

Savage Rifts Fan Gear Catalog

Weapons

Catalog of Fan Created Gear

Close Combat Weapons	Damage	AP	Min Strength	Cost
Phase Scyth	2d8MD	15	d12+2	
Vibro-Knife	See Page 92			

Ranged Weapons (Personal)	Range	ROF	Damage	AP	Weight
C-10 Light Assault Laser Rifle	40/80/160	3RB	3d6+1	0	51bs
C-12 Heavy Assault Laser Rifle	40/80/160	5	2d6+2	2	71bs
C-14 "Fire Breather"	40/80/160	3RB	3d6+1/Grenade	0	101bs
C-18 Laser Pistol	15/30/60	1	2d6+2	0	41bs
C-20 Laser Pistol	15/30/60	1	3d6+1	0	3.51bs
C-200 "Dead Man's" Rail Gun	100/200/400	1	2d8+2	4	451bs
C-27 Light Plasma Canon	25/50/100	1	2d8+4	6	121bs
C-29 "Hellfire"	23/46/92	1	3d10+4md	14	12 lbs
C-5 Pump Pistol	15/30/60	1	2d6+1MD	0	51bs
CP-30 Laser Pulse Pistol	13/26/52	3RB	2d6+2	0	41b
CP-40 Pulse Laser Rifle	40/80/160	3RB	3d6+1	-	9 lbs
CP-50 "Dragonfire"	40/80/160	3RB	3d6+1/Grenade	0	101bs
CR-1 Rocket Launcher	Mini-Missile	1	Mini-Missile	Mini-Missile	141bs
CTT-M20 Missile Rifle	40/80/160	1	3d6+1/Mini Missile	Mini Missile	1101bs
CTT-P40 Particle Beam Cannon	40/80/160	1	3d10+4MD	14	891bs
CV-212 Variable Light Frequency Laser Rifle	40/80/160	3RB	3d6+1	0	81bs

Heavy Weapons	Range	ROF	Damage	AP	Weight
NG-E15 Plasma Ejector	See Page 93				
NG-E4 Plasma Ejector	See Page 93				
NG-E4A Heavy Plasma Ejector	See Page 93				
WI-GL4 Revolving Grenade Launcher	See Page 93				

Vehicle Weapons	Range	ROF	Damage	AP	Ammo
<u>CGL-301 Grenade Launcher</u>	60/120/240	8		GRENADE	40
<u>CP-301 Heavy Plasma Lance</u>	20/40/80	1	3d10+4 MD	15	INF
<u>CP-302 Improved Heavy Plasma Lance</u>	30/60/120	1	4d10+4 MD	10	INF
<u>Laser Blaster</u>	40/80/160	1	3d6	2	INF
<u>Mini-Missile 10 Launcher</u>	Mini-Missile	10	Mini-Missile	Mini-Missile	40
<u>Mini-Missile 10 Pod</u>	Mini Missile	1-10	Mini Missile	Mini Missile	10
<u>Mini-Missile 2 Pod</u>	Mini Missile	1-2	Mini Missile	Mini Missile	2
<u>Mini-Missile Launcher</u>	See Page 96				
<u>SS-09 Dual Plasma System</u>	25/50/100	1	3d10+4MD / 6d6MD	14/25	INF
<u>Triple Barrel Laser Turret</u>	150/300/450	1-3	2d10MD	5	INF

Phase Scyth

Description

Huge blades replacing the twin blades mounted on the gauntlets of the PA-300. The blades are held on retractable arms that keep the huge curved blades out of the firing path of the gauntlet weapons until the pilot makes a fist at which time they snap into place and lock on the gauntlets. Sensors that line the blades, activate a slight phase shift on the edge of the blades a micro-second before they impact a solid object. This phase shift provides the added mega armor piercing capability required to make these viable weapons for the XPA-301.

Vibro-Knife

Description

See Page 92

C-10 Light Assault Laser Rifle

Range	40/80/160
Damage	3d6+1
Rate of Fire (RoF)	3RB
Armor Piercing	0
Ammo Capacity	20/30
Weight	5lbs

Minimum Strength

Description

The C-10 light laser rifle is an old, earlier version of the C-12 and greatly resembles the old C-12 heavy laser.

