

Projectile Weapons

Hand Hurlled Weapons use Strength + Melee skill. Long and Short Bows use Strength + Firearms. All others use the Dexterity + Firearms Skill (even the explosives). It is possible to earn a specialty in one type of weapon technique adding its rating to your dice pool.

Name (Cost)	Caliber	Difficulty	Damage	Rate	Capacity	Conceal.	FT	Range
Hand Propelled								
Blowgun (T)	15 mm	7	Str+0	1	1	J	n/a	20
Bola (-1 Dex per hit)	50 mm	7	Str+0 (E)	1	1	P	n/a	30
Boomerang	--	7	Str+1	1	1	J	n/a	40
Fukimi-bari	15 mm	6	Str+0	1	1	P	n/a	5
Javelin	--	6	Str+2	1	1	N	n/a	40
Shuriken	--	7	Str+1	1	1	P	n/a	20
Sling, Hand	20 mm	6	Str+2	1	1	P	n/a	10
Spear/Javelin	20 mm	6	Str+3	1	1	N	n/a	25
Thrown Axe	--	6	Str+0	1	1	J	n/a	20
Thrown Knife	--	6	Str+1	1	1	P	n/a	20
Thrown Rock	--	6	Str+0	1	1	P	n/a	20
War Dart	15 mm	6	Str+0	1	1	J	n/a	25
Crossbow (1)								
Pistol (T)	250 mm	8	2 (-1/5 yard)	1	1	J	n/a	20
Revolvers (1)								
Colt Anaconda (T)	.44	6	4	2	6	J	n/a	35
Colt King Cobra (T)	.357	7	5	2	6	J	n/a	30
Colt Python (T)	.357	6	3	2	6	J	n/a	30
Derringer (T)	.38	6	4	2	2	P	n/a	15
Lama Comanche (T)	.38	6	4	3	6	P	n/a	25
Ruger Redhawk (T)	.44	6	6	2	6	T	n/a	65
Smith & Wesson M29 (T)	.44	7	6	2	6	J	n/a	40
Smith & Wesson M57(T)	.41	6	5	3	6	P	n/a	25
Smith & Wesson M640 (T)	.38	6	2	3	5	P	n/a	12
Smith & Wesson M686 (T)	.357	6	3	2	6	J	n/a	30
Voss BC (T)	.22 M	6	4	3	8	J	n/a	20
Light Pistols (1)								
Beretta 92 (T)	9 mm	6	4	4	15	P	n/a	25
Browning HP-35 (T)	9 mm	7	4	4	25	J	n/a	25
Ceska CZ-52 (T)	7.62 T	7	3	4	8	J	n/a	30
Colt 2000	9 mm	7	4	3	15	J	n/a	20
Glock 17 (T)	9 mm	7	4	4	17	J	n/a	20
Glock 17L (T)	9 mm	7	2	4	19	P	n/a	30
Glock 19 (T)	10 mm	8	5	4	15	J	n/a	25
Glock 20 (T)	10 mm	7	4	3	15	P	n/a	30
Hammerli M280 Target (T)	.22 LR	6	1	5	5	J	n/a	30
Heckler & Koch P7M10 (T)	.40	7	5	3	10	P	n/a	20
Heckler & Koch P7M13(T)	9 mm	7	4	4	9	P	n/a	25
Heckler & Koch USP (T)	9 mm	7	4	4	15	J	n/a	25
Llama M87 (T)	9 mm	6	4	4	15	J	n/a	25
Nova	9 mm	6	4	4	15	J	n/a	25
PM Makarov	9 mm	7	4	4	6	P	n/a	15
Ruger Mark II (T)	.22	7	4	3	10	P	n/a	25
SigSauer P226 (T)	9 mm	7	4	4	20	P	n/a	30
SigSauer P229 (T)	.40	7	5	4	12	P	n/a	30

