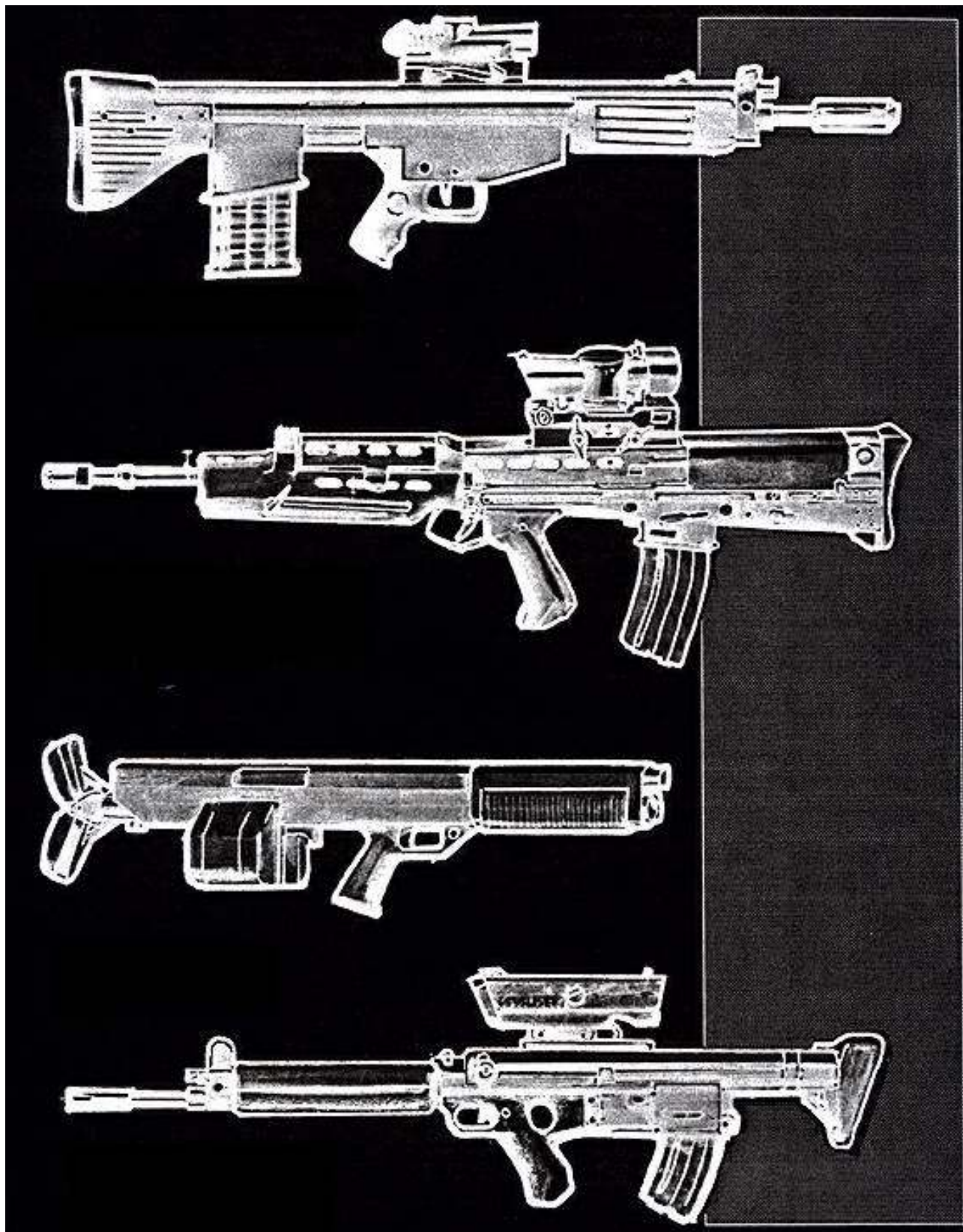


DATAFORTRESS 2.0.2.0

Presents:

THE ILLUSTRATED REFERENCE GUIDE VOLUME 2 CYBERPUNK 2020 WEAPONS



Welcome

As the title says, this is an illustrated reference guide to every weapon ever presented in a Printed Cyberpunk 2020 product, including the 2013 books, Cybergeneration, the Atlas and Ianus books, Interface Magazine, and Punk 21 Magazine.

Every item is given the basic stats, a reference to the book it came from to further research it, and for the first time ever for 90% of them, an image.

There have been a few minor edits, the most major of which have been to drug costs and vehicle stats, to more closely resemble the flavor text, or original image, of the item, or to keep pace with real world technology.

The main reason for this project was that quite simply, in it's own words, Cyberpunk 2020 is all about Style. And when you add a visual representation to the mix, every item, every piece of gear, is literally an extension, an expression if you will, of the characters style. Without the image, it's all just numbers on a page. An image makes the choice more important than just stats. Unfortunately, most of the technology found in the sourcebooks is woefully lacking in visual representation, and some of the images that are present are simply not on the same level as others. Wherever possible I tried to use the original image, and in cases where the original image was replaced, or no image existed, I tried fervently to come as close to the item as I could based on it's description in the source text.

I would especially like to thank Node 16 for compiling the lists of items, without the Cyberpunk 2020 Reference Guide, I never could have done this.

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Some Items represent a significantly higher tech level than others, particularly items from When Gravity Fails, the Cybergeneration books, the Firestorm books, Interface 2.2 and the Ianus books. It is up to the GM to decide which of these items to allow in his game, they should be included with caution.

Weapons break into seven types:

Pistols (P) are any type of single shot (or semiautomatic) weapon that may be accurately fired with one hand.

Submachineguns (SMG) are any type of weapon that may fire either automatically or semi automatically, using only pistol ammunition.

Shotguns (SHG) are any weapon that fires pellets or other small particles instead of a solid slug.

Rifles (RIF) include assault rifles, carbines, and fully automatic rifles. These weapons always fire rifle type ammunition.

Heavy Weapons (HVY) include missiles, grenades, heavy cannon, etc.

Melee Weapons (MELEE) include swords, daggers, knives, martial arts weapons, polearms, etc.

Exotic Weapons (EX) these are bows, lasers, flechette pistols, airguns and microwave weapons - the real "sci-fi" weapons. Bows and Crossbows, as well as slings and other odd weapons types fall under this category as well.

Each weapon is represented by certain characteristics, such as its type, damage, range, accuracy, Concealability, availability and cost. These factors are recorded as a weapon code – a profile of the weapon in order of:

Name · Type · Accuracy · Concealability · Availability ·
Damage/Ammunition · Number of Shots · Rate of Fire · Reliability

For an example, a weapon with the code:

Minami 10 - SMG - 0 - J - E - 2D6+3 (10mm) - 40 - 20 - VR
would be a Minami 10 Submachinegun (SMG) of average Accuracy (0) which can be hidden under a jacket (J), with excellent availability (E), fires 10mm ammunition, has a 40 shot magazine, can fire up to 20 rounds per combat round on full auto, and is very reliable.

Descriptions of Weapon Codes follow:

Accuracy: This is how good the weapon really is. Weapons are rated from -3 to +3 on accuracy, with 0 being an average level of accuracy.

Concealability: How easily they can be hidden until needed (an important factor in combat weapons). A smart combat gunner doesn't want to walk into a bar with a shotgun protruding from underneath his coat - it's going to cause trouble. He also needs to be able to carry "holdouts" in the event of capture or disarmament.

Pocket, Pants Leg or Sleeve (P)
Jacket, Coat or Shoulder Rig (J)
Long Coat (L)
Can't be Hidden (N)

Availability: This is how difficult the weapon is to find on the open market. This will often vary wildly depending on setting and genre.

Excellent (E) Can be found almost anywhere.

Common (C) Can be found in most sports & gun stores or on the Street.

Poor (P) Specialty weapons, black market, stolen military.

Rare (R) Stolen, one of a kind, special military issue, may be highly illegal.

Damage: This is the amount of damage a weapon does, measured in the number of dice, either 6-sided (D6) or 10-sided (D10) die. Example: if a weapon damage is 2d6, you roll 2 six sided die.

Number of Shots: This is how many shots are held in the standard clip, magazine or cylinder for the weapon type.

Rate of Fire: This is how many shots the weapon can fire in a single combat round by holding down the trigger (3.3 seconds). Weapons with multiple modes of fire such as single shot, 3-round burst, and full auto, will have this broken up like this 1/3/20.

Reliability: This is how reliable the weapon is in combat – its chance of jamming while on autofire, etc.

Unreliable (UR)
Standard (ST)
Very Reliable (VR)

Melee weapons are assumed to be of standard quality, however you can upgrade or degrade the quality.

A weapon with a quality of 1 is 1/5th the price listed.

A weapon with a quality rating of 2 drops the weapon price by ½.

A weapon with a quality rating of 3 is standard.

A weapon with a quality rating of 4 raises the weapon price x3

A weapon with a quality rating of 5 raises the weapon price x10
(Certain weapons, especially improvised ones such as most glass bottles have a quality rating of zero and break upon impact)

All hafted weapons can also do damage as a Jo or Bo staff, depending on length.

Weapon Pommels can be used to make bludgeoning attacks and do 1/2 D6 damage.

Improvised weapons are to be compared to the above list using common sense to figure out what would be the best category of comparison for the improvised weapon. For really odd bludgeoning weapons, damage is figured at ½ d6 for every 2 lbs. of weapon weight.

You can throw any weapon, but throwing any weapon not specifically designed for it results in a -2 to hit.

ALL FIREARMS IN THIS BOOK FIRE CASED AMMUNITION UNLESS OTHERWISE NOTED

Some Items represent a significantly higher tech level than others, particularly items from Cybergeneration books, When Gravity Fails, and the Firestorm books. It is up to the GM to decide which of these items to allow in his game, they should be included with caution.

MELEE WEAPONS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Switchblade

MEL +0 P C 1d6/2* - - - 1m 15 CP20



Club

MEL +0 L C 1d6 - - - 1m 2 CP20



Knife

MEL +0 P C 1d6* - - - Throw 1-20 CP20



Bayonet/Survival Knife

MEL +0 J C 1d6* - - VR 0.5m 50 NEO



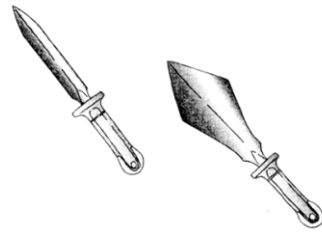
Steel Bayonet

MEL -2 J C 1d6*/3d6* - - VR 1m 15 HoB



Mystic Tech Spring Knife

MEL +0 P C 1d6* - - ST 5m 125 Chr2



Spawnblade

MEL +0 J P 1d6/1d6+4* - - ST 1m 450 Chr2



Brass Knuckles

Punch +0 P C 1d6 - - - 1m 10 CP20



Smartwhip

MEL +0 J C 1d6+2 - - ST 1m 600 NEO



Combat Knife

MEL +1 J P 2D6 - - - 1m 70 PAC



Utility Sword/Machete

MEL +0 L C 2D6* - - VR 0.5m 60 NEO



SPM-1 Battleglove

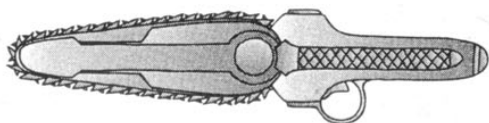
Punch -2 N P 2d6/3d6 - - VR 1m 900 CP20



SPM-2 Battleglove +
Punch -1 N P 2d6*/3d6 - - VR 1m 970 PAC



Kendachi Monowhip
MEL +0 J P 2d6# - - ST 1-3m 350 Chr2



IMI "Chainknife"
MEL +0 J P 2d6+1* - - VR 1m 120 Chr2



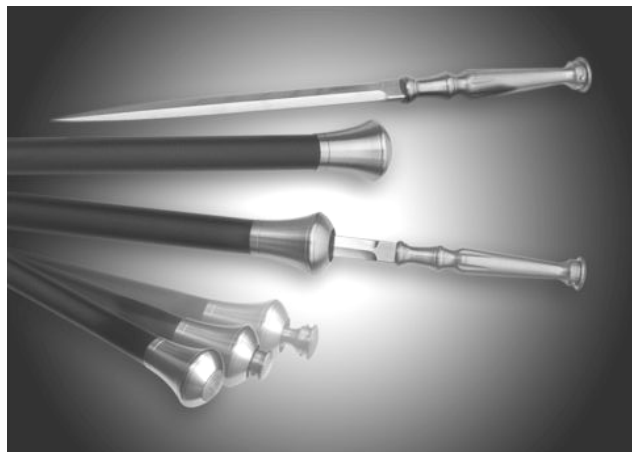
Sword
MEL +0 N C 3D6 - - - 1m 20-200 CP20



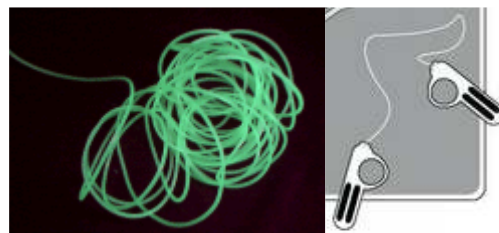
Excalibur Nightstick
MEL +0 J P 2d6 - - VR 1m 80 P&S
Excalibur Taserstick
MEL +0 J P 2d6/Stun 8 1 ST 1m 80 P&S
Excalibur Macestick
MEL +0 J P 2d6/Mace 6 1 ST 1m 80 P&S



Axe
MEL -1 N C 2d6 - - - 1m 20 CP20



Monosword Cane
MEL +1 L P 3d6# - - VR 1m 255 SOF2



Monowire
MEL +0 P R 3d6# - - VR 1m 60/m Chr2



Sledgehammer
MEL -1 N C 4d6 - - - 1m 20 CP20



Chainsaw
MEL -3 N C 4d6* - - - 2m 80 CP20



Entrenching Tool
MEL -1 N C 2d6 - - - 1m 20 CP20



Bagh-Nakh

Punch +2 P P 1d6/2* - - - 1m 15 PAC



Bo-Shuriken

MEL +0 P C 1d6/2* - - - Throw 4-7 PAC



Hyo

MEL -2 P C 1d6/2 Ref/2 - - Throw 5 PAC



Tekko

Punch +0 J C 1d6/2* - - - 1m 25 PAC



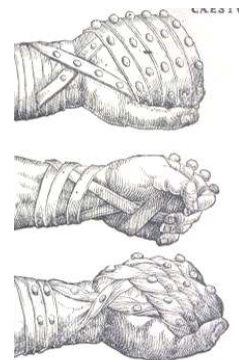
Tetsubishi

MEL -1 P C 1d6/2* - - - Throw 3-6 PAC



Juji-Shuriken

MEL +0 P C 1d6/2* - - - Throw 2-3 PAC



Spiked Cestus

Punch +0 P P 1d6* - - - 1m 20 PAC



Ba Zhan Shuang (Deer Antler Knives)

MEL +0 L C 2d6* - - - 1m 45 PAC



Shuang Dao (Butterfly Swords)

MEL +0 L C 2d6* - - - 1m 45 PAC



Ashiko

MEL +0 J C 1d6/2* - - - 1m 28 PAC



Tessen (metal fan)

MEL +0 J C 1d6 - - - 1m 60 PAC



Arm, Elbow, Leg, Knee, Glove, and Boot Spikes

MEL +0 N C 1 point - - - 1m 10-25 PAC



Hanbo (100cm stick)

MEL +1 L C 2d6 - - - 1m 30 PAC



Jitte

MEL +0 L C 2d6 - - - 1m 30 PAC



Zhi Dao (thin sword)

MEL +0 L C 2d6* - - - 1m 100-200 PAC



Kusari-gama (sickle)

