

Alternate Weapon List

This list is primarily an amalgam of several posts from the [Waves in the Black](#) community forum, [Scott Metz' RPG site](#) (all of whom deserve credit for some really nice work), as well as a whole lot of material we whipped up for our own game.

Bows	Damage	Range (Feet) (PB/S/M/L)	Max ROF (Magazine)	Cost (Credits)	Weight (Lbs.)	Avail.
Bow (Longbow)	d4 W	10/70/140/210	1 (-)	6cr	6*	E
Crossbow (Mechanical)	d4 W	10/125/250/375	1 / 2 turns	8cr	13*	E
Crossbow (Powered)	d4 W	10/175/350/525	2 (6)	24cr	15*	C

* see description

W = Wound Damage

BOWS

Bow: As described on p. 80 of the rulebook. The bow's weight of 6 lbs. includes the quiver and 20 arrows.

Crossbows: As described on p. 80 of the rulebook. The weight of these weapons includes the case with 20 bolts.

Handguns	Damage	Range (Feet) (PB/S/M/L)	Max ROF (Magazine)	Cost (Credits)	Weight (Lbs.)	Avail.
Derringer	d4 W	10/30/60/90	1 (2)	14cr	1	E
Laser Pistol	d10 W*	10/100/200/300	3 (10)	330cr	1.5	I
Machine Pistol (9mm/.45) P	d6 W	10/60/120/180	3 (15)*	36cr	4	E
Pistol, Light (9mm) P	d4 W	10/60/120/180	3 (8)	18cr	2	E
Pistol, Heavy (10mm) P	d6 W	10/70/140/210	3 (15)	27cr	3	E
Revolver, Light (.32-.38)	d6 W	10/50/100/150	2 (6)	16cr	2	E
Revolver, Heavy (.44-.50)	d8 W	10/60/120/180	2 (6/8)*	24/31cr*	3	E
Belly gun	d10 W	10/20/30/40	1 (2)	35cr	.5	I
Gasgun	-	10/20/30/40	1 (3)	16cr	1	I

* see description

W = Wound Damage

P Powered version available at x2 cost

NEWTECH POWERED FIREARMS

Powered Firearms (x2 cost): Many guns in the 'Verse no longer use old-fashioned bullets with gunpowder and casings. Modern firearms are internally powered by a magnetic coil accelerator or comparable device, briefly emitting a faint, high-pitched whine after the safety is turned off. Powered firearms are more powerful and accurate, granting the shooter a +1 step skill bonus on the attack action. Since their bullets do not require jackets, powered firearms do not eject casings when fired. While not any more expensive than traditional bullets, the special ammunition of powered firearms is not interchangeable with standard firearms. Pistols, rifles, and SMGs all come in powered versions. Old-fashioned mechanical firearms like revolvers and shotguns cannot be powered. Powered firearms cost twice as much as their standard counterparts.

HANDGUNS

Derringer: As described on p. 80 of the rulebook. Derringers are exceptionally concealable (-1 step skill penalty on Perception checks to find).

Laser Pistol: As described on p. 80 of the rulebook. Though light-weight, laser pistols tend to be overly long, bulky, and somewhat difficult to conceal (+1 step skill bonus on Perception checks to find).

Machine Pistol: A compact autoloader pistol fed by an extended clip. It is capable of making burst attacks (p. 154), though it doesn't spray bullets fast enough for autofire. Machine pistols are somewhat concealable (+1 step skill bonus on Perception checks to find).

Pistol, Light: The staple of gunfighters everywhere, light pistols include any smallish semiautomatic handgun. Light pistols are very concealable (no bonus on Perception checks to find).

Pistol, Heavy: The staple of more lethal gunfighters, heavy pistols include any largish semiautomatic handgun. Heavy pistols are somewhat concealable (+1 step skill bonus on Perception checks to find).

