

Weapon	Difficulty	Caliber	Damage	Range	Rate	Clip	Conceal	3/F	Cost\$
PISTOLS									
(Autoloaders)									
Automag	7	.30	6	40	2	8	Jacket	No	600
Beretta M92	7	9mm	4	25	4	15	Jacket	No	625
Browning HP-35	7	9mm	4	25	4	13	Jacket	No	520
Calico 950	7	9mm	4	25	20	100	Trench coat	No	650
Ceska CZ-52	7	7.62T	3	30	4	8	Jacket	No	450
Colt 2000	7	9mm	4	20	3	15	Jacket	No	580
Colt 1911	8	.45	5	25	3	8	Jacket	No	500
Colt Delta Elite	7	10mm	5	25	3	7	Jacket	No	700
Colt Commander	7	.45	5	30	3	7	Jacket	No	700
Desert Eagle	8	.50	7	30	1	7	Jaclet	No	1000
Desert Eagle	8	.44	6	35	1	8	Jaclet	No	1000
Desert Eagle	8	.357	5	30	1	8	Jacket	No	1000
Glock 17	7	9mm	4	20	4	17	Jacket	No	580
Glock 19	7	9mm	4	20	3	15	Jacket	No	580
Glock 20	8	10mm	5	25	4	15	Jacket	No	640
Glock 21	8	.45	5	30	3	13	Jacket	No	640
Glock 22	7	.40	5	25	3	15	Jacket	No	580
Glock 23	7	.40	5	20	3	13	Jacket	No	580
H&K P7M10	7	.40	5	20	3	10	Pocket	No	1160

H&K P7M13	7	9mm	4	20	4	13	Pocket	No	1220
H&K USP	7	9mm	4	25	4	15	Jacket	No	950
Llama M87	6	9mm	4	25	4	15	Jacket	No	1450
Nova 6	9mm	4	25	4	15	Jacket	No	440	
PM Makarov	7	9mm	4	15	4	6	Pocket	No	390
Sig P220	8	.45	5	30	3	7	Jacket	No	780
Sig P226	7	9mm	4	20	4	15	Jacket	No	830
S&W ASP	7	9mm	4	20	4	7	Jacket	No	650
S&W 1006	6	10mm	5	25	4	9	Jacket	No	650
S&W 4006	6	.40	5	20	4	11	Jacket	No	650
S&W 4506	6	.45	5	25	3	8	Jacket	No	650
S&W 5906	6	9mm	4	25	4	14	Jacket	No	650
Uzi Pistol	7	9mm	4	20	5	32	Jacket	No	600
Walther PPK	7	.380	4	15	3	7	Pocket	No	600
(Revolvers)									
Colt Anaconda	7	.44	6	35	2	6	Jacket	No	600
Colt King Cobra	7	.357	5	30	2	6	Jacket	No	650
Colt Python	6	.357	5	30	2	6	Jacket	No	780
Ruger Redhawk	7	.44	6	40	2	6	Trenc coat	No	500
S&W M29	7	.44	6	40	2	6	Jacket	No	780

S&W M640	6	.38spl	4	12	3	5	Pocket	No	250
S&W M686	6	.357	5	30	2	6	Jacket	No	400
Voss BC	6	.22 M	4	20	3	8	Jacket	No	900
SMG's									
AKMS	7	7.62 S	8	50	17	30	Not	Both	700
AKR	7	5.45	7	65	20	30	Not	Both	750
AMD 65	7	7.62 S	8	75	17	30	Trench coat	Both	800
Beretta M12	7	9mm	4	30	13	20	Trench coat	Both	800
Beretta M93	7	9mm	4	20	15	21	Jacket	3 Round Burst	1360
Calico 960	7	9mm	4	35	20	100	Not	Both	900
Colt 9mm	7	9mm	4	35	18	32	Not	Both	800
Colt M177	7	5.56	7	65	20	30	Not	Both	800
Colt Scamp	6	.22	3	20	4	27	Jacket	3 Round Burst	1300
Glock 18	7	9mm	4	20	19	19	Jacket	Both	1900
H&K MP-5	7	9mm	4	40	21	30	Trench coat	Both	750
H&K MP-5 K	6	9mm	4	25	23	30	Trench coat	Both	2500
H&K MP-5 SD	7	9mm	4	30	20	30	Not	Both	3800
H&K MP-5/40	7	.40	5	40	19	30	Trench coat	Both	1200
H&K MP-5/10	7	10mm	5	40	18	30	Trench coat	Both	1200
H&K MP53	7	5.56	7	60	17	25	Trench coat	Both	2900