Game Use

Equipped with a Laser Targeter, standard

Conversion Notes

Source: JA-9 Variable Laser

Rifts Value: 2d6md

Savage Rifts Value: 3d6+1

Source: Wilk's 447

Rifts Value: 2000'

Savage Rifts Value: 40/80/160

C-12 Heavy Assault Laser Rifle

Range 40/80/160
Damage 2d6+2
Rate of Fire (RoF) 5
Armor Piercing 2
Ammo Capacity 20/30
Weight 7lbs
Minimum Strength

Description

This was the old standard weapon of the infantry. The rifle can also be set to fire a single shot or a burst of five.

Game Use

Comes standard with a passive nightvision scope and laser targeting.

Conversion Notes

Source: NG Super Laser

Rifts Value: 4d6MD

Savage Rifts Value: 2d6+2; AP2

Source: Wilk's 447

Rifts Value: 2000'

Savage Rifts Value: 40/80/160

C-14 "Fire Breather"

Range 40/80/160
Damage 3d6+1/Grenade
Rate of Fire (RoF) 3RB
Armor Piercing 0
Ammo Capacity 20; GL:12
Weight 10lbs
Minimum Strength

Description

A popular over and under heavy infantry weapon. A laser comprises the top portion of the weapon and a pump action grenade launcher is built-in under the laser barrel.

Game Use

Standard issue includes a passive night-vision scope
Grenade Launcher Range: 20/40/80

Conversion Notes

Source: Wilk's 447

Rifts Value: 3d6md

Savage Rifts Value: 3d6

Source: Wilk's 447

Rifts Value: 2000'

Savage Rifts Value: 40/80/160

C-18 Laser Pistol

Range 15/30/60
Damage 2d6+2
Rate of Fire (RoF) 1
Armor Piercing 0
Ammo Capacity 10
Weight 4lbs

Minimum Strength

Description

This was the old standard issue sidearm of the Coalition Army, but it is being replaced by the C-20 and CP-30 laser pistols.

Conversion Notes

Source: NG-45 Long

Rifts Value: 2d4md

Source: NG-45 Long

Rifts Value: 800'

Savage Rifts Value: 2d6+2

Savage Rifts Value: 15/30/60

C-20 Laser Pistol

Range 15/30/60
Damage 3d6+1
Rate of Fire (RoF) 1
Armor Piercing 0
Ammo Capacity 21
Weight 3.5lbs

Minimum Strength

Description

This is the new, standard issue sidearm of the Coalition Army. It is primarily issued to officers, military police, guards and special operatives as well as ISS law enforcement officers.

Game Use

21 Shots is standard clip, long 30 shot clip available

Conversion Notes

Source: JA-9 Variable Laser

Rifts Value: 2d6md

Source: NG-45 Long

Rifts Value: 800'

Savage Rifts Value: 3d6+1

Savage Rifts Value: 15/30/60

C-200 "Dead Man's" Rail Gun

Range	100/200/400
Damage	2d8+2
Rate of Fire (RoF)	1
Armor Piercing	4
Ammo Capacity	10/30/100
Weight	45lbs
Minimum Strength	d12+2

Description

This is a light, all-purpose weapon used by human troops wearing enhanced exoskeleton body armor or power armor, as well as cyborgs, skelebots, and characters with meeting the Strength requirements.

Conversion Notes

Source: TX-50 Rail Gun

Rifts Value: 4d6MD

Savage Rifts Value: 2d8+2; AP4

Source: NG-X9 Samson, NG-202 Super Rail Gun = Vehicle Medium Railgun

Rifts Value: 4000'

Savage Rifts Value: 100/200/400

C-27 Light Plasma Canon

Range	25/50/100
Damage	2d8+4
Rate of Fire (RoF)	1
Armor Piercing	6
Ammo Capacity	10
Weight	12lbs
Minimum Strength	

Description

The C-27 plasma cannon has been reclassified from a heavy support infantry weapon to "light."

Game Use

Standard issue includes a telescopic and laser distancing scope.

Conversion Notes

Source: TX-500 Triax Borg Rail gun to Mini Rail gun

Rifts Value: 6d6MD

Savage Rifts Value: 2d8+4; AP6

Source: L-20 Pulse

Rifts Value: 1600'

Savage Rifts Value: 25/50/100

C-29 "Hellfire"

Range	23/46/92
Damage	3d10+4md
Rate of Fire (RoF)	1
Armor Piercing	14
Ammo Capacity	8
Weight	12 lbs

Minimum Strength

Description

The C-29 "Hellfire" plasma cannon is an anti-armor and heavy infantry support weapon.

