

# WEAPONS

ACCESSORIES TABLE

Type	OCV	RMod	Conc.	Nuyen
Bayonet	Use Bayonet		-2	125
Biometric Safety	Tuned to 1 User		--	2250
Bipod <sup>4</sup>	-10 STR Min		-2	350
Bow Accessory Mount	Use Firearm Access.		-1	100
Flash Suppressor	IPE: Sight		-1	250
Gas Vent <sup>3</sup>	-5 STR Min		-1	500
Grenade Launcher <sup>5</sup>	Underbarrel Mount		-1	200
Hi-Power Scope <sup>1</sup>	+1	+2	-1	250
Laser Sight	+1	+1	--	400
Low-Light Scope <sup>1</sup>	UV Vision		-1	1500
Micrometer Sight <sup>1</sup>	+1	0	--	150
Normal Scope <sup>1</sup>	+1	+1	-1	200
Shoulder Stock <sup>2</sup>	-2 STR Min		-2	100
Silencer	IPE: Sound		-1	150
Smartgun Link, External	SmartLink Interface		-1	600
Smartgun Link, Internal	SmartLink Interface		--	+100%
Sound Suppressor	IPE: Sound		-1	750
Thermographic Scope <sup>1</sup>	IR Vision		-1	1500
Tripod <sup>4</sup>	No STR Min		-6	600

<sup>1</sup> The character must Brace to gain any OCV and RMod bonuses or any other abilities. The bonuses are in addition to those granted by using the Brace maneuver.

<sup>2</sup> The Shoulder Stock on a weapon reduces the STR min by 2 when Bracing (for a total of -7 to STR min). Folding stocks reduce concealability only by 1 when folded. Rifles and Machine Guns are assumed to have shoulder stocks as standard.

<sup>3</sup> The Gas Vent recoil suppresser can be installed in any autofire small arms except needle weapons. When installed, it reduces the STR Min of the weapon by up to 5 when firing on Autofire. It can only offset the increase of STR Min brought about by Autofire. It cannot reduce the STR Min of the weapon below its starting score. It cannot be mounted on Minigun class weapons.

<sup>4</sup> The character must Brace to gain the benefits of the Bipod and Tripod and they must be able to place the accessory on a proper surface. Bipods reduce concealability by -2 when attached or -1 if folded, and Tripods reduce concealability by -4 when mounted.

<sup>5</sup> The listed Grenade Launcher only carries 1 shot per magazine. +1 Ammo per +50 nuyen.

Note: Infrared Scopes and Low-Light Scopes may be combined with Normal and Hi-Power Scopes (Hi-Power Infrared Scope, for example). A Laser Sight may be used in conjunction with Scopes but not with any other sight or targeting system.

DAMAGE BY AMMO SIZE TABLE

Ammo	Damage	STUNx	Other	STR Min
<b>Pistol/SMG Ammo<sup>1</sup></b>				
5mm	1d6-1	0	-	2
.22 Caliber	1d6	0	-	5
6mm	1d6	0	-	5
7mm	1d6	0	-	5
8mm	1d6	0	-	5
9mm	1d6+1	0	-	8
.38 Caliber	1d6+1	0	-	8
10mm	1½d6	0	-	10
.357 Magnum	2d6-1	+1	-	11
11mm	2d6	0	-	11
.45 Caliber	2d6	0	-	11
.410 Magnum	2d6	+1	-	13
12mm	2d6+1	0	-	13
.44 Magnum	2d6+1	+1	-	15
.454 Casull	2d6+1	+1	-	15
14mm	2½d6	+1	-	20
.666 Caliber	3d6-1	+1	-	25
<b>Rifle/Assault Rifle/Machine Gun Ammo<sup>2</sup></b>				
4.5mm	2d6	0	-	7
5.56mm	2d6+1	0	-	10
.223 Caliber	2d6+1	0	-	10
7.62mm	2½d6	0	-	13
.30 Caliber	2½d6	+1	-	15
.450 Caliber	3d6-1	+1	-	18
.50 Caliber	3d6	+1	-	20
13mm	3d6	+1	-	20
14.5mm	3d6+1	+1	-	23
<b>Shotgun Ammo<sup>2</sup></b>				
.410	2d6	+1	-	10
20 Gauge	2d6+1	+1	-	12
12 Gauge	2½d6	+1	-	15
00	2½d6	+1	-	15
10 Gauge	3d6-1	+1	-	18
8 Gauge	3d6	+1	-	20
4 Gauge	3d6+1	+1	-	23
<b>Cannon Ammo<sup>2</sup></b>				
20mm	4d6+1	+1	-	27
25mm	4½d6	+1	-	29
30mm	5d6	+1	-	31
75mm	6d6	+1	-	38
90mm	6½d6	+1	-	42
105mm	7d6	+1	-	44
120mm	7½d6	+1	-	48
140mm	8d6	+1	-	50
<b>Railgun Ammo<sup>2</sup></b>				
4mm	4d6	+1	AP x 2	45
6mm	4d6+1	+1	AP x 2	49
8mm	4½d6	+1	AP x 2	53
1cm	5d6	+1	AP x 2	56
2cm	5½d6	+1	AP x 2	64
3cm	6d6	+1	AP x 2	68
4cm	6½d6	+1	AP x 2	75

<sup>1</sup> Assumes firing the weapon 1-handed. If using 2 hands, reduce the STR Min by 2.

<sup>2</sup> Assumes firing the weapon 2-handed. If using 1 hand, increase the STR Min by 3

# SHADOWPUNK—WEAPONS

## FIREARMS

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
<b>Light Pistols (One-Handed Weapon)</b>												
Hammerli Model 610S (.22 Cal)	Micrometer Sight, Very Reliable	+3/+4	0	1d6	0	5	6 (c)	250	0	SA	2.5	1000
Walther Palm Pistol (.22 Cal)		+1	-1	1d6	0	5	2 (br)	50	-2	SS	.75	225
Colt L36 (.38 Cal)		+1	0	1d6+1	0	8	11 (c)	100	0	SA	1	425
Light Fire 70 (.38 Cal)	Removable Silencer	+1	0	1d6+1	0	8	15 (c)	100	+1/+2	SA	.5	550
Tiffany Self-Defender (.38 Cal)		+1	0	1d6+1	0	8	4 (c)	100	-1	SA	.5	250
Walther PB-120 (.38 Cal)		+2	0	1d6+1	0	8	10 (c)	100	0	SA	.75	575
Ceska vz/120 (9mm)		+1	0	1d6+1	0	8	18 (c)	100	0	SA	1	575
Federated Arms-X (9mm)	Laser Sight	+2	+1	1d6+1	0	8	12 (c)	100	+1	SA	1	850
Gonez-Taurus (9mm)		+1	0	1d6+1	0	8	15 (c)	100	0	SA	1.25	325
Seco LD-120 (9mm)	Laser Sight	+2	+1	1d6+1	0	8	12 (c)	100	+1	SA	1	700
Texas Arms 351 Gyrojet Pistol (9mm)	API Ammo already figured into stats, ½ DC out to 5"	+1	0	1d6½d6 ERKA (AP)	0	3	8 (c)	500	+1	SS	2.5	450