MEL -1 L C 1d6*/2d6 - - - 2m 100 PAC



Wu Ji

MEL -1 N P 2d6*, 3d6 - - - 2m 100 PAC



Kendachi Monoknife

MEL +1 P P 2d6# - - VR 1m 200 CP20



Sai

MEL +0 J C 2d6+2* - - - 1m 20 PAC



Manriki-Gusari

MEL +0 J P 2d6+3 - - - 1m 30 PAC



Kama

MEL +1 L R 2d6* - - VR 1m - PAC



Nunchaku

MEL +0 L C 3d6 - - - 1m 15 CP20



Mystic Nunchaku/Blade
MEL +0 L P 3d6/1d6+1/2d6+1* -- VR 1m 200 SOF2



Qiang Ji (spear)
MEL +0 N P 2d6/3d6* --- 2m 95 PAC



Naginata
MEL +0 N P 2d6/3d6* --- 2m 100 CP20



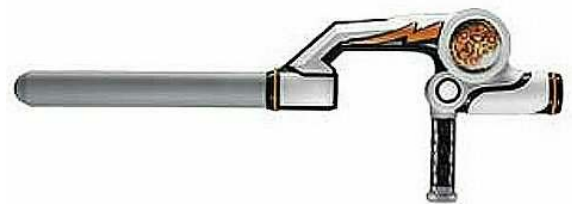
Daisho
Katana
MEL +2 N R 3d6* -- VR 1m 3000 PAC
Wakizashi
MEL +1 L R 2d6 -- VR 1m 1000 PAC
Tanto
MEL +1 J R 1d6* -- VR 1m 300 PAC



Arasaka Orbital Crystal Mono-Edged Daisho
Katana
MEL +2 N R 4d6* (Hard SP/2) -- VR 1m -- SW
Wakizashi
MEL +1 L R 3d6* (Hard SP/2) -- VR 1m -- SW
Tanto
MEL +1 L R 2d6* (Hard SP/2) -- VR 1m -- SW



Kukri
MEL +0 L P 2d6* --- 1m 50-150 PAC



Tonfa
MEL +0 L C 2d6 --- 1m 15 PAC



Jiu Jie Bian
MEL -2 L C 2d6 --- 2m 120 PAC



Liu Chi Bang/Bo/6ft Stick
MEL +1 L C 3d6 --- 2m 40 PAC



San Jie Gun
MEL +0 N C 4d6 --- 2m 50 PAC



3/6
MEL +0 N C 3d6/4d6 - - VR 2/3m 150 PAC



DOUBLE BROADSWORD

Niu Wei Dao
MEL -2 N P 3d6 --- 1m 450 PAC



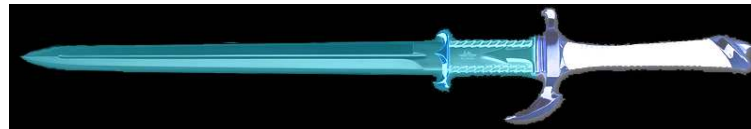
Qing Long Yan Yue Dao
MEL -2 N P 4d6 --- 1m 450 PAC



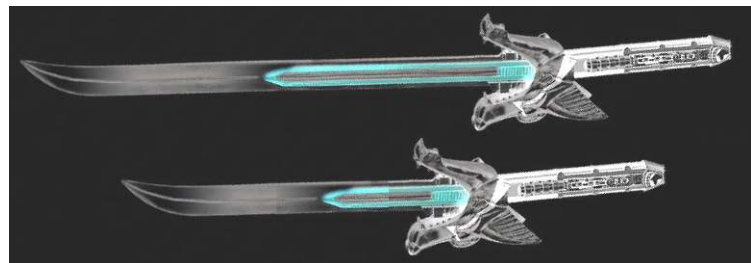
Kendachi MonoNaginata
MEL +0 N R 4d6# - - VR 2m 400 CP20



Kendachi MonoKatana
MEL +1 N R 4d6# - - VR 1m 600 CP20



Kendachi Powersword
MEL +0 L R 4d6 (Sx1/4, Hx1/2) - - ST 1m 860 Chr1



Kendachi Mono-Two
MEL +1 J/N P/R 2d6#/4d6# - - VR 1m 650/700 Chr1



Mono PA Sword
(Full Cybernetic Conversion Recommended)
MEL +1 N R 4d6#+Fist - 1 30% 2m 2000 MM



2 Handed Blade
 (Full Cybernetic Conversion Recommended)
 MEL -1 N C 6d6~+Fist - 1 10% 3m 1000 MM



2 Handed Blunt
 (Full Cybernetic Conversion Recommended)
 MEL -1 N E 6d6+Fist - 1 15% 3m 500 MM



Large Power Saw
 (Full Cybernetic Conversion Recommended)
 MEL -2 N P 8d6~ (1/3SP) - 1 VR 2m 1250 MM



Hyper Hammer .
 (Full Cybernetic Conversion Recommended)
 MEL -2 L R 9d10AP 2 1 ST 2m 2000 SOF2

* Blade 1/2 soft armor, full penetrating damage.
 # Monoblade 1/3 soft armor, 2/3 hard armor, full penetrating damage.
 @ Standard Armor Piercing 1/2 soft and hard armor, 1/2 penetrating damage.
 ~ Arrow 1/2 hard and soft armor, full penetrating damage.
 HEAT High Explosive Anti-tank 1/2 armor, full penetrating damage. Composite Armour halves the damage.
 EAP Extra Armor Penetration 1/4 armor, 1/2 penetrating damage.
 FF Fragmentation Flechettes 1/2 soft armor, full damage.
 ET Electrothermal Enhancement +50% damage and range, already accounted for in description.
 G Gyrojet Ammo Damage increases when used at longer ranges.
 r Radar Guided Active Missile Skill +20. Affected by jamming, stealth & chaff.
 t Thermal Guided Active Missile Skill +15. Affected by flares and IR smoke.
 o Optical Guided Active Missile Skill +15. Affected by smoke & darkness.

BOWS & CROSSBOWS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Arasaka Arms Half-Bow
 BOW -1 L P 3d6 12 1 VR 100m 100 SOF2



Eagletech "Wildcat"
 BOW +0 N E 3d6 (20kg) 12 1 VR 100m 35 SOF2



Eagletech "Tomcat"
 BOW +0 N C 4d6 (40/20kg) 12 1 VR 150m 150 SOF2



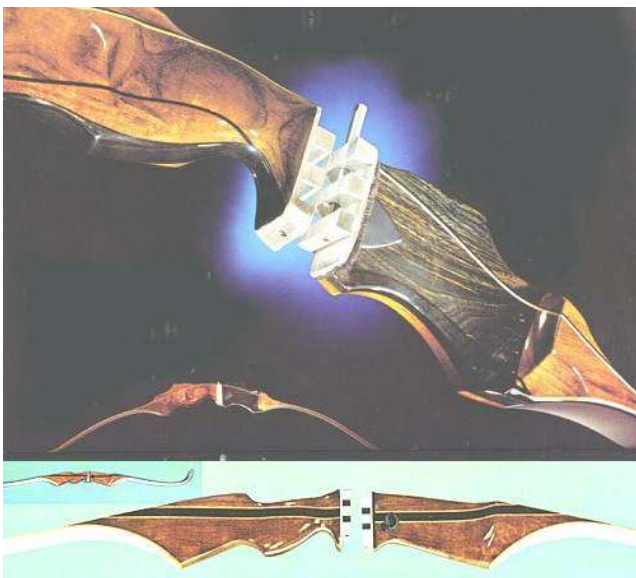
Cougar Lamilar Hunting
 BOW +1 N C 5d6 12 1 VR 150m 150 Cgen



Eagletech "Tigercat"
BOW +1 N P 6d6 (60/30kg) 12 1 VR 150m 500 SOF2



Eagletech "Stryker"
XBO -1 N C 3d6+3 12 1 VR 50m 220 SOF2



Eagletech "Bearcat"
BOW +1 N P 6d6 (60kg) 12 1 VR 150m 500 SOF2



Eagletech "Arbelest"
XBO +0 N P 5d6 12 1/2 VR 150m 500 SOF2



Nomad Hand Crossbow
XBO +0 N R 1d6+1AP 1 1 ST 20m 100 NEO



Eagletech "Scorpion"
XBO +0 N P 7d6 6 1/2 VR 200m 1500 SOF2

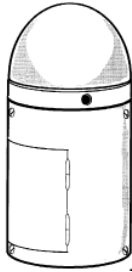


Eagletech "Handbow"
XBO -1 J E 1d6+2 12 1 VR 25m 75 SOF2

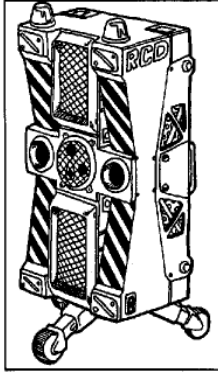
* Blade 1/2 soft armor, full penetrating damage.
Monoblade 1/3 soft armor, 2/3 hard armor, full penetrating damage.
@ Standard Armor Piercing 1/2 soft and hard armor, 1/2 penetrating damage.
~ Arrow 1/2 hard and soft armor, full penetrating damage.
HEAT High Explosive Anti-tank 1/2 armor, full penetrating damage. Composite Armour halves the damage.
EAP Extra Armor Penetration 1/4 armor, 1/2 penetrating damage.
FF Fragmentation Flechettes 1/2 soft armor, full damage.
ET Electrothermal Enhancement +50% damage and range, already accounted for in description.
G Gyrojet Ammo Damage increases when used at longer ranges.
r Radar Guided Active Missile Skill +20. Affected by jamming, stealth & chaff.
t Thermal Guided Active Missile Skill +15. Affected by flares and IR smoke.
o Optical Guided Active Missile Skill +15. Affected by smoke & darkness.

EXOTIC WEAPONS

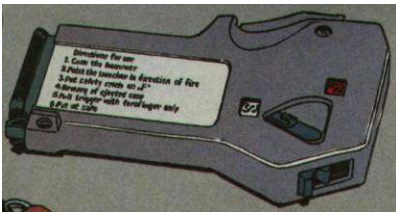
Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



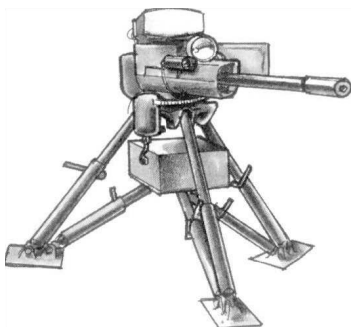
APEX Mobile Defense (Caseless)
 HVY X N P 2d6+4 (9mm LC) 400 40 ST 200m 10,000 Chr1



Arasaka "Nauseator"
 EX +0 N P BOD vs. 25 10 1 ST 15m 1900 Chr2



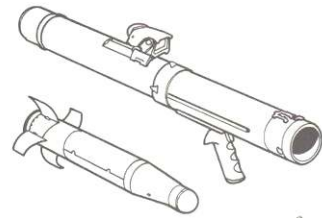
Arasaka Restraint Caster
 P -1 J P Tangle (15mm) 4 1 ST 25m 200 P&S



Arasaka WXA Sentry
 HVY +0 N R 6d6+2 (7.62mm) 500 20 VR 400m 3000 CB1



Arasaka EMF Launcher
 HVY -2 L P 10d10 special 1 1 ST 100m 550 SW



Arasaka EMF Launcher
 HVY -2 N P 20d10 special 1 1 ST 100m 1500 SW



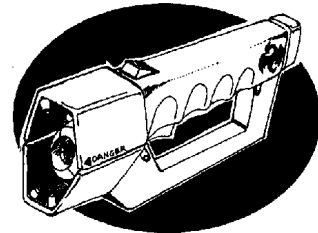
Avante Needlegun
 P +0 P P Drugs (Needle) 15 2 ST 40m 200 CP20



Dynatech Industries Hand Taser
 EX +0 P E Stun -2, 1d10 mins 12 1 VR Touch 50 DS



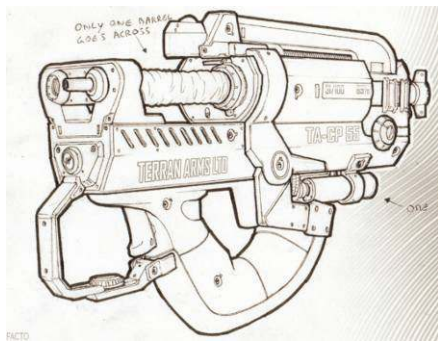
Energex AKM Power Squirt
 P -2 J C Drugs 50 1 VR 10m 15 CP20



Kendachi Dragon
 EX +0 J P 2d6x2/1d6x1 4 1 ST 4m 660 Chr1



Malorian Sliver Gun
 P +0 J P 2d6x1d6/2* (Sliver) 7 2 UR 40m 372 Chr1



Militech Cap-Laser
SMG +0 J R 1-5d6 8 2 UR 150m 6000 Cgen



Militech Electronics Laser Cannon
RIF +0 N R 1-5d6 10 2 UR 200m 8000 CP20



Militech Electronics Stun Knuks
Punch +0 P C Stun -2 6 1 ST 1m 100 Chr4



Militech Electronics Taser
P -1 J C Stun -2 10 1 ST 10m 60 CP20



Militech Electronics Taser 2
P +0 P C Stun -3 4 2 VR Touch 100 Chr2



Mitsubishi Taser
P +0 J P Stun -1, 2d6 mins 12 1 ST 5m 100 DS



Mystic Technologies Arrow Gun
EX +1 J/L C 3d6* 1 1 ST 70m 1000 SOF2



Nelspot "Wombat"
P -1 J C Drugs 20 2 UR 40m 200 CP20



Nomad Boomerang
EX -1 L P 2d6 1 1 VR 30m 20 NEO



Nomad Sling
EX +0 P P 1/2d6 1 1 VR 20m 10 NEO



Petrochem Drug-A-Thug
EX +0 P C Chemical 5 1 VR Touch 150 Chr2



Pneumatic Bolt Gun
EX -1 N R 3d6AP (Bolt) 4 1 ST 25m 350 NEO



Skunker
EX -1 P E Gas 4 1 VR 2m 70 Chr2



Polymer Slingshot
EX -1 P E 1d6/2 (ball) 20 1 ST 25m 10 Cgen



Splatman Airpistol
P +0 J C Special 20 2 ST 40m 200 Cgen



Pursuit Security Industries Beanbag Gun
SHT -2 J E Stun 4 1 ST 3m 100 SOF2



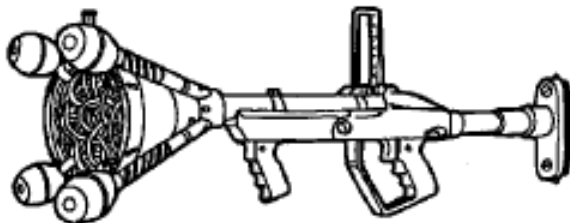
Techtron 15 Microwaver
P +0 J P 1d6 + special 10 2 VR 20m 400 CP20



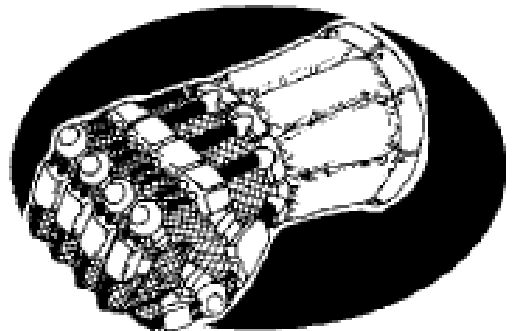
Pursuit Security Industries Stundart Pistol
P -1 J C Stun -1, (.45 LVD) 2 2 VR 50m 109 Chr1



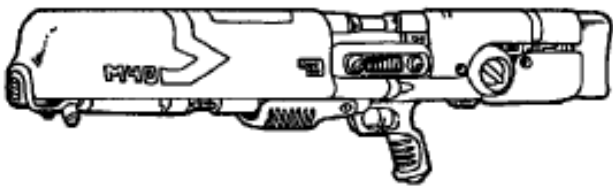
Techtron 20 Microwaver
P +0 J P 1d6 + special 15 2 VR 25m 500 Chr2



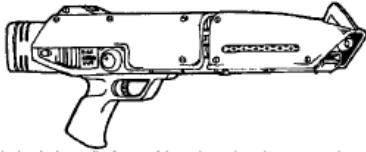
Pursuit Security Industries Webgun
EX +1 N C Entangle 1 1 ST 30m 250 Chr2
Det-Webgun
EX +0 N C Entangle, 40AP 1 1 ST 25m 450 Chr2
Taser Webgun
EX +0 N C Entangle, Stun -2 1 1 ST 25m 350 Chr2



