

Horizon

Projectile Weapons Catalogue

Tech Level 3 and 4 Projectile Weapons for Stars Without Numbers



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Introduction

This is a catalogue of projectile weapons for Stars Without Numbers RPG. It can be used for other games with a similar damage scale. These are not generic weapons; they have names, backgrounds and character. Some of them are great and some of them are crap. The poor weapons will be in the hands of those who have no other choice. The weapons are balanced against each other, and the better ones may be preferred to the generic arms in the main rulebook.

The sector and worlds within it are left unnamed on purpose, so you can easily drop these guns into your campaign. For the homeworld of the manufacturers, look for worlds matching the descriptions. Often it is enough to know the TL for the match.

Nomenclature

automatic grenade launcher (or grenade machine guns) a crew served weapons that use grenades similar to those used in grenade launchers, but with more powerful propellant charge

barrel the long tube the bullet travels through propelled and accelerated by the propellant's combustion gases

breech an opening in the gun where cartridges are loaded

burst firing a weapon that fires a fixed number of rounds with a single pull of the trigger

carbine a shorter version of the rifle

cartridge the combined whole of a projectile, propellant and casing

caseless round see *round*

casing the container for the propellant and the bullet

chamber the container for the round's explosive power, directing it outward to carry the bullet out of the barrel

electrothermal(-chemical) ammunition that has its propulsive power increased by applying an electric charge to catalyze plasma within the gun's chamber

fully automatic a weapon that keeps on firing once the trigger has been depressed and will only cease when the trigger is released

grenade launcher a weapon that fires a low velocity explosive projectile; either standalone weapons or attached to another weapon (e.g. a *rifle*), grenade launchers can have a large variety of different cartridges in use (anything from riot control to high explosive antitank rounds)

grenade machine guns see *automatic grenade launcher*

heavy a larger, heavier version of the firearm type

heavy machine gun (HMG) a crew served weapon (requiring a crew of three to five soldiers) designed to be used against vehicles, aircraft and light fortifications

High-Tech advanced industrialized society, TL 4-5 (Postech to Pretech)

light a smaller, lighter version of the firearm type

light machine gun (LMG) a machine gun that can be employed by an individual soldier

liquid propellant see *propellant*

Low-Tech earliest technological societies, TL 0-1

machinegun (MG) a fully automatic weapon that is designed for sustained fire

machine pistol (MP) a one-handed fully automatic side-

arm using a pistol *cartridge*, often fired two-handed; may be equipped with a folding stock

magazine a device for holding a supply of cartridges to be fed to breech of a gun; can be integral to the firearm (an internal magazine) or be removable (a detachable magazine)

Mid-Tech industrialized societies, TL 2-3

missile launcher a weapon similar to a *rocket launcher* firing self-guided rockets (missiles)

pistol a one-handed semi-automatic sidearm firing a shorter and less powerful cartridge than rifles

portable a heavy weapon that is usable by a single person, often fired from a rest or bipod at a prone position

projectile the part of a round that is fired out of the firearm, causing damage; also known as a bullet in small arms and as a shell or a grenade in heavy weapons

propellant the explosive fuel propelling the projectile out of the firearm; *liquid propellant*: ammunition where the propellant is stored separately from the projectile, often a binary propellant, composed of two inert liquids that need to be combined for ignition

receiver the part of the firearm that contains the chamber which ejects spent casings and takes new ones from the magazine

rifle a two-handed long firearm firing a smaller diameter, but more powerful cartridge than pistols

rocket launcher a weapon firing a rocket (a self-propelled round with its own propulsion)

round a general name for projectile weapon ammunition, *caseless round*: ammunition where the propellant is a hard cake attached to the bullet that doesn't need casing around it

RPG launcher (Rocket Propelled Grenade launcher) a subtype of the *rocket launcher*

sabot (discarding sabot) a break away plastic shell that allows a weapon to fire smaller caliber armor piercing projectile

semi-automatic a weapon that fires once per pull of the trigger and automatically loads the next round from the magazine

shotgun a long firearm similar to the rifle that uses primarily multi-projectile ammunition (shots)

sub machinegun (SMG) a two-handed fully automatic firearm firing a pistol cartridge, may be equipped with a folding stock

Late Mid-Tech Firearms

TL 3 projectile weapons are a mature technology. They show improvements to TL 2 firearms with increased rate of fire and ammunition capability. This maturity shows also as specialization, where military firearms are designed differently from civilian firearms. The TL 3 firearms may not be more lethal per round, but the trooper carrying one is capable of firing more of them than her TL 2 equivalent. All of the late Mid-Tech firearms use metal cased ammunition.

ABC Industries

ABC Industries is a Mid-Tech local arms manufacturer that makes simple arms for the local market. They value customer satisfaction and offer repair services at local outlets. It manufactures both military and civilian weapons.

ABC Industries Element (Battle Rifle)

The Element is a basic rifle for battlefield use. It is semi-automatic and often used by snipers. As an older model, it's ammunition is not compatible with the Tensor or Vector. The good quality of their construction makes for a long service life. Therefore used examples can be easily found for sale thorough the sector for about 100 Cr. Second-hand Element rifles are common both in civilian and military (or paramilitary) use.

