



DARK STATES

GEAR

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Common Items

Type	Cost	Wt	Notes
3D Printer	1,000	12 (S)	A "3D" printer uses raw materials to create devices from predesigned blueprints. The printer can manufacture most common objects for the usual cost of the raw materials in about one minute per pound (up to 30 lbs).
Backpack	100	2 (I)	Holds 50 litres
Bedroll / Sleeping Bag	50	4 (I)	
Bug, Audio	50	-	Without a bug detector, it takes on opposed Notice roll versus the spy's Stealth roll +4 to detect the device. 1000' range
Bug, Video	100	-	Without a bug detector, it takes on opposed Notice roll versus the spy's Stealth roll +4 to detect the device. 1000' range
Camera	500	1 (I)	Digital camera, 10x optical zoom
Cell Intercept	1,300	5 (I)	Allows lock picking to intercept mobile phone signals
Cell Phone	200	- (I)	Includes phone, internet connection, 10' flashlight, compass, GPS, etc. Usage counts as an action unless headset used
Chemical Scrubber	500	1 (I)	Removes any chemicals from area, 10' / minute
Commlink	200	- (I)	Range 1 mile (secure comms) -4 to hack
Crowbar	20	2 (I)	D4 + Str damage as improvised weapon
Demolition kit	1,250	5 (I)	Knowledge (Demolition), Contains blasting caps, dentist mirror, radio detonator, sensors, timers, wires, etc.
Disguise kit	1,250	5 (I)	Stealth, Contains latex molds, false facial hair, pigments, wigs, etc.
eLense	1,000	- (I)	Includes phone, internet connection, night vision AR, compass, GPS, 10x optical zoom etc.
Filter Mask	500	1 (-)	Protects from inhalation effects, covers eyes, nose and mouth
Flare, Distress	20	0.5 (-)	60s (10 round) burn, fires up to 100' into the air, can be seen for 3 miles
Flare Gun	500	5 (I)	Contains 5 flares, 30s burn (5 round), fires up to 1000', can be seen for 25 miles
Flashlight (60' Beam)	40	3 (I)	Removes negative to darkness for player only, +4 notice to spot user
Formal Clothing	400	- (I)	+1 Charisma in appropriate circumstances, -1 in inappropriate circumstances
Headlamp (LED)	20	0.2 (I)	30' beam
Infiltration kit	1,250	5 (I)	Lock picking, Contains electronic bypass, glass cutter, locks picks, etc.
Laptop	600	5 (I)	Includes internet connection
Lighter	4	- (I)	Can set stuff on fire!
Micro-camera		- (I)	A tiny camera that be disguised as a shirt button or in a pair of glass. Notice roll at -4 to see if the item is an

Type	Cost	Wt	Notes
			actual camera.
Multi-tool	25	1 (I)	Portable hand tool that combines several functions (knife, screwdriver, wire cutter, etc.). Repair rolls made with a multi-tool instead of a regular repair kit are at -1.
Night Vision Goggles	2,000	3 (I)	Negates effect of darkness
Normal Clothing	40	- (I)	
Plasma Cutter	20,000	2 (I)	At 25000 degrees Fahrenheit, this hand held plasma cutter can cut through carbon steel in seconds! This thing can used in melee combat (Damage 3d6; AP 4; catch fire 3+).
Repair kit	250	5 (I)	Repair, Contains all the tools required for mechanical reparations on the field
Restraints	30	1 (I)	-2 Agility roll to escape, -4 Strength to break
Rope	20	10 (S)	60'
Shovel	10	5 (I)	
Smart Binoculars	500	1 (I)	+2 to vision-based Notice rolls to see things at a distance (magnification up to 500x), includes digital rangefinder and compass)
Sunglasses	50	- (I)	Protects from bright light and UV effects
Survival kit	1,250	10 (S)	Survival, a backpack that contains 5 days of military rations, flares, machete, compass, GPS system, and everything the character needs to survive in a mountain, a jungle or a forest.
Tech kit	1,250	10 (S)	Knowledge (Technology)/Lock picking, Contains small electronics kit, hardened tablet, tactical satellite antenna, Wi-Fi antenna, etc.
Tent	250pp	2pp(V)	Cost and price is person size, up to 6 people, waterproof
Tesla Lighter	50	- (I)	As lighter but does not require fuel, works when wet
Transmitter Detector	1,050	1 (I)	+4 Notice to find electronic bugging devices
Water Bottle	10	1 (I)	Holds 1L water
Water Purification Filter	200	1 (I)	These can-sized containers clean even the most toxic water of sediment and impurities (which are drained out the bottom). It produces 12 ounces of clean drinking water in about one minute.
Zip line, Grapple Gun & Rig	1,400	5 (I)	50', allows no climbing roll required, shooting roll instead

Services

Service	Cost	Description
Motel / Cheap Hotel	50	Needs 10 hours sleep to not suffer fatigue
Hotel, Moderate	200	Needs 8 hours sleep to not suffer fatigue
Hotel, Expensive	1,000	Needs 6 hours sleep to not suffer fatigue
Doctor	200	+2 natural healing
Hospital	2,000 / wound	Heals wounds automatically
Taxi Fare	5 / mile	
Ticket, Airplane	10 / mile	Assumes economy class, multiple by 5 for business class, 10 for first class
Ticket, Train	8 / mile	
Fast Food	10	
Good Meal	40	

Medical Equipment & Drugs

Item	Cost	Weight	Notes
Black Mist	75*	-	+1 Smarts rolls except Notice, -1 Notice for 1d4 hours
Caffeine Patch	200	-	Add +1 notice rolls for 30 minutes, -1 notice for 1 hour afterwards
Cataclysm	100*	-	Ignore wound penalties, ignore shaken, 4 hours
Chop-Chop	50*	-	Grants quick edge for 2 hours, 2 fatigue levels after this
EMT Responder Kit	5,000	4 (l)	+1 Healing (requires healing skill d4 or above)
First Aid Kit	50	1 (l)	Allows Healing at no modifier
Mobile Trauma Unit	20,000	40 (S4)	+3 Healing Rolls (requires junior doc or above edge)
Pain Patch	200	-	+2 to Bleeding Out rolls for an hour
Serenity	25	-	-1 to all rolls except Spirit rolls which are at +1
Stun Patch	200	-	Vigor rolls decreased by 1 die type per patch
Support Patch	300	-	Heals 1 additional wound on successful healing roll

* Illegal product, only available on the black market

Individual Item Descriptions

Black Mist: Black Mist is a long-lasting, powerful psychoactive inhalant made in labs all over the world. The active ingredients are THC (Tetrahydrocannabinol), LSD (Lysergic acid diethylamide) and Amyl nitrite. The drug expands the neural pathways, speeding up thought processes and stimulating the logic centres of the brain. Black Mist grants a +1 bonus to Smarts-based skills except the Notice skill, where they actually suffer a penalty (see above). Continued use of this will result in permanent decrease to Notice.

Caffeine Patch: A common patch used by students and hardworking people alike, this grants the benefit of a caffeine boost very quickly, but eventually you have to come down...

Cataclysm: A highly illegal and addictive drug, it gives the user a feeling of impunity, enable to ignore all wounds and other penalties, but also takes the Major Delusional hindrance for a period of 1 week after use.

Chop-Chop: A patch, normally applied to the neck, which gives the user the ability to move, think and act faster than they normally would, but at a cost. Highly addictive, continued use will reduce vigor by a die type.