<b>Heavy Pistols (One-Handed Weapon)</b>												
Browning Ultra-Power (10mm)	Laser Sight	+2	+1	1½d6	0	10	10 (c)	125	+1	SA	2.25	925
Colt Alpha-Omega (10mm)	Very Reliable	+2	0	1½d6	0	10	10 (c)	125	+1	SA	2.5	750
FN-Browning "3-Spot" (10mm)	Always fires on Autofire-3	+1	0	1½d6	0	13	25 (c)	125	+2	AF-3	3	750
IMI Gamad (10mm)	Laser Sight, Very Reliable	+1	+1	1½d6	0	10	7 (c)	125	+1	SA	2.25	850
Colt Python (.357 Mag)		+2	0	2d6-1	+1	11	6 (cy)	125	+2	SS	2	650
Savalette Guardian (.357 Mag)	Gas Vent, Laser Sight, Very Reliable	+2	+1	2d6-1	+1	11	12 (c)	125	+3	AF-3	3.25	1750
Mustang Arms Mark II (11mm)	Very Reliable	+2	0	2d6	0	11	12 (c)	150	+2	SA	2.5	850
Nova Model 757 Cityhunter (11mm)	Laser Sight	+2	+1	2d6	0	11	18 (cy)	150	+3	SS	3.25	1200
Stermeyer Type 35 (11mm)	Laser Sight, Very Reliable	+2	+1	2d6	0	11	8 (c)	150	+2	SA	2.5	1050
Colt Manhunter (.45 Cal)	Laser Sight	+2	+1	2d6	0	11	16 (c)	150	+2	SA	2.5	1100
Ares Predator (.410 Mag)		+1	0	2d6	+1	13	15 (c)	150	+2	SA	2.25	725
Ruger Thunderbolt (.410 Mag)	Gas Vent, Laser Sight, Very Reliable	+2	+1	2d6	+1	13	12 (c)	150	+3	AF-3	2.75	1850
Ruger Thunderbolt (.410 Mag)	Gas Vent, Internal Smartgun Link, Very Reliable	+1	0	2d6	+1	13	12 (c)	150	+3	AF-3	2.75	1950
Colt-AMT Model 2000 (12mm)	Very Reliable	0	0	2d6+1	0	13	8 (c)	175	+2	SA	2.75	675
Royal Enfield Ordnance Spitfire Battle Pistol (12mm)	Internal Smartgun Link	+2	0	2d6+1	0	13	12 (c)	175	+2	SA	2.75	1075
SCK Gyodo (12mm)		+1	0	2d6+1	0	13	16 (c)	175	+2	SA	2.5	775
Militech Crusher SSG (20 Gauge)	Shotgun Rules when firing shot ammunition	0	0	2d6+1	+1	15	6 (m)	175	+3	SS	3	750
Ares Predator II (.44 Mag)	Internal Smartgun Link	+1	0	2d6+1	+1	15	15 (c)	175	+3	SA	2.5	1100
Armalite 44 (.44 Mag)	Very Reliable	+1	0	2d6+1	+1	15	8 (c)	175	+2	SA	2.25	825
Federated Arms 454 Super Chief (.454 Casull)	Very Reliable	+2	0	2d6+1	+1	15	5 (cy)	175	+3	SS	2.5	800
Malorian Arms 3516 (14mm)	Internal Smartgun Link, Very Reliable	+1	0	2½d6	+1	20	6 (c)	200	+4	SA	3	1525
Magnum Opus Hellbringer (.666 Cal)	Very Reliable	0	0	3d6-1	+1	25	3 (br)	200	+5	SS	3.5	850
Magnum Opus Hellraiser (.666 Cal)	Very Reliable	0	0	3d6-1	+1	25	6 (c)	200	+5	SA	3.75	1000

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
<b>Machine Pistols (One-Handed Weapon)</b>												
Ares Crusader MP (9mm)	Very Reliable	+1	0	1d6+1	0	8	40 (c)	100	+2	AF-5	3.25	800
Beretta 200ST (9mm)	Detachable Shoulder Stock	+1	0	1d6+1	0	8	26 (c)	100	+2	AF-5	2	600
Gonez-Taurus MP (9mm)	Unreliable	0	0	1d6+1	0	8	30 (c)	100	+2	AF-5	2.75	475
Beretta 1010 MP (10mm)		-1	0	1½d6	0	10	30 (c)	125	+1	AF-10	2.5	750
Ceska Black Scorpion (10mm)	Folding Stock	+1	+1	1½d6	0	10	25 (c)	125	+2	AF-5	3	925
Glock-30 MP (10mm)	Gas Vent, Very Reliable	+2	0	1½d6	0	10	20 (c)	125	+2	AF-5	2.5	1250
Sandler TMP (.45 Cal)	Laser Sight, Folding Stock, Unreliable	+2	+1	2d6	0	11	20 (c)	150	+3	AF-10	3.25	1600

