



by BladeRunner

from the Russian Wasteland...

Version 1.0

Some words...

About The List:

This is not an addition. This is not a sourcebook. It's just a list of exiting Russian and Ukrainian weapons. Enjoy it!

About Us:

Yeah, Us! A lot of good people helped me with the different ways: someone with their ideas, someone brought me books and CD's. And now, by our common efforts ins you can enjoy RWL (I hope). Thanks to Jason Mical for his inestimable support and wonderful website. I haven't expected, that he will take my idea so attentively and seriously. Thanks to Ivan "Napalm" Abdulin, Roman "AAZ" Shevchenko, Alexey "SKIV" Kovalick and especially Sergey "RaVeN" Konovalov for their ideas and support too. Thanks to my "second home": Russian Enclave Base and it's commander yParAH for her weapons works, which inspirited me for creation of this list. Yeah, and thanks to "RAMMSTEIN" for their music. They helped a lot ☺

As for me - I can be contacted for comment or at bladerunner13@mail.ru.
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WEAPONS

Handguns (Small guns skill)

Gurza/Vector SR-1
Value:2600



Special assignment gun. This model was constructed for hitting armored targets - 2 or 3-rd class protective vests, vehicles and others. At the 100-meters distance it pierces 30 layers of kevlar or 2.8 mm titanium plate. It was used by Russian special forces. 18 shots of special sniper SP-10 or SP-21 ammo.
Min. ST: 3 W: 4 lbs. Dmg: +9 Rng: 19 AP S:5 T:6 B: N/A

PSA "Berdishe"
Value:500



Automatic "brother" of RSA. MVD forces regular pistol at the end of 20th century. Also was exported to other counties. Reliable gun. 15 shots of 7.62mm ammunition. Min. ST: 3 W: 4 lbs. Dmg: +8 Rng: 25 AP S:5 T:6 B: N/A

PM (Makarov Pistol)
Value:500



PM was constructed like personal defense weapon (PDW) for army officers and militia. Compact, cheap, but not powerful. Although, the PM appears to be military weapon, it should be compared with Walther PPK, but not SigSauer P226 or Beretta-92. The magazine holds 8 shots of casual 9mm PM ammo. VERY widespread gun. Since it's construction, 9x18 mm ammo received the "PM" label. Min. ST: 3 W: 4 lbs. Dmg: +5 Rng: 13 AP S: 4 T: 5 B: N/A

TT
Value:680



Tokarev pistol is an imitation of the Browning Hi-Power construction. Created in 30-th years it passed through World War-

II and so far holds in respect for the powerful ammo and good piercing ability. The magazine holds 8 shots of 7.62mm ammunition.
Min. ST: 4 W: 5 lbs. Dmg: +9 Rng: 19 AP S: 5 T: 6 B: N/A
APS (Automatic Stechkin pistol)
Value:900



Automatic Stechkin pistol was added to Soviet Army armory in 1951 y. It was very popular among tanks and artillery crew members. It were very popular because it's large magazine capacity and for BURST MODE! Many weapon experts noticed, that APS was called pistol only by mistake (yeah, it look's like SMG more) .9mm PM ammunition, 20 shots in magazine. Three shots in the burst (YES! IT IS A BURST! NOT TRIPLE!) Fire mode switching costs 1 AP. Burst fire range is only 13!
Min. ST: 4 W: 6 lbs. Dmg: +10 Rng: 20 AP S: 4 T: 5 B: 5 (after switching)

RSA (Stechkin-Abramov revolver)
Value:450



In the end of the 20th century appeared the need of weapons that could satisfy all requests of the MVD agents. Having analyzed foreign police forces equipment, specialists decided to put back in the service some revolvers. RSA - is the product of cooperation of two famous experts. But the weak 9mm PM ammo "limited" this gun's popularity. 6 shots of 9mm PM ammo.
Min. ST: 3 W: 4 lbs. Dmg: +8 Rng: 18 AP S: 4 T: 5 B: N/A

Nagan revolver. (1895 y. model)
Value:400



This "3-lined" revolver of the Nagan system is just an old damn destructive piece of work. Regular weapon of the "chekists" and Russian army officers at the beginning of the 20-th century. It's a Russian version of original Belgium Nagan. Uses 7.62mm ammo. Seven shots.
Min. ST: 5 W: 5 lbs. Dmg: +8 Rng: 10 AP S: 5 T: 6 B: N/A

Fort-14
Value:900



This pistol was constructed by the Ukrainian weapon designers to replace an antiquated PM. Very popular pre-war weapon. Easy toy, 15 shots of 9mm PM ammo.
Min. ST: 3 W: 3 lbs. Dmg: +8 Rng: 13 AP S: 5 T: 6 B: N/A

