

Waffen

AGA-12 MAW ¹⁾

Sturmgewehre

| Name | Reichweite | Schaden | ROF | Gewicht | Munition | Min. Str. | Preis | Bemerkungen |
|---------------------------------|------------|---------|-----|---------|----------|-----------|-------|--|
| AGA-12 MAW | | | | | | | | |
| → 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 ²⁾ |
| → Spec Ops Configuration | 20/40/80 | 2d8 + 1 | 4 | 3 | 36 | d6 | 7.000 | AP1, Auto, Semi-Auto, 3RB, Suppressed ³⁾ |
| AS Foley Arms TAW 2022 | 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 |
| BKI BK-616 | 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 |
| H&K MKB 72 | 25/50/100 | 2d8 | 1 | 4 | 30 | d6 | 3.300 | AP2, Auto, Semi-Auto, 3RB |
| Norinco Type 69 | 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 |
| UP Punk3D Rifle | 20/40/80 | 2d8 | 1 | 4 | 20 | - | 2.200 | AP2, Semi-Auto |
| BKI Amphibious Rifle | 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 |
|-----------------------|------------|----------|-----|---------|----------|-----------|-------|----------------------------------|
| Norinco S3 | 12/24/48 | 1-3d6 | 1 | 3 | 6 | d6 | 1.500 | Single-Shot, |
| AGA Thunder | 12/24/48 | 1-3d6 | 1 | 2 | 6 | - | 2.000 | Single-Shot, +2 to conceal |
| BKI Tiger Claw | 5/10/20 | 1-3d6 -1 | 2 | 3 | 8 | d6 | 2.000 | Auto, Semi-Auto, Usable in Melee |
| WT BD-4DY 12g | 12/24/48 | 1-3d6 | 1 | 3 | 6 | d6 | 2.300 | Semi-Auto |

| Name | Reichweite | Schaden | ROF | Gewicht | Munition | Min. Str. | Preis | Bemerkungen |
|-------------------------|------------|---------|-----|---------|----------|-----------|-------|-----------------|
| Liberty Arms Peacemaker | 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 |
|---------------------------|------------|----------|-----|---------|----------|-----------|-------|---|
| Tarantula Hunting Rifle | 40/80/160 | 2d8 + 2 | 1 | 4 | 8 | - | 3.300 | AP2, Single-Shot, Snapfire, Scope, halves called-shot penalty |
| Mauser G11 Sniper-Rifle | 40/80/160 | 2d8 + 2 | 1 | 4 | 8 | - | 4.300 | AP4, Single-Shot, Snapfire, Scope, halves called-shot penalty |
| Light Anti-Material-Rifle | 40/80/160 | 2d10 + 1 | 1 | 8 | 5 | d6 | 6.500 | AP4, Single-Shot, Snapfire, Scope, halves called-shot penalty; HW |
| SC Assassin's Rifle | 30/60/120 | 2d10 | 1 | 4 | 1 | d6 | 1.500 | AP4, Snapfire, Single-use |
| WT Pneumatic Dart Rifle | 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 |
|----------------------------------|------------|---------|-----|---------|----------|-----------|-------|--------------------------------|
| AGA Black Knight Limited | 12/24/48 | 2d8 | 1-2 | 3 | 6 | d6 | 2.000 | AP 2, Revolver, Double-Barrel |
| AGA Cyberchromium Rat .75 | 12/24/48 | 2d10 | 1 | 4 | 5 | d12 | 3.500 | AP 4, Semi-Auto |
| AGA Thunderbolt | 12/24/48 | 2d8+1 | 1 | 3 | 15 | d8 | 2.500 | AP 3, Semi-Auto |
| AS Foley Arms Watchdog | 12/24/48 | 2d8 | 1 | 3 | 12 | d6 | 1.500 | AP 2, Semi-Auto |
| HT HT-9 Holdout Pistol | 12/24/48 | 2d6 | 1 | 1 | 5 | — | 1.000 | AP 1, Semi-Auto, +2 to conceal |
| PD Saturday Night Sprawl Special | 12/24/48 | 2d6+1 | 1 | 2 | 6 | — | 800 | AP 2, Revolver |
| SC Urchin Pistol | 10/20/40 | 2d6 | 1 | 2 | 16 | — | 500 | AP 1, Semi-Auto |
| SR Street Talker 6mm | 5/10/20 | 2d4+1 | 1 | 1 | 6 | — | 500 | AP 1, Semi-Auto, +2 to conceal |
| UP Columbus Twin-Barrel | 10/20/40 | 2d6+1 | 1 | 2 | 12 | d6 | 2.000 | Semi-Auto, 3RB |
| WT Long Barrel | 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 |
|-----------------------|------------|---------|-----|---------|----------|-----------|-------|-----------------|
| Mosquito Storm | 15/30/60 | 2d6 | 3 | 3 | 36 | — | 1.000 | Auto, Semi-Auto |
| RS P9D | 12/24/48 | 2d4+1 | 3 | 3 | 60 | — | 2.000 | AP 3, Auto, 3RB |
| UP Gutter Punk | 12/24/48 | 2d6+1 | 3 | 3 | 30 | — | 2.500 | AP 1, Auto, 3RB |
| WT Wanderer | 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 |
|--------------------------------------|------------|---------|-----|---------|----------|-----------|-------|--|
| AGA Enforcer Railgun AGA-RG30 | 50/100/200 | 2d10+2 | 1 | 18 | 5 | d6 | M | AP 8; HW; Scope; Snapfire; Single Shot |
| AGA Mjolnir AMR | 50/100/200 | 3d8 | 3 | 85 | 100 | d12 | M | AP 7; HW; Stationary; Tripod; Auto; Single-Shot |
| AGA "Thumper" | 24/48/96 | 3d6 | 2 | 20 | 20 | d12 | 4.500 | HW, Snapfire; Auto; Single Shot; AoE: 2m radius; ⁴⁾ |
| AGA Vindicator Rail Cannon | 50/100/200 | 3d8 | 1 | 25 | 20 | d10 | M | HW, AP7, Single Shot |
| BK Liberator Minigun | 30/60/120 | 2d8+1 | 6 | 85 | 1.000 | d12 | M | AP 3, HW, Stationary; Tripod; Auto |
| BK Maverick Light Auto Cannon | 50/100/200 | 2d10+2 | 3 | 65 | 200 | d10 | 9.000 | AP 4; HW; Stationary; Tripod; Auto; Semi-Auto |
| "Bessy" .50 Heavy Machine Gun | 40/80/160 | 2d8+2 | 3 | 30 | 200 | d8 | 7.000 | AP 4, HW, Snapfire; Bipod; Auto; Semi-Auto |
| WT MG-762m 7.62mm | 30/60/120 | 2d8+1 | 4 | 15 | 200 | d6 | 4.500 | AP3, Snapfire, Bipod; Auto; Semi-Auto |

