

Walk the 'Verse - Guns 'n' Ammo



Special Rules

Cost* - The weapon is either illegal, hard to obtain, or both. Price may vary greatly from this benchmark as you will have to find someone willing to make or steal you this gun.

#Burst - Fire a 3 round burst for the cost of 1 action. All shots must be at same target and are at -2 steps each. May Fire 2nd or 3rd burst at the same or different target at -4 and -6 steps each.

#Autofire - 1 Action. Make one attack roll against every target in a 10ft square or 15 ft line. Uses 15 rounds of ammo. Step penalties apply for multiple autofire bursts per round as per single shots.

#Requires (X) - Weapon requires Stat of a high enough dice type to be used.

#Scoped - Gives a +2 Step bonus to aimed shots. Doubles Range increment. Requires D10 INT or D10 Skill (sniper) to use.

#Reliable - On a Botch roll weapon will simply fail to fire rather than hit team member/bystander, explode, or do something else amusing.

#Secondary Barrel - Weapon has a 2nd barrel that fires an alternate round type. Single shot only. Use skill that relates to the barrel being fired i.e. Guns (Shotgun) or Heavy Weapons (Grenade Launcher) for example.

#Bipod - Allows you disregard STR requirement of weapon. Can only be used if prone or in cover. Takes Full round action to set up and break down.

#Enlarged Trigger Guard - Allows weapon to be used with heavy gloves such as standard EVA suits.

#Silenced - Will not be heard by anyone outside of the weapons range increment.

Ammo Types

Tier 1 - Easily available at all good gun stores. 2 Credits per 20 round box.

Tier 2 - Plenty of them around but hard to buy. 40 Credits per 20 round box.

Tier 3 - Needs to be handmade or stolen from one of the rare users. 200 Credits per 20 round box.

Sidearms

These weapons may be carried on most Rim and Borderworlds without too much comment.



Colt Revolver
.44 rounds (1)
D6W
OOOOOO
Range 100ft
RoF 2
Weight 2.5
Cost 20c
#Reliable



Colt 1911 .45 (Preferred Independent Sidearm)
.45 rounds (1)
D6W
OOOOOOOO
Range 80ft
Weight 2
Cost 30c



Walther-22 Automatic (Standard Alliance Sidearm)
.22 rounds (1)
D4W
OOOOOOOO
Range 80ft
RoF 3
Weight 1.5
Cost 20c



Glock 17
9mm Rounds (1)
D4W
OOOOOOOOOO
OOOOOOO
RoF 4
Range 80ft
Weight 2
Cost 30c



Desert Eagle .50
.50 rounds (2)
D8W
OOOOOOOO
Range 100ft
RoF 2
Weight 3
Cost 100c*



Derringer
.45 Rounds (1)
D6W
OO
RoF 2
Range 20ft
Weight 0.5
Cost 20c
#+2 dice step to conceal



Welrod Silenced Pistol

.32 subsonic rounds (3)
D6W
OOOOO
RoF 1
Range 20ft
Weight 1
Cost 800c*
#Silenced



LeMat Pistol

.44 rounds (1)
D6W
OOOOOO
Range 100ft
RoF 2
Weight 3
Cost 60c*
#Secondary barrel - Shotgun



Mare's Leg

.45-40 rounds (1)
D8W
OOOOOOOOOO
RoF 2
Range 120ft
Weight 6
Cost 80c*
#Uses Rifle skill
#Enlarged trigger guard



Skorpion Machine Pistol

9mm Rounds (1)
D4W
OOOOOOOOOO
OOOOOOOOOO
RoF 3
Range 60ft
Weight 3
Cost 60c*
#Uses Submachinegun Skill
#Burst
#Autofire



Sawn off "Two pipes"

12 Gauge Shells (1)
D10W
OO
RoF 2
Range 10ft
Weight 6
Cost 80c*
#Uses Shotgun skill



FN type 1 'Unification' pistol

.45 rounds (1)
D6W
OOOOOOOO
Range 80ft
Weight 2
Cost 1000c*
#Secondary barrel - Grenade launcher.

Shotguns and Sub-machineguns



Pump Action Shotgun

12 Gauge Rounds (1)

D10W

OOOOOOOOO

RoF 2

Range 20ft

Weight 10

Cost 50c



MP5 Machine pistol

9mm Rounds (1)

D6W

OOOOOOOOOOOOOOOOO

OOOOOOOOOOOOOOOOO

RoF 3

Range 60ft

Weight 4

Cost 200c*

#Burst

#Autofire



Alliance Assault Shotgun

12 Gauge Rounds (1)

D10W

OOOOOOOOOO

RoF 3

Range 20ft

Weight 10

Cost 500c*



MP5SD (Silenced)

9mm Rounds (1)

D6W

OOOOOOOOOOOOOOOOO

OOOOOOOOOOOOOOOOO

RoF 3

Range 40ft

Weight 4

Cost 400c*

#Burst

#Silenced



Spec Ops Auto Shotgun

12 Gauge Rounds (1)

D10W

OOOOOOOOOOO

OOOOOOOOOOO

RoF 3

Range 20ft

Weight 12

Cost 2000c*

#Burst

#Autofire

#Requires STR 8



UMP 45

.45 Rounds (1)

D8W

OOOOOOOOOOOOOOOOO

OOOOOOOOOOOOOOOOO

RoF 3

Range 60ft

Weight 6

Cost 500c*

#Burst

#Autofire

Rifles



G36 Independent Assault Rifle

5.56mm Rounds (2)

D8W

OOOOOOOOOOOOOOOO

OOOOOOOOOOOOOOOO

RoF 3

Range 200ft

Weight 10

Cost 1000c*

#Burst

#Autofire

#Requires D8 STR



Alliance Army Rifle

5.56mm Rounds (2)

D8W

OOOOOOOOOOOOOOOO

OOOOOOOOOOOOOOOO

RoF 3

Range 300ft

Weight 8

Cost 800c*

#Burst

#Requires D6 STR



Black market Assault Rifle

7.62mm Rounds (2)

D10W

OOOOOOOOOOOOOOOO

OOOOOOOOOOOOOOOO

RoF 3

Range 200ft

Weight 8

Cost 800c*

#Burst

#Autofire

#Requires D10 STR



Alliance Spec ops Sniper Rifle

7.62 Magnum Rounds (3)

D10W

OOOOOO

RoF 1

Range 300ft

Weight 8

Cost 2000c*

#Scoped



Lever action rifle

.45-40 Rounds (1)

D8W

OOOOOOOOOO

RoF 2

Range 200ft

Weight 8

Cost 60c

#Enlarged trigger guard



Bolt Action Rifle

.303 rounds (1)

D8W

OOOOOOOO

RoF 1

Range 300ft

Weight 8

Cost 50c

#Reliable



Callahan Full-Bore Auto-Lock

20mm AP (3)

D12W

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RoF 3

Range 300ft

Weight 12

Cost 5500c*

#Burst

#Scoped

#Requires D12 STR



Alliance Commando Rifle + Launcher

5.56mm rounds (2)

D8W

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RoF 3

Range 250ft

Weight 10

Cost 1000c*

#Burst

#Secondary Barrel - Grenade Launcher

#Requires D8 STR



50cal Sniper Rifle

.50cal rounds (3)

D12W

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RoF 1

Range 200ft

Weight 16

Cost 4000c*

#Scoped

#Requires D10 STR