

<i>You Never See It Coming</i>	Street-Smarts 6, Guns 6	May take a Free attack against enemies within Close Range that become <i>Helpless, Staggered, Bound, or Panicked</i> .
<i>Hold-Up</i>	Street-Smarts 6	May make Street-Smarts checks against a <i>Helpless</i> enemy; on success, the enemy will surrender either Credits or an Item, and leave combat. Higher-level enemies are harder to succeed against.

Riot Shield

Price: 200 Credits

Weight: 1

Requires one hand to wield. Counts as Cover, giving enemies a -2 to hit against you while deployed. While deployed, movement is automatic, but takes twice as long; it takes 2 turns to move 1 range.

Energy Shield

Price: 200 Credits

Weight: 1

Can be wielded without hands. Counts as 10 SP, though this SP is treated as Cover by abilities and weapons that affect cover. When this SP is fully depleted, the Shield requires 3 turns to recharge.

Stock Weapons

Brass Knuckles

Price: 20 Credits

Weight: <1(1space)

Unarmed, Light

Spiked Knuckles

Price: 50 Credits

Weight: <1(1space)

Unarmed, Light, Sharp

Kinetic Strike Module

Price: 150 Credits

Weight: 1

Unarmed, High-Powered, Heavy

Vibro-Claw Gauntlet

Price: 600 Credits

Weight: 1

Unarmed, Armor-Piercing, Sharp

Ignores the target's DR entirely.

Drill

Price: 300 Credits

Weight: 1

Unarmed, Armor-Piercing III, High-powered

Sword

Price: 100 Credits

Weight: 1

Melee, Armor-piercing I, Sharp

Combat Knife

Price: 100 Credits

Weight: 0.5

Melee, sharp, light

Axe

Price: 100 Credits

Weight: 2

Melee, Heavy, Sharp

Shovel	<i>Price:</i> 60 Credits	Weight: 1
Melee, Sharp		
Sledgehammer	<i>Price:</i> 130 Credits	Weight: 2
Melee, Heavy, Mutilating		
Shishkebab	<i>Price:</i> 200 Credits	Weight: 1
Melee, Incendiary, Sharp		
Ripper	<i>Price:</i> 150 Credits	Weight: 1
Melee, Mutilating, Sharp		
Baton	<i>Price:</i> 55 Credits	Weight: 0.5
Melee, Light, Mutilating		
Super Sledge	<i>Price:</i> 300 Credits	Weight: 2
Melee, Heavy, High-Powered		
Ignores DR when attacking. A miss makes you <i>Staggered</i> .		

**Prices are for how many uses per combat. Grenades are replaced after each engagement ends, but cannot exceed the purchased number of uses.*

Grenades	<i>Price:</i> 50 Credits each	Weight: <1(1space)
Explosive, Thrown, Mutilating		
detonates 1 turn after being thrown.		
Mines	<i>Price:</i> 50 Credits each	Weight: <1(1space)
Explosive, Trap, Mutilating		
Napalm Grenades	<i>Price:</i> 75 Credits each	Weight: <1(1space)
Explosive, Thrown, Incendiary		
Detonates the same turn it is thrown.		
Tesla Grenades	<i>Price:</i> 75 Credits each	Weight: <1(1space)
Explosives, Thrown		
-2 damage against living targets and/or Hullpoints, +2 damage against robots, automated systems, and Shields. Robots and automated systems hit become <i>Staggered</i> for 1 Turn.		
Detonates 1 turn after being thrown.		

Standard Pistol	<i>Price:</i> 200 Credits	Weight: 1
Pistol		
Must reload after 4 attacks.		
Revolver	<i>Price:</i> 100 Credits	Weight: 1
Pistol		
Must reload after 3 attacks. -1 to attacks at medium range.		
Laser Pistol	<i>Price:</i> 320 Credits	Weight: 1
Pistol, Energy Weapon, Laser		
Reloads after 8 attacks.		
Plasma Pistol	<i>Price:</i> 400 Credits	Weight: 1
Pistol, Energy Weapon, High-Powered		
Reloads after 4 attacks.		
Sawn-off Shotgun	<i>Price:</i> 190 Credits	Weight: 1

Pistol, Scattergun, Mutilating

Attacks Twice in a single turn, but must be reloaded next turn.