Techtronica Black-Zap
Punch +0 P C Stun -2 6 1 ST 1m 90 Chr1



Techtronica M40 "Pulse Rifle"
RIF +0 N R EMP Effect (SW) 6 0.5 ST 50m 3500 Chr2



Techtronica Volt Pistol
P +1 J R 3d6 + special 6 1 ST 25m 960 Chr2



Tsunami "Airhammer"
P +1 J Var Special (5.3mm) 5/7 2 ST 50m 325/400 Chr2



Tsunami UB CapLaser
RIF +2 - R 3d6 2 2 UR 25m 950 Chr2



Tsunami UB Microwaver
EX +0 - P 1d6 + special 4 2 ST 20m 500 Chr2



Zapman Taser Pistol
P +0 J P Stun -1 10 2 VR 50m 60 Cgen



UrbanTech "Lance"
HVY +2 P C 4d6HEAT (Missile) 1 1 UR 300m 100 SOF2



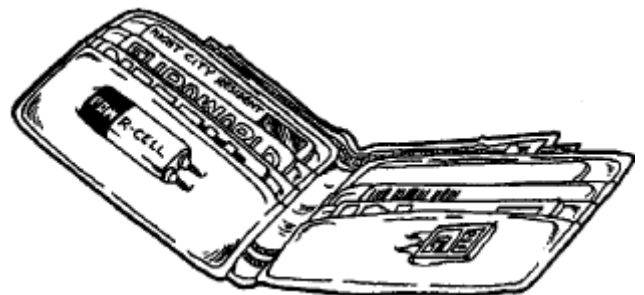
SecSystems Gauss Protection Field
HVY +2 N R Mag. Field 10 1 ST 10000 Chr2



Hypo Speargun
EX +0 N P 1d6*+gas 1 1 VR 40m 200 SA



Soundwand
EX +0 P P Special 1 VR 20ft 600 SA



Pursuit Security Inc. Taser Wallet
Stun beyond 2m (V. Diff Bid/AV Cool) - - - ST 65eb Chr2

* Blade 1/2 soft armor, full penetrating damage.
Monoblade 1/3 soft armor, 2/3 hard armor, full penetrating damage.
@ Standard Armor Piercing 1/2 soft and hard armor, 1/2 penetrating damage.
~ Arrow 1/2 hard and soft armor, full penetrating damage.
HEAT High Explosive Anti-tank 1/2 armor, full penetrating damage. Composite Armour halves the damage.
EAP Extra Armor Penetration 1/4 armor, 1/2 penetrating damage.
FF Fragmentation Flechettes 1/2 soft armor, full damage.
ET Electrothermal Enhancement +50% damage and range, already accounted for in description.
G Gyrojet Ammo Damage increases when used at longer ranges.
r Radar Guided Active Missile Skill +20. Affected by jamming, stealth & chaff.
t Thermal Guided Active Missile Skill +15. Affected by flares and IR smoke.
o Optical Guided Active Missile Skill +15. Affected by smoke & darkness.

OCEAN WEAPONS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



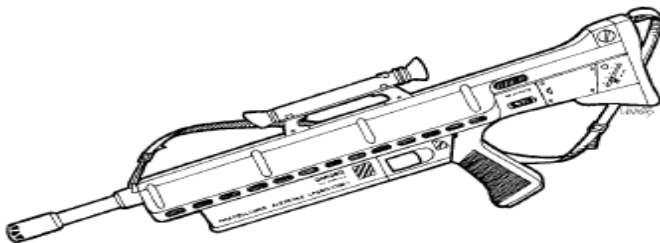
Militech UAW Speargun
SMG +1 L P 2d6+1AP (500m) 10 1/3 VR 50m 1500 SF



Arasaka Stingray II
RIF +0 N C 3d6AP (200m) 9 1/2 VR 100m 750 SF



Arasaka APW Mk IV
RIF +2 N R 4d10API (5000m) 9+1 2 ST 100m 6450 SF



Militech MTL-1 Manhunter
HVY +3 N P 8d10 (2500m) 3+1 1 ST 1km 3500 SF

* Blade 1/2 soft armor, full penetrating damage.
Monoblade 1/3 soft armor, 2/3 hard armor, full penetrating damage.
@ Standard Armor Piercing 1/2 soft and hard armor, 1/2 penetrating damage.
~ Arrow 1/2 hard and soft armor, full penetrating damage.
HEAT High Explosive Anti-tank 1/2 armor, full penetrating damage. Composite Armour halves the damage.
EAP Extra Armor Penetration 1/4 armor, 1/2 penetrating damage.
FF Fragmentation Flechettes 1/2 soft armor, full damage.
ET Electrothermal Enhancement +50% damage and range, already accounted for in description.
G Gyrojet Ammo Damage increases when used at longer ranges.
r Radar Guided Active Missile Skill +20. Affected by jamming, stealth & chaff.
t Thermal Guided Active Missile Skill +15. Affected by flares and IR smoke.
o Optical Guided Active Missile Skill +15. Affected by smoke & darkness.

LIGHT PISTOLS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



BudgetArms C-13 (Caseless)
P -1 P E 1d6 (5mm) 8 1 ST 50m 75 CP20



Astra Style-6 (Caseless)
P -1 P E 1d6 (5mm) 6 1 UR 50m 75 ES



Federated Arms Impact
P +1 J E 1d6 (.22) 10 1 VR 50m 60 SOF



Federated Arms .22 (Caseless)
P +0 J E 1d6 (.22) 10 1 ST 50m 25-50 SOF



Dai Lung Cybermag 15 P -1 (Caseless)
P C 1d6+1 (6mm) 10 1 UR 50m 50 CP20



Federated Arms X-22
P +0 J E 1d6+1 (6mm) 10 1 ST 50m 50-150 CP20



Towa Manufacturing Type-12 Police Pistol
P +3 J P 1d6+1 (6mm cased) 8 1 VR 50m 450 PAC



H&K P-11
P +0 J P 4d6+1 (6mmRkt) 5 1 VR 50m 700 ES



Colt .38 "Detective"
P +1 J C 1d6+2 (.38 cased) 6 1 VR 50m 200 CP20



Federated Arms X-38
P +1 J E 2d6 (.38) 10 1 ST 50m 35 SOF

MEDIUM PISTOLS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Militech Arms Avenger (Caseless)
P +0 J E 2d6+1 (9mm) 10 1 VR 50m 250 CP20



Federated Arms X-9 (Caseless)
P +0 J E 2d6+1 (9mm cased) 12 1 ST 50m 300 CP20



BudgetArms Laser-Niner (Caseless)
P +1* J/L P 2d6+1 (9mm) 15/35 1/3/20 ST 50m 675 Chr1



Goncz-Taurus Pistol Version
P +0 J E 2d6+1 (9mm cased) 15 2 ST 50m 200+ Chr1
MP Version
P -1 J C 2d6+1 (9mm cased) 15/30 1/10 ST 50m 300+ Chr1



Fashion Gun 9 (Caseless)
P +0 P E 2d6+1 (9mm) 7 2 UR* 25m 35-40 SOF



Generic Wondennine
P +1 J E 2d6+1 (9mm) d6+14 1 VR 50m d6+240 SOF2



Beretta M97P
P +2* J P 2d6+1 (9mm) 18 1 VR 50m 480 ES



CCMMC Goaxing Xuixi CM-3 (Caseless)
P +0 J C 2d6+1 (9mm) 8 1 ST 50m 75 PAC



Kang Tao Type 97
P +1 J E 2d6+1 (9mm cased) 10 1 UR 50m 35 SOF



Sci Fi Starrrior 4 (Caseless)
P +0 J E 2d6+1 (9mm) 12 1 UR 50m 60 SOF



Teen Dreem (Caseless)
P -1 J E 2d6+1 (9mm) 10 1/10 UR* 50m 36 SOF



Texas Arms Model-351 Gyrojet
P +0 J C/P 2d6+1 (9mm Gyro) 8 1 UR 50m 420 DS



Calico Assault Pistol (Caseless)
P +0/-1 L C 2d6+1 (9mm C) 50/100 1/3 VR 50m 450 NEO



Beretta Plas 9 Fashion (Caseless)
P -1 P P 2d6+1 (9mm) 10 1 ST 50m 200 UK



FN High Power
P +1 J C 2d6+1 (9mmC) 14 1 VR 50m 150 UK



Towa Manufacturing Type-14 Pistol
P +2 J P 2d6+1 (9mm) 16 1/3/16 VR 50m 520 PAC



BudgetArms C-41
P +1 J E 2d6+1 (.41 C) 10 1 VR 50m 600 SOF



Colt .45 "Peacemaker"
P +0 J R 2d6+2 (.45 C) 6 1 VR 50m 100 CP20



Colt Alpha-Omega .45 (Caseless)
P +2 J C 2d6+2 (.45 ACP) 10 1 VR 50m 500 Chr1
Colt Alpha-Omega 10mm
P +2 J C 2d6+3 (10mm) 14 1 VR 50m 500 Chr1



Dai Lung Streetmaster (Caseless)
P +0 J E 2d6+3 (10mm) 12 1 UR 50m 250 CP20



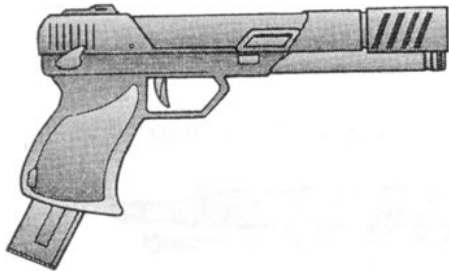
Glock 30 MP (Caseless)
MP +2 P/J C 2d6+3 (10mm) 20/30 1/3 VR 50m 705 Chr1



IMI Gamad
P 0/+1* P/J E 2d6+3 (10mm) 7/15 2 VR 50m 575 SOF2



Colt Enforcement 10
P +1 J C 2d6+3 (10mm) 14 VR 50m 550+ CB 3



FN Browning "3-Spot" (Caseless)
P +1 J C 2d6+3 (10mm) 24 3 ST 50m 425 UK



LeRoi Maxi-10 (Caseless)
P -1 J E 2d6+3 (10mm) 10 1 UR 50m 150 ET



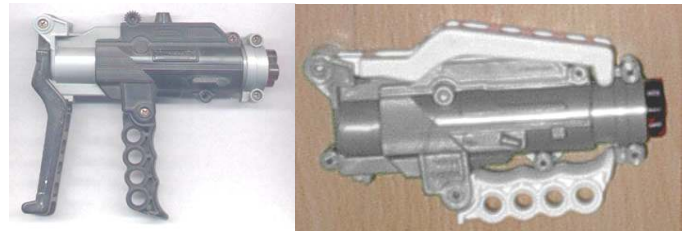
Arasaka WSA
P +0 J C 2d6+3 (10mm) 15 1 VR 50m 400 CB 1



Sternmeyer P-41 (Caseless)
P +0 J C 2d6+3 (10mm) 12 1 VR 50m 425 CB1



Stolbovoy St-2 Pistol
P +0 J C/R 2d6+3 (10mm) 14 2 VR* 50m 450 CB3



Surprising Stranger
P +0 P E 2d6+3 (10mm) 4 1 ST 25m 15-50 SOF



Towa 13 Police Pistol (Caseless)
P +2 J P 2d6+3 (10mm) 12 1 VR 50m 500 PAC



S&W Combat Magnum
P +1 J C 2d6+3 (.357 C) 6 1 VR 50m 125 CP20



C.O.P. Derringer
P +0 P C 2d6+3 (.357 C) 4 1 VR 50m 250 CP20



.357Mag Revolver
P +0 J C 2d6+3 (.357mag) 6 1 VR 50m 250 NEO



.357Mag Autoloader
P +0 J C 2d6+3 (.357mag) 8 1 VR 50m 300 NEO



S&W "Tri-Star"
P +0 J C 2d6x3 (.410ga) 6 1 ST 50m 275 Chr2



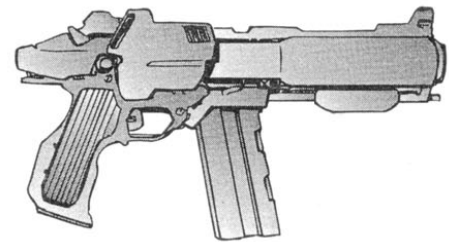
Tsunami Express
P +3 L P 2d6+3 (5.2mm ET) 24 1 VR 75m 5300 SOF2



Hammer M-11 Bolt Pistol
P +2 J P 1d6+2 (9mm Bolt*) 10 1 ST 30m 320 DS



Militech Black Widow
P +1 J P 1/2d6 (Flec) 10 1 ST 30m 400 DS



Militech Silver Shadow
P +0 J P d6/2+2x1d6/3(Flec) 8 1 ST 30m 300 DS

HEAVY PISTOLS

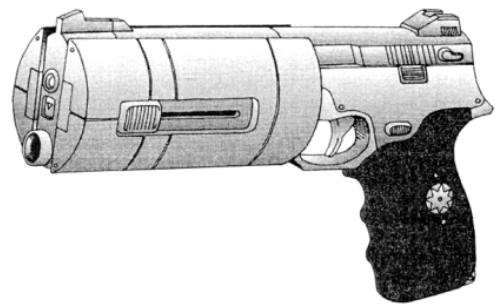
Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Malorian Arms Heavy Flechette
P +1 J C 1d6+1* (4mm) 25 1 ST 50m 595 Chr1



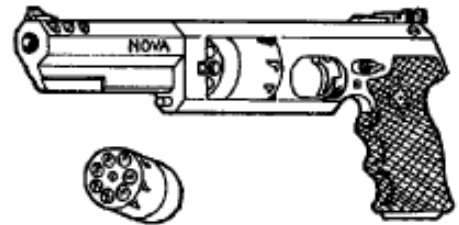
Espinoza One Shot (Caseless)
P -1 P E 3d6 (.50 short) 1 1 UR* 50m 75 SOF



Nova 757 Cityhunter
P +2 J P 3d6 (11mm) 18 1 ST 50m 480 BH



BudgetArms Auto 3 (Caseless)
P -1 J E 3d6 (11mm) 8 1 UR* 50m 350 CP20



Nova 338 Citygun
P +1 J P 3d6 (.338) 7 3 VR 50m 460 Chr2



Sternmeyer Type 35
P +0 J C 3d6 (11mm) 8 1 VR 50m 400 CP20



Dai Lung Magnum (Caseless)
P +1 J E 3d6+1 (.357 Mag) 10 1 UR* 50m 60 SOF



Mustang Arms "Mark II" (Caseless)
P +1 J/L C 3d6 (11mm) 12/20 3 VR* 50m 425 SOF2



S&W Handcannon
P +0 J/L P 4d6 (.44 Mag) 6 1 UR 50m 850 SOF2
P +1 -- 2d6+2 (.45 ACP caseless) 10 1 UR 50m --



"Decker Gun" (Caseless)
P -1 J E 3d6 (11mm) 10 1 VR 50m 500 CGen



Tsunami Raimei Ramjet
P +2 L P 5d6 to 7d6+1*(10rj) 6 1 VR 100m 1100 SOF2

VERY HEAVY PISTOLS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Llama Commanche

P +0 J C 4d6 (.44C) 6 1 ST 50m 200 CP20



.44 Mag Revolver

P +0 J P 4d6 (.44) 6 1 VR 50m 375 NEO



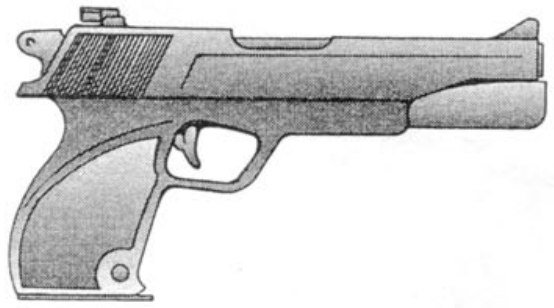
Armalite 44

P +0 J E 4d6+1 (12mm) 8 1 ST 50m 450 CP20



Colt AMT Model 2000 (Caseless)

P +0 J C 4d6+1 (12mm) 8 1 VR 50m 500 CP20



Royal Enfield Ordnance Spitfire Battle Pistol

P +1 J P 4d6+1 (12mm) 12 1 VR 50m 550 UK



Constitution Arms Multi Ammunition Pistol "MAP"