Shotguns

RMB-93
Value:1000



Classic shotgun for personal defense and militia purposes. 7 shots of classic 12 gauge ammo types. Good old pump action and short barrel. Two handed.
Min. ST: 5 W: 7 lbs. Dmg: +13 Rng: 14 AP S: 5 T: 6 B:N/A Reload:3

Saiga 12K
Value :2300



This auto-shotgun was constructed by Kalashnikov and Ukrainian weapon designers specially for hunters. This "girl" uses world-famous 12 gauge shots. 8 in magazine. No burst, but very "fast" fire.

Min. ST: 6 W: 8 lbs. Dmg: +15 Rng: 16 AP S: 4 T: 5 B:N/A

Saiga-2 M-2004

Value :2900

Next generation in Saiga family. Extended magazine and burst mode were added. This auto-shotgun was constructed by Kalashnikov and Ukrainian weapon designers specially for hunters of the third century. This "girl" uses good-old 12 gauge shots. 10 in magazine. 4 shots in burst.

Min. ST: 6 W: 8 lbs. Dmg: +14 Rng: 17 AP S: 5 T: 6 B:6

SMG`s

Shpagin SMG

Value: 990



This SMG was invented in the first days of WW-II. Heavy but simple and accurate. Big drum for 71 shots of 7.62 caliber. 6 in burst.

Two handed.

Min. ST: 6 W: 13 lbs. Dmg: +4 Rng: 26 AP S: 5 T: 6 B: 6

"Klin"

Value:1400



This SMG was constructed in the end of 20th century for MVD the special forces by the same reasons as RSA. Very compatible and comfortable it gained high popularity showing excellent results in CQB. 9mm PM, 30 shots, 10 in burst. Silencer is attachable.

Min. ST: 3 W: 4 lbs. Dmg: +8 Rng: 30 AP S: 4 T: 5 B: 5

AEK-919K "Kashtan"

(name means "chestnut" in English)

Value:1500



This SMG primordialy was designed for Russian Federation Special forces only.

It was famous for it long-range fire (among SMG`s). Medium power weapon.

For more fire comfort it has a sliding stock. 9mm PM caliber 30 shots in magazine, 10 in burst.

Min. ST: 3 W: 4 lbs. Dmg: +9 Rng: 39 AP S: 5 T: 6 B: 6

9A-91

Value:3800



New word in the PDW technologies. This small-sized ASSAULT RIFLE (!) was invented specially for SS-bullets. You can attach silencer or even 40mm underbarrel grenade launcher! If you will use special sniper set "Nightflame",

9A-91 will transform to VSK-94 sniper rifle - analogue of VSS. It also can be used with PBSI. 20-shots of SP-5, SP-6, SP-16 or PAB-9 ammo, five shots in burst.

Min. ST: 5 W: 7 lbs Dmg: +10 Rng: 25 AP S: 5 T: 6 B: 6

RG-063 "Baksan"

Value:1500



This SMG was constructed to decide most widespread SMG`s problems - rate of fire not lower than 450-600 shots per minute and avoiding large dispersion. To make it real the inventors created the "dynamic deceleration" system. In this reason "Baksan" uses only SP-10 (9x21 mm), SP-21 SMG, and 9mm PM bullets. SP bullets: 20 in magazine, 6in burst. 9mm PM: 30 in magazine, 10 in burst.

Min. ST: 4 W: 12 lbs. Dmg: +9 Rng: 20 AP S: 5 T: 6 B: 6

SP-3 "Whirlwind"

Value:2300



Small-sized assault rifle - an excellent PDW. 20 bullets in magazine. Because of large size of bullets almost all 9x39mm guns suffering for small magazine size. This SMG/Small assault rifle designed to be the PDW, and in this case it's weakness became it's strength. "Whirlwind" was constructed for hitting live targets in the 3rd or 4th-class protective vests and non-armored vehicles on

200/300 meters distance. Uses SP-5, SP-6, SP-16 or PAB-9 ammo. 6 shots per burst. Two handed. 20 in magazine, 6 in burst.
Min. ST: 6 W: 10 lbs. Dmg: +9 Rng: 25 AP S: 4 T: 5 B: 5

"Bison-2"
Value:1300



Very simple and effective regular SMG. 9mm PM caliber, "shneck" magazine -
- 64 bullets. 12 shots in burst. Someone called it "Russian FN P90". Two-handed.