EMT Responder Kit: The standard for civilian medical responders in most developed parts of the world. Includes a BioProbe monitor cuff, a hand-pumped ventilator with disposable masks, a pack of airway tubes, ten standard trauma patches, two rolls of tape and a dozen sterile dressings, a bottle of sterile

saline, antiseptic spray, gloves and face masks, steel trauma shears for cutting away clothing and debris, tweezers, a light, and a lightweight thermal blanket. There are drug patches for painkillers, antibiotics, stimulants, and anti-diarrheal agents. Provides +1 Healing skill bonus.

First Aid Kit: A typical kit for applying first aid for minor injuries and scrapes and contains surgical instruments, bandages, hypodermic needles, mini-defibrillator, several doses of antitoxin, epinephrine, and painkillers, etc. Use will automatically remove any effect of bumps and bruises

Mobile Trauma Unit: Most ambulances now carry a Mobile Trauma Unit. This is an automated medical support device intended to stabilize a seriously injured patient long enough to reach the hospital. An MTU is a set of diagnostic patches, self-injecting tubes, and ventilators, typically deployed from a box built into the side or ceiling of the patient compartment. Free-standing MTUs resemble a stretcher bolted atop a footlocker. On its own, the MTU has a Healing d6 skill to keep the patient alive and stable. A trained paramedic or doctor using an MTU can not only stabilize but treat injuries (+3 to Healing skill rolls for trained users).

Pain Patch: A common variety of drug patch which has migrated from medical to street use. Stim patches contain a jolt of epinephrine, amphetamine, and dopamine. A stim patch grants +2 to Bleeding Out rolls for an hour.

Serenity: Want to chill out? Nothing better than this stuff, you can get max relax on this catnip. Only problem is, you're not gonna be up for much else as it tends to make you a bit too relaxed. On the plus side though, it's not terribly addictive, that would be too much like hard work.

Stun Patch: Tranquilizing drug patches are used in psychiatric treatment, by repressive regimes, and corps too savvy to just shoot their enemies, and (of course) by hard-partying idiots looking for a new high. Time-release tranquilizer patches are color-coded gray and blue, while fast-acting doses are black and blue (which leads to any number of annoying pop-culture references to being "beaten"). Note that even the fast-acting patches aren't instant: anyone dosed with a Stun patch rolls Vigor each round with a cumulative -1 penalty per round. With a success the target remains conscious. Once the target fails the Vigor roll he is rendered unconscious for 2d6 hours. The danger of an overdose is significant: once the drug takes effect, the target makes a Vigor at -2; with a failure his Vigor drops by 2 die types for 1d4 days. If the resulting Vigor is below d4, then death results.

Support Patch: A standard part of any medical kit, an emergency support patch is a combination wound dressing and drug patch. The user simply peels off the sterile backing and slaps it over the wound. Support Patches (known in the trade as "greens" or "post-its") are typically 5 cm square and coloured fluorescent green. The bandage is laced with antibiotics, stimulants to ward off shock, topical painkillers, and coagulating agents to stop bleeding. The patch automatically heals an additional wound upon a successful Healing roll to treat injuries. A great many doctors hate the patches, because some injured patients simply slap one on and never seek treatment until undetected damage or infection puts them at risk of death. Teenagers have been known to abuse the patches, slapping them on for the rush of euphoria from the mix of painkillers and stimulants.

Hand Weapons

Type	Damage	Weight	Cost	Notes
Axe	Str+d6	2 (l)	400	
Bangstick	3d6	2 (l)	10	Basically a shotgun shell on a stick used in melee; must be reloaded with a fresh shell (1 action)
Baton	Str+d4	1 (l)	20	Carried by some law enforcement officials
Bayonet	Str+d4	1 (l)	50	A bayonet affixed to a rifle increases damage to str+d6, Parry +1, Reach 1, 2 hands
Brass Knuckles	Str+d4	1 (l)	40	Anyone wearing them considered to be unarmed attacker
Chainsaw	2d6+4	20 (S2)	400	A natural 1 on fighting roll hits the attacker instead
Knife	Str+d4	1 (l)	10	
Machete	Str+d4+1	2 (l)	20	
Pepper Spray	Special	1 (l)	20	Range of 6', On a successful Shooting roll, targets must make a Vigor roll at -2 (-4 with a raise). Failure means a victim is Shaken for 1d4 rounds before he can recover, and gains a level of Fatigue. Fatigue from pepper spray can Incapacitate but not cause Death. Each level of Fatigue is recovered every 10 minutes, or every minute if the target has lots of water to wash off the spray and flush their eyes.
Survival Knife	Str+d4	3 (l)	100	Contains supplies that add +1 to Survival rolls
Switchblade	Str+d4	1 (l)	20	-2 to be noticed if hidden
Sword	Str+d6	8 (S)	600	
ZAP Blast Knuckles	Str +d4 + Spec.	0.5 (l)	100	As taser effects but only whilst fighting

Armour

Type	Armor	Cost	Wt	Notes
Ballistic helmet	+4	250	3 (l)	Head only
Camo suit	—	1,250	5 (l)	+4 to Stealth rolls versus visual detection, invisible to infrared detection
Concealable body armour*	+2/+4	2,500	4 (l)	Covers torso only, see notes
Flak Jacket	+2/+4	160	12 (S)	Covers torso
Infantry Battle Suit	+6	Mil (20,000)	20 (S2)	Covers entire body
Kevlar Vest	+2/+4	500	8 (S)	Covers torso, negates 4AP ballistic
Kevlar Vest w/inserts	+4/+8	Mil (5,000)	12 (S)	Covers torso, negate 8AP ballistic
Motorcycle Helmet	+3	150	5 (l)	50% chance vs head shot
Sneaking suit	+2	1,000	5 (l)	Covers torso, legs and arms, +1 to Stealth rolls involving visual and sound, see notes
Tactical body armour*	+3/+6	Mil (5,000)	10 (S)	As concealable body armor, but ceramic inserts are +6 vs. bullets, see notes

Individual Item Descriptions

Ballistic helmet: This helmet offers a good protection for the head. It offers +4 protection, and negates up to 4 points of AP from bullets. Night-vision or thermal goggles can be mounted on the helmet.

Camo suit: A cloak or a poncho designed with smart materials and several integrated micro cameras around the wearer's body. Based on retro-reflective projection technology, the suit can imitate its local surroundings to hide the user. This adds +4 to Stealth rolls against visual detection. The suit also blocks infrared and thermal imaging (cameras, infrared binoculars and goggles, etc.). The suit is vulnerable to electricity and each time it suffers a physical attack there's a 50% chance to disable the camo ability.

Concealable body Armour: This body armour use lightweight material and can be easily concealed under clothes (Notice roll at -4 to see if he character is wearing body armour). It offers 2 points of protection to torso against most attacks and +4 protection against bullets. The concealable body armor negates up to 4 points of AP from bullets.

Flak Jacket: A flak jacket or flak vest is a form of body armour designed to provide protection from case fragments ("frag") from high explosive weaponry, such as anti-aircraft artillery, grenades, some round shot used in shotguns and land mines and other lower-velocity projectiles. It is not designed to protect against bullets fired from small arms such as rifles or handguns. However, certain flak jackets are able to sustain certain gunshots, depending on the armour, the projectile, and the range from which the shot was fired.

Infantry Battle Suit: Bridging the gap between personal armour and power armour (not that this exists yet), this servo assisted armour provides amazing defensive and offensive capabilities. When the bad guys won't come out to play, take the fun to them. Comes with combat balaclava, combat helmet, and gas mask. Includes combat knife quick release inverted sheath (free action to ready), knife sold separately

Kevlar Vest: A ballistic vest or bullet-resistant vest, often called a bulletproof vest, is an item of personal armor that helps absorb the impact and reduce or stop penetration to the body from firearm-fired projectiles- and shrapnel from explosions, and is worn on the torso. Soft vests are made of many layers of woven or laminated fibers and can protect the wearer from small-caliber handgun and shotgun projectiles, and small fragments from explosives such as hand grenades.

