

Ludduck's Emporium

A little introduction...

Ludduck Emporium is an unofficial supplement for Cyberpunk Red that offers an array of optional rules to expand your game, new equipment, and old Cyberpunk 2020 conversions.

Those new rules and equipment are for people who want to add complexity to the game, if you're searching for simple and streamlined rules ... this isn't what you are searching for. That said, I'm not writing complex rules for the sake of it.

Weapons lists will also show weapons with no apparent benefits or that overlap, that's expected. Not everybody is content with using a generic "medium pistol", and while players will flock around the best heavy hitters, the world is full of NPC to use all the colorful variants.

I will keep expanding the document as time passes, and post a changelog at the end of the document. Current version is 1.3.6.

As a final note: English isn't my native language, so if you find that I'm butchering some words, you're free to notify me and will try to fix them. Same for typos, incorrect stats, or just general ideas.

-Jordi "Dimuscul" Franch

Thanks to anyone who has lend a hand:

-Josh R, Disavowed_Human_Being, Rubastax Akaso, and others who I lost their names ...



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Optional Rules

Shotgun Shells

This rule changes how shotgun shells work. Instead of doing close area attacks, shells are treated like normal bullets but with the following modifications: Each time you shoot and hit a target, you roll 2d6 of damage 3 times (2d6x3r). Some shotgun shells will do less damage and roll fewer hits, like 2d6x2r.

If you roll multiple 6 on damage dice, you only crit once. Armor diminishes each roll independently, which means that a shotgun shell is perfect for shredding unarmored targets or destroying cover, but near useless against armored enemies.

Light Shotguns

A new category of shotguns (basically exotic variants). These shotgun shells are for weird stuff like implants, boom gloves, or revolvers that shoot shotgun ammo.

They are not as powerful as their big brothers, but can still punch a big enough hole in unarmored opponents. Slugs do 3d6 of damage, shells do 2d6x2r.

Autofire and Bursts

Weapons marked with the Autofire alternate firing mode can execute the following two actions:

Burst : You shoot a shorter and more controlled burst of fire, use 5 bullets of your weapon (cannot be used if your weapon has less than 5 bullets), using the autofire range chart and DV values, and if you hit, the target takes +2d6 additional damage.

Autofire : Using 10 bullets to make an autofire attack (if you don't have 10 bullets you cannot make an autofire attack), if you hit the target takes +3d6 additional damage.

Example: *Firing an autofire attack with a heavy SMG would cause 5d6 of damage.*

Sweeping : When you make an Autofire attack you can decide to make a sweeping line (about 5 m/y long) to attack multiple opponents. Make an Autofire attack at -2 for each target in the line. Successes do base weapon damage.

Autofire, Burst Fire and Shotgun Shells

Firing a Burst with shotgun shells adds another roll of damage dice. So a 2d6x3r would become 2d6x4r, and a 2d6x2r would be 2d6x3r. Firing in Autofire, adds two rolls (Ex: 2d6x5r).

Flamethrowers

Flamethrowers have the following differences, first is that you can make your ranged attack (provided there isn't cover in between) against any area within 10 meters/yards of you.

It's still a 3x3 squares area, and it will remain in flames until someone extinguishes them or 1d6 minutes have passed. Anyone entering this area takes 4 points of fire damage, but doesn't catch on fire.

Second difference is that the fuel used isn't easily removable, and once you've been splashed with it you will have to roll a DV 15 Evade check to be able to stop the continuous fire damage.

The downside is that anyone can make an aimed shot to hit your fuel tank. If they hit and do more than 7 damage, it explodes and the user takes the weapon damage and catches on fire, having to roll to extinguish the flames.

While rolling DV 15 Resist Torture/Drugs to not scream like a wimp.



Mortality Rate

You can customize the game mortality adjusting the amount of hit points characters have. It's not something I would recommend to change unless you've already played some games and understand what you really need.

The concept is basically to alter the way you calculate hit points. Standard rules calculate hit points as $10 + ((BOD+WILL/2) \times 5)$. So, to change the mortality rate of the game we will change that x5 multiplier for another multiplier as shown on the following table:

Difficulty	Multiplier	TTK
Easy	x6	5
Normal	x5	4
Hard	x4	3
Deadly	x2	2

The TTK column shows the approximate number of hits you must take (unarmored) to reach a death state for a common 3d6 attack with a BOD and WILL averaging 6 (40hp for vanilla rules).

Take into account that critical tables exist for a reason.

Hit point damage may not drop you dead, but if someone blows off your arm, it isn't like you will be able to do much more in combat. Which isn't such a bad proposition, you cripple your players but don't kill them outright so they can still continue your campaign.

That's why I recommend that you first play a few games to measure if you *really* want to increase the mortality rate within your players.

Hearing or Locating Gunshots

Guns are noisy, and sometimes you don't want to be noisy. Like when you are murdering the gang boss in his bed while all his minions are patrolling the street entrance.

Usually to hear and identify the loud bang as a shot, people must roll a Perception check at DV 9. The referee may decide to add extra modifiers based on the environment. So a noisy place (like under the rail train) would impose a -2 to the check.

Characters can also try to use other means to silence the shot, like using the classic pillow.

Use the following recommendations:

Condition	Example	Mod.
Light	Medium range, busy streets	-1
Moderate	Long range, machine factory	-2
Heavy	Extreme range, fireworks	-4

One thing is to hear a shot, and another is to locate its origin. The base DV for locating the direction or possible place of the shooting is DV 15 with the aforementioned mods.



Cover

Expanding the cover rules so players/NPCs just don't keep switching covers and prolonging a combat long after it stops being fun. Basically the cover mechanics got separated into two kinds of cover.

Partial cover : When you are behind something (or someone) who provides cover but you still have some parts of your body visible, be it because it's too small or you're watching or shooting, opponents have a -2 penalty to attacks.

Full cover : Works just as standard rules, with a little addendum. If you go into full cover, you lose your perception of the battleground, so going into full cover and popping out to shoot (and probably hide again), impose a -4 to your attacks.

Strength and Melee Weapons

When doing damage with a melee weapon you will add your brawling BOD damage minus two dice. So a character with BODY 6 (2d6) will do 0 dice extra damage, but a BOD 8 (3d6) will do +1d6 to melee damage.

BODY	4<	5 to 6	7 to 10	10+
Damage	-1d6	+0	+1d6	+2d6

What happens if a low BOD character uses a melee that reduces his weapon damage to 0 dice or less? (like a BOD 4 using a knife). You will always do a minimum of 1d6 damage, but your attack will not halve armor values as normal for melee attacks.

Because it's not the same when that Maelstrom giant hits you with a Maul than when a K-Pop Rockergirl does.



Weapon Market

The following weapons are mostly conversions from old books, but also sport some minor custom rules like different magazine sizes, non standard prices, and other minor things.

Attachments

Laser Sight (LS) : +1 to bonus to attack checks made with the weapon. Totally useless in heavily obscured ambients with fog or smoke. The bonus doesn't stack with a Smartgun Link. Can use UV/IR/Low Light to be only visible through special goggles or cybereyes.

US safety regulations restrict laser pointers so they can't blind people, but you can go to your local techie (DV 15) to remove those restrictions.

To blind a target make an attack check (without firing) taking the aim action, if successful the target must roll Resist torture/drugs check DV 15 or be blinded until he receives a "Quick Fix" (page 223 in the core rulebook). Appropriate eye protection will protect the user from this blinding effect.

Cost: 50eb (Costly)

Silencer (S) : Silencers aren't magical things you put on a weapon and suddenly they become completely silent. But it helps reduce the sound enough so not everyone in the street knows what's happening. Having a silencer imposes a -4 penalty to perception checks to hear or locate the gunshots.

Cost: 100eb (Premium)

Sealing (Silencer) (SS) : The weapon is sealed so it doesn't produce any sound, in conjunction to silencers and subsonic ammunition makes the weapon almost completely silenced. Sealing imposes a -6 penalty to perception checks to hear or locate the shot. This attachment already includes the "Silencer" attachment.

Cost: 500eb (Expensive)

Sights (SC) : You can attach special sights on your weapon to help you aim better in combat. There are a lot of variations and brands for these attachments. From the GunMart Marksman Reflex Sight to Arasaka Shiryoku ACOG 4x32 series.

This attachment doesn't give any advantage in combat. It just makes working with the weapon easier and adds a personal touch. It also doesn't cost an attachment slot to install.

Cost: 100eb (Premium)

Firearm Finishes : Give your gun a touch of personality and functionality. You can apply camo patterns, graffiti templates, or choose from multiple colorful designs. You can even add a metallic touch with a gold, chrome or UltraDark™ finish.

Doesn't cost an attachment slot.

Cost: 100eb (Premium)

Grips (GR) : You can improve your weapon stability by adding custom grips. This will give you a +1 to all types of autofire attacks.

