

SHOTGUN ROUNDS

	.410/28 Gauge (15eb/12)
Shotshell	2d6/1d6+2/1d6
Slug	3d6+1AP. Soft SP halves penetration
Triplex shells	1d6/2x2d6
	20 Gauge (15eb/12)
Shotshell	3d6/2d6/1d6
Flare (25eb/25)	Illumination 30m. 2d6+2 & 1d6/2 if hit
Flash-Bang	Effects listed below. 2/5m. 25m range
Flash (30eb/25)	Flash-Bang grenade in 25mx3m pattern
Slug	3d6+1AP. Soft SP halves pen damage

	12 Gauge (15eb/12)
Shotshell	4d6/3d6/2d6. 1-3m x 50m
APFSDS (10eb)	6d6AP. 25m range
Flare (25eb/25)	Illuminates 30m. 2d6+2 & 1d6/2 if hit
Flash-Bang	Effects listed below. 2/5m. 25m range
Flash (30eb/25)	Flash-Bang grenade in 25mx3m pattern
Flechettes (8eb)	4d6AP. Armor and pen damage 1/4
Gas (5-25eb)	Tear, sleep, or biotoxin gas. 1m
HE (5eb)	4d6. 1/2m
HEAT	4d6HEAT
Non-Lethal	4d6 Stun, Soft SP only resist half dam
Slug	4d6+2AP. Soft SP halves pen damage
Smoke (15eb/25)	3m of smoke
Stinger (15eb/25)	4d6 Stun beyond 3m
Stundart (20eb/4)	Stun -2, penetrates soft armor of 10SP
Thermite (30eb)	8d6AP, 1/2 width. 10% ruin barrel
Slasher (75eb)	4d6, 1/3 SP. 1m. -3 WA, 10m range
Ball Bearing (x2)	5d6+1/4d6+1/3d6+1, 1-2m pattern

	12 Gauge Magnum
Buckshot (1eb)	4d6+2/3d6+2/2d6+2
HE Slug (2eb)	3d6, 1m radius
AP Slug (3eb)	3d6HEP

	10 Gauge (15eb/12)
	Same range & effects as 12 ga. with these exceptions
Shotshell	5d6/4d6/3d6
Flare (30eb/25)	Illuminates 30m. 2d6+2 & 1d6/2 if hit
Flash (35eb/25)	Flash-Bang grenade in 25mx3m pattern
Flechettes (8eb)	5d6AP. Armor and pen damage 1/4
Gas (5-25eb)	Tear, sleep, or biotoxin gas. 2m
Non-Lethal	5d6 Stun, Soft SP only resist half dam
Slug	5d6+3AP. Soft SP halves pen damage
Smoke (20eb/25)	3m of smoke
Stinger (20eb/25)	5d6 Stun beyond 9m

	10 Gauge 3" Magnum
	Cannot be fired from a normal 10 ga. +20% gun modification.
Shotshell	6d6/5d6/4d6
Stinger (19eb/25)	6d6/5d6/4d6 Stun over 9m
Gas	3m
Flare	40m, 3 turns. 3d6, 2d6
Smoke	4m, 5 turns

	4 Gauge (CLAW)
#000 Buckshot	8d6
Slug	9d6+2AP. Soft SP halves pen damage
APFSDS	5d10AP
HEAT	7d10, 1/2SP
Slasher (75eb)	2.5m wide, 4d6 damage, 1/3 armor
Flechette, mini-grenades, non-lethal batons, thermite shells, flash-bombs, HEP and gas shells are also available	

