

GURPS[®]

Fourth Edition

ULTRA-TECH[™]

WEAPON TABLES[™]



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CONTENTS

INTRODUCTION	3	Tangler Warhead Table	16
How to Read the Tables	3	Thermobaric Warhead Table	16
About <i>GURPS</i>	3	High Explosive Multi-Purpose (HEMP) Warhead Table	16
WEAPON TABLES	4	Stingray Round Table	16
BEAM WEAPONS	4	Swarm Warhead Table	16
Dazzle Laser Weapons Table	4	Mininuke Warhead Table	16
Blinding Laser Table	4	Micro-Antimatter Warhead Table	16
High-Energy Laser Table	4	EMP Warhead Table	17
Rainbow Laser Table	5	Jammer Warhead Table	17
X-Ray Laser Table	5	Strobe Warhead Table	17
Gamma-Ray Laser Table	5	Warbler Warhead Table	17
Electrolaser Table	6	Force Warhead Table	17
MAD Weapons Table	6	Plasma Warhead Table	17
High-Power Microwave Weapon Table	6	Impllosion Warhead Table	17
Neural Weapon Table	7	Psi-Bomb Table	17
Particle Beam Table	7	Stasis Warhead Table	17
Antiparticle Beam Table	7	Vortex Warhead Table	17
Sonic Weapon Table	7	BIOCHEMICAL AND NANOTECH WEAPONS	18
Plasma Flamer Table	8	MELEE AND THROWN WEAPONS	18
Plasma Gun Table	8	Limpet Mine Damage Table	18
Gravity Beam Weapon Table	9	Monowire Whip Table	18
Graviton Weapon Table	9	Monowire Switchblade Table	18
Disintegrator Table	9	Stasis Switchblade Table	18
Ghost Particle Weapon Table	10	Electric Stun Wand Table	18
Displacer Weapon Table	10	Neurolash Weapon Table	19
Mind Disruptor Table	10	Sonic Shuriken Table	19
FLUID PROJECTORS	10	Force Sword Table	19
GUNS AND LAUNCHERS	10		
Conventional Smallarm Table	10		
Infantry Support Weapons Table	11		
Mounted Weapons Table	11		
Conventional Ammunition Table	12		
Gas-Powered Air Gun Table	12		
Air Gun Ammunition Table	12		
Electromagnetic Gun Table	12		
Electromagnetic Gun Ammunition Table	13		
Grav Gun Table	13		
Grav Gun Ammunition Table	14		
Gyroc Launcher Table	14		
Gyroc Ammunition Table	14		
Missile Launcher Table	14		
Hand Grenade Table	14		
WARHEAD AND AMMUNITION TABLES	15		
Armor-Piercing Hardcore Explosive (APHEX) Warhead Table	15		
Biochemical Aerosol Table	15		
Biochemical Liquid Table	15		
Flare Table	15		
High Explosive (HE) Warhead Table	15		
High Explosive Concussion (HEC) Warhead Table	15		
Shaped Charge Warhead Table	15		
Smart Explosively Forged Projectile (SEFOP) Warhead Table	16		



INTRODUCTION

GURPS Ultra-Tech: Weapon Tables isn't a replacement for *GURPS Ultra-Tech*, but a game aid that delivers only the weapons and warhead tables from that book. It will serve you well in futuristic settings where gun shops sell the lethal fruits of centuries of deadly progress . . . in space campaigns where ordnance is shipped between systems by the ton, and each planet has a unique mix of tech levels and customs . . . and in supers games where gadgeteers can whip up force swords and blasters. In situations like those, use this extra copy of the tables to speed up shopping trips, or keep it open next to *Ultra-Tech* for quicker comparisons.

You'll still require *Ultra-Tech* for the many special rules governing these weapons and ammunition types, and to learn which future-tech developments each item assumes. *Ultra-Tech: Weapon Tables* is a "cheat sheet" that provides just the stats.

How to Read the Tables

Weapon Tables in this supplement follow the format described on pp. B268-271 – refer to this section for an explanation of all table entries.

Most beam weapons use standardized power cells instead of magazines; as such, the type and number of power cells (e.g., 2C) is listed instead of an ammunition weight. Normally, the power cell's weight is included in the weapon's loaded weight; however, if the notation "p" is added, it means the power cell is worn as a separate belt or backpack, and that its weight is *not* included.

The notation (∞), found in some superscience weaponry entries, means the weapon has an infinite "cosmic" armor divisor. Only special forms of DR, noted in the weapon type description, apply vs. direct hits.

See pp. B104-105 for the meaning of special damage notations such as double knockback (dkb), incendiary (inc), and surge (sur).

About GURPS

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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Internet. Visit us on the World Wide Web at sjgames.com for errata, updates, Q&A, and much more. To discuss *GURPS* with our staff and your fellow gamers, visit our forums at forums.sjgames.com. *GURPS Ultra-Tech: Weapon Tables* can be found at gurps.sjgames.com/ultra-tech/weapontables.

Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

The Cat: Hey! I got it! We laser our way through!
Kryten: Ah, an excellent plan, sir, with only two minor drawbacks. One, we don't have a power source for the lasers; and two, we don't have any lasers.

– *Red Dwarf* #4.4

WEAPON TABLES

BEAM WEAPONS

Dazzle Laser Weapons Table (see p. 113)

BEAM WEAPONS (PROJECTOR) (DX-4, or other Beam Weapons-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
9	Dazzler Carbine	HT-5 aff (3 yd)	6	1,500/4,500	5/C	1	9,000(3)	6†	-2	1	\$500	3	[1]
9	Laser Penlight	HT-4 aff (1 yd)	6	100/300	0.1/A	1	900(3)	1	-1	1	\$3	4	[1]
9	Mini Laser Flashlight	HT-5 aff (1 yd)	6	170/500	0.25/B	1	3,600(3)	1	-1	1	\$10	4	[1]
9	Heavy Laser Flashlight	HT-5 aff (1 yd)	6	330/1,000	1/2B	1	3,600(3)	1	-2	1	\$20	4	[1]
9	Laser Searchlight	HT-5 aff (2 yd)	12	7,000/20,000	10/C	1	1,800(3)	1	-5	1	\$500	4	[1]

Notes

[1] Projects a cone with the specified width at maximum range.

Blinding Laser Table (see pp. 113-114)

BEAM WEAPONS (PROJECTOR) (DX-4, or other Beam Weapons-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
9	Blinding Mode	HT-10 aff	var.	var.	var.	var.	10×	var.	var.	1	var.	var.	[1]
9	Military Ladar	HT-10 aff	24	×0.1/0.3	-	1	-	-	-	1	-	-	[2]

Notes

[1] Use the high-energy laser's statistics for everything noted as var., with the exception that each shot in blinding mode counts as one-tenth of a normal shot (i.e., it has 10 times as many shots).

[2] Multiply range shown by the sensor system's detection range, e.g., a ladar with a 100-mile range has a blinding laser range of 10/30 miles.

High-Energy Laser Table (see pp. 114-116)

BEAM WEAPONS (PISTOL) (DX-4, other Beam Weapons-4, or Guns (Pistol)-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
10	Heavy Laser Pistol	4d(2) burn	6	300/900	3.3/2C	10	56(3)	6	-2	1	\$2,400	3
10	Holdout Laser	2d(2) burn	3	100/300	0.35/B	10	22(3)	3	-1	1	\$300	3
10	Laser Pistol	3d(2) burn	6	200/600	1.5/C	10	66(3)	4	-2	1	\$1,100	3
11	Laser Crystal	1d-1(2) burn	3	15/45	-	1	1	0	0	1	\$100	2

BEAM WEAPONS (RIFLE) (DX-4, other Beam Weapons-4, or Guns (Rifle)-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Assault Laser	4d(2) burn	12+1	700/2,100	10/4p	1	40(5)	7†	-5	1	\$10,000	2
9	Laser Sniper Rifle	5d(2) burn	12+2	1,100/3,300	20/4p	1	20(5)	10†	-8	1	\$20,000	1
10	Dinosaur Laser	8d(2) burn	12	1,300/3,900	19/Dp	1	35(5)	10†	-5	1	\$19,000	1
10	Laser Carbine	5d(2) burn	12	500/1,500	5.6/2C	10	28(3)	5†	-3	1	\$4,600	2
10	Laser Rifle	6d(2) burn	12	700/2,100	8/Dp	10	83(5)	7†	-4	1	\$8,000	2
10	Survival Laser	4d(2) burn	12	300/900	3.3/2C	6	56(3)	6†	-3	1	\$2,400	3

