

# Waffen

## Sturmgewehre



AGA-12 MAW <sup>1)</sup>

| Name                            | Reichweite | Schaden | ROF | Gewicht | Munition | Min. Str. | Preis | Bemerkungen  |
|---------------------------------|------------|---------|-----|---------|----------|-----------|-------|--|
| <b>AGA-12 MAW</b>               |            |         |     |         |          |           |       |  |
| → Assault Configuration         | 25/50/100  | 2d8 + 1 | 4   | 4       | 50       | d6        | 6.500 | AP3, Auto, Semi-Auto, 3RB                                      |
| → Heavy Support Configuration   | 30/60/120  | 2d8 + 1 | 4   | 5       | 120      | d6        | 8.000 | AP3, Auto, Semi-Auto, 3RB, Bipod <sup>2)</sup>                 |
| → Spec Ops Configuration        | 20/40/80   | 2d8 + 1 | 4   | 3       | 36       | d6        | 7.000 | AP1, Auto, Semi-Auto, 3RB, Suppressed <sup>3)</sup>            |
| <b>AS Foley Arms TAW 2022</b>   | 25/50/100  | 2d8 + 1 | 3   | 4       | 45       | d8        | 4.500 | AP3; Auto, Semi-Auto, 3RB                                      |
| → Close Assault Weapon          | 5/10/20    | 1-3d6   | 2   | 2       | 4        | d8        | 2.000 | Auto, Semi-Auto, Shotgun                                       |
| → Under-barrel Grenade Launcher | 12/24/48   | Grenade | 1   | 1       | 2        | -         | 1.500 | Uses 25mm grenades   |
| <b>BKI BK-616</b>               | 25/50/100  | 2d8     | 3   | 4       | 60       | d6        | 4.500 | AP4, Auto, Semi-Auto, 3RB                                      |
| → Under-barrel Grenade Launcher | 12/24/48   | Grenade | 1   | 1       | 2        | -         | 1.500 | Uses 25mm grenades   |
| <b>H&amp;K MKB 72</b>           | 25/50/100  | 2d8     | 1   | 4       | 30       | d6        | 3.300 | AP2, Auto, Semi-Auto, 3RB                                      |
| <b>Norinco Type 69</b>          | 25/50/100  | 2d8 + 1 | 3   | 4       | 30       | d6        | 3.300 | AP2, Auto, Semi-Auto   |
| → Under-barrel Grenade Launcher | 12/24/48   | Grenade | 1   | 1       | 2        | -         | 1.500 | Uses 25mm grenades   |
| <b>UP Punk3D Rifle</b>          | 20/40/80   | 2d8     | 1   | 4       | 20       | -         | 2.200 | AP2, Semi-Auto   |
| <b>BKI Amphibious Rifle</b>     | 20/40/80   | 2d8     | 1   | 4       | 12       | -         | 4000  | AP2, Semi-Auto, Suppressed, Can fire underwater with 1/4 Range |

## Schrotflinten

| Name                  | Reichweite | Schaden  | ROF | Gewicht | Munition | Min. Str. | Preis | Bemerkungen                      |
|-----------------------|------------|----------|-----|---------|----------|-----------|-------|----------------------------------|
| <b>Norinco S3</b>     | 12/24/48   | 1-3d6    | 1   | 3       | 6        | d6        | 1.500 | Single-Shot,                     |
| <b>AGA Thunder</b>    | 12/24/48   | 1-3d6    | 1   | 2       | 6        | -         | 2.000 | Single-Shot, +2 to conceal       |
| <b>BKI Tiger Claw</b> | 5/10/20    | 1-3d6 -1 | 2   | 3       | 8        | d6        | 2.000 | Auto, Semi-Auto, Usable in Melee |
| <b>WT BD-4DY 12g</b>  | 12/24/48   | 1-3d6    | 1   | 3       | 6        | d6        | 2.300 | Semi-Auto                        |

| Name                           | Reichweite | Schaden | ROF | Gewicht | Munition | Min. Str. | Preis | Bemerkungen     |
|--------------------------------|------------|---------|-----|---------|----------|-----------|-------|-----------------|
| <b>Liberty Arms Peacemaker</b> | 12/24/48   | 1-3d6   | 2   | 4       | 12       | d8        | 3.000 | Auto, Semi-Auto |