Min. ST: 4 W: 10 lbs. Dmg: +8 Rng: 18 AP S: 5 T: 6 B: 6

Rifles

Mosin rifle (Model 1891/1930 y.)
Value:450



This museum exhibit was widespread in almost all Russian wars of the first part of 20-th century. Very rare. HIGH accuracy.

You can cut it's barrel with the saw. It will decrease rifle's weight to 4 lbs, range to 12, and AP shot time. Five shots of 7.62 ammo in mag.

Min. ST: 4 W: 7 lbs. Dmg: +8 Rng: 30 AP S: 5 T: 6 B: N/A **Reload:3**

Cuttet: Min. ST: 4 W: 4 lbs. Dmg: +8 Rng: 12 AP S: 4 T: N/A B: N/A **Reload:3**

SVD (Dragunov sniper rifle)
Value:2100



In the 1963 SVD was added to Soviet Army armory. Very cheap and strong
it was very popular in 20-th century. Almost excellent city sniper's choice. It's not

traditional sniper rifle. It was invented to raise efficacy and distance of small-soldier groups. The main defects are LOUD sound and BIG and decamouflaging barrel flame. Ten shots of 7.62mm ammo.

Min. ST: 6 W: 14 lbs. Dmg: +13 Rng: 110 AP S: 6 T: 7 B: N/A

SVU-AS
Value:3900



This sniper rifle was invented by the initiative of "Vimpel" ("The Pennon") special team and was accepted by all of the Russian special forces. This SVD replace also uses 7.62mm ammo. With 20-shots magazine it has an automatic mode (6 shots in burst). You

can attach silencer to it. Excellent weapon.

Min. ST: 5 W: 13 lbs. Dmg: +14 Rng: 100 AP S: 5 T: 6 B: 6

V-94
Value:8000



This "sniper howitzer" is a one of the first Russian large-caliber toys. At the end of 20th century 12.7

mm caliber was VERY popular all over the world, and Russian weapon designers decided not to remain behind the progress. Outstanding weapon for executing enemy life force and light-armored vehicles. This "Russian Barret" is able to reach targets on the 2-km distance. TRIPOD ONLY!!!
Min. ST: 7 W: 19 lbs. Dmg: +25 Rng: 300 AP S: 6 T: 7 B: 7 RELOAD:3

VSS "Vintorez"
Value:4300



VSS (in english it sounds like SSR - Special Sniper Rifle) or BSK (Silent Sniper Complex) was created for holding of special operations, demanding silent weapons.

Appeared in 1987 it became VERY popular but VERY rare and expensive. It has an integrated silencer on the short barrel and it uses "special sniper" bullets (SP-5, SP-6, SP-16 or PAB-9). VSS pierces 5mm titanium/8mm steel plates and vests of 2nd-4th protection classes (200 m distance) or any kevlar vest on 400m distance. It also has an automatic fire mode for emergency situations (5 shots in burst).
Magazine:10 shots. Min ST:5 W:8 lbs Dmg:+15 Range: 100 AP S:5 T:6 B:6

VSK-94

Value:----- (9A-91 + Sniper Set "Night")



Sniper complex, based on 9A-91 small-sized assault rifle and S-Set "Nightflame". Almost similar to "Vintorez". Shots in burst : 5

Min ST:5 W:9 lbs Dmg:+15 Range: 100 AP S:5 T:6 B:6 Magazine:20

SGR-1 "Elizabeth"
Value:14000



© ! Jason`s wedding present (A bit late. Sorry.)! ©
This secret rifle was designed as an anti-tank gun, but Russian command decided to remake it to loooooong range sniper rifle. It can hit any target at 4 km`s range!!! At the War Russian Special Sniper Platoon used SGR to

curtail enemy commanders number. There weren't many of this rifles since it were invented in the February of 2077th... Ten shots of special 6mm EC ammo. It can be equipped only with PSK-2016 scope (without this scope and tripod targeted shot is unavailable).

Min ST:7 W:13 lbs Dmg:+40 Range:4 km`s (2.5 miles) © AP S:5 T:7 B:N/A

Assault Rifles

AKS-74
Value: 1600



AK-74 is a child of the AK-47 and AKM. Following to world fashion for small-caliber and small-impulse ammo, M.T. Kalashnikov "remade" AK for the new 5.45x39mm caliber. In comparison with M16A2, AK-74

shows a bit smaller grouping and accuracy of shots, but much larger reliability and smaller care demands (especially in battle conditions). The letter "S" in this model`s name means "STEEL". There`s a steel stock in this assault rifle. 30 deadly brothers in magazine, 10 per burst. Min ST:5 W:14 lbs Dmg:+10 Range: 40 AP S:5 T:6 B:6