Cost: 50eb (Costly)



Ammunition Types

Ammo type	Source	Type	Price
Basic	Core Rulebook (p.345)	All except grenades and rockets	10
Basic Grenade	New Entry	Grenades	200
Basic Rocket	New Entry	Rockets	300
Armor-Piercing	Revised	All except shotgun shells	100
Biotoxin	Core Rulebook (p.345)	Arrows, grenades	500
EMP	Core Rulebook (p.345)	Grenades	500
Electrothermal (ET)	New Entry	ET Guns, ET Slugs	100
Expansive	Core Rulebook (p.345)	Arrows, bullets, slugs	100
Explosive	New Entry	Bullets, slugs, arrows	250
Extreme Armor-Piercing (EAP)	New Entry	Sniper bullets, light cannons.	800
Flashbang	Core Rulebook (p.346)	Grenades	100
Flechette	New Entry	Flechette Guns, Shotgun shells	50
Gyrojets	New Entry	Gyrojets	50
Gyrojets, smart	See Smart	Gyrojets	100
Gyrojets, HEP	See HEP	Gyrojets	200
High Explosive Piercing (HEP)	New Entry	Rockets	750
Incendiary	Core Rulebook (p.346)	All	100
Micro Missile (MM)	As Rockets	Micro Missile	-
Overpressure	New Entry	Pistol Bullets	20
Poison	Core Rulebook (p.346)	Arrows, grenades	100
Rubber	Core Rulebook (p.346)	Arrows, bullets, slugs	10
Slasher	New Entry	Shotgun shells, grenades	1000
Sleep	Core Rulebook (p.346)	Arrows, grenades	500
Smart	Core Rulebook (p.346)	Arrows, bullets, rockets and slugs	500
Smoke	Core Rulebook (p.347)	Grenades	50
Subsonic	New Entry	Bullets	20
Teargas	Core Rulebook (p.347)	Grenades	50
Tracers	New Entry	Bullets	30

Prices and quantity : The price is for a box of 10 units (you can probably negotiate for less ammo) or 1 grenade, as per core rules.

Armor-Piercing : This ammunition ignores 2 points of armor. So an armor with an SP of 11 would be treated as only having SP 9. On the other hand, you need three natural 6 on damage dice to roll for a critical hit.

Basic Grenade : Pull a pin and throw the grenade. It will explode on impact or until 3 rounds, you choose before you throw them.

Basic Rocket : A simple unguided rocket that goes in a straight line until it impacts and explodes leaving a beautiful crater.

Electrothermal (ET) : Electrothermal ammunition has the same cartridge dimensions as regular loads, but instead of a primer and powder, ET guns employ an electrical pulse and a liquid working fluid. The

energy pulse causes the liquid to combust, changing its state to plasma, which pushes the bullet down the barrel at incredible velocities.

ET ammo can crit with a 5 and a 6 instead of two 6 on the damage dice. ET weapons can only use ET ammo. Theoretically you could create distinct types of ammo for ET guns, but it is a niche market and it's already hard to find normal ammo ... good luck finding other sorts of bullets.

Explosive : This ammo explodes on contact doing extra damage to everyone nearby. Anyone within 1 square (2m) from the target receives half of the weapon damage (rounded down).

So a 3d6 weapon would do 1d6 to anyone adjacent to the target. It's a particularly good ammo to destroy cover.

Extreme Armor-Piercing : EAP ammo (also called Armour Piercing Fin-Stabilized Discarding Sabot, and other long names) ignores 10 points of armor and ablates 2SP per hit. Only weapons designated to use this ammo (Like some sniper rifles) can use it.

Flechette: It's like shooting a bunch of nails. They are treated as armor-piercing rounds and they are used because they don't make big holes (useful in space). On shotgun shells they are simply treated as Armor-Piercing (ignoring 2 points of armor), on guns they are treated as AP shotgun shells.

Light Flechette ammo does 2d6x2r and Heavy Flechette ammo does 2d6x3r.

Gyrojets: Rockets for guns, eliminate recoil and can use quite a new variety of ammo.

High Explosive Piercing (HEP) : A shaped charge that treats armor at 1/2 value.

Micro Missile : A smaller version of Rockets. Used in urban warfare or cybernetic implants.

Overpressure : this ammunition, commonly designated as +P or +P+, is small arms ammunition that has been loaded to a higher internal pressure than is standard for ammunition of its caliber, but less than the pressures generated by a proof round. This is done typically to produce rounds with a higher muzzle velocity and stopping power, such as

ammunition used for defensive purposes. Because of this, +P ammunition is typically found in handgun calibers which might be used for defensive purposes.

This ammo does +2 damage per attack, but because you are forcing the weapon to unusual firing speeds, you treat any weapon quality as Poor for the purposes of Jamming.

If a Poor Quality weapon jams, it instead breaks.

Slasher : A lethal toy from the madmen at Urban Technologies. They've come up with anti personnel ammo that strings monowire between two (or more) specially weighted slugs. As the slugs travel, they spread apart, pulling the monowire taut and slicing everything that passes between them in half.

As standard by mono-edged weapons, ignore armor entirely if it is lower than SP11. Armor with a higher SP is treated as normal.

Subsonic : Also known as low velocity or cold loaded ammunition. Subsonic ammunition is ammunition designed to operate at velocities below the speed of sound, which at standard conditions is less than 273 m/s (900 ft/s) or Mach 0.80. This avoids the supersonic shockwave or "crack" of a supersonic bullet, which, particularly for suppressed firearms, influences the loudness of the shot.

Subsonic ammo needs three natural 6 on damage dice to roll for a critical hit, but imposes a -4 penalty to perception checks to hear or locate a gunshot. Also, SP of the target counts as 2 points higher.

Tracers: Tracer ammunition (tracers) are bullets or cannon-caliber projectiles that are built with a small pyrotechnic charge in their base. When fired, the pyrotechnic composition is ignited by the burning powder and burns very brightly, making the projectile trajectory visible to the naked eye during daylight, and very bright during nighttime firing. This allows the shooter to visually trace the flight path of the projectile and thus make necessary ballistic corrections, without having to confirm projectile impacts and without even using the sights of the weapon.

When doing an Autofire attack with tracers you have a +2 bonus to attack. When doing a Burst attack you only have a +1 bonus.

Weapons Lists

A quick list of all the weapons in this document.

Att/Ext: Which attachments come included with the weapons or if it has extra properties (like Single Load).

Some of the more used are Smartgun Link (SL), Silencer (S), Sealing Silencer (SS), Laser Sight (LS), Extended Magazine (EM), Drum Magazine (DM), Grenade Launcher Underbarrel (GU), Shotgun Underbarrel (SU).

Skill: Skill used to operate the weapon.

Acc./Accuracy: weapon accuracy modifier to attack rolls.

Size: A mix of concealability and hands needed to operate. The column uses a letter to tell the size and a number of hands needed to operate. Ex.: P/1 would be a Pocket size pistol used with one hand.

P:	Pocket, Pants Leg or Sleeve. (Red Core = Concealable)
J:	Jacket, Coat or Shoulder Rig. (Red Core = Concealable)
L:	Long Coat. (Red Core = Non Concealable)
N:	Can't be Hidden. (Red Core = Non Concealable)

Availability/Ava.: How difficult it's to find the weapon in the open or night market.

Excellent (E)	Almost everywhere, even vendor machines.
Common (C)	Can be found in most sports & gun stores in the city.
Poor (P)	Only found in the Night Markets with a bit of luck.
Rare (R)	Only found in "invite only" Night Markets.

Damage/Dam.: The damage the weapon does and type of ammunition.

Magazine/Mag.: How many shots are held in the weapon before you need to reload. Each number corresponds to a type of magazine/clip/load (Standard/Extended/Drum).

Rate of Fire/RoF: How many shots per action you can shoot. If this column has an "A" it means it's capable of Autofire, if it has a "B" it is capable of Burst fire.

Reliability/Rel.: General quality of the weapon.

Note: Take into account that weapons that are mistreated, dirty or damaged may lose reliability and fall from one category to another (that's the importance of Good and Excellent Quality weapons). Weapons that fall below poor quality just stop working.

There are the following qualities:

P:	Poor Quality, weapon jams when rolling a natural 1.
S:	Standard Quality, most weapons are in this category.
G:	Good Quality, a good reliable weapon that doesn't fall into the masterwork category.
E:	Excellent Quality, excepcional well made weapons (usually come with a +1 to Acc.).

Range: Range table used by the weapon to know the target number to hit.

Slots: Free slots to upgrade the weapon with gadgets & stuff.

Properties

Single Load (1L) : If a weapon has this property it means that a reloading action will only put one round in the magazine instead of refilling the full amount.

Ammo Selector (AS) : If the weapon is loaded with multiple varieties of ammo, you can select which ammo you will shoot. Everytime you switch ammo, RoF drops to 1 (with no automatic fire).

One-use (1U) : A weapon with this property isn't reloadable. It's also a dirty cheap polymer gun created with cheap plastics. Shoot and throw.

Stationary (ST) : This weapon needs a mount, tripod or vehicle to be used.

Mono-Edge (ME) : Ignores armors with a value of SP 11 or less.

Usable as Underbarrel (UU) : This weapon can be used as an underbarrel attachment for other weapons costing 2 attachment slots.

