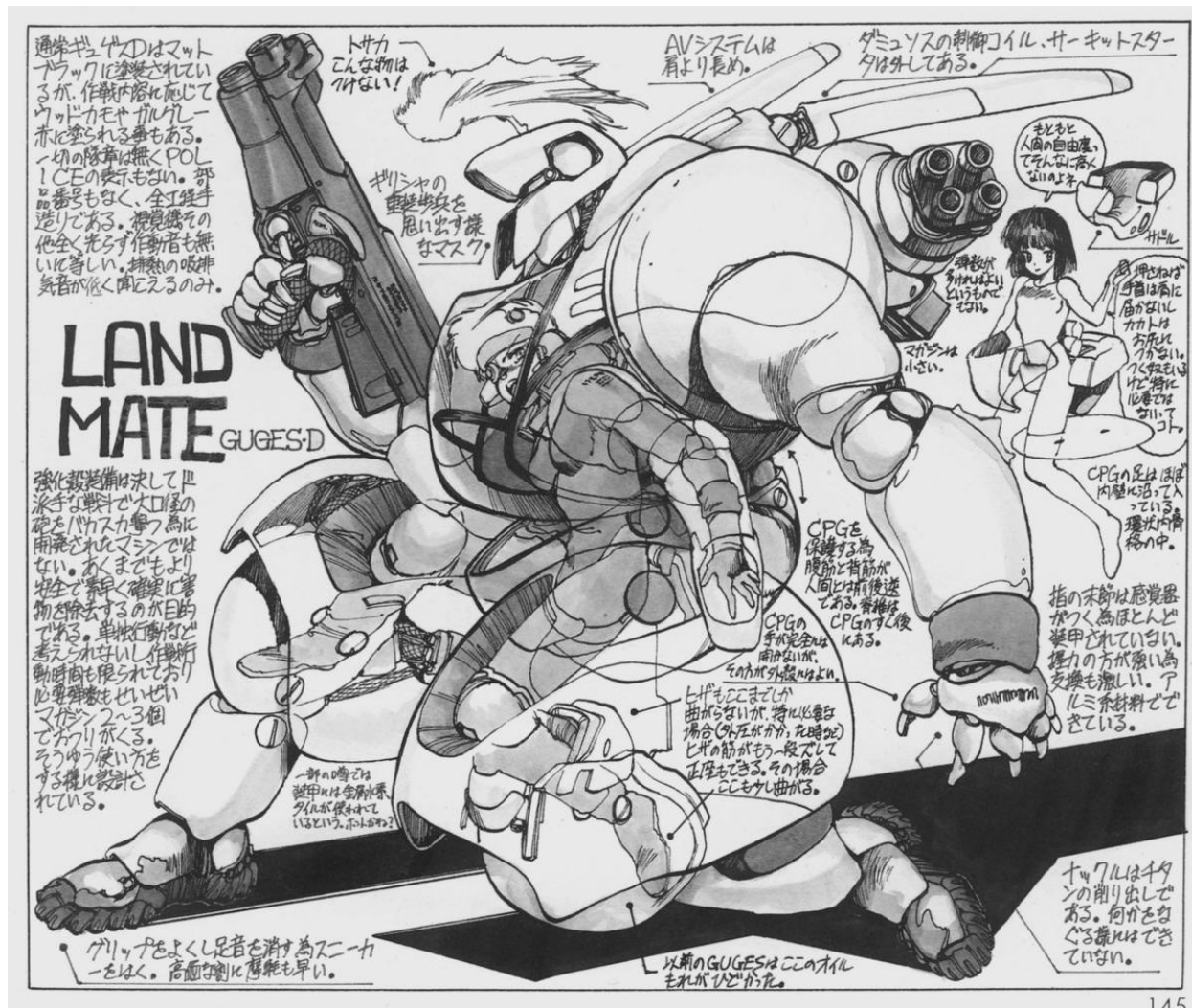


GUGES-D

Cost: 25,000eb (Super luxury)



The General workhorse of C-SWAT, the GUGES-D is meant to work in teams with other Pilots, and cannot take sustained fire for very long.

