	8	200B	-	- /9	100	60.0	2480	2	40
195	M60 LMG (7.62mm)(bi/hip)°	6-7	4	4	2-3-nil	-	6	200B	1/3	3/7	50	16.3	975	1	20
196	M60 Maremont (bi/hip)°	7	4	4	2-3-nil	-	6	200B	1/3	3/7	50	14.4	975	1	18
197	MG-42 (7.62mm)(bi/hip)	6-7	7	4	2-3-nil	-	7	200B	1/3	3/7	50	16.3	975	1	23
198	M134 Minigun (7.62mm)(veh.)°	6-8	8	4	2-3-nil	-	-	4000C	-	-	40	120.	1370	1	20
199	FN Minimi (5.56mm)(bi/hip)+	7-8	7	4	1-2-3	-	5	200B	1/3	3/7	50	10.0	730	1	16

Heavy Weapons

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng/IFR	Mass	Cost	Armor	Damage Boxes
200	16" naval gun (406mm)	5	SS	C:25	1	1.0t	-	1i	-	-	200/64k	100t/1.0t	580k	5	1650
	(APHE)			29(C:20)	1-2-3	1.5t					200/43k	- /1.5t			
201	M20 "Bazooka" (89mm)	5	SS	24(C:8)	1	4.05	8	1i	-	-	10/-	9.55/4.05	150	1	30
202	RPG-7 (85mm)	6-7	SS	24(C:8)	1	2.25	5	1i	-	-	20/-	9.25/2.25	135	1	16
203	M72 LAW (66mm)	7	SS	22(C:6)	1	-	4/3	1i	-	-	10/-	2.15	165	1	14
204	Stinger (Agility 2)(3600M/turn)	7	SS	C:15	1	13.4	8	1i	-	-	3.2km	18.3/13.4	2000	1	22
205	ARES (75mm)(APFSDS)	7-8	SA	18	1-2-3	312	-	20i	-	-	200/-	1140/312.	68k	3	114
	(HE)			C:11	1	312					100/25k	- /312.			
206	GAU-8 (30mm)(AP)	7-8	5	14	1-2-3	1050	-	1170i	-	-	80	1720/1050	22.7k	2	108
207	GIAT CN105 (105mm)(HE)	7-8	SS	C:14	1	19.1	-	1i	-	-	100/49k	2470/19.1	28.2k	3	176
	(APFSDS)			23	1-2-3	17.1					400	- /17.1			
	(HEAT)			28(C:12)	1	22.0					100	- /22.0			
208	Hellfire(Agility 4)(1900M/turn)	7-8	SS	33(C:17)	1	42.8	-	1i	-	-	6.4km	70.4/42.8	8550	2	36
209	LAW 80 (94mm)	7-8	SS	26(C:9)	1	-	8	1i	-	-	25	8.80	250	1	23
210	Mecar 90mm (90mm)(HE)	7-8	SS	C:14	1	5.15	-	1i	-	-	25/11.4k	274/5.15	2480	2	63
	(HEAT)			25(C:8)	1	3.70					50	- /3.70			
	(Cannister)			10x1	1-2-3	5.95					10	- /5.95			
211	Oerlikon KAA (20mm)(AP)	7-8	8	12	1-2-3	21.0	-	50B	-	-	100	109/21.0	7820	2	54
212	Oerlikon KCA (30mm)(AP)	7-8	5	14	1-2-3	56.6	-	50B	-	-	100	213/56.6	13.4k	2	72
213	Rheinmetaal (120mm)(HE)	7-8	SS	C:15	1	23.5	-	1i	-	-	200/30k	3020/23.5	35.4k	3	167
	(APFSDS)			24	1-2-3	19.0					400	- /19.0			
	(HEAT)			29(C:15)	1	23.0					200	- /23.0			
214	AIM-9P (Agility 4)(4100M/turn)	7-8	SS	C:16	1	-	-	1i	-	-	12.8km	86.1	64.8k	1	60
215	TBA Multi-dart (68mm)	7-8	SS	4	1-2-3	140	-	22i	-	-	100	190./140.	6010	1	24

Other

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng/IFR	Mass	Cost	Armor	Damage Boxes
216	WWII grenade	4-6	SS	C:3 B:1(2)	1	-	0	1i	-	-	-	.60	5	1	2
217	RKG-3 AT grenade (56mm)	6-7	SS	23(C:7)	1	-	2	1i	-	-	-	1.10	5	0	8
218	Claymore mine	6-8	SS	C:10 B:28(2)	1	-	1	1i	-	-	-	1.60	5	0	5
219	M203 (40mm fragmentation)	6-8	SS	C:3 B:7(1)	1	-	2	1i	2	-	5/260	1.65/.25	60	1	8
	(HEAT)			19 C:4 B:4(2)	1						5/260	- /.25			
220	Anchor bolt (5mm)	7-8	SS	3	1	-	1	20 box	-	-	-	.70/.20	110	0	4
221	Regular grenade	7-8	SS	C:4 B:11(1)	1	-	0	1i	-	-	-	.35	5	1	2
222	Mini grenade	7-8	SS	C:2 B:8(1)	1	-	0	1i	-	-	-	.15	5	0	2
223	12ga grenade (12ga)	7-8	-	C:1	1	-	0	-	-	-	10/100	-	1	0	1
224	Stingball	7-8	SS	C:1 B:2(1)	1	-	0	1i	-	-	-	.40	5	0	2
225	Stun grenade	7-8	SS	C:1 x 3	1	-	0	1i	-	-	-	.60	9	0	2
226	Portable door	7-8	SS	5(C:5)	1	-	5	1i	-	-	-	7.00	110	0	16
227	IMRAH F-1 (200mm)	7-8	SS	18(C:4)	1	-	1	1i	-	-	5	13.4	215	1	6
228	Technovar VAR/40	7-8	SS	3(C:3)	1	-	0	1i	-	-	-	.10	5	0	2
229	FFV 028	7-8	SS	32(C:15)	1	-	0	1i	-	-	-	7.50	50	1	3
230	Valmara 69	7-8	SS	C:9 B:8(3)	1	-	1	1i	-	-	-	3.70	65	1	5

Civilian Pistols

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
1	Sphinx AT-2000S (9mm)	8	SA	2	nil	-	2	15 box	3	-	12	1.20/.20	720	1	5
2	Sphinx AT-2000S (.41AE)	8	SA	2	nil	-	2	11 box	3	-	12	1.15/.15	755	1	5
3	Colt Model 2000 (9mm)	9	SA	2	nil	-	2	15 box	3	-	12	1.05/.20	755	1	4
4	Grendel P-12 (.380ACP)+	9	SA	1	nil	-	1	11 box	2	-	5	.50/.15	270	1	2
5	Steyr SPP (9mm)	9	SA	2	nil	-	2	15 box	2	-	10	1.50/.20	395	1	4

Machine Pistols & SMG's

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
6	Bushman IDW (9mm)	8	4	2	nil	-	2	28 box	2	4	8	3.35/.40	450	1	6
7	Bushman IDW (9mm)	8	4	2	nil	-	3	28 box	2	4	10	3.55/.40	490	1	8
8	Calico M-950A (9mm)	8	5	2	nil	-	4	100 drum	2	5	25	2.60/1.60	245	1	9
9	H&K MP5/10 (10mm)+	8	3	2	nil	-	5/3	30 box	2	4	25	3.35/.50	370	1	11
10	H&K MP5/40 (.40S&W)+	8	3	2	nil	-	5/3	30 box	2	4	25	3.35/.60	310	1	11
11	Black Pistol (.45ACP)+	9	3	2	nil	-	2	10 box	3	5	17	1.25/.25	1800	1	4
12	Bushman IDW (9mm)	9	4	2	nil	-	3	28 box	3	5	10	1.65/.40	510	1	6
13	Fabr. Nationale P-90 (5.7mm)+	9	8	2	1-nil	-	3	50 box	1	3	16	3.20/.40	320	1	6
14	Steyr TMP (9mm)	9	5	2	nil	-	2	25 box	2	4	12	1.65/.35	510	1	4

Civilian Rifles

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
15	Voere VEC91	9	BA	4	1-2-3	-	5	5 box	4	-	50	2.70/.05	2500	1	14

Military Rifles

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
16	AAI Adv. Comb. Rfl. (5.56mm)+	9	3	4	1-2-3	-	5	30 box	4	8	50	3.75/.20	1020	1	14
17	AMR 5075 (15mm)+	9	SA	14	1-2-3	-	6	5 box	10	-	265	20.0/.90	12.6k	1	20
18	Colt Adv. Comb. Rfl. (5.56mm)+	9	6	2x3	1-2-nil	-	5	30 box	4	8	55	3.90/.30	730	1	14
19	Covert PM (7.62mm)+	9	BA	2	nil	-	5	10 box	2	-	50	6.70/.25	1000	1	18
20	Grendel S-16 (7.62mm)+	9	5	2	nil	-	5	20 box	2	5	45	4.80/.50	1000	1	16
21	H&K G-11 (4.73mm/c)	9	5	4	1-2-3	-	5	50 box	3	6	45	4.25/.35	900	1	10
22	Steyr Adv. Comb. Rfl. (5.56mm)+	9	3	4	1-2-3	-	5	24 box	4	8	60	3.05/.20	1120	1	12

Shotguns

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
23	SPAS-15 (12ga)	9	SA	3	2-nil	-	5	6 box	3	-	25	4.20/.30	330	1	14
	(buckshot)			10x1	nil						8	4.20/.30			
24	Olin/H&K CAWS (12ga)	9	3	4	2-3-nil	-	5	10 box	3	5	25	4.30/.60	610	1	10
	(flechette)			10x2	1-1-nil						30	4.05/.35			
	(pellets)			10x1	nil						16	4.25/.55			
25	Jackhammer (12ga)	9	2	3	2-nil	-	5	10 drum	3	5	25	5.60/1.00	365	1	14
	(buckshot)			10x1	nil						8	5.60/1.00			

Machine Guns

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
26	H&K Grenade MG (40mm)	9	2	C:3,B:5(2)	1	-	8	15 drum	-	-	10	20.0/8.00	310	1	13
27	H&K Caseless LMG (4.73mm/c)	9	4	4	1-2-3	-	6	300 box	3	6	50	7.00/1.30	1800	1	12
28	ARES TARG (12.7mm)	9	12	8	1-2-3	-	8	200 ext.	3	11	80	35.7/15.3	3140	1	21
29	BRG-15 (15.5mm)	9	5	10	1-2-3	-	8	2x70 ext.	5	13	130	70.0/23.5	5450	1	40

Heavy Weapons

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng/IFR	Mass	Cost	Armor	Damage Boxes
30	REA 40mm AGL (40mm)	9	3	C:3,B:5(2)	nil	-	5	6 box	1	2	9/260	3.40/1.80	235	1	10
31	Armscor MGL (40mm)	9	DAR	C:3,B:5(2)	nil	-	5	6i	1	-	9/260	6.50	60	1	12
32	Panzerfaust III (110mm)	9	SS	28(C:11)	1	-	6	1i	-	-	36	12.9/3.80	860	1	16
33	Böhler C6 (60mm)(HE)	9	SS	C:8	1	-	5	1i	-	-	12/1.6k	5.10/.50	295	1	12
	(fragmentation)			C:5,B:7(2)	nil										
	(HEAT)			21(C:8)	1										
	(cannister)			10x2	nil										
34	Guided bomb (Agility 3)	9	SS	29(C:12)	1	-	8	1i	-	-	-	17.0	335	1	14

Other

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
35	AD1 grenade (frag)	9	SS	C:5,B:12(2)	nil	-	1	1i	-	-	Throw	.50	20	1	2
	(HE)			C:7	1								10		
	(white phosphorous)			smoke	-								10		
	(thermite)			3	1								10		

Civilian Pistols

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
1	Colt Mamba (.44 Mag.)	9	DAR	3	2-2-nil	-	2	6i	3	-	17	1.55	610	1	6
2	(target version, 2 hands)	9	DAR	3	2-2-nil	-	3	6i	2	-	36	1.70	635	1	9
3	FN P-96 (5.7mm)+	9	SA	2	1-nil	-	2	25 box	3	-	8	1.05/.20	450	1	4
4	Liberator II (15mm)	9	SS	7	1	-	1	1i	1	-	5	.30	75	1	2
	(stun bag)	9	SS	2	nil	-	1	1i	1	-	5	.30	75		
5	Ruger P-8 (4mm Police)+	9	SA	2	1-nil	-	1	10 box	2	-	10	.65/.05	395	1	2
6	SK-5 Giant Killer (12.7mm)+	9	SAR	7	2-2-3	-	3	5i	7	-	30	3.35	7020	1	5
7	Weedburner (10mm)	9	SA	1	nil	-	1	5i	-	-	3	.65	45	1	2
8	Dolch H21 (3mm)	10	SA	2	1-nil	-	1	15 box	3	-	8	.40/.05	2800	1	1
9	TMI-8 Hideout (2mm)	10	SAR	2	1-nil	-	1	5i	3	-	5	.35	730	1	1
10	Viper (20mm)	10	SA	1/1	nil	-	1	5 box	2	-	6	.70/.30	125	1	2
11	Entiires C9 (4mm)	12	SA	3	1-2-nil	-	2	100 box	3	-	8	1.70/.55	1050	1	2
12	Thornet (20mm)	12	SA	13	1-1-1	-	2	10 box	3	-	12	1.30/.60	300	1	3
	(stun round)		SA	2	1-nil	-	2	10 box	3	-	12	.90/.20			
13	Zeus Thunderwand (5mm)	12	SA	1	nil	-	1	250i	-	-	8	.55	755	0	1
	(medium power)			2	nil	-		50i	-	-					
	(high power)			5	nil	-		10i	-	-					
14	Assassin (Agility 5)(1000M/turn)	13	SS	16	1-1-1	-	3	1i	-	-	50	1.95/1.05	500	1	4
15	Cybors K (5mm)	13	SA	2	1-1-nil	-	2	50i	-	-	12	1.60	3100	0	2
	(stunner)			5	nil	-		10i	-	-	8				
16	Punisher (20mm)	13	SA	3	2-nil	-	2	5 box	4	-	8	1.25/.20	280	1	3
	(+4 police version)							10 box	4	-	8	1.80/.40	960	1	3
17	TMI Stormer (5mm)	13	SA	3	nil	-	1	25i	-	-	12	.55	3400	0	1
18	Vapotech Mil-2 (5mm)(+4 skill)	16	SA	5	nil	-	2	100i	-	-	12	1.90	3500	0	1
	(half damage)			3	nil	-		400i	-	-					

Machine Pistols & SMG's

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
19	Buzzsaw (.22 Mag.)+	9	10	2	1-nil	-	3	1000 drum	n/a	5	8	5.45/3.60	215	1	6
20	Ares FMG-2 (9mm)	9	5	2	nil	-	4/2	20 box	3	6	20	1.55/.30	535	1	6
21	Benelli "Reaper" (10mm)	9	5	10x2	1-nil	-	2	40 box	1	3	25	3.00/.70	1300	1	8
22	(Philippine copy)+	6	5	3	2-nil	-	2	40 box	3	5	20	3.60/.90	250	1	10
23	Ruger P-4 (4mm Police)+	9	3	2	1-nil	-	2	100 drum	3	5	12	1.20/.20	1350	1	4
24	Streetsaber (5mm)	10	2	3	nil	-	2	50i	-	-	12	2.10	2080	1	2
	(stun)		2	2	nil			50i	-	-	8				
	(continuous)		10x2	0	nil			20ki	-	-	12	- /.30			
25	PolSci CQuel (5mm)	10	6	2	nil	-	1	300 box	-	-	5	.55/.10	1100	0	1
26	Screamer BM (2mm Screamer)	12	16	1	nil	-	1	100i	n/a	8	4	.25/.05	100	1	1
27	Stinger II (2mm Screamer)	12	20	2	1-nil	-	2	500 drum	3	8	10	.60/.10	1160	1	2
28	Synerg 12/2 (12mm)(+6skill)°	12	3	3	2-2-nil	-	2	15 box	3	5	14	2.15/.30	905	1	3
	(3mm discarding sabot)			4	1-1-2			15 box	3	5	17	1.95/.15			
	(HEAT)			6	1-1-1			15 box	3	5	10	1.95/.15			
29	Entiires K30A2 (3mm)	13	10	4	1-1-2	-	2	100 box	3	10	14	2.20/.80	2350	1	2
30	Lazer Lash (5mm)	13	5	2	nil	-	1	100i	-	-	5	.65	1250	0	1
	(stun)		5	1	nil			100i	-	-	5				
	(continuous beam)		10x2	0	nil			10ki	-	-	5				
31	Sauer-Bosk (2.9mm)(+6 skill)	13	5	4	1-1-2	-	3	100 drum	4	8	30	2.95/.95	1750	1	3

Civilian Rifles

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
32	Off-the-shelf special (5mm)	8	3	1	nil	-	4	10kPP	-	-	50	26.8/11.1	10k	0	6
	(3G^3 version)	8	3	1	nil	-	5	10kPP	-	-	50	13.3/8.7	860	0	8
33	GhettoBlaster (7mm)	10	SA	7	nil	-	5	5PP	-	-	32	4.95	1040	1	6
	(half damage)		SA	4	nil			20PP	-	-	32				
34	Remington BR7 (7mm/c)+	10	SA	5	2-3-4	-	5	10 box	4	-	60	3.95/.15	1890	1	9
35	Nevin A-02 (2mm)	12	SA	5	1-2-3	-	3	50i	5	-	32	2.20	625	1	4
36	Ka'chang (15mm)+	12	BA	13	2-3-4	-	6	3 box	6	-	80	8.00/.85	17.5k	1	12
37	Lizzie Type 2 (3mm)	12	SA	5	1-2-3	-	5	200i	4	-	50	7.95/.35	1530	1	6
38	Olympica Verminex (5mm)	13	SA	3	nil	-	3	50i	-	-	25	2.80	1160	1	3
	(half damage)			2	nil			200i	-	-					
	(quarter damage)			1	nil			800i	-	-					

Military Rifles

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
39	Kalashnikov AK-9 (7mm Sov.)+	9	5	5	2-3-4	-	4	70 drum	4	9	40	6.50/1.10	550	1	8
40	Thumper (20mm)	9	SA	1	nil	-	3	10 box	1	-	5	1.10/.45	120	1	6
41	Enfield L22A1 (7mm binary)+	9	5	5	2-3-4	-	5	50 box	4	8	50	5.90/.50	1560	1	12
	(half damage)+			3	2-nil			200 drum	2	4	50	7.30/1.90			
	(high damage)+			6	2-3-4			50 box	5	10	50	5.90/.50			
42	MR-40 Gauss rifle (4mm)	10	2	7	1-2-3	-	5	100 drum	6	12	50	6.90/.40	2400	1	10
43	Long Tom (6mm)	10	SA	11	1-1-2	-	6	20 box	10	-	207	15.7/3.7	25.8k	1	11
44	Aratech 7/c (7mm/c)+	10	5	5	2-3-4	-	5	50 box	4	9	50	4.20/.60	1160	1	7
45	HBAR+		5	5	2-3-4	-	5	50 box	4	9	50	5.60/.60	1480	1	11
46	Sniper HBAR+		SA	5	2-3-4	-	5	10 box	3	-	100	5.15/.15	2960	1	11
47	HBAR/et+		5	6	2-3-4	-	5	200 hopper	0	4	50	8.60/2.65	3500	1	11
48	Aratech Exp-4 (5mm/c)	12	5	4	1-2-3	-	4	100 drum	4	9	40	2.05/.45	655	1	6
49	PolSci CAR-7 (3mm)(+6 skill)	12	2	7	1-2-3	-	4	500 drum	6	12	50	13.5/9.50	3900	1	5
50	(light duty) (+3 skill)		1	7	1-2-3	-	4	300 drum	6	12	50	9.70/5.70	3900		
51	(belt pack) (+3 skill)		2	7	1-2-3	-	4	500 drum	6	12	50	15.3/10.2	3900		
52	PolSci CAR-9 (3mm)(+6 skill)	13	3	7	1-2-3	-	4	500 drum	6	12	50	9.00/5.65	3900	1	4
53	Taxxon AWC (5mm)(+8 skill)	13	2	13	1-1-2	-	5	5i/external	-	-	72	12.0	29.0k	1	7
	(half damage)		5	7	1-1-2	-	5	20i/external	-	-	72				
54	(mounted version)		2	13	1-1-2	-	6	5i/external	-	-	120				
55	Tori Novafire II (7mm)(+6 skill)	13	5	7	nil	-	4	50 box	-	-	50	7.25/4.00	7000	1	3
56	(lightweight version)		5	7	nil	-	4	50 box	-	-	50	6.20/3.80	10.0k	0	2

Shotguns

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
57	Wristbreaker I (12ga flechette)	9	5	10x1	nil	-	5	10ix2	2	6	30	4.35	1450	1	5
	(slug)			3	2-2-nil				2	6	12				
58	Wristbreaker II (12ga flechette)	9	SA	10x1	nil	-	2	5ix2	3	-	14	2.80	1450	1	4
	(slug)			3	2-2-nil				3	-	12				
59	Eisensturm (16mm sl.)(+6 skill)+	12	3	3	2-2-nil	-	4	50 drum	2	4	30	6.60/3.65	655	1	6
	(flechette)			10x2	1-1-nil				2	4	30	4.45/1.50			
	(HEAT)			9	1-1-1				2	4	20	4.05/1.10			
	(4mm discarding sabot)			4	1-1-2				2	4	36	3.75/.85			
60	Deathwind (15mm fl.)(+8 skill)	13	3	10x2	1-1-nil	-	3	50 drum	2	4	30	5.75/2.45	3330	1	3
	(dual purpose flechette)			3/6x2	1-1-2/1-1-nil				2	4	30	5.45/2.15			
	(HEAT/HE)			8	1-1-1				2	4	30	4.55/1.25			

Machine Guns

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
61	Vehic. CIWS (7.62mm)(+10 skill)	9	10	5	2-3-4	-	6	400 belt	-	-	50	140./9.60	8970	1	16
62	Browning-Maskei (15mm)+	10	5	13	2-3-4	-	6	200 belt	-	-	65	81.5/63.7	4330	1	19
63	Lightsword (14mm)(+6 skill)	12	5	15	2-3-4	-	6	-	-	-	100	36.5	50.5k	1	11
64	Tori PDS (9.5mm)(skill 12)	13	1	9	2-2-3	-	4	-	-	-	70	29.8	34.7k	1	4
	(continuous beam)		10x2	1	nil			-	-	-	70				
65	Entiires M40B (4mm)	13	8	15	1-2-3	-	6	200 drum	-	-	100	14.4/1.30	34.8k	1	8
66	Devastator (5mm)	13	5	18	1-1-2	-	6	10i	-	-	145	68.4/35.9	295k	1	15
	(half damage)		5	14	1-1-2			40i	-	-	145				

Heavy Weapons

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng/IFR	Mass	Cost	Armor	Damage Boxes
67	TAGLAW (Agility 2)(1800M/turn)	9	1	26(C:5)	1	-	6	1i	-	-	1.6km	7.25	370	1	14
68	Cobra (Agility 2)(1900M/turn)	10	1	26(C:6)	1	-	6	1i	-	-	2.0km	7.25	430	1	11
69	Tronskaal (Agility 3)(2000M/turn)	12	1	27(C:6)	1	-	6	1i	-	-	2.4km	7.05	650	1	9
70	ZTech 8c (Agility 3)(2100M/turn)	13	1	27(C:7)	1	-	6	1i	-	-	2.4km	5.90	650	1	8
71	MAPAG (Agility 2)(2700M/turn)	9	1	C:9	-	2	6	1i	-	-	4.0km	19.4/16.1	2640	1	18
72	Loomp.-A (Agility 3)(2700M/turn)	10	1	C:9	-	2	6	1i	-	-	4.8km	19.2/16.1	3500	1	16
73	Vortex 2 (Agility 3)(2800M/turn)	12	1	C:9	-	2	6	1i	-	-	5.6km	18.2/16.1	5170	1	14
74	Teradyl-4 (Agility 4)(2800M/turn)	13	1	C:9	-	2	6	1i	-	-	6.4km	17.6/16.1	7000	1	11
75	Mk48 Particle cannon	13	SA	26	1-2-3	-	-	-	-	-	200	175.	1.45m	1	23

