

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage/Ammo</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
LIGHT PISTOLS											
BudgetArms C-13	P	-1	P	E	1d6 (5mm)	8	2	ST	50m	75	CP20
Astra Style-6	P	-1	P	E	1d6 (5mm)	6	2	UR	50m	75	ES
Federated Arms Impact	P	+1	J	E	1d6 (.22)	10	2	VR	50m	60	SOF
Federated Arms .22	P	+0	J	E	1d6 (.22)	10	2	ST	50m	25-50	SOF
Dai Lung Cybermag 15	P	-1	P	C	1d6+1 (6mm)	10	2	UR	50m	50	CP20
Federated Arms X-22	P	+0	J	E	1d6+1 (6mm)	10	2	ST	50m	50-150	CP20
Towa 12 Police Pistol	P	+3	J	P	1d6+1 (6mm)	8	2	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 C)	6	1	VR	50m	200	CP20
Federated Arms X-38	P	+1	J	E	2d6 (.38)	10	2	ST	50m	35	SOF
MEDIUM PISTOLS											
Militech Arms Avenger	P	+0	J	E	2d6+1 (9mm)	10	2	VR	50m	250	CP20
Federated Arms X-9	P	+0	J	E	2d6+1 (9mm)	12	2	ST	50m	300	CP20
BudgetArms Laser-9	MP	+1*	J/L	P	2d6+1 (9mm)	15/35	1/3/20	ST	50m	675	Chr1
Goncz-Taurus Pistol	P	+0	J	E	2d6+1 (9mm)	15	2	ST	50m	200+	Chr1
Goncz-Taurus MP	MP	-1	J	C	2d6+1 (9mm)	15/30	2/10	ST	50m	300+	Chr1
Fashion Gun 9	P	+0	P	E	2d6+1 (9mm)	7	2	UR*	25m	35-40	SOF
Generic Wondernine	P	+1	J	E	2d6+1 (9mm)	d6+14	2	VR	50m	d6+240	SOF2
Beretta M97P	P	+2*	J	P	2d6+1 (9mm)	18	2	Vr	50m	480	ES
CCMMC Goaxing CM-3	P	+0	J	C	2d6+1 (9mm)	8	2	ST	50m	75	PAC
Kang Tao Type 97	P	+1	J	E	2d6+1 (9mm)	10	2	UR	50m	35	SOF
Sci Fi Starrior 4	P	+0	J	E	2d6+1 (9mm)	12	2	UR	50m	60	SOF
Teen Dreem	P	-1	J	E	2d6+1 (9mm)	10	2/10	UR*	50m	36	SOF
Texas Arms 351 Gyrojet	P	+0	J	C/P	2d6+1 (9mm Gyro)	8	2	UR	50m	420	DS
Calico Assault Pistol	P	+0/-1	L	C	2d6+1 (9mm C)	50/100	2	VR	50m	450	NEO
Beretta Plas 9 Fashion	P	-1	P	P	2d6+1 (9mm)	10	1	ST	50m	200	UK
FN High Power	P	+1	J	C	2d6+1 (9mmC)	14	2	VR	50m	150	UK
Towa 14 Pistol	MP	+2	J	P	2d6+1 (9mm)	16	3/16	VR	50m	520	PAC
BudgetArms C-41	P	+1	J	E	2d6+1 (.41 C)	10	3	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	P	+2	J	C	2d6+2 (.45 ACP)	10	2	VR	50m	500	Chr1
Dai Lung Streetmaster	P	+0	J	E	2d6+3 (10mm)	12	2	UR	50m	250	CP20
Colt Alpha-Omega 10	P	+2	J	C	2d6+3 (10mm)	10	2	VR	50m	500	Chr1
Glock 30 MP	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	2	VR	50m	550+	CB 3
FN Browning "3-Spot"	MP	+1	J	C	2d6+3 (10mm)	24	3	ST	50m	425	UK
LeRoi Maxi-10	P	-1	J	E	2d6+3 (10mm)	10	2	UR	50m	150	ET
Arasaka WSA	P	+0	J	C	2d6+3 (10mm)	15	2	VR	50m	400	CB 1
Sternmeyer P-41	P	+0	J	C	2d6+3 (10mm)	12	2	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	2	ST	25m	15-50	SOF
Towa 13 Police Pistol	P	+2	J	P	2d6+3 (10mm)	12	2	VR	50m	500	PAC
S&W Combat Magnum	P	+1	J	C	2d6+3 (.357 C)	6	2	VR	50m	125	CP20
C.O.P. Derringer	P	+0	P	C	2d6+3 (.357 C)	4	2	VR	50m	250	CP20
.357Mag Revolver	P	+0	J	C	2d6+3 (.357mag)	6	2	VR	50m	250	NEO
.357Mag Autoloader	P	+0	J	C	2d6+3 (.357mag)	8	2	VR	50m	300	NEO
S&W "Tri-Star"	P	+0	J	C	2d6x3 (.410ga)	6	2	ST	50m	275	Chr2
Tsunami Express	P	+3	L	P	2d6+3 (5.2mm ET)	24	3	VR	75m	5300	SOF2
Hammer M-11 Bolt Pistol	P	+2	J	P	1d6+2 (9mm Bolt*)	10	2	ST	30m	320	DS
Militech Black Widow	P	+1	J	P	1/2d6 (Flec)	10	2	ST	30m	400	DS
Militech Silver Shadow	P	+0	J	P	d6/2+2x1d6/3(Flec)	8	2	ST	30m	300	DS
HEAVY PISTOLS											
Malorian Hvy Flechette	P	+1	J	C	1d6+1* (4mm)	25	2	ST	50m	595	Chr1
Espinoza One Shot	P	-1	J	E	3d6 (.50 short)	1	1	UR*	50m	75	SOF
BudgetArms Auto 3	P	-1	J	E	3d6 (11mm)	8	2	UR*	50m	350	CP20
Sternmeyer Type 35	P	+0	J	C	3d6 (11mm)	8	2	VR	50m	400	CP20