AKS-74U
Value:1200



This "shorty" was constructed like SMG`s replace. Sometimes called "spitty", AKS-74U shows medium grouping and accuracy of shots. It`s not very good PDW for police needs, but without regard to it almost all of Ukrainian and Russian police officers in the end of 20th century were armed with it. Like an AKS-74 it "feeding" with 5.45 mm bullets. 30 in magazine, ten per burst. AND! It`s a very "fragile" weapon - after every 70th shots the barrel is getting hot and widening and weapon gets two "condition" points.
 Min ST:6 W:6 lbs Dmg:+7 Range: 26 AP S:4 T:5 B:5 Magazine:30 SPB:10

AK-103
 Value:2000



Back for good... It`s a returning of good old 7.62 mm ammo in AK series.

It was caused by revelation of weak sides of 5.45mm ammo in the last 20th cent. wars. Possessing more great power than AK-74 this assault rifle uses a lot of new technologies. How`s always - 30 in magazine, ten per burst.
 Min ST:5 W:13 lbs Dmg:+12 Range: 50 AP S:5 T:6 B:6 Magazine:30 SPB:10

AK-107
 Value:3100



The main difference of AK-107/108 from other series is balanced unaccented system. In short - two gas pistons compensating recoil of the shot. This system transforms firing with

this weapon great in to the pleasure. It uses standard 5.45 mm ammo - 30 in magazine, ten per burst. Also AK-107 is famous for it`s great firing range.
 Min ST:3 W:14 lbs Dmg:+11 Range: 100 AP S:4 T:5 B:5 Magazine:30 SPB:15

AK-108
 Value:3100

The same as AK-107, but uses 5.56mm ammo.
 Min ST:4 W:14 lbs Dmg:+11 Range: 110 AP S:4 T:5 B:5 Magazine:30 SPB:15

OC-14 "The Stom"
 Value:3200



OC-14 was creating for special forces of MVD. This babe feeds SP-5, SP-6, SP-16 or PAB-9 ammo. The using of bullpup system was very comfortable. It also provides to use underbarrel grenade launcher (or also can add silencer and scope to it - it transforms OC-14 in to the "sniper assault

rifle"). 30 shots in magazine, 8 in burst.
 Min. ST: 5 W: 9 lbs. Dmg: +9 Rng: 35 AP S: 5 T: 6 B: 6

AN-94
 Value:1200



Nikonov assault rifle surpassed AK-74 with some indexes. But for some reasons it wasn`t so popular. For the most part - AN-94 couldn`t "use" "Squall" (see grenade launchers).

5x45 ammo. In magazine:30, per burst :10.
 Min ST:5 W:13 lbs Dmg:+11 Range: 46 AP S:5 T:6 B:6

AS "VAL"
 Value:3800



This silent assault rifle was created on the base of VSS. The main difference is a folding steel stock. SP-5, SP-6, SP-16 or PAB-9

ammo . Professional`s choice. You can attach scope to it. 20 shots in magazine, 6 per burst.
Min ST:5 W:7 lbs Dmg:+13 Range: 70 AP S:5 T:6 B:6 Magazine:20

Machine Guns (Big guns skill)

RPK (Kalashnikov hand machinegun)
Value:3000



Kalashnikov hand machinegun was designed on AKM base. Huge "horn" for 75 shots of 7.62mm ammo provides long and dense covering fire. But, after 5000th shot the grooves in rifling begin to erase. So after every gun repair "condition" reduces for one point... forever. When cond=6 you can throw RPK out. 15 shots in burst.

Min. ST: 7 W: 30 lbs. Dmg: +10 Rng: 25 AP S: N/A T: N/A B: 6

RPK-74
Value:3300

This upgraded RPK uses 5.45mm ammo and only 45 shots in magazine. 15 in burst.
Min. ST: 7 W: 28 lbs. Dmg: +11 Rng: 27 AP S: N/A T: N/A B: 6

PKM (Modernized Kalashnikov Machinegun)
Value:3500



Work principle is almost same as the RPK`s, but there are some differences. It has a chain-"feeding", flag-type safety device. 100 shots in one chain-box. This "executor" was very popular in Chechnya war conflicts. You can add tripod

and even scope to it. 20 shots in burst. 7.62 ammo.