Other

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng/IFR	Mass	Cost	Armor	Damage Boxes
76	Grenade	10	1	C:3,B:13(2)	1	-	1	-	-	-	Throw	.35	10	1	2
77	Smart grenade (+2 skill)	10	1	C:3,B:13(2)	1	-	1	-	-	-	Throw	.45	30	1	2
78	APAM grenade (skill 4)	10	1	C:3, 10	1	-	1	-	-	-	5	.80	145	1	2
79	MR-40 Fragmentation	10	1	C:3,B:15(1)	nil	-	1	-	6	-	10/1.2km	.50	3	1	1
80	MR-40 Guided (+4 skill)	10	1	17(C:2)	1	-	1	-	6	-	10/680	.80	36	1	2
81	MR-40 HEAT	10	1	22(C:4)	1	-	1	-	6	-	8/1.2km	.50	6	1	1

Civilian Pistols

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
1	Pistole Clementi (15mm Roma)+	1	SA	1	nil	-	3	8 box	1	-	9	2.40/.55	260	1	11
2	Roberson Model 8 (8mm)	2	SAR	1	nil	15	2	5R	2	-	8	1.00	135	1	7
3	Thunderflash (12mm)	2	DAR	2	nil	18	4	6R	2	-	10	3.30	215	1	10
4	Traveller's Friend (8mm)	2	SS	1	nil	6	2	2i	2	-	6	1.40	95	1	7
5	Duelling pistol (8mm)	3	SS	2	nil	3	3	1i	3	-	14	1.00	300	1	8
6	Hammerjack (12mm)	3	SAR	2	nil	36	4	12R	2	-	10	3.60	225	1	8
7	Last Chance (10mm)	3	SS	2	nil	3	1	1i	3	-	6	.70	150	1	3
8	McGregor 310 (10mm)	3	SS	2	nil	12	2	4i	2	-	8	2.00	165	1	7
9	Oldtimer 9 (9mm)+	3	SA	1	nil	-	2	10 box	2	-	12	1.30/.15	280	1	7
10	Oldtimer 45 (.45ACP)	3	SA	1	nil	-	2	6 box	2	-	9	1.30/.15	260	1	7
11	Manchetti .44 (11mm)	4	DAR	2	nil	2	3	12R	2	-	12	2.70	230	1	9
12	Wyndham (8mm)+	4	DAR	1	nil	2	2	12R	1	-	12	1.55	195	1	6
13	Comp .45 (.45ACP)	5	SA	2	nil	-	2	7 box	3	-	17	1.30/.20	630	1	6
14	Widget (.22LR)	5	SS	1	nil	-	1	3i	2	-	5	.60	110	1	3
15	Witheriesta (9mm)	5	SA	2	nil	-	2	8 box	3	-	17	1.10/.10	1440	1	6
16	Flying Dustbin (100mm)	6	SS	1	nil	-	2	1i	1	-	6	1.75	30	1	5
	(improvised HE)			C:7					-						
17	Daisy Brassless (.22/c)	6	SA	1	nil	-	2	10 box	2	-	10	.40/.05	260	1	4
18	Northstar (5mm)	7	SS	2	nil	-	2	1i	-	-	12	1.60	790	1	3
19	H&K UORD (6mm dart)	8	SS	2	1-1-nil	-	1	6i	2	-	17	.80	4800	1	2

Machine Pistols & SMG's

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
20	Ingramus MX (15mm Gaius)	0	3	1	nil	-	3	20 box	1	1	6	3.50/.90	170	1	12
21	Ingramus *Longus* (15mm Gaius)+	0	3	1	nil	-	5	20 box	1	1	10	4.70/.90	180	1	20
22	Fire Lance (15mm)	1	SA	2	nil	30	5	10i	2	-	10	3.50	160	1	23
23	Calliope (6mm)	2	3	1	nil	60	4	20i	1	1	6	7.50	275	1	25
24	Volley pistol (6mm)	2	SS	1	nil	15	2	5i	-	2	8	1.50	335	1	7
25	Anuzi 9mm (9mm)	3	5	2	nil	-	5	32 box	1	3	14	4.75/.55	310	1	18
26	Blackthorn 12 (12mm)+	3	5	2	nil	-	4	20 box	2	4	10	4.70/1.60	295	1	13
27	Greaser (.45ACP)	3	6	1	nil	-	5	40 box	1	3	14	3.60/1.30	85	1	10
28	Plumber's Special (9mm)	3	8	2	nil	-	5	30 box	2	5	10	1.90/.45	80	1	16
29	Nordenfeldt (.44 Webley)+	4	2	1	nil	8	4	80i	1	1	12	4.15	210	1	12
30	Zoetrope (11mm)+	4	3	1	nil	-	4	30 drum	2	4	12	2.70/1.50	260	1	12
31	Whirligig (9mm)	5	5	2	nil	-	4	30 box	2	5	5	2.35/.45	60	1	13
32	Slivergun (5mm dart)	5	3	1	nil	-	5	50 box	1	3	16	1.30/.05	360	1	11
33	Black Widow (12ga)	6	1	1	nil	2	2	6i	-	-	5	3.00	400	1	5
34	Uzi II (5.56mm)°	6	6	3	1-1-2	-	3	50 box	3	6	12	3.05/.55	1090	1	8
35	Fairy Luck (2mm)	7	5	0	nil	-	1	50 box	1	4	5	.05/.00	265	0	2
36	Ingram M-12 (10mm)°	7	8	2	nil	-	2	30 box	2	4	12	1.85/.50	610	1	5

Civilian Rifles

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
37	Cro-Magnum 44 (44mm)	0	SAR	1	nil	12	5	3R	1	-	6	6.35	120	1	43
38	Hand cannon (20mm)	0	SS	3	2-2-nil	4	5	1i	3	-	6	3.90	140	2	26
39	Rifle Clementi (15mm Roma II)	1	SA	2	nil	-	5	12 box	1	-	14	5.05/.90	170	1	23
40	Sunspot Special (16mm)	1	SS	3	2-nil	4	5	1i	3	-	16	3.55	80	2	26
41	Flintlock carbine (10mm)	2	SAR	2	nil	15	5	5R	2	-	20	2.40	170	1	17
42	Ogrilon (16mm)	2	SS	4	2-2-3	8	5	2i	3	-	30	8.00	450	2	21
43	Springfield 10 (10mm)	2	DAR	2	nil	24	5	6R	2	-	30	4.00	125	1	25
44	Trade rifle (12mm)	2	SS	3	2-nil	4	5	1i	3	-	16	4.00	75	1	28
45	Armory 6-10 (7.62mm)	3	LA	3	2-nil	-	5	6i	3	-	50	5.45	285	1	26
46	Springfield 12 (12mm)+	3	SA	3	2-nil	2	5	20i	2	-	30	6.30	345	1	20
47	Rockshaker (18mm)+	4	LA	4	2-2-3	2	5	8i	3	-	30	9.85	480	1	18
48	Optikonic (5mm)	4	SA	0	nil	-	4	6i	-	-	25	1.85	300	0	7
49	Mauser '37 (6.5mm Mauser)°	5	B	4	1-2-3	-	5	5i	4	-	50	3.75	785	1	19
50	Mindhunter (5mm)	5	SS	2	nil	-	5	1i	-	-	50	7.05	490	1	11
	(half damage)		SA	1	nil			4i							
51	Paschem (25mm stake)	6	SS	3	2-2-nil	-	5	2i	2	-	43	5.15	270	1	13
	(HE/flash)														
52	Kanstav Zcadc (4mm)	6	B	4	1-2-3	2	5	20i	3	-	32	5.40	535	1	12
53	Weatherby Mk.X (.460 Mag.)°	7	SA	6	2-3-4	-	5	3i	5	-	60	5.25	5400	1	11
54	GyroRifle (20mm)	7	SA	3	2-nil	-	4	10 box	1	-	25	2.25/.60	305	1	9

Military Rifles

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
55	Militia Clementi (15mm Roma II)	1	3	2	nil	-	5	20 box	1	3	14	6.40/1.55	235	1	26
56	Volley rifle (10mm)	2	3	3	2-nil	40	5	10i	-	5	10	7.00	615	1	24
57	Daisy Gun (25mm)	5	B	2	nil	2	4	6i	2	-	6	2.40	105	1	11
58	Taser rifle (15mm)	6	SS	0	nil	-	3	2i	-	-	6	1.30	140	1	6
	(stun)			1											
59	M-17B2+ (5.56mm)	6	8	4	1-2-3	-	5	2 x 70 drum	3	9	40	8.55/2x.75	785	1	15
60	Uzi II+ (5.56mm)	7	6	4	1-2-3	-	5	50 box	3	7	40	4.60/.55	680	1	13
61	KIS-III (5mm)	7	SS	1	1-nil	-	4	100i	-	-	45	2.60/.50	5700	1	6
62	Predator+ (5.56mm)	7	4	4	1-2-3	2	6	1000 ext.	-	11	40	17.9/10.1	4940	1	9
63	!Hundu A (14mm)	7	3	7	2-3-4	-	6	100 drum	6	10	50	24.1/9.85	3080	1	18

Shotguns

	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
64	Guardsman (12ga)	2	SS	2	nil	8	4	2i	2	-	12	2.90	120	1	14
	(buckshot)			10x1	nil						8				
65	Dorcbuster (12ga)+	3	LA	2	nil	-	5	6i	2	-	12	3.20	160	1	16
	(buckshot)			10x1	nil						8				
66	Autoriot 10 (10ga)+	6	SA	3	2-nil	2	5	9i	2	-	25	7.00	330	1	20
	(buckshot)			10x1	nil						8				
	(tear gas)			1	nil						8				
	(baton round)			3	2-nil						8				
67	Firestarter (12ga)(fire)	6	SA	1	nil	-	4	10 box	2	-	8	3.95/.80	330	1	10
	(slug)+			3	2-nil						25				
	(buckshot)			10x1	nil						8				
68	Duplex 12 (12ga)	7	SA	3	2-nil	4	5	2 x 9i	2	-	25	6.10	320	1	18
	(buckshot)			10x1	nil						8				

Machine Guns

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
69	Puckle Cannon (30mm)	2	2	3	2-2-nil	2	8	30 drum	1	1	12	30.0/14.2	295	2	33
70	Maxim-Gatling '99 (7.9mm)+	4	10	5	2-3-4	2	8	500 ext.	2	5	80	76.3/19.9	1800	1	36
71	Gyroripper (20mm)	7	5	3	2-nil	2	6	200 ext.	1	1	50	24.8/21.2	565	1	12
	(HE)			C:2	1										
	(HEAT)			10(C:2)	1										

Heavy Weapons

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng/IFR	Mass	Cost	Armor	Damage Boxes
72	Hale Launcher (80mm)	4	SS	C:11	1	2	-	1i	-	-	62/5.7k	24.1/11.7	450	1	57
73	Relguik ertoq (7mm)	4	SS	7	2-2-3	-	8	-	-	-	240	24.0	4100	1	22
	(beam)			10x5	1	nil									
74	Panzerschreck 2 (+3 skill)	5	SS	29(C:14)	1	2	6	-	-	-	.6km	92.4/38.4	2560	2	22
75	Vengeance weapon 9 (20mm)	5	SA	13	2-3-4	12	-	2i	-	-	288	2530	25.1k	1	50
76	M97 Avenger (75mm)(AP)	6	6	18	1-2-3	-	-	500i	-	-	240	12.3t/10.2t	82.4k	3	50
	(HE)			C:10	1						160/38k	10.0t/7.9t			
77	MIRACL (9.5mm)(skill 16)	8	10x2	9	2-2-3	-	-	-	-	-	288	18.3t	218k	1	45
78	Tall Dish (5mm)(skill 14)	8	5	17	1-1-2	-	-	-	-	-	240	24.6t	23.3m	1	59
79	ADDIF (35mm)(HE) (Average)	8	SA	C:4	1	-	6	5 box	3	-	43/11k	8.85/2.15	4740	1	14
	(HEAT)			16(C:2)	1						43	8.85/2.15			
	(buckshot)			10x1	nil						8	8.60/1.90			

Other

#	Name	TL	ROF	Dam	Pen	Rld	Blk	Mag	— Recoil — SS	Brst	Rng	Mass	Cost	Armor	Damage Boxes
80	Stonefire (HE)	0	SS	C:5,B:3(2)	nil	-	1	1i	-	-	4	1.80	10	1	4
81	Martyr's Cross (HE)	1	SS	C:8,B:6(2)	nil	-	6	1i	-	-	-	5.50	10	1	13
82	Torquemada's Torch	1	SA	2(6 turns)	nil	-	4	10i	-	-	4	5.75	55	1	15
83	Beggar's Box (HE)	1	SS	C:5	1	-	1	1i	-	-	-	.80	5	1	4
84	Big Bertha (HEAT)	5	SS	24(C:7)	1	-	1	1i	-	-	4	2.70	15	1	3
	(HE)			C:10	1			2i			4				

Thrown Weapons

#	Name	Swing	Hit Mod.	Thrust	Hit Mod	Range	Hands	Mass	Cost	Armor	Damage Boxes
1	Shuriken	-	-	1d6-1	-	5	1	.15	15	1	1
2	Throwing knife	-	-	1d6	-	4	1	.20	5	1	1
3	Throwing ax	-	-	1d6+1	-	5	1	1.20	80	3	6
4	War dart	-	-	1d6	-	5	1	.40	35	1	2
5	Recreational dart	-	-	1d6-3	-	5	1	.10	5	1	1
6	Bola I	-	-	1d6-1	-	5	1	.50	15	1	7
7	Bola II	-	-	1d6	-	5	1	1.00	50	1	9
8	Spear	-	-	1d6+1	-	5	1	2.00	65	1	10
9	War boomerang	-	-	1d6	-	5	1	.40	50	1	4

Axes & Polearms

#	Name	Swing	Hit Mod.	Thrust	Hit Mod	Range	Hands	Mass	Cost	Armor	Damage Boxes
10	Lumber ax	2+STR	-2	-	-	L	2	2.10	30	1	11
11	Hatchet	1+½STR	-1	-	-	S	1	.70	10	1	4
12	Battle ax	2+STR	-1	-	-	L	2	2.00	255	2	11
13	Mattock	3+STR	-3	-	-	L	2	4.00	50	2	20
14	Halberd	3+STR	-3	2+½STR	-1	L	2	3.00	440	1	13
15	Trident	-	-	1+½STR	-1	L	2	2.40	80	1	12
16	Pike	-	-	3+½STR	-1	L	2	3.50	575	1	10
17	Spear	-	-	2+½STR	-1	L	2	2.00	255	1	7

Knives

#	Name	Swing	Hit Mod.	Thrust	Hit Mod	Range	Hands	Mass	Cost	Armor	Damage Boxes
18	Penknife	0	+1	0	+1	S	1	.10	5	1	1
19	Hunting knife	1	+2	1	+2	S	1	.25	35	1	1
20	Bowie knife	1	+2	1	+2	S	1	.40	65	1	5
21	Main-gauche	1	+1	1	+1	L	1	.50	80	1	3
22	Kukri	2+½STR	+1	1	+1	L	1	.60	120	1	4
23	Katar	-	-	1	+1	L	1	.40	65	1	2

Swords & Fencing Weapoms

#	Name	Swing	Hit Mod.	Thrust	Hit Mod	Range	Hands	Mass	Cost	Armor	Damage Boxes
24	Machete	1	+0	-	-	L	1	.40	20	1	2
25	Saber	2	+0	2	+0	L	1	1.40	170	1	7
26	Short sword	2	+1	2	+1	L	1	1.10	145	1	6
27	Longsword	2	+0	2	+0	L	1	1.30	170	1	7
28	Broadsword	2	+0	2	+0	L	1	1.60	195	1	8
29	Katana	2	+1	2	+1	L	1	1.30	1760	1	7
30	Bastard sword	2+STR	+0	2+½STR	+0	L	2	2.10	300	2	11
31	Greatsword	3+STR	-1	2+½STR	-1	L	2	3.60	450	2	14
32	Scimitar	2	+0	2	+0	L	1	1.60	195	1	8
33	Tulwar	2	+0	2	+0	L	1	1.40	170	1	7
34	Rapier	-	-	2	+0	L	1	.70	120	1	4
35	Epee	-	-	1	+0	L	1	.50	80	1	3

Clubs & Hammers

#	Name	Swing	Hit Mod.	Thrust	Hit Mod	Range	Hands	Mass	Cost	Armor	Damage Boxes
36	Club	2+½STR	-2	-	-	L	1	1.40	50	1	6
37	Billy club/Truncheon	1	+1	-	-	L	1	.30	65	1	1
38	Sledgehammer	3+STR	-4	-	-	L	2	5.00	75	2	25
39	Mace	2+½STR	-1	-	-	L	1	1.60	195	2	12
40	Spiked mace	2+½STR	-1	-	-	L	1	1.70	225	2	13
41	War hammer	2+½STR	-1	-	-	L	1	1.00	145	1	9
42	Large war hammer	2+½STR	-2	-	-	L	1	1.70	225	2	10
43	Rock hammer	2+½STR	+0	-	-	S	1	.85	25	2	8
44	Military pick	2+½STR	-1	-	-	L	1	1.30	225	1	7

Staves

#	Name	Swing	Hit Mod.	Thrust	Hit Mod	Range	Hands	Mass	Cost	Armor	Damage Boxes
45	Quarterstaff	2	-1	2+½STR	-1	L	2	1.40	255	1	5
46	Crude quarterstaff	2	-2	2+½STR	-2	L	2	1.60	30	0	6
47	Bo stick	2	-1	2+½STR	-1	L	2	1.30	290	1	4

Martial Arts Weapons

#	Name	Swing	Hit Mod.	Thrust	Hit Mod	Range	Hands	Mass	Cost	Armor	Damage Boxes
48	Nunchaku	1	-2	-	-	L	1	.80	15	1	3
49	Tonfa	2+½STR	-1	-	-	L	1	1.00	35	1	5
50	Sai	-	-	1	+1	L	1	.80	65	1	4
51	Kyoketsu (bladed rope)	1	-3	1	-2	L	1	1.20	35	1	6

Flexible Weapons

#	Name	Swing	Hit Mod.	Thrust	Hit Mod	Range	Hands	Mass	Cost	Armor	Damage Boxes
52	Leather whip	1	-2	-	-	L	1	1.20	35	0	4
53	Cable whip	1	-2	-	-	L	1	1.80	40	1	8
54	Cat o'nine tails	0	-1	-	-	L	1	.60	35	0	3
55	Chain	1	-2	-	-	L	1	2.50	20	1	13
56	Morning star	2+½STR	-1	-	-	L	1	2.00	120	2	12
57	Flail	2+STR	-3	-	-	L	2	2.90	250	1	13
58	Ball and chain	1+½STR	-2	-	-	L	1	2.00	30	1	12

Improvised Weapons

#	Name	Swing	Hit Mod.	Thrust	Hit Mod	Range	Hands	Mass	Cost	Armor	Damage Boxes
59	Chair, light	1+STR	-4	-	-	L	2	2.00	20	1	10
60	Chair, medium	2+STR	-4	-	-	L	2	4.00	30	1	20
61	Chair, heavy	2+STR	-5	-	-	L	2	6.00	40	1	30
62	Table, light	2+STR	-4	-	-	L	2	3.00	25	1	15
63	Table, medium	2+STR	-5	-	-	L	2	10.0	55	1	50
64	Table, heavy	3+STR	-5	-	-	L	2	25.0	110	2	125
65	Pool cue	1	-2	-	-	L	1	.50	15	0	2
66	Billiard ball (thrown)	-	-	0	-	4	1	.20	5	1	1
67	Large wrench	2+STR	-3	-	-	L	2	5.00	30	2	25
68	Crowbar	1+STR	-3	-	-	L	2	2.60	20	1	13
69	Lead pipe	2+STR	-3	-	-	L	2	2.00	10	1	8
70	Rock, light (thrown)	-	-	0	-	4	1	.20	0	1	1
71	Rock, medium (thrown)	-	-	1	-	4	1	.50	0	1	3
72	Rock, heavy (thrown)	-	-	1	-	4	1	2.00	0	1	10
73	Beer stein	1	+1	-	-	S	1	.40	10	0	2
74	Dinner plate (thrown)	-	-	1	-	4	1	.30	5	0	2
75	Bottle, intact	0	+0	-	-	S	1	.30	0	0	2
76	Bottle, broken	0	+0	0	+0	S	1	.20	0	0	1
77	Belt buckle and belt	1+½STR	-2	-	-	L	1	.30	10	0	2
78	Rifle butt	1+STR	-3	1+½STR	-1	L	2	-	-	-	-
79	Pistol butt	0	+0	-	-	S	1	-	-	-	-
80	Sap glove	+1	+0	-	-	S	1	.30	30	0	2
81	Brass knuckles	+1	+0	-	-	S	1	.30	20	1	1
82	Punch	Rating	-	-	-	S	-	-	-	-	-
83	Kick	Rating x 1.5(n)	-	-	-	S	-	-	-	-	-

Cyberpunk®

Basics

Cyberpunk 2020 is set in a near-future cyberpunk world, where violence is commonplace, and everyone who is anyone carries firepower. Where the term "hostile corporate takeover", and "bloodbath in the market" have entirely different meanings than they do today. Characters in this world need every edge they can get, and GM's need to keep the players on their toes with new and deadly gadgets.

This conversion should have all the information you need to convert any **3G³** or real-world weapon into **Cyberpunk 2020** terms.

Note that most real-world weapons are woefully under-powered for the **Cyberpunk** future, as modern technology has not anticipated that armor-plated cyborgs will be walking the streets within the next 30 years. However, for those GM's who want to use the game and combat system for other genres, the weapon list in **More Guns!** should fit the bill perfectly. As another option, you can simply upgrade everything. Adding 1d6 to all damages tends to increase them to a more useful level for this ultra-violent game universe.

Tech Level

Cyberpunk 2020 is solidly in TL12, in **3G³** terms. Most 20th century weapons listed are TL11, although many designs from 1990 on may qualify as TL12, like the H&K G-11 and variants, or the Olin/H&K CAWS project. The cutting edge of new technology might have some TL13+ parts, but items like this are the sole property of the GM. Players won't get hold of it unless they steal it. Silent, long range lasers and other deadly toys are best left in the responsible hands of the megacorporations...

Name

This is the common name of the weapon.

Type

Based on the **Cyberpunk 2020** classifications, with a few additions.

Abbreviation	Weapon
P	Pistol
RIF	Rifle
SHT	Shotgun
SMG1	Machine pistol (one-handed SMG)
SMG2	Submachinegun (two-handed SMG)
HVY	Heavy weapons
MEL	Melee

Weapon Accuracy

Inherent Accuracy of a **3G³** weapon translates into the **Cyberpunk 2020** WA (weapon accuracy) stat. The closest match is obtained by converting directly from IA to WA, and subtracting 1 if the weapon has an aiming RC of 2, and subtracting 2 if it has an aiming RC of 1. So, an IA of +2 becomes a WA of +2 for an RC3 rifle, but a +1 for an RC2 pistol, and +0 for an RC1 pistol. Inaccurate weapons with low RC's can have a negative WA.

Concealability

A VS, S or VS/2 **3G³** weapon is easily concealable in a pocket, pants leg or sleeve (P), although the S and VS/2 weapons are pushing it for the sleeve mount. An S/2 or S/3 weapon will fit in a jacket or shoulder holster (J). An S/4 or S/5 weapon can be hidden under a long coat (L) in casual situations, although sitting, running and close contact are definitely out. Anything larger is not concealable (N). Note the advantages and disadvantages of folding stocks. They are smaller when folded (by 2 locations), but take time to unfold (1 action), and if you don't, you are counted as using a shoulder-fired arm from the hip (-2). You also can't use a telescopic sight very well if the stock is folded.

Availability

This is always a GM call, but for this supplement, civilian 20th century weapons are usually Common (C). Light military weapons are also Common. Antique, specialized, or extremely deadly devices are Poor (P), or Rare (R), depending on a number of subjective factors like period of manufacture, quantity made and country of origin.

Damage

This is the damage of the weapon in **Cyberpunk 2020**, followed by the caliber of the weapon. Damage in 1st edition **Cyberpunk** was a linear function of projectile energy. While this was largely ok for hand weapons, larger weapons became obscene in their destruction. In the 1st ed. conversion (unpublished), a .50 cal machinegun did 38d6+6 damage. For newer edition **Cyberpunk 2020**, the DV's of weapons follow a more compressed curve. Plotting out the "20th century" weapons listed, and comparing them to **3G³** counterparts, the best conversion equation is:

Average **Cyberpunk 2020** damage = $(19 \times \log_{DV}) - 16.5(n)$

That is, you enter the **3G³** DV on your calculator, hit the "log" key, multiply the result by 19, and then subtract 16.5. The result is the average damage the weapon does in **Cyberpunk 2020**. This rounds to the nearest dice type, which may be a full die, half die (for small damages) or a pip added to a full die type.

