

BLACKHAND'S STREET WEAPONS 2057



OVER 250
WEAPONS
COMPILED IN
ONE VOLUME
•PLUS•
ONE NEW
GUN!

The Shadowrun Weapons Collection

Conversions by Gurth

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PRODUCTION

Conversions & Writing

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Picture of Rogue

The Talsorian Games staff (I don't think we ever acknowledged where she came from...)

Full-color version (see back cover) by John Stamatias, via Jani Fikouras.

Front Cover Art

Scanned from *Blackhand's Street Weapons 2020* and modified a bit.

AN IMPORTANT MESSAGE

(Well, several, actually.)

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The Editor Says...

By now, many of you will be familiar with the **Plastic Warriors** conversions of *Cyberpunk 2020* equipment to **Shadowrun**. This book is yet another installment in the series, and will probably be the last weapon-oriented one for the time being. One reason for this is that there are hardly any weapons left to convert, but equally important is that there are now so many guns for **Shadowrun** that it's getting, well, a bit boring.

You see, if you do too many weapons, most of them start to look the same. This is in a large part due to the limited number of game statistics that any given system has, and so after a while you simply run out of stats that will set one weapon apart from another. Just look at all the pistols in this book, and try to spot the ones that are nearly or completely identical stats-wise. Okay, so prices might vary a bit, but the actual game data is virtually the same for many weapons.

So why do I insist on bringing out this file anyway, if all it appears to do is add more of the same? Roleplaying reasons. With more choice, you can select things that suit your perception of a character. Not just guns, but any other stuff as well—"It's a Fuchi L-263 laser mike with a two-channel digital/analog noise filter" is far more interesting, roleplaying-wise, than going "It's a rating 3 laser microphone," even though that's exactly what the Fuchi *is*. For the same reason, it doesn't matter that the only real difference between an Armalite 44 and a Nomad .357 Magnum autoloader is in their weights. Your character may prefer the Armalite because of its clean lines, or because it's the gun used by the main character in his favorite cop show on the trid, or because it's the first gun he ever bought, or whatever motif you care to come up with.

For this reason, I think it's good to have a large variety of very similar pieces of equipment. So read through these pages, and pick a gun you feel is in keeping with what your character likes, or wants in a gun. There's 293 to choose from in this book alone.

— Gurth <gurth@xs4all.nl>

Some Notes

Type and Ranges: with ranged weapons, these two stats are used to indicate the type of ammunition and the range groups the weapon uses, respectively. This is because in *Cyberpunk*, weapons within a class do not all have the same ranges, and so for those with radically different ranges from **Shadowrun** equivalents make use of a different range group than they actually belong to. For example, the Militech M-31a1 (see page 27) is an assault rifle, but it fires submachine gun rounds. For all purposes such as which Firearms concentration to use, apply common sense: a weapon listed among shotguns, even though it fires heavy pistol ammo and has light pistol ranges, will likely be a shotgun. If this is somehow a hard call to make for the gamemaster, use the Ranges.

Rules references: a lot of entries in this book make reference to published **Shadowrun** rules. The most important ones are:

<i>Caseless ammunition</i>	page 77, Fields of Fire
<i>Monofilament whips</i>	page 103, Shadowrun, Second Edition
<i>Rates of fire</i>	page 81, Fields of Fire
<i>Shock weapons</i>	page 103, Shadowrun, Second Edition
<i>Shotgun chokes</i>	page 95, Shadowrun, Second Edition
<i>Smoke</i>	page 85, Fields of Fire
<i>Supermachine guns</i>	page 81, Fields of Fire
<i>White phosphorus</i>	page 86, Fields of Fire

Conversion guidelines: see the **Chromebook Conversions**, page 103.

Melee Weapons

Basic Melee Weapons

	Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality	p.2
Axe	2	1	(str)S	2.5	2/4 hrs	60¥	1	Legal	
Nunchaku/Tonfa	7	1	(str+2)M Stun	.5	3/8 hrs	40¥	.75	5-C	
Naginata	2	1	(str+1)L	1.5	4/12 hrs	50¥	1	4-B	
Switchblade	9	—	(str-1)L	.1	2/6 hrs	25¥	.75	8-A	
Brass Knuckles	10	—	(str+1)M Stun	.2	2/24 hrs	20¥	.75	6-C	
Sledgehammer	1	1	(str+2)S Stun	3	2/4 hrs	50¥	1	Legal	
Chainsaw	—	1	6S	4	3/6 hrs	500¥	1	Legal	

Bayonet/Survival Knife

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality	p.2
8	—	(str)L	.25	2/8 hrs	35¥	.8	8-A	

Entrenching Tool

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality	p.2
3	—	(str)M	.75	3/16 hrs	50¥	1	Legal	

Excalibur Nightstick

Mace canisters cost 5¥ for 6.

	Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality	p.2
Taser-type	5	1	8S Stun	1	4/48 hrs	1,800¥	2	3-C	
Mace-type	—	—	mace	—	—	—	—	—	
Basic-type	—	—	(str+1)M Stun	—	—	—	—	—	

IMI "Chainknife"

Use one-half Impact armor rating against this knife.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality	p.2
6	0	(str+5)L	.75	6/48 hrs	120¥	1.2	3P-B	

Kendachi M-33 Powersword

This sword breaks if all ones are rolled on any Armed Combat Success Test when using this weapon. Impact Armor is used to defend against this sword, but is only one-half effective (round down).

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality	p.3
4	1	(str+1)S	3	8/14 days	1,860¥	3	3-B	

Kendachi Mono-Two

This weapon is sold in sets of two: one long and one short sword; they cannot be bought separately. Stats are per set of one long sword and one short sword. A set with colored laser costs 1,700¥.

	Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality	p.3
Long	3	1	(str+3)M	1	5/48hrs	1,650¥	2.1	5-B	
Short	5	0	(str+1)M	.75	—	—	—	—	

Kendachi MonoKatana®

	Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality	p.3
MonoKatana®	3	1	(str+4)M	1	8/5 days	1,200¥	2.5	5-B	
Mononaginata	2	1	(str+2)L	.5	6/60 hrs	300¥	1	8-B	

Kendachi Monoknife®

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality	p.3
7	—	(str+1)L	.5	6/60 hrs	200¥	1	8-A	

Kendachi Monosword Cane

p.3

Concealability is 10 to spot there is a sword hidden in the cane.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
2/10	—	(str+1)M	.75	8/72 hrs	1,020¥	1	6-B

Kendachi Monowhip

p.3

This weapon uses the rules for monofilament whips (p.103, SR11).

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
9	3	10S	—	26/14 days	3,500¥	3	1-J

Mystic Technologies Spring Knife

p.3

When used to stab, the knife does (str+2)L damage. It can be launched in a Simple Action, and uses the following ranges: short 0–1, medium 2, Long 3, Extreme 4–5. When launched, it does 5L damage.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
8	0	(str+2)L	.75	4/12 hrs	125¥	1.2	6P-D

Mystic Technologies Nunchaku/Blade

p.3

	Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
Nunchaku	4	1	(str+2)M Stun	.5	3/8 hrs	800¥	.75	4-B/C
Sword	4	1	(str+3)M	—	—	—	—	—

Nomad Smartwhip

p.3

A datajack is required to use this weapon.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
6	2	(str+3)L	1	6/72 hrs	600¥	1	4-C

SPM-1 Battleglove

p.4

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
—	—	(str+3)M	1.5	10/7 days	900¥	2	2-C

Slamdance, Inc. Spawnblade

p.4

If used to stab normally, it does normal damage for a knife (i.e. (str)L). If a target has been hit successfully (he must have taken damage from the attack), the user may trigger the blade. This does an additional Light wound, which may not be resisted. Once opened, removing the knife requires a Biotech test with a Target Number 5. Any other means of removal, or if the Biotech roll is failed, causes another Light wound. Using the knife to stab while in its extended form makes its Damage Code (str–1)L. The knife, once triggered, can not be brought back into its original shape.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
8	0	(str)L	.5	4/72 hrs	100¥	1.1	5-B

Utility Sword/Machete

p.4

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
4	1	(str+2)M	.75	4/24 hrs	60¥	1	3-B

Archery Bows

Each bow is only available at the Strength Minimum indicated.

Arasaka Arms Half-Bow

p.4

Concealability is 3 when assembled, 6 when disassembled, and 10 against weapon scanners.

Type	Conceal	Str. Min.	Damage	Weight	Availability	Cost	Street Index	Legality
Bow	3/6/10	3	6M	1.25	6/7 days	300¥	1.5	4-D

Eagletech "Bearcat" Self Bow

p.4

Concealability is 2 when assembled, 4 when disassembled.

Type	Conceal	Str. Min.	Damage	Weight	Availability	Cost	Street Index	Legality
Bow	2/4	5	9M	1.25	6/72 hrs	500¥	1.75	4-D

Eagletech "Tigercat" Compound Bow

p.4

Comes with a smartlink.

Type	Conceal	Str. Min.	Damage	Weight	Availability	Cost	Street Index	Legality
Bow	1	5	8M	1.5	6/72 hrs	500¥	1.75	5-D

Eagletech "Tomcat" Compound Bow

p.4

Type	Conceal	Str. Min.	Damage	Weight	Availability	Cost	Street Index	Legality
Bow	2	5	9M	1.5	6/48 hrs	750¥	1	5-D

Eagletech "Wildcat" Sport Bow

p.4

Type	Conceal	Str. Min.	Damage	Weight	Availability	Cost	Street Index	Legality
Bow	4	3	5M	1	3/36 hrs	350¥	1	5P-D

Crossbows

Each bow is only available at the Strength Minimum indicated.

Eagletech "Arbelest" Crossbow

p.5

Type	Conceal	Str. Min.	Damage	Weight	Availability	Cost	Street Index	Legality
Medium Crossbow	2	5	7M	3	8/7 days	500¥	1	6-D

Eagletech "Handbow" Crossbow

p.5

Can be installed in a cyberarm, with a 12-shot autoloader, for 3,000¥.

Type	Conceal	Str. Min.	Damage	Weight	Availability	Cost	Street Index	Legality
Light Crossbow	5	1	3M	.5	2/24 hrs	75¥	1	7-D

Eagletech "Scorpion" Crossbow

p.5

Type	Conceal	Str. Min.	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Crossbow	—	5	8S	5	8/7 days	1,500¥	1	5-D

Eagletech "Stryker" Crossbow

p.5

Type	Conceal	Str. Min.	Damage	Weight	Availability	Cost	Street Index	Legality
Medium Crossbow	2	2	4M	3.25	6/48 hrs	440¥	1	6-D

Nomad Hand Crossbow

p.5

Type	Conceal	Str. Min.	Damage	Weight	Availability	Cost	Street Index	Legality
Light Crossbow	—	1	3M	.5	10/7 days	100¥	1	7-D

Exotic Weapons

APEX Mobile Point Defense System

p.5

This device contains a "Smart" gun system (p.89 of the **Neo-Anarchists' Guide to Real Life**), has a Firearms skill of 6, covers the full 360°, and has an Initiative of 15+2D6. It also includes an assault rifle (not removable), firing at Minigun rates, and with 400 rounds of belted ammunition. The mounting provides six points of Recoil Compensation. The outside of the unit has a Barrier Rating of 6.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	—	400 (belt)	FA	8M	20	11/21 days	25,000¥	4	2P-J

Arasaka "Nauseator" Riot-Control Device

p.6

This device affects an area as if it were a shotgun with a choke of 2. The device rolls 6 dice against a Target Number 4, everyone within 25 meters of the device must roll a Body(6) test (use natural Body, without cyberware modifiers). The number of successes rolled are compared; if the device has more, consult the left-hand table for the effects. Creatures with wide-band hearing get a +2 modifier to the Body Test Target Number. Targets equipped with hearing improvements also get modifiers to the Body test, per the right-hand table.

Net successes	Effects on target	Cyberware	Modifier
1	+2 penalty to all Target Numbers for 1D6 turns after leaving affected area	High Level Hearing	+2
2-3	+4 penalty to all Target Numbers, Quickness and Strength reduced by 1, all for 2D6 turns after leaving affected area	Low Level Hearing	+1
4+	unconscious for 1D6 minutes (no actual damage taken)	Hearing Amplification	+2
		Damper	-4
		Select Sound Filter	-rating (if switched on)

Conceal	Rating	Damage	Weight	Availability	Cost	Street Index	Legality
—	6	—	25	14/7 days	19,000¥	4	Legal

Arasaka Restraint Caster

p.6

Treat as a normal net gun (page 72, **Street Samurai Catalog**) that fires special capsules. Capsules cost 60¥ per packet of 20, while solvent costs 10¥ for 10 applications (both Availability 6/72 hrs, Street Index 2).

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Taser	5	4 (m)	SS	see above	1	6/72 hrs	200¥	2	8P-E

Arasaka WXA Computer-Aimed Weapon

p.6

Rules-wise, treat the WXA as an Ares Sentry™ weapon (p.46, **Fields of Fire**) with Intelligence 5, Initiative 10+2D6, and Firearms skill 5. It comes with 6 points recoil compensation.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
LMG	LMG	—	500 (belt)	FA	7S	50	12/21 days	30,000¥	4	2-H+4P-E2

Avante P-1135 Needlegun

Use the rules for needle ammunition (p.30, **Neo-Anarchists' Guide to Real Life**).

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
special	Heavy Pistol	5	15 (c)	SA	5L	1	2/12 hrs	200¥	.75	Legal

Dynatech Industries Hand Taser

p.6

Uses the Shock Weapon Rules.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
7	—	9S Stun	.5	5/36 hrs	500¥	2	6-C

Enertex AKM Power Squirt

p.6

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
special	Taser	5	50 (m)	SS	drug	1	always	15¥	1	Legal

Kendachi Dragon

p.6

It costs one Complex Action to ignite this weapon, and in this action it may not be fired. In any following actions, it can be fired without problems. Turning it off costs a Simple Action. If the weapon is a smartgun controlled through a Smartlink, it still costs a Complex Action to turn on, but only a Free Action to turn off.

The Dragon uses any flammable liquid as its ammunition. Based on the fuel, the Damage Code may be adjusted (GM's discretion). Impact Armor is used to defend against fire, but use only half its rating (round down). The ranges for this weapon are: Short NA; Medium 0-1; Long 2-3; Extreme 4. This weapon has a Firesetting Rating of 6 (see page 72, **Tech Specs**, for details).

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Special	see above	3	4 (m)	SS	10M	4.25	10/5 days	1,660¥	4.5	1-J

Kendachi Monowire

p.7

Availability 8/7 days, Cost 60¥, Street Index 2.5 per meter of wire.

