

Expedition Armory

Note: Each equipment entry indicates the weapon or item's quantity, in parentheses. This number reflects the quantity as it stands at the start of the expedition. Also indicated is the item's value in credits. This inventory does not include any personal gear owned by individual members of the expedition.

Some Weapon Notes

Seasnake Series Lasers: In a bid to dig into its competitors' pockets, Northern Gun has introduced the Seasnake line of energy weapons. Based off the company's earlier blue-green laser designs, each Seasnake is powered by a low-cost capacitor and energy refraction system that produces blue-green laser light. Every Seasnake laser weapon works when submerged and has vents that allow water to drain when the weapon is brought onto dry land.

The Seasnake series are manufactured to be light and handy. They sport thin barrels and features like folding stocks that cut down on size and weight. NG marketing's intention is to make a separate line of guns more akin to Wilk's products, going against the company's reputation for heavy, sometimes even clunky weapons. Their hope is that customers will replace their purchases of Wilk's and other small arms with the competitively priced Seasnake series. Add in the benefit of underwater functionality that comes from the blue-green energy, and the Seasnake lineup becomes a real threat to other arms manufacturers' profits. NG is currently selling the weapons at cut-rate prices in an attempt to aggressively displace Wilk's sales presence.

With its lighter weight and distinctly non-Northern Gun appearance, many customers, especially illiterate ones, aren't even aware that they are buying an NG product when they purchase a Seasnake weapon. Rain and water corrosion are no problem for the completely waterproof, high-impact, M.D.C. plastic used to make the laser's weapon casings. And for shooters who don't necessarily need a gun that can fire underwater, each Seasnake is still a quality, well-priced weapon, and the ability to pick off opponents who try to dive into the water for safety doesn't hurt either. Favored by naval forces, pirates and aquatic D-Bees. Range Note: The range for the Seasnake line is applicable both underwater and above water in an atmosphere.

Solar Powered Lasers: In an effort to cater to Wilderness Scouts, downed pilots and its remote and impoverished customers, Northern Gun has devised a new type of energy weapon that runs on solar-power. Each of these sunlight driven laser weapons has a solar panel "hood" that connects to a battery similar to an E-Clip. While the UV series have limited range, they can make the difference between life and death for someone stranded in the wilderness. Solar energy systems are new to Northern Gun and most people consider it pioneering, experimental technology.

Melee Weapons

Standard S.D.C. Blade (200; assorted types): Ranging from small survival knives to large swords. Damage: 1D4 to 3D6 S.D. Cost: 50-600 credits.

Silver-Plated Blade (30; assorted types): For use against were-creatures and other beings that are vulnerable to silver. Ranges from pocket knives and spikes to large bowie knives. Damage: 1D4 to 1D8+2 S.D./M.D.; double damage to creatures vulnerable to silver. Cost: 1,000-3,000 credits.

Vibro-Knife (80): Powered by mini E-Clip in the handle. Lasts for 60 minutes of continuous use. Damage: 1D6 M.D. Cost: 7,000 credits.

Vibro-Sword (10): Powered by mini E-Clip in the handle. Lasts for 50 minutes of continuous use. Damage: 2D6 M.D. Cost: 11,000 credits.

Giant-Sized Vibro-Sword (5): Designed for use by power armor, robots vehicles, and giant-sized creatures. Powered by standard E-Clip for 50 minutes, or may be connected to power armor/robot vehicle power supply for indefinite use. Damage: 3D6 M.D. Cost: 18,000 credits.

Giant-Sized Double-Headed Vibro-Axe (3): This is a large, double-bladed Vibro-Axe which can be used by robot vehicle and power armor, as well as giant-sized creatures. Powered by standard E-Clip for 50 minutes, or may be connected to a power armor/robot vehicle power supply for indefinite use. Damage: 3D6+2 M.D. Cost: 22,000 credits.

Vibro-Bayonet (80): Designed for attachment to a variety of rifles. Powered by its own mini E-Clip. Damage: 2D4 M.D. Cost: 7,500 credits.

Grenade Knife (40; vibro version): This is a simple and clever weapon that have become popular with Juicers, Crazies and others

who tend to fight in close combat. Grenade knives are just what they sound like, knives with fragmentation grenades for handles. Once the target has been stabbed, the grenade is activated and detonates, all the while held closely against the intended victim by the blade itself. There are both normal and Vibro-Blade versions available, insuring the weapons can be used against supernatural creatures and armored targets. Note: W.P. Targeting is necessary to have any hope of hitting a target by throwing the weapon at a distance and is still -1 to strike. Unskilled users may be able to hit a target with a thrown weapon within 15 feet (4.6 m), but are -3 to strike.



Weight: One pound (0.45 kg).

Range: Grenade knives are much heavier than normal throwing knives and have a limited range of about 30 feet (9 m).

Damage: S.D.C. Blade: 1D6 S.D. on blade impact. Vibro-Blade: 1D6 M.D. on blade impact/impalement. The secondary explosion occurs one melee action (about 3 seconds) later and delivers 4D6 M.D. to the target in which the Grenade knife is imbedded and 1D6 M.D. to those within a 4 foot (1.2 m) blast radius. Only individuals on the same side of the target where the knife struck are affected; those on the opposite side are protected from the blast by the main target's body/armor. Note that S.D.C. blades will bounce off Mega-Damage armor and the skin of most Mega-Damage creatures – bounces 2D4 feet (0.6 to 2.4 m) away and may inflict collateral damage to any person or object within the blast radius. But that's true of all grenades and explosives, which is why they should always be used with extreme caution. Note: The blade of the grenade is destroyed in the explosion.

Cost: S.D.C. Grenade Knife: 450 credits each. Vibro-Blade: 9,500 credits each. Add 500-1,200 credits for a silver-plated blade.

Rope Pole (10): Also commonly known as a "Strangle Rod," this is used to capture and control animals and small dinosaurs. It is also sometimes used on human and D-Bee prisoners. The shank of the rod is made of a light, durable mega-damage material. Inside is a line of mega-damage cord with a test strength/weight capacity of 800 pounds (360 kg) — a P.S. of 35 or higher is needed to snap the line. At the end of the pole is a noose loop. Adjustment controls near the handle are used to make the noose large or smaller, tighter or looser. A strangle knot automatically tightens the loop if the captive struggles or pulls. It can also be tightened with the controls. A strangle noose may be necessary to control or momentarily render some captives unconscious.



Size: 6 ft, 6 inches (1.95 m) long. A 20 foot (6 m) length of cord is contained inside the pole.

Damage: It generally takes 2-3 minutes to strangle an average human enough to render him unconscious, however, during that time, the combat bonuses of the choking, strangling (panicking?) victim are reduced by half and the character loses one melee attack per round. Another 1D4 minutes of strangulation will usually kill the person (save vs coma/death?). Loosening the noose after unconsciousness will see the victim recover within 1D4 minutes. Large animals and dinosaurs will take 1D4+1 minutes to render unconscious (sometimes twice as long or not at all) and they recover in a minute or two. It is difficult to snap the neck using the Rope Pole (it's designed to capture and control, not kill), but the user of the pole can jerk, shake and push their captive around or down on his knees. Note that often two humans or a cyborg will handle a single Rope Pole to insure control of the subject.

1D6 S.D. damage plus P.S. attribute bonus when used as a clubbing weapon; 1D4 S.D. when used as a jabbing weapon. Furthermore, the Rope Pole is a light M.D.C. structure with a hollow center, making it more prone to being snapped in half, although it can be used to parry M.D. attacks from mega-damage animals (bites and claws), vibro-blades, 'Borgs, 'bots and power armor. The pole has a total of 35 M.D.C., while the cord effectively has one M.D.C. per square inch (susceptible to being bitten through if a mega-damage creature can get its teeth on the cord).

Cost: 2,500 credits, mainly because of the M.D.C. materials.

ES-20 Electro-Stun Spear (10): A long, spear-like version of the electro-prod. This electro-shock weapon has been designed for use against dangerous or large animals and small dinosaurs where distance between the animal and the keeper is necessary or desired. Its function is basically the same as a small prod, only it delivers a more powerful shock.



Size: 6 ft, 6 inches (1.95 m) long.

Damage: 2D4+2 S.D.C. damage plus P.S. attribute bonus when used as a clubbing weapon; 1D6 S.D.C. when used as a jabbing weapon. However, the spear is an M.D.C. structure and can be used to parry M.D. attacks from mega-damage animals (bites and claws), vibro-blades, 'Borgs, 'bots and power armor. It has 80 M.D.C.

There are three energy settings:

1. Light shock: 1D6 S.D./hit point damage.
2. Moderate: 3D6 S.D./hit point damage.
3. Strong (lethal): 1D4x10 S.D.C./hit point damage plus a 01-65% chance of stunning human, D-bee and small animal victims for 1D4 melee rounds; 01-20% against giant or inhumanly powerful animals.

Victims can roll to save vs stun. A successful roll means they suffer half damage and only lose initiative and one melee attack for the round. Stunned victims are -8 to strike, parry, and dodge plus reduce the character's speed and number of attacks per melee round by half. The accumulative affect on the nervous system of the body being repeatedly shocked may knock the victim unconscious, even if he has previously saved. After being shocked on the "strong" setting more than three times, or when hit points are below half

(S.D.C. gone), the character may be stunned into unconsciousness for 2D4 melee rounds. When he recovers, he will suffer the stun penalties for one minute. If all S.D.C. are gone and hit points are reduced to 12 or less, there is a 01-70% likelihood that the character will lapse into cardiac arrest and die within 1D4 minutes unless CPR is applied immediately (or roll to save vs coma and death). The heart is likely to be started again with minimal effort but the victim will feel like he was run over by a truck and suffer the stun penalties for 2D4x10 minutes.

Duration of Stun Effects: 1D4 melee rounds. The duration of the impairment is increased 1D4 melee rounds for every hit by the Electrostunner in which the character does not save.

Save vs Electric Shock: 15 or higher. The character must save each time he or she is struck with a strong/lethal shock, the lower settings will not cause the stun response or cardiac arrest. A successful save means the character takes half damage, loses initiative and one melee attack/action that round but is otherwise okay.

Payload: 50 lethal blasts or 100 moderate — rechargeable.

Cost: 12,000 credits.

Note: The Electro-Stun Spear is ineffective against environmental, M.D.C. body armor, power armor, bots and 'Borgs, but is effective against half suits or body armor without a helmet (not fully environmental without the helmet attached).

Neural Mace (10): A handheld stun weapon that releases an energy charge that temporarily short-circuits the nervous system.

Saving Throw: 16 or higher to Save vs. Stun. The victim must roll to save each time that he's struck. Note that the mace is ineffective against full environmental M.D.C. body armor and power armor, but is effective against non-environmental armor.

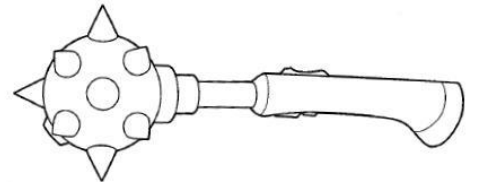
Damage: Non-lethal. A victim who is struck and fails to save is stunned: -8 to strike parry, and dodge, and the victim's Spd and Actions Per Melee are reduced to half. More than four successful strikes against which the victim doesn't save may result in unconsciousness. Physical damage is 2D6 S.D./M.D., plus P.S. damage bonus (if applicable).

