

# Waffen

## Sturmgewehre

| Name                            | Reichweite | Schaden | ROF | Gewicht | Munition | Min. Str. | Preis | Bemerkungen  |
|---------------------------------|------------|---------|-----|---------|----------|-----------|-------|--|
| <b>AGA-12 MAW</b>               |            |         |     |         |          |           |       |  |
| → Assault Configuration         | 25/50/100  | 2d8 + 1 | 4   | 4       | 50       | d6        | 6.500 | AP3, Auto, Semi-Auto, 3RB                                      |
| → Heavy Support Configuration   | 30/60/120  | 2d8 + 1 | 4   | 5       | 120      | d6        | 8.000 | AP3, Auto, Semi-Auto, 3RB, Bipod <sup>1)</sup>                 |
| → Spec Ops Configuration        | 20/40/80   | 2d8 + 1 | 4   | 3       | 36       | d6        | 7.000 | AP1, Auto, Semi-Auto, 3RB, Suppressed <sup>2)</sup>            |
| <b>AS Foley Arms TAW 2022</b>   | 25/50/100  | 2d8 + 1 | 3   | 4       | 45       | d8        | 4.500 | AP3; Auto, Semi-Auto, 3RB                                      |
| → Close Assault Weapon          | 5/10/20    | 1-3d6   | 2   | 2       | 4        | d8        | 2.000 | Auto, Semi-Auto, Shotgun                                       |
| → Under-barrel Grenade Launcher | 12/24/48   | Grenade | 1   | 1       | 2        | -         | 1.500 | Uses 25mm grenades   |
| <b>BKI BK-616</b>               | 25/50/100  | 2d8     | 3   | 4       | 60       | d6        | 4.500 | AP4, Auto, Semi-Auto, 3RB                                      |
| → Under-barrel Grenade Launcher | 12/24/48   | Grenade | 1   | 1       | 2        | -         | 1.500 | Uses 25mm grenades   |
| <b>H&amp;K MKB 72</b>           | 25/50/100  | 2d8     | 1   | 4       | 30       | d6        | 3.300 | AP2, Auto, Semi-Auto, 3RB                                      |
| <b>Norinco Type 69</b>          | 25/50/100  | 2d8 + 1 | 3   | 4       | 30       | d6        | 3.300 | AP2, Auto, Semi-Auto   |
| → Under-barrel Grenade Launcher | 12/24/48   | Grenade | 1   | 1       | 2        | -         | 1.500 | Uses 25mm grenades   |
| <b>UP Punk3D Rifle</b>          | 20/40/80   | 2d8     | 1   | 4       | 20       | -         | 2.200 | AP2, Semi-Auto   |
| <b>BKI Amphibious Rifle</b>     | 20/40/80   | 2d8     | 1   | 4       | 12       | -         | 4000  | AP2, Semi-Auto, Suppressed, Can fire underwater with 1/4 Range |

## Schrotflinten

| Name                           | Reichweite | Schaden  | ROF | Gewicht | Munition | Min. Str. | Preis | Bemerkungen                      |
|--------------------------------|------------|----------|-----|---------|----------|-----------|-------|----------------------------------|
| <b>Norinco S3</b>              | 12/24/48   | 1-3d6    | 1   | 3       | 6        | d6        | 1.500 | Single-Shot,                     |
| <b>AGA Thunder</b>             | 12/24/48   | 1-3d6    | 1   | 2       | 6        | -         | 2.000 | Single-Shot, +2 to conceal       |
| <b>BKI Tiger Claw</b>          | 5/10/20    | 1-3d6 -1 | 2   | 3       | 8        | d6        | 2.000 | Auto, Semi-Auto, Usable in Melee |
| <b>WT BD-4DY 12g</b>           | 12/24/48   | 1-3d6    | 1   | 3       | 6        | d6        | 2.300 | Semi-Auto                        |
| <b>Liberty Arms Peacemaker</b> | 12/24/48   | 1-3d6    | 2   | 4       | 12       | d8        | 3.000 | Auto, Semi-Auto                  |

- Slug: **2W10+x**, kein +2 Bonus auf schießen

## Präzisionsgewehre

| Name                             | Reichweite | Schaden  | ROF | Gewicht | Munition | Min. Str. | Preis | Bemerkungen   |
|----------------------------------|------------|----------|-----|---------|----------|-----------|-------|---|
| <b>Tarantula Hunting Rifle</b>   | 40/80/160  | 2d8 + 2  | 1   | 4       | 8        | -         | 3.300 | AP2, Single-Shot, Snapfire, Scope, halves called-shot penalty     |
| <b>Mauser G11 Sniper-Rifle</b>   | 40/80/160  | 2d8 + 2  | 1   | 4       | 8        | -         | 4.300 | AP4, Single-Shot, Snapfire, Scope, halves called-shot penalty     |
| <b>Light Anti-Material-Rifle</b> | 40/80/160  | 2d10 + 1 | 1   | 8       | 5        | d6        | 6.500 | AP4, Single-Shot, Snapfire, Scope, halves called-shot penalty; HW |
| <b>SC Assassin's Rifle</b>       | 30/60/120  | 2d10     | 1   | 4       | 1        | d6        | 1.500 | AP4, Snapfire, Single-use   |
| <b>WT Pneumatic Dart Rifle</b>   | 10/20/30   | 2d4      | 1   | 3       | 12       | -         | 1.100 | Single-Shot, Poison, Snapfire, Silent                             |