P +0 J P Varies (12mm C) 5 1 VR 50m 525 P&S



454 Magnum Disposable

P -2 P R 4d6+3 (.454) 2 1 VR 40m 100 I1.1



Ameritech Magnum

P +1 J R 4d6+3 (.454) 5 1 VR 50m 1000 I1.1



Federated Arms "Super Chief"

P +0 J P 4d6+3 (.454C) (B9) 5 1 VR 50m 375 Chr1



Nova Arms "Stallone"

P +1 J P 4d6 (.357ET) 6 1 VR 60m 999 SOF2

Nova Arms "Bronson"

P +1 J P 5d6 (.41ET) 6 1 VR 80m 1199 SOF2

Nova Arms "Eastwood"

P +1 J P 6d6 (.44ET) 6 1 VR 80m 1499 SOF2

Nova Arms "Arno"

P +1 J P 6d6+3 (.454ET) 6 1 VR 100m 1799 SOF2



Militech Boomer-Buster (Caseless)

P +1/-1 L/J P 5d6@ (.477) 4 1 VR 50m 450 SOF



Malorian Arms 3516

P -1 J R 6d6 (14mm) (B12) 6 1 VR 50m 4525 Chr1



Malorian Arms 3600 Super (Caseless)

(Full Cybernetic Body Recommended)

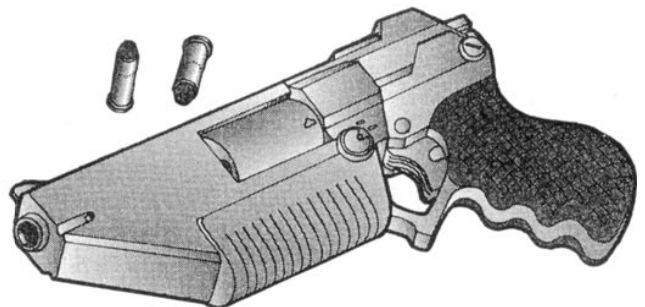
SMG +0/-1 L P 6d6 (14mm) (B11) 20 1/3 VR 50m 3000 SOF2



Magnum Opus Big Government

(Full Cybernetic Body Recommended)

P +0 J P 6d6 (14mm) (B12) 13 2 VR 60m 2000 SOF2



Magnum Opus Hellbringer .666

(Full Cybernetic Body Recommended)

P +1 J/L P 7d6+3 (.666) (B15) 3 1 VR 80m 4000 SOF2

LIGHT SUBMACHINEGUNS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Federated.Arms Tech Assault (Caseless)

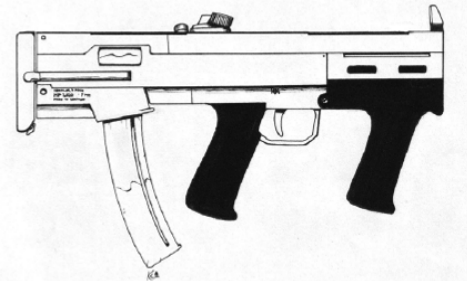
SMG +1 J E 1d6 (.22) 30 10/30 UR* 100m 160 SOF



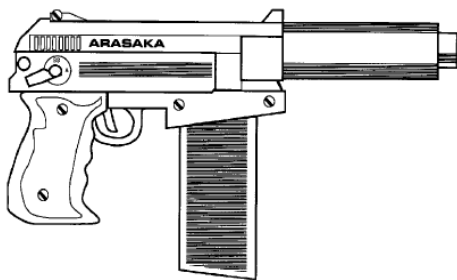
Militech Mini-Gat (Caseless)
SMG +0 L P 1d6 (.22/5mm) 120 40 ST 150m 695 Chr1



Vz61 Skorpion
SMG +2 J P 1d6 (.25C) 20 25 VR 150m 150 CP20



Federated.Arms Tech Assault 2
SMG +1 J C 1d6+1 (6mm) 50 25 ST 150m 400 CP20



Setsuko-Arasaka PMS (Caseless)
SMG +1 L P 1d6+2 (7mm) 40 20 ST 150m 950+ Chr1



Surnam Machine Pistol (Caseless)
SMG +0 J/L C 1d6+4 (.177) 25/50 50 UR* 150m 375 SOF2



Uzi Miniauto 9 (Caseless)
SMG +1 J E 2d6+1 (9mm) 30 35 VR 150m 475 CP20



H&K MPK-9
SMG +1 J C 2d6+1 (9mm) 35 25 ST 150m 520 CP20



Uzi
SMG +2 J C 2d6+1 (9mmC) 30 20 VR 200m 250 CP20

MEDIUM SUBMACHINEGUNS

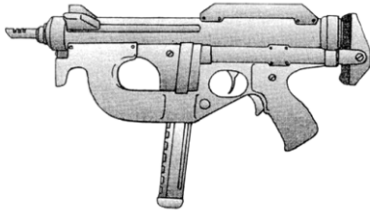
Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Malorian Sub-Flechette
SMG +2 J C 1d6x1d6 (flec) 10/30 3/35 VR 200m 795 Chr1



"Sten"
SMG -2 L E (.22 to 12mm) 30 3/30 ST 100m 200 NEO



Beretta M-24 (Caseless)
SMG SMG +2 L P 2d6+1 (9mm) 50 25 VR 200m 950+ Chr1



L2A3 Sterling
SMG +0 L C 2d6+1 (9mmC) 10/34 20 VR 200m 200 UK



Calico Submachinegun (Caseless)
SMG +0 L C 2d6+1 (9mmC) 50/100 3/20 ST 200m 750
NEO



Ingram MAC 10
SMG -1 J C 2d6+2 (.45C) 30 5 UR 200m 225 CP20



Militech 10/45 (Caseless)
SMG +1 J E 2d6+2 (.45 ACP) 30 20 ST 200m 455 Chr1
SMG +1 J E 2d6+3 (10mmC) 30 20 ST 200m 455 Chr1



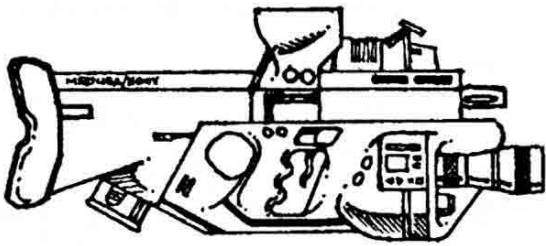
Arasaka Minami 10
SMG +0 J E 2d6+3 (10mm) 40 20 VR 200m 500 CP20



Militech Viper (Caseless)
SMG +0 J P 2d6+3 (10mm) 40 30 VR 200m 600 HoB



Stolbovoy StS (Caseless)
SMG -1 J C/R 2d6+3 (10mm) 35 30 VR* 100m 600 CB 3



Medusa 2000 (Caseless)
SMG +0 N P 2d6+3 (10mm) 40 20 VR 200m 2500 I2.1



Beretta 1010 MP
SMG +0 J/P C 2d6+3 (10mm) 30/15 15 ST 100m 475 UK

HEAVY SUBMACHINEGUNS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Mustang Arms ARS-5C (Caseless)
SMG +1 J C 2d6+3 (10mm) 40 3/40 VR 100m 600 CB3



Thompson M1
SMG +2 N C 2d6+2 (.45C) 30/50 20 ST 200m 300 CP20



Sternmeyer SMG 21 (Caseless)
SMG -1/0 L E 3d6 (11mm) 30 3/15 VR 200m 500 CP20



H&K MP-2013 (Caseless)
SMG +1 J C 2d6+3 (10mm) 35 32 ST 200m 450 CP20



CCMMC Tuzi-7
SMG -2 J P 3d6 (11mm) 30 15 ST 100m 125 PAC



IMI "Gamdaii" (Caseless)
SMG +2 N E 2d6+3 (10mm) 35x2 25 VR 200m 950 SOF2
HVY +0 - - (25mm/10ga) 1 1 ST 100m - -



Chadran City Reaper (Caseless)
SMG +0 L P 3d6 (11mm) 40 20 VR 200m 950 I1.3
SHT -1 - - 4d6 (12.ga) 10 3 ST 50m



H&K MPK-11 (Caseless)
SMG +0 L C 4d6+1 (12mm) 30 20 ST 200m 700 CP20



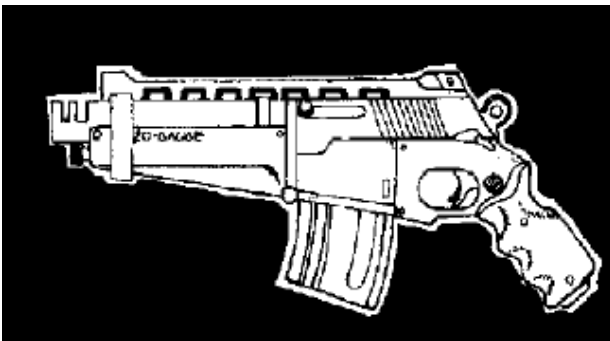
Ingram Mac 14
SMG -2 L E 4d6+1 (12mm) 40 10 ST 200m 650 CP20



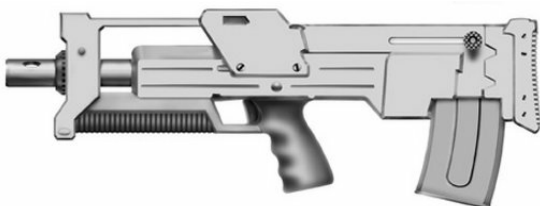
H&K MPK-2020 (Caseless)
SMG +2* L P 4d6+1 (12mm) 60 30 ST 200m 750 UK

SHOTGUNS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Militech Crusher SSG
SHT -1/-3 J C 3d6 (20ga) (B9) 6 2 ST 12/25m 450 Chr1



Mustang Arms Close 20
SHT -1 N P 3d6 (20ga) 15 2 ST 50m 350 SOF2



Arasaka WCAA Rapid Assault Shot 12
SHT -1 N C 4d6 (12ga) 20 2/10 ST 50m 900 CP20



CCMMC Qi-15
SHT -2 N P 4d6 (12ga) 15 2/10 ST 50m 150 PAC



Enfield Ubichi LastChance
SHT +0 J C 4d6 (12ga) 1 1 UR 25m 60 ES



Streettech "Burst"
SHT -1/-3 P E 2d6+1 (28ga) 1 1 VR 3m 33/40 P&S



Luigi Franchi P.16
SHT +1 L R 4d6 (12ga) 20 2/10 ST 50m 980 ES



M-12 Close Assault
SHT +0 N P 4d6 (12ga) 20 3/10 VR 50m 950 HoB



Militech Bulldog
SHT +0 L P 4d6 (12ga) 21 3/10 ST 50m 1000 CB 2



Militech Military/Police
SHT 0/-1 N/L C 4d6 (12ga) 8 2 ST 50m 300 Chr1



Mustang Arms "Raider"
SHT +0 L/N C 4d6 (12ga) 5/9 2 ST 50m 400 CB3



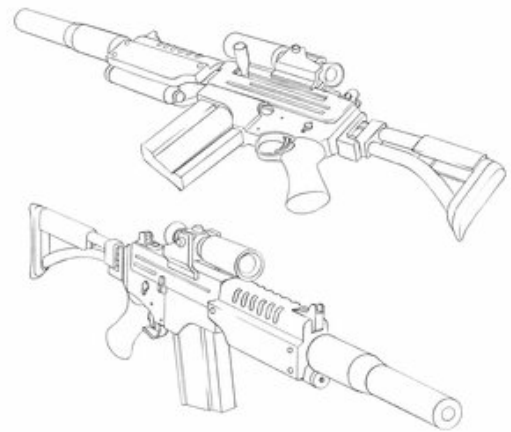
Sternmeyer Stakeout 10
SHT -2 L R 4d6 (12ga) 10 2 ST 50m 450 CP20



Tsunami "Ragnarok"
SHT +0 N R 6d6 (12ga ET) 40 2/20 ST 70m 4500 PAC



CAWS
SHT +0 N R 4d6 (12ga) 10 10 ST 50m 500 CP20



H&K CAWS 11
SHT +1 N R 4d6(12ga) 30 10 ST 50m 800 UK



"Whippet" Scattergun
SHT -3 J P 4d6 (12ga) 2 2 VR 15m 200 NEO



Constitution Hurricane
SHT +0 N P 4d6 (12ga) 40 4/20 ST 70m 1000 P&S



Double Barrel Shotgun
SHT +0 N C 4d6 (12ga) 2 2 VR 50m 200 UK



Sawn-off Shotgun
SHT -1 J C 4d6 (12ga) 2 2 VR 10m 100 UK



MetaCorp Warhammer
SHT -1 N P (12ga mag) 16 1/3 VR 75m 700 NEO



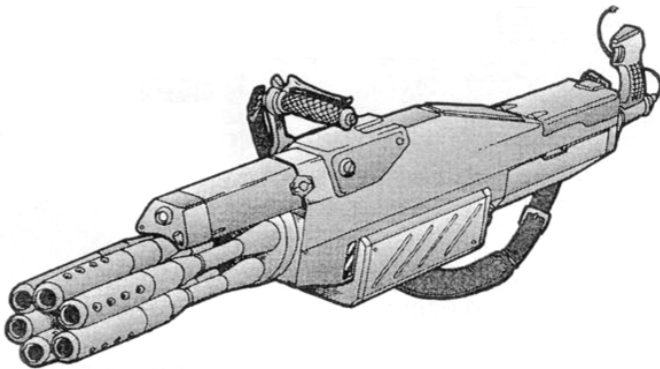
Luigi Franchi "King Buck"
SHT -1 N P 6d6 (10ga) 4 2/4 VR 50m 800 Chr2



Magnum Opus 12-Gauge Pistol
(Full Borg Body Recommended)
P -2 J/L P 4d6 (12ga) (B12) 9 2 ST 30m 1000 SOF2



Magnum Opus 10-Gauge Pistol
(Full Borg Body Recommended)
P -2 L P 5d6 (10ga) (B15) 5 2 ST 30m 1200 SOF2



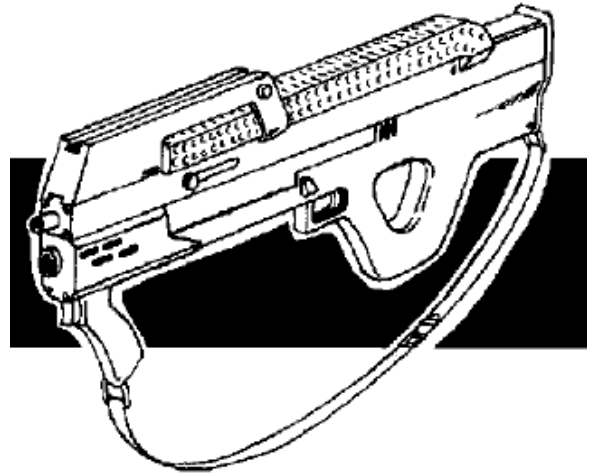
Tsunami Arms Helix
(Full Cybernetic Body Recommended)
SHT +0 N P 5d6 (10ga) (B18) 60 43 VR 60m 3000 SOF2



United Arms CLAW
(Full Cybernetic Body Recommended)
SHT +1 N R 8d6 (4ga) (B11) 28 1/4 VR 60m 1600 SOF2

ASSAULT RIFLES

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Militech M-31a1 AICW (Caseless)
RIF +2 N R 4d6 (4.5mm) 150 3/30 ST 400m 1695 Chr1
HVY -1 - - (25mm) 4 2 ST 150m - -



AKR-20 Medium Assault (Caseless)
RIF +0 N C 5d6 (5.45) 30 1/30 ST 400m 500 CP20



Bushmaster
RIF +0 L R 4d6 (5.56C) 30 20 ST 200m 300 CP20



Stolbovoy St-5 (Caseless)
RIF -1 N C/R 5d6 (5.45) 30 1/30 VR* 400m 900 CB3



Darra-Polytechnic M-9
RIF 0/-1 N/L P 4d6+2 (5.5mm) 40 2/25 ST 200m 300 Chr1



M-16A
RIF +2 N C 4d6 (5.56C) 30 25 UR 400m 200 CP20



Steyr AUG
RIF +2 L P 4d6 (5.56C) 30 20 VR 400m 400 CP20



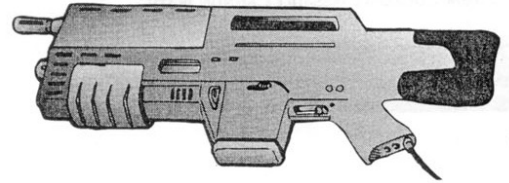
L85A1
RIF +1 N C 5d6 (5.56) 30 20 VR 500m 500 UK