Light Pistols												
Name	Att./Ext.	Skill	Acc.	Size	Ava.	Dam.	Mag.	RoF	Rel.	Range	Slots	Cost
Astra Style-6		Handgun	+0	P/1	E	1d6 (L.Pistol)	6/-/-	2	P	Pistol	2	20
BudgetArms C-13		Handgun	+0	P/1	E	1d6 (L.Pistol)	8/14/-	2	S	Pistol	2	90
Dai Lung Cybermag 15		Handgun	+0	P/1	C	1d6 (L.Pistol)	10/16/-	2	P	Pistol	2	40
Federated Arms Impact		Handgun	+0	J/1	E	1d6 (L.Pistol)	10/16/-	2	G	Pistol	3	75
Federated Arms X-22		Handgun	+0	J/1	E	1d6 (L.Pistol)	10/16/-	2	S	Pistol	3	50
Federated Arms X-38		Handgun	+0	J/1	E	2d6 (M.Pistol)	10/16/-	2	S	Pistol	3	75
IMI Gamad		Handgun	+1	P/1	E	2d6 (M.Pistol)	7/15/-	2	E	Pistol	2	185
Towa Manufacturing Type-12	SL	Handgun	+2	J/1	P	1d6 (L.Pistol)	6/-/-	2	E	Pistol	1	530

Medium Pistols												
Name	Att./Ext.	Skill	Acc.	Size	Ava.	Dam.	Mag.	RoF	Rel.	Range	Slots	Cost
Arasaka WSA Autopistol		Handgun	+0	J/1	C	2d6 (M.Pistol)	15/21/-	2	G	Pistol	3	125
BudgetArms C-41		Handgun	+0	J/1	E	2d6 (M.Pistol)	10/16/-	2	G	Pistol	3	65
BudgetArms Laser-Niner	LS	Handgun	+1	J/1	P	2d6 (M.Pistol)	15/21/40	2AB	S	Pistol	2	195
Beretta M97P	LS	Handgun	+2	J/1	P	2d6 (M.Pistol)	18/24/-	2	E	Pistol	2	240
CCMC Goaxing Xiuxi CM-3		Handgun	+0	J/1	R	2d6 (M.Pistol)	8/-/-	2	S	Pistol	3	35
Colt Alpha-Omega Competition Pistol	SL	Handgun	+2	J/1	C	2d6 (M.Pistol)	10/16/-	2	E	Pistol	1	540
Colt Enforcement 10 Sidearm		Handgun	+1	J/1	C	2d6 (M.Pistol)	14/20/-	2	E	Pistol	3	130
Dai Lung Streetmaster		Handgun	+0	J/1	E	2d6 (M.Pistol)	12/18/-	2	P	Pistol	3	20
FN Browning "3-Spot" Machine Pistol	EM	Handgun	+0	J/1	C	2d6 (M.Pistol)	-/24/-	2B	S	Pistol	2	260
Federated Arms X-9mm		Handgun	+0	J/1	E	2d6 (M.Pistol)	12/18/-	2	S	Pistol	3	50
Fashion Gun 9		Handgun	+0	P/1	E	2d6 (M.Pistol)	7/-/-	2	P	Pistol	2	20
Goncz-Taurus Pistol		Handgun	+0	J/1	E	2d6 (M.Pistol)	15/21/-	2	S	Pistol	3	100
Goncz-Taurus Pistol w/Selective Fire		Handgun	+0	J/1	C	2d6 (M.Pistol)	15/21/40	2AB	S	Pistol	3	150
Glock Thirty Machine Pistol		Handgun	+1	J/1	C	2d6 (M.Pistol)	20/30/45	2B	E	Pistol	3	255
Kang Tao Type 97		Handgun	+0	J/1	E	2d6 (M.Pistol)	10/16/-	2	P	Pistol	3	12
LeRoi Maxi-10		Handgun	+0	J/1	E	2d6 (M.Pistol)	10/16/-	2	P	Pistol	3	12
Militech Arms Avenger		Handgun	+0	J/1	E	2d6 (M.Pistol)	10/16/-	2	G	Pistol	3	65
Nomad .357 Magnum Autoloader		Handgun	+0	J/1	C	2d6 (M.Pistol)	8/12/-	2	G	Pistol	3	60
Nomad .357 Magnum Revolver		Handgun	+0	J/1	C	2d6 (M.Pistol)	6/-/-	2	G	Pistol	3	50
Sci Fi Starrior 4		Handgun	+0	J/1	E	2d6 (M.Pistol)	12/18/-	2	P	Pistol	3	20
Stermeyer P-41 Autoloading Pistol		Handgun	+0	J/1	C	2d6 (M.Pistol)	12/18/-	2	G	Pistol	3	75
Stolbovoy St-2 Pistol		Handgun	+0	J/1	R	2d6 (M.Pistol)	14/20/-	2	G	Pistol	3	105
Surprising Stranger	1L	Handgun	+0	P/1	E	2d6 (M.Pistol)	4/-/-	2	S	Pistol	1	45
Teen "Dreem"		Handgun	+0	J/1	E	2d6 (M.Pistol)	10/16/30	2A	P	Pistol	2	35
Towa Manufacturing Type-13 Police Pistol		Handgun	+2	J/1	P	2d6 (M.Pistol)	12/-/-	2	E	Pistol	3	100
Towa Manufacturing Type-14 Pistol		Handgun	+2	J/1	P	2d6 (M.Pistol)	16/22/40	2AB	E	Pistol	3	215
Tsunami Express Racegun	EM	Handgun	+2	L/1	P	2d6 (M.Pistol)	-/24/-	2	E	Pistol	2	260
Wondermines (generic 9mm weapon)		Handgun	+0	J/1	P	2d6 (M.Pistol)	12/18/-	2	S	Pistol	3	50

Heavy Pistols												
Name	Att./Ext.	Skill	Acc.	Size	Ava.	Dam.	Mag.	RoF	Rel.	Range	Slots	Cost
BudgetArms Auto-3		Handgun	+0	J/1	E	3d6 (H.Pistol)	8/14/-	2	P	Pistol	3	50
Dai Lung Magnum		Handgun	+0	J/1	E	3d6 (H.Pistol)	10/16/-	2	P	Pistol	3	100
Espinoza One Shot		Handgun	+0	J/1	E	3d6 (H.Pistol)	1/-/-	1	P	Pistol	0	25

Mustang Arms "Mark II"		Handgun	+0	J/1	C	3d6 (H.Pistol)	10/20/-	2	G	Pistol	3	300
Nova Model 338 Citygun		Handgun	+1	J/1	P	3d6 (H.Pistol)	7/-/-	2	E	Pistol	3	495
Nova Model 757 Cityhunter	LS,EM	Handgun	+1	J/1	P	3d6 (H.Pistol)	-/18/-	2	S	Pistol	1	335
Stein & Wasserman Bi-Power Handcannon		Handgun	+0	L/1	P	4d6 (VH.Pistol)	6	2	P	Pistol	1	75
	-	-	+0	-	-	2d6 (M.Pistol)	10/16/-	2	P	Pistol	-	-
Stermeyer P-35		Handgun	+0	J/1	C	3d6 (H.pistol)	8/14/-	2	G	Pistol	3	250

Very Heavy Pistols												
Name	Att./Ext.	Skill	Acc.	Size	Ava.	Dam.	Mag.	RoF	Rel.	Range	Slots	Cost
454 Magnum Disposable	1U	Handgun	-1	J/1	R	4d6 (VH.Pistol)	2/-/-	1	G	Pistol	0	115
Ameritech Magnum		Handgun	+0	L/1	R	4d6 (VH.Pistol)	5/-/-	2	G	Pistol	2	465
Armalite 44		Handgun	+0	L/1	E	4d6 (VH.Pistol)	8/14/-	1	S	Pistol	3	100
Colt AMT Model 2000		Handgun	+0	L/1	C	4d6 (VH.Pistol)	8/14/-	1	G	Pistol	3	250
Constitution Arms Multi-Ammunition Pistol	AS	Handgun	+0	L/1	P	4d6 (VH.Pistol)	5/-/-	1	G	Pistol	2	280
Federated Arms 454 DA "SuperChief"		Handgun	+0	L/1	P	4d6 (VH.Pistol)	5/-/-	1	G	Pistol	3	230
Malorian Arms 3516	SL	Handgun	+2	L/1	R	5d6 (Exotic Pistol)	8/14/-	1	E	Pistol	1	10000
Militech .477 Boomer Buster		Handgun	+0	J/1	P	4d6 (VH.Pistol)	4/-/-	1	G	Pistol	3	475
Nomad .44 Magnum Revolver		Handgun	+0	L/1	P	4d6 (VH.Pistol)	6/-/-	1	G	Pistol	3	240
Nova Arms Plasmatic "Stallone" & "Bronson"	ET	Handgun	+1	J/1	R	3d6(H.Pistol ET)	6/-/-	1	E	Pistol	1	830
Nova Arms Plasmatic "Eastwood" & "Arno"	ET	Handgun	+1	L/1	R	4d6(VH.Pistol ET)	6/-/-	1	E	Pistol	1	580
Royal Enfield Ordnance Spitfire 12mm BP		Handgun	+0	L/1	P	4d6 (VH.Pistol)	12/20/-	1	G	Pistol	3	350