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Mustang Arms "Mark II"	P	+1	J/L	C	3d6 (11mm)	12/20	3	VR*	50m	425	SOF2
"Decker Gun"	P	-1	J	E	3d6 (11mm)	10	2	VR	50m	500	CGen
Nova 757 Cityhunter	P	+2	J	P	3d6 (11mm)	18	2	ST	50m	480	BH
Nova 338 Citygun	P	+1	J	P	3d6 (.338)	7	3	VR	50m	460	Chr2
Dai Lung Magnum	P	+1	J	E	3d6+1 (.357 Mag)	10	2	UR*	50m	60	SOF
S&W Handcannon	P	+0	J/L	P	4d6 (.44 Mag)	6	2	UR	50m	850	SOF2
	P	+1	-	-	2d6+2 (.45 ACP)	10	2	UR	50m	-	-
Tsunami Raimei Ramjet	P	+2	L	P	5d6 to 7d6+1*(10rj)	6	2	VR	100m	1100	SOF2

VERY HEAVY PISTOLS

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	P	+0	J	C	4d6+1 (12mm)	8	1	VR	50m	500	CP20
Enfield Spitfire	P	+1	J	P	4d6+1 (12mm)	12	1	VR	50m	550	UK
Enfield Spitfire doubletap	P	+1	J	R	4d6+1 (12mm)	12	2	VR	50m	700	UK
Constitution Arms 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	2	VR	50m	1000	I1.1
Fed 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	2	VR	60m	999	SOF2
Nova Arms "Bronson"	P	+1	J	P	5d6 (.41ET)	6	2	VR	80m	1199	SOF2
Nova Arms "Eastwood"	P	+1	J	P	6d6 (.44ET)	6	2	VR	80m	1499	SOF2
Nova Arms "Arno"	P	+1	J	P	6d6+3 (.454ET)	6	2	VR	100m	1799	SOF2
Militech Boomer-Buster	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

LIGHT SUBMACHINEGUNS

Fed.Arms Tech Assault	SMG	+1	J	E	1d6 (.22)	30	10/30	UR*	100m	160	SOF
Militech Mini-Gat	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
Fed.Arms Tech Assault 2	SMG	+1	J	C	1d6+1 (6mm)	50	25	ST	150m	400	CP20
Setsuko-Arasaka PMS	SMG	+1	L	P	1d6+2 (7mm)	40	20	ST	150m	950+	Chr1
Surnam Machine Pistol	SMG	+0	J/L	C	1d6+4 (.177)	25/50	50	UR*	150m	375	SOF2
Uzi Miniauto 9	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

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 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	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	SMG	+1	J	E	2d6+2 (.45 ACP)	30	20	ST	200m	455	Chr1
Arasaka Minami 10	SMG	+0	J	E	2d6+3 (10mm)	40	20	VR	200m	500	CP20
Militech Viper	SMG	+0	J	P	2d6+3 (10mm)	40	30	VR	200m	600	HoB
Arasaka WMA (Silenced)	SMG	-1	L	E	2d6+3 (10mm)	40	20	VR	200m	700	CB 1
Stolbovoy StS SMG	SMG	-1	J	C/R	2d6+3 (10mm)	35	30	VR*	100m	600	CB 3
Medusa 2000	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
H&K MP-2013	SMG	+1	J	C	2d6+3 (10mm)	35	32	ST	200m	450	CP20
IMI "Gamdaii"	SMG	+2	N	E	2d6+3 (10mm)	35x2	25	VR	200m	950	SOF2
	HVY	+0	-	-	(25mm/10ga)	1	1	ST	100m	-	-
Militech-10	SMG	+1	J	E	2d6+3 (10mmC)	30	20	ST	200m	455	Chr1
Mustang Arms ARS-5C	SMG	+1	J	C	2d6+3 (10mm)	40	3/40	VR	100m	600	CB3

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HEAVY SUBMACHINEGUNS											
Thompson M1	SMG	+2	N	C	2d6+2 (.45C)	30/50	20	ST	200m	300	CP20
Sternmeyer SMG 21	SMG	-1/0	L	E	3d6 (11mm)	30	3/15	VR	200m	500	CP20
CCMMCTuzi-7	SMG	-2	J	P	3d6 (11mm)	30	15	ST	100m	125	PAC
Chadran City Reaper	SMG	+0	L	P	3d6 (11mm)	40	20	VR	200m	950	I1.3
Bushmaster	SMG	+0	L	R	4d6 (5.56C)	30	20	ST	200m	300	CP20
H&K MPK-11	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	SMG	+2*	L	P	4d6+1 (12mm)	60	30	ST	200m	750	UK
H&K MPK-20	SMG	+2	L	P	4d6+1 (12mm)	60	30	ST	200m	775	UK
SHOTGUNS											
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 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 LastChance	SHT	+0	J	C	4d6 (12ga)	1	1	UR	25m	60	ES
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
Meta 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
ASSAULT RIFLES											
Militech M-31a1 AICW	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	RIF	+0	N	C	5d6 (5.45)	30	1/30	ST	400m	500	CP20
Stolbovoy St-5	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	RIF	+1	N	C	5d6 (5.56)	35	3/30	VR	400m	450	CP20
Sternmeyer M-95A4	RIF	+1	N	R	5d6 (5.56)	90	3/30	VR	400m	750	CB1
Towa Type-20 AICW	RIF	+2	N	P	5d6 (5.56)	100	3/45	VR	400m	4200	PAC
	HVY	+0	-	-	(25mm)	4	2	ST	150m	-	-
Towa Type-99 Rifle	RIF	+1	N	P	5d6 (5.56)	35	3/30	ST	400m	1500	PAC
Fabrica Armes M-2012	RIF	+2	N	P	5d6+3 (6.5mm)	30	1/4	VR	400m	1400	SOF
Fed Arms Light 15	RIF	+0*	N	C	5d6+3 (7mm)	30	3/25	VR	400m	400+	Chr1
Militech Dragon	RIF	+0	L	C	6d6-1 (6.5 H)	35	30	VR	400m	700	CB2
Militech Mk IV (revised)	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)	20	2/4	ST	600m	1500	SW
Enfield LPA1	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