Name	Caliber	Difficulty	Damage	Rate	Capacity	Conceal.	F/T	Range
Smith & Wesson ASP (T) 9 mm		7	4	4	7	P	n/a	25
Smith & Wesson M1006 (T) 10 mm		6	5	3	9	P	n/a	30
Light Pistols Continued (1)								
Walther PPK (T)	.380 ACP	7	4	3	7	P	n/a	25
Laser Gauntlet (varies)								
Orgotek MiniPulse-L* (B) -- Cost (1)		6	3	2	12	P	1	80
Orgotek Pulse-L Gauntlet* (B) -- Cost (3)		5	5	2	35	T	2	270
Orgotek Iris-L II Enhancer* (B) -- Cost (4)		5	7	2	Spec	T	3	450
Heavy Pistols (2)								
AMT Automag (T)	.45 M	3	5	3	7	J	n/a	35
Calico 950 (T)	9 mm	7	4	3	100	T	n/a	25
Cassul	.454	7	7	1	5	J	n/a	40
Ceska CZ-52* (T)	7.61 mm	7	3	3	8	J	n/a	30
Colt M1911 (T)	.45 ACP	7	5	3	7	J	n/a	35
Colt Commander	.45	7	5	3	7	J	n/a	30
Colt Delta Elite (T)	10 mm	7	5	3	7	J	n/a	25
Glock 21 (T)	.45	8	5	3	13	J	n/a	25
Glock 22 (T)	.40 S&W	7	3	3	15	J	n/a	25
Glock 23 (T)	.40	7	5	3	13	J	n/a	20
Heckler & Koch P7M10 (T)	.40 S&W	7	3	3	10	P	n/a	20
Heckler & Koch P7M13	9 mm	7	2	4	13	P	n/a	20
Heckler & Koch USP (T)	9 mm	7	4	3	15	J	n/a	25
Linebaugh	.475	7	7	1	6	J	n/a	40
Llama M87	9 mm	6	4	4	15	J	n/a	25
MBA Gyrojet Pistol (T)	13 mm Gy	7	6	4	8	J	n/a	40
SigSauer P220 (T)	.45	8	3	3	7	J	n/a	30
Smith & Wesson 4006 (T)	.40	6	5	4	11	J	n/a	20
Smith & Wesson 4506 (T)	.45	6	5	3	8	J	n/a	25
Smith & Wesson 5906 (T)	9 mm	6	4	4	14	J	n/a	25
Uzi Pistol (T)	9 mm	7	4	5	32	J	n/a	20
Laser Pistol (2)								
Alchemy 2117-A Biopistol* (B) --		6	4	2	25	J	1	230
Banji Spark (T) Cost (1)	--	6	3	2	10	P	n/a	100
L-K Personal Protector* (T) --		6	4	2	25	J	n/a	250
Orgotek Wasp II Pulse Laser* (B) --		6	4	2	25	J	1	250
Voss 33K (T)	--	5	4	2	30	T	n/a	300
V								
Flechette Weapons (2) [ignores armor unless it defends against specific attacks]								
Alchemy Bulldog F-40 (B)	.1 mm	5	3/5/7	5/10/15	40	J	1	35
Bioflechette								
Aris Sure Sting Flechette Pistol (T)	.1mm	5	3/5/7	3/8/12	20	P	n/a	30
Cost (3)								
Orgotek Stinger Autopistol (B)	.1 mm	5	2/4/6	3/8/12	20	P	1	30
The Big Handguns (2)								
Desert Eagle (T)	.357	8	5	1	8	J	n/a	30
Desert Eagle (T)	.44	8	6	1	8	J	n/a	35
Desert Eagle (T)	.50 AE	7	6	3	9	J	n/a	35