GUNNER (BEAMS) (DX-4, or other Gunner-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Area Defense Laser	6d×5(2) burn	18	36,000/110,000	8,000/10Fp	1	83(5)	200M	-10	1	\$2,000,000	1
9	Point Defense Laser	3d×5(2) burn	18	9,000/27,000	1,000/Fp	1	66(5)	70M	-10	1	\$250,000	1
9	Semi-Portable Laser	6d(2) burn	18	1,400/4,300	70/Ep	10	100(5)	18M	-8	1	\$32,000	1
10	Gatling Laser	6d×2(2) burn	18	2,900/8,700	70/Ep	4	100(5)	18M	-8	1	\$70,000	1
10	Laser Cannon	6d×10(2) burn	18	72,000/220,000	8,000/10Fp	1	83(5)	200M	-10	1	\$4,000,000	1
10	Strike Laser	6d×5(2) burn	18	18,000/54,000	1,000/Fp	1	66(5)	70M	-10	1	\$500,000	1

Rainbow Laser Table (see pp. 116-117)

BEAM WEAPONS (PISTOL) (DX-4, other Beam Weapons-4, or Guns (Pistol)-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11	Heavy Rainbow Laser Pistol	4d(3) burn	6	900/2,700	3.3/2C	10	56(3)	6	-2	1	\$2,400	3
11	Holdout Rainbow Laser	2d(3) burn	3	300/900	0.35/B	10	22(3)	3	-1	1	\$300	3
11	Rainbow Laser Pistol	3d(3) burn	6	600/1,800	1.5/C	10	66(3)	4	-2	1	\$1,100	3
12	Rainbow Laser Crystal	1d-1(3) burn	3	50/150	-	1	1	0	0	1	\$100	2

BEAM WEAPONS (RIFLE) (DX-4, other Beam Weapons-4, or Guns (Rifle)-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11	Dinosaur Rainbow Laser	8d(3) burn	12	4,000/12,000	9/Dp	1	35(5)	7†	-5	1	\$9,000	1
11	Rainbow Laser Rifle	6d(3) burn	12	2,000/6,000	8/Dp	10	83(5)	7†	-4	1	\$8,000	2
11	Rainbow Laser Carbine	5d(3) burn	12	1,500/4,500	5.6/2C	10	28(3)	5†	-3	1	\$4,600	2
11	Rainbow Survival Laser	4d(3) burn	12	900/2,700	3.3/2C	6	56(3)	6†	-3	1	\$2,400	3

GUNNER (BEAMS) (DX-4, or other Gunner-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11	Rainbow Gatling Laser	12d(3) burn	18	8,000/24,000	70/Ep	4	100(5)	16M	-8	1	\$70,000	1
11	Rainbow Laser Cannon	6d×10(3) burn	18	200,000/600,000	4,000/10Fp	1	83(5)	45M	-10	1	\$2,000,000	1
11	Rainbow Strike Laser	6d×5(3) burn	18	50,000/150,000	500/Fp	1	66(5)	27M	-10	1	\$250,000	1

A single X-ray module the size of an executive desk . . . could potentially shoot down the entire Soviet land-based missile force.

– Edward Teller, letter to Paul Nitze

X-Ray Laser Table (see pp. 117-119)

BEAM WEAPONS (PISTOL) (DX-4, other Beam Weapons-4, or Guns (Pistol)-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
11	Heavy X-Ray Laser Pistol	4d(5) burn sur	6	17/50 mi.	3.3/2C	10	56(3)	6	-2	1	\$4,800	3	[1]
11	Holdout X-Ray Laser	2d(5) burn sur	3	1/3 mi.	0.35/B	10	22(3)	3	-1	1	\$600	3	[1]
11	X-Ray Laser Pistol	3d(5) burn sur	6	5.5/17 mi.	1.5/C	10	66(3)	4	-2	1	\$2,200	3	[1]

BEAM WEAPONS (RIFLE) (DX-4, other Beam Weapons-4, or Guns (Rifle)-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
11	X-Ray Dino Laser	8d(5) burn sur	12	72/220 mi.	19/Dp	1	35(5)	10†	-5	1	\$38,000	1	[1]
11	X-Ray Laser Carbine	5d(5) burn sur	12	27/83 mi.	5.6/2C	10	28(3)	5†	-3	1	\$9,000	2	[1]
11	X-Ray Laser Rifle	6d(5) burn sur	12	40/120 mi.	8/Dp	10	83(5)	7†	-4	1	\$16,000	2	[1]

GUNNER (BEAMS) (DX-4, or other Gunner-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
11	Semi-Portable X-Ray Laser	12d(5) burn sur	18	160/480 mi.	70/Ep	10	100(5)	18M	-8	1	\$130,000	1	[1]
11	X-Ray Laser Cannon	6d×10(5) burn sur	18	4,000/12,000 mi.	8,000/10Fp	1	83(5)	200M	-10	1	\$8,000,000	1	[1]
11	X-Ray Strike Laser	6d×5(5) burn sur	18	1,000/3,000 mi.	1,000/Fp	1	66(5)	70M	-10	1	\$1,000,000	1	[1]

Notes

[1] Range cannot exceed 20 yards in a standard atmosphere unless field-jacketed (p. 133).

Gamma-Ray Laser Table (see pp. 118-119)

BEAM WEAPONS (PISTOL) (DX-4, other Beam Weapons-4, or Guns (Pistol)-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
12	Graser Pistol	3d(10) burn sur	6	10/30 mi.	1.5/C	10	66(3)	4	-2	1	\$3,300	3	[1]
12	Heavy Graser Pistol	4d(10) burn sur	6	50/150 mi.	3.3/2C	10	56(3)	6	-2	1	\$7,200	3	[1]
12	Holdout Graser	2d(10) burn sur	3	17/50 mi.	0.35/B	10	22(3)	3	-1	1	\$900	3	[1]

Gamma-Ray Laser Table (Continued)

BEAM WEAPONS (RIFLE) (DX-4, other Beam Weapons-4, or Guns (Rifle)-4)

<i>TL Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Cost</i>	<i>LC</i>	<i>Notes</i>
12 Dinosaur Graser	8d(10) burn sur	12	200/600 mi.	19/Dp	1	35(5)	10†	-5	1	\$28,000	1	[1]
12 Graser Carbine	5d(10) burn sur	12	80/240 mi.	5.6/2C	10	28(3)	5†	-3	1	\$13,000	2	[1]
12 Graser Rifle	6d(10) burn sur	12	120/360 mi.	8/Dp	10	83(5)	7†	-4	1	\$24,000	2	[1]

GUNNER (BEAMS) (DX-4, or other Gunner-4)

<i>TL Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Cost</i>	<i>LC</i>	<i>Notes</i>
12 Graser Cannon	6d×10(10) burn sur	18	12,000/36,000 mi.	8,000/10Fp	1	83(5)	200M	-10	1	\$12,000,000	1	[1]
12 Semi-Portable Graser	12d(10) burn sur	18	480/1,400 mi.	70/Ep	10	100(5)	18M	-8	1	\$190,000	1	[1]
12 Strike Graser	6d×5(10) burn sur	18	3,000/9,000 mi.	1,000/Fp	1	66(5)	70M	-10	1	\$1,500,000	1	[1]

Notes

[1] Range cannot exceed 200 yards in a standard atmosphere, unless field-jacketed (p. 133).

Electrolaser Table (see pp. 119-120)

BEAM WEAPONS (PISTOL) (DX-4, other Beam Weapons-4, or Guns (Pistol)-4)

<i>TL Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Cost</i>	<i>LC</i>
9 Electrolaser Pistol <i>linked</i>	HT-4(2) aff 1d-3 burn	4	40/80	2.2/C	3	36(3)	4	-2	1	\$1,800	4
9 Holdout Electrolaser <i>linked</i>	HT-2(2) aff 1d-3 burn	2	10/20	0.3/B	1	22(3)	3	-1	1	\$250	4

BEAM WEAPONS (RIFLE) (DX-4, other Beam Weapons-4, or Guns (Rifle)-4)

<i>TL Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Cost</i>	<i>LC</i>
9 Electrolaser Carbine <i>linked</i>	HT-4(2) aff 1d-3 burn	8	160/470	3.7/2C	3	72(3)	4†	-4	1	\$3,900	3
9 Heavy Electrolaser <i>linked</i>	HT-6(2) aff 1d-2 burn	8	400/1,100	20/Dp	1	83(3)	10†	-5	1	\$20,000	3
9 Underbarrel Electrolaser <i>linked</i>	HT-3(2) aff 1d-3 burn	4	90/270	1.8/C	1	66(3)	4	-	1	\$1,300	4

GUNNER (BEAMS) (DX-4, or other Gunner-4)

<i>TL Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Cost</i>	<i>LC</i>
9 Semi-Portable Electrolaser <i>linked</i>	HT-8(2) aff 1d-1 burn	12	600/1,900	70/Dp	10	100(5)	18M	-8	1	\$70,000	1

