

Ares Predator Mk II 2000 Credits
12x30mm Pistol | **Reliable**



[1d6*6] [AP 15] [12 Rounds] [S] [RNG: Street] [RLD 1]

"The last word in sidearms.". The pistol that popularized the 12x30mm Blitzler, and was the beginning of the 'bigger is better' phase of arms development. The Predator started off as a sporting and hunting pistol, but when Solos started modifying them, Ares made modifications to the handgun and released the Mk II. The gun was modified to work perfectly with smartlinks and was redesigned from the ground up as a combat handgun. The Mk II is one of the most common 'automags', firmly becoming the Desert Eagle of 2020, but with more combat effectiveness.

Militech PD-9 650 Credits
9x19mm Pistol | **Standard**



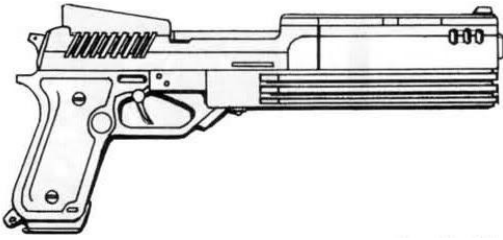
[1d6*4] [AP 0] [15 Rounds] [S] [RNG: Room] [RLD 1]

Jennings Interarms JI-32 200 Credits
.32 ACP Compact Pistol | **Unreliable**



[1d6*2] [AP 0] [7 Rounds] [S] [RNG: Room] [RLD 1]

Ares Predator Mk IV 3000 Credits
12x30mm Pistol | Reliable



[1d6*6] [AP 15] [12 or 24 Rounds] [S/B] [RNG: Street] [RLD 1]

A revised modification of the Predator, now sporting a burst function, along with a new magazine pattern, allowing it to accept 24 round extended magazines. On top of this the weight on the muzzle has been reworked, along with the sights, providing a more combat oriented iteration of the pistol.

Colt Prowler 800 Credits
.45 ACP Compact Pistol | Standard



[1d8*4] [AP 5] [8 Rounds] [S] [RNG: Room] [RLD 1]

Ares continues to bring their 'bigger is better' philosophy on firearms to the compact Prowler. Chambered in .45 ACP, it's one of the best full featured compacts. Using a shortened version of the Predator's gas system, the gun has the familiar 'smooth' feeling recoil mitigation that the Predator is known for, a clip for a belt, and a trigger safety that makes it the perfect gun to stuff in your waistband.

GRENADES/MUNITIONS

LAM 500 Credits
Lightweight Attack Munition



[D6*10/D6*8/D6*3]

Replaced most fragmentation grenades by the 2030's, this weapon works both as a remote detonated device, a motion activated mine and a thrown grenade. The version shown here is a dated version, with modern ones being smaller.

Smoke Grenade 300 Credits



[10 meter area obscured.]

Standard smoke grenade. Most models are heated to counteract even thermal vision, but there are ways around that as well...

EMP Grenade 800 Credits

Handheld EMP Device



[None, disables electronics in a 5 meter radius]

Using a combination of nanotechnology and small magnetic fields, and EMP grenade is capable of releasing small scale EMP burst to disable electronics. Capable of instantly incapacitating Bots and vehicles, this weapon is also very effective against Augmented persons. In most cases it simply stuns or paralyzes the target, but in some cases it can kill. [When used on an augmented person, roll 1d10. On a 10 they are killed.]

Gas Grenade 300 Credits

CS-Gas Grenade



[Blinds. CON -2 or collapse. Gas Mask/Rebreather neutralizes this.]

A standard issue CS gas grenade. They come in a variety of designs and sizes, but every police agency in the world uses these. Can be attached to surfaces as a proxy mine as with most grenades.

Apex Arms K.23 600

Incendiary Device



[D8*3/D8+1]

An incendiary device, popular with militaries for disposing of enemy ammunition or weapon caches. Intended to be set down and armed or only tossed a short distance, this device can easily be set for a standard grenade timer and be thrown like a grenade.

M-28 GED 800 Credits

Gelled Explosive Device



[D10*12/D10*10/D10*4]

A remote detonated charge that uses gelled nanite bound explosive material. The material can be shaped easily, and with a small “encoding chit” the charge can be changed from a shaped breaching charge to a standard configuration explosive. When in the shaped charge mode it’s damage is directed, allowing the users to stack up on the location being demolished.

Shaped mode: [D8*6/D8*4] This charge only deals damage in one direction, all damage dealt to structures it is attached to is doubled.

Melee

Ceratek Stun Prod 300 Credits

Non-Lethal Prod



[CON check -2, if failed dazed.] [4 Charges]

A non-lethal weapon used in melee combat for a silent takedown. The version shown here is the Ceratek Mk4, though there are many versions. It's common to see these with police forces due to its ability to incapacitate a suspect easily, without harming them.

Combat Knife 250 Credits

Stainless Steel Combat Knife



[1d4*Strength+3]

A standard combat knife. This weapon can be upgraded with nanotech, giving properties such

as a blade that releases poison upon entering a body, or maintaining a sharper than average edge.

Large Blades 500 Credits

Swords/Cleavers/Etc



[1d8*Strength+3]

Any blade that's too big to be a knife. Popular in street fighting in China, as most combat between the Triads and gangs is done in melee combat, usually with Dao's or similarly traditional weapons.

Baton 250 Credits

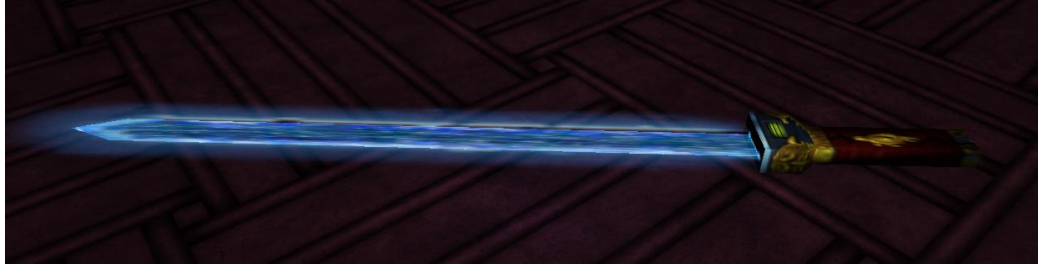


[1d8*Strength]

A standard, expandable baton, carried by police forces the world over. The damage intent can be switched from lethal to non-lethal by a trained person.

Ceratek NEB Mk II "Dragon's Tooth" 2500 Credits

Non-eutactic blade



[1d8*6] [AP 20]

The Ceratek non-eutactic blade, based on the “Dragon’s Tooth” of somewhat legendary status, developed in 2052. The technology quickly became more common after the Dragon’s Tooth was discovered and moved away from it’s original creators. Now, many years later, the Dragon’s Tooth design has been updated and put back into production for the modern era. Capable of cutting through the thickest steel and hardest armor with a dynamically forged, non-eutactic blade, the NEB Mk II is quite the melee weapon, and the height of technology when it comes to swords.