These vests often have a ballistic plate inserted into the vest. Metal or ceramic plates can be used with a soft vest, providing additional protection against rifle rounds, and metallic components or tightly woven fiber layers can give soft armour resistance to stab and slash attacks from knives and similar close-quarter weapons. Soft vests are commonly worn by police forces, private citizens who are at risk of being shot (e.g., national leaders), security guards, and bodyguards, whereas hard-plate reinforced vests are mainly worn by combat soldiers, police tactical units, and hostage rescue teams.

Sneaking suit: This form-fitting suit was designed to give the operatives a good protection without sacrificing mobility. Made with next generation of advanced fibres, the suit provides the user 2 points of protection for torso, vitals, arms and legs. The suit comes in different colours and patterns according to the type of mission (jungle, desert, night operations, etc.), and possesses sound-dampening soles, giving a +1 to Stealth checks versus visual (if the pattern matches the environment) and sound detection. The suit can be combined with body armour for a better protection.

Tactical body armour: This body armour offers 3 points of protection to torso against most attacks and +6 protection against bullets due to ceramic inserts. It also negates up to 4 points of AP from bullets. The vest works like a tactical webbing and can accept various pouches (hard or soft-sided) to ammunition magazines, holsters, grenades or any piece of equipment. The webbing balances the weight distribution, allowing 1 additional significant item to be carried.

Ranged Weapons

Handguns

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes	How does it look?
Chiappa Rhino (.475)	70/140/280	2D6+2	1	1,500	1.5 (l)	7	-	AP2, Revolver	
CZ P-10C (9mm)	70/140/280	2D6	1	500	1.6 (l)	13	-	AP1, Semi-Auto	
Derringer (.44)	30/60/120	2d6+1	1	300	2 (l)	2	-	AP1, +2 to conceal	
Desert Eagle (.50)	90/180/360	2d8	1	600	8 (S)	7	-	AP2, SA	

Type	Range	Damage	RoF	Cost	Weight*	Shots	Min Str	Notes	How does it look?
FN Five Seven (5.7mm)	70/140/280	2D6	1	1,250	1.6 (l)	20		AP4, Semi-Auto	
FNS-40 Longslide (.40 SAW)	70/140/280	2D6+1	1	650	1.6 (l)	10	-	AP1, Semi-Auto	
Glock (9mm)	70/140/280	2d6	1	400	3 (l)	17	-	AP1, SA	
Hudson Mfg H9 (9mm)	70/140/280	2D6	1	1,150	2.1 (l)	16	-	AP1, Wield offhand with no penalty, Semi-Auto	

Type	Range	Damage	RoF	Cost	Weight*	Shots	Min Str	Notes	How does it look?
Kimber K6s (.357)	70/140/280	2D6+1	1	900	1.4 (l)	6		Revolver, Concealable	
M&P M2.0 (9mm)	70/140/280	2D6	1	600	1.5 (l)	18	-	AP1, Semi-Auto	
Ruger (.22)	60/120/240	2d6-1	1	200	2 (l)	9	-	SA	
S&W (.50)	70/140/280	2d8	1	500	5 (l)	5	-	AP1, Revolver	

Type	Range	Damage	RoF	Cost	Weight*	Shots	Min Str	Notes	How does it look?
SIG Sauer (9mm)	70/140/280	2D6	1	1,040	1.6 (l)	10	-	AP1, laser sighter, +1 Shooting at short range, Semi-Auto	
SilencerCo Maxim 9 (9mm)	60/120/240	2D6	1	1,500	2.1 (l)	11	-	Subsonic ammunition, +1 Stealth to conceal, Semi-Auto, suppression	
Taser	6/12/24	Spec.	1	600	0.5 (l)	11	-	See notes below, concealable	
XM26 APW (12.5mm caseless)	70/140/280	2D6	1	Mil (3,000)	1.4 (l)	25	-	AP2, Semi-Auto	

Individual Item Descriptions

Chiappa Rhino: The Chiappa Rhino is a revolver produced by Chiappa Firearms of Italy. The frame is CNC machined from a solid block of high tensile aluminum and all internal parts are CNC machined from steel. Its most distinctive feature is that the barrel is on a low axis compared to other revolvers, which means the Rhino fires from the lowermost chamber of the cylinder, rather than firing from the topmost chamber.

CZ P-10C: Many years in the making, we're pleased to announce the latest addition to the CZ line of handguns — the P-10 C. Much more than just our take on the striker-fired pistol, the P-10 is decidedly CZ, from the way it feels to the way it shoots.

Derringer: The old favourite, this concealable get out of jail card is still a must have for those who need something in the nick of time, with it's unique over/under design to provide you bang when you need it most!

Desert Eagle: A semi-automatic handgun notable for chambering the largest centerfire cartridge of any magazine-fed, self-loading pistol. Magnum Research Inc. (MRI) designed and developed the Desert Eagle.

FN Five sevenN: A lightweight semi-auto pistol with a large magazine capacity. It uses the 5.7×28mm, also used by the P90, a high-velocity cartridge with a better penetration than other pistol and submachine gun ammunitions.

FNS-40 Longslide: New to the line, the FNS™-40 Longslide is the result of five years of intensive development and more than 400,000 rounds of testing. This advanced striker-fired pistol features a 5-inch barrel, longer sight radius and enhanced ballistics while offering the safety of a double-action system. It comes with fully ambidextrous slide stop levers and magazine release and an interchangeable back strap system with lanyard eyelets.

Glock: The Glock pistol, sometimes referred to by the manufacturer as a Glock "Safe Action" pistol and colloquially as a Glock, is a series of polymer-framed, short recoil-operated, locked-breech semi-automatic pistols designed and produced by Glock Ges.m.b.H., located in Deutsch-Wagram, Austria. It entered Austrian military and police service by 1982 after it was the top performer on an exhaustive series of reliability and safety tests.

Hudson Mfg H9: Elegant simplicity and cutting-edge design unite in a stunning example of modern weaponry. With a distinct focus on the needs of the shooter the all new Hudson H9 is not simply a new contender in the firearms industry, with 7 patents pending, it is a pistol that is engineered to advance. One of those patents is a unique grip which allows the wielder o shoot from either hand without any penalty.

Kimber K6s: For those who require a small package with mild recoil, K6s provides the power needed for concealed carry, home protection and many other applications. Best of all, they offer unequalled Kimber quality, dependability and performance.

M&P M2.0: Designed for personal, sporting, and professional use, the M&P M2.0 delivers an entirely new platform, introducing innovative features in nearly every aspect of the pistol, including trigger, grip, frame, and finish.

Ruger: A lightweight, polymer pistol, one built specifically from a 3D Printer, meaning that anyone with a 3D Printer can produce one of these with the correct materials, as well as bullets to go with it. These are, of course, inferior to a premium handgun, but the ability to build a firearm anywhere gives it much appeal.

SIG-Sauer P226: The P226 is a semi-automatic pistol widely used by law enforcement and military organisations all over the world. It is praised for its precision, its reliability and its great ammo capacity. It comes with an integral laser sighter, allowing the wielder greater accuracy at close range.

SilencerCo Maxim 9: The Maxim 9 is the world's first integrally suppressed 9mm handgun that is holster-able and hearing safe with all types of 9mm ammunition.

S&W: The Smith & Wesson Model 500 is a five-shot, double/single action large-caliber revolver produced by Smith & Wesson, firing the .500 S&W Magnum cartridge, a .50 caliber bullet.