Malorian Arms Sliver Gun

p.7

This pistol does not use ordinary ammunition. Instead, it requires batteries and a ceramic block. Batteries last for 18 minutes, while the ceramic block must be replaced after 7 shots. A ceramic block costs 25¥, while a battery costs 7¥. The weapon makes no more noise than a normal pistol with silencer. It uses the Flechette rules, and Heavy Pistol ranges. The cybergun-version costs 1,550¥, costs .6 points of Essence, and has a Legality rating of 3P-CC.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	4	7 (c)	SA	6S(f)	2.5	6/72 hrs	1,375	3	3P-J

Militech Electronics LaserCannon

p.7

This laser has adjustable power output, meaning the user can set the damage anywhere between 3M and 15M. Every shot uses a number of power units equal to its Power Level; the power pack contains 30 units of power, so you could fire 2 shots at full damage (15M), or 10 shots at lowest damage (3M), or any combination you want: for instance, one shot at 10M, three shots at 4M, and one shot at 8M exactly empty the power pack. Range stays the same at all Power Levels.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Sniper Rifle	Sniper Rifle	—	see above	SA	see above	25	26/21 days	130,000¥	3.25	1-J

Militech Electronics Taser

p.7

Uses the Shock Weapon Rules.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Taser	Taser	6	10 (m)	SS	8S Stun	1.5	5/36 hrs	600¥	1.4	7P-E

Militech Electronics Taser II™

p.7

Uses the Shock Weapons rules.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
7	0	5S Stun	.5	4/24 hrs	300¥	1	6-C

Mitsubishi Taser

p.7

Uses the Shock Weapons rules. Ranges are Short 1, Medium 2–3, Long 4, Extreme 5 meters.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Taser	see above	6	12 (c)	SS	8S Stun	1.5	6/4 days	1,000¥	1	6P-E

Mystic Technologies Arrow Gun

p.7

Fires standard arrows as used in bows. With the stock collapsed, add +2 to Concealability and all target numbers.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Bow	Light Pistol	2	8 (m)	SS	8M	2	4/48 hrs	1,000¥	1.5	3-D

Nelson “Wombat” Airpistol

p.7

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
special	Heavy Pistol	4	20 (c)	SA	4L Stun	1.5	2/24 hrs	200¥	.75	Legal

Nomad Boomerang

p.7

This is a thrown weapon.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
special	Shuriken	5	—	—	(str)M	.25	3/36 hrs	30¥	2	5-D

Nomad Pneumatic Bolt Gun

p.7

At Extreme range, Damage is 6M. Air cylinders cost 30¥.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Med. Crossbow	Light Pistol	—	4 (m)	SS	9M	3.5	10/7 days	350¥	1	3-D

Nomad Sling

p.8

Type	Conceal	Str. Min.	Damage	Weight	Availability	Cost	Street Index	Legality
Throwing Knife	12	1	(str÷2)L	—	6/5 days	10¥	1	8-D

Petrochem Drug-A-Thug™

p.8

Hitting an unwilling opponent requires a melee attack. If the attack hits, the drug is delivered, and the target must resist its effects.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
6	0	as drug	.5	3/8 hrs	150¥	2	as drug

Pursuit Security, Incorporated Beanbag Gun

p.8

A character hit by the Beanbag Gun must roll a Body (8) test; each success removes one of the attacker's successes. If the target rolls more successes, the weapon does no damage; if not, the body location that was hit, is numb for (1D6+attacker's successes) turns. Ranges are Short 0, Medium 1, Long 2, Extreme 3 meters.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
special	see above	4	1 (m)	SS	see above	.5	2/12 hrs	100¥	.75	Legal

Pursuit Security, Incorporated Stundart Pistol

p.8

This weapon uses the **Shock Weapons** rules, p.103 of **SRII**, but does not use the normal taser ammunition. Instead, it fires a round that works on the same principle but is of heavy pistol caliber. These rounds can not be fired from other heavy pistols. It can also use normal heavy pistol ammo, but if this is done, roll 1D6. On a roll of 1 to 5, the round misfires and causes 9M damage to the firer (Ballistic armor is only half effective), which also destroys the pistol. When normal heavy pistol ammo is fired, the weapon has a base Damage Code of 9M, modified by the ammunition type. With its own shock ammo, it uses the listed Damage Code. The ammunition is listed in the **Chromebook Conversions**.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	3	2 (b)	SS	10S Stun	3.5	8/4 days	1,090¥	2	5P-E

Pursuit Security, Incorporated Webgun

p.8

Treat as a Netgun using Large nets (p.72, **Street Samurai Catalog**). Adapting the weapon for carbosteel wire nets costs 100¥.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Netgun	Heavy Pistol	3	1 (m)	SS	as net	3.5	6/72 hrs	500¥	2.5	Legal

Carbosteel Wire Net

Anyone hit by this net takes 10S Stun damage, per the Shock Weapons rules, in addition to being entangled. Stats are for one net.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
5	10S Stun	—	1	6/48 hrs	100¥	2	5P-E2

FEN Dz-55 Det-Web

This web contains 2 kilograms of C6 explosive, delivering an 8D explosion to the target. Stats are for one net.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
5	8D	-1 per meter	2	10/72 hrs	450¥	3	4-I

Skunker™

p.8

Functions much like a Toxin Exhaler (p.42, **Shadowtech**), but a melee attack is needed to deliver the gas on the target. For 5-10¥, the gas can be mixed with odiferous chemicals creating additional effect equal to the Stench Bomb (p.49, **Chromebook 2**).

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
7	—	as gas	.25	5/60 hrs	70¥	1.3	as gas

Streettech "Burst"

p.8

Cannot be reloaded; ranges are Short 0, Medium 1, Long 2, Extreme 3 meters. Key ring models are 40¥.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
special	see above	8	1	SS	5S	.1	2/24 hrs	33¥	1.5	6P-E

Techtronica Black-Zap Glove

p.9

This weapon uses **Shock Weapons** rules. A character wearing this glove has an Unarmed Damage Code of (str+1)M Stun if the taser circuitry is not used, 9S Stun if used as a taser. Cyberware which is built into the hand wearing the glove (like hand razors, spurs, smartlinks, etc.) cannot be used.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
4	0	9S Stun	1	6/48 hrs	1,200¥	2.2	4-B

Techtronica M40 "Pulse Rifle"

p.9

Use the Shotgun ranges for this weapon. When it is fired, the firer rolls a normal Firearms skill test against the range-determined Target Number. If it hits an electronic device, the weapon rolls 5 dice against the base Target Number for the range (4 for short, 5 for medium, etc.). The device rolls a number of dice equal to the M40's Target Number against a Target Number 5. If the M40 has more successes, the electronics are damaged or destroyed (GM's discretion). If the target is alive, the M40 delivers an attack, with the damage depending on the range to the target, in addition to the other listed effects (in all cases, Alpha and Beta-grade cyberware are allowed a damage resistance test, see p.98/99, **Street Samurai Catalog**). For cyberware damage, see pages 93 to 96 of the **Street Samurai Catalog** and pages 39 and 40 of **Shadowtech**.

Range	Damage	No. of cyberware systems damaged
Short (1–10m)	8D Physical	all present
Medium (11–20m)	6D Stun	2D6-5
Long (21–50m)	4D Stun	1D6-2
Extreme (51–100m)	4S Stun	1D6-4

The M40 uses a 6-shot battery for “ammunition.” This costs 50¥, Availability 10/7 days, Street Index 3.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Special	Assault Rifle	1	6 (c)	SS	special	8.5	—	3,500¥	—	3P-E

Techtronica Model 009 Volt Pistol

p.9

This weapon uses the Shock Weapons rules. The energy pack costs 25¥, Availability 5/24hrs, Street Index 1. The Power Level is reduced by –1 at medium range, long –3, and extreme –6, and by –1 per meter of smoke the beam passes through.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Taser	Heavy Pistol	3	6 (c)	SS	10S Stun	3.5	8/72 hrs	1,950¥	2.5	5P-F

Tsunami Arms “Airhammer” Air Pistol

p.9

The weapon has three modes: Target, Combat, and Overload. Switching between them costs a Simple Action (a Free Action for a smartgun). The damage done depends on the modes: 6L in Target mode, 7M in Combat mode, and 10M in Overload mode. The air reservoir is treated as a clip for changing purposes, the rounds are contained in a cylinder. The weapon can only use its own ammunition, described below.

Two models exist: the normal model has a five-shot cylinder, an under-barrel laser sight, and a 10-shot camera on the top mount (this camera takes a picture every time a shot is fired). The second model (the Mark 2) has a seven-shot cylinder, and an internal smartlink.

Solo Model

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Special	Heavy Pistol	5	5 (cy)	SA	see above	1.5	11/14 days	325¥	2.5	9P-E

Security Model

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Special	Heavy Pistol	6	7 (cy)	SA	see above	1.5	12/14 days	400¥	3	9P-E

Kendachi Fragmentation Flechette

As Needler ammo (p.30, **Neo-Anarchists' Guide to Real Life**), but gives +1 Power because it is also an Explosive round (and can misfire as such).

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
9	+1 Power	—	.15	6/48 hrs	15¥	2	as weapon

Flechette

Shatters if fired at hard cover (i.e. does no damage in such a case), and Ballistic armor is only one-fourth (round up) effective against it. It is not to be confused with the normal **Shadowrun** flechette ammunition.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
9	normal	—	.15	6/48 hrs	15¥	2	as weapon

JellSluggs

Treat as Gel rounds, but these rounds will not penetrate hard cover or hardened armors.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
9	–2 Power, Stun damage	—	.25	8/60 hrs	20¥	1.5	as weapon

Gas

This round creates a cloud of gas, 2 meters in radius. The gas must be selected before purchase of the round. Roll for the availability of the gas separately.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
9	as gas	—	.25	8/4 days	40¥	2	as weapon or gas

Practice

Treat as regular ammo, except for the reduced damage.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
9	3L	—	.15	4/24 hrs	15¥	1.5	as weapon

Tsunami Arms Underbarrel Capacitor Lasers

p.9

Clips to the under-barrel mount of another weapon. It uses light pistol ranges, but has its Power level decreased by 2 for every step beyond short range (medium -2, long -4, extreme -6). Use one-half Impact armor to defend against the laser. Smoke reduces the laser's Power Level by -1 for every meter the beam passes through.

The laser normally uses a battery as power pack. This battery provides 2 charges, costs 250¥, Availability 12/8 days, Street Index 4. The power pack provides 20 shots, weighs 4 kg, and costs 2,500¥ (Availability 16/14 days, Street Index 2.5).

No Microwaver exists.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Light Pistol	-2	2/20	SA	10M	5	24/21 days	95,000¥	3.5	2-J

UrbanTech "Lance" Mini-Missile

p.10

Cannot be reloaded. Damage is 6S to a target that is hit directly, with a -6 per meter blast reduction. Use grenade launcher ranges, and the weapon has an Intelligence of 2.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
special	LMG x2	5	1	SS	see above	.5	5/48 hrs	1,000¥	3	3-J

Pistols

Unless otherwise noted, all pistols use **cased** ammunition.

LIGHT HANDGUNS

Astra Style-6

p.10

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Hold-Out	Hold-Out	9	6	SA	4L	.5	3/12 hrs	75¥	.75	10P-E

BudgetArms C-13

p.10

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Hold-Out	Hold-Out	8	8 (c)	SA	4L	.5	2/8 hrs	150¥	.75	10P-E

Dai Lung Cybermag 15

p.10

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Hold-Out	Hold-Out	7	10 (c)	SA	4L	.5	3/12 hrs	100¥	.7	10P-E

Federated Arms X-22

p.10

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Hold-Out	Hold-Out	7	10 (c)	SA	4L	.5	2/12 hrs	300¥	.8	10P-E

Federated Arms X-38

p.10

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Light Pistol	6	10 (c)	SA	6L	1.25	3/24 hrs	420¥	1	8P-E

Towa Manufacturing Type-12 Police Pistol

p.10

The smartlinked model costs 810¥.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Light Pistol	5	6 (cy)	SS	6L	.75	4/24 hrs	450¥	1	8P-E

MEDIUM HANDGUNS

Arasaka WSA Autopistol

p.10

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Light Pistol	5	15 (c)	SA	9M	2	4/24 hrs	400¥	.9	6P-E

BudgetArms C-41

p.11

Comes with an internal smartlink and a rating 1 gas vent, and can fire one burst per Complex Action.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	5	10 (c)	SA/BF	9M	1	6/36 hrs	500¥	1	5-G

BudgetArms Laser-Niner

p.11

This weapon has a built-in laser sight and fires caseless rounds (p.77, **Fields of Fire**).. The 35-round clip lowers Concealability by 1.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Light Pistol	5	15/35 (c)	SA/BF/FA	6L	1.5	4/36 hrs	675¥	1.2	5-G

Beretta M97P

p.11

Comes with a laser sight and fires caseless ammo.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Heavy Pistol	4	18 (c)	SA	7L	1.75	3/24 hrs	480¥	1.25	8P-E

CCMMC Goaxing Xiuxi CM-3

p.11

Availability is 5/48 hrs in China, but the weapon is virtually impossible to find elsewhere.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Light Pistol	5	8 (c)	SA	6L	1	—	75¥	—	8P-E

Colt Alpha-Omega Competition Pistol

p.11

Comes with a rating 1 gas vent installed on the barrel and an internal smartlink.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	4	10 (c)	SA	9M	2.5	5/24 hrs	500¥	1	7P-E

Colt Enforcement 10 Sidearm

p.11

Price is 600¥ for a camouflaged model, 1,050¥ for a standard model with smartlink, or 1,150¥ for a camouflaged model with smartlink.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	5	14 (c)	SA	9M	2	6/48 hrs	550¥	1.5	6P-E

Dai Lung Streetmaster

p.11

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Light Pistol	6	12 (c)	SA	6L	1	3/12 hrs	325¥	.8	8P-E

FN Browning "3-Spot" Machine Pistol

p.11

Fires caseless ammo. The second burst in a turn has an +2 target number modifier due to the recoil of the previous burst (this modifier is in addition to normal recoil penalties).

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	4	24 (c)	BF	9M	2	8/60 hrs	425¥	2	4-G

Federated Arms X-9mm

p.11

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Light Pistol	5	12 (c)	SA	6L	1	3/12 hrs	450¥	.75	8P-E

Fashion Gun 9

p.11

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Light Pistol	7	7 (c)	SA	6L	1	2/18 hrs	160¥	1	8P-E

Goncz-Taurus Pistol

p.12

The 30-round clip reduces Concealability by 1.

Standard Version

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	6	15/30 (c)	SA	9M	2	4/48 hrs	500¥	1	6P-E

Selective-Fire Version

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	6	15/30 (c)	SA/FA	9M	2	8/72 hrs	700¥	1	4-G

Glock Thirty Machine Pistol

p.12

This Glock has many plastic parts, giving it a +1 on Concealability when being checked by a metal detector. The 30-round clip decreases Concealability by 1. It comes with a rating 2 gas vent.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	6	20/30 (c)	SA/BF	9M	2.5	6/36 hrs	705¥	2	4-G

Hammer M-11 Bolt Pistol

p.12

Cannot share ammunition with other weapons; the only round it can fire is treated as APDS.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Light Pistol	5	10 (c)	SA	9L	1.5	12/14 days	320¥	3	7P-E

IMI Gamad

p.12

Comes with a laser sight in the standard version. The smartgun variant costs the same as the normal model, the 15-round clips cost 35¥ each.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	6	7/15 (c)	SA	8M	1.25	8/7 days	575¥	2	6P-E

Kang Tao Type 97

p.12

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	6	10 (c)	SA	9M	2.25	3/24 hrs	280¥	.9	6P-E

LeRoi Maxi-10

p.12

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	4	10 (c)	SA	9M	2	4/24 hrs	150¥	1	6P-E

Militech Arms Avenger

p.12

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Light Pistol	6	10 (c)	SA	6L	1	3/12 hrs	325¥	.8	8P-E

Militech Black Widow Flechette Pistol

p.12

Fires only Flechette ammo.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Light Pistol	5	10 (c)	SA	6M(f)	1	6/72 hrs	400¥	1.5	8P-E

Militech Silver Shadow Flechette Pistol

p.12

Fires only Flechette ammo.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Hold-Out	Light Pistol	5	10 (c)	SA	4M(f)	1	5/72 hrs	300¥	2	10P-E

Nomad .357 Magnum Autoloader

p.12

Hot loads do 10M damage.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	4	8 (c)	SA	9M	1.75	5/36 hrs	300¥	1	6P-E

Nomad .357 Magnum Revolver

p.13

Hot loads do 10M damage.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	4	6 (cy)	SS	9M	1.75	5/36 hrs	250¥	1	6P-E

Sci Fi Starrior 4

p.13

Has a top-mounted laser sight.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Light Pistol	4	12 (c)	SA	6L	1.5	3/36 hrs	640¥	1	8P-E

Stein & Wasserman "Tri-Star" Revolver

p.13

This weapon comes with a top-mounted Laser Sight.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	3	6 (cy)	SS	10M	2.5	6/24 hrs	375¥	1.5	5P-E

Sternmeyer P-41 Autoloading Pistol

p.13

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	5	12 (c)	SA	9M	2	5/36 hrs	275¥	1.25	6P-E

Stolbovoy St-2 Pistol

p.13

Costs 850¥ for the smartlinked version. Availability is 4/48 hrs in eastern Europe and Russia.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	5	14 (c)	SA	9M	2.25	8/7 days	450¥	1.5	6P-E

Surprising Stranger

p.13

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	4	4 (b)	SA	9M	2.5	3/24 hrs	180¥	.9	6P-E

Teen Drem

p.13

When firing on full-auto, roll 1D6 and apply the Rule of Six to the roll. If it is less than the number of rounds fired, the weapon melts into a useless lump of plastic.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	6	10 (c)	SA/FA	9M	2.5	4/48 hrs	290¥	1.5	4-G

Texas Arms Model-351 Gyrojet Pistol

p.13

Cannot use regular Light Pistol ammo.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Heavy Pistol	5	8 (c)	SA	6L	1	8/5 days	420¥	2	8P-E

Towa Manufacturing Type-13 Police Pistol

p.13

The smartlinked model costs 800¥.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	5	12 (c)	SA	9M	1.5	6/48 hrs	500¥	1.75	6P-E

Towa Manufacturing Type-14 Police Pistol

p.13

The smartlinked model costs 820¥.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Heavy Pistol	5	16 (c)	BF/FA	6L	1.5	6/48 hrs	520¥	2.75	5-G

Tsunami Express Racegun

p.14

The electro-thermal ammo enhancement (see page 40) is already incorporated into this gun. There is a -1 target number at all ranges. Ammo costs 20¥ per box of 20, and is not interchangeable with that of other weapons. A battery for 50 shots is 10¥. A rating 1 gas vent is fitted to the barrel. By changing the grip (a Firearms B/R (4) test with a parts cost of 125¥), the Concealability can be increased to 4, but the -1 target number bonus is negated by this.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Light Pistol	3	24 (c)	SA	9L	1.25	8/7 days	5,300¥	3	6P-E

Wondernines

p.14

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	Light Pistol	5	1D6+14 (c)	SA	6L	1	2/24 hrs (1D6x10)+240¥	.8	.8	8P-E

HEAVY HANDGUNS**BudgetArms Auto-3**

p.14

If the Rule of One comes into play when firing this weapon, there is a 1-in-1D6 chance of the firer taking 6M damage with only one-half Ballistic armor defending.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	5	8 (c)	SA	9M	2.25	4/12 hrs	350¥	.7	6P-E

Dai Lung Magnum

p.14

If the Rule of One comes into play, there is a 1-4 on 1D6 chance that the gun explodes, doing its base damage to the firer (no armor resists).