Calico M-950 (T)	9mm	6	4	4	100	J	n/a	25
Cassull (T)	.454	7	5	1	5	J	n/a	40
L.A.R. Grizzly (T)	.45	6	5	3	7	J	n/a	5
Linebaugh (T)	.475	7	5	1	6	J	n/a	40
V-Weapon "Flash Guns" (Orgotek vertigo inducing subsonic sound beams)								
Orgotek VP-2	--	6	4†	1	10	J	n/a	20
Orgotek VG-3	--	6	5†	1	1	P	n/a	10
Name (Cost)	Caliber	Difficulty	Damage	Rate	Capacity	Conceal.	FT	Range
Light Submachine Guns (2)								
AKMS (T)	7.62 S	7	8	4	30	N	n/a	50
AKR* (T)	5.45	7	7	3	20	N	n/a	65
AMD 65* (T)	7.62 S	7	8	3	30	T	n/a	75
Beretta M12* (T)	7.62 S	7	4	3	30	T	n/a	30
Beretta M93* (T)	9 mm	7	4	3	21	J	n/a	20
Calico 950* (T)	9 mm	7	2	3	50/100	T	n/a	25
Colt M177* (T)	5.56	7	7	3	27	J	n/a	65
Heckler & Koch MP-5*(T)	9 mm	7	4	3	30	T	n/a	30
Heckler & Koch MP-5K*(T)	9 mm	6	4	3	30	T	n/a	25
Heckler & Koch MP-5 SD* (T)	9 mm	7	4	3	20	N	n/a	30
Heckler & Koch MP53* (T)	5.56	7	7	3	25	T	n/a	60
Ingram MAC-10* (T)	9 mm	7	2	3	30	J	n/a	25
Ingram MAC-10* (T)	.45	6	5	3	32	J	n/a	35
Ingram MAC-11* (T)	.380	7	4	3	32	J	n/a	20
Ingram MAC-11* (T)	9 mm	7	4	3	32	J	n/a	20
Intratec TEC-9* (T)	9 mm	6	4	3	32	J	n/a	35
L2A3 Stirling* (T)	9mm	6	4	3	34	T	n/a	40
Micro-Uzi* (T)	9 mm	7	4	3	15	J	n/a	25
Mini-Uzi* (T)	9 mm	7	4	3	20/30	J	n/a	25
Skorpion M-61* (T)	.32 ACP	5	4	3	15/20	J	n/a	30
Spectre M-4* (T)	9 mm	7	4	3	30/50	T	n/a	50
Sten MK 2* (T)	9 mm	6	4	3	32	T	n/a	30
Steyr AUG* (T)	9 mm	7	4	3	32	T	n/a	40
TEC9* (T)	9 mm	8	2	3	20/32	T	n/a	20
TEC22* (T)	.22 LR	6	1	3	30	J	n/a	20
Machine Pistols (2)								
Beretta 93R* (T)	9 mm	7/8	2	15	15/21	J	n/a	20
Calico 950* (T)	9 mm	7	4	3	100	T	n/a	25
Calico 960* (T)	9 mm	7	4	3	32	N	n/a	35
Colt Scamp* (T)	.22	6	3	4	27	J	n/a	20
Glock 18* (T)	9 mm	7/8	2	19	17/19	J	n/a	20
Heckler & Koch VP-70z*(T)	9 mm	7/8	2	9	18	J	n/a	20/30
Steckin* (T)	9x18 mm	7/8	2	15	18	J	n/a	18
Autopistol (2)								
Banji Bolt* (T) (Luna R.)	10 mm	5	4	2	12	P	n/a	40
Banji Cyclone* (T)	10mm	6	4	2	16	P	n/a	50
L-K Defender* (T)	9 mm	6	4	2	18	J	n/a	50
Stavros Snub (T)	9 mm	6	4	2	15	P	n/a	45
Heavy Autopistol (2)								
L-K Avenger* (T)	11 mm	6	5	2	20	J	n/a	50
Stavros 11 mm Auto* (T)	11 mm	6	5	2	16	J	n/a	50
Sonic Weapons (3) [ignores armor unless it defends against specific attacks]								
Aris Whistler (T)	--	6	6	1	20	J	n/a	50

Taser Weapon (2) [ignores armor unless it defends against specific attacks]

Banji Lightning Taser Baton (T) -- 6 6 1 20 J n/a 20

Taser Weapon Continued (2) [ignores armor unless it defends against specific attacks]

Orgotek Electric Eel (B) -- 6 6 1 30 J 1 25

Taser Pistol

Web Emitter (2) [ignores armor unless it defends against specific attacks]

Alchemy Webgun (B) .75 3 3 1 7 T 1 10

L-K netgun s5-ST (T) .75 3 3 1 5 T n/a 15

Orgotek Spinneret (B) .75 3 4 1 10 T 1 15

Name (Cost)	Caliber	Difficulty	Damage	Rate	Capacity	Conceal.	FT	Range
-------------	---------	------------	--------	------	----------	----------	----	-------

Grenades (Varies)

Grenade (T) 30 mm 4 varies 1 1 P n/a spec.

