

TABLE GW44: RANGED AND HEAVY WEAPONS

PL	Weapon	Skill	Acc	Md	Range	Type	Damage (O/G/A)	Actions	Clip Size	Clip Cost	Hide	Mass	Cost
G	Ballista	Hvy-indirect	+3	F		HI/O	d6w/d6+2w/d4+1m	1	1		—		
G	Bola	Athl-throw	+1	F	6/12/30	LI/O	d4s/d4+1s/d4+2s	1	—	—	+1	4	5
G	Bow, long	Ranged-bow	+1	F	40/80/200	LI/O	d4+1w/d6+1w/d4m	2	10	10	—	1	100
G	Bow, short	Ranged-bow	+1	F	20/40/100	LI/O	d4w/d4+2w/d4+3w	3	10	10	—	1	50
G	Cannon	Hvy-indirect	+2	F		HI/G	d6w/d6+2w/d6m	1	1		—		
G	Catapult	Hvy-indirect	+4	F		HI/O	d4+1w/d6+1w/d4m	1	1		—		
G	Crossbow	Ranged-crossbow	0	F	50/100/250	LI/O	d4+2w/d6+2w/d4+1m	1	10	15	—	2	200
G	Javelin	Athl-throw	0	F	Per STR	LI/O	d4w/d4+1w/d4+2w	1	—	—	—	1	25
G	Musket, flintlock	Ranged-rifle	+2	F	20/40/100	HI/O	d6+1w/d6+3w/d6+1m	1	1	10	—	4	400
G	Pistol, flintlock	Ranged-pistol	+2	F	4/8/16	HI/O	d4+2w/d6+2w/d4+1m	2	1	10	+2	2	300
G	Rifle, long	Ranged-rifle	+1	F	30/60/150	HI/O	d6w/d6+2w/d6m	1	1	10	—	5	500
G	Rock, thrown	Athl-throw	+1	F	Per STR	LI/O	d4s/d4+1s/d4+2s	2	—	—	+4	<1	0
G	Shuriken	Athl-throw	0	F	Per STR	LI/O	d4s/d4w/d4+1w	4	—	—	+4	<1	10
G	Sling	Ranged-sling	+1	F	10/20/60	LI/O	d4s/d4+2s/d4w	2	10	5	+2	<1	10
A	Flamethrower	Hvy-direct	0	F	6/12/30	En/O	d6w/d6+3w/d8+3w	2	12	400	—	22	1800
A	Flare gun	Ranged-pistol	+2	F	4/8/20	En/O	d6s/d4w/d4+1w	1	1	10	+3	1	250
A	Grenade launcher	Hvy-indirect	0	F	50/200/350	As load	As load	3	6	As load	—	2	8000
A	Grenade, concussion	Athl-throw	+1	F	Per STR	En/G	d4w/d4+2w/d4+3w	2	—	—	+3	0.5	500
A	Grenade, fragmentation	Athl-throw	+1	F	Per STR	HI/G	d4w/d4+2w/d6+2w	2	—	—	+2	1	250
A	Grenade, incendiary	Athl-throw	+1	F	Per STR	LI/O	d6+2s/d4w/d4+1w	2	—	—	+3	0.5	250
A	Grenade, smoke	Athl-throw	+1	F	Per STR	Special	Special	2	—	—	+3	0.5	200
A	Hand mortar	Hvy-indirect	0	F	50/200/350	As load	As load	2	1	As load	—	2	2500
A	Machine gun, heavy	Hvy-direct	0	A	100/400/1000	HI/G	d6+1w/2d4+2w/d8m	4	—/50	1000	—	50	15000
A	Machine gun, light	Hvy-direct	0	A	60/200/600	HI/G	d6w/d6+3w/d6m	4	—/50	1000	—	10	7000
A	Pistol, semiautomatic	Ranged-pistol	0	F	6/12/50	HI/O	d4+1w/d4+2w/d4m	4	15	50	+3	1	600
A	Revolver, heavy	Ranged-pistol	+1	F	4/10/40	HI/O	d4+1w/d4+2w/d6m	3	6	30	+2	1	500
A	Revolver, light	Ranged-pistol	+1	F	4/8/30	HI/O	d4w/d6w/d4m	3	6	20	+3	1	400
A	Revolver, magnum	Ranged-pistol	0	F	6/12/50	HI/O	d4+2w/d4+3w/d4+2m	3	6	60	+1	1	900