Min. ST: 7 W: 30 lbs. Dmg: +12 Rng: 25 AP S: N/A T: N/A B: 6

"Pecheneg"
Value:4000



More modern version of PKM. The barrel is much massive and effective. Better cooling system. Tripod is attaching at the end of barrel so it makes gun more steady. 100 shots in one chain-box. 17 shots in burst

Min. ST: 7 W: 35 lbs. Dmg: +14 Rng: 29 AP S: N/A T: N/A B: 6

D.SH.K.
Value:5000



1938 y. Model, originally designed as tripod-mounted weapon it was used in WW-II, Afghanistan and a lot of other war conflicts of 20th century. It uses huge 12.7x108mm caliber. Only the strongest can use it without tripod. On 500m distance it pierces 16mm of armor. 50 shots in chain.10-shot burst inly
Min. ST: 10 W: 50 lbs. Dmg: +9 Rng: 46 (!!!) AP S: N/A T: N/A B: 6

"Kord"
Value:5300



New generation of 12.7mm machineguns. Ni-i-ice birthday present! Anti-air, anti-tank ant anti-infantry instrument. How`s always - only the strongest...

50 shots in chain.10-shot burst only

Min. ST: 9 W: 40 lbs. Dmg: +10 Rng: 30 AP S: N/A T: N/A B: 6

Mortars, grenade launchers and LAWs

TKB-0218 "Avalanche"
Value:2500



This is a cheap single shot grenade launcher. It was constructed by the mountaineers like an anti-avalanche gun. It uses standard 40mm grenades.

In Chechnya it was used like an "anti-sniper device". Uncomfortable and fragile construction.

Min. ST: 5 W: 7 lbs. Dmg: Varies Rng: 17 AP S: 5 T: N/A B: N/A

40mm Underbarrel grenade launcher "Squall 2004"
Value:3000



This universal grenade launcher was invented to replace all of it 40mm

"brothers". You can add it to any AK or any regular gun.

Min. ST: Weapons ST +1 W: 4 lbs. Dmg: Varies Rng: 17 AP S: 5 T: N/A B: N/A

RG-6
Value:6500



Last and the best word in 40mm grenade launchers. This a 6-shots revolver-type weapon. Expensive but effective.

Min. ST: 6 W: 13 lbs. Dmg: Varies Rng: 27 AP S: 5 T: N/A

B: N/A

RPG-18 "The Fly" (Hand anti-tank grenade launcher)
Value:1700



Actually it`s a TOW. You can shot it only one time. Hollow-charge projectile, light and compact. All infantry used it since 1973. For hitting light armored vehicles.

Min. ST: 6 W: 7 lbs. Dmg: 6d8+20 Rng: 60 AP S: 6 T: N/A B: N/A

RPG-27 "Tavolga"
Value:2200



The same case. Powerful non-permanent TOW 1986 year model. For hitting light and medium armored vehicles.

Min. ST: 6 W: 16 lbs. Dmg: 6d8+30 Rng: 65 AP S: 6 T: N/A B: N/A

RPG-102 "Demiurge"
Value:4000

This world-famous toy was used by Russian army only in the War. This is a unique plasma anti-tank TOW. Developed in secret since 2010 it was a great surprise for everyone. You can "make a present" with 3 plasma shots. Non-reloadable.

Min. ST: 6 W: 20 lbs. Dmg: 2d30+30 Rng: 40 AP S: 6 T: N/A B: N/A

RPO
Value:7000



New word in infantry hand flamers. Shot-effect of this "rocket-capsule" can be compared with explosion of 122-mm tank or 120-mm mortar shell. Explosion range is 2 hexes. Then during 5 rounds this land burns, dealing 2d8+fire damage. Min. ST: 6 W: 15 lbs. Dmg: Varies Rng: 30 AP S: 6 T: N/A B: N/A Reload: 4

Energy (Energy weapons skill)

EMP-wand "Calmative"

Value:8000

This small "wand" was designed by Russian Federal Security Agency in 2004 for spies. You can turn off any robot or old pre-war computer with one second. One "shot" requires 20 MFC's (by the way, there one shot only :) - then reload. Min. ST: 3 W: 5 lbs. Dmg: N/A Rng: 5 AP S: 7 T:N/A B:N/A

UR-2 Sonic pulse pistol

Value:5000

Designed by Ukrainian Weapon Tec's Research Center in first war days of War, this toy was an absolutely surprise for everyone. There weren't any armor, that could stop such a powerful sonic wave. It just passed through it and turned all life substance into the bloody mess. The solution was found. It was... liquid silicon rubber. Ten mm's of rubber defused beam's destructive effect (or 10 meters of stone). Since it they added rubber-kind substance into all types of Power Armors. Any other armors are nothing! Min. ST: 3 W: 5 lbs. Dmg: 1d10+20 Rng:12 AP S: 4 T: 5 B: N/A Ignores all "simple" armors. Extremely rare toy.