Taser: A multi-shot, non-lethal weapon used for taking down opponents while keeping them alive. With a successful attack, a target is automatically Fatigued and must make a Vigor roll at -2, or -4 if the attack hit with a raise. Failure means the target falls prone and is Shaken for 1d4 rounds before he can try to recover. Fatigue from stun guns can incapacitate but not cause Death (at least in 99% of cases). Each level of Fatigue fades after 10 minutes.

XM26 APW: A smaller version of the XM22 AIW, this handgun fires caseless ammunition using on-board magnetic linear acceleration. This makes the ammo extremely small and subsequently this weapon can hold more rounds than conventional side arms.

SMGs / Personal Defence Carbines

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes	How does it look?
Brugger & Thomet MP9 (9mm)	75/150/300	2D6	3	1,250	3.1 (l)	15,20,25,30	-	SA, 3RB, concealable	
FN P90 (.57)	165/330/660	2D6+2	3	Mil (5,000)	5.6 (S)	50	-	SA, 3RB	
H&K UMP (9mm)	70/140/280	2d6	3	Mil (600)	8 (S)	30	-	AP1, Auto	

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes	How does it look?
H&K MP7 (.46)	150/300/600	2D6+1	3	Mil (1,750)	4.4 (l)	40	-	AP1, SA, 3RB, Auto	
KRISS Vector (9mm)	40/80/160	2D6+1	3	Mil (1,500)	6 (S)	33	-	AP1, SA, 3RB, -1 recoil, Auto	
LWRC M6A2 (5.56)	125/250/500	2D8	4	2,350	7 (S)	30	-	SA, 3rb	
Magpul 5.56 PDR (5.56)	150/300/600	2D8	3	800	4 (l)	12	-	SA, 3rb	

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes	How does it look?
Magpul FMG9 (9mm)	50/100/200	2D6-1	3	1,100	1.1 (I)	32	-	Collapsible down to laptop battery size, SA, 3rb	
Sig Sauer MPX (9mm)	70/140/280	2D6	3	Mil (2,000)	6.1 (S)	30	-	AP2, SA, 3RB, Suppressed, Auto	
Skorpion Evo (9mm)	60/120/240	2D6	3	Mil (900)	6.1 (S)	30	-	SA, 3RB, Auto	
Uzi Pro (9mm)	70/140/280	2d6	3	Mil (600)	9 (S)	32	-	AP1, Auto	

Individual Weapon descriptions

Brugger & Thomet MP9: The Brügger & Thomet MP9 (Maschinenpistole 9mm, German for machine pistol) is a machine pistol designed and manufactured by Brügger & Thomet of Switzerland. The MP9 is a selective-fire 9×19mm Parabellum calibre machine pistol. It uses 15, 20, 25, and 30 round transparent polymer detachable box magazines. It has three safeties; ambidextrous safety/fire mode selector switch button (manual safety) and trigger safety.

FN P90: The FN P90 is a personal defense weapon (PDW) designed and manufactured by FN Herstal in Belgium. Featuring a compact bullpup design with an integrated reflex sight and fully ambidextrous controls, the P90 is an unconventional weapon with a futuristic appearance. Its design incorporates several innovations such as a unique top-mounted magazine and FN's small-caliber, high-velocity 5.7×28mm ammunition. Because of this the FN P90 is not legal in the US.

H&K UMP: The Heckler & Koch UMP (Universale Maschinenpistole, German for "Universal Submachine Gun") is a submachine gun developed and manufactured by Heckler & Koch. The UMP has been adopted by various agencies such as the U.S. Customs and Border Protection.

H&K MP7: The Heckler & Koch MP7 (Maschinenpistole 7) is a German Personal Defence Weapon (PDW) designed and manufactured by Heckler & Koch (H&K) and chambered for the HK 4.6×30mm cartridge.

KRISS Vector: The name Kriss comes from a Southeast Asian dagger with a flame-shaped blade. The KRISS Vector uses the KRISS Super V Recoil Mitigation System, which is an articulated mechanism which allows the bolt and an inertia block to move downward into a recess behind the magazine well.

LWRC M6A2: The M6 is a series of carbines designed and manufactured by LWRC International. It is based on the M4 carbine, with which it shares 80% of its parts.[1] The 'M' model name is not a US military designation. Like the HK416, it features a proprietary short-stroke self-regulating gas piston system and bolt carrier/carrier key design, which prevents trapped gases from contacting the bolt carrier or receiver of the weapon, which reduces the heating and carbon fouling of the internals, simplifies field maintenance, and improves reliability.

Magpul FMG9: The Magpul FMG-9 is a prototype for a new generation of folding submachine guns, designed by Magpul Industries in 2008. Like other folding machine guns, it would be used for concealed carry and can be disguised as anything from a small package to an extra laptop battery. It is made out of a light-weight polymer material rather than metal, making it very light and easy to carry. It is also small enough even to fit in the back pocket of most everyday pants. It was developed for potential use by personal protection details such as the United States Secret Service.

Magpul 5.56 PDR: The Magpul PDR (Personal Defence Rifle) is a prototype bullpup-style 5.56×45mm NATO carbine unveiled by Magpul Industries in 2006. Although halted in development as of 2011 it has garnered some attention, largely due to its "futuristic" appearance. The system consists of a gas-operated bullpup carbine intended to replace some submachine guns, M9 pistols and M4 carbines while still offering the rapid fire and range of a M4 carbine in an ultra-compact firearm.

Sig Sauer MPX: The modular SIG MPX Carbine maintains the ergonomic superiority of the short-barrel rifle and pistol variants, but with a 16" barrel. Completely ambidextrous, the SIG MPX Carbine is great for left- or right-handed shooters with its dual-sided selector switch, magazine release, charging handle and bolt release. It comes with a built in suppressor, reducing the chance of being located from gunfire.

Skorpion Evo: The Scorpion EVO 3 is a lightweight, compact submachine gun designed to be easily maneuvered in confined spaces. This features a select fire switch, giving the operator the choice of "safe", semi-automatic, three-round burst, or fully automatic fire.

Uzi Pro: The new Uzi PRO Sub-Machine Gun (SMG) is based on the legendary UZI design of 50 years ago but has since been transformed with modern materials and advanced technological features. Today, a new short and compact version comes in an ultra-modern ergonomic design offering better control, more safety and maximum accuracy.

Shotguns

Type	Range	Dmg	RoF	Cost	Weight	Shots	Min Str	Notes	How does it look?
Benelli M4	40/80/160	1-3D6	1	1,200	7.6 (S)	7		SA / Pump action	
H&K CAW	70/140/280	2D10	3	Mil (1,100)	4 (I)	10	d6	SA, Auto, Slugs only	
Hassan Aimguard	30/60/120	1-3D6	1	300	6.4 (S)	5		Pump action	
Mossberg 800	30/60/120	1-3D6	1	520	7 (S)	9		Pump action	
MPS AA-12 (Sledgehammer)	70/140/280	2D10	6	Mil (3,000)	11.5 (S)	32	d8	SA, Auto, Slugs only, -1 Recoil	
Remington	30/60/120	1-3D6	1	400	5.6 (S)	5			

Individual Weapon descriptions

Benelli M4: Benelli's M4 Tactical is a unique, Auto Regulating Gas Operated (A.R.G.O) semi-auto shotgun, upon which the U.S. Marine Corps depend. The M4 Tactical comes standard with a Picatinny rail and pistol-grip stock. Other features include a fully-adjustable ghost-ring aperture rear sight and windage-adjustable front sight.