Revolver, Light: An old-fashioned handgun that operates with a hammer-and-cylinder mechanism, it never goes out of style due to its greater stopping power than the typical pistol. A revolver's magazine is a "speed loader" ring fitted with six bullets that can be slapped quickly into the cylinder when empty, requiring 1 action just like changing a pistol's magazine. Light revolvers are very concealable (no bonus on Perception checks to find).

Revolver, Heavy: These old-fashioned hammer-and-cylinder handguns are bigger versions of their lighter cousins with even more stopping power. Heavy revolvers are reloaded with a "speed loader" ring just like light revolvers. Heavy revolvers are somewhat concealable (+1 step skill bonus on Perception checks to find). Though most have a 6-round cylinder, some custom heavy revolvers feature an 8-round cylinder at the higher listed cost.

Belly gun: Little more than a fancy zip-gun firing shotgun shells, this bulky derringer-type pistol is great for the up close and personal wet work but little else. Popular with shady types who want a powerful but concealable backup weapon.

Gasguns: A handheld gas projector, spraying a cone of condensed gas. Typical rounds fire a burst of gas with identical effects to gas grenades as presented in the rulebook (pg. 80-81). The gas cloud created lingers in a rough cone, extending out to a 20' wide area 40 meters from the point of origin. Striking a specific target with the initial burst (and causing immediate stun damage rather than the residual effect of lingering in the gas) uses the range increment listed.

Longarms	Damage	Range (Feet)	Max ROF (Magazine)	Cost	Wgt (Lbs.)	Avail.
Assault Rifle, Light (5.56mm) P	d8 W	10/150/300/450	3 (30) †	60cr	9	I
Assault Rifle, Heavy (7.62mm)P	d8 W	10/200/400/600	3 (40) †	120cr	11	I
Light Assault Rifle with integral shotgun	*	*	*	450cr (1100cr)	16	I
Heavy Assault Rifle with integral shotgun	*	*	*	700cr (1800cr)	18	I
Rifle, Heavy (.50) P	d8 W	10/250/500/750*	3 (20)	160cr	15	C
Rifle, Sonic	d8 S	10/15/30/45	2 (50)	140cr	6	I*
Shotgun, Double-barreled	d10 W*	10/40/80/120	1 (2)	50cr	10	R
Shotgun, Pump-action	d10 W	10/40/80/120	2 (5)	50cr	8	R
Shotgun, Semiautomatic	d10 W	10/40/80/120	3 (10)	150cr	8	C
Automatic shotgun	d10 W	10/40/80/120	3 (10/30)	300cr	10	I

"Huo-lung" (fire dragon) shotgun	D8 W*	10/20/30/40	2 (5)	200cr	10	I
Shotgun, Sawed-off	*	10/20/40/60	*	*	x1/2	I
SMG, Light (9mm) P	d6 W	10/60/120/180	3 (35) †	40cr	6	I
SMG, Heavy (10mm) P	d8 W	10/90/180/270	3 (50) †	80cr	8	I
Zero/Low-G Shield Rifle	d8 W	10/175/350/525	3 (30)	250cr	15	I
Gasgun rifles	-	10/20/30/40	1 (5)	60cr	10	I

* see description

† Can fire single shot, burst, or autofire

S = Stun Damage

W = Wound Damage

P Powered version available at x2 cost

LONGARMS

Assault Rifle, Light: A full-auto rifle frowned on by most authorities (except when they're the ones using them). Light assault rifles are long, typically require two hands to fire, and are usually impossible to conceal on a person.

Assault Rifle, Heavy: An even deadlier full-auto rifle frowned on even more by most authorities. Heavy assault rifles are long, almost always require two hands to fire, and are impossible to conceal on a person.

Assault Rifle with integral shotgun (see assault rifle and pump-action shotgun for individual stats) A standard assault rifle with integral shotgun. Switching between weapons is considered an action. However, cost listed in parentheses indicates a more integrated model designed to allow the wielder to switch between weapons without penalty.

Rifle, Light: A long firearm that can be used for hunting or combat. Rifles are long, conspicuous, and impossible to conceal on a person. Light rifles may be equipped with a scope to increase range (see Heavy Rifle) at x2 cost.