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CCMMC Jinhua M-9	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
SNIPER RIFLES											
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 Type-00-Kai	RIF	+3	N	R	9d6+3AP (7.62 ET)	6	1	VR	1200m	3000	PAC
Set-Arasaka WSE Kajiya	RIF	+1	N	R	9d6+3AP (7.62 ET)	5	1	VR	500m	1000	SW
Barrett-Arasaka 20mm	HVY	+0	N	R	4d10@ (20mm)(B4)	10	1	VR	450m	2000	CP20
Arasaka Sniper Rifle	HVY	0/+2	N	R	4d10@ (20mm)	10	1	VR	450m	2800	PAC
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
OTHER RIFLES											
Militech Ninja	RIF	+1	L	C	1d6 (5mm/.22)	30	3/30	VR	250m	650	SOF
Nomad .357 Mag Lever	RIF	+2	L	C	2d6+3 (.357 C)	9	2	VR	100m	300	NEO
Nomad .357 Mag Auto	RIF	+0/1	L	C	2d6+3 (.357 C)	30	2/3	VR	100m	400	NEO
Tsunami Arms Ramjet	RIF	+4	N	P	Varies (8.5 RJ)	9	3	VR	800m	1230	Chr2
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
Calico 9mm Rifle	RIF	+1	L/N	C	2d6+1 (9mm C)	50/100	2	VR	400m	650	NEO
H&K HK77UK	RIF	+1	L	P	2d6+4 (9mm Long)	30	3/30	VR	250m	750+	SOF2
"Personal Weapon"	RIF	+1	L	P	(10mm to 12mm)	50	2/3	VR	200m	500	NEO
Nomad .44 Mag Lever	RIF	+1	L	C	4d6+2 (.44 C)	8	2	VR	200m	650	NEO
Winchester M70	RIF	+3	N	C	5d6+1 (30-06)	5	1	VR	500m	250	CP20
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	-	-
Polymer 1-Shot Cannon	RIF	-2	L	C	4d6+2 (13mm)	1	1	UR	100m	90	Chr2
S&W "Cyborg Assault"	RIF	+0	L	P	Varies (13mm)	8	1	VR	100m	1650	Chr1
Nomad 7.62 Bolt-Action	RIF	+2	N	C	6d6+2 (7.62 C)	6	1	VR	400m	500	NEO
Militech Cyborg Rifle	RIF	+1	N	P	7d6+3 (.300Mag)	30	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											
Constitution Deluge	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
5.56mm Machinegun	HVY	+1	N	P	5d6 (5.56)	100	10	VR	450m	1200	MM
H&K G-6 SAW	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	HVY	+0	N	R	6d6-1 (6.5mm H)	200/35	20	ST	400m	1100	CB2
Constitution Cyclone	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
7.62mm Machinegun	HVY	+0	N	P	6d6+2 (7.62)	100	10	VR	500m	1200	MM
Militech RRCR Archer	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
12.7mm/50. Machinegun	HVY	+0	N	P	6d10 (12.7)	100	10	VR	600m	2000	MM