Duration of Effects: Stun penalties last for 1D4 minutes. Unconsciousness due to repeated strikes from the neural mace lasts for 2D4 melee rounds. The duration of impairment increases 2D4 melee rounds for every hit from the mace against which the victim does not save.

Cost: 8,000 credits.



Giant-Sized Electro-Mace (2): The Electro-Mace has long been a favorite of robot crews and is used as a hand-to-hand weapon for smaller power armors and robots (under 25 feet/7.6 m), as well as giant-sized creatures. The weapon is held by a handle, like a regular mace, and allows the user to charge it with electricity for additional damage. The Electro-Mace has its own independent power supply, but can also be connected to the power supply of a power armor suit or robot vehicle.



Range: Hand to hand combat only.

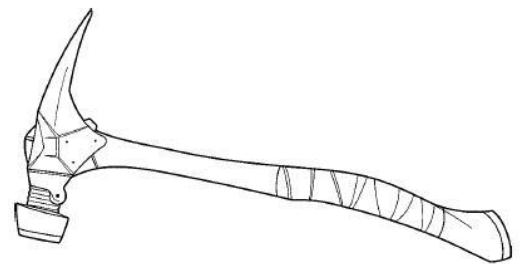
Damage: Inflicts 3D6 M.D. per strike, +1D6 M.D. when the mace is electrically charged

Payload: Can stay continuously charged for 12 hours before its battery needs to be replenished. If connected to a power armor suit or vehicle power supply, it can operate indefinitely.

Cost: 35,000 credits.

NG-B20 Bangstick Hammer (5): Bangstick Hammers are very simple devices; an old fashioned hammer with a modern bang. Essentially, it's a Mega-Damage hammer with an *M.D. shotgun shell* at the tip, designed so that the shotgun shell goes off at the point of impact, exploding against the target when it is struck. It has quickly become popular among Juicers, Crazier, and City Rats everywhere, as well as gangbangers, brawlers and petty criminals.

The handle is 2-4 feet (0.9-1.2 m) long so it can be used by horsemen, hovercyle pilots, flying power armor units, and those with a jet pack. Some of the hammers have a spike or claw on the other end of the head for combat and utilitarian purposes. A claw end, for example, can be used to pry open doors and windows, assist in climbing or hook an opponent's wrist, weapon or ankle. Depending on the size of the hammer's head, two or three M.D. shotgun rounds are contained in the flat portion of the head, which all go off simultaneously on impact.



Weight: 8 pounds (3.6 kg).

Range: Close combat/impact.

Damage: Functions as a blunt S.D.C. weapon with normal P.S.: 2D6 S.D.C. +P.S. bonus (if any).

Blunt M.D. Weapon: 1D6 M.D. +P.S. M.D. punch damage if the user has a P.S. capable of inflicting M.D.

Two-rounds: 4D4 M.D. impact damage for Mega-Damage explosive shells. 1D4x10 S.D.C. for buckshot, 1D6x10 S.D.C. for solid slug.

Three-rounds: 4D6 M.D. impact damage for Mega-Damage explosive shells. 1D6x10 S.D.C. for buckshot, 2D4x10 S.D.C. for solid slug.

Payload: Up to 3 shotgun shells (any type, S.D.C. or M.D.). Must be loaded by hand.

Cost: 2,500-3,000 credits. M.D. shotgun shells cost 1,500 credits for a box of twenty.

Pistols / Sidearms

NG-33 Laser Pistol (20): A trusty side arm offered by Northern Gun, the NG-33 retains all of its signature NG ruggedness and dependability.

Weight: 4 lbs (1.8 kg).

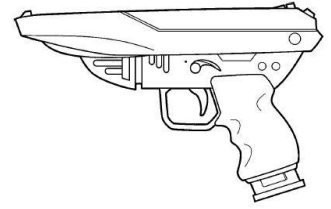
Range: 800 feet (244 m).

Damage: 2D4 M.D.

Rate of Fire: Each shot counts as one melee attack.

Payload: 20 shots.

Cost: 6,500 credits.



NG-35 Heavy Laser Pistol (15): Northern Gun is known for their heavy, durable infantry weapons, but most laser pistols are typically light, small guns. To appeal to its customer base of macho types and individuals with enhanced strength, Northern Gun has created a new high-powered laser pistol. The NG-35 is a big, bulky weapon with good range, good firepower and is still sturdy enough that it can be used just fine as a cudgel. No one will mistake it for a Triax or Wilk's product, which is how Northern Gun likes it.

Weight: 4.5 lbs (2 kg).

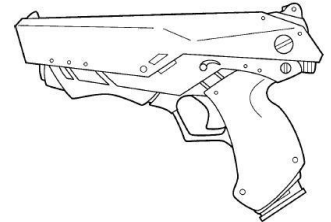
Range: 800 feet (244 m).

Damage: 3D6 M.D.

Rate of Fire: Each shot counts as one melee attack.

Payload: 14 shots, 22 with a long E-Clip.

Cost: 19,500 credits.



NG Super Laser Pistol & Grenade Launcher (15): One of the weapons that put the 'Gun' in Northern Gun was conceived by the legendary weapon designer K.H.S. It is the NGSuper Laser Pistol, which reflects the limitations of the company's early manufacturing methods. While it is certainly a reliable weapon, it is heavy and bulky, more of a submachine-gun than a real pistol. The secondary grenade launcher is a handy feature, but adds weight and kicks like a mule. The overall result is a weapon more useful to Juicers, Crazies, cyborgs and powerful D-Bees than normal humans, though particularly strong individuals sometimes use it to show off.

Weight: 13 lbs (5.8 kg).

Range: Laser 800 feet (224 m), grenade launcher 500 feet (152 m).

Damage: *Laser:* 2D4 M.D. *Grenade Launcher:* 2D6 M.D. to a blast area of six feet (1.8 m) in diameter.

Rate of Fire: Each grenade or laser blast counts as one melee attack.

Weight Penalties: Characters with a strength of 19 or less are -3 to strike firing one-handed, and -1 to strike when bracing it with both hands or on something, whether firing the laser or grenade launcher.

Payload: Laser is 20 blasts, Grenade Launcher carries six grenades hand loaded into the gun plus eight spares that can be loaded into a top-feeding clip by hand.

Reloading the Launcher: Requires one full melee round (15 seconds), to manually reload the grenade launcher. As always, reloading an E-Clip takes about five seconds or equal to one melee attack.

Cost: 21,000 credits. Grenades cost 400 credits apiece or 3,800 a dozen.



NG-45LP Long Pistol (15): Many feel that Northern Gun's Long Pistol is really a medium-range energy rifle or carbine in a pistol-shaped design. Juicers and others with augmented strength like it because they can wave around a pistol that has rifle-like firepower with one hand. Pilots, crewmen and travelers like it because it is compact enough to be stowed in a vehicle compartment or piece of luggage. If it has a drawback, it's its low payload.

Weight: 5 lbs (2.25 kg).

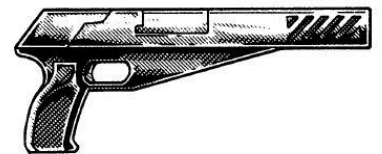
Range: 1,200 feet (366 m).

Damage: 5D6 M.D. per shot.

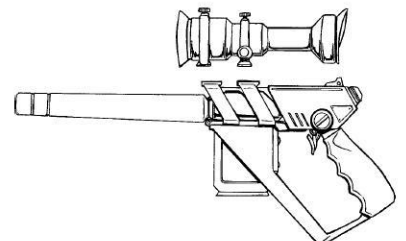
Rate of Fire: Each shot counts as one melee attack.

Payload: 8 shots.

Cost: 15,000 credits.



NG-SE9 Sharpshooter Laser Pistol (Seasnake Series) (10): The NG-SE9 looks very much like the SE5, but with a larger barrel and telescopic, passive nightvision scope that comes standard with the pistol. The Sharpshooter Laser Pistol is perfect for fending off sea monsters, ship-to-ship battles at medium range and precision shooting. In fact, it is a favorite among marksmen, hunters and target shooters. It is also extremely popular with pirates, sailors and aquatic D-Bees who enjoy a weapon with good range and power for a precision weapon, but do not wish to be encumbered by a rifle.



Weight: 2.5 lbs (1.1 kg).

Range: 1,000 feet (305 m).

Damage: 3D4+3 M.D.

Rate of Fire: Each shot counts as one melee attack.

Payload: 20 shots, 36 with a long E-Clip.

Cost: 15,000 credits with a telescopic targeting scope with passive nightvision and laser distancing features (1,500 foot/457 m range for the distancer and 3,000 feet/914 m for the telescopic scope).

NG-UV4 Solar Powered Laser Pistol (10): The UV4 is a full-sized pistol with greater power, range and payload, but is a fairly bulky pistol with the solar panel hood taken into consideration.

Weight: 3.8 lbs (1.7 kg).

Range: 600 feet (183 m).

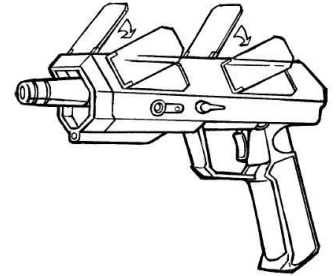
Damage: 2D4+1 M.D.

Rate of Fire: Each shot counts as one melee attack.

Payload: 16 total solar charges. One shot per charge. Takes three hours of direct sunlight to recharge each shot. Diffused

sunlight (overcast sky) will not charge the weapon. Can also use standard E-Clips (20 blasts).

Cost: 20,000 credits.



NG-57 Heavy Duty Ion Blaster (10): Another Northern Gun classic that came out around the same time as the NG-Super Laser Pistol, the NG-57 is a heavy-duty ion blaster that has as much power as many rifles and better energy conservation – all contained in a weapon that fits snugly in a hip holster or glove compartment.

Weight: 5 lbs (2.25 kg).

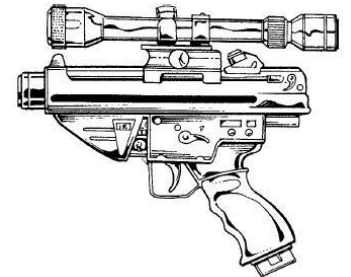
Range: 500 feet (152 m).

Damage: Two settings, 2D4 or 3D6 M.D.

Rate of Fire: Each shot counts as one melee attack.

Payload: 10 shots.

Cost: 15,000 credits.



NG-T9 Dart Tranquilizer Pistol (10): A tranquilizer pistol can be used for subduing ordinary animals for capture and treatment, as well as to knockout people (mainly humans), without hurting them. The weapon is most popular among naturalists, explorers and scientists exploring the wild, as well as spies, thieves, smugglers, and those who engage in industrial espionage. Using a tranq gun enables them to subdue guards and personnel without using lethal force. Moreover, such criminals and espionage operatives usually use snatch and grab tactics and avoid being seen or fighting with guards. This means getting in fast and quietly – hopefully unseen – grabbing what they came for, and getting out even faster (and hopefully unseen).

Weight: 3 pounds (1.35 kg).

Range: 90 feet (27.4 m).

Damage: Tranquilizer darts render susceptible victims uncon-scious for 1D4+1 melee rounds and leaves them groggy for a while after. The drug takes effect within five seconds.