Example - A DV of 30 converts to an average damage of 11.57. The average for 3d6+1 is 11.5, so the damage rounds to that amount. To make things easier on you, the table to the right has all the conversions you'll ever need.

In a perfect world, there would be no problems with this scale, but in reality, some of the converted numbers don't match too well in comparison with **Cyberpunk 2020**. The .44 Magnum is a powerful pistol cartridge, but it does not match the modern 5.56mm in penetrating power, so either one has to be lowered, the other raised, or both. Next, the .45ACP has a higher damage than the 9mm. There are many arguments on the merits of the venerable .45ACP vs. the 9mm, but **3G³** works on penetrating power, and modern body armors that are rated to stop all .45ACP bullets (Level IIA protection) will not stop all 9mm's (which require Level II protection), so the .45ACP needs to be dropped a notch or the 9mm increased a bit. Last, the 21st century 7.62mm NATO round is probably too powerful at its current level, being the equivalent of a modern .50 caliber machinegun.

Modifications to the scale that take these into account would make it look as follows. A few non-standard pistol calibers have been added to take up slack between 6mm and 9mm rounds. All rounds are TL12 unless otherwise specified.

Cyberpunk 2020	Average	3G³ DV	Equivalent wpn.
½d6	2	9	
1d6-1	2.5	10	
½d6+1	3	11	
1d6	3.5	11	5mm autopistol
½d6+2	4	12	6mm autopistol
1d6+1	4.5	13	
1d6+2	5.5	14	.38 Special[1]
2d6-1	6	15-16	7mm autopistol[2], 00 buckshot[1]
2d6	7	17-18	8mm autopistol[2]
2d6+1	8	19-20	.45 ACP[1], 00 buckshot
2d6+2	9	21-23	9mm autopistol[1]
2d6+3	10	24-25	10mm autopistol
3d6	10.5	26-28	11mm autopistol
3d6+1	11.5	29-31	.44 Magnum[1], 12ga slug[1]
3d6+2	12.5	32-35	12mm autopistol
3d6+3	13.5	36-39	12ga slug
4d6	14	40-42	
4d6+1	15	43-48	
4d6+2	16	49-54	5.56mm rifle[1]
4d6+3	17	55-69	7.62mm rifle[1]
5d6	17.5	60-65	5.56mm rifle
5d6+1	18.5	66-73	7.62mm rifle
5d6+2	19.5	74-83	
5d6+3	20.5	84-91	
6d6	21	92-99	
6d6+1	22	100-112	.50 cal machine gun[1]
6d6+2	23	113-127	.50 cal machine gun
6d6+3	24	128-139	
7d6	24.5	140-152	
7d6+1	25.5	153-172	20mm cannon[1]
7d6+2	26.5	173-194	20mm cannon
7d6+3	27.5	195-213	
8d6	28	214-233	
9d6	31.5	326-356	
10d6	35	484-545	Miltech RPG-A
11d6	38.5	739-832	Scorpion 16 Miss.
12d6	41	1000-1127	

[1]20th century round [2]Non-standard **Cyberpunk 2020** round

For upgrading weapons across a TL range, or using +P ammunition in a **Cyberpunk 2020** weapon, the table below should help immensely. Just find the die type the weapon is at one TL, and then move up or down as many rows as needed. This will also help figure damage for 21st century versions of 20th century weapons.

Armor layering

Note that SP protection for layered armor is now roughly the same as the scale used in **3G³**. Doubling a thickness of armor in **3G³** doubles the AV, but when converted to **Cyberpunk 2020** terms, double the AV is only a 5-6SP increase.

Example - **3G³** DV40 is 4d6 of **Cyberpunk 2020** damage, with average damage of 14 points, while a DV80 is 5d6+2, with average damage of 19.5 points, or 5.5 points difference. An armor that stops a DV of 80 (5d6+2) is twice as thick as an armor that stops of DV of 40 (4d6). Adding a pair of SP14 armors together (which individually stop around 4d6) would only get you an SP of 19 (which stops around 5d6+2).

Explosives (optional)

Cyberpunk 2020 explosives are tougher to handle, since the damage scale is logarithmic. Ten times the explosive power (**3G³** Damage Value) only gets you double the **Cyberpunk 2020** dice.

For most high explosives, assume they have a base blast radius of 3 meters, and lose 1 die off the blast for each multiple of the this radius. Base blast damage is as converted directly from **3G³** and needs no adjustments.

Explosives	.1kg	.5kg	1kg	2kg	5kg	10kg
TL8 (Dynamite)	4d6+2	6d6+2	7d6+1	8d6	9d6+1	10d6
TL10 (TNT)	4d6+3	6d6+3	7d6+2	8d6+1	9d6+2	10d6+1
TL11 (Plastique)	5d6	6d6+3	7d6+2	8d6+2	9d6+2	10d6+1
TL13 (C6)	5d6+1	7d6	7d6+3	9d6-1	9d6+3	10d6+2

For **3G³** conversions, blast DV converts just like any other type of DV. For easy reference, the **Cyberpunk 2020** blast damage goes up by roughly 1d6 each time you multiply the quantity by 2.5.

3G³ TL	Cyberpunk 2020 Damage															
8	½d6	1d6-1	½d6+1	1d6	½d6+2	1d6+1	1d6+2	2d6-1	2d6	2d6+1	2d6+2	2d6+3	3d6	3d6+1	3d6+2	3d6+3
9	1d6-1	1d6	½d6+2	½d6+2	1d6+1	1d6+2	2d6-1	2d6-1	2d6	2d6+2	2d6+3	3d6	3d6	3d6+2	3d6+3	4d6
10	½d6+1	½d6+2	½d6+2	1d6+1	1d6+2	2d6-1	2d6-1	2d6	2d6+1	2d6+2	3d6	3d6+1	3d6+1	3d6+2	4d6	4d6+1
11	1d6	1d6+1	1d6+1	1d6+2	2d6-1	2d6-1	2d6	2d6+1	2d6+2	2d6+3	3d6	3d6+1	3d6+2	3d6+3	4d6+1	4d6+1
12	½d6+2	1d6+1	1d6+2	2d6-1	2d6-1	2d6	2d6+1	2d6+1	2d6+2	2d6+3	3d6+1	3d6+2	3d6+2	4d6	4d6+1	4d6+2

3G³ TL	Cyberpunk 2020 Damage															
8	4d6	4d6+1	4d6+2	4d6+3	5d6	5d6+1	5d6+2	5d6+3	6d6	6d6+1	6d6+2	6d6+3	7d6	7d6+1	7d6+2	7d6+3
9	4d6+1	4d6+2	4d6+3	5d6	5d6+1	5d6+2	5d6+3	6d6	6d6+1	6d6+2	6d6+3	7d6	7d6+1	7d6+2	7d6+3	8d6
10	4d6+1	4d6+2	5d6	5d6+1	5d6+1	5d6+2	6d6	6d6+1	6d6+1	6d6+2	7d6	7d6+1	7d6+1	7d6+2	7d6+3	8d6+1
11	4d6+2	4d6+3	5d6	5d6+1	5d6+2	5d6+3	6d6	6d6+1	6d6+2	6d6+3	7d6	7d6+1	7d6+2	7d6+3	8d6	8d6+1
12	4d6+2	5d6	5d6+1	5d6+2	5d6+3	6d6	6d6+1	6d6+2	6d6+2	7d6	7d6+1	7d6+2	7d6+2	8d6	8d6+1	8d6+2

#Shots

This is the normal ammunition load of the weaponm and for clip-fed weapons is usually followed by a +1 to show that an extra round can be held in the chamber.

Rate of fire

The ROF of a **Cyberpunk 2020** weapon is based on the guidelines in the rules and the type of weapon. **Cyberpunk 2020** is based on 3 second turns, while **3G³** rate of fire is on 1 second increments. Normally, you would assume a simple tripling, but **Cyberpunk 2020** takes into account the fact that you are moving and being shot at while you are trying to use a weapon, and this tends to slow things down. In situations where you have no opposition and can simply let loose, triple the **3G³** rate of fire. Otherwise:

Weapon	Shots per turn
Semi-auto	3
Revolver (any type)	1
Bolt action, lever action, pump action	1
Autoburst	3 bursts of 3 or 2 bursts of 5
Autofire	2 seconds at **3G³** rate

Example - A machine pistol which can fire 10 shots per second would have an ROF of 20 when fired full-auto, and an ROF of 3 if fired semi-auto.

Reliability

Weapons in category I or II are "Very Reliable". Weapons in category III and IV are "Standard" and anything in category V and VI are "Unreliable". Keep track of the exact range it is in, as poor handling may move a weapon down a notch or two of reliability.

Note - Many 20th century weapons are more reliable than their 21st century counterparts using this scheme, odd when you consider that people depend on them more to save their lives. Note that many people will be using high-powered ammunition to get the most from their weapons, and this will tend to drop the reliability by a level (a class I weapon will go to class III if using +P+ ammunition, for instance, or a TL10 weapon using TL12 ammo).

Range

The **Cyberpunk 2020** Range stat is the "full range" of the weapon, where the "to hit" number is 25. For aiming RC, this converts as follows:

Aiming RC	Cyberpunk 2020 Range
1	25m
2	50m
3	100m
4	200m
5	400m
6	800m
7	1600m
8	3200m

Adjustments	Amount
Each point of IA over/under base	+25%/-25%

All ranges round to the nearest 5 meters. These don't exactly match the **Cyberpunk 2020** ranges. For instance, even the cheap "polymer one-shots" have a Range of 50m in **Cyberpunk 2020**, just as good as heavy pistols like the Armalite 44. This new scale spreads things out a little more. Remember that only vehicle weapons have an aiming RC of 5+. This range is a "direct fire" range. Weapons with indirect fire capability go much further (usually up to 10 times as far). This requires aiming at a spot rather than a moving target, and the attack will take at least a turn to get there.

For damage RC, this is not covered in **Cyberpunk 2020**. As an optional rule, find the "Range" on the above table for the damage RC. Subtract 2 points from the rolled damage at this range and each multiple of it.

Example - A 5.56mm round has a Damage RC of 3, so it loses 2 points of damage every 100 meters.

Cost

This is just the **3G³** cost of the weapon, and can be measured in any currency desired, or multiplied by a fixed amount to fit your campaign.

Mass

This is the loaded mass of the weapon in kilograms, followed by the mass of any clip or detachable ammunition supply.

Initiative (optional)

The **3G³** Initiative of your weapon can optionally be added to your REF stat for determining turn order, unless you are on the good side of an ambush situation. People with unwieldy weapons tend to act and react slower, unless they already have their weapon aimed and finger on the trigger.

SP (optional)

Cyberpunk 2020 does not have stats for breaking things like weapons. Multiply the AV of the weapon by 2, pretend it is a DV, and see what the "average damage" for it is. This number (rounding up) is the SP of the weapon. So, a weapon with an AV of 11 would have an SP rating of 9.

Body (optional)

The BP of a weapon converts directly into an "average damage" (don't multiply by 2), so a weapon with 11BP would have 4 Body. Weapons will always have at least 2 Body. Each time the weapon takes internal damage (its SP is exceeded), the weapon has to make a "Death Save" vs. the amount of Body it has left.

Example - A weapon with 4 Body that took 1 point of internal damage would have to roll a 3 or less to remain functional. Failure means the poor thing gives up the ghost after throwing itself in front of a bullet to save you. Any damage that exceeds the SP and Body of the weapon continues on its merry way, striking the character with anything that remains.

Shotguns (optional)

Cyberpunk 2020 shotguns can only be loaded with 00 Buckshot, which does 4d6 damage. If using the revised damage (2d6+1 for 21st century models), assume you get one hit on the target for each point you make your roll by, and adjacent targets in the pattern subtract 1 "hit" for each meter of lateral distance from the primary target. Shotguns using slugs are treated like any other rifle, and may have an increased Range stat for damage purposes.

Example - Shooting a target at Long range, you make the roll by 2, so the thug gets peppered with 3 hits, one for making the roll, plus two more for making it by 2. A target 2 meters to the side, but in Medium range, will take a single hit, since he is still in the pattern, and the side-to-side distance subtracts 2 hits from the total.

Guided weapons (optional)

Smart weapons and add-ons like laser sights will add to your chance to hit when used properly. The bonus is equal to 1/4 the **3G³** bonus to hit, rounding fractions down. So, a +4 sensor array attached to your weapon is a +1 to hit. Bonuses do combine if multiple types apply, so a +4 scanner which provides target acquisition for a +4 homing round gives a total of +2 to hit, and a +2 scanner and a +2 round would give a +1, although separately, they would have no effect. All electronics is TL12 in **Cyberpunk 2020**, although experimental TL13+ items might be possible to obtain.

Self-guided weapons have a skill of their bonus, and use any combat modifiers that would normally apply to the shot.

Special ammo (optional)

Armor-piercing ammo uses the normal **Cyberpunk 2020** rules. Armor SP is halved before applying damage, and the damage done to the person after armor penetration is also halved. HEAT rounds or other shaped charges do not halve damage done after armor penetration.

Exploding, hollow-point or increased tissue disruption rounds use the normal converted DV, but subtract 1 point from the total for each die before comparing to armor SP. Any damage that gets through armor is increased by 2 points per die in the attack, with a maximum increase of double the amount that originally penetrated.

Example - A DV68 round has a **Cyberpunk 2020** damage of 5d6+1. If armor-piercing, the damage stays at 5d6+1, but armor SP is halved before you apply it, and only half of what gets through affects the character. If it were a hollow-point round, the damage would be 5d6-4, but you could add up to 10 to any damage that got through (2 points per die). Against unarmored targets, hollow-point rounds generally do 1 extra point of damage per die in the attack.

Other types of special ammunition may increase the Range stat of the weapon, or increase the DV by using discarding sabots, shaped charges, etc. Shaped charge rounds can be extremely nasty, but at TL12 cannot be made reliable at a size of less than 13.5mm.

More Guns! assumes the DV is based on the type of ammunition in the weapon description. HEAT rounds are automatically considered armor-piercing.

Grenades (optional)

Grenades do 7d6 damage in **Cyberpunk 2020**, which is serious "ouch!" territory. It is actually more appropriate in **3G³** to assign each fragment a base DV, which gets converted to **Cyberpunk 2020** d6 of damage, probably somewhere between 1d6+2 and 2d6 per fragment. The number of fragments is as listed in **3G³** for minimum range, and is quartered every time you double the range. Rather than rolling for hundreds of hits, simply add 1d6 of damage for 2 hits, and each time you double it (round nearest), with a maximum of +6d6.

Granted, figuring this may be too cumbersome for a fast-moving firefight. So, the stats for a fragmentation weapon will simply give you the bonus dice for that weapon at a range of 2m, and drop it by 2d6 each time you double the range (round up). Optionally, add 2d6 if the grenade lands right next to a character (ouch!).

Fragments	2 meters	3-4 meters	5-8 meters	9-16 meters
1-149	+0d6	-2d6	-4d6	-6d6
150-299	+1d6	-1d6	-3d6	-5d6
300-599	+2d6	+0d6	-2d6	-4d6
600-1199	+3d6	+1d6	-1d6	-3d6
1200-2399	+4d6	+2d6	+0d6	-2d6
2400-4799	+5d6	+3d6	+1d6	-1d6
4800+	+6d6	+4d6	+2d6	+0d6

Example - You've got a grenade with a frag rating of 2d6(+5). So, at 2m, you do 7d6. At 3-4m, you do 5d6, at 5-8m you do 3d6, at 9-16m you do 1d6, and nothing after that.

The damage the character takes should be based on their average armor, with actual location of the impairment leaning towards the areas with the least protection.

Lasers

Laser tech in **Cyberpunk 2020** is crude. In **3G³** terms, they do not have high-energy superconductors. The only pulsed power storage available is TL12 capacitor banks, which make lasers barely practical. **Cyberpunk 2020** does not provide for portable batteries to recharge these, but there is no reason why they couldn't be included. Note that in **Cyberpunk 2020**, all lasers have adjustable power levels, since you can vary the number of dice used, and any laser built in **3G³** must be able to handle the maximum DV you intend to use. That is, if you make a 5d6 laser, you can't dump 10d6 worth of energy into it and expect to have anything but a cloud of toxic smoke when you are done. Whether or not the laser will actually fire is up to the GM. Another point is that energy out is not a linear function of energy in. Each laser "clip" will have a given number of energy units, or EU, which are in convenient 500J increments. For a 5mm laser, the damage progression would look like this:

EU burned	3G³ DV	Cyberpunk 2020 damage
1	16	2d6
2	22	2d6+2
3	27	3d6
4	32	3d6+1
5	36	3d6+3
6	39	4d6
8	45	4d6+1
11	52	4d6+2
14	59	4d6+3
17	65	5d6
20	71	5d6+1

As you can see, a laser can be good for a number of low damage shots, but when you really need to pack a punch, expect to drain your clip almost instantly. The only real use for lasers in **Cyberpunk 2020** is that they are silent, and untraceable. At GM option, TL13 superconductors are available, but probably only as parts of experimental weapons, and never as a commercial product.

Electrothermal enhancement

This is available as an option in both **3G³** and **Cyberpunk 2020** designs. The **Cyberpunk 2020** rules allow a greater damage bonus. In **3G³**, the maximum energy increase available is about 21%, which translates into a 10% gain in DV, or about 1 extra pip of damage, regardless of the initial energy of the weapon.

Railguns

Railguns in **Cyberpunk 2020** are just out of the experimental stage as hand weapons, and are available as vehicle weapons, using either TL12 or early TL13 technology.

Particle beams

These simply do not exist in the **Cyberpunk 2020** universe. If you want, you can substitute the design rules for making your own maser weapons, although the efficiency of converting DV to d6 burn damage is up to you. The only example in the rules is flashlight-sized, and does 1d6, which compares to a normal DV-to-damage conversion, as per the previous table. The inherent innefficiency and power-guzzling nature of these weapons should keep them from getting out of hand at TL12. Assume that shielding against masers works on any hit that does not penetrate the armor of the shielded part.

Melee weapons

Melee weapons are not a big part of the **Cyberpunk 2020** universe, but can be converted.

Type

All melee weapons use Melee skill (MEL), unless you have customized skills for each weapon type.

Accuracy

Melee weapons use their IA-1 as their Weapon Accuracy (WA) stat.

Concealability

As for ranged weapons.

Availability

Common(C) for street weapons, Poor(P) for archaic melee weapons.

Damage

Convert as for ranged weapons, but add 5 to the DV first. Use the best damage type (cut, thrust, etc.) the weapon can do.

Reliability

Melee weapons are always Very Reliable (VR).

Range

For thrown weapons, their normal throw range. For melee weapons, their length in meters, rounding up.

Cost, Mass, Initiative, SP, Body

As for ranged weapons. Average any multiple initiative types, and round towards a better initiative.

Archaic Pistols

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
1	Hand cannon	P	-2	L	R	1d6+2(12mm)	1	1	ST	20	70	2.10	+1	10	6
2	Hand cannon	P	-2	L	R	½d6+2(10mm)	3	1	ST	20	115	4.00	+0	10	6
3	Cascade pistol	P	-2	J	R	½d6+2(12mm)	5	1	ST	20	260	1.25	+2	9	2
4	Cavalry pistol	P	-1	J	R	2d6-1(12mm)	1	1	VR	40	75	1.50	+1	10	3
5	Double pistol	P	-2	J	R	½d6+2(14mm)	2	2	VR	20	90	1.75	+1	9	2
6	Flintlock revolver	P	-1	J	R	1d6+1(10mm)	5	1	ST	40	65	1.80	+1	10	3
7	Personal pistol	P	-2	J	R	1d6+2(12mm)	1	1	VR	20	70	1.00	+2	10	2
8	British Pattern 1856	P	+0	J	R	2d6(14.5mm)	1	1	VR	50	160	1.10	+2	9	2
9	Colt 1861	P	+0	J	R	1d6+2(9mm)	6	1	VR	50	140	1.20	+2	9	2
10	Colt Dragoon	P	+0	J	R	2d6+1(11mm)	6	1	VR	50	190	2.10	+1	10	2
11	Derringer	P	-2	P	R	1d6-1(11mm)	1	1	VR	20	60	.35	+4	8	2
12	Duelling pistol	P	+1	J	R	2d6(12mm)	1	1	VR	65	315	1.25	+2	9	2
13	Gambler's Ace	P	-2	P	R	1d6+1(14mm)	1	1	VR	20	65	.50	+4	9	2
14	LeMat	P	+0	J	R	2d6(.42 perc.)	9	1	VR	50	395	1.70	+1	9	2
	(20ga slug)		+0			2d6+2(20ga slug)	1	1							
	(buckshot)					1d6(buckshot)									
15	Pauly 1812	P	+0	P	R	1d6+2(10.5mm)	1	1	VR	50	140	.70	+2	8	2
16	Pepperbox	P	-2	P	R	1d6-1(8mm)	6	1	VR	20	120	.50	+4	7	2

Archaic Rifles

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
17	Matchlock musket	RIF	+0	N	R	3d6(16mm)	1	1	VR	50	120	6.05	-2	12	12
18	Double wheellock	RIF	+0	N	R	2d6+2(16mm)	2	2	VR	50	430	8.00	-2	12	10
19	Wheellock carbine	RIF	+0	N	R	2d6+2(14mm)	1	1	VR	50	100	3.90	-1	12	9
20	Cascade musket	RIF	+0	N	R	2d6+2(14mm)	11	10	ST	50	215	5.45	-1	10	9
21	Brown Bess	RIF	+0	N	R	2d6+1(19mm)	1	1	VR	50	90	4.70	-2	8	13
22	French 1777	RIF	+0	N	R	2d6+2(17.5mm)	1	1	VR	50	100	4.80	-2	10	14
23	Kentucky Rifle	RIF	+2	N	R	3d6+1(12mm)	1	1	VR	100	140	4.10	-1	12	12
24	Colt Model 1855	RIF	+2	N	R	3d6+2(14mm)	5	1	VR	100	165	3.70	-1	10	9
25	Hall Carbine	RIF	+1	N	R	3d6+2(12mm)	1	1	VR	75	85	3.60	-1	12	8
26	Henry Rifle	RIF	+2	N	R	2d6+3(11mm)	15	1	VR	100	160	4.70	-2	8	9
27	Windbüchse	RIF	+0	N	R	2d6-1(13mm)	20	1	VR	50	100	4.25	-1	9	10
28	Whitworth Rifle	RIF	+3	N	R	4d6(11.5mm)	1	1	VR	125	420	5.65	-2	11	10
29	Spencer Carbine	RIF	+2	N	R	3d6(13mm)	8	1	VR	100	190	4.20	-1	10	9

Archaic shotguns

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
30	Arquebus	SHT	-1	N	R	2d6+1(17mm)	1	1	VR	40	45	7.30	-2	12	10
	(buckshot)					1 pip(buckshot)				40					
31	Arquebus	SHT	+0	N	R	2d6(15mm)	10	1	VR	50	80	13.2	-3	11	10
	(buckshot)					1 pip(buckshot)				50					
32	Blunderbuss	SHT	+0	N	R	2d6+2(18mm)	1	1	VR	50	55	2.60	+0	12	7
	(buckshot)					1d6-1(buckshot)				50					
33	Fowling piece	SHT	+0	N	R	3d6(19mm)	1	1	VR	50	120	4.80	-1	12	11
	(buckshot)					1d6-1(buckshot)				50					
34	Fowling piece	SHT	+1	N	R	2d6+3(18.5mm)	2	2	VR	65	315	5.00	-1	10	8
	(buckshot)					1d6-1(buckshot)				65					
35	Volley gun	SHT	+0	L	R	2d6+2(18.5mm)	7	7	VR	50	335	10.8	-2	10	6
	(buckshot)					1 pip(buckshot)				50					