Submachine Guns												
Name	Att./Ext.	Skill	Acc.	Size	Ava.	Dam.	Mag.	RoF	Rel.	Range	Slots	Cost
Arasaka WMA "Minami 10"		Handgun	+0	J/1	E	2d6 (M.Pistol)	40/50/-	1AB	G	SMG	3	310
Beretta 1010 Machine Pistol		Handgun	-1	J/1	C	2d6 (M.Pistol)	15/30/-	1A	S	SMG	3	50
Beretta M-24 Advanced Submachine Gun	SL,EM	Handgun	+2	L/2	P	2d6 (M.Pistol)	-/50/-	1AB	E	SMG	0	1100
Heckler & Koch MPK-9		Handgun	+0	J/1	C	2d6 (M.Pistol)	30/40/-	1AB	S	SMG	3	100
Heckler & Koch MP-2013		Handgun	+0	J/1	C	2d6 (M.Pistol)	35/45/-	1AB	S	SMG	3	130
IMI "Gamdaii"	AS,GU	Handgun	+1	N/2	E	2d6 (M.Pistol)	35x2	1AB	E	SMG	0	1240
Militech 10 Submachine Gun		Handgun	+0	J/1	E	2d6 (M.Pistol)	30/40/-	1AB	S	SMG	3	100
Militech Viper Submachine Gun	SS	Handgun	+0	J/1	P	2d6 (M.Pistol)	40/50/-	1AB	G	SMG	3	800
Mustang Arms ARS-SC Submachine Gun		Handgun	+0	J/1	C	2d6 (M.Pistol)	40/50/-	1AB	G	SMG	3	310
Nomad "Sten"		Handgun	-1	L/2	E	2d6 (M.Pistol)	30/40/-	1AB	P	SMG	3	25
Stolbovoy StS Submachine Gun		Handgun	+0	J/1	R	2d6 (M.Pistol)	35/45/-	1AB	G	SMG	3	250
Uzi Miniauto 9		Handgun	+0	J/1	E	2d6 (M.Pistol)	30/40/-	1AB	G	SMG	3	280

Heavy Submachine Guns												
Name	Att./Ext.	Skill	Acc.	Size	Ava.	Dam.	Mag.	RoF	Rel.	Range	Slots	Cost
CCMMC Tuzi-7		Handgun	-1	J/1	P	3d6 (H.Pistol)	30/40/-	1AB	S	SMG	3	175
Chadran Arms City Reaper	SU	Shoulder Arms	+0	L/2	P	3d6 (H.Pistol)	40/50/-	1AB	G	SMG	1	700
Heckler & Koch MPK-11		Shoulder Arms	+0	L/2	C	3d6 (H.Pistol)	30/40/-	1AB	S	SMG	3	85
Heckler & Koch MPK-2020 SMG	LS,EM	Shoulder Arms	+1	L/2	P	3d6 (H.Pistol)	-/60/-	1AB	S	SMG	1	285
Ingram MAC 14		Shoulder Arms	-1	L/1	E	3d6 (H.Pistol)	40/50/-	1AB	S	SMG	3	100
Steinmeyer SMG-21		Shoulder Arms	+0	L/2	E	3d6 (H.Pistol)	30/40/-	1AB	G	SMG	3	225

Flechette Guns												
Name	Att./Ext.	Skill	Acc.	Size	Ava.	Dam.	Mag.	RoF	Rel.	Range	Slots	Cost
Hammer M-11 Flechette Pistol		Handgun	+1	J/1	P	x2r (L.Flechette)	10/16/-	2	S	Shotgun	3	1000
Militech Black Widow Flechette Pistol		Handgun	+0	J/1	P	x2r (L.Flechette)	10/16/-	2	S	Shotgun	3	500
Militech Silver Shadow Flechette Pistol		Handgun	+0	J/1	P	x2r (L.Flechette)	8/12/-	2	S	Shotgun	3	480
Malorian Arms Heavy Flechette Pistol	SL,DM	Handgun	+1	J/1	C	x3r (H.Flechette)	-/-/25	2	S	Shotgun	0	1400
Malorian Arms Sub-Flechette Gun		Handgun	+1	J/1	C	x2r (L.Flechette)	10/-/30	1AB	E	SMG	3	1200

Light Shotguns												
Name	Att./Ext.	Skill	Acc.	Size	Ava.	Dam.	Mag.	RoF	Rel.	Range	Slots	Cost
Militech Crusher SSG		Handgun	-1	J/1	C	3d6 (L.Slug)	6/10/-	2	S	Shotgun	3	450
Stein & Wasserman "Tri-Star" Revolver	LS	Handgun	+1	J/1	C	3d6 (L.Slug)	6/-/-	2	S	Shotgun	2	645
Mustang Arms Close-Control	EM	Shoulder Arms	+0	N/2	P	3d6 (L.Slug)	-/15/-	2	S	Shotgun	2	1140

Shotguns												
Name	Att./Ext.	Skill	Acc.	Size	Ava.	Dam.	Mag.	RoF	Rel.	Range	Slots	Cost
Arasaka WCAA "Rapid Assault Shot 12"	DM	Shoulder Arms	+0	N/2	C	5d6 (Slug)	-/-/20	1A	S	Shotgun	2	1400
CCMMC Qi-15	DM	Shoulder Arms	-1	N/2	P	5d6 (Slug)	-/-/15	1A	S	Shotgun	2	1150
Enfield-Ubichi LastChance		Shoulder Arms	+0	J/2	C	5d6 (Slug)	1/-/-	1	P	Shotgun	0	50
Luigi Franchi P.16	DM	Shoulder Arms	+0	L/2	R	5d6 (Slug)	-/-/20	1A	S	Shotgun	2	1400
Luigi Franchi "King Buck" Multi-Magnum		Shoulder Arms	+0	N/2	P	5d6 (Slug)	4/-/-	2	G	Shotgun	3	750
MetalCorp Warhammer Assault Shotgun	DM	Shoulder Arms	+0	N/2	P	5d6 (Slug)	-/-/16	1B	G	Shotgun	2	1450
Military M-12 Close Assault Weapon	AS,DM	Shoulder Arms	+0	N/2	P	5d6 (Slug)	-/-/20	1AB	G	Shotgun	1	1950
Militech Bulldog Compact Assault Shotgun	LS,DM	Shoulder Arms	+1	L/2	P	5d6 (Slug)	-/-/21	1AB	S	Shotgun	0	1745
Militech Military/Police Shotgun	EM	Shoulder Arms	+0	L/2	C	5d6 (Slug)	-/8/16	1	S	Shotgun	2	590
Mustang Arms "Raider" Riot Shotgun		Shoulder Arms	+0	L/2	C	5d6 (Slug)	4/8/16	1	S	Shotgun	3	500
Stermeyer Stakeout 10	EM	Shoulder Arms	-1	L/2	R	5d6 (Slug)	-/10/-	1	S	Shotgun	2	340
Tsunami Arms "Ragnarok" Close Assault Weapon	DM	Shoulder Arms	+0	N/2	R	5d6 (Slug ET)	-/-/40	1AB	S	Shotgun	2	2900

Assault Rifles												
Name	Att./Ext.	Skill	Acc.	Size	Ava.	Dam.	Mag.	RoF	Rel.	Range	Slots	Cost
AKR20 Medium Assault		Shoulder Arms	+0	N/2	C	5d6 (Rifle)	30/40/50	1AB	S	Rifle	3	540
Arasaka WAA Bullpup Assault Weapon	SL	Shoulder Arms	+1	N/2	C	5d6 (Rifle)	30/40/50	1AB	G	Rifle	1	1240
CCMMC Jinhua M-9		Shoulder Arms	+0	N/2	P	5d6 (Rifle)	25/35/45	1AB	S	Rifle	3	500
Chadran Arms Jungle Reaper	GU,DM	Shoulder Arms	+0	N/2	P	5d6 (Rifle)	-/-/60	1AB	G	Rifle	1	1730
Colt M-18 Assault Weapon		Shoulder Arms	+0	N/2	C	5d6 (Rifle)	25/35/45	1AB	G	Rifle	3	750
Darra-Polytechnic M-9 Assault Rifle	EM	Shoulder Arms	+0	L/2	P	5d6 (Rifle)	-/40/50	1AB	S	Rifle	2	630
FN-RAL Heavy Assault Rifle		Shoulder Arms	-1	L/2	C	5d6 (Rifle)	30/40/50	1AB	G	Rifle	3	640
Federated Arms light Assault 15		Shoulder Arms	+0	N/2	C	5d6 (Rifle)	30/40/50	1AB	G	Rifle	3	790
Fábrica de Armes M-2012		Shoulder Arms	+1	N/2	P	5d6 (Rifle)	30/40/-	1B	E	Rifle	3	940
Kalashnikov A-80 Heavy Assault Rifle		Shoulder Arms	+0	N/2	E	5d6 (Rifle)	25/35/45	1AB	S	Rifle	3	500
Militech Dragon Light Assault Weapon		Shoulder Arms	+0	L/2	C	5d6 (Rifle)	25/35/45	1AB	G	Rifle	3	750
Militech M-31-a1 Advanced Infantry Combat W.	GU,DM	Shoulder Arms	+1	N/2	R	5d6 (Rifle)	-/-/150	1AB	S	Rifle	0	1800
Militech Mk IV Assault Weapon		Shoulder Arms	+0	N/2	C	5d6 (Rifle)	25/35/45	1AB	G	Rifle	3	750
Militech Ronin Light Assault		Shoulder Arms	+0	N/2	C	5d6 (Rifle)	25/35/45	1AB	G	Rifle	3	750
Royal Enfield Ordnance LPAR LPA1	AS	Shoulder Arms	+0	N/2	R	5d6 (Rifle)	45x2	1AB	G	Rifle	2	1370
Steinmeyer M-95A4 Assault Weapon	DM	Shoulder Arms	+0	N/2	R	5d6 (Rifle)	-/-/90	AB	G	Rifle	2	1150
Stolbovoy St-5 Assault Rifle		Shoulder Arms	+0	N/2	R	5d6 (Rifle)	30/40/50	1AB	G	Rifle	3	790
Towa Manufacturing Type-20 AICW	GU,DM	Shoulder Arms	+2	N/2	P	5d6 (Rifle)	-/-/100	AB	E	Rifle	0	1950
Towa Manufacturing Type-99 Assault Rifle		Shoulder Arms	+0	N/2	P	5d6 (Rifle)	25/35/45	1AB	S	Rifle	3	500