ABC Industries Hunter (Shotgun)

The Hunter is a simple pump-action shotgun. It uses a magnum round, making it useful when hunting larger prey. It is made for civilian use, and can be found in ship's lockers on civilian ships. Some Mid-Tech militaries also use it for urban environments.



ABC Industries Hunter

ABC Industries Limit (Grenade Launcher)

The Limit is an under-barrel grenade launcher built to be attached to a longarm (+1 Bulk). It has an independent version with a stock. It's regular grenades are anti-personnel fragmentation grenades, but it can also use other types.

- Anti-tank grenade: 2d6+2 AP 5 Rad. 1
- Concussion greanade: 2d6+2 Rad. 2
- Smoke grenade: Rad. 5

ABC Industries Minuit (Holdout Pistol)

The Minuit is a very small pistol made for self-defense. It can be easily concealed (+2 Difficulty to find it). It has weak penetration and has a short range. It is mostly used by civilians and criminals.

ABC Industries Tensor (Combat Carbine)

The Tensor is a simple, but powerful combat carbine. It uses the same ammunition as the Vector, and can utilize it's drum magazines. It is a shorter and more controllable weapon, built for use in confined spaces.

ABC Industries Vector (Assault rifle)

The Vector is a basic cased assault rifle. It is bulky and balky, known to be unreliable. It's drum magazine has large capacity, but is so large they cannot be bundled. It's powerful round makes it desirable to off-world buyers.

Monosk Specialized Ammunitions Plant

Monosk is an example of a Mid-Tech nationalized weapons manufacturer. It begun as a maker of ammunition for imported firearms, but soon started to make it's own weapons. It is still owned by the local world government. It's corporate culture is very bu-reaucratic and it's designs are questionable.

All Monosk longarms (AB-62, AR-67 and AR-70) use the same ammunition, and their magazines are interchangeable. The available sizes are 11, 22 and 44 rounds.

AP-55 (Pistol)

The AP-55 is a compact, short barreled pistol that is small enough to be concealed in a jacket pocket. It's short barrel makes it inaccurate, but it's heavy projectile has a range comparable to larger pistols. Many military units as a sidearm for officers and military police.

AB-62 (Battle carbine)

The AB-62 is a high-velocity battle rifle. It is clunky, hard to load and it has rudimentary sights. As a result it is not liked by troops issued with it. Loading takes an extra round, as the magazine catch is tiny and the magazine needs to be manually retrieved from the magazine well.

AR-67 (Battle rifle)

The AB-67 uses the same high-velocity round as the AB-62. It's light construction and burst fire option take their toll on it's receiver, making it both unreliable and unsafe. On a to-hit roll of 1 it jams. Clearing the jam is a difficulty 8 Shoot roll. If the roll is a natural 2, the weapon is out of order until repaired by someone with Fix-0 or more. Each try to clear the jam takes one round, and the weapon is unusable until it is cleared. Green soldiers think of it as an improvement to the AB-62, but veterans are wary and prefer the older carbine.



AR-67

AR-70 (Sniper Rifle)

The AR-70 is built on the same pattern as AR-67. It has a longer barrel and heavier construction. This in addition to the extra care taken in assembling it in smaller lots makes it more reliable than it's cousin. Using the longer magazines makes firing it from a prone position harder (-1 to-hit).



AR-70

Nangnam Group

Nangnam Group is based on a world that has barely achieved TL3. It manufactures sidearms and other smaller firearms for civilian, police and paramilitary buyers.

The Beta and Gamma can use each others magazines (8 or 16 rounds). Similarly Omega and Theta can share their magazines (20 or 27 rounds). There is also a large extended magazine for them (50 rounds, cannot be bundled).

Nangnam Beta (Pistol)

The Beta is a low-velocity pistol. It has semi-automatic action and a short barrel. It is easier to conceal than the Gamma (+1 Difficulty to find). It's safety can get worn with use and make the weapon sensitive to bumps. Dropping a worn-out Beta can cause it to fire if it has a round in the chamber. Carrying the Beta unchambered requires chambering the first round prior to shooting (a Move Action).



Nangnam Beta

Nangnam Group Gamma (Pistol)

The Gamma is a simple low-velocity pistol. It is semi-automatic, and it has a longer barrel than the Beta. It is a common sidearm on Mid-Tech worlds in the sector.

Nangnam Omega (Machine pistol)

The Omega tries to compress the Theta into a frame small enough to be used single-handedly. It does this somewhat inefficiently, making it harder to control. It's lighter receiver allows for faster rate of fire, which makes it likely that new users will empty the whole magazine with a single pull of the trigger.



Nangnam Omega

Nangnam Theta (Submachine gun)

The Theta is a basic low-velocity submachine gun. It is not aesthetically pleasing, but it is functional and it can be silenced easily. It's large bullet packs a punch, but it's short barrel restricts it's range. It is considered to be an adequate weapon for urban operations.

Suojoki Arms Combine

Suojoki Arms Combine is another nationalized arms maker that concentrates on fulfilling the needs of the local military. It's products are practical no-frills weapons for use by local troopers who can't really complain about the quality.