Saving Throw: Humans: 16 or higher to save vs non-lethal poison. D-Bees: 12 or high to save from the same drug, and when it does work, the duration and penalties are half on non-humans. Note: Has NO effect on supernatural beings, not even lesser beings like sub-demons, nor does it work on creatures of magic and Mega-Damage D-Bees (the dart bounces right off their M.D.C. hide). Obviously the dart cannot penetrate even S.D.C. armor. Failure to save temporarily renders the victim unconscious as described under Duration. Those who save vs non-lethal poison suffer grogginess for one melee round (15 seconds) before returning to full awareness and capabilities.

Penalties for Grogginess: Reduce all combat bonuses and Spd by half, no initiative and no Perception Roll bonuses whatsoever, -1 one melee attack, and -15% on skill performance.

Duration: Knocked out for 1D4+1 melee rounds. Groggy for 1D6+2 additional melee rounds after waking up. However, if the victim is attacked or fears for his life, the adrenaline rush reduces the duration by half.

Rate of Fire: Single shot.

Payload: One dart.

Penalty to Strike: -1 to strike even with W.P. Pistol or Revolver.

Cost: 6,500 credits for the pistol.



Rifles / Longarms

NG-L5 Laser Rifle (20): The standard amongst Northern Gun's laser rifles and a strong seller for many years. The L5 is remarkably durable and resilient in the field, (it was on the market for two full years before a client reported a misfire). However, it can be quite a burden for a soldier to carry. NG's technicians have been cutting the weapon's weight down with each production block, and the new Block III rifles are slimmer and lighter, but still tough enough to be used as a club if necessary.

Weight: 10 lbs (4.5 kg).

Range: 1,600 feet (488 m).

Damage: 3D6 M.D. per blast.

Rate of Fire: Each shot counts as one melee attack.

Payload: 10 shots standard clip or 20 shots long E-Clip.

Cost: 16,000 credits.



NG-LG6 Laser Rifle & Grenade Launcher (15): An L5 Laser Rifle mated with a full-size grenade launcher, the LG6 can unleash any grenade type in NG's inventory. It was introduced to compete with Coalition weapons and is favored by mercenaries and soldiers more so than outlaws; truly designed for the open battlefield.

Weight: Block I: 19 lbs (8.6 kg). Block II: 15 lbs (6.8 kg).

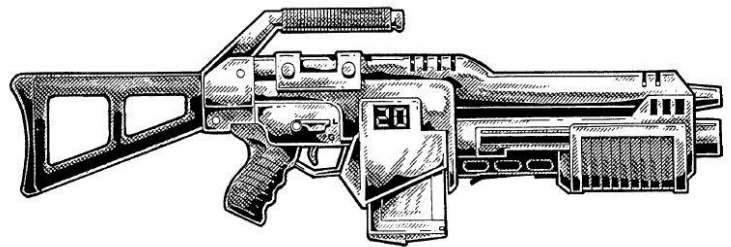
Range: *Laser:* 1,600 feet (488 m). *Grenade launcher:* 1,100 feet (335 m).

Damage: 3D6 M.D. per laser blast or 4D6 M.D. to a blast radius of about 12 feet (3.6 m) per grenade.

Rate of Fire: Each shot counts as one melee attack.

Payload: *Laser:* 10 shots standard E-Clip, or 20 shots long EClip, or 70 shots with power pack (pack weighs 12 lbs/5.4 kg and regenerates 4 blasts per hour; costs 70,000 credits). *Grenade launcher:* Four grenades (pump action). Requires one melee attack/action to reload.

Cost: 22,000 credits. Grenades cost 400 credits each.



NG-UV7 Solar Powered Laser Rifle (5): For serious survivors and wilderness folk, the UV7 laser rifle is a much more capable weapon that still harnesses energy directly from the sun. Its solar panel section is clipped to the top of the gun but can be disconnected and placed on the shooter's shoulder or back, connected to the rifle's battery by an extendable M.D. cord.

Weight: 7.5 lbs (3.4 kg).

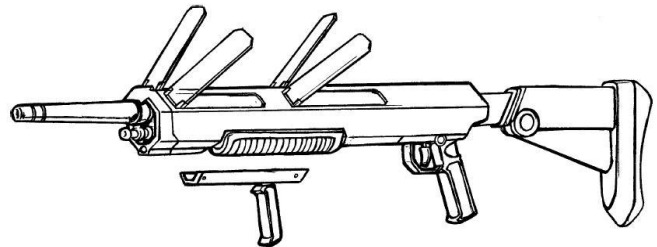
Range: 1,200 feet (366 m).

Damage: 2D6 M.D.

Rate of Fire: Each shot counts as one melee attack.

Payload: 18 total solar charges. One shot per charge. Takes four hours of direct sunlight to recharge each shot. Can also use standard E-Clips (20 blasts).

Cost: 30,000 credits.



NG-IR5 Ion Rifle (15): The NG-IR5 is a rifle version of the popular NG-57 Heavy-Duty Ion Blaster. It has greater power along with much better range and energy management, but retains the dual damage settings and the ability to fire into and under the water. This last feature makes the IR5 popular with privateers and pirates, as well as raiders and ship crews working out on the Great Lakes who often have to fend off lake monsters.

Weight: 11 lbs (5 kg).

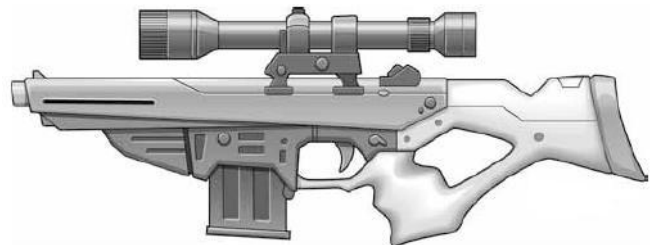
Range: 2,000 feet (610 m).

Damage: Two settings, 2D6 or 4D6 M.D.

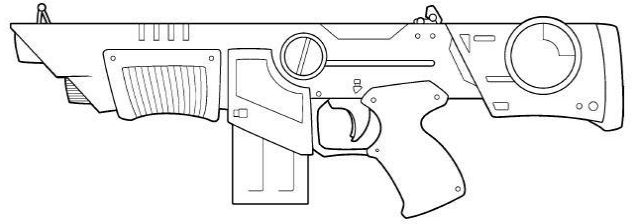
Rate of Fire: Each shot counts as one melee attack.

Payload: 20 shots per standard E-Clip at the low setting, 11 shots at the higher setting. 36 and 15 shots with a long E-Clip.

Cost: 24,000 credits.



NG-P7 Particle Beam Rifle (10): Northern Gun's reputation for heavy, practically unbreakable weapons was built on guns like the P7. While the original Block I version weighed in at a sturdy twenty-one pounds (9.45 kg), the newest Block III particle beam rifles have almost cut that weight in half, much to the relief of anyone that has to carry one out on patrol.



Weight: 12 lbs (5.4 kg).

Range: 1,200 feet (365 m).

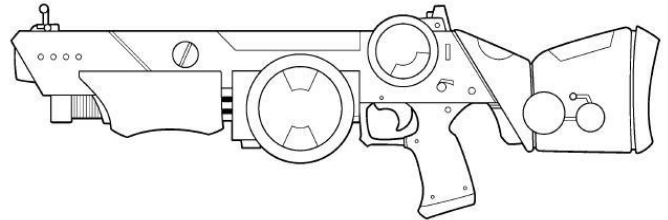
Damage: 1D4x10 M.D. per blast, a Critical Strike does 50% more damage on the roll of a Natural 19 or 20.

Rate of Fire: Each shot counts as one melee attack.

Payload: 8 shots from a standard E-Clip or 12 with a long E-Clip.

Cost: 22,000 credits.

NG-P9 Heavy Particle Beam Rifle (5): The P-9 particle beam rifle is the big brother of Northern Gun's P-5 and P-7 particle beam rifles. While a good weapon, the P-9 is generally outshone by similar weapons made by the Coalition States, Naruni Enterprises, Triax and Northern Gun.



Weight: 12 lbs (5.4 kg).

Range: 1,600 feet (488 m).

Damage: 1D4x10 M.D. per blast, a Critical Strike does 50% more damage on the roll of a Natural 19 or 20.

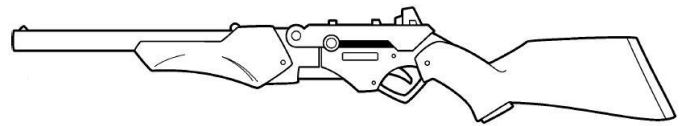
Rate of Fire: Single shot only. Each shot counts as a melee attack.

Payload: 6 shots from a standard E-Clip or 9 shots with a long E-Clip.

Bonus: Laser targeting standard; +1 to strike on aimed shots.

Cost: 45,000 credits.

NG-T12 Tranquilizer Rifle (10): This is a rifle designed to fire a tranquilizer dart. Its effective range is much less than a normal rifle and the weapon must be hand-loaded after every two shots (counts as two melee actions to reload on dart, four to reload two darts). Victims must save vs toxin or be knocked unconscious as described under the description for the pistol.



Weight: 6 pounds (2.70 kg).

Range: 800 feet (244 m).

Damage: Same as the pistol, above.

Saving Throw: Same as the pistol, above.

Penalties for Grogginess: Same as the pistol, above.

Duration: Same as the pistol, above.

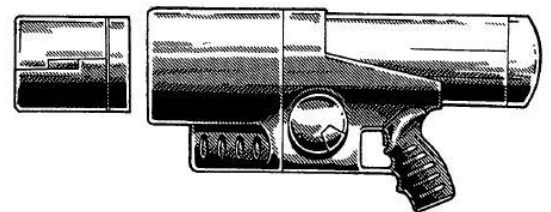
Rate of Fire: Single shot.

Payload: Two darts.

Penalty to Strike: -1 even with W.P. Rifle.

Cost: 14,500 credits for the rifle. Darts are 800 credits each.

NG CN-1 Net Gun (5): A tool for capturing animals, dinosaurs, or people is the Net Gun. This is a large, bulky, but surprisingly lightweight gun that fires an exploding cartridge that releases a mega-damage net. The net is large enough to cover a target up to twice the size of a human. Against human-sized targets, the extra size helps to weigh down and entangle the target subject. The netting is made from a light mega-damage material similar to the one used in the Rope Pole.



Weight: 10 lbs (4.5 kg)

Damage: None; designed to capture and entangle. It takes the average person 1D4 minutes to work his way loose; 3D4 minutes for most animals, but 5D6 seconds for most supernatural beings.

Note: The netting effectively has one M.D.C. point per square inch. It is susceptible to being bitten or clawed through by mega-damage creatures, supernatural beings, or cut by M.D. blades (takes at least two melee rounds/30 seconds to cut a hole big enough and to get untangled).

Effective Range: 40 feet (12m).

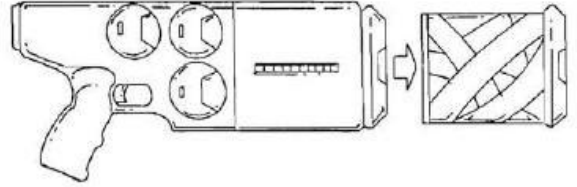
Rate of Fire: Once per melee round, possibly two if the user can quickly reload a net cartridge (takes 2-3 melee actions).