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Submachine Guns (One-and-a-Half-Handed Weapon)												
Setsuko-Arasaka PMS Advanced SMG (7mm)	Internal Smartgun Link, Integrated Sound Suppressor	+1	+1	1d6	0	3	40 (c)	75	+3	AF-10	3.25	1675
Militech Mini-Gat (8mm)	Cannot mount Gas Vent or Suppressers, Always fires on Autofire-20, Only ½ Recoil Penalties	+1	0	1d6	0	13	120 (c)	75	+4	AF-20	4.5	850
Beretta M-24 (9mm)	Gas Vent, Internal Smartgun Link, Very Reliable	+2	+1	1d6+1	0	6	50 (c)	100	+4	AF-10	3.25	2275
Beretta Model 70 (9mm)	Laser Sight, Integrated Sound Suppressor	+2	+1	1d6+1	0	6	35 (c)	100	+4	AF-10	3.75	1575
Federated Arms Tech Assault II (9mm)	Internal Smartgun Link, Very Reliable	+2	0	1d6+1	0	6	50 (c)	100	+4	AF-10	3.5	1600
Ingram Supermach 100 (9mm)	Gas Vent	+1	0	1d6+1	0	6	60 (c)	100	+5	AF-20	3.25	1500
Uzi Miniauto-9 (9mm)	Very Reliable	+1	+1	1d6+1	0	6	30 (c)	100	+3	AF-10	2.75	1050
Arasaka Minami-10 (10mm)	Very Reliable	+1	0	1½d6	0	8	40 (c)	125	+4	AF-10	3.5	1150
Ingram Warrior-10 (10mm)	Very Reliable	0	0	1½d6	0	8	30 (c)	125	+4	AF-10	3	900
IMI Gandaii (10mm)	Gas Vent, Very Reliable, Grenade Launcher (1 ammo cap.)	+2	+1	1½d6	0	8	35 (c)	125	+5	AF-10	3.5	2175
Malorian Arms Sub-Flechette Gun (10mm F)	Gas Vent, Very Reliable, Flechette Ammo already figured into stats	+2	0	2d6 (RP)	0	8	30 (c)	125	+4	AF-10	3.5	1725
Militech-10 (10mm)		+1	+1	1½d6	0	8	30 (c)	125	+3	AF-10	3.25	1100
Colt Vampire (11mm)	Gas Vent, Internal Smartgun Link, Folding Stock, Very Reliable	+2	0	2d6	0	9	35 (c)	150	+5	AF-10	3.25	2500
Colt Cobra TZ-115 (11mm)	Gas Vent, Laser Sight, Folding Stock	+2	+1	2d6	0	9	32 (c)	150	+4	AF-10	3	2000
Colt Cobra TZ-118 (11mm)	Gas Vent, Internal Smartgun Link, Folding Stock	+1	0	2d6	0	9	32 (c)	150	+4	AF-10	3	2100
Heckler & Koch MP-5 TX (11mm)	Laser Sight, Very Reliable	+2	+2	2d6	0	9	20 (c)	150	+3	AF-10	3.25	1800
Sternmeyer 21 (11mm)	Folding Stock	0	+1	2d6	0	9	30 (c)	150	+4	AF-10	2.75	1250
Ingram Smartgun (.45 Cal)	Gas Vent, Folding Stock, Unreliable	0	-1	2d6	0	9	32 (c)	150	+4	AF-10	3	1650
SCK Model 100 (.45 Cal)	Internal Smartgun Link, Folding Stock, Very Reliable	+2	+1	2d6	0	9	30 (c)	150	+4	AF-10	4.5	1875
Steyr AUG-CSL Submachine Gun (5.56mm Rifle)	Gas Vent, Laser Sight	+2	+1	2d6+1	0	10	40 (c)	875	+4	AF-10	3.5	5000
Heckler & Koch MPK-2020 (12mm)	Gas Vent, Laser Sight	+2	+2	2d6+1	0	11	60 (c)	175	+5	AF-10	4.5	2325
SCK Katsu (12mm)	Folding Stock	+1	+1	2d6+1	0	11	32 (c)	175	+4	AF-10	4.25	1400
SCK Rinzai (12mm)	Gas Vent, Internal Smartgun Link, Folding Stock	+1	+1	2d6+1	0	11	60 (c)	175	+5	AF-10	4.5	2575
Ares Sandstorm (.44 Mag)	Gas Vent, Internal Smartgun Link, Integral Sound Suppressor, Folding Stock, Very Reliable	+3	+3	2d6+1	+1	13	40 (c)	175	+4	AF-10	4.75	5000
Malorian 3600 Super SMG (14mm)	Gas Vent, Internal Smartgun Link	+1	0	2½d6	+1	18	20 (c)	200	+5	AF-5	4.75	2425
Arasaka Rage (.666 Cal)	Internal Smartgun Link, Very Reliable	0	-1	3d6-1	+1	23	20 (c)	200	+5	AF-5	4.75	2050

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
<b>Shotguns (Two-Handed Weapons)</b>												
Remington Roomsweeper (.410)	Laser Sight, Very Reliable	+2	+1	2d6	+1	10	8 (m)	150	+4	SA	3	1025
Franchi SPAS-27 (20 Gauge)	Internal Smartgun Link, Folding Stock	0	0	2d6+1	+1	12	10 (m)	175	+5	AF-5	4	950
Remington 550 (20 Gauge)	Shoulder Stock, Very Reliable	+1	0	2d6+1	+1	12	8 (m)	175	+7	SS	3.5	625
Constitution Arms Hurricane (12 Gauge)	Gas Vent	0	0	2½d6	+1	15	40 (c)	200	+5	AF-10	6.5	1800
Remington 770 (12 Gauge)	Shoulder Stock, Very Reliable	+1	0	2½d6	+1	15	8 (m)	200	+7	SS	3.75	725
Arasaka Assault Shot-12 (00)	Shoulder Stock	0	0	2½d6	+1	15	20 (c)	200	+7	AF-5	4.25	1175
Mossberg CMTD (10 Gauge)	Laser Sight, Very Reliable	+2	+1	3d6-1	+1	18	8 (c)	200	+5	AF-5	4.25	1500
Mossberg SM-CMTD (10 Gauge)	Internal Smartgun Link, Very Reliable	+1	0	3d6-1	+1	18	8 (c)	200	+5	AF-5	4.5	1600
Remington 990 (10 Gauge)	Shoulder Stock, Very Reliable	+1	0	3d6-1	+1	18	8 (m)	200	+7	SS	4	900
Remington Elephant Gun (8 Gauge)	Shoulder Stock, Very Reliable	+1	0	3d6	+1	20	6 (m)	225	+7	SS	5	950