Rifle, Heavy: A long firearm used by those who prefer one shot, one kill. Heavy rifles are impossible to conceal on a person. When using the built-in sniper scope, the rifle's short, medium, and long ranges are multiplied by x4. However, the shooter has to spend at least one turn bracing the rifle and aiming (p. 153) before gaining the benefit of the scope on subsequent shots. The shooter must remain a stationary Easy target while continuing to use the scope.

Rifle, Sonic: As described on p. 81 of the rulebook. Sonic rifles are more compact than their ballistic counterparts but are still rather difficult to conceal on a person (+3 step skill bonus on Perception checks to find).

Shotgun, Double-barrel: Two barrels of death. If the shooter fires both barrels at once at a target, treat the attack as a single shot and increase the damage by +1 step (to d12 W). Reloading a double-barrel shotgun takes 1 action. They are very difficult to conceal (+4 step skill bonus on Perception checks to find).

Shotgun, Pump-action: The most popular shotgun out on the Rim. Reloading this kind of shotgun takes 1 action per 2 shells loaded. They are very difficult to conceal (+4 step skill bonus on Perception checks to find).

Shotgun, Semiautomatic: A shotgun designed for serious combat duty. Reloading this kind of shotgun takes 1 action per 2 shells loaded. They are very difficult to conceal (+4 step skill bonus on Perception checks to find).

Automatic shotgun : A standard semi-automatic shotgun with full-auto modification. Can fire single-shot, three round burst or ten round full auto. Full auto fire requires a full clip, however, unless the 30 round drum cartridge is used.

"Huo-lung" (fire dragon) shotgun : Pump action shotguns designed to fire Dragon's Breath rounds without chance of ceasing to function (see Weapon's List, Dragon's Breath rounds for particulars).

Shotgun, Sawed-off: Any shotgun can be converted into a sawed-off "hogleg" simply by cutting down the barrel. The sawed-off shotgun's short, medium, and long ranges are cut in half, but the weight is cut in half too and it now can be fired in one hand. Sawed-offs are also more concealable (+2 step skill bonus on Perception checks to find).

SMG, Light: Submachine guns are popular in the criminal underworld. Light submachine guns are fairly compact and often have a reduced or folding stock. They can be fired in one hand in a pinch (and at a -2 step skill penalty). Light SMGs are still rather difficult to conceal on a person (+3 step skill bonus on Perception checks to find).

SMG, Heavy: Heavy submachine guns have a full stock and are closer in size to a rifle (like Jayne's gun shown on p. 68). They are more powerful but require two hands to fire and are usually impossible to conceal on a person.

Zero/Low-G Shield Rifle (2W integral shield) :A weapon designed specifically for zero-gravity and low-gravity combat. Includes an integral shield mounted on the barrel providing a nice 2W armor value against attacks (from the direction the wielder is aiming only, unfortunately). Also provides greatly reduced recoil, allowing three shots or bursts per turn without the additional penalties one would expect from firing a weapon in low gravity environments. Auto-fire, however, incurs dramatic penalties after the first burst (-2 skill step for second burst, -4 for third) in addition to standard action penalties.

This weapon, while illegal, is actually not that hard to find on the black market. Mass produced and distributed during the Unification War, it was nonetheless quickly replaced with a simpler design. Rather than destroy the decommissioned weapons, the Alliance military simply scrapped them as trash. Naturally they quickly found their way onto less reputable markets.

Gasgun rifles: Identical to the handheld gasgun but projects a more powerful burst of gas. Applies a +1 skill step bonus to attempts to strike specific targets with the initial burst and projects a gas cloud in a 30 meter wide cone out to 60 meters.