Sniper Rifles												
Name	Att./Ext.	Skill	Acc.	Size	Ava.	Dam.	Mag.	RoF	Rel.	Range	Slots	Cost
Arasaka WSSA Sniper System	SL,DM,ST	Shoulder Arms	+2	N/2	P	5d6 (Rifle)	-/-/40	1	E	Sniper	0	3300
Barrett M-90 Sniper Rifle	EM,ST	Shoulder Arms	+1	N/2	R	5d6 (Rifle EAP)	-/10/-	1	E	Sniper	2	1190
Barrett-Arasaka Light-20	EM,ST	Shoulder Arms	+0	N/2	R	5d6 (Rifle EAP)	-/10/-	1	G	Sniper	2	940
FR-F6	EM,S	Shoulder Arms	+1	N/2	P	5d6 (Rifle)	-/10/-	1	S	Sniper	2	780
Nomad 15mm "Long Rifle"	EM,SS,ST	Shoulder Arms	+0	N/2	P	5d6 (Rifle EAP)	-/9/-	1	S	Sniper	1	1090
Towa Manufacturing Type-00-Kai		Shoulder Arms	+1	N/2	R	5d6 (Rifle ET)	6/10/-	1	E	Sniper	3	1350

Grenade Launchers												
Name	Att./Ext.	Skill	Acc.	Size	Ava.	Dam.	Mag.	RoF	Rel.	Range	Slots	Cost
M-205 Grenade Launcher	UU	Heavy W.	+0	L/2	P	6d6 (Grenade)	1/-/-	1	S	Gren. L.	0	500
M-212 Grenade Launcher	DM	Heavy W.	+0	N/2	P	6d6 (Grenade)	-/-/8	1	G	Gren. L.	2	1400

Rocket Launchers, Micro-Missiles and Gyrojet weapons												
Name	Att./Ext.	Skill	Acc.	Size	Ava.	Dam.	Mag.	RoF	Rel.	Range	Slots	Cost
Militech RPG-A Rocket Launcher		Heavy W.	-1	N	R	8d6 (Rocket)	1/-/-	1	G	Rocket	3	500
Militech Urban Missile Launcher	DM	Heavy W.	+1	L	P	4d6 (Micro Mis.)	-/-/12	1	S	Rocket	2	950
Remington Gyro-Sniper Rifle		Shoulder Arms	+1	N/2	P	5d6 (Rifle Gyro)	6/10/-	1	S	Sniper	3	600
Texas Arms Model-351 Gyrojet Pistol		Handgun	+0	J/1	P	2d6 (M.Gyro)	8/14/-	2	P	SMG	3	85
Tsunami Arms "Raimef" Gyrojet Pistol	SL	Handgun	+2	L/1	P	3d6 (H.Gyro)	6/10/-	2	E	SMG	1	525

Melee Weapons												
Name	Att./Ext.	Skill	Acc.	Size	Ava.	Dam.	Mag.	RoF	Rel.	Range	Slots	Cost
Combat Knife		Melee	+0	J/1	C	1d6	-	2	-	Melee	0	35
Hatchet		Melee	+0	J/1	C	1d6	-	2	-	Melee	0	50
Baseball Bat		Melee	+0	L/1	C	2d6	-	2	-	Melee	0	40
Machete		Melee	+0	L/1	P	2d6	-	2	-	Melee	0	55
Kendachi Mono-Three	ME	Melee	+1	N/2	P	4d6	-	1	E	Melee	0	5000

Light Pistols

The whole purpose of light handguns isn't about combat, as their munition is too small to be really that useful in that regard. But they are great for training, competitions, concealability or as last resort weapons.

Just don't expect to make any dent on that 300kg cyberpsycho running at you like a train. *That ain't happening choombah.*

IMI Gamad

A small 10 mm pistol nicknamed "Dwarf" for its small size. Designed by the Mossad and released before the fourth corporate war. It's a good concealable weapon that fits inside a pocket. It's considered a light handgun because of its size and range, but it uses medium pistol ammunition.



BudgetArms C-13

A light autoloader pistol used as a holdout and "lady's gun". It will serve to scare low level street thugs or make them angry. Make your bet. It's also dirt cheap.



Towa Manufacturing Type-12

A Japanese weapon originally destined for policewomen and high-rankers. It's a highly accurate revolver used for target shooting. It comes standard with a smartgun link.



Medium Pistols

What once were the most common weapons on the streets, have now become the lowest caliber weapons used by gangs and corporate forces. Still, they are concealable and carry enough ammo to be useful in combat.

Arasaka WSA Pistol

This was the standard issue sidearm for all Arasaka troops, as well as executives that wanted some self defense. But after the Fourth Corporate War, Arasaka troops have increased their standard loadout with heavier guns.



Beretta M97P

An old classic from the 92, an advanced pistol with integral underbarrel laser sight, much used in the EuroTheater.



BudgetArms C-41

Not much to say, a 10 round good caliber pistol with good reliability.



CCMMC Goaxing Xiuxi CM-3

The civilian market pistol which is the maximum firepower that a civilian can legally own in Mainland China. Not available outside China.



BudgetArms Laser-Niner

A quality auto/machine pistol, sleek in design, which fires 9mm caseless rounds. Made to security specifications, it is built for combat, employing an integral lasersight and 3 round burst/full-auto firing mode. It has a 15-shot magazine, but for assault ops it can be fitted with a 35-round "snail" clip.



Heavy Pistols

Heavy pistols are the most common in the streets, they pack a punch and can still be concealed. You can find one anywhere and ammo is easy to come by.

BudgetArms Auto-3

This is a cheap heavy firearm that tends to jam just when you need it the most. Still cheap and gangs love it. Comes with a huge variety of colours to choose from.



Dai Lung Magnum

Automag copy commonly used by cheap gangs.



Espinoza One Shot

A one shot low quality polymer weapon used as some kind of last resort weapon. Cheap and expendable.



Mustang Arms "Mark II"

The Mark II is a powerful autoloader machined to very close tolerances. Using the latest computer-aided design techniques, the Mark II is ergonomically and technically advanced. It sports a 16.5cm barrel with a ported compensator, but it's most unusual feature is the magazine: Although a standard 12-round clip is available, each Mark II comes with a 20-round "banana" mag. This handgun is popular with many police units for its "staying power".



Nova Model 338 Citygun

The double-action Citygun is Nova Arms' attempt to bring the revolver up to date. Rather than employing a traditional cylinder, it uses Nova's patented "Ammo Cassettes". These are disposable cylinders composed of superstrong composite ceramics preloaded with seven .338 Nova cartridges. To reload, one simply drops out the empty cassette and slaps in a fresh one.

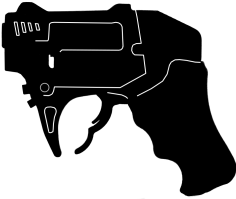


Very Heavy Pistols

The big boys in the handheld guns category. Able to do heavy damage and punch a hole into armored targets. They are big heavy weapons that call for attention.

454 Magnum Disposable

The deadliest of the polymer holdouts. Famed for its reliability (for a cheap weapon). A pull tab opens the over/under barrels and activates the permanently-sealed battery. Made from reinforced carbon fiber composites.



Ameritech Magnum

A classy heavy revolver from Ameritech Arms, with steel-reinforced ceramic construction. Engineered for rapid target reacquisition. By special order only.



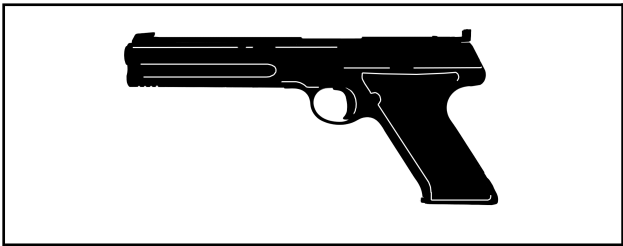
Armalite 44

A pretty standard weapon for it's category and fairly common before the fourth corporate war.



Colt AMT Model 2000

It was the standard officer's sidearm for the U.S. Army, the AMT 2000 served well in the Central American Wars and the Fourth corp. war. This workhorse has served for over forty years, but it still has a solid knock-down capability vs. the newer, heavier personal armors.



Constitution Arms Multi-Ammunition Pistol

Designed by Constitution Arms to take advantage of advances in the field of ordnance technology. The standard model is equipped with a rapid selector switch and a readout display under the rear sight, which informs the user of the round selected. Smart linked models give the user direct control over selection, and round information is provided directly to the user (requires a Chyron implant).



Federated Arms 454 DA "Super Chief"

Originally conceived with handgun hunters in mind, the Super Chief is a double-action revolver finished in stainless steel and chambered for the .454 Casull, a cutdown big-game cartridge specifically designed for large animals. A big success with people who like the challenge of handgun hunting, this weapon has also proven itself as a real man stopper when the situation warrants. It's also a very popular Nomad weapon.