Ingram MAC 10	.45	5	25	18	32	Jacket	Both	500	
Ingram MAC 11	7	.380	4	20	22	32	Jacket	Both	550
Ingram MAC 11	7	9mm	4	20	20	32	Jacket	Both	550
L2A3 Stirling	6	9mm	4	40	15	34	Trench coat	Both	1260
Micro Uzi	7	9mm	4	20	21	32	Jacket	Both	800
Mini Uzi	7	9mm	4	25	21	30	Trench coat	Both	1160
Skorpion	7	.32	3	20	15	20	Jacket	Both	1200
Spectre	8	9mm	4	35	18	50	Trench coat	Both	1780
Sten Mk 2	6	9mm	4	30	15	32	Trench coat	Both	200
Steyr AUG 9mm	7	9mm	4	40	18	32	Trench coat Full auto OR 3 RB	1550	
TEC 9	8	9mm	4	20	15	30	Jacket	Both	500
TEC 22	6	.22	3	20	15	30	Trench coat	Both	700
Thompson M1928	6	.45	5	50	15	100	Trench coat	Both	700
Uzi	6	9mm	4	50	21	32	Trench coat	Both	1280
RIFLES									
AI PM	7	7.62	8	300	1	10	Not	No	3000
Druganov SVD	6	7.62	8	300	3	10	Not	No	800
H&H .600 Nitro	8	.600	9	275	1	2	Not	No	800
H&K G3 SG/1	7	7.62	8	300	10	20	Not Both	3000	
L1A1 (FN-LAR)	7	7.62	8	275	1	2	Not	Both	3000
M1 Carbine	7	.30	6	100	4	15	Not	No	600

M2 Carbine	7	.30	6	100	14	30	Not	Both	1200
M82A1	8	.50	10	500	2	11	Not	No	2800
Remington M700	8	.30-06	8	300	1	5	Not	No	500
Steyr AMR	8	15mm	10	550	1	8	Not	No	5000
Walther WA2000	7	.300	8	300	1	6	Not	No	3200
Weatherby Mk V	8	.460	10	300	1	3	Not	No	2600
ASSAULT RIFLES									
AIWS	6	5mm	7	200	18	60	Trench coat	Both	2700
AKM	7	7.62	8	200	13	30	Not	Both	500
AK-74	7	5.45	7	200	18	30	Not	Both	750
AK-47	7	7.62	8	200	14	30	Not	Both	500
AUG Carbine	7	5.56	7	150	21	30	Trench coat	Full auto OR 3RB	1450
AUG LMG	7	5.56	7	220	28	42	Not	Full auto OR 3RB	1450
FAMAS	7	5.56	7	200	25	30	Trench coat	Both	1400
H&K G3	8	7.62	8	300	10	20	Not	Both	1120
H&K G11*	6	4.7mm	6	300	20	50	Trench coat	Both	4400
H&K G41	7	5.56	7	200	20	30	Not	Both	2100
L-85 (SA-80)	7	5.56	7	200	20	30	Trench coat	Both	1650
L-86 (SA-80)	7	5.56	7	250	25	30	Not	Both	2400
M-16 A1	7	5.56	7	200	20	30	Not	Both	700

M-16 A2	7	5.56	7	200	20	30	Not	Both	940
Minimi (SAW)	7	5.56	7	225	25	100	Not	Both	3100
Minimi Para	7	5.56	7	175	25	100	Not	Both	3100
Sig 540	7	5.56	7	200	20	30	Not	Both	1200
Sig 550 7	5.56	7	200	20	30	Not	Both	1350	
Steyr AUG	7	5.56	7	200	21	30	Trench coat	Full auto OR 3RB	1450
SHOTGUNS									
AAI CAWS	7	12ga	8	25	6	12	Not	Both	1900
Binelli M-3 s90	7	12ga	8	20	3	7	No	750	
Fianchi Law 12	7	12ga	8	20	3	8	Trench coat	No	600
H&K CAWS	7	12ga	8	25	7	10	Trench coat	Both	820
Ithaca MAG 10	7	10ga	10	20	2	2	Not	No	740
Ithaca M37	6	12ga	8	15	1	5	Trench coat	No	350
Jackhammer	7	12ga	8	20	2	10	Trench coat	Both	1200
Mossberg M500	6	12ga	8	20	1	5	Not	No	500
Remington 870	6	12ga	8	20	1	8	Not	No	360
Remington 1100	6	12ga	8	20	3	8	Not	No	320
SPAS 12	6	12ga	8	20	3	8	Not	No	650
SPAS 15	6	12ga	8	20	3	6	Not	No	800
USAS 12	7	12ga	8	20	6	20	Not	Both	800