30 HP SP 16 BOD 14

Linear frame: BETA

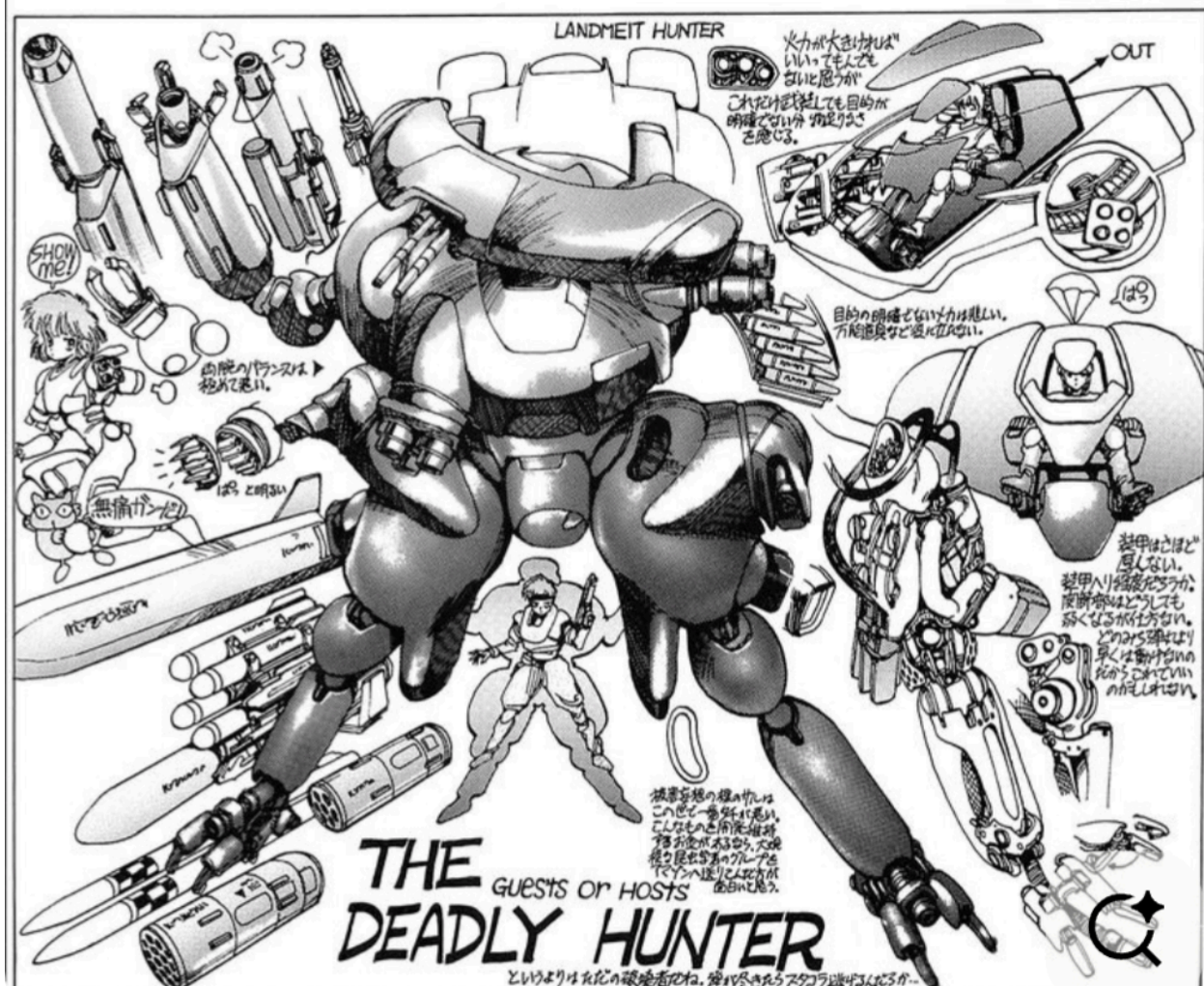
Shell: Hybrid Metal gear

Onboard Cyberware: Artificial Shoulder mounts, Cyberarms x2, Radio communicator, Scrambler / Descrambler, Targeting scope.