A	Revolver, medium	Ranged-pistol	0	F	6/12/40	HI/O	d4w/d4+1w/d4m	3	6	30	+2	1	200
A	Rifle, assault	Ranged-rifle	0	F/B/A	60/120/300	HI/O	d4+2w/d6+3w/d4+1m	4	30/10	200	—	3	4500
A	Rifle, hunting	Ranged-rifle	0	F	70/140/350	HI/O	d6+1w/2d4+1w/d4+1m	3	10	100	—	4	3000
A	Rocket launcher	Hvy-direct	+1	F	30/60/150	HI/G	d6w/d4+3w/d4m	1	1	100	—	5	4000
A	SAM, handheld	Hvy-indirect	0	F	1000/2000/4000	HI/G	d4w/d6w/d6+4w	1	1	1500	—	8	20000
A	Shotgun	Ranged-rifle	0	F	6/12/30	HI/O	d4w/d6w/d4m	2	3	10	—	5	1600
A	Shotgun, heavy	Ranged-rifle	0	F	6/12/30	HI/O	d4+1w/d6+1w/d4+1m	2	5	30	+1	3	1000
A	Submachine gun	Ranged-SMG	+1	B/A	10/20/80	HI/O	d4+1w/d4+2w/d4m	4	—/10	100	+1	3	2400
S	Cannon, flechette (a)	Hvy-direct	0	B/A	60/120/240	HI/O	d8+1w/d8+3w/d8m	4	—/30	300	—	20	25000
S	Cannon, Mark XI blaster (h)	Hvy-direct	0	F/B/A	100/250/800	En/G	d8+1w/d8+4w/d8+1m	4	30/10	900	—	10	50000
S	Grenade rifle (h)	Hvy-indirect	0	F	60/240/500	As load	As load	4	12	As load	+1	4	15000
S	Grenade, plasma (h)	Athl-throw	+1	F	Per STR	En/G	d4+2w/d6+2w/d4m	2	—	—	+3	0.5	3000
S	Grenade, stun (a)	Athl-throw	+1	F	Per STR	En/O	d6s/d8s/d8+2s	2	—	—	+3	0.5	1000
S	Pistol, black ray (h)	Ranged-rifle	0	F	5/10/20	En/O	d6+1w/d6+3w/d6+1m	2	6	300	—	1	30000
S	Pistol, flechette (a)	Ranged-pistol	—1	F	8/16/40	HI/O	d4w/d6w/d4m	4	15	150	+3	1	1500
S	Pistol, laser (h)	Ranged-pistol	—1	F	20/40/200	En/O	d4+1w/d6+1w/d4m	4	24	300	+3	1	3500
S	Pistol, Mark V blaster (h)	Ranged-pistol	0	F	15/30/100	En/G	d6w/d6+2w/d6m	2	15	300	+2	1	4250
S	Pistol, needler (a)	Ranged-pistol	0	F	5/10/20	LI/O	d4s/d4+1s/d4+2s	3	20	300	+3	1	2500
S	Pistol, tangler (a)	Ranged-pistol	—1	F	5/10/20	n/a	see description	3	8	300	+2	1	5000
S	Rifle, flechette (a)	Ranged-rifle	—1	F/B/A	10/20/50	HI/O	d4+1w/d6+1w/d4+1m	4	30/10	200	—	4	5000
S	Rifle, laser (h)	Ranged-rifle	—1	F	100/400/1000	En/O	d6+1w/d6+3w/d4+1m	3	18	300	—	4	6000
S	Rifle, Mark VII blaster (h)	Ranged-rifle	0	F	50/100/200	En/G	d6+1w/d8+2w/d6+1m	2	12	300	—	4	7000
S	SMG, flechette (a)	Ranged-SMG	0	B/A	8/16/40	HI/O	d4w/d6w/d4m	4	—/10	450	+1	3	3000
S	SMG, laser (h)	Ranged-SMG	—1	B/A	20/80/200	En/O	d6w/d6+2w/d4m	4	—/6	300	+1	3	5000
S	SMG, Mark IX blaster (h)	Ranged-SMG	0	B/A	15/60/120	En/G	d6+1w/d6+2w/d6m	2	—/4	300	+1	3	9000

(a) Only functions for androids and humans

(h) Only functions for humans