

ARMAS DE FOGO E GRANADAS

Assault Rifles

Type	Damage	Ranges	Capacity	Strength	Size	Cost
<i>Generic Assault Rifles</i>						
Generic 5.56mm AR	4	150/300/600	30+1	2(2/3/4)	3	•••
Generic 5.56mm Bullpup AR	4	150/300/600	30+1	2(2/3/4)	2/L	••••
Generic 7.62mm AR	4 (9 again)	200/400/800	20+1	3(3/4/5)	3	•••
<i>Notable Assault Rifles</i>						
Colt M16	4	150/300/600	30+1	2(2/3/4)	3	•••
Steyr AUG*	4	150/300/600	42+1	2(2/3/4)	2/L	••••
RSA AK-47*	4	125/250/500	30+1	2(2/3/4)	3	••

* See text for notes or special rules.

Archaic Firearms

Type	Damage	Ranges	Capacity	Strength	Size	Cost
<i>Hand Cannon</i>						
Hand Cannon	-2 (8 again)	40/80/160	1	4	5	••••
<i>Matchlocks</i>						
Pistol	-1 (8 again)	10/20/40	1	2	2/L	•••
Musket	0 (8 again)	40/80/160	1	3	4	••••
<i>Flintlocks</i>						
Pistol, single	1	15/30/60	1	2	2/J	•••
Pistol, double	1	15/30/60	2	2	2/L	•••
Pistol, pepperbox	0 (8 again)	10/20/40	9	2	2/N	••••
Musket	2 (8 again)	30/60/120	1	3	4	••
Musket, double	2 (8 again)	30/60/120	2	3	4	•••
Rifle	3	50/100/200	1	3	4	••
Rifle, double	3	50/100/200	2	3	4	•••
<i>Percussion Cap Firearms</i>						
Revolver, light	2	15/30/60	9	2	2/J	•••
Revolver, heavy	3	25/50/100	6	2	2/L	•••
Rifle, light	3	125/250/500	1	3	3	•••
Rifle, heavy	4	200/400/800	1	3	3	•••
Rifle, elephant gun	5	250/500/1000	2	4	4	••••

* See text for notes or special rules.

Autoloaders

Type	Damage	Ranges	Capacity	Strength	Size	Cost
<i>Generic Autoloaders</i>						
Generic Holdout	1	5/10/20	6+1	1	1/P	•
Generic 9mm Luger	2	20/40/80	15+1	2	1/S	••
Generic .40 S&W	2 (9 again)	25/50/100	12+1	2	1/S	••
Generic .45 ACP	3	30/60/120	8+1	2	1/S	••
<i>Notable Autoloaders</i>						
Beretta Model 92	2	20/40/80	15+1	2	1/S	••
Colt M1911A1	3	30/60/120	7+1	2	1/S	••
FN Five-seven	2*	30/60/120	20+1	2	1/J	•••
Glock 17	2	20/40/80	17+1	2	1/S	••
Glock 26	2	10/20/40	10+1	2	1/P	••
H&K Mk. 23	3	30/60/120	12+1	2	1*/J	••••
Luger Parabellum P08	2	15/30/60	8+1	2	1/S	•
Magnum Research Desert Eagle	4	50/100/200	7+1	3	1/L	••••
RSA Makarov PM	2	15/30/60	8+1	1	1/P	•
Ruger Mark II	1	15/30/60	10+1	1	1/S	•
Walther PPK	1	10/20/40	7+1	1	1/P	•

* See text for notes or special rules.

Generic Handguns

Type	Damage	Ranges	Capacity	Strength	Size	Cost
<i>Other Generic Handguns</i>						
Generic Derringer	1	2/5/10	2	1	1/P	•
Generic Pen Gun	1	1/2/5	1	2	1/P	••
Generic Silhouette Pistol	4	100/200/400	1	3	1/L	•••
Generic Zip Gun	*	1/2/5	1	1	1/P	-
<i>Other Notable Handguns</i>						
American Derringer COP	3	2/5/10	4	4	1/P	••
Rodda .577 Howdah Pistol	4	5/10/20	2	5	1/J	•••
Sharps Model 1A	1	2/5/10	4	2	0/P	•

* See text for notes or special rules.