MELEE (Melee weapons skill)

"Werewolf"

Value:300



Surviving knife. Includes: saw, metal hack-saw, nippers, pliers, screwdrivers of different kinds, awl, wrench, detonator wringing tool, file, scissors and of course a KNIFE. This battle version can sustain 150kg-pushing action to the blade. Blade length - 130mm Min. ST: 2 W: 1 lb. Dmg 1d9 + MD Rng: 5 AP S: 3 T: 4

"Cobra"

Value:300



Just a perfect battle knife. Even a anti-knife protective vest cant save you from this 170mm of pure death.

Min. ST: 3 W: 2 lb. Dmg 1d10 + MD Rng: 5 AP S: 3 T: 4

Bayonet-knife "Universum"

Value:250



You can add bayonet-knife to any AK (without underbarrel grenade launcher), to SVD, AN-94, OC-14. Combined with it's sheath it transforms to

nippers or pliers.

Min. ST: 2 W: 1 lb. Dmg 1d8 + MD Rng: 5 AP S: 3 T: 4 B: N/A

EMP prod.

Value:700



The prototype for this toy was cattle prod. Instead an electricity it uses small flash-like EMP generator at the end. Any robot hit with a EMP prod has a 50% chance of being knocked down. Each time an

attack is made, successful or not, the Prod uses one charge. The Cattle Prod holds 25 charges of Small Energy Cell.
Min. ST: 4 W: 5 lbs. Dmg: (2d8+10) + MD Rng: 1 AP S: 4 T: 5 B: N/A
Damages robots only.

Zaporizhyan Cossacks saber.
Value:750

This is the weapon of my homeland and hometown ancient knights - Zaporizhyan Cossacks. Since 1480 (aprox.) until 1775 in my Zaporozhye city were established their biggest fortified war camp (military base if you want. Play "Cossacks: European Wars" to know more :). This yataghan-kind saber was their main HtH weapon. Excellent "bulat" (damask) steel.
Min ST: 4 W: 4 lbs. Dmg: (1d14+3) + MD Rng: 1 AP S: 3 T: 4 B: N/A
Rare enough.

Battle pitchfork
Value:95

Old simple melee weapon. Easy to made. Long-long ago it was used by russian peasants in all ancient revolts. Gooood piercing ability. 50% chance to knock down.
Min. ST: 4 W: 5 lbs. Dmg: (1d12+5) + MD Rng: 2 AP S: 4 T: 5 B: N/A

Kisten
Value:180



"Morning star" ,flail, bludgeon. Heavy spiked ball on chain. Original russian weapon. Good for squashing your opponent's head. Destructive toy.
Min. ST: 6 AG: 6 W: 12 lbs. Dmg: 3d6 + MD Rng: 2 AP S: 4 T: 5 B: N/A

EQUIPMENT

Snipeset "Eye-1"
Value:6000



Military sniper set which consists of sniper scopes of different types.
In this suitcase you can find scopes for most popular Russian weapons of the end of 20th century.
It consists of:

Night scopes:

"Wild boar-6" 4-x 6-x increacing *

NPSU-4 12x (Universal night sniper scope)*

RPGSN-2 (RPK only) 3.5x

Day scopes:

PSU-2 4x-6x (Universal sniper scope)* - **"SCOPE RULE" IS NOT A NECESSARILY FOR THIS SCOPE (SEE SCOPES IN "MAIN BOOK")**

PSUD-6 12.-16. *

Nigh scopes need feeding of 1 small energy cell (SEC) in 24 hours.

Scopes marked with "*" you can use with all AK`s (except AKS-74U), PK, RPK, SVD, and other rifles (except VSS, VSK-94, SVU-AS).

Set`s weight is 15 lbs.

To the V-94 you can add only NPSU-4 12x and PSUD-6 12.-16..

The case is bullet-proof and has an EMP-defense.

WARNING! ALL SCOPES PROPERTIES ARE FOR GAMEMASTERS DESIGNION!

Snipeset "Eye-2"
Value:5000

Second military sniper set which consists of sniper scopes of different types.



In this suitcase you can find scopes for most popular Russian weapons of the end of 20th/first part of 21st century.

Weight: 10 lbs

Night scopes:

NPSU-3 (VSS, SVU, VSK-94) 4x (1 SEC in 24h)

Day:

PSO-1 (VSS, SVU, VSK-94) 4x 6x - **"SCOPE RULE" IS NOT A NECESSARILY FOR THIS SCOPE (SEE SCOPES IN "MAIN BOOK")**

Laser pointers:

LPP-23 - Laser pointer for ANY pistol. Three items with different types of fastening.