GRENADES

	Hand Grenades (20-30eb, thrown 10 x BODY in m)
HE	7d6 frag to 5m & 3d6 to 6-10m
Anti-Tank	5d10HEAT, 3d6 frag to 5m, 1/2 throw
Chemical	Gas, smoke or paint. 10m
WP/Incendiary	4d6 for 3 turns, 5m. Soft SP -2/round
Flash-Bang	Stun -2 or D 4. REF 20 or B 2. 5/15m
Concussion	Stun -5. 5/15m
Flash	20+ REF or blinded for 40 secs. 10m
Sonic (40eb)	Stun -1, 20+ BOD or deaf 40 secs. 6m
Motion Restraint	25+ Dodge, 30+ BOD to get free. 1m
EMP (200-400eb)	Disorient 1d6x10, Pulse effect. 4-10m
Saucer (65eb)	2d6+3 frag. 15m. +2 to throw
Mini-Gren (40eb)	1d6+3. 3m. 1.5" big
Scatter (70eb)	IR defeating cloud for 5 turns. 5m
Spraypaint (20eb)	Blind for 1-2 mins if center. 4m
Stench (20eb)	V.Diff COOL/BOD roll. 5x5m
LN2	2d6+2 (min 6), 1d6/2+1 area. 3m
Smoke Pellets	A stealth roll to escape the area
Acid (50eb)	Acid cloud, 1pt/location/turn
Blind Gas	Body -2 (+3 diff) or blind 1d10+2 turns

	Militech 25mm Grenades (30eb, 150m, HoB)
Chemical	Smoke or gas. 5m
Flechette	2d6 x 1d6AP, 2mx25m pattern
Fragmentation	2d6+1 (1). 5m
HEP (40eb)	5d6HEP (3*), armor -2 levels
Stundart (5eb)	Stun -4 through soft SP10, 100m range
Slasher (75eb)	4d6, 1/3 SP. 2m. -2 WA, 50m range
Frag	3d6. 3m
Flash	50% -5 REF+Awa for 3 turns. 5m
Incendiary	4/2/1d6. 1m
Concussion	3d6 Stun, SP 1/3. 4m
LN2	2d6 (min 4) to 2 areas+LN2 effects. 2m

IMI 25mm Grenades (1.5 x cost, 100m, SOF2)
Same types available as normal 25mm Grenades

	Tsunamni High Pressure 25mm Grenades (15eb, 1500m)
Frag	3d6+1 (1). 5m
HE	5d6 (2). 3m
HEP (25eb)	5d6 (3*), armor damaged 2 levels
Incendiary	4/3/2d6 (2). 2m

	Militech 25mm Pistol Grenades (15m <9mm> 50m)
Concussion (15)	3d6 Stun, SP 1/3. 4m
Def. Frag (20eb)	2d6+1. 3m
FlashBomb (15eb)	Stun save, -5 REF+Awa x 5 turns. 5m
HEP (30eb)	5d6 HEP
Incendiary (30eb)	4d6/3d6/2d6. 1m
Off. Frag (25eb)	5d6. 3m
Chemical (20eb)	Smoke or tear gas. 3m

30mm Launched Grenades (200m, auto 1300m)
Same type & effects as 40mm Grenades, expect:
Slasher (75eb) 4d6, 1/3 SP. 2.5m. -2 WA, 50m range

	40mm Launched Grenades (R, 50eb, 200m/100eb, 1600m)
HE	7d6 (2). 5m radius. Armed after 10m
HEDP	4d10HEAT (4*), 4d6 over 1m
Illumination	20m + 20m LL, or 1d6x6. 5eb 'chute
Chemical	Carriers gas or smoke. 10m. 5eb 'chute
Bean Bag	2d6; Stun -5, +1/15SP; 50m range
	20+ REF roll, -1 Diff/100kg of target
WP	4d6x3 (2). 10m
Flechette	1d6/2 x 2d6AP (1). 3mx25m
HEP	7d6 HEP, SP -5 levels, -1 WA
Flash-Bang	Stun -2, stun+deaf 4 turns. 5/15m
	20+ REF or blind 2 turns. 25m range

Grapnel (30eb+)	1/2 range, WA -2, 1d6 dam, Catch 50%
Net	25m range, WA -5, 1d6 + 50% wrap 20+ REF or 25+ BOD to escape net
Splatshell (10eb+)	1d6+1 hits. 5mx2m to 15x6m pattern
Slasher (75eb)	4d6, 1/3 SP. 3m. -2 WA, 50m range
Spraypaint (20eb)	Blind for 1d6/3 turns, 4m
EMP (400eb)	Disorient 10sec, Cyber 4/10min, 5m
LN2	2d6+2 (min 6), 1d6/2+1 area. 3m