Grenades

Type	Damage	Blast Area	Force	Size	Cost	Primary Effects
Frag, standard	2(L)+3	10	3	1/S	N/A	Knockdown
Frag, heavy	0(L)+3	5	3	1/J	N/A	9 again, Knockdown
Frag, stick	3(L)+2	10	2	1/J	N/A	Knockdown
Pipe Bomb	0(L)+2	5	2	2/J	•	Not aerodynamic
Stun	1(B)+2	5	2	1/S	••	Knockdown, Stun
Thermite	-2(L)+4	5	4	1/J	N/A	AP 8, fire damage*
White Phosphorus	-2(L)+4	5	4	1/J	N/A	AP 3, fire damage*, Concealment**
Molotov Cocktail	-1(L)+2	3	2	2/L	•	Not aerodynamic, fire damage*
Smoke	-1	10	-	1/J	••	Concealment**
Tear gas	-1	10	-	1/J	••	Concealment**, Tear Gas

* Fire Damage: Each turn after the first, anything still in the blast area continues to suffer fire damage equal to the explosive's Force.

** Concealment: The blast area is filled with concealing smoke. See p. 105 for more information on smoke-concealed targets.

Cost Note: Items with a Cost of "N/A" are available for non-military sale only through the black market (p. 194).

Machine Guns

Type	Damage	Ranges	Capacity	Strength	Size	Cost
<i>Generic Machine Guns</i>						
Generic SAW	4	175/350/700	200*	-(3/4/5)	3	•••••
Generic GPMG	4 (9 again)	250/500/1000	100*	-(4/4/5)	4	•••••
Generic HMG	5 (8 again)*	300/600/1200	50*	-(3/3/4)*	5	•••••
<i>Notable Machine Guns</i>						
Browning M1918 BAR	4 (9 again)*	200/400/800	20+1	3(3/4/5)	3	•••••
Browning M2HB	5 (8 again)*	300/600/1200	50*	3(3/3/4)*	5	•••••
Saco M60	4 (9 again)	250/500/1000	100*	-(3/4/4)	4	•••••

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Revolvers

Type	Damage	Ranges	Capacity	Strength	Size	Cost
<i>Generic Revolvers</i>						
.22 LR	1	5/10/20	6	0	1/P	•
.38 Special	2	20/40/80	6	1	1/S	••
.357 Magnum	3	30/60/120	6	2	1/S	••
.44 Magnum	3 (9 again)	35/70/140	6	3	2/J	•••
<i>Notable Revolvers</i>						
Colt Single Action Army	3	20/40/80	6	2	1/J	••*
Freedom Arms Model 83	4	50/100/200	5	4	2/L	••••
NAA Black Widow	1	2/5/10	5	1	0/P	•
P&R Medusa Model 47	*	20/40/80	6	*	1/J	••
S&W Model 36 Ladysmith	2	20/40/80	5	1	1/S	••
S&W Model 500	4 (9 again)	50/100/200	5	4	2/L	•••
Taurus Model 22H	2*	40/80/160	8	1	2/L	••
Thunder-5	2 (9 again)*	15/30/60*	5	2	1/J	••

* See text for notes or special rules.

Shotguns

Type	Damage	Ranges	Capacity	Strength	Size	Cost
<i>Generic Shotguns</i>						
Generic Break-Action	4 (9 again)	20/40/80	2	3	3	•
Generic Lever-Action	4 (9 again)	20/40/80	2+1	3	3	••
Generic Pump-Action	4 (9 again)	20/40/80	8+1*	3	3	••
Generic Semi-Automatic	4 (9 again)	20/40/80	5+1*	3	3	•••
<i>Notable Pump-Action Shotguns</i>						
KAC Masterkey*	4 (9 again)	5/15/30	3+1	3	1*	••••
Winchester Model 1897	4 (9 again)	20/40/80	6+1	3	3	••
<i>Notable Semi-Automatic Shotguns</i>						
Daewoo USAS-12*	4 (9 again)	20/40/80	20+1	3(4/5/6)*	4	••••
Reutech Striker*	4 (9 again)	20/40/80	12*	3(4/5/-)*	4	••••
RSA Saiga 12k	4 (9 again)	20/40/80	8+1	3	3	••

* See text for notes or special rules.