All of the Suojoki weapons' magazines are interchangeable. The available magazine sizes are: 21, 30 and 40 (this drum magazine cannot be bundled).

Suojoki M70 (Combat rifle)

The M70 combat rifle is the basic form of the Suojoki military gun line. It is of poor quality and it's light round doesn't have a lot of range. It is not a good rifle, but used examples are sold cheaply by off-world surplus traders (100 Cr. 1/6 chance of jamming when burst fire is used. Clearing the jam takes one round. A Fix roll at difficulty 6 can spot the bad rifles if inspected before use.)

Suojoki M72 (Assault carbine)

The M72 is the first compact version of the M70. It's bullpup construction allows for both a longer barrel and more compact size. It's receiver is lighter, but capable only of fully automatic or single shot fire. The structural changes were a challenge for the engineers of the combine. A challenge that they could not fully surmount. As a result it is both unreliable and unsafe, with a tendency to jam easily. (On a to-hit roll of 1 it jams, damaging the magazine. Clearing the jam takes 1 round and fixing the magazine takes 1d6 rounds). It too can be found in large numbers at the used weapons markets (200 Cr. No worse at jamming than new ones).

Suojoki M75 (Combat carbine)

The M75 is a more conservative take on improving the M70. It is a traditional folding stock construction, and it's shortened barrel reduces the damage slightly. Unfortunately it combines poor quality of the M70 with the unreliability of the M72. The folding stock is stiff and requires one extra round to deploy or fold. It has the same tendency to jam as the M72, and dirty ones can jam like the M70. As the newest in line of Suojoki military longarms, there are not yet many available on the surplus weapons market.

Suojoki M85 (Assault machinegun)

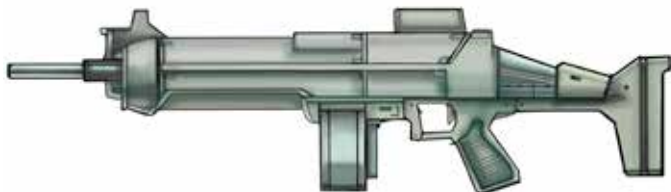
The M85 is the squad support (light machinegun) version of the M70. It is built for closed environment, either urban combat or fighting within space stations. It has a built-in front handle, allowing it to be fired from the hip. It will accept the magazines from any of the Suojoki rifle line in addition to it's own drum magazine (which cannot be bundled).

Tonoba Corp.

Tonoba Corp. is a diverse corporation that manufactures products for many fields. It's strategy is to slowly push to the local markets with a multibranch approach. It's weapons division makes guns for specialized use.

Tonoba-S (Assault shotgun)

The Tonoba-S is a powerful shotgun for urban combat and use aboard space ships. It is of good quality and pleasingly streamlined. It does have high recoil, making it hard to control on fully automatic mode. It is even known to have slipped from its users hands, spraying shot in all directions (On a natural 1 to-hit roll everyone not in cover within 10 m has to roll a physical save at +10 or be hit). Its power makes it popular with space pirates and planet bound bandits. Used Tonoba-S shotguns are still reliable, and can be bought for about 300 Cr.



Tonoba-S

Tonoba-M (Light machinegun)

The Tonoba-M is a light machinegun built on a skeletal frame, making it light to carry. It is safe to operate, and cannot be fired without holding both hands on their grips. It is, however unreliable and inaccurate. (On a to-hit roll of 1 it will jam, taking one round to clear the jam.) Being cheap and light, it is preferred by guerillas and other light infantry.

Torus Ltd.

Torus Ltd. is a small weapons manufacturer on a world at the highest edge of Mid-Tech. Their weapons still follow the MidTech patterns with slight improvements in design and materials. With time they may develop into an early HighTech company.

Torus Ltd. XG-8 (Light machinegun)

The XG-8 is a very light and easily portable light machinegun. It's easy to operate and favored by mobile units and guerillas. Loading it takes an extra round due to the desing of the magazine catch and the size of the magazine.

YRC Holdings

YRC Holdings is a large corporation based on its home-world. It does have some financial ties off-world, but all of its manufacturing is local. Its corporate culture is known for professionalism, but lack innovation. Note that the magazines of the M505 and M510 are not interchangeable as the M510 uses a larger projectile.

YRC Holdings M210 (Pistol)

The M210 is a semi-automatic pistol. It is slightly better than standard TL 3 pistols, but not remarkably so.

YRC Holdings M505 (Heavy combat rifle)

The M505 is a heavy combat rifle popular with heavy worlders. It has great penetration for a Mid-Tech military rifle. Due to its cost, its use is restricted to special forces and guard units.

YRC Holdings M510 (Heavy Assault rifle)

The M510 is a heavy assault rifle. Its round has even more penetration than the M505, making it one of the most powerful Mid-Tech rifles. This in combination with its reliability makes it an excellent military rifle for those who can work with its mass. It's more expensive than the M505, making it a rare sight on battlefields.