Concussion 30 mm 4 4 1 1 P n/a 30 (n0)

Flash/Bang 30 mm 4 Bash 5 1 1 P n/a 30 (n1)

Flash 30mm 4 5 1 1 P n/a 30 (n2)

Fragmentation 30 mm 4 6 1 1 P n/a 30 (n3)

Gas/Smoke 30 mm 4 spec 1 1 P n/a 30 (n4)

Incendiary 30 mm 4 5 fire 1 1 P n/a 30 (n5)

Plasma 30 mm 6 7 fire 1 1 P n/a 30 (n6)

White Phosphorus 30 mm 6 12 fire 1 1 P n/a 30 (n7)

M-79 Grenade Launcher 30 mm 6 Grenade 1 1 J n/a 400

M-19 Grenade Launcher 30 mm 6 Grenade 1 1 J n/a 600

-- Two Hand Weapons--

Name (Cost)	Caliber	Difficulty	Damage	Rate	Capacity	Conceal.	FT	Range
-------------	---------	------------	--------	------	----------	----------	----	-------

Bows (2)

Compound Long Bow(T) 250 mm 8 3 (-1/5m) 1 1 N n/a 180

Crossbow (⊗) (T) 250 mm 8 3 (-1/10y over 100) 1 T n/a 100

Long Bow (Str+2) (T) 250 mm 8 3 (-1/5m) 1 1 N n/a 90

Short Bow (Str+1) (T) 250 mm 8 2 (-1/5m) 1 1 T n/a 60

Bird Arrow (bashing) +1 -4 1 1 T n/a --

Broadhead -1 +1 1 1 T n/a --

Fishing -2 -5 1 1 T n/a --

Target +1 -1 1 1 T n/a --

Sling, Staff 20 mm 6 Str+2 1 1 T n/a 12

Heavy Submachine Guns (3)

Uzi* (T) 9 mm 6 3 3 25/40 T n/a 50

Heckler & Koch MP-5/10* (T) 10 mm 6 3 3 30 T n/a 45

Heckler & Koch MP-5/40* (T) .40 7 5 3 30 T n/a 40

Heckler & Koch MP-53* (T) 5.56 7 7 3 25 T n/a 60

Thompson M1928* (T) .45 ACP 6 3 3 20/100 T n/a 50

Rifles (2)

AI PM (T) 7.62 7 8 1 10 N n/a 300

Calico M-105 (T) .22 7 4 1 100 N n/a 200

Colt Sporter Delta (T) 5.56 mm 7 7 1 20 N n/a 200

Galil Sniper Rifle (T) 7.62 mm 7 7 1 25 N n/a 300

H&H African (T) .45 M 7 7 1 2 N n/a 200

H&H .600 Nitro (T) .60 8 9 1 2 N n/a 275

L1A1 (FN-LAR) 7.62 7 8 1 2 N n/a 275

McMillan M-87 (T) .50 7 6 1 5 N n/a 300

Remington M700 (T) .30-06 8 6 1 5 N n/a 300

Remington M740 (T) .223 8 5 2 5 N n/a 275

Ruger 10/22* (T) .22 LR 8 2 4 10/50 N n/a 100

Steyr AMR (T)	15 mm	8	10	1	8	N	n/a	550
Strey AUG*	5.56 mm	8	7	3	42	N	n/a	150
Steyr SSG-69 (T)	7.62 mm	7	7	1	10	N	n/a	200
SVD Dragunov (T)	7.62 RL	10	7	1	10	N	n/a	650
Walther WA-2000 Sniper (T)	7.62 mm	7	7	1	6	N	n/a	650
Weatherby Mark V (T)	.460 WM	8	9	1	3	N	n/a	300

Assault Rifles (3)

AIWS* (T)	5 mm	6	7	3	60	T	n/a	200
AK-47* (T)	7.62 mm	7	8	3	30	N	n/a	150
AK-74* (T)	5.45 mm	7	5	3	30	N	n/a	200
AKM* (T)	7.62	7	8	3	30	N	n/a	200
AUG Carbine* (T)	5.56	7	7	3	30	T	n/a	150
Colt M16* (T)	.223	7	5	3	20/30	N	n/a	150
Colt M16A1* (T)	5.56 mm	7	7	3	20/30	N	n/a	150
Colt M16A2* (T)	5.56 mm	7	7	3	20/30	N	n/a	200
Colt M177* (T)	5.56 mm	7	7	3	30	N	n/a	65
FAMAS* (T)	.223	7	5	3	25	T	n/a	200

Name (Cost)	Caliber	Difficulty	Damage	Rate	Capacity	Conceal.	FT	Range
-------------	---------	------------	--------	------	----------	----------	----	-------

Assault Rifles Continued (3)