## Pistolen

| Name                                    | Reichweite | Schaden | ROF | Gewicht | Munition | Min. Str. | Preis | Bemerkungen                    |
|---|------------|---------|-----|---------|----------|-----------|-------|--------------------------------|
| <b>AGA Black Knight Limited</b>         | 12/24/48   | 2d8     | 1-2 | 3       | 6        | d6        | 2.000 | AP 2, Revolver, Double-Barrel  |
| <b>AGA Cyberchromium Rat .75</b>        | 12/24/48   | 2d10    | 1   | 4       | 5        | d12       | 3.500 | AP 4, Semi-Auto                |
| <b>AGA Thunderbolt</b>                  | 12/24/48   | 2d8+1   | 1   | 3       | 15       | d8        | 2.500 | AP 3, Semi-Auto                |
| <b>AS Foley Arms Watchdog</b>           | 12/24/48   | 2d8     | 1   | 3       | 12       | d6        | 1.500 | AP 2, Semi-Auto                |
| <b>HT HT-9 Holdout Pistol</b>           | 12/24/48   | 2d6     | 1   | 1       | 5        | —         | 1.000 | AP 1, Semi-Auto, +2 to conceal |
| <b>PD Saturday Night Sprawl Special</b> | 12/24/48   | 2d6+1   | 1   | 2       | 6        | —         | 800   | AP 2, Revolver                 |
| <b>SC Urchin Pistol</b>                 | 10/20/40   | 2d6     | 1   | 2       | 16       | —         | 500   | AP 1, Semi-Auto                |
| <b>SR Street Talker 6mm</b>             | 5/10/20    | 2d4+1   | 1   | 1       | 6        | —         | 500   | AP 1, Semi-Auto, +2 to conceal |
| <b>UP Columbus Twin-Barrel</b>          | 10/20/40   | 2d6+1   | 1   | 2       | 12       | d6        | 2.000 | Semi-Auto, 3RB                 |
| <b>WT Long Barrel</b>                   | 15/30/60   | 2d6+1   | 1   | 2       | 11       | —         | 1.200 | AP 1, Semi-Auto                |

## SMGs

Ich werde ihn UP-GP'n *Oktavius der Elfengleiche, Streetcleaner*

| Name                  | Reichweite | Schaden | ROF | Gewicht | Munition | Min. Str. | Preis | Bemerkungen     |
|-----------------------|------------|---------|-----|---------|----------|-----------|-------|-----------------|
| <b>Mosquito Storm</b> | 15/30/60   | 2d6     | 3   | 3       | 36       | —         | 1.000 | Auto, Semi-Auto |
| <b>RS P9D</b>         | 12/24/48   | 2d4+1   | 3   | 3       | 60       | —         | 2.000 | AP 3, Auto, 3RB |
| <b>UP Gutter Punk</b> | 12/24/48   | 2d6+1   | 3   | 3       | 30       | —         | 2.500 | AP 1, Auto, 3RB |
| <b>WT Wanderer</b>    | 12/24/48   | 2d6     | 3   | 3       | 30       | —         | 2.000 | AP 1, Auto, 3RB |

## Schwere Waffen

| Name                                 | Reichweite | Schaden | ROF | Gewicht | Munition | Min. Str. | Preis | Bemerkungen  |
|--------------------------------------|------------|---------|-----|---------|----------|-----------|-------|--|
| <b>AGA Enforcer Railgun AGA-RG30</b> | 50/100/200 | 2d10+2  | 1   | 18      | 5        | d6        | M     | AP 8; HW; Scope; Snapfire; Single Shot                         |
| <b>AGA Mjolnir AMR</b>               | 50/100/200 | 3d8     | 3   | 85      | 100      | d12       | M     | AP 7; HW; Stationary; Tripod; Auto; Single-Shot                |
| <b>AGA "Thumper"</b>                 | 24/48/96   | 3d6     | 2   | 20      | 20       | d12       | 4.500 | HW, Snapfire; Auto; Single Shot; AoE: 2m radius; <sup>3)</sup> |
| <b>AGA Vindicator Rail Cannon</b>    | 50/100/200 | 3d8     | 1   | 25      | 20       | d10       | M     | HW, AP7, Single Shot   |
| <b>BK Liberator Minigun</b>          | 30/60/120  | 2d8+1   | 6   | 85      | 1.000    | d12       | M     | AP 3, HW, Stationary; Tripod; Auto                             |
| <b>BK Maverick Light Auto Cannon</b> | 50/100/200 | 2d10+2  | 3   | 65      | 200      | d10       | 9.000 | AP 4; HW; Stationary; Tripod; Auto; Semi-Auto                  |
| <b>"Bessy" .50 Heavy Machine Gun</b> | 40/80/160  | 2d8+2   | 3   | 30      | 200      | d8        | 7.000 | AP 4, HW, Snapfire; Bipod; Auto; Semi-Auto                     |
| <b>WT MG-762m 7.62mm</b>             | 30/60/120  | 2d8+1   | 4   | 15      | 200      | d6        | 4.500 | AP3, Snapfire, Bipod; Auto; Semi-Auto                          |

## Glossary

- **Stationary\***: die Waffe kann nur in Verbindung mit Bi- oder Tripod verwendet werden (Up-Sized Charaktere können diese Einschränkung ignorieren).
- **Bipod**: Recoilmalus -1; Minimalstärke von Waffen kann ignoriert werden; 1 Runde zum aufstellen nach Bewegung.
- **Snapfire**: If you move and shoot during the same turn you suffer a -2 penalty to your shooting roll with this weapon.

<sup>1)</sup>

Bipod - hilft bei Autofeuer

<sup>2)</sup>

Schallgedämpft dafür weniger AP

<sup>3)</sup>

20 Grenades for the Thumper cost 1000 Credits and weigh 10lb.

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