Hassan Aimguard: Everyone should have at least one home defence shotgun, but we also recognize that everyone's budget is not the same. Fortunately, for those on a tight budget, there are many value oriented shotguns on the market which afford you the opportunity to have one for your home. The Hasson Aimguard is one of these, a cheap way to protect your home and your loved ones.

H&K CAW: The Heckler & Koch HK CAWS (H&K CAWS) is a prototype automatic shotgun—designed as a combat shotgun—co-produced by Heckler & Koch and Winchester/Olin. It was Heckler & Koch's entry into the U.S military's Close Assault Weapon System program. It is a 10-round, 12-gauge, bullpup shotgun with two firing modes: semi-auto and full-auto. The gun is fully ambidextrous.

Mossberg 800: The Mossberg pistol grip is uniquely shaped to minimize felt recoil. It includes all the features that have made Mossberg pump-actions the choice for millions worldwide: ambidextrous safety, dual extractors, positive steel-to-steel lockup, twin action bars, and a smooth operating anti-jam elevator.

MPS AA-12 (Sledgehammer): For operations in urban conflict, the shotgun has been the preferred method of door-breaching by infantry units, the AA-12, is intended to fulfil the same battlefield role. It sports a pistol grip and full shoulder stock as well as an easy-sighting system for quick response. Slug rounds can extend the maximum range of the weapon up to 100 meters. Rubber slugs (for prisoner capture or riot control) can be used up to 75 meters. The AA-12 can fire from a 10-round detachable box magazine or a 20- or 32-round ammunition drum, attaining a rate-of-fire up to 300 rounds-per-minute while having almost no muzzle climb and a dampened recoil effect. It is reported that even an infantryman weighing in at 100lb can fire the weapon due to its near-zero recoil.

Remington: From the fields and waterways of America, to the front lines of law enforcement, Remington shotguns continue to lead the way for the American way of life. Year after year, decade after decade, they withstand the test of time and conquer all rivals. Whether it's the most popular and enduring pump action of all-time, or auto loading innovation that sets the new standard for reliability, they all share the same legacy – the reliable Remington name.

Rifles

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes	What does it look like?
LWRC International Rifle (5.56)	140/280/560	2D8	1	1,150	6.7 (S)	30	d6	AP2, SA	
Mi50 Mile Maker (.50)	1250/2500/5000	3D10	1	Mil (13,000)	33.5 (S3)	16	d6	AP 2, Snapfire, bipod, Scope	
Springfield M1A Socom 16 CQB (7.62)	140/280/560	2D10	1	2,100	9.2 (S)	10	d6	AP2, SA	

Individual Descriptions

LWRC International AR Rifle: Built from the ground up to be more than just another direct impingement rifle, the LWRCI™ Di delivers the quality every rifle enthusiast demands with innovation that's expected from LWRCI™. Our innovative "keyless" bolt carried design, combined with an operating system that is time-tested, makes the Di the perfect addition to the LWRCI™ lineup.

Mi50 Mile Maker: Take advantage of the Mi50's capability to tag and shoot from a mile distance. With Advanced Target Mode, it collects and holds real-time ballistics solution to systems maximum range. Trigger is live to reduce time to engagements and is designed to be used with a suppressor. This rifle allows you to combine signature reduction capabilities with the flawless reliability of the original Barrett M107, but with a weight reduction of 5 pounds. The M107A1 and TrackingPoint's Precision Guided Optic make your shot more precise than ever.

Springfield M1A Socom 16 CQB: Nearly ten inches shorter than the M1A™ standard model, the CQB offers quick and easy handling for defensive use indoors or out. The authoritative .308 chambering with optional 20-round magazines won't leave you wanting more fight-stopping effectiveness.

Assault Rifles

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes	How does it look?
AK47 (7.62)	140/280/560	2d8+1	3	Mil (900)	10 (S)	30	D6	AP2, Auto	
AR15 (5.56)	140/280/560	2D8	3	700	6.6 (S)	30	-	AP 2, SA, 3RB	
FN Scar (5.56)	140/280/560	2D8+1	1	2,995	7.7 (S)	30	-	AP 2, SA, 3RB	
H&K G36 (5.56)	140/280/560	2D8	3	Mil (900)	8 (S)	30	-	AP 2, Auto, SA	

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes	How does it look?
HK416 (5.56)	140/280/560	2D8	3	Mil (1,795)	7.2 (S)	20	-	AP 2, Auto, SA	
M16 (5.56)	140/280/560	2d8	3	Mil (1,600)	8 (S)	20/30	-	AP 2, Auto, 3rb	
M27 (5.56)	140/280/560	2D8	3	Mil (3,000)	9.8 (S)	30	-	AP 2, Auto, SA	
M4 (5.56)	125/250/500	2d8	3	Mil (2,000)	7.4 (S)	30	-	AP2, Auto, 3rb, SA	

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes	How does it look?
PHASR Rifle	40/80/160	Spec.	1	Mil (5,000)	15 (S)	100	-	Blinds target	
Tavor TAR 21 (5.56)	150/300/600	2D8	3	Mil (1,500)	7.2 (S)	20	-	AP 2, Auto, SA	
XM22 AIW (18mm caseless)	150/300/600	2D10	3	Mil (10,000)	3.5 (I)	50	-	AP 2, Auto, SA	

Individual Weapon descriptions

AK47: When you absolutely got to kill every mf in the room, accept no substitute! When Samuel L. Jackson is selling this gun, you're buyin'! Not that these guns are legal in the US, but you've got contacts, right?

AR15: The Colt AR-15 is a lightweight, 5.56×45mm, magazine-fed, gas-operated semi-automatic rifle. It was designed to be manufactured with the extensive use of aluminium alloys and synthetic materials. It is a semi-automatic version of the United States military M16 rifle. Colt's Manufacturing Company currently uses the AR-15 trademark for its line of semi-automatic AR-15 rifles that are marketed to civilian and law-enforcement customers.

FN Scar: The FN SCAR (Fabrique Nationale Special Operations Forces Combat Assault Rifle) is a gas-operated (short-stroke gas piston) self-loading rifle with a rotating bolt. It is constructed to be extremely modular, including barrel change to switch between calibres. The rifle was developed by FN Herstal (FNH) for the United States Special Operations Command (SOCOM) to satisfy the requirements of the SCAR competition. This family of rifles consist of two main types. The SCAR-L, for "light", is chambered in 5.56×45mm NATO cartridge and the SCAR-H, for "heavy", is chambered in 7.62×51mm NATO.

H&K G36: The G36 is a selective-fire 5.56 mm assault rifle, firing from a closed rotary bolt. The G36 has a conventional layout and a modular component design. Common to all variants of the G36 family are: the receiver and buttstock assembly, bolt carrier group with bolt and the return mechanism and guide rod. The receiver contains the barrel, carry handle with integrated sights, trigger group with pistol grip, handguard and magazine socket. The G36 employs a free-floating barrel (the barrel does not contact the handguard). The barrel is fastened to the receiver with a special nut, which can be removed with a wrench. The barrel is produced using a cold hammer forging process and features a chrome-lined bore with 6 right-hand grooves and a 1 in 178 mm (1:7 in) rifling twist rate. The barrel assembly consists of the gas block, a collar with a bayonet lug that is also used to launch rifle grenades and a slotted flash suppressor

HK416: The Heckler & Koch HK416 is an assault rifle/carbine designed and manufactured by Heckler & Koch. Although its design is in large part based on the AR-15 class of weapons, specifically the Colt M4 carbine family issued to the U.S. military, it uses an HK-proprietary short-stroke gas piston system originally derived from the ArmaLite AR-18 (the same system was also used in Heckler & Koch's earlier G36 family of rifles). The HK416 gained fame as the weapon that United States Navy SEALs from DEVGRU Red Squadron used to kill Osama Bin Laden in 2011.