		Shells	
60mm Mortar	8d10		50eb
80mm Mortar	9d10, 1 space/20		150eb
120mm Mortar	13d10, 1 space/10		250eb
105mm Howitzer	11d10, 1 space/5		500eb
150mm Howitzer	13d10, 1 space		1000eb
200mm Howitzer	28d10, 1 space		2000eb
230mm Rocket	4d10AP		2500eb

Note: Grenades for launchers cannot normally be used as thrown grenades and vice versa. Hi pressure grenades will not function in normal launchers and vice versa.

Classic Rifle Grenades (50eb, WA -3, 100m)

HE	8d6. 5m
HEAT	8d10HEAT, 4d6 over 1m
Chemical	Gas or smoke. 10m
EMP (400eb)	Disorient 1d6x10, Cyber 4-10min, 5m

DCR Rifle Grenades (50eb, WA -1, 150m)

HE	7d6 frag to 5m, 3d6 frag to 6-10m
Smoke	Smoke over 10m
HEAT	5d10HEAT, 3d6 frag to 5m. WA +0

OTHER ROUNDS

Webs and Nets

Det Web (450eb)	40AP, WA 0, 25m range
Taser (100eb)	As taser, WA 0, 25m range
Web	Entangle, N.Imp Bod+Ref, 30m range
Sharpwire(450eb)	WA +2, Bod/2 damage, 1/2SP, 10m

Micromissiles

HE (50eb)	4d6, 2m
Anti-Armor (75eb)	4d6 HEAT, 1/2 SP, 1m
HEP (200eb)	4d6+4, no burst

13mm Shells

HEP (45eb/12)	4d6+2
API (45eb/12)	4d6+3 1/2SP, 1d6, 1d6/2 OSP
Acid (20eb/12)	1d6 x 4 turns
LN2	1d6+2 to one location + LN2 effects

15mm Kurtz

"Practice" (8eb)	4d10+3@
HE (20eb)	3d10, 1m

25mm Cockerill Cannon Rounds

AP	5d10+10AP (Pen 5)
HEP	5d10+10HEP (Pen 6)
Flechette	1d6+3x1d6+1AP. 1m/2m/4mx100m

30mm Rockets (200eb/6)

HE	5d6 (1), 3m
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Rockets Reloads

RPG-A	HEAT 6d10AP	250eb
	HE 6d10 (3), 6m	250eb
RPG-B	HEAT 9d10AP	400eb
2" Rocket	6d10, 1 space\12	100eb
2.75" Rocket	8d10, 1 space\10	200eb
3.5" Rocket	9d10, 1 space\6	400eb
5" Rocket	13d10	1000eb

Missile Reloads

LATGM	12d10AP, 1/5 space	1500eb
HATGM	18d10AP, 1/3 space	3500eb
Hellfire	20d10AP, 1 space	10,000eb

Chemical Loads

Chemical Loads	Shell	Grenade
Smoke	0.3x	15eb+
Hot Smoke	1x	35eb+
Tear Gas	2x	15-20eb
Nausea Gas	2x	25-50eb
Knock-out Gas	3x	50-75eb
Mace	3x	45-80eb
Nerve Gas	20x	
White Phosphorous	4x	

AMMUNITION RELOADS

Light Pistol & SMG (100)	15eb
Medium Pistol & SMG (100)	30eb
Heavy Pistol & SMG (100)	36eb
Very Heavy Pistol (100)	40eb
Assault Rifle (100)	40eb
Airgun Pellets (100)	6eb
Acid or Drug Pellets (100)	30eb
Needlegun Rounds (100)	50eb
20mm Cannon Round (Each)	25eb
Flamethrower Reload	50eb
Paintloads (100)	10eb
Acid/Drug/Poison loads (100)	30eb
Glass/Ceramic/Steel Balls (20)	5eb

AMMO EFFECTS

API: Armor Piercing Incendiary, half armor and damage if the round penetrates, but if penetrated armor won't protect against addition damage.