Payload: One net canister, but the propellant cartridge can fire six nets before needing to be replaced or recharged with compressed air.

Reloading: The net cartridge is reloaded in the front of the weapon and counts as 2-3 melee actions. Reloading the air cartridge (in the rear of the weapon) requires one full melee round, 15 seconds.

Cost: 8,000 credits for the gun with two compressed air launch cartridges. An M.D.C. net with reusable firing cartridge costs 4000 credits; an S.D.C. net (two S.D.C. points per square inch) and firing cartridge costs 800 credits each.

NG Explosive Strap Gun (5): This is a unique projectile weapon that fires a large projectile with compressed straps/cords. When the bundle impacts on a target, a charge inside of it goes off and the straps extend. Weights on the ends of the cords force them around the target, where they impact and adhere to each other with a molecular resin. The final result is the effective cocooning of the target. It will even restrain someone with a P.S. of 30! M.D.C. straps can restrain someone up to a Supernatural P.S. of 20 or Robotic P.S. of 25.



Weight: 6 pounds (2.7 kg).

Length: 20 inches (0.5 m).

Range: 60 feet (18.3 m).

Damage: 1D6 S.D. from impact plus immobilization of the target. A successful dodge means the target is not struck. If the dodge fails, the victim is coiled and must be cut loose. Each of the 20 cords has two M.D.C. points. The straps are very hard to break, requiring a P.S. of 31 or higher, but burn very easily because of the molecular resin. The straps burn up in one round, but the character inside takes fire damage.

Cost: 600 credits for the gun, 300 credits per strap bundle. It takes two melee attacks/actions to reload the strap gun. Each bundle does come with an aerosol agent to counteract the resin.

Heavy Weapons

NG-P85 Personal Particle Beam Cannon (5): This heavy weapon has a slightly longer range than rifles, and packs a bit of a bigger punch. Taking a page from the Glitter Boy play book, this big gun is a shoulder-mounted and firing particle beam cannon designed for Combat Cyborgs and power armor to provide them anti-armor firepower, if only for a moment. The PBC drains E-Clips quickly, and is most often sold along with a support weapon-sized power pack (30 blasts per power pack).

Weight: 61 lbs (27.5 kg).

Range: 1,800 feet (549 m).

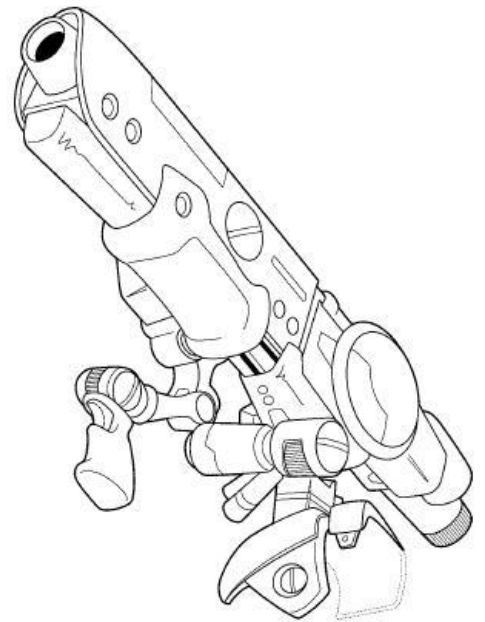
Damage: 1D4x10+4 M.D. per blast, a Critical Strike does 50% more damage on the roll of a Natural 19 or 20.

Rate of Fire: Each shot counts as one melee attack.

Payload: 4 shots per short E-Clip, 7 for a long E-Clip. 30 blasts with an NG power pack.

Penalties: -1 to dodge and reduce the running speed by 10% and the flying speed of power armor or cyborgs with jet packs by 20% whenever this large, shoulder mounted weapon system is attached. Requires the W.P. Heavy Weapons skills for bonuses to strike. All penalties are cumulative. Connecting the weapon directly into to the Combat Cyborg or power armor's own nuclear energy supply reduces its running/flying speed by an additional 10% and apply the following penalties: -1 to dodge, -1 attack per melee round, due to weight, awkwardness of movement, and slow response from other built-in systems. Moreover, the weapon mounted on the shoulder makes the 'Borg or power armor top heavy on one side, making movement clumsy and less fluid.

Cost: 75,000 credits and includes the apparatus for attaching it to the back and shoulders. Hangs over one shoulder or the other. Not suitable for all power armors or cyborgs, and only one can be attached at a time.



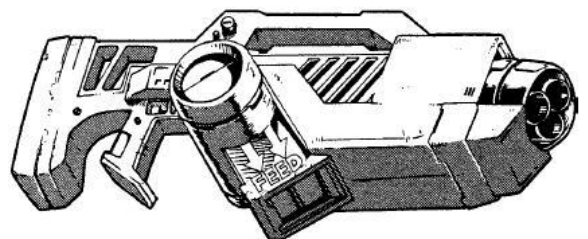
NG-E12 Heavy Plasma Ejector (4): An enlarged version of the E4 Plasma Ejector, the E12 is intended for emplacements and vehicles. There is also a rifle version that is being included with more and more Northern Gun power armor and robot packages and is popular with cyborgs, but is simply too heavy and bulky for unaugmented humans.

Weight: 30 lbs (12.5 kg) using an E-Clip, 50 lbs (22.5 kg) with a power pack.

Range: 2,000 feet (610 m).

Damage: 1D6x10 M.D.

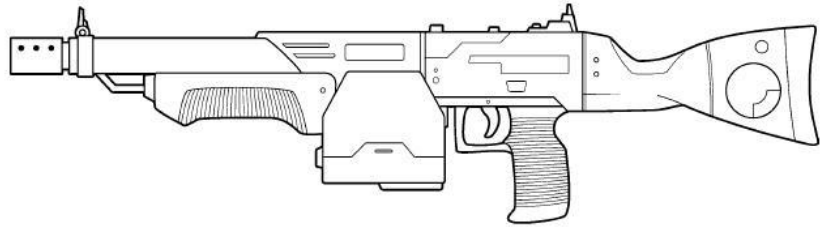
Rate of Fire: Each shot counts as one melee attack.



Payload: 6 shots standard clip, 12 shots long E-Clip, or 42 shots with Power Pack (pack weighs 20 lbs/9 kg and regenerates 4 blasts per hour; costs 80,000 credits).

Cost: 80,000 credits.

NG-101 Rail Gun (8): An older weapon that has been mainly pushed aside by newer models, the 101 was scheduled to end its production run three years ago when a dramatic redesign saved it at the last moment. The new Block III variant has retained the best features of the original, but combines them in a much lighter overall package.



Weight: 90 lbs (40.5 kg). Power Pack: 52 lbs (23.4 kg). One Ammo-Belt: 25 lbs (11 kg). Case of six belts: 160 lbs (72 kg).

Range: 4,000 feet (1,219 m).

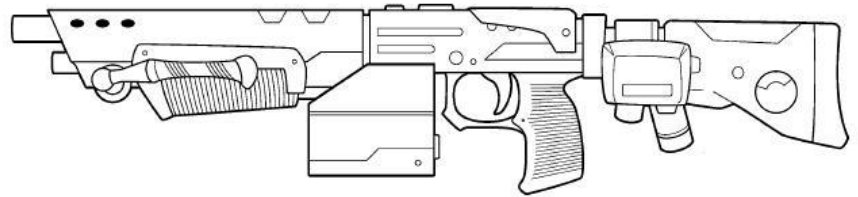
Damage: A burst is 30 rounds and inflicts 6D6 M.D., one round does 1D4 M.D.

Rate of Fire: Each single shot or burst counts as one melee attack.

Payload: As a machine-gun: 300 round belt.

Cost: 70,000 credits for the gun and power pack.

NG-202 Rail Gun (5): An old favorite and hot seller for many decades, the NG-202 is arguably the most common rail gun in North America, and shows up mounted on vehicles and fortifications all over the continent. It is a high-powered weapon suitable for a wide range of combat missions for Combat Robots, power armor troops and powerful D-Bees. (Brodkil love the weapon too, whenever they can lay their hands on them.) Now available as the R212 robot-sized rifle version that fires extended bursts.



Weight: Gun: 198 lbs (89 kg), Power Pack: 100 lbs (45 kg), One Ammo-Belt: 35 lbs (16 kg), Case of six belts: 210 lbs (94.5 kg).

Range: 4,000 feet (1,219 m).

Damage: A burst is 40 rounds and inflicts 1D4x10 M.D. One round does 1D4 M.D.

Rate of Fire: Each single shot or burst counts as one melee attack.

Payload: 320 round belt (8 bursts). New is a 2,400 round drum (60 bursts) that weighs 175 lbs (79 kg) for those strong enough to manage such weight, such as heavy power armor suits and monsters like the Brodkil. Cyborg or strong D-Bees crazy enough to strap on the big ammo drum see their Spd reduced 30% and they are -3 to dodge and roll with impact.

Cost: 70,000 credits for the gun and power pack.

NG-505 Heavy Rail Cannon (3): The 505 is an intimidating rail cannon that fires a single, large, aerodynamic shell. It is designed as a primary weapon for mounting on tanks, combat vehicles and as a light naval cannon, but can be switched out as a replacement for the main weapon system or large secondary weapon on certain large combat robots like the Hunter Mobile Gun and Gunbot. There is even a “ship-hunter” variant of the Beachmaster robot that mounts the weapon.



Weight: 612 lbs (275 kg).

Range: 4,000 feet (1,219 m).

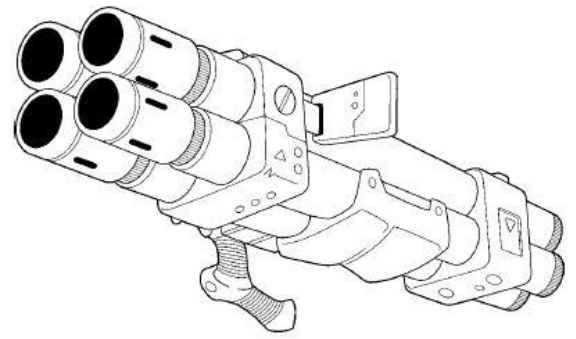
Damage: 1D6x10+3 M.D. to a three foot (0.9 m) radius.

Rate of Fire: Each shot counts as one melee attack.

Payload: The secondary feeding drum built into the rail gun is permanently attached and serves as the only ammo source when using the 505 as a mounted cannon or a hand-held weapon for a combat robot or large monster. The built-in feeding drum holds 30 rounds. Full-size, 90 round drums are also available for use with the weapon system.

Cost: 175,000 credits for the gun alone. The ammo drum (30 M.D.C.) itself costs 2,000 credits each. 1,200 credits per each shell. NG sells a servo-rig for 15,000 credits that can mount and fire the 505 with a turret but does not protect the gunner. There is also the rifle version available that requires a Robotic P.S. of 35 or greater (or supernatural P.S. of 25) to use and comes with a single 90-round drum and ammo system. The last variant is the towed artillery field gun, a 505 cannon mounted on a light M.D. carriage (65 M.D.C.) that includes four spiked “feet” that are pounded in the ground to anchor the gun for firing. It takes about four melee rounds to get the weapon anchored; firing without properly securing the gun imparts a -4 penalty to strike.