Game Use

Standard issue includes a telescopic and laser distancing scope.

Conversion Notes

Note: It is specified as an anti-armor weapon hence the MD damage

Source: NG-X9 Samson, NG-202 Super Rail Gun = Vehicle Medium Railgun

Rifts Value: 1d6x10 md

Savage Rifts Value: 3d10+4MD AP 14

Source: L-20 Pulse

Rifts Value: 1600'

Savage Rifts Value: 25/50/100

C-5 Pump Pistol

Range	15/30/60
Damage	2d6+1MD
Rate of Fire (RoF)	1
Armor Piercing	0
Ammo Capacity	5
Weight	5lbs

Minimum Strength

Description

The C-5 pump pistol is an authorized knock-off of the Triax TX-5.

Conversion Notes

TX-5 Pump Pistol

Source: Triax TX-5

Rifts Value: 4d6MD

Savage Rifts Value: 2d6+1

CP-30 Laser Pulse Pistol

Range 13/26/52
Damage 2d6+2
Rate of Fire (RoF) 3RB
Armor Piercing 0
Ammo Capacity 21
Weight 4lb
Minimum Strength -

Description

This is the standard issue sidearm for Coalition Officers, Special Forces as well as NTSET law enforcement officers (monster hunters).

Game Use

Come standard with a laser targeter
Select fire single or 3RB

Conversion Notes

Source: NG-45 Long

Rifts Value: 2d4md

Savage Rifts Value: 2d6+2

Source: NG-33

Rifts Value: 800'

Savage Rifts Value: 15/30/60

Source: NG-57 Heavy Ion Blaster

Rifts Value: 500'

Savage Rifts Value: 12/24/48

CP-40 Pulse Laser Rifle

Range 40/80/160
Damage 3d6+1
Rate of Fire (RoF) 3RB
Armor Piercing -
Ammo Capacity Clip 21 / Extend Clip 30 / Canister 60
Weight 9 lbs
Minimum Strength -

Description

The new Coalition infantry assault rifle. The CP-40 can be set to fire a single shot or a pulse of three nearly simultaneous blasts (3RB). It comes standard with a passive night-vision scope and laser targeting.

Game Use

Night Vision Scope (Passive Light Intensifying)
Select fire Single or 3RB

Conversion Notes

Source: JA-9 Variable Laser

Rifts Value: 2d6md

Savage Rifts Value: 3d6+1

Source: JA-9 Variable Laser

Rifts Value: 4000'

Savage Rifts Value: 40/80/160

CP-50 "Dragonfire"

Range	40/80/160
Damage	3d6+1/Grenade
Rate of Fire (RoF)	3RB
Armor Piercing	0
Ammo Capacity	21/30; GL: 12
Weight	10lbs

Minimum Strength

Description

The CP-50 "Dragonfire" is a second generation over and under heavy infantry weapon. A pulse laser is the main, top mounted weapon with a pump action grenade launcher built-in under the laser barrel.

Game Use

Standard issue includes a passive night-vision scope and built-in laser targeting.
Grenade Launcher Range: 20/40/80

Conversion Notes

Source: JA-9 Variable Laser

Rifts Value: 2d6md

Savage Rifts Value: 3d6+1

Source: JA-9 Variable Laser

Rifts Value: 4000'

Savage Rifts Value: 40/80/160

CR-1 Rocket Launcher

Range	Mini-Missile
Damage	Mini-Missile
Rate of Fire (RoF)	1
Armor Piercing	Mini-Missile
Ammo Capacity	1
Weight	14lbs

Minimum Strength

Description

The CR-1 rocket launcher is a reusable mini-missiles launcher with a multi-optic scope. The capabilities of the scope include telescopic (x20 magnification, 2 mile/3.2 km range), infra-red (40/80/160), passive night vision (40/80/160), and laser targeting.

CTT-M20 Missile Rifle

Range	40/80/160
Damage	3d6+1/Mini Missile
Rate of Fire (RoF)	1
Armor Piercing	Mini Missile
Ammo Capacity	10
Weight	110lbs
Minimum Strength	d12+2

Description

The CTT-M20 Missile Rifle is an over-sized heavy weapon that's about twice the size of the typical energy rifle. It was specifically designed for the Terror Trooper Power Armor, but has been adopted by SAMAS pilots, full conversion 'Borgs and the occasional CS Juicer. The CTT-M20 is standard issue for the Terror Trooper, although the CTT-P40 or a rail gun can be substituted.