Archaic Heavy Weapons

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
36	Grenade launcher	HVY	-2	J	R	3d6+1HE(60mm)	1	1	VR	40	30	1.10	+2	9	2
37	Whaling gun	HVY	+0	N	R	4d6+2(16mm)	1	1	VR	50	320	17.0	-3	13	11
38	Harpoon gun	HVY	+0	N	R	5d6(30mm)	1	1	VR	50	470	23.0	-4	14	10
39	Swivel gun	HVY	+1	N	R	4d6+3(25mm)	1	1	VR	75	205	29.1	-4	15	12
	(cannister)					2d6+2(cannister)				40					
40	Siege mortar	HVY	-1	-	R	10d6HE(330mm)	1	1	VR	40	2250	7000	-12	21	16
41	Bombard	HVY	-1	-	R	9d6(500mm)	1	1	ST	40	3000	2500	-12	22	25
42	6-pdr Model 1839	HVY	+0	-	R	7d6+1(93mm)	1	1	VR	50	1400	398.	-8	17	19
	(cannister)					4d6+3(cannister)				50					
43	12-pdr Model 1841	HVY	+0	-	R	8d6(117mm)	1	1	VR	50	3700	795.	-10	19	21
	(cannister)					5d6+3(cannister)				50					
44	32-pdr Model 1844	HVY	+0	-	R	9d6(163mm)	1	1	VR	50	6000	1920	-11	19	21
	(cannister)					6d6+2(cannister)				50					

Civilian Pistols

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
1	Colt 1873	P	+0	J	C	2d6(.45 Colt)	6	1	VR	50	160	1.20	+2	8	2
2	.22 autopistol	P	-2	P	C	1d6(.22LR)	6+1	2	S	20	60	.30/.10	+4	6	2
3	.22 derringer	P	-2	P	C	1d6(.22LR)	2	2	VR	20	85	.30	+4	6	2
4	.25 autopistol	P	-2	P	C	½d6(.25ACP)	6+1	2	S	20	55	.30/.10	+4	6	2
5	Government .45	P	+0	J	C	1d6+2(.45ACP)	7+1	2	VR	50	280	1.35/.25	+2	9	2
6	Luger	P	+1	J	C	2d6-1(9mm)	8+1	2	VR	65	605	1.10/.20	+2	9	2
7	Mauser	P	+1	J	C	2d6(9mm)	10+1	2	VR	65	630	1.20	+2	9	2
8	Kolibri Auto	P	-2	P	R	1 pip(2.7mm)	7+1	2	VR	20	100	.05/.00	+4	1	2
9	Webley .455	P	+0	J	P	1d6+1	6	2	VR	50	135	1.10	+2	8	2
10	Browning Hi-Power	P	+1	J	C	2d6(9mm)	13+1	2	VR	65	630	1.05/.20	+2	8	2
11	H&R Sidekick	P	+0	P	C	1d6+1(.22LR)	9	1	VR	50	135	.70	+3	7	2
12	Tokarev TT-33	P	+0	J	P	2d6-1(7.63mm)	8+1	2	VR	50	290	.95/.10	+2	6	2
13	Tokarev TT-33	P	-1	J	C	2d6+1(9mm)	8+1	2	ST	35	180	1.05/.20	+2	7	2
14	Walther P-38	P	+1	J	C	2d6(9mm)	8+1	2	VR	65	660	.95/.20	+2	7	2
15	Walther PPK	P	-1	P	C	1d6+1(.32ACP)	7+1	2	VR	25	250	.55/.10	+3	7	2
16	Air pistol	P	-2	J	C	1 pip(4.5mm)	60	2	ST	20	50	1.00	+2	1	2
17	Buffalo Derringer	P	-2	P	C	2d6+1(.357 Mag)	2	2	VR	20	250	.50	+4	8	2
18	Colt Diamondback	P	+0	P	C	2d6+2(.357 Mag)	6	1	VR	50	195	.80	+2	8	2
19	Colt Python	P	+1	J	C	2d6+2(.357 Mag)	6	1	VR	65	395	1.10	+2	8	2
20	Makarov	P	-1	P	P	2d6-1(9mm Sov.)	8+1	2	VR	25	290	.80/.15	+3	8	2
21	Smith & Wesson Model 29	P	+1	J	C	3d6(.44 Mag)	6	1	VR	65	235	1.30	+2	9	2
22	Smith & Wesson Model 57	P	+1	J	C	2d6+3(.41 Mag)	6	1	VR	65	215	1.35	+2	8	2
23	TDE .380	P	-1	P	C	1d6+1(.380ACP)	5+1	2	VR	25	270	.70/.10	+3	7	2
24	Thompson Contender	P	+1	J	C	3d6+1(.44 Mag)	1	1	VR	65	560	1.25	+2	9	2
25	Thompson Contender	P	+1	J	C	4d6+1(.30-30)	1	1	VR	100	525	1.60	+1	9	2
26	Beretta 951	P	+0	J	P	2d6+1(9mm)	8+1	2	VR	50	345	1.00/.15	+2	8	2
27	Cyclops (slug)	P	-2	P	C	2d6+3(12ga slug)	1	1	VR	20	110	.90	+3	8	2
	(buckshot)					1d6(buckshot)				20					
28	Government Longslide	P	+1	J	C	2d6+1(.45ACP)	7+1	2	VR	65	690	1.50/.25	+2	9	2
29	Heckler & Koch P4	P	-1	J	P	1d6+1(.22LR)	8+1	2	VR	25	270	.70/.15	+2	7	2
30	Heckler & Koch P4	P	-1	J	P	1d6+1(.32ACP)	7+1	2	VR	25	270	.70/.15	+2	7	2
31	Heckler & Koch P9S	P	+1	J	P	2d6-1(.45ACP)	7+1	2	VR	65	605	1.00/.20	+2	7	2
32	Heckler & Koch P9S	P	+1	J	P	2d6(9mm)	9+1	2	VR	65	660	1.05/.20	+2	7	2
33	Type 67	P	+0	J	R	1d6-1(7.65mm)	9+1	2	VR	50	240	1.00/.10	+2	6	2
34	XP-100 Target	P	+3	J	P	3d6+2(.221)	1	1	VR	125	660	1.70	+1	8	2
35	.357 COP	P	-1	P	P	2d6+1(.357 Mag)	4	2	VR	25	415	.80	+3	7	2
36	AM-402 Baton	P	-2	P	C	3d6+1(12ga slug)		1	VR	20	140	.60	+2	8	2
	(buckshot)					1d6+1(buckshot)									
	(stun bag)					stun									
37	American Model 6	P	-2	P	C	2d6+2(.45 Colt)	2	2	VR	20	290	.60	+2	6	2
	(.410ga slug)					½d6+2(.410 slug)									
	(buckshot)					1d6-1(buckshot)									
38	Auto Mag	P	+1	J	P	3d6(.44 Auto Mag)	7+1	2	VR	65	535	1.90/.30	+1	9	2
39	Beast	P	+2	J	R	6d6-1(12.7mm)	1	1	VR	100	1580	7.30	-1	11	2
40	Beretta 92-F	P	+1	J	C	2d6+1(9mm)	15+1	2	VR	65	720	1.15/.20	+2	7	2
41	Beretta 92-F Compact	P	+0	J	C	2d6+1(9mm)	13+1	2	VR	50	360	1.05/.25	+2	7	2
42	Calico M-110	P	+0	J	C	2d6-1(.22LR)	100+1	2	VR	50	150	1.70/.70	+0	6	2
43	Calico M-950	P	+2	J	C	2d6+2(9mm)	100+1	2	VR	75	190	2.60/1.60	+0	7	2
44	Casull .454	P	+1	J	C	3d6+3(.454 Casull)	5	1	VR	65	780	1.50	+2	8	2
45	Casull .454	P	+2	J	C	4d6(.454 Casull)	5	1	VR	100	840	1.80	+1	8	2
46	CIA cigarette	P	-2	P	R	1/2d6+2(.22LR)	1	1	ST	20	260	.05	+4	4	2
47	Colt Anaconda	P	+1	J	C	3d6(.44 Mag.)	6	2	VR	65	515	1.60	+1	7	2
48	Colt Anaconda	P	+2	J	C	3d6+1(.44 Mag.)	6	2	VR	100	585	1.90	+1	7	2
49	Desert Eagle	P	+1	J	C	2d6+3(.357 Mag.)	9+1	2	VR	65	860	1.65/.25	+1	7	2
50	Desert Eagle	P	+1	J	C	3d6(.41 Mag.)	8+1	2	VR	65	940	1.75/.25	+1	7	2
51	Desert Eagle	P	+1	J	C	3d6+1(.44 Mag.)	8+1	2	VR	65	1030	1.80/.25	+1	7	2
52	Desert Eagle	P	+2	J	C	3d6+2(.44 Mag.)	8+1	2	VR	100	1270	2.10/.25	+1	7	2
53	Desert Eagle	P	+1	J	C	3d6+2(.50AE)	7+1	2	VR	65	1320	1.85/.30	+1	8	2
54	Desert Eagle	P	+2	J	C	3d6+3(.50AE)	7+1	2	VR	100	1500	2.15/.30	+1	8	2
55	Grendel P-10	P	-2	P	C	1d6+1(.380ACP)	10	2	VR	20	135	.50	+4	4	2
56	Grendel P-30	P	-1	P	C	2d6+1(.22 Mag.)	30+1	2	VR	35	165	.75/.10	+3	4	2
57	H&K flare pistol	P	-2	P	C	1 pip(19mm)	1	1	VR	20	100	.45	+4	1	2
58	H&K P2A1	P	-2	P	C	1 pip(26.5mm)	1	1	VR	20	100	.50	+3	1	2

Civilian Pistols

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
59	H&K P7M13	P	+0	J	C	2d6+1(9mm)	13+1	2	VR	50	360	1.15/.30	+2	7	2
60	Heckler & Koch VP-70Z	P	+0	J	C	2d6+1(9mm)	18+1	2	VR	50	360	1.15/.30	+2	6	2
61	High Standard Citation	P	+2	J	P	2d6-1(.22LR)	10+1	2	VR	75	1160	1.30/.10	+2	6	2
62	NAA revolver	P	-1	P	C	1d6+1(.22LR)	5	1	VR	25	135	.20	+4	6	2
63	Paintball gun	P	-2	J	C	special(12mm)	6	2	VR	20	100	.80	+2	6	2
64	Ruger GP-100	P	+1	J	C	2d6+3(.357 Mag.)	6	2	VR	65	215	1.30	+2	1	2
65	Ruger P85	P	+0	J	C	2d6+1(9mm)	15+1	2	VR	50	360	1.15/.25	+2	7	2
66	S&W Ladysmith	P	-1	P	C	2d6+1(9mm)	8+1	2	VR	25	345	.85/.20	+3	7	2
67	SIG P226	P	+1	J	C	2d6+1(9mm)	15+1	2	VR	65	720	1.00/.25	+2	7	2
68	Spectre	P	+1	J	C	2d6+1(9mm)	50+1	2	VR	65	360	3.40/.70	+0	7	2
69	Stallard Arms JS-9	P	-1	J	C	2d6+1(9mm)	8+1	2	VR	35	90	1.35/.20	+2	7	2
70	Star M31PK	P	+0	J	C	2d6+1(.40 S&W)	15+1	2	VR	50	345	1.10/.25	+2	7	2
71	Type 86	P	-2	P	R	1d6+1(.22LR)	4	2	VR	20	150	.45	+3	6	2
72	Norinco penknife	P	-2	P	R	½d6(.22 short)	3	2	VR	20	120	.30	+4	4	2
73	Walther GSP	P	+4	J	C	2d6-1(.22LR)	5+1	2	VR	150	2320	1.35/.10	+2	6	2
74	Wildey .475	P	+2	J	P	3d6+3(.475 Wildey)	7+1	2	VR	100	1440	2.05/.30	+1	7	2
75	Zip pistol	P	-3	P	C	2d6-1(9mm)	1	1	UR	20	10	.70	+3	6	2
76	Glock 17L	P	+1	J	C	2d6+2(9mm)	19+1	2	VR	65	750	.95/.25	+2	6	2
77	Glock 19	P	+1	J	C	2d6+1(9mm)	17+1	2	VR	65	720	.85/.25	+2	6	2
78	Glock 20	P	+1	J	C	2d6+2(10mm)	17+1	2	VR	65	820	.90/.30	+2	7	2
79	Glock 21	P	+1	J	C	2d6+1(.45ACP)	15+1	2	VR	65	660	.90/.30	+2	6	2
80	Glock 23	P	+1	J	C	2d6+1(.40 S&W)	15+1	2	VR	65	690	.80/.30	+2	6	2

Machine Pistols & SMG's

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
81	Type 80	SMG1	+0	J/L	P	2d6-1(7.63mm)	20+1	18	VR	50	375	1.30/.20	+2	7	2
82	M3 Grease Gun	SMG2	+0	N/L	P	2d6(.45ACP)	30+1	16	VR	50	105	4.40/.90	-1	8	7
83	MP-40 Schmeisser	SMG2	+1	N/L	P	2d6+1(9mm)	32+1	16	VR	75	235	4.50/.50	-1	9	7
84	Owen Mk1/42	SMG2	+1	L	P	2d6+1(9mm)	34+1	22	VR	75	120	4.30/1.00	-1	9	6
85	PPsH M41	SMG2	+1	N	C	2d6+1(7.63mm)	71+1	30	VR	75	120	5.45/1.75	-1	8	7
86	Sten	SMG2	-1	L	P	2d6+1(9mm)	32+1	18	VR	40	110	3.45/.65	+0	9	6
87	Thompson	SMG2	+1	N	C	2d6(.45ACP)	40+1	24	VR	65	430	7.15/2.25	-2	8	7
88	Beretta 12S	SMG2	+2	L/J	C	2d6+1(9mm)	50+1	18	VR	100	245	3.80/.60	+0	8	5
89	Beretta 951R	SMG1	+0	J/L	C	2d6+1(9mm)	32+1	20	VR	50	450	1.55/.20	+1	8	2
90	MAT-49	SMG2	+2	L/J	C	2d6+2(9mm)	32+1	20	VR	100	255	3.95/.45	+0	8	5
91	Mendoza HM-3	SMG2	+1	L/J	C	2d6+2(9mm)	32+1	20	VR	75	130	3.35/.65	+0	8	5
92	Stechkin	SMG1	+1	J	P	2d6-1(9mm Sov.)	20+1	20	VR	65	785	1.30/.25	+2	7	2
93	Sterling L2A3	SMG2	+2	L/J	C	2d6+1(9mm)	34+1	18	VR	100	245	3.30/.60	+0	8	5
94	Uzi	SMG2	+2	L/J	C	2d6+2(9mm)	32+1	20	VR	100	270	4.10/.60	-1	8	5
95	Vz-61 Skorpion	SMG1	+0	J/L	C	1d6+2(.32ACP)	20+1	20	VR	50	360	2.00/.40	+1	6	2
96	Air SMG	SMG1	+0	J	P	1 pip(4.5mm)	1200	60	VR	50	285	1.00/-	+2	3	2
97	Ares FMG	SMG1	+0	J/L	C	2d6+2(9mm)	20+1	22	VR	50	510	2.40/.30	+1	6	2
98	Ares FMG	SMG1	+0	J/L	C	2d6+2(9mm)	20+1	22	VR	50	510	2.15/.30	+1	6	2
99	Beretta 93-R	SMG1	+1	J/L	C	2d6+1(9mm)	20+1	6	VR	65	1130	1.20/.25	+2	7	2
100	Heckler & Koch MP5KA5	SMG2	+0	J/L	C	2d6+1(9mm)	30+1	30	VR	50	270	2.50/.50	+1	7	2
101	Heckler & Koch MP5A5	SMG2	+2	L	C	2d6+2(9mm)	30+1	30	VR	100	310	3.20/.50	+0	7	4
102	Heckler & Koch VP-70	SMG1	+0	J/L	C	2d6+1(9mm)	18+1	6	VR	50	540	1.15/.30	+2	8	2
103	ILARCO 180	SMG2	+3	N	C	2d6(.22LR)	165+1	40	VR	125	410	4.30/.85	-1	8	7
104	ILARCO Short	SMG2	+2	L	C	2d6-1(.22LR)	165+1	40	VR	100	395	3.35/.85	+1	8	2
105	Ingram M-10	SMG1	-1	J/L	C	2d6+1(9mm)	32+1	36	VR	40	245	3.45/.60	+1	7	2
106	Ingram M-11	SMG1	-1	J/L	C	2d6-1(.380ACP)	32+1	40	VR	40	190	2.10/.50	+1	6	2
107	Jati-Matic	SMG2	+2	L/J	C	2d6+2(9mm)	40+1	20	VR	65	270	3.45/.80	+0	7	4
108	MGV 176	SMG2	+2	L/J	P	2d6(.22LR)	176+1	40	VR	100	205	2.25/.60	+0	6	4
109	Spectre	SMG2	+1	L/J	C	2d6+1(9mm)	50+1	28	VR	65	470	3.60/.70	+0	7	2
110	Steyr MPi69	SMG2	+2	L/J	C	2d6+2(9mm)	32+1	18	VR	100	280	3.60/.45	+0	7	4
111	Benelli CB-M2	SMG2	+2	L/J	R	2d6+2(9mm/c)	40+1	30	VR	100	280	3.75/.35	+0	6	2
112	Glock 18	SMG1	+1	J	R	2d6+1(9mm)	19+1	20	ST	65	980	.90/.25	+2	6	2

Civilian Rifles

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
113	Model 98 Mauser	RIF	+2	N	P	4d6+2(7.92mm)	5	1	VR	200	340	4.10	-1	11	10
114	Sharps 1874	RIF	+2	N	R	3d6+2(.50-70)	1	1	VR	100	180	3.95	-1	11	8
115	Winchester M94	RIF	+2	N	C	3d6+3(.30-30)	6	1	VR	200	285	3.00	-1	11	7
116	Beeman 55S	RIF	+1	N	C	none(4.5mm)	1	1	VR	65	105	2.25	+0	1	6
117	M1 Carbine	RIF	+2	L	C	3d6+2(.30USC)	30+1	2	VR	200	360	2.65/.30	+0	9	6
118	M6 Springfield	RIF	+1	N	C	2d6-1(.22 Mag.)	1	1	VR	75	115	1.50	+1	8	4
	(slug)		+1			2d6(.410ga slug)	1	1		50					
	(buckshot)		+1			1d6+1(buckshot)				50					
119	Rossi M59	RIF	+2	N	C	2d6(.22 Mag.)	10	1	VR	100	115	2.50	+0	7	6
120	Weatherby Mk.V	RIF	+3	N	C	5d6+2(.460 Mag.)	2	1	VR	250	1890	4.75	-1	11	9
121	AR-7 survival rifle	RIF	+1	N	C	2d6(.22LR)	8+1	2	VR	75	80	1.15	+1	6	4
122	Barrett Light .50	RIF	+3	N	C	6d6+1(12.7mm)	10+1	2	VR	400/250	2390	17.9/1.10	-4	11	10
123	(bullpup version)	RIF	+3	N	C	6d6+1(12.7mm)	10+1	2	VR	400/250	2390	15.4/1.10	-3	11	9
124	(lightweight variant)	RIF	+3	N	P	6d6+1(12.7mm)	10+1	2	VR	400/250	9600	8.90/1.00	-3	9	8
125	Browning M78	RIF	+3	N	C	4d6+3(6mm)	1	1	VR	250	820	3.85	-1	9	7
126	Calico M-100	RIF	+2	N	C	2d6(.22LR)	100+1	2	VR	100	160	2.60/.70	+0	6	4
127	Calico M-900	RIF	+2	N	C	2d6+2(9mm)	100+1	2	VR	100	215	3.25/1.60	-1	7	5
128	Colt AR-15	RIF	+2	N	C	4d6+1(5.56mm)	30+1	2	VR	200	580	3.65/.45	-1	8	7
129	Crossfire	RIF	+2	N	P	4d6+2(7.62mm)	20+1	2	VR	200	925	5.15/.45	-2	9	7
	(slug)		+1			3d6+1(12ga slug)	7	1		50		-/.40			
	(buckshot)		+1			1d6+1(buckshot)				50					
130	FR-F2	RIF	+3	N	C	4d6+3(7.62mm)	10+1	1	VR	250	1150	5.65/.45	-2	9	8
131	Heckler & Koch M770	RIF	+2	N	C	4d6+3(7.62mm)	10+1	2	VR	200	795	3.85/.25	-1	9	6
132	Paintball gun	RIF	-1	N	C	none(17mm)	200	2	VR	40	200	3.50	-1	2	6
133	Ruger 10/22	RIF	+2	N	C	2d6(.22LR)	50+1	2	VR	100	165	2.50/.20	+0	6	5
134	Ruger M-77	RIF	+3	N	C	5d6(.458 Mag)	3+1	1	VR	250	1290	4.10	-1	10	9
135	Ruger Mini-14	RIF	+2	N	C	4d6+1(5.56mm)	30+1	2	VR	200	600	3.30/.40	-1	9	5
136	Sako Sporter	RIF	+3	N	C	4d6+2(.243)	1	1	VR	250	375	3.10	-1	9	5
137	SSG 69	RIF	+3	N	C	4d6+3(7.62mm)	5+1	1	VR	250	820	4.00	-1	9	6
138	Ultralight Arms	RIF	+3	N	P	4d6+3(6mm)	3	1	VR	250	4590	2.05	+0	8	4
139	Winchester 9422	RIF	+2	N	C	2d6(.22LR)	15	1	VR	100	115	2.90	-1	6	5
140	Zip rifle	RIF	-2	L	C	4d6(7.62mm)	1	1	UR	25	15	3.15	+0	8	6

Military Rifles

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
141	Chauchat	RIF	+0	N	R	4d6+3(8mm Lebel)	30+1	8	UR	100	235	9.10/1.00	-3	12	12
142	Lewis Gun	RIF	+2	N	R	4d6+2(.303 British)	40+1	18	VR	200	805	11.8/1.30	-3	11	10
143	.30 BAR	RIF	+2	N	P	4d6+3(.30-06)	20+1	18	VR	200	975	9.50/.65	-2	10	10
144	M2 Carbine	RIF	+2	L	C	3d6+3(.30USC)	30+1	26	VR	200	360	2.65/.30	+0	9	6
145	M-14	RIF	+2	N	C	4d6+2(7.62mm)	20+1	22	VR	200	805	5.10/.70	-2	10	9
146	AK-47	RIF	+1	L/N	C	4d6+1(7.62mm Sov.)	30+1	20	VR	150	405	5.30/.90	-1	9	6
147	FN-FAL 50-64	RIF	+2	N	C	4d6+2(7.62mm)	20+1	22	VR	200	860	5.00/.75	-1	9	9
148	AK-74	RIF	+1	L/N	C	4d6+1(5.45mm Sov.)	30+1	22	VR	150	305	4.15/.55	-1	7	6
149	Armscor 37 (slug)	RIF	+1	L	C	½d6 (37mm)	1	1	VR	25	60	3.70	+0	5	4
	(pellets)					1 pip									
150	AUG carbine	RIF	+2	L	C	4d6+2(5.56mm)	42+1	22	VR	200	755	4.00/.70	+0	6	4
151	AUG HBAR	RIF	+3	N	C	4d6+2(5.56mm)	42+1	22	VR	250	1610	6.10/.70	-1	8	5
152	Dragunov	RIF	+3	N	P	5d6(7.62mm MN)	10+1	2	VR	250	1740	4.60/.30	-2	8	6
153	Enfield L85A1	RIF	+2	L	C	4d6+2(5.56mm)	30+1	24	VR	200	755	5.00/.50	-1	8	5
154	FAMAS	RIF	+2	L	C	4d6+1(5.56mm)	25+1	30	VR	200	840	4.00/.40	+0	8	4
155	Galil SAR	RIF	+2	L/N	C	4d6+1(5.56mm)	50+1	26	VR	200	680	4.65/1.00	-1	8	5
156	Heckler & Koch G-3A3	RIF	+2	L/N	C	4d6+3(7.62mm)	20+1	20	VR	200	915	5.15/.75	-1	10	6
157	Heckler & Koch HK33E	RIF	+2	L/N	C	4d6+1(5.56mm)	25+1	26	VR	100	680	4.45/.55	-1	8	6
158	Heckler & Koch MZP-1 (slug)	RIF	+1	L	C	½d6(37mm)	1	1	VR	25	60	2.65	+0	5	4
	(pellets)					1 pip									
159	M-16A2 HBAR	RIF	+3	N	C	4d6+2(5.56mm)	30+1	20	VR	250	1510	4.05/.45	-1	8	6
160	M-16A2 "Shorty"	RIF	+2	L/N	C	4d6(5.56mm)	30+1	20	VR	100	590	3.25/.45	+0	8	5
161	M-16A3	RIF	+2	L/N	C	4d6+2(5.56mm)	30+1	9	VR	200	870	3.85/.45	-1	8	6
162	SIG 550	RIF	+2	N	C	4d6+2(5.56mm)	30+1	26	VR	200	870	4.50/.50	-1	8	6
163	Ultimax 100	RIF	+2	N	C	4d6+2(5.56mm)	100+1	18	VR	200	755	6.15/1.75	-2	8	6
164	Vaime SSR1	RIF	+2	N	P	4d6+2(7.62mm)	5+1	1	VR	200	660	4.25/.15	-1	8	8
165	Walther WA2000	RIF	+4	N	P	5d6+1(.300 Mag.)	6+1	2	VR	300	4430	8.30/.40	-2	9	6