- Slug: **2W10+x**, kein +2 Bonus auf schießen

## Präzisionsgewehre

| Name                             | Reichweite | Schaden  | ROF | Gewicht | Munition | Min. Str. | Preis | Bemerkungen   |
|----------------------------------|------------|----------|-----|---------|----------|-----------|-------|---|
| <b>Tarantula Hunting Rifle</b>   | 40/80/160  | 2d8 + 2  | 1   | 4       | 8        | -         | 3.300 | AP2, Single-Shot, Snapfire, Scope, halves called-shot penalty     |
| <b>Mauser G11 Sniper-Rifle</b>   | 40/80/160  | 2d8 + 2  | 1   | 4       | 8        | -         | 4.300 | AP4, Single-Shot, Snapfire, Scope, halves called-shot penalty     |
| <b>Light Anti-Material-Rifle</b> | 40/80/160  | 2d10 + 1 | 1   | 8       | 5        | d6        | 6.500 | AP4, Single-Shot, Snapfire, Scope, halves called-shot penalty; HW |
| <b>SC Assassin's Rifle</b>       | 30/60/120  | 2d10     | 1   | 4       | 1        | d6        | 1.500 | AP4, Snapfire, Single-use   |
| <b>WT Pneumatic Dart Rifle</b>   | 10/20/30   | 2d4      | 1   | 3       | 12       | -         | 1.100 | Single-Shot, Poison, Snapfire, Silent                             |

## Pistolen

| Name                                    | Reichweite | Schaden | ROF | Gewicht | Munition | Min. Str. | Preis | Bemerkungen                    |
|---|------------|---------|-----|---------|----------|-----------|-------|--------------------------------|
| <b>AGA Black Knight Limited</b>         | 12/24/48   | 2d8     | 1-2 | 3       | 6        | d6        | 2.000 | AP 2, Revolver, Double-Barrel  |
| <b>AGA Cyberchromium Rat .75</b>        | 12/24/48   | 2d10    | 1   | 4       | 5        | d12       | 3.500 | AP 4, Semi-Auto                |
| <b>AGA Thunderbolt</b>                  | 12/24/48   | 2d8+1   | 1   | 3       | 15       | d8        | 2.500 | AP 3, Semi-Auto                |
| <b>AS Foley Arms Watchdog</b>           | 12/24/48   | 2d8     | 1   | 3       | 12       | d6        | 1.500 | AP 2, Semi-Auto                |
| <b>HT HT-9 Holdout Pistol</b>           | 12/24/48   | 2d6     | 1   | 1       | 5        | —         | 1.000 | AP 1, Semi-Auto, +2 to conceal |
| <b>PD Saturday Night Sprawl Special</b> | 12/24/48   | 2d6+1   | 1   | 2       | 6        | —         | 800   | AP 2, Revolver                 |
| <b>SC Urchin Pistol</b>                 | 10/20/40   | 2d6     | 1   | 2       | 16       | —         | 500   | AP 1, Semi-Auto                |
| <b>SR Street Talker 6mm</b>             | 5/10/20    | 2d4+1   | 1   | 1       | 6        | —         | 500   | AP 1, Semi-Auto, +2 to conceal |
| <b>UP Columbus Twin-Barrel</b>          | 10/20/40   | 2d6+1   | 1   | 2       | 12       | d6        | 2.000 | Semi-Auto, 3RB                 |
| <b>WT Long Barrel</b>                   | 15/30/60   | 2d6+1   | 1   | 2       | 11       | —         | 1.200 | AP 1, Semi-Auto                |