Knüppel

| Name | Schaden | Gewicht | Preis | Bemerkungen |
|----------------------------------|---------|---------|-------|--|
| RS Security Truncheon | Str+d4 | 2 | 900 | +1 Parry; Shock; requires a battery |
| AOG Armaments Exo-Claw | Str+d10 | 20 | 2.500 | AP 2; HW; requires a battery |
| WT Shillelagh Havoc Stick | 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 |
|----------------------------|---------|---------------|----------|--|
| SO Dragonfly Tessen | Str+d4 | 1 | 500 | +1 Parry; requires a battery; Can be thrown (4/8/16) |
| BKI Shotfist | Str+d4 | 4 | 1.500 | |
| → Integrated Shotgun: | 1-3d6 | Range: 2/4/8 | Shots: 1 | Usable in Mellee |
| BKI Swordgun | Str+d6 | 4 | 2.500 | |
| → .45 Pistol | 2d6+1 | Range: 4/8/16 | Shots: 5 | Semi-Auto |

Special Meelee

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

| Name | Schaden | Gewicht | Preis | Bemerkungen |
|---------------------------------|---------|---------|-------|--|
| AOG Dominatrix Pain Whip | Str+d6 | 3 | 1.500 | Reach 3; Applies shock on succesfull grappling attack; +2 to conceal |
| SO Monowhip | 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 |
|--------------------------------------|-----------|---------|-------|---|
| UP Ironfang Spring-Blade | Str+d4 | — | 200 | Free action to deploy; +2 to conceal |
| UP Duke McCoy Combat Knife | Str+d6 | 1 | 300 | +1 to Strength rolls vs. disarming |
| Longsword / Katana | Str+d8 | 4 | 800 | Parry +1 |
| Greatsword / Odachi | Str+d10 | 6 | 1.000 | Reach 1; Requires 2 hands |
| SO Whirlwind Butterfly Swords | Str+d6 | 3 | 1.000 | AP 2; These are two separate swords used together - They occupy both hands. |
| WT Lacerator Knife | Str+d4+1 | 2 | 400 | AP 1; requires a battery |
| WT Disemboweler Chain Dagger | Str+d6+1 | 4 | 1.200 | AP 1; requires a battery |
| WT Eviscerator Chain Sword | Str+d8+1 | 6 | 2.500 | AP 2; requires a battery |
| WT Decapitator Chain Axe | Str+d12+4 | 20 | 5.000 | AP 2; HW; Requires 2 hands, -1 Parry, requires a battery |
| SO Miyamoto Monoblade K-Tana | 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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