MAD Weapons Table (see p. 120)

BEAM WEAPONS (PROJECTOR) (DX-4, other Beam Weapons-4)

<i>TL Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Cost</i>	<i>LC</i>
9 Portable MAD	HT-3 aff (1 yd)	12	400/800	20/Dp	1	300(5)	10†	-5	1	\$10,000	3

GUNNER (BEAMS) (DX-4, or other Gunner-4)

<i>TL Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Cost</i>	<i>LC</i>
9 Tactical MAD	HT-4 aff (3 yd)	18	600/1,200	70/Dp	1	100(5)	18M	-8	1	\$70,000	3

High-Power Microwave Weapon Table (see p. 121)

BEAM WEAPONS (PROJECTOR) (DX-4, other Beam Weapons-4)

<i>TL Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Cost</i>	<i>LC</i>
9 EMP Gun	HT-3 aff (1 yd)	6	90/270	1.8/C	1	33(3)	4	-2	1	\$650	2
9 Pulse Carbine	HT-4 aff (1 yd)	12	160/480	5/2C	1	28(3)	5†	-3	1	\$2,000	2
9 Scrambler	HT-2 aff (1 yd)	3	40/120	0.3/B	1	11(3)	3	-1	1	\$120	2

GUNNER (BEAMS) (DX-4, or other Gunner-4)

<i>TL Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Cost</i>	<i>LC</i>
9 Tactical Disruptor	HT-8 aff (3 yd)	18	600/1,200	70/Dp	1	50(5)	18M	-8	1	\$32,000	1

Neural Weapon Table (see p. 121-122)

BEAM WEAPONS (PROJECTOR) (DX-4, other Beam Weapons-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11^	Holdout Nerve Disruptor	HT-2 aff (1 yd)	3	10/30	0.3/B	1	22(3)	3	-1	1	\$500	4
11^	Nerve Pistol	HT-3 aff (1 yd)	6	23/70	1.8/C	1	66(3)	4	-2	1	\$2,600	4
11^	Nerve Rifle	HT-4 aff (1 yd)	12	40/120	5/2C	1	56(3)	5†	-3	1	\$8,000	4
12^	Short-Range Mindripper	HT-2 aff (1 yd)	6	4/12	5/2C	1	56(3)	7	-3	1	\$40,000	1

GUNNER (BEAMS) (DX-4, or other Gunner-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11^	Tactical Neural Disruptor	HT-8 aff (3 yd)	18	160/480	70/Dp	10	100(5)	18M	-8	1	\$130,000	1
12^	Long-Range Mindripper	HT-4 aff (1 yd)	18	70/200	70/Dp	10	100(5)	18M	-8	1	\$700,000	1

Particle Beam Table (see pp. 122-123)

BEAM WEAPONS (PISTOL) (DX-4, other Beam Weapons-4, or Guns (Pistol)-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11	Blaster Pistol	3d(5) burn sur	5	300/900	1.6/C	3	40(3)	4	-2	1	\$2,200	3
11	Heavy Blaster Pistol	4d(5) burn sur	5	500/1,500	3.3/2C	3	33(3)	6	-3	1	\$5,600	3
11	Holdout Blaster	2d(5) burn sur	3	130/500	0.35/B	3	13(3)	3	-1	1	\$600	3

BEAM WEAPONS (RIFLE) (DX-4, other Beam Weapons-4, or Guns (Rifle)-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11	Blaster Carbine	5d(5) burn sur	10+1	500/1,500	5.6/2C	3	17(3)	5†	-3	1	\$9,200	2
11	Blaster Rifle	6d(5) burn sur	10+2	700/2,100	10/2C	3	10(3)	7†	-4	1	\$18,000	2
11	Heavy Blaster	8d(5) burn sur	10+4	1,200/3,600	20/Dp	3	20(5)	10†	-6	1	\$40,000	1

GUNNER (BEAMS) (DX-4, or other Gunner-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
10	Blaster Cannon	5dx10(5) burn sur	15	30,000/90,000	4,000/10Fp	1	20(5)	160M	-10	1	\$2,000,000	1
11	Blaster Cannon	5dx20(5) burn sur	15	120,000/360,000	4,000/10Fp	1	20(5)	160M	-10	1	\$2,000,000	1
11	Semi-Portable Blaster	6dx2(5) burn sur	15	2,800/8,400	70/Ep	3	62(5)	18M	-8	1	\$140,000	1

Antiparticle Beam Table (see p. 124)

BEAM WEAPONS (PISTOL) (DX-4, other Beam Weapons-4, or Guns (Pistol)-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
12	Heavy Pulsar Pistol	8d(3) cr ex	5	400/1,200	3.3/2C	3	33(3)	6	-3	1	\$5,600	2
12	Holdout Pulsar	4d(3) cr ex	3	130/500	0.35/B	3	13(3)	3	-1	1	\$900	2
12	Pulsar Pistol	6d(3) cr ex	5	300/900	1.6/C	3	40(3)	4	-2	1	\$3,300	2

BEAM WEAPONS (RIFLE) (DX-4, other Beam Weapons-4, or Guns (Rifle)-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
12	Heavy Pulsar	8dx2(3) cr ex	10+4	1,200/3,600	20/Dp	3	20(5)	10†	-6	1	\$60,000	1
12	Pulsar Carbine	10d(3) cr ex	10+1	500/1,500	5.6/2C	3	17(3)	5†	-3	1	\$14,000	1
12	Pulsar Rifle	6dx2(3) cr ex	10+2	700/2,100	10/2C	3	10(3)	7†	-4	1	\$27,000	1

GUNNER (BEAMS) (DX-4, or other Gunner-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11	Antiparticle Cannon	8dx10(3) cr ex	15	40,000/120,000	5,000/Fp	1	20(5)	160M	-10	1	\$3,000,000	0
12	Antiparticle Cannon	8dx20(3) cr ex	15	120,000/360,000	5,000/Fp	1	20(5)	160M	-10	1	\$3,000,000	0
12	Semi-Portable Pulsar	6dx4(3) cr ex	15	2,800/8,400	70/Ep	3	60(5)	18M	-8	1	\$100,000	1

Sonic Weapon Table (see pp. 124-126)

BEAM WEAPONS (PISTOL) (DX-4, other Beam Weapons-4, or Guns (Pistol)-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
10	Sonic Stinger	HT-1(5) aff	1	2/6	0.02/A	1	18(3)	1	0	1	\$15	4
10	Sonic Stunner	HT-2(5) aff	1	10/30	0.3/B	1	22(3)	3	-1	1	\$120	4
10	Sonic Stun Pistol	HT-3(5) aff	3	30/100	1.8/C	1	66(3)	4	-2	1	\$650	4

Sonic Weapon Table (Continued)

BEAM WEAPONS (PROJECTOR) (DX-4, other Beam Weapons-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Nausea Carbine	HT-4 aff (1 yd)	6	17/50	5/2C	1	56(3)	5†	-3	1	\$2,000	4
9	Nausea Pistol	HT-3 aff (1 yd)	3	9/27	1.8/C	1	66(3)	4	-2	1	\$650	4
9^	Screamer Carbine	4d cor (1 yd)	6	33/100	5/2C	1	56(3)	5†	-3	1	\$4,000	4
9^	Screamer Pistol	3d cor (1 yd)	3	18/54	1.8/C	1	66(3)	4	-2	1	\$1,300	4

BEAM WEAPONS (RIFLE) (DX-4, other Beam Weapons-4, or Guns (Rifle)-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
10	Dinosaur Stunner	HT-6(5) aff	6	130/400	20/Dp	1	83(3)	10†	-5	1	\$10,000	3
10	Sonic Stun Rifle	HT-4(5) aff	6	60/180	5/2C	1	56(3)	5†	-3	1	\$2,000	4

GUNNER (BEAMS) (DX-4, or other Gunner-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Tactical Nauseator	HT-8 aff (3 yd)	9	70/200	70/Dp	10	100(5)	18M	-8	1	\$35,000	2
9	Tactical Screamer	8d cor (3 yd)	9	130/400	70/Dp	10	35(5)	18M	-8	1	\$70,000	2
10	Sonic Stun Cannon	HT-8(5) aff	9	230/700	70/Dp	10	100(5)	18M	-8	1	\$32,000	2

Plasma Flamer Table (see p. 127)

BEAM WEAPONS (PROJECTOR) (DX-4, other Beam Weapons-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9^	Assault Flamer	5d burn	Jet	50/150	5.6/2C	1	28(3)	5†	-3	1	\$2,300	2
9^	Hand Flamer	4d burn	Jet	30/90	3.3/2C	1	56(3)	6	-2	1	\$1,200	3
9^	Heavy Flamer	8d burn	Jet	130/390	20/Dp	1	35(5)	10†	-5	1	\$10,000	1

GUNNER (BEAMS) (DX-4, or other Gunner-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9^	Semi-Portable Flamer	6d×3 burn	Jet	150/450	70/Ep	1	31(5)	18M	-8	1	\$35,000	1

A hand flamer is primarily for incendiary work but it is a good defensive anti-personnel weapon in tight quarters; you don't have to aim it much.