SA-80
RIF +2 N P 5d6 (5.56) 30 20 VR 400m 600 ES



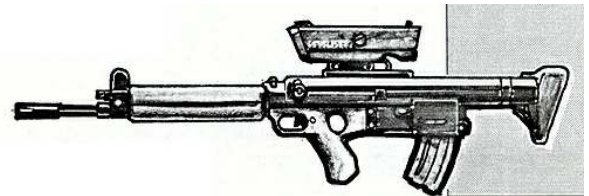
Arasaka WAA Bullpup
RIF +1 N C 5d6 (5.56) 15/30 3/30 VR 400m 800 CB1



Chadran Jungle Reaper
RIF +1 N P 5d6 (5.56) 60 20 VR 400m 1550 I1.3
HVY -2 - - (25mm) 6 2 ST 200m - -



Colt M-18 Assault Rifle
RIF +1 N C 5d6 (5.56) 35 3/30 VR 400m 750+ CB3



Militech Ronin Light (Caseless)
RIF +1 N C 5d6 (5.56) 35 3/30 VR 400m 450 CP20



Sternmeyer M-95A4 (Caseless)
RIF +1 N R 5d6 (5.56) 90 3/30 VR 400m 750 CB1



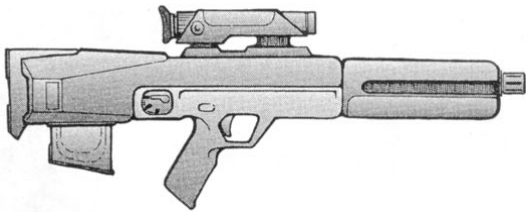
Towa Manufacturing Type-20 AICW
RIF +2 N P 5d6 (5.56) 100 3/45 VR 400m 4200 PAC
HVY -2 - - (25mm) 4 1 ST 200m - -



Towa Manufacturing Type-99 Rifle (Caseless)
RIF +1 N P 5d6 (5.56) 35 3/30 ST 400m 1500 PAC



Fabrica De Armes M-2012 (Caseless)
RIF +2 N P 5d6+3 (6.5mm) 30 1/4 VR 400m 1400 SOF



Federated Arms Light 15 (Caseless)
RIF +0* N C 5d6+3 (7mm) 30 3/25 VR 400m 400+ Chr1



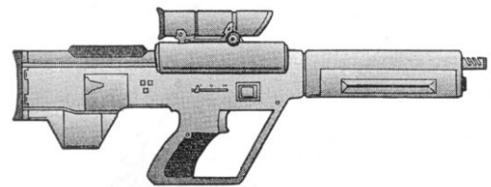
Militech Dragon (Caseless)
RIF +0 L C 6d6-1 (6.5 H) 35 30 VR 400m 700 CB2



Militech Mk IV (revised) (Caseless)
RIF +1 N C 6d6-1/5d6 35 3/30 VR 400m 800 CB2



Militech Mk V
RIF +1 N P 9d6 (6.5mm ET) 30 2/4 ST 600m 1500 SW



Royal Enfield Armaments LPA1 (Caseless)
RIF +1 N R 2d6+1 to 6d6 (7.5) 2x45 1/3/20 VR 500m 1800 UK



FN-FAL
RIF +0 N C 6d6+2 (7.56C) 20 20 VR 400m 450 UK



AK-47 Medium Assault
RIF +0 N E 5d6 (7.56C) 30 20 VR 400m 200 CP20



CCMMC Jinhua M-9 (Caseless)
RIF +0 N P 6d6+2 (7.62) 35 1/25 ST 400m 125 PAC



FN-RAL Heavy Assault
RIF -1/-2 N/L C 6d6+2 (7.62) 30 3/30 VR 400m 600 CP20



Kalashnikov A-80
RIF -1 N E 6d6+2 (7.62) 35 3/25 ST 400m 550 CP20



5.56 caseless SMG
RIF +1 L/N P 5d6 (5.56) (B10) 50 25 VR 200m 1200 SOF2



Arasaka Rage 15mm
(Full Cybernetic Body Recommended)
RIF -1/-2 L P 4d10+3 (15mm)(B15) 20/50 10 VR 100m 4500 SOF2



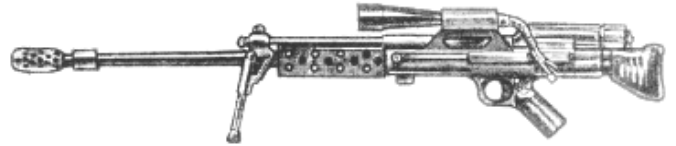
12.7mm Assault Rifle
(Full Cybernetic Body Recommended)
RIF +1 N P 6d10 (12.7) (B12) 50 10 VR 400m 2000 SOF2



14.5mm Assault Rifle
(Full Cybernetic Body Recommended)
RIF +1 N P 7d10 (14.5) (B14) 50 10 VR 400m 2500 SOF2

SNIPER RIFLES

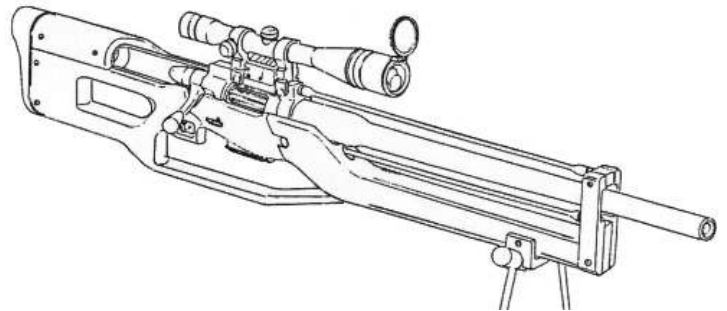
Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



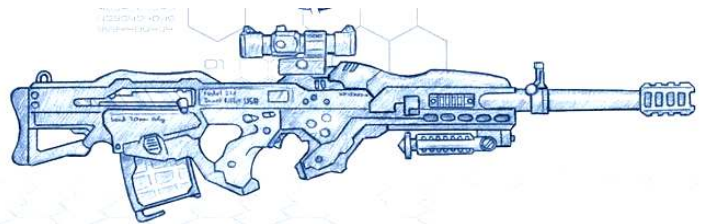
Arasaka WSSA
RIF +5* N P 6d6 (3.5mm FF) 40 2 VR 600m 2400 SOF2



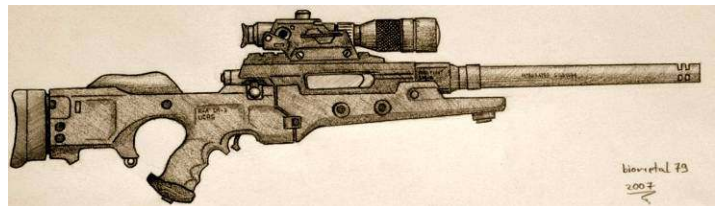
FR-F6
RIF +3 N P 6d6+2 (7.62) 10 2 ST 500m 1100 ES



WA 2001 Sniper Rifle
RIF +3 N R 6d6+2 (7.62C) 10 1 VR 1000m 900 UK



Towa Manufacturing Type-00-Kai
RIF +3 N R 9d6+3AP (7.62 ET) 6 1 VR 1200m 3000 PAC



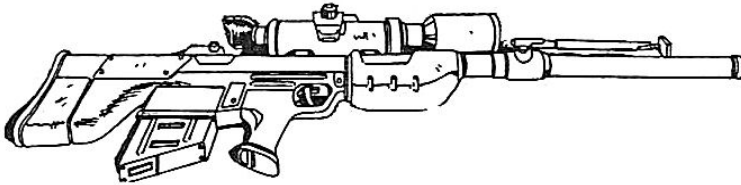
Setsuko-Arasaka WSE Kajiya
RIF +1 N R 9d6+3AP (7.62 ET) 5 1 VR 500m 1000 SW



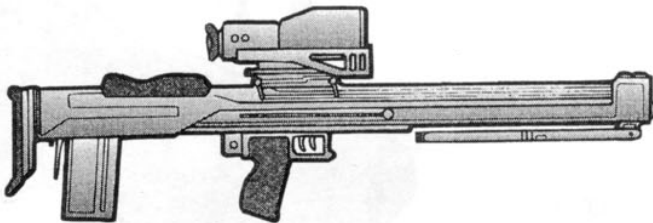
Barrett-Arasaka 20mm
RIF +0 N R 4d10@ (20mm)(B4) 10 1 VR 450m 2000 CP20



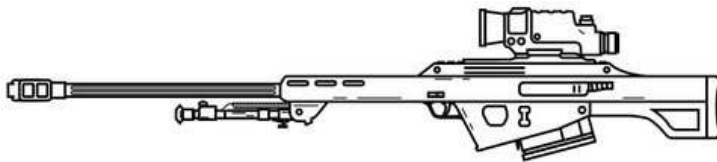
Barrett M-90 Sniper Rifle
RIF +3 N R 6d10 (12.7 BMG) 10 1 VR 1000m 1500 HoB



Nomad "Long Rifle"
RIF +1 N P 7d10 (15mm BMG) 9 1 ST 900m 3000 NEO



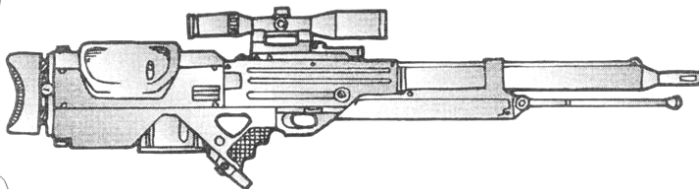
Remington Gyro-Rifle
RIF +2 N P 7d6API (18mm GJ) 6 1 ST 600m 1000 P&S



Barrett-Arasaka WSSE
RIF +1 N R 8d10+3 (.50 ET) 10 1 VR 1000m 2500 SW



Arasaka 12.7 WSSE/R
RIF +2 N R 9d10 (.50 ET) 5 1 VR 1200m 2000 SW



Tsunami Arms Ramjet
RIF +4 N P Varies (8.5 RJ) 9 3 VR 800m 1230 Chr2



Winchester M70
RIF +3 N C 5d6+1 (30-06) 5 1 VR 500m 250 CP20



Nomad 7.62 Bolt-Action
RIF +2 N C 6d6+2 (7.62 C) 6 1 VR 400m 500 NEO

OTHER RIFLES

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Nomad .357 Mag Lever
RIF +2 L C 2d6+3 (.357 C) 9 2 VR 100m 300 NEO
Nomad .44 Mag Lever
RIF +1 L C 4d6+2 (.44 C) 8 2 VR 200m 650 NEO



Nomad .357 Mag Carbine
RIF +0/1 L C 2d6+3 (.357 C) 30 2/3 VR 100m 400 NEO



NorWolf Hunting Rifle
RIF +2 N C 2d6+1 (9mm) 8 1 VR 400m 600 CGen



NorBear Hunting Rifle
RIF +3 N C 2d6+1 (9mm) 10 1 VR 500m 1000 CGen



"Nomad Personal Weapon"

RIF +1 L P (10mm to 12mm) 50 2/3 VR 200m 500 NEO



Calico 9mm Rifle

RIF +1 L/N C 2d6+1 (9mm C) 50/100 1 VR 400m 650 NEO

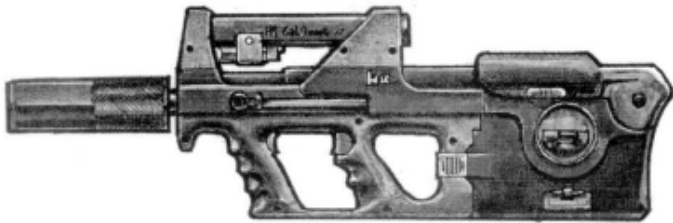


Selector is the silver crossbar on the side, behind the selector

M-99 EVAW

RIF +5 N R 6d6AP (12mm R) 30 2 ST 400m 5000 HoB

HVY +0 - - 2d6+1 (25mm HE) 10 1 ST 2000m - -



H&K HK77UK (Caseless)

SMG +1 L P 2d6+4 (9mm Long) 30 3/30 VR 250m 750+ SOF2



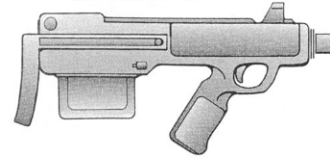
Militech Ninja (Caseless)

SMG +1 L C 1d6 (5mm/.22) 30/100 3/30 VR 250m 650 SOF



Polymer 1-Shot Cannon (Caseless)

RIF -2 L C 4d6+2 (13mm) 1 1 UR 100m 90 Chr2



S&W "Cyborg Assault" (Caseless)

RIF +0 L P Varies (13mm) 8 1 VR 100m 1650 Chr1



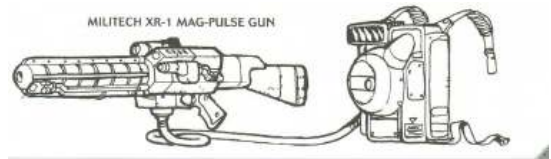
Militech Cyborg Rifle (Caseless)

RIF +1 N P 7d6+3 (.300Mag) 30/100 1/20 ST 500m 800 Chr2



Hughes Rocket Rifle

RIF -1 N R 3d10HEAT (18mm) 3 1 ST 500m 750 HoB



Militech XR-1 Mag Pulse

RIF +2 N P 3d10AP (EAP) 20 1 UR 800m 8000 SW



Malorian Assault Cannon

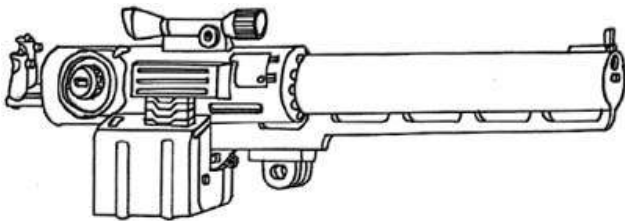
RIF +3 N - 7d10+4 (.75) 14 2 VR 400m - SW

MACHINEGUNS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



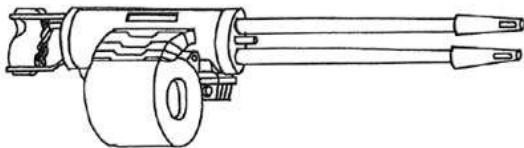
Constitution Deluge (Caseless)
HVY +0 N P 1-2pts+Drugs 400 35 ST 60m 800 P&S



Arasaka "Crowd Control"
HVY +0 N E 1d3+1 (1d3 hits) 500 50 St 200m 1000 LD



Militech High Power 15
RIF +2 N P 2d6+4 (9mm Long) 180 20/60 ST 200m 1600 SOF



Dover GA-1112 Autogun
HVY +1 N R 4d6+4 (12mm Long) 400 80 ST 400m 1110+ SOF2



FN MG-6 "One-on-One"
HVY +1 N P 5d6 (5.56) 100 40 VR 450m 1800 ES



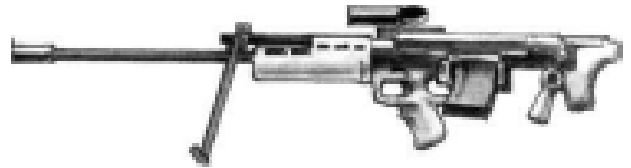
Militech M-232 SAW
HVY +0 N P 5d6 (5.56) 100/35 20 VR 400m 1000 HoB



H&K G-6 SAW (Caseless)
HVY +1 N P 5d6AP (6mm) 100 30 VR 450m 2050 Chr1



Fabrica M-2012HB SAW
HVY +2 N P 5d6+3 (6.5mm) 100 30 VR 450m 1600 SOF



Militech Renegade SAW (Caseless)
HVY +0 N R 6d6-1 (6.5mm H) 200/35 20 ST 400m 1100 CB2