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage/Ammo</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
14.5mm Machinegun	HVY	+0	N	P	7d10(14.5)	100	10	VR	550m	2500	MM
Militech 20L Autocannon	HVY	+0	N	R	8d10(20mm)	100	10	VR	500m	3000	HoB
HEAVY WEAPONS											
5.56mm Minigun	HVY	+0	N	P	5d6(5.56)	1000	100	ST	450m	2000	MM
7.62mm Minigun	HVY	+0	N	P	6d6+2(7.62)	2000	100	VR	500m	4000	MM
KA F-253 Flamethrower	HVY	-2	N	R	2d10	10	1	ST	50m	1500	CP20
Barrett-Arasaka 20mm	HVY	+0	N	R	4d10@(20mm)(B4)	10	1	VR	450m	2000	CP20
S-Arasaka Nova Photon	HVY	+4	N	R	4d10(laser)	1	1	UR	500m	50,000	SW
Enfield 25mm Cockerill	HVY	+1	N	R	5d10+10AP(25mm)	12	1	ST	1500m	7400	UK
12.7mm/50. Gatling	HVY	+0	N	R	6d10(12.7)(B18)	1000	100	ST	500m	6000	MM
30mm Gatling	HVY	+0	N	R	6d10@(30DPU)	1200	30	VR	600m	25,000	MM
LATG 37mm	HVY	+3	N	R	6d10@(37DPU)	10	1	VR	800m	10,000	MM
Barrett-Arasaka ET 20	HVY	+1	N	R	6d10@(20mm ET)	10	1	VR	750m	3800	SOF2
60mm Light Mortar	HVY	+0	N	P	8d10(60mm), 5m	1	2	VR	1000m	750	HoB
Colt-Mausers M2X	HVY	+0	N	R	8d10(20mm)	8	1	ST	600m	3050	Chr2
20-25mm Autocannon	HVY	+0	N	R	8d10(20-25)(B14)	100	10	VR	500m	3000	MM
Vulcan 20mm Gatling	HVY	+0	N	R	8d10(20)	1000	100	VR	500m	6000	MM
Tsunami Arms Type-17	HVY	+1	N	R	8d10AP(20mm)	12	1	ST	1200m	7500	PAC
Militech Anti-Matter Rifle	HVY	0/+1	N	R	9d10(30mm)	5	1	ST	1600m	6000	Chr2
Militech 7-Barrel Gatling	HVY	+0	N	R	9d10AP(30DPU)	1000	100	VR	2000m	10,000	SW
27-30mm Autocannon	HVY	+0	N	R	9d10(27-30)(B16)	100	10	VR	600m	4000	MM
Militech BMFG 30mm	HVY	+0	N	R	9d10(30 ET)(B9)	5	1	ST	600m	4500	SW
30mm ET Gatling	HVY	+0	N	R	9d10@(30 ET)	1200	30	VR	900m	37,500	SOF2
LATG ET 37mm	HVY	+3	N	R	9d10@(37 ET)	10	1	VR	1200m	15,000	SOF2
ADA Gun	HVY	+0/14N	R	R	12d10HE	1200	30	VR	600m		SW
GRENADE LAUNCHERS											
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
GRENADES											
Basic Grenades	HVY	+0	P	P	Varies	1	1	ST	Throw	20-30	HoB
Hand-Fusing	-	-	P	C	Varies+1d6	-	-	-	Throw	+5	SW
Airfoil Grenades	-	+1	P	P	Varies	-	-	-	Throw	x2	SW
Biotech Motion Restraint	EX	+0	P	P	Special	1	1	UR	Throw	60	Chr1
EMP Grenade	EX	+0	P	R	EMP Effect	1	1	ST*	Throw	200+	Chr1
Scatter Grenade	HVY	+0	P	C	Special(5m)	1	1	VR	Throw	70	Chr2
Spraypaint Grenade	HVY	+0	P	C	Special(4m)	1	1	ST	Throw	20	Chr2
Stench Bomb	EX	+0	P	C	Chemical	1	1	VR	Throw	20	Chr2
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
Burner Grenade	HVY	+0	N	R	5d6 x 4 turns	1	1	ST	5m	50	NE
Aluminium Incendary	HVY	+0	P	R	4d6 to all areas	1	1	ST	Throw	170	P2
Classic Rifle Grenades	HVY	-3	N	P	Varies	1	0.5	VR	100m	50	HoB
Airfoil Rifle Grenades	HVY	-2	N	P	Varies	-	-	-	300m	x2	SW
DCR HE/Smoke RG	HVY	-1	N	P	HE/Smoke	1	0.5	VR	150m	50	Chr1
DCR HEAT Rifle G	HVY	+0	N	P	HEAT	1	0.5	ST	150m	100	Chr1

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage/Ammo</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
EXPLOSIVES											
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 Satch	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
SCATTER PACKS											
BOM Wire Obstacle	HVY	-1	N	P	-	1	1	VR	5m	100	MM
BPL Plastic Obstacle	HVY	+0	N	C	-	1	1	VR	10m	10	MM
BSP Smoke Pellets	HVY	+3	N	P	5 min cloud	1x50	1d6	VR	50m	300	MM
BSP Paint Pellets	HVY	+3	N	P	varies	1x50	1d6	VR	50m	300	MM
BSP Pyrotechnic Pack	HVY	+3	N	P	20% chance 1d6	1x50	1d6	VR	50m	300	MM
BSP Rubber Pellets	HVY	+3	N	P	1d10 stun	1x50	1d6	VR	50m	300	MM
BSP Phosphorous	HVY	+3	N	P	1d6x3	1x50	1d6	VR	50m	300	MM
BIM Minelet Volly	HVY	+3	N	P	4d6 (1)	1x50	1d6	VR	50m	1000	MM
BSP Delayed Minelets	HVY	+3	N	P	4d6 (1)	1x50	1d6	VR	50m	300	MM
BFC-3 Fletch Cloud	HVY	+9	N	P	1d10AP (1)	1x288	4d6	VR	30m	300	MM
BFCWA Cloud	HVY	+5	N	P	2d10AP (2)	1x144	2d6	VR	30m	300	MM
BFC-2 Fletch Cloud	HVY	+6	N	P	2d10AP (2)	1x144	3d6	VR	25m	300	MM
Ripple Fletch Pack	HVY	+4	N	P	3d10AP (3)	6x24	2d6	VR	15m	500	MM
BFC-4 Fletch Cloud	HVY	+3	N	P	4d10AP (4)	1x72	1d6	VR	20m	1200	MM
RAIL GUNS											
Rhinemetall EMG-85	HVY	+3	N	R	5d10+10AP (B11)	5	1/2	ST	1500m	11,370	Chr2
Rhinemetall EMG-83	HVY	+2	N	R	5d10+10AP (B11)	100	1	ST	1200m	17,500	MM
Rhinemetall EMG-84	HVY	+1	N	R	5d10+10AP (B21)	500	10	UR	1000m	25,000	MM
1cm Rail Cannon	HVY	+2	N	R	10d10AP (10mm g)	50	2	ST	1000m	750K	MM
2cm Rail Cannon	HVY	+1	N	R	16d10AP (20mm g)	50	1	ST	1500m	1.5M	MM
3cm Rail Cannon	HVY	+0	N	R	20d10AP (30mm g)	50	1/2	UR	1500m	3M	MM
4cm Rail Cannon	HVY	+0	N	R	28d10AP (40mm)	50	1/2	UR	1500m	6M	SOF2
MISSILE/ROCKET WEAPONS											
Urban 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	4d6HEAT, 2d6	1	1	UR	300m	100	SOF2
Militech Porcupine Mine	HVY	15	N	P	4d6HEAT	400	400	ST	100m	30,000	SW
Militech Porcupine Shell	HVY	15	N	P	4d6HEAT	100	100	ST	100m	7500	SW
Militech Porcupine Bomb	HVY	15	N	P	4d6HEAT	200	200	ST	100m	15,000	SW
Rostovic Wrist Racate	HVY	+0	N	P	5d6 (30mm)	6	3	ST	250m	380	Chr1
LAW III	HVY	-2	L	P	4d10 HEAT, 2m	1	1	VR	200m	300	MM
Scorpion 16 SAM	HVY	-1	N	P	7d10, 6m	1	1	VR	500m	1000	MM
Scorpion Battery	A	-1/12	N	P	7d10, 6m	8	2	VR	500m	1000	MM
Anti-Air Missile Battery	A	20A	N	P	8d10	4		VR	2000m		SW
Smart Missile	A	18A	N	R	8d10+20	1	1		1000m		SW
HLAW	HVY	-2	N	P	11d10 HEAT, 4m	1	1	VR	200m	800	MM
Milan-C LATGM (1 shot)	HVY	+2	N	P	12d10 HEAT, 4m	1	1	VR	1000m	3000	MM
Militech Hotshot LATGM	HVY	+2	N	P	12d10 HEAT, 4m	1	1	VR	1000m	2500	MM
Vehicle-Mounted SAM	A	15A	N	P	15d10, 10m	1	1	VR	5000m	10,000	MM