Early High-Tech Firearms

TL 4 projectile weapons are later improvements to the TL 3 ones. They are made of improved materials (polymers, ceramics and composites) and have integral electronics. Advanced materials technology allows for more power and range. The ammunition storage evolves from the TL 3 metal casings with many gradual steps and experiments.

Early TL 4 firearms use plastic cased ammunition. Mature TL 4 firearms are caseless. Late TL 4 firearms use binary liquid propellant that is stored separately from the projectiles. Advanced TL 4 firearms are electrothermal-chemical, bridging the gap between chemical propellant weapons and electromagnetically propelled weapons. The magazines of electrothermal weapons include a power cell within the magazine.

The basic projectile of TL 4 firearms is a dual-purpose heavy metal armor piercing fragmenting fin stabilized discarding sabot. They count as an advanced weapons versus primitive armor.

The chemically propelled firearm reaches its technological peak at TL 4, competing with early energy weapons (lasers, plasma guns and magnetically accelerated projectile weapons). Especially in the case of lasers and other non-projectile weapons, the easier logistics gives them a competitive advantage for military use. With the advances in technology, energy weapons at TL 5 surpass the chemically propelled firearms.

Angel Core

Angel core is an advanced weapons manufacturer, known for the reliability of its electrothermally propelled firearms. It makes handguns for self-defense, police forces and ships' security use. All of them are space proofed and will work even in harsh atmospheres.

Equalizer (Light pistol)

The Equalizer is a very compact electrothermal handgun that is easy to conceal (+2 difficulty to find). It is accurate, reliable, efficient and safe. With a fully non-metallic construction it is the sidearm of choice for secret agents and criminals travelling to lower tech worlds. Its high price keeps it away from the hands of poor low lifes.

Super-Equalizer (Pistol)

The Super-Equalizer is an electrothermal pistol. It is the ultimate in chemically propelled handguns. It is of high quality, accurate, reliable and efficient. Like the Equalizer it is built of non-metallic composites, making it proof from detection by TL 3 weapons scans.

Eliminator (Submachine gun)

The Eliminator is an electrothermal submachine gun. Its balanced fire receiver compensates for its recoil, and its small size makes it possible to fire it one-handed. It is powerful, reliable and safe. It is favored by special operatives and well sponsored terrorists.

Defensive Works

Defensive Works is a manufacturer of military equipment. It started as a nationalized company for arming its host planet, but has been privatized and has begun making arms for export too. It concentrates on heavy equipment and vehicles, but has its own line of liquid propellant long arms. The company is burdened by bureaucracy, which makes it slow to react to changes in the sector. Defensive Works guns share the same ammunition and the maga-

zines are interchangeable. It is even possible to use one MG-6 box magazine (100 rounds, can't be bundled) on BC-6 or BR-6.

Defensive Works BR-6 (Battle rifle)

The BR-6 is a liquid propellant military rifle. It is not an especially remarkable weapon. It has a stable reputation, and some well funded mercenary units prefer it to its competitors thanks to its high velocity round.

Defensive Works BC-6 (Battle carbine)

The BC-6 is a finely tuned, more compact version of the BR-6. For its length, it has excellent range and it is very accurate. It is also safer than its larger sibling. These improvements don't come cheap, meaning that in most militaries it is restricted to specialists or elite units.

Defensive Works MG-6 (Light machine gun)

The MG-6 is a light machine gun version of the BR-6. It is an easy to carry weapon with good ergonomics. It has a dual box magazine, allowing it to keep on firing while the empty magazine is exchanged into a new one. It is both reliable and safe, an excellent combination for a support weapon.

Intervention Industries

Intervention Industries is a small arms manufacturer that has yet to establish a reputation in the area. It uses a lot of polymers in the construction of its armaments. Ammunition is sold in proprietary vacuum-sealed cylindrical helical magazines. The company claims that this improves shelf life and protects the weapons from hazardous atmospheric contaminants.

Intervention Industries Tearer (Heavy assault carbine)

The Tearer is a heavy assault carbine. It is of bullpup construction, allowing for a long barrel for the high velocity plastic cased round. Its high recoil makes keeping it aimed difficult. The ammo is packaged in a can-like cylindrical magazine. It is inserted from the back of the gun into the magazine well in its stock. Inserting the magazine breaks its factory seal, making sure the ammo is safe from particulate contaminants. However, this does not prevent dirt from entering either through the magazine well or the ejection port. Ejecting a used cylinder and replacing it with a new one takes two rounds.



Intervention Industries Tearer

Karma Industries

Karma Industries is an industrial conglomerate that manufactures heavy equipment. Heavy weapons are just a small part of its portfolio.

Karma Industries Commando (Light machinegun)

The Commando is a light machinegun firing a caseless round. It is a short, bulky affair that is made to be fired from an integral articulated harness. Some heavier built or strong users remove the harness (Bulk -1) and fire it without it (-1 to-hit if STR mod is < +1).

Karma Industries Gladiator (RPG launcher)

The gladiator is a caseless two-shot rocket propelled grenade (RPG) launcher. It is a simple and reliable design. It's standard ammo is a dual-purpose light armor piercing fragmentation grenade. It is also available as an under-barrel launcher version (Bulk +1 to the weapon it is attached to). It's high price usually restricts it's use to specialist grenadiers instead of regular riflepersons.