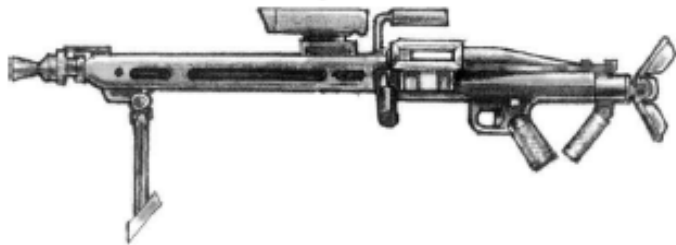
Constitution Cyclone (Caseless)
HVY +1 N P 6d6+2 (7.62) 100 35 VR 500m 1200 P&S



M-60D Machine Gun
HVY +1 N P 6d6+2 (7.62) 100 20 VR 500m 1000 HoB



FN-MAG Machine gun
 HVY +0 N R 6d6+2 (7.62C) 100/250 30 VR 1000m 1500 UK



Sternmeyer M-5A SAW
 HVY -1 N R 6d6+2 (7.62) 200 20 ST 500m 1000 CB1



Towa Type-8
 HVY +1 N P 6d6+2 (7.62) 100 35 VR 500m 2500 PAC



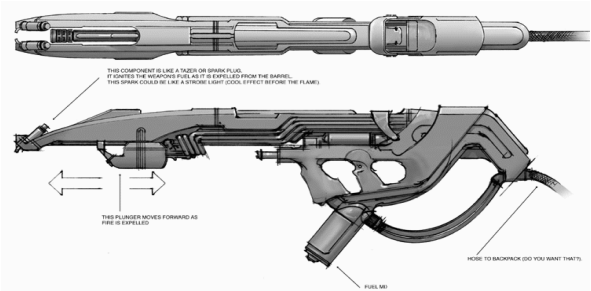
Militech RRCR Archer (Caseless)
 HVY +1 L P 6d6+2 (7.62) 100+ 33 ST 400m 3300 SW



M2A5HB Browning .50
 HVY +0 N P 6d10 (12.7) 100 10 VR 600m 2000 HoB

HEAVY WEAPONS

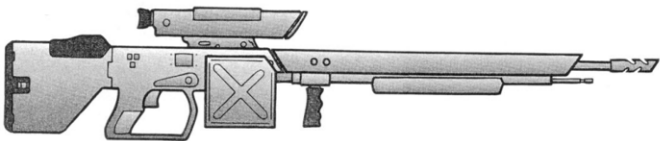
Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



KA F-253 Flamethrower
 HVY -2 N R 2d10 10 1 ST 50m 1500 CP20



Setsuko-Arasaka Nova Photon
 HVY +4 N R 4d10 (laser) 1 1 UR 500m 50,000 SW



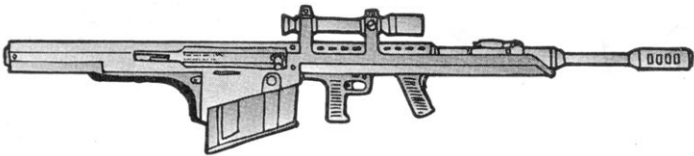
Enfield 25mm Cockerill
 RIF +1 N R 5d10+10AP (25mm) 12 1 ST 1500m 7400 UK



Barrett-Arasaka ET 20
 RIF +1 N R 6d10@ (20mm ET) 10 1 VR 750m 3800 SOF2



60mm Light Mortar
 RIF +0 N P 8d10 (60mm), 5m 1 2 VR 1000m 750 HoB



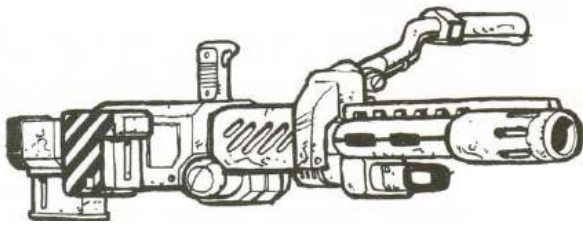
Colt-Mauser M2X
 RIF +0 N R 8d10 (20mm) 8 1 ST 600m 3050 Chr2



Tsunami Arms Raijin Type-17
RIF +1 N R 8d10AP (20mm) 12 1 ST 1200m 7500 PAC



Militech Anti-Matter Rifle
RIF 0/+1 N R 9d10 (30mm) 5 1 ST 1600m 6000 Chr2



Militech BMFG 30mm Plasma Cannon
HVY +0 N R 9d10 (30 ET) (B9) 5 1 ST 600m 4500 SW

GRENADE LAUNCHERS

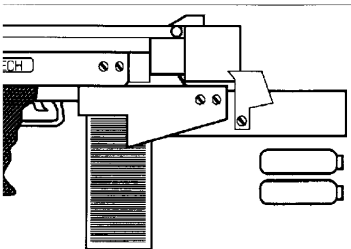
Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Militech "Cowboy" U-55
HVY +0 N P (25mm) 12 3 ST 150m 900 CB2



Militech Mini-GL (Pump)
HVY -1 L C (25mm/10ga) (B4) 4 2 ST 150m 225 Chr1



Militech Mini-GL (Drum)
HVY +0 N P (25mm/10ga) (B4) 16 2 ST 150m 475 Chr1



Tsunami Type-18 AGL
HVY -1 N P (25mm) (B10+) 30 10 ST 200m 2000 PAC



Arasaka WCCA Susano
HVY +0 N P (25mm) 9 2-9 VR 200m 450 SW



Commercial 40mm GL
HVY +0 L R (30-40mm) (B6) 1 1 ST 225m 150 CP20



M-32 Auto GL
HVY +0 N R (40mm) (B16-18) 50 20 VR 1600m 2500 HoB



M-205 Underbarrel GL
HVY +1 L P (40mm) (B6) 1 1 VR 200m 250 HoB



M-212 Grenade launcher
HVY +1 M P (40mm) 8 2 VR 200m 500 HoB



Towa Type-9 GL
HVY +0 N P (40mm) 8 2 VR 200m 750 PAC



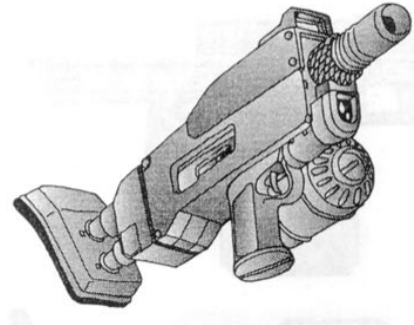
Militech RPG-A
HVY -2 N R 6d10 HEAT, 4m 1 1 VR 750m 1500 MM



Militech RPG-B
HVY -2 N R 9d10 HEAT, 4m 1 1 VR 500m 1500 MM



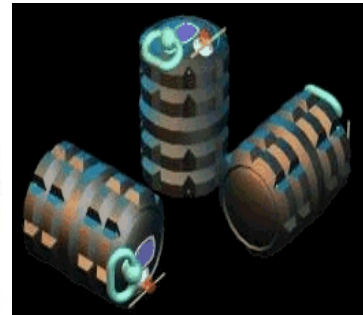
Arasaka "Pocket Tsunami"
HVY +0 L P (25mm HP) (B11) 6 1 ST 200m 1250 SOF2



30mm HiVel Auto-GL
(Full Cybernetic Body Recommended)
HVY +0 N P (30mm) (B12) 25 15 VR 300m 2000 SOF2

GRENADES

Note: Grenades for launchers cannot normally be used as thrown grenades and vice versa. Hi pressure grenades will not function in normal launchers and vice versa.



Basic Grenades
HVY +0 P P Varies 1 1 ST Throw 20-30 HoB

Hand Grenades (20-30eb, thrown 10 x BODY in m)

HE 7d6 frag to 5m & 3d6 to 6-10m
Anti-Tank 5d10HEAT, 3d6 frag to 5m, 1/2 throw
Chemical Gas, smoke or paint. 10m
WP/Incendiary 4d6 for 3 turns, 5m. Soft SP -2/round
Flash-Bang Stun -2 or D 4. REF 20 or B 2. 5/15m
Concussion Stun -5. 5/15m
Flash 20+ REF or blinded for 40 secs. 10m
Sonic (40eb) Stun -1, 20+ BOD or deaf 40 secs. 6m
Motion Restraint 25+ Dodge, 30+ BOD to get free. 1m
EMP (200-400eb) Disorient 1d6x10, Pulse effect. 4-10m
Saucer (65eb) 2d6+3 frag. 15m. +2 to throw
Mini-Gren (40eb) 1d6+3. 3m. 1.5" big
Scatter (70eb) IR defeating cloud for 5 turns. 5m
Spraypaint (20eb) Blind for 1-2 mins if center. 4m
Stench (20eb) V.Diff COOL/BOD roll. 5x5m
LN2 2d6+2 (min 6), 1d6/2+1 area. 3m
Smoke Pellets A stealth roll to escape the area
Acid (50eb) Acid cloud, 1pt/location/turn
Blind Gas Body -2 (+3 diff) or blind 1d10+2 turns



Hand-Fusing (30-40mm Launched Grenades)
Hvy - - P C Varies+1d6 - - - Throw +5 SW



Spraypaint Grenade
HVY +0 P C Special (4m) 1 1 ST Throw 20 Chr2



Airfoil Grenades
Hvy - +1 P P Varies - - - Throw x2 SW



Stench Bomb
EX +0 P C Chemical 1 1 VR Throw 20 Chr2



Biotech-Askari Motion Restraint
EX +0 P P Special 1 1 UR Throw 60 Chr1



GPz-78 Mini-Grenade
HVY +0 P P 1d6+3 (3m) 1 1 VR Throw 40 Chr1



Fen "Saucer Grenade"
HVY +1 P P 2d6+3 (15m) 1 1 ST Throw 65 Chr1



EMP Grenade
EX +0 P R EMP Effect 1 1 ST* Throw 200+ Chr1



Burner Grenade
HVY +0 N R 5d6 x 4 turns 1 1 ST 5m 50 NE



Scatter Grenade
HVY +0 P C Special (5m) 1 1 VR Throw 70 Chr2



Aluminium Incendary
HVY +0 P R 4d6 to all areas 1 1 ST Throw 170 P2

LAUNCHED GRENADES

Note: Grenades for launchers cannot normally be used as thrown grenades and vice versa. Hi pressure grenades will not function in normal launchers and vice versa.



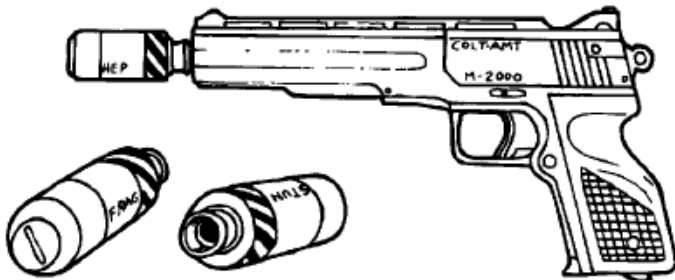
25mm Grenades (30-70eb, 150m, HoB)

Chemical Smoke or gas. 5m
 Flechette 2d6 x 1d6AP, 2mx25m pattern
 Fragmentation 2d6+1 (1). 5m
 HEP (40eb) 5d6HEP (3*), armor -2 levels
 Stundart (5eb) Stun -4 through soft SP10, 100m range
 Slasher (75eb) 4d6, 1/3 SP. 2m. -2 WA, 50m range
 Frag 3d6. 3m
 Flash 50% -5 REF+Awa for 3 turns. 5m
 Incendiary 4/2/1d6. 1m
 Concussion 3d6 Stun, SP 1/3. 4m
 LN2 2d6 (min 4) to 2 areas+LN2 effects. 2m



Tsunami High Pressure 25mm Grenades (15eb, 1500m)

Frag 3d6+1 (1). 5m
 HE 5d6 (2). 3m
 HEP (25eb) 5d6 (3*), armor damaged 2 levels
 Incendiary 4/3/2d6 (2). 2m



25mm Pistol Grenades (15m <9mm> 50m)

Concussion (15) 3d6 Stun, SP 1/3. 4m
 Def. Frag (20eb) 2d6+1. 3m
 FlashBomb (15eb) Stun save, -5 REF+Awa x 5 turns. 5m
 HEP (30eb) 5d6 HEP
 Incendiary (30eb) 4d6/3d6/2d6. 1m
 Off. Frag (25eb) 5d6. 3m
 Chemical (20eb) Smoke or tear gas. 3m



30mm Launched Grenades (200m, auto 1300m)

Same type & effects as 40mm Grenades, except:
 Slasher (75eb) 4d6, 1/3 SP. 2.5m. -2 WA, 50m range



40mm Launched Grenades (R, 50eb, 200m/100eb, 1600m)

HE 7d6 (2). 5m radius. Armed after 10m
 HEDP 4d10HEAT (4*), 4d6 over 1m
 Illumination 20m + 20m LL, or 1d6x6. 5eb 'chute
 Chemical Carriers gas or smoke. 10m. 5eb 'chute
 Bean Bag 2d6; Stun -5, +1/15SP; 50m range
 20+ REF roll, -1 Diff/100kg of target
 WP 4d6x3 (2). 10m
 Fletchette 1d6/2 x 2d6AP (1). 3mx25m
 Flash-Bang Stun -2, stun+deaf 4 turns. 5/15m
 20+ REF or blind 2 turns. 25m range
 HEP 7d6 HEP, SP -5 levels, -1 WA
 Grapnel (30eb+) 1/2 range, WA -2, 1d6 dam, Catch 50%
 Net 25m range, WA -5, 1d6 + 50% wrap
 20+ REF or 25+ BOD to escape net
 Splatshell (10eb+) 1d6+1 hits. 5mx2m to 15x6m pattern
 Slasher (75eb) 4d6, 1/3 SP. 3m. -2 WA, 50m range
 Spraypaint (20eb) Blind for 1d6/3 turns, 4m
 EMP (400eb) Disorient 10sec, Cyber 4/10min, 5m
 LN2 2d6+2 (min 6), 1d6/2+1 area. 3m



Classic Rifle Grenades (50eb, WA -3, 100m)

HE 8d6. 5m
 HEAT 8d10HEAT, 4d6 over 1m
 Chemical Gas or smoke. 10m
 EMP (400eb) Disorient 1d6x10, Cyber 4-10min, 5m



DCR Rifle Grenades (50eb, WA -1, 150m)

HE 7d6 frag to 5m, 3d6 frag to 6-10m
 Smoke Smoke over 10m
 HEAT 5d10HEAT, 3d6 frag to 5m. WA +0

EXPLOSIVES

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Fen Dz 25 "Det Card"

HVY +0 P P 1d10 HE 1 1 ST 0.25m 120 Chr1



Militech PDU-3

HVY +0 P P 2d6+5 1 1 ST 5m 150 Chr2



Thermite-In-A-Tube

HVY +0 P P 4d4x3, 15x3 turns 40ft 1 VR . 5m 30 Chr4



Blasting Cap

HVY +0 P P 2d10 1 1 VR 1m 5 LU



Detcord

HVY +0 P P 6d10 1 1 VR 1m 100/m LU



Antipersonnel Mine

HVY +0 J P 4d10 (2) 1 1 VR 7m 350 Chr3



M20 Claymore Mine

HVY +0 L P 4d10 1 1 ST 6x75m 500 HoB



Antitank Mine

HVY +0 L P 6d10AP, 6d6 (2m) 1 1 VR 2m 400 Chr3



Remote Vehicle Mine

HVY -2 L P 4d10 HEAT, 2m 1 1 VR 200m 600 HoB



Blast Satchel

HVY +0 N P 8d10 1 1 ST 10m 120 NE



Guncotton

HVY +0 P P 3d10 per kilo 1 1 ST 3m 10/kg LU



TNT

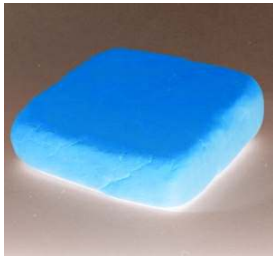
HVY +0 P P 4d10 per kilo 1 1 ST 3m 30/kg LU