LP-24 - Laser pointer for different kinds of firearms (all SMG`s, AK`s...) Three items with different types of fastening.

UZ-2 - Recharging device for all kind of LP`s. LP`s are able to work without recharge about 48 hours. Anyway, 48 hours after charging have passed and you have to recharge it again (whatever have you use it or not). 1 SEC for two recharging. You can recharge two pointers in one sitting.

The case is bullet-proof and has an EMP-defense.

Special "Crypt" set.

Value:4000



Weight:9 lbs.

In this set you can find all types of silencers:

PBSU-1

For any pistol (except Nagan, RSA and APS). Three items.

PBSU-2

For any SMG (except Bison and 9A-91). Three items.

PBSU-3

For any AK + RPK, SVU, Whirlwind, OC-14. Two items.

PBSU-4

For any rifle after 1950 y. (except VSS and 12.7mm`s). Two items.

PBSI

For VSS "Vintorez" or 9A-91. Two items.

The case is bullet-proof.

Snipeset "Elven eye"

Value:10000

Weight: 4 lbs

There is only one scope in it.

PSK-2016 4x-24x. It`s a computer scope. Modes: infrared, day/night.

Includes laying system. 1 SEC per hour.

You can add it to ANY rifle (EVEN GAUSS!!!) thanks to liquid polymorph clutch. Handle with care! Extremely fragile!

The case is bullet-proof and has an EMP-defense. This is a real treasure for sniper!

Snipeset "Nightflame"

Value:5000

This special set is able to transform 9A-91 in to VSK-94 sniper rifle!

It consists of:

1. Handle with constant stock
2. Integrated silencer PBSI2A-91
3. Scopes:

Day:

PSO2A-1 4x-6x - **"SCOPE RULE" IS NOT A NECESSARILY FOR THIS SCOPE (SEE SCOPES IN "MAIN BOOK")**

Night:

NPSU-3A 4• 1 SEC per 24h.

Weight:5 lbs. The case is bullet-proof and has an EMP-defense.

Tripod set "The Hold"

Value:4000



Includes three light, but solid universal tripods. You can tune it for ANY

weapon (sniper rifles and machineguns). Weight: 10 lbs

PNV-23 SC "Cat eye"

Value:6000

This is an outstanding night-vision device. Rare toy! It provides great vision in the dark. You can forget about all light penalties. Except the "absolute darkness" (-200%) - there only -30% for it. One SEC per hour. You can switch it to infrared mode if you want (you'll able to see bodies warm). The case is bullet-proof and has an EMP-defense.

"The Landscape" camouflage kit

Value:3000

With this kit you can transform yourself in to the piece of landscape for 3 hours. You can use it three times. Also it decreases you bodies worm. +60% to stealth.30 minutes to lay it on.

Medical/Weaponry/Material arts/Scientific enc.

Value:6000 per each block

This is a little memory block, which could be added to your PIP-boy.

After adding equal block you'll get:

Medical: +40% to Doctor and first aid.

Weaponry: +40% to every guns skill.

Material arts: +30% to Unarmed and Melee

Scientific: + 40% to Science

"Softstep" compound.

Value:3000

This "magic" stuff were designed with using such popular in Russia xenoliquid bio-tec`s. When you'll use it on your boots sole, it will make your steps almost unhearable. This compound also can be used for climbing - it "founds" smallest ledges to "stick" your legs. It will be active in one hour. Than it "dies". +40% to stealth. Other properties are for GM`s choice.

Defusal kit

Value:150

Kit of an excellent tools for disarming traps and all kind of bombs.

+25% to your "Traps" skill.

Back exoskeleton

Value:3000

This framework was designed for "extended shooters". When you wear it on your back, your Macedonian shooting style penalty (see perks) for pistols is only - 10% and for SMG`s is -20%. You also get +1 to ST. Recharge it once a day (5 FC). Rare.

AMMO

Special Sniper (SS or SP`s)

9x21mm SP-10 SMG (SMG ONLY!!!!)

AC:-10 DR:-10 Vol:20 Dmg:1d9 Value: 400

9x21mm SP-21 SMG (explosive) (SMG ONLY!!!!)

AC:-20 DR:-25 Ignores DT Vol:20 Dmg:1d9 Value: 1500

9x39mm SP-5 FMJ Casual

AC:-25 DR:0 Ignores DT Vol:20 Dmg:1d9 Value: 700

It`s a reborn of 9mm ammo!