NG-ML7 Mini-Missile Launcher (6): The ML7 is a mini-missile launcher designed to compete with Wellington Industries' extremely popular WI-23. The weapon's missile clip provides more ammunition than standard one-shot launch tubes, and Northern Gun wanted to provide a similar capability for their customers. While NG does sell knock-offs of the WI-23 mini-missile launcher as the NG-ML46, its own shoulder-fired mini-missile system has its own strengths and weaknesses. The greatest advantage to using the NG-ML7 is its ability to fire in salvos. Normal mini-missile launchers intended for infantrymen have a single launch tube and must be fired one at a time. The ML7 has four tubes in a quad configuration, allowing for multiple missiles to be fired at once or for different types of missiles to be loaded and kept at the ready. The weapon's drawback is its weight and bulk, but neither seem to be stopping customers from making purchases.



Weight: A fully loaded launcher weighs 30 lbs (13.5 kg).

Range: About one mile (1.6 km).

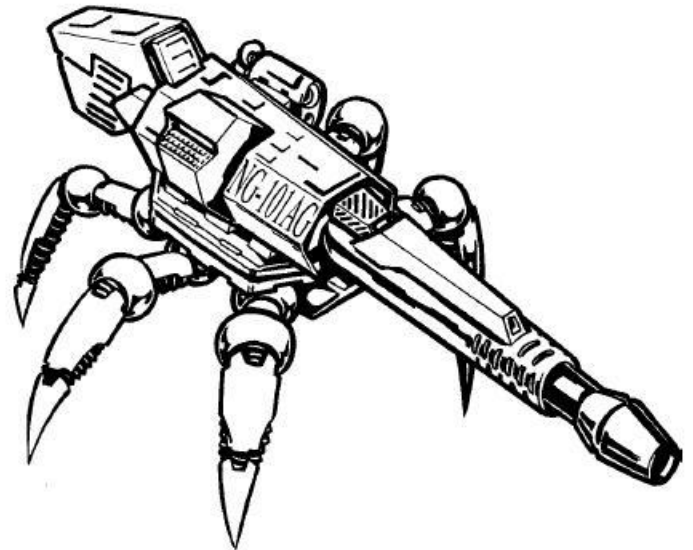
Damage: Varies with missile type. Armor piercing or plasma are standard.

Rate of Fire: One at a time or in volleys of two or four.

Payload: 4 mini-missiles. Reloading all four missiles requires 8 melee actions/attacks.

Cost: 34,000 credits.

NG-101-ARG "Argonaut" Automated Rail Gun (12): Northern Gun's ARG 'Argonaut' is a nasty weapon drone; basically an NG-101 rail gun equipped with legs and a computerized brain that allows it to operate on its own. Customers who expect something on par with a Coalition Skelebot will be left very disappointed, but the ARG is much more capable than a standard sentry gun. It is able to relocate itself to a better position, retreat if overwhelmed or pursue an enemy attempting to retreat. Smart as it may be, the gun is still somewhat indiscriminate, shooting at any target that enters its field of vision. It is not suited for use at security checkpoints where it will have to distinguish between friend or foe, but it excels at keeping stretches of wilderness clear of intruders, defending no-man's zones and strategic positions to ambush enemies. ARGs can be found watching over the most remote stretches of the western border with the Wisconsin Wild Land. They are most effective, however, in tunnels and corridors where an enemy cannot use stealth or the terrain to circle around behind the gun.



Weight: 285 lbs (128.2 kg).

Range: 4,000 feet (1,219 m).

Damage: 6D6 M.D. per 30 round burst.

Computer Targeting System: The computerized sensor suite and targeting module has a detection range of one mile (1.6 km) with an equivalent Read Sensory Equipment skill of 74%. Its targeting computer provides the equivalent of +3 to strike on a burst and has three attacks per melee round.

Payload: An ammunition drum that holds 1,200 rounds (40 bursts) is standard and provides full mobility. However, the Argonaut can be hooked to an ammo-block with 4,800 rounds (160 bursts) but the auto-gun is fixed to that position like a pit bull chained to a fence post. It can maneuver and change its direction, but can't go more than six feet (1.8 m) from the ammo block without disconnecting itself from it. In any case, once this ammo is exhausted the system is rendered harmless, although it can be manually reloaded (operators and loaders carry a sensor that tells the gun that they are "friends") or the unit can be programmed to return to base, a mobile command center or checkpoint for more ammo or collection.

Power System: Solid Oxide or electric battery.

Notable Features: In addition to the computer, sensors and combat capabilities already noted, the rail gun can turn 180 degrees on its robot legs and point up and down in a 30 degree arc of fire without having to use its legs to reposition. The legs can squat and position to provide a greater arc of fire, up to a 45 degree angle.

Maximum Running Speed: 20 mph (32 km) and can navigate rugged terrain, crawl over and under debris, and manage inclines up to a 50 degree angle.

M.D.C. by Location:

Control Pad (1) – 6 (attackers are -9 to strike it)

Legs (6) – 15 each (attackers are -4 to strike)

Rail Gun (main body) – 100

Cost: 225,000 credits Solid Oxide, 185,000 electric battery. 5,000 credits per ammo drum (1,200 rounds) and 18,000 credits per ammo-block (the casing has 50 M.D.C. and holds 4,800 rounds).

NG-R1002 Robot Rail Gun/Assault Rifle (3): The classic NG-202 has been enlarged and re-imagined by as a handheld weapon for giant combat robots. It looks very much like the original with a few minor tweaks like no trigger guard. Even as a larger weapon, in the hand of most giant robots, it more resembles an assault rifle. Range is unchanged, but big robots can carry a bigger ammo drum, giving the R1002 a larger payload.

Weight: Gun: 265 lbs (119 kg), Power Pack: 100 lbs (45 kg), 2,400 round ammo drum: 175 lbs (79 kg) or 4,800 round ammo drum: 350 lbs (157.5 kg), or 6,000 round drum: 500 lbs (225 kg).

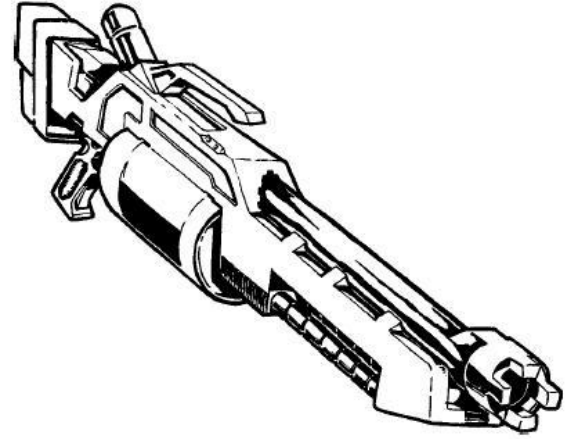
Range: 4,000 feet (1,219 m).

Damage: A burst is 40 rounds and inflicts 1D4x10 M.D. One round does 1D4 M.D. The NG Super variant fires 60 round bursts that inflict 1D6x10 M.D.

Rate of Fire: Each single shot or burst counts as one melee attack.

Payload: 2,400 round drum (60 bursts) or 4,800 round ammo drum (120 bursts), or 6,000 round drum (150 bursts) that weighs 500 lbs (225 kg).

Cost: 100,000 credits for the gun and power pack (may be tied directly into the robot's power supply). Ammo canisters each cost an additional 8,000 credits, 14,000 credits and 18,000 credits, respective to size.



Standard Ammunition

Standard S.D.C. Bullet (30,000; assorted calibers): Available for nearly every type and caliber of S.D.C. firearm. Damage: Generally 2D6 to 7D6 S.D., depending on type and caliber. Cost: 30-150 credits for a box of 100 rounds, depending on type and caliber.

Standard M.D.C. Shotgun Shell (5,000; assorted types): Available for various gauges of shotgun. Damage: 1D4 to 4D4 M.D., depending on gauge. Cost: 1,500 credits for a box of 20.

Standard Rail Gun Round (100,000; assorted calibers): Available for nearly every caliber of rail gun, except the Boom Gun. Damage: Generally 1D4 to 3D6 M.D., depending on caliber. Cost: 2-3 credits per round, plus the cost of an ammo belt or drum.

E-Clip: Mini (100): This is a tiny energy clip used to power small tools, vibro-blades, and other minor devices. Takes 1D4+4 minutes to recharge. Cost: 2,000 credits.

E-Clip: Standard (300): Takes 1D6+10 minutes to recharge. Cost: 6,000 credits.

E-Clip: Long (100): Takes 2D4+15 minutes to recharge. Cost: 10,000 credits.

NG Self-Charging Power Pack (30 total; 10 of each class): These items are relatively small battery packs that can be worn on the hip or back depending on the size. A cable runs from the pack to what looks like a standard E-Clip. The E-Clip end snaps into the weapon like a normal clip, but provides additional power from the pack. Designed to power heavy ion, plasma and particle beam weapons that require a lot of energy.

Payload: Typically provides six or seven times the capacity of a standard E-Clip before being drained. ALL NG power packs regenerate four energy blasts per hour until fully recharged. Each can regenerate a full payload six times before needing a factory recharge and overhaul (won't work without it). The recharging and overhauling of the unit takes one day and costs one-third the original price and can be overhauled four times before a replacement is needed.

- **Class One:** For use with pistols and light rifles. Weight: 3 lbs. (1.35 kg). Cost: 60,000 credits.
- **Class Two:** For use with rifles and medium weapons. Weight: 12 lbs (5.4 kg). Cost: 70,000 credits.
- **Class Three:** For use with heavy weapons, plasma guns, and particle beam guns. Weight: 20 lbs (9 kg). Cost: 80,000 credits.

Specialty Ammunition

Specialty S.D.C. Bullet (10,000; assorted calibers): Prices for special S.D.C. ammunition are on top of the normal prices for the various calibers of rounds.

- Hollow Point: This kind of bullet has a hollow cavity in the nose that allows the round to expand on impact, causing a larger diameter wound. Damage: +1D6 S.D. per bullet. Cost: An additional 40 credits per box of 100 rounds.

- **Dum-Dum:** Also called a "soft-nosed round." Similar to a hollow point in that the bullet is designed to expand on impact, thereby causing greater damage. Instead of a hollow tip, however, a dum-dum has a jacket that's left open at the tip, exposing some of the lead inside. Damage: 1D6+2 S.D. per bullet. Cost: An additional 50 credits per box of 100 rounds.
- **Frangible:** This round has a thin outer shell filled with small beads of shot. It ruptures on impact, and the shot is driven into the wound, but the small beads have little penetration value and tend to bounce off solid, non-fleshy objects. They cannot be used in weapons other than pistols and revolvers. Damage: +1D6 S.D. per bullet; only +1D4 S.D. against body armor and other hard targets. Cost: An additional 50 credits for a box of 100 rounds.
- **Armor Piercing:** A bullet with a high density core and specially designed tip intended to penetrate S.D.C. armored surfaces. Damage: +2D6 S.D. per bullet. A.R. is effectively two points less against an armor piercing round. Critical strike on a natural 18, 19 or 20. Cost: An additional 100 credits per box of 100 rounds.
- **Full Metal Jacketed Round:** A bullet completely jacketed in a harder metal, such as a copper alloy or steel. Damage: +1D6 S.D. per bullet. Cost: An additional 40 credits per box of 100 rounds.
- **Incendiary:** A bullet containing a flammable mixture in the tip (perhaps phosphorous or fulminated mercury) that is designed to ignite upon impact. Damage: +2D6 S.D. per bullet. Cost: An additional 200 credits per box of 100 rounds.
- **Exploding S.D.C. Round:** A bullet packed with explosive material that detonates on impact. Damage: +4D6 S.D. per bullet. 1 foot (0.3 m) blast radius. Cost: An additional 300 credits per box of 100 rounds.
- **Tracer:** A special bullet with a small pyrotechnic charge at its base. It burns brightly when fired, allowing the shooter to see the bullet's trajectory, even in daylight. This makes it easier to adjust fire. When used in machineguns, these rounds are usually placed every ten rounds along the ammo belt. On the very next shot following the tracer, the shooter gets +1 to strike on a single shot, or +2 to strike on a burst. Damage: Does no damage. Cost: 45 credits per bullet.