Onboard weapons: N/A

Cost: 61,700eb (Super luxury)

Cost: 61,700eb (Super luxury)



Created as a ACPA killer, the Deadly Hunter is more a weapons platform than a “suit”. Nearly 15ft tall, this weapon makes for poor CQC. And better used for Long ranged ambushes.

45 HP SP 18 BOD 16, -1 DEX.

Linear frame: Omega

Shell: Heavy metal gear

Onboard Cyberware: Artificial Shoulder mounts, Cyberarms x2, Radio communicator, Scrambler / Descrambler, Targeting scope.

Onboard weapons: 20mm Anti Cyborg rifle, ARES M215-LM, Grenade launcher w/ Drum magazine, Standard tube, Militech Big Boomer w/ Pistol Long barrel x2, Rocket launcher w/ Drum magazine, Long tube.

ORC ARMOR

Cost: 16,000 eb (Super luxury)



The Japanese equivalent of the Zetatech grasshopper; this light ACPA is used extensively by the JSDF.

25 HP SP 16 BOD 12.

Linear frame: Sigma

Shell: Hybrid Metal gear

Onboard Cyberware: Amplified Hearing, Image Enhance, Radio communicator, Scrambler/Descrambler, Targeting scope, TeleOptics.

Onboard weapons: N/A

DataFilm

Cost: 1,000 eb (Very expensive)



A modified Netrunning suit, meant for ACPA piloting, and under armor for K-5 Battlesuits. When wearing Datafilm all armor penalties from wearing any armor Medium armor jack and above are lowered by 1, and a +1 to MOV while piloting an ACPA.

Stopping power: 8

Armor penalty: None

Body armor.

GASIUM K-5 BATTLESUIT

Cost: 3,000 (luxury)



The Japanese equivalent of Metal gear™ Armor, the GASIAM K-5 BATTLESUIT™, is remarkably lighter, and meant to be worn with a Datafilm underneath.