9x39mm SP-6 AP (special sniper anti-armor)

AC:-25 DR:0 Ignores DT Vol:20 Dmg:1d10 Value: 850

9x39mm SP-17 PS (special sniper pre-sound bullet speed)
AC:0 DR:-20 Ignores DT Vol:20 Dmg:1d9 Value: 900

9x39mm SP-16 JHP
AC:0 DR:-25 Vol:20 Dmg:1d9 Value: 800

9x39mm PAB-9 AP (special sniper)
AC:-30 DR:0 Ignores DT Vol:20 Dmg:1d9 Value: 900

Other:

9x19mm PM
AC: 0 DR: -10 Vol: 20 Dmg: 1d6
They are extremely widespread in all post-soviet and European countries.
Popular almost like as 5.56 (.223) in USA.

9x18mm PBM
This anti-armor bullets were use only by special forces.
They could pierce ANY armor at the end of 20/begining of the 21st cent.
Any gun, which feeding 9mm PM can use `em.
Value: 550 AC: -15 DR: 0 Ignores DT Vol: 20 Dmg:1d5

5.45x39mm
Value: 550
AC: 0 DR: -25 Vol: 40 Dmg: 1d8

12.7x108mm
Value: 1600
Russian version of .50 - original .50 is 12.7x99mm.
AC: -30 DR: -50 Vol: 80 Dmg: 1d8 Value: 1000

6mm EC
Value: 2200
AC: -30 DR: -30 Ignores DT Vol: 10 Dmg: 1d14

Tracer bullets
Any bullets for AUTOMATIC weapons (SMG`s, Assault rifles, e.t.c.)
can be tracers. Add 100 to their price.
After 20:00, when you fire with the tracer bullets, your teammate get`s
+15% chance to hit same target till the end of the round (in spite of
your shot results).

Flame rocket-capsule
Value:3000
Fire:3d8 + Explosive:4d6

Chemicals

"Third eye"
Value:260



This pills were designed for military scouts and snipers. This pills
will increase your perception by 3 for two hours. Then it will be
decreased by 4 for 1d10 hours.

Weapon Enhancements

Sawing-off

Most famous and simple enhancement. It can make any large rifle very compact.
-40% to weapon`s weight and -50% to it`s range. You need a saw to make this
enhancement. Not for all weapons of course (for gamemaster`s choice).

PERKS

Macedonian style of shooting.

Ranks:1

Requirements: Level 6, AG>7, Small Guns more than 110%.

You have studied an ancient art of two-handed synchronous fire.

If you'll take two equal pistols (not revolvers), you'll be able to make non-targeted shots from every hand.

Macedonian Chance to hit formula:

FINAL CHANCE TO HIT minus 20% from it's TOTAL NUMBER.

For example:

Your final CTH is 200% (WOW!) 20% from it will be 40. So Macedonian CTH is 160%. IT'S NOT 200-20=180!!!! Do I make my self clear?

If you want to make DOUBLE SMG BURST it will be -35%.

Double pistol shot AP cost is 6 AP. Double BURST is 7 AP.

And one more thing if you using pistols you can make a roll against LK+AG/2. If it's ok you can make two more shots for 2 AP's but minus 30% instead -20%. Only once for round.

Rioto-Djukai

Ranks:1

Requirements: Level 6, AG>8, melee more than 110%.

Rioto-Djukai is an old Japanese art of two swords fighting. If you'll take two knives it will be the same thing like with two pistols:-20% penalty.

But for cost of 4 AP's (and one AP for the second attack if the roll LK+AG/2 was OK).

Berserk thrower

Ranks:1

Requirements: Level 6, AG>6 ST>8, throwing more than 110%.

You are now able to throw any melee weapon for range of 18.

To do this you'll need to add +1 to weapons ST requirement. If it is not bigger (or equal) than yours you can throw it. The damage formula is: $1d(xx-2) + MD$. XX is dice sides number (for thins weapon normal damage formula).

Stock-fighter

Ranks:1

Requirements: Level 3, ST>6, AG>6, melee more than 60%.

Now you can use your weapon's butt to strike your opponent.

If your weapon has a good heavy wooden butt, than for 4 AP's

you can hit anyone with it. The damage formula is:

$(1d10+3) + MD$. Every three strikes is + 1 to your weapon's condition.

You cant strike with sniper rifles (or any other weapon for gamemaster's choice of course). Range is 1.

City Hunter

Ranks:1

Requirements: Level 18

You are hunter. The city is your stone jungle. When wandering cities you get +1 to Perception, +15% to your chance to hit, +20% to sneak, +20 to Traps, +30% to pilot +50% to Outdoorsman, your enemy will suffer -30% to his CtH when you are covered behind something and your move will be first always (in spite of sequence).