

Weapons									
Item	Skill	Equipment Ratings	AP* Damage	Type	Range S/M/L/E	Shots	Cost/Reload	Weight	Notes
Vibrokatana	BLD	D/F/F	6*2D6	M	-	-	850	620 g	Pwr use: 3/10min
Arteus Laser Pistol	PIS	D/D/C	4*4D6	E	9/16/29/61	3+	960/++	3 kg	
Assault Automatic Pistol	PIS	D/C/C	5*4D6	B	2/6/11/23	20	1975/15	1.4 kg	Burst (10/3)
Blaser Pistol	PIS	D/C/D	5*3D6	E	4/9/14/21	8+	1900/++	2 kg	-
Clan Heavy Laser Pistol	PIS	F/E/D	6*2D6	E	2/7/18/41	2+	4500/++	2.5 kg	With missile-setting
"Dragonfire" HE Pistol	PIS	D/E/D	3*7D6	X	3/7/15/36	3	3400/8	4 kg	Blast 3 meters
Intek Hold-Out Pistol	PIS	D/C/D	5*3D6	E	2/5/9/11	1+	300/++	250 g	-
Mandrake Hold-Out Pistol	PIS	D/C/C	5*4D6	B	1/3/8/124	1	2500	100 g	Plastic; non-rechargeable
Nakjama Laser Pistol	PIS	D/B/C	4*3D6+3	E	4/9/14/25	1+	750/++	1.5 kg	-
Plasma Pistol	PIS	E/E/D	8*1D6	E	3/8/14/40	8+	4600/++	2.7 kg	Splash; incendiary
"Shreder" Heavy Needler	PIS	D/B/C	1*7D6	B	1/3/5/10	5	230/4	1.4 kg	Splash;AP 0 vs barriers
Sunbeam Laser Pistol	PIS	D/B/C	4*4D6	E	3/6/13/40	4+	750/++	3 kg	-
Zeus Shotgun	SHT	D/B/D	3*4D10	B	3/7/15/23	10	230/5	4 kg	Splash
Heavy Shotgun	SHT	B/C/B	2*6D6	B	1/2/4/9	5	100/2	4.3 kg	Splash
Auto Shotgun	SHT	C/C/C	1*6D6	B	1/4/9/13	12	350/3	5 k.g	Splash; Burst (4/1)
Assaault Plump Action Shotgun	SHT	D/C/D	3*7D6	B	2/5/9/16	15	400/12	5 kg	Splash; Burst (4/1)
Clan Heavy Laser Rifle	RIF	F/F/D	6*4D6	E	4/13/33/55	4+	5350/++	7 kg	With slug-launcher
Electromagnetic Rifle	RIF	E/E/E	0*6D10	E	8/15/30/45	20+	4620/++	22 kg	Encumbering
ER Laser Rifle	RIF	D/C/C	4*3D6	E	18/63/120/250	6+	2500/++	5 kg	Unpackable
Gyroget Heavy Gun	RIF	D/B/C	4*6D6	B	12/36/72/125	5	2350/250	8 kg	-

Intek Laser Rifle	RIF	D/B/C	5*2D6	E	12/30/51/98	2+	1250/++	4 kg	-
Minolta C9000	RIF	D/C/C	5*4D6	B	15/25/32/71	10	2000/15	6 kg	Advanced Night-Vision Scope inculed
Plasma Rifle	RIF	E/F/F	9*2D6	E	6/16/28/80	15+	12970/++	13.5 kg	Splash; incendiary
Slug Shot Rifle	RIF	D/C/D	5*3D6	X	4/10/34/55	5	2810/9	5 kg	Blast 4 meters
"Stiletto" Sniper Rifle	RIF	D/C/C	4*6D6	B	11/24/55/107	7	850/11	5 kg	-
Zeus Assault Rifle	RIF	D/D/C	5*5D6	B	7/16/38/84	10	600/19	11.5 kg	Burst (10/2)
Mandrake Minigun	SMG	F/F/D	5*4D6	B	3/7/15/36	100	3400/10	5 kg	Burst (20/20)
"The Dragon"	SMG	C/D/C	4*3D6	B	2/5/11/30	35	830/6	5 kg	Burst(15/3)
"Mongoose" Machine Gun	SMG	C/C/B	3*4D6	B	2/6/15/31	30	900/4	5.5 kg	Burst(15/3)
Assault Submachine Gun	SMG	D/B/B	4*4D6	B	1/4/9/18	45	1100/9	6 k.g	Burst(15/4)
Heavy Submachine Gun	SMG	D/C/B	2*5D6	B	1/3/8/14	50	1440/8	6 kg	Burst(25/4)
Vortex Chaingun	SMG	C/D/D	3*5D6	B	2/5/12/20	50	1300/10	4.7 kg	Burst(10/5)
Gatling Gun	SMG	D/E/B	3*5D6	E	6/16/28/41	2+	2470/++	8 kg	Burst(any/3)
Bazooka	SUP	D/D/C	7*5D6	X	13/22/41/94	1	900/50	6.5 kg	Blast (half radius)
Heavy Bazooka	SUP	D/E/C	7*5D6	X	13/22/41/94	3	1480/50	10.5 kg	Blast (half radius)
Cryoget Gun	SUP	E/E/C	0*10D6+3	B	1/3/6/11	10/5+	5160/30	19 kg	Splash; incendiary; Freeze at -130'C
Magna MP Light PPC	SUP	E/D/C	8*5D6	E	9/17/32/70	25+	8400/++	54 kg	Splash; encumbering
"Magshot" Gauss Rifle	SUP	E/E/F	6*7D6	B	12/56/120/201	20/3+	7500/10	45 kg	Encumbering
Mandrake Gauss Rifle	SUP	E/D/C	5*7D6	B	13/60/143/230	6	5490/12	42 kg	Encumbering
Neuron Cannon	SUP	F/F/E	0*9D6	E	5/9/17/39	10+	10600/++	16 kg	Subduing

Nightstar MicroPPC	SUP	E/F/D	7*6D6	E	10/22/49/103	16+	9430/++	48.5 kg	Splash; encumbering
Thunderstroke Gauss Rifle	SUP	D/D/D	6*5D6	B	6/18/54/102	5/2+	4500/7	15 kg	Encumbering
Zippo Light Flamer	SUP	D/D/C	4*9D6	E	1/2/5/7	10+	1620/++	61.5 kg	Splash; incendiary; encumbering

Armor and combat gars

Item	Equipment Ratings	AV M/B/E/X	Cost/Reload	Weight	Coverage	Notes
ArcShield MkIII Armor	E/F/E	6/7/7/7	6380/300	22 kg	Torso, Arms, Legs	Encumbering
DEST Armor	E/F/D	5/7/6/6	82600/1100	7.5 kg	Full	Like a tight material
Heavy Armor	D/C/C	5/7/6/4	2100/90	25	Torso, Arms, Legs	Encumbering
Infiltrator Armor	E/E/D	2/2/1/1	35000/1400	5 kg	Full	+1/+2/+4/+6 TN to hit at S/M/L/E distances; Pwr Use:10/hr
Kevlar Armor	D/C/C	5/5/5/4				
Suit			1940/70	14 kg	Torso, Arms, Legs	-
Vest			950/70	5 kg	Torso	-