Magnum *Price:* 400 Credits *Weight:* 1

High-Powered, Pistol, Single Shot

Must reload after 6 attacks.

Stuttergun *Price:* 220 Credits *Weight:* 1

Pistol, Bullet Spray, Scattergun

Reloads after 15 attacks (3 turns). Deals -2 damage per shot.

Missile Rack *Price:* 400 Credits *Weight:* 1

Bullet Spray, Explosive

Reloads after 10 attacks. Effective range: Far. Attacks land 1 turn after being fired.

Combat Shotgun *Price:* 250 Credits *Weight:* 2

Scattergun, Rifle, Single Shot, Rapid-Fire

Reloads after 8 attacks.

Pump Shotgun *Price:* 150 Credits *Weight:* 2

Scattergun, Rifle, Single Shot

Reloads after 4 attacks. Accuracy penalty at medium range reduced to -1.

Assault Rifle *Price:* 300 Credits *Weight:* 2

Rifle, Rapid-Fire

Must reload after 12 attacks (4 turns.)

Hunting Rifle *Price:* 150 Credits *Weight:* 2

Rifle, Single Shot, Armor-Piercing II

Reloads after 6 attacks.

Lever-Action Rifle *Price:* 200 Credits *Weight:* 2

Single Shot, Rifle, High-Powered

Reloads after 6 attacks. Reloading is a standard action.

Laser Rifle *Price:* 600 Credits *Weight:* 2

Laser, Rifle, Single Shot, Energy weapon

Reloads after 6 attacks.

Plasma Rifle *Price:* 800 Credits *Weight:* 2

Single Shot, Rifle, Energy Weapon, High-Powered

Reloads after 4 attacks.

Sniper Rifle *Price:* 600 Credits *Weight:* 2

Scoped, Single Shot, Rifle, High-powered, Armor-Piercing III

Reloads after 4 attacks. Penalty to attacks at close range is -2; Attacks at Melee range suffer a -3 penalty. These penalties include the penalty from the Scoped tag.

Railgun Rifle *Price:* 800 Credits *Weight:* 3

Single Shot, Mutilating, High-Powered, Rifle, Armor-Piercing III, Heavy

Instead of reloading, must spend a turn building up charge before firing; Charging is an automatic action. for each charge, the Railgun Rifle deals +1 damage. Max three charges.

SCUD Launcher *Price:* 500 Credits *Weight:* 3

Heavy, Explosive, Single Shot

Special: Any hit between 5-8 deals damage as if you had rolled an 8. Must reload after firing once. Effective range: Far.

Flamethrower** *Price:* 500 Credits *Weight:* 2

Incendiary, Heavy, Scattergun

Reloads after 6 shots. Effective Range: Medium.

Minigun** *Price:* 1000 Credits *Weight:* 3

Bullet Spray, Heavy, Armor-Piercing I, Suppression

Must reload after 40 attacks(8 turns). Effective Range: Medium. Reloading is a standard action.

Gatling Laser** *Price:* 2000 Credits *Weight:* 3

Bullet Spray, Heavy, Energy Weapon, Armor-Piercing I, Suppression, Laser

Must reload after 50 attacks (10 turns). Reloading is a standard action.

Davy Crockett** *Price:* 2000 Credits *Weight:* 4

Heavy, Explosive, Single shot, High-Powered

Successful hits damage everyone within Close distance of target. Must reload after firing once.

Riot Shield *Price:* 200 Credits *Weight:* 1

Requires one hand to wield. Counts as Cover, giving enemies a -2 to hit against you while deployed. While deployed, movement is automatic, but takes twice as long; it takes 2 turns to move 1 range.

Energy Shield *Price:* 200 Credits *Weight:* 1

Can be wielded without hands. Counts as 10 SP, though this SP is treated as Cover by abilities and weapons that affect cover. When this SP is fully depleted, the Shield requires 3 turns to recharge. While deployed, movement is automatic, but takes twice as long; it takes 2 turns to move 1 range.