Shotguns

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
166	4ga shotgun	SHT	+2	N	R	4d6+2(8ga slug)	1	1	VR	100	375	14.2/-	-3	12	12
	(buckshot)		+0			1d6+2(buckshot)				50					
167	8ga shotgun	SHT	+2	N	R	4d6+2(8ga slug)	1	1	VR	100	375	9.50/-	-2	12	10
	(buckshot)		+0			2d6+1(buckshot)				50					
168	Double shotgun	SHT	+1	N	C	3d6(12ga slug)	2	2	VR	65	360	4.30/-	-1	10	10
	(buckshot)		-1			1d6(buckshot)				50					
169	Ithaca Autoburglar	P	-1	J	P	2d6+2(20ga slug)	2	2	VR	40	140	2.25/-	+1	6	2
	(buckshot)		-1			1d6(buckshot)				40					
170	Winchester 1901	SHT	+1	N	P	3d6+1(10ga slug)	5	1	VR	65	195	4.10/-	-1	10	10
	(buckshot)		+0			1d6(buckshot)				50					
171	Stevens 150C	SHT	+0	L	P	2d6(.410ga slug)	3	1	VR	50	110	2.60/-	+0	7	5
	(buckshot)		+0			1d6(buckshot)				50					
172	Ithaca Mag 10	SHT	+1	N	C	3d6+2(10ga slug)	3	2	VR	65	660	5.10/-	-2	9	8
	(buckshot)		+0			½d6+2(buckshot)				50					
173	Remington 870	SHT	+1	N	C	3d6+1(12ga slug)	7	1	VR	65	410	4.10/-	-1	9	7
	(buckshot)		+0			1/2d6+2(buckshot)				50					
174	Sawed-off shotgun	P	-2	L	C	3d6(12ga slug)	2	2	VR	20	185	2.50/-	-1	8	3
	(buckshot)		-2			1d6(buckshot)				20					
175	Remington 7188	SHT	+1	N	P	3d6+1(12ga slug)	8	7	VR	65	825	4.30/-	-1	8	6
	(buckshot)		+0			1d6+1(buckshot)				50					
176	Beretta M3P	SHT	+1	N	C	3d6+1(12ga slug)	5+1	2	VR	65	635	3.85/.65	-1	8	6
	(buckshot)		+0			1d6+1(buckshot)				50					
177	Kreighoff Trumpf	SHT	+1	N	P	3d6+1(12ga slug)	2	2	VR	65	5900	3.55/-	-1	8	6
	(buckshot)		+1			1d6+1(buckshot)				65					
	(rifle)	RIF	+4			4d6+3(7.62mm)	1	1		300					
178	LAW 12	SHT	+1	N	C	3d6+1(12ga slug)	7	2	VR	65	635	4.25/-	-1	8	6
	(buckshot)		+0			1d6+1(buckshot)				50					
179	Mossberg 500	SHT	+1	N	C	3d6+1(12ga slug)	8	1	VR	65	445	3.50/-	-1	8	6
	(buckshot)		+0			1d6+1(buckshot)				50					
180	Mossberg 500 bullpup	SHT	+1	L	C	3d6+1(12ga slug)	8	1	VR	65	445	3.85/-	+0	8	3
	(buckshot)		+0			1d6+1(buckshot)				50					
181	PA3 riot shotgun	SHT	+0	L	P	3d6+1(12ga slug)	3	1	VR	50	215	2.40/-	+0	8	3
	(buckshot)		+0			½d6+2(buckshot)				50					
182	SPAS 12 civilian	SHT	+1	N	C	3d6+1(12ga slug)	7	2	VR	65	635	4.75/-	-1	8	6
	(buckshot)		+0			1d6+1(buckshot)				50					
183	SPAS 12 military	SHT	+1	N	C	3d6+1(12ga slug)	6	2	VR	65	635	4.55/-	-1	8	5
	(buckshot)		+0			1d6+1(buckshot)				50					
184	Striker	SHT	+0	N	C	3d6+1(12ga slug)	12	2	VR	50	145	5.00/-	-1	8	5
	(buckshot)		+0			½d6+2(buckshot)				50					
185	The Brute	SHT	+0	L	C	3d6+1(12ga slug)	2	2	VR	50	220	2.00/-	+1	8	3
	(buckshot)		+0			1d6+1(buckshot)				50					
186	USAS-12	SHT	+0	N	C	3d6+1(12ga slug)	28+1	6	VR	50	415	6.50/2.00	-2	8	6
	(buckshot)		+0			1d6+1(buckshot)				50					
187	Witness Protection Gun	SHT	+0	L	P	3d6+1(12ga slug)	3	1	VR	50	195	2.10/-	+1	8	2
	(buckshot)		+0			½d6+2(buckshot)				50					

Machine Guns

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
188	.45/70 Gatling	RIF	+1	N	R	3d6+2(.45/70)	200	20	VR	100	970	38.1/7.20	-4	10	8
189	Degtyarev DP	RIF	+1	N	P	4d6+2(7.62mm MN)	47	20	VR	200	340	12.6/2.80	-3	11	11
190	Maxim gun	RIF	+3	N	R	4d6+3(.303)	200	20	VR	400	820	22.0/6.00	-4	10	9
191	.30 cal Browning	RIF	+3	N	P	4d6+3(.30-06)	200	20	VR	400	820	24.6/6.00	-3	10	8
192	14.5mm KPV	RIF	+2	N	P	6d6+2(14.5mm)	200	20	VR	400	1660	86.0/36.9	-6	13	13
193	MG-34	RIF	+2	N	R	4d6+3(7.92mm)	200	30	VR	200	1040	18.0/6.00	-3	10	9
194	M2 Browning	RIF	+3	N	C	6d6+1(12.7mm)	200	20	VR	400	2480	60.0/20.0	-5	12	14
195	M60 LMG	RIF	+2	N	C	4d6+2(7.62mm)	200	18	VR	200	975	16.3/5.80	-3	9	8
196	M60 Maremont	RIF	+2	N	C	4d6+2(7.62mm)	200	18	VR	200	975	14.4/5.80	-3	8	7
197	MG-42	RIF	+2	N	C	4d6+2(7.62mm)	200	30	VR	200	975	16.3/5.80	-3	9	9
198	M134 Minigun	RIF	+1	N	P	4d6+2(7.62mm)	4000	200	VR	200	1370	120./102.	-3	9	8
199	FN Minimi	RIF	+2	N	C	4d6+1(5.56mm)	200	28	VR	200	730	10.0/3.10	-2	7	6

Heavy Weapons

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
200	16" naval gun	HVY	+3	N	R	12d6+2HE(406mm)	1	1	VR	800	580k	100t/1.0t	-19	24	45
	(APHE)		+3			14d6/10d6+3HE				800		- /1.5t			
201	M20 "Bazooka"(HEAT)	HVY	+0	N	R	13d6/6d6HE(89mm)	1	1	VR	50	150	9.55/4.05	-3	11	12
202	RPG-7 (HEAT)	HVY	+1	N	P	13d6/8d6HE(85mm)	1	1	ST	100	135	9.25/4.24	-2	8	6
203	M72 LAW (HEAT)	HVY	+0	L	P	12d6/5d6+1HE(66mm)	1	1	ST	50	165	2.15	+0	6	6
204	Stinger (+1 to hit)	HVY	+3	N	P	9d6HE(70mm)	1	1	VR	400	2000	18.3/13/4	-4	9	9
205	ARES (APFSDS)	HVY	+3	N	P	11d6(75mm)	20	2	VR	800	68k	1140/312.	-12	18	23
	(HE)		+3			7d6+1HE				400		- /312.			
206	GAU-8 (AP)	HVY	+2	N	P	9d6(30mm)	1170	140	VR	400	22.7k	1720/1050	-12	14	22
207	GIAT CN105 (HE)	HVY	+3	N	P	8d6+2HE(105mm)	1	1	VR	400	28.2k	2470/19.1	-13	18	26
	(APFSDS)		+4			12d6+3				1600		- /17.1			
	(HEAT)		+3			14d6+1/7d6+1HE				400		- /22.0			
208	Hellfire (+2 to hit)	HVY	+3	N	P	16d6/10d6HE(178mm)	1	1	ST	400	8550	70.4/42.8	-6	14	13
209	LAW 80	HVY	+2	N	P	13d6/6d6+1HE(94mm)	1	1	VR	100	250	8.80	-3	6	9
210	Mecar 90mm (HE)	HVY	+2	N	P	8d6HE(90mm)	1	1	VR	100	2480	274/5.15	-9	14	18
	(HEAT)		+2			13d6+1/6d6+1HE				200		- /3.70			
	(Cannister)[1]		+0			1d6+2(+8d6)				50		- /5.95			
211	Oerlikon KAA (AP)	HVY	+3	N	P	8d6+1(20mm)	50	34	VR	400	7820	109/21.0	-6	12	14
212	Oerlikon KCA (AP)	HVY	+3	N	P	9d6(30mm)	50	20	VR	400	13.4k	213/56.6	-8	14	16
213	Rheinmetaal (HE)	HVY	+3	N	P	9d6HE(120mm)	1	1	VR	800	25.4k	3020/23.5	-13	18	26
	(APFSDS)		+4			13d6				1600		- /19.0			
	(HEAT)		+3			15d6/8d6HE				800		- /23.0			
214	AIM-9P (+2 to hit)	HVY	+3	N	P	9d6+2HE(127mm)	1	1	VR	800	64.8k	86.1	-7	4	17
215	TBA Multi-dart (AP)	HVY	+3	N	P	5d6+1(68mm)	22	10	VR	400	6010	190./140.	-7	12	10

Other

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
216	WWII grenade	HVY	-1	P	P	4d6HE/3d6(+0d6)	1	1	VR	-	5	.60	+1	4	2
217	RKG-3 AT grenade (HEAT)	HVY	-1	J	P	12d6+3/6d+36HE	1	1	VR	-	5	1.10	+0	0	2
218	Claymore mine[2]	HVY	-	P	C	7d6HE/2d6+2(+6d6)	1	1	VR	-	5	1.60	-	0	2
219	M203 grenade launcher	HVY	+0	J	C	4d6HE/1d6+2(+3d6)	1	1	VR	25	60	1.65/.25	-	6	2
	(HEAT) (8 hits)				P	11d6+1/2d6+2(+1d6)						- /.25			
220	Anchor bolt (AP)	-	-	P	P	3208d6+1	20	1	VR	-	110	.70/.20	+0	0	2
221	Regular grenade	HVY	-1	P	C	4d6+2HE/1d6+1(+5d6)	1	1	VR	-	5	.35	+2	1	2
222	Mini grenade	HVY	-1	P	C	2d6+3HE/½d6(+3d6)	1	1	VR	-	5	.15	+3	0	2
223	12ga grenade	-	-	P	C	2d6-1HE	1	1	VR	-	1	-	-	0	2
224	Stingball (2 hits)	HVY	+0	P	C	2d6-1HE/½d(+0d6)	1	1	VR	-	5	.40	+2	0	2
225	Stun grenade	HVY	-1	P	C	2d6-1HEx3	1	1	VR	-	9	.60	+2	0	2
226	Portable door(HEAT)	HVY	-	N	C	6d6	1	1	VR	-	110	7.00	-	0	6
227	IMRAH F-1 (HEAT)	HVY	+0	L	P	11d6/4d6HE	1	1	VR	25	215	13.4	-	1	2
228	Technovar VAR/40	HVY	-	P	P	4d6+3/4d6HE	1	1	VR	-	5	.10	-	0	2
229	FFV 028 (HEAT)	HVY	-	L	P	16d6/9d6+1HE	1	1	VR	-	50	7.50	-	1	2
230	Valmara 69	HVY	-	J	P	6d6+3HE/3d6+2(+3d6)	1	1	VR	-	65	3.70	-	1	2

1.Count this like a grenade with a 15° arc of effect, and base fragments on 24 times the actual amount.
2.Count this like a grenade with a 30° arc of effect, and base fragments on 12 times the actual amount.

Civilian Pistols

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
1	Sphinx AT-2000S	P	+1	J	C	2d6+1(9mm)	15	2	VR	65	720	1.20/.20	+2	6	2
2	Sphinx AT-2000S	P	+1	J	C	2d6+1(.41AE)	11	2	VR	65	755	1.15/.15	+2	6	2
3	Colt Model 2000	P	+1	J	C	2d6+1(9mm)	15	2	VR	65	755	1.05/.20	+2	5	2
4	Grendel P-12	P	-1	P	C	1d6+1(.380ACP)	11	2	VR	25	270	.50/.15	+3	4	2
5	Steyr SPP	P	+1	J	C	2d6+2(9mm)	15	2	VR	50	395	1.50/.20	+2	5	2

Machine Pistols & SMG's

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
6	Bushman IDW	P	-1	J	C	2d6+1(9mm)	28	14	VR	25	450	3.35	+1	8	2
7	Bushman IDW	P	+0	J	C	2d6+1(9mm)	28	14	VR	50	490	3.55	+0	8	2
8	Calico M-950A	P	+2	L	C	2d6+1(9mm)	100	20	VR	100	245	2.60	+0	6	2
9	Heckler & Koch MP5/10	RIF	+2	L/J	C	3d6(10mm)	30	9	VR	100	370	3.35	+0	6	3
10	Heckler & Koch MP5/40	RIF	+2	L/J	C	2d6+2(.40S&W)	30	9	VR	100	310	3.35	+0	6	3
11	Black Pistol	P	+1	J	P	2d6+3(.45ACP)	10	9	VR	65	1800	1.25	+2	6	2
12	Bushman IDW	P	+0	J	C	2d6+2(9mm)	28	14	VR	50	510	1.65	+1	5	2
13	Fabrique Nationale P-90	RIF	+2	J	C	3d6(5.7mm FN)	50	30	VR	100	320	3.20	+1	5	2
14	Steyr TMP	P	+0	J	C	2d6+2(9mm)	25	20	VR	50	510	1.65	+1	5	2

Civilian Rifles

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
15	Voere VEC91	RIF	+3	N	C	4d6+1(.223 Usel)	5	1	VR	250	2500	2.70/.05	+0	6	6

Military Rifles

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
16	AAI Adv. Combat Rifle	RIF	+2	N	C	4d6+2(5.56mm)	30	9	VR	200	1020	3.75/.20	-1	6	6
17	AMR 5075 (AP)	HVY	+5	N	P	8d6(15mm)	5	1	VR	625	12.6k	20.0/.90	-4	11	11
18	Colt Adv. Combat Rifle	RIF	+2	N	C	3d6+2x2(5.56mm)	30	22	VR	200	730	3.90/.30	-1	6	6
19	Covert PM	RIF	+3	N	P	3d6(7.62mm)	10	1	VR	125	1000	6.70/.25	-2	7	7
20	Grendel S-16	RIF	+2	N	P	3d6(7.62mm)	20	20	VR	100	1000	4.80/.50	-1	7	6
21	Heckler & Koch G-11	RIF	+2	L	C	4d6+1(4.73mm/c)	50	20	ST	200	900	4.25/.35	+0	6	3
22	Steyr Adv. Combat Rifle	RIF	+2	N	C	4d6+2(5.56mm)	24	9	VR	200	1120	3.05/.20	+0	6	4

Shotguns

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
23	SPAS-15	SHT	+2	N	C	3d6+2(12ga)	6	2	VR	100	330	4.20/.30	-1	7	6
	(buckshot)		+1			1d6+1(buckshot)				50		4.20/.30			
24	Olin/H&K CAWS	SHT	+2	L	C	4d6(12ga)	10	12	VR	100	610	4.30/.60	-1	7	3
	(flechette)		+2			3d6(flechette)				100		4.05/.35			
	(pellets)		+2			2d6+1(pellet)				100		4.25/.55			
25	Jackhammer	SHT	+2	N	C	3d6+1(12ga)	10	8	VR	100	365	5.60/1.00	-1	8	6
	(buckshot)		+1			1/2d6+2(buckshot)				50		5.60/1.00			

Machine Guns

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
26	H&K Grenade MG	HVY	+0	N	P	4d6HE/1d6+2(+3d6)	15	6	VR	30	310	20.0/8.00	-3	6	5
27	H&K Caseless LMG	RIF	+3	N	P	4d6+1(4.73mm/c)	300	9	ST	250	1800	7.00/1.30	-2	6	4
28	ARES TARG	HVY	+3	N	P	6d6+2(12.7mm)	200	46	VR	400	3140	35.7/15.3	-4	10	9
29	BRG-15	HVY	+3	N	P	6d6+3(15mm)	140	20	VR	800	5450	70.0/23.5	-6	11	12

Heavy Weapons

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
30	REA 40mm AGL	HVY	-1	L	P	4d6HE/2d6+2(+3d6)	6	6	VR	25	235	3.40/1.80	+0	6	3
31	Armscor MGL	HVY	-1	N	C	4d6HE/2d6+2(+3d6)	6	2	VR	25	60	6.50	-1	6	4
32	Panzerfaust III (HEAT)	HVY	+2	N	P	13d6/7d6+1HE	1	1	VR	100	860	12.9/3.80	-3	7	6
33	Böhler C6 (HE)	HVY	+0	N	P	6d6+2HE	1	1	VR	50	295	5.10/.50	-1	10	4
	(frag)					6d6+2HE/2d6+3(+2d6)									
	(HEAT)					11d6+1/5d6+1HE									
	(cannister)					2d6+3(buckshot)									
34	Guided bomb (+1 to hit)	HVY	+2	N	P	14d6+1/6d6+2HE	1	1	VR	100	335	17.0	-	1	6

Other

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
35	AD1 grenade (frag)	HVY	-2	P	C	5d6HE/3d6(+5d6)	1	1	VR	-	20	.50	+2	1	2
	(HE)					6d6+1HE					10				
	(white phosphorous)					smoke					10				
	(thermite)					4d6 incendiary					10				

Pistols

	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
1	Colt Mamba	P	+1	J	C	3d6+1(.44 Mag.)	6	1	VR	65	610	1.55	+1	6	2
2	(target version)	P	+3	J	C	3d6+1(.44 Mag.)	6	1	VR	125	635	1.70	+1	6	2
3	Fabrique Nationale P-96	P	+0	J	C	2d6+3(5.7mm)	25	2	VR	50	450	1.05/.20	+2	5	2
4	Liberator II	P	-2	P	P	7d6(15mm HEAT)	1	1	VR	20	75	.30	+4	5	2
	(stun bag)	P	-2	P	C	2d6-1(15mm stun)	1	1	VR	20	75	.30	+4	5	2
5	Ruger P-8	P	+0	P	C	2d6+2(4mm Police)	10	2	VR	50	395	.65/.05	+3	5	2
6	SK-5 Giant Killer	P	+2	J	P	5d6+3(12.7mm)	5	1	VR	100	7020	3.35	+0	7	2
7	Weedburner	P	-3	P	C	1d6(napalm)	5	2	ST	10	45	.65	+3	1	2
8	Dolch H21	P	+0	P	R	2d6-1(3mm rail)	15	2	VR	50	2800	.40/.05	+4	0	2
9	TMI-8 Hideout	P	-1	P	R	2d6-1(2mm rail)	5	2	VR	25	730	.35	+4	1	2
10	Viper	P	-2	P	R	1d6(20mm stun)	5	2	VR	20	125	.70/.30	+3	4	2
11	Entiires C9	P	+0	J	R	3d6+1(4mm rail)	100	2	VR	50	1050	1.70/.55	+1	3	2
12	Thornet	P	+0	J	R	9d6(20mm HEAT)	10	2	VR	65	300	1.30/.60	+2	3	2
	(stun round)	P	+0	J	R	2d6-1(20mm stun)	10	2	VR			-/.20			
13	Zeus Thunderwand	P	+0	P	R	½d6+2(5mm)	250	2	VR	50	755	.55	+3	0	2
	(medium power)					3d6(5mm)	50	2							
	(high power)					4d6+3(5mm)	10	2							
14	Assassin (+2 to hit)	P	+2	J	R	10d6/6d6HE(35mm)	1	1	VR	100	500	1.95/1.05	+1	4	2
15	Cybors K (maser)	P	+0	J	R	2d6+2(5mm)	50	2	VR	50	3100	1.60	+1	1	2
	(stunner)					5d6(5mm)	10	2							
16	Punisher (impact stunner)	P	-1	J	R	3d6+1(20mm)	5	2	VR	40	280	1.25/.20	+2	3	2
17	TMI Stormer	P	+0	P	R	3d6+3(5mm)	25	2	VR	50	3400	.55/.40	+3	0	2
18	Vapotech Mil-2 (+1 to hit)	P	+0	J	R	5d6(5mm)	100	2	VR	50	3500	1.90	+1	1	2
	(half damage)					3d6+1(5mm)	400	2							

Machine Pistols & SMG's

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
19	Buzzsaw	RIF	-1	J	P	2d6+3(.22 Mag.)	1000	80	VR	40	215	5.45/3.60	+0	5	2
20	Ares FMG-2	RIF	+1	J	C	2d6+2(9mm)	20	22	VR	80	535	1.55/.30	+1	5	2
21	Benelli "Reaper"	RIF	+2	J	C	2d6-1(flechette)	40	20	VR	100	1300	3.00/.70	+1	6	2
22	(Philippine copy)	RIF	+1	J	P	3d6+3(10mm)	40	20	ST	80	250	3.60/.90	+1	8	2
23	Ruger P-4	P	+1	J	C	2d6+3(4mm Police)	100	6	VR	65	1350	1.20/.20	+2	1	2
24	Streetsaber	P	+0	J	R	3d6+1(5mm laser)	50	10	VR	50	2080	2.10	+1	1	2
	(stun)		+0			2d6+2(5mm laser)	50	10							
	(continuous)		+0			1 pip(5mm laser)	20k	100				-/.30			
25	PolSci Cquel (stun)	P	-1	P	R	2d6(5mm laser)	300	10	VR	25	1100	.55/.10	+3	0	2
26	Screamer BM	P	-2	P	R	2d6-1(2mm Screamer)	100	66	ST	20	145	.25	+4	1	2
27	Stinger II	P	+1	P	R	2d6(2mm Screamer)	500	80	VR	65	1160	.60/.10	+2	1	2
28	Synerg 12/2 (+1 to hit)	P	+1	J	R	3d6+2(12mm)	15	9	VR	65	905	2.15/.30	+1	4	2
	(3mm disc. sabot)		+1			5d6+2(12mm DS)	15	9	VR	65		1.95/.15			
	(HEAT)		+1			6d6+2(12mm HEAT)	15	9	VR	65		1.95/.15			
29	Entiires K30A2	P	+0	J	R	4d6+1(3mm rail)	100	10	VR	50	2350	2.20/.80	+1	3	2
30	Lazer Lash	P	-1	P	R	2d6(5mm laser)	100	20	VR	25	1250	.65	+3	0	2
	(stun)		-1			½d6+2(5mm laser)	100	20							
	(continuous)		-1			1 pip(5mm laser)	10k	100							
31	Sauer-Bosk RK (+1 to hit)	RIF	+2	J	R	4d6+2(2.9mm rail)	100	10	VR	100	1750	2.95/.95	+1	3	2

Civilian Rifles

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
32	Off-the-shelf special	RIF	+2	L	P	½d6(5mm laser)	10k	21	VR	200	10k	26.8/11.1	-3	0	2
	(**3G^3** version)	RIF	+2	N	P	½d6(5mm laser)	10k	21	VR	200	860	13.3/8.70	-3	0	2
33	GhettoBlaster	RIF	+0	L	R	6d6(7mm laser)	5	2	ST	100	1040	4.95	-1	4	2
	(half damage)	RIF				4d6+2(7mm laser)	20	2							
34	Remington BR7	RIF	+3	L	R	5d6(7mm/c)	10	2	VR	250	1890	3.95/.15	+0	6	2
35	Nevin A-02	RIF	+1	J	R	4d6+3(2mm rail)	50	2	VR	150	625	2.20	+1	4	2
36	Ka'chang	RIF	+3	N	R	7d6+3(15mm)	3	1	VR	400	17.5k	8.00/.85	-2	9	4
37	Lizzie Type 2	RIF	+2	L	R	5d6+1(3mm rail)	200	2	VR	200	1530	7.95/.35	-1	4	2
38	Olympica Verminex	RIF	+2	J	R	3d6+3(5mm laser)	50	2	VR	100	1160	2.80	+1	2	2
	(half damage)	RIF				2d6+1(5mm laser)	200								
	(quarter damage)	RIF				1d6-1(5mm laser)	800								