EMP Grenade: When detonated the EMP grenade fuses its internal mechanism five seconds after arming. Effects are similar to a Techtronica "Pulse Rifle" over a 4-10m diameter. Unshielded electronics and cyberware are immediately disabled. Internal cyberware comes back on-line in 4 minutes, and cyberlimb functions are regained in 10 minutes. Chips are wiped. Electronics/cyberware with hardening/shielding are not effected. Anyone in the area of effect will still have orientation loss (make a Stun Save at -1, effects lasts 1d6x10 seconds).

HEAT: High Explosive Anti-Tank, half armor and full damage.

HEP: High-Explosive Penetration, damage is half real and half is applied as concussion damage. Armor has no effect and is damaged 2 levels.

Flash Bang

Grenade: All people within 5 meters of the blast (15m indoors) must make a Stun Save at -2 to avoid being stunned and deafened for 4 turns (40 sec) and a Difficulty 20+ REF test to avoid being blinded for 2 turns (20 sec). Anti-dazzle protection negates the flash effect and makes the REF test unnecessary.

Shotgun Shell: All people within 2 meters of the blast (5m indoors) must make a Stun Save and a Difficult 20+ REF test to avoid being stunned for 1 turn and blinded for 2 turns. The Flash-Bang round has a maximum range of 25m, if it has not impacted something solid by that time, it explodes automatically.

Non-Lethal/Concussive Damage: Subtract armor SP from damage, up to half the damage total, at least half damage goes through any armor except hard armors (i.e. Metalgear, ACPA, full medieval armor).

The target must then make a Stun/Shock Save as it was damaged by the concussion damage that went through. Rigid armor prevents any concussion damage from hitting the target; Skinweave has no effect on concussion damage. All targets, whether affected by the concussion or not, must make a Difficult 10 REF save or be knocked down by the impact.

LN2 (Liquid Nitrogen): LN2 takes one full turn to take effect. BTM is halved for resisting damage. 6 or more points of LN2 damage to the head kills the brain, or if the GM is in the mood, causes severe brain damage. To avoid causing more harm, the victim must make a COOL check (no pun intended) at a target number of 15, plus the damage rolled. Resist Torture helps. If his roll comes up under, then he takes additional damage equal to the amount he failed the check by, modified by his (modified) BTM. This represents the character's inability to keep himself from thrashing about in pain. The character then makes a Shock Save (or Death Save, if appropriate), as per usual.

If hit on thick, but unarmored clothing, the character will be affected as above, but at -1 damage. He may make a REF roll (Athletics or Dodge/Escape apply) to shrug off the garment (but only if it's a top layer) and only take half damage. If hit on armor, the armor is affected as above in one turn. The character has that long to ditch his armor (once again only if it is a top layer). This is simulated with a REF+Athletics OR Escape versus the SP of the garment, plus any EV penalties. Should the character choose not to do so, his armor will be affected (Soft SP/10, Hard SP/5), and he will take half damage. Against Layers of Armor, the first layer of armor takes full effect, the second layer takes half the effect. Against SDP, SDP is halved.

Any hit doing more than half the damage than the LN2 hit did, causes the affected area to explode.

EXPLOSIVES EFFECTS

Concussive Damage/HEP: Damage is half real, half stun and armor has no effect. Soft armor is damaged 2 levels, and hard armor takes 1/4 damage from the explosion. Equipment also takes 1/2 damage.

Within 1m:	Full damage
Band 1:	1/2 damage
Band 2:	1/4 damage
Band 3:	1/8 damage

Shrapnel Damage: Anyone within two extra range bands of the explosion takes 1d10* damage.