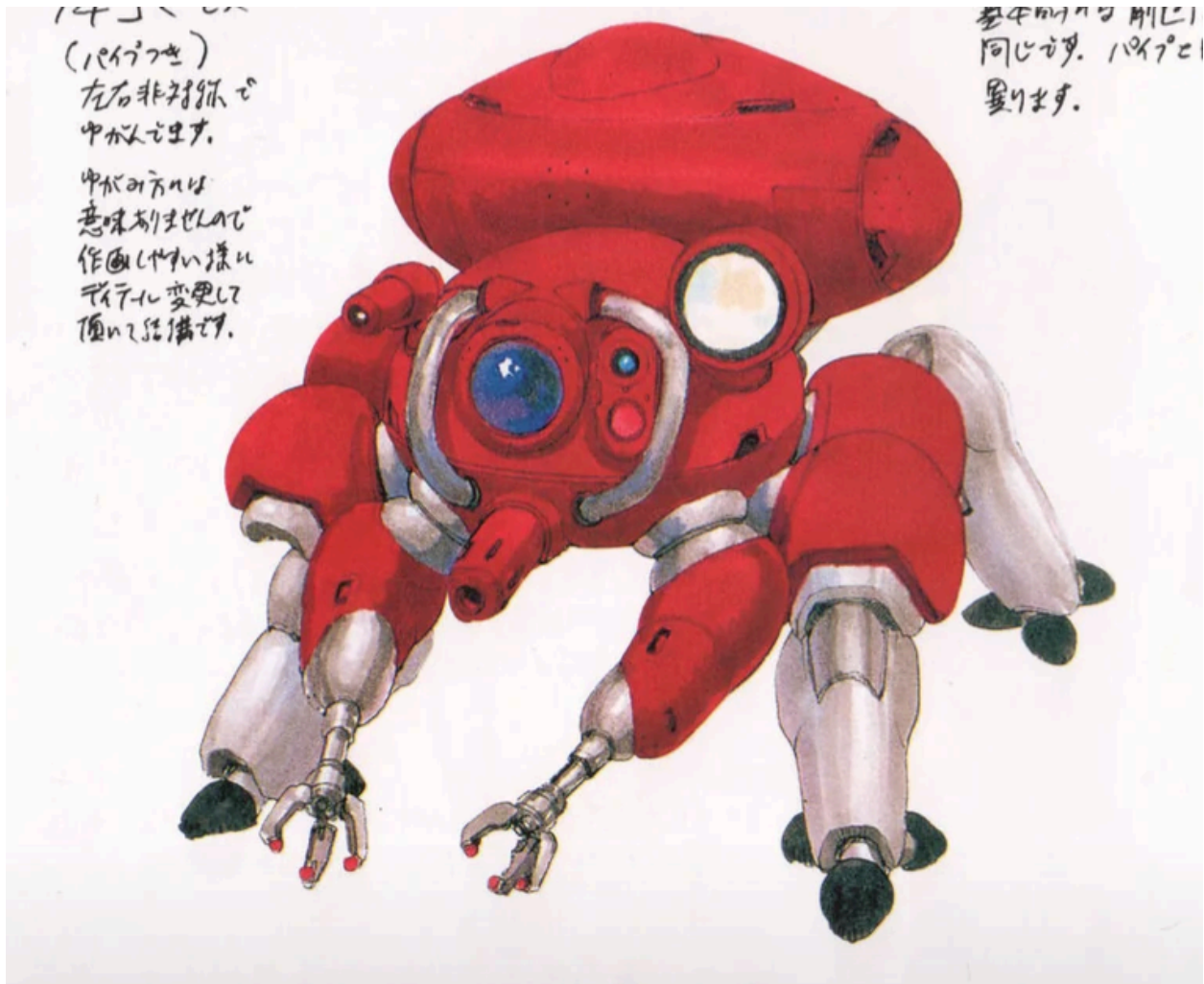
STOPPING POWER: 15

ARMOR PENALTY: -1 REF, DEX, and MOVE.
Head and body armor.

Fuchikoma

Cost: 84,000eb (Super luxury)

Nomad rank:7



An experimental Spider-tank, that has a built in SAAI, which learns and adapts from previous encounters

The Fuchikoma is a High performance ground car with Armored Chassis w/ Metal gear coating, communication center w/ Self driving vehicle, Heavy Chassis, Onboard machine gun x2, Vehicle heavy weapon mount.

Fuchikomas come with a six floor Net architecture, which has a Balron inside, which performs all Combat and Movement actions while unmanned.

The Fuchikoma can crawl on walls as if it has Grip-feet installed, and it jumps without movement penalty as if it has Jump boosters, and has a high tensity winch which functions like a grapple hand.

Onboard weapons: Militech Cowboy U-56 Grenade Launcher.
SDP 70, SP 16, Seats 1, MOV 35.

Bonaparte mini-tank

Cost: 65,000eb (Super luxury)
Nomad rank:6



A miniature tank, used to tear hell through the streets of Neo-tokyo. The “police tank”, is a MBT shrunk down into a pint sized package.

The Bonaparte mini-tank is a High performance ground car with Armored Chassis w/ Metal gear coating, communication center, Heavy Chassis, Reinforced tires, Vehicle heavy weapon mount x2.

Onboard weapons: Rocket launcher w/ drum magazines, short tube., Tsunami Arms Helix (Citrus edition).

SDP 100, SP 17, Seats 2, MOV 35

10MM Assault Vulcan

Cost: 2,500 eb (Very expensive)



A Vulcan Mini-gun chambered in 10mm Auto, with a pistol grip. This is one of the Heavy Duty weapons of Tokyo's C-SWAT. Most targets give up when they see this.

Classification: Machine gun

Skill: Heavy weapon **Range table:** SMG

Damage: N/A **ROF:** 1 **Hands:** 2 **Capacity:** 1,000

Attachment: N/A

Concealable: No **Open slot:** 3

Special fire mode: Autofire 4 (SMG), Suppressing fire.

Special features: This weapon can only be fired in the Autofire and Suppressing fire modes. Requires 2 turns when reloaded. This weapon requires BOD 10 or must be fired prone.

20mm Anti-Cyborg rifle

Cost: 3,000 (luxury)



A large Semi-automatic Anti-material rifle created to drop Cyborgs and ACPA in a single shot. The Borg members of Tokyo's C-SWAT are known to cut down the barrel and use this as a DMR.