Military Rifles

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
39	Kalashnikov AK-9	RIF	+1	L	C	5d6(7mm)	70	20	VR	150	550	6.50/1.10	-1	7	2
40	Thumper (impact stun)	RIF	-1	J	C	1d6-1(20mm)	10	2	VR	25	120	1.10/.45	+1	5	2
41	Enfield L22A1	RIF	+2	N	C	5d6(7mm)	50*	20	VR	200	1560	5.90/.50	-1	7	4
	(half damage)					3d6+2(7mm)	200*	20	VR	200		7.30/1.90			
	(high damage)					5d6+3(7mm)	50*	20	ST	200		5.90/.50			
42	MR-40 Gauss rifle (AP)	RIF	+2	N	R	5d6+1(4mm rail)	100	6	VR	200	2400	6.90/.40	-2	6	3
43	Long Tom (AP)	RIF	+6	N	R	8d6+1(6mm rail)	20	1	VR	700	25.8k	15.7/3.70	-3	8	3
44	Aratech 7/c	RIF	+2	L	R	5d6(7mm/c)	50	20	VR	200	1160	4.20/.60	+0	6	2
45	HBAR		+2	N	R	5d6+1(7mm/c)	50	20	VR	200	1480	5.60/.60	-1	6	3
46	Sniper HBAR		+4	N	R	5d6+1(7mm/c)	10	2	VR	500	2960	5.15/.15	-1	6	3
47	HBAR/et		+2	N	R	5d6+2(7mm/c)	200	20	VR	200	3500	8.60/2.65	-2	6	3
48	Aratech Exp-4	RIF	+2	L	R	4d6+1(5mm/c)	100	20	VR	200	655	2.05/.45	+1	4	2
49	PolSci CAR-7 (+1 to hit)(AP)	RIF	+2	L	R	6d6(3mm rail)	500	10	VR	200	3900	13.5/9.50	-2	5	2
50	(light duty)			L	R	6d6(3mm rail)	300	6	VR	200	3900	9.70/5.70	-1	5	2
51	(belt pack)			L	R	6d6(3mm rail)	500	10	VR	200	3900	16.3/10.2	-1	5	2
52	PolSci CAR-9 (+1 to hit)(AP)	RIF	+2	L	R	6d6(3mm rail)	500	10	VR	200	3900	9.00/5.65	-1	4	2
53	Taxxon AWC (+2 to hit)	RIF	+2	N	R	7d6+2(5mm pbeam)	5	5	VR	200	29.0k	12.0	-3	4	2
	(half damage)					6d6(5mm pbeam)	20	10	VR	200					
54	(mounted version)		+3	N	R	7d6+2(5mm pbeam)	5*	10	VR	400	29.0k	12.0	-3	4	2
55	Tori Novafire II	RIF	+2	L	R	6d6+1(7mm laser)	50	20	VR	200	7000	7.25/4.00	-1	1	2
56	(lightweight version)	RIF	+2	L	R	6d6+1(7mm laser)	50	20	VR	200	10.0k	6.20/3.80	-1	0	2

Shotguns

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
57	Wristbreaker I	SHT	+2	L	P	2d6-1(flechette)	10x2	20	VR	100	1450	4.35	-1	4	2
	(slug)		+1			3d6+2(12ga slug)				50					
58	Wristbreaker II	P	+0	J	P	1d6+2(flechette)	5x2	2	VR	50	1450	2.80	+1	5	2
	(slug)		+0			3d6+1(12ga slug)				50					
59	Eisensturm (+1 to hit)	SHT	+2	L	R	4d6(16mm slug)	50	9	VR	100	655	6.60/3.65	-1	5	2
	(flechette)		+2			2d6+3(flechette)				100		4.45/1.50	-1		
	(HEAT)		+2			7d6+2(HEAT)				100		4.05/1.10	+0		
	(4mm disc. sabot)(AP)		+2			5d6+2(disc. sabot)				100		3.75/.85	+0		
60	Deathwind (+2 to hit)	SHT	+2	J	R	2d6+2(flechette)	50	9	VR	100	3330	5.75/2.45	+0	4	2
	(DP flechette)(AP)		+2			3d6+3/2d6+2(DP flech.)				100		5.45/2.15	+0		
	(HEAT/HE)		+2			7d6+1(HEAT)				100		4.55/1.25	+0		

Machine Guns

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
61	Vehicular CIWS (+2 to hit)	HVY	+2	N	P	4d6+3(7.62mm)	200x2	40	VR	200	8970	140./9.60	-6	7	6
62	Browning-Maskei	HVY	+2	N	P	7d6+3(15mm)	200	20	VR	300	4330	81.5/63.7	-6	10	8
63	Lighsword (+1 to hit)	HVY	+3	N	R	8d6+3(14mm laser)	∞	20	VR	400	50.5k	36.5	-5	6	3
64	Tori PDS (+3 to hit)	RIF	+2	N	R	6d6+2(9.5mm laser)	∞	1	VR	200	34.7k	29.8	-3	1	2
	(continuous beam)					½d6+2(9.5mm laser)	∞	100		200					
65	Entiires M40B	HVY	+3	N	R	8d6+3(4mm rail)	200	32	VR	400	34.8k	14.4/1.30	-3	6	2
66	Devastator	HVY	+3	N	R	10d6(5mm pbeam)	10*	20	VR	400	295k	68.4/35.9	-4	6	2
	(half damage)					8d6+2(5mm pbeam)	40*	20							

Heavy Weapons

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
67	Grenade	HVY	-2	P	R	5d6+1HE/2d6-1(+5d6)	1	1	VR	-	10	.35	+2	1	2
68	Smart grenade	HVY	-2	P	R	5d6+1HE/2d6-1(+5d6)	1	1	VR	-	30	.45	+2	1	2
69	APAM grenade (+1 to hit)	HVY	-1	P	R	8d6/5d6+1HE	1	1	VR	25	145	.80	+1	1	2
70	MR-40 Frag	HVY	-2	P	R	5d6+1HE/1d6+2(+5d6)	1	1	VR	20	3	.50	-2	6	2
71	MR-40 Guided (+1 to hit)	HVY	-2	P	R	10d6+2/3d6+3HE	1	1	VR	20	36	.80	-2	6	2
72	MR-40 HEAT	HVY	-2	P	R	12d6+2/5d6+1HE	1	1	VR	20	6	.50	-2	6	2
73	TAGLAW (+1 to hit)(HEAT)	HVY	+2	N	P	13d6+2/6d6+3HE	1	1	VR	200	370	7.25	-2	10	5
74	Cobra (+1 to hit)(HEAT)	HVY	+2	N	R	13d6+2/7d6HE	1	1	VR	200	430	7.25	-2	8	3
75	Tronskaal (+1 to hit)(HEAT)	HVY	+2	N	R	13d6+3/7d6HE	1	1	VR	200	650	7.05	-2	5	2
76	ZetaTech 8c (+1 to hit)(HEAT)	HVY	+2	N	R	14d6/7d6+1HE	1	1	VR	200	650	5.90	-2	5	2
77	MAPAG (+1 to hit)	HVY	+3	N	P	7d6+3HE	1	1	VR	400	2640	19.4/16.1	-4	8	7
78	Loompanic-A (+1 to hit)	HVY	+3	N	R	7d6+3HE	1	1	VR	400	3500	19.2/16.1	-4	7	6
79	Vortex 2 (+1 to hit)	HVY	+3	N	R	8d6HE	1	1	VR	400	5170	18.2/16.1	-4	5	5
80	Teradyl-4a (+2 to hit)	HVY	+3	N	R	8d6HE	1	1	VR	400	7000	17.6/16.1	-3	5	3
81	Mk48 Particle cannon	HVY	+3	N	R	12d6+3(25mm pbeam)	∞	1	VR	800	1.45m	175.	-8	11	9

Civilian Pistols

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
1	Pistole Clementi	P	-1	J	R	½d6+2(15mm)	8	2	VR	25	260	2.40/.55	+1	10	4
2	Roberson Model 8	P	+0	J	R	1d6+1(8mm)	5	1	VR	50	135	1.00	+2	9	2
3	Thunderflash	P	+0	L	R	2d6+3(12mm)	6	1	VR	50	215	3.30	+0	10	3
4	Traveller's Friend	P	-1	J	R	1d6+1(8mm)	2	2	VR	40	95	1.40	+2	9	2
5	Duelling pistol	P	+1	J	R	2d6-1(8mm)	1	1	VR	65	300	1.00	+2	9	2
6	Hammerjack	P	+0	L	R	2d6+3(12mm)	12	1	VR	50	225	3.60	+0	10	2
7	Last Chance	P	-1	P	R	2d6-1(10mm)	1	1	VR	25	150	.70	+3	9	2
8	McGregor 310	P	-1	J	R	2d6-1(10mm)	4	2	VR	50	165	2.00	+1	9	2
9	Oldtimer 9	P	+0	J	R	1d6+2(9mm)	10	2	VR	25	280	1.30/.15	+2	9	2
10	Oldtimer 45	P	-1	J	R	½d6+2(.45ACP)	6	2	VR	50	260	1.30/.15	+2	9	2
11	Manchetti .44	P	+0	J	R	2d6(11mm)	12	1	VR	50	230	2.70	+1	9	2
12	Wyndham	P	+0	J	R	1d6+2(8mm)	12	1	VR	50	195	1.55	+1	9	2
13	Comp .45	P	+1	J	R	2d6(.45ACP)	7	2	VR	65	630	1.30/.20	+2	8	2
14	Widget	P	-2	P	R	1d6(.22LR)	3	1	VR	20	110	.60	+3	7	2
15	Witheriesta	P	+2	J	R	2d6+1(9mm)	8	2	VR	75	1440	1.10/.10	+2	8	2
16	Flying Dustbin	P	-2	J	R	½d6+2(100mm)	1	1	ST	20	30	1.75	+1	9	2
	(improvised HE)					15d6+1HE									
17	Daisy Brassless	P	+0	P	R	½d6+2(.22/c)	10	2	VR	50	260	.60/.05	+3	6	2
18	Northstar	P	+0	J	R	2d6(5mm laser)	1	1	VR	50	790	1.10	+1	1	2
19	H&K UORD	P	+1	P	P	2d6+1(6mm dart)	6	1	VR	65	4800	1.75	+3	4	2

Machine Pistols & SMG's

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
20	Ingramus MX	RIF	-1	J	R	½d6+2(15mm)	20	10	ST	25	170	3.50/.90	+0	11	4
21	Ingramus Longus	RIF	+0	L	R	1d6+2(15mm)	20	10	ST	50	180	4.70/.90	-1	11	9
22	Fire Lance	RIF	+0	N	R	2d6(15mm)	10	1	ST	50	160	3.50	+0	11	10
23	Calliope	RIF	-1	L	R	½d6+2(6mm)	20	5	ST	40	275	7.50	-1	8	10
24	Volley pistol	P	+0	J	R	½d6+2(6mm)	5	5	VR	50	335	1.50	+2	8	2
25	Anuzi 9mm	RIF	+1	L	R	2d6(9mm)	32	20	VR	65	310	4.75/.55	-1	10	8
26	Blackthorn 12	P	+0	L	R	2d6+3(12mm)	20	20	VR	50	295	4.70/1.60	+0	11	5
27	Greaser	RIF	+0	L	R	1d6+1(.45ACP)	40	24	VR	50	85	3.60/1.30	+0	8	3
28	Plumber's Special	RIF	-1	L	R	2d6(9mm)	30	30	ST	40	80	1.90/.45	+1	10	7
29	Nordenfeldt	RIF	+0	L	R	1d6+2(.44 Webley)	80	16	VR	50	210	4.15	+0	8	4
30	Zoetrope	P	+0	L	R	2d6-1(11mm)	30	12	VR	50	260	2.70/1.50	+0	9	4
31	Whirligig	RIF	-3	L	R	2d6+1(9mm)	30	20	ST	15	60	2.35/.45	+1	10	5
32	Slivergun	RIF	+2	L	R	1d6+1(5mm dart)	50	12	VR	100	360	1.30/.05	+1	4	4
33	Black Widow	P	-2	J	P	1d6+1(+2d6)	1	1	VR	20	400	3.00	+1	9	2
34	Uzi II	P	+0	J	C	4d6(5.56mm)	50	24	VR	50	1090	3.05/.55	+1	9	2
35	Fairy Luck	P	-1	P	R	none(2mm)	50	10	VR	25	265	.05/.00	+1	0	2
36	Ingram M-12	P	+0	J	C	3d6(10mm)	30	30	VR	50	610	1.85/.50	+1	7	2

Civilian Rifles

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
37	Cro-Magnum 44	RIF	+0	N	R	1d6-1(44mm)	3	1	ST	30	120	6.35	-2	12	15
38	Hand cannon	RIF	-2	N	R	3d6+1(20mm)	1	1	ST	20	140	3.90	-1	14	11
39	Rifle Clementi	RIF	+0	N	R	2d6+1(15mm)	12	2	VR	50	170	5.05/.90	-1	11	10
40	Sunspot Special	RIF	+1	N	R	3d6+2(16mm)	1	1	ST	80	80	3.55	-2	13	11
41	Flintlock carbine	RIF	+2	N	R	2d6+1(10mm)	5	1	VR	100	170	2.40	+0	11	7
42	Ogrilon	RIF	+2	N	R	4d6+2(16mm)	2	2	VR	100	450	8.00	-3	13	9
43	Springfield 10	RIF	+2	N	R	3d6(10mm)	6	1	VR	100	125	4.00	-2	11	10
44	Trade Rifle	RIF	+1	N	R	3d6+1(12mm)	1	1	VR	80	75	4.00	-2	11	11
45	Armory 6-10	RIF	+2	N	R	4d6(7.62mm)	6	1	VR	200	285	5.45	-2	11	11
46	Springfield 12	RIF	+2	N	R	3d6+2(12mm)	20	2	VR	100	345	6.30	-1	11	9
47	Rockshaker	RIF	+2	N	R	4d6+2(18mm)	8	1	VR	100	480	9.85	-2	12	8
48	Optikonic	RIF	+2	L	R	none(5mm)	6	2	VR	100	300	1.85	+1	0	2
49	Mauser '37	RIF	+3	N	R	4d6+1(6.5mm)	5	1	VR	250	785	3.75	-1	9	8
50	Mindhunter	RIF	+2	N	R	2d6+2(5mm laser)	1	1	VR	200	490	7.05	-2	3	4
	(half damage)					1d6(5mm laser)	4	2							
51	Paschem	RIF	+2	L	R	3d6+3(25mm)	2	2	VR	100	270	5.15	-1	10	5
	(HE/flash)					4d6+1HE									
52	Kanstav Zcadc	RIF	+2	N	R	4d6+1(4mm)	20	1	VR	200	535	5.40	-1	8	4
53	Weatherby Mk.X	RIF	+3	L	P	5d6+2(.460 Mag.)	3	2	VR	250	5400	5.25	-1	10	4
54	GyroRifle	RIF	+2	L	P	3d6+2(20mm)	10	2	VR	100	305	2.25/.60	+1	9	2

Military Rifles

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
55	Militia Clementi	RIF	+0	N	R	2d6+1(15mm)	20	10	ST	50	235	6.40/1.55	-2	11	11
56	Volley rifle	RIF	+0	N	R	3d6+1(10mm)	10	5	VR	50	615	7.00	-2	11	10
57	Daisy Gun	RIF	-1	L	R	2d6+2(25mm)	6	1	VR	40	105	2.40	+1	9	4
58	Taser Rifle	RIF	+0	J	R	none(15mm dart)	2	2	VR	30*	140	1.30	+1	6	2
	(stun)					½d6(shock)									
59	M-17B2	RIF	+2	N	C	4d6+1(5.56mm)	140	60	VR	200	785	8.55/1.50	-2	9	6
60	Uzi II	RIF	+2	L	C	4d6+1(5.56mm)	50	24	VR	200	680	4.60/.55	-1	9	5
61	KIS-III	RIF	+3	L	R	1d6+1(5mm laser)	100	2	VR	125	5700	2.60/.50	+0	2	2
62	Predator	RIF	+2	N	R	4d6+2(5.56mm)	1000	100	VR	200	4940	17.9/10.1	-1	6	2
63	!Hundu A	RIF	+2	N	R	5d6+3(14mm)	100	9	VR	200	3080	24.1/9.85	-3	11	8

Shotguns

	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
64	Guardsman	SHT	+0	J	R	2d6+1(12ga)	2	2	VR	50	120	2.90	-1	11	6
	(buckshot)		+0			1 pip(buckshot)				50					
65	Dorcbuster	SHT	+0	L	R	2d6+3(12ga)	6	1	VR	50	160	3.20	-1	11	7
	(buckshot)		+0			1 pip(buckshot)				50					
66	Autoriot 10	SHT	+2	N	P	3d6+2(10ga)	9	2	VR	100	330	7.00	-3	9	9
	(buckshot)		+0			½d6+2(buckshot)				50					
	(tear gas)		+0			1 pip(gas)				50					
	(baton round)		+0			3d6+1(stun)				50					
67	Firestarter	SHT	+0	J	P	1d6-1(fire)	10	2	VR	50	330	3.95/.80	+0	9	9
	(slug)		+2			3d6+2(12ga)				100					
	(buckshot)		+0			½d6+2(buckshot)				50					
68	Duplex 12	SHT	+2	N	C	3d6+2(12ga)	18	2	VR	100	320	6.10	-2	9	9
	(buckshot)		+0			1d6+1(buckshot)				50					

Machine Guns

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
69	Puckle Cannon	HVY	-1	N	R	4d6(30mm)	30	6	ST	40	295	30.0/14/2	-4	13	12
70	Maxim-Gatling '99	HVY	+3	N	R	4d6+3(7.9mm)	500	40	VR	400	1800	76.3/19.9	-6	11	13
71	Gyroripper	HVY	+2	N	R	4d6(20mm)	200	20	VR	200	565	24.8/21.2	-3	9	4
	(HE)					2d6HE									
	(HEAT)					8d6/2d6HE									

Heavy Weapons

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
72	Hale Launcher	HVY	+2	-	R	7d6+1HE	1	1	ST	100	450	24.1/11.7	-5	11	17
73	Relguik ertoq	HVY	+3	-	R	6d6+1(7mm laser)	∞	2	VR	800	4100	24.0	-4	9	9
	(beam)					1d6-1(7mm laser)	∞	10x10		800					
74	Panzerschreck 2 (+0 to hit)	HVY	+2	-	R	14d6+3/8d6HE	1	1	ST	100	2560	92.4/38.4	-5	14	9
75	Vengeance weapon 9	HVY	+5	-	R	7d6+2(20mm laser)	2*	2	VR	1200	25.1k	2530	-12	10	16
76	M97 Avenger	HVY	+3	-	R	11d6(75mm)	500	24	VR	800	82.4k	12.3t/10.2t	-12	18	16
	(HE)					7d6HE				800		10.0t/7.9t			
77	MIRACL (+4 to hit)	HVY	+3	-	R	6d6+2(9.5mm laser)	∞	10x10	VR	800	218k	18.3t	-12	9	15
78	Tall Dish (+3 to hit)	HVY	+3	-	R	8d6+2(5mm p-beam)	∞	20	VR	800	23.3m	24.6t	-4	9	18
79	ADDIF (HE)	HVY	+2	L	P	11d6+1HE	5	1	VR	100	4740	8.85/2.15	-2	10	6
	(HEAT)		+2			10d6/4d6+2HE				100		8.85/2.15			
	(buckshot)		+0			1d6+1(buckshot)				50		8.60/1.90			

Other

#	Name	Type	WA	Con	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
80	Stonefire	HVY	-2	P	R	5d6HE/3d6(+1d6)	1	1	ST	-	10	1.80	+2	2	2
81	Martyr's Cross (HE)	HVY	-2	N	R	6d6+1HE/3d6(+2d6)	1	1	ST	-	10	5.50	-9	11	5
82	Torquemada's Torch	RIF	-2	L	R	2d6-1(fire)	10	2	ST	20	55	5.75	-1	9	6
83	Beggar's Box	HVY	-	P	R	4d6+3HE	1	1	VR	-	5	.80	+3	2	2
84	Big Bertha (HEAT)	HVY	-2	P	R	13d6/6d6HE	1	1	VR	-	15	2.70	+2	4	2
	(HE)		-2	P		7d6HE	2	1	VR	-					

Thrown Weapons

#	Name	Type	WA	Con	Avail.	Damage	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
1	Shuriken	MEL	+0	P	C	½d6	-	-	VR	Throw	15	.15	+0	3	2
2	Throwing knife	MEL	-1	P	C	1d6-1	-	-	VR	Throw	5	.20	+0	3	2
3	Throwning ax	MEL	+0	J	C	1d6+2	-	-	VR	Throw	80	1.20	-2	17	2
4	War dart	MEL	+0	P	P	½d6+1	-	-	VR	Throw	35	.40	+0	8	2
5	Recreational dart	MEL	+0	P	C	1 pip	-	-	VR	Throw	5	.10	+0	1	2
6	Bola I	MEL	+0	J	P	½d6	-	-	VR	Throw	15	.50	-3	1	2
7	Bola II	MEL	+0	J	P	1d6	-	-	VR	Throw	50	1.00	-4	1	2
8	Spear	MEL	+0	N	P	1d6+1	-	-	VR	Throw	65	2.00	-3	6	3
9	War boomerang	MEL	+0	P	P	½d6+2	-	-	VR	Throw	50	.40	-1	6	2

Axes and Polearms

#	Name	Type	WA	Con	Avail.	Damage	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
10	Lumber ax	MEL	-1	N	C	2d6+2	-	-	VR	1m	30	2.10	-7	9	3
11	Hatchet	MEL	-1	P	C	2d6-1	-	-	VR	1m	10	.70	-3	9	2
12	Battle ax	MEL	+0	L	P	2d6+1	-	-	VR	1m	255	2.00	-6	14	2
13	Mattock	MEL	-1	N	C	3d6	-	-	VR	2m	50	4.00	-7	12	8
14	Halberd	MEL	+0	N	P	3d6	-	-	VR	3m	440	3.00	-6	10	5
15	Trident	MEL	+0	N	P	1d6+2(up to 3 hits)	-	-	VR	2m	80	2.40	-5	7	4
16	Pike	MEL	+0	N	P	3d6	-	-	VR	6m	575	3.50	-8	11	3
17	Spear	MEL	+0	N	P	2d6+1	-	-	VR	2m	255	2.00	-5	9	2

Knives

#	Name	Type	WA	Con	Avail.	Damage	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
18	Penknife	MEL	-1	P	C	½d6	-	-	VR	1m	5	.10	+0	3	2
19	Hunting knife	MEL	+0	P	C	1d6	-	-	VR	1m	35	.25	+0	3	2
20	Bowie knife	MEL	+0	P	C	1d6+1	-	-	VR	1m	65	.40	+0	9	2
21	Main-gauche	MEL	+0	J	P	1d6+2	-	-	VR	1m	80	.50	-1	3	2
22	Kukri	MEL	+0	J	P	2d6-1	-	-	VR	1m	120	.60	-2	6	2
23	Katar	MEL	+0	J	P	1d6+1	-	-	VR	1m	65	.40	+0	4	2

Swords & Fencing Weapoms

#	Name	Type	WA	Con	Avail.	Damage	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
24	Machete	MEL	-1	L	C	1d6+2	-	-	VR	1m	20	.40	-2	6	2
25	Saber	MEL	+0	L	P	2d6	-	-	VR	1m	170	1.40	-3	11	2
26	Short sword	MEL	+0	L	P	2d6	-	-	VR	1m	145	1.10	-3	11	2
27	Longsword	MEL	+0	L	P	2d6	-	-	VR	1m	170	1.30	-3	11	2
28	Broadsword	MEL	+0	L	P	2d6+1	-	-	VR	1m	195	1.60	-4	12	2
29	Katana	MEL	+1	N	P	2d6+1	-	-	VR	1m	1760	1.30	-3	11	2
30	Bastard sword	MEL	+0	N	P	2d6+2	-	-	VR	1m	300	2.10	-4	12	4
31	Greatsword	MEL	+0	N	P	3d6	-	-	VR	2m	450	3.60	-6	13	6
32	Scimitar	MEL	+0	L	P	2d6+1	-	-	VR	1m	195	1.60	-4	12	2
33	Tulwar	MEL	+0	L	P	2d6	-	-	VR	1m	170	1.40	-4	11	2
34	Rapier	MEL	+0	N	P	2d6-1	-	-	VR	1m	120	.70	-3	4	2
35	Epee	MEL	+0	L	P	1d6+2	-	-	VR	1m	80	.50	-2	3	2