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	6	10 (c)	SA	9M	2	2/12 hrs	240¥	.8	6P-E

Espinoza One Shot

p.14

When fired, roll 1D6: 1 = weapon explodes doing base damage to firer, 2–4 = weapon fails to fire, 5–6 = fires normally. If it fails to fire, it can be tried again on the firer's next action. The gun cannot be reloaded.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	5	1	SS	10M	2.5	2/24 hrs	75¥	1	6P-E

Malorian Arms Heavy Flechette Pistol

p.14

This weapon comes with an internal smartlink as standard. The weapon uses two magazines: one 25-round clip holding the bullets, and a 200-shot "fuel tank" holding the liquid propellant. It uses its own ammunition, and can not use any other weapon's ammunition. Furthermore, the only ammunition this weapon can fire is equal to Needle ammo (p.30 of the **Neo-Anarchists' Guide to Real Life**). The liquid propellant costs 30¥ to fill the magazine (i.e. .15¥ per shot), while the Needle ammo costs its normal price.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	5	see above	SA	9M	2.5	9/48 hrs	1,595¥	2	4P-E

Mustang Arms "Mark II"

p.15

Comes with a rating 1 gas vent and an empty, 20-round clip (reduces Concealability to 3 when used).

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	4	12/20 (c)	SA	9M	1.75	6/48 hrs	425¥	1.25	6P-E

Nova Model 338 Citygun

p.15

Comes with two clips of Regular ammo. It cannot use barrel-mounted accessories, since the gas porting on the barrel prevents this. The gas porting gives it a firing rate of SA, instead of SS. If required, this gun can be reloaded as if its magazine were 7 (cy) instead of 7 (c).

Disposable Ammo Cassettes are available for 5¥ each, while pre-loaded cassettes (with Regular ammo) cost 7¥.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	5	7 (c)	SA	10M	2.5	4/24 hrs	460¥	1	6P-E

Nova Model 757 Cityhunter

p.15

After every 6 rounds, the user must spend a Simple Action to move the next rounds to the chamber. In a smartlinked weapon this can be done in a Free Action. The speedloader is 25¥, and allows reloading of 18 rounds in one Complex Action—however, the gun must be completely empty for it to be used. The Cityhunter cannot use standard Heavy Pistol ammo, and must use a special kind that has Availability +3/x2, Cost x2, Street Index x1.5 from normal.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	3	18 (m)	SS	9M	2.75	6/4 days	480¥	2	6P-E

Stein & Wasserman Bi-Power Handcannon

p.15

The two rows of stats are for the two barrels. Switching from automatic to revolver or vice versa costs a Simple Action (a Free Action for smartlink-controlled weapon).

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	2	6 (cy)	SS	10M	3	8/5 days	850¥	1.5	5P-E
Heavy Pistol	Heavy Pistol	—	10 (c)	SA	8M	—	—	—	—	—

SternMeyer P-35

p.15

Known as the "SternMeyer Type 35" in **Running Gear**.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	5	8 (c)	SA	9M	2.5	4/36 hrs	400¥	1	6P-E

Tsunami Arms "Raimei" Ramjet Pistol

p.16

Ammunition cost is 30¥ per round, and the gun comes with one full clip. Also included is an IBS system (see **Corporate Security Handbook** page 71) and either a smartlink (level I) or a magnification 2 telescopic sight. Damage is 9S at short range, 12S at medium range, 14S at long range, and 15S at extreme range

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Shotgun	3	6 (c)	SA	see above	2	16/14 days	2,150¥	4	3-J

VERY HEAVY HANDGUNS**454 Magnum Disposable**

p.16

Before this gun can be fired, the user must first spend a Simple Action to pull the battery tab. Cannot accept any accessories, and cannot be reloaded.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Light Pistol	7	2	SS	10M	.75	8/4 days	100¥	1.5	6P-E

Ameritech Magnum

p.16

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	4	5 (cy)	SS	10M	2.75	—	1,000¥	—	6P-E

Armalite 44

p.16

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	4	8 (c)	SA	9M	2.25	4/24 hrs	450¥	1	6P-E

Colt AMT Model 2000

p.16

This weapon fires Firepower™ ammo as standard (see **Running Gear**).

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	5	8 (c)	SA	9M	2.5	5/24 hrs	500¥	1	6P-E

Constitution Arms Multi-Ammunition Pistol

p.16

By spending a Simple Action (a Free Action in a smartlink-controlled weapon), the user can select which round from the magazine to fire. TimeSquare Marquee is not necessary for the data to be fed back to the user.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	4	5 (cy)	SS	9M	2.25	6/60 hrs	525¥	2	6P-E

Federated Arms 454 DA "Super Chief"

p.16

This weapon is standard equipped to fire Firepower™ ammo (p.26, **Running Gear**), which is not yet figured into the Damage Code.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Shotgun	3	5 (cy)	SS	11M	3.5	5/36 hrs	1,375¥	1.25	5P-E

Malorian Arms 3516

p.16

This weapon requires that the arm with which the gun is fired is a cyberarm, and that the user has at least Strength 4. A character without a cyberarm has a +4 modifier to his target number, while a character with a Strength lower than 4 gets a modifier of $+(4 - \text{Strength}) \times 2$. All these are cumulative.

The weapon comes equipped with an internal smartlink II. Fires Firepower™ ammo (p.26, **Running Gear**), already figured into the Damage Code.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	4	6 (c)	SS	12M	3	—	4,525¥	—	6P-E

Militech .477 Boomer Buster

p.17

The folding arm brace, if folded out, gives a -1 modifier to the Concealability. If the Boomer Buster is fired without using the arm brace, it uses Heavy Pistol ranges; when used with the arm brace, or when fired by a person with a cyberarm, Shotgun ranges are used. Damage is 9S at Short range, 7S at Medium and Long ranges, and 7M at Extreme range.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	see above	4	4 (m)	SS	see above	3	6/48 hrs	450¥	2	4P-E

Nomad .44 Magnum Revolver

p.17

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	4	6 (cy)	SS	10M	2.5	6/48 hrs	375¥	1	6P-E

Nova Arms Plasmatic™ Revolvers

p.17

These come standard with the electro-thermal ammo enhancement. Remember to multiply all ranges by 1½; the Power Level as shown has already been adjusted. Ammo costs are standard (p.256, **SRII**), while a 24-shot battery costs 50¥, while 100-shot hip packs are 100¥ (Availability 8/4 days, Street Index 1.5).

Nova Arms "Stallone" .357 Plasmatic™ Magnum

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Light Pistol x1.5	4	6 (c)	SS	14M	2.25	8/7 days	999¥	2	5P-E

Nova Arms "Bronson" .41 Plasmatic™ Magnum

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol x1.5	4	6 (c)	SS	15M	2.5	8/7 days	1,199¥	2	5P-E

Nova Arms "Eastwood" .44 Plasmatic™ Magnum

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol x1.5	3	6 (c)	SS	15M	2.5	9/7 days	1,499¥	2	5P-E

Nova Arms "Arno" .454 Plasmatic™ Magnum

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Shotgun x1.5	3	6 (c)	SS	16M	3	10/7 days	1,799¥	2	5P-E

Royal Enfield Ordnance Spitfire 12mm Battle Pistol

p.17

SAS and SBS models may fire two shots per Simple Action, not one; these are Availability —, Street Index —. Roll for each shot separately, and apply its recoil to the next shots as normal. The smartlinked version costs 700¥.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	4	12 (c)	SA	10M	2.5	6/60 hrs	550¥	2.5	6P-E

Submachine Guns

Unless otherwise noted, all submachine guns use **cased** ammunition.

LIGHT SMGs**Federated Arms Tech-Assault**

p.17

Melts if a 1 is rolled on 1D6 when it is fired.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	SMG	4	30 (c)	SA/FA	6L	3.5	4/36 hrs	640¥	1	4-G

Federated Arms Tech-Assault II

p.17

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	SMG	5	50 (c)	SA/FA	6L	2.5	4/36 hrs	600¥	1	4-G

Heckler & Koch MPK-9

p.17

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	5	35 (c)	SA/BF/FA	7M	3	5/36 hrs	1,040¥	.8	4-G

Militech Mini-Gat Machine Carbine

p.18

This weapon uses caseless ammo and has the rate of fire of a minigun.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	SMG	1	120 (c)	BF/FA	6L	5.75	20/14 days	2,695¥	5	1-J

Setsuko-Arasaka "PMS" Advanced Sub-Machine Gun

p.18

This weapon comes with an internal smartlink and sound suppresser. There is a model without the smartlink, costing 950¥. Both fire caseless ammo.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	4	40 (c)	SA/BF	6M	3.5	4/72 hrs	1,150¥	1	4-G

Suranam Machine Pistol

p.18

Cannot use other weapons' ammunition. The only round available for this weapon is equivalent to EX Explosive (p.51, **Fields of Fire**), whose damage is already figured into the damage code in the stats. Concealability drops to 3 if the 50-round clip is used. It fires at supermachine gun rates.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light Pistol	SMG	5	25/50 (c)	SA/FA	8L	2	4/4 days	375¥	1.5	3-G

Uzi Miniauto 9

p.18

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	5	30 (c)	BF/FA	6M	3	4/36 hrs	700¥	1	4-G

MEDIUM SMGs

Arasaka WMA "Minami 10"

p. 18

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	6	40 (c)	SA/BF/FA	7M	3.25	3/24 hrs	1,000¥	.9	4-G

Silenced Model

Comes with an integral sound suppresser.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	4	40 (c)	SA/BF/FA	7M	3.75	5/48 hrs	1,400¥	.9	2-G

Beretta M-24 Advanced Submachine Gun

p. 18

The non-smartlinked version costs 950¥.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	4	50 (c)	BF/FA	7M	3.5	6/4 days	1,250¥	1.25	4-G

Heckler & Koch MP-2013

p. 19

Has an integral sound suppresser.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	4	35 (c)	SA/BF/FA	6M	2.75	5/48 hrs	900¥	1.1	4-G

IMI "Gamdaii"

p. 19

The first row of stats is for the SMG, the second for the integral grenade launcher. Clip selection costs a Simple Action for non-smartlinked weapons, or a Free Action for those with a smartlink. The grenades used are not interchangeable with other mini-grenades, have no minimum range, and cost 50% more. Shotgun rounds can also be loaded into the grenade launcher.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	—	2x 35 (c)	SA/FA	6M	4.5	5/60 hrs	950¥	3	3-J
Grenade	Shotgun	—	1 (m)	SS	grenade	—	—	—	—	—

Malorian Arms Sub-Flechette Gun

p. 19

The 30-round clip reduces Concealability by 1. This weapon has a rating 3 improved gas vent, and fires only caseless ammo.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	3	10/30 (c)	BF/FA	6M	4	4/24 hrs	795¥	1	3-G

Militech-10 Submachinegun

p. 19

This SMG comes equipped with a Militech Mini-Grenade Launcher with 4-round internal magazine, sound suppresser and rating 1 telescope sight. Since this weapon is made mostly of plastic, its Concealability is increased by 1 if checking for detection by metal detectors.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	2	30 (c)	BF/FA	6M	7	5/72 hrs	3,455¥	3	2-H

Militech Viper Submachinegun

p. 19

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	5	40 (c)	SA/BF/FA	6M	2.5	6/5 days	600¥	3	4-G

Mustang Arms ARS-5C Submachinegun

p. 19

Base price of the weapon is 600¥, +600¥ for smartlink, +150¥ for camouflage, +100¥ for rating 1 telescope sight, +100¥ for laser sight, +50¥ for sound suppresser. The ARS-5C fires at supermachine gun rates.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	3	40 (c)	SA/BF/FA	7M	3.75	6/72 hrs	see above	1.75	4-G

"Sten"

p. 19

May be chambered for Hold-Out (4L damage), Light Pistol (6L damage), Heavy Pistol (9M damage), or SMG (6M or 7M damage) ammo. Ranges are as for the ammo type fired.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	see above	3	30 (c)	SA/FA	see above	3.5	3/24 hrs	200¥	1	3-G

Stolbovoy StS Submachinegun

p.20

The smartlinked model is 1,200¥. Availability is 4/48 hrs in eastern Europe and Russia.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	4	35 (c)	SA/FA	7M	3	8/7 days	600¥	2	4-G

HEAVY SMGS**CCMMC Tuzi-7**

p.20

Availability is 6/60 hrs in China, but the weapon is virtually impossible to find elsewhere.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	4	30 (c)	SA/FA	7M	3.25	—	125¥	—	4-G

Chadran Arms City Reaper

p.20

The first row of stats is for the SMG barrel, the second for the shotgun.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	2	40 (c)	SA/FA	7M	5.75	8/10 days	950¥	2	3-G
Shotgun	Light Pistol	—	10 (c)	SA	8S	—	—	—	—	—

Heckler & Koch MPK-11

p.20

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	4	30 (c)	SA/FA	7M	3.5	5/48 hrs	1,400¥	1.2	4-G

Heckler & Koch MPK-2020 SMG

p.20

Comes with either a laser sight or a smartlink, for the listed price. Availability is 8/10 days in Europe.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	2	60 (c)	SA/BF/FA	7M	4	11/14 days	750¥	2	4-G

Ingram MAC 14

p.20

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	6	20 (c)	SA/FA	7M	3	4/36 hrs	650¥	1	4-G

Sternmeyer SMG-21

p.20

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	4	30 (c)	SA/BF/FA	7M	3.25	4/36 hrs	1,000¥	1.1	4-G

Shotguns

Unless otherwise noted, all shotguns use **cased** ammunition.**Arasaka WCAA "Rapid Assault Shot 12"**

p.21

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Shotgun	1	20 (c)	SA/FA	8S	5.5	8/10 days	1,800¥	2.25	1-G

CCMMC Qi-15

p.21

Availability is 10/10 days in China, but the weapon is virtually impossible to find elsewhere.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Shotgun	—	15 (c)	SA/FA	9S	4.5	—	150¥	—	1-G

Constitution Arms Hurricane Assault Weapon

p.21

The hydro-shock recoil compensation is rating 1. Fires at supermachine gun rates

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Shotgun	—	40 (c)	SA/FA	8S	5	14/21 days	1,000¥	4	1-G

Enfield-Ubichi LastChance

p.21

Cannot be reloaded.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Light Pistol	5	1	SS	10S	.5	4/48 hrs	60¥	1	3-F

Luigi Franchi P.16

p.21

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Shotgun	4	20 (c)	SA/FA	8S	3.75	8/12 days	980¥	2.5	1-G

Luigi Franchi "King Buck" Multi-Magnum

p.21

Each barrel can be fired separately (requiring a Simple Action per barrel), or all can be fired at once (requiring a Complex Action). There is no need to switch between modes. When firing multiple barrels, treat it as a burst of the appropriate number of rounds.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Shotgun	1	4 (m)	SA	9S	7	12/4 days	800¥	2.1	6-F

MetaCorp Warhammer™ Assault Shotgun

p.21

Fires standard shotgun ammunition.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Shotgun	—	16 (c)	SA/BF	10S	3.25	8/72 hrs	700¥	2.75	2-G

Military M-12 Close Assault Weapon

p.22

By spending a Simple Action, the firer can choose which round from the clip to fire. Smartlinked weapons must also spend a Simple Action, not a Free Action, for this.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Shotgun	—	20 (c)	SA/BF/FA	9S	4.25	6/7 days	950¥	3	1-G

Militech Bulldog Compact Assault Shotgun

p.22

This combat shotgun has a gas vent 1 system and a laser sight (top-mounted) as standard, and is available with an internal smartlink for 500¥ extra.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Shotgun	2	21 (c)	SS/BF/FA	9S	6.5	12/9 days	1,000¥	3	1-G

Militech Crusher SSG

p.22

This weapon fire shotgun rounds but uses Light Pistol ranges. Increase the Target Number at Medium range by +1, at Long range by +2, and at Extreme range by +4 (telescopic sights do not alter these modifiers). Damage at Short and Medium ranges is 6S, at other ranges it is 8M.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Light Pistol	5	6 (c)	SA	6S/8M	3	6/48 hrs	1,450¥	1.5	5P-F

Militech Military/Police Shotgun

p.22

The first set of stats below are for the 10-gauge version, while the second set is for 12-gauge model. Both use the same ammo. Concealability goes up to 3 if the stock is folded.