Heavy Weapons	Damage	Range (Feet)	Max ROF (Magazine)	Cost	Wgt (Lbs.)	Avail.
Machine gun, Light	d8 W	10/200/500/700	3†† (60)	200cr	20	I
Machine gun, Heavy	d10 W	10/200/500/700	3†† (100)	450cr	30	I
Grenade Launcher	*	10/40/80/120	1 (8)	106cr	12	I
Light Assault Rifle with integral grenade launcher	*	*	*	670cr (1700cr)	32	I
Heavy Assault Rifle with integral grenade launcher	*	*	*	900cr (2300cr)	42	I
Man-portable Minigun	D8 W	10/150/300/450	5 (100)	480cr	40	I
Personal anti-tank rifle	D6 W	10/200/400/600	2 (3)	520cr	55	I

* see description

†† Burst and Autofire only

W = Wound Damage

Machine gun, Light: Sacrificing portability and maneuverability, full machine guns gain greater durability, longer range and a larger magazine. These weapons are designed to deliver a large number of rounds downrange but generally require a tripod, bipod or a secure mount to fire effectively. Machine guns fired without proper bracing (hand-held machine guns, for example) suffer a range penalty one increment higher. Magazines are generally chain or drum-fed and can only be fired full-auto.

Machine gun, Heavy: A heavier version of machine gun, it incurs the same penalties if fired without first being properly braced. Magazines are generally chain or drum-fed and can only be fired full-auto.

Grenade Launcher: As described on p. 80 of the rulebook. These weapons are impossible to conceal on a person.

Assault Rifle with integral grenade launcher : (see assault rifle and grenade launcher for individual stats) A standard assault rifle with integral grenade launcher, allowing the firer to switch from rifle to launcher as a standard action. The cost presented in parentheses indicates a more integrated model designed to allow the wielder to use a thumb-switch controlling the

action. This version is prohibitively expensive but allows the wielder to switch from rifle fire to grenade launcher without expending an action on it.

Man-Portable Minigun: A drum-fed five-barrel minigun. Comes with sling to mount and fire from the hip, integral tripod and is capable of fire directly from the shoulder. Fires full-auto only, cannot fire standard bursts or single shots. Each full-auto burst uses ten rounds of ammo.

Personal anti-tank rifle: A shotgun-design firing small but powerful anti-tank rockets. The rockets themselves are designed to eject from the rifle via a standard explosive charge and engage it's rocket motor well clear of the gunner. Anti-tank rifles typically have optional laser guidance for more precise strikes, with the gunner himself acting as observer with the designator integral to the rifle barrel.

These weapons (and their given stats) are intended to operate at vehicle scale in combat. Anti-tank rockets for these weapons are typically kinetic, explosive or magnetic.

Explosives	Damage	Range Increment	Cost (Credits)	Wgt	Avail.
Grenade, Frag (Newtech)	5d6 W	15	6cr	1	I
Grenade, Frag (Basic)	3d6 W	5	1.8cr	1	I
Thermite grenade	-	2cr	4cr	1	I
White phosphorus grenade	2d6B*	10	4cr	1	I
Flak-smoke grenade	d4S	20	6cr	1	I
Tripwires/triggers	-	-	2cr	-	I
Sticky bombs/grenades modification	-	-	4cr	-	I

* see description B = Basic Damage S = Stun Damage W = Wound Damage

EXPLOSIVES

Fragmentation Grenade: The fragmentation grenade listed on p. 80 (Table 3-10) is a high-explosive Newtech model produced exclusively for the Alliance military. It is extremely illegal in the hands of private citizens. There are plenty of old-fashioned basic grenades left over from the Unification War floating around the 'Verse (see Jayne's example on p. 155). They are less deadly, though still technically illegal for private citizens to possess.

Thermite grenades: Not an offensive weapon and does not "burst" but is rather designed to destroy enemy gear, vehicles, etc. One thermite grenade will burn a hole through a vehicle's engine or destroy a few crates of weapons in about a minute. The grenade, once ignited, burns so intensely that it will continue to burn underwater, until entirely consumed or until deprived of oxygen.