Clubs & Hammers

#	Name	Type	WA	Con	Avail.	Damage	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
36	Club	MEL	-1	L	C	2d6+1	-	-	VR	1m	50	1.40	-5	5	2
37	Billy club/Truncheon	MEL	+0	L	C	1d6+1	-	-	VR	1m	65	.30	-2	1	2
38	Sledgehammer	MEL	-1	N	C	3d6+1	-	-	VR	2m	75	5.00	-10	14	10
39	Mace	MEL	+0	L	P	2d6+1	-	-	VR	1m	195	1.60	-5	12	4
40	Spiked mace	MEL	+0	L	P	2d6+1	-	-	VR	1m	225	1.70	-5	13	5
41	War hammer	MEL	+0	J	P	2d6	-	-	VR	1m	145	1.00	-4	12	2
42	Large warhammer	MEL	+0	L	P	2d6+1	-	-	VR	1m	225	1.70	-5	13	3
43	Rock hammer	MEL	-1	J	C	2d6-1	-	-	VR	1m	25	.85	-3	15	2
44	Military pick	MEL	+0	L	P	2d6+1	-	-	VR	1m	225	1.30	-5	9	2

Staves

#	Name	Type	WA	Con	Avail.	Damage	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
45	Quarterstaff	MEL	+0	N	P	2d6+1	-	-	VR	2m	255	1.40	-5	1	2
46	Crude quarterstaff	MEL	-1	N	P	2d6+1	-	-	VR	2m	30	1.60	-5	1	2
47	Bo stiok	MEL	+0	N	P	2d6+2	-	-	VR	3m	290	1.30	-5	4	2

Martial Arts Weapons

#	Name	Type	WA	Con	Avail.	Damage	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
48	Nunchaku	MEL	-1	P	C	1d6+1	-	-	VR	1m	15	.80	-5	1	2
49	Tonfa	MEL	-1	J	P	2d6	-	-	VR	1m	35	1.00	-5	3	2
50	Sai	MEL	+0	J	C	1d6+1	-	-	VR	1m	65	.80	-1	11	2
51	Kyoketsu	MEL	+0	J	P	1d6	-	-	VR	3m	35	1.20	-7	1	2

Flexible Weapons

#	Name	Type	WA	Con	Avail.	Damage	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
52	Leather whip	MEL	+0	J	C	1d6	-	-	VR	3m	35	1.20	-8	1	2
53	Cable whip	MEL	+0	J	P	½d6+2	-	-	VR	2m	50	1.80	-8	1	2
54	Cat o'nine tails	MEL	+0	J	P	1 pip (up to 4 hits)	-	-	VR	1m	35	.60	-5	1	2
55	Chain	MEL	-1	J	C	1d6	-	-	VR	1m	20	2.50	-7	6	5
56	Morning star	MEL	+0	J	P	2d6-1	-	-	VR	1m	120	2.00	-6	13	4
57	Flail	MEL	+0	L	P	2d6+1	-	-	VR	2m	250	2.90	-8	12	5
58	Ball and chain	MEL	-1	J	P	2d6-1	-	-	VR	1m	30	2.00	-6	10	4

Improvised Weapons

#	Name	Type	WA	Con	Avail.	Damage	#Shots	ROF	Rel.	Range	Cost	Mass	Init	SP	Body
59	Chair, light	MEL	-2	N	C	1d6+2	-	-	VR	1m	20	2.00	-6	1	3
60	Chair, medium	MEL	-2	N	C	2d6-1	-	-	VR	1m	30	4.00	-7	5	8
61	Chair, heavy	MEL	-2	N	C	2d6	-	-	VR	2m	40	6.00	-9	6	12
62	Table, light	MEL	-2	N	C	2d6-1	-	-	VR	1m	25	3.00	-7	4	6
63	Table, medium	MEL	-2	N	C	2d6+1	-	-	VR	2m	55	10.0	-10	11	15
64	Table, heavy	MEL	-3	N	C	3d6	-	-	VR	2m	110	25.0	-12	14	23
65	Pool cue	MEL	-1	N	C	½d6+2	-	-	VR	2m	15	.50	-4	1	2
66	Billiard ball (thrown)	MEL	-1	P	C	1 pip	-	-	VR	Throw	5	.20	+0	1	2
67	Large wrench	MEL	-1	L	C	2d6-1	-	-	VR	1m	30	5.00	-6	14	10
68	Crowbar	MEL	-1	L	C	1d6+2	-	-	VR	1m	20	2.60	-5	11	5
69	Lead pipe	MEL	-1	N	C	2d6-1	-	-	VR	1m	10	2.00	-5	4	2
70	Rock, light (thrown)	MEL	-1	P	C	1 pip	-	-	VR	Throw	0	.20	+0	4	2
71	Rock, medium (thrown)	MEL	-1	P	C	1d6	-	-	VR	Throw	0	.50	+0	6	2
72	Rock, heavy (thrown)	MEL	-1	J	C	1d6+2	-	-	VR	Throw	0	2.00	-1	8	3
73	Beer stein	MEL	-1	J	C	1d6-1	-	-	VR	1m	10	.40	-1	1	2
74	Dinner plate (thrown)	MEL	-1	J	C	1d6-1	-	-	VR	Throw	5	.30	+0	1	2
75	Bottle, intact	MEL	-1	P	C	½d6	-	-	VR	1m	0	.30	-1	1	2
76	Bottle, broken	MEL	-1	P	C	½d6	-	-	VR	1m	0	.20	+0	1	2
77	Belt buckle and belt	MEL	-1	P	C	1d6	-	-	VR	1m	10	.30	-4	1	2
78	Rifle butt	MEL	-1	N	C	1d6+1	-	-	VR	1m	-	-	-3	-	-
79	Pistol butt	MEL	-1	J	C	½d6	-	-	VR	1m	-	-	-2	-	-
80	Sap glove	MEL	-1	P	C	+1	-	-	VR	1m	30	.30	-1	1	2
81	Brass knuckles	MEL	-1	P	C	+1	-	-	VR	1m	20	.30	-1	4	2
82	Punch	MEL	+0	-	-	½d6+Damage mod.	-	-	VR	1m	-	-	+0	-	-
83	Kick	MEL	+0	-	-	1d6+Damage mod.	-	-	VR	1m	-	-	-2	-	-

Pistols

Name	TL	Damage	Hands	Concealable	Accurate	ROF	Reliable	Clip	Price	#
.22 autopistol	◑	●	○	○	●	◑	○	◑	○	2.2
.22 derringer	◑	●	○	○	●	●	◑	○	○	2.3
.25 autopistol	◑	●	○	○	●	◑	○	◑	○	2.4
.357 Mag. COP	◑	◑	○	○	○	◑	○	●	◑	2.35
Air pistol	◑	●	○	○	●	◑	○	○	○	2.16
AM-402 Baton	◑	○	○	◑	○	●	○	●	○	2.36
American Model 6	◑	◑	○	○	○	●	○	●	◑	2.37
Assassin	○	○	◑	◑	○	●	○	●	◑	4.14
Auto Mag	◑	◑	○	◑	○	◑	○	◑	◑	2.38
Baltech Thornet	○	○	○	◑	◑	◑	○	◑	◑	4.12
Beast	◑	○	◑	○	○	○	○	○	●	2.39
Beretta 92F	◑	◑	○	◑	○	◑	○	○	◑	2.40
Beretta 92F Compact	◑	◑	○	◑	◑	◑	○	○	◑	2.41
Beretta 951	◑	◑	○	◑	◑	◑	○	◑	◑	2.26
British Pattern 1856	●	◑	○	◑	◑	○	○	○	○	1.8
Browning Hi-Power	◑	◑	○	◑	○	◑	○	○	◑	2.10
Buffalo Derringer	◑	◑	○	○	○	●	○	●	◑	2.17
Calico M-100	◑	◑	○	◑	◑	◑	○	○	○	2.42
Calico M-950	◑	◑	○	●	○	◑	○	○	○	2.43
Casull .454	◑	○	◑	◑	○	●	○	◑	◑	2.44
Cavalry pistol	○	◑	○	◑	○	●	◑	○	○	1.4
Chinese Type 67	◑	●	○	◑	◑	◑	○	◑	◑	2.33
CIA Cigarette	◑	●	○	○	●	●	○	●	◑	2.46
Colt 1861	●	●	○	◑	◑	●	○	◑	○	1.9
Colt 1873	◑	◑	○	◑	◑	●	○	◑	○	2.1
Colt Anaconda	◑	○	◑	◑	○	◑	○	◑	◑	2.47
Colt Diamondback	◑	◑	○	◑	◑	◑	○	◑	○	2.18
Colt Dragoon	●	◑	○	◑	◑	●	○	◑	○	1.10
Colt Mamba	◑	○	◑	◑	○	◑	○	◑	◑	4.1
Colt Model 2000	◑	◑	○	◑	○	◑	○	○	◑	3.3
Colt Python	◑	◑	○	◑	○	◑	○	◑	◑	2.19
Comp .45	◑	◑	○	◑	○	◑	○	◑	◑	5.13
Cybors K	○	○	○	◑	◑	◑	○	○	○	4.15
Cyclops	◑	◑	○	○	○	●	◑	○	○	2.27
Daisy Brassless	◑	●	○	○	◑	◑	◑	○	●	5.17
Derringer	●	●	○	○	○	●	◑	○	○	1.11
Desert Eagle	◑	○	◑	◑	○	◑	○	◑	○	2.49
Dolch H21	○	◑	○	○	◑	○	○	○	●	4.8
Double pistol	●	●	○	◑	○	●	◑	○	○	1.5
Duelling pistol	●	◑	○	◑	○	●	○	●	◑	5.5
Duelling pistol	●	◑	○	◑	○	●	◑	●	◑	1.12
Entiires C9	○	○	○	◑	◑	◑	○	○	○	4.11
Fabrique Nationale P-96	◑	◑	○	◑	◑	◑	○	○	◑	4.3
Flintlock revolver	●	●	○	◑	○	●	○	◑	○	1.6
Flying Dustbin	◑	○	○	◑	○	●	○	●	○	5.16
Gambler's Ace	●	●	○	○	○	●	◑	○	○	1.13
Glock 17L	◑	◑	○	◑	○	◑	○	○	◑	2.76
Glock 19	◑	◑	○	◑	○	◑	○	○	◑	2.77
Glock 20	◑	◑	○	◑	○	◑	○	○	◑	2.78
Glock 21	◑	◑	○	◑	○	◑	○	○	◑	2.79
Glock 23	◑	◑	○	◑	○	◑	○	○	◑	2.80
Government .45	◑	●	○	◑	◑	◑	○	◑	◑	2.5
Government Longslide	◑	◑	○	◑	○	◑	○	◑	◑	2.28
Grendel P-10	◑	●	○	○	●	◑	○	◑	○	2.55
Grendel P-12	◑	●	○	○	●	◑	○	○	◑	3.4
Grendel P-30	◑	◑	○	○	○	◑	○	○	○	2.56
Heckler & Koch Flare Gun	◑	●	○	○	●	●	○	◑	○	2.57
Heckler & Koch P2A1	◑	●	○	◑	○	●	○	●	○	2.58
Heckler & Koch P4	◑	●	○	○	●	◑	○	◑	◑	2.29
Heckler & Koch P7M13	◑	◑	○	◑	◑	◑	○	○	◑	2.59
Heckler & Koch P9S	◑	◑	○	◑	○	◑	○	◑	◑	2.31
Heckler & Koch UORD	◑	◑	○	○	○	◑	○	◑	○	5.19

Most ratings are relative within each category	1-7 ●	low ●	hvy ●	not ●	low ●	low ●	low ●	small ●	high ●
	8-12 ◑	med ◑	2 ◑	jacket ◑	med ◑	med ◑	med ◑	med ◑	med ◑
	13-15 ○	high ○	1 ○	pocket ○	high ○	high ○	high ○	large ○	low ○

Pistols

Name	TL	Damage	Hands	Concealable	Accurate	ROF	Reliable	Clip	Price	#
Heckler & Koch VP-70Z	◑	◑	○	◑	◑	◑	○	○	◑	2.60
H&R Sidekick	◑	●	○	○	◑	◑	○	◑	○	2.11
Hammerjack	●	◑	○	●	◑	●	○	○	◑	5.6
Hand cannon I	●	●	◑	●	●	●	●	●	○	1.1
Hand cannon II	●	●	◑	●	●	●	●	●	○	1.2
High Standard Citation	◑	●	○	◑	○	◑	○	◑	●	2.61
Kolibri Auto	◑	●	○	○	●	◑	◑	◑	○	2.8
Last chance	●	◑	○	○	○	●	◑	●	○	5.7
LeMat	●	◑	○	◑	◑	●	○	◑	◑	1.14
Liberator II	◑	○	○	○	●	●	◑	●	○	4.4
Luger	◑	◑	○	◑	○	◑	○	◑	◑	2.6
MacGregor 310	●	◑	○	◑	●	◑	○	●	○	5.8
Manchetti .44	◑	◑	○	◑	◑	◑	○	○	◑	5.11
Makarov	◑	●	○	○	●	◑	○	◑	◑	2.20
Mauser	◑	◑	○	◑	○	◑	○	◑	◑	2.7
NAA mini-revolver	◑	●	○	○	●	●	○	●	○	2.62
Norinco pocketknife	◑	●	○	○	●	◑	◑	●	○	2.72
Norinco Type 86	◑	●	○	◑	●	◑	◑	●	○	2.71
Northstar	◑	◑	○	◑	◑	●	○	●	◑	5.18
Oltimer 9	●	●	○	◑	◑	◑	○	◑	◑	5.9
Oltimer 45	●	●	○	◑	◑	◑	○	◑	◑	5.10
Paintball pistol	◑	●	○	◑	●	◑	○	◑	○	2.63
Pauly 1812	●	●	○	◑	◑	●	○	●	○	1.15
Pepperbox	●	●	○	○	●	●	◑	◑	○	1.16
Personal pistol	●	●	○	◑	●	●	◑	●	○	1.7
Pistole Clementi	●	●	○	◑	●	◑	◑	◑	◑	5.1
Punisher	○	○	○	◑	◑	◑	◑	◑	◑	4.16
Roberson Model 8	●	●	○	◑	◑	●	○	◑	○	5.2
Ruger GP-100	◑	◑	○	◑	○	◑	○	◑	◑	2.64
Ruger P-8	◑	◑	○	○	◑	◑	○	◑	◑	4.5
Ruger P85	◑	◑	○	◑	◑	◑	○	○	◑	2.65
S&W Ladysmith	◑	◑	○	○	●	◑	○	◑	◑	2.66
SIG P226	◑	◑	○	◑	○	◑	○	○	◑	2.67
SK-5 Giant Killer	◑	○	○	◑	○	◑	○	◑	●	4.6
Smith & Wesson Model 29	◑	◑	○	◑	○	◑	○	◑	◑	2.21
Smith & Wesson Model 57	◑	◑	○	◑	○	◑	○	◑	◑	2.22
Spectre	◑	◑	○	◑	○	◑	○	○	◑	2.68
Sphinx AT-2000S	◑	◑	○	◑	○	◑	○	○	◑	3.1
Stallard Arms JS-9	◑	◑	○	◑	●	◑	◑	◑	○	2.69
Star M31PK	◑	◑	○	◑	◑	◑	○	○	◑	2.70
Steyr SPP	◑	◑	○	◑	◑	◑	○	○	◑	3.5
TDE .380	◑	●	○	○	●	◑	○	◑	◑	2.23
Thompson Contender	◑	○	◑	◑	○	●	○	●	◑	2.24
Thunderflash	●	◑	○	●	◑	●	◑	◑	◑	5.3
TMI Stormer	○	○	○	○	◑	◑	○	○	●	4.17
TMI-8 Hideout	○	◑	○	○	●	●	◑	◑	◑	4.9
Tokarev TT-33	◑	●	○	◑	◑	◑	○	◑	◑	2.12
Traveller's Friend	●	●	○	◑	●	●	○	●	○	5.4
Vapotech Mil-2	○	○	○	◑	○	◑	◑	○	●	4.18
Viper	○	●	○	◑	●	●	◑	◑	○	4.10
Walther GSP	◑	●	◑	◑	○	◑	○	◑	●	2.73
Walther P-38	◑	◑	○	◑	○	◑	○	◑	○	2.14
Walther PPK	◑	●	○	○	●	◑	○	◑	◑	2.15
Webley .455	◑	●	○	◑	◑	●	○	◑	◑	2.9
Weedburner	◑	●	○	○	●	●	●	◑	○	4.7
Widget	◑	●	○	○	●	●	○	●	○	5.14
Wildey .475	◑	○	◑	◑	○	◑	○	◑	●	2.74
Witheriesta	◑	◑	○	◑	○	◑	○	◑	◑	5.15
Wyndham	◑	●	○	◑	◑	●	○	○	○	5.12
XP-100 Target	◑	○	○	◑	○	●	○	●	◑	2.34
Zeus Thunderwand	○	○	○	○	◑	◑	○	○	◑	4.13
Zip pistol	◑	◑	○	◑	●	●	●	●	○	2.75

Most ratings are relative within each category	1-7 ●	low ●	hvy ●	not ●	low ●	low ●	low ●	small ●	high ●
	8-12 ◑	med ◑	2 ◑	jacket ◑	med ◑	med ◑	med ◑	med ◑	med ◑
	13-15 ○	high ○	1 ○	pocket ○	high ○	high ○	high ○	large ○	low ○

Machine Pistols & SMG's

Name	TL	Damage	Hands	Concealable	Accurate	ROF	Reliable	Clip	Price	#
Air SMG	◑	●	○	◑	◑	○	◑	○	◑	2.96
Anuzi 9mm	●	◑	◑	◑	◑	◑	○	◑	◑	5.25
ARES FMG	◑	◑	○	◑	◑	◑	○	●	◑	2.97
ARES FMG-2	◑	◑	◑	◑	◑	◑	○	●	◑	4.20
Benelli CB-M2	◑	◑	◑	◑	○	○	○	◑	◑	2.111
Benelli "Reaper"	◑	◑	◑	◑	○	◑	◑	◑	●	4.21
Beretta 12S	◑	◑	◑	◑	◑	◑	○	◑	◑	2.88
Beretta 93-R	◑	◑	○	◑	◑	○	◑	●	●	2.99
Beretta 951R	◑	◑	○	◑	◑	◑	◑	●	◑	2.89
Black Pistol	◑	◑	○	◑	◑	○	○	●	●	3.11
Black Widow	◑	●	○	◑	●	●	◑	●	◑	5.33
Blackthorn 12	●	◑	○	●	◑	◑	◑	●	◑	5.26
Bushman IDW	◑	◑	○	◑	●	●	○	◑	◑	3.6
Buzzsaw	◑	◑	◑	●	●	○	◑	○	◑	4.19
Calico M-950A	◑	◑	◑	●	○	○	◑	○	◑	3.8
Calliope	●	●	◑	●	●	●	●	●	○	5.23
Cascade pistol	●	●	○	◑	●	●	○	●	◑	1.2
Entiires K30A2	○	○	○	◑	◑	○	◑	○	●	4.29
Fabrique Nationale P-90	◑	◑	◑	◑	○	○	○	◑	◑	3.13
Fairy Luck	◑	●	○	○	●	◑	◑	◑	◑	5.35
Fire lance	●	◑	◑	●	◑	●	●	●	○	5.22
Glock 18	◑	◑	○	◑	◑	○	●	●	◑	2.112
Greaser	●	●	◑	◑	◑	◑	○	◑	○	5.27
Heckler & Koch MP5/10	◑	◑	◑	◑	○	●	○	◑	◑	3.9
Heckler & Koch MP5KA5	◑	◑	◑	◑	◑	○	○	◑	◑	2.100
Heckler & Koch VP-70	◑	◑	○	◑	◑	○	◑	●	◑	2.102
ILARCO 180	◑	●	◑	●	○	○	○	○	◑	2.103
Ingram M-10	◑	◑	○	◑	●	○	○	◑	◑	2.105
Ingram M-11	◑	●	○	◑	●	○	○	◑	○	2.106
Ingram M-12	◑	◑	○	◑	◑	○	◑	◑	◑	5.36
Ingramus M-X	●	●	◑	●	●	●	●	○	○	5.20
Jati-Matic	◑	◑	◑	●	◑	◑	○	◑	◑	2.107
Lazer Lash	○	◑	○	○	●	◑	○	○	●	4.30
M3 "Grease Gun"	◑	◑	◑	●	◑	●	◑	◑	○	2.82
MAT-49	◑	◑	◑	◑	●	◑	○	◑	◑	2.90
Mendoza HM-3	◑	◑	◑	◑	◑	◑	◑	◑	○	2.91
MGV 176	◑	◑	◑	●	○	○	○	○	◑	2.108
MP-40 Schmeisser	◑	◑	◑	●	◑	●	○	◑	◑	2.83
Nordenfeldt	◑	●	◑	●	◑	●	○	○	◑	5.29
Owen Mk 1/42	◑	◑	◑	●	◑	◑	◑	◑	○	2.84
Photonics Streetsaber	○	◑	○	◑	◑	●	○	◑	●	4.24
Plumber's special	●	◑	◑	●	●	○	●	◑	○	5.28
PolSci Cquel	○	◑	○	○	○	◑	◑	○	●	4.25
PPsh MP41	◑	◑	◑	●	◑	○	◑	○	○	2.85
Ruger P-4	◑	◑	○	◑	◑	●	○	○	●	4.23
Sauer-Bosk RK	○	○	◑	◑	○	◑	○	○	●	4.31
Screamer	○	●	○	○	○	○	○	○	○	4.26
Slivergun	◑	●	◑	◑	○	●	○	◑	◑	5.32
Spectre	◑	◑	◑	◑	◑	◑	○	◑	◑	2.109
Stechkin	◑	○	○	◑	◑	◑	◑	○	◑	2.92
Sten	◑	◑	◑	●	◑	◑	◑	◑	○	2.86
Sterling L2A3	◑	◑	◑	◑	○	◑	○	◑	◑	2.93
Steyr Mpi 69	◑	◑	◑	◑	○	◑	○	◑	◑	2.110
Steyr TMP	◑	◑	○	◑	◑	◑	◑	◑	◑	3.14
Stinger II	○	◑	○	◑	◑	○	◑	○	●	4.27
Synerg 12/2	○	○	○	◑	◑	●	◑	◑	◑	4.28
Thompson	◑	◑	◑	●	◑	◑	○	◑	◑	2.87
Type 80	◑	●	○	◑	◑	◑	◑	○	◑	2.81
Uzi	◑	◑	◑	◑	○	◑	○	◑	◑	2.94
Uzi II	◑	○	○	◑	○	◑	◑	◑	●	5.34
Vz-61 Skorpion	◑	●	○	◑	◑	○	○	●	◑	2.95
Whirligig	◑	◑	◑	●	●	◑	○	◑	○	5.31
Zoetrope	◑	●	○	●	◑	●	○	◑	◑	5.30

Most ratings are relative within each category																
	1-7	●	low	●	hvy	●	not	●	low	●	low	●	low	●	small	●	high	●
	8-12	◑	med	◑	2	◑	jacket	◑	med	◑	med	◑	med	◑	med	◑	med	◑
	13-15	○	high	○	1	○	pocket	○	high	○	high	○	high	○	large	○	low	○