Classification: Sniper rifle

Skill: Heavy weapon **Range table:** Anti-material rifle

Damage: 7d6 **ROF:** 1 **Hands:** 2 **Capacity:** 4

Attachment: Anti-material barrel, Sniping scope.

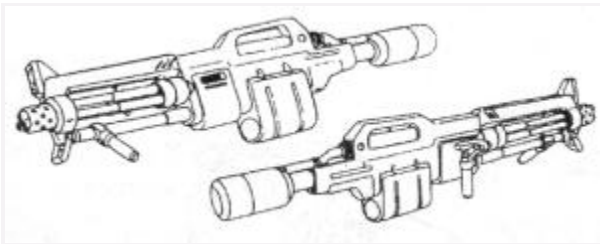
Concealable: No **Open slot:** 2

Special fire modes: N/A

Special features: This weapon requires BOD 14+ Or suffer Spinal injury critical injury.

ARES M215-LM

Cost: 10,000 eb (super luxury)



A Tri-barreled MG, chambered in 15x105mm, this machine gun is only used in the most dire circumstances.

Classification: Machine gun

Skill: Heavy weapon **Range table:** Battle rifle barrel

Damage: N/A **ROF:** 1 **Hands:** 2 **Capacity:** 60

Attachment: N/A

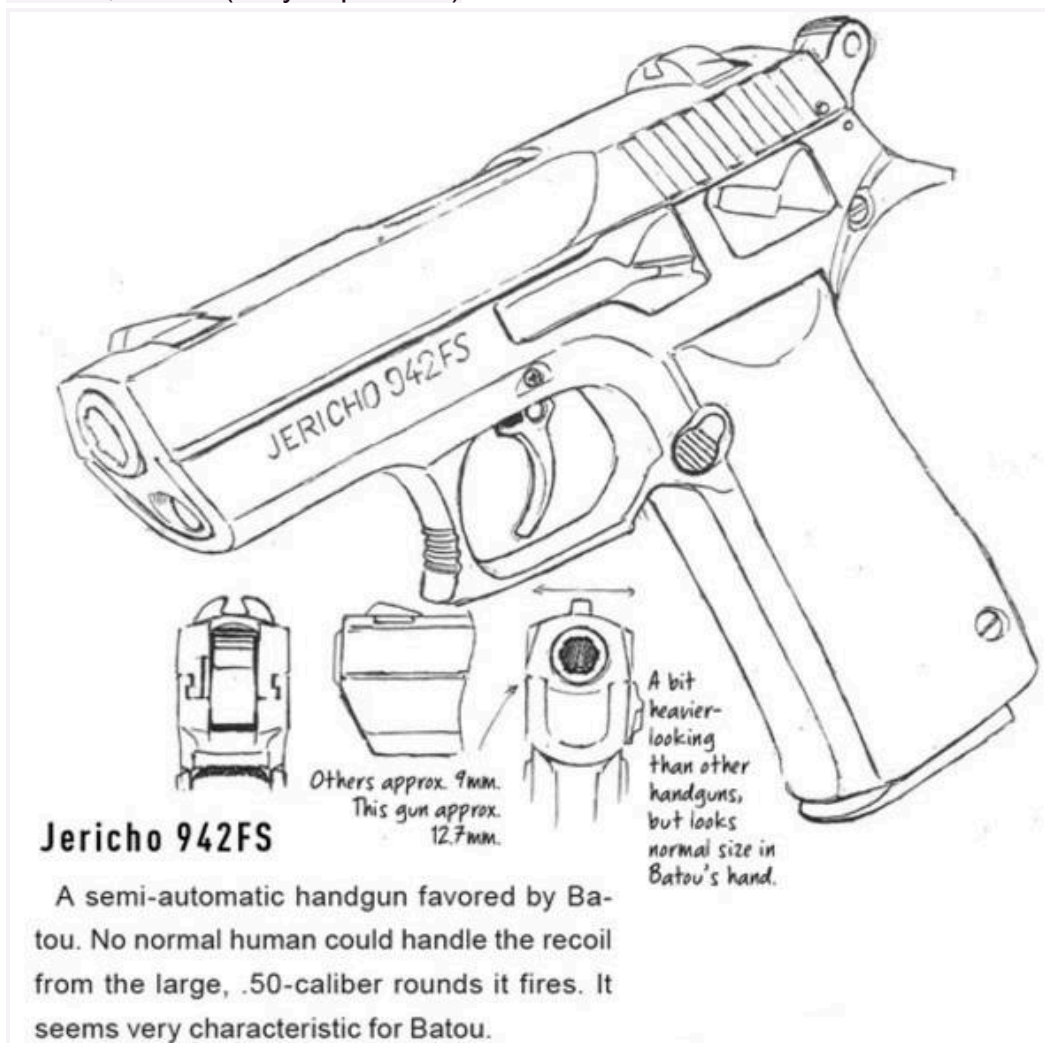
Concealable: No **Open slot:** 3