White phosphorus: An offensive "burst" weapon, burns with an intensity similar to a thermite grenade and designed both to injure enemy personnel and produce smoke cover. The smoke it produces is hotter than that of a typical smoke grenade and will rise relatively quickly into a column, especially outdoors, thus providing "cover" for only a short time. The burn damage of the grenade is especially dangerous as it is continual, applying each combat turn and gradually reducing by 2 points each turn. (For example: a target struck by a WP grenade for 6 points of damage in the first turn suffers 4 more points of damage the following turn and 2 after that.) This damage continues each round unless the burns themselves are somehow smothered or otherwise extinguished. Armor effects on damage apply each round as well. White phosphorus grenades are not only illegal but extremely difficult to obtain as even the Alliance doesn't condone their use and does not employ them.

Flak-smoke grenade: Like a standard smoke grenade, a flak-smoke grenade gives a +8 to attack difficulty but also applies this penalty to thermal, lowlight and other vision enhancing gear by producing a semi-solid pellets of hot, floating ash along with standard smoke. The especially thick smoke produced by a flak-smoker last twice as long as a standard smoke cloud and is more difficult to dissipate.

Tripwires/triggers: A typical explosive trigger, usually activated by a standard tripwire or motion, sound or vibration sensors. As a newtech version they are more durable, safer to install and slightly more discriminating.

Sticky bombs/grenades modification: A newtech modification for any individual grenade or standard explosive. Triggers on release of the device (when thrown or launched) and allows the device to attach to the first object it touches. The sheath applied to the explosive device is covered with a semi-solid plastic that, when activated, instantly becomes viscous and very sticky. Cannot be applied to grenade launcher ammo or other expelled rounds and is designed primarily for either thrown weapons or as a component for particularly nasty booby traps.

Hand-to-Hand	Damage	Cost (credits)	Weight (Lbs.)	Avail.
Bayonet	d4 W	6cr	1	E
Gun Butt, Handgun	d2 B	-	-	as gun
Gun Butt, Long Firearm	d4 B	-	-	as gun
Layer Blade	d8 W*	50cr	1	I
Bull Whip	d4 S	1cr	2	E
Wire Whip	d2 W	2cr	2	E

* see description B = Basic Damage S = Stun Damage W = Wound Damage

HAND-TO-HAND WEAPONS

Bayonet: A combat knife designed to be attached to the end of the barrel of a combat rifle. This permits the gun to be used like a spear in hand-to-hand combat without affecting its ability to shoot. Assault rifles are automatically equipped to receive a bayonet, but other long firearms need to be specially modified.

Gun Butt: A hand-to-hand weapon built into the back of every gun. Obviously, a blow from the butt of a rifle or shotgun hurts worse than getting pistol-whipped (hence the difference in damage).

Layer Blade: A layer blade is typically a double-edged blade about 16 inches in length and made of a sandwich of thin-film diamond between fillers of density-enhanced steel. It can only be manufactured in orbit (requires zero-g conditions) and its cost is prohibitive. Nonetheless it is popular with those who take their knife work seriously. It's extremely tough and can, given a wielder with appropriate upper body strength, cut through solid metal. Layer blades are so sharp and durable that they ignore one point of armor.

Bull Whip/Wire Whip: A favorite among slavers and ranchers. A whip is made from leather (most of the time) and is about 8-12ft in length. Any damage done by a whip is Stun, unless the whip has barbs on it or is made out of metal. Whips can also be used to disarm and trip people. To trip, the attacker follows the rules for "grappling" in the combat section of chapter 5. To disarm, you must make a "called shot" using agility + strength (-1 step on both die) and the defender makes an agility + strength roll to defend himself with.

CUSTOM AMMUNITION:

(Note that you can combine bullet types, as long as base damage die remains at d2 or higher, but all cost multipliers are cumulative.)