## SMGs

Ich werde ihn UP-GP'n *Oktavius der Elfengleiche, Streetcleaner*

| Name                  | Reichweite | Schaden | ROF | Gewicht | Munition | Min. Str. | Preis | Bemerkungen     |
|-----------------------|------------|---------|-----|---------|----------|-----------|-------|-----------------|
| <b>Mosquito Storm</b> | 15/30/60   | 2d6     | 3   | 3       | 36       | —         | 1.000 | Auto, Semi-Auto |
| <b>RS P9D</b>         | 12/24/48   | 2d4+1   | 3   | 3       | 60       | —         | 2.000 | AP 3, Auto, 3RB |
| <b>UP Gutter Punk</b> | 12/24/48   | 2d6+1   | 3   | 3       | 30       | —         | 2.500 | AP 1, Auto, 3RB |
| <b>WT Wanderer</b>    | 12/24/48   | 2d6     | 3   | 3       | 30       | —         | 2.000 | AP 1, Auto, 3RB |

## Schwere Waffen

| Name                                 | Reichweite | Schaden | ROF | Gewicht | Munition | Min. Str. | Preis | Bemerkungen  |
|--------------------------------------|------------|---------|-----|---------|----------|-----------|-------|--|
| <b>AGA Enforcer Railgun AGA-RG30</b> | 50/100/200 | 2d10+2  | 1   | 18      | 5        | d6        | M     | AP 8; HW; Scope; Snapfire; Single Shot                         |
| <b>AGA Mjolnir AMR</b>               | 50/100/200 | 3d8     | 3   | 85      | 100      | d12       | M     | AP 7; HW; Stationary; Tripod; Auto; Single-Shot                |
| <b>AGA "Thumper"</b>                 | 24/48/96   | 3d6     | 2   | 20      | 20       | d12       | 4.500 | HW, Snapfire; Auto; Single Shot; AoE: 2m radius; <sup>4)</sup> |
| <b>AGA Vindicator Rail Cannon</b>    | 50/100/200 | 3d8     | 1   | 25      | 20       | d10       | M     | HW, AP7, Single Shot   |
| <b>BK Liberator Minigun</b>          | 30/60/120  | 2d8+1   | 6   | 85      | 1.000    | d12       | M     | AP 3, HW, Stationary; Tripod; Auto                             |
| <b>BK Maverick Light Auto Cannon</b> | 50/100/200 | 2d10+2  | 3   | 65      | 200      | d10       | 9.000 | AP 4; HW; Stationary; Tripod; Auto; Semi-Auto                  |
| <b>"Bessy" .50 Heavy Machine Gun</b> | 40/80/160  | 2d8+2   | 3   | 30      | 200      | d8        | 7.000 | AP 4, HW, Snapfire; Bipod; Auto; Semi-Auto                     |
| <b>WT MG-762m 7.62mm</b>             | 30/60/120  | 2d8+1   | 4   | 15      | 200      | d6        | 4.500 | AP3, Snapfire, Bipod; Auto; Semi-Auto                          |

## Knüppel

| Name                             | Schaden | Gewicht | Preis | Bemerkungen  |
|----------------------------------|---------|---------|-------|--|
| <b>RS Security Truncheon</b>     | Str+d4  | 2       | 900   | +1 Parry; Shock; requires a battery  |
| <b>AOG Armaments Exo-Claw</b>    | Str+d10 | 20      | 2.500 | AP 2; HW; requires a battery   |
| <b>WT Shillelagh Havoc Stick</b> | Str+d6  | 2       | 1.200 | On Raise: Target makes strength check at -2 or is knocked back 1d4,,, prone and shaken; requires a battery |

## Hybridwaffen

| Name                       | Schaden | Gewicht       | Preis    | Bemerkungen  |
|----------------------------|---------|---------------|----------|--|
| <b>SO Dragonfly Tessen</b> | Str+d4  | 1             | 500      | +1 Parry; requires a battery; Can be thrown (4/8/16) |
| <b>BKI Shotfist</b>        | Str+d4  | 4             | 1.500    |  |
| → Integrated Shotgun:      | 1-3d6   | Range: 2/4/8  | Shots: 1 | Usable in Mellee                                     |
| <b>BKI Swordgun</b>        | Str+d6  | 4             | 2.500    |  |
| → .45 Pistol               | 2d6+1   | Range: 4/8/16 | Shots: 5 | Semi-Auto  |