This weapons houses a row of mini-missiles down each of its long, twin barrels. Each pull of the trigger fires one mini-missile. Remember, mini-missiles are self-guided, so once launched they will find their target.

Mounted on the top of the rifle is a box that is both a laser targeting system and medium range laser.

Game Use

The lower port on the box laser is a targeting sight that provide a bonus of +1 to strike. Using the weapon one-handed requires a Strength of d12+2 or greater and even then one-handed shooting has a penalty of -2 to strike, unless a the shooter is in Terror Trooper or Super SAMAS power armor or has a P.S. of d12+6 or higher.

Conversion Notes

Source: JA-9 Variable Laser

Rifts Value: 2d6md

Savage Rifts Value: 3d6+1

CTT-P40 Particle Beam Cannon

Range	40/80/160
Damage	3d10+4MD
Rate of Fire (RoF)	1
Armor Piercing	14
Ammo Capacity	40
Weight	89lbs
Minimum Strength	

Description

A giant-sized rifle with a dual weapon system. The main gun is a particle beam. Mounted on the top of the rifle is a box laser targeting system and passive night vision scope with telescopic capabilities (20x magnification; 3000 foot/910 m range). This weapon is standard issue for the Special Forces' Striker SAM AS and is frequently used by the Terror Trooper, full conversion 'Borgs, and the occasional CS Juicer.

Game Use

Notes: Using the weapon one-handed requires a Strength of d12+2 or greater and even then one-handed shooting has a penalty of -2 to strike, unless a Terror Trooper or Super SAMAS.

Conversion Notes

Source: NG-X9 Samson, NG-202 Super Rail Gun = Vehicle Medium Railgun

Rifts Value: 1d6x10 md Savage Rifts Value: 3d10+4MD AP 14

Source: JA-9 Variable Laser

Rifts Value: 4000' Savage Rifts Value: 40/80/160

CV-212 Variable Light Frequency Laser Rifle

Range 40/80/160

Damage 3d6+1

Rate of Fire (RoF) 3RB

Armor Piercing 0

Ammo Capacity 21/30

Weight 8lbs

Minimum Strength

Description

The CV-212 Variable Light Frequency Laser Rifle is designed specifically to overcome laser resistant armor.

Game Use

However, damage (80%) is likely to disengage the computer analyzer (01-80%), making only manual frequency adjustments possible — it takes at least 1D4 melee rounds to find the optimum frequency and each adjustment attempt counts as one melee action/attack.

Conversion Notes

Source: JA-9 Variable Laser

Rifts Value: 2d6md Savage Rifts Value: 3d6+1

Source: JA-9 Variable Laser

Rifts Value: 4000' Savage Rifts Value: 40/80/160

CGL-301 Grenade Launcher

Range 60/120/240

Damage

Rate of Fire (RoF) 8

Armor Piercing GRENADE

Ammo Capacity 40

Description

Fires Plasma, Frag or Micro - Fusion 6d6 MD to 12' Radius

Conversion Notes

Grenade Launcher Pg 93

Source: Wilk's 447

Rifts Value: 2000'

Savage Rifts Value: 40/80/160

CP-301 Heavy Plasma Lance

Range	20/40/80
Damage	3d10+4 MD
Rate of Fire (RoF)	1
Armor Piercing	15
Ammo Capacity	INF

Description

The Plasma Lance is a Heavy Plasma Injector linked to a Heavy Ion Canon. The Ion Canon pierces the target's armor and the Plasma bolt binds to the ion trail, following the ion pulse through the penetration and into the target vehicle.

The biggest limiting factor to this devastating weapon, is the short range of the Ion Pulse

Game Use

First, plasma hits a target all-at-once, engulfing the target and affecting the least armored area on the body. This means anyone not in fully sealed armor is in serious trouble. Second, plasma tends to ignite targets (usually 1 in 6 chance), doing 1d10 continuous damage until it's doused.

Finally, plasma weapons all do Mega Damage.

Conversion Notes

Carried by the PA-300 "Glitter Boy Killer" exclusively, this weapon was specifically designed to defeat the Glitterboy and the AP reflects that.