Name	Type	WA	Con.	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Source
Air-to-Air Missile (AAM)	A	15A	N	P	15d10, 12m	1	1	VR	15km	15,000	MM
Homing AAMRAM	A	20A	N	P	17d10, 12m	1	1	VR	80km	250k	MM
Militech Anvil-2 HATGM	HVY	+2	N	P	18d10 HEAT, 4m	1	1	VR	3000m	10,000	MM
Militech Sure-Shot	HVY	+2	N	P	18d10 HEAT, 4m	1	1	ST	3000m	75,000	SW
Hellfire Laser-Guided	HVY	Var.	N	P	20d10 HEAT, 4m	1	1	VR	3000m	10,000	MM
Militech 4-Pack Missile	HVY	15	N	P	20d10AP, 6m	1	1	ST	3000m	11000	SW
Arasaka AP-87 LATGM	HVY	+2	N	P	24d10HEAT	1	1	VR	1000m		SW
E-Harpoon	HVY	+1	N	R	Pen 20 & Special	1	1	ST	500m		MM
2" Rocket (100eb)	HVY	-2	N	P	6d10, 3m	1	1	VR	500m	200	MM
2.75" Rocket (200eb)	HVY	-2	N	P	8d10, 6m	1	1	VR	500m	500	MM
3.5" Rocket (400eb)	HVY	-2	N	P	9d10, 8m	1	1	VR	600m	750	MM

CANNON

75mm Recoilless	HVY	+0	N	R/P	8d10HEAT, 2m	1	1	VR	500m	15,000	MM
75mm Cannon	HVY	Var.	N	R	Var. (75mm)	10	2	VR	750m	75,000	MM
75mm Low Velocity	HVY	+0	N	P	Var. (75mm)	10	1	VR	600m	100K	SOF2
75mm ET Cannon	HVY	+1	N	R	10d10@ (10)	10	2	VR	1000m	115K	SOF2
90mm Cannon	HVY	+0	N	R	Var. (90mm)	1	1	VR	750m	150K	MM
105mm Recoilless	HVY	+0	N	R/P	10d10HEAT, 2m	1	1	VR	800m	30,000	MM
105mm Cannon	HVY	+0	N	R	Var. (105mm)	1	1	VR	1000m	250K	MM
105mm ET Cannon	HVY	+1	N	R	15d10@ (15)	1	1	VR	1500m	375K	SOF2
120mm Cannon	HVY	+0	N	R	Var. (120mm)	1	1	VR	1250m	500K	MM
120mm ET Cannon	HVY	+0	N	R	19d10@ (19)	1	1	VR	1900m	750K	SOF2
140mm Cannon	HVY	+0	N	R	Var. (140mm)	1	1	VR	1500m	1M	MM
140mm ET Cannon	HVY	+0	N	R	24d10@ (24)	1	1	VR	2250m	1.5M	SOF2

INDIRECT FIRE/ARTILLERY

Militech Backpack Mortar	HVY	17	N	P	7d6/3d6 (40mm)	20	1/3	ST	500m	1250	SW
MRL 70mm Artillery	HVY	-3	N	P	8d10, 6m	40	spc		500m	9500+	SW
60mm Mortar	HVY	+0	N	P	8d10, 5m	1	2	VR	2000m	750	MM
80mm Mortar	HVY	+0	N	P	9d10, 6m	1	1	VR	3500m	1500	MM
120mm Mortar	HVY	+0	N	P	13d10, 6m	1	1	VR	6000m	5000	MM
105mm Howitzer	HVY	+1	N	P	11d10, 6m	1	1	VR	17km	100k	MM
150mm Howitzer	HVY	+1	N	P	13d10, 6m	1	1	VR	24km	150k	MM
200m Howitzer	HVY	+0	N	P	28d10, 8m	1	1/2	VR	20km	250k	MM
Militech Man-Pack rocket	HVY	15	N	P	13d10, 15m	1	1	VR	2000m	1500	SW
5" Rocket (1000eb)	HVY	-2	N	P	13d10, 15m	1	1	VR	2000m	500	MM
230mm Rocket (2500eb)	HVY	+0	N	P	4d10HEAT, 45m	12	12	VR	28km	175k	MM