DAMAGE MODIFIERS

Tamped Explosives:	1/2 range, x2 damage
Confined Spaces:	x2 damage
Touching:	x2 damage
Covering Blast:	x3 damage

AMMUNITION TYPES

Bullets	SP Mod	Damage Mod & Notes	Cost
Normal	-	-	1x
Brass Cased	-	-	3x
Plasticase	-	Poor availability	1x
Armor Piercing	x1/2	1/2 Pen	3x
API	x1/2	1/2 Pen, +1d6, 1d6/2. 50% fire	4x
Dual-Purpose	x1/2	1/2 Pen or 1.5x	4x
Electrothermal	-	1.5x Damage	2x
Hollowpoints	x2	1.5x Pen	1.125x
Frag Flechettes	x1/2 [soft]	Rare and very illegal	5x
Rubber Bullets	-	Stun beyond 3m	1/3x
Safety Rounds	x2	3x Pen. Shatter on 10SP/30SDP	6x
Electric Fire	-	Caseless rounds	0.9x
Wasp Flechette	1/2 [soft]	x1d6/2	10x
12mm Anti-Personel	1/2	x2	10x
Silver Bullets	-	-	5x
DumDums	x2	x1.75 Pen	1x
Titanium	1/2	-	10x
Tungsten Carbide	1/3	1/2 Pen	15x
Depleted Uranium	1/4	+1d6, 1/2 Pen	150x
Memory Expander	1/4 [soft]	x1.5 Pen	10x
Tracers	-	+1D3x1d6	1.5x
Subsonic	x1.5	-	2x
Acid	-	1D4x3, ceramic shells shatter on SP4+	75eb/20
Heartbreaker	-	Heart attack 1d6 rnds, shatter on SP5+	50eb each
Arrows	SP Mod	Damage Mod & Notes	Cost
Target	1/2	normal	24eb/12
Broadhead	1/2 [soft]	2x Pen	40eb/12
Stun	-	damage is Stun	20eb/12
Spinner	1/2 [soft]	3x Pen	80eb/12
Warhead	varies	25mm pistol grenade, WA -2	varies
Crossbow Quarrels	SP Mod	Damage Mod & Notes	Cost
Target	1/2	normal	30eb/12
Broadhead	1/2 [soft]	2x Pen	50eb/12
Stun	-	damage is Stun	25eb/12
Spinner	1/2 [soft]	3x Pen	100eb/12
Warhead	varies	25mm pistol grenade, WA-2	varies
Silver	1/2	-	3x
Airgun Splatballs	SP Mod	Damage Mod & Notes	Cost
Drugged	-	by drug type	5x
Acid	-	1d6 x 3 turns	5x
Needlegun Loads			
Normal	1/2 [soft]	-	50eb/100
Drugged	1/2 [soft]	+ drug type	5x
Anti-Armor	1/4 [s], 1/2 [h]	-	4x
HE (Impact)	-	4d6	5x
HE (Timer/Liquid)	1/2 [s]	+4d6	5x