Nitrogen Tri-iodide
 HVY +0 P P 5d10 per kilo 1 1 UR 3m 2/kg LU



Plastique
 HVY +0 P P 7d10 per kilo 1 1 VR 4m 75/kg LU



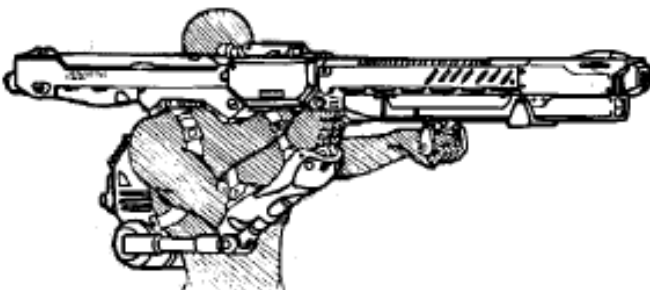
C6 "Flatfire"
 HVY +0 P P 8d10 per kilo 1 1 VR 5m 100/kg LU



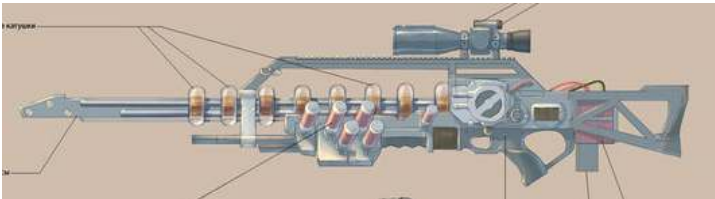
Nitroglycerine
 HVY +0 P P 3d10 per 1/4 kilo 1 1 UR 3m 24/kg LU

RAIL GUNS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



Rhinemetall EMG-85
 HVY +3 N R 5d10+10AP (B11) 5 1/2 ST 1500m 11,370
 Chr2



Deathwind Railgun
 (Full Cybernetic Body Recommended)
 HVY +3 N R 5d10+10AP 30 2 VR 1250m SW

MISSILE/ROCKET WEAPONS

Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



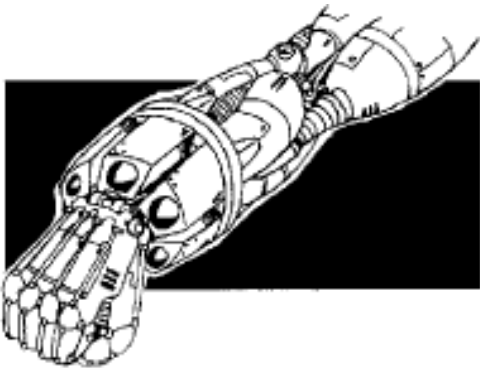
MilitechUrban Missile Launcher
 HVY +2 L P 4d6 (micromissile) 12 2 ST 200m 900 Chr2



U-barrel Micromissile
 HVY +1 L P 4d6 (micromissile) 1 1 ST 200m 200 Chr2



Lance Mini-Missile (50%)
 HVY +2 P C 4d10HEAT, 2d6 1 1 UR 300m 100 SOF2



Rostovic Wrist Racate
 HVY +0 N P 5d6 (30mm) 6 3 ST 250m 380 Chr1

INDIRECT FIRE/ARTILLERY

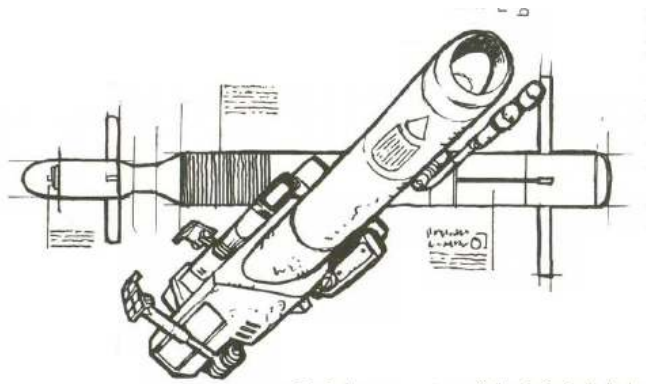
Name Type WA Con. Avail. Damage/Ammo #Shots ROF Rel. Range Cost Source



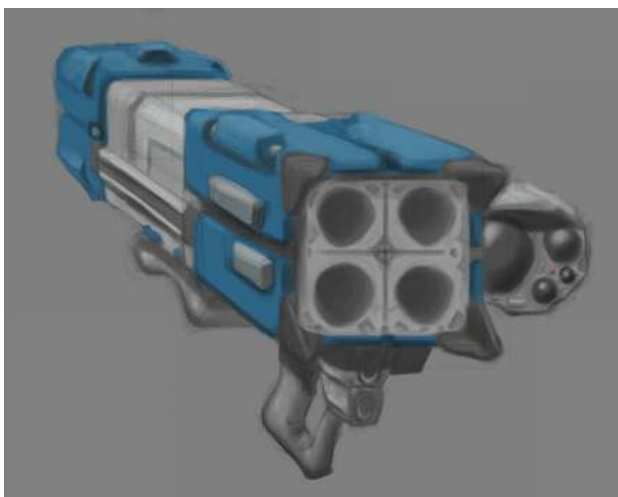
LAW III
HVY -2 L P 4d10 HEAT, 2m 1 1 VR 200m 300 MM



Militech Backpack Mortar
HVY 17 N P 7d6/3d6 (40mm) 20 1/3 ST 500m 1250 SW



Militech Sure-Shot
HVY +2 N P 18d10 HEAT, 4m 1 1 ST 3000m 75,000 SW



Militech 4-Pack Missile
HVY 15 N P 20d10AP, 6m 1 1 ST 3000m 11000 SW



Militech Man-Pack rocket
HVY 15 N P 13d10, 15m 1 1 VR 2000m 1500 SW



Arasaka AP-87 LATGM
HVY +2 N P 24d10HEAT 1 1 VR 1000m SW

Ammunition Reloads



Light Pistol & SMG 15eb/100
 Medium Pistol & SMG 30eb/100
 Heavy Pistol & SMG 36eb/100
 Very Heavy Pistol 40eb/100
 Assault Rifle 40eb/100
 Airgun Pellets 6eb/100
 Acid or Drug Pellets 30eb/100
 Needlegun Rounds 50eb/100
 20mm Cannon Round 25eb each
 Flamethrower Reload 50eb
 Paintloads 10eb/100
 Acid/Drug/Poison loads 30eb/100
 Glass/Ceramic/Steel Balls 5eb/20
 Gauss Rounds 20eb/mag
 Gauss Battery Charge 10eb

Ammunition Types



Bullets SP Mod Damage Mod & Notes Cost Source

Standard - - 1x CP20
 Sealed Caseless Bullets - Waterproof 2x SF
 Brass Cased - - 3x CP20
 Plasticase - Poor availability 1x CP20
 Armor Piercing x1/2 1/2 Pen 3x CP20
 Hollowpoints x2 1.5x Pen 1.125x Chr 1 & 2
 Armor Piercing Incendiary x1/2 1/2 Pen, +1d6, 1d6/2. 50% fire 4x Chr 2
 Dual-Purpose x1/2 1/2 Pen or 1.5x if unarmored 4x Chr 2
 Frag Flechettes x1/2 [soft] Rare and very illegal 5x Chr 2
 Electrothermal - 1.5x Damage (cased) 2x Chr 2
 Rubber Bullets - Stun beyond 3m, below that 1/2 real, 1/2 stun 1/3x BH
 Wasp Flechette 1/2 [soft] x1d6/2 10x UK
 12mm Anti-Personnel 1/2 [soft] x2 10x UK
 Electric Fire - Caseless rounds 0.9x SOF2
 Smart Bullets - Rifled +1, smoothbore +2 WA at long+ range 10x SW
 Silver Bullets - - 5x NE
 Safety Rounds x2 3x Pen. Shatter on 10SP/30SDP 6x DS
 Sky Marshal® Safety Rnds x2 2x Pen. 100eb/50 GW
 Kill Rounds - x2 Damage (explosive) CIA only RM
 Capture Rounds - 1/2 Damage, 2x Stun CIA only RM
 Acid - 1D4x3, ceramic shells shatter on SP4+ 75eb/20 RPI
 Heartbreaker - Heart attack 1d6 mds, shatter on SP5+ 50eb each RPI

Shotgun Rounds



.410/28 Gauge (15eb/12)

Shotshell 2d6/1d6+2/1d6
 Slug 3d6+1AP. Soft SP halves penetration
 Triplex shells 1d6/2x2d6

20 Gauge (15eb/12)

Shotshell 3d6/2d6/1d6
 Flare (25eb/25) Illumination 30m. 2d6+2 & 1d6/2 if hit
 Flash-Bang Effects listed below. 2/5m. 25m range
 Flash (30eb/25) Flash-Bang grenade in 25mx3m pattern
 Slug 3d6+1AP. Soft SP halves pen damage

12 Gauge (15eb/12)

Shotshell 4d6/3d6/2d6. 1-3m x 50m
 APFSDS (10eb) 6d6AP. 25m range
 Flare (25eb/25) Illuminates 30m. 2d6+2 & 1d6/2 if hit
 Flash-Bang Effects listed below. 2/5m. 25m range
 Flash (30eb/25) Flash-Bang grenade in 25mx3m pattern
 Flechettes (8eb) 4d6AP. Armor and pen damage 1/4
 Gas (5-25eb) Tear, sleep, or biotoxin gas. 1m
 HE (5eb) 4d6. 1/2m
 HEAT 4d6HEAT
 Non-Lethal 4d6 Stun, Soft SP only resist half dam
 Slug 4d6+2AP. Soft SP halves pen damage
 Smoke (15eb/25) 3m of smoke
 Stinger (15eb/25) 4d6 Stun beyond 3m
 Stundart (20eb/4) Stun -2, penetrates soft armor of 10SP
 Thermite (30eb) 8d6AP, 1/2 width. 10% ruin barrel
 Slasher (75eb) 4d6, 1/3 SP. 1m. -3 WA, 10m range
 Ball Bearing (x2) 5d6+1/4d6+1/3d6+1, 1-2m pattern

12 Gauge Magnum

Buckshot (1eb) 4d6+2/3d6+2/2d6+2
 HE Slug (2eb) 3d6, 1m radius
 AP Slug (3eb) 3d6HEP

10 Gauge (15eb/12)

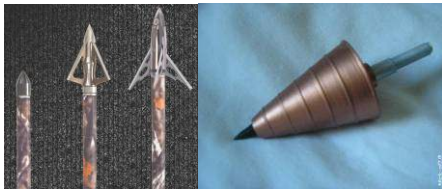
Same range & effects as 12 ga. with these exceptions
 Shotshell 5d6/4d6/3d6
 Flare (30eb/25) Illuminates 30m. 2d6+2 & 1d6/2 if hit
 Flash (35eb/25) Flash-Bang grenade in 25mx3m pattern
 Flechettes (8eb) 5d6AP. Armor and pen damage 1/4
 Gas (5-25eb) Tear, sleep, or biotoxin gas. 2m
 Non-Lethal 5d6 Stun, Soft SP only resist half dam
 Slug 5d6+3AP. Soft SP halves pen damage
 Smoke (20eb/25) 3m of smoke
 Stinger (20eb/25) 5d6 Stun beyond 9m

10 Gauge 3" Magnum

Cannot be fired from a normal 10 ga. +20% to modify gun.
 Shotshell 6d6/5d6/4d6
 Stinger (19eb/25) 6d6/5d6/4d6 Stun over 9m
 Gas 3m
 Flare 40m, 3 turns. 3d6, 2d6
 Smoke 4m, 5 turns

4 Gauge (CLAW)

#000 Buckshot 8d6
 Slug 9d6+2AP. Soft SP halves pen damage
 APFSDS 5d10AP
 HEAT 7d10, 1/2SP
 Slasher (75eb) 2.5m wide, 4d6 damage, 1/3 armor
 Flechette, mini-grenades, non-lethal batons, thermite shells, flash-bombs, HEP and gas shells are also available



Arrows

SP Mod Damage Mod & Notes Cost Source

Target 1/2 normal 24eb/12 SOF2
 Broadhead 1/2 [soft] 2x Pen 40eb/12 SOF2
 Stun - damage is Stun 20eb/12 SOF2
 Spinner 1/2 [soft] 3x Pen 80eb/12 SOF2
 Warhead varies 25mm pistol grenade, WA -2 varies SOF2

Crossbow Bolts

SP Mod Damage Mod & Notes Cost Source

Target 1/2 normal 30eb/12 SOF2
 Broadhead 1/2 [soft] 2x Pen 50eb/12 SOF2
 Stun - damage is Stun 25eb/12 SOF2
 Spinner 1/2 [soft] 3x Pen 100eb/12 SOF2
 Warhead varies 25mm pistol grenade, WA-2 varies SOF2
 Silver 1/2 - 3x NE



Airgun Splatballs SP Mod Damage Mod & Notes Cost Source

Drugged - by drug type 5x CP20
 Acid - 1d6 x 3 turns 5x CP20



Needlegun Loads SP Mod Damage Mod & Notes Cost Source

Normal 1/2 [soft] - 50eb/100 CP20
 Drugged 1/2 [soft] + drug type 5x CP20
 Anti-Armor 1/4 [s], 1/2 [h] - 4x WGF
 HE (Impact) - 4d6 5x WGF
 HE (Timer/Liquid) 1/2 [s] +4d6 5x WGF

Other Rounds



Micromissiles

HE (50eb) 4d6, 2m
 Anti-Armor (75eb) 4d6 HEAT, 1/2 SP, 1m
 HEP (200eb) 4d6+4, no burst



50 Caliber

BMG (15eb)
 BMG Hex (30eb) 1/2 pen to soft targets, double to SDP
 Smoothbore (25eb) for ETE weapons - WSSE/R



13mm Shells

HEP (45eb/12) 4d6+2
 API (45eb/12) 4d6+3 1/2SP, 1d6, 1d6/2 0SP
 Acid (20eb/12) 1d6 x 4 turns
 LN2 1d6+2 to one location + LN2 effects



15mm Kurtz

"Practice" (8eb) 4d10+3@
 HE (20eb) 3d10, 1m



25mm Cockerill Cannon Rounds

AP 5d10+10AP (Pen 5)
 HEP 5d10+10HEP (Pen 6)
 Flechette 1d6+3x1d6+1AP. 1m/2m/4mx100m

30mm Rockets (200eb/6)

HE 5d6 (1), 3m

Rockets Reloads

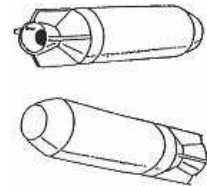
RPG-A HEAT 6d10AP 250eb
 HE 6d10 (3), 6m 250eb
 RPG-B HEAT 9d10AP 400eb
 2" Rocket 6d10, 1 space\12 100eb
 2.75" Rocket 8d10, 1 space\10 200eb
 3.5" Rocket 9d10, 1 space\6 400eb
 5" Rocket 13d10 1000eb

Missile Reloads

LATGM 12d10AP, 1/5 space 1500eb
 HATGM 18d10AP, 1/3 space 3500eb
 Hellfire 20d10AP, 1 space 10,000eb

Webs and Nets

Det Web (450eb) 40AP, WA 0, 25m range
 Taser (100eb) As taser, WA 0, 25m range
 Web Entangle, N.Imp Bod+Ref, 30m range
 Sharpwire(450eb) WA +2, Bod/2 damage, 1/2SP, 10m



Militech MTL-1 Mini-Torps

Hi-Ex (300eb) 167m/turn, 8d10, passive sonar (-3 A/N)
 Concussion (350eb) 1/2R, 1/2S, double SW
 Shaped (550eb) 1/2SP, x2 Target SW, 1/2 radius
 Proximity (+50eb) detonates within 5m of metallic source
 Memory Mapping impossible to detect, +1000eb



Arasaka APW Mini-Torps

API (400eb) 1667m/turn, 4d10API, active sonar
 HEP (400eb) 1/2R, 1/2S, ignore SP, x2 SW value
 Passive Sonar -3 A/N, +150eb

Ammo Effects

API: Armor Piercing Incendiary, half armor and damage if the round penetrates, but if penetrated armor won't protect against addition damage.