Ballistic Dart (1,000): For use with the NG-T9 Tranquilizer Pistol or NG-T12 Tranquilizer Rifle. May deliver tranquilizer or other substances. Only works on S.D.C. beings; these darts will harmlessly bounce off of the skin of M.D.C. targets. Cost: 800 credits each.

Ballistic Vibro-Dart (500): For use with the NG-T9 Tranquilizer Pistol or NG-T12 Tranquilizer Rifle. May deliver tranquilizer or other substances. The needle is a vibro weapon capable of piercing Mega-Damage skin; activates upon being fired. Cost: 1,500 credits each.

Explosive M.D.C. Cartridge: Fragmentation (600): Available for pistols, rifles, and shotguns. Damage: 2D6 M.D., 5 foot radius. Cost: 130 credits.

Explosive M.D.C. Cartridge: Plasma (600): Available for pistols, rifles, and shotguns. Damage: 3D6 M.D., 3 foot radius. Cost: 170 credits.

Rocksalt Cartridge (200): A bullet/shell filled with crystallized salt. Useful against creatures harmed by, or averse to, salt. Against S.D.C. beings, the round does very little damage but stings like hell for 1D4 days. Has no effect on Mega-Damage creatures (unless vulnerable to salt). Available for pistols, rifles, and shotguns. Damage: 1 S.D. against S.D.C. beings. Cost: 22 credits per shell.

Silver Bullet (200): For use against were-creatures, vampires, and anything else with a vulnerability to silver. Available for standard firearms of various calibers. Damage: 2D6 to 7D6 S.D./M.D., depending on caliber. Bullets are small enough that they do NOT do double damage against those vulnerable to silver. Cost: 50-400 credits per round.

Wood-Tipped Bullet (200): For use against vampires and other creatures with a vulnerability to normal wood. Available for standard firearms of various calibers. Damage: 2D6 to 7D6 S.D./M.D., depending on caliber. Also leaves shards of wood imbedded in the wound. Bullets are small enough that they do NOT do double damage against those vulnerable to wood. Cost: 50-400 credits per round.

Bola Round (50): This is a shotgun shell containing a pair of slugs connected by a resilient Mega-Damage filament line (the line has 1 M.D.C.). When fired, the slugs spin around each other during flight, and together strike the target with a wider area of impact than standard slugs do. Damage: The rounds themselves do 4D6 S.D., or can entangle an opponent around the legs. Those tripped by a bola round while running suffer 1D6 S.D. in knockdown damage. While caught in a bola, the target loses initiative and is -1 to strike, -1 to parry, and -6 to dodge. Spd. is reduced by 80%. Victims can cut themselves free, or can unwrap and remove the bola round manually (takes an entire melee round). Cost: 250 credits each.

Explosive M.D.C. Strap Bundle (75): For use with the NG Explosive Strap Gun. Each strap has two M.D.C., and each bundle comes with an aerosol agent to counteract the molecular resin of the straps. Cost: 300 credits each.

Compressed M.D.C. Net Cartridge (100): For use with the NG CN-1 Net Gun. Damage: None; designed to capture and entangle. Both net and cartridge can be reused, but the net can only be reinstalled into the cartridge at a Northern Gun factory; cannot be done by hand. Each net effectively has 1 M.D.C. per square inch. Cost: 4,000 credits each.

Flammable Liquid Fuel Canister (15): Contains a jellied gasoline mixture. For use with the S.D.C. military flamethrower. Cost: 50 credits.

Plasma Fuel Tank (15): For use with the NG-NFT-1 Plasma Flamethrower. The tank has 15 M.D.C. If destroyed, it explodes and inflicts 2D6x10 M.D. to a 30 foot (9.1 m) area. Cost: 2,000 credits.

Monster Tracker Firearm Round (300): For years, Northern Gun consumers have complained of the supernatural menace that got away only to reappear minutes or hours later fully healed. The common tactic these creatures employ involve hit and run tactics and fleeing before slain to allow their superhuman regenerative powers to heal them to a significant level (if not completely), so they may attack again and again, whittling down their opposition through attrition alone. This has made fighting them very difficult and deadly. Physical tracking devices were often not strong enough to survive a battle or would be ejected from the creature's body as it healed. These creatures always had a means of escaping and coming back fully healed. Many of these monsters foolishly fight to the last minute before making their escape and if they could be quickly tracked down, they could be re-engaged before they were able to heal.

Northern Gun has tried for years to come up with different solutions but to no avail until someone in their sports and recreation department suggested using paintballs. A specially made rail gun round with a radioactive isotope could be used as a tracking device. Also, the isotope has a very short half life once activated, and within 48 hours it is inert, and not harmful to the environment. The liquid radioactive isotope also appears as a clear liquid like water but glows brightly in the infrared spectrum and will drip to leave a trail that can often be followed, at least for a short distance. In order to be effective, 10% of the standard ammunition needs to be replaced with the tracker rounds.

Tracking Bonus: They will provide a +10% to the tracking skill, but there is a -10% on damage inflicted. Reduce damage accordingly, rounding down.

Cost: 3 credits each.

Monster Tracker Rail Gun Round (300): Operates identically to the firearm version. See above description. Cost: 4 credits each.

Silver & Wood Tipped Rail Gun Round (100): For use against were-creatures, vampires, and anything else with a vulnerability to those two materials. Available for rail guns of various calibers. Damage: 2D6 M.D. per round to ordinary targets; double against creatures susceptible to silver and/or wood. Cost: 300 credits each.

Explosive Rail Gun Round (3,000): These rounds are much more durable than conventional exploding rounds because they rely on the massive velocities of the rail gun to set them off. Thus, they can be safely fired in bursts. The lack of propellants in rail gun rounds means that they are normally larger and heavier than bullets or cartridges of the same weapon class, which gives this particular exploding round a larger blast radius than other exploding bullets.

Damage: +1D4 M.D. per single round. Damage increases based on the size of the burst: +3D6 M.D. for a short burst, +5D6 M.D. for a medium burst, and +1D4x10 for a long burst.

Blast Radius: 3 feet (0.9 m) for a light rail gun, 5 feet (1.5 m) for a medium rail gun, and 8 feet (2.4 m) for a heavy, high caliber rail gun.

Cost: 250-300 credits per round, depending on caliber, plus the cost of an ammo belt or drum.

Shredder Rail Gun Round (3,000): These specialty rail gun rounds are called Shredder rounds. So named because upon impact, they balloon out like a flower petal, creating a larger bullet with serrated edges. Most targets appear to be shredded after receiving multiple bursts. Damage is increased as follows. +2 M.D. for each burst of 20 rounds, so a 40 round burst would be +4, a 60 round burst +6 M.D., and so on. Due to weight and design, the effective range is reduced by 20% when 2 shredder rounds are used. Cost: 8 credits per round.

"Boom Gun" Flechette Round (500): For use, and only for use, by the Glitter Boy's RG-14 Electromagnetic Rail Gun. Damage: 3D6x10 M.D. Cost: 1,000 credits per round.

Explosive Ordnance

Grenade Knife: See *Melee Weapons*.

Hand Grenade: Fragmentation (300): Damage: 2D4 M.D. to a 20 foot (6.1 m) area. Cost: 160 credits.

Hand Grenade: High Explosive (200): Damage: 3D4 M.D. to a 6 foot (1.8 m) area. Cost: 120 credits.

Hand Grenade: Plasma (200): Damage: 4D6 M.D. to a 12 foot (3.6 m) area. Cost: 275 credits.

Hand Grenade: Smoke (100): No damage, but creates a smoke screen that covers a 40 foot (12 m) area. Cost: 50 credits.

Hand Grenade: Stun/Flash (50): This riot/anti-terrorist weapon is designed to disorient and confuse. The grenade makes a loud exploding boom and emits a bright flash followed by a shower of white-hot sparklets and smoke. The flash, burning sparks, and smoke should blind and startle any character without environmental armor or protective goggles. The victims of a stun/flash grenade are -8 to strike, parry and dodge, -1 on initiative and lose one melee attack/action for the next 1D4 melee rounds (15 to 60 seconds). Even those in armor should be momentarily distracted for 1D4 seconds and lose initiative. Cost: 100 credits.

NG Fusion Block (70): A fusion block takes the form of a rectangular case the size of a small briefcase, with a keypad on top for programming the time of detonation. An automatic 30 second delay is built into each device as a safety feature to avoid instant detonation. The block is designed for *placement*, not shooting or throwing, so it's not aerodynamic. A knockoff of Coalition technology, Northern Gun's fusion block is equivalent to a Coalition Type One model. Type Two and Three Fusion Blocks are still beyond NG's abilities to create, for the moment. Weight: 8 lbs. Damage: 1D4x10 M.D., 10 foot blast radius. Cost: 1,000 credits.

NG Mini-Missile: Fragmentation (300): Damage: 5D6 M.D., 20 foot (6.1 m) radius. Range: 1 mile (1.6 km). Cost: 1,200 credits each. Travels at 500 mph (800 km). The mini-missile itself has 1 M.D.C.

NG Mini-Missile: High-Explosive (200): Damage: 5D6 M.D., 5 foot (1.5 m) radius. Range: 1 mile (1.6 km). Cost: 1,200 credits each. Travels at 500 mph (800 km). The mini-missile itself has 1 M.D.C.

NG Mini-Missile: Plasma/Napalm (200): Damage: 1D6x10 M.D., 15 foot (4.6 m) radius. Range: 1 mile (1.6 km). Cost: 2,400 credits each. Travels at 1,200 mph (1,920 km). The mini-missile itself has 1 M.D.C.

NG Mini-Missile: Armor Piercing (50): Damage: 1D4x10 M.D., 3 foot (0.9 m) radius. Critical strike on an natural 18, 19 or 20. Range: 1 mile (1.6 km). Cost: 2,400 credits each. Travels at 1,400 mph (2,240 km). The mini-missile itself has 2 M.D.C.

NG Mini-Missile: Smoke (50): Damage: None. Creates a smoke screen that covers a 100 foot (30.5 m) area Available in several colors of smoke. Range: 1 mile (1.6 km). Cost: 800 credits. Travels at 500 mph (800 km). The mini-missile itself has 1 M.D.C.