Special fire mode: Autofire 4 (Machine gun), Suppressing fire.

Special features: This weapon ignores SP under 11; only fires armor piercing ammunition, and consumes 20 rounds when fired. This weapon requires 2 actions to reload. Requires BOD 14 or must be mounted.

IMI Jericho 941 Semi-Compact

Cost: 2,500 eb (Very expensive)



A “Baby Desert eagle” rechambered in the Desert eagle’s Caliber. The recoil is uncontrollable for a normal person.

Classification: EQ Handgun

Skill: Handgun **Range table:** Pistol

Damage: 4d6 **ROF:** 2 **Hands:** 1 **Capacity:** 12

Attachment: N/A

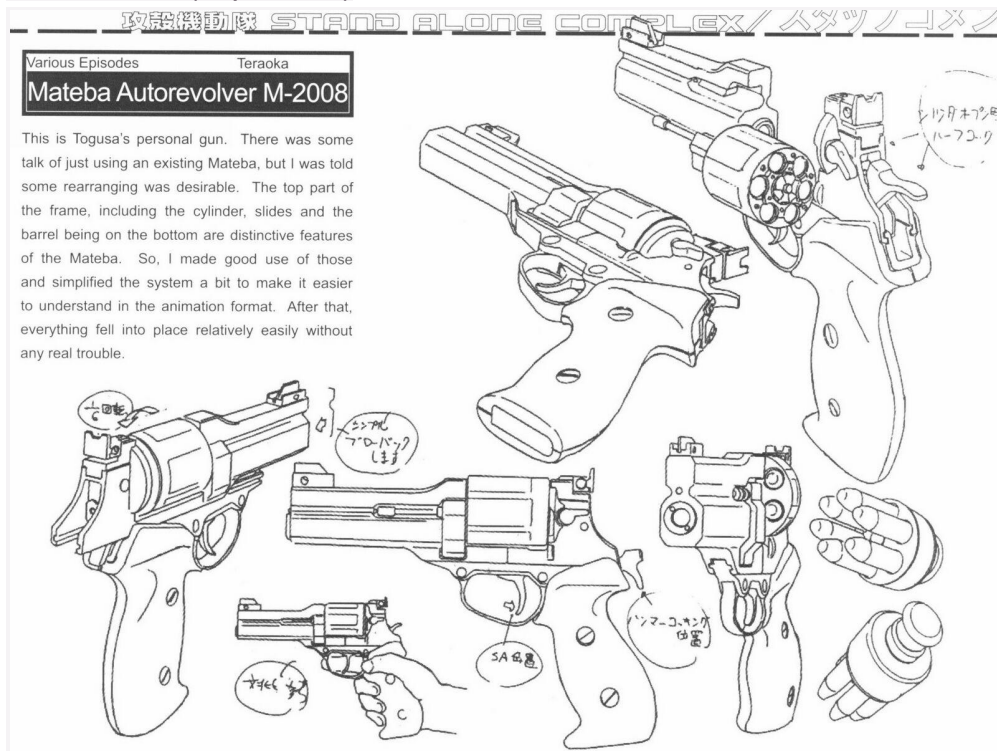
Concealable: Yes **Open slot:** 3

Special fire modes: N/A

Special features: This weapon requires BOD 10+ or suffers crushed fingers critical injury.