## SHADOWPUNK—WEAPONS

Assault Rifles (Two-Handed Weapons)												
Ares High-Velocity Assault Rifle (4.5mm)	Gas Vent, Internal Smartgun Link	0	+1	2d6	0	7	50 (c)	150	+7	AF-20	5	2150
Militech M31A1 (4.5mm)	Grenade Launcher (4 ammo cap.), Very Reliable, Gas Vent	+2	+3	2d6	0	7	150 (c)	750	+6	AF-10	4.5	2950
AKR-20 (5.56mm)	Folding Stock	+1	+1	2d6+1	0	10	30 (c)	875	+6	AF-10	4.75	1400
Chadran Arms Jungle Reaper (5.56mm)	Very Reliable	+1	0	2d6+1	0	10	60 (c)	875	+7	AF-10	4.5	1350
Darra-Polytechnic M-9 (5.56mm)	Normal Scope, Unreliable	+1/+2	+1/+2	2d6+1	0	10	40 (c)	875	+7	AF-10	4.75	1550
Militech Ronin LAR (5.56mm)	Hi-Power Scope, Very Reliable	+2/+3	+3/+5	2d6+1	0	10	35 (c)	875	+8	AF-10	4.5	2350
Stermeyer CG-13 (5.56mm)	Normal Scope, Very Reliable	+1/+2	+2/+3	2d6+1	0	10	90 (c)	875	+7	AF-10	4	1975
Steyr AUG-CSL Assault Rifle (5.56mm)	Gas Vent, Laser Sight, Weapon System	+2	+2	2d6+1	0	10	40 (c)	875	+7	AF-10	4	5000
Colt M22A2 (.223 Cal)	Gas Vent, Hi-Power Scope, Very Reliable, Grenade Launcher (6 ammo cap.)	+1/+2	+3/+5	2d6+1	0	10	40 (c)	875	+9	AF-10	4.75	3150
Colt M23 (.223 Cal)	Very Reliable	+1	+2	2d6+1	0	10	40 (c)	875	+7	AF-10	4.5	1650
Heckler & Koch 77UK (.223 Cal)	Gas Vent, Internal Smartgun Link, Grenade Launcher (4 ammo cap.), Very Reliable	+3	+3	2d6+1	0	10	30 (c)	875	+8	AF-10	4.75	3625
Ceska vz88V (7.62mm)	Gas Vent, Laser Sight, Hi-Power Scope, Unreliable	+1/+2	+3/+5	2½d6	0	13	35 (c)	1000	+7	AF-10	4.75	2650
Federated Arms Light Assault-15 (7.62mm)	Hi-Power Scope, Very Reliable	+1/+2	+1/+3	2½d6	0	13	30 (c)	1000	+7	AF-10	4.5	1850
Fabrica De Armas M-2012 (7.62mm)	Hi-Power Scope, Very Reliable	+3/+4	+1/+3	2½d6	0	13	30 (c)	1000	+7	AF-10	5	2300
FN-RAL Heavy Assault Rifle (7.62mm)	Laser Sight, Hi-Power Scope, Very Reliable	+1/+2	+3/+5	2½d6	0	13	30 (c)	1000	+7	AF-10	4.5	2400
Heckler & Koch G12A3z (7.62mm)	Gas Vent, Laser Sight	+2	+3	2½d6	0	13	32 (c)	1000	+7	AF-10	5.25	2525
Royal Enfield Ordnance LPA1 (7.62mm)	Very Reliable	+2	+1	2½d6	0	13	90 (c)	1000	+7	AF-10	4.75	1975
Ares Alpha Combat Gun (7.62mm)	Internal Smartgun Link, Gas Vent, Grenade Launcher (8 ammo cap.)	+2	+2	2½d6	0	13	42 (c)	1000	+7	AF-10	5.25	2000

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
Sport/ Sniper Rifles (Two-Handed Weapons)												
Steyr AUG-CSL Sniper Rifle (7.62mm)	Gas Vent, Hi-Power Scope, Sound Suppressor	+2/+3	+4/+6	2½d6	0	13	40 (c)	1000	+7	SA	4.5	5000
Ruger Sport 100 (.30 Cal)	Hi-Power Scope, Very Reliable	+1/+2	+3/+5	2½d6	+1	15	5 (m)	1000	+6	SS	3.75	1500
Walther MA-2100 Sniper Rifle (.450 Cal)	Hi-Power Low-Light Thermographic Scope, Internal Smartgun Link, Integral Sound/Flash Suppressor, Very Reliable	+2/+3	+4/+6	3d6-1	+1	18	8 (m)	1000	+10	SS	4.5	4525
Barrett Model 121 Sniper Rifle (.50 Cal)	Hi-Power Low-Light Thermographic Scope, Internal Smartgun Link, Integral Sound/Flash Suppressor, Folding Bipod, Very Reliable	+1/+2	+3/+5	3d6	+1	20	14 (c)	1125	+12	SS	10	5000
Stein & Wasserman Model F Sniper Rifle (13mm)	Gas Vent, Very Reliable	0	+1	3d6	+1	20	8 (c)	1125	+7	SA	8	1500
Remington Gyro-Sniper Rifle (18mm Gyro-jet)	Laser Sight, Hi-Power Scope, API ammo already figured into stats, ½ DC out to 15"	+3/+4	+3/+5	2½d6 RKA and 1d6+1 ERKA (AP)	+1	10	6 (c)	1500	+10	SS	12	2100

Man Portable Machine Guns (Two-Handed Weapons)												
Ares High-Velocity MP-LMG (5.56mm)	Gas Vent, Internal Smartgun Link	+1	+1	2d6+1	0	10	80 (c)	875	+8	AF-20	8	2600
Ares MP-LMG (7.62mm)	Gas Vent, Laser Sight,	+2	+2	2½d6	0	12	50 (c)	1000	+8	AF-10	7.5	2300
Heckler & Koch G-6 LMG (7.62mm)	Hi-Power Low-Light Thermographic Scope, Internal Smartgun Link, Very Reliable	+1/+2	+2/+4	2½d6	0	12	100 (c)	1000	+8	AF-10	7.75	2900
Vindicator Minigun (7.62mm)	Cannot mount Gas Vent or Suppressers, Always fires on Autofire-20, Only ½ Recoil Penalties	0	+1	2½d6	0	22	80 (c)	1000	+10	AF-20	15	1500
Fabrique National MAG-5 (.30 Cal)	Gas Vent, Laser Sight,	+2	+3	2½d6	+1	15	50 (c)	1000	+8	AF-10	9.5	2650
Stoner-Ares M107 GP-HMG (.50 Cal)	Gas Vent, Laser Sight	+1	+3	3d6	+1	20	40 (c)	1125	+8	AF-10	12.5	3000
Tsunami Arms Helix (8 Gauge Shotgun)	Laser Sight, Cannot mount Gas Vent or Suppressers, Always fires on Autofire-20, Only ½ Recoil Penalties	0	+1	3d6	+1	30	60 (c)	225	+12	AF-20	19	4300

## SHADOWPUNK—WEAPONS

Needle & Flechette Weapons												
Fichetti Hornet Needle Pistol (2mm Needle)	1-h Weapon, Micrometer Sight, Integral Flash/Sound Suppressor	+3	0	1d6+1 (AP)	0	10	30 (c)	100	+2	SA	2	2375
Malorian Arms Heavy Flechette Pistol (4mm Needle)	1-h Weapon, Internal Smartgun Link, Integral Flash/Sound Suppressor	+2	0	2d6-1 (AP)	0	13	25 (c)	125	+2	SA	3	2700
Militech Silver Shadow Flechette Pistol (5mm Needle)	1-h Weapon, Integral Flash/Sound Suppressor	+1	0	2d6 (AP)	0	15	8 (c)	150	+3	SA	3.25	2000
Fichetti Talon Needle SMG (4mm Needle)	1.5-h Weapon, Folding Stock, Integral Flash/Sound Suppressor	+3	+1	2d6-1 (AP)	0	13	60 (c)	125	+4	AF-10	3.75	2950
Fichetti Spike Needle Rifle (6mm Needle)	2-h Weapon, Shoulder Stock, Integral Flash/Sound Suppressor	+3	+2	2d6+1 (AP)	0	18	90 (c)	875	+7	AF-10	4.25	4225
Hammer M-11 Bolt Pistol (9mm Needle)	1-h Weapon, Integral Flash/Sound Suppressor	+2	0	2½d6 (AP)	0	20	10 (c)	200	+4	SA	3.75	2300
Fichetti Sliver Heavy Needle Sniper Rifle (10mm Needle)	2-h Weapon, Shoulder Stock, Integral Flash/Sound Suppressor	+3	+4	3d6 (AP)	0	23	16 (c)	1125	+8	SA	7	4650