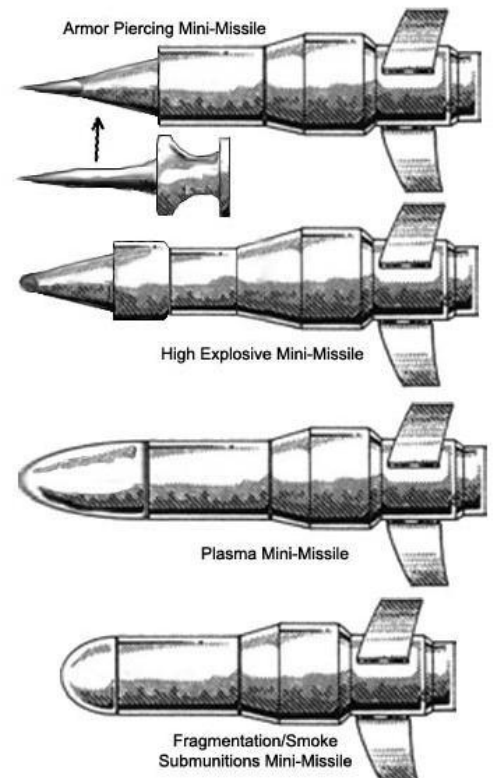
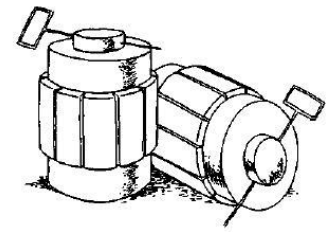
NG NM9 Plasmore Mine (60): Northern Gun also has developed a modern, high-tech version of the ancient US Army M18A1 claymore. Unlike the original, this version fires a stream of super-heated plasma in a directional blast, rather than hundreds of ball bearings. When the Plasmore detonates, it sends gobs of plasma in a 120 degree arc to a distance of 100 feet (30.5 m). This mine is highly effective, capable of disintegrating lightly armored troops and minor supernatural beings. The plasmore is usually command detonated, meaning that it is connected to a handheld detonator and is triggered manually. However, the plasmore can be fitted with a sensor capable of detecting a human-sized target or larger up to 12 feet (3.6 m) away and detonating.

Weight: 4 lbs (1.8 kg).

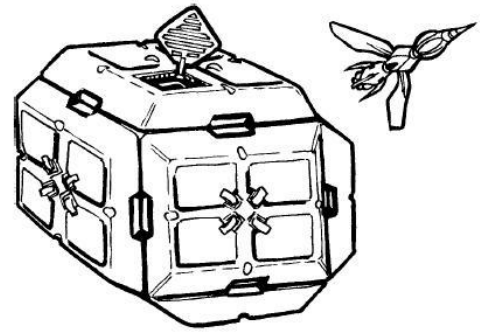
Damage: 1D4x10 M.D. to those caught directly in its blast (within 12 feet/3.6 m) and 1D6 M.D. to everyone else in its blast radius.

Blast Radius: Special. This mine creates a directional, cone-shaped blast that is 100 feet (30.5 m) long in a 120 degree arc.

Cost: 1,000 credits. Add 1,500 credits to the cost if fitted with a high-tech sensor.



NG NMX-18 Stinger Anti-Flyer Mine (60): The Northern Gun Stinger Mine is a high-tech, computerized munition similar to the Wellington SAWS, only designed to engage flying targets. Originally conceived as an automated weapon defense system to engage dragons, demons, gargoyles and similar low-flying supernatural creatures, the Stinger is also effective against low-altitude, slow moving aircraft and vehicles such as Wing Boards, soldiers with jet packs, helicopters, hovercycles, flying power armor, flying sorcerers and similar aerial opponents. Thus, the NMX-18 may be programmed to target any flyer or to recognize and attack specific targets, up to 3,200 of them.



When the mine is placed, it may be programmed to engage a limited, specific number of targets (such as SAMAS power armor, Iron Eagle choppers, Juicer Icarus Flight System, Gargoyle, etc.) or a broad range (hundreds or thousands) and will ignore any others, or set to attack any and all flyers. When such a target passes within the system's detection range (2 miles/3.2 km), the mine is triggered, it releases one or more Stingers and the enemy is engaged. The Stinger is a unique drone warhead equipped with a hover propulsion engine and targeting system. The drone has limited maneuvering and its maximum speed is only 300 mph (480 km), but that is sufficient to catch most slow moving targets as well as to intercept fast moving ones coming in its general direction (but at -2 to strike). Furthermore, most civilians, low tech people, adventurers and even a third of all mercenaries, have never seen or heard of this mine and misidentify the incoming warheads as birds, insects or something unknown, causing them to hesitate too long before taking evasive action (-3 on initiative and -1 to dodge). Note: Sometimes called the "poor man's mini-missile."

Weight of Launch Cube: 45 lbs (20.3 kg). Stingers are one pound (0.45 kg) each.

Range: 3,600 feet (1,097 m).

Damage: 5D6 M.D. direct damage from the plasma warhead plus 1D4 M.D. to everything in a 30 foot (9.1 m) blast radius.

Blast Radius: 30 feet (9.1 m).

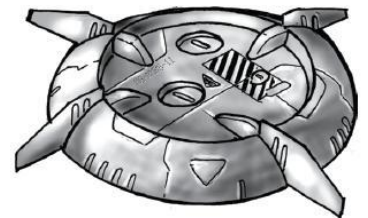
Rate of Fire: One at a time or in volleys of 2 or 4. The launch cube has three attacks/launches (single Stinger or volley) per melee round.

Computer Targeting System: The NMX-18 is equipped with a radar suite with a 2 mile/3.2 km range, an effective Read Sensory Equipment skill of 88%, and computer recognition package equal to the Wilk's PC-2020 field identifier with an accuracy of 94%. All target data is uploaded to the drones prior to firing, making the drone system the equivalent of a smart missile with bonuses of +3 to strike, +1 to dodge incoming attacks and three attacks/actions per melee round until it finds its target, hits and detonates on impact.

Payload: 12 Stinger drone warheads. The launch unit can be physically picked up and relocated without disturbing the cube, however, trying to pry open any of the hatches or deliberately damaging the cube (it has 31 M.D.C.), will cause the cube to "retaliate," typically by launching one or two of its drones at the cause of the disturbance. Reloading takes about 5 minutes. Note: The maximum speed of the drone is 300 mph (480 km), which means that it cannot effectively engage fast moving air targets; the system will not even fire at targets traveling faster than 300 mph (480 km) unless it has a chance of intercepting it should it come within 2,000 feet (610 m) of the launch cube.

Cost: 140,000 credits for the launch cube, plus the cost of the individual Stingers, 2,500 credits each. Fair to poor availability in North America.

NG NMBS-11 Bio-Sensor Mine (70): The NMBS-11 is an anti-monster mine developed by NG for its CS allies. It is a simple, anti-personnel style explosive that produces a large blast with fragmentation. What makes the NMBS-11 unique is its high-tech bio-sensor triggering system – a sensor that recognizes the thermal signature, heart rate and other vital signs of humans (and most mortal humanoids) versus supernatural creatures, dragons, and monsters. The bio-sensor is programmed to ignore human and human-like signatures and will not detonate in their presence, however, if the system detects any large (man-sized and larger), inhuman creatures within range, it will automatically ex-plode. Thanks to this safety feature, the NMBS-11 is harmless to human beings and many (not all) D-Bees, but at the same time is highly effective against monsters.



Weight: 3 lbs (1.4 kg).

Damage: 1D4x10 M.D. at point-blank range (within 6 feet/1.8 m) and 2D6 M.D. to everything within a 15 foot (4.6 m) blast radius.

Bio-Sensor: The sophisticated bio-monitoring sensor attached to the NMBS-11 is capable of detecting the vital signs of life forms within the mine's blast radius. Moreover, the sensor is able to differentiate between the vital signatures of human beings and monstrous creatures, detonating only when non-humans are present (Gargoyles, Brodkil, demons, dragons, etc.). The mine will not explode if a human is within the blast radius! Can scan as many as 12 different signatures at once.

Cost: 2,800 credits.

Miscellaneous Weapons

Portable S.D.C. Military Flamethrower (5): Appears as a rifle-like weapon with a long barrel and feed tubes connected to a large backpack with twin fuel canisters of flammable liquid. The stream of flame can be adjusted and thickened. The unthickened flame has a reduced range and greater accuracy, striking the intended target only. The thickened fire stream will hit the intended target and others within close proximity to the target (the cone of flame reaches 30 feet wide at its apex). Flammable materials will catch fire and burn. Useful for clearing away vegetation or disinfecting M.D.C. armor.

Weight: 42.5 lbs (19 kg).

Damage: 5D10 S.D., plus ignition of all combustible materials.

Effective Range: 70 feet (21.3 m) unthickened; 150 feet (45.7 m) thickened.

Rate of Fire: Each blast counts as a melee action.

Payload: 40 unthickened blasts, or 20 thickened blasts, per pair of fuel canisters.

Cost: 100 credits.

NG-NFT-1 Plasma Flamethrower (3): Using pre-Rifts technologies, Northern Gun has developed a weapon that projects "long-lived" plasma. This concentrated mega-damage fire does not dissipate quickly, but lasts for 1D4 minutes. During that time, the target enveloped in the burning plasma will continue to take damage. A well-placed shot of "long-lived plasma" will consume a man in light M.D.C. body armor in minutes. Only by wiping the sticky substance off, can the target hope to survive. At its apex, the blast of the flamethrower reaches a width of 10 feet (3 m).

Weight: 45 lbs (20.5 kg).

Damage: A single blast does 3D6 M.D. A concentrated blast (counts as two actions) does 1D4x10+10 M.D. A target hit by the plasma will continue taking damage: 2D6 M.D. every melee round for 1D4 minutes. The only way to save oneself is to roll in dirt or sand for a full melee round until the plasma is rubbed off; water will not extinguish the plasma.

Effective Range: 500 feet (152 m).

Rate of Fire: Each single blast counts as one melee action. A concentrated blast counts as two melee actions.

Payload: A plasma fuel tank holds 100 blasts.

Cost: 40,000 credits.

Olterak Mace Spray (12): Olterak mace is a debilitating chemical spray that comes in a small aerosol canister. This is a non-lethal, personal defense weapon similar to mace or pepper spray. The difference is that the spray in this canister uses a synthesized chemical taken from the musk of a skunk-like creature from another dimension. It is far more effective than Earth variants and works against even supernatural and magical creatures. When the victim is sprayed, he loses initiative, and suffers -5 to strike, parry and dodge, as well as Actions Per Melee being reduced by half and Spd. reduced to one-third. If a successful Save vs. Non-Lethal Poison is made, all penalties are reduced by half.

Weight: 1 lbs (0.45 kg).

Damage: 1D4 S.D., plus the penalties listed above.

Duration: 1D6 melee rounds for the penalties, but the stink lingers for 1D6 hours. Sprayed victims are +20% to being tracked by scent.

Rate of Fire: Each blast counts as one melee action.

Effective Range: 10 feet (3 m).

Payload: Six uses per canister.

Cost: 1,000 credits.

Weapon & Combat Accessories

Sheath (200; assorted types): Durable leather and cloth sheaths for carrying various styles and sizes of blades, from small survival knives, to sabers, to full-on swords. Suitable for mundane blades, as well as their vibro equivalents. Cost: 20-50 credits each, depending on size. Not available for giant-sized blades.

Holster (300; assorted types): Includes ankle holsters, shoulder holsters, side holsters, police-style belt/holster combos, concealed holsters, and many other types. Cost: 40-120 credits each, depending on type.