ORTILLERY/SATELLITE WEAPONS

CH-19 Sniper - "Frag"	HVY	95%	N	R	10d6AP, 50m	10	1	ST	130mi	900K	SW
- "Crowbar"	-	-	-	-	disables vehicle 40%	10	-	-	-	-	-
- "Bomb"	-	-	-	-	5d10, 20m (3 floors)	10	-	-	-	-	-

EXOTIC WEAPONS

APEX Mobile Defense	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 Hand Taser	EX	+0	P	E	Stun -2, 1d10 mins	12	1	VR	Touch	50	DS
Enerterx 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
Kendachi Flamer v2	EX	+0	N	P	3d6x2/1d6x1	8	1	ST	8m	990	MM
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 Laser Cannon	RIF	+0	N	R	1-5d6	10	2	UR	200m	8000	CP20
Militech Stun Knuks	EX	+0	P	C	Stun -2	6	1	ST	1m	100	Chr4

Name	Type	WA	Con.	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost	Source
Militech Taser	P	-1	J	C	Stun -2	10	1	ST	10m	60	CP20
Militech Taser 2	EX	+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 Tech Arrow Gun	RIF	+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
Polymer Slingshot	EX	-1	P	E	1d6/2 (ball)	20	1	ST	25m	10	CGen
Pursuit Beanbag Gun	P	-2	J	E	Stun	1	1	ST	3m	100	SOF2
Pursuit Stundart Pistol	P	-1	J	C	Stun -1, (.45 LVD)	2	2	VR	50m	109	Chr1
Pursuit Webgun	RIF	+1	N	C	Entangle	1	1	ST	30m	250	Chr2
Pursuit Taser Webgun	RIF	+0	N	C	Entangle, Stun -2	1	1	ST	25m	350	Chr2
Pursuit Det-Webgun	RIF	+0	N	C	Entangle, 40AP	1	1	ST	25m	450	Chr2
Shock Touch Gloves	EX	+0	P	C	Stun	4	1	ST	1m	120	Chr4
Skunker	EX	-1	P	E	Gas	4	1	VR	2m	70	Chr2
Splatman Airpistol	EX	+0	J	C	Special	20	2	ST	40m	200	CGen
Streettech "Burst"	SHT	-1/-3	P	E	2d6+1 (28ga)	1	1	VR	3m	33/40	P&S
Techtron 15 Microwaver	P	+0	J	P	1d6 + special	10	2	VR	20m	400	CP20
Techtron 20 Microwaver	P	+0	J	P	1d6 + special	15	2	VR	25m	500	Chr2
Techtronica Black-Zap	EX	+0	P	C	Stun -2	6	1	ST	1m	90	Chr1
Techtronica M40 "Pulse"	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
UrbanTech "Lance"	HVY	+2	P	C	4d6HEAT (Missile)	1	1	UR	300m	100	SOF2
Urban Tech "Staker"	RIF	+0	N	R	4d10 (Special)	10	1	VR	50m	1000	NE
U-barrel Sharpwire Net	EX	+2	N	P	Net	1	1	ST	10m	430	Chr2
Zapman Taser Pistol	P	+0	J	P	Stun -1	10	2	VR	50m	60	CGen
Gauss Field Projector	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
Cinder Flamer	RIF	-1	N	R	3d10/2turns	2	1	ST	25m	600	NE

OCEAN WEAPONS

Militech UAW Speargun	SMG	+1	L	P	2d6+1AP (500m)	10	3	VR	50m	1500	SF
Arasaka Stingray II	RIF	+0	N	C	3d6AP (200m)	9	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	HVY	+3	N	P	8d10 (2500m)	3+1	1	ST	1km	3500	SF
Multi-Torpedo Platform	HVY	15/+2N		P	9d10AP (3000m)	3	1	VR	1km	10000	SF

BOWS & CROSSBOWS

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 "Bearcat"	BOW	+1	N	P	6d6 (60kg)	12	1	VR	150m	500	SOF2
Nomad Hand Crossbow	XBO	+0	N	R	1d6+1AP	1	1	ST	20m	100	NEO
Eagletech "Handbow"	XBO	-1	J	E	1d6+2	12	1	VR	25m	75	SOF2
Eagletech "Stryker"	XBO	-1	N	C	3d6+3	12	1	VR	50m	220	SOF2
Eagletech "Arbelest"	XBO	+0	N	P	5d6	12	1/2	VR	150m	500	SOF2
Eagletech "Scorpion"	XBO	+0	N	P	7d6	6	1/2	VR	200m	1500	SOF2

MELEE WEAPONS

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

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage/Ammo</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
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+2	-	-	-	1m	10	CP20
Smartwhip	MEL	+0	J	C	1d6+2	-	-	ST	1m	600	NEO
Combat Knife	MEL	+1	J	P	1d6+3*	-	-	-	1m	70	PAC
Utility Sword/Machete	MEL	+0	L	C	1d6+3*	-	-	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	2d6+2*	-	-	-	1m	20-200	CP20
Excalibur Nightstick	MEL	+0	J	P	2d6+3	-	-	VR	1m	80	P&S
Excalibur Taserstick	MEL	+0	J	P	2d6+3/Stun	8	1	ST	1m	80	P&S
Excalibur Macestick	MEL	+0	J	P	2d6+3/Mace	6	1	ST	1m	80	P&S
Axe	MEL	-1	N	C	2d6+3*	-	-	-	1m	20	CP20
Machete	MEL	+0	L	C	3d6*	-	-	VR	1m	30	NE
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