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
<b>Grenade Launchers (Two-Handed Weapons)</b>												
Ares Antioch Grenade Launcher (40mm Grenade)	2-h Weapon	+1	0	As Grenade	0	15	6 (m)	150	+3	SS	2.5	2000
ArmTech MGL-6	2-h Weapon	+1	0	As Grenade	0	15	6 (c)	150	+3	SA	2.5	2250
ArmTech MGL-12	2-h Weapon	+1	0	As Grenade	0	15	12 (c)	150	+5	SA	5	2500

<b>Heavy Weapons (Two-Handed Weapons)</b>												
Colt-Mausser M2X Assault Cannon (20mm)	Hi-Power Scope, Shoulder Stock Folding Bipod	0/+1	+2/+4	4d6+1	+1	27	8 (c)	1625	+10	SS	15.5	5800
Rhinemetall EMG 85 Kinetic Energy Railgun (4mm)	Internal Smartgun Link, STR Min 10 When Mounted on the Harness	+2	+2	4d6 (AP x2)	+1	45	5 (c)	1500	+12	SS	25	8500
Panther Assault Cannon (25mm)	Shoulder Stock, Detachable Bipod	+1	+1	4½d6	+1	29	22 (c)	1750	+8	SS	18	7950
Royal Enfield Ordnance Cockeril Assault Cannon (25mm)	Hi-Power Scope, Shoulder Stock, Detachable Bipod	+1/+2	+2/+4	4½d6	+1	29	12 (c)	1750	+9	SS	20	6500

<b>Man-Portable Rocket Launchers (2-h)</b>												
M79B1 Light Anti-Armor Weapon (LAW)	Micrometer Sight, See Rules for Rocket and Missile Launchers	0/+1	+2	5d6 (AP) Rocket	+1	5	1	1875	+9	SS	2.5	7275
Arbalest II Medium Anti-Armor Weapon (MAW)	Hi-Power Scope, See Rules for Rocket and Missile Launchers	0/+1	+2/+4	5 ½ d6 (AP) Rocket	+1	5	1	2125	+10	SS	2.75	8250

<b>Man-Portable Missile Launchers (2-h)</b>												
Ares Man-Portable Missile Launcher	See Rules for Rocket and Missile Launchers	0	--	By type	--	7	4 (b)	By type	+9	SS	3	5000
Ballista Multi-Role Missile Launcher	See Rules for Rocket and Missile Launchers	+2	--	By type	--	7	4 (m)	By type	+9	SS	6.5	5600
Great Dragon Anti-Tank Guided Missile Launcher (ATGM)	See Rules for Rocket and Missile Launchers, Only fires the Great Dragon ATGM	0	--	See Missile	--	10	1 (b)	By type	+10	SS	2.75	7500
Militech Urban Missile Launcher	See Rules for Rocket and Missile Launchers, Only fires Micromissiles	0	--	By type	--	5	12 (m)	By type	+7	SS	2.5	3500
Anti-Personnel Missile	Ammo, No Range Penalty, -1 DC/1" Radius	+2	--	6d6 (EX)	+1	--	--	11250	+4	--	2.25	2000
Anti-Vehicle Missile	Ammo, No Range Penalty	+2	--	6d6 (AP x2)	+1	--	--	11250	+4	--	3.25	3375
High-Explosive Missile	Ammo, No Range Penalty, -1 DC/3"	+2	--	6d6 (EX)	+1	--	--	11250	+4	--	2.25	3375
Surface-to-Air Missile (SAM)	Ammo, No Range Penalty, -1 DC/5"	+4	--	8d6 (EX)	+1	--	--	22500	+4	--	1.5	4875
Great Dragon Anti-Tank Guided Missile (ATGM)	Ammo, No Range Penalty	+4	--	8d6 (AP x2)	+1	--	--	11250	+4	--	3	4500
Anti-Armor Micromissile	Ammo, No Range Penalty	+2	--	3d6 (AP x2)	+1	--	--	1125	+3	--	1.5	1700
Anti-Personnel Micromissile	Ammo, No Range Penalty, -1 DC/1"	+2	--	3d6 (EX)	+1	--	--	1125	+3	--	1	1250
High-Explosive Micromissile	Ammo, No Range Penalty, -1 DC/3"	+2	--	3d6 (EX)	+1	--	--	1125	+3	--	1	1700

<b>Mortars (2-h)</b>												
60mm Mortar	See Rules for Mortars, -1 DC/1"	-1	-1	4d6 (EX)	+1	--	1	1500	+8	SS	30	6225
80mm Mortar	See Rules for Mortars, -1 DC/1"	-1	-1	5d6 (EX)	+1	--	1	1875	+9	SS	35	7875
120mm Mortar	See Rules for Mortars, -1 DC/1"	-1	-1	6d6 (EX)	+1	--	1	2250	+10	SS	40	9425
Mortar Shell	Ammo	--	--	--	--	--	--	--	--	--	4	150

# SHADOWPUNK—WEAPONS

## SPECIAL WEAPONS

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
<b>Lasers</b>												
Ares MP Laser III (10 Gigawatt)	Integral Flash/Sound Suppressor, 1.5-h Weapon, Cannot mount Gas Vent	+2	+2	3d6 ERKA (AP)	0	3	20 (batt.)	1125	+8	SS	20	120000
Hip Battery	Ammo	--	--	--	--	--	--	--	+2	--	2	500
Ares MP Laser Plus (15 Gigawatt)	Integral Flash/Sound Suppressor, 1.5-h Weapon, Cannot mount Gas Vent	+2	+2	4d6 ERKA (AP)	0	3	50 (batt.)	1500	+10	SS	30	300000
Batter Pack	Ammo	--	--	--	--	--	--	--	+8	--	15	2000
Ares Redline	Integral Flash/Sound Suppressor, 1-h Weapon, Cannot mount Gas Vent	+1	+1	2d6 ERKA (AP)	0	3	10	750	+4	SS	5	75000
Battery Clip	Ammo	--	--	--	--	--	--	--	0	--	1	250

<b>Flamethrowers</b>												
Shiawase Blazer	1-h Weapon, Ammo lasts for 1 Turn each, Affects a 7" Cone, See Special Rules in Equipment Section	+1	0	1d6+1 RKA NND (Fire)	0	3	4	7" Cone	+4	SS	6	1100
Kendachi Dragon Flame Thrower	2-h Weapon, Ammo lasts for 1 Turn each, Affects a 10" Cone, See Special Rules in Equipment Section	0	0	2d6 RKA NND (Fire)	0	5	10	10" Cone	+6	SS	21	1700