– Robert A. Heinlein, Starship Troopers

Plasma Gun Table (see pp. 127-128)

BEAM WEAPONS (PISTOL) (DX-4, other Beam Weapons-4, or Guns (Pistol)-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11^	Heavy Plasma Pistol	10d(2) burn ex	4	500/1,500	3.3/2C	3	33(3)	9	-3	2	\$5,600	3
11^	Plasma Pistol	7d+2(2) burn ex	4	375/1,100	1.6/C	3	40(3)	6	-2	2	\$2,200	3

BEAM WEAPONS (RIFLE) (DX-4, other Beam Weapons-4, or Guns (Rifle)-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
10^	Heavy Plasma Gun	3d×5(2) burn ex	8+3	750/2,250	20/Dp	3	20(5)	15†	-6	2	\$40,000	1
11^	Heavy Fusion Gun	20d(2) burn ex	8+4	1,000/3,000	20/Dp	3	20(5)	15†	-6	2	\$40,000	1
11^	Plasma Battle Rifle	3d×5(2) burn ex	8+2	750/2,250	10/2C	3	10(3)	10†	-4	2	\$18,000	2

GUNNER (BEAMS) (DX-4, or other Gunner-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
10^	Plasma Cannon	6d×25(2) burn ex	12	7,500/22,500	5,000/10Fp	1	40(5)	240M	-10	2	\$2,000,000	1
10^	Plasma Gatling Gun	6d×5(2) burn ex	12	1,500/4,500	250/5Ep	10	100(5)	50M	-9	2	\$320,000	1
10^	Semi-Portable Plasma Gun	20d(2) burn ex	12	1,000/3,000	70/Ep	3	100(5)	27M	-8	2	\$140,000	1
11^	Fusion Cannon	4d×50(2) burn ex	12	10,000/30,000	5,000/10Fp	1	40(5)	240M	-10	2	\$2,000,000	1
11^	Fusion Gatling Gun	8d×5(2) burn ex	12	4,000/12,000	250/5Ep	10	100(5)	50M	-9	2	\$320,000	1
11^	Semi-Portable Fusion Gun	6d×5(2) burn ex	12	1,500/4,500	70/Ep	3	100(5)	27M	-8	2	\$140,000	1

Gravity Beam Weapon Table (see pp. 128-129)

BEAM WEAPONS (PISTOL) (DX-4, other Beam Weapons-4, or Guns (Pistol)-4)

TL Weapon	Damage	Acc	Range	Weight	RoF Shots	ST	Bulk	Rcl	Cost	LC
10 [^] Force Beamer	3d cr dkb	3	100/300	0.35/B	1 22(3)	3	-1	1	\$150	4
10 [^] Force Pistol	4d+2 cr dkb	6	300/900	3.3/2C	1 56(3)	6	-2	1	\$1,200	4

BEAM WEAPONS (RIFLE) (DX-4, other Beam Weapons-4, or Guns (Rifle)-4)

TL Weapon	Damage	Acc	Range	Weight	RoF Shots	ST	Bulk	Rcl	Cost	LC
10 [^] Force Rifle	8d cr dkb	12	700/2,100	8/Dp	1 83(5)	7†	-4	1	\$4,000	3

GUNNER (BEAMS) (DX-4, or other Gunner-4)

TL Weapon	Damage	Acc	Range	Weight	RoF Shots	ST	Bulk	Rcl	Cost	LC
10 [^] Force Cannon	6d×10 cr dkb	18	18,000/54,000	1,000/Fp	1 66(5)	70M	-10	1	\$500,000	1
10 [^] Heavy Force Cannon	6d×20 cr dkb	18	72,000/220,000	8,000/10Fp	1 83(5)	200M	-10	1	\$4,000,000	1
10 [^] Semi-Portable Force Beam	8d×2 cr dkb	18	2,900/8,700	70/Ep	1 100(5)	18M	-8	1	\$32,000	1



Graviton Weapon Table (see p. 129)

BEAM WEAPONS (PISTOL) (DX-4, other Beam Weapons-4, or Guns (Pistol)-4)

TL Weapon	Damage	Acc	Range	Weight	RoF Shots	ST	Bulk	Rcl	Cost	LC
11 [^] Graviton Beamer	1d(∞) cr	1	100/300	0.35/B	1 22(3)	3	-1	1	\$600	3
11 [^] Graviton Pistol	1d+2(∞) cr	6	200/600	1.5/C	1 57(3)	4	-2	1	\$2,200	3

BEAM WEAPONS (RIFLE) (DX-4, other Beam Weapons-4, or Guns (Rifle)-4)

TL Weapon	Damage	Acc	Range	Weight	RoF Shots	ST	Bulk	Rcl	Cost	LC
11 [^] Graviton Rifle	3d(∞) cr	12	700/2,100	8/Dp	1 83(5)	7†	-4	1	\$16,000	2

GUNNER (BEAMS) (DX-4, or other Gunner-4)

TL Weapon	Damage	Acc	Range	Weight	RoF Shots	ST	Bulk	Rcl	Cost	LC
11 [^] Graviton Cannon	6d×5(∞) cr	18	72,000/220,000	8,000/10Fp	1 83(5)	200M	-10	1	\$1,800,000	1
11 [^] Semi-Portable Graviton Beam	6d(∞) cr	18	2,900/8,700	70/Ep	1 100(5)	18M	-8	1	\$130,000	1

Disintegrator Table (see pp. 130-131)

BEAM WEAPONS (PISTOL) (DX-4, other Beam Weapons-4, or Guns (Pistol)-4)

TL Weapon	Damage	Acc	Range	Weight	RoF Shots	ST	Bulk	Rcl	Cost	LC
12 [^] Disintegrator Pistol	6d×6(∞) cor	6	1,000/3,000	2.5/2C	10 22(3)	4	-2	1	\$5,000	2
12 [^] Holdout Disintegrator	7d×5(∞) cor	3	500/1,500	1/C	10 17(3)	3	-1	1	\$1,500	2

BEAM WEAPONS (RIFLE) (DX-4, other Beam Weapons-4, or Guns (Rifle)-4)

TL Weapon	Damage	Acc	Range	Weight	RoF Shots	ST	Bulk	Rcl	Cost	LC
12 [^] Disintegrator Rifle	6d×7(∞) cor	12	5,000/15,000	5.6/2C	10 10(3)	5†	-3	1	\$4,600	1

GUNNER (BEAMS) (DX-4, or other Gunner-4)

TL Weapon	Damage	Acc	Range	Weight	RoF Shots	ST	Bulk	Rcl	Cost	LC
12 [^] Heavy Disintegrator Cannon	6d×200(∞) cor	18	720,000/2,200,000	8,000/10Fp	10 83(5)	200M	-10	1	\$40,000,000	0
12 [^] Light Disintegrator Cannon	6d×100(∞) cor	18	180,000/540,000	1,000/Fp	10 66(5)	70M	-10	1	\$5,000,000	0
12 [^] Semi-Portable Disintegrator	6d×40(∞) cor	18	30,000/90,000	70/Ep	10 100(5)	18M	-8	1	\$320,000	1

Ghost Particle Weapon Table (see p. 131)

ARTILLERY (BEAMS) (IQ-5)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11^	Ghost Particle Cannon	6d×10(∞) burn ex	15	18,000/54,000	1,000/Fp	10	66(5)	70M	-10	1	\$1,000,000	1
11^	Heavy Ghost Particle Cannon	6d×20(∞) burn ex	15	72,000/220,000	8,000/10Fp	10	83(5)	200M	-10	1	\$8,000,000	1

Displacer Weapon Table (see pp. 131-132)

BEAM WEAPONS (RIFLE) (DX-4, other Beam Weapons-4, or Guns (Rifle)-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
12^	Portable Displacer	spec. (2 yd.)	18	200	70/2Dp	1	8(5)	15†	-8	1	\$100,000	1

GUNNER (BEAMS) (DX-4, or other Gunner-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
12^	Displacer Cannon	spec. (10 yd.)	18	1,000	8,000/F	1	8(5)	M	-10	1	\$12,000,000	1

Mind Disruptor Table (see p. 132)