Militech .477 Boomer Buster

A close-in support weapon that can stop a cyberpsycho cold; nearly an express rifle in design! A 4-chamber, pepperbox style gun, with a folding arm brace for support.



Submachine Guns

For when you want to fill the battlefield with bullets without having to go around with such a big weapon that brings you trouble like a rifle would. Compact, fast and relatively cheap.

Arasaka WMA “Minami 10”

The standard Arasaka Security weapon, found worldwide.



Beretta 1010 Machine Pistol

This model is a highly compact machine pistol designed for undercover security work and protection duties. In its basic form, the Beretta is somewhat inaccurate, but with the addition of either a Lasersight or Smart Link it becomes ideal for its chosen role. Compact and thin, it produces no unsightly bulge in your designer suit when you're out escorting your employer.



Beretta M-24 Advanced Submachine Gun

The standard-issue SMG for Interpol. Beretta Euroarms has set new standards in weapon technology with their M-24 submachine gun. Using the time-proven M-12 SMG as the basis for this new weapon, they incorporate features such as an integral Smartgun link, large magazine capacity, and a recoil compensator. The latest version, new for 2020, is the PM-24S.



Heckler & Koch MP-2013

Heckler & Koch's update of the MP-5K classic, with compound plastics and integral silencing is now a veteran from before the time of Red.



IMI "Gamdaii"

A dual-feed 10mm caseless SMG mated to a single-shot 25mm grenade launcher. Intended to supplant current assault weapons for Mossad units, this weapon system is of high quality and fine machining. The gun feeds from twin magazines, allowing different types of ammo to be loaded. Ammo selection is via thumb-operated lever.



Heavy Submachine Guns

Heavy SMGs pack a bigger punch but lose some of its comfort. Still isn't going around with an assault rifle, so it's a weapon a bit more discreet. Also, better for close quarters encounters.

Sternmeyer SMG-21

Sternmeyer's best entry in the anti-terrorist category, with wide use on C-SWAT teams and PsychoSquads.

A heavy duty SMG with a collapsible stock and rugged construction for use in adverse conditions. The standard issue SMG for IEC security guards and IEC Army noncoms.

A tough and versatile weapon at a good price.



Heckler & Koch MPK-11

Possibly the most used Solo's gun in existence, the MPK-11 can be modified into three different designs, including a bullpup configuration, standard SMG, an assault carbine.



Light Shotguns

Smaller version of shotguns used as concealable weapons, implants, and handgun variations to name a few examples.

Militech Crusher SSG

This pistol-sized shotgun was developed during the old 2nd Central American Conflict for close combat room sweeping duties. The Crusher is a handy light shotgun with its box-type magazine and 10in. Barrel, but not very accurate.



Stein & Wasserman "Tri-Star" Revolver

S&W designed this special-load revolver as a "compact yet practical multi-munitions delivery system". What this means in plain English is that the Tri-Star is a big, double-action revolver-style handgun which fires .410 shotgun ammo. Stein & Wasserman also markets a lasersight which is specially made for Tri-Stars: The sight projects a red dot which marks the point of aim, and a surrounding circle which marks the area into which the pellets will spread. Because of the visually distinct style of these sights, the Tri-Star has seen a great deal of use in media entertainment.



Mustang Arms Close-Control

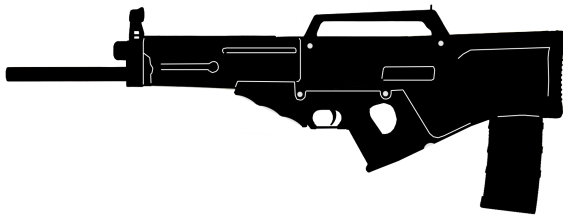
This utilitarian shotgun comes from the Night City-based firm Mustang Arms. Composed of lightweight composite materials, the C-C 20 is designed as a reliable anti-personnel weapon which won't devastate an enclosed area. The Close-Control 20 is a semi-auto 20-Gauge bullpup, loading buckshot, slugs, anti-riot baton rounds, or flechette shells. It's clear plastic box magazine holds 15 rounds, and the entire weapon is only 66cm in length.

Shotguns

Shotguns are powerful firearms able to punch big holes into things, be it doors or humans. They can use slugs or shells, shells have a lot of destructive power, but suck against armor. Slugs on the other hand can punch thru most armors just fine.

Arasaka WCAA "Rapid Assault Shot 12"

A high-powered auto-shotgun with lethal firepower. Used by Arasaka worldwide. Another good reason to avoid the Boys in Black. Also known as "the Poser Hoser".

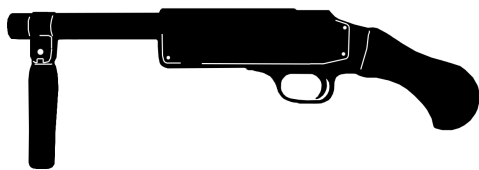


CCMMC Qi-15

The assault shotgun favored by the PLA and Public Security for quelling riots. Full-auto preferred. Technically, it's only available to military police in China.

Enfield-Ubichi LastChance

A dangerous and sadly popular variation on the polymer one-shot: It's a 45cm long fiberglass tube with a handle that fires a single shell using a simple mechanism. Gangs and lowlives love it.



Luigi Franchi P.16

A short and stubby auto-shotgun, generally used for security work and marketed as a "restraint rifle" since it can also fire incapacitating baton rounds and gas shells. Used mainly in the Eurotheater by police forces before the fourth corporate war.

Luigi Franchi "King Buck" Multi-Magnum

The Italian-made King Buck is a four-barreled pepperbox-style shogun, made for hunting big game. It has four separate barrels and chambers, and they can be fired one at a time, or (if you want to be really gross) multiple at once! A huge, unusual and exceptionally heavy weapon (7 kilos), which is considered a collector's item.

MetalCorp Warhammer Assault Shotgun

A revolutionary weapon (in it's time) that disappeared after the collapse. When Meta Corporation was formed in 2012, one of the techs from the defunct company Pancor reapplied for a patent. The patent was approved, and the Warhammer, an improved version of the Jackhammer, was released in 2016. Sporting a larger mag capacity, more efficient cerametal barrel, and optional smartchipping.

Military M-12 Close Assault Weapon

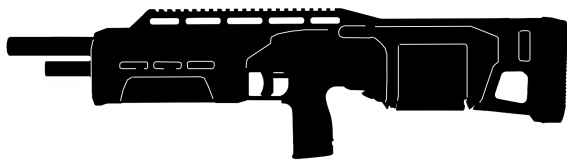
"Close Assault Weapon" is a military euphemism for shotgun. Formerly outlawed by the now-extinct Geneva Convention, combat shotguns were common sights in the pre-fourth war era of 2020. The M-12 is a development of the first combat automatic shotgun, the Olin/H&K CAWS of last century. Its differences include a larger, rotary cassette magazine and a selector switch. Due to the great variety of rounds being used in combat shotguns and the M-12's selector switch, the old epithet "Dial-A-Gun" has been resurrected and applied to the M-12, so a soldier armed with an M-12 is a "Dally-Gunner".

Militech Bulldog Compact Assault Shotgun

Selective-fire weapon utilizing a twenty-one round banana magazine. It was designed to fill the void left by the lack of easily controllable auto-shotguns, and uses a proprietary system of gas porting and spring compensation to reduce recoil. It also has an integral laser-diffraction scanner which draws a circle of bright red light equivalent to the pattern size at the impact point. For slug use, the laser may be tightened down to a narrow beam. The beam is also adjustable for different loads and barrel chokes. This weapon is common among Solos, Corp security troops, and paratroops expecting to do urban combat.

Militech Military/Police Shotgun

A gas-operated, semi-auto shotgun with an eight-round detachable box magazine and adjustable stock. A hard-working weapon for the hard-working corporate MP.



Mustang Arms "Raider" Riot Shotgun

The Raider is a standard design semi-automatic 12-gauge shotgun. It feeds from a five-round tube magazine and operates on blowback. The barrel, receiver and magazine are steel; the stock and forearm are matte black Sortex. The Raider is not available in camo finishes, but it does come with an optional folding stock, and in a stainless marine version. The Raider uses an old-fashioned tube magazine, but it does have one innovation: The magazine can load one shell at a time from the bottom of the receiver like a conventional shotgun, or the entire tube can be ditched and replaced in a matter of seconds. The tubes are somewhat awkward to carry, but they are valuable in a crisis.

Stermeyer Stakeout 10

A light duty stakeout shotgun, used by city police departments and IEC security forces.

Assault Rifles

Assault Rifles are the most common weapons on armies and corporate forces when they want to strike fast and hard. There are plenty of configurations, from slight variations on known and tested weapons to weird offsprings that resemble a fashion statement more than a weapon.

AKR20 Medium Assault
This is a fairly old design that came as a replacement for the AKM. While built using plastic and carbon-fiber, it's still robust and of easy maintenance. Pretty common on the streets and armies.


Arasaka WAA Bullpup Assault Weapon
A typical bullpup assault rifle. Like all Arasaka weapons, it is tough, reliable and comes chipped for smartgun use. It has an integral optical sight, and can take 15 or 30 round magazines. Standard issue weapon for Arasaka soldiers.