Heckler & Koch G3 SG/1* (T)	7.92	7	8	3	20	N	n/a	300
Heckler & Koch G11* (T)	4.7 mm	6	6	2	50	T	n/a	300
Heckler & Koch G41* (T)	5.56	7	7	3	30	N	n/a	200
L85A1* (T)	5.56 mm	7	7	3	30	N	n/a	150
SA-80* (T)	.223	7	5	3	20	T	n/a	200
LA-85 (SA-80)* (T)	5.56	7	7	3	30	T	n/a	200
L-86 (SA-80)* (T)	5.56	7	7	3	30	N	n/a	250
M1 Carbine* (T)	.30	7	6	3	15	N	n/a	100
M2 Carbine* (T)	.30	7	6	3	30	N	n/a	100
M82A1* (T)	.30	7	6	2	11	N	n/a	500
Minimi (SAW)* (T)	5.56 mm	7	7	3	100	N	n/a	225
Minimi Para*	5.56 mm	7	7	3	100	N	n/a	175
Mini-14* (T)	.223	7	5	3	30	T	n/a	200
Steyr AUG* (T)	.223	7	5	3	30/42	T	n/a	200
Steyr AUG* (T)	5.56 mm	8	7	3	42	N	n/a	150
SigSauer 540* (T)	5.56 mm	7	7	3	30	N	n/a	200
SigSauer 550* (T)	5.56 mm	7	7	3	30	N	n/a	200
Steyr AUG* (T)	5.56 mm	7	7	3	30	T	n/a	200

Automatic Carbine (3)

Banji 7.62 Tornado* (T)	7.62 mm	6	7	2	40	T	n/a	50
L-K MAC 803* (T)	7.62 mm	6	7	3	40	T	n/a	300

Laser Carbine (3)

Alchemy 2118-D Biocarbaine* (B) --	--	6	8	15	40	T	2	510
L-K Vindicator II* (T)	--	6	8	20	40	T	n/a	550
Orgotek Hornet VI* (B)	--	5	8	20	45	T	2	570
Voss 63K8 (T)	--	5	7	25	50	T	n/a	600

Sprayer (sprays a sticky fluid that is absorbed by the body of the subject with various chemicals to disable) (America Offline)

L-K Sprayer	10 mm	6	7‡	1	25	N	n/a	10
-------------	-------	---	----	---	----	---	-----	----

cost (4)

Battle Rifles (3)

AK-47* (T)	7.62x39mm	7	6	10	30	N	n/a	250
Berata .Light Fifty (T)	.50	8	9	1	6	N	n/a	1,800

Bren L2A4* (T)	7.62	6	8	3	30	N	n/a	350
Browning BAR* (T)	.30-06	8	6	3	4	N	n/a	275
Fn FAL* (T)	7.62 mm	7	6	10	20	N	n/a	275
Heckler & Koch 21* (T)	7.62 mm	6	8	15	50	N	n/a	350
Heckler & Koch 23* (T)	5.56 mm	6	7	10	50	N	n/a	300
Heckler & Koch G3* (T)	7.62 mm	7	6	10	20	N	n/a	300
M-14* (T)	7.62 mm	7	6	10	20	N	n/a	275

Voss 93T HTC Rifle

Screamer	0 mm	6	8	1	40	N	n/a	70
Coilgun	1 mm	6	10	60	100	N	n/a	600
Plasma Gun	5 mm	6	10	1	8	N	n/a	35

Flechette Weapons (3)

Orgotek Scorpion Autocarbine (B).1mm 5			5/7/9	5/7/9	90	T	2	75
Stavros 15 nps (T)(Luna R.) 0.1 mm	6		2/4/6	5/10/15	50	J	n/a	24
cost 1								
Stavros 25 nps (T)(Luna R.) 0.1 mm	6		4/6/8	10/15/25	85	J	n/a	32
cost 2								

Sonic Weapons (3) [ignores armor unless it defends against specific attacks]

Aris Super Sonic Carbine (T) --		5	8	5	30	T	n/a	75
---------------------------------	--	---	---	---	----	---	-----	----

Web Emitter (3)

L-K netlauncher s9-MT (T) .75		2	5	1	9	N	n/a	30
-------------------------------	--	---	---	---	---	---	-----	----

Pump-Action Shotguns (2)

AAI CAWS Flechette	12 gauge	6	8	2	12	T	n/a	?
Banji Thunder (T)	12 gauge	5	6	2	15	T	n/a	30
Ithaca M37 (Stakeout)(T)	12 gauge	5	6	1	5	T	n/a	15
Ithaca MAG 10 (T)	12 gauge	7	10	2	2	T	n/a	10
Jackhammer	12 gauge	7	8	2	10	T	n/a	20
Mossberg M500 (T)	12 gauge	5	6	1	5	N	n/a	20
Remington 870 (T)	12 gauge	5	6	1	8	N	n/a	20
Remington 1100	12 gauge	6	8	1	8	T	n/a	20