BEAM WEAPONS (PROJECTOR) (DX-4, other Beam Weapons-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
12^	Heavy Mind Disruptor	Will-6 aff	12	90/270	20/Dp	1	83(3)	10†	-5	1	\$100,000	2
12^	Holdout Mind Disruptor	Will-2 aff	3	10/30	0.3/B	1	22(3)	3	-1	1	\$1,200	2
12^	Mind Disruptor Pistol	Will-3 aff	6	23/70	1.8/C	1	66(3)	4	-2	1	\$6,500	2
12^	Mind Disruptor Rifle	Will-4 aff	12	40/120	5/2C	1	56(3)	5†	-3	1	\$20,000	2

GUNNER (BEAMS) (DX-4, or other Gunner-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
12^	Tactical Mind Disruptor	Will-8 aff	18	160/480	70/Dp	10	100(5)	18M	-8	1	\$320,000	1

FLUID PROJECTORS

Fluid Projector Table (see p. 134)

LIQUID PROJECTOR (SPRAYER) (Defaults to DX-4)

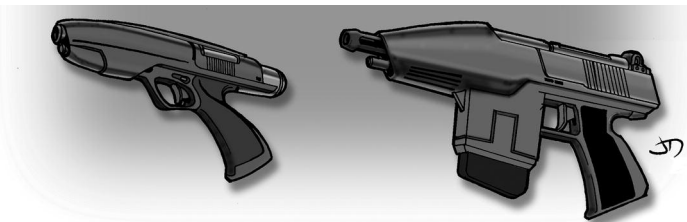
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Backpack Vortex Projector <i>linked</i>	spec. (2 yards) 1d-3 cr dkb	3	30	12/12p	1	10(5)	10†	-4	1	\$1,200	3
9	Pocket Aerosol	spec.	Jet	1	0.1	1	1	1	-1	1	\$10	4
9	Spray Can	spec. (1 yard)	Jet	2	1/0.5	1	10(5)	2	-2	1	\$25	4
9	Spray Tank	spec. (1 yard)	Jet	3	8/5	1	10(5)	4	-4	1	\$400	4
9	Underbarrel Vortex Projector <i>linked</i>	spec. (1 yard) 1d-3 cr dkb	2	20/40	5/3	1	10(3)	-	-	1	\$150	4
9	Vortex Pistol <i>linked</i>	spec. (1 yard) 1d-3 cr dkb	2	15	1.8/0.8	1	5(3)	7	-2	1	\$100	4

GUNS AND LAUNCHERS

Conventional Smallarm Table (see pp. 135-139)

GUNS (PISTOL) (DX-4, or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Heavy Pistol, 10mmCLP	3d pi+	2	180/2,000	2.5/0.7	3	20+1(3)	10	-2	3	\$540	3
9	Holdout Pistol, 7.5mmCLP	2d pi-	1	100/1,200	1/0.2	3	18+1(3)	6	-1	2	\$240	3
9	Magnum Pistol, 15mmCLP	4d+1 pi++	2	235/2,600	3/1	3	9+1(3)	11	-3	4	\$870	3
9	Medium Pistol, 7.5mmCLP	2d+2 pi-	2	150/1,900	2/0.5	3	30+1(3)	9	-2	2	\$450	3



Conventional Smallarm Table (Continued)

GUNS (SMG) (DX-4, or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Machine Pistol, 10mmCLP	3d pi+	2	180/2,000	3/1	10	30+1(3)	10	-2	3	\$750	2
9	Personal Defense Weapon, 5.7mmCL	4d pi-	4	350/3,000	4.5/1	10	100+1(5)	9†	-3	2	\$1,000	2
9	Urban Assault Weapon, SMG barrel, 10mmCLP	3d pi+	4	200/2,100	8/1	10	40+1(3)	9†	-3	3	\$2,100	2
	Shotgun barrel, 18.5mmPC	4d+4 pi++	2	100/500	-/0.75	2	5+1(3i)	10†	-	1		

GUNS (RIFLE) (DX-4, or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Anti-Materiel Rifle, 15mmCL	15d pi++	6+3	2,000/9,000	30/2	3	10(3)	12B†	-6	4	\$8,000	3
9	Assault Carbine, 7mmCL	6d pi	4	700/4,000	7/1.5	15	50+1(3)	9†	-4	2	\$1,600	2
9	Gatling Carbine, 5.7mmCL	4d pi-	4	350/3,000	10/2	40	200(5)	9†	-4	2	\$2,400	1
9	Hunting Rifle, 7mmCL	6d+1 pi	5	750/4,200	7/0.3	3	10+1(3)	9†	-5	2	\$800	3
9	Payload Rifle, 25mmCL	10d pi++	4	700/8,500	38/10	3	8+1(3)	12B†	-6	4	\$8,000	2
9	Storm Carbine, 10mmCL	7d pi+	4	700/2,100	8/2	10	50+1(3)	10†	-4	3	\$1,800	2
9	Storm Rifle, 10mmCLR	9d pi+	5	1,300/5,800	10/1.2	3	12+1(3)	10†	-5	3	\$2,700	3

GUNS (SHOTGUN) (DX-4, or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Civilian Shotgun, 18.5mmPC	4d+4 pi++	3	100/500	6/0.75	3	5+1(3)	10†	-5	4	\$450	3
9	Close Assault Weapon, 18.5mmPC	4d+4 pi++	3	100/500	10/1.5	10	10+1(3)	11†	-5	4	\$800	2
9	Shotgun Pistol, 18.5mmPC	4d pi++	1	100/500	4/0.7	3	5+1(3)	10	-3	5	\$330	3
9	Underbarrel Shotgun, 18.5mmPC	4d+4 pi++	2	100/500	1.5/0.75	2	5+1(3i)	10†	-	4	+\$300	3

Infantry Support Weapons Table (see pp. 136-139)

GUNS (GRENADE LAUNCHER) (DX-4, or most other Guns at -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Underbarrel Grenade Launcher, 25mmPC	4d pi++	4	360/2,200	1.5/0.8	1	3(3)	10	-	3	+\$300	1
9	Underbarrel Grenade Launcher, 40mmPLB	1d pi++	2	75/450	3/2	3	5(5)	10	-	1	+\$200	1

GUNS (LIGHT MACHINE GUN) (DX-4, or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Light Support Weapon, 7mmCL	6d pi	5	700/4,000	15/5	15	200(5)	9B†	-5	2	\$3,000	1
9	Storm Chaingun, 10mmCLR	9d pi+	5	1,300/5,800	20/6	10	60(5)	11B†	-6	3	\$11,000	1

GUNS (LAW) (DX-4, or most other Guns at -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Splat Gun, 15mmPLB	3d+2 pi++	4	220/2,000	20/10	30	30(30)	10†	-6	1	\$3,000	1

Mounted Weapons Table (see pp. 136-139)

ARTILLERY (CANNON) (IQ-5)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Mortar Box, 40mmPLB	1d pi++	2	75/450	12/8	4x4	16(20)	12M	-6	1	\$1,000	1
9	Mortar Box, 64mmPLB	6d×2 pi++	3	360/3,000	160/80	6x5	30(30)	25M	-10	1	\$6,000	1

GUNNER (CANNON) (DX-4, or other Gunner-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Tank Cannon, 100mmCL	6d×25 pi++	6	3,000/10,000	2,500/40	1	1(4)	150M	-10	4	\$100,000	1

GUNNER (MACHINE GUN) (DX-4, or other Gunner-4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Assault Cannon, 25mmCL	10d pi++	4	700/8,500	40/12	8	34(5)	20M	-8	2	\$17,000	1
9	Heavy Chaingun, 15mmCL	15d pi++	6	2,000/9,000	75/12	12	50(5)	20M	-8	2	\$34,000	1
9	Minigun, 7mmCL	6d pi	5	700/4,000	33/10	100	400(5)	15M	-7	2	\$14,000	1

Conventional Ammunition Table

Pistol Ammo

TL	Ammo	WPS	CPS	LC
9	7.5mmCLP	0.006	\$0.12	3
9	10mmCLP	0.014	\$0.28	3
9	15mmCLP	0.060	\$1.2	3

Rifle and PDW Ammo

TL	Ammo	WPS	CPS	LC
9	5.7mmCL	0.009	\$0.18	3
9	7mmCL	0.027	\$0.54	3
9	10mmCL	0.04	\$0.8	3
9	10mmCLR	0.06	\$1.2	3
9	15mmCL	0.2	\$4	3

Shotgun Ammo

TL	Ammo	WPS	CPS	LC
9	18.5mmPC	0.092	\$1.8	3

Payload Rifle and Cannon Ammo

TL	Ammo	WPS	CPS	LC
9	25mmCL	1	\$20	2
9	100mmCL	40	\$400	1

Splat Gun Ammo

TL	Ammo	WPS	CPS	LC
9	15mmPLB	0.27	\$7	2

Grenade Launcher and Mortar Ammo

TL	Ammo	WPS	CPS	LC
9	25mmPC	0.22	\$4.4	3
9	40mmPLB	0.4	\$10	3
9	64mmPLB	2	\$40	2

Gas-Powered Air Gun Table (see pp. 139-140)