Mateba 2008M

Cost: 600eb (expensive)



A luxury Italian revolver, it is one of the few automatic revolver designs in the world; using recoil to automatically cock the hammer.

Classification: EQ heavy pistol

Skill: Handgun **Range table:** Pistol

Damage: 3d6 **ROF:** 2 **Hands:** 1 **Capacity:** 6

Attachment: N/A

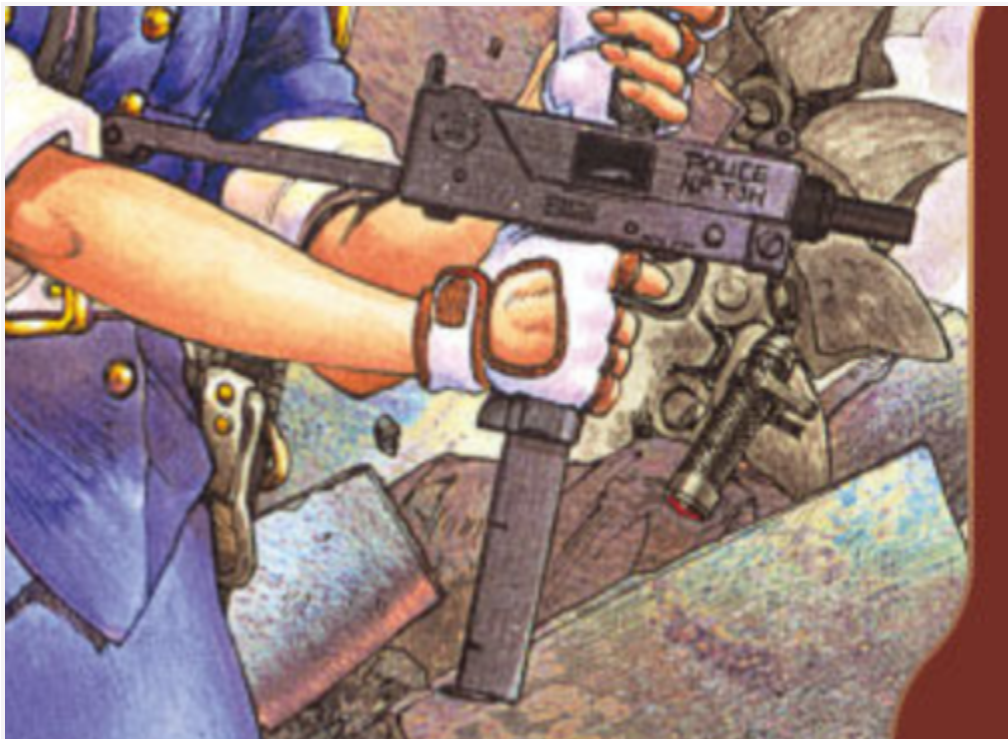
Concealable: Yes **Open slot:** 3

Special fire modes: N/A

Special features: This weapon can load homing Tracers (500 eb each) and fire them.

MAC-11

Cost: 950 eb (expensive)



A popular weapon with the Tank division of the C-SWAT, the American Mac-11 is in high demand in Japan.

Classification: EQ medium Pistol

Skill: Handgun **Range table:** Pistol

Damage: 2d6 **ROF:** 2 **Hands:** 1 **Capacity:** 30

Attachment: Drum magazine.

Concealable: Yes **Open slot:** 2

Special fire modes: Autofire 5 (Machine pistol), Suppressive fire.

Special features: When fired in Autofire, or Suppressive fire mode this weapon uses 15 rounds instead of 10.

Sebuco Briefcase MG

Cost: 1,500 eb (Very expensive)



A high capacity SMG disguised as a briefcase. This weapon is inspired by the H&K MP5 Briefcase configuration.

Classification: EQ SMG

OhSkill: Handgun **Range table:** SMG

Damage: N/A **ROF:** 1 **Hands:** 1 **Capacity:** 60

Attachment: Drum magazine, smart link.