<b>Chemtech Application Gear</b>												
Cascade	2-h Weapon	-1	-1	Special	0	8	100/20 (c)	100	+3	SA	5.5	1800
Dart Pistol	1-h Weapon	+1	-1	Special	0	3	5 (c)	50	0	SA	1.5	600
Dart Rifle	1-h Weapon	+1	+1	Special	0	5	10 (c)	150	+3	SA	3.25	1700
ELD-AR	2-h Weapon	+2	+2	2d6 N	0	8	50 (c)	750	+4	AF-5	4.5	950
Splat Gun	2-h Weapon, Entangle is Sticky	0	0	3d6 Entangle	0	5	2 (m)	100	+4	SS	3	600
Spray Tank	1-h Weapon	0	0	Special	0	5	20	7" Cone	+4	SS	5	100
Ares SuperSquirt II	1-h Weapon	+1	0	Special	0	3	20/20 (c)	75	+2	SA	2	800

<b>Other Weapons</b>												
Ares Protector SMG (10mm)	1.5-h Weapon, Integral Sound Suppressor, Briefcase gun, when fired from case, OCV is -2	+1	0	1½d6	0	8	35 (c)	125	-4/+4	AF-10	5/3	2000
Bracer Gun	1-h Weapon	0	0	1d6	0	5	1 (b)	75	-2	SS	.3	700
Gun Cane	1-h Weapon	+1	0	1d6	0	5	1 (b)	75	-4	SS	1	1350
Netgun	1.5-h Weapon	+1	0	4d6 Entangle	0	5	4 (b)	50	+3	SA	4	1000
Large Netgun	1.5-h Weapon	+2	0	5d6 Entangle	0	8	4 (b)	50	+3	SA	4.5	1325
Kendachi Monocoil	1-h Weapon	0	0	4d6 Entangle	0	3	2 (m)	10	+1	SS	2	825

## GRENADES

Type	Damage/Effect	Blast	Concealability	Weight	Nuyen
Chemical	See Chemtech Section of Equipment	5" Radius	+1	.5	500+Chemical Dose
Concussion	9d6 N	-1 DC per 1"	+1	.25	30
Dual Charge	Combine any 2 Grenade Effects	½ Radius for each effect	+2	.5	150
Defensive	3d6 RKA	-2 DC per 1"	+1	.25	30
Flare	Create Light	3" Radius	+1	.25	40
Flash	5d6 Flash vs. Sight and Hearing	-1d6 per 2"	+1	.25	40
Flash-Pak	5d6 Flash vs. Sight, Continuous, Uncontrolled (SPD 4) lasting 2 Turns	-1d6 per 2"	-4	.2	250
Incendiary	1d6 RKA NND (Fire/Heat), Starts Fires lasting 2 Turns	5" Radius	+2	.5	50
IPE Concussion	12d6 N	-1 DC per 1"	+2	.5	70
IPE Defensive	4d6 RKA	-2 DC per 1"	+2	.5	60
IPE Offensive	4d6 RKA	-1 DC per 1"	+2	.5	60
Offensive	3d6 RKA	-1 DC per 1"	+2	.25	30
Smoke	-4 Sight PER Rolls, -4 OCV vs. Normal Sight and UV Sight	5"	+2	.5	30
Smoke, Thermal	-4 Sight PER Rolls, -4 OCV vs. Normal Sight, UV Sight, IR Sight	5"	+2	.5	50
Superflash	8d6 Flash vs. Sight and Hearing	-1d6 per 2"	+2	.25	80
White Phosphorous	2d6 ERKA, Continuous, Uncontrolled, Sticky lasting for 2 Turns (SPD 4)	4" Radius	+2	.5	120

## COMMERCIAL EXPLOSIVES, PER KILO

Type	Damage/Effect	Blast	Concealability	Weight	Nuyen
Commercial	1d6	-3 DC per 1"	+1	1	60
Plastic, Compound IV	2d6	-6 DC per 1"	+1	1	80
Plastic, Compound XII	4d6	-12 DC per 1"	+1	1	200
Radio Detonator	Radio Detonation of Explosives	--	-1	.25	250
Timer	Timed Detonation of Explosives	--	+1	.5	100

# SHADOWPUNK—WEAPONS

## MINES

Type	Damage/Effect	Blast	Concealability	Weight	Nuyen
Anti-Personnel Mine	As Grenade Type	As Grenade Type	-1	2	Grenade x 10
Anti-Vehicle Mine	4d6 RKA	-1 DC per 1"	+1	5	500
Bouncing Mine	As Mine, detonates at 1" to 10" height	--	--	--	+500
Directional	Detonates in a Cone Shape in Desired Direction	-1 DC per 2"	--	--	x 1.5
Disguised	+2 Concealability (can be bought multiple times)	--	--	--	x 2
Built-in Sensor	Detect Target (Base 11-)	--	--	--	+1000 per +1
Smart Mine	Detect Enemies (Base 11-)	--	--	--	+1000 per +1

## AMMUNITION TYPE AND EFFECT TABLE (Per 10)

Type	Effect	DC	Weight	Nuyen
Armor Piercing (AP)	Armor Piercing, -1 STUNx	+0	.25	70
Armor Piercing Incendiary (API)	Armor Piercing and 1/3 DC ERKA (NND: Intense Heat), -1 STUNx	+0	.25	150
Cannon	--	+0	1.25	450
Flechette (F)	Reduced Penetration	+1	.5	100
Gel Rounds (GEL)	DC in Normal Damage	+1	.25	30
General Purpose (GP)	None	+0	.25	20
Glazer (GLZ)	Reduced Penetration	+2	.5	75
Hi-C Plastic (HC)	Invisible to Detect Group	-1	.25	50
High Explosive (HE)	+2 Hearing PER Roll to notice weapon discharge	+1	.75	50
High Explosive Armor Piercing (HEAP)	Armor Piercing, -1 STUNx, +2 Hearing PER Roll to notice weapon discharge	+1	.75	250
Hollow Point (HP)	Armored Targets get 25% DR	+3	.5	50
Tracer	+1 OCV per Tracer round fired in Autofire	--	.5	50
Tracker (per 1)	Radio Transmit	+0	1	3000

## SHOTGUN AMMUNITION TYPE AND EFFECT TABLE

Type	Effect	DC	Weight	Cost per 10
Big D's Temper <sup>TM</sup>	Shot Rules, May start fires, Makes weapon Unreliable	+2	1	200
Bola	1d6 Entangle	+1	1	100
Flare	Creates light, May start fires	x½	1	25
Shock Lock	Armor Piercing against Objects, +1 STUNx and -3 RMod against creatures	x1	.75	70
Stun Shells	DC in Normal Damage	+1	.5	25