M16: The military equivalent of the AR15, this offers fully automatic fire, and is the stalwart of the US military, having been in use since the 1960s. The M16 has also been widely adopted by other militaries around the world. Total worldwide production of M16s has been approximately 8 million, making it the most-produced firearm of its 5.56 mm caliber.

M27: The M27 Infantry Automatic Rifle (IAR) is a lightweight, magazine-fed 5.56mm, select-fire weapon based on the Heckler & Koch HK416. It is used by the United States Marine Corps and is intended to enhance an automatic rifleman's manoeuvrability.

M4: The M4 carbine is a shorter and lighter variant of the M16A2 assault rifle. The M4 is a 5.56×45mm NATO, air-cooled, direct impingement gas-operated, magazine-fed carbine. It has a 14.5 in (370 mm) barrel and a telescoping stock.

PHASR Rifle: The personnel halting and stimulation response rifle (PHASR) is a non-lethal laser dazzler developed by the Air Force Research Laboratory's Directed Energy Directorate, U.S. Department of Defense. Its purpose is to temporarily disorient and blind a target. Blinding laser weapons have been tested in the past, but were banned under the 1995 UN Protocol on Blinding Laser Weapons, which the United States acceded to on 21 January 2009. The PHASR rifle, a low-intensity laser, is not prohibited under this regulation, as the blinding effect is intended to be temporary. With a successful attack, a target must make a Vigor roll at -2, or -4 if the attack hit with a raise. Failure means the target is blind for 1d12 minutes before he can try to recover. PHASR Rifle cannot cause Death (at least in 99% of cases) but critical failure on the Vigor roll means that the blindness is permanent.

Tavor TAR 21: The TAR-21 stands for Tavor Assault Rifle for 21st century and has become the TAR-21 has become a standard issue infantry rifle. It has been exported to more than 20 countries, including Columbia, Georgia, Guatemala, India, Portugal and Thailand. It is license-produced in Brazil, India and Ukraine.

XM22 AIW: The XM22 Advanced Infantry Weapon is an experimental military rifle. It is a bullpup-configuration weapon, which means that the action is placed behind the firing hand, in the normally empty stock. This means that bullpup rifles can have a shorter overall length without the necessity for a shorter barrel. Its caseless ammunition is extremely compact, allowing a larger magazine capacity. Since there is no spent cartridge casing to eject, the rifle's action is completely enclosed and thus very reliable in a dirty environment. A special recoil compensation makes the weapon fairly controllable under semiautomatic fire, and not unreasonably wild for larger individuals in fully automatic mode. The weapon is only available through military contacts.

Heavy Weapons

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes	How does it look?
14.5mm MG	300/600/1200	3d6	3	Mil (10,000)	30 (S3)	100	-	AP2, Auto, may not move	
40mm Grenade Launcher	140/280/560	As grenade	1	1,000	9 (S)	1	d6	Can attach to Assault Rifle	
AT-4	140/280/560	4d8+2	1	Mil (1,500)	15(S)	1	D4	MBT, AP40, Snapfire	
DTMG (7.62)	180/360/720	2d8+1	3	Mil (2,000)	26 (S3)	60	-	AP2, Auto, Snapfire	

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes	How does it look?
FGM-148 Javelin	3725/7500/15000	4d8+2	1	Mil (46,000)	50 (S4)	1	D4	MBT, AP50, Snapfire, IR Guidance	
GI6 40mm Grenade Launcher	140/280/560	As grenade	1	5,000	16 (S2)	6	d6		
M134 Minigun	180/360/720	2D8	6	Mil (17,500)	85 (S7)	1,000	d8	AP 3, Auto	
M1919 (.38)	140/280/560	2d8	3	Mil (1,500)	32 (S3)	250	-	AP2, Auto, May not move	
M2 Browning (.50 Cal)	300/600/1200	2d10	3	Mil (2,000)	84 (S7)	200	-	AP4, Auto, May not move, HW	

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes	How does it look?
M240 (7.62)	200/400/800	2d8+1	3	Mil (2,000)	28 (S3)	100	D8	AP2, Auto, Snapfire	
M72 LAW	140/280/560	4d8+2	1	Mil (750)	5 (I)	1	D4	MBT, AP30, Snapfire	
SAW (5.56)	180/360/720	2d8	4	Mil (1,500)	20 (S2)	200	D8	AP2, Auto, Snapfire	
Tactical Flamethrower	Cone Template	2d10	1	4,000	30(S2)	1	D8	Ignores armour	

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes	How does it look?
Textron LSAT (7.62)	180/360/720	2D8+1	3	Mil (3,600)	9.7 (S)	100	d6	AP 2, Auto, Bipod	
XM25 Punisher	725/1500/3000	As grenade	1	Mil (30,000)	14 (S)	5	-d6	Airburst grenade launcher, ignore cover	
XM7 Stormgun	300/600/1200	3D12	1	Mil (12,000)	29.5 (S2)	5	d8	AP 8, Single Shot	

Individual Weapon descriptions

14.5mm MG: The national 14.5 mm Vladimirov heavy machine gun and its various versions are the world's most powerful mass-produced heavy machine guns.

40mm Grenade Launcher: The M203 is a single-shot 40 mm under-barrel grenade launcher designed to attach to a rifle. It uses the same rounds as the older stand-alone M79 break-action grenade launcher, which utilizes the High-Low Propulsion System to keep recoil forces low. Quite versatile, and compatible with many rifle models, the M203 was originally designed for the U.S. M16 and its variant, the M4 Carbine. The launcher can also be mounted onto a C7, a Canadian version of the M16 rifle, however, this requires the prior removal of the bottom handguard.

AT-4: The AT4 (also AT-4) is an 84-mm unguided, portable, single-shot recoilless smoothbore weapon built in Sweden by Saab Bofors Dynamics (previously Bofors Anti-Armour Systems). Saab has had considerable sales success with the AT4, making it one of the most common light anti-tank weapons in the world. The AT4 is intended to give infantry units a means to destroy or disable armoured vehicles and fortifications, although it is generally ineffective against current modern main battle tanks (MBT). The launcher and projectile are manufactured prepacked and issued as a single unit of ammunition, with the launcher discarded after a single use.

DTMG: The Heckler & Koch MG5 (also known as the DTMG) is a belt-fed 7.62 mm general-purpose machine gun manufactured by a German firearm manufacturer Heckler & Koch. The machine gun is intended as a replacement for the Rheinmetall MG3.

FGM-148 Javelin: The FGM-148 Javelin is an American man-portable fire-and-forget anti-tank missile fielded to replace the M47 Dragon anti-tank missile in US service. It uses an automatic infrared guidance that allows the user to seek cover immediately after launch, as opposed to wired guided systems, like the Dragon, where the user has to actively guide the weapon throughout the engagement. The Javelin's HEAT warhead is capable of defeating modern tanks by attacking them from above, and is also useful against fortifications in a direct attack flight.

GI6 40mm Grenade Launcher: The GI6 40mm Grenade Launcher is a 40 mm semi-automatic, six-shot revolver-type grenade launcher.

M134 Minigun: The M134 Minigun is a 7.62×51mm NATO, six-barrel rotary machine gun with a high rate of fire (2,000 to 6,000 rounds per minute) which can also fire at a high sustained rate.[3] It features Gatling-style rotating barrels with an external power source, normally an electric motor. The "Mini" in the name is in comparison to larger calibre designs that use a rotary barrel design, such as General Electric's earlier 20-millimeter M61 Vulcan, and "gun" for the use of rifle calibre bullets as opposed to autocannon shells.