GUNS (PISTOL) (DX-4, or most other Guns at -2)

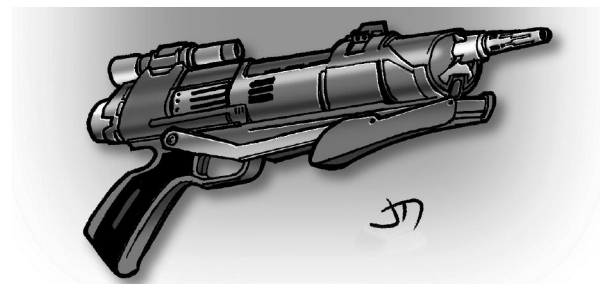
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Needler, 3mmN	1d+2 pi-	1	50/150	1/0.3	3	100(3)	7	-2	2	\$500	3
9	Paint Pistol, 15mm	1d-4 pi++	1	14/90	1/0.5	3	20+1(3i)	8	-2	2	\$100	4
9	Tangler Pistol, 25mmT	1d pi++	1	20/130	2/0.5	1	4+1(3i)	10	-3	2	\$300	4
9	Wrist Needler, 3mmN	1d-2 pi-	1	25/100	0.1/0.03	3	25(3)	3	-1	2	\$200	3
10	Ice Gun, 3mm ice	1d-1(0.2) pi-	1	50/150	1/0.2	3	20(3)	7	-2	2	\$600	2

GUNS (RIFLE) (DX-4, or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Needle Rifle, 3mmN	2d pi-	4	75/300	5/1	3	100(3)	7†	-4	2	\$600	4
9	Paint Carbine, 15mm	1d-4 pi++	2	20/130	4/1	10	50+1(3i)	6†	-2	2	\$400	4
9	Tangler, 25mmT	1d pi++	2	30/190	5/1	3	8+1(3i)	7†	-4	2	\$600	4
10	Partisan Needler, 3mmN	2d pi-	4	75/300	12/1	3	140(3)	10†	-5	2	\$1,500	4

Air Gun Ammunition Table

TL	Ammo	WPS	CPS	LC
9	3mmN	0.005	\$0.1	4
9	15mm	0.025	\$0.5	4
9	25mmT	0.12	\$2.4	4



Electromagnetic Gun Table

(see pp. 141-143)

ARTILLERY (CANNON) (IQ-5)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10	Electromag Mortar, 64mm	6d×3 pi++	4	1,000/6,000	50/10	1	4(5)	12M	-10	2	\$40,000	1	[4]

GUNS (PISTOL) (DX-4, or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10	Gauss Minineedler, 3mm	1d(3) pi-	1	50/200	0.1/0.03	4	25(3)	3	-1	2	\$800	3	[1]
10	Gauss Pistol, 4mm	3d(3) pi-	3	500/2,100	2/0.5	3	40(3)	9	-2	2	\$1,700	3	[2]

GUNS (SMG) (DX-4, or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10	Gauss Machine Pistol, 4mm	3d(3) pi-	3	500/2,100	3/0.5	20	40(3)	9	-2	2	\$2,600	2	[2]
10	Gauss Needler, 3mm	2d(3) pi-	2	100/300	1.5/0.5	12	100(3)	7†	-2	2	\$2,000	2	[2]
10	Gauss PDW, 4mm	4d(3) pi-	6+1	700/2,900	4.6/1	16	80(3)	9†	-3	2	\$3,600	2	[3]

Electromagnetic Gun Table (Continued)

GUNS (RIFLE) (DX-4, or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
9	Sniper Railgun, 7mm	6d×2(3) pi	7+3	2,400/10,000	20/1.4	1	30(3)	11B†	-6	2	\$18,000	2	[4]
10	Gauss Needle Rifle, 3mm	2d+1(3) pi-	4	500/2,000	6/1	20	100(3)	8†	-3	2	\$3,000	2	[3]
10	Gauss Rifle, 4mm	6d+2(3) pi-	7+2	1,200/4,800	8.5/1.4	12	60(3)	10†	-4	2	\$7,100	2	[3]
10	Portable Railgun, 10mm	5d×3(3) pi+	7	3,000/12,000	20/1.5	3	25(3)	10†	-6	3	\$18,000	1	[3]

GUNS (SHOTGUN) (DX-4, or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10	Gauss CAW, 18.5mm	8d pi++	4	200/1,000	10/1.5	15	30(3)	10†	-4	3	\$2,400	2	[3]
10	Gauss Shotgun Pistol, 18.5mm	8d pi++	2	200/1,000	3/0.5	3	10(3)	10	-3	4	\$2,000	3	[3]

GUNS (GRENADE LAUNCHER) (DX-4, or most other Guns at -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10	EMGL, 40mmG	4d pi++	3	150/1,000	10/3	1	3(5)	8†	-5	2	\$7,000	1	[3]
10	Underbarrel EMGL, 25mmG	4d pi++	4+2	360/2,200	2/1	1	3(3)	10	-	2	\$1,000	1	[3]

GUNS (LMG) (DX-4, or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10	Gauss LSW, 4mm	6d+2(3) pi-	7+2	1,200/4,800	20/7	20	300(5)	12B†	-5	2	\$13,000	1	[3]

GUNNER (CANNON) (DX-4, or other Gunner at -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10	Auto EMGL, 40mmG	8d pi++	4	300/2,000	64/10	1	20(5)	14†	-8	2	\$54,000	1	[4]
10	Railgun, 40mm	6d×25(3) pi++	8	8,000/29,000	4,000/150p	20	200(5)	57M	-10	2	\$630,000	1	[5]

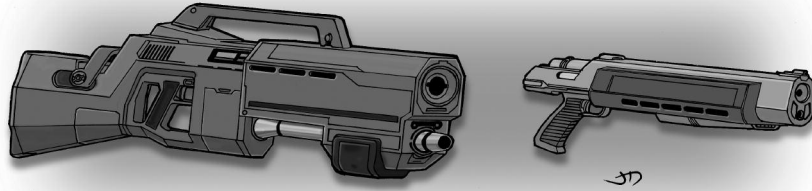
GUNNER (MACHINE GUN) (DX-4, or other Gunner at -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10	Gauss HMG, 7mm	16d(3) pi	8	3,000/12,000	64/20	20	200(5)	20M	-8	2	\$44,000	1	[4]
10	Gauss Minigun, 4mm	10d(3) pi-	8	1,800/7,200	64/20	100	1,000(5)	20M	-8	2	\$44,000	1	[4]

Notes

- [1] Powered by a B cell.
- [2] Powered by two B cells.
- [3] Powered by a C cell.
- [4] Powered by a D cell.
- [5] External power.

The weapon's power cell provides enough energy for firing its specified number of Shots, and is included in the weight.



Electromagnetic Gun Ammunition Table

TL	Ammo	WPS	CPS	LC	TL	Ammo	WPS	CPS	LC
10	3mm	0.004	\$0.04	3	10	25mmG	0.09	\$0.9	3
10	4mm	0.006	\$0.06	3	10	40mmG	0.33	\$5	3
10	7mm	0.024	\$0.24	3	10	40mm	6	\$60	2
10	10mm	0.08	\$0.8	3	10	64mm	2	\$20	2
10	18.5mm	0.037	\$0.37	3					

Grav Gun Table (see p. 143)

GUNS (PISTOL) (DX-4, or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11^	Grav Minineedler	2d(10) imp inc	1	50/200	0.1/0.03	4	100(3)	3	-1	1	\$200	3

GUNS (SMG) (DX-4, or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11^	Grav Needle	3d(10) imp inc	5	500/1,500	1.5/0.5	20	500(3)	7†	-2	1	\$2,000	2

Grav Gun Table (Continued)

GUNS (RIFLE) (DX-4, or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11^	Grav Needle Rifle	4d(10) imp inc	10	2,000/6,000	6/1	20	1,000(3)	8†	-3	1	\$10,000	2
11^	Sniper Grav Gun	8d(10) imp inc	11	4,000/12,000	10/1	3	1,000(3)	9†	-4	1	\$18,000	1

GUNS (LMG) (DX-4, or other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11^	Heavy Grav Needler	8d(10) imp inc	10	4,000/12,000	20/4	100	4,000(5)	11†	-5	1	\$32,000	1

GUNNER (CANNON) (DX-4, or other Gunner at -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11^	Gravitic Railgun	6dx15(10) imp inc	15	10,000/30,000	1,000/10Fp	20	2,000(5)	34M	-10	1	\$2,000,000	1

Grav Gun Ammunition Table

TL	Ammo	WPS	CPS	LC
11	Grav Needler Round	0.001	\$0.01	3
11	Grav Railgun Round	0.3	\$30	2

Gyroc Launcher Table (see pp. 144-145)

GUNS (GYROC) (DX-4, or most other Guns at -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
9	Gyroc Carbine, 15mm	6d pi++	2	1,900	4/1	3	10(3)	7†	-3	1	\$500	2	
9	Gyroc Launch Pistol, 15mm	6d pi++	1	1,900	2/0.7	3	6(3)	10	-2	1	\$300	3	
9	Gyroc LSW, 15mm	6d pi++	2	1,900	12/3	10	30(5)	10†	-4	1	\$1,400	1	
9	Gyroc Pistol, 15mm	6d pi++	1	1,900	1/0.4	3	4(3i)	9	-2	1	\$200	3	
9	Holdout Gyroc, 15mm	6d pi++	0	1,900	0.25/0.1	1	1(3i)	6	-1	1	\$50	3	
9	Underbarrel Gyroc, 15mm	6d pi++	2	1,900	1.5/0.7	3	6(3)	6†	-	1	\$150	2	[1]

Notes

[1] May be attached to any weapon of Bulk -3 to -6; use that weapon's Bulk.