10 gauge model

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Shotgun	2	6 (m)	SA	10S	4.5	4/60 hrs	800¥	1	5P-F

12 gauge model

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Shotgun	2	8 (m)	SA	8S	4.5	4/60 hrs	800¥	1	5P-F

Mustang Arms Close-Control 20

p.22

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Shotgun	3	15 (c)	SA	8S	4	9/7 days	350¥	1.25	6P-F

Mustang Arms "Raider" Riot Shotgun

p.22

In a 5-shot capacity, the clip that is in the weapon can be reloaded as if it were a magazine (m). In the 9-round model, the magazine is not replaceable. Barrels are available to give either 8S or 9S damage (8S barrel adds 1 to Concealability). Barrels cost 50¥ each, 5-round clips 25¥, 9-round magazine 50¥.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Shotgun	1	5(c) or 9(m)	SA	8S/9S	3.75	5/60 hrs	400¥	1	5P-F

Stermeyer Stakeout 10

p.22

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Shotgun	2	10 (m)	SA	9S	3.75	8/7 days	900¥	1.5	6P-F

Tsunami Arms "Ragnarok" Close Assault Weapon

p.22

The electro-thermal ammo enhancement modifier has already been calculated into the damage.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Shotgun x1.5	—	40 (c)	SA/FA	12S	4.75	16/21 days	4,500¥	5	1-G

Assault Rifles

Unless otherwise noted, all assault rifles use **cased** ammunition.

AKR-20 Medium Assault

p.27

This weapon has a top-mounted laser sight and a barrel-mounted gas vent, rating 1.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	3	30 (c)	SA/BF/FA	8M	4	5/48 hrs	1,000¥	2	2-G

Arasaka WAA Bullpup Assault Weapon

p.27

The optical sight is magnification 2, and a smartlink II is standard.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	2	5/15/30 (c)	BF/FA	8M	4.25	6/72 hrs	1,600¥	2.25	2-G

CCMMC Jinhua M-9

p.27

Availability in China is 10/14 days.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	1	35 (c)	SA/FA	8M	4	—	250¥	—	2-G

Chadran Arms Jungle Reaper

p.27

The first line of stats is for the rifle, the second for the integral grenade launcher.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	Assault Rifle	—	60 (c)	SA/FA	6M	5.75	12/14 days	3,100¥	3	1-G
Grenade	Grenade	—	6 (m)	SA	grenade	—	—	—	—	—

Colt M-18 Assault Weapon

p.27

The optical sight gives no special modifiers.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	2	35 (c)	SA/BF/FA	8M	3.5	4/48 hrs	1,500¥	2	2-G

Darra-Polytechnic M-9 Assault Rifle

p.27

Equipped with a rating 1 telescope sight, this weapon fires caseless ammo only.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	3	40 (c)	SA/FA	8M	3.75	8/72 hrs	1,300¥	.9	2-G

FN-RAL Heavy Assault Rifle

p.27

Comes with a magnification 1 imaging scope (top mount).

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	3	30 (c)	SA/FA	8M	5	5/60 hrs	1,200¥	2	2-G

Federated Arms Light Assault 15

p.27

This weapon has its Concealability raised by +1 when being checked by metal detectors due to its plastic construction. It comes with a rating 1 telescope sight, and an internal smartlink costs 300¥ extra. Both weapons fire only caseless ammo.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	3	30 (c)	BF/FA	8M	3.5	4/36 hrs	400¥	1.25	2-G

Fábrica de Armes M-2012

p.28

This weapon has a rating 1 telescope sight and an under-barrel laser sight, and fires caseless ammunition.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	3	30 (c)	SA/BF	8M	5	4/60 hrs	1,400¥	2	2-G

Kalashnikov A-80 Heavy Assault Rifle

p.28

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	1	35 (c)	SA/FA	8M	4.5	4/36 hrs	1,100¥	2.5	2-G

Militech Dragon Light Assault Weapon

p.28

Comes with an improved gas vent 2 system.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Light MG	4	35 (c)	SA/FA	7M	3	12/14 days	700¥	3.5	2-G

Militech M-31a1 Advanced Infantry Combat Weapon

p.28

This weapon has a built-in (i.e. non-removable) under-barrel Militech Mini-Grenade Launcher (page 33), in the 4-shot variety. The M-31a1 is a super machinegun firing SMG ammo, but using AR ranges. It cannot accept accessories.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	Assault Rifle	1	150 (c)	SA/BF/FA	6M	6.5	20/28 days	1,695¥	4.5	2-H

Militech Mk IV Assault Weapon (Revised)

p.28

Has an improved gas vent 2 system on the barrel.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	2	35 (c)	SA/FA	8M	4	12/14 days	800¥	3	2-G

Militech Ronin Light Assault

p.28

Fires caseless ammunition, and has a laser sight on the top mount.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	1	35 (c)	SA/BF/FA	8M	3.5	4/48 hrs	900¥	2	2-G

Royal Enfield Ordnance Liquid Propellant Assault Rifle

p.29

The velocity can be set with a Simple Action (Free Action for a smartlinked gun); damage is 6L for low/riot, 6M for medium/urban, and 9M for high/full combat. A smartscope (no magnification, see page 24, **Running Gear**) and a rating 1 recoil compensator are fitted, and recoil is multiplied by 1.5 (after compensation, round down) at high power setting.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Special	Assault Rifle	—	2x 45 (c)	SA/BF/FA	see above	5	18/1 mth	1,800¥	6	1-J

Stermeyer M95A4 (CG-13B) Assault Weapon

p.29

Fires caseless SMG rounds at supermachine gun rates. It has a rating 1 telescope sight, a laser sight costs 150¥.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	Assault Rifle	2	90 (c)	SA/BF/FA	6M	3.7	14/9 days	3,000¥	4	2-G

Stolbovoy St-5 Assault Rifle

p.29

The short-barreled version reduces the Damage to 7M, but increases Concealability to 3. Availability is 6/72 hrs in eastern Europe and Russia. The smartlinked model costs 1,800¥.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	2	30 (c)	SA/FA	8M	4.25	10/7 days	900¥	3	2-G

Towa Manufacturing Type-20 Advanced Infantry Combat Weapon

p.29

Comes with a smartlink II, bipod, and integral grenade launcher (second row of stats is for the grenade launcher). The rifle fires SMG rounds.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	Assault Rifle	1	100 (c)	BF/FA	7M	4.75	12/14 days	4,200¥	3.5	1-J
Grenade	Grenade	—	4 (m)	SA	grenade	—	—	—	—	—

Towa Manufacturing Type-99 Assault Rifle

p.29

Has a smartlink II and bipod.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	3	35 (c)	BF/FA	8M	3.75	10/14 days	1,500¥	1.75	2-G

Sniper Rifles

Unless otherwise noted, all sniper rifles use **cased** ammunition.

Arasaka WSSA Sniper System p.29

Only fires fragmentation flechette rounds. Standard equipment on the rifle are a smartlink II, a rating 3 magnification scope with low-light, a silencer, and a rangefinder.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Sniper Rifle	Sniper Rifle	—	40 (c)	SA	14S	3.8	16/14 days	9,600¥	4.5	2-J

Barrett M-90 Sniper Rifle p.30

Smartlinked version costs 5,000¥

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Sniper Rifle	Sniper Rifle	—	10 (c)	SS	12D	7.5	14/10 days	3,000¥	5	1-J

Barrett-Arasaka Light-20 p.30

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Cannon	Assault Cannon	—	10 (c)	SS	18D	19	15/14 days	6,000¥	2	1-J

FR-F6 p.30

Has a bipod, laser sight, rating 2 telescope sight, and silencer.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Sniper Rifle	Sniper Rifle	—	10 (c)	SA	14S	5	12/7 days	4,400¥	4	2-J

Nomad 15mm "Long Rifle" p.30

A Strength of 5 or more is needed to fire this weapon from a standing position. Typically, it comes with a magnification 3 telescope sight with low-light, and a bipod. Most are customized for their user (not included in the price, as this is normally done by the user himself). The ammunition fired is the same as for the Barret 121 (**Fields of Fire** p.35).

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Sniper Rifle	Sniper Rifle	—	9 (c)	SS	14D	12	14/30 days	3,000¥	5	1-J

Remington Gyro-Sniper Rifle p.30

A smartlink II and a non-magnifying low-light/thermographic scope are standard. Ammunition costs 80¥ per 10 rounds, with the same Availability and Street Index as the rifle; only Regular and API rounds are available. Damage is 10S at Short range, but 14S at all other ranges.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Sniper Rifle	Sniper Rifle	—	6 (m)	SS	10S/14S	7	12/10 days	5,000¥	4.75	1-J

Towa Manufacturing Type-00-Kai p.30

Comes with a smartlink and electro-thermal ammo enhancement (multiply ranges by 1.5).

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Sniper Rifle	Sniper Rifle x1.5	—	6 (c)	SS	21S	6.25	15/7 days	6,000¥	4.5	2-J

Other Rifles

Unless otherwise noted, all rifles use **cased** ammunition.

Heckler & Koch HK77UK

p.30

The folding stock adds 2 to Concealability when folded in, but also increases all target numbers by +2 at the same time. The smartlink costs 600¥ and can be used with either smartlink cyberware or smart goggles, the suppresser costs 200¥, and an empty, 45-round magazine is 60¥.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	LMG	3	30/45 (c)	SA/BF/FA	8M	4	6/72 hrs	750¥	1.75	3-G

Hughes Rocket Rifle

p.31

Cannot swap ammunition with other weapons. Rounds cost 20¥ each, and are treated as APDS.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	—	3 (m)	SS	12S	5.5	16/21 days	750¥	5	1-J

M-99 EVAW

p.31

The first row of stats is for the rifle, the second for the grenade launcher. Rifle ammunition cannot be interchanged with that of other sporting rifles.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Sporting Rifle	Sporting Rifle	—	30 (c)	SA	7S	7	—	5,000¥	—	1-J
Grenade	Grenade	—	10 (c)	SS	grenade	—	—	—	—	—

Militech Cyborg Rifle

p.31

This weapon fires LMG ammo, but uses assault rifle ranges. It includes a rating 2 Gas Vent on the barrel.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Light MG	Assault Rifle	2	30 (c)	SA	6S	7.5	10/7 days	800¥	2.5	3-J

Militech Ninja

p.31

Comes with an integral sound suppresser, and fires caseless hold-out pistol rounds at supermachine gun rates.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Hold-Out	Assault Rifle	1	30 (c)	SA/BF/FA	5L	4.5	12/7 days	2,100¥	3.75	1-J

Nomad .357 Magnum Automatic Carbine

p.31

Hot loads do 10M damage.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	SMG	3	30 (c)	SA/BF	9M	3	5/48 hrs	400¥	1	3-G

Nomad .357 Magnum Lever-Action Carbine

p.31

Hot loads do 10M damage.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	SMG	3	9 (m)	SS	9M	3	5/48 hrs	300¥	1	3-F

Nomad .44 Magnum Lever-Action Carbine

p.31

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	SMG	3	8 (m)	SS	10M	3	5/48 hrs	650¥	1	3-F

Nomad 7.62mm Bolt-Action Rifle

p.31

For rules for the Bolt-Action (BA) firing mode, see page 78, **Paranoid Animals of North America**.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Sporting Rifle	Sporting Rifle	1	6 (m)	BA	7S	6.5	6/48 hrs	500¥	1	3-F

Nomad "Personal Weapon" Derivatives

p.31

Fires either SMG (7M damage) or Heavy Pistol (9M damage) rounds.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
see above	SMG	4	50 (c)	SA/BF	7M/9M	3.5	8/7 days	500¥	1	3-G

Polymer One-Shot Cannon

p.32

Holds a single HEP round (see **Chromebook**, p.54; already figured into Damage Code), and can not be reloaded. If the Rule of One is invoked, the weapon explodes, doing 6M damage to the firer (no armor resists).

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Shotgun	3	1	SS	5S	1.5	3/12 hrs	190¥	.6	5P-F

Stein & Wasserman Model F "Cyborg Assault" Weapon System

p.31

It costs a Simple Action to select an ammo type, or a Free Action if the weapon is controlled through a smartlink. It is equipped with a 22mm Muzzle Adaptor.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Sporting Rifle	Assault Rifle	4	8 (c)	SS	8S	4	10/5 days	1,650¥	2.5	1-G

Tsunami Arms Ramjet Rifle

p.32

Can only fire its own special ammo, which does one extra box of damage if any damage remains after the target's Body Resistance Test. This ammo costs 100¥ per 10 rounds, Availability 8/72 hrs, Street Index 2.

The weapon comes equipped with a bipod (under-barrel mount), rating 1 recoil compensation by the free-floating barrel, magnification 3 telescope sight (top mount) and an internal smartlink II. Damage is 10S at short range, 12S at medium range, 14S at long range, and 16S at extreme range. It can fire one burst per Complex Action.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Sniper Rifle	Sniper Rifle	—	9 (c)	SA/BF	10S-16S	5	16/14 days	7,380¥	4	1-J

Machine Guns

Unless otherwise noted, all machine guns use **cased** ammunition.

Constitution Arms Cyclone Squad Support Weapon

p.32

Uses caseless ammunition, and has a bipod.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
LMG	LMG	—	100 (c)	FA	7S	8	8/7 days	1,200¥	2	2-H

Constitution Arms Deluge Crowd Control Weapon

p.33

Fires at supermachine gun rates, and the only round it can use is treated as needle ammunition, but carries one dose of sleep drug. An full magazine costs 125¥.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Hold-Out	Heavy Pistol	—	400 (c)	FA	5D Stun	12	9/14 days	8,000¥	2.5	2-H

Dover GA-1112 Autogun

p.33

Fires at minigun rates; due to its two barrels, this means it fires 30 rounds per Complex Action. It has a built-in smartlink, but takes one turn to get up to speed. For 6,500¥ it can be vehicle-mounted as described.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
MMG	MMG	—	400 (c)	FA x2	9S	15	25/1 mth	11,100¥	4	1-J

FN MG-6 "One-on-One"

p.33

Fires at double normal rate, because of the two barrels (max. 20 rounds per Complex Action).