CUSTOM FIREARM AMMUNITION:

Armor-Piercer: Ignores half (round up) of any armor. Base damage -1 step. *Cost x 2.*

Hollow-Point: Armor protection doubled, targets without protection have 1W protection. Base damage +2 steps. *Cost x 2.*

HP/AP: Ignores half (round down) of any armor. Base damage +1 step. *Cost x 5.*

Fragmentation: Explodes into shrapnel on impact. Inflicts (base damage -2 steps) extra damage if it wounds enemy, but targets with armor effectively gain 2W extra protection against

base damage. *Cost x 5.*

Shaped Charge: Core is explosive, shooting a jet of molten metal forward; this inflicts 2d(base damage -2 steps) extra damage and ignores 4W of armor on a successful detonation. Must hit a hard target to detonate (strike 3W or more of armor, or inflict 5W or more damage.) *Cost x 25.*

Explosive: Core explodes on impact; this inflicts (base damage -2 steps) W damage (armor protects) if no wounds were inflicted, or 3d(base damage -2 steps) W damage if any wounds occurred (and armor does not protect.) *Cost x 25.*

Injector: Bullet contains a tiny amount (one dose, usually) of a specific drug; if bullet inflicts wound damage, the drug is considered injected. LC depends on drug. Base damage -2 steps. *Cost x 10 (+ drug cost per dose.)*

Gas Puff: Round releases a brief cloud of gas that for one turn creates a 5-foot cloud of inhalant drug. Precise effects depend on the drug; an Alertness + Discipline roll (Hard for a person hit by the round, Average for anyone else) allows you to take proper action (don't breathe, etc.) Base damage -3 steps. LC depends on drug. *Cost x 10 (+ drug cost per dose x 10.)*

Smoker: Round releases thick smoke upon impact, obscuring vision within 5 feet for d3 turns. Autofire can create a powerful smoke screen. Base damage -3 steps. *Cost x 5.*

Tracer: Round glows brightly in flight, adding +2 Steps to observe its flight (if a roll is necessary at all). When used to help aim, can add +1 or +2 steps at GM's option to future shots. May start fires if it hits flammables, also at GM's option. Base damage -2 steps. *Cost x 2.*

Shrieker: Round shrieks in flight, adding +2 Steps to hear its flight (if a roll is necessary at all.) Base damage -2 steps. *Cost x 2.*

Cacophony: Combine Tracer and Shrieker effects. Base damage -3 steps. *Cost x 5.*

Incendiary: Round deforms on impact and releases white phosphorus, causing d6 W fire damage (-1 step per round, unless a fire starts.) Armor protects normally. Base damage -2 steps. *Cost x 5.*

Seeker: Gains +2 step bonus to hit if using Designator or firing at a target a previous Seeker has hit. -2 steps to hit if not using Designator and previous Seeker has missed. Seeker signals last 10 turns. Base damage -1 step. *Cost x 25.*

Tracker: If bullet inflicts wound damage, or otherwise remains with target, it can be tracked with a signal tracker for up to 24 hours. Base damage -2 steps. *Cost x 10.*

Irradiated: Very nasty bullets - lead around a depleted-uranium core. Inflicts damage as per radiation exposure - a Resistance check for every minute the bullet remains in the victim, with a starting difficulty of Easy, and increasing by a cumulative +4 difficulty for each roll. Failed rolls while the bullet remains in the victim result in d2 S damage. After no further Stun can be taken, the character suffers both Wound and Shock damage until death. Removing the bullet quickly is generally recommended. *Cost x 50.*

Silver: These silver bullets look awful pretty, and inflict +1 step damage as well due to their quality. *Cost x 10.*

Gold: These golden bullets look awful pretty. That's about it. *Cost x 25.*

Bronze FMJ: Not pretty, but effective. Base damage +1 step. *Cost x 5.*

Titanium FMJ: Incredibly strong, lightweight, and deadly. Base damage +2 steps. *Cost x 25.*

Holy Cross: A perversely popular sales item - bullets with the Holy Cross engraved on them. No special effects. *Cost x 2.*

IR-Seeker: Gains +1 step bonus to hit warm objects (+2 step bonus to hit precise, intense heat sources, like an exhaust coil); -1 step penalty to hit anything that isn't warmer than the environment. Base damage -1 step. *Cost x 25.*