HEAVY WEAPONS									
Armbrust*	7	-	18	500	1	1	Not	No	5000
Barrett Lt Fifty*	8	.50in	9	1800	1	6	Not	No	5000
Bren (L2A4)	6	7.62	8	350	17	30	Not	Both	1200
H&K 21	6	7.62	8	350	23	50	Not	Both	3500
H&K 23	6	5.56	7	300	25	50	Not	Both	3500
LAW	7	Light Anti-tank Weapon	12	200	1	1	Trench coat	No	250
L7A2 (FN-MAG)	6	7.62	8	325	30	100	Not	Both	2500
M2HB	7	.50	10	600	15	200	Not	Both	5500
M214	6	5.56	7	250	100	1000	Not	Both	6200
M-60	6	7.62	8	300	21	100	Not	Both	2950
PK	6	7.62	8	350	20	50	Not	Both	2000
RPG-16	6	58.3	13	300	1	1	Not	No	600
RPK	6	7.62	8	200	15	40	Not	Both	900
RPK 74	6	5.45	7	225	20	40	Not	Both	1500
Stinger SAM*	7	Missile	16	2 miles	1	1	Not	No	6500

WEAPON	DIFFICULTY	DAMAGE	DESCRIPTION
Great Sword	7	Str+6	Heavy sword of about 6ft long, difficult to use even with two hands
Cavalry sabre	6	Str+4	One-handed.slightly curved blade
Katana	6	Str+5	Slightly curved one-edge blade using one or two hands
Short sword	5	Str+3	2ft long blade designed for quick thrusts
Rapier	6	Str+4	Narrow blade of 3-4ft length for piercing only
Wakizashi	5	Str+4	2ft long, slightly curved blade used in conjunction with a Katana
Long sword	5	Str+4	Double edged blade of about 4ft in length, uses one or two hands.
Dagger	4	Str+2	Between 1 and 2ft in length, used in melee
Throwing daggers	5	Strength	Can be thrown up to 20ft, double edged
Shuriken (throwing stars)	6	Strength	Can be thrown up to 20ft
Machete	5	Str+3	2-3ft long flat bladed knife
Claymore	6	Str+5	Large sword with a long, straight blade, that usually needs two hands
Butterfly sword	5	Str+2	Thick short blades of 1-2 ft in length
Kurkri	7	Str+4	Angled blade, very difficult to use
Nodachi	7	Str+7	8ft long , curved single edge blade with a 3ft long handle
Kris knife	5	Str+2	Wavy blade about 1-2 ft long
Tanto	5	Str+3	1-2ft long Katana style blade, with a very strong and sharp blade
Scimitar	7	Str+5	Large extremely curved blade of 3-4ft long
Chainsaw	8	Str+7	Unwieldy weapon needing two hands. If botches made, damage to self
Straight razor	5	Str+1	Generally can only draw blood
Sap	4	Strength	3 damage or more will knock out a mortal for 5 turns minus soak
Club	4	Str+1	Piece of wood or metal, also known as a tonfa



Foil	5	Str+3	Narrow blade of 3-4 ft, used for piercing only
Axe	7	Str+5	Woodsman axe used for chopping can be devastating if used well
Stake	6	Str+2	Must do 3 successes after dodge then 3 successes after soak
Staff	4	Str+1+2or+3	6-8ft long piece of wood (damage varies with strength of wood)
Baseball bat	4	Str+1or+2	Made of wood(+1) or aluminium(+2)
Nunchaku	7	Str+1	Can be used to parry swords or other weapons
Manriki gusari	8	Str+1	8ft long piece of chain swung over the head to entangle an enemy
Sai	7	Strength	1-2ft long spike with two smaller spikes on either side
Spears	7	Str+3	30-40ft range 8ft long shaft
Small bow	8	2+successes	60 yards, strength 2 to pull it
Large bow	8	3+successes	90 yards range, strength 3 to pull it
Compound bow	8	4+successes	180 yards range, strength 3 to pull it
Crossbow	8	5+successes	100 yards range, 15 second reload time
Halberd	8	Str+5	Axe-head and spike on the end of an 4m long pole
Towa	6	Str+6	Mouri spear about 2m long, butt one end and a double edge on the other
Flamethrower	7	8	Holds 20 turns of fuel. If fuel-tank hit, it has a 20% chance of exploding