MARTIAL ARTS WEAPONS

Bagn Nakhs	Punch	+2	P	P	1d6/3*	-	-	-	1m	15	PAC
Hyo	MEL	-2	P	C	1d6/3@	Ref/2	-	-	Throw	5	PAC
Teko	Punch	+0	J	C	1d6/2*	-	-	-	1m	25	PAC
Tetsubishi	Cast	-1	P	C	1d6/2*	-	-	-	Throw	3-6	PAC
Juji-Shuriken	MEL	+0	P	C	1d6/2*	-	-	-	Throw	2-3	PAC
Bo-Shuriken	MEL	+0	P	C	1d6*	-	-	-	Throw	4-7	PAC
Spiked Cestus	Punch	+0	P	P	1d6*	-	-	-	1m	20	PAC
Ba Zhan Shuang (dagger)	MEL	+0	L	C	1d6*	-	-	-	1m	45	PAC
Ashiko	Kick	+0	J	C	1d6*	-	-	-	1m	28	PAC
Tessen (metal fan)	MEL	+0	J	C	1d6+2	-	-	-	1m	60	PAC
Spiked Boots	Kick	+0	N	C	1d6+2*	-	-	-	1m	20	PAC
Leg & Knee Spikes	Kick	+0	N	C	1d6+3*	-	-	-	1m	10-25	PAC
Ri Yue Hu Xing Jian	MEL	-1	J	P	1d6+3/1d6/2*	-	-	-	1m	25	PAC
Hambo (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	2d6*/3d6	-	-	-	2m	100	PAC
Wu Cha (thin spear)	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
Manrikigusari	MEL	+0	J	P	2d6+3	-	-	-	1m	30	PAC
Arasaka Wakizashi	MEL	+1	L	R	2d6+3* (Hard SP/2)	-	-	VR	1m	-	SW
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
Fang Tian Ji (spear)	MEL	+0	N	P	3d6*	-	-	-	2m	95	PAC
Naginata	MEL	+0	N	P	3d6*	-	-	-	2m	100	CP20
Arasaka Katana	MEL	+2	N	R	3d6* (Hard SP/2)	-	-	VR	1m	-	SW
Kukri	MEL	+0	L	P	3d6*	-	-	-	1m	50-150	PAC
Tonfa	MEL	+0	L	C	3d6	-	-	-	1m	15	PAC
Jiu Jie Bian	MEL	-2	L	C	3d6	-	-	-	2m	120	PAC
Liu Chi Bang/Bo/6ft Stick	MEL	+1	L	C	3d6+2	-	-	-	2m	40	PAC
San Jie Gun	MEL	+0	N	C	3d6+2	-	-	-	2m	50	PAC
3/6	MEL	+0	N	C	3d6+2	-	-	VR	2/3m	150	PAC
Qing Long Dao/Scimitar	MEL	-2	N	P	3d6+3*	-	-	-	1m	250	PAC
Kendachi MonoNaginata	MEL	+0	N	R	4d6#	-	-	VR	2m	400	CP20
Kendachi MonoKatana	MEL	+1	N	R	4d6#	-	-	VR	1m	600	CP20

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

ACPA/FULL 'BORG MELEE WEAPONS

ACPA Punch	Punch	+0	-	-	(STR/9)d10	-	2	-	1.2m	-	MM
ACPA Kick	Kick	-1	-	-	(1.5xPunch)d10	-	2	-	1.2m	-	MM
ACPA Crush	HH	+0	-	-	(Punch+1)d10	-	1	-	1m	-	MM
Climber Claws	MEL	+1	N	C	1d10*+Fist/Kick	-	2	VR	1.5m	1000	MM
2 Handed Pointed	MEL	+0	N	C	3d6AP+Fist	-	1	50%	5m	225	MM
1 Handed Blunt	MEL	+0	N	E	4d6+Fist	-	1	15%	2m	200	MM
1 Handed Blade	MEL	+1	N	E	4d6~+Fist	-	1	10%	2m	550	MM
Mono PA Sword	MEL	+1	N	R	4d6#+Fist	-	1	30%	2m	2000	MM
2 Handed Blade	MEL	-1	N	C	6d6~+Fist	-	1	10%	3m	1000	MM
2 Handed Blunt	MEL	-1	N	E	6d6+Fist	-	1	15%	3m	500	MM
Large Power Saw	MEL	-2	N	P	8d6~ (1/3SP)	-	1	VR	2m	1250	MM
Hyper Hammer	MEL	-2	L	R	9d10AP	2	1	ST	2m	2000	SOF2

ACPA/FULL 'BORG RANGED WEAPONS

12-Gauge Pistol	P	-2	J/L	P	4d6 (12ga) (B12)	9	2	ST	30m	1000	SOF2
10-Gauge Pistol	P	-2	L	P	5d6 (10ga) (B15)	9	2	ST	30m	1200	SOF2
MO Big Government	P	+0	J	P	6d6 (14mm) (B12)	13	2	VR	60m	2000	SOF2
MO Hellbringer .666	P	+1	J/L	P	7d6+3 (.666) (B15)	3	1	VR	80m	4000	SOF2
5.56 caseless SMG	SMG	+1	L/N	P	5d6 (5.56) (B10)	50	25	VR	200m	1200	SOF2
Malorian 3600 Super	SMG	+0/-1	L	P	6d6 (14mm) (B11)	20	1/3	VR	50m	3000	SOF2
Arasaka Rage 15mm	SMG	-1/-2	L	P	4d10+3 (15) (B15)	20/50	10	VR	100m	4500	SOF2
Tsunami Arms Helix	SHT	+0	N	P	5d6 (10ga) (B18)	60	43	VR	60m	3000	SOF2
United Arms CLAW	SHT	+1	N	R	8d6 (4ga) (B11)	28	1/4	VR	60m	1600	SOF2
Deathwind Railgun	HVY	+3	N	R	5d10+10AP	30	2	VR	1250m		SW
12.7mm Assault Rifle	RIF	+1	N	P	6d10 (12.7) (B12)	50	10	VR	400m	2000	SOF2
14.5mm Assault Rifle	RIF	+1	N	P	7d10 (14.5) (B14)	50	10	VR	400m	2500	SOF2
60mm Mortar	HVY	+0	N	P	8d10 (60mm)	6	2	VR	2000m		SW
Arasaka Tsunami	HVY	+0	L	P	(25mm HP) (B11)	6	1	ST	200m	1250	SOF2
30mm HiVel Auto-GL	HVY	+0	N	P	(30mm) (B12)	25	15	VR	300m	2000	SOF2