## Special Meelee

| Name                            | Schaden | Gewicht | Preis | Bemerkungen  |
|---------------------------------|---------|---------|-------|--|
| <b>RS Jointlock Stun Gloves</b> | —       | 1       | 250   | Nonlethal, Shock; Touch Attack; requires a battery                     |
| <b>Droid Prodder</b>            | 2d6+1   | 3       | 1.000 | 1 Reach, Deals EMP damage; No Strength requirement; Requires a Battery |
| <b>SO Manriki-Gusari</b>        | Str+d4  | 1       | 150   | Reach 1; +d4 grappling damage  |

| Name                            | Schaden | Gewicht | Preis | Bemerkungen  |
|---------------------------------|---------|---------|-------|--|
| <b>AOG Dominatrix Pain Whip</b> | Str+d6  | 3       | 1.500 | Reach 3; Applies shock on succesfull grappling attack; +2 to conceal                     |
| <b>SO Monowhip</b>              | Agi+d6  | 3       | 3.500 | AP 6, HW, Reach 3; +d6 grappling damage; Hit yourself upon rolling a 1 on your skill die |

## Klingenwaffen

| Name                                 | Schaden   | Gewicht | Preis | Bemerkungen   |
|--------------------------------------|-----------|---------|-------|---|
| <b>UP Ironfang Spring-Blade</b>      | Str+d4    | —       | 200   | Free action to deploy; +2 to conceal  |
| <b>UP Duke McCoy Combat Knife</b>    | Str+d6    | 1       | 300   | +1 to Strength rolls vs. disarming  |
| <b>Longsword / Katana</b>            | Str+d8    | 4       | 800   | Parry +1  |
| <b>Greatsword / Odachi</b>           | Str+d10   | 6       | 1.000 | Reach 1; Requires 2 hands   |
| <b>SO Whirlwind Butterfly Swords</b> | Str+d6    | 3       | 1.000 | AP 2; These are two separate swords used together - They occupy both hands. |
| <b>WT Lacerator Knife</b>            | Str+d4+1  | 2       | 400   | AP 1; requires a battery  |
| <b>WT Disemboweler Chain Dagger</b>  | Str+d6+1  | 4       | 1.200 | AP 1; requires a battery  |
| <b>WT Eviscerator Chain Sword</b>    | Str+d8+1  | 6       | 2.500 | AP 2; requires a battery  |
| <b>WT Decapitator Chain Axe</b>      | Str+d12+4 | 20      | 5.000 | AP 2; HW; Requires 2 hands, -1 Parry, requires a battery                    |
| <b>SO Miyamoto Monoblade K-Tana</b>  | Str+d8+2  | 6       | 5.000 | AP 4; HW; Parry + 1   |

## Glossary

- **Stationary\***: die Waffe kann nur in Verbindung mit Bi- oder Tripod verwendet werden (Up-Sized Charactere können diese Einschränkung ignorieren).
- **Bipod**: Recoilmalus -1; Minimalstärke von Waffen kann ignoriert werden; 1 Runde zum aufstellen nach Bewegung.
- **Snapfire**: If you move and shoot during the same turn you suffer a -2 penalty to your shooting roll with this weapon.
- **Shock**: Vigor-2 ansonsten angeschlagen; verursacht nichttödliche Wunden.

1)

„[ITAR 03 Weapon Concept Design](#)“ CC-BY-NC 3.0 by [EdonGuraziu](#)

2)

Bipod - hilft bei Autofeuer

3)

Schallgedämpft dafür weniger AP

4)

20 Grenades for the Thumper cost 1000 Credits and weigh 10lb.

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