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	LMG	—	100 (c)	FA x2	8M	8.5	6/7 days	1,800¥	2.5	2-H

Fábrica de Armes M-2012HB SAW

p.33

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	2	30/100 (c)	SA/BF/FA	8M	5.2	6/3 days	1,700¥	2.25	2-H

Heckler & Koch G-6 Advanced Squad Automatic

p.33

This LMG comes equipped with an internal smartlink II and rating 2 thermographic telescope sight. It fires caseless SMG ammo at super machinegun rates.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	LMG	—	100 (c)	FA	7M	7	14/21 days	2,050¥	3.5	2-H

M2A5 Browning .50cal HMG

p.33

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
HMG	HMG	—	belt	FA	10S	20	17/14 days	4,000¥	2	2-H

M-60D Medium Machine Gun

p.33

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
MMG	MMG	—	belt	FA	9S	9.5	16/14 days	2,000¥	2	2-H

Militech High Power 15

p.33

This is a supermachine gun firing caseless SMG ammo. The 180-round drum reduces Concealability by 3.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	Assault Rifle	1	180 (c)/belt	SA/BF/FA	6M	5.5	15/8 days	3,200¥	4.25	1-J

Militech M-232 Squad Assault/Automatic Weapon

p.34

Has a bipod, but cannot accept any accessories.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Assault Rifle	2	35 (c)/belt	FA	8M	7.25	6/72 hrs	2,000¥	2.5	1-G

Militech Renegade Squad Automatic Weapon

p.34

This weapon has an improved gas vent 3 on the barrel, and a folding bipod on the under-barrel mount.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	Sporting Rifle	—	35 (c)/belt	SA/FA	9M	6.5	16/14 days	2,200¥	3.5	1-G

Militech 20L Autocannon

p.34

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Cannon	Assault Cannon	—	belt	FA	18D	60	—	90,000¥	—	1-J

Sternmeyer M-5A Squad Automatic Weapon

p.34

Has a bipod.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
LMG	LMG	—	belt	FA	7S	8.75	6/6 days	2,000¥	2	2-H

Towa Manufacturing Type-8 Medium Machine Gun

p.34

Fires caseless ammunition.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
MMG	MMG	—	100 (c)	FA	9S	12.5	18/14 days	5,000¥	3	2-H

Heavy Weapons

Unless otherwise noted, all heavy weapons use **cased** ammunition.

60mm Light Mortar

p.34

See the M-12 mortar and its ammo on pages 44 and 45 of **Fields of Fire** for rules on the 60mm mortar. However, divide all ranges by 3.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Mortar	Mortar ÷ 3	—	1	SS	mortar round	15	12/14 days	1,500¥	2	1-J

Colt-Mauser M2X Cannon

p.34

If the target is missed (i.e. no successes are rolled on the Gunnery skill test to fire this weapon), the firer must resist 6L Stun damage with his Body, using one-half Impact armor. If all ones are rolled on this test, the weapon is dropped. The M2X has a Magnification 2 Telescope Sight (top mount) and Shock Pads (stock mount).

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Cannon	Heavy MG	—	8 (c)	SS	18D	23	20/14 days	6,100¥	2	2-H

Commercial Grenade Launchers

p.34

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Grenade	Grenade	(-2)	1 (m)	SS	grenade	1	6/4 days	1,250¥	2.75	2-J

Kenshiri-Adachi F-253 Flamethrower

p.34

Use the white phosphorus rules for anyone getting hit by the flamethrower.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
special	Light Pistol	—	10	SS	6S/9L	15	—	4,500¥	—	1-J

Light Anti-tank Weapons

p.35

Neither of these weapons can be reloaded. One-half ballistic armor is used against them by any target struck directly, but those in the blast radius use Impact armor against the explosive force. They have armor-piercing warheads.

LAW

Blast reduction is -6 per meter.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Missile	Shotgun	2	1	SS	12D	2	6/48 hrs	600¥	2	1-J

HLAW

Blast reduction is -4 per meter.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Missile	Shotgun	—	1	SS	16D	5	8/48 hrs	1,600¥	2	1-J

M-32 Automatic Grenade Launcher

p.35

Uses standard grenade launcher rounds.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Grenade	HMG	—	belt	FA	grenade	12	18/21 days	5,000¥	3.5	1-H

M-205 Grenade Launcher

p.35

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Grenade	Grenade	3/(-2)	1 (b)	SS	grenade	1	6/4 days	500¥	2	1-J

M-212 Grenade Launcher

p.35

By spending a Simple Action (Free Action for a smartlinked gun), the firer can select the round he wants to fire.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Grenade	Grenade	—	8 (cy)	SA	grenade	3	10/5 days	2,000¥	2.5	1-J

Militech AM-3 "Anti-Matter Rifle"

p.35

If the target is missed (i.e., no successes are rolled on the Gunnery skill test to fire this weapon), the firer must resist 6L Stun damage with his Body, using one-half Impact armor. If all ones are rolled on this test, the weapon is dropped.

If the firer is standing up during firing, he must roll a Body test, Target Number 6, to avoid being knocked over. If knocked over, the target is automatically missed, and the firer must resist 6M Stun, in addition to the 6L Stun for missing the target.

The AM-3 has a magnification 3 telescope sight (top mount), shock pads (stock mount), internal smartlink, and a gas vent rating 2 (barrel mount). It uses Missile Launcher ranges, though the weapon is an assault cannon.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Cannon	Missile Launcher	—	5 (c)	SS	20D	26	20/14 days	8,000¥	3	1-J

Militech "Cowboy" U-55 Grenade Launcher

p.35

Equipped with a magnification 1 telescope sight. The U-55 can fire one burst per Complex Action.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Grenade	Grenade	—	12 (m)	SA/BF	grenade	3.25	8/48 hrs	1,600¥	3	1-J

Militech Hotshot L-ATGM

p.35

Blast reduction is -5 per meter, and rounds are subject to 2D6 meters scatter.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
L-ATGM	L-ATGM	—	1	SS	20D	3	8/48 hrs	2,500¥	2	1-J

Militech Mini-Grenade Launcher

p.35

Pump

If fitted to another weapon, it lowers the Concealability of that weapon by 2.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Grenade	Grenade	3	4 (m)	SA	grenade	3.5	10/6 days	2,550¥	3	2-J

Drum

The user can fire any grenade in the drum, although it costs a Simple Action to select the grenade type. A smartlinked weapon can select ammo types as a Free Action. If fitted to another weapon, it lowers the Concealability of that weapon by 4.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Grenade	Grenade	1	16 (c)	SA	grenade	5	24/12 days	4,750¥	5	1-J

Militech RPG-A Grenade Launcher

p.36

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Missile	Missile	—	1 (m)	SS	missile	4.5	9/14 days	4,500¥	2.5	1-J

Militech Scorpion 16 Surface-To-Air Missile

p.36

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Missile	Missile	—	1 (b)	SS	missile	5	10/14 days	6,000¥	2	1-J

Militech Urban Missile Launcher

p.36

Fires only Micromissiles (p.41, this book)

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Missile	Assault Rifle	3	12 (c)	SA	micromissile	3.5	10/7 days	4,500¥	2	3-H

Underbarrel Missile Pod

Fires only Micromissiles (p.41, this book), and must be clipped to the under-barrel mount of another weapon. A modification to the weapon is needed, costing 50¥, after which the under-barrel mount can only be used for the Micro-Missile Pod.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Missile	Assault Rifle	(-2)	1 (m)	SS	micromissile	.75	8/5 days	2,000¥	1.9	3-H

Rhinemetall EMG-85 Kinetic Energy Railgun

p.36

Use the following ranges: short 0–150m, medium 151–500m, long 501–1000m, extreme 1001–2000m. The weapon has a built-in gyro mount (rating 5, plus providing 3/1 armor) and internal smartlink II. A minimum Body of 5 is needed to fire the weapon, otherwise increase all target numbers by $+(5 - \text{Body}) \times 2$. When not using the gyro mount, add +4 to all target numbers, in addition to any modifier for the user's Body Attribute.

The ammo unit costs 1,200¥, Availability —, Street Index —. After each shot, the rifle may not be fired until after the end of the next turn, in order for it to recharge.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Special	see above	—	5 (m)	SS	25D	35	—	113,700¥	—	1-J

Rostovic Wrist Racate

p.36

This weapon uses its own, special ammunition.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Special	Shotgun	6	6 (m)	SA/BF	9S	2.5	18/20 days	3,800¥	3.5	1-J

Royal Enfield Ordnance 25mm Cockerill Assault Cannon

p.36

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Cannon	Assault Cannon	—	12 (c)	SS	18D	20	18/14 days	7,400¥	2	2-H

Towa Manufacturing Type-9 Grenade Launcher

p.37

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Grenade	Grenade	—	8 (cy)	SA	grenade	3.5	9/7 days	1,750¥	2	1-J

Tsunami Arms Type-17 Anti-Armor Rifle

p.37

Comes with a bipod and a smartlink II, and requires a Body of 7 or higher to use.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Cannon	Assault Cannon	—	12 (c)	SS	18D	20	18/14 days	7,500¥	2	2-H

Tsunami Arms Type-18 Automatic Grenade Launcher

p.37

Changing a magazine costs 4 Complex Actions. Characters using this weapon receive -2 Reaction and -1 Quickness penalties due to its bulk.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Grenade	Grenade	—	30 (m)	FA	grenade	25	12/7 days	4,000¥	3.5	1-J

'Borg Weapons

Unless otherwise noted, all 'borg weapons use **cased** ammunition.

These very large weapons can only be effectively used by characters equipped with at least one cyberlimb (preferably two), a gyromount, or a full body conversion (see the **Chromebook Conversions** and the **Plastic Warriors Errata** available from [HTTP://WWW.XS4ALL.NL/~GURTH/PLASTIC.HTML](http://www.xs4all.nl/~gurth/plastic.html)).

For characters not equipped with any of this, apply the 'borg weapon recoil rules following directly below.

'BORG WEAPON RECOIL RULES

To use weapons designed for full 'borgs, a character must have a certain minimum Body Attribute Rating; how high this is can be calculated by using these rules.

The base Body Minimum is found by multiplying the weapon's Power Level by a factor that depends on the Damage Level: x.25 for Light, x.5 for Medium, x.1 for Serious, and x1.25 for Deadly. Then multiply this by any applicable factors from the Modifiers table, below. All multiply together, so don't add them up first.

For the rate of fire (ROF), only one applies. For example, a supermachine gun (like the Ingram SuperMach from **Fields of Fire**) is capable of semi-auto, burst fire, and full-auto fire. This weapon uses the "Minigun or SuperMG FA" modifier, since it is a supermachine gun capable of full-automatic fire, even though it might only be fired in BF mode. A supermachine gun only capable of burst fire uses the "FA or SuperMG BF" line, etc.

If the Body Minimum is greater than the firer's Body, add the difference between the two to the target number for firing the weapon. If the firer's Body is less than one-half the Body Minimum, he must resist (number of rounds fired x 2)L Stun damage every time he shoots the weapon.

'Borg Weapon Recoil Modifiers Table	
Modifier	Multiply by
One-handed (pistols)	x2.0
Two-handed (some SMGs and shotguns)	x1.0
Two-handed and braced (most others)	x0.5
Railgun	x1.8
ROF (see explanation below)	
SS or SA	x.75
BF	x1.0
FA or SuperMG BF	x1.5
Minigun or SuperMG FA	x2.0

Each cyberarm used to grip the weapon increases the firer's effective Body by +2 for the purposes of this calculation, as does a cybertorso. A gyromount adds one-third (round down) its rating to the firer's effective Body.

Chuck has a Body of 4 and one cyberarm. He wants to fire a Helix, which has a Damage Code of 10S. This gives it a Body Minimum of 10

(Power Level of 10, x 1 because of the Serious Damage Level). It's a two-handed weapon, not braced against the shoulder, for another x1.0, still keeping the target number at 10. The Minigun rate of fire multiplies it by 2.0, though, making it 20...

Chuck's cyberarm adds 2 to his effective Body, making it 6, so his target number modifier is +(20 - 6) = +14. Better have a high skill, Chuck...

Arasaka "Pocket Tsunami" Grenade Launcher

p.37

Either model uses the same stats, though the Revolver model receives a +1 target number modifier at all ranges.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Grenade	Grenade	—	6 (cy)	SS	grenade	8	14/14 days	1,250¥	4	1-H

Arasaka "Rage" Submachinegun

p.37

Though treated as an SMG, this weapon fires a specialized type of ammunition that is not interchangeable with that of other SMGs. 10-round clips cost 20¥, 20-round clips cost 40¥, and 50-round clips cost 100¥. 50-round clips also reduce Concealability by 1.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	2	10/20/50 (c)	SA/FA	6S	8	14/14 days	4,500¥	4	1-G

Generic Full 'Borg Weapons

p.38

Magnum Opus "Big Government"

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Heavy Pistol	4	13 (c)	SA	13M	3	10/14 days	2,000¥	3	3P-E

"Pistol"

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Light Pistol	3	9 (c)	SA	8S	3.25	11/14 days	1,000¥	3.5	3P-F

Caseless "SMG"

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Assault Rifle	SMG	2	50 (c)	SA/FA	8M	4	14/14 days	1,200¥	4	2-G

12.7mm "Assault Rifle"

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Medium MG	Assault Rifle	—	50 (c)	SA/BF/FA	9S	10	16/21 days	2,000¥	5	1-H

14.5mm "Assault Rifle"

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy MG	Assault Rifle	—	50 (c)	SA/BF/FA	10S	15	18/21 days	2,500¥	5	1-H

HiVel Caseless Auto-GL

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Grenade	Grenade	—	25 (c)	SA/FA	grenade	12.5	17/21 days	2,000¥	5	1-H

Magnum Opus "Hellbringer" Revolver

Fires its own type of ammunition, that is not interchangeable with that of other heavy pistols.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Heavy Pistol	Shotgun	2	3 (m)	SS	7S	4.25	15/14 days	4,000¥	3.5	1P-E

Malorian 3600 Super-SMG

p.38

Add 1 to the recoil of a burst (+4 instead of +3), and only one burst may be fired per Complex Action. It fires its own type of ammunition, which has +2/x2 Availability, x12.5 cost, x1.5 Street Index.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
SMG	SMG	3	20 (c)	SS/BF	7S	5.75	16/14 days	3,000¥	4	1-G

SlamDance, Inc. Hyper-Hammer

p.38

The shoulder rig costs 40¥ and adds +1 to the weapon's Concealability. One-half Impact armor is used to resist the blow.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
1	1	(str+2)D	8	20/21 days	2,000¥	2.5	1-K

Tsunami Arms Helix

p.38

A shotgun firing at minigun-rates... It uses binary-propellant rounds, which means it cannot use normal shotgun ammo but must use its own type (Availability +4/x2, double cost, Street Index +1). The weapon has a total recoil compensation of 6 points, and a laser sight on its top mount.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Shotgun	—	60 (c)	FA	10S	15	30/30 days	9,000¥	4	1-H

United Armaments CLAW

p.39

Any weapon with a Concealability of 4 or higher can be mounted underneath the CLAW. The CLAW cannot fire standard shotgun ammo.

Type	Ranges	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
Shotgun	Heavy Pistol	—	28 (c)	FA	9D	16	28/1 mth	1,600¥	8	1-K

Hand Grenades

Basic Commercial, Corp & Military Grenades

p.39

For high-explosive, chemical (smoke/gas), white phosphorus, and flash grenades refer to page 48 of **Fields of Fire**. All the grenades listed here are available in aerodynamic and non-aerodynamic models.

Anti-tank grenades cut all range categories in half, and its damage is resisted with one-half Ballistic armor by a target hit directly. Anyone in the blast radius uses Impact armor to resist as against other explosions.

Flash-bang grenades give a +5 modifier to all target numbers due to the flash; subtract 1 per 5 meters distance from the explosion, and halve the modifier if the character has flare compensation.

Sonics grenades force all within 6 meters to roll a Willpower (6) test; add a +2 to all target numbers for (4 – target's successes) turns.

	Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
Anti-Tank	4	15S	-3 per meter	1	6/7 days	120¥	3.5	1-I
Flash-Bang	6	12M Stun	-2 per meter	.25	8/6 days	80¥	2.25	1-I
Sonics	6	special	—	.5	8/72 hrs	80¥	2	2-E3

Biotech-Askari Motion Restraints

p.40

This grenade traps any character who is in the area of effect (one meter radius), as if entangled in a small net fired from a Net Gun (p.72, **Street Samurai Catalog**). It is a non-aerodynamic grenade.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
6	special	—	.5	6/48 hrs	60¥	2	Legal

DutchArms GPz-78 Mini-Grenade

p.40

This small grenade is aerodynamic, and can not be fired from a grenade launcher.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
8	8M	-1 per .5 meter	.1	4/60 hrs	40¥	1.5	1-I

EMP Grenade

p.40

Anyone within 4 meters of the explosion point must roll for cyber-system damage as if he or she has taken a Deadly wound (see page 39, **Shadowtech**). Everyone within 10 meters must do the same, but only for a Serious wound. Only electronic cyberware systems can be damaged by this grenade: items such as dermal plating, bone lacing, and so on cannot be damaged. Cybermemory that is damaged loses all information stored in it.