Gyroc Ammunition Table

TL	Ammo	WPS	CPS	LC
9	15mm gyroc	0.1	\$5	3

Missile Launcher Table (see pp. 145-146)

ARTILLERY (GUIDED MISSILE) (IQ-5, or other Artillery at -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	IML, 64mm	6dx3 pi++	3	500/4,000	4/2	1	1(5)	7†	-4	1	\$2,000	1
9	MLAWS, 64mm	6dx3 pi++	3	500/4,000	35/12	1	6(5)	11B†	-8	1	\$23,000	1
9	TML, 100mm	6dx30 pi++	3	2,000/10,000	35/25	1	1(20)	11B†	-8	1	\$10,000	1
10	IML, 64mm	6dx5 pi++	3	750/6,000	4/2	1	1(5)	7†	-4	1	\$2,000	1
10	MLAWS, 64mm	6dx5 pi++	3	750/6,000	35/12	1	6(5)	11B†	-8	1	\$23,000	1
10	TML, 100mm	6dx50 pi++	3	3,000/15,000	35/25	1	1(20)	11B†	-8	1	\$10,000	1

All statistics are for "baseline" high-velocity rockets with solid warhead. Most weapons will fire homing projectiles (see *Ultra-Tech*, p. 146) with a more specialized warhead!

Hand Grenade Table (see pp. 146-147)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
9	Hand Grenade	64mm warhead	0	per ST	1	1	T(1)	\$40	6	-2
9	Mini Hand Grenade	40mm warhead	0	per ST	0.25	1	T(1)	\$10	5	-1
9	Thimble Grenade	25mm warhead	0	per ST	0.06	1	T(1)	\$2.50	4	-1
9	Saucer Grenade	40mm warhead	2	x3/x5	0.5	1	T(1)	\$40	5	-1

WARHEAD AND AMMUNITION TABLES

For additional warhead and ammunition options, see pp. 152-159.

Armor-Piercing Hardcore Explosive (APHEX) Warhead Table (see pp. 152-153)

Warhead	Damage
10mm	1d-4 cr ex [1d-2]
15mm	1d-2 cr ex [1d-1]
18.5mm	1d-1 cr ex [1d]
25mm	1d cr ex [1d+1]
40mm	2d cr ex [2d]
64mm	4d cr ex [3d]
100mm	8d cr ex [5d]

Add +1 per die to the crushing explosive damage at TL10-12. Damage in brackets is cutting fragmentation damage. APHEX warheads are four times normal cost. LC1.

Biochemical Aerosol Table (see p. 153)

Warhead	Damage	Doses
10mm	spec. (face)	1
15mm	spec. (1 yard)	3
18.5mm	spec. (1.5 yard)	5
25mm	spec. (2 yards)	10
40mm	spec. (4 yards)	40
64mm	spec. (7 yards)	150
100mm	spec. (10 yards)	300

They are normal cost *plus* the cost of filler times the number of doses. See *Gases and Clouds* (pp. 159-160) for the cost of various fillers, their effects, and their LC.

Biochemical Liquid Table (see p. 153)

Warhead	Damage	Doses
15mm	spec. (1 yard)	1
18.5mm	spec. (1.5 yards)	2
25mm	spec. (2 yards)	4
40mm	spec. (4 yards)	16
64mm	spec. (9 yards)	65
100mm	spec. (18 yards)	250

They are normal cost *plus* the cost of filler times the number of doses. See *Foams and Liquids* (pp. 160-161) for the cost of various fillers, their effects, and their LC.

Flare Table (see p. 153)

Warhead	Damage
15mm	spec. (150 yards)
18.5mm	spec. (185 yards)
25mm	spec. (250 yards)
40mm	spec. (400 yards)
64mm	spec. (600 yards)
100mm	spec. (1,000 yards)

Flares are double normal cost. LC4.

High Explosive (HE) Warhead Table (see pp. 153-154)

Warhead	Damage
10mm	1d cr ex [1d-2]
15mm	2d cr ex [1d-1]
18.5mm	2d+2 cr ex [1d]
25mm	4d cr ex [1d+1]
40mm	8d cr ex [2d]
64mm	8d×2 cr ex [3d]
100mm	6d×5 cr ex [5d]

Add +1 per die to the crushing explosive damage at TL10-12. Damage in brackets is cutting fragmentation damage. HE warheads are normal cost. LC2.

High Explosive Concussion (HEC) Warhead Table (see p. 154)

Warhead	Damage
10mm	1d cr ex
15mm	2d cr ex
18.5mm	2d+2 cr ex
25mm	4d cr ex
40mm	8d cr ex
64mm	8d×2 cr ex
100mm	6d×5 cr ex

Add +1 per die at TL10-12. Concussion warheads are normal cost. LC2.

Shaped Charge Warhead Table (see p. 154)

Warhead	Damage
25mm	5d×3(10) cr inc + linked 2d cr ex [1d+1]
40mm	6d×4(10) cr inc + linked 4d cr ex [2d]
64mm	6d×7(10) cr inc + linked 8d cr ex [3d]
100mm	6d×10(10) cr inc + linked 8d×2 cr ex [5d]

Add +1 per die to the crushing incendiary damage at TL10-12. Damage in brackets is cutting fragmentation damage. Shaped charge warheads are double normal cost. LC1.



**Smart Explosively Forged
Projectile (SEFOP) Warhead
Table (see pp. 154-155)**

Warhead	Damage
15mm	4d (2) imp inc
18.5mm	5d (2) imp inc
25mm	5d×3 (3) cr inc
40mm	6d×4 (3) cr inc
64mm	6d×7 (3) cr inc
100mm	6d×10 (3) cr inc

Add +1 per die at TL10-12. SEFOP warheads are five times normal cost. LC2.

Tangler Warhead Table (see p. 155)

Warhead	Damage
25mm	ST 15 (+1 per additional layer)
40mm	ST 24 (+2 per additional layer)
64mm	ST 36 (+2 per additional layer); 1-yard radius
100mm	ST 60 (+3 per additional layer); 1-yard radius

Tangler warheads are double normal cost. LC4.

**Thermobaric Warhead
Table (see p. 155)**

Warhead	Damage
25mm	8d cr ex inc
40mm	8d×2 cr ex inc
64mm	6d×5 cr ex inc
100mm	6d×10 cr ex inc

Add +1 per die at TL10-12. Thermal warheads are five times normal cost. LC1.

**High Explosive Multi-Purpose
(HEMP) Warhead Table (see p. 155)**

Warhead	Damage
10mm	8d(5) imp inc + linked 1d-2 cr ex [1d-2]
15mm	5d×2(5) imp inc + linked 1d cr ex [1d-1]
18.5mm	6d×2(5) imp inc + linked 1d+1 cr ex [1d]
25mm	6d×3(10) cr inc + linked 2d cr ex [1d+1]
40mm	6d×5(10) cr inc + linked 4d cr ex [2d]
64mm	6d×8(10) cr inc + linked 8d cr ex [3d]
100mm	6d×12(10) cr inc + linked 8d×2 cr ex [5d]

Add +1 per die to the impaling incendiary or crushing incendiary damage at TL11-12. Damage in brackets is cutting fragmentation damage. HEMP warheads are double normal cost. LC1.

Stingray Round Table (see p. 156)

Warhead	Damage
10mm	1d-3 burn sur
15mm	1d-1 burn sur
18.5mm	1d burn sur
25mm	1d+1 burn sur
40mm	2d burn sur
64mm	3d burn sur
100mm	5d burn sur

Stingray rounds are five times normal cost. LC2.