CCMMC Jinhua M-9
An assault rifle along the lines of the Militech Ronin M-20, but with bigger bullets and not as reliable. Identifiable by the gold flower on the stock, this is the standard rifle of the PLA. Available only in China.

Chadran Arms Jungle Reaper
A dual-barrel, over-under weapon system carried by IPC field troopers.

Colt M-18 Assault Weapon
This line was Colt's bid to regain its stature as a military weapons supplier in the pre-war era, the bulwark of this line was the M-18 rifle. The M-18 is a bullpup-configuration weapon chambered for the common 5.56mm round. It fires single shots, bursts, and fully automatically. Like the other weapons in the line, the M-18 is fashioned from matte black Sortex. Camouflage finishes are available as well. The M-18

comes stock with a quick-acquisition optical sight that can be replaced with scopes and laser designators.

Darra-Polytechnic M-9 Assault Rifle
The first assault rifle using a caseless cartridge built entirely in the Hindu-Chinese Confederation. Designed to use the 5.5mm caseless CChineseel, this weapon's lineage is clearly Kalashnikov. Ballistic qualities are similar to the early Soviet 5.45mm used in the AK-74 assault rifle. Two things are readily apparent when you first pick up this weapon. The first is the lack of interfacing for the shooter. This weapon is designed for military forces in the Third World who don't fit their soldiers with chips and plugs. Second is the old-fashioned configuration in an age where bullpups are the style. Side-folding stock and a 1.2x optical sight are standard options on the weapon. Because of the large numbers of these guns exported out of the Hong Kong trade zone, and their very low cost, the M-9 has become a common sight in the Third World and on the streets.

FN-RAL Heavy Assault Rifle
The standard NATO/EC assault weapon for battlefield work. Bullpup design, collapsing stock.

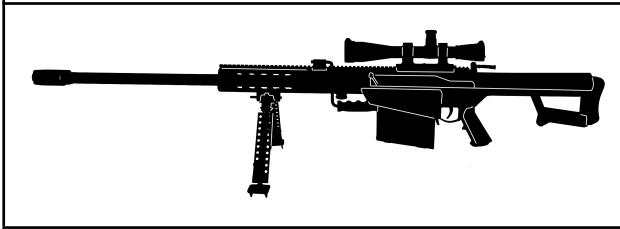
Federated Arms Light Assault 15
Federated's bid for the plastic-frame, bullpup-configured, caseless market pioneered by H&K's G-11/12 and Sternmeyer's M-95A. As with all Federated products, this is a durable light rifle, with good accuracy and a low price. The LA-15 comes already rigged with smartgun interface plugs; the built-in optical sight is a welcome back-up when the weapon is used by non-chipped troops.

Sniper Rifles

Similar to assault weapons but more accurate and different firing mechanisms built for precision, not rapid fire. Which means that while you won't be able to shoot a hundred bullets, the one you shoot will blow the head of that target 800 yards away.

Barret-Arasaka Light-20

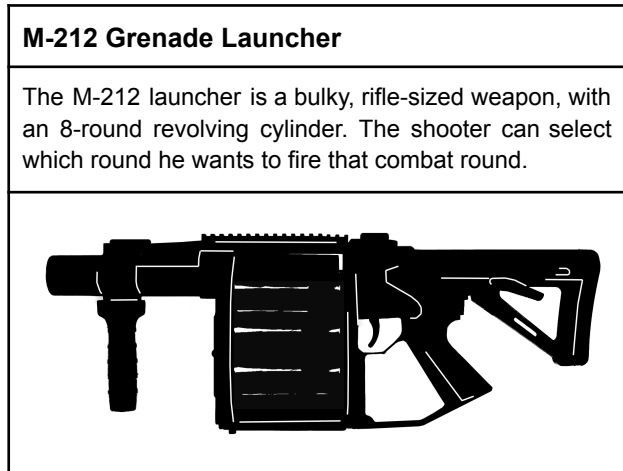
The cyberpsycho hunter's favorite. Almost 2 meters long, this "*cannon*" fires a depleted uranium shell at supersonic speeds. Guaranteed to drop a metalhead at 50 meters. Long-range sniping weapon common to special ops teams. Also known as the Type-13 Heavy Sniper Rifle to the Japanese Police/SDF.



Grenade Launchers

Those are heavy hitters made for crowd control, from smoke to fragmentation grenades. There's a surprisingly big selection to choose from, from underbarrel attachments to vehicle mounted automatic grenade launchers.

Players will love you for that.

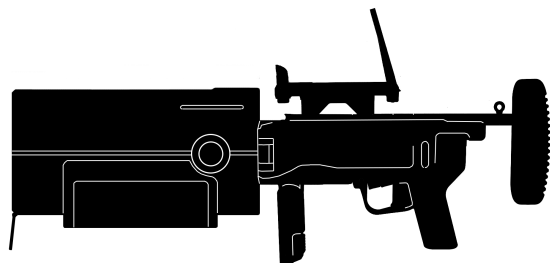


Rocket Launchers

For when you want to make absolutely sure there's nothing left after you shoot.

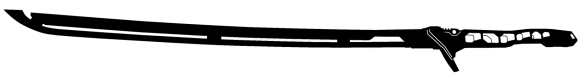
Militech Urban Missile Launcher

This box-fed, shoulder-fired weapon fires the same self-guided, heat-seeking, explosive-tipped, rocket projectiles that certain cyberarm options.



Melee Weapons

Weapons for when you need to go close and personal. There will be blood, there will be broken bones and guts, and you will bath in them. Sorta.

Kendachi Mono-Three
A high-tech katana with a nearly transparent crystal blade. Orbital crystal reinforces its redesigned microscopically serrated edge which vibrates four thousand times a minute when its handle is gripped by a user with a correct biometric key. At no additional cost, any color of laser can be installed into the hilt to refract within the crystal blade, giving it a flaring neon glow. The most popular color is red.


Armors & Clothing

Dress to impress or dress to survive, your choice. Using the standard armor types in the core rulebook is perfectly acceptable, the following list is just to apply some colour to the world.

Editing notes : Those are the styles used on CP2020 and it's manufacturers, to have some kind of continuity I will try to adhere to them while creating new armor models and pieces of clothing.

- **Generic Chic** : Levi, Uniwear, Gibson Battlegear, Nu-Tek, Jordashe, Ponco, Plastech.
- **Leisurewear** : Levi, Uniwear, Nu-Tek, Eji of Japan, Jordashe, RecreaTech, Night City Rangers, Bodygear.
- **Urban Flash** : Nu-Tek, Image Fashionware, Icon America, Gibson Battlegear, Eji of Japan, Cryo-Max, London Mist, Marat, Alex of Milan, Jordashe.
- **Businesswear** : Takanaka, Nu-Tek, Flein, Pearl Eye Designs.
- **Edgerunner** : Image Fashionware, Icon America, Gibson Battlegear, Cryo-Max, Plastech, Ruf Tread.
- **High Fashion** : Image Fashionware, Cryo-Max, HiFacs, Algerian Highriders, Leopold's of Night City, Alex of Milan, Eji of Japan.

To calculate clothes prices, add standard clothing prices to armor prices. *For example: A Generic Chic suit (trousers+jacket) of kevlar would be 50+50+50 = 150 eb (Premium).*



Name: "Wearman" Jacket

Manufacturer: Nu-Tek

Style: Urban Flash

Armor type: Clothing

SP: -

Armor penalty: -

Cost: 100eb (Premium)

Description: It is not enough to watch videos anymore. Make the scene — and be seen. The Wearman series from Nu-Tek is making its mark on our streets.

This series of clothing comes with a chip port (can also be synched to your Agent) so you can play videos/images on your clothing.

Show your colors, play your favorite movie or custom designed videos of your favorite franchise.



Name: Workline Series

Manufacturer: Uniware

Style: Generic Chic

Armor type: Kevlar

SP: 7 (Body)

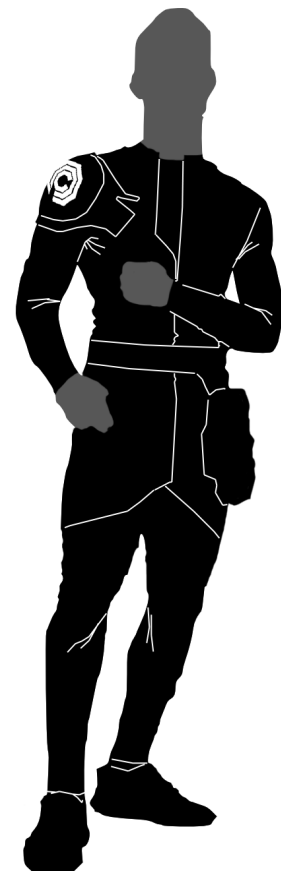
Armor penalty: -

Cost: 150eb (Costly)

Description: Can be brandished with the employer's corporate logo and colors.

It's the standard armored clothing for workers all around the world in the "frontline" or in dangerous environments.

Durable, functional and image conscious.