Tactical Longarm Sling (100): Adjustable shoulder sling for carrying shotguns and rifles. There are also large versions designed for rail guns and other heavy weapons, for use by those who can wield heavy weapons by hand (i.e., full conversion cyborgs). Cost: 20-100 credits.

Bandoleer (80): Used to carry grenades and/or shotgun shells. Can carry up to 56 shells or 18 grenades (40 mm). Cost: 40 credits.

Wrist Cartridge Bandoleer (10): Perfect for concealing three extra bullets, shells, or mini-E-Clips. Cost: 20 credits.

Pistol & Rifle Case (200): Heavy-duty, waterproof case for carrying a pistol or rifle; provides protection from impacts and the elements. Cost: 50 credits for pistols and 90 credits for rifles.

Metal Ammunition Case (Small) (300): Heavy-duty, waterproof ammo box designed for easy storage and carrying. Holds hundreds of low caliber rounds. Cost: 25 credits.

Metal Ammunition Case (Large) (300): Heavy-duty, waterproof ammo box designed for easy storage and carrying. Holds hundreds of high caliber rounds, or can be used to store rail gun rounds and E-Clips. Cost: 50 credits.

Explosive Ordnance Transport Case (300): Safety is always a concern with explosives, and this special case permits such materials to be transported in the most non-encumbering and practical way possible. The large, backpack-sized case is lightly armored (50 M.D.C.) and temperature insulated. It is used to carry mini-missiles, as well as other types of explosive ordnance such as grenades, exploding shells, Fusion Blocks, etc. Can hold 10 min-missiles, or five Fusion Blocks, or four dozen grenades. Cost: 250 credits.

Ammo & Clip Pouch (80): Designed to hold bullets, magazines, and E-Clips. Easily attaches to a utility belt, web belt, or battle harness. Can hold scores of individual bullets, or four small magazines/standard E-Clips, or 2 large magazines/long E-Clips. Available in camouflage, green, khaki, or black colors.

Battle Harness (80): Combination of suspenders and belt designed for distributing the weight of ammo pouches and accessories. Available in camouflage, green, grey, brown, black, and khaki. Cost: 150 credits.

Web Belt (50): Classic military belt, complete with buckle and pouch fasteners. Available in camouflage, green, khaki, or black. Cost: 40 credits.

Empty Firearm Clip/Drum (1,000): Various kinds of spare firearm magazine clips and ammo drums. Available for most types and calibers of firearm, both S.D.C. and M.D.C. Cost: 4-10 credits each, depending on type and capacity.

Empty Rail Gun Ammo Belt/Drum (750): Spare ammo belts and ammo drums for various models and calibers of rail gun. Cost: 100-500 credits, depending on type and capacity.

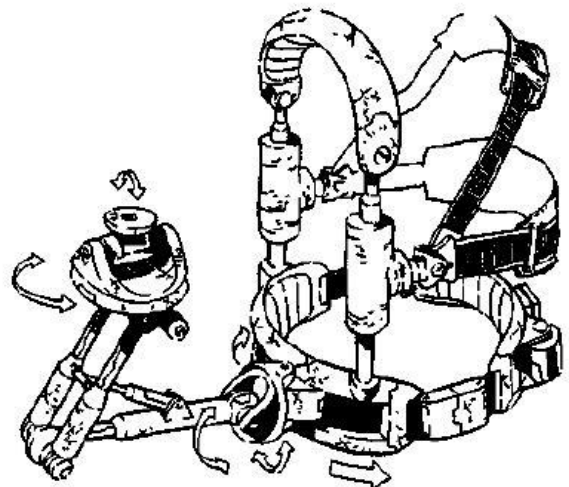
Cartridge Components (assorted): Bullet casings, shells, seals, primers, and other basic materials for making regular and custom firearm ammunition. Can make ammo for pistols, rifles and shotguns of various calibers/gauges. Cost: 100-200 credits for enough materials to make 20 bullets/shells.

Grenade & Clip Bracer (10): This is a series of small magnetic plates worn over the forearm, designed so that grenades, magazine clips, and E-Clips stick to them (this applies to any ammo made of ferromagnetic material). To pull something off the bracer, all the wearer has to do is grab and twist in a clockwise fashion, which automatically disables the corresponding magnetic plate. Pressing on the plate reactivates it. Cost: 800 credits.

Weapon Repair Field Kit (85): This is a portable weapon repair kit with a complete set of precision tools, spare parts, screws, springs, and cleaning rods. It's contained in a carry case designed to be easily attached to a harness or utility belt, slung over the shoulder by its carrying strap, or stuffed into a backpack. Cost: 500 credits.

Weapon Cleaning Kit (85): A complete cleaning kit with optical lens, cleanser, lens paper, cleaning rods and brushes, swabs, and gun oil. Contained in its own pouch. Cost: 80 credits.

Servo-Harness Rig (20): Many heavy weapons are supported with a shoulder and/or back and chest harness, with the gun itself "slung" under the arm or over the shoulder when not in use. This harness is called a "Servo-Harness Rig," or simply a "Servo-Rig" or even just "The Rig." The Rig enables ground troops to carry and use weapons larger and heavier than they could normally handle. This includes rail guns, heavy energy weapons/cannons, and missile launchers. It is worn like a parachute harness over body armor. There are two popular styles of the Weapon Rig, but both are made of padded, M.D.C. metal bars and M.D.C. ceramic plated straps linked to a gyro-stabilizer and a light hydraulic system. The weapon connector unit is modular to accommodate most heavy weapons of Northern Gun manufacture. It lets an individual use the weight of his entire body to maneuver and hold a weapon steady, giving him the capability of fielding big guns normally reserved for cyborgs. A weapon mated to the Servo-Harness rig must be worn under one arm or over the shoulder. What it all boils down



to in game terms is that an individual with a P.S. as low as 9 can carry and use weapons equaling his body weight x2. For Example: Ivan weighs 160 pounds (72 kg) and has a P.S. Attribute of 11. Using a Servo-Harness Rig, he can now field a rifle weighing 320 pounds (144 kg). Cost: 8,000 credits.

Multi-Optic Scope (85): An optic system available for pistols and rifles. Up to four of the below features can be combined into a single scope. The expedition has numerous scopes with different combinations of features. Note that all of these features are also available in the form of high tech goggles or binoculars. Overall cost of the scope depends on the number and type of features included.

- **Telescopic Vision:** 10 x magnification; works like a pair of binoculars or camera lens. Use of a telescopic scope negates all range penalties for any shots taken within its maximum range. Range: Typically 2,000-6,000 feet (610 to 1828 m).
Some telescopic scopes also have a *cross hair sight*, which provides for better aim. When the targeting cross-hairs are centered over the desired subject, shooter gets a +1 to strike (but only on Aimed shots). This bonus is not applicable when laser targeting is engaged. Cost: 1,000 credits. 500 additional credits for the cross hair sight.
- **Infrared Vision:** Infrared scopes are ancient technology and inferior to other passive optical enhancements. However, it is inexpensive and therefore popular among City Rats, bandits and adventurers down on their luck. The scope emits a narrow beam of infrared light that is invisible to human eyes. However, the light beam is visible to other characters using infrared vision, including most bots, power armor and a number of D-Bees! Those who can see the light can avoid it and/or follow it to its source, giving up its user's location. Furthermore, the narrowness of the light beam limits the available viewing area to about seven feet (2.1 m). Range: 2,000 feet (610 m). Cost: 1,000 credits.
- **Light Filters:** Simple transparent lens covers designed to filter sunlight and reduce glare. Cost: 25 credits.
- **Laser Targeting:** Add + 3 to strike on an aimed shot, but only when the laser targeting system is functioning. No bonus if the system is broken or turned off. Note: Laser targeting can be used in conjunction with a telescopic sight and/or thermo-imager. Range: 4,000 feet (1219m). Cost: 2,000 credits.
- **Passive Nightvision:** This system amplifies existing ambient light to provide vision in darkness. It is also known as a "starlight" scope because it can amplify the light from stars and the moon to see when outdoors. If in absolute darkness such as an underground tunnel, it is rendered useless; it must have some source of ambient light. Range: 2,000 feet (610 m). Cost: 6,000 credits.
- **Thermo-Imaging:** A thermo-imaging system has a range equal to normal human sight. However, it can be combined with a telescopic scope. A thermo-imager converts infrared radiation of warm objects into a visible image. The operator can see heat as represented by bands of color and enables him to see in darkness, shadows and through smoke with 20/20 vision. Range: 2,000 feet (610 m). Cost: 12,000 credits.
- **Advanced Thermal Sights:** These advanced sights can detect heat signatures even through walls and other obstructions, allowing the shooter to see inside buildings and other structures. This can be used to locate a target and then shoot him through his cover. Only thick (4 inches or more), reinforced M.D.C. barriers will block thermal readings enough to foil the sights. Cost: 10,000 credits.

Under-Barrel Grenade Launcher (15): An attachment that can be added to most rifles or heavy weapons; not available to pistols. The launcher has a payload of three grenades. Additional grenades must be carried separately, and the launcher takes two actions to reload. The attachment, however, adds 8 lbs (5.5 kg) to the weight of the weapon. Damage: Depends on the grenade type. Range: 1,100 feet (335 m). Cost: 8,400 credits.

Under-Barrel Mini-Missile Launcher (10): An attachment that can be added to most rifles or heavy weapons; not available to pistols. The launcher has a payload of one mini-missile. Additional mini-missiles must be carried separately, and the launcher takes two actions to reload. The attachment, however, adds 12 lbs (5.5 kg) to the weight of the weapon. Damage: Depends on the mini-missile type. Range: Depends on the mini-missile type; usually a mile. Cost: 10,400 credits.

Mercury Bead Recoil Diminisher (50): A tube filled with mercury beads that attaches along the length of the gun (usually along the stock), using mass and inertia to partially counter recoil. Can be combined with other accessories or modifications, but can only be applied once per weapon. Adds +1 to strike with any burst; this bonus does not apply to weapons that lack tangible recoil (i.e. most energy weapons). Only available for rifles; not suitable for machine-guns and other heavy weapons. Cost: 600 credits.

Heat & Motion Targeting Microcomputer (10): This attachment takes the form of a small viewing screen and sensory node mounted atop the weapon. This system has sensors and basic tracking programs that lock onto warm or moving targets and notify the shooter when he is on target. +2 to strike for aimed shots or + 1 for short bursts. Alternately, the shooter may receive the

microcomputer's input directly by connecting to it via a Universal Headjack. Range: 500 feet (153 m). Cost: 7,500 credits. This system takes up so much of the weapon's surface that no scopes can be used with it.

Silencer & Flash Suppressor (40): An attachment that fits over the gun barrel in order to muffle the sound of the report, as well as mask the muzzle flash during firing. A Perception Roll of 10 is needed to detect a silenced shot within 20 feet (6.1 m), or to see a suppressed muzzle flash within 100 feet (30.5 m). Outside of those ranges, a combined silencer and flash suppressor prevents gunfire from being heard or seen. Cannot be used on machine-guns, heavy weapons, rail guns, or energy weapons. Reduce range by 25%. Cost: 1,000 credits for pistols or submachine-guns, and 2,000 credits for rifles.

Vibro-Bayonet: See *Melee Weapons*.