EMP Grenade: When detonated the EMP grenade fuses its internal mechanism five seconds after arming. Effects are similar to a Techtronica "Pulse Rifle" over a 4-10m diameter. Unshielded electronics and cyberware are immediately disabled. Internal cyberware comes back on-line in 4 minutes, and cyberlimb functions are regained in 10 minutes. Chips are wiped. Electronics/cyberware with hardening/shielding are not effected. Anyone in the area of effect will still have orientation loss (make a Stun Save at -1, effects lasts 1d6x10 seconds).

HEAT: High Explosive Anti-Tank, half armor and full damage.

HEP: High-Explosive Penetration, damage is half real and half is applied as concussion damage. Armor has no effect and is damaged 2 levels.

Flash Bang Grenade: All people within 5 meters of the blast (15m indoors) must make a Stun Save at -2 to avoid being stunned and deafened for 4 turns (40 sec) and a Difficulty 20+ REF test to avoid being blinded for 2 turns (20 sec). Anti-dazzle protection negates the flash effect and makes the REF test unnecessary.

Shotgun Shell: All people within 2 meters of the blast (5m indoors) must make a Stun Save and a Difficult 20+ REF test to avoid being stunned for 1 turn and blinded for 2 turns. The Flash-Bang round has a maximum range of 25m, if it has not impacted something solid by that time, it explodes automatically.

Non-Lethal/Concussive Damage: Subtract armor SP from damage, up to half the damage total, at least half damage goes through any armor except hard armors (i.e. Metalgear, ACPA, full medieval armor). The target must then make a Stun/Shock Save as it was damaged by the concussion damage that went through. Rigid armor prevents any concussion damage from hitting the target; Skinweave has no effect on concussion damage. All targets, whether affected by the concussion or not, must make a Difficult 10 REF save or be knocked down by the impact

Firearm Accessories

Sights Bonuses & Notes Cost Source

Laser Sight +1 WA 100 CP20
Smartgun Link +2 WA with smartgun 100 CP20
Cyberoptic Targeting Scope +1 WA to smartgun attacks only 400 CP20
Smart/Vision goggles 4 option spaces, -10% option cost 200 CP20
- Smartlink Scope +1 WA, when used with a smartgun (+3) +360 CP20
- Magnification Upto x25 magnification +200 HoB
- Image Intensifiers +2 to Awareness +250 HoB
- Thermograph Works as the cybernetic option +200 HoB
Scopesight +2 L/E, +1 M, on an aiming action 200 HoB
Low Lite Scope +2 L/E, +1 M, on an aiming action 300 HoB
Computer Sights +3 L/E, +2 M, +LL, need to aim 500 HoB
Computer + Thermo Sight +3 L/E, +2 M, +LL, +Thermo, must aim 700 HoB
COT Sight Smartgun sight +3 WA 4000 SOF
Midnight Arms Smart Glove +200eb/smartgun 110 Chr3
Smartgoggle Mirrorshades 2 spaces, -10% option cost 450 Chr3
Smartplate Link Smartgun=3x base cost 300 Chr3
Digital Weapon Link +2 to TECH rolls for unjamming gun 500 Chr1
DUD Smartgun Controller Voice activated weapons, need DUD 720 Chr1

Holsters, etc Bonuses & Notes Cost Source

Holster Shoulder, thigh or leg 20 CP20
Shoulder Sling For rifles, shotguns, SMGs 5 CP20

Cyberleg Holster 1 L.Pistol to Med.SMG, & 1 clip 100 CP20
Cybernetic Pop-up Gun L.Pistol to Med.SMG 1-800 CP20
Weapon Mount & Link Hardpoint on cyberlimb for weapon 100 CP20
Gyro Mount Negates hip & movement penalties 250 HoB
Power Exo-Mount For hvy. weapons, -1 WA & MA, -2 REF 5000 HoB
Cybernetic Targeting System Built-in Gyro Mount 1300 SOF2
Speedholster +1 to Fastdraw 100 Chr1
Quickdraw Cyberarm Holster +2 to Fastdraw (P concealability) 200 Chr2

Underbarrel Weapons / Grenades Bonuses & Notes Cost Source

Commercial UB Gren. Launcher HVY +0 L R (30-40mm) 1 1 ST 225m 150 CP20
M-205 Grenade Launcher HVY +1 L P (40mm) 1 1 VR 200m 250 HoB
Classic Rifle Grenades HVY -3 N P Varies 1 0.5 VR 100m 50 HoB
Bayonet 3d6AP when fixed 15 HoB
Militech Pump Mini-Grenade L HVY -1 L C (25mm) 4 2 ST 150m 255 Chr1
Militech Drum Mini-Grenade L HVY +0 N P (25mm) 16 2 ST 150m 475 Chr1
DCR Rifle Grenades HVY -1 N P Varies 1 0.5 VR 150m 50/100 Chr1
.22 Muzzle Adaptor 50eb to fit, for firing rifle/pistol grenades 200 Chr2
Under-Barrel Capacitor Laser RIF +2 - R 3d6 2 2 UR 25m 950 Chr2
Under-Barrel Microwaver EX +0 - P 1d6+special 4 2 ST 20m 500 Chr2
Hip-mounted Powerpack x2 shots, +5m to microwaver range, 4 kg 250 Chr2
Under-Barrel Micro-Missile Pod HVY +1 L P 4d6 1 1 ST 200m 200 Chr2
Under-Barrel Sharpwire Net 450 Chr2

Security & Safety Bonuses & Notes Cost Source

Cookie Cutter Smartgun won't shoot badge wearers 300 SOF
Extra Cookie Cutter Badge as above 15 SOF
Techtronica "Scangrip" 200 SOF2
Stutter Chipping Can't shoot designated friendlys (10 sec) 310 Chr3
Nine-Eleven Chip Phones for help, 1d10+2 mins 175 Chr2
Security Chipping V.Diff Smartlock 250 Chr2
Gun-Cam Holds 10 digital pictures 100 Chr2

Other Equipment Bonuses & Notes Cost Source

Silencer/Suppressor -1 WA, +1 Con, Awareness roll to hear 100 CP20
Bipod +2 when braced & stationary 10 HoB
Portable Laser Rangefinder Determines exact range 50 HoB
New Frames Bullpup frame might lower concealability SOF
Braces and Stocks +1WA 50 SOF
Cooling Shroud +1 Rel 50 SOF
Magazine Extensions x2 or x3 capacity 40 SOF
Gun Cleaning Kit -1 Rel when used and not cleaned 50 SOF2
Electro-Thermal Battery 100 shot battery 150 Chr2
Kleen Bore Nanoagents Cleans gun! 50 Chr2

Bow Accessories

Equipment Bonuses & Notes Cost Source

Bow String Silencer Makes bow completely silent 50 SOF2
Crossbow Autoloader Holds 1/2 normal shots (6), ROF x2, -1 WA 25% SOF2
Basic Bow Sights +1 WA when aimed 50 SOF2
Cyber-targeting +1 WA (+2), needs smartgoggles/optic +250 SOF2
IR As cyberoptic option 200 SOF2
LowLite Negates darkness penalties 150 SOF2
Gyro-stabilizer Halves movement penalties for self-bow 100 SOF2

Melee Weapon Modifications

Equipment Bonuses & Notes Cost Source

Monomolecular Edges +1d6 damage, 1/3 soft SP, 2/3 hard SP 5x PAC

Advanced Weapon Modifications

Equipment Bonuses & Notes Cost Source

Cordless Smartchipping +2 WA, but using a wireless transceiver 150% WGF

Advanced Lasing Crystals +2 dice to beam laser damage, 7d6/12d10 max 200% WGF

Beam Splitters Area-effect. Range/pattern width+1m, -1d per meter width 2000eb WGF

Advanced Laser Batteries (Backpack) Holds 60 points/shots for beam/pulse lasers. 7kg 1000eb WGF

Advanced Laser Batteries (Stationary) Holds 100 points/shots for beam/pulse lasers. 15kg 2500eb WGF

Gauss Signature Suppressor Reduces detection chance by 50%. Large weapons only. 1200eb WGF

Remote Weapons Station 2m portable console, SP10 dome, 12 weapon links. 30kg 6000eb WGF

Remote Weapon Link Required for each remote weapon 500eb WGF

Explosive Effects

Concussive Damage/HEP: Damage is half real, half stun and armor has no effect. Soft armor is damaged 2 levels, and hard armor takes 1/4 damage from the explosion. Equipment also takes 1/2 damage. Within 1m: Full damage

Band 1: 1/2 damage

Band 2: 1/4 damage

Band 3: 1/8 damage

Shrapnel Damage: Anyone within two extra range bands of the explosion takes 1d10* damage.

EXPLOSIVE DAMAGE MODIFIERS

Tamped Explosives: 1/2 range, x2 damage

Confined Spaces: x2 damage

Touching: x2 damage

Covering Blast: x3 damage



Gun Customisation (From Solo Of Fortune 2)

Modification Bonuses & Notes Cost Diff. Time

Custom Grip +1 WA Fastdraw, Snapshot 0.3x Diff 40min

Adjustable Stock 1 extra aiming turn, +1 WA Snapshot 0.6x Diff 2hrs

Folding Stock; Rifle +1 Concealability, -1/-2 WA 0.3x Aver 1hr

Stock; Pistol, Lt.SMG +0/+1 WA at Long & Extreme 0.3x Aver 1hr

Solenoid Trigger +1 WA at Extreme, +10% weight 1x Aver 1hr

Building Solenoid Trigger Replaces trigger with firing stud .5x Aver 1hr

Electric Trigger (CL) +1 WA at Extreme 1x Aver 1hr

Electric Fire Ammo (CL) Modify 100 rounds for electric fire - Aver 3hrs

Barrel Chopping +1 Con, 1/2 range, +50% pattern 0.3x Easy 20min

Chopping Pistol, SMG -1 WA, 1/2 range 0.3x Aver 20min

Cheap Barrel Chopping -2 WA, 1-2=jam, Fumble=explosion - NA 10min

Barrel Extension -1 Con, +25% range 0.3x Easy 30min

Burst Fire -1 WA, -1 Rel, allows 3 round burst 1.5x V.Diff 3-6hrs

Pure Auto Fire Fires 1/2 mag (max 30), WA: -1, -2 Rel 1x Diff 2hrs

Selective Fire Single, 3rnd, or auto at -2 WA; -1 Rel 2x V.Diff 4-6hrs

Heat Resistant Barrels Counteracts 1 level of Rel loss 0.5x Aver 40min

Make Resistant Barrel Use Weaponsmith to manufacture 0.2x Diff 1hr

Quality +1 Rel up to VR 0.5x

Compensation +1 ROF for semi-autos (ROF 1 or 2) 0.4x Diff 2hrs

Electrothermal Enhance. +50% dam, range; +.5-1kg; cased only 0.5x V.Diff

Smartgun Modification +2 WA with Smartgun Link 1x

Smart Plate Modification For use with Smartgun2 SmartPlate 0.2x

Smart Glove Mod. For use with Smart Glove 200eb

Brass Catcher Soft or hard versions 0.1x Easy 10min

Bayonet Lug Allows mounting of bayonet 0.1x Easy 10min

Finishes Bonuses & Notes Cost

- Standard Matte black, blued, nickel 0x

- Natural Colors Red, green, black, etc 0.1x

- Bowling Ball 2 or more colors mixed together 0.3x

- Custom Chrome, pearlescent, camo, gloss colors 1x

- Neon Glow Iridescent light emitting finish 1.5x

- Printless Near Imp TECH to lift prints 2x

Magazines Bonuses & Notes Cost

Extended Magazines upto 5x original capacity 1eb/rnd (cased)

- Over 2x -1 Con, -1 Rel, -1/-2 Snapshot .5eb/rnd (caseless)

- Heavy Weapons 2-3eb/rnd

Notes: These prices are moderated by normal economic factors (quality, black market availability, etc).

If the weapon is built to specification (by a weaponsmith with CADam and an autofactory for instance) the price modifiers are halved.

LEGEND

CYBERPUNK 2013 & 2020 BOOKS Code No

CP13 Cyberpunk 2013 CP3001
CP20 Cyberpunk 2020 CP3002
BH Blackhand's Street Weapons CP3461
Chr1 Chromebook 1 CP3701
Chr2 Chromebook 2 CP3181
Chr3 Chromebook 3 CP3331
Chr4 Chromebook 4 CP3471
CB1 Corpbook 1 CP3111
CB2 Corpbook 2 CP3151
CB3 Corpbook 3 CP3161
DS Deep Space CP3211
NO Near Orbit CP3301
ER Edgerunners Inc. CP3391
ES Eurosource CP3901
ES+ Eurosource Plus CP3421
SF Firestorm: Stormfront CP3481
SW Firestorm: Shockwave RT03491
HoB Home of the Brave CP3221
LU Listen Up Primitive Screwheads CP3291
LD Live & Direct CP3431
MM Maximum Metal CP3191
NEO Neo Tribes CP3371
NC Night City CP3501
PAC Pacific Rim CP3311
P&S Protect and Serve CP3171
BB R Bartmoss' Brainware Blowout CP3521
NET Rache Bartmoss' Guide To The Net CP3241
RB Rockerboy CP3401
UK Rough Guide to the U.K. CP3281
SOF Solo of Fortune CP 3101
SOF2 Solo of Fortune 2 CP3361
WS Wildside CP3271
ET Euro Tour (c) CP3131
LoF Land of the Free (c) CP 3231
FH Tales from the Forlorn Hope (c) CP3121
WCD When the Chips are Down (a) CP3801
HW Hard Wired (w) CP3201
WGF When Gravity Fails (w) CP3601

ATLAS GAMES SUPPLEMENTS Code No

AB The Arasaka Brainworm (a) AG5000
AFD All Fall Down (a) AG5040
BON The Bonin Horse (a) AG5050
TCB The Chrome Berets (c) AG5025
CF Cabin Fever (a) AG5065
CD Chasing The Dragon (a) AG5035
GW Greenwar (a) AG5055
NCS Night City Stories (c) AG5005
NWP Northwest Passage (a) AG5070
OC The Osiris Chip (a) AG5010
STF Street Fighting (a) AG5020
TTB Thicker than Blood (a) AG5045

WEST END GAMES SUPPLEMENTS Code No

ATM Alice Through The Mirrorshades (a) 12017

IANUS SUPPLEMENTS Code No

DM Dark Metropolis (w) ICP116
GCT Grimm's Cybertales (w) ICP110
NE Night's Edge (w) ICP101
CP Crash Point (a) ICP112
HF Home Front (a) ICP119
KOCJ King Of The Concrete Jungle (a) ICP106
MJ1-2 Media Junkie 1-2 (a, c) ICP107,14
N1-3 Necrology 1-3 (a, c) ICP102,4,5
PG Playground (a) ICP115
PB Premature Burial (a) ICP117
RM Remember Me (a) ICP118
SA Sub Attica (c) ICP120
SUR Survival Of The Fittest (a) ICP103

CYBERGENERATION Code No

CGen Cybergeneration 1st Ed. CP3251
Eco EcoFront CP3341
Med MediaFront CP3351
Vir VirtualFront CP3441
BDay Bastille Day (a) CP3261

MAGAZINES, NETBOOKS, ETC

I1.1 to I2.2 Interface. Vol 1 # 1-4, Vol 2 # 1-2
P1 to P3 Punk '21. # 1, 2, and 3 (UK)
RPI Role Player Independent, July (UK)

KEY

(a) Adventure
(c) Campaign
(w) Alternate World Book

(All weapons created by R. Talsorian games and their respected authors. Weapon List Compiled by Node 16, images compiled by Deric Bernier. Images by Deric Bernier, R. Talsorian Games, Nerf, Biometal79, Tigadee, Brit Nerf Mogul, Wes 7134, Sgt Burton, KingBouyah, Vulne Pro, Power Rangers, Laser Tag, Glitchwerk, Duelisto, Codi_t, Crysis, Gears Of War, Halo, Ghost Recon, Torvenius, Nuclear Dawn, OutfoxedTW, Killzone, GI Joe, Praetoris, and other various manga, Anime, Comic book, video game, film, Airsoft, and RPG sources. Special thanks to Matsuo, Darth Brass, darcjedi, Tom_Braider, thedap, wuher_da_brewer, Capt_MarVel, Glim999, Pulseriflefan, TK513, gunnerk19, Tommin, Wolverine_solo, and all the many fine prop replica builders of Mastucorp, the RPF, and BBC)

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