FIREARM ACCESSORIES

<i>Equipment</i>	<i>Bonuses & Notes</i>	<i>Cost</i>	<i>Book</i>
Holster	Shoulder, thigh or leg	20	CP20
Shoulder Sling	For rifles, shotguns, SMGs	5	CP20
Silencer/Suppressor	-1WA, +1 Con, Awareness roll to hear	100	CP20
Laser Sight	+1 WA		CP20
Commercial UB Gren. Launcher	HVY +0 L R (30-40mm) 1 1 ST 225m	150	CP20
Cyberleg Holster	1 L.Pistol to Med.SMG, & 1 clip	100	CP20
Cybernetic Pop-up Gun	L.Pistol to Med.SMG	1-800	CP20
Weapon Mount & Link	Hardpoint on cyberlimb for weapon	100	CP20
Smartgun Link	+2 WA with smartgun	100	CP20
Cyberoptic Targeting Scope	+1 WA to smartgun attacks only	400	CP20
Smart/Vision goggles	4 option spaces, -10% option cost	200	CP20
- Smartlink Scope	+1 WA, when used with a smartgun (+3)	+360	CP20
- Magnification	Upto x25 magnification	+200	HoB
- Image Intensifiers	+2 to Awareness	+250	HoB
- Thermograph	Works as the cybernetic option	+200	HoB
Scopesight	+2 L/E, +1 M, on an aiming action	200	HoB
Low Lite Scope	+2 L/E, +1 M, on an aiming action	300	HoB
Computer Sights	+3 L/E, +2 M, +LL, need to aim	500	HoB
Computer + Thermo Sight	+3 L/E, +2 M, +LL, +Thermo, must aim	700	HoB
Bipod	+2 when braced & stationary	10	HoB
Bayonet	3d6AP when fixed	15	HoB
Gyro Mount	Negates hip & movement penalties	250	HoB
Portable Laser Rangefinder	Determines exact range	50	HoB
Power Exo-Mount	For hvy. weapons, -1 WA & MA, -2 REF	5000	HoB
M-205 Grenade Launcher	HVY +1 L P (40mm) 1 1 VR 200m	250	HoB
Classic Rifle Grenades	HVY -3 N P Varies 1 0.5 VR 100m	50	HoB
COT Sight	Smartgun sight +3 WA	4000	SOF
Cookie Cutter	Smartgun won't shoot badge wearers	300	SOF
Extra Cookie Cutter Badge		15	SOF
New Frames	Bullpup frame might lower concealability		SOF
Braces and Stocks	+1WA	50	SOF
Cooling Shroud	+1 Rel	50	SOF
Magazine Extensions	x2 or x3 capacity	40	SOF
Techtronica "Scangrip"		200	SOF2
Cybernetic Targeting System	Built-in Gyro Mount	1300	SOF2
Gun Cleaning Kit	-1 Rel when used and not cleaned	50	SOF2
Digital Weapon Link	+2 to TECH rolls for unjamming gun	500	Chr1
DUD Smartgun Controller	Voice activated weapons, need DUD	720	Chr1
Militech Pump Mini-Grenade L	HVY -1 L C (25mm) 4 2 ST 150m	255	Chr1
Militech Drum Mini-Grenade L	HVY +0 N P (25mm) 16 2 ST 150m	475	Chr1
DCR Rifle Grenades	HVY -1 N P Varies 1 0.5 VR 150m	50/100	Chr1
Speedholster	+1 to Fastdraw	100	Chr1
Quickdraw Cyberarm Holster	+2 to Fastdraw (P concealability)	200	Chr2
Stutter Chipping	Can't shoot designated friendlys (10 sec)	310	Chr3
Nine-Eleven Chip	Phones for help, 1d10+2 mins	175	Chr2
Security Chipping	V.Diff Smartlock	250	Chr2
Gun-Cam	Holds 10 digital pictures	100	Chr2
ET Battery	100 shot battery	150	Chr2
.22 Muzzle Adaptor	50eb to fit, for firing rifle/pistol grenades	200	Chr2
Under-Barrel Capacitor Laser	RIF +2 - R 3d6 2 2 UR 25m	950	Chr2
Under-Barrel Microwaver	EX +0 - P 1d6+special 4 2 ST 20m	500	Chr2
Hip-mounted Powerpack	x2 shots, +5m to microwaver range, 4 kg	250	Chr2
Under-Barrel Micro-Missile Pod	HVY +1 L P 4d6 1 1 ST 200m	200	Chr2
Under-Barrel Sharpwire Net		450	Chr2
Kleen Bore Nanoagents	Cleans gun!	50	Chr2
Midnight Arms Smart Glove	+200eb/smartgun	110	Chr3
Smartgoggle Mirrorshades	2 spaces, -10% option cost	450	Chr3
Smartplate Link	Smartgun=3x base cost	300	Chr3

BOW ACCESSORIES

<i>Equipment</i>	<i>Bonuses & Notes</i>	<i>Cost</i>	<i>Book</i>
Bow String Silencer	Makes bow completely silent	50	SOF2
Crossbow Autoloader	Holds 1/2 normal shots (6), ROF x2, -1 WA	25%	SOF2
Basic Bow Sights	+1 WA when aimed	50	SOF2
Cyber-targeting	+1 WA (+2), needs smartgoggles or optic	+250	SOF2
IR	As cyberoptic option	200	SOF2
LowLite	Negates darkness penalties	150	SOF2
Gyro-stabilizer	Halves movement penalties for self-bow	100	SOF2