Rifles

Type	Damage	Ranges	Capacity	Strength	Size	Cost
<i>Generic Rifles</i>						
Generic Plinking Rifle	1	30/60/120	5+1	1	2/N	•
Generic Target Rifle	4	150/300/600	5+1	2	3	••
Generic Hunting Rifle	4 (9 again)	200/400/800	4+1	2	3	•••
Generic Sniper Rifle	4 (9 again)	250/500/1000	10+1	2	3	••••
Generic Big-Game Rifle	5	250/500/1000	3+1	3*	3	••••
Generic Anti-Material Rifle	5 (8 again)*	300/600/1200	5+1	3*	4	•••••
<i>Notable Bolt-Action Rifles</i>						
AI AW Covert*	3	100/200/400	10+1	2	3	•••••
Mauser Model 1898	4 (9 again)	200/400/800	5+1	2	3	••
Remington Model 700	4 (9 again)	200/400/800	4+1	2	3	•••
Weatherby Mk. V	5	250/500/1000	2+1	3*	3	••••
<i>Notable Lever-Action Rifles</i>						
Spencer Repeating Carbine	3	75/150/300	7+1	2	3	••
Winchester Model 1873	3	125/250/500	12+1	2	3	•••
<i>Notable Semi-Automatic Rifles</i>						
Barrett M107	5 (8 again)*	300/600/1200	10+1	3*	4	•••••
H&K PSG-1	4 (8 again)	250/500/1000	20+1	2	3	•••••
KAC SR-25*	4 (9 again)	125/250/500	20+1	2	3	••••
RSA "Dragunov" SVD	4 (9 again)*	250/500/1000	10+1	2	3	••••
Ruger 10/22	1	30/60/120	10+1	1	2/N	•
Ruger Mini-14	4	150/300/600	30+1	2	3	••
Simonov SKS	4	200/400/800	10+1	2	3	•
Springfield Armory M1 Garand	4 (9 again)	225/450/900	8+1	3	3	•••*

* See text for notes or special rules.

Submachine Guns

Type	Damage	Ranges	Capacity	Strength	Size	Cost
<i>Generic Submachine Guns</i>						
Generic 9mm Luger	2	30/60/120	32+1	2(2/3/4)	2/L	•••
Generic .45 ACP	3	30/60/120	30+1	2(2/3/4)	2/N	•••
<i>Notable Submachine Guns</i>						
American 180	1*	20/40/80	275+1	1(2/2/2)	3	•••
FN P90	2*	40/80/160	50+1	2(2/3/3)	2/L	••••
H&K MP5*	2	30/60/120	30+1	2(2/3/3)	2/L	••••
H&K MP7	2*	40/80/160	20+1	2(2/3/3)	2/L	••••
RSA Bizon-2	2	30/60/120	64+1	2(2/3/3)	2/L	•••
Thompson M1928	3	25/50/100	30+1	2(2/3/3)	3	•••
<i>Generic Machine Pistols</i>						
Generic 9mm Luger	2	20/40/80	20+1	2(3/4/5)	1/J	•••
<i>Notable Machine Pistols</i>						
Beretta Model 93R*	2	20/40/80	20+1	2(3/-/-)*	1/J	••••
CZ Skorpion	1	15/30/60	20+1	1(2/3/4)	1/J	•••
H&K MP5K	2	20/40/80	15+1	2(3/4/5)	1/L	••••
Intratec TEC-9*	2	10/20/40	32+1	2(3/4/5)	1/J	•••*
MAC M10*	3	20/40/80	32+1	-(-/4/5)*	1/L	••••
Stechkin APS	2	20/40/80	20+1	2(3/4/5)	1/J	•••

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