- Anti-personnel ammunition: 2d8 rad. 10
- Anti-tank ammunition: 2d8 AP 10 rad. 1

March Security

March Security is a partially planetary government owned military equipment manufacturer. It has sales thorough the sector, with governments and mercenary units as it's main customers. March Security products have reputation for being reliable.

March Security Rola M36 (Portable rocket launcher)

The Rola M36 is a short range portable rocket launcher. It uses a liquid propellant charge to push the rockets out of the barrel before their engines ignite. This allows it to fire even at close targets (warhead safety minimum is set to 20 m, but can be adjusted by a skilled technician with Fix-0 or higher). It's standard ammunition is an anti-personnel fragmentation round. As a mounted weapon it takes 2 hard points and is a "suit" fitting (Power 1, Mass 3).

- Dual-purpose ammunition: 2d8 AP 5 rad. 2
- Anti-tank ammunition: 2d8 AP 10 rad. 1

Private Steel Corp.

Private Steel Corp. begun as a steel manufacturer and has diversified into other fields. It's weapons department is small, but their products have a reputation for effectiveness.

Private Steel Corp. Executioner (Combat rifle)

The Executioner is a combat rifle firing a plastic cased round. It is considered vastly superior to the common Suojoki M70, but even it has problems with it's safety record. One of them is that the plastic casing can be shredded by the receiver, spreading hot plastic chaff around the user. These can get stuck to visors and sensor apertures, obscuring vision.

Rhinotech

Rhinotech is a High-Tech company manufacturing military vehicles, heavy weapons and heavy construction equipment. It is not a megacorporation, but it has plants and influence on several worlds. It's products have a reputation of being pricy, but of superior quality and reliability.

Rhinotech M110 (Portable anti-tank missile launcher)

The Rhinotech M110 is an anti-tank missile launcher. It is considered to be one of the best portable AT missile launchers available in the sector. It is accurate, reliable, efficient and of good general quality. It's missile magazine allows the user to engage several tar-

gets or fire multiple shots at a single target. As a mounted weapon it takes 2 hard points and is a "suit" fitting (Power 1, Mass 3).

Starlight Industries

Starlight industries is a light industry manufacturer that doesn't really engage in arms manufacturing. It does produce sporting goods, and these include some civilian firearms.

Starlight Industries WSZ-4 (Light Pistol)

The WSZ-4 is a liquid propellant pistol. It has a light metal composite frame. It is safe and of very good quality manufacture. A used WSZ-4 is still reliable and safe and can be found on the second-hand market for a price of 500 Cr.

Thor-Hercules Co.

Thor-Hercules Co. Started as a mining operation on a heavy gravity world. It has since diversified into manufacturing too, in both light and heavy industry. As it's slogan says, it makes "heavy equipment for heavy worlders".

Thor-Hercules 11M (Magnum pistol)

The Thor-Hercules 11M is a liquid propellant magnum pistol. It is heavy and reliable, requiring two hands to fire by most people (Bulk 2, minimum STR modifier +1 to fire one-handed, -1 to-hit for each modifier point too low).



Thor-Hercules 11M

Typhoon Firearms

Typhoon Firearms is a large multi-world weapons manufacturer. It has a heavy presence on the sector's arms market. It's chemically propelled High-Tech guns have a good reputation.

The Typhoon Firearms Storm and Stalker share the same ammunition, making their magazines interchangeable. The available sizes are 30 and 40 rounds.

Shadow (Heavy pistol)

The Shadow is a liquid propellant heavy pistol. It is one of the best heavy pistols on the market in the sector. It's heavy bullets are accurate at long range. The pistol is of good quality, reliable, safe and efficient. It is also very expensive.

Storm (Assault rifle)

The Storm is a caseless assault rifle. It has improved penetration compared to it's Mid-Tech relatives, but it's otherwise unremarkable. The rifle is angular and boxy in appearance.

Stalker (Combat carbine)

The Shadow is a caseless combat carbine. Typhoon markets it as a smaller, lighter option to the Storm. It is a quality firearm, with improved ergonomics aiding target acquisition. In mercenary units it is preferred by vehicle crews, specialists and many NCOs.

Thunder (Portable grenade launcher)

The Thunder is a caseless grenade launcher. It is portable and can be fired indirectly in addition to direct fire. It's regular load is an anti-personnel fragmentation grenade. As a mounted weapon it takes 2 hard points and is a "suit" fitting (Power 1, Mass 3).

- Dual-purpose ammunition: 2d8 AP 3 rad. 5
- Anti-tank ammunition: 2d8 AP 5 rad. 2

Voidustries

Voidustries is an aerospace conglomerate. It's factories are located on orbitals and asteroid belts and it specializes in zero-G manufacture. It is committed to quality. The equipment they produce is sleek and seamless, like it was grown to form.

Voidustries VI-23 (Assault shotgun)

The VI-23 is a high-velocity liquid propellant shotgun that fires needlelike flechettes instead of spherical shot. This gives it greatly improved range compared to Mid-Tech shotguns. It is equipped with electronic safety interlocks and is considered very safe to operate.