Name (Cost) Caliber Difficulty Damage Rate Capacity Conceal. FT Range

Pump-Action Shotguns Continued (2)

Stavros .00 Shotgun (T)	8.4 mm	5	5	2	12	T	n/a	30
-------------------------	--------	---	---	---	----	---	-----	----

Automatic Shotguns (3)

Benelli M-3 Super 90* (T)	12 gauge	6	6	3	7	T	n/a	20
Fianchi Law* 12	12 gauge	7	8	3	8	T	n/a	20
Heckler & Koch CAWS* (T)	12 gauge	7	8	3	10	T	n/a	25
L-K Protector Auto* (T)	12 gauge	6	5	3	20	T	n/a	30
Remington 1100* (T)	12 gauge	6	6	3	8	N	n/a	20
SPAS 12* (T)	12 gauge	6	6	3	8	N	n/a	20
SPAS 15* (T)	12 gauge	6	8	3	6	N	n/a	20
USAS 12* (T)	12 gauge	7	6	6	10/20	N	n/a	20

Machine Guns (2)

AUG LMG* (T)	5.56	7	7	3	42	N	n/a	220
Light Machine Gun* (T)	.30	6	6	5	100	N	n/a	800
L7A2 (FN-MAG)* (T)	7.62 mm	6	8	15	100	N	n/a	325
M-60 Machine Gun* (T)	7.62 mm	7	7	5	100	N	n/a	400
M2 Heavy Machine Gun* (T)	.50	7	8	5	200	N	n/a	1,000
M214 Minigun* (T)	5.56	6	7	25	1,000	N	n/a	250
Cost (4)								
PK* (T)	7.62	6	8	15	50	N	n/a	350

Name (Cost)	Caliber	Difficulty	Damage	Rate	Capacity	Conceal.	FT	Range
RPK	7.62 MM	6	8	10	40	N	n/a	200
RPK 74	5.45 MM	6	7	10	40	N	n/a	225
Explosives (2)								
Black Powder (T) Cost(1)	1 lbs	6	1	1	1	J	n/a	10
Blasting Powder (T)	1 lbs	6	3	1	1	J	n/a	10
Dynamite (T)	1 lbs	6	3	1	1	J	n/a	10
Molotov Cocktail Cost (1)	1 lbs	6	2	1	1	J	n/a	10
Napalm (T)	1 lbs	6	6 fire	1	1	J	n/a	10
Nitrocellulose	1 lbs	6	3	1	1	J	n/a	10
Nitroglycerine	1 lbs	6	3	1	1	J	n/a	10
Plastique (C-4) (T)	1 lbs	6	10	1	1	J	n/a	10
Primacord (T) Cost (3)	1 lbs	6	4	1	1	J	n/a	10
Heavy Weapons (4)								
Cannon, Big (T)	120 mm	7	20	1	1	N	n/a	2,000
Cannon, Large (T)	105 mm	7	12	1	1	N	n/a	1,200
Cannon, Small (T)	30 mm	7	8	1	1	N	n/a	1,200
Flame Thrower (T)	20 mm	7	8 fire	1	10	N	n/a	50
Howitzer, Small (T)	105 mm	10	30	1	1	N	n/a	16,100
LAW (T)	75 mm	7	12	1	1	T	n/a	200
L-K Big Boy r-5* (T) Heavy Coilgun Cost (5)	1 mm	6	12	60	80	N	n/a	800
L-K Junior r-3* (T) Light Coilgun	1 mm	6	9	50	60	N	n/a	600
L-K Killjoy (T) Missile Launcher Cost (5)	20 mm	6	12	1	4	N	n/a	5,000
Mortar, Large (T)	80 mm	9	24	1	1	N	n/a	3218 α
Mortar, Small (T)	50 mm	8	24	1	1	N	n/a	1320
Recoilless Rifle	57 mm	7	9	1	1	N	n/a	500
RPG-16 (T) Cost (2)	58.3 mm	6	13	1	1	N	n/a	300
Stinger Missile (T)	300 mm	7	7	1	1	N	n/a	4,000
TOW (T)	400 mm	6	10	1	1	N	n/a	2,500
Voss 88T Plasma Gun (T)	5 mm	4	9	15	20	N	n/a	30

NOTES:

* = the gun is capable of a three-round burst

(⊗) = Crossbows; a Cranequin Style requires a minimum Strength rating of 2, and takes 1 minute to cock

A Goat's Foot or Folding requires a minimum Strength rating of 3, taking 15 seconds to cock

A standard crossbow requires a minimum Strength rating of 4, taking 10 seconds to cock

Crossbows and Normal Bows require arrows, target, broadhead etc. The stats assume an arrow or bolt with a small blade, similar to what the Native Americans used.