Source: Triax X-1000 Ultimax; VX-180 Maxi-Rail Gun ==> Large Vehicle Railgun

Rifts Value: 1d6x10 md Savage Rifts Value: 4d10+4MD AP 18

Source: NG-X9 Samson, NG-202 Super Rail Gun = Vehicle Medium Railgun

Rifts Value: 1d6x10 md Savage Rifts Value: 3d10+4MD AP 14

Source: Wilk's 320

Rifts Value: 1000' Savage Rifts Value: 18/36/72

CP-302 Improved Heavy Plasma Lance

Range	30/60/120
Damage	4d10+4 MD
Rate of Fire (RoF)	1
Armor Piercing	10
Ammo Capacity	INF

Description

The Plasma Lance is a Heavy Plasma Injector linked to a Heavy Ion Canon. The Ion Canon pierces the target's armor and the Plasma bolt binds to the ion trail, following the ion pulse through the penetration and into the target vehicle.

The biggest limiting factor to this devastating weapon, is the short range of the Ion Pulse

Game Use

First, plasma hits a target all-at-once, engulfing the target and affecting the least armored area on the body. This means anyone not in fully sealed armor is in serious trouble. Second, plasma tends to ignite targets (usually 1 in 6 chance), doing 1d10 continuous damage until it's doused.

Finally, plasma weapons all do Mega Damage.

Conversion Notes

Carried by the XPA-301 "Battle Wraith" exclusively, this weapon was specifically designed to defeat Glitterboys and Demons.

Source: Triax X-1000 Ultimax; VX-180 Maxi-Rail Gun ==> Large Vehicle Railgun

Rifts Value: 1d6x10 md

Savage Rifts Value: 4d10+4MD AP 18

Source: Wilk's 447

Rifts Value: 2000'

Savage Rifts Value: 40/80/160

Source: L-20 Pulse

Rifts Value: 1600'

Savage Rifts Value: 25/50/100

Laser Blaster

Range	40/80/160
Damage	3d6
Rate of Fire (RoF)	1
Armor Piercing	2
Ammo Capacity	INF

Mini-Missile 10 Launcher

Range	Mini-Missile
Damage	Mini-Missile
Rate of Fire (RoF)	10
Armor Piercing	Mini-Missile
Ammo Capacity	40

Description

A vehicle mounted mini-missile rack. The missiles may be launched individually or up to 10 as a single action.

Conversion Notes

See Page 96

Mini-Missile 10 Pod

Range	Mini Missile
Damage	Mini Missile
Rate of Fire (RoF)	1-10
Armor Piercing	Mini Missile
Ammo Capacity	10

Description

A vehicle mounted mini-missile rack. The missiles may be launched individually or all the remaining missiles (in the pod) as a single action.

Conversion Notes

See Page 96

Mini-Missile 2 Pod

Range	Mini Missile
Damage	Mini Missile
Rate of Fire (RoF)	1-2
Armor Piercing	Mini Missile
Ammo Capacity	2

Description

A vehicle mounted mini-missile rack. The missiles may be launched individually or all the remaining missiles (in the pod) as a single action.

Conversion Notes

See Page 96

SS-09 Dual Plasma System

Range	25/50/100
Damage	3d10+4MD / 6d6MD
Rate of Fire (RoF)	1
Armor Piercing	14/25
Ammo Capacity	INF

Description

Mounted above and behind the shoulders on the flight pack, is a dual weapon system used for aerial combat and strafing. Each weapon can be operated independently or in synchronization with each other. Both can rotate side to side 180 degrees and can move up and down to provide a 90 degree arc of fire. When linked they will target (and fire at) the same target and firing both weapons counts as a single action.

Note: If each gun is turned on two different targets, they count as two separate (Non-Linked) attacks.

Game Use

The first value in both damage and AP is used for a target hit by a single weapon, the same is for use when they are linked.

Conversion Notes

Source: NG-X9 Samson, NG-202 Super Rail Gun = Vehicle Medium Railgun

Rifts Value: 1d6x10 md Savage Rifts Value: 3d10+4MD AP 14

Source: L-20 Pulse

Rifts Value: 1600' Savage Rifts Value: 25/50/100

Triple Barrel Laser Turret

Range 150/300/450

Damage 2d10MD

Rate of Fire (RoF) 1-3

Armor Piercing 5

Ammo Capacity INF

Description

Three Medium lasers in a turret that may be fired in any combination (1, 2 or 3) as a single action.

Conversion Notes

Source: Flying Titan Power Armor Wing Laser

Rifts Value: 2d6 MD Savage Rifts Value: 2d10MD; AP5

Source: Flying Titan Power Armor Wing Laser

Rifts Value: 4000' Savage Rifts Value: 150/300/600