Firearm Data Tables

All of the firearms use Dex as their stat.

Rate of fire (ROF):

- S = Single shot
- B = Burst fire
- F = Fully automatic

Sidearms

Sidearms are usually fired one-handed, but there are some exceptions like the M11 and the SMGs. Their magazine encumbrance is #, except for the Equalizer which is *.

Pistols

Manufacturer	Model	Ammunition	RoF	Cost
ABC Industries	Minuit	Cased	S	25
Nangnam Group	Beta	Cased	S	35
Monosk SPA	AP-55	Cased	S	60
Nangnam Group	Gamma	Cased	S	60
YRC Holdings	M210	Cased	S	120
Thor-Hercules Co.	11M	Liquid propellant	S	330
Angel Core	Super-Equalizer	Electrothermal	S	480
Angel Core	Equalizer	Electrothermal	S	640
Starlight Industries	WSZ-4	Liquid propellant	S	720
Typhoon Firearms	Shadow	Liquid propellant	S	850

Machine Pistols & Sub Machineguns

Manufacturer	Model	Subtype	Ammunition	RoF	Cost
Nangnam Group	Omega	MP	Cased	SF	100
Nangnam Group	Theta	SMG	Cased	SBF	270
Angel Core	Eliminator	SMG	Electrothermal	SBF	500

Longarms

Longarms are fired two-handed and their magazine encumbrance is usually #, except for the Vector.

Shotguns

Manufacturer	Model	Ammunition	RoF	Cost
ABC Industries	Hunter	Cased	S	70
Tonoba Corp.	Tonoba-S	Cased	SBF	500
Voidustries	VI-23	Liquid propellant	SBF	1200

Carbines

Manufacturer	Model	Ammunition	RoF	Cost
Monosk Specialized Ammunitions Plant	AB-62	Cased	S	120
Suojoki Arms Combine	M75	Cased	SB	180
Suojoki Arms Combine	M72	Cased	SBF	240
ABC Industries	Tensor	Cased	SB	250
Intervention Industries	Tearer	Plastic cased	SBF	450
Typhoon Firearms	Stalker	Caseless	SB	800
Defensive Works	BC-6	Liquid propellant	S	2600

Rifles

Manufacturer	Model	Ammunition	RoF	Cost
Monosk Specialized Ammunitions Plant	AR-67	Cased	S	180
ABC Industries	Element	Cased	S	220
Suojoki Arms Combine	M70	Cased	SB	280
Monosk Specialized Ammunitions Plant	AR-70	Cased	S	360
Private Steel Corp.	Executioner	Plastic cased	SB	400
Typhoon Firearms	Storm	Caseless	SBF	400
ABC Industries	Vector	Cased	SBF	600
YRC Holdings	M505	Cased	SB	700
Defensive Works	BR-6	Liquid propellant	S	800
YRC Holdings	M510	Cased	SBF	1000

Heavy Weapons

Heavy weapons are fired two-handed and usually from the prone position. Their magazine encumbrance is 1. Machine gun magazines are measured in long bursts, which are their normal mode of fire (about 10 rounds/burst).

Machineguns

Manufacturer	Model	Ammunition	RoF	Cost
Tonoba Corp.	Tonoba-M	Cased	SF	700
Torus Ltd.	XG-8	Cased	SF	1250
Suojoki Arms Combine	M85	Cased	SF	2500
Defensive Works	MG-6	Liquid propellant	SF	4200
Karma Industries	Commando	Caseless	SF	4500

Launchers

Manufacturer	Model	Subtype	Ammunition	RoF	Cost
ABC Industries	Limit	Grenade	Cased	S	500
Typhoon Firearms	Thunder	Grenade	Caseless	S	550
Karma Industries	Gladiator	RPG	Caseless	S	3600
March Security	Rola M36	Rocket	Liquid propellant	S	4000
Rhinotech	M110	Missile	Liquid propellant	S	4000

Firearm Statistics

The ROF of the weapons is marked next to their damage. * = burst and # = suppress.

If the weapon has increased armor penetration, it is marked as "AP" in the damage column.

If the weapon has an explosive area effect, it is marked with "Rad." for effect radius in meters. Roll for scatter and save as for grenades. For armor piercing effect, the weapon needs to score a direct hit, just aiming at the ground (AC 10) is not enough.