(T) or (B) = Hard Tech or Biotech, only biotech weapons can be formatted. Once formatted a weapon gains 2d10 to hit and 1d10 to damage, but only when used by that individual for which the gun was formatted.

Difficulty = the Difficulty number to hit

Damage = the base damage done on a successful hit, all damage is lethal damage except for normal sonic weapons which do bashing, black market sonic guns use the same stats

but they do lethal damage. Web guns don't do damage instead each dot of damage is subtracted from the target's Dexterity.

Rate = The maximum number of bullets a gun can fire in a turn

Capacity = The number of bullets the gun can hold

Conceal. = Concealment = P is Pocket, J is Jacket, T is Trench Coat and N is Not Concealable
†A V-Gun bypasses armor and soak giving the target +2 difficulty to all actions for one turn per success rolled on the damage effect. Psions also suffer +1 Difficulty to all Psi rolls for the same duration. Opaque physical barriers block the effects of a flash gun.

‡ Sprayers inflict the subject with a variety of chemical agents:

Histamine: becomes red, flushed and itchy; all Dexterity, Perception and Appearance related rolls function at +1 Difficulty.

Neurotransmitter Blocker: The subject's nervous system becomes unreliable putting all Mental related rolls at +1 Difficulty.

Neurotransmitter Trigger: The subject's nerves fire rapidly causing euphoria and confusion putting Perception, Dexterity and Manipulation related rolls at +1 Difficulty.

Porphyrin Blocker: Binds with hemoglobin blocking oxygen putting all Strength and Stamina related rolls at +1 Difficulty.

Flechette weapons have a variable rate of fire which determines the damage they do. Mercy Guns are special flechette weapons that have darts composed of sleeping poison. In addition to the damage they do roll 1d10 per point of damage as a Sleeping Poison vs. the target's Stamina + Resistance if that roll is beat the target falls asleep for 10 minutes per success missed.

F/T = Formatted Tolerance, for bio-applications only, number is tolerance rating when formatted
Range = range in meters, this can be doubled, but anything above what is listed is considered a long-range shot.

Grenade Notes [grenade range is 6 meters for thrown or 250 meters when fired from a grenade launcher, such launchers cost (2) and can be mounted to a 2 hand weapon, firing 1 shot at a time.] Range for a grenade = range in meters/Strength each failure moves the grenade 1 yard from the target in a random direction. To actually hit a target with a grenade roll Dexterity + Throwing, with your Strength as the Difficulty modifier and the number of dice in your dice pool.

(n0) = Concussion grenades, reduce the damage for each meter.

(n1) = Flash/Bang grenades are a combination of a Concussion and Flash Grenade, over a 8 meter radius. The Bashing damage caused by this grenade is healed in 15 minutes.

(n2) = inflicts blindness over 1 meter radius for 1 turn for each success rolled (also disrupts IR and UV).

(n3) = inflicts blindness over 1 meter radius for 1 turn (also disrupts IR and UV) damage is reduced by one die for each meter away from the blast point (roll separately for each target).

(n4) = 5 turn duration with a 1 meter radius area of effect. Poison gas does 6 dice of Lethal damage, Spell gas calls for a resisted action vs. 6 dice against the target's Resistance, if this roll fails the target falls unconscious for 15 minutes. Smoke applies a +2 difficulty to all Perception and targeting rolls due to obscurement. Firing lasers through smoke reduces the damage by 1 die per meter of smoke and a -2 Accuracy for at least two turns. See medications, Gas Toxins for additional grenade loads that can be used in a grenade.

(n5) = Incendiary grenades does 5 dice of fire damage in a 2 meter radius for 3 consecutive turns.

(n6) = Plasma grenades do 7 dice of fire damage in a 3 meter radius for 5 consecutive turns.

α Large Mortars have a minimum range of 600 meters

(n7) = White Phosphorus; does damage 12 damage die over 1/2 meter, reduce the damage dice pool to 6 for meter away from the grenade and at a radius of 2 meters or less it does one die of damage.