Civilian Rifles

Name	TL	Damage	Hands	Concealable	Accurate	ROF	Reliable	Clip	Price	#
AR-7 survival rifle	◑	●	◑	◑	●	◑	◑	◑	○	2.121
Armory 6-10	●	◑	◑	●	◑	●	○	◑	◑	5.45
Barrett Light 50	◑	○	◑	●	○	◑	○	◑	●	2.122
Beeman 55S	◑	●	◑	●	●	●	○	●	○	2.116
Brown Bess	●	●	◑	●	●	●	◑	●	○	1.21
Browning M78	◑	◑	◑	●	○	●	○	●	◑	2.125
Calico M100	◑	●	◑	●	◑	◑	○	○	○	2.126
Calico M900	◑	●	◑	●	◑	◑	○	○	◑	2.127
Colt AR-15	◑	◑	◑	●	◑	◑	○	○	◑	2.128
Colt Model 1855	●	◑	◑	●	◑	●	◑	◑	○	1.24
Cro-Magnum 44	●	●	◑	●	●	●	●	●	○	5.37
Crossfire	◑	◑	◑	●	◑	◑	○	○	◑	2.129
Double wheellock	●	●	◑	●	●	●	◑	●	◑	1.18
Flintlock carbine	●	●	◑	●	◑	●	◑	◑	○	5.41
FR-F2	◑	◑	◑	●	○	●	○	◑	●	2.130
French Model 1777	●	●	◑	●	●	●	◑	●	○	1.22
GhettoBlaster	○	○	◑	●	◑	◑	●	◑	●	4.33
GyroRifle	◑	◑	◑	●	◑	◑	◑	◑	◑	5.54
Heckler & Koch M770	◑	◑	◑	●	◑	◑	○	◑	◑	2.131
Hall Carbine	●	◑	◑	●	●	●	◑	●	○	1.25
Hand cannon	●	●	◑	●	●	●	●	●	○	5.38
Henry Rifle	●	●	◑	●	◑	●	○	○	○	1.26
Ka'chang	○	○	◑	●	○	●	○	●	●	4.36
Kanstav Zcadc	◑	◑	◑	●	◑	●	○	◑	◑	5.52
Kentucky Rifle	●	●	◑	●	◑	●	◑	●	○	1.23
Lizzie Type 2	○	○	◑	●	◑	●	○	○	●	4.37
M1 Carbine	◑	◑	◑	●	◑	◑	○	○	◑	2.117
M6 Springfield	◑	●	◑	◑	●	●	◑	◑	○	2.118
Matchlock musket	●	●	◑	●	●	●	◑	●	○	1.17
Mauser '37	◑	◑	◑	●	○	●	○	◑	◑	5.49
Mindhunter	◑	●	◑	●	◑	◑	○	●	◑	5.50
Model 98 Masuer	◑	◑	◑	●	◑	●	○	◑	◑	2.113
Nevin A-02	○	◑	◑	●	◑	●	◑	○	◑	4.35
Off-the-shelf Special	◑	●	◑	●	◑	○	○	○	●	4.32
Ogrilon	●	◑	◑	●	◑	●	○	●	◑	5.42
Olympica Verminex	○	◑	◑	◑	◑	◑	○	○	●	4.38
Optikonic	◑	●	◑	●	◑	●	○	◑	◑	5.48
Paintball rifle	◑	●	◑	●	●	◑	○	○	○	2.132
Paschem	◑	◑	◑	●	◑	●	○	●	◑	5.51
Remington BR7	○	○	◑	●	○	◑	◑	◑	●	4.34
Rifle Clementi	●	●	◑	●	●	◑	◑	○	○	5.39
Rockshaker	◑	◑	◑	●	◑	●	○	◑	◑	5.47
Rossi M59	◑	●	◑	●	◑	●	○	◑	○	2.119
Ruger 10/22	◑	●	◑	●	◑	◑	○	○	○	2.133
Ruger Mini-14	◑	◑	◑	●	◑	◑	○	○	◑	2.135
Sako Sporter	◑	◑	◑	●	○	●	○	●	◑	2.136
Sharps 1874	◑	◑	◑	●	◑	●	○	●	○	2.114
Spencer carbine	●	●	◑	●	◑	●	○	◑	○	1.29
Springfield 10	●	●	◑	●	◑	●	○	◑	○	5.43
Springfield 12	●	◑	◑	●	◑	◑	○	○	◑	5.46
SSG 69	◑	◑	◑	●	○	●	○	●	◑	2.137
Sunspot Special	●	◑	◑	●	●	●	●	●	○	5.40
Trade Rifle	●	◑	◑	●	●	●	◑	●	○	5.44
Ultralight Arms	◑	◑	◑	●	○	●	○	●	●	2.138
Voere VEC91	◑	◑	◑	●	○	●	◑	◑	●	3.15
Weatherby Mk.V	◑	○	◑	●	○	●	○	●	●	2.120
Weatherby Mk.X	◑	○	◑	●	○	●	◑	●	●	5.53
Wheellock carbine	●	●	◑	●	●	●	◑	●	○	1.19
Whitworth Rifle	●	◑	◑	●	◑	●	○	●	◑	1.28
Winchester 9422	◑	●	◑	●	◑	●	○	○	○	2.139
Winchester M94	◑	◑	◑	●	◑	●	○	◑	◑	2.115
Windbüsche	●	●	◑	●	●	●	◑	○	○	1.27
Zip rifle	◑	◑	◑	●	●	●	●	●	○	2.140

Most ratings are relative within each category																				
	1-7	●	low	●	hvy	●	not	●	low	●	low	●	low	●	small	●	high	●		
	8-12	◑	med	◑	2	◑	jacket	◑	med	◑	med	◑	med	◑	med	◑	med	◑		
	13-15	○	high	○	1	○	pocket	○	high	○	high	○	high	○	large	○	low	○		

Military Rifles

Name	TL	Damage	Hands	Concealable	Accurate	ROF	Reliable	Clip	Price	#
!Hundu A	◑	○	◑	●	◑	●	◑	○	●	5.63
.30 BAR	◑	◑	◑	●	◑	◑	○	●	◑	2.143
AAI ACR	◑	◑	◑	●	◑	●	◑	◑	●	3.16
AK-47	◑	◑	◑	●	◑	◑	◑	◑	◑	2.146
AK-74	◑	◑	◑	●	◑	◑	◑	◑	◑	2.148
AMR 5075	◑	○	◑	●	○	●	○	●	●	3.17
Aratech 7/c	○	○	◑	●	◑	◑	◑	○	●	4.44
Aratech Exp-4	○	◑	◑	●	◑	◑	◑	○	◑	4.48
Armscor 37	◑	●	◑	●	●	●	○	●	○	2.149
AUG carbine	◑	◑	◑	●	◑	◑	◑	◑	◑	2.150
AUG HBAR	◑	◑	◑	●	○	◑	◑	◑	●	2.151
Cascade musket	●	●	◑	●	●	◑	●	●	◑	1.20
Chauchat	◑	◑	◑	●	●	●	●	◑	◑	2.141
Colt ACR	◑	◑	◑	●	◑	◑	◑	◑	◑	3.18
Covert PM	◑	●	◑	●	◑	●	○	●	◑	3.19
Daisy Gun	◑	●	◑	●	●	●	◑	●	○	5.57
Dragunov	◑	◑	◑	●	○	●	○	●	●	2.152
Enfield L22A1	◑	○	◑	●	◑	◑	◑	○	●	4.41
Enfield L85A1	◑	◑	◑	●	◑	◑	◑	◑	◑	2.153
FAMAS	◑	◑	◑	●	◑	○	◑	◑	◑	2.154
FN-FAL	◑	◑	◑	●	◑	◑	◑	●	◑	2.147
Galil SAR	◑	◑	◑	●	◑	◑	◑	○	◑	2.155
Grendel S-16	◑	●	◑	●	◑	◑	◑	●	◑	3.20
Heckler & Koch 33E	◑	◑	◑	●	◑	◑	◑	◑	◑	2.157
Heckler & Koch G-11	◑	◑	◑	●	◑	◑	●	○	◑	3.21
Heckler & Koch G3A3	◑	◑	◑	●	◑	◑	◑	●	◑	2.156
Heckler & Koch MZP-1	◑	○	◑	●	●	●	○	●	○	2.158
Kalashnikov AK-9	◑	○	◑	●	◑	◑	◑	○	◑	4.39
KIS-III	◑	●	◑	●	◑	●	○	○	●	5.61
Lewis Gun	◑	◑	◑	●	◑	◑	○	◑	◑	2.142
Long Tom	○	○	◑	●	○	●	○	●	●	4.43
M-14	◑	◑	◑	●	◑	◑	◑	●	◑	2.145
M-17B	◑	◑	◑	●	◑	○	◑	○	◑	5.59
M16A2 HBAR	◑	◑	◑	●	○	◑	◑	◑	●	2.159
M16A2 Shorty	◑	◑	◑	●	◑	◑	◑	◑	◑	2.160
M16A3	◑	◑	◑	●	◑	●	◑	◑	◑	2.161
M2 Carbine	◑	◑	◑	●	◑	◑	○	◑	◑	2.144
Militia Clementi	●	●	◑	●	●	●	●	●	◑	5.55
MR-40	○	○	◑	●	◑	◑	○	○	●	4.42
PolSci CAR-7	○	○	◑	●	◑	●	○	○	●	4.49
PolSci CAR-9	○	○	◑	●	◑	◑	○	○	●	4.52
Predator	◑	◑	◑	●	◑	○	○	○	●	5.62
SIG 550	◑	◑	◑	●	◑	◑	◑	◑	◑	2.162
Stery ACR	◑	◑	◑	●	◑	●	◑	◑	●	3.22
Taser rifle	◑	●	◑	●	●	●	○	●	○	5.58
Taxxon AWC	○	○	◑	●	◑	◑	○	●	●	4.53
Thumper	◑	○	◑	●	●	●	○	●	○	4.40
Tori Novafire	○	○	◑	●	◑	◑	○	○	●	4.55
Ultimax 100	◑	◑	◑	●	◑	◑	○	○	◑	2.163
Uzi II	◑	◑	◑	●	◑	◑	◑	○	◑	5.60
Vaime SSR1	◑	◑	◑	●	◑	●	○	●	◑	2.164
Volley rifle	●	●	◑	●	●	●	◑	●	◑	5.56
Walther WA2000	◑	○	◑	●	○	●	○	●	●	2.165

Most ratings are relative within each category	1-7 ●	low ●	hvy ●	not ●	low ●	low ●	low ●	small ●	high ●
	8-12 ◑	med ◑	2 ◑	jacket ◑	med ◑	med ◑	med ◑	med ◑	med ◑
	13-15 ○	high ○	1 ○	pocket ○	high ○	high ○	high ○	large ○	low ○

Shotguns

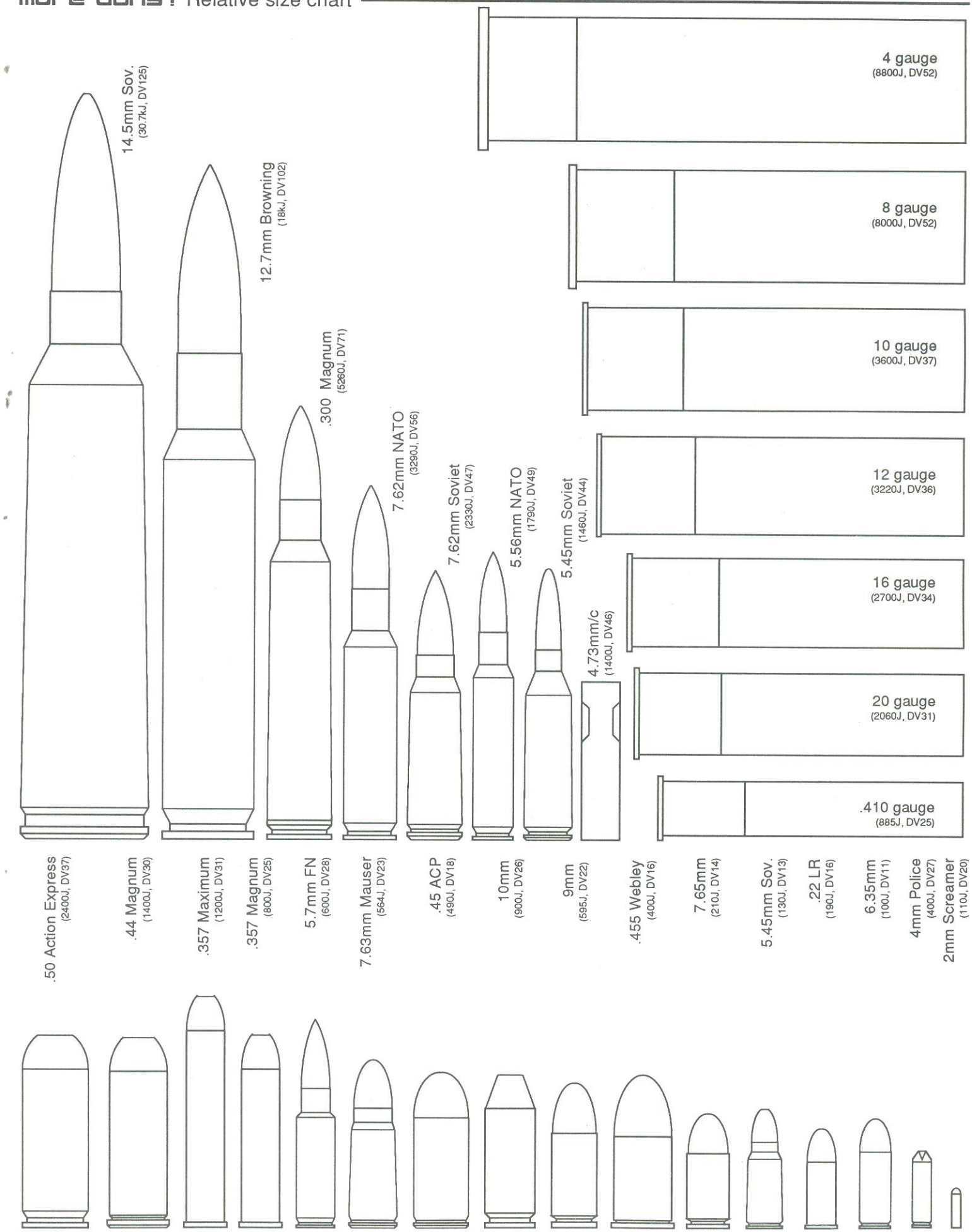
Name	TL	Damage	Hands	Concealable	Accurate	ROF	Reliable	Clip	Price	#
4ga shotgun	◑	○	◑	●	○	●	○	●	◑	2.166
8ga shotgun	◑	○	◑	●	○	●	○	●	◑	2.167
Arquebus I	●	●	◑	●	●	●	◑	●	○	1.30
Arquebus II	●	●	◑	●	◑	●	◑	◑	○	1.31
Autoriot 10	◑	◑	◑	●	○	●	○	◑	◑	5.66
Beretta M3P	◑	◑	◑	●	◑	◑	○	◑	◑	2.176
Blunderbuss	●	◑	◑	●	◑	●	◑	●	○	1.32
Deathwind	○	○	◑	◑	○	○	○	○	○	4.60
Dorcbuster	●	◑	◑	●	◑	●	○	◑	○	5.65
Double shotgun	◑	◑	◑	●	◑	●	○	●	◑	2.168
Duplex 12	◑	◑	◑	◑	○	●	○	○	◑	5.68
Eisensturm	○	○	◑	◑	○	○	◑	○	◑	4.59
Firestarter	◑	◑	◑	●	◑	●	○	◑	◑	5.67
Fowling piece I	●	◑	◑	●	◑	●	○	●	○	1.33
Fowling piece II	●	◑	◑	●	◑	●	○	●	◑	1.34
Guardsman	●	●	◑	●	◑	●	○	●	○	5.64
Heckler & Koch CAWS	◑	○	◑	●	○	○	○	◑	◑	3.24
Ithaca Autoburglar	◑	◑	○	◑	●	●	◑	●	○	2.169
Ithaca Mag 10	◑	◑	◑	●	◑	●	○	●	◑	2.172
Krieghoff Trumpf	◑	◑	◑	●	○	◑	○	◑	○	2.177
LAW-12	◑	◑	◑	●	◑	◑	○	◑	◑	2.178
Mossberg 500 Bullpup	◑	◑	◑	◑	◑	●	○	◑	◑	2.180
Mossberg 500	◑	◑	◑	●	◑	●	○	◑	◑	2.179
PA3 riot shotgun	◑	◑	◑	●	◑	●	○	●	◑	2.181
Pancor Jackhammer	◑	◑	◑	●	○	○	◑	○	◑	3.25
Remington 870	◑	◑	◑	●	◑	●	○	◑	◑	2.173
Remington 7188	◑	◑	◑	●	◑	○	◑	◑	◑	2.175
Sawed-off	◑	◑	○	◑	●	●	◑	●	○	2.174
SPAS-12 civilian	◑	◑	◑	●	◑	◑	○	◑	◑	2.182
SPAS-12 military	◑	◑	◑	●	◑	◑	○	◑	◑	2.183
SPAS-15	◑	◑	◑	●	○	◑	○	◑	◑	3.23
Stevens 150C	◑	○	◑	●	◑	●	○	●	○	2.171
Striker	◑	◑	◑	●	◑	◑	○	○	○	2.184
The Brute	◑	◑	◑	●	◑	●	○	●	◑	2.185
USAS-12	◑	◑	◑	●	◑	○	◑	○	◑	2.186
Volley gun	●	●	◑	●	◑	○	○	●	◑	1.35
Winchester 1901	◑	◑	◑	●	◑	●	○	◑	○	2.170
Witness Protection Gun	◑	◑	◑	●	◑	●	○	●	○	2.187
Wristbreaker	◑	◑	◑	●	○	○	◑	○	○	4.57
Wristbreaker II	◑	◑	○	◑	◑	◑	○	◑	○	4.58

Most ratings are relative within each category	1-7	●	low	●	hvy	●	not	●	low	●	low	●	low	●	small	●	high	●
	8-12	◑	med	◑	2	◑	jacket	◑	med	◑	med	◑	med	◑	med	◑	med	◑
	13-15	○	high	○	1	○	pocket	○	high	○	high	○	high	○	large	○	low	○

Machineguns & Light cannon

Name	TL	Damage	Hands	Concealable	Accurate	ROF	Reliable	Clip	Price	#
.30 cal Browning	◑	●	●	●	○	◑	○	◑	○	2.191
.45/70 Gatling	◑	●	●	●	●	◑	○	◑	○	2.188
ARES TARG	◑	◑	●	●	○	○	○	◑	◑	3.28
BRG-15	◑	○	●	●	○	◑	○	◑	●	3.29
Browning-Maskei H3	○	○	●	●	○	◑	◑	◑	◑	4.62
Degtyarev DP	◑	●	◑	●	◑	◑	◑	○	○	2.189
Devastator	○	○	●	●	○	◑	○	◑	●	4.66
Entiires M40B	○	○	●	●	○	○	○	○	●	4.65
FN Minimi	◑	●	◑	●	◑	○	○	◑	○	2.199
GAU-8	◑	○	●	●	○	○	○	○	●	2.206
Gyroripper	◑	●	●	●	●	◑	◑	◑	○	5.71
Heckler & Koch Caseless LMG	◑	●	◑	●	◑	◑	●	○	◑	3.27
Heckler & Koch Grenade MG	◑	●	●	●	●	●	○	●	○	3.26
KPV	◑	○	●	●	○	◑	◑	◑	◑	2.192
M-134 Minigun	◑	●	●	●	◑	○	○	○	◑	2.198
M2 Browning	◑	◑	●	●	○	◑	○	◑	○	2.194
M60 LMG	◑	●	◑	●	◑	◑	○	◑	○	2.195
M60 Maremont	◑	●	◑	●	◑	◑	○	◑	○	2.196
Martian Heat Beam	◑	◑	●	●	○	◑	○	○	◑	5.73
Maxim Gun	◑	●	●	●	○	◑	○	◑	○	2.190
Maxim-Gatling 1899	◑	●	●	●	◑	○	○	○	◑	5.70
MG-34	◑	●	◑	●	◑	○	○	◑	◑	2.193
MG-42	◑	●	◑	●	◑	○	○	◑	○	2.197
Oerlikon KAA	◑	○	●	●	○	○	○	●	●	2.211
Oerlikon KCA	◑	○	●	●	○	◑	○	●	●	2.212
Photonics Lightsword	○	○	●	●	○	◑	○	○	●	4.63
Puckle cannon	●	●	●	●	●	●	●	●	○	5.69
REA 40mm AGL	◑	●	●	●	●	●	○	●	○	3.30
Tori PDS	○	○	●	●	○	◑	○	○	●	4.64
Vehicular CIWS	◑	●	◑	●	○	○	○	○	●	4.61

Most ratings are relative within	1-7	●	low	●	hvy	●	not	●	low	●	low	●	low	●	small	●	high	●
each category	8-12	◑	med	◑	2	◑	jacket	◑	med	◑	med	◑	med	◑	med	◑	med	◑
	13-15	○	high	○	1	○	pocket	○	high	○	high	○	high	○	large	○	low	○



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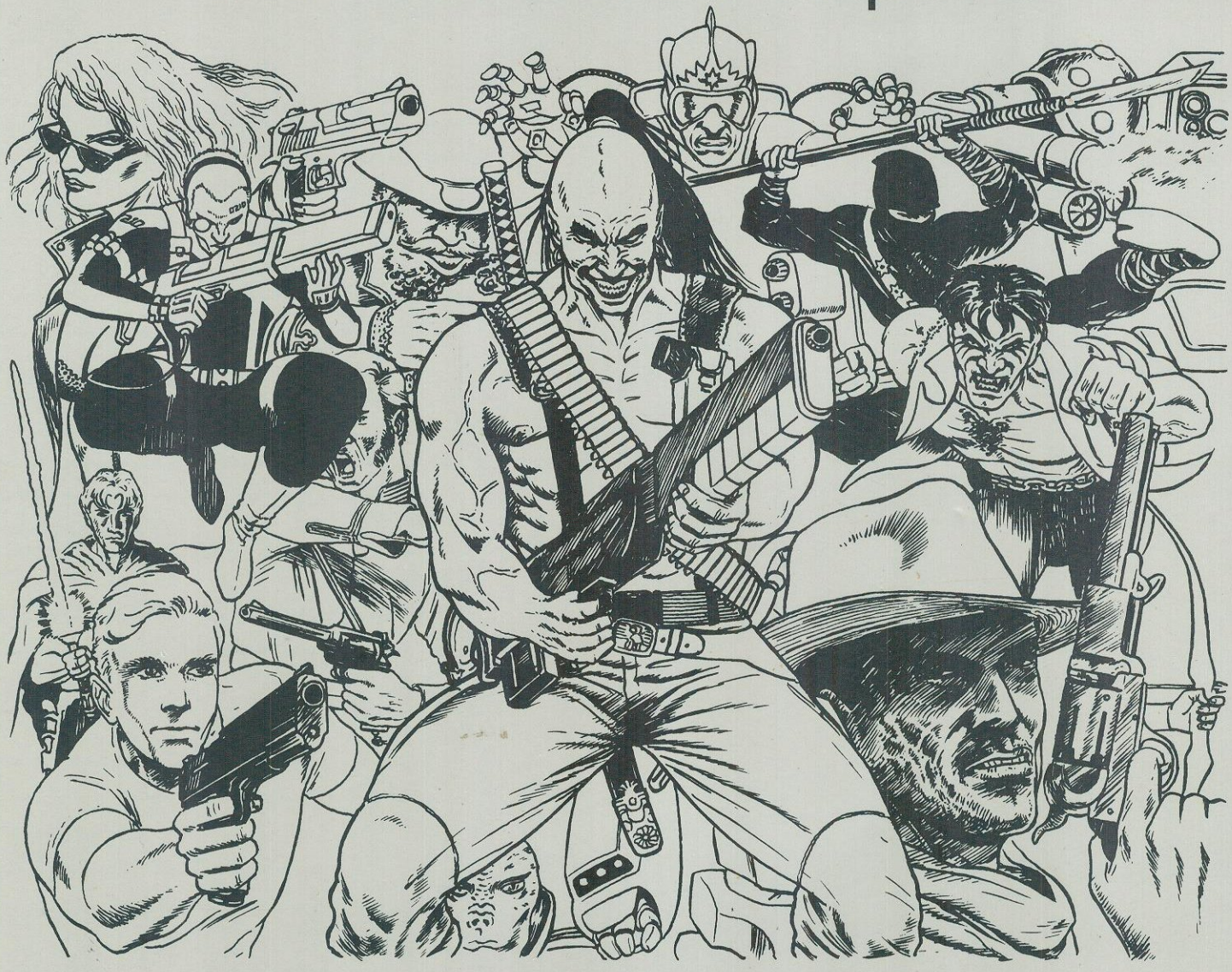

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