Name	To-Hit	Dmg.	Range	Cost	Magazine	M. Enc	Enc	TL
ABC Industries Element		d10+2	500/1000	220	20	1#	2	3
ABC Industries Hunter		3d4+2	20/50	70	6	1#	2	3
ABC Industries Limit		2d6+2 Rad. 5	100/200	500	1	1#	2	3
ABC Industries Minuit		d4	10/20	25	5	*	*	3
ABC Industries Tensor		d12	100/200	250	20	1#	2	3
ABC Industries Vector		d12+2*#	200/500	600	40	1	2	3
Angel Core Eliminator		d12+2*#	100/200	500	70	1#	1	4
Angel Core Equalizer	1	d8	20/50	640	20	*	*	4
Angel Core Super-Equalizer	1	d10	50/100	480	32	1#	1	4
Defensive Works BC-6	2	d12	200/500	2600	50	1#	2	4
Defensive Works BR-6		d12+2	500/1000	800	50	1#	2	4
Defensive Works MG-6		2d8# AP 5	1000/2000	4200	2*10	1	2	4
Intervention Industries Tearer	-1	2d8*	500/1000	450	20	1#	2	4
Karma Industries Commando		2d10# AP 5	200/500	4500	8	1	4	4
Karma Industries Gladiator		2d8 AP 5 Rad. 2	2000/5000	3600	2	1	2	4
March Security Rola M36		2d8 Rad. 5	50/150	4000	14	1	3	4
Monosk Specialized Ammunitions Plant AB-62	-1	d8	200/500	120	22	1#	2	3
Monosk Specialized Ammunitions Plant AP-55	-1	d8	20/50	60	9	1#	1	3
Monosk Specialized Ammunitions Plant AR-67		d10	500/1000	180	44	1#	2	3
Monosk Specialized Ammunitions Plant AR-70		d10	1000/2000	360	11	1#	2	3
Nangnam Group Beta		d6	20/50	35	8	1#	1	3
Nangnam Group Gamma		d6	30/100	60	16	1#	1	3
Nangnam Group Omega	-1	d10#	20/50	100	20	1#	1	3
Nangnam Group Theta		d10*#	50/150	270	27	1#	2	3
Private Steel Corp. Executioner		d12+2*	200/500	400	24	1#	2	4
Rhinotech M110	1	2d8 AP 10 Rad. 5	200/500	4000	4	1	3	4
Starlight Industries WSZ-4		d8	20/50	720	20	1#	1	4
Suojoki Arms Combine M70		d12*	100/300	280	21	1#	2	3
Suojoki Arms Combine M72		d12#	50/150	240	30	1#	2	3
Suojoki Arms Combine M75		d10*	50/150	180	21	1#	2	3
Suojoki Arms Combine M85		3d6#	200/500	2500	4	1	2	3
Thor-Hercules Co. 11M		d12	50/150	330	10	1#	2	4
Tonoba Corp. Tonoba-M	-1	2d6#	500/1000	700	7	1	2	3
Tonoba Corp. Tonoba-S		2d6+2*#	10/30	500	20	1#	2	3
Torus Ltd. XG-8		2d6#	200/500	1250	6	1#	2	3
Typhoon Firearms Shadow	1	d10	50/150	850	6	1#	1	4
Typhoon Firearms Stalker	1	d12*	100/300	800	30	1#	2	4
Typhoon Firearms Storm		2d8*#	200/500	400	40	1#	2	4
Typhoon Firearms Thunder		2d8 Rad. 10	200/500	550	12	1	3	4
Voidustries VI-23		4d4+2*#	50/150	1200	26	1#	2	4
YRC Holdings M210		d8	30/100	120	18	1#	1	3
YRC Holdings M505		d12+2	200/500	700	30	1#	2	3
YRC Holdings M510		2d8	500/1000	1000	20	1#	2	3

Optional Rules

Suppressing With All Firearms

Any ranged weapon capable of multiple shots can be used for suppressive fire. The damage for the suppressive fire is half of normal damage.

- Weapons with the # for suppress can suppress an area 20 m wide by expending 20 ammo (2 for MGs)
- Other weapons can suppress an area 10 m wide by expending 10 ammo
 - ◊ If they don't have sufficient ammo, the the area width is equal to the ammo left
 - ◊ Save against the suppression is at +4

Finding and Buying Ranged Weapons

On a high population worlds, finding legal weapons is easy and requires no dice roll. The maximum number of a particular model available is 1d6 per 1000 inhabitants. Unfortunately, many times adventurers are looking for them in less suitable places.

Finding Legal Weapons

To find legal weapons on small population (< 100 M inhabitants) worlds or smaller communities on high population worlds, roll Trade. If looking for new weapons and the roll is 1 less than the target, used weapons are available instead of new ones. Used weapons may be in poor condition. Find the difficulty and maximum number of weapons available below:

- **Outpost:** Difficulty 10, max. 1d6 weapons for sale
- **Less than a million people:** Difficulty 8, max. 1d6*10 weapons of the type wanted
- **More than a million people:** Difficulty 6, max. 1d6*100 weapons of the type wanted

Modifiers to difficulty:

- Willing to take any weapon from the general weapon category (like "ranged weapons"): -2
 - ◊ 1d10 different random types found
- Looking for a particular type like "rifles": +0
 - ◊ 1d6 different random models found
- Looking for a particular model: +2
- Looking for used (military surplus) weapons: -1
- The weapon's TL differs from the world's: +1/TL difference
- The world is peaceful: +1
- The world is militant: -1
- The weapon is cheap (new price <100 Cr.): -1
- The weapon is expensive (new price >1000 Cr.): +1
- The weapon's sales are restricted to military (e.g. automatic weapons and grenades): +1
 - ◊ Also a difficulty 8 Administer roll and 1d8*100 Cr. to get the permits needed

Finding Illegal Weapons

Sometimes the weapons the characters want are not available to them on the legal market. This may be due to the legal status of the weapon, missing permits, or being an off-worlder. In those cases, roll like trying to find legal weapons, except use Connect as the skill and increase the difficulty by 1. When buying from the black market, the weapons are used by default (+1 difficulty to find new ones). Trying to find illegal weapons on a world with more than 100 million inhabitants is difficulty 6 and the maximum amount is 1d6*1000.