MELEE WEAPON ACCESSORIES

<i>Equipment</i>	<i>Bonuses & Notes</i>	<i>Cost</i>	<i>Book</i>
Monomolecular Edges	+1d6 damage, 1/3 soft SP, 2/3 hard SP	5x	PAC

GUN CUSTOMIZATION (From Solo Of Fortune 2)

<i>Modification</i>	<i>Bonuses & Notes</i>	<i>Cost</i>	<i>Diff.</i>	<i>Time</i>
Custom Grip	+1 WA Fastdraw, Snapshot	0.3x	Diff	40min
Adjustable Stock	1 extra aiming turn, +1 WA Snapshot	0.6x	Diff	2hrs
Folding Stock; Rifle	+1 Concealability, -1/-2 WA	0.3x	Aver	1hr
Stock; Pistol, Lt.SMG	+0/+1 WA at Long & Extreme	0.3x	Aver	1hr
Solenoid Trigger	+1 WA at Extreme, +10% weight	1x	Aver	1hr
Building Solenoid Trigger	Replaces trigger with firing stud	.5x	Aver	1hr
Electric Trigger (CL)	+1 WA at Extreme	1x	Aver	1hr
Electric Fire Ammo (CL)	Modify 100 rounds for electric fire	-	Aver	3hrs
Barrel Chopping	+1 Con, 1/2 range, +50% pattern	0.3x	Easy	20min
Chopping Pistol, SMG	-1 WA, 1/2 range	0.3x	Aver	20min
Cheap Barrel Chopping	-2 WA, 1-2=jam, Fumble=explosion	-	NA	10min
Barrel Extension	-1 Con, +25% range	0.3x	Easy	30min
Burst Fire	-1 WA, -1 Rel, allows 3 round burst	1.5x	V.Diff	3-6hrs
Pure Auto Fire	Fires 1/2 mag (max 30), WA: -1, -2 Rel	1x	Diff	2hrs
Selective Fire	Single, 3rnd, or auto at -2 WA; -1 Rel	2x	V.Diff	4-6hrs
Heat Resistant Barrels	Counteracts 1 level of Rel loss	0.5x	Aver	40min
Make Resistant Barrel	Use Weaponsmith to manufacture	0.2x	Diff	1hr
Quality	+1 Rel upto VR	0.5x		
Compensation	+1 ROF for semi-autos (ROF 1 or 2)	0.4x	Diff	2hrs
Electrothermal Enhance.	+50% dam, range; +.5-1kg; cased only	0.5x	V.Diff	
Smartgun Modification	+2 WA with Smartgun Link	1x		
Smart Plate Modification	For use with Smartgun2 SmartPlate	0.2x		
Smart Glove Mod.	For use with Smart Glove	200eb		
Brass Catcher	Soft or hard versions	0.1x	Easy	10min
Bayonet Lug	Allows mounting of bayonet	0.1x	Easy	10min
Finishes				
- Standard	Matte black, blued, nickel	0x		
- Natural Colors	Red, green, black, etc	0.1x		
- Bowling Ball	2 or more colors mixed together	0.3x		
- Custom	Chrome, pearlescent, camo, gloss colors	1x		
- Neon Glow	Iridescent light emitting finish	1.5x		
- Printless	Near Imp TECH to lift prints	2x		
Magazines				
Extended Magazines	upto 5x original capacity	1eb/rnd (cased)		
- Over 2x	-1 Con, -1 Rel, -1/-2 Snapshot	.5eb/rnd (caseless)		
- Heavy Weapons		2-3eb/rnd		

Notes: These prices are moderated by normal economic factors (quality, black market availability, etc).
 If the weapon is built to specification (by a weaponsmith with CADam and an autofactory for instance) the price modifiers are halved.