Swarm Warhead Table (see p. 156)

Warhead	Damage
40mm	spec. (1-square-yard swarm)
64mm	spec. (4-square-yard swarm)
100mm	spec. (16-square-yard swarm)

They are five times normal cost *plus* the cost of the swarm. See *Swarmbots* (pp. 35-37) for the cost of various swarms, their effects, and their LC.

Mininuke Warhead Table (see p. 156)

Warhead	Damage
0.01 kiloton	6d×200 cr ex
<i>linked</i>	4d×200 burn ex* rad sur
0.1 kiloton	6d×600 cr ex
<i>linked</i>	6d×400 burn ex* rad sur
1 kiloton	6d×2,000 cr ex
<i>linked</i>	4d×2,000 burn ex* rad sur

* Divided by distance from the blast center, rather than by 3 × distance.

Cost is 1,000 times normal. LC0.

**Micro-Antimatter Warhead
Table (see pp. 156-157)**

Warhead	Damage
0.1 micrograms	6d×4 burn ex sur*
<i>linked</i>	6d×10,000 tox rad†
1 microgram	6d×12 burn ex sur*
<i>linked</i>	6d×100,000 tox rad†
10 micrograms	6d×40 burn ex sur*
<i>linked</i>	6d×1,000,000 tox rad†

* Divided by distance from the blast center, rather than by 3 × distance.

† Divided by square of the distance.

The cost is 10 times that of a normal round, plus the cost of the antimatter (see *Demolitions*, pp. 88-89). LC0.

10mm explosive-tip caseless. Standard light armor-piercing round, why?

– Lt. Gorman, in Aliens

EMP Warhead Table (see p. 157)

Warhead	Damage
15mm	spec. (1 yard) + 1d-4 cr ex
18.5mm	spec. (1 yard) + 1d-3 cr ex
25mm	spec. (2 yard) + 1d-2 cr ex
40mm	spec. (4 yard) + 1d cr ex
64mm	spec. (8 yard) + 2d cr ex
100mm	spec. (16 yard) + 4d cr ex

EMP warheads are 10 times normal cost. LC2.



Jammer Warhead Table (see p. 157)

Warhead	Radius
10mm	10-yard radius
15mm	15-yard radius
18.5mm	20-yard radius
40mm	40-yard radius
64mm	60-yard radius
100mm	100-yard radius

Jammers include a digital timer that can trigger at any time desired. This feature is often used as a diversion. They are five times normal cost. LC3.

Strobe Warhead Table (see p. 157)

Warhead	Damage
25mm	HT-3 aff (3-yard radius)
40mm	HT-4 aff (4-yard radius)
64mm	HT-6 aff (6-yard radius)
100mm	HT-10 aff (10-yard radius)

Strobe warheads are four times normal cost. LC3.

Warbler Warhead Table (see pp. 157-158)

Warhead	Damage
25mm	HT-3 aff (3-yard radius)
40mm	HT-4 aff (4-yard radius)
64mm	HT-6 aff (6-yard radius)
100mm	HT-10 aff (10-yard radius)

Warbler warheads are four times normal cost. LC3.

Force Warhead Table (see p. 158)

Warhead	Damage
15mm	2d cr dkb ex
18.5mm	2d+2 cr dkb ex
25mm	4d cr dkb ex
40mm	8d cr dkb ex
64mm	8d×2 cr dkb ex
100mm	6d×5 cr dkb ex

They are five times normal cost. LC2.

Plasma Warhead Table (see p. 158)

Warhead	Damage
10mm	1d+2 burn ex sur
15mm	3d burn ex sur
18.5mm	3d+2 burn ex sur
25mm	6d burn ex sur
40mm	6d×2 burn ex sur
64mm	6d×4 burn ex sur
100mm	6d×10 burn ex sur

Plasma warheads are 10 times normal cost. LC1.

Implosion Warhead Table (see p. 158)

Warhead	Damage
40mm	6d×25 cr dkb ex + 6d×40 tox rad ex
64mm	6d×50 cr dkb ex + 6d×60 tox rad ex
100mm	6d×100 cr dkb ex + 6d×100 tox rad ex

Implosion warheads are five times normal cost. LC0.

Psi-Bomb Table (see pp. 158-159)

Warhead	Damage
25mm	spec. (2 yard radius)
40mm	spec. (4 yard radius)
64mm	spec. (8 yard radius)
100mm	spec. (16 yard radius)

Psi bomb warheads are 10 times normal cost. LC2.

Sophisticated and deadly rounds . . .

Stasis Warhead Table (see p. 159)

Warhead	Damage
40mm	spec. (2-yard radius)
64mm	spec. (3-yard radius)
100mm	spec. (5-yard radius)

Stasis warheads are 500 times normal cost. LC0.

Vortex Warhead Table (see p. 159)

Warhead	Damage
40mm	spec. (2-yard radius)
64mm	spec. (3-yard radius)
100mm	spec. (5-yard radius)

Vortex warheads are 1,000 times normal cost. LC0.

BIOCHEMICAL AND NANOTECH WEAPONS

For descriptions and stats of some gases and drugs commonly used in combat, see *Gases and Clouds* on pp. 159-161; *Poisons* on p. 161; and *Metabolic Nano-weapons* on pp. 161-162.



MELEE AND THROWN WEAPONS

Limpet Mine Damage Table (see p. 163)

BRAWLING or DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
9	Limpet Mine Dispenser	varies	C,1	no	\$200	2/0.6	-	See p. 163

Monowire Whip Table (see p. 163)

MONOWIRE WHIP (DX-6, Kusari-3, or Whip-3)

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
9^	Monowire Whip	sw+1d-2(10) cut	1-7*	-2U	\$900	0.5	5	See p. 163

Monowire Switchblade Table (see pp. 163-164)

FORCE SWORD (DX-5 or any sword skill at -3)

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
10^	Monowire Switchblade	sw+1d+R(10) cut	C-5	0	\$2,000	0.5	5	See pp. 163-164

MONOWIRE WHIP (DX-6, Kusari-3, or Whip-3)

-	or	sw+1d-2(10) cut	1-7*	-2U	-	-	5	
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Stasis Switchblade Table (see p. 164)

FORCE SWORD (DX-5 or any sword skill at -3)

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
12^	Stasis Switchblade	sw+1d+R(10) cut	C-30	0	\$20,000	0.5	5	See p. 164

MONOWIRE WHIP (DX-6, Kusari-3, or Whip-3)

-	or	sw+1d-1(10) cut	1-30*	-2U	-	-	5	
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Electric Stun Wand Table (see p. 165)

BOXING, BRAWLING, KARATE, or DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
9	Zap Glove	HT-6(0.5) aff	C	No	\$400	1	2	See p. 165
	or "kill"	2d burn	C	No	-	-	2	

SHORTSWORD (DX-5, Broadsword-2, Force Sword-4, Jitte/Sai-3, Knife-4, Saber-4, Smallsword-4, or Tonfa-3)

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
9	Electric Stun Wand	sw cr	1	0	\$100	1	5	See p. 165
	linked	HT-5(0.5) aff						
	or	thr cr	1	0	-	-	5	
	linked	HT-5(0.5) aff						

Neurolash Weapon Table (see pp. 165-166)

BOXING, BRAWLING, KARATE OR DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
10^	Neuroglove	HT-6(2) aff	C	No	\$500	0.5	2

SHORTSWORD (DX-5, Broadsword-2, Force Sword-4, Jitte/Sai-3, Knife-4, Saber-4, Smallsword-4, or Tonfa-3)

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
10^	Neurolash Baton	sw cr	1	0	\$520	1.5	6
	linked	HT-5(2) aff					
	or	thr cr	1	0	-	-	6
	linked	HT-5(2) aff					

WHIP (DX-5, Kusari-3, or Monowire Whip-3)

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
10^	Neurolash Whip	sw-2(0.5) cr	1-3*	-2U	\$560	6.5	8
	linked	HT-5(2) aff					

Sonic Shuriken Table (see p. 166)

THROWN WEAPON (SHURIKEN) (DX-4 or Throwing-2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
10^	Shuriken	thr (3) cut	1	×0.5/×1	0.1	1	T(1)	\$400	5	0

Force Sword Table (see p. 166)

FORCE SWORD (DX-5 or any sword skill at -3)

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
11^	Force Blade	6d(5) burn	C, 1	-1	\$2,000	0.5	2
11^	Force Glaive	9d(5) burn	2, 3	0	\$14,000	6	7†
11^	Force Sword	8d(5) burn	1, 2	0	\$10,000	2	3

FORCE WHIP (DX-5, Kusari-3, Monowire Whip-3, or Whip-3)

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
12^	Force Whip	4d(5) burn	1-8*	-2U	\$5,000	1.25	3



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