Everyone within ten meters from the explosion have a +4 modifier due to orientation loss, on all target numbers for the next 3 turns, reduced by 1 turn for every two successes on a Body (6) test.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
6	special	—	.3	10/10 days	400¥	4	1-I

FEN Dz 22 "Saucer Grenades"

p.40

These use the aerodynamic grenades ranges.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
7	8S	-1 per meter	.25	6/10 days	65¥	3	2-I

Ninja Smoke Pellets

p.40

The target is temporarily distracted and loses his next action if he does not roll any successes on a Reaction (4) test. A Stealth (4) test may be rolled by the pellet user to escape the area.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
10	—	—	.1	4/48 hrs	25¥ per 5 pellets	1	Legal

Scatter Grenade

p.40

This grenade has a 6-second (2-turn) delay, which cannot be changed. After ignition, it fills an area 5 meters radius with Dense Thermographic Smoke (p.89, **SRII**). The cloud lasts for 5 turns (15 seconds) in calm winds.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
6	—	—	.25	3/48 hrs	70¥	1.5	Legal

Spraypaint Grenade

p.40

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
6	—	—	.25	2/3 days	20¥	.9	Legal

Stench Bomb

p.40

Anyone in the affected area must roll a Willpower (8) test every turn. If no successes are rolled, the character must leave the area on his next action. Character with a switched-on olfactory booster (p.62, **Shadowtech**) add the booster's rating to the target number.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
6	—	—	.25	3/48 hrs	20¥	.8	Legal

Launched Grenades

Classic Rifle Grenades

p.41

These all use Shotgun ranges. The HEAT grenade does not suffer from Damage Level reduction against vehicles, and has an armor-piercing warhead.

	Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
Chemical	3	—	—	.5	6/8 days	50¥	2	2-I
HE	3	10S	-1 per .5 meter	.5	6/8 days	50¥	2	2-I
HEAT	3	14D	-14 per meter	.5	6/8 days	50¥	2	2-I

DCR Rifle Grenades

p.41

The grenades use SMG ranges. The anti-tank grenade does not suffer from Damage Level reduction against vehicles, and has an armor-piercing warhead.

	Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
Anti-Tank	4	16D	-8 per meter	.5	8/8 days	100¥	2	2-I
Concussion	4	12M Stun	-1 per meter	.5	8/8 days	50¥	2	2-I
Defensive	4	10S	-1 per .5 meter	.5	8/8 days	50¥	2	2-I
Offensive	4	10S	-1 per meter	.5	8/8 days	50¥	2	2-I

Militech 25mm Launched Grenades

p.41

Use SMG ranges for these grenades.

Flechette grenades are not explosive weapons, but do damage only to a target that takes a direct hit.

HEP grenades: one-half (rounded up) of the damage that remains after the target's Body test is Physical, the other half is Stun. One-half (round down) Ballistic armor is used against these grenades. They have no blast radius, and so only damage target that are hit directly.

	Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
Chemical	6	—	—	.25	8/8 days	30¥	2.5	2-I
Flechette	6	(2D6)S(f)	—	.25	8/8 days	30¥	2.5	2-I
Fragmentation	6	8S(f)	-1 per 1.5 meters	.25	8/8 days	30¥	2.5	2-I
HEP	6	8S	—	.25	8/8 days	30¥	2.5	2-I

Militech 25mm Pistol Grenades

p.41

These grenades use Light Pistol ranges if fired from a weapon with a Power of 6 or less, or Shotgun ranges if the pistol's Power Level is 7 or higher.

Flash Bomb: The base target number modification for all those looking in the direction of the flash is +4, reduced by 1 for every 5 meters distance from the point of ignition. Flare compensation reduces the modifier by 50% (round down).

HEP: one-half (rounded up) of the damage that remains after the target's Body test is Physical, the other half is Stun. One-half (round down) Ballistic armor is used against these grenades. They have no blast radius, and so only damage target that are hit directly.

Smoke/Tear Gas: Fills a 3 meters radius around the point of impact with Dense Smoke (p.89, **SRII**) or tear gas. Tear gas counts as Light Smoke for visibility purposes, and adds +4 to all target numbers of anyone inside it. If the eyes are shielded, reduce this modifier to +2. If the whole face is shielded, there is no modifier.

	Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
Concussion	8	8M Stun	-2 per meter	.1	5/6 days	15¥	2	4-I
Defensive Frag	8	6M	-3 per meter	.1	5/7 days	20¥	2	4-I
Flash Bomb	8	4L	-1 per meter	.1	4/72 hrs	15¥	1.2	4-I
HEP (Cratering)	8	4S	—	.1	4/6 days	30¥	1.5	4-I
Incendiary	8	6M	-6 per meter	.1	8/7 days	30¥	2	3-I
Offensive Frag	8	6S	-3 per meter	.1	5/7 days	25¥	2	3-I
Smoke/Tear Gas	8	gas	—	.1	6/7 days	20¥	2.5	Legal

Military 40mm Launched Grenades

p.42

These are all standard **Shadowrun** grenade launcher rounds. High-velocity rounds are not available.

Bean Bag: uses Light Pistol ranges, and Impact armor defends against its damage. It can only hit a single target, does not scatter or have a minimum range, and the target number and threshold for determining knock-down (p.91, **SRII**) are doubled.

Chemical: see smoke grenade, p.48, **Fields of Fire**.

Flash-Bang: give a +5 modifier to all target numbers due to the flash; subtract 1 per 5 meters distance from the explosion, and halve the modifier if the character has flare compensation.

Flechette: this is not really a grenade, but more a flechette round fired from a grenade launcher. It uses the flechette ammo rules (p.93, **SRII**), but does not suffer from minimum range or scatter. It uses the shotgun spread rules, as if it had a non-adjustable choke of 10.

Grapnel: the propellant charge costs 10¥ and the grappling hook 50¥. For the line see page 42 of the **Street Samurai Catalog** (both normal and stealth lines can be used). The grappling hook must be muzzle-loaded, taking a Complex Action in combat. Ranges are halved, and the hook will do 5M Stun damage to anyone hit by it.

HE and HEDP: treat as standard offensive and defensive grenades, respectively (p.48, **Fields of Fire**).

HEP: one-half (rounded up) of the damage that remains after the target's Body test is Physical, the other half is Stun. One-half (round down) Ballistic armor is used against these grenades. They have no blast radius, and so only damage target that are hit directly. There is no scatter.

Illumination: see the micro-flare, p.46, **Street Samurai Catalog**, but this one can be fired from a grenade launcher.

Net: treat as a small net gun (p.72, **Street Samurai Catalog**).

Splatshell: contains 20 balls, each of which can contain any sort of liquid. These are fired in a shotgun pattern with a choke of 5.

White Phosphorus: see p.48, **Fields of Fire**.

	Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
Bean Bag	8	12S Stun	—	.1	6/4 days	100	2	1-I
Flash-Bang	8	12M Stun	-2 per meter	.1	10/6 days	160¥	3.25	1-I
Flechette	8	10D(f)	—	.1	9/14 days	100¥	3.5	2-I
Grapnel	8/3*	—/5M Stun*	—	.05/.5*	8/7 days	10¥/50¥	3	5-I
HEP	8	8S	—	.1	6/6 days	60¥	2.5	1-I
Illumination	7	6M	—	.1	7/36 hrs	150¥	2	3-I
Net	6	—	—	.25	8/48 hrs	300¥	3	3-I
Splatshell	8	splatballs	—	.1	6/48 hrs	10¥**	1	as weapon

* Propellant charge only/grappling hook

** Plus cost of splatballs

Mines + Explosives

Antipersonnel Mine p.42

Concealability is 16 or higher when buried. For a character stepping directly on the mine, armor does not resist the damage, but it does for anyone else in the blast radius.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
4/16	7D(f)	-1 per meter	.1	10/7 days	350¥	3	2-I

Antitank Mine p.43

This mine is armor-piercing. Concealability is 16 when buried.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
4/16	14D	-7 per meter	15	10/7 days	400¥	3	2-I

C-6 "Flatfire" Plastic Explosive p.43

A block of rating 8 explosive, using the rules on page 242 of **SRII**. Stats are per kilogram.

Conceal	Rating	Weight	Availability	Cost	Street Index	Legality
6	8	1	8/48 hrs	100¥	1.25	4-I

Claymore Mine p.43

Has three areas of effect: a sphere around the detonation point, a large cone in the direction the mine was placed in, and a cone to the opposite side. Characters in both a sphere and a cone must resist both damages.

	Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
Complete mine	3			1.5	8/72 hrs	500¥	2	2-I
Sphere		12S	-1 per .5 meters					
Large cone		15D(f)	-1 per 5 meters					
Small cone		12S	-1 per meter					

FEN Dz25 "Det Card™" p.43

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
10	1D	-4 per meter	.02	8/5 days	120¥	4	1-I

Militech PDU-3 Multi-Purpose Perimeter Defense Unit p.43

This device is equipped with passive thermal sensor, a magnetic door contact, a tripwire, and a normal time delay (2 seconds to 2 minutes). The thermal sensor is rating 4, while the tripwire is rating 1 (see **Remote Sensors**, page 79 of **Tech Specs**, for details).

Power Level Reduction is -2 per half-meter.

Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
8	10S	-2 per .5 meter	.25	10/7 days	150¥	2.5	4-I

Ammunition

Weights and costs are for packets of 10 rounds.

API—Armor Piercing Incendiary p.44

This ammunition uses the normal rules for APDS ammo, but also have a Firesetting rating of 2. If a burst is fired, add +1 to this rating per round fired (three rounds have a Firesetting rating of 5, etc.). See page 72, **Tech Specs**.

Conceal	Damage	Weight	Availability	Cost	Street Index	Legality
8	see above	.25	16/14 days	80¥	4.5	2-L

Armor-Piercing Rounds

p.44

Reduce Ballistic armor by 2 to resist these rounds.

Conceal	Damage	Weight	Availability	Cost	Street Index	Legality
8	-2 Ballistic	.75	4/4 days	50¥	2	4-L

Dual-Purpose Rounds

p.44

Ballistic armor is only one-half (round up) effective, but the rounds do normal damage. If an unarmored target is hit and damage is done (i.e., the target does not remove all damage), an additional box of damage is taken by the target.

Conceal	Damage	Weight	Availability	Cost	Street Index	Legality
8	see above	.5	16/14 days	80¥	4	3-L

Electrothermal Ammo Enhancement

p.44

This modification adds a 100-shot battery inside the weapon (battery cost 150¥, availability 6/48 hrs, street index 1). Only weapons using cased ammo can use this modification, and only if the weapon fires at Single Shot or Semi Automatic mode. If a Burst Fire or Full Automatic weapon is rebuilt to ET, roll 1D6 every Combat Phase the weapon is fired (apply the Rule of Six if necessary). If the roll is less than, or equal to, the number of rounds fired in that Combat Phase, the gun explodes, exposing the firer to an attack by all remaining ammo (treat as a burst of the number of rounds left in the weapon).

Weapons with this modification have their Power level and all ranges increased by 50% (round up). Apply Power level modifiers (like the +1 from explosive rounds) to the new Power level. As an added bonus, the weapon is insulated from electrical shocks: any electrical attack on the weapon will not harm it. Against magical effects, the gun counts as a Highly Processed Object (target number 10 or higher).

Conceal	Weight	Availability	Cost	Street Index	Legality
8	—	10/7 days	weapon cost x 1.5	2	1-J

Hollowpoints

p.44

These rounds increase the Damage Level by 1 (6M becomes 6S, and so on), but Ballistic armor gets +2 on its rating to defend against these.

Conceal	Damage	Weight	Availability	Cost	Street Index	Legality
8	+1 Damage	.5	4/24 hrs	25¥	.8	as weapon

Kendachi Fragmentation Flechettes

p.44

Treat these as Needle ammo (p.30, **Neo-Anarchists' Guide to Real Life**), not as flechette, and also give a +1 to the Power Level of the weapon. They can misfire in the same way as Explosive rounds (p.93, **SRII**).

Conceal	Damage	Weight	Availability	Cost	Street Index	Legality
8	+1 Power	.5	12/10 days	100¥	4.5	as weapon

Rubber Bullets

p.45

At ranges over 3 meters, the round does normal damage, but all damage is Stun (a 6M round becomes 6M Stun, etc.), and is resisted using Impact armor. At ranges up to 3 meters, one-half (round up) the damage is Physical, the other half is Stun.

Conceal	Damage	Weight	Availability	Cost	Street Index	Legality
8	Stun (see above)	.5	3/12 hrs	10¥	.75	as weapon

Safety Rounds

p.45

Will not penetrate armor or barrier ratings higher than 3.

Conceal	Damage	Weight	Availability	Cost	Street Index	Legality
8	+1 Damage Level	.5	10/10 days	120¥	3	4-L

Shotgun Ammunition

p.45

APFSDS: treat as APDS rounds (p.63, **Street Samurai Catalog**).

Flare: work like a Micro Flare (p.46, **Street Samurai Catalog**). Damage is 6M if fired against a living target. The flare also has a Firesetting Rating 5 (see p.72, **Tech Specs**).

Flash and Flash-Bang: Does no damage, but produces a flash on impact, similar to that of a Flash Pak (p.45, **Street Samurai Catalog**).

Flechette: see **SRII** p.93.

Gas: this round does no damage, but delivers a cloud of gas (2 meters radius from impact point). The type of gas must be chosen before purchase.

HE: causes 8S damage with a blast reduction of -16 per meter. If firing a burst, increase the damage as if this were a normal round, and divide the -16 blast reduction by the number of rounds in the burst (a 4-round burst does 12D and has a blast reduction of -4 per meter).

HEAT: does damage like HE rounds above, but a target that takes a direct hit has its armor rating reduced by half.

Non-Lethal: treat as stun rounds (p.95, **SRII**).

Slugs: treat as regular ammo.

Smoke: does no damage, but fills an area of 3 meters radius around the point of impact with Heavy Smoke (p.89, SRII).

Stingers: beyond 3 meters ranges, damage is Stun, as with Rubber Bullets (above). Up to 3 meters, use the normal Damage Code for the shotgun.

Stundart: causes 10S Stun damage using the shock weapon rules.

Thermite: fills the shotgun's choke pattern with burning particles using the white phosphorus rules.

	Conceal	Damage	Weight	Availability	Cost	Street Index	Legality
Flare	8	6M	.5	4/24 hrs	50¥	1	as weapon
Flash/Flash-Bang	8	none	.5	4/24 hrs	60¥	1	Legal
Gas	8	as gas	.5	6/48 hrs	50¥	1.1	as weapon
HE	8	8S/-16 per meter	.75	12/14 days	100¥	2	3-L
HEAT	8	8S/-16 per meter	.75	14/14 days	200¥	4	1-L
Smoke	8	none	.5	3/12 hrs	40¥	.8	Legal
Stingers	8	Stun (see above)	.5	4/18 hrs	30¥	1	as weapon
Stundart	8	10S Stun + shock	.75	6/72 hrs	80¥	2	as weapon
Thermite	8	see above	.5	8/7 days	300¥	3	2-L

SPECIAL AMMO

Arrows

p.46

Target: standard arrow as per SRII and Street Samurai Catalog.

Broadhead: use one-half Impact armor to resist. The Damage Level is increased by 1.

Stun: damage is Stun.

Spinner: use one-half Impact armor to resist. The Power Level is increased by 2 and Damage Level by 1.

Warhead: can be fired from any bow or crossbow with a Strength Minimum of 4 or higher. Ranges are halved, except for heavy crossbows.

Arrows	Conceal	Damage	Weight	Availability	Cost	Street Index	Legality
Broadhead	3	+1 Damage	.1	4/36 hrs	15¥	1	8-D
Stun	3	Stun	.1	3/36 hrs	10¥	1	10-D
Spinner	3	+2 Power, +1 Damage	.1	4/48 hrs	15¥	1	7-D
Warhead	1	as pistol grenade	.2	6/7 days	35¥	2	10-D+as grenade
Quarrels	Conceal	Damage	Weight	Availability	Cost	Street Index	Legality
Broadhead	3	+1 Damage	.05	6/36 hrs	8¥	1	8-D
Stun	3	Stun	.05	5/36 hrs	5¥	1	10-D
Spinner	3	+2 Power, +1 Damage	.05	6/48 hrs	8¥	1	7-D
Warhead	1	as pistol grenade	.15	8/7 days	30¥	2	10-D+as grenade

Micromissiles

p.47

Use the rules for missiles (p.99, SRII); they can target persons as well as vehicles. For HEP missiles, one-half the damage (round up) is Physical, the other half is Stun, resisted using one-half Ballistic armor. Intelligence is 2 for all missiles, minimum range is 10 meters.

	Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index	Legality
Normal	10	12M	-6 per meter	.25	14/14 days	500¥	2	1-J
Anti-Armor	10	12M	-12 per meter	.25	16/14 days	750¥	2	1-J
HEP	10	14M	—	.25	12/14 days	200¥	2	1-J

Urban Technologies Slasher

p.47

Only available for shotguns, MMGs, HMGs, and grenade launchers. The slugs are considered to have spread out right at the muzzle of the barrel, the length of the wire depending on the weapon type: shotgun 1 meter, MMG 2 meters, HMG and grenade launcher 2.5 meters. The round travels only 50 meters for grenade launchers and 10 meters for other weapons.

Determine a target number as normal for anyone in the path of the wire, adding a +2 modifier for everyone standing in front of each new target. The firer rolls only one Success Test, and the roll is compared to the target number for each target separately. Anyone in the path of the wires takes 11S damage (not staged for the firer's successes), using one-half (round down) Impact armor to resist.

Conceal	Damage	Weight	Availability	Cost	Street Index	Legality
8	11S	.1	14/10 days	75¥	2.5	3-L

Appendix: DMZ Stats

The weapon stats for **Downtown Militarized Zone**, the **Shadowrun** boardgame, have been compiled as follows:

Type: same as for **Shadowrun**. (MP) denotes Machine Pistol.

Ammo: for SS or SA-capable weapons, this is the number of rounds in the clip or magazine. For BF or FA-capable weapons, it is the clip size divided by 3, rounded to the nearest whole number. If the weapon is a minigun or supermachine gun, it is the clip size divided by 6.

Base Success Value: based on the average in **DMZ** (page 60), to which *CP2020's* Weapon Accuracy (WA, the first numerical stat in the weapon data in *Cyberpunk*) was added. The base values are:

Hold-Out	4	Shotgun	10
Light Pistol	6	SMG	7
Heavy Pistol	8	LMG	12
Assault Rifle	8	MMG	12
Sporting Rifle	12	HMG	14
Sniper Rifle	14	Assault Cannon	18

With modifiers as follows:

Burst-fire or full-automatic	+2	Minigun or Supermachine gun	+2*
Laser Sight	+1	Smartlink (I or II)	+2

*In addition to the +2 for a burst-fire or full-automatic weapon

Damage: from the table below. If a weapon can only fire one ammunition type, the modifiers for that have been added in already.

Hold-Out	1	Shotgun	4
Light Pistol	2	SMG	3
Heavy Pistol	3	LMG	4
Assault Rifle	3	MMG	5
Sporting Rifle	4	HMG	5
Sniper Rifle	4	Assault Cannon	6

With modifiers as follows:

Burst-fire or full-automatic	+1	Minigun or Supermachine gun	+1*
Electrothermal ammo enh.	+1		

*In addition to the +1 for a burst-fire or full-automatic weapon

PISTOLS

	Type	Ammo	Base Success Value	Damage	Notes
Astra Style-6	Hold-Out	6 shots	3	1	
BudgetArms C-13	Hold-Out	8 shots	3	1	
Dai Lung Cybermag 15	Hold-Out	10 shots	3	1	
Federated Arms X-22	Hold-Out	10 shots	5	1	
Militech Silver Shadow	Light Pistol	10 shots	3	2	Fires only Flechette ammo
Beretta M97P	Light Pistol	18 shots	8	2	Laser Sight
BudgetArms Laser-Niner	Light Pistol (MP)	5/12 bursts	9	3	Laser Sight
CCMMC Goaxing Ciuxi CM-3	Light Pistol	8 shots	6	2	
Pistols (continued)	Type	Ammo	Base Success Value	Damage	Notes

BLACKHAND'S STREET WEAPONS 2057

DMZ STATS

Dai Lung Streetmaster	Light Pistol	12 shots	6	2	
Fashion Gun 9	Light Pistol	7 shots	6	2	
Federated Arms X-9mm	Light Pistol	12 shots	6	2	
Federated Arms X-38	Light Pistol	10 shots	7	2	
Militech Arms Avenger	Light Pistol	10 shots	6	2	
Militech Black Widow	Light Pistol	10 shots	6	3	Fires only Flechette ammo
Sci Fi Starrior 4	Light Pistol	12 shots	7	2	Laser Sight
Texas Arms Model-351	Light Pistol	8 shots	6	2	Uses Heavy Pistol ranges
Towa Type-12 Police Pistol	Light Pistol	6 shots	9	2	
Towa Type-14 Police Pistol	Light Pistol (MP)	5 bursts	10	3	
Towa Type-14 Police Pistol	Light Pistol (MP)	5 bursts	12	3	Smartgun link
Tsunami Express Racegun	Light Pistol*	24 shots	10	3	
Wondernines	Light Pistol	1D6+14 shots	7	2	
454 Magnum Disposable	Heavy Pistol	2 shots	6	3	Cannot be reloaded
Ameritech Magnum	Heavy Pistol	5 shots	9	3	
Arasaka WSA Autopistol	Heavy Pistol	15 shots	8	3	Uses Light Pistol ranges
Armalite 44	Heavy Pistol	8 shots	8	3	
BudgetArms Auto-3	Heavy Pistol	8 shots	7	3	
BudgetArms C-41	Heavy Pistol (MP)	3 bursts	11	4	Smartgun Link
CA Multi-Ammunition Pistol	Heavy Pistol	5 shots	6	3	
Colt Alpha-Omega	Heavy Pistol	10 shots	10	3	Smartgun Link
Colt AMT Model 2000	Heavy Pistol	8 shots	8	3	
Colt Enforcement 10	Heavy Pistol	14 shots	9	3	
Colt Enforcement 10	Heavy Pistol	14 shots	11	3	Smartgun Link
Dai Lung Magnum	Heavy Pistol	10 shots	9	3	
Espinoza One Shot	Heavy Pistol	1 shot	7	3	When fired, roll 1D6: 1 = weapon explodes (3 damage to firer)), 2-4 = weapon fails (try again later)
Federated Arms 454 DA	Heavy Pistol	5 shots	10	3	Uses Shotgun ranges; fires Firepower™ ammo
FN Browning "3-Spot" MP	Heavy Pistol (MP)	8 bursts	11	4	
Goncz-Taurus Pistol	Heavy Pistol	15/30 shots	8	3	
Goncz-Taurus Pistol	Heavy Pistol (MP)	5/10 bursts	9	4	
Glock Thirty Machine Pistol	Heavy Pistol (MP)	7/10 bursts	12	4	
Hammer M-11 Bolt Pistol	Heavy Pistol	10 shots	11	3	Uses Light Pistol ranges; fires only APDS ammo
IMI Gamad	Heavy Pistol	7/15 shots	9	3	Laser Sight
IMI Gamad	Heavy Pistol	7/15 shots	10	3	Smartgun Link
Kang Tao Type 97	Heavy Pistol	10 shots	9	3	
LeRoi Maxi-10	Heavy Pistol	10 shots	7	3	
Malorian Arms 3516	Heavy Pistol	6 shots	9	4	Smartgun Link; fires Firepower™ ammo
Malorian Heavy Flechette	Heavy Pistol	25 shots	11	3	Smartgun link; fires only Needle ammo
Militech .477 Boomer Buster	Heavy Pistol	4 shots	7	4	Uses Shotgun ammo
Mustang Arms "Mark II"	Heavy Pistol	12/20 shots	9	3	
Nomad .357 Magnum Auto.	Heavy Pistol	8 shots	8	3	
Nomad .357 Magnum Revol.	Heavy Pistol	6 shots	8	3	
Nomad .44 Magnum Revol.	Heavy Pistol	6 shots	8	3	
Nova Arms "Arno"	Heavy Pistol*	6 shots	9	4	Uses Shotgun ranges, multiplied by 1.5
Nova Arms "Bronson"	Heavy Pistol*	6 shots	9	4	
Nova Arms "Eastwood"	Heavy Pistol*	6 shots	9	4	
Nova Arms "Stallone"	Heavy Pistol*	6 shots	9	4	Uses Light Pistol ranges, multiplied by 1.5
Nova Model 338 Citygun	Heavy Pistol	7 shots	9	3	
Nova model 757 Cityhunter	Heavy Pistol	18 shots	10	3	
Royal Enfield Spitfire	Heavy Pistol	12 shots	9	3	
Royal Enfield Spitfire	Heavy Pistol	12 shots	9	3	Smartgun Link
Stein & Wasserman "Tri-Star"	Heavy Pistol	6 shots	9	3	Laser Sight
Stein & Wasserman Bi-Power	Heavy Pistol	16 shots	8	3	
Stermeyer P-35	Heavy Pistol	8 shots	8	3	
Stermeyer P-41	Heavy Pistol	12 shots	8	3	
Stolbovoy St-2	Heavy Pistol	14 shots	8	3	
Stolbovoy St-2	Heavy Pistol	14 shots	10	3	Smartgun link
Pistols (continued)	Type	Ammo	Base	Success	Value
Surprising Stranger	Heavy Pistol	4 shots	8	3	Damage Notes

BLACKHAND'S STREET WEAPONS 2057

DMZ STATS

Teen Dreem	Heavy Pistol	3 bursts	9	3	Roll 1D6 when fired: 1 = weapon melts (destroyed)
Towa Type-13 Police Pistol	Heavy Pistol	12 shots	10	3	
Towa Type-13 Police Pistol	Heavy Pistol	12 shots	12	3	Smartgun link
Tsunami Arms "Raimei"	Heavy Pistol	6 shots	12	4	Smartgun link

* Multiply all ranges by 1.5, rounding up to the nearest dot.

SUBMACHINE GUNS

	Type	Ammo	Base Success	Value	Damage	Notes
Arasaka WMA "Minami-10"	SMG	13 bursts	9		4	
Arasaka WMA "Minami-10"	SMG	13 bursts	8		4	Silenced model
Beretta M-24 Advanced	SMG	13 bursts	9		4	
Beretta M-24 Advanced	SMG	13 bursts	11		4	Smartgun Link
CCMMC Tuzi-7	SMG	10 bursts	8		4	
Chadran Arms City Reaper	SMG	13 bursts	10		4	
Under-barrel shotgun	Shotgun	10 shots	9		4	
Federated Arms Tech-Assault	SMG	10 bursts	9		3	Uses Light Pistol ammo; melts if a 1 is rolled on 1D6 when fired
Federated Arms Tech-Assault II	SMG	17 bursts			9	3 Uses Light Pistol ammo
Heckler & Koch MP-2013	SMG	11 bursts	9		4	
Heckler & Koch MPK-9	SMG	11 bursts	10		4	
Heckler & Koch MPK-11	SMG	10 bursts	10		4	
Heckler & Koch MPK-2020	SMG	20 bursts	12		4	Laser Sight
Heckler & Koch MPK-2020	SMG	20 bursts	13		4	Smartgun link
IMI Gamdaii	SMG	23 bursts	10		4	
Ingram MAC 14	SMG	7 bursts	8		4	
Malorian Sub-Flechette Gun	SMG	3/10 bursts	8		4	
Militech-10	SMG	10 bursts	9		4	
Militech Mini-Gat Carbine	SMG	20 bursts	10		3	Uses Light Pistol ammo
Militech Viper	SMG	13 bursts	8		4	
Mustang Arms ARS-5C	SMG	7 bursts	12		4	
Mustang Arms ARS-5C	SMG	7 bursts	13		4	Laser Sight
Mustang Arms ARS-5C	SMG	7 bursts	14		4	Smartgun Link
Setsuko-Arasaka "PMS"	SMG	13 bursts	10		4	
"Sten"	SMG	10 bursts	5		2	Fires Hold-Out ammo
"Sten"	SMG	10 bursts	7		3	Fires Light Pistol ammo
"Sten"	SMG	10 bursts	8		4	Fires Heavy Pistol ammo
"Sten"	SMG	10 bursts	8		4	Fires SMG ammo
Stermeyer SMG-21	SMG	10 bursts	9		4	
Stolbovoy StS	SMG	11 bursts	9		4	
Stolbovoy StS	SMG	11 bursts	11		4	Smartgun Link
Suranam Machine Pistol	SMG	8/17 bursts	11		3	Fires only EX Explosive ammo
Uzi Miniauto 9	SMG	10 bursts	9		4	

SHOTGUNS

	Type	Ammo	Base Success	Value	Damage	Notes
Arasaka Rapid Assault Shot 12	Shotgun	7 bursts			11	5
CCMMC Qi-15	Shotgun	5 bursts	10		5	
Constitution Arms Hurricane	Shotgun	7 bursts	14		6	
Enfield-Ubichi LastChance	Shotgun	1 shot	10		4	Cannot be reloaded
Luigi Franchi P.16	Shotgun	7 bursts	13		5	
Luigi Franchi King Buck	Shotgun	4 shots	9		4	
MetaCorp Warhammer™	Shotgun	5 bursts	11		5	
Military M-12 CAW	Shotgun	7 bursts	12		5	
Militech Bulldog	Shotgun	7 bursts	12		5	Laser Sight
Militech Bulldog	Shotgun	7 bursts	14		5	Smartgun Link
Militech Crusher	Shotgun	6 shots	7/6/5/3*		4/4/3/3*	
Militech Military/Police 10 ga.	Shotgun	6 shots	10		4	
Militech Military/Police 12 ga.	Shotgun	8 shots	9		4	
Mustang Close-Control 20	Shotgun	15 shots	9		4	
Mustang "Raider"	Shotgun	5/9 shots	10		4	
Stermeyer Stakeout 10	Shotgun	10 shots	8		4	
Tsunami Arms "Ragnarok"	Shotgun**	13 bursts	12		6	

* At Short, Medium, Long and Extreme ranges, respectively.

** Multiply all ranges by 1.5, rounding up to the nearest dot.

ASSAULT RIFLES

	Type	Ammo	Base Success	Value	Damage	Notes
AKR-20	Assault Rifle	10 bursts	11		4	Laser Sight
Arasaka WAA Bullpup	Assault Rifle	2/5/10 bursts	13		4	Smartgun Link
CCMMC Jinhua M-9	Assault Rifle	12 bursts	10		4	
Chadran Arms Jungle Reaper	Assault Rifle	20 bursts	11		4	Fires SMG ammo
Colt M-18 Assault Weapon	Assault Rifle	12 bursts	11		4	
Darra-Polytechnic M-9	Assault Rifle	13 bursts	11		4	
FN-RAL	Assault Rifle	10 bursts	9		4	
FA Light Assault 15	Assault Rifle	10 bursts	11		4	
FA Light Assault 15	Assault Rifle	10 bursts	13		4	Smartgun Link
Fábrica de Armes M-2012	Assault Rifle	10 bursts	12		4	Laser Sight
Kalashnikov A-80	Assault Rifle	12 bursts	11		4	
Militech Dragon	Assault Rifle	12 bursts	10		4	Uses LMG ranges
Militech M-31a1	Assault Rifle	25 bursts	14		5	Fires SMG ammo
Militech Mk IV (Revised)	Assault Rifle	12 bursts	11		4	
Militech Ronin	Assault Rifle	12 bursts	11		4	Laser Sight
RE Liquid Propellant Rifle	Assault Rifle	30 bursts	13		4	Smartgun Link
Sternmeyer M95A4	Assault Rifle	15 bursts	12		5	Fires SMG ammo
Sternmeyer M95A4	Assault Rifle	15 bursts	13		5	Laser Sight; fires SMG ammo
Stolbovoy St-5	Assault Rifle	10 bursts	9		4	
Stolbovoy St-5	Assault Rifle	10 bursts	11		4	Smartgun Link
Towa Type-20	Assault Rifle	33 bursts	14		4	Smartgun Link; fires SMG ammo
Towa Type-99	Assault Rifle	12 bursts	13		4	Smartgun Link

SNIPER RIFLES

	Type	Ammo	Base Success	Value	Damage	Notes
Arasaka WSSA	Sniper Rifle	40 shots	19		4	Smartgun Link, Low-Light; fires only fragmentation flechette ammo
Barrett M-90	Sniper Rifle	10 shots	17		6	
Barrett M-90	Sniper Rifle	10 shots	19		6	Smartgun Link
Barrett-Arasaka Light-20	Assault Cannon	10 shots	18		6	
FR-F6	Sniper Rifle	10 shots	18		4	Laser Sight
Nomad 15mm "Long Rifle"	Sniper Rifle	9 shots	16		6	Laser Sight, Low-Light
Remington Gyro-Sniper	Sniper Rifle	6 shots	16		4	Smartgun Link, Low-Light, Thermographic
Towa Type-00-Kai	Sniper Rifle*	6 shots	21		5	Smartgun Link

* Multiply all ranges by 1.5, rounding up to the nearest dot.