M1919: The M1919 Browning is a .30 caliber medium machine gun that was widely used during the 20th century, especially during World War II, the Korean War, and the Vietnam War. The M1919 saw service as a light infantry, coaxial, mounted, aircraft, and anti-aircraft machine gun by the U.S. and many other countries. Many M1919s were rechambered for the new 7.62×51mm NATO round and remain in service to this day.

M2 Browning: The M2 Machine Gun or Browning .50 Caliber Machine Gun is a heavy machine gun designed toward the end of World War I by John Browning. Its design is similar to Browning's earlier M1919 Browning machine gun, which was chambered for the .30-06 cartridge. The M2 uses the much larger and much more powerful .50 BMG cartridge, which was developed alongside and takes its name from the gun itself (BMG standing for Browning machine gun). It has been referred to as "Ma Deuce", in reference to its M2 nomenclature. The design has had many specific designations; the official designation for the current infantry type is Browning Machine Gun, Cal. .50, M2, HB, Flexible. It is effective against infantry, unarmoured or lightly armoured vehicles and boats, light fortifications and low-flying aircraft. The M2 has been produced longer than any other machine gun.

M240: The M240, officially the Machine Gun, 7.62 mm, M240, is the US military designation for the FN MAG, a family of belt-fed, gas-operated medium machine guns that chamber the 7.62×51mm NATO cartridge.

M72 LAW: The M72 LAW (Light Anti-Tank Weapon, also referred to as the Light Anti-Armor Weapon or LAW as well as LAWS Light Anti-Armor Weapons System) is a portable one-shot 66-mm unguided anti-tank weapon. The solid rocket propulsion unit was developed in the newly formed Rohm and Haas research laboratory at Redstone Arsenal in 1959, then the full system was designed by Paul V. Choate, Charles B. Weeks, Frank A. Spinale, et al. at the

Hesse-Eastern Division of Norris Thermadore. American production of the weapon began by Hesse-Eastern in 1963, and was terminated by 1983; currently it is produced by Nammo Raufoss AS in Norway and their subsidiary Nammo Talley, Inc. in Arizona.

SAW: The SAW is manufactured in the United States by the local subsidiary FN Manufacturing LLC in South Carolina and is widely used in the U.S. Armed Forces. The weapon was introduced in 1984 after being judged the most effective of a number of candidate weapons to address the lack of automatic firepower in small units. The SAW provides infantry squads with the high rate of fire of a machine gun combined with accuracy and portability approaching that of a rifle.

Tactical Flamethrower: For personal and home defence, the largest handgun, rifle or shotgun pales in effectiveness when compared to a personal flamethrower. Ion Productions has started a crowdfunding campaign to bring it into the home; at least in the 49 states that it is currently legal to own one in!

Textron LSAT: The LSAT light machine gun, of the LSAT (Lightweight Small Arms Technologies) program, is a powerful light machine gun (LMG). The LMG provides a major reduction in weight over legacy weapons, as well as improvements in other areas, such as controllability and reliability.

XM25 Punisher: The XM25 Counter Defilade Target Engagement (CDTE) System, also known as the Punisher and Individual Semiautomatic Air Burst System is an airburst grenade launcher derived from the XM29 OICW. It was fielded to soldiers serving in the War in Afghanistan in 2010, after which malfunctions and program budget cuts delayed official entry into service, planned for early 2017.

XM7 Stormgun: The XM7 is a man-portable assault cannon of advanced design. Incorporating a radically new muzzle brake and an advanced recoil compensation system, the XM7 can be carried and fired by one person (a special harness is standard equipment, and most people prefer to fire the weapon from this position than the conventional shoulder position). The weapon is fitted with a special laser targeting system (only visible to the wearer using special goggles).

Ammo and Accessories

Type	Cost	Wt	Notes
Bullets, Large	100/50	8/50 (S)	
Bullets, Medium	50/50	5/50 (l)	
Bullets, Small	20/50	3/50 (l)	
Concealable holster	100	1 (l)	+1 to Stealth rolls to hide the weapon
Flashlight mount	250	1 (l)	Offset penalties for darkness
Laser sight	500	1 (l)	+1 Shooting at Short Range, can reveal shooter's position
Night vision scope	1000	3 (l)	+2 Shooting at Medium and Long Range, see notes
Reflex sight	250	1 (l)	+1 Shooting at Short Range
Scope	250	2 (l)	+2 Shooting at Medium and Long Range
Silencer	500	1 (l)	-2 to hear the shot or spot the shooter's position, -1 to Damage
Tactical Sling	300	3 (l)	Draw and fire with no penalty for SMGs, Shotguns and Rifles
Teflon Arrow	10	1/5 (l)	
Thermal scope	1000	3 (l)	+2 Shooting at Medium and Long Range, see notes

Individual Descriptions

Bullets, Large: Covers all remaining ammunition

Bullets, Medium: Covers all shotgun, rifle and assault rifle ammunition plus Desert Eagle ammunition with the exception of the Mile Maker

Bullets, Small: Covers all handgun ammunition (with the exception of Desert Eagle), as well as the XM22 AIW

Concealable holster: A holster that increases the handgun concealment when its user wears it under clothes. +1 to Stealth rolls to conceal the weapon. The holster can be worn on the shoulders, on the belt or on the ankle (only weapons with the concealed bonus can be worn on the ankle). The character can also attach two spare ammo magazines.

Flashlight mount: A small flashlight that can be attached to the barrel of a gun or a rifle.

Laser sight: +1 to Shooting at Short Range. Enemies have a +1 to Notice rolls to spot the firer's position.

Night vision scope: Functions like an optical scope, but also eliminates Dim and Dark lighting penalties.

Reflex sight: An optical device that project an aiming point or a red dot through a glass. It gives a +1 Shooting at Short Range. Unlike a laser sight, the reflex sight doesn't reveal the user's position. Reflex sight can be fixed on any firearm.

Scopes: Scopes may be mounted on rifles or submachine guns. They provide a +2 Shooting bonus to shots at Medium and further as long as the firer does not move this round. In addition, scopes add a +2 to Notice rolls made to view things at a distance.

Silencers and suppressors: Reduces the flash and the noise of a firearm. When a silenced weapon is used, people have to succeed a Notice roll at -2 to hear the shot or spot the shooter's position, but Damage is reduced by -1. Silencers can be used with any firearm, except revolvers.

Tactical sling: Attached to a submachine-gun, a shotgun or a rifle, the sling allows its user to draw and fire his weapon as a free action. With a sling, a character can also switch weapons without losing his primary weapon.

Thermal scope: Functions like an optical scope and halves darkness penalties (round down) for heat-producing targets.

Grenades and Explosives

Type	Range	DMG	Cost	Wt	Burst	Notes
Breaching charge	—	4d6	Mil (500)	1 (l)	12	HW, these charges are designed to blast doors
C-4 explosive	—	4d6	Mil (750)	1 (l)	24	HW, each additional charge adds 1d6 to the total damage
Demolition charge	—	4d8	300	5 (l)	36	HW, each additional charge adds 1d6 to the total damage
HE grenade	As launcher or thrown	3d6	600	1 (l)	24	HW
Flashbang grenade	As launcher or thrown	—	300	1 (l)	24	See notes below
Incendiary grenade	As launcher or thrown	3d6	600	1 (l)	24	Ignores Armor, targets catch fire on a 4-6
Sleeping gas grenade	As launcher or thrown	—	Mil (350)	1 (l)	24	See notes below
Smoke grenade	As launcher or thrown	—	50	1 (l)	36	See notes below

Individual Descriptions

Breaching charge: Used for traditional breaching of buildings through doors and walls. Typically extremely tailored blast to task.