Signalseeker: Gains +1 step bonus to hit transmitting objects or people (+2 step bonus to hit transmitting devices directly); -1 step penalty to hit anything else. Base damage -1 step. *Cost x 25.*

Radseeker: Gains +1 step bonus to hit radioactive devices (+2 step bonus to hit precise points that are emitting radioactivity); -1 step penalty to hit anything else. Base damage -1 step. *Cost x 25.*

Rubber: Non-lethal rounds for crowd control; all but 1 Wound from shot converted to Stun damage after armor. *Cost x 2.*

Blanks: These rounds make noise, but do zero damage; if within 10 feet of target, target does take (base damage -2 steps) Stun damage, but that's about it. *Cost x 0.5.*

Target Rounds: These rounds are designed to mark up a target without causing much real

damage. Damage converted to Basic, leaves a paint mark on impact. Base damage -1 step. *Cost x 0.5.*

Subsonic: Range increment halved, -2 step modifier to any Alertness rolls to notice shot. Base damage -1 step. *Cost x 5.*

CUSTOM SHOTGUN AMMUNITION

Shotgun Slug: Converts a standard shotgun shell to a 'bullet' that can then be augmented with any Bullet mod. Range increment x 10. Base damage -1 step. *Cost x 2.*

Buckshot: Regular, ordinary shotgun shells, these fire a spray of small projectiles that provide ideal damage for cutting through big game - or for use in combat. +1 step to hit, but -1 step to base damage per range increment past Close. *Normal cost, normal damage.*

Birdshot: A shell containing a multitude of small projectiles, ideal for hunting birds, but less so for killing people. Armor protection doubled (and targets without armor get 1W armor.) Base damage -1 step. +1 step to hit, but -1 step to base damage per range increment past Close. *Cost x 0.75.*

Smallshot: A shell containing a multitude of tiny projectiles, good for target practice and very little else. Range increment halved, armor protection doubled (and targets without armor get 1W armor.) Base damage -2 steps. +1 step to hit, but -1 step to base damage per range increment past Close. *Cost x 0.5.*

Flechette: Round fires a multitude of tiny darts. Range increment x 1.5, armor protection doubled. Base damage +2 steps. +1 step to hit, but -1 step to base damage per range increment past Close. *Cost x 5.*

Beanbag Shell: Converts all but 1 Wound to Stun damage after armor. *Cost x 2.*

Canister: Fires a canister that releases a brief cloud of gas on impact, which creates a 5-foot cloud of inhalant drug. Precise effects depend on the drug; an Alertness + Discipline roll (Hard for a person hit by the round, Average for anyone else) allows you to take proper action (don't breathe, etc.) NBC masks generally protect against this effect. Base damage -3 steps. *Cost x 2 (+ drug cost per dose x 10.)*

Tear Gas: These canister rounds create a cloud of tear gas (2d6 Stun to anyone within 5 feet, 1d6 Stun to anyone within ten feet); anyone within this cloud also is at an effective -2 steps to all Attributes if they breathe in the cloud or have their eyes open. An NBC mask protects against this effect. *Cost x 2 + 12 credits.*

Flashbang: These rounds explode with effects similar to a flashbang grenade, but in a much smaller package. Everyone within five feet of the impact of a flashbang round takes d6 B damage, and everyone within 10 feet is automatically stunned for one turn, and must make a Survival roll against a difficulty of 11 or be stunned for 2d6 more turns. (Complete ear and eye protection gives a +2 step Vitality bonus to this roll.) *Cost x 2 + 8 credits.*

Dragon's Breath: A shell loaded with exothermic metals that sends an enormous gout of flame forward when fired. Range increment x 10, Base damage -1 step, inflicts Burn damage and is likely to start fires on any flammable object in range. Weapon has a 1 in d4 chance of immediately ceasing to function (may be more or less depending on reliability of weapon, if notable). *Cost x 10.*

Rubber Pellet Shell: Fires a burst of rubber pellets; all but 1 Wound converted to Stun damage after armor. +1 step to hit, but -1 step to base damage per range increment past Close. *Cost x 2.*