* Blade AP	1/2 soft armor, full penetrating damage
# Monoblade AP	1/3 soft armor, 2/3 hard armor, full penetrating damage
@ AP round AP	1/2 soft and hard armor, 1/2 penetrating damage
~ Arrow AP	1/2 hard and soft armor, full penetrating damage

<i>Name</i>	<i>Type</i>	<i>WA</i>	<i>Con.</i>	<i>Avail.</i>	<i>Damage/Ammo</i>	<i>#Shots</i>	<i>ROF</i>	<i>Rel.</i>	<i>Range</i>	<i>Cost</i>	<i>Source</i>
RANGED CYBERWEAPONS											
Finger Mace Sprayer	P	+0	-	E	Mace	2	1	ST	1m	150	Chr1
Gas Jet	P	+0	-	C	by Gas	6	1	ST	2m	250	Chr1
Finger Dartgun	P	-1	-	E	Poison	1	1	ST	3m	100	Chr1
Flashbulb	P	+0	-	C	COOL 30, 1d6 min		1	ST	6m	250	Chr1
Tri-Dart Launcher	P	+0	-	P	1d6/2#	3	3	ST	3m	300	Chr2
Derringer	P	-1	P	E	1d6 (5mm)	2	2	ST	50m	220	Chr1
Dainamax Grapplefist	P	-1	-	-	1d6+2/2d6+2 crush	1	1	ST	50m	1050	PAC
Self-propelled Grenade	HVY	+0	-	R	2d6, 2m	1	1	ST	7m	200	Chr2
Finger Bomb	HVY	+0	-	R	2d6+3	1	1	ST	3m	150	Chr1
Optic Teargas Sprayer	EX	+0	-	E	Teargas	1	1	ST	1m	200	Chr1
Flasher	EX	+0	-		20+ REF, blind 1min	1	1	ST	2m	250	Chr3
Spitting Cobra	EX	+0	-	P	1d6 Acid	20	1	ST	6ft	400+	Chr3
Pop-Up Hand Crossbow	XBO	-2	J	E	1d6+2~	6	2	VR	25m	300	SOF2

HAND-TO-HAND CYBERWEAPONS

<i>Name</i>	<i>Type</i>	<i>Damage</i>	<i>Range</i>	<i>Cost</i>	<i>HC</i>	<i>From</i>
Air Hypo	Punch	Drug (4 shots)	1m	200	1	Chr2
Tazer Grip	Punch	Stun -2	1m	180	2d6-2	Chr1
Lightning Fist	Punch	Stun -2/2d6+1	1m	900	2d6	RPI
Gang Jazzler	Punch	Special	1m	600	2d6+3	Chr1
Extended Canines	Grapple	1d6/2+1*	.5m	1000		Chr2
Scratchers	Punch	1d6/3*	1m	100	2d6	CP20
Wirecutters	Punch	1d6/3*	1m	50	1	Chr1
Shark Weave	Punch	1d6/3*	1m	4000	1d6+	SA
Body Plating	Grapple	1d3+1 to 1d6+1	.5m	400+	1-3	Chr3
Venom Hand	Punch	1d6-1/by Drug	1m	600	2d6	CB2
Bioware Combat Tail	HH	1d6+str	1m	2500	3d6	Chr2
Talon Foot	Kick	1d6*	1m	600	2d6	CP20
Extended Sharkgrin	Grapple	1d6*	.5m	1400		Chr2
Web Hand	Punch	1d6*	1m	250	2	Chr3
Mandibles	Grapple	1d6*	.5m	4000	3d6	Chr2
Natural Fangs	Grapple	1d6*	.5m	500	2d6	Chr2
Natural Claws	Punch	1d6*	1m	1000	1d6+1	Chr2
Big Knucks	Punch	1d6+2	1m	500	3d6	CP20
Rippers	Punch	1d6+3*	1m	400	3d6	CP20
Retractable Steel Blade	Punch	1d6+3*	1m	500	1d6	Chr2
Spike Hand	Punch	1d6+3AP	1m	500	2d6	CP20
Bonespike	Punch	1d6+4*	1m	1000	2d6	Chr3
Hammer Hand	Punch	1d10	1m	600	2d6	CP20
Spike Heel Foot	Kick	2d6AP	1m	500	2d6	CP20
Flesharm BiggRipp	Punch	2d6	1m		3d6	PAC
Cyberarm BigRipp	Punch	2d6#+arm strength	1m	1850	1d6+3	PAC
Retractable Monoblade	Punch	2d6+3#	1m	800	1d6+2	Chr2
Wolvers	Punch	3d6*	1m	600	3d6+1	CP20
Chain Ripp	Punch	3d6AP(1/3SP)	1m	1250	2d6+4	Chr3
Whip	MEL	1d6/2, 1d6	2m	475	2d6	Chr2
Mace Hand	Both	1d10-2/2d6+1	1/2m	300	3	Chr1
Slice N' Dice	MEL	2d6#	2m	700	3d6	CP20
Cybersnake	EX	1d6	1m	1200	4d6	CP20

- * Blade AP 1/2 soft armor, full penetrating damage
- # Monoblade AP 1/3 soft armor, 2/3 hard armor, full penetrating damage
- @ AP round AP 1/2 soft and hard armor, 1/2 penetrating damage
- ~ Arrow AP 1/2 hard and soft armor, full penetrating damage