C-4 explosive: General explosive, used in rapid destruction of infrastructure, commonly used by the military, just requires use of Knowledge (Explosives) to set. More than one applied to same location increases burst by 12' for each charge.

Demolition charge: Used for destroying entire buildings in one fell swoop. You do not want to be standing close by when these go off, requires use of Demolition kit to apply and Knowledge (Explosives) to understand what to do, otherwise an unskilled check. More than one applied to same location increases burst by 18' for each charge.

HE grenade: Thrown or launched grenade designed to cause massive damage to personnel or vehicles.

Flashbang grenade: Designed to confuse and disorient rather than kill, flashbangs let off a loud noise and a flash of light. Targets must make an Agility roll at -4 or become shaken for 1d6 rounds

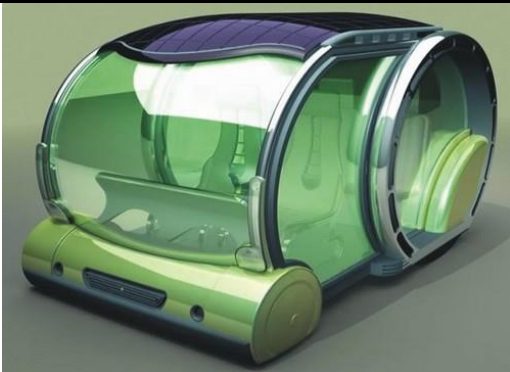
Incendiary grenade: Contains phosphate which sticks to stuff and burns at an extremely high temperature. Targets can catch fire and are extremely hard to put out.

Sleeping gas grenade: Releases a gas which knocks out opponents. Every target who don't wear a gas mask must make a Vigor roll at -4 or be knocked out for 2d6 hours. With a successful roll, the character is knocked out for 2d6 minutes, with a raise he is Fatigued.

Smoke grenade: The affected zone is considered Pitch black, doesn't affect infrared or thermal imaging. The smoke last for 2d4 rounds (4d4 in a closed area, 1d4 with high winds).

Vehicles

Vehicle	Acc/TS	Toughness	Crew	Cost	Notes	What does it look like?
Aston Martin (Sport)	3.4/210	11(3)	1+1	350k	Electric	
Audi SQ7 (SUV)	4.9/155	11(3)	1+6	71k		
BMW Vision (Sports)	3.9/184	11(3)	1+1	105K	Electric	

Vehicle	Acc/TS	Toughness	Crew	Cost	Notes	What does it look like?
Bobbin (Compact)	7/70	10(3)	4	10k	Self-driving, Electric	
Bugatti (SUV)	2.5/300	11(4)	1+5	1M	Hybrid	
Cadillac CT6 (Mid-range)	6.1/150	11(4)	1+4	76k		

Vehicle	Acc/TS	Toughness	Crew	Cost	Notes	What does it look like?
Chery fv2030 (SUV)	5.6/170	11(4)	1+3	80k		
Chevy Bolt (SUV)	6.5/93	11(4)	1+5	37k	Electric	
Dirt Bike	4.5/90	7(2)	1	4k	+4 Toughness vs jumps, Off Road (4WD)	

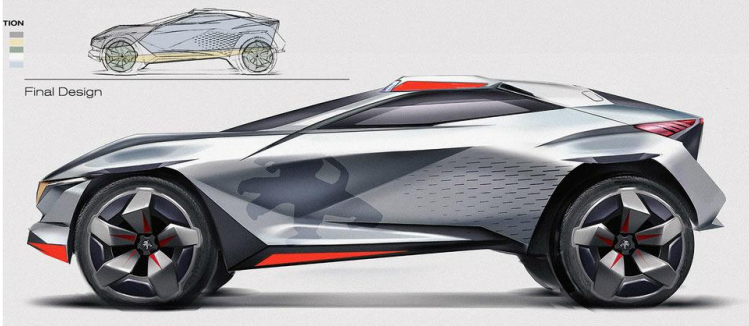
Vehicle	Acc/TS	Toughness	Crew	Cost	Notes	What does it look like?
Ford T2030 (Sports)	5.7/154	10(3)	4	50k	Self-driving option	
Harley (Motorbike)	4.3/110	8(2)	1+1	20k		
Honda (Compact)	6/70	10(4)	1+3	15k	Hydrogen Fuel Cell	

Vehicle	Acc/TS	Toughness	Crew	Cost	Notes	What does it look like?
Humvee	25/113	14/9/3	1+3	Mil (200k)	Heavy Armour, 4WD	
Hyundai Ionic (Mid-range)	8.9/115	10(3)	5	20k	Electric	
Jeep Wrangler (SUV)	10/110	11(3)	1+4	27k	Hybrid, 4WD	

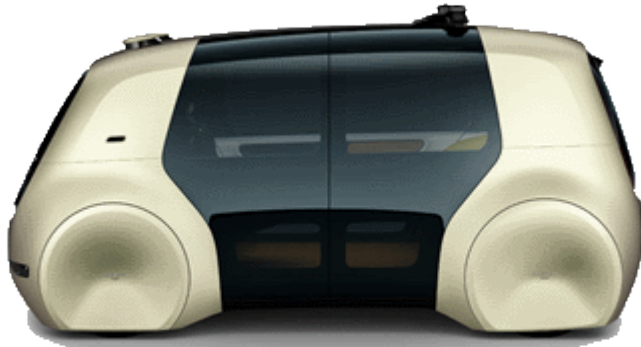
Vehicle	Acc/TS	Toughness	Crew	Cost	Notes	What does it look like?
KruZOR (Motorbike)	5/100	9(2)	1+1	40k		
KTM Trik Bike (Motorbike)			1	200		
Land Rover Lancaster (SUV)	6/140	11(4)	1+5	80k	Electric, 4WD, Self-Driving Option	

Vehicle	Acc/TS	Toughness	Crew	Cost	Notes	What does it look like?
LeEco (Mid-range)	4/80	9(3)	1+1	20k	Self-driving	
Mercedes F015 (Mid-range)	6.7/124	11(4)	4	300k	Self-driving option	
Mercedes Revenge (Motorbike)	3/150	7(2)	1	30k	Electric	

Vehicle	Acc/TS	Toughness	Crew	Cost	Notes	What does it look like?
Military Truck	25/65	12(1)	1+20	Mil (40k)	4WD, Heavy Armour	
Nissan Leaf (Mid-range)	8.3/89	10(3)	4	30k	Electric	
Nissan V2G	6/70	9(3)	1	7.5k	Self-driving	

Vehicle	Acc/TS	Toughness	Crew	Cost	Notes	What does it look like?
Peugot Instinct (Sports)	4.2/163	10(2)	4	75k	Hybrid / Self-driving	
Peugot Passio (SUV)	8.2/70	11(4)	4	50k	Self-driving, 4WD	
Subaru BRZ aBi (Sports)	3/234	11(4)	1+1	200k	Hydrogen Fuel Cell	

Vehicle	Acc/TS	Toughness	Crew	Cost	Notes	What does it look like?
Tesla Model X (Mid-range)	6/130	11(3)	1+4	50k	Hydrogen fuel cell	
Toyota Concept I (Mid-range)	120/240	11(3)	4	30k	Self-driving car	
Volkswagen ID (Mid-range)	120/240	10(2)	4	25k	Electric, self-driving	

Vehicle	Acc/TS	Toughness	Crew	Cost	Notes	What does it look like?
VW Sedric (Compact)	60/220	10(3)	4	20k	Self-driving	

Notes

- Self-driving vehicles cannot and will not exceed speed limits, break any traffic rules or endanger any life
- Cars using driving skill, bikes use riding skill