Often the weapons found on black market are heavily used and in poor condition. They may malfunction more easily or even not work at all. They could have been used in a crime. Use Fix (Dif. 8) to check their function and Notice (Dif. 8) to check if the weapon being sold is especially hot.

For complications, roll 1d6:

1. Everything is OK
2. 1/100 weapon is faulty (+2 Dif. To check)
3. 1/10 weapon is faulty
4. 1/10 weapon is non-functional
5. The weapon(s) are hot and linked to a crime
6. 1/10 of the weapons don't work at all and 4/10 of them are faulty (-2 Dif. to check)

Buying Weapons

When buying weapons, especially used ones or in large lots, it is useful to haggle for a better price. Haggling is a difficulty 8 Trade skill check. For each point the roll succeeds with, reduce the final price by 10 %. Used weapons start at 50 % of new price unless a price mentioned in the description and the reduction is calculated from this level (i.e. 5 % of new price per success level).

Modifiers to difficulty:

- The world is a major weapons producer: -2
- The world has a booming weapons or mercenary market: -1
- The weapon is illegal: +5
- Buying legal weapons on the black market: -5
- Buying more than 10: -1
 - ◊ more than 100: -2
 - ◊ more than 1000: -3

Random Projectile Weapons

When you need a random weapon from the selection in this book you can roll from the following table. For "finding weapons" the whole table is considered as a general category and the columns are considered as types.

	1	2	3	4	5	6
	Pistols	MP&SMG	Shotguns	Carbines	Rifles	Heavy
1	ABC Minuit	NG Omega	ABC Hunter	MSAP AB-62	MSAP AR-67	Tonoba-M
2	NG Beta	NG Omega	ABC Hunter	MSAP AB-62	ABC Element	Torus XG-8
3	MSAP AP-55	NG Omega	ABC Hunter	SAC M75	MSAP M70	SAC M85
4	NG Gamma	NG Omega	ABC Hunter	SAC M75	MSAP AR-70	DW MG-6
5	YRC M210	NG Theta	ABC Hunter	SAC M72	PSC Executioner	KI Commando
6	THC 11M	NG Theta	ABC Hunter	SAC M72	TF Storm	ABC Limit
7	AC Super-Equalizer	NG Theta	Tonoba-S	ABC Tensor	ABC Vector	TF Thunder
8	AC Equalizer	NG Theta	Tonoba-S	II Tearer	YRC M505	KI Gladiator
9	SLI WSZ-4	AC Eliminator	Tonoba-S	TF Stalker	DW BR-6	MS Rola M36
10	TF Shadow	AC Eliminator	VI-23	DW BC-6	YRC M510	RT M110

Ready, Armed and Dangerous

For quickly determining what weapons an opponent will be carrying, you can use these tables. They are divided by TL, role and the threat level. The threat levels are "Ready", "Armed" and "Dangerous". When the opponent is expecting something may happen, they are "Ready". When they are expecting trouble, they are "Armed". When they know they'll have to face something powerful, they are "Dangerous".

Tech Level 3

	Civilian	Criminal	Police	Soldier	Elite
Ready	ABC Minuit	Nangnam Beta	Monosk AP-55	Nangnam Gamma	YRC M210
Armed	ABC Hunter	Nangnam Omega	Nangnam Theta	ABC Vector	YRC M510
Dangerous	ABC Element	Suojoki M70	Monosk AR-67	Torus XG-8	ABC Limit

Tech Level 4

	Civilian	Criminal	Police	Soldier	Elite
Ready	Starlight WSZ-4	Angel Core Equalizer	Angel Core Super-Equalizer	Thor-Hercules 11M	Typhoon Shadow
Armed	Defensive Works BR-6	Angel Core Eliminator	Typhoon Shadow	Typhoon Storm	Intervention I. Tearer
Dangerous	Defensive Works BC-6	Voidustries VI-23	Defensive Works BR-6	Defensive Works MG-6	March Security Rola M36

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Firearms for the Future!

You thought firearms were made obsolete by beam weapons? You were wrong! The evolution of the projectile weapon did not stop at TL 3. With advanced materials and propellants, TL 4 firearms can compete with the beam weapons of the same level.

This book contains over 40 firearms of TL 3 and TL 4 that you can use in your campaign. These are not generic weapons; they have names, advantages and disadvantages. The Horizon Projectile Weapons Catalogue has weapons for military and civilian use, ranging from pocket pistols to man-portable heavy weapons.

The book contains information on the weapons and their manufacturers, game statistics, optional rules, and tables for quickly determining what weapons your antagonists are carrying. The origin worlds have been left open so that you can easily drop them into your sector.

These projectile weapons are compatible with Sine Nomine publishing's Stars Without Numbers and any SF-game with similar damage scale.