## MELEE WEAPONS

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Shots	Length	Conc	Weight	Nuyen
<b>Axes</b>											
Throwing Axe	1-h Weapon, Thrown Weapon	0	+1	1d6	0	8	--	M	+3	.5	35
Masterwork Throwing Axe	1-h Weapon, Thrown Weapon	+1	+1	1d6	0	8	--	M	+3	.5	55
Hand Axe	1-h Weapon, Thrown Weapon	0	0	1d6+1	0	10	--	M	+4	.75	350
Masterwork Hand Axe	1-h Weapon, Thrown Weapon	+1	0	1d6+1	0	10	--	M	+4	.75	525
Battle Axe	1.5-h Weapon	0	0	2d6	0	15	--	M	+6	1.5	460
Masterwork Battle Axe	1.5-h Weapon	+1	0	2d6	0	15	--	M	+6	1.5	690
Wallacher Combat Axe	2-h Weapon	0	0	2d6+1	0	15	--	M	+7	2	975
Centurion Laser Crescent Axe	1.5-h Weapon	+1	0	2d6 (vs. rED)	0	15	--	M	+6	5.2	1725

<b>Blades</b>											
Knife	1-h Weapon, Thrown Weapon	0	0	½d6	0	5	--	S	+1	.5	35
Masterwork Knife	1-h Weapon, Thrown Weapon	+1	0	½d6	0	5	--	S	+1	.5	55
Throwing Knife	1-h Weapon, Thrown Weapon	0	+1	½d6	0	5	--	S	+1	.25	40
Masterwork Throwing Knife	1-h Weapon, Thrown Weapon	+1	+1	½d6	0	5	--	S	+1	.25	60
Cougar Fine Blade Short Combat Knife	1-h Weapon, Thrown Weapon	+2	0	1d6-1	0	5	--	S	+1	.5	400
Redstone Survival Knife	1-h Weapon, Thrown Weapon	0	0	1d6	0	8	--	S	+2	.75	125
Cougar Fine Blade Long Combat Knife	1-h Weapon, Thrown Weapon	+2	0	1d6	0	8	--	S	+2	.75	500
Short Sword/Wakizashi	1-h Weapon	0	0	1d6	0	8	--	M	+3	.75	250
Masterwork Short Sword/Wakizashi	1-h Weapon	+1	0	1d6	0	8	--	M	+3	.75	375
Broad Sword/Ninja-to	1-h Weapon	0	0	1d6+1	0	10	--	M	+4	1.5	350
Masterwork Broad Sword/Ninja-to	1-h Weapon	+1	0	1d6+1	0	10	--	M	+4	1.5	525
Ares Monosword	1-h Weapon	+1	0	1½d6	0	10	--	M	+4	2	1000
Bastard Sword/Katana	1.5-h Weapon	0	0	1½d6	0	13	--	M	+5	2	425
Masterwork Bastard Sword/Katana	1.5-h Weapon	+1	0	1½d6	0	13	--	M	+5	2	650
Greatsword	2-h Weapon	0	0	2d6	0	15	--	M	+6	6	475
Masterwork Greatsword	2-h Weapon	+1	0	2d6	0	15	--	M	+6	6	725

## SHADOWPUNK—WEAPONS

<b>Clubs</b>											
Baton	1-h Weapon	0	0	3d6 N	--	8	--	M	+3	1	50
Riot Baton	1-h Weapon	+1	0	3d6 N	--	8	--	M	+3	1	75
Club	1-h Weapon	0	0	4d6 N	--	10	--	M	+4	1	65
Rattan Stick	1-h Weapon	+1	0	4d6 N	--	10	--	M	+4	1	100
Nunchaku	1-h Weapon, Can Grab	+1	0	4d6 N	--	10	--	M	+2	.5	200
Masterwork Nunchaku	1-h Weapon, Can Grab	+2	0	4d6 N	--	10	--	M	+2	.5	300
Metal Nunchaku	1-h Weapon, Can Grab	+1	0	5d6 N	--	13	--	M	+2	1	350
Masterwork Metal Nunchaku	1-h Weapon, Can Grab	+2	0	5d6 N	--	13	--	M	+2	1	525
Three-Section Staff	2-h Weapon, Can Grab	+1	0	6d6 N	--	15	--	M	+4	2	400
Masterwork Three-Section Staff	2-h Weapon, Can Grab	+2	0	6d6 N	--	15	--	M	+4	2	600
Extendable Baton	1-h Weapon	+1	0	3d6 N	--	8	--	M	0/+3	1	375
Ares Shock Rod	1-h Weapon, 1 hour recharge	+1	0	4d6 N and 4d6 NND (Elec)	--	10	10	M	+4	2	1500
AZ-150 Super Stun Baton	1-h Weapon, 1 hour recharge	+1	0	4d6 N and 6d6 NND (Elec)	--	10	12	M	+3	2	2000
Easton Robo Bat	1.5-h Weapon	0	0	10d6 N	--	20	--	M	+6	6	750
Louisville Cyberslugger	1.5-h Weapon	+1	0	10d6 N	--	20	--	M	+6	6	1000

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Shots	Length	Conc	Weight	Nuyen
<b>Hammers</b>											
Light Hammer	1-h Weapon, Thrown Weapon	0	0	1d6	+1	10	--	M	+3	1.5	60
Masterwork Light Hammer	1-h Weapon, Thrown Weapon	+1	0	1d6	+1	10	--	M	+3	1.5	90
Heavy Hammer	1-h Weapon	0	0	1d6+1	+1	13	--	M	+4	3	400
Masterwork Heavy Hammer	1-h Weapon	+1	0	1d6+1	+1	13	--	M	+4	3	600
Warhammer	1.5-h Weapon	0	0	1½d6	+1	16	--	M	+5	5	500
Masterwork Warhammer	1.5-h Weapon	+1	0	1½d6	+1	16	--	M	+5	5	750
Sledgehammer	2-h Weapon	0	0	2d6	+1	19	--	M	+6	10	550
Masterwork Sledgehammer	2-h Weapon	+1	0	2d6	+1	19	--	M	+6	10	825
Kendachi Thunderhammer	1-h Weapon, Uses .50 Cal Rifle ammo	0	0	2½d6	+1	18	10	M	+5	5	2450
Ares Shockhammer	1-h Weapon, 1 hour recharge	+1	0	1½d6 and 4d6 NND (Elec)	+1	16	10	M	+5	5	1575
Slamdance, Inc. Hyper Hammer	2-h Weapon, Must be refueled after 2 shots, fuel costs 100 nuyen, STR doesn't add to damage	-1	0	4d6 (AP)	0	25	2	L	+8	15	3000