Name: Classic Appeal

Manufacturer: Icon America

Style: Bohemian

Armor type: Leather

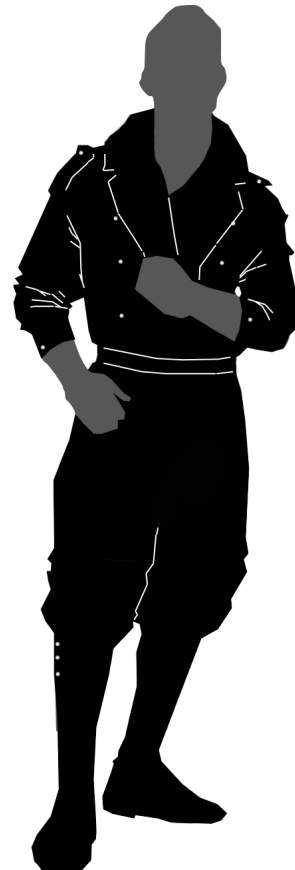
SP: 4 (Body)

Armor penalty: -

Cost: 140eb (Costly)

Description: Some things never change. When some things look this good — they never should.

Leather has always looked hot and with this new line from Icon America you will take the part.



Equipment

Lorem ipsum. Work in progress.

Hirelings and Mooks

A quick list of people you will find, kill, contract or intimidate in the neon filled streets of Night City. From street rats to fully kitted corporate solos. Most of them will surrender, flee, fall unconscious or enter in shock when they reach the Seriously Wounded state. Or you can make them fight until death.

There are multiple tiers of NPCs to choose from. Going to low-level to high level they are categorized like *Mook*, *Hireling*, *Trained*, *Professional*, *Elite*.

Here are some notations about the stats:

SP: Amor for Head/Body

HP: Hitpoints for full/seriously wounded.

Skills: Those are generic guidelines for the NPC skills (already accounting for stats) and correspond to the broad categories in page 82 of the core rulebook.

COOL: For reputation checks.

REF: To calculate initiative and account for armor penalties.

MOV: To account for armor penalties.

BODY: So you can calculate damage modifiers.

While I used the named weapons in this guide, you can use generic variants if you prefer. As a quick way, look at what type of ammo they use so you don't have to search in the weapons list.

Some cyberware is listed without prerequisites to skimp on text, but if you see something like a Chyron implant, the NPC obviously has Cybereyes too.

BOUNCER (MOOK)

REF: 6	MOV: 4	SP: 0/7
COOL: 4	BODY: 7	HP: 40/20

Skills

Awareness:	8
Body:	10
Control:	9
Education:	5
Fighting:	10
Medical:	4
Performance:	3
Ranged W.:	8
Social:	6
Technique:	2



Cyberware: Internal Agent, Chyron.

Weapons: Armalite 44, Baseball bat

Equipment: Kevlar Armor, Slug Ammo x25, VH.Pistol Ammo x25.

GANG: 6th STREET (MOOK)

REF: 7	MOV: 3	SP: 0/7
COOL: 4	BODY: 5	HP: 30/15

Skills

Awareness:	5
Body:	7
Control:	4
Education:	5
Fighting:	6
Medical:	4
Performance:	3
Ranged W.:	10
Social:	5
Technique:	2



Cyberware: Cyberarm or Cyberleg, Interface Plugs, Pain Editor.

Weapons: Militech Ronin L.A. +Smartlink, Colt AMT 2000

Equipment: Kevlar Vest, Rifle Ammo x20, VH Pistol Ammo x20, Radio Communicator.

GANG: INQUISITOR (MOOK)

REF: 6

MOV: 4

SP: 4/4

COOL: 4

BODY: 4

HP: 20/10

Skills

Awareness:	6
Body:	6
Control:	6
Education:	8
Fighting:	11
Medical:	10
Performance:	9
Ranged W.:	5
Social:	10
Technique:	2



Cyberware: No.

Weapons: Machete

Equipment: Leather Armor, Radio Communicator, Rope, Flammable Liquid, Road Flares x3.

GANG: BOZO (MOOK)

REF: 5

MOV: 3

SP: 0/4

COOL: 7

BODY: 5

HP: 20/10

Skills

Awareness:	11
Body:	10
Control:	9
Education:	4
Fighting:	9
Medical:	8
Performance:	10
Ranged W.:	10
Social:	8
Technique:	4



Cyberware: Techhair, Chemskin, Light Tattoo, LL/IR/UV Eyes.

Weapons: Hatchet, Stun Gun, Air Pistol

Equipment: Leather Armor, Stuff for pranks, Clown Clothes, Acid Paint Balls x25, Radio Communicator.

Changelog:

State: So I dropped the project ... I still have plenty of house rules to transcribe, NPCs, equipment, and weapon drawings But at a certain point I was like "*what's the meaning of this?*" I'm changing too many rules of the book because they have holes (mechanically and logically) everywhere or it's missing content. I didn't buy a rulebook expecting to change/add so many things ... so ... I move to greener pastures.

Still, if someone wants to continue this, you're free to do. Take everything here and do whatever you want with it. Yep, no strings attached. Have fun!

2021-05-11: V1.3.6

- **Prices** : Ammo types grouped in 10 units or 1 grenade, as per core rules..

2021-03-07: V1.3.5

- **Prices:** All weapons (first line-up) are priced. Tried (and used) formulas and guides to have some sort of balance/consensus on their final prices ... instead of just pulling numbers from my pockets. Also rounding it up to the nearest multiple of 5.
- **Ammo** : New ammo types.
- **NPC:** Adding some NPC to have quick cannon fodder for games.

2021-03-01: V1.3.4

- **Format:** Revising some document formats and typos.
- **Weapons:** Adding a few melee weapons (it's a start). Also, prices!

2021-02-27: V1.3.3

- **Format:** Removing old stats from weapons descriptions.
- **Weapons** : Finished the first batch of weapons, I still have to add a few custom variations as some categories don't have enough "normal" guns. And still missing tons of images. Oh! And prices, I have to recalculate them based on new formulas.

2021-02-23: V1.3.2

- **Weapons** : More guns, guns, GUNS!

2021-02-22: V1.3.1

- **Weapons:** Adding more weapons to the big list (Heavy Pistols and some VH.Pistols), I should probably remove the stats from illustrated weapons as they will be revised as I continue filling the big table.
- **Ammo:** Added Flechette ammo description and functionality, it's basically piercing shotgun shells also used in guns. Useful to pulverize people, not that much on metal walls.

2021-02-02: ?

- Still alive, but "Real Life™" is taking all my free time.

2021-01-12: V1.3.0

- **Changing formats:** I will change formats to put all the stats in a big table, while less beautiful it will make it easier to spot errors and help fill all the numbers. Images will come later, and with a

bit of time (I don't have) will add full format of the weapon after.

2020-12-21: V1.2.6

- **Minor fix** : added tags for shotgun shells on ... shotguns. Gasp!

2020-12-19: V1.2.6

- **Weapons:** Shotguns (the amount of automatic shotguns is staggering). Assault rifles too.

2020-12-18: V1.2.5

- **Rules addition:** Adding Burst fire rules for shotgun shells.
- Already have like 70h in the game, think I can spare time to work on this again. Tomorrow more.

2020-12-17: V1.2.4

- **Rules changes:** Reduced cover from -4 to -2 (it was too difficult), added +1d6 to autofire/burst (Rifle Autofire 4 = 8d6, not 7d6). Combined piercing ammo (it reduced too much armor).
- Cyberpunk 2077 is awesome (in PC) hehe

2020-12-09:

- Still the same version, but Cyberpunk 2077 is coming out ...

2020-12-05: V1.2.3 :

- **Rules** : Lasersight, added blinding mechanics. Hearing gunshots, ammo lists.
- **Armors** : Begin working on templates, Fashion styles, Nu-Tek wearman Jacket, Uniware workline.
- **Weapons** : Militech Crusher SSG, Arasaka WCAA "Rapid Assault Shot 12", Militech Military/Police Shotgun.
- **Ammo:** Changed value of armor reduction (probably going to remove pistol/rifle differences).

2020-11-30 : V1.2.2 :

- **Weapons** : Finished adding images left from last batch (v1.2).

2020-11-29 : V1.2.1 :

- **Weapons** : Adding images. H&K MPK-11.

2020-11-28 : V1.2 :

- **Rules:** Light shotguns, Cover, Concealment revision.

- **Ammo types:** APFSDS, AP, MM, SS.
- **Attachments:** Lasersight, Silencer, Sealing.
- **Weapons:** BudgetArms C-41, BudgetArms Laser-Niner, Beretta M97P, CCMC Goaxing, Dai Lung Magnum, Espinoza One Shot, Mustang Arms Mark II, Nova Model 388 Citygun, 454 Magnum Disposable, Ameritech Magnum, Colt AMT Model 2000, Constitution Arms Multi-Ammunition Pistol, Federated Arms 454 DA "Super Chief", Militech Boomer Buster, Beretta 1010 Machine Pistol, Beretta M-24 Advanced Submachine Gun, H&K MP-2013, IMI Gamdaii, S&W Tri-Star Revolver, Enfield-Ubichi LastChance, AKR20 Medium Assault, Barret-Arasaka Light-20, Militech Urban Missile Launcher.

2020-11-22 : V1.1 :

- **Rules** : BOD Melee damage, Mortality rate.
- **Weapons** : Budgetarms C-13, M-212 Grenade launcher, BudgetArms Auto-3, Armalite 44, Arasaka Minami 10, Sternmeyer SMG-21.

2020-11-21 : V1.0 : First version of the document.

- **Rules** : Shotgun shells, autofire, flamethrowers.
- **Weapons** : IMI Gamad, Towa Type-12, Arasaka WSA