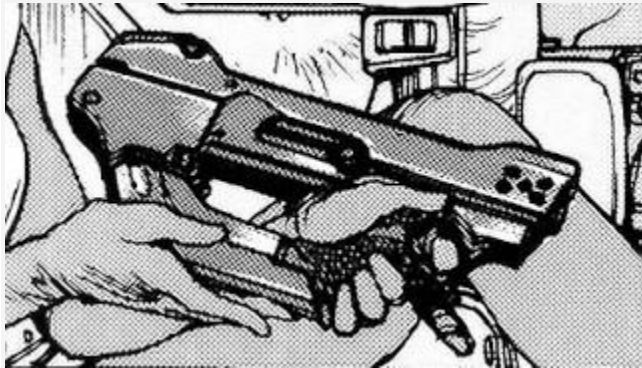
Concealable: Yes, **Open slot:** 0

Special fire modes: Autofire (4) SMG, Suppressing fire.

Special features: This weapon can only be fired in the Autofire and Suppressing fire modes. To detect this weapon, observers must pass a DV 17 conceal/reveal object check.

Seburo C-25a

Cost: 2,000 eb (Very expensive)



A popular top loaded PDW that fires High velocity 6mm cartridges, created as a lightweight Cyborg stopper.

Classification: EQ Heavy SMG

Skill: Handgun **Range table:** SMG

Damage: 3d6 **ROF:** 1 **Hands:** 1 **Capacity:** 50

Attachment: Extended magazine, Infrared Night vision scope.

Concealable: Yes Open slot: 1

Special fire modes: Autofire (4) SMG, Suppressing fire.

Special features: This weapon ignores all SP under 8, and can only fire High velocity ammunition.

Seburo C-26a

Cost: 3,000 eb (luxury)



A Carbine version of the C-25a chambered in a High velocity 5.56 NATO cartridge.

Classification: EQ Assault rifle

Skill: Shoulder arm **Range table:** Carbine

Damage: 5d6 ROF: 1 **Hands:** 2 **Capacity:** 30

Attachment: Carbine Barrel, Smart link, Suppressor.

Concealable: No Open slot: 1

Special fire modes: Autofire (4) Assault rifle, Suppressing fire.

Special features: This weapon ignores all SP under 8, and only fires High velocity ammunition.

Seburo Gong

Cost: 3,000 eb (luxury)



A 10 gauge short barrel shotgun, which is more than enough to take down Borgs. It's rumored that the Militech Crusher is a copy of this much more powerful shotgun.

Classification: EQ Shotgun

Skill: Shoulder arm **Range table:** Short barrel shotgun

Damage: 6d6 **ROF:** 1 **Hands:** 1 **Capacity:** 6

Attachment: Short barrel

Concealable: No Open slot: 3

Special fire modes: Shotgun shells.

Special features: When this weapon uses Shotgun Shell, they deal 4d6 damage instead of 3d6 damage. Only fires Armor piercing ammunition. Requires BOD 8+ or suffers a broken arm critical injury.

Sebuuro M-5

Cost: 1,000 (very expensive)



The Standard side-arm of the JSDF and Japanese C-SWAT. The M5 fires the high velocity 5.45 x 18mm 7N7 cartridge, with a high capacity 20 round magazine.

Classification: EQ Medium pistol

Skill: Handgun **Range table:** Pistol

Damage: 2d6 **ROF:** 2 **Hands:** 1 **Capacity:** 20

Attachment: N/A

Concealable: Yes **Open slot:** 3

Special fire modes: N/A

Special features: This weapon ignores armor under 8 SP. And can only fire High velocity ammunition.

Seburo MN-23

Cost: 100eb (Premium)



A compact Bullpup carbine, created for Riot control, and is only used to fire Non-lethal ammunition. This weapon is not rated to fire proper munitions.

Classification: Assault rifle

Skill: Shoulder arm **Range table:** Carbine

Damage: 5d6 **ROF:** 1 **Hands:** 2 **Capacity:** 25

Attachment: Carbine Barrel

Concealable: No Open slot: 3

Special fire modes: Autofire 4 (Assault rifle), Suppressing fire.

Special features: This weapon can only load rubber ammunition. And cannot accept Ammunition Compatibility Internals.