<b>Polearms</b>											
Staff	2-h Weapon	+1	0	4d6 N	0	10	--	M	+6	2	90
Masterwork Staff	2-h Weapon	+2	0	4d6 N	0	10	--	M	+6	2	120
Metal Staff	2-h Weapon	+1	0	6d6 N	0	15	--	M	+6	3	120
Masterwork Metal Staff	2-h Weapon	+2	0	6d6 N	0	15	--	M	+6	3	160
Collapsible Metal Staff	2-h Weapon, ½ Phase action to extend or collapse the staff	+1	0	6d6 N	0	15	--	M	+2/+6	3	600
Masterwork Collapsible Metal Staff	2-h Weapon, ½ Phase action to extend or collapse the staff	+2	0	6d6 N	0	15	--	M	+2/+6	3	800
Metal Staff/Three-Section Staff	2-h Weapon, ½ Phase to change between both forms, Use Three-Section Staff stats for other form	+1	0	6d6 N	0	15	--	M	+4/+6	3	600
Masterwork Metal Staff/Three-Section Staff	2-h Weapon, ½ Phase to change between both forms, Use Three-Section Staff stats for other form	+2	0	6d6 N	0	15	--	M	+4/+6	3	800
Mounted Bayonet	2-h Weapon, Use as a survival knife when not mounted	0	0	1d6	0	8	--	M	+2	.75	50
Spear	1-h Weapon, Thrown Weapon	0	0	1½d6	0	13	--	M	+6	2	85
Masterwork Spear	1-h Weapon, Thrown Weapon	+1	0	1½d6	0	13	--	M	+6	2	130
Longspear	2-h Weapon	0	0	2d6	0	15	--	L	+8	4	120
Masterwork Longspear	2-h Weapon	+1	0	2d6	0	15	--	L	+8	4	180
Glaive	2-h Weapon	0	0	2d6+1	0	18	--	L	+8	6	650
Masterwork Glaive	2-h Weapon	+1	0	2d6+1	0	18	--	L	+8	6	975
Centurion Laser Crescent Glaive	2-h Weapon	+1	0	2d6+1 (vs. rED)	0	18	--	L	+8	10	1900
Ares Shockstaff	2-h Weapon, 1 hour recharge	+1	0	6d6 N and 4d6 NND (Elec)	0	15	10	M	+6	4	1575

<b>Whips</b>											
Whip	1-h Weapon, 3" Range, Can Grab, STR Min doesn't add to damage	0	0	½d6	0	5	--	L3	+4	1	135
Chain Whip	1-h Weapon, 3" Range, Can Grab, STR Min doesn't add to damage	0	0	1d6	0	8	--	L3	+4	2	185
Kusari-Gama	2-h Weapon, 3" Range, Can Grab, STR Min doesn't add to damage	0	0	1½d6	0	13	--	L3	+4	1	250
Ares Electrowhip	1-h Weapon, 3" Range, Can Grab, STR Min doesn't add to damage, Must be recharged for 1 hour	0	0	1d6 and 4d6 NND (Elec)	0	8	10	L3	+4	1	725
Kendachi Monowhip	1-h Weapon, 3" Range, Can Grab, STR Min doesn't add to damage, See rules for Monowhips	0	0	3d6 (AP)	0	5	--	L3	-1	--	7750



## SHADOWPUNK—WEAPONS

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Shots	Length	Conc	Weight	Nuyen
<b>Unarmed</b>											
Brass Knucks/Studded Glove/Heavy Armor Gauntlet	1-h Weapon	0	0	+1d6 N	0	--	--	--	--	.25	0
Ares Karatand	1-h Weapon, Implast Glove	0	0	+2d6 N	0	--	--	--	-1	.5	200
Forearm Snap Blades	1-h Weapon	+1	0	1d6	0	--	--	S	0/+2	1.5	300
Shock Glove	1-h Weapon, Must be recharged for 1 hour	0	0	Unarmed and 3d6 NND (Elec)	0	--	8	--	-2	.5	750
Kendachi Monofilament Garrote	2-h Weapon, Can Grab	0	0	2d6 (AP)	0	--	--	S	-1	--	5000

<b>Cyber-Implant Weapons</b>											
Hand Razors	See Rules for Cyberware	0	0	1d6 (RP)	0	5	--	S	-2/0	--	3750
Cyberspur	See Rules for Cyberware	0	0	1½d6	0	10	--	S	-1/+1	--	6250
Cyberspike	See Rules for Cyberware	0	0	1d6 (AP)	0	10	--	S	-1/+1	--	3750
Cyber Fangs	See Rules for Cyberware	0	0	½d6 (AP)	0	--	--	S	-2	--	3750

### PROJECTILE WEAPONS

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Conc	Weight	Nuyen
<b>Bows</b>											
Short Bow	2-h Weapon	0	0	1½d6	0	13	--	125	+5	1	350
Compound Short Bow	2-h Weapon	+1	0	1½d6	0	13	--	125	+5	1.5	500
Long Bow	2-h Weapon	0	+1	2d6	0	15	--	150	+7	1.5	675
Compound Long Bow	2-h Weapon	+1	+1	2d6	0	15	--	150	+7	1.75	825
Ranger X Compound Bow	2-h Weapon	+2	+2	2½d6	0	20	--	200	+7	2	1100

<b>Crossbows</b>											
Pistol Crossbow	1-h Weapon, STR Min doesn't add to damage, 1 Phase Reload	0	0	1d6+1	0	5	--	50	+3	1.5	275
Light Crossbow	2-h Weapon, STR Min doesn't add to damage, 1 Phase Reload	0	0	1½d6	0	8	--	75	+5	2	350
Medium Crossbow	2-h Weapon, STR Min doesn't add to damage, 1 Phase Reload	0	0	2d6	0	10	--	100	+6	3	425
Heavy Crossbow	2-h Weapon, STR Min doesn't add to damage, 1 Phase Reload	0	0	2d6+1	0	13	--	125	+7	4	500
Very Heavy Crossbow	2-h Weapon, STR Min doesn't add to damage, 1 Phase Reload	0	0	2½d6	0	15	--	150	+8	4.5	575
Repeating Crossbow	2-h Weapon, STR Min doesn't add to damage, ½ Phase Reload	0	0	2d6	0	10	10 (c)	100	+7	4	600

<b>Throwing Weapons</b>											
Throwing Knife	1-h Weapon, Thrown Weapon	0	+1	½d6	0	5	--	--	0	.25	40
Shuriken/Dart	1-h Weapon, Thrown Weapon	0	+2	½d6	0	5	--	--	-1	.25	50
Net	2-h Weapon, Thrown Weapon	0	-2	3d6 Entangle	0	10	--	--	+5	4	350
Caltrops (10)	1-h Weapon, Thrown Weapon, See Rules for Caltrops	0	0	See Rules	0	5	--	--	-1	.5	80