Gun Accessories (can be used on a crossbow, but not a long or short bow or grenades)

Assault Rifles, Battle Rifles and all Carbines have a bayonet stud, attaching a bayonet takes 1 turn and increases the concealment to the next rating (J become T and T becomes N). A rifle or carbine with a bayonet is considered a Spear.

Bipod/Tripod: Depending on the weight an assault, battle or normal rifle can be equipped with a mount to stabilize the weapon adding +2 dice for the purposes of aiming.

Flash Suppressor: a standard with assault and battle rifles it hides the muzzle flash.

Laser Sight: a small device that projects a beam, that can be seen for 50 meters, it adds -1 to the Difficulty to hit.

Silencer (Suppressor): Suppresses the sound of the bullet increasing the difficulty roll to hear the shot by 4, however it also decreases the damage by 1 die. It increases the Concealment rating to the next higher level. For example a Walther PPK can be hidden in a Pocket, but not if it is silenced, it must then be hidden in a Jacket.

Visual Scope: Can't be used at ranges of 30 meters or less, it adds +2 dice for the purpose of aiming.

Special Ammunition (Ammunition comes in the standard calibers. Lasers, sonic weapons and tasers don't use ammunition. Special ammo is not made for other Hand Propelled Weapons, because it won't have the acceleration needed to activate.

Flechette weapons use two types of ammunition; standard steel and mercy. A mercy flechette is a sharpened sliver that does 1 less die of damage and dissolves in the bloodstream as a sleeping drug. Each mercy flechette applies a -1 to the target's Stamina, which can be resisted with a Willpower roll, Difficulty 8. Enough mercy flechettes and a target will eventually fail their willpower roll enough times to lose all their stamina and fall asleep. Mercy flechettes are used by law enforcement agencies to "safely" take down suspects. They still do lethal damage though, like any ammunition.

Ammunition Type	Modifier	Effect (cost 50 rounds)
Armor Piercing (AP)	-1 Damage	Reduces body armor by half (Cost 2)
AP Explosive	+0 Damage	Reduces body armor by half (Cost 2)
AP Incendiary	+0 Damage	Reduces body armor by half (Cost 2)
Depleted Uranium	+2 Damage	1.25 range (Cost 2)
Dum Dum	+2 Damage	Also known as Hollow Point Cost (1)
Duplex	-2 Damage	2 Shots are rolled for (Cost 1)
Equalloy	+2 Damage	Coated in Nylon (Cost 1)
Explosive	+2 Damage	Explodes in the wound (Cost 2)
Fiberglass/ Plastic	+0 Damage	Difficult to locate in the body (Cost 1)
Flechette	+2 Damage	1.5 range, halves body armor
Glaser	+2 Damage	Shotgun like warhead (1 Cost)
Gyrojet	+0 Damage	+1 R.O.F., 1.5 range needs custom weapon (Cost 1)
Hollow Point	+2 Damage	Also know as Dum Dum (Cost 1)
Improved Glaser	+3 Damage	Shotgun like warhead (1 Cost)
Incendiary/Tracer	-1 Difficulty	Ignites in air +1 to aim (Cost 1)
Olaminium	+2 Damage	Heavier Ammo, works over 1.5 the range (Cost 2)
Poison	+0 Damage	May poison the victim (Cost 3)
Reversed Ogive	+2 Damage	Reduce body armor by half (Cost 2)
Rubber Shot	+0 Damage	Damage becomes bashing/stun (Cost 1)
Semi-AP	-1 Damage	Reduces body armor by half (Cost 1)
Smart	+0 Damage	+1 Aim (Cost 3)
Spartan	+2 Damage	Uses lead dust, similar to Glaser (1 Cost)
Thunderzap	+3 Damage	Plastic Bullet (Cost 1)
Tracer/ Incendiary	-1 Difficulty	Ignites in air +1 to aim (Cost 1)

Tumbler +2 Damage
Special ammunition with a Cost of 2 or 3 is typically more expensive and can only be obtained by police departments or the military. Most ammunition is caseless nowadays, or uses a discarding sabot, neither one does extra damage. Ammo is sold in boxes of 100.

If you think this isn't a long enough list of weapons you can find more at the Netbook of Modern Firearms and the White Wolf Wiki. Prices will not be the same and will probably be more expensive than a comparable weapon listed on this chart since those extra weapons will become special weapons. There are only extra gun powder weapons, not laser, gryobject, flechette, webguns etc.