OTHER RIFLES

	Type	Ammo	Base Success	Value	Damage	Notes
Heckler & Koch HK77UK	Assault Rifle	10/15 bursts	11		4	Uses LMG ranges
Heckler & Koch HK77UK	Assault Rifle	10/15 bursts	13		4	Smartgun Link; uses LMG ranges
Hughes Rocket Rifle	Assault Rifle	3 shots	8		4	Fires only APDS ammo
M-99 EVAW	Sporting Rifle	30 shots	17		4	Cannot swap ammo with other weapons
Militech Cyborg Rifle	LMG	30 shots	13		4	Uses Assault Rifle ranges
Militech Ninja	Assault Rifle	5 bursts	13		3	Fires Hold-Out ammo
Nomad .357 Auto Carbine	SMG	10 bursts	10		4	Fires Heavy Pistol ammo
Nomad .357 Lever Carbine	SMG	9 shots	10		3	Fires Heavy Pistol ammo
Nomad .44 Lever Carbine	SMG	8 shots	10		3	Fires Heavy Pistol ammo
Nomad 7.62mm Rifle	Sporting Rifle	6 shots	14		4	
Nomad "Personal Weapon"	SMG	17 bursts	11		4	
Polymer One-Shot	Shotgun	1 shot	8		4	Cannot be reloaded
S&W Model F	Sporting Rifle	8 shots	12		4	Uses Assault Rifle ranges
Tsunami Ramjet Rifle	Sniper Rifle	9 shots	18		4	

MACHINEGUNS

	Type	Ammo	Base Success	Value	Damage	Notes
Constitution Arms Cyclone	LMG	33 bursts	15		5	
Constitution Arms Deluge	Hold-Out	67 bursts	8		4 Stun	Uses Heavy Pistol ranges; fires only Needle ammo
Dover GA-1112 Autogun	MMG	33 bursts	19		10	Smartgun Link

BLACKHAND'S STREET WEAPONS 2057

DMZ STATS

Weapon	Type	Ammo	Base	Success	Value	Damage	Notes
FN MG-6 "One-on-One"	Assault Rifle	17 bursts	17		7		Uses LMG ranges
Fábrica de Armes M-2012HB	Assault Rifle	10/33 bursts	12		4		
Heckler & Koch G-6	LMG	17 bursts	17		5		Smartgun link; fires SMG ammo
M2A5 Browning	HMG	belt	16		6		
M-600	MMG	belt	15		6		
Militech High Power 15	Assault Rifle	30 bursts or belt*	13		5		Fires SMG ammo
Militech M-232	Assault Rifle	12 bursts or belt	10		4		
Militech Renegade	Sporting Rifle	12 bursts or belt	12		4		Fires Assault Rifle ammo
Militech 20L	Assault Cannon	belt	20		7		Cannot be hand-held
Stermeyer M-5A	LMG	belt	13		5		
Towa Type-8	MMG	33 bursts	15		5		

* Number of bursts per belt is halved

HEAVY WEAPONS

Weapon	Type	Ammo	Base	Success	Value	Damage	Notes
Colt-Mauser M2X	Assault Cannon	8 shots	17		6		Uses HMG ranges
Commercial Grenade Launcher	Grenade Launcher	1 shot	grenade		grenade		Must be clipped to a rifle
K-A F-253 Flamethrower	Light Pistol	10 shots	4		4		
LAW	Shotgun	1 shot	8		6 ²		Cannot be reloaded
HLAW	Shotgun	1 shot	8		6 ³		Cannot be reloaded
M-32 Auto Grenade Launcher	Grenade Launcher	belt	grenade		grenade		Uses HMG ranges
M-205 Grenade Launcher	Grenade Launcher	1 shot	grenade +1		grenade		
M-212 Grenade Launcher	Grenade Launcher	8 shots	grenade +1		grenade		
Militech AM-3	Assault Cannon	5 shots	18		6		Uses Missile Launcher ranges
Militech "Cowboy" U-55	Grenade Launcher	4 bursts	grenade		grenade		
Militech Hotshot L-ATGM	L-ATGM ⁴	1 shot	missile +2		missile		
Militech Mini-Grenade Launcher	Grenade Launcher	4/16 shots	grenade		grenade		
Militech RPG-A	Missile Launcher	1 shot	missile -2		missile		
Militech Scorpion 16 SAM	Missile Launcher	1 shot	missile -1		missile		
Militech Urban Missile Launch.	Assault Rifle	12 shots	missile +2		micromissile		Fires only micromissiles
Militech Underbarrel Pod	Assault Rifle	1 shot	missile +1		micromissile		Fires only micromissiles; must be clipped to a rifle
Rhinemetall EMG-85 Railgun	Assault Cannon ⁵	5 shots	23		7		Smartgun Link; fires only APDS ammo; cannot swap ammo with other assault cannons; may be fired only once per turn
Rostovic Wrist Racate	Shotgun	6 shots	10		Racate rounds		
Royal Enfield 25mm Cockerill	Assault Cannon	12 shots	19		6		
Tow Type-9	Grenade Launcher	8 shots	grenade		grenade		
Tsunami Type-17	Assault Cannon	12 shots	21		6		Smartgun Link
Tsunami Type-18	Grenade Launcher	10 bursts	grenade -1		grenade		

¹ Ranges are Short 25–50 dots, Medium 51–166 dots, Long 167–666 dots, Extreme 667–1,000 dots. The minimum range cannot be reduced, unlike that of grenade launchers. Mortar rounds scatter as for grenade launchers, and do not need a LOS to their target; however, add a +6 to the Target Value if no LOS can be established.

² Treat as Defensive Grenade.

³ Treat as Offensive Grenade.

⁴ Ranges are Short 10–175 dots, Medium 176–375 dots, Long 376–750 dots, Extreme 751–2,500 dots.

⁵ Ranges are Short 0–75 dots, Medium 76–250 dots, Long 251–500 dots, Extreme 501–1,000 dots.

'BORG WEAPONS

Only characters with a full body replacement can use these weapons.

Weapon	Type	Ammo	Base	Success	Value	Damage	Notes
Arasaka "Pocket Tsunami"	Grenade Launcher	6 shots	grenade		grenade		
Arasaka "Rage"	SMG	3/7/17 bursts	9		5		Cannot swap ammo with other weapons
Magnum Opus "Big G'ment"	Heavy Pistol	13 shots	9		4		
"Pistol"	Shotgun	9 shots	8		4		Uses Light Pistol ranges
'Borg Weapons (continued)	Type	Ammo	Base	Success	Value	Damage	Notes
Caseless "SMG"	Assault Rifle	17 bursts	13		4		Uses SMG ranges
12.7mm "Assault Rifle"	MMG	17 bursts	15		6		Uses Assault Rifle ranges
14.5mm "Assault Rifle"	HMG	17 bursts	17		6		Uses Assault Rifle ranges
HiVel Caseless Auto-GL	Grenade Launcher	8 bursts	grenade		grenade		
Magnum Opus "Hellbringer"	Heavy Pistol	3 shots	9		4		Uses Shotgun ranges; cannot swap ammo with other weapons

BLACKHAND'S STREET WEAPONS 2057

DMZ STATS

Malorian 3600	SMG	7 bursts	9	5	cannot swap ammo with other weapons
Tsunami Arms Helix	Shotgun	10 bursts	14	6	cannot swap ammo with other weapons
United Armaments CLAW	Shotgun	9 bursts	12	6	cannot swap ammo with other weapons

EXOTIC WEAPONS

None of these weapons can exchange ammo with other weapons.

	Type	Ammo	Base Success	Value	Damage	Notes
Avante P-1135 Needlegun	Heavy Pistol	15 shots	8	1		
Enerterx AKM Power Squirt	Taser	50 shots	6	drug		
Kendachi Dragon	special	4 shots	8	3		Ranges are Short —, Medium 1, Long —, Extreme 2 dots
Malorian Arms Sliver Gun	Heavy Pistol	7 shots	7	3(4)		Fires only Flechette ammo
Militech LaserCannon	Sniper Rifle	5 shots	14	3		
Militech Taser	Taser	10 shots	5	4 Stun		
Mitsubishi Taser	Taser	12 shots	6	4 Stun		Ranges are Short 1, Medium 2, Long —, Extreme 3 dots
Mystic Tech. Arrow Gun	Bow	8 shots	3	4		Uses Light Pistol ranges
Nelson "Wombat" Airpistol	Heavy Pistol	20 shots	7	1 Stun		
Nomad Pneumatic Bolt Gun	Medium Crossbow	4 shots	8	2		Uses Light Pistol ranges
Pursuit Sec. Stundart Pistol	Heavy Pistol	2 shots	7	4 Stun		Fires only Stundart rounds
Techtronica Model 009	Heavy Pistol	6 shots	8	4 Stun		
Tsunami Airhammer (Solo)	Heavy Pistol	5 shots	8	2		
Tsunami Airhammer (Security)	Heavy Pistol	7 shots	7	8	2	
Tsunami Underbarrel Laser	Light Pistol	2/20 shots	8	3		
Urbantech Lance Mini-Missile	Grenade Launcher	1 shot	missile	4		Cannot be reloaded

GRENADES & OTHER EXPLOSIVES

Damage Success Value = Power + 10

Target to Blast = 4 x Power Reduction per meter

THROWN GRENADES	Accuracy Value	Success Value	Damage	Success	Target to Blast Range Modifier	Blast Damage	Anti-Armor Value	Ranges
Anti-Tank Grenade	—	24			+12 per dot	5 boxes	-2 boxes	one-half normal
Flash-Bang	—	20			+8 per dot	3 boxes Stun	—	any
DutchArms GPz-78	—	16			+8 per dot	3 boxes	—	aerodynamic
FEN Dz 22	—	18			+4 per dot	4 boxes	—	aerodynamic
Scatter Grenade	—	16			—	—	—	any

LAUNCHED GRENADES	Accuracy Value	Success Value	Damage	Success	Target to Blast Range Modifier	Blast Damage	Anti-Armor Value	Ranges
25 mm: Chemical	7	16			—	—	—	SMG
25 mm: Flechette	7	3D6 ¹			— ²	4 boxes ³	—	SMG
25 mm: Fragmentation	7	18			+6 per dot	4 boxes ³	—	SMG
25 mm: HEP	7	18			— ²	4 boxes ⁴	—	SMG
25 mm Pistol: Concussion	6/10 ⁵	12			+8 per dot	3 boxes	—	5
25 mm Pistol: Defensive	6/10 ⁵	12			+12 per dot	3 boxes	—	5
25 mm Pistol: Flash	6/10 ⁵	10			+4 per dot	1 box	—	5
25 mm Pistol: HEP	6/10 ⁵	10			— ²	4 boxes ⁴	—	5
25 mm Pistol: Incendiary	6/10 ⁵	12			+24 per dot	3 boxes	—	5
25 mm Pistol: Offensive	6/10 ⁵	12			+12 per dot	4 boxes	—	5
25 mm Pistol: Smoke	6/10 ⁵	12			—	—	—	5
40 mm Bean Bag	launcher	24			— ²	4 boxes Stun	—	Grenade
40 mm Flash-Bang	launcher	24			+8 per dot	3 boxes Stun	—	Grenade
40 mm Flechette	launcher	20			— ²	6 boxes ³	—	Shotgun

Launched Grenades (cont.)	Accuracy Value	Success Value	Damage	Success	Target to Blast Range Modifier	Blast Damage	Anti-Armor Value	Ranges
40 mm HEP	launcher	18			— ²	4 boxes ⁴	—	Grenade
40 mm Illumination	launcher	12			— ²	3 boxes	—	Grenade
OCR Rif. Gren.: Anti-Tank	7	26			+32 per dot	6 boxes	-3 boxes	SMG
OCR Rif. Gren.: Concussion	7	24			+4 per dot	3 boxes	—	SMG
OCR Rif. Gren.: Defensive	7	20			+8 per dot	4 boxes	—	SMG
OCR Rif. Gren.: Offensive	7	20			+4 per dot	4 boxes	—	SMG
Rifle Grenade: Chemical	10	16			—	—	—	Shotgun
Rifle Grenade: HE	10	20			+8 per dot	4 boxes	—	Shotgun
Rifle Grenade: HEAT	10	24			+56 per dot	6 boxes	-3 boxes	Shotgun

¹ Roll 3D6 to find the grenade's Damage Success Value.

² These grenades can only do damage to a single target.

³ Use the rules for flechette rounds (DMZ page 54).

⁴ One-half (round up) the damage is Physical, the other half is Stun. To apply this, roll for the starting box only once, and first cross off the physical damage, then put a slash in the remaining boxes.

⁵ When fired from a Light Pistol, the Accuracy Success Value is 6 and ranges as for a Light Pistol; when fired from a Heavy Pistol, the Accuracy Success Value is 10 and Shotgun ranges are used.

AMMUNITION

Type	Success Value	Damage	Notes
Armor-Piercing	+1	base	
Armor Piercing Incendiary	+1	+1 box	
Dual-Purpose	+1	+1 box	The damage increase is only against unarmored targets
Hollowpoints	-1	+2 boxes	
Kendachi Frag. Flechette	+1	base	Use the Impact Defense Value against these rounds
Rubber Bullets	base	base	At range of 1 or 2 dots, damage is Physical, at 3 dots or more, it is Stun; use the Impact Defense Value
Safety Rounds	base	+1 box	Will not penetrate armor rating 2 or higher
Shotgun Rounds	Success Value	Damage	Notes
APFSDS	+1	base	
Flare	base	2 boxes	
Gas	base	none	Creates a cloud of smoke on impact dot
HE	+1	4 boxes	
HEAT	+2	4 boxes	
Non-lethal	base	base	Damage is Stun
Smoke	base	none	Creates a cloud of smoke on impact dot and all adjacent dots
Stingers	base	base	At range of 1 or 2 dots, damage is Physical, at 3 dots or more, it is Stun
Stundart	7	4 boxes Stun	
Arrows	Success Value	Damage	Notes
Broadhead	base	+1 box	
Stun	base	base	Damage is Stun
Spinner	+2	+1 box	
Warhead	-1	as 25 mm pistol grenade	Ranges are halved, except for heavy crossbows

MELEE WEAPONS

Standard weapons	Base Success Value	Damage	Standard weapons	Base Success Value	Damage
Axe	6	4	Kendachi Monowhip	20*	4
Bayonet/Survival Knife	1	1	Mystic Tech. Spring Knife	1	1
Brass Knuckles	2	2 Stun	Mystic Tech. Nunchaku/Blade	5	2 or 2 Stun**
Chainsaw	6	4	Naginata	3	1
Entrenching Tool	5	2	Nomad Smartwhip	15	1
Excalibur Nightstick	5	4 Stun	Nunchaku/Tonfa	5	2 Stun
IMI Chain Knife	3	2	Slamdance, Inc. Spawnblade	1	1
Kendachi M-33 Powersword	6	4	Sledgehammer	5	4 Stun
Kendachi Mono-Two			SPM-1 Battleglove	5	2
Long sword	7	2	Switchblade	1	1
Short sword	7	2	Utility Sword/Machete	5	2
Kendachi Monokatana®	7	2			
Kendachi Mononaginata	4	1			
Kendachi Monoknife®	1	1			
Kendachi Monosword Cane	6	2			

* If an attack misses, conduct an attack against the user, adding 4 to his Impact Value.

** At the wielder's choice.

Exotic weapons	Base Success Value	Damage
Dynatech Hand Taser	4	4 Stun
Militech Taser II™	4	4 Stun
Nomad Boomerang*	0	2
Nomad Sling	1	1
Petrochem Drug-A-Thug™	2	drug

* This is a thrown weapon, using shuriken ranges

BOWS AND CROSSBOWS

Bows	Base Success Value	Damage
Arasaka Arms Half-Bow	3	2
Eagletech Bearcat	5	2
Eagletech Tigercat	5	2
Eagletech Tomcat	4	2
Eagletech Wildcat	4	2
Light Crossbows	Base Success Value	Damage
Eagletech Handbow	6	1
Nomad Hand Crossbow	7	1
Medium Crossbows	Base Success Value	Damage
Eagletech Arbelest	9	2
Eagletech Stryker	8	2
Heavy Crossbow	Base Success Value	Damage
Eagletech Scorpion	12	4

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